BANGMAN game program included this month is by Ernie Sams,248 S. Forest Street,
Bellingham WA 98225. It has a novel twist over the old hangman game and is quite
clever. It has a good scheme for entering characters without their appearing on
the screen, and a search routine that can locate and account for multi-usage of
a letter. I am also including Ernie's sheet of documentation that will be of help
to a lot of us.

BANGMAN DOCUMENTATION:

10 -	200	Initialize and instructions.
300 -	700	Ask for and accept up to ten valid letters.
	600	Stores the word in two locations:
		1. To keep track of the letters correctly guessed.
		2. To print the word if not guessed in nine tries.
800 -	1010	Set up blanks for the word.
	1200	Store each letter of the alphabet for future use so the same letter is not used twice.
	1300	Initiate guessing loop. Allows 26 guesses.
1430 -	1450	Allows one to guess a letter by turning knob #1.
	1540	If storage position is set to -1 the letter has been used.
	1550	Sets value of storage position to -1 and prints letter at the bottom of the screen.
1600 -	1900	Loop through the storage positions in 600 (1). If a match is found print the letter in the appropriate location(s) on the blanks established in 800-1010 and change the storage position value to -1. Set flag "Q" to 1.
	1800	
	2000	If the flag "Q" is not equal to 1 then the chosen letter did not match a letter in the word so go to subroutine 9600 plus counter E times 10 and print that portion of the man. Increment the E counter. If there have been nine wrong guesses default to 9000 to "bang" part of bangman.
	2050	Otherwise flag "Q" equals 0.
2100 -	2200	Loop through storage positions in 600 (1). If all positions are -1 then the word has been guessed. Print "congratula-tions" and press go to start a new game.
9000 -	9020	The word was not guessed within the nine wrong guesses allowed. The man was completely built, so - -
9030 -	9040	Print out the word (from 600 (2)) on the blanks.
9060 -	9160	Draw a gun with the word COLT on it.
	9200	Change the screen to a border format.
9225 -	9340	Put six random shots in the body of the man. Use sound effects. 9230-9240 is the shot. 9260 is the ricochet.
	9350	Blank out screen
9360 -	9370	Blank out man
	9400	Uncover screen from top to bottom with man gone.
	9410	Restore screen to full screen format.
	9500	Press go to start a new game.
SUBROUTINES		
	9600	Prints head, eyes, mouth.
	9610	Prints neck.
	9620	Prints body.
	9630	Prints right arm.
	9640	Prints left arm.
	9650	Prints right leg.
	9660	Prints left leg.
	9670	Prints right foot.
	9680	Prints left foot.

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3     .BANGMAN
5     .BY E.SAMS (c).3-3-79
7     ...
9     NT=2
10    CLEAR;PRINT"ONE PERSON
      KEYS IN A WORD TO 10 LET-
      TERS;ANOTHER TRIES TO
      GUESS IT WITH NO
20    PRINT"MORE THAN 9 WRONG
      GUESSES USING KN & TR(1)
30    PRINT;PRINT"PRESS.GO
50    I=KP;IF I=13 CLEAR
100   E=0;Q=0
200   PRINT"ENTER WORD,THEN
      PRESS.GO.
300   FOR A=0 TO 9
310   CY=31
320   PRINT"LETTER #",#3,A+1
330   BOX-55,23,50,8,2
400   K=KP
410   IF K<13 GOTO 790
420   IF K>90 PRINT"INVALID";
      GOTO 310
430   IF K<65 PRINT"INVALID";
      GOTO 310
600   @(A)=K;@(A+10)=K
700   NEXT A
790   CLEAR
800   FOR B = 0 TO A-1
900   Y=-32;X=-80+(B×8)+3
1010  BOX X,Y,7,3,1;NEXT B
1100  CY=-24;CX=6;PRINT"USED LET
      TERS";CY=-32;CX=42;
1200  PRINT "BELOW:
      FOR M=0TO25;@(M+20)=
      M+65;NEXT M
1300  FOR D=0TO25
1400  CY=31;CX=-80
1410  PRINT"GUESS #",#3,D+1
1420  BOX-33,19,94,16,2

1430  G=(KN(1)+132)÷10+65
1440  CY=23;CX=-74;TV=G
1450  IF TR(1)=0 GOTO 1430
1540  IF@(G-45)=-1 PRINT"HAS
      BEEN USED";GOTO 1400
1550  @(G-45)=-1;CY=-40;CX=
      -78+((G-65)×6);TV=G
1600  FOR C=0 TO A-1
1700  CY=-25
1800  IF(G=@(C).CX=-79+(C×8)+3;
      TV=G;Q=1;@(C)=-1
1900  NEXT C
2000  IF Q≠1 GOSUB 9600+(E×10);
      E=E+1;IF E=9 GOTO 9000
2050  Q=0
2100  FOR F=0 TO A-1
2110  IF @(F)#-1 GOTO 2200
2120  NEXT F
2130  CY=17;CX=-50
2140  PRINT"CONGRATULATIONS
2150  CY=0;CX=-80;PRINT"PRESS
      GO";GOTO 50
2200  NEXT D
9000  CX=-80;CY=-9
9010  PRINT"SORRY ABOUT THIS
9020  PRINT"THE WORD WAS
9030  FOR H=0 TO A-1
9035  CX=-79+((H×8)+3)
9040  TV=@(H+10);NEXT H
9060  BOX-16,0,10,1,1;BOX-8,7,
      27,5,1;BOX-19,1,1,2,1;BOX
      4,1,1,2,1;BOX-19,1,1,4,1
9110  BOX-6,3,1,5,1;BOX-8,0,6,1,
      1;BOX-18,7,3,3,2;BOX-17,7,
      2,1,1;BOX-14,7,1,1,1;BOX-1,1,7,1,
      3,2;BOX-9,6,2,1,2;BOX-7,8,
      3,1,2;BOX-7,7,1,1,2,2
9200  &(9)=222;&(d)=87;&(1)=87;
      &(e)=80;&(3)=80

9225  FOR U=0 TO 5
9230  &(23)=255; &(21)=255
9240  &(23)=0; &(21)=31
9260  FOR V=5TO20;&(19)=V;NEXT V
9270  &(21)=0; &(19)=0
9300  V=RND(10)+55
9310  Y=RND(12)
9320  BOX X,Y,1,1,2
9340  NEXT U
9350  FC=80; &(10)=0
9360  BOX 60,10,38,60,2
9370  BOX-8,4,30,18,2
9400  FOR Y=0TO176;&(10)=Y;NEXT Y
9410  &(9)=50; FC=0
9500  CX=-50;CY=16;PRINT"PRESS.
      GO"; GOTO 50
9600  BOX 60,27,10,14,1;BOX 50,
      28,2,1,2;BOX 62,28,2,1,2;
      BOX 60,24,6,1,2;RETURN
9610  BOX 60,18,4,5,1;RETURN
9620  BOX 60,6,16,20,1;RETURN
9630  BOX 50,14,4,3,1;BOX 40,6,
      3,2,0,1;RETURN
9640  BOX 70,14,4,3,1;BOX 70,6,
      3,2,0,1;RETURN
9650  BOX 57,-12,3,15,1;RETURN
9660  BOX 64,-12,3,15,1;RETURN
9670  BOX 55,-20,8,2,1;RETURN
9680  BOX 67,-20,8,2,1;RETURN

NOTE: ELIMINATE AS MANY SPACES
AS POSSIBLE (EXCEPT THOSE
INSIDE QUOTES). IF YOU RUN
SHORT, CUT LINES 3→30
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