

TOTALE

n.2

LIRE 1500

GIOCHI E
PROGRAMMI
PER PERSONAL
E HOME
COMPUTER

SOFTWARE DOSSIER

Quindicinale
di giochi e programmi
per personal
& home computer

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Edizioni **CO.STA** srl
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56100 PISA

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SOFTWARE DOSSIER

Lire 1500

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- Programmi personali
- Programmi di utilità.

Con l'ultimo numero dell' an-
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CODIFICA SIMBOLI



APPLE



COMMODORE 64



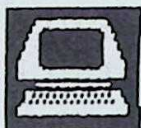
ZX SPECTRUM



TEXAS 99/4A



VIC 20



UTILITY



PROGRAMMI
PERSONALI



GIOCHI

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SOFTWARE DOSSIER N. 2

Floppy Apple L.21500 (1 progr.)
Cas.ta COM.64 L.21500 (3 progr.)
Cas.ta Spectrum L.16500 (2 progr.)
Cas.ta TI.99 L.16500 (1 progr.)
Cas.ta VIC.20 L.16500 (2 progr.)

SOFTWARE DOSSIER N. 2 — BUONO D'ORDINE

Nome _____

Cognome _____

Via / P.zza _____

Città _____ CAP _____

N. _____ Floppy Apple Tot. L. _____

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N. _____ Cassetta TI.99 Tot. L. _____

N. _____ Cassetta VIC.20 Tot. L. _____

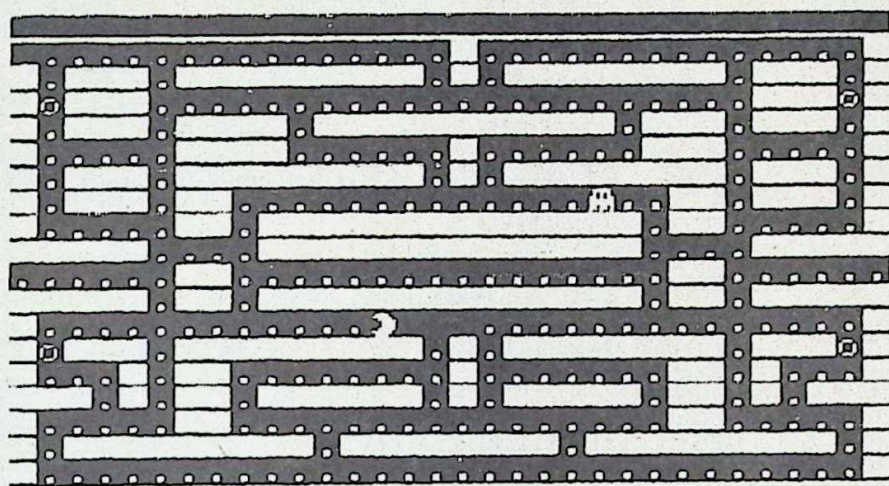
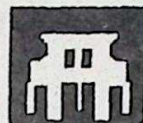
TOTALE L. _____

SOLARIS

29



CRUNCH!



PUNTI 30

VITE 3

Evitando d'essere divorato dal mostro dovete raccogliere tutte le Perle disseminate lungo il percorso del labirinto. Le Perle di dimensioni Piu' grandi poste nei rispettivi angoli Vi Procureranno un Punteggio Piu' elevato. Avete a disposizione 3 VITE Per poter completare il Percorso. Buona fortuna...

```

10 LET PM=0: GO SUB 0700
20 GO SUB 0620
30 LET V=12: LET H=16: GO SUB
0550: INVERSE 1: PRINT AT 20,15;
"VITE ";V;VITE
40 PRINT AT V,H; INVERSE 1;"$
50 LET A$=INKEY$: IF A$<"5" OR
A$>"8" THEN GO TO 0080
    
```

NOTE

SOBRIE

30

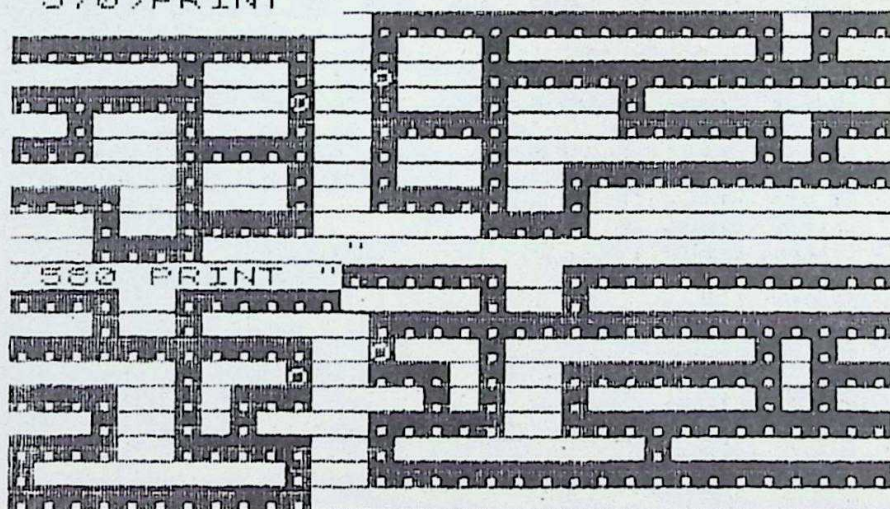
```
60 IF a$<>"" THEN LET c1=VAL a
$
70 LET m$=("O" AND c1=7)+("C"
AND c1=8)+("A" AND c1=5)+("S" AN
D c1=5)
80 PRINT AT v,h;" "
90 IF h<1 THEN LET h=30
100 IF h>30 THEN LET h=0
110 LET v1=v: LET h1=h
120 LET v=v+(c1=5)-(c1=7)
130 LET h=h+(c1=8)-(c1=5)
140 IF SCREEN$ (v,h)="" THEN L
ET v=v1: LET h=h1: PRINT AT v,h;
m$: GO TO 0190
150 IF SCREEN$ (v,h)="" THEN L
ET pn=pn+10: BEEP .008,10: LET c
ount=count+1
160 IF SCREEN$ (v,h)="O" THEN G
O SUB 0540
170 IF SCREEN$ (v,h)="" THEN GO
TO 0380
180 PRINT AT v,h;"●";AT 20,0;"P
UNT1 ";pn
190 PRINT AT z,x;" "
200 LET z1=z: LET x1=x
210 LET z=z+(m1=6)-(m1=7): LET
x=x+(m1=8)-(m1=5)
220 IF SCREEN$ (z,x)="" THEN L
ET m1=INT (RND*4)+5: LET z=z1: L
ET x=x1: GO TO 0200
230 PRINT AT v,h;m$
240 IF SCREEN$ (z,x)="" THEN P
RINT AT z1,x1;" "
250 IF SCREEN$ (z,x)="O" THEN P
RINT AT z1,x1;"O"
260 IF SCREEN$ (z,x)="" THEN GO
TO 0380
270 PRINT AT z,x; PAPER 4;"▲"
280 IF vite <1 THEN GO TO 0320
290 IF count=tot THEN LET count
=0: GO TO 0050
300 GO TO 0050
310 STOP
320 CLS
330 INVERSE 0: PRINT "TAB 5:"F
INE GIOCO "
340 PRINT " " IL TUO PUNTEGGIO
E" ";pn
```

NOTE

```

350 IF PN>PM THEN LET RM=PN
360 PRINT "IL MIGLIOR PUNTEGG
10 E"; PM
370 INPUT "PREMI ENTER PER GICA
RE ANCORA"; LINE a$: GO TO 0020
380 INVERSE 1
390 PRINT AT z,x;" "
400 PRINT AT v,h;"●"
410 BEEP .3,15
420 PRINT AT v,h;"○"
430 BEEP .3,11
440 PRINT AT v,h;"●"
450 BEEP .3,7
460 PRINT AT v,h;"▲"
470 BEEP .3,3
480 PRINT AT v,h;"X"
490 BEEP .3,0
500 PRINT AT v,h;" "
510 BEEP .5,-5
520 LET count=0: LET v=12: LET
h=15: LET vite =vite -1
530 INVERSE 0: GO TO 0030
540 BEEP .005,15: BEEP .005,-15
: LET pn=pn+INT (RND*100)+200
550 RETURN
560 PAPER 0: CLS : INK 0: PAPER
6: BORDER 0
570>PRINT "

