

" GOTO 1450 NE,
200P NEXT K1 NEXT
(1)P GOSUB 1810P RL
(2) THEN 1770
GOSUB PRIN
4 THEN 1840

IF Q<>L(2) THEN 2100 @ F
IF Q<>L(1) THEN 1610 GOSUB
IF Q<>L(5) THEN 2150! PRINT
IF Q<>L(6) THEN 2190! PRINT

```
ALL 17046 DIM I$(1)@ PRINT "INSTRUCTIONS? (Y/N)";
GOSUB 680p DIM S(20,3)q PRINT "JUST A MOMENT WHILE I  
RAM CHIPS.": PRINT : PRINT GOSUB FOR J=1 TO 20 NEXT  
NEXT K: NEXT J@ DATA 2,5,8,1,3,10,2,4,12,3,5,14,1,4,6  
,9,8,10,18,2,9,11P DATA 10,12,19,3,11,13,12,14,20,4,13,15  
,20,7,16,18,9,17,19,11,18,20,13,16,19 DIM L(6)@ DIM M(6)@ FC  
(20* RND (0)+1)*M(J)=L(J)p NEXT J NEXT FOR J=1 TO 6 FOR K=1  
330 IF L(J)=L(K) THEN 2400 NEXT K@ NEXT J'A=5pQ=L(1) NEXT PR.  
PUS" PRINT "-----" GOSUB 1100@ GOSUB 1290P IF Q=1 THE.  
HEN 510p GOSUB 1370 GOSUB IF F=0 THEN 420 NEXT GOTO 530 GOSUB 18  
N 4200 IF F>0 THEN 580P PRINT "DUMMY, YOU LOSE---WUMPII JUST LOVE  
600 GOSUB PRINT "O.K. HOTSHOT, THE WUMPII WILL GET THEIR REVENGE  
T "WUMPII SPIRITS WILL HAUNT YOU UNTIL THEN..." FOR J=1 TO 6L(J)=M  
PRINT "SAME SET UP? (Y-N)"@ INPUT I$P IF I$<>"Y" THEN 240' GOTO 360  
T "WELCOME TO 'HUNT THE WUMPUS'" NEXT PRINT "THE WUMPUS LIVES IN A  
ENTY ROOMS. EACH ROOM HAS 3 TUNNELS LEADING TO OTHER" PRINT "ROOM  
T A DUODECAHEDRON TO SEE HOW THIS WORKS. YOU DON'T KNOW WHAT  
DUODECAHEDRON MEANS? ASK SOMEONE."@ GOSUB 2200: PRINT @ PRINT "  
-THERE ARE TWO OF THESE. FROM ONE TO ONE AND  
"SUPER BATS---TWO OTHER ROOMS HAVE SUPER BAT  
U TO SOME OTHER ROOM AT RAND. GOSUB PRINT  
SUB 2200: PRINT : PRINT PRINT ' PRINT "THE  
E HAZARDS (HE HAS SUCKER FEET AND IS TOO BIG FOR  
PRINT "USUALLY HE IS ASLEEP. TWO THINGS WAKE HIM UP,  
P HIS ROOM OR SHOOTING AN ARROW.P PRINT "IF THE WUMPUS WAKE  
ONE ROOM, OR STAYS WHEREHE IS (P=.25). AFTER THAT IF HE IS  
"HE EATS YOU UP (AND YOU LOSE!)."NEXT GOSUB 2200 PRINT  
REINT "EACH TURN YOU MAY MOVE OR SHOOT A CROOK. W. MOV  
ROOM (THROUGH ONE TUNNEL." @ PRINT 3. YOU  
HEN YOU RUN OUT YOU LOSE. CH ARROW CAN ONE TO  
PRINT : PRINT : GOSUB 2200 PRINT "YOU AIM LING TH  
IF YOU WANT THE ARROW TO GO. THE ARROW CA P PRIN  
TUNNEL) IT MOVES AT RANDOM TO THE NEXT IF THE  
WIN" NEXT PRINT "IF THE ARR S YOU, Y  
PRINT "WARNINGS" PRINT "WHEN YOU ARE ROOM AWAY  
HE COMPUTER SAYS:"@ PRINT "WUMF L SMELL F  
EARBY"p PRINT "PIT---I FEEL A DRAFT PRINT : PF  
J=2 TO 6 FOR K=1 TO 3@ IF S(L(1), J) THEN J  
THEN 1190: IF J=4 THEN 1190' IF J=5 THEN 1210: IF  
A WUMPUS" GOSUB GOTO 1220 NEXT P "I FEEL A I  
1220 PRINT "BA. EARBY!" NEXT K: NEXT J@ PRINT "YOU ARE IN ROOM "A  
"TUNNELS LEAD TO ;S(Q,1),S(Q,2),S(Q,3)' PRINT p R' 4 NEXT INPU  
MOVE (6-M)",I$ IF I$<>"S" THEN 1340 Q=1@ RETURN @ I$<>"M" THEN 12  
RN p REM ARROW ROUTINE GOSUB F=0 DIM P(5) NUMBER OF ROOMS  
F J9<1 THEN 1410: IF J9>5 THEN 1410@ FOR K=1 TO 5 INPUT "ROOM #",F  
THEN 1510 GOSUB IF P(K)<>P(K-2) THEN 1510 NE' PRINT "ARROWS ARE  
SIC--BE REALISTIC." GOTO 1450 NEXT K@Q=L(1)@ FOR K=1 TO J9P FOR K1=  
2,K1)=P(K) THEN 1720p NEXT K1 NEXT Q=S(Q, INT (3* RND (0)+1)) GOTO  
PRINT "MISSED"@Q=L(1)P GOSUB 1810p REM A=A-1 GOSUB IF A>0 THEN  
RETURN Q=P(K)@ IF Q<>L(2) THEN 1770@ PRINT "AHA! YOU GOT THE WUM  
TURN p IF Q<>L(1) THEN 1610 GOSUB PRINT "OUCH!!! ARROW GOT YOU."  
K= INT (4* RND (0)+1) IF K=4 THEN 1840@L(2)=S(L(2),K)@ IF L(2)<  
INT "WUMPUS GOT YA!!!! DUMMY" F=-1p RETURN NEXT F=0 PRINT "O.K  
INPUT Q IF Q<1 THEN 1900: IF Q>20 THEN 1900@ FOR K=1 TO 3P I'  
110' NEXT Kp IF Q=L(1) THEN 2010 GOSUB PRINT "ARE YOU FOR F  
RSIBLE!" NEXT GOTO 1900 L(1)=Q @ IF Q<>L(2) THEN 2100 @ F  
INTO A WUMPUS!!" * GOSUB 1810 p IF F=0 THEN 2100 GOSUB  
IF Q<>L(4) THEN 2150! PRINT "A PIT!!!!CHINA HERE I F  
IF Q<>L(5) THEN IF Q<>L(6) THEN 2190! PRINT "SUP  
T (20* RND (0)+1)! GOSUB GOTO 2010! NEXT P  
*11" NEXT I"@ RETURN "P END
```

