

Maxi BASIC Game Set 9

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 HANGMATH
- #2 OTHELLO
- #3 A,E,I,O,U BUT NOT Y.

Once the READY message appears after the load, type

RUNcr

to start the program running.

All programs on this tape are self-documented 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.

* * * * *

HANGMATH:

Adapted for Maxi BASIC from article in "Kilobaud Magazine", April 1977, page 112 by Gary Gagnon, Vancouver, B.C., for an 18K system. HANGMATH is a game of skill, luck and deduction and you will need to play at least 3 games to get an accurate performance rating. The goal is to guess the digits in a multiplication problem. It is up to you to guess all the numbers in as few tries as possible. The columns count from right to left. If you would like to see the numbers you have tried, you can input a Ø for the column you want to check.

OTHELLO:

Adapted by Holden Caine, Melville, NY 11746. OTHELLO is played on an 8 X 8 board. The computer is X and the player is O. The game starts out with two X's and 2 O's in the center. The object of the game is to get more O's than X's. Each move must be made to an empty space so that it changes at least one of the computers' X's to an O. When the player moves, an O is placed in the specified space and any X's in a straight line either vertically, horizontally or diagonally are changed to O's. The computer then moves and the updated board is printed out. If you have no possible moves, then input a 'Ø' as your move. To move, input a two-

character location on the board. The first character is the row letter; the second is the column number. The game is over when the board is full or there are no possible moves left.

A,E,I,O,U BUT NOT Y:

An original by Jim and Patty Felando. In this game you will be given words with the vowels taken out and you will try to guess the word. You may pick a number from 1 to 6. If you type 6, you will get all the words at random. If you type \emptyset at any time, the game will end. If you can't guess a word, type 1 and you will get a hint. Type a 1 \emptyset or guess the right word. You will then be 'graded' and the program will continue.

READY
LIST

"HANGMATH"

```
100 DIM R$(14),F(9,5),A(5,5)
110 DIM P$(112):FOR I=1 TO 112:LET P$=P$+" ":NEXT I
120 DATA "EXCELLENT", "VERY GOOD", "GOOD", "ABOVE AVERAGE", "ABOUT AVERAGE"
130 DATA "BELOW AVERAGE", "FAIR", "POOR"
140 # "HANGMATH - A GAME OF SKILL, LUCK AND DEDUCTION":#""
150 # "PLAY AT LEAST 3 GAMES TO GET AN ACCURATE PERFORMANCE RATING"
160 # "":INPUT "PLEASE ENTER A RANDOM NUMBER ",Q:Q=INT(Q):Q=RND(Q)
170 INPUT "NEED INSTRUCTIONS? ",X$
180 IF LEN(X$)=0 THEN 170
190 IF X$(1,1)="N" THEN 280
200 # "THE GOAL IS TO GUESS THE DIGITS IN A MULTIPLICATION PROBLEM."
210 # "THE FIRST TWO LINES WILL NOT START WITH A ZERO. IT IS UP TO"
220 # "YOU TO GUESS ALL THE NUMBERS IN AS FEW TRIES AS POSSIBLE."
230 # "COLUMNS COUNT FROM RIGHT TO LEFT";
235 # "WHEN I ASK 'DIGIT' GIVE ME THE"
240 # "NUMBER YOU WISH TO TRY (0 TO 9)"
245 # "WHEN I ASK 'COLUMN' GIVE ME THE COLUMN YOU WANT TO TRY (1 TO 5)"
250 # "IF YOU WANT TO SEE THE NUMBERS YOU HAVE TRIED, INPUT A 0 FOR"
251 # "THE COLUMN WANTED"
260 # "LOTS OF LUCK!"
270 INPUT "READY? ",X$
280 G=0 :T=0
290 FOR I=1 TO 5:FOR J=1 TO 5
300 P$((10*I)+(J*2),(10*I)+((J*2)+1))="*"
310 A(I,J)=999:NEXT J:NEXT I
330 FOR I=0 TO 9:FOR J=1 TO 5
340 F(I,J)=0 :NEXT J:NEXT I
360 A(1,1)=INT(10*RND(1))
370 A(2,1)=INT(10*RND(1)):A(3,1)=INT(9*RND(1))+1:A(1,2)=INT(10*RND(1))
380 A(2,2)=INT(9*RND(1))+1:N(1)=100*A(3,1)+10*A(2,1)+A(1,1)
390 N(2)=10*A(2,2)+A(1,2):N(3)=A(1,2)*N(1):N(4)=A(2,2)*N(1)*10
400 N(5)=N(1)*N(2):FOR I=5 TO 1 STEP -1:M=10*(I-1):FOR J=3 TO 5
410 Q=N(J)/M:A(I,J)=INT(Q+.001):NEXT J
420 FOR J=3 TO 5:N(J)=N(J)-A(I,J)*M:N(J)=INT(N(J)+.9):NEXT J:NEXT I
440 A(1,4)=999:A(5,3)=999:B$=""
450 N1=0 :N5=7:GOTO 630
460 N1=N1+1:GOTO 480
470 # "YOUR INPUT IS NO GOOD, TRY AGAIN"
480 INPUT "DIGIT ",D:INPUT " COLUMN ",C:IF C>0 THEN 540
490 #
500 # "PREVIOUS GUESSES BY COLUMN:":FOR I=1 TO 5
510 # "COL. ":I:" ";FOR J=0 TO 9:IF F(J,I)=1 THEN #J;
520 NEXT J:#":NEXT I:#":GOTO 480
540 IF D>9 OR D<0 OR C>5 OR C<0 THEN 470 ELSE N9=N5
560 IF F(D,C)=0 THEN 590
570 # "YOU GUESSED THAT ALREADY":GOTO 480
590 F(I,C)=1:FOR I=1 TO 5
600 IF A(C,I)<>D THEN 620
610 P$(C*10+I*2,C*12+I*2+1)=STR$(D):N5=N5+1
620 NEXT I:IF N9<N5 THEN N1=N1-1
630 #B$:B$;P$(32,33);P$(22,23);P$(12,13)
660 # :#B$:B$;P$(24,25);P$(14,15):#
700 #B$:P$(46,47);P$(36,37);P$(26,27);P$(16,17):#
730 #P$(58,59);P$(48,49);P$(38,39);P$(28,29):#
750 #P$(60,61);P$(50,51);P$(40,41);P$(30,31);P$(20,21)
770 # "NO. OF MISSES =":N1:IF N5<25 THEN 460
780 # "YOU GOT IT":G=G+1:T=T+N1:V=T/G
```

```
790 # "AVERAGE NUMBER OF MISSES AFTER ";G;" GAME(S) IS";V:#""
800 INPUT "ANOTHER GAME? ",Z$:IF LEN(Z$)=0 THEN 800
820 IF Z$(1,1)="Y" THEN 290
830 Q=INT(V/2):IF Q<1 THEN Q=1 ELSE IF Q>8 THEN Q=8
850 FOR I=1 TO Q:READ R$:NEXT I
880 # "":# "YOUR PERFORMANCE RATING WAS.....":R$
910 # "":# "BYE, HOPE YOU ENJOYED THE GAME"
920 RESTORE 120:FOR I=1 TO 9:#":NEXT I:GOTO 140
READY
```

