

```

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 LDWRDS,CHKGUESS,WRD2NUM AND NUM2WORDS PROCEDURES!
13 REM PLAY THE ORIGINAL WORDLE AT
14 REM HTTPS://WWW.NYTIMES.COM/GAMES/WORDLE/INDEX.HTML
15 REM *----*
16 CLR
17 STRINGS 4096
20 DECIMAL TT,TC,CT,VA,TPOS,HAF2,X,Y,TI,D0,D1,D2,D3,D4,D5,D6,D7,D8,VL,PV
25 DIM DY(365),KY(26),L1(26),L2(26),L3(26),G1(26),G2(26),G3(26),F(11)
30 DIM F$(12),L$(5),G$(6),GG$(5),GY$(5),S1(5)
35 COLORS 2,0,0:UPPERCASE 1
40 WLOC=35980:WNUM=5756:HAF=WNUM/2:          CR$=CHR$(13):BK$=CHR$(20)
45 REM *----*
50 REM *----MAIN GAME LOOP----*
55 REM *----*
60 INITKYBD
70 WELCOME
90 GAMESCREEN
95 NG=0:RPT=0:SC=0
100 FOR K=1 TO 5:S1(K)=0:NEXT K
105 GUESS
110 CHKGUESS
120 IF IO=1 THEN NG=NG+1
125 ELSE 100
130 VETGUESS
140 PRNTGUESS
159 CHKSCR
200 IF RPT=1 THEN 100
210 PRNTSTATS
220 LOC10,22;"■PLAY AGAIN (Y/N)?"
230 KEYPRESS"NY":THEN CLR:DL=1:GOTO 17
250 ELSE LOC10,22;"■SEE YOU NEXT TIME!";"J"
995 END
996 REM *----*
997 REM *----END OF GAME LOOP----*
999 REM *----*
1000 REM *----*
1010 REM *----*START OF PROCEDURES----*
6195 REM *----*
6197 REM *----*
6198 REM *----SAVE SCORES PROCEDURE----*
6199 REM *----*
6200 PROC SAVSCRS
6210 B$=""
6220 FOR J=0 TO 12
6225 B$=B$+F$(J)+CHR$(13)
6237 REM *----*
6240 NEXT J
6250 OPEN3,8,4,"SCORES"
6260 OPEN15,8,15
6270 PRINT#15,"P"+CHR$(100)+CHR$(R1)+CHR$(0)+CHR$(1)
6280 PRINT#3,B$;
6285 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 THEN 6740
6615 OPEN 3,8,4,"SCORES"
6620 OPEN 15,8,15

```

```

6625 PRINT#15,"P"+CHR$(100)+CHR$(R1)+CHR$(0)+CHR$(1)
6630 FORJ=0TO12
6640 INPUT#3,F$(J)
6650 NEXTJ
6655 CLOSE3:CLOSE15
6660 NM$=F$(0)
6670 FOR J=0 TO 11
6680 FF$="":JJ=J+1:B=LENF$(JJ)
6690 FOR Z=1 TO B
6700 QQ$=MID$(F$(JJ),Z,1)
6710 IF QQ$<>"@" THEN FF$=FF$+QQ$
6720 NEXT Z
6730 F(J)=VAL(FF$)
6735 NEXT J
6740 IF CK=0 THEN F$(0)=NA$:F(2)=0
6745 IF U$="2"
6746 THEN M$="12":D$="31"
6750 F$(1)=M$:F$(2)=D$
6755 F(3)=F(3)+1:F$(4)=STR$(F(3)):L=LEN(F$(4))-1:F$(4)=RIGHT$(F$(4),L)
6757 L=3-LEN(F$(4))
6760 F$(4)="@"F$(4):DO 6760,L
6765 IF NG=1
