

\$2.50

PUBLISHED BY SCHOLASTIC INC.

SEPTEMBER 1985

VOLUME 3
NUMBER 9

A Second Look
MACINTOSH
The Machine and Its Software

FAMILY ^{2ND} ANNIVERSARY ISSUE

COMPUTING

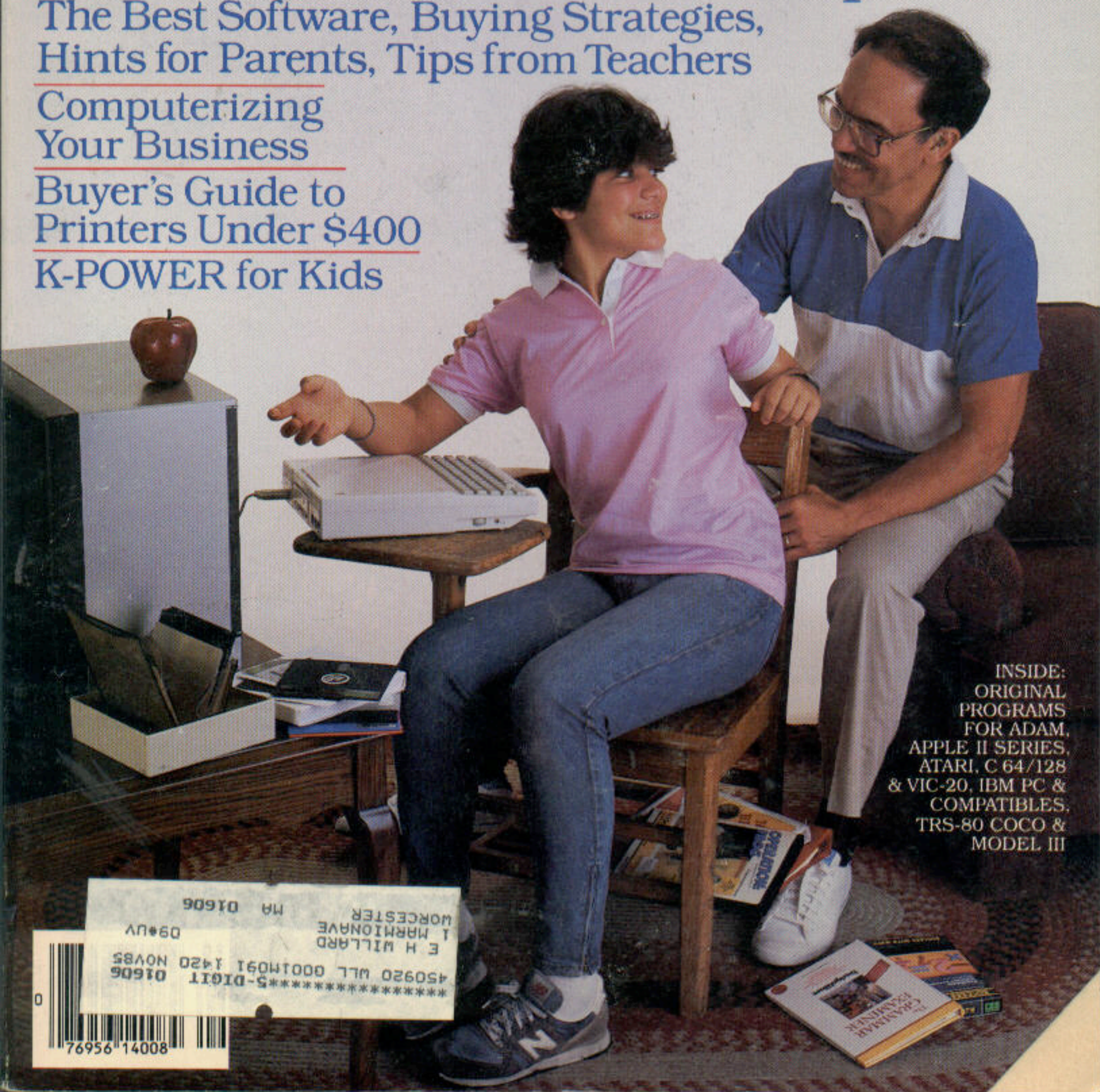
Learning at Home with Computers

The Best Software, Buying Strategies, Hints for Parents, Tips from Teachers

Computerizing Your Business

Buyer's Guide to Printers Under \$400

K-POWER for Kids



INSIDE:
ORIGINAL PROGRAMS FOR ADAM, APPLE II SERIES, ATARI, C 64/128 & VIC-20, IBM PC & COMPATIBLES, TRS-80 COCO & MODEL III

*****5-DIGIT 01606
450920 WLL 0001M091 1420 NOV85
E H WILLARD
1 MARMION AVE
WORCESTER MA 01606
09#UV



FAMILY COMPUTING

FEATURES

29 A PARENT'S GUIDE TO LEARNING AT HOME WITH COMPUTERS

Inside this issue you'll find out how to use the computer to enhance learning. We've provided a Buyer's Primer, Bulletin Board (for information services), Talk to Teachers (answering your most frequently asked questions), and Critics' Choices (the best of the best educational software according to our family reviewers).

39 COMPUTERIZING YOUR SMALL BUSINESS

by Barbara E. and John F. McMullen

How to get started: pitfalls to avoid, common misconceptions, and sources of information.

42 1985 COMPUTING FAMILY OF THE YEAR

by Linda Williams
Meet the Mancinis of Long Island and find out why they were chosen as the best example of the modern computing family.

Page 29

44 BUYER'S GUIDE TO PRINTERS

by Joe Gelman

You can find letter-quality, high-speed dot-matrix, and color printers for less than \$400.

47 A SECOND LOOK AT THE MACINTOSH

by Charles H. Gajeway

Is it a business machine, a home machine, or both? You decide when you take another look.

PLUS: MAC SOFTWARE SAMPLER

K-POWER

81 Programming Tips from a Pro

Advice from Gabrielle Savage of Tom Snyder Productions.

83 Dr. Kursor's Klinik

Generating foreign characters and data statements.

84 Game Strategy

Tips, tricks, and hints.

86 Microtones

Arcade Alley: song and arcade sounds in one program.

88 Compucopia

This machine-code routine will clear part or all of your computer screen.

Page 42



PROGRAMMING

54 TIPS TO THE TYPIST

56 BEGINNER PROGRAM

Terminal Tale can tell a million stories. For ADAM, Apple, Atari, C 64/128 & VIC-20, IBM PC & compatibles, TI-99/4A, and TRS-80 CoCo & Models III & 4.

64 CREATIVITY PROGRAM

Harness your printer to your imagination with Draw & Print, for Apple, Atari, C 64/128 & VIC-20, IBM PC & compatibles, and TRS-80 CoCo & Models III & 4.

72 PUZZLE

Help crack little Ehrich's caper, using your ADAM, Apple, Atari, C 64/128 or VIC-20, IBM PC or compatibles, or TRS-80 CoCo or Models III or 4.

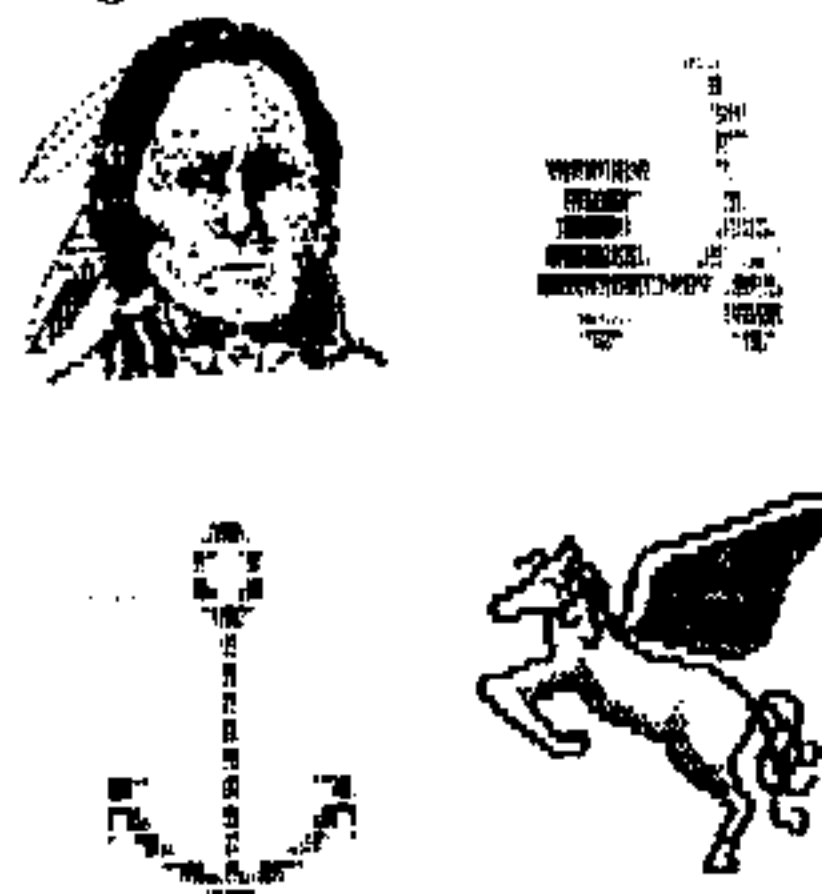
NEW PRODUCTS

90 NEW HARDWARE/ MARKET UPDATE

The latest products on the market, including an IBM-compatible computer from Leading Edge, AT&T Model 4000 modem, and upgrades for the Tandy 1000.

