

DISPATCH DISK



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EDITORIAL

Hello everyone,

The last two months demonstrations by R. Gasson (Handyscanner and Ramlink) were not as stated a first in this state but the first in Australia. This month's demonstration will be on GEOS (paint drivers) and a GEOS workshop, anyone with any geos problems might possibly be solved during this workshop.

Next month's demonstration will be on the 10 worst (yuk!) games on the Commodore 64. Ross will show possibly a selection of the worst games, if anybody thinks they have any games that could be worst than the selected games bring them in. There is a prize for the worst (YUK!) game and a prize to the person who owns up to having the most worst (YUK!) games. Bring in the games and show us how horribly they run.

In this month's newsletter there is library notes, but not mention in the library notes is a disk of Macintosh and IBM (.GIF) graphics for those members who have the Mac attack II, geo gif and giffy converters. This gives you a chance to try them out. Also you will notice that the latest loadstar is out. There are various articles for sale, refer to the for sale page.

This edition of the newsletter has the following articles, the all-time top ten yuk C-64 games, libraries notes, computer puzzle, book review, pokes and peeks and for sale page. Hope you enjoy this months edition, and if there are any constructive criticism please do get back to me.

JAN VAN DE BELT THE EDITOR

JUNE 1991

**64/128 VOL 5
NEWSLETTER NO. 6**

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▶ Every month *Loadstar* brings you two diskettes filled with carefully selected quality software to help you get more value from your personal computer. Each issue contains an impressive variety of fun, useful, and interesting new things to do with your computer. The friendly interactive *Loadstar* format makes it a snap for everyone in the family to run programs quickly and easily.

▶ *Here's what they're saying...*

"Thanks much for an excellent product at the most reasonable price around. Your integrity, honest advertising, and value for price paid are, in a word, astounding!" —R.P., Washington

"I just received my first issue of *Loadstar*, and I just wanted you to know it is excellent, superb..." —J.O., Florida

"*Loadstar*... should dispel the adage about there not being any decent software available anymore at a decent price. I give *Loadstar* five stars." —McCook Commodore Users Group

"If you can afford only one disk service, make it *Loadstar*." —Commodore Microcomputers

In This Issue...Two 5 1/4" disks featuring these programs:

<p>TRIANGULATION by Dave Johansen</p> <p>Challenge your computer to a unique strategy game for the sophisticated puzzler! Put together triangles before your computer can.</p> <p>WHO SANG "TEEN ANGEL?" by Roger Norton Test your memory of the greatest blunts from the musical past! Brought to you by the author of <i>LOADSTAR's</i> popular <i>EduFun</i> series. (By the way, it was Mark Dinning who sang "Teen Angel.")</p> <p>GEOS-KEY by Scott Fleish Lock or unlock several files at once with this GEOS utility. From the creator of <i>GeoPower Tools</i>.</p>	<p>1581 DIRECTORY EDITOR by Michael Corwin</p> <p>Organize the directories and partitions of your 3 1/2" disks with this invaluable aid for the 1581 disk drive owner. Supports GEOS.</p> <p>WORDPACKER by Jon Mattson Pack text files and save valuable disk space! A must-have utility for anyone who uses the Commodore's to write.</p> <p>COLORADO SMITH AND THE CASTLE OF DOOM by Jim Hilly Arcade action for the strong of heart! Gather 25 Gems of Wisdom and move on to the upper level of the castle.</p>	<p>SMASHEROIDS by Scott Elder</p> <p>Blast rocks and aliens from intergalactic space in our action arcade answer to the classic Asteroids.</p> <p>THE SOURCE GENERATOR by Thomas Carnecci Turn machine language code into source code in any of three standard formats. If your program is machine language, you need this utility!</p> <p>— PLUS —</p> <p>▶ Puzzle Page—Barbara Schalk's newest puzzles.</p> <p>▶ Range Spanner Master—Solve those bewitching mathematical puzzles.</p> <p>▶ Single Key—Play "Reversi," "Tape" and more colorful logic puzzles.</p> <p>▶ Zero Page—Beginner's BASIC, syntax, and a test editor.</p>
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SOFTDISK PUBLISHING
monthly software
P.O. Box 30028 • New Orleans, LA 71130-0028 • (510) 221-4718

