MAXI-BASIC Game Set 6

After having loaded the MAXI-BASIC Interpreter into your computer and selected the appropriate option (i.e. TV-only or HARDCOPY) start your audio cassette playing at the proper point and then type

LOADcr

Then wait until the

READY

message appears on the screen.

The programs on this tape are recorded in the following order:

#1 LUNAR LANDER
#2 23 MATCHES
#3 RADIX CONVERTER
#4 PIZZA
#5 BIORHYTHM

Once the READY Message appears after the load; Type

RUNcr

to start the program running.

All programs on this tape are self documenting in terms of execution instructions, or there are instructions provided in the documentation. In addition the directions, where applicable, can be read in the source listings as well as in the run examples.

Since BASIC is a character and line oriented language these programs should run equally well with either a 32 or 64 character video display. However, there is the possibility that minor changes in some of the PRINT statements might make the output more appealing to an individual user; such changes are left to the discretion of the user since complete source and run listings have been provided.

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```
READY
LIST

1000 REM LUNER
1010 #"DO YOU WANT INSTRUCTIONS? YES=Y OR NO=N  ";
1020 INPUT A$
1030 IF A$<>"Y" THEN 1150
1035 #TAB(255)
1040 #"GROUND CONTROL CALLING LUNER"
1045 #"LANDER.  ON BOARD AND GROUND"
1050 #"COMPUTERS KAPUT TAKE OVER!!!"
1060 #
1070 #"CAPSULE WEIGHT 33000 LBS."
1075 #"AVAILABLE FUEL 16500 LBS."
1077 #
1080 #"ESTIMATED FREE FALL IMPACT"
1085 #"TIME 120 SECONDS."
1090 #TAB(100)
1095 #"(RETURN)";:INPUT A$
1096 #TAB(255)
1100 #"SET RETRO ROCKET BURN RATE TO"
1105 #"ANY VALUE FROM 0 LBS/SEC"
1110 #"(FREE FALL) TO 300 LBS/SEC,THEN"
1120 #"TYPE A COMMA AND GIVE THE BURN"
1121 #"TIME LENGTH.":#
1122 #"(THE BURN RATE IS THE AMOUNT OF"
1124 #"FUEL THAT YOUR RETRO ROCKET WILLBURN EACH SECOND."
1125 #"THE BURN TIME LENGTH IS THE"
1126 #"NUMBER OF SECONDS YOU WANT YOUR"
1127 #"RETRO ROCKETS TO BURN AT THIS"
1128 #"RATE.)"
1129 #
1130 #"(RETURN)";:INPUT A$
1150 #TAB(255)
1155 E=0
1156 #
1160 #" SEC";TAB(6);"MI + FT";TAB(15);"MPH";TAB(24);"FUEL"
1185 IF E=1 THEN 1260
1190 A=120
1200 V=1
1210 M=33000
1220 N=16500
1230 G=.001
1240 Z=1.8
1250 L=0
1260 #L;TAB(5);INT(A);INT(5280*(A-INT(A)));TAB(13);%Z10F4;3600*V;TAB(23);
1265 E=1
1270 #M-N
1275 #
1280 #"BURN RATE, TIME ";
1282 INPUT K,T
1285 #
1290 IF M-N<.001 THEN 1400
1300 IF T<.001 THEN 1160
1310 S=T
1320 IF M>=N+S*K THEN 1340
1330 S=(M-N)/K
1340 GOSUB 1790
1350 IF I<=0 THEN 1650
1360 IF V<=0 THEN 1380
```



