

DAL - ACE DISK #11
(GAMES)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

ENGINEER.BAS is a file that is run by menu or RUN "D:ENGINEER.BAS
Number of possible players:ONE Hardware Req'd: JOYSTICK

Description:Engineer is a bridge construction simulation game where you attempt to build a bridge in the shortest number of days possible across a valley. The Engineer inspects each beam that you lay and you cannot build beneath the level that he is on (just like engineers right?).

Comments:This is a good strategy thinking game with nice graphics. Civil and Architectual Engineers should love it!

GRUBS.BAS is a file that is run by menu or RUN "D:GRUBS.BAS
Number of possible players:ONE Hardware Req'd: JOYSTICK

Description: The object of this game is to destroy the Grubs before they reach the bottom level. You may do this by climbing the ladders on the different levels and pressing the fire button which will cause the Grub to drop through the floor. But... don't let them touch you or ..poof!..next man.

HEARTS.BAS is a file that is run by menu or RUN "D:HEARTS.BAS
Number of possible players:ONE Hardware Req'd: NONE

Description:You are presented with the option to see the instruction at the start - do it, they are terrific. The object of the game is to turn all of the blue hearts red in the 3x3 matrix. If you don't - you lose. This game is similar to TIC-TAC-TOE, Valentine style.

Comments:Cute graphics and a really nice game.

HORSERAC.BAS is a file that is run by menu or RUN "D:HORSERAC.BAS
Number of possible players:1-4 Hardware Req'd: NONE

Description:This is a very good horserace game that allows up to four players to bet on a five horse race. Instructions are included.

Comments:This is a very good group game and is quite fun with 3 or 4 people.

ISLANDJP.BAS is a file that is run by menu or RUN "D:ISLANDJP.BAS
Number of possible players:ONE Hardware Req'd: JOYSTICK

Description:Object of this game is to jump off of the airplane over the ocean and attempt to parachute onto the island. Push the joystick to the right or the left to jump-Geronimo!!!

Comments:Nice graphics and good sound on this one, it's alot of fun.

REVERSI.BAS is a file that is run by menu or RUN "D:REVERSI.BAS
Number of possible players:0-2 Hardware Req'd: 0-2 JOYSTICKS

Description:This is computer "OTHELLO" and is done very well. The object of the game is to turn all of the disks to your color. You can allow the computer to play itself (rather slow), you can play against the computer or against another person.

Comments:This is one of the best programs on the disk and in the whole library.

SCENE.BAS is a file that is run by menu or RUN "D:SCENE.BAS
Number of possible players:NONE Hardware Req'd: NONE

Description:This is a lunar scene designed by STEVE OCKERS.

SPEEDMN.BAS is a file that is run by menu or RUN "D:SPEEDMN.BAS
Number of possible players:ONE Hardware Req'd: JOYSTICK

Description:This is a road race simulation that pits you against the clock and various road hazards. You select a speed and then begin. As you go around the track you create oil spots that you try to avoid on following laps. Three laps per round.

Comments:This program takes a while to load.

SUPERCHS.BAS is a file that is run by menu or RUN "D:SUPERCHS.BAS
Number of possible players:ONE Hardware Req'd: JOYSTICK

Description:This program speaks of an old mine explored and mined by dwarfs long ago. You must try to recover some of the treasures left behind without being overtaken by a Ghoul.

TITAN32K.BAS and **TITAN32K.PT2** is a two part program that is run by menu or RUN "D:TITAN32K.BAS
Number of possible players:1-4 Hardware Req'd:1-4 JOYSTICKS

Description:This is an extensive simulation of an oil rig company and its operations. You have a given amount of resources and have to purchase supplies, labor and safety equipment. You then begin to dig away for Texas Tea.

Comments: Be sure to type 60TD 300 when the program prompts you to do so.

TOWER.BAS is a file that is run by menu or RUN "D:TOWER.BAS
Number of possible players: 1 Hardware Req'd:JOYSTICK

Description: Towers of Hanoi. The object is to move the rings from the first tower to the third one in as few moves as possible. You can select from 3 to 9 rings to play with at the beginning of the game.

Comments: This is a very well written game. It includes instructions and has good sound and graphics. If you're into strategy, this one's for you...

DAL - ACE DISK #12
(EDUCATION)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

ALGEGRAP.BAS is a file that is run by menu or RUN "D:ALGEGRAP.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program will plot points on a set of Cartesian coordinates. Three types of plots are possible: 1) A straight line, 2) a linear equation of the form $y=ax+b$, and a quadratic equation. Be sure to enter the correct items requested or an error will be given.

AMERICAS.BAS is a file that is run by menu or RUN "D:AMERICAS.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:This program is a geography game that helps you learn the countries in the Americas (North, South, and Central America). The object of the game is to match countries to areas. When prompted the correct answer must be given and spelled correctly to get credit. Percent of correct answers is given at the end of the quiz.

Comments:This program is excellent for teaching kids (or others) geography while helping them become computer literate.

ANIMATH.BAS is a file that is run by menu or RUN "D:ANIMATH.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:An excellent math teacher for the kids, this program features a friendly gorilla that helps the youngsters learn the basics of math. Program keeps tally of hits and misses and gives a summary at the end of the session.

