

4.7 Super Starter Games

The Super Starter Game package is a set of four games that you can play against your computer. The listing of the games is included in this section. Like the monitor, the games are relative addressed. If you wish to run the games in RAM (it takes 1K words) load the first dump following the source listing and jump to the start (via G D2). If you want to put the games in EPROM, first load the second dump following the source listing into RAM. Then program it into EPROM (via P:D2,7FE,0). To execute the games in EPROM just jump to them (via GF000). Be sure you load the proper dump or the games will not work. If your kit does not have 1K words of RAM, you must enter the program a piece at a time and program each segment into the EPROM. Be careful to get the addressing correct or the games won't work. To be sure you have programmed the EPROM's correctly just dump them and recheck the dump against the second dump in this section. To dump the EPROM type "DF000, F7FF".

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                                TITL 'SUPER STARTER GAMES (VER 10/78)'
0000 IDTSSG IDT 'IDTSSG'
0000                                DREG                                ; DEFINE REGISTERS
*
* RAM DATA BASE
* ORDER IS IMPORTANT, CHANGE WITH CARE
*
00B0                                AORG >B0                                ; ADDRESS RAM
00B0 SEED BSS 2                                ; RANDOM NO. SEED
00B2 BROLL BSS 2                                ; CURRENT BANKROLL
00B4 WAGER BSS 2                                ; CURRENT WAGER
00B6 PTOT BSS 2                                ; PLAYER TOTAL
00B8 PACE BSS 2                                ; PLAYER ACE COUNT
00BA CTOT BSS 2                                ; COMPUTER TOTAL
00BC CACE BSS 2                                ; COMPUTER ACE COUNT
00BE CNT BSS 2                                ; CARDS REMAINING
00C0 CHLD BSS 2                                ; COMPUTER HOLD
00C2 DRW BSS 2                                ; CARD LAST DRAWN
00C4 DECK BSS 14                                ; THE DECK
00B6 GUESS EQU PTOT                                ; TOTAL NO. OF GUESSES
00B8 GAMES EQU PACE                                ; TOTAL NO. OF GAMES
00C4 NO EQU DECK                                ; NUMBER
00B6 POINT EQU PTOT                                ; POINT
00B8 ROLL EQU PACE                                ; ROLL
00B6 NUM1 EQU PTOT                                ; NUMBER ONE
00B8 NUM2 EQU PACE                                ; NUMBER TWO
*
* MONITOR INTERFACE
*
0000                                RORG *                                ; CHANGE TO RELATIVE
0000 0460 06EE B @BEGIN                                ; GO TO START
0000 TTY EQU 0                                ; TTY BIT
*
* ROM DATA BASE
*
0004 07 BELLS BYTE 7                                ; BELL CODE
0005 2E DECML BYTE '.'
0006 20 SPACE BYTE ' '
0007 3F QUEST BYTE '?'
0008 40 ATSGN BYTE '@'
0009 0D CR BYTE >0D                                ; CARRIAGE RETURN
000A 0A LF BYTE >0A                                ; LINE FEED
000C 03E8 BANK DATA 1000                                ; SIZE OF BANK
000E 4132 3334 LABEL TEXT 'A23456789TJQK'
0012 3536 3738
0016 3954 4A51
001A 4B
001C 000A TEN DATA 10                                ; CONSTANT
001E 000D C13 DATA 13                                ; CONSTANT
0020 0006 C6 DATA 6                                ; CONSTANT
0022 0388 0042 GTAB DATA BLK10,'B'                                ; TABLE OF SELECTIONS
0026 04F4 0046 DATA GS00,'F'
002A 05E6 0043 DATA CRP10,'C'
002E 0672 0041 DATA AD10,'A'
0032 0000 DATA 0                                ; END OF TABLE FLAG
0034 01 ONE BYTE 1                                ; BYTE INCREMENT
*
* PLAYER MESSAGES

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*
0035 424C 4143 MESS00 TEXT 'BLACKJACK@'
0039 4B4A 4143
003D 4B40
003F 494E 4954 MESS01 TEXT 'INITIAL BANKROLL IS $200@'
0043 4941 4C20
0047 4241 4E4B
004B 524F 4C4C
004F 2049 5320
0053 2432 3030
0057 40
0058 5245 4144 MESS02 TEXT 'READY?@'
005C 593F 40
005F 484F 5553 MESS03 TEXT 'HOUSE LIMIT IS $100@'
0063 4520 4C49
0067 4D49 5420
006B 4953 2024
006F 3130 3040
0073 5741 4745 MESS04 TEXT 'WAGER?@'
0077 523F 40
007A 4849 543F MESS05 TEXT 'HIT?@'
007E 40
007F 4445 414C MESS06 TEXT 'DEALER HOLDS @'
0083 4552 2048
0087 4F4C 4453
008B 2040
008D 4445 414C MESS07 TEXT 'DEALER BUSTED@'
0091 4552 2042
0095 5553 5445
0099 4440
009B 594F 5520 MESS08 TEXT 'YOU WIN@'
009F 5749 4E40
00A3 594F 5552 MESS09 TEXT 'YOUR BANKROLL IS $@'
00A7 2042 414E
00AB 4B52 4F4C
00AF 4C20 4953
00B3 2024 40
00B6 4445 414C MESS10 TEXT 'DEALER TOTAL IS - @'
00BA 4552 2054
00BE 4F54 414C
00C2 2049 5320
00C6 2D20 40
00C9 594F 5520 MESS11 TEXT 'YOU LOSE@'
00CD 4C4F 5345
00D1 40
00D2 4741 4D45 MESS12 TEXT 'GAME OVER - YOU ARE BROKE!@'
00D6 204F 5645
00DA 5220 2D20
00DE 594F 5520
00E2 4152 4520
00E6 4252 4F4B
00EA 4521 40
00ED 2121 2120 MESS13 TEXT '!!! YOU BROKE THE BANK !!!@'
00F1 594F 5520
00F5 4252 4F4B
00F9 4520 5448
00FD 4520 4241
0101 4E4B 2021

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0105	2121	40	
0108	534F	5252	MESS14 TEXT 'SORRY, NO CREDIT@'
010C	592C	204E	
0110	4F20	4352	
0114	4544	4954	
0118	40		
0119	594F	5520	MESS15 TEXT 'YOU DRAW - @'
011D	4452	4157	
0121	202D	2040	
0125	594F	5552	MESS16 TEXT 'YOUR TOTAL IS - @'
0129	2054	4F54	
012D	414C	2049	
0131	5320	2D20	
0135	40		
0136	594F	5520	MESS17 TEXT 'YOU BUSTED@'
013A	4255	5354	
013E	4544	40	
0141	424C	4143	MESS18 TEXT 'BLACKJACK!@'
0145	4B4A	4143	
0149	4B21	40	
014C	4445	414C	MESS19 TEXT 'DEALER DRAWS - @'
0150	4552	2044	
0154	5241	5753	
0158	202D	2040	
			*
015C	464F	5552	MESS20 TEXT 'FOUR DIGIT GUESS@'
0160	2044	4947	
0164	4954	2047	
0168	5545	5353	
016C	40		
016D	4755	4553	MESS21 TEXT 'GUESS NO. @'
0171	5320	4E4F	
0175	2E20	40	
0178	4449	4749	MESS22 TEXT 'DIGITS CORRECT - @'
017C	5453	2043	
0180	4F52	5245	
0184	4354	202D	
0188	2040		
018A	494E	2043	MESS23 TEXT 'IN CORRECT POS.- @'
018E	4F52	5245	
0192	4354	2050	
0196	4F53	2E2D	
019A	2040		
019C	4C41	5354	MESS24 TEXT 'LAST SHOT, YOU LOSE. IT WAS - @'
01A0	2053	484F	
01A4	542C	2059	
01A8	4F55	204C	
01AC	4F53	452E	
01B0	2020	4954	
01B4	2057	4153	
01B8	202D	2040	
01BC	3F3F	3F20	MESS25 TEXT '??? NUMBERS ONLY!@'
01C0	4E55	4D42	
01C4	4552	5320	
01C8	4F4E	4C59	
01CC	2140		
01CE	5448	4154	MESS26 TEXT 'THATS IT!@'
01D2	5320	4954	

