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5 REM *----*
6 REM LOGOS64 2023 VISION BASIC VERSION MILES DYCK, JANUARY 2023
7 REM HTTPS://GITHUB.COM/MILESDYCK/LOGOS64
8 REM SPECIAL THANKS TO DENNIS M. OSBORN, CREATOR OF VISION BASIC, FOR HIS
9 REM CONTRIBUTIONS TO THE LDRDS,CHKGUESS,WRD2NUM AND NUM2WORDS PROCEDURES!
10 REM AND ALSO SPECIAL THANKS TO MARCIO AT VISIONBASIC.FUN.NET FOR BETA
11 REM TESTING AND SUGGESTIONS TO IMPROVE THE GAME
12
13 REM PLAY THE ORIGINAL WORDLE AT
14 REM HTTPS://WWW.NYTIMES.COM/GAMES/WORDLE/INDEX.HTML
15 REM *----*
16 CLR:POKE 633,0
17 POKE 788,52:POKE 2126,0:STRINGS 1536
20 DECIMAL TT,TC,CT,VA,TPOS,HAF2,X,Y,D0, D1,D2,D3,D4,D5,D6,D7,D8,VL,PV
25 DIM KY(26),L1(26),L2(26),L3(26), G1(26),G2(26),G3(26),F(11)
30 DIM F$(12),RC$(15),L$(5),G$(6), GG$(5),GY$(5),S1(5)
35 COLORS 2,0,0:UPPERCASE 1
40 WLOC=35980:WNUM=5756:HAF=WNUM/2
41 CR$=CHR$(13):BK$=CHR$(20): PY$=CHR$(255):M$="12":D$="31"
42 MUV=15:MUV$="HIGH":GFX=1:GFX$="ON"
45 REM *----*
50 REM *-----MAIN GAME LOOP-----*
55 REM *----*
60 INITKYBD
62 DF=PEEK(633):CB=PEEK(632)
65 IF DF=99 THEN R1=PEEK(631): MUV=PEEK(634):GFX=PEEK(635)
70 IF DF=99 AND MUV=15 THEN MUV$="HIGH"
75 IF DF=99 AND MUV=3 THEN MUV$="LOW"
80 IF DF=99 AND GFX=1 THEN GFX$="ON"
85 IF DF=99 AND GFX=0 THEN GFX$="OFF"
86 IF CB=1 THEN 610
90 LDDFLT
500 CLS
505 LOC7,0:"WELCOME TO LOGOS64 2023!"
510 LOC3,2:"1) PLAY THE DAILY GAME."
512 LOC6,3:"LAST GAME: ";M$;",";D$
515 LOC3,5:"2) PLAY THE RANDOM GAME."
520 LOC3,7:"3) SELECT, ADD OR REMOVE A PLAYER."
525 LOC3,8:" CURRENT PLAYER: ";NA$
530 LOC3,10:"4) VIEW STATS FOR CURRENT PLAYER."
535 LOC3,12:"5) SET END OF GAME MUSIC VOLUME."
540 LOC3,13:" CURRENT: ";MUV$
555 LOC3,15:"6) TOGGLE GRAPHICS ON/OFF."
560 LOC3,16:" CURRENT: ";GFX$
565 LOC3,18:"7) EXIT TO BASIC."
570 LOC3,20:"ENTER 1 - 7: ";
572 A$=""
573 FOR K=0TO1
575 POKE 204,1:POKE 646,3:POKE 647,3: POKE 204,0:PRINT"||";
580 GET KP:IF KP=0 THEN 580
582 IF K=1 AND KP<>13 AND KP<>20 THEN 580
583 IF K=1 AND KP=13 THEN 594
584 IF KP=20 AND K>0 THEN K=K-1:PRINT CHR$(20):A$=LEFT$(A$,K):GOTO 575
585 IF K=0 AND KP<49 OR KP>55 THEN 580
592 A$=A$+CHR$(KP):PRINT A$;
594 NEXT K
595 PRINT"|||":POKE 204,1
596 IF KP<>13 THEN A$=LEFT$(A$,1)
597 KP=VAL(A$)
600 ON KP GOTO 645,650,610,615,620,630, 605
605 LOC0,22:"SEE YOU NEXT TIME!":END
610 CHKDB:GOTO 986
615 VW=1:CLS:LOC9,0:"LOADING YOUR STATS...":PRNTSTATS:VW=0:GOTO 980
620 IF MUV=15 THEN MUV=3:MUV$="LOW"
621 ELSE MUV=15:MUV$="HIGH"
623 GOTO 500
630 IF GFX=1 THEN GFX=0:GFX$="OFF"

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631 ELSE GFX=1:GFX$="ON"
632 GOTO 500
645 GTDATE:IF AB=1 THEN 986
646 ELSE 655
650 GTRNDWD
655 GAMESCREEN
920 NG=0:RPT=0:SC=0
925 FOR K=1 TO 5:S1(K)=0:NEXT K
930 GUESS:IF AB=1 THEN 986
935 CHKGUESS
940 IF IO=1 THEN NG=NG+1
945 ELSE 925
950 VETGUESS
955 PRNTGUESS
960 CHKSCR
965 IF RPT=1 THEN 925
970 LOC0,22;"      █PRESS ANY KEY TO SEE YOUR STATS":KEYPRESS:MOBCLR
975 PRNTSTATS
980 LOC0,22;"      █PRESS ANY KEY TO RETURN TO MENU"
985 KEYPRESS
986 POKE 198,0:POKE 631,R1:POKE 634,MUV:POKE 635,GFX:POKE 633,99:POKE 632,CB
987 IF LW=1 THEN CLR:LW=1:GOTO 17
988 ELSE CLR:GOTO 17
995 END
996 REM *-----*
997 REM *-----END OF GAME LOOP-----*
999 REM *-----*
1000 REM *-----*
1010 REM *-----*START OF PROCEDURES-----*
1097 REM *-----*
1098 REM *-----*PLAY MUSIC PROCEDURE*-----*
1099 REM *-----*
1100 PROC PLAY,F1,F2,F3,TIME
1105 IF F1=1 THEN 1110
1106 ELSE IF F1>1 THEN VOICE 1:WAVE 0,2:      FREQ F1:WAVE 1,2
1107 ELSE VOICE 1:WAVE 0,2
1110 IF F2=1 THEN 1115
1111 ELSE IF F2>1 THEN VOICE 2:WAVE 0,2:      FREQ F2:WAVE 1,2