Comments:The animation on this program are very good. Order of number entry may take a little getting used to.

ASTRONOM.BAS is a file that is run by menu or RUN "D:ASTRONOM.BAS
Number of possible players:NONE Hardware Req'd: NONE

Description:A very specialized program that gives the Greenwich time, sidereal time, local sidereal, and local mean time.

MATH.BAS is a file that is run by menu or RUN "D:MATH.BAS
Number of possible players:ONE Hardware Req'd: NONE

Description:This program contains a package of six simple math routines: Greatest common denominator, Prime factors on integers, Linear interpolation, Quadratic roots, Simultaneous equations (up to 9), and combinations and permutations. These routines could be very handy in a variety of situation and are

easy to use. Instructions are included.

MATH2.BAS is a file that is run by menu or RUN "D:MATH2.BAS

Number of possible players:ONE Hardware Req'd:NONE

Description:Here is another package of five math routines including: Area of an irregular space, Sides and angles of a triangles, Binomial routine, Calendar calculator, and a Metric conversion routine. Once again these programs are easy to use, possibly with the exception of the first routine.

METRICS.BAS is a file that is run by menu or RUN "D:METRICS.BAS

Number of possible players:ONE Hardware Req'd: NONE

Description:This is another Metric conversion program. The screen changes color with various functions and frequent <RETURN>S are needed to progress through the routines. You must enter the desired data requested.

Comments: Routine #5 on MATH2 is easier to use than this program.

PLOTFUNC.BAS is a file that is run by menu or RUN "D:PLOTFUNC.BAS

Number of possible players:NONE Hardware Req'd: NONE

Description:This program plots a function in a single quadrant of a cartesian coordinate system. The user may specify a range and interval for each axis. The function is entered as an equation in a program statement. The instructions are unclear as to how to enter the function or what kinds of functions are permissible.

POLARGR.BAS is a file that is run by menu or RUN "D:POLARGR.BAS

Number of possible players:NONE Hardware Req'd:NONE

Description:This program plots three classic coordinate equations: Cartoid, Polarrose, and Daisy. These functions are plotted using high resolution graphics.

POWER2.BAS is a file that is run by menu or RUN "D:POWER2.BAS

Number of possible players:NONE Hardware Req'd:NONE

Description:Program will provide powers of two values for any range of numbers. Program editing is excellent with reverse video in-program error messages and a return to input. This program also returns to the MENU driver.

STATES.BAS is a file that is run by meny or RUN "D:STATES.BAS

Number of possible players:ONE Hardware Req'd:NONE

Description:Another geography lesson that lets you attempt to match states to capitals and vice-versa. Be sure and spell everything correctly!

TYPING.BAS is a file that is run by menu or RUN "D:TYPING.BAS

Number of possible players:ONE Hardware Req'd:NONE

Description: The TYPING program is a straight forward character matching program. There are nine levels of difficulty from home rows to sentences and tricky upper and lower case combinations. This program

does not train for speed, but for accuracy. Instructions are included, but finger placement is not included.

WORDSRCH.BAS is a file that is run by menu or RUN "D:WORDSRCH.BAS

Number of possible players:ONE Hardware Req'd: ONE JOYSTICK

Description: Fun program that presents you with a matrix of letters in which there are several hidden words. Points are awarded for speed, accuracy and need for clues. A special twist to this program is the option of an invisible matrix where the only letter visible is the one under the cursor. There are two matrix sizes available: 100 letter and 400 letter.

Comments: This program is tight, fully edited and the graphics are excellent.

WORLD.BAS is a file that is run by menu or RUN "D:WORLD.BAS

Number of possible players:ONE Hardware Req'd:NONE

Description:Geography program that requires you to match up countries with their capitals and vice-versa. This one is good for young and old alike - how many of you out there know th capital of SWEDEN? Okay then, get this program.

DAL - ACE DISK # 13
(UTILITIES DISK)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

NEATLIST.BAS is a BASIC file that is run by menu or RUN"D:NEATLIST.BAS
Number of possible players:NONE Hardware Req'd:printer

Description:This program will print any file containing any alphanumeric symbols and depending on your printer it may even print graphic symbols. The main purpose is to make a copy of the program lines themselves. The program allows defining of listing title (title to be printed), and the line length to be printed. You may have a slight problem with your printers buffer size. You may be told that the program is too large to print directly, meaning that your buffer cannot handle all of the program at one time, so a time consuming printing cycle will be needed as your printer is loaded, prints that, load again, and so forth. If you want to go ahead and print, you may hit C <return> several times.

SOUNDTST.BAS is a BASIC file that is run by menu or RUN"D:SOUNDTST.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:Changes the sound emitted from the video monitor. This is used to demonstrate how sound effects can be inserted into a program. The sound can be changed by modifying lines 5 and 29 to change the notes.

STIKREAD.BAS is a BASIC file that is run by menu or RUN"D:STIKREAD.BAS
Number of possible players:NONE Hardware Req'd:JOYSTICK

Description:This program can be used to check out your joysticks. The program has very good instructions.