```
1380 GOSUB 1590
1390 GOTO 1290
1400 #"OUT OF FUEL AT ";%Z10F0;L;" SEC"
1410 S=(-V+SQRT(V*V+2*A*G))/G
1420 V=V+G*S
1430 L=L+S
1440 W=3600*V
1445 #TAB(100)
1450 #"ON THE MOON AT ";%Z10F0;L;" SEC"
1451 #"IMPACT VELOCITY ";%10F4;W;" MPH"
1455 #
1460 IF W>1.2 THEN 1490
1465 #:#
1470 #"***GREAT LANDING***"
1475 #TAB(100)
1480 GOTO 1010
1490 IF W>10 THEN 1520
1500 #"GOOD LANDING"
1505 #TAB(100)
1506 #
1510 GOTO 1010
1520 IF W>60 THEN 1560
1525 #
1530 #"CRAFT DAMAGED. YOU ARE STRANDED"
1535 #"UNTIL A RESCUE MISSION ARRIVES"
1540 #"HOPE YOUR OXYGEN HOLDS OUT."
1545 #TAB(100)
1550 GOTO 1010
1560 #:#"###YOU CRASHED-NO SURVIVORS###":#
1570 #"YOU BLASTED A NEW LUNAR          CRATER ";%5F0;W*.2777;" FT DEEP."
1575 #TAB(100)
1580 GOTO 1010
1590 L=L+S
1600 T=T-S
1610 M=M-S*K
1620 A=I
1630 V=J
1640 RETURN
1650 IF S<.005 THEN 1440
1660 D=V+SQRT(V*V+2*A*(G-Z*K/M))
1670 S=2*A/D
1680 GOSUB 1790
1690 GOSUB 1590
1700 GOTO 1650
1710 W=(1-M*G/(Z*K))/2
1720 S=M*V/(Z*K*(W+SQRT(W*W+V/Z)))+.05
1730 GOSUB 1590
1740 IF I<=0 THEN 1650
1750 GOSUB 1590
1760 IF J>0 THEN 1290
1770 IF V>0 THEN 1710
1780 GOTO 1290
1790 Q=S*K/M
1794 IF Q>.000001 THEN 1800
1796 Q=0
1800 J=V+G*S-Z*Q*(1+Q*(.5+Q*(1/3+Q*(.25+Q/5))))
1810 I=A-G*S*S/2-V*S+Z*S*Q*(.5+Q*(1/6+Q*(1/12+Q/20)))
1820 RETURN
1830 END
READY
PRINT 13*1024-FREE(0)
```

```
READY
RUN

DO YOU WANT INSTRUCTIONS? YES=Y OR NO=N  ?Y


GROUND CONTROL CALLING LUNER
LANDER.  ON BOARD AND GPOUND
COMPUTERS KAPUT TAKE OVER!!!

CAPSULE WEIGHT 33000 LBS.
AVAILABLE FUEL 16500 LBS.

ESTIMATED FREE FALL IMPACT
TIME 120 SECONDS.

(RETURN)?

SET RETRO ROCKET BURN RATE TO
ANY VALUE FROM 0 LBS/SEC
(FREE FALL) TO 300 LBS/SEC,THEN
TYPE A COMMA AND GIVE THE BURN
TIME LENGTH.

(THE BURN RATE IS THE AMOUNT OF
FUEL THAT YOUR RETRO ROCKET WILLBURN EACH SECOND.
THE BURN TIME LENGTH IS THE
NUMBER OF SECONDS YOU WANT YOUR
RETRO ROCKETS TO BURN AT THIS
RATE.)

(RETURN)?


 SEC  MI + FT  MPH       FUEL
 0    120 0   3600.      16500

BURN RATE, TIME ?12,10

 SEC  MI + FT  MPH       FUEL
 10   109 5189 3612.3934 16380

BURN RATE, TIME ?15,10

 SEC  MI + FT  MPH       FUEL
 20   99 4960 3618.7636 16230

BURN RATE, TIME ?18,10

 SEC  MI + FT  MPH       FUEL
 30   89 4682 3619.0282 16050

BURN RATE, TIME ?20,10

 SEC  MI + FT  MPH       FUEL
 40   79 4432 3615.0898 15850

BURN RATE, TIME ?25,10

 SEC  MI + FT  MPH       FUEL
 50   69 4315 3600.8179 15600
```



```
BURN RATE, TIME ?30,10

 SEC  MI + FT  MPH       FUEL
 60   59 4434 3575.9725 15300

BURN RATE, TIME ?35,10

 SEC  MI + FT  MPH       FUEL
 70   49 5098 3540.2562 14950

BURN RATE, TIME ?40,10

 SEC  MI + FT  MPH       FUEL
 80   40 1037 3493.3111 14550

BURN RATE, TIME ?45,10

 SEC  MI + FT  MPH       FUEL
 90   30 3030 3434.7109 14100

BURN RATE, TIME ?50,10

 SEC  MI + FT  MPH       FUEL
 100  21 691  3363.9539 13600

BURN RATE, TIME ?300,10

 SEC  MI + FT  MPH       FUEL
 110  12 3511 2719.6105 10600

BURN RATE, TIME ?300,10

 SEC  MI + FT  MPH       FUEL
 120  6 505   1995.3668 7600

BURN RATE, TIME ?300,10

 SEC  MI + FT  MPH       FUEL
 130  1 3553  1169.9279 4600

BURN RATE, TIME ?300,10


ON THE MOON AT       137. SEC
IMPACT VELOCITY   500.0104 MPH

###YOU CRASHED-NO SURVIVORS###

YOU BLASTED A NEW LUNAR          CRATER  139. FT DEEP.

