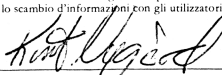


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**HP 41C PROGRAM SUBMITTAL FORM**  
**PROGRAMMFORMBLATT/DOCUMENTATION DU PROGRAMME/GENERALITÀ SUL PROGRAMMA**

<b>Program Title</b> Programmitel Titre du programme Titolo del programma		Y A T Z Y	
<b>Category No.</b> Kategorie Nr. Catégorie N° Categoria N°	822	<b>Name</b> Rubrik Rubrique Nome della categoria	GAME OF CHANCE
<b>No. of program lines</b> Anzahl Programmzeilen Nombre de lignes de programme N° di linee di programma		426	<b>No. of data registers</b> Anzahl des benötigten Datenspeicher Nombre de registres de données N° di registri utilizzati
			18 (min.)
<b>Recommended HP 41C System configuration</b> Empfohlene System-Konfiguration Configuration recommandée Configurazione raccomandata			
Port # 1		Memory module	Port # 2
Port # 3			Port # 4
<b>This program requires the following programs as subroutines:</b> Dieses Programm benutzt folgende Programme als Unterprogramme: Ce programme utilise les programmes suivants comme sous-programmes: Questo programma usa i seguenti programmi come subroutines:			
		NONE	
<b>HP Applications ROM</b> HP Applications ROM ROM d'application HP ROM di applicazione HP		<b>Program Name:</b> Programm: Nom du programme: Programma:	
<b>Program Abstract</b> Kurzbeschreibung Résumé Breve descrizione del programma			
The program plays the dice-game YATZY. You will need one Memory Module, and 17 players can join the game. (Each Memory Module more than one adds capacity for 32 more players). You need no notebook, HP keeps in mind which columns have already been filled, and if you ask, you'll be told which remain free.			
<b>Name</b> Name/Nom/Nome			
Knut Nygaard			
<b>Address</b> Strasse/Adresse/Indirizzo			
Hans-Egedesgt 62			
<b>City</b> Ort Localité Città	Harstad	<b>Postal Code</b> Postleitzahl Code postal C.A.P.	N-9400
		<b>Country</b> Land Pays Paese	Norway
<b>ACKNOWLEDGMENT AND AGREEMENT</b> <b>Erklärung und Ermächtigung/Déclaration et Autorisation/Dichiarazione e Autorizzazione</b>			
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<b>Date</b> Datum Date Data	180-04-30	<b>Signature</b> Unterschrift Signature Firma	

PROGRAMMBESCHREIBUNG I  
DESCRIPTION DU PROGRAMME I  
DESCRIZIONE DEL PROGRAMMA I

## Application, Equations, Variables

Anwendung, Gleichungen, Veränderliche  
Application, Equations, Variables  
Applicazione, Equazioni, Variabili

## I N S T R U C T I O N S :

\* If you've got a Card Reader, do the following:

- 1: Minimum one Memory Module must be in connection.
- 2: Assign the END-statement to any key. Turn on USER mode.
- 3: Read the six tracks of program and switch to PRGM mode.
- 4: Push; GTO. 041 Display shows: "41 GTO'R" . Insert 'END'  
GTO. 026 Display ... "26 GTO'O" . Ins.. 'END'  
GTO. 071 Displ.. "71 GTO 02" . I.. 'END'  
GTO. 024 Di... "24 GTO'P" . 'END'  
GTO. 024 ... "24 GTO'I" . 'END'  
GTO. 017 . "17 GTO 00" . 'END'  
GTO. 021 "21 GTO 00" . 'END'  
GTO.. "PACKING"...00 REG nn

5: Switch off PRGM , Push: (XBO) (ALPHA) Y (ALPHA)

Regulations will be found on next page.

Note: Delete the assignment to enable seven players

## Operating limits and Warnings

Grenzen und Einschränkungen  
Limites et restrictions  
Limiti operative e avvertenze

Note that flag 14 (Card rewrite flag) is used.

## If no Card Reader :

- 1: Do the two first steps of instruction for Card Reader.
- 2: Switch to PRGM mode. On the following program lines  
you will find .' +END ' ; 41 , 67 , 138 , 162 , 186 ,  
203 , 224 ,
- 3: Insert the END-statement in these positions. Do step 5 .  
(The new line numbers are in brackets.)

This program has been verified only with respect to the numerical example given in Program Description II. User accepts and uses this program material AT HIS OWN RISK, in reliance solely upon his own inspection of the program material and without reliance upon any representation or description concerning the program material.