CSEARCH.BAS is a BASIC file that is run by menu or RUN"D:CSEARCH.BAS
Number of possible players:NONE Hardware Req'd:ONE JOYSTICK

Description:This program changes the color of the words (first position to the left = 1). The color of the foreground (2nd position to the left = 2). The color of the background (3rd position to the left = 4). The only one position we couldn't get to work was the utmost left position with a 3 in it. The middle position changes colors (01-15). The right position changes the intensity (01-14). The down position of the joystick clears the screen.

Comments:Instructions are written very well and the program is easy to use.

CHIMECLK.BAS is a BASIC file that is run by menu or RUN"D:CHIMECLK.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program is a demonstration of a digital clock. To start the clock, the computer will ask you to enter the time. Once the time is entered the computer updates it by the second in the 24-hour system. Every 15 minutes the clock chimes with the Westminster Chimes.

SSEARCH.BAS is a BASIC file that is run by menu or RUN"D:SSEARCH.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:This program lets you change the sound emitted from the video unit. The sounds are controlled by the joystick. The instructions in the program are self-explanatory.

DISKPEEK.BAS is a BASIC file that is run by menu or RUN"D:DISKPEEK.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program allows the user to read a sector from the disk and display it on the screen in both HEX and ATASCII.

Comments:The instructions are well written and easy to follow. The program provides some useful features.

MENDUMP.BAS is a BASIC file that is run by menu or +RUN"D:MENDUMP.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program shows what is in the memory locations allocated by the execution of another program when it stopped. The instructions are mainly self-explanatory, if the user understands how their computer allocates memory. With this knowledge this program is very helpful, as it tells what was in the memory locations when the program crashed or stopped.

CROSSREF.BAS is a BASIC file that is run by menu or RUN"D:CROSSREF.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program will cross reference two programs and will printout, or show on the screen, the differences between them. This becomes useful when you want to find the differences between two programs. This program will print out the lines which are different.

Comments:This program may be a good tool for programmers and may require one to use it with the lack of documentation.

SCRIPTOR.BAS is a file that is run by menu or RUN "D:SCRIPTOR.BAS
Number of possible players:N/A Hardware Req'd: PRINTER (Optional)

Description:This program is a word processor with many useful features including automatic word wrap, scrolling, formatting, character and line inserting and deleting. It requires 32K RAM and Translator Disk "A" for use with the XL series. A compatible disk drive and printer are recommended. Once you load the program, press <CONTROL><?> for keyword instruction.

Comments: If you are adept in BASIC, this program may be customized to add features to SCRIPTOR. See the April, 1983 edition of Compute!.

COLUMN80.BAS and **VDPEN.OBJ** are used to create the file **DEM080**. Begin with **COLUMN80.BAS** run it by menu or RUN "D:COLUMN80.BAS

Description:The main idea behind these programs is to create an 80 column demo on your monitor or TV screen. This system requires a lot of switching disks and commands to execute.

Comments: This program serves as a demo only, and there is room here for improvement and modification. In addition, XL series requires a TRANSLATOR disk to operate.

DAL - ACE DISK # 14
(ANALOG # 11)

Standard programs on this disk include: **DOS**, **DUP**, and **MENU** and will load automatically when you boot the disk.

If file is a **BASIC** or **LISTED** program, the **BASIC** cartridge must be inserted.

CHECKSUM.BAS is a **BASIC** file that is run by menu or **RUN"D:CHECKSUM.BAS**
Number of possible players: **NONE** Hardware Req'd: **NONE**

Description: This version of **ANALOG D:CHECKIT** is for use on programs listed to cassette tapes.

Using **CHECKSUM.BAS**

- 1 after a program is typed in, list it to cassette tape.
- 2 load and run **cassette.bas**
- 3 **CHECKSUM.BAS** will ask if you want the output to go to the screen or printer. Type **S** for screen or **P** for printer and press return
- 4 Enter the issue number in which the program to be checked appeared and press return.
- 5 position the tape to the beginning of the program that is to be checked and press play on the recorder the press return.
- 6 **CHECKSUM.BAS** will begin reading the program from tape and generate a checksum table to be compared to the table in the magazine.

QUIZ.BAS is a **BASIC** file that is run by menu or **RUN"D:QUIZ.BAS**
Number of possible players: **NONE** Hardware Req'd: **NONE**

Description: This program is a quiz and a sample program from the article "basic programming techniques" written to illustrate functional routines and cosmetics for readability of program code.

MISLDEMO.BAS is a **BASIC** file that is run by menu or **RUN"D:MISLDEMO.BAS**
Number of possible players: **NONE** Hardware Req'd: **NONE**

Description: This is a demonstration program for moving missiles in **Basic**. This can be used in conjunction with the player mover routine from issue 10.

ENERGY.BAS is a **BASIC** file that is run by menu or **RUN"D:ENERGY.BAS**
Number of possible players: **NONE** Hardware Req'd: **NONE**

Description: Home energy consumption analysis, for analysis of yearly, monthly, and daily electricity consumption and cost for homes.

MEMTESTC.BAS is a **BASIC** file that is run by menu or **RUN"D:MEMTESTC.BAS**
Number of possible players: **NONE** Hardware Req'd: **NONE**

Description: This program creates a cassette boot image of a **RAM** memory test program.