```



NOTE

SOLARIS

32

```

5900 INK 0
6000 PAPER 6
6100 RETURN
6200 LET B$=""
6300 LET C1=6: LET M1=0
6400 LET PN=0
6500 LET Z=7: LET X=15
6600 LET Vite=3
6700 LET count=0
6800 LET tot=200
6900 RETURN
7000 FOR a=USR "a" TO USR "i"+7
7100 READ user: POKE a,user
7200 NEXT a: RETURN
7300 DATA 60,126,255,255,255,255
7400 DATA 0,66,195,231,255,255,1
7500 DATA 60,126,248,240,240,240
7600 DATA 60,126,255,255,231,195
7700 DATA 60,126,31,15,15,31,126
7800 DATA 0,0,126,255,255,255,12
7900 DATA 0,0,0,0,16,24,60,60
8000 DATA 129,66,36,0,0,36,66,12
8100 DATA 28,62,42,107,127,127,1
8200 REM CARATTERI GRAFICI
8300 REM ● = A
8400 REM ○ = B
8500 REM ◐ = C
8600 REM ◑ = D
8700 REM ◒ = E
8800 REM ◓ = F
8900 REM ◔ = G
9000 REM × = H
9100 REM ☉ = I

```

NOTE

SOFTWARE

DOSSIER 33



MARZIANI



Siete in Possesso di un cannone laser e dovete difendere il Vostro Pianeta dall'invasione dei marziani. Le loro orde discendono frenetiche da cielo e Voi dovete contrastarle sparando all'impazzata. I tasti per spostarvi sono: CRSR per spostarvi verso sinistra e CRSR per spostarvi verso destra. Il tasto da utilizzare per far fuoco con il cannone laser è la BARRA SPAZIATRICE.

```
1 POKE 56,24:POKE 52,24:CLR
10 REM
40 GOSUB 1000
50 PRINT "J":S=0:GOSUB 10000
60 GOSUB 2000
70 GOSUB 4000
80 END
115 GOTO 90
1000 REM
1010 REM
1020 PRINT "*****MARZIANI*****"
1030 PRINT :PRINT "DIFENDETEVI DAGLI","INVASORI VENUTI DA","UN ALTRA GALASSIA","
CON UN"
1050 PRINT :PRINT "CANNONE LASER "
1060 PRINT "PER SPOSTARLO USARE I","TASTI "
1070 PRINT "←";CHR$(34);"←CRSR";CHR$(34);" ";CHR$(34);"←CRSR";CHR$(34);"↵"
1080 PRINT "↑"
1090 PRINT "PER SPARARE USARE ","LA BARRA SPAZIATRICE "," :↵ "
1100 FOR M=1 TO 15000:NEXT
1110 PRINT "J":RETURN
2000 REM
2010 REM
2020 P=11:PC=11:NT=0:T1=0:T2=0
2030 NT=NT+1:IF NT>3 THEN RETURN
2040 FOR I=0 TO 12 STEP 2
2050 FOR J=0 TO 21
2060 POKE 7680+22*I+J,1:POKE 38400+22*I+J,5
2070 NEXT J:NEXT I
2080 POKE 8164+P,0:POKE 38884+P,6
2090 POKE 7988+PC,2:POKE 38708+PC,6
2100 REM
2110 X=PEEK(203)
```

NOTE

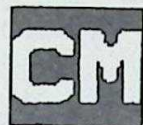
```

2115 IV=0
2120 IF X=64 THEN IV=0
2130 IF X=31 THEN IV=-1
2140 IF X=23 THEN IV=1
2150 IF P+IV<0 OR P+IV>21 THEN IV=0
2160 POKE 8164+P,32
2170 P=P+IV:POKE 8164+P,0:POKE 38884+P,6
2180 IC=(P-PC)*RND(1)
2190 IF PC+IC<0 OR PC+IC>21 THEN IC=0
2200 POKE 7988+INT(PC),32
2210 PC=PC+IC:POKE 7988+INT(PC),2:POKE 38708+INT(PC),6
2220 REM
2230 IF T1=1 THEN 2260
2240 IF PEEK(203)<>32 THEN 2310
2250 CT=P:T1=1:TV=8164
2260 POKE TV+CT,32
2270 IF TV-22+CT<7680 THEN T1=0:GOTO 2310
2280 TV=TV-44
2290 IF PEEK(TV+CT)=1 THEN 3000
2295 IF PEEK(TV+CT)=2 THEN T1=0
2300 POKE TV+CT,3:POKE TV+CT+30720,6
2310 GOSUB 6000:GOSUB 6000:IF Z=1 THEN RETURN
2320 GOTO 2100
3000 POKE 36878,15:POKE 36876,150
3020 S=S+1:IF S=154 THEN 3100
3030 T1=0:POKE 36876,0:POKE TV+CT,32:GOTO 2100
3100 FOR X=250 TO 128 STEP -1
3110 POKE 36876,X
3120 FOR J=1 TO 10:NEXT
3130 NEXT
3140 POKE 36876,0
3150 PRINT "J":GOTO 2030
3300 POKE 36877,150
3310 FOR X=15 TO 0 STEP -1:POKE 36878,X:FOR I=1 TO 50:NEXT :NEXT :POKE 36877,0
3320 PRINT "J":POKE 36869,240:Z=1:RETURN
4000 PRINT "AVETE REALIZZATO ":"S" PUNTI "
4010 RETURN
6000 IF T2=1 THEN 6020
6010 LT=PC+8010:T2=1
6020 IC=RND(1)*2
6030 POKE LT,32
6040 IF LT+IC>8185 THEN T2=0:GOTO 6090
6050 LT=LT+21+IC
6060 IF PEEK(LT)=0 THEN 3300
6070 POKE LT,3:POKE LT+30720,7
6090 RETURN
10000 RESTORE :FOR I=6144 TO 6175
10010 READ A:POKE I,A
10020 NEXT I
10025 FOR I=6400 TO 6407:POKE I,0:NEXT
10030 DATA 0,24,24,60,126,255,255,255,24,60,126,24,36,66,66
10040 DATA 129,90,60,126,60,24,0,0,8,8,8,8,8,8,8
10050 POKE 36869,254
10060 RETURN

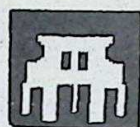
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NOTE

SOVIET DOSSIER 35



INVASORI



Vi trovate a bordo di un caccia interstellare e dovete contrastare l'avanzata degli invasori con i missili ad antimateria lanciati dal vostro caccia. Gli invasori sono protetti da un campo di forza e solamente l'astronave che in quel momento sta effettuando l'attacco è vulnerabile ai vostri missili. Di contro voi non possedete alcuna protezione ai loro missili, che vengono ripetutamente lanciati nella vostra direzione rendendo alquanto difficoltosa la distruzione dell'astronave aliena. I tasti utilizzati sono: il tasto "Z" per spostarvi verso sinistra, il tasto "C" per spostarvi verso destra, ed infine il tasto "M" per lanciare il missile. Nel caso veniate distrutti il gioco ricomincerà da capo; quindi nel caso vogliate interromperlo, basterà che premiate il tasto RUN/STOP e contemporaneamente il tasto RESTORE.