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Dieses Programm wurde lediglich anhand des in der Programmbeschreibung II enthaltenen Zahlenbeispiels überprüft. Der Benutzer erhält und benutzt das Programmmaterial auf eigenes Risiko hin, er hat es deshalb - gleichgültig, ob es bereits anderweitig präsentiert oder beschrieben wurde - selbst zu untersuchen.

WEDER HP NOCH DER EINSENDER DES PROGRAMMS ÜBERNEHMEN FÜR DAS PROGRAMMATERIAL EINE IRGENDWIE GEARTETE GEWÄHRLEISTUNG ODER HAFTUNG, INSBESONDERE NICHT FÜR SEINE VERKÄUFLICHKEIT ODER SEINE VERWENDBARKEIT FÜR EINEN BESTIMMTEN ZWECK. HP UND DER EINSENDER HAFTEN AUCH NICHT FÜR INDIREKTE ODER FOLGESCHÄDEN.

Le présent programme n'a été vérifié qu'en ce qui concerne l'exemple numérique indiqué dans la description du programme II. L'utilisateur accepte et utilise le présent programme À SES PROPRES RISQUES et doit se fier uniquement à sa propre inspection dudit programme sans se référer à toute autre déclaration et description.

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Questo programma è stato verificato soltanto per quanto concerne l'esempio numerico indicato nella Descrizione del Programma II. L'utilizzatore accetta e utilizzerà il presente programma A SUO INTERO RISCHIO, fidandosi unicamente della propria verifica del programma e non basandosi su altre dichiarazioni o descrizioni.

NÉ LA SOCIETÀ NÉ L'AUTORE DANNO ALCUNA GARANZIA IMPLICITA O ESPLICITA CONCERNENTE IL PRESENTE PROGRAMMA, IN SPECIAL MODO RIGUARDO ALLA SUA COMMERCIALIZZAZIONE O ADATTABILITÀ AD UN USO PARTICOLARE. NÉ LA SOCIETÀ HP NÉ L'AUTORE ASSUMONO ALCUNA RESPONSABILITÀ PER DANNI IMMEDIATI O MEDIATI CAUSATI DALLA FORNITURA, UTILIZZAZIONE O FUNZIONAMENTO DEL PRESENTE PROGRAMMA.

PROGRAMMBESCHREIBUNG II  
DESCRIPTION DU PROGRAMME II  
DESCRIZIONE DEL PROGRAMMA II

## Example

Beispiel  
Exemple  
Esempio

When starting the program, the Display should show 'PLAYER'

Push: '1' (To follow the example next page)

All inputs should be followed by the key (R/S)

As SEED for the Random generator is used 0.2

Push: '.2', 'R/S'....Display: PLAYER1.....33162

1: You've got 3 throws before you have to decide where to put the result.

2: To tell which dice you save, simply key " .dice " and R/S  
To save the 3s in the above number (33162), you push ".33"

But there is another possibility; since the column 3 is not yet used, simply key in the number "3" . (If column 3 was used you will have to use the first named method. If you'd put "3" the result would be a listing of the vacant positions.)

3: To throw all dice over again, key "." (to set flag 22) R/S

4: If wonder of which columns remain free, press nothing but R/S  
This results the listing mentioned above.

5: Even if you've got "nothing" after the 3 throws, you have to tell where to place it. This column will get the result 0  
(Remember that "Chance" is a suitable column for such use)

Note: The columns 1 through 4 is not included in the list of free positions, but display's flag indicators will tell if free.

Sketch	1	1s			
Skizze	2	2s			
Croquis	3	3s			
Disegno	4	4s			
CODE:	5	5s			
	6	6s			
		Sum			(Sum must be 63 or more to get the Bonus of 50)
		Bonus			
	7	A pair			
	8	2 pairs			(four equal dice cannot be used)
	9	Triplets			
	10	Quadruplets			
	11	Small straight			(the 5 dice show all numbers 1-5)
	12	Big straight			(the 5 dice show all numbers 2-6)
	13	Full house			(pair and triplets cannot consist of 5 equal dice)
	14	'Chance'			(any combination can be used)
	15	YATZY			(5 equal dice, but any value)
		Sum			

Figure showing the configuration of a YATZY notebook.  
Code for each position is written to the left.