1112 ELSE VOICE 2:WAVE 0,2
1115 IF F3=1 THEN 1120
1116 ELSE IF F3>1 THEN VOICE 3:WAVE 0,2:      FREQ F3:WAVE 1,2
1117 ELSE VOICE 3:WAVE 0,2
1120 ON LOSE GOSUB 4000,6178
1125 PAUSE 0,TIME
1130 RETURN
1195 REM *-----*
1196 REM *-----*END OF PROCEDURE*-----*
1197 REM *-----*
1198 REM *-----*TIDY UP SCORES FILE PROCEDURE---*
1199 REM *-----*
1200 PROC TIDYSCRS
1201 Z=16
1205 OPEN 15,8,15
1210 OPEN 3,8,4,"SCORES"
1215 FOR K=16 TO 2 STEP -1
1220 PRINT#15,"P"+CHR$(100)+CHR$(K)          +CHR$(0)+CHR$(1)
1225 INPUT#3,N$
1230 IF N$=PY$ THEN 1260
1231 PRINT#15,"P"+CHR$(100)+CHR$(K)          +CHR$(0)+CHR$(1)
1235 FOR J=0 TO 12
1240 INPUT#3,F$(J)
1245 RC$(Z)=RC$(Z)+F$(J)+CHR$(13)
1250 NEXT J
1255 Z=Z-1
1260 NEXT K
1265 FOR K=Z TO 2 STEP -1

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1270 RC$(Z)=PY$CHR$(13)
1275 NEXT K
1280 FOR K=16 TO 2 STEP -1
1285 PRINT#15,"P"+CHR$(100)+CHR$(K)          +CHR$(0)+CHR$(1)
1290 PRINT#3,RC$(K);
1295 NEXT K
1310 CLOSE3:CLOSE15
1315 RETURN
1395 REM *----*
1396 REM *----*END OF PROCEDURE*----*
1397 REM *----*
1398 REM *----*SET DEFAULT RECORD----*
1399 REM *----*
1400 PROC WRDFLT
1405 DF$=STR$(R1):DF$=DF$CHR$(13)
1410 OPEN 15,8,15
1415 OPEN 3,8,4,"SCORES"
1420 PRINT#15,"P"+CHR$(100)+CHR$(1)          +CHR$(0)+CHR$(1)
1425 PRINT#3,DF$;
1430 CLOSE3:CLOSE15
1440 RETURN
1445 REM *----*
1450 REM *----*END OF PROCEDURE----*
1455 REM *----*
3097 REM *----*
3198 REM *----*HALLELUJAH PROCEDURE----*
3199 REM *----*
3200 PROC HALLA
3202 IF GFX=0 THEN 3405
3205 MOBCLR:RANDOM
3210 MOBPAT 15
3215 CODE          :
3220 CODE          :
3225 CODE          :
3230 CODE          :
3235 CODE          :
3240 CODE      AAAA      :
3245 CODE      AAAAAA   :
3250 CODEAAAAABAABAAAA:
3255 CODE ACABAABACA   :
3260 CODE      AAAAAAA  :
3265 CODE      ABABBA   :
3270 CODE      AABBBAA  :
3275 CODE      CCAAAACC  :
3280 CODE CCCCCCCCCC   :
3285 CODECCCCCCCCCCCCC:
3290 CODEACCCCCCCCCCA  :
3295 CODEARCCCCCCCCCA  :
3300 CODE ACCCCCCCCA   :
3305 CODE  CCCCCCCC    :
3310 CODE  CCCCCCCC    :
3315 CODE CCCCCCCCCC   :
3350 SX=65:SY=59: SX2=245
3355 MOB 2,1,1,1,SX,SY:SHAPE 15:MOBCOL      0,13,8:MOBEXP 1,1
3360 MOB 3,1,1,1,SX2,SY:SHAPE 15:MOBCOL     0,13,8:MOBEXP 1,1
3365 LOC0,0;" "
3405 SIDCLR:VOL MUV
3410 VOICE 1:ADSR 4,7,6,3:PULSE 2048
3415 VOICE 2:ADSR 4,7,6,3:PULSE 2048
3420 VOICE 3:ADSR 4,7,6,3:PULSE 2048
3425 VOICE 1:FREQ 8583:WAVE 1,2
3430 VOICE 2:FREQ 5407:WAVE 1,2
3435 VOICE 3:FREQ 2145:WAVE 1,2
3445 PAUSE 0,22
3450 PLAY.0,5728,2408,22
3460 PLAY.1,6430,2703,22

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3480 PLAY.1,5407,3215,22
3490 PLAY.7217,5728,2864,22
3500 PLAY.6430,5407,2703,22
3510 PLAY.1,1,3215,22
3520 PLAY.1,1,2703,22
3530 PLAY.8583,5407,2145,22
3540 PLAY.0,5728,2408,22
3550 PLAY.1,6430,2703,22
3560 PLAY.1,5407,3215,22
3570 PLAY.7217,5728,2864,22
3580 PLAY.6430,5407,2703,44
3590 PLAY.6430,5407,3215,11
3600 PLAY.6430,5407,2703,11
3610 PLAY.7217,5728,2864,22
3620 PLAY.6430,5407,2703,44
3630 PLAY.6430,5407,3215,11
3640 PLAY.6430,5407,2703,11
3650 PLAY.7217,5728,2864,22
3690 PLAY.6430,5407,2703,44
3700 PLAY.6430,5407,3215,11
3710 PLAY.6430,5407,2703,11
3720 PLAY.7217,5728,2864,22
3730 PLAY.6430,5407,2703,22
3740 PLAY.5728,4817,2408,22
3750 PLAY.5407,4291,2145,22
3760 PLAY.4817,4050,3215,44
3770 PLAY.4291,0,2864,44
3990 SIDCLR:RETURN
3999 REM ***SPRITE COLOR CHANGE AND MOVEMENT SUBROUTINE***
4000 IF GFX=0 THEN RETURN
4005 SY=SY+4:MOB 2:MOBXY SX,SY:MOB 3:      MOBXY SX2,SY:RETURN
4895 REM *-----*
4896 REM *-----END OF PROCEDURE-----*
4897 REM *-----*
4898 REM *-----LOAD DEFAULT NAME PROCEDURE-----*