READY
RUN

HANGMAN - A GAME OF SKILL, LUCK AND DEDUCTION

PLAY AT LEAST 3 GAMES TO GET AN ACCURATE PERFORMANCE RATING

PLEASE ENTER A RANDOM NUMBER 443950

NEED INSTRUCTIONS? Y

THE GOAL IS TO GUESS THE DIGITS IN A MULTIPLICATION PROBLEM.

THE FIRST TWO LINES WILL NOT START WITH A ZERO. IT IS UP TO

YOU TO GUESS ALL THE NUMBERS IN AS FEW TRIES AS POSSIBLE.

COLUMNS COUNT FROM RIGHT TO LEFT WHEN I ASK 'DIGIT' GIVE ME THE

NUMBER YOU WISH TO TRY (0 TO 9)

WHEN I ASK 'COLUMN' GIVE ME THE COLUMN YOU WANT TO TRY (1 TO 5)

IF YOU WANT TO SEE THE NUMBERS YOU HAVE TRIED, INPUT A 0 FOR

THE COLUMN WANTED

LOTS OF LUCK!

READY? Y

* * *

* *

* * * *

* * * *

* * * * *

NO. OF MISSES = 0
DIGIT 5 COLUMN 2

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 0
DIGIT 5 COLUMN 1

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 1
DIGIT 1 INPUT ERROR-RETYPE DIGIT 1 COLUMN 1

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 2
DIGIT 7 COLUMN 3

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 3
DIGIT 8 COLUMN 3

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 4
DIGIT 4 COLUMN 3

* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 5
DIGIT 7 COLUMN 0

PREVIOUS GUESSES BY COLUMN:

COL. 1: 1 5

COL. 2: 5

COL. 3: 4 7 8

COL. 4:

COL. 5:

