

# digital group software systems inc.

## MAXI-BASIC Game Set 1

After having loaded the MAXI-BASIC Interpreter into your computer and selected the appropriate option (i.e. TV-only or HARDCOPY) start your audio cassette playing at the proper point and then type

LOADcr

Then wait until the

READY

message appears on the screen.

The programs on this tape are recorded in the following order:

#1	MAGIC-SQUARE	63-74
#2	DEPTH CHARGE	63-67
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Once the READY Message appears after the load; Type

RUNcr

to start the program running.

All programs on this tape are self documenting in terms of execution instructions, or there are instructions provided in the documentation. In addition the directions, where applicable, can be read in the source listings as well as in the run examples.

Since BASIC is a character and line oriented language these programs should run equally well with either a 32 or 64 character video display. However, there is the possibility that minor changes in some of the PRINT statements might make the output more appealing to an individual user; such changes are left to the discretion of the user since complete source and run listings have been provided.

READY  
LIST

```
15 LET L1=5 :GOSUB 9020
20#TAB(10); "MAGIC SQUARE"
21# :#
25# "PLAYERS ALTERNATELY CHOOSE AN" :# "INTEGER (1 TO 9) THAT HAS NOT"
30# "BEEN PREVIOUSLY USED AND PLACE" :# "IT IN ANY UNFILLED CELL OF A"
35# "TIC-TAC-TOE BOARD. THE GOAL IS" :# "TO MAKE THE SUM OF EACH ROW,"
40# "COLUMN AND DIAGONAL EQUAL TO 15" :# "THAT PLAYER LOSES WHO FIRST"
45# "MAKES THE SUM OF THE THREE FIG-" :# "URES IN ANY ROW, COLUMN, OR"
50# "SOMETHING OTHER THAN 15."
51#
55 GOSUB 9000
59 LET L1=5 :GOSUB 9020
60# "A TIE GAME DRAWS A MAGIC SQUARE!"
62 LET L1=5 :GOSUB 9020
65# "THE COMPUTER WILL ASK YOU ON" :# "EACH MOVE WHICH CELL YOU WISH"
70# "TO OCCUPY, AND THE NUMBER YOU" :# "WISH TO PLACE IN THAT CELL."
75# "YOUR INPUT SHOULD LOOK LIKE 3,7" :# "IF YOU WISHED TO PLACE A 7 IN"
80# "CELL 3."
85# " :# "HERE ARE THE CELL NUMBERS." :# ""
90#TAB(13); "1 2 3" :#TAB(13); "4 5 6" :#TAB(13); "7 8 9"
92# :#
93 GOSUB 9000
95 FOR I=1 TO 9 :LET A(I)=0 :LET B(I)=0 :NEXT I :LET M=0 :LET W=0
100# " :INPUT "YOUR MOVE - CELL,NUMBER ",I,N
105 IF I<1 OR I>9 OR N<1 OR N>9 THEN 130
110 IF A(I)=0 THEN IF B(N)=0 THEN 150
130# "ILLEGAL MOVE ... AGAIN," :GOTO 100
150 LET A(I)=N :LET B(N)=1 :LET M=M+1
170 GOSUB 960
180 GOSUB 800
200 IF W=0 THEN 230
210# "SORRY, YOU LOSE -- NICE TRY." :GOTO 560
230 IF M<5 THEN 400
240# "A TIE GAME -- BUT WE HAVE DRAWN" :# "A MAGIC SQUARE!!" :GOTO 560
400 FOR Q=1 TO 9
410 IF A(Q)>0 THEN 480
420 FOR R=1 TO 9
430 IF B(R)>0 THEN 470
435 LET A(Q)=R
440 GOSUB 300
450 IF W=0 THEN EXIT 500
460 LET Q1=Q :LET R1=R :LET W=0 :LET A(Q)=0
470 NEXT R
480 NEXT Q
490 LET W=1 :LET R=R1 :LET Q=Q1 :LET A(Q)=R
500 LET B(R)=1
520# "I MOVE TO CELL";Q;" WITH A";R
530 GOSUB 960
540 IF W=0 THEN 100
550# "I LOSE -- YOU WIN!!"
560 FOR I=1 TO 15
561#TAB(I); ">" :TAB(31-I); "<"
562 NEXT I
570# "LET'S PLAY AGAIN..." :GOTO 95
600 FOR X=1 TO 8
810 ON X GOTO 820,830,840,850,860,870,880,890
820 LET J=1 :LET K=2 :LET L=3 :GOTO 900
```

```

830 LET K=4 :LET L=7 :GOTO 900
840 LET K=5 :LET L=9 :GOTO 900
850 LET J=4 :LET L=6 :GOTO 900
860 LET J=2 :LET L=8 :GOTO 900
870 LET J=3 :LET L=7 :GOTO 900
880 LET K=6 :LET L=9 :GOTO 900
890 LET J=7 :LET K=8
900 IF A(J)=0 OR A(K)=0 OR A(L)=0 THEN 930
920 IF A(J)+A(K)+A(L)=15 THEN 930
925 LET W=1
927 LET X=8
930 NEXT X
950 RETURN
960#"" :#""
961#TAB(13);A(1);A(2);A(3)
962#TAB(13);A(4);A(5);A(6)
963#TAB(13);A(7);A(8);A(9)
964#
970 RETURN
999 GOTO 9999
9000 INPUT "" (RETURN)",Q$
9010 RETURN
9020 FOR L2=1 TO L1
9030 PRINT
9040 NEXT L2
9050 RETURN
9999 END
READY

