

TRS-80  
COMPUTING  
65 OAK ROAD  
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OCTOBER/1988

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VOLUME 2  
NUMBER 4

# TRS-80 COMPUTING



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## TRS-80 COMPUTING

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\* Guess Which Coffin can be adapted for the C64/128 and TRS-80

# GRAPHICS PROGRAM-#9

This month's graphic program is called 'Flashing Jack-o-lantern'. The computer will draw a jack-o-lantern in high-res graphics, and you will notice the eyes, nose, and mouth flash on & off, on & off.

```
0 ' FLASHING JACK-O-LANTERN
1 ' BY JOEY AHERN
2 ' EXTENDED COLOR BASIC REQUIRED
5 PMODE 3,1:PCLS:SCREEN 1,1
10 CIRCLE(120,88),50,8
12 LINE(112,40)-(122,28),PSET
14 LINE(122,28)-(128,40),PSET
16 LINE(128,40)-(124,40),PSET
18 PAINT(124,38),7,8
20 DRAW" C8;BM108,72;L24E12F12BR24E12F12L24":DRAW" C8;BM132,96;L24E12F12"
22 DRAW" C8;BM108,124;H16U12F16R12L8D4R8U4R16L8D4R8U4R4E16D12G16L16R4U4L4D4L16R4U
4L4D4L4"
24 PAINT(120,72),8,8
26 PAINT(100,68),7,8:PAINT(144,68),7,8:PAINT(124,116),7,8
28 PAINT(100,68),5,8:PAINT(144,68),5,8:PAINT(124,116),5,8
30 FOR T=1 TO 500:NEXT T:GOTO 26
```



Note: To make the jack-o-lantern flash faster, just lower the '500' number on line 30. Press <BREAK> to exit the program.

### TIPS...

You should make backup copies of all your programs. Someday you might need them.

Never leave computer supplies around small children. The results could be devastating.

# TRS-80 SOFTWARE

NEW SOFTWARE FOR THE COLOR COMPUTER 2 AND 3 FROM RADIO SHACK!

SLIPHEED—Become the ace pilot Slipheed, Super Dogfighter, as you defend the United Universe from an evil empire. Be bold and courageous and you will ultimately face Xacalite, the hideous leader of the Anti United Universe. Defeat him, and you save the free worlds! 26-3054.....\$29.95

TETRIS—The irresistably addictive Soviet Challenge! Discover the mystery of the four squares in this game conceived by two Soviet programmers. Time is the essence as you try to rotate and/or flip moving pieces to fit as they descend. The further you get, the more challenging Tetris becomes! 26-3163.....\$29.95

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COLOR COMPUTER 3...

CASTLE THAROGGAD—Storm the treacherous castle to explore its dangerous 3D maze, battle vicious beasts on the prowl, and avoid sinister traps set by the evil captor. Requires joysticks. 26-3159.....\$29.95

RAD WARRIOR—It's 2500 A.D., and someone must stop the nasty mutant aliens. As Tal, warrior of the future, you'll need to get the weapons to penetrate their radioactive city of ruins, plus have the cunning and courage to persevere! 26-3162.....\$29.95

A MAZING WORLD OF MALCOLM MORTAR—As you wind your way down through myriad passages towards the basement carrying a load of bricks and dynamite, suddenly, you hear a shout, and the deafening crash of breaking masonry above! For a moment, everything goes black... 26-3160.....\$29.95

SUPER PITFALL.....26-3171.....\$29.95

GFL CHAMPIONSHIP FOOTBALL II.....26-3172.....\$29.95

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Attention Tandy 1000 EX owners! Our 3 1/2" drive gives you twice the storage of a 5 1/4" on smaller, more durable diskettes. #25-1061