6770 THEN F(4)=F(4)+1:F(10)=F(10)+1
6775 F$(5)=STR$(F(4)):L=LEN(F$(5))-1:F$(5)=RIGHT$(F$(5),L)
6780 L=3-LEN(F$(5))
6785 F$(5)="@"F$(5):DO 6785,L
6790 IF NG=2
6795 THEN F(5)=F(5)+1:F(10)=F(10)+1
6800 F$(6)=STR$(F(5)):L=LEN(F$(6))-1:F$(6)=RIGHT$(F$(6),L)
6805 L=3-LEN(F$(6))
6810 F$(6)="@"F$(6):DO 6810,L
6820 IF NG=3
6825 THEN F(6)=F(6)+1:F(10)=F(10)+1
6830 F$(7)=STR$(F(6)):L=LEN(F$(7))-1:F$(7)=RIGHT$(F$(7),L)
6835 L=3-LEN(F$(7))
6840 F$(7)="@"F$(7):DO 6840,L
6845 IF NG=4
6850 THEN F(7)=F(7)+1:F(10)=F(10)+1
6855 F$(8)=STR$(F(7)):L=LEN(F$(8))-1:F$(8)=RIGHT$(F$(8),L)
6860 L=3-LEN(F$(8))
6865 F$(8)="@"F$(8):DO 6865,L
6875 IF NG=5
6880 THEN F(8)=F(8)+1:F(10)=F(10)+1
6885 F$(9)=STR$(F(8)):L=LEN(F$(9))-1:F$(9)=RIGHT$(F$(9),L)
6890 L=3-LEN(F$(9))
6895 F$(9)="@"F$(9):DO 6895,L
6900 IF NG=6 AND SC=5
6905 THEN F(9)=F(9)+1:F(10)=F(10)+1
6910 F$(10)=STR$(F(9)):L=LEN(F$(10))-1:F$(10)=RIGHT$(F$(10),L)
6915 L=3-LEN(F$(10))
6920 F$(10)="@"F$(10):DO 6920,L
6925 IF NG=6 AND SC<>5 THEN F(10)=0
6930 F$(11)=STR$(F(10)):L=LEN(F$(11))-1:F$(11)=RIGHT$(F$(11),L)
6935 L=3-LEN(F$(11))
6940 F$(11)="@"F$(11):DO 6940,L
6945 F$(12)=STR$(F(11)):L=LEN(F$(12))-1:F$(12)=RIGHT$(F$(12),L)
6950 L=3-LEN(F$(12))
6955 F$(12)="@"F$(12):DO 6955,L
6960 IF F(10)>=F(2) THEN F(2)=F(10)
6965 F$(3)=STR$(F(2)):L=LEN(F$(3))-1:F$(3)=RIGHT$(F$(3),L)
6970 L=3-LEN(F$(3))
6975 F$(3)="@"F$(3):DO 6975,L
6980 WN=F(4)+F(5)+F(6)+F(7)+F(8)+F(9)
6985 WP=WN*100/F(3)
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$="■■■"
7020 LN$="■■■"
7025 IF WN=0
7030 THEN FLG=1:WI=1:LS=20: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$=T1$"■■■":DO 7085,LL
7090 LL=F(5)*L0:LL=LL/WI+1
7095 T2$=T2$"■■■":DO 7095,LL
7100 LL=F(6)*L0:LL=LL/WI+1
7105 T3$=T3$"■■■":DO 7105,LL
7110 LL=F(7)*L0:LL=LL/WI+1
7115 T4$=T4$"■■■":DO 7115,LL
7120 LL=F(8)*L0:LL=LL/WI+1
7125 T5$=T5$"■■■":DO 7125,LL
7130 LL=F(9)*L0:LL=LL/WI+1
7135 T6$=T6$"■■■":DO 7135,LL
7140 LOC5,0;BL$
7145 LOC5,1;"■■■" STATISTICS
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 LOC7,6;"■■■";F(3);