MENTSTD.BAS is a BASIC file that is run by menu or RUN"D:MENTSTD.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program creates a MENTST.DBJ file which can be loaded using the DOS MENU L command. Each test iteration will run about 11 seconds on a 48k system. The 10 iterations (0 thru 9) will run less than 2 minutes.

Comment:My neighbor was having problems with his 800. After swaping out components I discovered that he has a bad RAM chip. This program would not detect that it was bad, therefore I question how good the program is. (John Olson)

DISKCAT.BAS is a BASIC file that is run by menu or RUN"D:DISKCAT.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This is a disk cataloging utility to creat, update, and search a file named "filename.lst". "filename.lst" contains names of the files on your diskettes and the diskette number that you have assigned to each of your diskettes.

ADVEN5TH.BAS is a BASIC file that is run by menu or RUN"D:ADVEN5TH.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:You are a private investigator hired by the government to retrieve the stolen declaration of indenpendence. You must search the city of Washington D. C. for clues, find a way into the alien universe, locate the declaration and return it to the police station.

1 press START to begin new game

2 press OPTION to restore old game

3 command Q (QUIT) allow you to save the current game status on disk or tape.

GR7PLUS.BAS is a BASIC file that is run by menu or RUN"D:GR7PLUS.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:Sample basic and assemble language programs for using GRAPHICS 7+. See the magazine for more information.

EPSET.BAS is a BASIC file that is run by menu or RUN"D:EPSET.BAS
Number of possible players:NONE Hardware Req'd:EPSON printer

Description:EPSON MZ-80 III F/T printer control code set-up program for use with Visicalc, etc.

SNOFLAK.BAS is a BASIC file that is run by menu or RUN"D:SNOFLAK.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This is a small basic program showing graphics mode set-up and colors.

DATABASE.BAS is a BASIC file that is run by menu or RUN"D:DATABASE.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:Basic program for creating, updating, and retrieving records. Program creates two files for each database. Records of database may be retrieved by specific fields.

FILLUP2.BAS is a BASIC file that is run by menu or RUN'D:FILLUP2.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:FILL ER UP You have been assigned th build a series of water reservoirs in uncharted territory. Unfortunately, an electrified starfish is patrolling the area. Move around existing wall with the joystick. Build new walls by using the fire button and moving the joystick.

Comment: This program is from ANALOG # 10.

DAL - ACE DISK # 15
(ANALOG #12)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

PAINT.BAS is a BASIC file that is run by menu or RUN"D:PAINT.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This is a utility program which is designed to be used by another program to load and display any picture stored in the "MICROPAINTER" format. When the program runs it asks for a valid MICROPAINTER picture filename and drive. For example "D1:SUN.PIC" will load the picture of the sun and moon from the MICROPAINTER disk and display it on the screen. Once the picture is loaded this program looks at the START key and if it is pressed it then clears the screen and prompts for another filename.

EXPAND.BAS is a BASIC file that is run by menu or RUN"D:EXPAND.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This is a graphics program that starts off as several randomly placed seeds of color on the screen. The seeds continue to expand in their own color until they meet a different color. This continues until the entire screen is filled, which takes about 6 minutes.

Comments:Although each time the program is run the display is different this program is not worth running more than a few times.

SOUND.BAS is a BASIC file that is run by menu or RUN"D:SOUND.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:This program allows the user to experiment with an almost endless variety of sounds. This is accomplished by the use of loops in all or none of the three variables used for sound, namely VOLUME, PITCH, and DISTORTION. The program then asks for the values for the SOUND statement and if any loops are desired. The program then plays the sound and asks if the user wishes to view or print the variables used in the sound. If loops are used the program automatically changes the nesting of the loops so that all combinations are heard.

Comments:This program is very useful for designing unusual and spectacular sounds.

RRBUDGET.BAS is a BASIC file that is run by menu or RUN"D:RRBUDGET.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:This appears to be a kind of home checkbook manager similar to FINANCIAL WIZARD. See ANALOG # 12 for instructions.

COLORGEN.BAS is a BASIC file that is run by menu or RUN"D:COLORGEN.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:This program is a great demonstration of the power of the vertical blank instruction of the

GTIA or CTIA chip. It allows the user to create custom graphic mode 0 screens for the normal running of BASIC. It also creates the necessary subroutines on disk or cassette so that any program can use the routine for a custom screen. The program allows each of the 23 screen lines to have any of the 16 different colors and the text being any of 8 different intensities.

Comments: The only drawback to this program is that during any system I/O the screen flickers. This can be overcome by returning the display to normal graphics mode 0 during these times.

SEARCH2.BAS is a BASIC file that is run by menu or RUN"D:SEARCH2.BAS
Number of possible players: ONE Hardware Req'd: NONE

Description: This appears to be some kind of utility program for the storage and retrieval of string data. Its strength lies in its speed of searching for any part of the stored string.

Comments: This program might prove useful if the user was creating their own database system.

