Culley

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[54]	ELECTRO	NIC	LEARNING AII)
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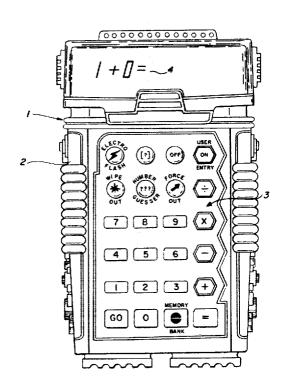
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[57] ABSTRACT

An electronic learning aid is provided with a display, a keyboard and circuits for posing a set of problems at the display and for comparing the operator's responses entered at the keyboard with correct solutions to the problems. A memory is provided for counting the total number of problems posed and the number of problems answered correctly. A circuit is provided for actuating the segments of the display with one of at least two different display presentations depending on the difference, if any, between the number of problems posed and the number answered correctly. The display presentations are fanciful actuations of the segments of the display of differing complexity of duration. The display presentations give the operator a "reward" for answering the set correctly. Also, particular display presentations may be initiated after each correct answer is entered. Further, a display presentation wherein the segments of the display are randomly actuated (at least in appearance to a casual observer) may be initiated for incorrect answers and/or a set of problems being answered with a low degree of correctness.

21 Claims, 14 Drawing Figures



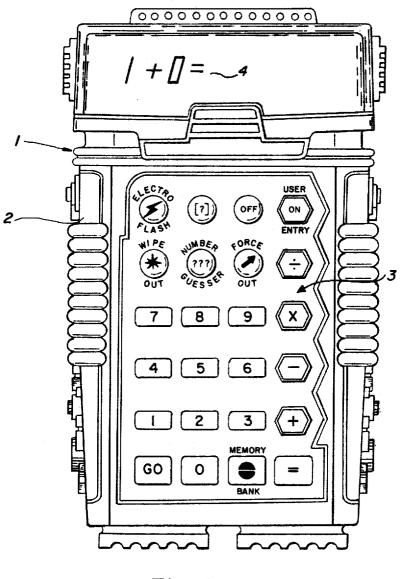
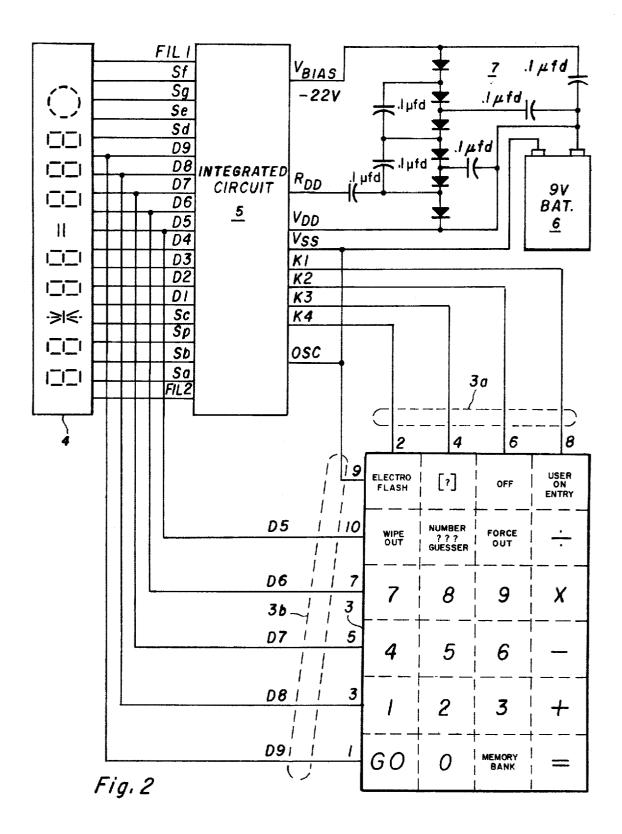
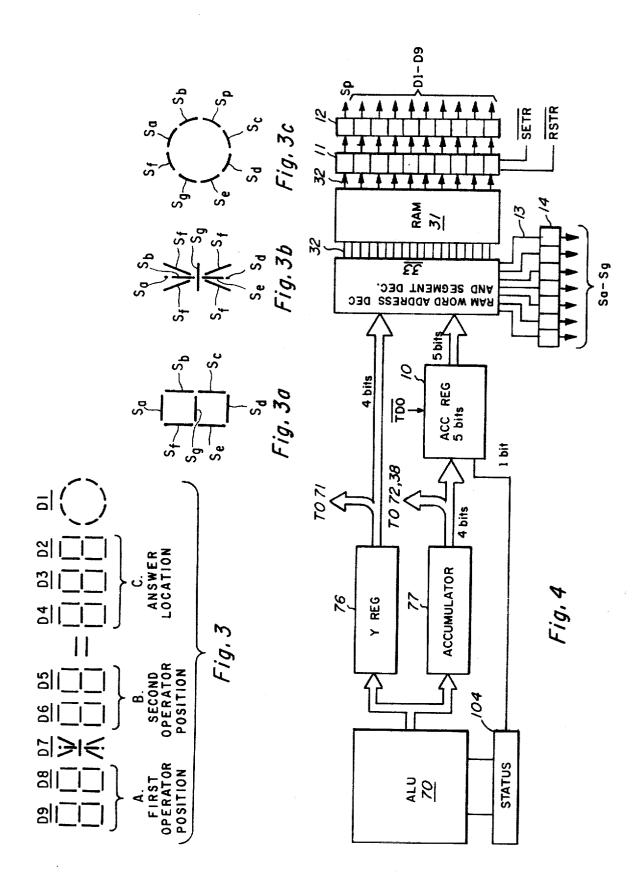
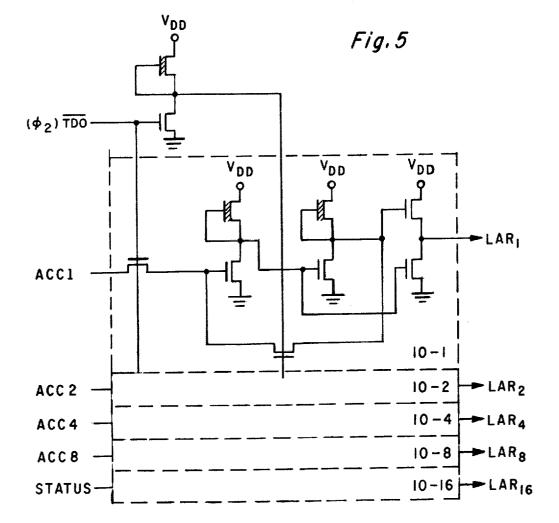
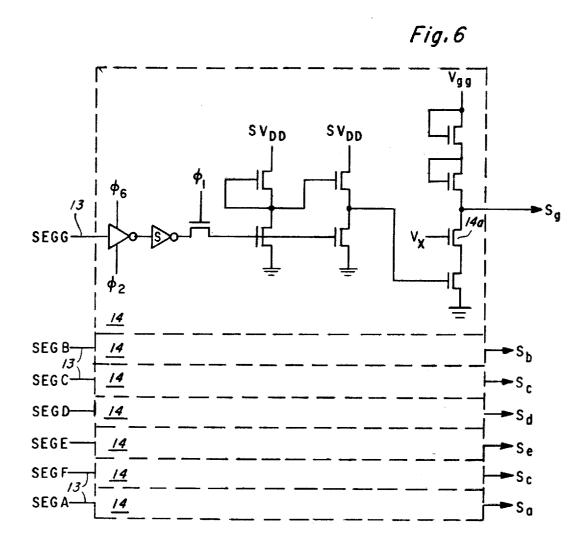


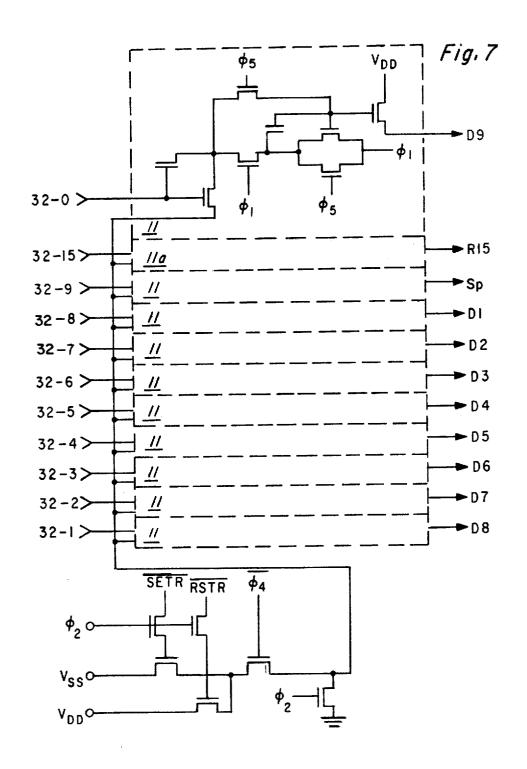
Fig. 1

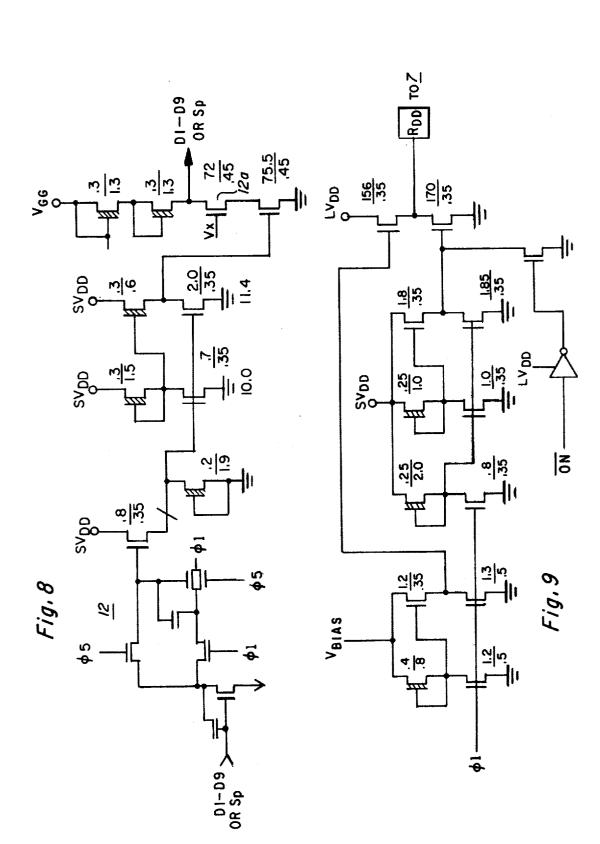




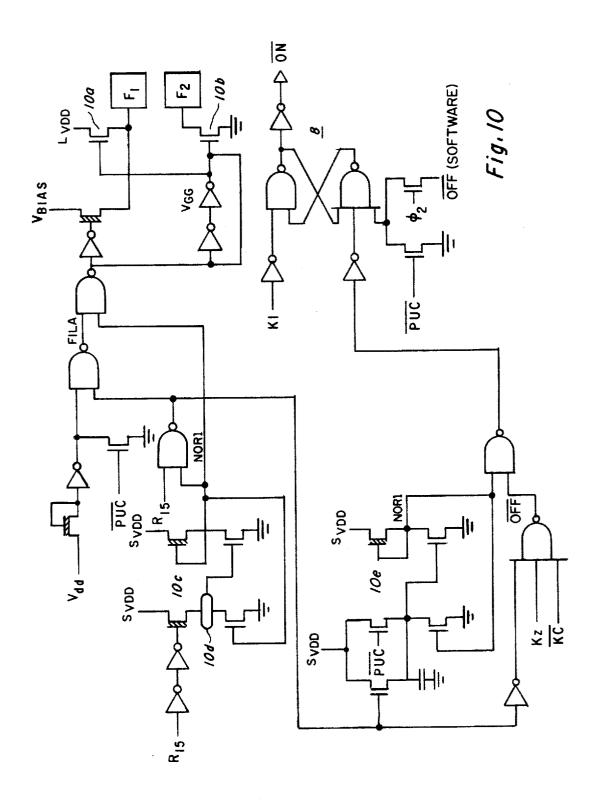












ELECTRONIC LEARNING AID

This is a continuation of application Ser. No. 843,018, filed Oct. 17, 1977, now abandoned.

BACKGROUND OF THE INVENTION

This invention relates to learning aids, and more specifically, learning aids of the type which may be used for teaching elementary arithmetic or other such sub- 10

In the prior art, it has been known to provide learning aids for teaching children and adults arithmetic and other subjects as well. Early learning aids were essentially mechanical devices, such as that exemplified by 15 U.S. Pat. No. 925,716 which issued June 22, 1909. More modernly, it has been known to use large electronic computers programmed for the purpose of teaching arithmetic. For example, in an article entitled "The Development of Computer Assisted Instruction" which 20 appeared in IEEE Transactions on Human Factors and Electronics in June 1967, the use of an IBM 650 computer programmed for teaching binary arithmetic is discussed. Further, it has been known to provide desk model learning aids for teaching elementary arithmetic, 25 such as those learning aids exemplified by U.S. Pat. Nos. 3,584,398 of June 15, 1971 and 3,947,976 of Apr. 6. 1976. Still further, it is known to implement an elementary arithmetic learning aid in a hand-held, batterypowered unit, which units have found their way into 30 the display depending on how well (or poorly) the the market place under the trade name "Little Professor" manufactured by Texas Instruments Incorporated or "Quiz Kid" manufactured by National Semiconductor Incorporated.

While these prior art electronic learning aids are 35 effective for informing the operator of the learning aid whether he or she has correctly solved a particular problem and may also report the operator's score for a set of problems, these learning aids do not "reward" an operator for each correct answer or for doing well on a 40 set of problems by presenting a fanciful display by appropriate actuation of the segments in the learning aid's display device.

It was, therefore, one object of this invention to reward the operator for each correct solution entered into 45 a learning aid.

It was another object to reward the operator after completing a set of problems, if the operator had done well.

It was another object to vary the reward according to 50 how well the operator had done in the set of problems.

It was still another object to give the operator a visual disencentive for working problems incorrectly.

It is yet another object that the rewards and disencentives comprise preselected display presentations which 55 occur at the display used to pose problems to the operator.

It is still another object that the display presentations include preselected actuations of the segments of the display device, the actuations being fanciful and or- 60 dered for positive rewarding presentations.

The foregoing objects are achieved as is now described. A learning aid is preferably implemented by a microprocessor type integrated circuit which is interconnected with a keyboard or other data entry means 65 and a display device. A microprocessor type integrated circuit is preferably utilized because of the attendant flexbility in actuation of the segments of the display

device. The display device is preferably adapted for displaying numbers, annotator characters (plus, minus, divide or multiply signs), an equals sign and also a timing character, if desired. The timing character may be provided by a plurality of segments of the display device arranged in a generally circular configuration, for

After each problem posed at the display is correctly answered (by the operator inputting the correct answer at the keyboard), the display is actuated to give the operator a positive, visual reward. In the following detailed description this reward is referred to as a "type C presentation" and generally is a "bull's eye" consisting of actuating all the G segments characters individually (and in sequence) followed by actuating all segments in the timing character. Thus, the travelling G segments might represent an arrow while the circular timing character, is its target.

After each problem posed is incorrectly answered, the display is actuated to give the operator a visual disencentive, which generally appears to the casual observer to be a random actuation of the segments of the display, in contradistinction to the fanciful, ordered "bull's eye" presentation. This disencentive visual display is referred to as a "type D presentation" in the following detailed description.

After each set of problems posed has been answered, the operator is given a visual reward or disencentive at operator did. In the embodiment disclosed, this is tied to the correctness of the answers entered by the operator: a type A presentation for all correct, a type B presentation for one wrong, a type C presentation for two wrong and a type D presentation for three or more wrong in a set. As will be seen, the type B and A presentations are progressively more complex and longer lasting variations on the "bull's eye" reward.

BRIEF DESCRIPTION OF THE DRAWINGS

The novel features believed characteristic of the invention are set forth in the appended claims. The invention itself, however, as well as a preferred mode of use and further objects and advantages thereof, will best be understood by reference to the following detailed description of an illustrative embodiment when read in conjunction with the accompanying drawings, wherein:

FIG. 1 is a front view of a case in which a learning aid embodying the present invention may be disposed;

FIG. 2 is a simplified block diagram of the learning aid, including a voltage tripler circuit;

FIG. 3 depicts the segmented electrodes of the display and FIGS. 3a-3c identify those segmented electrodes:

FIG. 4 is a block diagram of a portion of the microprocessor used in the learning aid;

FIG. 5 is a logic diagram of a latched accumulator register;

FIG. 6 is a logic diagram of the segment buffer cir-

FIG. 7 is a logic diagram of the digit latches;

FIG. 8 is a logic diagram of the two digit buffer cir-

FIG. 9 is a logic diagram of a circuit used to drive the voltage tripler of FIG. 2; and

FIG. 10 is a logic diagram of a circuit used to drive the filament of a vacuum fluorescent display device.

DETAILED DESCRIPTION

Referring now to FIG. 1, there is shown a front view of a learning aid 1 which embody the present invention. The learning aid is disposed in a case 2, which in FIG. 5 1, is depicted as a stylized version of a "Spaceman" or other "Space-character". Of course, whether a case 2 is used at all and the style of the case used are design choices of those who desire to practice the present invention. Also in FIG. 1, the case is shown with a 10 keyboard 3 and a display 4. Display 4 may be provided by a vacuum fluorescent display device, an array of light emitting diodes, a liquid crystal display device, gas discharge tube, electrochromic display device or other display means.

Referring now to FIG. 2, there is shown a simplified block diagram of the components preferably located in case 2 (FIG. 1). Keyboard 3 is preferably of the well known matrix type and in this embodiment has four column conductors 3a and six row conductors 3b. As is 20 well known, in matrix keyboards, the column and row conductors thereof are arranged to cross over each other (in the form of the grids of a matrix) and connections preferably occur at the points of cross-over when the push-bottom switches associated therewith are de- 25 pressed. Display 4 is preferably adapted to be actuated by multiplexed signals and, in this embodiment, display 4 is provided with nine character positions strobed by D (Digit) lines D1 through D9, with each character position having up to eight segments strobed by lines Sa-Sg 30 and Sp.

