

Saving Our CLASSIC Heath 8-Bit Machines!

The SEBH JOURNAL

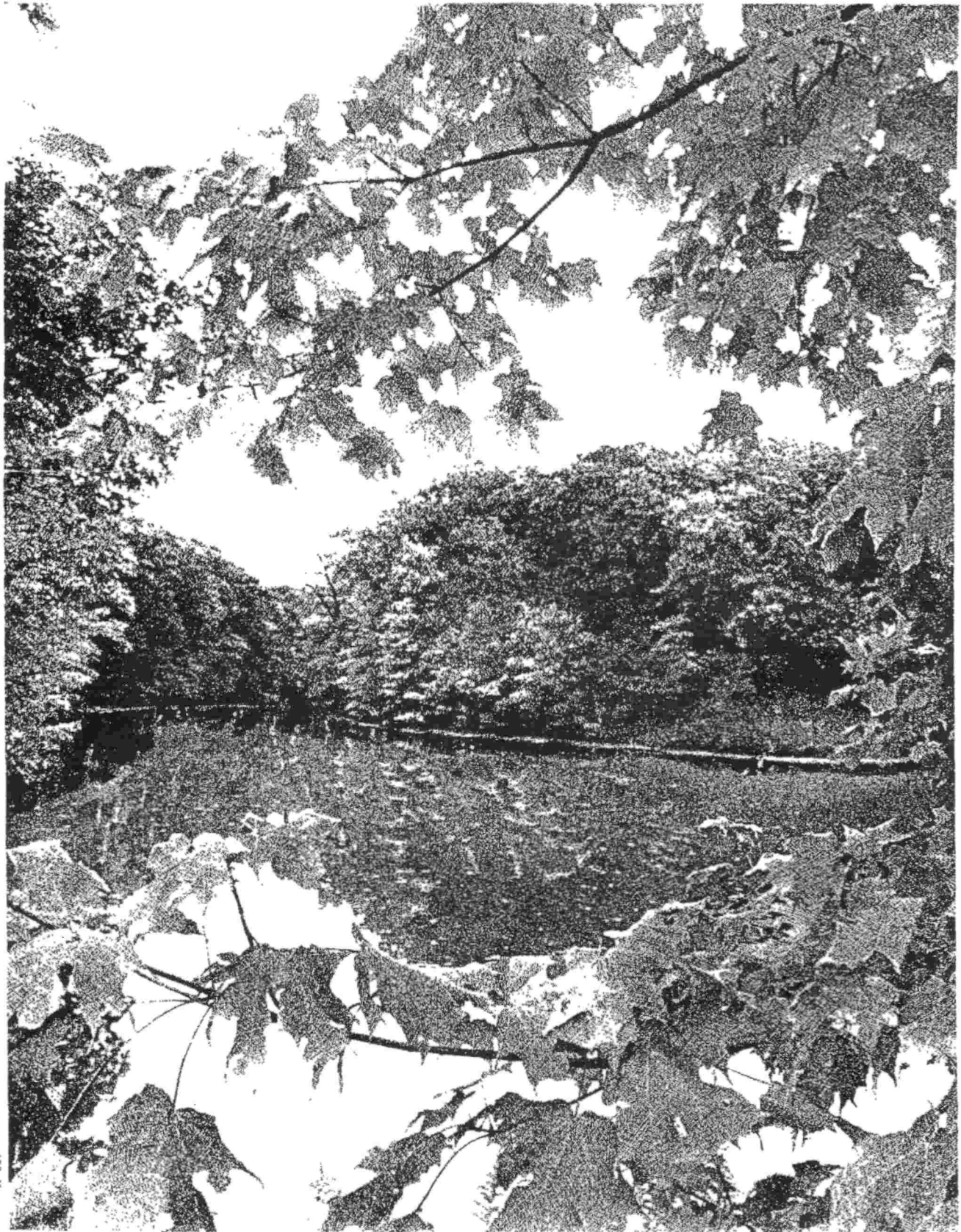
The Society of Eight Bit Heath Computerists' Official Monthly Newsletter

Volume VII, Number 2

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See Last Page for Subscription & Order Blank



SEBHC JOURNAL

Volume VII, Number 2, Page 2

READER'S MAILBOX

Dear Lenny,

I'm still around, busy and still kicking! Time has been short, but I have still been keeping up with my JOURNAL reading.

In the FYI category: I noticed in Mendelson Electronics Company's catalogue a listing for 8-inch floppy discs at \$0.99 for a box of ten. They didn't state whether these were hard or soft sector. Their part number is 220-2095F, and the address is Mendelson Electronics Co., Inc., 340 East First Street, Dayton, OH 45402; phone 800-344-4465.

