

Aaachoo! Gesundheit...

Pass me another box of kleenex. It's all gone? I'll just use this month's editorial, then. What happened to Donna? Home sick with the flu. Robin will be in late - her daughter isn't feeling well. The whole shop gets hit with some bug. And there isn't a simple fix for it in next month's issue, either. Even Jed Dog has started a sympathy sneeze! Oh, here comes Tom. He isn't coughing or sneezing, but he sure looks, well, odd. Could it be the mohawk haircut he now has? No wonder I feel bad...



P.O. Box 1448,
Santa Barbara,
CA 93102

November 1981

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*		CTR-41	CTR-80
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*	****	Design Cover	15 & 270 9 & 154
*	** **	Life Span	50 & 295 28 & 168
*	** **	Planets Over Seattle	170 & 385 97 & 220
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*			
* CLOADing Notes - This tape may load at an ODD RECORDER VOLUME. Set the volume LOWER than normal for your first attempt, then increase it slightly until the tape loads. If the first copy of a program won't load, try the second. That is why it is there. Model I only: Put an AM radio very close to the keyboard, tune it to a non-station, and you can listen to the tape loading in. Adjust the recorder volume so the hash from the computer sounds 'cleanest' during a load.			
* Model III notes - Load the tapes at the LOW speed (POKE 16913,0). An occasional program will NOT run. There may be upper and lower case goofs in some programs. Arrow keys often are translated as follows: (↑, ↓, ←, →) = ([, \,], ^).			

Design Cover makes interesting and pretty designs (how about that?) on your TRS-80's video.

If people lived to be a million years old, how long would bees live? If people only weighed one pound, how much would elephants weigh? How tall would people be if redwood trees grew to only ten feet high? If you inherited a couple million dollars, how many new friends and relatives would you have? The first three questions can be asked and/or answered in Life Span, and I would volunteer to test the last question...

Quick now! What planets will you be able to see over your house on Thanksgiving? By the time you get this issue, that question will be irrelevant (unless you want to talk about Thanksgiving, 1982). But you can specify any date and time in the years 1975 to 2000, feed it to Planets Over Seattle, and get the locations of the planets over your house (or Seattle, Washington) for that moment. Also, you can either get a rough plot of the planets' locations or their actual coordinates in the sky. Note - the asterisk that you see in the plot of the planets is the North Star. Those of you in the southern hemisphere will have to enter your latitude as a negative value and longitudes should be entered as degrees west of the Greenwich Meridian. Also, to get a plot of the planets from a spot on the southern hemisphere, edit line 2410:

2410 YY=43+LL/2:PT=33:LI=INT(YY/3)

The asterisk should (I think) now show the location of the Southern Cross.

'What's in there?' department. Display allows you to march through the ROM and RAM of your computer and get an ASCII and hexadecimal dump of the values that are found there. To load the program, type 'SYSTEM' <enter>, answer the '*' prompt with 'DISP' <enter>, and load the program in. When the '*' prompt appears again, just type '/' <enter> and you will see the screen full of hexadecimal values on the left and the corresponding ASCII characters on the right.

Operation of Display is simple. To move up a line, hit <up-arrow>. The <down-arrow> moves down a line. If you hold the <shift> down when you hit the <up-arrow> or <down-arrow>, you move 16 lines at a time. Hitting <break> gets you out of Display (you may have to hit the reset button on the Model III). The author says that this program can be a great help in solving some machine language adventures. In the lower case - if you want lower case ASCII characters to be displayed also (they are all displayed as upper case originally), use this sequence to load and run:

```
> SYSTEM
*? DISP
*? <enter>
> POKE 32754,0 : POKE 32755,0
> SYSTEM
*? /32586
```

The start, end, and entry addresses are 7F4A, 7FFF, and 7F4A.

Humpty Dumpty sat on a wall... In the 'Hangman' tradition, we give you Spelling Egg. From a list of 2 to 20 words, you are asked to guess (one letter at a time) which word the computer picked. If you guess the wrong letter 5 times, then Humpty Dumpty has a great fall. In order to get neat sounds, just plug the large grey plug that goes to your recorder into an external amplifier.

I'll take 2000 shares of Tandy Corp. stock. Add it to my Securities Portfolio. With this program you can keep track of up to 30 different securities. You can enter new items, update the old items, have different reports sent to the screen, and save the data to disk or tape. The Securities Instructions will tell you all of the neat things this program can do. If you find that this program gives you false info, tell us about it. But don't hold us liable! This program is for your use as-is. We have checked the program as well as we can in the available time. If you plan to use it seriously, you should play with it a while to find any defects. We don't have the resources to support this program any farther than to give it to you and to print fixes for any real bugs that are discovered.