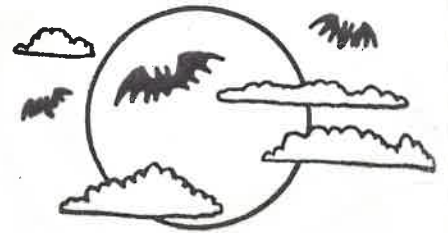
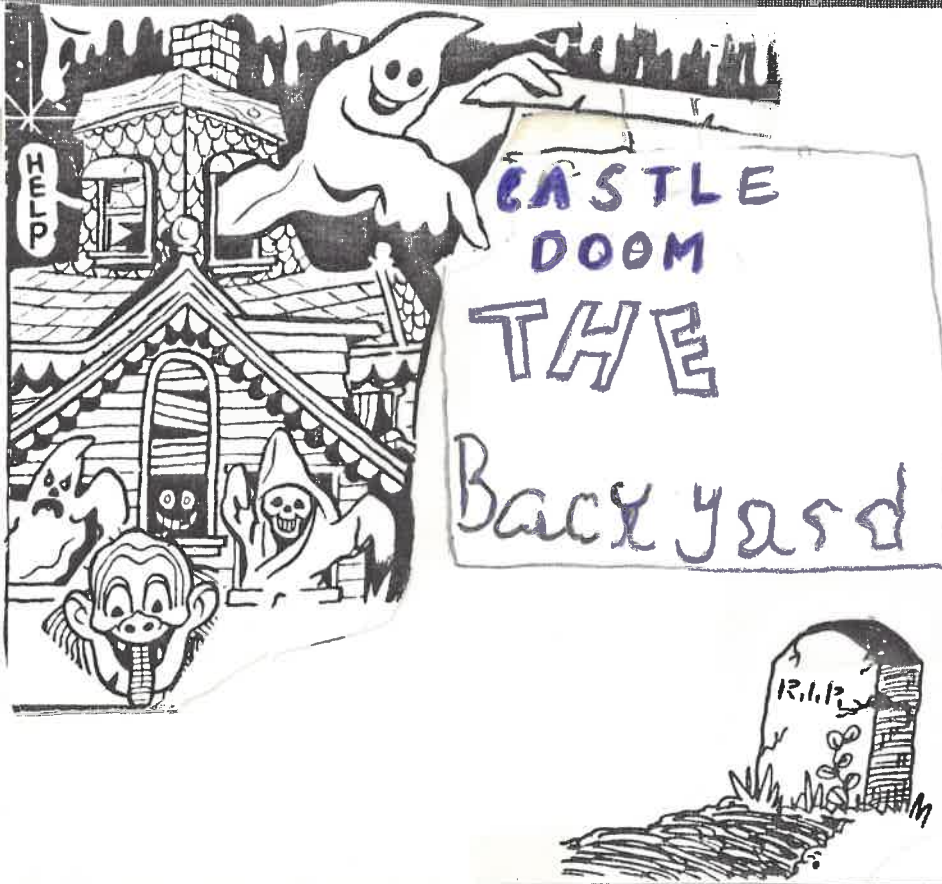
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**NEW AND SALE-PRICED COLOR COMPUTER 3 SOFTWARE**



<b>New Programs</b>	<b>Cat. No.</b>	<b>Price</b>	
New! Castle of Tharrogad (ROM)	26-3159	24.95	<b>29.95</b>
New! Type Mate (ROM)	26-3155	24.95	<b>24.95</b>
New! King's Quest III (Disk)	26-3285	24.95	<b>34.95</b>
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Sub Battle Simulator	26-3272	29.95	<b>24.95</b>
The Color Computer Artist	26-3277	29.95	<b>19.95</b>
Home Publisher	26-3273	39.95	<b>29.95</b>

