

# MEMORY TEST

The game simulates the parts game which involves remembering a number of objects. In this computerized version the computer starts off with one object and as you remember each screen of objects marks the way up to forty-one items.

You have three lives which are lost everytime you fail to an object wrong. If at any one of time, if you guess at 41 objects, without cheating, then you have a brilliant memory.

## Hints & Tips

If you want to see all forty-one objects then you can write down the names of the parts each time a new item is displayed.

Don't type in the object name more than once or spell the object name lower. Only as soon the computer will register a wrong guess and one of your 3 lives will be lost.

This game simulates the party game which involves remembering a number of objects. In this computerized version the computer starts off with one object and as you remember each screen of objects works its way up to thirty-one items.

YOU HAVE BEEN DECEIVED. You have been deceived which is bad, everything you have is slipped wrong. In all these cases and others.

It's not possible to do it all, so you have to have a business plan.

## How to Tie

If you want to see all forty-one objects that you can write down, the names of the forty-one items a few lines is displayed.

Don't type in the object name twice. Make sure you spell the object name correctly so the computer will register a correct name and one of your 2 lives will be lost.

Source: *International Labour Office, 1992*

[illegible]

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140 OLD=PRINT #1,"  Have one of the m
150 Input you name=" ;
160 IF""=NAME"" THEN GOTO 1
170 PRINT #1,"P"
180 IF=NAME
190 IF IF=NAME THEN THEN SOUND 4,128,10,1
200 GOTO 250
210 IF IF=NAME THEN AND IF=NAME THEN THEN
AND IF=NAME THEN AND IF=NAME THEN THEN SOUND 1,1000,
5,1000 PRINT #1,"";PRINT #1,"";GOTO 23
220 IF IF=NAME THEN THEN SOUND 200
230 IF IF="" THEN THEN SOUND 1,100,1,1000 IF
IF="" THEN PRINT #1,"";NAME=NAME
240 IF IF="" THEN IF IF="" THEN THEN ELSE GOTO 2
250 " You are out of time _____
260 IF 1=1 THEN PRINT GOTO 2; GOTO 2;
270 IF 1=1 THEN GOTO 2;