92 SOFTWARE GUIDE AND REVIEWS

Page 44



DEPARTMENTS

4 EDITOR'S NOTE

9 LETTERS

10 WORKING AT HOME

by Roxane

Farmanfarmaian

Add color and design to your business with graphics software. PLUS: FOUR STEPS TO CHOOSING THE RIGHT SOFTWARE

13 COMPUTING CLINIC

14 TELECOMPUTING

by Anne Krueger

Explore online data bases, and you'll find a mountain of education information.

18 GAMES

by James Delson

A sample of some of the best games around.

102 CLASSIFIED

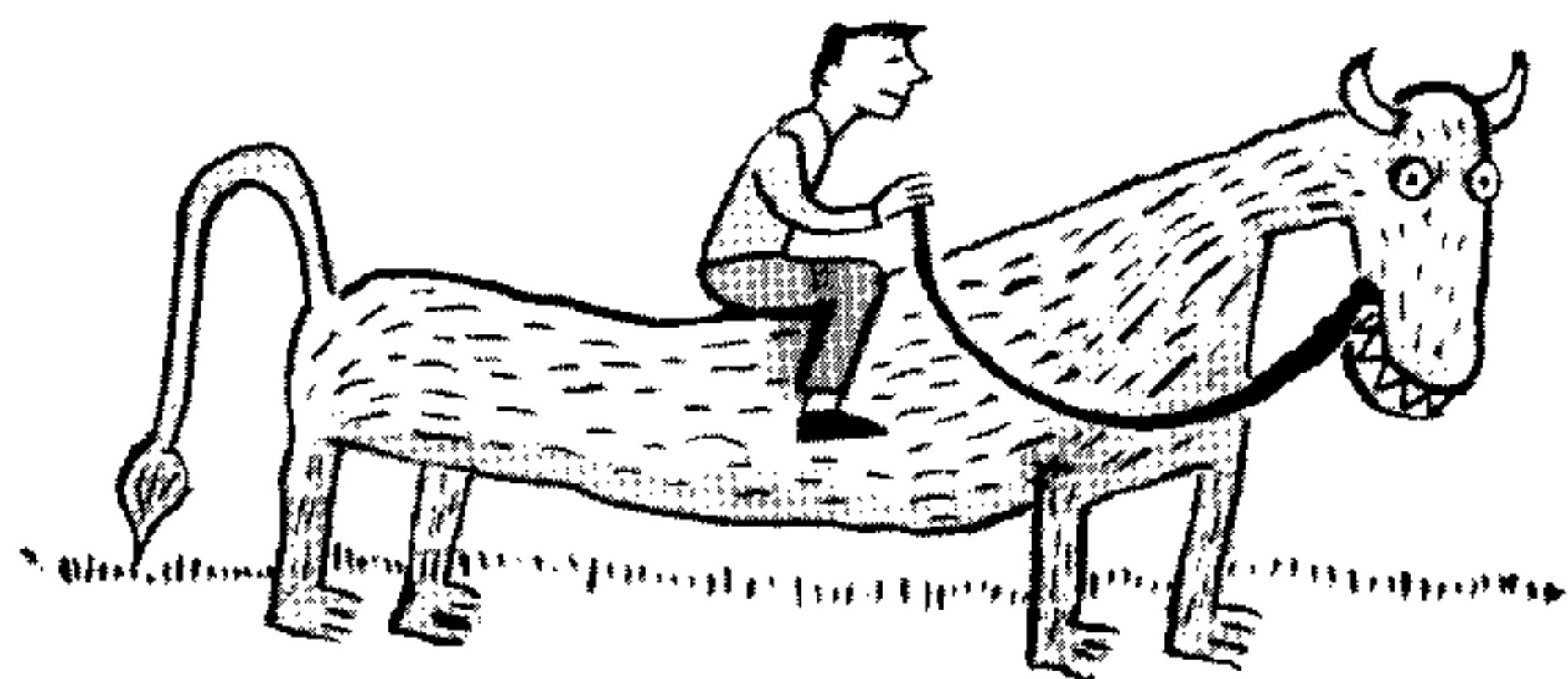
104 ADVERTISERS' INDEX

COVER PHOTOGRAPH BY JOEL WHITE

FAMILY COMPUTING (ISSN 0738-6079) is published monthly by Scholastic Inc., 730 Broadway, New York, NY 10003. Subscriptions: In the U.S. and possessions, 12 issues for \$19.97; outside the U.S. add \$6 (surface mail) or \$25.97 (air-mail). Office of publication: 351 Garver Rd., P.O. Box 2700, Monroe, OH 45050-2700. Second-class postage paid at Monroe, OH 45050-9998 and additional offices. POSTMASTER: Send address changes and notice of undelivered copies to FAMILY COMPUTING, P.O. Box 2511, Boulder, CO 80302. Printed in U.S.A. Copyright © 1985 by Scholastic Inc. All rights reserved.



A TERMINAL TALE



BY JOEY LATIMER

One day, back when I was in junior high school, a girl nicknamed "Mouse" walked up to me. She was carrying a piece of notebook paper, and she started asking me a whole bunch of personal questions: "What's your favorite color?" "Who do you love?" "Do you wear pajamas?"

"Wait a minute! What's all this for?" I asked.

"It's for a class," she said. Being a good sport, I answered all the questions, and Mouse started tallying the results. To my surprise, several of Mouse's girlfriends suddenly gathered around, and she began reading what seemed to be an old-fashioned story. But wait! I was the star! I had green hair, and I was going on a honeymoon in a '56 Chevy with my next-door neighbor!

What Mouse had done (besides embarrassing me) was insert the information I had given her into a story she had already written on the notebook paper. This type of story is called a "fill-in" story—one in which people's names, places, and other details are filled in after the story is written, to make a very personal (sometimes too personal) product.

This month's beginner program is a simple fill-in story called *A Terminal Tale*. The computer asks you some innocent-sounding questions, then takes the answers you supply and threads them together into a rather unlikely scenario. Have fun!

PROGRAM NOTES

Terminal Tale uses a combination of PRINT and INPUT statements to ask questions and place the user's responses in a group of string variables. These strings are then inserted into PRINT statements, in combination with other words, phrases, and punctuation, to make a story.

When a string variable is used as part of a PRINT statement, it is usually bracketed by semicolons, like this:

```
10 PRINT "MY NAME IS ";NS;"."
```

The semicolons tell the computer to print everything in the PRINT statement, including the contents of the string variable, together on the same screen line.

It's not hard to make up your own fill-in story, or modify ours to suit your taste. Those of you with printers may want to experiment to see if you can print a hard copy of our *Terminal Tale*.

As always, if you come up with an interesting modification or enhancement of one of our beginner programs, we'd like to see it, and maybe mention it in a future issue. Please send a printout (no tapes or disks) to
 Beginner Programs
 FAMILY COMPUTING
 730 Broadway
 New York, NY 10003

On that note, we'd like to thank Phyllis Margarites of Burbank, Illinois for sending in a wonderful Atari version of the *Backward Speller*.

ADAM & Apple/Terminal Tale

```

10 HOME
20 PRINT "PLEASE PRESS <RETURN> AFTER"
30 PRINT "ANSWERING EACH QUESTION."
40 PRINT
50 INPUT "WHAT'S YOUR NAME? ";NS
60 INPUT "ARE YOU FEMALE OR MALE? ";SS
70 IF LEFT$(SS,1) = CHR$(102) OR LEFT$(SS,1) = "F" THEN
    NGS = "SHE":GOTO 90
80 GS="HE"
90 PRINT "WHAT CITY OR TOWN ARE"
100 INPUT "YOU FROM? ";CS
110 PRINT "WHAT'S YOUR FAVORITE TINY"
120 INPUT "ANIMAL (E.G., MOUSE)? ";AS
130 INPUT "WHO REALLY BUGS YOU? ";BS
140 INPUT "WHO DO YOU HAVE A CRUSH ON? ";LS
150 PRINT "WHAT'S YOUR LEAST FAVORITE"
160 INPUT "FOOD? ";FS
170 HOME
180 PRINT TAB(3);"*A TERMINAL TALE OF ";NS;"*"
190 PRINT
200 PRINT "    ONCE UPON A TIME, IN THE"
210 PRINT "CITY OF ";CS;"", THERE LIVED"
220 PRINT "A BRAVE SOUL NAMED ";NS;"."
230 PRINT "ONE DAY, AS ";NS;" WAS"
240 PRINT "OUT RIDING A WILD ";AS;"",
250 PRINT GS;" HEARD THE NEARBY SCREAMS"
260 PRINT "OF ";LS;"". UPON ARRIVING AT"
270 PRINT "THE SCENE, ";GS;" FOUND"
280 PRINT LS;" UP IN A TREE,"
290 PRINT "MENACED BY A BARKING DOG,"
300 PRINT "NAMED ";BS;"", DOWN BELOW."
310 PRINT
320 PRINT "(PRESS ANY KEY TO CONTINUE.)"
330 GET K$
340 HOME
350 PRINT "    THINKING FAST, ";NS
360 PRINT "RAN INTO A NEARBY PIE SHOP,"
370 PRINT "BOUGHT A FRESH ";FS
380 PRINT "PIE, AND FED IT TO ";BS;"",
390 PRINT "WHO LOVED IT!"
400 PRINT "    THEN, ";NS;" HELPED"
410 PRINT LS;" DOWN FROM THE TREE."
420 PRINT "THEY RODE OFF ON THE ";AS
430 PRINT "AND LIVED HAPPILY EVER AFTER."
440 PRINT "( ";BS;" WENT ON TO MAKE IT"
450 PRINT "BIG IN PET FOOD COMMERCIALS.)"
460 PRINT
470 PRINT TAB(10);"*THE END*"
    
```

