

How it could be...

What a strange day! I started by checking out the labels I had printed overnight. They were perfect! I couldn't talk to Donna since she had 2 sacks of mail to open up. Kim was too busy to do anything but answer the phone orders. Tom came over and asked me for something to do. Grady began labeling tapes. Barry took the empty boxes to the trash. And I finished the editorial by 10 AM! I looked at my calendar. It was Sunday?!! The first day of April?!! There must be some significance...



P.O. Box 1448,
Santa Barbara,
CA 93102

April 1984

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*	Side	Title	Filename	Turns Count			*
*				CTR-41	CTR-80	CCR-81	*
*							*
*	****	Zone Cover	A	8/251	5/148	3/125	*
*	** **	Domain	B	59/290	35/171	24/151	*
*	** **	CLOAD Directory (disk only)	C	185/384	109/226	85/227	*
*	****						*
*							*
*	**	Planet Finder	A	12/261	7/154	5/131	*
*	***	Hidden Word Puzzle	B	166/377	98/222	75/220	*
*	**	Arena (SYSTEM A /)	ARENA	207/409	122/241	98/250	*
*	****						*
*							*
*	Tape CLOADing Notes - This tape may load at an ODD RECORDER VOLUME. Set the volume LOWER than normal for your first attempt, then increase it slightly until the tape loads. If the first copy of a program won't load, try the second. That is why it is there. Model I only: Put an AM radio very close to the keyboard, tune it to a non-station, and you can listen to the tape loading in. Adjust the recorder volume so the hash from the computer sounds 'cleanest' during a load. Model III only: Load the tapes at the LOW speed (POKE 10913,0).						*
*							*
*	Subscribers - The month on the mail label is the last month of your subscription. If you have a cassette subscription, the number next to the month is the amount it would cost to convert the rest of your subscription to the disk version (\$4.00 per issue for 6 or less months, \$3.75 per issue if more than 6 months).						*
*							*
*	*****						*

Stranger things have happened... Watch Zone Cover (by Alon Gura). Note: We added a little CLOAD touch borrowed from June 1979's Cartoon...

Puzzles from the past - Domain (by Rik Pierce) is a challenging two-player strategy game. The object is to control the most squares by placing odd shaped playing pieces on a rectangular playing board. Depending on which version you play, 1) the pieces belonging to your opponent and lying adjacent to your piece become your pieces or 2) the ownerships of all pieces adjacent to your piece are 'flipped' to the opposite players. The game is well-written, easy to play, and \$%#* difficult to master. It also has sound, so connect the large grey AUX plug to an amplifier.

Just how many CLOAD programs are there? Way too many! But if you have a disk system, you can now keep, update, and print an alphabetic listing of them with CLOAD Directory (by Roger Landry). You just enter the month and the titles of the programs on any month's issue. The new titles will be sorted and merged with the old

titles on disk, then you can print the whole mess! Notes: To see what good BASIC code looks like, take a look at how the author wrote this one - nice structure and variable documentation. If you would like the data files put on a drive other than drive 0 or named something different, you can change the filenames in lines 1510 and 1520.

Now where did I put that planet this time? Know where the 5 closest planets can be found at all times with Planet Finder (by Paul Sventek). You just hand the program your latitude, longitude, time of day, time difference from Greenwich Mean Time, and the planet you want to locate and the program will give you the location of the planet in both astronomical coordinates (Right Ascension and Declination) and in earthly coordinates (Azimuth and Elevation). As a bonus, you also get the planet's size, brightness, and distance from earth (just a short walk!). Note: To make the program always come up with your latitude and longitude, change the variables in line 15.

First I lost a planet, now I lost a word... Create word games on your printer with Hidden Word Puzzle (by William B. Oaks). The program creates a grid of almost random characters (up to 32 characters square) containing up to 16 words of your choice. These words will be put in this grid left-right, up-down, diagonally, backwards, etc. and your job is to find them all. You can make multiple copies of the same puzzle, use the same words and make a different puzzle, change the size of the puzzle, or make completely different puzzles. Use these puzzles to keep grown-ups quiet on rainy days...

But I won't lose a tank (I hope)! Arena is a two-player real-time machine language game. Using four keys for each tank to represent the forward/reverse motion of the left/right tank treads, you attempt to maneuver your tank into position to fire upon your opponent. You must hold down the correct TWO keys to move your tank (one key to fire). Here's the keys:

	<u>Left player</u>	<u>Right Player</u>
	2	-
	Q E	P <LFT ARR>
<DWN ARR>	S	; <CLEAR>
	Z	/
Forward	2 and E	P and -
Reverse	Q and S	; and <LFT ARR>
Clockwise Turn	2 and S	P and <LFT ARR>
Counter-Clockwise Turn	Q and E	; and -
Firing	Z or <DWN ARR>	/ or <CLEAR>
Exit Game	<SHIFT><ENTER>	
Exit Program	<SHIFT><BREAK>	

Notes: 1) If you want to adjust the speed of play, you must read the instructions (hit <enter> when ARENA banner is on the screen). Then you are asked to pick the speed of play. 2) The game has sound, so connect the large AUX plug to an amplifier. 3) The start, end, and entry addresses are 20992, 26209, and 20992 (in hex

5200, 6661, and 5200).

