

ONE CHECK -- SOLITARE CHECKER GAME

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1.
2.
3.
4: RETURN
5. ONE CHECK
10 NT=0; N=1; Q=0
20 FC=13; BC=25
30 CLEAR ; PRINT ; PRINT "SOLITARE CHECKER PUZZLE
60 PRINT ; PRINT "FOR INSTRUCTIONS PUSH GO.
65 PRINT ; GOSUB 1090
70 IF K=13 GOSUB 1010
80 &(0)=135; &(1)=135; &(2)=99; &(3)=99
90 CLEAR ; FC=156; BC=135; &(9)=16
110 FOR J=1 TO 64; @(J)=1; NEXT J
140 FOR J=19 TO 43 STEP 8
150 FOR I=J TO J+3
155 @(I)=0
160 NEXT I
165 NEXT J
180 FOR M=1 TO 64
185 IF @(M)=0 GOTO 210
190 GOSUB 830
195 CX=7; CY=Y
200 IF @(M)=1 PRINT "X",
210 NEXT M
215 FOR P=1 TO 8
220 CY=40; CX=Px10-10
225 PRINT #1, P
227 NEXT P
230 FOR P=1 TO 8
235 CX=-13; CY=Px(-10)+40
242 PRINT #1, P,
246 NEXT P
248 CX=-80; CY=35
260 FOR M=1 TO 64 STEP 2
270 GOSUB 830
275 O=W ÷ 2
277 IF RM=OZ=Z+10
280 BOX Z, Y, 10, 10, 3
290 NEXT M
305 BOX -55, 0, 50, 86, 2
310 NT=1; PRINT "FROM
320 PRINT " COL: ", ; GOSUB 700; C=K
330 PRINT " ROW: ", ; GOSUB 700
335 R=K; F=8x(R-1)+C
340 PRINT ; PRINT "TO
345 PRINT " COL: ", ; GOSUB 700; D=K
355 PRINT " ROW: ", ; GOSUB 700
360 S=K; T=8x(S-1)+D
390 IF R=O IF C=O IF S=O IF D=0 GOTO 900
410 IF R=0 GOTO 550
420 IF C=0 GOTO 550
430 IF S=0 GOTO 550
440 IF D=0 GOTO 550
480 IF ABS(C-D)#2 GOTO 550
490 IF ABS(R-S)#2 GOTO 550
500 IF @((T+F) ÷ 2)=0 GOTO 550
505 IF @(F)=0 GOTO 550
510 IF @(T)=1 GOTO 550
540 GOTO 610
550 PRINT "ILLEGAL"; PRINT "MOVE"; CY=35
560 FOR A=1 TO 1000; NEXT A
580 GOTO 305
610 @(T)=1; @(F)=0
630 @((T+F) ÷ 2)=0
640 Q=Q+1; M=F
645 GOSUB 830
650 GOSUB 730
660 M=T; GOSUB 830
665 PRINT ; GOSUB 730
670 E=(W+X) ÷ 2; B=RM
673 IF B=1 BOX Z, Y, 10, 10, 2
675 CX=Z; CY=Y; PRINT "X",
677 CX=-80; CY=35
679 IF B=1 BOX Z, Y, 10, 10, 3
680 M=(T+F) ÷ 2
685 GOSUB 830
690 GOSUB 730
695 GOTO 305
700 K=KP
702 IF K<48 GOTO 700
704 IF K>56 GOTO 700
706 TV=K
710 PRINT ; K=K-48
712 RETURN
730 E=(W+X) ÷ 2; B=RM
740 IF B=0 BOX Z, Y, 10, 10, 2
745 IF B=1 BOX Z, Y, 10, 10, 1
830 W=(M-1) ÷ 8; X=RM
840 Y=Wx(-10)+31
850 Z=Xx10
860 RETURN
900 BOX -45, 0, 70, 86, 2
910 CY=35; PRINT "YOU MADE
920 PRINT #1, Q, " JUMPS"; PRINT "LEAVING
940 PRINT #1, 48-Q, " PIECES
950 PRINT ; PRINT "PUSH GO"; PRINT "TO
    PLAY"; PRINT "AGAIN
970 K=KP
980 IF K=13 GOTO 90
985 CLEAR ; PRINT ; PRINT ; PRINT "SEE
    YOU LATER.
990 &(9)=40; BC=1; FC=3
1000 STOP
1010 CLEAR ; PRINT "48 CHECKERS ARE
    PLACED ON
1020 PRINT "THE 2 OUTSIDE SPACES OF A
1030 PRINT "STANDARD CHECKERBOARD.
1040 PRINT "THE OBJECT IS TO REMOVE AS
1050 PRINT "MANY CHECKERS AS POSSIBLE
1060 PRINT "BY DIAGONAL JUMPS.
1070 PRINT "WHEN YOU HAVE NO JUMPS
1080 PRINT "LEFT, ENTER ALL ZEROS.
1090 PRINT "TO START GAME, PUSH ANY
1100 PRINT "NUMBER."; K=KP; RETURN