7180 LOC12,6;"■■■";WP;
7185 LOC19,6;"■■■";F(10);
7190 LOC26,6;"■■■";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$
7295 LOC5,19;"■■■" SAVING YOUR SCORE...
7300 LOC5,20;BL$
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 7625
7610 IF NG<6 THEN 7620
7615 IF NG=6 THEN 7660
7620 SC=0:RPT=1:RETURN
7625 IF NG=1 THEN LOC12,14;"▲SUPER FANTASTIC!"
7630 IF NG=2 THEN LOC15,14;"▲FANTASTIC!"
7635 IF NG=3 THEN LOC17,14;"▲NICE!"
7640 IF NG=4 THEN LOC15,14;"▲WELL DONE!"
7645 IF NG=5 THEN LOC18,14;"▲OK!"
7650 IF NG=6 THEN LOC9,14;"▲CRIKEY, THAT WAS CLOSE!"
7655 GOTO7665
7660 LOC0,14;"▲BUMMER, ";NN$;"! THE WORD WAS, ☒";W$;"."
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)
7730 IF S1(K)=0 THEN LOCCH,CV;"■";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;"■";G$(K)
7820 IF S1(K)=2 AND VG=0
7825 THEN LOCDX,DY;"■";G$(K)
7830 IF S1(K)=1 THEN LOCDX,DY;"■";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 D0>0 AND D0<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 *-----*
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=1TO26
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:IO=0
8545 RPOS=TPOS*3+WLOC
8550 VA=PEEK(RPOS,2)*256+
8555 IF TT=VA THEN IO=1:RETURN
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 FORK=1TO6
8695 CH=2*K+13
8700 GETG$(K):IF G$(K)="" THEN 8700
8710 AG=ASC(G$(K))
8715 IF K=6 AND G$(K)=CR$ THEN 8735
8720 IF G$(K)=BK$ AND K>1
8721 THEN CH=CH-2:LOCCH,CV;"██ █":
8725 IF G$(K)<"A" OR G$(K)>"Z"
8726 THEN G$(K)="":GOTO 8700
8730 IF K=6 AND G$(K)<>CR$ THEN 8700
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
8740 G$(K)="" :K=K-1:BS=1:GOTO 8740

```

```

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$(K)="" :GOTO 8700
8780 LOC CH,CV;" ";G$(K)
8785 NEXTK
8790 RETURN
8795 REM *-----*
8796 REM *-----END OF PROCEDURE-----*
8797 REM *-----*
8798 REM *-----PRINT GAME SCREEN PROCEDURE-----*
8799 REM *-----*
8800 PROC GAMESCREEN
8820 CLS:LOC5,0;"HIT RETURN AFTER EACH GUESS"
8825 FORK=2T012 STEP 2
8830 LOC15,K;"  _  _  _  _  _  _  _  _  _  _"
8835 NEXTK
8840 LOC1,2;" _L":LOC37,2;" _L"
8845 LOC1,4;" _D":LOC37,4;" _D"
8850 LOC1,6;" _G":LOC37,6;" _G"
8855 LOC1,8;" _O":LOC37,8;" _O"
8860 LOC1,10;" _S":LOC37,10;" _S"
8865 LOC1,12;" _6":LOC37,12;" _6"
8870 LOC1,13;" _4":LOC37,13;" _4"
8875 LOC10,16;" _Q W E R T Y U I O P"
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 DL=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
