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10 LET D=REMAIN( 1 )
20 LET PC=12:LET CC=12:LET PK=0:LET CK=0
30 LET DIR$="U"
40 DIM B$( 9,9 ),COPY$( 9,9 ),D$( 9,9 ),HS$( 9,9 ),HP$( 9,9 )
50 INK 0,1
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60 INK 1,6
70 PAPER 0
80 LET MOV=1
90 SYMBOL AFTER 247
100 SYMBOL 251,0,0,0,3,7,15,15,31
110 SYMBOL 253,31,15,15,7,3,0,0,0
120 SYMBOL 252,0,0,0,192,224,240,240,248
130 SYMBOL 254,248,240,240,224,192
140 SYMBOL 247,0,0,0,3,7,15,14,28
150 SYMBOL 249,28,14,15,7,3,0,0,0
160 SYMBOL 248,0,0,0,192,224,240,112,56
170 SYMBOL 250,56,112,240,224,192
180 CLS
190 LET REP=0:LET REPEAT=0
200 GOSUB 3550
210 GOSUB 3250
220 WINDOW #2,20,38,5,12
230 PAPER#2,2:CLS#2
240 WINDOW#3,4,12,20,23
250 PAPER#3,2:PEN#3,0:CLS#3
260 WINDOW#4,25,33,20,23
270 PAPER#4,2:PEN#4,1:CLS#4
280 LOCATE #3,1,1
290 PRINT#3,"COMP TIME"
300 LOCATE #4,1,1
310 PRINT#4,"PLAY TIME"
320 PEN#3,3
330 LOCATE #3,3,3
340 PRINT#3," 0:00"
350 PEN#4,3
360 LOCATE #4,3,3
370 PRINT#4," 0:00"
380 LOCATE#2,1,2
390 PRINT#2,"WELCOME TO DRAUGHTS"
400 PRINT#2,"DO YOU WANT TO"
410 INPUT#2,"MOVE FIRST ? ",Q$
420 IF LEFT$(Q$,1)="Y" THEN LET GO=1 ELSE LET GO=0
430 REM **PLAY ROUTINE STARTS HERE**
440 IF GO/2=INT(GO/2) THEN GOSUB 510 ELSE GOSUB 16
10
450 GOSUB 2510
460 IF GO/2<>INT(GO/2) THEN GOSUB 4390
470 LET GO=GO+1
480 IF CC=0 THEN LET Z$="PLAYER":GOTO 4540
490 IF PC=0 THEN LET Z$="COMPUTER":GOTO 4540
500 GOTO 440
510 REM **COMPUTER'S MOVE**
520 IF CK>=CC/2 THEN LET EG=1 ELSE LET EG=0
530 IF EG>0 THEN GOSUB 4280
540 IF EG/2<>INT(EG/2) THEN LET DIR$="D" ELSE LET
DIR$="U"

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550 IF EG=0 AND CC<=6 THEN LET DIR$="D"
560 LET M=0
570 IF DIR$="U" THEN LET WK=-2 ELSE LET WK=2
580 LET X1=0:LET X2=0:LET Y1=0:LET Y2=0
590 LET AGAIN=0
600 LET MX=-100
610 EVERY 50,1 GOSUB 3150
620 FOR I=1 TO 8
630 FOR J=1 TO 8
640 LET COPY$(J,I)=B$(J,I)
650 NEXT J,I
660 CLS#2:LOCATE#2,2,2
670 PRINT#2,"COMPUTER'S MOVE"
680 PRINT#2,"FROM:"
690 PRINT#2," TO:"
700 IF MOV=1 THEN LET X1=2:LET Y1=6:LET X2=1:LET Y
2=5:LET M=-1:GOTO 1480