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REMARKS

110 Set up starting positions

610 Make move

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335 R=K;F=8x(R-1)+C
340 PRINT ;PRINT "TO
345 PRINT " COL: ",;GOSUB 700:D=K
355 PRINT " ROW: ",;GOSUB 700
360 S=K;T=8x(s-1)+D
390 IF R=OIF C=OIF S=OIF D=OGOTO 900
410 IF R=OGOTO 550
420 IF C=OGOTO 550
430 IF S=OGOTO 550
440 IF D=OGOTO 550
480 IF ABS(C-D)#2GOTO 550
490 IF ABS(R-S)#2GOTO 550

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985 CLEAR ;PRINT ;PRINT ;PRINT "SEE
YOU LATER.
990 &(9)=40;BC=1;FC=3
1000 STOP
1010 CLEAR ;PRINT "48 CHECKERS ARE
PLACED ON
1020 PRINT "THE 2 OUTSIDE SPACES OF A
1030 PRINT "STANDARD CHECKERBOARD.
1040 PRINT "THE OBJECT IS TO REMOVE AS
1050 PRINT "MANY CHECKERS AS POSSIBLE
1060 PRINT "BY DIAGONAL JUMPS.
1070 PRINT "WHEN YOU HAVE NO JUMPS
1080 PRINT "LEFT, ENTER ALL ZEROS.
1090 PRINT "TO START GAME, PUSH ANY
1100 PRINT "NUMBER.";K=KP;RETURN

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REMARKS

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110 Set up starting positions
180 Print starting positions
215 Number the columns
230 Number the rows
260 Print the checkerboard
305 Clear left side
310 Print inputs
390 End
410 Check legality of move

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610 Make move
650 Clear the From square
660 Print checker in new square
680 Remove jumped checker
700 Input and check row and column num.
730 Remove a checker
830 Find square from array number
900 Clear left side for ending statement
985 End of game

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Adapted to Bally Arcade from Creative Computing
 by Ron Schwenk, 6988 Lincoln Creek Circle, Carmichael, CA 95608

