

SVI & MSX

SPECTRAVIDEO



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INTRODUCTION

By The ED.

This has been a very easy Newsletter for me. I am on holiday and the Librarian jumped at the chance of being able to fill the Newsletter with his own words.

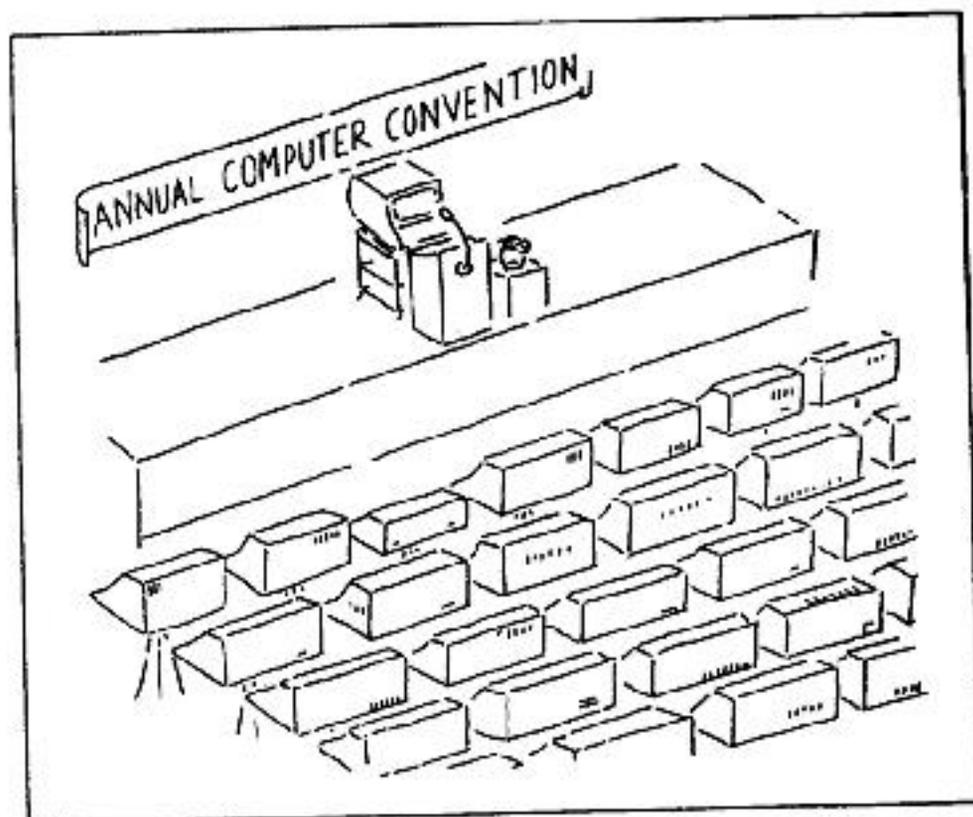
So this newsletter is devoted to our Library.

Before I hand over to the Librarian I would like to mention that our SVI-728 computers and an M.S.X. Disk Drive have arrived and I am having a wonderful time playing with them and the M.S.X. software that is around. A full review on the computer and the software will be in the next issue.

One other thing comes to mind.

I have a large number of Cassettes here from members who have submitted articles for the newsletter. I am slowly wading through them and the cassettes will be returned as quickly as possible. I am sorry for the rather long delay but other matters have had to take first place. Your patience is much appreciated.

Thats all from me folks so I would like to thank Jim Collins for his work in this issue and also to M. Johns who's Graphic work has been included in the newsletters over the past 3 issues. This month is the last one showing SCREEN 2.



SPECIAL ISSUE

By Jim Collins.

YOUR LIBRARY .. KNOW WHAT IT IS & WHAT IT CONTAINS

First things first is not a bad motto so let me explain why the special issue devoted to the library.

Reason (1) From the number of requests for library software we continue to receive it's quite obvious that the ready availability of 'good', 'cheap' programs is of prime importance to most group members.

Reason (2) So far, because of space limitations in the normal newsletters we haven't really been able to 'expand' on the short explanation given about each of the library programs when they are first advertised as being on the list and in this issue we hope to correct that.

Reason (3) Following on from the Editors' notes on the changes to our organisation and our inclusion of owners of MSX computers into the group I felt it necessary to 'expand' a little, and generally bring everyone up to date on group matters.

Reason (4) There are some new programs available in the library, we've had an influx of new members, and some reviews of what is available wont go astray. As well there is an updated price list on all our programs and some expanded listings of our CP/M software.

