

C16 / C116+4

COMPUTING-MONTHLY

ISSUE 9

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VOLUME 1

C116

READERS
LETTERS

GAME

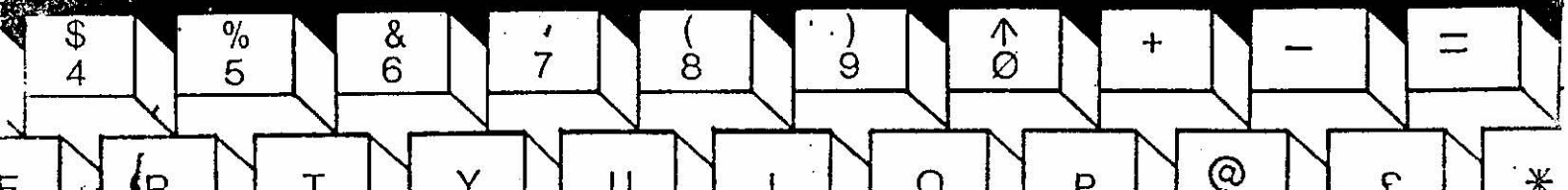
REVIEW

TRAP THE KING - FINAL PART

UNDERGROUND PROGRAM PART 2

CHRISTMAS TREE PROGRAM

PLUS/4



Eds Bits

Hello members, sorry for the delay, things are getting better, I assure you. Well, how about it then, next month is the first trial A5 issue, and if everything turns out ok, then I will stick with the A5 size.

We've had more members joining us, and I'll list all the new members next month. Also next month Kevin Wheals follow up to John Hadlows Quasi Op-Code article, and some more game saves from tape to disk using Graham Terry's method produced in issue 4.

Rob Marshal, are you still looking for a screen dump program, if yes please phone me using the number below.

Right you 'orible lot, whats the matter with yeh, I want letters, progs, hints, tips, maps anything in fact for the C16/+4, I don't care how trivial you think it is, -it could be the last piece to another persons jigsaw, so send any articles to the address below NOW!!!!

I've been getting lonely up here, phone me more often, its nice to have a chat with you, so please ring and speak to me. Right I want a DISK DRIVE 1541 or 1551, please contact me if you can help. Please can anybody tell me what is the difference between the 1541 and 1551 as how to fit them to my C16/+4, oh yes that reminds me, I 'm after another +4, so if you can help call the number below.

An explanation is needed: if you have sent me any articles, but I have not yet printed them don't, worry because I'm stock piling them so that I don't run out of articles to print and so that I have always got something to print. So please don't stop sending them, and if you have sent an article and it was over 2 months ago and still has'nt been printed then please contact me and I'll get it straight into the mag.

James McBride the winner of the Title Master I & II programs donated, with many thanks from me, from Dave Brighton of Sheffield, has had quite a few comments on his winning front cover design, no, you have'nt had any complaints about it, but quite the opposite, members have congratulated you through me, and think I chose a good harding hitting, clear cover, that is quite striking, well I'm sure James thanks all of the members that sends there congratulations, James would you please review the programs for me, many thanks.

I have had an idea put to me to stop the delays with getting the mags out on time, I have had it suggested to me that I should change the mag to a BI-MONTHLY (every 2 months) magazine, what are your views on this, please let me know before April 1990, please note you would loose any pages, it would be 2 single issue worth (approx 40 pages) every two months instead of 20 pages per month, well contact me on that one please. Well I'll shut up now and let you read on, and by the way January 1990 ish is ready, so send your money soon, to get it quickly!!!!

Write to me at:- Roy Robinson, 112 Cliff Road, HORNSEA, N. Humberside, HU18 1JE.

Or telephone (0964) 534611 after 6pm, if out, leave name and any messages.