Integrated circuit 5 is coupled to both display 4 and keyboard 3. Integrated circuit 5 strobes keyboard 3 on the D5 through D9 lines coupled to the row conductors and detects key closures by sensing K1, K2, K3 and K4 35 lines coupled to column conductors 3a. One of the column conductors is coupled to V_{SS} , rather than one of the other D lines (D1-D4) to provide the learning aid with an integrated on/off switch which is described in U.S. patent application Ser. No. 700,672 filed June 28, 40 1976, now U.S. Pat. No. 4,089,062 issued May 9, 1978. In lieu of using intergrated circuit 5, of course, a plurality of integrated circuits, a plurality of discrete devices or mixtures thereof could be used to perform the functions of integrated circuit 5; however, it will be appreci- 45 ated by those skilled in the art that by integrating more electronic functions on a single integrated circuit (of reasonable dimensions), the cost of the entire learning aid system may be reduced. Integrated circuit 5 is preferably a microprocessor type device implemented in 50 Metal Oxide Silicon (MOS) technology. Of course, as a matter of design choice, those practicing the present invention may wish, in the alternative, to use bipolar, integrated injection logic, charge-coupled, bucket brigade or other such technologies in implementing inte- 55 ments therefor. grated circuit 5.

Preferably, integrated circuit 5 is provided with the microprocessor described in U.S. patent application Ser. No. 706,719 filed July 19, 1976, now U.S. Pat. No. 4,073,006 issued Feb. 7, 1978, modified as is hereinafter 60 discussed with its read-only-memory being programmed with the instruction set of Table I. U.S. Pat. No. 4,073,006 is hereby incorporated herein by reference. The microprocessor chip described in U.S. Pat. No. 4,073,006 uses a segment scanning technique for 65 driving its display. That is, the segments scan lines S_a – S_g and S_p which (See FIG. 3 of U.S. Pat. No. 4,073,006) are strobed sequentially while the digit drive

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lines, D1-D9, are selectively enabled to display appropriate numerals in the display used in conjunction with the microprocessor chip of U.S. Pat. No. 4,073,006. In the present embodiment, as a matter of design choice, a digit scan technique is used to actuate display 4. The D lines, D1-D9 are sequentially strobed while the segment lines, S_a - S_g and S_p are selectively enabled. As should be apparent to those skilled in the art, segment scan techniques are preferably used when display 4 is provided by an array of light emitting diodes, as is discussed in U.S. Pat. No. 4,073,006, while digit scan techniques are preferably used when display 4 is provided by a vacuum fluorescent display, for instance. The display used and the scanning technique used to drive the display are design choices to be made by those practicing the present invention; however, those who desire to practice the present utilizing the microprocessor of U.S. Pat. No. 4,073,006 and the ROM instruction set of Table I should be aware that the microprocessor of U.S. Pat. No. 4,073,006 is embodied with segment scanning while the program of Table I is set up for digit scanning to drive the display 4. Accordingly, appropriate modification to the microprocessor of U.S. Pat. No. 4,073,006 should be made to convert it from segment scanning to digit scanning or appropriate modifications should be made to the program of Table I to convert it from digit scanning to segment scanning. Modifications which may be made to the microprocessor of U.S. Pat. No. 4,073,006 to convert it to digit scanning are discussed subsequently.

Referring now to FIGS. 3 and 3a-3c, there are depicted the segment details of display 4. In FIG. 3, display 4 preferably includes a first operator location as provided by two seven-segmented characters for displaying numerals, for instance. Also included is a second operator location also preferably comprising two seven-segmented characters. The first and second operator locations are separated by an annotator location which may be used for displaying plus, minus, multiply or divide signs. Display 4 is further provided with an answer location, which, in this embodiment, has three conventional seven-segment characters. The answer location is separated, in this embodiment, from the second operator position by an equals sign annotator. Display 4 is also provided with an eight segmented, circular character, which is used at certain times as a timing indicator and for certain other display functions. When used as a timing indicator, the eight segments of the circular character may be sequentially actuated, each segment being actuated for a predetermined time interval. Of course, in certain applications it may be desirable to use a segmented oval, square, rectangular or spoked wheel character in lieu of the circular character shown in FIG. 3 or to use more or less than eight seg-

Each character position of the display 4 preferably has a common electrode associated with each character position. Thus, the D1 electrode is associated with the timing indicator, while the D2-D4 electrodes are associated with the respective three characters in the answer location. The D5 electrode is associated with the least significant digit in the second operator position and with the equals sign, while the D6 electrode is associated with the most significant digit in the second operator position. The D7 electrode is associated with the annotator character while the D8 and D9 electrodes are associated with the respective digits in the first operator location. This relationship between the

5 D1-D9 electrodes and the character positions is depicted in FIG. 3.

In this embodiment of the display 4, a maximum of eight segments (Sa-Sg and Sp) is associated with each character position. Each segment is connected to one of 5 the segment buses, Sa-Sg and Sp, as is identified in FIGS. 3a-3c for all characters and segments, save for the equals sign. The equals sign is coupled to the Sp segment bus in this embodiment.

Referring again to FIGS. 1 and 2, the learning aid is 10 activated by depressing the "on/user entry" key. This action places the learning aid in a User Entry Mode, which will be subsequently described. Depressing the "off" push button turns the learning aid off. Depressing the "Electro-Flash", "Wipe-Out," "Number Guesser", 15 "Force Out" or "Memory Bank" keys causes the learning aid to enter Math Table (Electro-Flash), Wipe-Out, Number Guesser game, Force Out gam or Memory Bank modes which also will be subsequently described. Depressing the key having a question mark enclosed in 20 brackets causes the learning aid to enter a Box Problem Mode which likewise will be subsequently described. The function of the remaining keys, that is, the ten numerals keys, the "GO" key, the equals (=) key and the four arithmetic operator $(+, -, x \text{ and } \div)$ keys, will 25 be described with respect to the various modes in which the learning aid may be placed.

USER ENTRY MODE

The learning aid automatically enters the User Entry 30 Mode upon energization. In the User Entry Mode (student entered problem mode), the learning aid actuates the equals sign in display 4. Thereafter, the operator of the learning aid may enter his or her own problem and a proposed solution to the problem. In the User Entry 35 Mode the learning aid will indicate whether the proposed solution is correct or incorrect and will maintain a running score of the problems attempted. More particularly, in the User Entry Mode, after first depressing the User Entry key, a first number preferably having one or 40 two numerals may be entered by the numeral keys followed by one of the four arithmetic operators, followed by a second number preferably having one or two numerals and then followed by the equals key. Then, the proposed solution is entered, by depressing one to three 45 numeral keys, for instance. The first number is displayed at the first operator location (reference A) and the second number is displayed at the second operator location (reference B), while the proposed solution is displayed at the reference C location in display 4 (FIG. 50

If the answer is correct then the display 4 so indicates by giving a type C presentation after the problem and correct solution are briefly displayed. During the type C presentation (as well as the type A, B and D presenta- 55 tions) the segments in display 4 are actuated in a preselected manner comprising a preselected sequence of various segments actuated at preselected times. The presentation preferably does not display alphanumeric information, but rather presents a fanciful, moving pattern of actuated display segments. The type A presentation is the most complex while the type D presentation is the least complex. The particular segments being actuated during the different types of presentations are described subsequently.

If, on the other hand, an incorrect proposed solution is entered at keyboard 3, the learning aid flashes "EEE" in the display and a type D presentation and gives the

operator another opportunity to insert a correct answer, by again presenting the entered problem with no solution. If the second proposed solution is also incorrect, the learning aid will again momentarily flash "EEE", indicate the correct answer to the problem and display a type D presentation. If, on the other hand, the second proposed solution is correct, a type C presentation is initiated.

In subtraction problems, the operand may be either one or two digits and have either a one or two digit answer but the first operand, in this embodiment, is required to be larger than the second operand so that negative answers are avoided. A number entry which will make the second operand larger than the first operand is ignored. For example, if 8-5=3 were keyed in, the problem would be accepted and the type C presentation would be displayed to indicate that the solution was correct. Similarly, if 88-85=3 were keyed in, the problem would be accepted and the type C presentation would again be initiated because the solution is correct. However, if the operator attempted to key in 75-76, the numeral 6 would not be accepted or displayed in the second operator position. In this embodiment of the learning aid, and for this problem, only a numeral 5 or less will be accepted in the least significant digit position of the second operator, assuming of course, the second operator is to have two digits, the first of which is a seven.

In multiplication problems, in this embodiment of the learning aid, both operators may be one or two digits and the answer may be one, two or three digits. In the manner similar to the handling of negative answers for subtraction problems, multiplication problems which would result in a four digit result are ignored by inhibiting selected digits in the least significant digit position of the second operator, when required.

For division problems, each operator may have one or two digits. Of course, numbers which do not divide evenly have remainders associated therewith. In this embodiment, only the whole part of the answer need be entered and, after the whole part of the answer is correctly entered, the learning aid of this embodiment displays the remainder (which is previously calculated) preferably with a small case "r" before the numerical value of the remainder. Thus, if $9 \div 4 = 2$ is entered, the learning aid responds by then displaying a lower case "r" and I followed by a type C presentation.

In the User Entry Mode, the learning aid of this embodiment scores the user entered problems. After a set of ten problems have been attempted, the learning aid displays, in the first operator position, the number of problems answered correctly on the first try and the number of problems attempted in the second operator position of display 4. The scoring is also preferably shown and associated with either a type A, B, C or D display presentation based on the number of correct answers. If all answers were correct on the first try, i.e., ten correct answers, a type A presentation is initiated. For nine correct answers a type B presentation is displayed while for eight correct answers a type C presentation is presented. For seven or fewer correct answers a type D presentation is begun. The different types of display presentations, types A-D, are described subsequently.

MEMORY BANK MODE

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The Memory Bank Mode is used in combination with the User Entry Mode to store a series of up to ten prob-

lems. The problems are entered in nearly the same way as in the User Entry Mode but instead of pushing the "equals" key and inserting a proposed solution, the Memory Bank key is depressed. The sequence may be repeated up to ten times and the ten problems entered 5 thereby are stored in a memory in integrated circuit 5 of the learning aid. The problems may then be sequentially outputted by depressing the "GO" key. The "GO" key also starts an elapsed time counter which times the operator as he or she solves the series of problems stored in the memory. The elapsed time counter counts only when the learning aid is waiting for the operator to respond to the problem being posed.

As in the User Entry Mode, the operator is given two opportunities to enter a proposed solution which is the 15 correct solution to the problem being posed and the learning aid initiates either a type C or D presentation at display 4 for correct or incorrect answers, respectively. Also, as in the User Entry Mode, the number of correctly answered problems (on the first try) and the total 20 number of problems presented are remembered by the learning aid. At the conclusion of the set of problems, three numbers are displayed in the first and second operator positions and the answer position of the display. In the first operator position, the number of correct answers is shown, in the second operator position the number of problems attempted is shown and in the answer position an elapsed time indication (a decimal number of up to three digits) is displayed. Thereafter, if 30the number of correct answers and the number of posed problems are identical then a type A display presentation is initiated while if the number of correct answers and number of problems presented differ then either a type B presentation is displayed if the difference is one 35 or a type C presentation is started if the difference is two or a type D presentation is begun if the difference is three or more.

MATH TABLE MODE

The "Electro-Flash" (short for electronic flash card) key is depressed to put the learning aid in the Math Table Mode. The learning aid of this embodiment herein described then displays the numeral one in the operator position and a plus sign in the annotator posi- 45 tion of display 4. If the "GO" key is now depressed, the learning aid sequentially poses a problem of the type 1+X where $X=0, 1, \dots 8, 9$. The number or arithmetic operator in the expression may be altered by depressing the appropriate number and/or arithmetic operator key 50 before depressing the "GO" key. The math tables then tested will be presented as, for example, 6+X or X+6(where $X=0, 1, \ldots, 9$,) depending on the order in which the number and arithmetic operator are entered at keyboard 3. Thus, after depressing the "Electro- 55 Flash" key, if just the six numeral key or the six numeral key followed by the plus sign key is depressed, then the problems will be posed in the 6+X format whereas if the plus sign is depressed before the numeral six the problems will be posed in the X+6 format.

When the learning aid is doing addition tables, the problems may be of the form 2+X, or X+5, for instance, with X sequentially increasing from 0 to 9.

When the learning aid is doing subtraction tables, however, problems requiring a negative answer are not 65 posed. Thus, for example, the 7-X tables are posed only for $X=0, 1, \ldots 6, 7$ and the X-7 tables are presented only for X=7, 8 and 9.

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For the multiplication tables, 3 times X and X times 9 formats are permitted with X sequentially increasing from 0 through 9.

When doing division tables, no restraints are imposed which require the answer to be even. The operator need only to enter the whole part of the answer to receive a correct answer response and the learning aid responds by indicating what the remainder is, if any.

As in the User Entry Mode, the operator of the learning aid is given two opportunities to input a correct solution to the problem before the answer is provided by the learning aid. For each correct answer a type C presentation is initiated at the display. After completing each table, the score is displayed with the number of correct answers (on the first attempt) being placed in the first operator position, the number of problems attempted in the second operator position and the elapsed time being displayed in the answer location. Thereafter, a type A presentation is initiated if all problems were answered correctly, a type B presentation is shown for one incorrect answer, a type C presentation being shown for two incorrect answers and a type D presentation being displayed for three or more incorrect answers.

After completion of a table such as the 7+X table, the learning aid goes on to the next higher table, which in this case would be the X+8 table. After the 9's table is completed, the learning aid reverts to the 0's table for the function being tested.

WIPE-OUT GAME MODE

Depressing the "Wipe-Out" key causes a learning aid to enter the wipe-out game mode. In the wipe-out game mode, a series of problems are presented to the operator of the learning aid. When the game has been started by a depressing the "GO" key, the elapsed time counter contains a number indicative of the time elapsed since the "GO" key was depressed. After the counter reaches 40 a randomly preselected count, the display is caused to present a type A presentation. The learning aid when in the wipe-out game mode, is intended to be used by a plurality of players or operators who each answer a problem before passing the learning aid to another player in the game. The player holding the learning aid when the type A presentation is displayed loses and drops out of the game. The game is then reinitiated and the remaining players are eliminated one by one until only one player is remaining who is the ultimate winner.

Upon depressing the "Wipe-Out" key, the machine is cleared and the display shows a plus sign in the annotator character location and displays the equals sign and a pair of brackets in the answer location. A left hand bracket is actuated by actuating the S_a and S_d - S_f segments (see FIG. 3a) and a right hand bracket is formed by actuating the S_{a} - S_{d} segments. The game and the elapsed time counter are initiated by depressing the "GO" key. The learning aid sequentially presents random "BOX" type problems of level one difficulty (see Box Problem Mode, which is discussed subsequently). Again, an operator is given two opportunities to enter a correct solution and if the first solution is not correct "EEE" is momentarily displayed followed by a type D presentation and the problem is repeated. After two incorrect attempts, the learning aid displays "EEE" momentarily, the problem and correct answer for a brief period followed by a type D presentation. Correct answers are displayed for about ½ seconds followed by

a type C presentation and then the learning aid automatically poses a new problem.

During the presentment of the problems in the wipeout mode, the elapsed time indicator in display 4 is sequentially actuated, beginning at the five o'clock posi- 5 tion and running clock-wise. As in the Memory Bank Mode, the elapsed time counter is activated only while the learning aid is awaiting a correct response.

NUMBER GUESSER MODE

The Number Guesser Mode is entered by depressing the "Number Guesser" key. In the Number Guesser Mode, the learning aid randomly selects a number in the range from 9 to 100. The object of the game is for the operator to guess the number randomly selected by the 15 learning aid in as few attempts as possible.

After depressing the number guesser key, the possible range in which the number may lie is displayed by displaying the number nine in the first operator location, the number 100 in the answer location and brackets in 20 the second operator location of display 4. The operator then enters a guess by pressing the number keys, which guess is briefly displayed in the operator position. The guess is displayed for approximately 1 second and followed by a type C presentation before the learning aid 25 replaces one of the end limits (i.e., either the end limit in the first operator position or in the answer location) with the number guessed so that the randomly selected number still lies within the range shown by the end limits. This sequence continues until the randomly se- 30 lected number is guessed. If the number guessed lies outside the range of the end limits, a type D presentation is initiated. When the correct answer is entered, the number of guesses required is displayed in the first operator position for a short time followed by a type A 35 presentation. As a matter of design choice, the elapsed time counter is not utilized in the Number Guesser Mode of the embodiment of the learning aid disclosed.

FORCE OUT GAME MODE

The learning aid is placed in the force out game mode by depressing the "Force Out" key on keyboard 3. When initially placed in the force out game mode, the learning aid displays a randomly selected number in the position, a pair of brackets in the second operator position and the equals sign of display 4. This game is typically played by two operators. The first operator starts the game by entering a number between one and nine. and displaying it for approximately one second in the answer location and then transposes the difference into the first operator position. The second operator then may be given the opportunity of subtracting a number resulting difference equals zero, at which time a type A display presentation is initiated. The object of the force out game may be either (1) to be or (2) not to be the operator who enters a number leaving a difference that equals zero.

Should either operator enter a number which would result in a negative result, the display 4 provides a type D presentation and the attempted input is ignored.