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01D6 2140
01D8 594F 5552 MESS27 TEXT 'YOUR AVERAGE IS - @'
01DC 2041 5645
01E0 5241 4745
01E4 2049 5320
01E8 2D20 40
*
01EB 5745 4C43 MESS30 TEXT 'WELCOME TO THE S.S. GAMEROOM@'
01EF 4F4D 4520
01F3 544F 2054
01F7 4845 2053
01FB 2E53 2E20
01FF 4741 4D45
0203 524F 4F4D
0207 40
0208 4348 4F4F MESS31 TEXT 'CHOOSE YOUR GAME (BY FIRST LETTER)@'
020C 5345 2059
0210 4F55 5220
0214 4741 4D45
0218 2028 4259
021C 2046 4952
0220 5354 204C
0224 4554 5445
0228 5229 40
*
022B 4352 4150 MESS40 TEXT 'CRAPS@'
022F 5340
0231 524F 4C4C MESS41 TEXT 'ROLL .....@'
0235 202E 2E2E
0239 2E2E 40
023C 594F 5552 MESS42 TEXT 'YOUR POINT - @'
0240 2050 4F49
0244 4E54 202D
0248 2040
*
024A 4143 4559 MESS50 TEXT 'ACEY DUECEY@'
024E 2044 5545
0252 4345 5940
0256 5448 4520 MESS51 TEXT 'THE PAIR - @'
025A 5041 4952
025E 202D 2040
*
* COMMON SUBROUTINES
*
*
* ROUTINE: WIN, LOSE
* PRINT WIN OR LOSE MESSAGE,
* UPDATE AND SHOW THE TOTALS
* CHECK FOR OVERFLOW AND UNDERFLOW
*
0262 COCB WIN MOV R11,R3 ; SAVE RETURN
0264 069A BL *R10
0266 009B DATA MESS08
0268 C020 00B4 MOV @WAGER,R0
026C 1006 JMP SHOW
026E COCB LOSE MOV R11,R3 ; SAVE RETURN
0270 069A BL *R10
0272 00C9 DATA MESS11

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0274 C020 00B4      MOV  @WAGER,R0
0278 0500          NEG  R0
027A A020 00B2  SHOW  A    @BROLL,R0      ; RO=NEW TOTAL
027E 110C          JLT  SHOW10                ; BROKE
0280 130B          JEQ  SHOW10                ; BROKE
0282 8800 000C      C    R0,@BANK              ; CHECK AGAINST BANK LIMIT
0286 150B          JGT  SHOW20                ; BIG WINNER
0288 C800 00B2      MOV  R0,@BROLL            ; SAVE NEW BANKROLL
028C 069A          BL   *R10                ; DISPLAY IT
028E 00A3          DATA MESS09
0290 C160 00B2      MOV  @BROLL,R5
0294 C203          MOV  R3,R8                ; SETUP RETURN FOR DISP
0296 101E          JMP  DISPA                ; DISPLAY AND EXIT
0298 069A          SHOW10 BL *R10            ; BROKE
029A 00D2          DATA MESS12
029C 1008          JMP  SHOW40
029E 069A          SHOW20 BL *R10            ; BANK BROKE
02A0 00ED          DATA MESS13
02A2 0201 0014      LI   R1,20                ; RING THE BELLS
02A6 2CA0 0004  SHOW30 OUT @BELLS          ; RING THE BELLS!
02AA 0601          DEC  R1
02AC 16FC          JNE  SHOW30
02AE 0460 06EE  SHOW40 B    @BEGIN            ; RESTART
*
* ROUTINE: TYPED
* TYPE A DIGIT IN R4
*
02B2 0284 000A  TYPED  CI   R4,10          ; CHECK FOR TWO DIGITS
02B6 1108          JLT  TYPE3                ; JUMP IF NOT
02B8 04C3          DISPD CLR R3              ; DISPLAY TWO DEC. DIG.
02BA 3CE0 001C      DIV  @TEN,R3
02BE 0A83          SLA  R3,8
02C0 A103          A    R3,R4
02C2 0224 3000  TYPE2  AI   R4,>3000        ; ADJUST SECOND DIGIT
02C6 2C84          OUT  R4                  ; TYPE DIGIT
02C8 0224 0030  TYPE3  AI   R4,>30          ; ADJUST FOR ASCII
02CC 06C4          SWPB R4
02CE 2C84          OUT  R4
02D0 045B          B    *R11
*
* ROUTINE: DISP
* DISPLAY THE CONTENTS OF R5
*
02D2 C20B          DISP  MOV  R11,R8
02D4 0201 03E8  DISPA  LI   R1,1000        ; SETUP DIVISOR
02D8 C105          DISP10 MOV  R5,R4
02DA 04C3          CLR  R3                  ; (R3,R4)=INPUT
02DC 3CC1          DIV  R1,R3                ; R3=INPUT/DIVISOR
02DE C103          MOV  R3,R4
02E0 04C3          CLR  R3
02E2 3CE0 001C      DIV  @TEN,R3              ; R4=NEXT DIGIT
02E6 06A0 02B2      BL   @TYPED
02EA 04C0          CLR  R0
02EC 3C20 001C      DIV  @TEN,R0
02F0 C040          MOV  R0,R1
02F2 16F2          JNE  DISP10
02F4 0458          B    *R8

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*
* ROUTINE: RANDOM

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* GENERATE A RANDOM NUMBER
* N(I)=N(I-1)*C [MOD 2**16]
* C=18751
* PERIOD=2**16-1=65535
*
02F6 493F      GEN      DATA 18751      ; GENERATOR
02F8 C020 00B0  RANDOM  MOV  @SEED,R0    ; GET SEED
02FC 3820 02F6      MPY  @GEN,R0      ; (R0,R1)=NEXT NO.
0300 0B11      SRC  R1,1        ; SHIFT IT
0302 0581      RAND10 INC  R1        ; INCREMENT IT
0304 8801 00B0      C    R1,@SEED     ; SAME AS SEED?
0308 13FC      JEQ  RAND10      ; YES- CHANGE IT
030A C801 00B0      MOV  R1,@SEED     ; RESET SEED
030E 045B      B    *R11        ; EXIT