SVI have just released their MSX computers, Some reviews of these machines are being prepared and will be released soon. I've no doubt some of you who purchase computer and games magazines have already seen references to the SVI 728 MSX and I have English computer magazines which have photos and specifications, and a full review which gives the 728 top marks in just about every department. That is encouraging, and I am waiting to get one 'in the flesh' in order to verify the report. The other new SVI computer is a portable MSX with a built in three and a half-inch mini drive. I believe it comes bundled with a 4-in-1 software applications package but no firm details are to hand yet. One thing that is apparent from the literature I have seen is that there is no requirement for an expansion unit. Printer, 80 column card, 64k RAM card, and second disk drive all plug straight into the expansion ports of the computer, although not all can be used at the same time.

Having said all that, what I should say next is that for those of you with 318s or 328s who are intending to "stick with them regardless" the most important point I want to make clear is that the S.A.U.G. (or SVI-MSX) will continue to support the existing 318/328 users to the best of our ability and for as long as you the members support the group.

One late development which is being discussed in some of the monthly computer magazines is that MSX series II is due for release in Japan. Some of the points mentioned are greatly increased graphics ability, 3.5" mini-disks standard and included along with MSX-DOS and prices only 25% higher than those being charged for the MSX computers available now. That's all interesting enough but it gets better because MSX series III has been suggested and that apparently is going to be 16 Bit and IBM PC compatible. On the subject of IBM see the latest Australian Personal Computer magazine for a small article which says IBM is to release an MSX computer. Perhaps this will be the 16 Bit machine and if so I want one and the first program I'll buy is the Microsoft Flight Simulator. Where oh where will it all end.

To get back to "us" the SVI&MSX USERS GROUP. We want to be the first, the brightest, the biggest, and the best SVI-MSX USERS' GROUP in Australia. We have some contacts already and we intend to expand these as rapidly as possible. We hope to be able to bring you news of new developments, new programs, peripherals and general reporting on the MSX scene, in addition to our normal articles, programs, and tutorials on BASIC and CP/M. There are supposed to be upwards of fifteen new MSX computers available soon and a veritable flood of supporting software and hardware add-ons. We have seen some, we know of much more. Your Editor is at present having a ball checking out some very exciting MSX software and there will be reviews of this material and reports and reviews on some new hardware as well. If I can ever prise some of the gear away from him I'll review some as well. (just joking Master....hold the lightning bolt !)

We have had a minor name change, in line with the proposed expansion of the group. The services we presently offer are not changing and no one will be disadvantaged. In fact we feel that all members will benefit from this move. We know that overseas Spectravideo Users' Groups are following the same track and this can only result in better things for all of us. After all the MSX BASIC and that used on the 318/328s has only minor differences and that should mean most BASIC programs only needing slight changes to make them at least useable if not compatible. So more programs are going to be available at least in BASIC format.

As you have already seen from last months' issue, we have had to increase the subscription rate to \$20.00 which is still well under the charges levied by other groups. We are also going to have to increase Library charges to cover rising costs but will keep the increases as small as possible, and delay the rise as long as possible.

Now here are the expanded explanations for those programs already in the library list.

Let's talk about MARVYN (The Paranoid Android)

If any of you have ever played with or read about a program called ELIZA then you would know that it is possible to make it appear that your computer and the program are actually responding to your inputs with reasoned and reasonable responses and this can be quite uncanny

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the first few times, although you can very quickly get tired of the same limited choice of answers. MARVYN gets around this limitation of the so called 'artificial intelligence' programs, (who said Artificial Stupidity ?) by allowing you to add to the data whenever and whatever you wish. It does this by scanning your input, checking it against its' present data and if no suitable match is found it tells you so and then allows you to add 'intelligent' comment. In this way you 'build' the data bank and so create an ever expanding range of responses.....with a bit of careful thought, and perhaps a bit of tongue-in-cheek as well, you can produce some mind boggling dialogue. As you 'input' new responses they are written to disk files and stored. Next time you use MARVYN these files are accessed and so the story goes.....I guess the expansion of files is limited by disk capacity but you can get a lot of short snappy responses on a standard Spectravideo SSDD disk. And that brings up a very important point about MARVYN.

IT IS ONLY SUITABLE FOR DISK BASED SYSTEMS...IT CAN NOT BE USED WITH CASSETTE ONLY SYSTEMS.

PROGRAM RATING * * * *

ELIZA

ELIZA is the Grandmother of MARVYN and does not have the facility of adding extra responses as you go. In all other respects they are basically the same. Although the range of responses is limited during any one program run there is really no reason why you couldn't add some more data statements to the basic program and expand it that way. Even as supplied ELIZA is still a fun program.

IT IS SUITABLE FOR EITHER CASSETTE OR DISK BASED SYSTEMS.