BOX PROBLEM MODE

The box problem mode is entered by the operator depressing the key with the question mark enclosed by brackets on keyboard 3. The learning aid responds by

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displaying a plus sign in the annotator character position and brackets enclosing the number one in the answer location position of the display. In the box problem mode, problems of the type ?+3=7, 3+?=24 and 40÷5=? will be presented, the brackets being used to indicate in which position, i.e., the first operator, second operator or answer location that the unknown must be supplied. The position of the brackets may be moved from the answer location to the first operator position, from the first operator position to the second operator position or from the second operator position to the answer location by repeatedly depressing the bracketed question mark key. The particular arithmetic function to be tested can be changed by depressing the appropriate arithmetic operator key. The number one in the answer location indicates that the problems to be presented are of the first level difficulty. Problems of the second level difficulty may be selected by depressing the number two key. After the brackets are in the desired location and the desired function and level difficulty are selected, the "GO" key may be depressed to initiate the selection of a problem. The levels of difficulty are shown in Table II. Depressing the "GO" key starts a sequence of problems and initiates the elapsed time counter in the learning aid's memory and initiates the rotating actuated segment in the circular timer character of display 4. After each correct answer, a type C presentation is displayed and the learning aid then poses another randomly selected problem. After ten problems have been posed and answered, the number of correct answers is displayed in the first operator position, the number of attempted problems is displayed in the second operator position and the count of the elapsed time counter is displayed in the answer location of display 4 for a brief period of time. Thereafter either a type A, B, C, or D presentation is begun based on the number of correct answers, as is done when the learning aid is in the User Entry Mode.

If an incorrect answer is entered at keyboard 3, it is 40 not displayed but the learning aid momentarily displays "EEE" in the answer location followed by a type D presentation and then the learning aid again poses the problem with the answer location blank. After two incorrect attempts, the learning aid displays the correct first operator position, a minus sign in the annotator 45 answer. A correct response receives a type C presentation.

ELAPSED TIME COUNTER

An elapsed time counter is provided by a memory in The learning aid responds by calculating the difference 50 integrated circuit 5. The counter is incremented approximately every \(\frac{3}{4}\) second. The maximum count is 999 which is equivalent to about twelve minutes. When 999 is attained in the elapsed time counter, the operator may continue using the learning aid but the counter in this between one and nine. The game continues until the 55 embodiment does not count above 999. During the time the elapsed time counter is counting, the timing indicator in the display 4, comprising the circular arrangement of segments, is sequentially actuated, one segment at a time, starting from the five o'clock position and 60 running clock-wise with each successive segment being actuated as the preceding segment becomes unactuated.

INSTRUCTION SET

In Table I (which comprises Tables I-1 through I-15) 65 is listed the set of instructions which may be stored in the main read-only-memory of the microprocessor of U.S. Pat. No. 4,073,006 (with the modifications discussed herein) to provide the integrated circuit 5 of

FIG. 2. Referring now to Table I, there are several columns of data which are, reading from left to right: PC (Program Counter), LOC (Location), INST (Instruction), BRLN (Branch Line), Line and Source Statement (which includes name, title and comments). In U.S. Pat. No. 4,073,006, it will be seen that the main read-only-memory is addressed with a seven bit address in a program counter and a four bit address in a buffer. The address in the buffer is referred to as a page address in the main read-only-memory. The instructions listed 10 on Table I-0 correspond to page zero in the microprocessor while the instructions listed in Table I-1 are those on page one and so forth through to the instructions in Table I-15 which are stored on page fifteen in the microprocessor.

The program counter of the aforementioned microprocessor is comprised of a feedback shift register and therefore counts in a pseudorandom fashion. Thus the addresses in the left hand column of Table I, which are expressed as a hexadecimal number, exhibit such 20 pseudorandomness. The hexadecimal location code (LOC) refers to the physical location within the readonly-memory at which the instruction listed is stored. If the instruction starting at page zero were read out sequentially from the starting position in the program 25 in greater detail in FIG. 6. counter (00) then the instructions would be read out in the order shown in Table I. In the "line" column is listed a sequentially increasing decimal number associated with each source statement and its instruction and program counter address. The line number starts at line 30 29 merely for reasons of convenience not important here. When an instruction requiring either a branch or call is to be performed, the address to which the program counter will jump and the page number to which the buffer will jump, if required, is reflected by the 35 binary code comprising the instruction or instructions performing the branch or call. For sake of convenience, however, the branch line column indicates the line number in Table I to which the branch or call will be made. For example, the instruction on line 32 (Page 0, Pro- 40 gram Counter Address 07) is a branch instruction, with a branch address of 1111101 (7D in hexadecimal). To facilitate finding the 7D address in the program counter, the branch line column directs one to line 38, where the 7D address is located.

MICROPROCESSOR MODIFICATIONS

The microprocessor of U.S. Pat. No. 4,073,006 may be modified for segment decoding as is herein described. Referring now to FIG. 4, there is shown a 50 portion of the block diagram of the microprocessor. In FIG. 4, the elements having reference numerals between 30 and 105 generally correspond with those having the same numerals in FIGS. 7a and 7b of U.S. Pat. No. 4,073,006. The segment latches 87, segment de- 55 coder 89, gate 96, buffers 94, latches 97, and output buffers 91 and 98 shown in FIG. 7b of U.S. Pat. No. 4,073,006 are eliminated and replaced with other components shown in the block diagram of FIG. 4. The output of accumulator 77, instead of being directly 60 coupled to the Programmed Logic Array (PLA) in segment decoder 33 is instead coupled thereto via a latched accumulator register 10. Register 10, which is shown in greater detail in FIG. 5, is five bits wide and from status latch 104 in response to a TD0 signal. The contents of register 10 are then clocked into the PLA of RAM word address and segment decoder 33 on a \$\phi1\$

clock. Of course, the contents of Y register 76 are also clocked into the PLA, but on a \$2 clock. Inasmuch as register 10 stores five bits, the PLA of decoder 33 is modified to decode as many as thirty-two terms. However, inasmuch as RAM 31 and digit latches 11 are responsive to the four bit address in Y register 76, only sixteen lines are needed to interconnect decoder 33 with

Table III shows the thirty-two five bit codes (in hexadecimal location) storable in register 10 and the effect of decoding thereby by decoder 33. Thus, Table III indicates the segments actuated according to the decoding of the five bit codes and the input as seen at display 4 (FIG. 2), according to the segment connections of FIGS. 3a-3c. The first hexadecimal digit in the five bit code indicates the state of the status latch 104 while the second hexadecimal digit corresponds to the four bits inputted into register 10 from accumulator 77. For matters of convenience, a few of the five bit codes will be found to actuate the same set of segments in the display.

The PLA in RAM word address and segment decoder 33 decodes the five bit codes according to Table III and outputs segment actuation signals on lines 13 to segment buffers 14. The segment buffers 14 are shown

The digit buffers 11 are similar in construction to the RAM cells in RAM 31, but in lieu of being addressed by RAM pages address decoder 35 (see FIG. 7b of U.S. Pat. No. 4,073,006), these latches 11 are addressed by the SETR and RSTR commands. The SETR command sets the latch 11 whose input line 32 is selected by RAM word address decoder 33 to be set, while the RSTR command resets the latch 11 whose input line 32 is selected by decoder 33. The SETR command was heretofore decoded by the microprocessor of U.S. Pat. No. 4,073,006; however, the RSTR command is a new command in this version of the microprocessor and is decoded when the instruction 0110110 is outputted from the read-only-memory of this microprocessor. The outputs of the digit latches 11 are coupled to the digit buffers 12. The digit latches 11 and digit buffers 12 are shown in greater detail in FIGS. 7 and 8, respectively.

Nine of the digit buffers 12 provide the D1-D9 outputs to the grids of the vacuum fluorescent display 45 device 4, preferably used in this embodiment of the invention. One of the digit buffers is coupled to the S_{ρ} output which is coupled to the S_p plate of the vacuum fluorescent display device 4. The S_a - S_g outputs from segment buffers 14 are coupled to the remaining plates in vacuum fluorescent display device 4. The outputs from buffers 12 and 14 output zero volts to the respective plates and grids to actuate the desired segments. Typically, the digit lines, D1-D9 are sequentially raised from approximately -25 volts to 0 volts while the segment lines S_q - S_g and S_p are selectively raised from approximately -25 volts to 0 volts. It can be seen from an examination of FIGS. 5 and 7 that the segment buffers and digit buffers selectively ground or connect the output lines to V_{bias} (about -25 volts).

It should be noted that the S_p segments are driven from a digit buffer 12 in lieu of being driven from a segment buffer 14, as a matter of design choice. Of course, the S_p segment could be decoded in the PLA in decoder 33 and driven by a segment buffer, similar to latches four bits from accumulator 77 as well as one bit 65 the manner by which the S_a - S_g segments are actuated. Of course, driving the S_p segments from a digit buffer 12 requires that at least two digit latches 11 be set at the same time. This may be accomplished by first setting

one of the digit latches 11 using an address in Y register 76 and then setting another digit latch 11 using another address in Y register 76 before resetting the first latch 11 with the RSTR command.

Referring now to FIG. 5, there is shown the five bit 5 Latched Accumulator Register LAR 10 comprises stages 10-1 through 10-16. Only one of these five stages, 10-1, is shown in detail inasmuch as the other stages are identical thereto. As can be seen, register 10 is responsive to a decoded TD0 command for loading the con- 10 tents thereof from the four bits in accumulator 77 and one bit from status latch 104.

In FIG. 6, there is shown the seven aforementioned segment buffers 14. Each of the SVDD voltages refers to a switched V_{DD} provided by an integrated on/off 15 switch if used. Otherwise each of these voltages may refer to a normal V_{DD} found in typical MOS chips. Device 14a which is coupled to a voltage V_x , is normally turned on by voltage V_x and thus is used merely for voltage protection purposes. In FIG. 7 there are 20 shown the digit latches 11 in greater detail. As aforementioned, the digit latches are addressed by lines 32 from RMA Word Address and Segment Decoder 33 and are selectively set and reset by the SETR and RSTR commands. Each of the digit latches 11 (as well 25 type A presentation when the counter reaches its ranas latch 11a) are identical so only one is shown in detail in FIG. 7. Lines 32-0 through 32-8 determine which latch 11 is to be set to provide the digit actuation signals for the D9 through D1 digits in display 4, respectively. Line 32-9 permits the latch corresponding to segment 30 S_p of display 4 to be set by a **SETR** signal, as aforementioned. Line 32-15 is coupled to a latch 11a, which is identical to the digit latches 11; however, latch 11a is not coupled to a digit buffer 12, as are latches 11. Rather, latch 11a may be latched by the program in the 35 ROM to provide an R15 command which, as will be seen, is used in generating a filament voltage for display 4. In FIG. 8, one of the digit buffers 12 is shown in detail. Each of the ten digit buffers utilized in this embodiment are identical and therefore only one digit 40 buffer 12 is depicted in FIG. 8. V_x is the V_{bias} voltage provided by the voltage tripler circuit; the V_x voltage keeps device 12a on.

Referring now to FIG. 9, there is shown the circuit for driving the voltage tripler circuit 7 in FIG. 2. The 45 LV_{DD} voltage refers to a "live V_{DD}" voltage, that is, a V_{DD} which is not controlled by the integrated switch but rather is directly coupled to the negative terminal of battery 6. Referring briefly to FIG. 10 there is shown the circuit for driving the filament of display 4 as well as 50 a latch 8 used to control an integrated on/off switch (not shown). The filaments are connected directly across the nine volt battery 6 via devices 10a and 10b whenever latch 11a, i.e., signals R15 is set. Timer circuit which is of course controlled by the program stored in the read-only-memory, occur for too long a period of time (because having nine volts coupled across the low voltage filament in display 4 for a long enough period of time will damage such filament). Normally, latch 11a is 60 set under control of the program in the ROM of integrated circuit 5 approximately a third of the time display 4 is displaying information. In timer 10c is a P diffusion which due to its size, requires approximately 100 microseconds to charge or discharge. Timer 10c 65 assures that the filament is not connected across battery 6 for longer than 100 microseconds each time the R15 signal is generated. Another timer circuit 10e is pro-

vided for turning the learning aid off should the R15 command fail to come up for an extended period of time. The integrated on/off switch controlled by latch 8 is shown in U.S. Pat. No. 4,089,062 and therefore is not depicted here.

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DISPLAY PRESENTATIONS

It has been previously mentioned that several types of different display presentations, heretofore referred to as type A, B, C, and D display presentations, are presented at various times during the operation of the learning aid. These display presentations are preferably initiated at the same display 4 at which the problems posed by the learning aid are presented. Generally, a type D presentation is initiated whenever the operator proposes the solution to a problem which is incorrect or enters a number in the number guesser or force out game modes which violate the rules of the game. A type C presentation is generated for correct proposed solutions to individual problems or for guesses in a game which comply with the rules of the game. During operation of the learning aid in a game mode, a type A presentation is generally shown at the end of the game. For instance, in the wipe out game mode, the learning aid presents a domly preselected count (so that the operator then holding the learning aid knows to drop out of the game).

Generally, in the modes for which the operator is asked to solve an arithmetic problem, such as the User Entry Mode, Memory Bank Mode, and Box Problem Mode, type A, B, C, or D presentations are selectively generated at a conclusion of a set of arithmetic problems. A type A presentation is generated if the operator answered all the problems correctly on the first try while the B, C, and D type presentations are respectively generated if one, two and three or more errors are made in a set of problems. The type A, B, and C presentations as will be seen, occur as preselected, fanciful sequences of segments being actuated in the different positions of the display, the complexity and length of time to complete the presentation decreasing as the number of errors increases. That is, the complexity and length of time of the presentation is (1) less for the type C presentation than the type B presentation and (2) less for the type B presentation than the type A presentation. Also, as will be seen, the type D presentation is a preselected but unordered sequence of segments being actuated in the various segment positions, such that the actuation of the segments in display 4 would appear to the casual observer to be randomly generated. The patterns of actuated segments for these presentations are discussed in Table IV.

The learning aid gives the operator a positive rein-10c acts to turn off the filament should the R15 signal, 55 forcement for a correct answer or proper response in a game by giving a type C presentation while indicating erroneous solutions or responses by initiating the type D presentation. Then upon completing a set of problems, the learning aid responds by initiating a display presentation whose complexity and duration are a function of the number of erroneous solutions entered by the operator to the set of posed problems. Thus, an operator who answers all problems correctly is "rewarded" with a type A presentation, but an operator who misses one problem receives only a type B presentation, and so forth. The operator, it is felt, will seek to receive the type A presentation and thereby improve his or her abilities with mathematics.

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It should be evident to those skilled in the art, further-

more, that in addition to making the type of display

presentation initiated a function of the number of errors

in a set of problems that the type of presentation pres-

16 Further, while the A and B type presentations are broken down into a series of steps, a following step may be initiated before a prior step is completed, if desired. Further, the order, number and content of the various steps may be altered as desired for it should be evident to those skilled in the art that many, many different sequences of segment actuation may be substituted for those selected for the disclosed embodiment of the learning aid. Also, this technique of using the segments of the display (which are used to present the problems) to also present a selected display presentation may be used with learning aids teaching material other than arithmetic. For instance, this technique could also be used with learning aids teaching word based problems rather than number based problems.

ented could be made also a function of the length of 5 time required to solve the set of problems inasmuch as the learning aid disclosed herein includes a timer mechanism. That is for instance, a type A presentation might be initiated only if (1) all the problems in a set of problems are answered correctly and (2) the elapsed time 10 counter incremented to a value no greater than some preselected value, say 30 for instance. As a matter of design choice, the learning aid disclosed herein does not use the contents of the elapsed time counter in determining the type of display presentation to be initiated 15 upon the completion of a set of problems.

In Table IV the various display presentations are

I have described my invention in connection with certain specific embodiments thereof. It is to be understood that modifications may now suggest themselves to those skilled in the art and that this invention is not limited to the specific embodiment disclosed, except as set forth in the appended claims.

In Table IV the various display presentations are explained. It should be appreciated that these presentations occur rather quickly, having a duration of approximately one second for a type C presentation and approximately five seconds for a type A presentation.

