**Games**

These are modelled on the descriptions in the FRED documents or on the descriptions in Joe Weisbecker’s FRED article.

They are all in 1801 microForth. All sources are at https://github.com/paulscottrobson/fred

All games are started with fredii.exe life.bin (for example). Or you can drop the binary on the executable to run them. They all start in the debugger and require F5 to start.

Jackpot (One arm bandit game)

Press key to stop reels and continue. Game ends at $0 or $50. Zero skill ☺

Deduce (Mastermind game)

Four digits to guess. Press key to start. Enter guess. Show black pegs (right answer right place) and white pegs (right answer wrong place). 15 turns allowed.

Life (Conway’s game of life)

1 (left) 2 (up) 3 (right) 5 (down) move cursor

4 (set pixel) 6 (clear pixel) changes display

0 does a generational calculation. This takes 15-30 seconds.

Spacewar (shooting game)

Shoot the computer controlled opponent 16 times. Player – 1 up 3 down 2 fire.

Match (pelmanism)

Match the cards , 2 player game. Keypad 4x4 layout is System00 which is shown below, this matches the layout on the screen – so key ‘7’ is the top left card.

|  |  |  |  |
| --- | --- | --- | --- |
| 7 | 8 | 9 | F |
| 4 | 5 | 6 | E |
| 1 | 2 | 3 | D |
| 0 | A | B | C |

Paul Robson 31 July 2016.