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130 LOCATE 42,1:PRINT 42," 1st = "
140 LOCATE 42,4:PRINT 42," 1st = "
150
160 GOTO 130
170 A$=APPEND$(A$,"0" TO 255)
180 (1) THEN GOTO 130
190 IF A$=A$ THEN THEN 0=0:0 1 0000 42
200 0,100,200,300,400,500,600,700,800,900,
210 0,1000,1100,1200,1300,1400,1500,1600,1700,1800,1900,
220 0,2000,2100,2200,2300,2400,2500,2600,2700,2800,2900,
230 0,3000,3100,3200,3300,3400,3500,3600,3700,3800,3900,
240 0,4000,4100,4200,4300,4400,4500,4600,4700,4800,4900,
250 0
260 IF A$=A$ THEN THEN 0=0:0 1 0000 42
270 0=0:0 1 0000 42
280 PRINT 42," 1st = "
290 IF 0=0 THEN 0=0:0 1 0000 42
300 IF 0=0 THEN 0=0:0 1 0000 42
310 GOTO 130
320 IF A$=A$ THEN THEN 0=0:0 1 0000 42
330 IF 0=0 THEN 0=0:0 1 0000 42
340 IF 0=0 THEN 0=0:0 1 0000 42
350 IF 0=0 THEN 0=0:0 1 0000 42
360 IF 0=0 THEN 0=0:0 1 0000 42
370 IF 0=0 THEN 0=0:0 1 0000 42
380 IF 0=0 THEN 0=0:0 1 0000 42
390 IF 0=0 THEN 0=0:0 1 0000 42
400 IF 0=0 THEN 0=0:0 1 0000 42
410 IF 0=0 THEN 0=0:0 1 0000 42
420 IF 0=0 THEN 0=0:0 1 0000 42
430 IF 0=0 THEN 0=0:0 1 0000 42
440 IF 0=0 THEN 0=0:0 1 0000 42
450 IF 0=0 THEN 0=0:0 1 0000 42
460 IF 0=0 THEN 0=0:0 1 0000 42
470 IF 0=0 THEN 0=0:0 1 0000 42
480 IF 0=0 THEN 0=0:0 1 0000 42
490 IF 0=0 THEN 0=0:0 1 0000 42
500 IF 0=0 THEN 0=0:0 1 0000 42
510 IF 0=0 THEN 0=0:0 1 0000 42
520 IF 0=0 THEN 0=0:0 1 0000 42
530 IF 0=0 THEN 0=0:0 1 0000 42
540 IF 0=0 THEN 0=0:0 1 0000 42
550 IF 0=0 THEN 0=0:0 1 0000 42
560 IF 0=0 THEN 0=0:0 1 0000 42
570 IF 0=0 THEN 0=0:0 1 0000 42
580 IF 0=0 THEN 0=0:0 1 0000 42
590 IF 0=0 THEN 0=0:0 1 0000 42
600 IF 0=0 THEN 0=0:0 1 0000 42
610 IF 0=0 THEN 0=0:0 1 0000 42
620 IF 0=0 THEN 0=0:0 1 0000 42
630 IF 0=0 THEN 0=0:0 1 0000 42
640 IF 0=0 THEN 0=0:0 1 0000 42
650 IF 0=0 THEN 0=0:0 1 0000 42
660 IF 0=0 THEN 0=0:0 1 0000 42
670 IF 0=0 THEN 0=0:0 1 0000 42
680 IF 0=0 THEN 0=0:0 1 0000 42
690 IF 0=0 THEN 0=0:0 1 0000 42
700 IF 0=0 THEN 0=0:0 1 0000 42
710 IF 0=0 THEN 0=0:0 1 0000 42
720 IF 0=0 THEN 0=0:0 1 0000 42
730 IF 0=0 THEN 0=0:0 1 0000 42
740 IF 0=0 THEN 0=0:0 1 0000 42
750 IF 0=0 THEN 0=0:0 1 0000 42
760 IF 0=0 THEN 0=0:0 1 0000 42
770 IF 0=0 THEN 0=0:0 1 0000 42
780 IF 0=0 THEN 0=0:0 1 0000 42
790 IF 0=0 THEN 0=0:0 1 0000 42
800 IF 0=0 THEN 0=0:0 1 0000 42
810 IF 0=0 THEN 0=0:0 1 0000 42
820 IF 0=0 THEN 0=0:0 1 0000 42
830 IF 0=0 THEN 0=0:0 1 0000 42
840 IF 0=0 THEN 0=0:0 1 0000 42
850 IF 0=0 THEN 0=0:0 1 0000 42
860 IF 0=0 THEN 0=0:0 1 0000 42
870 IF 0=0 THEN 0=0:0 1 0000 42
880 IF 0=0 THEN 0=0:0 1 0000 42
890 IF 0=0 THEN 0=0:0 1 0000 42
900 IF 0=0 THEN 0=0:0 1 0000 42
910 IF 0=0 THEN 0=0:0 1 0000 42
920 IF 0=0 THEN 0=0:0 1 0000 42
930 IF 0=0 THEN 0=0:0 1 0000 42
940 IF 0=0 THEN 0=0:0 1 0000 42
950 IF 0=0 THEN 0=0:0 1 0000 42
960 IF 0=0 THEN 0=0:0 1 0000 42
970 IF 0=0 THEN 0=0:0 1 0000 42
980 IF 0=0 THEN 0=0:0 1 0000 42
990 IF 0=0 THEN 0=0:0 1 0000 42
1000 IF 0=0 THEN 0=0:0 1 0000 42

