

Buyers' Guide to
MODEMS

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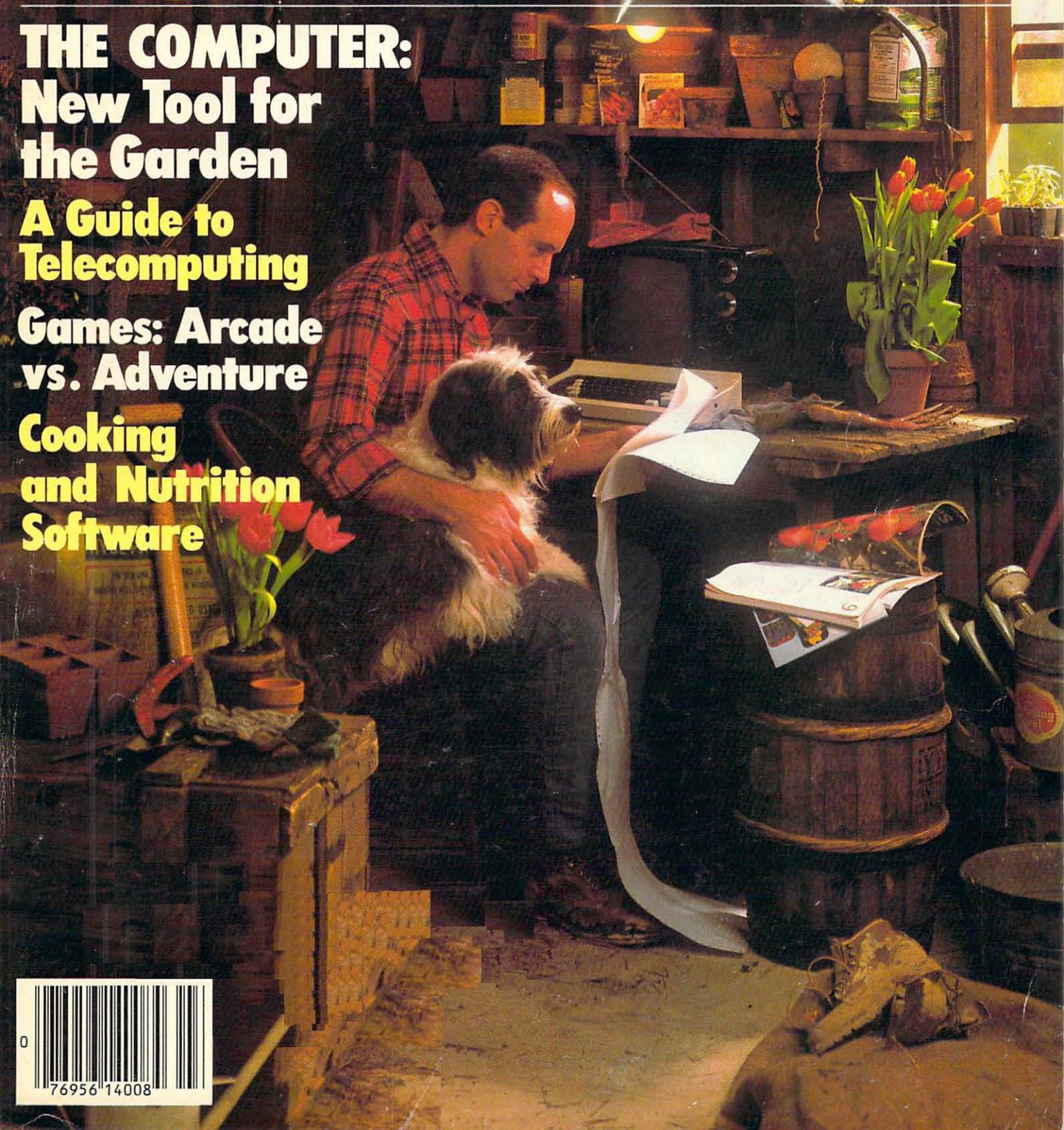
FAMILY COMPUTING

**THE COMPUTER:
New Tool for
the Garden**

**A Guide to
Telecomputing**

**Games: Arcade
vs. Adventure**

**Cooking
and Nutrition
Software**



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FAMILY COMPUTING™

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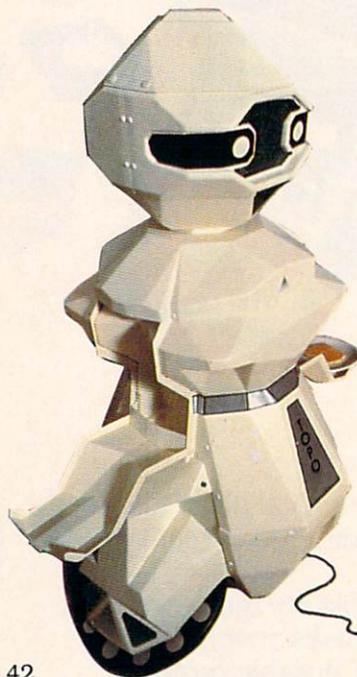


