THIN ISSUE because the economy is getting better. (?) Well, its this way. The people who were writing the most - both programs and tutorials, were out of work. So they had plenty of time to sit down and invent games, or write tutorials for the Newsletter. Now they are working, and time is at a premium to them. Maybe when school is out, the students amongst us can contribute some energies for us all.

CONSUMER ELECTRONIC SHOW is coming up in the first week of June, at Chicago. Rumor has it that Astrocade will have something to show, but at an off-site location. (Many companies hire a couple of hotel rooms for their displays - since transportation is free, delegates can easily 'make the rounds') What to show? Don't know, but again there is a rumor about new technology hand controllers, and a streamlined board (and box?) that can handle the European TV system (PAL) for overseas sales.

QUICKIE #1 Fred Rodney (ad p. 65) reports that his cassettes now come in the soft plastic boxes at no change in prices.

QUICKIE #2 Scores: Pirate's Chase 3,024,100 / after 2hr 10min by Michael Winiarczyk (age 12). I was to have included some scores from the vaults of Michael Prosise, but they have been misplaced. Hope to be back on the track in the next issue.

GAMES INCLUDED:
    BANGMAN is a takeoff on the classic Hangman word spelling game. It has two novel features - letters being entered are hidden from view of the opposing player - and the penalty for losing is not a hanging...

    BOTS II is a reworked game originally submitted by Ron McCoy. The 9x19 playing field is sprinkled with walls (I) and Bots(*). Each time you pull the trigger, the Bots all move toward you. If they hit each other or a wall, they disappear.

BOTS II operates from Hand Control #1:

Knob controls the pointer as in the original version, for 8 possible directions of movement, or staying where you are if the pointer is not visible (far right or left turn of the knob. A sound was added for audible feedback when the pointer is moved.

Trigger fires the raygun if shots are left (shown at the bottom of the screen) and a BOT is within one square. Since it has a BOT sensor built in, it cannot be accidently fired when they are out of range. The raygun sound effect is fun as the Bot vaporizes right before your eyes!

Joystick (forward or backward) moves you one square in the direction of the pointer, or ends your turn if you want to stay where you are.

