SVI & MSX
SPECTRAVIDEO

AUSTRALASIAN USERS GROUP

NEWSLETTER

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NEWSLETTER CORRESPONDENCE

S.A.U.G.,
P.O. BOX 191,
LAUNCESTON SOUTH,
TASMANIA,   7249.

(003) 442493

LIBRARY   CORRESPONDENCE

S.A.U.G. LIBRARY,
1 CONRAD AVENUE,
GEORGE TOWN,
TASMANIA,   7253.

(003) 822919

INTRODUCTION

By. The Ed.

In another place, in another universe, on a different ripple of the cosmic void, there exists a world of people not unlike ourselves, with computers not unlike the SVI-MSX and with a Newsletter not unlike our Newsletter. There is a sun travelling around their planet in much the same manner that our sun travels around our earth. There are wars, cars, A Sydney Opera House and body lice, just as we know them. There are Spreadsheets, Databases and Word Processors. There are Printers, Modems and Disk Drives. In fact, everything is pretty much the same as it is here, with a few exceptions.

In that world, someone like you is sitting in something like your chair reading a page something like this one. That person will eventually finish the Newsletter and go write an article about his computer. He will then send it to:

> S.A.U.G.
> P.O. Box 191,
> Launceston South,
> TAS. 7249.

(Even the addresses are the same in that world.) He will then eat an exact copy of your dinner, sleep in a duplicate of your bed and generally behave the way you do. He will live a mirror of your life and wait the same six or eight weeks that you would have waited if you had sent an article for review. At the end of that time he will find a Newsletter in the Mailbox with his article in it, and he will become famous throughout the known Universe.

Some time in the far future, a copy of that Newsletter will fall through a space warp caused by a careless janitor spilling his bag of LinKo chips into the ventilation system of a charged particle accelerator, and it will cross over the quantum barriers of reality where a race of creatures will find it. After years of translating the text, they will become enthralled with the articles and go looking for the authors, intending to worship them as gods, unaware that they live in another dimension.

They will land in your neighborhood, look you up in the phone book and come calling late at night (you and your counterpart share identical names and addresses). However, when they arrive, you will try to explain to the creatures that you have no idea what they are gurgling about. You vaguely remember that a long time ago you had an idea for an article, but never got around to writing it. The creatures will become enraged, draw their weapons and turn you into a disgusting puddle of goo.

So if you don't want this to happen to you, get up from your chair and get busy writing that article, and perhaps all this trouble can be avoided.

We Need Articles For Our Newsletter

DEAR S.A.U.G.

.... I have a few problems on my SV318 with the programs Diamond Mine & Master Mind. They are as follows.

1. On Diamond Mine the screen shows a number 2 in the top right hand corner and a number 1 below and just to the left. When I Control/Stop 'Break in 670' shows on the screen.

2. With Master Mind the combination of 5 colours that are behind the green box never show, even after the green has cleared.

3. The 5 peg hole never change, they always remain the same, unused.

After checking 3 times my Dad and I found that the input is as per your Mag. for both Programs

Yours Sincerely,
J. Robson,
66 Wadley St.
Macgregor Qld. 4109.

Well Joe.
All I can offer you is that you have still some Typing Errors in your programs.   Remember a cassette copy of newsletter programs is available if you JUST CANNOT get them to work. But it is also much better if you find the errors your self. I have taken the step of including your address, so perhaps someone in you area will help.

The other way to make sure you get your programs typed in correctly is to use the INPUT PROGRAM. Because we are getting many requests for this program lately, I have decided to re-print it in this newsletter for yours and everyone else's benefit.

Sorry to hear of your troubles, but we make sure all programs are running well before publishing them. Keep up the good work, and with lots of patience and 'Dads' help you will sort out the problems.

THE ED.

IT WILL WORK !!!!!!!
By The Ed.

The most common complaint received by me about the NEWSLETTER is the following. "I TYPED THE PROGRAM IN AND IT WON'T WORK".

Well folks I hope this is the last time I hear that. But before I get on to what this is all about let me tell you how the Newsletter program listings are put to paper.

In the beginning I simply used LLIST to list a program onto the master sheets for the off-set printer. This works OK until you get some graphic character in the listing. When this happens my printer will print something but NOT what was intended.

This problem we suffered with until by newsletter 1 - 12 the programs were becomming more complex and more graphic characters were appearing. This made typing in of programs on your end very difficult.

So what could I do? My poor JP-80 Printer never heard of Spectravideo Graphic Characters, let alone know how to print them. This is where a bit of programming came in and I wrote a program to list programs. To put it simply my program prints a program normally until it finds a Graphic Character, it then switches the printer to Graphic Mode and sends out the correct BIT pattern until what you see on paper is the same as what you see on the monitor. Well anyway it worked and you have seen the results for the past few Newsletters.

