

READY.

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5 REM - LOGOS64 BY MILES DYCK; NOVEMBER 2022
8 REM - DIMENSIONING ARRAYS AND POPULATING THE SCREEN KEYBOARD ARRAY
10 CLR: DIMU$(675): DIMKY$(26): DIMQ$(4): DIMF$(12): DIMFX(11): DIML$(5): DIML1$(26)
20 DIML2$(26): DIML3$(26): DIMG1$(26): DIMG2$(26): DIMG3$(26): DIMS1$(5): DIMG6$(5)
30 DIMGY$(5): DIMG$(6)
40 KY$(1)=120: KY$(2)=2100: KY$(3)=1700: KY$(4)=160: KY$(5)=15: KY$(6)=180
50 KY$(7)=200: KY$(8)=220: KY$(9)=25: KY$(10)=240: KY$(11)=260: KY$(12)=280
60 KY$(13)=2500: KY$(14)=2300: KY$(15)=27: KY$(16)=29: KY$(17)=11: KY$(18)=17
70 KY$(19)=140: KY$(20)=19: KY$(21)=23: KY$(22)=1900: KY$(23)=13: KY$(24)=1500
80 KY$(25)=21: KY$(26)=1300
85 REM - WELCOME SCREEN, CHOOSE RANDOM OR DAILY, NAME AND DATE INPUT, CHECK PLAY
ER DATABASE
90 POKE53280,0: POKE53281,0: POKE53272,21: CK%=0: R%=0: ER%=0: NA$="": Z%=0
100 PRINT"3="; SPC(7); "WELCOME TO LOGOS64 2023!"
110 PRINT"#####OPTIONS:"; "#####1) PLAY THE DAILY GAME."
120 PRINT"#####2) PLAY THE RANDOM GAME."
130 PRINT"#####ENTER 1 OR 2: ";
140 GETU$: IFU$="" GOTO140
150 IF(U$<>"1" AND U$<>"2") GOTO140
160 PRINTU$; " "
170 PRINT"#####ENTER YOUR NAME AND HIT RETURN:"
180 PRINT" "; SPC(15); " ";
190 GETB$: IFB$="" GOTO190
200 IF(Z%=0 AND B$=CHR$(20)) THEN B$="": Z%=Z%-1: GOTO190
210 IF(Z%>0 AND B$=CHR$(20)) THEN PRINT" "; B$="": Z%=Z%-1: NA$=LEFT$(NA$, LEN(NA$)-1)
220 GOTO190
230 IF(B$=CHR$(13) AND Z%>0) GOTO250
240 IF(ASC(B$)>31 AND ASC(B$)<91) THEN PRINTB$; Z%=Z%+1: NN$=NN$+B$: NA$=NN$: GOTO190
250 IF LEN(NA$)>5 THEN NA$=LEFT$(NA$, 5)
245 REM - CALL CHECK PLAYER DATABASE (SCORES.REL) SUBROUTINE
250 PRINT"#####CHECKING PLAYER DATABASE..."
255 GOSUB3585
260 PRINT"#####";
265 REM - DEPENDING ON VALUE OF CK%, THE PLAYER IS WELCOMED BACK OR GREETED FOR
THE FIRST TIME
270 IFCK%=0 THEN GOTO290
280 IFCK%=1 THEN GOTO300
290 PRINT"HELLO, "; NN$; ", NICE TO MEET YOU!"; GOTO310
300 PRINT"WELCOME BACK, "; NN$; "!"
305 REM - IF THE RANDOM GAME WAS CHOSEN, THE PROMPT TO ENTER THE DATE IS SKIPPED
310 IFU$="1" GOTO340
320 IFU$="2" THEN GOSUB2735
330 IFU$="2" GOTO720
335 REM - PLAYER IS PROMPTED TO ENTER THE DATE IF THE DAILY GAME WAS CHOSEN
340 PRINT"#####AND HIT RETURN."
350 PRINT"#####ENTER DATE (MM / DD): ";
360 J%=0
370 GET X$: IF X$="" GOTO370
380 IF((J%>0 AND J%<2) AND X$=CHR$(20)) THEN PRINT" "; X$="": J%=J%-1: Q$(J%)="": GOTO370
390 IF((J%>2 AND J%<5) AND X$=CHR$(20)) THEN PRINT" "; X$="": J%=J%-1: Q$(J%)="": GOTO370
400 IF(J%=2 AND X$=CHR$(20)) THEN PRINT" "; X$="": J%=J%-1: Q$(J%)="": GOTO370
410 IF(J%=4 AND X$<>CHR$(13)) GOTO370
420 IF(J%=4 AND X$=CHR$(13)) GOTO550
430 IF (ASC(X$)<48 OR ASC(X$)>57) THEN X$="": GOTO370
440 PRINT X$;
450 Q$(J%)=X$
460 IFJ%=1 THEN M$=Q$(0)+Q$(1)
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470 IF (J%=1ANDLEFT$(M$,1)="0")THENM%=RIGHT$(M$,1)