```
10 PRINT "I"
20 PRINT "M"
30 FOR I=12544 TO 12551:POKE I,0:NEXT
40 POKE 54273,0:FOR I=12672 TO 12751:READ Q:POKE I,Q:NEXT
50 POKE V+21,7:POKE 2040,208:POKE 2041,209:POKE V+39,8:POKE V+40,7:POKE 2042,210
60 POKE V+41,2:FOR I=0 TO 190:READ Q:POKE 13312+I,Q:NEXT
70 P=120:S=0:SP=4:AL=7:CO=55296:SC=1024:POKE V,P:POKE V+1,200
80 X=5+INT(RND(1)*20):Y=120:X2=X:Y2=160
90 GOSUB 710:POKE 54277,0:POKE 54278,240:GOSUB 660
100 POKE V+28,4:POKE V+38,5:PE=PEEK(V+31)
110 FOR I=1 TO 18:PRINT "M";TAB(I-1);C$:PRINT "M";TAB(I);A$
120 GOSUB 230
130 PRINT "M";TAB(I);B$
140 GOSUB 230
150 NEXT
160 IF SP>1 THEN SP=SP-1
170 FOR I=17 TO 1 STEP -1:PRINT "M";TAB(I+1);C$:PRINT "M";TAB(I);A$
180 GOSUB 230
190 PRINT "M";TAB(I);B$
200 GOSUB 230
210 NEXT
220 GOTO 110
230 PRINT "M";S;"M"
240 IF SP<2 THEN PRINT ""
250 FOR J=1 TO INT(SP)
260 PE=PEEK(197)
270 IF PE=12 AND P>35 THEN P=P-4
280 IF PE=20 AND P<320 THEN P=P+4
290 IF Y1=0 AND PE=36 THEN GOSUB 840
300 IF P>255 THEN POKE V,P-256:POKE V+16,PEEK(V+16) OR 1:GOTO 320
310 POKE V,P:POKE V+16,PEEK(V+16) AND 254
320 IF PEEK(V+31)=1 THEN 800
330 POKE 54273,0
340 IF Y1=0 THEN 440
350 Y1=Y1-6:POKE V+3,Y1
360 IF PEEK(V+31)<>2 THEN 430
```

NOTE

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370 POKE 54296,15:POKE 54276,0:POKE 54276,129
380 IF PEEK(V+16) AND 2 THEN POKE V+16,PEEK(V+16) OR 4:GOTO 400
390 POKE V+16,PEEK(V+16) AND 251
400 POKE V+4,PEEK(V+2):POKE V+5,Y1:Y1=0:S=S+30-Y/40
410 POKE SC+X+Y,32:POKE SC+X+Y+1,32:Y=840
420 FOR Z=40 TO 1 STEP -.6:POKE 54273,Z:NEXT :POKE 54273,0:POKE V+4,0:POKE V+5,0
430 IF Y1<90 THEN Y1=0:POKE V+2,0:POKE V+3,0
440 POKE SC+X2+Y2,32
450 IF RND(1)<.1 THEN X2=X2+(X2)<(P-20)/8)-(X2<(P-20)/8)
460 Y2=Y2+40:IF Y2>840 THEN Y2=Y+40:X2=X
470 POKE CO+X2+Y2,3:POKE SC+X2+Y2,21
480 NEXT :DX=X:DY=Y
490 IF DY<680 OR RND(1)<.6 THEN DY=DY+40
500 IF DY<360 AND DX>20 AND DX<38 THEN DX=DX+1
510 IF DY<360 AND DX<21 AND DX>1 THEN DX=DX-1
520 IF DY>400 AND DX>20 AND DX>1 THEN DX=DX-1
530 IF DY>400 AND DX<21 AND DX<38 THEN DX=DX+1
540 IF DY<840 THEN 620
550 AL=AL-1:IF AL=0 THEN AL=6:DY=120:DX=I+INT(RND(1)*6)*4:SP=SP-1:GOSUB 660
560 DX=INT(RND(1)*6)*4+1:IF MID$(A$,DX,2)=" " THEN 560
570 A1$=LEFT$(A$,DX-1)+" "+RIGHT$(A$,24-DX-1):A$=A1$
580 A1$=LEFT$(B$,DX-1)+" "+RIGHT$(B$,24-DX-1):B$=A1$
590 POKE 54296,5:POKE 54276,0:POKE 54276,17:POKE 54273,50:FOR Z=1 TO 100:NEXT
600 POKE 54273,0
610 DY=120:DX=I+DX-1
620 POKE SC+Y+X,32:POKE SC+Y+X+1,32
630 POKE SC+DY+DX,4:POKE SC+DY+DX+1,5:POKE CO+DY+DX,4:POKE CO+DY+DX+1,4
640 X=DX:Y=DY
650 RETURN
660 POKE 54296,8:POKE 54276,0:POKE 54276,33
670 A$="QA QA QA QA QA " :B$="BC BC BC BC BC BC "
680 C$=" "
690 FOR Z=1 TO 20:POKE 54273,Z:NEXT :POKE 54273,0
700 RETURN
710 POKE 54276,0:POKE 54277,0:POKE 54278,0
720 POKE 54296,15:POKE 54277,190:POKE 54278,64:POKE 54276,17
730 FOR I=1 TO 10 STEP .05:POKE 54273,I:NEXT
740 FOR I=1 TO 30 STEP .2:POKE 54273,I:NEXT
750 FOR I=50 TO 20 STEP -.2:POKE 54273,I:NEXT
760 FOR I=80 TO 140 STEP 2.5:POKE 54273,I:NEXT
770 FOR I=200 TO 50 STEP -3:POKE 54273,I:NEXT
780 FOR I=10 TO 40 STEP .2:POKE 54273,I:NEXT
790 FOR I=80 TO 140 STEP 2:POKE 54273,I:NEXT
800 FOR I=10 TO 1 STEP -.04:POKE 54273,I:NEXT
810 FOR I=1 TO 10 STEP .05:POKE 54273,I:NEXT
820 FOR I=100 TO 70 STEP -2:POKE 54273,I:NEXT
830 POKE 54273,0:RETURN
840 POKE 54296,10:POKE 54276,0:POKE 54276,129
850 IF P>255 THEN POKE V+2,P-256:POKE V+16,PEEK(V+16) OR 2:GOTO 870
860 POKE V+2,P:POKE V+16,PEEK(V+16) AND 253
870 Y1=180:FOR Z=1 TO 30 STEP 2:POKE 54273,Z:NEXT :RETURN
880 POKE V,0:POKE V+1,0:POKE V+2,0:POKE V+3,0:POKE V+5,200
890 IF P>255 THEN POKE V+4,P-256:POKE V+16,PEEK(V+16) OR 4:GOTO 910
900 POKE V+4,P:POKE V+16,PEEK(V+16) AND 251
910 POKE 54296,15:POKE 54276,0:POKE 54276,129
920 FOR I=1 TO 100:POKE 54273,I:NEXT

