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\*\*Includes program: *BIGCHRS* for the C-64

\*\*\*Includes program: *1040A Calculator* for the C-64, C-128, VIC 20, and Plus/4

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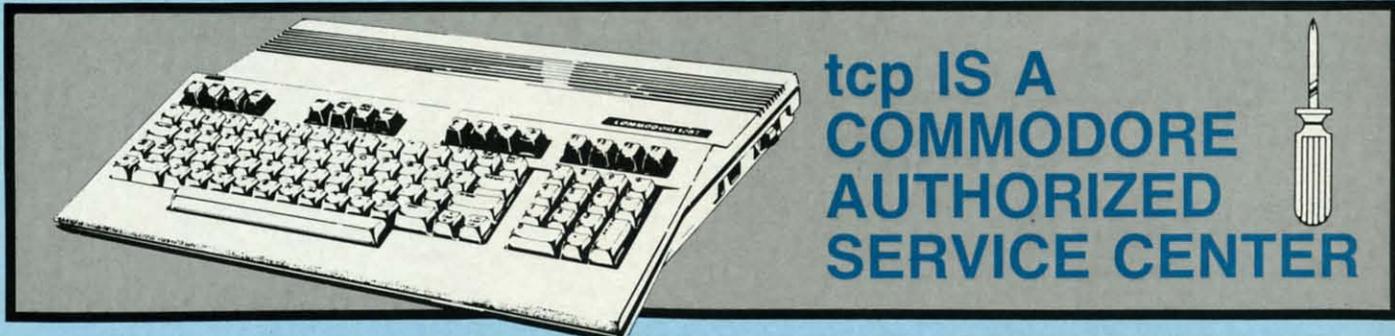
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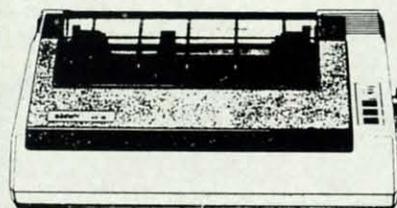
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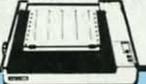
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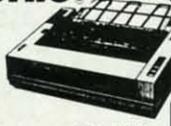
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# VIEW FROM THE BRIDGE

**T**his issue of *Ahoy!*, as our cover proudly boasts, contains 12 programs. We wish we could publish 20, or 50, but don't have the magazine pages to do so. As a partial solution to this problem we will continue the practice we began last month—to include additional, lengthy programs on our monthly disk that are not included in the magazine.

And what a bonus program we have for you this month! In his review on page 46, Arnie Katz calls *Actionaunts* "the best (computer) game ever offered for free." We're sure you'll agree when you play the latest opus from the author of *Demon Attack*. (For information on ordering this month's *Ahoy!* disk, see page 60.)

As for the outstanding programs that are to be found in our back pages:

This month, Dale Rupert stops doing what he's been doing in the pages of *Ahoy!* since its first issue: provide new, unthought-of applications for Commodore 64 users. Beginning this issue, he'll be doing the same for 64 and 128 users! His *Rupert Report* on *Comet Catching* will enable you to simulate the motion of one object around another in space. (Turn to page 18.)

Just in time for taxes comes the *1040A Calculator*, Cheryl Peterson's useful program for the C-64, C-128, VIC 20, and Plus/4, included as part of this month's *Cadet's Column* on *Tax Time*. (Turn to page 97.)

If you need a little more computing power to prepare your taxes or manage your finances, *JCALC* provides it. Jeff Balvanz's spreadsheet for the C-64 or VIC 20 (with 8K expansion) performs the most essential functions of full-fledged commercial programs. (Turn to page 28.)

Back in May '85, Dennis Muscatelli contributed *DOS Plus*. His *Chrono-Wedge* in this issue could as well be

titled *DOS Plus Plus*—because in addition to normal wedge functions, it provides date and time stamping for your programs. (Turn to page 61.)

Call it artificial semi-intelligence, or semi-artificial intelligence—but Frank DiNunzio's *Mr. Mysto* will amaze all those around you with its ability to "read minds" and perform other, more practical applications. (Turn to page 36.)

*Screen Window* by Mike Grotton makes it possible to page up and down through your BASIC program listings. A search function is also provided. (Turn to page 54.)

*Notemaker* by Tim Gerchmez will let you document a pro-

gram with autobooting disk notes. (Turn to page 51.)

For generating a printout of a machine language program without need of a machine language monitor, Gordon F. Wheat offers the *Flankspeed Listing Creator*. (Turn to page 51.)

If you find the listing for *Air Rescue* torn out of this issue, it's probably because the evil Count Mordo got to the newsstand before you. He'll do anything to keep you from carrying the citizens of Kernalville to safety! (Turn to page 35.)

But if you can't help them, kiss them off. You'll be busy enough saving yourself from the Cave Globbs in James C. Hilty's *Hidden Cavern*. (Turn to page 57.)

Like his *Knockout* in our January '86 issue, Tony Brantner's *Swoop* features simple but engaging graphics and first-flight gameplay. (Turn to page 53.)

Short of committing an axe murder, what chance does the average assembly language programmer have of *Making Headlines*? Plenty—because BIGCHRS, presented as part of Mark Andrews' ongoing *Commodore Roots* series on redefining the C-64's character set, will let you generate giant-size characters with ease. (Turn to page 92.)

Our *Entertainment Software Section* continues its macroscopic view of the C-64 software market with *Think Fast!*, a survey of action and strategy games for the C-64. Also included are reviews of *Panzer Grenadier*, *Superman*, *Gamemaker*, and other recent releases. (Turn to page 41.)

In response to the greatest reader demand in our two and a half year history—yes, Morton Kevelson will apply his acclaimed inside-out reviewing technique to Commodore's Amiga in the pages of *Ahoy!* Watch for this major feature as early as our June issue. —David Allikas



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## WINTER '86 CONSUMER ELECTRONICS SHOW—SATELLITE DISH, ANYONE?

We don't go to trade shows with the intention of bringing bad news back to you. Yet the analysis of the Winter '86 Consumer Electronics Show that you're about to read will remind you of the way September '85's *Scuttlebutt* section began—with a gloomy outlook on the future of the home computer market. The only difference is that the trouble signs that manifested themselves at last summer's CES have come to full fruition.

We wish we could be optimistic. After all, it's just your hobby that's in danger. It's our jobs.

But what grounds for optimism could be found in an exhibition, traditionally the showcase of the latest trends in home electronics, in which computers and computer software played their smallest role since before the introduction of the Commodore 64? In September we mentioned that the *Wall Street Journal* had described the computer software section of last summer's CES as a ghost town. At January's CES, there *was* no computer software section—just a couple of dozen booths scattered among the satellite dishes and video manufacturers in the West Hall of the Las Vegas Convention Center (at previous shows, devoted primarily to software).

The larger Main Hall, home to the sprawling exhibits usually presented by companies like Epyx and Broderbund, hosted only a handful of software companies, offering exhibits considerably scaled down from their usual pageantry. We won't list the vendors that showed and the vendors that didn't, those that put on the dog and those that made a token appear-

ance. Such information is by itself meaningless; a company that skipped the show may have done so for reasons other than lack of funds, and one that attended may have scraped together its last few promotional thousands to do so. Suffice to say that if

**"(Commodore's) pulling out of CES seemed impossible, incongruous—like Russia resigning from the Soviet Bloc...."**

we made such a list, the well-known software purveyors who didn't attend would far outnumber those that did.

But it's vital that we make note of one company that didn't show...and one that did.

Imagine our surprise when Commodore's public relations agency phoned us two days before CES to invite us to visit them—in their hotel suite. Understand that the last four CES shows in a row, dating back to January 1984, Commodore's exhibit had been the focal point of the home computer segment of CES, the most-visited computer booth at the show—as befitted the industry's leading hardware manufacturer. Their pulling out of CES seemed impossible, incongruous—like Russia resigning from the Soviet Bloc, like Sly leaving the Family Stone.

But with open minds we went to Commodore's suite in the Las Vegas Hilton. What we saw sent us away with mouths agape—a pair of C-64 setups, displaying two products developed for the 64 by third party manufacturers (see below). No new Commodore releases (with the semi-exception of a 3½" disk drive being used to power one of the 64's, not officially announced at the show).

Which is not to say that Commodore should have released something new simply for the sake of CES. But not making a showing of any kind shook the confidence of the many Commodore dealers in attendance. We know because we spoke with more than a dozen of them. And it shook the confidence of the third party Commodore software developers in attendance. We spoke with every last one of them, which wasn't hard. Why, retailers and manufacturers alike asked, didn't Commodore do what Atari did at last summer's CES? Though Atari had no new releases to speak of, they rounded up a number of third party manufacturers who had ST software under development and housed their wares under the Atari umbrella. It made for an impressive display. Certainly Commodore could have done the same with Amiga. Either they don't care about standing behind their machine, or are too broke to stand behind their machine—and in either case, why should I as a retailer bear the whole burden in trying to sell it? Or as a software manufacturer, run the risk of developing for it?

Casting Commodore in an even more unfavorable light by contrast.

LX90  
HS80 Letter  
JX80  
FX185  
LQ1500 (P  
FX85  
LX80

ST.

SG10  
SG10C  
SG15  
SD10  
SD15  
SR10  
SR15  
Power type

MSP10  
MSP15  
MSP20  
MSP25

1091  
1092  
1093  
3151  
3131

Okimate 10  
Okimate 20  
182  
192  
193  
84

808/NLQ  
1080/NLQ  
1380  
1380S

6000  
6100  
6300

P351  
1340

2000

2030  
2050  
3530  
3550



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SD15.....	440.95
SR10.....	468.95
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MSP25.....	548.95

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1092.....	368.95
1093.....	424.95
3151.....	424.95
3131.....	259.95

### OKIDATA

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182.....	219.95
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84.....	640.95

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1340.....	599.95

### DAISYWRITER

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3550.....	1389.95

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1200B.....	349.95

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### SUPRA

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MPP1064(C-64).....	54.95

### CAL-ABCO

Smart Team 1200.....	\$199.95
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### C.D.I.

Mitey Mo (64).....	\$59.95
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GT (Commodore).....	218.95

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1901.....	CALL
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Reader Service No. 286

was... want to guess? Coleco? No. TI? No. Want to guess again?

We admit that when Jack Tramiel took over Atari many months ago, we appreciated the irony, but weren't actually worried that the former Commodore CEO could rebuild the bankrupt company into a serious challenge to Commodore's leadership in the low-end market. But Jack, you sonuvagun... if you spoke to all the same people we spoke to at the show, you flew home to Sunnyvale without the benefit of an airplane. Many of the software companies in attendance told us they were planning releases for both the Atari 520ST and the Amiga. But a good number were going ST-only. Ditto for the retailers. Furthermore, judging from what we heard, it seems safe to say that the ST is outselling the Amiga by at least 3 to 1.

Fortunately for Commodore, the 128 is selling well. Well enough to prevent the need for the company to

go Chapter 11, as Wall Street predicts? You'll read it in your daily paper long before these words reach you.

## NEW GAMES

*Psi-5 Trading Co.* (\$29.95) provides resumes and graphic depictions of 30 different characters, from whom the player as captain must select five for his crew. As his space freighter embarks on its mission to save the inhabitants of the Parvin Frontier from alien invaders, the captain interacts with his crew members (each of whom has his own skills and personality) through conversational text. A science fiction minidrama is thereby produced, its plot and outcome directly determined by the captain-crew relationship, particularly the player's skill in prioritizing tasks and delegating authority. For the C64.

During the first few months of 1986, dealers participating in the "Double Accolade" promotion will offer *Psi 5 Trading Co.* and *Law of the West* (see review in the February '86 *Ahoy!*) in a single package for \$44.95.

Accolade, Inc., 408-446-5757 (see address list, page 130).

The third release in MicroProse's Command Series of real-time simulations, *Conflict in Vietnam* (\$39.95) puts the armchair general in command of the crucial battles of the 20-year-long conflict. Elements unique to *Vietnam* include air strikes and

artillery support, "airmobile" helicopter movement, and the cat and mouse tactics of guerilla warfare. Five different scenarios are included, playable in historic order from the French involvement through the fall of Saigon or independently. All action is controlled with basic keyboard or joystick commands.

MicroProse Simulation Software, 301-667-1151 (see address list, page 130).

The *Leader Board* golf simulator (\$39.95) provides the player with a true perspective view of the game, as well as multiple 18-hole courses, 3D animation, and three levels of play. Other features include computerized scoring, handicap system, and strategy decisions involving choice of club, distance, and other variables.

Access Software, 801-298-9077 (see address list, page 130).

Sachs Enterprises has lowered the price of *Saucer Attack* from \$26.50 to \$19.50. See the advertisement on page 17 of our December '85 issue for a description of the game—and, yes, those *are* actual screen photos.

Sachs Enterprises, 714-337-2721 (see address list, page 130).

One of the biggest hits among CES software watchers was *The Pawn*, a graphic adventure coming from Firebird for the Amiga. Set in the reign of the mythical King Eric, it requires the player to travel to the land of Kerovnia to get a wristband taken off.

# ALSOFT

## RACE ANALYSIS SYSTEMS

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### ALSOFT SOFTWARE

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Reader Service No. 132



*Psi-5 Trading Co. allows the player to select a five-member crew from over thirty applicants, each with his own strengths, weaknesses, and personality.*

READER SERVICE NO. 148

Price will be about \$44.95.

Firebird, 201-934-7373 (see address list, page 130).

Epyx will release *Winter Games*, *Rogue* and the *Temple of Apshai* trilogy in Amiga versions as early as March.

Epyx, Inc., 408-745-0700 (see address list, page 130).



*The program helps the captain keep inventory of valuable commodities.*

### CURVEFIT-64

Designed to eliminate the tedium of finding formulas for data, *Curvefit-64* (\$29.95) will develop mathematical models for a set of data by fitting X, Y data to 24 different curve types and sorting and displaying the results according to their "goodness of fit" values.

Nth Digit Solutions (see address list, page 130).

### FREE BASIC BOOKLET

*Learning BASIC with Voice Master*, a 48-page booklet available for free from Covox Inc., teaches the student to record and play back digitized speech and make templates for word recognition using the Covox Voice Master (see *Speech Synthesizers for the Commodore Computers*, Dec. '85 *Ahoy!*). Lesson examples include a talking keyboard and cash register, listening and talking adding machine and language translator, and controlling outside events by voice. Math problems are avoided, with most examples directly illustrating practical speech input-output tasks.

Covox, Inc., 503-342-1271 (see address list, page 130).

### SSSHHH . . .

The following new printers are available from Ergo Systems, Inc.:  
The Hush 18 daisy wheel printer

(\$399.95) features 18 character per second (cps) speed, software selectable unidirectional and logic seeking bidirectional printing, proportional spacing at 1/120th inch increments, and the capability to handle paper up to 13" wide.

The Hush 120 (\$299.95) prints at 120 cps in 80, 96, or 126 columns, with fixed and proportional character pitches, single and double resolution graphic modes, and eight foreign language character sets.

The Hush 80 S/R (\$199.95) is the identical to the HUSH 80 CD portable thermal printer reviewed in our April '85 issue, except with a built-in rechargeable battery.

Ergo System, Inc., 415-363-5966 (see address list, page 130).

### PRINT SHOP EXPANDER

How's this for a shrewd marketing strategy? Though their newly released newspaper layout program, *The Newsroom*, is in direct competition with Broderbund's *The Print Shop*, Springboard has announced the release of *Graphics Expander*,

*Volume 1* (\$39.95), which provides 300 new graphics for use with *The Print Shop*, plus drawing and editing tools. Now, no matter which company's product outsells the other, Springboard is happy. The program will be available for Commodore sometime this spring.

Not to neglect their own creation, Springboard has also released *Clip Art Collection, Volume 2* (\$39.95) for *The Newsroom*, especially designed for business use with over 800 illustrations in such categories as medical, accounting, day care, travel, farming, and realty.

Springboard Software, 612-944-3915 (see address list, page 130).

### PORTFOLIO MANAGER

The *Isgur Portfolio System*, when released sometime in 1986, will enable Amiga users to manage and track stocks, bonds, option commodities, mutual funds, and cash accounts, using a "Replay" macro function, built-in telecommunications program, graphic analysis, online help, and reviewing capabilities. But

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#### ELECTRONIC CIRCUIT DESIGN — 64

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#### DISK SLEUTH — 64 DISK ORGANIZING SYSTEM

Catalogs the contents of up to 100 disks into one alphabetized master directory disk. Each entry contains full program information, including 40 characters of your personal comments. Master Directory can be viewed, printed or searched. Allows key files to group programs by categories. For use with MSD or 1541. . . \$24.95

All programs available on disk only. Please include \$2.00 postage and handling per order. California residents add 6% sales tax.

## Nth DIGIT SOLUTIONS

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if you have to sell off most of your portfolio to afford the \$249.95 list price, stick with pencil and paper. A demonstration disk will be available for \$7.50.

Batteries Included, 416-881-9941 (see address list, page 130).

### MIDI I/O

Unlike their earlier MIDI Magic interface, which allowed owners of many MIDI-equipped electronic instruments to use their C-64's as playback devices, the new MIDI Magic I/O (\$99.95) also enables the 64 or 128 to act as a digital recorder. The device plugs directly into the cartridge port. A six-song demo disk is included.

Q-R-S also announced that it will make its digital music library available in Amiga format during the first quarter of 1986. Each "album" of six songs, ranging from celebrity performances by keyboard greats like Joplin and Gershwin to contemporary ar-

tists, sells for \$19.95.

Q-R-S Music Rolls, 201-838-5606 (see address list, page 130).

### FREE FILM WITH DISKS

From March 1 through May 31, 10-packs of Fuji MD1D (single density) and MD2D (double density) 5¼" disks will be available packaged with a free pack of Fujicolor HR200 or HR400 12-exposure color print film.



For disk cameras? No—see above.  
READER SERVICE NO. 144

Additionally, 10-packs of Fuji disks can now be had in an assortment of blue, green, red, gray, and beige jackets for color-coded filing.

Fuji Photo Film U.S.A., Inc., 212-736-3335 (see address list, page 130).

### TELECOM NEWS

Cardco Inc. has chosen PlayNET as its exclusive online service, through which users will be able to order Cardco products and communicate with Cardco's customer service division. In most cases, Cardco customer service officers will respond within 24 hours. Cardco will also offer a free PlayNET membership kit with every product it sells.

Cardco, Inc. (see address list, page 130).

America People/Link announces that their subscribers can now upload or download electronic spreadsheet data and formulae.

American People/Link, 900-524-0100; in IL, 312-870-5200 (see address list, page 130).

### FOUR FOR THE 64

Don't think the software shakeout hasn't hurt the little guys as well as

the big. AC3L Software is now offering four of its previously announced programs: *IMCT* (Morse code trainer), *Notebook Fun* (study aid), *ESP Tester*, and *One-Shot* (word processor) on a single disk, for \$29.95. That's for the rest of the world. For *Ahoy!*'s readers only the package is available for \$4.95 plus postage and handling. You must state in your order that you are an *Ahoy!* reader to qualify for this special price. PA residents add 6% sales tax.

AC3L Software (see address list, page 130).

### 80-COLUMN ADAPTER

If the 80-column computing you do on your C-128 does not require color, the BI C-128 Monochrome Adaptor (\$7.98) can save you the expense of a new monitor by providing a full 80-column display on any standard monochrome or color monitor. (If even \$7.98 is too much for you, refer to Morton Kelson's build-it-yourself instructions in the August '85 *Ahoy!*.)

Batteries Included, 416-881-9941 (see address list, page 130).

### FONT MASTER UPDATE

*Font Master II* (\$49.95), an upgrade of Xetec's multi-typestyle word processor, includes 30 fonts (15 more than the original), 65 text editing commands, 47 two-letter format controls, onscreen status/help display, foreign language capability (including right-to-left editing and diacritics), font editor/creator, and a backup disk.

Xetec, Inc., 913-827-0685 (see address list, page 130).

Bauhaus	אבן עזרא	Scotch
Bleak	Italic	Shadow
Bold	LED	זיכרון
CELTIC	Manhattan	Split
English	סורתי	Stopbold
Feura	News	Tech
ΕΥΡΩΠΕ	Print	Typewriter
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		... and more

Some of Font Master II's 30 typefaces.  
READER SERVICE NO. 143

### COMPUTER AIDED DESIGN

Intended as a tool for architects, artists, engineers, and students in the graphic arts, *CAD-3D* (\$39.95) is a

## Uni-Kool DISK DRIVE FAN FOR COMMODORE



Designed to work with Commodore Disk Drive Models 1540, 1541, SFD 1001, the quiet C-100 fan enclosure moves cool, filtered air through the top vents of the disk drive cooling the drive and thereby reducing the misalignment problems caused by heat build-up. A custom filter keeps room dust from entering the disk loading opening. This greatly increases the life span of the disk drives, and decreases the maintenance required to keep the drive functioning properly. Only \$39.95 plus \$2.50 for shipping and insurance.

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(Commodore is a registered trademark of Commodore Business Systems)

Reader Service No. 139

"wire frame" design program based on the Cartesian coordinate (X, Y, Z axes) system. Designs can be rotated or shifted on all axes simultaneously. Modifications can also be made to any specified segments of a design; further enhancements can be made using other available graphics programs. Merging capability lets the designer superimpose saved designs or use them directly in original programs.

IHT Software, 415-441-1607 (see address list, page 130).

### SEE IT & SPELL IT

According to some experts, good spellers internally visualize words in order to spell them correctly. *Whole Brain Spelling*, available for years to IBM and Apple users and just translated to Commodore format, uses color graphics to develop these visualization skills. Six different word lists of 2000 words each are available.

SubLOGIC Corporation, 217-359-8482; orders 800-637-4983 except in IL, AK, HI (see address list, page 130).

### BASIC 7.0 BASICS

*The Elementary Commodore 128* (\$14.95) by William Sanders, author of the bestselling *Elementary Commodore 64*, teaches the beginner to program in BASIC 7.0, from setting up the computer to creating graphic pie charts. Included is coverage of variables and arrays, loops, branches, input/output, sequential and relative files, sound and music, graphic animation, printers, sprites, and more.

Microcomscribe, 619-578-4588 or 484-3884 (see address list, page 130).



*For the beginner who wants to learn BASIC 7.0 on the 128.*  
**READER SERVICE NO. 145**

### MULTIBOTS

The Multibots line of construction sets will allow C-64 and C-128 users to learn the principles of robotics by building computer-controlled robots, cars, cranes, and other projects. The heart of the system is the Interface Unit (#B100), which plugs into your 64 or 128 and connects to lights, motors, sensors, and other external devices. Add-on modules and kits in the series include:

The Speech Digitization Module (S100), featuring projects in digitization and playback, sounds, and sound effects. Included is software to turn the module into a digital voltmeter.

The Multiscope (M100), containing the hardware and software for experiments and projects using the computer as a digital storage oscilloscope and a digital voltmeter.

The Multibot Workshop (MB220), a complete scientific workshop comprising all the hardware and software of the S100 and M100 kits, plus interface unit, motors, components,

software, and instructions for 50 projects.

The Multibot Workshop Plus (MB330), including everything in the MB220 kit plus additional construction components, sensors, a third electric motor, and software and instructions for 100 projects and experiments.

Other available modules include Thermodynamics (T100), Digital Electronics (DE100), Dynamics (D100), Instrumentation and Control (IC100), Robotics #1 (R101), Robotics #2 (R102), Motors and Generators (MG100), Infrared Remote Control (IRC100), and Switching and Relay (SR100).

Prices of the various kits and modules, which are being marketed by Access Software, range from \$59.95 to \$199.95.

Multibotics, Inc., 801-298-9079 (see address list, page 130).

### REMOTE CONTROL ROBOT

The 11.3" tall, C-64-programmed

An outstanding watch value: on land, at sea, and underwater . . .

## Navigator™ Watch

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Note: For quantity orders (100+) with your company logo on the dial, call Mr. Gerard at (415) 543-6570 or write him at the address below.

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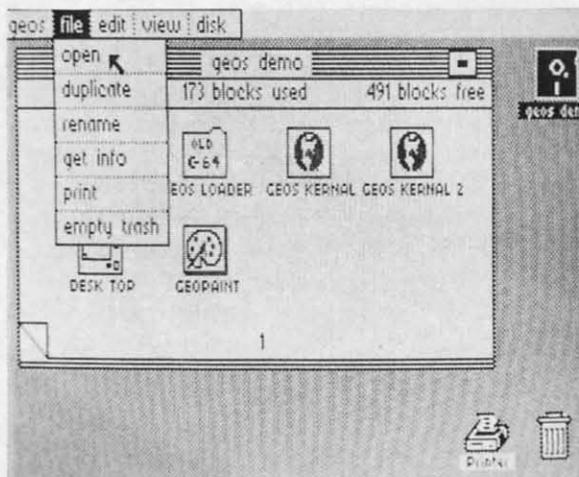
131 Townsend Street, San Francisco, CA 94107

R/C Robot from Maxtron remembers up to half an hour of movement commands and speaks the user's voice via a remote control handset that operates within a range of 100 feet. Included is C-64 interface and software that places instructions onscreen.