# THE PROGRAMMER



O C T O B E R

THIS MONTH'S PROGRAM  
CASTLE DOOM II

# CASTLE DOOM: THE BACKYARD

BY: DAVID McNALLY

Another version of this program was presented in our October/1987 issue. To play the game, key in the listing and type RUN. After the title screen, a clue and a math problem will appear. To answer the math problem correctly, find the clue in the sentence that describes the operation to be done. (addition, subtraction, or multiplication) After the operation is known, type in the correct answer. Get it right, and you will be rewarded with a gun piece. Get it wrong, and the grave will start turning into an evil demon which will crush you. Note: After all three gun pieces have been collected, you must get a fourth one right to fire the gun and win the game.

```
0 SCORE=0
1 GOSUB 9000
5 CLS(0):P=0
10 A#=CHR$(143+48)+CHR$(143+48)
12 B#=CHR$(129+80)+CHR$(130+80)
14 C#=CHR$(129+80)+CHR$(135+80)+CHR$(139+80)+CHR$(130+80)
16 D#=CHR$(133+80)+CHR$(138+80)
18 E#=CHR$(142+112)+CHR$(141+112)
20 F#=CHR$(138+112)+CHR$(133+112)
22 A=453:B=A+32:C=416+9:D=448+8:E=C+64
24 F=448+13:G=F+32
26 CLS(0):GOSUB 1000
27 IF C=133 THEN SET(11,8,6):SET(12,8,6)
30 T=RND(4)
32 GOSUB 4000
34 IF T=1 THEN GOSUB 2000
36 IF T=2 THEN GOSUB 2050
38 IF T=3 THEN GOSUB 3000
40 IF T=4 THEN GOSUB 3050
42 IF T=0 THEN 32
44 IF T=1 AND VAL(S#)=X+Y THEN SOUND 10,5:SOUND 20,3:GOTO 58
46 IF T=2 AND VAL(S#)=X-Y THEN SOUND 10,5:SOUND 20,3:GOTO 58
48 IF T=3 AND VAL(S#)=X*Y THEN SOUND 10,5:SOUND 20,3:GOTO 58
50 IF T=1 AND VAL(S#)<>X+Y OR T=2 AND VAL(S#)<>X-Y OR T=3 AND VAL(S#)<>X*Y THEN
SOUND 15,20:SOUND 1,29:P=P+1
52 IF P=3 THEN GOTO 5000
54 IF P=1 THEN GOTO 5050
56 IF P=2 THEN GOTO 6000
58 IF VAL(S#)=X+Y OR VAL(S#)=X-Y OR VAL(S#)=X*Y THEN GOTO 6050
60 GOTO 26
1000 PRINT@A,A#;:PRINT@B,A#;:PRINT@C,B#;
1002 PRINT@D,C#;:PRINT@E,D#;:PRINT@F,E#;:PRINT@G,F#;
1004 RETURN
2000 L=RND(2)
2002 IF L=0 THEN 2000
2004 IF L=1 THEN PRINT@52,"THE CROSS";:PRINT@84,"LOOKS LIKE";:PRINT@116,"THIS MA
TH";:PRINT@148,"SIGN.";:X=RND(50)
2006 IF L=2 THEN PRINT@52,"I CAUGHT ";:PRINT@84,"YOU ADDING";:PRINT@116,"ON YOUR
";:PRINT@148,"FINGERS.";:X=RND(50)
2008 Y=RND(52)
2010 PRINT@0,X:"?";Y:"=";:INPUT S#:RETURN
2020 NEXT T:GOTO 60
2050 L=RND(2)
2052 IF L=0 THEN 2050
2056 IF L=2 THEN PRINT@52,"TAKE AWAY!";:X=RND(50)
2058 Y=RND(52):GOSUB 4050
```

```

2060 PRINT@0,X;"?";Y;"=";:INPUT S$:RETURN
3000 L=RND(2)
3002 IF L=0 THEN 3000
3004 IF L=1 THEN PRINT@52,"HOW MANY";:PRINT@84,"TIMES WERE";:PRINT@116,"YOU HIT?";:X=RND(50)
3006 IF L=2 THEN PRINT@52,"X MARKS ";:PRINT@84,"THE SPOT.";:X=RND(10)
3008 Y=RND(10)
3010 PRINT@0,X;"?";Y;"=";:INPUT S$:RETURN
3050 GOTO 30
4000 REM
4002 PRINT@52," ";
4004 PRINT@84," ";
4006 PRINT@116," ";
4008 PRINT@148," ";
4010 RETURN
4050 IF X<Y THEN X=RND(50):Y=RND(52):GOTO 4050
4052 RETURN
5000 GOSUB 8000:FOR T=1 TO 3000:NEXT T:CLS:PRINT"GAME OVER!":PRINT:PRINT
5002 PRINT"THE DEMOND CRUSHED YOU!"
5004 PRINT:PRINT"BETTER LUCK NEXT TIME!"
5005 END
5050 REM
5052 I$=CHR$(128)+CHR$(128):FOR L=1 TO 12
5054 PRINT@A,I$;:PRINT@B,I$;:A=A-32:B=B-32
5056 PRINT@A,A$;:PRINT@B,A$;:FOR Q=1 TO 200:NEXT Q
5058 NEXT L:GOTO 60
6000 FOR T=1 TO 4
6002 PRINT@C,CHR$(128)+CHR$(128);
6004 PRINT@D,CHR$(128)+CHR$(128)+CHR$(128)+CHR$(128);
6006 PRINT@E,CHR$(128)+CHR$(128);
6008 C=C-1:D=D-1:E=E-1
6010 PRINT@C,B$;:PRINT@D,C$;:PRINT@E,D$;
6012 FOR Q=1 TO 200:NEXT Q
6013 NEXT T
6014 FOR T=1 TO 9
6016 PRINT@C,CHR$(128)+CHR$(128);
6018 PRINT@D,CHR$(128)+CHR$(128)+CHR$(128)+CHR$(128);
6020 PRINT@E,CHR$(128)+CHR$(128);
6022 C=C-32:D=D-32:E=E-32
6024 PRINT@C,B$;:PRINT@D,C$;:PRINT@E,D$;
6026 FOR Q=1 TO 200:NEXT Q
6028 NEXT T
6029 SET(11,8,6):SET(12,8,6):GOTO 60
6050 SCORE=SCORE+1
6052 IF SCORE=1 THEN PRINT@480+28,"g";
6054 IF SCORE=2 THEN PRINT@480+28,"gu";
6058 IF SCORE=3 THEN PRINT@480+28,"gun";
6059 IF SCORE=4 THEN CLS:PRINT"YOU HAVE DESTROYED":PRINT"THE DEMOND WITH YOUR":PRINT"LIGHT GUN!":PRINT"GOOD WORK!":END
6060 FOR T=1 TO 1000:NEXT T:GOTO 60
8000 I$=CHR$(128)+CHR$(128)
8002 FOR T=1 TO 8
8004 PRINT@F,I$;:PRINT@G,I$;
8006 F=F-1:G=G-1
8008 PRINT@F,E$;:PRINT@G,F$;
8010 FOR Q=1 TO 200:NEXT Q
8012 NEXT T
8014 FOR T=1 TO 7
8016 PRINT@F,I$;:PRINT@G,I$;
8018 F=F-32:G=G-32
8020 PRINT@F,E$;:PRINT@G,F$;