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In This Issue...Two 5 1/4" disks featuring these programs:

<p>PAINT BY NUMBER by Jon Mattson</p> <p>Play with the right colors and fill the boxes. This intriguing game is fun for kids, but tough enough for adults to enjoy, too!</p> <p>FOUR MORE K by Rick Nash Magically add 4K of memory to your BASIC programming space with this handy utility!</p> <p>EXCELSIOR FONT by Jon Perregrant Spice up your GEOS documents with this superb font. Includes 18- and 24-point sizes. GEOS required.</p>	<p>DISKMATE by Jon Perregrant</p> <p>Take charge of your disks when you put this complete disk manager to work. Includes eight invaluable tools to unscratch files, edit and organize directories, trace file links, and more!</p> <p>RAGTIME REVISITED by Dave Marquis Relax to memorable ragtime numbers from <i>LOADSTAR's</i> music master!</p> <p>ALPHAMETIX by Ian Adam Create unique puzzles where letters take the place of numbers. Print the puzzles and sharpen your pencil for puzzle mania fun!</p>	<p>PIPE'S PEAK by Bob Blackmer</p> <p>Race your way to the top of the mountain —picking up bells all the way—in this frantic arcade game.</p> <p>THE ALPHA TEST by Barbara Schalk and Maurice Jones Challenge yourself to a fun learning game of prime numbers and factors.</p> <p>— PLUS —</p> <p>▶ Puzzle Page—Barbara Schalk's newest puzzles.</p> <p>▶ Crash South—Test your sports knowledge.</p> <p>▶ Author's Journal—Learn more about the Commodore 64.</p> <p>▶ Zero Page—BASIC programming and syntax tutorial, plus a card game tutorial.</p>
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JUNE LIBRARY NOTES



ADDING NEW DISKS TO THE PUBLIC DOMAIN LIBRARY - from your friendly Disk Librarian

One of the more labour intensive jobs of the Disk Librarian comes about when we add new disks to the Library. It is necessary to go through each disk, run each programme and then type up a description of them for inclusion in the Club Catalog and Newsletter. Generally takes a night per side. Imagine my horror when El Presidente suggested that we add some 20 sides of Geos PD disks to the Library which involve an added task of renaming each program etc on the disk into capitals so that the directory will printout in readable characters (not the graphic characters normal in Geos directories). Well, I have started on the task and this article is the result of my efforts on the first two disks.

The task has been made easier by some programs which I found on these disks. Firstly there is GeoLister 2.0, which reads the directory of a Geos disk and creates a GeoWrite file with the directory listing in it. At the same time, it gives you the opportunity to read into the file any description of the programme which you access through the Information Query (Commodore Q) thus saving me having to load and run all the files. There is another program "Get Directory" which reads the directory into a GeoWrite text scrap so that you can access it that way. For my purposes I did not find it as useful as GeoLister but I will keep it in mind.

So I have two Geos Directories in two GeoWrite files and I want to combine them without going through the laborious process of copying the text to text scrap from one file, exiting that file, loading another GeoWrite file and then pasting the second file into the first via text scrap. What I wanted to do was to combine the files - and everyone I have asked for the last six weeks has told me there is no such program. Well what did I find? "Combiner", a program which, quick as a flash, integrates the two files. I now can't complain. Cataloging the disks has gained me some new useful programs. When you check through the information the listings on other pages of this months issue, perhaps you too will find something useful. GEOCU01 and GEOU02 are Disk Nos. 45 & 46 in the Library and are available at \$2 each. By the time we go to press, I hope to have cataloged more disks and by the time of the meeting even more - so come over and have a chat with me. I should also have a new Loadstar Disk - but that doesn't need any publicity - first in best dressed. \$2 for the loan of the issue for a month - 2 doubled sided disks of programs.

SEE YOUR DISK LIBRARIAN FOR FURTHER
DETAILS OR DISKS THAT ARE NOT LISTED ON
OUR CATALOGUES.

