

ATRIX

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22 LET MO=2
25 DIM B$(8,16)
30 LET A$="*151009090908080807
07070606060505050404040303030202
020101010000000000-1-1-1-2-2-2-3
-3-3-4-4-4-5-5-5-6-6-6-7-7-7-8-8
-8-9-9-9-9-900  "
40 FOR N=1 TO 8
50 FOR M=1 TO 8
60 LET A=INT ((RND*(LEN A$-1)
/2))+1)*2
70 LET B$(N,M*2-1 TO M*2)=A$(A
TO A+1)
80 IF A$(A TO A+1)="  " THEN G
OSUB 1500
90 LET A$=A$(1 TO A-1)+A$(A+2
TO LEN A$)
100 NEXT M
110 NEXT N
120 REM  score variables
130 LET S=0
140 LET T=0
160 GOSUB 700
170 REM  Players move
175 GOSUB 3000
180 PRINT AT 2*Y,1+(X-1)*3;"(tw
o inverse 'ASTERISKS)"
190 PRINT AT 2*Y,1+(X-1)*3;B$(Y
,2*X-1 TO 2*X)
200 IF INKEY$="" THEN GOTO 180
210 LET A$=INKEY$
213 IF A$="U" THEN GOTO 920
215 IF A$(">"8" AND A$(">"5" AND
A$(">"0" THEN GOTO 180
219 IF A$="0" AND B$(Y,2*X-1 TO
2*X)="  " THEN GOTO 180
220 IF A$="0" THEN GOTO 270
230 LET X=X+(A$="8")-(A$="5")
240 IF X>8 THEN LET X=1
250 IF X<1 THEN LET X=8
260 IF B$(Y,2*X-1)="  " THEN GOT
O 230
265 GOTO 180
270 LET LP=VAL B$(Y,2*X-1 TO 2*
X)
275 PRINT AT 2*Y,1+(X-1)*3;"  "
280 LET S=S+LP
290 LET MO=1
295 LET B$(Y,2*X-1 TO 2*X)="  "
297 GOSUB 765
300 REM  computers move
301 GOSUB 4000
305 DIM R(8)
310 FOR N=1 TO 8
315 LET V=-100
325 IF N=Y THEN GOTO 430
330 IF B$(N,2*X-1 TO 2*X(">)"  "
THEN GOTO 360
340 LET W=-100
345 IF N=Y THEN GOTO 420
350 GOTO 370
360 LET W=VAL B$(N,2*X-1 TO 2*X
)
370 FOR M=1 TO 8
370 FOR M=1 TO 8
380 IF M=X THEN GOTO 410
390 IF B$(N,M*2-1 TO M*2)="  "
THEN GOTO 410
395 IF VAL B$(N,M*2-1 TO M*2)<V
THEN GOTO 410
400 LET V=VAL B$(N,M*2-1 TO M*2
)
410 NEXT M
420 LET R(N)=W-V
430 NEXT N
440 LET V=-100
450 FOR N=1 TO 8
460 IF B$(N,2*X-1 TO 2*X)="  "
THEN GOTO 489
470 IF R(N)<V THEN GOTO 489
475 LET V=R(N)
480 LET Y=N
489 NEXT N
490 LET LP=VAL B$(Y,2*X-1 TO 2*
X)
500 LET T=T+LP
505 PRINT AT Y*2,1+(X-1)*3;"  "
510 LET B$(Y,2*X-1 TO 2*X)="  "
520 LET MO=2
530 GOSUB 765
540 GOTO 170
699 REM  draw board
700 CLS
701 PRINT AT 0,0;"(nine inverse
SPACES;inverse MATRIX;ten inver
se SPACES)"
705 FOR N=1 TO 8
710 PRINT AT (2*N)-1,0;"(twenty

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