4899 REM *-----*
4900 PROC LODFLT
4905 IF DF=99 THEN K=R1
4910 ELSE K=1
4945 OPEN 15,8,15
4950 OPEN 3,8,4,"SCORES"
4951 IF K<>1 THEN 4960
4954 PRINT#15,"P"+CHR$(100)+CHR$(K)      +CHR$(0)+CHR$(1)
4955 INPUT#3,DF$
4956 K=VAL(DF$)
4960 PRINT#15,"P"+CHR$(100)+CHR$(K)      +CHR$(0)+CHR$(1)
4965 INPUT#3,N$
4970 IF N$<>PY$
4975 THEN NL$=RIGHT$(N$,1):L=VAL(NL$)+1:  NA$=LEFT$(N$,L):R1=K:CK=1
4976 THEN INPUT#3,M$:INPUT#3,D$:      M=VAL(M$):D=VAL(D$)
4985 CLOSE3:CLOSE15
4990 RETURN
4995 REM *-----*
4996 REM *-----END OF PROCEDURE----*
4997 REM *-----*
4998 REM *-----FUNERAL MARCH PROCEDURE---*
4999 REM *-----*
5000 PROC FUNERAL
5001 MOBCLR:RANDOM
5005 IF GFX=0 THEN 5230
5020 MOBPAT 11
5025 CODE      C      :
5030 CODE      CC     :
5035 CODE      C      :
5040 CODE      CC     :
5045 CODE      CAAC   :

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5050 CODE      CRAC      :
5055 CODE      CAAAC     :
5060 CODE      CAAAC     :
5065 CODE      CAAAAAC   :
5070 CODE      CABABAC   :
5075 CODE      CABABABAC :
5080 CODE      CAAAAAAC   :
5085 CODE      CAAABABABAC:
5090 CODE      CAAABBBABAC:
5095 CODE      CAAAAAAAC  :
5098 CODE      CCCCCCCCC :
5100 CODE      :
5101 CODE      :
5102 CODE      :
5103 CODE      :
5104 CODE      :
5200 SX=65:SY=70: SX2=245
5205 MOB 0,1,1,1,1,SX,SY:SHAPE 11:MOBCOL      1,9,8:MOBEXP 1,1
5210 MOB 1,1,1,1,1,SX2,SY:SHAPE 11:MOBCOL    1,9,8:MOBEXP 1,1
5230 SIDCLR:VOL MUV
5240 VOICE 1:ADSR 4,7,6,3:PULSE 128
5245 VOICE 2:ADSR 4,7,6,3:PULSE 128
5250 VOICE 2:FREQ 1432:WAVE 1,2
5255 VOICE 1:FREQ 4547:WAVE 1,2
5265 VOICE 3:FREQ 3823:WAVE 1,2
5275 PAUSE 0,48
5280 PLAY,4547,1517,3823,36
5290 PLAY,4547,1,3823,12
5300 PLAY,4547,1432,3823,48
5310 PLAY,5728,1517,4547,36
5320 PLAY,5103,1,4291,12
5330 PLAY,5728,0,0,3
5340 PLAY,5103,1432,4291,36
5350 PLAY,4547,1,3823,12
5360 PLAY,4547,1517,3823,36
5370 PLAY,4547,1,3823,12
5380 PLAY,4547,1432,382,48
5390 PLAY,1,1517,1,48
5575 SIDCLR
5580 RETURN
6177 REM ***SPRITE COLOR CHANGE AND MOVEMENT SUBROUTINE***
6178 IF GFX=0 THEN RETURN
6179 SY=SY+10:MOB 0:MOBXY SX,SY:MOB 1:      MOBXY SX2,SY:RETURN
6197 REM *-----*
6198 REM *-----SAVE SCORES PROCEDURE-----*
6199 REM *-----*
6200 PROC SAVSCRS
6210 B$=""
6220 FOR J=0 TO 12
6225 B$=B$+F$(J)+CHR$(13)
6240 NEXT J
6250 OPEN15,8,15
6260 OPEN3,8,4,"SCORES"
6270 PRINT#15,"P"+CHR$(100)+CHR$(R1)      +CHR$(0)+CHR$(1)
6280 PRINT#3,B$;
6289 CLOSE3:CLOSE15
6290 RETURN
6295 REM *-----*
6296 REM *-----*END OF PROCEDURE*-----*
6297 REM *-----*
6598 REM *-----COMPUTE STATS PROCEDURE-----*
6599 REM *-----*
6600 PROC CMPTSTATS
6610 IF CK=0 THEN 6750
6615 OPEN 15,8,15
6620 OPEN 3,8,4,"SCORES"

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6625 PRINT#15,"P"+CHR$(100)+CHR$(R1)          +CHR$(0)+CHR$(1)
6630 FORJ=0TO12
6640 INPUT#3,F$(J)
6650 NEXTJ
6655 CLOSE3:CLOSE15
6670 FOR J=0 TO 11
6680 JJ=J+1
6730 F(J)=VAL(F$(JJ))
6735 NEXT J
6740 IF VW=1 THEN 6810
6750 F$(1)=M$:F$(2)=D$:F(3)=F(3)+1
6765 ON NG GOTO 6770,6775,6780,6785,          6790,6795
6770 F(4)=F(4)+1:GOTO 6800
6775 F(5)=F(5)+1:GOTO 6800
6780 F(6)=F(6)+1:GOTO 6800
6785 F(7)=F(7)+1:GOTO 6800
6790 F(8)=F(8)+1:GOTO 6800
6795 IF SC=5 THEN F(9)=F(9)+1:GOTO 6800
6796 ELSE F(10)=0:GOTO 6805
6800 F(10)=F(10)+1
6805 IF F(10)>=F(2) THEN F(2)=F(10)
6810 WN=F(4)+F(5)+F(6)+F(7)+F(8)+F(9)
6815 IF F(3)=0 THEN WP=0
6816 ELSE WP=WN*100/F(3)
6817 IF VW=1 THEN RETURN
6820 FOR J=3TO12
6825 K=J-1:F$(J)=STR$(F(K))
6830 L=3-LEN(F$(J))
6840 F$(J)=CHR$(48,L)F$(J)
6845 NEXT J
6990 RETURN
6995 REM *----*
6996 REM *----*END OF PROCEDURE----*
6997 REM *----*
