Adventure

INTERNATIONAL

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LIFETWO with SOUND!   by Leo Christopherson

INSTRUCTIONS · This unique animated graphics game has SOUND. Simply plug the cord which now goes into the AUX of your cassette recorder into any audio amplifier (Radio Shack Microsonic 200 mw Solid State Speaker-Amplifier, Cat #277-1008 works well, as do many others).

This program contains two versions of LIFE. The first option allows you to set up a patter and watch the resulting life patterns unfold according to Conway's standard Life rules... but at the amazing rate of about 100 generations per minute. (This option contains no sound.)

The second option is the Battle of LIFE game... using the full brilliance of Leo Christopherson's TRS-80 graphics... plus the exciting addition of sound! Watch as the characters talk and move with sound effects!

Four life forms (biped, triped, uniped and quadruped) allow up to four players to participate. Each player chooses his lifeform (numbered 1, 2, 3 and 4 respectively) and places up to six of them at various locations on the grid represented by the numbers. Players may put all six on the grid in one turn or (more fairly) players take turns putting one of their lifeforms at a time on the grid. The number after the letter 'P' in the upper right hand corner is the total population.

For two players, each player may take one lifeform or each may take two different ones. Three players are limited to one lifeform each with one left over and not used.

After each 5 generations, play is stopped to allow each player to add two more of their lifeforms to the grid. Play is then continued by pressing 'S' key.

This program may be saved on disk.

If you fail to get sound, and you have an expansion interface, you may need to try the other cassette cable. Or, you may connect your cassette cable directly to the keyboard

ANDROID NIM with SOUND!   by Leo Christopherson

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The idea (as in most nim games), is to remove the last Android (excluding the Controllers in this game). Watch the Android Controllers when they lose!

The three Androids at the left of the screen (with badges) are the "Controllers" or "Executioners". There is one for each row of Androids. You do not need to press ENTER after the game starts, simply push the number for the row, (top row is 1, middle row is 2 and bottom row is 3,) and then the number of Androids you wish to remove from that row. Try taking more from a row than are there you will not lose your turn, the controller Android will tell you know you cannot!

Your turn is signalled by a flashing display and sound. If you wait about 45 seconds without making a move, it will signal you again

This program may be recorded on disk, and works equally well, in spite of the fact that it has several machine language routines imbedded in it. This is accomplished by using LPRINT "O" as a vector to the machine language Since this removes the address to the printer, you may have to reset the system after using this program, or your printer may not respond.

If you fail to get sound, and you have an expansion interface, you may need to try the other cassette cable. Or, you may connect your cassette cable directly to the keyboard

CHALLENGE © 1979 by Richard Taylor

In this challenging word game for 1 or 2 players, the length of a particular phrase is displayed on the screen. Each phrase is worth 50 points. The object is to figure out which letters of the alphabet will fill in the phrase. For every incorrect letter guessed, 2 points will be deducted from the phrase value. 10 points will be deducted for each wrong vowel that is guessed. When you are ready to guess the entire phrase, you may push ENTER and fill in the letters as the computer asks for them. Be careful! if you miss one letter you will lose the entire phrase. You may have the computer select the phrases at random, or you may enter your own phrases for your opponent. Each player has a chance to complete 4 phrases. The player with the most points at the end of the phrases wins the game.

This game has sound capability. Simply plug the cord which now goes to the AUX of your cassette recorder into any audio amplifier (Radio Shack Cat #277-1008 or equivalent, or your Hi-Fi)

