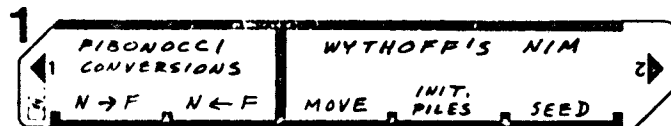


1	LBL A	31 25 11
	GSB B	32 22 12
	LBL 1	31 25 01
	GSB B	32 22 11
3	X > Y	32 81
	GTO 2	22 02
	R↓	35 53
	ISB	31 84
	GTO 1	22 01
10	LBL 2	31 25 02
	RCL 1	34 01
	10X	32 53
	STO + 3	33 61 03
	R↓	35 53
15	R↓	35 53
	RCL 1	34 01
	-	51
	X ≠ 0	31 61
	GTO A	22 11
20	GTO 2	22 02
	LBL B	31 25 12
	GSB B	32 22 12
	LBL 6	31 25 06
	1	01
25	0	00
	+	81
	↑	41
	FRAC	32 83
	X ≠ 0	31 61
30	FE 2	35 51 02
	-	51
	GSB B	32 22 11
	CLX	44
	RCL 1	34 01
35	FE 2	35 51 02
	STO + 3	33 61 03
	R↓	35 53
	X ≠ 0	31 61
	GTO 6	32 06
40	LBL 2	31 25 02
	RCL 3	34 03
	STO - 3	33 51 03
	RTN	35 22
	LBL 8	32 25 11
45	RCL 1	34 01
	RCL 2	34 02
	STO 1	33 01
	+	61
49	STO 2	33 02
50	RTN	35 22
	LBL 6	32 25 12
	0	00
	STO 1	33 01
	STO 2	33 02
55	10X	32 53
	STO 2	33 02
	X	71
	RTN	35 22
	LBL C	31 25 13
60	X ≠ 0	31 61
	X < 0	31 71
	GTO 0	22 00
	STO 1	33 01
	GSB B	32 22 14
65	RCL 9	34 09
	GSB B	32 22 14
	X - Y	35 52
	↑	35 54
	X > Y	32 81
70	GTO 0	22 00
	R↓	35 53
	R↓	35 53
	X - Y	35 52
	X > Y	32 81
75	GTO 0	22 00
	X - Y	35 52
	R↓	35 53
	X ≠ Y	32 51
	GTO 5	22 05
80	X	71
	X ≠ 0	31 61
	GTO 0	22 00
	LBL 5	31 25 05
	RCL 1	34 01
85	STO - 9	33 51 09
	RCL 9	34 09
	-X -	31 84
	LBL D	31 25 14
90	STO 9	33 09
	CF 1	35 61 01
	X = 0	31 51
	GTO 9	22 09
	GSB B	32 22 14
	X = Y	32 51
95	GTO 4	22 04
	X < Y	32 71
	SE 1	35 51 01
	X < Y	32 71
	X - Y	35 52
100	X = 0	31 51

1	GTO 4	22 04
	STO 8	33 08
	X - Y	35 52
	X = 0	31 51
5	GTO 4	22 04
	STO 7	33 07
	RCL 5	34 05
	X -	32 54
	X = Y	32 71
10	GTO 7	22 07
	X - Y	35 52
	A	31 22 11
	STO D	33 14
	LBL 3	31 25 03
15	↑	41
	LOG	31 53
	INT	31 83
	10X	32 53
	-	51
20	X ≠ 0	31 61
	GTO 3	22 03
	LSX	35 83
	LOG	31 53
	2	02
25	+	81
	FRAC	32 83
	X = 0	31 51
	GTO 2	22 02
	RCL 8	34 08
30	A	31 22 11
	STO 5	33 13
	RCL D	34 14
	1	01
	0	00
35	X	71
	X = Y	32 51
	GTO 7	22 07
	X < Y	32 71
	GTO 5	22 05
40	RCL 8	34 08
	RCL 7	34 07
	-	51
	1	01
	-	51
45	X ≠ 0	31 61
	A	31 22 11
	1	01
	+	61
49	1	01
50	0	00
	X	71
	B	31 22 12
	SST - 7	33 51 07
	RCL 7	34 07
55	EEK	43
	2	02
	+	81
	RCL 7	34 07
	+	61
60	GTO 9	34 09
	LBL 2	31 25 02
	RCL D	34 14
	1	01
	0	00
65	+	81
	LBL 5	31 25 05
	B	31 22 12
	RCL 9	34 09
	X - Y	35 52
70	-	51
	EEK	43
	2	02
	CHS	42
75	FE 1	35 51 01
	X	71
	LBL 8	31 25 08
	-X -	31 84
	STO - 9	33 51 09
80	RCL 9	34 09
	RTN	35 22
	LBL D	32 25 14
	STO 2	33 02
	FRAC	32 83
85	EEK	43
	2	02
	X	71
	RCL 2	34 02
	INT	31 83
90	RTN	35 22
	LBL 7	31 25 07
	EEK	43
	2	02
	CHS	42
95	RCL 0	34 00
	↑	35 73
	+	61
	X	32 54
	FRAC	32 83
100	STO 0	33 00



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STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
	TO PLAY GAME:			
1	LOAD BOTH SIDES			
2	ENTER SEED	NNNNNNNN	E	
3	ENTER INITIAL PILES	PP.PP		
	EACH 1 ≤ PP ≤ 99, PREFERABLY DIFFERENT VALUES > 50.		D	NEW SIDE
4	AFTER MACHINE'S MOVE, PLAYER INPUTS MOVE PP <sub>1</sub> .PP <sub>2</sub> IN FORMAT OF STEP (3). BE SURE TO INCLUDE LEADING ZERO WHEN PP <sub>2</sub> < 10		C	
	RULE: CAN REMOVE ANY NUMBER FROM P <sub>1</sub> OR P <sub>2</sub> (NOT BOTH) OR CAN REMOVE EQUAL NUMBERS FROM BOTH. OTHER MOVES WILL PRODUCE "ERROR".			

	CLR ERROR BY PRESSING ANY KEY, RCL 9 & MAKE LEGAL MOVE.			
5	REPEAT STEP 4 UNTIL PILE SIZES ARE BOTH 0. WINNER MAKES LAST MOVE. RCL 5 AT ANY TIME FOR NO. GAMES WON (LEFT OF DECIMAL) OUT OF NO. PLAYED (RIGHT OF DECIMAL)			
6	FOR NEW GAME GTO STEP 3			
	NUMBER 2 FIBONOCCHI-NOTATION			
1	ENTER POSITIVE INTEGER ≤ 144	N	A	F
2	ENTER FIBONOCCHI-NOTATION NUMBER	F	B	N

201	RCL 8	34 08
	X	71
	2	02
	+	81
205	1	01
	+	61
	INT	31 83
	FE 1	35 51 01
	X	71
210	GTO 8	22 08
	LBL 9	31 25 09
	1	01
	STO + 5	33 61 05
	LBL 4	31 25 04
215	0	83
	0	00
	1	01
	STO + 5	33 61 05
	RCL 9	34 09
220	GTO 8	22 08
	LBL E	31 25 15
	CL REG	31 43
	STO 0	33 00
224	RTN	35 22

0	1	2	3	4
5	6	7	8	9

0	1	2	3	4
5	6	7	8	9

A	B	C	D	E
a	b	c	d	e

0	1	2	3	4
5	6	7	8	9

0	1	2	3	4
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