PARSEC PD-GE0U01**SDCUC PD DISK NO. 45****GEOS format**

File Name	KB	PROGRAM DESCRIPTION
40 SCRN PRINT	01	Dump the screen to a printer. "Hold" click button for right-side printing.
ALBUM REVERTER	03	Downgrade V2.1 photo albums to work with the ULX managers.
ALBUM ANIMATOR	03	Animate your Photo Scrap Album
BIG CLIPPER 3	06	A Program to make big clippings from a geoPaint picture.
BLUE PENCIL	05	Document analysis application for geoWrite V1.1 to V2.1 files...
CENTER 80	01	Vertically center the 80 column screen. For GEOS 128 only.
COMBINE	07	Combine multiple geoWrite documents into one.
COMPUTEREYES	04	Use the Computereyes digitiser to input direct into GeoPaint.
CONVERT 2.5	05	This version allows you to select multiple files!
COLOR SMASHER	05	Put some color in GEOS!
COPY EDITOR	01	Use Readers Index as a guide to the Grade level of your readers.
DATEPRINT	05	Use with Date files (What are they?)
FONT EDITOR 2.2	14	Use the Font Editor to edit existing fonts, or to create your own.
FONT VIEW	03	FontView will view font files to the screen. Use +,- icons to change point size.
GET GRAPHIC.DOC	06	Documentation for GetGraphic
GET GRAPHIC	04	Convert Print Shop graphics to a GEOS photo album.
GRAPHIC LABELS	05	Use GeoPaint with this file to produce graphic labels.
GEOLIST 2.0	05	Lists a disk directory to printer or disk file.
GEUVIEW	02	View, scroll, and print GeoPaint pictures in full-screen mode.
NOTEPRINT	05	Use to print out Notes files. (What are Note files?)
GET DIRECTORY	02	Get a Directory into a geoWrite Text Scrap file.
GRAPHIC STORM	08	Import several standard graphic formats into geoPaint/photo album.
HULME VIEW	05	View CBM SEQ files from the GEOS Desktop.
ICON EDIT 2.1	05	Create, edit or duplicate icons for any GEOS filetype.
ICON GRABBER 1.5	05	This is a Desk Accessory for fast icon transfers!
IDENTIFONT V3.2	08	Use this program to identify the fonts in a GeoWrite document.
KOALA PAD III	01	This Input Driver is for a KoalaPad plugged into control port 1.
LABELER	06	Produce labels with graphics from geoWrite input files.
MAC ATTACK	04	Convert MacPaint files to geoPaint with centering and color options.
MULTI LABEL	10	Print Text, Graphic & ASCII Labels outside of GeoPaint.
PS.PATCH 2.0	04	Patches GEOLASER & GEOPUBLASER to save PostScript files to disk. Works with all drives!
PS.PATCH.DOC	03	Document file for P.S.PATCH 2.0

PARSEC PD-GE0U02**SDCUC PD DISK NO. 46****GEOS format**

File Name	KB	PROGRAM DESCRIPTION
BEYOND 512 KB	20	Explore the world of a C-64 with 512k
SCHEMATIC	17	GeoPaint Picture for Beyond 512 KB
PHOTO MOVER 1.0	08	Use this program to move scraps between separate photo albums.
PHOTO PRINT 2.1	03	Prints photo albums in neat order & will also number them.
PAINT-SCRAP	04	Create very large Scraps from GeoPaint.
PAINT VIEW V1.2	03	View geoPaint files from outside geoPaint.
PIC SHOW 2.0	08	Converts Hi-Res and Multi-Color Picture Formats and Slide Show!
QUICK TOP	06	64 files displayed on the screen, load & run like Desktop.
QUICK VIEW	02	Dump Write files to screen. Patched to work with geoWrite 2.X.
WRITE TOOLKIT	10	TOOLKIT - a geoWrite Utility Kit
WORMDESK	09	Use this program instead of desktop to switch quickly between applications.
GEOCALC TEMPLATE	12	Template for use with WORMDESK.
UNLOCK V1.1	01	Unlock all files on a disk. Now runs under GEOS 128 and supports RAM drives.
WRONG IS WRITE	10	Convert Write file formats amongst each other.
GEO SID PLAYER	06	Play SidPlayer .mus files from GEOS
SCRAPEEK 3.4	06	ScraPeek for GEOS 64 and 128 40/80! Support for photo album 2.1 added.
SCANTASTIC	14) Utility programs for use with
SCANTASIMODIFIER	10) with the Computereyes digitiser.
TRANSTEXT	03	Convert PRC, SEQ, and USB text files into geoWrite format.
RETRIEVER 2.0	04	Retrieve photo scraps from geoWrite, geoFile and geoPublish documents.
SET PATT.DOC	03	Document file for the SET PATTERN program.
SET PATTERN	01	For use ONLY with the geoPaint file PATTERN EDIT!