As in the original version, after you move one square (or stay put), all Bots move one square toward you. If they hit a wall or another Bot, they are destroyed. If they reach you, you're dead! It still gets hairy once your raygun is out of power!

```
  1 .BOTS II
  2 R=15;B=3;GOTO 30
  3 X=RND (20)b7-77;Y=RND (10)b8-40;O=X;P=Y
  4 T=20b(Y+32)c8;S=(X+77)c7;C=S+T;RETURN
  5 P=(200-C)c20+1;P=11-P;O=C-(20bP)+20;P=8bP-40;O=7bO-77;X=O;Y=P;RETURN
  6 CY=-40;CX=-65;RETURN
  7 GOSUB 5;IF O>J X=X-7
  8 IF O<J X=X+7
  9 IF P>K Y=Y-8
 10 IF P<K Y=Y+8
 11 G=X;H=Y;GOSUB 4;IF @(C)=43GOSUB 20;TV=79;GOTO 130
 12 IF @(C)=N+1I=I-1
 13 IF @(C)=73FOR Z=1TO 8;MU=80+Z;BOX O,P,5,5,3;NEXT Z;@(A)=0;I=I-1;GOSUB 27;G
SUB 22;RETURN
 15 V=1;@(C)=N+1;GOSUB 20;TV=42;GOSUB 27;RETURN
 17 GOSUB 3;IF @(C)#0GOTO 17
 18 RETURN
 20 CX=G;CY=H;RETURN
 21 CX=O;CY=P;RETURN
 22 IF W=1RETURN
 23 NT=0;GOSUB 6;PRINT #1,"SHOTS:",B,"   BOTS:",;IF I<10PRINT " ",
 24 PRINT #1,I,;NT=3;RETURN
 26 M=M+C;C=M;RETURN
 27 BOX O,P,6,7,1;RETURN
 30 C=0;V=1;N=0;I=R;W=0;CLEAR
 40 FOR Y=-32TO 40STEP 8;FOR X=-70TO 63STEP 7;C=C+1;@(C)=0;BOX X,Y,6,7,1;NEXT X
;NEXT Y
 50 FOR A=1TO ABS(R-4);GOSUB 17;GOSUB 21;TV=73;@(C)=73;NEXT A
 60 FOR A=1TO R;GOSUB 17;GOSUB 21;TV=42;@(C)=1;NEXT A;GOSUB 23;GOSUB 17
 72 FOR L=1TO 155;BOX O,P,7,7,2;LINE O,P,4;BOX O,P,2,2,1;Z=Q;Q=(KN(1)+127)c28
 77 IF Q=1LINE O,P+3,1;M=20
 78 IF Q=2LINE O+3,P+3,1;M=21
 79 IF Q=3LINE O+3,P,1;M=1
 80 IF Q=4LINE O+3,P-3,1;M=-19
 81 IF Q=5LINE O,P-3,1;M=-20
 82 IF Q=6LINE O-3,P-3,1;M=-21
 83 IF Q=7LINE O-3,P,1;M=-1
 84 IF Q=8LINE O-3,P+3,1;M=19
 85 IF (Q<1)+(Q>8)M=0
 86 IF Z#Q MU=50
 87 U=C+M;IF (U<1)+(U>200)GOTO 90
 88 IF JY(1)IF (@(U)<N+1)+(M=0)BOX O,P,7,7,2;GOSUB 27;GOTO 95
 89 IF TR(1)IF B>0IF M#0IF @(U)=N+1GOTO 200
 90 NEXT L;M=0
 95 @(C)=0;GOSUB 26;GOSUB 5;GOSUB 21;TV=43;@(M)=43
100 J=0;K=P;V=0;N=N+1;I=0;W=1;FOR A=1TO 200;IF @(A)=N C=A;I=I+1;GOSUB 7
102 NEXT A;W=0;GOSUB 22
110 IF V=1 C=M;GOSUB 5;GOTO 72
120 GOSUB 6;R=R+1;PRINT "YOU WIN!",;GOTO 135
130 GOSUB 6;R=R-2;PRINT "GO BOTS!",
135 B=Rc2-4;IF B<2B=2
140 PRINT "      TR TO GO",
160 IF TR(1)GOTO 30
162 GOTO 160
200 B=B-1;&(20)=169;NT=99;MU=60;NT=3
220 D=O;E=P;F=C;GOSUB 26;A=C;GOSUB 5;@(C)=73;GOSUB 13;O=D;P=E;C=F;&(20)=0;GOSUB
23;GOTO 90
```

- Steve Walters
556 Langfield
Northville, MI 48167
(313) 349-1083

astrocade/UNDERGROUND

I would like to thank all of the people who ordered from us in the past month. However, we still have a large number of games which we would like to pass on to you at a substantial savings.

To start things off, we are continuing our exclusive L&M Software Super Sale. This time around we are offering the following cassettes (AstroBASIC only).

Tape #5	Search & Destroy/Air Raid	$5.00
Tape #6	Star Base 2000/Space Quest 2001	$5.00
Tape #17	Nautilus	$7.50

It now appears that the rebirth of Astrocade is just around the corner, so now is the time to stock up on the following fine software from Astrocade.

# 2011 Galactic Invasion	$29.95	now $1.95
# 2012 Space Fortress	$29.95	now $12.95
# 6004 AstroBASIC	$59.95	now 29.95
# 4004 Biorhythm	$29.95	now $4.95
# 2010 Dogpatch	$29.95	now $4.95
# 3002 Football	$29.95	now $12.95
Dealer Demo	$29.95	now $1.95

We also carry a complete line of accessories for the Astrocade including Hand Controllers, Blank Tapes, and a limited amount of parts.

ABC also has all of the newest in Software for the Astrocade. Including such favorites as Sneaky Snake, Muncher, Ms.Candyman, Sea Devil, Solar Conqueror, and Cosmic Raiders. Just give us a call to get the latest information. Also request your copy of the free Astrocade newsletter. Anytime that you place an order your name is placed on our mailing list so you can continue receiving our newsletter.

