

KEY ENTRY KEY CODE

1	01
2	05
3	00
4	33 03
5	05
6	00
7	00
8	41
9	05
10	00
11	42
12	22
13	00
14	23
15	14
16	33 05
17	35
18	06
19	01
20	00
21	35 07
22	35 24
23	00
24	81
25	34 03
26	35 07
27	35 24
28	00
29	81
30	51
31	33 03
32	34 05
33	34 04
34	61
35	33 04
36	02
37	81
38	34 01
39	61
40	34 02
41	61
42	00
43	35 24
44	22
45	15
46	35 07
47	34 04
48	34 01
49	61
50	23
51	00
52	33 01
53	31
54	83
55	35 07
56	33 02
57	43
58	04
59	81
60	33 05
61	35 08
62	35 24
63	34 05
64	61
65	35 22
66	34 05
67	51
68	33 05
69	05
70	42
71	33 04
72	23
73	12
74	34 05
75	21
76	83
77	04
78	84
79	23
80	15
81	34 01
82	32
83	09
84	34 02
85	34 04
86	71
87	02
88	71
89	31
90	09
91	42
92	33 03
93	23
94	13
95	34 03
96	21
97	83
98	01
99	84

STEP KEY ENTRY KEY CODE

1	LBL fe	21 16 15
2	GSB 0	23 00
3	GTO fe	22 16 15
4	LBL 0	21 00
5	RCL 0	36 00
6	π	16-24
7	+	-55
8	x2	53
9	FRAC	16 44
10	STO 0	35 00
11	RTN	24
12	LBL fa	21 16 11
13	DSP 0	-63 00
14	RCL 8	36 08
15	X = 0	16-43
16	P+S	16-51
17	SP2	16 21 02
18	GSB 0	23 00
19	LBL 1	21 01
20	5	05
21	ST 1	35 46
22	LBL 2	21 02
23	GSB 3	23 03
24	STO (1)	35 45
25	DS2	16 25 46
26	GTO 2	22 02
27	1	01
28	STO 6	35 06
29	P+S	16-51
30	GSB 0	23 00
31	P2 ?	16 23 02
32	GTO 1	22 01
33	RCL C	36 13
34	RTN	24
35	LBL 3	21 03
36	RCL 0	36 00
37	FRAC	16 44
38	EEX	-23
39	1	01
40	x	-35
41	STO 0	35 00
42	INT	16 34
43	RTN	24
44	LBL A	21 11
45	CPO	16 22 00
46	RCL 8	36 08
47	X = 0	16-43
48	GTO 7	22 07
49	LBL 4	21 04
50	RCL 6	36 06
51	ST 1	35 46
52	RCL (1)	36 45
53	R+	16-31
54	-	-45
55	X > 0	16-44
56	RCL A	36 11
57	X < 0	16-45
58	RCL E	36 15
59	X ≠ 0	16-42
60	PAUSE	16 51
61	X ≠ 0	16-42
62	GTO 5	22 05
63	RC 1	36 46
64	5	05
65	X = Y	16-33
66	GTO 6	22 06
67	FO ?	16 23 00
68	P+S	16-51
69	RCL 8	36 08
70	FO ?	16 23 00
71	P+S	16-51
72	PAUSE	16 51
73	RCL D	36 14
74	PAUSE	16 51
75	1	01
76	STO+6	35-55 06
77	SP2	16 21 02
78	LBL 5	21 05
79	RCL 6	36 06
80	P+S	16-51
81	P2 ?	16 23 02
82	P+S	16-51
83	RTN	24
84	LBL B	21 12
85	SP0	16 21 00
86	RCL 8	36 08
87	X ≠ 0	16-42
88	GTO 7	22 07
89	GTO 4	22 04
90	LBL 6	21 06
91	DSP 9	-63 09
92	PAUSE	16 51
93	FO ?	16 23 00
94	P+S	16-51
95	RCL 9	36 09
96	RTN	24
97	LBL 7	21 07
98	RCL B	36 12
99	RTN	24
100	R/S	51

