```
Project 5bfinal.bs2

1 'Jonathan Duke
2 'Project #5b
3 ' ($FRAMF BS2)
4 ' ($PBASIC 2.5)
5 dice VAR Word
6 counter VAR Word
7 binWrk VAR Byte
8 paws VAR Word
9
10 Butt FIN 15
11
12 DO
13 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
14 GOSUB Main
15 LOOP
16
17 Main:
18 'RANDOM dice
19 'dice=dice/2
20 'RANDOM dice
21 FOR counter = 0 TO 65535
2RANDOM dice
22 dice=dice/2
24 RANDOM dice
25 IF IN15=1 THEN
26 PAUSE 100
27 paws = 0
28 FOR counter = 0 TO 60
29 DEBUG ? counter
30 paws=1 + paws
31 DEBUG ? paws
32 GOSUB superspeednumcycle
33 NEXT
34 FOR counter = 0 TO 20
35 DEBUG ? counter
36 paws= 10 + paws
37 DEBUG ? paws
38 GOSUB superspeednumcycle
39 NEXT
40 FOR counter = 0 TO 6
41 DEBUG ? paws
42 DEBUG ? paws
43 DEBUG ? paws
44 GOSUB superspeednumcycle
45 NEXT
46
47
48
49
49
40 'RANDOM dice
51 If paws=376 THEN
52
53 If dice < 6554 THEN
54 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
55 'PAUSE 250
56 GOSUB Zero
57 DEBUG CLS, "Zero"
58 PAUSE 495
59 GOSUB Alloff
60 PAUSE 500
61 GOSUB Zero
65 GOSUB Zero
65 GOSUB Zero
66 GOSUB Zero
66 GOSUB Zero
66 GOSUB Zero
67 GOSUB ZERO
```