DIGIT 2 COLUMN 1
* 5 *

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 6
DIGIT 3 COLUMN 1
* 5 3

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 6
DIGIT 4 COLUMN 1
* 5 3

5 *

* * * *

* * * 5

* * * * *

NO. OF MISSES = 7
DIGIT 6 COLUMN 1
* 5 3

5 6

* * * *

* * * 5

* * * * *

NO. OF MISSES = 7
DIGIT 8 COLUMN 1
* 5 3

5 6

* * * *

* * * 5

* * * * *

NO. OF MISSES = 7
DIGIT 1 COLUMN 2
* 5 3

5 6

* * 1 8

* * * 5

* * * * *

NO. OF MISSES = 7
DIGIT 6 COLUMN 2
* 5 3

5 6

* * 1 8

* * * 5

* * * * *

NO. OF MISSES = 7
DIGIT 6 COLUMN 3
* 5 3

5 6

* * 1 8

* * 6 5

* * * 6 8

NO. OF MISSES = 7
DIGIT 2 COLUMN 0

PREVIOUS GUESSES BY COLUMN:

COL. 1: 1 2 3 4 5 6 8

COL. 2: 1 5 6

COL. 3: 4 6 7 8

COL. 4:

COL. 5:

DIGIT 9 COLUMN 4
* 5 3

5 6

* * 1 8

* * 6 5

* * * 6 8

NO. OF MISSES = 8
DIGIT 2 COLUMN 3
2 5 3

5 6

* * 1 8

* * 6 5

* * * 6 8

NO. OF MISSES = 8
DIGIT 5 COLUMN 3
2 5 3

.....AND...6 GAMES LATER!!!...