We try to make it as easy as possible to order from us. Just give us a call or drop us a line letting us know what you need. Please no collect calls and also no calls on Wednesday. However, we do have a 24-hour ordering line so you may call anytime after operating hours. Please add $1.50 for shipping and handling on each order($2.50 to Canada). VISA and Master Card are accepted.

ABC Hobbycraft
2155 East Morgan Ave.
Evansville, IN   47711
(812)477-9661

```
   3 .
   5 .BANGMAN
   6 .E SAMS  3/3/79
  10 CLEAR ;PRINT "ONE PERSON KEYS IN A WORD TO 10 LETTERS;ANOTHER TRIES TO GUES
S IT WITH NO
  20 PRINT "MORE THAN 9 WRONG GUESSES USING KN & TR(1)
  30 PRINT ;PRINT "PRESS GO
  50 I=KP;IF I=13 CLEAR
 100 E=0;Q=0
 200 PRINT "ENTER WORD, THEN PRESS GO.
 300 FOR A=0TO 9
 310 CY=31
 320 PRINT "LETTER #",#3,A+1
 330 BOX -55,23,50,8,2
 400 K=KP
 410 IF K=13 GOTO 790
 420 IF K>90 PRINT "INVALID";GOTO 310
 430 IF K<65 PRINT "INVALID";GOTO 310
 600 @(A)=K;@(A+10)=K              9500 CX=-50;CY=16;PRINT "PRESS GO";GOTO 50
 700 NEXT A                        9600 BOX 60,27,10,14,1;BOX 58,28,2,1,2;BOX 62,28,2,1 ,2;BOX 60,24,6,1,2;RETURN
 790 CLEAR
 800 FOR B=0TO A-1
 900 Y=-32;X=-80+(Bb8)+3
1010 BOX X,Y,7,3,1;NEXT B
1100 CY=-24;CX=6;PRINT "USED LETTERS";CY=-32;CX=42;PRINT "BELOW:
1200 FOR M=0TO 25;@(M+20)=M+65;NEXT M
1300 FOR D=0TO 25
1400 CY=31;CX=-80
1410 PRINT "GUESS #",#3,D+1                    9610 BOX 60,18,4,5,1;RETURN
1420 BOX -33,19,94,16,2                         9620 BOX 60,6,16,20,1;RETURN
1430 G=(KN(1)+132)c10+65                        9630 BOX 50,14,4,3,1;BOX 49,6,3,20,1;RETURN
1440 CY=23;CX=-74;TV=G                          9640 BOX 70,14,4,3,1;BOX 70,6,3,20,1;RETURN
1450 IF TR(1)=0 GOTO 1430                       9650 BOX 57,-12,3,15,1;RETURN
1540 IF @(G-45)=-1 PRINT "HAS BEEN USED";GOTO 1400   9660 BOX 64,-12,3,15,1;RETURN
1550 @(G-45)=-1;CY=-40;CX=-78+((G-65)b6);TV=G   9670 BOX 55,-20,8,2,1;RETURN
1600 FOR C=0TO A-1                              9680 BOX 67,-20,8,2,1;RETURN
1700 CY=-25
1800 IF G=@(C) CX=-79+(Cb8)+3;TV=G;Q=1;@(C)=-1
1900 NEXT C
2000 IF Q#1 GOSUB 9600+(Eb10);E=E+1;IF E=9 GOTO 9000
2050 Q=0
2100 FOR F=0TO A-1
2110 IF @(F)#-1 GOTO 2200
2120 NEXT F
2130 CY=17;CX=-50
2140 PRINT "CONGRATULATIONS
2150 CY=0;CX=-80;PRINT "PRESS GO";GOTO 50
2200 NEXT D
9000 CX=-80;CY=-9
9010 PRINT "SORRY ABOUT THIS
9020 PRINT "THE WORD WAS
9030 FOR H=0TO A-1
9035 CX=-79+((Hb8)+3)
9040 TV=@(H+10);NEXT H
9060 BOX -16,0,10,10,1;BOX -8,7,27,5,1;BOX -19,11,1,2,1;BOX 4,11,1,2,1;BOX -9,4,
1,4,1
9110 BOX -6,3,1,5,1;BOX -8,0,6,1,1;BOX -18,7,3,3,2;BOX -17,7,2,1,1;BOX -14,7,3,3
,2
9160 BOX -14,7,1,1,1;BOX -11,7,1,3,2;BOX -9,6,2,1,2;BOX -7,8,3,1,2;BOX -7,7,1,2,
2
9200 &(9)=222;&(0)=87;&(1)=87;&(2)=80;&(3)=80
9225 FOR U=0TO 5
9230 &(23)=255;&(21)=255
9240 &(23)=0;&(21)=31
9260 FOR V=5TO 20;&(19)=V;NEXT V
9270 &(21)=0;&(19)=0
9300 X=RND (10)+55
9310 Y=RND (12)
9320 BOX X,Y,1,1,2
9340 NEXT U
9345 FOR Z=0TO 5000;NEXT Z
9410 &(9)=50;FC=0
```
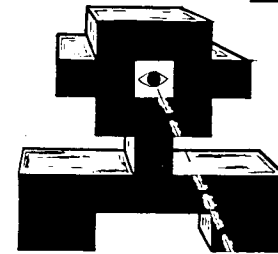
© 1984 R. Febru

```
 1 .
 2 .
 3 .
 4 .*** CIRCLE PLOTTER
 5 CLEAR ;:RETURN ;NT=0
 7 BC=0;FC=131
10 INPUT "_Xa"A
11 INPUT "↑Y`"B
12 INPUT "RAD?"R
13 U=1;O=1;P=1;Q=1
15 F=A-R
16 FOR X=FTO F+2bR
17 S=RbR-((X-A)b(X-A));T=Uc4;IF T>Rc8T=U-1
18 FOR U=TTO 500
19 IF (UbU)>SGOTO 21
20 NEXT U
21 U=U-1;IF (S-UbU)<((U+1)b(U+1))-SGOTO 23
22 U=U+1
23 Y=U+B
24 BOX X,Y,O,P,Q;BOX X,Y-(2bU),O,P,Q
25 BOX Y-B+A,X-A+B,O,P,Q
26 BOX Y-B-(2bU)+A,X-A+B,O,P,Q
27 NEXT X
30 CY=40;GOTO 10
110 GOTO 10
```