1. VIKING LANDER GAME

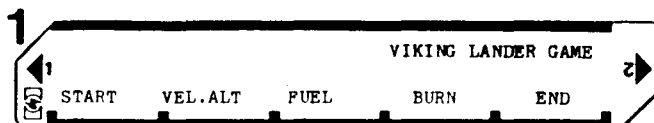
By: Kenneth A. Hopping

1872

2. THE MAZE

By: Vic Heyman

850



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97

STEP	INSTRUCTIONS	INPUT DATA/UNITS	KEYS	OUTPUT DATA/UNITS
1	Load program.			
2	Start game.		A	VEL.ALT
3	Burn fuel to control descent. new velocity & altitude shown.	Burn	D	VEL.ALT
4	(+) burns produce acceleration. (-) burns produce acceleration. Burn=5 balances gravitational acceleration. Fractional burns are acceptable. Burn>10 or greater than fuel left produces flashing display.			
5	Display fuel remaining. Restore VEL,ALT display.		C	FUEL
6	Repeat (3) until you land safely. or you crash. Velocity at crash is correct, even if burn was in progress.		R	VEL.ALT
7	End game/display freefall crash velocity.		E	-NN.N

1	Load program and data.			
2	The maze consists of two sets of five concentric circles, EACH circle having only ONE GATE at one of the numbered locations 0 - 9 as shown in diagram above. One set of circles is for player A, the other set for player B.			
3	TO PLAY: Generate RN.	0<seed<1	f E, R/S	n.
4	Start game.		f A	I IS READY
5	Player A moves by entering GATE#	GATE#	A	SEE (6)
6	If GATE # was: Too high : Too low : Correct : Final gate:	LESS BIG, BIGGER, GOOD, 5.00000000,	then then GO, then	Level #. Level #. New Level# GREAT BOSS.
7	If GATE # was correct, repeat (5) for player A; (8) for player B.			
8	Player B moves by entering GATE#	GATE #	B	SEE (6)
9	If either player moves out of turn.			ALREADY DO
10	For a new game.		f A	I IS READY

DISPLAYS FOR "THE MAZE"

GOOD .	GO .
R→P	R→P
LBL 0	LBL 0
f LBL (1)	f LBL (1)
GTO f d	STO+(1)
STO C	LBL 9
f LBL (1)	f LBL (1)
RCL E+	RCL E+
BIGGER .	LESS BIG .
R→P	R→P
LBL 0	LBL 0
STO-(1)	9
STO E	LBL 8
9	X > 0
LBL 8	+
RCL E+	RCL E+
GREAT BOSS .	ALREADY DO.
R→P	R→P
X≠Y	R/S
E+	LBL D
LBL 8	GTO 4
STO+7	LBL f c
GSB fe	(83)
R→P	TAN

REGISTERS AND LABELS FOR "THE MAZE"

0 A SEED	1 GATE A1	2 GATE A2	3 GATE A3	4 GATE A4
5 GATE A5	6 A LEVEL	7	8 GOOD	9 GREAT BOSS
0 B SEED	1 GATE B1	2 GATE B2	3 GATE B3	4 GATE B4
5 GATE B5	6 B LEVEL	7	8	9
BIGGER	READY	11 READY	GO	LESS BIG
USED				
A	B	C	D	E
START	b	c	d	e SEED,R/S
RNG	LOAD	LOOP	GATE ?	PLAY
FINISH	WIN	ILLEGAL	8	9
Flag Set Status				
0 OFF	1 OFF	2 OFF	3 OFF	

DEG, FIX 0

SEE SUPER ALPHA NOT ONE FOR OTHER

CARGILE DISPLAY PROGRAM STEP SEQUENCES NOT SHOWN ABOVE.

V4 N 6

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HP-65
USERS
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