

15 BALL ROTATION POOL

The game proceeds with a random selection of the players' shots being scoring shots. The balls are pocketed in rotation (1 through 15). Player skills can be varied by selecting a skill factor between 1 and 20. This determines the relative number of scoring shots to total shots. The random sequences are variable by seed number selection. The program continuously tallies each of two players scores.

NOTE:

This program is adapted from HP-65 Users' Library program #03427A by Robert A. Plack.

SOLUTION:

```

11.00 ST06 Skill factor
1.2345987 ST07 Seed
A XXXX Initialize
  R/S Shoot
1. *** Sunk ball #1
  R/S Shoot
2. ***
  R/S Shoot
3. ***
  R/S Shoot
4. ***
  R/S Shoot
0. *** Miss
  R/S Player 2 shoots
5. ***
  R/S Shoot
0. *** Miss
GSB 3XXXX Review
4.01 *** Score: Player 1 has
                    sunk 4 balls;
                    player 2 has
                    sunk 1.

```

Guide Lines for Skill Factor Selection:SKILL
FACTOR:

2---	To pocket 15 balls may need 120 shots
7---	" " " " " " 50 "
10---	" " " " " " 30 "
13---	" " " " " " 22 "
15---	" " " " " " 20 "
17---	" " " " " " 16 "

SOLUTION:

(after more play)

```

R/S
11. ***
R/S
12. ***
R/S
13. ***
XXXX
GSB 3XXXX Review
10.03 *** Score
R/S Shoot
0. ***
R/S Shoot
0. ***
R/S Shoot
0. ***
R/S Shoot
14. ***
R/S Shoot
10.05 *** Game over
                    Player 1 wins

```

POOL

001	f LBL A	31	25	11
002	0	00		
003	STO 1	33	01	
004	STO 2	33	02	
005	STO 8	33	08	
006	R/S	84		
007	f LBL 1	31	25	01
008	f FIX	31	23	
009	DSP 0	23	00	
010	RCL 7	34	07	
011	h π	35	73	
012	+	61		
013	g X	32	54	
014	g FRAC	32	83	
015	STO 7	33	07	
016	EEX	43		
017	3	03		
018	x ²	71		
019	g FRAC	32	83	
020	EEX	43		
021	2	02		
022	x	71		
023	RCL 6	34	06	
024	÷	81		
025	f INT	31	83	
026	6	06		
027	g X ≤ Y?	32	71	
028	GTO 9	22	09	
029	1	01		
030	STO+1	33	61	01
031	STO+8	33	61	08
032	1	01		
033	5	05		
034	RCL 8	34	08	
035	g X = Y?	32	51	
036	GTO 3	22	03	
037	R/S	84		
038	GTO 1	22	01	
039	f LBL 9	31	25	09
040	0	00		
041	R/S	84		
042	GTO 2	22	02	
043	f LBL 2	31	25	02
044	f FIX	31	23	

045	DSP 0	23	00	
046	RCL 7	34	07	
047	h π	35	73	
048	+	61		
049	g X ²	32	54	
050	g FRAC	32	83	
051	STO 7	33	07	
052	EEX	43		
053	3	03		
054	x	71		
055	g FRAC	32	83	
056	EEX	43		
057	2	02		
058	x	71		
059	RCL 6	34	06	
060	÷	81		
061	f INT	31	83	
062	6	06		
063	g X ≤ Y?	32	71	
064	GTO 8	22	08	
065	1	01		
066	STO+2	33	61	02
067	STO+8	33	61	08
068	1	01		
069	5	05		
070	RCL 8	34	08	
071	g X = Y?	32	51	
072	GTO 3	22	03	
073	R/S	84		
074	f LBL 8	31	25	08
075	0	00		
076	R/S	84		
077	GTO 1	22	01	
078	f LBL 3	31	25	03
079	RCL 2	34	02	
080	1	01		
081	f %	31	82	
082	RCL 1	34	01	
083	+	61		
084	f FIX	31	23	
085	DSP 2	23	02	
086	R/S	84		
087	GTO 1	22	01	