DO YOU WANT INSTRUCTIONS? YES=Y OR NO=N  ?
```

```
READY
LIST

5#"":#"":#"":#""
10#TAB(10);"23 MATCHES"
15#"":#"":#"":#""
20 LET Y=0 :LET Z=0
110#"LET'S PLAY 23 MATCHES. WE START":#"WITH 23 MATCHES. YOU MOVE FIRST"
120#"THEN I MOVE. YOU MAY TAKE 1 OR":#"2 OR 3 MATCHES AND ON MY TURN"
130#"SO MAY I.  THE ONE WHO HAS TO":#"TAKE THE LAST MATCH LOSES."
135#"":#"GOOD LUCK AND MAY THE BEST":#"SCHEMER WIN."
140#""
150 LET M=23
200 REM THE HUMAN'S MOVE
205#""
210#"THERE ARE NOW";M;" MATCHES."
215#""
220 INPUT "HOW MANY DO YOU TAKE? ",H
240 IF H>M THEN 510
250 IF H<>INT(H) THEN 510
260 IF H<=0 THEN 510
270 IF H>=4 THEN 510
280 LET M=M-H
290 IF M=0 THEN 410
300 REM COMPUTER'S MOVE
305 IF M=1 THEN 440
310 LET R=M-4*INT(M/4)
320 IF R<>1 THEN 350
330 LET C=INT(3*RND(0))+1
340 GOTO 360
350 LET C=(R+3)-4*INT((R+3)/4)
360 LET M=M-C
370 IF M=0 THEN 440
375#""
380#"I TOOK";C;"...."
390 GOTO 210
400 REM DETERMINE WINNER
410#""
420#"I WON!!! BETTER LUCK NEXT TIME."
425 LET Z=Z+1
430 GOTO 460
440#""
450#"O.K. YOU WON. LET'S PLAY AGAIN."
455 LET Y=Y+1
460#"":#"":#"THE SCORE IS NOW; ME";Z;" YOU";Y
470 GOTO 140
500 REM THE HUMAN CHEATED!
510#"":#"YOU CHEATED!  BUT I'LL GIVE YOU":#"ANOTHER CHANCE."
520 GOTO 215
9999 END
READY
PRINT "SIZE =";13*1024-FREE(0)
SIZE = 1035
READY
```



```
READY
RUN
```

23 MATCHES

```
LET'S PLAY 23 MATCHES. WE START
WITH 23 MATCHES. YOU MOVE FIRST
THEN I MOVE. YOU MAY TAKE 1 OR
2 OR 3 MATCHES AND ON MY TURN
SO MAY I.  THE ONE WHO HAS TO
TAKE THE LAST MATCH LOSES.

GOOD LUCK AND MAY THE BEST
SCHEMER WIN.


THERE ARE NOW 23 MATCHES.

HOW MANY DO YOU TAKE? 1

I TOOK 1....
THERE ARE NOW 21 MATCHES.

HOW MANY DO YOU TAKE? 3

I TOOK 1....
THERE ARE NOW 17 MATCHES.

HOW MANY DO YOU TAKE? 3

I TOOK 1....
THERE ARE NOW 13 MATCHES.

HOW MANY DO YOU TAKE? 2

I TOOK 2....
THERE ARE NOW 9 MATCHES.

HOW MANY DO YOU TAKE? 1

I TOOK 3....
THERE ARE NOW 5 MATCHES.

HOW MANY DO YOU TAKE? 1

I TOOK 3....
THERE ARE NOW 1 MATCHES.

HOW MANY DO YOU TAKE? 1

I WON!!! BETTER LUCK NEXT TIME.