5 6

* 5 1 8

* * 6 5

* * * 6 8

NO. OF MISSES = 8
DIGIT 1 COLUMN 4
2 5 3

5 6

1 5 1 8

* * 2 5

* * * 6 8

NO. OF MISSES = 8
DIGIT 1 COLUMN 3
2 5 3

5 6

1 5 1 8

* * 6 5

* * 1 6 8

NO. OF MISSES = 8
DIGIT 2 COLUMN 4
2 5 3

5 6

1 5 1 8

* 2 6 5

* * 1 6 8

NO. OF MISSES = 8
DIGIT 1 COLUMN 5
2 5 3

5 6

1 5 1 8

1 2 6 5

1 * 1 6 8

NO. OF MISSES = 8
DIGIT 3 COLUMN 4
2 5 3
5 6

1 5 1 8

1 2 6 5

1 * 1 6 8

NO. OF MISSES = 9
DIGIT 4 COLUMN 4
2 5 3

5 6

1 5 1 8

1 2 6 5

1 4 1 6 8

NO. OF MISSES = 9
YOU GOT IT
AVERAGE NUMBER OF MISSES AFTER 1 GAME(S) IS 9

ANOTHER GAME? Y
* * *
* *
* * * *
* * * *
* * * * *
* * * * *

NO. OF MISSES = 0
DIGIT 5 COLUMN 3
* * *
* *
* * * *
* * * *
* * * * *
* * * * *

NO. OF MISSES = 1
DIGIT 5 COLUMN 2
* * *
* *
* * * *
* * * *
* * * * *
* * * * *

NO. OF MISSES = 2
DIGIT 5 COLUMN 1
* * *

2 2 8

6 2

0 4 5 6

* * 6 8

* * * 3 6

NO. OF MISSES = 6
DIGIT 1 COLUMN 3
2 2 8

6 2

0 4 5 6

* * 6 8

* * 1 3 6

NO. OF MISSES = 6
DIGIT 3 COLUMN 4
2 2 8

6 2

0 4 5 6

* 3 6 8

* * 1 3 6

NO. OF MISSES = 6
DIGIT 4 COLUMN 4
2 2 8

6 2

0 4 5 6

* 3 6 8

* 4 1 3 6

NO. OF MISSES = 6
DIGIT 1 COLUMN 5
2 2 8

6 2

0 4 5 6

1 3 6 8

1 4 1 3 6

NO. OF MISSES = 6
YOU GOT IT
AVERAGE NUMBER OF MISSES AFTER 5 GAME(S) IS 7.8

ANOTHER GAME? N

YOUR PERFORMANCE RATING WAS.....GOOD

BYE, HOPE YOU ENJOYED THE GAME

HANGMATH - A GAME OF SKILL, LUCK AND DEDUCTION

PLAY AT LEAST 3 GAMES TO GET AN ACCURATE PERFORMANCE RATING

PLEASE ENTER A RANDOM NUMBER

READY

READY
LIST

```
10 DIM A(100)
20 FOR X=1 TO 10:IF X=4 THEN # "      **** OTHELLO ****"
30 # " :NEXT
40 L2=3:H=C:H3=H:L3=L2
50 PRINT "I'M 'X", & YOU'RE 'O'"
60 FOR X=1 TO 3:READ W(X):NEXT X
70 DATA -11,-10,-9,-8,-7,-6,-5,-4,-3,-2,-1,0,1,2,3,4,5,6,7,8,9,10,11
80 FOR I=1 TO 4
90 FOR J=1 TO 3:X=10*I+J
100 READ A(X):A(99-X)=A(X)
110 NEXT J
120 NEXT I
130 GOSUB 670
140 INPUT "DO YOU WANT TO GO FIRST? ".A$
150 IF LEN(A$)=0 THEN 370
160 IF A$(1,1)="Y" THEN 370
170 M=-999:Z1=200:F=1
180 FOR I=L2 TO 8
190 FOR J=L3 TO H3
200 X=10*I+J:IF ABS(A(X))>199 THEN 240
210 GOSUB 550:IF V=0 THEN 240
220 S=V+A(X)*SQRT(64-X2-O2)/E
230 GOTO 250
240 S=-9999
250 IF S<M THEN 270 ELSE IF ((S=M) AND (RND(0)<.5))=1 THEN 270
260 M=S:M1=X
270 NEXT J
280 NEXT I
290 IF M=-999 THEN 360
300 A(M1)=200:# "MY MOVE IS ";
310 A$=
320 A$(1)=CHR$(INT(M1/10)+64)
330 A$=A$+CHR$(M1-INT(M1/10)*10+48)
340 #A$
350 F=-1:X=M1:GOSUB 470
360 GOSUB 670
370 INPUT "YOUR MOVE? ".A$
380 IF LEN(A$)<2 THEN 170
390 M2=10*(ASC(A$)-64)+ASC(A$(2))-48
400 IF ((M2<0) OR (M2>88))=1 THEN 370
410 X3=SGN(M2):M2=ABS(M2)
420 IF ABS(A(M2))=200 THEN 370
430 X=M2:Z1=-200:F=-1
440 GOSUB 470
450 IF V=0 THEN 370 ELSE A(M2)=-200
460 GOTO 170
470 Q=INT(X/10):Q2=X-Q*10
480 IF Q=L2 THEN L2=SGN(Q-3)+2
490 IF Q2=L3 THEN L3=SGN(Q2-3)+2
500 IF Q=H THEN H=SGN(Q-6)+7
510 IF Q2=H3 THEN H3=SGN(Q2-6)+7
520 IF (X-11)*(X-18)*(X-81)*(X-68)<>0 THEN 550
530 IF ABS(A(X+10*SGN(4-Q)))<>200 THEN A(X+10*SGN(4-Q))=E
540 IF ABS(A(X+SGN(4-Q2)))<>200 THEN A(X+SGN(4-Q2))=6
550 V=0
560 FOR K=1 TO 8:L=W(K)
570 IF A(X+L)<>Z1 THEN 650 ELSE Z1=1
```

```

580 P=1:Q=X+L
590 A(C)=A(C)*Z3:P=P+1:Q=X+P*L
600 IFA(Q)=21THEN620
610 IFABS(A(Q))<199THEN650ELSE590
620 IF((F=1)OR(Z3=-1))=1THEN640
630 Z3=-1:GOTO580
640 V=V+P-1
650 NEXT X
660 RETURN
670 IFX3=-1THEN RETURN
680 # " 1 2 3 4 5 6 7 8"
690 I2=0
700 O2=0
710 FORI=1TO8:#CHR$(I+192); " ";
720 FOR J=1TO8:I=A(10*I+J)
730 ON INT(ABS(X/199))*SGN(X)+2 GOTO 740,750,760
740 # "O ";:O2=O2+1:GOTO770
750 # "- ";:GOTO770
760 # "X ";:I2=I2+1
770 NEXT J
780 # " :NEXT I
790 # "I HAVE ";X2;" AND YOU HAVE";O2
800 IFX2+O2=641REN822ELSE RETURN
810 DATA 20,-16,6,6,6,6,-16,20,-16,-8,-4,-4,-4,-4,-8,-16,6,-4,2,2,2,2,-4,6,6,-4,2,200,-200,2,-4,6
820 IFO2=X2THEN# "THE GAME IS A DRAW":GOTO840
830 IFO2>X2THEN# "***** YOU WIN *****"ELSE# "GOOD GAME , BUT I WON IT"
840 END