```



```

8022 FOR Q=1 TO 200:NEXT Q
8024 NEXT T:FOR T=1 TO 2000:NEXT T:RETURN
9000 CLS(0)
9002 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)
9004 FOR V=5 TO 15:SET(22,V,3):SET(38,V,3):NEXT V
9006 FOR H=27 TO 32:SET(H,7,2):SET(H,8,2):SET(H,9,2):NEXT H
9008 FOR H=22 TO 27:SET(H,15,3):NEXT H
9010 FOR H=31 TO 38:SET(H,15,3):NEXT H
9012 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)
9014 SET(43,3,3):SET(44,4,3):SET(45,5,3):SET(46,6,3):SET(47,7,3)
9016 SET(42,4,3):SET(41,5,3):SET(40,6,3):SET(39,7,3)
9018 FOR H=39 TO 48:SET(H,8,3):SET(H,15,3):NEXT H
9020 FOR V=8 TO 15:SET(48,V,3):NEXT V
9022 FOR H=41 TO 44:SET(H,11,2):SET(H,12,2):NEXT H
9024 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)
9026 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)
9028 FOR H=32 TO 35:SET(H,21,4):SET(H,23,4):SET(H,25,4):NEXT H
9030 FOR H=37 TO 41:SET(H,21,4):NEXT H
9032 FOR V=22 TO 25:SET(39,V,4):NEXT V
9034 FOR V=21 TO 25:SET(43,V,4):NEXT V
9036 SET(44,25,4):SET(45,25,4):SET(46,25,4)
9038 FOR V=21 TO 25:SET(48,V,4):NEXT V
9040 SET(49,21,4):SET(50,21,4):SET(49,23,4):SET(49,25,4):SET(50,25,4)
9041 FOR V=27 TO 30:SET(26,V,4):NEXT V:SET(27,27,4):SET(28,28,4):SET(28,29,4):SE
T(27,30,4)
9042 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
9044 SET(31,27,4):SET(32,27,4):SET(31,30,4):SET(32,30,4):SET(36,27,4):SET(37,27,
4)
9046 SET(41,28,4):SET(42,29,4):SET(43,28,4):SET(37,30,4):SET(36,30,4)
9048 SET(21,16,4):SET(20,17,8):SET(20,18,8)
9050 SET(21,19,8):SET(20,20,8):SET(19,21,8):SET(18,22,8):SET(19,23,8)
9052 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)
9054 SET(49,16,8):SET(50,17,8):SET(51,18,8):SET(52,19,8):SET(53,20,8):SET(53,21,
8)
9056 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)
9057 PRINT@354,"the";PRINT@416,"backyard";
9058 A=64
9060 PRINT@5,CHR$(130+A);
9062 PRINT@36,CHR$(134+A);
9064 PRINT@68,CHR$(132+A);
9068 PRINT@69,CHR$(130+A);
9070 PRINT@100,CHR$(129+A);
9072 PRINT@101,CHR$(136+A);
9074 PRINT@132,CHR$(137+A);

9076 PRINT@164,CHR$(129+A);
9078 PRINT@165,CHR$(136+A);
9080 PRINT@196,CHR$(137+A);
9082 PRINT@229,CHR$(136+A);
9084 B=128
9086 PRINT@5,CHR$(B);
9088 PRINT@36,CHR$(B);
9090 PRINT@68,CHR$(B);