```

READY  
RUN

### MAGIC SQUARE

PLAYERS ALTERNATELY CHOOSE AN INTEGER (1 TO 9) THAT HAS NOT BEEN PREVIOUSLY USED AND PLACE IT IN ANY UNFILLED CELL OF A TIC-TAC-TOE BOARD. THE GOAL IS TO MAKE THE SUM OF EACH ROW, COLUMN AND DIAGONAL EQUAL TO 15 THAT PLAYER LOSES WHO FIRST MAKES THE SUM OF THE THREE FIGURES IN ANY ROW, COLUMN, OR SCMETHING OTHER THAN 15.

(RETURN)

A TIE GAME DRAWS A MAGIC SQUARE!

THE COMPUTER WILL ASK YOU ON EACH MOVE WHICH CELL YOU WISH TO OCCUPY, AND THE NUMBER YOU WISH TO PLACE IN THAT CELL. YOUR INPUT SHOULD LOOK LIKE 3.7 IF YOU WISHED TO PLACE A 7 IN CELL 3.

HERE ARE THE CELL NUMBERS.

```
1 2 3
4 5 6
7 8 9
```

(RETURN)

YOUR MOVE - CELL,NUMBER 1,1

```
1 0 0
0 0 0
0 0 0
```

I MOVE TO CELL 2 WITH A 2

1 2 0  
0 0 0  
0 0 0

YOUR MOVE - CELL,NUMBER 4,3

1 2 0  
3 0 0  
0 0 0

I MOVE TO CELL 5 WITH A 4

1 2 0  
3 4 0  
0 0 0

YOUR MOVE - CELL,NUMBER 8,9

1 2 0  
3 4 0  
0 9 0

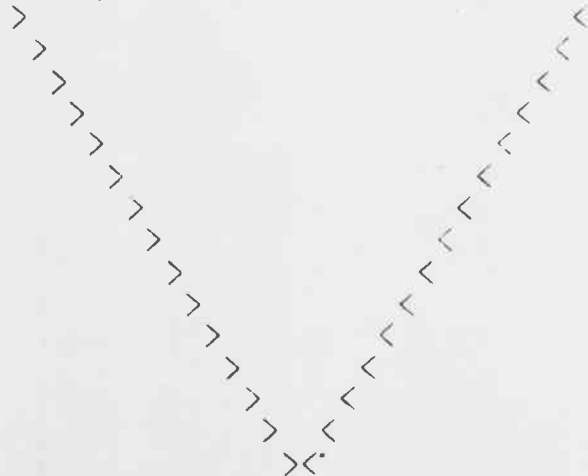
I MOVE TO CELL 6 WITH A 8

1 2 0  
3 4 8  
0 9 0

YOUR MOVE - CELL,NUMBER 3,7

1 2 7  
3 4 8  
0 9 0

SORRY, YOU LOSE -- NICE TRY.



LET'S PLAY AGAIN...

