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1 *****
2 **          AMSMATCH by Ray Lundquest
3 *****
4
5 GOSUB 2400:MODE 1:INK 1,24:INK 2,20:INK 3,16:PEN 1
20 LOCATE 18,11:PEN 2:PRINT"AMSMATCH"
30 LOCATE 12,14:PRINT"by R.Lundquest,1986"
40 MOVE 100,100:DRAW 540,100,3:DRAW 540,300,3:DRAW 100,300
3:DRAW 100,100,3:PEN 1
50 DEFSTR g:xx=7:yy=8:nc=14
60 DIM g(xx,yy),r(nc),c$(nc)
70 DATA 163,224,225,203,248,227,228,229,233,234,235,236,23
7,239
80 FOR x=1 TO nc:READ asc$(x):CHR$(a):NEXT:b$="  "
90 **          randomize cards          **
100 FOR x=1 TO nc:r(x)=0:NEXT
110 ps=0:cs=0:FOR x=1 TO xx:FOR y=1 TO yy
120 r=INT(RND(1)*nc+1):IF r(r)=4 THEN 120
130 g(x,y)=c$(r):r(r)=r(r)+1
140 NEXT y,x
150 LOCATE 1,22:PRINT"What difficulty (1-5) 1=easy, 5=hard
":INPUT d
160 IF d<1 OR d>5 THEN 150 ELSE mx=2*d:FOR x=1 TO mx:d(x)=
8+m$(x):NEXT:mc=0
170 LOCATE 1,24:INPUT"Your name":na$
190 **          set up board          **
200 CLS:GOSUB 1600
210 FOR y=1 TO yy:FOR x=1 TO xx
220 LOCATE 5*x-2,y*2+4
230 q=(y-1)*xx+x
240 PRINT q;

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250 NEXT x,y
260 FOR y=1 TO 9:y1=330-32*(y-1):MOVE 18,y1:DRAW 578,y1,3:
NEXT
270 FOR x=1 TO 8:x1=10+5*16*(x-1):MOVE x1,330:DRAW x1,74,3
::NEXT
290 **          player's turn          **
300 mf=0:FOR t=1 TO 2:x(t)=0:NEXT
310 FOR t=1 TO 2
320 GOSUB 700:LOCATE 1,23:PRINT"Which number ";na$:INPUT
x(t)
330 IF x(t)<1 OR x(t)>xx*yy THEN 320
340 GOSUB 1100:IF pe=32 THEN 320
350 IF x(1)=x(2) THEN 320 ELSE GOSUB 1400
360 NEXT:GOSUB 800:IF t$(1)=t$(2) THEN GOSUB 900:GOSUB 190
0:GOTO 380
370 GOSUB 1500:GOTO 390
380 mf=1:ps=ps+1:GOSUB 1700:IF an=1 THEN 400
390 IF mf=1 THEN 300 ELSE 500
390 **          end of game          **
400 CLS:PRINT na$;"...";ps:TAB(20)"Arnold....";cs
410 LOCATE 10,12:IF ps>cs THEN PRINT"YOU WIN!!!" ELSE PRIN
T"! WIN !!!"
420 LOCATE 5,18:INPUT"Like another game (y/n)":ag$:IF LOWE
R$(ag$)<>"y" THEN 440
430 CLS:LOCATE 10,12:PRINT"Shuffling";xx*yy;"cards...":GOT
O 300
440 CLS:LOCATE 10,12:PRINT"bye for now ";na$:END
490 **          Arnold's turn          **
500 x(1)=0:x(2)=0:GOSUB 2000
510 IF mf=1 THEN 590
520 t=1:GOSUB 1200:d1=500:GOSUB 1800
530 t=2:GOSUB 2300:IF mf=1 THEN 560
540 GOSUB 1200:d1=500 :GOSUB 1800:IF t$(1)=t$(2) THEN GOSUB
8 900:cs=cs+1:GOSUB 1700:IF an=1 THEN 400 ELSE GOSUB 1800
:GOTO 520
550 d1=1000:GOSUB 1800:GOSUB 1500:GOTO 360
560 d1=500:GOSUB 700:GOSUB 1300:GOSUB 1800:GOSUB 1100:GOSUB
1400:GOSUB 1000:GOSUB 900
570 cs=cs+1:GOSUB 1700:IF an=1 THEN 400
580 GOSUB 1900:GOTO 500
590 FOR t=1 TO 2:GOSUB 700:GOSUB 1300:d1=500:GOSUB 1000
600 GOSUB 1100:GOSUB 1400:NEXT:d1=500:GOSUB 1000
610 GOSUB 900:cs=cs+1:GOSUB 1700: IF an=1 THEN 400
620 a(d1)=0:d1=d2)=0:GOSUB 2100:GOTO 520
690 **          erase          **
700 LOCATE 1,23:PRINT SPACE$(38):RETURN
790 **          delay loop          **
800 FOR d1=1 TO 600:NEXT:RETURN
890 **          SUCCESS !!!          **
900 GOSUB 2410:GOSUB 700:LOCATE 1,23:INK 2,15,21:PEN 2:PRI
NT"That's a match!!!"
910 GOSUB 1800:INK 2,20:PEN 1:RETURN
990 **          delay loop          **
1000 FOR d=1 TO d1=2:NEXT:RETURN

