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10 CLS: CLEAR: DEFINT A-Y: DIM L(52,1),C(52),P(52),S(24),T(24),U(24),X(52),Y(52)
20 MODE 1: INK 0:0: INK 1,26: INK 3,16: INK 2,28: BORDER 0
30 FOR J= 2 TO 14: STEP 4: FOR I=2 TO 30: STEP 3: K=K+1: L(K,0)=I: L(K,1)=J: NEXT I, J
40 SYMBOL 255,76,210,82,82,82,82,76,0: SSB="A23456789"+CHR$(255)+"JOK"
50 CLS: GOSUB 470: K=0: GOSUB 590: GOSUB 450: LOCATE 9,25: GOSUB 590
60 WHILE NOT(26 AND ASK>"C" AND ASK>"P"): GOSUB 260: WEND: WH=NOT AS="P"
70 WINDOW #1,1,6,19,25: WINDOW #2,33,40,19,25: WINDOW #3,10,31,19,25: GAME=-1
80 CLS: GOSUB 470: GOSUB 190: K=0: GOSUB 450: PL=1
90 '      !! Main Play loop from here.....
90 CLS #3: PRINT#3: PRINT#3, "  PLAYER": PL: PRINT#3: FB="FIRST ": GOSUB 160: P1=PX
100 Y1=YR: C=P1: FB="SECOND": GOSUB 160: P2=PX: Y2=YR: D=5000: GOSUB 310
110 IF NOT(26 THEN IF NOT WH OR PL =1 THEN 90 ELSE GOSUB 250: GOTO 110
120 CLS #3: PRINT#3: PRINT#3, "  *** GAME OVER ***": D=000: GOSUB 390: GOSUB 650
130 PRINT#3: PRINT#3, "  WANT ANOTHER ?(Y/N)"
140 TB="YN": GOSUB 240: IF L=2 THEN END ELSE E=3: CLS#E: PRINT#E: PRINT#E: GOSUB 590
150 TB="CP": GOSUB 240: WH=L=1: GOTO 90
160 PRINT#3, "    ", FB: INPUT #3, " card..": (FB, P=YAL(FC))
170 IF P<53 AND P>0 THEN IF P<P THEN P<P: P<P)=0: GOSUB 300: X<P)=X<P)+1: RETURN
180 PRINT#3, CHR$(7), CHR$(11), CHR$(18), CHR$(17), CHR$(7), GOTO 160

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190 FOR P=1 TO 2:HC(P)=0:GOSUB 230:NEXT
200 IF NH THEN PRINT#2,STRING$(2,11)*"COMPUTER"
210 LOCATE 1,18:PRINT STRING$(40,210)*"T0=CHR$(149)
220 FOR I=19 TO 25:LOCATE 9,I:PRINT T0:LOCATE 32,I:PRINT
T0:NEXT:RETURN
230 CLS#P:PRINT#P:PRINT#P,"PLAYER",STRING$(P):RETURN
239 " ** Look for a character in 'T0'. Return
its position in 'L' **
240 AA=UPPER$(INKEY$):IF AA="" THEN 240 ELSE L=INSTR$(T0,AA):
IF L=0 THEN RETURN ELSE 240
250 CLS#3:PRINT#3:PRINT#3,"I CHOOSE..."
260 P=INT(RND*52+0.5)
270 IF PC1 OR PCP=0 THEN 260 ELSE P1=P:PCP=0:GOSUB 350:
V1=VA-K(P)=K(P)+1:CaP
280 C=C-INT(C/10)*10:FOR I1=C TO C+39 STEP 10:IF I1=P1 OR
K(I1)<1 OR PC(I1)=0 THEN NEXT ELSE P=C(I1):GOTO 300
290 P=INT(RND*52+0.5):IF PC1 OR PCP=0 THEN 290
300 D=500-4200*GAME/P2=P:PCP=0:GOSUB 350:V2=VA:IF GAME THEN
PRINT#3,P1,"AND" P2 310 AA=UPPER$(INKEY$) 320 IF V1<V2 THEN
P=P1:GOSUB 410:P=P2:D=20:GOSUB 410:PEN 1:PL=3-PL:RETURN
330 NU=NU+1:GOSUB 600:D=1000/P:P1:T0="" :GOSUB 450
D=20:GOSUB 380:GOTO 430 350 GOSUB 400:P=Y(P):SS=INT((P-1)/13
+1):VA=P-(SS-1)*13:V=V-2:T0=MID$(SS,VA,1) 360 PAPER 1:PEN
3+3*(SS=1 OR SS=4) 370 SUB 440:V=V+2:H=H+1:GOSUB 440:H=H+1
370 T0=CHR$(225+SS):GOSUB 440:H=H+1 V=V-2:GOSUB 440:PAPER
0:PEN 1:RETURN 380 IF GAME THEN J=PL+1:HC(J)+2:ORIGIN 516:
(CJ-1)+0.1-1:DRAW# 24,0.2:DRAW# 24,1.7:LOCATE #J,5.6:PRINT#J
J,1:HC(J)=1:RETURN ELSE RETURN 390 FOR X0 = 1 TO D:NEXT:
RETURN 400 T0=STRING$(2,143):C0=T0:GOTO 430 410 GOSUB 390:P
(P)=+1 420 PEN 2:C0=STRING$(2,127):T0=STRING$(P):T0=LEFT$(RIGHT
$(T0, LEN(T0)-1)+C0,2) 430 H=LC(P,0):V=LC(P,1):GOSUB 440:
T0=C0:V=V+1:GOSUB 440:V=V+1 440 LOCATE H,V:PRINT T0:RETURN
450 GOSUB 350:T0="" :C0=T0:GOTO 430
460 P=INT(RND*53):IF P>52 OR PC1 OR PCP=+1 THEN 460 ELSE
PCP=+1:GOSUB 420:K(K+1):C(K)=P:YCP=K:IF K<52 THEN 460 ELSE
PEN 1:RETURN 469 " ** Computer's intelligence is in 'H'
. Lower = Thicker ** 470 CLS:H=50:H=35:E=1:NU=0:H=-1:FOR P=1