BANGMAN DOCUMENTATION:

```
  10 -  200   Initialize and instructions.
 300 -  700   Ask for and accept up to ten valid letters.
        600   Stores the word in two locations:
              1.  To keep track of the letters correctly guessed.
              2.  To print the word if not guessed in nine tries.
 800 - 1010   Set up blanks for the word.
       1200   Store each letter of the alphabet for future use so the
              same letter is not used twice.
       1300   Initiate guessing loop.  Allows 26 guesses.
1430 - 1450   Allows one to guess a letter by turning knob #1.
       1540   If storage position is set to -1 the letter has been used.
       1550   Sets value of storage position to -1 and prints letter at
              the bottom of the screen.
1600 - 1900   Loop through the storage positions in 600 (1).  If a match
       1800   is found print the letter in the appropriate location(s)
              on the blanks established in 800-1010 and change the
              storage position value to -1.  Set flag "Q" to 1.
       2000   If the flag "Q" is not equal to 1 then the chosen letter
              did not match a letter in the word so go to subroutine
              9600 plus counter E times 10 and print that portion of the
              man.  Increment the E counter.  If there have been nine
              wrong guesses default to 9000 to "bang" part of bangman.
       2050   Otherwise flag "Q" equals 0.
2100 - 2200   Loop through storage positions in 600 (1).  If all positions
              are -1 then the word has been guessed.  Print "congratula-
              tions" and press go to start a new game.
9000 - 9020   The word was not guessed within the nine wrong guesses
              allowed.  The man was completely built, so - -
9030 - 9040   Print out the word (from 600 (2)) on the blanks.
9060 - 9160   Draw a gun with the word COLT on it.
       9200   Change the screen to a border format.
9225 - 9340   Put six random shots in the body of the man.  Use sound
              effects.  9230-9240 is the shot.  9260 is the ricochet.
       9350   Blank out screen
9360 - 9370   Blank out man
       9400   Uncover screen from top to bottom with man gone.
       9410   Restore screen to full screen format.
       9500   Press go to start a new game.
SUBROUTINES
       9600   Prints head, eyes, mouth.
       9610   Prints neck.
       9620   Prints body.
       9630   Prints right arm.