```

NOTE

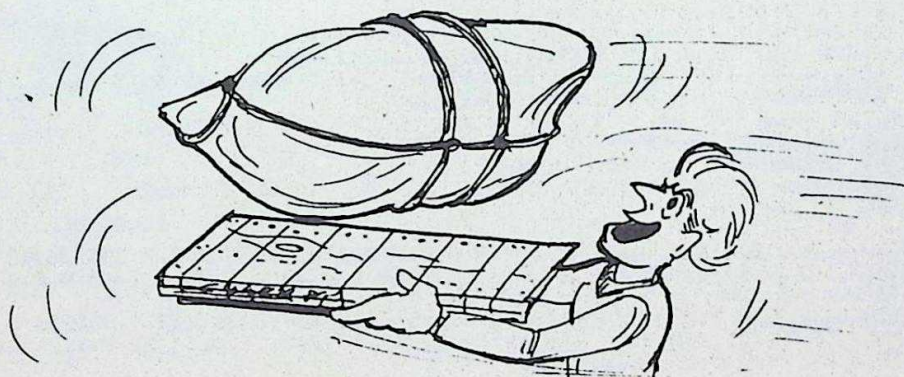
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930 FOR I=100 TO 50 STEP -2:POKE 54273,I:NEXT
940 FOR I=80 TO 1 STEP -.4:POKE 54273,I:NEXT :POKE 54273,0
950 POKE V+4,0:POKE V+5,0:POKE V+29,0
960 RUN
970 DATA 96,125,31,15,2,1,0,0,3,31,124,248,160,192,128,128
980 DATA 0,0,127,31,6,1,0,0,0,0,127,252,176,192,128,128
990 DATA 28,14,7,3,2,1,0,0,28,56,112,224,160,192,128,128
1000 DATA 255,192,192,192,207,195,195,255,255,0,12,12,51,63,51,51
1010 DATA 0,0,48,48,48,48,48,63,0,0,12,12,51,63,51,51
1020 DATA 0,0,51,51,12,12,51,51,0
1030 DATA 0,0,51,51,27,27,12,12,12,48,48,96,96,192,0
1040 DATA 0,0,60,51,51,60,54,51,0,0,63,12,12,12,12,63
1050 DATA 0,0,60,51,51,51,51,60
1060 DATA 0,243,195,195,243,51,51,243,0,207,12,12,12,12,207
1070 DATA 0,207,204,204,207,204,204,204,0,15,204,204,15,204,204,207
1080 DATA 0,0,48,0,0,48,0,0,0,24,126,60,24,24,24,24
1090 DATA 0,120,126,102,102,102,126,0,0,24,120,24,28,28,126,0
1100 DATA 0,126,6,24,96,102,126,0,0,30,126,6,62,6,126,0
1110 DATA 0,96,108,108,126,28,28,0,0,14,126,96,24,6,126,0
1120 DATA 0,126,112,126,102,102,126,0,0,126,102,12,24,48,48,0
1130 DATA 0,126,102,24,102,102,126,0,0,126,102,102,126,14,14,0
1140 DATA 0,12,0,0,30,0,0,63,0,0,63,0,0,63,0,0,30,0,0,12,0,0,30,0,0,63,0
1150 DATA 8,255,196,9,255,228,9,255,228,11,127,180,15,127,188,14,63,28,12,12,12
1160 DATA 8,30,4,0,63,0,0,63,0,0,0,0,99
1170 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1180 DATA 0,0,0,12,0,0,12,0,0,30,0,0,30,0,0,12,0,0,12,0,0,30,0,0,63,0,0,109,128
1190 DATA 99,0,0,0,0,8,0,2,8,0,0,8,32,0,42,128,0,174,160,2,239,128,42,255,160
1200 DATA 11,255,224,2,255,224,2,255,128,2,190,0,8,186,128,0,184,32,0,40,0
1210 DATA 0,32,0,32,32,0,0,0,128,2,0,2,0,0,0,0,0,0

```



FATTORINO



Siete un fattorino e dovete recuperare un pacco che dispettosamente continua a rimbalzare tra le pareti

NOTE

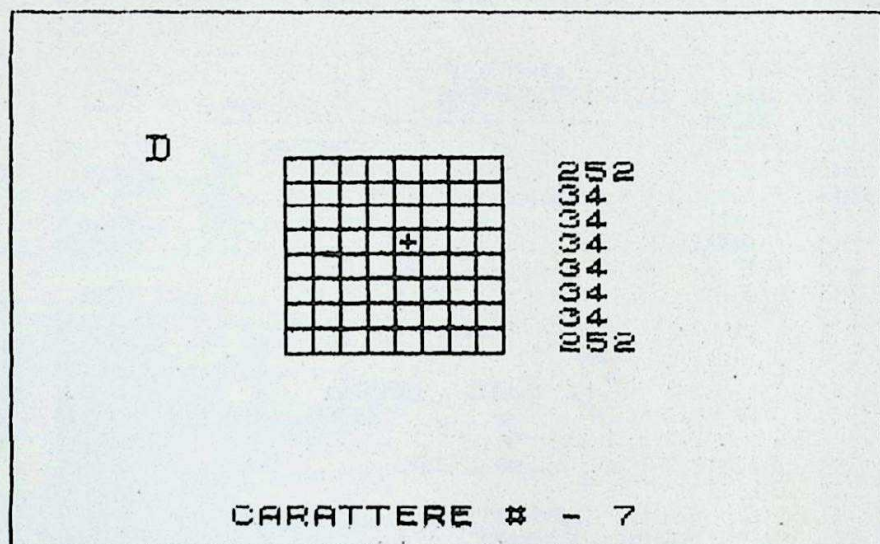
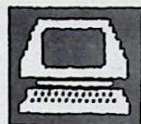


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NOTE



CARATTERI



Un Programma Per Poter creare senza difficoltà da Voi i caratteri grafici da utilizzare nei giochi. L'utilizzo è stato volutamente reso semplice Per quanti non avessero una conoscenza approfondita della materia. Una volta lanciato, verrà richiesto il numero del carattere grafico da modificare. Esso può essere compreso tra 0 e 21. Verrà a questo punto visualizzata una scacchiera dove mediante i tasti di movimento del cursore potrete spostarvi all'interno d'essa. Il tasto "A" Vi servirà Per annerirne un quadratino, mentre il tasto "D" Per cancellarne uno.

NOTE

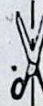
SOLMA

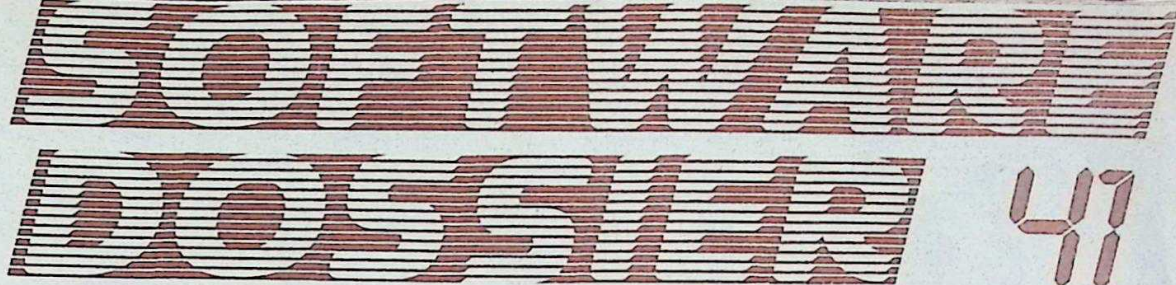
40

Precedentemente annerito. Mano a mano che, il carattere si andr  formando, sulla sinistra si Potr  osservare in grandezza naturale il carattere, mentre sulla destra i valori da mettere nei DATA all'interno del Programma e corrispondenti al carattere appena formato.

```
10 REM GENERATORE di
20 REM CARATTERI
30 REM -----
40 REM
50 REM
60 REM -----
70 INK 0
80 PAPER 7
90 REM -----
100 REM
110 REM -----
120 LET x=10: LET y=5
130 DIM c(8)
140 CLS : GO SUB 1090
150 PRINT AT 20,2;"Batti il num
ero di carattere ";
160 INPUT c: PRINT c
170 CLS
180 GO SUB 1090
190 GO SUB 0720
200 GO TO 0470
210 REM -----
220 REM
230 IF INKEY$="" THEN GO TO 023
0
240 LET x0=x: LET y0=y
250 IF INKEY$="a" THEN GO TO 05
60
260 IF INKEY$="d" THEN GO TO 06
50
270 IF INKEY$="5" THEN LET x=x-
1: GO TO 0340
280 IF INKEY$="6" THEN LET y=y+
1: GO TO 0340
290 IF INKEY$="7" THEN LET y=y-
1: GO TO 0340
300 IF INKEY$="8" THEN LET x=x+
1: GO TO 0340
```

NOTE _____





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```
0310 IF INKEY$="n" THEN GO TO 01
0000
0000 GO TO 0210 .
0000 REMM
0000 REMM -----
0000 HLT X<10 THEN LET X=10
0000 HLT X>17 THEN LET X=17
0000 HLT Y<8 THEN LET Y=8
0000 HLT Y>13 THEN LET Y=13
4000 REMM
4100 REMM -----
4200 REMM
4300 LET XC=X*8: LET YC=(21-Y)*8
*0
440 PLOT INVERSE 1,XC+2,YC+4
450 PLOT INVERSE 1,4,0
460 PLOT INVERSE 1,XC+4,YC+2
470 PLOT INVERSE 1,0,4
480 REMM -----
490 LET XC=X*8: LET YC=(21-Y)*8
500 PLOT XC+2,YC+4
510 PLOT 4,0
520 PLOT XC+4,YC+2
530 PLOT 0,4
540 GO TO 0210
550 REMM -----
560 REMM
570 LET
580 IF PEEK (q)=10 THEN GO TO 0
010
0000 IF PEEK (q)=8 THEN GO TO 02
100
0010 POKE q,10
0020 LET p=0
0030 GO SUB 0380
0040 GO TO 0210
0050 REMM -----
0060 LET
0070 IF PEEK (q)=56 THEN GO TO 0
010
0080 POKE q,56
0090 LET p=1
0100 GO SUB 0380
0110 GO TO 0210
0120 REMM -----
0130 FOR q=64 TO 128 STEP 8
```

