

HP-41C Sub Hunt Game Program by James R. Merrill
PPC Calculator Journal Vol 8 N2 P18 Mar-Apr 1981

```
01 LBL "SUB" ;Sub Hunt Game Program
02 CLRG
03 FIX 00
04 CF 29
05 "SEED?"
06 PROMPT
07 ABS
08 SQRT
09 STO 00
10 "*SUBHUNT*"
11 AVIEW
12 XEQ 09
13 6
14 XEQ 20
15 2
16 +
17 STO 09
18 STO 10
19 LBL 15
20 1 E4
21 XEQ 20
22 2 E3
23 +
24 STO IND 09
25 DSE 09
26 GTO 15
27 35
28 STO 08
29 LBL 16
30 1 E2
31 XEQ 20
32 39
33 *
34 2 E3
35 +
36 STO 18
37 RCL 10
38 STO 09
39 RCL IND 09
40 STO 11
41 23
42 /
43 SQRT
44 INT
45 STO 12
46 XEQ 27
47 LBL 17
48 CF 22
49 "CMD?"
50 AVIEW
51 PSE
52 FC? 22
53 GTO 17
54 X<=0?
55 GTO 17
56 5
57 X<>Y
58 X>Y?
59 GTO 17
60 22
61 +
62 GTO IND X
63 LBL 23
64 FS? 06
65 GTO 02
66 XEQ 21
67 .2
```

```
68 X<Y?
69 XEQ 19
70 25 E2
71 FS?C 07
72 16 E2
73 XEQ 20
74 4 E2
75 +
76 RCL 20
77 %
78 -
79 RND
80 STO 19
81 ST- 18
82 RCL 18
83 12 E2
84 X>Y?
85 XEQ 01
86 RCL 19
87 X=0?
88 GTO 02
89 "ADV="
90 ARCL 19
91 >" YDS"
92 XEQ 22
93 LBL 00
94 "RNG="
95 ARCL 18
96 >" YDS"
97 XEQ 22
98 GTO 17
99 LBL 01
100 STO 18
101 -
102 ST+ 19
103 RTN
104 LBL 02
105 "TOO CLOSE"
106 XEQ 22
107 SF 06
108 GTO 00
109 LBL 24
110 RCL 20
111 80
112 X<=Y?
113 GTO 12
114 RCL 13
115 "DEPTH?"
116 XEQ 22
117 7
118 X<>Y
119 X<Y?
120 X<>Y
121 STO 13
122 "DEPTH="
123 ARCL X
124 >" FT"
125 XEQ 22
126 RCL 14
127 "SPEED?"
128 XEQ 22
129 45
130 X<>Y
131 X>Y?
132 X<>Y
133 STO 14
134 "SPEED="
135 ARCL X
136 >" KTS"
137 XEQ 22
```

138 4
139 "FIRE?"
140 XEQ 22
141 4
142 X<>Y
143 X>Y?
144 X<>Y
145 "FIRED "
146 ARCL X
147 AVIEW
148 STO 15
149 ST- 08
150 XEQ 21
151 .4
152 X>Y?
153 XEQ 19
154 RCL 18
155 RCL 14
156 /
157 "FAR"
158 ASTO L
159 80
160 X<Y?
161 GTO 07
162 RCL 12
163 RCL 13
164 "DEEP"
165 ASTO L
166 X>Y?
167 GTO 07
168 XEQ 21
169 .3
170 X>Y?
171 XEQ 19
172 LBL 18
173 XEQ 21
174 .7
175 X<Y?
176 XEQ 19
177 SF IND 15
178 "NO. "
179 ARCL 15
180 XEQ 22
181 XEQ 21
182 .9
183 X<Y?
184 GTO 05
185 CLX
186 9
187 RCL 18
188 D-R
189 /
190 FC? 09
191 GTO 03
192 3
193 /
194 LBL 03
195 X>Y?
196 GTO 06
197 ">" *HIT*"
198 XEQ 22
199 SF 09
200 9
201 ST/ IND 09
202 1
203 RCL IND 09
204 X<Y?
205 GTO 08
206 LBL 04
207 CF IND 15