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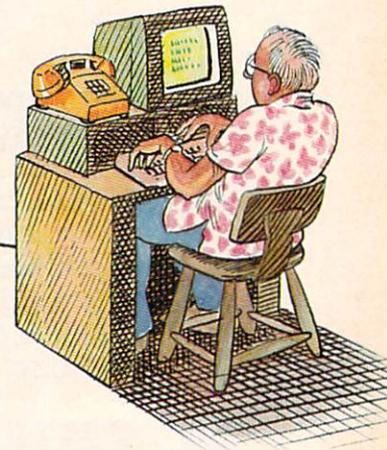
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COMPUTING CLINIC

A COMMODORE COPY PROGRAM/ A SHOPPERS' CHECKLIST

BY WALTER KOETKE

My husband and I are semiretired on an income derived from rentals and contract sales. Is it possible and practical to use a computer in doing our bookwork and for figuring our taxes? If so, which machine is most efficient, practical, and inexpensive? Also, what software is applicable?

A. HOOKER
Newberg, AZ

To help decide, clearly define the bookwork you need to do—mailing lists, accounts receivable, accounts payable, projected maintenance costs, annual budgeting, etc. Just list those items with which you really need help. If projecting maintenance costs is a two-hour job each year, there is little to be gained by using the computer. If, however, maintenance projections take two full days each month, use of the computer just might give you three full weeks of vacation next year.

Although there are several programs specifically written for the real estate business, I suspect most of your needs could be met less expensively by a more general spreadsheet software package such as *VisiCalc*, *MultiPlan*, or *Lotus 1-2-3*. After your needs and budget are well-defined, take these suggestions to two or three dealers and request demonstrations as well as their advice. Once you've chosen a useful software package, find out what computers it runs on. That will narrow your range of choices. As for taxes, look for the article on tax software in our April issue.

I'm looking for a computer to use at home. I'm very interest-

WALTER KOETKE introduced computers into U.S. public schools, linking the Lexington, Massachusetts, system to a mainframe in 1964. In 1969 he worked with Seymour Papert, inventor of Logo, who brought that programming language to the same school system. He frequently lectures about computers to parents and educators.

ed in the Coleco ADAM, but the Apple computer seems to have the most software. Which computer should I buy?

S. RUSSELL
Simpsonville, SC

When selecting a computer, your steps should be:

1) Write down those jobs that you want the computer to do—word processing, accounting, filing, etc. Then ask yourself what type of entertainment you hope the computer will provide.

2) Determine how much you can afford to spend to attain these goals. Don't worry about the cost of computer hardware and software. Realistically look at your budget.

3) Read about software, then look at software that might meet your needs. I've long followed the practice of believing that software I can't use doesn't exist. I suggest you ignore promises, ignore new but unavailable products, and ignore anything else in the computer industry that you can't touch and evaluate for yourself.

4) By the time you've sampled the several pieces of software that satisfy the needs listed in step 1, you'll probably have identified the exact computer and peripherals you need. If the total cost is within your budget, you're all set. If the cost is out of range, either wait until your budget balloons, or go back to step 1 and reconsider your needs. Do not purchase a low-priced computer that can't meet your needs.

Why is there such a big difference in the price of disks? Is there really a good reason for using the expensive ones?

DAVID TIPMORE
Miami, FL

Price variations between two dealers are the result of many different factors. Within a single store, however, different prices generally reflect the different quality-control standards and testing done by the producers of the disks. More expensive disks have

passed more stringent tests and are less likely to "crash" and lose your data.

I use the least expensive disks I can find for making backup copies of important data. Perhaps I'm pessimistic, but I always make two backup copies. On the other hand, I use an expensive disk whenever I expect the disk to get a great deal of use. I believe the more expensive disk is less likely to cause any difficulty under frequent use. This mixed approach has served me quite well and I would advise that any serious user do the same.

I have a Commodore 64 with a 1541 disk drive. How can I duplicate data diskettes that I use with a recently purchased data-base program?

G. STEINBERG
Lincoln Center, ME

Your question is a familiar one since the assortment of manuals available from Commodore don't seem to address this question in a straightforward manner. The question should certainly be addressed in the manual that came with your data-base software. If it was not, I suggest you call the company that produced the software.

The *COPY/ALL* program provided on the disk that was in the package with your disk drive won't be helpful. *COPY/ALL* was written for those with two disk drives rather than only one.