THE SCORE IS NOW; ME 1 YOU 2
```

```
READY
LIST

10 DIM D$(3)
15 #"":#"":#"":#"":#""
16 PRINT TAB(9);
17 PRINT "RADIX CONVERTER"
19 #"":#"":#"":#""
20 PRINT "TYPE IN (DEC) FOR DECIMAL TO    OCTAL CONVERSION, OR (OCT) FOR"
30 PRINT "OCTAL TO DECIMAL CONVERSION."
40 #"":INPUT "DEC OR OCT? ",D$
50 IF D$="DEC" THEN 90
60 IF D$="OCT" THEN 300
70 PRINT " TYPE DEC OR OCT ONLY"
80 GOTO 40
90 INPUT1 "DEC# = ",D
100 IF D>262143 THEN 520
110 LET P=1
120 RESTORE 210
130 LET O=0
140 LET C=1
150 LET Q=INT(D/8)
160 LET R(C)=D-Q*8
170 IF Q<8 THEN 210
180 LET D=Q
190 LET C=C+1
200 GOTO 150
210 DATA 1,10,100,1000,10000,100000
220 READ I
230 LET O=O+R(P)*I
240 LET P=P+1
250 IF P<C+1 THEN 220
260 READ I
270 LET O=O+Q*I
280 PRINT "      OCT# =";O
290 GOTO 40
300 INPUT1 "OCT# = ",O
310 IF O>777777 THEN 520
320 LET O=O/100000
330 FOR J=1 TO 6
340 LET P(J)=INT(O)
350 IF P(J)>7 THEN 480
360 LET O=O-P(J)
370 LET O=O*10
380 NEXT J
390 LET L=0
400 RESTORE 410
410 DATA 32768,4096,512,64,8,1
420 FOR J=1 TO 6
430 READ X
440 LET L=L+P(J)*X
450 NEXT J
460 PRINT "     DEC# =";L
470 GOTO 40
480 EXIT 490
490 #"":PRINT "THE ENTRY MUST BE IN OCTAL"
510 GOTO 40
520 PRINT
530 PRINT"INPUT CANNOT EXCEED (DEC 262143) OR (OCT 777777)."
540 GOTO 40
550 END
```



```
READY
LIST

10 REM PROGRAM: PIZZA
20 REM FROM 101 BASIC COMPUTER GAMES
30 REM ADAPTED TO MAXI-BASIC BY J.R.BULL,SR 1/10/77
40 DIM A$(26),S$(28),N$(8),A(10),M$(4)
50#
60 #"PIZZA DELIVERY GAME":#
70 INPUT"WHAT IS YOUR FIRST NAME? ",N$
80 INPUT"WHERE ARE YOU FROM (CITY)?",X$
90 #
100 #"HI, ";N$
110#"IN THIS GAME YOU ARE TO TAKE ORDERS FOR PIZZAS."
120#"THEN YOU ARE TO TELL A DELIVERY"
130#"BOY WHERE TO DELIVER THE ORDERED";
140#"PIZZAS"
150 GOSUB 940
160#
170#
180 REM MAP DATA READ
190 FOR I=1 TO 16
200 S$=S$+" "
210 READ S$(I,I)
220 NEXT I
230 FOR I=1 TO 4
240 M$=M$+"
250 READ M$(I,I)
260 NEXT I
270 DATA "A","B","C","D","E","F","G","H","I","J","K","L","M","N","O","P"
280 DATA "1","2","3","4"
290 REM 300 TO 440 IS MAP PRINT ROUTINE
300 #"MAP OF THE CITY OF ";X$
310 #"*----1----2----3----4----*"
320 K=4
330 FOR I=1 TO 4
340 M$=M$+"
350 #"-                              -"
360 #M$(K,K);
370 S1=16-4*I+1
380 #"     ";S$(S1,S1);"     ";S$(S1+1,S1+1);"     ";S$(S1+2,S1+2);
390 #"     ";S$(S1+3,S1+3);
400 #"     ";M$(K,K)
410 K=K-1
420 NEXT I
430 #"-                              -"
440 #"0----1----2----3----4----*"
450 #
460 #"THE ABOVE IS A MAP OF THE HOMES WHERE YOU ARE TO SEND PIZZAS. "
470 GOSUB 940
480 GOSUB 940
490 #
500 #"YOUR JOB IS TO GIVE A TRUCK DRIVER THE LOCATIONS OR COORDINATES"
510 #"OF THE HOME ORDERING THE PIZZA."
520 #
530 INPUT"DO YOU NEED MORE DIRECTIONS? ",A$
540 IF A$="YES" THEN 570
550 IF A$="NO" THEN 710
560 #"'YES' OR 'NO' PLEASE, NOW  ": GOTO 530
570 #"SOMEBODY WILL ASK FOR A PIZZA TO BE DELIVERED. THEN A DELIVERY"
```