FUNCTION GRAPHER by Roy Groth

This program will graph for give numeric values for any math function. It will also find the root of the function using any of 6 different methods. The math expression is entered as a line statement in line 90. Try different expressions here to see the results. for example edit line 90 to read: 90 FU=TAN(X). When the program is first run, it will ask if you desire graphic or numeric display. Enter G or N. It then asks for endpoints. Typical values to enter here are -10,10 or -5,5 The screen then counts while the function is being calculated. Pressing G will generally cause it to graph the function. After the function is graphed on the screen there will be a small graphics dot at the lower right and left of the screen. Pressing L or R will cause the appropriate dot to flash. It may then be moved right or left with the arrow keys. To stop the dot from flashing after it is in position, press enter. Pressing G now will re-graph only that portion between the dots, giving an expanded view of the curve. To find the root of the function type F. You will then be asked for interval error tolerances. Enter 1E4 or 1E9. These keep the computer from looking for the root forever (gives it a place to stop). A complete description of this program, as well as the complete BASIC program listing, were featured in the Nov-Dec 79 issue of The 80-US JOURNAL. It was followed, in the same issue, with an Anatomy, which takes the program apart line by line and explains its operation.

BLUFF by Roy Groth

In this card game of bluff you play against the computer. The deck consists of eleven cards, all the Aces, Kings and Queens except the Queen of Spades. Each player has 5 cards in his hand and the eleventh card is lace down in the middle of the screen. The object of the game is to figure out what the hidden card is before the computer does by the process of elimination. When asked if you hold a certain card you must answer truthfully, although you can ask for a card which is in your own hand (to trick the computer into thinking it is the hidden card). The computer may do the same to you. When you think you know what the card is, type GUESS for your turn. You can then type in your guess and the game is scored. This program was originally featured in the Mar-Apr 79 issue of The 80-US JOURNAL, along with a complete BASIC program listing.

TRS-80 OPERA ©1979 by Richard Taylor

This is primarily a sound program. It features such operatic selections as The William Tell Overture (theme from the Lone Ranger) and four others: Sempre Libera, Musetta's Waltz, Queen of the Night and La Donna E'Mobile. To get SOUND, simply plug the cord which now goes into the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack Cat #277-1008 Speaker/Amplifier.

Look for other games by Richard Taylor and 80-US Software. Most feature SOUND or animation with SOUND.

TRS-80 ™ Level 2 16K

OWL TREE   ©1979 by James Talley

In this game you will find a tree with 9 playing positions displayed on the screen. Eight of the positions will be occupied by owls and the remaining position by a bat. You will have the option of selecting the starting position of the bat at the center, side or a corner. If you choose to play random bat, the computer will select the position for you. The object of the game is to attract owls to all nine positions by shooting the bats in the fewest number of plays. You can shoot a bat by pressing the number which corresponds to its position in the tree. When you shoot a bat, you also scare away its neighbors, which will be replaced by its opposite. Remember, don't shoot owls!

This unique animated graphics game has sound effects. Simply plug the cord which now goes into the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack Cat #277-1008 speaker amplifier.

LYING CHIMPS   by Roy Groth

To play the game, all the cards are dealt out, with any extras being placed in the center of the screen. The oldest hand begins by placing one to four cards face down in the center, saying "two aces" or whatever the number of cards happens to be. He must state this number correctly, and he must say "aces", but the cards may actually be of any rank. The next player then must put some cards face down in the same pile, calling "two's" and stating the number. Play continues in the same way, each player in turn calling the next higher rank. After kings come aces again, then two's, the rank being circular. After each play, any other player may say "LIAR" or something to that effect. The last batch of cards played is then turned over, and if any card is not of the rank stated, the player who put them down must take all of the cards. If the cards are correct, the doubter must take all of them. The one who gets rid of all his cards first wins the game.

When you run the program, your cards will be displayed at the bottom of the screen. They will be ordered so that the cards you would play first are on the left, and those you would normally play last are on the right. To doubt one of the chimps, press the space bar after he puts his cards out. When "YOUR TURN" is displayed, you may enter your play in one of two ways. First, you can type the characters of a card. If the card is accepted, an "OK" will be flashed, and the card will be removed from your hand. Then you can enter up to three more cards in the same manner. When you have removed all the cards that you wish to play, just press enter to play the cards. Second, if you wish to play all of the cards that are of the rank that you will state, all you need do is press enter. The various numbers around the screen are the number of cards in the chimp's hands and in the pile.

This program has sound capability. Simply plug the cord which now goes to the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack Cat #277-1008.