Do keep up the good work with the JOURNAL!

ALLIE LINGO, P O Box 118, Dierks, AR 71833-0118

[Hey, Allie! Long time no hear from y'all. Thanks heaps for the big-disc availability tip; I'm beginning to get a bit low on that size because I use 'em for hardisc backup on my H-120 --also put many programmes on them; keeps "junque" from clotting up sectors on the hard disc (can't yet afford a higher-capacity hard disc, don't you know.... So when are you going to write another article for us to print?! -- ed]

Dear Lenny,

I've acquired a Panasonic 5-1/4-inch half-height drive, but [it came with] no documentation. I shall greatly appreciate any help from fellow JOURNAL readers in configuring [the drive's] jumper settings.

The DS-1, -2, etc., also DS/MX, I've been dealing with for years, but this thing has other jumpers all over the place--[jumpers] that I've never heard of. The drive part number is JU-475-2 AAG. It has a Matsushita sub-title (possible with part numbers), and I'd also like to know if it's 48 or 96tpi. I'm assuming it's double-sided.

Again, I shall greatly appreciate any help (and documentation if possible) from my fellow SEBHC members.

CHARLEY BEJIN, P O Box 2629, Cheyenne, WY 82003

[OK, Charley, we've printed your scream for help and hope at least ONE reader comes to your help! I shall contact Mike at MCRS (see Vendor Listing) to see if he too may help you. (I know how difficult it is to find out anything from undocumented hardware!) Meanwhile, keep the faith baby! -- ed]

Dear Len,

Once more I must say that I have many CP/M programmes--[which are begging for a home]--most with documentation, some on 8-inch discs, most for a CDR system. I have umpteen 8-inch discs, most use, but still ok if they're bulk-erased and re-formatted. I have a complete set of CDR boards--including software--to set up an H/Z89 for the CDR system. Beside that, I have a HD board from QuikData, a 40Meg hard drive, power supply, plus Magnolia 77320 board, all documents and software. I also have the hard drive board and software for adding a hard drive to the CDR system.

Also, I have many programmes, such as Rembrandt, Computer Chef, Super Zap, Toolworks C/80, Toolworks C/80 Mathpak, Video Scribe, PIE, Mychess, Word Star, Sorcim's Super Calc, Newline's Text [TXTPRO] Processor, EDBS, Data Plot, Catalog Master, and a bunch of HUG utilities, also Info Star, Ed-A-Sketch, Eliza, Mailpro, CPC...just to name about a tenth of them. If nobody wants them, they're all hitting the garbage can...got to clean out this mess!!!

If any reader wants a complete list of the stuff I have to dispose of, please write me (address below). Someone ought to get some use out of [some of] it. Some of these items--such as PCfile-80--cost me some cash too. Most all of this software is free (except for the postage) to anyone who wants it, so get in touch with me, Real Soon Now!

I hope you can keep the JOURNAL going a few years more...I still use my H89 for most word processing, do all my book-keeping on it, and several other things. It's a great old computer. So [what if] it's a bit slow, so am I these days!!! [But] I still use it to play with NZCOM and ZSDOS whenever I have the time.

STANFORD R EVANS, 44115 Palm Avenue, Hemet, CA 92544

[Hey, Bob! Thanks for having enough faith in us to re-subscribe for another year! And thanks from me for all our other subscribers for your generous "surplus" software offer; I'm quite sure there's somebody out there who'll take you up on some of it! None of those programmes are junk and are far too good to throw into the trash. All 8-bit machine owners pay attention. Contact friend Evans; you won't be sorry! -- ed]

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TO "REAL MONEY" AFFICIANADOS... FOR SALE TO "REAL MONEY" AFF

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\$3 rolls of pre-"peanut butter" US silver 10-cent pieces. All have been circulated, but most are in good, to very-good condition. All coins are clean and have been sorted by year; most rolls will be of one year only. Note: Our US currency is no longer backed by gold or silver, so investing in a few rolls of these real-money coins is the best hedge against the government's continuing destruction of all citizen's personal wealth. (Euphamistically termed "deflation" by US government officialdom.)

Note: Also a very few rolls of post-World War-I "Mercury" dimes in fair-to-good condition are available. These coins are definately sterling silver so have far greater real value than the latest 60% silver FDR dimes.

==> Call Lenny, 313-662-0750 any time for more details <==

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ICIANADOS... FOR SALE TO "REAL MONEY" AFFICIANADOS... FOR S

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Some More READER'S MAILBOX

Dear Lenny,

Happy Birthday to the SEBHC!!!