To make backup copies on the C 64, I used a program called *1541 Backup*. It's one of 30 programs in Commodore's Disk Bonus Pack (\$19.95). The program was written to copy complete disks on a C 64 with a single 1541 disk drive. I suggest you contact your Commodore dealer as well as a local Commodore users' group to locate the program. 

Send your questions, either machine specific or general, to:

FAMILY COMPUTING
Computing Clinic
730 Broadway
New York, NY 10003

SPRING PROGRAMS

```
130 INPUT "READY? PRESS <ENTER>";R$
150 LET T=INT(RND*57)+15
160 RESTORE
170 LET C=0
180 CLS
190 IF C>=T THEN GOTO 360
200 IF C<24 THEN GOTO 240
210 RESTORE
220 LET T=T-C
230 LET C=0
240 BORDER INT(RND*8)
250 PAPER INT(RND*8)
260 CLS
270 READ PTCH,DRTN
280 BEEP DRTN,PTCH
340 LET C=C+1
350 GOTO 190
360 BORDER 7
370 PAPER 7
380 CLS
390 PRINT "REMOVE A CHAIR. THEN"
400 PRINT "PRESS <ENTER> TO"
410 PRINT "START THE MUSIC AGAIN.";R$
420 INPUT R$
430 GOTO 150
1000 DATA 7,,3,9,,1,7,,2,5,,2,4,,2,5,,2,7,,4
1010 DATA 2,,2,4,,2,5,,4,4,,2,5,,2,7,,4
1020 DATA 7,,3,9,,1,7,,2,5,,2,4,,2,5,,2,7,,4
1030 DATA 2,,4,7,,4,4,,2,0,,6
```

VIC-20/Musical Chairs

```
10 POKE 36878,15
50 PRINT CHR$(147)
60 PRINT "MUSICAL CHAIRS PROGRAM"
70 PRINT
80 PRINT "PRESSING <RETURN>"
90 PRINT "STARTS THE MUSIC. THE"
100 PRINT "MUSIC MAY STOP AT ANY"
110 PRINT "TIME."
120 PRINT
130 INPUT "READY? PRESS <RETURN>";R$
150 T=INT(RND(1)*57)+15
160 RESTORE
170 C=0
180 PRINT CHR$(147)
190 IF C>=T THEN 360
200 IF C<24 THEN 240
210 RESTORE
220 T=T-C
230 C=0
240 POKE 36879,INT(RND(0)*255)+1
270 READ PTCH,DRTN
280 POKE 36875,PTCH
300 FOR DE=1 TO DRTN
310 NEXT DE
320 POKE 36875,0
340 C=C+1
350 GOTO 190
360 POKE 36879,27
390 PRINT "REMOVE A CHAIR. THEN"
400 PRINT "PRESS <RETURN> TO"
410 INPUT "START THE MUSIC AGAIN.";R$
430 GOTO 150
1000 DATA 215,183,219,62,215,125,209,125,207,125,209
1010 DATA 125,215,250,201,125,207,125,209,250,207,125
1020 DATA 209,125,215,250,215,183,219,63,215,125,209
1030 DATA 125,207,125,209,125,215,250,201,250,215,250
1040 DATA 207,125,195,500
```

KIDS' ALLOWANCE PLANNER

BY JOEY LATIMER

Every time you walk past the toy store, does your heart ache for that special something in the window? Are your cries of "Can you ple-e-ase buy it for me, Mom?" falling on deaf ears? Is your birthday too far off to wait, and is Christmas even further?

Well, you'll just have to buy it with your allowance. If your reply is "What allowance? I've spent it all!" then this budget program is for you! It will ask you for your current savings and the cost of your planned purchase(s), then tell you how much money you'll have left. And if you're over budget, it will estimate when in the future you can afford your purchase(s), based on the sum of your weekly allowance and/or any other weekly earnings you might have.



ADAM & Apple/Kids' Allowance Planner

```
20 DIM T$(100),C(100)
40 HOME
50 PRINT "PRESS <RETURN>"
60 PRINT "AFTER EACH REPLY."
70 PRINT
80 PRINT "WHAT IS YOUR NAME";
90 INPUT N$
100 HOME
110 PRINT "ALL RIGHT ";N$;","
120 PRINT "LET'S TALK MONEY!"
130 PRINT
140 PRINT "IN DOLLARS AND CENTS,"
150 PRINT "HOW MUCH MONEY DO YOU"
160 PRINT "HAVE IN YOUR SAVINGS?"
170 PRINT "FOR EXAMPLE, $? 31.50"
180 PRINT "$";
190 INPUT S
210 PRINT
220 PRINT "HOW MUCH ALLOWANCE"
230 PRINT "DO YOU GET EACH WEEK?"
240 PRINT "$";
250 INPUT A
270 PRINT
280 PRINT "HOW MUCH OTHER MONEY"
290 PRINT "DO YOU EARN EACH WEEK?"
300 PRINT "$";
310 INPUT E
330 X = 0
340 M = 0
350 HOME
360 PRINT "O.K., ";N$;","
370 PRINT "YOU HAVE $";S - M
380 PRINT
```