```
580 #"BOY WILL ASK FOR THE LOCATION"
590 #
600 #"EXAMPLE:"
610 #"THIS IS J.  PLEASE SEND A PIZZA."
620 #"DRIVER TO ";N$;". WHERE DOES J LIVE?"
630 #"YOUR ANSWER WOULD BE 2,3"
640 #
650 INPUT"UNDERSTAND? ",A$
660 IF A$="YES" THEN 680
670 #"THIS JOB IS TOO DIFFICULT FOR YOU.  THANKS ANYWAY.":GOTO 920
680 #"GOOD. YOU ARE NOW READY TO START TAKING ORDERS."
690 #
700 #"GOOD LUCK!!, ";N$
710 FOR I=1 TO 5
720 S$=S$+" "
730 S=INT(RND(1)*16+1)
740 #
750 #"HELLO ";N$;"'S PIZZA. THIS IS ";S$(S,S);" "
760 #"    PLEASE SEND A PIZZA."
770 #" DRIVER TO ";N$;". WHERE DOES ";S$(S,S);" LIVE?";
780 INPUT A(1),A(2)
790 T=A(1)+(A(2)-1)*4
800 IF T=S THEN 850
810 S$(T,T)=S$(T,T)+" "
820 #"THIS IS ";S$(T,T);". I DID NOT ORDER A PIZZA."
830 #"I LIVE AT ";A(1);",";A(2)
840 GOTO 770
850 #"HELLO ";N$;". THIS IS ";S$(S,S);", THANKS FOR THE PIZZA."
860 NEXT I
870 #
880 INPUT"DO YOU WANT TO DELIVER MORE PIZZAS? ",A$
890 IF A$="YES" THEN 710
900 #
910 #"OKAY ";N$;", SEE YOU LATER!"
920 END
930 REM TIME DELAY ROUTINE
940 N=0
950 N=N+1
960 IF N<140 THEN 950 ELSE RETURN
970 STOP
READY
```



```
READY
RUN


PIZZA DELIVERY GAME

WHAT IS YOUR FIRST NAME? CHUCK
WHERE ARE YOU FROM (CITY)?DENVER

HI, CHUCK
IN THIS GAME YOU ARE TO TAKE ORDERS FOR PIZZAS.
THEN YOU ARE TO TELL A DELIVERY
BOY WHERE TO DELIVER THE ORDEREDPIZZAS


MAP OF THE CITY OF DENVER
*----1----2----3----4----*
|                         |
4    M    N    O    P    4
|                         |
3    I    J    K    L    3
|                         |
2    E    F    G    H    2
|                         |
1    A    B    C    D    1
|                         |
0----1----2----3----4----*

THE ABOVE IS A MAP OF THE HOMES WHERE YOU ARE TO SEND PIZZAS.

YOUR JOB IS TO GIVE A TRUCK DRIVER THE LOCATIONS OR COORDINATES
OF THE HOME ORDERING THE PIZZA.

DO YOU NEED MORE DIRECTIONS? YES
SOMEBODY WILL ASK FOR A PIZZA TO BE DELIVERED. THEN A DELIVERY
BOY WILL ASK FOR THE LOCATION

EXAMPLE:
THIS IS J.  PLEASE SEND A PIZZA.
DRIVER TO CHUCK. WHERE DOES J LIVE?
YOUR ANSWER WOULD BE 2,3

UNDERSTAND? YES
GOOD. YOU ARE NOW READY TO START TAKING ORDERS.

GOOD LUCK!!, CHUCK

HELLO CHUCK'S PIZZA. THIS IS N    PLEASE SEND A PIZZA.
 DRIVER TO CHUCK. WHERE DOES N LIVE??4,2
THIS IS H. I DID NOT ORDER A PIZZA.
I LIVE AT  4, 2
 DRIVER TO CHUCK. WHERE DOES N LIVE??2,4
HELLO CHUCK. THIS IS N, THANKS FOR THE PIZZA.

