

'BOARD CORE'

```
19980 REM >>>>>>>>>> screen <<<<<<<<<<<
20010 PAPER 0:PEN 1:BORDER 0:MODE 1
20020 WINDOW #1,2,25,1,24
20030 PAPER #1,3:PEN #1,2:CLS #1
20035 PAPER #2,2
20040 TAG #2
20070 l$=STRING$(3,143)
20080 l1$=STRING$(3,32)
20090 n$=l$+l1$+l1$+l1$+l1$+l1$+l1$+l1$
20100 FOR n=1 TO 4
20110 FOR m=1 TO 3
20120 PRINT #1,n$;
20130 NEXT m
20140 FOR m=1 TO 3
20150 PRINT #1,RIGHT$(n$,21)+LEFT$(n$,3)
;
20160 NEXT m
20170 NEXT n
20200 FOR n=2 TO 23 STEP 3
20210 LOCATE 1,n
20220 l$=HEX$((26-n)/3,1)
20230 PRINT l$;
20240 LOCATE n+1,25
20250 PRINT CHR$(64+(n+1)/3);
20260 NEXT n
20270 WINDOW #3,27,39,2,15
20280 PAPER #3,3:PEN #3,1:CLS #3
23980 REM >>>>>>>>>> input <<<<<<<<<<<
24000 LOCATE #3,5,4:IF play=1 THEN PRINT
#3,"WHITE" ELSE PRINT #3,"BLACK"
24010 LOCATE #3,10,6:PRINT #3," "
24020 LOCATE #3,10,9:PRINT #3," "
```

```

24030 LOCATE #3,10,6
24040 GOSUB 24500
24050 f$=n$
24060 LOCATE #3,10,9
24070 GOSUB 24500
24080 s$=n$
24100 RETURN
30980 REM >>>>>>>>>> save <<<<<<<<<<<
31000 z$(count,1)="FF"
31010 g$="":SOUND 2,200,20,15:SOUND 2,100,40,15
31020 FOR n=1 TO 8
31030 FOR m=1 TO 8
31050 NEXT m
31060 NEXT n
31065 h$="":i$=""
31070 FOR n=1 TO 100
31080 h$=h$+z$(n,1)
31085 i$=i$+z$(n,2)
31090 NEXT n
31100 h$=h$+STR$(count)
31120 PRINT #9,g$
31130 PRINT #9,h$
31140 PRINT #9,i$
31150 CLOSEOUT
31160 SOUND 2,200,20,15:SOUND 2,100,40,15
31200 RETURN
31980 REM >>>>>>>>>> load <<<<<<<<<<<
32000 g$="":SOUND 2,200,20,15:SOUND 2,200,40,15
32015 LINE INPUT #9,g$
32020 LINE INPUT #9,h$
32025 LINE INPUT #9,i$
32030 CLOSEIN
32035 FOR n=1 TO 8
32040 FOR m=1 TO 8
32070 NEXT m
32080 NEXT n
32090 FOR n=1 TO 100
32100 z$(n,1)=LEFT$(h$,2)
32110 h$=RIGHT$(h$,LEN(h$)-2)
32120 z$(n,2)=LEFT$(i$,2)
32125 i$=RIGHT$(i$,LEN(i$)-2)
32130 NEXT n

```

```

32140 count=VAL(h$)
32150 SOUND 2,200,20,15:SOUND 2,200,40,1
5
32160 GOSUB 20000
32170 GOSUB 23000
32180 LOCATE #3,10,6
32200 RETURN..

```

```

1 REM <<<<<<< draughts <^> ISSI >>>>>>>
2 REM
50 SPEED WRITE 1
1000 GOSUB 21000
1010 FOR n=1 TO 100
1020 z$(n,1)=" "
1030 z$(n,2)=" "
1040 NEXT n
1100 GOSUB 20000:GOSUB 22000
1150 PRINT CHR$(23);CHR$(1);:GOSUB 23000
1160 count=1
1200 GOTO 1900
1600 gam=0
1610 FOR n=1 TO 8
1620 FOR m=1 TO 8
1630 IF m$(n,m)="B" OR m$(n,m)="D" THEN
gam=1
1640 NEXT m:NEXT n
1660 IF gam=0 THEN GOTO 10000
1670 gam=0
1680 FOR n=1 TO 8
1690 FOR m=1 TO 8
1700 IF m$(n,m)="A" OR m$(n,m)="C" THEN
gam=1
1710 NEXT m:NEXT n
1730 IF gam=0 THEN GOTO 11000
1750 RETURN
1900 GOSUB 29000
2000 GOTO 1900
9980 REM >>>>>>> black win <<<<<<<<
10000 CLS
10010 LOCATE 15,10:PRINT "BLACK won."
10050 GOTO 11050
10980 REM >>>>>>> white win <<<<<<<<