NOTE

```

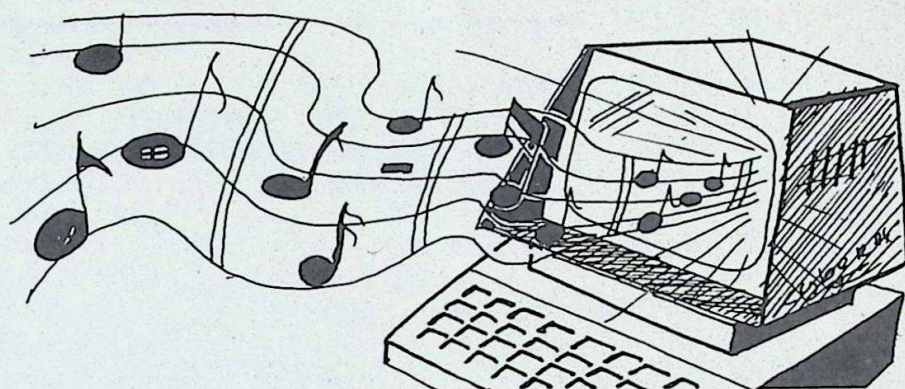
740 PLOT 80,9
750 DRAW 64,0
760 NEXXT 9
770 FOR 9=80 TO 144 STEP 8
780 PLOT 9,64
790 DRAW 0,64
800 NEXXT 9
810 FOR 9=1 TO 8
820 PRINT AT 9+5,20;C(9)
830 NEXXT 9
840 PRINT AT 20,8;"CARATTERE #"
850 PRINT C
860 PRINT AT 5,5;CHR$(144+C)
870 RETURN
880 REM -----
890 LET X=7-(X-10)
900 LET Z=2+XV
910 LET V=V-5
920 IF P=1 THEN GO TO 0950
930 LET C(V)=C(V)+Z
940 GO TO 0980
950 REM -----
960 LET C(V)=C(V)-Z
970 REM -----
980 FOR 9=1 TO 8
990 PRINT AT 9+5,20;" "
1000 PRINT AT 9+5,20;C(9)
1010 NEXXT 9
1020 REM -----
1030 LET S=USR CHR$(144+C)
1040 FOR 9=1 TO 8
1050 POKE 9+(S-1),C(9)
1060 NEXXT 9
1070 PRINT AT 5,5;CHR$(144+C)
1080 RETURN
1090 REM -----
1100 REM -----
1110 PLOT 0,0
1120 DRAW 255,0
1130 DRAW 0,175
1140 DRAW 255,0
1150 DRAW 0,-175
1160 RETURN

```

NOTE



AUTOMUSICA



Questo Programma Vi Permette di far eseguire al TEXAS 99/4A delle brevi musiche realizzate in modo automatico. L'esecuzione dei vari Pezzi e' continua ed ogni musica viene eseguita in maniera differente dalla Precedente. Verranno eseguite 5 sequenze Prima che il Programma si interrompa. Nel caso vogliate riascoltarle in maniera differente bastera' che rilanciate il Programma una volta terminato.

```
10 DIM X(14,9)
20 REM
30 CALL CLEAR
40 CALL SCREEN(14)
50 PRINT "*****"
```

NOTE _____



```

60 PRINT "          QUESTO PROGRAMMA  "
70 PRINT
80 PRINT " GENERA IN MODO AUTOMATICO "
90 PRINT " DEI BRANI MUSICALI      "
100 PRINT "-----"
110 PRINT
120 PRINT "          "
130 PRINT "          "
140 PRINT "-----"
150 PRINT "          "
160 PRINT
170 PRINT "I 5 BRANI CHE SENTIRETE "
180 PRINT " SONO SEMPRE DIVERSI UNO "
190 PRINT " DALL'ALTRO              "
200 PRINT
210 PRINT
220 PRINT
230 FOR T=1 TO 14
240 FOR TT=1 TO 9
250 READ X(T,TT)
260 NEXT TT
270 NEXT T
280 DATA 196,494,494,247,494,587,294,494,220
290 DATA 196,494,587,247,587,523,294,494,294
300 DATA 196,494,523,247,587,523,294,494,294
310 DATA 196,523,587,262,659,784,330,784,262
320 DATA 196,523,659,262,659,587,330,523,262
330 DATA 196,659,523,262,392,659,330,523,196
340 DATA 220,523,587,262,784,587,294,523,220
350 DATA 220,440,587,220,523,494,294,440,262
360 DATA 220,659,784,262,587,523,294,494,220
370 DATA 220,523,494,262,440,494,330,523,220
380 DATA 220,523,494,262,440,494,330,523,262
390 DATA 196,494,523,247,587,587,294,287,294
400 DATA 196,587,523,220,440,440,294,440,220
410 DATA 196,659,587,262,523,523,330,523,262
420 P=250

```

NOTE



SOFTWARE

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```
430 DATA 1,3,6,2,1,4,6,2,3,4,1,5,1,4,6,7,1,4,6,2,1
,3,6,9
440 DATA 1,1,4,5,1,4,6,2,3,4,1,5,1,4,1,5,1,4,6,9
450 DATA 1,4,6,2,3,6,1,5,1,4,6,7,3,4,6,2,1,4,3,7,1
,4,6,9
460 DATA 1,4,3,7,1,6,4,5,6,3,6,2,4,6,1,5,1,4,6,9
470 DATA 1,4,3,7,6,3,6,2,4,6,1,5,1,3,6,7,3,6,1,5,1
,4,6,9,8
480 READ RR
490 ON RR GOTO 560,500,640,690,520,770,550,850,950
500 Y=12
510 GOTO 900
520 Y=14
530 GOTO 900
540 Y=13
550 GOTO 900
560 Y=1
570 RANDOMIZE
580 IF RND>.35 THEN 610
590 Y=3
600 RANDOMIZE
610 IF RND<.75 THEN 630
620 Y=2
630 GOTO 900
640 Y=10
650 RANDOMIZE
660 IF RND>.4 THEN 690
670 Y=11
680 GOTO 900
690 Y=4
700 RANDOMIZE
710 IF RND>.35 THEN 730
720 Y=5
730 RANDOMIZE
740 IF RND<.75 THEN 760
750 Y=6
760 GOTO 900
770 Y=7
```

NOTE _____

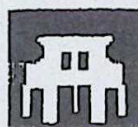
SOLITARIO

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```
780 RANDOMIZE
790 IF RND>.35 THEN 810
800 Y=8
810 RANDOMIZE
820 IF RND<.75 THEN 840
830 Y=9
840 GOTO 900
850 PRINT "-----"
860 PRINT "      PER RIASCOLTARLI      "
870 PRINT " RIDARE IL RUN AL PROGRAMMA"
880 PRINT "-----"
890 END
900 FOR I=1 TO 9 STEP 3
910 CALL SOUND(P,X(Y,I),2,X(Y,I+1),2)
920 CALL SOUND(P,X(Y,I),30,X(Y,I+2),2)
930 NEXT I
940 GOTO 480
950 CALL SOUND(1800,196,2,494,2,784,2)
960 FOR T=1 TO 800
970 NEXT T
980 KOL=INT(RND*8)+8
990 CALL SCREEN(KOL)
1000 GOTO 480
```



SOLITARIO



Se Vi siete stancati dei giochi di societa' e siete in Possesso di un APPLE o di un APPLE COMPATIBILE ad esempio un PERSONAL KID questo gioco fa' al caso Vostro. Esso consiste nel mangiare tutti gli asterischi, spostandosi in verticale od in

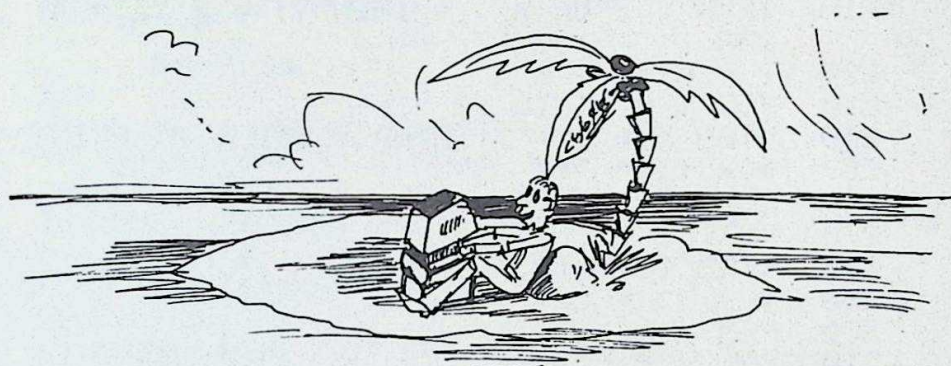
NOTE _____



SOLITARIO

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orizzontale. Ogni volta che Vi spostate siete obbligati a mangiare, altrimenti la Vostra mossa non verra' accettata e verra' emesso un messaggio d'errore. Per Potervi spostare e quindi mangiare, dovete comunicare le coordinate di Partenza e quelle d'arrivo. Il Programma Provvedera' a controllare che, non siano errate.



```
10 HOME
20 INVERSE : VTAB 1: HTAB 1: PRINT "S O L I T
   A R I O"
30 NORMAL
40 VTAB 23: HTAB 30: PRINT "* = 32"
50 VTAB 23: HTAB 1: PRINT "PER USCIRE <ESC>"

60 S = 32
70 VTAB 2: HTAB 28: PRINT "COORDINATE "
80 VTAB 3: HTAB 28: PRINT "----- "
90 VTAB 6: HTAB 30: PRINT "DAL PUNTO"
100 VTAB 7: HTAB 30: PRINT "---- ----"
```