Maxtron, 818-350-5707 (see address list, page 130).

## COMMODORE 64

One of the two programs Commodore chose to display in their suite was the Quantum Link bulletin board system, reviewed in this issue (see page 63). The other was Berkeley Softworks' *GEOS* (Graphic Environment Operating System) *deskTOP* (\$59.95), and we immediately understood why. The program makes the C-64 mimic a Macintosh more closely than we thought possible, supplying a user interface complete with menus, icons, and windows. The user can view, load, copy, and delete files by moving a pointer icon with a mouse or joystick. All part of an im-



proved disk operating system that provides new file handling capabilities, including "turbo" routines that provide a 5 to 7 times improvement in disk transfer rates.

Included are the *geoWrite* word processing and *geoPaint* graphics editing programs, both of which borrow further from the Macintosh: the former lets you compose documents in an exact image of how the printed

Berkeley Softworks' *GEOS* software turns the C-64 into a multitasking computer utilizing Macintoshlike icons, windows, and pull-down menus. Special routines speed disk transfer rates by five to seven times.

**READER SERVICE NO. 147**

page will appear, the latter allows images to be cut or copied from one application and pasted into another.

Berkeley Softworks, 415-644-0883 (see address list, page 130).

## GRASP GRASPED

ShareData Inc. has licensed the rights to the "grasp" technology for the Commodore 64 and 128. Developed by VPL Research, the technology consists of a visual programming language operated by a glove input device. While wearing the glove, the user can "handle" and manipulate images on the computer screen. ShareData, which sells Commodore software through mass retailers at an average price of under \$8.00 per program, will use the technology to develop animated programs for the market.

ShareData has also announced the Data-Share 300 modem (\$29.95), offering 300 baud rate, auto dial/answer, 17K printer buffer, 10 macro keys, and terminal software.

Finally, the following Load 'N' Go/One Step programs are newly available for the 64: *Master Word*, *Electronic Scheduler*, *Tax Record Organizer*, *Family Tree*, *Vital Data Keeper*, *gBase*, *Trivia Quest*, *Peg Out*, *Alien*, *Bulge—A Battle for Antwerp*, and *Open*.

ShareData, Inc., 800-328-6061 or 612-829-0409 (see address list, page 130).

## AUTOSTART CARTRIDGE

Not to be confused with the IBM-PC word processor of almost the  
*Continued on page 96*



**XETEC**      **\$49.95**

---

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### A powerful word processing system for the Commodore 64.

Includes: On screen status/help display • 30 Fonts ready to use  
Font editor/creator included • BACK-UP DISK INCLUDED

From the author of *FONTMASTER* comes *FONTMASTER II*. A vastly improved version of the AWARD-WINNING\* program *FONTMASTER*. This powerful word processor, with its many different print styles (fonts), turns your dot matrix printer into a more powerful tool. Term papers, newsletters, and foreign languages are just a few of its many applications. Here are some of its capabilities.

#### Word Processing Features

- Over 65 powerful commands make text editing a breeze
- Headers / footers
- Page numbering in decimal or Roman
- On-screen underlining
- On-screen status-display, including pictures of font and special effects selected
- 80 column video preview
- On-screen foreign language capability (creator included)
- Form-letter / data merging
- Reads and writes either PRG or SEQ text files
- Help screens
- Right-to-left editing features for foreign languages (Hebrew, Arabic, etc.)

#### Word Processing Printing Features

- 47 two-letter format controls (embedded in text files)
- Fractional-character spacing used on word-wrap, justification, centering, and right alignment
- Proportional spacing (user-adjustable)
- Columnar printing (up to 4 columns)
- Overlaying of 2 or more characters (for phonetic markings, diacritics, etc.)
- 27 single keystroke text modifiers (embedded in text files) Combine any or all of the following effects: underlining (adjustable) — more than 20 pitches — more than 50 line spacing sizes — condensed text — expanded text — boldfacing — inversion (white letters on black) — Superscripts (adjustable) — Subscripts (adjustable) — 3 text heights (micro-normal-tall)

#### Setup Module

- Two system setups can be made. In each the user can select his preference of colors (screen, text, border), printer interface (18 choices), and printer (over 50 choices)
- Disk commands for maintenance of fonts or sets
- Grid for character creation / editing (manipulated with cursor keys, joystick, or light pen)
- Editing commands include: invert, flip, negate, shift, clear, copy
- Grid-dump to printer
- Character can be printed while editing (font creator only)

\* Outstanding original programming  
1985 International Summer Consumer Electronics Show

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Yankee Doodle went to town,  
A-riding on a pony,

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- My Old Kentucky Home ● Turkey in the Straw
- My Bonnie Lies Over the Ocean ● Goober Peas
- Red River Valley ● Oh! Susanna ● Dixie
- The Yellow Rose of Texas ● Yankee Doodle
- Who Threw the Overalls in  
Mistress Murphy's Chowder?

For fun throughout the Christmas holidays, order our Christmas Carols, too! The disk contains 18 favorites, including O Come All Ye Faithful, Joy to the World, Jingle Bells, Silent Night, What Child is This?, and more.

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## AUTO LOADER

A cartridge that plugs into your expansion port that makes loading and working with the disk drive much easier. With AUTO LOAD you will never have to type any of the load commands again. The cartridge will not interfere with any of your programs and has three different ways to load them:

1. Automatic mode allows you to set up a special file that has commands in it that you want the system to perform when power is first turned on. (Same as Apple's and IBM autostart files.)
2. If an auto-start file is not found then AUTO LOAD loads the directory and displays it in a menu format. Pressing one letter next to your selection loads and runs the program. Automatically!
3. Holding down different function keys while turning the computer on types in commands like (LOAD "":8.1), (LOAD "":8 + RUN), (LOAD "":8 + LIST)
  - Use with a timer to have your BBS come up at a certain time. Automatically!
  - Load wedge first, change colors then load application without touching the keyboard!
  - Great for programmers, can be used to load up several utilities in a row!
  - Makes sorting thru and loading several different programs very quick. (as with public domain, multi utilities disk etc.)
  - Easy for kids that can't type yet
  - Comes with built in system reset switch

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## D-CODER

- Translates any machine language program into easy-to-read English descriptions with complete explanations of each command.
  - Makes complete notations of all important memory locations accessed by the program (SID, VIC, MOS, KERNAL, etc.)
  - Gives you three ways of accessing programs:
    1. Will read and list programs from DISK
    2. Will read and list programs from MEMORY
    3. Direct user input (from magazines, etc.)
  - Can be used to locate and examine any machine language program's protection routines!
  - Can be used to easily break apart machine language programs for study and examination!
  - Printer option for complete hard copy listings!
- You no longer need to be an EGGHEAD to read Machine Language.

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## N-CODER

THE PERFECT COMPANION PROGRAM TO D-CODER!

- Allows you to easily make changes in machine language programs... right on the disk!
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  - Notation of ASCII text equivalents for easy spotting of embedded text strings!
  - Handy reference display of all assembly language commands and their ML numerical equivalents!
  - Byte splitter for easy splitting of decimal addresses into low byte-high byte format!

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## Top Secret Stuff I and Top Secret Stuff II

Programed by Jim Drew

Are both collections of 20 programs per diskette (that works out to about \$1.00 per program!) that help you explore and enhance your Commodore 64 and/or 128 and 1541 disk drive. Now you can unlock many secrets formerly known only to top machine language programmers by using these sophisticated "tools." If you have ever been curious about the inner workings of your computer system, now is your chance to dig in and find answers with the help of these programs. These collections of programs have gotten rave reviews from actual users, and we are sure that you, too, will be pleased.

These are just some of programs included.

### TOP SECRET STUFF I

- The Dock (view/repair disk contents)
- Sync Checker (diskette)
- Disk Manipulation System
- Diskette Matcher (compare sectors)
- 1/2 Track Reader
- Electronic Arts Backup
- Drive Mon (disk drive m/1 monitor)
- Diskette File Log (start-end address)
- Repair A Track (recover data)
- 1/2 Track Formatter

\$19<sup>95</sup>

### TOP SECRET STUFF II

- RAM Test (test Computer RAM)
- Copy \$A000-\$FFFF (under ROMS)
- Display G.C.R. (All sector data)
- Smooth Scroll (messages up screen)
- Koala Dump (koala pad screen dump)
- Disk Protection System (stops copies)
- Boot Maker (autobook BASIC programs)
- Wedge - \$C000
- Diskmatcher II (high speed version)
- No Drive Rattle (on reading errors)

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## TAX PAC

Tax preparation has never been a breeze except when you let your computer do it for you. This easy to use menu driven program follows your tax form line by line while computing all the necessary information. It has all the tax tables included for the forms listed below and will print out all the information you need to fill out your forms. Tax Pac reduces that chance of error in order to get that refund Quick!

- Tax Forms Supported: 1040, 1040A, 1040EZ, 2106, 2441, 4562, 3468, 941 and Schedules: A, B, C, D, E, G, SE, W
- Stores all your tax information on disk for easy recall or recomputation.
- Does all computations and prints all the figures you need to fill out your official forms.

Purchase price is tax deductible \$24<sup>95</sup>

## GRAPHICS AND GAME DISK

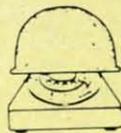
A stimulating x-rated adventure game, complete with graphics representations. This is not your typical adventure game. FEATURES ANIMATED X-RATED CARTOONS

\*Joystick required

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1. Auto Dial will automatically dial a set of numbers you choose
2. Review Numbers will review numbers that were answered by a computer
3. Save Numbers will save numbers where a computer answered
4. Hardcopy of Numbers will print out list of numbers where a computer answered
5. Load Numbers will load in numbers to continue where it left off
6. Continue will pick up dialing where it was interrupted.



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C-64 Book Only ..... \$19<sup>95</sup> US  
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## TOOL

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## Side 1 (

## 64-12

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Store programs or sequential in Ram for almost instant access. This gives you the advantage of having several programs in memory at the same time. Imagine writing a game and having a sprite editor program in memory at the same time!

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## MASTER LOCK

Here, at last, is a program that will protect your software programs from unauthorized duplicating. 1 to 1 million copies can be protected, fast and easy.

- Specially designed for the C-64 and 1541 Disk Drive
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Having problems finding that lost disk? Here's a program that allows you to alphabetize and print out your program names in a versatile format. A scrolling arrow allows you to edit out meaningless names and keep what you want. Know what you got and where it's at!

- 60 to 600 titles (1 to 5 COLUMNS) can be printed per page by using optional condensed printing.
- Print disk labels with your disk names and ID's.
- Can support up to 1100 program titles and can alphabetize in less than 15 seconds!
- Save the master list to disk for use with a word processor or a data base.

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## TOOLBOX 64 AND NEW TOOLBOX 128

Side 1 contains over 100 routines, some of them are for protection, smooth scrolling, modem routines and sound and color. Also a bootmaker, paddle and joystick test; read terminal, and auto dial and auto answer. Documented routines allow you to use them to build your own programs or use alone. This disk has a lot of tricks that are used in commercial software.

Side 2 contains several of the same routines for the 128 system but also a T&S editor for going out to track 66, along with a screen dump for the 80 column mode and lots, lots more.

Side 1 C-64 Side 2 128 All for \$19<sup>95</sup>

## 64-128 CROSS REFERENCE BOOK

This is the first book available of its kind. Complete cross-references used to convert 64 programs over to the 128 computer. Book is formatted on the left side with the location and label name, and then on the right with the equivalent 128 location. The entire range of memory is covered starting at 0-Page going thru BASIC and then thru the Operating System. A must for the serious 128 user.

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## 64 BBS

Full performance board with lots of extra's not found on others. Two different versions to satisfy your needs.

- Backroom password gives you access to 7 read and write rooms with 4 security levels
- Open chalk board, used to post messages by users
- Secret highest level
- Auto message cycling
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- 300/1200 Baud
- 2 Levels of security for up and down load
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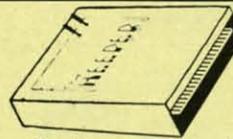
## 128 BBS

New for your 128, a complete BBS program with all the functions of the 64 version plus more.

- A complete separate sub-board
- User activity log
- Faster performance using the 1571
- Supports new punter and X modem protocols

Both boards are completely menu driven and easy to use. Several options can be set up according to the system operators choice. This is the most comprehensive system available anywhere.

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## NEW FOR C-64 and C-128 THE KEEPER

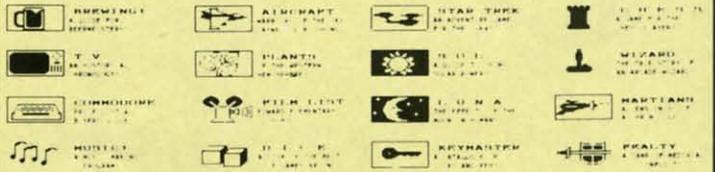
Revolutionary new technology enables virtual storage of 8192 bytes of high speed RAM. With write protect and in/out switches, the KEEPER adds new dimensions to your computing capability. Designed for the Commodore C-64 and C-128.

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An adapter that plugs into your RGB output that gives you 80-columns of monochrome text in the 128 mode.

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*This is the best package anywhere!*

### SWIFTERM:

- is absolutely the easiest terminal program available anywhere.
- Works with the 1660, and Westridge Modem
- New punter and midwestern protocol
- Printer dump
- DOS commands access from menu
- Phone book
- Auto dial (with auto redial)
- 29K storage buffer
- Save to disk
- Standard ASCII up/down loading
- 300/1200 Baud

This is an excellent easy to use program for a very reasonable price.

### THE MODEM

Auto dial, auto answer, 300 baud modem that is 100% compatible with Commodores 1650 modem, so all our software will run with it.

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So why buy just another terminal program when you can get a modem too?!

## SWIFTERM 128

Same features as above but for 128. Also including a 48K buffer and a programable phone list. Faster speed using the 1571.

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# COMMET CATCHING

BY DALE RUPERT

## An Interplanetary Simulation of Astronomical Proportions

**D**o you have what it takes to capture a comet? Here is your chance to find out. This month we will look at the physics and the software to simulate the motion of one object around another in space. The program is written for the Commodore 128, but we will discuss how the simulation can be modified to run on the C-64 as well as any computer with some type of bit-map graphics. We will also show off some of the niceties built into BASIC 7.0 of the C-128.

With the program presented on page 117, you are able to specify the initial position and velocity of an object in space which we will call a comet. The path of the object as affected by the sun's gravitational field will be plotted on the screen. From a given starting position, a comet may enter a stable orbit around the sun, or it may simply make one pass through the solar system, never to be seen again. You will find out that very small differences in the comet's initial parameters can make tremendous differences in the comet's behavior.

If you choose the comet's parameters properly, the comet will become a permanent addition to the solar system, perhaps traveling away from the sun for a hundred years or more before returning for another close encounter.

Choosing your own parameters to "catch" the comet can be a trial-and-error process. On the other hand, you



may use published values and simulate the motion of actual objects such as the earth around the sun. Either way, you should find the program fun for experimenting. It comes with a guarantee that you will learn something in the process.

### PHYSICS FUNDAMENTALS

Let's begin with the physics of the problem. We will assume that a relatively small object has some initial position and velocity in space. That small object moves under the influence of the gravitational force of some large



object. Specifically, the small object could be a comet or a planet, and the large object is the sun.

If algebra and formulas do not interest you, skip ahead to the next section of this article. For the students of physics (past, present, or future), here is the mathematics involved. According to Newton's second law, a force (F) applied to an object of mass m gives the object an acceleration (a) according to the formula:

$$F = m * a$$

If the force is the result of the gravitational pull between

two masses (m and M) which are a distance r apart, the magnitude of the force is

$$F = (G * M * m) / r^2$$

where G is the gravitational constant with a value of  $6.673E-11 \text{ m}^3/\text{kg-s}^2$ .

We will assume that one mass M (sun) is much larger than the other mass m (comet), and that the larger object remains fixed in space. Both assumptions are very accurate for comets and even for planets orbiting the sun.

Consider the comet at coordinate X,Y in a coordinate

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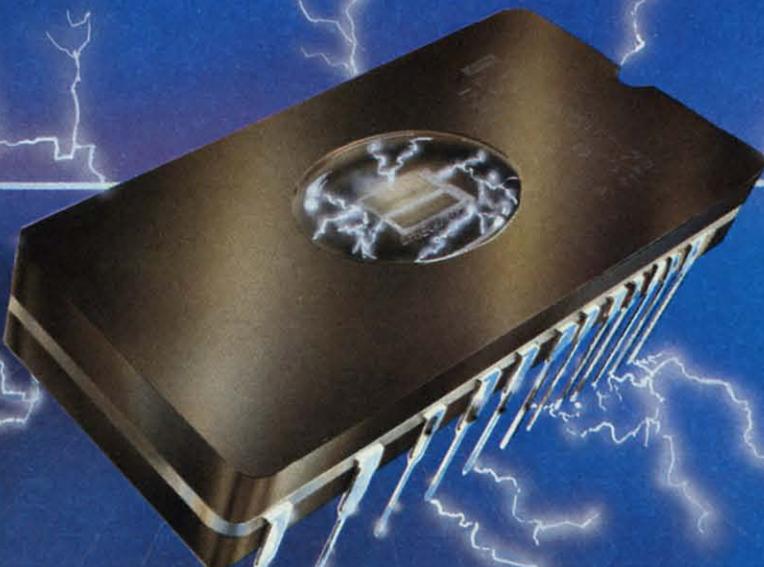
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Music Shop (BRODERBUND)	?	105 sec	105 sec*	105 sec*	21 sec
Hitchhiker's Guide to the Galaxy (INFOCOM)	?	70 sec	70 sec*	**	68 sec*
On-field Football (GAMESTAR)	?	159 sec	66 sec	63 sec	56 sec
EASY FINANCE I (COMMODORE)	?	58 sec	13 sec	13 sec	11 sec

- \* = Will not fast load — defaulted back to regular load.
- \*\* = Failed to load at all.

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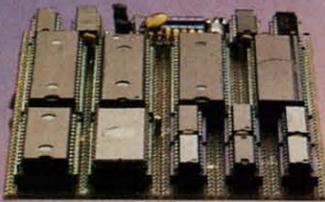
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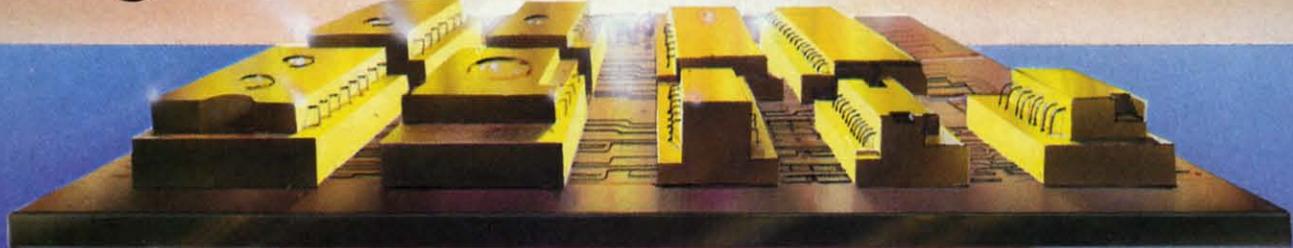


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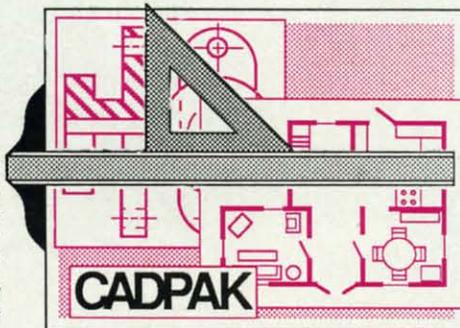


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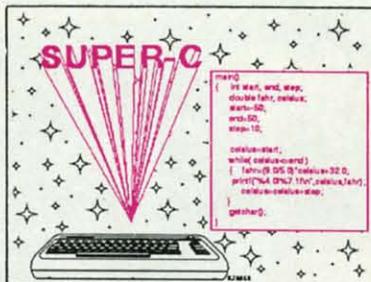
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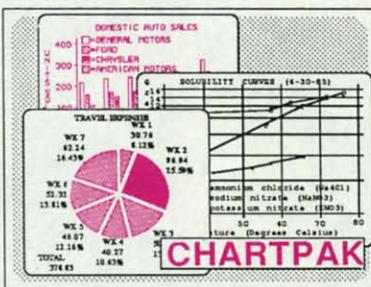
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system with the sun at coordinate 0,0. The acceleration of the comet in the horizontal direction (when viewed from above the plane of its orbit) is given by AX:

$$AX = [(G * M) / r^2] * (X / r)$$

where

$$r = \text{SQR}(X^2 + Y^2)$$

Similarly the acceleration in the vertical direction AY is

$$AY = [(G * M) / r^2] * (Y / r)$$

If the initial speed of the comet is V, then after an amount of time T, its speed will be  $(V + A*T)$  where A is the acceleration. Similarly, if the comet is initially at position X, its position after an amount of time T will be  $(X + V*T)$ . Once the new position is known, the new values of r, AX, and AY can be calculated, followed by the new velocities, and then the next position. If the increments of time are small enough, this sequence of calculations gives reasonably accurate results.

In order to improve the accuracy of the calculations, we will use the "half-increment" method to iteratively determine each position of the comet. To find the position of the comet after a time interval DT, for example, we first calculate the comet's velocity at time DT/2. Using that velocity, we calculate its acceleration and then its position at time DT.

The velocity is calculated halfway into the next time interval (at time  $3/2 * DT$ ), and that velocity is used to determine the comet's position and acceleration at time  $2*DT$ .

The formulas to calculate the acceleration, velocity, and position of the comet are shown in lines 270 through 300 in *Comet Catcher* on page 117. The first time through the loop, DD has a value of 2 so that the velocities are calculated at time DT/2. Line 410 sets DD to 1 so that succeeding velocities are calculated at  $3*DT/2$ ,  $5*DT/2$ , and so forth.

If you want to learn more of the physics of this problem, look into a text on classical mechanics under the topic of the two-body problem. You will also find many details in the *McGraw-Hill Encyclopedia of Science and Technology* under the topic "Celestial Mechanics." One other excellent source of information is the book by Robert Eisberg, *Applied Mathematical Physics with Programmable Calculators* (McGraw-Hill, 1976).

## CONCEPTS INTO SOFTWARE

With the formulas and the method of solution understood, have a look at *Comet Catcher*. Of the six possible screen modes for the C-128, this program uses mode 2, called the standard split-screen mode. The GRAPHIC 2,1,22 command in line 10 selects mode 2, clears the screen (1), and defines the screen lines 22 through 24 to be devoted to text. The upper part of the screen is for bit map graphics.

There are advantages and disadvantages to using split-screen mode, as opposed to full-screen bit map graphics. The primary advantage of using the split screen is that

text may be placed onto the screen by means of the PRINT statement. In particular, the PRINT USING statement gives text formatting capabilities which are very useful, as we shall see.

The disadvantages of the split-screen mode are that the text to be PRINTed must fit into a specified window, and we must be careful about how the text is written into that window. Another problem with the split-screen mode is that when the program is stopped and control is returned to the text mode, the split-screen text window disappears, and the whole screen is now bit-mapped. That was a problem during debugging. I use an RGB monitor for the 80-column text mode and a separate "green screen" composite monitor for the graphics display. Whenever I stopped the program to modify it, the parameters displayed at the bottom of the screen vanished. The solution is to rewrite the parameters at the bottom of the screen using the bit map text command CHAR. Refer to lines 520 through 560.

If the program had used the bit map mode (instead of the split-screen mode), CHAR would be used to locate and print text onto the screen. CHAR gives the flexibility of being able to specify the screen column and row at which the text is to be located. The string to be printed is the last argument in the CHAR statement. As line 520 shows, any combination of string types is allowed.

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AHOY! 23

The PRINT USING statement provides a very easy way to format the text being displayed on the text screen. Refer to lines 380 through 400. The first parameter of PRINT USING is the format string. It may be a literal, as shown here, or it may be a string variable. The format string is followed by the parameter (or parameters) which are to be displayed according to the format string.

Certain characters within the format string have special meanings. Other characters are displayed literally. For example, consider the statement

```
380 PRINT USING "V= ####.## KM/S";VT
```

The “#” is a place-holder for one numerical digit. Consequently, when the value of VT is printed, it will use four screen locations in front of the decimal point, and its fractional part will be rounded to two decimal places. If VT has the value 235.4567, line 380 will generate

```
V= 235.46 KM/S
```

The format string also controls how string items are to be displayed. The “=” must be separated by a space from the “#”, since “=” is also a format control character. We will discuss the other options of the PRINT USING statement in a future article.