9171 [LDY#2:LDA PV+6:STA(88),Y
9172 [LDA144:BEQ9135
9175 PERCLRCHN:CLOSE2:TI=CLOCK
9180 RETURN
9195 REM *----*
9196 REM *----END OF PROCEDURE----*
9197 REM *----*
9198 REM *----RETRIEVE RANDOM WORD PROCEDURE----*
9199 REM *----*
9200 PROC GTRNDWD
9250 LOC5,21;"#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 LOC5,21;"#SETTING UP THE GAME FOR";M;"/";D;"###..."
9390 LDWRDS
9395 ON M GOTO 9400,9405,9410,9415,9420,9425,9430,9435,9440,9445,9450,9455
9400 RESTORE 10000:GOTO 9460
9405 RESTORE 10010:GOTO 9460
9410 RESTORE 10020:GOTO 9460
9415 RESTORE 10030:GOTO 9460
9420 RESTORE 10040:GOTO 9460
9425 RESTORE 10050:GOTO 9460
9430 RESTORE 10060:GOTO 9460
9435 RESTORE 10070:GOTO 9460
9440 RESTORE 10080:GOTO 9460
9445 RESTORE 10090:GOTO 9460

```



```

9450 RESTORE 10100:GOTO 9460
9455 RESTORE 10110
9460 READ DY:DO 9460,D
9465 PS=DY*3+WLOC
9470 TC=PEEK(PS,2)*256+PEEK(PS,1)*256          +PEEK(PS)
9471 REM P2=PEEK(PS,20):PRINT P2;
9472 REM P1=PEEK(PS,1):TAB(5)P1;
9473 REM P0=PEEK(PS):TAB(10)P0
9474 REM KEYPRESS
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
9565 LOC5,19;"ENTER DATE (MM,DD):▲ @!!";
9570 POKE2125,0:INPUTM$,D$
9575 ML=LEN(M$):DL=LEN(D$)
9580 IF ML<>2 OR DL<>2 THEN 9570
9585 M1$=LEFT$(M$,1):M2$=RIGHT$(M$,1)
9590 M1=ASC(M1$):M2=ASC(M2$)
9595 IF M1<48 OR M1>49 OR M2<48 OR M2>57 THEN 9570
9600 D1$=LEFT$(D$,1):D2$=RIGHT$(D$,1)
9605 D1=ASC(D1$):D2=ASC(D$)
9610 IF D1<48 OR D1>51 OR D2<48 OR D2>57 THEN 9570
9615 MM$=RIGHT$(M$,2)
9620 IF M1$="0" THEN MM$=RIGHT$(M2$,1)
9625 M=VAL(MM$)
9630 IF M>12 OR M<1 THEN 9570
9635 DD$=RIGHT$(D$,2)
9640 IF D1$="0" THEN DD$=RIGHT$(D2$,1)
9645 D=VAL(DD$)
9650 IF D>31 THEN 9570
9660 IF D>30 AND M=4 THEN 9570
9665 IF D>30 AND M=6 THEN 9570
9670 IF D>30 AND M=9 THEN 9570
9675 IF D>30 AND M=11 THEN 9570
9680 IF D>29 AND M=2 THEN 9570
9685 GTDLYWD
9690 RETURN
9695 REM *-----*
9696 REM *-----END OF PROCEDURE-----*
9697 REM *-----*
9698 REM *-----CHECK DATABASE PROCEDURE-----*
9699 REM *-----*
9700 PROC CHKDB
9730 LOC5,14;"CHECKING PLAYER DATABASE..."
9735 OPEN 3,8,4,"SCORES"
9740 OPEN 15,8,15
9745 FOR K=1 TO 15
9750 PRINT#15,"P"+CHR$(100)+CHR$(K)+CHR$(0)+CHR$(1)
9755 INPUT#3,N$
9760 IF N$=NA$ THEN R1=K:CK=1
9765 L=LEN(N$):IF L=1 THEN R2=K
9770 NEXT K
9775 CLOSE3:CLOSE15
9780 IF CK=1
9785 THEN LOC5,16;"WELCOME BACK, ";NN$;"!":RETURN
9790 LOC5,16;"HELLO, ";NN$;", NICE TO MEET YOU!":R1=R2:RETURN
9795 REM *-----*
9796 REM *-----END OF PROCEDURE-----*
9797 REM *-----*

```

```

