

Maxi-BASIC Game Set 8

After having loaded the Maxi BASIC Interpreter or Business BASIC program into your microcomputer and selected the appropriate option (i.e., TV-only or Hardcopy), start your audio cassette playing at the proper point and then type

LOADcr

Then wait until the

READY

message appears on the screen.

The programs on this tape are recorded in the following order:

#1 ROAD RACE [®] (64-TVC only)	63 - 1/6
#2 FIENDS AND SINNERS	63 -
#3 QUBIC	63 - 10/

Once the READY message appears after the load, type

RUNcr

to start the program running.

All programs on this tape are self-documenting in terms of execution instructions or there are instructions provided in the documentation. In addition, the directions, where applicable, can be read in the accompanying source listings as well as in the run examples.

Since BASIC is a character and line oriented language, these programs should run equally well with either a 32 or 64 character video display. However, there is the possibility that minor changes in some of the PRINT statements might make the output more appealing to an individual user. Such changes are left to the discretion of the user since complete source and run listings have been provided.

* * * * *

ROAD RACE[®]

Written by Jeff Kearns, Edmond, OK 73127. This game is "real time" in that the player actually controls his car down a rapidly moving, randomly generated road. Steering is accomplished by depressing either the right or left arrow keys on the keyboard. The level of difficulty can be set from 'easy' to 'impossible' by varying the width of the road, road difficulty and car steerability. The 'invisible' input is accomplished with the INPut command with the input value being compared to a decimal '8' (steer left) or '12' (steer right). All other characters except Control C are ignored.

FIENDS AND SINNERS:

Contributed by Holden Caine, Melville, NY 11746. This game begins with three of satan's fiends (moved by the computer) playing against a group of condemned sinners (moved by the user). If the sinners win, they will be set free. If they do not win, they will be thrown into the 'black pit'.

The playing field is a 5*5 board which changes in the initial setup with every game. A sinner may move into any adjacent empty square. A fiend moves only into

an adjacent square which contains a sinner who is then captured and removed.
There are NO DIAGONAL MOVES and NO JUMPS.

The sinners win if the three fiends are all in the same row or column. The sinners lose if the fiends cannot capture a sinner when they move. To move a sinner, type 3 characters: the row (a letter) and column (a digit) which gives a sinners' current location and then the direction of the move (a letter - N,S,E or W).

QUBIC:

Adapted by Holden Caine, Melville, NY 11746 from DEC's "101 BASIC Computer Games". QUBIC is a three dimensional version of Tic-Tac-Toe played in a 4 X 4 X 4 cube. Each move is made by inputting a three digit number. The first digit is the level number; the second digit is the row number which is printed on the left side of the TV monitor; and the third digit specifies the column number.

