

# Program Description I

Program Title PROBE WORD GAME

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**Program Description, Equations, Variables** PROBE IS A TWO-PLAYER GAME WHERE THE PLAYERS COMPETE AGAINST EACH OTHER TRYING TO GUESS A WORD -- ONE LETTER AT A TIME. EACH TIME A WORD IS SELECTED YOU ARE TOLD THE NUMBER OF POSITIONS THAT THE WORD OCCUPIES. HOWEVER, THIS DOES NOT INDICATE THE NUMBER OF LETTERS IN THE WORD SINCE THERE CAN BE ANY NUMBER OF BLANKS ON EITHER END OF THE WORD. FOR EXAMPLE, YOU MIGHT BE TOLD THERE ARE 7 POSITIONS AND THE WORD MIGHT BE "XHOWLX". YOUR GOAL IS TO GUESS ALL SEVEN POSITIONS INCLUDING THE BLANKS. JUST AFTER THE NUMBER OF POSITIONS IS FLASHED THE NUMBER 1 OR 2 WILL APPEAR INDICATING WHICH PLAYERS TURN IT IS. A PLAYER KEEPS HIS TURN AS LONG AS CORRECT GUESSES ARE MADE. EACH TIME A PLAYER GUESSES A LETTER OR BLANK, HE GETS ONE POINT FOR A CORRECT GUESS PLUS A BONUS OF FIVE POINTS IF IT IS THE LAST LETTER OR BLANK IN THE WORD. IF THE GUESS IS INCORRECT THE PLAYER LOSES HIS TURN -- AND IF THE INCORRECT GUESS IS A BLANK THE PLAYER LOSES FIVE POINTS. A

- CONTINUED -

**Operating Limits and Warnings** WORD CAN HAVE FROM 1 TO 10 POSITIONS. THIS PROGRAM WILL NOT FUNCTION WITHOUT THE WORD GAME SUBROUTINE (IN USER'S LIBRARY)

This program has been verified only with respect to the numerical example given in *Program Description II*. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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Program Description, Equations, Variables

RUNNING SCORE FOR BOTH PLAYERS IS KEPT. AFTER EACH GUESS THE POSITION OF THE LETTER OR BLANK IN THE WORD IS DISPLAYED, FOLLOWED BY THE PLAYERS SCORE (EXCEPT WHEN THE LAST POSITION IS GUESSED, THE SCORES OF BOTH PLAYERS ARE DISPLAYED). WHEN YOU MAKE A CORRECT GUESS OF A LETTER OR BLANK ONLY THEN FIRST OCCURRANCE OF THE LETTER OR BLANK (FROM LEFT TO RIGHT) WILL BE INDICATED. THIS MEANS THAT YOU MAY HAVE TO GUESS LETTERS OR BLANKS MORE THAN ONCE. THIS PROGRAM USES THE WORD ENCODER PROGRAM TO CREATE DATA CARDS. PROBE IS A VERY CHALLENGING GAME FOR ADULTS AS WELL AS CHILDREN. PROBE USES THE ALPHA OVERLAY ON THE FOLLOWING PAGE TO MAKE LETTER ENTRY EASY.

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STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	LOAD SIDE 1 AND SIDE 2.		<input type="checkbox"/> <input type="checkbox"/>	
2	PLACE ALPHA OVERLAY OVER KEYS 1-9.		<input type="checkbox"/> <input type="checkbox"/>	
3	INITIALIZE		f E	O
4	SELECT NEXT WORD. IF YOU HAVE JUST INITIALIZED OR THERE ARE NO MORE WORDS, A PAUSE LOOP WITH A ZERO DISPLAY WILL BE EXECUTED UNTIL YOU READ IN A DATA CARD WITH MORE WORDS. FINALLY, THE DISPLAY THE NUMBER OF POSITIONS FOLLOWED BY THE NUMBER OF THE PLAYER WHOSE TURN IT IS. IF DISPLAY SHOWS "error", YOU HAVE NOT COMPLETED CURRENT WORD.		A <input type="checkbox"/>	SEE TEXT
5	PLAYER WHOSE TURN IT IS GUESSES. A LETTER IS ENTERED BY PRESSING THE DIGIT KEY THAT HAS THE REQUIRED LETTER ABOVE IT, FOLLOWED BY [B] IF IT IS THE LEFT OF THE THREE LETTERS, [C] IF IT IS THE CENTER, OR [D] IF IT IS THE RIGHT. THE DISPLAY WILL SHOW THE POSITION OF THE LETTER OR BLANK (ONLY ONE PER GUESS), FOLLOWED BY THE PLAYERS SCORE, AND LASTLY WHOSE TURN IT IS. IF THE LAST POSITION IS GUESSED, THE DISPLAY WILL SHOW THE POSITION FOLLOWED BY PLAYER 1'S SCORE FOLLOWED BY PLAYER 2'S SCORE, AND LASTLY ZERO. WHEN THIS OCCURS, GO TO STEP 4 FOR A NEW WORD.	1-9	B <input type="checkbox"/> -OR- <input type="checkbox"/> C <input type="checkbox"/> -OR- <input type="checkbox"/> D <input type="checkbox"/>	SEE TEXT
6	TO SEE BOTH PLAYERS SCORES, PLAYER 1'S SCORE IS FOLLOWED BY PLAYER 2'S, AND LASTLY WHOSE TURN IT IS.		E <input type="checkbox"/>	SCORES

