

1	FINT	14 01
	RCL 7	24 07
	FRFO	14 33
	+	25
5	R	22
	R	22
	STD 0	23 00
	RCL 7	24 07
	STD 5	23 05
10	FLOG	14 08
	FINT	14 01
	I	01
	+	51
	gld*	15 08
15	STD 1	23 01
	RCL 4	24 04
	gx 0	15 41
	GTO 23	13 23
	R	22
20	GTO 5	23 05
	RCL 7	24 07
	STD 1	23 01
	RCL 4	24 04
	RCL 1	24 01
25	+	71
	STD 6	23 06
	GERAC	15 01
	RCL 1	24 01
	X	61
30	RCL 3	24 03
	X	61
	FEX	33
	3	03
	+	51
35	flASTx	14 73
	-	21
	STD*2	23 51 02
	RCL 5	24 05
	STOX3	23 61 03
40	RCL 6	24 06
	FINT	14 01
	gx#0	15 61
	STD 24	13 24
	RCL 0	24 00
45	RCL 2	24 02
	CHS	32
	GTO 00	13 00
49		
50		
55		
60		
65		
70		
75		
80		
85		
90		
95		
100		

25

25

UP ALL YOUR SONARS OR DEPTH CHARGES. PRESS R/S TO OBTAIN # OF HITS (OPTIONAL).
(FOR BALANCE OF ABOVE, SEE LINE 70 OF PROGRAM)

STEP	KEY ENTRY	KEY CODE
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Registers					
0 POLAR RADIUS	1 REMATH	2 10-OF HITS	3 10	4 SUBS POSITION	
5 SEED #	6 TUCK GUESS	7 REMATH-ING DEPTH CHARGES	8	9	
0	1	2	3	4	
5	6	7	8	9	
A	B	C	D	E	F
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		

001 LBL0 31 25 00	028 X>0? 31 81
002 R/S 84	029 GT02 22 02
003 LBLA 31 25 11	030 x 31 54
004 P ₁ 35 73	031 GT03 22 03
005 x ² 32 54	032 LBL2 31 25 02
006 RCL5 34 05	033 RCL0 34 00
007 x 71	034 R/S 84
008 FRC 32 83	035 ST06 33 06
009 ST05 33 05	036 1 01
010 BEX 43	037 ST-7 33 51 07
011 2 02	038 RCL7 34 07
012 x 71	039 X#0? 31 61
013 INT 31 83	040 X>0? 31 81
014 ST04 33 04	041 GT04 22 04
015 RCL3 34 03	042 x 31 54
016 ÷ 81	043 GT03 22 03
017 INT 31 83	044 LBL4 31 25 04
018 LSTX 35 82	045 RCL4 34 04
019 FRC 32 83	046 RCL6 34 06
020 RCL3 34 03	047 X#Y? 32 61
021 x 71	048 GT02 22 02
022 →P 32 72	049 1 01
023 ST00 33 00	050 ST+2 33 61 02
024 1 01	051 GT00 22 00
025 ST-1 33 51 01	052 LBL3 31 25 03
026 RCL1 34 01	053 RCL2 34 02
027 X#0? 31 61	054 GT00 22 00

User Instructions,

1. Reload card, side #1, (ON-RUN).
2. Store #of Sonar's in R₁.
3. Store 0 in R₂.
4. Store 10 in R₃.
5. Store seed in R₅.
6. Store # of depth charges in R₇.
7. To start game press A.
8. Polar radius will be displayed.
9. Format: The # that appears is the polar radius of a point (x,y) in the 1st. quadrant of a cartesian coordinate system. The object of the game is to guess the position of the sub on a grid of integers from 0 to 9 on the x and y axis in the 1st. quadrant using the polar radius of the point as a clue to the position of the sub. Coordinate point (5,6) is entered as (56.00).
10. Make a guess (56.00), press R/S:
 - a. A correct guess will display #1, press R/S, a new polar radius will be displayed.
 - b. A wrong guess will display the same polar radius. Guess again, and press R/S.
11. One sonar is used up for a new polar radius. One depth charge is used up for each guess.
12. When all sonar's or depth charges are used up, display will show "Error", denoting the end of the game.
13. To obtain #of hits, press R/S.
14. For a new game, press f CL REG, go to step #2.

Seed	Polar Radius	Coordinates
.123456789	2.24	21
.218469668	5.10	15
.156209197	6.40	54
.541722979	5.00	34
.346591499	4.47	42
.420720985	5.10	15
.152349686	5.00	50
.503631132	11.40	97
.970640038	8.60	57
.579833194	7.28	72
.722724245	3.16	13
.133002391	3.16	31
.312680984	8.00	08
.086037617	8.94	84