

DIVE BOMBER/TORPEDO BOMBER

DIVE BOMBER/TORPEDO BOMBER - A New, Realistic Game for your HP-57 or HP-97. See Below for Program and Description. Have Fun during the Battle!!

PROGRAM LISTING (IN FIX 4, DEG, FLAGS OFF)

```

001 312515 *LBL E
    3143 CL REG
    3154 Sq. Rt
    356102 CLF 2
    3283 FRAC
    3309 STO 9
    01 1
    00 0
010 3311 STO A
    3313 STO C
    09 9
    08 8
    02 2
    01 1
    3314 STO D
    83 3
    02 2
    01 1
    01 1
    03 3
    02 2
    07 7
    3315 STO E
    05 5
    3312 STO B
    83 3
    07 7
    05 5
    3308 STO 8
030 312500 *LBL 0
    43 EXX
    01 1
    3413 RCL C
    51 1
    01 1
    61 +
    3572 PAUSE
    322211 G GSB A
    3408 RCL 8
    3271 xLTY
    223112 GTOfb
    3411 RCL A
    01 1
    51 1
    3311 STO A
    02 2
    02 2
    3572 PAUSE
    01 1
050 336102 STO+2
    312503 *LBL 3
    3411 RCL A
    3151 x = 0
    223115 GTOfb
    3313 STO C
    357102 F?2
    2203 GTO 3
    01 1
    61 +
060 312503 *LBL 3
    3533 ST I
    2224 GTO(1)
    312501 *LBL 1
    312503 *LBL 3
    312505 *LBL 5
    312507 *LBL 7
    312509 *LBL 9
    2200 GTO 0
    322512 *LBL b
070 3411 RCL A
    01 1
    072 51 -
    3311 STO A
    322211 GSB a
    83 3
    06 6
    3271 xLTY
    223112 GTOfb
    04 4
    04 4
    3572 PAUSE
    02 2
    00 0
    3562 1/x
    335108 STO-8
    01 1
    336105 STO+5
    2203 GTO 3
    322512 *LBL b
    08 8
    08 8
    3572 PAUSE
    01 1
    336106 STO+6
    83 3
    01 1
    335108 STO-8
    3406 RCL 6
    03 3
    100 3261 x y
    2203 GTO 3
    223114 GTOfb
    312511 *LBL A
    312502 *LBL 2
    312504 *LBL 4
    312506 *LBL 6
    312508 *LBL 8
    355102 STF 2
    3412 RCL B
    110 3151 x = 0
    2203 GTO 3
    05 5
    3552 x x y
    51 1
    01 1
    61 +
    42 CHS
    3572 PAUSE
    322211 GSBfa
    3408 RCL 8
    3271 xLTY
    2204 GTO 4
    03 3
    03 3
    3572 PAUSE
    01 1
    336100 STO+0
    2206 GTO 6
    312504 *LBL 4
    130 322211 GSBfa
    01 1
    83 3
    01 1
    71 x
    3283 FRAC
    3408 RCL 8
    3281 xGTY
    2202 GTO 2
    09 9
    09 9
    140 3572 PAUSE
    01 1

```

PROGRAM LISTING CONTINUED

```

143 336104 STO+4
    3404 RCL 4
    02 2
    3251 x = y
    223114 GTOfb
    2206 GTO 6
    312502 *LBL 2
    150 05 5
    05 5
    3572 PAUSE
    01 1
    336101 STO+1
    312506 *LBL 6
    3412 RCL B
    01 1
    51 -
    3312 STO B
    2203 GTO 3
    160 322514 *LBL d
    83 3
    09 9
    3562 1/x
    43 EXX
    09 9
    71 x
    3522 RTN
    322511 *LBL a
    170 3409 RCL 9
    3414 RCL D
    71 x
    3415 RCL E
    61 +
    3283 FRAC
    3309 STO 9
    3522 RTN
    322515 *LBL e
    08 8
    08 8
    181 08 8
    08 8
    3522 RTN
    312512 *LBL b
    3402 RCL 2
    84 R/S
    3400 RCL 0
    84 R/S
    312513 *LBL c
    190 3405 RCL 5
    84 R/S
    3401 RCL 1
    84 R/S
    312514 *LBL d
    3406 RCL 6
    84 R/S
    3404 RCL 4
    84 R/S
    322513 *LBL c
    200 3408 RCL 8
    43 EXX
    02 2
    71 x
    83 3
    07 7
    05 5
    81 div
    208 3522 RTN
    James R. Merrill (1625), 13 Woodsea Place
    Waterford, CT 06385

```

User Instructions:

- 1) Load Program, see 0.0000
 - 2) Enter seed GT zero and get ready - Press E start
 - 1) see # of plane.
 - a) if pos. GTO A
 - b) if neg. GTO B
 - A) Plane is Dive Bomber (one of ten attacking)
 - a) if shot down see 22.0000 at pause - GTO 1
 - b) if near miss see 44.0000; back to #1
 - c) if hit see 88.0000; 3 hits = sunk ship; see 11111111. go to #4
 - B) Plane has torpedo. (one of five)
 - a) if shot down see 44.0000; back to #1
 - b) if miss see 55.0000 back to step one.
 - c) if hit see 99.0000 2 hits = sunk; see 11111111. go to #4
 - 3) if afloat at end see in display 8888.0000. Go to 2 for new game.
 - 4) if sunk (or afloat) you may check game statistics. (You may be afloat even with 2 bomb hits and 1 torpedo hit) Press B see #DB shot down R/S see #TB, "+" total. Press C see #NM(DB); R/S see #NM(TB), "+" gives sum. Press D see hits DB; R/S see hits TB, "+" gives sum
- Note:** hits detract from the ships defense ability (R8). Bomb near miss detracts from defense; torpedo near miss does not.
- Press fc to see defense percentage at end.
- NOTE:** Program is meant to be left running without user intervention. Game Time is about 1 1/2 - 2 minutes. Sit back and enjoy!

AUTHOR: JAMES R. MERRILL
MEMBER: 1625

LATE NOTE: Add these steps between steps 143 and 144:

```

83 3
01 1
05 5
335108 STO-8
this is for torpedo hit.

```