READY
LIST

```
5 REM      WRITTEN BY      J. KEARNS
10 GOSUB 1050
20 #              ROAD RACE"©
30 #
40 INPUT "DO YOU NEED RULES ? (Y OR N) ",A$
50 IF A$(1,1)="N" THEN 390
60 #
70 # "THE RULES ARE QUITE SIMPLE. YOU ARE IN CONTROL OF A SMALL"
80 # "CAR ON A DESERTED COUNTRY ROAD. BOTH THE ROAD'S WIDTH AND"
90 # "DEGREE OF DIFFICULTY CAN BE SET BY THE PLAYER AS CAN THE"
100 # "CAR'S HANDLING ABILITY. BELOW IS A SAMPLE SECTION OF ROAD."
110 #
120 INPUT "( HIT 'RETURN' )",A$
130 #
140 #              V----- ROAD WIDTH -----V"
150 #
160 #              **              **
170 #              **              **
180 #              **              **
190 #              **              **
200 #              **              **
210 #              **              **
220 #              **              **
230 #              **              **
240 #              ^              ^
250 #              ^              ^
260 # "      LEFT WALL      YOUR CAR      RIGHT WALL"
270 #
280 INPUT "( HIT 'RETURN' )",A$
290 #
300 # "ONCE THE GAME BEGINS THE CAR WILL BEGIN TO MOVE ABOUT"
310 # "AT A RATHER RAPID RATE. YOUR OBJECTIVE IS TO KEEP YOUR"
320 # "CAR BETWEEN THE WALLS BY STEERING WITH THE 'LEFT' AND"
330 # "'RIGHT ARROW' KEYS. ROAD DIFFICULTY CAN BE SET FROM 1"
340 # "TO 4, WITH 4 BEING THE HARDEST. STEERABILITY DETERMINES"
350 # "HOW QUICKLY THE CAR RESPONDS. THE MORE DIFFICULT YOU"
360 # "MAKE THE COURSE FOR YOURSELF, THE MORE BONUS POINTS YOU"
370 # "GAIN. YOU START WITH 100 POINTS. GOOD LUCK!"
380 #
390 A=100
400 E=2
410 INPUT "INPUT THE DESIRED ROAD WIDTH (5-28) ?",W
420 IF ((W<5)+(W>28))=1 THEN 410
430 INPUT "INPUT THE COURSE DIFFICULTY (1-4) ?",D
440 IF ((D<1)+(D>4))=1 THEN 430
450 INPUT "INPUT CAR'S STEERABILITY (1-5) ?",H
460 IF ((H<1)+(H>5))=1 THEN 450
470 GOSUB 1050
480 T=INT(RND(1)*29+1)
490 P=T+INT(W/2)
500 C=D*SGN(RND(1)-0.5)
510 IF C=0 THEN 520
520 FOR N=1 TO 12
530 #TAB(T-1);"**";TAB(P);"::";TAB(T+W+1)**"
540 NEXT
550 IF INT(RND(1)*12)>8 THEN C=C*(-1)
560 T=T+C
```

```

570 IF T>1 THEN IF T<30 THEN 600
580 C=C*(-1)
590 T=T+2*C
600 I=INP(0)
610 P=P+H*(I=12)-H*(I=8)
620 IF P<=T THEN 680
630 IF P>=T+W THEN 700
640 #TAB(T-1); "***"; TAB(P); " : "; TAB(T+W+1); "***"
650 E=E+1
660 IF E=1000 THEN 930
670 GOTO 550
680 #TAB(P); " : "; TAB(T+W+1); "***"
690 GOTO 710
700 #TAB(T-1); "***"; TAB(P); " : "
710 GCSUB 1050
720 # "          *** KABOOM ***"
730 FOR N=1 TO 3
740 #
750 NEXT
760 A=A-10
770 # " YOUR SCORE IS NOW "; A
780 #
790 IF A>0 THEN 830
800 # " YOU LOSE THE GAME"
810 #
820 GOTO 1010
830 FOR N=1 TO 10
840 FOR M=1 TO 50
850 CUT 0,160
860 NEXT
870 #
880 FOR M=1 TO 50
890 O=1234*4321
900 NEXT
910 NEXT
920 GOTO 470
930 GCSUB 1050
940 # " VERY GOOD ! YOU WIN THE GAME !"
950 #
960 # " YOUR SCORE IS "; A
970 B=28-W+10*D+(6-H)*10
980 # " YOUR BONUS POINTS TOTAL "; B
990 #
1000 # " YOUR FINAL SCORE IS *** "; B+A; " ***"
1010 #
1020 INPUT " WOULD YOU CARE TO PLAY ANOTHER GAME ? ", S$
1030 IF S$(1,1)="Y" THEN 380
1040 GOTO 1090
1050 FOR N=1 TO 16
1060 #
1070 NEXT
1080 RETURN
1090 END
READY
PRINT FREE" _ (0)
842$
READY

```

READY
RUN

ROAD RACE

DO YOU NEED RULES ? (Y OR N) Y

THE RULES ARE QUITE SIMPLE. YOU ARE IN CONTROL OF A SMALL CAR ON A DESERTED COUNTRY ROAD. BOTH THE ROAD'S WIDTH AND DEGREE OF DIFFICULTY CAN BE SET BY THE PLAYER AS CAN THE CAR'S HANDLING ABILITY. BELOW IS A SAMPLE SECTION OF ROAD.