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***** TRAP THE KING *****
***** THIRD AND FINAL PART *****
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1D00-1D3F END AND START ROUTINE,PRINTS SCREEN MESSAGES,'Y'REGISTER HOLDS
* OFFSET FROM $2200,'X'REGISTER HOLDS NUMBER OF CHARACTERS TO PRINT.
1D1D GET KEYBOARD INPUT ONE CHARACTER AT A TIME.
1D20-1D2F CHECK RETURNED CHARACTER IS IT YES (Y) OR NO (N).
1D31-1D3C IT'S YES SO RESET SYSTEM AND JUMP TO BEGINING,RESET STACK POINTER
* AT $1D34-$1D36 JUST IN CASE.
1D40 HOME CURSOR.
1D43-1D4E WHEN YOU HAVE LOST MOST OF YOUR PIECES THIS ROUTINE PRINTS
* SURRENDER MESSAGE AT TOP OF SCREEN.
1D51-1D5A GET KEY INPUT AND CHECK IF IT IS A CAPITAL 'N' OR 'Y'.IF 'Y' THEN
* END PROGRAMME.
1D5C-1D65 IF 'N' THEN HOME CURSOR PRINT 'TRAP THE KING' AND GOTO COMPUTERS
* NEXT MOVE.
1D68-1D70 RESET CURSOR AND CHECK THAT SQUARES,CONTENTS.
1D71-1D7C RESET CURSOR,PRINT COMPUTERS CHARACTER AND GOTO SURRENDER ROUTINE.
1D80-1DAA CHECK IF NEXT SQUARE IS EMPTY,YES? THEN GOTO 1D86.NO? THEN RETURN.
1D86-1D8C STORE OLD POSITION IN $DA,$DB SO THAT BACKTRACKING CAN BE CHECKED
* RESET CURSOR,STORE POSITION IN FILE,$21B0-$21FF.CHANGE SQUARE
* COLOUR TO BACKGROUND COLOUR AND PRINT COMPUTERS CHARACTER (CHAR
* IS NOW IN POSITION BUT THE SAME COLOUR AS BACKGROUND,THUS IT
* CANNOT BE SEEN).
1DA3-1DA5 STORE PLAYER COLOUR IN COLOUR REGISTER.
1DA8-1DA9 PULL LAST JSR RETURN ADDRESS OFF STACK AND JUMP TO NEXT MOVE FOR
* THIS PIECE.
1DAD-1DC6 CHECK IF SQUARE IS EMPTY,IF 'NO' THEN RTS.IF 'YES' THEN CHECK FOR
* BACKTRACK AND SET THE CARRY FLAG (CLC=MOVE O.K. SEC=MOVE NOT O.K.)
1DC7-1DCE CHECK IF MOVING PIECE IS COMPUTERS KING.
1DD0-1DDC PART OF COMPUTERS CHECK AROUND ROUTINE,SET CURSOR,CHECK IF SQUARE
* IS EMPTY,IF 'NO' THEN JUMP TO $1DDD IF 'YES' THEN SET $E0 TO
* UNEQUAL (NOT ZERO) THIS THEN TELLS THE COMPUTER IT HAS AN EXIT
* FROM ITS PRESENT POSITION.
1DDD-1DE8 IF THE ABOVE ROUTINE FOUND THE SQUARE OCCUPIED THEN THIS ROUTINE
* WILL CHECK THE CONTENTS OF $D3 TO ESTABLISH WHAT IS IN THAT SQUARE
* $D3=$00=A SCENARIO PIECE. $D3=$FF TO $80 (A MINUS NUMBER IN
* SIGNED BINARY) IT IS A COMPUTER PIECE.$D3=$01 TO $7F (PLUS) IT'S
* A PLAYER PIECE SO INCREASE $DF.
1DE9-1DF8 COMPUTER HAS LOST A PIECE,UPDATE SCREEN DISPLAY ACCORDINGLY AND
* JUMP TO COMPUTERS 'MOVE ENDED' ROUTINE
1E00-1E29 PUSH $D1,$D2 ON STACK,CHECK ALL ADJACENT SQUARES(DIAGONALLY).
* ROUTINE AT $20E8 REVEALS HIDDEN COMPUTERS PIECES,IF ANY THERE.
* PULL $D1,$D2 FROM STACK,THIS ROUTINE FOR PLAYERS MOVES ONLY.
1E30-1E6F SHOT REVEAL ROUTINE.YOUR GUNS FIRE STARHELLS WHICH EXPLODE FOUR
* SQUARES TO RIGHT OF OF GUN.HENCE ADC#$04 TO $D1.CHANGE COMMAND AT
* $20E8 TO READ JMP$1F50.DO CHECK AROUND THE IMPACT SQUARE 16 TIMES
* (Y REGISTER=$10).CHANGE COLOUR BRIGHTNESS EACH TIME AND INCLUDE
* A SHORT DELAY SO THAT EFFECT CAN BE SEEN(LENGTH OF DELAY IS IN 'X'
* REGISTER AT $1E52).LASTLY PRINT CONTENTS OF IMPACT SQUARE.
1E70-1E94 PRINTS EXPLODING CHARACTERS WHEN A PIECE IS LOST.$CA HOLDS CURSOR
* POSITION ALONG THE LINE,$C8,$C9 HOLD START ADDRESS FOR THAT LINE
* $EA,$EB HOLD ADDRESS OF START POINT FOR THAT LINE IN COLOUR RAM.
* JSR$1F40 IS A DELAY ROUTINE SO EFFECT CAN BE SEEN.LOOP COUNTERS AT
* $1E74 AND $1E78 DETERMINE NUMBER OF TIMES CHARACTERS ARE PRINTED.
1E96-1E98 CLEARS CHARACTER FROM SCREEN.
1E9B-1EA2 CLEAR,(SET TO ZERO),THAT PIECES POSITION DATA IN POSITION LIST.
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1EA5-1EA9 WAS LOST PIECE YOUR KING? IF 'YES' GOTO $1D00 AND END GAME. IF 'NO'
1EAB-1EB7 LOAD 'Y' REGISTER WITH ZERO AND CHECK HOW MANY PIECES YOU HAVE LOST.
1EB9-1EC7 EVALUATE 'Y' REGISTER, IF Y=##0E THEN 14 PIECES LOST, THATS TOO MANY
*
*   SO GOTO $1D00 AND SURRENDER. IF Y=##0C THEN 12 PIECES LOST THATS
*   QUITE A FEW, SO ASK IF PLAYER WISHES TO SURRENDER($1D40). IF LESS
*   THAN 12 THEN JMP$1443 (COMPUTERS TURN).
1ECB-1ED3 RESET $D1, $D2 PRIOR TO NEXT MOVE OR CHECK.
1ED5-1EDF END PROGRAMME AND RESET STACK POINTER (THE LATTER IS NOT STRICTLY
*   NEEDED BUT YOU NEVER KNOW!!)
1F00-1F30 CHECK AROUND (NOT DIAGONALLY) FOR BOTH COMPUTER AND PLAYER, SETTING
*   CARRY FLAG AND $DF ACCORDINGLY, $DF CONTAINS NUMBER OF ENEMY AROUND
*   THAT UNIT.
1F40-1F4E DELAY LOOP JSR$E311=DELAY OF ONE MILLISECOND, DO IT 4*255 TIMES.
1F50-1F60 GET COLOUR BRIGHTNESS OF SQUARE INCREASE IT BY ##10, STORE IT BACK.
1F80-1F8E CHECK IF PLAYERS GUNS ARE MOVING. IF 'NO' RTS. IF 'YES' THEN.....
1F90-1FAA PRINT'FIRE STARHELL Y/N?.'. GET KEY INPUT. IF YES 'Y' THEN GOTO $1FAC
*   IF NO 'N' THEN SWITCH OFF FLASH, HOME CURSOR AND PRINT 'TRAP THE KING'
*   GOTO MAIN ROUTINE.
1FAC   PUSH $D1 ON STACK.
1FAF   'Y' REGISTER CONTAINS LOOP COUNTER, PUSH IT ONTO STACK.
1FB3   INCREASE $D1, (PRINT FIRST SHOT CHARACTER ONE SQUARE RIGHT OF GUN).
1FB5-1FC1 MOVE CURSOR, CHECK SQUARE CONTENTS, IF IT IS $4C (EDGE CHARACTER)
*   THEN PULL LOOP COUNTER OFF STACK AND FORCE BRANCH TO $1FEA (END
*   SHOT ROUTINE).
1FC3   PUSH ONTO STACK CHARACTER AND COLOUR AT PRESENT IN SQUARE ('Y'
*   REGISTER SET BY LAST CALL TO ROUTINE AT $204B).
1FC7-1FCA SET LOOP COUNTER AND PUSH ONTO STACK.
1FCB-1FCE LOAD GUNSHOT CHARACTER AND PRINT IT (CHAR. NUMBERS IN $2180-$2187).
1FD1-1FD4 RESET CURSOR AND JSR'DELAY' SO THAT CHARACTER CAN BE SEEN.
1FD7-1FDA PULL LOOP COUNTER OFF STACK DECREASE IT, CHECK IF IT'S STILL
*   POSITIVE, YES WELL LOOP BACK, NO THEN.....
1FDC-1FE2 PULL COLOUR DATA OFF STACK AND STORE IT IN COLOUR RAM, PULL
*   CHARACTER DATA OFF STACK AND PRINT IT.
1FE4-1FE7 HAVE WE COVERED FOUR SQUARES? NO WELL DO IT ALL AGAIN. YES WELL...
1FE9-1FEB CLEAR CARRY FLAG PULL OLD $D1 OFF STACK AND STORE IN $D1.
1FED-1FFF CHECK IF ROUTINE WAS STOPPED BY SHOT HITTING EDGE CHARACTER (CARRY
*   FLAG SET), IF YES BRANCH TO $1FA1. ELSE REVEAL ALL ADJACENT SQUARES
*   AND PRINT 'TRAP THE KING'. PULL LAST JSR RETURN ADDRESS OFF STACK
*   AND JMP$140E.
*   AND THATS ALL THERE IS TO IT FOLKS.....
*   REMEMBER TO LOOK FOR THE START OF THE SPRITE PROGRAMME LISTINGS
*   NEXT MONTH!!!!!!
*   AS ALWAYS ANY PROBLEMS OR IMPROVEMENTS TO THIS PROGRAMME RING ME
*   OR WRITE IN TO THE MAGAZINE.
*   .....PETER CRACK.....
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STOP PRESS:

I must welcome Claire Deane, to the group, she is the first girl/lady (female) 16/14 over to Tom and I hope you'll make her feel at home, welcome CLAIRE,

BACK ISSUES ARE AVAILABLE AT £1.50 each, inclusive of P&P. CHERQUES/PO, PAYABLE TO ROY ROBINSON PLEASE.