I thought that would fix the phone calls. (One of these days I will learn). So to plan B.

Let it be said that the programs printed in the newsletter are pretty well tested before hand and listed directly from DISK to PRINTER. So the system seems to be falling apart between posting the newsletter and saving the program on CASSETTE or DISK.

In an insane attempt to fix this I have now included a TWO digit Checksum system in the Newsletter programs. However this is not as simple as you may think. For it to work you must use the following program when typing listings from the Newsletter. I have kept the INPUT program as simple as possible. But remember nothing is fool proof and although the program is designed to stop typing errors, if you put yourself out you can fool the program. So use it as it is intended and you should have no more problems in typing programs.

HOW IT WORKS

If you decide to use the following program you must keep in mind how it works.

```
CG    5 PRINT "TEST"
```

In the above example you see the Checksum at the Beginning of the program line (CG). This Checksum will always be in the range AA to ZZ. If you want to find out how it is calculated look at line 300. The

program uses this Checksum to see if you have typed the program line in correctly, If not the program line won't be allowed and you must edit it in the normal manner. If you have correctly typed the line it is not entered into memory but saved to CASSETTE or DISK in ASCII format.
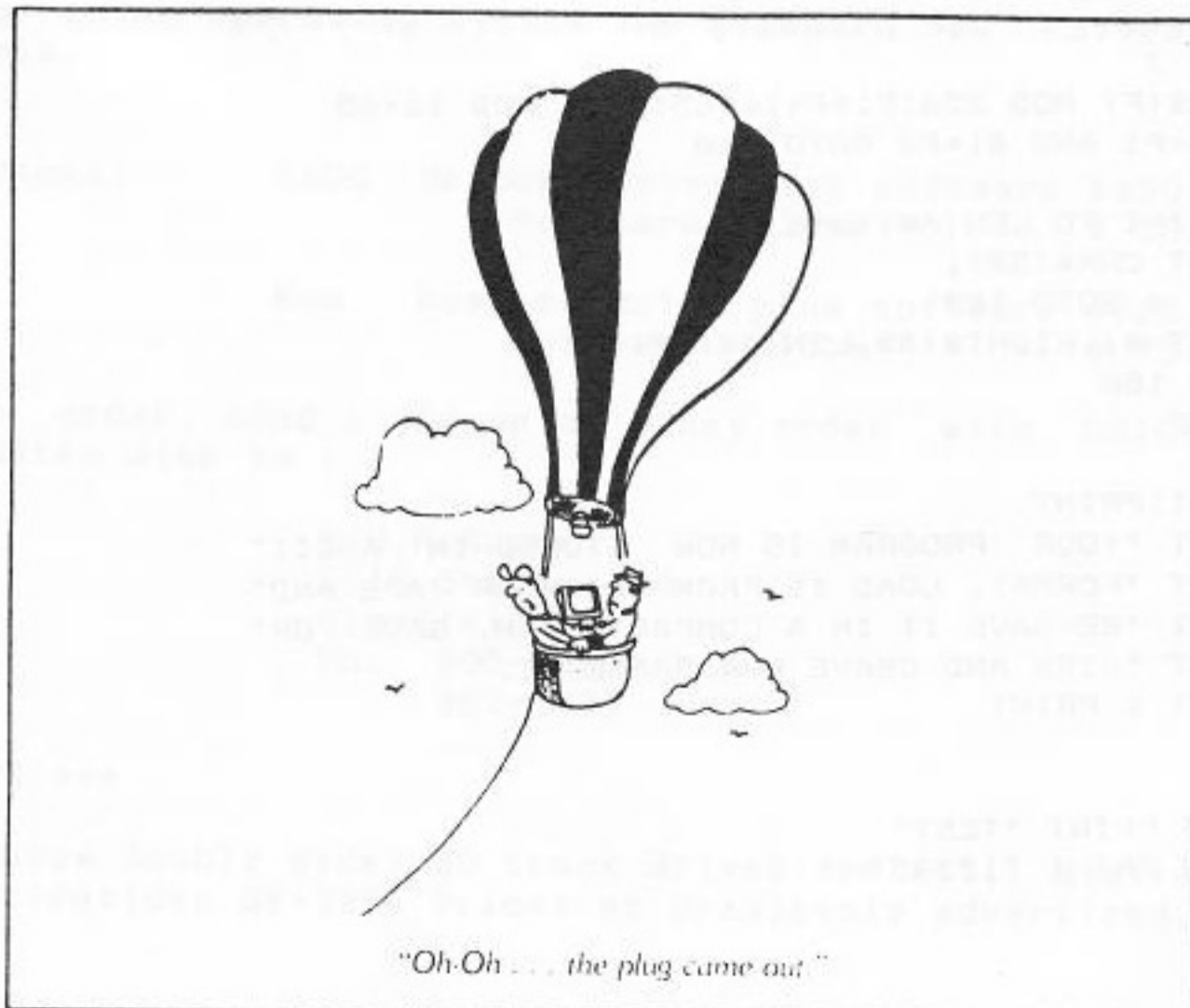
The program ignores spaces, that is PRINT"A" and PRINT "A" are the same. However PRINT and PIRNT will be noticed and not allowed. So the best I can say, experiment before you tackle something bigger.

