


QBITS Conundrum Menu

To Select from the Menu use Left/Right Cursor keys to Highlight an item then action with the Spacebar. The Central Symbol  has two functions, in **WordPlay** mode it allows changes to the Countdown Timer and (Q)uit from the Game. In **WordGen** mode it can Reset Arrays for creating a (N)ew Word File and again (Q)uit from Game.



WordPlay displays the Countdown Timer, the Conundrum Word and Score Points. **Play** requires a **Loaded** Word File and each Game randomly selects 25 of the entries. The number completed is shown top left next to the Highlighted **WordPlay** (see above). Toggle **Word** On/Off to choose between Coloured Blocks or Jumbled Letters. Similarly Toggle **Clue** On/Off to display if present.

WordGen displays two columns, the first for the **Word** list and second for the **Clues**. The current **Page** is shown top right next the Highlighted **WordGen**. Each word File can have 6 pages of 16 rows adding up to total of 96 entries. If a **Word File** hasn't been previously loaded, use **Load** or start the creation of a **New** word file. From **WGen** to select an entry use Up/Down cursors and tab to switch between **Word** and **Clue** then press spacebar to invoke the **Line Editor**. Select **Save** to store Word File to default device, create a new or edit the Filename shown.

QBITS Conundrum Beginnings

The early beginnings began was a variation on a popular word game 'hangman', the origins of which are unknown although it has been around for more than a century. A word is represented by a row of dashes and the player tries to guess the missing letters before the drawing of a gallows and hung matchstick man are completed.



QBITS Conundrum Development

Wanting to take this to another level when solving the Word Riddle the display included a Timer to use as a countdown. Characters are typed in from the keyboard in a trial-and-error guess to reveal the hidden word. The Word is represented by Coloured Blocks or by Jumbled Letters with Clues added as a further aid in solving the riddle.

Word when selected **Off**, the **Coloured Blocks** will change to show any correctly typed in character in whatever order they are typed. When **Word** is selected **On**, the hidden word is shown as a **Jumbled Letters**, here characters typed in from the Keyboard must be in the correct order to reveal the Word. By turning **On/Off Word** and **Clues** and changing the length of **Countdown Time**, wide range of difficulty can be achieved to service players of different ages and abilities. This is further defined by the difficulty of the **Word Lists** used.

QBITS Conundrum WordGen

To create Word files **WordGen** began as a separate program, but is now combined as part of Conundrum. Selecting **WGen** from the Menu switches the main screen to **WordGen** from **WordPlay**, **Play** will switch it back. The **Word** and **Clue** rows displayed in **WordGen** and be selected with **Up/Down** cursors and switched between with the **Tab** key. In either column pressing spacebar invoke the **Line Editor**. For **Word** a maximum of 18 Upper-case Alphabet characters with no spaces are permitted. For **Clue** up to 36 Alphanumeric Characters including spaces and punctuation marks. Each Word File can contain 96 entries. A minimum of 25 entries are required for **WordPlay** ie. the number of random choices for a full Game.

Note: Code Line 1002 cmax%=25 controls the number of rounds in a Game.

QBITS Conundrum Strategy

If **Word** is turned **Off** and Coloured Block are Displayed, then the twelve most commonly occurring letters in the English language are e-t-a-o-i-n-s-h-r-d-l-u. Another possibility is to try the vowels a-e-i-o-u with possibly y. Selecting **Word On** and displaying the Conundrum as Jumbled letters might seem an easier task, but they must be typed in the correct order and without **Clues**, it might still be a challenge against the Set Countdown Time.