710 FOR G=2 TO 1 STEP-1
720 IF DIR$="U" THEN LET S=8:F=1:ST=-1
730 IF DIR$="D" THEN LET S=1:F=8:ST=1
740 FOR Y1=S TO F STEP ST
750 IF Y1/2=INT(Y1/2) THEN LET S=1:LET F=8:LET ST=
1
760 IF Y1/2<>INT(Y1/2) THEN LET S=8:LET F=1:LET ST
=-1
770 FOR X1=S TO F STEP ST
780 IF B$(X1,Y1)="-1" THEN LET M=-1:GOTO 810
790 IF B$(X1,Y1)="-2" THEN LET M=-2:GOTO 810
800 LET M=0:GOTO 890
810 IF Y1/2 = INT (Y1/2) THEN LET Q=G ELSE LET Q=-
G
820 FOR X2=X1-G TO X1+G STEP 2*G
830 IF X2>8 OR X2<1 THEN GOTO 880
840 IF M=-1 THEN LET Y2=Y1-G ELSE FOR Y2=Y1-G TO Y
1+G STEP 2*G
850 GOSUB 2000
860 IF LEGAL=1 THEN GOTO 930
870 IF M=-2 THEN NEXT Y2
880 NEXT X2
890 NEXT X1
900 NEXT Y1
910 IF HUFF≠0 THEN NEXT G
920 GOTO 1420
930 LET W=0
940 LET F$=CHR$(X1+64)+CHR$(Y1+48)
950 IF X2=0 THEN LET G$="":GOTO 970
960 LET G$=CHR$(X2+64)+CHR$(Y2+48)
970 LET MM=VAL(B$(X1,Y1)):LET X11=X1:LET X22=X2:LE
T Y11=Y1:LET Y22=Y2:LET GG=G
980 LET M=VAL(B$(X1,Y1)):LET G=GG:LET B$(X1,Y1)="0
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990 IF ABS(X1-X2)=1 THEN LET W=W-1
1000 IF M=-1 THEN LET B$(X2,Y2)="-1" ELSE LET B$(X
2,Y2)="-2"
1010 IF B$(X2-1,Y2-1)="1" AND B$(X2+1,Y2+1)="1" AN
D Y2=2 THEN LET W=W+2
1020 IF B$(X2+1,Y2-1)="1" AND B$(X2-1,Y2+1)="1" AN
D Y2=2 THEN LET W=W+2
1030 IF M=-1 AND B$(X2-1,Y2-1)="1" THEN LET W=W+1
1040 IF M=-1 AND B$(X2+1,Y2-1)="1" THEN LET W=W+1
1050 IF M=-1 AND Y1=8 AND CC>7 THEN LET W=W-1
1060 IF M=-1 AND Y1>1 THEN IF VAL(B$(X1,Y1-2))>0
THEN LET W=W-2
1070 IF M=-2 AND Y2>Y1 AND EG>0 THEN LET W=W+WK
1080 IF M=-1 AND EG>0 THEN LET W=W+2
1090 IF ABS(X2-X1)=2 AND B$((X1+X2)/2,(Y1+Y2)/2)="
2" THEN LET W=W+3
1100 IF M=-2 AND Y1=1 THEN LET W=W+1
1110 IF X2=1 AND Y2=3 AND M=-1 THEN LET W=W+2
1120 IF M=-2 AND X2=6 AND B$(8,Y2)="2" THEN LET W=
W+3
1130 IF M=-2 AND X1=6 AND B$(8,Y2)="2" THEN LET W=
W-3
1140 IF M=-2 AND Y2=1 THEN LET W=W-1
1150 IF M=-2 AND X2=3 AND B$(1,Y2)="2" THEN LET W=
W+3
1160 IF M=-2 AND X1=3 AND B$(1,Y2)="2" THEN LET W=
W-3
1170 IF M=-2 AND Y2=6 AND B$(X2,8)="2" THEN LET W=
W+3
1180 IF M=-2 AND Y1=6 AND B$(X2,8)="2" THEN LET W=
W-3