6998 REM *----PRINT STATS PROCEDURE----*
6999 REM *----*
7000 PROC PRNTSTATS
7005 CMPTSTATS
7010 PAUSE 2
7015 BL$="■■■"CHR$(32,28)"■"
7020 LN$="■■■ "CHR$(184,26)" ■"
7025 IF WN=0
7030 THEN FLG=1:WI=1:LS=20:WP=0:          GOTO 7075
7035 A0=F(4):FOR K=4 TO 9
7040 IF F(K)>=A0 THEN A0=F(K):LG=K
7045 NEXT K
7050 IF F(LG)>=100 THEN LS=19
7055 IF F(LG)>=10 AND F(LG)<100
7060 THEN LS=20
7065 IF F(LG)<10 THEN LS=21
7070 WI=WN:FLG=F(LG)
7075 L0=LS*WI:L0=L0/FLG
7080 LL=F(4)*L0:LL=LL/WI+1
7085 T1$="":T1#=T1#"■■■"CHR$(184,LL)"■"
7090 LL=F(5)*L0:LL=LL/WI+1
7095 T2$="":T2#=T2#"■■■"CHR$(184,LL)"■"
7100 LL=F(6)*L0:LL=LL/WI+1
7105 T3$="":T3#=T3#"■■■"CHR$(184,LL)"■"
7110 LL=F(7)*L0:LL=LL/WI+1
7115 T4$="":T4#=T4#"■■■"CHR$(184,LL)"■"
7120 LL=F(8)*L0:LL=LL/WI+1
7125 T5$="":T5#=T5#"■■■"CHR$(184,LL)"■"
7130 LL=F(9)*L0:LL=LL/WI+1
7135 T6$="":T6#=T6#"■■■"CHR$(184,LL)"■"
7140 LOC5,0;BL$
7145 LOC5,1;"■■■          STATISTICS          ■"

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7150 LOC5,2;LN$
7155 LOC5,3;"■" PLAYED WIN% CURRENT MAX    ■"
7160 LOC5,4;"■"                                STREAK  STREAK ■"
7165 LOC5,5;BL$
7170 LOC5,6;BL$
7175 LOC8,6;"■";F(3);
7180 LOC13,6;"■";WP;
7185 LOC20,6;"■";F(10);
7190 LOC27,6;"■";F(2)
7195 LOC5,7;LN$
7200 LOC5,8;BL$
7205 LOC5,9;"■"          GUESS DISTRIBUTION    ■"
7210 LOC5,10;BL$
7220 LOC5,11;BL$
7230 LOC5,12;BL$
7235 LOC5,13;BL$
7240 LOC5,14;BL$
7245 LOC5,15;BL$
7250 LOC5,16;BL$
7255 LOC6,11;"■1 ■";T1$;"■ ";F(4);"■";
7260 LOC6,12;"■2 ■";T2$;"■ ";F(5);"■";
7265 LOC6,13;"■3 ■";T3$;"■ ";F(6);"■";
7270 LOC6,14;"■4 ■";T4$;"■ ";F(7);"■";
7275 LOC6,15;"■5 ■";T5$;"■ ";F(8);"■";
7280 LOC6,16;"■6 ■";T6$;"■ ";F(9);"■"
7285 LOC5,17;BL$
7290 LOC5,18;BL$
7293 IF VW=1 THEN LOC5,19;BL$
7295 ELSE LOC5,19;"■" SAVING YOUR STATS...    ■"
7300 LOC5,20;BL$
7303 IF VW=1 THEN RETURN
7305 SAVSCRS
7310 LOC27,19;"■:DONE!■"
7320 RETURN
7395 REM *----*
7396 REM *-----END OF PROCEDURE-----*
7597 REM *----*
7598 REM *----CHECK SCORE PROCEDURE-----*
7599 REM *----*
7600 PROC CHKSCR
7605 IF SC=5 THEN 7623
7610 IF NG<6 THEN 7620
7615 IF NG=6 THEN 7660
7620 SC=0:RPT=1:RETURN
7623 ON NG GOTO 7625,7630,7635,7640,          7645,7650
7625 LOC12,14;"■SUPER FANTASTIC!":GOTO      7655
7630 LOC15,14;"■FANTASTIC!":GOTO 7655
7635 LOC17,14;"■NICE!":GOTO 7655
7640 LOC15,14;"■WELL DONE!":GOTO 7655
7645 LOC18,14;"■OK!":GOTO 7655
7650 LOC9,14;"■CRIKEY, THAT WAS CLOSE!"      :GOTO 7655
7655 LOSE=1:HALLA:GOTO 7665
7660 LOC0,14;"■BUMMER, ";NA$;"! THE WORD WAS,  ☹";W$;"!":LOSE=2:FUNERAL
7665 RPT=0
7690 RETURN
7695 REM *----*
7696 REM *-----END OF PROCEDURE-----*
7697 REM *----*
7698 REM *----PRINT COLORED LETTERS BRANCHING PROCEDURE-----*
7699 REM *----*
7700 PROC PRNTGUESS
7705 CV=2*NG
7710 FOR K=1 TO 5
7715 CH=2*K+13
7720 IF S1(K)=1 THEN LOCCH,CV;"■";G$(K)
7725 IF S1(K)=2 THEN LOCCH,CV;"■";G$(K)

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7730 IF S1(K)=0 THEN LOCCH,CY;"黄";G$(K)
7735 IF S1(K)=1 THEN SC=SC+1
7740 NEXT K
7745 FOR K=1 TO 5
7750 Y=ASC(G$(K))-64
7755 DX=0:VG=0:VY=0
7760 IF KY(Y)<100
7765 THEN DY=16:DX=KY(Y)-1
7770 IF KY(Y)>100 AND KY(Y)<1000
7775 THEN DY=18:DX=KY(Y)/10-1
7780 IF KY(Y)>1000
7785 THEN DY=20:DX=KY(Y)/100-1
7790 FOR J=1 TO 5
7795 IF G$(K)=GG$(J) THEN VG=1
7800 IF G$(K)=GY$(J) THEN VY=1
7805 NEXT J
7810 IF S1(K)=0 AND VG=0 AND VY=0
7815 THEN LOCDX,DY;"黄";G$(K)
7820 IF S1(K)=2 AND VG=0
7825 THEN LOCDX,DY;"雷";G$(K)
7830 IF S1(K)=1 THEN LOCDX,DY;"雷";G$(K)
7835 NEXT K
7840 RETURN
7895 REM *-----*
7896 REM *-----END OF PROCEDURE-----*
7897 REM *-----*
7898 REM *-----YLLW31 CONSTRAINT ON NUMBER OF YELLOW LETTERS PROCEDURE-----*