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1120 PLOT 376,344:FOR I=1 TO 4:DRAW 0,-
  4:MOVE 1,26:EXIT:MOVE 0,-30:DRAW -30,
  4:DRAW 0,-30:DRAW 0,-30:DRAW 10,4:DRAW
  0,5:DRAW 0,30
1130 DRAW -12,0:DRAW 1,-10:DRAW 3,30:
  MOVE -12,-25:FOR I=1 TO 3:DRAW 10,4:DO
  NEXT -10,-2:EXIT
1140 LOCATE 74,1:PRINT"BAT"
1150 IF 0=1 THEN RETURN
1160 IF 1=1 THEN RETURN
1170 PLOT 340,384:FOR I=1 TO 4:DRAW 30,
  4:MOVE -10,-4:EXIT:MOVE 20,4:DRAW 0,-
  30:DRAW 40,4:DRAW 3,30:DRAW -40,0
1180 LOCATE 71,9:PRINT"MAN"
1190 IF 0=1 THEN RETURN
1200 IF 1=1 THEN RETURN
1210 PLOT 340,360:DRAW 0,-30:DRAW -30,
  4:DRAW 0,30:DRAW 30,4:MOVE -30,0:DO
  K=1:MOVE -4,-4:FOR I=1 TO 3:DRAW 20,
  4:MOVE -20,1:EXIT
1220 MOVE 20,-2:FOR I=1 TO 3:DRAW 0,-2
  0:MOVE -2,-40:EXIT
1230 LOCATE 34,7:PRINT"DOG"
1240 IF 0=1 THEN RETURN
1250 IF 1=1 THEN RETURN
1260 PLOT 30,280:DRAW 4,0:DRAW 0,-20:
  DRAW -4,0:DRAW 0,30:MOVE 4,-12:DRAW
  40,4:DRAW 0,3:DRAW -0,2:DRAW -40,0
1270 LOCATE 4,19:PRINT"TAIL"
1280 IF 0=1 THEN RETURN
1290 IF 1=1 THEN RETURN
1300 PLOT 32,140:FOR I=1 TO 15:DRAW 10,
  4:MOVE -10,1:EXIT:MOVE 3,0:FOR I=1 TO
  10:DRAW 0,4:MOVE -1,1:EXIT
1310 MOVE -10,4:DRAW 20,0:DRAW 0,20:DO
  K=1:DRAW 0,-25:MOVE 1,0:FOR I=1
  TO 34:DRAW 0,25:MOVE 0,-25:EXIT
1320 LOCATE 4,17:PRINT"LEAF"
1330 IF 0=1 THEN RETURN
1340 IF 1=1 THEN RETURN
1350 PLOT 73,140:DRAW 20,0:MOVE -12,0:
  DRAW 0,20:DRAW 3,0:DRAW 0,-20
1360 MOVE 0,20:DRAW -10,0:DRAW 0,20:DO
  K=1:MOVE 0,-20:FOR I=1 TO 14:DRAW 10,0:MOVE
  0,-10,1:EXIT:MOVE 10,0:DRAW 0,0
1370 LOCATE 7,19:PRINT"BLADE"
1380 IF 0=1 THEN RETURN