HELLO CHUCK'S PIZZA. THIS IS N    PLEASE SEND A PIZZA.
 DRIVER TO CHUCK. WHERE DOES N LIVE??2,4
HELLO CHUCK. THIS IS N, THANKS FOR THE PIZZA.

HELLO CHUCK'S PIZZA. THIS IS C    PLEASE SEND A PIZZA.
 LRIVER TO CHUCK. WHERE DOES C LIVE??
```

```
READY
LIST

10 REM  BIORHYTHM FOR TTY
20 REM  BY T.H. 12/13/76
25 REM MODIFIED BY CPH 1/1/77
30 PRINT "BIORHYTHM PROGRAM IN MAXI BASIC"
40 PRINT
50 LET R1=(360/33)/57.2958
60 LET R2=(360/28)/57.2958
70 LET R3=(360/23)/57.2958
80 DATA 0,31,59,90,120,151,181,212,243,273,304,334
90 DATA 365
100 DIM A$(30)
110 DIM L$(50),M$(50)
120 FOR I=1 TO 50:L$=L$+" ":M$=M$+" ":NEXT
130 RESTORE
140 PRINT "ENTER BIRTHDATE, CURRENT DATE   (YYMMDD)"
150 LET P1=0
160 INPUT D1,D2
170 LET D9=D2
180 INPUT"DURATION? ",J5
190 INPUT"NAME OF SUBJECT? ",A$
195 FOR X9=1 TO
196 #"
197 NEXT X9
210 GOSUB 1180
220 IF D1>D2 THEN PRINT"INVALID DATES": GOTO 170
230 LET X1=D1
240 GOSUB 300
250 LET Y1=X2:LET M1=X3: LET D1=X4
260 LET X1=D2
270 GOSUB 300
280 LET Y2=X2: LET M2=X3: LET D2=X4
290 GOTO 340
300 LET X2=INT(X1/10000)
310 LET X3=INT(X1/100)-(X2*100)
320 LET X4=X1-((X3*100)+(X2*10000))
330 RETURN
340 LET D4=(INT((Y2-1)*365.25)-INT((Y1-1)*365.25))
350 FOR I=1 TO M1
360 READ J1
370 NEXT I
380 RESTORE
390 FOR I=1 TO M2
400 READ J2
410 NEXT I
420 LET J1=J1+D1
430 LET J2=J2+D2
440 LET L1=(Y1/4)-(INT(Y1/4))
450 IF L1=0 THEN LET L1=1:GOTO 470
460 LET L1=0
470 LET L2=(Y2/4)-(INT(Y2/4))
480 IF L2=0 THEN LET L2=1:GOTO 500
490 LET L2=0
500 IF M1>2 THEN LET J1=J1+L1
510 IF M2>2 THEN LET J2=J2+L2
520 LET D4=D4+J2-J1
530 LET D1=(D4-(INT(D4/33)*33))
540 LET D2=(D4-(INT(D4/28)*28))
550 LET D3=(D4-(INT(D4/23)*23))
```



```
560 FOR L3=1 TO 50      Maxi BASIC Game #6
570 L$=M$
600 X=SIN(R1*D1)
610 Y=SIN(R2*D2)
620 Z=SIN(R3*D3)
625 LET Q=(X+Y+Z)/3
627 LET L$(25,25)=":"
630 LET L$(X*20+25,X*20+25)="I"
640 LET L$(Y*20+25,Y*20+25)="E"
650 LET L$(Z*20+25,Z*20+25)="P"
655 LET L$(Q*20+25,Q*20+25)="C"
660 PRINT "  :  ";
690 PRINT L$;
710 PRINT "  :  ";
720 GOSUB 1000: # D5;" :    ";
730 IF D1=0 OR D1=16 THEN LET C=1:#"I";
750 IF D2=0 OR D2=14 THEN LET C=1:#"E";
770 IF D3=0 OR D3=12 THEN LET C=1:#"P";
790 IF C=1 THEN LET C=0
800 PRINT
810 LET D1=D1+1
820 LET D2=D2+1
830 LET D3=D3+1
840 IF D1=33 THEN LET D1=0
850 IF D2=28 THEN LET D2=0
860 IF D3=23 THEN LET D3=0
870 LET J2=J2+1
880 LET J6=J6+1
890 IF J5<J6 THEN 960
900 NEXT L3
910 LET P1=P1+1
920 GOSUB 1390
930 PRINT:PRINT
940 GOSUB 1180
950 GOTO 560
960 LET P1=P1+1
970 GOSUB 1390
990 GOTO 1490
1000 RESTORE
1010 FOR I=1 TO 13
1020 LET J4=J3
1030 READ J3
1040 IF J2>59 THEN LET J3=J3+L2
1050 IF J2<=J3 THEN 1130
1060 NEXT I
1070 LET Y2=Y2+1
1080 LET L2=(Y2/4)-(INT(Y2/4))
1090 IF L2=0 THEN LET L2=1:GOTO 1110
1100 LET L2=0
1110 LET J2=J2-365
1120 GOTO 1000
1130 LET M2=I-1
1140 LET D6=J2-J4
1150 IF J2=60 THEN LET D6=D6+L2
1160 LET D5=Y2*10000+(M2*100)+D6
1170 RETURN
1180 REM
1185 FOR I=1 TO 72
1190 PRINT "/";
1200 NEXT I
1210 PRINT
```