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:	And the second section of the second measure that the second section is the second section of the second section of the second section section section sections and the second section			1. 010 L.c. V			_	IF B10 G.T. 10		The second secon			NOSCAN, KEYUP, KEYDN			. 1	LOAD 5 MIN TIME OUT			CLEAR KEYUP, KEYDN, SET NOSCAN		1	SAVE KEY FLAGS													:	HEATER DELAY LOOP	
COMMENTS		(SCANIC	9	10	SCORE	BLOWUP		0	~	_	œ	TIME	7 4	c	7	GOSCAN	:	5 0	⋖	KEYUP		15		1	12		ac :	XEYUP	•••	NOSCNE	RANS		3			HDELAY
TITLE		4 i	A L E L	H J A A A A	401	ALEC	BRANCH	18		TCY	1811	BRANCH	CLA	rox	TCY	TCHIY	TCHIY	8RANCH	ر ۲	ACACC	Lox	1 CY	H A H	TCY	¥ (ו ל	Y :	TCHIA	10.4	Œ	BRANCH	BL.		TCY	TYA	N A	BRANCH
NAME	2 4 7				SCANTI					SCANTZ			SCAN						NOSCAN		GOSCAN						SCANE								NOSCNH		HDELAY	
LINE) i	0500	1500	2500	0033	0034	0035	0036	0037	0038	6500	0000	0041	2000	0043	0000	5000	9000	7000	0048	0049	C	0051	2500	0.053	7500	0055	0	0057	0058	0	0	0	2900	0.063		0065	9900
BRLN.				0038	:		0855		1209		,	0033					•	0040		i i												0063		1254				9900
INSTR.	0100010	0010100	1110100	0111110	100001	11110010	0101100	1000100	0111001	010010	001000	0000111	0000011	1001001	0100011	0110000	0110111	0001111	0000011	0111000	1001000	010010	0010111	0100111	-	0011011	0100111	0000110	011000	010011	00100	0001101	1000100	0001011	0100010	001010	0100000	0110111
TOC) ()	00	00	00	5	03	07	0.7	0,4	07	07	ŝ	0.5	03	07	0.7	07	90	70	0	03	~ C	0 7	90	\$	20	50	5	0	0	70	00	00	0	O ₃	90	S	03
C C) (00	00	00	00	0	0 3	0.7	0.7	07	07	07	90	0.5	03	6	07	07	90	70	0.1	03	07	07	8900	0.5	2	S S	03	0 7	90	20	00	00	0	~	0	0 5

TABLE I-0

	GET TIMER DATA WORD	CLEAR HEATER STATUS LATCH		CLEAR OLD DIGIT LIME	H R LINE		GET NEW DATA	STATUS LATCH ?			CLEAR OLD DIGIT LINE		MFW DIGIT	TALL PICTOR NEW TON	EGMENT ?			CLEAR H SEGMENT		SET H SECHENT				>	YFS BRANCH			DECREMENT R LINE
15 HDELAY A	τ. 		SCANIA	4	DIGOUT SAVE NEW	!	1	₩.	SCANS				OUTPUT		c	SCANJA	٥		SCANSH	•	SCAN38	. 4	KEYUP		KEYDN	SCANS	2.5	
ACACC BRANCH LOX TCY	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	PSTR	BRANCH	PSTP	TAK NCH	7.4.4	۷ × ۲ ک	TRIT	HRANCH	IYC	RSIB	ACACC	- 100 - 100	SETR	1811	RRANCH	10.4	PSTR	1 2 4 1 F	SETR	RKANCH	l, D x	TCY	KNE Z	BRAKCH	BRANCH	10.4	OMAN
i			CNATA	J : :	SCANI			SCANIA		SCAN3			016001						ATMATA			SCAN39					SCANS	
0067	070	0074	0076	0078	0000	00A1	0000	0084	0085	9800	0087	0088	0089	1600	2600	2000	76U0	5600	6500	009R	0000	0100	0101	2010	0103	0104	0105	0106
5900			0084		D 0 0 0				0077							1600		•			0010				_	0105		
001111111111111101001011001100001	0010100	0011911	0110000	101100	001011	0010100	1001111	001000	1010101	0000010	101100	1111000	011000	0000110	0000100	10000111	100100	101100	11001001	011000	1111011	00100	100110	000111	00100	191100	100111	000011
0074	C 00	000	2 5			3.0	7	3	0	0	$\stackrel{\circ}{\sim}$	_ ;	~ J	, w	_	~	£	7 9	? =	• •	_	£	ž	~	£	2	~	4
003A 0074 0069 0053	000	0	30	0 0	3 6	C	n m	9	-	,	0	$\stackrel{\circ}{\sim}$	الر	. 2	5	7	~	9 5	2 0	_	~	7	ē			0000	0.5	03

TABLE I-0 (cont)

	RO BRANCH		DOWN FLAG 7		1, SE	CLEAR KEY DOWN FLAG		0 8 8	MOSCAN FXIT	NOSCAN FLAG ?	HRAN	KEY	S UP FLAG ?		BRANCH		R KEI ≺S						DELAY LOOP						•	u	c.	NO BRANCH	NON ZERO ?	BRANCE		R LINE	CE L.F. 5		
	SCAN! NOT	KEYUP	1 KEY	SCANA	2	נרו	c	CLFAR	SCANH		SCANS YES	1 SET	2 KEYS	KE YDN1	SCANS NO		SAVE	-15			1.2		¥ E	DELAY	15	DELAY						U V V		SC. b NO	- 5	ਦ ਹੁੰਦ	5 FORCE	KO.	
	RRANCH	10.4	THIT	RRALCH	SBIT	RHJT	10,4	RSTR	RE TN BRANCH	TBIT	BRANCH	SHIT	1811	BKANCH	おなるでに	TCY	=X	10.4	7 H Y	PSTR	104	4 × L	NAO	BEANCH	ACACC	BRANCH	→ W	SETR	104	* X	A LINE	PRANCH	4150	BRANCH	TCY	¥ I X	ALEC	BRANCH	נר ע
,						SCANE				KEYDN						KEYDNI							DELAY																
	0107	0108	0109	0110	0111	0112	0113	0114	0 1 1 2 1 5	0117	0118	_	0150	0121	0122	0125	0124	0125	0126	0127	2		0110	~	~		0134	0135	0136	0137	0138	0130	0100	0141	2010	0143	0199	0105	0146
	0080			0112					200	•	0105			0123	0105									0130		0130						0041		0041				0148	
(cont)	1101010	0100110	001001	0001010	1010000	101011	0100000	0011011	01011111	001001	0101100	1010001	001000	0010011	0101100	0100110	0000101	0100111	0010101	0011011	0100111	0010101	000000	000111	0111111	0001011	0010101	0000110	0100110	0000100	0000100	0110111	1110000	0110111	0100111	1000000	1110101	0011010	0000011
LE I-0	ਹ (5	<u>ئ</u>	2	-	9	0.5	20	000	20	9.0	Č	ů	<u> </u>	20	70	Ξ	03	07	o 9	70	Ξ	02	05	03	Ş	S.	Š	2	Ĉ	5	20	70	Ĉ	-	03	ر و	7.0	5
TABLE	90	70	0.1	02	70	<u>.</u>	5	0.5	0024	5	20	90	0	00	5	02	70	-	*	7	90	0.4	0	9	0.5	03	90	S	05	70	00	0	20	70	C	•	₩,	90	70

PESTORE P LINES CLEAR ALL R LINES REFORE RE-CHECKING K INPUTS TO SEE IF A VSS KEY IS DEPRESSED		DIGIT N Y OR CLR	₩	
5 15 2 1 VSSSEG FNDKEY	er. Comments	5 15 1 (IPRKEY	Z TOPKEY NUMKFY B GOKFY D ZROKEY MEMBNK	KEYDIG S KEYDIG 3 1 NUMKY2 2 NUMKY1 2
ACACC XMA RSTR 14C YNEC WRANCH LDP RNEZ BRANCH BRANCH	CE STATEMEN'S TITLE C	TCMIY TCY ALEC BRANCH	TBIT BRANCH BRANCH BRANCH ACACC BRANCH BRANCH BI	ACACC ACACC ACACC ACACC ACEC ACEC ACEC
KD1 RSTSG1	SOURCE	VSSSEG FNDKEY		KEYDIG NIHKYI
00100000000000000000000000000000000000	LINE		~~~~~~~~,	00000000000000000000000000000000000000
0149 0158 0159	BRLN.	6020	0255 0172 0267 0186 0345	0177 0177 0184 0183
001111010 000000011 000010110110 0010111111	INSTR.	0100111 0100111 1110100 0101011	00100001 00111001 00111100 0111100 00111100 10000110	
00000000000000000000000000000000000000	I-1 LOC	cccc	20000000000000000000000000000000000000	00000000000000000000000000000000000000
00014 00035 00034 00036 00030 00030	TABLE	0000	000000000000000000000000000000000000000	0035 0073 00073 00073 0035 0035 0078

		NO, KEY TO A15		NUMBER KEY IN A15, CHECK MODE													LEST CLR OR FROM FIR FLS			SUB OPEN		1S1 (PRD ?	YES						RS IS CLR KEY							*IPE OUT NO+OP				
			HODE	USER	USERPB	10	_	GAMESDIG	ī.	~	ELCNUM	~	BOXNUM	BLUPNM	51	~ (~		13	~	SFCOPR	~	INSEST	CHKANS			マ	OPRKY	CLRFGA		MODE	USER	OPHUSE		OPRKYOTH	DISPLAY	DPROTH		_	c
	AMAAC	774	10.4	1141	BPANCH	1.00	1411	RRANCH	LOP	141	BHANCH	1141	BHANCH	BRANCH	10Y	L0P	TRIT	BHANCH	1CY	TRIT	BRANCH	TRIT	RRANCH	BL		THA	ALEC	BPANCH	ā.		1CY	THIT	BPANCH	2 3 NH	BRANCH	BRANCH	9		REIT	ALEC
	NUMKYZ		ZPOKEY												USERPB											OPRKEY					DPRKY						OPERYOTH		OPRUSE	
	0184	0165	0186	0187	0158	0189	0.100	0191	2610	0103	0194	0195	0196	1610	0108	6610	0020	0201	2020	0203	0204	2020	0206	0207	020A	6020	0510	0211	0212	0213	0214	0215	0216	0217	A150	0219	0220	0221	6222	0223
					019H			1875			0742		0673					0287			0308		0290		1324			0210		1969			0222		2	0520		0.502		
(cont)	0001	001011	0100011	001000	0110100	100001	001001	0001101	100001	001000	0001110	001000	0000000	0111011	00100011	100001	001000	0000000	010010	001000	0100111	001001	9111111	100001	0000000	0010100	1110001	0100000	10001	000000	0100011	001000	0111100	0011601	0101111	0000100	1000011	0000000	101011	110000
TABLE I-1	9	Ť	0F	0.5	၁	S.	e C	00	a.	٦	c	E	Ç	ÛĒ	2000	۰ 0	S	Ĉ	a,	90	S	e C	0	70	5	40	0	S.	Ġ	Ü	ST.	80	S.	60	ď	Ş	Ç	Ę,	E C	Ď.
TAE	ر ک	0.5	03	07	90	70	0	Ç	0	03	90	05	0.3	07	6900	0	20	70	0	0.3	90	0.4	00	0	02	0.5	02	0.5	~	96	70	00	00	C	5	02	0.5	03	0	0.7

	SI OPRD	IGNURE IF NO IST OPRD	NORE JF NO 2ND OPRO		SET ANS FLG	T I WER	SET GAMES FLG
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TABLE I-1 (cont)

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TABLE I-2 (cont)

	USER ? YES	MOVE TO REG #10	
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TABLE 1-2 (cont)

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101110111	011101100	100010010	00010001	100010010	010010001	001000100	000110011	1000001	0010000000	100101100	010111111	010001111	190110011	010111111	111101111	011100000	101101101	010010110	001000100	000110010	000101111	011101011	100001011	001100000	001001000	101110001	110000000	110010010	111010110	00101111	100001100	010010000	010000010	100010100	001000100	016011660	000101001	0 0 0 0 0 0 0 0 0 0	00000011	000000000
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	COMMENTS	ۍ	BIANKI	•	- 21	. ~	MAC	S AN		v	, -	·	~	CMTD1G		6				EXROMI		CLCOM		Œ.	cc	NOSCAN		01	SHOMIVAR		15	ERRORI	· ~	EXROM		^	; cc	7	
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CE STATEMENT	NAME	EPRUR			ERRORB											EXRUM	EXROMI									ERROR1									SIOPEG				
SOURCE	LINE	5050	0546	1050	0548	0240	0550	0551	0552	0553	0554	0555	9550	0557	0558	0520	0500	0501	0562	0563	0564	0565	0566	1567	0568	0569	0520	1750	0572	0573	0574	0575	0576	0577	0578	0250	0540	0581	0582
	BRIN.			1981					1980						1450					0.880			1970				0047			1954		0549		0550					
	INSTR.	001001010	010001111	111101111	001000011	010100101	010010001	010001111	111110111	001001010	001101011	001101011	001101011	010000101	110100010	001001001	000101000	000011001	000101100	101111100	010111111	010001111	119000011	00100001	100001100	010000000	111100111	001000101	010000111	110001100	001111111	1010101101	010010010	110111110	01011110	001000100	001100001	001000100	001101000
1-4	LOC	0500	0503	0201	020F	021F	023F	027F	027E	0.270	0274	0276	026E	025F	023E	027C	0279	0272	0266	024F	021E	023C	0278	0275	0264	0256	022E	0.25C	0239	0520	0261	₹n20	90₹0	020C	0218	0237	026F	0520	023A
TABLE	PC	0000							007F																			1005E							000	019	037	06E	

89 ERROR COUNT																																					
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				BLRANT		EPROR3							ERRNP9	ERRORA								A D	ERROR7					EPRORE	BXERG				BXER10				
0583	0.585	05A7	058A	0589	0650	0501	5050	0593	0504	5650	9650	1050	0.594	6650	0040	0.601	2090	0603	0604	5090	9040	1040	8090	6090	0190	0611	0512	0613	0614	0615	0616		0618	0619	0240	1240	
		1650			1220							0653									6650			061.5			9609				-	0623					1323
01111	001001001	000110	0.00	000	0100	110	100	0010	1001	010	010	010	010	1001	010	111	001	0100	111	710	1100	110	0110	000	1101	1010	0.0	101	0010	0100	1010	0110	0000	0111	100	1000010	1000
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500	0000	, N	7	=	5	96	7	0		2	P.	8	5	03	90	70	00	00	00	0	ن∽ 0	05	03	0	07	0	20	0	5	₹	0,	ခ	5	03	9	05	03

TABLE I-4 (cont)

															PANDOM BLOW UP TIME	8 SEC, MAX 11"					6,7,8,0,6,7,8,0,p,0				CLEAR 8 9,10,11		•											
7 0 2 0		HE	2	,	11M012		ſ	\ `	I C HOF I AY	1		c	TIMUII	•	ď	MIN TIME =	nc.		ر.	ระบ _ุ ยห2	7	î.	BLUPRI	•	CLSCOR		BOXNXT		HUXAN		CNIDIG		CHKBOX		られていて		o	
ā	,	XQ T	10×	IMAC	BRANCH	144	, L) () () ()	۔ ء د)	TAMIYC	YNEC	BPANCH	011	Lox	. 300KHZ.	TCY	THA	10 Y	BUANCH	ACACC	ALFC	BRANCH	TAM	CALLI		H		CALLL		CALLL		CALLL		CALLI		10.4	D w A A:
RYFRIT		TIMERUA	•	TIMOTI	•						TIMUTZ				093018	*					RLUPRI	BLUPR2		81.UPP3	80×602				BOXERA				ROXF.RA					
1640	0624	0625	0626	0627	0628	0629	0440	1700	0633	0634	0635	0636	0637	0638	6890	0640	1000	2090	0643	0644	5090	9790	10647	0642	0649	0650	0651	0452	0653	0654	0655	0656	0557	6658	6590	0440	0661	2440
	1364	1			0435					0065			0627							9840			0645			1115		0951		1780		1030		1330		0886		
10001	0101010	1001001	010001	001100	0100010	000101111		1000010	0000001	1110111	011010	0101000	100101	011011	1001100		010000	0010100	010010	0100101	0111001	1110101	0110010	0010111	1000001	1100000	1000111	0000000	100001	1001110	1000010	1010101	0100001	111111	1000011	110101011	100100	100001
7	. ~	2	5	~	2	0.53	じっ	, , ~	• ~\ 1 ~\	2	20	20	2	U)	7		210	238	273	592	7 n 7	216	2>€	253	235	568	25.1	255	777	600	210	223	747	006	2 l A	ъ	294	0 17
9	9	0	0	70	0	6200		200	-	22	70	0.0	00	5	N:		0	0	0	0	9	20	0	20	0.5	03	90	S	O.	70	0	_	2	77	0	$\overline{}$	~:	5

TABLE 1-4 (cont)

																	-																				
										6 5 13 SNV																											CLEAR DIGIT COUNT
BOXERC	HXEKY	BOXERB	50	0	c	HLANKO			COMMENTS	 -	ì	REUPHA	i ac	~1	~		BUXNHZ	~ i	BOXOKI		25	•	-	RUXAN	SCAN		CHKANS		SETEO		CLREGR		⋖	13	~	o	c
BRANCH	1	BPAKCH	, , , , ,	104	RHIT	H.		TN	TITLE	, <u>, , , , , , , , , , , , , , , , , , </u>	1191	BRANCH	LDX	1C Y	REIT	ALEC	BRANCH	SHIT	βľ		7C Y	լոբ	THIT	RRANCH	H.		BL		CALLL		CALLL		rox	10.4	TCHIY	10,4	TCHIY
	204708	ر د د د د د د د د د د د د د د د د د د د	EFF1X					STATEMENT	NAME	BOXNUM	:								BUXNM2		RLUPNA				BLSCN		ELCANS		ELCGO				SETANS				
0653	1040	0666 0666	0467	0668	6990	0470	0671	SOURCE	LINE	0673	0674	0675	0474	0677	0678	0419	0680	1891	0.682	0683	0684	0685	0686	0687	0688	06.99	0690	1670	2690	0693	0694	0695	9690	0697	0698	0699	0100
0665	9190	0.657					1979		BRLN.			0684					0682			2057				0871		0041		1324		0246		2088					
100110101		10010011	_					•	INSTR.	_	$\tilde{\epsilon}$	101110111	=	010011	$\stackrel{\smile}{=}$	_	111111	101000	$\stackrel{\sim}{=}$	001000	=	_	000100	2	000001	_	100001	00000	010001	00100	00011	01101	9	110010	_	10010	11000
021A	1 A	255	2 S A	254	559	250	221	رن 1 1		280	~	0287	Č	ST.	7	~	7	2	ž	7	ن د	₽.	OL:	LL.	L.	i.e.	<u></u>	Š	ው ሌ።	ar All	i.	<u>.</u>	44	2	◀	2	3
0040	70	5	0.5	20	9	~ 0	0.5	# # # # # # # # # # # # # # # # # # # #		ີ	00	0003	0	0	=	~	0	0	0	0	0	S	S	2	7	7	\sim	9	7	$\overline{}$	3	7	7	5	5	2	$\widetilde{\kappa}$

			C																																			
			SET 2ND OPRD		TAB # TO ACC		0P 10 Y		010	02		•	Oz																									
21	C	E1.0PN	7	c	-		<u>-</u>		77	ELEOP1	-	X P	ELMOP3		BLSCN	⊷		ELNOP2	c	15	C	77		10	0	FLNOP4	2	FLCDIV			x	-	BL SCN	ELNÜP3	15	ELOPN1	0	VSS1
1C.Y	TRIT	BRANCH	10.4	TCMIY	10.4	∀ ₩ +	1CY	777	YNFC	BRANCH	TCHIY	ر در ک در ال	BRANCH	T & M	BUANCH	104	TAMBYN	HHAMCH	1C.Y	16414	TCMIY	10,4	۷ ۲	104	1111	BRANCH	INIT	BRANCH	↓ C ⊀	TAMIYC	Lo _×	YMEG	BRANCH	BRANCH	ACACC	BFANCH	ACACC	BL
							ELNUPA					ELNOP1		ELNOPZ		ELMOP3			ELUPN												1 NGO 13				ELCOIV			
0701	0702	0703	0704	0705	0706	0.7.0.7	0708	0700	0710	0711	0712	0713	0715	0716	0717	0718	0719	0720	0721	0722	0723	0724	0725	0726	0727	0728	6220	0710	0731	0732	0733	0730	0735	0736	0737	0738	0739	1
		0721								0713			0718		0688			0716								010A		0737					0688	0718		0733		
0100	00100	0000	0100	01100	01001	00100	0100	00101	01010	0110	0110	010011000	00110	00101	01111	01001	00101	01001	01000	01101	0110	01000	00101	01000	00100	00116	00100		01001	10100	10011	11011	1111	0110	1111	01000	1111	0001
c		Ω.	\$	ں	a r	7		_	4	77	o .	ďα	ت د	5	c	~1	5	4.5	17 6	5 5	11	<u>-</u>	α	_	Ć		2	7	ar	_	LL.	i.	c	ıς	_	N.	ç	12
- : \	7	7	2	2	6	28	2E	20	₩.	7	7	020	ر ح	\sim	TO.	N	Λ.	Λ.	N:	n.	\sim	Λ.	n:	n:	α	Λ.	Λ.	Λ.	^	Δ:	0.1	Λ.	B	¥	4	,	2	^