1D00	20	C0	15	JSR	\$15C0	1DBE	20	B2	20	JSR	\$20B2
1D03	A0	93		LDY	##93	1D91	20	78	20	JSR	\$2078
1D05	A2	1C		LDX	##1C	1D94	A9	05		LDA	##05
1D07	20	89	20	JSR	\$2089	1D96	8D	3B	05	STA	\$053B
1D0A	A2	18		LDX	##18	1D99	A5	D0		LDA	\$D0
1D0C	20	71	1F	JSR	\$1F71	1D9B	20	D2	FF	JSR	\$FFD2
1D0F	A0	AC		LDY	##AC	1D9E	EA			NOP	
1D11	A2	14		LDX	##14	1D9F	EA			NOP	
1D13	20	89	20	JSR	\$2089	1DA0	EA			NOP	
1D16	A0	72		LDY	##72	1DA1	EA			NOP	
1D18	A2	11		LDX	##11	1DA2	EA			NOP	
1D1A	20	89	20	JSR	\$2089	1DA3	A9	53		LDA	##53
1D1D	20	50	20	JSR	\$2050	1DA5	8D	3B	05	STA	\$053B
1D20	C9	0E		CMF	##0E	1DA8	68			FLA	
1D22	D0	09		BNE	\$1D2D	1DA9	68			FLA	
1D24	A9	93		LDA	##93	1DAA	4C	88	15	JMP	\$1588
1D26	8D	04	1D	STA	\$1D04	1DAD	20	B2	20	JSR	\$20B2
1D29	4C	D5	1E	JMF	\$1ED5	1DB0	20	BC	20	JSR	\$20BC
1D2C	EA			NOP		1DB3	90	01		BCC	\$1DB6
1D2D	C9	19		CMF	##19	1DB5	60			RTS	
1D2F	D0	EC		BNE	\$1D1D	1DB6	A5	D1		LDA	\$D1
1D31	20	00	20	JSR	\$2000	1DB8	C5	DA		CMF	\$DA
1D34	A2	F8		LDX	##F8	1DBA	D0	08		BNE	\$1DC4
1D36	9A			TXS		1DBC	A5	D2		LDA	\$D2
1D37	A9	93		LDA	##93	1DBE	C5	DB		CMF	\$DB
1D39	8D	04	1D	STA	\$1D04	1DC0	D0	02		BNE	\$1DC4
1D3C	4C	00	12	JMP	\$1200	1DC2	38			SEC	
1D3F	EA			NOP		1DC3	60			RTS	
1D40	20	6F	1F	JSR	\$1F6F	1DC4	18			CLC	
1D43	A0	82		LDY	##82	1DC5	60			RTS	
1D45	A2	11		LDX	##11	1DC6	EA			NOP	
1D47	20	89	20	JSR	\$2089	1DC7	A6	E7		LDX	\$E7
1D4A	A0	72		LDY	##72	1DC9	E0	23		CPX	##23
1D4C	A2	14		LDX	##14	1DCB	D0	B9		BNE	\$1DB6
1D4E	20	89	20	JSR	\$2089	1DCD	60			RTS	
1D51	20	50	20	JSR	\$2050	1DCE	EA			NOP	
1D54	C9	19		CMF	##19	1DCF	EA			NOP	
1D56	F0	A8		BEQ	\$1D00	1DD0	20	B2	20	JSR	\$20B2
1D58	C9	0E		CMF	##0E	1DD3	20	BC	20	JSR	\$20BC
1D5A	D0	F5		BNE	\$1D51	1DD6	B0	05		BCS	\$1DDD
1D5C	20	6F	1F	JSR	\$1F6F	1DD8	A9	80		LDA	##80
1D5F	20	78	1F	JSR	\$1F78	1DDA	85	E0		STA	\$E0
1D62	20	B2	20	JSR	\$20B2	1DDC	60			RTS	
1D65	4C	43	14	JMP	\$1443	1DDD	20	CC	20	JSR	\$20CC
1D68	20	B2	20	JSR	\$20B2	1DE0	24	D3		BIT	\$D3
1D6B	20	BC	20	JSR	\$20BC	1DE2	F0	04		BEQ	\$1DE8
1D6E	90	16		BCC	\$1DB6	1DE4	30	02		BMI	\$1DE8
1D70	60			RTS		1DE6	E6	DF		INC	\$DF
1D71	20	B2	20	JSR	\$20B2	1DE8	60			RTS	
1D74	A5	D0		LDA	\$D0	1DE9	A6	D6		LDX	\$D6
1D76	20	D2	FF	JSR	\$FFD2	1DEB	BC	E6	22	LDY	\$22E6,X
1D79	4C	00	1D	JMP	\$1D00	1DEE	B9	00	0F	LDA	\$0F00,Y
1D7C	EA			NOP		1DF1	AA			TAX	
1D7D	EA			NOP		1DF2	CA			DEX	
1D7E	EA			NOP		1DF3	8A			TXA	
1D7F	EA			NOP		1DF4	99	00	0F	STA	\$0F00,Y
1D80	20	AD	1D	JSR	\$1DAD	1DF7	68			FLA	
1D83	90	01		BCC	\$1D86	1DF8	4C	90	15	JMP	\$1590
1D85	60			RTS		1DFB	EA			NOP	
1D86	A5	E5		LDA	\$E5	1DFC	EA			NOP	
1D88	05	DA		STA	\$DA	1DFD	EA			NOP	
1D8A	A5	E6		LDA	\$E6	1DFE	EA			NOP	
1D8C	05	DB		STA	\$DB	1DFF	EA			NOP	

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1E00	A5	D1	LDA	\$D1	1E76	98	TYA
1E02	48		PHA		1E77	48	PHA
1E03	A5	D2	LDA	\$D2	1E78	A0 03	LDY ##03
1E05	48		PHA		1E7A	98	TYA
1E06	C6	D1	DEC	\$D1	1E7B	48	PHA
1E08	C6	D2	DEC	\$D2	1E7C	18	CLC
1E0A	20	E8 20	JSR	\$20E8	1E7D	69 40	ADC ##40
1E0D	E6	D1	INC	\$D1	1E7F	A4 CA	LDY \$CA
1E0F	E6	D1	INC	\$D1	1E81	91 C8	STA (\$C8),Y
1E11	20	E8 20	JSR	\$20E8	1E83	A9 71	LDA ##71
1E14	E6	D2	INC	\$D2	1E85	91 EA	STA (\$EA),Y
1E16	E6	D2	INC	\$D2	1E87	EA	NOF
1E18	20	E8 20	JSR	\$20E8	1E88	EA	NOF
1E1B	C6	D1	DEC	\$D1	1E89	20 40 1F	JSR \$1F40
1E1D	C6	D1	DEC	\$D1	1E8C	68	FLA
1E1F	20	E8 20	JSR	\$20E8	1E8D	A8	TAY
1E22	68		FLA		1E8E	88	DEY
1E23	85	D2	STA	\$D2	1E8F	10 E9	BPL \$1E7A
1E25	68		FLA		1E91	68	FLA
1E26	85	D1	STA	\$D1	1E92	A8	TAY
1E28	60		RTS		1E93	88	DEY
1E29	EA		NOF		1E94	10 E0	BPL \$1E76
1E2A	EA		NOF		1E96	A9 20	LDA ##20
1E2B	EA		NOF		1E98	20 D2 FF	JSR \$FFD2
1E2C	EA		NOF		1E9B	A6 E7	LDX \$E7
1E2D	EA		NOF		1E9D	A9 00	LDA ##00
1E2E	EA		NOF		1E9F	9D B0 21	STA \$21B0,X
1E2F	EA		NOF		1EA2	9D E0 21	STA \$21E0,X
1E30	A5	D1	LDA	\$D1	1EA5	E0 11	CPX ##11
1E32	48		PHA		1EA7	D0 03	BNE \$1EAC
1E33	18		CLC		1EA9	4C 00 1D	JMP \$1D00
1E34	69	04	ADC	##04	1EAC	A2 11	LDX ##11
1E36	85	D1	STA	\$D1	1EAE	A0 00	LDY ##00
1E38	EA		NOF		1EB0	BD B0 21	LDA \$21B0,X
1E39	A9	4C	LDA	##4C	1EB3	D0 01	BNE \$1EB6
1E3B	8D	E8 20	STA	\$20E8	1EB5	CB	INY
1E3E	A9	50	LDA	##50	1EB6	CA	DEX
1E40	8D	E9 20	STA	\$20E9	1EB7	10 F7	BPL \$1EB0
1E43	A9	1F	LDA	##1F	1EB9	C0 0E	CPY ##0E
1E45	8D	EA 20	STA	\$20EA	1EBB	90 03	BCC \$1EC0
1E48	A0	10	LDY	##10	1EBD	4C 00 1D	JMP \$1D00
1E4A	98		TYA		1EC0	C0 0C	CPY ##0C
1E4B	48		PHA		1EC2	90 03	BCC \$1EC7
1E4C	20	00 1F	JSR	\$1F00	1EC4	4C 40 1D	JMP \$1D40
1E4F	20	00 1E	JSR	\$1E00	1EC7	4C 43 14	JMP \$1443
1E52	A2	0C	LDX	##0C	1ECA	EA	NOF
1E54	20	42 1F	JSR	\$1F42	1ECB	A5 E5	LDA \$E5
1E57	68		FLA		1ECD	85 D1	STA \$D1
1E58	A8		TAY		1ECF	A5 E6	LDA \$E6
1E59	88		DEY		1ED1	85 D2	STA \$D2
1E5A	D0	EE	BNE	\$1E4A	1ED3	60	RTS
1E5C	A9	20	LDA	##20	1ED4	EA	NOF
1E5E	8D	E8 20	STA	\$20E8	1ED5	20 D2 FF	JSR \$FFD2
1E61	8D	EA 20	STA	\$20EA	1ED6	20 00 20	JSR \$2000
1E64	A9	B2	LDA	##B2	1EDB	A2 F8	LDX ##F8
1E66	8D	E9 20	STA	\$20E9	1EDD	9A	TXS
1E69	20	E8 20	JSR	\$20E8	1EDE	00	BRK
1E6C	68		FLA		1EDF	EA	NOF
1E6D	85	D1	STA	\$D1	1EE0	A2 3F	LDX ##3F
1E6F	60		RTS		1EE2	A9 00	LDA ##00
1E70	68		FLA		1EE4	9D B0 32	STA \$32B0,X
1E71	20	B2 20	JSR	\$20B2			
1E74	A0	06	LDY	##06			

