
```
1  include \masm32\include\masm32rt.inc    ;assembler file
2  include game.inc
3  .code
4
5  main proc
6      invoke load        ;move the pictures we need to the ram from the hard disk
7      ;start infinite loop
8      loopi:
9          invoke draw
10         invoke update
11     jmp loopi
12 ret
13 main endp
14 end main
```