Robin says that I have to stop playing Bounce, and finish this drivel. What a fun game, though! You start out by dodging one bouncing square. Then another square is added. Then another. Heeelp! To start dodging, type 'SYSTEM' <enter>, answer the '*' with 'BOUNCE' <enter>, and when the program is through loading in, answer the next '*' with '/' <enter>. Technical stuff - the program starts at 7000 hex, ends at 78AB hex, and is entered at 789D hex.

Bowing to the masses...

I have been asked several (hundred?) times to put the counter locations

of the programs from the CTR-80 on the cassette label, instead of the CTR-41 values. Since the CTR-41 has not been sold for the Model I or Model III for over 2 years now, I've decided to succumb to the pressure and put the CTR-80 locations on the label as of this month's issue. Remember that these locations are only approximate (our two CTR-80s give slightly different values), but it sure beats loading from the beginning of the tape. How do you CTR-80 people make it without cue and review (which the CTR-41 has)?

Something is wrong...

If you have a problem loading a tape, or find a bug in a program, please let us know what type of computer you have (Model I or III, disk or non-disk, etc), how much memory you have in your machine, and the steps you went through before the problem occurred. In this way we can hopefully get to the root of the irritation.

Throw it back... If you get a bad tape, you only have to put it back in the coin envelope it came in (along with a short note explaining the badness), and mark the envelope 'REFUSED - RETURN TO SENDER'. No postage required. Ah, the beauty of First Class Mail.

I've heard that somewhere... We've been getting quite a few submissions lately (we love it - but it still takes 6 to 8 weeks to process them). However, we are getting more and more programs that use the themes and/or logos from movies (ie: Starwars). That stuff is heavily copyrighted, folks! So we really can't publish anything that uses that type of thing. Ok?

RUNning out of DATA...

If you look in the beginning of our cover programs, you will find a statement that says 'POKE 16553,255'. This tickles the computer so that it will read the data from the DATA statements correctly. A while back, R/S put a ROM in a bunch of Model Is that would not read data correctly without this POKE. It also turns out that this problem can crop up in other programs (like Jerusalem Adventure and Troll's Treasure). If the program looks like it loaded alright, but it won't run right, you might try this POKE (directly from the keyboard or insert it in the program itself somewhere at the beginning). Thanks to Doug Davies of Scarborough, Ontario.

New goodies to be out soon....

Announcing the 'Good Games #1' package and the 'Adventures #1' package. These will be on a C-45 cassette and will contain some of the best programs from past issues as follows:

Good Games #1 (\$12.00*)

Blockade
Breakthrough
Alien
Stars
Starwars
Reversi
LTC-21
Disk Exec

Adventures #1 (\$13.00*)

Dungeons and Dragons
CIA Adventure
Backpack Adventure
Troll's Treasure
Frankenstein Adventure
*Add 6% tax in Calif.
Overseas orders add \$1

Hey hardware fiddlers...

Charles W. Evans (9806 Amber Trail, Sun City, AZ 85351) sent in the following tape loading aid for the TRS-80 (I'll just print what he wrote):

"TRS-80s, when saving programs on tape recorders, put out a series of

NEW VOYAGE TO VALKYRE

By Leo Christopherson from AOS
Combine the animation and music techniques pioneered by Christopherson with the challenge of his first fast-moving arcade game and you have VOYAGE TO VALKYRE!

You speed through a magical maze guarded by ferocious birds that swoop down to attack if you don't get them first. To list all the play and options of this exciting game would take the 16 pages of instruction included.

16K tape...\$34.95
16K disk...\$39.95

DUEL «N» DROIDS

By Leo Christopherson from Acorn
Your 'droid has already learned NIM, so now it's time to teach it how to wield a laser sword! Starting out as a lowly clown, you teach it how to use a laser sword by controlling its movements -- advance, attack, even retreat if necessary. After training it to be a "Grand Master," you enter the tournament against the program's skilled 'droid. Revel in the fan-fares of the victorious -- or hear the funeral dirges of the defeated! Entertainment for all ages.

Protected tape...\$14.95
Protected disk...\$20.95

Our Most Popular

Unbelievable Realtime 3-D Graphics!



FLIGHT SIMULATION

From Sub-Logic
The wait is over! If 3-D graphics seem impossible on the low resolution TRS-80, you haven't seen this brilliant program. During FLIGHT SIMULATION, you instantly select instrument flight, radar, or a breathtaking pilot's-eye-view. But be sure to strap yourself in -- you're liable to get dizzy!

Once you put in some air time learning to fly your TRS-80, head for enemy territory and try to bomb the fuel depot while fighting off five enemy warplanes. Good Luck!