       9640   Prints left arm.
       9650   Prints right leg.
       9660   Prints left leg.
       9670   Prints right foot.
       9680   Prints left foot.
```

```
   3 CLEAR
   5 FC=7;BC=163;&(9)=145;&(0)=106;&(1)=106
   6 &(2)=0;&(3)=0
   7 PRINT "(C)CHECKERS_JOHN COLLINS";GOTO 3000
   8 R=U;Q=-1;X=11;U=89;T=-1;V=8;A=12
   9 NEXT Q;NEXT X
  10 NEXT U;NEXT V;IF T<0GOTO 1200
  20 GOSUB 2000;PRINT "KEY RUN ";STOP
  50 CX=-71;FOR U=ATO 89;IF @(U)<4GOTO 55;A=U;U=89
  55 NEXT U;FOR V=1TO 8;PRINT #1,V,;FOR U=ATO 89;IF @(U)<4GOTO 10
  60 FOR X=9TO 11STEP 2;FOR Q=1TO -1STEP -2;IF @(U)=4Q=-1
  70 B=QbX;S=U+B;IF @(S)=0GOTO 9
  75 IF V>2IF @(S)#3GOTO 9
  80 C=B+B;F=Qb20;Z=Vb100;GOTO Z
 100 IF @(U+C)#3GOTO 9
 200 IF @(S)>>2GOTO 9
 220 IF V=1 S=U+C;GOTO 8
 230 S=U-B;IF @(S)#3GOTO 9
 235 IF @(U-C+F)=2GOTO 260
 240 IF @(U-F)>>3 U=U-F;GOTO 8
 250 IF @(U-C)>>3 U=U-C;GOTO 8
 260 S=U-B+F;IF @(S)=3GOTO 8
 290 GOTO 9
 300 IF @(S-F)#1GOTO 9
 310 IF @(S)=3GOTO 8
 320 S=S-2b(X-10);IF @(S)=3GOTO 8
 330 GOTO 9
 400 IF @(U+C)=0IF @(U)=4GOTO 8
 410 GOTO 9
 500 L=1
 600 L=1;IF @(U+C)<3GOTO 9
 610 IF @(U+F)<3IF @(U+C-F)=3GOTO 9
 620 IF @(U+F)=3IF @(U+C-F)=1GOTO 9
 625 IF V=5GOTO 700
 630 L=L+1;D=@(U+LbB);IF (D=0)+(D>3)GOTO 9
 650 IF L#2IF D<3GOTO 8
 660 GOTO 630
 700 IF @(U)=5GOTO 9
 800 GOTO 8
1000 CX=-71;CY=40;PRINT "FROM";GOSUB 1700;R=I;PRINT " TO";GOSUB 1700;S=I
1010 IF (@(R)>2)+(@(R)=0)+(@(S)#3)GOTO 1000
1040 IF @(R)#1IF R>SGOTO 1000
1200 IF ((S-R)b(S-R))<122GOTO 1600
1210 IF T>0IF @((S+R)c2)<4GOTO 1000
1220 J=T;@(S)=@(R);@((S+R)c2)=3;@(R)=3
1400 FOR X=9TO 11STEP 2;G=S+JbX;IF (@(G)=3+T)+(@(G)=3+T+T)GOTO 1450
1430 GOTO 1500
1450 G=S+2bJbX;IF @(G)#3GOTO 1500
1470 R=S;S=G;X=11;NEXT X;GOTO 1220
1500 NEXT X;IF (ABS(@(S)-3))=2IF J=T J=-T;GOTO 1400
1510 GOSUB 2000;GOTO 1610
1600 @(S)=@(R);@(R)=3;I=R;GOSUB 2020;I=S;GOSUB 2020
1610 IF T>0IF S>80@(S)=1
1620 IF T<0IF S<20@(S)=5
1630 IF T>0GOTO 50
1640 T=1;GOTO 1000
1700 INPUT " ROW"M;INPUT " COL"N;I=Mb10+N+1;RETURN
2000 CLEAR ;FOR I=1TO 8;CY=40;CX=-6+Ib10;PRINT #1,I,;NEXT I;FOR I=1TO 8;CX=-5
2010 CY=-49+Ib10;PRINT #1,I,;NEXT I;FOR I=12TO 89;IF @(I)#0GOSUB 2020
2015 NEXT I;RETURN
2020 M=-17+(I-(Ic10)b10)b10
2030 N=-49+(Ic10)b10
2040 BOX M,N,10,10,1;IF @(I)#3 J=ABS(@(I)-3)b3;BOX M,N,8,J,3
2050 IF @(I)>>3BOX M,N,6,J-2,3
2100 RETURN
3000 FOR I=1TO 100;@(I)=0;NEXT I;FOR I=12TO 18STEP 2
3010 @(I)=2;@(I+11)=2;@(I+20)=2;@(I+31)=3;@(I+40)=3
3020 @(I+51)=4;@(I+60)=4;@(I+71)=4;NEXT I;A=67
3030 GOSUB 2000;GOTO 50
```