Here is one further note on CHAR and PRINT state-

ments. The CHAR statement may be used in text mode (40 or 80 column) to position the cursor before the PRINT statement is executed. A statement such as CHAR ,5,20;” puts the cursor at column 5 of line 20 on the screen, so that any printing begins there. Unfortunately the CHAR statement does not work for locating text to be PRINTed in the split-screen mode. That is the reason for the TAB statement in line 400.

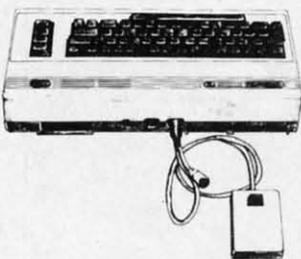
The program displays three lines of text at the bottom of the screen. Figuring out how to position the text required some experimentation and head-scratching. My solution is to create a text window in the split-screen text area, and to disable scrolling of text. As long as three lines of text are always printed, the display is updated properly.

The WINDOW statement in line 50 defines the window. The difference between this statement and the text window specified in the GRAPHIC statement discussed earlier is that WINDOW confines the cursor to that region. With the split-screen specified by the GRAPHIC statement, the cursor may be anywhere on the screen. If the cursor is above the split-screen text window, it is not visible. Likewise, any text printed outside of the split-screen window is not seen. Consequently the separate WINDOW statement is needed so that all text remains in the visible region.

Scrolling is disabled by using one of Escape codes. (The Escape codes, by the way, are among the most fantastic features of the C-128! Take the time to explore them if you haven't already. We will discuss them in depth in a future article.) It is as easy to use the Escape codes within a program as it is in direct mode. ESCAPE is represented by CHR\$(27). Line 40 sends the escape sequence “ESC M” which means “disable scrolling.”

Escape sequences are not displayed on the screen. Instead they send control commands to the processor. Run this program without line 40 to see why the scroll-disable is necessary. If you would like a debugging challenge, swap lines 40 and 50, and try to explain the results. The moral is this: Using text in the split-screen mode requires some careful planning. This program shows one way to do it.

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## CREATING A COMET

If the colors are not to your liking, simply change the parameters in lines 20 and 30. The constants used by the program are in lines 70 through 110. The other parameters listed in lines 130 through 200 define the comet. Those are for you to choose at will.

Distances are specified in Astronomical Units (AU). One AU is the average distance from the earth to the sun. It amounts to 1.496E11 meters as shown in line 80. Velocities are given in meters per second (M/S). You may choose the basic time increment TM (in days) in line 130. The time increment determines how often the comet's position is recalculated. The smaller the time increment is, the more accurate the resulting display will be, and the longer the program will need to plot the complete orbit.

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The height of the screen (part of which will be hidden behind the text window) is given by HY (in AU) in line 140. Choosing a smaller number is equivalent to magnifying the display.

The actual parameters of the comet are given in lines 160 through 200. To completely define the comet's motion, you must specify its starting position and its velocity components at that position. The sun is at location 0,0. A standard, four-quadrant Cartesian coordinate system is used.

X is the horizontal coordinate (+ to the right, - to the left). Y is the vertical coordinate (+ is up, - is down). A comet that is initially 4 AU from the sun, and located at the "nine o'clock" position with respect to the sun, would be at X=0, Y=-2. If this is not clear, try various values and see where the resulting orbit begins on the screen. Choose a proper value of HY to see the orbit clearly.

The comet has two components of velocity, one in the X direction (VX) and one in the Y direction (VY). Its actual velocity is the combination of these two components. If the comet begins at the "nine o'clock" position and at that instant is moving vertically downward at 5000 meters per second, VX equals 0 (since its motion is only vertical) and VY equals -5000 (since down is in the negative Y direction).

Once the comet moves to its new position, it will have different values for X, Y, VX, and VY. The sun's gravity pulls the comet radially towards the sun. Consequently the comet gains some velocity in the X direction. It moves horizontally because of the sun's pull, and at the same time it moves vertically because of its initial velocity. Its new position is the result of those two independent motions.

The main loop of the program calculates and plots the new position of the comet at each interval specified by TM. PX and PY in line 310 are the scaled X and Y values to be plotted. Line 320 checks to see that they are on the screen. If so, line 330 puts a dot on the screen at that location.

Some of the current parameters are displayed at the bottom of the screen by lines 360 through 400. VE is the escape velocity for an object at the comet's position. V is the combination of the comet's two velocity components. By comparing V with VE you may determine whether the comet is actually "caught" by the sun. In a case where V is greater than VE, the comet will not be back for another visit. In a case where V is less than VE, the comet is still held within the gravitational "potential well" of the sun.

ted with each point plotted. Also the total number of days (T) since the program began is shown in the lower right corner. The rate at which T is incremented is determined by TM in line 130.

Line 420 looks to see if any key has been pressed since the last time through the loop. If no key has been, the loop is repeated.

## ADDED TOUCHES

Pressing certain keys while the program is running gives you "real-time" control over the output. Pressing the ( RETURN ) key at any time stops the program and returns to the text mode screen. As the program is written, it returns to the 80-column text mode and displays that message on the graphics screen. If you prefer returning to the 40-column text mode, change the GRAPHIC statement in line 560 to GRAPHIC 0.

Pressing the "P" key or the "No Scroll" key causes the program to PAUSE until another key is pressed. This lets you study the displayed parameters.

The "S" and "F" keys put the computer into the SLOW and FAST modes, respectively. In the FAST mode, the graphics screen disappears. It remains vanished until you press the "S" key. If the plot is very dense and slow, you may prefer to let the computer work "double time" in the FAST mode for a while. Simply press "S" to bring back the graphics screen and check on the progress.

The <CRSR UP> and <CRSR DOWN> keys increase and decrease the time increment between successive calculations. You will find that the resulting orbit may change drastically with differing time increments even if the other initial parameters are the same. Each press of one of these keys changes the time increment by plus or minus ten percent. Recall that the initial time increment is given by TM in line 130.

The keyboard routines use two new features of the C-128, INSTR (pronounced "in-string") and GETKEY. INSTR is handy for this type of keystroke decoding. The first argument of INSTR is a string containing the allowable keystrokes. In this program, the second argument A\$ is the current keystroke value.

INSTR returns a number corresponding to the position of the first occurrence of the second string within the first string. For example, if the <RETURN> key is pressed, A\$ has the value CHR\$(13). The INSTR function then has a value of 1 since CHR\$(13) is the first character within the first INSTR argument. Consequently the ON-GOSUB statement branches to line 520 which is the first line number in its list, and the program ends.

If the "F" key is pressed, INSTR returns a value of 4, since "F" occurs in the fourth position within the first INSTR argument string. The ON-GOSUB statement calls the subroutine at line 480, since 480 is the fourth line number in the list.

If any other keys are pressed, A\$ is not found within the first INSTR argument string. INSTR has a value of 0, and the program then continues with the next statement, namely 450 GOTO 270, for the next iteration of the main loop. (Note that the definition of ON-GOSUB in the C-128 System Guide is not quite correct. The program resumes with the next *statement*, not the next *line*, if the value of the expression is 0.)

The GETKEY statement is equivalent to the C-64 sequence

```
460 GET A$ : IF A$="" THEN 460
```

In other words, GETKEY waits until one key has been pressed, and that value is given to A\$. GETKEY can accumulate more than one keystroke, but each one must be assigned to a separate variable, such as GETKEY A\$,B\$,C\$.

### FOR COMMODORE 64 USERS...

To run *Comet Catcher* on the C-64 or any other computer, you must provide a routine to plot points on the 320 by 200 bit map screen. The *Rupert Reports* in the June and July 1985 issues of *Ahoy!* provide BASIC and assembly language routines for bit map graphics.

Many more programs will be written and published for bit map graphics now that the C-128 makes them so easy to use. Consequently I have modified the main routines from those previous articles so that C-64 users may incorporate them into *Comet Catcher*, as well as into other C-128 programs written for GRAPHIC modes 1 or 2.

Have a look at the C-64 *Bit Mapper* program on page 118. It is comprised of three main subroutines. The first, beginning at line 1000, sets the bit map graphics mode and clears the bit map memory. The "clear memory" function is implemented in the machine language routine generated at line 4000. You may choose the foreground and background colors in line 1110. Other details will be found in the original articles.

The second subroutine starts at line 2000. It is called to turn on the pixel at location PX,PY. PX ranges from 0 to 319 and PY ranges from 0 to 199. The point 0,0 is in the upper left corner of the screen. The third subroutine begins at line 3000. It resets the bit map mode and returns to text mode. Any other computers you might use must be able to provide similar subroutines or capabilities.

To use *Comet Catcher* on the C-64, you must make the following changes. Substitute lines 10 through 60 and 440 through 485 of *Bit Mapper* into *Comet Catcher*. Change line 330 of *Comet Catcher* to be

```
330 GOSUB 2000
```

Delete the following lines from *Comet Catcher*: 360,380, 390,400, and 510 through 560. Add lines 1000 through 4110 of *Bit Mapper* to *Comet Catcher*.

None of the text parameters will be displayed on the C-64, which is quite a disadvantage. The <CRSR UP> and <CRSR DN> increase and decrease the time increment between points. "P" will pause the display, and <RETURN> stops the program and restores the computer to text mode.

### FURTHER POSSIBILITIES

There are numerous possibilities with this program. For example, you might substitute actual parameters for the earth's or other planets' motion. The earth's velocity is 29.8E3 meters per second when it is the average distance from the sun (1 AU). Try these values in lines 130 through 200:

```
TM=1 : HY=3 : X0=-1 : Y0=0 : VX=0 : VY=-29.8E3
```

Keep an eye on the time to see just how many days it takes the earth to complete one orbit.

During your experimentation, you will no doubt observe the phenomenon known as the "gravitational slingshot." You will see this when the comet comes very close to the sun at a slow speed and is flung out into space at a very high speed.

If you want to adventure into the bizarre, you can very easily create "antigravity." Simply remove the minus sign from the definition of K in line 110. When K is positive, the force between the two bodies is repulsive rather than attractive. You may simulate subatomic attractions and repulsions just by changing the value and sign of K. It could be fun and easy to be able to switch gravity on or off. Modify the INSTR function in line 440 to decode some other keystroke which will replace K with zero, then press that key to see what happens if the sun's gravity suddenly vanishes.

With some work, you could modify this program to handle more than two objects. At each step you would calculate and add the forces from all massive bodies on each other. How about showing the moon orbiting the earth as it orbits the sun? For starters, walk over to that computer and catch a comet. □

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AHOY! 27

# JCALC

## A Spreadsheet for the C-64

By Jeff Balvanz

**A**lmost everyone acquainted with microcomputers has at least seen an electronic spreadsheet. *JCALC* is a program to perform the essential functions of such programs as *VISICALC*, *Supercalc*, and *Lotus 1-2-3*. Since most of the routines are written in BASIC it's fairly slow, but it does a creditable job of laying out a worksheet, defining relationships between cells, and allowing the entry of numbers, labels, and formulas at different spots on the worksheet. *JCALC* can store 450 numbers and many formulas with labels in a C-64 or a VIC with only 8K of expansion RAM. Formulas are not described by names, but by their position on the worksheet, just like *VISICALC*. Finally, *JCALC* can print all or part of the worksheet to any logical device except the RS-232 port.

### ABOUT THE PROGRAM

Most of *JCALC* is devoted to the screen editor, which allows you to move an active cell around a worksheet and edit the contents of the individual cells. The heart, however, is the calculation subroutine (890-999), which goes through the active part of the worksheet, identifies the formulas, translates formulas stored in terms of cell addresses to formulas describing relationships between elements of an array, and then POKES that formula into the BASIC input buffer. A machine language subroutine is then called which tricks BASIC into thinking that it is interpreting a statement that has been typed in from the keyboard in direct mode. This subroutine is stored in the REM statement in line 0. The *ML Subroutine Builder* on page 114 creates this line from a short string of DATA statements. The advantage to this approach for short ML programs is simple; the subroutine is automatically protected from BASIC since it is a legitimate BASIC line. There are no restrictions on editing the BASIC program containing it (as long as that line remains the first line in the program), and you don't have to reserve space for the subroutine by POKING to the "start of BASIC" pointers before loading the program. You can use this trick in your own programs, but watch these two restrictions: the program must be relocatable anywhere in memory, and it must not contain any zero bytes.

### ENTERING JCALC

Typing *JCALC* is in a two-step process. First enter the *ML Subroutine Builder* program on page 114 (VIC owners should make the changes listed on the next page) and run it, which creates the machine language subroutine. Then delete any line above zero and list the program. You will find that all of the lines above zero have disappeared. This is because we POKEd a zero byte just before the zero byte marking the end of line zero, which creates an end of program marker.

Now enter the *BASIC Portion*, also on page 114. VIC 20 users should make the changes shown below; there are surprisingly few changes required, and I was tempted to make this a "conditional" program that would automatically adjust to whatever machine it was running on. Memory economy prevailed, however. Don't forget to save the final product.

### USING JCALC

To start, load *JCALC* and type RUN. The screen will clear and you will see the upper left hand corner of the worksheet. Column letters will appear at the top and row numbers at the side. In the upper left hand corner of this worksheet area will be a box one row high and nine columns wide in reverse video. This is the active cell; anything you type in will be entered into whatever cell the active cell occupies at the time. The active cell can be moved in three ways: with the arrow keys, which move one cell in any direction, with the HOME key, which returns the active cell to cell a1, and with the GOTO key (press >). When you press the ">" key *JCALC* will ask you for a cell address to GOTO. Enter the address and press <RETURN>.

Valid entries for cells fall into three types: numbers, labels, and formulas. To enter a number in a cell, just type in the number and press <RETURN>. Numbers are always displayed with two decimal places and are right-justified in the cells. Labels must begin with an apostrophe (also known as a single quote) which you will find as the shift of the 7 key. Labels may be up to 9 characters long and will be displayed left-justified. Formulas must begin with an = sign and may be approximately 40 characters long. There is no limit built into *JCALC*, but if a formula is more than about 40 characters

# or VIC 20 (+8K)

long it will cause a "Formula too complex in 926" error when *JCALC* tries to evaluate it. The contents of cells are referred to by their addresses (i.e., al for the cell in the first row of the first column, etc.). The column letter must be lower case. Formulas may contain any BASIC function. You may also add special function definitions of your own to *JCALC* just before line 1100 if necessary. In addition, there are five special range-oriented functions which operate on groups or ranges of cells on the worksheet. These are as follows:

- @sum(range)—adds all the numerical entries in a range
- @avg(range)—averages all the numerical values in a range
- @max(range)—returns maximum value in a range
- @min(range)—returns minimum value in a range

You must enter the formula name in lower case letters.

Ranges are described by separating the addresses of the upper left hand cell and the lower right hand cell in the range with a colon. For example, the cells in column C from row 3 to row 10 would be written as "c3:c10".

You can also use logical expressions in a formula. *VISICALC*, for example, has an @IF formula that returns one value if an expression is true and another if it is false. We can simulate that function in *JCALC* using logical expressions. Let's say we want a cell to be equal to 5 if cell c7 is equal to 1, but -3 if c7 is equal to 2. The formula you enter in *JCALC* would look like this:

$=(c7=1)*5-(c7=2)*3$

Remember that for Commodores, a true logical expression is equal to -1 and a false expression is equal to zero. You can, of course, use the NOT, AND, and OR operators to create more complicated formulas.

*JCALC* uses the eight function keys to perform special functions. To use these functions, press the proper key and follow the directions.

## f1—CALC

Each formula is calculated by *JCALC* when you enter it based on the values currently on the worksheet. If you go back and change some of those values you will have to recalculate all the formulas (which *JCALC* does not

do automatically because recalculation is a fairly slow process—that is written in BASIC, after all). Just press f1; *JCALC* will clear the screen and display a "WAIT" sign, then redraw the worksheet when it's finished.

## f3—EDIT

To change the value, formula, or label in the active cell, simply press f3. The contents of the active cell will appear on the top two lines of the screen along with BASIC's normal editing cursor. Edit the entry as you would a BASIC line and press <RETURN> to finish. Notice that labels and formulas are surrounded by double quote marks; this is because they are, in fact, strings and the quote marks are used to keep the string together even if it contains a comma or other delimiter. *Don't delete the quote marks or the apostrophe!*

## FOR VIC 20 USERS—

*JCALC* will work on a VIC 20 with 8K of expansion RAM if the following modifications are made.

Replace lines 30 and 60 of the *ML Subroutine Builder* with the following:

```
30 IFCK<>4734THENPRINT"ERROR IN DATA STATEMENTS -- CHECK YOUR PROGRAM":END
60 DATA 197,165,10,133,122,169,2,133,123,32,165,201,173,112,3,133,122,173,113,3
```

Replace line 5, 1000, 10004, and 10005 of the *BASIC Portion* with the following:

```
5 POKE36878,15:FORTT=1T050:NEXT:POKE36878,0:RETURN
1000 W=22:NC=1:NR=17:MC=15:MR=30:S0=4096:LC=0:TR=0:CW=9:LL=213:POKE36876,200:POKE10,0
1004 BL$=LEFT$(BL$,CW):GOSUB84:Q$=CHR$(34)
1005 REM THIS LINE NOT USED IN VIC-20 <-DELETE
```

*Bug Repellent* Line Codes listed after the program lines on pages 114-116 are for the C-64 only.

## f5-BLANK

To remove the entries from a range of cells, press f5. *JCALC* will ask what range of cells you want to erase; enter a valid range and press <RETURN>. If you don't enter a range *JCALC* will assume that you want to erase the active cell. The contents of the range will be erased and the screen redrawn to reflect the changes.

## f7-REPLICATE

This key can be used to copy one cell into a range of cells. Press f7 and *JCALC* will ask you which cell you want to copy. Enter the cell address and press <RETURN>. (It doesn't have to be the active cell.) *JCALC* will next ask you for a range to copy the cell to; enter that range and press <RETURN>. The contents of the "from" cell will be copied verbatim to the "to" cells. **WARNING:** if you copy a formula you will have to edit it to reflect its new location.

## f2-SAVE

A spreadsheet isn't worth much if you have to redo all your work every time you want to use it; you need to be able to save your work for later. Press f2 to save the worksheet. *JCALC* will first ask which device number you want to save to. You can "save" to any valid Commodore device number except 2 (the RS-232 port). Use 1 for tape or 8 for disk, or to see the structure of the data file you can "save" to the screen (3) or printer (4).

If you have chosen tape or disk, *JCALC* will next ask for a filename; enter a filename and press <RETURN>. Tape owners will immediately be asked to press record and play, so have that data tape ready before you press <RETURN>.

## f4-LOAD

This, of course, is the reverse of the SAVE procedure and looks much the same; enter device number and filename. Once again, tape users should have the data tape ready to go before pressing <RETURN>.

## f6-PRINT

The print routine is normally used to send output to a printer, but may be used to create sequential files on disk or tape. Press f6 to print; *JCALC* will begin by asking for a range to print. Enter a worksheet range and press <RETURN>. *JCALC* will then ask for the device number and filename; enter the appropriate information and press <RETURN>. The files created by the PRINT routine are sequential PET ASCII files, and may be used by many word processors or sent over the phone lines by communications programs.

## f8-QUIT

This is the route out of *JCALC*. Press f8 and *JCALC* will ask if you really want to quit. If you type "y" or "Y" you will be returned to BASIC. Anything else will return you to the worksheet.

## IF PROBLEMS OCCUR

You will very rarely get an error message and an abrupt return to BASIC. This is occasionally caused by a bad formula; check the last entry you made just before the crash with the EDIT function. You can always get back into *JCALC* by typing "GOTO 1100 <RETURN>". The worksheet on the screen will be messed up, but you can fix that by pressing <HOME>.

If you find that you need a bigger worksheet, save your work to tape or disk, exit *JCALC*, and go into line 1000 and increase MR (the maximum number of rows) and/or MC (the maximum number of columns). Save the new version of *JCALC* and you can reload your original worksheet and continue working. This only works, of course, if you have more memory to work with. I like to monitor my memory usage by putting a formula containing the FRE function somewhere on the worksheet. This can be deleted when the job is finished, of course. A VIC 20 with 8K expansion will have about 2300 bytes free for label and formula storage with the standard 15x30 worksheet; all of the storage space for numeric values is already defined.

Feel free to add features to *JCALC*. You might add a better copy function, sorting routines, or even Lotus 1-2-3-like graphics or data management routines. On a Commodore 64 or 128 there should be plenty of room left for innovation. □