PROGRAM RATING * * *

DISSAS (short for Disassembler)

DISSAS is a "Utility" program which allows the user to disassemble any or all of the ROM Basic routines and can also be used to disassemble any other machine-code from any area of RAM. When run it asks for specific input and when these parameters have been entered the program displays, on screen or to an attached printer, the machine code instructions in standard Z80 mnemonics. If you are into assembly language programming and need a disassembler then this one is as good as any other and better than some. For the public domain price it is excellent value.

PROGRAM VALUE * * *

FILES

This program is cassette based. As it stands it allows the user to create and manipulate and store records of various kinds, to and from cassette. Program comes with comprehensive list of instructions. A further development of this program allows it to work directly with existing files written for the SPECTRAVIDEO program called "fileM". These files are 'converted' using a special program. In future issues of the newsletter there will be two listings for FILES and if you aren't interested in the ability to use files from "fileM" then you should choose 'FILES'. Other program will be listed as 'AFILES'.

PROGRAM VALUE * * *

NIGHTY_NORMAN
COUNT_DRACULAR
MYSTERIOUS_MANOR
HOUSE_OF_FRANKENSTEIN

I've listed these four programs together and there's good reason for that. Apart from the names and some changes to locations they are quite similar. Okay, I know the theme of each is different but they are all "Text Adventures". For those members not familiar with this breed of program let me explain. You are presented with a screen display which consists entirely of lines of text. There are no graphics, flashing lights, dodging sprites, or triggers to push or pull. The screen says 'You are standing at the foot of a dirty big cliff. There appears to be no way up but to the South you hear a maiden screaming. On top of the cliff a dragon wearing pink socks breathes fire and brimstone. What will you do? (I know darn well what I would do !!!!) If all of that leaves you with a desire to see just what happened to the fairy dragon then I'm afraid none of our listed "Adventures" will satisfy, but if you are into role-playing and heroes and dungeons and dragons then these are the games for you. They require you to exercise your grey matter and 'think' your way out of dangerous or tricky situations. I like them myself but nearly always manage to get killed by the first nasty troll I encounter.

These four programs are very good value for money and I've given each of them three stars.

SPECIAL NOTICE TO DISK DRIVE OWNERS I now have both Count Dracular and Mysterious Manor in a format which allows these programs to be used from disk. If you want either or both please specify the correct version because the cassette and disk versions are not interchangeable.

PROGRAM RATING * * *

3D_MAZE

As originally stated this program was adapted from a version written for the TRS80 Mod 1 computer and ported across to Spectravideo. What you see on-screen is a graphical representation of what you would expect to see if you were walking through a maze. You can move in any direction except UP and DOWN and the scene changes in relation to the moves you make. At any time during your journey you may request help and you are shown an overview of the whole maze with an indication of where you are and where the exit is in relation to your current position. Asking for help carries a penalty though and should only be done when really necessary. This is a good program and the maze is different each time you restart.

PROGRAM RATING * * *

CRUNCH

This is a 'utility' program which allows you to "shrink" a large BASIC program in order to conserve memory space, or to allow a large program to be used on a computer with limited memory. Program is written in BASIC and is incredibly slow in operation but does a good job nevertheless. It allows you to remove REM lines, spaces, and will also combine lines to the limit of what is allowed. The target program must have been saved in ASCII format, before you start to CRUNCH it.

If you write big programs that consistently fill memory and want to shorten them then this program will do the job.

PROGRAM RATING * * *

WP318 & WP328

These two programs are the same with one being targeted for the 318 and the other for the 328 computer.

They allow simple text editing and saving of the related files on cassette or on disk. They are 'line-oriented' and lines can be moved, replaced, or rearranged. Text can be right-justified, and there is provision for adjustable page lengths, page-numbering and you can have page-headers if you wish. Automatic word-wrap is used. There are two modes of operation. Fill Mode is used to enter lines of text into the buffer. Command Mode allows single letter commands to be typed to make the program carry out its' functions. The author has supplied comprehensive instructions and a copy of these will be supplied with each order.

NOTE.....if you have been supplied with either WP318 or WP328 and did not receive these instructions please send stamped, addressed envelope to the library and they will be forwarded by return. No stamped envelope, no instructions.

PROGRAM RATING * * *

RUBIKS'_CUBE

I don't suppose for one moment that there is anyone out there who doesn't know how the famous cube works, so I won't bore you with repeating that here. What we do have is a very good implementation of the theme of the cube and the on-screen display is excellent with very good use of color and graphics. The display actually shows the front, top, and one side face of the cube and the function keys have been set up to allow easy manipulation of the desired changes. Because the program is written in BASIC it is slow but not so slow as to be annoying. All of the twists and turns of the original can be worked on the display and if you really get desperate there is a 'reset' button which will take you back to a brand new cube.

