

\$1.80

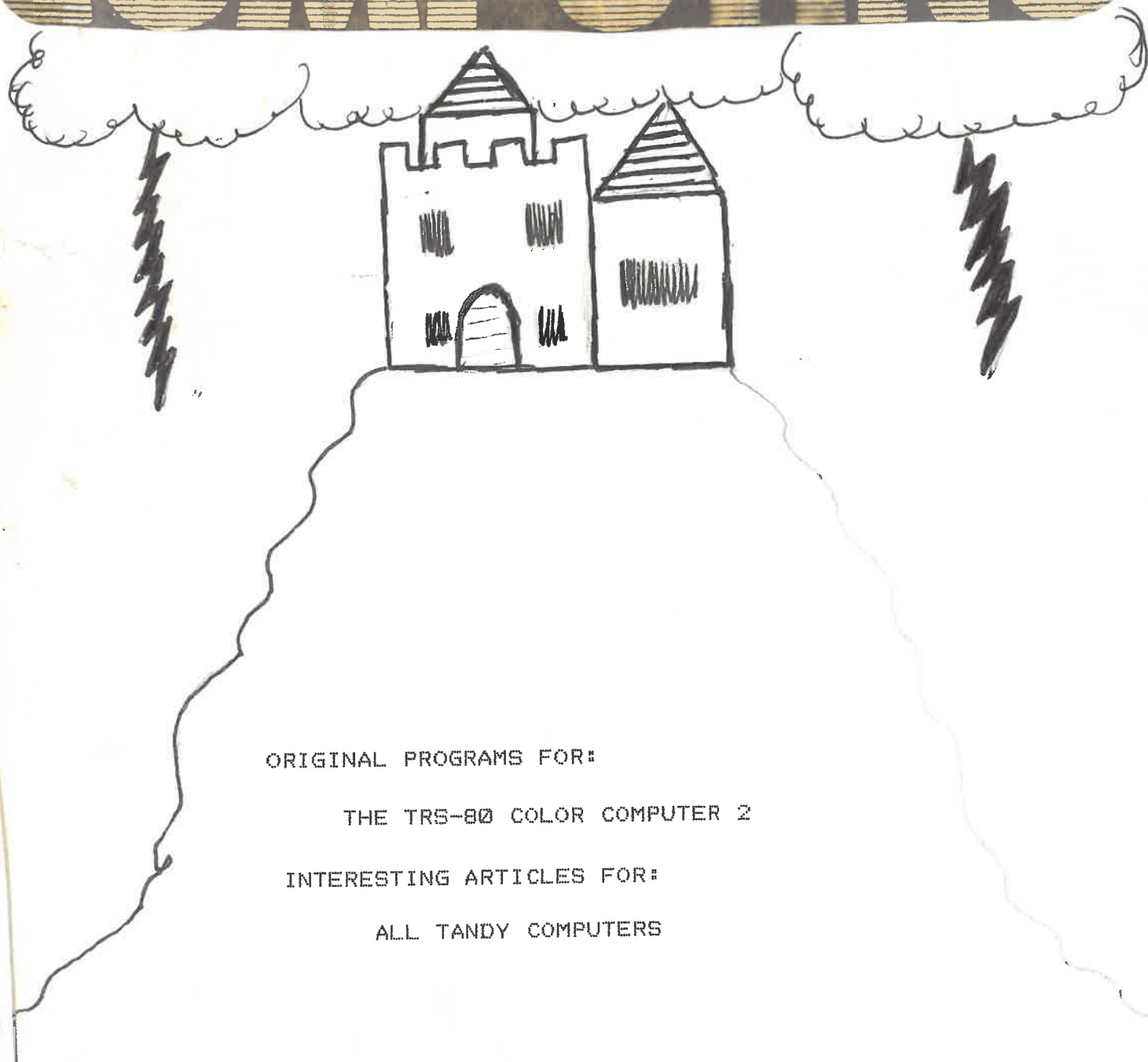
OCTOBER/1987

CANADIAN \$1.00

VOLUME 1
NUMBER 4

TRS-80

COMPUTING



ORIGINAL PROGRAMS FOR:

THE TRS-80 COLOR COMPUTER 2

INTERESTING ARTICLES FOR:

ALL TANDY COMPUTERS

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TRS-80 COMPUTING

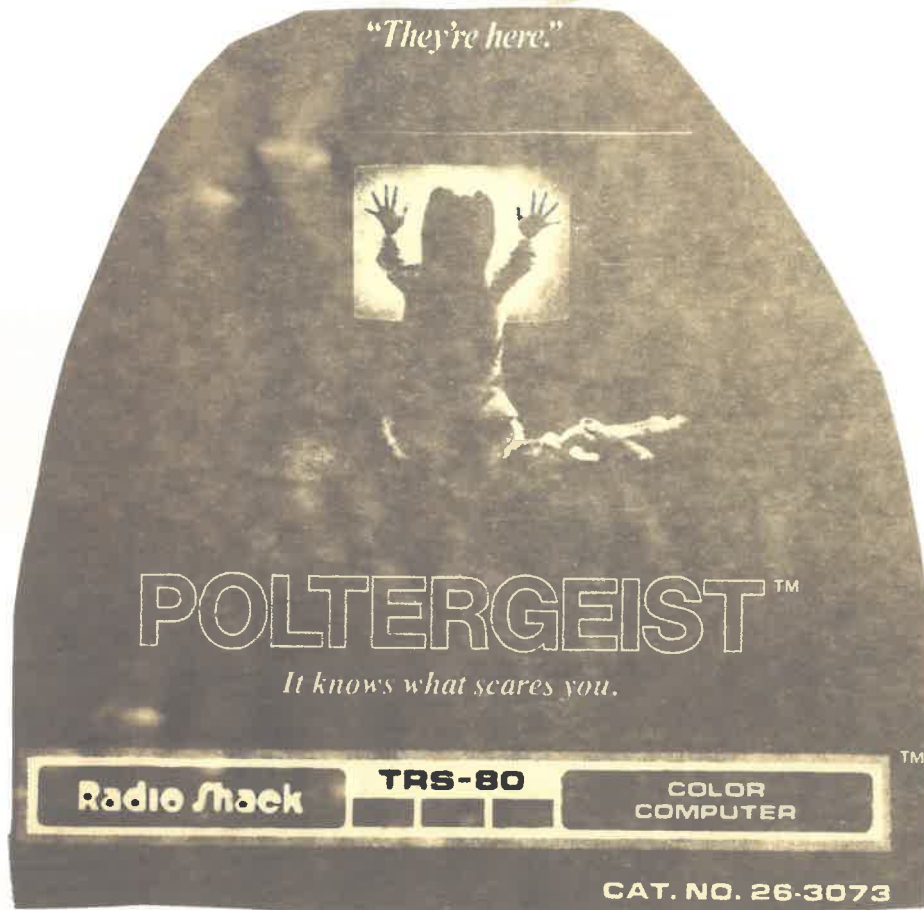
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.GRAPHICS PROGRAM-#3

Remember during the summer how hot it was? When the temperatures would reach into the 90's? Cool off with a cube by typing out this program, which draws a 3-dimensional ice cube by using the DRAW command.

```
1 ' ICE CUBE
2 ' TRS-80 COLOR COMPUTER
3 ' 64K EXTENDED BASIC
5 PMODE 4,1
10 PCLS
20 SCREEN 1,1
25 DRAW "BM40,80;U40;R40;D40;L40"
30 DRAW "BM+20,20;U40;R40;D40;L40"
40 LINE (60,100)-(40,80),PSET
50 LINE (60,60)-(40,40),PSET
60 LINE (100,60)-(80,40),PSET
70 LINE (100,100)-(80,80),PSET
80 GOTO 80
```

To exit the program, just press the <BREAK> key.



