

Subroutine which is preceded by a Carriage Return and Line Feed.
Listed below are the starting addresses of all of the Character String Routines. A complete listing in hex, and examples of what each string says and looks like, follows.

NAME	LOC.
INSTRUCTIONS	0571
HEADINGS	0772
OUT OF FUEL	0831
ON THE MOON	0853
PERFECT	0871
STRANDED	08A9
CREAMED	08C5
TRY AGAIN	08C7
BURN OR	08C9
CONTROL OUT	089A

CHARACTER STRING ROUTINES

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LUNAR LANDER
MINUS VELOCITY (--) MEANS DOWNWARD MOVEMENT
PLUS VELOCITY (++) MEANS UPWARD MOVEMENT
MAXIMUM BURN IS 90 UNITS/SEC. (BURN MAY BE ANY INTEGER FROM 0 TO 30)
A BURN OF 5 UNITS/SEC IS REQUIRED TO CANCEL GRAVITY.

GOOD LUCK!
CONTROL TO LUNAR MODULE:
BEGIN LANDING PROCEDURE

HEADLINES
TIME (SECS)
OUT OF FUEL
ON THE MOON
PERFECT CONGRATULATIONS!
STRANDED: WELL, YOU GOT DOWN ALIVE, BUT DAMAGE TO YOUR CRAFT
CREAMED: YOU JUST CREAMED YOU HERE!
TRY AGAIN! (Y/N)
BURN OUT OF RANGE.
CONTROL OUT
    
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ALARMS & SECURITY STUFF

If you are into alarms, fire sensors, invasion sensors, window foil, under-mat weight sensors, or just general paranoia with an electronic bent, you should request the general catalog (97 pages) from Mountain West Alarm Supply Co., 4215 N. 16th St., Phoenix, AZ 85016 (602) 263-8831.

HEX LISTING OF CHARACTER STRING ROUTINES

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145T 0671 0897
0471 09 46 8D 04 06 A9 06 8D 05 06 A9 ED 8D 0A 06 80
0681 01 06 60 4C 55 4E 41 52 80 4C 41 4E 44 45 58 0D
0691 0A 04 4D 49 4E 55 53 80 56 4C 4F 43 49 54 59
06A1 20 88 2D 89 4D 45 41 4E 53 80 44 4F 47 57 4E 57
06B1 41 58 44 8D 4D 4F 56 45 4D 4E 54 0D 0A 50 4C
06C1 35 40 80 3E 45 4C 4F 43 59 54 58 80 88 8D 89
06D1 45 4E 4D 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E
06E1 56 4D 45 4E 54 0D 0A 4D 41 58 49 4D 45 4D
06F1 80 48 55 58 4E 80 49 53 80 33 30 30 35 4E 49 54
0701 53 2F 53 43 2E 80 88 48 55 58 80 4D 41
0711 59 80 48 4B 90 41 4E 59 80 49 4E 54 45 47 45 58
0721 40 4C 8F 8D 80 80 54 8F 80 33 80 3D 0D 0A
0731 45 4E 4E 55 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E 4E
0741 53 2F 53 43 2E 80 49 53 80 58 4E 51 55 49 45
0751 44 8D 54 4F 80 43 41 4E 43 45 4C 8D 47 58 41 56
0761 49 54 59 8E 0D 0A 47 4F 4A 80 4C 55 43 4B
0771 21 A9 85 8D 04 06 A9 07 8D 05 06 A9 8B 8D 0A 06
0781 50 01 06 60 43 4E 54 5E 4F 4C 8D 84 4F 80 4C
0791 47 49 4E 8D 4C 41 4E 4A 4E 4E 47 8D 80 4F 43
07A1 45 44 55 58 45 0D 0A 0A 80 54 49 4D 45 4D 80
07B1 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
07C1 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
07D1 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
07E1 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
0801 89 80 80 80 80 80 80 80 80 80 80 80 80 80 80
0811 89 80 80 80 80 80 80 80 80 80 80 80 80 80 80
0821 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
0831 A9 48 8D 04 06 A9 08 8D 05 06 A9 0A 8D 0A 06 20
0841 01 06 A9 7F 85 05 60 4F 55 54 80 4F 46 80 46 55
0851 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
0861 06 80 01 0A 80 4E 80 80 80 80 80 80 80 80 80
0871 A9 84 8D 04 06 A9 8D 05 06 A9 8A 8D 0A 06 80
0881 01 06 60 50 58 46 45 43 54 80 4C 41 4E 44 49
0891 4E 47 21 07 07 0D 0A 43 4F 4E 47 58 41 54
08A1 55 4C 41 54 49 4F 4E 53 A9 8C 8D 0A 06 A9 08 8D
08B1 80 80 80 80 80 80 80 80 80 80 80 80 80 80 80
08C1 80 59 4F 35 80 41 0F 54 80 01 06 60 47 4E 4C 4C
08D1 49 54 45 8C 80 48 55 54 80 44 41 4D 41 47 45 80
08E1 54 4F 80 59 4F 55 58 80 43 58 41 46 54 0D 0A 48
08F1 41 53 80 53 54 58 41 4E 44 45 44 80 59 4F 55 80
0901 48 45 58 45 81 A9 19 8D 04 06 A9 09 8D 05 06 A9
0911 80 43 58 45 80 01 06 60 47 55 80 4A 53 53 54
0921 80 43 58 45 80 01 06 60 47 55 80 4A 53 53 54
0931 47 41 4E 55 43 4B 80 4C 41 4E 44 58 81 07 07
0941 07 07 A9 56 8D 04 06 A9 09 8D 05 06 A9 10 8D 0A
0951 06 80 01 06 60 54 58 59 80 41 47 41 49 4E 3F 80
0961 80 88 39 4F 4E 80 80 8A 7E A9 7D 8D 0A 06 A9 09
0971 80 43 58 45 80 01 06 60 47 55 80 4A 53 53 54
0981 80 80 48 55 58 4E 80 3F A9 8D 0A 06 A9 09
0991 8D 05 06 A9 0A 8D 0A 06 80 01 06 60 43 4F 4E 54
09B1 58 4F 4C 8D 4F 55 54
    
