MICRO'S *Gazette*

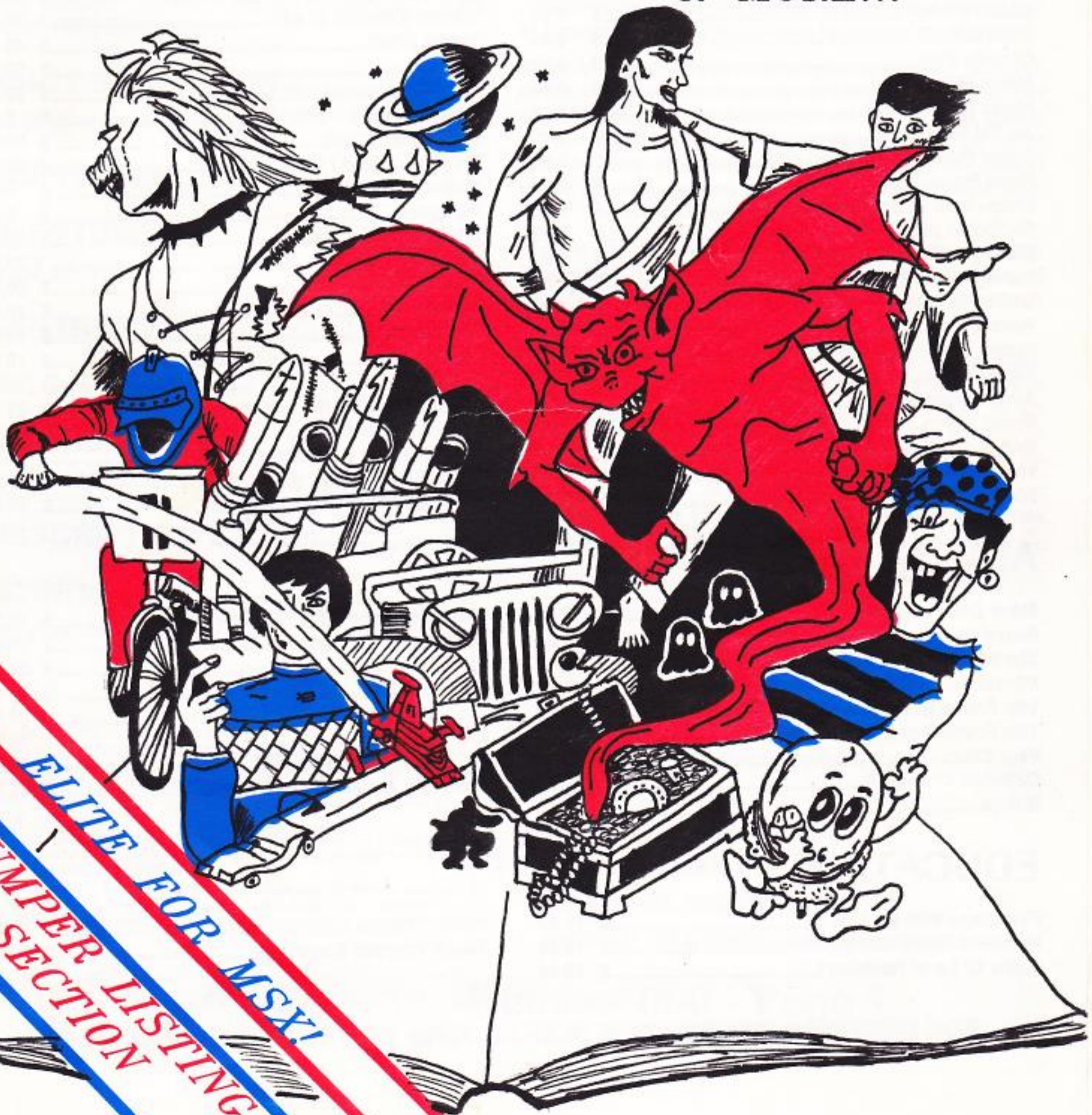**FOR
SPECTRAVIDEO
AND
MSX
COMPUTERS**

Beyond Basic (Part 3)

How To Make Your OWN GAMES!

Adventure Column

Reviews:

–Sweet Acorn
–BMX Simulator
–Army Moves
& MORE...

ELITE FOR MSX!

BUMPER LISTING SECTION

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EDITORIAL

Well, we made it! After suffering through numerous delays we bring you **Micro's Gazette** the new improved magazine catering specifically for Spectravideo and MSX computers in Australia. We took over control of **Computer Forum** when Ross Hamilton and Max Cowin had decided to stop producing the magazine. We could not bear to see all of their efforts go waste, so we decided to try and keep the magazine going. As you can see there have been several changes, two of them being the change of name and that the magazine will now be produced bi-monthly instead of each month. We will honour all old subscriprions to their full number of issues and will attempt to provide you with a good value for money magazine.

If you are up for re-subscription please consider doing so as we cannot survive if we do not have support. The new subscription rates are $24.00 for six issues. This means each issue will only cost you $4.00 instead of the cover price of $5.00. Due to time restraints we could not expand on the number of pages, but we will try from the next issue to improve on this number.

New in our premier issue we are starting a Basic Programming Tutorial which will cover the steps of designing your own game programs. Plus we have heaps of reviews, news and listings.

If you have any programs you have written, big or small, send them in and we either print them in the listings section or if they are of good enough quality sell them in the software section. Also if you have any problem big or small just put pen to paper and we will see if it can be solved.

Thats all from me for this issue, have a merry Christmas and happy New Year.

NEWS

New Konami Game

Konami will be releasing another cartridge game for MSX I shortly called Kings Valley II. This is a sequel to one of their best selling games, **Kings Valley**. Basically it involves you racing around a great variety of screens that make up each level. The idea is to try and collect all of the jewels while dodging the mummies chasing you. To defend yourself you can throw knives which are found scattered around the screens. To get at some of the gems you have to dig through sections of the screen using a limited number of picks. For a more detailed description of this game, please refer to the article in Volume 1 No. 6. We will try and source some copies of this game as soon as it becomes available.

MSX II Plus

MSX II Plus has just been released in Japan. Details are a bit thin at the moment but as far as we know the new machines will have more memory and be able to access 4096 colours. We will bring you more information as soon as it comes to hand.

Video Grafitti Version 2.0

The next version of Video Grafitti has just been released by Electric Adventures for MSX users. Improvements over the old version include support for MSX compatible printers as well as Epson compatibles and support for the MSX mouse. As well, the cursor movement routines have been replaced by machine code, making them much faster and some minor bugs in the previous version have been removed. Look out for a full review in our next issue.

A New Users Group!

A new users group has been started in Northern Tasmania called *Circula Head MSX and SVI User Group*. People wanting to contact the group write to P.O Box 46, Stanley 7331.

We at Micro's Gazette wish them the best of luck with the new club.

New Releases!

LPG Software announce their latest releases for MSX users

Ace of Aces - Battle it out in the skies during World War II in this graphically brilliant game ($29.99 Tape)

Dig Dug - Arcade classic where you have to pump your enemies full of air to win ($19.99 Tape)

Galaxians - Yet another arcade favourite where you face wave after wave of swooping aliens ($19.99 Tape)

Time and Magik - This is a trilogy of three Level 9 adventures, Lords of Time, Red Moon and Price of Magik. Great value! ($59.99 Three Tapes)

The Games (Winter Edition) - This is the latest sports compilation from EPYX, featuring some new events plus enhancements of some older ones ($39.99 Tape)

Indiana Jones and the Temple of Doom - Act out sequences from the hit film in this great action game ($39.99 Tape)

Mappy - Collect treasure and dodge monsters in this multi-screened platform game ($14.99 Tape)

Ocean Conqueror - Submarine simulator with stunning graphics and playability ($29.99 Tape)

Up and Coming Releases

The following games are being released for MSX shortly

Outrun (U.S Gold) - Number one car racing game

Star Wars (Domark) - A conversion from the arcades

After Burner (Activision) - Disc only arcade conversion

Exploding Fist (Melbourne House) - Great Karate game

Salamander (Konami) - Another 128k shoot-em-up from Konami

Danger Mouse B.F.C (Alternative) - An adventure staring a popular cartoon character

Black Beard (U.S Gold) - No details as yet

Judo Uchi Mata (Alternative) - Another martial arts game

Pacman (Grandslam) - Release of an arcade classic

A call for help!

I own an SVI328 with single disk drive, an 80 column card, monochrome monitor and a CP80 printer.

I purchased WORDSTAR word processor on disk, together with associated manuals, privately from an advertisement lodged in this magazine. It is a MICROPRO product, according to the manuals. The legend appearing on the screen on boot-up of the disk proclaims "Spectravideo CP/M-80 Revision 2.20 Copyright by Digital Research".

My problem is that, with only one disk drive, I must apparently save my prose on the system disk (containing what I imagine is a pretty massive amount of code to cover all the facilities available to Wordstar users).

So... HOW DO I FIND OUT HOW MUCH SPACE I HAVE ON THAT DISK TO PLAY WITH ?

I can find out what is on the disk by the command DIR(ectory, which is a CPM convention, but the command STAT(us), which, under CPM, should elicit the disk free-space available, causes the blasted computer to look blank and ask me what the heck I'm talking about ! So I tried Disk Basic and entered DSKF(1) ... the computer didn't want to know. I tried tearing out my hair ... the computer ignored me !!

Unless someone out there can tell me -(a) How to change disks in midstream (the preferred alternative) so as to save my files on a different disk to the one containing the operating system, or

(b) How to get my computer to confide in me how much space it will condescend to allow me to utilise on the current disk ... There is every possibility that computer, disk drive, monitor and printer will end up being hurled into the Indian Ocean, while I turn my attention to less frustrating methods of occupying my leisure time.

Declan A.Morrissey

246 Hector Street

Tuart Hill, W.A. 6060 (PH 09-444 9978)

Due to the version of CPM you are using, the computer will not allow you to change disks in the middle of the Wordstar program mainly because the wordstar program loads parts of itself from the disk as you use them and cannot pretend that you have a second disk drive (telling you when to swap disks). The only solution to this is by using a different version of CPM however I am not familiar with the other versions available (can anyone help with this ?)

*Your problem with the STAT command is that the program STAT.COM has to be on the disk you are using to work. (Please check if this program is present. If it is type STAT *.* and if you get an error this might indicate that there is an error on your disk.). Transferring this program onto your disk will present a problem in that there are no CPM commands to transfer single files on one disk drive systems. (There is a CPM program available separately call FCOPY by Steve McNamee available in our public domain CPM library listed at the end of the magazine.)*

ED.

Joystick Problems

After many hours of dodging the ghosts in Spooks and Ladders' my joystick started to play up. When I pulled the joystick towards me and pressed the trigger, the fault developed. I managed to isolate the fault by writing a small program that displayed the joystick status on the screen. It seemed that the switch contacts were dirty so I dropped the bottom off and cleaned the switch pads, but the fault persisted. The next attack was to replace the switch pads

with brass shim, but that didn't improve things. I took to playing games with the joystick apart, but in that state it never failed. I tried all sorts of tricks, but the joystick only failed when it was all screwed together. Most frustrating especially as my second joystick developed the same fault !

Then one day I got lucky and the fault persisted long enough to disassemble the joystick and poke around inside with a multimeter. Eventually I found a narrow circuit track was broken, but so fine was the break that it took a magnifying glass to see it. The solution was now quite simple. all I did was to solder a wire along the length of the thin track. Oh yes, the second joystick had exactly the same fault.

In case you are experiencing the same fault, unplug your joystick and pull it apart by removing the screws in the bottom and in the handle to give you more room to work. The following sketch will show you where to solder the wire, and hopefully all your problems will vanish.

Terry Stirling

74 Hinemoa Ave

Taupo, New Zealand

I am sure this tip will be very useful for people experiencing joystick problems. The joystick program is listed in our listings section at the back of the magazine. ED.