QBITS Conundrum Code

```
1000 REMark QBConundrum_bas [QBITS 1992 Conundrum 2023 Review – QPC"]
1002 dev$='win1_':MODE 4:gx=0:gy=0 :REMark basic settings
1004 WHEN ERROR:CONTINUE:END WHEN
1006 REMark Import QBITSConfig Settings – QPC2
1007 OPEN _IN#9,dev$&'QBITSConfig':iINPUT#9,gx\gy\dn$\dev$:CLOSE#9
1010 Init_Win:cmax%=25:WordMenu
1012 DEFine PROCEDURE Init_Win
1013 DIM Word$(96,18),Clue$(96,36),WChk(96),str$(36),str$(36),SDR$(5),Wfn$(24)
1014 OPEN#4,scl_:_WINDOW#4,288,160,gx+206,gy+37:PAPER#4,1:CSIZE#4,1,0
1015 OPEN#3,scl_:_WINDOW#3,144,160,gx+18,gy+37:PAPER#3,1:CSIZE#3,1,0
1016 WINDOW#2,512,224,gx,gy :PAPER#2,0:BORDER#2,1,3:CLS#2
1017 WINDOW#1,496,174,gx+8,gy+30:PAPER#1,1:BORDER#1,1,3:CLS#1:SCALE#1,100,0,0
1018 WINDOW#0,512,32,gx,gy+224:PAPER#0,0:BORDER#0,1,3:CLS#0
1019 SDR$=dev$:max_score%=0:per_score%=0:count%=0:key$=""
1020 CSIZE#2,2,1:OVER#2,1
1021 INK#2,2:FOR i=0 TO 1:CUSOR#2,164+i,8:PRINT#2,'QBITS Conundrum'
1022 INK#2,6:FOR i=0 TO 1:CUSOR#2,166+i,9:PRINT#2,'QBITS Conundrum'
1023 CSIZE#2,2,0:OVER#2,0
1024 QBold 2,5,12,1,400,16,'WordGen':QBold 2,5,12,1,-4,16,'WordPlay'
1025 QBold 2,6,12,1,38,208,'Word Play Load ← → Save WGen Clue'
1026 BLOCK#2,22,7,244,210,5:BLOCK#2,20,5,245,211,0:BLOCK#2,18,3,246,212,6
1027 AT#2,1,1:CSIZE#2,0,0:INK#2,5:CSIZE#1,2,0::CSIZE#0,1,0:INK#0,5
1028 Time%=180:Sec%=180:Sec%=180:CSm=0:mc%=2:F=0
1029 END DEFine
1031 DEFine PROCEDURE PlayScrn
1032 HGL 2,5,34,6, 2,88:HGL 2,0,30,6,137,88
1033 BLOCK#2,40,10,370,16,0:CSm=0:CLS#1
1034 INK#1,7:FILL#1,1:CIRCLE#1,164,50,35:FILL#1,0:CSIZE#1,2,0
1035 INK#1,3:FILL#1,1:CIRCLE#1,164,50,34:FILL#1,0:INK#1,0
1036 FOR j=3 TO 5 STEP 2
1037 FOR i=0 TO 360 STEP j*12-30
1038 x=34*SIN(RAD(i)):y=34*COS(RAD(i))
1039 x1=(34-j)*SIN(RAD(i)):y1=(34-j)*COS(RAD(i))
1040 LINE#1,x+164,y+50 TO x1+164,y1+50
1041 END FOR i
1042 END FOR j
1043 QBold 1,7,12,1,362, 14, '0':QBold 1,7,12,1,450,82,'15'
1044 QBold 1,7,12,1,356,150,'30':QBold 1,7,12,1,256,82,'45'
1045 QBold 1,7,12,1,4, 54,'Max Points:'
1046 QBold 1,7,12,1,4,108,'Score Points':CSIZE#1,2,1
1047 END DEFine
1049 DEFine PROCEDURE HGL(ch%,col%,w%,d%,x%,y%)
1050 INK#ch%,col%:LINE#ch%,x%,y% TO x%+w%,y% TO x%+w%,y%+d% TO x%,y%+d% TO x%,y%
1051 END DEFine
```

