

```
01 LBL "2" ;3-Dimensional Tic-Tac-Toe Program - Part 2
02 GTO IND 09
03 LBL 01
04 1
05 RCL 06
06 GTO 10
07 LBL 02
08 4
09 RCL 05
10 12
11 +
12 GTO 10
13 LBL 03
14 5
15 ENTER
16 12
17 GTO 10
18 LBL 04
19 3
20 ENTER
21 15
22 GTO 10
23 LBL 05
24 SF 01
25 0
26 RCL 07
27 LBL 10
28 STO 09
29 RDN
30 STO 08
31 1 E2
32 ENTER
33 1 E8
34 FS? 00
35 X<>Y
36 FS? 01
37 STO 04
38 RCL 04
39 LBL 11
40 XEQ 12
41 RCL 08
42 ST+ 09
43 .01
44 FS? 00
45 1/X
46 RCL 04
47 FS? 01
48 *
49 GTO 11
50 LBL 00
51 1
52 STO 08
53 16
54 STO 04
55 XEQ 08
56 XEQ 14
57 XEQ 14
58 12
59 XEQ 08
60 RCL 06
61 STO 07
62 4
63 STO 08
64 16
65 STO 04
66 13
```

67 XEQ 08
68 14
69 XEQ 08
70 15
71 XEQ 08
72 12
73 XEQ 08
74 RCL 06
75 RCL 07
76 +
77 32
78 -
79 STO 09
80 LBL 13
81 RCL IND 09
82 RCL 08
83 X<=Y?
84 GTO 09
85 RCL 09
86 2
87 MOD
88 X=0?
89 GTO 06
90 GTO 07
91 LBL 09
92 RCL 09
93 +
94 16
95 MOD
96 12
97 +
98 STO 09
99 GTO 13
100 LBL 08
101 STO 09
102 LBL 14
103 4
104 STO 10
105 CLX
106 LBL 15
107 RCL IND 09
108 +
109 X<> 09
110 RCL 08
111 +
112 X<> 09
113 DSE 10
114 GTO 15
115 INT
116 RCL 04
117 X<=Y?
118 RTN
119 RDN
120 STO 04
121 RCL 09
122 STO 06
123 RTN
124 LBL 06
125 1 E2
126 XEQ 12
127 1 E4
128 XEQ 12
129 1 E8
130 XEQ 12
131 LBL 07
132 1 E6
133 XEQ 12
134 1 E4
135 XEQ 12
136 1 E2

```

137 XEQ 12
138 1 E8
139 LBL 12
140 STO 04
141 RCL IND 09
142 *
143 INT
144 1 E2
145 MOD
146 X#0?
147 RTN
148 1
149 ST+ IND 09
150 RCL 04
151 1/X
152 ST+ IND 09
153 LOG
154 2
155 /
156 5
157 +
158 RCL 09
159 4
160 /
161 INT
162 LASTX
163 FRC
164 4
165 *
166 1
167 +
168 X<>Y
169 2
170 -
171 10
172 *
173 +
174 10
175 *
176 +
177 1 E3
178 /
179 ARCL X
180 FS?C 02
181 PROMPT
182 STO 02
183 RCL 01
184 3
185 X>Y?
186 PROMPT
187 FS? 03
188 >"I WIN"
189 PROMPT
190 END

```

```

012DC000F20032AE09021126BB00031425111240BB00041583
1112BB000513831115BB0006A80110270B397538111B128311
1B18AC0071AC0134240CE0000C2892091A1011AC006024AC01
42BC00011138111634E00008E0000EE0000E1112E000082637
14381116341113E000081114E000081115E000081112E00008
262740131241390E90892846BA0029124B67B700B8000A2940
11164B11124039BE0009390F143A77CF0F908940CE092840CE
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E0000C111B18E0000C08111B16E0000C111B14E0000C111B12
E0000C111B180D3490894268111B124B638511928924609289
56124315402914436876691442114071124111104240111042
40111B13439B73AA028E322113458EAC03F67F492057494E8E
C0000D51

```

```

301 BYTES

```

HP-41C 3D Tic-Tac-Toe Part 2 by Read Predmore PPC V7 N9 P30 Nov 1980

Program Registers Needed: 43

Row 1 (1 - 7)



Row 2 (8 - 17)



Row 3 (17 - 26)



Row 4 (27 - 34)



Row 5 (35 - 43)



Row 6 (43 - 51)



Row 7 (52 - 57)



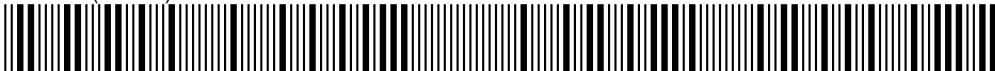
Row 8 (58 - 66)



Row 9 (66 - 71)



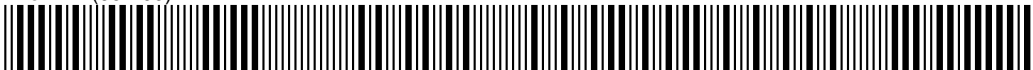
Row 10 (71 - 79)



Row 11 (80 - 89)



Row 12 (90 - 99)



Row 13 (99 - 109)



Row 14 (109 - 117)



Row 15 (118 - 126)



Row 16 (127 - 131)



HP-41C 3D Tic-Tac-Toe Part 2 by Read Predmore PPC V7 N9 P30 Nov 1980

Row 17 (132 - 136)



Row 18 (136 - 142)



Row 19 (143 - 152)



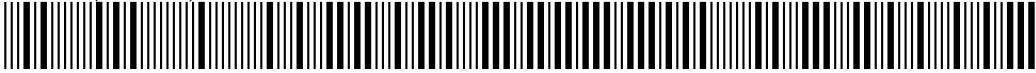
Row 20 (152 - 164)



Row 21 (165 - 175)



Row 22 (176 - 184)



Row 23 (185 - 190)



Row 24 (190)