All in all a very good program and one that shows just what can be done in BASIC if you have a good computer to start with.

PROGRAM RATING * * * *

PACMAN

What more should I need to say about any program called PACMAN. This one is written in BASIC but works commendably fast even so and has good graphics and sound effects.

PROGRAM RATING * * *

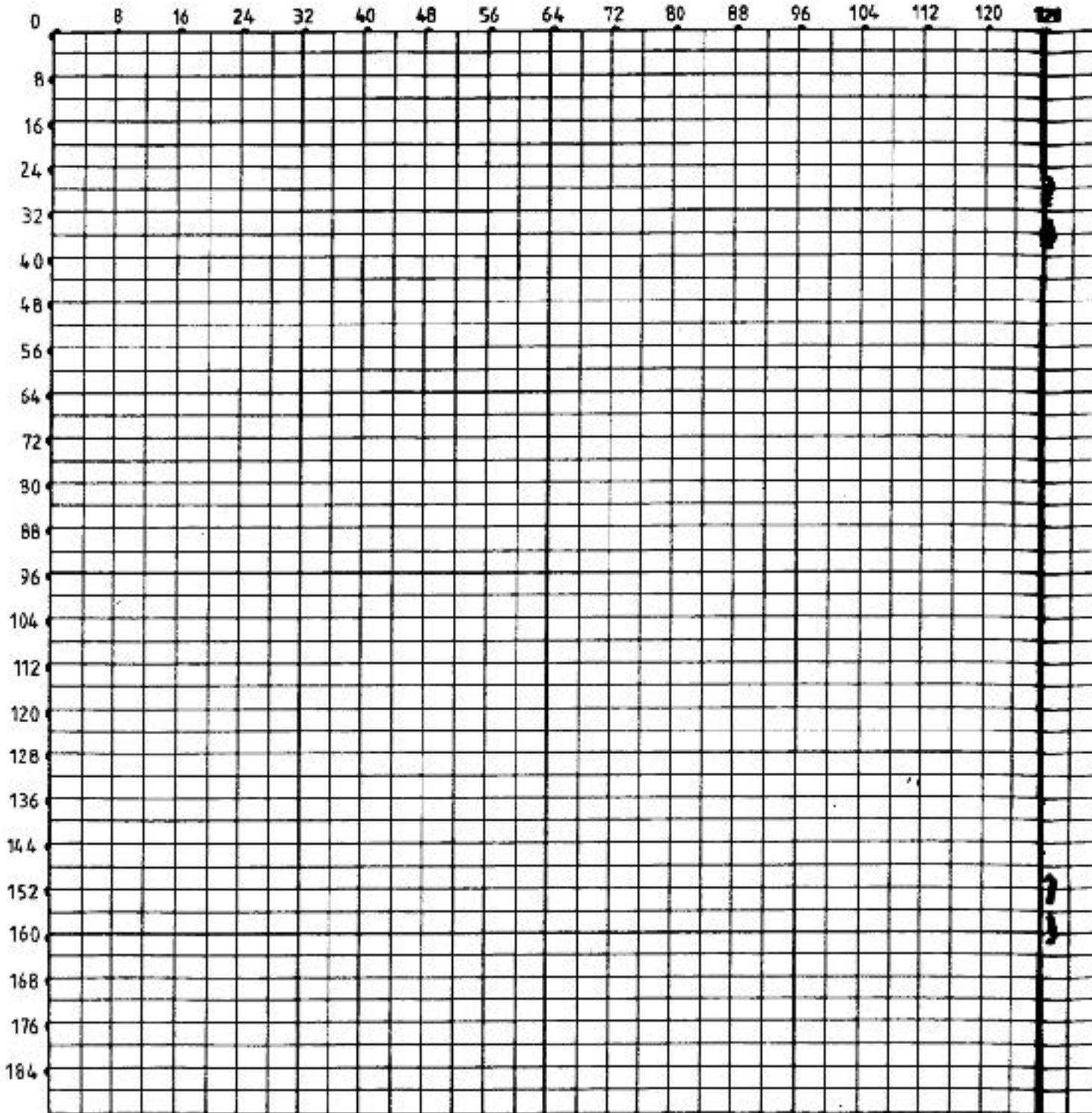
MURDER_AT_THE_MANOR

You, as the player, are a famous detective faced with the task of finding and questioning six different suspects involved in a murder case. It is necessary to move around the different rooms and floors of the Manor House, questioning each of the suspects as they are found, and using your powers of deduction and logic to determine who is the guilty party. This task is not without its' own dangers as the murderer is quite likely to try and terminate the detective if you aren't careful. The Manor House has two floors and you move from room to room or floor to floor with simple commands. A clock times your efforts and counts your moves and questions etc so that scores of different players can be compared. Graphics are simple but effective and game has very comprehensive list of instructions on-screen. Printed instruction sheet is also supplied. Game is supplied for all SVI computers but please specify exact computer and memory size when ordering.

