Correct! It took you 1 guesses.

Your most recent guess was: -999

You've taken this many guesses: 1

Too low.

Macro G:

```
                {let COUNTER,0}
                {home}
                {paneloff}
                /reGUESS~
                /reSTART~
                {goto}START~
                {let RAND,@round(@rand*Limit,0)} {calc}
LOOP            {getnumber "      Type your guess (-999 to Stop) and press
                {if @iserr(GUESS)} {beep} {branch LOOP}
                /dfCOUNTER~COUNTER+1~~~
                {if RAND-GUESS<clue#and#RAND-GUESS>0}Low, but
                {if GUESS-RAND<clue#and#GUESS-RAND>0}High, but
                {if GUESS>RAND}Too high.~
                {if GUESS<RAND}Too low.~
                {if RAND=GUESS} {foundnum}
                {branch LOOP}
                                    This is RAND:
                                    Limit:
                                    Clue:
```

{let cursor,"Correct! It took you "&@str(COUNTER,0)&"
{tone 40,400} {update} {menujump FMENU}

Macros F and 0:

{ESCOFF}/sgpd{let limit,100} {let clue,5} {update}
{goto}MESSAGE~{dn}
{menujump FMENU}

This is FMENU:

Play	Set_Limit
Play the game.	Set the Upper Limit
{branch \g}	{invalue "Enter Upper Limit for (
{quit}	{menujump fmenu}

This is macro H:

{let ab590,rand}
{goto message} {pgdn} {pgdn} {lt} {gotoxy 15,6} {write +" (
{gotoxy 15,8} {write " Press Any key to continue..."} {?} {let
{home} {goto start} {jump recheat}

Simple Guessing Game to demon
capabilities of AS-EASY-AS.
-
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-                              -

This is a number guessing game.
will pick a number between 1 and
you specify. (The default upper l
100. We suggest that you don't u
large an upper limit at first). Ther
program will ask you to guess the
After each guess, you'll get a mes
telling you if your guess was low
and a message telling you if you a

the clue range (the clue range ma
specified by the user. The defaul

-   -

{ENTER}: ",GUESS} {calc} {if Guess=-999} {call \0}

getting warm!~{branch LOOP}
 getting warm!~{branch LOOP}

87
100
5

guesses."}

Set_Clue   Cheat
Set Clue Range (Special message if you are within this rangDisplay the Secret Number
{invalue "Set Clue Range (Special message if within range, {jump \c}
{menujump fmenu}

{goto}MESSAGE~{down}
{quit}

Cheating, Number is: "}
t ab590,+" "} {update} {goto message}~{dn}

strate some of the

-

-
 AS-EASY-AS
l the LIMIT
imit is
se too
1, the
 number.
sage
 or high,
are within

y be
t is 5)
-

Reset	Quit
Reset the game to it's defaults	Stop Playing. Return to Ready M
{jump \0}	{home} {esc} {quit}
	{menujump fmenu}

Iode!
 {menujump fmenu}