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                   ***   ZAXXON MODIFIER  ***
                        BY MIKE WARD
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THE BASIC PROGRAM "ZAXM1.CC" IN ACCESS WILL ALLOW YOU TO
CUSTOMIZE THE OBSTACLE COURSE THAT YOU FLY THROUGH IN STEVE
BJORK'S CLASSIC "ZAXXON" GAME FOR THE "COLOR COMPUTER".

YOU MAY CHANGE THE "TARGETS" THAT POPULATE THE COURSE, CHANGE
THEIR LATERAL LOCATIONS, AND THEIR RELATIVE DISTANCES FROM EACH
OTHER.

THESE "COURSE DESCRIPTIONS" MAY BE SAVED AS AN ASCII DISK FILE.

ALL YOU NEED IS YOUR DE-PROTECTED VERSION OF ZAXXON 1.0 ON
DISK.

A SHORT STATEMENT IS IN ORDER HERE.

THESE PROGRAMS SHOULD NOT BE CONSTRUED AS AN ENDORSEMENT FOR
SOFTWARE THIEVERY.

THEY ARE INTENDED TO ADD TO YOUR ENJOYMENT OF AN ALREADY SUPERB
GAME.

FOR THOSE INCLINED TOWARD ASSEMBLY LANGUAGE THERE ARE MANY
CLUES THAT CAN BE DERIVED FROM THE CLOSE SCRUTINY OF THE
LOCATIONS WITHIN "ZAXXON" THAT ARE REFERENCED BY THE BASIC
PROGRAM.

NOW, ON TO THE FUN STUFF!

IN ADDITION, THE PROGRAM "ZAXP1.CC"  MAY BE USED TO OBTAIN A
PRINTOUT OF ANY OF YOUR CUSTOMIZED COURSES THAT YOU HAVE SAVED
TO DISK.

THERE ARE ALSO SOME SAMPLE COURSES AVAILABLE.  THEY ARE
"ZAXC1.CC" AND "ZAXC2.CC".

ALL OF THESE PROGRAMS ARE IN BOTH PUBLIC AND "SIG" ACCESS UNDER
THE COMPUSERVE PPN 71036,424.

MANY OF THE DE-PROTECTED VERSIONS OF "ZAXXON" THAT I'VE SEEN
ARE INCOMPLETE IN THAT THE GAME BEGINS WITH AN INITIAL HIGH
SCORE OF 2200 AND THE SCREEN SWITCHES TO BLACK ON GREEN WHEN
"PAUSED" WITH THE <ENTER> KEY.

IT ALSO REQUIRES 9 GRANULES OF DISK SPACE AND, IF YOU HIT THE

"RESET" BUTTON WHILE PLAYING, YOU GET A NICE GARBAGE SCREEN AND
A LOCKED UP COMPUTER.

IF THIS IS THE CASE WITH YOUR VERSION THEN LET'S FIX THESE AND
A FEW OTHER MINOR PROBLEMS.

ALONG THE WAY I'LL TRY TO CONVEY SOME GOOD "DATA PROCESSING"
TECHNIQUES.

FIRST, INITIALIZE A DISK TO WORK WITH SO AS TO MINUMIZE THE
RISK OF CRASHING ONE OF YOUR GOOD GAME DISKS.

MAKE A COPY OF YOUR "ZAXXON" GAME ON IT AND GIVE IT THE NAME
"ZAXXON/BIN".  PUT YOUR GAME DISK AWAY.

LOAD "ZAXXON/BIN" INTO MEMORY AND APPLY THE FOLLOWING POKES:
 POKE &H6241,0:POKE &H6242,0
 POKE &H66B3,&H39:POKE &H6970,&HF8

 NOW SAVE IT LIKE THIS:
 SAVEM "ZAXXON",&H3A00,&H7EB5,&H622F

IT SHOULD NOW TAKE 8 GRANULES.

LOAD IT BACK IN AND EXECUTE IT.  HIT "RESET" A TIME OR TWO.  IT
SHOULD ALWAYS RESET TO THE COPYRIGHT SCREEN.  THE TEXT SHOULD
BE ORANGE.  YOU MAY PUSH "RESET" UNTIL IT IS.

GOT ALL ZEROES FOR SCORES?  TAKE IT FOR A TEST FLIGHT.  (DON'T
FORGET YOUR PARACHUTE).  HIT THE <ENTER> KEY AND THE GAME
SHOULD FREEZE AND STAY IN COLOR.  HIT ANY OTHER KEY TO RESUME.
IF ALL IS OK THEN TURN YOUR COCO OFF AND BACK ON.