SEE PROGRAM LISTING ON PAGE 114

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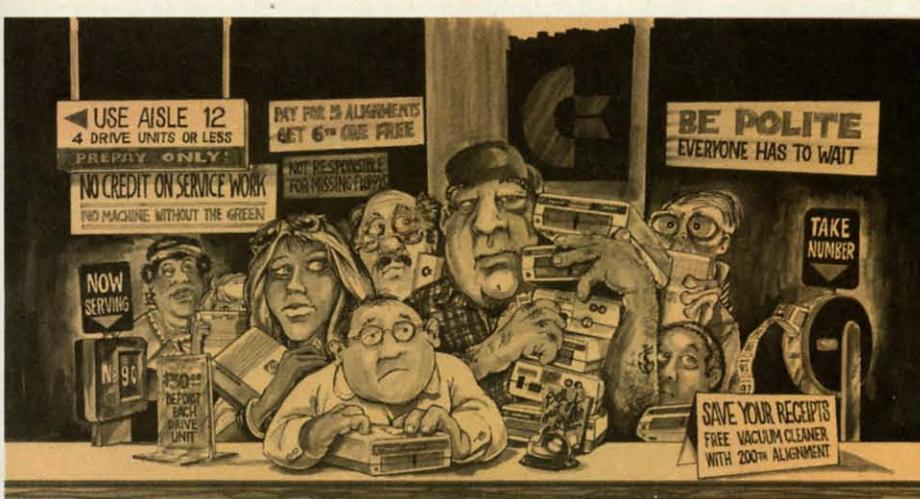
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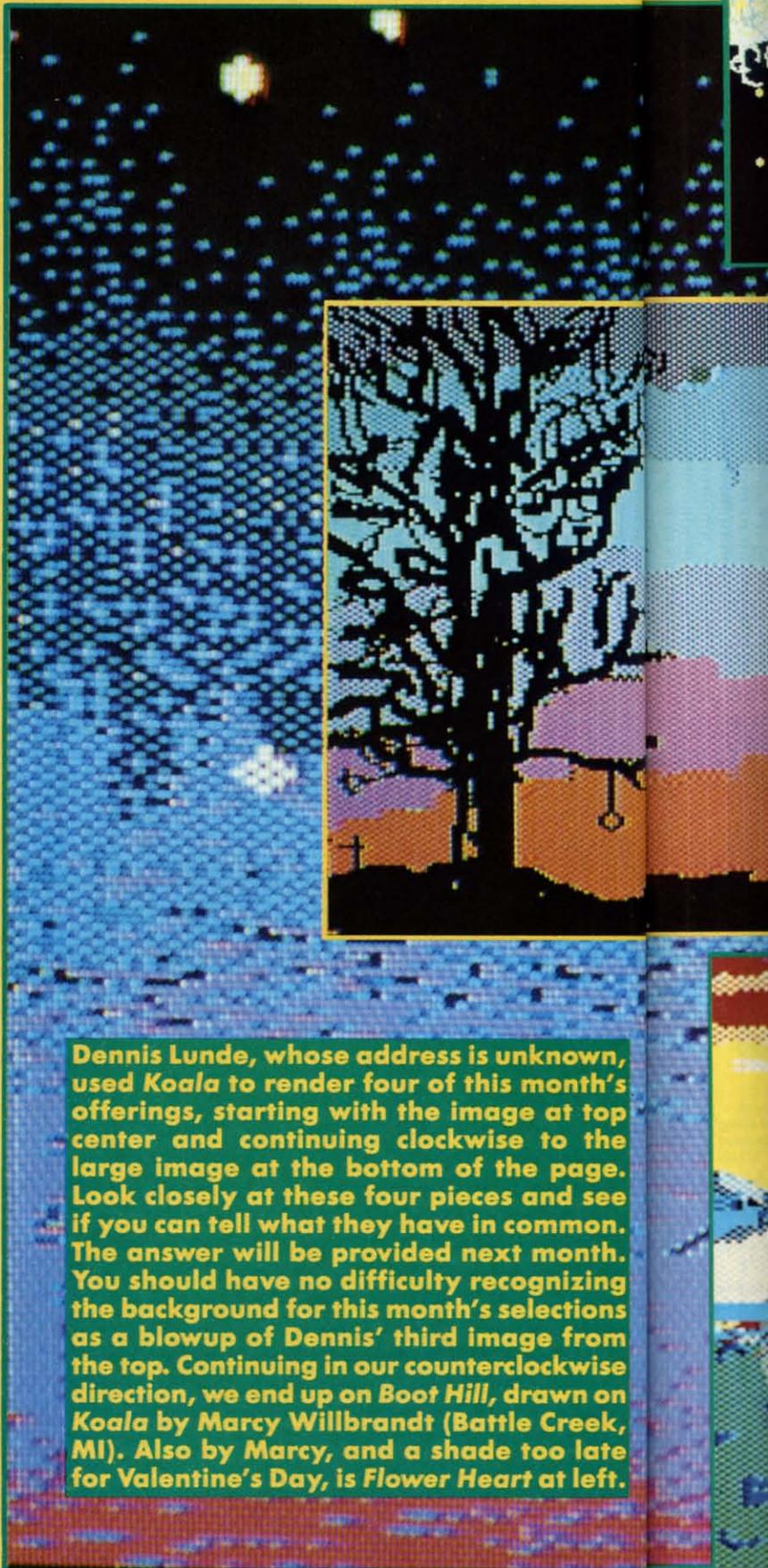
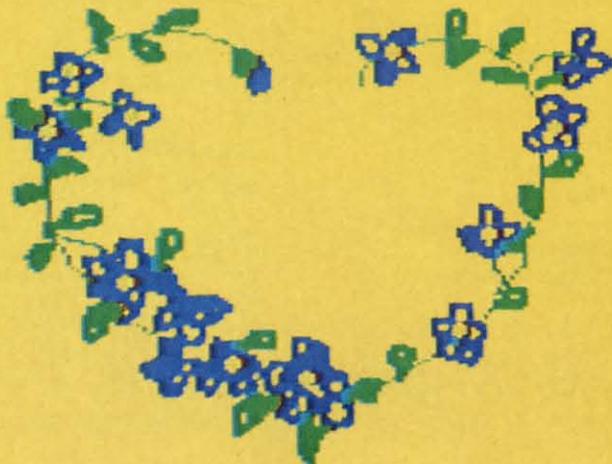
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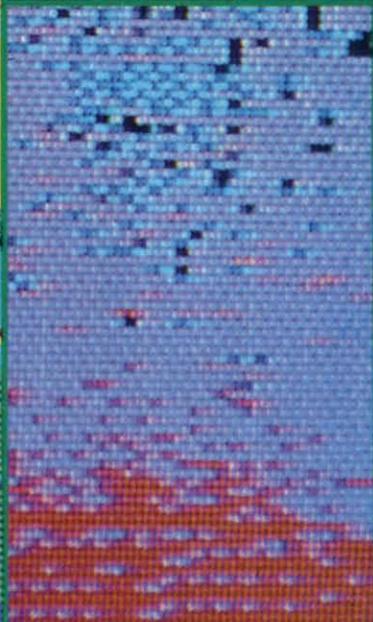
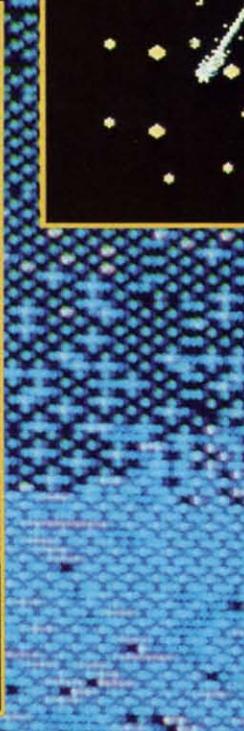
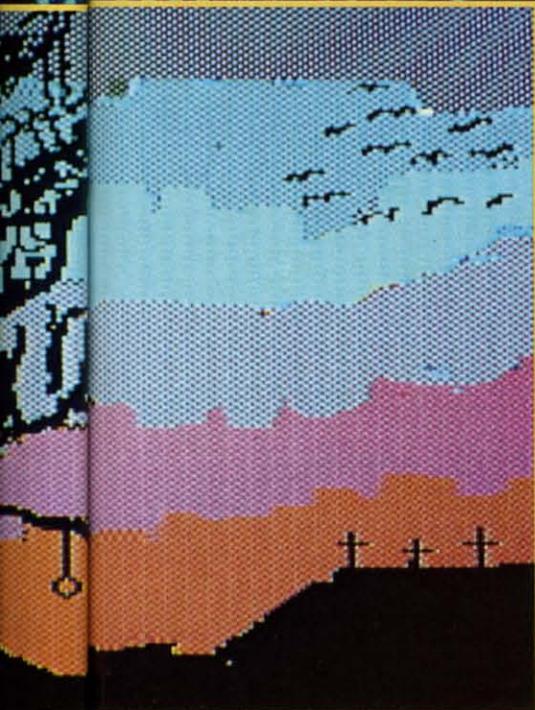
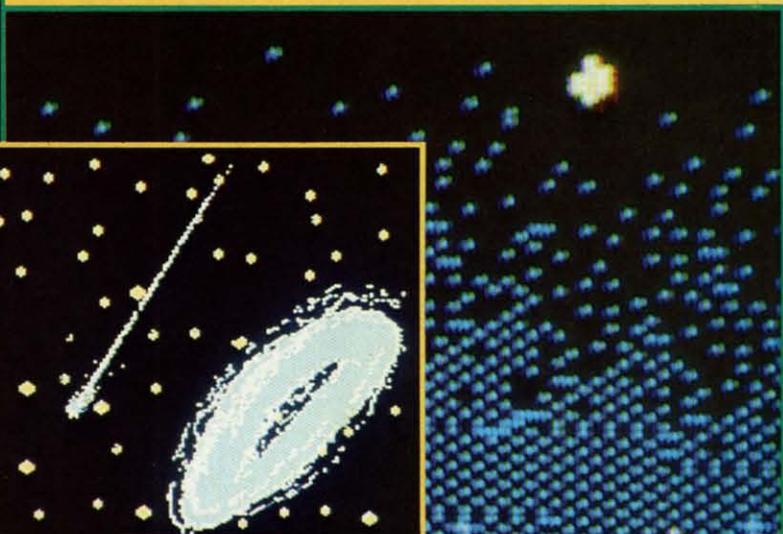
Contributors to *Ahoy!*'s *Art Gallery* will receive royalties based on the sale of disks. Send your best work on disk, accompanied by a stamped and self-addressed mailer, to Morton Kevelson, P.O. Box 260, Homestead Station, Brooklyn, NY 11229. Indicate the drawing package that was used to create the image. If you employed a bit map of your own design, indicate the appropriate file parameters, i.e., hi-res or multicolor, location of bit map, screen or color data.

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*Art Gallery* images are available on disk. High resolution bit-mapped images are available in *DOODLE!* format. Multicolor bit-mapped images are available in *Koala* format. Each disk includes a slide show program for easy viewing. *DOODLE!* disks include a bit map screen dump utility for the 1525 or properly interfaced dot matrix printer. *Koala* disks include a set of custom routines for bidirectional conversion to other multicolor formats. The conversion routines were expressly developed for the *Art Gallery* by Michael Beutjer of K.T. Software, author of the *Koala Printer* program and *Quad Print* (June '85 *Ahoy!*). Formats presently supported are *Cadpic*, *Peripheral Vision*, *Paint Magic*, and *Flying Colors*. Disks are available for \$15 from Morton Kevelson, P.O. Box 260, Homecrest Station, Brooklyn, NY 11229. Send a stamped and self-addressed envelope for a complete listing.

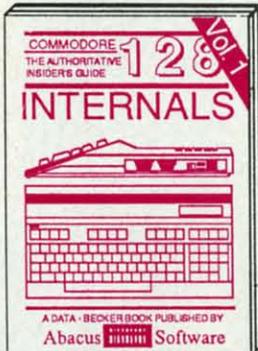


Dennis Lunde, whose address is unknown, used *Koala* to render four of this month's offerings, starting with the image at top center and continuing clockwise to the large image at the bottom of the page. Look closely at these four pieces and see if you can tell what they have in common. The answer will be provided next month. You should have no difficulty recognizing the background for this month's selections as a blowup of Dennis' third image from the top. Continuing in our counterclockwise direction, we end up on *Boot Hill*, drawn on *Koala* by Marcy Willbrandt (Battle Creek, MI). Also by Marcy, and a shade too late for Valentine's Day, is *Flower Heart* at left.



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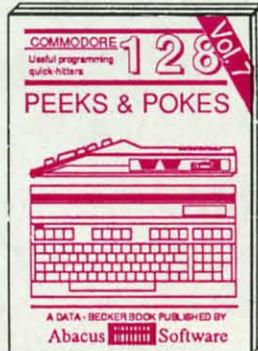
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# AIR RESCUE

## For the C-64

### By Cleveland M. Blakemore

**C**ount Von Mordo's ruthless air squadron has left the proud metropolis of Kernalville in flames. The inhabitants have fled to the rooftops to escape the inferno. The only ship left intact by the surprise assault is the U.S.S. Commodore, a hydrogen-filled dirigible. As you pilot the blimp over the city, your job is to pick up the refugees standing on the sentinel tower ladders, waving frantically for you to hover nearby so they can board you. Beneath them an inferno rages, and since you are piloting a hydrogen-filled blimp, you will have to use discretion before you pick up one of the survivors.

You can either fire one of your cruise missile CO<sub>2</sub> cannisters at the base of the fire to extinguish it, or if you are very careful you can drop just close enough to pick up a passenger, but not close enough to be threatened by the flames. It is a great deal safer to fire one of the missiles, which by the way, are excellent for knocking down enemy biplanes in a clinch.

The biplanes are of two types. One is the bright red assault plane, one of Von Mordo's highly trained kamikaze pilots who will try to crash into your blimp as they pass. The other is the relatively harmless escort plane, which may be any color. The escort plane flies just over the city skyline, so it can be a nuisance when you are trying to pick up a new passenger.

The assault plane squadron also carries machine gun ammunition, which they use sparingly—but stay alert, they can fire on you when you least expect it!

As if you didn't have enough problems, there is a fuel bar on the bottom of the screen which shows your current fuel reserve. Just drifting uses no fuel, but whenever you move you burn some up, so keep non-essential aerial acrobatics to a minimum. When you are out of fuel, you will drift helplessly until a plane crashes into you. Luckily for you, however, a large yellow gas balloon with a huge "G" on the side jounces merrily by once in a while to replenish your reserve. Whenever you touch the balloon you will fuel up to the maximum, so make sure you touch it every time it passes by—you cannot afford to let it drift off the screen without getting some fuel.

When you have picked up five passengers, you will drop them all off and a new mission begins. The color of the city changes and the game gets increasingly more difficult. If you manage to make it to mission seven, you get an extra ship bonus.

The joystick controls are self-explanatory. With a joystick plugged in Port 2, push up to go up, down to go down, left to slow up, and right to move forward. Push the fire button to launch a CO<sub>2</sub> missile. You can control the descent rate of the missile by pulling down on the

joystick as it moves, which is a big help in hitting the target. Each ship has 20 missiles to start with, and you get another 20 each time you complete a mission. Fuel is only replenished when you make contact with the fuel balloon.

Scoring is as follows:

Baron's red biplane	50 Points
Escort plane	25 Points
Extinguishing fire	75 Points
Picking up refugee	200 Points
Completing mission	500 Points

Play wisely and you might make it to the terrifying blackout level at mission 16! My high score to date is 12,975. . . But I know there are *Ahoy!* readers who will pass that with their eyes closed.

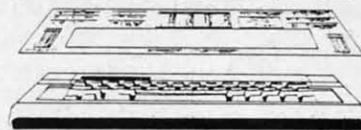
If you flip this game over past 65,535, please write me care of *Ahoy!* I would be absolutely flabbergasted!

SEE PROGRAM LISTING ON PAGE 121

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AHOY! 35

# MR. MYSTO

## Artificial Semi-Intelligence for the C-64 and C-128

By Frank DiNunzio

**M**r. Mysto sees all, knows all, and tells all. Just think of a word and he will tell you what it is. If, for some odd reason, you are able to stump him, he learns from the experience and will never be embarrassed by that word again.

*Mr. Mysto* is an experiment in artificial semi-intelligence, or semi-artificial intelligence, or whatever. In any case, he gets smarter as he runs. The program runs on the C-64, or on the C-128 in 128 mode.

Although it is written as a game, you will see that the program has many other practical applications. I will go into these later in the article.

When the program is first run, Mr. Mysto is pretty stupid. In fact, he doesn't know any answers at all, but he will ask for a clue question and try to deduce the answer. But as you interact with Mr. Mysto further, he will become almost as smart as the questioner. In fact, the more people that use the program, the broader his knowledge becomes.

The program begins by asking you to choose either to START a new category or GET an existing one from disk. If there is no category on disk, you must start a new one.

The next part of the program draws Mr. Mysto's face on the screen and asks if you want him to talk. If you choose 'Y', he will mumble some unintelligible phrase after each answer. The user then thinks of a word and Mr. Mysto will try to guess it by using clues he extracts from the user's answers to his questions. If there is data from previous running, he will probably guess the word correctly the first time. If it is the initial time the pro-



gram is being used, there will not be enough data to form a correct answer. But always remember that Mr. Mysto's motto is "You may fool me once but you won't fool me twice on the same word."

Here is how the program works. First you are asked to think of a word. Let's use Mickey Mouse for our example. Mr. Mysto will first ask, "Is it Nothing?" (This is the default question that is asked if the program has never been run before.) So you type 'N' for no and Mr. Mysto will say, "I am sorry but I do not know the answer, please tell what it is." At this point the user types "Mickey Mouse". Now the program will want to know "How can I tell Mickey Mouse from Nothing?" You can type an appropriate question such as "Is it an animal?". Mr. Mysto will then ask "What is the answer for Mickey Mouse?", to which you should reply "Y" for yes, because Mickey is an animal.

Mr. Mysto now knows one answer and after recycling he comes back with the question "Is it Animal?". If your reply is "Y", he will say "Is your word Mickey Mouse?" Another "Y" will get you an "I am right again." message from Mr. Mysto and he will ask if you "Want to try again." Ending at this point will cause the data to be saved on disk and the program will terminate.

For sake of illustration let's suppose that the second time through the program you were thinking of "Eve" as the answer. Now when the program asks "Is it animal?", you still reply "Y", but when it asks "Is your word Mickey Mouse?", then type "N". It will then say "I am sorry but I do not know the answer, please tell what it is." At this juncture you would enter "Eve" and the program will ask "How can I tell Eve from Mickey Mouse?", to which the user replies "Is it human?", or some other question that will show the difference between the two items. The final inquiry in this round would be "What is the answer for Eve?". Of course you would type "Y" because Eve is human.

From this point on, the program continues to cycle, each time giving the user more choices and making more decisions itself. I will go through the third cycle just to show how the options increase as the program continues.

Mr. Mysto: Is it animal?

User: Y

Mr. M.: Is it human?

User: Y

Mr. M.: Is your word Eve?

User: Y

Mr. M.: I am right again, want to try another?

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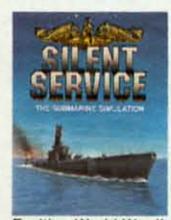


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User: Y

Mr. M.: Pick a word and I will try to deduce what it is.

Each time a NO is encountered on a guess, the program asks for a clue to the word and adds those clues and words to its memory until it is able to search through all the "Y" and "N" combinations to match with the proper answer. Mr. Mysto may seem a little dumb at first, but he becomes very smart when his database becomes large. Then he will appear to be a Miracle Mentalist indeed.

The program is good for teaching logical skills to children and can be used to classify animals, vegetation, minerals, etc. Although it is set up as a game, I have a version, without the face and sound, that I use to diagnose automotive and electronic troubles. Once you use this program and get the feel of its logic, it is easy to set up a troubleshooting procedure.

Here is a brief description of how the program works. A two dimensional array containing YN\$ and Q\$ is created using data gathered by the questions asked. The YN\$ is a group of Y's and N's that represent YES and NO answers, strung together in the proper order. A search is conducted to match the YN\$ and TA\$. If one is found the corresponding question (Q\$) is printed on the screen. When there are no more matches in the YN\$ array, the answer is shown as Mr. Mysto's guess.

Although entering data into the program is not critical, I have a few suggestions that will make it operate more efficiently.

The first thing that I suggest is to use a separate disk for data files because they can be long. Next, try to keep the word that you think of as specific as possible. That is, don't use Duck when you mean Donald Duck. Even more important is to reply to the questions with broad answers first and then narrow down the category. For example, if you were thinking of Adam, you should use clues such as Animal, Mammal, Human, Male, etc., in that order. This will allow the program to zero in on the answer much faster and save you from having to enter the same clues repeatedly. Finally, you may change an answer if it is not specific enough. Suppose the user is thinking of the Hope Diamond but Mr. Mysto only guesses "Diamond." Just type "N" for the answer, because you want him to guess a particular diamond. Now enter "Hope Diamond" and then when prompted type "Is it a special Diamond?" The program will adjust your amended answer to fit into the proper place, and the next time you run *Mr. Mysto* he will ask if it is a special Diamond before he makes his guess. Remember, if the guess is not 100% correct, you can still change it by entering "N" and then clarifying it with another question.

There is another feature that I have put into the program to help with spelling or grammatical errors. If you have made a mistake with your typing and entered the wrong data, you can still make corrections at any time by pressing the f1 button when asked "Want to try again?". This will put you in the editing mode. The

answers will scroll by one at a time and all you have to do is type "N" to go to the NEXT question or "C" to CHANGE that particular one. All corrected files will be sent directly to disk automatically.

When you are adding data to the program, it will pause occasionally to sort the information in order for the search routine to work more quickly.

To get you started, there is a second program that will build a data file containing names of States. Type and run it to create the STATES file on disk. Now it can be used in conjunction with the main program to demonstrate how *Mr. Mysto* operates. It does not have all the states in it because I wanted the user to be able to add to the file and see how it modifies itself.

Since *Mr. Mysto* is self-prompting, even small children who can read will be able to use it. I would suggest that an adult first run the program until a good database is formed, then let the youngster take over. Just remember, Mr. Mysto is no smarter than the person who uses him. If you make errors he will echo them.

The program is modeled after the game 20 Questions, so if you are familiar with that, you should have no problems using *Mr. Mysto*.

One last thing. The program runs much faster if the user chooses the no talking option. If you decide on the talk mode be sure to turn up the volume on your monitor.  SEE PROGRAM LISTING ON PAGE 119



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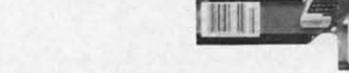
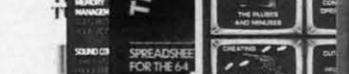
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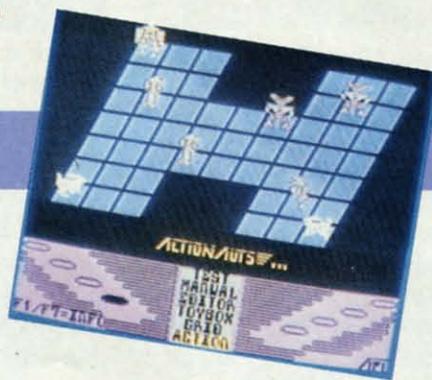
# THINK FAST!

## Action-Strategy Games for the Commodore 64

By Bill Kunkel and Arnie Katz



Above: *Koronis Rift*, a Lucasfilm/Epyx offering (READER SERVICE NO. 290). Top right: *Actionauts*, reviewed on page 46; and available on this month's Ahoy! program disk. Bottom right: down the shaft with *Spelunker* from Broderbund (READER SERVICE NO. 291)



Joystick games aren't dead, but the form has certainly mutated in the Computer Age. Contests which stress hand-eye coordination dominated the 1978-1983 period, but many of today's joystick-oriented entertainments challenge brain as well as brawn. Action strategy software is rewriting the Greek adage, "A healthy mind in a healthy body," to read "A lucid mind connected to a lively joystick."

The action-strategy genre isn't unique to computer software, but it has reached its fullest flowering in the electronic context. As the name suggests, the action-strategy game is a mixture of elements drawn from both action and strategy contests.

In traditional strategy games like chess, the player uses intellect to ana-

lyze situations and develop winning strategies. But orthodox strategy contests, whether classics like *Go* and *Checkers* or relative newcomers such as *Clue!* and *Squad Leader*, seldom generate a feeling of urgency. Most strategy games allow a player to think as long as need requires and the patience of the other participants permits.

Events move at a far less leisurely pace in the action-strategy universe. Players must think "on the fly," and he who hesitates is hopelessly lost.

*Lode Runner* (Broderbund) epitomizes the "real-time puzzle" type of action-strategy game. The player employs a joystick to direct the onscreen activities of a super-agent known as the Lode Runner on a dangerous mission inside the headquarters of the

Bungeling Empire. Each of the program's 100 playfields contains devilishly placed caches of gold and several tenacious guards. In each instance, the Lode Runner must collect all the gold while avoiding the deadly touch of the minions of the evil empire. Only after Lode Runner has acquired all the gold does the route to the next playfield appear.

Unlike most maze-chase games, there are no "power pills" which enable the "runner" to turn on the guardians, but the gallant spy isn't quite defenseless. A push of the action button allows Lode Runner to either dig for gold or excavate pit-traps to catch and delay the guards.

The first few screens, though a stern test for neophytes, serve primar-



**Boulder Dash: tunnel for buried gems.**  
READER SERVICE NO. 292

ily to sensitize the user's mind to the type of thinking required to solve the higher-level playfields. Later rounds put an increasingly great premium on capturing all the ore and reduce the guards to a nuisance role. The guards are still pivotal, however, since it's tough enough to solve brainbuster without a crew of death-dealing guardians on your heels.

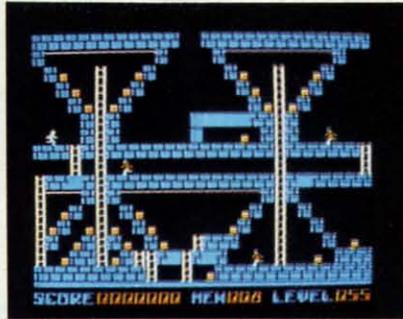
The graphics on *Lode Runner* are spare, but attractive. Ladders and hand-over-hand bars connect brickwork horizontal platforms. The *Lode Runner* and his tireless pursuers are simply drawn, but evocatively animated. The visuals put the spotlight squarely on gameplay, where it belongs.

One of the disk's best-liked features is a construction set which allows the computerist to build an unlimited number of new playfields.

*Championship Lode Runner* (Broderbund) uses playfields developed by *Lode Runner* designer Doug Smith, other members of the Broderbund family, and creative fans to separate the action-strategy wimps from the wizards.

*Championship Lode Runner* presents "only" 50 screens, but each is guaranteed to take twice as long to solve as even the original's most difficult ones. The very first screen, entitled "Hello and Welcome," is as tough as anything in *Lode Runner*, and the difficulty rises steeply from that point.

The sequel uses essentially the same graphics as *Lode Runner*, but there's more emphasis on extra touches, such as the secret messages worked into many of the playscreens. As the box proclaims, it's only for experienced *Lode Runner* players, and even many self-styled experts will



**Lode Runner: many screens, sequels.**  
READER SERVICE NO. 293

want to pick up a copy of the hint book Broderbund developed to ease gamers through the bottlenecks.

*Lode Runner's Rescue* (Synapse) boldly breaks the mold of the earlier titles. It is generally similar to the first two programs, but its appearance and play-action are distinctly different.

The intrepid hero of *Lode Runner* and *Championship Lode Runner* has evidently taken one risk too many, because he has become a prisoner of the Bungeling Empire. It's up to his daughter Alexandra to collect all the keys and elude the pesky guards while she searches playfield after playfield for her imprisoned dad.

Alexandra can't dig pits like her famous father, but her jumping talent makes her equally hard to catch. She can run on level ground, hop up one level, or leap down two steps without danger. Longer falls, however, are fatal unless she lands on an elevator, in the water, or on the exit. Like Alice in Wonderland, Alexandra grows taller if she eats one of the special energizing snacks. While in this form, she can leap higher and fall farther than normally.

The fresh graphics treatment views the familiar brick-and-ladders landscape in three-dimensional perspective, which results in a much better-looking game. It also introduces the extra complication of "blind spots," areas which are hidden from the computerist's view by larger objects in the foreground. The onscreen surrogate is larger and more detailed than in the previous two games, which heightens player identification.

*Jack Attack* (Commodore) is, like *Lode Runner*, a dynamic puzzle, but it stresses action and trap-setting rath-

er than conventional puzzle-solving. The user guides "Jack," a rotund bouncer, around an environment composed of horizontal platforms and huge square blocks.

Jack's job is to repel the invasion of fatso attackers who drop one at a time from a horizontal column at the top of the screen. Jack can effectively squash one of these bounding round mounds by pouncing on it, though it's more fun to use the joystick to move around the large blocks and set up hammer-and-anvil traps which catch unwary attackers between a block and a hard place.