THE ALL-TIME TOP TEN YUK C-64 GAMES

Or

They don't make them like they used to (thank goodness).

All Film and TV viewers are aware of Top Ten Worst Movies, TV Shows, the Raspberry and Strawberry awards for the worst film or TV Show of the Year. But up until recently, I had never come across the equivalent C-64 Games. then I came across a magazine article which listed off, it's All-Time Top Ten Naff (I prefer the term 'Yuk' although I am not certain whether it is spelt with one K or two) C-64 Games. The magazine was English so it's orientation is towards English games rather than USA games. I am certain that our American friends produced their share of Yuk games. So the list doesn't remain a secret, I have listed their choices below.



10 EXPLORER (1987): This ancient offering from Electric Dreams wins the ignominious award for the most understated title ever. you had to recover 9 objects from a number of locations. O.K., how many locations do you think there were? Two hundred? One thousand? In actual fact, the experts estimate that there were over Forty Billion!!!!

9 THE DOUBLE (1987): Produced by a firm called Scanatron. Doesn't seem to exist now. I wonder why! This was a UK Football team management game that was so ill-conceived that it spent 10 minutes printing out the attendances at all the grounds after a day's matches had been played. Very authentic but very, very boring.

8 CYPHOID 9 (1985): Players in this game were asked to defend the mother planet from psychotic invading aliens but most of them had a fit or fell asleep before they accomplished their task. Surprisingly, it wasn't the fact that this game had been done a hundred times before that killed it! It was just that the previous hundred versions had been playable. Cyphoid's screen completely disintegrated whenever it tried to scroll!



7 LEGEND OF THE AMAZON WOMEN (1986): The name says it all really. The only thing the game had to offer was blatant sexism. It attracted more than its fair share of attention at the time thanks to some equally tacky hype.



6 FALKLANDS 82 (1986): This cute little number was released only three and a half years after an Island bearing no resemblance at all to the one in the game was the scene of some very nasty goings on indeed. the baddies, called "Argentinians" in the game, were easy to defeat, so everyone (except people from Argentina) could enjoy it. (Watch out for 'The War in the Gulf' games onslaught soon!)

KKK, RR, S, PP, Y, MM, LL, NN, I
AT, NPA, JJJJJ, I - 1111111111
AT, FINE, I, AND, NIIP, NO, CHIRLITON, PAKK

5 ZUB (1987): An early Mastertronic game which dished out dodgy sprites, wobbly platforms and a plot so brainless it has to be remembered with fondness. The cover of the game spoke for itself "You won't zub me this time ... you ZUBS" Fortunately Mastertronic went onto better things.

PROUDLY PRESENTS



ZUB

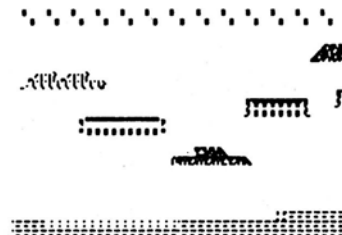
4 GROOVY GARDEN (1987): Despite an ideologically sound plot in which the vegetables get their own back on humans, this game was appalling in every respect. In the UK where it was only available on tape, the consensus of opinion at the time was that the money would have been better spent on a blank tape. Nobody was surprised to find that the game was 20 years past it's sell-by date.