SPRING PROGRAMS

```

390 PRINT "WHAT DO YOU WANT"
400 PRINT "TO BUY?"
410 INPUT BS
430 PRINT
440 PRINT "HOW MUCH DOES IT COST?"
450 PRINT "$";
460 INPUT P
480 PRINT
490 IF P + M <= S THEN GOTO 650
500 PRINT "SORRY, ";N$;
510 PRINT "YOU DON'T HAVE ENOUGH"
520 PRINT "MONEY TO BUY THAT."
530 IF A + E <= 0 THEN GOTO 840
540 W = (P - (S - M)) / (A + E)
550 IF W = INT(W) THEN GOTO 570
560 W = INT(W) + 1
570 PRINT "BUT IF YOU SAVE $";A + E
580 PRINT "EACH WEEK YOU CAN BUY"
590 PRINT "IT IN ";W;" WEEKS."
600 PRINT
610 PRINT "WANT TO START AGAIN";
620 INPUT R$
630 IF R$ = "Y" THEN GOTO 330
640 GOTO 840
650 X = X + 1
660 T$(X) = B$
670 C(X) = P
680 M = M + P
690 HOME
700 PRINT "AFTER BUYING ..."
710 PRINT
720 PRINT "ITEM","COST"
730 PRINT "-----","-----"
740 FOR J = 1 TO X
750 IF J / 14 > INT(J / 14) THEN GOTO 790
760 PRINT " (PRESS <RETURN> ...)"
770 INPUT R$
780 HOME
790 PRINT T$(J),C(J)
800 NEXT J
810 PRINT
820 PRINT "YOU'LL HAVE"
830 PRINT "$";S - M;" LEFT."
840 PRINT
850 PRINT "DO YOU WANT TO BUY"
860 PRINT "SOMETHING ELSE? (Y/N)"
870 INPUT R$
880 IF R$ = "Y" THEN GOTO 350
890 IF R$ <> "N" THEN GOTO 870
900 PRINT
910 PRINT "YOU HAD $";S
920 PRINT "YOU SPENT $";M
930 PRINT "YOU'VE GOT $";S - M

```

Atari/Kids' Allowance Planner

```

20 DIM T$(1500),L(100),C(100),N$(15),B$(15),R$(1)
40 PRINT CHR$(125)
50 PRINT "PRESS <RETURN>"
60 PRINT "AFTER EACH REPLY."
70 PRINT
80 PRINT "WHAT IS YOUR NAME";
90 INPUT N$
100 PRINT CHR$(125)
110 PRINT "ALL RIGHT, ";N$;","
120 PRINT "LET'S TALK MONEY!"
130 PRINT
140 PRINT "IN DOLLARS AND CENTS,"
150 PRINT "HOW MUCH MONEY DO YOU"
160 PRINT "HAVE IN YOUR SAVINGS?"
170 PRINT "FOR EXAMPLE, $? 31.50"
180 PRINT "$";
190 INPUT S
210 PRINT

```

```

220 PRINT "HOW MUCH ALLOWANCE"
230 PRINT "DO YOU GET EACH WEEK?"
240 PRINT "$";
250 INPUT A
270 PRINT
280 PRINT "HOW MUCH OTHER MONEY"
290 PRINT "DO YOU EARN EACH WEEK?"
300 PRINT "$";
310 INPUT E
330 X=0
340 M=0
350 PRINT CHR$(125)
360 PRINT "O.K., ";N$;","
370 PRINT "YOU HAVE $";S-M;","
380 PRINT
390 PRINT "WHAT DO YOU WANT"
400 PRINT "TO BUY?"
410 INPUT B$
430 PRINT
440 PRINT "HOW MUCH DOES IT COST?"
450 PRINT "$";
460 INPUT P
480 PRINT
490 IF P+M<=S THEN 650
500 PRINT "SORRY, ";N$;","
510 PRINT "YOU DON'T HAVE ENOUGH"
520 PRINT "MONEY TO BUY THAT."
530 IF A+E<=0 THEN 850
540 W=(P-(S-M))/(A+E)
550 IF W=INT(W) THEN 570
560 W=INT(W)+1
570 PRINT "BUT IF YOU SAVE $";A+E
580 PRINT "EACH WEEK YOU CAN BUY"
590 PRINT "IT IN ";W;" WEEK(S)."
610 PRINT "WANT TO START AGAIN";
620 INPUT R$
630 IF R$="Y" THEN 330
640 GOTO 850
650 X=X+1
660 L(X)=X*15+LEN(B$)-1
670 T$(X*15,L(X))=B$
680 C(X)=P
690 M=M+P
700 PRINT CHR$(125)
710 PRINT "AFTER BUYING ..."
720 PRINT
730 PRINT "ITEM","COST"
740 PRINT "-----","-----"
750 FOR J=1 TO X
760 IF J/12>INT(J/12) THEN 800
770 PRINT " PRESS <RETURN> ...)"
780 INPUT R$
790 PRINT CHR$(125)
800 PRINT T$(J*15,L(J)),C(J)
810 NEXT J
820 PRINT
830 PRINT "YOU'LL HAVE"
840 PRINT "$";S-M;" LEFT."
850 PRINT
860 PRINT "DO YOU WANT TO BUY"
870 PRINT "SOMETHING ELSE? (Y/N)"
880 INPUT R$
890 IF R$="Y" THEN 350
900 IF R$<>"N" THEN 880
910 PRINT
920 PRINT "YOU HAD $";S;","
930 PRINT "YOU SPENT $";M;","
940 PRINT "LEAVING $";S-M;","