PROGRAMMBESCHREIBUNG III  
DESCRIPTION DU PROGRAMME III  
DESCRIZIONE DEL PROGRAMMA III

Data Input Dateneingabe Données Dati	Keystrokes Tasten Touches Tasti	Result Resultat Résultat Risultato	Comments Kommentare Commentaires Commenti
		DISPLY.	
		WHEN IN	EXAMPLE: 1 Player. Seed=.2
		STOP .	
		33162	save 3s
	.33or(3)	56133	try 3s once more
	3	62333	Three of each value 1 through 6 is just enough for Bonus
Save in column "3": 3	(9) 46334		Two pairs. Try full house (Do not use the code 13)
	.3344	34433	Full house !
Code for "house" is:13	(17) 64355		Go for the 5s
	5or(.55)	12655	One more try
	5	54355	Three of them is just enough
	5	(15) 41525	Only a 3 missing for sm.straight
	.5421	51245	Bad, try again
	.5421	61245	This is 'nothing'. Save the 1
	1	(1) 16313	3s and 1s already used, try 6s
	6	46661	Go for 6s again
	6	46664	House is 'filled'. save 6s
	6	(18) 23445	Straight, small or big
	.5432	52345	Change, go for 5s
	5	(list) 52345	5s used, but save the 5s
	.55	46155	5s once more
	.55	46155	No more throws. Save one pair.
	7	(10) 52326	2s
	2	52125	Two pairs, save.
	8	(14) 24241	2s
	2	25221	once again
	2	22221	Good, save 2s
	2	(8) 63555	save the 5s
	.555	35555	again 5s
	.5555	65555	Quadruplets!
	10	(20) 16353	Try big straight
	.653	62356	again
	.6532	42356	Got it!
	12	(20) 52542	Try small straight
	.542	12245	...
	.5421	21245	Sorry, only 'chance' possible
	14	(14) 61143	Try sm.str.again
	.431	65134	A! two is still missing, again
	.5431	51345	..
	.5431	54345	No more throws.
Press R/S only	(9.11.15)		
		51345	We have to cross a column or save the single 4.
To find if you will reach bonus press:	'VIEW 16'	Display:51	You need three 4s to get the Bonus : Delete straight
	11	(0) 42253	4s
	4	41536	.
	4	46641	no Bonus .save 4s

Cont.

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Line Zeile Ligne Linea	Keystrokes Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti	Line Zeile Ligne Linea	Key pressed Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti
001	* LBL'Y		51	ISG 08	count the
	CIRC			ST- IND 09	correct
	KEQ'Q	Clear flags		X-Y	one's
	'PLAYER			DSE 09	
05	ASTO 15		55	GTO 00	
	PROMPT			ST* 08	(15)
	STO 11			RCL 06	
	STO 14			X(=0?	
	'SEED			GTO 01	
10	PROMPT		60	GTO'R	
	STO 00			* LBL 01	
	15			SF IND Y	
	STO 10			VIEW 08	Show result
	GTO'0	Fetch data		* LBL'U	
15	* LBL'L	for next	65	RCL 08	
	* LBL 01	player.		ST+ IND 13	(25)
	CF 22			GTO'0 +END	
	TONE 9			* LBL'0	(1)
	PROMPT			ZREG 01	
20	AVIEW		70	CIE	
	ES? 22			3	
	ES? IND X			STO 06	
	GTO'?			1	
	1			RCL 11	
25	ST- 06		75	X≠Y?	
	X(=Y?			KEQ'Q	
	GTO'N			1	(10)
	RCL 06			ST+ 12	
	X(=0?			RCL 11	
30	GTO 01		80	RCL 12	
	RCL Z			X(=Y?	
	* LBL 00	Save dice		GTO 00	
	10	as told		X-Y	
	*	by player.		ST- 12	
35	ENTER		85	1	
	INT			ST- 10	
	STO IND 09			* LBL 00	(20)
	-			15	
	DSE 09			+	
40	GTO 00		90	STO 13	
	GTO'R +END			+	
	* LBL'N (1)			STO 14	
	X-Y			RCL 10	
	7			X≤0?	
45	X(=Y?		95	GTO 01	
	GTO'T (5)			FIX 0	
	X-Y			1 (space)	(30)
	* LBL 00			ARCL 15	
	RCL IND 09			ARCL 12	
50	X=Y?		100	AVIEW	