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1090 ** convert number to co-ordinates **
1100 z=x(t)
1110 x=(z-1) MOD xs+1:y=INT((z-0.5)/xs+1)
1120 p=x*5-2;q=y*2+4
1130 p(t)=p;q(t)=q
1140 LOCATE p+1,q:pe=ASC(COPYCHR$(#2))
1150 t#(t)=g(x,y):RETURN
1160 ** Arnold chooses randomly **
1200 x(t)=INT(RND(1)*xx*yy+1)
1210 IF x(t)=x(2) THEN 1200
1220 GOSUB 1100:IF pe=32 THEN 1200
1230 FOR i=1 TO xs:IF x(t)=a(i) THEN 1200
1240 NEXT
1250 GOSUB 720:GOSUB 1300:GOSUB 1400:RETURN
1290 ** Arnold's Choice **
1300 LOCATE 1,23:PRINT"I choose...";x(t)
1310 RETURN
1390 ** put character in place of number **
1400 LOCATE p+1,q:PRINT" ";LOCATE p+1,q:PEN 2:PRINT g(x,
y):PEN 1
1410 t#(t)=g(x,y):RETURN
1490 ** put numbers back **
1500 FOR t=1 TO 2:LOCATE p(t),q(t):PRINT x(t):NEXT
1510 n=2:GOSUB 2200:RETURN
1590 ** scores **
1600 LOCATE 1,1:PRINT na#j"...";ps:TAB(12)"Arnold...";cs:R
ETURN
1690 ** end of game ?? **
1700 en=0:n=1:IF a=x*yy/2-1 THEN en=1
1710 GOSUB 1600:FOR t=1 TO 2:LOCATE p(t),q(t):PRINT b#j:NEX
T
1720 IF en=0 THEN RETURN
1790 ** do last 2 remaining squares **
1800 z=0:count=1:WHILE count<3
1810 z=z+1:t=count:x(t)=z:GOSUB 1100
1820 IF pe=32 THEN 1840
1830 GOSUB 1400:count=count+1
1840 WEND
1850 d1=500:GOSUB 1000
1860 RETURN
1890 ** check for numbers after match **
1900 IF ac=0 THEN RETURN ELSE FOR t=1 TO 2:FOR j=1 TO ac
1910 IF a(j)=x(t) THEN n(j)=0
1920 NEXT j,t:GOSUB 2100:RETURN
1990 ** check memory for match **
2000 nf=0:IF ac<2 THEN RETURN ELSE i=1:j=2
2010 IF a(i)=a#(j) THEN 2050
2020 j=j+1:IF j>ac THEN 2010
2030 i=i+1:IF i<ac THEN j=i+1:GOTO 2010
2040 RETURN
2050 a#(j)=a(i):x(2)=a(j):d1=i:d2=j:RETURN
2090 ** update memory after match **
2100 n=1
2110 IF a(x)<>0 THEN 2150

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2120 IF x=ac THEN 2140
2130 FOR y=1 TO ac-1:n(y)=a(y+1):a#(y)=a#(y+1):NEXT
2140 a(ac)=0:a#(ac)="" :ac=ac-1
2150 x=x+1:IF x>ac THEN RETURN ELSE 2110
2190 ** add n items x(j),t#(j) to memory **
2200 FOR j=1 TO n
2210 i=1:IF ac=0 THEN 2230
2220 IF x(j)=a(i) THEN 2260 ELSE i=i+1:IF i<ac THEN 2220
2230 IF ac=n THEN 2250
2240 ac=ac+1:a(ac)=x(j):a#(ac)=t#(j):GOTO 2200
2250 FOR x=1 TO ac-1
2260 a(x)=a(x+1):a#(x)=a#(x+1)
2270 NEXT:a(ac)=x(j):a#(ac)=t#(j)
2280 NEXT:RETURN
2290 ** check 1 item against memory **
2300 nf=0:IF ac=0 THEN RETURN ELSE FOR j=1 TO ac
2310 IF t#(j)=a#(j) AND a(j)>0 AND x(1)<>a(j) THEN x(2)=a(
j):nf=1:RETURN
2320 NEXT:RETURN
2390 ** sound effects **
2400 FOR so=1 TO 5:SOUND 1,30+2*so,30:NEXT:RETURN
2410 SOUND 1,239,20:SOUND 1,179,50:RETURN

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