Steve and Diane Freeling have lost their youngest child, Carol Anne. Well, they haven't exactly **lost** her...she's **somewhere** in the Freeling's home, being held captive by the Poltergeist. Although her mother can communicate with her via the static emanating from every television in the house, the situation grows more hopeless each day. It's up to you to rescue Carol Anne from the monstrous grab of the poltergeist. To do it, you'll have to gather a few objects needed to help locate her: a length of rope, a ribbon, a towel, some tennis balls, and a handkerchief. Once you have everything you need, including your courage, you'll have to get past the staircase which seems to forbid your entry into Carol Anne's bedroom. After all, it was from this bedroom she was kidnapped. If you're able to get upstairs, you'll have to get into the energy field and do battle with the tricky poltergeist, whose determined to keep Carol Anne forever. Your senses will have to be sharply honed to eliminate the poltergeist!

Can you save Carol Anne from an eternity of nothingness? Are you skilled enough to avoid the obstacles thrown in your path by the unrelenting poltergeist? Are you brave enough to keep on trying, no matter what happens? You could sacrifice your **life** for the sake of a helpless little girl-are you ready to risk it?

WHAT'S ON SALE?

Starting this month, the 'What's on Sale' section will be coming out to show what TRS-80 CoCo software and hardware is on sale at Radio Shack.

Color Computer Hardware...

64K COLOR COMPUTER 2



\$99.95

Less TV

Learn to write your own programs or ready to run software! Software is available for personal and household tasks, education and entertainment. Easy to expand and attaches to any TV. UL listed. #26-3127

FD-501 COLOR THINLINE DISK DRIVE



\$199.95

Reg. \$299.95

Convert any CoCo with Extended BASIC into a complete disk system. You can write your own programs or use ready to run software. Includes everything you need to go with it, plus a blank diskette. UL listed. #26-3131

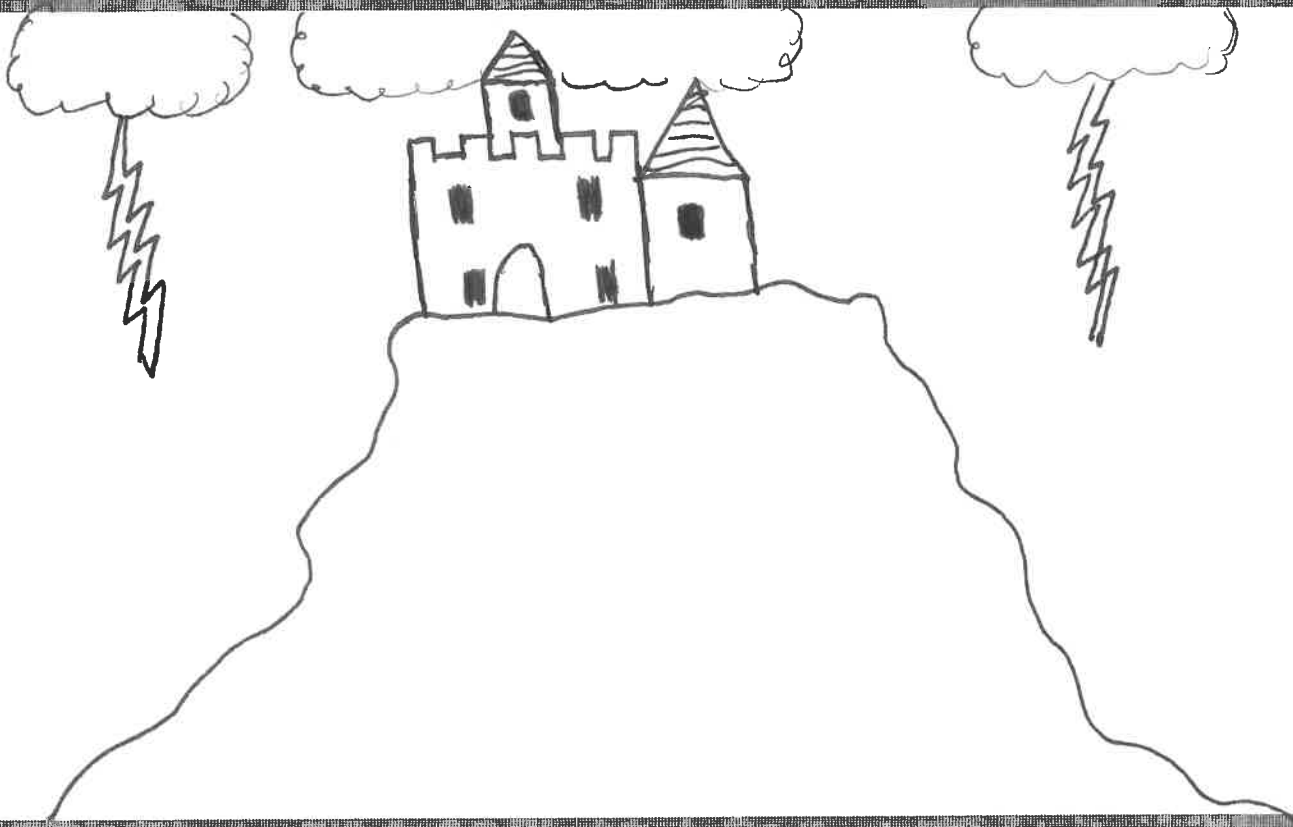
Color Computer Software...