Line Zeile Ligne Linea	Keystrokes Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti	Line Zeile Ligne Linea	Key pressed Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti
101	1	If more	51	FRC	
	RCL 11	than one		STO 00	
	X/Y?	player.		6	
	XEQ'S	save flag-		*	
05	FIX 0	status and	55	1	
	GTO'R	set flags		+	
	LBL 01	corresponding		INT	
	RCL 11	to 'next'		STO IND 07	(20)
	1 E3	player		* LBL 00	
10	/		60	DSE 07	
	ST+ 12			GTO 00	
	* LBL 02	(45)		GTO'P +END	
	RCL IND 13			* LBL '?	Display
	63	Test for		5.015	positions
15	X-Y	Bonus	65	CLA	not yet
	X(Y?			SF 29	used.
	GTO 00			* LBL 00	(Positions
	50			FC? IND X	1 to 4 is
	+			ARCL X	shown by
20	* LBL 00	Compute	70	ISG X	display's
	ENTER	final		GTO 00	flag indi-
	FRC	result(s)		AVIEW	cators.
	1 E3	and Stop		PSE	
	*			* LBL'P	(12)
25	+		75	CF 29	
	' (space)			' (space)	
	ARCL 15	(60)		ARCL 01	Fetch
	ARCL 12			ARCL 02	five dice
	(- (space)			ARCL 03	
30	ARCL X		80	ARCL 04	
	AVIEW			ARCL 05	
	BEEP			CLX	reset counter
	PSE			STO 08	
	PSE			5	
35	1		85	STO 09	
	ST+ 13			GTO'L +END	(24)
	ISG 12	(70)		* LBL'Q	(1)
	GTO 02 +END			CLST	
	* LBL'R	(1)		STO IND 14	
40	5		90	15	Save flag
	STO 7			* LBL 00	status
	* LBL 00			FC?C IND X	routine
	RCL IND 07			GTO 00	
	X/O?			ENTER	
45	GTO 00		95	ENTER	
	RCL 00	Random-		2	(10)
	$\pi$	generator.		X-Y	
	+	(10)		Y/X	
	$\pi$			ST+ IND 14	
50	Y/X		210	X-Y	

Line Zeile Ligne Linea	Keystrokes Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti	Line Zeile Ligne Linea	Key pressed Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti
201	* LBL CO	(15)	51	RCL 02	
	DSE X			X(Y?	
	GTO CO +END			X- 01	
	* LBL'S	Set flag		STO 02	
05	PIX 7	status	55	RCL 03	
	2	routine		X(Y?	
	LN			X- 02	
	STO 08	(5)		STO 03	
	* LBL 00			RCL 04	(35)
10	RCL IND 14		60	X(Y?	
	ENTER			X- 03	
	X≠0?			STO 04	
	RTN			RCL 01	
	LN			RCL 02	
15	RCL 08		65	X(Y?	
	/			X- 01	
	RND			STO 02	
	INT	(15)		RCL 03	
	SF IND X			X(Y?	(45)
20	2		70	X- 02	
	X-Y			STO 03	
	<del>Y-X</del>			RCL 01	
	ST- IND 14			RCL 02	
	GTO CO +END			X=Y?	
25	* LBL 'T	(1)	75	SF 16	
	X-Y			X(Y?	
	STO 09			X- 01	
	SF IND X			STO 02	
	CF 16			RCL 03	(55)
30	CF 17		80	X=Y?	
	CF 18			SF 17	
	CF 19			RCL 04	
	RCL 01	sorting		X=Y?	
	RCL 02	routine		SF 18	
35	X(Y?		85	RCL 05	
	X- 01			X=Y?	
	STO 02			SF 19	
	RCL 03			CLST	
	X(Y?	(15)		XEQ IND 09	(65)
40	X- 02		90	VIEW X	
	STO 03			1 B3	
	RCL 04			/	
	X(Y?			STO 08	
	X- 03			GTO 'U	
45	STO 04		95	* LBL 07	Find a pair
	RCL 05			FS? 16	
	X(Y?			RCL 02	
	X- 04			FS? 17	
	STO 05	(25)		RCL 03	(75)
50	RCL 01		3 (0)	FS? 18	