*
* ROUTINE: WAIT
* WAIT FOR OPERATOR GO AHEAD, AND
* RANDOMIZE THE GENERATOR
*
0310 C0CB      WAIT   MOV  R11,R3      ; SAVE RETURN
0312 069A      BL    *R10        ; READY?
0314 0058      DATA MESS02
0316 0201 00C8      LI   R1,200      ; PRESET BANKROLL
031A C801 00B2      MOV  R1,@BROLL   ; PRESET BANKROLL
031E 04E0 00BE      CLR  @CNT        ; CLEAR COUNTER
0322 C2C3      MOV  R3,R11      ; RESET RET. FOR ALT. ENTRY
0324 C0CB      WAITA  MOV  R11,R3      ; SAVE RETURN
0326 06A0 02F8      WAIT10 BL  @RANDOM      ; GEN. NO.
032A 1F00      TB    TTY        ; WAIT FOR OP. INPUT
032C 13FC      JEQ  WAIT10
032E 2C44      IN   R4          ; GET INPUT
0330 0453      B    *R3

*
* ROUTINE: GETWG
* GET WAGER
*
0332 C0CB      GETWG  MOV  R11,R3      ; SAVE RETURN
0334 069A      GETW10 BL  *R10        ; ASK FOR INPUT
0336 0073      DATA MESS04
0338 04C1      CLR  R1          ; CLEAR TOTAL
033A 2C44      GETW20 IN  R4          ; GET INPUT
033C 0984      SRL  R4,8        ; RIGHT JUSTIFY
033E 0224 FF00      AI   R4,->30     ; REMOVE ASCII BIAS
0342 1108      JLT  GETW30
0344 0284 0009      CI   R4,9
0348 1505      JGT  GETW30
034A 3860 001C      MPY  @TEN,R1      ; (R1,R2)=R1*10
034E A084      A    R4,R2      ; R2=NEW VALUE
0350 C042      MOV  R2,R1
0352 10F3      JMP  GETW20
0354 0281 0064      GETW30 CI  R1,100     ; TEST SIZE
0358 1B06      JH   GETW40      ; TOO BIG
035A 8801 00B2      C    R1,@BROLL   ; CHECK AGAINST ASSETS
035E 1506      JGT  GETW50
0360 C801 00B4      MOV  R1,@WAGER   ; SAVE IT
0364 0453      B    *R3        ; EXIT
0366 069A      GETW40 BL  *R10
0368 005F      DATA MESS03

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036A 10E4          JMP  GETW10
036C 069A          GETW50 BL  *R10          ; REFUSE CREDIT
036E 0108          DATA MESS14
0370 10E1          JMP  GETW10
*
* ROUTINE: MESS
* DISPLAY THE MESSAGE WHOSE ADDRESS
* FOLLOWS THE CALL
*
0372 2CA0 0009     MESS  OUT  @CR          ;NEW LINE
0376 2CA0 000A          OUT  @LF          ;
037A C07B          MOV  *R11+,R1        ; R1=MESSAGE ADDR
037C 2C91          MSS10 OUT  *R1          ; OUTPUT CHARACTER
037E 0581          INC  R1          ; ADVANCE TO NEXT
0380 9811 0008          CB   *R1,@ATSGN      ; END?
0384 16FB          JNE  MSS10         ; NO-CONTINUE
0386 045B          B    *R11         ; EXIT
*
* GAME-1 (BLACKJACK)
*
0388 069A          BLK10 BL  *R10          ; SIGN-ON MESSAGE
038A 0035          DATA MESS00
038C 069A          BL  *R10          ; GIVE OUT BANKROLL
038E 003F          DATA MESS01
0390 06A0 0310          BL  @WAIT         ; WAIT FOR GO
0394 06A0 0332     BLK20 BL  @GETWG        ; GET WAGER
0398 0201 00B6          LI  R1,PTOT       ; CLEAR TOTALS
039C 04F1          BLK30 CLR  *R1+
039E 0281 00BE          CI  R1,CNT
03A2 16FC          JNE  BLK30
03A4 06A0 0454          BL  @DLR          ; GET DEALER HOLD
03A8 06A0 040E          BL  @PLAY         ; GET PLAYERS TWO
03AC 06A0 040E          BL  @PLAY
03B0 06A0 0454          BL  @DLR          ; GET DEALER SHOW
03B4 069A          BLK40 BL  *R10          ; HIT?
03B6 007A          DATA MESS05
03B8 2C44          IN  R4          ; GET INPUT
03BA 0984          SRL  R4,8         ; RIGHT JUSTIFY
03BC 0284 004E          CI  R4,'N'       ; NO?
03C0 1306          JEQ  BLK45
03C2 0284 0059          CI  R4,'Y'       ; IF NOT YES?, ASK AGAIN
03C6 16F6          JNE  BLK40
03C8 06A0 040E          BL  @PLAY         ; GET HIT
03CC 10F3          JMP  BLK40        ; ASK AGAIN
03CE 069A          BLK45 BL  *R10          ; SHOW HOLD CARD
03D0 007F          DATA MESS06
03D2 2CA0 00C1          OUT  @CHLD+1      ; PRINT CARD
03D6 C060 00BA     BLK50 MOV  @CTOT,R1      ; IF CTOT<16 - HIT
03DA 0281 0010          CI  R1,16
03DE 1503          JGT  BLK70
03E0 06A0 0454     BLK60 BL  @DLR          ; DEALER HIT
03E4 10F8          JMP  BLK50
03E6 0281 0016     BLK70 CI  R1,22        ; IF CTOT>21 - BUST
03EA 1105          JLT  BLK100
03EC 069A          BL  *R10          ; DEALER BUST
03EE 008D          DATA MESS07
03F0 06A0 0262     BLK80 BL  @WIN          ; A WINNER
03F4 10CF          JMP  BLK20        ; CONTINUE

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03F6 8060 00B6 BLK100 C @PTOT,R1 ; COMPARE SCORES
03FA 15FA JGT BLK80 ; TRY AGAIN
03FC 069A BL *R10 ; DEALER TOTAL
03FE 00B6 DATA MESS10
0400 C120 00BA MOV @CTOT,R4 ; SHOW TOTAL
0404 06A0 02B8 BL @DISPD
0408 06A0 026E BLK110 BL @LOSE ; A LOSER
040C 10C3 JMP BLK20 ; CONTINUE

*
* ROUTINE: PLAY
* GET A CARD FOR PLAYER
* ADJUST SCORE ACCORDING TO CARDS HELD
* CHECK FOR BUST
*
040E COCB PLAY MOV R11,R3 ; SAVE RETURN
0410 069A BL *R10 ; DRAW-
0412 0119 DATA MESS15
0414 06A0 0486 BL @GET ; GET CARD
0418 A801 00B6 A R1,@PTOT ; ADD TO TOTAL
041C A802 00B8 A R2,@PACE ; ADD UP ACES TOO
0420 0201 0015 PLAY10 LI R1,21 ; TEST SCORE
0424 8060 00B6 C @PTOT,R1
0428 1508 JGT PLAY20 ; BUST (MAYBE)
042A 1311 JEQ PLAY40 ; BLACKJACK
042C 069A BL *R10 ; SCORE 1-20
042E 0125 DATA MESS16
0430 C120 00B6 MOV @PTOT,R4 ; PRINT TOTAL
0434 C2C3 MOV R3,R11 ; SETUP FOR CALL TO DISP
0436 0460 02B8 B @DISPD ; CALL AND EXIT
043A 0620 00B8 PLAY20 DEC @PACE ; IF NO ACES-BUST
043E 1104 JLT PLAY30
0440 6820 001C S @TEN,@PTOT ; REDUCE ACE FROM 11 TO 1
0444 00B6
0446 10EC JMP PLAY10 ; RETEST
0448 069A PLAY30 BL *R10 ; BUST
044A 0136 DATA MESS17
044C 10DD JMP BLK110 ; A LOSER
044E 069A PLAY40 BL *R10 ; BLACKJACK
0450 0141 DATA MESS18
0452 10CE JMP BLK80