- Telling Time with Donald. Reg \$34.95.....Sale \$14.95
- Goofy Covers Government. Reg \$34.95.....Sale \$14.95
- Androne. Reg \$19.95.....Sale \$9.95
- Shamus. Reg \$29.95.....Sale \$14.95

and much more!!

Sale ends: 10/19/87

THE PROGRAMMER



O C T O B E R

THIS MONTH'S PROGRAM:
CASTLE DOOM!

CASTLE DOOM
BY: JOEY AHERN

Imagine that you are walking down a dark forest on Halloween night and you come across a strange looking castle high upon a cliff. All of a sudden it starts to thunder & lightning and you climb up that steep cliff to avoid the strong storm. As you open the door, a bolt of lightning hits the door and sets it on fire. You immediately run to the middle of the room. A huge, hungry looking spider is on the other side. The fire starts to spread towards you and makes you go one step towards the spider. Luckily, you have a keg of water with you, that you found in the forest. But this keg is magical and will only work if you answer the multiplication problem correctly. Can you make it out of the castle alive? Type out this program and find out!

```
5 CLS(0)
10 SET(24,5,3):SET(26,5,3):SET(28,5,3):SET(30,5,3):SET(32,5,3):SET(34,5,3):SET(36,5,3)
15 FOR V=5 TO 15:SET(22,V,3):SET(38,V,3):NEXT V:' BORDER(WALLS) CASTLE
20 FOR H=27 TO 32:SET(H,7,2):SET(H,8,2):SET(H,9,2):NEXT H:' WINDOW #1
25 FOR H=22 TO 27:SET(H,15,3):NEXT H
30 FOR H=31 TO 38:SET(H,15,3):NEXT H
35 FOR V=12 TO 15:SET(27,V,3):SET(31,V,3):NEXT V:SET(28,12,3):SET(29,12,3):SET(30,12,3):' DOOR
40 SET(43,3,3):SET(44,4,3):SET(45,5,3):SET(46,6,3):SET(47,7,3)
45 SET(42,4,3):SET(41,5,3):SET(40,6,3):SET(39,7,3)
50 FOR H=39 TO 48:SET(H,8,3):SET(H,15,3):NEXT H
55 FOR V=8 TO 15:SET(48,V,3):NEXT V
60 FOR H=41 TO 44:SET(H,11,2):SET(H,12,2):NEXT H:' WINDOW #2
65 FOR H=22 TO 25:SET(H,21,4):SET(H,25,4):NEXT H:SET(22,22,4):SET(22,23,4):SET(22,24,4):REM 'C'
70 FOR V=21 TO 25:SET(27,V,4):SET(30,V,4):NEXT V:SET(28,21,4):SET(29,21,4):SET(28,23,4):SET(29,23,4):REM 'A'
75 FOR H=32 TO 35:SET(H,21,4):SET(H,23,4):SET(H,25,4):NEXT H
80 SET(32,22,4):SET(35,24,4)
85 FOR H=37 TO 41:SET(H,21,4):NEXT H
90 FOR V=22 TO 25:SET(39,V,4):NEXT V
95 FOR V=21 TO 25:SET(43,V,4):NEXT V
100 SET(44,25,4):SET(45,25,4):SET(46,25,4)
105 FOR V=21 TO 25:SET(48,V,4):NEXT V
110 SET(49,21,4):SET(50,21,4):SET(49,23,4):SET(49,25,4):SET(50,25,4)
115 FOR V=27 TO 30:SET(26,V,4):NEXT V
120 SET(27,27,4):SET(28,28,4):SET(28,29,4):SET(27,30,4)
125 FOR V=27 TO 30:SET(30,V,4):SET(33,V,4):SET(35,V,4):SET(38,V,4):SET(40,V,4):SET(44,V,4):NEXT V