```

```

9092 PRINT@69,CHR$(B);
9094 PRINT@100,CHR$(B);
9096 PRINT@101,CHR$(B);
9098 PRINT@132,CHR$(B);
9100 PRINT@164,CHR$(B);
9102 PRINT@165,CHR$(B);
9104 PRINT@196,CHR$(B);
9106 PRINT@229,CHR$(B);
9108 FOR T=1 TO 1000:NEXT T
9110 Q$=INKEY$:IF Q$=""THEN 9058 ELSE 9112
9112 RETURN

```

If you have Extended Color BASIC, you may want to make the following changes:

Type RENUM 10

Now type the following:

```

1370 A=64
1372 GOSUB 1620
1380 PRINT@5,CHR$(130+A);
1390 PRINT@36,CHR$(134+A);
1400 PRINT@68,CHR$(132+A);
1410 PRINT@69,CHR$(130+A);
1420 PRINT@100,CHR$(129+A);
1430 PRINT@101,CHR$(136+A);
1440 PRINT@132,CHR$(137+A);
1450 PRINT@164,CHR$(129+A);
1460 PRINT@165,CHR$(136+A);
1470 PRINT@196,CHR$(137+A);
1480 PRINT@229,CHR$(136+A);
1490 B=128
1500 PRINT@5,CHR$(B);
1510 PRINT@36,CHR$(B);
1520 PRINT@68,CHR$(B);
1530 PRINT@69,CHR$(B);
1540 PRINT@100,CHR$(B);
1550 PRINT@101,CHR$(B);
1560 PRINT@132,CHR$(B);
1570 PRINT@164,CHR$(B);
1580 PRINT@165,CHR$(B);
1590 PRINT@196,CHR$(B);
1600 PRINT@229,CHR$(B);
1610 FOR T=1 TO 1000:NEXT T
1611 GOTO 1700
1620 B$="P4;E#;D;E+;P4;D+;C;D+;P4"
1630 C$="O4;C;O3;A+;G;E-;G;A+;P2"
1640 D$="T3;C;D;E-;F;G;D+G;"
1650 E$="T4;C;D;E-;F;G;D+G;"
1660 G$="T7;C;D;E-;F;G;D+;G"
1670 H$="T10;C;D;E-;F;G;D+;G"
1680 I$="T15;C;D;E-;F;G;D+;G"
1690 PLAY D$+B$+D$+C$
1691 RETURN

```

IMPORTANT: In lines 4002-4008 there must be 10 spaces between the quotes.