1190 IF M=-2 AND Y2=3 AND B$(X2,1)="2" THEN LET W=
W+3
1200 IF M=-2 AND Y1=3 AND B$(X2,1)="2" THEN LET W=
W-3
1210 IF REPEAT=1 AND X1=RX1 AND X2=RX2 AND Y1=RY1
AND Y2=RY2 THEN LET W=W-2
1220 LET MR=M:LET X1M=X1:LET Y1M=Y1:LET X2M=X2:LET
Y2M=Y2
1230 IF M=-2 AND ABS(X2-X1)=1 THEN LET W=W-1
1240 IF M=-1 AND Y1=8 AND B$(X1,6)="1" THEN LET W=
W-3
1250 IF Y2<>6 OR X2<=2 THEN GOTO 1270
1260 IF Y2=6 AND B$(X2-2,Y2)="1" AND B$(X2-2,8)="-
1" THEN LET W=W-3
1270 IF Y2<>6 OR X2>=7 THEN GOTO 1290
1280 IF Y2=6 AND B$(X2+2,Y2)="1" AND B$(X2+2,8)="-
1" THEN LET W=W-3
1290 IF ABS(X2-X1)=2 THEN LET HUFF=1:LET B$((X1+X2
)/2,(Y1+Y2)/2)="0":LET W=W+5:LET JUMPS=JUMPS+1:GOS
UB 2180

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1300 IF AGAIN=1 THEN GOTO 980
1310 IF JUMPS=0 THEN GOSUB 2870
1320 IF MR=-2 THEN GOSUB 4160
1330 IF W>MX OR EG>0 THEN FOR I=1 TO 8:FOR J=1 TO
8:LET D$(J,I)=B$(J,I):NEXT J,I: GOSUB 2530
1340 LET M=MM:LET X1=X11:LET Y1=Y11:LET X2=X22:LET
Y2=Y22:LET G=GG:IF W<=MX THEN GOTO 1370
1350 LET A1=X1:A2=X2:B1=Y1:B2=Y2:JUMP=JUMPS
1360 LET MX=W
1370 FOR HJ=1 TO 8
1380 FOR HK=1 TO 8
1390 LET B$(HK,HJ)=COPY$(HK,HJ)
1400 NEXT HK,HJ
1410 LET W=0:LET JUMPS=0:GOTO 870
1420 LET HUFF=0:FOR HJ=1 TO 8
1430 FOR HK=1 TO 8
1440 LET B$(HK,HJ)=COPY$(HK,HJ)
1450 NEXT HK,HJ
1460 IF MX=-100 THEN GOTO 3780
1470 LET X1=A1:LET X2=A2:LET Y1=B1:LET Y2=B2:LET J
UMPS=JUMP:LET M=VAL(B$(X1,Y1))
1480 LET F$=CHR$(X1+64)+CHR$(Y1+48)
1490 LET G$=CHR$(X2+64)+CHR$(Y2+48)
1500 LOCATE#2,6,3:PRINT#2,F$
1510 LOCATE#2,6,4:PRINT#2,G$
1520 LET RX1=X1:LET RX2=X2:LET RY1=Y1:LET RY2=Y2
1530 LET B$(X1,Y1)="0"
1540 IF M=-1 THEN LET B$(X2,Y2)="-1" ELSE LET B$(X
2,Y2)="-2"
1550 IF ABS(X2-X1)=2 THEN LET B$((X1+X2)/2,(Y1+Y2)
/2)="0":LET JUMPS=JUMPS-1:LET PC=PC-1
1560 GOSUB 3250
1570 IF JUMPS>0 THEN GOSUB 2290:GOTO 1480
1580 IF Y2=1 AND B$(X2,Y2)="-1" THEN LET B$(X2,Y2)
="-2":LET CK=CK+1 ELSE GOTO 1600
1590 GOSUB 3250
1600 LET MOV=MOV+1:RETURN
1610 REM **PLAYER'S MOVE**
1620 LET X1=0:LET Y1=0
1630 LET PHUFF=0
1640 GOSUB 3800
1650 LET M=0
1660 EVERY 50,1 GOSUB 3200
1670 CLS#2
1680 LOCATE#2,2,2
1690 PRINT#2,"PLAYER'S MOVE"