```

GHOSTS IN THE NIGHT

PUZZLE BY STEPHEN SHORB
PROGRAM BY PETER COCKCROFT

You've had a hard time sleeping ever since you moved into the old Calthrop Manor on the north side of town. It's strange, but when the clock strikes midnight, you get the uneasy feeling that the manor comes to life with people of a bygone era. Even more peculiar is that many of the events you've witnessed during your insomniac wanderings through the manor seem to match those narrated in an old diary you recently found on the grounds.

Old timers in town have told you that the Calthrops were prominent members of Sodaville, U.S.A., society a century ago, and that they had two beautiful daughters who were courted by many suitors. The diary you've found belongs to one of their daughters, named Vanessa. It mentions a mysterious suitor referred to only as "S." Curious about their love affair, you get up one night and go into the ballroom, where the diary begins, in an effort to follow the ghost of Vanessa.

When you run *Mystery Manor*, the computer will tell you the actions, dates, and names of the ghosts in

STEPHEN SHORB is not the mysterious suitor named 'S,' but he wishes he were a Victorian squire, and has crowded his manor (a one-bedroom apartment in San Francisco) with Victorian artifacts including a statue of Disraeli. He graduated Phi Beta Kappa from the University of California at Berkeley with a degree in Victorian Literature.

PETER COCKCROFT attends Stuyvesant High School in New York City and is president of his own mail-order software business. He is the author of last month's Reader-Written program.

each room. To move from room to room, type in the room number (digits only) as it appears on the accompanying floor plan. You can move from one room to another only if they're connected by a doorway.

To retrace Vanessa's steps, use the diary as a key. Find the room that exactly matches each day's entry. No two entries refer to the same room. Each time you enter a room counts as a move. After 10 moves, the computer will inform you whether or not you have accurately retraced Vanessa's steps. To begin again, type the number "0," press the RETURN or ENTER key, and you will find yourself back in the ballroom.

The last page in the diary has been ripped out. It is up to you to figure out Vanessa Calthrop's whereabouts on that day, and in so doing, discover the true identity of "S" and whether Vanessa followed him to a happy or a tragic ending.

January 2, 1884—Today was my debut into society. One of my suitors, Sidney, is a rancher and is quite romantic in spite of his years. He said, "I would only court a young woman in the lap of nature under the magnolias, at the first blooming of spring." (My!) I countered that an old family tradition mandates that all Calthrop women must receive their very first suitor in the most formal room of the mansion. Mother interjected that our family doesn't follow the standard etiquette in one respect: After all, we have breakfast in the parlor!

Sebastian, another suitor, is a visiting English cavalry officer, who said he would rather meet his destiny in a rose garden than

in a battlefield. Septimus, a third suitor, is a big game hunter with a scholarly streak, who brought me a book of poetry to add to our library, which he admires so much.

Dearest sister, Amanda, whispered that she'd gladly dismiss all her suitors for just one of mine. Fortunately, Aunt Emily, who always acts as chaperone when gentlemen come to call on me, was sick in bed and could not overhear that remark! Who will be the first to call on me?

February 2, 1884—Tea with my first gentleman caller, Sebastian. Father invited him to the smoking room, then to see the gun room (two exclusively male domains in the manor), but Sebastian declined in order to be with me. We sat on an uncomfortably stiff, velvet settee. Sebastian is as bright and impressive as the medals on his uniform. Even Aunt Emily was sorry to see him depart, but not as sorry as I.

March 21, 1884—Today a new season arrived, and with it a new suitor: Sidney. Aunt Emily nearly choked when he compared the magnolia blossoms around us to the "soft pink" of my cheeks. I fear my pink would fade if he were not to call again.