3 JACK CHARLTON'S MATCH FISHING (1985): Another case of The Name Says It All Really. The best thing about this ill-fated game was the advertisement's desperate from the UK sportsman himself. "I believe Match Fishing brings a whole new meaning to computer entertainment." How true, Jack. How true

2 GERTIE GOOSE (1986): "Gertie Goose needs to" constantly appeared at the bottom of the screen in this game, followed by a "hint" which was invariably what you had been trying to achieve in the first place. But what you were doing playing this insult to computer games is difficult to imagine. Poor old Gertie. She was crap.

1 ONE BITE TOO DEEP (1986): Just to prove Gertie wasn't a fluke, the same firm followed it up with this game which oozed the most unbelievably poor graphics (psychedelic colours and ineptly drawn images were never so well matched), sound and game play. In the UK, they sold the game for the equivalent of \$14 which definitely was 'One Bite Too Deep'!



In fear and trepidation, I checked the Games Directory to see if I had any of these Doozies. I came up with four of them although I am certain that several others had passed my way but I had got selective at one stage. Then I thought that the whole thing might prove an interesting Club activity.

Assuming that this gets published in the June issue of the Newsletter, then how about at the July meeting we have one of those 'embarrassing moments' where all club members have to own up to how many of the games on the list they have. Perhaps the Committee can come up with an appropriate prize for the one with the most. Perhaps on another night, those of us unfortunate to have these games can bring them along to a club meeting and demonstrate to the assembled membership just how Yuk they really are. Taking it further, the Club could accept nominations for additions to the list that members have noted and we could come up with a world-wide list of ALL TIME YUK C-64 GAMES. Well that's my idea - now it's over to you and the Committee.

Prepared by Jeff Carey and illustrated by Ross Edwards using Geos and its accessories and printed out using the LW_Bacon font on a Panasonic Super 5 printer with the Geos EX-800 V3.3 Modified Printer Driver.

JUNE BOOK REVIEW

Before I start, I must apologize because I have not had a chance to update the club's book library also since I have received some more magazines to add to the list from last months. I will attempt to do so by the next month.

The first of two magazines reviewed is **COMPUTER'S GAZETTE** December 1984 issue.

THE POPULARITY OF STRATEGY GAMES by Selby Bateman : Here Selby writes about strategy games and their complexities, and how involved they get.

ELECTRONIC TRIVIA by Kathy Yakal : A review on the Trivia games available.

WORD GUESS : You'll have to make quick educated guesses in this word game, which can easily be modified for any age group or learning level. Written in Basic.

LETTER ATTACK : Keep your typing skills from going down the "chute" with this program which puts your typing to the test.

REVIEWS : MicroFiler ... A data base for the C-64 / NATO Commander ... A single player simulation War game. / Road To Moscow ... German & Soviet War game. / The Castles of Dr. Creep ... / Dragons Keep ... / Trolls Tale ... / Rug Rider ... / Impossible Mission

PROGRAMMING COMMODORE'S MAGIC VOICE : A program that allows you to type the words and your computer speaks them.

COSMIC COMBAT : An arcade type game where you have to defend your planet against the kamikaze Zirconian ships .. requires a Joystick.

3-D LABYRINTH : A challenging maze game.

BASIC ... MAGIC : An assortment of programs to help make your own.

MACHINE LANGUAGE FOR BEGINNERS : As the heading says.

GAZETTE TELECOMMUNICATIONS SOFTWARE, Part 2 : The C/G Bulletin Board System - I am not too sure if we have part 1, never the less, this is worthwhile the read if you want to know more about BBS etc. A 6 page article.

AUTO LINE : A handy Utility program which is compatible with Automatic Proofreader, automatically numbers a Basic program as it is being written plus a few other features.

HORIZONS 64 : Charles Brannon talks about Peripherals, Mice & Touch Tablets Etc. (Doodle, Koala Painter, Etc.)

TIME CLOCK : From Power Basic Column to put a digital clock on your computer screen with a machine language program.

CASSETTE INDEX : A short proggy to help you organize each of your tapes by creating a built-in index.

DISK/TAPE BACKUP : Do backups from disk to tape or visa versa.

The Second magazine this month is **COMPUTER'S GAZETTE December 1986** edition.

