Correct! It took you 1 guesses.

Your most recent guess was: -999

You've taken this many guesses: 1

Too low.

LOOP

Macro G:

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

```
{let cursor,"Correct!  It took you "&@str(COUNTER,0)&" guesses."}
{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
Play the game.
{branch \g}
{quit}
```

This is macro H:

```
{let ab590,rand}
{goto message}{pgdn}{pgdn}{lt}{gotoxy 15,6}{write +" Cheating,  Number is: "}
{gotoxy 15,8}{write " Press Any key to continue..."}{?}{let ab590,+" "}{update}{goto message}~{dn}
{home}{goto start}{jump recheat}
```

This is RAND:
Limit:
Clue:

Set_Limit
Set the Upper Limit
{invalue "Enter Upper Limit for Guess, Def=100",limit}
{menujump fmenu}

Simple Guessing Game to demonstrate some of the
capabilities of AS-EASY-AS.

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This is a number guessing game. AS-EASY-AS
will pick a number between 1 and the LIMIT
you specify. (The default upper limit is
100. We suggest that you don't use too
large an upper limit at first). Then, the
program will ask you to guess the number.
After each guess, you'll get a message
telling you if your guess was low or high,
and a message telling you if you are within
the clue range (the clue range may be
specified by the user. The default is 5)

87
100
5

Set_Clue   Cheat
Set Clue Range (Special message if you are within this range)   Display the Secret Number
{invalue "Set Clue Range (Special message if within range, Def=5) ",limit}   {jump \c}
{menujump fmenu}

{goto}MESSAGE~{down}
{quit}

Reset
Reset the game to it's defaults
{jump \0}

Quit
Stop Playing. Return to Ready Mode!
{home}{esc}{quit}
{menujump fmenu}

{menujump fmenu}