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Project 5bfinal.bs2

66 PAUSE 500
67 GOSUB Alloff
68 PAUSE 500
69 GOSUB ZERO
70 PAUSE 500
71 RANDOM dice
72 FOR counter = 0 TO 65535
73 IF IN15=1 THENN
74 GOSUB Main
75 ENDIF
76 NEXT
77 ENDIF
78
80 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
81 'PAUSE 250
82 GOSUB One
83 DEBUG CLS, "One"
84 PAUSE 495
85 GOSUB Alloff
86 PAUSE 500
87 GOSUB One
88 PAUSE 500
91 GOSUB CHORD
91 GOSUB ALLOFF
99 FAUSE 500
91 GOSUB CHORD
94 PAUSE 500
95 GOSUB ALLOFF
96 PAUSE 500
97 GANDOM dice
98 FOR counter = 0 TO 65535
97 IF IN15=1 THENN
100 GOSUB Main
110 ENDIF
101 ENDIF
102 NEXT
103 ENDIF
104
105 IF dice < 19961 AND dice > 13107 THEN
106 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
107 'PAUSE 250
108 GOSUB Two
109 DEBUG CLS, "Two"
110 PAUSE 495
111 GOSUB TWO
112 PAUSE 500
113 GOSUB TWO
114 PAUSE 500
115 GOSUB TWO
115 GOSUB TWO
116 PAUSE 500
117 GOSUB TWO
118 PAUSE 500
119 GOSUB Main
110 FAUSE 500
110 GOSUB TWO
110 PAUSE 500
111 GOSUB Alloff
112 PAUSE 500
113 GOSUB TWO
114 PAUSE 500
115 GOSUB TWO
115 GOSUB TWO
116 PAUSE 500
117 GOSUB TWO
118 PAUSE 500
119 GOSUB Main
110 FAUSE 500
110 GOSUB MAID
117 GOSUB TWO
118 PAUSE 500
119 GOSUB MAID
117 GOSUB TWO
118 PAUSE 500
119 GOSUB MAID
117 GOSUB TWO
118 PAUSE 500
119 GOSUB MAID
117 GOSUB TWO
118 PAUSE 500
120 FAUSE 500
121 GOSUB TWO
122 PAUSE 500
123 RANDOM dice
124 FOR counter = 0 TO 65535
125 IF IN15=1 THENN
126 GOSUB MAIN
127 ENDIF
128 NEXT
129 ENDIF
130
```

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Project 5bfinal.bs2

196 PAUSE 500
197 GOSUB Alloff
188 PAUSE 500
198 GOSUB Five
200 PAUSE 500
201 RANDOM dice
202 FOR counter = 0 TO 65535
203 IF INI5=1 THEN
204 GOSUB Main
205 ENDIF
206 NEXT
207 ENDIF
208
209 If dice < 45875 AND dice > 39321 THEN
210 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
211 'PAUSE 250
212 GOSUB Six
213 DEBUG CLS, "Six"
214 PAUSE 495
215 GOSUB Alloff
216 PAUSE 500
217 GOSUB Alloff
220 PAUSE 500
221 GOSUB MIN
222 PAUSE 500
223 GOSUB Alloff
226 PAUSE 500
227 RANDOM dice
227 PANDOM dice
228 FOR counter = 0 TO 65535
229 IF INI5=1 THEN
230 GOSUB Main
231 ENDIF
234
235 IF dice < 52428 AND dice > 45875 THEN
236 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
237 'PAUSE 250
238 GOSUB Alloff
242 PAUSE 500
243 GOSUB Seven
243 DEBUG CLS, "Seven"
244 PAUSE 500
245 GOSUB Alloff
247 PAUSE 500
248 GOSUB Alloff
247 PAUSE 500
248 GOSUB Alloff
248 PAUSE 500
259 RAUSE 500
250 GOSUB Alloff
250 PAUSE 500
251 GOSUB Seven
252 GOSUB SEVEN
253 GOSUB Seven
254 FOR SEVEN
255 FI FINI5=1 THEN
256 GOSUB Main
257 GOSUB SEVEN
258 PAUSE 500
259 RAUSE 500
250 FAUSE 500
251 GOSUB SEVEN
252 FAUSE 500
253 RANDOM dice
254 FOR COUNTER = 0 TO 65535
255 IF INI5=1 THEN
256 GOSUB Main
257 FAUSE 500
258 GOSUB SEVEN
259 FAUSE 500
259 RANDOM dice
250 FAUSE 500
251 GOSUB SEVEN
252 FAUSE 500
253 RANDOM dice
254 FOR COUNTER = 0 TO 65535
255 IF INI5=1 THEN
256 GOSUB Main
257 FAUSE 500
258 FAUSE 500
259 FAUSE 500
250 FAUSE 500
251 GOSUB SEVEN
252 FAUSE 500
253 RANDOM dice
254 FOR COUNTER = 0 TO 65535
255 IF INI5=1 THEN
256 GOSUB Main
257 FAUSE 500
258 FAUSE 500
259 FAUSE 500
259 FAUSE 500
250 FAUSE 500
251 GOSUB SEVEN
252 FAUSE 500
253 FAUSOM dice
254 FOR COUNTER = 0 TO 65535
255 IF INI5=1 THEN
256 GOSUB Main
257 FAUSE 500
258 FAUSE 500
259 FAUSE 500
250 FAUSE 500
250 FAUSE 500
251 GOSUB SEVEN
252 FAUSE 500
253 FAUSOM dice