1053 **DEfINE PROCEDURE WordMenu**

1054 F=0:ac%=0:aw%=0:cw%=0:count%=1:**PlayScrn**

1055 **REPEAT Comm Ip**

1056 x%=mc%*20+15.6:y%=1:HGL 2,5,18,5.8,x%,y%

1057 CLS#0:QBold 0,7,8,1,64,6,'Select ¼ ½ Then Press SpaceBar to Continue...'

1058 k=CODE(INKEY\$(-1)) :HGL 2,0,18,5.8,x%,y%:INK#2,5:CLS#0

1059 **SElect ON k**

1060 =192:mc%=mc%-1:IF mc%<0:mc%=6

1061 =200:mc%=mc%+1:IF mc%>6:mc%=0

1062 =27:CSIZE#0,0,0:INK#0,7:CLS#2:STOP

1063 =32:**SElect ON mc%**

1064 =0:CURSOR#2,28,204:IF aw%=0:aw%=1:PRINT#2,'ON':ELSE aw%=0:PRINT#2,' '

1065 =1:**WordPlay**

1066 =2:**WordList** :IF CSm=0:mc%=1:ELSE mc%=5

1067 =3:IF CSm=0:**Time_chg** :CLS#0:mc%=1:ELSE **Word_chg**:CLS#0:mc%=5

1068 =4:**WordSave** :CLS#0

1069 =5:**WordGen**

1070 =6:CURSOR#2,466,204:IF ac%=0:ac%=1:PRINT#2,'ON':ELSE ac%=0:PRINT#2,' '

1071 **END SElect**

1072 **END SElect**

1073 **END REPEAT Comm Ip**

1074 **END DEfINE**



1076 **DEfINE PROCEDURE WordPlay**

1077 IF F=0 OR wc%<cmx%:mc%=2:RETurn

1078 IF CSm=1:CSIZE#1,2,0:**PlayScrn**:CSIZE#1,3,1

1079 CNT=DATE:Sec%=Time%:SecH%=Time%:RANDOMISE

1080 **REPEAT Rnd Ip**

1081 n%=RND(1 TO wc%):IF WChk(n%)=0:WChk(n%)=1:**WordRND**:**EXIT Rnd Ip**

1082 **END REPEAT Rnd Ip**

1083 **Countdown**:chr%=1:pos%=1:k=0:str\$=FILL\$(' ',wl%)

1084 **REPEAT Wrd Ip**

1085 STRIP#1,5:CURSOR#1,16*chr%,135:PRINT#1,key\$(chr%):STRIP#1,1

1086 k=CODE(INKEY\$(20))

1087 **SElect ON k**

1088 =192:chr%=chr%-1:IF chr%<1 :chr%=1

1089 =200:chr%=chr%+1:IF chr%>wl%:chr%=wl%

1090 =65 TO 90,97 TO 122:**WordChk**

1091 **END SElect**

1092 CURSOR#1,16*pos%,135:PRINT#1,key\$(pos%):pos%=chr%

1093 IF key\$=Word\$(n%) OR str\$=Word\$(n%) OR Sec%=0:**WordScore**:**EXIT Wrd Ip**

1094 IF CNT<>DATE:Sec%=Sec%-(6*(DATE-CNT)):**Countdown**:CNT=DATE

1095 **END REPEAT Wrd Ip**

1096 **END DEfINE**



1098 **DEfINE PROCEDURE WordChk**

1099 IF k>96:k=k-32

1100 key\$(chr%)=CHR\$(k):chr%=chr%+1:IF chr%>wl%:chr%=1

1101 IF aw%=0

1102 FOR i=1 TO wl%

1103 IF key\$(pos%)=Word\$(n%,i)

1104 str\$(i)=CHR\$(k):CURSOR#1,16*i,20:PRINT#1,str\$(i)