BEYOND BASIC

Beyond Basic (Part 3) by Tony Cruise

This issue I will explain about the Hook **HGONE** which can be used to add extra commands to your Basic programs. This eliminates the need to use USR statements which can be confusing to use for people who are not familiar with machine code. It also limits the number of parameters to one.

The Hook **HGONE** is called by the Basic ROM before each statement is processed. This allows you to add a routine that checks if the next Basic statement is one that you have added. For the ease of checking I will use the '[' character to identify any commands that we add.

The following routine creates two new Basic commands called **[BANG** and **[ZAP**. Each time you use these statements they will produce a sound, **[BANG** an explosion sound and **[ZAP** a laser firing sound. These new commands can be used in your Basic programs

e.g. 10 PRINT "THIS IS A LASER...":[ZAP

20 FOR A=1 TO 500:NEXT A

30 PRINT "THIS IS AN EXPLOSION...":[BANG

Machine Code Listing

```
0000              1                          ; Example of Hook HGONE
                  2                          ;
D000              3            ORG 0D000H
                  4                          ;
                  5 HGONE      EQU 0FF43H    ; Hook Jump - Basic handler
                  6                          ;
D000  F3          7 START      DI
D001  210ED0      8            LD HL,CHECK       ; Address to jump to
D004  2244FF      9            LD (HGONE+1),HL   ; Load into Hook
D007  3EC3       10            LD A,0C3H         ; Value for JUMP
D009  3243FF     11            LD (HGONE),A      ; Load into Hook
D00C  FB         12            EI
D00D  C9         13            RET
                 14                          ;
D00E  FE5B       15 CHECK      CP "["        ; Is next statement
D010  C0         16            RET NZ        ; one of our commands
D011  F3         17            DI            ;
D012  E5         18            PUSH HL       ; Save pointer
D013  1149D0     19            LD DE,TABLE   ; Table of new commands
D016  0600       20            LD B,0        ; Loop counter
D018  23         21 LOOP1      INC HL        ; Increment pointer
D019  1A         22            LD A,(DE)     ;
D01A  FE00       23            CP 0          ;
D01C  2002       24            JR NZ,LOOP2   ; End of Table?
D01E  1842       25            JR EXIT       ; Yes - Back to Basic
D020  FE2E       26 LOOP2      CP "."        ; End of statement
D022  2015       27            JR NZ,LOOP3   ; No keep going
D024  33         28            INC SP        ; Get rid of old
D025  33         29            INC SP        ; pointer
D026  E5         30            PUSH HL       ; save new pointer
D027  DD2153D0   31            LD IX,JMPTBL  ;
D02B  1600       32            LD D,0        ;
D02D  58         33            LD E,B        ;
D02E  CB23       34            SLA E         ;
D030  DD19       35            ADD IX,DE     ;
D032  DD6E00     36            LD L,(IX+0)   ; Calculate jump
```

```
D035   DD6601      37             LD H,(IX+1)        ; address
D038   E9          38             JP (HL)            ;
D039   4E          39 LOOP3       LD C,(HL)          ; Get next character
D03A   13          40             INC DE             ; Set DE for next loop
D03B   B9          41             CP C               ; Match?
D03C   28DA        42             JR Z,LOOP1         ; Yes, go again
D03E   04          43             INC B              ; Next statement
D03F   E1          44             POP HL             ;
D040   E5          45             PUSH HL            ; Restore pointer
D041   1A          46 LOOP4       LD A,(DE)          ;
D042   13          47             INC DE             ; Move DE to next
D043   FE2E        48             CP "."             ; statement
D045   28D1        49             JR Z,LOOP1         ; Loop again
D047   18F8        50             JR LOOP4           ;
                   51                                ;
D049   42414E47    58 TABLE       DEFM "BANG."       ; Statement table
D04D   2E
D04E   5A41502E    59             DEFM "ZAP."        ;
D052   00          60             DEFB 0             ;
                   61                                ;
D053   74D0        62 JMPTBL      DEFW BANG          ; Jump Table
D055   8CD0        63             DEFW ZAP           ;
                   64                                ;
D057   1A          65 SOUND       LD A,(DE)          ; Get next value
D058   FEFF        66             CP 255             ; End of List?
D05A   C8          67             RET Z              ; Yes - Return
D05B   D3A0        68             OUT (0A0H),A       ; Send value
D05D   13          69             INC DE             ; Increment pointer
D05E   FE07        70             CP 7               ; Is it register 7
D060   1A          71             LD A,(DE)          ;
D061   2006        72             JR NZ,SNDLP1       ; No - Continue
D063   47          73             LD B,A             ;
D064   DBA2        74             IN A,(0A2H)        ; Get current value
D066   E6C0        75             AND 192            ;
D068   80          76             ADD A,B            ; Combine values
D069   D3A1        77 SNDLP1      OUT (0A1H),A       ; Send value
D06B   13          78             INC DE             ; Increment pointer
D06C   18E9        79             JR SOUND           ;
                   80                                ;
D06E   E1          81 EXIT        POP HL             ; Restore pointer
D06F   7E          82             LD A,(HL)          ; Restore A
D070   33          83             INC SP             ; Get rid of
D071   33          84             INC SP             ; Basic return
D072   FB          85             EI                 ;
D073   C9          86             RET                ;
                   87                                ;
D074   117CD0      88 BANG        LD DE,BANG1        ; Set pointer
D077   CD57D0      89             CALL SOUND         ; Call sound routine
D07A   18F2        90             JR EXIT            ; Exit to Basic
                   91                                ;
D07C   09100208    92 BANG1       DEFB 9,16,2,8,3,5,7,40
D080   03050728
D084   06140C0A    93             DEFB 6,20,12,10,13,0,255,255
```

BEYOND BASIC

```
D088    0D00FFFF
                    94                                  ;
D08C    1194D0      95 ZAP      LD DE,ZAP1              ; Set pointer
D08F    CD57D0      96          CALL SOUND              ; Call sound routine
D092    18DA        97          JR EXIT                 ; Exit to Basic
                    98                                  ;
D094    091002C8    99 ZAP1 DEFB 9,16,2,200,3,0,12,6
D098    03000C06
D09C    07380D04    100 DEFB 7,56,13,4,255,255
D0A0    FFFF
D0A2                101 END
```

Basic Loader

```
10 CLS:CLEAR 200,&HCFFF:DEFINTA-Z:A=&HD000
20 READ A$:IF A$<>"@" THEN POKE A,VAL("&H"+A$):A=A+1:GOTO 20
30 PRINT" INSERT TAPE/DISK TO SAVE PROGRAM"
40 PRINT" AND PRESS ANY KEY"
50 A$=INPUT$(1):PRINT:PRINT" SAVING ....."
60 BSAVE"CHECK",&HD000,A-1
100 DATA F3,21,0E,D0,22,44,FF,3E,C3,32,43,FF,FB,C9,FE,5B
110 DATA C0,F3,E5,11,49,D0,06,00,23,1A,FE,00,20,02,18,4E
120 DATA FE,2E,20,15,33,33,E5,DD,21,53,D0,16,00,58,CB,23
130 DATA DD,19,DD,6E,00,DD,66,01,E9,4E,13,B9,28,DA,04,E1
140 DATA E5,1A,13,FE,2E,28,D1,18,F8,42,41,4E,47,2E,5A,41
150 DATA 50,2E,00,74,D0,8C,D0,1A,FE,FF,C8,D3,A0,13,FE,07
160 DATA 1A,20,06,47,DB,A2,E6,C0,80,D3,A1,13,18,E9,E1,7E
170 DATA 33,33,FB,C9,11,7C,D0,CD,57,D0,18,F2,09,10,02,08
180 DATA 03,05,07,28,06,14,0C,0A,0D,00,FF,FF,11,94,D0,CD
190 DATA 57,D0,18,DA,09,10,02,C8,03,00,0C,06,07,38,0D,04
200 DATA FF,FF,@
```

Next issue I will cover how to read command line variables and start on the new commands.

Title Name : Army Moves

Producer : Dynamic (Imagine)

Price : $34.99 MSX Tape , $39.99 MSX Disk

Supplier : LPG Software

Reviewer: M.P

I like this game, not because it requires fast reflexes which it does or that you need some luck and skill, but rather because you get to kill upteen hundreds of planes trucks and men.

Endemic to this game is the need to get a little anger out as the game tends to be a little frustrating at times.

Good graphically, with nice well defined sprites and the ubiquitous computer ditty that repeats in the background, this game has lots of action and generally appeals to my more violent nature. Because of its frustrating habit of killing you just as you think the next stage is about to start, I spent many hours bashing my head against the nearest solid object.

Strategically you are doomed with an endless supply of enemy helicopters and trucks against your measily vehicle that fires ground-hugging and surface to air missiles. If that wasn't enough, in the next stages you must fly a helicopter over varying terrains while dodging surface launched missiles enemy fighters and men with machine guns in towers. Also the chopper has to be refuelled at some time and if you fly too far you can't come back.

Every time the chopper is fueled, a section of code is revealed and when all the codes have been collected the next part of the game begins. Unfortunately this requires the program to be reloaded but its like having two games in one. In the next section you take to your feet in your mission to steal those plans. After traversing swamps infested with guerillas and, would you believe it, Giant Ferocious Toucans !! After making it through the barracks the final objective is in sight, The Bunker.

That's the game description but how does it play I hear you ask? Well, the sprites do flicker occasionally but that's because they're so big and so many of them. The game has colour but the objects do tend to be monochromatic. Generally it makes up for all these minor and I stress minor faults with frantic and ferocious game play that rquires intense concentration to stay alive. Nice game DYNAMIC with clear and consice instructions as well.

RATING :

1: GRAPHICS 8

2: SOUND 6

3: PLAYABILITY 8

4: VALUE FOR MONEY 6

Title Name: Gauntlet

Producer: U.S Gold

Price: $29.99 MSX Tape

Supplier: LPG Software

Reviewer: T.C

The game Gauntlet first appeared in the arcades about three years ago and was an instant success. I can remember investing lots of money playing the game with a few of my friends (The arcade machine allowed four people to play simultaneously)

In the game you control one of the four characters available (Elf, Warrior, Wizard or Valkyrie). These characters have to race around each level consisting of a play area many times the size of the screen. The idea is to collect treasure, dodge monsters and get to the exit without becoming part of the scenery. The game is viewed from above with fairly detailed graphics which unfortunatley lack colour. Only two players are allowed to play at once, due to the lack of four joystick ports but otherwise the game play is just as fast and furious as the arcade version. The game takes a very long time to load and then continues to load new levels as you progress through the game.

Over-all a quite enjoyable game, let down a little bit by the drab colours, but this does not effect the general game play. A great game to play with a friend or enemy for that matter.

RATING:

1: GRAPHICS 6

2: SOUND 7

3: PLAYABILITY 9

4: VALUE FOR MONEY 8

REVIEWS

Title Name: BMX Simulator

Producer: Code Masters

Price: $9.99 (Tape)

Supplier: LPG Software

Reviewer: M.P

BMX Simulator involves some complex graphics handling with the title screen and rapid moving coloured sprites, fast action and a choice of one or two player modes.

The theory is that you and a partner or the computer compete against each other with a time limit to make three laps around one of seven tracks. Each time you qualify the tracks change and the time threshold lowers. A hint: you can take some short cuts on your way to the finish line . The track design is such that to go in a straight line to win is impossible but with a little cunning and planning a two player game is very enjoyable. The sprites are clear and well defined and the track looks good as well. It has decent sound with crashes and music,a good colourful title screen and plenty of challenge. I really enjoyed playing this game. Play testing this game took hours of intense concentration and hard work as I found that the game was too addictive to quit. The controls took a little getting used to but once I was familiar with them the little BMX bikes whizzed around the burms and then into barrels , walls , puddles and posts. A good game to play on those afternoons when a bunch of friends drop in and you have run out of trivial pursuit tolerance and you need a little action. Fun to play or very challenging if that is what you want and the price is reasonable too.

