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      *
*                                                                          *
*    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 16913,0).                            *
*                                                                          *
*    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 ($4.20 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 solitare
game).
    2) One player (or the computer in a solitare 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:

```
J:*STRT
*NAME A:WHAT DO YOU THINK IT IS
I:
```

```
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
```

```
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
```

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,

Dave

ed.