1105 END IF

1106 END FOR i

1107 END IF

1108 **END DEfINE**

1110 DEFine PROCEDURE WordRND

```

1111 CLS#0:BLOCK#1,290,20,16,20,1:BLOCK#1,290,20,16,135,1
1112 INK#1,3:FILL#1,1:CIRCLE#1,164,50,28:FILL#1,0:CSIZE#1,3,1:INK#1,7
1113 Sort$=Word$(n%):wl%=LEN(Sort$):cl%=LEN(Clue$(n%))
1114 REPEAT Sort_Ip
1115   FOR i=1 TO wl%-1
1116     r1=RND(1 TO wl%):Chr1$=Sort$(r1):r2=RND(1 TO wl%):Chr2$=Sort$(r2)
1117     Sort$(r1)=Chr2$:Sort$(r2)=Chr1$
1118   END FOR i
1119   IF Sort$<>Word$(n%):EXIT Sort_Ip
1120 END REPEAT Sort_Ip
1121 IF aw%=0
1122   FOR blk=1 TO wl%
1123     BLOCK#1,14,20,blk*16,20,7:BLOCK#1,10,18,2+blk*16,20+1,(blk MOD 8)
1124   END FOR blk
1125 END IF
1126 IF aw%=1:CURSOR#1,16,20:PRINT#1,Sort$
1127 IF ac%=1:CURSOR#0,112,10:PRINT#0,FILL$(' ',18-cl%/2)&Clue$(n%)

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South American island republic.

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1128 key$=FILL$('_',wl%):CURSOR#1,16,135:PRINT#1,key$
1129 max_score%=max_score%+5*wl%
1130 CURSOR#1,190,50:PRINT#1,FILL$(' ',4-LEN(max_score%))&max_score%:INK#2,7
1131 CURSOR#2,112,18:PRINT#2,FILL$(' ',3-LEN(count%))&count%&'/'&cmax%
1132 END DEFine

```

1134 DEFine PROCEDURE Countdown

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1135 INK#1,3:LINE#1,164,50 TO 164+26*SIN(RAD(Sech%)),50+26*COS(RAD(Sech%))
1136 Sech%=Sec%:BEEP 2000,10,0,0,0,0,0,0
1137 INK#1,7:LINE#1,164,50 TO 164+26*SIN(RAD(Sech%)),50+26*COS(RAD(Sech%))
1138 END DEFine

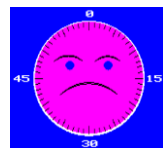
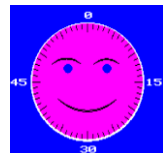
```

1140 DEFine PROCEDURE WordScore

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1141 INK#1,3:FILL#1,1:CIRCLE#1,164,50,28:FILL#1,0:INK#1,1
1142 FILL#1,1:CIRCLE#1,152,58,2.5:FILL#1,0
1143 FILL#1,1:CIRCLE#1,176,58,2.5:FILL#1,0:INK#1,0
1144 ARC#1,142,60 TO 160,60,-PI/2:ARC#1,142,60 TO 160,60,-PI/2.3
1145 ARC#1,168,60 TO 184,60,-PI/2:ARC#1,168,60 TO 184,60,-PI/2.3
1146 IF Sec%<6:ARC#1,146,40 TO 182,40,-PI/2:ARC#1,146,40 TO 182,40,-PI/2.2
1147 IF Sec%>0:ARC#1,146,40 TO 182,40,PI/2:ARC#1,146,40 TO 182,40,PI/2.2
1148 INK#1,7:IF Sec%>0:per_score%=per_score%+5*wl%
1149 CURSOR#1,190,104:PRINT#1,FILL$(' ',4-LEN(per_score%))&per_score%
1150 CURSOR#1,16,20:PRINT#1,Word$(n%):count%=count%+1
1151 IF aw%=0:BLOCK#1,216,20,16,135,1
1152 IF count%>cmax%
1153   CLS#0:CURSOR#1,12,78:PRINT#1,'Game End':PAUSE
1154   max_score%=0:per_score%=0:count%=1:mc%=1:PlayScrn
1155   FOR i=1 TO 96:WChk(i)=0
1156 END IF
1157 END DEFine