130 SET(31,27,4):SET(32,27,4):SET(31,30,4):SET(32,30,4):SET(36,27,4):SET(37,27,4)
)
135 SET(41,28,4):SET(42,29,4):SET(43,28,4):SET(37,30,4):SET(36,30,4)
140 SET(21,16,8):SET(20,17,8):SET(20,18,8)
145 SET(21,19,8):SET(20,20,8):SET(19,21,8):SET(18,22,8):SET(19,23,8)
150 SET(20,24,8):SET(19,25,8):SET(18,26,8):SET(17,27,8):SET(16,28,8):SET(15,29,8)
):SET(14,30,8):' LEFT CLIFF
155 SET(49,16,8):SET(50,17,8):SET(51,18,8):SET(52,19,8):SET(53,20,8):SET(53,21,8)
)
160 SET(54,22,8):SET(55,23,8):SET(56,24,8):SET(57,25,8):SET(58,26,8):SET(59,27,8)
):SET(60,28,8):SET(61,29,8):SET(62,30,8)
165 A=64
170 PRINT@5,CHR$(130+A);
175 PRINT@36,CHR$(134+A);
180 PRINT@68,CHR$(132+A);
185 PRINT@69,CHR$(130+A);
190 PRINT@100,CHR$(129+A);
```

```

195 PRINT@101,CHR$(136+A);
200 PRINT@132,CHR$(137+A);
210 PRINT@164,CHR$(129+A);
215 PRINT@165,CHR$(136+A);
220 PRINT@196,CHR$(137+A);
225 PRINT@229,CHR$(136+A);
230 B=128
235 FOR T=1 TO 200:NEXT T
240 PRINT@5,CHR$(B);
245 PRINT@36,CHR$(B);
250 PRINT@68,CHR$(B);
255 PRINT@69,CHR$(B);
260 PRINT@100,CHR$(B);
265 PRINT@101,CHR$(B);
270 PRINT@132,CHR$(B);
275 PRINT@164,CHR$(B);
280 PRINT@165,CHR$(B);
285 PRINT@196,CHR$(B);
290 PRINT@229,CHR$(B);
295 FOR T=1 TO 1000:NEXT T
300 Q$=INKEY$:IF Q$=""THEN 165 ELSE 310
310 CLS
315 PRINT@33,"WHAT IS YOUR SKILL LEVEL?"
320 PRINT@98,"1-EASY"
325 PRINT@130,"2-HARD"
330 INPUT A$
331 IF A$="1"THEN GOTO 335
332 IF A$="2"THEN GOTO 385
335 'LEVEL 1
340 T=RND(9):U=RND(9)
345 CLS(0):GOSUB 1000
350 PRINT@37,"WHAT IS";T;"X";U;
351 INPUT B
355 IF B=T*U THEN GOSUB 2000
360 IF B<>T*U THEN GOTO 3000
365 O=RND(10):P=RND(10)
370 PRINT@37,"WHAT IS";O;"X";P;
371 INPUT C
375 IF C=O*P THEN GOTO 4000
380 IF C<>O*P THEN GOTO 3000
385 'LEVEL 2
390 CLS(0):GOSUB 1000
395 H=RND(15):I=RND(15)
400 PRINT@37,"WHAT IS";H;"X";I;
405 INPUT D
410 IF D=H*I THEN GOSUB 2000
415 IF D<>H*I THEN GOTO 3000
420 J=RND(17):K=RND(17)
425 PRINT@37,"WHAT IS";J;"X";K;
430 INPUT E
435 IF E=J*K THEN GOTO 4000
440 IF E<>J*K THEN GOTO 3000
1000 FOR H=0 TO 63:SET(H,30,8):NEXT H
1005 FOR V=25 TO 29:SET(0,V,2):NEXT V
1100 SET(1,27,2):'DOOR
1115 SET(58,27,4):SET(57,28,4):SET(58,28,4):SET(59,28,4):SET(56,29,4):SET(60,29,
4):'SPIDER
1120 SET(31,26,5):SET(30,27,5):SET(31,27,5):SET(32,27,5):SET(31,28,5):SET(30,29,
5):SET(32,29,5):'PERSON
1125 RETURN
2000 RESET(31,26):RESET(30,27):RESET(31,27):RESET(32,27):RESET(31,28):RESET(30,2
9):RESET(32,29)
2005 SET(10,26,5):SET(9,27,5):SET(10,27,5):SET(11,27,5):SET(10,28,5):SET(9,29,5)
:SET(11,29,5)
2010 FOR M=1 TO 1000:NEXT M
2015 RETURN