7899 REM *-----*
7900 PROC YLLW31
7955 IF D3>0 AND D3<21 AND CY<NY
7960 THEN 7990
7965 IF D8>0 AND D8<21 AND CY<NY
7970 THEN 7990
7975 IF D6>0 AND D6<21 AND CY<NY
7980 THEN 7990
7985 RETURN
7990 CY=CY+1:S1(P1)=2: GY$(P1)=G$(P1):RETURN
7995 REM *-----*
7996 REM *-----END OF PROCEDURE-----*
7997 REM *-----*
7998 REM *-----YLLW32 CONSTRAINT ON NUMBER OF YELLOW LETTERS PROCEDURE-----*
7999 REM *-----*
8000 PROC YLLW32
8055 IF D1>0 AND D1<21 AND CY<NY
8060 THEN 8090
8065 IF D4>0 AND D4<21 AND CY<NY
8070 THEN 8090
8075 IF D7>0 AND D7<21 AND CY<NY
8080 THEN 8090
8085 RETURN
8090 CY=CY+1:S1(P2)=2: GY$(P2)=G$(P2):RETURN
8095 REM *-----*
8096 REM *-----END OF PROCEDURE-----*
8097 REM *-----*
8098 REM *-----YLLW33 CONSTRAINT ON NUMBER OF YELLOW LETTERS PROCEDURE-----*
8099 REM *-----*
8100 PROC YLLW33
8155 IF D2>0 AND D2<21 AND CY<NY
8160 THEN 8190
8165 IF D8>0 AND D8<21 AND CY<NY
8170 THEN 8190
8175 IF D5>0 AND D5<21 AND CY<NY
8180 THEN 8190
8185 RETURN
8190 CY=CY+1:S1(P3)=2: GY$(P3)=G$(P3):RETURN
8195 REM *-----*

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8196 REM *----END OF PROCEDURE----*
8197 REM *----*
8198 REM *----COMPARE GUESS PROCEDURE BRASS TACKS----*
8199 REM *----*
8200 PROC VET3
8205 CY=0
8208 D0=L1(K)-G1(K):D1=L1(K)-G2(K):          D2=L1(K)-G3(K)
8210 D3=L2(K)-G1(K):D4=L2(K)-G2(K):          D5=L2(K)-G3(K)
8215 D6=L3(K)-G1(K):D7=L3(K)-G2(K):          D8=L3(K)-G3(K)
8220 D0=ABS(D0):D1=ABS(D1):D2=ABS(D2):      D3=ABS(D3):D4=ABS(D4):D5=ABS(D5)
8225 D6=ABS(D6):D7=ABS(D7):D8=ABS(D8)
8230 IF D0=0 OR D3=0 OR D6=0
8235 THEN CY=CY+1:S1(P1)=1:                GG$(P1)=G$(P1)
8240 IF CY=NY THEN RETURN
8245 IF D4=0 OR D1=0 OR D7=0
8250 THEN CY=CY+1:S1(P2)=1:                GG$(P2)=G$(P2)
8255 IF CY=NY THEN RETURN
8260 IF D8=0 OR D2=0 OR D5=0
8265 THEN CY=CY+1:S1(P3)=1:                GG$(P3)=G$(P3)
8270 IF CY=NY THEN RETURN
8275 IF S1(P1)<>1 THEN YLLW31
8280 IF S1(P2)<>1 THEN YLLW32
8285 IF S1(P3)<>1 THEN YLLW33
8290 RETURN
8295 REM *----*
8296 REM *----END OF PROCEDURE----*
8297 REM *----*
8298 REM *----COMPARE GUESS CONDITIONING PROCEDURE----*
8299 REM *----*
8300 PROC VETGUESS
8330 FORK=1T026
8335 IF L3(K)>0 AND L3(K)<26
8340 THEN NY=3:GOTO 8370
8345 IF L2(K)>0 AND L2(K)<26
8350 THEN NY=2:GOTO 8370
8355 IF L1(K)>0 AND L1(K)<26
8360 THEN NY=1:GOTO 8370
8365 GOTO 8385
8370 P1=G1(K):P2=G2(K):P3=G3(K)
8375 VET3
8385 NEXT K
8390 RETURN
8395 REM *----*
8396 REM *----END OF PROCEDURE----*
8397 REM *----*
8398 REM *----TURN WORD INTO A NUMBER----*
8399 REM *----*
8400 PROC WRD2NUM,A1$,A2$,A3$,A4$,A5$
8460 A1=ASC(A1$)-65
8465 A2=ASC(A2$)-65
8470 A3=ASC(A3$)-65
8475 A4=ASC(A4$)-65
8480 A5=ASC(A5$)-65
8485 TT=A1*26+A2*26+A3*26+A4*26+A5
8490 RETURN
8495 REM *----*
8496 REM *----END OF PROCEDURE----*
8497 REM *----*
8498 REM *----CHECK GUESS PROCEDURE----*
8499 REM *----*
8500 PROC CHKGUESS
8510 WRD2NUM,G$(1),G$(2),G$(3),G$(4),G$(5)
8540 HAF2=HAF:TPOS=HAF2:I0=0
8545 RPOS=TPOS*3+WLOC
8550 VA=PEEK(RPOS,2)*256+                PEEK(RPOS,1)*256+PEEK(RPOS)
8555 IF TT=VA THEN I0=1:RETURN

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8560 HALF HAF2:IF HAF2=0 THEN 8580
8565 IF TT>VA THEN TPOS=TPOS+HAF2
8570 ELSE TPOS=TPOS-HAF2
8575 GOTO 8545
8580 CH=CH-10
8585 LOCCH,CV;"██ █ █ █ █ █ █ █ █"
8590 RETURN
8595 REM *-----*
8596 REM *-----END OF PROCEDURE-----*
8597 REM *-----*
8598 REM *-----INPUT GUESS PROCEDURE-----*
8599 REM *-----*
8600 PROC GUESS
8660 FOR K=0 TO 26
8670 G1(K)=0:G2(K)=0:G3(K)=0
8680 NEXT K
8685 CV=NG*2+2
8690 K=1
8695 CH=2*K+13:LOC CH,CV;
8700 IF K<6 THEN POKE 204,1:POKE 646,1:      POKE 647,1:POKE 204,0:PRINT"██";