```



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1159 DEFine PROCEDURE Time_chg
1160 CLS#0:INK#1,3:FILL#1,1:CIRCLE#1,164,50,28:FILL#1,0
1161 CURSOR#0,80,6:PRINT#0,'Set Countdown Time:← → or (Q)uit';
1162 BLOCK#0,14,3,248,10,5:Sec%=Time%:Countdown
1163 REPEAT Time_ip
1164   Countdown:k=CODE(INKEY$(-1))
1165   SELECT ON k
1166     =192:Sec%=Sec%+30:IF Sec%>360:Sec%=360
1167     =200:Sec%=Sec%-30:IF Sec%< 30:Sec%= 30
1168     = 32:Time%=Sec%:CLS#0:EXIT Time_ip
1169     =81,113:PRINT#0,' Y/N':IF INKEY$(-1)!='Y':LRUN dn$:ELSE RETurn
1170 END SELECT
1171 END REPEAT Time_ip
1172 END DEFine

```

1200 REMark QBITS WordGen

```

1202 DEFine PROCEDURE EditScrn
1203 HGL 2,0,34,6,2,88: HGL 2,5,30,6,137,88
1204 BLOCK#2,48,10,110,16,0 :CLS#1:INK#1,5:l=1:pn%=1:CSm=1
1205 LINE#1,2,2 TO 2,98 TO 67,98 TO 67,2 TO 2,2
1206 LINE#1,83,2 TO 83,98 TO 210,98 TO 210,2 TO 83,2
1207 END DEFine

```



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1209 DEFine PROCEDURE WordGen
1210 IF CSm=0:EditScrn
1211 IF F=1:pn%=1:sr%=0
1212 ch%=3:cp%=1:sr%=0:Str_Chk:Pg_Prn:BCol%=7:ICol%=0
1213 INK#4,7:STRIP#4,1:INK#3,7:STRIP#3,1:l=1:Str_Clr
1214 REPEAT Edit_ip
1215 CURSOR#0,92,20:PRINT#0,'LINE %i : WORD<TAB>CLUE : Edit : Rtn%\'
1216 BLOCK#0,16,3,300,24,5:BLOCK#0,2,4,410,22,5
1217 Str_Clr:Str_Prn:k=CODE(INKEY$(-1)):sl%=LEN(str$)
1218 SELECT ON k
1219   = 9:Ln_Clr:IF ch%=3:ch%=4:ELSE ch%=3:END IF :Str_Chk:Str_Prn
1220   = 10:BCol%=1:ICol%=7:Pg_Prn:Str_Clr:INK#2,5:RETurn :REMark End
1221   = 32:Str_ED ch%,1,cp%,cs%,sr%,sm%,sx%,sy%,str$:CLS#0 :REMark Edit str$
1222   =208:Ln_Clr:WordUP:cp%=1:Str_Chk :REMark Cursor Up
1223   =216:Ln_Clr:WordDn:cp%=1:Str_Chk :REMark Cursor Down
1224 END SELECT
1225 END REPEAT Edit_ip
1226 END DEFine

```

```

1228 DEFine PROCEDURE Word_chg
1229 CURSOR#0,80,6:PRINT#0,'Create a (N)ew Word File or (E)xit':PAUSE
1230 IF KEYROW(7)=64
1231   F=0:wc%=0:fn$="":CURSOR#0,270,6:CLS#0,4:CLS#3:CLS#4
1232   FOR i=1 TO 96:Word$(i)="":Clue$(i)="":PAUSE 1:CURSOR#0,280,6:PRINT#0,i
1233 END IF
1234 IF KEYROW(6)=16:PRINT#0,' Y/N':IF INKEY$(-1)!='Y':LRUN dn$
1235 END DEFine