208 DSE 15
209 GTO 18
210 RCL 08
211 X<=0?
212 GTO 13
213 GTO 17
214 LBL 05
215 >" *DUD*"
216 XEQ 22
217 GTO 04
218 LBL 06
219 >" *EVADED*"
220 XEQ 22
221 GTO 04
222 LBL 07
223 "TOO "
224 ARCL L
225 XEQ 22
226 XEQ 19
227 GTO 17
228 LBL 08
229 "*SHIP SUNK*"
230 AVIEW
231 XEQ 09
232 RCL 11
233 ISG 16
234 STO X
235 ST+ 17
236 "TONS="
237 ARCL X
238 XEQ 22
239 DSE 10
240 GTO 16
241 "WIN"
242 ASTO L
243 GTO 14
244 LBL 09
245 9
246 LBL 10
247 CF IND X
248 DSE X
249 GTO 10
250 RTN
251 LBL 19
252 SF 07
253 XEQ 21
254 .3
255 FS? 05
256 SQRT
257 X>Y?
258 RTN
259 17
260 XEQ 20
261 3
262 FS?C 05
263 CHS
264 +
265 X<=0?
266 RTN
267 "DEPTH CHARGE"
268 XEQ 22
269 ST+ 20
270 "DMG="
271 ARCL X
272 XEQ 22
273 1 E2
274 RCL 20
275 SF 08
276 XEQ 12
277 X<=Y?

```
278 RTN
279 "SUNK..."
280 XEQ 22
281 "LOSE"
282 ASTO L
283 GTO 14
284 LBL 26
285 "REPAIR"
286 XEQ 22
287 21
288 XEQ 20
289 2
290 +
291 ST- 20
292 RCL 20
293 X>0?
294 GTO 11
295 +
296 0
297 STO 20
298 LBL 11
299 >="="
300 ARCL Y
301 XEQ 22
302 GTO 12
303 LBL 20
304 SF 08
305 LBL 21
306 RCL 00
307 9821
308 *
309 .211327
310 +
311 FRC
312 STO 00
313 FC?C 08
314 RTN
315 *
316 INT
317 RTN
318 LBL 25
319 "EVADE"
320 XEQ 22
321 SF 05
322 GTO 17
323 LBL 27
324 "STATUS"
325 XEQ 22
326 "TORPS="
327 ARCL 08
328 XEQ 22
329 "SHIPS="
330 ARCL 10
331 XEQ 22
332 LBL 12
333 "~DMG=" ; ~=Sigma
334 ARCL 20
335 XEQ 22
336 FC?C 08
337 GTO 00
338 RTN
339 LBL 22
340 AVIEW
341 PSE
342 RTN
343 LBL 13
344 "NO TORPS"
345 XEQ 22
346 "NICE TRY"
347 XEQ 22
```

348 SF 08
349 LBL 14
350 "END OF GAME"
351 XEQ 22
352 "~SHIPS=" ;~=Sigma
353 ARCL 16
354 XEQ 22
355 "~TONS=" ;~=Sigma
356 ARCL 17
357 XEQ 22
358 FS?C 08
359 STOP
360 "YOU "
361 ARCL L
362 AVIEW
363 STOP
364 END

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897 BYTES

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Program Registers Needed: 129

Row 1 (1 - 5)



Row 2 (5 - 10)



Row 3 (10 - 14)



Row 4 (14 - 21)



Row 5 (22 - 27)



Row 6 (28 - 34)



Row 7 (34 - 42)



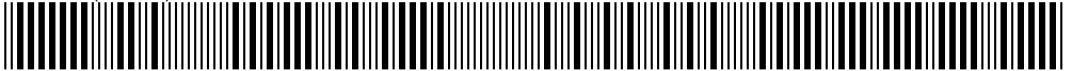
Row 8 (43 - 49)



Row 9 (49 - 55)



Row 10 (56 - 63)



Row 11 (64 - 69)



Row 12 (70 - 73)



Row 13 (74 - 81)



Row 14 (82 - 87)



Row 15 (88 - 91)