As time elapses, the platforms disappear. This does not necessarily doom the hero, since he can fall any distance without harm. A tumble into water is fatal, and so is getting smashed flat by a falling block.

*Boulder Dash* (First Star), a 1984 hit which has become an entertainment classic, is a fascinating "collect-the-objects" contest. As Rockford the terrific tunneler, the player scours playfields for precious gems while avoiding avalanches.

The boulder formations create puzzles of varying difficulty. Each time Rockford shifts a boulder to clear his path, the rocks cascade down the screen until they resettle. Each shift sets up the next challenge. Higher-level puzzles add more elements, including deadly butterflies which Rockford can eliminate only by beaming them with rocks.

The audio and graphics are excellent, with lots of delightful touches. For example, Rockford becomes impatient if the gamer ponders the next move too long. He shows his displeasure by crossing his arms and tapping his little foot.

*Spelunker* (Broderbund) is also an excursion into the underground, but the setting is considerably less fanciful. The player uses the joystick to lead the onscreen cave-crawler down a mineshaft to explore a vast network of caves filled with flares, explosives, caches of oxygen, keys, and other invaluable pieces of equipment. The spelunker must leap over chasms, ride in tiny ore cars, and even battle vaporous ghosts with the help of a

small fan which disperses the phantasms in this stimulating macro-maze.

The graphics are amazingly intricate. Visual highlights of the journey through the cave complex include stalagmites and underground volcanoes. The viewpoint character is embellished with similar details, like the little light on his explorer's helmet.

*Rescue on Fractalus* (Epyx) exemplifies another type of action-strategy program. This Lucasfilm-designed title puts the gamer into the cockpit of a sub-orbital fighter which must skim low over the surface of an enemy-infested planet to retrieve downed fellow pilots.

Merely flying the "Valkyrie" spacecraft without crashing into the mountains is challenging, but it's only half the story. Pilots must also master the twin tasks of staying alive against the anti-aircraft barrage of the hostile Jaggi forces and picking up those stranded comrades.

The graphics are one of this game's greatest virtues. The landscape, mapped out through the use of "fractals," is full of mountain ranges, broad valleys, and lofty peaks which make all-too-perfect locations for Jaggi bunkers. This graphics system gives physical features a definite spatial relationship to one another. You can fly through a valley, circle a peak, and zoom through the same chasm from the opposite direction.

Fans of this game should check out the latest offering from Lucasfilm, *Koronis Rift* (Epyx). In this one, the player pilots a "techno-scavenger Scoutcraft" which is engaged in looting a dead civilization of its technological treasures.

While exploring an ordinary-seeming planet, the player stumbles upon the storied Koronis Rift, a proving ground for the weapons and wonders of an ancient, star-spanning race. The player must execute a series of complex maneuvers involving robot surface rovers and other onboard technology to scoop up the goodies while evading the mindless guardian saucers, programmed eons earlier to defend the grounds at all costs.

*Spy Vs. Spy* (First Star) is a favorite of those who enjoy strategy-ori-

ented head-to-head competition. This whimsical contest, inspired by the long-running Prohias comic strip from the pages of Mad Magazine, provides a separate visual display and order-entry system for each player, so that everything takes place simultaneously and in real time. To the right of each display window is a "trapulator," a toolbox for secret agents. It monitors the progress of the game and gives the spies access to a series of cartoonish traps.

The spies race against time and each other to find the secret documents hidden somewhere in the embassy. Shrewdly deployed traps can slow down the competition. The first spy to collect the secret plans, key, tickets, and traveling money can catch the waiting airplane for home.

The graphics are splendid, as is the simple but effective theme song which runs throughout the game. Designer Mike Riedel also has a suitably light touch with the traps. When a snare stings a spy, the result can be hilarious. The gamer whose spy is in trouble must watch an agonizingly slow-motion catastrophe overtake his minion. For instance, an agent who gets zapped by the electrocution trap turns into an animated x-ray plate. And when one of the antagonists goes to the big debriefing room in the sky, the ghostly image of a spy with angel's wings rises toward the heavens.

*Spy Vs. Spy II: The Island Caper* expands and improves on the concepts which Riedel's first effort introduced. All the traps are new, and this time the masters of mess-pionage cavort around a small chain of islands as they try to unearth the parts of a super-secret missile.

If anything, the visuals are even better the second time around. Not only does each player have a separate display screen, but each view scrolls in response to onscreen movement. The interplay of trap and counter remains the program's primary drawing card. Finding the missile parts is a lot easier than hanging onto them against a determined foe.

*Ghostbusters* (Activision), from design legend David Crane, incorporates a surprising number of elements

from the hit comedy. It's easy to master the simple strategies and skills needed to become a successful spook-chaser, but the program's real attraction is the excitement of being a character in the world of the hit movie.

A construct kit allows new ectoplasm exterminators to select a vehicle and accoutrements to launch their business. The gamer can spend the bank account built up from play-session to play-session to buy more sophisticated devices.

Then it's time to hit the full-screen map of Manhattan and have a got at the legion of etherial entitles roaming wild over the city. The object is to freeze the "roamers," exorcise ghosts already established in buildings, stop the cataclysm taking shape at the Temple of Zuul, and knock out the big fluffy fiend, the Marshmallow Man, whenever he materializes.

The audio overshadows even the excellent visuals. The insistent beat of the *Ghostbusters* theme defies the player not to hum along. The program also employs speech synthesis at several points, including a pathetic "he slimed me" when a spirit turns the tables on the hunters.

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## SOFTWARE SECTION

Lost Tomb of Pharaoh Ahnk Ahnk.

An icon-based refinement of the movement system used in *Seven Cities* lets the gamer venture into late 19th century Africa. The explorer visits native settlements, collects information, and tramps through the countryside in the search for the elusive monument.

The most frequently heard complaint about *Heart of Africa* is that it's too easy. It's possible to blunder back and forth across Africa until the party stumbles on the tomb by mere chance instead of as a result of canny strategy.

The themes of action-strategy software aren't always as momentous as discovering America or defeating the forces of darkness. A touch of lightness can make the game more entertaining to casual players without diminishing its mental or physical stimulation.

*Breakdance* (Epyx) turns the dance craze into an anthology of action-strategy contests. Designer Steve Beck and his Becktech group have thoroughly analyzed the subject to create an authentic action-simulation of this torrid terpsichore.

All the mini-games share the same basic premise: the joystick-wielder duplicates the steps performed by on-screen animated breakers. The best version is the showdown between the Rocket Crew and the player. The gang of breakdancing punks boogies down a pier toward the lone challenger. If you don't ape the routine of each of the oncoming dancers in time, they push your surrogate right into the sea!

*Gumball* (Broderbund) is even more whimsical. As the foreman in a gumball manufacturing plant, you must make sure that the delicious spheroids roll down the right tubes

to the appropriate sorting bins. After all, you wouldn't want to mix up the colors.

Gates located at crucial points on the production line govern the path of the individual gumballs. The goal is to sort the candy as quickly as possible without making a mistake. If you shunt the yellow gumballs into the green bin, for example, the boss strides onto the screen and trashes the mistakes.

Action-strategy games are thriving, despite the near-disappearance of pure action contests. Adult computerists who know they can't compete with youth's hairtrigger reflexes have gravitated to entertainments which offer the same high excitement level without making such stringent physical demands. The chance to compensate for fading reflexes by firing up the grey matter should continue to appeal to computer gamers, especially baby-boomers edging into middle age. □

to do with your ex-wife Rita and her lover Fred Mongo? Could the evil, drug-pushing doctor have decided you'd be better off permanently silenced? Or is the mob out to stop your investigation once and for all? The rickety file cabinet provides the first of many clues.

From its rock 'em-sock 'em opening, where players quickly learn to try the sorts of hair-raising stunts that would make Indiana Jones proud, to the real meat of the story, *Borrowed Time* packs a mean plot punch. The player starts out knowing nothing and gleans facts along the way by talking to various people and visiting different parts of the sprawling city. A pursuing goon squad compels the wise investigator to be ready for action at any time. The hoods do their talking with loaded .38's, so don't be too foolhardy, or you'll end up sleeping with the fishes.

Along the way, the detective meets a number of colorful characters who just might spill some information if the shamus handles them right. Among the detective's few real friends are Mavis, a barmaid with a heart of gold, and Hawkeye, a blind man with a blind dog who operates

the local newsstand. Less friendly types populate the bars, and some houses, in the city.

The gameplay is vastly different than other mystery adventures, in that order entry relies more heavily on menus than on typing in commands with the keyboard. The illustrations sometimes offer visual clues, like an item you might like to examine more closely, or an object you can add to the inventory window by positioning the cursor over it and pressing the button. Shades of Macintosh; this adventure is really easy to play! Illustrated adventure purists can still type in "Get (object)," or can pick "Get" from the menu and type in the word they want.

A detailed, atmospheric picture appears for each location, and many are enlivened by small bits of animation. The player's inventory window at the top right side of the screen displays a small picture for each possession. Below that is a word menu, split into "verb" and "noun" sections, which gamers can use to eliminate typing in often-used words like "Get" and "Man."

The word lists are far from complete, though. They don't include every verb and noun that might be use-

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ful, and the list of choices doesn't alter to conform to the situation at hand. For instance, "stairs" remains on the menu even when there are none around. Position the cursor over a word and press the button to automatically enter that word into the text window, saving a bit of key-banging.

Up to 10 games can be saved to disk and instantly restored, making *Borrowed Time* much less frustrating than programs which automatically close down when you make a wrong or fatal move. If you're not sure about any situation, just save the game one move at a time, as game 0, game 1, game 2, and so on, until you've figured out which of the many alternatives works. The disk access time is remarkably fast, so this won't interrupt playing enjoyment much.

The game is chock full of cute touches, like the way the telephone jiggles when it rings, or the drugged-out paranoiac who can't stop shaking. But while the graphics are good, they can be a bit confusing, especially if you aren't sure whether you're looking at a calendar or a desk blotter.

The text, written by Arnie Katz and Bill Kunkel (whose work often graces these very pages), is unusually good. It's more like an old-style detective magazine than a "normal" adventure story, though the plotting is far from linear. The plot can culminate in any number of ways, depending on what players do in the course of the game. Gamers will probably be tempted to replay the adventure just to see how many different endings they can coax from the program!

*Borrowed Time* is an absorbing, easy-to-learn mystery game that lets armchair detectives concentrate on its substantial plot, instead of on communicating with the program. Now if the designers could just put all possible options for each area in the word menu as each applies, the game would be better than an all-night Agatha Christie reading!

Activision, Drawer 7286, Mountain View, CA 94042 (phone: 415-960-0410). —*Tracie Forman Hines*

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Commodore 64

Disk; No Price

During the heyday of the home videogame, one of the biggest-name designers was Rob Fulop. He didn't have quite the same visibility as current software stars, mostly because Atari didn't let him sign his work, but knowledgeable members of the joystick jury knew him well from his work on the home version of *Missile Command*.

And then came Imagic and the debut of *Demon Attack*. This Arcade-Award-winning multiphase shootout became one of the all-time best-sellers, because of its superb play-action and, for the time, highly innovative graphics.

Careers frequently develop in unexpected ways, though, and the demise of Imagic as a videogame cartridge publisher sent Fulop out of the entertainment arena. Advanced Program Technology is a provider of serious, high-powered programming technology. Like many such programming houses, it has enough work in its field of specialization to keep it from getting heavily involved in other areas, such as entertainment software.

When circumstances returned control of a computer game which he had previously developed to him, Fulop simply had no taste for the round of door-knocking needed to cut a deal and get the title distributed through normal channels. Fulop, the trailblazing non-conformist who put the first "Easter Egg" in a home electronic game, decided to try something new: Give it away.

As a result, *Actionauts* is obtainable in one of two ways. Subscribers to the disk edition of *Ahoy!* will receive *Actionauts* as part of this month's issue. Those who haven't hopped aboard the bandwagon can get a copy direct from Advanced Program Technology on the P.A.P. (pay-after-play) system. If you enjoy *Actionauts*, sent APT a few bucks and the debt of honor is paid in full.

*Actionauts* is less a game than a laboratory for amateur designers. The program presents a set of eight programmable robots and a modifiable

7x9-square gameboard called the Gravity Grid. The computerist selects choices from onscreen menus with the joystick to customize every element and create new contests.

Probably the best way to become conversant with the relatively simple construction system is to work through the tutorial included in the 12-page documentation. It's a step-by-step recipe for a simple game of "tag" with the robots and grid. Once the basic operations are mastered, the sky's the limit, because each robot is fully programmable. You can establish its starting square, facing, physical appearance, and movement program for as many pieces as needed and, after trying out your concept in the test mode, quickly revise any aspect of your new game which doesn't work right.

Games (and individual pieces) can be saved to disk and reloaded as desired, so you can share your creations with other computerists. APT plans to send a newsletter, *The Actioneer*, to all owners which will contain plans for various games created with the program by fans.

*Actionauts* is a good-looking game. The gravity grid, presented in two-thirds perspective, fills most of the display. Its orientation makes it easy to follow the action when the robots swing into action in response to their preset orders. The programming menu is located at the bottom center of the screen, flanked by icons for selecting any of the eight robots.

The *Actionauts* playing pieces are also attractive and, more important, distinctive. Nothing kills the fun faster than having to pause the action while you try to figure out which piece is which. Lon Richter's graphics and animation are outstanding, and the inclusion of a white rabbit among all the mechanical men is a lovely bit of whimsy.

There's little question that *Actionauts* is the best game ever offered (legally) for free to the home computing audience. Unlike most public domain entertainment software, this is neither a half-finished attempt nor a technical curiosity. It is a well-designed, smooth playing and a lot of

mentally stimulating fun. It's a painless introduction to the rudiments of computer programming and an enjoyable computer toy in its own right.

Advanced Program Technology, P.O. Box 50246, Palo Alto, CA 94303. No phone. —*Arnie Katz*

**SUPERMAN—THE GAME**

**First Star Software  
Commodore 64  
Disk; \$29.95**

It's been a long time since the Man of Steel visited the computer gaming screen, the last appearance by Krypton's favorite son being a 1980 cartridge for the Atari 2600.

In a sense, though, this new title is a throwback to the days when the joystick was all and hand-eye tests ruled supreme. Fernando Herrera's *Superman—The Game* is a multiphase action-strategy contest which heavily emphasizes the physical challenge.

Darkseid, a big-league badguy from Apokalips, is busily kidnapping Metropolis citizens to scour their minds for the secret of the Anti-Life Equation, which has been programmed into the unconscious minds of a few select Terrans. Superman must use his special powers to stop this alien attack.

The player, as either Superman or Darkseid, prowls the streets and underground labyrinths of Metropolis and faces five "combat zone" scenarios. These serve as qualifiers for access to the Metropolis screens.

The combat sequences are a series of basic videogames. In one, Superman battles wind currents and dodges laser blasts and ships as he flies down a Metropolis street. In another, Darkseid flies his Destroyer aircraft over the city and drops bombs which the Man of Steel must destroy in mid-air. Superman tries to breach a vertical tunnel which leads to the caves beneath Metropolis, while Darkseid launches Kryptonite boulders at him in a third scenario. There's a horizontally scrolling chase scene and one in which Superman must use his super-breath to blow fireballs back at the centrally located cannon which launched them.

The Metropolis screens are far

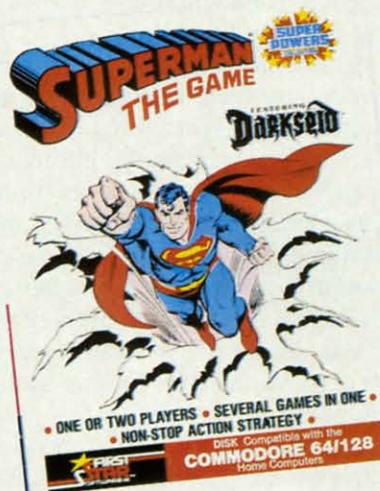
more interesting, because they contain rudimentary strategic elements. As the hapless citizens of Metropolis wander the streets and caves, they can be "steered" by setting and resetting the 12 "deflector shields" located at appropriate intersections. Superman tries to save the people, while Darkseid attempts to drive them into his subterranean prison caves.

The shields also deflect Superman's heat vision and Darkseid's Omega Beams. Manipulating the spears of light as they bounce down the city's thoroughfares is the most entertaining aspect of the game.

The figure animation for Superman and Darkseid is excellent, but the backgrounds, especially in the combat zones, are unspectacular. At least one of the many mini-games is likely to catch the player's interest, but there's very little original or exciting in *Superman—The Game*. Only devoted readers of the Superman comic book are likely to be aware of Darkseid, and even those fans may find his role in the game at variance with his comic book reputation. This type of hand-to-hand villainy is more appropriate for someone like Lex Luthor, who would also have been far more recognizable.

The bottom line: *Superman—The Game* doesn't play faster than a speeding bullet, break new ground in gaming, or leap over other software in a single bound. It takes several halting steps, but never really gets off the ground.

First Star Software, 18 E. 41st Street, New York, NY 10017 (phone: 212-532-4666). —*Will Richardson*



*Superman's combat sequences are basic videogames. The Metropolis screens contain rudimentary strategic elements.*

READER SERVICE NO. 296

**PANZER GRENADIER**

**Strategic Simulations  
Commodore 64  
Disk; \$39.95**

The main image most of us have of World War II German armored tactics is the blitzkrieg, the so-called lightning war. While these mechan-



*Panzer Grenadier provides a choice between regular or fast play. The former slows enemy fire and movement to human speed and sends messages about hits and misses.*

READER SERVICE NO. 297

ized hammer blows are, indeed, typical of the early stages of the conflict, infantry didn't simply disappear from the battlefield.

In fact, it didn't take long for the various armies to discover that tanks without the support of foot soldiers became easy targets for infiltrating enemy troopers. The German panzer grenadier divisions (and Allied mechanized infantry units) were one answer to the problem. Because they included elements of both infantry and armor, the panzer grenadier divisions were combined-arms powerhouses in European campaigns.

Designer Roger Damon gives armchair generals the chance to explore the ramifications of the concept by refighting any of five scenarios, each 12-15 turns in length. All cast the gamer as a German commander on the Eastern Front in 1943-1944. This solitaire program puts the computerist on the front lines with units representing individual companies, platoons, and squads.



**Kung Fu: The Way of the Exploding Fist pits the gamer against an elite corps of fighters in a secret enclave near Okinawa. The sound level rises high when fists and feet are flying.**  
**READER SERVICE NO. 298**

There's always a big demand for military simulations which are easy to learn and stimulating to play. *Panzer Grenadier* fills the bill on both counts. Even novices will commit the multiphase routine-of-play to memory before the end of their first session, and the joystick-activated command control scheme keeps the action moving along at a brisk pace. An experienced wargamer can complete most of the scenarios in under an hour, and there's a "save" feature if available gaming time runs out before final victory.

Three levels of difficulty are offered for each scenario. The easiest is little more than an interactive tutorial, but the computer-directed Russians are mighty tenacious at the advanced level. There is also a choice between a regular or fast game. The former slows enemy fire and movement to human speed and presents individual messages concerning hits and misses. The fast mode eliminates the delay loops so that *Panzer Grenadier* plays even more quickly.

The visuals are serviceable, if less than eye-popping. The omnidirectional scrolling gameboard gives the computerist a good overview of the battlefield. The unit symbols are nothing special, but at least it's possible to distinguish among the unit types at a glance. The sounds of shot and shell accompany each assault.

*Panzer Grenadier* covers the combined arms combat without resorting to hundreds of special-case rules. Roger Damon's keen sense of what's important

in a military simulation has unerringly led him to create a game which is fun, accurate, and challenging.

Strategic Simulations, 883 Stierlin Rd., Building A-200, Mountain View, CA 94043-1983 (phone: 415-964-1200).  
—Arnie Katz

**KUNG FU: THE WAY OF THE EXPLODING FIST**  
**UXB**

**Commodore 64**  
**Disk; \$29.95**

This game's approach to martial arts is about midway between the cinematic treatment of *Karateka* and the battle-oriented stance of *Karate Champ*. A loose plot links the combat, but each fight must be viewed as an end in itself rather than as stepping stones on the way to achieving a major goal.

The solitaire scenario puts the player in a life and death situation. The head of the "largest remaining Ninja sect" has brought you to a secret enclave on an island near Okinawa. Here, an elite corps of fighters challenge you to one-on-one combat.



**Star Trek: locate the Heinlein.**  
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# ENTERTAINMENT

## SOFTWARE SECTION

Starting at "novice," the computerist must defeat two men at each level to advance to the 10th Dan. The winner of each battle is the fighter who first scores two full points. If time runs out, the built-in judge awards the round to the combatant who gave the better performance. Losing even one round ends the game, though pushing "f3" restarts the progression from the beginning. Needless to say, each time the armchair Bruce Lee ascends to the next Dan, the quality of the opposition also rises.

There is also a two-player version. This junks the story in favor of straightforward head-to-head competition. The player who scores highest in a series of four bouts is the winner.

The onscreen fighter is maneuvered with the joystick. The system employed is similar to, but not exactly like, the one used in *Karate Champ*. Some of the available moves are pretty flashy, like backward somersaults and flying kicks, and all are very nicely animated.

Learning the control system isn't too difficult. The documentation advises first-time players to select the two-player option and try all the moves against a passive target.

The sound is impressionistic. Suitably Oriental music, programmed by Neil Brennan, wails in the background, while stylized martial arts grunts and shouts punctuate each blow. This program can get pretty noisy when the fists and feet are really flying, so the designer has thoughtfully included a way to toggle the sound on and off as desired.

*Kung-Fu: The Way of the Exploding Fist* is an excellent start for a new software label, UXB. It presents a good balance of action and strategy and is one of the most visually exciting games published in the last year.

UXB, 1 Kendall Square, Cambridge, MA 02139 (phone: 617-494-1200).  
—Arnie Katz

**STAR TREK:  
THE KOBAYASHI ALTERNATIVE**  
Simon & Schuster  
Commodore 64  
Disk; \$39.95

Twenty years after the *Enterprise*

first warped where "no man has gone before," an authentic recreation of the world of James T. Kirk and friends has finally reached the home computer screen. This entertainment is guaranteed to captivate "Star Trek" lovers everywhere. Forget the old arcade shoot-em-up; this text adventure actually lets the gamer become Capt. Kirk. The mission: To find a missing spaceship by following a winding trail of clues that sends the interstellar juggernaut on a galaxy-spanning trip to 10 strange worlds.

*The Kobayashi Alternative*, a plot motif clearly inspired by the training sequence in the first *Star Trek* feature film, is the Federation's latest Ultimate Test for would-be fleet officers. Unlike the original "no win" scenario, however, this one tests more than just the candidate's toughness in the face of a seemingly lost cause.

The cadet must role-play Admiral Kirk, the very model of a modern space navy superstar, in a situation designed to evoke the qualities of leadership, judgment, and resourcefulness the Federation esteems most. The only way out is to find the missing ship *Heinlein*. Kirk must effectively blend the disparate skills of the *Enterprise* crew and deal with the alien races he encounters while hopping from planet to planet.

The game-system introduced in *Star Trek* is a landmark advance for the text adventure genre. The parser isn't especially large compared to those used by Infocom and Synapse, but it is highly flexible and configured to promote a good level of interaction between Kirk and the non-player characters. In fact, it's generally simpler to order the appropriate crew member to perform a task than to try to do the job directly, since the program's vocabulary is not especially conducive to physical action.

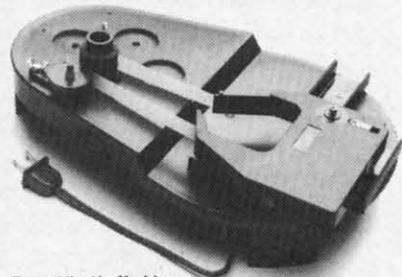
Windows are the basic building blocks. Each character is represented by a window, which telescopes into view on the screen when Kirk addresses that individual. Other frames contain data such as the ship's current position and a description of the immediate surroundings. This makes it easy to keep track of who is speak-

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AHOY! 49

ing at any given moment, and it also provides a lively display, as windows open and shut in response to the computerist's input.

It's a lot of fun to explore the ship and gab with the characters we've all followed through so many TV episodes, novels, and movies, but there isn't much freedom of action once the player leaves the security of the *Enterprise* for one of the adventure's numerous alien planets. Conversations with the natives in particular must conform to a narrow dialogue track. This makes potentially fascinating contacts between intelligent races rather cut-and-dried, because the aliens don't have very vivid personalities.

The same is true with regard to movement. Kirk has free run of the spaceship, but the choices are severely limited when a landing party beams down to a planet.