IM-1 MILLION
in a

October 1983

Page 2

Well here is almost the end of another year and we here at the club hope that everything has been going well with everybody out there. We have had a lot of fun doing the letter this year plan on continuing next year with the new EDITORS George and Susan BAKER. If you have not sent in your renewal FORM for next year you had better hurry because by the time you read this you will only have a very short time left to get the discount.
!!

IMPORTANT MESSAGE

Next month (November) we will combine the November and December issue and mail it out around the second week of November. Our primary reason for doing this is to try and avoid the Christmas rush, the BULK rate material would be the last to move and it would greatly delay getting it. Hope this does not cause any problems with anybody out there.

#####

From Thomas Fairbairn

Thomas has sent in a set of the plans for converting the IM-1 to be used with a monitor. Because of the difficulty of printing the drawings we will have it available through the CLUB. Due to the cost of printing it will cost \$2.00, this includes postage.
XX

From Bill Bowman

Bill is concerned about the CLUB changes that will occur on the First of January, well let me assure you that we are not going to leave the CLUB we are just changing the way things will be done. We will still be here helping George and Susan to improve the IM-1 in a MILLION. We will still be offering the servicing for the IM-1 and as we find any new hardware we will let everybody know.

Q? is there a program available that would be a close substitute for APF's Checkbook/Budget Mgr that can be used with the disc?

A. A couple of month's ago we published a LEDGER program which could be changed to do this if you are interested, right now that is the only thing I have. This would be a great time to put out a call to the members out there that have modified the TAPE programs to allow use of the DISC drive. If they would send them in to the CLUB I am sure they could be published.

Q? In line 3100 of the ANIMALS program there is no line 3040 for it to GOTO!!!!