*
* ROUTINE: DLR
* DRAW ONE FOR THE DEALER
* ADJUST TOTAL SCORE
*
0454 COCB DLR MOV R11,R3 ; SAVE RETURN
0456 C020 00BA MOV @CTOT,R0 ; IF FIRST CALL,
045A 1302 JEQ DLR5 ; DON'T SHOW DRAW
045C 069A BL *R10 ; DEALER DRAWS
045E 014C DATA MESS19
0460 06A0 0486 DLR5 BL @GET ; GET CARD
0464 A801 00BA A R1,@CTOT ; UPDATE TOTAL
0468 A802 00BC A R2,@CACE ; UPDATE ACES TOO
046C 0201 0015 DLR10 LI R1,21 ; TEST SCORE
0470 8060 00BA C @CTOT,R1
0474 1501 JGT DLR30 ; BUST (MAYBE)
0476 0453 DLR20 B *R3 ; EXIT WITH NEW SCORE
0478 0620 00BC DLR30 DEC @CACE ; IF ACES, REDUCE SCORE

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047C 11FC          JLT  DLR20          ; IF NOT, EXIT
047E 6820 001C    S      @TEN,@CTOT
0482 00BA
0484 10F3          JMP  DLR10          ; RETEST
*
* ROUTINE: GET
* GET ONE CARD.  IF NOT FIRST CALL
* PRINT IT ALSO
*
0486 C24B          GET   MOV   R11,R9          ; SAVE RETURN
0488 0620 00BE    DEC   @CNT            ; CHECK CARDS LEFT
048C 150A          JGT   GET10          ; IF NONE, RESHUFFLE
048E 0201 00C4    LI    R1,DECK        ; CLEAR DECK COUNT
0492 04F1          GET5  CLR   *R1+        ; CLEAR COUNTERS
0494 0281 00D2    CI    R1,DECK+14
0498 11FC          JLT   GET5
049A 0201 0033    LI    R1,51          ; RESET COUNT
049E C801 00BE    MOV   R1,@CNT
04A2 06A0 02F8    GET10 BL   @RANDOM          ; GET RANDOM NO.
04A6 04C0          CLR   R0             ; FORCE PROPER RANGE
04A8 3C20 001E    DIV  @C13,R0
04AC D021 00C4    MOVB @DECK(R1),R0   ; ANY LEFT?
04B0 C801 00C2    MOV   R1,@DRW        ; SAVE DRAWN CARD
04B4 0980          SRL  R0,8
04B6 0280 0003    CI    R0,3
04BA 15F3          JGT   GET10          ; NO-RETRY
04BC B860 0034    AB   @ONE,@DECK(R1) ; UPDATE CARD COUNT
04C0 00C4
04C2 D121 000E    MOVB @LABEL(R1),R4
04C6 0581          INC  R1              ; ADJUST FOR J,Q,K
04C8 0281 000A    CI    R1,10
04CC 1102          JLT  GET15
04CE 0201 000A    LI    R1,10
04D2 04C2          GET15 CLR  R2              ; CHECK FOR ACE
04D4 0984          SRL  R4,8
04D6 0284 0041    CI    R4,'A'
04DA 1603          JNE  GET20
04DC 0582          INC  R2              ; FLAG AS ACE
04DE 0201 000B    LI    R1,11          ; CHANGE VALUE
04E2 C020 00BA    GET20 MOV  @CTOT,R0       ; PRINT IF NOT FIRST
04E6 1303          JEQ  GET30
04E8 06C4          SWPB R4              ; OUTPUT
04EA 2C84          OUT  R4
04EC 0459          B    *R9             ; EXIT
04EE C804 00C0    GET30 MOV  R4,@CHLD    ; SAVE HOLD CARD
04F2 0459          B    *R9             ; EXIT
*
* GAME - 2 (FOUR DIGIT GUESS)
*
04F4 04E0 00B8    GS00 CLR  @GAMES        ; CLEAR GAME TOTAL
04F8 04E0 00B6    CLR  @GUESS         ; CLEAR GUESS TOTAL
04FC 069A          GS05 BL   *R10           ; SIGN-ON
04FE 015C          DATA MESS20
0500 06A0 0310    BL   @WAIT          ; WAIT FOR START
0504 05A0 00B8    INC  @GAMES         ; UPDATE NO. OF GAMES
0508 04C2          CLR  R2             ; GENERATE NUMBER
050A 06A0 02F8    GS10 BL   @RANDOM         ; GET NO.
050E 04C0          CLR  R0             ; FORCE RANGE 0-9

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0510 3C20 001C          DIV  @TEN,R0
0514 C881 00C4          MOV  R1,@NO(R2)          ; SAVE NO
0518 C0C2              MOV  R2,R3              ; CHECK FOR DUP
051A 0643              GS20 DECT  R3
051C 1104              JLT  GS30
051E 88C1 00C4          C    R1,@NO(R3)
0522 13F3              JEQ  GS10              ; DUPLICATE
0524 10FA              JMP  GS20
0526 05C2              GS30 INCT  R2          ; DIGIT O.K.
0528 0282 0008          CI   R2,8              ; CONTINUE TILL ALL DONE
052C 16EE              JNE  GS10
052E 0205 0001          LI   R5,1              ; R1=GUESS COUNT
0532 04C9              GS35 CLR  R9              ; R6=CORRECT POSITION
0534 04C7              CLR  R7              ; R7=JUST CORRECT
0536 05A0 00B6          INC  @GUESS           ; INC. TOTAL GUESS
053A 069A              GS40 BL   *R10             ; ASK FOR GUESS
053C 016D              DATA MESS21
053E C105              MOV  R5,R4              ; PRINT GUESS NO.
0540 06A0 02B2          BL   @TYPED
0544 2CA0 0007          OUT  @QUEST           ; PRINT '?'
0548 04C2              CLR  R2              ; GET FOUR DIGIT GUESS
054A 2C44              GS50 IN   R4              ; GET INPUT
054C 0984              SRL  R4,8              ; RIGHT JUSTIFY
054E 0224 FFD0          AI   R4,->30          ; REMOVE ASCII BIAS
0552 1130              JLT  GS100            ; NOT A DIGIT
0554 0284 000A          CI   R4,10            ; CHECK RANGE
0558 152D              JGT  GS100            ; AGAIN NOT A DIGIT
055A 8884 00C4          C    R4,@NO(R2)       ; CORRECT POS?
055E 1601              JNE  GS60
0560 0589              INC  R9
0562 0203 0008          GS60 LI   R3,8              ; CORRECT?
0566 88C4 00C2          GS70 C    R4,@NO-2(R3)
056A 1601              JNE  GS80
056C 0587              INC  R7
056E 0643              GS80 DECT  R3
0570 16FA              JNE  GS70
0572 05C2              INCT  R2              ; FINISHED GUESSING?
0574 0282 0008          CI   R2,8
0578 16E8              JNE  GS50              ; IF NOT, CONTINUE
057A 0289 0004          CI   R9,4              ; A WINNER?
057E 131D              JEQ  GS110
0580 069A              BL   *R10              ; SHOW RESULTS
0582 0178              DATA MESS22
0584 C107              MOV  R7,R4              ; DISPLAY TOTAL
0586 06A0 02B2          BL   @TYPED
058A 069A              BL   *R10
058C 018A              DATA MESS23
058E C109              MOV  R9,R4              ; DISPLAY SECOND TOTAL
0590 06A0 02B2          BL   @TYPED
0594 0585              INC  R5              ; UPDATE GUESS COUNT
0596 0285 0010          CI   R5,16            ; BUST?
059A 11CB              JLT  GS35
059C 069A              BL   *R10              ; A LOSER
059E 019C              DATA MESS24
05A0 04C2              CLR  R2              ; SHOW ANSWER
05A2 C122 00C4          GS90 MOV  @NO(R2),R4
05A6 06A0 02B2          BL   @TYPED
05AA 05C2              INCT  R2