THE 64 AS A GAME MACHINE : By Kathy Yakal & Selby Bateman, an article on the 64 and it's uses as a games machine, or is it? When you consider that you can play Chess to Flight Simulators of helicopters and some of the most sophisticated aircraft.

Q-BIRD : A delightful and colourful arcade-style 3-D game for the computer challenges your character, a defensless (but nimble) baby bluebird to survive among a crew of nasty, hungry enemies. Requires a joystick and is written in machine language.

MOON RESCUE : Your mission is to guide your robot lander through the dangerous asteroid belt and rescue a team of scientists. Written in machine language for the 128.

PEGS : A familiar puzzle game with a few new twists.

THE ANIMALS SHOW : An enjoyable game for young and old by creating and saving songs performed by various octets of musical animals. Programmed for the 128 only.

BASIC FOR BEGINNERS : Print and Input statements.

VIDEO SETUP : Part 1. This program provides you with all the info you need to create a custom screen - with characters or in high resolution - for the 64 (part 2 is for the 128, next issue)

FAST HI-RES SCREEN DUMP : A machine language program that prints out screen dumps at high speed on Epson / Gemini and compatible printers. 64 & 128.

SPRITE LOCATER : A machine language Utility to locate your newly designed sprites when you loose them.

MACHINE LANGUAGE FOR BEGINNERS : ... Customizing ...

HINTS AND TIPS : ... Readable Listings ...

BAR CHARTER : Get a new perspective on data generated by your applications program - graph it with this easy-to-use verticle bar chart routine for the 64.

SPRITE GRAPH : This program prints out custom graphs for designing sprites with a Commodore or compatible printer.

128 QUICKSORT : Sort at lightning speed on the 128 with this machine language routine. It utilizes the fastest sorting method for most microcomputer applications.

MASTERING 128 SOUND AND MUSIC : Part 3. I suppose it is useless without parts 1 & 2. Maybe they are in the previous editions. The club has November's but not October's.

REVIEWS : Partner 128 / Mystery! and Castles & Creatures / Fontmaster II / Vizastar 128 / Nam / Ultimate Wizard.

To finish off, I hope you enjoy reading these reviews of the clubs magazines as much as I do. Till next month.....

Robert Cloosterman.

POKES AND PEEKS

PRINTER POKES

This month we have some Pokes (Programs) for the printer using the parallel port, for parallel (centronics) printers. The program lets you print out listings but also becomes a word processor. There are two programs, the first program removes the 'READY' message which always appears whenever you list anything to the printer. The second program is the parallel printer driver which obviously is the important one.

To get it working, first type in the 'READY' program, RUN it, then NEW it. Now type in the printer driver, RUN it and then NEW it. To toggle the printer on/off type SYS 49152. Whenever you list a program you will get a print out.

To use this as a word processor, simply type in your text as a program listing (with line numbers at the start of each line). When you are completely happy with your text, type POKE 22,35:LIST<RETURN>. This will then print out the text without the line numbers. POKE 22,25 gets everything back to normal.

THE ONLY PROBLEMS ARE:

- 1) You can't print out a question mark as this is a BASIC keyword.
- 2) You can't mix upper and lower case characters
- 3) You will appear to lose the last line of your text (This can be overcome by pressing the <RETURN> key).

```
0 REM **COPY OUT ROM AND GET RID OF READY**
10 FOR A=30000 TO 30042:READB:POKE A,B:NEXT-SYS30000
50 DATA 169,160,133,252,169,0,133,251,168,177,251,145,251,200,208,249
60 DATA 230,252,165,252,201,192,208,241,165,141,254,133,1,162,0
70 DATA 169,32,157,120,163,232,224,6,208,248,96

10 REM**PRINTER DRIVER**SYS49152 TO TURN ON/OFF
20 FOR A=49152 TO 49231:READ B:C=C+B:POKE A,B:NEXT
30 IF C<>9667 THEN PRINT "DATA ERROR"-END
110 DATA 174,38,3,172,78,192,140,38,3,142,78,192,174,39,3,172,79,192
120 DATA 140,39,3,142,79,192,162,255,142,3,221,232,142,1,221,189,0,221,9
130 DATA 4,157,0,221,232,232,224,2,240,242,96,141,1,221,72,138,72,173
140 DATA 0,221,41,251,141,0,221,9,4,141,0,221,173,13,221,41,16,240,249
150 DATA 104,170,104,76,48,192
```