1700 IF JUMPED=1 THEN LET F$=J$:PRINT#2,"FROM: ";F$
:GOTO 1740
1710 INPUT#2,"FROM:",F$
1720 IF LEFT$(F$,1)="P" THEN LET SM=1:GOTO 4540
1730 IF LEN(F$)<>2 THEN GOTO 1670

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1740 INPUT#2," TO:",G$
1750 IF LEN(G$)>2 THEN GOTO 1670
1760 IF JUMPED=1 AND G$="" THEN LET JUMPED=0:RETUR
N
1770 IF F$="" OR G$="" THEN GOTO 1870
1780 LET X1=ASC(LEFT$(F$,1))-64
1790 LET X2=ASC(LEFT$(G$,1))-64
1800 LET Y1=ASC(RIGHT$(F$,1))-48
1810 LET Y2=ASC(RIGHT$(G$,1))-48
1820 IF B$(X1,Y1)="1" THEN LET M=1:GOTO 1850
1830 IF B$(X1,Y1)="2" THEN LET M=2:GOTO 1850
1840 GOTO 1870
1850 GOSUB 2000
1860 IF LEGAL=1 THEN GOTO 1900
1870 LOCATE#2,1,5:PRINT#2,"ILLEGAL MOVE"
1880 FOR I=1 TO 1600:NEXT I
1890 GOTO 1670
1900 LET B$(X1,Y1)="0"
1910 LET LX2=X2:LET LY2=Y2:LET LX1=X1:LET LY1=Y1
1920 IF M=1 THEN LET B$(X2,Y2)="1" ELSE LET B$(X2,
Y2)="2"
1930 IF ABS(X2-X1)=2 THEN LET B$((X1+X2)/2,(Y1+Y2)
/2)="0":LET PHUFF=0:LET JUMPED=1:LET J$=G$:LET CC=
CC-1
1940 GOSUB 3250
1950 IF Y2=8 AND B$(X2,Y2)="1" THEN LET B$(X2,Y2)=
"2":LET PK=PK+1:LET JUMPED=0 ELSE GOTO 1970
1960 GOSUB 3250
1970 IF JUMPED =1 THEN GOTO 1610
1980 IF PHUFF=0 THEN RETURN ELSE GOSUB 4000
1990 RETURN
2000 REM **LEGALITY CHECK**
2010 LET LEGAL=1
2020 IF X1<1 OR X1>8 THEN LET LEGAL=0:RETURN
2030 IF X2<1 OR X2>8 THEN LET LEGAL=0:RETURN
2040 IF Y1<1 OR Y1>8 THEN LET LEGAL=0:RETURN
2050 IF Y2<1 OR Y2>8 THEN LET LEGAL=0:RETURN
2060 IF VAL(B$(X1,Y1))<>M THEN LET LEGAL=0:RETURN
2070 IF M=1 AND Y2-Y1<0 THEN LET LEGAL=0:RETURN
2080 IF B$(X2,Y2)<>"0" THEN LET LEGAL=0:RETURN
2090 IF ABS(X2-X1)>2 OR ABS(Y2-Y1)>2 THEN LET LEGA
L=0:RETURN
2100 IF ABS(X2-X1)=0 OR ABS(Y2-Y1)=0 THEN LEGAL=0:
RETURN
2110 IF ABS(X2-X1)<>ABS(Y2-Y1) THEN LET LEGAL=0:RE
TURN
2120 IF M=1 AND ABS(X2-X1)=2 AND VAL(B$((X1+X2)/2,
(Y1+Y2)/2))>=0 THEN LET LEGAL=0:RETURN
2130 IF M=-1 AND ABS(X2-X1)=2 AND VAL(B$((X1+X2)/2
,(Y1+Y2)/2))<=0 THEN LET LEGAL=0:RETURN
2140 IF JUMPED=1 AND ABS(X2-X1)<>2 THEN LET LEGAL=

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0: RETURN
2150 IF M=2 AND ABS(X2-X1)>1 AND VAL(B$((X2+X1)/2,