Atari 400, 800, 600/800XL, & 130XE/Terminal Tale

```

10 PRINT CHR$(125);
20 OPEN #1,4,0,"K:"
30 DIM NS(20),SS(1),GS(3),CS(20),AS(20),BS(20),LS(20),
    FS(20)
40 PRINT "PLEASE PRESS <RETURN> AFTER"
50 PRINT "ANSWERING EACH QUESTION."
60 PRINT
70 PRINT "WHAT'S YOUR NAME";
80 INPUT NS
90 PRINT "ARE YOU FEMALE OR MALE";
100 INPUT SS
110 IF SS="F" THEN GS="SHE":GOTO 130
120 GS="HE"
130 PRINT "WHAT CITY OR TOWN ARE YOU FROM";
140 INPUT CS
150 PRINT "WHAT'S YOUR FAVORITE TINY ANIMAL"
160 PRINT "(E.G., MOUSE)";
170 INPUT AS
180 PRINT "WHO REALLY BUGS YOU";
190 INPUT BS
200 PRINT "WHO DO YOU HAVE A CRUSH ON";
210 INPUT LS
220 PRINT "WHAT'S YOUR LEAST FAVORITE FOOD";
230 INPUT FS
    
```

BEGINNER PROGRAM

```
240 PRINT CHR$(125);
250 PRINT " *A TERMINAL TALE OF ";NS;"*"
260 PRINT
270 PRINT " ONCE UPON A TIME, IN THE"
280 PRINT "CITY OF ";CS;"", THERE LIVED A"
290 PRINT "BRAVE SOUL NAMED ";NS;". ONE"
300 PRINT "DAY, AS ";NS;" WAS OUT RIDING"
310 PRINT "A WILD ";AS;"", ";GS;" HEARD THE"
320 PRINT "NEARBY SCREAMS OF ";LS;". "
330 PRINT "UPON ARRIVING AT THE SCENE,"
340 PRINT GS;" FOUND ";LS;" UP IN A TREE,"
350 PRINT "MENACED BY A BARKING DOG, NAMED"
360 PRINT BS;"", DOWN BELOW."
370 PRINT
380 PRINT "(PRESS ANY KEY TO CONTINUE.)"
390 GET #1,K
400 PRINT CHR$(125);
410 PRINT " THINKING FAST, ";NS;" RAN INTO"
420 PRINT "A NEARBY PIE SHOP, BOUGHT A"
430 PRINT "FRESH ";FS;" PIE, AND FED IT"
440 PRINT "TO ";BS;"", WHO LOVED IT!"
450 PRINT " THEN, ";NS;" HELPED"
460 PRINT LS;" DOWN FROM THE TREE."
470 PRINT "THEY RODE OFF ON THE ";AS;"
480 PRINT "AND LIVED HAPPILY EVER AFTER."
490 PRINT "( ";BS;" WENT ON TO MAKE IT BIG"
500 PRINT "IN PET FOOD COMMERCIALS.)"
510 PRINT
520 PRINT " *THE END*"
```

Commodore 64 & 128 (C 64 mode)/Terminal Tale

```
10 PRINT CHR$(147);
20 PRINT "PLEASE PRESS <RETURN> AFTER"
30 PRINT "ANSWERING EACH QUESTION."
40 PRINT
50 INPUT "WHAT'S YOUR NAME";NS
60 INPUT "ARE YOU FEMALE OR MALE";SS
70 IF LEFT$(SS,1)="F" THEN GS="SHE":GOTO 90
80 GS="HE"
90 INPUT "WHAT CITY OR TOWN ARE YOU FROM";CS
100 PRINT "WHAT'S YOUR FAVORITE TINY ANIMAL"
110 INPUT "(E.G., MOUSE)";AS
120 INPUT "WHO REALLY BUGS YOU";BS
130 INPUT "WHO DO YOU HAVE A CRUSH ON";LS
140 INPUT "WHAT'S YOUR LEAST FAVORITE FOOD";FS
150 PRINT CHR$(147);
160 PRINT TAB(3);"*A TERMINAL TALE OF ";NS;"*"
170 PRINT
180 PRINT " ONCE UPON A TIME, IN THE"
190 PRINT "CITY OF ";CS;"", THERE LIVED A"
200 PRINT "BRAVE SOUL NAMED ";NS;". ONE"
210 PRINT "DAY, AS ";NS;" WAS OUT RIDING"
220 PRINT "A WILD ";AS;"", ";GS;" HEARD THE"
230 PRINT "NEARBY SCREAMS OF ";LS;". "
240 PRINT "UPON ARRIVING AT THE SCENE,"
250 PRINT GS;" FOUND ";LS;" UP IN A TREE,"
260 PRINT "MENACED BY A BARKING DOG, NAMED"
270 PRINT BS;"", DOWN BELOW."
280 PRINT
290 PRINT "(PRESS ANY KEY TO CONTINUE.)"
300 GET K$
310 IF K$="" THEN 300
320 PRINT CHR$(147);
330 PRINT " THINKING FAST, ";NS;" RAN INTO"
340 PRINT "A NEARBY PIE SHOP, BOUGHT A"
350 PRINT "FRESH ";FS;" PIE, AND FED IT"
360 PRINT "TO ";BS;"", WHO LOVED IT!"
370 PRINT " THEN, ";NS;" HELPED"
380 PRINT LS;" DOWN FROM THE TREE."
390 PRINT "THEY RODE OFF ON THE ";AS;"
400 PRINT "AND LIVED HAPPILY EVER AFTER."
410 PRINT "( ";BS;" WENT ON TO MAKE IT BIG"
420 PRINT "IN PET FOOD COMMERCIALS.)"
430 PRINT
440 PRINT TAB(10);"*THE END*"
```

IBM PC & compatibles*/Terminal Tale

```
10 KEY OFF
20 CLS
30 PRINT "Please press <ENTER> after"
40 PRINT "answering each question."
50 PRINT
60 INPUT "What's your name";NS
70 INPUT "Are you female or male";SS
80 IF LEFT$(SS,1)="F" OR LEFT$(SS,1)="f" THEN GS="she"
ELSE GS="he"
90 INPUT "What city or town are you from";CS
100 PRINT "What's your favorite tiny animal"
110 INPUT "(e.g., mouse)";AS
120 INPUT "Who really bugs you";BS
130 INPUT "Who do you have a crush on";LS
140 INPUT "What's your least favorite food";FS
150 CLS
160 PRINT TAB(5);"*A Terminal Tale of ";NS;"*"
170 PRINT
180 PRINT " Once upon a time, in the"
190 PRINT "city of ";CS;"", there lived a"
200 PRINT "brave soul named ";NS;". One"
210 PRINT "day, as ";NS;" was out riding"
220 PRINT "a wild ";AS;"", ";GS;" heard the"
230 PRINT "nearby screams of ";LS;". "
240 PRINT "Upon arriving at the scene,"
250 PRINT GS;" found ";LS;" up in a tree,"
260 PRINT "menaced by a barking dog, named"
270 PRINT BS;"", down below."
280 PRINT
290 PRINT "(Press any key to continue.)"
300 IF INKEY$="" THEN 300 ELSE CLS
310 PRINT " Thinking fast, ";NS;" ran into"
320 PRINT "a nearby pie shop, bought a"
330 PRINT "fresh ";FS;" pie, and fed it"
340 PRINT "to ";BS;"", who loved it!"
350 PRINT " Then, ";NS;" helped"
360 PRINT LS;" down from the tree."
370 PRINT "They rode off on the ";AS;"
380 PRINT "and lived happily ever after."
390 PRINT "( ";BS;" went on to make it big"
400 PRINT "in pet food commercials.)"
410 PRINT
420 PRINT TAB(15);"*THE END*"
```

**This program has been tested on the following computers, using the BASICS shown: IBM PC w/Color Graphics Adapter or Monochrome/Printer card, w/Disk BASIC D2.00 or Advanced BASIC A2.00. IBM PCjr. w/Cassette BASIC C1.20 and Cartridge BASIC J1.00. Tandy 1000, w/GW-BASIC 2.02 versions 00.05.00 & 01.01.00.*

TI-99/4A/Terminal Tale

```
10 CALL CLEAR
20 PRINT "PLEASE PRESS <ENTER> AFTER"
30 PRINT "ANSWERING EACH QUESTION."
40 PRINT
50 INPUT "WHAT'S YOUR NAME?":NS
60 INPUT "ARE YOU FEMALE OR MALE?":SS
70 IF (SEG$(SS,1,1)="F")+ (SEG$(SS,1,1)="f") THEN 100
80 GS="HE"
90 GOTO 110
100 GS="SHE"
110 PRINT "WHAT CITY OR TOWN ARE YOU"
120 INPUT "FROM?":CS
130 PRINT "WHAT'S YOUR FAVORITE TINY"
140 INPUT "ANIMAL (E.G., MOUSE)?":AS
150 INPUT "WHO REALLY BUGS YOU?":BS
160 PRINT "WHO DO YOU HAVE"
170 INPUT "A CRUSH ON?":LS
180 PRINT "WHAT'S YOUR LEAST FAVORITE"
190 INPUT "FOOD?":FS
200 CALL CLEAR
210 PRINT "*A TERMINAL TALE OF ";NS;"*"
220 PRINT
230 PRINT " ONCE UPON A TIME, IN" →
```

