

DISPLAY "player: " PLAYER-CHOICE  
MOVE ROCK TO CHOICE ( 1 )  
MOVE SCISSORS TO CHOICE ( 2 )  
MOVE PAPER TO CHOICE ( 3 )  
ACCEPT CURRENT-TIME FROM TIME  
COMPUTE RAND-NUM = FUNCTION RANDOM ( T-MS ) \* 100  
DIVIDE RAND-NUM BY 3 GIVING BLAH REMAINDER CHOICE-IND  
MOVE CHOICE ( CHOICE-IND + 1 ) TO COMPUTER-CHOICE

sequential next

IF PLAYER-CHOICE = COMPUTER-CHOICE

true

MOVE "tie" TO RESULT

outside-if

sequential next

END-IF