```

1237 DEFine PROCEDURE WordUP

1238 IF sr%= 0 AND pn%>1:pn%=pn%-1:Pg_Prn:ELSE IF sr%> 0:sr%=sr%-1:l=l-1

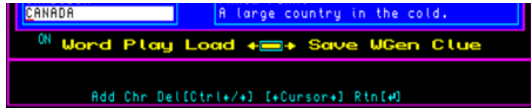
1239 END DEFine

1241 DEFine PROCEDURE WordDn

1242 IF sr%=15 AND pn%<6:pn%=pn%+1:Pg_Prn:ELSE IF sr%<15:sr%=sr%+1:l=l+1

1243 END DEFine

1300 REMark WordGen Line Editor



Line editor Str_Ed (ch% channel, cm% chars max, cp% char position, cs% Char set, sr% str\$ row, sl% str\$ length, sm% str\$ max, sx% & sy% str\$ pixel start coordinates, str\$ charater string)

BCol% Background colour, ICol% Ink colour, CCol% Cursor Colour

1302 DEFine PROCEDURE Str_ED(ch%,cm%,cp%,cs%,sr%,sm%,sx%,sy%,str\$)

1303 CLS#0:CURSOR#0,80,20:PRINT#0,'Add Chr Del[Ctrl+X] [Cursor+] Rtn[Enter]'

1304 BLOCK#0,80,10,0,20,0:BLOCK#0,2,4,374,22,5:sl%=LEN(str\$)

1305 REPEAT Ed_lp

1306 Str_Clr:Str_Prn:CCol%=2:Str_Cur

1307 k=CODE(INKEY\$(-1)):sl%=LEN(str\$)