(Y2+Y1)/2))>=0 THEN LEGAL=0: RETURN
2160 IF M=-2 AND ABS(X2-X1)>1 AND VAL(B$((X2+X1)/2
,(Y2+Y1)/2))<=0 THEN LEGAL=0: RETURN
2170 RETURN
2180 REM **MULTIPLE JUMP SENSE**
2190 LET XM1=X2: LET YM1=Y2
2200 LET X1=X2: LET Y1=Y2
2210 IF M=-1 THEN LET Y2=Y1-2 ELSE FOR Y2=Y1-2 TO
Y1+2 STEP 4
2220 FOR X2=X1-2 TO X1+2 STEP 4
2230 IF X2>8 THEN GOTO 2260
2240 GOSUB 2000
2250 IF LEGAL=1 THEN LET AGAIN=1: RETURN
2260 NEXT X2
2270 IF M=-2 THEN NEXT Y2
2280 LET AGAIN=0: RETURN
2290 REM ** MULTIPLE JUMP EXECUTE**
2300 X1=X2: Y1=Y2
2310 IF M=-1 THEN LET Y2=Y1-2 ELSE FOR Y2=Y1-2 TO
Y1+2 STEP 4
2320 FOR X2=X1-2 TO X1+2 STEP 4
2330 IF X2>8 THEN GOTO 2360
2340 GOSUB 2000
2350 IF LEGAL =1 THEN RETURN
2360 NEXT X2
2370 IF M=-2 THEN NEXT Y2
2380 RETURN
2390 REM **LOOK AHEAD MULTIPLE**
2400 LET XR2=X2: LET YR2=Y2
2410 X1=X2: Y1=Y2
2420 IF M=1 THEN LET Y2=Y1+2 ELSE FOR Y2=Y1+2 TO Y
1-2 STEP -4
2430 FOR X2=X1-2 TO X1+2 STEP 4
2440 IF X2>8 THEN GOTO 2480
2450 GOSUB 2000
2460 IF LEGAL=1 THEN LET AGAIN=1: RETURN
2470 NEXT X2
2480 IF M=2 THEN NEXT Y2
2490 LET AGAIN=0
2500 RETURN
2510 REM **CHECK FOR END OF GAME**
2520 RETURN
2530 REM **LOOK AHEAD SECTION**
2540 LET JUMPING=0
2550 FOR Y1=1 TO 8
2560 FOR X1=1 TO 8
2570 LET M$=B$(X1,Y1): LET M=VAL(M$)
2580 IF M<1 THEN GOTO 2840
2590 FOR X2=X1-2 TO X1+2 STEP 4

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2600 IF X2>8 THEN GOTO 2800
2610 IF B$(X1,Y1)="1" THEN LET Y2=Y1+2 ELSE FOR Y2
=Y1-2 TO Y1+2 STEP 4
2620 GOSUB 2000
2630 IF LEGAL=0 AND M=2 THEN GOTO 2810
2640 IF LEGAL=0 THEN GOTO 2800
2650 IF ABS(X2-X1)=2 THEN LET TES=1:LET XD1=X1:LET
XD2=X2:LET YD1=Y1:LET YD2=Y2
2660 LET X$=B$((X1+X2)/2,(Y1+Y2)/2)
2670 IF LEGAL=1 AND ABS(X2-X1)=2 THEN LET W=W-5:LE
T B$(X1,Y1)="0":LET B$(X2,Y2)=RIGHT$(STR$(M),1):LE
T B$((X2+X1)/2,(Y1+Y2)/2)="0":LET JUMPING=JUMPING+
1:GOSUB 2390
2680 IF (CC+3)<PC THEN LET W=W-2
2690 IF X$="-2" THEN LET W=W-5
2700 IF AGAIN=1 THEN GOTO 2660
2710 IF TES=1 THEN GOSUB 3000
2720 IF TES=1 THEN LET TES=0:LET X1=XD1:LET X2=XD2
:LET Y1=YD1:LET Y2=YD2
2730 IF X2=1 AND B$(3,Y2)="-2" THEN LET W=W+1