480 IF J%=1 THEN M%=VAL(M$)
490 IF(J%=1AND(M%=>13 OR M%<1))THENJ%=0:PRINT"###@###";:GOTO370
500 IFJ%=3THEND$=0$(2)+0$(3)
510 IF (J%=3ANDLEFT$(D$,1)="0")THEND$=RIGHT$(D$,1)
520 IF J%=3THEND%=VAL(D$)
530 IF(J%=3AND(D%>30AND(M%=40RM%=60RM%=11))>3)THENJ%=1:PRINT"###@###";:GOTO370
540 IF(J%=3AND(D%>310R(D%>29ANDM=2))>3)THENJ%=1:PRINT"###@###";:GOTO370
550 J%=J%+1
560 IF(J%=2ANDX$<>CHR$(20))THENPRINT"###";
570 IFJ%<5GOTO370
580 PRINT CHR$(13);"####->####SETTING UP THE GAME FOR";M%"/";D%
585 REM - DATE IS CONVERTED TO JULIAN DAY IN ORDER TO FIND THE RIGHT WORD IN THE
2022WORDS.REL FILE
590 IFM%=1THENJD%=D%
600 IFM%=2THENJD%=31+D%
610 IFM%=3THENJD%=60+D%
620 IFM%=4THENJD%=91+D%
630 IFM%=5THENJD%=121+D%
640 IFM%=6THENJD%=152+D%
650 IFM%=7THENJD%=182+D%
660 IFM%=8THENJD%=213+D%
670 IFM%=9THENJD%=244+D%
680 IFM%=10THENJD%=274+D%
690 IFM%=11THENJD%=305+D%
700 IFM%=12THENJD%=335+D%
705 REM - CALL WORD RETRIEVAL BASED ON DATE SUBROUTINE
710 GOSUB2325
715 REM - W$ IS THE THE DAILY WORD AND IS SPLIT INTO SINGLE LETTERS
718 REM - L1 ARRAY RECORDS THE LOCATION (1 THROUGH 5) OF EACH LETTER; L2 AND L3
USED IF A LETTER IS REPEATED
720 FOR K=1TO5:L$(K)=MID$(W$,K,1):NEXT
730 FORK=1TO5
740 Y=ASC(L$(K))-64
750 IF(L2%(Y)>0ANDL3%(Y)=0)THENL3%(Y)=K
760 IF(L1%(Y)>0ANDL2%(Y)=0)THENL2%(Y)=K
770 IF(L1%(Y)=0)THENL1%(Y)=K
780 NEXT K
790 FORK=1TO5:Y=ASC(L$(K))-64
800 IFL2%(Y)=0THENL2%(Y)=-100
810 IFL3%(Y)=0THENL3%(Y)=-100
820 NEXTK
825 REM - POPULATE MASTER WORDS.REL INDEX ARRAY BEFORE MOVING TO THE GAME SCREEN
830 FORK=0TO675:READA%:U$(K)=A%:NEXTK
835 REM - GAME SCREEN; USER IS PROMPTED TO ENTER GUESSES
840 PRINT" ";TAB(6);"HIT RETURN AFTER EACH GUESS"
850 PRINT CHR$(13);"  L  ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  L  "
860 PRINT CHR$(13);"  O  ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  O  "
870 PRINT CHR$(13);"  G  ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  G  "
880 PRINT CHR$(13);"  _  ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  _  "
890 PRINT CHR$(13);"  S  ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  S  "
900 PRINT CHR$(13);"  _ _ _ _ _ ";SPC(13);"  _ _ _ _ _ ";SPC(13);"  _ _ _ _ _ "
905 REM - MIGHT AS WELL INITIALIZE GUESS COUNTER SINCE I THOUGHT OF IT
910 NG%=0
920 PRINT"####";SPC(10);"Q W E R T Y U I O P"
930 PRINT" ";SPC(11);"A S D F G H J K L"
940 PRINT" ";SPC(12);"Z X C V B N M"
950 PRINT"####";
960 PRINT" ";SPC(15)
965 REM - G1 ARRAY RECORDS THE LOCATION (1 THROUGH 5) OF EACH LETTER IN THE GUES
S; G2 AND G3 USED IF A LETTER IS REPEATED
970 FORK=0TO26:G1%(K)=0:G2%(K)=0:G3%(K)=0:NEXTK
980 FOR K=1TO6
990 GET G$(K):IF G$(K)="" GOTO 990
1000 IF(K=6ANDG$(K)=CHR$(13))THENPRINTG$(K):GOTO1140
1010 IF(G$(K)=CHR$(20)ANDK>1)THENPRINT"### _ ";G$(K)="" :K=K-1:BS%=1:GOTO1050

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1020 IF (ASC(G$(K))<65 OR ASC(G$(K))>90) THEN G$(K)="" : GOTO 990
