

MASTERMIND

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7.
8.
9. RON SCHWENK
) NT=0;CLEAR;PRINT
17 BC=142;FC=176;&(9)=-3
20 Print "      MASTERMIND";PRINT
22 Print "DO YOU WISH INSTRUCTIONS?"
24 Print "IF YES, PUSH NUMBER 1."
26 K=KP
28 IF K=49 GOTO 1000
29 Print "      NO
30 Print "HOW MANY COLUMNS? (2-6)"
35 V=KP
40 IF V<50 GOTO 35
45 IF V>54 GOTO 35
) TV=V;Q=V-48
60 Print;Print "HIGHEST NUMBER IN EACH
65 Print "COLUMN? (3-9)"
70 V=KP
75 IF V<51GOTO 70
80 IF V>57GOTO 70
85 TV=V;N=V-48
90 Clear;J=0
100 FOR H=1 TO Q;@(H)=RND (N);NEXT H
130 &(9)=11;BC=181;FC=104
140 &(0)=9;&(1)=9;&(2)=6;&(3)=6
160 CX=-25;PRINT "MASTERMIND
190 CX=-25
) 20 FOR G=1 TO Q;TV=64+G; Print " ",;NEXT G
40 Print "- P R"
250 CY=32;Print "GUESS"
260 Print "1 -",#2,N
300 CY=16;NT=1
310 FOR H=1 TO Q
320 Print " ",;TV=64+H;Print " ",
340 @(20+H)=KP
360 IF @(20+H)<48GOTO 340
370 IF @(20+H)=48GOTO 800
380 IF @(20+H)>48+N GOTO 340
383 TV=@(20+H)
390 Print ;NEXT H
) 94 G=KP ← 392 Print " GO?"
) 96 IF G#13BOX -60,-12,40,64,2;GOTO 300
+00 FOR H=1 TO Q;@(30+H)=@(20+H)-48;NEXT H
+10 FOR H=1 TO Q;@(10+H)=@(H);NEXT H
+20 P=0;R=0
+30 J=J+1
+50 FOR H=1 TO Q
+60 IF @(10+H)=@(30+H) P=P+1;@(10+H)=0;@(30+H)=10
+70 NEXT H
+80 FOR T=1 TO Q
+85 Print " ",
+90 FOR U=1 TO Q
+95 IF @(10+T)=@(30+U) R=R+1;@(10+T)=0;@(30+U)=10
) 40 NEXT U
) 50 NEXT T
610 CY=32-(Jx8)
620 IF CY<-32 CY=-32;Print
630 CX=-25
640 FOR H=1 TO Q;TV=@(20+H);TV=32;NEXT H
680 TV=45
690 Print #2,P,R
700 IF P=Q GOTO 730
710 IF J<9 BOX -60,-12,40,64,2;GOTO 300
720 IF J>8 BOX -60,0,40,87,2;GOTO 250
730 BOX -60,0,40,87,2
740 &(9)=0
750 Print "      WINNER IN ",#1,J," TRIES"
760 GOTO 900
800 &(9)=0
810 CY=-32;Print ;Print "I PICKED",;CX=-30
830 FOR M=1 TO Q; Print #2,@(M),;NEXT M
860 Print
900 Print " ANOTHER GAME? PUSH 'GO'."
910 Y=KP
920 IF Y=13 CLEAR;Print;GOTO 30
930 Print; Print "NO? OK."
940 Print "HOPE TO PLAY AGAIN SOON."
950 STOP
1000 NT=0;CLEAR
1010 Print "I WILL PICK SOME NUMBERS
1020 Print "FOR YOU TO GUESS. YOU
1030 Print "CHOOSE HOW MANY AND HOW
1040 Print "LARGE THE NUMBERS. AFTER
1050 Print "MAKING A GUESS FOR ALL OF
1060 Print "THE NUMBERS, PUSH 'GO!'.
1070 Print "I WILL TELL YOU HOW MANY
1080 Print "YOU HAVE PERFECT AND HOW
1090 Print "MANY ARE THE RIGHT NUMBER
1100 Print "BUT IN THE WRONG COLUMN."
1110 Print "IF YOU GIVE UP, GUESS '0'."
1120 Print "PUSH 'GO' TO START GAME.",
1140 NT=1;V=KP
1150 IF V#13 GOTO 1140
1160 CLEAR; PRINT; GOTO 30

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NOTES:

Insert line 392 between 390 and 394

This program requires all memory so I had to remove all remarks. This may help you follow the program.

100 Pick the numbers for you to guess
130-140 recolor the TV
340 Input guess and check to see if it is a good number
400-410 Reassign guess and numbers
450-470 Check for perfects
510-550 Check for rights
610-690 Display results
710-730 Selective clearing of screen