A. You found one of our BOBO's, just change 3040 to 3080 on line 3100.

Hey folks out there we have had a very interesting letter from Thomas Fairbairn. He tells us that he is working on LOADABLE language card and would be interested to know how many of the members would be **INTERESTED?** Let us know and we will pass it along. Here is what he is trying to do, it will be a loadable RAM card which takes the place of the BASIC INTERPERTER and would allow you to load a special LANGUAGE from the cassette. Initially it would come with the regular BASIC on cassette with other SYSTEMS available later.
LET US KNOW WHAT YOU THINK!!

~~~~~

```

0 PRINT "HERE IS A GOOD PROGRAM SUBMITTED BY JIM CLATFELTER"
1 PRINT "WITH IT YOU CAN SEE HOW TO CHANGE STRINGS WITH IN YOUR"
2 PRINT "PROGRAM. THANKS JIM"
4 PRINT "HIT RETURN TO CONTINUE": INPUT Z
5 FOR I=0 TO 15: PRINT : NEXT : REM CLEAR SCREEN
10 POKE 40960,2: POKE 40961,0: REM HOME CURSOR
15 DIM TEXT$(3,31),NULL$(1,31),BAD$(1,31),NEW$(1,31)
20 PRINT "ENTER ONE LINE OF TEXT MAXIMUM": PRINT : INPUT TEXT$(0,0): PRINT :T=
LEN (TEXT$(0,0))
25 INPUT "DELETE",BAD$(0,0): PRINT :B= LEN (BAD$(0,0))
30 INPUT "INSERT",NEW$(0,0): PRINT :N= LEN (NEW$(0,0))
35 PRINT : PRINT SPC (16-T/2);TEXT$(0,0): PRINT : REM CENTERS TEXT#
40 TEXT$(1,0)=TEXT$(0,0):TEXT$(3,0)=TEXT$(0,0)
45 FOR I=T-B TO 0 STEP -1:TEXT$(1,I+B)="": IF TEXT$(1,I)=BAD$(0,0) THEN J=I:I=0
50 NEXT : REM FINDS BAD# IN TEXT#, BEGINS SEARCH WITH LAST CHARACTER IN T
EXT#
55 IF BAD$(0,0)=TEXT$(1,J) THEN TEXT$(0,J)=NEW$(0,0):TEXT$(0,J+N)=TEXT$(3,J+B):
TEXT$(0,T-B+N)=NULL$(0,0)
60 T= LEN (TEXT$(0,0)): REM NEW LEN
65 PRINT SPC (16-T/2);TEXT$(0,0): REM CENTERS NEW TEXT#
70 PRINT : PRINT
75 REM WITH THIS PROGRAM YOU CAN DELETE AND/OR INSERT CHARACTERS
80 REM TEXT$(2,0) IS NOT USED; IT IS NEEDED TO HOLD EXTRA CHARACTERS FORCED I
NTO IT FROM TEXT$(1,0) IN LOOP ON LINE 45

```

```

0 CALL 17046
1 PRINT "HERE IS A PROGRAM SUBMITTED BY AL KREMER"
2 PRINT "IT IS A GOOD EXAMPLE OF HOW SIMPLE A PROGRAM CAN"
3 PRINT "BE YET STILL BE FUNCTIONAL"
4 PRINT "THANKS AL"
5 INPUT "HIT RETURN TO CONTINUE",Z
7 REM MILAGE COMPARISON SUBMITTED BY AL KREMER
10 INPUT "MILES DRIVEN ",A
20 INPUT "MILES PER GALLON ON LEADED FUEL ",B
30 INPUT "MILES PER GALLON ON UNLEADED FUEL ",C
40 INPUT "COST OF LEADED FUEL ",D
50 INPUT "COST OF UNLEADED FUEL ",E
60 F=A/B*D
70 G=A/C*E
80 PRINT "COST OF TRIP WITH LEADED FUEL ",F
90 PRINT "COST OF TRIP WITH UNLEADED FUEL ",G
100 H=G-F
110 PRINT "DIFFERENCE IN TOTAL COST ",H
115 INPUT "MORE CALCULATIONS (1=YES)",K
120 IF K=1 THEN 10

```

\*\*\*\*\*

### BASIC BOX

First thing is a hint from ERNEST E SMITH. He has found that you can use a comma (,) in place of the (TO) in the FOR command. Example: FOR I=1 TO 10 IS THE SAME AS FOR I=1 , 10

\*\*\*\*\*

Next for those out there needing a routine to round off DOLLAR amounts here is a small routine showing how!!!!!!