1030 IF (K=6 AND G$(K) <> CHR$(13)) THEN GOTO 990
1040 BS%=0
1050 Y=ASC(G$(K))-64
1060 IF (G3%(Y)>0 AND BS%=0) THEN G$(K)="" : GOTO 990
1070 IF (G2%(Y)>0 AND G3%(Y)=0 AND BS%=0) THEN G3%(Y)=K
1080 IF (G1%(Y)>0 AND G2%(Y)=0 AND BS%=0) THEN G2%(Y)=K
1090 IF (G1%(Y)=0 AND BS%=0) THEN G1%(Y)=K
1100 IF (G3%(Y)>0 AND BS%=1) THEN G3%(Y)=0 : G$(K)="" : GOTO 990
1110 IF (G2%(Y)>0 AND G3%(Y)=0 AND BS%=1) THEN G2%(Y)=0 : G$(K)="" : GOTO 990
1120 IF (G1%(Y)>0 AND G2%(Y)=0 AND BS%=1) THEN G1%(Y)=0 : G$(K)="" : GOTO 990
1130 PRINT G$(K); "■";
1140 NEXT K
1150 FOR J=0 TO 5 : S1%(J)=0 : NEXT J
1155 REM - CALL SUBROUTINE TO CHECK IF THE GUESS IS IN THE MASTER WORDS FILE (WORDS.REL)
1160 GOSUB 2445
1165 REM - SUBROUTINE ASSIGNS VALUE TO IO% DEPENDING ON WHETHER THE GUESS WORD WAS MATCHED TO A WORD IN WORDS.REL
1168 REM - IF THE GUESS IS NOT A WORD, THE SQUARES TURN RED AND THE USER IS PROMPTED TO RE-ENTER A GUESS
1170 IF IO%=1 THEN GOTO 1190
1180 PRINT "IT"; SPC(15); "██ █ █ █ █ █ █ █ █" : PRINT "IT" : GOTO 960
1190 PRINT "IT";
1195 REM - IF GUESS IS A WORD, THE GUESS COUNTER IS INCREMENTED
1200 NG%=NG%+1
1205 REM - SUBROUTINES COMPARING GUESS TO WORD ARE CALLED, DEPENDING ON REPEATED LETTERS IN THE WORD
1210 FOR K=1 TO 26
1220 IF L3%(K)>0 THEN NY%=3 : GOSUB 2275
1230 IF (L3%(K)=-100 AND L2%(K)>0) THEN NY%=2 : GOSUB 2275
1240 IF (L3%(K)=-100 AND L2%(K)=-100 AND L1%(K)>0) THEN NY%=1 : GOSUB 2275
1250 NEXT K
1255 REM - SUBROUTINES ASSIGN A VALUE TO THE S1% ARRAY FOR EACH GUESSED LETTER - GREEN[1], YELLOW[2] OR GRAY[0]
1258 REM - SCORE COUNTER, SC%, RESET TO ZERO; EACH GREEN LETTER INCREMENTS THE COUNTER BY 1
1260 SC%=0
1270 PRINT "■■■■■■■■■■■■■■■■■■■■";
1280 FOR K=1 TO 5
1290 IF S1%(K)=1 THEN PRINT "■"; G$(K); "■=";
1300 IF S1%(K)=2 THEN PRINT "■"; G$(K); "■=";
1310 IF S1%(K)=0 THEN PRINT "■"; G$(K); "■";
1320 IF S1%(K)=1 THEN SC%=SC%+S1%(K)
1330 NEXT K
1335 REM - GREEN, YELLOW AND GRAY LETTERS ARE PRINTED TO THE SCREEN KEYBOARD
1340 PRINT CHR$(13)
1350 FOR K=1 TO 5
1360 Y=ASC(G$(K))-64
1370 S1%(0)=0 : DX=0
1380 IF (KY%(Y)<100) THEN DX=KY%(Y)-1 : GOTO 1410
1390 IF (KY%(Y)>100 AND KY%(Y)<1000) THEN DX=(KY%(Y)/10)-1 : GOTO 1420
1400 IF (KY%(Y)>1000) THEN DX=(KY%(Y)/100)-1 : GOTO 1430
1410 PRINT "■■■■■■■■■■■■■■■■■■■■"; SPC(DX) : GOTO 1440
1420 PRINT "■■■■■■■■■■■■■■■■■■■■"; SPC(DX) : GOTO 1440
1430 PRINT "■■■■■■■■■■■■■■■■■■■■"; SPC(DX) : GOTO 1440
1435 REM - SUBROUTINES TO KEEP GREEN LETTERS GREEN - AND YELLOW LETTERS YELLOW UNLESS THEY TURN GREEN - ARE CALLED
1440 IF (S1%(K)=0) THEN GOSUB 3235
1450 IF (S1%(K)=2) THEN GOSUB 3285
1460 IF (S1%(K)=1) THEN PRINT "■"; G$(K)
1470 NEXT K
1475 REM - IF SC%=5, THE GUESSED WORD IS CORRECT AND MESSAGES ARE PRINTED TO THE SCREEN ACCORDING TO NUMBER OF GUESSES
1480 IF SC%=5 GOTO 1520
1490 IF NG%<6 THEN GOTO 1510