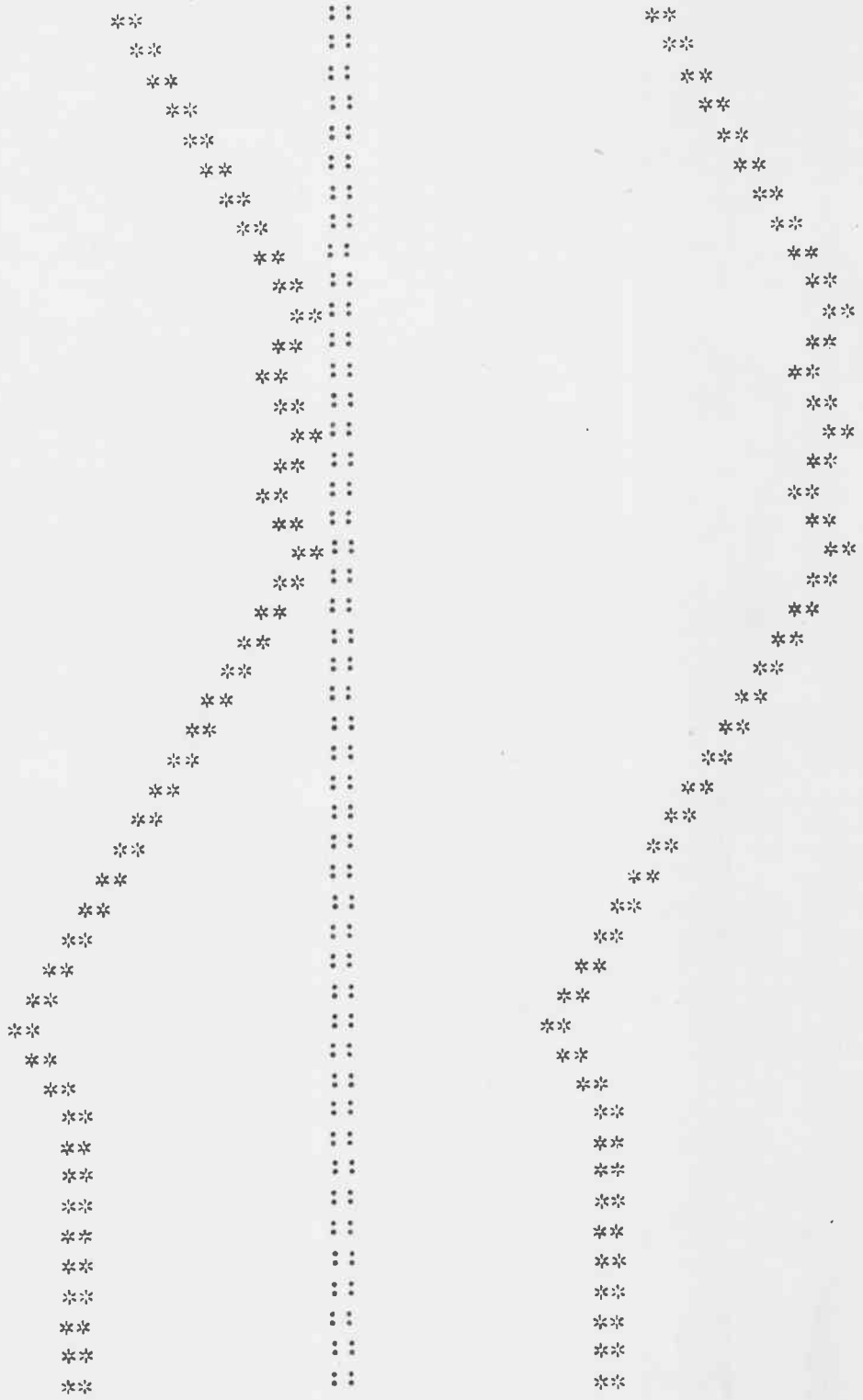
(HIT 'RETURN')

```
V----- ROAD WIDTH -----V
      **                **
     **                **
    **                 **
   **                  **
  **                   **
 **                    **
**                     **
**                     **
**                     **
^                       ^
LEFT WALL              YOUR CAR              RIGHT WALL
```

(HIT 'RETURN')