As to REMark: *es hat das Zeitliche gesegnet: Requiescat in pace.*

Perhaps it would not be out of place if I described my first meeting with the Heath-Zenith world:

On a beautiful winter day in '80, I walked into the Heath store fully intending to buy a computer right there and then, as I was in danger that my money would burn a hole in my pocket. It was during the Christmas buying frenzy and I was dressed rather shabbily, so the younger clerks, assuming that I was looking for a handout, ignored me. But a very ancient gentleman (bless his soul!) came to my rescue. He stated that the present model (H-8?) was sold out and was being discontinued, [but] he recommended [that I] wait a couple months, and [then] gave me his calling card. Upon my return the next year I sought him out and bought from him a H-89A, and a few months later, an H-125 printer. (*Requiem aeternam dona ei, Domine, et lux perpetua luceat ei.*)

If you expect me to describe my experiences with these dudes, you will be disappointed [for] it was my then thirteen year old son who had all the experience with building and using them.

Sure, I wrote some programs in MBASIC, mostly of [an] engineering nature. Also installed two Mitsubishi half-height drives in replacement of the [original] Siemens "barndoor" drive. (Those Mitsibishis are about 1/2-inch shorter than any other, and fit perfectly into the somewhat cramped space.)

Since I reported some of my other experiences in REMark, I shall not repeat myself. (See "The New FINA ROM Chip Set"--July, 1987; "Search For The Perfect Word Processor"--May, 1991; and "Dis And Dat About Printers"--July, 1991.)

Misfortunately, my H-89 is still on the Frederick ["Fritz" that is. -- ed] and I have no printer for it anyway, so this blurb is done on a Heath 386/16 and a Panasonic KX-P1124 printer.

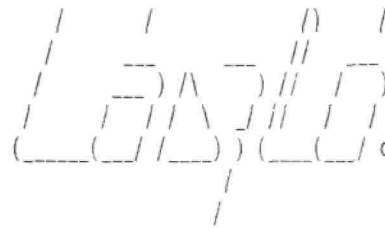
I [still] have a large quantity of hard-sector discs for the H-89, both used and new. I want to get rid of them (I need the space BAAADLY), so you--or anybody else--can have them for the postage only.

Now that I am "retired", there should be all kinds of time to refurbish my old '89 and H-100 machine (which is also in-operational), but my previous employer keeps recycling me, not leaving time for doing more useful things.

By the way, I still have some of my engineering programmes in MBASIC, namely a helical spring design, and a Belleville (conical disc) spring design. Do you think someone might be interested in these?

Finally, for those who miss the HUG-ZUG Bulletin Board, there are two heirs: Zenith User's Group, Winnetka, IL, phone 708-808-2264, and Tech, in New Carlisle, IN, phone 219-654-3210. The first listed here is the busier one, but the last one inherited all the programs (for downloading) from the old HUG Board.

Asking your forgiveness for my mental diarrhea, I remain sincerely yours,



LASZLO M VESEI p.e., 420 Philip Road, Niles, MI 49120; phone 616-684-5339

[Ho, Laszlo! Thanks great heaps for your kind letter wishing the Society of Heath Eight Bit Computerist's JOURNAL a happy birthday! It's nice to find that somebody out there still is reading us, and that somebody is one who Really Cares. Since I'm not German-conversant and can't understand Latin (completed only a half semester of it in high school), I must leave it to our more well-educated readers to translate those parts of your letter. (I can roughly guess at what you meant, but don't want to seem as a more ein grosser dumbkopf thar I all ready appear to be!) And thank you very much for mentioning those hard-sector floppies. Since Kirk Thompson and I are recipients/custodians of Pat Swayne's HUG software originals, I'm sure many readers of both newsletters will be ordering some hard-sector copies of same, Real Soon Now, so a few of those discs should come in quite handy. I'll phone you and see if we can set up some time for me to truck on over to your place and pick them up--unless some needy subscriber has gotten to you before me! But not to worry; Miriam Campbell of DISK MOVERS (see our vendors' listing) just lucked onto about 10000 of those beauties, so everyone is now assured of their continued availability--until they are gone, that is! NOTE: Miriam says that Absolutely NO manufacturers are offering hard-sector discs any more. Better buy up what she has, there ain't gonna be no more of 'em! -- ed]

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FOUND IN THE PAGES OF SAN DIEGO HUG'S "D&D LITE":

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"DON'T STOP ME NOW, I'M ON A ROLL...At the last SDHUG board meeting I quoted the message from a greeting card I'd just purchased. Biggest laugh I've gotten in a long time. Everyone said I should repeat it for you. On the front the card reads: 'So You're 347 years old today...Congratulations and Happy Birthday!' Inside it says, 'Please notify me if this is incorrect. I just switched all my records over to a computer. ENJOY!'