April 12, 1884—Spent the day with my third suitor, Septimus, in his favorite spot at the manor. At first he was quite distracted, his nose buried in his surroundings. He did compliment my brown eyes, explaining he dislikes blue "ever since the Union bluecoats burned my house during the Civil War." Aunt Emily was taken aback by his sudden change of

mood, but I found it rather exciting.

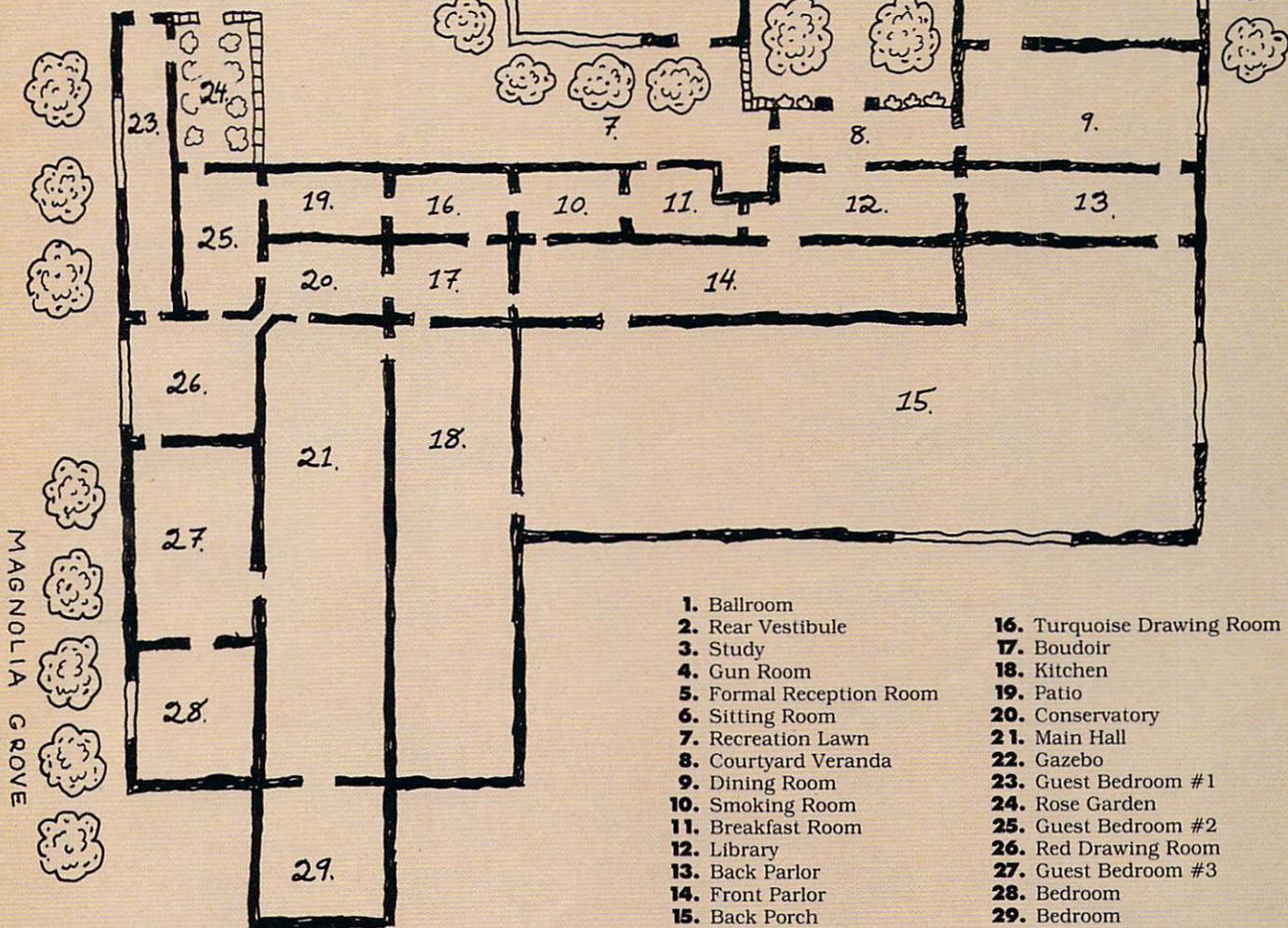
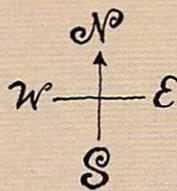
August 2, 1884—Breakfast began with Aunt Emily's account to my mother of every word my suitors said. Thank heavens Amanda was not there to become jealous—Amanda refuses to be in the same room as Aunt Emily, since they always quarrel. Little does Mother know I have already chosen the one suitor to whom I would give my heart and soul. (For caution's sake, I refer to him only as S hereafter.) My heart leapt when in the morning mail I discovered an invitation to me from S for a secret nighttime meeting. Oh, joy!