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1EE7 CA DEX
1EE8 10 FA BFL $1EE4
1EEA A2 02 LDX ##02
1EEC A0 00 LDY ##00
1EEE B9 88 21 LDA $2188,Y
1EF1 9D 80 32 STA $3280,X
1EF4 8A TXA
1EF5 18 CLC
1EF6 69 08 ADC ##08
1EF8 AA TAX
1EF9 C8 INY
1EFA C0 08 CPY ##08
1EFC D0 F0 BNE $1EEE
1EFE 60 RTS
1EFF EA NOP
1F00 A5 D1 LDA $D1
1F02 48 PHA
1F03 A5 D2 LDA $D2
1F05 48 PHA
1F06 EA NOP
1F07 A9 00 LDA ##00
1F09 85 DF STA $DF
1F0B C6 D2 DEC $D2
1F0D 20 E8 20 JSR $20E8
1F10 E6 D2 INC $D2
1F12 C6 D1 DEC $D1
1F14 20 E8 20 JSR $20E8
1F17 E6 D1 INC $D1
1F19 E6 D1 INC $D1
1F1B 20 E8 20 JSR $20E8
1F1E C6 D1 DEC $D1
1F20 E6 D2 INC $D2
1F22 20 E8 20 JSR $20E8
1F25 A5 DF LDA $DF
1F27 C9 02 CMP ##02
1F29 68 PLA
1F2A 85 D2 STA $D2
1F2C 68 PLA
1F2D 85 D1 STA $D1
1F2F 60 RTS
1F30 EA NOP
1F31 EA NOP
1F32 EA NOP
1F33 EA NOP
1F34 EA NOP
1F35 EA NOP
1F36 EA NOP
1F37 EA NOP
1F38 EA NOP
1F39 EA NOP
1F3A EA NOP
1F3B EA NOP
1F3C EA NOP
1F3D EA NOP
1F3E EA NOP
1F3F EA NOP
1F40 A2 04 LDX ##04
1F42 A0 00 LDY ##00
1F44 20 11 E3 JSR $E311
1F47 88 DEY