The plot would probably work well as the basis for a *Star Trek* script, but it makes for a fairly constrained game. To solve the mystery, the computerist is compelled to follow a single path in lock-step order. Sometimes, the twists and turns in the plot seem governed more by what the designer wants the computerist to do next than the dictates of logic. The story is quite absorbing, if linear, and it is bound to take many hours of interstellar sleuthing to bring Kirk and friends to the solution of the mystery of the missing ship.

Truthfully, the plot is secondary to the total gaming experience. *Star Trek: The Kobayashi Alternative* provides a unique chance to step into the space boots of the most famous science fiction hero of our time. Even after the computerist finds Sulu and the *Heinlein*, the fun is far from finished. The gamer can still travel through space aboard the *Enterprise*, experiment with its many features, and visit with the rest of the *Star Trek* luminaries on board. You don't have to be a pointy-eared trekkie to enjoy *Star Trek: The Kobayashi Alternative*, but you may become one after personally participating in the universe's longest five-year mission to explore the galaxy.

Simon & Schuster Computer Soft-

ware, 1230 Avenue of the Americas, New York, NY 10020 (phone: 212-245-6400). —*Joyce Worley*

## GAMEMAKER

Activision

Commodore 64/128

Disk; \$39.95

Is there an ardent computer gamer with soul so dead that he or she has not fantasized about actually creating a game? It's hard to enjoy professional entertainment software without yearning to try one's own hand.

As almost anyone who succumbs to this temptation discovers in fairly short order, a "simple" action contest is a major undertaking. Even *Pitfall*, which is included on the "Library Disk" side of this program as a sample, would be far beyond the capabilities of most computer users.

It may be ego-deflating to admit this, but few of the knowledgeable Commodore users who read *Ahoy!* will ever design and code a professional-quality game. In a sense, that is as it should be. The people with genuine design talent carry the load for the rest of us. It would be sad if the only records, films, television shows, and paintings we could enjoy were ones we produced ourselves.

Garry Kitchen has answered the prayers of frustrated would-be electronic authors with this five-part system for writing entertainment software. Based on the plain-English computer language which Kitchen invented for his *Electronic Pencil* art program, *Gamemaker* is far more than the run-of-the-mill "construction kit."

Although it includes an extensive library of sprites, backgrounds, sounds, and music, this is more than a collection of parts boxes. A professional designer could use *Gamemaker* to produce a commercial-quality game, and even amateurs will be surprised and gratified at what imagination and practice can create with this powerful set of tools. An indication of Activision's faith is that the company is sponsoring a contest for the best design written with *Gamemaker* and will publish the winner.

There are five modules, each well-developed enough to stand on its own. *Gamemaker* is an application program which harnesses its components into a system for writing computer games.

Most people start with "SpriteMaker," which creates and animates characters and objects. The computerist can draw from scratch or pick stock images. Any sprite can be colored, revised, or reoriented as desired. A magnification feature permits pixel by pixel revision.

"SoundMaker" generates aural effects like explosions or the beating of a helicopter in flight. The computerist can shape any sound with the control panel.

"SceneMaker" furnishes a collection of game backdrops. The operator can incorporate all or part of any stock scene into a game, or customize the picture.

"MusicMaker" lets the designer write original songs or utilize any tune in the library. Three "voices" are available.

The "Editor," based on a menu of 90 joystick-selectable commands, puts the parts together. The construction process is similar to the method employed in *Computer Fireworks Celebration Kit*. It's not quite as simple as that earlier Activision title, but the methodology quickly becomes second-nature.

A joystick gives access to all functions. The user puts the onscreen pointer next to the desired selection and pushes the action button to lock in the choice. Moving the stick again runs through the possibilities. A second push of the button inputs the choice.

Don't expect to design the next megahit overnight. Even with such a powerful program, most computerists will have to work hard to achieve notable results. The fun, of course, is in trying. Garry Kitchen can't turn every Commodore owner into an electronic author, but his marvelous *Gamemaker* at least gives all of us a chance to try.

Activision, 2350 Bayshore Frontage Rd., Mountain View, CA 94043 (phone: 415-960-0410). —*Arnie Katz*

# FLANKSPEED LISTING CREATOR

For the C-64

By Gordon F. Wheat

**F**lankspeed Listing Creator will allow you to generate a hard copy listing in Flankspeed format of a machine language program resident in memory. (If you're unfamiliar with the Flankspeed machine language entry program which has appeared in *Ahoy!* since our February 1985 issue, it allows you to enter machine language programs error-free as hexadecimal data. See page 106 for more about Flankspeed.)

When you run the Flankspeed Listing Creator, the program will prompt you for the name of the machine language program to be output, the SYS to Start in decimal, and the starting and ending addresses in hex.

Before you run the program, make sure that the printer is connected properly. Output produced by the program will appear exactly as a Flankspeed listing, with each line's checksum appearing in the ninth column.

This program circumvents the time-consuming process of using a machine language monitor to view the contents of an ML program in memory. Flankspeed Listing Creator can even be used to submit a machine language program listing to *Ahoy!* □

SEE PROGRAM LISTING ON PAGE 129

# NOTEMAKER

For the C-64

By Tim Gerchmez

**N**otemaker is a utility program that creates auto-booting disk "notes." It gives you a full screen on which to create a note, with each note occupying eight disk blocks.

When you run Notemaker, it will ask you for the filename of the program you wish to document. Following this, the screen will clear, and you will see a flashing cursor. Type anything you like on the screen, using the normal cursor controls and editing keys. To advance a line, press SHIFT-RETURN. Be sure to set the cursor color you want, as this color will be saved along with the note. When you are done typing the note, insert the disk you want to put the note on and press RETURN. The program will save the note as the chosen filename with a ".N" appended onto the end. To load a note documenting a particular program, just type LOAD "PROGRAM-NAME.N",8,1. Don't forget the ,1 at the end of the LOAD command. If the directory was in memory before the note was loaded, it will still be there—just type LIST.

If you are like me, you will find Notemaker to be a convenient and useful addition to your software library. Disk notes provide a quick and easy way to document a program, and a convenient way to remember just what a program does. □

SEE PROGRAM LISTING ON PAGE 128

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AHOY! 51

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# ERRATA

## Crabfight (Feb. '86)

The last byte of line C680 on page 117 should read 2E.

## Ahoy!Term 128 (Mar. '86)

If you entered *Ahoy!Term* in 64 mode, you will get a SYNTAX ERROR in both 64 and 128 modes when you try to run the program. If you wish to run the program in 128 mode but have typed it in C-64 mode, you must load the program in 128 mode and reenter line 30. After that line has been reentered, remember to resave the program. Also, in line 1410, the command NEW should be DIRECTORY.

## Gypsy Starship (Dec. '85)

Many readers complained of a "STRING TOO LONG ERROR?" in line 2130 of the GYPSY program. In most cases, this resulted from readers' naming the program PLANET SETUP as GYPSY PLANETS; and as this would cause erroneous data to be read in by the GYPSY program, the error would appear in GYPSY.

## Protecto (March '86)

The Protecto advertisement on page 24 for monitor, disk drive, and keyboard cleaners listed a price of \$17.50 for shipping, handling, and insurance. The correct fee is \$3.00.



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Reader Service No. 133

# SWOOP

## For the C-64

By Tony Brantner

**S**woop is an arcade-style shoot 'em up which pits you and your laser cannon against wave after wave of winged maniacs bent on destroying you at all costs.

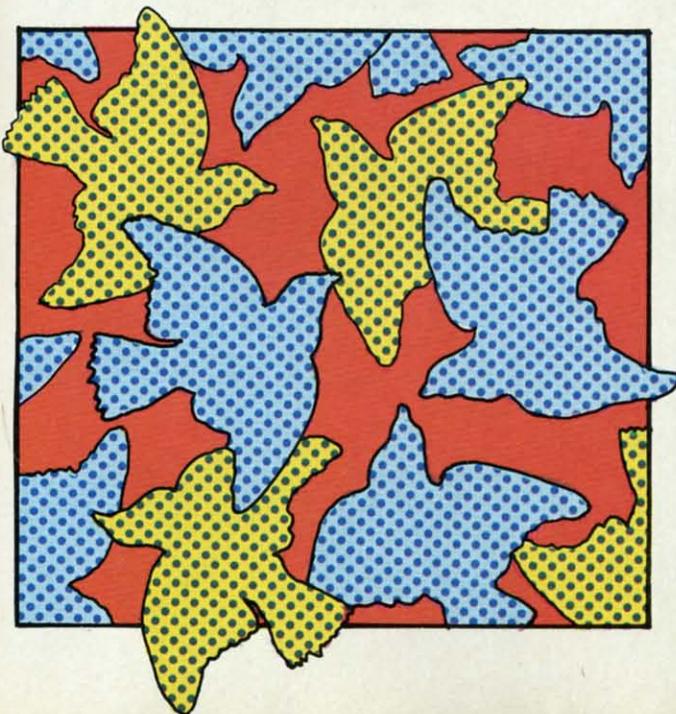
Be sure to have a joystick plugged into Port 2 before starting the game. The first thing you will notice is a blinking cannon at the bottom of the screen. At this point, grab your joystick and get ready. You'll then see the enemy descend onto the screen from above, setting themselves in formation before the attack. Don't let their methodical movement fool you at this point however, because once in line, their flight pattern becomes completely unpredictable.

It isn't bad enough that those lunatics are trying to destroy your cannon by diving into it, but they also drop twin laser beams which can blow you to bits. Use the joystick to move left or right and press the fire button to shoot a laser beam of your own which destroys anything in its path.

There are 13 levels in all, and each successful shot is worth 10 points multiplied by the level you are on. You start out with three lives, and an extra life is awarded every 1000 points for a maximum of nine in reserve. The game also keeps track of your highest score. Any time you need a break, press the SHIFT-LOCK key to freeze the action.

You'll have to keep that cannon moving if you want to stay alive. Just remember that there's plenty of room to run, but no place to hide. □

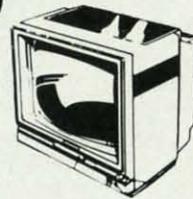
SEE PROGRAM LISTING ON PAGE 123



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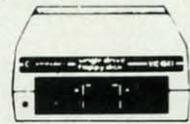
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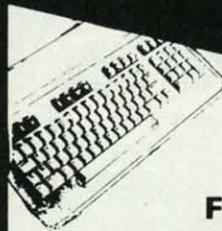
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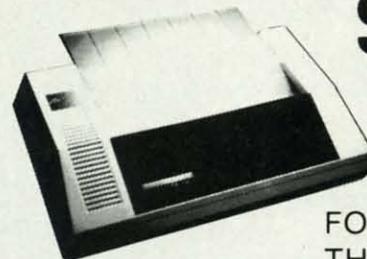


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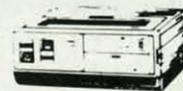
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# SCREEN WINDOW

## For the C-64

### By Mike Grotton

**H**ave you ever been in the middle of typing in a program when you had to go back and change something...you had to list the necessary lines, right? Or forgotten what value or name you lent to an important variable...had to list it, right? After awhile all that listing takes its toll on you and you start wishing you could just make the line you wanted appear by magic.

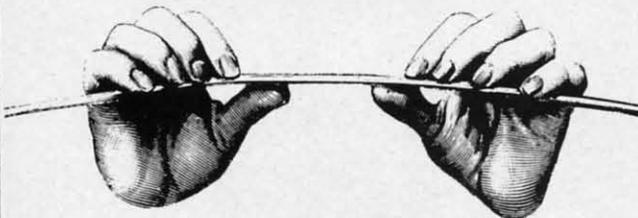
*Screen Window* provides just that magic by giving you the ability to page up or down through your BASIC program. It also adds a handy search function.

First let's get into how to use the screen scrolling. Type in the *Screen Window* BASIC loader on page 116. Once *Screen Window* is through loading into memory, it will print the command to start it up: SYS 49152, at the top left hand corner of the screen, so that all you have to do is hit the CLR HOME key followed by RETURN. Now load in your program and let it list. Here is where you start taking advantage of *Screen Window*. If you want to page down, to the higher line numbers, hold down the CRSR DOWN key. When you reach the bottom of the screen the program in memory will magically flow up the screen until you release the key. Use CRSR UP to do the same for scrolling up, counting down the line numbers.

To use the search function, hit CLR HOME followed by f1. The words 'SEARCH FOR:' will appear on the screen. At this time enter the command or string that you would like to find, and *Screen Window* will find the first line that contains such a command and print it on-screen, preceded by the line before it and followed by the line after it. If you didn't find what you want, hit f3 and the program will search for the next occurrence of the command or string (or variable).

I have found this program an invaluable aid. It is even compatible with the DOS Wedge included with your 1541 drive! If anyone would like to discuss any problems with *Screen Window*, I can be reached care of *Ahoy!*

**SEE PROGRAM LISTING ON PAGE 116**

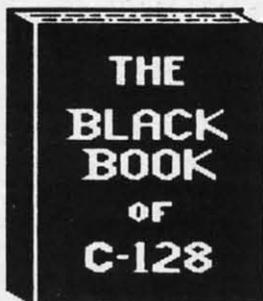


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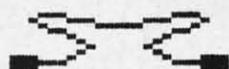
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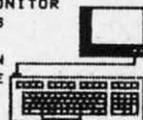
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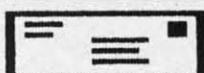
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# HIDDEN CAVERN

For the C-64  
By James C. Hilty

In a far away land there exists a long and winding cavern. The cavern has remained unexplored over the ages, for it is rumored to be the home of the never before seen Cave Globbs. As a scientist, you feel it is your duty to enter the cavern and find these fabled monsters. You will fly through the cavern in your cave cruiser, a fast moving vehicle equipped with stun torpedoes.

Upon entering the cavern you see huge stalagmites protruding from the ceiling and floor. Hitting one of these will blow up your cruiser. Fearlessly you begin flying through the cavern, gradually moving faster and faster. Suddenly you notice two Cave Globbs roaming around—one red and one blue. If either hits your cruiser the radiation will blow your ship to pieces. To keep the creatures back, you must shoot them with your stun torpedoes. You continue flying through the cavern, moving faster and trying to avoid the stalagmites and Cave Globbs. How long can you keep going?

This is the scenario of *Hidden Cavern*. The playing field consists of your white cave cruiser, red and blue Cave Globbs, and a scrolling cavern made up of custom characters and sprites to give true three dimensional movement.

## RULES OF THE GAME

A joystick allows you to control vertical movement of the cave cruiser. You have three cruisers at your disposal at the start of the game. The fire button fires a stun torpedo. You have an unlimited supply of torpedoes, but beware missing a Cave Globb with a torpedo counts as a missed shot, and three missed shots ends a game. Hitting a stalagmite or a Globb costs you a ship. Once you lose three ships, the game is over. The score, ships, and missed shots are displayed at the top of the screen. You get points just for flying safely through the cavern. Bonus points are earned for hitting a Cave Globb with a torpedo.

## THE CAVERN

When you travel in a car you will notice that objects far away from you move slower than objects close to you. This is the effect used in the design of the cavern. Commodore character shapes are used to form the stalagmites

which are closer to you, the player watching the screen. Sprites form the stalagmites further away from you. The screen characters are scrolled at one speed and the sprites which form stalagmites are scrolled (or set in motion) at a slower speed. Giving screen characters priority over the cavern sprites gives the effect of a moving cavern in three dimensions. It also creates the illusion of an ever-changing cavern.

## THE CAVE GLOBS

The Cave Globbs are sprites which move in different directions. It is hard for the player to get a bead on where they are coming from. At times they are not even on the screen. Hitting one with a torpedo sets both of them spinning and gives you 250 points. The Globbs are animated by POKEing new sprite definition values into their sprite register. Eight sprites and nine sprite shapes are used in *Hidden Cavern*. Two sprites are Cave Globbs, one is the cruiser, one is the torpedo, and four are used in forming the cavern.

## SPEED AND ACTION

In order to keep the game moving fast an interrupt routine moves all the sprites. The joystick routine is a combination of the interrupt routine, and BASIC using flags to POKE different values into the interrupt routine. A machine language routine is accessed from BASIC using the SYS command to scroll the screen. Another method used to keep the game moving quickly is to keep the main loop very tight. Even though *Hidden Cavern* is fairly long, the main loop is very short (lines 200 to 220). All the collision routines are subroutines, called upon only when needed.

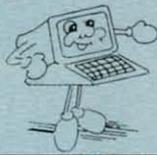
Background sounds and sound effects help to accent the various actions which occur in the game.

Do you dare enter the *Hidden Cavern*? Remember, the cavern moves slow at first, doubles in speed after you reach 250 points, and triples in speed after you reach 2500 points. Don't get so caught up in your flying that you forget...the Cave Globbs!

SEE PROGRAM LISTING ON PAGE 108



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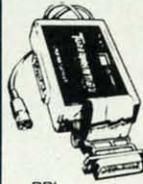
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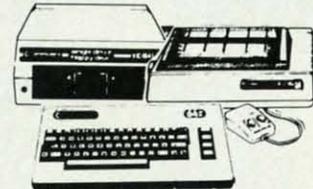
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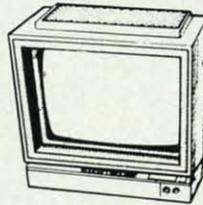
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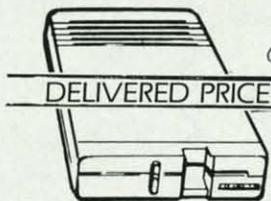


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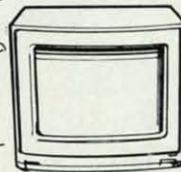
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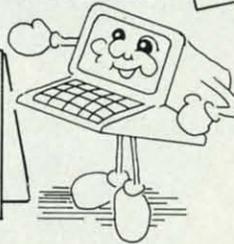
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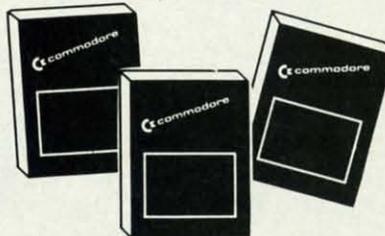
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### SPECIFY

DISK  CASSETTE

# CHRONO-WEDGE

## Date and Time Stamping For The 1541

By Dennis Muscatelli

**T**he software engineers at Commodore gave us a powerful tool when they wrote the DOS for the 1541 disk drive. Using special instructions found in the machine code that constitutes part of the disk operating system resident in ROM, the 1541 is able to store a relatively large amount of data on a single side of a diskette. This same disk operating system allows you to create and utilize relative file structures, a feature not found on some more expensive drives. But for all the power of this DOS, one feature is sadly missing: date and time stamping.

Date and time stamping functions something like this: When a file is written to disk, the disk operating system writes some additional information to special areas of the disk. This information usually consists of the current time and the current date. Some systems maintain additional information such as creation date and/or last update. When a directory of the disk is displayed, some or all of this information is shown for each of the files on the disk.

As I mentioned, the 1541 does not support date and time stamping directly. If you own a C-128, and are using CP/M 3.0, you are provided with these capabilities. This is possible because part of the CP/M operating system (namely BDOS) manages a special type of directory aside and separate from that produced by the 1541 DOS ROMs.

Up until now if you wanted anything remotely similar to date and time stamping you had to use your imagination when dreaming up a filename. Something like this comes to mind:

FUZY-FILEV1-12/3

Directory listings then could look like this:

23	"FUZY-FILEV1-12/3"	PRG
21	"FUZY-FILEV3-12/6"	PRG
12	"FUZY-FILEV2-12/6"	PRG
	etc.	

*Chrono-Wedge* will now allow you to give your imagination that much-needed rest. This program is a specialized form of the standard DOS wedge that supports date and time stamping directly. Unlike some other more primitive methods, *Chrono-Wedge* does not modify any file on the disk. Instead, certain unused areas of the directory track are used to store date-stamp information. When a program is saved using the *Chrono-Wedge* save command, a date and time stamp is automatically written to these special areas of the directory. *Chrono-Wedge* also provides you with the means to date-stamp any file that is on the diskette regardless

of type or origin. This allows you save machine language programs with a monitor and then date-stamp them with *Chrono-Wedge*. These date-stamps will not interfere with other programs that read or write to the diskette and will not affect the normal operation of your disk drive.

*Chrono-Wedge* produces a directory listing similar in content to that produced by other wedges. In addition, the listing will include a date and time stamp for any file that was saved to disk or date-stamped with the *Chrono-Wedge* system. This allows you to maintain a chronological record of the files found on any diskette in your library! Now if you want to see which copy of "FUZY-FILE" you were working on last Wednesday, merely list a directory and look for the copy of that program that bears last Wednesday's date. What could be simpler?

### GETTING STARTED

Type in the *Chrono-Wedge* listing on page 125 and save a copy on disk before attempting to run the program. When you have a copy saved to disk, clear your C-64 by turning it off and back on. Now load the *Chrono-Wedge* program by typing:

```
LOAD "CHRONO-WEDGE",8,1 <RETURN>
```

When the program has finished loading type "NEW" <RETURN> and then SYS 49152 <RETURN>. You will be greeted by a sign on message followed by the current date and time. When you first run the *Chrono-Wedge* program, this date and time will be inaccurate. You will next be prompted to enter the correct date and time. The prompts and correct range of response are listed below.

PROMPT	RESPONSE/RANGE
AM or PM	"A", "B", or RETURN
CURRENT HOURS	"01" through "12"
CURRENT MINUTES	"00" through "59"
CURRENT MONTH	"01" through "12"
CURRENT DAY	"01" through "31"

When you have answered all the prompts the screen will be cleared and you will be ready to use *Chrono-Wedge*.

### CHRONO-WEDGE COMMANDS

*Chrono-Wedge* includes most of the standard DOS commands as well as a few new ones. A list appears at the top of the next page.

- @ - Read disk error channel and return message.
- @\$ - Display directory (wildcard use supported).  
Format is "@\$:\* or @\$:??--"  
Space bar pauses, STOP key aborts.
- / - Load a program to start of BASIC.
- % - Load a program using header address.
- < - Save program at start of BASIC  
Filename must be prefixed with "O:"  
Load and run BASIC program  
Automatically disconnects *Chrono-Wedge*.
- @Q - Disconnect *Chrono-Wedge*.
- @T - Display/Edit current date and time.  
! - Write date and time stamp on file.
- @D - Log drive.
- @P - Spool to printer.

The last four commands require some explanation. The "@T" command will display the current date and time and allow you to change them. The prompts listed above will be displayed. If you wish to alter the current date and time, respond to the prompts with the appropriate response. If you do not wish to alter the current settings of date and time merely press <RETURN> at the "AM OR PM" prompt.

The "!" command allows you to write a date and time stamp to any file that is already on the diskette. You may use this command directly on a directory listing or alone on a single filename. For example, both

!"FUZZY-FILE" & !FUZZY-FILE

are legal. The use of quotes is optional. The current values of date and time will then be stamped to disk for the filename given.

The "@D" command allows *Chrono-Wedge* to communicate with more than one drive. The command is followed by an "8" or "9" to indicate which drive will be logged. Only devices 8 or 9 are considered valid. Once a device has been logged with this command, all future communications will be with that drive. To communicate with the alternate drive it must be logged with the "@D" command. Note that this command does *not* change the actual device number of your drive. Instead, it merely informs *Chrono-Wedge* that you wish to communicate with an alternate disk drive.

The "@P" command followed by a number allows you to select a printer device on the serial bus. Valid device numbers are limited to 4 and 5. After selecting a printer with this command, you may print a directory listing by issuing the "@\$" command. This allows you to get hard copies of the date-stamped directories produced with *Chrono-Wedge*! After the listing has been produced, the printer is disconnected.

Lastly, you will notice that at the completion of any command *Chrono-Wedge* will automatically read and display the status of the currently logged disk. A message similar to the following will be displayed:

DISK-(n): 00,OK,00,00

The "n" in the above example will be 8 or 9 depending on which drive was logged.

## A CHRONO-WEDGE DIRECTORY LISTING

An example directory listing produced with *Chrono-Wedge* is shown here:

```

-----
DISK: TESTDISK           ,TD DOS VER= 2A
FILENAME                 TYP BLK LAST UPDATE
-----
"TESTFILE"              PRG  12 08:30 11/05
"FUZZYFILE"             >PRG 100 22:12 10/19
"INSTRUCTIONS"         SEQ  61 --:-- --/--
"SOME STUFF"           PRG   5 --:-- --/--
"OTHER STUFF"          PRG   3 11:17 12/01
"EVEN MORE STUFF"     PRG  12 --:-- --/--

```

400 BLOCKS FREE.

Under the field labeled "LAST UPDATE" you will find date and time stamp information for the respective file listed on the left. If the file has not been stamped, dashes will be displayed in place of the missing information. Time, using a 24 hour clock format, is listed first followed by the date which consists of month and day. Year information is not maintained by the *Chrono-Wedge* system due to the limited directory space available for date stamps. For most applications this should present no problem.

