

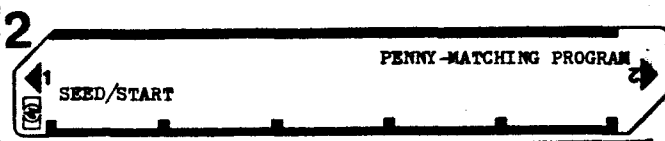
STEP KEY ENTRY KEY CODE

1	LBL A	31 25 11
	GSR 0	31 22 00
	4	04
	6	06
	5	05
	7	07
	8	08
	5	05
	+	61
10	STO 1	33 01
	RTN	35 22
	LBL B	31 25 12
	4	04
	5	05
15	ENTER #	41
	3	03
	8	08
	2	02
	ENTER #	41
	4	04
20	GTO 4	22 04
	LBL C	31 25 13
	4	04
	1	01
25	8	08
	ENTER #	41
	2	02
	5	05
30	ENTER #	41
	9	09
	GTO 4	22 04
	LBL D	31 25 14
35	1	01
	8	08
	9	09
	ENTER #	41
	1	01
	8	08
	9	09
	ENTER #	41
	3	03
45	LBL 4	31 25 04
	R#	35 54
	X>Y	32 81
	GTO 3	22 03
	X=Y	35 52
50	R#	35 53
	STO 3	33 03
	R#	35 53
	GSR 0	31 22 00
	RCL 3	34 03
55	+	61
	x	71
	-	51
	RCL 1	34 01
	LN	31 52
60	x	71
	STO-1	33 51 01
	LBL 3	31 25 03
	4	04
	0	00
65	RCL 1	34 01
	ABS	35 64
	INT	31 83
	X<Y	32 71
	CHS	42
70	STO 1	33 01
	RTN	35 22
	LBL B	31 25 15
	GSB 0	31 22 00
	+	61
75	STO 2	33 02
	GTO 1	22 01
	LBL 2	31 25 02
	2	02
	+	81
80	RCL 1	34 01
	+	61
	STO 1	33 01
	INT	31 83
	PAUSE	35 72
85	1	01
	STO-2	33 51 02
	RCL 2	34 02
	LBL 1	31 25 01
	X>0	31 81
	GTO 2	22 02
	GTO 3	22 03
	LBL 0	31 25 00
	RCL 0	34 00
	7	35 73
95	+	61
	X2	32 54
	PRAC	32 83
	STO 0	33 00
	RTN	35 22
100		

STEP KEY ENTRY KEY CODE

1	LBL A	31 25 11
	CL REG	31 43
	P#S	31 42
	CL REG	31 43
5	STO 0	33 00
	LBL 0	31 25 00
	1	01
	STO+1	33 61 01
	2	02
10	RCL 1	34 01
	X<Y	32 71
	GTO 1	22 01
	RCL 2	34 02
	RCL 3	34 03
15	x	71
	GSB B	31 22 12
	2	02
	x	71
	RCL 4	34 04
20	+	61
	RCL 5	34 05
	4	04
	x	71
	+	61
25	1	01
	0	00
	+	61
	ST 1	35 33
	RCL (1)	34 24
30	X = 0	31 51
	GTO 1	22 01
	RCL 2	34 02
	x	71
	STO 6	33 06
35	GTO 2	22 02
	LBL 1	31 25 01
	RCL 0	34 00
	7	35 73
	+	61
40	5	05
	YX	35 63
	FRAC	32 83
	STO 0	33 00
	RND	31 24
45	2	02
	x	71
	1	01
	-	51
49	STO 6	33 06
50	LBL 2	31 25 02
	RCL 7	34 07
	CF 3	35 61 03
	PAUSE	35 72
	R37	35 71 03
55	R37	35 71 03
	GTO 2	22 02
	1	01
	X = Y	32 51
	CHS	42
60	STO 8	33 08
	RCL 6	34 06
	x	71
	STO-7	33 51 07
	RCL 1	34 01
65	2	02
	X = Y	32 51
	GTO 4	22 04
	X>Y	32 81
	GTO 5	22 05
70	RCL (1)	34 24
	X = 0	31 51
	GTO 3	22 03
	RCL 6	34 06
	RCL 8	34 08
75	X = Y	32 51
	GTO 4	22 04
	CLx	44
	STO (1)	33 24
	GTO 4	22 04
80	LBL 3	31 25 03
	RCL 2	34 02
	RCL 8	34 08
	x	71
	STO (1)	33 24
85	LBL 4	31 25 04
	RCL 2	34 02
	STO 3	33 03
	RCL 4	34 04
	STO 5	33 05
90	LBL 5	31 25 05
	RCL 8	34 08
	STO 2	33 02
	RCL 6	34 06
	RCL 8	34 08
95	x	71
	GSB B	31 22 12
	STO 4	33 04
	RCL 6	34 06
	CHS	42
100	GSB B	31 22 12

1. HP-67 GOLF BY: Jim Butterfield 1076
2. PENNY-MATCHING PROGRAM BY: Cass Lewart 928



STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	Load side 1.			
2	Enter seed 0<S<1 is desired.	seed	STO 0	seed
3	TO PLAY GOLF:			
	a. Tee-up on each new hole;		A	Yards to green
	b. Wood shots: Enter wood #	1,2,3,4	B	+,Yards to green -,Feet to hole
	c. Iron shots: Enter iron #	1 to 9	C	+,Yards to green -,Feet to hole
	d. Wedge shots: Regular wedge	1	D	Same as (c)
	Chip shot	2	D	Same as (c)
	Pitch-and-run	3	D	Same as (c)
	e. Putting: Enter putt strength	1 to 15	E	Same as (c), but after putt, ball "rolls". 0=sunk.
4	Don't try to putt on the fairway, and don't try to use wood, iron or wedge on the green. Calculator does not keep track of holes or scoring, as this cramps the artistry of the game!			

1	Load program.			
2	"PENNY-MATCHING" is an "intelligent" program which can learn to recognize your strategies for playing "the pennies". Previous player responses in 8 typical situations are stored in S0-S7 and used by HP to outguess player's next move. If you change your strategy after HP locks itself onto it, it will lose once and then play randomly till it finds out (usually in 5-10 moves) your new strategy!			
3	To play: Enter seed 0<S<1	seed	A	SCORE
	SCORE display is repeatedly paused. Further entries made during this pause display.			
4	Enter your choice (1=H, 0=T).	1 or 0	during PSE	HP MOVE
				NEW SCORE
	As long as the score is positive, you are outfoxing the HP!			
5	Vary your strategies to test HP.			
6	For a new game, R/S, then go to step (3). Good luck!			

STEP KEY ENTRY KEY CODE

101	PRTx	31 84
	GTO 0	22 00
	LBL B	31 25 12
	1	01
105	+	61
	2	02
	+	81
	INT	31 83
109	RTN	35 22

Registers

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	F
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Labels

A	B	C	D	E
a	b	c	d	e
0	1	2	3	4
5	6	7	8	9

Flag Set Status

0	1	2	3
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