The above routine is available for demonstration on fc tape no. 131-247-12.

Generalized Mii is a game in which a number of groups are available, in this routine eight marked A to H. Each group is composed of a number of pieces. The game consists of each player (computer vs human) in his turn removing up to a certain maximum number (n) of pieces from any one group affecting not more than (m) number of groups in each turn. The winner is the one who removes the last piece. The game is displayed on the scope and shows decimal the number of pieces in each group at the time of display.

When the tape is read in the display will show 0 pieces in each group. (n) has then to be set on FF2 using its octal equivalent (n can be in the range 0-99) and (m) has to be set on FF3 using its octal equivalent (m can be in the range 0-8). After FF2 & 3 have been set, upper activate button has to be depressed for read in.

In order to fill in the groups with the desired number of pieces, the number has to be inserted in right MIR and upper activate button depressed. This has to be repeated eight times in order to fill all groups. The groups will fill beginning with A.

The right MIR setting is done using the four rightmost columns, each two columns representing octally a decimal digit. Numbers set in right MIR cannot exceed 99 decimal.

After all groups have been filled to the desired initial values (if zero is desired in any group, a zero has to be inserted) the game can be started.

Removing pieces from the groups is done by setting the desired number in right MIR and the address in left MIR using the rightmost column where the groups are 0-7 for A-H consecutively. Pressing upper activate button will read in the above amount and display the new numbers in the groups. m removals have to be made
in each move; if less than \( m \) are desired, 0 has to be removed until \( m \) removals are completed. After \( m \) removals have been done, upper
activate button has to be pressed for computer move.

The routine will type human or machine win on direct type-
writer and new game can be started again by first setting P1 & P2
and filling in the groups to the desired numbers.

The routine will type a wrong move if any of the following
occurs:

1. Number larger than 9 set in any two columns of
right MIR.
2. Number larger than 99 set in right MIR.
3. An attempt to remove number larger than \( n \) from any
   group.
4. An attempt to remove twice from the same group during
   the same turn.
5. Number larger than 7 set in left MIR.

After the wrong move output, wrong move has to be cor-
rected and repeated.

Signed: ____________________________
A. Zabludowsky

AZ:n