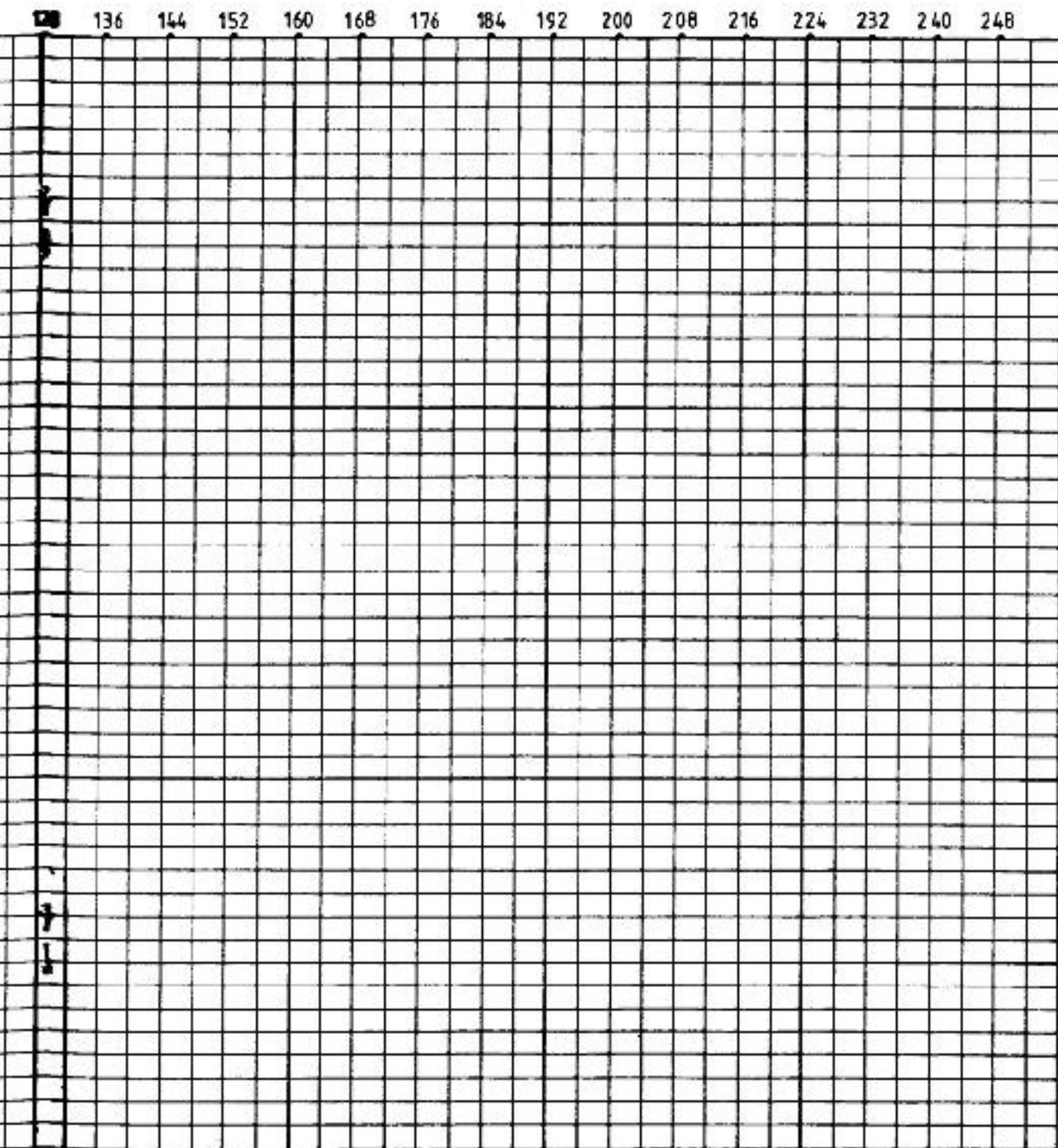
THIS IS VERY IMPORTANT.

PROGRAM RATING * * *

SCREEN 2



STRALASIAN USERS GROUP



CALENDARS

When used in conjunction with your printer produces a calendar for the year specified. This program could actually be put to very good use around Christmas time to produce customised calendars for use as presents. With simple additions to the supplied program some very nice printed displays can be had. Calendars for any year between 1900 and 1999 can be produced. As supplied the program is set for EPSON compatible printers but the driver codes for any other machine can be easily added. Another novel use could be to produce a calendar for the year of someones' actual birthdate.