1308 SELECT ON k

1309 =10 :CCol%=BCol% :Str_Cur :EXIT Ed_lp

1310 =32 TO 127:Str_Prn:k\$=' ' :Sel_chr :IF k\$>":Add_chr

1311 =194,232 :CCol%=BCol% :Str_Cur: IF cp%>cm%:cp%=cp%-1:Del_chr

1312 =202,236 :CCol%=BCol% :Str_Cur :Del_chr

1313 =192 :CCol%=BCol% :Str_Cur :IF cp%>cm%:cp%=cp%-1 :REMARK ← Left

1314 =200 :CCol%=BCol% :Str_Cur :IF cp%<sl%+1:cp%=cp%+1 :REMARK → Right

1315 END SELECT

1216 END REPEAT Ed_lp

1317 END DEFine

1319 DEFine PROCEDURE Pg_Prn :REMARK Print Page

1320 BCol%=1:ICol%=7:sr%=-1

1321 FOR l=pn%*16-15 TO pn%*16

1322 sr%=sr%+1:ch%=3:Str_Chk:Str_Prn:ch%=4:Str_Chk:Str_Prn

1323 END FOR l

1324 INK#2,7:CURSOR#2,370,16:PRINT#2,'Page ':pn%:l=l-15:sr%=0

1325 ch%=3:BCol%=7:ICol%=0:Str_Chk

1326 END DEFine

1328 DEFine PROCEDURE Ln_Clr :REMARK Clear Line

1329 Str_Clr:BCol%=1:ICol%=7:CCol%=0:Str_Prn:BCol%=7:ICol%=0:cp%=1

1330 END DEFine

1332 DEFine PROCEDURE Str_Prn

1333 STRIP#ch%,BCol%:INK#ch%,ICol%

1334 CURSOR#ch%,sx%,sy%+sr%*10:PRINT#ch%,str\$&FILL\$(' ',sm%-LEN(str\$))

1335 END DEFine

1337 DEFine PROCEDURE Str_Cur

1338 IF cp%>sm%:cp%=sm%:sl%=sm%

1339 BLOCK#ch%,8,1,sx%+cp%*8-8,sy%+sr%*10+9,CCol%

1340 END DEFine

```

1342 DEFine PROCEDURE Str_Chk
1343 IF ch%=0:cs%=2:cp%=1:sl%=LEN(fn$) :cm%=5:sm%=16:str$=fn$
1344 IF ch%=3:cs%=1:cp%=1:sl%=LEN(Word$(l)):cm%=1:sm%=18:str$=Word$(l)
1345 IF ch%=4:cs%=3:cp%=1:sl%=LEN(Clue$(l)):cm5=1:sm%=36:str$=Clue$(l)
1346 END DEFine

1348 DEFine PROCEDURE Str_Clr
1349 IF LEN(str$)>=sm%:str$=str$(1 TO sm%)
1350 IF ch%=0:fn$=str$:sr%=0
1351 IF ch%=3:Word$(l)=str$
1352 IF ch%=4:Clue$(l)=str$
1353 END DEFine

1255 DEFine PROCEDURE Sel_chr
1356          SELEct ON k=65 TO 90          :k$=CHR$(k)
1357 IF cs%=1 :SELEct ON k=97 TO 122      :k$=CHR$(k-32)
1358 IF cs%>1 :SELEct ON k=48 TO 57,95,97 TO 122 :k$=CHR$(k)
1359 IF cs%=3 :SELEct ON k=32 TO 47,123 TO 127 :k$=CHR$(k)
1360 END DEFine

1362 DEFine PROCEDURE Add_chr
1363 IF cp% = 1 AND sl%=0:str$=str$&k$
1364 IF cp%>=1 AND cp%<sl%:str$=str$(1 TO cp%-1)&k$&str$(cp% TO sl%)
1365 IF cp%>=1 AND cp%=sl%:str$=str$(1 TO cp%-1)&k$&str$(cp%)
1366 IF cp% > 1 AND cp%>sl%:str$=str$&k$
1367 IF cp%=sm%:str$(cp%)=k$
1368 IF sl%<sm%:sl%=sl%+1:ELSE sl%=sm%
1369 IF cp%<sm%:cp%=cp%+1:ELSE cp%=sm%
1370 END DEFine

1372 DEFine PROCEDURE Del_chr
1373 IF cp%=sl%:str$=str$(1 TO sl%-1):sl%=sl%-1
1374 IF cp%>=1 AND cp%<sl%:str$=str$(1 TO cp%-1)&str$(cp%+1 TO sl%):sl%=sl%-1
1375 IF cp%=sm%:str$=str$(1 TO sm%-1):cp%=cp%-1:sl%=sl%-1
1376 IF cp%>1 AND sl%=0:str$=""
1377 END DEFine

1379 DEFine PROCEDURE QBold(ch%,col%,w%,d%,x%,y%,str$)
1380 OVER#ch%,1:INK#ch%,col%:sl%=LEN(str$)
1381 FOR a=1 TO sl%
1382  FOR b=0 TO d%:CURSOR#ch%,x%+b+a*w%.y%:PRINT#ch%,str$(a)
1383 END FOR a:OVER#ch%,0
1384 END DEFine

```


Files being Selected...

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1402 DEFine PROCEDURE WordList
1403 DIM Volumn$(11),Sector$(24),file$(20,36),df$(36)
1404 CLS#0:QBold 0,5,9,1,60,10,'Files being Selected...'
1405 f%=1:ft%=0:fm%=20:DELETE SDR$&'FList'
1406 OPEN_NEW#6,SDR$&'FList':DIR#6,SDR$:CLOSE#6
1407 OPEN_IN#6, SDR$&'FList':INPUT#6,Volumn$,Sector$
1408 REPEAT DIR_lp
1409 IF EOF(#6) OR f%>fm%:ft%=f%-1:CLOSE#6:EXIT DIR_lp
1410 INPUT#6,df$:IF 'WGen_' INSTR df$>0:file$(f%)=df$:f%=f%+1:PAUSE 2
1411 END REPEAT DIR_lp
1412 IF ft%<1
1413 CLS#0:QBold 0,5,9,1,60,10,'No Word Files Found...'
1414 F=0:mc%=4:PAUSE 50:RETum
1415 END IF
1416 PAUSE 20:WordFile:mc%=5
1417 END DEFine

```

Select File <↑ ↓>: 1 Countries