ONCE THE GAME BEGINS THE CAR WILL BEGIN TO MOVE ABOUT AT A RATHER RAPID RATE. YOUR OBJECTIVE IS TO KEEP YOUR CAR BETWEEN THE WALLS BY STEERING WITH THE 'LEFT' AND 'RIGHT ARROW' KEYS. ROAD DIFFICULTY CAN BE SET FROM 1 TO 4, WITH 4 BEING THE HARDEST. STEERABILITY DETERMINES HOW QUICKLY THE CAR RESPONDS. THE MORE DIFFICULT YOU MAKE THE COURSE FOR YOURSELF, THE MORE BONUS POINTS YOU GAIN. YOU START WITH 100 POINTS. GOOD LUCK!

INPUT THE DESIRED ROAD WIDTH (5-28) ?28
INPUT THE COURSE DIFFICULTY (1-4) ?1
INPUT CAR'S STEERABILITY (1-5) ?1



READY
LIST

```

100 REM *** FIENDS & SINNERS ***
110 DIM D(7,7),P(12,4)
120 DIM H(3,6)
130 FORJ=1T04
140 READ R(J),C(J)
150 NEXT J
160 DATA -1,0,0,1,1,0,0,-1
170 DATA 78,69,83,87
180 FORD=1T04:READA(D):NEXT
190 FORJ=0T06
200 FORK=0T06
210 IF(6-J)*J=0THEN250
220 IF(6-K)*K=0THEN250
230 D(J,K)=1
240 GOTO260
250 D(J,K)=4
260 NEXT
270 NEXTJ
280 T0=0
290 FORI=1T02
300 FORK=1T05
310 U(K)=K
320 NEXTK
330 FORJ=1T03
340 L=INT(RND(0)*5)+1
350 IFU(L)<1THEN340
360 H(I,J)=L
370 U(L)=-1
380 NEXTJ
390 NEXTI
400 FORJ=1T03
410 D(H(1,J),H(2,J))=2
420 NEXTJ
430 # "FIENDS & SINNERS":#""
440 # " :# "HERE'S THE INITIAL SETUP:"
450 GOSUB 1300
460 # " :# "FIENDS MOVE FIRST"
470 T1=0
480 FORJ=1T05
490 FORK=1T05
500 IFD(J,K)<>2THEN590
510 FORL=1T04
520 IFD(J+R(L),K+C(L))<>1THEN580
530 T1=T1+1
540 P(T1,1)=J
550 P(T1,2)=K
560 P(T1,3)=J+R(L)
570 P(T1,4)=K+C(L)
580 NEXT L
590 NEXT K
600 NEXT J
610 IFT1>0THEN660
620 # "BAD NEWS...FIENDS CAN'T MOVE"
630 # "THE SINNERS HAVE LOST!!!"
640 GOSUB 1300
650 GOTO 190
660 T0=T0+1

```

```

670 I=0
680 I=I+1
690 J=T1+1
700 J=J-1
710 T9=INT(RND(0)*J)+1
720 D(P(T9,1),P(T9,2))=0
730 D(P(T9,3),P(T9,4))=2
740 IPI<3THEN790
750 # "<<< THE SINNERS ARE WINNERS >>>"
760 GOSUB 1300
770 # "THE :22-T0;" SINNERS LEFT ARE FREE":#""
780 # " :# "EXIT190
790 FORK=1T05
800 R9=0
810 C9=0
820 FORL=1T05
830 IFD(K,L)<>2THEN870
840 R9=R9+1
850 IFR9<=I THEN870
860 EXIT 970
870 IFD(L,K)<>2 THEN910
880 C9=C9+1
890 IFC9<=I THEN 910
900 EXIT 970
910 NEXTL
920 NEXTK
930 GOSUB 1300
940 IFT0<22THENEXIT1100
950 # "THATS THE END OF THE SINNERS"
960 EXIT 190
970 D(P(T9,1),P(T9,2))=2
980 D(P(T9,3),P(T9,4))=1
990 FORJ1=1T04
1000 U(J1)=P(J,J1)
1010 NEXTJ1
1020 FORJ1=1T04
1030 P(J,J1)=P(T9,J1)
1040 NEXTJ1
1050 FORJ1=1T04
1060 P(T9,J1)=U(J1)
1070 NEXTJ1
1080 IFJ<>1THEN700
1090 GOTO 680
1100 # " :INPUT "SINNERS MOVE ? ",E$
1110 IFLEN(E$)<3THEN1170
1120 IFE$<>"BYE" THEN1140
1130 # "GAVE UP EH?":GOTO630
1140 R1=ASC(E$(1))-64
1150 IF(5-R1)*(R1-1)<0THEN1170
1160 GOTO 1190
1170 # "ILLEGAL MOVE...TRY AGAIN"
1180 GOTO1100
1190 C1=ASC(E$(2))-48
1200 IF(5-C1)*(C1-1)<0THEN1170
1210 FORJ1=1T04
1220 IFASC(E$(3))=A(J1)THENEXIT1240
1230 NEXT J1
1240 IF(5-J1)*(J1-1)<0THEN1170
1250 IFD(R1+R(J1),C1+C(J1))<>0THEN1170
1260 IFD(R1,C1)<>1THEN1170
1270 D(R1,C1)=0