```



```

3000 RESET(31,26):RESET(30,27):RESET(31,27):RESET(32,27):RESET(31,28):RESET(30,2
9):RESET(32,29)
3010 SET(53,26,5):SET(52,27,5):SET(53,27,5):SET(54,27,5):SET(53,28,5):SET(52,29,
5):SET(54,29,5)
3015 SOUND 32,8:SOUND 16,16
3020 FOR M=1 TO 1000:NEXT M
3025 CLS:INPUT"PLAY AGAIN <Y/N>";S$
3030 IF S$="S"THEN 5 ELSE END
4000 RESET(10,26):RESET(9,27):RESET(10,27):RESET(11,27):RESET(10,28):RESET(9,29)
:RESET(11,29)
4005 FOR W=180 TO 240 STEP 8
4010 SOUND W,1:NEXT W
4015 FOR DLAY=1 TO 1000:NEXT DLAY
4020 CLS:PRINT"CONGRATULATIONS! YOU MADE IT OUT OF CASTLE DOOM ALIVE! GOOD LUCK"
4025 PRINT"ON CASTLE DOOM II WHEN IT GETS EVEN DEADLIER!"
4030 PRINT:INPUT"PLAY AGAIN<Y/N>";F$
4035 IF F$="Y"THEN 5 ELSE END

```

PROGRAM NOTES--At the very beginning of the program, the computer will draw the castle high upon the cliff with lightning flashing on & off. To stop the lightning and continue, press any key.

If you have any questions about the program, call the TRS-80 COMPUTING office at 828-7749. Call between 6-8 P.M.