"Strikes me this is a great card for someone whose birthday you can't remember, or are very, very late for. -- ASB'

How about a card for late editions of the SEBHC JOURNAL?!

SEE WHAT WE FOUND IN OUR MAILBOX !

Rambling Rick

Thoughts From the 8 and 16 Bit Worlds

by Rick Swenton

106 Melinda Lane
Bristol, CT 06010-7176

Hi folks. I saw Lenny's plea for ASCII text and I realized that I had been silent for some time. I also thought I would offer my words in camera-ready, laser printed format.

Postscript

I have been getting very spoiled using the PC with the Laser Printer. Once you master the basics, you can produce striking documents with little effort. The quality of my work has improved. My writing skills have improved. My presentations are easier and more pleasant to read. Unfortunately, other than using a Laser Printer in HP emulation mode, an old Z80 machine just can't support them. There's nothing wrong with HP PCL support. Most of the low-end printers at least support HP PCL. This is the printer command language created by Hewlett Packard for their Laser Printers. It is similar in functionality to the escape codes used by most other printers such as Epson. WordStar Version 4 should support an HP PCL printer on an 8-bit machine. You can produce fine documents with this setup too.

Postscript Printing is different. Postscript is a computer language which helps you dirty-up an otherwise clean sheet of paper. The advantages of Postscript come when you want to create a document on your PC and send it over the modem to your friend with the Macintosh. You can send the file as an ordinary ASCII text file. When he prints it, it will look identical to your original. It is sort of like what we used to do with MBASIC programs. You can send your friend a copy of the program on paper or even read it over the phone. When he types it in and presses "RUN", it will likely run. Postscript is a standard printer language which makes the printer a universal printer on any system. When you send it the program (in ASCII), it prints the desired document no matter what system the program came from.

H89 and Dot Matrix or Daisy Wheel Printer

I don't mean to downplay the effectiveness of an old Heath system with a printer. In many ways, the H89 and a dot matrix or daisy wheel printer is as useful as many PC's with more expensive printers out there now. This is because the average computer "user" only learns less than 10% of the capacity and features of the hardware and software. How many average "users" can do anything more than **Bold**, Underline, *Italics*, or change the size? People are looking for the dazzling 256-color multi-media presentations on their screen. Their latest document surely looks pretty, but the content of the document is still only mere human thought -- the same thought which could have been printed from an H89 and edited on a green or white screen.

It's too bad that these powerful (by our standards) machines have fallen by the wayside in favor of the "more modern" technology.

Did you know that most PC hobbyists consider the minimum acceptable configuration of a PC clone today would be a 386DX-33 with 8MB of RAM, a super VGA display with a local video bus card and a 120 MB hard disk? Some would even argue that the 386 is adequate and would demand a 486. This demand is caused mostly because of Microsoft Windows. Windows really taxes ALL system resources. Where will it stop?

Dollars and Sense

In 1982, I spend \$2,200 on my H89 with two hard sector 90K floppy drives and three software packages. Today, for \$2,200 I can buy the above PC system! What a deal! But you know, I really feel that the price of the H89 was well spent. I have learned so much about hardware and software. First, I had constructed the computer from a kit. I had the wiring diagrams and parts lists. I had the source code to the BIOS! That may not be a big deal to you, but it was and still is to me. I had HUG and the local club. If I was not involved with the H89, I would have missed out on a significant experience.

Old Horse, New Tricks

I was thinking about ways to put our old H89's to work where they make the most sense.

RICK'S RAMBLES, Conclusion

Several things came to mind. One would be in schools as a communications terminal. My daughter's class uses Apple computers and modems to "telecommunicate" with other students across the country. Most of the class can use the Apple for various applications. Why not dedicate an H89 for the modem and free-up the Apple so that other students can use it while the H89 is on-line with the other school? The only thing you would need is a local resource person to provide start-up and minimal consultation to the teacher.

Another use is in Home Control. Dedicating an H89 to the sole task of Home Automation is powerful and economical.

Micromint has created a special IC which handles all the details to create an X10 command signal. This IC takes ASCII as input and changes it to the special protocol to directly talk to X10 modules through the TW523 Power Line Interface. (See Circuit Cellar Ink, Issue #29, October/November 1992, Page 74) This IC will open the door for easy two-way X10 command processing. They are selling an evaluation board for \$29 and the TW523 for an additional \$20 if you buy it with the board. This board operates through a parallel printer port, so it is a problem as it is with most H89 users. I plan to take a serious look at this IC as a building block to dedicate an H89 to home control.

For now, there still is the CP-290 computer interface. Using the CP-290 and my CP/M software, you can control your home with your H89 and X10 modules.