PROGRAM RATING * * *

BURGER **IRON RIDER** **SPIDER ISLAND**

These programs are temporarily withdrawn from sale through the Library while the author works at eliminating some serious bugs which have shown up since they were introduced. When they are bug free they will be re-listed. Any user who has purchased these games will be able to return their copy for updating but PLEASE WAIT TILL I SAY SO.

K-BERT

There you are on your pyramid of colored blocks. There are the enemies. There are some umbrellas you can grab to help you evade the nasties as they try to chomp you and there are very good sound effects and equally good graphics to distract you while you try to change the color of all the blocks without getting eaten in the process. This is a good program. I especially like the opening instruction screen which shows what happens as it describes the action. Some very clever programming here.

PROGRAM RATING * * * *

The following are all CP/M programs. They are suitable only for disk users with a CP/M System.

ALGOLM

This is a computer language. It is one of the very early languages and is a version suitable for micro computer use of an original Main-Frame language. On the disk there are various files which contain the complete documentation for the language and these can be printed out to your terminal/printer. We don't have any further information on the language but there are several good text books available from libraries or bookshops if you want to go that far. This is Public Domain software and is supplied for interest sake only. If ordering ALGOLM remember that it is a full disk and we can't supply other programs on the same disk.

ZCPR

This is a collection of files necessary to effect the change from the normal Console Command Processor as supplied with your CP/M System to that as designed by the group responsible for ZCPR. In effect this gives several added 'built-in' commands and makes other advantageous changes to normal CP/M. This information is definitely not aimed at the beginner user of CP/M as it involves making permanent changes to the operating system software and requires quite a deal of expertise. A suitable CP/M MACRO ASSEMBLER is also required. For those interested we supply full documentation files on the disk. This is a full disk and we can't supply other programs on the same disk. I would add here that your librarian has been converted to using ZCPR but doesn't really know what it is all about. (Does he know anything?) I would further suggest that your Editor knows quite a bit about the subject and queries about ZCPR should ideally be addressed to the Editor direct.

MODEM7

This is a collection of files relating to Modem use. As such it is really aimed at those users who have or are intending to get a Modem to allow communication with Bulletin Boards and other Modem users via the Telecom phone networks. All files necessary to get a modem up and running are present on the disk and there are some other files supplied for education and interest sake.

YAH

This is another MODEM program. It's a Public-Domain program which has been worked on extensively to make it Spectravideo compatible and for you Bulletin Board hackers it is ready now. It has many features and for the Public Domain price is really good value.

MFT.COM

This little beauty should be of much interest to anyone who has only one disk drive. The MFT stands for Multiple File Transfer and allows easy copying of files from disk to disk using a single drive. There's not a lot more I can say about MFT except that it works well. When I had only one drive I came to depend on this program for all my file transfers.

We also have the following CP/M programs in the library. They are for sale at the prices quoted in the library list. They don't really need much said about them. If you want any further information on any please supply stamped envelope for return.

UNERA.COM

Allows restoring erased files in certain circumstances.

XDIR.COM

Prints out on screen or printer a Sorted Directory of the files on your disks. Gives file size in kilobytes and tells remaining space on disk.

ADHEX.COM

Allows manipulation of files and various other tasks to be carried out. Editor has promised to write a short review of this program explaining the features. This will appear soon.

MASTER CATALOG

This series of programs makes it very easy to provide your CP/M disks with a unique name/number combination and then to maintain a complete catalog of all of your files. Updating is easy and fuss free and hard-copy print-out is available if required and you have a printer. Very handy once you get past your first box of disks.

Now to the reviews of the new software :-

First off the rank is a package from one of our group members. This is being reviewed here but I must stress that it will only be on sale direct from the author and will not be available from the Library. We are conducting the review and carrying an advertisement for the product. Interested persons should contact the author at the address given.

JOYSTICK_ARTIST

When this package arrived for review I was most impressed with the effort which had been put into all aspects of the product. It is packaged nicely, has very good documentation, and best of all it worked just as the author said it would. I have had a chance to use it quite extensively and so far have not found any 'bugs'.

You may have gathered from the title above that this is a "DRAW" type program and so it is. It is very comprehensive and to make life easy for the user all of its' features are selected and controlled from the Function Keys.