Line Zeile Ligne Linea	Keystrokes Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti	Line Zeile Ligne Linea	Key pressed Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti
3 01	RCL 04		51	GTO 00	
	FS? 19			FC? 16	
	RCL 05			RTN	
	2	(80)		* LBL 00	(130)
05	*		55	RCL 03	
	RTN			4	
	* LBL 08	Two pairs?		*	
	FS? 18			RTN	
	GTO 00			* LBL 11	Sm, straight
10	FC? 19		60	* LBL 12	Big straight
	RTN			FS? 16	test
	FS? 17			RTN	
	GTO 01			FS? 17	
	FC? 16	(90)		RTN	(140)
15	RTN		65	FS? 18	
	* LBL 00			RTN	
	FS? 17			FS? 19	
	RTN			RTN	
	FC? 16			GTO IND 09	
20	RTN		70	* LBL 11	
	* LBL 01			5	
	RCL 04			RCL 05	
	RCL 02			GTO 00	
	+	(100)		* LBL 12	(150)
25	2		75	2	
	*			RCL 01	
	RTN			GTO 00	
	* LBL 09	Triplet ?		* LBL 13	House ?
	FC? 18			FC? 16	(triplet+pair)
30	GTO 00		80	RTN	
	FS? 19			FC? 19	
	GTO 01			RTN	
	GTO 02			FS? 17	
	* LBL 00	(110)		GTO 01	(160)
35	FC? 16		85	FC? 18	
	RTN			RTN	
	* LBL 02			RCL 02	
	FC? 17			GTO 02	
	RTN			* LBL 01	
40	* LBL 01		90	FS? 18	
	RCL 03			RTN	
	3			RCL 04	
	*			* LBL 02	(170)
	RTN	(120)		2	
45	* LBL 10	Quadruplet ?	95	*	
	FC? 18			RCL 03	
	RTN			3	
	FC? 17			*	
	RTN			+	
50	FS? 19		4*)	RTN	

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PROGRAM LISTING  
PROGRAMMAUFLISTUNG  
LISTAGE DU PROGRAMME  
LISTATO DI PROGRAMMA

10282

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Line Zeile Ligne	Keystrokes Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti	Line Zeile Ligne	Key pressed Tastenfolge Touches Tasti	Comments Kommentar Commentaires Commenti
401	* LBL 00		51		
	X=Y?				
	GTO 14				
	CLX	(180)			
05	RTN		55		
	* LBL 14	Chance			
	RCL 05	(sum of dice)			
	RCL 04				
	RCL 03				
10	RCL 02		60		
	+				
	+				
	+				
	RCL 01	(190)			
15	+		65		
	RTN				
	* LBL 15	YATZY ?			
	RCL 01				
	RCL 05				
20	X=Y?		70		
	GTO 00				
	CLX				
	RTN				
	* LBL 00	(200)			
25	50		75		
	E N D				
30			80		
35			85		
40			90		
45			95		
50			100		

Please use paper glue to attach listings. Adhesive tape may affect print!  
Bitte Listings mit Papierkleb einkleben. Klebefolien können Druck beeinträchtigen!

S.V.P. utilisez de la colle à papier pour fixer les listings. Les rubans adhésifs peuvent altérer l'impression!  
Per favore usare la colla per fissare i listati. Il nastro adesivo può alterare lo stampato!

REGISTERBELEGUNG, FLAGS, BETRIEBSARTEN  
 -REGISTRES, INDICATEURS, MODES OPERATOIRES  
 REGISTRI, MODI OPERATIVI, FLAGS

Registers Datenspeicher Registres de données Registri				Status Betriebsart Modes opératoires Modi operativi			
00	Random gen.	50		Size 18(min) Total Reg. 115		User Mode	
	Die			Eng <input type="checkbox"/>	Fix <input checked="" type="checkbox"/>	Sci <input type="checkbox"/>	On <input type="checkbox"/>
	Die			Deg <input type="checkbox"/>	Rad <input type="checkbox"/>	Grad <input type="checkbox"/>	Off <input checked="" type="checkbox"/>
	Die			Purpose Bedeutung Signification Scopo			
	Die						
05	Die	55		Flags SET CLEAR			
	Counter			00	Not used		
	Counter			01	15 flags used to decide if		
	USED			02	a column is filled or not.		
10	Counter	60		03			
	No. of players			04			
	Player amount			05			
	Adress to sum			06			
	Adress to flags			07			
15	'PLAYER'	65		08			
	Sum 1st pl.			09			
	no: of registers			10			
	equal to no: of pl.			11	Audio execute		
	Flag status. 1st. pl.			12			
20	N registers	70		13			
				14			
				15			
				16	Die1=Die2		
				17	D 2 = D 3		
25		75		18	3=4		
				19	4=5		
				20			
				21	Printer Enable		
				22	Number Input USED		
30		80		23	Alpha Input		
				24	Range Ignore		
				25	Error Ignore		
				26	Audio Enable		
				27	User Mode		
35		85		28	Decimal Point		
				29	Digit Grouping USED		
				Assignments Tastenbelegung / Assignations / Assegnamenti			
40		90		Function Funktion Fonction Funzione	Key Taste Touche Tasto	Function Funktion Fonction Funzione	Key Taste Touche Tasto
				END	any		
45		95					
		99					