THE GAME PLAYER

. . . hears dits and dahs with

MORSE CODE TRAINER
Fred Rodney, Educational
Softwear Designs

There have been very few cartridges
or cassettes available to Astrocade owners
with programs designed specifically to
"teach". Fred Rodney, an FCC licensed
Radio-Telephone Operator, has designed and
made available an excellent and efficient
program for learning the International
Morse Code.

As some of you are aware, one must
know the Morse Code in order to obtain an
Amateur ("Ham") Radio Operator license.
The FCC requires a person to pass a 5 wpm
test for a Novice Class license. This
cassette tape program is a "trainer", or,
programmable "teacher" of the International
Morse Code. With it, one can learn the
Code at 5 wpm, 15 wpm, or even 20 wpm,
quickly and easily.

Mr. Rodney's MORSE CODE TRAINER can
also be thought of as an educational "game"
for people interested not just in radio,
but also in cryptography or mystery. Before
delving any further into the Code, here is
a description of the MORSE CODE TRAINER
cassette.

The tape contains two programs. Side
one is the Morse Code Trainer and side two
is Morse Code II, for advanced study.

Upon loading, a menu appears offering
nine study levels. The easiest, level one,
teaches the easy letters A,E,I,M,N,O,S,T,
and U, while level nine deals with every-
thing at once; the entire alphabet, numerals
and punctuation.

Menu two allows the selection of the
learning or testing speed: Slow, Moderate
or Fast.

Menu three allows the student to choose
the "Learn" mode or "Testing" mode.
The beginner would select the first level
from Menu one, the slow speed from Menu two
and the "Learn" mode from Menu three.

In the learning mode, you will hear
a character presented as a series of dits
and dahs, followed by a visual of the let-
ter or number. For example, with letter F,
whose code equivalent is ● ● ━ ●,you will
hear "dit-dit-dah-dit". After one or two
seconds, an F will appear on the screen
briefly. As a registered Radio Monitor,
I can personally attest to the realism of
the "dit-dah" sound produced by the Astrocade.

The test mode is designed so the stu-
dent may determine how much he has learned.
Twenty-five characters will be presented
by sound only, one at a time, at the speed
the person has selected. The person
listens, writes down the character being
sent and after the test can check his answers
by using the study sheet that comes with
the cassette.

Side two of the tape is basically form-
ulated the same as side one, with the over-
all level of study more advanced. It also
deals with certain coded messages.

In addition to the tape and detailed
study guide, Mr. Rodney has also included
a schematic of a simple oscillator, utiliz-
ing a 555 chip, that is easily built with
parts from your "junk box" or nearest Radio
Shack store. With the completed oscillator,
one will be able to "send" Morse Code for
further practice.