2740 IF X2=8 AND B$(6,Y2)="-2" THEN LET W=W+1
2750 IF Y2=8 AND B$(X2,6)="-2" THEN LET W=W+1
2760 IF Y2=1 AND B$(X2,3)="-2" THEN LET W=W+1
2770 IF Y2<3 OR Y2>6 OR X2<3 OR X2>6 THEN GOTO 280
0
2780 IF B$(X2,Y2)="2" AND VAL(B$(X2-1,Y2-1))<0 AND
B$(X2-2,Y2-2)="0" AND VAL(B$(X2+1,Y2+1))<0 AND B$
(X2+2,Y2+2)="0" THEN LET W=W-8
2790 IF B$(X2,Y2)="2" AND VAL(B$(X2-1,Y2+1))<0 AND
B$(X2-2,Y2+2)="0" AND VAL(B$(X2+1,Y2-1))<0 AND B$
(X2+2,Y2-2)="0" THEN LET W=W-8
2800 FOR I=1 TO 8:FOR J=1 TO 8:LET B$(J,I)=D$(J,I)
:NEXT J,I
2810 LET M=VAL(M$):IF M=2 AND X2<9 THEN NEXT Y2
2820 NEXT X2
2830 IF MJ=1 THEN RETURN
2840 NEXT X1
2850 NEXT Y1
2860 RETURN
2870 REM **CONSIDER ATTACK POSITION**
2880 IF Y2=1 THEN GOTO 2930
2890 IF X2=1 THEN GOTO 2920
2900 IF VAL(B$(X2-1,Y2-1))>0 AND B$(X2-2,Y2-2)="0"
THEN LET W=W+2
2910 IF X2=8 THEN RETURN
2920 IF VAL(B$(X2+1,Y2-1))>0 AND B$(X2+2,Y2-2)="0"
THEN LET W=W+2
2930 IF M=-1 THEN RETURN
2940 IF Y2=8 THEN RETURN
2950 IF X2=8 THEN GOTO 2970
2960 IF VAL(B$(X2+1,Y2+1))>0 AND B$(X2+2,Y2+2)="0"

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THEN LET W=W+2
2970 IF X2=1 THEN RETURN
2980 IF VAL(B$(X2-1,Y2+1))>0 AND B$(X2-2,Y2+2)="0"
    THEN LET W=W+2
2990 RETURN
3000 REM **PLAYER ATTACK POSITION**
3010 LET X2=XR2:LET Y2=YR2
3020 LET VP=VAL(B$(X2,Y2))*5
3030 IF EG>0 AND PC<=CC THEN LET VP=VP+5
3040 IF Y2=1 THEN GOTO 3110
3050 IF X2=1 THEN RETURN
3060 IF X2>=8 THEN RETURN
3070 IF VAL(B$(X2-1,Y2+1))<0 AND B$(X2+1,Y2-1)="0"
    THEN LET W=W+VP:RETURN
3080 IF VAL(B$(X2+1,Y2+1))<0 AND B$(X2-1,Y2-1)="0"
    THEN LET W=W+VP:RETURN
3090 IF Y2=8 THEN RETURN
3100 IF B$(X2+1,Y2-1)<>"-2" THEN GOTO 3120
3110 IF VAL(B$(X2+1,Y2-1))<0 AND B$(X2-1,Y2+1)="0"
    THEN LET W=W+VP:RETURN
3120 IF B$(X2-1,Y2-1)<>"-2" THEN RETURN
3130 IF VAL(B$(X2-1,Y2-1))<0 AND B$(X2+1,Y2+1)="0"
    THEN LET W=W+VP:RETURN
3140 RETURN
3150 REM **COMPUTER'S CLOCK**
3160 LET CSEC=CSEC+1:IF CSEC=60 THEN LET CSEC=0:LE
T CMI=CMI+1
3170 LOCATE#3,3,3:PRINT#3,USING"##";CMI;:PRINT#3,"
:":PRINT#3,USING"##";CSEC
3180 IF CSEC<10 THEN LOCATE#3,6,3:PRINT#3,"0"
3190 RETURN