# Program Listing I

00256D

STEP	KEY ENTRY	KEY CODE	COMMENTS	STEP	KEY ENTRY	KEY CODE	COMMENTS
001	* FLBLA	312511	SELECT NEXT WORD.		9X#Y	3261	
	h F? 0	357100	CALLS WORD GAME		GTOO	2200	
	GTO fd	223114	SUBROUTINE FOR		RCL O	3400	
	3	03	WORD. DISPLAYS THE	060	h STI	3533	
	STO 8	3308	NUMBER OF LETTERS,		RCL 5	3405	
	f GSB 3	312203	THEN WHOSE TURN		2	02	
	h SFO	355100	IT IS.		1	01	
	RCL B	3412			9X=Y	3251	
	f -X-	3184			h SF 2	355102	
010	RCL O	3400			5	05	
	1	01			h F? 2	357102	
	9X=Y	3251			STO-(i)	335124	
	2	02			RCL O	3400	
	STO O	3300		070	1	01	
	h RTN	3522			9X=Y	3251	
	* FLBL D	312514	RIGHT.		2	02	
	9	09			STO O	3300	
	+	61			CLX	44	
	* FLBL C	312513	CENTER.		f -X-	3184	
020	9	09			RCL (i)	3424	
	+	61			f -X-	3184	
	* FLBL B	312512	LEFT. STORES		RCL O	3400	
	h F? 0	357100	GUESS LETTER IN		h RTN	3522	
	h F? 2	357102	REGISTER 5, THEN	080	* FLBL 2	312502	
	GTO fd	223114	LOOPS THRU POSITIONS		3	03	
	STO 5	3305	LOOKING FOR A		h XZT	3524	
	STO 6	3306	MATCH. IF MATCH IS		STO 5	3305	
	CLX	44	FOUND, ADDS TO		5	05	
	h STI	3533	PLAYERS SCORE		h XZY	3552	
030	RCL 3	3403	AND REMOVES		9XY	3281	
	STO E	3315	LETTER FROM		f ISZ	3134	
	* FLBL O	312500	WORD. THEN, IF		RCL 6	3406	
	f ISZ	3134	NO POSITIONS ARE		STO-(i)	335124	
	h RCI	3534	LEFT, ENDS THE	090	RCL O	3400	
	6	06	WORD BY DISPLAY-		h STI	3533	
	9X#Y	3261	ING BOTH PLAYERS		RCL 3	3403	
	GTO 1	2201	SCORES. IF NO		RCL 4	3404	
	RCL 4	3404	MATCH, SUBTRACTS		+	61	
	STO E	3315	5 IS GUESS IS A		f X#O	3161	
040	RCL 5	3405	BLANK THEN SETS		GTO fa	223111	
	STO 6	3306	UP FOR OTHER		6	06	
	* FLBL 1	312501	PLAYER.		STO+(i)	336124	
	RCL E	3415			h CEO	356100	
	EFX	43		100	RCL 5	3405	
	2	02			f -X-	3184	
	STO ÷ 6	338106			RCL 1	3401	
	X	71			f -X-	3184	
	9 ERAC	3283			RCL 2	3402	
	STO E	3315			f -X-	3184	
050	h LSTX	3582			CLX	44	
	f INT	3183			h RTN	3522	
	RCL 5	3405			* 9 LBL 2	322511	
	9X=Y	3251			1	01	
	GTO 2	2202		110	STO+(i)	336124	
	h RCI	3534			RCL 5	3405	
	RCL B	3412			f -X-	3184	

## REGISTERS

0 PLAYER WHOSE TURN	1 PLAYER#1 SCORE	2 PLAYER#2 SCORE	3 WORD 1-5	4 WORD 6-10	5 GUESS LETTER	6 SUBTRACT AREA	7	8	9
S0	S1	S2	S3	S4	S5	S6	S7	S8	S9
A	B	C	D	E	WORK AREA	I	USED		

## Program Listing II

**0025.6 D**

[illegible]

PROBE DATA CARD, SIDE #1

5 CIGAR  
8 FIREPLUG  
4 EGG\*  
4 \*OWL  
7 \*COUGH\*  
7 SAVVY\*\*  
6 TABLES

PROBE DATA CARD, SIDE #2

10 SASSAFRAS\*  
7 HYPHEN\*  
8 SNOWSHOE  
7 PROSIAC  
5 POLKA  
6 KHAKE\*