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1500 IFNG%=6THENGOTO1590
1510 PRINT"#####";:FORK=1TONGZ:PRINT" ":NEXT:GOTO960
1520 IFNG%=1THENPRINT"#####";TAB(12);"▲SUPER FANTASTIC!"
1530 IF NG%=2 THEN PRINT"#####";TAB(15);"▲FANTASTIC!"
1540 IF NG%=3 THEN PRINT"#####";TAB(17);"▲NICE!"
1550 IF NG%=4 THEN PRINT"#####";TAB(15);"▲WELL DONE!"
1560 IF NG%=5 THEN PRINT"#####";TAB(18);"▲OK!"
1570 IF(NG%=6ANDSC%=5)THENPRINT"#####";
1580 IF(NG%=6ANDSC%=5)THENPRINTTAB(9);"▲CRIKEY, THAT WAS CLOSE!"
1585 REM - IF WORD NOT GUESSED IN 6 TRIES, THEN THE PLAYER GETS A BUMMER MESSAGE
1590 IF(NG%=6ANDSC%<>5)THENPRINT"#####";
1600 IF(NG%=6ANDSC%<>5)THENPRINT"▲BUMMER, ";NN$;"! THE WORD WAS, ";W$;"."
1605 REM - UPDATE F$ AND F% ARRAYS TO BE WRITTEN TO SCORES.REL FOR NEXT GAME
1610 IFCK%=0THENF$(0)=NA$:F%(2)=0
1620 IFU$="2"THENM$="12":F$(1)=M$:D$="31":F%(2)=D$
1630 IFU$="1"THENF$(1)=M$:F%(2)=D$
1640 REM F%(11) IS AVAILABLE FOR WHATEVER F%(11)=F%(11)+1
1650 F%(3)=F%(3)+1:F$(4)=STR$(F%(3))
1660 IFNG%=1THENF%(4)=F%(4)+1:F%(10)=F%(10)+1
1670 F$(5)=STR$(F%(4))
1680 IFNG%=2THENF%(5)=F%(5)+1:F%(10)=F%(10)+1
1690 F$(6)=STR$(F%(5))
1700 IFNG%=3THENF%(6)=F%(6)+1:F%(10)=F%(10)+1
1710 F$(7)=STR$(F%(6))
1720 IFNG%=4THENF%(7)=F%(7)+1:F%(10)=F%(10)+1
1730 F$(8)=STR$(F%(7))
1740 IFNG%=5THENF%(8)=F%(8)+1:F%(10)=F%(10)+1
1750 F$(9)=STR$(F%(8))
1760 IF(NG%=6ANDSC%=5)THENF%(9)=F%(9)+1:F%(10)=F%(10)+1
1770 F$(10)=STR$(F%(9))
1780 IF(NG%=6ANDSC%<>5)THENF%(10)=0
1790 F$(11)=STR$(F%(10))
1800 F$(12)=STR$(F%(11))
1810 IFF%(10)=>F%(2)THENF%(2)=F%(10):F$(3)=STR$(F%(2))
1820 WN%=F%(4)+F%(5)+F%(6)+F%(7)+F%(8)+F%(9):WP%=INT((WN%/F%(3)*100)+0.5)
1830 A0%=F%(4):FORK=4T09
1840 IFF%(K)>A%THENA%=F%(K):LG%=K
1850 NEXTK:L0%=-1
1860 L0%=L0%+1
1870 IF(INT((F%(LG%)/WN%)*(20+L0%))<20)GOTO1860
1880 T1$="":FORJ=0TOINT((F%(4)/WN%)*(20+L0%)):T1$=T1$+"███":NEXTJ
1890 T2$="":FORJ=0TOINT((F%(5)/WN%)*(20+L0%)):T2$=T2$+"███":NEXTJ
1900 T3$="":FORJ=0TOINT((F%(6)/WN%)*(20+L0%)):T3$=T3$+"███":NEXTJ
1910 T4$="":FORJ=0TOINT((F%(7)/WN%)*(20+L0%)):T4$=T4$+"███":NEXTJ
1920 T5$="":FORJ=0TOINT((F%(8)/WN%)*(20+L0%)):T5$=T5$+"███":NEXTJ
1930 T6$="":FORJ=0TOINT((F%(9)/WN%)*(20+L0%)):T6$=T6$+"███":NEXTJ
1935 REM AFTER SHORT DELAY, THE STATISTICS SCREEN IS PRINTED OVER THE GAME SCREE
N
1940 PRINT"##### "
1950 PRINT"##### STATISTICS"
1960 PRINT"##### "
1970 PRINT"##### PLAYED WIN% CURRENT MAX"
1980 PRINT"##### STREAK STREAK"
1990 PRINT"##### "
2000 PRINT"##### "
2010 PRINT"#####";F%(3);
2020 PRINT"#####";WP%;
2030 PRINT"#####";F%(10);
2040 PRINT"#####";F%(2)
2050 PRINT"##### "
2060 PRINT"##### "
2070 PRINT"##### GUESS DISTRIBUTION"
2080 PRINT"##### "
2090 PRINT"##### "
2100 PRINT"##### "
2110 PRINT"##### "

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2120 PRINT"#####"