Row 16 (91 - 95)



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Row 17 (96 - 99)



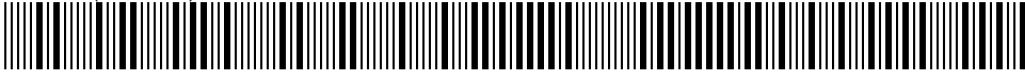
Row 18 (100 - 105)



Row 19 (105 - 109)



Row 20 (110 - 115)



Row 21 (115 - 122)



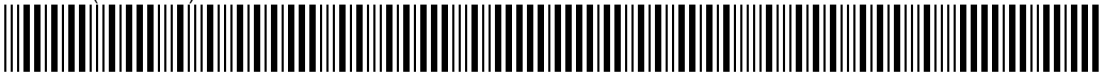
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Row 23 (125 - 129)



Row 24 (129 - 135)



Row 25 (135 - 139)



Row 26 (139 - 145)



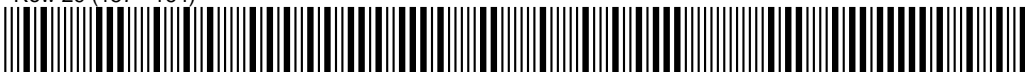
Row 27 (145 - 150)



Row 28 (150 - 157)



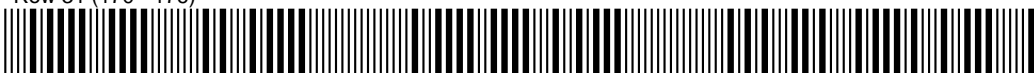
Row 29 (157 - 164)



Row 30 (164 - 169)



Row 31 (170 - 176)



Row 32 (176 - 180)



Row 33 (180 - 187)



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Row 34 (188 - 197)



Row 35 (197 - 200)



Row 36 (201 - 208)



Row 37 (208 - 215)



Row 38 (215 - 218)



Row 39 (219 - 220)



Row 40 (220 - 225)



Row 41 (225 - 229)



Row 42 (229 - 233)



Row 43 (233 - 237)



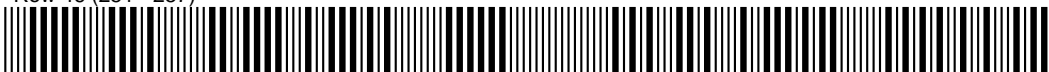
Row 44 (238 - 242)



Row 45 (242 - 250)



Row 46 (251 - 257)



Row 47 (258 - 266)



Row 48 (267)



Row 49 (268 - 272)



Row 50 (272 - 277)



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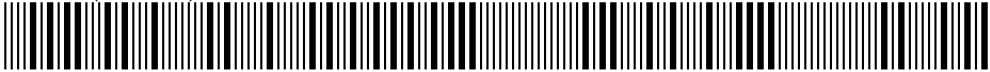
Row 51 (278 - 281)



Row 52 (281 - 285)



Row 53 (285 - 289)



Row 54 (290 - 298)



Row 55 (299 - 304)



Row 56 (304 - 309)



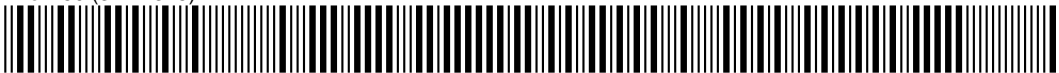
Row 57 (309 - 318)



Row 58 (318 - 322)



Row 59 (322 - 325)



Row 60 (325 - 328)



Row 61 (329 - 332)



Row 62 (333 - 336)



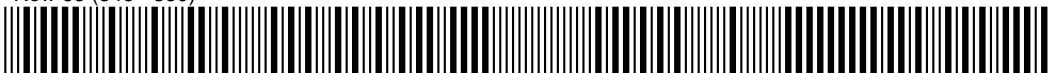
Row 63 (337 - 344)



Row 64 (344 - 346)



Row 65 (346 - 350)



Row 66 (350 - 352)



Row 67 (352 - 355)



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Row 68 (355 - 358)



Row 69 (359 - 364)