Don't forget the file you have created on CASSETTE or DISK is an ASCII file and must be LOADed and then RE-SAVEd. If a program is too large to type in in one sitting, just type END and then restart later with a different FILE NAME. To put it all in together at the end when you create the full program just use the MERGE command. If you have a DISK system you might like to change line 130 from OUTPUT to APPEND. (this won't work with cassette.)

So happy programming and I hope this system will fix all those typing ~~miskatews~~ mistakes.

If anyone has problems with the INPUT (God forbid) send a CASSETTE and return POSTAGE to the LIBRARY and we will send you the listing.

If you are confident with your typing and do not want to use the INPUT program you can still type in the Program Listing normally by ignoring the Checksum.

"Oh-Oh . . . the plug came out."

PROGRAM INPUT
by : P.W. Deckert.

```
10 CLS
20 PRINT " S.A.U.G.    Program Input System."
30 PRINT " ----------------------------------"
40 CLEAR 1000
50 DEFINT A-Z
60 INPUT "SCREEN WIDTH";U
70 WIDTH U
80 SCREEN,0
90 PRINT : PRINT
100 INPUT "WHAT IS THE PROGRAM NAME";A$
110 INPUT "SAVE TO CASS OR DISK (C/D)";B$
120 IF B$="C" OR B$="c" THEN B$="" ELSE B$="1:"
130 OPEN B$+A$ FOR OUTPUT AS #1
140 PRINT : PRINT
150 PRINT "REMEMBER THAT ALL 'SPACES' ARE IGNORED"
160 PRINT "TYPE 'END' WHEN FINISHED."
170 PRINT
180 PRINT "*";
190 LINE INPUT A$
200 IF A$="" THEN BEEP : GOTO 180
210 F=0:I1=1
220 IF A$="END" OR A$="end" GOTO 380
230 B=ASC(LEFT$(A$,1)):B1=ASC(MID$(A$,2,1))
240 FOR I=3 TO LEN(A$)
250 C=ASC(MID$(A$,I,1))
260 IF C=32 THEN 290
270 IF I1/2=I1\2 THEN F=F+C ELSE F=F-C
280 I1=I1+1
290 NEXT I
300 F=ABS(F) MOD 256:F1=F\16+65:F2=F MOD 16+65
310 IF B=F1 AND B1=F2 GOTO 360
320 BEEP
330 FOR I=1 TO LEN(A$)\U+1
340 PRINT CHR$(30);
350 NEXT : GOTO 180
360 PRINT #1,RIGHT$(A$,LEN(A$)-2)
370 GOTO 180
380 CLOSE
390 CLS
400 PRINT:PRINT
410 PRINT "YOUR  PROGRAM IS NOW  STORED IN  ASCII"
420 PRINT "FORMAT. LOAD IS FROM  DISK OR TAPE AND"
430 PRINT "RE-SAVE IT IN A COMPACT FORM. SAVE FOR"
440 PRINT "DISK AND CSAVE FOR CASSETTE."
450 PRINT : PRINT
460 END


CG     5 PRINT "TEST"
DN    10 PRINT "12345"
END
```

Try the above two lines to make sure all is working OK before you
tackle something bigger.

ADD ON DISK DRIVE FOR SVI-738 X'PRESS
=-=

Add on double sided 80 track 5 1/4 inch disk drives are now available for the X'Press. These drives come complete with CUSTOM BIOS and store a massive 790 kBytes when running CP/M.

The custom BIOS supplied allows reading, writing and formatting many different disk formats. Currently 28 formats can be read/written including Spectravideo S/S and D/S, all 5 MicroBee formats(including the 3 1/2 inch format), Amstrad, Kaypro 11, and Osbourne double density. There are 13 types able to be formatted.

This BIOS also supports 3 different terminal emulations. ADM-3A, ADM-31 and VT-52. A configuration utility is supplied that allows various fearures of the BIOS to be user modified. Eg. the RS-232 baud rate, the screen colours and the function key contents.

The disk supplied also has several useful public domain utilities supplied free of charge.

The drives are fully compatible with MSX-DOS and when running this operating system the standard 360 kBytes is available.