RATINGS:

1: GRAPHICS 8

2: SOUND 7

3: PLAYALBILITY 8

4: VALUE FOR MONEY 8

Title Name: Sweet Acorn

Producer: Electric Software

Price: $29.99 (Tape), $39.99 (Disk)

Supplier: LPG Software

Reviewer: M.P

Although I like hack'em slash'em games , this game appeals to me because of its simplicity and extreme playability. I really hope this game will end up a classic that most people have tucked away in a corner of their software collection.

This is a game that is defined as "cute", with a small cuddly looking creature that waddles around a simple playing area throwing acorns at ghosts for points. Sounds boring? Well it's not. This game held me captivated as I tried to turn the ghosts red then gold before slaying them with my trusty acorn. A simple game that requires skill, concentration and a good throwing arm.

All you have to do is move your little multicoloured creature around a fenced-in field interspersed with pillars. Then try and dodge the ghosts or kill them with your acorns which you hurl. Shoot the ghosts when they are red and they split into two. When they are gold for extra points and on later stages, blue for sweets. Also watch for the little mole creature that bumps into the pillars and changes the ghosts' colour at the most awkward of moments.

Nice simple idea, well implemented with neat clean graphics and sound....a winner.

RATINGS:

1: GRAPHICS 6

2: SOUND 7

3: PLAYABILITY 9

4: VALUE FOR MONEY 5

REVIEWS

Title Name: Elite

Producer: Firebird

Price: $59.99 MSX Tape, $69.99 MSX Disk

Supplier: LPG Software

Reviewer: TC

The game Elite was first released for the BBC home computer about five years ago when it featured 3D Vector graphics and quite outstanding gameplay.

In the game you have to travel between star systems buying and selling goods. To get from system to system you have to get past any pirates who try and attack you as you enter each system. The battles are played in real time and much practice is required before you can survive the lightest of encounters. Money earnt from your trading can be spent on improvements for your ship. Another problem you have to face is that once you have reached your planet of choosing you have to successfully dock at the space station without spreading your ship over the surface. A good point about this game is that it grows with the player getting harder as the player's rating improves. Later on you are presented with missions that send you on wild chases across the eight galaxies. Oh I forgot to tell you there are eight different galaxies for you to explore each containing hundreds of different planets. The MSX version is quite fast and has some extra features which enhance the gameplay even more. All I can say is that this is the best game I have played on the MSX machine yet.

RATING:

1: GRAPHICS 9

2: SOUND 8

3: PLAYABILITY 10

4: VALUE FOR MONEY 7

Title Name: Pyxidis

Producer: Electric Adventures

Price: $14.99 MSX Tape, $19.99 MSX Disk, $14.99 SVI-318/328 Tape, $19.99 SVI-318/328 Disk

Supplier: Micro's Gazette, LPG Software

Reviewer: M.P

This is a machine code game from a new establishment by the name of ELECTRIC ADVENTURES. Not their first machine code game but certainly one of the most interesting. You pilot your craft across a vertically scrolling landscape dotted with gun emplacements which try to bombard your ship. At the same time hordes of flying vehicles try to end your life. After destroying twenty of these craft, a weapons pod in the shape of the word POW is dropped down the screen. Once collected these POW's will increase firepower needed to annihalate the mother ship waiting at the end of the level. The levels become harder as you progress in this enjoyable game.

RATING:

1: GRAPHICS 7

2: SOUND 5

3: PLAYABILITY 8

4: VALUE FOR MONEY 8

BASIC PROGRAMMING

How to Write Programs by Geoff Dickson

This series is intended to show people who are unsure how to, or just beginning to, write programs of there own. Be it games or whatever, there are some basic steps to follow. I have developed my own style, in addition to the computer studies course I attended at school, and do not preach that this method is the be all and end all of programming. It is a method that works for me and if it is not entirely suitable for you, I at least hope it will give you a start to developing your own.

Firstly, you need the '*inspiration*' or an idea of what your program is to be. Where do these idea's come from ? That I guess can be vastly different from person to person, but most of mine come from having played a board game, from day dreaming, or sometimes out of pure mind numbing boredom. I find the day dreaming kind the best. Like if you are sitting down reading a book about say, the space shuttle, and wonder what it would be like to really fly the thing! I will never get the chance, but can '*build*' and fly my own shuttle if I want!

Once I have an idea this is what I do:

1> Decide exactly what the program is to do

2> Break it down into sections

3> Figure out how to make each section work

4> Encode one section at a time, checking and debugging each one as I go

5> Jazz it up !!!*^%?$?$%"&

Sometimes I even need step 6. A partial or complete rewrite of the program. The program I shall use as an example is a small little game in which two jet planes fly around the screen, which try to blow each other out of the sky with guided missiles.

Step no 1. Decisions.

What I wanted the program to do was really quite simple. Two planes were to dog-fight. This was unfortunately not precise enough. I wanted it to have two planes capable of changing direction and speed, which were able to fire missiles. These missiles had to change direction followed by a little explosion when a missile hit the opponent. I wanted it to be fairly quick with a few noises. The colouring should be adequate, but as long as it is playable, and fun colour and fancy noises were not too important to me.

Step no 2. Dissection

Now that I have a fair bit to work on I can dissect my '*sections*'. I will need sections of code to do the following things,

1> Set up the computer

2> Display the planes

3> Read joystick input

4> Change the speed of the planes

5> Change the heading of the planes

6> Move the missiles (if any are fired)

7> Change missile headings (if any are fired)

8> Check for a hit

9> Display an explosion

I Usually subdivide the first section because my section one is always called 'set up the computer'. 1 a> Set screen mode (always)

b> Load sprite information

c> Dimension arrays

d> Assign constants and variables (always)

In the next issue I will go into the How to, part of programming.

BACK ISSUES

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Background to Computer Forum, Basic Tutorial (Part 1), listings- Easter Bunny, Date Generator, World War I

COMPUTER FORUM Volume 1 No.2

Free software catalog, Basic tutorial (Part 2), listings- GOPHER,HOME FINANCE

COMPUTER FORUM Volume 1 No.3

Sanyo MSX exclusive, Basic tutorial (Part 3), listings- CONVOY,MATHS

COMPUTER FORUM Volume 1 No.4

Your computers' anatomy, Basic tutorial (Part 4), listing- DATABASE

COMPUTER FORUM Volume 1 No.5

Super software special, Basic tutorial (Part 5), listings- EXTRA MORTGAGE PAYMENTS, CONCENTRATION

COMPUTER FORUM Volume 1 No.6

Spectravideo robotarm, memory upgrade, Basic tutorial (Part 6), listing- CITY BOMBER

COMPUTER FORUM Volume 1 No.7

CX5M examined, software reviews, Basic tutorial (Part 7), listings- CLOCK, DENTURE ADVENTURE

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ADVENTURE

Title Name : STRANDED

Producer : Electric Adventures

Price : $14.99 MSX tape, $19.99 disk : $14.99 SVI 318/328 tape, $19.99 disk

Supplier : LPG Software and MICROS GAZETTE

Well, this is my first adventure review! I usually don't play adventures as they make my brain hurt and there is generally not enough killing or pillaging but I have been asked to do this anyway.

The programmer assured me that this was a completed program but I found a bug in it which he has since promised to fix. Not a bad scenario but the documentation is a bit sparse. All you have to do is get off a tropical island after being shipwrecked with no food and no resources except a ship's boat that has no mast or sail and a large hole in the side. Simple when you think about it. Using two word commands (verb-noun format) you have to explore the island before it gets dark and before one of the large unsavoury creature(s) gets his mits on you. While avoiding these nasties you must find the huts and other objects hidden around the island. One hint given to me by the "always ready to help" programmer was to shorten object descriptions to three letters, either that or spell them correctly. You would not believe how much easier that makes it. Another one is to examine almost everything. Anyway I finished the game after several attempts and wound up sailing into the clutches of pirates! It is really typical that after successfully completing the game I get beaten up when I am not expecting it and now Electric Adventures are thinking about a sequel to torment me further.

All in all though I thought it was an interesting adventure that kept my single brain cell occupied for a while.

RATING :

1: GRAPHICS N/A

2: SOUND N/A

3: PLAYABILITY 8

4: VALUE FOR MONEY 8

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Jack the Nipper Mapped

How to be Truly Terrible

- Take the weed killer (E7) to the garden (F3) shooting all the plants (F2) on the way. Drop the weed killer in the garden to wipe out all the nice flowers.

- Go back to the graveyard (F2) and shoot the ghost standing by the grave to reveal the fertiliser. Pick it up and return to the garden. Drop the fertiliser on the path and leave the screen as the gardener chases you. Behind you weeds should be growing.

- Go to F1 and collect the key. Go into the museum (B3) and drop the key in C2. Go through the passage. Beware when dropping down out of the arcade screen (see map) as a venus fly trap quickly drains your energy! You should now be in E13. Go into F13 and through the door to F12. Shoot the ghost that follows you. Go into F11 again shooting the ghost chasing you. Collect the bomb and go back to F13. Drop your pea shooter. Be careful not to break it! Collect the horn from the shelf and go through the locked door. You arrive at F4. Go to F7 and up the alley to B10. Go to the police station (B8) and into the cell (C9). Drop the bomb and the cells will open allowing the prisoners to escape. Now you've upset the police very nicely!

- With the horn go to C* and press left and fire (as if you had your pea shooter). The cat will jump and cling to the ceiling. repeat this mischief at the playschool (H8) and inside the house (G1). One to upset animal lovers eh?

- Go to the Chine shoppe (C7) and enter. get the two plates from the high shelf and throw them to the floor. Repeat this at the Toy Shop (c6) with the two teddy bears from the high shelves at either side and at the house (G3) with the plates from the shelf. Have a smashing time won't you!

- Go to the launderette (C9). Go inside and take the glue. Go to Gummo's Chomping Molars (D4) and enter. Jump at the machine - this will glue the teeth together. What a stick mess!

- Go to the Bank (F9) with the key. Go through the passage after dropping the key on the floor. Complete the arcade room and collect the Power Box before leaving. Repeat this process, after depositing the powder somewhere safe, and take the credit card from the wardrobe. Go outside the bank and jump at the cash dispenser. Drop the card next to the money machine, which should have been broken! So you're the one that mucks up the machines are you!