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LINEAR POSITION & VELOCITY TRANSDUCERS

If you are interested in sensing positions or velocities of equipment that has a linear movement of less than 8 feet, then you should request information on the linear stroke transducers manufactured by G.L.Collins Corp., 5875 Obispo Ave. Long Beach, CA 90805, (213) 636-8141 or 630-3121.

"Applications Software"-- Games in Pittman's 6800 Tiny BASIC

by Carl Kelb

These games--Stars, Acey-Deucey, Trap, and Slot--were

adapted from older versions to Tom Pittman's Tiny BASIC for the 6800. Note: A bell (control-G) was imbedded in the print statements for each *.

```
1 PR
1000 PRINT "WHICH GAME DO YOU WANT ?"
1001 PRINT "TYPE 1 FOR STARS"
1002 PRINT "TYPE 2 FOR ACEY-DEUCEY"
1003 PRINT "TYPE 3 FOR TRAP"
1004 PRINT "TYPE 4 FOR SLOTS"
1010 INPUT Z
1020 IF Z<1 GOTO 1000
1030 IF Z=4 GOTO 1000
1040 IF Z=2 GOTO 1000
1050 IF Z=3 GOTO 1000
1060 IF Z=3 GOTO 4000
1070 IF Z=4 GOTO 5000
1100 PR
1110 PRINT "WELCOME TO MY GALAXY. I'M IN CHARGE OF THE STARS HERE."
1120 PRINT "PLAY MY GAME STARS AND GET SOME STARS FOR YOURSELF!"
1130 PR
1140 PRINT "I WILL THINK OF A WHOLE NUMBER FROM 1 TO 100."
1150 PRINT "TRY TO GUESS MY NUMBER. AFTER YOU GUESS, I"
1160 PRINT "WILL TYPE ONE OR MORE STARS (*), THE CLOSER"
1170 PRINT "YOU ARE TO MY NUMBER, THE MORE STARS I WILL"
1180 PRINT "ONE STAR (*) MEANS YOU ARE FAR AWAY FROM"
1190 PRINT "MY NUMBER. TWO STARS (**) MEANS YOU ARE CLOSE"
1200 PRINT "VERY CLOSE TO MY NUMBER!!!"
1210 LET X=100
1220 LET X=100
1230 PR
1240 PRINT "OK, STARSEEKER, I AM THINKING OF A NUMBER, START GUESSING."
1250 LET N=1
1260 PR
1270 PRINT "WHAT IS YOUR GUESS ?"
1280 INPUT G
1290 IF G=X THEN GOTO 1330
1300 IF G<X THEN GOTO 1370
1310 IF G>X THEN GOTO 1370
1320 LET D=X-G
1330 IF D=64 GOTO 1500
1340 IF D=32 GOTO 1490
1350 IF D=16 GOTO 1480
1360 IF D=8 GOTO 1470
1370 IF D=4 GOTO 1460
1380 IF D=2 GOTO 1450
1390 PRINT "!!!"
1400 PRINT "!!!"
1410 PRINT "!!!"
1420 PRINT "!!!"
1430 PRINT "!!!"
1440 PRINT "!!!"
1450 PRINT "!!!"
1460 PRINT "!!!"
1470 PRINT "!!!"
1480 PRINT "!!!"
1490 PRINT "!!!"
1500 PRINT "!!!"
1510 PR
1520 LET N=N+1
1530 GOTO 1260
1540 PR
1550 PRINT "*****"
1560 PRINT "*****"
1570 PRINT "*****"
1580 PRINT "*****"
1590 PRINT "*****"
1600 PR