YOU'RE READY TO RUN THE BASIC PROGRAM AND MAKE YOUR OWN VERSION
OF AN OBSTACLE COURSE!

UNTIL YOU BECOME MORE FAMILIAR WITH THE RELATIONSHIPS INVOLVED
IN THINGS LIKE "FORCE FIELDS" AND "LOCATIONS" TRY JUST
SUBSTITUTING RADARS FOR FUEL TANKS, MISSILES FOR CANNONS, ETC.

I ALSO STRONGLY RECCOMMEND THAT YOU REMOVE YOUR WORKING DISK
FROM THE DRIVE WHEN TESTING ONE OF YOUR "CREATIONS"!

"ZAXXON" IS A FINE PROGRAM BUT I DON'T THINK THE AUTHOR HAD
YOUR PARTICULAR VERSION IN MIND.

UNPREDICTABLE THINGS CAN AND PROBABLY WILL HAPPEN!

TAKE A LOOK AT THE TWO SAMPLE COURSES, "ZAXC1.CC" AND
"ZAXC2.CC" FOR SOME EXAMPLES.

I SPENT OVER 2 HOURS ON EACH ONE AND, BELIEVE ME, I HAVE MANY
HOURS "BEHIND THE STICK"!

TAKE YOUR TIME AND SAVE YOUR "COURSES" AS YOU GO ALONG.  YOU'LL
FIND IT EASIER TO MAKE SMALL ADJUSTMENTS THIS WAY INSTEAD OF
HAVING TO DO A TOTAL REDESIGN.  I FOUND THAT MAKING A MAP OF
THE COURSE PROVED INVALUABLE.

NOW FOR A FEW "OPERATIONAL" NOTES ABOUT THE PROGRAMS:

MAKE IT EASY ON YOURSELF AND KEEP EVERYTHING ON ONE DISK.

TAKE A BACKUP AS SOON AS YOU GET THIS DISK ORGANIZED AND
!BEFORE! YOU MAKE YOUR FIRST TEST COURSE.

A GOOD START-UP DISK MIGHT CONTAIN:
 ZAXXON/BIN (THE "ZAXXON" GAME ITSELF)
 ZAXM1/BAS  (THE MODIFIER PROGRAM FROM ZAXM1.CC)
 ZAXP1/BAS  (THE PRINT UTILITY FROM ZAXP1.CC)
 ZAXC1/DAT  (A SAMPLE COURSE FROM ZAXC1.CC)
 ZAXC2/DAT  (A SAMPLE COURSE FROM ZAXC2.CC)

 RUN "ZAXM1"

IT WILL LOAD "ZAXXON/BIN" AND PROTECT THE MEMORY IT OCCUPIES.

IT WILL THEN ASK YOU IF YOU WANT TO LOAD A COURSE FROM DISK.
REPLY "Y" (NO QUOTES OF COURSE) IF YOU DO OR JUST HIT ENTER IF
YOU DON'T.

IF YOU REPLIED "Y", IT WILL PROMPT YOU FOR A FILE NAME.  JUST
ENTER THE FILE NAME OF THE COURSE YOU WANT APPLIED.  IF IT HAS
AN EXTENSION OF "DAT" YOU DON'T NEED TO ENTER ONE.

THE COURSE WILL BE LOADED AND THE PARAMETERS APPLIED TO THE
"ZAXXON" IN MEMORY.

(NO CHANGES ARE EVER MADE TO "ZAXXON" ON DISK.)

NOW YOU'LL BE ASKED IF YOU WANT TO MODIFY THIS COURSE.  REPLY
"Y" IF YOU DO, <ENTER> IF YOU DON'T.

IF YOU RESPOND WITH ANYTHING BUT "Y" YOU'LL BE ASKED IF YOU

WANT TO SAVE THIS COURSE.  A REPLY OF "Y" WILL PROMPT YOU FOR A
FILE NAME AND THE COURSE WILL BE SAVED TO DISK. THE DEFAULT
EXTENSION IS "DAT" IF NONE IS GIVEN.

AFTER THAT, THE PROGRAM ENDS.

NOW,TO RUN "ZAXXON" AND TEST YOUR NEW COURSE JUST TYPE "EXEC"
AND YOUR OFF TO THE RACES!