NOTE

```

110 VTAB 10: HTAB 24: PRINT "LETTERA : "
120 VTAB 12: HTAB 24: PRINT "NUMERO : "
130 VTAB 15: HTAB 30: PRINT "AL PUNTO"
140 VTAB 16: HTAB 30: PRINT "--- ----"
150 VTAB 18: HTAB 24: PRINT "LETTERA : "
160 VTAB 20: HTAB 24: PRINT "NUMERO : "
170 I = 7
180 REM
190 DIM T$(6,6)
200 FOR X = 0 TO 6
210 IF X < 2 OR X > 4 THEN Y1 = 2:Y2 = 4: GOTO
220 Y1 = 0:Y2 = 6
230 FOR Y = Y1 TO Y2
240 VTAB X * 2 + 7: HTAB Y * 2 + 7: PRINT "*"
250 T$(X,Y) = "*"
260 NEXT Y
270 NEXT X
280 VTAB 13: HTAB 13: PRINT "."
290 T$(3,3) = "."
300 REM
310 FOR V = 1 TO 7
320 VTAB 5: HTAB 1: PRINT V
330 VTAB 1: HTAB 4: PRINT CHR$(64 + V)
340 I = I + 2
350 NEXT V
360 GOTO 460
370 REM
380 INVERSE : VTAB 22: HTAB 1: PRINT "ERRORE R
IBATTERE !!!"; CHR$(7);
390 FOR PAUSE = 1 TO 1000: NEXT PAUSE
400 NORMAL : VTAB 22: HTAB 1: PRINT "
"
410 VTAB 10: HTAB 36: PRINT " "
420 VTAB 12: HTAB 36: PRINT " "
430 VTAB 18: HTAB 36: PRINT " "
440 VTAB 20: HTAB 36: PRINT " "
450 REM

```

NOTE _____



```

460 VTAB 10: HTAB 36: GET OD$: PRINT OD$
470 IF ASC (OD$) = 27 THEN 890
480 REM
490 IF OD$ < "A" OR OD$ > "G" THEN VTAB 10: HTAB
    36: PRINT " ": GOTO 460
500 OD = ASC (OD$) - 65
510 REM
520 VTAB 12: HTAB 36: GET AD$: PRINT AD$
530 IF ASC (AD$) = 27 THEN 890
540 REM
550 IF AD$ < "1" OR AD$ > "7" THEN VTAB 12: HTAB
    36: PRINT " ": GOTO 520
560 AD = VAL (AD$) - 1
570 REM
580 VTAB 18: HTAB 36: GET OF$: PRINT OF$
590 IF ASC (OF$) = 27 THEN 890
600 REM
610 IF OF$ < "A" OR OF$ > "G" THEN VTAB 18: HTAB
    36: PRINT " ": GOTO 580
620 OF = ASC (OF$) - 65
630 REM
640 VTAB 20: HTAB 36: GET AF$: PRINT AF$
650 IF ASC (AF$) = 27 THEN 890
660 REM
670 IF AF$ < "1" OR AF$ > "7" THEN VTAB 20: HTAB
    36: PRINT " ": GOTO 640
680 AF = VAL (AF$) - 1
690 REM
700 IF T$(OD,AD) < > "*" THEN 380
710 REM
720 IF ABS ((OD + AD) - (OF + AF)) < > 2 THEN
    380
730 REM
740 IF T$(OF,AF) < > "." THEN 380
750 REM
760 IF T$((OD + OF) / 2,(AD + AF) / 2) < > "*"
    " THEN 380
770 T$((OD + OF) / 2,(AD + AF) / 2) = "."

```

NOTE

```

780 VTAB OD * 2 + 7: HTAB AD * 2 + 7: PRINT ".
"
790 T$(OD,AD) = "."
800 VTAB OF * 2 + 7: HTAB AF * 2 + 7: PRINT "*"
"
810 T$(OF,AF) = "*"
820 VTAB (OD + OF) + 7: HTAB (AD + AF) + 7: PRINT
"
830 REM
840 S = S - 1
850 IF S < 10 THEN VTAB 23: HTAB 34: PRINT "
";S: GOTO 880
860 VTAB 23: HTAB 34: PRINT S
870 REM
880 GOTO 410
890 INVERSE : VTAB 22: HTAB 22: PRINT "ARRIVED
ERCI"
900 NORMAL

```



DEDALO

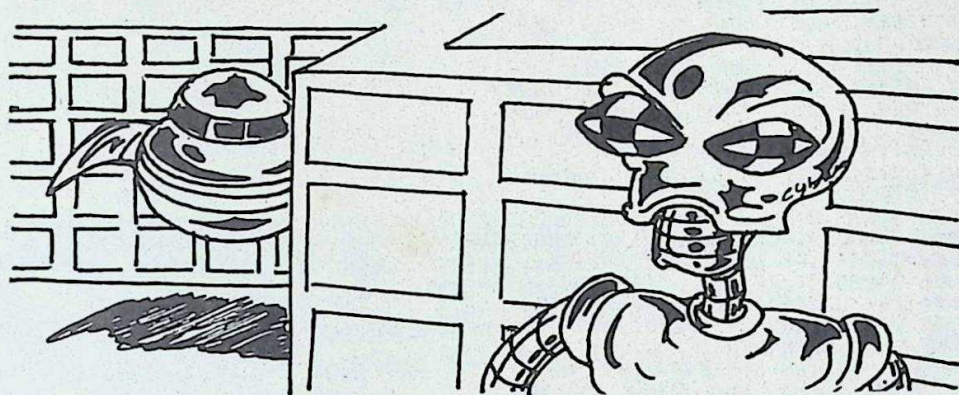


Vi trovate nei sotterranei di una città aliena e dovete esplorarli. Ma il Vostro compito non sarà facile Poiché Vi troverete faccia a faccia con una moltitudine d'alieni. Dovete Prestare una Particolare attenzione ai ROBOT Poiché hanno la Prerogativa di seguirVi ovunque e se non li disintegrate in tempo Verrete uccisi. Per distruggerli avete a disposizione un disintegratore ma attenzione!!... Potete sparare soltanto in avanti oppure indietro ma non verso l'alto

NOTE



o verso il basso. Per attivare il disintegratore usate il tasto "S"; mentre Per spostarvi nelle quattro direzioni i tasti: "W" Per andare in alto, "Z" Per andare in basso, "D" Per andare verso destra ed infine "A" Per andare verso sinistra.



```

5 PRINT "XXXXXXXXXXXXXXXXXXXXMEDALON"
7 PRINT "XXXXXXXXXXXXXXXXXXXXINFORMAZIONE CARATTERI ATTENDERE GRAZIE E"
8 FOR Z=1 TO 10000:NEXT Z
10 POKE 55,255:POKE 56,47:V=53248:FOR I=12544 TO 12551:POKE I,0:NEXT :POKE V+
32,0
20 POKE V+33,0:FOR I=12288 TO 12319:READ A:POKE I,A:NEXT :POKE 54296,15
30 POKE V+24,28:POKE V+22,PEEK(V+22) OR 16:PRINT "I":FOR I=12352 TO 12991:REA
D A:POKE I,A
40 NEXT :POKE V+37,10:POKE V+38,5
50 DIM A$(24):R=0:POKE 54278,0:POKE 54292,0
60 FOR I=0 TO 24:READ A$(I):NEXT :LI=3:KB=197:PN=0
70 POKE V+16,0:POKE V,150:POKE V+1,120:POKE V+39,6:POKE V+28,15:POKE 2040,193:DI
=0
80 POKE V+40,2
90 GOSUB 900:SZ=0
100 K=PEEK(KB):A=PEEK(V)+(K=10)*8-(K=18)*8:B=PEEK(V+16) AND 1
110 IF K=10 THEN DI=1
120 IF K=18 THEN DI=0
130 POKE 2040,193+DI
    
```