- Go to the Police Station (B8) enter and take the weight. Go to Hummo's Socks (E3) and enter. Jump at the
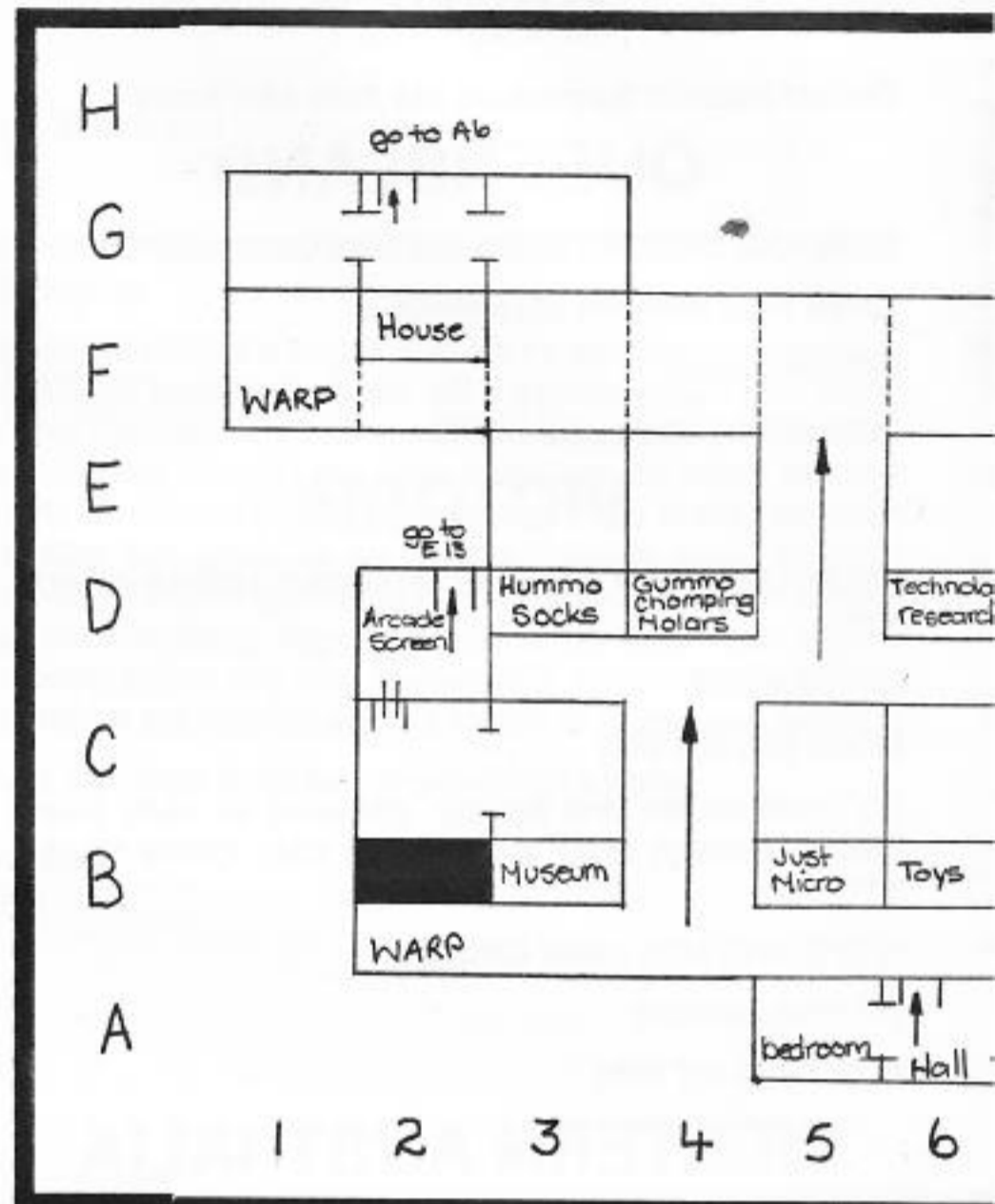
machine and it will stop. Drop the weight in the room.

- Get the battery from the Police Station (B8). Go to Just Micro (B5) and enter with the battery. Run to the square under the table. The computers will overload. Drop the battery and run!

- Get the washing powder (H9). Take it to the launderette, enter and jump at the washing machines until bubbles pour from all three. Drop the powder and leave.

- Get the key and go to the bank (F9). Enter and the radiator will move. But only if you have the key. Get the disc and take it to Technology Research (D6). Enter and jump at the computer at the right go the room. It should stop.

- get the clay from H8 and return to the playschool. Enter G8 and drop the clay. A monster should appear. Get the potty from H8 and go to the China Shoppe (C7). The potty isn't empty so drop it to make the shop keeper VERY angry! Drop everything else to complete the game

General Tips
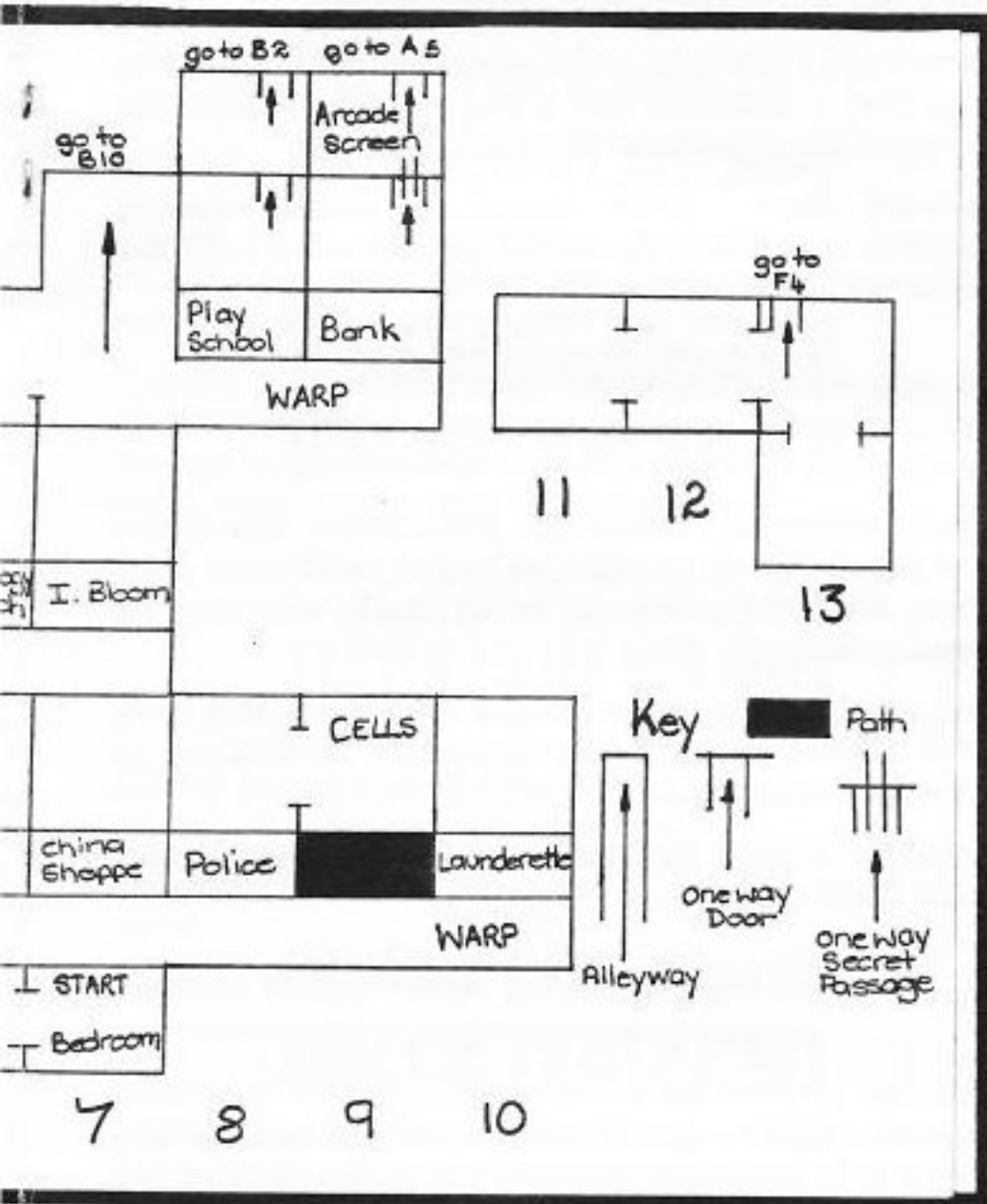
Pea Shooter A7

Horn F13

Bomb F11

Two Teddy Bears C6

Plates G3/C7

Cats G1/H8/C8

Dummy C3

- It's a good idea to move the weight from C9 to C8. Don't forget to shoot the ghost by the grave to reveal the fertiliser. Energy drains fast when you try to collect the bomb. You need the key to get the radiator to move in the bank so you can get the disk.

- Once you have used an object destroy it. this will increase your Naughtyometer rating!

- If you are feeling extra bad, shoot the flowers and knock objects off the chest of drawers etc. for extra points.

- Don't shoot people unless it's really necessary.

Starting Locations of Objects

Bust C2

Key F2

Fertiliser F4

Potty and Clay H8

Floppy disk G9

Weed killer E7

Battery C8

Weight C9

Glue C10

Credit Card A5

Faster Tape Loading!

Circula Head Spectravideo and MSX Users Group sends the following tip-

Are you frustrated by the slow loading of programs and have access to a high speed dubbing tape deck? If you put a tape saved at the slow baud rate in the dual tape deck and then connect the computer up to the tape output, you can play the tape in at twice the speed using the high speed dubb on the tape recorder.

SOFTWARE

Program Pack I
(MSX/SVI $9.99)

Lunar Lander - You are in command of a lunar landing module trying to make a safe landing on the moon, but boy are some of those landing pads in strange places.

Galactic Assault - The alien invaders are coming to attack Earth, try and destroy them as they break formation and attack. For 1 or 2 players.

Road Racer - Try and survive on the road as long as possible without crashing into the other cars.

Sprite Definer - Design sprites to use in your own programs, with this useful utility. It caters for both sprite sizes and can rotate your shapes for you.

Program Pack II
(MSX/SVI $9.99)

Hopper - Help the frogs find their way home past a busy highway, a croc infested river and deadly snakes.

Space War - Two players fight it out in the space arena, the first player to hit the other ten times wins the game.

Othello Challenger - Play the computer or another player in this classic mind game where you must out flank your opponent to capture his pieces.

Painter - Explore the flexibility of your computers colours with this on screen paint brush.

Program Pack III
(MSX/SVI $9.99)

Dungeon Adventure - Are you brave enough to explore the deep and dangerous dungeon, where many monsters lerk, but the gains are great. Dungeons and Dragons style game, where you have to build up your character to succeed and capture the Great Orb on the fourth level.

Bomb Scare - Quick! you have to defuse the five bombs in a factory before they explode. Unfortunately some of the machinery has been left on, making your job very dangerous indeed!

Program Pack IV
(MSX/SVI $9.99)

Explorer - Watch out for the Pitfalls of this game as you search through the fifty screens for the gold bars, dodging

crocs, scorpions, rolling logs and quick sand.

Parachute - Catch the paratroopers in your boat as they jump from a helicopter into a shark-infested lagoon. The more you catch, the faster they jump.

Android Alert - Move around the rooms collecting treasures and finding the key to the next level, but watch out for the killer androids.

Program Pack V
(MSX/SVI $9.99)

Space Invaders - Shoot the aliens before they invade your planet. Move your ship left and shoot missiles at the aliens. Shoot the mothership which passes over head for bonus points.

Sub Hunt - Drop depth charges on the attacking subs, while avoiding their missiles. The deeper the sub you hit, the more points you score

Chicken - Dodge the peak hour traffic with your chicken in this hectic game.

Program Pack VI
(MSX/SVI $9.99)

Demon Attack - Shoot the demon attackers as they swoop in to attack you, but look out for their rain of fire. What's this ! they seem to be invincible until fully formed.

Sea Diver - Dive to the bottom of the river to collect the sunken treasure as scores of under water creatures try and attack you.

Death City - Battle it out in a maze of death against the computer in this fast paced game.

Program Pack VII
(MSX/SVI $9.99)

Lunar Rescue - Rescue the astronauts stranded on the surface of the moon in an asteroid shower. Drop defenseless to the surface, dodging the asteroids and pick up each man. You can now blast your way through as you slowly climb back to the rescue ship.

Sky Base - Shoot the kamakasi aliens as they swirl around the screen. Wipe out two waves, dock your ship and with your added fire power move on to attack the giant mothership.

Quasimodo - Jump and dodge the guards and traps as you try to ring the bell at the right of each screen. Great

SOFTWARE

fun with six different screens and multiple levels.

Program Pack VIII (MSX/SVI $9.99)

Munch Man - Race Munch Man around the maze dodging the nasty ghosts and eating the dots. Grab a power pill and revenge yourself for a short time.

Escape from Planet Beta - Can you escape from the Planet Beta before the planet explodes. Puzzle your way through this text adventure where you instruct the computer with two word commands light SHOOT GUN, GO NORTH.

Program Pack IX (MSX/SVI $9.99)

Artillery Fire - Two players take turns at firing there artillery pieces at each other over a mountain range. The first one to hit the other ten times wins.

Tennis - This is a version of the classic Pong tennis game.

Number Puzzle - Slide the puzzle pieces around to get them in order in the least number of moves.

Towers of Hanoi - Try and move the different size disks from one of the three towers to the other in the least number of moves. A very challenging puzzle.