Let's Play Legos

Lego is not for kids anymore. There is a little known product from Lego Systems called Dacta. This is a special version of Lego products which comes with motors, gears, pulleys, pneumatics and much more. It's not sold in stores. You can find them in education catalogs such as Delta. You may also find them at science center or museum stores.

My 10 year old daughter has several Lego Dacta sets. She builds motorized cars, cranes, trash compactors and dentist chairs. The dentist chair actually has two air-operated pistons to raise and

lower the chair and chair back -- just like the real thing. You have a small hand pump to create the air pressure. With a little imagination, a soda bottle was connected to the air line as a storage tank. Now you can pump up the soda bottle for a few minutes and operate the apparatus for a long time without the need for pumping.

Lego sells a PC connection for this which uses an I/O board and the Logo language (of course! Lego Logo!)

What a great application for an H89 and MBASIC. There are several single-bit control lines on the serial ports which can be controlled with OUT instructions. You could perhaps control 6 inputs and 6 outputs if you don't mind dedicating all three serial ports. If you had a parallel printer port, you could easily derive 8 control signals as outputs using LPRINT statements.

The Going Rate

The going price of an H89 today is virtually free. Come and get it before I send it to the dump! Some long time Heath users are calling up the local CP/M clubs (what few are left) and donating all kinds of stuff. Usually, as you would expect, the donated stuff is mostly all hard sector. Soft sector boards or hard disk systems are not seen that much. That puts most donated H89's at a slight disadvantage. But that doesn't limit them from the applications just discussed.

The Rest of the World

I haven't heard from anyone lately. The 8-bit interest has died down to some extent. I would certainly entertain pursuing any related topic in the Journal if there is an interest. Let me or Lenny know what you are interested in seeing here in print. Time is hard to find these days and it's a precious things to waste. I don't want to spend time on anything that nobody is interested in.

What are you still doing with your H8 or H89? Inquiring minds like ours want to know!

SEBHC JOURNAL

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The "+55+" Gang & BH BASIC

by (who else?!)
Leonard E Geisler

OK, I heard those groans & howls! But I'm not worried; you can either skip this article and remain ignorant, or read it and LEARN something! I know Benton Harbor BASIC is pretty old, but just like our Dear Old Grey Boxes, it still works. And, just because it does work, is not an excuse to throw it out! This high-level programming language is unusual because it pre-dates MBASIC considerably (it was originally used on the H8 and came on cassette rather than discs). It runs pretty much the same as MBASIC, but about 18-20% faster. One reason for that is its' restricted variable-name size. Also it doesn't have as much math pizzaz as MBASIC, being limited to only two decimal place accuracy. But there is HUG software available which corrects that and other problems. There are a number of other patches and fixes which we got from Pat Swayne which makes BH BASIC work almost the same as MBASIC. (We shall be printing a rundown for you on all those available fixes and patches--Real Soon Now.)

The original BH BASIC automatically stored programmes in ASCII format on disc, unlike MBASIC. This makes it easy to edit any SAVEd program with EDIT or a text/word processor. One of the HUG patches we have modifies BH BASIC so you can edit it just about the same way as you would MBASIC. Comes in very handy if you used BH BASIC's FREEZE file-save option. You just OLD the file, fix it, and re-FREEZE it. (Who has their word processor/editor stored on the same boot disc as BH BASIC?)

This may come as a shock to many readers, but software guru Pat Swayne used BH BASIC to produce a large number of very useful programs, such as HUG's Small Business Package-II, and several others, which he used to reproduce HDOS discs ordered by HUGgers.

I have used BH BASIC to help in my own business, and sold to Sextant magazine a modified version of an Epson MX-80 printer program I still use virtually every day. (Think I got about \$125 for it; not bad for an old geezer like me!) Hey! If I can do it, so can you!!!

But I digress; this month we are going to try writing--and probably de-bugging--a short program instead of going through all that encyclopaedia-style stuff you've been seeing in recent issues. Remember what I've said before so many times? "Computing is FUN!" So, let's have some FUN!

But first a story: My son's step son had to stay with us one day recently because his mother and step dad had to work and there was no one else with whom he could stay. He'd brought along his N-Tendo, but it had only one game and he soon tired of that. I then asked him if he'd like to play with Zeke, my Heath 120. He said yes, so I dug out a couple

neat-o games (Towers of Hanoi, and Sea Battle), showed him how to load and run them, then got out of his hair. About three hours later I came back and found that he'd gone directly to Sea Battle and had been playing it non-stop! With some difficulty I pried him away from the keyboard and led him to the dinner table. We were no sooner done with lunch than he zipped back to the computer room!

Since I'd shut down Zeke, and he didn't know how to start him up again, I suggested he try running Towers of Hanoi on Heather (the '89). Sea Battle he could also run on Heather later if he got tired of the other game (I have versions of both games for the H89 and H120).