The bracket character, if present to the left of a filetype, indicates that the file has been locked and is protected from accidental deletion. Some programs, like my *DOS Plus* published in the May 1985 *Ahoy!*, provides you with the capability to lock and unlock files.

You will notice a single space just to the left of the opening quote for each directory entry. This is provided so that you may use any of the single character commands directly on a *Chrono-Wedge* directory listing.

Well, there you have it—workable date and time stamping on the 1541. Use it and give your overworked imagination a rest! Who knows, after a sufficient rest, perhaps you'll be able to conjure up a way to add a year field to the date stamp. . . □

SEE PROGRAM LISTING ON PAGE 125

## KIDS AMERICA

*Ahoy!* is pleased to congratulate Barry Kennedy, Gavin McKiernan, Fran Warner and Christina Tsatsakos, winners of subscriptions to *Ahoy!* courtesy of the *Kids America* radio program. Check your local AM and PM listings for time and station.

*Kids Computer News*, featuring reviews of software by *Kids America* listeners, is now available. For subscription information, contact Thomas F. Trocco, St. Hilda's & St. Hugh's School, 619 West 114th Street, New York, NY 10025.

# REVIEWS

## QUANTUMLINK PERSONAL COMPUTER NETWORK

Quantum Computer Services, Inc.  
Commodore 64

\$9.95 per month

*QuantumLink* is a computer network designed especially for C-64 and C-128 users. Through the Q-Link interface, computerists go online to converse with other members, access the service's features, and attend conferences and meetings. The base price is \$9.95 per month, and the on-line charge is 6¢ per minute for those services that are not free.

Q-Link gives each member an hour of free time each month before extra charges start. As a further saving, an offer gives a free modem with a four-month subscription.

Anyone with a C-64 or C-128 computer, disk drive, modem, and telephone can join. To log on, the user disconnects all joysticks and removes cartridges, inserts the modem into the computer, loads the program, and follows the onscreen instructions. In most areas, the service uses a local telephone number, which controls the cost.

There are lots of things to do for free. No-cost features include the Customer Service Center, the Q-Link calendar of news and events, and a suggestion box. Q-Linkers can tele-shop, receive news and weather reports from *USA Today*, consult the Academic American Encyclopaedia, participate in surveys and opinion polls, and browse the Electronic University catalog before enrolling in on-line classes. Also included is the Just For Fun Department, which contains a Pro Football Picks contest, trivia quizzes, soap opera summaries, music news, movie reviews, and even a Hollywood gossip column. The Information Network answers questions about computing.

Shoppers can make unlimited use of the Commodore Software Finder, a comprehensive catalog which describes software programs that can be ordered, and Comp-U-Store, a veri-



table electronic mall full of goods and services for sale. There are also Music Finder and Book Finder services. Q-Link prints bestseller charts and helps users locate hard-to-find publications.

Not everything is included in the basic membership price, of course. Pay services include talking to other members online, transferring files, special interest group discussions, head-to-head online games, and electronic mail.

The service is especially easy to use, a plus for novice telecommunicators. Every step of the signing on process is cued by onscreen prompts in plain English. Quantum Computer Services also maintains a toll-free Customer Service Line so members can talk phone-to-phone with a sympathetic human who'll answer questions and help solve any problems.

Helpers are always available to make the experience easy and fun for less experienced computerists. This group of charmers, called Q-Guides, stay online through the night. They are quick with a line of cheery patter to brighten an evening and keep a concerned eye out for questions from Q-Linkers.

The service is divided into eight departments. The Commodore Software Showcase contains an exhaustive software catalog for browsing, public domain software which can be downloaded onto disks for later play, and a simple system to transfer files

from person to person. It also contains software previews of newly released programs by major publishers. These give users a taste of the product, so they can choose what they want to purchase.

Just For Fun has contests, quizzes, and entertainment news. The Customer Service Center takes care of any nuts-and-bolts information, including account and billing information so users can keep an eye on their tab. The Shopping Center contains the Software Finder, and lets Linkers access Comp-U-Store OnLine.

The Commodore Information Network contains information for new users—the system contains a guided tour that explains everything thoroughly. CIN also holds the weekly calendar of events, information on clubs and special interest groups, on-line computer experts for hacker help, message boards, and forums.

Learning Center holds the Electronic University Catalog for browsers. Once they've chosen a course of study Q-Linkers can enroll and attend onscreen classes. The Academic American Encyclopaedia is a useful tool for research; it's so easy to use that students should enjoy looking up items on the computer.

News & Information contains the *USA Today* Evening Update, a daily report of news and weather. Discussion forums and public opinion quizzes round out this section.

People Connection is for online

*The Quantum-Link network is divided into the eight sections shown, providing news, software, on-screen classes, contests, shopping, tele-gaming, and other services.*  
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chatter, telegaming, and special events in the auditorium. Linkers send and receive private messages and challenge each other to Hangman, Chess, Checkers, Bridge, Backgammon, and other two-player contests.

QuantumLink hours are 6:00 p.m. (local time) to 7:00 a.m. on weekdays, and 24 hours a day on weekends and holidays. Teenage members predominate in the early evening, but adults take over as the night progresses.

Q-Linkers can use up to five different names, and can also change user handles as often as they wish. This is great for families, and also adds to the fun for individual computerists. Members can set up special conversation rooms online to form impromptu discussion groups.

It's a friendly group. It's currently only for Commodore owners (though Q-Link will add the Amiga and Apple later this year), so there's a club-like atmosphere. Since Q-Link has only existed for a few months, it's smaller than some of the other telecommunication services. This has disadvantages, of course, in that there aren't yet as many activities available as other groups may have. But Q-Link is adding more clubs, special interest groups, and new features on an almost-weekly basis.

QuantumLink's prospects look good. Through an arrangement with Commodore, QuantumLink Computer Services is receiving considerable marketing help to establish it as the link for Commodore users. This means the service is bound to grow. It is relatively inexpensive, and the excellent online and over-the-phone help makes QuantumLink pleasant to use for either novices or experienced telecommunicators.

Quantum Computer Services, Inc., 8620 Westwood Center Drive, Vienna, VA 22180 (phone: 703-448-8700 or 800-392-8200). —Joyce Worley

## SCREEN DUMP UTILITIES FOR THE C-64

By Morton Kavelson and Richard Herring

A permanent paper copy of the computer's screen display can be of great benefit. On the pages following we present several utilities for just this purpose. Two of these allow you to print anything which may appear on the screen. One even takes into account the original image colors in the final printout. We also examine a graphics tool that will allow you to blow up your favorite graphics creations to the proportions that you feel they deserve.



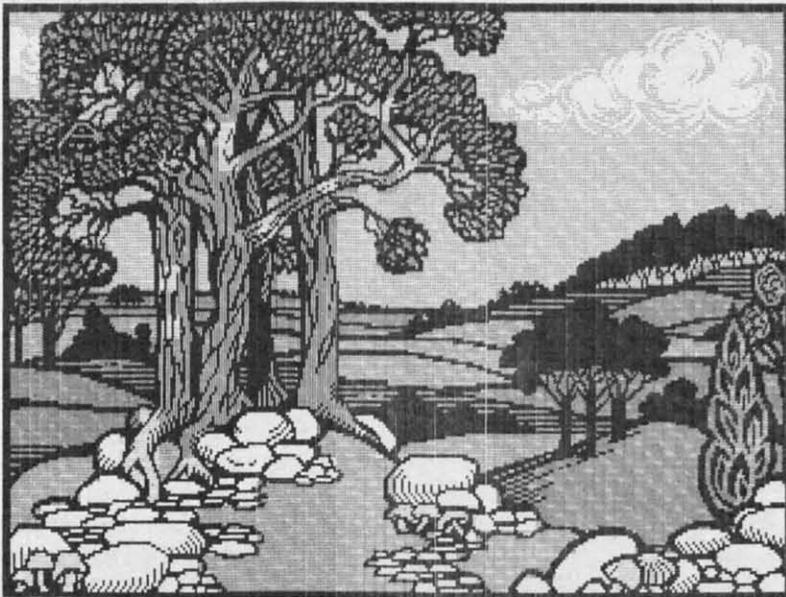
*Left: Screen Dump, Etc. generates a dot-for-dot bit map of original image.*

*Shown is a double-size dump of Middle Earth by Wayne Schmidt.*

**READER SERVICE NO. 150**

*Below: Hi-res bit-map dump generated by Hard-Copy, preserving tonal relationship of original display colors.*

**READER SERVICE NO. 151**



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## HARDCOPY

### FS! Software Commodore 64 Disk; \$29.95

Visual stimulation is an important part of the C-64 user environment. To this end the computer is endowed with both textual and graphic display capabilities. The video display is an ideal medium for constantly varying user interaction. From our standpoint, the screen may be instantaneously updated as required. Along with this ease of revision comes the transitory nature of the screen display. Any information thus presented is irretrievably lost when the system is shut down. *HardCopy* from FS! Software endows the screen display with long term durability in the form of a permanent printout on your dot matrix printer.

*HardCopy* belongs to that class of utility known as a screen dump. However, it adds substantial refinement to that mundane task. First, it is a triggered dump in that it remains in the quiescent state till stimulated into action by a unique cue. Secondly, its installation is flexible, providing for compatibility with many applications. The total installed code requires a mere two kilobytes of the C-64's RAM space. Finally, it has the ability to preserve the tonal gradation of the 16 screen colors by means of a customized translation to gray scale dot patterns. Full color printouts are also possible if an Epson JX80 is on hand.

The first time you use *HardCopy* you will be prompted through a detailed installation procedure. The purpose of this is to customize the program to the requirements of your particular printer. Most users will do this only once, although the process may be repeated as often as necessary. Ten printers are directly provided for, as listed. Additional printers are likely to be added at irregular intervals. If your printer is not covered a customization procedure can be used.

The Install program is simple to use, as defaults are provided for the most likely selections. After printer and interface selection you have the option of modifying the gray scale dot patterns. There will be up to four sets

of these patterns, as *HardCopy* will produce single density dumps with all printers and double density dumps with those printers able to handle it.

Unique pattern sets are provided for the high resolution and multicolor bit map screens. This is a basic requirement, since the two displays are fundamentally different. The former is composed of a grid of 320 by 200 pixels. The latter has only 160 by 200 pixels.

### Printers Supported by *HardCopy*

Epson  
Gemini 10X/15X  
C. Itoh 8510/NEC 8023  
Commodore 1525/MPS 801  
Commodore 1526  
Blue Chip  
Mannesman Talley  
Axiom  
Okidata  
Epson JX80 (color)

You may also choose a color separation option. In this mode one color will be printed as solid black while all other hues are ignored. The manual refers to this as a graphic artist's option.

When *LOADing HardCopy* you are presented with four options as to the program's final residence. The first two are at the top of BASIC's program area with and without expansion cartridges (\$7800-\$7FFF versus \$9800-\$9FFF). A pair of manually entered POKEs are required to protect *HardCopy* from being overwritten by BASIC's normal operations in this range. The remaining spaces are in the lower and upper halves of the \$C000 block, a "natural" resting place for machine language routines in the C-64.

*HardCopy's* functions are initiated by simultaneously pressing the CTRL, COMMODORE, and SHIFT keys (single-handed, two-fingered computerists take note). Three types of dumps are possible, each triggered by the release of any of the aforementioned keys after all three have been held down for a timed interval.

An initial depression of less than one second yields a bit-for-bit representation of the current screen image. This is best suited for text screens,

as no consideration is given for color by gray scale shading. The resulting image is 5 1/4 by 2 3/4 inches with a Gemini 10X printer.

Holding the keys for more than one but less than three seconds triggers a single density gray scale dump. The size of the image with the Gemini 10X is 8 1/2 by 5 3/4 inches. Note that image size will vary with the printer in use.

The gray scale pixel patterns will also vary depending on the original image type as well as printer. The 1525 and C Itoh printers use a two by three dot pattern for hi-res and a four by three pattern for multicolor single density dumps. The Gemini 10X works with a two by two and four by two pattern.

If your printer can handle it, a key press greater than five seconds triggers a double density dump. The size of the resulting image is the same as for the single density dump; however, the tonal range is extended. In this mode the full range of 16 colors may be uniquely translated to shades of gray. With the Gemini 10X the dot patterns are two by four and four by four. The C. Itoh manages patterns of two by six and four by six. The last ratio allows for up to 25 shades of gray.

In the event that the keypress trigger cannot be used, *HardCopy* may be started by a SYS from BASIC.

If you have an Epson JX80, *HardCopy* will produce a well-defined true color screen dump on it. The JX80 uses a four-color nylon ribbon for the printing process. We have not had the opportunity to exercise this feature ourselves. However, we have seen Don French, the proprietor of FS! Software, demonstrate the process at more than one Commodore fete. At the last World of Commodore, Don was seen thoughtfully eyeing a Canon PJ-1080 color inkjet printer in a neighboring booth.

The latest release of *HardCopy* includes a stand-alone *DOODLE!* to *Print Shop* conversion utility. This program, written by Wayne Schmidt, supports bilateral transfer of the *Print Shop Graphic Editor* files (only in non-Commodore format) to *DOO-*

*DLE!* files. Up to nine *Print Shop* graphics, in three different layouts, may be transferred to a single *DOO-DLE!* screen.

The experienced user will recognize that *HardCopy* provides for considerable screen dump flexibility. The ability to adjust gray scale patterns as well as the "graphic-artist" option offer considerable margin for artistic expression. If you own more than one type of printer, or a non-Commodore printer with a graphic interface capable of 1525 emulation, you may experiment with additional varieties of dump patterns.

The dump operation is fast, with a minimum of time spent on "thinking" while composing the gray scale patterns. Detection of the type screen on display is totally automatic and transparent to the original program's operation. The minimal memory requirements will insure compatibility with much existing software.

The limitation to all this flexibility is the need to rerun the Install procedure for each variation, a process which takes several minutes. This in itself would not be a significant drawback were it not that the original program disk is copy protected. This makes it impossible to save custom versions of *HardCopy* on different disks. Furthermore, each update of Install replaces the parameter file on the original program disk. In view of the volatility of magnetic media we consider this a serious drawback for this type of utility. We are also puzzled by this approach to copy protection in view of the same manufacturer's opposing policy for *The Machine Shop* (November 1985 *Ahoy!*). The manufacturer does offer a \$5 replacement after the 90 day warranty.

FS! Software, P.O. Box 635, Fairbault, MN 55021 (phone: 507-332-8122). —Morton Kevelson

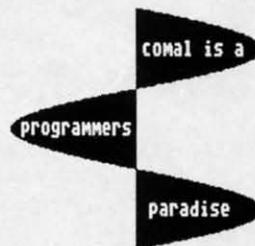
## BILLBOARD MAKER Solutions Unlimited, Inc. Commodore 64 Disk; \$39.95

There are 64,000 pixels in a C-64 high-resolution image (32,000 in a multicolor image). Within the limits of the C-64 graphic modes, each pixel

## Easy Curves

- 1) Insert your COMAL disk in drive\*.
- 2) Type LOAD "C64 COMAL\*",8
- 3) Type RUN (starts COMAL)
- 4) Type AUTO (turn on auto line#'s)
- 5) Enter the program lines shown below (COMAL indents lines for you)
- 6) Hit RETURN key twice when done
- 7) Type RUN

```
0010 setup
0020 curve
0030 paint'it
0040 add'words
0050 //
0060 proc setup
0070 black:=0; yellow:=7
0080 background black
0090 pencolor yellow
0100 setgraphic 0 //hi res screen
0110 hideturtle
0120 endproc setup
0130 //
0140 proc curve
0150 moveto 110,0
0160 drawto 110,199
0170 for row:=0 to 10 step .03 do
0180 drawto 110+99*sin(row),row*20
0190 endfor row
0200 endproc curve
0210 //
0220 proc paint'it
0230 fill 120,20
0240 fill 100,90
0250 fill 120,180
0260 fill 100,198
0270 endproc paint'it
0280 //
0290 proc add'words
0300 pencolor black
0310 background yellow
0320 plottext 120,155,"comal is a"
0330 plottext 16,90,"programmers"
0340 plottext 120,30,"paradise"
0350 endproc add'words
```



Notice how easy graphics are in COMAL. Lines 70-100 set up the screen colors. Lines 150-190 draw on the screen. Lines 230-260 fill (paint) whole parts. Even putting text on the graphic screen is easy. See lines 320-340. All this is standard and built in as part of COMAL. Plus a full turtle graphics system. Now you know why there are 100,000 users.

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phone 608-222-4432

may appear in any of the 16 screen colors. Numerous graphic packages extend the user's control to each and every pixel on the display screen. Samples of the resulting works are published regularly in our *Art Gallery* (see pages 32-33 for this month's offerings).

Although 320 by 200 dots may seem like a lot, the experienced graphic artist soon discovers the limitations of the C-64's bit-mapped screen. While anguished cries are rarely heard, plaintive requests for more are all too common. *Billboard Maker* offers one possible solution to the pixel bottleneck. By the careful manipulation of the eight kilobyte bit map, four or sixteen times as many points can be combined into an integrated image.

*Billboard Maker's* modus operandi is deceptively simple. A C-64 bit-map image, in any of several popular formats, is loaded into the computer. Each of these 8000 bytes is then doubled in the horizontal and vertical direction. The resulting four times blowup is saved as four discrete files

in any of the supported formats. If a linear doubling is not sufficient, quadrupling of each byte, in both directions, generates a 16 times enlargement. The resulting 16 image files will fill an entire disk. For this basic expansion the accompanying color information is considered as well.

Several options are available during and after the expansion process. If the original image is in the high resolution format, such as those produced by *DOODLE!* or *Flexidraw*, the *Billboard Maker* "optimizer" or smoothing option may be applied. This process averages adjacent pixels to reduce the blocky look or "jaggies" which result from the expanded size of each pixel. This option is not available for multicolor images such as those produced by the *Koala* package. The smoothing process does not consider color information in its algorithm.

For those with the time and patience, the expanded files may be individually loaded into the original graphic package. Once in this graph-

ic environment, extensive detailing may be done. The finished product can have 4 or 16 times the detail of the original. Of course, no more than a fraction of this image can be displayed at one time. Here is where the *Billboard* part of the package comes into play.

*Billboard Maker* includes its own custom printer routines for sequential dumping of the linked images. A 16 times blowup is automatically printed as four rows of four images each. Tractor feed paper is a must for this while roll feed paper is even better. Some cut and paste is required to merge the four strips into an integrated whole. The result of this operation on Wayne Schmidt's Middle Earth (which is included with every *DOODLE!* disk) is a two by four foot poster when printed on a Gemini 10X.

Once started, the printing operation is fully automatic, with *Billboard Maker* fetching each file from the disk. However, it may be advisable to periodically pause the printing to allow the printhead to cool off. Two print utilities are included with the package. The one which is integrated into the program placed small gaps between each image on a row. The separate printer utility was apparently included to clear up this problem.

The printer dump is purely a bit map. No consideration is given to color. If you have a gray scale printer dump (such as *HardCopy* reviewed above), it may be used to individually print the image segments. A bit more cut and paste will be required for the finished product. The separate *Billboard Maker* print utility will do a color dump on the Canon PJ-1080A Inkjet Color printer.

We give *Billboard Maker* high marks in this regard. Three levels of color-coordinated menus control the package's operation. Although there was some redundancy in the menus, the setup and selection was fast and smooth. The accompanying manual was somewhat wordy and a bit tedious to wade through. Fortunately, once you have gone through the operation once, you will probably never look at the manual again. The on-screen prompts are that good.

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*Billboard Maker* supports the precise positioning of text on the graphic screen. Five fonts are included with the package. Additional font disks are planned for the future. Text may be laid down in solid, shadow,

### Printers Supported by *Billboard Maker*

Okidata  
Star Micronics  
Epson  
Panasonic  
Commodore 1525  
Canon Color Inkjet

### Supported Graphic Packages

Animation Station  
*Blazing Paddles*  
*Computereyes*  
*DOODLE!*  
*Flexidraw*  
*Koala*  
*Print Shop* (Screen Magic)  
*Supersketch*  
*Billboard Maker* (its own format)

or hollow modes. A graphic border or frame may also be added to the screen image. Four frames are included and additional frame disks are in the works.

Once an image is loaded into *Billboard Maker*, several operations are possible. All images may be flipped top to bottom or left to right. High resolution images may be stripped of color and reversed or negated.

The program is disk-oriented and includes full access to the disk drive command channel. The smoothing operation, which only works on high-resolution images, is time consuming. A 16 times blowup with smoothing takes about one hour to complete. Fortunately, the operation is fully automatic once it is started. Image segments are automatically saved to disk as they are done. The smoothing operation is continuously displayed as it takes place. Since the changes are sometimes quite subtle, the border color flashes to let you know that the program is working.

Once an image is loaded in it may be resaved using any of the supported image formats. Thus interpackage

conversion is possible. However, the transfer from multicolor to high-resolution modes or vice versa is not likely to yield satisfactory results, as no consideration is given to the color data.

*Billboard Maker* does what it claims to do. What's more, it does it well. The package will probably fulfill the needs of many a C-64 graphic artist. Our only reservation for this product is the lack of gray scale color conversion in the printouts.

Solutions Unlimited, P.O. Box 177, Dobbs Ferry, NY 10522-0177 (phone: 914-683-5158). —*Morton Kavelson*

### SCREEN DUMP, ETC.

IRQ, Inc.  
Commodore 64  
Disk; \$24.95

*Screen Dump, Etc.* is a name that does not really give you the full picture. The Etc. part is, for me, far and away the value of this \$25 program.

Screen dump utilities, which send a replica of the image on the screen to your printer, are nothing new. This one is pretty sophisticated; it will copy any screen image exactly. That includes low-res, hi-res, custom characters, sprites, and even split screens. To accomplish this, *Screen Dump, Etc.* kicks your printer into graphics mode, then reproduces the screen image dot for dot.

Average screen dumps take from 30 to 90 seconds (on my 100 cps Epson). That's for a nearly three inch square printed image. You can choose a double size image and the printing time can run over four minutes. Sprites are a big factor in slowing the process.

To print your screens with *Screen Dump, Etc.* you must have a disk drive, a printer with dot addressable graphics that prints 7 or 8 vertical dots at a time, and a printer interface with a transparent mode.

Most common printers are listed in the program's installation routine. For uncommon printers you will have to supply a variety of data like the number of wires in the printhead, graphics on and off codes, and commands to modify line feed. IRQ offers to help with custom installations, but only by mail.

```
1) Insert your COMAL disk in drive*.
2) Type LOAD "C64 COMAL*",8
3) Type RUN (starts COMAL)
4) Type AUTO (turn on auto line#'s)
5) Enter the program lines shown below
   (COMAL indents lines for you)
6) Hit RETURN key twice when done
7) Type RUN
   e=enter f=find l=list
   f
What name? COMAL
COMAL Users Group 608-222-4432
```

```
0010 dim name$ of 20, phone$ of 12
0020 dim disk$ of 2
0030 black:=0; white:=1; yellow:=7
0040 background black
0050 repeat
0060 pencolor white
0070 print "e=enter f=find l=list"
0080 case key$ of
0090 when "e","E"
0100 enter'name
0110 when "f","F"
0120 input "What name?": name$
0130 find'name(name$)
0140 when "l","L"
0150 find'name("")
0160 otherwise
0170 print chr$(147) //clearscreen
0180 endcase
0190 until true=false //forever
0200 //
0210 proc enter'name
0220 input "Enter name : ": name$
0230 input "Enter phone: ": phone$
0240 if name$>" " then add'to'file
0250 endproc enter'name
0260 //
0270 proc add'to'file
0280 open file 2,"phone.dat",append
0290 disk$:=status$
0300 if disk$<>"00" then
0310 close // data file not found
0320 open file 2,"phone.dat",write
0330 endif
0340 write file 2: name$,phone$
0350 close
0360 endproc add'to'file
0370 //
0380 proc find'name(search$)
0390 zone 21 // set auto tab to 21
0400 pencolor yellow
0410 open file 2,"phone.dat",read
0420 while not eof(2) do
0430 read file 2: name$,phone$
0440 if search$ in name$ then
0450 print name$,phone$
0460 endif
0470 endwhile
0480 close
0490 print "Hit <return> when ready"
0500 while key$<>chr$(13) do null
0510 endproc find'name
```

\* If you don't have COMAL yet, order a *Programmer's Paradise Package*-\$19.95. It includes the complete COMAL system plus over 400 pages of information. Add \$5 more to get our 20 interactive lesson Tutorial Disk. Add \$2 shipping. Visa/MC or US funds check accepted. Send to:

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Besides screen dumps, this program combines several important utilities—the *Etc.* part of the name. All of the program is RAM resident. It loads into your C-64's memory and waits while you load and run other programs. Then at the touch of a key, *Screen Dump, Etc.* halts the other program and takes control.