READY  
LIST

```
10 PRINT "DEPTH CHARGE GAME":PRINT
20 INPUT "DIMENSION OF SEARCH AREA ",G:PRINT
30 N=INT(LOG(G)/LOG(2))+1
40 PRINT "YOU ARE CAPTAIN OF THE DESTROYERUSS DIGITAL. AN ENEMY SUB HAS"
50 PRINT "BEEN CAUSING YOU TROUBLE, YOUR MISSION IS TO DESTROY IT. YOU"
60 PRINT "HAVE";N;" SHOTS TO DO SO."
70 PRINT "SPECIFY DEPTH CHARGE EXPLOSION POINT WITH A TRIO OF NUMBERS"
80 PRINT "THE FIRST TWO ARE THE SURFACE COORDINATES; THE THIRD IS THE"
90 PRINT "DEPTH"
95 # "THE SEQUENCE IS; EW,NS,D"
100 PRINT:PRINT "GOOD LUCK":PRINT
110 A=INT(G*RND(0)):B=INT(G*RND(0)):C=INT(G*RND(0))
120 FOR D=1 TO N:PRINT "":PRINT "TRIAL #";D,:INPUT X,Y,Z
130 IF ABS(X-A)+ABS(Y-B)+ABS(Z-C)=0 THEN 300
140 GOSUB 500:PRINT "":NEXT D
200 PRINT:PRINT "YOU HAVE BEEN TORPEDOED! ABANDON SHIP!"
210 PRINT "THE SUBMARINE WAS AT";A;" ";B;" ";C:GOTO 400
300 PRINT "B O O M ! ! YOU FOUND IT IN ";D;" TRIES!"
400 PRINT:PRINT:INPUT "ANOTHER GAME (Y OR N)",A$
410 IF A$="Y" THEN 100
420 PRINT "OK. HOPE YOU ENJOYED YOURSELF":GOTO 600
500 PRINT "SONAR REPORTS SHOT WAS"
510 IF Y>B THEN PRINT "NORTH";
520 IF Y<B THEN PRINT "SOUTH";
530 IF X>A THEN PRINT "EAST";
540 IF X<A THEN PRINT "WEST";
550 IF Y<>B OR X<>A THEN PRINT " AND";
560 IF Z>C THEN PRINT " TOO LOW"
570 IF Z<C THEN PRINT " TOO HIGH"
580 IF Z=C THEN PRINT " DEPTH OK"
590 RETURN
600 END
READY
```

READY  
RUN

DEPTH CHARGE GAME

DIMENSION OF SEARCH AREA 10

YOU ARE CAPTAIN OF THE DESTROYERUSS DIGITAL. AN ENEMY SUB HAS  
BEEN CAUSING YOU TROUBLE, YOUR MISSION IS TO DESTROY IT. YOU  
HAVE 4 SHOTS TO DO SO.

SPECIFY DEPTH CHARGE EXPLOSION POINT WITH A TRIO OF NUMBERS  
THE FIRST TWO ARE THE SURFACE COORDINATES; THE THIRD IS THE  
DEPTH

THE SEQUENCE IS; EW,NS,D  
GOOD LUCK

TRIAL # 1        75,5,5  
SONAR REPORTS SHOT WAS  
SOUTHEAST AND TOO LOW

TRIAL # 2        73,7,3  
SONAR REPORTS SHOT WAS  
SOUTH AND TOO LOW

TRIAL # 3        73,9,1  
SONAR REPORTS SHOT WAS  
NORTH AND TOO LOW

TRIAL # 4        73,8,0  
B O O M ! ! YOU FOUND IT IN        4 TRIES!  
ANOTHER GAME (Y OR N)N  
OK. HOPE YOU ENJOYED YOURSELF  
READY