```

90 INPUT "AMOUNT =",P: REM ENTER DOLLARS & CENTS 1.095
100 P=P*100: IF P- INT (P)>=.5 THEN P= INT (P)+1
101 P= INT (P):P=P/100
110 PRINT USING "$$#####.##",P
120 GOTO 90

```

Notice that in line 110 I used the PRINT USING form to allow suppression of the trailing ZERO's.

=====

Next I will cover the commands needed to draw in LOW RES!!!!!!!

Please refer to your APF BASIC Language Manual page 14 & 15, This shows all of the shapes and colors available.

1. COLOR = This defines the color to be used. The color will not change until you issue another COLOR command.

Format = COLOR= Color #  
COLOR=5

2. SHAPE = This defines the shape to be used. It also will not change until another SHAPE command is issued.

Format = SHAPE= Shape #  
SHAPE=13

3. PLOT = This is used to place one shape on the screen.

Format = PLOT Col #, Row #  
PLOT 10,8

4. HLIN = This one will draw a horizontal line on the screen.

Format = HLIN Starting col #, Ending col #, Row #  
HLIN 10,20,6

5. VLIN = Here you will draw a vertical line.

Format = VLIN Starting row #, Ending row #, Col #  
VLIN 0,15,16

Here is a program to show you the basic usage of the commands. It also shows how to use VARIABLES in the commands.....

```

10 FOR Z=0 , 15
15 SHAPE =Z: CALL 17046
20 FOR I=0 , 7
30 COLOR =I
40 HLIN I,31-I,I
50 HLIN I,31-I,15-I
60 VLIN I,15-I,I
70 VLIN I,15-I,31-I
80 NEXT I
90 NEXT Z
100 GOTO 10

```

```

0 CALL 17046
1 PRINT "HERE IS ANOTHER GREAT GAME WRITTEN IN BASIC BY ONE OF THE"
2 PRINT "CLUB MEMBERS AND SHOWS WHAT CAN BE DONE IF YOU PUT YOUR"
3 PRINT "MIND AND TIME TO IT...."
4 PRINT "THANKS FOR THE PROGRAM      DANNY"
5 PRINT "HIT RETURN TO CONTINUE": INPUT Z
10 REM      'MEMORY GAME BY DANNY LOUIE'
20 POKE 24578,38: CALL 17046
30 POKE 40960,2: POKE 40961,0
40 PRINT TAB (6);"M E M O R Y      G A M E      "
50 REM      *** YOU DON'T HAVE TO TYPE IN THE INSTRUCTIONS.
60 REM      *** BUT IT WILL MAKE THE PROGRAM LOOK NICER.
70 REM      *** A COLOR TV IS RECOMMENDED, BUT A B/W WORKS TOO.
80 PRINT "IN THIS GAME, THE COMPUTER WILL RANDOMLY FLASH ON THE SCREEN  "
90 PRINT "ONE OF THE NINE COLOR BOXES AND ITS NUMBER, ONE AT A TIME. YOU  "
95 PRINT "YOU THEN TRY TO REPEAT THE PAT-  TERN BY PRESSING THE CORRECT  "
100 PRINT "KEY ON THE LEFT JOYSTICK. IF      YOU ARE CORRECT, THE COMPUTER  "
105 PRINT "WILL FLASH THE BOX AGAIN AND      ADD ANOTHER BOX. AS THE LENGTH  "
110 PRINT "OF THE BOXES INCREASE, YOU WILL FIND THAT IT WILL BECOME MORE  "
115 PRINT "DIFFICULT TO REMEMBER.                                <PRESS RETURN>  "
120 IF KEY$(0)=" " THEN 120
125 CALL 17046: POKE 40960,2: POKE 40961,0
130 PRINT TAB (6);"M E M O R Y      G A M E      ": PRINT "
      ": REM      32 SPACES.
135 PRINT "WHEN YOU HAVE CHOSEN THE WRONG  BOX, YOU LOSE AND WILL BE ASKED"
140 PRINT "TO PLAY AGAIN. HOWEVER, IF YOU  HAVE SUCCESSFULLY REPEATED THE "
145 PRINT "PATTERN GIVEN BY THE COMPUTER  AT 15 BOXES BEFORE YOU ARE DE- "
150 PRINT "FEATED, YOU GET A 'EXTRA LIFE.'  WITH THIS HELPFUL FEATURE, YOU  "
155 PRINT "GET ANOTHER CHANCE TO FINISH UP  THE PATTERN. YOU WIN WHEN YOU  "
160 PRINT "HAVE COMPLETED ALL 40 BOXES!!!!"
165 PRINT "                                <PRESS RETURN>  "
170 IF KEY$(0)=" " THEN 170
175 CALL 17046: POKE 40960,2: POKE 40961,0
180 PRINT TAB (6);"M E M O R Y      G A M E      "
190 REM      *** RED BOX ***
200 FOR I=867 TO 872: POKE I,179: NEXT
205 FOR I=905 TO 969 STEP 32: POKE I,191: NEXT
210 FOR I=1000 TO 995 STEP -1: POKE I,188: NEXT
215 FOR I=962 TO 898 STEP -32: POKE I,191: NEXT
220 GOSUB 700
250 REM      *** BLUE BOX ***
255 FOR I=877 TO 882: POKE I,163: NEXT
260 FOR I=915 TO 979 STEP 32: POKE I,175: NEXT
265 FOR I=1010 TO 1005 STEP -1: POKE I,172: NEXT
270 FOR I=972 TO 908 STEP -32: POKE I,175: NEXT
280 GOSUB 750
300 REM      *** AQUA BOX ***
305 FOR I=887 TO 892: POKE I,211: NEXT
310 FOR I=925 TO 989 STEP 32: POKE I,223: NEXT
315 FOR I=1020 TO 1015 STEP -1: POKE I,220: NEXT
320 FOR I=982 TO 918 STEP -32: POKE I,223: NEXT
330 GOSUB 800
350 REM      *** YELLOW BOX ***
360 FOR I=707 TO 712: POKE I,147: NEXT
365 FOR I=745 TO 809 STEP 32: POKE I,159: NEXT
370 FOR I=840 TO 835 STEP -1: POKE I,156: NEXT

