

Noe Tac Tic for the HP-12C

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This is not 'O&X' but '1&2'. 1 is you and 2 is the 12C, which plays randomly. The 12C has no tactics<G> but plays legally. It is generally an easy opponent but if you forfeit moves it can be a challenge. To forfeit moves just press **[R/S]** or 0 **[R/S]** for your move. The 1-9 keypad is our 3 by 3 grid. **[R/S]** clears the grid and you see 0.00000000. Key your move, press **[R/S]**, see: C.XXXYYYZZZ. C=the 12C's move, and the decimals refer to the grid (XXX=moves on 123, YYY on 345 etc). If the grid is full the 12C just frantically<G> keeps on trying, in which case you should interrupt, and re-start with **[f] [PRGM] [R/S]**. Have fun with this new version of an old game :-) Store seed in **[PMT] [R/S]**, you are away!

.5824163 **[PMT]**

[R/S] →0.00000000 Let 12C go first

[R/S] →7.000000200 showing the '2' in position 7.

5 **[R/S]** →1.200010200 ignore the 1-4-7 win, the 12C might not notice ;-)

8 **[R/S]** →4.200210210 Yikes, it completed! So much for randomness!

Just press **[f] [PRGM] [R/S]** to re-start. No need to re-key a seed.

Keystrokes	Display	Keystrokes	Display	Keystrokes	Display
[f] [P/R]		[f] [NPV]	16-42 13	[PMT]	33- 14
[f] [CLEAR] [PRGM]	00-	[R/S]	17- 31	[X]	34- 20
[CLx]	01- 35	[g] [INTG]	18-43 25	1	35- 1
[g] [CFo]	02-43 13	[n]	19- 11	+	36- 40
[CLx]	03- 35	[RCL] [g] [CFj]	20-45,43 14	[g] [INTG]	37-43 25
[g] [CFj]	04-43 14	2	21- 2	[n]	38- 11
8	05- 8	[g] [x≤y]	22-43 34	[RCL] [g] [CFj]	39-45,43 14
[RCL] [n]	06-45 11	[g] [GTO] 26	23-43,33 26	[g] [x=0]	40-43 35
[g] [x≤y]	07-43 34	1	24- 1	[g] [GTO] 43	41-43,33 43
[g] [GTO] 03	08-43,33 03	[g] [CFj]	25-43 14	[g] [GTO] 26	42-43,33 26
[ENTER]	09- 36	9	26- 9	2	43- 2
[%T]	10- 23	[RCL] [PMT]	27-45 14	[g] [CFj]	44-43 14
[X]	11- 20	9	28- 9	[RCL] [n]	45-45 11
[i]	12- 12	9	29- 9	[g] [CFo]	46-43 13
[f] 9	13-42 9	7	30- 7	[g] [GTO] 14	47-43,33 14
9	14- 9	[X]	31- 20	[f] [P/R]	
[n]	15- 11	[g] [FRAC]	32-43 24		

Getting some strategy into this to make it more like Tic-tac-toe is not easy. I saw an apparently ingenious method using the 3 by 3 magic square in 65 Notes V4N6P51. My thanks to **Gene Wright** for the challenge to write games for the 12C.