READY  
LIST

```
10 REM **REVERSE** VERSION 2
15 REM ADAPTED TO MAXI-BASIC FROM 'WHAT TO DO AFTER YOU HIT RETURN'
16 REM RE-WRITE BY J.R.BULL,SR.
20 DIM A(20)
30 N=9
40 INPUT "DO YOU WANT THE RULES? (Y OR N) ",A$
50 IF ASC(A$)<> 89 THEN 70
60 GOSUB 470
70 FOR I=1 TO N
80 A(I)=I
90 NEXT I
100 FOR I=N TO 2 STEP -1
110 K=INT((I+10*RND(1))/10)+1
120 T=A(I)
130 A(I)=A(K)
140 A(K)=T
150 NEXT I
160 #
170 # "HERE WE GO...THE LIST IS:"
180 LET T=0
190 GOSUB 400
200 INPUT "HOW MANY SHALL I REVERSE? ",R
210 IF R=0 THEN 360
220 IF R<=N THEN 250
230 # "OOPS! TOO MANY - I CAN REVERSE AT MOST";N
240 GOTO 200
250 LET T=T+1
260 FOR K=1 TO INT(R/2)
270 Z=A(K)
280 A(K)=A(R-K+1)
290 A(R-K+1)=Z
300 NEXT K
310 GOSUB 400
320 FOR K=1 TO N
330 IF A(K) <> K THEN 200 ELSE 340
340 NEXT K
350 # "YOU WON IN";T;"MOVES!!!"
360 #
370 INPUT "AGAIN?? (YES OR NO) ",A$
380 IF ASC(A$)=89 THEN 70 ELSE 720
390 STOP
400 #
410 FOR K=1 TO N
420 # A(K);
430 NEXT K
440 #
450 #
460 RETURN
470 #
480 # "THIS IS THE GAME OF 'REVERSE'. ALL YOU HAVE TO DO IS ARRANGE"
490 # "THE LIST OF NUMBERS (1 THROUGH";N;"")"
500 # "IN NUMERICAL ORDER FROM LEFT TO RIGHT."
505 GOSUB 800
510 # "TO MOVE, YOU TELL ME HOW MANY"
520 # "NUMBERS (COUNTING FROM THE LEFT)"
525 GOSUB 800
530 # "TO REVERSE. FOR EXAMPLE, IF THE "
540 # "CURRENT LIST IS:"
```

```
550 #
560 # "2 3 4 5 1 6 7 8 9"
570 #
580 # "AND YOU REVERSE 4, THE RESULT "
590 # "WILL BE:"
600 #
610 # "5 4 3 2 1 6 7 8 9"
620 #
625 GOSUB 800
630 # "NOW, IF YOU REVERSE 5, YOU WIN!"
640 #
650 # "1 2 3 4 5 6 7 8 9"
660 #
670 # "NO DOUBT YOU WILL LIKE THIS GAME"
675 GOSUB 800
680 # "OF SKILL, BUT IF YOU WISH TO"
690 # "QUIT, REVERSE 0 (ZERO)."
695 GOSUB 800
700 #
710 RETURN
720 END
800 FOR I=1 TO 2000: NEXT: RETURN
READY
```

READY  
RUN

DO YOU WANT THE RULES? (Y OR N) Y

THIS IS THE GAME OF 'REVERSE'. ALL YOU HAVE TO DO IS ARRANGE  
THE LIST OF NUMBERS (1 THROUGH 9)  
IN NUMERICAL ORDER FROM LEFT TO RIGHT.  
TO MOVE, YOU TELL ME HOW MANY  
NUMBERS (COUNTING FROM THE LEFT)  
TO REVERSE. FOR EXAMPLE, IF THE  
CURRENT LIST IS:

2 3 4 5 1 6 7 8 9

AND YOU REVERSE 4, THE RESULT  
WILL BE:

5 4 3 2 1 6 7 8 9

NOW, IF YOU REVERSE 5, YOU WIN!

1 2 3 4 5 6 7 8 9

NO DOUBT YOU WILL LIKE THIS GAME  
OF SKILL, BUT IF YOU WISH TO  
QUIT, REVERSE 0 (ZERO).

HERE WE GO...THE LIST IS:

3 5 4 7 6 1 8 9 2

HOW MANY SHALL I REVERSE? 3

4 5 3 7 6 1 8 9 2

HOW MANY SHALL I REVERSE? 2

5 4 3 7 6 1 8 9 2

HOW MANY SHALL I REVERSE? 4

7 3 4 5 6 1 8 9 2

HOW MANY SHALL I REVERSE? 6

1 6 5 4 3 7 8 9 2

HOW MANY SHALL I REVERSE? 8

9 8 7 3 4 5 6 1 2

HOW MANY SHALL I REVERSE? 9

2 1 6 5 4 3 7 8 9

HOW MANY SHALL I REVERSE? 6

3 4 5 6 1 2 7 8 9

HOW MANY SHALL I REVERSE? 4

6 5 4 3 1 2 7 8 9

HOW MANY SHALL I REVERSE? 6

2 1 3 4 5 6 7 8 9

HOW MANY SHALL I REVERSE? 2

1 2 3 4 5 6 7 8 9

YOU WON IN 10MOVES!!!

