

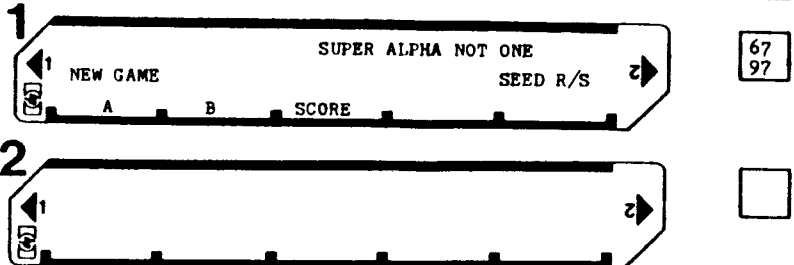
STEP KEY ENTRY 1 KEY CODE

001	ALB	11 16 11
002	STP	16 21 00
003	0	00
004	ST01	35 01
005	ST02	35 02
006	ST06	35 06
007	RCLC	36 13
008	RTN	24
009	ALBLA	21 11
010	F0?	16 23 00
011	GT00	22 00
012	GT06	22 06
013	ALBL0	21 00
014	.	01
015	ST+6	35-35 06
016	RCL6	36 06
017	DSP9	-63 09
018	PSE	16 51
019	CF0	16 22 00
020	GT00	22 00
021	ALBL0	21 12
022	F0?	16 23 00
023	GT06	22 06
024	SF0	16 21 00
025	ALBL0	21 00
026	SF2	16 21 02
027	0	00
028	ST03	35 03
029	DSP0	-63 00
030	RCL6	36 15
031	PSE	16 51
032	CS04	23 04
033	CS04	23 04
034	+	-55
035	ST04	35 04
036	?	07
037	-	-45
038	ABS	16 31
039	6	06
040	.	-45
041	CHS	-22
042	ST08	35 06
043	?	03
044	6	06
045	+	-24
046	1	01
047	-	-45
048	CHS	-22
049	?	03
050	6	06
051	RCL0	36 00
052	+	-24
053	Y?	31
054	LETX	16-63
055	?	07
056	x	-35
057	x	-35
058	ST08	35 00
059	1	01
060	5	05
061	ST01	35 46
062	RCL4	36 04
063	ALBL1	21 01
064	PSE	16 51
065	F2?	16 23 02
066	GT07	22 07
067	RCL0	36 00
068	.	-62
069	2	02
070	CS09	23 09
071	.	-62
072	4	04
073	CS09	23 09
074	.	-62
075	6	06
076	CS09	23 05
077	.	-62
078	8	08
079	CS09	23 09
080	1	01
081	CS09	23 09
082	1	01
083	.	-62
084	5	05
085	CS09	23 09
086	2	02
087	CS09	23 03
088	3	03
089	CS09	23 09
090	ALBL0	21 00
091	RCL1	36 45
092	ALBL2	21 02
093	PSE	16 51
094	CS04	23 04
095	CS04	23 04
096	+	-35
097	ST05	35 05
098	RCL4	36 04
099	X=Y?	16-33
100	GT03	22 03
101	X=Y	-41
102	ST+3	35-55 03
103	F0?	16 23 00

STEP KEY ENTRY 2 KEY CODE

104	CS09	23 05
105	ST+2	35-55 02
106	1	01
107	5	05
108	ST01	35 46
109	RCL3	36 03
110	GT01	22 01
111	ALBL3	21 03
112	RCL3	36 03
113	CHS	-22
114	F0?	16 23 00
115	CS05	23 05
116	ST+2	35-55 02
117	RCL0	36 14
118	PSE	16 51
119	RCL3	36 03
120	PSE	16 51
121	P=5	16-51
122	RCL7	36 07
123	P=5	16-51
124	R/S	51
125	ALBL4	21 04
126	RCL4	36 11
127	P1	16-24
128	+	-55
129	X?	53
130	FRC	16 44
131	ST0A	35 11
132	6	06
133	x	-35
134	1	01
135	+	-55
136	INT	16 34
137	RTN	24
138	ALBL3	21 05
139	ST+1	35-55 01
140	CLX	-51
141	RTN	24
142	ALBL6	21 06
143	RCL0	36 12
144	RTN	24
145	ALBLC	21 13
146	DSP3	-63 03
147	RCL1	36 01
148	EEX	-23
149	3	03
150	+	-24
151	RCL2	36 02
152	+	-55
153	RTN	24
154	ALBL7	21 07
155	P=5	16-51
156	RCL6	36 06
157	P=5	16-51
158	GT02	22 02
159	ALBL9	21 09
160	x	-35
161	X=Y?	16-34
162	GT08	22 08
163	DSZ1	16 25 46
164	R4	-31
165	RCL0	36 00
166	RTN	24
167	ALBL4	21 16 15
168	CS04	23 04
169	GT04	22 16 15
170	P 5	51

1. SUPER ALPHA NOT ONE BY: Vic Heyman 850  
2. BY: Mordecai Schwartz 233



STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1.	Load program and data.			
2	NOT ONE is played by two players who roll a pair of dice and alternate control. Each tries to maximize his cumulative game total. The classical number of rounds is 10, but any number may be chosen.			
3	TO PLAY: Generate seed.	0 S 1	f E, R/S	n.
4	Clear score registers for new game.		f A	I IS READY
5	Players A&B alternate for 10 rounds.			
6	Player A rolls and will see: (a) Round # (b) ROLL DICE (c) Point for round (d) GO (e) Roll and cue (SEE TABLE BELOW)	A		
	IF POINT IS:			See your
		6 5 4 3 2		
		7 8 9 10 11 12		Cue Display

SCORE <	3	4	5	6	10	19		
	6	7	9	12	19	37		BIG DEAL.
	9	11	14	18	28	55		BIGGER
	12	14	18	24	37	74		DO BETTER
	15	18	22	30	46	92		DO OR DIE
	22	26	33	45	68	138		REAL COOL
	29	35	44	60	91	183		GREAT BOSS
	43	52	66	89	136	275		EASY BOSS
								CRAZY BOSS
								GOOD GOD
7	If point occurs before you stop automatic rolling with R/S, you will see: LOSE . points of lost round, GOODBYE.							
8	Player B rolls. Displays as in (6) & (7).						B	(6) & (7)
9	To see score at any time						C	aaa,bbb
10	If player rolls out of turn							ALREADY DO

Registers									
DEFINITION	1 B SCORE	2 A SCORE	3 ROUND SCORE	4 POINT	5 ROLL	6 COUNTER	7 GOOD	8 CARRY BOSS	9 EASY BOSS
1 CARRY BOSS	2 REAL COOL	3 DO OR DIE	4 DO BETTER	5 BIG DEAL	6 GO	7 GOODBYE	8	9	
A SEED	B READY	C READY	D LOSE	E ROLL DICE	F USED				
Flag Set Status									
0 CLR	1 CLR	2 CLR	3 CLR						

DEG, FIX 0  
FOR OTHER CARGILE DISPLAY PROGRAM STEP SEQUENCES, SEE "THE MAZE" AND "MACABRE"