LVCASMOD.LST is a BASIC file that is ENTERED after the base program LIVEWIRE.BAS is LOADED.
Number of possible players: ONE Hardware Req'd: NONE

Description: This is the program modification necessary to make the program LIVEWIRE.BAS run as a cassette program. LIVEWIRE.BAS is LOADED and then LVCASMOD.LST is ENTERED.

SEARCH4.BAS is a BASIC file that is run by menu or RUN"D:SEARCH4.BAS
Number of possible players: ?? Hardware Req'd: NONE

Description: This is a BASIC loader for strings which have been stored with the program SEARCH2.BAS. See ANALOG #12 for more information.

MOUSE.BAS is a BASIC file that is run by menu or RUN"D:MOUSE.BAS
Number of possible players: ONE Hardware Req'd: ONE JOYSTICK

Description: This is a PACMAN type maze game written in BASIC. In this version your character is a small mouse eating "cheese" dots and the ghosts are cats. The maze is different than PACMANs and the action is much slower due to the speed of BASIC.

LIVEWIRE.BAS is a BASIC file that is LOADED by LOAD"D:LIVEWIRE.BAS
Number of possible players: NONE Hardware Req'd: NONE

Description: This is the main portion of the BASIC program used to create LIVEWIRE.OBJ. This file is LOADED and then either LVDSKMOD.BAS or LVCASMOD.BAS is ENTERED to complete the program.

Comments: See ANALOG #12 page 110 for further information.

LVDSKMOD.LST is a BASIC file that is ENTERED after the base program LIVEWIRE.BAS is LOADED.
Number of possible players: ONE Hardware Req'd: NONE

Description: This is the program modification necessary to make the program LIVEWIRE.BAS run as a disk program. LIVEWIRE.BAS is LOADED and then LVDSKMOD.LST is ENTERED.

LIVEWIRE.OBJ is a OBJECT file that is run by DOS MENU L: LIVEWIRE.OBJ
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK OR PADDLE

Description:This is a true arcade game very simalar to TEMPEST. When the game loads a title page will appear and the SELECT key will toggle between HOYSTICK and PADDLE since either can be used to play. Once the screen shows the correct device the START key is pressed to begin the game.

Comments:For complete directions see ANALOG #12 page 110. This is an excellent game and well worth playing.

SNAIL.BAS is a BASIC file that is run by menu or RUN"D:SNAIL.BAS
Number of possible players:NONE Hardware Req'd:DISK DRIVE

Description:This program is an RPM checker for a disk drive. When the program is run it asks for which drive to check. The program then accesses the disk and repeatedly reports the speed of the drive. When the ESC key is hit the program returns to the selection of the drive number.

Comments:Page 94 of ANALOG #12 explains in detail how to use this program. In addition it contains pictures and explanations of how to adjust the speed of your drive if the program shows that the speed is not correct.

DAL - ACE DISK # 16
(GAMES DISK)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

MONDRIAN.BAS is a BASIC file that is run by menu or RUN"D:MONDRIAN.BAS
Number of possible players:NONE Hardware Req'd NONE

Description:Named after an abstract painter, the program produces abstract art without user input. The pictures are created using colored rectangles which periodically change colors. The art is accompanied with abstract sounds. Each new picture is different.

RETURN begins the display and sound. Any key freezes the screen and turns off the sound. While the screen is frozen three commands are available:

N & RETURN starts new picture

P & RETURN prints the picture to printer

C & RETURN continues current picture

Comments:Older versions of this program elongate the picture over three pages of paper. This can be corrected by changing line 3020 to read

3020 LPRINT CHR\$(27);"A";CHR\$(4)

THIS WILL PRODUCE THE PRINTOUT ON ONE PAGE. THIS MODIFICATION WAS PROVIDED BY BOB DAIN.

ATMAN.BAS is a BASIC file that is run by menu or RUN"D:ATMAN.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:A PACMAN TYPE GAME. THIS IS A COMBINATION BASIC AND MACHINE LANGUAGE PROGRAM AND VERY NICELY DONE. AFTER EACH LEVEL IS ACCOMPLISHED THE MAZE CHANGES, AN ADDITIONAL AT-MAN IS ADDED AND IT BECOMES MORE DIFFICULT. THE NUMBER OF LEVELS IS UNKNOWN, HOWEVER THERE ARE AT LEAST THREE.

Comments:Good instructions and a good game.

CANNON.BAS is a BASIC file that is run by menu or RUN"D:CANNON.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:Load the cannon with the correct amount of powder, aim the cannon over the mountains at the target and fire. There are two levels of play: The first has an enemy base only. The second also has a laser patrol which shoots at you. The program maintains a high score.

Comments:In earlier versions there was a bug in the scoring routine which can be fixed by entering the following line

3035 IF U1<>0 AND U1<>0 AND U2<>0 THEN 3100

CONCEN.BAS is a BASIC file that is run by menu or RUN"D:CONCEN.BAS
Number of possible players:1-2 Hardware Req'd:1-2 JOYSTICKS

Description:CONCENTRATION! Using the joystick to move a redefined cursor over 30 boxes, you try to match

15 pairs of colorful hidden geometric shapes. Each figure is revealed by pressing the fire button. Good instructions are included. The sound can be turned off by pressing the "S" key. The speed of the cursor can be controlled by pressing numbers 0 through 9.