AGAIN?? (YES OR NO) NO  
READY

READY  
LIST

```
10 REM---BAGELS
20 REM---T.H. 12/76
30 DIM N(3),A(3)
40 B$="BAGELS"
50 GOSUB830
60 PRINTTAB(10);
70 FORI=1TO6:PRINTB$(I,I);
80 FORJ=1TO200:NEXT:NEXT
90 GOSUB830
100 INPUT"WANT THE RULES? ",A$
110 IF A$(1,1)<>"Y"THEN220
120 PRINT
130 PRINT"I'M THINKING OF A THREE DIGIT"
140 PRINT"NUMBER (NO DIGITS THE SAME)."
```

```
580 NEXTI
590 IFF+P<>0THEN670
600 PRINT" BAGELS ";
610 GOTO330
620 IFI=JTHEN650
630 P=P+1
640 GOTO570
650 F=F+1
660 GOTO570
670 IFP=0THEN710
680 FORK=1TOP
690 PRINT" PICO ";
700 NEXTK
710 IFF=0THEN330
720 IFF=3THEN770
730 FORK=1TOF
740 PRINT" FERMI ";
750 NEXTK
760 GOTO330
770 PRINT
780 PRINT" YOU GOT IT IN";G;" GUESSES!!! "
790 PRINT
800 INPUT" YOU WANT TO PLAY AGAIN? ",A$
810 IFA$(1,1)="Y" THEN220
820 END
830 FCRI=1TO8:PRINT"":NEXT:RETURN
READY
PRINT 13*1024-FREE(0)
1498
READY
```

READY  
RUN

BAGELS

WANT THE RULES? YES

I'M THINKING OF A THREE DIGIT  
NUMBER (NO DIGITS THE SAME).  
TRY TO GUESS MY NUMBER. AFTER  
EACH GUESS I WILL PRINT:

'FERMI' FOR EACH DIGIT IN THE  
CORRECT PLACE.  
'PICO' FOR EACH CORRECT DIGIT  
IN THE WRONG PLACE.  
'BAGELS' IF NO DIGIT IS CORRECT.

O.K. I HAVE A NUMBER.

YOUR GUESS? 135  
FERMI

YOUR GUESS? 357  
PICO

YOUR GUESS? 389  
PICO

YOUR GUESS? 324  
PICO PICO FERMI

YOUR GUESS? 342  
PICO PICO PICO

YOUR GUESS? 234

YOU GOT IT IN 6 GUESSES!!!

