

NUMBERMIND

1	-	10	Heading
100	-	390	Instructions
400	-	420	Layout
500	-	550	Random Number Generator
600	-	670	Guess
700	-	790	Print Guess
800	-	810	Match
900	-	950	P-Match
1000	-	1230	N-Match
1300	-	1350	Print P-N
1400	-	1420	Clear Old Guess
1500	-	1570	Help after 10
1600	-	1670	Help after 15
1700	-	1750	Test Results < 3
1800	-	1850	TR < 5
1900	-	1950	TR < 7
2000	-	2050	TR < 11
2100	-	2150	TR < 16
2200	-	2250	TR = 20
2300	-	2350	Play Again - End

Line #

NM

Statement(s)

Comments

1/6

USE OF SHADE IS FOR 2ND OR MORE LINES OF STATEMENTS

DO NOT ENTER A BETWEEN LINE # AND STATEMENT, IT'S DONE BY THE UNIT

1
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100
110
120
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.
. NUMBERMIND
. R M HOUSER
BC = ;FC =

. INST
PRINT "NUMBERMIND"
PRINT "DO YOU WANT INSTRUCTIONS? PRESS ANY KEY "
A=KP
CLEAR
PRINT "

8
17
16

400 .INIT
410 CX = - ;CY =
420 PRINT "NUMBERMIND"

Line #

NM

Statement(s)

Comments

3/6

500 .RANDOM NUMBER GENERATOR

27

510 C=RND(9999)

13

520 D=C/1000

11

530 E=C/10-(D*10)

17

126

540 F=C/10-((D*100)+(E*10))

26

550 H=C-(((D*1000)+(E*100)+(F*10)))

22

600 .GUESS

9

610 Z=0 W=-71 V=-32

19

620 CX=W;CY=V

12

630 INPUT "GUESS?",G

14

640 J=G/1000

11

139

650 K=G/100-(J*10)

17

660 L=G/10-((J*100)+(K*10))

26

670 M=G-(((J*1000)+(K*100)+(L*10)))

32

700 .PRINT G

6

710 X=-59+(Z*6)

14

720 CY=24;CX=X

13

730 PRINT J

6

740 CY=16;CX=X

13

750 PRINT K

6

26

760 CY=8;CX=X

13

770 PRINT L

6

780 CY=0;CX=X

13

790 PRINT M

6

800 .MATCH

9

810 IF D=J IF E=K IF F=L IF H=

44

M GOTO 1710

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USE OF SHADE () IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A () BETWEEN LINE # AND STATEMENT, THIS IS DONE BY THE UNIT

USE OF SHADE IS FOR 2ND OR MORE LINES OF IN-LINE STATEMENTS

DO NOT ENTER A BETWEEN LINE # AND STATEMENT, IT IS DONE BY THE UNIT

900 POSITION MATCH

910 P=0

920 IF D=J P=P+1

930 IF E=K P=P+1

940 IF F=L P=P+1

950 IF H=M P=P+1

1000 NUMBER MATCH

1010 N=0

1020 IF D=J N=N+1

1030 IF D=K N=N+1

1040 IF D=L N=N+1

1050 IF D=M N=N+1

1060 IF E=J N=N+1

1070 IF E=K N=N+1

1080 IF E=L N=N+1

1090 IF E=M N=N+1

1100 IF F=J N=N+1

1110 IF F=K N=N+1

1120 IF F=L N=N+1

1130 IF F=M N=N+1

1140 IF H=J N=N+1

1150 IF H=K N=N+1

1160 IF H=L N=N+1

1170 IF H=M N=N+1

1180 IF J=K N=N-1

1190 IF J=L N=N-1

1200 IF J=M N=N-1

1210 IF K=L N=N-1

1220 IF K=M N=N-1

1230 IF L=M N=N-1

1240 IF D=E N=N-1

1250 IF D=F N=N-1

1260 IF D=H N=N-1

1270 IF E=F N=N-1

1280 IF E=H N=N-1

1290 IF F=H N=N-1

12

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USE OF SHADE IS FOR 2ND OR MORE LINES OF IN-LINE STATEMENTS

DO NOT ENTER A BETWEEN LINE # AND STATEMENT, IT IS DONE BY THE UNIT

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1300 .TEST RESULTS
1310 CY=-8;CX=X
1320 PRINT P
1330 CY=-16;CX=X
1340 PRINT N

1400 .CLEAR OLD GUESS
1410 CX=W;CY=V
1420 PRINT " "

1500 .HELP AFTER 10
1510 IF P=0 IF Z=10 GOTO 1530
1520 GOTO 1610
1530 CX=W;CY=-32
1540 PRINT "FIRST DIGIT IS",D
1550 FOR T=1 TO 1000;NEXT T
1560 CX=W;CY=+32
1570 PRINT " "

1600 .HELP AFTER 15
1610 IF P=1 IF Z=15 GOTO 1630
1620 Z=Z+1;GOTO 610
1630 CX=W;CY=+32
1640 PRINT "SECOND DIGIT IS",E
1650 FOR T=1 TO 1000;NEXT T
1660 CX=W;CY=+32
1670 PRINT " "

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6
14
6

19
12 + 1
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17
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12 ★
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26
12 ★
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17
12 ★
23
26
12 ★
24

USE OF SHARPE
IS FOR 2ND OR
MORE LINES OF
LINE STATEMENTS

BETWEEN LINE #
5 DONE BY THE UNIT
DO NOT ENTER A
AND STATEMENT

1700 .MATCH RESULTS <3

1710 IF Z<3 GOTO 1730

1720 GOTO 1810

1730 CX=W;CY=V

1740 PRINT "YOU LUCKY GUESSER"

1750 GOTO 2410

1800 .K5

1810 IF Z<5 GOTO 1830

1820 GOTO 1910

1830 CX=W;CY=V

1840 PRINT "GOOD REASONING + LU
CK"

1850 GOTO 2410

1900 .<7

1910 IF Z<7 GOTO 1930

1920 GOTO 2010

1930 CX=W;CY=V

1940 PRINT "VERY GOOD"

1950 GOTO 2410

2000 .<9

2010 IF Z<9 GOTO 2030

2020 GOTO 2110

2030 CX=W;CY=V

2040 PRINT "JUST AVERAGE"

2050 GOTO 2410

2100 .<12

2110 IF Z<12 GOTO 2130

2120 GOTO 2210

2130 CX=W;CY=V

2140 PRINT "FAIR PLAYER"

2150 GOTO 2410

20

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12

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Line #	Statement(s)	Comments
2300	.<16	★
2310	IF Z=17 GOTO 2230	★
2320	GOTO 2410	239
2330	CX=W;CY=V	★
2340	PRINT "I QUIT!!! ;GO FIND ANOTHER COMPUTER"	
2250	HALT	

2300	.PLAY AGAIN, END	18
2310	CLEAR	4
2320	PRINT "DO YOU WISH TO PLA Y AGAIN? PRESS ANY KEY"	24
2330	A=KP	28
2340	CLEAR	7
2350	GOTO 410	4
		1

2400	.PLAY AGAIN, END	
2410	CLEAR	
2420	PRINT "DO YOU WISH TO PLAY AGAIN? PRESS ANY KEY"	
2430	A=KP	
2440	CLEAR	
2450	GOTO 410	