Comments:With two players it can be very competative. This is a non-shoot'em up game which your children can beat you at if you don't concentrate.

CUBE.BAS is a BASIC file that is run by menu or RUN"D:CUBE.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:Here is a Rubic's Cube laid out flat. By using a joystick you can manipulate the cube to your hearts content.

All moves made are retained in memory and you may backstep through them.

Some instructions are available at "HELP". Good program for a Rubic's Cube fan.

Comments:Attempts to list the program may "lock-up" your system and require you to turn off the computer.

HANGMAN.BAS is a BASIC file that is run by menu or RUN"D:HANGMAN.BAS
Number of possible players:1 at a time Hardware Req'd:ONE JOYSTICK

Description:Hangman is a word quessing game but, in this version you are saving a "monster". He is very happy if you save him. The game is played using the JOYSTICK to select the letters. You have seven quesses to save the "monster". The graphics are excellent. New words can be added in the DATA statements which begin at line 20000. Instructions are available.

Comments:The program loads HANGMAN.FNT and HANGMAN.DAT automatically. These are used by the program and cannot be run by themselves.

AUDJOY.BAS is a BASIC file that is run by menu or RUN"D:AUDJOY.BAS
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:The computer produces a tone with voice 0. You attempt to match the tone with voice 1. Move the joystick forward and the voice heads higher. Pull the joystick back and the voice goes lower. When you think the two voices match you press the trigger. The program then reports the value of each voice as a value between 0 and 255. In addition the color of the graphics 3 screen changes color as you move the joystick.

Comments:A good mini tutorial on color and sound functions.

TELEFANT was not able to be run.

SCRAMBLE.BAS is a BASIC file that is run by menu or RUN"D:SCRAMBLE.BAS
Number of possible players:1 or more Hardware Req'd:NONE

Description:A computer version of the "Boggle" word game. The computer selects at random 25 (5x5 MATRIX) of letters and displays them on the screen. You and your opponents have 3 minutes to make as many words from adjacent letters as possible. Scoring is given in the instructions.

Comments:The presence of OMNIMON makes this program difficult to start. Hitting the START key several

times should work.

DISKPEEK.BAS is a BASIC file that is run by menu or RUN"D:DISKPEEK.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This is a disk utility for viewing data on individual sectors on a disk. It reads the sector specified by the user and then displays its contents as a matrix of HEX bytes or ATASCII characters.

The sector numbers can be specified in decimal or hex. Type RETURN to toggle from one display format to the other.

Comments:No editing of sectors can be made with this particular program.

DOTS.BAS is a BASIC file that is run by menu or RUN"D:DOTS.BAS
Number of possible players:TWO Hardware Req'd:2 JOYSTICKS

Description:The object of the game is to form more squares than your opponent. This is a strategy game. You win the square if you complete the forth side of the square. After initialization you input the players names. After the playing grid is drawn player #1 forms one side of a box selecting the position on the grid and then pressing the fire button. Then it is player #2's turn.

Comments:The game requires approximately 125 moves for each player and is not for the impatient.

HANGMAN2.BAS is a BASIC file that is run by menu or RUN"D:HANGMAN2.BAS
Number of possible players:ONE Hardware Req'd:NONE

Description:HANGMAN is a word guessing game. The game is played using the keyboard to input the selected letters. You have 10 trys to guess the word. New words can be added in the data statements which begin at line 30.

DAL - ACE DISK # 17
(GAMES and UTILITIES)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

MODDOS.OBJ is a OBJECT file that is run by DOS MENU L
Number of possible players:NONE Hardware Req'd:NONE

Description:This machine language program will modify DOS 2.05 to allow file names with 27 characters plus extender compared to the standard of 8. It also allows any ASCII character from decimal 48 thru 122 to be used. The disadvantages are:

- 1 The modified DOS will not read the directory of a standard DOS and visa versa.
 - 2 Only 60 file names are allowed on a disk (not a serious loss).
 - 3 Only 700 free sectors (not a serious loss).
- Both DOS.SYS and DUP.SYS are modified. DUP.SYS has been renamed "dup.sys" (lower case).

Comments:WARNING make backup copies of this program before running it.

MDCONVER.BAS is a BASIC file that is run by MENU or by RUN"D:MDCONVER.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This combination basic and machine language program will convert all your present disk directories to a form readable by the modified DOS. BE SURE that you are converting a standard DOS.

Comments:WARNING make backup copies of this program before running it.

MDREVERT.BAS is a BASIC file that is run by menu or RUN"D:MDREVERT.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This combination basic and machine language program will "revert" modified DOS directories back to directories readable by standard DOS. BE SURE you are reverting a modified DOS.

Comments:WARNING make backup copies of this program before running it.

AUTORUN.MUS is a AUTORUN file that is run as a seperate disk and have the MUSIC COMPOSER CARTRIDGE inserted.
Number of possible players:NONE Hardware Req'd:NONE

Description:This program must be put on a seperate disk and then renamed AUTORUN.SYS.
With the new disk loaded insert your MUSIC COMPOSER cartridge and turn on the computer. This program will allow you to exit to the Music Composer of play all or a portion of the music contained on a disk(s).