ONE CHECKER -- SOLITARE CHECKER GAME
 USING #1 HAND CONTROL

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1.
2.
3.
4: RETURN
5. ONE CHECKER/HAND CONTROL
7. RON SCHWENK
10 NT=0; F=0; N=1; Q=0; H=20; G=1
20 FC=13; BC=25
30 CLEAR; PRINT; PRINT "SOLITARE
    CHECKER PUZZLE
50 PRINT; PRINT "HOW MANY CHECKERS
    CAN YOU
60 PRINT "REMOVE BY MAKING ONLY
65 PRINT "DIAGONAL JUMPS?
75 FOR A=1 TO 1500; NEXT A
80 &(0)=135;&(1)=135;&(2)=99;&(3)=99
90 CLEAR; FC=156; BC=135;&(9)=16
110 FOR J=1 TO 64; @(J)=1; NEXT J
140 FOR J=19 TO 43 STEP 8
150 FOR I=J TO J+3
155 @(I)=0
160 NEXT I
165 NEXT J
180 FOR M=1 TO 64
185 IF @(M)=0 GOTO 210
190 GOSUB 830
195 CX=Z; CY=Y
200 IF @(M)=1 PRINT "*",
210 NEXT M
220 CY=-40; CX=-50
240 PRINT "DONE?",
245 CY=40
250 BOX -20, -39, 10, 10, 3
260 FOR M=1 TO 64 STEP 2
270 GOSUB 830
275 O=W÷2
277 IF RM=0 Z=Z+10
280 BOX Z, Y, 10, 10, 3
290 NEXT M
295 BOX -45, 5, 70, 78, 2
300 NT=1
305 GOSUB 1200
310 C=H÷10+1
315 R=(G-1)÷(-10)+4
317 PRINT; PRINT " FROM
320 PRINT "COL", C
325 PRINT "ROW", R
330 PRINT " TO
335 F=8x(R-1)+C
337 M=F; GOSUB 830
340 GOSUB 1200
345 D=H÷10+1
350 S=(G-1)÷(-10)+4
356 PRINT "COL", D
358 PRINT "ROW", S
360 T=8x(S-1)+D
410 IF R=0 GOTO 550
420 IF C=0 GOTO 550
430 IF S=0 GOTO 550
540 GOTO 610
550 PRINT "ILLEGAL"; PRINT "MOVE"; CY=35
555 F=0
560 FOR A=1 TO 1000; NEXT A
580 GOTO 295
610 @(T)=1; @(F)=0
630 @((T+F)÷2)=0
640 Q=Q+1; M=F
645 GOSUB 830
650 GOSUB 730
660 M=T; GOSUB 830
665 PRINT; GOSUB 730
670 E=(W+X)÷2; B=RM
673 IF B=1 BOX Z, Y, 10, 10, 2
675 CX=Z; CY=Y; PRINT "*",
677 CX=-80; CY=35
679 IF B=1 BOX Z, Y, 10, 10, 3
680 M=(T+F)÷2
685 GOSUB 830
690 GOSUB 730
695 F=0; GOTO 295
730 E=(W+X)÷2; B=RM
740 IF B=0 BOX Z, Y, 10, 10, 2
745 IF B=1 BOX Z, Y, 10, 10, 1
830 W=(M-1)÷8; X=RM
840 Y=Wx(-10)+31
850 Z=Xx10
860 RETURN
900 BOX -45, 0, 70, 86, 2
910 CY=35; PRINT "YOU MADE
920 PRINT #1, Q, " JUMPS"; PRINT "LEAVING
940 PRINT #1, 48-Q, " PIECES
950 PRINT; PRINT "PUSH GO"; PRINT "TO PLAY";
    PRINT "AGAIN
970 K=KP
980 IF K=13 GOTO 90
985 CLEAR; PRINT; PRINT; PRINT "SEE YOU LATFR.
989 FOR Z=1 TO 500; NEXT Z
990 &(9)=40; BC=1; FC=3
1200 IF F>0 BOX Z, Y, 8, 8, 3
1220 IF JX(1)=-1 H=H-10
1225 IF H<-20 H=-20
1230 IF JX(1)=1 H=H+10
1235 IF H>70 H=70
1240 IF JY(1)=1 G=G+10
1245 IF G>31 G=31
1250 IF JY(1)=-1 G=G-10
1255 IF G<-39 G=-39
1260 BOX H, G-3, 8, 2, 3
1280 IF F>0 BOX Z, Y, 8, 8, 3
1290 BOX H, G-3, 8, 2, 3
1300 IF TR(1)=0 GOTO 1200
1305 IF H=-20 IF G=-39 GOTO 900
1310 IF H=-20 GOTO 550
1320 IF H=-10 GOTO 550
1330 RETURN

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295 BOX -45,5,70,78,2
300 NT=1
305 GOSUB 1200
310 C=H÷10+1
315 R=(G-1)÷(-10)+4
317 PRINT;PRINT " FROM
320 PRINT "COL",C
325 PRINT "ROW",R
330 PRINT " TO
335 F=8x(R-1)+C
337 M=F; GOSUB 830
340 GOSUB 1200
345 D=H÷10+1
350 S=(G-1)÷(-10)+4
356 PRINT "COL",D
358 PRINT "ROW",S
360 T=8x(S-1)+D
410 IF R=0 GOTO 550
420 IF C=0 GOTO 550
430 IF S=0 GOTO 550
440 IF D=0 GOTO 550
480 IF ABS(C-D)#2 GOTO 550
490 IF ABS(R-S)#2 GOTO 550
500 IF @((T+F)÷2)=0 GOTO 550
505 IF @ (F)=0 GOTO 550
510 IF @ (T)=1 GOTO 550

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990 @(9)=40;BC=1;FC=3
1200 IF F>0 BOX Z,Y,8,8,3
1220 IF JX(1)=-1 H=H-10
1225 IF H<-20 H=-20
1230 IF JX(1)=1 H=H+10
1235 IF H>70 H=70
1240 IF JY(1)=1 G=G+10
1245 IF G>31 G=31
1250 IF JY(1)=-1 G=G-10
1255 IF G<-39 G=-39
1260 BOX H,G-3,8,2,3
1280 IF F>0 BOX Z,Y,8,8,3
1290 BOX H,G-3,8,2,3
1300 IF TR(1)=0 GOTO 1200
1305 IF H=-20 IF G=-39 GOTO 900
1310 IF H=-20 GOTO 550
1320 IF H=-10 GOTO 550
1330 RETURN

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NOTE: I inserted extra spaces when typing this listing to make it more readable. Delete them when entering or you will run out of memory. The original idea for this program came from Creative Computing, but I made many changes for the Arcade.

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