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1400 IF 1=1 THEN RETURN
1410 PLOT 376,384:FOR I=1 TO 4:DRAW 20,
  4:MOVE -10,-4:EXIT:MOVE 0,30:FOR I=1 TO
  0:DRAW 0,-30:MOVE 0,30:EXIT
1420 LOCATE 71,11:PRINT"SHIRT"
1430 IF 0=1 THEN RETURN
1440 IF 1=1 THEN RETURN
1450 PLOT 110,370:DRAW 30,0:DRAW 0,-30
  :DRAW -30,0:DRAW 0,30:DRAW 20,-30:DO
  K=1:30:MOVE 0,-30
1460 DRAW -10,11:MOVE 10,-10:MOVE -30
  4:DRAW 10,10
1470 LOCATE 14,11:PRINT"NECKLINE"
1480 IF 0=1 THEN RETURN
1490 IF 1=1 THEN RETURN
1500 PLOT 200,280:DRAW 0,-30:MOVE -20,
  30:FOR I=1 TO 30:DRAW 21,-10:DRAW 21,
  0:MOVE -40,0:1:EXIT
1510 LOCATE 24,11:PRINT"THIGH"
1520 IF 0=1 THEN RETURN
1530 IF 1=1 THEN RETURN
1540 PLOT 240,360:FOR I=1 TO 3:DRAW 0,4
  4:MOVE 1,-40:EXIT:MOVE 0,40:DRAW 10,0
  :DRAW 0,-30:DRAW -10,0:MOVE 10,30:DO
  K=1,30
1550 LOCATE 21,9:PRINT"HAIR"
1560 IF 0=1 THEN RETURN
1570 IF 1=1 THEN RETURN
1580 PLOT 220,310:DRAW 10,15:DRAW 10,-
  15:DRAW -10,-15:DRAW -10,15:DRAW 10,0
  :MOVE -10,15:DRAW 0,-30
1590 DRAW 0,-30:MOVE 0,10:FOR I=1 TO 4
  :DRAW -1,0:DRAW 0,-40:DRAW 0,40:DRAW 0
  ,10:DRAW -0,5:MOVE 0,10:EXIT
1600 LOCATE 20,14:PRINT"KITT"
1610 IF 0=1 THEN RETURN
1620 IF 1=1 THEN RETURN
1630 PLOT 200,280:DRAW 0,-20:DRAW 10,0
  :DRAW 0,-0:DRAW -10,0:DRAW 0,-10:DO
  K=1:0:DRAW 0,10:DRAW -20,0:DRAW 20,10
1640 MOVE -4,-11:DRAW 0,-10:DRAW -10,
  0:DRAW 10,10
1650 LOCATE 23,14:PRINT"FOUR"
1660 IF 0=1 THEN RETURN
1670 IF 1=1 THEN RETURN
1680 PLOT 220,120:DRAW 0,-10:DRAW -0,-
  10:DRAW -10,0:DRAW -0,10:DRAW 0,10:DO
  K=1:0:MOVE 1,0:DRAW 0,10:DRAW 0,-10:
  DRAW -0,0
1690 MOVE 0,0:DRAW 0,0:DRAW 0,0:DRAW
  -0,0
1700 LOCATE 20,20:PRINT"TOP"

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1710 IF 0=1 THEN RETURN
1720 IF 1=1 THEN RETURN
1730 PLOT 420,370:DRAW 24,0:DRAW 0,-30
  :DRAW -10,0:DRAW 0,10:MOVE 1,0:FOR I=1
  TO 4:DRAW 0,-10:DRAW 0,10:EXIT
1740 MOVE -0,-30:DRAW 0,-70:DRAW 0,-50
  :DRAW 0,-20:DRAW -20,0:DRAW 0,20:DRAW
  0,30:DRAW 0,70:MOVE 1,-10:FOR I=1 TO 10
  :DRAW 10,0:MOVE -10,-1:EXIT
1750 LOCATE 31,0:PRINT"140"
1760 IF 0=1 THEN RETURN
1770 IF 1=1 THEN RETURN
1780 PLOT 32,130:DRAW 30,0:DRAW 0,-40
  :DRAW -30,0:DRAW 0,40:FOR I=1 TO 4:DRAW
  0,0:MOVE -0,-1:EXIT
1790 MOVE 40,4:FOR I=1 TO 4:DRAW 0,0:DO
  K=1,-1:EXIT
1800 LOCATE 1,13:PRINT"HEAD"
1810 IF 0=1 THEN RETURN
1820 IF 1=1 THEN RETURN
1830 PLOT 280,340:FOR I=1 TO 30:DRAW 40
  -10:20:0:DRAW -30,4,-30:DRAW -10,4,-2
  0:MOVE 1,1:EXIT
1840 LOCATE 24,13:PRINT"TRIANGLE"
1850 IF 0=1 THEN RETURN
1860 IF 1=1 THEN RETURN
1870 PLOT 440,380:FOR I=1 TO 3:DRAW 40,
  0:MOVE -40,-1:EXIT:FOR I=1 TO 20:DRAW
  0,0:MOVE 20,0:DRAW 0,4:MOVE -40,-30:DO
  K=1:FOR I=1 TO 3:DRAW 40,0:MOVE -40,-1:
  EXIT
1880 FOR I=1 TO 3:DRAW 30,0:MOVE 20,0
  :DRAW 10,0:MOVE -40,-1:EXIT:FOR I=1 TO
  10:DRAW 40,0:MOVE -40,-1:EXIT
1890 LOCATE 40,0:PRINT"BODY"

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TEST

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MEMORY