Ez check...

Pat Walker, the author of last month's Baseball, sent in a little routine he uses to check for obvious errors (data missing, extra commas, etc.) in any team data he creates:

```
10 FOR I=1 TO 278: READ A$: IF LEN(A$)>3 THEN PRINT I;A$,
12 NEXT I: PRINT A$: END
```

He first types in the data as BASIC DATA statements, adds the two lines above, and RUNs it. The display on the screen will be obviously messed up if there was an error in the data. Once the data looks good, he deletes lines 10 and 12 and saves the DATA. Of course, the real check for good data will be in the running of the game program with the data (give all of your batters 900 averages, hey, hey).

Strippin' numbers...

Often when you are programming you'll want to print a sentence on the screen and attach a numeric variable to it:

```
95 REM MO=4, YE=84 FROM A PREVIOUS INPUT STATEMENT
100 PRINT"THE MONTH/YEAR IS";MO;"/";YE;"."
```

Unfortunately (in many cases), whenever BASIC PRINTs a numeric variable, it also prints a space before the number and a space after the number and the line ends up on the screen like:

```
THE MONTH/YEAR IS 4 / 84
```

The space before the number is there to accommodate a sign, but in the above case we know the numbers are positive and we don't want a space before the year. The space after the number is there at the whim of Microsoft, and it usually is a pain. However, just a couple of simple string tricks get rid of ugly spaces and black heel marks:

```
100 PRINT"THE MONTH/YEAR IS";STR$(MO);"/";STR$(YE);"."
```

Results in:

```
THE MONTH/YEAR IS 4/ 84.
```

With **STR\$()**, we got rid of the trailing blanks. The values of the variables remain unchanged. But to get rid of the leading blank on the year, we can do this:

```
100 PRINT"THE MONTH/YEAR IS";STR$(MO);"/";MID$(STR$(YE),2);"."
```

Results in:

```
THE MONTH/YEAR IS 4/84.
```

When you use **STR\$** on a number, the number gets put in the string format blank-digit-digit-digit-, etc. Using **MID\$(,2)** on the string version of a number takes everything in the string from the SECOND character on, ignoring the first character (the blank).

Gotta date with a printer,

Dave

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GOOD GAMES #1

REVERSI — Outflank your opponent! Play against the computer, play against another human, or have the computer play itself in this 'Othello' type game. The computer has four levels of play (one that even cheats!).

BREAKTHROUGH — The ol' knock-the-bricks-out-of-the-wall game with many wall variations. In machine language.

ALIEN — An excellent 'space invaders' type game. In machine language.

STARS — You and your opponent drive your spaceships through the asteroid belt to gain points. You can choose the asteroid sizes and speeds. In machine language.

DISK EXEC — Load and execute most tape-based machine language programs from disk.

BLOCKADE — Your 'snake' grows longer as you hit the randomly appearing targets on the screen while avoiding the wall, your opponent, and yourself! A two player real-time game.

STARWARS — Fly down the trench while avoiding two pursuers in order to destroy the Deathstar. The instructions are some of the best you'll ever see!

LTC-21 — A difficult (very!) real-time game where you take your airplane and attempt to fly from city to city. You go through the entire takeoff and landing procedures as well as in-flight control.

GOOD GAMES #2

YAHTZ-80 — The computer rolls the dice and keeps track of the score in this classic game.

MOTORCYCLE JUMP — Take your bike around the bends and over the ramp to clear the barrels. Don't go too fast or you'll skid, but go fast enough to make the other ramp.

GERM WARFARE — A 'Life'-type program in which you place antibodies in strategic positions to curb an infection.

AMAZING CHASE — Avoid two pursuers in a random maze!

PSYCHO LOGIC — Guess the next pattern in the sequence using logic. Very difficult!

TICTAC TEACH — Your computer 'learns' to play and win Tic-Tac-Toe. For the artificial intelligence crowd.

STAR FORTRESS — A 'star castle' type program with a spider-like monster protected by revolving rings. In machine language.

EVASION — A simple but addicting game where you dodge the track-fire as you grow larger. In machine language.

DISK EXEC — Load and execute most tape-based machine language programs from disk.

SUNS — The suns bounce back and forth between a 3-D grid and the ground until a door on the grid is opened to capture the sun or a shot is fired from the grid to hit it. In machine language.

BOUNCE — You are alone in a rectangle and you must dodge the ever-increasing number of bouncing balls. Makes your eyes bounce! In machine language.

ADVENTURES #1

DUNGEONS AND DRAGONS — Get the diamond! This adventure has real-time fighting!

BACKPACK ADVENTURE — Choose the right equipment, 'cause you're going on a backpacking trip. Be sure to observe all of the backcountry etiquette and to look at the great graphic instructions!

CIA ADVENTURE — Retrieve a ruby from CHAOS headquarters — if you can get into the building!

TROLL'S TREASURE — Can you find the treasure? Commands can be typed as complete sentences if you wish!

FRANKENSTEIN ADVENTURE — Walk around a graveyard and search an old house — and the secret to awakening the monster.