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TO 52 480 ORIGIN (LC(P,0)-1)*16-1-(25-LC(P,1))*16:DRAW# N,0.
E:DRAW# 0,-N/E:DRAW# -N,0.E 490 DRAW# 0,N/E:P(P)=NU:YCP=H:
NEXT:C0=STRING$(2,222):RETURN
500 LOCATE 1,19:PEN 3:PRINT"PAIRS":PEN 1
510 PRINT" is a test of observation & memory."
520 PRINT"You will be invited to 'turn over' two"
530 PRINT"playing cards.If their VALUES match, you"
540 PRINT"win then. You may play against another"
550 PRINT"Person (Press ")PEN 3:PRINT"P":PEN 1
560 PRINT" to start for the Computer"
570 PRINT"(Press ")PEN 3:PRINT"C":PEN 1
580 PRINT") which learns to play....slowly".E=0:RETURN
590 PEN 2:PRINT#0,"Press 'P' or 'C' now":PEN 1:RETURN
600 IF NOT GAME THEN RETURN ELSE RESTORE 630:V=15
610 FOR I=1 TO 4:READ P7,0,R(1):R(2):R(3):FOR J=1
TO 3:SOUND 1,P7,V,7
620 SOUND 2,0,V,7:SOUND 4,R(J):V,7:0=0 NOR 11:BORDER 0:NEXT
J,1:RETURN
630 DATA 95,119,319,239,190,119,134,190,239,319,89,119,
284,239
640 DATA 142,113,190,239,159,319 340 P=P2:
650 RESTORE 740:ENV 1,1,15,1,1,0,15,3,-3,1:ENV 2,1,15,1
660 FOR I=1 TO 24:READ S(1):NEXT FOR I=1 TO 16 STEP 3:READ
A:T(1+0)=0:T(1+1)=0A
670 T(1+2)=0:NEXT:FOR I = 13 TO 22:READ A:T(1)=A:NEXT
680 FOR I=1 TO 22 STEP 3:READ A:FOR J =0 TO 2:U(1+J)=A
:NEXT J,1
690 Z1=1:Z2=0:Z3=0:GOSUB 720:Z2=1:GOSUB 720
700 Z3=1:GOSUB 720:Z3=Z3/2:GOSUB 720:Z1=Z1/2
710 GOSUB 720:FOR I=23 TO 24:U(1)=0:S(1)=0:NEXT:Z2=Z2/2:
GOSUB 720:RETURN
720 FOR I=1 TO 24:SOUND 1,S(1)*Z3,30,7:SOUND 2,T(1)*Z2,30,0,1
730 SOUND 4,U(1)*Z3,30,0,2:BORDER RND*27:NEXT:BORDER 0:RETURN
740 DATA 142,142,142,107,90,71,80,80,80,80,90,95,107,120,127
,142,127,107,120
750 DATA 95,80,60,204,253,239,179,190,160,179,213,239,190,
160,120,204,426
760 DATA 319,470,426,505,470,319

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