2130 PRINT"#####"
2140 PRINT"#####"
2150 PRINT"#####1 ";T1$;"1";F%(4);" ";
2160 PRINT"#####2 ";T2$;"2";F%(5);" ";
2170 PRINT"#####3 ";T3$;"3";F%(6);" ";
2180 PRINT"#####4 ";T4$;"4";F%(7);" ";
2190 PRINT"#####5 ";T5$;"5";F%(8);" ";
2200 PRINT"#####6 ";T6$;"6";F%(9);" ";
2210 PRINT"#####"
2220 PRINT"#####"
2230 PRINT"##### SAVING YOUR SCORE..."
2240 PRINT"#####"
2245 REM - CALL SUBROUTINE TO STORE UPDATED SCORES IN SCORES.REL
2250 GOSUB3785
2260 PRINT"#####EYE!"
2270 END
2272 REM - END OF MAIN PROGRAM
2275 REM - SUBROUTINE CALLED ON LINE 1220-1240; CALLS OTHER SUBROUTINES TO COMPA
RE GUESS TO WORD DEPENDING ON REPEATED LETTERS IN GUESS
2280 P1%=G1%(K):P2%=G2%(K):P3%=G3%(K)
2290 IFG3%(K)>0THENGOSUB2835
2300 IF(G3%(K)=0ANDG2%(K)>0)THENGOSUB3045
2310 IF(G3%(K)=0ANDG2%(K)=0ANDG1%(K)>0)THENGOSUB3175
2320 RETURN
2325 REM - SUBROUTINE CALLED ON LINE 710 TO RETRIEVE WORD ACCORDING TO DATE
2330 B%=JD%:C%=B%:D%=B%+20
2340 OPEN3,8,4,"2023WORDS"
2350 OPEN15,8,15
2360 IF(B%>=256)THENB%=B%-256:GOTO2360
2370 R1%=B%
2380 R2%=INT(JD%/256)
2390 PRINT#15,"P"+CHR$(100)+CHR$(R1%)+CHR$(R2%)+CHR$(1)
2400 INPUT#3,W$
2410 REM PRINTW$
2420 CLOSE3
2430 CLOSE15
2440 RETURN
2445 REM - SUBROUTINE CALLED ON LINE 1160 TO CHECK IF GUESS IS AN ACTUAL WORD
2450 A$=G$(1)+G$(2)+G$(3)+G$(4)+G$(5):IO%=0
2460 M1%=ASC(MID$(A$,1,1))-65:M2%=ASC(MID$(A$,2,1))-65:M3%=M1%*26+M2%:V%=0
2470 REM PRINTCHR$(13):PRINT"J":M3%,U%(M3%)
2480 REM GETH$:IFH$=""THENGOTO3030
2490 IFU%(M3%)=-1THENIO%=0:GOTO2730
2500 V%=V%+1:NX%=U%(M3%+V%)
2510 IFNX%<0-1GOTO2530
2520 IF(NX%=-1AND(M3%+V%)<675)GOTO2500
2530 B1%=U%(M3%):B2%=U%(M3%+V%)
2540 REM PRINTCHR$(13):PRINTB1%,B2%
2550 REM GETH$:IFH$=""THENGOTO3073
2560 IFB2%=-1THENB2%=5757
2570 W1%=INT(B1%/256):W2%=B1%-W1%*256
2580 W3%=INT(B2%/256):W4%=B2%-W3%*256
2590 REM PRINTCHR$(13):PRINT"B2:":B2%,"W1:":W1%,"W2:":W2%,"W3:":W3%,"W4:":W4%
2600 REM GETH$:IFH$=""THENGOTO3078
2610 OPEN3,8,2,"WORDS"
2620 OPEN15,8,15
2630 V%=0:R1%=W2%:R2%=W1%
2640 FORK=B1%TOB2%-1
2650 IF((R1%+V%)=256)THENR1%=0:V%=0:R2%=W3%
2660 PRINT#15,"P"+CHR$(96+2)+CHR$(R1%+V%)+CHR$(R2%)+CHR$(1)
2670 INPUT#3,N$
2680 REM PRINT"R1+V:":R1%+V%,"R2:":R2%,A$,N$
2690 V%=V%+1
2700 IFA$=N$THENIO%=1:K=B2%-1
2710 NEXTK