Model 1, 16K tape...\$25.00

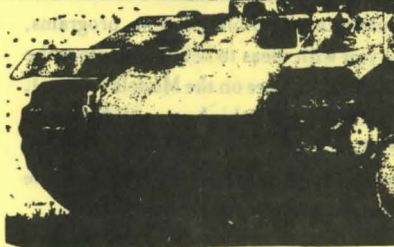


PRO-PIX '81

By Tally-Ho from Adventure Int.
This ingenious program provides a computer projection of the winners and point-spreads for the 1981 professional football season. Each week you enter the current scores into this self-modifying program, and it updates the strengths and weaknesses of each team. Forecasts are designed to become more accurate as more data is accumulated.

32K disk...\$24.95

NEW TANKTICS



By Chris Crawford from Avalon Hill
In this combination computer and board game, you control up to eight German tanks or anti-tank guns against the computer's Russian forces. It all takes place on the eastern front of WWII and rages through a landscape of forests, lakes, roads, and rough terrain. To beat the computer you must develop good armored tactics and judgement, but have a willingness to take risks.

16K tape including colorful wargame board...\$23.95



By John Allen from Acorn
You have to be fast to keep up with the action as you try to outscore your opponent in five minutes of one-on-one basketball against a friend or your TRS-80 model I or III.

16K protected tape...\$14.95
16K protected disk...\$20.95

Game of the Year



OLYMPIC

DECATHLON

By Timothy Smith from Microsoft
The graphics capabilities you were promised when you bought your computer are finally utilized in this marvelous series of programs. Just like the real Decathlon, you compete in 10 demanding games that encompass different forms of running, jumping and throwing. Play alone or with as many as eight competitors.

You MUST see this system in action. Otherwise, you simply won't believe the combination of outstanding graphics, fast-paced action, nail-biting intensity, and even a touch of comedy you'll experience with Olympic Decathlon!

Model 1, 16K tape...\$29.95 32K disk...\$29.95

NEW



By John Allen from Acorn
More features, thrills, and sound than even John Allen's famous PINBALL. Once you load ASTROBALL into your TRS-80, the arrow keys become flipper buttons, the screen becomes the play board, and you become the "Pinball Wizard!"

A flying saucer, spaceships, meteors, and black holes add to the fun as your ball realistically zings around the board. ASTROBALL will have all your family and friends lining up for the pinball action and challenge. Five skill levels.

16K protected tape...\$19.95
16K protected disk...\$19.95

PINBALL

By John Allen from Acorn
Get your flipper fingers ready for action in this real-time, machine language game.

Lots of sound and flashing graphics make this fast action game so much like the real thing that you'll have to remind yourself not to shake your TRS-80. Choose from five playing speeds to match your skill. Can you beat your friends' scores? Will you avoid the infamous "Bermuda Square?" Get PINBALL today and find out.

16K protected tape...\$14.95
16K protected disk...\$20.95

NEW



Crush, Crumble and Chomp!

From Epyx
It's a monster movie, and you are the monster! You can be The Glob, Kraken, Mantra, Mechismo, Arachnis, or Goshilla -- or even design your own "custom" monster (disk version only). This hilarious action game is loaded with graphics and sound as you practice your villainy. With 6 monsters, 4 cities, and 5 game objectives, you get a choice of more than 100 possible scenarios. A monster's life is not all carnivorous crunching, though: The combined resources of the police, science, and armed forces are bent on your destruction.

16K tape or 32K disk...\$29.95

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He now gets a 30 minute tape each month with 7 or more practical, tutorial, utility, and game programs to **CLOAD** and run. While he **CLOADs** the programs, he reads the editor's babblings that come with each tape.

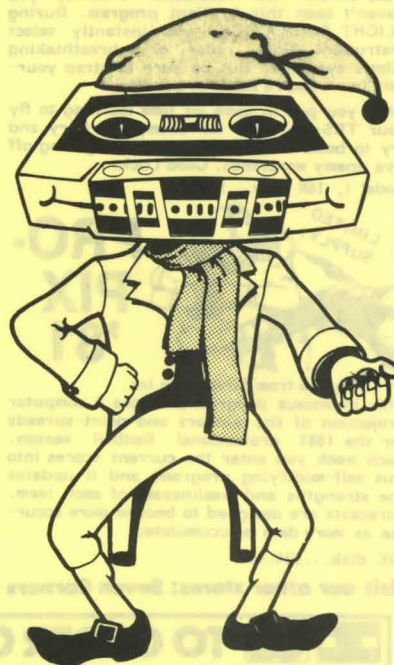
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