```
start:          mov  ax,@data
                mov  ds,ax
;Ask if the user wants to play the game    (Display the welcome screen)
                call dispwelc               ; if dx=0 after this, the user does not want to play
                cmp  dx,0
                jne  playon
                jmp  endgame
playon:         call duration               ; returns seconds in: outputn  (ask how long of a game)
                xor  cx,cx
                mov  cl,[byte ptr outputn]
                shr  cl,1                   ; 1 square per 2 seconds (so secs/2)
;Get into Graphics mode, Initial mouse and show it
                call graphicsmouse          ;Initialization
                call gameloop               ;Process
                                            ;Wrap-up - exiting the game & returning to text mode
                mov  ah,0
                mov  al,2
                int  10h
;print points with a message out of total squares (to show its quality)
                mov  al,[points]
                call number2string          ;takes the number in al and returns ASCII in numstr
                call newline
                mov  si, offset numstr
                mov  di, offset scorem
                add  di,22
                mov  cx,5                    ;move the score to its proper place
mvnum:
                mov  al,[si]
                cmp  al,24h
                jne  realnum
                mov  al,' '
```