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2720 CLOSE3:CLOSE15
2730 RETURN
2735 REM - SUBROUTINE TO RANDOMLY CHOOSE A WORD FROM WORDS.REL CALLED ON LINE 32
0
2740 PRINT CHR$(13);"XXXXXXXXXXSETTING UP THE RANDOM GAME..."
2750 RC%=INT(RND(0)*5756)+1
2760 W1%=INT(RC%/256):W2%=RC%-W1%*256
2770 OPEN3,8,3,"WORDS"
2780 OPEN15,8,15
2790 PRINT#15,"P"+CHR$(96+3)+CHR$(W2%)+CHR$(W1%)+CHR$(1)
2800 INPUT#3,W$
2810 CLOSE3
2820 CLOSE15
2830 RETURN
2835 REM - SUBROUTINE CALLED ON LINE 2290 FOR GUESSES WITH A LETTER REPEATED 3 T
IMES
2840 CY%=0
2850 D0%=0:D1%=0:D2%=0:D3%=0:D4%=0:D5%=0:D6%=0:D7%=0:D8%=0
2860 D0%=L1%(K)-G1%(K):D1%=L1%(K)-G2%(K):D2%=L1%(K)-G3%(K)
2870 D0%=ABS(D0%):D1%=ABS(D1%):D2%=ABS(D2%)
2880 D3%=L2%(K)-G1%(K):D4%=L2%(K)-G2%(K):D5%=L2%(K)-G3%(K)
2890 D3%=ABS(D3%):D4%=ABS(D4%):D5%=ABS(D5%)
2900 D6%=L3%(K)-G1%(K):D7%=L3%(K)-G2%(K):D8%=L3%(K)-G3%(K)
2910 D6%=ABS(D6%):D7%=ABS(D7%):D8%=ABS(D8%)
2920 IF(D0%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G1%(K))=1:GG$(G1%(K))=G$(G1%(K))
2930 IF(D3%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G1%(K))=1:GG$(G1%(K))=G$(G1%(K))
2940 IF(D6%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G1%(K))=1:GG$(G1%(K))=G$(G1%(K))
2950 IF(D4%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G2%(K))=1:GG$(G2%(K))=G$(G2%(K))
2960 IF(D1%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G2%(K))=1:GG$(G2%(K))=G$(G2%(K))
2970 IF(D7%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G2%(K))=1:GG$(G2%(K))=G$(G2%(K))
2980 IF(D8%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G3%(K))=1:GG$(G3%(K))=G$(G3%(K))
2990 IF(D2%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G3%(K))=1:GG$(G3%(K))=G$(G3%(K))
3000 IF(D5%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G3%(K))=1:GG$(G3%(K))=G$(G3%(K))
3010 IFS1%(P1%)<>1THENGOSUB3335
3020 IFS1%(P2%)<>1THENGOSUB3375
3030 IFS1%(P3%)<>1THENGOSUB3415
3040 RETURN
3045 REM - SUBROUTINE CALLED ON LINE 2300 FOR GUESSES WITH A LETTER REPEATED 2 T
IMES
3050 CY%=0
3060 H0%=0:H1%=0:H2%=0:H3%=0
3070 H0%=L1%(K)-G1%(K):H1%=L1%(K)-G2%(K)
3080 H0%=ABS(H0%):H1%=ABS(H1%)
3090 H2%=L2%(K)-G1%(K):H3%=L2%(K)-G2%(K)
3100 H2%=ABS(H2%):H3%=ABS(H3%)
3110 IF(H0%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G1%(K))=1:GG$(G1%(K))=G$(G1%(K))
3120 IF(H2%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G1%(K))=1:GG$(G1%(K))=G$(G1%(K))
3130 IF(H3%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G2%(K))=1:GG$(G2%(K))=G$(G2%(K))
3140 IF(H1%=0ANDCY%<NY%)THENCY%=CY%+1:S1%(G2%(K))=1:GG$(G2%(K))=G$(G2%(K))
3150 IFS1%(P1%)<>1THENGOSUB3455
3160 IFS1%(P2%)<>1THENGOSUB3485
3170 RETURN
3175 REM - SUBROUTINE CALLED ON LINE 2310 FOR GUESSES WITH NO REPEAT LETTERS
3180 CY%=0
3190 IF(G1%(K)=L1%(K)ANDCY%<NY%)THENCY%=CY%+1:S1%(P1%)=1:GG$(P1%)=G$(P1%)
3200 IF(G1%(K)=L2%(K)ANDCY%<NY%)THENCY%=CY%+1:S1%(P1%)=1:GG$(P1%)=G$(P1%)
3210 IF(G1%(K)=L3%(K)ANDCY%<NY%)THENCY%=CY%+1:S1%(P1%)=1:GG$(P1%)=G$(P1%)
3220 IFS1%(P1%)<>1THENGOSUB3515
3230 RETURN
3235 REM - SUBROUTINE CALLED ON LINE 1440 TO PRINT GRAY LETTERS ON SCREEN KEYBOA
RD
3240 FORJ=1TO5
3250 IF(G$(K)=GG$(J)ORG$(K)=GY$(J))THENRETURN
3260 NEXTJ
3270 PRINT"■";G$(K)
3280 RETURN

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3285 REM - SUBROUTINE CALLED ON LINE 1450 TO PRINT YELLOW LETTERS ON SCREEN KEYB