```

READY

READY
RUN

**** OTHELLO ****

```

I'M 'X', & YOU'RE 'O'
A - - - - -
B - - - - -
C - - - - -
D - - - X O - - -
E - - - O X - - -
F - - - - -
G - - - - -
H - - - - -
I HAVE 2 AND YOU HAVE 2
YOUR MOVE ? F5
MY MOVE IS D5
A - - - - -
B - - - - -
C - - - - -
D - - - X X X - - -
E - - - O O - - -
F - - - - O - - -
G - - - - -
H - - - - -
I HAVE 3 AND YOU HAVE 3
YOUR MOVE ? C6
MY MOVE IS F4
A - - - - -
B - - - - -
C - - - - O - - -
D - - - X O X - - -
E - - - X X - - -
F - - - X O - - -
G - - - - -
H - - - - -
I HAVE 5 AND YOU HAVE 3
YOUR MOVE ? F3
MY MOVE IS C5
A - - - - -
B - - - - -
C - - - - X O - - -
D - - - X X X - - -
E - - - O X - - -
F - - - C C O - - -
G - - - - -
H - - - - -
I HAVE 5 AND YOU HAVE 5
YOUR MOVE ? E6
MY MOVE IS F6

```

A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 5 AND YOU HAVE 7
 YOUR MOVE ? B5
 MY MOVE IS B6
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 7 AND YOU HAVE 7
 YOUR MOVE ? D7
 MY MOVE IS D8
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 8 AND YOU HAVE 8
 YOUR MOVE ? E8
 MY MOVE IS F8
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 9 AND YOU HAVE 9
 YOUR MOVE ? C4
 MY MOVE IS A4
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 10 AND YOU HAVE 10
 YOUR MOVE ? A5
 MY MOVE IS A6
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -

G - - - - -
 H - - - - -
 I HAVE 11 AND YOU HAVE 11
 YOUR MOVE ? C7
 MY MOVE IS D3
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 15 AND YOU HAVE 9
 YOUR MOVE ? C3
 MY MOVE IS E3
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 16 AND YOU HAVE 12
 YOUR MOVE ? E2
 MY MOVE IS F1
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 18 AND YOU HAVE 10
 YOUR MOVE ? A7
 MY MOVE IS A8
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 17 AND YOU HAVE 13
 YOUR MOVE ? B4
 MY MOVE IS A3
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 18 AND YOU HAVE 14
 YOUR MOVE ? B3
 MY MOVE IS C8
 A - - - - -

B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 23 AND YOU HAVE 14
 YOUR MOVE ? E7
 MY MOVE IS G4
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 27 AND YOU HAVE 9
 YOUR MOVE ? B8
 MY MOVE IS D2
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 28 AND YOU HAVE 10
 YOUR MOVE ? G3
 MY MOVE IS H3
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 30 AND YOU HAVE 10
 YOUR MOVE ? B2
 MY MOVE IS A1
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 31 AND YOU HAVE 11
 YOUR MOVE ? F7
 MY MOVE IS G6
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -

H - - - - -
 I HAVE 36 AND YOU HAVE 8
 YOUR MOVE ? D1
 MY MOVE IS E1
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 35 AND YOU HAVE 11
 YOUR MOVE ? B1
 MY MOVE IS C1
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 38 AND YOU HAVE 12
 YOUR MOVE ? C2
 MY MOVE IS A2
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 39 AND YOU HAVE 12
 YOUR MOVE ? F2
 MY MOVE IS G2
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 42 AND YOU HAVE 12
 YOUR MOVE ? E7
 MY MOVE IS G5
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 39 AND YOU HAVE 16
 YOUR MOVE ? H2
 MY MOVE IS H1
 A - - - - -
 B - - - - -

C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 38 AND YOU HAVE 18
 YOUR MOVE ? H6
 MY MOVE IS H4
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 47 AND YOU HAVE 18
 YOUR MOVE ? G1
 MY MOVE IS H5
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 38 AND YOU HAVE 22
 YOUR MOVE ? G7
 MY MOVE IS H8
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 38 AND YOU HAVE 24
 YOUR MOVE ? G8
 MY MOVE IS H7
 A - - - - -
 B - - - - -
 C - - - - -
 D - - - - -
 E - - - - -
 F - - - - -
 G - - - - -
 H - - - - -
 I HAVE 42 AND YOU HAVE 22
 GOOD GAME , BUT I WON IT
 READY