SECRET CODE
BY: DAVID MCNALLY

Using this 'Secret Code' program, you can exchange messages with a friend. You can code and decode messages. The computer uses the ASC code to translate the letters to numbers or vice versa. I hope you find this program very useful.

```
100 IF =1: DTMXCODE: X=1: D=1  
110 INPUT "CODE: A FOR ENCR OR D FOR  
120 DECR: R"  
130 IF R="R" THEN GOTO 200  
140 GOTO 100  
150 PRINT "TYPE THE NUMBER OF LETTERS  
160 IN THE MESSAGE" INPUT L  
170 FOR I=1 TO L  
180 INPUT " " C  
190 IF C=" " THEN GOTO 170  
200 IF C="A" THEN C=65  
210 IF C="B" THEN C=66  
220 IF C="C" THEN C=67  
230 IF C="D" THEN C=68  
240 IF C="E" THEN C=69  
250 IF C="F" THEN C=70  
260 IF C="G" THEN C=71  
270 IF C="H" THEN C=72  
280 IF C="I" THEN C=73  
290 IF C="J" THEN C=74  
300 IF C="K" THEN C=75  
310 IF C="L" THEN C=76  
320 IF C="M" THEN C=77  
330 IF C="N" THEN C=78  
340 IF C="O" THEN C=79  
350 IF C="P" THEN C=80  
360 IF C="Q" THEN C=81  
370 IF C="R" THEN C=82  
380 IF C="S" THEN C=83  
390 IF C="T" THEN C=84  
400 IF C="U" THEN C=85  
410 IF C="V" THEN C=86  
420 IF C="W" THEN C=87  
430 IF C="X" THEN C=88  
440 IF C="Y" THEN C=89  
450 IF C="Z" THEN C=90  
460 IF C="a" THEN C=97  
470 IF C="b" THEN C=98  
480 IF C="c" THEN C=99  
490 IF C="d" THEN C=100  
500 IF C="e" THEN C=101  
510 IF C="f" THEN C=102  
520 IF C="g" THEN C=103  
530 IF C="h" THEN C=104  
540 IF C="i" THEN C=105  
550 IF C="j" THEN C=106  
560 IF C="k" THEN C=107  
570 IF C="l" THEN C=108  
580 IF C="m" THEN C=109  
590 IF C="n" THEN C=110  
600 IF C="o" THEN C=111  
610 IF C="p" THEN C=112  
620 IF C="q" THEN C=113  
630 IF C="r" THEN C=114  
640 IF C="s" THEN C=115  
650 IF C="t" THEN C=116  
660 IF C="u" THEN C=117  
670 IF C="v" THEN C=118  
680 IF C="w" THEN C=119  
690 IF C="x" THEN C=120  
700 IF C="y" THEN C=121  
710 IF C="z" THEN C=122  
720 IF C="0" THEN C=48  
730 IF C="1" THEN C=49  
740 IF C="2" THEN C=50  
750 IF C="3" THEN C=51  
760 IF C="4" THEN C=52  
770 IF C="5" THEN C=53  
780 IF C="6" THEN C=54  
790 IF C="7" THEN C=55  
800 IF C="8" THEN C=56  
810 IF C="9" THEN C=57  
820 IF C=" " THEN C=32  
830 IF C="." THEN C=46  
840 IF C="," THEN C=44  
850 IF C=":" THEN C=58  
860 IF C=";" THEN C=59  
870 IF C="@" THEN C=64  
880 IF C="$" THEN C=36  
890 IF C="#" THEN C=35  
900 IF C="%" THEN C=37  
910 IF C="&" THEN C=38  
920 IF C="'" THEN C=39  
930 IF C="(" THEN C=40  
940 IF C=")" THEN C=41  
950 IF C="*" THEN C=42  
960 IF C="+" THEN C=43  
970 IF C="=" THEN C=61  
980 IF C="<" THEN C=60  
990 IF C=">" THEN C=62  
1000 IF C="?" THEN C=63  
1010 IF C="!" THEN C=33  
1020 IF C="~" THEN C=96  
1030 IF C="_" THEN C=95  
1040 IF C="`" THEN C=96  
1050 IF C="|" THEN C=124  
1060 IF C="{" THEN C=123  
1070 IF C="}" THEN C=125  
1080 IF C="[" THEN C=91  
1090 IF C="]" THEN C=92  
1100 IF C="{" THEN C=123  
1110 IF C="}" THEN C=125  
1120 IF C="[" THEN C=91  
1130 IF C="]" THEN C=92  
1140 IF C="{" THEN C=123  
1150 IF C="}" THEN C=125  
1160 IF C="[" THEN C=91  
1170 IF C="]" THEN C=92  
1180 IF C="{" THEN C=123  
1190 IF C="}" THEN C=125  
1200 IF C="[" THEN C=91  
1210 IF C="]" THEN C=92  
1220 IF C="{" THEN C=123  
1230 IF C="}" THEN C=125  
1240 GOTO 200
```

NOTICE-Do not use any more than 12 characters in a message. If you have to make sure you press SHIFT + @ immediately to pause it, otherwise it will scroll.

