

Another year wiser...

Boy, have I had a relaxing week! Less than 40 hours put in at the ol' computer! Why? Well, I had another birthday! First one this year! My dear friends and co-workers gave a surprise breakfast for me at a local eatery. I reacted by pouring a glass of ice water over my head. Yes, I'm still a kid... And to prove it my 'gifts' included 'Happy Birthday' sung by 3 women on stick horses, a windup mailbox saying 'More Money', a birthday bear, and a pacifier. The pacifier comes in handy...



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*	Side	Title	Filename	Turns Count			*
*				CTR-41	CTR-80	CCR-81	*
*							*
*	****	Toot Cover	A	8/257	5/151	3/129	*
*	** **	Derision	B	48/286	28/169	19/148	*
*	** **	Interstate	C	137/352	81/207	60/199	*
*	****						*
*							*
*	**	PILOT Instructions	A	16/262	9/155	6/132	*
*	***	PILOT (disk only)	PILOT	104/326	61/192	44/178	*
*	**	Blockout (SYSTEM /)	BLOCK	182/388	107/228	83/230	*
*	****	Atom Smasher (SYSTEM /)	SMASH	236/430	139/253	115/271	*
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*							*
*	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).						*
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*	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 (\$4.20 per issue for 6 or less months, \$3.75 per issue if more than 6 months).						*
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Ride the rails with Toot Cover (by John Olsen of Kansas)...

Numbers to be mocked by... In Derision (by Rik Pierce), you derive a number from the last number used, trying to score points by association with the Target Number. Sounds wierd? Here's a more specific explanation:

- 1) The Target Number is first chosen (by the computer in a solitaire game).
- 2) One player (or the computer in a solitaire game) chooses a number.
- 3) The next player must now derive a new, unchosen number (1-99) from this number. This number is derived in two ways: By halving, doubling, squaring, or taking the square root of the actual value of the last number chosen or by adding, subtracting, multiplying or dividing the digits of the last number chosen (if it was a two-digit number). For example, if the last number chosen was 36, you could now choose 16 (half), 64 (double), 6 (square root), 9 (3+6), 3 (6-3), 18 (6x3), or 2 (6/3).
- 4) Points are scored if the chosen number has the Target Number as one of the digits or if the digits add, subtract, multiply, or divide to

total the Target Number. For example, if the Target Number was 3, then the following numbers would score points (not an exhaustive list): 12 (1+2), 13, 14 (4-1), 21 (2+1), 23, 25 (5-2), 26 (6/2), 30, 31, 32, etc.

5) Notes: You can only use a number once in each round and you may not use the Target Number. If the number one is chosen, the next player can choose ANY number. If no number can be legally derived, a new round is started with a new Target Number. The first one to score 10 points wins!

Try Derision, get the hang of it, and you'll derive a lot of (frustrating) fun!

Need a vacation? Try Interstate (by Patrick Walker). The object is to get from city A to city B using the nation's interstate highway network. Your score is based on how accurately you estimate the distance you will travel and on how fast you get there (best score is 10,000). The game ends when you reach your destination, if you visit a city twice, or if you wander through more than 25 cities. To play: You find yourself leaving city A via some highway. When you reach an intersection, you are asked to **Enter Action**. If you do not enter one of the action codes within a certain time period (if you play at speed 5, you only get a short time to make a decision), you will just continue. The action codes are:

O - Odometer reading
Left Arrow - Left exit
Right Arrow - Right exit
U - U-turn
Q - Quit and start over
<Enter> - Continue

For disk users only - here's an improved PILOT (by John Olsen of Oregon). This is a machine language version of the PILOT program we published in February 1982. There are a few differences:

Runs on disk only.
Holds up to 300 program lines.
The <break> key is now active (instead of using the <clear> key as before).

You can use the " (quote) character in your PILOT programs.

All file names must end in /P.

Disk files are not compatible with the BASIC version of PILOT.

To find out how to use PILOT, run PILOT Instructions. If you want a hardcopy listing of the instructions, refer to the yellow sheets from February 1982 (except for the differences mentioned above, the instructions are identical), use a screen dump routine to dump a copy of the instructions to a printer, or ask us for a hardcopy listing (a self-addressed envelope would put a smile on Kim's face).

To put PILOT on disk from tape, use some tape to disk conversion utility like TAPEDISK, LMOFFSET, TAPE, etc. The start, end, and entry addresses are 21760, 29571, and 21760 (in hex 5500, 7383, and 5500).