September 30, 1884—Oh, misery! My reply to S was read by my sister before I sent it off! When I refused to tell her who S was, she flung my hairbrush at me and nearly broke my mirror. She cried, "I must know . . . for I love him as much as you!" When I asked her to which S she referred, she, too, was silent.

October 12, 1884—My meeting with S was aborted! I arrived at our appointed place only to discover Amanda there instead! She explained that she came to discover S's identity, but her plan obviously backfired, because her presence frightened him away. Our discussion added more heat to the already hot environment.

November 23, 1884—From the holiday buffet table, Septimus, Sebastian, Sidney, and the family (save for Aunt Emily who was abed with dropsy) watched the last radiance of the setting sun dip below the snow drifts. S's at-

Calthrop Manor



- | | |
|--------------------------|----------------------------|
| 1. Ballroom | 16. Turquoise Drawing Room |
| 2. Rear Vestibule | 17. Boudoir |
| 3. Study | 18. Kitchen |
| 4. Gun Room | 19. Patio |
| 5. Formal Reception Room | 20. Conservatory |
| 6. Sitting Room | 21. Main Hall |
| 7. Recreation Lawn | 22. Gazebo |
| 8. Courtyard Veranda | 23. Guest Bedroom #1 |
| 9. Dining Room | 24. Rose Garden |
| 10. Smoking Room | 25. Guest Bedroom #2 |
| 11. Breakfast Room | 26. Red Drawing Room |
| 12. Library | 27. Guest Bedroom #3 |
| 13. Back Parlor | 28. Bedroom |
| 14. Front Parlor | 29. Bedroom |
| 15. Back Porch | |

titude towards me was very cold. Is he bitter over what happened in October? He must know I did not wish Amanda to interrupt our tryst. To make matters worse, I noticed Amanda was in unusually buoyant spirits. After S retired to his bedroom next door, I

pondered over whether I had lost him forever.

November 24, 1884—The three S's spent the day packing, and vacated their bed chambers by evening. Not long after, a servant noticed that Amanda and her belongings had van-

ished. Mother has collapsed in a faint. Amanda has clearly run off with one of my three beaus. If it should be my S I think I shall suffer worse than a fainting spell. I now find myself writing this in S's empty room. The clock on the mantel will soon strike

midnight. The magnolia branches are scraping against the window as a new sleet storm wages outside. I have just found an envelope addressed to me from S. My hand shakes as I prepare to open it. But no matter what it says, I will follow him.