READY
LIST

```

1 REM **** < A, E, I, O, U > ****
2 REM      BUT NOT Y
3 REM BY JIM & PATTY FELANDO, 5/1/77
10 DIM A$(20),P$(20),B$(15)
20 #TAB(200)
30 #      < A, E, I, O, U >
40 #
50 #      ***** BUT NOT Y *****
60 #
70 # "IN THIS GAME YOU WILL BE GIVEN WORDS WITH THE VOWELS"
80 # "TAKEN OUT -- AND YOU WILL TRY TO GUESS THE WORD."
90 # "YOU MAY PICK A NUMBER FROM 1 TO 6 -- IF YOU TYPE (6) - YOU"
95 # "WILL GET ALL THE WORDS AT RANDOM -- IF YOU TYPE (0) AT"
100 # "ANY TIME - THE GAME WILL END -- IF YOU CAN'T GUESS A"
110 # "WORD - TYPE (1) - YOU WILL GET A HINT - TYPE A (10) IF"
120 # "YOU GIVE UP -- WHEN YOU TYPE (1 OR 10) OR GUESS THE RIGHT"
130 # "WORD, YOU WILL BE GRADED AND THE PROGRAM WILL CONTINUE."
150 #
160 G9=0 :T1=0
170 #      GOOD LUCK"
180 # "TYPE (GO) WHEN YOU ARE READY"
190 INPUT D$
200 FOR I=1 TO 16 :#"" :NEXT I
210 # "INPUT YOUR NUMBER (1 TO 6)"
220 #TAB(200)
230 INPUT A$
235 IF A5<1 THEN 210 ELSE IF A5>6 THEN 210
240 IF A5=0 THEN 940
250 IF A5=2 THEN RESTORE 1080
260 IF A5=3 THEN RESTORE 1190
270 IF A5=4 THEN RESTORE 1290
280 IF A5=5 THEN RESTORE 1390
290 Q1=1
300 T=1
315 T1=T1+1
320 IF G9=0 THEN 340
325 #
330 #      ***** < ";A$;" > *****
335 IF A5<6 THEN IF A$="END" THEN 940
340 G9=1
350 IF A5<>6 THEN 370
360 IF A5=6 THEN RESTORE
370 IF A5=1 THEN GOSUB 790 :GOTO 450
380 IF A5=2 THEN GOSUB 1060 :GOTO 450
390 IF A5=3 THEN GOSUB 1180 :GOTO 450
400 IF A5=4 THEN GOSUB 1280 :GOTO 450
410 IF A5=5 THEN GOSUB 1380 :GOTO 450
420 IF A5=6 THEN RB=INT(RND(0)*1000)
423 IF RB>250 THEN 420
425 IF RB<1 THEN 420
430 FOR I=1 TO RB :GOSUB 790 :NEXT I
450 #TAB(100)
460 LET N=0
470 FOR N=1 TO LEN(A$)
480 B$=A$(N,N)
481 IF P$<>"1" THEN 490
482 IF B$="A" THEN B$="-"

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```

483 IF B$="E" THEN B$="-"
484 IF B$="I" THEN B$="-"
485 IF B$="O" THEN B$="-"
486 IF B$="U" THEN B$="-"
490 IF B$="A" THEN 590
500 IF B$="E" THEN 590
510 IF B$="I" THEN 590
520 IF B$="O" THEN 590
530 IF B$="U" THEN 590
540 IF Q1=1 THEN 570
550 #B$;
560 GOTO 590
570 # "HERE IS YOUR WORD -- < ";B$;
580 Q1=Q1+1
590 REM
595 NEXT N
600 Q1=1
610 # ">"
620 #
630 # "YOUR WORD HAS <";LEN(A$);" > LETTERS IN IT"
640 #
650 # "WHAT IS YOUR GUESS"
660 #TAB(100)
670 # "WORD # ";T1;"          YOU ARE <";T2;" > FOR <";P1;" >"
680 #TAB(100)
690 INPUT P$
700 IF P$="0" THEN 940
710 IF P$="10" THEN #A$ :IF A5=6 THEN RESTORE 810
720 IF P$="10" THEN T1=T1+1 :GOTO 1010
730 P1=P1+1
735 IF P$="1" THEN T=T+1 :GOTO 450
740 IF P$=A$ THEN # "YOU GOT IT!! IN ";T;" TRYS" :T=1 :T2=T2+1
745 IF P$=A$ THEN 315
750 T=T+1
760 # "THAT'S NOT IT TRY AGAIN"
770 # "# ===== ;P$; =====" :FOR I=1TO1000 :NEXT I :GOTO 450
780 END
790 REM
800 READ A$ :RETURN
810 DATA "SOON","LATER","OPEN","ROAD","SUNDAY"
820 DATA "HELLO","OPPONENT","IMPROVE","PROPERTY","HOUSE"
830 DATA "COMPUTER","DISTANCE","BOOMERANG","PERFORMING"
840 DATA "SOURCE","GAMES","CHALLENGE","SPACESHIP"
850 DATA "POETRY","ENTRANCE","POKER","CUBIC","QUEEN"
860 DATA "REVERSE","ROULETTE","SNOOPY","TRAIN"
870 DATA "STATEMENT","WEEKDAY","HANGMAN","YAHTZEE"