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. 1F48 D0 FA BNE $1F44
. 1F4A CA DEX
. 1F4B D0 F7 BNE $1F44
. 1F4D 60 RTS
. 1F4E EA NOP
. 1F4F EA NOP
. 1F50 20 B2 20 JSR $20B2
. 1F53 20 EB 20 JSR $20EB
. 1F56 A4 CA LDY $CA
. 1F58 B1 EA LDA ($EA),Y
. 1F5A 18 CLC
. 1F5B 69 10 ADC ##10
. 1F5D 91 EA STA ($EA),Y
. 1F5F 60 RTS
. 1F60 EA NOP
. 1F61 EA NOP
. 1F62 EA NOP
. 1F63 EA NOP
. 1F64 EA NOP
. 1F65 EA NOP
. 1F66 EA NOP
. 1F67 EA NOP
. 1F68 EA NOP
. 1F69 EA NOP
. 1F6A A9 84 LDA ##84
. 1F6C 20 D2 FF JSR $FFD2
. 1F6F A2 00 LDX ##00
. 1F71 A0 00 LDY ##00
. 1F73 18 CLC
. 1F74 20 F0 FF JSR $FFF0
. 1F77 60 RTS
. 1F78 A0 06 LDY ##06
. 1F7A A2 26 LDX ##26
. 1F7C 20 89 20 JSR $2089
. 1F7F 60 RTS
. 1F80 A6 E7 LDX $E7
. 1F82 E0 0E CPX ##0E
. 1F84 F0 0A BEQ $1F90
. 1F86 E0 0F CPX ##0F
. 1F88 F0 06 BEQ $1F90
. 1F8A E0 10 CPX ##10
. 1F8C F0 02 BEQ $1F90
. 1F8E 60 RTS
. 1F8F EA NOP
. 1F90 20 6A 1F JSR $1F6A
. 1F93 A0 60 LDY ##60
. 1F95 A2 26 LDX ##26
. 1F97 20 89 20 JSR $2089
. 1F9A 20 50 20 JSR $2050
. 1F9D C9 0E CMP ##0E
. 1F9F D0 07 BNE $1FA8
. 1FA1 20 6A 1F JSR $1F6A
. 1FA4 20 78 1F JSR $1F78
. 1FA7 60 RTS
. 1FA8 C9 19 CMP ##19
. 1FAA D0 EE BNE $1FA9A
. 1FAC A5 D1 LDA $D1
. 1FAE 48 PHA
. 1FAF A0 03 LDY ##03
. 1FB1 98 TYA
. 1FB2 48 PHA
. 1FB3 E6 D1 INC $D1
. 1FB5 20 B2 20 JSR $20B2

```

.....CONTINUED.....

. 1FB8	20 48 20	JSR	\$2048	. 1FDD	A4 CA	LDY	\$CA
. 1FB8	C9 4C	CMF	#\$4C	. 1FDF	91 EA	STA	(\$EA),Y
. 1FBD	D0 04	BNE	\$1FC3	. 1FE1	68	PLA	
. 1FBF	68	PLA		. 1FE2	91 C8	STA	(\$C8),Y
. 1FC0	38	SEC		. 1FE4	68	PLA	
. 1FC1	B0 27	BCS	\$1FEA	. 1FE5	AB	TAY	
. 1FC3	48	PHA		. 1FE6	88	DEY	
. 1FC4	B1 EA	LDA	(\$EA),Y	. 1FE7	10 C8	BFL	\$1FB1
. 1FC6	48	PHA		. 1FE9	18	CLC	
. 1FC7	A0 07	LDY	##07	. 1FEA	68	PLA	
. 1FC9	98	TYA		. 1FEB	85 D1	STA	\$D1
. 1FCA	48	PHA		. 1FED	B0 B2	BCS	\$1FA1
. 1FCB	B9 80 21	LDA	\$2180,Y	. 1FEF	20 30 1E	JSR	\$1E30
. 1FCE	20 D2 FF	JSR	##FD2	. 1FF2	20 6A 1F	JSR	\$1F6A
. 1FD1	20 B2 20	JSR	\$20B2	. 1FF5	20 7B 1F	JSR	\$1F7B
. 1FD4	20 40 1F	JSR	\$1F40	. 1FF8	68	PLA	
. 1FD7	68	PLA		. 1FF9	68	PLA	
. 1FD8	A8	TAY		. 1FFA	4C 0E 14	JMP	\$140E
. 1FD9	88	DEY		. 1FFD	EA	NOF	
. 1FDA	10 ED	BFL	\$1FC9	. 1FFE	EA	NOF	
. 1FDC	68	PLA		. 1FFF	EA	NOF	

.....END OF LISTING.....

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SIGNED: _____

The above form should only be filled in by those who order the mag monthly, not by those who subscribe yearly. Monthly subscribers can photocopy the form so you don't chop up the mag, but please send it when ordering the issue required as it saves me a lot of time and you will get your mag much more quickly.

MEGA - Game Review
Title: TASKFORCE
Publisher: PLATERS PREMIER
Price: £2.99 CASSETTE
Reviewer: Andy Tang, LONDON

Lately Players have been supporting C16/+4 users by releasing some high quality games at low prices. Their latest is TaskForce; a flick screen arcade shoot-em-up. TaskForce is released on Players Premier Label, priced at £2.99 which is a pound more than their original range. I think the extra pound is there to cover the cost of improving the game itself as well as the packaging and artwork. The storyline goes like this: The evil snide Gantree and his band of mercenaries have taken over a top secret air force base located in the South Pacific. The base has a arsenal of nuclear missiles and snide would not hesitate to use them. You are the Task Force, a squadron of Earth's finest jet fighters equipped with destructive fire power, your mission is to secure the base and its missile.

As soon as the game has loaded you are presented with a title screen containing the programs credits and highest score display. Tapping the space bar starts the game. The screen is divided into three parts, the largest part is the playing area, on the right hand side is your weapon status panel which shows your offensive and defensive equipment plus ammunition, the third part is at the bottom of the screen and contains your score and number of lives remaining.

The air force base is actually a large underground network of caverns, the base is divided into four levels which load seperately via a fast and reliable Multi-load system.

Each screen represents a cavern and each level has around 20 caverns. In each cavern there are the usual hazards to avoid or destroy such as enemy helicopters, gun turrets, power plants and force fields, on later levels there are also huge snake like machines that are indestructable, yet deadly to touch.

At the end of each level is a great guardian to destroy, on level one there is a giant dome that fires its three cannons at you, these machines requires multiple hits to destroy. In a later level theres a giant cannon that fires missiles at machine gun rate, the others I shall leave for you to discover. The software sprites (Andy, the C16/+4 don't have sprites, but wait till the Jan issue, all that changes, ED) used for these guardians are probably the largest ever used in any C16/+4 game. Snides army seems unbeatable, but don't worry you fighter has a few hidden supprises of its own.

The most useful is the shield that makes you immortal for a few seconds; this enables you to pass through enemy force fields and escape from impossible situations. Your most destructive weapon is the missile which destroys most targets with one shot.

You also have the option of vertical and diagonal cannons and of course your standard forward firing machine gun. The machine gun has an unlimited amount of ammunition, but the other weapons and the shields are limited, so you have to replenish the payload whenever you have the chance by shooting numbered oil drums.

TaskForce Review - Continued

REMEMBER: THE BUMPER ISSUE 5 & 6 HAS AN ERROR IN IT, (my fault, sorry, ED), Line 0 should have read: -

The graphics are nicely drawn, especially your fighter and the giant guardians, colour is well used and the animation is superb, the background is also good. The sound in TaskForce is limited to explosions and gun shots (well what do you want, fast action, or fancy music?? ED), which are good but a few more effects would enhance the game more. TaskForce is extremely playable and with 4 multi-load levels; (stability (love that word, nice one Andy, ED) is assured. You get the urge to just see whats in that next cavern. Darron Broad; the programmer of this game has taken the C16/+4 shoot-em-ups to a new level of quality that others should follow. TaskForce is extremely well designed and has depth, you are required to use strategy (← is that spelt right?? ED) as well as skill and fast reactions, unlike so many other shoot-em-ups where you simply blast everything that moves. I like everything about this game, especially the packaging and artwork. TaskForce must be one of the best C16/+4 Arcade games ever released. Highly Recommended.

GRAPHICS 8
SOUND 6
PLAYABILITY 9
VALUE 10
OVERALL 10

Ratings are out of 10

Well, well, I wanted a Game Review, and we certainly got one, thanks very much Andy for this MEGA-Depth Review of a game, which I think so how you quite liked!!

CORRECTION: ! ! ! ! !

Wayne Kenzitt has contacted me to tell me about an error that occurred in his FANCY TEXT ROUTINE, Page 28 of the BUMPER ISSUE 5 & 6 has an error in it, (my fault, sorry, ED), Line 0 should have read: -

0 POKE 804,0:POKE 805,32

As this should point to the location 8192 DEC (\$2000 HEX).

Thanks for the correction Wayne, sorry to readers that had any difficulty with the program.

Letters Page

Ok this letter seems to be late, but I hope Simon Pollard does'nt mind, and oh by the way a couple of the points in this letter have been sorted out, so here goes: Dear Ed (Roy, please, its more informal, ED) Thanks for phoning about the tape I sent you. It does'nt matter about sending it yet because my damn +4 (no swearing please, ED) is STILL 'wait for a chip.', as the manager of Comet so nicely puts it. Its now been 6 1/2 weeks! As soon as I get it back, (IF I get it back), I'll be back writing some programs and that game I was talking about.

It will be a fighting game, a sort of cross between Dragon Ninja and Double Dragon, but in some very nasty scenes indeed. It will also be a one player game and will have some of the best graphics yet to be seen on the C16/+4, as all the best software houses say. It will have some very trendy background music, IF SOMEONE, ANYONE, TELLS ME HOW TO USE THE INTERRUPT MUSIC SECTION OF ANCO'S C16/+4 REFERENCE BOOK, AND SENDS ME A COPY!

I have already planned out all the graphics, but I can't start programming it until I get my computer back!! (Simon, now has his computer back) I was going to ask members to think of a name, but I did that last night just after you phoned: STREET PATROL. I AM very proud of the graphix, (I love spelling like that!!), and the music, but especially the Title Screen. Here it is:-

PICTURE
LST D
DISPLAYED
NEXT MONTH
SORRY D
ED

... Good, eh? And when you've got nowhere left to hide, you could always help me program it! Yes, the competition of the decade is here!! Anyone can enter this compo, as long as you are human and come from the Planet Earth, (and get your mag, Roy)! All you have to do is help me out with the game! Sounds easy? Well, no, it is'nt. Below is a list of things that's well beyond my Basic Capacity:-

- 1) UDG COLLISION: HOW TO RECOGNISE WHEN YOU GET A SMACK IN THE FACE, OR WASTE THEM WITH A V1 ROCKET LAUNCHER.
- 2) INTERRUPT MUSIC: A SEOND PLEA FOR THE INSTRUCTIONS ON HOW TO USE ANCO'S PROGRAM, AND, PLEASE, A PHOTOCOPY.
- 3) MULTICOLOUR UDG'S: IF ANYONE CAN TELL ME HOW TO DO THESE, THEY WILL BE USED. OTHERWISE, THEY'LL HAVE TO BE SPECCY MONOCHROME.

4) MACHINE CODE ROUTINE: HOW TO MOVE YOUR MAN QUICKLY USING M/C. HE IS
7 UDG'S TALL, AND 6 UDG'S WIDE.

All you have to do is write, or phone me with info on any of these, and if you give me any info that helps me in the slightest way, you will get a copy of the game when it is finished. I am getting a C64, (I should'nt say that, should I?, (I DON'T MIND, ED)), A 'C thingamabob', and I am putting it on that also. Then, I am writing to all of the software firms to get it in the shops. So just think, you could be the proud owner of a FREE game, just for telling me one of my four queries!! (<-is that correct? ED) Oh, due to the C16 and C116's limited memory, it will be a multiloader.

Here's my address and phone number:

Simon Pollard, 7 Seavy Road, GOOLE, North Humberside, DN14 6TA.
Phone: (0405) 768898

Please help me out: You will not be **D I S A P P O I N T E D ! ! ! ! !**

P.S You will get a copy anyway Roy for being so good to us C16/C116/+4 owners (please don't, your making me blush, keep up the crawling and you will get a nice Christmas Card next year), but you can help me if you want to (I'll try and be of assitance).

A Plea For HELP!!!!

Dear Roy

Thanks for the info you printed in issue 8 about the PLOT and PRINT @.

Could you do another favour for me and help me please.

I tried ANCO and COMMODORE books for a book called AN INTRODUCTION TO BASIC - PART II by PROFESSOR ANDREW COLIN, author of PART ONE, but they do not have it.

I have PART I, any help please.

Peter Appleby
71 Byron Road
Annesley
NOTTS
NG15 0AG

Peter I have printed your address so that other members can write to you with any help, and I hope they will if they can, or they can write to the mag with any info, which would be gratefully appreciated by Peter, so please help if you can.

I must admit I don't know where to find this book either, but I remember reading something about it being released way back in the end of 1984 and the beginning of 1985, but have not yet seen it myself, sorry but I not of any help here, so members rack your brains please!!!!

Watch out next month I'm starting my own BASIC column, I'm no expert so I'll be comming across problems which I hope we can all sort out, so look out!!

UNDERGROUND PROGRAM PART 2

①