NOTE _____

```

140 IF A<0 AND B THEN B=0:A=252
150 IF A>255 AND B=0 THEN B=1:A=0
160 IF B AND A>60 THEN POKE V+16,PEEK(V+16) AND 254:POKE V,20:R=R+1:GOTO
90
170 IF B=0 AND A<20 THEN POKE V+16,PEEK(V+16) OR 1:POKE V,60:R=R-1:GOTO
90
180 POKE V,A:POKE V+16,PEEK(V+16) OR B:IF B=0 THEN POKE V+16,PEEK(V+16) AND
D 254
190 A=PEEK(V+1)+(K=9)*8-(K=23)*8
200 IF A<52 THEN POKE V+1,220:R=R+5:GOTO 90
210 IF A>220 THEN POKE V+1,52:R=R-5:GOTO 90
220 POKE V+1,A:IF PEEK(V+31) AND 1 THEN 1210
230 IF PEEK(V+30) AND 1 THEN 250
240 GOTO 310
250 IF PEEK(V+30)>128 THEN 290
260 IF PEEK(V+30) AND 8 THEN 1210
270 IF PEEK(V+30) AND 4 THEN 1210
280 GOTO 310
290 PN=PN+INT(RND(1)*5+1)*50
300 POKE V+21,PEEK(V+21) AND 127:T=-1
310 IF K>13 THEN 510
320 POKE 54276,0:POKE 54277,204:POKE 54273,137:POKE 54272,43:POKE 54276,33
330 POKE 54290,0:POKE 54291,136:POKE 54287,69:POKE V+16,PEEK(V+16) AND 253
340 POKE 54286,149:DS=8:SZ=1:X=PEEK(V)+24:IF PEEK(V+16) AND 1 THEN X=X+256
350 POKE 54290,17:IF DI THEN DS=-8:X=X-48
360 B=0:IF X>256 THEN B=2:X=X-256
370 POKE V+2,X:POKE V+3,PEEK(V+1):POKE V+16,PEEK(V+16) OR B:POKE 2041,195+DI
380 POKE V+21,PEEK(V+21) OR 2
390 A=PEEK(V+2)+DS:B=PEEK(V+16) AND 2:IF A<0 AND B THEN A=248:B=0
400 IF A>255 AND B=0 THEN B=2:A=0
410 POKE V+2,A:POKE V+16,PEEK(V+16) OR B:IF B=0 THEN POKE V+16,PEEK(V+16)
AND 253
420 IF PEEK(V+31) AND 2 THEN POKE V+21,PEEK(V+21) AND 253:GOTO 500
430 IF (A<20 AND B=0) OR (A>60 AND B) THEN POKE V+21,PEEK(V+21) AND
253:GOTO 510
440 U=PEEK(V+30):IF (U AND 128) THEN IF (U AND 2) THEN 490
450 IF U AND 2 THEN 470
460 GOTO 490
470 IF (U AND 4) AND M1<5 THEN POKE V+21,PEEK(V+21) AND 253:SZ=0:PN=PN+M1*10:M1=
5:GOTO 500
480 IF (U AND 8) AND M2<5 THEN POKE V+21,PEEK(V+21) AND 253:SZ=0:PN=PN+M2*10:M2=
5:GOTO 500
490 GOTO 390
500 POKE 54276,0:POKE 54277,72:POKE 54273,4:POKE 54272,73:POKE 54276,129
510 IF M1=0 THEN 700
520 X=PEEK(V+4):Y=PEEK(V+5):IF PEEK(V+16) AND 4 THEN X=X+256
530 YX=PEEK(V):YY=PEEK(V+1):IF PEEK(V+16) AND 1 THEN YX=YX+256
540 IF M1>4 THEN 670
550 IF M1=4 THEN 620
560 IF M1=3 AND RND(1)>.3 THEN 620
570 X1=X+(X>YX)*S1-(X<YX)*S1:Y1=Y+(Y>YY)*S1-(Y<YY)*S1
580 IF X1>255 THEN X1=X1-256:POKE V+16,PEEK(V+16) OR 4:GOTO 600
590 POKE V+16,PEEK(V+16) AND 251
600 POKE V+4,X1:POKE V+5,Y1
610 GOTO 700
620 X1=X+INT(RND(1)*3-1)*S1:Y1=Y+INT(RND(1)*3-1)*S1

```

NOTE



SOFTWA

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```
630 IF X1<20 OR X1>320 OR Y1<52 OR Y1>220 THEN X1=X:Y1=Y
640 POKE V+16,PEEK(V+16) AND 251:IF X1>255 THEN X1=X1-256:POKE V+16,PEEK(V+
16) OR 4
650 POKE V+4,X1:POKE V+5,Y1
660 GOTO 700
670 IF M1=10 THEN 690
680 POKE V+41,1:POKE V+28,PEEK(V+28) AND 251:M1=M1+1:GOTO 700
690 POKE V+28,PEEK(V+28) OR 4:M1=0:POKE V+21,PEEK(V+21) AND 251
700 IF M2=0 THEN 890
710 X=PEEK(V+6):Y=PEEK(V+7):IF PEEK(V+16) AND 8 THEN X=X+256
720 YX=PEEK(V):YY=PEEK(V+1):IF PEEK(V+16) AND 1 THEN YX=YX+256
730 IF M2>4 THEN 860
740 IF M2=4 THEN 810
750 IF M2=3 AND RND(1)>.3 THEN 810
760 X1=X+(X>YX)*S2-(X<YX)*S2:Y1=Y+(Y>YY)*S2-(Y<YY)*S2
770 IF X1>255 THEN X1=X1-256:POKE V+16,PEEK(V+16) OR 8:GOTO 790
780 POKE V+16,PEEK(V+16) AND 247
790 POKE V+6,X1:POKE V+7,Y1
800 GOTO 890
810 X1=X+INT(RND(1)*3-1)*S2:Y1=Y+INT(RND(1)*3-1)*S2
820 IF X1<20 OR X1>320 OR Y1<52 OR Y1>220 THEN X1=X:Y1=Y
830 POKE V+16,PEEK(V+16) AND 247:IF X1>255 THEN X1=X1-256:POKE V+16,PEEK(V+16
) OR 8
840 POKE V+6,X1:POKE V+7,Y1
850 GOTO 890
860 IF M2=10 THEN 880
870 POKE V+42,1:POKE V+28,PEEK(V+28) AND 247:M2=M2+1:GOTO 890
880 POKE V+28,PEEK(V+28) OR 8:M2=0:POKE V+21,PEEK(V+21) AND 247
890 GOTO 100
900 A$=A$(R):B$="0000":PRINT "J":POKE V+35,8+INT(R/5):POKE V+21,0:FOR I=1 TO
20
910 IF LEN(A$)>=4 THEN B$=LEFT$(A$,4):A$=RIGHT$(A$,LEN(A$)-4)
920 PRINT "J";TAB((I-1)*2);D=VAL(LEFT$(B$,2)):U=VAL(RIGHT$(B$,2))
930 IF D=0 THEN 950
940 FOR J=1 TO D:PRINT "QA";NEXT
950 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX";TAB((I-1)*2);
960 IF U>0 THEN FOR J=1 TO U:PRINT "QA";NEXT
970 NEXT I:T=-1:IF RND(1)<.6 THEN 1030
980 T=0:POKE V+14,100+RND(1)*150
990 POKE V+15,100+RND(1)*50:POKE V+16,PEEK(V+16) AND 127:POKE V+46,2
1000 POKE V+29,PEEK(V+29) OR 128:POKE 2047,197:IF KE THEN 1010
1010 POKE V+21,128:I=PEEK(V+31)+PEEK(V+31)+PEEK(V+31)
1020 IF PEEK(V+31) AND 128 THEN T=-1:POKE V+21,0
1030 POKE V+21,PEEK(V+21) OR 1:I=PEEK(V+31):I=PEEK(V+30)
1040 M1=0:M2=0:IF RND(1)<.3 THEN 1110
1050 POKE V+4,RND(1)*236+20:POKE V+5,RND(1)*168+52
1060 M1=INT(RND(1)*4+1):POKE 2042,198+M1:POKE V+41,6:S1=2
1070 IF M1=2 THEN POKE V+41,11:S1=6
1080 IF M1=3 THEN POKE V+41,9:S1=4
1090 IF M1=4 THEN POKE V+41,14:S1=4
1100 POKE V+21,PEEK(V+21) OR 4:I=PEEK(V+31)
1110 IF RND(1)<.3 THEN 1180
1120 POKE V+6,RND(1)*236+20:POKE V+7,RND(1)*168+52
1130 M2=INT(RND(1)*4+1):POKE 2043,198+M2:POKE V+42,6:S2=2
1140 IF M2=2 THEN POKE V+42,11:S2=6
1150 IF M2=3 THEN POKE V+42,9:S2=4
```

NOTE

ROMAN 54