3200 REM **PLAYER'S CLOCK**
3210 LET PSEC=PSEC+1:IF PSEC=60 THEN LET PSEC=0:LE
T PMI=PMI+1
3220 LOCATE#4,3,3:PRINT#4,USING"##";PMI;:PRINT#4,"
:":PRINT#4,USING"##";PSEC
3230 IF PSEC<10 THEN LOCATE#4,6,3:PRINT#4,"0"
3240 RETURN
3250 REM **DRAW THE BOARD**
3260 LET D=REMAIN(1)
3270 AS=1
3280 INK 2,26
3290 INK 3,0
3300 PAP=2
3310 FOR Y=1 TO 8
3320 FOR X=1 TO 8
3330 PAPER PAP
3340 IF B$(X,Y)="1"THEN PEN 1:LOCATE X*2-1,Y*2-1:P
RINT CHR$(251);CHR$(252): LOCATE X*2-1,Y*2:PRINT C
HR$(253);CHR$(254)
3350 IF B$(X,Y)="-1" THEN PEN 0:LOCATE X*2-1,Y*2-1

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:PRINT CHR$(251);CHR$(252):LOCATE X*2-1,Y*2:PRINT
CHR$(253);CHR$(254)
3360 IF B$(X,Y)="0" THEN LOCATE X*2-1,Y*2-1:PRINT"
":LOCATE X*2-1,Y*2:PRINT"  "
3370 IF B$(X,Y)="-2" THEN PEN 0:LOCATE X*2-1,Y*2-1
:PRINT CHR$(247);CHR$(248):LOCATE X*2-1,Y*2:PRINT
CHR$(249);CHR$(250)
3380 IF B$(X,Y)="2"THEN PEN 1:LOCATE X*2-1,Y*2-1:P
RINT CHR$(247);CHR$(248): LOCATE X*2-1,Y*2:PRINT C
HR$(249);CHR$(250)
3390 PAP=PAP+1
3400 IF PAP=4 THEN LET PAP=2
3410 NEXT X
3420 IF Y/2<>INT(Y/2) THEN LET PAP=3 ELSE LET PAP=
2
3430 IF Y=1 THEN LET PAP=3
3440 NEXT Y
3450 PLOT 0,400,2
3460 MOVE 10,136:TAG
3470 PRINT"A B C D E F G H";
3480 FOR I=390 TO 160 STEP-32
3490 MOVE 260,I:TAG
3500 PRINT USING"#";AS;
3510 AS=AS+1
3520 NEXT I
3530 TAGOFF
3540 RETURN
3550 REM **SET UP BOARD**
3560 FOR I=1 TO 8
3570 FOR J=1 TO 8
3580 LET B$(I,J)="0"
3590 NEXT J
3600 NEXT I
3610 FOR I=1 TO 8 STEP 2
3620 LET B$(I,1)="1"
3630 LET B$(I,7)="-1"
3640 LET B$(I,3)="1"
3650 NEXT I
3660 FOR I=2 TO 8 STEP 2
3670 LET B$(I,2)="1"
3680 LET B$(I,8)="-1"
3690 LET B$(I,6)="-1"
3700 NEXT I
3710 FOR I=0 TO 9
3720 LET B$(I,0)="*"
3730 LET B$(I,9)="*"
3740 LET B$(0,I)="*"
3750 LET B$(9,I)="*"
3760 NEXT I
3770 RETURN
3780 REM **STALE MATE**

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3790 LET SM=1:GOTO 4540
3800 REM **CHECK TO HUFF PLAYER**
3810 FOR I=1 TO 8
3820 FOR J=1 TO 8
3830 LET HP$(I,J)=B$(I,J)
3840 NEXT J,I
3850 LET PX1=X2:LET PY1=Y2
3860 FOR Y1=1 TO 8
3870 FOR X1=1 TO 8
3880 FOR X2=X1-2 TO X1+2 STEP 4
