

We call it a "stuffing party"...

Tom's bringing in the papers. Clear the table off. Have we got enough staples? Ok, let's stuff 'em! You may be wondering what is happening. It is our monthly 'Get-the-Issue-Mailed' day. This is the day that all six of us stand around a large table for 6 hours or so circling cassettes with 3 sheets of paper and shoving the hodgepodge into coin envelopes. We fill 20 boxes with CLOAD issues and dump the whole mess on the USPS. Then we try to recover from overexposure to Tom and Grady...



P.O. Box 1448,  
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*	Side	Title	Filename	Turns	Count	*
*				CTR-41	CTR-80	*
*						*
*	****	Mini Man Cover	A	6 & 263	3 & 153	*
*	** **	Intox	B	63 & 305	37 & 177	*
*	** **	Stellar Empire Instructions	C	115 & 345	68 & 200	*
*	****	Stellar Empire	D	184 & 399	107 & 231	*
*						*
*	**	Demolition Derby	A	14 & 268	7 & 155	*
*	***	Household Inventory	B	65 & 305	37 & 177	*
*	**	Financial Planner	C	186 & 399	107 & 231	*
*	****	Pac Mania	D	231 & 435	133 & 251	*
*						*
*	CLOADing Notes - This tape may load at an ODD RECORDER VOLUME. Set the volume LOWER than normal for your first attempt, then increase it slightly until the tape loads. If the first copy of a program won't load, try the second. That is why it is there. Model I only: Put an AM radio very close to the keyboard, tune it to a non-station, and you can listen to the tape loading in. Adjust the recorder volume so the hash from the computer sounds 'cleanest' during a load.					
*	Model III notes - Load the tapes at the LOW speed (POKE 16913,0). An occasional program will NOT run. There may be upper and lower case goofs in some programs. Arrow keys often are translated as follows: (↑, ↓, ←, →) = ([, \, ], ^).					
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Coin-op confessions - I really don't like Pac Man. Never the less, here is Mini Man Cover. Note - when the dots are eaten, there are little clicks you can hear by connecting an amplifier to the AUX plug.

Without going into details, Intox is a program I could have used a couple of weeks ago. With Intox, you can estimate your blood-alcohol content by your weight, the amount of alcohol you drank, and the amount of time that you drank it in. If your memory is impaired, you can also estimate the amount you drank by giving your weight and your blood-alcohol content (assuming that SOMEONE measured it for you).

Take our problems into space! You and up to three "friends" try to build your own Stellar Empire by thrashing on each other's star systems! Each player makes moves (where to send starships, whether to fight or not, etc.) in secret, then the moves are all executed at once, meaning that you must plan ahead and second-guess your opponents to become Napoleon Vader. Just a quick overview of the good things you'll read in Stellar Empire Instructions:

You get one starship for every 5 ru's.

You only collect ru's if you control your home star.

4 classes of stars:

- 1) Uninhabited system (1 ru output).
- 2) Uninhabited system (2 ru output).
- 3) Inhabited and prone to rebelling (about 4 ru output).
- 4) Home star (about 8 ru output).



Once a ship is sent to a star, it can't be adjusted (1 turn per parsec).

10 fleets maximum in hyperspace at one time.

Superior forces always destroy inferior forces. Equal forces destroy each other. The superior force loses 1/2 the number of ships that the second largest force had, however.

After destroying spaceships, it's time to destroy cars in Demolition Derby. The object of this one or two player real-time game is to hit as many cars as you can in the allotted time. There is sound, so connect the AUX plug to an amplifier.

Before you have a fire sale, you should run Household Inventory. That way you'll have a good record of what you owned and what it was worth. This is a structured program so it is relatively easy to modify. Notes: Item values are kept in whole-dollar amounts only and must be less than \$32,767 each. If you are using NEWDOS-80 V2, you can change line 1020 to '1020 ND80V2=-1' to take advantage of a faster sort routine. If you have more than 16K of memory you can change the following lines to inventory more items:

32K	Non-disk	48K	32K	Disk	48K
540 CLEAR 12000		540 CLEAR 20000	540 CLEAR 5000		540 CLEAR 16000
720 MX=325		720 MX=600	720 MX=150		720 MX=450

Only if I live long enough... Financial Planner helps you plan for your retirement by ingesting your current and future assets and spitting out your future economic standing and needs. Just remember to put down \$0.00 for Social Security...