BEGINNER PROGRAM

```
240 PRINT "THE CITY OF ";CS;"",
250 PRINT "THERE LIVED A BRAVE SOUL"
260 PRINT "NAMED ";NS;"". ONE"
270 PRINT "DAY, AS ";NS;" WAS"
280 PRINT "OUT RIDING A WILD"
290 PRINT AS;"", ";GS;" HEARD THE"
300 PRINT "NEARBY SCREAMS OF ";LS;"".
310 PRINT "UPON ARRIVING AT THE SCENE,"
320 PRINT GS;" FOUND ";LS
330 PRINT "UP IN A TREE, MENACED"
340 PRINT "BY A BARKING DOG, NAMED"
350 PRINT BS;"", DOWN BELOW."
360 PRINT
370 PRINT "(PRESS ANY KEY TO CONTINUE.)"
380 CALL KEY(3,K,S)
390 IF S=0 THEN 380
400 CALL CLEAR
410 PRINT "    THINKING FAST, ";NS
420 PRINT "RAN INTO A NEARBY PIE"
430 PRINT "SHOP, BOUGHT A FRESH"
440 PRINT FS;" PIE, AND FED IT"
450 PRINT "TO ";BS;"", WHO LOVED IT!"
460 PRINT "    THEN, ";NS
470 PRINT "HELPED ";LS;" DOWN"
480 PRINT "FROM THE TREE. THEY RODE"
490 PRINT "OFF ON THE ";AS;" AND"
500 PRINT "LIVED HAPPILY EVER AFTER."
510 PRINT "(",BS;" WENT ON TO MAKE"
520 PRINT "IT BIG IN PET FOOD"
530 PRINT "COMMERCIALS.)"
540 PRINT
550 PRINT TAB(11);"*THE END*"
```

TRS-80 Color Computer/Terminal Tale

```
10 CLS
20 CLEAR 1000
30 PRINT "PLEASE PRESS <ENTER> AFTER"
40 PRINT "ANSWERING EACH QUESTION."
50 PRINT
60 INPUT "WHAT'S YOUR NAME";NS
70 INPUT "ARE YOU FEMALE OR MALE";SS
80 IF LEFT$(SS,1)="F" THEN GS="SHE" ELSE GS="HE"
90 PRINT "WHAT CITY OR TOWN"
100 INPUT "ARE YOU FROM";CS
110 PRINT "WHAT'S YOUR FAVORITE TINY ANIMAL";
120 INPUT "(E.G., MOUSE)";AS
130 INPUT "WHO REALLY BUGS YOU";BS
140 PRINT "WHO DO YOU HAVE"
150 INPUT "A CRUSH ON";LS
160 PRINT "WHAT'S YOUR LEAST"
170 INPUT "FAVORITE FOOD";FS
180 CLS
190 PRINT "*A TERMINAL TALE OF ";NS;"*"
200 PRINT
210 PRINT "    ONCE UPON A TIME, IN THE"
220 PRINT "CITY OF ";CS;"", THERE"
230 PRINT "LIVED A BRAVE SOUL NAMED"
240 PRINT NS;"". ONE DAY, AS "
250 PRINT NS;" WAS OUT RIDING A WILD"
260 PRINT AS;"", ";GS;" HEARD THE"
270 PRINT "NEARBY SCREAMS OF ";LS;"".
280 PRINT "UPON ARRIVING AT THE SCENE,"
290 PRINT GS;" FOUND ";LS;" UP IN"
300 PRINT "A TREE, MENACED BY A BARKING"
310 PRINT "DOG NAMED ";BS;"", DOWN"
320 PRINT "BELOW."
330 PRINT
340 PRINT "(PRESS ANY KEY TO CONTINUE.)";
350 IF INKEY$="" THEN 350 ELSE CLS
360 PRINT "    THINKING FAST, ";NS
370 PRINT "RAN INTO A NEARBY PIE SHOP,"
380 PRINT "BOUGHT A FRESH ";FS;" PIE,"
390 PRINT "AND FED IT TO ";BS;"", WHO"
400 PRINT "LOVED IT!"
```

```
410 PRINT "    THEN, ";NS;" HELPED"
420 PRINT LS;" DOWN FROM THE TREE."
430 PRINT "THEY RODE OFF ON THE ";AS
440 PRINT "AND LIVED HAPPILY EVER AFTER."
450 PRINT "(",BS;" WENT ON TO"
460 PRINT "MAKE IT BIG IN PET FOOD"
470 PRINT "COMMERCIALS.)"
480 PRINT
490 PRINT TAB(11);"*THE END*"
```

TRS-80 Model III & Model 4 w/Model III BASIC

Terminal Tale

```
10 CLS
20 CLEAR 1000
30 PRINT "PLEASE PRESS <ENTER> AFTER"
40 PRINT "ANSWERING EACH QUESTION."
50 PRINT
60 INPUT "WHAT'S YOUR NAME";NS
70 INPUT "ARE YOU FEMALE OR MALE";SS
80 IF LEFT$(SS,1)="F" OR LEFT$(SS,1)="f" THEN GS="SHE"
   ELSE GS="HE"
90 INPUT "WHAT CITY OR TOWN ARE YOU FROM";CS
100 PRINT "WHAT'S YOUR FAVORITE TINY ANIMAL"
110 INPUT "(E.G., MOUSE)";AS
120 INPUT "WHO REALLY BUGS YOU";BS
130 INPUT "WHO DO YOU HAVE A CRUSH ON";LS
140 INPUT "WHAT'S YOUR LEAST FAVORITE FOOD";FS
150 CLS
160 PRINT TAB(5);"*A TERMINAL TALE OF ";NS;"*"
170 PRINT
180 PRINT "    ONCE UPON A TIME, IN THE"
190 PRINT "CITY OF ";CS;"", THERE LIVED A"
200 PRINT "BRAVE SOUL NAMED ";NS;"". ONE"
210 PRINT "DAY, AS ";NS;" WAS OUT RIDING"
220 PRINT "A WILD ";AS;"", ";GS;" HEARD THE"
230 PRINT "NEARBY SCREAMS OF ";LS;"".
240 PRINT "UPON ARRIVING AT THE SCENE,"
250 PRINT GS;" FOUND ";LS;" UP IN A TREE,"
260 PRINT "MENACED BY A BARKING DOG, NAMED"
270 PRINT BS;"", DOWN BELOW."
280 PRINT
290 PRINT "(PRESS ANY KEY TO CONTINUE.)"
300 IF INKEY$="" THEN 300 ELSE CLS
310 PRINT "    THINKING FAST, ";NS;" RAN INTO"
320 PRINT "A NEARBY PIE SHOP, BOUGHT A"
330 PRINT "FRESH ";FS;" PIE, AND FED IT"
340 PRINT "TO ";BS;"", WHO LOVED IT!"
350 PRINT "    THEN, ";NS;" HELPED"
360 PRINT LS;" DOWN FROM THE TREE."
370 PRINT "THEY RODE OFF ON THE ";AS
380 PRINT "AND LIVED HAPPILY EVER AFTER."
390 PRINT "(",BS;" WENT ON TO MAKE IT BIG"
400 PRINT "IN PET FOOD COMMERCIALS.)"
410 PRINT
420 PRINT TAB(8);"*THE END*"
```

VIC-20/Terminal Tale

```
10 PRINT CHR$(147);
20 PRINT "PLEASE PRESS <RETURN>"
30 PRINT "AFTER ANSWERING EACH"
40 PRINT "QUESTION."
50 PRINT
60 PRINT "WHAT'S YOUR"
70 INPUT "NAME";NS
80 PRINT "ARE YOU FEMALE"
90 INPUT "OR MALE";SS
100 IF LEFT$(SS,1)="F" THEN GS="SHE":GOTO 120
110 GS="HE"
120 PRINT "WHAT CITY OR TOWN ARE"
130 INPUT "YOU FROM";CS
140 PRINT "WHAT'S YOUR FAVORITE"
150 PRINT "TINY ANIMAL"
```

Sensational Prices!

... On Our Most Popular Items!

from **micro** *fat*.

THE 99¢ DISKETTE

Are you paying too much for diskettes? Try our first quality, prime, 5 1/4" diskettes (no rejects, no seconds) at these fantastic sale prices and save, save, SAVE! Disks are packaged in boxes of 50; each box contains 5 shrink-wrapped 10-packs that include diskettes in sleeves, labels, and write-protect tabs.

Each diskette is certified to be 100% error free and comes with a lifetime warranty (if you have a problem, we'll replace the diskette). All diskettes include hub reinforcement rings and write-protect notch.

All diskettes are double density and work in either single or double density drives.

SS, DD Diskettes, Box of 50
32391 **\$49.50** -99¢ ea.!

DS, DD Diskettes, Box of 50
32403 **\$64.50** -\$1.29 ea.!

LOWEST PRICES ON POPULAR PRINTERS!

BMC BX-130. 130 CPS, friction and tractor feed, special head for attractive print. 23564	ONLY \$199.00
Star Micronics SG-10. Full graphics, near letter quality mode, 2K buffer, 120 CPS. <i>OUR BEST SELLER!</i>	
33251 SG-10 Parallel (for most computers)	\$Call
34446 SG-10 with built-in Commodore Interface	\$Call
33265 SG-15. 15", 120 CPS w/NLQ	\$Call
33284 SD-10. 160 CPS w/NLQ	\$Call
Axiom Super Little Printer. Half the size of our most popular printers, but with full-size features. 50 CPS, friction feed, near letter quality. Outstanding for home or dorm where space is limited!	
34292 SLP Printer, Parallel and Serial (for most computers)	\$199.00
34305 SLP Printer with built-in Commodore Interface	\$199.00
34451 Axiom Elite 5. True letter quality at a great price!	While They Last! \$199.00
Epson LX-80. 100 CPS w/NLQ. Our most popular Epson! Call for other models. 33871	\$269.00

TI 99/4A CORNER

Hardware			
15292 TI 99/4A Computer	\$79.95	32972 Myarc DS, DD Disk Controller Card	\$169.95
31031 Half height TEAC disk drive, DS, DD	\$139.00	13315 Corcomp 32K Memory Card	\$109.95
20164 Box with Power Supply	\$59.95	34324 Myarc 128K Card	\$199.00
30235 Axiom Parallel Printer Interface	\$79.95		
29802 Corcomp 9900 Expansion System	\$329.00	Software	
29784 Corcomp RS-232 Standalone	\$127.00	32967 Extended BASIC	\$69.95
13300 Corcomp RS-232 Card	\$79.95	32597 Data Base 99	\$34.95
32986 Myarc RS-232 Card	\$79.95	32582 Draw N Plot	\$34.95
29770 Corcomp DS, DD Disk Controller Card	\$169.95	21467 Dow 4 Gazelle. Flight Simulator	\$25.95

We have been serving TI 99/4A customers in 50 states and worldwide since 1982! Request our free "Everything Book for the TI Home Computer," or take advantage of our \$2.95 Dust Cover and Catalog special!
34465 TI Dust Cover and Catalog Special (No shipping and handling charge) **\$2.95**

COMMODORE BUYS

34484 Cardco G-Wiz Interface	\$Call
33443 Indus GT Disk Drive - Includes word processor, spread sheet, and data base	\$Call
33565 Graphics Printer Interface - PPI from DSI	\$44.95
34499 Cardco Digi-Cam picture digitizer	\$Call
34501 Incredible Musical Keyboard from Sight and Sound	\$39.95
34516 Music Port from Tech-Sketch	\$99.95

Ask for our free "Everything Book" for your Commodore computer, or take advantage of our cover and catalog special below!