8705 KEYPRESS
8707 KP=PEEK(203):IF KP=63 THEN AB=1:      RETURN
8710 IF K=6 AND KP=1 THEN 8735
8711 IF K=6 AND KP=0
8712 THEN CH=CH-2:LOCCH,CV;"██ ███";      :K=K-1:BS=1:GOTO 8740
8713 IF K=6 AND KP<>1 AND KP<>0      THEN 8705
8715 IF K>1 AND K<6 AND KP=0
8717 THEN PRINT"██ ███":CH=CH-2:LOCCH,CV;  :K=K-1:BS=1:GOTO 8740
8720 J=PEEK(245):U=PEEK(246):Z=U*256+J    +KP:V=PEEK(Z):G$(K)=CHR$(V)
8725 IF G$(K)<"A" OR G$(K)>"Z" THEN      G$(K)="" :GOTO 8705
8735 BS=0
8740 Y=ASC(G$(K))-64
8745 IF G3(Y)>0 AND BS=0
8746 THEN G$(K)="" :GOTO 8700
8750 IF G2(Y)>0 AND G3(Y)=0 AND BS=0
8751 THEN G3(Y)=K
8755 IF G1(Y)>0 AND G2(Y)=0 AND BS=0
8756 THEN G2(Y)=K
8760 IF G1(Y)=0 AND BS=0 THEN G1(Y)=K
8765 IF G3(Y)>0 AND BS=1
8766 THEN G3(Y)=0:G$(K)="" :GOTO 8700
8770 IF G2(Y)>0 AND G3(Y)=0 AND BS=1
8771 THEN G2(Y)=0:G$(K)="" :GOTO 8700
8775 IF G1(Y)>0 AND G2(Y)=0 AND BS=1
8776 THEN G1(Y)=0:G$(K)="" :GOTO 8700
8780 PRINT G$(K):IF K=5 THEN POKE 204,1
8785 K=K+1:IF K<=6 THEN 8695
8790 POKE 204,1:RETURN
8795 REM *-----*
8796 REM *-----END OF PROCEDURE-----*
8797 REM *-----*
8798 REM *-----PRINT GAME SCREEN PROCEDURE-----*
8799 REM *-----*
8800 PROC GAMESCREEN
8820 CLS:LOC6,0;"██HIT RETURN AFTER EACH GUESS"
8825 FORK=2TO12 STEP 2
8830 LOC15,K;"██ █ █ █ █ █ █ █ █"
8835 NEXTK
8840 LOC1,2;"███":LOC37,2;"███"
8845 LOC1,4;"██":LOC37,4;"██"
8850 LOC1,6;"███":LOC37,6;"███"
8855 LOC1,8;"██":LOC37,8;"██"
8860 LOC1,10;"███":LOC37,10;"███"
8865 LOC1,12;"███":LOC37,12;"███"
8870 LOC1,13;"███":LOC37,13;"███"
8875 LOC10,16;"██ W E R T Y U I O P"

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8880 LOC12,20;"=Z X C V B N M"
8885 LOC11,18;"=A S D F G H J K L"
8890 RETURN
8895 REM *-----*
8896 REM *-----END OF PROCEDURE-----*
8897 REM *-----*
8898 REM *-----SPLIT WORD INTO LETTERS PROCEDURE-----*
8899 REM *-----*
8900 PROC WRD2LTRS
8935 FORK=1T05:L$(K)=MID$(W$,K,1):NEXTK
8940 FORK=1T05
8945 Y=ASC(L$(K))-64
8950 IF L2(Y)>0 AND L3(Y)=0 THEN L3(Y)=K
8955 IF L1(Y)>0 AND L2(Y)=0 THEN L2(Y)=K
8960 IF L1(Y)=0 THEN L1(Y)=K
8965 NEXTK
8970 FORK=1T05:Y=ASC(L$(K))-64
8975 IF L2(Y)=0 THEN L2(Y)=26
8980 IF L3(Y)=0 THEN L3(Y)=26
8985 NEXT K
8990 RETURN
8995 REM *-----*
8996 REM *-----END OF PROCEDURE-----*
8997 REM *-----*
8998 REM *-----TURN NUMBER INTO A WORD-----*
8999 REM *-----*
9000 PROC NUM2WRD,CT
9010 X=CT/26:Y=INT(X)*26:C5=CT-Y+65:CT=X
9020 X=CT/26:Y=INT(X)*26:C4=CT-Y+65:CT=X
9030 X=CT/26:Y=INT(X)*26:C3=CT-Y+65:CT=X
9040 X=CT/26:Y=INT(X)*26:C2=CT-Y+65:CT=X
9050 X=CT/26:Y=INT(X)*26:C1=CT-Y+65:CT=X
9060 S$=CHR$(C1)CHR$(C2)CHR$(C3)
9070 S$=S$+CHR$(C4)CHR$(C5)
9080 RETURN
9095 REM *-----*
9096 REM *-----END OF PROCEDURE-----*
9097 REM *-----*
9098 REM *-----LOAD WORDS PROCEDURE-----*
9099 REM *-----*
9100 PROC LDWRDS
9102 IF LW=1 THEN PAUSE 2:RETURN
9105 TAG PERGETIN=65508
9110 TAG PERCHKIN=65478
9115 TAG PERCLRCHN=65484
9120 PV=0:PTR=WLOC:ER=0:BY=0
9125 OPEN2,8,2,"WORDS V2,P,R"
9130 [LDX#2]:PERCHKIN
9135 LETVL=0
9140 PERGETIN
9145 [STA BY:AND#127:ORA VL+4:STA VL+4
9150 COMP BY,128:[BCS9165
9155 [ASL VL+4:ROL VL+5:ROL VL+6
9156 [ASL VL+4:ROL VL+5:ROL VL+6
9157 [ASL VL+4:ROL VL+5:ROL VL+6
9158 [ASL VL+4:ROL VL+5:ROL VL+6
9159 [ASL VL+4:ROL VL+5:ROL VL+6
9160 [ASL VL+4:ROL VL+5:ROL VL+6
9161 [ASL VL+4:ROL VL+5:ROL VL+6
9162 [LDA144:BEQ9140]:ER=1:GOTO9175
9165 [CLC:LDAPV+4:ADCVL+4:STAPV+4
9166 [LDAPV+5:ADCVL+5:STAPV+5
9167 [LDAPV+6:ADCVL+6:STAPV+6
9168 LET88=PTR:ADD PTR=PTR+3
9169 [LDY#0:LDA PV+4:STA(88),Y
9170 [LDY#1:LDA PV+5:STA(88),Y

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9171 [LDY#2:LDA PV+6:STA(88),Y