1610 PRINT "DO YOU WANT TO PLAY AGAIN ?"
1620 PRINT "TYPE 1 TO PLAY AGAIN OR 2 TO PLAY ANOTHER GAME"
1630 INPUT I
1640 IF I=0 GOTO 1610
1650 IF I=1 GOTO 1220
1660 GOTO 1000
1680 END

2000 REM: ACEY-DEUCEY
2100 PR
2101 PRINT "ACEY-DEUCEY IS PLAYED IN THE FOLLOWING MANNER:"
2102 PRINT "THE DEALER (COMPUTER) DEALS TWO CARDS FACE UP."
2103 PRINT "YOU HAVE THE OPTION TO BET OR NOT TO BET DEPENDING"
2104 PRINT "ON THE VALUE OF THE CARDS. IF YOU BELIEVE THE NEXT CARD WILL HAVE"
2105 PRINT "A VALUE BETWEEN THE FIRST TWO, YOU BET."
2106 PRINT "IF YOU DO NOT WANT TO BET, INPUT A 0."
2110 PR
2120 LET N=100
2130 LET B=100
2140 LET C=100
2150 PR
2160 PRINT "YOU NOW HAVE *100* DOLLARS."
2170 PR
2180 PR
2190 PR
2195 PR
2200 LET B=0
2210 LET C=0
2220 GOTO 2190
2230 LET B=0
2240 LET C=0
2250 GOTO 2190
2260 PRINT "HERE ARE YOUR NEXT TWO CARDS...."
2270 LET A=1
2280 LET B=(RND(14))+2
2290 IF A<2 GOTO 2270
2300 LET B=(RND(14))+2
2310 IF B<2 GOTO 2300
2320 IF B>14 GOTO 2300
2330 IF A=14 GOTO 2300
2340 IF A=14 GOTO 2400
2350 IF A=14 GOTO 2400
2360 IF A=11 GOTO 2440
2370 IF A=12 GOTO 2440
2380 IF A=13 GOTO 2440
2390 IF A=14 GOTO 2480
2400 PRINT "A"
2410 PRINT "B"
2420 PRINT "JACK"
2430 GOTO 2500
2440 PRINT "QUEEN"
2450 GOTO 2500
2460 PRINT "KING"
2470 GOTO 2500
2480 PRINT "ACE"
2490 IF B<11 GOTO 2550
2500 IF B=11 GOTO 2570
2510 IF B=12 GOTO 2570
2520 IF B=13 GOTO 2570
2530 IF B=14 GOTO 2610
2540 IF B=14 GOTO 2650
2550 PRINT "B"
2560 GOTO 2650
2570 PRINT "JACK"
2580 GOTO 2650
2590 PRINT "QUEEN"
2600 GOTO 2650
2610 PRINT "KING"
2620 GOTO 2650
2630 PRINT "ACE"
2640 PR
2650 PR
2660 PRINT "WHAT IS YOUR BET ?"
2670 IF B<0 GOTO 2680
2675 PRINT "CHICKEN!!!"
2676 PR
2677 GOTO 2260
2680 IF B<0 GOTO 2730
2690 PRINT "BETTER FRIEND, BUT YOU BET TOO MUCH"
2700 PRINT "YOU HAVE ONLY *100* DOLLARS TO BET"
2710 GOTO 2650
2730 LET C=(RND(14))+2
2740 IF C<2 GOTO 2730
2750 IF C>14 GOTO 2730
2760 IF C=14 GOTO 2830
2770 IF C=11 GOTO 2830
2780 IF C=12 GOTO 2850
2790 IF C=13 GOTO 2870
2800 IF C=14 GOTO 2890
2810 PRINT "C"
2820 PRINT "A"
2830 PRINT "JACK"
2840 GOTO 2910
2850 PRINT "QUEEN"
2860 GOTO 2910
2870 PRINT "KING"
2880 PRINT "ACE"
2890 PRINT "ACE"
2910 IF C>A GOTO 2930
2920 GOTO 2970
2930 IF C>B GOTO 2970
2950 PRINT "YOU WIN!!!"
2960 GOTO 2910
2970 PRINT "SORRY, YOU LOSE."