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375 FOR I=802 TO 738 STEP -32: POKE I,159: NEXT
380 GOSUB 850
400 REM *** GREEN BOX ***
410 FOR I=717 TO 722: POKE I,131: NEXT
420 FOR I=755 TO 819 STEP 32: POKE I,143: NEXT
425 FOR I=850 TO 845 STEP -1: POKE I,140: NEXT
430 FOR I=812 TO 738 STEP -32: POKE I,143: NEXT
440 GOSUB 900
450 REM *** WHITE BOX ***
455 FOR I=727 TO 732: POKE I,195: NEXT
460 FOR I=765 TO 829 STEP 32: POKE I,207: NEXT
465 FOR I=860 TO 855 STEP -1: POKE I,204: NEXT
470 FOR I=822 TO 758 STEP -32: POKE I,207: NEXT
480 GOSUB 950
500 REM *** PURPLE BOX ***
505 FOR I=547 TO 552: POKE I,227: NEXT
510 FOR I=585 TO 649 STEP 32: POKE I,239: NEXT
515 FOR I=680 TO 675 STEP -1: POKE I,236: NEXT
520 FOR I=642 TO 578 STEP -32: POKE I,239: NEXT
530 GOSUB 1000
550 REM *** AQUA BOX ***
555 FOR I=557 TO 562: POKE I,211: NEXT
560 FOR I=595 TO 659 STEP 32: POKE I,223: NEXT
565 FOR I=690 TO 685 STEP -1: POKE I,220: NEXT
570 FOR I=652 TO 588 STEP -32: POKE I,223: NEXT
580 GOSUB 1050
600 REM *** ORANGE BOX ***
605 FOR I=567 TO 572: POKE I,243: NEXT
610 FOR I=605 TO 669 STEP 32: POKE I,255: NEXT
615 FOR I=700 TO 695 STEP -1: POKE I,252: NEXT
620 FOR I=662 TO 598 STEP -32: POKE I,255: NEXT
630 GOSUB 1100
650 MUSIC " 103050*10 50*10000":X=100: GOSUB 1150: GOTO 1200
700 : AQUA '1' - RED CENTER
705 POKE 900,128: POKE 901,220: POKE 902,218: POKE 903,128
710 POKE 932,128: POKE 933,128: POKE 934,218: POKE 935,128
715 POKE 964,209: POKE 965,211: POKE 966,219: POKE 967,211
720 MUSIC "100":X=25: GOSUB 1150
725 COLOR =3: SHAPE =15: HLIN 3,8,12
730 HLIN 3,8,13: HLIN 3,8,14
740 RETURN
750 : ORANGE '2' - BLUE CENTER
755 POKE 910,241: POKE 911,252: POKE 912,252: POKE 913,242
760 POKE 942,128: POKE 943,243: POKE 944,243: POKE 945,248
765 POKE 974,245: POKE 975,243: POKE 976,243: POKE 977,242
770 MUSIC "200": GOSUB 1150
775 COLOR =2: HLIN 13,18,12
780 HLIN 13,18,13: HLIN 13,18,14
790 RETURN
800 : YELLOW '3' - AQUA CENTER
805 POKE 920,148: POKE 921,156: POKE 922,156: POKE 923,146
810 POKE 952,128: POKE 953,156: POKE 954,156: POKE 955,146
815 POKE 984,145: POKE 985,147: POKE 986,147: POKE 987,152
820 MUSIC "300": GOSUB 1150
825 COLOR =0: HLIN 23,28,12

