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DECUS NO.	8-361
TITLE	GAME OF CHANCE
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SOURCE LANGUAGE	BASIC

GAME OF CHANCE

DECUS Program Library Write-up DECUS No. 8-361

The Game of Chance is similar to a dice game, but it is a little harder to win. It is written in the BASIC language to run on a PDP-8 computer. The following is a picture of the program running. Anything underlined is typed by the computer. Anything not underlined is typed out by the user. Anything to the right of a slash (/) is a comment made by the author.

```
WHAT WOULD YOU LIKE TO BET    ?7    /COMPUTER ASKS FOR BET

WHAT ARE YOUR NUMBERS    ?5,10,8,4,2,    /COMPUTER ASKS FOR NUMBERS

5 7 3 4 2 .    /COMPUTER TYPES OUT ITS NUMBERS

SORRY YOU LOST
                    YOUR WINNINGS ARE -7    /TYPES OUT WINNINGS
WHAT WOULD YOU LIKE TO BET    ?10

WHAT ARE YOUR NUMBERS    ?6,7,8,9,10

6,7,8,9,10

YOU WON!!!          YOUR WINNINGS ARE 3
```

The following tells what happened in the last example:

(First Statement) In the GAME OF CHANCE everybody has to bet a number. Type your number followed by a CR.

(Second Statement) The next part the computer asks for is the numbers (1-10) he would like to bet (equivalent to the number on the dice in a dice game). The user inputs five numbers to the computer followed by a CR.

(Third Statement) The computer types out its answers, and, if these are the same as the numbers the users typed in the second statement, the user wins the game and the number he bet in statement #1 is added to his count. If not, the number typed out in statement #1 is subtracted from his count.

(Fourth Statement) The computer tells the user if he wins or loses. It also tells him what his count is. Then the computer goes back to the beginning of the program.

As you must understand, it is very hard to win in the Game of Chance.

PROGRAM LISTINGS

```
1ØØ READ B,M,N,O,P,Q,
1Ø1 DATA Ø,Ø,Ø,Ø,Ø,Ø
1Ø2 PRINT
1Ø3 PRINT "WHAT ARE YOUR NUMBERS";
1Ø4 INPUT A
1Ø5 PRINT "WHAT ARE YOUR NUMBERS";
1Ø6 INPUT C,D,E,F,G
1Ø7 IF C<=11 THEN 137
1Ø8 IF D<=11 THEN 137
1Ø9 IF E<=11 THEN 137
11Ø IF F<=11 THEN 137
111 IF G<=11 THEN 137
112 LET B=B A
113 LET H=INT(ABS(10*RND(1)+1))
114 LET I=INT(ABS(10*RND(1)+1))
115 LETJ=INT(ABS(10*RND(1)+1))
116 LET K=INT(ABS(10*RND(1)+1))
117 LET L=INT(ABS(10*RND(1)+1))
118 PRINT H,I,J,K,L
119 PRINT
12Ø IF H=C THEN 126
121 IF I=D THEN 128
122 IF J=E THEN 130
123 IF K=L THEN 132
124 IF L=G THEN 134
125 GOTO 139
126 LET M=M+1
127 GO TO 122
128 LET N=N+1
129 GO TO 122
13Ø  LET O=O+1
131 GO TO 123
132 LET P=P+1
133 GO TO 124
134 LET Z=Z+1
135 GO TO 139
136 PRINT
137 PRINT "SORRY, I CAN'T USE THE NUMBER."
138 GO TO 105
139 LET R=M+N+O+P+Z
14Ø IF R=5 THEN 146
143 LET B=B - A
144 PRINT "SORRY, YOU LOST."
145 GO TO 147
146 PRINT "YOU WON!!!"
147 PRINT "YOUR WINNINGS ARE",B
```

```
148 IF B 10 THEN 150
149 GO TO=1ØØ
150 END
```

If there are any questions about this program contact:

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