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05AC 0282 0008      CI    R2,8
05B0 11F8           JLT   GS90
05B2 1005           JMP   GS120           ; START OVER
05B4 069A          GS100 BL   *R10           ; ILLEGAL ENTRY
05B6 01BC           DATA MESS25
05B8 10C0           JMP   GS40
05BA 069A          GS110 BL   *R10           ; A WINNER
05BC 01CE           DATA MESS26
05BE 069A          GS120 BL   *R10           ; DO BATTING AVERAGE
05C0 01D8           DATA MESS27
05C2 C160 00B6      MOV   @GUESS,R5       ; R5=GUESS
05C6 3960 001C      MPY   @TEN,R5         ; (R5,R6)=GUESS*10
05CA 3D60 00B8      DIV   @GAMES,R5      ; R5=(GUESS/GAMES)*10
05CE 04C4           CLR   R4              ; (R4,R5)=(GUESS/GAMES)*10
05D0 3D20 001C      DIV   @TEN,R4        ; R4=GUESS/GAMES, R5=REMAINDER
05D4 06A0 02B2      BL   @TYPED          ; PRINT R4
05D8 2CA0 0005      OUT   @DECML         ; PRINT '.'
05DC 0225 0030      AI    R5,'0'
05E0 06C5           SWPB  R5
05E2 2C85           OUT   R5              ; PRINT DIGIT
05E4 108B           JMP   GS05

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*
* GAME-3 (CRAPS)
*

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05E6 069A          CRP10 BL   *R10           ; SIGN ON
05E8 022B           DATA MESS40
05EA 069A          BL   *R10           ; GIVE OUT MONEY
05EC 003F           DATA MESS01
05EE 06A0 0310      CRP20 BL   @WAIT          ; READY?
05F2 06A0 0332      CRP20 BL   @GETWG        ; GET WAGER
05F6 04E0 00B6      CRP30 CLR   @POINT        ; CLEAR POINT
05FA 069A          CRP30 BL   *R10           ; ROLL
05FC 0231           DATA MESS41
05FE 06A0 0324      BL   @WAITA         ; WAIT TO GO
0602 3860 0020      MPY   @C6,R1
0606 C101           MOV   R1,R4         ; R4=DIG ONE
0608 C042           MOV   R2,R1
060A 0A31           SLA   R1,3          ; RANDOMIZE
060C 3860 0020      MPY   @C6,R1
0610 0581           INC   R1             ; FORCE RANGE 1-6
0612 0584           INC   R4
0614 C004           MOV   R4,R0         ; CALC TOTAL
0616 A001           A     R1,R0
0618 C800 00B8      MOV   R0,@ROLL      ; SAVE IT
061C 0A81           SLA   R1,8
061E A101           A     R1,R4
0620 06A0 02C2      BL   @TYPE2
0624 C020 00B6      MOV   @POINT,R0
0628 1617           JNE   CRP50         ; JUMP IF NOT FIRST
062A C020 00B8      MOV   @ROLL,R0
062E 0280 0007      CI    R0,7          ; 7=WINNER
0632 131C           JEQ   CRP70
0634 0280 000B      CI    R0,11         ; 11=WINNER
0638 1319           JEQ   CRP70
063A 0280 0004      CI    R0,4          ; 2,3=LOSER
063E 1113           JLT   CRP60
0640 0280 000C      CI    R0,12         ; 12=LOSER
0644 1310           JEQ   CRP60

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0646 069A          BL   *R10          ; SHOW POINT
0648 023C          DATA MESS42
064A C120 00B8     MOV   @ROLL,R4
064E C804 00B6     MOV   R4,@POINT
0652 06A0 02B8     BL   @DISPD
0656 10D1          JMP   CRP30          ; CONTINUE
0658 C060 00B8     CRP50 MOV   @ROLL,R1      ; CHECK POINT
065C 8040          C     RO,R1
065E 1306          JEQ   CRP70          ; YES, WINNER
0660 0281 0007     CI    R1,7          ; 7=LOSER
0664 16CA          JNE   CRP30
0666 06A0 026E     CRP60 BL   @LOSE          ; A LOSER
066A 10C3          JMP   CRP20          ; CONTINUE
066C 06A0 0262     CRP70 BL   @WIN           ; A WINNER
0670 10C0          JMP   CRP20

*
* GAME-4 (ACEY DUECEY)
*
0672 069A          AD10  BL   *R10          ; SIGN ON
0674 024A          DATA MESS50
0676 069A          BL   *R10          ; GIVE OUT MONEY
0678 003F          DATA MESS01
067A 06A0 0310     AD20  BL   @WAIT          ; WAIT TO GO
067E 069A          AD20  BL   *R10          ; LABEL THE PAIR
0680 0256          DATA MESS51
0682 0720 00BA     SETO @CTOT          ; SET DISP. FLAG
0686 06A0 0486     BL   @GET           ; GET ONE
068A C820 00C2     MOV   @DRW,@NUM1
068E 00B6
0690 1603          JNE   AD21          ; SKIP IF NOT ACE
0692 C820 06A8     MOV   @THRT,@NUM1  ; NUM1=13
0696 00B6
0698 2CA0 0006     AD21  OUT  @SPACE          ; OUTPUT SPACE
069C 06A0 0486     BL   @GET           ; GET TWO
06A0 C060 00C2     MOV   @DRW,R1      ; R1=DRAW
06A4 1602          JNE   AD22          ; JUMP IF NOT ACE
06A8              THRT  EQU  $+2          ; ADDRESS OF 13
06A6 0201 000D     AD22  LI   R1,13        ; RESET AS 13
06AA 8801 00B6     AD22  C    R1,@NUM1
06AE 1506          JGT   AD30
06B0 C820 00B6     MOV   @NUM1,@NUM2
06B4 00B8
06B6 C801 00B6     MOV   R1,@NUM1
06BA 1002          JMP   AD40
06BC C801 00B8     AD30  MOV   R1,@NUM2
06C0 06A0 0332     AD40  BL   @GETWG          ; WAGER
06C4 C020 00B4     MOV   @WAGER,R0    ; IF ZERO, NO BET
06C8 13DA          JEQ   AD20
06CA 069A          BL   *R10          ; DRAW
06CC 0119          DATA MESS15
06CE 06A0 0486     BL   @GET           ; GET CARD
06D2 8820 00C2     C     @DRW,@NUM1
06D6 00B6
06D8 1503          JGT   AD60          ; O.K. SO FAR
06DA 06A0 026E     AD50  BL   @LOSE          ; LOSER
06DE 10CF          JMP   AD20
06E0 8820 00B8     AD60  C     @NUM2,@DRW
06E4 00C2