TABLE 1-5 (cont)

		ANS FLG ?		YES		OPR, NUM ?	YES		NUM, OPR	DPR, NUM	INSERT TABLE NUMBER		CLEAR ELAPSED TIME								YES																		
		*	_	ELCANS	12	0	OPRN	77		7	FLNOP2	7	CL ANB		ROXGOZ		S BLANKI	•	<u>~1</u>	0	EL CNX 2	7			n.	5	START	c	4	ľν	ñυ	OPMNXT		NXTIE		7	NXTIAR	c -	~
		107	TBII	BRANCH	TCY	1911	BPANCH	TCMIY	¥ 4 C ¥	YHCY	RRAMEN	1CY	CALLL		ВL		707 CALL	!	1CY	TRIT	HPANCH	TC Y	IMAC	TAM	auT	ALEC	BRANCH	TCMIY	Lnx	LOP	YNEG	BRANCH	TC Y	¥		1C.Y	BRANCH	↓ ↓	THIT
		FLUCALE								OPRN		HOXGO					ELCNXT						ELCHX1										NXTTARA	NXTTAB		OPNNXT		EL.CNX2	
	0741	6742	5670	0744	0745	0746	0747	9770	0749	0750	0.751	0752	0753	0754	0755	0755	0757	0759	0760	0761	0762	0763	0764	0765	0766	0757	2768	0740	0770	0771	5110	0773	0774	0775	0776	0777	0776	0110	0320
	2011			0690			0.57.0				0716			1117		0040		1981			0770						0309					0777			0 A 3 3		0775		
ř	00100	10010	001600	01110	010000	001000	0110	011000	11111	111111	01001	01000010	10001	10001	1000001	0101101	01001010	11101	010000	00100	01010	01000	001100	00101	100001	111010	01111	011000	100100	10001	010110	001101	010010	1000011	0100001	01000	00101	01000	00100
7 -	29	200	i.j.	7	20	8	¥	2	Ħ	E C	Š	0	< 0	Š	0	₹.	020 0203 5450	2	0	4 ∨	Š	ec N	EC.	0	4	2	O.	er.	L.	ķί.	S	Ö.	₹.	2	æ	نيا	S	⋖	Š
2	00	5	03	0	90	0.5	03	0	0.5	03	90	20	5	0.∨	70	5	000 000 000 000	0.2	77	0	02	70	00	00	-	0.2	70	0	03	0.7	0.5	70	0	02	0.5	0.3	0.6	0.5	02

TABLE I-5 (cont)

																					90 ON 11	GAME NO OP		ANS FLG SET ?	4 3	, L										
ELCOV 1 ELCNVI	5 L C M & 1		_		0vR16	0	EI, CDV 1	٥			FLCDV3		Ŧ	~	ELCNX1		ELCDV2		COMMENTS	C	NOPOPK	-	NOPOPK	13	-	71011V		HUDE	₩1	ELCOPP	SCAN		12		NOPOPK	5
BPANCH TCY BEANCH	10 Y DI	1 + 1	104	AMAAC	BRAUCH	ALEC	HUNVAH	ACACC	TAMDYN	IMAC	BPANCH	147	Lox	107	BRANCH	TCHIY	BFANCH	STATEMENT	TITLE	ALEC	BRANCH	1811	BRANCH	TCY	TRIT		1 1 1 1	¥C.¥	1811	BRANCH	Ea		107	MNE Z	BRANCH	TCHIY
	FLC0V							0 V R 1 6				ELCOVI	ELCOVZ			FLCDV3		SOURCE	NAME	OPKOTH											NUDUDA		ELCOPR			
0781	0780	0785	0785	0787	0788	0789	0 4 4 0	0791	2010	0793	0794	2010	0796	1610	79		0800		LINE	0 R O Z	0803	0804	0.805	30 g 0	0807	0.000	0180	1180	0812	0813	0.814	5140	ر	70	h l š O	
0784	C:				0791		0.195				0010				0764		9610		BRLN.		0814		0810		3		2018			9180		0041			0414	
10010011	- C	C	C	O	0	-	-	_	_	010011000	_	_		_	_	_	_		INSTR.	_	101101111	C	0		01001000										110	001101010
0280	4 7	5.9	7	28	25	2	59	28	Š	20	₹ 2	20	7 ₽	20	V 2	2	2	H	ΓO	30	3	<u>ه</u>	2	3.	0.5.55	. 1	3.7	3.7	3.7	₩.	~ . Ω	~	2	<u>~</u> :	~	5
00044	~ C	0 4	0 0	0	0 3	90	0	0	03	90	05	9	0.5	02	0.5	02	70	TABLE	$^{ m PC}$	0	0	0	00	0 0	1 10 0	, ^	0	0	0.	-	မှ ဝ	S S	S	<u> </u>	7	7

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•••		15	2		NUPOPK	۲.	6	SV0TXN	NXT182	ŋ		NXTIBS			0	NXTIRZ	c	c	~	NXTOIN	13	-	12	c	NXTTB3	۸.	₩	15	15	¢.	E	€	ERRELF		~:	MODE		SCOP1
7.07	4 7 7	TCMIY	†C.Y	T A 4	BRANCH	10.1	TR11	BFANCH	BRANCH	TCY	TCHIY	BRANCH	IMAC	TAM	ALEC	BRANCH	TCMIY					RBIT	1 C⊀	T 1: 1 T	BRANCH	Y MC Y	YMCY	7 C M 1 Y	TCMIY	10 4	Γρχ	SHIT	9		r D X	10.4	MNF Z	BPANCH
						>				A.			_								~						~			2								
						VITITA				NXIDV2			NXTTB								NX1182						NXTTH 3			NXTHE	•				SCORE			
0540	0821	0.822	0.825	0824	0.825		0827	0 4 2 8	0630	0E30 NX1DV	0831	0.432		0 R 3 4	0835	0836	0837	0.F.3.A	0839			2080	0803	טאמ	0845	0846		. OPUR	በዶሀዓ	650	0651	Œ	L.C	0854	ir.	0856	a,	0.85A
のそその	0821	C 2 & O	2 5 d O	0824	0814 OF25	9886	0827		neul nepo	0.630	0 R 3 1	0840 1ng0		0834	0835	0841 0836	0837	0.F.3.A	0839			6442	0843	האט	0847 0845	0846		. OP40	0 6 8 9	650	ďΨ	Œ	0 5 5 3	1398 0854	ir.	A56	0.85	
01001000	00101001	01101111	01000010	00101111	01101111 0814	01000011 9826	0010000	00111090 0H30	01110100 0641	01000010 0530	01101000	01110100 0801	00110010 0833	00101111	11101001	01110100 0841	01100000	01000101	0010001	01101011 0826 0840	01001011 0941	10100110	01000011	0010000	00110001 0847	11110100	111111100 0847	011101111	01101111	n1001001 0850	10011000 08	10100001	10000101	01101100 1398 08	10010000 0855	010001111 0856	0.85	00001011 0861 08
34F 001001000	31E 000101001	330 001101111	37R 001000010	375 000101111	36A 101101111 0814	356 001000011 9826	32E 000100000	35C 100111000 0H30	339 101110100 0841	370 001000010 0530	361 001101000	342 1011110100 0841	306 000110010 0833	300 000101111	319 011101001	337 1011110100 OBul	36F 001100000	350 001000101	33A 00010001	374 101101011 0826 0840	369 001001011 0841	352 010100110	326 001000011	346 000100000	319 10011001 0847	330 011110100	363 011111100 0847	345 001101111	304 001101111	314 011001001	32H 910011000 08	357. 010100001 08	320 010000101 05	358 101101100 1398 08	331 010010000 0855	360 001000111 0856	41 000110011 085	302 100001011 0861 08

TABLE I-6 (cont)

TABLE I-6 (cont)

												GET RID OF BRACKETS																										
505×04		EXROM		HIANKD		CLCOM		eκ	σc	SCOREZ		Û		D	HUXANS	2	BOXANU		æ	HOXANZ		CHKROX		<u>7</u> .		HOXERR	ىدى⊭	n —	HOX3	C	BUXG	7	BOXANI	_	4			
۳۲		CALLL		CALLL		CALLL		10,4	TCM1Y	BL BL		TCY	1 1. A	ALEC	BRANCH	YNEC	BRANCH	IYC	YNEC	BRANCH	RETA	1110		1 C Y	ANEA	BRANCH	ار د د د	181	BRANCH	1111	BRANCH	104	BRAVCH	TCY	۲ů×	A X X	DYN	XHA
		SCURI									1	BOXAN	BOXANZ					BUXAN3	ROXANS								GETCNI					80×14		BOXO	BOXANI			
0820	0860	0861	2980	0863	0864	0.86S	0866	0867	7 4 B C	6980	0.6.7.0	0871	0872	0873	0874	0675	0876	0877	0878	0810	0880	0881	0442	0883	D A P U	0885	0 P 8 6	0888	0880	0800	1080	2080	0.693	0894	0895	9680	0497	10498
	0649		0520		1979		1970				1060				0877		6260			0A72			1330			6050			1000		0894		0.895					
1000001	010110	1000001	1011111	100011	1111101	1000111	1000001	0100000	0110000	1000001	uououou	0100000	0010100	1110100	0110110	0101010	0000100	0100000	0101000	0011101	101111	1000010	111111	110011	001000	1010001	010011000	001001	0110100	0000100	001000	110011	1001000	100100	100100	1000000	0100000	000000
3	3.0	~	3.2	5	1	3.7	3.1	3	34	30	3.1	33	3.7	36	3.5	3	36	35	3.3	3.6	3.4	× .	32	34	3.1	3 2	0353	2		\$ 2	7.	50	20	===	2	24	<u></u>	5.3
0	0	0	5	0	0.5	0	0	6	0	2	0	0	03	0	9	5	0.3	90	0.5	33	4	70	- C	2	7	-	6 C C C C C C C C C C C C C C C C C C C	\sim	77	-	2) 4	0	5	=	2	7	

•	<u>c</u>	•	OF CD16		10		DECD16	7	HUXANI	œ	~			60xER3	C	RAFRI	٠.	4	<u>.</u>	15	HUXE P.A	c	•	10	=		ម្ភាពប្រជា		15	HUXANS		COMMENTS	4 3 3 4 5 5	DI. ANK U	2	x o	•	=	4	
2 E E E	a - C - C - C - C - C - C - C - C - C -	ACACC	BRANCH	DYN	ACACC	TAM	REALCH	10.4	BRANCH	LOX	104	1 % A	1811	HUANCE	1811	BRANCH	1CY	רמא	TCHIY	ICMIY	BRANCH	10.4	Lox	16414	TCHIY	RETN	51.		ICHIY	HPANCH	EMENT	TITLE		ر د د	3	* * 	4) L L		TAT	
								KOX3		BOXERR												BXEP1	BOYEP3		BUXERU				BOXAND		SOURCE STATEMENT	NAME	ROYEVY							
0800	00-0	1000	2060	0403	7060	5060	9060	2060	9000	0060	0010	0911	0912	0013	7100	0915	0916	1100	9160	00100	0650	1260	2200	5000	0260	0925	9260	1260	8560	6260	S	LINE	1100	6100	P 60	7100	0935	9160	1860	
			1346				1345		0895					2200		1260					10924							05.4R		0 k 7 k		BRLN.		1979	•					
010111111	10100010	001110110	1011110101	000000000	001110101	000101111	10111101	001000010	1001001	010011000	001100100	000101001	000100010	101101010	00010000	10011001	010100100	010010010	001100101	001161111	100101001	001000000	010010000	001100101	001101101	010111111	010000010	1000001	001101111	101011011		INSTR.	010001111	111111111	010011000	000101000	001001000	010010000	000101111	
0373	0.50.5	0 5 4 4	0316	032C	035B	0335	0.36R	0351	0322	0344	6309	0310	0323	0347	0300	0318	0333	0367	0340	0314	0334	0369	0355	032A	0354	0350	0320	0321	0340	0301	I-7	LOC	0380	0383	0387	0386	1680	03BF	0355	
0039	2100	0065	004R	0016	0050	005A	0034	0068	0051	0025	7700	0008	0011	0053	0044	3000	0013	0033	0066	0040	0.01A	0035	006A	0.055	0.0.2 A	0054	0028	0.050	0000	J	TABLE	PC	0000	0001	0003	0000	000	9 O O	003F	

,	- 3	c.	•		•		INSOFR		EC	~	1512		LEVIAS	ر م	4	PRZ		LEVID	_			10		æ	~	FVA	LEVCHK	PR2			5	LEVIDI	12	LEVIOI	727		LEVIAS	7	LEVIAS
> 1	· >	, A	ב	٠ د	TAH	12.5	4		rox	$\overline{}$	BPANCH	ALEC	BRANCH	ر ن	-	1	ALEC	HBAMCH	ACACC 1	ACACC	TAM	10.4	4 to 4	LIJP	ALEC	BPANCH	NC		10.4		<u>u</u>	NCI		H J Y A	بـ	7	IUZ	CM17	N A C
ocaan	2									•			•							£ V 1	LEV101	EVIA						LEVIM							LEV2D			٠	
					8750																																		
								2021			0978		0960		0	093A		095A								2	1152	93				0950	;	6560	93		0960		0460
01100100	010011000	000101000	100101000	00100010	000101111	010111111	010001111	110101100	010011000	00010001	101000101	011101101	101110000	011100011	100110111	11111111	011100010	101011100	001111101	00111100	000101111	001000101	00010100	010000010	011100100	101101010	101110010	1111111111	00100100	000101001	011101010	100111000	001110011	100111000	11111111	000110011	101110000	00110110	101110000
	, ,	7 7	, הי	, **	0 3 DE	PC.	7	3	3	3.5	2	5	₩	₩.	₹.	~	30	3	₹.	3C	*	<u> </u>	\sim	200	8	2	3	<u></u>	<u> </u>	30	1	u	9	⋖.	\sim	5	$\widetilde{\mathbf{x}}$	ñ	$\widetilde{\mathcal{L}}$
0075	0.07		0070	0077	000	005F	98 0 0	007C	0000	0073	0067	1000	001E	0030	007A	0075	0068	0.057	3200	0050	0038	0010	0041	1000	9000	0000	001H	0037	006E	0500	003A	0074	6900	0053	0056	0045	0018	0.031	2900

TABLE I-7 (cont)

TABLE I-7 (cont)

														•														SNA SY				*, + OK						
\$ LFV2D	-	LEVZH	15		~:	4	7	LEVZAS	-			L.E. A.D.0.1	2		8	1.3		₹	c	IJ	LE v 2.1			LEADO	LEVIAS	0PR29	LFVIAS	ERRORO		10	0	WHTBX1			rν	• 0		
ACACC	ACACC	BRANCH	107	7 14 A	104	LOX	ALEC	BRANCH	ACACC	TAM	2.3NH	HEANCH	10-17	RETN	rox	107	7 14 A	rex	107	ALEC	BPANCH	JOYDY	T V I	CALL	BRANCH	CALL	BRANCH	CALLL		tc≺	TRIT	BRANCH	TCY	4 H L	∀₽ €	X X X X X X X X X X X X X X X X X X X		?
LEVZ										LEVZAS	0			LEADOI				-					15731			LEVZM		WHIRDX						SUBDIV				٠
0978 0979	0980	0981	2860	0083	17860	0085	0986	0987	2000	0980	0660	1060	2060	0003	7660	5660	9000	1650	8000	6660	1000	1001	1002	1003	1007	1005	1006	1001	1008	1000	1010	1011	1012	1013	_	1015	-	
0973		1005						0969			-	1000									1002			0660	O	8160	0		0508			1019						
1001111100	01111	01100	001001111	00101	00100100	1001001	011100010	10000001	001111101	000101111	000110011	101011110	001101111	010111111	010011000	001001011	000101061	010010000	001000000	011100010	101110110	001111101	000101111	11000011	101110000	11111111	101110000	0000	_	5	č	č	5	000101000	Ξ	00000011	001011	1 1 1 1 1
038A 0394	3.4	30	3.4	30	₩.	₹	35	382	384	388	397	3 A F	30F	380	3F.B	351	35.2	908	386	368	388	3F 7	3E.O	304	386	3E C	303	3	₩.	5	3.0	V.	30	30	3.4	300	7))
0045	0	02	0.5	ک ٥	0.5	03	90	9	00	Ç	00	0	9	0.5	03	0.7	07	9	70	0	0	0 3	0.7	0.5	0.5	03	06	0.5	0.3	90	70	0	02	70	•	200	, (<u>ن</u>