The extra utilities let you display and change BASIC memory allocation and screen memory allocation. They let you save any screen to a disk file and load it back into memory. They convert between decimal and hex literally on the fly. And they let you add your own machine language utility to this memory resident package.

For BASIC memory allocation, *Screen Dump, Etc.* will display the beginning addresses of BASIC text, variables, arrays, and strings, as well as the top of BASIC and the ending address of arrays. All displays are in both decimal and hex. By simply typing a new number, you are able to change any of these addresses.

You can actually monitor the amount of memory required at any

point by a running program. Or after changing the addresses for the start of BASIC and the start of variables, you can save any portion of memory, even high memory that BASIC can not usually access.

For screen memory allocation, *Screen Dump, Etc.* displays the addresses of the low-res screen, hi-res screen, custom character set, and each sprite. Again, any address is easily changed.

When you save a screen to disk the program saves all characteristics of memory configuration that relate to the screen. These include low-res and hi-res screens, sprite data pointers and blocks, color RAM, custom character sets, and other special memory locations.

If you later load that screen you saved, you will get an exact replica, even though the program that produced the screen is not loaded. You will have the option to relocate any of the screen information, like sprite data, to nearly any portion of memory.

Conversion between decimal and hex is accomplished by positioning

the cursor anywhere on a number and hitting a function key. The decimal or hex equivalent instantly replaces the number. Budding programmers will finally be able to remove that conversion chart taped to the wall.

Last, *Screen Dump, Etc.* is designed for you to append any machine language program or routine. If you wish, that program can be memory resident and a key press away. IRQ suggests that programmers will want to have a monitor program at their fingertips. Then they can explore and modify memory locations and access other machine language programs.

How compatible is *Screen Dump, Etc.* with other software, especially since it must coreside in memory and run at the same time? IRQ has recognized the problem of trying to be compatible with other programs that can usurp a wide variety of memory locations for their very own.

*Screen Dump, Etc.* can be installed in three different parts of the C-64's memory. The high version is where machine language programs usually reside. It leaves all 38911 BASIC bytes untouched and so will work with pure BASIC programs.

The low version is near the beginning of memory normally used by BASIC. It resets the pointer for the beginning of BASIC at the end of the *Screen Dump, Etc.* program, leaving 26623 bytes available. This version is more likely to work with machine language programs. The middle version leaves available the memory used by program cartridges, but leaves only 16255 bytes for disk-based programs.

You will probably have to experiment to find the version, if any, that will work with any commercial software. Even with these options, there may be too many conflicts for both programs to operate simultaneously.

If you just want to document your progress through a favorite game, you should check compatibility before you buy. But if you program at all, you'll soon find *Screen Dump, Etc.* to be the first disk you reach for as you power up.

IRQ, Inc., P.O. Box 457, St. Charles, MO 63302. —**Richard Herring**

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# TIPS AH-OY!

Compiled by Michael R. Davila

Contributors to *Tips Ahoy!* receive up to \$50—and in some cases more—for hints, short routines, and suggestions that help their fellow *Ahoy!* readers get more out of their Commodore computers (or get the same old things out more easily). Send your original flashes of brilliance to *Tips Ahoy!*, c/o *Ahoy!* Magazine, Ion International Inc., 45 West 34th Street—Suite 407, New York, NY 10001. Programs should be sent on disk; a stamped and self-addressed envelope must be included.

## CUSTOMIZED OPERATING SYSTEM

The highly versatile MOS 6510 microprocessor in the C-64 enables the user to modify the operating system to suit the task at hand. During the existence of the C-64, three different Kernals have been created. Kernel Version 1, the original, was supplied with C-64's manufactured before mid-1983. Modifications were made, resulting in Kernel Version 2. The present version, Kernel Version 3, has been supplied since 1984. The ability to choose a Kernel version by making a software modification is crucial for universal software application. Programs written in different Kernel version eras capitalize on special features of the then-contemporary Kernel version. Undesirable program behavior occurs when certain software created in one era is run on a C-64 manufactured in a different era. Here is a short routine which demonstrates how the C-64's operating system can be modified to suit one's needs. For example, early demo programs produced

by Commodore demonstrated the music capabilities of the 64. However, many people never see the scrolling notes as the music plays. This is due to the fact that since these routines were written in ML for the earliest Kernel version, they use the store instruction to directly update screen memory without updating color memory with a contrasting color. Hence the scrolling notes are invisible. This routine solves the problem.

```
10 REM CONVERT TO VERSION 1 ROM MODE
15 REM COPY BASIC INTERPRETER FROM ROM TO RAM
20 FOR J=4960 TO 49151
25 POKE J,PEEK(J)
30 NEXT J
40 REM COPY KERNAL FROM ROM TO RAM
50 FOR I=57344 TO 65535
55 POKE I,PEEK(I)
```

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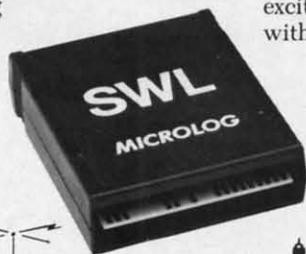
The "SWL" contains the program in ROM as well as radio interface circuit to copy

Morse code and all speeds/shifts of radioteletype. It comes with a cable to connect to your radio's speaker/earphone jack, demo cassette, and an excellent manual that contains a wealth of information on how to get the most out of short-wave digital DXing, even if you're brand new at it.

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72 AHoy!

```
60 NEXT I
65 REM CHANGE BANK SELECTOR SWITCH
70 POKE 1, PEEK(1) AND 253
75 REM MODIFY CLEAR SCREEN INSTRUCTION T
O LOAD $001 INTO COLOR MEMORY
80 POKE 58586, 169: POKE 58587, 1: POKE 58588,
234
90 PRINT "BACKGROUND COLOR NOW LIKE VERSI
ON 1 ROM"
95 END
```

—Michael E. Kress  
Paul Maioriello  
Staten Island, NY

### PARTIAL SCREEN CLEAR FOR THE C-64

One nice feature of the C-128 is the ability to clear the screen from the current cursor position to the end (ESC @). This is such a useful feature that I decided to write a program that would add a similar feature to the 64. The program is an interrupt driven routine that will clear the screen lines from the current through to the last when the English Pound sign is pressed. The routine resides in memory from 679 to 760 and is activated by entering SYS 679. RUN/STOP RESTORE or SYS 760 will kill the routine. You are able to change the response key to another by changing the 48 in line 210 to the keyboard matrix value (not ASCII) of your choice (e.g., @ = 46, left arrow = 57). Location 197 holds the value of the last key pressed, and location 203 holds the value of the current key. The routine will protect itself from being reengaged if it is already alive, so multiple SYS 679's will do no harm. It also protects itself from multiple kills as long as the original IRQ vector is the default system vector (\$EA31).

```
IF PEEK(197) = 48 THEN FOR I = PEEK(214) TO 24: POK
E 781, I: SYS 59903: NEXT
```

—James C. Dunavant  
Gainesville, FL

```
100 FOR I = 679 TO 760: READ A: C = C + A: POKE I, A: NE
XT
110 IFC<>10783 THEN PRINT "ERROR IN DATA ST
ATEMENTS": END
120 PRINT CHR$(147) CHR$(17) "PSC INSTALLED
"
130 PRINT CHR$(17) "SYS 679 TO ENGAGE"
140 PRINT CHR$(17) "PRESS '+' TO PCLEAR"
150 PRINT CHR$(17) "SYS 706 TO KILL"
160 DATA 173, 20, 3, 174, 21, 3, 224, 2, 240, 16,
133, 251, 134, 252, 120, 169, 211, 162, 2, 141
170 DATA 20, 3, 142, 21, 3, 88, 96, 120, 165, 251
, 166, 252, 224, 234, 208, 7, 141, 20, 3, 142, 21
180 DATA 3, 88, 96, 165, 197, 201, 48, 240, 3, 10
8, 251, 0, 165, 157, 240, 249, 166, 214, 32, 255
190 DATA 233, 232, 224, 25, 208, 248, 169, 1, 133
```

,204,160,0,166,214,24,32,240  
200 DATA255,108,251,0

### AUTOGRAPHED 128's

The designers of the C-128 did not want to go totally unrecognized for their work. It seems that they left their signatures in the machine. Type this line in and RUN it to reveal who they are. —Michael R. Davila

```
10 FORI=25589T025610:PRINTCHR$(PEEK(I));  
:NEXT
```

### THEY CREATOR

Here is a short program which will create program lines in advance or delete lines. Creating lines in advance is especially useful when entering a lot of data statements, such as copying a program from a magazine. It spares the bother of typing in each line number and the word "DATA". This method obviates many typing errors.

To create lines, just RUN the program and follow the prompts. Enter the first line number, last line number, increment (defaults to 1 if no number is entered) and any valid command (DATA,PRINT,POKE,PEEK...) which will not affect your program's operation. Deleting lines is done the same way as creating lines, except no entry is made to the command prompt. To make the program self-delete, enter RUN 63000 and press RETURN five times in response to the prompts.

To append this program to an existing program enter in direct mode

```
63000 F=63000:L=63000:I=1:INPUT"<CLR><DWN  
><DWN><DWN><DWN><DWN>FIRST LINE # ";F:F  
F=F  
63001 INPUT"<DWN>LAST LINE # ";L:INPUT"  
<DWN>INCREMENT";I:INPUT"<DWN>LINE INSTRU  
CTION ";L$  
63002 PRINT"<DWN><DWN><DWN><DWN>PRESS RE  
TURN TO EXECUTE";:PRINT"<DWN>PRESS 'Q' T  
O QUIT;<DWN>"  
63003 PRINT"ANY OTHER KEY TO RESTART":WA  
IT198,1:POKE198,0:IF PEEK(197)=62 THEN E  
ND  
63004 IF PEEK(197) <> 1 THEN RUN 63000  
63005 Q$=CHR$(34):PRINT"<CLR><DWN>":FORX  
=1T013:PRINTF;L$:F=F+I:IFF>LTHENX=13  
63006 NEXT X: IF F>L THEN 63008  
63007 PRINT"F="F":I="I":L="L":FF="FF":L$  
="Q$;L$;Q$":GOTO63005":GOTO63009  
63008 PRINT"POKE198,0:PRINTCHR$(147);:LI  
ST";FF;"-";FF+11*I  
63009 POKE214,0:FORKB=631T0644:POKEKB,13  
:NEXTKB:POKE198,14
```

At this point load in the program that you wish to append. After the program has finished loading enter POKE 43,1: POKE 44,8 and hit RETURN. —Rod MacDonald  
Seattle, WA

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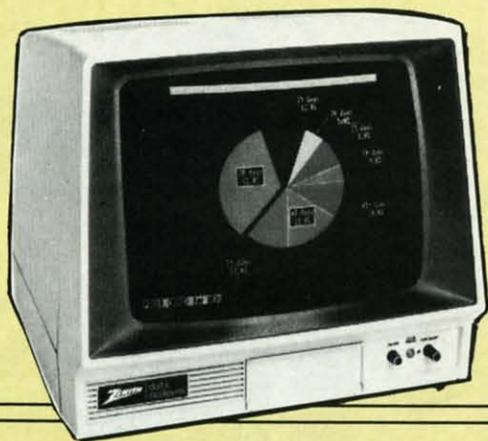
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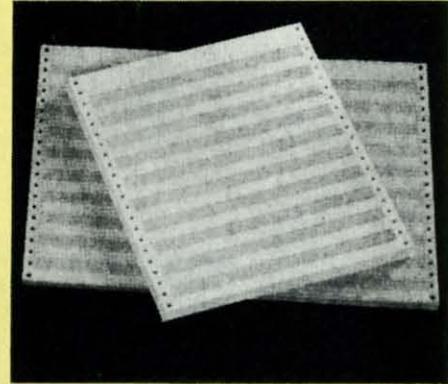
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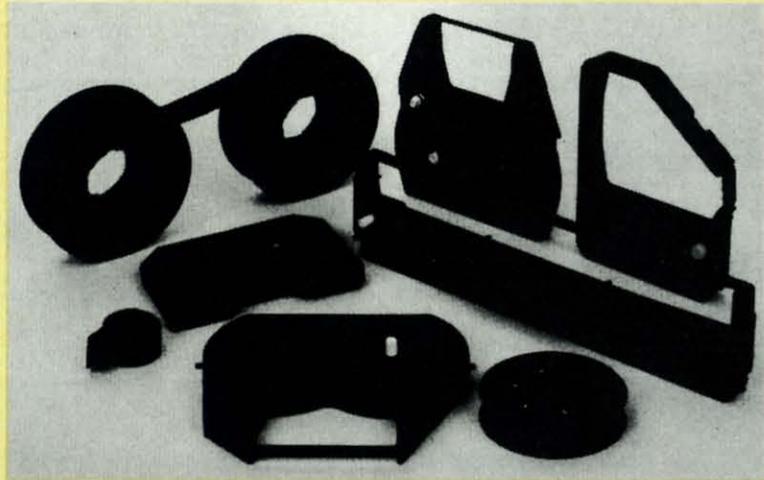
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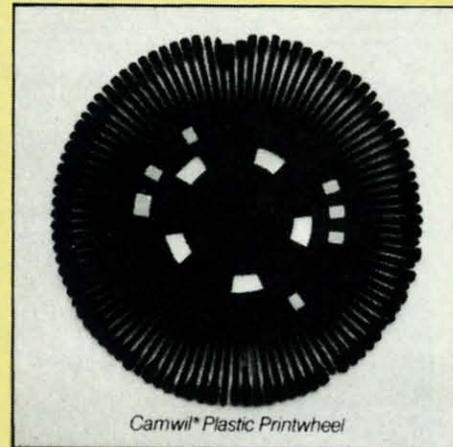
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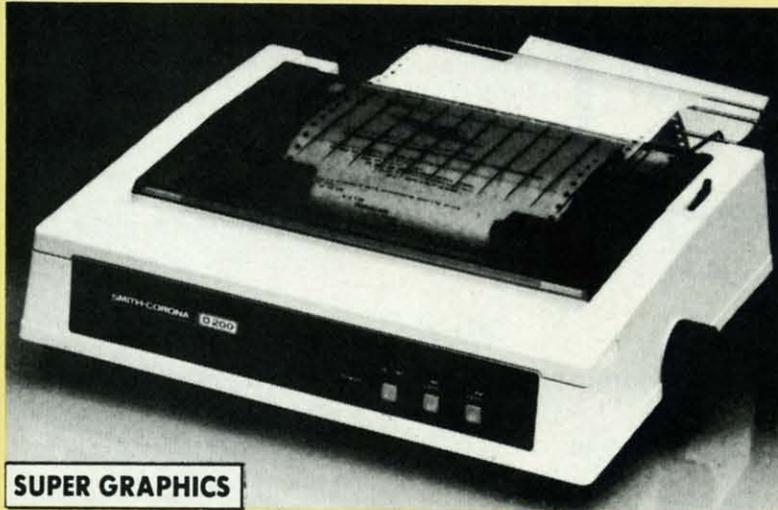
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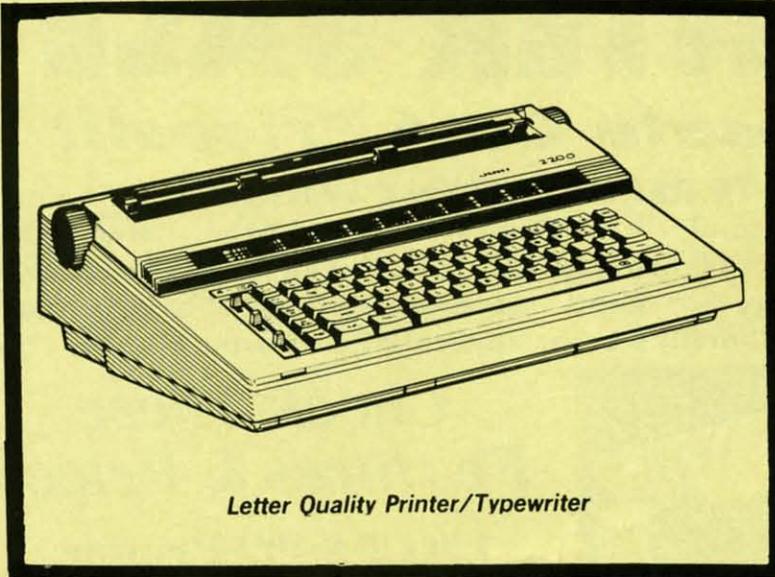
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World's Finest

"Combination" Printer/Typewriter  
List \$749 **Sale \$329<sup>95</sup>**



Executive Letter Quality Printer/Typewriter

- Superb computer printer combined with world's finest electronic typewriter!
- Better than IBM selectric — used by world's largest corporations!
- Two machines in one — just a flick of the switch!
- Superb letter quality correspondence — home, office, word processing!
- Extra Large Carriage — 14 1/8" paper usage!
- Drop in cassette ribbon — express lift off correction or eraser up to 46 characters!
- Precision daisy wheel printing — many type styles!
- Pitch selector — 10, 12, 15 characters per inch,
- Automatic relocate key!
- Automatic margin control and setting! Key in buffer!
- Electronic reliability, built in diagnostic test!
- Centronics parallel interface built-in.

**15 Day Free Trial — 90 Day Immediate Replacement Warranty**

### Extra Daisy Wheels for Olympia Printers.

Herald Pica (PICA)	<b>\$18.95</b>	Primus 10 (ORATOR)
Herald Elite (ELITE)	<b>EACH</b>	Helen 12 (SCRIPT)
Carroll Pica (COURIER)		Mini Majestic (MICRON)

COM-64 — VIC-20 INTERFACE	\$39.95
ATARI INTERFACE	\$59.00
APPLE INTERFACE	\$59.00

Add \$14.50 for shipping, handling and insurance. Illinois residents please add 6 1/4 % tax. Add \$29.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. Canadian orders must be in U.S. dollars. WE DO NOT EXPORT TO OTHER COUNTRIES, EXCEPT CANADA. Enclose Cashiers Check, Money Order or Personal Check. Allow 14 days delivery. 2 to 7 days for phone orders. 1 day express mail! Prices & Availability subject to change without notice.  
VISA — MASTERCARD — C.O.D. No C.O.D. to Canada or APO-FPO

## PROTECTO

We Love Our Customers

22292 N. Pepper Rd., Barrington, Illinois 60010

**312/382-5244 to order**

# COLOR MONITOR



# SALE!!!



*(Premium Quality)*

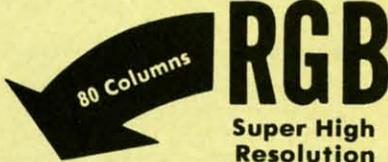
- Built in Speaker & Audio
- For Video Recorders
- For Small Business Computers
- Apple - Commodore - Atari - Aplus 3000 -etc.
- One Year Free Immediate Replacement Warranty



*(Premium Quality)*

- Beautiful Color Contrast
- High Resolution
- Sharp Clear Text
- Anti-Glare Screen
- 40 Columns x 24 Lines
- Front Panel Controls

List \$329<sup>00</sup>



**13" Color Computer Monitor**

\*C64/Atari composite cable \$9.95

\* C128 RGB/Composite 80 column cable \$19.95.

**Sale \$159<sup>95</sup>\***

Add \$14.50 Shipping

## 13" RGB & COMPOSITE COLOR MONITOR

Allows use of C-128 and C64 mode - composite and 80 column RGB mode. Must be used to get 80 columns in color with 80 column computers. Specially designed for use with the C128's special composite video output, plus green screen only option switch. (add \$14.50 shipping)

List \$399.00

**Sale \$259<sup>95</sup>\***

## 12" MAGNAVOX (NAP) 80 COLUMN MONITOR

Super high resolution composite green screen monitor. 80 columns x 24 lines, easy to read, plus speaker for audio sound included. Fantastic value. Limited Quantities.

List \$129.00

**Sale \$79<sup>95</sup>\***

## Turn Your Monitor into a TV Set Without Moving Your Computer

Elegant TV Tuner with dual UHF/VHF selector switches goes between your computer and monitor. Includes mute, automatic fine tuning and computer-TV selector switches. Inputs included for 300 ohm, 75 ohm, and UHF. Can be used with cable TV and VCR's. Fantastic Value. Limited Quantities.

List \$129.95

**Sale \$49<sup>95</sup>\***

**15 Day Free Trial - 90 Day Immediate Replacement Warranty**

**• LOWEST PRICES • BEST SERVICE IN U.S.A. • ONE DAY EXPRESS MAIL • OVER 500 PROGRAMS • FREE CATALOGS**

Add \$10.00 for shipping, handling and insurance. Illinois residents please add 6 1/4% tax. Add \$20.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. Canadian orders must be in U.S. dollars. WE DO NOT EXPORT TO OTHER COUNTRIES, EXCEPT CANADA. Enclose Cashier Check, Money Order or Personal Check. Allow 14 days for delivery, 2 to 7 days for phone orders, 1 day express mail! Prices & Availability subject to change without notice. VISA — MASTER CARD — C.O.D. No. C.O.D. to Canada, APO-FPO

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Reader Service No. 300

# FLOPPY DISKS SALE \*59¢ ea.

## Economy Model or C-128 Cadillac Quality

*We have the lowest prices!*

### \*ECONOMY DISKS

For use with Commodore 64, Atari, Apple.

Good quality 5¼" single sided double density with hub rings.

Bulk Pac	100 Qty.	59¢ ea.	Total Price	\$59.00
Box w/ sleeves	10 Qty.	79¢ ea.	Total Price	7.90

## ☆ C-128 Computer Disks ☆

**CADILLAC QUALITY (Double Sided, Double Density)** *Specifically designed for use with C-128*  
 • Each disk certified • Free replacement lifetime warranty • Automatic dust remover • Works with IBM PC

For those who want cadillac quality we have the C-128 Floppy Disk. Used by professionals because they can rely on C-128 Disks to store important data and programs without fear of loss! Each C-128 disk is 100% certified (an exclusive process) plus each disk carries an exclusive FREE REPLACEMENT LIFETIME WARRANTY. With C-128 disks you can have the peace of mind without the frustration of program loss after hours spent in program development.

### 100% CERTIFICATION TEST

Some floppy disk manufactures only sample test on a batch basis the disks they sell, and then claim they are certified. Each C-128 disk is individually checked so you will never experience data or program loss during your lifetime!

### FREE REPLACEMENT LIFETIME WARRANTY

We are so sure of C-128 Disks that we give you a free replacement warranty against failure to perform due to faulty materials or workmanship for as long as you own your C-128 disk.

### AUTOMATIC DUST REMOVER

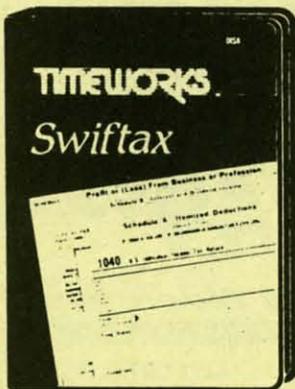
Just like a record needle, disk drive heads must travel hundreds of miles over disk surfaces. Unlike other floppy disks the C-128 smooth surface finish saves disk drive head wear during the life of the disk. (A rough surface will grind your disk drive head like sandpaper). The lint free automatic CLEANING LINER makes sure the disk-killers (dust & dirt) are being constantly cleaned while the disk is being operated.

### *C-128 Disks are definitely the Cadillac disk in the world*

Just to prove it even further, we are offering these super LOW INTRODUCTORY PRICES

**1 Box of 10 — \$9.90 (99¢ ea.)    5 Boxes of 10 — \$44.50 (89¢ ea.)    10 Boxes of 10 — \$79.00 (79¢ ea.)**

All disks come with hub rings and sleeves in an attractive package.



## Make Your 1985 Income Tax Report Easy!

This program includes:

- An easy to use menu-driven program that will enable you to prepare and complete your Federal income tax returns, yet requires no prior knowledge of computers or accounting.
- A CPA-tested manual, written in easy-to-understand, people-friendly English, abundantly illustrated to help make tax preparation and tax law understandable.
- Full prompting — you will be guided through the tax preparation process by thoughtful, easily-understood instructions (prompts) from your computer display screen.
- Password protection — To prevent unauthorized access to your confidential data.
- A Special Backup Feature — which quickly generates extra backup copies of your recorded information to guard against the loss of important data.

List \$49.00    **Sale \$29.95**

Add \$3.00 for shipping, handling and insurance. Illinois residents please add 6¼% tax. Add \$6.00 for CANADA, PUERTO RICO, HAWAII, ALASKA, APO-FPO orders. Canadian orders must be in U.S. dollars. WE DO NOT EXPORT TO OTHER COUNTRIES, EXCEPT CANADA. Enclose Cashiers Check, Money Order or Personal Check. Allow 14 days for delivery, 2 to 7 days for phone orders, 1 day express mail! Prices & availability subject to change without notice.  
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Reader Service No. 300

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