

CHECKERS GAME listing by John Collins, 713 Bradford Drive, Ft. Walton Beach, FL 32548 is included. There is an amazing amount of activity in this game, that is comparable to the \$75. 'Checker Challenger'. Before the machine makes a move, it goes thru some steps, and numbers appear to tell you where it is. The code for the steps is:

1. the computer has found that it can jump one of your men
2. checking to see if you can jump it
3. is a corner open?
4. is there an open move?
5. & 6. have the computer's men moving either to get kinged or towards and player's man left
7. any move an unkinged computer's piece can make
8. any move

To indicate a double jump, enter the two numbers (of the square you go thru and the landing square) as if it were a single jump only.

As first printed in the Arcadian this program had several errors. Here are the corrections from later issues:

Corrections from Vol. 1, Pg. 47

CHECKERS in the last issue had one typo; in line 1220 where part of the line read:  
 $@((S+R)+2)=3;$  and it should have read:  $@((S+R)\frac{1}{2})=3;$   
 An error in line 8 had too many zeros at 30000.  
 I've had many comments on this program, all pleased with the effect and operation (once the glitch was cleared up).

Corrections from Vol. 1, Pg. 77

Mike Fink says the following addition to CHECKERS will allow you to see the move immediately

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1615 IF T>0 GOSUB 2000
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Corrections from Vol. 1, Pg. 90

CHECKERS CORRECTION by the author, John Collins-  
 line 260 should read  $S=U-B+F; IF @(S)=3 J=1$   
 line 620 should read  $IF @(U+F)=3 IF @ (U+C-F)=1 RETURN$

Correction from Vol. 2, Pg. 4:

CHECKER as modified on p.90 has a typo of mine, in that the @(5) in line 260 should be @(S).

PROGRAM NAME CHECKERS

```

Line #      Statement(s)
  1  Z
  4  RETURN,CLEAR
  6  PRINT "TB(C)CHECKERS+JOHN
  8  COLLINS";GOSUB 30000
  50 FOR U=A TO B9;IF@ (U) < 4
  55 NEXT U;FOR V=1 TO B;PRINT
  V;FOR U=A TO B9;IF@ (U) < 4
  60 FOR X=1 TO 11 STEP 2;FOR Q=1
  TO 11 STEP -2;IF@ (U) = 4 Q=-1
  70 B=Q*X;S=U+B;IF@ (S) = 0
  75 IF V > 2 IF@ (S) # 3 GOTO 900
  80 C=B+B;F=Q*20;Z=Y*100;
  J=0;GOSUB 2;IF J=1 GOTO 960
  90 GOTO 900
  100 IF@ (U+C) # 3 RETURN
  200 IF@ (S) - 2 > 0 RETURN
  220 IF V = 1 S=U+C;J=1;RETURN
  230 FFQ(U-B) # 3 RETURN
  240 IF@ (U-F) > 3 S=U-B;U=U-F;
  J=1;RETURN
  250 IF@ (U-C) > 3 S=U-B;U=U-C;
  J=1;RETURN
  260 IF@ (U-B-F) = 3 S=U-B-F;
  J=1;RETURN
  290 RETURN
  300 IF@ (S-F) # 1 RETURN
  310 IF@ (S) = 3 J=1;RETURN
  320 IF@ (S-2*(X-I0));J=1
  S=5-2*(X-I0);J=1
  330 RETURN
  400 IF@ (U+C) = 0 IF@ (U) = 4 J=1
  410 RETURN
  500 IF@ (U+C) < 3 RETURN
  510 IF@ (U+F) < 3 IF@ (U+C-F)
  = 5 RETURN
  
```

PROGRAM NAME

```

Line #      Statement(s)
  520 IF@ (U+C-F) = 1 IF@ (U+F)
  = 3 RETURN
  530 GOTO 700
  600 L=1;IF@ (U+C) - 3 < 0 RETURN
  610 IF@ (U+F) - 3 < 0 IF@ (U+C-F)
  = 3 RETURN
  620 IF@ (U+F) = 3 IF@ (U+C-F) = 1
  RETURN
  630 L=L+1;D=@ (U+L*B);IF
  D=0 RETURN
  640 IF D-3 > 0 RETURN
  650 IF L # 2 IF D-3 < 0 J=1;RETURN
  660 GOTO 630
  700 IF@ (U) = 5 RETURN
  800 J=1;RETURN
  900 NEXT Q;NEXT X
  910 NEXT U;NEXT V
  920 BC=B;GOSUB 200;PRINT
  "YOU WIN";A=K;GOTO 8
  960 R=U;Q=-1;NEXT Q;
  X=1;NEXT X
  970 V=B;U=B9;NEXT U;NEXT V;
  I=-1;GOTO 1200
  1000 PRINT # 1,"R," + "S;
  INPUT " FROM " R; IF S < A A=S
  1010 IF@ (R) > 2 GOTO 1000
  1020 IF@ (R) = 0 GOTO 1000
  1030 INPUT " TO " S; IF@ (S) # 3
  GOTO 1000
  1040 IF@ (R) # 1 IF R > S GOTO 1000
  1200 IF ((S-R)*(S-R)) < 122
  GOTO 1000
  1210 IF T > 0 IF@ ((S+R)/2) < 4
  GOTO 1000
  1220 J=T;@ (S) = @ (R);
  @ ((S+R)/2) = 3;@ (R) = 3
  1400 FOR X=1 TO 11 STEP 2
  1410 IF@ (S+J*X) = 3+T GOTO 1450
  1420 IF@ (S+J*X) = 3+T+T
  GOTO 1450
  
```

PROGRAM NAME

```

Line #      Statement(s)
  1430 GOTO 1500
  1450 IF@ (S+2*J*X) # 3 GOTO 1500
  1460 R=S;S=S+2*J*X
  1470 X=1;NEXT X;GOTO 1220
  1500 NEXT X;IF (ABS(@ (S)-3)) = 2
  IF J=T J=-1;GOTO 1400
  1510 GOTO 1610
  1600 @ (S) = @ (R);@ (R) = 3
  1610 IF T > 0 IF S > 0 @ (S) = 1
  1620 IF T < 0 IF S < 2 @ (S) = 5
  1630 IF T > 0 GOTO 500
  1640 T=1;GOSUB 200;GOTO 1000
  2000 CLEAR;BOX 15,0,96,86,3
  2010 FOR I=12 TO 89;IF@ (I) = 0
  GOTO 2100
  2020 M=-25+(I-(I/10))*10
  2030 N=-45+(I/10)*10
  2040 CX=M-12;CY=N;PRINT # 2,I
  IF@ (I) # 3 BOX M,N,7,2,1
  2060 IF@ (I) > 3 BOX M,N,2,2,3
  2070 IF ABS(@ (I) - 3) = 2 BOX
  M,N,7,4,3
  2100 NEXT I;RETURN
  3000 FOR I=1 TO 100;@ (I) = 0;
  NEXT I;FOR I=12 TO 18
  STEP 2
  @ (I) = 2;@ (I+1) = 2;@ (I+20)
  = 2;@ (I+3) = 3;@ (I+40) = 3
  @ (I+5) = 4;@ (I+60) = 4;
  @ (I+7) = 4;NEXT I;A=67
  BC=7;FC=146;RETURN
  
```