```
1220 PRINT": COMPUTERIZED STUDY OF BIORHYTHMIC CURVES"
1230 PRINT ": SUBJECT, ";A$
1240 PRINT ": DATE OF STUDY - ";D9;" - DURATION ";J5;" DAYS"
1250 FOR I=1 TO 72: PRINT "/";:NEXT I:PRINT
1260 FOR I=1 TO 72
1270 #"/";
1280 NEXT I
1290 #
1300 PRINT ":          LOW                              HIGH            :";
1310 PRINT "    DATE  CRITICAL"
1320 FOR I=1 TO 72
1330 PRINT "/";
1340 NEXT I
1350 PRINT
1360 RETURN
1370 PRINT
1380 RETURN
1390 FOR I=1 TO 72:PRINT "/";:NEXT I: PRINT
1400 PRINT ": I : INTELLECTUAL ABILITY, AMBITION, 33 DAY CYCLE.";
1410 GOSUB 1370
1420 PRINT ": E : EMOTIONAL, NERVES, MOOD, 28 DAY CYCLE.";
1430 GOSUB 1370
1440 PRINT": P : PHYSICAL STRENGTH, ENDURANCE, 23 DAY CYCLE.";
1450 GOSUB 1370
1452 PRINT": C : SCALED ALGEBRAIC SUM OF I, E AND P.";
1455 GOSUB 1370
1460 FOR I=1 TO 72:PRINT"/";:NEXT I: PRINT
1470 PRINT "                                                PAGE "; P1
1480 RETURN
1490 REM END
1500 END
READY
PRINT 13*1024-FREE(0)
 2875
READY
```