OARD
3290 FORJ=1TO5
3300 IF G$(K)=GG$(J) THEN RETURN
3310 NEXT J
3320 PRINT " "; G$(K)
3330 RETURN
3335 REM - SUBROUTINE CALLED ON LINE 3010; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3340 IF (D3%>0 AND D3%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3350 IF (D0%>0 AND D0%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3360 IF (D6%>0 AND D6%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3370 RETURN
3375 REM - SUBROUTINE CALLED ON LINE 3020; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3380 IF (D1%>0 AND D1%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P2%)=2 : GY$(P2%)=G$(P2%)
3390 IF (D4%>0 AND D4%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P2%)=2 : GY$(P2%)=G$(P2%)
3400 IF (D7%>0 AND D7%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P2%)=2 : GY$(P2%)=G$(P2%)
3410 RETURN
3415 REM - SUBROUTINE CALLED ON LINE 3030; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3420 IF (D2%>0 AND D2%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P3%)=2 : GY$(P3%)=G$(P3%)
3430 IF (D8%>0 AND D8%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P3%)=2 : GY$(P3%)=G$(P3%)
3440 IF (D5%>0 AND D5%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P3%)=2 : GY$(P3%)=G$(P3%)
3450 RETURN
3455 REM - SUBROUTINE CALLED ON LINE 3150; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3460 IF (H2%>0 AND H2%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3470 IF (H0%>0 AND H0%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3480 RETURN
3485 REM - SUBROUTINE CALLED ON LINE 3160; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3490 IF (H1%>0 AND H1%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P2%)=2 : GY$(P2%)=G$(P2%)
3500 IF (H3%>0 AND H3%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P2%)=2 : GY$(P2%)=G$(P2%)
3510 RETURN
3515 REM - SUBROUTINE CALLED ON LINE 3220; CONSTRAINT FOR PRINTING YELLOW LETTE
RS
3520 M1%=ABS(L1%(K)-G1%(K))
3530 M2%=ABS(L2%(K)-G1%(K))
3540 M3%=ABS(L3%(K)-G1%(K))
3550 IF (M1%>0 AND M1%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3560 IF (M2%>0 AND M2%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3570 IF (M3%>0 AND M3%<10 AND CY%<NY%) THEN CY%=CY%+1 : S1%(P1%)=2 : GY$(P1%)=G$(P1%)
3580 RETURN
3585 REM - SUBROUTINE CALLED ON LINE 245 TO CHECK FOR PLAYER IN DATABASE
3590 OPEN#3,8,4,"SCORES"
3600 OPEN#15,8,15
3610 FORK=1TO15
3620 PRINT#15,"P"+CHR$(100)+CHR$(K)+CHR$(0)+CHR$(1)
3630 INPUT#3,N$
3640 IF (ER%>0 AND N$=CHR$(255)) THEN ER%=K
3650 IF N$=NA$ THEN CK%=1 : R%=K
3660 NEXT K
3670 FORJ=0TO11 : F$(J)=0 : NEXT J
3680 IF CK%=1 THEN GOTO 3710
3690 CLOSE#3 : CLOSE#15
3700 RETURN
3710 PRINT#15,"P"+CHR$(100)+CHR$(R%)+CHR$(0)+CHR$(1)
3720 J%=0
3730 INPUT#3,F$(J%)
3740 IF (ST=0 AND J%>0) THEN F$(J%-1)=VAL(F$(J%)) : J%=J%+1 : GOTO 3730
3750 IF (ST<>0 AND J%=12) THEN F$(J%-1)=VAL(F$(J%)) : J%=J%+1 : GOTO 3770
3760 IF (ST<>64 AND J%=0) THEN NM$=F$(J%) : J%=J%+1 : GOTO 3730
3770 CLOSE#3 : CLOSE#15
3780 RETURN
3785 REM - SUBROUTINE CALLED ON LINE 2250 TO UPDATE PLAYERS SCORES

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3790 B#=""
3800 FORJ=0T012
3810 B#=B#+F#(J)+CHR$(13)
3820 NEXTJ
3830 OPEN3,8,4,"SCORES"
