NAME   basic -- DEC supplied BASIC

SYNOPSIS   basic [file]

DESCRIPTION   Basic is the standard BASIC V000 distributed as a
                        stand alone program. The optional file argument
                        is read before the console. See DEC-11-AJPB-D
                        manual.

                        Since bas is smaller and faster, basic is not
                        maintained on line.

FILES   --

SEE ALSO   bas

DIAGNOSTICS   See manual

BUGS   GOK

OWNER   dmr

NAME   bj -- the game of black jack

SYNOPSIS   /usr/games/bj

DESCRIPTION   Black jack is a serious attempt at simulating the
                    dealer in the game of black jack (or twenty-one)
                    as might be found in Reno.

                    The following rules apply:

                       The bet is $2 every hand.

                       A player 'natural' (black jack) pays $3. A
                       dealer natural loses $2. Both dealer and
                       player naturals is a 'push' (no money ex-
                       change).

                       If the dealer has an ace up, the player is
                       allowed to make an 'insurance' bet against the
                       chance of a dealer natural. If this bet is
                       not taken, play resumes as normal. If the bet
                       is taken, it is a side bet where the player
                       wins $2 if the dealer has a natural and loses
                       $1 if the dealer does not.

                       If the player is dealt two cards of the same
                       value, he is allowed to 'double'. He is al-
                       lowed to play two hands, each with one of
                       these cards. (The bet is doubled also; $2 on
                       each hand.)

                       If a dealt hand has a total of ten or eleven,
                       the player may 'double down'. He may double
                       the bet ($2 to $4) and receive exactly one
                       more card on that hand.

                       Under normal play, the player may 'hit' (draw
                       a card) as long as his total is not over
                       twenty-one. If the player 'busts' (goes over
                       twenty-one), the dealer wins the bet.

                       When the player 'stands' (decides not to hit),
                       the dealer hits until he attains a total of
                       seventeen or more. If the dealer busts, the
                       player wins the bet.

                       If both player and dealer stand, the one with
                       the largest total wins. A tie is a push.

                    The machine deals and keeps score. The following
                    questions will be asked at appropriate times.
                    Each question is answered by y followed by a new
                    line for 'yes', or just new line for 'no'.

                    ?   means 'do you want a hit?'
                    Insureance?

Double down?

Every time the deck is shuffled, the dealer so
states and the 'action' (total bet) and 'stand-
ing' (total won or loss) is printed. To exit,
hit the interrupt key (DEL) and the action and
standing will be printed.

FILES   --

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   ken

NAME   cal -- print calendar

SYNOPSIS   /usr/ken/cal year

DESCRIPTION   Cal will print a calendar for the given year.
                The year can be between 0 (really 1 BC) and 9999.
                For years when several calendars were in vogue in
                different countries, the calendar of England (and
                therefore her colonies) is printed.

                P.S. try cal of 1752.

FILES   --

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   ken

NAME   chess -- the game of chess

SYNOPSIS   /usr/games/chess

DESCRIPTION   Chess is an attempt at computer chess. The pro-
                gram 'speaks' in algebraic chess notation. The
                initial board configuration in this notation is
                as follows:

                8 R N B Q K B N R
                7 P P P P P P P P
                6 _ * _ * _ * _ *
                5 * _ * _ * _ * _
                4 _ * _ * _ * _ *
                3 * _ * _ * _ * _
                2 p p p p p p p p
                1 r n b q k b n r
                  a b c d e f g h

                A move is specified by the 'from' co-ordinate
                followed by the 'to' co-ordinate. Thus the white
                P-K4 move would be 'e2e4'. The black P-K4 would
                be 'e7e5'.

                The following commands are recognized by the
                chess program:

                move
                    Make the move if legal. The program does not
                    keep track of who is to play. The move is
                    made for what ever side is specified.

                move x
                    Make the move regardless of legality. This is
                    a good way to either set up a desired situa-
                    tion or to cheat. The initial move 'e2e8x' is
                    a winner.

                mw
                    The program will compute and make a move for
                    the white pieces.

                m
                    The program will compute and make a move for
                    the black pieces.

                lab
                    Set the level parameters to a and b, where a
                    and b are numbers between 0 and 9. The ini-
                    tial settings are 2 and 8. The first parame-
                    ter increases computation time rapidly while
                    the second parameter only increases computa-
                    tion exponentially. Currently move times run
                    from 20 seconds to 10 minutes. It was hoped
                    that these numbers would be usefully related
                    to the program's competence.

p
  The board is printed.

u
  The last move is un-made. This is another
  good way to cheat.

t´
  All the moves to date are printed.

s
  The current game situation is saved on the
  file c.tmp.

r
  The game situation on the file c.tmp is re-
  stored.

!command
  The unix command is executed by the mini-
  shell.

An interrupt (DEL) will pull the program out of
its computation. If it is trying to make a move,
the best move to date is made.

FILES   c.tmp

SEE ALSO   msh

DIAGNOSTICS   ? if an illegal move is attempted, or if an un-
                known command is typed.

BUGS   The current version does not recognize castling,
                promotion and en passant. A new version is in
                the mill.

OWNER   ken

NAME   das -- disassembler

SYNOPSIS   --

DESCRIPTION   A PDP-11 disassembler exists. Contact the author
                for more information.

FILES   --

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   ken

NAME   dli -- load DEC binary paper tapes

SYNOPSIS   dli output [input]

DESCRIPTION   dli will load a DEC binary paper tape into the
                output file. The binary format paper tape is
                read from the input file (/dev/ppt is default.)

FILES   /dev/ppt

SEE ALSO   --

DIAGNOSTICS   "checksum"

BUGS   --

OWNER   dmr

NAME   dpt -- read DEC ASCII paper tape

SYNOPSIS   dpt output [input]

DESCRIPTION   dpt reads the input file (/dev/ppt default) as-
                    suming the format is a DEC generated ASCII paper
                    tape of an assembly language program. The output
                    is a UNIX ASCII assembly program.

FILES   /dev/ppt

SEE ALSO   --

DIAGNOSTICS   --

BUGS   Almost always a hand pass is required to get a
                    correct output.

OWNER   ken, dmr

NAME   moo -- a game

SYNOPSIS   /usr/games/moo

DESCRIPTION   moo is a guessing game imported from England.

FILES   --

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   ken

NAME   sort -- sort a file

SYNOPSIS   sort input output

DESCRIPTION   sort will sort the input file and write the sort-
                ed file on the output file. Wide options are
                available on collating sequence and ignored char-
                acters.

FILES   --

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   dmr, ken

NAME   ttt -- tic-tac-toe

SYNOPSIS   /usr/games/ttt

DESCRIPTION   ttt is the X's and O's ~~the is~~ popular in 1st
                    grade. This is a learning program that never
                    makes the same mistake twice.

FILES   ttt.k -- old mistakes

SEE ALSO   --

DIAGNOSTICS   --

BUGS   --

OWNER   ken