Comments:This is a very good inhancement for the Music Composer cartridge.

MUSIC.DAT is a DATA file that is

not run.

Number of possible players:NONE Hardware Req'd:NONE

Description:This is the data file used by the MUSINSTR.BAS program.

MUSINSTR.BAS is a BASIC file that is run by menu or RUN'D:MUSINSTR.BAS

Number of possible players:NONE Hardware Req'd:NONE

Description:This is a program which reads the MUSIC.DAT instruction file for AUTORUN.MUS and allows it to be dumped to the screen or the printer.

HANGQUOT.BAS is a BASIC file that is run by menu or RUN'D:HANGQUOT.BAS

Number of possible players:ONE Hardware Req'd:NONE

Description:This is a hangman game using famous sayings. you must guess each letter individually. It contains simple graphics.

BOMBS.BAS is a BASIC file that is run by menu or RUN'D:BOMBS.BAS

Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:The game begins with no user prompts. Bombs are falling from the sky. They tumble and turn as they attempt to break through your two layers of defense. your weapon is a simple cannon which can be used to either shoot the bomb out of the sky (a difficult job) or block the bomb from reaching one of the layers. You control horizontal movement of the cannon with your joystick. The fire button fires your anti-bomb missile.

You score 14 points for each bomb that you blast out of the air and 10 points for those you block.

BLITZ.BAS is a BASIC file that is run by menu or RUN'D:BLITZ.BAS

Number of possible players:1-2 Hardware Req'd:ONE JOYSTICK

Description:After enterin your name, 12 blocks begin moving from the left of the screen towards you. Your object is to use the fire button which fires a missile at the block and forces it back to its beginning position. If one of the 12 blocks reaches the right side the game ends and asks if there is a second player. There are 3 levels and in the second & third the blocks and finally your player are invisible except when you fire a missile.

FONTEDIT.BAS is a BASIC file that is run by menu or RUN'D:FONTEDIT.BAS

Number of possible players:CASSETTE Hardware Req'd:ONE JOYSTICK

Description:A simple character set editor. It is written to load and save character sets to the tape recorder. Commands:

The arrow keys control the movement of the cursor on the screen.

C - clears the pixel under the cursor from the character.

R - Restores the normal character.

D - Allows duplication a character i.e. your entire character set could appear as "e" or any other letter or graphic symbol.

Q - Exits the program but leaves the new character set in place.

L - allows a previously saved character set to be loaded from tape.

S - Allows the current character set to be saved to tape.

After using FONTEDIT.BAS you must turn your computer off and back on before using any other program since the program resets the amount of memory it thinks it has available.

FOOTBALL.BAS is a BASIC file that is run by menu or RUN'D:FOOTBALL.BAS
Number of possible players:2 Hardware Req'd:NONE

Description:After entering the names of the teams pressing START begins the game.
A football field is drawn on the screen in graphics mode 5 with all 22 players on the screen as small squares. The text window is used to give you information on downs, time, and yardage to go. It also prompts you to select the play menu or play entry. As soon as the plays have been selected the field is re-drawn with the offensive and defensive formations choosen. The computer then reports the result of the play on the screen.

Comments:The graphics in this game are particularly good showing each play formation.

BIO.BAS is a BASIC file that is run by menu or RUN'D:BIO.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:Biorythm calculating program. The program is in two parts which are selected by the user.
1 - S RETURN This puts you in the mode of drawing a biorythm chart in graphic 8. The program draws the biorythm chart, indicating the high and low physical, emotional, and intelligence levels.
2 - C RETURN You are prompted to enter two peoples birthdates and the program then computes their compatability.

Comments:Option 2 can be entertaining at parties or with friends.

DAL - ACE DISK # 18
(EDUCATIONAL DISK)

Standard programs on this disk include: **DOS**, **DUP**, and **MENU** and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

MULTIPLY.BAS is a BASIC file that is run by menu or **RUN"D:MULTIPLY.BAS**

Number of possible players:ONE Hardware Req'd:NONE

Description:This is an educational multiplication tutor aimed for young children. It shows you examples from the level you select (1-6), until you want to start doing problems. Then you are given 10 random problems, one at a time, which get gradually more difficult. Wrong answers are crossed out (no annoying razz), and a second chance is given. If the answer is still wrong, the computer will "work" it out for you on the screen using a multiplication table. Correct answers are rewarded with a tune and an encouraging word or two. The computer keeps track of the score for each level.

Comments:It is a very easy to use program and not just another flashcard quiz.

REMAINDER.BAS is a BASIC file that is run by menu or **RUN"D:REMAINDER.BAS**

Number of possible players:ONE Hardware Req'd:NONE

Description:This is a toughie! You try to guess a four digit randomly generated number by inputting a divisor and analyzing the remainder. If it sounds impossible it is! I couldn't even get through level 1, much less level 4 (appropriately named "NO WAY")!

Comments:Anyone who wants a challenge - this is a must. (of course, for the rest of us, there's always the "quit" option.)

