ARITHMETIC (6)

NAME

arithmetic − provide drill in number facts

SYNOPSIS

/usr/games/arithmetic [+−x/] [range]

DESCRIPTION

Arithmetic types out simple arithmetic problems, and waits for an answer to be typed in. If the answer is correct, it types back "Right!", and a new problem. If the answer is wrong, it replies "What?", and waits for another answer. Every twenty problems, it publishes statistics on correctness and the time required to answer.

To quit the program, type an interrupt (delete).

The first optional argument determines the kind of problem to be generated; +−x/ respectively cause addition, subtraction, multiplication, and division problems to be generated. One or more characters can be given; if more than one is given, the different types of problems will be mixed in random order; default is +−

Range is a decimal number; all addends, subtrahends, differences, multiplicands, divisors, and quotients will be less than or equal to the value of *range*. Default *range* is 10.

At the start, all numbers less than or equal to *range* are equally likely to appear. If the respondent makes a mistake, the numbers in the problem which was missed become more likely to reappear.

As a matter of educational philosophy, the program will not give correct answers, since the learner should, in principle, be able to calculate them. Thus the program is intended to provide drill for someone just past the first learning stage, not to teach number facts *de novo*. For almost all users, the relevant statistic should be time per problem, not percent correct.

BACKGAMMON (6)

NAME

backgammon — the game

SYNOPSIS

/usr/games/backgammon

DESCRIPTION

This program does what you expect. It will ask whether you need instructions.

NAME

bcd – convert to antique media

SYNOPSIS

/usr/games/bcd text

DESCRIPTION

Bcd converts the literal *text* into a form familiar to old-timers.

SEE ALSO

dd(1)

CHING (6)

NAME

ching, fortune − the book of changes and other cookies

SYNOPSIS

/usr/games/ching [hexagram]

/usr/games/fortune

DESCRIPTION

The *I Ching* or *Book of Changes* is an ancient Chinese oracle that has been in use for centuries as a source of wisdom and advice.

The text of the *oracle* (as it is sometimes known) consists of sixty-four *hexagrams,* each symbolized by a particular arrangement of six straight (− − −) and broken (− −) lines. These lines have values ranging from six through nine, with the even values indicating the broken lines.

Each hexagram consists of two major sections. The **Judgement** relates specifically to the matter at hand (E.g., "It furthers one to have somewhere to go.") while the **Image** describes the general attributes of the hexagram and how they apply to one's own life ("Thus the superior man makes himself strong and untiring.").

When any of the lines have the values six or nine, they are moving lines; for each there is an appended judgement which becomes significant. Furthermore, the moving lines are inherently unstable and change into their opposites; a second hexagram (and thus an additional judgement) is formed.

Normally, one consults the oracle by fixing the desired question firmly in mind and then casting a set of changes (lines) using yarrow−stalks or tossed coins. The resulting hexagram will be the answer to the question.

Using an algorithm suggested by S. C. Johnson, the Unix *oracle* simply reads a question from the standard input (up to an EOF) and hashes the individual characters in combination with the time of day, process id and any other magic numbers which happen to be lying around the system. The resulting value is used as the seed of a random number generator which drives a simulated coin−toss divination. The answer is then piped through **nroff** for formatting and will appear on the standard output.

For those who wish to remain steadfast in the old traditions, the oracle will also accept the results of a personal divination using, for example, coins. To do this, cast the change and then type the resulting line values as an argument.

The impatient modern may prefer to settle for Chinese cookies; try *fortune.*

SEE ALSO

It furthers one to see the great man.

DIAGNOSTICS

The great prince issues commands,
Founds states, vests families with fiefs.
Inferior people should not be employed.

BUGS

Waiting in the mud
Brings about the arrival of the enemy.

If one is not extremely careful,
Somebody may come up from behind and strike him.
Misfortune.

NAME

hangman – guess the word

SYNOPSIS

/usr/games/hangman [arg]

DESCRIPTION

Hangman chooses a word at least seven letters long from a dictionary. The user is to guess letters one at a time.

The optional argument *arg* names an alternate dictionary. The special name '–a' gets a particular very large dictionary.

FILES

/usr/dict/words	the regular dictionary
/usr/dict/web2	the alternate dictionary

BUGS

Hyphenated compounds are run together.

MAZE(6)

NAME

maze — generate a maze problem

SYNOPSIS

/usr/games/maze

DESCRIPTION

Maze asks a few questions and then prints a maze.

BUGS

Some mazes (especially small ones) have no solutions.

NAME

quiz – test your knowledge

SYNOPSIS

/usr/games/quiz [**–i** file] [**–t**] [category1 category2]

DESCRIPTION

Quiz gives associative knowledge tests on various subjects. It asks items chosen from *category1* and expects answers from *category2*. If no categories are specified, *quiz* gives instructions and lists the available categories.

Quiz tells a correct answer whenever you type a bare newline. At the end of input, upon interrupt, or when questions run out, *quiz* reports a score and terminates.

The **–t** flag specifies 'tutorial' mode, where missed questions are repeated later, and material is gradually introduced as you learn.

The **–i** flag causes the named file to be substituted for the default index file. The lines of these files have the syntax:

```
line      = category newline | category ':' line
category  = alternate | category '|' alternate
alternate = empty | alternate primary
primary   = character | '[' category ']' | option
option    = '{' category '}'
```

The first category on each line of an index file names an information file. The remaining categories specify the order and contents of the data in each line of the information file. Information files have the same syntax. Backslash '\' is used as with *sh*(1) to quote syntactically significant characters or to insert transparent newlines into a line. When either a question or its answer is empty, *quiz* will refrain from asking it.

FILES

/usr/games/quiz.k/*

BUGS

The construct 'a|ab' doesn't work in an information file. Use 'a{b}'.

WUMP (6)

NAME

wump – the game of hunt-the-wumpus

SYNOPSIS

/usr/games/wump

DESCRIPTION

Wump plays the game of 'Hunt the Wumpus.' A Wumpus is a creature that lives in a cave with several rooms connected by tunnels. You wander among the rooms, trying to shoot the Wumpus with an arrow, meanwhile avoiding being eaten by the Wumpus and falling into Bottomless Pits. There are also Super Bats which are likely to pick you up and drop you in some random room.

The program asks various questions which you answer one per line; it will give a more detailed description if you want.

This program is based on one described in *People's Computer Company, 2,* 2 (November 1973).

BUGS

It will never replace Space War.