NOTE: TRY THIS IN  
THE PITCH DARK!



# GHOST OF TOM

BY: DAVID McNALLY

This short Halloween program is good for beginners. It uses simple SOUND commands and PRINT statements. Line 13 is used to center text read by data. Type it in, run it, and chills will go down your spine.



```
0 ' GHOST OF TOM 4K
3 DIM C$(40):DIM H(40)
5 CLS:H=1
10 FOR T=1 TO 36:READ C$(H):READ A:READ B
11 CLS:GOSUB 1000
13 X=PEEK(136)-4:X=X*256+16+PEEK(137):TX=LEN(C$(H)):X=X-INT(TX)/2:PRINT@X,C$(H)
14 SOUND A,B
15 H=H+1:NEXT T
20 DATA HAVE,58,9,YOU,32,9,SEEN,58,9,THE,5,7,GHOST,5,9,OF,32,9,TOM?,58,9
22 DATA LONG,89,9,WHITE,78,9,BONES,89,9,WITH,125,5,THE,108,4,FLESH,89,6,ALL,78,7
, GONE---,58,4,GONE---,78,4,GONE---,89,3,GONE---,108,3
26 DATA OHH---,125,9,OHH---,108,9,OHH---,125,9,OHH---,159,7,OHH---,147,6,OHH---,
125,8,OHH---,108,9,OHH---,125,10
28 DATA WOULD,125,6,N'T,125,6,IT,108,6,BE,108,6,CHILL,89,6,EEE,89,5,WITH,78,6,NO
,58,6,SKIN,32,7,ON?,58,8
30 FORT=1TO1000:NEXTT:RUN
1000 IF T=8 OR T=19 OR T=27 THEN FOR Y=1 TO 500:NEXT Y
1002 RETURN
```

Press <BREAK> to exit the program.



# GUESS WHICH COFFIN

FOR APPLE II

BY: JOE AHERN

Can you guess which coffin the number is in? Open the wrong coffin and you will be eaten by the mummy. All directions are in the game.

```
0 ' GUESS WHICH COFFIN
1 ' APPLE II
5 HOME
10 PRINT"GUESS WHICH COFFIN"
12 PRINT"BY: JOE AHERN"
14 PRINT:INPUT"INSTRUCTIONS <Y/N>" A$
16 IF A$="Y"THEN GOSUB 5000 ELSE 18
18 HOME:PRINT
20 PRINT"COFFIN #1 COFFIN #2 COFFIN #3"
22 PRINT:PRINT:PRINT
24 X=RND(3)
26 ON X GOSUB 1000,2000,3000:END
1000 Y=RND(30):PRINT"MY NUMBER IS ",Y," WHICH COFFIN IS IT?":INPUT B
1002 IF B<>1 THEN GOTO 4000
1004 PRINT"YOU'RE RIGHT! YOU SAVED YOURSELFFROM GETTING EATEN"
1005 PRINT" BY THE MUMMY!":RETURN
2000 Y=RND(30):PRINT"MY NUMBER IS ",Y," WHICH COFFIN IS IT?":INPUT B
2002 IF B<>2 THEN GOTO 4000
2004 PRINT"YOU'RE RIGHT! YOU SAVED YOURSELFFROM GETTING EATEN";
2005 PRINT" BY THE MUMMY!":RETURN
3000 Y=RND(30):PRINT"MY NUMBER IS ",Y," WHICH COFFIN IS IT?":INPUT B
3002 IF B<>3 THEN GOTO 4000
3004 PRINT"YOU'RE RIGHT! YOU SAVED YOURSELFFROM GETTING EATEN"
3005 PRINT" BY THE MUMMY!":RETURN
4000 PRINT"SORRY! YOU OPENED THE WRONG COFFIN AND GOT EATEN BY"
4001 PRINT" THE MUMMY."
4002 INPUT"PLAY AGAIN <Y/N>" C$:IF C$="Y"THEN 18 ELSE CLS:END
5000 HOME
5002 PRINT"WELCOME TO GUESS WHICH COFFIN"
5003 PRINT
5004 PRINT"THERE ARE 3 COFFINS. ONE OF THEM IS EMPTY. THE OTHER"
5005 PRINT" ONES HAS A MUMMY IN IT. WHEN THE COMPUTER GIVES YOU A"
5006 PRINT" NUMBER, YOU HAVE TO GUESS WHICH ONE THE NUMBER IS IN."
5007 PRINT" (THE EMPTY ONE). "
5008 PRINT"YOU THEN TYPE IN A NUMBER CORRESPONDING TO THE "
5009 PRINT"COFFIN #. (1,2, OR 3). IF YOU GET IT RIGHT, YOUR"
5010 PRINT" SAFE. IF YOU GET IT WRONG, THE MUMMY KILLS YOU."
5012 PRINT:PRINT"GOOD LUCK!!"
5014 INPUTC$:IF C$=""THEN 5014 ELSE 5015
5015 RETURN
```