SUBDIV	0	CLANR		c	BOX1	_	BOX2	~	Ð	∢		WHTBX2		Œ	ان		PESRUX	×		15	~	~		WHTBX3		STARTR		FHTBX2	3	V		MOV 21		13	æ		_	~	MUVZND	C > 0 + 13
BRANCH	7 C Y	CALLI		1141	BRAMCH	TEIT	BPANCH	1 C Y	Y U.C.Y	rox	IFAC	RRANCH	T H A	LOX	¥ MC √	TAMDYN	HONVAH	CALLL		TCY	TCMIY	TCHIY	として	F.		CALL		BRANCH	10.4	xal	IMAC	HRANCH	THA	Y H C Y	Lox	TAMDYN	YMCY	YNEC	BRANCH	•
	FELTE								RESHOX									KHTBX2		MHTBXG						ROX 1			HUX2	UN~ YUH				HUV21						
1018	1019	1020	1021	2001	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1001	1002	1043	7701	1005	1006	1047	1048	1000	ſ	5	1052	s.	3	1055	1056	1057	S
1013			1117		1044		1047					1035					1021		6060						1428		0325	0				1052							1048	1036
010	00100000	010000010	110000010	00010000	100001160	000100010	101100110	001000100	0111110010	010010010	010011000	101101000	000101000	010011000	011110101	000101100	100011100	010000110	110100010	00100011	001100100	001190100	010111111	010000101	101101000	01000010	110111010	10116100	0010000100	010010010	000110010	101010101	00010100	0111111011	010011000	000101000	01111100	001010100	101100101	0110100
2	3	30	8	3.6	~	3	5	3	₩	3	35	30	3	3.4	30	₩	3	5	3.4	2	8	0390	×	Š	5.6	5	Ξ	75	$\tilde{\varsigma}$	5	Ξ	Ä	0	4	0	4	031)0	4	ب	C
70	5	0	70	0	0	-	2	70	_	0	0	9	70	5	2	5	-	5	Š	\sim	2	000A	Ξ	~	7	0	_	Š	9	2	Ξ	~	9	5	~	5	$\overline{\sim}$	S	$\bar{\mathbf{v}}$	3

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	COMMENTS	300H	. 4		-	- HOOLU	4 THO 10	, a	ĵ.		•	2	٠	111011	1545	20437	S	-	2	2	. ~	= 0	10001			_	•		T	: -	-	-	C 18.8.8.1	NATAON	22000	ŭ	C T T T T T T T T T T T T T T T T T T T		<i>y</i>	SCORE1
EMENT	TITLE	TCY	Lox	A W	A 14	BRANTE	12 > 21		ξ ¥) X	X Y	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C 2 C	CALLI	ه ة :	. XC	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	7 M A	۱ ۲		A - F C	HUNFOR	7 1 7	TAMDYN	ACACC	1 4	RETW	×Ol	TC.Y	AH	7. X	CALL	1147	ا ا ا ا	10 Y	C 41 1 1	,	ACACC	BRANCH
SOURCE STATEMENT	NAME	SCOREZ						INSTIN	.	111841	•						SCORES				INSSCO)) ;					INSSCI	•						SCORFI	•					
SO	LINE	1050	1061	1062	1063	1044	1065	1064	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1001	1092	1003	1094	1095	1096	1001	1098
	BRLN.					1075								1055		0407							1085										1079		1700			1954		1092
		001000111	010010000	000101000	011101000	101111100	010000100	010011000	000101000	000000101	01001000	000101111	001011110	100111111	010000010	111011110	010011000	001000101	000101000	001000010	010010000	011101001	101010111	0000000110	000101000	00111100	000101111	010111111	0100110000	001001101	000101000	00100100	111001111	010000000	111100111	001001111	010000111	110001100	001111111	100000110
8-I	LOC	0000	0405	000	0406	0415	043F	047F	047E	0470	0074	0476	39n0	045F	0 4 3E	047C	6470	0472	9900	0 4 4 E	0416	0430	047R	0475	0 4 6 A	0456	3200	2S 7 0	0439	0470	0461	C 7 5 0	9000	2010	0414	0437	19n0	0450	-7	0474
TABLE	PC	6000	1000	000	2000	000E	0016	0035	0076	007E	0010	0078	0077	006F	005	00 3E	0070	0043	0073	0067	0045	0015	0030	0074	0075	800 100	1500	002E	0050	00 3 A	0070	1900	0043	9000	0000	u 00	0037	006E		0 0 3 A

	×ů	16Y 12	. T I V				NCH SCURE			ALLL SETEG		LDX R	1CY 11	AH	TCY 10	SAHAN		LDX B	μIγ	ĭ	TCHIY 0	フト国の	CY 4	ALL CLANB		4LEC 0	BRANCH ASTRODOM		BRANCH BUEYBLUP	EC	ANCH RULL	NOR	TCY 2	VWI	U	10 10	1 A M	CALL MHTBX4	
					-	-	8	U		SCOREG							SCOR	CLANR					***	Ü									ME N 7					•	
	1000	100	1102	110	1104	1105	110	1107	110	1109		1111	1112	1113	1110	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1124	1127	1128	1129	1130	1131	1132	1133	1130	1135	1136		113
				0520			1109		057R		9770													1117			1197		1216		1190	1220							1034
(cont)	01001000	001000011	010000010	110111110	001000111	00010000	101010101	01000010	110001101	010001000	110010000	010011000	001001101	000101000	001000101	00011000	001001001	010011000	00110000	001100000	001100000	010111111	001000010	110000010	010001001	011100000	100111111	011101000	10111101	011100110	100000001	100101110	001000100	~	0111111	0	010111	1000111	101
) 8-I	6970	0452	3000	0110	0870	0463	0445	0404	0414	8640	1500	0420	0458	1870	0460	0 441	2000	0400	0000	0417	9500	0456	0430	6679	0471	2970	9000	0405	-	~∵.	_	Š	₹.	~	ē.	5	0432	4 5	6010
TABLE	\sim	000 000 000 000		_	\sim	_	\sim	\sim	_	\sim	\sim	\sim	\mathbf{c}	\mathbf{c}	\mathbf{c}		0	_	\circ	0	0	\Box	-	_	•	\sim	•	\sim	_	\sim	\sim		_	\sim	\sim		$\overline{}$	-	\sim

STOPEG	LEVAS	c	1 0	~2	MAYCN11		MAYCN12	WHIBOX		0		₩.	CNTDIG	13		CNIDIG	L.E V & S	~	CHK I	ħ		CHKI	Ŧ	₩.	0	0 H G 4	٧			LEVAS	æ	₩.		CHG1	LEVAS	~	13	V
CALLL	BRANCH	SHII	1CY	1811	BRANCH	Z 3NH	BRANCH	<u>۳</u>		100	₩	734Y	BPANCH	TCY	1141	4.3	BPARCH	THIT	BRANCH	10.4	MNEZ	HRANCH	Lnx	1 €	1811	HUNARH	LOX	1C.Y	Z BN H	BRANCH	Lex	1 C v	THIT	ANC	BEANCH	¥ 77 4 ×	YPCY	L DX
		MAYREW	AYC					MAYCNT		MAYCNTZ								LEVCHK									CHKI									0 H C 4	CHGI	CHG
1130	1141	1102	1143	1144	1105	1106	1147	1148	1149	1.150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1158	1169	1170	1171	1172	1173	1174	1175	1176	11177	1178
05.78	1180				1148		1150		1007				1430			1430	1150		1167			1167				1176				1150				1177	1180			
010000010	101101010	010100000	001000111	10001000	100010001	000110011	101000101	010001110	10111101	010000101	000101010	00111100	10010010	001001011	01010100	10010010	101101010	000100001	10010010	00100010	000110011	10010010	010011000	0011001100	00010000	101100110	010010010	00100100	000110011	101101010	010011000	001100100	01001000	10100101	101101010	0111110100	011111011	010010000
0412	3	=	~	5	~	3 3	Ξ	2	7	0	2		~	7 3		~	_	\$	7	=	۰	5	~	9 7	₹.	2	3	0	Ξ	2	3	C	_	7	÷	77	_	<u> </u>
0049	0.2	70	0:	20	0.5	~	0.4	0	0.2	70	0	00	0	20	0.0	0	03	07	90	70	0 1	02	0.5	03	90	0.5	∂	40	CO	0	9	70	00	-0	0 3	90	0.11	~

TABLE I-8 (cont)

									DISPLAY SEQUENCE		CONSTANT, SHIFT RIGHT, SINGLE	THU GROUPS				SEDUENCE	i.i.	CONSTANT, SHIFT RIGHT, DOUBLE	FIVE GROUPS							SEGUENCE		4	SEGE	YES BRANCH			CONSTANT, SHIFT LEFT, SINGLE		JISPLAY SEQUENCE		COMSTANT, SHIFT RIGHT, DOUBLE	8
START)	15		BOXNXI	0	HLDIS	HOXMXI	COMMENTS	DISPLAY	DISPSAVE	10	2	GSEG	POSEG	DISPE	DISPLAY	DISPSAVE	11	S	ASEG	n S.F. G	GSEG	DIVSEG	MOSEG	DISPF1	DISPLAY S	PLUPKY			BLOWUPA		CISPSAVE	æ	ASTP0002	TOWNE D	UISPSAN	1.1	япстапн
1CHIY BI	,	du T	TAIT	BRANCH	1811	BRANCH	BRANCH	ጥ ተጥ!.Ε	BULLS EYE	CALL	1CH14	TCMIY	1	1CM1Y	ВКАМСН	ASTRONOME	CALL	¥1801	1CH1Y	TCM1Y	1CH I Y	TCKIY	TCMIY	TCMIY	HEANCH	di Mi	AL		ACACC	HUNTH	TAM	כערו	TCMIY	В ВАИСН	RULLSEYE, ALOWUP DISPLAY	CALL	10 11 1	HHANCH
. A > 4 -	1	HOXML 7						NAME	*	BULLSEYE		BULLSUBR				*	ASTRODOM		ASTRODO2							*	H. CIWIJPA	ı	BLOWUP			ASTZHALF			*	BUEYALUP		
1170	. a.	1152	1183	1194	1185	1186	1187	ENFI	1189	1190	1011	1192	1103	1194	1195	1196	1107	1198	1199	1200	1021	1202	1203	1204	1205	1206	1207	120A	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218
	0300	•		2090		0	2.090	N. TGIA		1227					1225		1227								1225			2010		1207		1227		1199		1221		1192
001101000	101111010	010001111	01001000	101010101	0001000	10010000	101010101	TNCTD		110001101	001100101	0011001100	001100010	001101111	101000011		1110	-	1010	1100	3010	000	1010		:		1110	100010110	1100	1110	0111	0110	0000	1111		110001103	001101101	10000001
8970	ر د د	2 7	77	45	2	777	07		7	48	0483	48	87	617	48		47	OWFE	77	417	4 F	4	40	T J	4 5		415	04F 2	άE	Ü	67	6.0	17	147		O UE A	9000	0446
0035	0 0	0 0	0.5	20	0.5	20	70	Ç	ر -	00	0001	00	0 0	0.0	0	•	0.3	007F	0.7	0.7	07	0.7	o 4	0.5	03		0.7	0019	07	90	70	0	03	07		0.7	9.0	0.057

	LAY SEQUENCE		RANDOM, SINGLE	TWO GROUPS					DSIPLAY DATA FILE			DAM	CLEAR DATA FILE		SAVE 9 DIGITS					SAVE E, U. SEGMENT				SAVE THR H SEGMENT				SAVE OPERAND SEGMENT LAILM		!	TEMP GROUP COUNT	RUJP	NPUI	SCAN COUNT						
		DISPSAVE	c	~	11	10	DISPE		۷	c			. 5	0	DSAVEI	I :	.		12		Œ		c.		~1		-		DISPLAYX	_	c	c	15	c		HANX	12			D·
	RANDON	CALL	TCMIY	TCHIY	TCHJY	TCHIY	H		LDX	107	1 % 1	хDА	TCM1Y	YNFIC	BRANCH	×	د ا	M.	107	X D A	107	4 7 1	107	XOX	104	4 H V	10,4	X O A	l.bx	۲ ۲	10417	1C 2 1 X	TCHIX	TCMIY	RETN	Lox	1CY	Σ	1 A F	ALEC
	*	RANTHINK					DISPEI		DISPSAVE		DSAVEI																		DSAVEZ							RANS		240		
	-				\sim	N	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	7.00	1204	1245	1246	1247	2001	1200	1250	1251	1252	1253	1254	1255	1256	1257	1258
		1221						1819			,				1229																									
(OIIc)		0110001	1110000	1110011	0110110	0110010	000101	0000000	00100	110000	0010100	001100	1110111	0101010	101100	001111	100001	0010100	0100001	001100	0100000	0010100	0100010	001100	0100010	0010100	0100110	001100	0110110110	0100100	กาากกก	11000	0110111	011000	1011111	1001100	01000010	001100	1110100	111010
		2	E	4	نها	Š	Ε. Ε.	6 C	0	9	7	5	30	4	H	9	4 3	2	6	33	<u> </u>	2	80	9	4.2	07	7	0.7	0491	4	2	7	7	2	57	7	7	7	4.5	2
11041		\sim	S	~	7	9	77	0	2	-	2	9	5	~	_	9	S	2	2	-	<u>س</u>	9	2	0	5	70	20	ò	0.058	0	9	70	9	0	0	5	0	0	0	6

TABLE I-9 (cont)

																				5																				
													5																						ST FO	G SET BRANCH) : : : : :	CLEAR TIMER DIGIT		HUNDRED MULTIPLE SCAN ?
	DA K Z	£.		EAN.	RAN	•	25		۲.	į	RANI	1 4		17		PANI	3 0	σc			6	TIMEPS			*^	TIMERI	77	o	σ	0	~		٧	12	_	114ER3F			114ER38	0
	₹ ∀	Ç	TAMIYE	HANC	BRANCH	RETN	TCY	TMA	ACACC	TAH	C 4 1 1.	104	7 H	ACACE	1 A H	CALL	L D X	10.4	IMAC	7 A M	ALEC	RRANCH	C L ▲	TAMOYN	YNEC	BRANCH	10 Y	TCHIY	TCMIY	10417	1C∀	TYA	Lox	10.4	TRIT	BRANCH	107	CLA	NAG	40600
						RANZ													TIMERI													TIMERS								TIMERSE
	Λ	c	£	3	Φ	3	\$	£.	Ð	1268	•	_	_	~	_	\sim	~	_	-	1278	_	œ			•	17	~	~	~.	~	_	1200	0	0	0	0	1295	0	1501	
4	1705			∿	1256						1256					1256						1290				1277										1298			1311	
	001110	101110	001011	001110	010111	1011111	010010	0010100	011101	001011	110111	0100010	0010100	0111001	001011	110111	1001100	0100000	1011001	0010111	1110100	0001110	100001	0010110	0101110	0101000	1100001	0110100	1110100	110100	1100110	0010101	00100	100001	1010010	011010	0010000100	100001	100110	111100
-	,	3	3	=	Ţ	7	3	7	Š	3	7	3	2	5	U =	~	5	5	4	<u>-</u>	4	2	or T	₹.	S.	æ	æ	2	Α.	ಲ	0	Œ	<u>u</u>	۳	ပ္	0	0 4 A C	C	Œ	لينا
Ċ	٠,	õ,	õ	õ	c	0	0	č	0	0	9	0	0	Ċ	70	-	2	2	$\overline{}$	2	5	N C	7	5	N.	7	0	0	_	2	7	_	~	_	5	ヹ	0016	\sim	5	~

TABLE I-9 (cont)

NO BRANCH BLOW UP OVERFLOW? NO BRANCH	RI,OW UP MODE ? NO BRANCH	START BLOWUP SEQUENCE UPDATE TIMER SEGMENT	STATUS LATCH PRE#CLEAP H SEGHENT MODULO A COUNT ? NO BRANCH SET H SEGMENT	SET COUNT TO ZERO	INSERT NEW DIGIT	
TIMERU Z TIMERZAA	11 HEP3AA 13 6	•	7 7 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	TIMERUA TIMERUA COMMENTS	13 7 7 8 8 8 8 8 8 8 10 10 10 10 10 10 10 10 10 10 10 10 10	9 0 0 HK CHKAN2
BRANCH ACACC BRANCH	HVEZ BRANCH ACACC LDX	107 6847 107 108 108	SB11 RB11 ALEC PRANCH SB11 LOX	1C*JY 8L STATEMENT TITLE	ACACC TCV TCV XMA DVN VNEC BRANCH	#87 # # # # # # # # # # # # # # # # # #
TIMERSA		TIMERSAA TIMERSB		TIMERU SOURCE ST.	THERE CHKANS SHEDIA	Снквох
1300	1000 1000 1000 1000 1000 1000 1000 100	1309 1310 1311 1311	1313 1315 1315 1314 1315 1315 1315 1315	1320 1320 1321 1321	1323 1323 1324 1326 1327	1329 1330 1331 1332 1333
1320	1309	1200	1320	0625 BRIN.	1325	1338
0010000	0011001	001000101 101110011 001001001 000110010 01001111	1010010 1010010 1110111 0010000 1010000	0110000 1000001 0001001	001111011 0010011110 000000011 00000010 00101010	1011111 0100100 0010100 0010000 0111110
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	: O 4 () () ()	00000000000000000000000000000000000000		()	0500 0503 0507 0507 0517	Par Par Par Par Par P
9000	00000	00000000000000000000000000000000000000	000000	00 00 00 00 00 00 00 00 00 00 00 00 00	00000 00001 00003 00007	00000

TABLE 1-10 (cont)

																											INCREASE SET											
	CHKAND	7		8		٨		7		RLERR	•	۵		CHKINI	13	c	INSREM	0	£		NOINC				o	0			NOSCAN	77	SHORTVAR		15	SHOW		13	c	SHOWE
181	BRANCH	ن	٨	Lņx	4 × ←	rùi	RETN	104	MNEA	HRANCH	107	ľūx	OMAR	ERANCH	1 <u>C</u> Y	TEII	CALL	10,4	rox	MNEZ	FRANCH	10.4	IMAC		10.4	TCMIY	IMAC	TAH	CALL	¥ J. F	CA111	i i	ACACC	RPANCH	Lox	10 X	ユ	RRANCH
			CHKANZ								010030														NO I NC			•	SEOF									
	1335		1338		J	1341	₹	Þ	1300	1345	্য	J	1308	~,			ы,		ш	45 .		100		10		. •	. ~	•	1364	. ,		_		1370	1371	1372	1373	1374
	1338									6771				1426			1323				1350								F 77 0 0	•		1954		1364				1006
	011	0.1.1	001	100	0.0	1001000	0	Ξ	\simeq	=	_	$\stackrel{\smile}{-}$	=	=	Ξ	2	_	=	9	Ξ	_		=	0	_		0	0	01000000		- 0	0			0	100101	010000	
S.	TU.	S	'n	'n	Š.	Š.	Ľ.	in.	5	10	9	יים	10	in.	:0	-	0	2	0	3	7	~	9	3	, T	~	÷	د	0526	-	- ~	•	3	0	_	N	ī	\sim
õ	c	C	0	0		õ	õ	5	6	\sim	\overline{c}	~		2	Č.	_	\tilde{c}	9	7	$\stackrel{\circ}{\sim}$	9	=	M	•	Ñ	<u>~</u>	_	•	0053	v =	-	, M	₹.	3	C		\sim	Ň