Program Pack X (MSX/SVI $9.99)

Gold Rush - Collect all the gold nuggets scattered all over the screen, but to get to each one you have to get past disolving platforms, radioactive plants and bouncing balls.

Pyramid - Find the fabled gem hidden in a pyramid lost deep in a desert. Another challenging text adventure game where you command the computer with two word commands like DRINK WATER, THROW STICK.

Program Pack XI (MSX/SVI $9.99)

Missile Command - Stop the missiles from hitting your cities with your anti missiles. Be careful how many you use as you only have a small supply.

Master Mind - Try and guess the hidden colour code the computer has chosen with clues the computer gives you.

Leaky Roof - Quick! Catch the rain drops in your bucket before the room is filled to overflowing with water, but make sure you empty your bucket out of the windows.

Program Pack XII (MSX/SVI $9.99)

Mini Golf - Play alone or with a friend on this mini golf course where you have to putt the ball around obstacles and into the hole.

BlackJack - Build up your money total as you pit your skills and luck against the computer banker

Break Out - Bust down the brick wall with your bat and ball, but look out it's harder than you think.

Program Pack XIII (MSX/SVI $9.99)

Space Fighter - Shoot the alien attackers as they race attack you in formation.

3D-Maze - See if you can find your way out of this maze which is displayed on the screen in 3D.

Surround - Play against an opponent trying to surround them with your moving wall.

Program Pack XIV (MSX/SVI $9.99)

Crazy Kong - Jump the barrels as you make your way up the screen to rescue the girl. Next dodge moving platforms and girders and then finally collect all the bolts holding the Crazy Kong in place at the top of the screen.

Star Base I - Be amazed at the number of aliens and bullets that move about the screen in this very difficult space game.

Lunar Lander II - A brilliant sequel to the original Lunar Landing game which allows you to design your own landscapes to try and land your craft on.

Program Pack XV (MSX/SVI $9.99)

Twister - Like a two dimensional Rubiks cube, this game displays nine different coloured squares each containing four smaller squares. These 36 squares are then jumbled around on the screen and you must rebuild the original display. Its very simple and very addictive.

SOFTWARE

Reverse - Your task is to arrange the ten jumbled numbers into ascending order by reversing some or all of them. Check it out - its not easy!

Fox and Geese - Can you as the Fox penetrate the line of advancing geese and get to the other side of the board before they corner you.

Program Pack XVI (MSX/SVI $9.99)

Grand Prix - You are in the drivers seat in a race to the chequered flag while avoiding slower cars. Hitting another car or two wheels off the track will slow you down and lose points.

Substrike - Drop depth charges on the enemy below. The deeper or faster the target the more points you will score.

Snake - Move the snake around to eat the diamonds, but mind you do not cross your own tail.

Program Pack XVII (MSX/SVI $9.99)

City Bomber - You must destroy the towering buildings of the city before you can land safely.

Spectra Derby - Place your bets and have a day at the races. Even if you lose its painless.

Bug Catcher - Two players move around the garden and the one with the most bugs caught - wins. Great for younger children.

Program Pack XVIII (MSX/SVI $9.99)

Spectra Kong - Win the lady's heart by getting to the top of the screen - but watch out for the falling barrels

Tennis - A colour version of the original black and white TV game.

Musical Keyboard - This program turns your computer keyboard into a musical keyboard and allows you to select note length and octave.

Program Pack XIX (MSX/SVI $9.99)

Bombs Away - Destroy targets in the ravine below. Be warned - It gets harder the more targets you hit.

Mirkwood Forest - Graphics adventure where you must escape from the forest by finding four keys, eating food to maintain energy, while avoiding spiders. This one will really test your adventure gaming ability.

Chopper Pilot - The fourteen levels of this game make it very compelling. Keeping clear of canyon walls, fly your helicopter to do battle with the enemy fighters, bombers, missiles and UFO's. Great skills required

Program Pack XX (MSX/SVI $9.99)

Jumping Cowboy - A 'platform' game of nine screens where you must collect all the opals to get to the next screen

Super Smasher - Move the bat to smash the ball through the two brick walls. Has three levels of difficulty.

Fruit Catcher - Catch falling fruit in your cart. As you catch more, the types of fruit will change and fall at a faster rate.

Edu-Pack I (MSX/SVI $9.99)

Copy Cat - How long can you survive as you try and repeat the coloured sequences back that the computer plays to you.

Memory - Based on the card game memory, you have to try and collect more pairs than the computer can.

Edu-Pack II (MSX/SVI $9.99)

Monkey Maths - Help the monkey climb the tree and get the coconut by answering the maths sums correctly. Fifteen levels of play are available.

Missing Letters - Fill in the missing letters in the words the computer gives you. Over 300 stored words and the ability for you to enter more make this an excellent program

Edu-Pack III (MSX/SVI $9.99)

Table Invaders - Shoot the invaders as they try and attack the Earth, but what's this! Your gun only seems to fire when you answer a tables problem correctly

SOFTWARE

Hangman - Try and guess the word before the man is fully hanged. Great version of a classic game

Edu-Pack IV

(MSX/SVI $9.99)

OZMap - You must drive the car around Australia finding the places required as quickly as you can.

OZQuiz - Answer general knowledge questions about Australia and her people.

Math Duel - Makes practising maths fun! Has 4 levels of addition and subtraction maths.

Individual Titles

U.F.O (MSX Only $9.99)

In this machine code game, you are under attack from UFO's. Watch out for the alien unit moving across the bottom of the screen - this will fire smart bombs. Watch out for the meteor shower and refuel when the truck appears on the screen. Requires 16k of RAM and has smooth scrolling, fast response with good sound effects.

Meteor Swarm
Birds of Orion
(MSX/SVI $14.99 Tape, $19.99 Disk)

Two machine code games on one tape/disk! Meteor Swarm has you stuck in a meteor belt and you must blast your way out. Other ships are caught in the belt and will try and shoot you if you do not shoot them first. In Birds of Orion you must defend your Galaxy and against the alien invaders, but what's this! They look like birds.

Munch Mania
(MSX/SVI $14.99 Tape, $19.99 Disk)

Race munchy around the screen chomping the pills and dodging the ghosts. Grab a power pill and get your revenge against the ghosts. Four different speed levels, written completely in machine code.

Pyxidis
(MSX/SVI $14.99 Tape, $19.99 Disk)

Fast, action packed vertically scrolling shoot-em-up with three completely different screens, two speed levels, extra weapons and challenge stages. Written in machine code and using MSX/SVI graphics to the fullest.

Video Graffiti
(MSX/SVI $19.99 Tape, MSX $24.99 Disk)

Draw colourful pictures with this easy to use painting package. It uses pull down menus and includes a zoom function for you to get the most out of your MSX/SVI computer. Written in BASIC and machine code.

Stranded (MSX/SVI $14.99 Tape, $19.99 Disk)

Your have been shipwrecked on a deserted island and have to find a way the leave before night falls. This is a text adventure where you instruct the computer with two word commands like GO NORTH, CLIMB ROPE (Requires Extra Memory on the SVI-318)

Spectra-trivia & Compu-Trivia
(MSX/SVI $9.99 Tape)

The famous trivia game now on your computer. These are trivia quiz games for up to four players. The computer rolls the dice and each player moves in turn. At certain points you will be asked questions. There is a provision for you to create your own question and answer file

Lethe Castle
(MSX Only $14.99 Tape)

Try and solve the mystery of Lethe Castle in this graphics adventure of high standard.

SOFTWARE

CPM Software

Supplied in all formats (Please specify which one)

Z80 Assembler $10.00

Z80 Disassembler $10.00

Fast Full Screen Text Editor $10.00

Utilities Disk 1 $10.00 (Includes FCOPY.COM)

Advent80 – The original 128k adventure game $10.00

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LISTINGS

PROGRAM INPUT

We will explain program input in more detail in the next issue. For now type in this listing and save it on a blank tape/disk. Now you can run the program and enter the listings that follow with the code at the start of the line. You will need another blank tape/disk to work on. To load the listings after using the program use LOAD"CAS:": For SVI owners change H$="A:" on the first line to H$="1:"

```
10 CLEAR8000:DEFINTA-Z:COLOR15,4,5:SCREEN0:WIDTH39:DIML$(100):H$="A:":ALPHA$="ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz-/ "
20 CLS:LOCATE5,2:PRINT"PROGRAM INPUT":LOCATE2,4:PRINT"LOAD WORK FILE [Y/N]..?";
30 A$=INPUT$(1):A=INSTR("YyNn",A$):IFA=0THEN30ELSEPRINTA$:IFA>2THENL=1:GOTO110
40 LOCATE2,6:PRINT"LOAD FROM -":PRINT"    [1] DISK":PRINT"    [2] TAPE":PRINT" YOUR CHOICE [1 or 2] ?";
50 A$=INPUT$(1):IFA$<>"1"ORA$>"2"THEN50ELSEPRINTA$:IFA$="1"THENF$=H$ELSEF$="CAS:"
60 LOCATE2,10:PRINT"FILE NAME:":P=0:N$=STRING$(8,32)
70 LOCATE12,10:PRINTN$:LOCATE12+P,10:A$=INPUT$(1):IFA$=CHR$(8)THENIFP=0THENBEEP:GOTO70ELSEMID$(N$,P,1)=" ":P=P-1:GOTO70
80 IFA$<>CHR$(13)THENIFINSTR(ALPHA$,A$)=0THENBEEP:GOTO70ELSEIFP=8THENBEEP:GOTO70ELSEP=P+1:MID$(N$,P,1)=A$:GOTO70
90 LOCATE2,12:PRINT"LOADING..":F$=F$+N$:OPENF$FORINPUTAS#1:L=1
100 LINEINPUT#1,L$(L):IFNOTEOF(1)THENLOCATE10,12:PRINTUSING"###";L:L=L+1:GOTO100ELSECLOSE:L=L+1:FORA=1TOL-1:IFLEN(L$(A))<245THENL$(A)=L$(A)+STRING$(245-LEN(L$(A)),32):NEXTELSENEXT
110 CLS:IFL$(L)=""THENL$(L)=STRING$(245,32)
120 PX=0:PY=0:F=0:LOCATE11,0:PRINTUSING"FREE ####K";FRE(""):LOCATE25,0:PRINT"INSERT OFF":LOCATE1,1:PRINTUSING"LINE ##";L
130 FORA=0TO6:LOCATE1,A+2:PRINTMID$(L$(L),A*35+1,35):NEXT
140 LOCATE1,0:PRINTUSING"X:## Y:##";PX,PY:LOCATE1,2+PY:PRINTMID$(L$(L),PY*35+1,35):LOCATE1+PX,2+PY:A$=INPUT$(1):IFA$=CHR$(8)THENPX=PX-1:GOSUB370:MID$(L$(L),PY*35+PX+1,1)=" ":GOTO140
150 IFA$=CHR$(28)THENPX=PX+1:GOSUB370:GOTO140
160 IFA$=CHR$(29)THENPX=PX-1:GOSUB370:GOTO140
170 IFA$=CHR$(30)THENPY=PY-1:GOSUB370:GOTO140
180 IFA$=CHR$(31)THENPY=PY+1:GOSUB370:GOTO140
190 IFA$=CHR$(127)THENIFPX=35ANDPY=6THENBEEP:GOTO140ELSEIFPX=0ANDPY=0THENL$(L)=RIGHT$(L$(L),244)+" ":GOTO130ELSEL$(L)=LEFT$(L$(L),PX+PY*35)+RIGHT$(L$(L),244-(PX+PY*35))+" ":GOTO130
200 IFA$=CHR$(18)THENIFF=0THENF=1:LOCATE32,0:PRINT"ON ":GOTO140ELSEF=0:LOCATE32,0:PRINT"OFF":GOTO140
210 IFA$<>CHR$(13)THENIFF=0THENMID$(L$(L),PX+PY*35+1,1)=A$:PX=PX+1:GOSUB370:GOTO130ELSEIFPX+PY=0THENL$(L)=A$+LEFT$(L$(L),244):GOTO130ELSEL$(L)=LEFT$(L$(L),PX+PY*35)+A$+MID$(L$(L),PX+PY*35+1,244-(PX+PY*35)):PX=PX+1:GOSUB370:GOTO130
220 C1$=LEFT$(L$(L),1):C2$=MID$(L$(L),2,1):IFINSTR(LEFT$(ALPHA$,54),C1$)=0ORINSTR(LEFT$(ALPHA$,54),C2$)=0THENLOCATE1,10:PRINT"CHECK CODE INCORRECT - PRESS ANY KEY":A$=INPUT$(1):GOTO110
230 LOCATE1,8:PRINT"WAIT...":F=0:I1=1:F1=0:FORI=3TOLEN(L$(L)):C=ASC(MID$(L$(L),I,1)):IFC=34THENIFF1=0THENF1=1ELSEF1=0
240 IFC=32ANDF1=0THEN260ELSEIFI1/2=I1\2THENF=F+CELSEF=F-C
250 I1=I1+1
260 NEXTI:F=ABS(F)MOD256:F1=F\16+65:F2=FMOD16+65:IFC1$<>CHR$(F1)ORC2$<>CHR$(F2)THENLOCATE1,10:PRINT"LINE INCORRECT- PRESS ANY KEY":A$=INPUT$(1):GOTO110
270 LOCATE1,10:PRINT"LINE CORRECT":LOCATE2,12:PRINT"[1] GOTO NEXT LINE":LOCATE2,13:PRINT"[2] GOTO PREVIOUS LINE":LOCATE2,14:PRINT"[3] EXIT AND SAVE":LOCATE2,15:PRINT"YOUR CHOICE [1-3] ..?";
280 A$=INPUT$(1):IFA$<"1"ORA$>"3"THEN280ELSEPRINTA$:IFA$="1"THENL=L+1:GOTO110ELSEIFA$="2"THENIFL=1THENBEEP:GOTO280ELSEL=L-1:GOTO110
290 CLS:LOCATE2,6:PRINT"LOAD FROM -":PRINT"    [1] DISK":PRINT"    [2] TAPE":PRINT" YOUR CHOICE [1 or 2] ?";
300 A$=INPUT$(1):IFA$<"1"ORA$>"2"THEN300ELSEPRINTA$:IFA$="1"THENF$=H$ELSEF$="CAS:"
310 LOCATE2,10:PRINT"FILE NAME:":P=0:N$=STRING$(8,32)
320 LOCATE12,10:PRINTN$:LOCATE12+P,10:A$=INPUT$(1):IFA$=CHR$(8)THENIFP=0THENBEEP:GOTO320ELSEMID$(N$,P,1)=" ":P=P-1:GOTO320
330 IFA$<>CHR$(13)THENIFINSTR(ALPHA$,A$)=0THENBEEP:GOTO320ELSEIFP=8THENBEEP:GOTO320ELSEP=P+1:MID$(N$,P,1)=A$:GOTO320
340 LOCATE2,12:PRINT"CONDENSING..":FORA=1TO500:IFL$(A)<>""THENFORB=245TO1STEP-1:IFMID$(L$(A),B,1)=" "THENNEXTB:L$(A)=""ELSEL$(A)=MID$(L$(A),3,B-2):NEXTA
350 LOCATE2,12:PRINT"SAVING......":F$=F$+N$:OPENF$FOROUTPUTAS#1:FORA=1TO500:IFL$(A)=""THENCLOSE:END
360 PRINT#1,RIGHT$(L$(A),241):LOCATE10,12:PRINTUSING"###";A:NEXT:CLOSE:END
370 IFPX<0THENPX=35:PY=PY-1ELSEIFPX>35THENPX=0:PY=PY+1
380 IFPY<0THENPY=6ELSEIFPY>6THENPY=0
390 RETURN
```