```

710 IFA#="3" THEN A# = S#(3) : PRINT CL# ; A# : GOT
4110
720 IFA#="4" THEN A# = S#(4) : PRINT CL# ; A# : GOT
4110
730 IFA#="5" THEN A# = S#(5) : PRINT CL# ; A# : GOT
4200
740 IFA#="6" THEN A# = S#(6) : PRINT CL# ; A# : GOT
4100
750 IFA#="7" THEN A# = S#(7) : PRINT CL# ; A# : GOT
4100
760 IFA#="8" THEN A# = S#(8) : PRINT CL# ; A# : GOT
4110
770 IFA#="9" THEN A# = S#(9) : PRINT CL# ; A# : GOT
4110
780 IFA#="A" THEN A# = S#(10) : PRINT CL# ; A# : GO
T04200
790 IFA#="B" THEN A# = S#(11) : PRINT CL# ; A# : GO
T04210
800 IFA#="C" THEN A# = S#(12) : PRINT CL# ; A# : GO
T04300
810 IFA#="D" THEN A# = S#(13) : PRINT CL# ; A# : GO
T04410
820 IFA#="E" THEN A# = S#(14) : PRINT CL# ; A# : GO
T04500
830 IFA#="F" THEN A# = S#(15) : PRINT CL# ; A# : GO
T04000
840 IFA#="G" THEN A# = S#(16) : PRINT CL# ; A# : GO
T04490
850 IFA#="H" THEN A# = S#(17) : PRINT CL# ; A# : GO
T04400
860 IFA#="I" THEN A# = S#(18) : PRINT CL# ; A# : GO
T04070
870 IFA#="J" THEN A# = S#(19) : PRINT CL# ; A# : GO
T04100
880 IFA#="K" THEN A# = S#(20) : PRINT CL# ; A# : GO
T04000
890 IFA#="L" THEN A# = S#(21) : PRINT CL# ; A# : GO
T04420
900 GOTO 290
    
```

④

```

1310 IFC#="9" THEN C# = S#(53) : PRINT CL# ; C# : GO
T04070
1320 IFC#="A" THEN C# = S#(54) : PRINT CL# ; C# : GO
T04070
1330 IFC#="B" THEN C# = S#(55) : PRINT CL# ; C# : GO
T04000
1340 IFC#="C" THEN C# = S#(56) : PRINT CL# ; C# : GO
T04000
1350 IFC#="D" THEN C# = S#(57) : PRINT CL# ; C# : GO
T04140
1360 IFC#="E" THEN C# = S#(58) : PRINT CL# ; C# : GO
T04300
1370 IFC#="F" THEN C# = S#(59) : PRINT CL# ; C# : GO
T04490
1380 IFC#="G" THEN C# = S#(60) : PRINT CL# ; C# : GO
T04500
1390 IFC#="H" THEN C# = S#(61) : PRINT CL# ; C# : GO
T04000
1400 IFC#="I" THEN C# = S#(62) : PRINT CL# ; C# : GO
T04500
1410 IFC#="J" THEN C# = S#(63) : PRINT CL# ; C# : GO
T04100
1420 IFC#="K" THEN C# = S#(64) : PRINT CL# ; C# : GO
T04400
1430 IFC#="L" THEN C# = S#(65) : PRINT CL# ; C# : GO
T04070
1440 GOTO 290
1450 GOSUB 4020
1460 FOR Y=66 TO 87 : PRINT SPC(2) ; S#(Y) : NEXT
1470 PRINT LL#
1480 GET D# : IF D#="" THEN 1490
1490 IF D#="0" THEN D# = S#(66) : PRINT CL# ; D# : GO
T04100
1500 IF D#="1" THEN D# = S#(67) : PRINT CL# ; D# : GO
T04000
    
```

②

```

910 GOSUB4020
920 FOR Y=22 TO 43 : PRINT SPC(2); S#(Y) : NEXT
930 PRINT LL#
940 GET B# : IF B#="" THEN 940
950 IF B#="0" THEN B#=S#(22) : PRINTCL#; B# : GO
    TO 4220
960 IF B#="1" THEN B#=S#(23) : PRINTCL#; B# : GO
    TO 4310
970 IF B#="2" THEN B#=S#(24) : PRINTCL#; B# : GO
    TO 4100
980 IF B#="3" THEN B#=S#(25) : PRINTCL#; B# : GO
    TO 4110
990 IF B#="4" THEN B#=S#(26) : PRINTCL#; B# : GO
    TO 4110
1000 IF B#="5" THEN B#=S#(27) : PRINTCL#; B# : GO
    TO 4400
1010 IF B#="6" THEN B#=S#(28) : PRINTCL#; B# : GO
    TO 4100
1020 IF B#="7" THEN B#=S#(29) : PRINTCL#; B# : GO
    TO 4220
1030 IF B#="8" THEN B#=S#(30) : PRINTCL#; B# : GO
    TO 4400
1040 IF B#="9" THEN B#=S#(31) : PRINTCL#; B# : GO
    TO 4000
1050 IF B#="A" THEN B#=S#(32) : PRINTCL#; B# : GO
    TO 4100
1060 IF B#="B" THEN B#=S#(33) : PRINTCL#; B# : GO
    TO 4110
1070 IF B#="C" THEN B#=S#(34) : PRINTCL#; B# : GO
    TO 4100
1080 IF B#="D" THEN B#=S#(35) : PRINTCL#; B# : GO
    TO 4420
1090 IF B#="E" THEN B#=S#(36) : PRINTCL#; B# : GO
    TO 4000
1100 IF B#="F" THEN B#=S#(37) : PRINTCL#; B# : GO
    TO 4200
    