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```

830 HLIN 23,28,13: HLIN 23,28,14
835 COLOR =0: HLIN 23,28,12
840 RETURN
850 : GREEN '4' - YELLOW CENTER
855 POKE 740,133: POKE 741,128: POKE 742,129: POKE 743,128
860 POKE 772,133: POKE 773,131: POKE 774,135: POKE 775,130
865 POKE 804,128: POKE 805,128: POKE 806,133: POKE 807,128
870 MUSIC "400": GOSUB 1150
875 COLOR =1: HLIN 3,8,7
880 HLIN 3,8,8: HLIN 3,8,9
890 RETURN
900 : WHITE '5' - GREEN CENTER
905 POKE 750,197: POKE 751,204: POKE 752,204: POKE 753,200
910 POKE 782,196: POKE 783,204: POKE 784,204: POKE 785,194
915 POKE 814,193: POKE 815,195: POKE 816,195: POKE 817,200
920 MUSIC "500": GOSUB 1150
925 COLOR =0: HLIN 13,18,7
930 HLIN 13,18,8: HLIN 13,18,9
940 RETURN
950 : PURPLE '6' - WHITE CENTER
955 POKE 760,128: POKE 761,230: POKE 762,236: POKE 763,128
960 POKE 792,229: POKE 793,225: POKE 794,236: POKE 795,226
965 POKE 824,228: POKE 825,235: POKE 826,227: POKE 827,232
970 MUSIC "600": GOSUB 1150
975 COLOR =4: HLIN 23,28,7
980 HLIN 23,28,8: HLIN 23,28,9
990 RETURN
1000 : ORANGE '7' - PURPLE CENTER
1005 POKE 580,244: POKE 581,252: POKE 582,252: POKE 583,250
1010 POKE 612,128: POKE 613,128: POKE 614,246: POKE 615,128
1015 POKE 644,128: POKE 645,246: POKE 646,128: POKE 647,128
1020 MUSIC "700": GOSUB 1150
1025 COLOR =6: HLIN 3,8,2
1030 HLIN 3,8,3: HLIN 3,8,4
1040 RETURN
1050 : RED '8' - AQUA CENTER
1055 POKE 590,177: POKE 591,188: POKE 592,188: POKE 593,178
1060 POKE 622,177: POKE 623,188: POKE 624,188: POKE 625,178
1065 POKE 654,180: POKE 655,179: POKE 656,179: POKE 657,184
1070 MUSIC "*100": GOSUB 1150
1080 COLOR =5: HLIN 13,18,2
1085 HLIN 13,18,3: HLIN 13,18,4
1090 RETURN
1100 : BLUE '9' - ORANGE CENTER
1105 POKE 600,161: POKE 601,172: POKE 602,172: POKE 603,162
1110 POKE 632,164: POKE 633,163: POKE 634,163: POKE 635,170
1115 POKE 664,128: POKE 665,128: POKE 666,128: POKE 667,170
1120 MUSIC "*200": GOSUB 1150
1125 COLOR =7: HLIN 23,28,2
1130 HLIN 23,28,3: HLIN 23,28,4
1140 RETURN
1150 FOR I=0 TO X: NEXT I: RETURN
1200 DIM K$(1),S(40)
1210 N=1:T=0:EX=0: REM EX=EXTRA CHANCE
1250 REM ADD NEW BOX

```