When first run you are placed in DEFAULT MODE which allows freehand drawing plus access to the different levels using the function keys. In the Freehand mode you hold down the trigger button and use the joystick to draw your scene. With a little practice you can get very precise results. If you want to draw a little faster simply hold down the Space-Bar while drawing and everything happens much faster. To change the pen color use the appropriate function key to toggle through the normal fifteen colors. To gain access to the OUTPUT routines use the F1 key and you can SAVE, LOAD, PRINT, or CLEAR your screen. Using the F3 key allows changing pen WIDTH, COLOR, or TYPE. To allow using TEXT on your screen use the F4 key and simply type in your text wherever wanted. F5 key selects use of the built-in functions for drawing BOXES, SQUARES, CIRCLES, LINES, or FRAMES. To return to the Default mode from any of these special modes you simply press the ENTER key.

There are special features in this program which allow you to CHANGE the colors of your finished screen to enable a better PRINTED output on your MX80 or compatible graphics printer, or to use the GET & PUT commands of SVI BASIC to copy areas of the screen to other areas easily. There is a ZOOM command which will work okay for those with 328s but is disabled for standard memory 318 owners.

In this review I cannot cover all of the features in any detail so I hope that the foregoing gives you an idea of the abilities of this program to make screen drawing an easier task. On the program tape the author has included some very good demo screens. There are four of these and they really show off the program features. I liked the program, it works as intended, is well packaged and presented, has a very clear instruction booklet and is well worth the asking price.

Please write direct to the author at the following address :-

Mr D.F.C. NAPPER
57 West Street
Toowoomba
Queensland
4350

Price of JOYSTICK ARTIST is \$15.00.

JOYSTICK_ARTIST is suitable for both cassette and disk users but is supplied only on cassette.

SUPER_IMP/ED (Superimposing Sprite Editor)

The above rather cryptic title does not tell you much about this program so I've added the little bit in the brackets. What we have here is a very good, easy to use Editor for Sprite Creation and Alteration. I added the bit about the Alteration because unlike any other sprite-editor I've used before this one allows re-entering data to make changes to your creations, or putting in data strings from other sprite sources and working on them inside the editor. One other very good feature of this program is that almost every action is controlled by simple use of the joystick and trigger button. The author calls it his 'armchair sprite editor' and I guess his description is accurate, if you have any armchairs near your normal operating position.

On first firing up you are presented with a working screen consisting of a menu down the left hand side and a grid on the right. The cursor is inside this grid but can be moved out to the menu area by using an exit in the grid wall. Simply position the cursor on the right line in the menu and press the trigger button. Some of the features of the menu are shown below :-

- a) View the Sprite.....Actual size.
- b) Start a new sprite.
- c) Print the Sprite Data...either to the screen or your printer, exactly as it would be entered into a program data statement.
- d) Input previously known data to examine or modify.
- e) Change size of sprite being created 8x8 or 16x16 byte.
- f) Rotate the sprite. Turn it through 360 degrees and view it at four different positions.

Another very interesting feature of this editor is the ability to "superimpose" one sprite over the other and see the effect on the screen. You are thus able to make multi-part sprites and see how they would look together before entering them in your program. While testing this program I managed to create a five part, four color sprite, and then had fun devising some put-sprite commands to make the five parts all move in unison to give the impression of color animation. The editor supplies all the data-statements in the correct format, and in Hexidecimal and Decimal notation so you can use

either format in your programs.

One further feature must be mentioned. You can use the normal sprite design grid to create characters for down-loading to your printer if it has this facility. All you need to do is design the character on the grid, exit to the menu, rotate the character to the left, print the data and read it in reverse to get the correct numbers to input to the down-load facility of your printer. Very easy indeed to create your own special print characters, new fonts etc.

To conclude, I would recommend this program as being well thought out, well written, and easy to use. It does all that the author claims and is superior to both of the commercial sprite editors I've seen and used.

As a point of interest to all members I would like to report that since the introduction of the Software Order Form the number of incorrect orders has been so small I can't remember the last one I received. Thank you and please continue to use these forms as they really do make life easier for all concerned. If you have become a member since we introduced the form simply order what you want on plain paper and a correct order form will be supplied with your completed order.

We will continue to supply all the newsletter programs of our first twelve issues either on cassette or disk for \$10.00 and of course will supply any single program from any previous newsletter if the user is unable to type it in and get it running. You supply the cassette or disk for this service and pay only for postage, or if you want us to supply the cassette or disk then there will be the normal charge of \$4.00 cassette or \$6.00 for disk.

That's all I can fit in this month.....I have more programs to add and review and there are further MSX developments we want to tell you about, so till next issue.....