```

```

1280 D(R1+R(J1),C1+C(J1))=1
1290 GOTO 470
1300 # " :# " 1 2 3 4 5"
1310 FORJ=1T05
1320 #CHR$(J+162); " ";
1330 FORK=1T05
1340 ON D(J,K)+1 GOTO 1350,1360,1370
1350 # " :# " :GOTO1380
1360 # " :# " :GOTO1380
1370 # " :# " ;
1380 NEXT K
1390 IFJ=2THEN# " N";
1400 IFJ=3THEN# " W+E";
1410 IFJ=4THEN# " S";
1420 # " :NEXT
1430 RETURN
READY

```

READY
RUN

FIENDS & SINNERS

HERE'S THE INITIAL SETUP:

1	2	3	4	5	
A	
F	N
C	.	.	*	.	W+E
D	.	*	.	.	S
E	*	.	.	.	

FIENDS MOVE FIRST

1	2	3	4	5	
A	
F	.	.	.	*	N
C	W+E
D	.	*	.	.	S
E	*	.	.	.	

SINNERS MOVE ? D5N

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	.	*	.	.	S
E	*	.	.	.	

SINNERS MOVE ? E3N

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	S
E	*	.	.	.	

SINNERS MOVE ? D4E

1	2	3	4	5	
A	.	.	.	*	
F	N
C	.	.	*	.	W+E
D	S
E	*	.	.	.	

SINNERS MOVE ? F4E

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	S
E	*	.	.	.	

SINNERS MOVE ? D3E

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	.	*	.	.	S
E	

SINNERS MOVE ? D4W

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	.	*	.	.	S
E	

SINNERS MOVE ? D5W

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	.	*	*	.	S
E	

SINNERS MOVE ? E4W

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	.	*	.	.	S
E	.	*	.	.	

SINNERS MOVE ? C5W

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	S
E	.	*	.	.	

SINNERS MOVE ? E5W

1	2	3	4	5	
A	
F	.	.	.	*	N
C	.	.	*	.	W+E
D	S
E	.	*	.	.	

SINNERS MOVE ? A4E

1	2	3	4	5	
A	.	.	.	*	
F	N
C	.	.	*	.	W+E
D	S

E . . . *

SINNERS MOVE ? A3E
<<< THE SINNERS ARE WINNERS >>>

1	2	3	4	5	
A	.	.	.	*	
F	N
C	.	.	*	.	W+E
D	S
E	.	*	.	.	

THE 9 SINNERS LEFT ARE FREE

FIENDS & SINNERS

HERE'S THE INITIAL SETUP:

1	2	3	4	5	
A	*	.	.	.	
F	*	.	.	.	N
C	.	*	.	.	W+E
D	S
E	

FIENDS MOVE FIRST

1	2	3	4	5	
A	*	.	.	.	
B	*	.	.	.	N
C	.	*	.	.	W+E
L	S
E	

SINNERS MOVE ?
READY

READY
LIST

```

10 REM **** QUBIC **** MAY 77
20 REM - ADAPTED FOR MAXI-BASIC
30 REM - THE AUTHOR IS UNKNOWN
40 DIM L(76),X(64),Y(16),M(76,4)
50 FOR I=1 TO 16: READY(I): FOR U=1 TO 4
60 X=I+1: M(I,U)=X: NEXT
70 #": IF I=5 THEN #TAB(6); " *** QUBIC *** "
80 NEXT: J=1
90 FOR Z=1 TO 4: FOR X=Z TO Z+12 STEP 4: FOR Y=X TO X+48 STEP 16
100 M(I,J)=Y: IF J=4 THEN I=I+1
110 IF J=4 THEN J=1 ELSE J=J+1
120 NEXT: NEXT: NEXT
130 FOR X=1 TO 4: FOR Y=X TO X+60 STEP 4: M(I,J)=Y: IF J=4 THEN I=I+1
140 IF J=4 THEN J=1 ELSE J=J+1
150 NEXT: S$=S$+"": NEXT
160 FOR X=1 TO 76: FOR Y=1 TO 4: READ M(X,Y): NEXT: NEXT
170 FOR T=1 TO 64: X(T)=0
180 NEXT
190 INPUT "DO YOU WANT TO GO FIRST? ", S$: IF LEN(S$)=0 THEN 210
200 IF S$(1,1)="N" THEN 300
210 GOTO 1230
220 INPUT "GO", J1: # "<";: GOSUB 1210
230 K1=INT(J1/100): J2=(J1-K1*100)
240 K2=INT(J2/10): K3=J1-K1*100-K2*10
250 M=16*K1+4*K2+K3-20
260 IF ((M<1) OR (M>64) OR (K1*K2*K3=0))=1 THEN 280
270 IF L(M)=0 THEN 290
280 #": # " *** ILLEGAL MOVE *** ": GOTO 1230
290 X(M)=1
300 GOSUB 780
310 FOR J=1 TO 3: FOR I=1 TO 76: ON J GOTO 330,370,440
320 NEXT: NEXT: GOTO 630
330 IF L(I)<>4 THEN 320
340 #": # " YOU WIN WITH... "
350 FOR J=1 TO 4: M=M(I,J)
360 GOSUB 740: NEXT: GOTO 1300
370 IF L(I)<>15 THEN 320
380 FOR J=1 TO 4: M=M(I,J): IF X(M)<>0 THEN 400 ELSE X(M)=5
390 #": # " I MOVE TO;: GOSUB 740
400 NEXT
410 # " AND WIN WITH: "
420 FOR J=1 TO 4: M=M(I,J): GOSUB 740
430 NEXT: GOTO 1300
440 IF L(I)<>3 THEN 320 ELSE #": # " NICE TRY, BUT I TAKE";
450 FOR J=1 TO 4: M=M(I,J): IF X(M)<>0 THEN 470
460 X(M)=5: GOSUB 740: EXIT 210
470 NEXT: GOTO 630
480 FOR I=1 TO 76
490 L=X(M(I,1))+X(M(I,2))+X(M(I,3))+X(M(I,4))
500 L(I)=L
510 IF L<2 THEN 560 ELSE IF L>=3 THEN 560
520 IF L>2 THEN EXIT 1040
530 FOR J=1 TO 4
540 IF X(M(I,J))=0 THEN X(M(I,J))=1/8
550 NEXT
560 NEXT: GOSUB 780
570 FOR I=1 TO 76: IF ((L(I)=.5) OR (L(I)=1+3/8))=1 THEN EXIT 1130

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580NEXT:GOTO870
590Z=1
600IFI(Y(Z))=0THEN620ELSEZ=Z+1
610IFZ<>17THEN600ELSEZ=20
620M=Y(Z):I(M)=5:#":# "I MOVE TO";:GOSUB740:GOTO210
630FORI=1TO76
640L=I(M(I,1))+I(M(I,2))+I(M(I,3))+I(M(I,4))
650L(I)=L