3840 OPEN15,8,15
3850 PRINT#15,"P"+CHR$(100)+CHR$(R%)+CHR$(0)+CHR$(1)
3860 PRINT#3,B#;
3870 CLOSE3:CLOSE15
3880 RETURN
3890 DATA 1,2,27,43,62,64,70,85,88,-1,99,100,137
3900 DATA 161,187,188,204,206,229,247,255,266,274,283,292,293
3910 DATA 296,-1,-1,-1,375,-1,-1,439,441,-1,-1,480,-1
3920 DATA -1,528,-1,-1,604,-1,-1,666,-1,723,-1,724,-1
3930 DATA 728,-1,-1,-1,812,-1,-1,823,891,-1,-1,904,-1
3940 DATA -1,955,-1,-1,1060,-1,-1,1125,-1,-1,-1,1163,1167
3950 DATA 1168,-1,-1,-1,1200,-1,-1,1257,1258,1322,-1,-1,-1
3960 DATA -1,1323,-1,-1,1386,-1,-1,1432,-1,1470,-1,1474,-1
3970 DATA 1479,1493,1495,1497,1505,-1,1506,-1,1510,1512,1513,1514,1527
3980 DATA 1537,-1,1552,1560,1562,1569,1573,-1,1579,-1,1586,1605,-1
3990 DATA 1608,-1,-1,-1,1665,-1,-1,-1,1701,1754,-1,1755,-1
4000 DATA -1,1814,-1,-1,1861,-1,1894,1895,-1,-1,-1,-1,-1
4010 DATA 1926,-1,-1,-1,1975,-1,-1,1992,1995,-1,-1,2024,-1
4020 DATA 2056,-1,2061,-1,2104,-1,-1,2167,-1,2199,-1,2200,-1
4030 DATA 2205,-1,-1,-1,2269,-1,-1,-1,2314,-1,-1,-1,-1
4040 DATA -1,2339,-1,-1,-1,-1,-1,2403,-1,-1,-1,2434,-1
4050 DATA 2444,-1,2445,2451,-1,-1,2461,-1,-1,-1,2462,2464,2468
4060 DATA 2477,2501,-1,-1,2505,2509,2512,-1,2514,-1,2517,-1,-1
4070 DATA 2518,-1,-1,-1,2531,-1,-1,-1,2544,-1,-1,-1,-1
4080 DATA -1,2558,-1,-1,-1,-1,-1,2574,-1,-1,-1,-1,-1
4090 DATA 2591,-1,-1,-1,2602,-1,-1,2619,2621,-1,-1,2643,-1
4100 DATA 2648,2668,-1,-1,2673,-1,-1,2678,-1,-1,-1,2681,-1
4110 DATA 2682,-1,-1,-1,2750,-1,-1,-1,2790,-1,-1,2849,-1
4120 DATA -1,2850,-1,-1,-1,-1,-1,2916,-1,-1,-1,2947,-1
4130 DATA 2953,-1,-1,-1,3031,-1,-1,-1,3073,-1,-1,-1,-1
4140 DATA -1,3124,-1,-1,3203,-1,-1,3204,-1,-1,-1,3246,-1
4150 DATA 3251,-1,-1,-1,3278,-1,-1,-1,3301,-1,-1,-1,-1
4160 DATA -1,3322,-1,-1,-1,-1,-1,3355,-1,-1,-1,3367,-1
4170 DATA 3369,3376,3381,3387,3392,-1,3397,3401,3403,-1,3407,3410,3416
4180 DATA 3420,3423,3427,-1,3434,3444,3445,3447,3458,3466,3472,-1,3476
4190 DATA 3477,-1,-1,-1,3557,3605,-1,3606,3614,-1,-1,3663,-1
4200 DATA -1,3704,-1,-1,3764,3816,-1,3822,-1,-1,-1,3859,-1
4210 DATA -1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1
4220 DATA -1,3863,-1,-1,-1,-1,-1,3864,-1,-1,-1,-1,-1
4230 DATA 3902,-1,-1,-1,3962,-1,-1,4038,4043,-1,-1,-1,-1
4240 DATA -1,4085,-1,-1,-1,-1,-1,4139,-1,-1,-1,-1,-1
4250 DATA 4170,-1,4221,-1,-1,4273,-1,4321,4411,-1,4455,4477,4535
4260 DATA 4553,4586,4633,4711,-1,-1,4717,4817,-1,4848,-1,4889,-1
4270 DATA 4894,-1,-1,-1,4957,-1,-1,5002,5042,-1,-1,-1,-1
4280 DATA -1,5082,-1,-1,5146,5206,-1,5207,5242,-1,-1,5261,5269
4290 DATA -1,-1,-1,5270,-1,-1,-1,-1,-1,-1,5271,5272,5276
4300 DATA 5282,-1,5324,-1,5328,5334,5341,-1,5344,-1,-1,-1,-1
4310 DATA 5345,-1,-1,-1,5366,-1,-1,-1,5392,-1,-1,-1,-1
4320 DATA -1,5433,-1,-1,5451,-1,-1,5452,-1,-1,-1,5453,-1
4330 DATA 5454,-1,-1,-1,5512,-1,-1,5542,5588,-1,-1,-1,-1
4340 DATA -1,5630,-1,-1,5663,-1,-1,5681,-1,-1,-1,-1,-1
4350 DATA -1,-1,-1,-1,5682,-1,-1,-1,-1,-1,-1,-1,-1
4360 DATA -1,5684,-1,-1,-1,-1,-1,-1,-1,-1,-1,5685,-1
4370 DATA 5686,-1,-1,-1,5696,-1,-1,-1,5706,-1,-1,-1,-1
4380 DATA -1,5709,-1,-1,-1,-1,-1,5727,-1,-1,-1,-1,-1
4390 DATA 5733,-1,-1,-1,5735,-1,-1,-1,5742,-1,-1,5747,-1
4400 DATA -1,5748,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1

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READY.