MORSE.BAS is a BASIC file that is run by menu or **RUN"D:MORSE.BAS**

Number of possible players:ONE Hardware Req'd:NONE

Description:This program will teach you morse code in "10 easy lessons". It has four main sections, each with its own menu. It is very well written, user friendly, and totally self-explanatory. It's several options include:

- 1)A text coder. You enter 3 lines of text to be beeped out.
- 2)random code groups. Quizzes you on 5 letter random groups.
- 3)Letter quiz. Exactly that.

GUESSNUM.BAS is a BASIC file that is run by menu or **RUN"D:GUESSNUM.BAS**

Number of possible players:ONE Hardware Req'd:NONE

Description:This is another educational game. It is wonderful to try to teach children to use a number line-while teaching them to count in increments (2, 5, 10's, etc.) It starts out by asking for the increment to count by, then asks for the highest number to appear on the number line. Then it makes a number line with some of the numbers missing, and asks you to fill in the blanks. The rest is self-explanatory.

MYRIPEDE.OBJ is a OBJECT file that is run DOS L MYRIPEDE.OBJ
Number of possible players:ONE Hardware Req'd:ONE JOYSTICK

Description:This is the reason to buy the disk. Myripede is essentially a centipede look-alike. It plays, sounds and looks almost exactly like the arcade classic. After you load it in and it's running, plug a joystick into port and press SELECT. The options menu will appear. Set the appropriate TV type, and skill level. Then press START.

DAL - ACE DISK # 19
(GAMES and UTILITIES DISK)

Standard programs on this disk include: DOS, DUP, and MENU and will load automatically when you boot the disk.

If file is a BASIC or LISTED program, the BASIC cartridge must be inserted.

BLKJACK.BAS is a BASIC file that is run by menu or RUN"D:BLKJACK.BAS
Number of possible players:1 or more Hardware Req'd:NONE

Description:This is a revision of the card game of Black Jack or 21. Instructions are provided by the program automatically and follow standard Black Jack rules. This version allows splitting pairs and going down for doubles on 10 & 11, (provideng you have sufficient funds) and will now return to MENU when you tire of the game. For counters out there, the dealer reshuffles on the hand which follows the fourty first card being dealt.

LABELER.BAS is a BASIC file that is run by menu or RUN"D:LABELER.BAS
Number of possible players:NONE Hardware Req'd:PRINTER

Description:This is a very useful program to read a disk directory and print disk labels using 5" labels. The labels are printed in the condensed mode when 32 or fewer titles are in the directory. The printer automatically changes to subscript mode when the number of titles is greater than 32. Printing options include double strike, emphasized mode and italics. The titles can also be sorted alphabetically before printing. a set of instructions is included in this easy to run program.

EPSET.BAS is a BASIC file that is run by menu or RUN"D:EPSET.BAS
Number of possible players:NONE Hardware Req'd:EPSON MX80 with GRAFTRAX+

Description:EPSET sets up all available printer codes and combinations for the Epson MX80 printer with GRAFTRAX+. It then allows the user to load and list or otherwise send to the printer anything which doesn't re-configure the printer as it goes--like Letter Perfect or some other word processors. It would be very useful for printing screens from Visicalc, for example. A "help" command contains adequate instructions for the new user. One especially fun option sets up the subscript option with compression and a 5/72" line. This lets you print at least 150 lines on an 8 1/2 x 11 sheet of paper.

Comments:The original of this program was a good concept. Unfortunately there wrer several errors in the program as published. This revision has corrected them all and it works like a charm.

DATPRF1.BAS is a BASIC file that is run by menu or RUN"D:DATPRF1.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description:This program will convert a DATA PERFECT database into a file of standard Atari DOS format. This permits one to do special reports using BASIC programs. This single drive version will convert any database that is 30,000 characters, or less, in length on a 48K RAM system. The output file consists of fields of data in the length as specified when the data base was defined to DATA PERFECT.

DATPRF2.BAS is a BASIC file that is run by menu or RUN"D:DATPRF2.BAS
Number of possible players:NONE Hardware Req'd:NONE

Description: This is a two drive version of the program described above. It can convert any size data base.

LETTER.BAS is a BASIC file that is run by menu or RUN'D:LETTER.BAS
Number of possible players: NONE Hardware Req'd: PRINTER

Description: The program loads to the help menu. From here type <C> to get the complete instructions.

LETTER WRITER is a screen oriented word processor. It is "screen oriented" because, unlike most word processors, the ultimate goal of this program is not a series of printed pages. The object is a series of screens of text. This makes the program ideal for letter writing between Atari owners where printouts are either not available or are not desirable. Letters are sent via cassette or disk.

The program letter writer contains programmer notes that will give helpful remarks starting at line 20000. Also the program contains, within itself, little writer. Little Writer is a condensed version of Letter Writer that will take up 13 sectors instead of 133 sectors. Letter Writer contains a subroutine available through the "Complete Instructions" menu, to save Little Writer on disk or cassette under any title you wish.

Comments: This is a well documented program. Providing some very useful features.

DATABASE MAILING LIST

This a series of programs that allow you to create a file and maintain it. It seems to have all of the necessary functions to add, delete, and sort the information and print it out on a single line format or mailing labels. This package supports the use of 2 drives although 1 drive is all that is needed.