**A SPECIAL REPORT ON THE:
COMMODORE 64/128**



graph a spreadsheet



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All of the above shows what the Commodore 128 can do, and much more.

When it comes to personal computers, you want the smartest, at a price that makes sense.

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Below shows a informative chart on the Commodore 128.

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MEMORY:128K/512K

SUPPLIED PORTS/INTERFACES:DISK DRIVE, CATRIDGE, 2 JOYSTICK/MOUSE, USER EXPANSION

TEXT:40 X 25, 80 X 25

COLORS:16

GRAPHICS RESOLUTION:320 X 200

OTHER MODELS:COMMODORE 64C(\$199);64K. COMES WITH GEOS, GEOWrite, GEOPaint, QUANTUMLINK, MECC(EDUCATIONAL)SOFTWARE. DOES NOT INCLUDE RGB VIDEO, 80 X 25 TEXT, NUMERIC KEYPAD, CP/M.

SOFTWARE REVIEW

Machine Specifics will be held off this month but we'd like to supplement some more software for the TRS-80 CoCo.

MICKEY'S SPACE ADVENTURE, a 64K adventure game for ages 8 and up. Join Mickey and Pluto on a journey through the solar system in thier quest to help friendly aliens recover lost pieces of a valuable memory crystal. For the CoCo 1, 2, and 3. \$34.95; available at Radio Shack.

ROBOT ODYSSEY 1, a 64K educational program that helps develop skills in logical problem-solving, abstract reasoning and creative thinking. Design robots, navigate invisible mazes, solve puzzles, and sneak past sentries to unlock the secret exit from Robotropolis. For the CoCo 1, 2, and 3. \$34.95; available at Radio Shack.

DESKMATE 3, an integrated package of seven perdonal productivity applications: Text, Ledger, Index cards, Paint, Telcom, Calender, and Calculator. Text, Ledger and Telcom permit the use of either 40 or 80 columns. For the CoCo 3. \$99.95; available at Radio Shack.

SUNDOG SYSTEMS

Kung-Fu Dude



An exciting new arcade game by Glen Dahlgren. This is the long-awaited response to the huge demand for a Kung-Fu program for the Coco. The graphics and sound effects are spectacular. The action and animation will please even the most die-hard arcade enthusiast. Destroy your opponents and evade obstacles with over ten different moves as you grow ever closer to your ultimate objective. This is the BEST karate game ever available for the color computer. Req. 64K, disk drive, and joystick. Introductory price: only \$24.95.



WHITE FIRE OF ETERNITY. Enter the age of monsters, magic, and adventure. Here you will search for the legendary power of White Fire throughout the Forbidden Wood and dark caverns of the Mount. The Rainbow review of 12/86 says, "Visually, White Fire is quite an achievement. The graphics are excellent!" Discover what adventuring on the Coco is all about. Req. 64K and disk drive. Only \$19.95.

CHAMPION. Become a superhero in your fight to rid the world of the evil forces of Mr. Bigg in this action adventure. The combat is hot and heavy and requires a fast joystick. The graphics and sound effects are sensational. "This is a fascinating game and a difficult one to master. You'll get a blast out of (Champion)!" says the Rainbow review of 5/87. Defend the innocent and defeat the villainous; be a true Champion! Req. 64K, disk drive, and joystick. Only \$19.95.



All programs Coco 1, 2, 3 compatible.



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Personal checks, money orders, and C.O.D. orders accepted.

Include \$2.50 for S/H. \$2.00 extra for C.O.D. orders. PA residents add 6% sales tax. Authorship and dealer inquiries welcome.

If you would like to have something advertised in our magazine, please send it to: TRS-80 COMPUTING, 65 OAK ROAD, CANTON, MA. 02021; It is 2 cents a letter.

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