660IF((L<10)OR(L=11))=1THEN700
670IFL>10THENEXIT1040
680FORJ=1TO4:IFI(M(I,J))=0THENI(M(I,J))=1/8
690NEXT
700NEXT:GOSUB780
710FORI=1TO76
720IFL(I)=.5THENEXIT1130ELSEIFL(I)=5.375THENEXIT1130
730NEXT:GOSUB1210:GOTO480
740K1=INT((M-1)/16)+1:J2=M-16*(K1-1)
750K2=INT((J2-1)/4)+1:K3=M-(K1-1)*16-(K2-1)*4
760M=K1*100+K2*10+K3
770#":M:":":RETURN
780FORS=1TO76
790J1=M(S,1):J2=M(S,2):J3=M(S,3):J4=M(S,4)
800L(S)=I(J1)+I(J2)+I(J3)+I(J4)
810NEXT:RETURN
820FORI=1TO64:IFI(I)<>0THEN850
830I(I)=5:M=I:#":# "I LIKE ";
840GOSUB740:EXIT210
850NEXT:#":# "GAME IS A DRAW"
860GOTO1380
870FORK=1TO18:P=0
880FORI=4*K-3TO4*K
890FORJ=1TO4:P=P+I(M(I,J))
900NEXT:NEXT
910IF4>PTHEN950
920IF5>PTHENEXIT960
930IFP<9THEN950
940IFP<10THENEXIT960
950NEXT:GOSUB1210:GOTO590
960S=.125
970FORI=4*K-3TO4*K
980GOTO1140
990NEXT:S=0
1000GOTO970
1010DATA1,49,52,4,13,61,64,16,22,39,23,38,26,42,27,43,1,6,11,16,17,22,27,32,33,38,43,48,49,54,59,64,13,10,7,4,29,26,23,20,45,42,39
1020DATA36,61,58,55,52,1,21,41,61,2,22,42,62,3,23,43,63,4,24,44,64,49,37,25,13,50,38,26,14,51,39,27,15,52,40,28,16,1,18,35,52,5,22
1030DATA39,56,9,26,43,60,13,30,47,64,49,34,19,4,53,38,23,8,57,42,27,12,61,46,31,16,1,22,43,64,16,27,38,49,4,23,42,61,13,26,39,52
1040FORJ=1TO4:IFX(M(I,J))<>1/8THEN1110
1050I(M(I,J))=5
1060IFL(I)<5THEN1080
1070#":# "TRY AND GET OUT OF THIS":GOTO1090
1080#":# "JUST IN THE NICK OF TIME"
1090M=M(I,J):# "I TAKE";
1100GOSUB740:EXIT210
1110NEXT
1120#":# "MACHINE CONCEDES THIS GAME":GOTO1380
1130S=.125
1140IFI-INT(I/4)*4>1THENA=2ELSEA=1
1150FORJ=A TO5-A*STEP5-2*A:IFX(M(I,J))=0THENEXIT1110
1160NEXT
1170GOTO990
1180M=M(I,J):I(M)=5:#":

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1190# "I TAKE";:GOSUB740:GOTO210
1200GOTO210
1210FORI=1TO64:IFX(I)=.125THENX(I)=0
1220NEXT:RETURN
1230# "":FORI=1TO4:FORJ=1TO4
1240#J;TAB(J+2);
1250FORK=1TO4
1260Q=X(16*I+4*J+K-20)
1270ONIGOTO1280,1320,1280,1320
1280IF((Q=0)OR(Q=.125))THEN# "( ) ";
1290IFQ=5THEN# "(M) ";
1300IFQ=1THEN# "(Y) ";
1310GOTO1350
1320IF((Q=0)OR(Q=1/8))=1THEN# "[ ] ";
1330IFQ=5THEN# "[M] ";
1340IFQ=1THEN# "[Y] ";
1350NEXT
1360IF((I=4)AND(J=4))=1THENEXIT220
1370# "":NEXT:NEXT
1380# "":# "":INPUT"ANOTHER GAME ? ",S$
1390IFLEN(S$)=0THEN170
1400IFS$(1,1)="Y"THEN170
1410IFS$(1,1)<>"N"THEN1380
1420FORI=1TO16:# "":
1430IFX=3THEN# "***** GOOD-BYE *****"
1440NEXT:END
READY