9172 [LDA144:BEQ9135
9175 PERCLRCHN:CLOSE2
9180 LW=1
9185 RETURN
9195 REM *-----*
9196 REM *-----END OF PROCEDURE-----*
9197 REM *-----*
9198 REM *----RETRIEVE RANDOM WORD PROCEDURE----*
9199 REM *-----*
9200 PROC GTRNDWD
9250 LOC0,22;"  SETTING UP THE RANDOM GAME..."
9255 LDWRDS
9260 RANDOM:RC=RND AND 5755
9265 PS=RC*3+WLOC
9270 TC=PEEK(PS,2)*256+PEEK(PS,1)*256          +PEEK(PS)
9275 NUM2WRD.TC
9280 W$=S$
9285 WRD2LTRS
9290 RETURN
9295 REM *-----*
9296 REM *-----END OF PROCEDURE-----*
9297 REM *-----*
9298 REM *---RETRIEVE DAILY WORD PROCEDURE---*
9299 REM *-----*
9300 PROC GTDLYWD
9385 LOC3,23;"  SETTING UP THE GAME FOR ";M$;"/";D$;"..."
9390 LDWRDS
9395 ON M GOTO 9400,9401,9402,9403,9404,9405,9406,9407,9408,9411,9412,9413
9400 RC1=D:RC2=0:GOTO 9415
9401 RC1=31+D:RC2=0:GOTO 9415
9402 RC1=60+D:RC2=0:GOTO 9415
9403 RC1=91+D:RC2=0:GOTO 9415
9404 RC1=121+D:RC2=0:GOTO 9415
9405 RC1=152+D:RC2=0:GOTO 9415
9406 RC1=182+D:RC2=0:GOTO 9415
9407 RC1=213+D:RC2=0:GOTO 9415
9408 RC1=244+D:RC2=0
9409 IF RC1>255 THEN RC1=D-12:RC2=1
9410 GOTO 9415
9411 RC1=18+D:RC2=1:GOTO 9415
9412 RC1=49+D:RC2=1:GOTO 9415
9413 RC1=79+D:RC2=1:GOTO 9415
9415 OPEN 3,8,4,"2023WORDS"
9420 OPEN 15,8,15
9425 PRINT#15,"P"+CHR$(100)+CHR$(RC1)          +CHR$(RC2)+CHR$(1)
9430 INPUT#3,DY$
9435 CLOSE 3:CLOSE 15
9440 DY=VAL(DY$)
9465 PS=DY*3+WLOC
9470 TC=PEEK(PS,2)*256+PEEK(PS,1)*256          +PEEK(PS)
9475 NUM2WRD.TC
9480 W$=S$
9485 WRD2LTRS
9490 RETURN
9495 REM *-----*
9496 REM *-----END OF PROCEDURE-----*
9497 REM *-----*
9498 REM *----DATE INPUT AND PROCESSING----*
9499 REM *-----*
9500 PROC GTDATE
9505 LOC0,22;"  ENTER DATE (MM,DD):  ";
9510 POKE 204,1:POKE 646,3:POKE 647,3          :POKE 204,0:PRINT"";:KEYPRESS
9515 K=PEEK(203):IF K=63 THEN AB=1:RETURN
9516 IF K=1 THEN 9575
9517 IF K<>35 AND K<>56 THEN KEYPRESS          :GOTO 9515

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9520 J=PEEK(245):U=PEEK(246):Z=U*256+J+K      :V=PEEK(Z):Y$=CHR$(V):M$=Y$