```

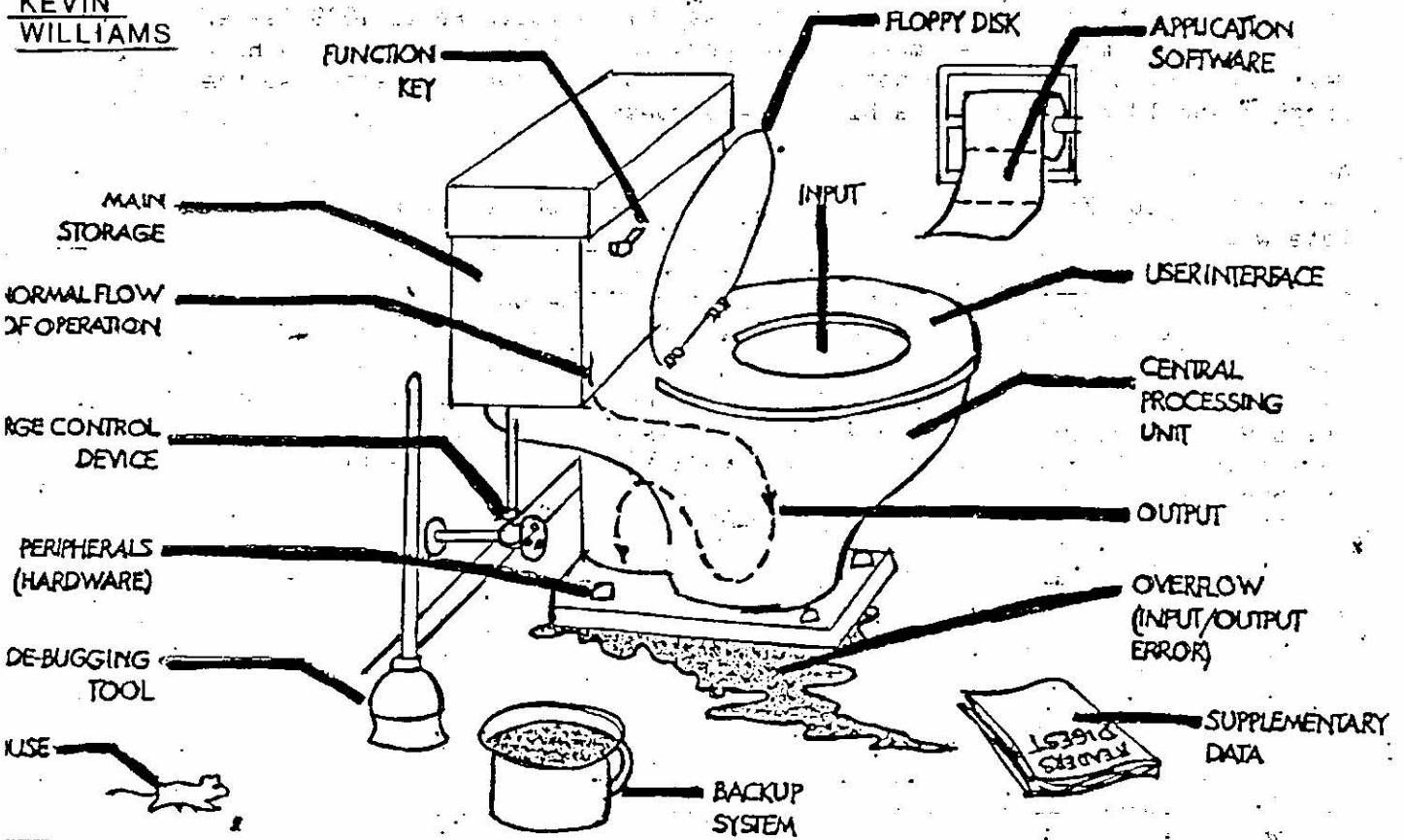
③

```

1110 IF B#="G" THEN B#=S#(38) : PRINTCL#; B# : GO
    TO 4100
1120 IF B#="H" THEN B#=S#(39) : PRINTCL#; B# : GO
    TO 4000
1130 IF B#="I" THEN B#=S#(40) : PRINTCL#; B# : GO
    TO 4200
1140 IF B#="J" THEN B#=S#(41) : PRINTCL#; B# : GO
    TO 4000
1150 IF B#="K" THEN B#=S#(42) : PRINTCL#; B# : GO
    TO 4000
1160 IF B#="L" THEN B#=S#(43) : PRINTCL#; B# : GO
    TO 4000
1170 GOTO 200
1180 GOSUB 4020
1190 FOR Y=44 TO 65 : PRINT SPC(2); S#(Y) : NEXT
1200 PRINT LL#
1210 GET C# : IF C#="" THEN 1210
1220 IF C#="0" THEN C#=S#(44) : PRINTCL#; C# : GO
    TO 4000
1230 IF C#="1" THEN C#=S#(45) : PRINTCL#; C# : GO
    TO 4100
1240 IF C#="2" THEN C#=S#(46) : PRINTCL#; C# : GO
    TO 4100
1250 IF C#="3" THEN C#=S#(47) : PRINTCL#; C# : GO
    TO 4100
1260 IF C#="4" THEN C#=S#(48) : PRINTCL#; C# : GO
    TO 4110
1270 IF C#="5" THEN C#=S#(49) : PRINTCL#; C# : GO
    TO 4100
1280 IF C#="6" THEN C#=S#(50) : PRINTCL#; C# : GO
    TO 4100
1290 IF C#="7" THEN C#=S#(51) : PRINTCL#; C# : GO
    TO 4110
1300 IF C#="8" THEN C#=S#(52) : PRINTCL#; C# : GO
    TO 4000
    
```

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More Corrections!!!!

This is going back a bit, well back to issue 1 in fact, April 1989 issue. Do the earlier members remember a game program that I printed called HI-LO, well do to my silly fogetfulness, I have had some errors corrected so the program should run with out a hitch, here goes:-

Dear Roy

Thanks for your Xmas Card. Only got it last week, because the postman was late with it.

This is about your HI-LO Crad Game from April Issue No.1. As prined, it did not work on my Plus/4. As no corrections had been forthcoming in the newsletter (could I be the only one who had entered this program?), (I hope not, and I'm sorry for no corrections, ED). I managed to sort out the wrong or missing pieces (which are exactly correct, many thanks, ED). In case somebody else is interested, here enclosed are the corrections necessary.

Wishing you all the best for the new year.

Yours Bill.

V.Berzins, Heath Hayes, CANNOCK.

P.S The Necessary alterations are underlinded.

The Corrections!!!!