9798 REM *----WELCOME SCREEN PROCEDURE----*
9799 REM *----*
9800 PROC WELCOME
9810 CLS
9815 LOC7,0;"WELCOME TO 2023!"
9820 LOC5,2;"OPTIONS:"
9825 LOC5,4;"1) PLAY THE DAILY GAME."
9830 LOC5,6;"2) PLAY THE RANDOM GAME."
9835 LOC5,8;"ENTER 1 OR 2: ";
9840 POKE2125,0:INPUTU$
9845 IF U$<>"1" AND U$<>"2" THEN 9835
9850 LOC5,11;"ENTER YOUR NAME: ";
9855 POKE2125,0:INPUTNN$
9860 NA$=NN$
9865 A=LEN(NA$)
9870 IF A>5 THEN NA$=LEFT$(NA$,5)
9875 CHKDB
9880 IF U$="1" THEN GTDATE
9885 IF U$="2" THEN GTRNDWD
9890 RETURN
9895 REM *----*
9896 REM *----END OF PROCEDURE----*
9897 REM *----*
9898 REM *----INITIALIZE SCRN KYBRD ARRAY PROCEDURE----*
9899 REM *----*
9900 PROC INITKYBD
9965 KY(1)=120:KY(2)=2100:KY(3)=1700:KY(4)=160:KY(5)=15:KY(6)=180
9970 KY(7)=200:KY(8)=220:KY(9)=25:KY(10)=240:KY(11)=260:KY(12)=280
9975 KY(13)=2500:KY(14)=2300:KY(15)=27:KY(16)=29:KY(17)=11:KY(18)=17
9980 KY(19)=140:KY(20)=19:KY(21)=23:KY(22)=1900:KY(23)=13:KY(24)=1500
9985 KY(25)=21:KY(26)=1300
9990 RETURN
9991 REM *----*
9992 REM *----END OF PROCEDURE----*
9993 REM *----*
9994 REM *----*
9995 REM *----END OF PROCEDURES----*
9996 REM *----*
9997 REM *----*
9998 REM *----DAILY WORD RECORD NUMBER DATA----*
9999 REM *----*
10000 DATA 1,100,500,1000,4128,1541,3261,716,4814,3849,646,4203,2706,5244
10003 DATA 768,2957,1450,3947,3962,3868,3385,5591,1206,4710,3201,2843,1616
10005 DATA 3010,1539,397,1556
10010 DATA 3306,5735,1415,4675,3937,625,2911,3697,5671,1209
10013 DATA 4682,1981,1348,4981,206,654,1417,3531,5319,2561
10015 DATA 1768,4884,993,2839,5307,1522,1168,256,3194
10020 DATA 870,2914,1806,764,5191,5542,2948,4311,1871,2194,5099
10023 DATA 5748,4737,3871,3517,3589,4331,652,4838,801,293,1759,4537
10025 DATA 1259,2156,2304,458,1588,9037,1575,4081
10030 DATA 4661,2873,177,5529,4126,4864,415,462,1534,5435,4891,127
10033 DATA 4495,587,1546,4224,895,3839,3322,4685,3999,3367,4613,1036
10035 DATA 2920,2168,4587,2118,541,4725
10040 DATA 4222,4399,1406,1573,1100,2837,4314,1602,146,1482,4605,1398
10043 DATA 4989,641,5009,279,637,4863,3157,5116,742,4852,2754,4417,187
10045 DATA 1118,3115,3248,3854,4573,3508
10050 DATA 4463,3751,852,2113,496,1964,4007,3188,1466,5038,1808,1531
10053 DATA 3112,2639,886,5462,4715,2172,1559,4014,5021,491,3191,3618
10055 DATA 2204,2169,2329,2960,5498,2908
10060 DATA 1650,4780,5386,1102,205,4801,3486,2164,1065,3304,4783,1834
10063 DATA 5156,69,1283,4861,74,4920,4473,5750,2166,5493,101,3811,5323
10065 DATA 4623,1523,5018,80,624,655
10070 DATA 4312,4961,5423,436,834,78,656,1635,1047,5697,1278,5677,5159
10073 DATA 1418,2564,223,4113,281,4237,831,1478,1087,218,4637,3677,4252
10075 DATA 2153,1863,421,4460,1777
10080 DATA 2245,2787,5109,1626,4405,2476,4542,2019,3894,912,951,3887

```

```
10083 DATA 48,5026,4791,5674,4242,3444,3066,1702,4390,1164,4764,4248
10085 DATA 1413,1710,1802,4541,5295,1723
10090 DATA 4917,5657,2447,1679,930,4553,1508,2877,4792,643,2200,4873
10093 DATA 245,157,1248,3606,5061,4340,4547,4384,4940,4794,1029,3659
10095 DATA 1124,4089,1680,2409,648,3329,4123
10100 DATA 3591,3941,4599,5351,5084,2666,2275,5326,3680,2397,1382
10103 DATA 2499,913,5063,4429,466,890,1567,5109,4819,3676,4545,18
10105 DATA 645,3557,940,1944,1153,3282,3879
10110 DATA 1043,1040,3410,832,4439,1207,2844,1205,5024,5407,1515
10113 DATA 4727,674,64,5246,4802,1785,4776,4420,4892,3225,2368
10115 DATA 3063,4041,2031,1501,4485,166,3902,3391,100
10200 REM *----*
10201 REM *-----*
10202 REM *-----END OF DATA-----*
10203 REM *-----*
```