IF YOU CHOOSE TO MODIFY THE COURSE, HERE ARE SOME GUIDELINES:

THERE ARE A TOTAL OF 84 POSSIBLE "TARGETS".  YOU MAY BEGIN WITH
ANY TARGET YOU WISH.  THEY ARE NUMBERED 1 THRU 84 WITH THE
FIRST "ENTRANCE WALL" BEING #1 AND THE LAST "FUEL TANK" BEFORE
THE "ZAXXON" BEING #84.  AFTER YOU SELECT A STARTING POINT THE
SCREEN WILL DISPLAY A MENU.

THERE ARE 10 TARGET CHOICES AVAILABLE.

EACH TARGET HAS 3 PARAMETERS.

1.)  A NUMBER TO GIVE IT AN IDENTITY.  1 IS A FUEL TANK, 2 IS A
RADAR STATION, ETC.

2).  A NUMBER DENOTING ITS UP/DOWN LOCATION ON THE FLOOR OF THE
COURSE WITH ZERO (0) BEING THE EXTREME BOTTOM OF THE SCREEN,
(AS YOU FACE IT, NOT AS YOU FLY IT), AND FIFTY (50) BEING THE
TOP.

3.)  A NUMBER WHICH REPRESENTS THE DISTANCE DOWN THE COURSE,
(TO YOUR RIGHT AS YOU FACE THE SCREEN), TO THE NEXT TARGET.
ZERO (0) MEANS THAT THE NEXT OBJECT IS IN THE SAME LATERAL
LOCATION AS THIS ONE AND 255 MEANS IT'S A LONG WAY DOWN THE
ROAD!  (HINT:  WATCH YOUR FUEL!)

FIRST, THE IDENTITY OF THE CURRENT TARGET IS DISPLAYED AT THE
BOTTOM OF THE SCREEN AND MAY BE CHANGED BY ENTERING A NEW
"TARGET NUMBER" FROM THE MENU.  HIT <ENTER> TO LEAVE IT
UNCHANGED.

THE "UP/DOWN" LOCATION FOR THIS TARGET WILL BE DISPLAYED NEXT.
YOU MAY CHANGE IT BY ENTERING A NEW NUMBER OR HIT <ENTER> TO
LEAVE IT UNCHANGED AND CONTINUE.

THE DISTANCE FROM THIS TARGET TO THE NEXT IS THEN DISPLAYED AND
THE SAME RULES APPLY.  ENTER A NEW NUMBER OR JUST <ENTER> TO
LEAVE IT ALONE AND CONTINUE.

START OUT BY MAKING A PLAN.  THEN MAKE JUST A FEW CHANGES AT A
TIME.  SAVE YOUR "CREATIONS" AND REMEMBER TO TAKE THE DISK OUT
OF THE DRIVE WHILE MAKING "TEST FLIGHTS".

TAKE A FEW MINUTES FROM TIME TO TIME TO BACKUP YOUR DISK.

IT'S INCREDIBLY FRUSTRATING TO LOSE SOMETHING THAT MAY HAVE
BEEN MANY HOURS IN THE MAKING!  ALSO, TRY NOT TO WORK WHEN
YOU'RE TIRED.  HASTE MAKES WASTE AND IN THE COMPUTER BIZ THAT
CAN BE DISASTEROUS!

A FINAL NOTE:

IF YOU RESPOND TO ANY PROMPT FOR A PARAMETER BY JUST HITTING
THE <ENTER> KEY, THE PROGRAM LEAVES IT UNCHANGES AND GOES ON TO
THE NEXT ONE.

IF YOU DECIDE TO STOP BEFORE THE END OF THE COURSE, JUST ENTER
A "Q" (FOR "QUIT") AT ANY PROMPT.  THE PROGRAM WILL THEN ASK IF
YOU WANT TO SAVE THIS COURSE.  SEE THE INSTRUCTIONS ABOVE.

IF YOU HAVE ANY PROBLEMS OR WOULD JUST LIKE TO ASK QUESTIONS,
YOU MAY LEAVE A MESSAGE FOR ME ON THE "COLOR SIG" OR IN E-MAIL.

I DON'T PRETEND TO KNOW A LOT ABOUT THE INNER WORKINGS OF
"ZAXXON" BUT I'LL DO MY BEST TO HELP WHERE I CAN.

HAVE FUN!  AND IF YOU COME UP WITH SOMETHING YOU'RE PROUD OF,
UPLOAD IT TO THE "SIG" SO WE ALL CAN ENJOY IT!

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