COMMUNICATIONS

Enter the world of telecommunications with a high performance Anchor Signalman Modem! Access bulletin boards, data bases like CompuServe and The Source, get stock quotes, make airline reservations, etc.

Volkmodem 12. New and powerful! 300-1200 baud smart, auto-answer, auto dial modem is compatible with most home computers that have a serial interface. Requires appropriate interface cable (most popular versions listed below; check with customer service for other models).

33724 Volkmodem 12 Smart Modem	Sug. Retail \$299.00	\$199.95
33988 Commodore Interface (includes disk software)		\$32.95
34146 TI Volkmodem 12 Cable		\$11.95
34470 Apple IIc Cable		\$11.95

Other Modem Buys:
19112 Mark III. 300 baud modem for TI **\$79.95**
31613 VM-6420. 300 baud modem for Commodore (includes disk software) **\$79.95**

Check with our Customer Service Department to order the modem or interface to match your brand and model of computer.

CARTRIDGE EXPANDER



Plus \$22.95 **FAST LOAD OFFER!**

Stop wearing out your computer by endless cartridge swapping! Plus, all cartridge expanders let you reset your computer independently of power switch.

For TI 99/4A: Famous three slot design lets you keep your most commonly used cartridges plugged in and ready for instant selection!
13329 Sug. Retail \$39.95 **Now Only \$29.95**

For C-64: New two slot design lets you select either cartridge or "off" position for no cartridge! Slots are vertical for easy access - no blind fumbling behind the computer!
34220 2-slot Cartridge Expander for C-64. **ONLY \$19.95**

The C64 cartridge expander is a great companion for the Epyx Fast Load cartridge - you can keep it permanently installed, select it, select another cartridge, or turn it off.
34216 Fast Load for C64 Sug. Retail \$34.95 **\$29.95**

Fast Load Only \$22.95
with purchase of cartridge expander!

DUST COVER and "EVERYTHING BOOK" SPECIAL OFFER

Get to know us by ordering this great dust cover for your Commodore 64/VIC 20 or TI 99/4A and our comprehensive catalog, "The Everything Book" for your computer, for only \$2.95 (no extra shipping and handling charges). Cover is antistatic, translucent, 8 gauge vinyl sewn to our exacting standards with reinforced seams. Discover the savings and easy shipping available from TENEX Computer Express!



\$2.95

31627 C64/VIC 20 Dust Cover and Commodore Catalog	
34465 TI 99/4A Dust Cover and TI Catalog	

USE SINGLE SHEETS IN YOUR TRACTOR FEED PRINTER WITH

PAPER TRACTOR™

Paper Tractor carries ordinary sheet paper through your tractor-feed printer! Simply place your letterhead, checks, invoices, forms, even legal-size sheets into the durable flexible plastic carrier and feed into your adjustable tractor-drive printer. Works with any printer, carries any paper.

22084 **\$11.95**

From Your Friends At

TENEX Computer Express

We gladly accept mail orders!

P.O. Box 6578
South Bend, IN 46660

Questions? Call
219/259-7051

Ad FC2

SHIPPING CHARGES

ORDER AMOUNT CHARGE	
less than \$20.00	\$3.75
\$20.00-\$39.99	4.75
\$40.00-\$74.99	5.75
\$75.00-\$149.99	6.75
\$150.00-\$299.99	7.75
\$300 & up	8.75



