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30 REM ** Secret Code **
30 REM #by R.A.Kadiyala
30 MODE 1
40 GOSUB 1400
50 MODE 0
60 GOSUB 100
70 WHILE (C=4)
80 GOSUB 600:GOSUB 340:GOSUB 710
90 WHILE correct=0 AND guess=0
100 GOSUB 700:GOSUB 940
110 REM
120 GOSUB 1330
130 REM
140 SPEED KEY 25,3
150 MODE 1:LOC 1,24:PER 1
160 END
170 :
180 REM ** initialize **
190 SPEED KEY 255,255
200 EXT 1,10,1,1
210 EXT 1,100,-1,1
220 EXT 3,100,-1,1,1,0,100,79,1,1
230 EXT 3,100,-1,1,1,0,100,75,1,1
240 SYMBOL 255,124,124,124,24,24,24,3
6,16
250 PER code=0,guess=0,mark=guess=0

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30 ,mark=guess=0
340 FOR I=0 TO 15
370 READ J:INC I,JI
380 NEXT
390 I=43
390 RETURN
310 :
320 DATA 1,1,0,0,24,11,15,17,26,7,16,13
,16,7,18,17,8
330 :
340 REM ** print board **
350 CLS:PER 0:RESTORE 310
360 PRINT " Secret Code:"PRINT
370 PER 10
380 FOR I=00 TO 1 STEP -1:PRINT I:IF
I=0:NEXT
390 PER 13:LOCATE 1,2:GOSUB 340
400 FOR I=0 TO 30 STEP 2
410 RESTORE 100:GOSUB 340:GOSUB 360
420 NEXT
430 GOSUB 340:GOSUB 340
440 PER 10:LOCATE 5,23:PRINT "? ? ? ?
?"
450 LOCATE 1,25:PER 14:PRINT "Keys"
460 FOR I=1 TO level
470 PER 11:PRINT I,0:GOSUB 310

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480 NEXT
490 RETURN
500 :
510 DATA 124,124,124,124,124,124,124,
124,124,124,124,124,124,120,124,124,1
24,124,124,124
520 DATA 149,0,0,149,0,0,0,0,0,0,0,
0,149,0,0,0,0,149,124,124,124,124,1
24,124,124,124,124,124,124,124,12
0,124,124,124,124,124,127
530 DATA 149,0,0,149,0,0,0,0,0,0,0,0,
0,149,0,0,0,0,149,124,124,120,1
24,124,124,124,124,124,124,124,12
0,124,124,124,124,124,125
540 :
550 REM ** read & print **
560 FOR I=1 TO 30
570 READ J:PRINT GOSUB(7):
580 NEXT
590 RETURN
600 :
610 REM ** set variables **
620 guess=0:correct=0:level=0
630 CLS:PER 11:LOCATE 3,0
640 PRINT "How many colours?"
650 LOCATE 5,10:PRINT "Press 4 = ?"

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440 WHILE level% OF level%
450 level:=val,1000000
460 WEND
470 RETURN
700 :
710 REM ** set code **
FOR RANDOMIZE TIME
FOR J=1 TO 5
FOR code(J)=INT(1000+level)+1
FOR NEXT
FOR RETURN
720 :
730 REM ** input guess **
FOR WHILE INKEY$<>"":WEND
FOR guess:=guess+1
FOR LOCATE 3,35:PRINT
FOR J=1
FOR WHILE J=5
FOR J:=J+1:GOTO 770
FOR WHILE INKEY$<>"":
FOR WHILE INKEY$<>"":
FOR IF J=5 AND IN=CHR(127) THEN FOR
AT CHR(32+CHR(65)+J) " %CHR(32+J)=J
+1
FOR WEND
FOR SOUND 4,200,5
FOR FOR 10,100
FOR PRINT CHR(32+CHR(65)+J)
FOR guess(J)=val,1000
FOR WEND
FOR RETURN
FOR :
FOR REM ** check guess **
FOR FOR J=1 TO 5
FOR IF guess(J)=code(J) THEN SOUND
FOR 3,50,markednumber(J)+4*markedno
wer(J)+4
FOR NEXT
FOR IF correct=5 THEN RETURN
FOR correct+4
FOR FOR J=1 TO 5
FOR FOR J=1 TO 5
FOR IF guess(J)=code(J) AND marked
number(J)=4 AND markedguess(J)=4 TH
EN SOUND 1000
FOR NEXT
FOR NEXT
FOR RETURN
FOR :
FOR REM ** award black pig **
FOR FOR 10:PRINT CHR(255);
FOR correct:=correct+1
FOR markednumber(J)=+1
FOR markedguess(J)=+1
FOR RETURN

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1150 :
1160 REM ** award white pig **
1170 FOR J:PRINT CHR(255);
1180 markednumber(J)=+1
1190 markedguess(J)=+1
1200 RETURN
1210 :
1220 REM ** game over **
1230 FOR J:PRINT CHR(30);
1240 IF correct=5 THEN PRINT " (500
BATTALIONS*50000-4,500,500,3,1,1000
AND 3,100,500,3,1,10000 1,775,500,1
,1,3 5,000 5000 4,1000,500,10:PRINT "
*** WOOD LUCK ***"
1250 FOR 0,7,1
1260 FOR J=1 TO 10000:NEXT
1270 FOR 0,7
1280 PRINT CHR(30);" Secret Code
+
1290 LOCATE 3,35:FOR J:FOR 10,0,1
1300 PRINT CHR(255+CHR(65)+J);PAPER 1
2
1310 FOR J=1 TO 5
1320 FOR code(J)
1330 PRINT CHR(32+CHR(65)+CHR(J));
1340 FOR J=1 TO 2000:NEXT
1350 NEXT

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1360 LOCATE 1,25:FOR 5:PAPER 0
1370 PRINT " Another game ? %chr(6
1380 WHILE J=0
1390 J:=INT AND INKEY$=J+1)+CHR AND
INKEY$=J+1
1400 WEND
1410 WHILE INKEY$<>"":WEND
1420 RETURN
1430 :
1440 REM ** instructions **
1450 FOR 0,10:FOR 1,10:FOR 3,10:FOR 1,3
5
1460 BORDER 0:PAPER 0:FOR 1:FOR
1470 LOCATE 1,25
1480 PRINT "Secret Code"
1490 FOR J=1 TO 10:STEP 1
1500 FOR J=1 TO 10:STEP 1
1510 IF J=1,10 THEN PRINT 500+J,
500+100,5:PRINT 500+1,500+100,5
1520 NEXT
1530 NEXT
1540 LOCATE 1,25:PRINT "SPACES 100;
1550 FOR 1,50:FOR 1:FOR 1,5
1560 PRINT "Five Whistles are hidden
behind a wall.";PRINT:PRINT "Can you
find out what colours they are ?"
1570 FOR J:PRINT
1580 PRINT "After playing five Whistles
you will be asked %PRINT%number keys
your guess will be asked.%PRINT%PR
INT% Whistles will receive a Whistle %."
1590 FOR J:PRINT:PRINT
1600 PRINT "A black pig means the pig
is colour is %PRINT% the right pla
ce, and a white pig means%PRINT%PRIN
T %the right colour is in the wrong p
lace."
1610 FOR 50:LOCATE 10,25
1620 PRINT " Press Space %";
1630 WHILE INKEY$<>"":WEND
1640 WHILE INKEY$<>"":WEND
1650 RETURN

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