TABLE I-10 (cont)

1 4	50 -1	M	FLCNXT	BLANKD		7 7		USENXT	~:	7	HOXNXI	12	_	HERNXI	KO272		7	5	≪ 4	~_	77	0	æ	o		•	~	cc (D A Z I Z Z Z	HILLSEYE	c	נוכטא	•	XO I	ac.	BLANKO	,	~ :	۲
10.4	d 0 T	1811	BRANCH	CALLL		TCY	1811	BRANCH	TRIT		RRANCH	ויף	TRIT	PRANCH	CALLL			SHIT	Lox	TCY	TCMIY	TCHIY	1.0 x	104	T M A	1184		ACACC	HONN'S	BRANCH	F 1 1 2	CALL		1C.	10417	CALLL	:	TCY	¥24.
				USRERI								USENXI											ERRELF	(ISRNX)							SHOFE								SHOWR
1375	1376	1377	1378	1379	1,480	1341	1342	1343	1384	1385	1386	1387	1388	1380	1340	1391	1392	1393	1300	1305	1346	1397	1398	1300	1 400	1001	1 a 0 S	1 40 3	1 404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414
			0757		1079			1587			1500			1645		1970							100						1220	- 1 40			1970				1979		
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TABLE I-11

SOURCE STATEMENT

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		¥ CC ×	NO BE		# DOW		1 C C 1 M				= 33₹	NO 8H			# DOV	NO BR							3 A O M											ACC 1 ME	ָרָ הַּנּ			HUVE	
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		1676	1606							1682	1696							1690					050			0660			0660		1132		BRL.		1723
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				INPUT DATA - 2										2 2 m 98	BKAK		INPUL BLANK		GET INPUT DATA			SHIFT RIGHT BRANCH	,	SHIFT LEFT		SHIFT COMPLETE ?	NO BEANCE		GET 61		5			NO BRANCE					
		₩		1 4		٩	σ	13		RNDMFILL	D13PC1	ሊ		~	NISPA6	لحو	2	м		'n		SHRDFFIL	⋖	۲			SHLCZ	NISPLAYX			•		61 ± G 2	SHICA	DISPC	7	SHLCI	o - 1	ec
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	1-1	068	690	190	0 4 F	190	0 A F	065	0.55	OFE	060	0.58	OFF	06F	065	065	040	069	068	0.65	065	0.65	060	0 6 A	060	068	06F	196	06C	068	068	069	064	0.6	040	068	9684	06E	060
	AB	0	00	0	03	0.7	07	07	0.7	0.7	9	0.5	0.3	07	0.7	0.7	0	0	0	03	0	0.7	0	0.5	02	0.5	03	0.7	90	7	0	00	0	03	9	0.5	0034	07	9

						•	S + S + S C				SHIFT RIGHT					SHIFT COMPLETE								GET GT	<u></u>	YES BRANCH			~ :	NO BRANCH			GENEFATE HALF DOTS FOR TIMER						
	SHLLP	77	SHLLP	^					DISPA	4	0			o	SHRC1	SHPC4	5	SHECS	0	10	SHELP	n.	SHELP	SHLC3		DISPC	۸.		~	OISPRI	Œ	٧.	OIVSFG	DISP#3			OISPRZ	α.	V
	BRANCH	1 C Y	BRANCH	10.4	A X P	ACACC	CP412	TAY	BRANCH	rox	TCY	XMA	1 Y C	YREC	BRANCH	BRANCH	YNEC	HHANCH	10,4	YMEC	BRANCH	10,4	BRANCH	CALL	ALEC	BEANCH	101	1 H⊀	YNFC	BRANCH	TCY	1 0x	TCM1Y	BRANCH	TYA	ALFC	HEANCH	1C.Y	Lox
				SHLC4						SHROPFIL		SHRLP					SHRC1			SHRCZ				SHRC4					01866						DISPRI			29810	
	1751	1752	1753	1754	1755	1756	1757	1758	1759	1760	1761	1752	1763	1764	1765	1765	1767	1768	1769	1770.	1771	1772	1773	1770	1775	1776	1777	1778	1779	1740	1781	1782	1783	1744	1785	1746	1787	1728	1789
	1736		1734						1779						1767	~		1770			1762		1762	~		1788				1785				1792			1795		
•	0010111	010001	0010111	0100010	0010100	0111110	0011000	0010100	0001110	1001000	010000	1000000	0100000	0101100	1000000	0111100	0101101	0001011	0100100	0101010	0010110	0100101	0110100	1111000	11111100	0110010	0100010	0010101	0101010	0110110	0100000	1001000	0110101	0001000	0010101	1110100	10101010	0100000	1001000
	4	Ş	69	6 н	¥	γ	68	69	49	ð	4.9	7	Ē	ş	9	6.8	6.8	₽9	69	φ	9	68	÷	9 E	9 E	ş	68	69	6 H	6 F	7	9	6.5	4 4	9	6 ₽	06E4	Ş	50
	05	9	70	0	03	06	70	CO	-0	0.2	0.5	0.2	0.5	03	0	70	00	0	00	0	20	0.5	03	0	0.7	9.0	70	0.0	- 0	03	0,7	0	0.5	0.3	90	0.5	0032	90	0

TABLE I-13 (cont)

GENERATE BLANK DOTS FOR TIMER							GENERATE FULL DOTS FOR TIMER					SET ALL STATUS LATCHES				TA = 15, THEN	GO CLEAR THIS STATUS LATCH											LUAD E.U. SEGMENT IF DATA G.T.9	×		SC-1		EAS SC u O ?	YES BRANC			,	
c	· cc	ı	α	CPY03	Œ	⋖	10	c c	ı	σ	M		CPYD3	σ	<		CPYN7		CPYUS	Ψ	σ		I	77	c	۸.	DISPE	c	DISPLAY	3				DISPA	TO DISPLAY	NOSCAN		STORE
YIMIT	10.4	Lox	TCHIY	BRANCH	107	Lox	TCHIY	104	Lox	1CH1Y	5811	DYN	BRANCH	107	rux	IMAC	HUNVEH	2 4 2	BRANCH	۲ů	TCY	THA	L'O'X	10.4	RK11	ACACC	HRANCH	SHIT	Lox	TCY	OMAN	XNA	AI, E. M	BRANCH	OUTPUT T	CALLL		102400
	DISPE				015PB2			DISPR3		٠	CPYD3	CPYO4			CPYDS			50YD5		OISPO									DISPE						*			
1 700	101	1792	1793	1790	1795	1796	1797	179R	1799	1800	1801	1802	1803	1804	20 E	1806	1807	1803	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823	1824	1825	1826	1827	•
				1801									1801				1836		1305								1919							1929			1000	•
	0000010	01001110	011000	0100000	0100000	1001000	0110011	0100000	1001111	0110100	101001	010000	0000010	0100100	1001000	0011001	010100	0100000	0100111	1001000	0100100	0010100	1001111	0190001	1010010	0111010	0000100	1010000	1001001	0100010	000001	1000000	0000000	1011000		10000001	111100111	
Ş	1 0	10 YO	o (\$ 0 3	545	6 C 3	169	5 A O	6C3	685	58.8	593	547	5CF	490	6.8A	6F3	6E.5	4C.A	909	5 A C	50 E	585	5E.B	501	774	5 C 14	589	990	5 A 3	5C7	5.813	59.B	5 F3 S		E)	0740	9
-	- n	4400	-	. ^	0.5	0.2	70	0	20	70	00	00	c	20	70	0	0 3	0.7	0.6	70	0.1	02	0.5	03	0.6	0.5	02	70	00	0.1	0 2	70	00	- C		0.3	9900	Š

SG = 1		BLANK DISPLAY DATA FILE	MOVE RANDOM NUMBER TO OP1		LOWER LIMIT IS 30 Upper Limit IS 60 Avg numrer IS 48	PUT COMPRESSED RAN(1) IN OP1(1) = SEGMENT OPERAND STATUS LATCH
A DISPAP 3	CDVD6	COMMENTS	* * * * * * * * * * * * * * * * * * *	1 1 1 1 1 1 1 1 1 1	3 6 702 12 12	IZANMZ
ACACACC CAMPANA CACCC CACCC CACCCC CACCCC CACCCCCCCC	8RANCH STATENENT	TITLE I CALLL	TCY LDX YMCY TMA	LDX YMCY TAMDYN RRANCH TCY	ACACC ALEC BRANCH BRACC BRACCH	10x 10x 10x 10x 10x 10x
01SPA	SOURCE	NAME FORCEOUT	FORK		FOI	F03
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	1838	LINE 1840 1841	1 9 4 4 2 1 1 9 4 4 2 2 1 1 9 4 4 2 1 1 9 4 4 2 1 1 9 4 4 2 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1 9 1	1346 1847 1843 1843 1850	1857 1852 1853 1854	118854 118854 118854 11885 11865 1186 1186
1581	1808	BRLN.		1 4 4 3	1 A S A 1 B S A	i :
0011110001 0010001111 0000000111 010000011 1000000	0111001	INSTR.	0100100 1001100 1111101	1001000 1111100 0010110 0010011	0111100111 01111100 0111100	000011111 0100111110 0011010100 001101000 0101000110
00000000000000000000000000000000000000	F. 9	755	70707	トトトト	4 5 5 7 5 7 5 7 5 7 5 7 5 7 5 7 5 7 5 7	0772 0766 071E 073C 0773
00000000000000000000000000000000000000	TA	<u> </u>	0000	00000	0000	0073 00073 00075 00075 00030

TABLE I-14 (cont)

								-	IJ	I						(~-														11	2							
	MINUS OPEFATOR		80x T0 0P2		BLANK TO RESULT	SUBROUTINE EXIT	GE1 01611					WITH DIGIT IN ACC				NUMBER GUESSER			01GIT = 0 ?		•	PUT NUMBER IN OPZ	NUMBER	YES BRANCH			BLANK 2ND DIGIT		GO GET ANOTHER NUMBER		RESTURE IST NUMBER		FILL IN ZNU NUMBER					
	GSEG	NPAPEN	CPAFER	15	15		SCAN		F.03	DANTHINK		AFTEP DECODE	4	2			GAPHETO	GAMMETO	O		₽1		0	₹0.5 10.0		!	2.		SCAN				•	MOSCAN	4	SHUWTIME	τυ (\$ C.
	TCHIY	1C×14	A L H U L	TCHIY	TCHIY	REIN	H.		1700	H.			GAPESDIG LOX	10,	T 11 Y	IYC	BHANCH	CALL	ALEC			ХМА	ALEC	HONVEH	1 Y A	1 V C	LULI	Z L L	닖		Ψ Σ ×) . 	- A -	CALLL		CALL	ACACC	HEANCH
							FOU		F O 3 A			◆ EFTUR	GAMESDI						GAMMETI		GAMPETO	NG UA							80024		NGS			₽⊕2				
	Æ	٠.	×.	·C	٠Ç,	æ	3	7 4	87	B 7	7	7. 5	8.7	4	A 7	87	6.7	80	8	92	N	9	9	6	5	6	~	~	~	~	•	1938	1	٠,	J	⋾	1001	3
								0	1857		1220						N	1927		1212				1937						0041					7 0	1953		1940
	0110001	0110010	0110110	0110111	0110111	1011111	1000001	0110111	11111001	1000100	0010111		1001000	0100010	0010191	0000010	0010010	1010010	1110000	0001111	0100110	1000000	1110100	0001110	0010100	000000	0110111	1011111	10000001	0110111	1000000	000000101	0010111	1000001	11100111	1100011	0111111	01100110
4	0764	75	7.2	75	7 \$	77	76	7 u	7.0	7 0	7.1		7 3	76	75	73	7.7	4	7.5	72	7 4	7.1	72	7 4	7.0	7.0	7 1	72	7 (1	7	73	0773	16	7 4	7.1	72	75	73
	0.7	90	0.5	20	0.5	03	70	90	0.4	9000	00		0 1	0 3	90	S	0	70	90	0.5	0.2	70	0	0.2	0 4	C	00	0	02	70	0	0030	07	06	70	0	02	0.5

			ACC = 0P1(1)+1	CARRY BRANCH	ACC = 0P1(1)				DEFAULT MSD COUNT	OR VARIABLE			KS0 # 0 %		PRESET MSD COUNT	لعة								YES BRANCH				MOVE OP1 IN RES					COMPLEMENT DIGIT		ADD 0011(2)	NO BORROW	RCD ADJUST		GET OP2(1) TO DECREMENT
	⋖	. c		0 UN		* *1	40 CZ	<u>.</u>	12		ی	5		SHOWII		15		SHOATEXT						FOSA	10		77			F 05	, ,			τ		Fir7	10		
	101	1 C Y	IMAC	HUNVAH	T H A	707	E E	1			רטא	1C.	FNE2	BRANCH	TAI	7 C Y	OMAR	HRANCH	TAMDYN	DMAN	7 A L.	ベンX	RETN	BRANCH	YMCY	THA	YMCY	TANIYC	FETN	CALL	TCY	T.Y.	21 v d 3	TCY	AMAAC	BRANCH	ACACC	TAMDYN	IMAC
	NGB A					65A	٠		SHOWTIME	SHURIVAR						SHOATI						SHOWTEXT			F 0.5														
	1945	1946	1001	1048	6761	1950	1991	1952	1953	1954	٠.	1956	1561	195H	1950	1960	1991	1962	1963	1961	1965	1060	1961	1882	1883	1284	1 A B S	1846	1887	Œ	1289	1890	1401	1 p 0 5	1893	1990	1895	1896	1897
				1950				1509						1960				1066					-	1871						1983						1903			
(cont)	1001001	010000	001100	0000100	0010100	0100110	10001	000000	1000010	0010101	1001001	0100011	001100	001101	0010111	110011	100000	101000	011010	000001	101011	1000001	011111	100001	111010	0010100	111001	0110110	01111	010011	100110	0010100	1011000	1100011	0001010	101111	1111010	001101000	011001
1	0768	~	~	~	~	_	~	7	$\tilde{\sim}$	=	~	7	ž.	=		7		-	ī	2	5	nu Tu	7	N	3	_	~ :	£.	3	C		Ņ	S	~	5	~	•	⋾	0
TABLE	0034	ò	0	ö	0	ŏ	5	0	0	0	6	0	ě	7	5	Ξ.	č	Ç.	D.	יט	2	S	2	Ñ	\sim	7	_ '	~	9	=	0	_	<u>~</u> ∶	Σ.	N	ī.	~	÷.	ਤ

ALANK ALFEADY OP2(1)-1	NK & LEADING ZERU							MOVE RESULT TO 0P1				LEADING CHARACTER A BLANK ?	z	,				RESULT = 0 ?) BKANCH	FORM NEW PROPLEM							•	
FO3A BL	O FIR BLANK	NOSCAN		15	FUR	₩.	 :	7	·	<u>ې</u>	1101		7103		RULISEYE			A			ASTZHALF			COMMENTS	1	:	c	c
RR & NCH DH & N	TAF ALEC ARANCH	1 N M		(A () A (A ()	おのことのは	rex	10.4	> U H > I	> \ = \	4 12 4 4 14 14 14 14 14 14 14 14 14 14 14 14 14	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2 4 L 4 L 4		0 X A Z C D	בייר ר מו	ر	10.4	V 12 I	I C V V V				STATEMENT	TITLE	A Q -	X E C	TCY	TCMIY
F06		F07	·			F010		F011							5103		5013	5 10 1					SOURCE STA	NAME	1000	CLC04	CL ALL	CLA1.L1
1 494	1901	1003	1005	1906	7001	5061	1910	1411	2161	1913	0101	1915	1016	1011	1918	016	1920	- c) tu		2001	-		LINE		7 6	1 67 1	1972
1871	0	· ·	1000	0		2 -						1911		1261	1851		1190			2 7	j L			BRLN.				
10000 00001	10	00000	11001	10001		1111	10010	11100	01010	1110	10101	01110	11110	000100	01111	10001	00000	10010	00116	01100	10000	10001	-	INSTR.		010011110	0000000	0110000
ت ع د	0717 072F	3.5F	7.5	29	4	ພ ເ ວ	נו נ אור	14	04	154	136	760	150	132	144	671	211	750	417	715	728	753	E I-15	Ü	`	0780	C d	0785
0 C	00008	$\sim \infty$	~ ~		-	3 9		-		~	_		_	Č		ō	Ô	0	ō	0	0	0	TABLE	Ú	ر	000		0000

TABLE I-15 (cont)

				MODE = USER ENTRY			BLANK O. B OF A																															
0	CLALLI		CLREGA	MODE	USER	٧	0	ا ۲۰	œ	HLANK!		CLCOM	77	0	4	12	J	MODE		~	BLUPKZ	HLD18	CLREGE	1	M0212	U	CLALL	CLCOM	c	CLALL	*U2J3	DAM	CLALL	HLOIS	HODE	~	MOVBOX	CLREGA
YNEC	BRANCH	RETN	CALL	107	SHIT	LOX	10,4	TCMIY	YNEC	BPANCH	RETN	כעוו	1C.Y	SBIT	rox	↓	TCHIV	TCY	T M Y	YNEC	BRANCH	BRANCH	CALL	LNX	CALL	X L	CALL	CALL	ı, o x	ניור	CALL	Lox	CALL	BRANCH	TCY	TBIT	HEANCH	CALL
						BL ANKD	BLANK	AL ANK 1							CLRB			ELCKEY					STUPK2	BOXKYZ											VSSKEY			VSS1
1973	1974	1975	1975	1477	1978	1979	1040	1 6 6 1	1942	1983	1984	1985	1986	1947	1988	1989	0661.	1661	2601	1001	1994	1995	1996	1997	1000	1999	2000	2001	2002	2003	2004	2005	2006	2007	¥00 ≥	5003	2010	2011
	1972		1969							1991		1010									1996	2002	208A		1970		1971	1970		1971	1970		1971	2002			2002	1969
010100	00000	101111	100000	0100010	101000	100100	01000	011011	010100	011011	101111	100001	010000	101000	100100	010000	011000	100010	010100	010111	01011	001000	101101	100110	100001	100101	100001	100001	100111	100000	100001	1001001	100000	00100	001000111	00100	01010	100000
40	19	75	7 F	12	75	1	7.5	10	73	75	12	4	7	7	40	7	1	7	7.	70	74	70	4	7.5	75	7	7.8	Œ.	4	7.	7.	2	7.8	7	0769	2	7	7
C		*	~	~	\sim	~	~	•	5	1	~	~	~	£	J	_	*	_	~	9	Ş	A)	ş	*	~	•	T.	C	0	-	~	•	S	₩,	074	•	S	Ñ