NO EXTRA FEE FOR CHARGES

NO HIDDEN EXTRAS

ORDER TOLL FREE
1-800-348-2778

STRATEGY

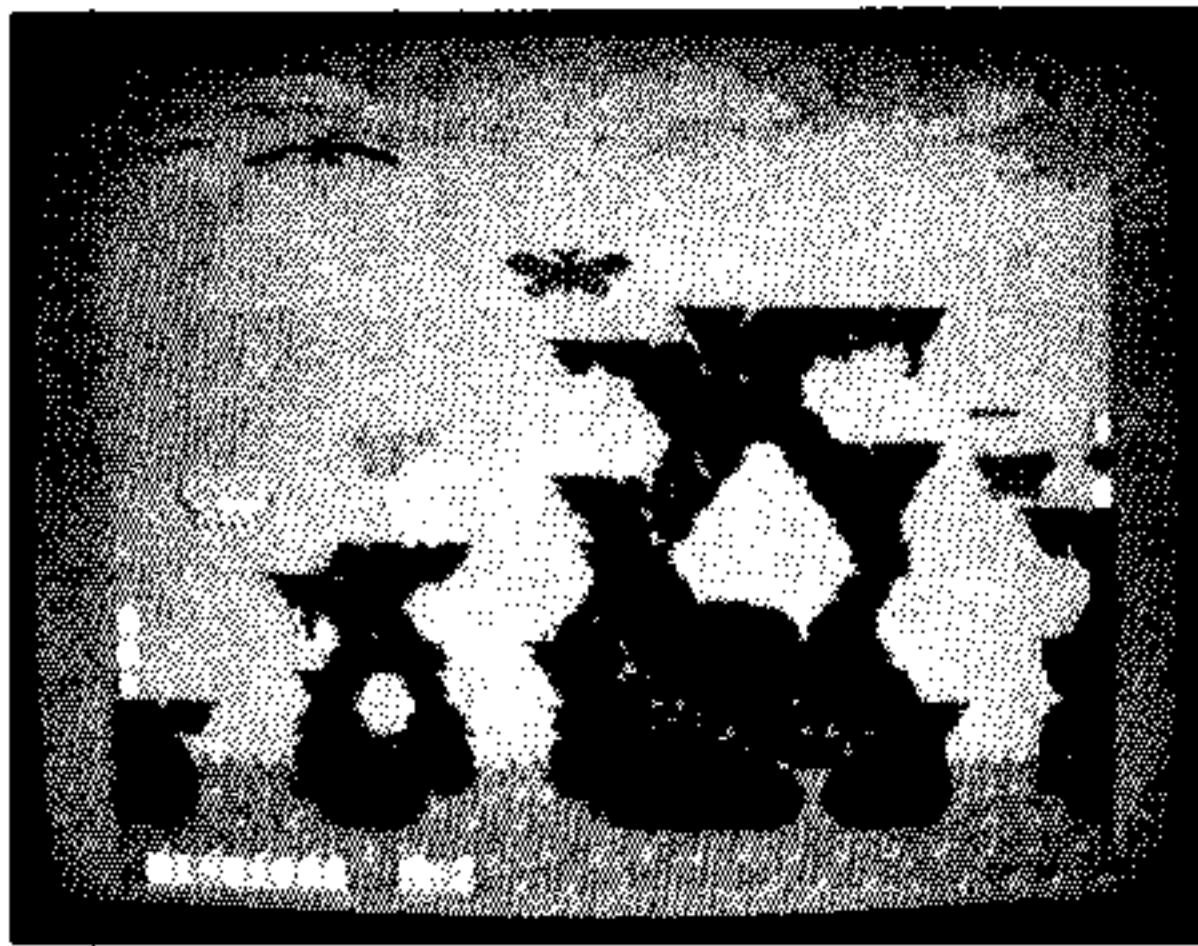
TIPS, TRICKS, AND HINTS

INDIANA JONES IN THE LOST KINGDOM

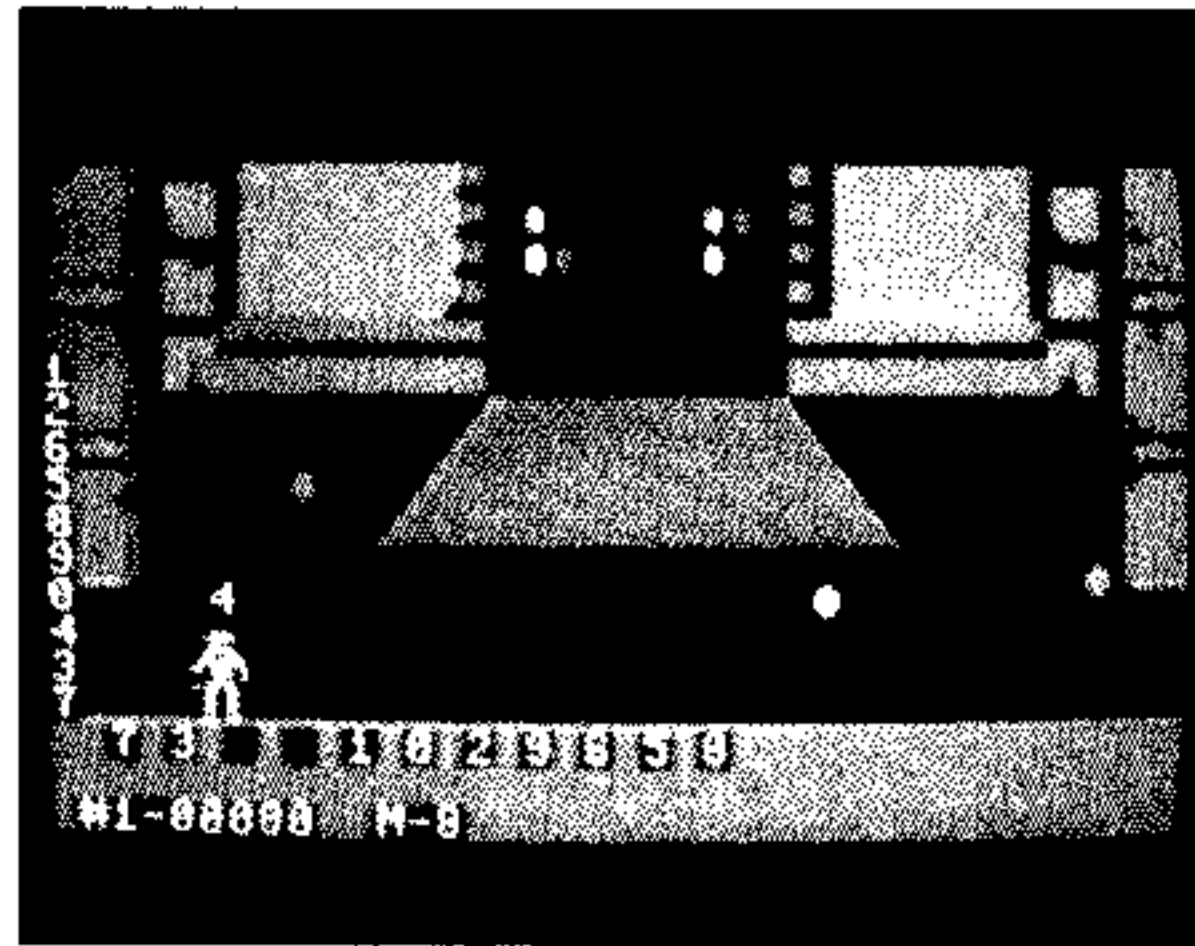
Mindscape. Arcade/strategy. Your mission: Ever dreamt of being Indiana Jones? This gives you the chance of casting players

as the famous adventurer and his arch-rival Ivan Reiss. In six separate scenarios, gamers must solve exotic puzzles and evade deadly ene-

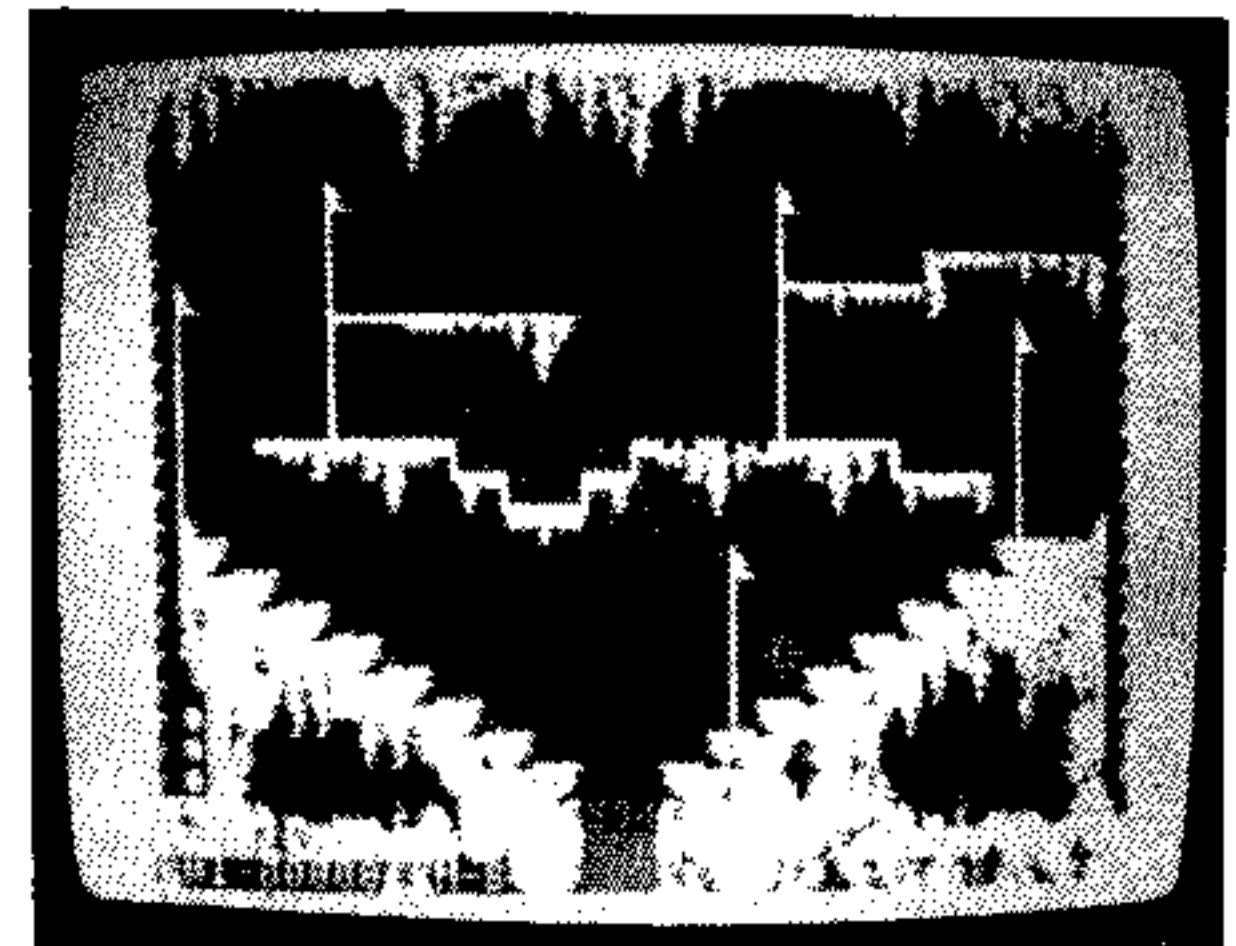
mies in order to find an invaluable historical relic. (Hints and game for C 64.)



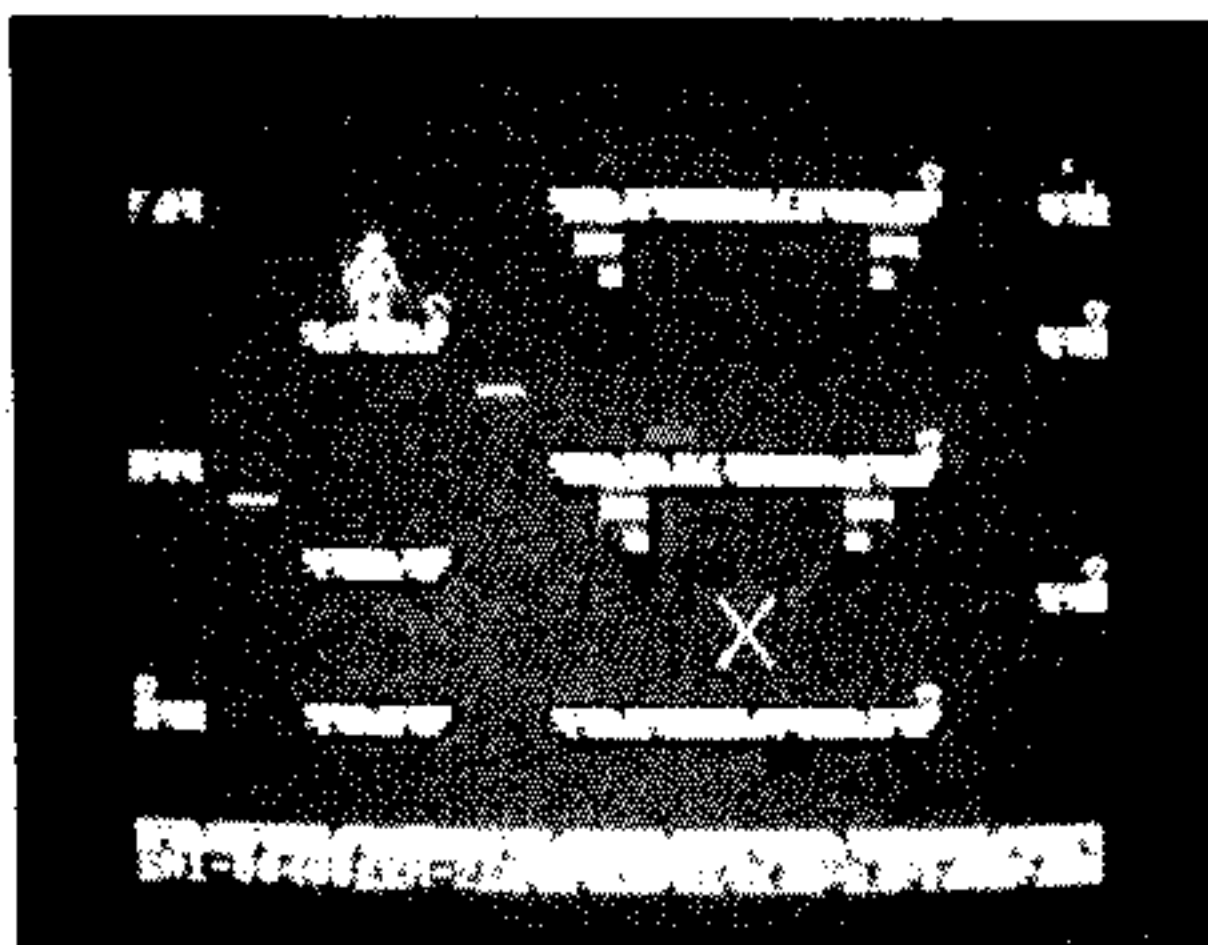
Screen one: Take the color from the blue balls on the left and give it to the white ones on the right.