2980 IF B<0 GOTO 2240
3000 PR
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3010 PRINT "SORRY, FRIEND, BUT YOU BLEW YOUR WAD."
3020 PRINT "DO YOU WANT TO TRY AGAIN?"
3030 PRINT "TYPE 1 TO PLAY AGAIN AND 2 TO PLAY ANOTHER GAME."
3050 INPUT I
3060 IF I=1 GOTO 3040
3070 IF I=2 GOTO 3040
3080 IF I=1 GOTO 2110
3090 IF I=2 GOTO 1000
3100 END

4000 REM: TRAP
4160 PRINT "I WILL THINK OF A NUMBER FROM 1 TO 100."
4170 PRINT "TRY TO GUESS MY NUMBER. ENTER TWO NUMBERS, TRYING"
4180 PRINT "TO TRAP MY NUMBER BY YOUR TWO TRAP NUMBERS. I'LL"
4190 PRINT "TELL YOU HOW CLOSE YOU ARE TO MY NUMBER."
4200 PRINT "NUMBERS SMALLER THAN YOUR TWO TRAP NUMBERS OR"
4210 PRINT "IF I TELL YOU THAT YOU HAVE TRAPPED MY NUMBER, I"
4220 PRINT "MEAN THAT MY NUMBER IS BETWEEN YOUR TRAP NUMBERS."
4230 PRINT "OR - PERHAPS MY NUMBER IS THE SAME AS ONE OF YOUR"
4240 PRINT "TRAP NUMBERS."
4250 PRINT "ENTER YOUR GUESS FOR #BOTH# TRAP NUMBERS."
4270 PRINT "!!!IMPORTANT!!! IF YOU THINK YOU KNOW MY NUMBER, THEN"
4280 PRINT "ENTER YOUR GUESS FOR #BOTH# TRAP NUMBERS."
4290 PR
4300 LET X=(RND(100))+1
4310 PRINT "I'M THINKING...THINKING...#X# I HAVE A NUMBER!"
4320 LET Y=X
4330 PR
4340 PRINT "FIRST TRAP NUMBER *;"
4350 INPUT A
4360 PRINT "SECOND TRAP NUMBER *;"
4370 INPUT B
4372 IF Y<A
4373 IF Y>B THEN Y=-1
4374 LET Z=X-B
4375 IF Z<0 THEN Z=-1
4376 IF Z>0 THEN Z=1
4380 PRINT "YOUR TWO TRAP NUMBERS ARE: A="A" B="B"
4390 IF T=-2 GOTO 4430
4391 IF T=-1 GOTO 4410
4392 IF T=0 GOTO 4400
4393 IF T=1 GOTO 4410
4394 IF T=2 GOTO 4450
4400 IF A=B GOTO 4480
4410 PRINT "YOUR NUMBER IS TRAPPED BY YOUR NUMBERS."
4420 GOTO 4460
4430 PRINT "MY NUMBER IS SMALLER THAN YOUR TRAP NUMBERS."
4440 GOTO 4460
4450 PRINT "MY NUMBER IS LARGER THAN YOUR TRAP NUMBERS."
4460 GOTO 4530
4470 GOTO 4530
4480 PRINT "YOU GOT IT IN *K#* GUESSES ! ! ! ! !"
4485 PR
4490 PRINT "DO YOU WANT TO PLAY AGAIN?"
4500 PRINT "TYPE 1 IF YOU WANT TO PLAY AGAIN OR 2 IF YOU WANT ANOTHER GAME."
4510 INPUT I
4520 IF I=1 GOTO 4500
4530 IF I=2 GOTO 4500
4540 IF I=1 GOTO 4290
4550 IF I=2 GOTO 1000
4560 END

5000 REM: SLOTS
5100 PR
5120 PRINT "THIS IS A SIMULATION OF A SLOT MACHINE USING A COMPUTER."
5130 PRINT "EACH TIME YOU 'PULL' I WILL ASK YOU IF YOU WISH TO PLAY AGAIN."
5140 PRINT "JUST ANSWER WITH A '1' FOR YES AND A '0' FOR NO."