JUMPMAN (MSX ONLY)

Our first program for this month was originally published in the February/March issue of MSX Computing by Grant Soanes. Unfortunately the end of the program was missing from the listing, so we present the corrected version.

In the game you have to move your man from the left of the screen to the right dodging several hazards along the way. There are six screens to complete.

MSX LISTING

```
EG   10 DEFINTA-Z:SCREEN1,2,0:COLOR7,1,1:HS
        =0:KEYOFF:WIDTH31
LA   20 FORA=0TO12:READA$:B$="":FORB=1TOLEN
        (A$)STEP2:B$=B$+CHR$(VAL("&H"+MID$(
        A$,B,2))):NEXT:SPRITE$(A-2*(A>8))=B
        $:NEXT
JP   30 READA$:FORA=2024TO2039:VPOKEA,VAL("
        &H"+MID$(A$,(A-2024)*2+1,2)):NEXT
GC   40 VPOKE8223,0:CLS
MI   50 RESTORE1220:READA$:FORA=1TO90:VPOKE
        6145+VAL("&H"+MID$(A$,(A-1)*2+1,2))
        ,254:NEXT
EK   60 LOCATE8,7:PRINT"by Grant Soanes"
KI   70 PRINT:PRINT:PRINT" Using left/righ
        t to move and the fire button to ju
        mp, complete the eight levels
        by moving to the right side of t
        he screen. Avoid the barrels, ar
        rows, spikes and pits."
GB   80 PRINT" Completing a level results
        in a bonus. This depends on your ti
        me.":PRINT:PRINT" Press the fire b
        utton"
EG   90 VPOKE8223,RND(1)*255:IFNOT(STRIG(0)
        +STRIG(1))THEN90
BL  100 ONSPRITEGOSUB870:CLS:LE=1:SC=0:LI=5
FK  110 ONLEGOSUB710,730,740,760,780,800,82
        0,850
FN  120 X=40:Y=95:D=0:P=0:SP=0:PUTSPRITE0,(
        X,Y),15,0:SD=1:SPRITEON:TIME=0
GC  130 GOSUB170:A=STICK(0)+STICK(1):IF(STR
        IG(0)+STRIG(1))THENIFA=2ORA=3THENXC
        =2:D=0:GOTO620ELSEIFA=7ORA=8THENXC=
        -2:D=8:GOTO620ELSE590
BD  140 IFA=3ANDX<240THEN550
CB  150 IFA=7ANDX>16THEN570
AO  160 GOSUB170:GOTO130
AP  170 IFC=0THENC=4ELSEC=0
DL  180 ONLEGOSUB200,240,250,300,350,400,45
        0,500
AI  190 IFX=240THEN660ELSERETURN
KB  200 X1=X1-4:X2=X2-4:VPOKE6917,X1:VPOKE6
        918,16+C:VPOKE6921,X2:VPOKE6922,16+
        C
AJ  210 IFX1=16THENX1=236
AK  220 IFX2=16THENX2=236
BP  230 RETURN
CH  240 IFY=95THENIFVPEEK(6624+(X/8))=32AND
        VPEEK(6625+(X/8))=32THEN920ELSERETU
        RN ELSERETURN
AG  250 IFY=95THENIFVPEEK(6624+(X/8))=32AND
        VPEEK(6625+(X/8))=32THEN920
        VPEEK(6625+(X/8))=32THEN920
CM  260 X1=X1-4:X2=X2+4:VPOKE6917,X1:VPOKE6
        921,X2
AL  270 IFX1=16THENX1=232
HG  280 IFX2=232THENX2=16
BJ  290 RETURN
ED  300 X1=X1-4:X2=X2-4:X3=X3+4:VPOKE6917,X
        1:VPOKE6921,X2:VPOKE6925,X3
AI  310 IFX1=16THENX1=236
AJ  320 IFX2=16THENX2=236
GK  330 IFX3=236THENX3=16
BP  340 RETURN
MD  350 X1=X1-4:X2=X2-4:X3=X3+2:VPOKE6917,X
        1:VPOKE6918,16+C:VPOKE6921,X2:VPOKE
        6922,16+C:VPOKE6925,X3
AJ  360 IFX1=16THENX1=232
AK  370 IFX2=16THENX2=232
HD  380 IFX3=232THENX3=16
BK  390 RETURN
BB  400 X1=X1+4:X2=X2+BD:VPOKE6917,X1:VPOKE
        6921,X2:VPOKE6922,16+C
GP  410 IFX1=232THENX1=16
AN  420 IFX2=144THENBD=4
EJ  430 IFX2=232THENBD=-4
AO  440 IFY=95THENIFVPEEK(6624+(X/8))=32AND
        VPEEK(6625+(X/8))=32THEN920ELSERETU
        RN
EH  450 IFX1=108THENA1=-4:VPOKE6918,24
AP  460 IFX1=16THENA1=4:VPOKE6918,28
DN  470 IFX2=144THENA2=4:VPOKE6922,28
```

```
EJ  480  IFX2=232THENA2=-4:VPOKE6922,24
BC  490  X1=X1+A1:X2=X2+A2:VPOKE6917,X1:VPOK
         E6921,X2:RETURN
DA  500  IFX1=144THENA1=4:VPOKE6918,28
EK  510  IFX1=232THENA1=-4:VPOKE6918,24
DJ  520  IFX2=144THENA2=2:VPOKE6922,28
EB  530  IFX2=232THENA2=-2:VPOKE6922,24
BI  540  X1=X1+A1:X2=X2+A2:VPOKE6917,X1:VPOK
         E6921,X2:RETURN
BD  550  D=0:IFP=0THENP=4ELSEP=0
NK  560  X=X+2:VPOKE6913,X:VPOKE6914,D+P:GOT
         O130
BN  570  D=8:IFP=0THENP=4ELSEP=0
NK  580  X=X-2:VPOKE6913,X:VPOKE6914,D+P:GOT
         O130
EO  590  SOUND8,8:SOUND1,0:JD=-7:VPOKE6914,D
         +4
BB  600  JD=JD+1:IFJD=7THENP=1:SOUND8,0:GOTO
         130
BK  610  Y=Y+JD:SOUND0,Y+30:VPOKE6912,Y:GOSU
         B170:GOTO600
EG  620  SOUND8,8:SOUND1,0:JD=-7:VPOKE6914,D
         +4
BH  630  JD=JD+1:IFJD=7THENP=4:SOUND8,0:GOTO
         130
BO  640  Y=Y+JD:SOUND0,Y+30:X=X+XC:IFX<16ORX
         >240THENX=X-XC
HD  650  VPOKE6912,Y:VPOKE6913,X:GOSUB170:GO
         TO630
EG  660  SOUND8,0:LE=LE+1:VPOKE6915,0
CP  670  BN=(1000+(LE*10)-TIME)/10:IFBN<0THE
         NBN=0
EL  680  SC=SC+BN:LOCATE11,6:PRINTUSING"Bonu
         s: ##";BN
DB  690  IFLE=9THENLE=1:FORI=1TO500:NEXT:LOC
         ATE10,8:PRINT"+ Extra 100":SC=SC+10
         0
KN  700  FORI=1TO2500:NEXT:LOCATE11,6:PRINTS
         TRING$(9,32):LOCATE10,8:PRINTSTRING
         $(11,32):VPOKE6916,209:VPOKE6920,20
         9:VPOKE6924,209:GOTO110
AP  710  VPOKE8223,32:GOSUB1000:GOSUB1020
AK  720  X2=208:PUTSPRITE2,(X2,95),6,4:X1=19
         2:PUTSPRITE1,(X1,95),6,4:RETURN
CA  730  VPOKE8223,64:GOSUB1000:GOSUB1040:RE
         TURN
DH  740  VPOKE8223,128:GOSUB1000:X1=232:PUTS
         PRITE1,(X1,95),4,6

CM  750  X2=32:PUTSPRITE2,(X2,83),10,7:RETUR
         N
CM  760  VPOKE8223,190:GOSUB1000:GOSUB1020:X
         1=184:PUTSPRITE1,(X1,95),7,6
FM  770  X2=208:PUTSPRITE2,(X2,71),13,6:X3=3
         2:PUTSPRITE3,(X3,83),2,7:RETURN
DA  780  VPOKE8223,160:GOSUB1000:X1=176:PUTS
         PRITE1,(X1,95),6,4
FG  790  X2=232:PUTSPRITE2,(X2,95),6,4:X3=16
         :PUTSPRITE3,(X3,81),3,7:RETURN
BI  800  VPOKE8223,208:GOSUB1000:GOSUB1060:X
         1=32:PUTSPRITE1,(X1,83),8,7
AG  810  X2=232:PUTSPRITE2,(X2,95),6,4:BD=-4
         :RETURN
AK  820  VPOKE8223,192:GOSUB1000:GOSUB1020
AL  830  X1=16:PUTSPRITE1,(X1,83),7,7:X2=232
         :PUTSPRITE2,(X2,95),6,6
CM  840  PUTSPRITE3,(128,95),4,8:D1=-4:D2=-4
         :RETURN
DC  850  VPOKE8223,224:GOSUB1000:X1=232:PUTS
         PRITE1,(X1,95),2,6
EA  860  X2=232:PUTSPRITE2,(X2,83),4,6:PUTSP
         RITE3,(128,95),4,8:A1=-4:A2=-2:RETU
         RN
FD  870  IFSP=0THENSP=1:RETURNELSESPRITEOFF
BJ  880  SOUND8,16:SOUND1,10:SOUND12,3:VPOKE
         6915,11:VPOKE6914,40:SOUND13,4:GOSU
         B910:VPOKE6914,44:SOUND13,1:GOSUB91
         0
EE  890  VPOKE6914,48:SOUND13,1:GOSUB910:VPO
         KE6914,52:SOUND13,1:GOSUB910:VPOKE6
         915,0
AO  900  PUTSPRITE0,(0,0):FORI=1TO500:NEXT:L
         I=LI-1:IFLI=-1THEN940ELSE110
AH  910  FORI=1TO100:NEXT:RETURN
IM  920  SOUND8,8:Y=Y+2:SOUND0,Y:SOUND1,0:VP
         OKE6912,Y
EF  930  IFY>125THENSOUND8,0:GOTO880ELSE920
EC  940  LOCATE11,6:PRINT"Game Over"
HJ  950  FORI=1TO500:NEXT:VPOKE6919,0:VPOKE
         6923,0:VPOKE6927,0:CLS
AC  960  LOCATE7,4:PRINTUSING"High Score: ##
         ###";HS
AO  970  LOCATE7,7:PRINTUSING"Your Score: ##
         ###";SC
DC  980  IFHS<SCTHENHS=SC
CO  990  FORI=1TO2500:NEXT:GOTO40
```