CONCENTRATION   ©1979 by Richard Taylor

This game for 1 to 4 players challenges your memory as a random selection of items are hidden behind boxes numbered from 1 to 32. The idea is to select two numbers each turn that will give you a matched pair. When you have chosen a number the hidden prize is displayed on the screen. When you make a match you will be given one extra turn. When all the boxes have been matched, the computer will list the prizes each player has won. The player who totals the greatest number of matches wins the game.

This program has sound capability. Simply plug the cord which now goes to the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack cat #277-1008

THE GREAT RACE   ©1979 by Scott Carpenter

A computer race game for one to four players.

The object of the game is to be the first to reach the finish line. To start the game, type "RUN" after loading. There will be a short pause while the sound routines are POKEd into memory. When completed, you will be asked "HOW MANY PLAYERS?", input the number of people playing only, do not count the computer at this time. If only one person is playing, the computer will play automatically. If two or three people are playing the computer will ask if you play your answer yes or no. Each driver's name is listed on the CRT below the corresponding race track. Each track is indicated by a series of dashes. At the beginning of the game all drivers have a stop condition. The player's turn is indicated at the right top of the screen beside four cards. The four cards are selected at random from three groups: mileage, revenge and repair. The mileage group consists of 10, 20, 30 and 50 miles. The revenge group is STOP, FLAT, EMPTY and WRECK. The repair group counters the revenge group with ROLL, SPARE, GAS and FIX. To collect mileage, a driver's condition must indicate ROLL. A revenge card can only be placed on a driver who is ROLLing. A driver who is stopped by a FLAT, EMPTY or WRECK can play an appropriate repair card, his condition then changing to STOP. He will need a ROLL card to get going again. Four new cards are displayed at the beginning of each player's turn. If the driver receives two or more of the same repair cards, he gets future protection from the corresponding revenge. The driver maintains this protection throughout the game, and can collect protection from all revenge cards. The race field is 500 miles long, each dash represents 10 miles. A player must get exactly 500 miles to win, any choice of mileage in excess of this will be ignored. When a driver wishes to place a revenge card on another driver, he chooses that card he wishes to play. The computer will then ask "ENTER THE NUMBER OF THE LUCKY DRIVER", do so and the revenge will be placed as long as the revenged driver does not have protection. When a player chooses a revenge card by mistake or changes his mind, he can cancel that choice by typing a zero (0) when the computer asks for the number of the lucky driver. The player is then able to make another selection. This program has sound capability. Simply plug the cord which now goes to the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack Cat #277-1008 Speaker Amplifier.

BEEWARY with SOUND!

By Leo Christopherson

INSTRUCTIONS - This unique animated graphics game has SOUND. Simply plug the cord which now goes into the AUX of your cassette recorder into any audio amplifier (Radio Shack Cat #277-1008 or equivalent).

In this game, you control the Bee, which can "fly" at two levels. The "up-arrow" will put the bee near the top of the screen. This makes you safe from the spider (for a while at least), but you cannot sting the spider from this level. Down-arrow will put you in position to sting, but puts you within reach of the spider. The spider will get you, so be wary! To sting the spider you push the space bar. You may hold the space bar down for repeated stings. This program may be saved on disk. It uses "string packing techiniques" developed by 80-US and Leo Christopherson. The program in LIST mode may look very much like a bad load, so the only test is to RUN it. Also, adding to or removing characters or lines from this program may make it crash. These instructions are repeated in the program itself.

SCRAMBLE   ©1979 by Richard Taylor

This is a word game for 1 or 2 players. You have the option of letting the computer select the words to be used or you may supply the words for your opponent. A scrambled word is displayed on the screen. Each word has a particular point value depending upon it's complexity. The point value can be doubled if you can un-scramble the word without making any incorrect guesses within the alloted time period. 1 point is deducted from the value of the word for each incorrect guess. Each player has the opportunity to un-scramble 5 words. The player with the most points at the end of the game wins.

This program has sound capability. Simply plug the cord which now goes into the AUX of your cassette recorder into any audio amplifier or Hi-Fi. Or use the Radio Shack cat #277-1008