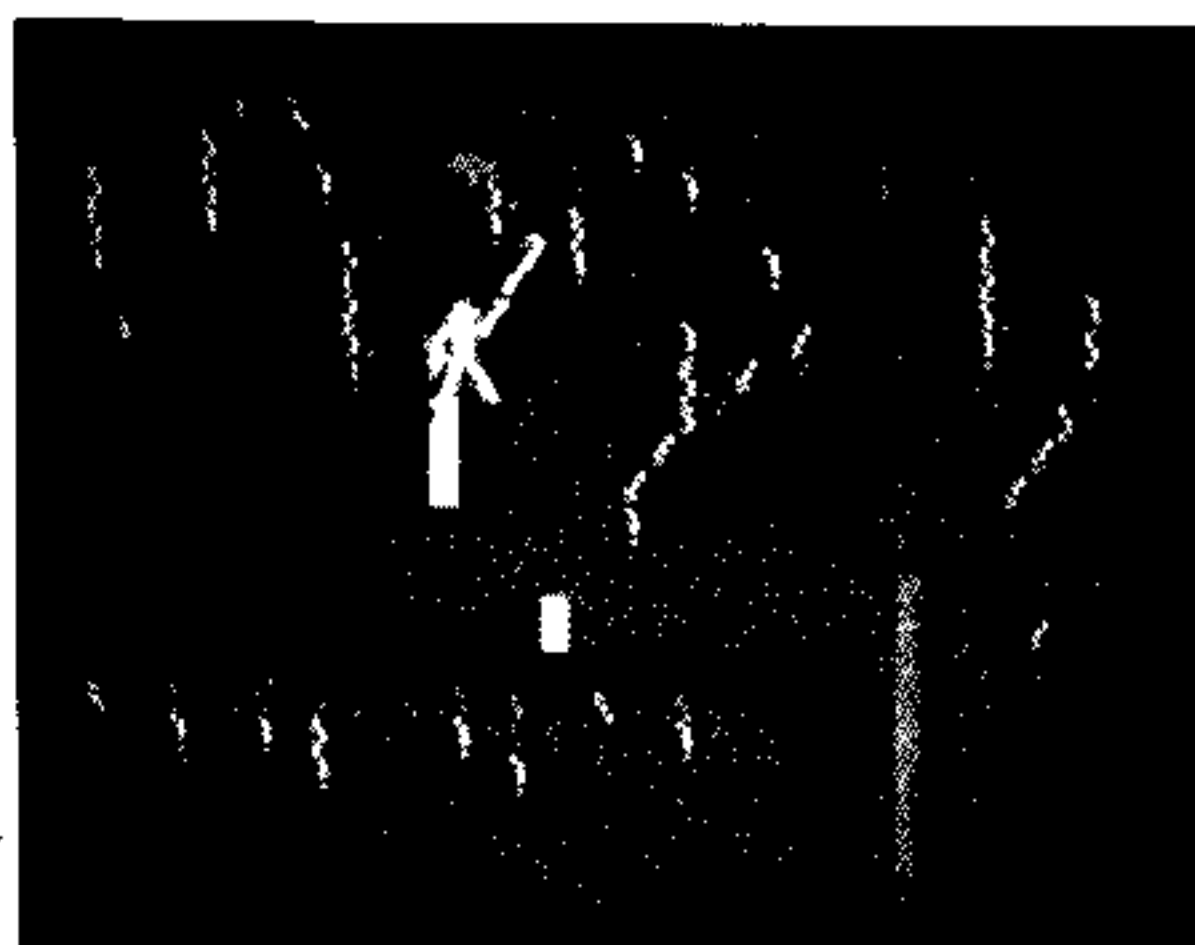
Screen two: You must arrange the numbers on the bottom of the screen so they read from left to right as they do from bottom to top.



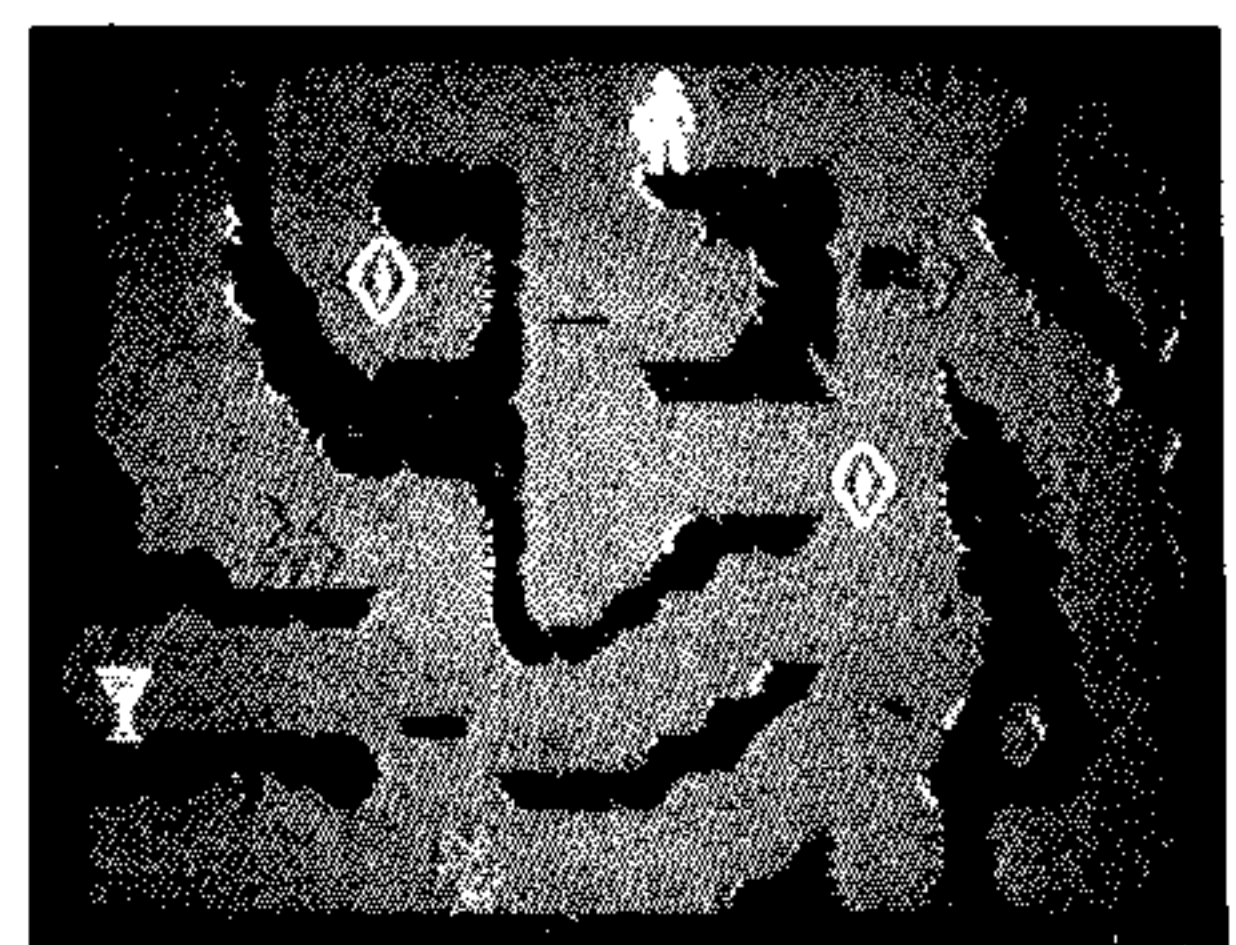
Screen three: Pick up the numbers and drop them into the abyss at the bottom of the screen. A black ball at the left indicates a correct choice.



Screen four: Hit the jewels with the cane to make them change color (white cane for white diamond, blue for blue). They must be in the order blue-white-blue.



Screen five: How do you stop a big green monster from charging? Take away its credit card. Or, if you are Indiana Jones, slash at it with your magic walking stick. In this game, the latter method works best.



Screen six: Pull back on the joystick and press the button to teleport around. Be careful, though, since you have a limited amount of teleports. —PHILIP CARDINALE, 11, Riverhead, New York; CHARLES ARDAI, 14, New York, New York

ADVENTURELAND

Adventure-International. Text adventure. Your mission: You must contend with a dragon, a bear, lava, and bees, among other things, and get the 13 treasures scattered across the land. (Hints and game for Apple, Atari, Commodore 64 & VIC-20, TRS-80 CoCo & Models I/III.)

Dragons take pride in their cleanliness. Having dirty stuff around makes them very angry.

The bear is really a coward at

heart. He is especially afraid of loud noises.

Bees in flight are a dragon's fright.

The mirror is extraordinarily fragile. Only place it on soft items.

Fire bricks can be a dam good thing.

The wine bladder is meant to hold a more gaseous substance.

You've heard of a ship in a bottle? Why not try fish in a bottle?

Water makes an excellent coolant.

Chigger bites getting you down? Mud might help you out. —KENNY SMITH, 12, Hanover, Pennsylvania; MICHAEL OTTAVIANO, 12, Grand Forks, North Dakota; DAVID LAKE, San Jose, California; JOHN TSAU, 14, Skokie, Illinois; CHRIS TWENTIER, 12, Prospect, Pennsylvania

SUSPECT

Infocom. Text adventure. Your mission: As the prime suspect of Veronica Ashcroft's murder, you must prove your innocence and find the real murderer. You'll need all your wits and intuition about you in order to complete this mystery in the mere 12 hours allotted you. Happy sleuthing! (Hints and game for most computers.)

