

REVERSE: One player, Hand Controller

The object is to get 9 number in order (smallest at the left) that are initially in random order. Use the knob to identify the numbers to be moved, and the trigger to move them.

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Line #           Statement(s)
 1 . REVERSE
 2 . BY BRETT BILBRAY
 3 . AND MIKE TOTH
10 N=9; CLEAR
20 @(1)=RND(9)
30 FOR K=2 TO N
40 @(K)=RND(9)
50 FOR J=1 TO K-1
60 IF @(K)=@(J) GOTO 40
70 NEXT J; NEXT K
80 CY=25
90 PRINT "THE LIST IS"
100 T=0
110 GOSUB 200
120 CY=-20; CX=0; Q=0; NT=0
130 Q=K*N(1)/32+6; IF TR(1)
   =1 GOTO 160
140 IF Q#Q CX=-44; PRINT Q; Q=Q
150 GOTO 130
160 T=T+1; NT=3
170 FOR K=1 TO Q/2
180 Z=@(K)
190 @(K)=@(Q-K+1)
200 @(Q-K+1)=Z
210 NEXT K
220 GOSUB 200
230 FOR K=1 TO 9; IF @(K)#K
   GOTO 120
240 NEXT K
250 CX=-70
260 CY=-20; PRINT "YOU WON IN";
   ; TV=T/10+48; TV=T/T*10+48;
   PRINT "MOVES"
270 FOR X=1 TO 5000; NEXT X;
   GOTO 10
280 CX=-5; CY=0
290 FOR B=1 TO N; TV=48+@(B);
   TV=32; NEXT B
300 RETURN
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REVERSE CORRECTIONS (from page 46)

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Revise line 260 CY=-20;PRINT" YOU WON IN";TV=T/10+48;
TV=T-T/10x10+48;PRINT "MOVES"
270 GOTO10
280 CX=-50;CY=0
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