SKI JUMP (SVI-318/328 - Conversions for MSX)

This program was written originally for the SVI-318/328 by Geoff Dickson about four years ago. Basically you and up to three friends compete for the Gold medal in a ski jumping competition. Use the spacebar or a joystick in port one to make your skier jump. The closer you are to the take off point on the ramp the further your jump will be.

SVI-318/328 Listing

```
DG  10 COLOR15,4:SCREEN 1:A=RND(-TIME)
DO  20 SPRITE$(0)=STRING$(7,255)
DA  30 LOCATE80,50:PRINT"##▲SKI▲JUMP▲##"
AG  40 LOCATE60,100:PRINT"HOW▲MANY▲JUMPERS
       ▲?"
BE  50 A$=INPUT$(1):IFA$<"1"ORA$>"4"THEN50
       ELSECOLOR1:PRINTA$:M=VAL(A$)
MM  60 CLS:COLOR15:LOCATE8,0:PRINT"SKI▲JUM
       P▲-▲NAME▲REGISTRATION":FOR I=1 TO M
CM  70 COLOR1:LOCATE8,8*I:PRINT"JUMPER";I
       ;"▲NAME";:P=0:N$(I)="▲▲▲▲▲▲▲▲"
AN  80 PUTSPRITE0,(154+P*8,I*8),5,0:A$=INP
       UT$(1):IFA$=CHR$(8)THENIFP=OTHENBEE
       P:GOTO80ELSEMID$(N$(I),P,1)="▲":P=P
       -1:LINE(154+P*8,I*8)-(161+P*8,I*8+7
       ),4,BF:GOTO80
MN  90 IFA$<>CHR$(13)THENIFP=10THENBEEP:GO
       TO80ELSEP=P+1:MID$(N$(I),P,1)=A$:LO
       CATE146+P*8,I*8:COLOR1:PRINTA$:GOTO
       80ELSENEXT
BA 100 CLS:COLOR15:CIRCLE(140,20),6:CIRCLE
       (150,20),6:CIRCLE(160,20),6:CIRCLE(
       145,28),6:CIRCLE(155,28),6
OE 110 DRAW"BM0,100C13R10E5OR5E5R10F30R20F
       25E40R15F50":LINE(0,130)-(256,130),
       13:PAINT(1,129),13:LINE(0,131)-(256
       ,192),14,BF
DI 120 COLOR15:LINE(184,0)-(256,79),11,BF:
       CIRCLE(40,20),60,15,4,5-1,2:LINE(0,
       31)-(20,65):LINE(30,78)-(256,192)
AP 130 LOCATE200,0:COLOR1:PRINT"SCORES":FO
       RA=1TO4:LINE(184,16*A-1)-(256,16*A-
       1),1:LOCATE192,16*A:PRINTN$(A):NEXT
CO 140 PAINT(1,191),15:LINE(51,76)-(51,90)
       ,15:PAINT(48,79),15
```

```
        PRINT1,(X1,95),4,6
OB 1000 LOCATE1,1:PRINT"Score"SC:LOCATE23,1
        :PRINT"Lives"LI
FM 1010 LOCATE12,3:PRINT"Level"LE:RETURN
CJ 1020 LOCATE1,14:PRINTSTRING$(29,253)
EP 1030 FORI=15TO21:LOCATE1,I:PRINTSTRING$(
        29,254):NEXT:RETURN
BM 1040 A$=STRING$(3,32):FORI=14TO17
DA 1050 LOCATE8,I:PRINTA$;:LOCATE14,I:PRINT
        A$;:LOCATE20,I:PRINTA$;:NEXT:RETURN
BO 1060 A$=STRING$(3,32):FORI=14TO17
DA 1070 LOCATE8,I:PRINTA$;:LOCATE14,I:PRINT
        A$;:NEXT:RETURN
HA 1080 DATA 0018343434183C3C3C181818
        1C
DE 1090 DATA 183434183C7CFE6F3C183C36E682
        03
JM 1100 DATA 00182C2C2C183C3C3C181818
        38
HI 1110 DATA 182C2C2C183C3E7FFD3C183C6C6741
        C0
BA 1120 DATA 00030E3E3E7E7EFE80FE7E7E3E3E0E
        030080E0F8F8FCFCFE02FEFCFCF8F8E080
CD 1130 DATA 00030F3F2F7776FDFEFD76772F3F0F
        030080E0F8E8DC6C7EFE7E6CDCE8F8E080
BI 1140 DATA 000000020600FF602000000000000000
        0000000E1C38F0381C0E
CB 1150 DATA 0000E070381F3870E0000000000000000
        0000000000406FF0504
CF 1160 DATA 000000002A2A2A2A2A2A2A2A2A2A2A
        FF00000000A8A8A8A8A8A8A8A8A8A8FE
CE 1170 DATA 000020024802A8086518A405508895
        21
DD 1180 DATA 00000000004401A45651442590
CE 1190 DATA 00000000000002288B14A32
BC 1200 DATA 0000000000000002852
BN 1210 DATA FE54AA54AA54AA00AA54AA54AA54AA
FF 1220 DATA 0222426282A2A1A0800424446484A4
        A5A68664626060828486888A8294A2B0C2
        C4C6C8CAC0E0F102E304E4F506E8EAE1232
        527292B23354351636567696B6181 91A383
        A58595A787A989AB8BA1C1D1E3C5C7C9CBC
        3E5E7E9EBE
```

```
CL 150 FORI=1TO8:READA$:S$=S$+CHR$(VAL("&H
       "+A$)):NEXT:SPRITE$(0)=S$
CE 160 FORZ=1TO3:FORQ=1TOM
GE 170 LOCATE 10,10:COLOR 1:PRINT"PRESS TRIGGER TO ST
       ART JUMP"
AH 180 IFNOT(STRIG(0)+STRIG(1))THEN180ELSE
       LINE(0,180)-(200,192),15,BF
HL 190 FOR X=0 TO 32:Y=2*X:PUT SPRITE 0,(X
       -8,Y+4),1:FOR J=1 TO 20:NEXTJ,X:FOR
       X=33 TO 35:Y=Y+1:PUT SPRITE 0,(X-8
       ,Y+4),1
AN 200 FORJ=1TO20:NEXTJ,X:FORX=27 TO 45:PU
       T SPRITE 0,(X,Y+4):IFNOT(STRIG(0)+S
       TRIG(1))THENFORJ=1TO2:NEXTJ,X:V=.23
       :GOTO220
HK 210 V=(ABS(X-27))/18+.23
EO 220 V=V-(RND(1)>.5)*.01*(RND(1)*3)+(RND
       (1)>.5)*.01*(RND(1)*3):X=0
AP 230 X=X+1:Y=-V*X+.5*-.02*X^2
CF 240 PUT SPRITE 0,(X+42,Y+68),1
EG 250 IF POINT(X+46,Y+77)=15 THEN 260 ELS
       E 230
BL 260 LOCATE 20,20:PRINTUSING"###";X
CK 270 IF X>H THEN H=X:PUT SPRITE 1,(X+42,
       Y+78),3,0:LINE(60,0)-(160,8),4,BF:L
       OCATE 60,0:COLOR 15:PRINTUSING"RECO
       RD ###";H
FG 280 IFX>P(Q)THENLINE(192,Q*16+8)-(256,Q
       *16+14),11,BF:LOCATE192,Q*16+8:COLO
       R1:PRINTUSING"###";X:P(Q)=X
HE 290 FOR I=1 TO 2000:NEXT:LINE(0,0)-(48,
       40),4,BF:NEXTQ,Z
HJ 300 CLS:LOCATE 40,40:COLOR 15:PRINT"THE
        MEDALS GO TO.."
AN 310 FOR J=1 TO 2000:NEXT
EH 320 G=0:S=0:B=0:FOR I=1 TO M:IF P(I)>G
       THEN L(1)=I:G=P(I)
JE 330 NEXT:P(L(1))=0:IFM=1THEN360ELSEFORI
       =1TOM:IFP(I)>STHENL(2)=I:S=P(I)
LI 340 NEXT:P(L(2))=0:IFM=2THEN360ELSEFORI
       =1TOM:IFP(I)>BTHENL(3)=I:B=P(I)
CB 350 NEXT
FG 360 LOCATE 8,50:PRINT"GOLD TO...";N$(L(
       1));:PRINT#1," WHO JUMPED";G
IK 370 IFM>1THENLOCATE 8,60:PRINT"SILVER T
       O..";N$(L(2));:PRINT#1," WHO JU
       MPED";S

GG 380 IFM>2THENLOCATE 8,70:PRINT"BRONZE T
       O...";N$(L(3));:PRINT#1," WHO JUMPED";B
CI 390 FOR I=1 TO 3000:NEXT:RUN
AB 400 DATA 38,10,38,38,10,11,FE
```