```
70 CS$="[BLK][SU][3SP][SI][CD][5CL][SB][3CR][SB][CD][5CL][SB][3SPC][SB][CD][5CL][SB][3SPC][SB][CD][5CL][SJ][3SC][SK]"
```

```
140 READA$: CD$(3, A+9)=CS$+"[RED][3CU][4CL][SS][2SPC][CD][3CL][SPC]" +A$+"[SPC][CD][3CL][2SPC][SS]"; NEXT A; RESTORE 180
```

```
230 FOR A=1 TO 5: PRINT CA$+S$;: FOR Q=1020-15*A TO 0 STEP -80: SOUND 1, Q, Q: NEXTQ: NEXTA
```

```
270 FOR A=1 TO 4: FOR Q=2 TO 14: CD(A, Q)=0: NEXT Q: NEXT A
```

```
490 PRINT CD$(S, C);: PRINT S$;
```

Bill, thanks very much for the corrections, and I'm sorry for the lack of help, I hope to buck up my ideas this year!!!!

Dear Editor,

I've enclosed a short programme for anyone who may be interested. Its a chart of all the plus/4 and C16 colours.

I've also enclosed a copy of a sleeve from a programme called 'Disk Sleeve Printer'. It's from the READERS SERVICES of YOUR COMMODORE. I thought it may be of interest to some of the members who have a disk drive, as you can see it makes a copy of all the items on a disk and prints them onto the sleeve format pattern.

The program may be run with either single or double sided disks, but the number of files contained on any side must not be more than 42, once the front of the disk sleeve has been filled the listing continues on the the reverse side of the sleeve. All that remains to be done is to cut around the dotted lines, fold and glue to form a sleeve.

I haven't included the programme incase it violated any copyrights but I'm sure that anyone interested can get the disk from YOUR COMMODORE's READERS SERVICES.

I found that by putting the old sleeve inside of the new sleeve made the sleeve much firmer.

I would like to say one more thing this is about the 1531 MOUSE people have said that it can be used with the plus/4 but I rang up ORTEL ELECTRONICS to confirm this and they told me that it couldn't, so who is right, maybe there is an answer somewhere.

J NICHOL, HOUNSLOW, MIDDLESEX.

EO - I'm CHECKING THE MOUSE PROBLEM OUT!

```

10 SCRCLA
20 REM*****COL/LUM CHART*****
30 COLOR 0,2,5:COLOR4,2,5
40 GRAPHIC1,1
50 X=0
60 FORC=1TO16
70 Y=0
80 FOAL=OTO7
90 COLOR 1,C,L
100 BOX1,X,Y,X+16,Y+16,,1
110 Y=Y+16
120 NEXT L
130 X=X+20
140 NEXT C
150 COLOR0,1
160 COLOR1,2,6:CHAR,1,18,"1":COLOR1,2,7:CHAR,3,18,"2",1:
170 COLOR1,3,6:CHAR,5,18,"3",1:COLOR1,4,4:CHAR,7,18,"4",1:
180 COLOR1,5,5:CHAR,9,18,"5",1:COLOR1,6,3:CHAR,11,18,"6",1:
190 COLOR1,7,4:CHAR,13,18,"7",1:COLOR1,8,4:CHAR,15,18,"8",1:
200 COLOR1,9,5:CHAR,17,18,"9",1:COLOR1,10,4:CHAR,19,18,"10",1:
210 COLOR1,11,4:CHAR,22,18,"11",1:COLOR1,12,5:CHAR,25,18,"12",1:
220 COLOR1,13,4:CHAR,28,18,"13",1:COLOR1,14,4:CHAR,31,18,"14",1:
230 COLOR1,15,4:CHAR,34,18,"15",1:COLOR1,16,4:CHAR,37,18,"16",1
240 COLOR1,8,6:CHAR1,1,21,"**+4 COLOUR AND LUMINANCE CHART ***"
250 COLOR1,4,9:CHAR1,16,24,"HIT KEY"
260 GETKEY$:GRAPHIC0
270 COLOR1,2

```

Disk Sleeve Example

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*****
** WORMS *****
**
** *4 DISK MENUS"   PAG
** "CHESS QUEL"    PAG
** "MARIE CELE"    PAG
** "TODAY ENGLAND" PAG
** "QUEL CHESS"    PAG
** "KNIGHT TOUR"   PAG
** "PARROT"        PAG
** "TODAY ENGLAND 2" PAG
** "CASTLE ADY DATA" PAG
** "PARROT 2"      PAG
** "CASTLE DRIVER" PAG
** "PARATROOPER"  PAG
** "TENNIS"       PAG
** "FLIGHT SIMULATOR" PAG
** "SEA RESCUE"   PAG
** "BAR SHOOT UP"  PAG
** "COCONUTS"     PAG
**
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** WORMS *****
**
** "SOLITARIA"    PAG
** "GLADIATOR"    PAG
** "TRAILBLAZER"  PAG
** "STAR TRADER"  PAG
** "CRAG GAME"    PAG
** "TIC TAC TOE"  PAG
** "PIN BALL"     PAG
** "SNAKEY"       PAG
** "BARNOS MATCH" PAG
** "SUPER MAZE"   PAG
** "CRA CHASE"    PAG
** "TRAIN LINE"   PAG
** "ROCKET"       PAG
** "MASTER MIND"  PAG
** "SHOW JUMPER"  PAG
** "SMASH"        PAG
** "BOUNCE"       PAG
** "HAMPTON COURT" PAG
** "MARIE CELESTE2" PAG
** "SKIPPY"       *PAG
**
*****

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Game Review

Title: LEAPER

Publisher: BUG-BYTE

Reviewer: Gary Christy, HERTS

As you load this game you will be impressed. A what only can be described as brilliant title screen appears whilst the program is loading, and just listen to those sounds, they must surely rate as probably the best yet.

The aim of the game is to put your name in the lights at the top of the screen, letter by letter. You have to 'LEAP' through the moving holes on each of the seven levels, trying to avoid falling back down. As if that isn't enough there are six levels of 'Gribbles' out to get you, including Gub-Gubs (ace graphics here), Mutant Hot X-Buns and the last VW, to name just a few. The characters are superbly animated including your own chap, who, when not on the run stands with hands on hips swinging left and right whilst bobbing up and down.

As the instructions say, 'it all sounds so simple', but believe me this is one mean game. Be warned, once loaded this game is extremely addictive and you will find it almost impossible to put down.

RATINGS OUT OF 10: -

ANIMATIONS	10
GRAPHICS	9
MUSIC	10
PLAYABILITY	9
V. F. M.	10
ADICTIVITY	25 (eh?, I thought the ratings were out of 10? ED)

V. F. M = Value For Money

```

5 COLOR 4,12,4
10 GRAPHIC1,1:COLOR1,6,3
20 Q=50
30 DIMU(Q),V(Q)
40 FORY=50TO150STEP2
50 X=25+50*Y/100
60 DRAW,X,191-YTO200-X,191-Y
70 NEXTY
80 DRAW,100,191-50TO100,191-25
90 FORY=0TO25
100 DRAW,85,191-YTO115,191-Y
110 NEXTY
120 FORL=0TOQ
130 Y=50+100*RND(1)
140 Y=2*INT(Y/2)+1
150 X=50+100*RND(1)
160 Z=25+50*Y/100
170 IFX<ZORX>(200-Z)THEN130
180 U(L)=X:V(L)=191-Y
190 NEXTL
200 COLOR1,INT(RND(O)*8)+1,INT(RND(O)*6)+1
210 L=INT(Q*RND(1))
220 DRAW,U(L),V(L)
230 COLOR 1,9,5
240 CHAR 1,25,4," C R V I D E O "
250 COLOR 1,6,4
260 CHAR 1,25,7," W I S H E S "
270 CHAR 1,25,9," Y O U A "
330 COLOR1,3,3
340 CHAR1,25,11," M E R R Y
350 COLOR1,7,4
360 CHAR1,25,14," X M A S
370 COLOR 1,9,5
380 CHAR1,11,2," \ / "
390 CHAR1,11,3," + "
400 CHAR1,11,4," / \ "
410 COLOR 1,3,4
420 CHAR 1,25,19," H A P P Y N E W "
430 COLOR 1,12,6
440 CHAR 1,25,20," Y E A R "
450 COLOR 1,3,4
460 CHAR 1,25,21," T O A L L "
470 CHAR 1,25,22," S U B S C R I B E R S "
480 CHAR 1,25,23," O F C 1 6 / C 1 1 6 "
490 COLOR 1,2,4
500 CHAR 1,25,24," P L U S / 4 M O N T H L Y "
510 GOTO200

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M. D. BRIGHTON

Xmas tree 1989 by

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