```

0 REM "SEE END OF PROGRAM LISTING"
1 DIM HS(1),NA$(2,20),NULL$(20): GOTO 700
2 POKE 24570,38
3 TIME=200: POKE 40960,2
4 SHAPE =15: COLOR =2
6 HLIN 0,31,1: HLIN 0,31,7: VLIN 1,15,0: VLIN 1,15,31
8 HLIN 0,31,15
10 B= INT ( RND (1)*32): IF B=0 THEN B=1
11 IF B=31 THEN B=30
12 POKE 960+B,255
15 A=576+31:B=576+64
17 POKE A,159: POKE B,159
18 A=A-1:B=B+1: IF KEY$(2)<>" THEN 100
19 IF FLAG=1 THEN 109
25 IF A=575 THEN A=576+31:B=576+64
26 TIME=TIME-.13:Q= INT (TIME): POKE 40961,16: PRINT "TIME = ";Q
28 IF TIME<=0 THEN 400
30 IF KEY$(1)<>" THEN POKE 40960,0: STOP
35 POKE A,124: POKE B,126
50 GOTO 17
100 IF KEY$(2)<>" THEN 100
101 FLAG=1
105 X=B+32: POKE X,42: POKE X,159
109 POKE X,159
110 X=X+32:P= PEEK (X): IF P=255 THEN 200
111 IF X>1020 THEN FLAG=0: POKE X-32,159: CALL 17035: CALL 17035: CALL 17035
112 CALL 17035
115 POKE X,42
116 IF P<>159 THEN POKE X,159: POKE X+32,42: POKE X+32,159:FLAG=0: CALL 17030:
GOTO 25
120 GOTO 25
200 FLAG=0
205 POKE X,198
210 CALL 17004: CALL 17004: CALL 17004
215 SC=SC+1
220 POKE 40960,2: POKE 40961,0: PRINT "SCORE = ";SC
225 GOTO 4
400 MUSIC "7575757575757575"
405 IF SC>HS(1) THEN 500
410 NA$(2,0)=NULL$: GOTO 700
500 HS(1)=SC:NA$(1,0)=NULL$:NA$(1,0)=NA$(2,0):NA$(2,0)=NULL$
700 CALL 17046: POKE 40960,2: PRINT "B O M B S A W A Y"
701 PRINT : PRINT : PRINT "H I G H S C O R E R I S"
702 PRINT : PRINT NA$(1,0),"SCORE=" ;HS(1)
703 SC=0
704 FOR J=0 TO 19:NULL$(J)="": NEXT J
705 MUSIC "/7 2 2 1 /7 /6 /7 1 +1 2 3 5 5 6 5 3 2"
709 PRINT : INPUT "ENTER NAME",NA$(2,0)
710 CALL 17046: PRINT "USE # 2 JOYSTICK TO DROP BOMB"
715 FOR I=1 TO 300: NEXT I
720 COLOR =1: SHAPE =15
725 FOR I=0 TO 15: HLIN 0,31,I: NEXT I
730 GOTO 2
900 REM "HERE IS A GOOD PROGRAM FOR THE BEGINNER OR THE EXPERT"
910 REM "PROGRAMMER TO PLAY WITH. SEE WHAT YOU CAN DO WITH IT."
920 REM "I AM SORRY BUT DUE TO A SLIP UP IN THE BOOKKEEPING I"
930 REM "CAN'T FIND THE NAME OF THE AUTHOR, SO THANKS A LOT"
940 REM "TO WHOM EVER IT IS"

```