After starting up Heather and showing him how to load and run Towers, I again got out of there. After he had run Towers for about an hour he came and asked if I'd please reload Sea Battle; Towers was too BOHO-Ring! Together we loaded Sea Battle into Heather and he started playing. I stuck around a while, since the H89 and H120 do have different keyboards, but after about ten minutes I went to do something else; and he'd taken to Heather like an old timer!

If you ever have an unexpected baby-sitting job dropped on you and want some peace and quiet, fire up your trusty 8-bit machine and turn the kid loose on it. TV is always there, but to play computer games on an older monochrome computer is a REAL GOSH 'N GOLLY ADVENTURE for almost any kid between ages four to 16! (Who needs all that color anyway, you dream in monochrome, doncha?!

So let's get started on our first BH BASIC program...Just for fun, lets try writing a short game. (How do you think all those freaky computer nerds fill their spare hours?) We should first write down a few ideas for our game, such as what age group are we aiming to entertain? Will it be for little kids, do we want just words, or pictures, or words and pictures? (If it's for semi-literate adults, words and pictures is probably best anyway, otherwise why bother?)

If we're going to use words and pictures (ASCII & GRAPHIC images), we should go a step or two beyond the ideas-jotting-down stage and create some kind of rough outline in story book or story board form. Do leave a fair amount of space between each image, action, page, or whatever so that you can insert additional ideas, dialogue, or other information in the appropriate location. Otherwise you could easily lose track of what you're trying to accomplish!

Here's my suggestion for a simple "cawm-pewter game" on which you might like to apply your mental skills & abilities:

First, let's create a standard BHB program-header including all those hard-to-remember graphics escape sequences. We call it HEADER.BAS and you'll use it on each new program:

More BHB fun!

LISTING 1 -- Universal H19 Screen Codes

```

00010 REM          HEADER.BAS
00020 E$=CHR$(27):REM      Escape key code
00030 E1$=E$+"E":REM      Clear screen
00040 P$=E$+"p":REM      Enter reverse video
00050 Q$=E$+"q":REM      Exit reverse video
00060 F$=E$+"F":REM      Enter graphics mode
00070 G$=E$+"G":REM      Exit graphics mode
00080 Y$=E$+"Y":REM      Direct cursor addressing
00090 X1$=E$+"x1":REM      Enable 25th line
00100 Y1$=E$+"y1":REM      Disable 25th line
00110 Y5$=E$+"y5":REM      Turn cursor on
00120 X5$=E$+"x5":REM      Turn cursor off

```

Note that these codes are all REMarked for your benefit so you know what they do. In actual use, you can concatenate them (that's a fancy word meaning "string 'em all together") on one line without the REMarks. Saves space and makes the program load faster....

Some folks like to keep this file handy on a disc and OLD it into BH BASIC, then change line 10 to their new program's name and continue entering new code from line 130 on. It can save lots of typing, but if the header's on two lines, you'll have a lot more memory space for your program.

Here's that game program I mentioned earlier. I knocked off the extra zeros at the front of each line number to save page space, but when you type it into BH BASIC, line numbers will automatically re-grow the missing zeros. Also, to keep the listing within column bounds, we broke long lines and dropped them down. This shouldn't be a serious problem if you're careful to copy them properly. (On the other hand, send us a couple bucks and we'll return-mail you a disc with the program already on it--together with an updated version of BH BASIC. But be sure to specify HARD or SOFT sector!)

LISTING TWO -- Simple Adventure-Type Game

```

10 REM          MONSTER COMBAT          VER 1.0, 27-DEC-80
20 REM  ORIGINAL VERSION BY LEE CHAPEL, in "BYTE", DEC-80
30 REM  Adapted from Cassette BASIC to Extended BH BASIC by
40 REM  (who else?!) L E Geisler
50 E$=CHR$(27):E1$=E$+"E":PRINT E1$:PRINT:PRINT
60 DIM A(10,10):PRINT TAB(30)"MONSTER COMBAT":PRINT:PRINT
70 LINE INPUT "Do you want the story and rules of play (YES/
  NO)? ";A$
80 IF A$="YES" OR A$="yes" THEN PRINT E1$:GOTO 1150
90 IF A$="NO" OR A$="no" THEN PRINT E1$
100 FOR I=1 TO 9:FOR J=1 TO 9:A(I,J)=1:IF RND(1)>.75 THEN
  A(I,J)=2
110 NEXT :NEXT
120 X=INT(RND(1)*6+2):Y=INT(RND(1)*6+2)
130 A(X,Y)=5:C=INT(RND(1)*1501+500)