880 DATA "COLLEGE","DESIGNATED","DIMENSION","PREVIOUS"
890 DATA "VERSION","SCIENTIFIC","PERSON","FICTITIOUS"
900 DATA "PREPARING","AUDIENCE","INSIDE","LISTING","CPOICE"
910 DATA "PROFEABLE","BOXING","BOUNCE","VELOCITY","SUBMARINE"
920 DATA "END"
930 GOTO 1080
940 FOR I=1TO16 :#"" :NEXT I
950 # "THE GAME IS OVER"
960 #
970 # "OUT OF ";T1-1;" WORDS, YOU GOT ";T2;" WORDS RIGHT IN ";P1;" TRYS."
980 #
990 #      PEE-BYE"
1000 #TAB(200) :#TAB(100)
1005 END
1010 # :FOR I=1 TO 2500

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```

1020 NEXT I
1030 P1=P1+1
1040 T=1
1050 GOTO 370
1060 IF A5=6 THEN 1080
1070 READ A$:RETURN
1080 DATA "JOURNAL", "BEGINNER", "BREADBOARD", "SIGNIFICANT", "DILL"
1090 DATA "REPAIR", "RELIABLE", "TAME", "BRAID", "ELIMINATE", "GUERNSEY"
1100 DATA "OSCILLOSCOPE", "INDIVIDUAL", "GUARANTEE", "INVITABLE", "ERRONEOUSLY"
1110 DATA "COINCIDENTALLY", "COFF", "CHECKOUT", "GREASE", "CAME", "SOUND"
1120 DATA "INTERFACE", "STERILIZED", "INDICATION", "SOURCE", "OUTPUT"
1130 DATA "AMATEUR", "AMICABLE", "CADET", "ELEMENTAL", "ELOPE", "IDEA"
1140 DATA "OVERHEAR", "OVAL", "REFUGEE", "SENATE", "SOCIAL", "TEA"
1150 DATA "TEASE", "UNSEASONED", "VECTOR", "VENUE", "VENTURE", "WEIRD"
1160 DATA "GAUZE", "GASP", "LOVE", "FUSE", "END"
1170 GOTO 1190
1180 IF A5=6 THEN 1190
1185 READ A$:RETURN
1190 DATA "VOYAGER", "WADE", "ALGEBRA", "TRICK", "SLEEVE"
1195 DATA "RADIOSENSITIVE"
1200 DATA "RADICAL", "PRUNE", "POTENT", "POUNCE", "OVERSEEN", "TAPE"
1210 DATA "DRUNK", "ISSUE", "IMAGE", "IMMORTAL", "FILTER", "FINGER"
1220 DATA "FIN", "POST", "COP", "GRAVE", "BULL", "LABEL", "LOOPER"
1230 DATA "LOOKOUT", "MEASLY", "RECKLESS", "FALE", "SPEAK", "STEEL"
1240 DATA "SUPERIORITY", "TRAJECTORY", "TRANSFUSION", "PECKER"
1250 DATA "VINEGAR", "NOISE", "CONDENSED", "VALUE", "ZONE"
1260 DATA "FOUR", "DROVE", "DROWSE"
1265 DATA "EVACUATE", "FORGAVE", "INDICATE", "INDIGNANT", "INFANTILE", "HEAD"
1266 DATA "END"
1270 GOTO 1290
1280 IF A5=6 THEN 1290
1285 READ A$:RETURN
1290 DATA "FIGURED", "ENGAGED", "ENMITY", "DOVE", "DISCORD", "CODEFINE", "ARGUE"
1300 DATA "DISTINCTIVE", "PROPERTY", "EQUAL", "DEFINITION", "RATIO"
1310 DATA "IMECILE", "SOLO", "BATTLE", "BILLION", "BICYCLE", "EJECT"
1320 DATA "ELASTIC", "FATHER", "FIGURE", "FATIGUE", "INCOME", "INCLUDE"
1330 DATA "JUNIOR", "KANGAROO", "RAT", "LUGGAGE", "MOUSE", "VICTORY"
1340 DATA "REJECT", "DIGIT", "REGARD", "SCENT", "SEED", "SUPPLEMENT"
1350 DATA "SWARM", "WEAN", "WELFARE", "YIDDISH", "WAVE", "YOUNG", "NAMES"
1360 DATA "ABBREVIATION", "ENUNCIATE", "DEEP", "CROWD", "FASHION"
1370 DATA "UMBEELICAL", "END"
1380 IF A5=6 THEN 1390
1385 READ A$:RETURN
1390 DATA "ARRANGE", "FORGIVEN", "FRIENDLY", "FRENCH", "GOAT", "ANTELOPE"
1400 DATA "INDEED", "PRIMATE", "PIPE", "CLEANSE", "MENTAL", "FREE", "MALIGNANT"
1410 DATA "MERCY", "MIRACLE", "REDUCE", "NEGLIGENT", "IDIOT", "VANISH"
1420 DATA "VOCAL", "UNDERMINE", "WIRELESS", "TELEPHONE", "STUDY", "WORKABLE"
1430 DATA "SACCHARIN", "ANGEL", "SABBATH", "PULSE", "ROUTE", "PLISTER"