```
1160 IF M2=4 THEN POKE V+42,14:S2=4
1170 POKE V+21,PEEK(V+21) OR 8:I=PEEK(V+31)
1180 PRINT "XXXXXXXXXXXXXXXXXXXX";FOR I=1 TO LI:PRINT "X ";NEXT
1190 POKE V+28,15
1200 RETURN
1210 POKE V+28,PEEK(V+28) AND 254:POKE 54276,0:POKE 54277,143:POKE 54273,34
1220 POKE 54272,75:POKE 54276,129:POKE V+39,1:FOR I=1 TO 2000:NEXT
1230 POKE V,150:POKE V+1,120
1240 POKE V+28,PEEK(V+28) OR 1:POKE V+39,6:POKE V+21,0:LI=LI-1:R=0:IF LI>0 T
HEN 90
1250 POKE V+24,20:PRINT "PECCATO SEI STATO UCCISO "
1260 PRINT "XXXXXXXXXXXXXXXXXX PUNTI FATTI: "PN
1270 PRINT "XXXXXXXXX GIOCHI ANCORA (O/N) ?"
1280 POKE 54273,0:POKE 54272,0:POKE 54287,0:POKE 54286,0
1290 GET C$:IF C$="O" THEN PN=0:LI=3:POKE V+24,20:GOTO 70
1300 IF C$<>"N" THEN 1290
1310 END
1320 DATA 255,234,234,234,234,234,234,255,255,171,171,171,171,171,171,255
1330 DATA 24,24,255,24,60,108,108,108,108,0,6,249,70,0,0,0,0
1340 DATA 0,0,0,0,21,0,0,21,0,0,4,0,0,170,0,2,170,138,2,42,164,2,42,0,2,42,0
1350 DATA 2,42,0,1,42,0,0,63,0,0,63,0,0,51,0,0,51,0,0,243,0,0,195,192,0,192,192
1360 DATA 0,192,192,0,240,240,0,0,0,99
1370 DATA 0,0,0,0,84,0,0,84,0,0,16,0,0,170,0,162,170,128,26,168,128,0,168,128
1380 DATA 0,168,128,0,168,128,0,168,64,0,252,0,0,252,0,0,204,0,0,204,0,0,207,0
1390 DATA 3,195,0,3,3,0,3,3,0,15,15,0,0,0,0,99
1400 DATA 0,0,0,0,0,0,3,0,0,0,32,0,12,168,0,194,168,0,12,168,0,0,32,0,3,0,0,0,0
1410 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1420 DATA 99,0,0,0,0,0,0,0,0,0,192,0,8,0,0,42,48,0,42,131,0,42,48,0,8,0,0,0,192
1430 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1440 DATA 0,0,99,0,56,0,0,126,0,1,231,128,3,1,192,6,0,224,0,0,224,0,0,224,0,0,224
1450 DATA 0,1,192,0,3,128,0,7,0,0,14,0,0,28,0,0,56,0,0,48,0,0,48,0,0,48,0,0,0,0
1460 DATA 0,0,0,0,48,0,0,120,0,0,48,0,0,99,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1470 DATA 0,3,3,15,252,3,3,3,3,3,0,206,0,0,48,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1480 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,99
1490 DATA 0,0,0,0,0,0,0,0,0,192,0,3,48,0,12,0,12,0,48,42,0,12,170,128
1500 DATA 3,153,176,0,170,140,0,42,3,0,12,12,0,12,0,3,48,0,0,192,0,0,0,0,0,0,0,0,0
1510 DATA 0,0,0,0,0,0,0,0,0,0,0,0,99,0,8,0,0,42,0,0,38,0,0,42,0,0,8,0,2,170,160
1520 DATA 2,46,32,2,46,32,3,42,48,2,21,32,2,42,32,0,42,0,0,34,0,0,128,128
1530 DATA 0,192,192,0,128,128,0,128,128,0,34,0,0,34,0,0,162,128,2,162,160,99
1540 DATA 0,0,0,0,9,92,0,46,0,0,191,128,2,110,96,194,89,96,73,89,88,73,83,88
1550 DATA 110,170,174,9,89,89,2,89,89,2,89,97,0,174,99,0,191,128,0,46,0
1560 DATA 0,8,0,3,84,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,99
1570 DATA 0,0,0,0,0,0,0,0,0,0,16,0,0,16,0,0,64,0,1,2,0,4,8,0,1,8,0,4,2
1580 DATA 40,16,130,130,154,34,128,112,8,1,48,0,4,60,0,16,15,192,64,0,192
1590 DATA 16,0,252,4,0,0,16,0,0,64,0,0,99
1600 DATA '2400240005040504050403040304000400040004000400041009
1610 DATA '10091009100905040504050405040515000400040004000410091009100410041009'
1620 DATA 1009
1630 DATA '10091009100910091009100910091009000900090009000900090024
1640 DATA '0024002400240504050405040504050400090009000900090504050405040024'
1650 DATA '2400240010091009100910091009100910001000100010001009
1660 DATA '100910091009100910091009100910090000000000000000024
1670 DATA '24002400050405040504050405040504000400040004050405041009
1680 DATA '1009100910091009100910091009100910001000100010001009
1690 DATA 100910090504050405040504050405040000000000000000302030203020302024
```

NOTE



SOLAR

56

Un Programma Per grafica in 3 dimensioni con eliminazione delle linee nascoste. Abbiate Pazienza Poiche' dati i molti calcoli matematici necessitano circa 5 minuti Perche' il disegno sia completato.

```
60 INK 0
70 PAPER 7
90 GO SUB 400
150 DEF FN a(z)=90*EXP (-z*z/60
0)
210 LET K=5
220 FOR X=-100 TO 100 STEP 1
230 LET L=0
240 LET P=1
250 LET Z1=0
260 LET Y1=K*INT (SGR (10000-X*
X)/K)
270 FOR Y=Y1 TO -Y1 STEP -K
280 LET Z=INT (80+FN a(SGR (X*X
+Y*Y))-.707106*Y)
290 IF Z<L THEN GO TO 350
300 GO SUB 380
310 LET L=Z
320 IF P=0 THEN GO SUB 380: IF
Z=Z1 THEN GO SUB 380
330 PLOT X+125,Z
340 IF P=0 THEN LET Z1=Z
350 LET P=0
360 NEXT Y
370 NEXT X
380 GO SUB 390
390 RETURN
400 STOP
410 PLOT 0,0
420 DRAW 255,0
430 DRAW 0,175
440 DRAW -255,0
450 DRAW 0,-175
460 RETURN
```

NOTE _____



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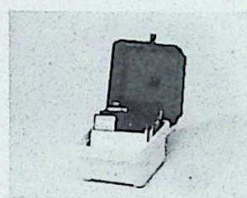
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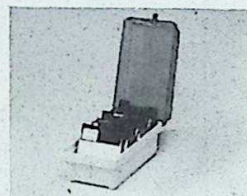
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- ☐ **Cod. E001**
Nastro per Epson MX-80

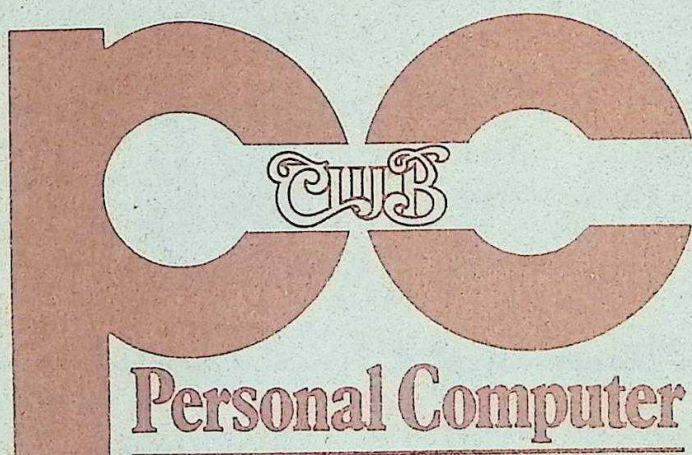
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- ☐ **Cod. T001**
Nastro Tally 1000 per stampanti Honeywell

Lire 7.000

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