```

```

140 GOSUB 1020
150 PRINT "Your Combat Strength is ";C;"Points":GOSUB 400:
  IF I>11 THEN 150
160 IF M=0 THEN PRINT "You do get the Treasure FREE! ";
  GOTO 640
170 IF M=100 AND N=1 THEN 1010
180 INPUT "Do you (1) Fight, (2) Run, or (3) Bribe? ";K
190 ON K GOTO 200,320,780
200 INPUT "How many Combat Points do you wish to use? ";K
210 IF K>C THEN GOSUB 770:PRINT C;" Combat Points ":GOTO 200
220 I=INT(RND(1)*1001):L=2:C=C-K:K=K-.01*Q
230 FOR H=1000 TO 0 STEP -50:IF L*M<=K AND H>=I THEN 620
240 L=L-.1:NEXT
250 PRINT TAB(5)"YON MONSTER SO FOUL DID KILL THEE!"
260 PRINT "You Have Lost EVERYTHING. . ."
270 LINE INPUT "Try your luck once more (YES/NO)? ";A$
280 IF A$="YES" OR A$="yes" THEN GOTO 100
290 IF A$="NO" OR A$="no" THEN PRINT "Fare thee well then..."
300 PRINT TAB(20) "Better Luck Next Time! "
310 PRINT :PRINT :PRINT :PRINT :END
320 I=INT(RND(1)*12):IF I=11 THEN 250:REM%MONSTER Subroutine%
330 FOR H=0 TO 10:IF H*10>M AND H<=1 THEN 350
340 NEXT H:GOTO 840
350 A=X:B=Y
360 X=INT(RND(1)*3-1)+A:Y=INT(RND(1)*3-1)+B
370 IF A(X,Y)>1 THEN 360
380 IF A(X,Y)=0 THEN 1090
390 A(A,B)=1:A(X,Y)=5:IF I<>12 THEN 140:RETURN
400 I=INT(RND(1)*14+1 ):M=I*10:IF I<11 THEN PRINT "A ";
410 ON I GOTO 420,430,440,450,460,470,480,490,500,510,520,
  880,850,1070
420 PRINT "Minotaur";:GOTO 530
430 PRINT "Cyclops";:GOTO 530
440 PRINT "Zombie";:GOTO 530
450 PRINT "Giang";:GOTO 530
460 PRINT "Harpy";:GOTO 530
470 PRINT "Gryphon";:GOTO 530
480 PRINT "Chimera";:GOTO 530
490 PRINT "Dragon";:GOTO 530
500 PRINT "Wyvern";:GOTO 530
510 PRINT "Basilisk";:GOTO 530
520 PRINT "NOTHING";:M=0
530 PRINT " is guarding ";:I=INT(RND(1)*7+1)
540 ON I GOTO 550,560,570,580,590,600,610
550 PRINT "Ten Silver Spoons":P=10:RETURN
560 PRINT "A Jeweled Sword":P=30:RETURN
570 PRINT "A Jar of Rubies":P=50:RETURN
580 PRINT "A Treasure Chest":P=200:RETURN
590 PRINT "Fifty Silver Coins":P=50:RETURN
600 PRINT "One Hundred Gold Pieces":P=100:RETURN
610 PRINT "A Box of Jewels":P=75:RETURN
620 PRINT "You did TROUNCE von monster!"
630 S=S+1
640 Q=Q+P
650 IF P=30 THEN GOSUB 920