```

1  REM  "HERE IS A PROGRAM SUBMITTED BY CHUCK CLANCY WHICH"
2  REM  "YOU SHOULD HAVE FUN WITH."
5  POKE 24578,38: CALL 17046: GOTO 400
10  INPUT A
11  POKE 50,0
20  INPUT B
30  INPUT C
40  D= INT (A/256)
50  E=A-(D*256)
60  POKE 100,D: POKE 101,E
90  POKE 102,B
120  POKE 104,C
130  FOR I=1 TO 15: CALL 48066: POKE 50,0: NEXT I
140  GOTO 10
400  PRINT "SOUND GENERATOR TIMER"
401  PRINT : PRINT "ENTER THREE VALUES TO SET LOOPS"
402  PRINT "VALUE 1 CAN BE UP TO 65535,BUT"
403  PRINT "THAT WILL TAKE ALL DAY TO RUN"
404  PRINT "1000 IS A BETTER TOP END"
405  PRINT : PRINT "2 & 3 SET TO 255 MAX"
406  PRINT "THE MACHINE ROUTINE IS IN DATA"
407  PRINT "STMTS LOADED TO MEM AT 48000"
408  PRINT "AND CALLED IN A LOOP"
409  PRINT "SPACE RESERVED IN PROGRAM FOR"
410  PRINT "AN EXTRA ROUTINE TO SHIFT THE"
411  PRINT "COUNTS IN LOCTNS 100-105"
413  PRINT "PRESS RTN"
415  IF KEY$ (0)=" " THEN 415
420  IF KEY$ (0)<>" " THEN 420
422  CALL 17046
425  POKE 40960,2: POKE 40961,576
430  PRINT "L O A D I N G      N O W"
440  FOR I=48000 TO 48120
445  READ A: POKE I,A
450  NEXT I
455  CALL 17046
460  MUSIC "757575"
465  GOTO 10
500  DATA 15,182,32,3,136,8,183,32,3,14,57,124,0,50,254,0,100,9,140,0,0,38,250,5
7,182,0
505  DATA 102,74,129,0,38,251,57,246,0,104,90,193,0,238,251,57,182,0,50,129,255,
38,10,183
510  DATA 0,48,57,1,1,1,1,1,1,1,1,1,57,1,1,57,141,188,182,0,50,129,255,39,20,141
,190,1,141,176,141,198
515  DATA 141,172,141,203,141,168,126,187,194,1,1,1,1,1,1,1,1,,57

```

**WANT ADS**  
 For Sale: Modified SI-232 to  
 allow both a PRINTER AND MODEM  
 to be run together. Send \$29.95  
 plus \$5.00 for shipping to:  
 N B ENT, Inc., PO BOX 1411,  
 SPRINGDALE, ARK 72769

**LONELY MEMBER**  
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 745-3990

**Want Ad Information**

Due to the cost of printing we must ask you again to limit your want ads to 10 lines. The cost of 25 cents pre line for members and 75 cents for non-members is the same as is the limit of 32 characters per line. Ads will be published in the order received. any leftovers will be held till the next issue. Deadline for ads is the 20th of the month !!!!!!!!!!!!!!! Here we go again. The want ads are for small programs or hardware, they are not intended for commercial use. The professional type rates have gone down so don't be afraid to ask again what they are. You can expect a pleasant surprise. We have another full mailing to 3,000 people coming up this year.

\*\*\*\*\*

**BLANK WANT AD**

Each line can contain 32 characters including spaces.

=====

- 1. -----
- 2. -----
- 3. -----
- 4. -----
- 5. -----
- 6. -----
- 7. -----
- 8. -----
- 9. -----
- 10. -----

\*\*\*\*\*

**Lonesome computers**

=====

---Check here if you do not want this information published!!!

name=-----\*Tell us a little about yourself  
 \*  
 addr=-----\*  
 \*  
 city=-----\*  
 \*  
 state=-----\*  
 \*  
 zip=-----\*  
 \*  
 phone=-----\*  
 \*

\*\*\*\*\*

IM-1 is a MILLION  
PO BOX 1411  
SPRINGDALE, ARK. 72765

ATTENTION: : :  
Time to RENEW for 1984

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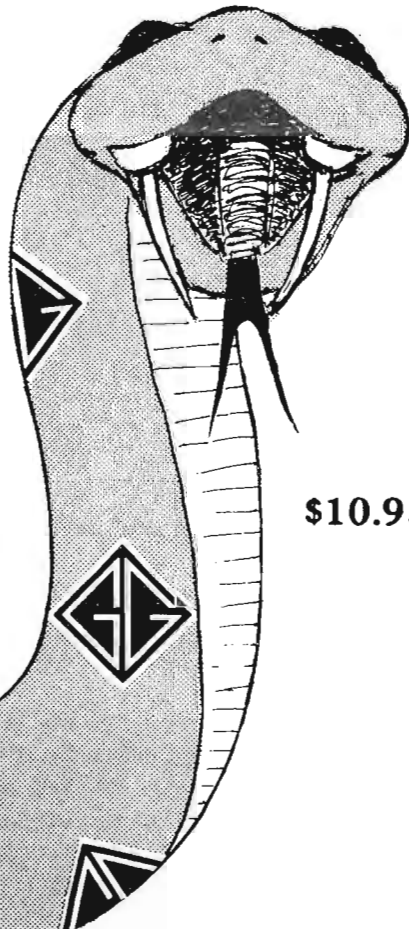
GEO \* GRAFIX LIMITED



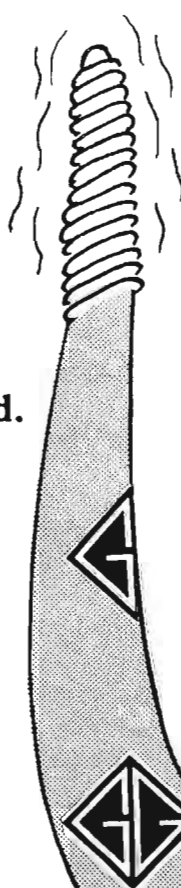
*presents*

# RATTLER

by The Grosvenor Group



\$10.95 ppd.



**(See Back for Details)**

# ★ RATTLER ★

Here's an exciting 8K HI RES ARCADE TYPE ACTION GAME that comes to us direct from the creative and imaginative minds of the newly formed Canadian ensemble of IM-1 programmers known as "THE GROSVENOR GROUP".

Carefully guide the venomous RATTLER throughout the interior of THE SNAKE PIT and let him dine on an exquisite cuisine of fresh HI RES vermin!!! Avoid other snoozing rattlers that occupy the pit....THEY ARE DEADLY WHEN AWAKENED!!!

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7 Different screens of color. 3 separate missions of SABOTAGE, RECONNAISSANCE, AND ASSASSINATION. 13 scoring categories. 4 skill levels!!!! Move throughout a secret enemy outpost avoiding machine guns and a roving guard. Complete your selected mission as ordered by headquarters.

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