

NUMBER GUESSER-ESP TESTER

User instructions

1. Reload card. (ON-RUN)
2. Store decimal seed in Reg. 4.
3. Store 999999999 in Reg. 6, win signal.
4. Press f GSB 1, display will show range of 1000-000.
5. Key in guess, press R/S.
6. Repeat step #5 until correct # is guessed. When correct # is guessed, 9999999999 is displayed.
7. For a new game, press R/S, then go to step #5

Reg. 1 # of games.
 Reg. 2 total # of tries.
 Reg. 3 average # of tries.
 Reg. 4 decimal seed.
 Reg. 5 random # chosen.
 Reg. 6 9999999999 win signal.

001 f LBL a	31 25 11	030 RCL 5	34 05
002 R/S	84	031 g X=Y? 32 51	
003 f LBL 1	31 25 01	032 GTO 5	22 05
004 EEX	43	033 g X≤Y?	32 71
005 3	03	034 GTO 3	22 03
006 STO 0	33 00	035 f LBL 5	31 25 05
007 1	01	036 h R↓	35 53
008 STO+1	33 61 01	037 EEX	43
009 RCL 4	34 04	038 3	03
010 h π	35 73	039 ÷	81
011 x	71	040 RCL 0	34 00
012 g FRAC	32 83	041 f INT	31 83
013 STO 4	33 04	042 +	61
014 EEX	43	043 STO 0	33 00
015 3	03	044 GTO 4	22 04
016 x	71	045 f LBL 2	31 25 02
017 f INT	31 83	046 RCL 2	34 02
018 STO 5	33 05	047 RCL 1	34 01
019 RCL 0	34 00	048 ÷	81
020 f LBL 4	31 25 04	049 STO 3	33 03
021 R/S	84	050 RCL 6	34 06
022 ENTER	41	051 GTO A	22 11
023 1	01	052 f LBL 3	31 25 03
024 STO+2	33 61 02	053 h R↓	35 53
025 h R↓	35 53	054 RCL 0	34 00
026 RCL 5	34 05	055 g FRAC	32 83
027 g X=Y?	32 51	056 +	61
028 GTO 2	22 02	057 STOC 0	33 00
029 h R↓	35 53	058 GTO 4	22 04