```

```

11000 CLS
11010 LOCATE 15,10:PRINT "WHITE won."
11050 SOUND 2,300,25:SOUND 2,200,25:SOUN
D 2,100,25
11060 LOCATE 5,24:PRINT "Do You Want A R
eplay (Y/N) ?"
11065 Z$(count,1)="FF"
11070 a$=INKEY$:a$=UPPER$(a$)
11080 IF A$="Y" THEN DEM=1:GOSUB 35005:GOTO 1100
11090 IF A$="N" THEN GOTO 1100
11100 GOTO 11060
20000 INK 0,0:INK 1,26:INK 2,14:INK 3,2
20290 PRINT #3," DRAUGHTS."
20300 PRINT #3," -----"
20310 LOCATE #3,2,6:PRINT #3,"FROM :-"
20320 LOCATE #3,2,9:PRINT #3,"TO :-"
20500 RETURN
20980 REM >>>>>>> initialize <<<<<<<<
21000 DIM m$(8,8)
21010 DIM z$(100,2)
21020 SYMBOL 240,0,0,0,0,15,127,255,255
21030 SYMBOL 241,0,0,0,0,240,254,255,207
21040 SYMBOL 242,188,175,170,170,122,15,
0,0
21050 SYMBOL 243,61,227,31,255,254,240,0
,0
21060 SYMBOL 244,0,1,9,87,99,118,125,255
21070 SYMBOL 245,0,128,144,234,198,110,5
8,187
21080 SYMBOL 246,191,175,170,170,122,15,
0,0
21090 SYMBOL 247,125,227,31,255,254,240,
0,0
21250 RETURN
21980 REM >>>>>>> game start <<<<<<<<
22000 FOR n=1 TO 8
22010 FOR m=1 TO 8
22020 m$(n,m)=" "
22030 NEXT m
22040 NEXT n
22050 FOR n=1 TO 8 STEP 2
22060 m$(1,n+1)="A"
22070 m$(2,n)="A"
22080 m$(3,n+1)="A"
22090 m$(8,n)="B"

```

```

22100 m$(7,n+1)="B"
22110 m$(6,n)="B"
22120 NEXT n
22190 RETURN
22980 REM >>>>>>> draw pieces <<<<<<<<
23000 x=25:y=390
23010 FOR n=1 TO 8
23020 FOR m=1 TO 8
23030 c#=m$(n,m):c#=UPPER$(c#)
23040 IF c#=" " THEN GOTO 23100
23050 IF c#="A" THEN col=3 ELSE col=2
23070 PLOT 0,0,col
23080 MOVE x,y
23090 GOSUB 23500
23100 PLOT 0,0,0
23110 x=x+48
23130 NEXT m
23140 x=25:y=y-48
23150 NEXT n:RETURN
23490 REM * * * piece * * *
23500 d#=CHR$(240)+CHR$(241)
23510 d1#=CHR$(242)+CHR$(243)
23550 IF c#="C" OR c#="D" THEN d#=CHR$(244)+CHR$(245):d1#=CHR$(246)+CHR$(247):hu
ff=0
23600 PRINT #2,d#;
23610 MOVE x,y-16
23620 PRINT #2,d1#;
23750 RETURN
24500 n$=""
24510 a#=INKEY$
24520 IF a#="Q" THEN RUN
24524 IF a#="S" THEN GOSUB 31000
24526 IF a#="L" THEN GOSUB 32000
24528 IF a#="#" AND count>1 THEN z$(count,1)="FF":GOSUB 35000
24530 a#=UPPER$(a#)
24540 IF a#<"A" OR a#>"H" THEN GOTO 24510
0
24550 n#=a$:SOUND 2,150,5,15:PRINT #3,n#
;
24560 a#=INKEY$
24570 IF a#<"1" OR a#>"9" THEN GOTO 24560
0