How about a sample PILOT program? You get one anyway:

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J:*STRT
*NAME A:WHAT DO YOU THINK IT IS
I:
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M:PENGUIN
 TY:YOU GOT IT!
 JY:*END
 E:
 *STRT C:I AM THINKING OF SOMETHING. YOU GET 7 GUESSES.
 Z:
 U:*NAME
 T:NO, IT'S NOT A *NAME
 T:BUT IT IS A LIVING CREATURE.
 U:*NAME
 T:SORRY, NO AWARD FOR: *NAME
 T:HOWEVER, IT'S AN ANIMAL, NOT A PLANT.
 U:*NAME
 T:NO, IT DOESN'T FLY.
 *MORE U:*NAME
 T:NO IT'S NOT: *NAME
 J7:*END
 J:*MORE
 *END T:IT WAS A PENGUIN.

Balls and strings! Blockout (by Nathan Olson) is a machine language game where you use the arrow keys to control your ever growing snake. Every 100 points another ball starts bouncing around. There are little balls and BIG balls. And BIG balls with strings attached to them! You may not run into your own trail, a ball, or a ball's string. And the BIG ball without a string destroys portions of your trail, but your trail still 'exists' and you may not run into that area. It is hard! Note: Hitting <enter> for all of the setup questions at the start of the game gives you an average game (no instructions, no obstacles, easy mode, and speed 3).

To load and run Blockout from tape, type SYSTEM<enter>. Answer the *? with BLOCK<enter>, and answer the next *? with /<enter>. To get and run the game on disk, you may have to use a program like Disk Exec (August 1981) to keep it from crashing the DOS (Disk Versioners have both the /CMD and the /EXE files on the disk). The start, end, and entry addresses are 20480, 26312, and 20480 (in hex 5000, 66C8, and 5000).

No Nukes - here's Atom Smasher (by Chris M. Ho). It starts off slow with just one difficult atom to hit and split (using the arrow keys and the left shift). Soon, though, you will have a screenful of bouncing atoms to avoid and split! Every 50 points you get a new, slightly smaller screen and an extra atom splitter. To load and run it from tape type SYSTEM<enter>, answer the *? with SMASH<enter>, and answer the next *? with /<enter>. The start, end, and entry addresses are 24576, 27161, and 24576 (in hex 6000, 6A19, and 6000).

A screenful of notes:

Just a few things on last month's Screen Writer II:

- 1) Contrary to what was written, you get 20 pages of text in a 48k disk system and the E (get Entire file) will fill up to 20 pages.
- 2) If the program will not shoot the text to your printer, try changing the PEEK(14312)=61 to PEEK(14312)=63 in line 402.
- 3) The author found that the program hung up when she tried to underline a two-character word. Her fix:

809 IF A1=12 THEN A1=13

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817 IF A1=13 THEN LPRINTCHR$(128);:UE(1)=UE(1)+1
827 IF A1=12 THEN A1=13
835 IF A1=13 THEN LPRINTCHR$(128);:UE(WW)=UE(WW)+1

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Killer note:

I forgot to mention that you can freeze the play of last month's **Killer Copter** by hitting the <*> key and start it again by hitting <enter>. You can also abort the game by holding the <break><clear> keys down.

Time for a Model III...

If you would like December 1982's Time2 (start, end, entry - 7000, 713D, 7091) to run on a Model III disk system, load Time2 and change locations (in hex) 70B3 and 70B4 to 17 (hex) and 42 (hex). Use DEBUG from DOS or POKE them from BASIC.

Time for an exit,

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THE ALTERNATE SOURCE

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TASORT The Alternate SORT

TASORT is a high speed sorting program, designed for easy use in BASIC programs that need powerful sort capabilities. TASORT is fast, sorts up to 65 arrays simultaneously, sorts any combinations of

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Need a top quality terminal program that works under a variety of environments? Modem 80 and its support packages have the TRS-80 talking with dozens of systems, both micros and mainframes. A special protocol permits easy and reliable communication with CP/M systems, too! Modem 80 allows you access to DOS commands while online, route screen displays to your printer, change all local communication parameters at any time, upload and download, send files larger than memory (if the other system recognizes XON and XOFF protocol), and even includes a HOST program so that you may access your unattended TRS-80 from a remote site. Four separate translation tables are included for communication output, video, printer and disk files. These are user modifiable. The Modem 80 package of seven programs and user's manual is \$39.95. This program is one of our best buys!

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The Alternate Source Programmer's Journal

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