254 FOR COUNTER = 0 TO 65535
255 IF INI5=1 THEN
256 GOSUB MAIN
257 FAUSE 500
258 FAUSE 50
```

```
Project 5bfinal.bs2

261 If dice < 58982 AND dice > 52428 THEN
262 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
263 'PAUSE 250
264 GOSUB Eight
265 DEBUG CLS, "Eight"
266 PAUSE 495
267 GOSUB Alloff
268 PAUSE 500
269 GOSUB Eight
270 PAUSE 500
271 GOSUB Alloff
272 PAUSE 500
273 GOSUB Alloff
274 PAUSE 500
275 GOSUB Alloff
276 PAUSE 500
277 GOSUB Eight
277 PAUSE 500
278 GOSUB Eight
278 PAUSE 500
279 RANDOM dice
280 FOR counter = 0 TO 65535
281 If IN15=1 THEN
282 ENDIF
283 ENDIF
284 LOW 0:LOW 1:LOW 2:LOW 3:LOW 4:LOW 5:LOW 6:LOW 7
289 'PAUSE 500
294 GOSUB Nine
295 PAUSE 500
294 GOSUB Alloff
297 PAUSE 500
294 GOSUB Alloff
297 PAUSE 500
296 GOSUB Alloff
297 PAUSE 500
297 GOSUB Alloff
298 PAUSE 500
299 GOSUB Nine
299 PAUSE 500
290 GOSUB Nine
299 PAUSE 500
291 GOSUB Nine
299 PAUSE 500
300 GOSUB Nine
299 PAUSE 500
301 GOSUB Nine
399 PAUSE 500
302 GOSUB Nine
399 PAUSE 500
303 GOSUB Alloff
304 RANDOM dice
305 FOR COUNTER = 0 TO 65535
306 IF IN15=1 THEN
307 GOSUB Main
308 ENDIF
310 ENDIF
311
312 ENDIF
313
314 ELSE
315 PAUSE 00
317
318 LOOP UNTIL (IN15=1)
319 ENDIF
310 ENDIF
311
311 LOOP UNTIL (IN15=1)
319 ENDIF
310 ENDIF
311
312 ENDIF
313
314 ELSE
325 GOSUB Zero
```

```
Project 5bfinal.bs2

326 ENDIF
327
328 IF dice < 13107 AND dice > 6554 THEN
329 GOSUB ONE
330 ENDIF
331
331
332 IF dice < 19961 AND dice > 13107 THEN
333 GOSUB Two
334 ENDIF
335
336 IF dice < 26214 AND dice > 19961 THEN
337 GOSUB Three
338 ENDIF
339
340 IF dice < 32768 AND dice > 26214 THEN
341 GOSUB Foru
342 ENDIF
343
341 IF dice < 39321 AND dice > 32768 THEN
345 GOSUB Five
346 ENDIF
347
348 IF dice < 45875 AND dice > 39321 THEN
349 GOSUB Six
350 ENDIF
351
352 IF dice < 52428 AND dice > 39321 THEN
353 GOSUB Seven
354 ENDIF
355
356 IF dice < 58982 AND dice > 52428 THEN
357 GOSUB Eight
358
358 ENDIF
359
360 IF dice > 58982 THEN
361 GOSUB Nine
362 ENDIF
363 RANDOM dice
364 PAUSE paws
365 RANDOM dice
366 RETURN
377
370 RETURN
371
372 Start:
373 DEBUG CLS, "Press button to start"
374 RETURN
375
376 Zero:
377 HIGH 0:HIGH 1:HIGH 2:LOW 3:LOW 4:LOW 5:LOW 6:HIGH 7
378 RETURN
379
380 One:
381 LOW 0:LOW 1:HIGH 2:LOW 3:LOW 4:LOW 5:HIGH 6:HIGH 7
378 RETURN
383
384 Two:
385 THOR 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
388 THOR 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
388 THOR 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
388 Three:
389 LOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 Three:
389 LOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
389 DOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7
```

388 Three: 389 LOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:LOW 5:HIGH 6:HIGH 7 390 RETURN

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Project 5bfinal.bs2

391
392 Four:
393 LOW 0:LOW 1:HIGH 2:LOW 3:HIGH 4:HIGH 5:LOW 6:HIGH 7
394 RETURN
395
396 Five:
397 LOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:HIGH 5:HIGH 6:LOW 7
398 RETURN
399
400 Six:
401 HIGH 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:HIGH 5:HIGH 6:LOW 7
402 RETURN
403
404 Seven:
405 LOW 0:LOW 1:HIGH 2:LOW 3:LOW 4:LOW 5:HIGH 6:HIGH 7
406 RETURN
407
408 Eight:
409 HIGH 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:HIGH 5:HIGH 6:HIGH 7
410 RETURN
411
412 Nine:
413 LOW 0:HIGH 1:HIGH 2:LOW 3:HIGH 4:HIGH 5:HIGH 6:HIGH 7
414 RETURN
```