This taped program is very well done.
It incorporates ideas used by the U.S. Navy
and by professional code instructors. The
Code was developed in the mid 1800's
by Samuel B. Morse for the U.S. Government.
Originally, the Code involved the clicks
of a key connected to a telegraph line.
With the advent of radio, clicks were replac-
ed by the familiar tonal dits and dahs that
are made by keying an electronic oscillator.
In radio communications, the Morse Code is
superior to voice communications in a number
of ways. The Code can be understood in
very noisy situations and crowded band con-
ditions. In addition, it only takes a
couple of watts of transmitting power to
communicate around the world, whereas
voice communications usually require at
least 200 watts of power and that's on
a good day with a superior antenna!

If you are interested in becoming an
Amateur Radio Operator, I strongly suggest
you begin with Fred Rodney's Trainer tape.
It only costs $9.00, compared to commercially
prepared Morse Code teaching packages costing
$100.00 or more! Mr. Rodney will also be
more than happy to furnish you with addi-
tional info on how to obtain a "Ham" radio
license. You may order the tape by dialing
a 24-hour C.O.D. ordering phone at
212-629-2071, or Write to: Fred Rodney,
1190 Albany Ave., Brooklyn, New York 11203.

MAIL BAG: This month Joe Adams writes
to say he phoned Astrocade about the problem
with the Cosmic Raiders cartridge. (Score
reverts to 0 after 50,000 pts.) He reports
that it was programmed this way. Interest-
ing . . . Joe also bought the Mazeman cart-
ridge and says "it would have been a smash
cartridge if some sound effects had been
added." (Game has no sound.- Ed.) On that
note, Fred Olivas writes "I hope you get
in a Mazeman cartridge real soon because
I depend on your clear and honest reviews
of game quality vs. price." Thank you, Fred.
No Mazeman has been received here. Someone
wish to let us borrow one for review? . ..
MUNCHMAN question from Bruce Veit: "Is
another munchman awarded besides the one
at 10,000? Could that be a watermelon after
the double lemon run?" How about it gang.
Send us the answers, please . . .Uh-oh.
Lloyd Friedman of New Jersey warns that
"Blastdroids-worst game ever." Watch your
$$$$ folks . . . And finally, Allen Showalter
was nice enough to write in to say "Thank
you for a great column!" and thank you,
Allen! Thanks to All of you who have and
continue to write us here at Game Player.
Your compliments and praise help keep us
going!!!! Our address: Game Player,
c/o Michael Prosise, 48-G Ridge Road,
Greenbelt, Maryland 20770.

© M.L. Prosise

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  2 .
  3 .
  6 .PROG. M-II 2/20/82
  7 .BY S.KENDALL
  8 .EVER CHANGING CROSS
 10 CLEAR ;BC=119
 20 FOR A=12TO 24STEP 2
 30 FOR C=1TO 30
 40 B=RND (A)b2
 52 FOR D=-50TO 50STEP 10
 54 BOX D,0,B,B,3
 56 NEXT D
 70 FOR E=-30TO 30STEP 10
 72 BOX 0,E,B,B,3
 74 NEXT E
 80 NEXT C
 84 FOR W=1TO 600;NEXT W
 90 BC=RND (17)b8+116
 92 BOX 0,0,158,86,3
100 NEXT A
```

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  2 .
  3 .
  6 .PROG. M-III 2/23/82
  7 . S.KENDALL
 10 CLEAR ;BC=119
 20 FOR A=12TO 24STEP 2
 30 FOR C=1TO 30
 40 B=RND (A)b2
 52 FOR D=-60TO 60STEP 5
 54 BOX D,0,B,B,3
 56 NEXT D
 70 FOR E=-30TO 30STEP 10
 72 BOX 0,E,Bb2,Bb2,3
 74 NEXT E
 80 NEXT C
 84 FOR W=1TO 600;NEXT W
 90 BC=RND (17)b8+116
 92 BOX 0,0,158,86,3
100 NEXT A
```

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