On line 30 you might have noticed that although the variable C is calculated in the loop it doesn't appear to do anything. What C is actually doing is checking that the data is correct. If all the correct numbers are in the DATA it should add up to-in this case- 9667. If the data is incorrect, this simple routine will generate an error message. To use this method in your own programs, first make sure the program works, then add up the data carefully. Put the correct number after the<> signs in your program. If you are using more than a couple of lines of data it is strongly recommended.

If you have a serial Commodore printer, you can get the same effect by using the READY program and POKE 22,35:OPEN 4,4:CMD4:LIST. Hope you enjoy using these pokes and programs, let me know how it goes.

HINTS AND TIPS

Here are four pokes that you might like to try out, I have not had the chance to try them out. This is due to not having the games them self or if I did, the time to play around with them. The pokes are for the following four games :- PLATOON, FORGOTTEN WORLDS, NAVY MOVES & BMX KIDZ. Let me know how you get on, plus if you come across any interesting HINTS, pass them on.

PLATOON

LEVEL 1
POKE 46811, 173
SYS 14063
LEVEL 3
POKE 5613, 173
POKE 49255, 173
POKE 7505, 173
SYS 7402

FORGOTTEN WORLDS

POKE 52038, 181
POKE 3273, 181
POKE 25537, 181
POKE 33953, 181
POKE 35867, 165
SYS 13695

NAVY MOVES

POKE 5851, 173
SYS 3584

BMX KIDZ

POKE 9004, 234
SYS 8192

FOR SALE

COMPUTER

C64 With 1541 Disk Drive, Commodore MPS 1200 Printer plus printer ribbon. 32 Disks(various games) plus Easyscript with manual. 1531 Cassette Drive & 30 Cassettes(various programs & games). 6 Games Cartridges, Freeze Machine Cartridge and a Speech 64 Cartridge. Manuals and books including Superexpander 64. \$450 the lot (no offers). Contact Joe Farrugia on 381 4618.

DISK DRIVE

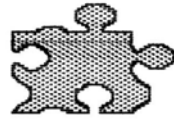
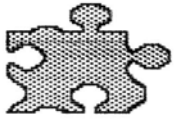
1541 Disk Drive with a 8 - 9 Device Switch and a Reset Button. \$220 See Ross Edwards or ring 277 1549.

PAPER

3 Reams of 4A Copying Paper. \$3 Per Ream, for further details see R. Cloosterman.

FLOPPY DISKS

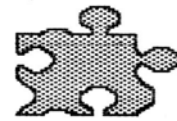
Coloured Disks(various colours) @ \$1.20 each, plus a Plastic(hard cover) Disk Box, holds appoximatly 10-12 Disks \$2 the normal plain Disks are still available for \$6 per 10 Disks. See R. Cloosterman.



COMPUTER PUZZLE

JUNE PUZZLE

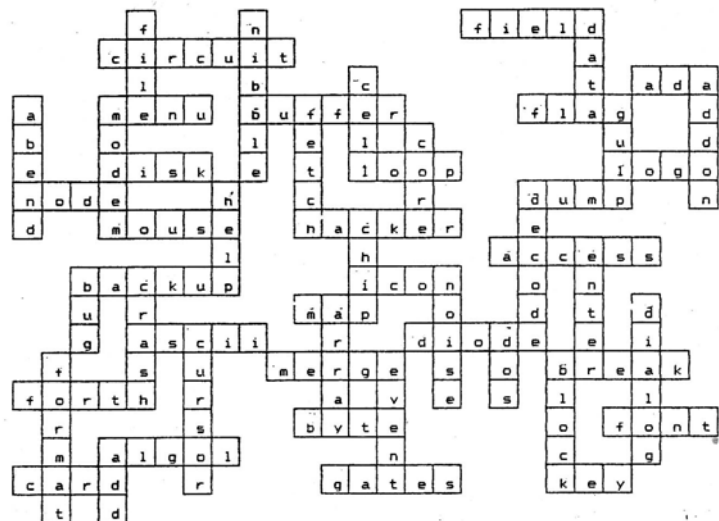
UNJUMBLE SENTENCE



The letters in each vertical column go into the squares directly below them, but not necessarily in the order they appear.