Ok, so this issue is Pac-Crazy. I hope Pac Mania gets it out of your system! As much as I am bored by Pac-Man, this game is amazing to me. I still can't believe that it is actually written in BASIC. The code is so 'tight' (packed tightly together with as many reserved words as possible deleted) that it 'only' took me 6 hours to fix an obscure bug in it. But it runs so smoothly that I had fun (oh, no!) playing it.

A real adventure - find the bug...

In our Adventures #1 package, CIA Adventure has a couple of lower-case bugs in it. To fix them load in CIA Adventure then type:

EDIT 170

and hit <enter>. Then type the following sequence of keys:

SP3DIPAI

and hit <enter>. Then type:

EDIT 650

and hit <enter>. Now type this sequence of keys:

SD3DIDRA

and hit <enter>. Finally, save this corrected version to tape or disk.

Surveying the situation...

The results from our June survey are in. About 150 people took the time to answer the survey and give their thoughts on CLOAD. So here it goes:

69% had disk drives and 87% of those had two or more.

70% had 48K of memory.

34% had Model IIIs, with 86% of those having disks.

25% of the disk users would go for CLOAD on disk.

Another 34% might go for CLOAD on disk.

The comments were varied and appreciated. You asked for fewer adventures, more adventures, fewer games, more games, more practical programs, utilities that also run on the Model III (c'mon, authors!), room in the yellow sheets to punch binder holes, etc. On that last point, I'd like to give you room to 3-hole punch the margin, but that would mean that I would have less room to babble (a feature?) or you'd have to get



glasses. So at this time we'll still be pushing the margins. My apologies.

More disk stuff????

We have finalized the prices for CLOAD on Disk. The first issue will be October, 1982 with the Good Games #1 and Adventures #1 available sometime next month. The disk will allow you to copy the programs from our disk to a TRSDOS format disk of yours on a Model I or III with one or more drives. There is a menu program written in BASIC on the disk that will automatically run almost every one of our BASIC or machine language programs at the touch of a key (this program is neat!). And you will be able to convert your subscription to the disk version for a price (more on this extortion next month). The prices:

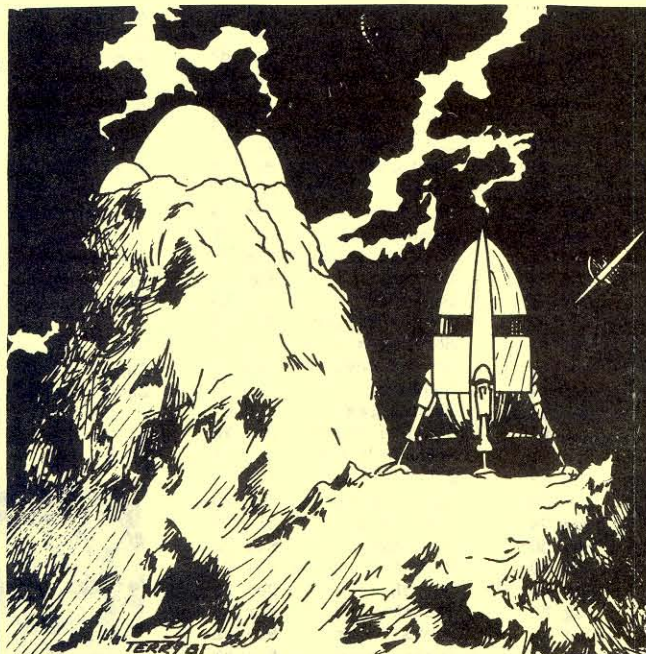
Full year (12 disks).....	\$95.00
6 months (6 disks).....	\$55.00
Good Games #1 (2 disks) .....	\$23.00
Adventures #1 (2 disks) .....	\$24.00
Single Copies (1 lonely disk).	\$11.00

Ask and you might receive...

One thing requested in the survey was a new alphabetic list of our past programs - and we give it to you in this issue! There are 408 program listings, sent out to a rough average of 3000 people (over a 4 year period). That's 1,200,000 of our programs on tape out there in the TRS-80 world!

Who loaded all those programs?

*Dave*  
ed.



