

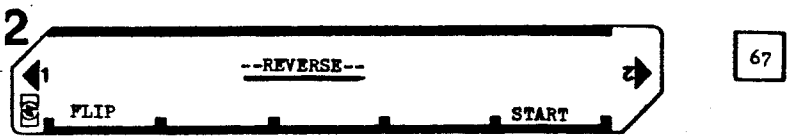
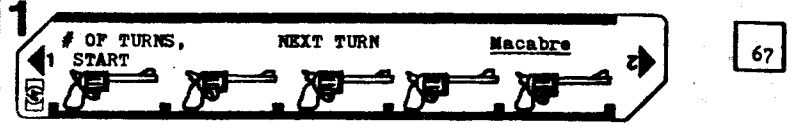
STEP KEY ENTRY KEY CODE

1	LBL 0	32 25 11
6		06
R37		35 71 03
X > Y		35 52
5	X > Y	32 81
R1		35 53
STO 0		33 00
0		00
STO 1		33 01
10	STO 2	33 02
CF 0		35 61 00
LBL 0		31 25 00
RCL 3		34 03
9		09
15	9	09
7		07
x		71
FRAC		32 83
STO 3		33 03
20	EEX	43
1		01
x		71
2		02
÷		81
25	RND	31 24
5		05
+		61
EEX		43
1		01
30	X > Y	32 61
SP 2		35 51 02
R1		35 53
ST 1		35 33
STO 5		33 05
35	STO 6	33 06
STO 7		33 07
STO 8		33 08
STO 9		33 09
F2?		35 71 02
40	STO-(1)	33 51 24
2		02
ST 1		35 33
RCL D		34 14
RTN		35 22
45	LBL A	31 25 11
RCL 5		34 05
STO-5		33 51 05
STO A		22 11
RCL B		31 25 12
55	STO 6	33 51 06
GTO A		22 11
LBL C		31 25 13
RCL 7		34 07
STO-7		33 51 07
GTO A		22 11
LBL D		31 25 14
RCL 8		34 08
STO-8		33 51 08
60	GTO A	22 11
LBL E		31 25 15
RCL 9		34 09
STO-9		33 51 09
LBL A		31 25 11
65	FO 7	35 71 00
GTO 1		22 01
ISZ		31 34
X = 0		31 51
GTO 1		22 01
70	5	05
RC 1		35 34
X > Y		32 81
8		08
STO+1		33 61 01
75	STO+2	33 61 02
5		05
RC 1		35 34
X > Y		32 81
GTO f c		22 31 13
80	RCL 1	34 01
RTN		35 22
LBL fc		32 25 13
FO 7		35 71 00
GTO 1		22 01
85	RCL B	34 12
PAUSE		35 72
2		02
0		00
RCL 2		34 02
90	PAUSE	35 72
= Y		32 51
SP 2		35 51 02
RCL A		34 11
F2 ?		35 71 02
95	PAUSE	35 72
0		00
STO 1		33 01
ST 1		35 33
DSZ (1)		32 33
100	GTO 0	22 00

STEP KEY ENTRY KEY CODE

101	RCL C	34 13
	RTN	35 22
	LBL 1	31 25 01
	SP 0	35 51 00
105	RCL E	34 15
	PAUSE	35 72
	RCL B	34 12
	PAUSE	35 72
	RCL 2	34 02
110	PAUSE	35 72
	RCL 4	34 04
	RTN	35 22
READY . YOU DID IT.		
R > P	R > P	
LBL 0	RCL 0	
f LBL (1)	LBL 1	
GTO 4	EEX	
LBL fc	LBL D	
LBL A	STO+0	
RCL X+	X	
GOOD TRY . GOODBYE .		
R > P	R > P	
LBL 0	LBL 0	
STO-4	STOx(1)	
LBL 7	STO+4	
GTO f d	GTO f d	
STO C	STO C	
RCL X+	RCL X+	
SCORE IS . YOU LOSE .		
R > P	R > P	
LBL 0	LBL 0	
5	f DSZ	
STOx(1)	CHS	
GTO f a	RCL	
F3 ?	P & S	
RCL X+	RCL X+	
STEP KEY ENTRY KEY CODE		
1	LBL E	31 25 15
	GSE 0	31 22 00
	STO 3	33 03
	RTN	35 22
5	LBL 0	31 25 00
	RCL 0	34 00
	71	35 73
	+	61
	x ²	32 04
10	FRAC	32 83
	STO 0	33 00
	RTN	35 22
	LBL A	31 25 11
	INT	31 83
15	ST 1	35 33
	10x	32 53
	STO 1	33 01
	0	00
	STO 2	33 02
20	RCL 3	34 03
	LBL 1	31 25 01
	1	01
	0	00
	STO+2	33 81 02
25	x	71
	FRAC	32 83
	LST x	35 82
	INT	31 83
	STO+2	33 61 02
30	R1	35 53
	DSZ	31 35
	GTO 1	22 01
	RCL 2	34 02
	RCL 1	34 01
35	x	71
	1	01
	0	00
	+	61
	+	61
40	RCL 1	34 01
	+	81
	STO 3	33 03
	RTN	35 22

1. MACABRE BV: J.W. MILLS 1400
2. REVERSE BV: JIM BUTTERFIELD 1076



STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	Load prog/data. Enter # of turns	14TURNS46	f A	READY .
2	During each turn only 1 or NONE of the 5 guns will be loaded. You may choose from 0 to 4 guns during the turn BUT each gun may be chosen only once per turn. The object is to complete the # of turns you have elected, with the maximum score possible. GOOD LUCK!!!			
3	Choose up to 4 guns per turn. YOU will see one of 4 displays. Choice will show points for the turn; OR if all guns were chosen correctly & still more turns to go	OR #2 SCORE IS 20.	OR #3 OR #4 Total Pts. GOODBYE .	Pts./Turn GOOD TRY . SCORE IS .
4	After choice of < 4 guns. (GOOD TRY, not shown) f C			Display#2
5	For new game, (or if you were unlucky) go to step (1) There is no need to reload the program or data, however!			

-- REVERSE --

1	Load program.			
2	OPTIONAL: key seed 0<S<1 into R0.	Seed	STO 0	Seed
3	A number of digits (4-8) appear when you press E to start. To move, enter the number of digits following the decimal to reverse. Then, key A. Your task is to arrange the digits in ascending order. For example, if the current list is .23451678 and you punch 4, A to reverse 4 you get .54321678. Now, if you reverse 5, YOU WIN!			
4	Key E to start game.		E	# to reverse
5	Enter number of digits after the decimal point which you wish to reverse.	N	A	New #
6	Continue step (5) until done. Program does not count guesses.			
7	For a new game go to step (4).			

STEP	KEY ENTRY	KEY CODE
201		
205		
210		
215		
220		
224		

--REVERSE--

0 Rnd #	1 10x	2 REV #	3 #	4
5	6	7	8	9

MACABRE

0 TURNS	1 PTV/TWEN	2 REAL PTV	3 RAND #	4 YOU LOSE.
5 GUN 1	6 GUN 2	7 GUN 3	8 GUN 4	9 GUN 5

GOOD TRY 0 1 2 3 4 5 6 7 8 9

Labels

A Gun 1	B Gun 2	C Gun 3	D Gun 4	E Gun 5
F Start	G	H Displ	I	J
K LoadGun	L	M	N	O
P	Q	R	S	T

Flag Set Status

MACABRE

0 Clr	1 Clr	2 Clr	3 Clr
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SET: DEGREES, FIX 0

REVERSE

Step #2 is DSP 8, all other steps are dropped down one step.