A black square indicates the end of a word. When you have placed the letters in their correct squares you will find a sentence reading from left to right.

A	T	S	W	O	H	P	L	A	T	D	W	R	T	S	R	E	O	H	L
S	F	T	Y	F	U	R	E	E	A	O	U	E	A	H	M	F	G	L	H
A	O	E		T	A	E	N	A	N	I	M	I	N	A	Y	I	T	R	T
I	S	N		E	U	R	G		Y	E	R	I	E	G		B	U	O	T
U				N															





DISPATCH DISK NOTES



COMMITTEE 1990-91

PRESIDENT-	R.Cloosterman	382-0781
SECRETARY-	C. Van de Belt	382-8660
TREASURER-	A. Morrison	085 56-5013
NEWSLETTER ED-	J. Van de Belt	382-8660
64 LIBRARIAN-	J. Carey	294-8447
128 LIBRARIAN-	M. Tippins	381-3181

Our Disk and Magazine libraries are open at each general meeting from 7:30pm.

If you have any contributions for the newsletter, see Rob, Jeff or Jan.

NEXT MEETING

Our next general meeting will be held on the 17th JULY 1991 7:30pm.

SUBJECT- A VIEW AND DEMONSTRATION OF THE 10 WORST (YUK!) GAMES.

LOCATION- Meetings are held in the house behind the Salvation Army Hall at 186 Elizabeth Rd. in Morphett Vale, just in from Beach Rd.

MEETING RULES

- 1) **NO SMOKING**
- 2) **NO DRINKING**
- 3) **NO SWEARING**

Through the generosity of the Salvation Army, we are allowed to use the facilities in this house, in return for which we give them a relatively small donation. We ask for your co-operation in respect to the above.

While we can not control what people do away from our club meetings, Piracy of copyright material can not be condoned at our meetings.

DISCLAIMER

The views expressed in this newsletter are those of the writers, and are not necessarily those of the club's committee or members.

The use of the word "COMMODORE" in no way implies any connection with any organization bearing that name.

No part of "THE DISPATCH DISK" may be copied or reproduced in any way without the written permission of the committee and the author.

WANTED

ASSISTANCE REQUIRED- THE CLUB STILL NEEDS THE ASSISTANCE OF SEVERAL MEMBER IN THE FOLLOWING AREAS:-

- 1) Newsletter contributions
- 2) Expert Register. Please help us to help others with their problems.

DEMONSTRATION TOPICS - If you have any requests for topics you would like to see demonstrated, speak up. Even, if it has already been done, and you missed it let us now. If there is reasonable interest, it can probably be repeated.

FUTURE MEETINGS - Help us to spread the word of our existence. Write out some small notices and place them where people will see them. Your local supermarket usually has a notice board as do some newsagencies and Delicatessen.

FOR SALE

PUBLIC DOMAIN SOFTWARE - We have a large range of PUBLIC DOMAIN Software for sale through library. Prices represents very good value. Catalogue disks are also available for only \$1.00. See Jeff or Michael (for 128), at tonight's meeting for any enquires.

CHEAP DISKS - How much do you pay for your blank disk? The club is making bulk purchase of disks to help members save some money. The price of these disks is 60c per disk, which works out to be \$6.00 for a packet of 10.

If you are interested in some, see Rob at tonight's meeting.

MEMBERSHIP FEES

The scale of membership fees for this year will be as follows:-

Joining fee for new members	\$5.00
Membership fee	\$10.00
Postal members	\$15.00

All previous members who have not renewed their membership are unfinancial and will have to rejoin the club and pay the joining fee again in order to add items to the club's disk and magazine libraries, we need money, so please pay up promptly.

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