

## KILLBITS.PRN

Kill the Bit game by Dean McDaniel, May 15, 1975

Object: Kill the rotating bit. If you miss the lit bit, another bit turns on leaving two bits to destroy. Quickly toggle the switch, don't leave the switch in the up position. Before starting, make sure all the switches are in the down position.

```

0000                org      0
0000 210000         lxi      h,0           ; initialize counter
0003 1680          mvi      d,080h       ; set up initial display bit
0005 010E00        lxi      b,0eh       ; higher value = faster
0008 1A           beg:     ldax     d     ; display bit pattern on
0009 1A           ldax     d     ; ... upper 8 address lights
000A 1A           ldax     d
000B 1A           ldax     d
000C 09           dad      b           ; increment display counter
000D D20800        jnc      beg
0010 DBFF         in       0ffh        ; input data from sense switches
0012 AA           xra      d           ; exclusive or with A
0013 0F           rrc      d           ; rotate display right one bit
0014 57           mov      d,a        ; move data to display reg
0015 C30800        jmp      beg        ; repeat sequence
0018                end

```

Here is the program in octal for easier entry into the Altair:

```

000: 041 000 000 026 200 001 016 000
010: 032 032 032 032 011 322 010 000
020: 333 377 252 017 127 303 010 000

```