GROUP AUTHOR SOFTWARE

LIBRARY PROGRAM LIST

ASKING PRICE	MEDIA SUPPLIED BY LIBRARY		MEDIA SUPPLIED BY YOU	
Including Pack and Postage.	CASSETTE	DISK	CASSETTE	DISK
3D-MAZE #5.00	9.00	11.00	5.00	5.00
CALENDARS #3.00	7.00	9.00	3.00	3.00
MURDER #10.00	14.00	16.00	10.00	10.00
MYSTERIOUS MANOR #5.00	9.00	11.00	5.00	5.00
COUNT DRACULAR #10.00	14.00	16.00	10.00	10.00
CRUNCH #10.00	14.00	16.00	10.00	10.00
DISASSEMBLER #4.00	8.00	10.00	4.00	4.00
ELIZA #7.00	11.00	13.00	7.00	7.00
MARVYN #7.00	11.00	13.00	7.00	7.00
NIGHTY MORMAR #5.00	9.00	11.00	5.00	5.00
HOUSE/FRANKENSTEIN #5.00	9.00	11.00	5.00	5.00
PACMAN #10.00	14.00	16.00	10.00	10.00
SUPER/IMPED	14.00	16.00	10.00	10.00
FILES #5.00	9.00	11.00	5.00	5.00

SPECTRAMEDIA

AFILES \$5.00	9.00	11.00	5.00	5.00
RUBIKS' CUBE \$5.00	9.00	11.00	5.00	5.00
X-BERT \$10.00	14.00	16.00	10.00	10.00
WPROC318/328 \$3.00	7.00	9.00	3.00	3.00
UNERA.COM \$10.00		16.00		10.00
ADHEX.COM \$10.00		16.00		10.00
DISK.COM \$10.00		16.00		10.00
ADVENT.COM \$4.00		10.00		4.00
MODEM7.COM \$4.00		10.00		4.00
YAM.COM \$4.00		10.00		4.00
XDIR.COM \$4.00		10.00		4.00
ZCPR.COM \$4.00		10.00		4.00
CPM BIOS222.MAC \$2.00		8.00		2.00
ALGOLM.COM \$4.00		10.00		4.00
MASTER CATALOG \$4.00		10.00		4.00

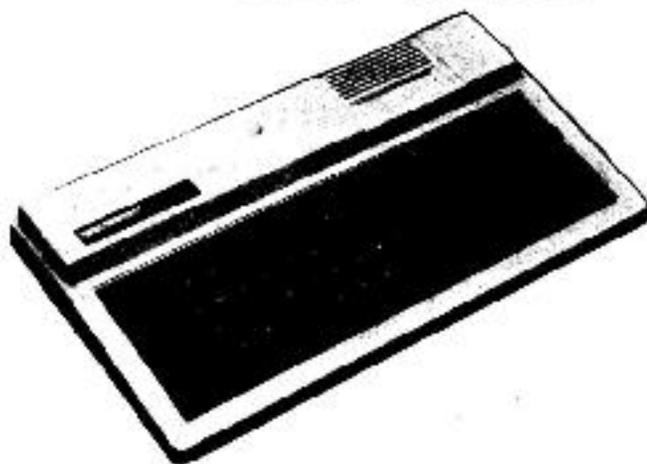
CLARKE ELECTRONICS

55-57 Belair Road, Kingswood, S.A. 5062

Telephone (08) 271 1216

*** LOCK AT THIS FOR VALUE FOR MONEY ***

Spectravideo SV318 for \$199 includes 32K RAM (16K for screen) and 32K ROM Microsoft basic, cassette drive for data storage and 25 programs both games and educational. To round off the package is twelve(12) months warranty parts and labour. The SV318 is also upgradable to the SV328 by changing the keyboard and adding extra memory and the cost of the upgrade is \$199 .



This may be a good way to encourage your friends into joining the Spectravideo family and enjoying the fun and education of computing.

Upgrade your 605 or 605A expander for double sided drives. With two drives added your expander is then a full 605B system with 680k of disk space. Price of the upgrade with one drive \$379 or two drives \$658.

Upgrades...

SV318 to 64k user memory same as 328	\$69.00
SV318 to sv328 keyboard change	\$165.00
Both keyboard and memory upgrade	\$199.00
SV605 or SV605A upgrade to SV605B	
1 Drive Double sided.....	\$379.00
2 Drive Double sided.....	\$658.00
80 TRACK JA-561-2 Double sided drives	\$320.00

TIP OF THE MONTH

CLARKE ELECTRONICS MAY 85

We had a request recently for a patch to remove the function key status line on CP/M 40 column screen operation. The following is one method which is easily implemented.

To remove status line of function keys

Note: (CR) = carriage return or ENTER

```
A>DDT(CR)
-SFA06(CR)
FA06 FF 00(CR) You enter
now hold down ENTER key until function key prompts are shifted up and off
the screen
you enter .(CR)
-^C
A> Best Regards Eric S. Clarke Eric S. Clarke
```