																					ELCKEY																
MODE .	BLANKO	CLCOM		_	10	~	•	⋖	0 -		2	6		I	80	⋖		MODE	~	BUXKEY	_		ELCKEY	ī	10			ผูนไว		1887	NUMGUESS		INSOPR	cc ′		~	BOXOR
1 C X	CALL	CALL	C1, A	ACACC	107	Lox	T A T	rox	10⊀	T 14 A	10.4	ACACC	TAM	rox T	1CH1Y	Ľux	とこと	TCY	1911	BRANCH	1CY	TCHIY	BRANCH	104	TCMIX	10414	10417	BUANCH	MNEA	HHANCH	CALLL		CALL	Lnx	IMAC	ALEC	BRANCH
			STOSNI		SETOPR			INSUBA																BOXKEY					MOVBOX								
2012	201a	2015	2016	2017	2018	2019	2020	2021	202	2023	5024	2025	3026	2027	902	5029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	しなりぐ	2041	∠ 707	2023	7002	2045	9002	2007	870C	2040	0502
	1979	1970																		2037			1661					1988		2011		1452	1202				2056
001000111	111111011	110000001	000000110	001111000	001000100	010010000	000101111	010010000	101000100	000101001	001000100	001111001	000101111	010011110	00110001	010010000	010111111	001000111	100001000	100001110	00100100	001101000	101111010	00100100	001100101	001101000	001101101	101001111	000001001	1001001	010001101	110000000	110101100	010011000	000110010	10010	191001000
0799	07E3	5320	0784	7610	07AB	0707	07 A D	0708	0781	0.7E.0	0761	0782	07 H U	0788	1910	OZAF	070F	0780	07FA	07F1	0782	0756	078E	3610	078H	0777	0.760	0.70.4	0785	07EC	0100	0782	0757	0769	6792	07A4	C
0040	0031	0062	0045	000 P	5100	0029	0054	002C	0053	0.00	0000	0041	2000	0005	000B	0017	002F	005E	00 \$0	007A	0071	0063	0047	000E	0100	0039	0076	0900	0.053	0035	3900	0800	0032	7400	6700	0015	0.025

TABLE I-15 (cont)

																												S ad										
BOXOK	13		7	CLALL1	HOXERE		1.3	13	£	-	~	BOXKY2	\$	~	BOXKYZ	LAE	CLCOM	3	-	X	INSPLS	N	10	7	1.	CLRB	~	SETOPR	81.018	₹	7	<u>~</u>	HI DIS	æ	CL ALL	0 1	æ	10
BRANCH	ACACC	HYH	TCY	CALL	CALLL		1 €¥	TCMIY	TCY	TCMIY	ALFC	BPANCH	107	TCMIY	BRANCH	CALL	CALL	TCY	TCMIY	CALL	CALL	10.4	TCHIY	107	TCMIY	BUANCH	SHIT	CALL	おけるないだ	LOX	10.4	1CH17	BAANCH	ר א א		10.Y	Lox	יי
	BOXKY1	BOXOK	BOYOK1													BLUPKY											DPRKY2			O1VZRO				CLAEGB		60xvx1		
2054	2055	2056	2057	205B	2059	2060	2061	2002	2063	2064	2065	2066	2067	205B	2060	2070	2071	2012	2073	2074	2015	2075	2011	2018	2019	20A0	2041	2082	2083	5084	2085	2086	2047	2084	2089	2090	2031	2002
2056				1972		6060						1661			1661	£	1970			1010	2016					1988		2018	Ċ				5002		1011			
0100	0111101	0010	0100	1000	1000	1010	0100	0110	0100	01101	11100	00111	01000	0110	00111	10001	10000	01000	01101		11000	01001	01100	01001	01101	0100	10100	10010	00100	10010	01000	0110	0010	1001	0000	001000101	1001	1000
7 4	7,0	49	7 A	70	7.8	7.8	4	7 4	7	7.0	3	7.5	7 E	2	7.0	7 A	5	78	7	20	7	70	7.3	79	7 A	7	7.89	73	الله	7 E	7.0	79	T.	7.5	7.0	07 A A	2	7.4
0.5	9	0.4	5	0	70	00	00	5	02	70	0	03	0	90	70	5	0 ≥	05	0	90	0.5	0 ∨	70	00	50	٥	70	0	5	03	90	70	5	03	90	0055	0 2	S

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TABLE	II

	LEVELS OF DIFFICULTY, BO	OX PROBLEM	MODE
		LEVEL 1	LEVEL 2
15	ADDITION PROBLEMS		
	Addends	0 to 9	0 to 49
	Sum	0 to 18	0 to 98
	SUBTRACTION PROBLEMS		
	Minuend	0 to 18	0 to 49
	Subtrahend	0 to 9	0 to 49
20	Difference	0 to 9	0 to 49
	MULTIPLICATION PROBLEMS		
	Multiplicand	0 to 5	0 to 9
	Multiplier	0 to 9	0 to 9
	Product	0 to 45	0 to 81
25	DIVISION PROBLEMS		
23	Dividend	0 to 45	0 to 81
	Division	1 to 5	1 to 9
	Quotient	0 to 9	0 to 9

TABLE III

FIVE BIT LATCHED ACCUMULATOR REGISTER CODES

		REGISTER CODES	
	s		OUTPUT
	BIT CODE	SEGMENTS ACTUATED	DISPLAY
35	00	a,b,c,d,e,f	0
	01	b,c	1
	02	a,b,d,e,g	2 3
	03	a,b,c,d,g	
	04	b,c,f,g	4
	05	a,c,d,f,g	5
40	06	a,c,d,e,f,g	6
	07	a,b,c	7
	08	a,b,c,d,e,f,g	8
	09	a,b,c,d,f,g	9
	0 A	a,d,e,f	[
45	OB	a,b,c,d]
	0C	e,g	r
75	0D	a,d,e,f,g	E
	0E		Blank
	0F		Blank
	10		Blank
	11	c	part of timer display
50	12	d	part of timer display
50	13	e	part of timer display
	14	g f	part of timer display
	15	f	part of timer display
	16	a	part of timer display
	17	ь	part of timer display
	18	a,d	dots in divide sign
55	19		Blank
	1A	b,e,g	plus sign
	1B	g	minus sign
	1C	f	multiply sign
	1 D	a,d,g	divide sign
	1E	a,b,c,d,e,f,g	circle
60	1F		Blank

TABLE IV

DISPLAY PRESENTATIONS

65 TYPE A PRESENTATION

1. Sequentially energize the display's S_a segments starting at left hand side of the display (D9) and

proceed to right hand side (D2) and energize equals sign segments between the S_a segments at D5 and D4; follow the S_a segment at D2 by first actuating four segments at D1 (these segments are located at 90° positions to each other) and then by actuating 5 all segments at D1.

- Repeat step 1, substituting S_d segments for S_d segments.
- 3. Repeat step 1, substituting S_g segments for S_a segments
- 4. Repeat step 1, substituting S_a , S_d and S_g segments for S_a segments.
- 5. Actuate circular character by first actuating four segments (at 90° positions to each other) at D1 and then actuating all segments at D1; sequentially energize the S_a segments starting at the right side (D2) and proceed to the left hand side (D9) and actuate the equals sign segments between the S_a segments at D4 and D5.
- Repeat step 5, substituting S_d segments S_a segments.
- Repeat step 5, substituting S_g segments for S_a segments.
- 8. Repeat step 5, substituting A, D and G segments for S_a segments.

TYPE B PRESENTATION

- 1. Sequentially energize the display's S_g segments starting at left hand side of the display (D9) and proceed to right hand side (D2) and energize the equals sign segments between the S_g segments at D5 and D4; follow the S_g segment D2 by first actuating four segments at D1 (these segments are located 90° positions to each other) and then by actuating all segments at D1.
- 2. After actuating all segments at D1, again actuate the four segments at D1; then sequentially energize the S_g segments starting at the right side (D2) and proceed to the left hand side (D9) and actuate the equals sign segments between the S_g segments of 40 D4 and D5.

TYPE C PRESENTATION

Do step 1 of a type B presentation alone.

TYPE D PRESENTATION

Actuate the various segments in the various digit 45 positions for approximately one second. The segments should appear to be randomly actuated to the casual observer; of course, the actual sequence selected for actuating the segments may be preprogrammed to merely appear to be random.

What is claimed is:

1. An electronic learning aid comprising:

problem posing means for posing a plurality of problems to an operator of the learning aid and for determining the correct solutions to the problems 55 being posed:

display means operably associated with said problem posing means for visually presenting to an operator of the learning aid problems posed by said problem posing means, said display means including a plurality of individually actuatable segments visually observable when actuated to show at least the correct response to a problem as posed by said problem posing means;

operator input means for receiving an input from an 65 operator of the learning aid as a proposed solution by the operator to the problem being posed as presented by said display means;

digital logic means including comparator means coupled to said problem posing means, said operator input means and said display means for comparing the input received by said operator input means from the operator with the correct solution to the problem being posed and for providing a difference signal indicative of any differences therebetween;

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memory means for storing the number of problems posed to the operator as presented by said display means and the number of correct solutions provided by the input received by said operator input means as determined by said comparator means; and

display presentation means operably associated with said actuatable segments of said display means for selectively actuating segments of said display means in response to the number of correct solutions received by said operator input means from the operator as determined by said comparator means in relation to the number of problems posed by said problem posing means as presented by said display means to provide at least two different visually observable display presentations utilizing selectively actuated segments of said display means and indicative of the percentage of correct solutions entered by the operator at said operator input means with respect to the total number of problems posed, each of said different display presentations being a fanciful predetermined actuation of display segments and being capable of operator comprehension as individually related to the percentage of correct solutions entered by the operator at said operator input means.

2. An electronic learning aid as set forth in claim 1, wherein said plurality of individually actuatable display segments included in said display means are responsive to said problem posing means to be selectively actuated to provide a visually observable display of a problem as posed by said problem posing means.

3. An electronic learning aid as set forth in claim 2, wherein said individually actuatable segments of said display means are responsive to said problem posing means, said comparator means, said memory means and said display presentation means for being selectively actuated to be visually observable for displaying to the operator the number of problems posed and the number of correct solutions received by said operator input means from the operator as determined by said comparator means.

4. An electronic learning aid as set forth in claim 3, wherein said operator input means comprises a keyboard including a plurality of keys for respective touching by the operator in entering a proposed solution to the problem being posed.

5. An electronic learning aid as set forth in claim 4, wherein said problem posing means is effective for posing arithmetic problems to the operator of the learning aid and for calculating the correct solutions to the arithmetic problems being posed.

6. An electronic learning aid as set forth in claim 5, wherein the plurality of individual keys included in said keyboard are representative of the numbers "0" through "9".

7. An electronic learning aid as set forth in claim 6, wherein said problem posing means is effective for posing a set of arithmetic problems and for calculating the correct solution to each of the arithmetic problems included in the set thereof posed, and said memory

means is effective for storing the number of problems posed in said set of arithmetic problems and the number of correct solutions received by said operator input means from the operator as determined by said compar-

- 8. An electronic learning aid as set forth in claim 1, wherein the duration of the visually observable display presentation as presented by said display means in response to said display presentation means is a function of the number of correct solutions received by said 10 operator input means from the operator as determined by said comparator means with respect to the number of problems posed.
 - 9. An electronic learning aid comprising: problem posing means for posing a plurality of prob- 15 lems and for determining the correct solutions to the problems being posed;
 - display means operably associated with said problem posing means for visually presenting to an operator of the learning aid problems posed by said problem 20 posing means, said display means including a plurality of individually actuatable segments visually observable when actuated to show at least the correct response to a problem as posed by said problem posing means;
 - operator input means for receiving an input from an operator of the learning aid as a proposed solution by the operator to the problem being posed as presented by said display means;
 - digital logic means including comparator means cou- 30 pled to said problem posing means, said operator input means and said display means for comprising the input received by said operator input means from the operator with the correct solution to the problem being posed and for providing a difference 35 signal indicative of any differences therebetween:
 - memory means for storing the number of problems posed to the operator as presented by said display means and the number of correct solutions provided by the input received by said operator input 40 means as determined by said comparator means;
 - display presentation means operably associated with said actuatable segments of said display means for selectively actuating segments of said display 45 means in a specific sequential series in response to the number of correct solutions received by said operator input means from the operator as determined by said comparator means in relation to the number of problems posed by said problem posing 50 means as presented by said display means to provide a plurality of different visually observable display presentations utilizing selectively actuated segments of said display means in which at least tions is a sequentially arranged order of actuated segments of said display means, each of said plurality of different visually observable display presentations being a fanciful predetermined actuation of comprehension as individually related to the percentage of correct solutions entered by the operator at said operator input means with respect to the total number of problems posed.
- 10. An electronic learning aid as set forth in claim 9, 65 wherein said plurality of individually actuatable display segments included in said display means are responsive to said problem posing means to be selectively actuated

to provide a visually observable display of a problem as posed by said problem posing means.

- 11. An electronic learning aid as set forth in claim 10, wherein said individually actuatable segments of said display means are responsive to said problem posing means, said comparator means, said memory means and said display presentation means for being selectively actuated to be visually observable for displaying to the operator the number of problems posed and the number of correct solutions received by said operator input means from the operator as determined by said comparator means.
- 12. An electronic learning aid as set forth in claim 11, wherein said operator input means comprises a keyboard including a plurality of keys for respective touching by the operator in entering a proposed solution to the problem being posed.
- 13. An electronic learning aid as set forth in claim 12, wherein said problem posing means is effective for posing arithmetic problems to the operator of the learning aid and for calculating the correct solutions to the arithmetic problems being posed.
- 14. An electronic learning aid as set forth in claim 13, wherein the plurality of individual keys included in said keyboard are representative of the numbers "0" through "9".
- 15. An electronic learning aid as set forth in claim 14, wherein said problem posing means is effective for posing a set of arithmetic problems and for calculating the correct solution to each of the arithmetic problems included in the set thereof posed, and said memory means is effective for storing the number of problems posed in said set of arithmetic problems and the number of correct solutions received by said operator input means from the operator as determined by said comparator means.
- 16. An electronic learning aid as set forth in claim 9, wherein the duration of the visually observable display presentation as presented by said display means in response to said display presentation means is a function of the number of correct solutions received by said operator input means from the operator as determined by said comparator means with respect to the number of problems posed.
- 17. An electronic learning aid as set forth in claim 9. wherein each of said plurality of different visually observable display presentations utilizing selectively actuated segments of said display means is a sequentially arranged order of actuated segments of said display means of a complexity increasing in relation to a corresponding increase in the percentage of correct solutions entered by the operator at said operator input means with respect to the total number of problems posed, and one of said visually observable display presentations one of said visually observable display presenta- 55 having the appearance of an essentially random actuation of said display segments indicative of an undesirable percentage of correct solutions.
- 18. An electronic learning aid as set forth in claim 9, wherein said display presentation means is effective for display segments and being capable of operator 60 selectively actuating segments of said display means in a manner providing an impression of movement from one side of said display means to the other in producing said at least one of said visually observable display presentations as a sequentially arranged order of actuated segments of said display means.
 - 19. An electronic learning aid as set forth in claim 18, wherein said plurality of individually actuatable segments of said display means are arranged in sets of seven

segments disposed in a "FIG. 8" configuration including horizontal upper, lower and middle segments, each set of seven display segments being capable of selective actuation to provide a visual display of any of numerals "0" through "9", said plurality of individually actuat- 5 able display segments further including a circular character comprised of a plurality of individual display segments located at one end of said sets of seven segments;

said sequentially arranged order of actuated segments 10 comprising said at least one of said visually observable display presentations being defined by the sequential actuation of selected segments in each of said seven segment sets in a direction toward said segmental circular character whose segments are actuated following the actuation of a selected segment of said seven segment set nearest thereto.

20. An electronic learning aid as set forth in claim 19, segments comprising said at least one of said visually observable display presentations is defined by the sequential actuation of the middle segments in each of said seven segment sets in a direction toward said segmental circular character whose segments are actuated follow- 25 ing the actuation of the middle segment of said seven segment set nearest thereto.

21. An electronic learning aid as set forth in claim 19. wherein said sequentially arranged order of actuated segments comprising said at least one of said visually observable display presentations is defined by the sequential actuation of the upper segments in each of said seven segment sets in a direction toward said segmental circular character whose segments are actuated following the actuation of the upper segment of said seven segment set nearest thereto, the sequential actuation of the lower segments in each of said seven segment sets in a direction toward said segmental circular character whose segments are actuated following the actuation of the lower segment of said seven segment set nearest thereto, the sequential actuation of the middle segments 15 in each of said seven segment sets in a direction toward said segmental circular character whose segments are actuated following the actuation of the middle segment of said seven segment set nearest thereto, and the simultaneous actuation of the upper, lower and middle segwherein said sequentially arranged order of actuated 20 ments in a respective seven segment set followed in sequence by the simultaneous actuation of the upper, lower and middle segments of each seven segment set in a direction toward said segmental circular character whose segments are actuated following the simultaneous actuation of the upper, lower and middle segments of said seven segment set nearest thereto.

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