```
02A2 - 6AFF - VA=FF   Set new target enable flag
  A4 - 1230 - Go loop main
  A6 - A400 - I= memory arrary - Trail XY coordinate storage/trail control
  A8 - F71E - I= I+V7 (Index)
  AA - 7702 - V7+02 For next time through and for erasing last bips
  AC - 8080 - V0=V8 For next store instruction
  AE - 8190 - V1=V9   "     "      "        "
02B0 - F155 - Store V0 V1 @ I (2 bytes each trail location)
  B2 - 37A0 - Skip V7=A0- memory full - trail at max. first time through
  B4 - 12BA - Go skip erase & reset index
  B6 - 6601 - V6=01 - erase trail bips flag
  B8 - 6700 - V7=00 - reset trail length index
  BA - 3601 - Skip V6=01 erase flag set
  BC - 1258 - Go 0258 -end trail routine part one
  BE - A400 - I= memory array trail coordinates
02C0 - F71E - I= I+V7  Index to last trail bip position
  C2 - F165 - Load V0:V1 with coordinates of last bip in trail
  C4 - A3E7 - I= bip pattern
  C6 - D011 - Display to erase
  C8 - 1258 - Go 0258 -end trail routine part two
  CA - 6F3F - VF=3F  Enter here- trail hit something
  CC - 88F2 - V8 & VF (Mask to 3F)
  CE - 6F1F - VF=1F
02D0 - 89F2 - V9 & VF (Mask to 1F) Limits trail XY to target range
  D2 - 6000 - V0=00 -Set a flag =00
  D4 - 6F03 - VF=03 Loop count #2
  D6 - 6E03 - VE=03 Loop count #1
  D8 - 5A80 - Skip VA=V8 (X coordinates trail/target equal)
  DA - 12E0 - Go -check next X
  DC - 9E90 - Skip VE≠V9 (Y coordinates NOT equal)
  DE - 6001 - V0=01 Set flag - target was hit
02E0 - 7A01 - VA+01 Next bit in row
  E2 - 7EFF - VE+FF (-01)  Loop #1 -01
  E4 - 3E00 - Skip VE=00  Done loop
  E6 - 12D8 - Go check to end of row
  E8 - 7AFD - VA+FD (-03)  Reset target X
  EA - 7B01 - VB+01  For next row in target
  EC - 7FFF - VF+FF (-01)  Loop #2 -01
  EE - 3F00 - Skip VF=00  Done loop
02F0 - 12D6 - Go check all rows
  F2 - 7BFD - VB+FD (-03)  Reset target Y
  F4 - 3001 - Skip V0=01  Target hit flag set
  F6 - 1310 - Go computer scores
  F8 - 7C0A - VC+0A (Human score +10)   Human scores enter here
  FA - 6F07 - VF= Loop count for beeper
  FC - 6E01 - VE= 01 for tone
  FE - FE18 - Sound tone for VE
0300 - 7FFF - VF+FF (-01) Loop count
  02 - 6E05 - VE=05 For time loop sub
```