```

```

24580 n$=n$+a$:SOUND 2,150,5,15:PRINT #3
,a$;
24590 RETURN
24980 REM >>>>>>>>>> move <<<<<<<<<<<<
25000 GOSUB 26000
25090 ro=s1:co=s:GOSUB 25200
25100 m$(s1,s)=m$(f1,f)
25110 IF s1=1 AND m$(1,s)="B" THEN m$(1,
s)="D":huff=0
25120 IF s1=8 AND m$(8,s)="A" THEN m$(8,
s)="C":huff=0
25125 SOUND 2,200,75,15
25130 ro=s1:co=s:GOSUB 25200
25135 SOUND 2,100,10,15
25140 ro=f1:co=f:GOSUB 25200
25150 m$(f1,f)=" "
25160 RETURN
25200 x=25:y=390
25210 FOR n=1 TO 8
25220 FOR m=1 TO 8
25230 IF n=ro AND m=co THEN GOSUB 25300
25240 x=x+48
25250 NEXT m
25260 x=25:y=y-48
25270 NEXT n
25280 RETURN
25300 c$=m$(n,m)
25310 IF c$=" " THEN RETURN
25320 IF c$="A" OR c$="C" THEN col=3 ELS
E col=2
25340 PLOT 0,0,col:MOVE x,y
25350 GOSUB 23500
25360 RETURN
25980 REM >>>>>>>>>> convert <<<<<<<<<
26000 f=ASC(LEFT$(f$,1))
26010 f=f-64
26020 f1=VAL(RIGHT$(f$,1))
26030 f1=9-f1
26040 s=ASC(LEFT$(s$,1))
26050 s=s-64
26060 s1=VAL(RIGHT$(s$,1))
26070 s1=9-s1
26080 RETURN
26090 REM >>>>>>> convert back <<<<<<<<
26100 r$=CHR$(col+64)

```

```

26110 r$=r$+STR$(9-lin)
26120 RETURN
26980 REM >>>>>>>>> validate <<<<<<<<<<
27000 GOSUB 26000:huff=0
27005 p$="B":p1$="D"
27007 IF play=2 THEN p$="A":p1$="C"
27010 FOR y=1 TO 8
27020 FOR x=1 TO 8
27030 IF huff=1 THEN GOTO 27060
27040 IF m$(y,x)<>p$ AND m$(y,x)<>p1$ TH
EN GOTO 27060
27050 GOSUB 33000
27060 NEXT x
27070 NEXT y
27075 check=1
27080 c$=m$(f1,f):d$=m$(s1,s)
27090 IF c$=" " THEN RETURN
27100 IF (c$="A" OR c$="C") AND play=1 T
HEN RETURN
27110 IF (c$="B" OR c$="D") AND play=2 T
HEN RETURN
27120 IF d$<>" " THEN RETURN
27130 IF c$="A" AND s1<f1 THEN RETURN
27140 IF c$="B" AND s1>f1 THEN RETURN
27150 xd=s-f:yd=s1-f1
27160 IF SGN(xd)*(xd)=1 AND SGN(yd)*(yd)
=1 THEN GOTO 27490
27170 IF SGN(xd)*xd<>SGN(yd)*yd THEN RET
URN
27180 x$=m$(f1+(yd/2),f+(xd/2))
27190 IF (x$="A" OR x$="C") AND play=2 T
HEN RETURN
27200 IF (x$="B" OR x$="D") AND play=1 T
HEN RETURN
27210 IF x$=" " THEN RETURN
27220 ro=f1+(yd/2):co=f+(xd/2):GOSUB 252
00
27230 lin=f1+(yd/2):col=f+(xd/2)
27240 m$(lin,col)=" "
27250 GOSUB 26100
27260 z$(count,1)=r$:z$(count,2)=r$
27270 count=count+1:GOTO 27500
27490 IF huff=1 THEN RETURN
27500 check=0:RETURN
27980 REM >>>>>>>>> turn <<<<<<<<<<<