```

READY
RUN

*** QUEIC ***

DO YOU WANT TO GO FIRST? Y

```

1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ] GO>114<
I MOVE TO 414
1 (Y) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ] GO>114<
I MOVE TO 414
1 (Y) ( ) ( ) (Y)
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )

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1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [M]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ] GO>444<
I MOVE TO 141
1 (Y) ( ) ( ) (Y)
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 (M) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [M]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ] GO>224<
NICE TRY, BUT I TAKE 334
1 (Y) ( ) ( ) (Y)
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 (M) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [ ] [ ] [Y]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) (M)
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [M]
2 [ ] [ ] [ ] [ ]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ] GO>222<
NICE TRY, BUT I TAKE 333
1 (Y) ( ) ( ) (Y)
2 ( ) ( ) ( ) ( )
3 ( ) ( ) ( ) ( )
4 (M) ( ) ( ) ( )
1 [ ] [ ] [ ] [ ]
2 [ ] [Y] [ ] [Y]
3 [ ] [ ] [ ] [ ]
4 [ ] [ ] [ ] [ ]
1 ( ) ( ) ( ) ( )
2 ( ) ( ) ( ) ( )
3 ( ) ( ) (M) (M)
4 ( ) ( ) ( ) ( )
1 [M] [ ] [ ] [M]
2 [ ] [ ] [ ] [ ]

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3 [] [] [] []
4 [] [] [] [] [Y] GO>441<
JUST IN THE NICK OF TIME
I TAKE 221
1 (Y) () () (Y)
2 () () () ()
3 () () () ()
4 (M) () () ()
1 [] [] [] [] []
2 [M] [Y] [] [] [Y]
3 [] [] [] [] []
4 [] [] [] [] []
1 () () () ()
2 () () () ()
3 () () (M) (M)
4 () () () ()
1 [M] [] [] [] [M]
2 [] [] [] [] []
3 [] [] [] [] []
4 [Y] [] [] [] [Y] GO>332<
NICE TRY, BUT I TAKE 223
1 (Y) () () (Y)
2 () () () ()
3 () () () ()
4 (M) () () ()
1 [] [] [] [] []
2 [M] [Y] [M] [Y]
3 [] [] [] [] []
4 [] [] [] [] []
1 () () () ()
2 () () () ()
3 () (Y) (M) (M)
4 () () () ()
1 [M] [] [] [] [M]
2 [] [] [] [] []
3 [] [] [] [] []
4 [Y] [] [] [] [Y] GO>122<
JUST IN THE NICK OF TIME

I TAKE 112
1 (Y) (M) () (Y)
2 () (Y) () ()
3 () () () ()
4 (M) () () ()
1 [] [] [] [] []
2 [M] [Y] [M] [Y]
3 [] [] [] [] []
4 [] [] [] [] []
1 () () () ()
2 () () () ()
3 () (Y) (M) (M)
4 () () () ()
1 [M] [] [] [] [M]
2 [] [] [] [] []
3 [] [] [] [] []
4 [Y] [] [] [] [Y] GO>344 - - 244<
JUST IN THE NICK OF TIME
I TAKE 144
1 (Y) (M) () (Y)
2 () (Y) () ()
3 () () () ()
4 (M) () () (M)

1 [] [] [] [] []
2 [M] [Y] [M] [Y]
3 [] [] [] [] []
4 [] [] [] [] [Y]
1 () () () ()
2 () () () ()
3 () (Y) (M) (M)
4 () () () ()
1 [M] [] [] [] [M]
2 [] [] [] [] []
3 [] [] [] [] []
4 [Y] [] [] [] [Y] GO>433<
I TAKE 232
1 (Y) (M) () (Y)
2 () (Y) () ()
3 () () () ()
4 (M) () () (M)
1 [] [] [] [] []
2 [M] [Y] [M] [Y]
3 [] [M] [] [] []
4 [] [] [] [] [Y]
1 () () () ()
2 () () () ()
3 () (Y) (M) (M)
4 () () () ()
1 [M] [] [] [] [M]
2 [] [] [] [] []
3 [] [] [Y] [] []
4 [Y] [] [] [] [Y] GO>443<
I MOVE TO 323 AND WIN WITH:
141 232 323 414

ANOTHER GAME ? N

***** GOOD-BYE *****