9521 PRINT Y$;
9525 POKE 204,1:POKE 646,3:POKE 647,3:
9526 K=PEEK(203):IF K=63 THEN AB=1:
9530 IF K=0 THEN M$="":PRINT BK$;
9531 IF M$="1" AND K<>35 AND K<>56 AND
9532 IF K=35 OR K=56 OR K=59 OR K=8 OR
9533 IF K=24 OR K=27 OR K=32 THEN 9535
9534 KEYPRESS:GOTO 9526
9535 J=PEEK(245):U=PEEK(246):Z=U*256+J+K      :V=PEEK(Z):Y$=CHR$(V):M$=M$+Y$
9536 PRINT Y$;";";
9537 POKE 204,1:POKE 646,3:POKE 647,3:
9540 K=PEEK(203):IF K=63 THEN AB=1:
9541 IF K=0 THEN M$=LEFT$(M$,1):PRINT
9542 IF K<>35 AND K<>56 AND K<>59 AND
9543 IF M$="02" AND K=8 THEN KEYPRESS
9544 J=PEEK(245):U=PEEK(246):Z=U*256+J+K      :V=PEEK(Z):Y$=CHR$(V):D$=Y$
9545 PRINT Y$;
9546 POKE 204,1:POKE 646,3:POKE 647,3:
9547 K=PEEK(203):IF K=63 THEN AB=1:
9548 IF K=0 THEN D$="":PRINT BK$;
9549 IF K=35 OR K=56 OR K=59 OR K=8 OR
9550 IF K=24 OR K=27 OR K=32 THEN 9555
9552 KEYPRESS:GOTO 9547
9555 IF M$="04" OR M$="06" OR M$="09" OR
9556 THEN KEYPRESS:GOTO 9547
9560 IF M$<>"04" OR M$<>"06" OR M$<>"09"
9561 THEN IF D$="3" AND K<>35 AND K<>56
9562 J=PEEK(245):U=PEEK(246):Z=U*256+J+K      :V=PEEK(Z):Y$=CHR$(V):D$=D$+Y$
9563 PRINT Y$;
9564 POKE 204,1:POKE 646,3:POKE 647,3:
9565 K=PEEK(203):IF K=63 THEN AB=1:
9566 IF K=0 THEN D$=LEFT$(D$,1):
9567 IF K<>1 THEN KEYPRESS:GOTO 9565
9570 PRINT "  " ;
9575 POKE 204,1:M=VAL(M$):D=VAL(D$)
9685 GTDLYWD
9690 RETURN
9695 REM *----*
9696 REM *----END OF PROCEDURE----*
9697 REM *----*
9698 REM *----CHECK DATABASE PROCEDURE----*
9699 REM *----*
9700 PROC CHKDB
9705 CLS:LNUM=0
9710 LOC13,0;"THE PLAYERS!"
9715 LOC11,2;" ";CHR$(184,16)
9735 OPEN 15,8,15
9740 OPEN 3,8,4,"SCORES"
9745 FOR K=16 TO 2 STEP -1
9750 PRINT#15,"P"+CHR$(100)+CHR$(K)      +CHR$(0)+CHR$(1)
9755 INPUT#3,N$
9757 IF N$<>PY$
9758 THEN NL$=RIGHT$(N$,1):L=VAL(NL$)+1:
9766 THEN LOC12,CV;" ";RN;" "
9770 NEXT K
9775 CLOSE3:CLOSE15
9778 CV=CV+1:LOC11,CV;" ";CHR$(184,16)
9780 CV=CV+2:LOC2,CV;"ENTER A NUMBER FROM THE LIST OR"
9785 CV=CV+1:LOC2,CV;"0 TO ADD A PLAYER: ";
9788 A$=""
9790 FOR K=0TO2
9793 POKE 204,1:POKE 646,3:POKE 647,3:
9795 GET A:IF A=0 THEN 9795
9796 Q=PEEK(203)
9797 IF Q=63 THEN AB=1:CB=0:DF=99:
          POKE 204,0:PRINT " ";
          RETURN

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9798 ELSE IF Q>=2 AND Q<=7 THEN 9795
9799 ELSE IF Q=51 THEN 9795
9800 IF A=13 AND K>0 THEN K=2:GOTO 9820
9802 IF K=0 AND A=13 THEN 9795
9803 IF K=0 AND A=20 THEN 9795
9805 IF A=20 AND K>0 THEN K=K-1:PRINT CHR$(20):A$=LEFT$(A$,K):GOTO 9793
9810 IF A<48 OR A>57 THEN 9795
9815 RK$=A$+CHR$(A):A$=CHR$(A):PRINT A$
9820 NEXT K
9825 PRINT "  " :POKE 204,1
9830 RK=VAL(RK$)
9835 IF RK=0 THEN CK=0:GOTO 9845
9840 IF RK>RN THEN CV=RN+3:GOTO 9780
9843 ELSE R1=17-RK:CK=1:GOTO 9956
9845 IF RN=15 THEN CV=CV-1:LOC2,CV;"  MAX NUMBER OF PLAYERS IS 15.      "
9850 THEN CV=CV+1:LOC2,CV;"REMOVE A PLAYER BEFORE ADDING ANOTHER."
9855 THEN CV=CV+1:LOC2,CV;"PRESS ANY KEY TO CONTINUE.":KEYPRESS:GOTO 9700
9890 CV=CV+2:LOC2,CV;"  ENTER NAME"
9895 CV=CV+1:LOC2,CV;"(MAX 10 CHARS): ";
9900 NA$="":CO=0:SL=10
9905 POKE 204,1:POKE 646,3:POKE 647,3:POKE 204,0:PRINT "  ";
9910 IF CO<=SL THEN KEYPRESS
9915 Q=PEEK(203):IF Q=63 THEN AB=1:CB=0:DF=99:RETURN
9918 IF Q>=2 AND Q<=7 OR Q=51 THEN 9910
9924 IF Q=1 THEN 9940
9926 IF Q=0 THEN 9930
9928 GOTO 9936
9930 IF CO>0 THEN CO=CO-1:PRINT BK$:NA$=LEFT$(NA$,CO)
9932 IF CO=0 THEN NA$="":GOTO 9905
9934 GOTO 9905
9936 IF CO=SL THEN 9905
9937 CO=CO+1:J=PEEK(245):U=PEEK(246)
9938 Z=U*256+J+Q:V=PEEK(Z):Y$=CHR$(V):PRINT Y$:NA$=NA$+Y$:GOTO 9905
9940 PRINT "  " :POKE 204,1
9941 NN$=NA$:R1=RN+1:R1=17-R1
9942 L=LEN(NA$)-1:NL$=STR$(L):
9944 NL=10-L:NN$=NA$CHR$(64,NL)NL$
9945 F$(0)=NN$
9946 F$(1)="02":F$(2)="30"
9950 FOR K=3 TO 12:F$(K)="000":NEXT K
9955 SAVSCRS:WRTDFLT:CB=0:RETURN
9956 CV=CV+2:LOC2,CV;"  SELECT OR  REMOVE PLAYER  (S/R): ";
9957 KEYPRESS"RS":THEN DF=99:WRTDFLT:CB=0:RETURN
9958 IF RK=1
9959 THEN LOC2,CV;"MORPHEUS STAYS ON THE LOGOS!" :PAUSE 2:GOTO 9700
9960 F$(0)=PY$CHR$(13)
9961 FOR K=1 TO 12:F$(K)="":NEXT K
9962 LOC2,CV;"DELETING RECORD AND TIDYING UP.      "
9963 PRINT"  PLEASE STAND BY..."
9964 SAVSCRS:R1=15:TIDYSCRS:CB=1:RETURN
9976 REM *----END OF PROCEDURE----*
9977 REM *----*
9978 REM *----INITIALIZE SCRIN KYBRD ARRAY PROCEDURE----*
9979 REM *----*
9980 PROC INITKYBD
9985 KY(1)=120:KY(2)=2100:KY(3)=1700:KY(4)=160:KY(5)=15:KY(6)=180
9986 KY(7)=200:KY(8)=220:KY(9)=25:KY(10)=240:KY(11)=260:KY(12)=280
9987 KY(13)=2500:KY(14)=2300:KY(15)=27:KY(16)=29:KY(17)=11:KY(18)=17
9988 KY(19)=140:KY(20)=19:KY(21)=23:KY(22)=1900:KY(23)=13:KY(24)=1500
9989 KY(25)=21:KY(26)=1300
9990 RETURN
9991 REM *----*
9992 REM *----END OF PROCEDURE----*
9993 REM *----*
9994 REM *----*
9995 REM *----END OF PROCEDURES----*

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9996 REM *----*
9997 REM *----*
9998 REM *----DAILY WORD RECORD NUMBER DATA----*
9999 REM *----*
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