Conversions for MSX

```
KG 10  COLOR15,4:SCREEN2:A=RND(-TIME):OPEN
       "GRP:"AS#1
BO 30  PRESET(80,50):PRINT#1," ## SKI JUMP
       ##"
BI 40  PRESET(60,100):PRINT#1,"HOW MANY JU
       MPERS ?"
KC 50  A$=INPUT$(1):IFA$<"1"ORA$>"4"THEN50
       ELSECOLOR1:PRINT#1,A$:M=VAL(A$)
DO 60  CLS:COLOR15:PRESET(8,0):PRINT#1,"SK
       I JUMP NAME REGISTRATION":FORI=1T
       OM
EE 70  COLOR15:PRESET(8,8*I):PRINT#1, "JUMP
       ER";I;" NAME";:P=0:N$(I)="
       "
ME 90  IFA$<>CHR$(13)THENIFP=8THENBEEP:GOT
       O80ELSESEP=P+1:MID$(N$(I),P,1)=A$:PRE
       SET(146+P*8,I*8):COLOR1:PRINT#1,A$:
       GOTO80ELSENEXT:VPOKE6912,209
EB 130 PRESET(200,0):COLOR1:PRINT#1, "SCORE
       S":FORA=1TO4:LINE(184,16*A-1)-(256,
       16*A-1),1:PRESET(192,16*A),11:PRINT
       #1,N$(A):NEXT
EA 170 PRESET(10,10):COLOR1:PRINT#1,N$(Q):
       PRESET(10,180):PRINT#1,"PRESS TRIGG
       ER TO START JUMP"
CL 260 PRESET(20,20):PRINT#1,USING"###";X
KE 270 IFX>HTHENH=X:PUTSPRITE1,(X+42,Y+78)
       ,3,0:LINE(60,0)-(160,8),4,BF:PRESET
       (60,0):COLOR15:PRINT#1,USING"RECORD
       ###";H
LC 280 IFX>P(Q)THENLINE(192,Q*16+8)-(256,Q
       *16+14),11,BF:PRESET(192,Q*16+8):CO
       LOR1:PRINT#1,USING"###";X:P(Q)=X
AJ 300 CLS:VPOKE6912,209:VPOKE6916,209:PRE
       SET(40,40):COLOR15:PRINT#1,"THE MED
       ALS GO TO.."
PK 360 PRESET(8,50):PRINT#1, "GOLD TO...";N
       $(L(1)):PRINT#1," WHO JUMPED";G
PG 370 IFM>1THENPRESET(8,66):PRINT#1,"SILV
       ER TO..";N$(L(2)):PRINT#1," WHO JU
       MPED";S
```

JOYSTICK TESTER (SVI-318/328 and MSX)

This is a program that tests if your joysticks are working by Terry Stirling.

SVI-318/328 and MSX Listing

```
EA  10  CLS:COLOR5,1,1:N=5:GOTO60
DK  20  A=STRIG(0):B=STICK(0)
DK  30  C=STRIG(1):D=STICK(1):E=STRIG(3)
DP  40  F=STRIG(2):G=STICK(2):H=STRIG(4)
BE  50  T=B+D+G-A-C-F-E-H:IFT=0THEN20
FP  60  LOCATE11,0:PRINT"Cursor  Joystick
        Joystick";SPC(64);"1          2"
AC  70  LOCATE0,10:PRINT"Buton";SPC(15);C;S
        PC(8);F
CC  80  LOCATE0,15:PRINT"Stick ";SPC(5);B;
        SPC(7);D;SPC(8);G
CD  90  LOCATE0,20:PRINT"Trigger";SPC(5);A;
        SPC(7);E;SPC(8);H
FF 100  N=N+1:IFN=13THENN=5
DI 110  COLORN,1,1:BEEP:GOTO20
```

TIC TAC TOE (SVI-318/328 - Conversions for MSX)

Try and beat the computer at this classic game. You can play with either the X's or O's as you try and get three in a row.

SVI-318/328 Listing

```
FH  10  COLOR5,15,9:SCREEN1:DEFINTA-Z:DEFFN
        A(X)=INT(RND(1)*X)+1:A=RND(-TIME):D
        IMB(3,3)
HB  20  CLS:LOCATE80,80:COLOR5:P$="TIC TAC
        TOE":PRINTP$:LOCATE80,81:PRINTP$:RE
        STORE:S$="":READA$:FORA=1TOLEN(A$)S
        TEP2:S$=S$+CHR$(VAL("&H"+MID$(A$,A,
        2))):NEXT:SPRITE$(0)=S$:LOCATE60,18
        0:COLOR13:PRINT"Press Trigger to Pl
        ay"
JK  30  IFNOT(STRIG(0)+STRIG(1))THEN30ELSEC
        LS:LINE(50,40)-(200,190),14,BF:FORA
        =1TO2:LINE(50+A*50,40)-(50+A*50,190
        ),5:LINE(50,40+A*50)-(200,40+A*50),
        5:NEXT:LOCATE90,10:COLOR12:PRINTP$:
        LOCATE90,11:PRINTP$
NN 380  IFM>2THENPRESET(8,80):PRINT#1,"BRON
        ZE TO..";N$(L(3)):PRINT#1," WHO JU
        MPED";B
LO  40  LOCATE30,30:COLOR6:FORA=1TO3:FORB=1
        TO3:B(A,B)=0:NEXTB,A:PRINT"Do you w
        ant [1] X's or [2] O's";
MP  50  A$=INPUT$(1):IFA$<"1"ORA$>"2"THEN50
        ELSELINE(0,30)-(256,39),15,BF:P=VAL
        (A$):T=0:IFP=1THENCC=2ELSECC=1
BH  60  IFNOT(T/2=T\2ANDP=1)ANDNOT(T/2<>T\2
        ANDP=2)THEN130ELSEX=1:Y=1
EM  70  PUTSPRITE0,(X*50+15,Y*50+5),1:A=STI
        CK(0)+STICK(1):IFA=3THENX=X+1:IFX=4
        THENX=1
AJ  80  IFA=7THENX=X-1:IFX=0THENX=3
AC  90  IFA=1THENY=Y-1:IFY=0THENY=3
DM 100  IFA=5THENY=Y+1:IFY=4THENY=1
FF 110  IFSTRIG(0)+STRIG(1)THENIFB(X,Y)<>OT
        HENPLAY"o1a"ELSEB(X,Y)=P:A=P:T=T+1:
        GOSUB330:GOTO130
CF 120  FORA=1TO200:NEXT:GOTO70
MP 130  IFB(2,2)<>PTHEN150ELSEFORA=1TO3:FOR
        B=1TO3:IFNOT(A=2ANDB=2)THENIFB(A,B)
        =PTHENX=4-A:Y=4-B:IFB(X,Y)=0THEN310
DH 140  NEXTB,A
JG 150  FORA=1TO3:IFB(A,1)=PANDB(A,2)=PTHEN
        IFB(A,3)=0THENX=A:Y=3:GOTO310
IA 160  NEXT:FORA=1TO3:IFB(A,3)=PANDB(A,2)=
        PTHENIFB(A,1)=0THENX=A:Y=1:GOTO310
IK 170  NEXT:FORB=1TO3:IFB(1,B)=PANDB(2,B)=
        PTHENIFB(3,B)=0THENX=3:Y=B:GOTO310
IF 180  NEXT:FORB=1TO3:IFB(3,B)=PANDB(2,B)=
        PTHENIFB(1,B)=0THENX=1:Y=B:GOTO310
JB 190  FORA=1TO3:IFB(A,1)=PANDB(A,3)=PTHEN
        IFB(A,2)=0THENX=A:Y=2:GOTO310
IB 200  NEXT:FORB=1TO3:IFB(1,B)=PANDB(3,B)=
        PTHENIFB(2,B)=0THENX=2:Y=B:GOTO310
GI 210  NEXT:IFB(2,2)<>CCTHEN230ELSEFORA=1T
        O3:FORB=1TO3:IFNOT(A=2ANDB=2)THENIF
        B(A,B)=CCTHENX=4-A:Y=4-B:IFB(X,Y)=0
        THEN310
DE 220  NEXTB,A
BN 230  FORA=1TO3:IFB(A,1)=CCANDB(A,2)=CCTH
        ENIFB(A,3)=0THENX=A:Y=3:GOTO310
AB 240  NEXT:FORA=1TO3:IFB(A,3)=CCANDB(A,2)
        =CCTHENIFB(A,1)=0THENX=A:Y=1:GOTO31
        0
AJ 250  NEXT:FORB=1TO3:IFB(1,B)=CCANDB(2,B)
        =CCTHENIFB(3,B)=0THENX=3:Y=B:GOTO31
        0
```

```
IB  20  CLS:PRESET(80,80):COLOR5:P$="TIC TA
        C TOE":PRINT#1,P$:PRESET(80,81):PRI
        NT#1,P$:RESTORE:S$="":READA$:FORA=1
        TOLEN(A$)STEP2:S$=S$+CHR$(VAL("&H"+
        MID$(A$,A,2))):NEXT:SPRITE$(0)=S$:P
        RESET(60,180):COLOR13:PRINT#1,"Pres
        s Trigger to Play"

HI  30  IFNOT(STRIG(0)+STRIG(1))THEN30ELSEC
        LS:LINE(50,40)-(200,190),14,BF:FORA
        =1TO2:LINE(50+A*50,40)-(50+A*50,190
        ),5:LINE(50,40+A*50)-(200,40+A*50),
        5:NEXT:PRESET(90,10):COLOR12:PRINT#
        1,P$:PRESET(90,11):PRINT#1,P$

IO  40  PRESET(10,30):COLOR6:FORA=1TO3:FORB
        =1TO3:B(A,B)=0:NEXTB,A:PRINT#1,"Do
        you want [1] X's or [2] O's";

KL  390 PRESET(30,30):COLOR13:PRINT#1,"The
        game is drawn .....":FORA=1TO5000:N
        EXT:GOTO20

EB  400 PRESET(30,30):COLOR13:IFA=CCTHENPRI
        NT#1,"The computer has won !!!"ELS
        EPRINT#1,"You have won !!!"
```

```
AE  260 NEXT:FORB=1TO3:IFB(3,B)=CCANDB(2,B)
        =CCTHENIFB(1,B)=0THENX=1:Y=B:GOTO31
        0

BG  270 FORA=1TO3:IFB(A,1)=CCANDB(A,3)=CCTH
        ENIFB(A,2)=0THENX=A:Y=2:GOTO310

AJ  280 NEXT:FORB=1TO3:IFB(1,B)=CCANDB(3,B)
        =CCTHENIFB(2,B)=0THENX=2:Y=B:GOTO31
        0

BM  290 NEXT

AG  300 X=FNA(3):Y=FNA(3)

IM  310 IFB(X,Y)<>0THEN130ELSEB(X,Y)=CC:A=C
        C:T=T+1:GOSUB330:GOTO60

AD  320 GOTO320

AK  330 VPOKE6912,207:ONAGOTO340,350

NF  340 LINE(X*50+6,Y*50-5)-(X*50+45,Y*50+3
        5),5:LINE(X*50+45,Y*50-5)-(X*50+6,Y
        *50+35),5:GOTO360

KC  350 CIRCLE(X*50+25,Y*50+15),19,5

GN  360 IFB(2,2)<>ATHEN380ELSEFORX=1TO3:FOR
        Y=1TO3:IFNOT(X=2ANDY=2)THENIFB(X,Y)
        =AANDB(4-X,4-Y)=ATHEN400

BP  370 NEXT

HK  380 FORX=1TO3:IFB(X,1)=AANDB(X,2)=AANDB
        (X,3)=ATHEN400ELSENEXT:FORY=1TO3:IF
        B(1,Y)=AANDB(2,Y)=AANDB(3,Y)=ATHEN4
        00ELSENEXT:IFT<9THENRETURN

LF  390 LOCATE30,30:COLOR13:PRINT"The game
        is drawn .....":FORA=1TO5000:NEXT:G
        OTO20

FP  400 LOCATE30,30:COLOR13:IFA=CCTHENPRINT
        "The computer has won !!!"ELSEPRIN
        T"You have won !!!"

CD  410 FORA=1TO5000:NEXT:GOTO20

EG  420 DATA FF8080808080808080808080808080
        FFFF0101010101010101010101010101FF
```

Conversions for MSX

```
MN  10  COLOR5,15,9:SCREEN2,2:DEFINTA-Z:DEF
        FNA(X)=INT(RND(1)*X)+1:A=RND(-TIME)
        :DIMB(3,3):OPEN"GRP:"AS#1
```

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