Prices: SAUG Members Drive plus software $450.00
                        Software alone $ 50.00

           Non   Members Drive plus software $525.00
                        Software alone $ 75.00

To order send a cheque or money order with ORIGINAL CP/M master disk to :

           S.W.McNamee,
           5/15 Stuckey Rd.,
           Clayfield 4011.
           Ph. 835-8683 Home
                262-1127 Work

*** NOTE ***

Custom double sided 40 track drives are still available for Spectravideo SV-328. Prices as previously advertised.

LIBRARY NEWS
by J. Collins.

Seems like only last month I was head down over the keys getting an article ready for the newsletter and here I am doing it again. Still, it's as good an excuse as any not to be out in the garden now that the frosts are here again.

Plenty of orders coming in for our special software package deals, and why not ? I can't find any reference to any offer of a similar nature in any other groups' literature, nor do I see anything like it in the commercial literature. It would seem that we are a unique group in more ways than one, not the least of which would be our policy of providing user written software to all members at the least possible price. On that subject I have to announce that we are offering three more special software package deals this month, details of which are listed below.

First package consists of about two years of accumulated experience from our friends of the New Zealand "Wellington Users' Group". We have published one or two of these programs in our own newsletter in the past, but the majority will be new to everyone.

At this stage it is for our disk-based users only, so please do not write in asking for this deal if you have only a cassette based system.

The offer consists of two disks, full of very good programs from the Wellington Users' Group. There are games, utilities, and more. I am sure that somewhere on one of these two disks there is a program which will be just what you've been looking for. Best feature of all is the price and please remember that our policy is to only cover costs and provide more member benefits.

Second offer is available on both cassette and disk and consists of "Music" programs along the lines of those we have featured in the newsletter on a number of occasions. These are all excellent examples of what can be done using BASIC and a knowledge of music.

While on the subject of special offers members are reminded that for only $12.50 you can have either a cassette or disk containing every program published in each year of our operation. The first twelve months saw 14 major programs published. Second twelve months we had about the same and of course we are still making our way through the third year. If you are a newer member you can get every major program you've missed out on. If you're an older member and can't be bothered typing them in yourself then here's the way to go. See the updated Library Price List for full details anyhow. Any member who would like both the first and second year programs can have them for a reduced 'package-deal' price.

On that note I'll sign off for this month and go and try some of the Wellington stuff. BEST WISHES.......

GROUP AUTHOR SOFTWARE-LIBRARY PROGRAM LIST

ASKING PRICE		OUR MEDIA		YOUR MEDIA	
Includes Pack and Post.		CASSETTE	DISK	CASSETTE	DISK
3D-MAZE $5.00		9.00	11.00	5.00	5.00
CALENDARS $3.00		7.00	9.00	3.00	3.00
MURDER $10.00	##	14.00	16.00	10.00	10.00
MYSTERIOUS MANOR $5.00		9.00	-----	5.00	----
COUNT DRACULAR $10.00		14.00	-----	10.00	-----
CRUNCH $10.00	##	-----	16.00	-----	10.00
DISASSEMBLER $5.00	##	9.00	11.00	5.00	5.00
ELIZA $10.00	##	14.00	16.00	10.00	10.00
MARVYN $10.00	##	-----	16.00	-----	10.00
MIGHTY MORMAR $5.00		9.00	11.00	5.00	5.00
HOUSE OF FRANKENSTEIN $5.00		9.00	11.00	5.00	5.00
PACMAN $10.00		14.00	16.00	10.00	10.00
SUPER IMP/ED $10.00		14.00	16.00	10.00	10.00
JOYSTICK SPRITE $10.00	##	14.00	16.00	10.00	10.00
FILES $5.00		9.00	11.00	5.00	5.00
RUBIKS CUBE $10.00		14.00	16.00	10.00	10.00
X'BERT $10.00		14.00	16.00	10.00	10.00
FIVE GAME PACK $6.00		10.00	12.00	6.00	6.00
ASMED/LOADER $11.00		15.00	-----	11.00	-----
WP318/WP328 $5.00		9.00	11.00	5.00	5.00
MSX GAMES PACKAGE $7.50		11.50	13.50	7.50	7.50
BASIC UTILITIES $6.50		-----	12.50	-----	6.50
DRAW-2 $7.50		11.50	13.50	7.50	7.50
SVI ARTIST $7.50		11.50	13.50	7.50	7.50

```
COMPETITION DISK ONE          -----   18.00    -----    -----

COMPETITION DISK TWO          -----   18.00    -----    -----

COMPETITION DISK THREE        -----   18.00    -----    -----

THREE DISK PACKAGE DEAL       -----   45.00    -----    -----

COMPETITION CASSETTE ONE      16.00   -----    -----    -----

COMPETITION CASSETTE TWO      16.00   -----    -----    -----

COMPETITION CASSETTE THREE    16.00   -----    -----    -----

THREE CASSETTE PACKAGE DEAL   40.00   -----    -----    -----
```

