

creative computing software

APPLE II

CS-4001

SPACE GAMES-1 (4 Games)

by Bob Bishop

Made in U.S.A.

CREATIVE COMPUTING SOFTWARE

Morristown, NJ 07960

Apple II Loading Instructions

The four programs on this tape will load in a standard 16K Apple II with integer BASIC. Consult the Apple manual for information on what kind of cassette recorder to use, how to connect it to the computer, etc.

The first three programs on the tape are loaded from the monitor. To get into the monitor, press RESET on the keyboard. You should get the prompt character. Now enter 4A.FFR800.1FF-FR (return) and start the cassette player. When the Apple starts loading a program, it will beep. (Mark down the tape counter readings where the programs start for your own reference. Since tape counters vary from one recorder to another, we don't include them.) When the program is done

loading, the Apple should display another prompt if the load was good. Now type control-C (return) to enter BASIC. Do *not* use control-B, as this wipes out the BASIC program you just loaded. Then you may RUN the program.

The fourth program on this tape is loaded from BASIC. Enter BASIC, as you normally would, and then type LOAD (return).

If you have trouble loading a program, be sure to try both copies (there's one on each side of the cassette). Try adjusting the volume control on your tape player. This is sometimes a critical factor in getting a good load. If you still can't load the programs, then send the tape back to Creative Computing for replacement.

CREATIVE COMPUTING SOFTWARE

Many other software cassettes and floppy discs are available from Creative Computing Software. If your dealer does not carry the full line, send a self-addressed stamped envelope for the latest software releases flyer.

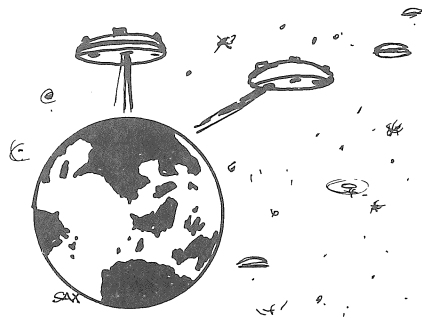
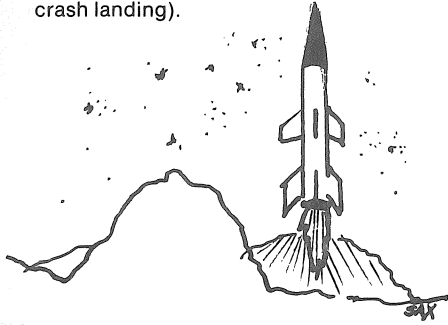
CREATIVE COMPUTING MAGAZINE

Creative Computing is the Number 1 magazine of software and applications bringing you over 144 pages of new material every month. Subscriptions in the USA cost \$15 for 1 year, \$28 for 2 years or \$40 for 3 years. Add \$9 per year to these rates for foreign surface postage or \$24 per year for airmail. Send payment with order to:

Creative Computing
P.O. Box 789-M
Morristown, NJ 07960

Rocket Pilot

The object of this game is to successfully maneuver your rocket over a mountain to a safe landing on the opposite side. You must not hit the mountain or go out of range (off the screen) in the process. Paddle 0 controls horizontal thrust and Paddle 1 controls vertical thrust. You start with a limited amount of time and fuel. The rocket has inertia, so it's a little difficult to land at first because you have to learn to estimate when to cut back on the thrust. If you run out of fuel, the rocket will freefall (generally causing a crash landing).

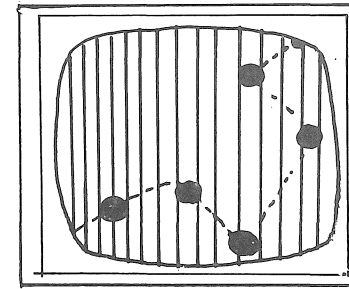
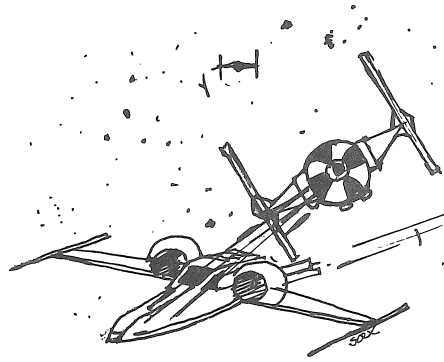


Saucer Invasion

In this game, you're protecting Earth from an invasion of enemy flying saucers. Your objective is to shoot down the saucers as they fly across. With Paddle 0, you control the position of your missile launcher. Press the button on the game paddle to fire a missile. You start with 15 missiles and have 90 seconds of time. The number of points you score for a hit depends on the height of the saucer. Also you lose 3 points for each missile that misses its target.

Star Wars

In Star Wars, you're trying to shoot down Tie fighters. You begin with 25 rounds of ammunition. To hit one of the fighters, you must line it up in the crosshairs on the screen. Use the game paddles to control the position of the gun turret on your spacecraft to line up the target. Then press either one of the paddle buttons to fire. At the end of 90 seconds, the computer scores your performance and displays number of hits and rounds fired.



Dynamic Bouncer

Dynamic Bouncer is a color graphics demonstration program for your Apple. Walls of different colors appear and disappear at random on the screen while a ball bounces around. This program runs on endlessly by itself — no human intervention is needed.