```

1419 DEFine PROCEDURE WordFile
1420 CLS#0:QBold 0,5,9,1,60,10,'Select File <↑ ↓>:BLOCK#0,14,3,200,14,5:f%=1
1421 REPEAT File_lp
1422 CURSOR#0,260,10:PRINT#0,f%,' ',file$(f%,5+('WGen_' INSTR file$(f%)) TO)
1423 CLS#0,4:k=CODE(INKEY$(-1))
1424 SElect ON k
1425 =208:f%=f%-1:IF f%<1:f%=ft%
1426 =216:f%=f%+1:IF f%>ft%:f%=1
1427 = 32:fn$=file$(f%):WLoad :EXIT File_lp
1428 END SElect
1429 END REPEAT File_lp
1430 END DEFine

```

Word Play Load ← → Save WGen Clue

```

1432 DEFine PROCEDURE WLoad
1433 FOR i=1 TO 96:Word$(i)="" :Clue$(i)=""
1434 CLS#0:QBold 0,5,9,1,100,10,'Loading Word File...'
1435 OPEN_IN#6,SDR$&fn$:wc%=1
1436 REPEAT Ld_lp
1437 INPUT#6,Word$(wc%),Clue$(wc%):CURSOR#0,292,10:PRINT#0,wc%:CLS#0,4
1438 IF EOF(#6) OR wc%=96:CLOSE#6:EXIT Ld_lp:ELSE wc%=wc%+1:PAUSE 1
1439 END REPEAT Ld_lp
1440 PAUSE 20:CLS#0:F=1:i=1:IF CSrn=1:pn%=1:Pg_Prn
1441 END DEFine

```

1443 DEFine PROCEDURE WordSave

1444 sm%=16:IF LEN(fn\$)>sm% OR fn\$="":fn\$="WGen_'

1445 CLS#0:CURSOR#0,80,10

1446 PRINT#0,'Save ';SDR\$&fn\$;FILL\$(' ',sm%-LEN(fn\$));' Y/N or (E)dit'

Save dos1_WGen_Countries Y/N or <E>dit

1447 k=CODE(INKEY\$(-1)):CURSOR#0,286,10:CLS#0,4

1448 IF k=69 OR k=101

1449 BCol%=0:ICol%=7:**Str_ED 0,5,6,2,0,16,160,6,fn\$**

1450 IF LEN(fn\$)<6 OR k=32:mc%=2:RETurn :ELSE **WSave**

1451 END IF

1452 IF k=89 OR k=121

1453 IF LEN(fn\$)<6:BCol%=0:ICol%=7:**Str_ED 0,5,6,2,0,16,160,6,fn\$**

1454 IF LEN(fn\$)<6 OR k=32:mc%=2:RETurn :ELSE **WSave**

1455 END IF

1456 END DEFine

1458 DEFine PROCEDURE WSave

1459 CURSOR#0,300,10:PRINT#0,' Save Y/N ';;PAUSE

1460 IF KEYROW(5)<>64:RETurn

1461 DELETE SDR\$&fn\$:OPEN_NEW#8,SDR\$&fn\$:fm%=96

1462 FOR n=1 TO 96

1463 IF Word\$(n)<>":PRINT#8,Word\$(n)Clue\$(n):fm%=fm%-1

1464 CURSOR#0,380,10 :PRINT#0,'Chk.':96-fm%:PAUSE 1

1465 END FOR n

1466 CLOSE#8:CLS#0:mc%=1:F=1

1467 IF fm%=96:DELETE SDR\$&fn\$:F=0

1468 END DEFine