WELLINGTON USER GROUP TWO
DISK PACKAGE OFFER ON DISKS
SUPPLIED BY THE LIBRARY $20.00   FOR TWO DISKS

SVI-MSX MUSIC DISK OFFER $15.00   FOR ONE DISK

SVI-MSX MUSIC CASSETTE $12.50   FOR ONE CASSETTE

FIRST YEAR NEWSLETTER
PROGRAMS ON CASSETTE $12.50

SECOND YEAR NEWSLETTER
PROGRAMS ON CASSETTE $12.50

　　　　OR BOTH CASSETTES FOR $20.00 (SAVING YOU $5.00)

FIRST YEAR NEWSLETTER
PROGRAMS ON DISK $15.00

SECOND YEAR NEWSLETTER
PROGRAMS ON DISK $15.00

　　　　OR BOTH DISKS FOR $25.00 (SAVING YOU $5.00)

　　　　PLEASE NOTE THAT FOR ALL OF OUR SPECIAL OFFER PACKAGES WE
RESERVE THE RIGHT TO SUPPLY THE DISKS AND OR THE CASSETTES.   DO NOT
SEND MEDIA WHEN ORDERING ANY OF THESE PACKAGES

　　　　Please note that the program CRUNCH by its' nature is a
disk-based program and although it could be converted for cassette use
we do not recommend this course if you aren't used to working with
file input/output.
　　　　The two BASIC adventure programs Mysterious Manor and Count
Dracular are too long to fit in memory of standard 318 computers.
Owing to problems which have shown up in these two programs they are
now only being supplied on cassette.

　　　　No room for the CP/M List this newsletter.

**TJ SOFTWARE,
P.O. BOX 164,
DONNYBROOK 6239,
WESTERN AUSTRALIA**

PRICE LIST - MAY 1986

ESVAY - an excellent family entertainment game based on the well known game of Yatzhee. Partly written in machine code this program offers supurb graphics and sound (you hear the dice rattling in the cup) ensuring hours of fun for up to five players. Runs on unexpanded 318 or 328.

WORDS - two games in one: HUSSLE, a words game that will please all crypto fans as one has to guess the correct word before the computer has put it in the right order, letter for letter; CONVICT, based on the traditional hangman concept this program offters superb graphics and an extra dimension of challenge as the score counts down with every guess. A "Hall of Fame" scoring is kept as well. Runs on 328 or 318 with 32K.

MEMORY EXPANSION - A machine code program that allows use of two RAM banks at the same time thus giving a total of 60K true user ram. Runs on 328, 318 with 64K or all 64K MSX machines.

CHESS - This beginners chess program not only provides two levels of difficulty for play but also has a tutorial for those people wanting to learn the game. Runs on 328 or 32K 318.

UTIL - Three utility programs: Screendump, Remspc and Llist.
SCREENDUMP will give an exact hard copy of the screen display.
REMSPC will eliminate all Rem statements and spaces from a Basic program, thus saving memory.
LLIST will allow any ASCII saved file on tape to be printed without the need to load it first (Prints headings and graphic characters too). Runs on 328 or 318.

LEUCOCYTE - The warriors of the human body in a battle against bacteria and viruses. A machine code game based on the famous Pacman principle, providing fun and excitement for the whole family. A difficult game to beat which features excellent graphics and sound. Runs on 328 or 32K 318. MSX version expected soon.

PEEKS AND POKES FOR THE SV - A book for the 318 and 328 computer owner. Covers areas that the manual should have. Excellent for the new owner to the expert. Price - $12.50.

All titles above except Peeks and Pokes are $22.50. Add $2.00 for postage and handling. FREE POSTAGE.