3890 IF X2>8 THEN GOTO 3980
3900 LET M$=B$(X1,Y1):LET M=VAL(M$)
3910 IF M<=0 THEN GOTO 3980
3920 IF M=1 THEN LET Y2=Y1+2 ELSE FOR Y2=Y1+2 TO Y
1-2 STEP -4
3930 GOSUB 2000
3940 IF LEGAL=1 AND PHUFF=0 THEN LET PHUFF=1:RETUR
N
3950 IF LEGAL=1 AND (X1<>PX1 AND Y1<>PY1) THEN LET
PHUFF=1:RETURN
3960 IF M=2 THEN NEXT Y2
3970 NEXT X2
3980 NEXT X1,Y1
3990 LET PHUFF=0:RETURN
4000 REM **HUFF PLAYER**
4010 FOR J=1 TO 8
4020 FOR I=1 TO 8
4030 LET HS$(I,J)=B$(I,J)
4040 LET B$(I,J)=HP$(I,J)
4050 NEXT I,J
4060 GOSUB 3860
4070 FOR J=1 TO 8
4080 FOR I=1 TO 8
4090 LET B$(I,J)=HS$(I,J)
4100 NEXT I,J
4110 IF X1=LX1 AND Y1=LY1 THEN LET X1=LX2:LET Y1=L
Y2
4120 PRINT#2,"HUFF YOU AT ";CHR$(X1+64);CHR$(Y1+48
)
4130 LET PC=PC-1
4140 LET B$(X1,Y1)="0":GOSUB 3250
4150 RETURN
4160 REM **KING MOVEMENT**
4170 IF PC>2 OR CC-CK>0 THEN RETURN
4180 FOR J=1 TO 8
4190 FOR I=1 TO 8
4200 IF B$(I,J)="2" THEN GOTO 4220
4210 NEXT I,J
4220 LET XP1=I:LET YP1=J
4230 LET CBD=ABS(XP1-X1M)+ABS(YP1-Y1M)
4240 LET W=W-(14-CBD)

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4250 IF ABS(XP1-X2M)>ABS(XP1-X1M) THEN LET W=W-2
4260 IF ABS(YP1-Y2M)>ABS(YP1-Y1M) THEN LET W=W-2
4270 RETURN
4280 REM **END GAME ROUTINE**
4290 LET TC=0:LET TP=0
4300 FOR I=1 TO 8
4310 FOR J=1 TO 8
4320 IF VAL(B$(J,I))>1 THEN LET TP=TP+I
4330 IF VAL(B$(J,I))<-1 THEN LET TC=TC+I
4340 NEXT J,I
4350 LET TC=TC/CC
4360 LET TP=TP/PC
4370 IF TP>TC THEN LET EG=1 ELSE LET EG=2
4380 RETURN
4390 REM **CHECK FOR REPETITION**
4400 FOR I=1 TO 8
4410 FOR J=1 TO 8
4420 IF B$(I,J)<>GH$(I,J) THEN GOTO 4460
4430 NEXT J
4440 NEXT I
4450 LET REP=REP+1:IF REP=4 THEN LET REP=0:LET REP
EAT=1:RETURN
4460 LET REP=0
4470 LET REPEAT=0
4480 FOR I=1 TO 8
4490 FOR J=1 TO 8
4500 LET GH$(I,J)=B$(I,J)
4510 NEXT J
4520 NEXT I
4530 RETURN
4540 REM **END GAME ROUTINE**
4550 CLS#2
4560 PRINT#2,"      GAME OVER"
4570 PRINT#2
4580 IF SM=1 THEN GOTO 4630
4590 PRINT#2,"THE ";Z$;" WINS"
4600 PRINT#2
4610 INPUT#2,"PRESS ENTER FOR NEWGAME";Z$
4620 RUN
4630 PRINT #2,"      STALE MATE"
4640 PRINT#2
4650 INPUT#2,"PRESS ENTER FOR NEWGAME";Z$
4660 RUN

```