```
////////////////////////////////////////////////////////////////////////
: COMPUTERIZED STUDY OF BIORHYTHMIC CURVES
: SUBJECT, CHUCK
: DATE OF STUDY -  770327 - DURATION  90 DAYS
////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////
:          LOW                       HIGH               :  DATE  CRITICAL
////////////////////////////////////////////////////////////////////////
:          E I     C       :      P                  :  770327 :
:             E I   C      : P                       :  770328 :
:                 EIC   P  :                         :  770329 :    P
:                  P CEI   :                         :  770330 :
:             P       C    E                         :  770331 :    IE
:         P             C  :  IE                     :  770401 :
:       P                 C:      IE                 :  770402 :
:      P                   :C        I E             :  770403 :
:      P                   :  C         I E          :  770404 :
:        P                 :    C          I E       :  770405 :
:           P              :      C          IE      :  770406 :
:               P          :        C         IE     :  770407 :
:                    P     :          C       E      :  770408 :
:                          P           C     EI      :  770409 :    P
:                          :    P       C E  I       :  770410 :
:                          :         P EC   I        :  770411 :
:                          :       E   C PI          :  770412 :
:                          :   E      CI    P        :  770413 :
:                          E        C         P      :  770414 :    E
:                     E    :    I C           P      :  770415 :
:                 E        :I  C             P       :  770416 :    I
:             E          I C               P         :  770417 :
:          E         I  C  :           P             :  770418 :
:       E        I  C      :      P                  :  770419 :
:      E      I  C         : P                       :  770420 :
:      E   I  C         P  :                         :  770421 :    P
:      E I  C      P       :                         :  770422 :
:       E C   P            :                         :  770423 :
:      I CPE               :                         :  770424 :
:      IPC    E            :                         :  770425 :
:      P  C       E        :                         :  770426 :
:      PI   C         E    :                         :  770427 :
:        PI    C           E                         :  770428 :    E
:           PI     C       :   E                     :  770429 :
:               P     C    :       E                 :  770430 :
:                  I P    C:           E             :  770501 :
:                      I   P  C           E          :  770502 :    P
:                          I    P C          E       :  770503 :    I
:                          :  I      PC       E      :  770504 :
:                          :      I      C     E     :  770505 :
:                          :         I     CP E      :  770506 :
:                          :            I   CEP      :  770507 :
:                          :              EIC P      :  770508 :
:                          :           E   C P       :  770509 :
:                          :       E     C P  I      :  770510 :
:                          :   E       C      I      :  770511 :
:                          E      P C         I      :  770512 :    E
:                     E    : P  C            I       :  770513 :
:                 E     P  :C               I        :  770514 :    P
:             E    P     C :              I          :  770515 :
////////////////////////////////////////////////////////////////////////
: I : INTELLECTUAL ABILITY, AMBITION, 33 DAY CYCLE.
: E : EMOTIONAL, NERVES, MOOD, 28 DAY CYCLE.
: P : PHYSICAL STRENGTH, ENDURANCE, 23 DAY CYCLE.
: C : SCALED ALGEBRAIC SUM OF I, E AND P.
////////////////////////////////////////////////////////////////////////
                                    PAGE  1
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Maxi BASIC Game #6

```
////////////////////////////////////////////////////////////////////////
: COMPUTERIZED STUDY OF BIORHYTHMIC CURVES
: SUBJECT, CHUCK
: DATE OF STUDY -  770327 - DURATION  90 DAYS
////////////////////////////////////////////////////////////////////////
////////////////////////////////////////////////////////////////////////
:          LOW                       HIGH               :  DATE  CRITICAL
////////////////////////////////////////////////////////////////////////
:          E  P      C     :           I             :  770516 :
:       E P       C        :        I                :  770517 :
:      EP       C          :    I                    :  770518 :
:      P      C            :I                        :  770519 :    I
:      P     C           I :                         :  770520 :
:       EP   C       I     :                         :  770521 :
:          EPC   I         :                         :  770522 :
:             ECP          :                         :  770523 :
:          I     CE  P     :                         :  770524 :
:        I         C  E    P                         :  770525 :    P
:       I             C    E    P                    :  770526 :    E
:      I                 C :   E     P               :  770527 :
:      I                   :C      E     P           :  770528 :
:      I                   :  C        E    P        :  770529 :
:       I                  :    C         E   P      :  770530 :
:         I                :      C          EP      :  770531 :
:            I             :       C         PE      :  770601 :
:               I          :       C       P   E     :  770602 :
:                  I       :       C   P      E      :  770603 :
:                      I   :      C          E       :  770604 :
:                          IP    C        E          :  770605 :    I
:                       P  : IC        E             :  770606 :    P
:                  P       :C     IE                 :  770607 :
:             P            C   E     I               :  770608 :
:         P               CE            I            :  770609 :    E
:       P             E C  :               I         :  770610 :
:      P          E    C   :                 I       :  770611 :
:      P      E       C    :                  I      :  770612 :
:        P E          C    :                  I      :  770613 :
:       E   P         C    :                  I      :  770614 :
:      E        P      C   :                 I       :  770615 :
:      E             P  C  :                I        :  770616 :
:      E                 C P              I          :  770617 :    P
:       E                 C:    P     I              :  770618 :
:          E               :C       IP               :  770619 :
:             E            : C  I       P            :  770620 :
:                 E        :IC              P        :  770621 :    I
:                     E  I :  C               P      :  770622 :
:                    I     E  C               P      :  770623 :    E
:                I         :  C              P       :  770624 :
:             I            :  C    E       P         :  770625 :
////////////////////////////////////////////////////////////////////////
: I : INTELLECTUAL ABILITY, AMBITION, 33 DAY CYCLE.
: E : EMOTIONAL, NERVES, MOOD, 28 DAY CYCLE.
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////////////////////////////////////////////////////////////////////////
                                    PAGE  2
READY
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