TOADER

by : B. Parker

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.).

```
CH    10  GOTO290
FN    20  TE=RND(-TIME):HJ!=0:FORY=1TO16STEP2:A(Y)=INT((RND(7)*4+2+HJ!)*RT
          *GT!):IFY>7THENHJ!=2.4
DN    30  SWAPRT,RS:NEXT:PUTSPRITEC,(A,B),G,I
HF    40  TIME=0:FORY=1TO16STEP2:B(Y)=B(Y)MOD256:NEXT
CD    50  S=STICK(T):IFQ(S)THENA=A+D(S):B=B+E(S):IFA<WORA>VORB>QTHENA=A-D(
          S):B=B-E(S)ELSEPLAY"fac","r30c":PUTSPRITEC,(A,B),G,S+I
AE    60  IFB<LTHENO=J
CD    70  SPRITEON
CD    80  B(Y1)=B(Y1)+A(Y1):PUTSPRITEY1,(B(Y1),F(Y1)),C(Y1),Y1:PUTSPRITEY1
          +J,(B(Y1)+Z,F(Y1)),C(Y1+J),Y1+J
CJ    90  B(Y3)=B(Y3)+A(Y3):PUTSPRITEY3,(B(Y3),F(Y3)),C(Y3),Y3:PUTSPRITEY3
          +J,(B(Y3)+Z,F(Y3)),C(Y3+J),Y3+J
OJ   100  B(Y5)=B(Y5)+A(Y5):PUTSPRITEY5,(B(Y5),F(Y5)),C(Y5),Y5:PUTSPRITEY5
          +J,(B(Y5)+Z,F(Y5)),C(Y5+J),Y5+J
NO   110  B(Y9)=B(Y9)+A(Y9):PUTSPRITEY9,(B(Y9),F(Y9)),C(Y9),Y9:PUTSPRITEY9
          +J,(B(Y9)+Z,F(Y9)),C(Y9+J),Y9+J
PE   120  B(Y2)=B(Y2)+A(Y2):PUTSPRITEY2,(B(Y2),F(Y2)),C(Y2),Y2:PUTSPRITEY2
          +J,(B(Y2)+Z,F(Y2)),C(Y2+J),Y2+J
OP   130  B(Y4)=B(Y4)+A(Y4):PUTSPRITEY4,(B(Y4),F(Y4)),C(Y4),Y4:PUTSPRITEY4
          +J,(B(Y4)+Z,F(Y4)),C(Y4+J),Y4+J
OK   140  B(Y6)=B(Y6)+A(Y6):PUTSPRITEY6,(B(Y6),F(Y6)),C(Y6),Y6:PUTSPRITEY6
          +J,(B(Y6)+Z,F(Y6)),C(Y6+J),Y6+J
AB   150  IFOTHEN220ELSES50
CG   160  IFG(INT(A/15+.5))=CTHENB=C:GOTO220
DH   170  SPRITEOFF:U=U+J:PUTSPRITE0,(J,209),G,I:PUTSPRITEU,(INT(A/15+.5)*
          15,C),G,34:PLAY"egbdfegbdfegbdfegbfff":FORTU=1TO2000:NEXT:G(INT(
          A/15+.5))=C
FF   180  S=C:A=120:B=170:O=0:GT!=GT!+.15:YR!=INT(TIME/50*100)/100:LINE(20
          0,0)-(256,8),4,BF:LOCATE180,0:PRINT" TIME=";YR!:LINE(200,179)-(2
          56,188),1,BF:SC=SC+60-YR!:LOCATE190,179:PRINT"SCORE=";SC:IFGT!>3
          .2THENGT!=3.2
AE   190  IFSC<HSTHEN200ELSEHS=SC:LINE(220,171)-(256,178),1,BF:LOCATE160,1
          71:PRINT"HIGH SCORE=";HS
DH   200  IFU=HTHEN240ELSESPRITEON:PUTSPRITEC,(A,B),G,I:GOTO20
FF   210  SPRITEOFF:IFB<LTHENIFA<W1ORA>V1THEN220ELSEO=C:A=A+A(ABS(B/E)):PU
          TSPRITEC,(A,B),G,S+I:RETURN
KE   220  SPRITEOFF:IFB<CTHEN160ELSES=C:PLAY"n60n55n50n45n40n35n30n25n20n1
          5n10n5n0":FORX1=1TO25:PUTSPRITE0,(A,B),TI,F:SWAPTI,VI:FORTU=1TO1
          00:NEXT:NEXT:LO=LO+J:PUTSPRITE20-LO,(100,209),G,34:A=120:B=170:P
          UTSPRITE0,(A,B),G,1+I:O=0:P=0:IFLO=4THEN260
CI   230  SPRITEON:GOTO20
AN   240  FORTU=2TO11STEP3:G(TU)=J:NEXT:FORTU=25TO28:PUTSPRITETU,(100,209)
          ,G,34:NEXT:U=24:SPRITEON:GOTO20
NE   250  INTERVALOFF:D=INT(RND(2)*83):E=INT(RND(3)*83):PLAY"n=d;","","n=e
          ;":INTERVALON:RETURN
DE   260  CLS:LINE(10,30)-(240,120),11,BF:LINE(30,50)-(220,100),1,BF:LOCAT
          E40,75:PRINT" Do you want another game?"
BE   270  YU$=INKEY$:IFYU$=""THEN270
DD   280  IFYU$="y"ORYU$="Y"THENRESTORE820:STOPON:GOTO490:ELSEIFYU$="n"ORY
          U$="N"THENSCREEN0,1:CLICKON: COLOR 15,4,5:DEFUSR0=0:A=USR(0)ELSE
          270
```

```