On the very edge of the known galaxy, deep in the far reaches of colonial space is Kilgari, the most desolate chunk of rock and sand in the universe. As you enter the scene, you find yourself stranded on this barren planet, with only your fuelless shuttle craft to keep you company. If you grow tired of your powerless ship, you can take your chances and explore the automated Ion Generating Station located deep beneath the planet's surface. But beware! Digitron Inc, the designers of the plant, has installed security devices and other natural barriers to keep out those that are curious or otherwise unwelcome. You will need to disarm these devices to obtain the Ion fuel rods required to power your ship and help you escape this barren place.

If you survive "The Domes of Kilgari" (above), you can try your intelligence at "The Missing People." This adventure is complete by itself, but is a natural continuation from "Domes."

You have escaped Kilgari, and have just landed on your home planet! But wait just one minute! You take a quick look around and discover that NOBODY is here! Where are all of your people? What has happened to them?? You must search through roads, cities, manufacturing districts, and even a hidden underground cavern to discover the secret of your people's whereabouts. But be forewarned! The "THING" (!!!) that caused your people's disappearance is still lurking around somewhere, searching for more people (like you!) Programs written in Machine Language, by Alex Kreis. Requires 16k Level II Model I or III TRS-80.

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To Order: Send to: Superior Software  
"Domes" ...\$19.95 4914 Inwood Place  
"People" ..\$14.95 Santa Barbara, Ca. 93111  
Both for ..\$29.95 (Authorized Programmer's  
Calif. Res. please add 6% sales tax (Guild Rep).  
Programs written in Machine Language, by Alex Kreis. Requires 16k Level II Model I or III TRS-80.  
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1-2-4 Cover	Nov 79	Crolon Divers'n	Sep 81	Hex Display	Sep 80	Ohm	Nov 78	Star Wars	Vol II
32 Characters	Feb 79	Crossdex	May 82	HiCalc	Jan 80	Ohm's Law	Vol II	Star Wars	GG #1
3D Cover	Apr 81	Crossfire Cover	Apr 79	Hidden Numbers	Jan 81	Old Mill Cover	Feb 79	Star Wars	Oct 78
4 Color	Dec 78	Crushman	Nov 78	HiQue	Apr 80	Organ	Sep 80	Starbase	Sep 79
6-Line Cover	Jul 81	CryptArith	Nov 79	Hit 'n' Miss	Feb 81	Organ Inst	Sep 80	Stars	Jan 80
Aero	Aug 79	Cube	Jun 82	Hobbit	Aug 79	Othello	Sep 78	Stars	GG #1
Algebraic Mult.	Jul 78	Data	Apr 78	Home Budget	Mar 81	Othello Inst	Sep 78	Startrek	Aug 80
Alien	GG #1	Defend	Nov 79	Horse Race	Apr 78	Pac Mania	Aug 82	States	Vol II
Alien Inst	Mar 81	Demolition Derby	Aug 82	Household Inv.	Aug 82	Passbook	Oct 78	States	Dec 78
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Amazing Chase	Jun 80	Destiny	May 82	Hungry Bug Cov	Dec 78	Petals	Sep 78	Stellar Empire	Aug 81
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Arcade	Jun 82	Deviation	May 78	Hurricane	Jul 80	Photo	May 79	Stock Exchange	Jul 80
Arrow Cover	Feb 81	DExec Patch	Oct 81	Hustle	Apr 79	Photo Inst	May 79	Stock Inst	Jul 80
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Artillery	Nov 78	Dice Inst	Apr 79	Indian Cover	Apr 78	Pilot	Aug 78	Story Build	May 81
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Backpack Adv	Adv #1	Disk Mail	Mar 82	Jukebox	Vol I	Pinball	Aug 78	Survival	Jan 82
Backpack Inst	Adv #1	Disk Timer	Jan 82	Jukebox	Dec 78	Pipes Cover	Jan 79	Symmetry Cover	May 81
Backpack Inst	Jun 81	Display	Nov 81	Jukebox	Aug 78	Planets	Nov 81	Syzygy	Apr 80
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Billboard Demo	Dec 80	DOS Repeat	Feb 81	Keyplus	Jul 82	Powers	Feb 79	Text Editor	Apr 82
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Birthday Cover	Mar 80	Draw	May 80	Knight's Tour	Aug 78	Print @	May 81	Tiar Notes	Oct 80
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Boxes Cover	Jul 78	Dungeons Inst	May 80	Level2	Aug 80	Random Walk Cov	Jan 80	Troll Treasure	Sep 81
Boxes Cover	Apr 80	Eclipse	Jul 82	Lgame	Sep 80	Reaction	Dec 78	Two Dates	Jan 80
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