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06E6 12F9          JLE  AD50
06E8 06A0 0262    BL   @WIN          ; A WINNER
06EC 10C8          JMP  AD20

*
* CONTROL LOOP
*
06EE 02E0 0080    BEGIN LWPI >80          ; USE MONITOR WORKSPACE
06F2 020A 0372    LI   R10,MESS      ; PRESET R10
06F6 04CC          CLR  R12           ; PRESET CRU BASE
06F8 069A          BL   *R10         ; SHOW CHOICES
06FA 01EB          DATA MESS30
06FC 069A          BL   *R10
06FE 0035          DATA MESS00
0700 069A          BL   *R10
0702 015C          DATA MESS20
0704 069A          BL   *R10
0706 022B          DATA MESS40
0708 069A          BL   *R10
070A 024A          DATA MESS50
070C 069A          BEG10 BL *R10
070E 0208          DATA MESS31
0710 2C44          IN   R4           ; GET CHARACTER
0712 0984          SRL  R4,8         ; RIGHT JUSTIFY
0714 0201 0022    LI   R1,GTAB
0718 COB1          BEG20 MOV *R1+,R2
071A 13F8          JEQ  BEG10        ; NO MORE
071C 8C44          C    R4,*R1+
071E 16FC          JNE  BEG20
0720 0452          B    *R2          ; GO TO CHOICE
0722          END  BEGIN    ; END OF SYSTEM

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0672 AD10	067E AD20	0698 AD21	06AA AD22	06BC AD30
06C0 AD40	06DA AD50	06E0 AD60	0008 ATSGN	000C BANK
070C BEG10	0718 BEG20	06EE BEG1N	0004 BELLS	0388 BLK10
03F6 BLK100	0408 BLK110	0394 BLK20	039C BLK30	03B4 BLK40
03CE BLK45	03D6 BLK50	*03E0 BLK60	03E6 BLK70	03F0 BLK80
00B2 BROLL	001E C13	0020 C6	00BC CACE	00C0 CHLD
00BE CNT	0009 CR	05E6 CRP10	05F2 CRP20	05FA CRP30
0658 CRP50	0666 CRP60	066C CRP70	00BA CTOT	00C4 DECK
0005 DECML	*02D2 DISP	02D8 DISP10	02D4 DISPA	02B8 DISPD
0454 DLR	046C DLR10	0476 DLR20	0478 DLR30	0460 DLR5
00C2 DRW	00B8 GAMES	02F6 GEN	0486 GET	04A2 GET10
04D2 GET15	04E2 GET20	04EE GET30	0492 GET5	0334 GETW10
033A GETW20	0354 GETW30	0366 GETW40	036C GETW50	0332 GETWG
04F4 GS00	04FC GS05	050A GS10	05B4 GS100	05BA GS110
05BE GS120	051A GS20	0526 GS30	0532 GS35	053A GS40
054A GS50	0562 GS60	0566 GS70	056E GS80	05A2 GS90
0022 GTAB	00B6 GUESS	*0000 IDTSSG	000E LABEL	000A LF
026E LOSE	0372 MESS	0035 MESS00	003F MESS01	0058 MESS02
005F MESS03	0073 MESS04	007A MESS05	007F MESS06	008D MESS07
009B MESS08	00A3 MESS09	00B6 MESS10	00C9 MESS11	a00D2 MESS12
00ED MESS13	0108 MESS14	0119 MESS15	0125 MESS16	0136 MESS17
0141 MESS18	014C MESS19	015C MESS20	016D MESS21	0178 MESS22
018A MESS23	019C MESS24	01BC MESS25	01CE MESS26	01D8 MESS27
01EB MESS30	0208 MESS31	022B MESS40	0231 MESS41	023C MESS42

024A	MESS50	0256	MESS51	037C	MSS10	00C4	NO	00B6	NUM1
00B8	NUM2	0034	ONE	00B8	PACE	040E	PLAY	0420	PLAY10
043A	PLAY20	0448	PLAY30	044E	PLAY40	00B6	POINT	00B6	PTOT
0007	QUEST	0000	R0	0001	R1	000A	R10	000B	R11
000C	R12	*000D	R13	*000E	R14	*000F	R15	0002	R2
0003	R3	0004	R4	0005	R5	*0006	R6	0007	R7
0008	R8	0009	R9	0302	RAND10	02F8	RANDOM	00B8	ROLL
00B0	SEED	027A	SHOW	0298	SHOW10	029E	SHOW20	02A6	SHOW30
02AE	SHOW40	0006	SPACE	001C	TEN	06A8	THRT	0000	TTY
02C2	TYPE2	02C8	TYPE3	02B2	TYPED	00B4	WAGER	0310	WAIT
0326	WAIT10	0324	WAITA	0262	WIN				

EDIT/ASM/LOAD?