☛ Don't bother trying to hide Veronica's corpse. You can carry it anywhere in the game, but Sergeant Duffy will find it, regardless of where you stash it.

☛ On the other hand, feel free to search the body and remove any

incriminating evidence from the scene of the crime; this may not do you much good right away, but will buy you some time in the long run.

☛ One of the best ways to make the detective think twice about arresting you is to place suspicion on others. Try showing him some pieces of evidence that you find—if you find enough important clues he'll let you off the hook.

☛ When you last see "Veronica" alive, examine her closely.

☛ Clues can be found in the oddest places—trash cans and locked car trunks, for instance.

☛ Take heed of Alicia's wet overcoat. There is something vitally important about its soggy condition.

☛ Be patient with the detective; he may be slow to respond at the beginning of the game, but remember you're his chief suspect. Just wait till you convince him that you are not only innocent but on the trail of the real killer; suddenly he'll be quite willing to help.

☛ One of the first things to do is to make a list of the characters and their costumes. It's all too easy to forget who was dressed as what. —CHARLES ARDAI, 14, New York, New York

H I N T H O T L I N E

RAID OVER MOSCOW, Access Software (Commodore 64). Arcade/strategy. Your mission: To save the United States from a Soviet nuclear attack by destroying their launch sites. If you are successful in this, you must invade Moscow in an attempt to destroy the Soviet Defense Center.

☛ When fighting at the missile control center, destroy the four launch silos first. Then, find the correct altitude for the main silo, but don't destroy it. Instead, go to the extreme left, without changing altitude, and blow up the planes as they enter the screen. Keep killing them until you have about 10 seconds left on the timer, and destroy the center silo. This will give you tons of points.

☛ When fighting outside the Defense Center, the men on the right wall can be hit using the same angles of elevation as those on the left wall. When you kill a man on one side, don't change your angle, just move over to the other side and kill the man directly opposite him.

—SPECIAL Ks

CHAMPIONSHIP LODE RUNNER

Broderbund (Apple). Arcade/skill. Your mission: To climb through the 50 different screens and collect all the gold you can get your greedy little hands on.

☛ If you have *Lode Runner*, boot it up, then start the game, take out the disk, and insert the *Championship Lode Runner* disk. You can now skip levels on *Championship Lode Runner* by typing CONTROL-SHIFT-6 on the Apple IIe and IIc, and by pressing CONTROL-SHIFT-N on the II plus. You can also get extra men by pressing CONTROL-SHIFT-2 on the IIe and IIc, and by pressing CONTROL-SHIFT-P on the II plus. —OSCAR LEE, 13, San Francisco, California

CUTTHROATS, Infocom (most computers). Text adventure. Your mission: As a diver, you must try to find sunken treasure on the many shipwrecks strewn about Hardscrabble Isle.

☛ If the time on the status line stops, try examining your watch.

☛ To get by the METAL mine try using an attractive force.

☛ Whatever you do, don't let McGinty see you with the bankbook or the shipwreck book. Get rid of them both when you can.

☛ Drinking and diving don't mix.

☛ Only stay in the squid room for one turn; if you do it's harmless.

☛ Much of the equipment at Outfitters International is unnecessary. Think carefully. —JERRY FOSTER, 17, Three Rivers, Michigan

CANNONBALL BLITZ, On-line Systems (Apple). Skill/arcade. Your mission: Avoid cannons and climb ladders in this *Donkey Kong*-type game.

☛ Immediately after clearing the first level, hold down the space bar and the second level will only start with one cannon. —ZACHARY PRENSKY, 12, Fairlawn, New Jersey

BEACH-HEAD, Access Software (C 64). Arcade skill. Your mission: To invade a well-defended, enemy-held island, and kill the evil Khun-Lin.

☛ When fighting the land-defense systems, if you shoot an enemy tank, tower, or gun emplacement, the point value for that object is displayed. If you keep shooting these numbers, you will continue to get that amount of points. Be careful, though, because you can be destroyed by crashing into the numbers. —JEROME GOEMAAT, 12, Bussey, Iowa

We're looking for a few good hints! Help K-POWER readers be all that they can be by sending us hints for your favorite games. We have all the *Zork* and *Pac-Man* hints we can handle, but we'll be glad to publish and pay \$10 for hints we've not heard of. Send them to Hint Hotline, c/o K-POWER, 730 Broadway, New York, NY 10003. (Note: the computer systems listed in brackets indicate the computer versions the hints work for.)

MUSIC PROGRAMS

BY JOEY LATIMER

Arcades bring back memories of bleeps, blips, zooming aliens, and high scores for many of us who hung around rapping and zapping in the local shopping mall or at the miniature golf course. A few years back, arcades were crawling with trigger-happy fans. They're pretty quiet and dusty these days as more computers show up at home.



For those of us who left our local arcade alley for the home computer, here's a nostalgic audio look at the arcade alley of the early '80s. With the help of lab assistant Ken Meyer, I've assembled a program (dubbed *Arcade Alley*, appropriately enough!) that plays a song and arcade sounds. Run the program as is or use it to beef up your own programs. No matter how you use it, we're sure you'll enjoy it. It may even bring back memories of that time you scored in the top 10.

ATARI 400, 800, 600/800XL, & 130XE/ ARCADE ALLEY

```

10 DIM BN(7,2),TN(25):C1=-8:POKE 752,1
20 PRINT CHR$(125):POSITION 13,10:PRINT "ARCADE ALLEY"
30 FOR I=1 TO 7:READ A,B:BN(I,1)=A:BN(I,2)=B:NEXT I
40 FOR I=1 TO 25:READ A:TN(I)=A:NEXT I
50 FOR Z=1 TO 2:P1=1:FOR I=1 TO 25
60 IF RND(1)>.5 THEN C1=INT(RND(1)*15)-8
70 SOUND 1,BN(P1,1),10,10:SOUND 2,TN(I),10,8
80 FOR D=1 TO BN(P1,2)
90 SOUND 3,ABS(C1)/2,10,4:C1=C1+8:NEXT D
100 P1=P1+1:IF P1=8 THEN P1=1
110 NEXT I
120 SOUND 3,INT(RND(1)*70),8,15:FOR D=1 TO 350:NEXT D
130 SOUND 3,0,0,0:NEXT Z:FOR X=243 TO 29 STEP -1
140 SOUND 1,X-5,10,12:SOUND 2,X,10,12:NEXT X
150 GOTO 50
1000 DATA 243,7,217,7,193,7,182,13,144,7,243,20,182,20
2000 DATA 60,60,60,53,72,91,72,60,60,60,60,81,72
2010 DATA 121,60,60,53,72,91,72,60,60,60,53,72

```

COMMODORE 64 & 128 (C 64 MODE)/ ARCADE ALLEY

```

10 DIM BN(7,3),TN(25,2):C1=75:S=54272
20 PRINT CHR$(147):POKE 214,10:PRINT
30 PRINT TAB(13);"ARCADE ALLEY"
40 FOR I=S TO S+23:POKE I,0:NEXT I:POKE S+24,15
50 FOR I=S+6 TO S+7
60 POKE I,128:POKE I+7,128:POKE I+14,128:NEXT I
70 FOR I=1 TO 7:READ BN(I,1),BN(I,2),BN(I,3):NEXT I
80 FOR I=1 TO 25:READ TN(I,1),TN(I,2):NEXT I
90 POKE S+4,33:POKE S+11,33
100 FOR Z=1 TO 2:POKE S+18,17:P1=1:FOR I=1 TO 25
110 IF RND(1)>.5 THEN C1=RND(1)*75
120 POKE S+1,BN(P1,1):POKE S,BN(P1,2)
130 POKE S+8,TN(I,1):POKE S+7,TN(I,2)
140 FOR D=1 TO BN(P1,3)
150 POKE S+15,C1:C1=C1-4-75*(C1<4):NEXT D
160 P1=P1+1:IF P1=8 THEN P1=1
170 NEXT I
180 POKE S+15,15:POKE S+18,129
190 FOR D=1 TO 500:NEXT D
200 POKE S+18,0:NEXT Z:FOR X=8 TO 80
210 POKE S+1,X-2:POKE S+8,X:FOR D=1 TO 2
220 NEXT D,X
230 GOTO 100
1000 DATA 8,97,7,9,104,7,10,143,7,11,48,13
1010 DATA 14,24,13,8,97,20,11,48,20
2000 DATA 33,135,33,135,33,135,37,162,28,49,22,96
2010 DATA 28,49,33,135,33,135,33,135,33,135,25,30,28
2020 DATA 49,16,195,33,135,33,135,37,162,28,49,22,96
2030 DATA 28,49,33,135,33,135,37,162,28,49,28,49

```

TI-99/4A/ARCADE ALLEY

```

10 DIM BN(7,2),TN(25)
20 CALL CLEAR
30 PRINT TAB(9);"ARCADE ALLEY"
40 FOR I=1 TO 7
50 READ BN(I,1),BN(I,2)
60 NEXT I
70 FOR I=1 TO 25
80 READ TN(I)
90 NEXT I
100 FOR Z=1 TO 2
110 P1=1
120 FOR I=1 TO 25
130 CALL SOUND(BN(P1,2),BN(P1,1),0,TN(I),5)
140 P1=P1+1+7*(P1=7)
150 NEXT I
160 CALL SOUND(1000,-5,0)
170 NEXT Z
180 FOR D=1 TO 300
190 NEXT D
200 FOR X=130 TO 600 STEP 15
210 CALL SOUND(-500,X,0,X-10,0)
220 NEXT X
230 GOTO 100
1000 DATA 131,150,147,150,165,150,175,300
1010 DATA 220,150,131,450,175,450
2000 DATA 523,523,523,587,440,349,440,523,523
2010 DATA 523,523,392,440,262,523,523,587
2020 DATA 440,349,440,523,523,523,587,440

```