NOTE: This can work on the TRS-80 CoCo & C64/128 if you change all HOME commands to CLS on TRS-80, and PRINT CHR\$(147) on the Commodore.

**Color Computer 2®**



Reg.  
99.95

64K RAM

A true "family" computer. Connects to any color television. #26-3127

**Printer Controller**

PTC-64

Reg.  
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Frees your computer during printing. Standard parallel interface. #26-1269

**Save on Tandy 1000 Software**

Title	Reg.	Cat. No.
Save \$20—Mickey's Space Adventure	39.95	25-1130
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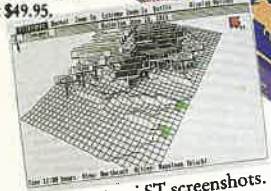
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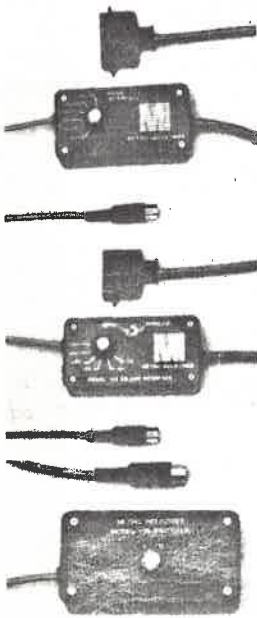
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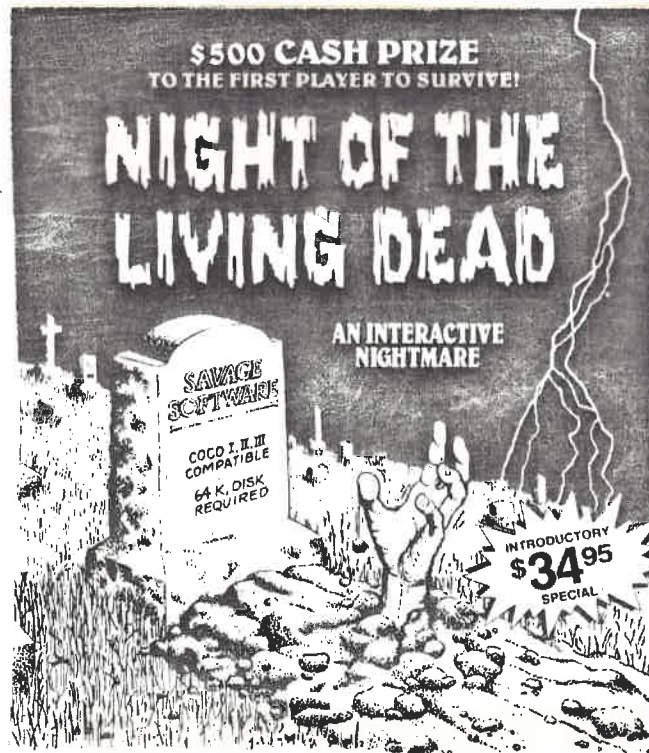
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