EPROM VERSION - PUT IN EPROM AT >F000

?DD2,7FF

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00D2: 04 60 F6 EE 07 2E 20 3F 40 0D 0A 00 03 E8
00E0: 53 42 0D 34 35 36 37 38 39 54 4A 51 4B 00 00 0A
00F0: 00 0D 00 06 F3 88 00 42 F4 F4 00 46 F5 E6 00 43
0100: F6 72 00 41 00 00 01 42 4C 41 43 4B 4A 41 43 4B
0110: 40 49 4E 49 54 49 41 4C 20 42 41 4E 4B 52 4F 4C
0120: 4C 20 49 53 20 24 32 30 30 40 52 45 41 44 59 3F
0130: 40 48 4F 55 53 45 20 4C 49 4D 49 54 20 49 53 20
0140: 24 31 30 30 40 57 41 47 45 52 3F 40 48 49 54 3F
0150: 40 44 45 41 4C 45 52 20 48 4F 4C 44 53 20 40 44
0160: 45 41 4C 45 52 20 42 55 53 54 45 44 40 59 4F 55
0170: 20 57 49 4E 40 59 4F 55 52 20 42 41 4E 4B 52 4F
0180: 4C 4C 20 49 53 20 24 40 44 45 41 4C 45 52 20 54
0190: 4F 54 41 4C 20 49 53 20 2D 20 40 59 4F 55 20 4C
01A0: 4F 53 45 40 47 41 4D 45 20 4F 56 45 52 20 2D 20
01B0: 59 4F 55 20 41 52 45 20 42 52 4F 4B 45 21 40 21
01C0: 21 21 20 59 4F 55 20 42 52 4F 4B 45 20 54 48 45
01D0: 20 42 41 4E 4B 20 21 21 21 40 53 4F 52 52 59 2C
01E0: 20 4E 4F 20 43 52 45 44 49 54 40 59 4F 55 20 44
01F0: 52 41 57 20 2D 20 40 59 4F 55 52 20 54 4F 54 41
0200: 4C 20 49 53 20 2D 20 40 59 4F 55 20 42 55 53 54
0210: 45 44 40 42 4C 41 43 4B 4A 41 43 4B 21 40 44 45
0220: 41 4C 45 52 20 44 52 41 57 53 20 2D 20 40 46 4F
0230: 55 52 20 44 49 47 49 54 20 47 55 45 53 53 40 47
0240: 55 45 53 53 20 4E 4F 2E 20 40 44 49 47 49 54 53
0250: 20 43 4F 52 52 45 43 54 20 2D 20 40 49 4E 20 43
0260: 4F 52 52 45 43 54 20 50 4F 53 2E 2D 20 40 4C 41
0270: 53 54 20 53 48 4F 54 2C 20 59 4F 55 20 4C 4F 53
0280: 45 2E 20 20 49 54 20 57 41 53 20 2D 20 40 3F 3F
0290: 3F 20 4E 55 4D 42 45 52 53 20 4F 4E 4C 59 21 40
02A0: 54 48 41 54 53 20 49 54 21 40 59 4F 55 52 20 41
02B0: 56 45 52 41 47 45 20 49 53 20 2D 20 40 57 45 4C
02C0: 43 4F 4D 45 20 54 4F 20 54 48 45 20 53 2E 53 2E
02D0: 20 47 41 4D 45 52 4F 4F 4D 40 43 48 4F 4F 53 45
02E0: 20 59 4F 55 52 20 47 41 4D 45 20 28 42 59 20 46
02F0: 49 52 53 54 20 4C 45 54 54 45 52 29 40 43 52 41
0300: 50 53 40 52 4F 4C 4C 20 2E 2E 2E 2E 2E 40 59 4F
0310: 55 52 20 50 4F 49 4E 54 20 2D 20 40 41 43 45 59
0320: 20 44 55 45 43 45 59 40 54 48 45 20 50 41 49 52
0330: 20 2D 20 40 C0 CB 06 9A F0 9B C0 20 00 B4 10 06
0340: C0 CB 06 9A F0 C9 C0 20 00 B4 05 00 A0 20 00 B2
0350: 11 0C 13 0B 88 00 F0 0C 15 0B C8 00 00 B2 06 9A
0360: F0 A3 C1 60 00 B2 C2 03 10 1E 06 9A F0 D2 10 08
0370: 06 9A F0 ED 02 01 00 14 2C A0 F0 04 06 01 16 FC
0380: 04 60 F6 EE 02 84 00 0A 11 08 04 C3 3C E0 F0 1C
0390: 0A 83 A1 03 02 24 30 00 2C 84 02 24 00 30 06 C4
03A0: 2C 84 04 5B C2 0B 02 01 03 E8 C1 05 04 C3 3C C1
03B0: C1 03 04 C3 3C E0 F0 1C 06 A0 F2 B2 04 C0 3C 20
03C0: F0 1C C0 40 16 F2 04 58 49 3F C0 20 00 B0 38 20
03D0: F2 F6 0B 11 05 81 88 01 00 B0 13 FC C8 01 00 B0
03E0: 04 5B C0 CB 06 9A F0 58 02 01 00 C8 C8 01 00 B2
03F0: 04 E0 00 BE C2 C3 C0 CB 06 A0 F2 F8 1F 00 13 FC
0400: 2C 44 04 53 C0 CB 06 9A F0 73 04 C1 2C 44 09 84
0410: 02 24 FF D0 11 08 02 84 00 09 15 05 38 60 F0 1C
0420: A0 84 C0 42 10 F3 02 81 00 64 1B 06 88 01 00 B2
    
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0430: 15 06 C8 01 00 B4 04 53 06 9A F0 5F 10 E4 06 9A
0440: F1 08 10 E1 2C A0 F0 09 2C A0 F0 0A C0 7B 2C 91
0450: 05 81 98 11 F0 08 16 FB 04 5B 06 9A F0 35 06 9A
0460: F0 3F 06 A0 F3 10 06 A0 F3 32 02 01 00 B6 04 F1
0470: 02 81 00 BE 16 FC 06 A0 F4 54 06 A0 F4 0E 06 A0
0480: F4 0E 06 A0 F4 54 06 9A F0 7A 2C 44 09 84 02 84
0490: 00 4E 13 06 02 84 00 59 16 F6 06 A0 F4 0E 10 F3
04A0: 06 9A F0 7F 2C A0 00 C1 C0 60 00 BA 02 81 00 10
04B0: 15 03 06 A0 F4 54 10 F8 02 81 00 16 11 05 06 9A
04C0: F0 8D 06 A0 F2 62 10 CF 80 60 00 B6 15 FA 06 9A
04D0: F0 B6 C1 20 00 BA 06 A0 F2 B8 06 A0 F2 6E 10 C3
04E0: C0 CB 06 9A F1 19 06 A0 F4 86 A8 01 00 B6 A8 02
04F0: 00 B8 02 01 00 15 80 60 00 B6 15 08 13 11 06 9A
0500: F1 25 C1 20 00 B6 C2 C3 04 60 F2 B8 06 20 00 B8
0510: 11 04 68 20 F0 1C 00 B6 10 EC 06 9A F1 36 10 DD
0520: 06 9A F1 41 10 CE C0 CB C0 20 00 BA 13 02 06 9A
0530: F1 4C 06 A0 F4 86 A8 01 00 BA A8 02 00 BC 02 01
0540: 00 15 80 60 00 BA 15 01 04 53 06 20 00 BC 11 FC
0550: 68 20 F0 1C 00 BA 10 F3 C2 4B 06 20 00 BE 15 0A
0560: 02 01 00 C4 04 F1 02 81 00 D2 11 FC 02 01 00 33
0570: C8 01 00 BE 06 A0 F2 F8 04 C0 3C 20 F0 1E D0 21
0580: 00 C4 C8 01 00 C2 09 80 02 80 00 03 15 F3 B8 60
0590: F0 34 00 C4 D1 21 F0 0E 05 81 02 81 00 0A 11 02
05A0: 02 01 00 0A 04 C2 09 84 02 84 00 41 16 03 05 82
05B0: 02 01 00 0B C0 20 00 BA 13 03 06 C4 2C 84 04 59
05C0: C8 04 00 C0 04 59 04 E0 00 B8 04 E0 00 B6 06 9A
05D0: F1 5C 06 A0 F3 10 05 A0 00 B8 04 C2 06 A0 F2 F8
05E0: 04 C0 3C 20 F0 1C C8 81 00 C4 C0 C2 06 43 11 04
05F0: 88 C1 00 C4 13 F3 10 FA 05 C2 02 82 00 08 16 EE
0600: 02 05 00 01 04 C9 04 C7 05 A0 00 B6 06 9A F1 6D
0610: C1 05 06 A0 F2 B2 2C A0 F0 07 04 C2 2C 44 09 84
0620: 02 24 FF D0 11 30 02 84 00 0A 15 2D 88 84 00 C4
0630: 16 01 05 89 02 03 00 08 88 C4 00 C2 16 01 05 87
0640: 06 43 16 FA 05 C2 02 82 00 08 16 E8 02 89 00 04
0650: 13 1D 06 9A F1 78 C1 07 06 A0 F2 B2 06 9A F1 8A
0660: C1 09 06 A0 F2 B2 05 85 02 85 00 10 11 CB 06 9A
0670: F1 9C 04 C2 C1 22 00 C4 06 A0 F2 B2 05 C2 02 82
0680: 00 08 11 F8 10 05 06 9A F1 BC 10 C0 06 9A F1 CE
0690: 06 9A F1 D8 C1 60 00 B6 39 60 F0 1C 3D 60 00 B8
06A0: 04 C4 3D 20 F0 1C 06 A0 F2 B2 2C A0 F0 05 02 25
06B0: 00 30 06 C5 2C 85 10 8B 06 9A F2 2B 06 9A F0 3F
06C0: 06 A0 F3 10 06 A0 F3 32 04 E0 00 B6 06 9A F2 31
06D0: 06 A0 F3 24 38 60 F0 20 C1 01 C0 42 0A 31 38 60
06E0: F0 20 05 81 05 84 C0 04 A0 01 C8 00 00 B8 0A 81
06F0: A1 01 06 A0 F2 C2 C0 20 00 B6 16 17 C0 20 00 B8
0700: 02 80 00 07 13 1C 02 80 00 0B 13 19 02 80 00 04
0710: 11 13 02 80 00 0C 13 10 06 9A F2 3C C1 20 00 B8
0720: C8 04 00 B6 06 A0 F2 B8 10 D1 C0 60 00 B8 80 40
0730: 13 06 02 81 00 07 16 CA 06 A0 F2 6E 10 C3 06 A0
0740: F2 62 10 C0 06 9A F2 4A 06 9A F0 3F 06 A0 F3 10
0750: 06 9A F2 56 07 20 00 BA 06 A0 F4 86 C8 20 00 C2
0760: 00 B6 16 03 C8 20 F6 A8 00 B6 2C A0 F0 06 06 A0
0770: F4 86 C0 60 00 C2 16 02 02 01 00 0D 88 01 00 B6
0780: 15 06 C8 20 00 B6 00 B8 C8 01 00 B6 10 02 C8 01
0790: 00 B8 06 A0 F3 32 C0 20 00 B4 13 DA 06 9A F1 19
07A0: 06 A0 F4 86 88 20 00 C2 00 B6 15 03 06 A0 F2 6E
07B0: 10 CF 88 20 00 B8 00 C2 12 F9 06 A0 F2 62 10 C8
07C0: 02 E0 00 80 02 0A F3 72 04 CC 06 9A F1 EB 06 9A
07D0: F0 35 06 9A F1 5C 06 9A F2 2B 06 9A F2 4A 06 9A
07E0: F2 08 2C 44 09 84 02 01 F0 22 C0 B1 13 F8 8C 44
07F0: 16 FC 04 52 56 09 40 43 54 4F 54 2C 52 34 09 3B