GM    290 REM*brian parker* 8/12/83
GM    300 CLEAR800:STOPON:ONSTOPGOSUB920:DEFINTA-Z:J=RND(-TIME):CLICKOFF
IH    310 J=0:Z=J:Y1=J:Y3=J:Y5=J:Y9=J:Y2=J:Y4=J:Y6=J:B=J:S=J:A=J:C=J:L=J:O
          =J:P=J:Q=J:T=J:W1=J:V1=J:W=J:V=J:G=J:I=J:RT=-1
AH    320 COLOR1,15,15:SOUND7,&B101010:SOUND6,63:PLAY"164t255","130t255","
          164t255"
EJ    330 ONINTERVAL=2GOSUB250:X=RND(-TIME):B$="                         Brian Pa
          rker presents...    T O A D E R !!    ":SCREEN0,0:LOCATE,,0:INTER
          VALON:FORX=1TO44:LOCATE11,12:PRINTMID$(B$,X,18):FORX1=1TO30:NEXT
          :NEXT
BL    340 INTERVALOFF
DA    350 DIMA(24):DIMB(24):DIMF(16):DIMC(24):DIMQ(8):DIMD(24):DIME(24):DI
          MG(24):DIMA$(24):DIMST$(13)
AG    360 FORTU=1TO13:FORTY=1TO32:READDQ:ST$(TU)=ST$(TU)+CHR$(DQ):NEXT:NEX
          T
EL    370 COLOR15,1,1:SCREEN1,2:FORTU=1TO16:READJU:SPRITE$(TU)=ST$(JU):NEX
          T
CH    380 FORTU=33TO41:READJU:SPRITE$(TU)=ST$(JU):NEXT
AC    390 SPRITE$(30)=ST$(13)
AO    400 CLS:ONSTOPGOSUB260:PRINTSPC(15)"INSTRUCTIONS":LINE(90,11)-(160,1
          1):LINE(90,13)-(160,13)
FF    410 PRINT:PRINT:PRINT:PRINT"  You are a toad trying to return to its
              home. To do this you must dodge the cars  & trucks on the
          freeway to make it to the  beach. From here you must jump from s
          hip  to  ship to reach your home."
BJ    420 PRINT"  The time it takes you to get home (in     seconds) is s
          hown in the upper right       hand corner. Your score is 60 minu
          s this.  (ie. If you take under 60 seconds then     you will rec
          eive added points but if you    take over";
DN    430 PRINT" you will start to lose points.)"
CE    440 PRINT"  You have four toads initially. You can     restart a gam
          e by pressing 'CTRL STOP'."
CN    450 PRINT:PRINT:PRINT:PRINT:PRINTSPC(6);"< KEYBOARD OR JOYSTICK? {k/
          j} >"
AF    460 A$=INKEY$:IFA$<>"k"ANDA$<>"K"ANDA$<>"j"ANDA$<>"J"THEN460
PP    470 IFA$="k"ORA$="K"THENT=0
PP    480 IFA$="j"ORA$="J"THENT=1
BI    490 CLS:SPRITEON:ONSPRITEGOSUB210
CC    500 LINE(0,0)-(256,90),4,BF
AC    510 LINE(0,91)-(256,191),1,BF
EE    520 FORX1=2TO11STEP3:G(X1)=1:NEXT
FH    530 FORX1=1TO17:IFG(X1)=1THENLINE(X1*15,0)-(X1*15+10,8),15,BF
CE    540 NEXT
DC    550 LINE(125,70)-(160,191),15:LINE(125,70)-(90,191),15:PAINT(125,80)
          ,15:LINE(0,70)-(256,91),11,BF
DL    560 FORTU=17TO19:PUTSPRITETU,((TU-17)*15+20,180),3,34:NEXT
AI    570 FORTU=1TO9:READX,X1:LINE(70,X)-(190,X1),1,BF:NEXT
CC    580 FORA=1TO5:READY,Z1:FORB=2TO256STEP5:PSET(B,Y+Z1),15:NEXT:LINE(0,
          Y)-(256,Y),15:NEXT
IE    590 LINE(35,80)-(105,90),1,BF:PSET(40,91),1:PSET(100,91),1
DK    600 COLOR6,4,5
EP    610 LOCATE40,81:PRINT"drink Coke"
CE    620 COLOR15,4,5
DL    630 LOCATE180,0:PRINT" TIME= 0"
DB    640 LOCATE160,171:PRINT"HIGH SCORE=";HS:LOCATE190,179:PRINT"SCORE= 0
          "
BC    650 FORTU=1TO8:READA,B,Y:DRAW"s=y;bm=a;,=b;c12nh3nu3ne3":NEXT
```

```