1440 DATA "BLACKBALL", "BIONIC", "HEATHER", "RISE", "JAVELIN", "BEEL"
1450 DATA "COUSIN", "CASINO", "KETTLE", "LARGE", "LANTERN", "ORCHARD", "OPAL"
1460 DATA "CATMEAL", "QUACK", "QUADRANT", "ZERO", "YELLOW", "END"
5000 END
READY

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READY
RUN

< A . E . I . O . U >

***** EUT NOT Y *****

IN THIS GAME YOU WILL BE GIVEN WORDS WITH THE VOWELS
TAKEN OUT -- AND YOU WILL TRY TO GUESS THE WORD .
YOU MAY PICK A NUMBER FROM 1 TO 6 -- IF YOU TYPE (6) - YOU
WILL GET ALL THE WORDS AT RANDOM -- IF YOU TYPE (7) AT
ANY TIME - THE GAME WILL END -- IF YOU CAN'T GUESS A
WORD - TYPE (1) - YOU WILL GET A HINT - TYPE A (12) IF
YOU GIVE UP -- WHEN YOU TYPE (1 OR 12) OR GUESS THE RIGHT
WORD, YOU WILL BE GRADED AND THE PROGRAM WILL CONTINUE.

GOOD LUCK

TYPE (GO) WHEN YOU ARE READY
700

INPUT YOUR NUMBER (1 TO 6)

70

HERE IS YOUR WORD -- < RCKLSS >

YOUR WORD HAS < 8 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 1

YOU ARE < 0 > FOR < 2 >

?RECKLESS

YOU GOT IT!! IN 1 TRYS

***** < RECKLESS > *****

HERE IS YOUR WORD -- < GR8 >

YOUR WORD HAS < 6 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 2 YOU ARE < 1 > FOR < 1 >

?GREASE
YOU GOT IT!! IN 1 TRYS

***** < GREASE > *****

HERE IS YOUR WORD -- < WRLSS >

YOUR WORD HAS < 8 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 3 YOU ARE < 2 > FOR < 2 >

?WIRELESS
YOU GOT IT!! IN 1 TRYS

***** < WIRELESS > *****

HERE IS YOUR WORD -- < PRFRMNG >

YOUR WORD HAS < 12 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 4 YOU ARE < 3 > FOR < 3 >

?PERFORMING
YOU GOT IT!! IN 1 TRYS

***** < PERFORMING > *****

HERE IS YOUR WORD -- < CLNS >

YOUR WORD HAS < 7 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 5 YOU ARE < 4 > FOR < 4 >

?CLEANS
THATS NOT IT TRY AGAIN

***** CLEANS *****

HERE IS YOUR WORD -- < CLNS >

YOUR WORD HAS < 7 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 5 YOU ARE < 4 > FOR < 5 >

?1

HERE IS YOUR WORD -- < CL--NS- >

YOUR WORD HAS < 7 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 5 YOU ARE < 4 > FOR < 6 >

?CLEAS NSF
YOU GOT IT!! IN 3 TRYS

***** < CLEANSE > *****

HERE IS YOUR WORD -- < SL >

YOUR WORD HAS < 4 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 6 YOU ARE < 5 > FOR < 7 >

?SEAL
THATS NOT IT TRY AGAIN

***** SEAL *****

HERE IS YOUR WORD -- < SL >

YOUR WORD HAS < 4 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 6 YOU ARE < 5 > FOR < 8 >

?SALE
THATS NOT IT TRY AGAIN

***** SALE *****

HERE IS YOUR WORD -- < SL >

YOUR WORD HAS < 4 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 6 YOU ARE < 5 > FOR < 9 >

?1

HERE IS YOUR WORD -- < S-L- >

YOUR WORD HAS < 4 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 6 YOU ARE < 5 > FOR < 10 >

?SOLE

THATS NOT IT TRY AGAIN

===== SOLE =====

HERE IS YOUR WORD -- < SL >

YOUR WORD HAS < 4 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 6 YOU ARE < 5 > FOR < 11 >

?12

SCLO

HERE IS YOUR WORD -- < BCYCL >

YOUR WORD HAS < 7 > LETTERS IN IT

WHAT IS YOUR GUESS

WORD # 7 YOU ARE < 5 > FOR < 12 >

?