

ATV2B Enhancement Sheet

Mastermind (ARC 2-53) revision by RMH

Change Lines

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15 @(1)=RND (10)+47
30 @(Z)=RND (10)+47
115 IF A=32GOTO 500
265 PRINT ;PRINT " PRESS 'GO' TO PLAY AGAIN

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Add Lines

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9 CLEAR;GOTO 284
284 PRINT ;PRINT " PRESS 'GO' TO START
286 PRINT ;PRINT " PRESS '0' FOR
288 PRINT ;PRINT " INSTRUCTIONS
290 A=KP; IF A=48GOTO 600
292 IF A=13GOTO 10

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294 GOTO 290
600 CLEAR; PRINT " INPUT 5 DIGITS WITH
610 PRINT " EACH DIGIT FOLLOWED
620 PRINT " BY A 'GO'. AFTER YOUR
630 PRINT " GUESS YOU WILL BE SCORED
640 PRINT " AS FOLLOWS:
650 BOX -74,0,6,6,1
660 CY=0;CX=-59;PRINT "DIGIT IN RIGHT
POSITION
670 BOX -74,-8,6,6,1; BOX -74,-8,4,4,2
680 CY=0;CX=-59;PRINT "DIGIT PRESENT
690 PRINT " PRESS 'SPACE' TO HAVE
700 PRINT " COMPUTER SHOW YOU NUMBER
710 PRINT " PRESS 'GO' TO START
720 A=KP; IF A=13GOTO 10
730 GOTO 720

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SUBSEARCH INSTRUCTIONS (ARCADIAN 2-83)

You must find the location of the submarine on the 10x10 grid. If you guess the location within plus or minus one square, you acquire sonar contact. At this time you have located the submarine within a 5x5 grid and now must fire a missile to the correct coordinates and also the correct depth. The depth is either 1,2, or 3. Results of the previous missile attack are used to tell you where the sub is located. Happy Hunting!!

SUBSEARCH REVISED BY R. M. Houser

Change the following lines to:

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110 CLEAR ;BOX 0,3,140,62,1
120 BOX -77+Xx14,-30+Yx6,6,2,3;PRINT"ENTER
XY COORDINATES 1-10"

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130 CY=-35;INPUT X;CY=-35;CX=0;INPUT Y
140 FOR A=0TO X;BOX -77+Ax14,-30,2,2,3;
MU="5";BOX -77+Ax14,-30,2,2,3;NEXT A
150 FOR A=0TO Y;BOX -77+Xx14,-30+6xA,2,2,3;
MU="5";BOX -77+Xx14,-30+Ax6,2,2,3;NEXT A
155 IF X>U-2 IF X<U+2 IF Y>V-2 IF Y<V+2
GOTO 400
510 J=3;K=3;L=0;D=RND(4)
520 PRINT "FROM",#2,K,#2,J,#2,L
540 IF J<YPRINT "NORTH",
550 IF J>YPRINT "SOUTH",
Add the following lines.
615 PRINT "ENTER TARGET DATA"
616 INPUT "X-AXIS"K
618 INPUT "Y-AXIS"J
619 INPUT "DEPTH"L
Delete line 620
630 Q=RND(50);IF Q=25 GOTO 660

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