LH    660 E=10:J=1:K=8:F=30:G=12:A=120:B=170:U=24:TI=15:VI=1:H=28:M=-10:N=
          8:L=70:RS=1:GT!=1:C=0:W=1:V=254:Q=171:I=33:R=2:Z=126:D=0:O=0:P=0
          :S=0:X=0:Y=0:SC=0:LO=0:X=7:Y1=1:Y3=3:Y5=5:Y9=9:Y2=11:Y4=13:Y6=15
          :F(1)=10:F(3)=30:F(5)=50:F(9)=90:F(11)=110
CB    670 F(13)=130:F(15)=150:W1=10:V1=240
OK    680 DATA255,255,255,255,255,255,255,108,108,0,0,0,0,0,0,0,224,224,23
          8,234,239,239,239,6,6,0,0,0,0,0,0,0,0
HN    690 DATA94,82,127,30,30,127,64,192,0,0,0,0,0,0,0,0,128,128,128,0,0,1
          28,128,192,0,0,0,0,0,0,0,0
FM    700 DATA1,231,36,252,188,188,188,252,36,231,1,0,0,0,0,0,0,0,0,0,0,0,
          0,0,0,0,0,0,0,0,0,0
HL    710 DATA128,231,36,63,61,61,61,63,36,231,128,0,0,0,0,0,0,0,0,0,0,0,0
          ,0,0,0,0,0,0,0,0,0
LB    720 DATA192,64,127,30,30,127,82,94,0,0,0,0,0,0,0,0,192,128,128,0,0,1
          28,128,128,0,0,0,0,0,0,0,0
HE    730 DATA7,7,119,87,247,247,255,96,96,0,0,0,0,0,0,0,255,255,255,255,2
          55,255,255,54,54,0,0,0,0,0,0,0
BC    740 DATA2,1,0,63,38,230,255,255,255,48,48,0,0,0,0,0,0,0,128,192,64,1
          24,252,252,252,96,96,0,0,0,0,0
BM    750 DATA0,0,1,3,2,62,63,63,63,6,6,0,0,0,0,0,64,128,0,252,100,103,255
          ,255,255,12,12,0,0,0,0,0
CC    760 DATA36,10,21,1,3,255,117,63,0,0,0,0,0,0,0,0,128,0,64,64,224,255,
          86,252,0,0,0,0,0,0,0,0
CG    770 DATA0,0,1,0,2,2,7,255,106,63,0,0,0,0,0,0,0,0,36,80,168,128,192,2
          55,174,252,0,0,0,0,0,0
II    780 DATA224,224,32,127,127,127,0,0,0,0,0,0,0,0,0,0,64,96,252,248,2
          40,0,0,0,0,0,0,0,0,0,0
IE    790 DATA0,2,6,63,31,15,0,0,0,0,0,0,0,0,0,0,7,7,4,254,254,254,0,0,0,0
          ,0,0,0,0,0,0
FL    800 DATA31,21,223,206,46,17,10,4,10,17,96,96,0,0,0,0,0,0,96,96,128,0
          ,0,0,0,0,192,192,0,0,0,0
KC    810 DATA10,10,9,11,12,12,0,0,6,8,7,1,6,6,7,1,2,2,2,4,2,5,2,3,2
GK    820 DATA92,98,101,102,106,107,112,114,120,123,130,133,142,147,158,16
          4,180,197
EN    830 DATA98,5,108,6,123,10,147,17,189,0
BF    840 DATA23,74,4,87,75,3,203,73,7,57,91,6,72,91,4,176,90,5,201,90,2,2
          03,91,7
AL    850 E(1)=-20:D(3)=15:D(7)=-15:E(5)=20:Q(1)=1:Q(3)=1:Q(7)=1:Q(5)=1:A(
          0)=3
AI    860 TE=RND(-TIME):FORY=1TO16STEP2:B(Y)=INT(RND(5)*256):NEXT
DF    870 FORY=1TO16
JA    880 C(Y)=INT(RND(3)*15+1):IFY<7AND(C(Y)=40RC(Y)=5)THEN880
NE    890 IFY>6AND(C(Y)=10RC(Y)=15)THEN880
CM    900 NEXT
DJ    910 GOTO20
EN    920 SOUND7,&B101010:SOUND6,63:PLAY"164t255","130t255","164t255":RETU
          RN

END
```

DOUBLE SIDED DISK DRIVES

Double sided 40 track disk drives are now available for use with super expander SV 601 and disk controller SV 801.
The drives come complete with modified CP/M BIOS to allow reading and writing of many different formats including:

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    Spectravideo single sided format
    Spectravideo double sided format (CP/M Version 2.23)
    Microbee D/S D/D format
    Kaypro 2 S/S D/D format
    Osbourne 1 S/S S/D format
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