

```
01 LBL "3D" ;3-Dimensional Tic-Tac-Toe Program - Part 1
02 STO 03
03 CF 02
04 FIX 3
05 CLA
06 ARCL 03
07 >"^" ;Append 1 up-arrow
08 AVIEW
09 0
10 STO 00
11 2
12 STO 01
13 RCL 03
14 XEQ 01
15 STO 09
16 RCL 04
17 RCL IND 09
18 *
19 INT
20 1 E2
21 MOD
22 X#0?
23 GTO 14
24 5
25 RCL 04
26 /
27 1
28 +
29 ST+ IND 09
30 RCL 02
31 X=0?
32 GTO 05
33 SF 00
34 XEQ 00
35 CF 00
36 CF 02
37 CF 03
38 .06
39 RCL 02
40 FRC
41 STO 02
42 X>Y?
43 GTO 04
44 X=Y?
45 GTO 08
46 LBL 05
47 .01
48 ST+ 02
49 SF 02
50 GTO 08
51 LBL 04
52 XEQ 01
53 XEQ 00
54 FS?C 02
55 GTO 08
56 RCL 03
57 XEQ 01
58 LBL 08
59 RCL 00
60 INT
61 2
62 +
63 3
64 /
65 STO 09
66 FRC
```

```
67 X=0?
68 CF 01
69 .5
70 X>Y?
71 SF 00
72 GTO "2" ;3-D Tic-Tac-Toe - Part 2 - Line 1
73 LBL 01
74 10
75 *
76 INT
77 LASTX
78 FRC
79 10
80 *
81 INT
82 LASTX
83 FRC
84 .5
85 -
86 CHS
87 20
88 *
89 10^X
90 STO 04
91 RDN
92 1
93 -
94 STO 05
95 X<>Y
96 2
97 +
98 4
99 *
100 STO 06
101 +
102 STO 07
103 RTN
104 LBL 00
105 1
106 RCL 06
107 XEQ 07
108 4
109 RCL 05
110 12
111 +
112 XEQ 07
113 5
114 ENTER
115 12
116 XEQ 07
117 3
118 ENTER
119 15
120 XEQ 07
121 0
122 STO 08
123 RCL 07
124 STO 09
125 GTO 09
126 LBL 07
127 CF 01
128 STO 09
129 RDN
130 STO 08
131 XEQ 09
132 SF 01
133 RCL 08
134 CHS
135 STO 08
136 XEQ 09
```

137 RCL 08
138 CHS
139 STO 08
140 LBL 09
141 1
142 ST+ 02
143 1 E2
144 ENTER
145 ENTER
146 3
147 STO 10
148 CLX
149 LBL 11
150 RCL IND 09
151 +
152 X<> 09
153 RCL 08
154 +
155 X<> 09
156 FS? 01
157 *
158 DSE 10
159 GTO 11
160 RCL IND 09
161 +
162 FS? 01
163 GTO 03
164 R^
165 RCL 04
166 /
167 /
168 LBL 03
169 FRC
170 R^
171 *
172 INT
173 4
174 X<>Y
175 FS? 00
176 GTO 02
177 X>Y?
178 RTN
179 GTO 10
180 LBL 02
181 5
182 /
183 X=Y?
184 >"YOU WIN"
185 X=Y?
186 PROMPT
187 FRC
188 X#0?
189 RTN
190 LASTX
191 LBL 10
192 RCL 01
193 X>Y?
194 RTN
195 X<>Y
196 SF 02
197 FC? 00
198 SF 03
199 STO 01
200 RCL 02
201 STO 00
202 END

```
012AC000F300334433A9029C03879B03F27F5E7E1030123123
E00001392490894268111B124B63BF00152443114092892267
B600A800E00000A900A902A9031A101622693245B50078B900
061A10119202A802B90005E00001E00000AA02B90023E00001
09206812401343396967A9011A1545A8001DF1320211104268
76691110426876691A15415412104257347511413571124014
4236403785011126E000071425111240E0000715831112E000
0713831115E0000710382739BA0008A901397538E00009A801
285438E000092854380A119202111B128383133A770C908940
CE092840CE09AC0142970ABC00908940AC01B4007424434304
697442681471AC00B3004585BB0003154378F87F594F552057
494E788E696385760B21458571A802AD00A803312230C0000D
55
```

298 BYTES

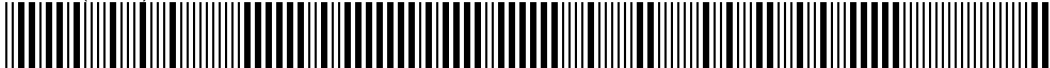
HP-41C 3D Tic-Tac-Toe Part 1 by Read Predmore PPC V7 N9 P29 Nov 1980

Program Registers Needed: 43

Row 1 (1 - 6)



Row 2 (6 - 14)



Row 3 (15 - 23)



Row 4 (24 - 33)



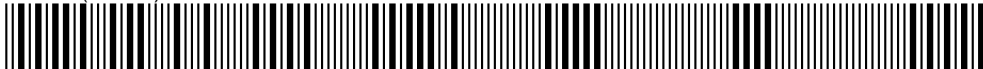
Row 5 (34 - 39)



Row 6 (40 - 48)



Row 7 (48 - 54)



Row 8 (54 - 63)



Row 9 (64 - 72)



Row 10 (72 - 82)



HP-41C 3D Tic-Tac-Toe Part 1 by Read Predmore PPC V7 N9 P29 Nov 1980

Row 11 (83 - 93)



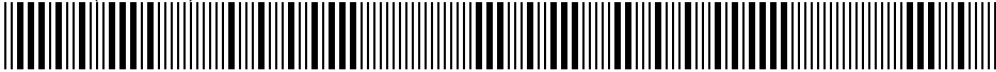
Row 12 (94 - 106)



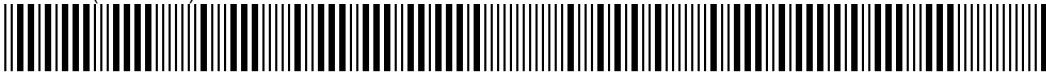
Row 13 (107 - 114)



Row 14 (115 - 121)



Row 15 (122 - 131)



Row 16 (131 - 140)



Row 17 (141 - 150)



Row 18 (150 - 158)



Row 19 (159 - 167)



Row 20 (168 - 178)



Row 21 (179 - 184)



Row 22 (184 - 195)



Row 23 (196 - 202)