YOU WANT TO PLAY AGAIN? NO  
READY

READY  
LIST

```
10 REM MAXI-BIRTHDAY FACTS
20 REM DEC GAME BOOK PG235
30 REM T.H. 12/76
40 FORI=1TO10:PRINT"":NEXT
50 PRINT" BIRTHDAY"
60 PRINT"":PRINT"":PRINT""
70 PRINT"FACTS ABOUT YOUR BIRTHDAY"
80 Y1=1970
90 PRINT"ENTER TODAY'S DATE IN THIS FORM:"
100 INPUT"MONTH, DAY, YEAR ",M1,D1,Y1
110 IFY1>100THEN130
120 Y1=Y1+1900
130 REM
140 DIM T(12)
150 REM
160 FORI=1TO12
170 READ T(I)
180 NEXT
190 PRINT"THIS PROGRAM GIVES FACTS ABOUT"
200 PRINT"A DATE OF INTEREST TO YOU."
210 PRINT
220 PRINT"ENTER BIRTH DATE IN THIS FORM:"
230 INPUT"MONTH, DAY, YEAR ",M,D,Y
240 PRINT"":PRINT"":PRINT""
250 IF Y-75>0THEN270
260 Y=Y+1900
270 I1=INT((Y-1500)/100)
280 IFY-1582<0THEN1230
290 A=I1*5+(I1+3)/4
300 I2=INT(A-(INT(A/7))*7)
310 Y2=INT(Y/100)
320 Y3=INT(Y-Y2*100)
330 A=Y3/4+Y3+D+T(M)+12
340 B=INT(A-(INT(A/7))*7)+1
350 IF M>2THEN460
360 IF Y3=0 THEN 430
370 T1=INT(Y-(INT(A/4))*4)
380 IF T1<>0THEN460
390 IF B<>0THEN410
400 B=6
410 B=B-1
420 GOTO460
430 A=I1-1
440 T1=INT(A-(INT(A/4))*4)
450 IF T1=0 THEN 390
460 IF B<>0THEN480
470 B=7
480 IF(Y1*12+M1)*31+D1<(Y*12+M)*31+D THEN 540
490 IF(Y1*12+M1)*31+D1=(Y*12+M)*31+D THEN520
500 PRINT M;" /";D;" /";Y;" WAS ";
510 GOTO 560
520 PRINT M;" /";D;" /";Y;" IS A ";
530 GOTO560
540 PRINT M;" /";D;" /";Y;" WILL BE A ";
550 REM
560 IF R<>1 THEN 580
570 PRINT"SUNDAY"
580 IFB<>2THEN600
```

```

590 PRINT"MONDAY"
600 IFB<>3THEN620
610 PRINT"TUESDAY"
620 IFB<>4THEN640
630 PRINT"WEDNESDAY"
640 IFB<>5THEN660
650 PRINT"THURSDAY"
660 IFB<>6THEN680
670 GOTO1180
680 IFB<>7THEN700
690 PRINT"SATURDAY"
700 IF(Y1*12+M1)*31+D1=(Y*12+M)*31+DTHEN1150
710 I5=Y1-Y
720 PRINT
730 I6=M1-M
740 I7=D1-D
750 IFI7>=0THEN780
760 I6=I6-1
770 I7=I7+30
780 IFI6>=0THEN810
790 I5=I5-1
800 I6=I6+12
810 IFI5<0THEN1270
820 IFI7<>0THEN850
830 IFI6<>0THEN850
840 PRINT"!! HAPPY BIRTHDAY !!"
850 PRINT TAB(14);"Y           M           D"
860 PRINT TAB(14);"-           -           -"
870 PRINT"YOUR AGE IS ";
880 PRINT%2I;I5,I6,I7
890 A8=(I5*365)+(I6*30)+I7+INT(I6/2)
900 K5=I5
910 K6=I6
920 K7=I7
930 REM
940 E=Y+65
950 REM
960 F=.35
970 PRINT"YOU'VE SLEPT ";
980 GOSUB1300
990 F=.17
1000 PRINT"YOU'VE EATEN ";
1010 GOSUB1300
1020 F=.23
1030 IFK5>3THEN1060
1040 PRINT"           PLAYED";
1050 GOTO1100
1060 IFK5>9THEN1090
1070 PRINT"YOU'VE PLAYED";
1080 GOTO1100
1090 PRINT"YOU'VE WORKED";
1100 GOSUB1300
1110 PRINT"           RELAXED";
1120 PRINT%2I;K5,K6,K7
1130 PRINT
1140 PRINT"!! YOU MAY RETIRE IN";E;" !!"
1150 PRINT
1160 PRINT"CALCULATED BY A D.G. COMPUTER"
1170 GOTO1510
1180 IFD=13THEN1210
1190 PRINT"FRIDAY"

```

```
1200 GOTO700
1210 PRINT"FRIDAY THE THIRTEENTH---BEWARE!"
1220 GOTO700
1230 PRINT"NOT PREPARED TO GIVE DAY OF"
1240 PRINT"WEEK PRIOR TO MDLXPXII."
1250 PRINT"THE CURRENT CALENDAR DID NOT"
1260 PRINT"EXIST BEFORE THAT YEAR."
1270 GOTO1140
1280 REM
1290 DATA 0,3,3,6,1,4,6,2,5,0,3,5
1300 K1=INT(F*A8)
1310 I5=INT(K1/365)
1320 K1=K1-(I5*365)
1330 I6=INT(K1/30)
1340 I7=K1-(I6*30)
1350 K5=K5-I5
1360 K6=K6-I6
1370 K7=K7-I7
1380 IFK7>=0THEN1410
1390 K7=K7+30
1400 K6=K6-1
1410 IFK6>2THEN1440
1420 K6=K6+12
1430 K5=K5-1
1440 PRINT%2I;I5,I6,I7
1450 RETURN
1460 IFK6=12THEN1480
1470 GOTO1110
1480 K5=K5+1
1490 K6=0
1500 GOTO1110
1510 END
READY
```

READY  
RUN

BIRTHDAY

FACTS ABOUT YOUR BIRTHDAY  
ENTER TODAYS DATE IN THIS FORM:  
MONTH, DAY, YEAR 2, 24, 77  
THIS PROGRAM GIVES FACTS ABOUT  
A DATE OF INTEREST TO YOU.

ENTER BIRTH DATE IN THIS FORM:  
MONTH, DAY, YEAR 4, 20, 39

4 / 20 / 1939 WAS TUESDAY

	Y	M	D
YOUR AGE IS	37	10	4
YOU'VE SLEPT	13	2	29
YOU'VE EATEN	6	5	8
YOU'VE WORKED	8	8	17
RELAXED	9	5	10

!! YOU MAY RETIRE IN 2004 !!

CALCULATED BY A D.G. COMPUTER  
READY