5150 PRINT "PLEASE PLACE A QUARTERS ON MY CPU FOR EACH PLAY."
5170 PR
5180 LET D=(RND(8))+1
5181 LET E=(RND(7))+1
5182 LET F=(RND(7))+1
5201 IF D=1 GOTO 5211
5202 IF D=2 GOTO 5215
5203 IF D=3 GOTO 5215
5204 IF D=4 GOTO 5217
5205 IF D=5 GOTO 5217
5206 IF D=6 GOTO 5223
5207 IF D=7 GOTO 5223
5208 IF D=8 GOTO 5224
5211 PRINT "BELL *;"
5212 GOTO 5231
5213 PRINT "BAR *;"
5214 GOTO 5231
5215 PRINT "CHERRY*;"
5216 GOTO 5231
5217 PRINT "APPLE *;"
5218 GOTO 5231
5219 PRINT "LEMON *;"
5220 GOTO 5231
5221 PRINT "$ *;"
5222 GOTO 5231
5223 PRINT "CHERRY*;"
5224 LET D=3
5225 GOTO 5231
5226 PRINT "CHERRY*;"
5227 IF D=3
5231 IF E=1 GOTO 5241
5232 IF E=2 GOTO 5243
5233 IF E=3 GOTO 5245
5234 IF E=4 GOTO 5247
5235 IF E=5 GOTO 5249
5236 IF E=6 GOTO 5251
5237 IF E=7 GOTO 5253
5241 PRINT "BELL *;"
5242 GOTO 5261
5243 PRINT "BAR *;"
5244 GOTO 5261
5245 PRINT "CHERRY*;"
5246 GOTO 5261
5247 PRINT "APPLE *;"
5248 GOTO 5261
5249 PRINT "LEMON *;"
5250 GOTO 5261
5251 PRINT "$ *;"
5252 GOTO 5261
5253 PRINT "CHERRY*;"
5254 LET E=3
5261 IF F=1 GOTO 5271
5262 IF F=2 GOTO 5273
5263 IF F=3 GOTO 5275
5264 IF F=4 GOTO 5277
5265 IF F=5 GOTO 5279
5266 IF F=6 GOTO 5281
5267 IF F=7 GOTO 5283
5271 PRINT "BELL *;"
5272 GOTO 5410
5273 PRINT "BAR *;"
5274 GOTO 5410
5275 PRINT "CHERRY*;"
5276 GOTO 5410
5277 PRINT "APPLE *;"
5278 GOTO 5410
5279 PRINT "LEMON *;"
5280 GOTO 5410
5281 PRINT "$ *;"
5282 GOTO 5410
5283 PRINT "CHERRY*;"
5284 GOTO 5410
5285 IF D<E GOTO 5440
5420 IF E<F GOTO 5530
5430 IF D=E GOTO 5460
5440 IF D<F GOTO 5490
5450 GOTO 5510
5460 IF D=1 GOTO 5510
5470 IF D=2 GOTO 5510
5480 IF D=3 GOTO 5510
5490 IF D=4 GOTO 5510
5495 LET B=B+5
5496 PRINT "KENO...YOU WIN $5..TOTAL=$B!"
5497 GOTO 5550
5498 LET B=B-1
5499
5495 PRINT "YOU HAVE LOST $1 --- TOTAL=$B!"
5500 GOTO 5550
5510 LET B=B+1
5515 PRINT "YOU HAVE WON $1 --- TOTAL=$B!"
5520 GOTO 5550
5530 IF D=4 GOTO 5540
5531 IF D=6 GOTO 5545
5535 LET B=B+20
5536 PRINT "JACKPOT...$20...TOTAL=$B!"
5537 GOTO 5550
5540 LET B=B+50
5541 PRINT "JACKPOT...$50...TOTAL=$B!"
5545 LET B=B+100
5546 PRINT "JACKPOT...$100...TOTAL=$B!"
5550 PRINT "AGAIN *;"
5560 INPUT I
5561 IF I=1 GOTO 5550
5562 IF I=1 GOTO 5170
5565 PR
5570 PRINT "IT'S BEEN NICE OPERATING FOR YOU -"
5571 PR
5575 GOTO 1000
5580 END

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