RAM VERSION - LOAD AT D2

?DD2,7FF

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00D2: 04 60 07 C0 07 2E 20 3F 40 0D 0A 00 03 E8
00E0: 53 42 0D 34 35 36 37 38 39 54 4A 51 4B 00 00 0A
00F0: 00 0D 00 06 04 5A 00 42 05 C6 00 46 06 B8 00 43
0100: 07 44 00 41 00 00 01 42 4C 41 43 4B 4A 41 43 4B
0110: 40 49 4E 49 54 49 41 4C 20 42 41 4E 4B 52 4F 4C
0120: 4C 20 49 53 20 24 32 30 30 40 52 45 41 44 59 3F
0130: 40 48 4F 55 53 45 20 4C 49 4D 49 54 20 49 53 20
0140: 24 31 30 30 40 57 41 47 45 52 3F 40 48 49 54 3F
0150: 40 44 45 41 4C 45 52 20 48 4F 4C 44 53 20 40 44
0160: 45 41 4C 45 52 20 42 55 53 54 45 44 40 59 4F 55
0170: 20 57 49 4E 40 59 4F 55 52 20 42 41 4E 4B 52 4F
0180: 4C 4C 20 49 53 20 24 40 44 45 41 4C 45 52 20 54
0190: 4F 54 41 4C 20 49 53 20 2D 20 40 59 4F 55 20 4C
01A0: 4F 53 45 40 47 41 4D 45 20 4F 56 45 52 20 2D 20
01B0: 59 4F 55 20 41 52 45 20 42 52 4F 4B 45 21 40 21
01C0: 21 21 20 59 4F 55 20 42 52 4F 4B 45 20 54 48 45
01D0: 20 42 41 4E 4B 20 21 21 21 40 53 4F 52 52 59 2C
01E0: 20 4E 4F 20 43 52 45 44 49 54 40 59 4F 55 20 44
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02D0: 20 47 41 4D 45 52 4F 4F 4D 40 43 48 4F 4F 53 45
02E0: 20 59 4F 55 52 20 47 41 4D 45 20 28 42 59 20 46
02F0: 49 52 53 54 20 4C 45 54 54 45 52 29 40 43 52 41
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0320: 20 44 55 45 43 45 59 40 54 48 45 20 50 41 49 52
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0340: C0 CB 06 9A 01 9B C0 20 00 B4 05 00 A0 20 00 B2
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0370: 06 9A 01 BF 02 01 00 14 2C A0 00 D6 06 01 16 FC
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03E0: 04 5B C0 CB 06 9A 01 2A 02 01 00 C8 C8 01 00 B2
03F0: 04 E0 00 BE C2 C3 C0 CB 06 A0 03 CA 1F 00 13 FC
0400: 2C 44 04 53 C0 CB 06 9A 01 45 04 C1 2C 44 09 84
0410: 02 24 FF D0 11 08 02 84 00 09 15 05 38 60 00 EE
0420: A0 84 C0 42 10 F3 02 81 00 64 1B 06 88 01 00 B2

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0490: 00 4E 13 06 02 84 00 59 16 F6 06 A0 04 E0 10 F3
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0590: 01 06 00 C4 D1 21 00 E0 05 81 02 81 00 0A 11 02
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05B0: 02 01 00 0B C0 20 00 BA 13 03 06 C4 2C 84 04 59
05C0: C8 04 00 C0 04 59 04 E0 00 B8 04 E0 00 B6 06 9A
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05F0: 88 C1 00 C4 13 F3 10 FA 05 C2 02 82 00 08 16 EE
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0680: 00 08 11 F8 10 05 06 9A 02 8E 10 C0 06 9A 02 A0
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06B0: 00 30 06 C5 2C 85 10 8B 06 9A 02 FD 06 9A 01 11
06C0: 06 A0 03 E2 06 A0 04 04 04 E0 00 B6 06 9A 03 03
06D0: 06 A0 03 F6 38 60 00 F2 C1 01 C0 42 0A 31 38 60
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06F0: A1 01 06 A0 03 94 C0 20 00 B6 16 17 C0 20 00 B8
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07B0: 10 CF 88 20 00 B8 00 C2 12 F9 06 A0 03 34 10 C8
07C0: 02 E0 00 80 02 0A 04 44 04 CC 06 9A 02 BD 06 9A
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