```


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BHB End, This Month...

```
660 IF P=200 THEN GOSUB 950:GOSUB 980
670 PRINT "Your Treasure Points now total ";Q
680 A=X:B=Y:LINE INPUT "What direction? Type '1' if map is
    needed. ";X$
690 IF X$="1"THEN GOSUB 1020:GOTO 680
700 IF RIGHT$(X$,1)="W" OR RIGHT$(X$,1)="w" THEN X=X-1
710 IF RIGHT$(X$,1)="E" OR RIGHT$(X$,1)="e" THEN X=X+1
720 IF LEFT$(X$,1)="N" OR LEFT$(X$,1)="n" THEN Y=Y-1
730 IF LEFT$(X$,1)="S" OR LEFT$(X$,1)="s" THEN Y=Y+1
740 IF A(X,Y)=0 THEN 1090
750 IF A(X,Y)=2 THEN PRINT "You ran SMACK into a wall! ";
    X=A:Y=B:GOTO 680
760 A(A,B)=1:A(X,Y)=5:GOTO 140
770 PRINT "You have only ";:RETURN
780 INPUT "How much do you wish to pay yon creature? ";K
790 IF K>Q THEN GOSUB 770:PRINT Q;" Treasure Points ";
    GOTO 780
800 FOR H=0 TO 20:IF K<=L*P AND I>=H THEN 830
810 L=L+.1:NEXT
820 PRINT "The Bribe was Accepted by yon Foul Creature. ";
    Q=Q-K:GOTO 670
830 PRINT "The Foul Creature Refused Your Bribe! ";
840 PRINT "It seems you MUST Fight. ":GOTO 200
850 PRINT "A Giant Bat Did Carry You to a New Spot. ":
    A=X-B:Y
860 X=INT(RND(1)*7+2):Y=INT(RND(1)*7+2):IF A(X,Y)>1 THEN 860
870 A(A,B)=1:A(X,Y)=5:RETURN
880 J=INT(RND(1)*20+1):C=C-J
890 PRINT "You did Fall Into A Pit and Used ";J;" Combat
    Points Climbing Out."
900 IF C<0 THEN PRINT "ALAS, You PERISHED While Climbing
    Out!":GOTO 260
910 GOTO 350
920 IF RND(1)<.5 OR C>3000 THEN RETURN
930 PRINT " The Sword Is Enchanted And Has Doubled Your
    Strength. "
940 C=C*2:RETURN
950 I=INT(RND(1)*10):IF I<>7 THEN RETURN
960 PRINT "The Chest Was A Trap And You Were Killed as You
    Did Open It!"
970 GOTO 260
980 I=INT(RND(1)*10):IF I<>3 THEN RETURN
990 PRINT " A Mirror Was In The Chest. ";
1000 PRINT "It Will Kill Any Basilisks You Chance Upon. ":
    N=1:RETURN
1010 PRINT "Your Mirror Killed The Basilisk. ":GOTO 630
1020 FOR I=0 TO 10:FOR J=0 TO 10:PRINT TAB(15);:
    IF A(J,I)=0 THEN PRINT " ";
1030 IF A(J,I)=1 THEN PRINT " X ";
1040 IF A(J,I)=2 THEN PRINT " I ";
1050 IF A(J,I)=5 THEN PRINT " O ";
1060 NEXT :PRINT :NEXT :RETURN
1070 IF S<5 THEN 400
1080 PRINT " A Giant Eagle Did Carry You To Safety. "
1090 PRINT :PRINT "You Did Survive The Forest. . . ."
```

```
1100 PRINT "The Treasure You've Won Totals ";Q;" Points! "
1110 PRINT "CONGRATULATIONS, O SKILLFUL AND MIGHTY WARRIOR!"
1120 PRINT :LINE INPUT "Would You Care to Try Your Luck
    Again? ";A$
1130 IF A$="Y" GOTO 100
1140 IF A$="N" THEN PRINT "Farewell, O Wily One. . . ":PRINT
    :PRINT :GOTO 1270
1150 PRINT TAB(2)"In This Game You Attempt To Win Treasyre
    From Various Nasty,"
1160 PRINT "Loathsome Creatures And Leave the Forest With As
    Much Treasure"
1170 PRINT "As Possible--WITHOUT GETTING KILLED IN THE
    PROCESS. You will"
1180 PRINT "Have A Choice of Fighting, Bribing or Running
    From Them While"
1190 PRINT "Trying to Conserve Your Combat Points."
1200 PRINT TAB(5)"When the Game Starts You'll Have a Map of
    the Forest to"
1210 PRINT "Study. Map Symbols Are: 'X' = TREE, 'I' =
    Impenetrable Wall,"
1220 PRINT "and Only One 'O' Which is You.
    To Move Through the Forest,"
1230 PRINT "Type A Compass Heading--Such as N For NORTH or
    SE For SOUTH"
1240 PRINT "EAST, Etc., When I Ask 'DIRECTION?'. When Ready
    Type 'G' to"
1250 PRINT "Continue The Game. ":PAUSE
1260 GOTO 100
1270 END
```

I certainly do hope that some reader will spend a little time and try out this program. When I first copied it on my H8, I was using an H9 (aka "boat anchor") terminal as well as cassette BASIC. The program worked pretty well then, and later when I had graduated to an H19, it was even better. I haven't tried it on my step-grandson yet because he likes his game programs with lots of graphics "frosting".

Although H19 graphics are pretty crude, it's quite possible to create fairly good representations of various entities such as gnomes, trolls, dragons and other odd, or imaginary characters. It's also possible to make rather crude "movies". If you have a copy of Ed-A-Sketch, play around with it a while and see what you can do. That utility lets you save portions of a picture so that BASIC can selectively erase & print new parts of it in fairly rapid sequence. The best I've been able to do at the normal 2MC/s H19 clock rate is about six "frames" a minute. If the image isn't too big, this does a fair job of indicating movement. If you have installed Lee Hart's H19 flicker-free upgrade, you'll get a far better movie because of the faster screen refresh rate....

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