```

```

28000 GOSUB 24000:huff=0
28005 LOCATE #3,1,11:PRINT #3,SPC(12)
28010 GOSUB 27000
28020 IF check=0 THEN GOTO 28050
28030 LOCATE #3,1,11:PRINT #3,"INVALID M
OVE"
28040 SOUND 2,300,50,15:GOTO 28000
28050 GOSUB 25000
28060 z$(count,1)=f$:z$(count,2)=s$
28070 count=count+1:IF count=101 THEN co
unt=1
28075 IF huff=0 THEN GOTO 28100
28080 y=s1:x=s:GOSUB 33000
28090 IF huff=1 THEN GOTO 34000
28100 huff=0:RETURN
28980 REM >>>>>> both players <<<<<<<<
29000 play=1
29010 GOSUB 28000
29020 GOSUB 1600
29030 play=2
29040 GOSUB 28000
29050 GOSUB 1600
29060 RETURN
31040 g$=g$+m$(n,m)
31110 OPENOUT "!DRAUGHTS"
32010 OPENIN "!DRAUGHTS"
32050 m$(n,m)=LEFT$(g$,1)
32060 g$=RIGHT$(g$,LEN(g$)-1)
32980 REM >>>>>>>>> huff <<<<<<<<<<<
33000 huff=0
33010 h1$="A":h2$="C"
33020 IF play=2 THEN h1$="B":h2$="D"
33030 IF y<3 OR m$(y,x)="A" THEN GOTO 33
080
33040 IF x<3 THEN GOTO 33060
33050 IF (m$(y-1,x-1)=h1$ OR m$(y-1,x-1)
=h2$) AND m$(y-2,x-2)=" " THEN huff=1
33060 IF x>6 THEN GOTO 33080
33070 IF (m$(y-1,x+1)=h1$ OR m$(y-1,x+1)
=h2$) AND m$(y-2,x+2)=" " THEN huff=1
33080 IF y>6 OR m$(y,x)="B" THEN GOTO 33
130
33090 IF x<3 THEN GOTO 33110
33100 IF (m$(y+1,x-1)=h1$ OR m$(y+1,x-1)
=h2$) AND m$(y+2,x-2)=" " THEN huff=1

```



```

33110 IF x>6 THEN GOTO 33130
33120 IF (m$(y+1,x+1)=h1$ OR m$(y+1,x+1)
=h2$) AND m$(y+2,x+2)=" " THEN huff=1
33130 RETURN
33980 REM >>>>>>>> go again <<<<<<<<<
34000 LOCATE #3,10,6:PRINT #3,s$
34010 f$=s$
34020 LOCATE #3,10,9:PRINT #3," "
34030 LOCATE #3,10,9
34040 GOSUB 24500
34050 s$=n$
34060 LOCATE #3,1,11:PRINT #3,SPC(12)
34070 GOSUB 26000:GOSUB 27075
34080 IF check=0 THEN GOTO 34110
34090 LOCATE #3,1,11:PRINT #3,"INVALID M
OVE"
34100 SOUND 2,300,50,15:GOTO 34020
34110 GOSUB 25000
34120 z$(count,1)=f$:z$(count,2)=s$
34130 count=count+1:IF count=101 THEN co
unt=1
34140 y=s1:x=s:GOSUB 33000
34150 IF huff=1 THEN GOTO 34000
34160 GOTO 28100
34980 REM >>>>>>>> replay <<<<<<<<<
35000 DEM=0
35005 COUNT=0:PLAY=1
35010 GOSUB 22000
35020 GOSUB 20000:GOSUB 23000
35030 count=count+1
35040 IF z$(count,1)="FF" THEN GOTO 3550
0
35050 f$=z$(count,1):s$=z$(count,2)
35060 GOSUB 26000:GOSUB 25000
35065 IF f$=s$ THEN GOTO 35030
35070 count=count+1
35080 a$=INKEY$
35090 IF a$="" THEN GOTO 35080
35095 play=2
35100 IF a$="#" THEN GOTO 35500
35110 IF z$(count,1)="FF" THEN GOTO 3550
0
35120 f$=z$(count,1):s$=z$(count,2)
35130 GOSUB 26000:GOSUB 25000
35135 IF f$=s$ THEN GOTO 35030
35140 a$=INKEY$

```

```
35150 IF a$="" THEN GOTO 35140
35155 play=1
35160 IF a$="#" THEN GOTO 35500
35170 GOTO 35030
35500 IF DEM=1 THEN RETURN
35505 IF PLAY=1 THEN 29000
35510 GOTO 29030
```

Now 'MERGE' the 'BOARD CORE' routine. .