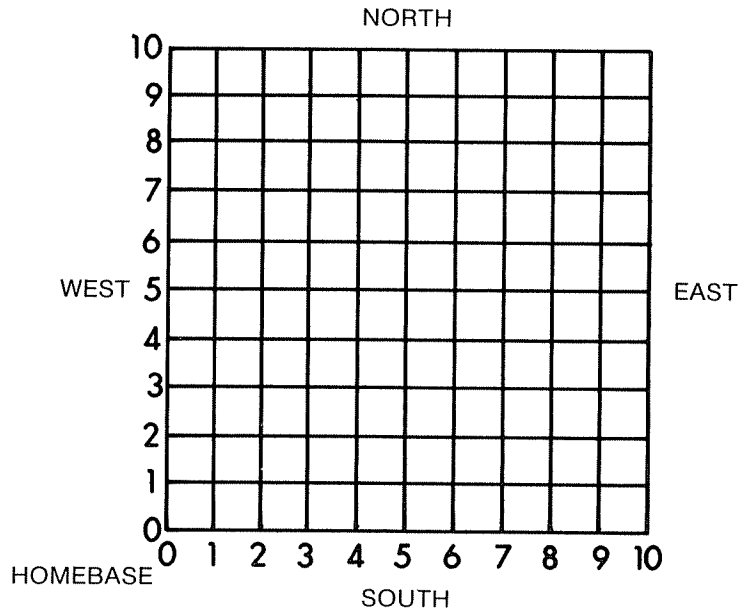# Hurkle

Hurkle? A Hurkle is a happy beast and lives in another galaxy on a planet named Lirht that has three moons. Hurkle are favorite pets of the Gwik, the dominant race of Lirht and ... well, to find out more, read "The Hurkle is a Happy Beast," a story in the book *A Way Home* by Theodore Sturgeon.

In this program a shy hurkle is hiding on a 10 by 10 grid. Homebase is point 0,0 in the *Southwest* corner. Your guess as to the gridpoint where the hurkle is hiding should be a pair of whole numbers, separated by a comma. After each try, the computer will tell you the approximate direction to go look for the Hurkle. You get five guesses to find him; you may change this number in Line 110, although four guesses is actually enough.

This program was written by Bob Albrecht of People's Computer Company.


```
10 PRINT TAB(33);"HURKLE"
20 PRINT TAB(15);"CREATIVE COMPUTING  MORRISTOWN, NEW JERSEY"
30 PRINT:PRINT:PRINT
110 N=5
120 G=10
210 PRINT
220 PRINT "A HURKLE IS HIDING ON A";G;"BY";G;"GRID. HOMEBASE"
230 PRINT "ON THE GRID IS POINT  0,0  AND ANY GRIDPOINT IS A"
240 PRINT "PAIR OF WHOLE NUMBERS SEPARATED BY A COMMA. TRY TO"
250 PRINT "GUESS THE HURKLE'S GRIDPOINT. YOU GET";N;"TRIES."
260 PRINT "AFTER EACH TRY, I WILL TELL YOU THE APPROXIMATE"
270 PRINT "DIRECTION TO GO TO LOOK FOR THE HURKLE."
280 PRINT
285 A=INT(G*RND(1))
286 B=INT(G*RND(1))
310 FOR K=1 TO N
320 PRINT "GUESS #";K;
330 INPUT X,Y
340 IF ABS(X-A)+ABS(Y-B)=0 THEN 500
350 REM PRINT INFO
360 GOSUB 610
370 PRINT
380 NEXT K
410 PRINT
420 PRINT "SORRY, THAT'S";N;"GUESSES."
430 PRINT "THE HURKLE IS AT ";A;",";B
440 PRINT
450 PRINT "LET'S PLAY AGAIN. HURKLE IS HIDING."
460 PRINT
470 GOTO 285
500 REM
510 PRINT
520 PRINT "YOU FOUND HIM IN";K;"GUESSES!"
540 GOTO 440
610 PRINT "GO ";
620 IF Y=B THEN 670
630 IF Y<B THEN 660
640 PRINT "SOUTH";
650 GO TO 670
660 PRINT "NORTH";
670 IF X=A THEN 720
680 IF X<A THEN 710
690 PRINT "WEST";
700 GO TO 720
710 PRINT "EAST";
720 PRINT
730 RETURN
999 END
```