PUZZLE

Base Version (TRS-80 Models III & 4)/ Mystery Manor

```

10 CLEAR 2000: DIM ROOM$(29,2), ADJ$(29), DTE$(11), GU(12)
, PEOPLES(9), ACT$(18), G(12)
80 FOR I=1 TO 29: READ ROOM$(I,0), ROOM$(I,1), ROOM$(I,2)
: NEXT I
90 FOR I=1 TO 29: READ ADJ$(I): NEXT I
100 FOR I=1 TO 11: READ DTE$(I), GU(I): NEXT I
110 FOR I=1 TO 9: READ PEOPLES$(I): NEXT I
120 FOR I=1 TO 18: READ ACT$(I): NEXT I
130 G(1)=1: R=1: C=1: FLAG=0
140 CLS
150 N$="You're in Location #"+STR$(R): GOSUB 2000: N$="
Date: "+DTE$(VAL(RROOM$(R,0)))+", 1884": GOSUB 2000
170 PRINT "Ghosts present:": FOR I=1 TO LEN(RROOM$(R,1))
: PRINT I; "- "; PEOPLES$(VAL(MID$(RROOM$(R,1), I, 1))): NEXT
I
190 PRINT "Action taking place:": N$ = " "+ACT$(VAL(RROOM$(R,2))): GOSUB 2000
200 IF C=10 THEN 300
210 N$="Which location comes next (0 restarts)": GOSUB
2000: INPUT NR
220 IF NR=0 THEN 130
230 IF NR=R OR NR>29 THEN 140
240 FOR I=1 TO C: IF NR=G(I) THEN N$="You've already be
en there!": GOSUB 2000: GOTO 210
250 NEXT I: LE=0
260 FOR I=1 TO LEN(ADJ$(R)): IF NR=VAL(MID$(ADJ$(R), I*2
-1, 2)) THEN LE=1
270 NEXT I
280 IF LE=0 THEN N$="You can't get there from here!": G
OSUB 2000: GOTO 210
290 C=C+1: G(C)=NR: R=NR: GOTO 140
300 N$="You've made ten moves. Press any key to contin
ue.": GOSUB 2000
310 K$=INKEY$: IF K$="" THEN 310
320 CLS: PRINT "Your sequence was:": PRINT
330 FOR I=1 TO 10: PRINT G(I);: FLAG=FLAG+(G(I)<>INT(SQR
(GU(I)-10))): NEXT I: PRINT
340 IF FLAG<>0 THEN G$="Sorry! ": NO$="not "
350 IF FLAG=0 THEN G$="Congratulations! ": NO$=""
360 PRINT: N$=G$+"You have "+NO$+"followed Vanessa's st
eps.": GOSUB 2000
370 IF NO$="" THEN END
380 FOR DELAY=1 TO 3000: NEXT DELAY: GOTO 130
2000 IF LEN(N$)<64 THEN PRINT N$: RETURN
2010 FOR I=1 TO 64: IF ASC(MID$(N$, I, 1))=32 THEN J=I-1
2020 NEXT I: PRINT LEFT$(N$, J): N$=RIGHT$(N$, LEN(N$)-J-1
): GOTO 2000
3000 DATA 1,1234678,2,2,18,1,11,185,1,3
3010 DATA 165,1,2,185,1,3,16,1,4,175,3
3020 DATA 3,156,1,4,185,1,6,14,4,5,152
3030 DATA 5,4,157,1,5,154,5,5,152,5,6
3040 DATA 154,4,7,147,6,6,14,4,7,13,7
3050 DATA 8,1234678,8,7,14,6,8,1234678
3060 DATA 9,10,16,10,9,1,11,10,48,12,9
3070 DATA 1,13,8,1234678,14,9,1,15,10,5,17,9,9,18
4000 DATA 0203040506,0104,0106,01020507,01040608
4010 DATA 01030509,040811222324,05070912,060813
4020 DATA 161114,071012,08111314,091215
4030 DATA 10121517,131418,191710,14161820
4040 DATA 151721,2516,25172126,18202729
4050 DATA 232407,22242607,23252207,24192026,23252027
4060 DATA 262128,27,21
5000 DATA January 2,11,February 2,35, March 21,74
5010 DATA April 12,154, August 2,206, September 30,299
5020 DATA October 12,410, November 23,686, November 24,5
39
5030 DATA November 25,494, February 12,794
6000 DATA Vanessa, Mother, Father, Amanda, Aunt Emily, Sidn
ey, Septimus, Sebastian, Nobody
7000 DATA Courtship, Debut party, Ice skating, Jealous qu
arrel
7010 DATA Reads invitation, Secret meeting, Frozen pie f
ight

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```

7020 DATA Hula-hoop contest, Brunch party, Lovers united
!
7030 DATA Finds note - "If you love me -- meet me righ
t outside."
7040 DATA Eloping on horse, Finds two movie tickets, Tur
key feast
7050 DATA Finds two plane tickets, Construction, Snoring
, Nothing

```

Atari/Mystery Manor

```

10 DIM ROOM(29,2), ADJ$(200), DTE$(200), GU(12), PEOPLES(2
00), ACT$(300), G(13), IDTE(13), IPEP(10), IACT(19), N$(100)
20 DIM TS(15), IADJ(30), NOS(10): OPEN #1,4,0, "K": SETCOL
OR 2,10,4: SETCOLOR 4,10,8
80 FOR I=1 TO 29: READ X,Y,Z: ROOM(I,0)=X: ROOM(I,1)=Y: RO
OM(I,2)=Z: NEXT I
90 FOR I=1 TO 29: READ N$: Y=LEN(ADJ$)+1: IADJ(I)=Y: ADJ$(
Y)=N$: NEXT I: IADJ(I)=LEN(ADJ$)+1
100 FOR I=1 TO 11: READ N$: Y=LEN(DTE$)+1: IDTE(I)=Y: DTE$
(Y)=N$: READ Z: GU(I)=Z: NEXT I: IDTE(I)=LEN(DTE$)+1
110 FOR I=1 TO 9: READ N$: Y=LEN(PEOPLES)+1: IPEP(I)=Y: PE
OPLES(Y)=N$: NEXT I: IPEP(I)=LEN(PEOPLES)+1
120 FOR I=1 TO 18: READ N$: Y=LEN(ACT$)+1: IACT(I)=Y: ACT$
(Y)=N$: NEXT I: IACT(I)=LEN(ACT$)+1
130 G(1)=1: R=1: C=1: FLAG=0
140 PRINT CHR$(125): POKE 82,0
150 N$="You're in Location #": GOSUB 1000: N$(L)=STR$(R)
: GOSUB 2000: N$="Date:": GOSUB 1000
160 F=IDTE(ROOM(R,0)): T=IDTE(ROOM(R,0)+1)-1: N$(L+1)=DT
E$(F,T): GOSUB 1000: N$(L+1)="", 1884": GOSUB 2000
170 PRINT "Ghosts present:": PRINT: FOR I=1 TO LEN(STR$(
ROOM(R,1))): PRINT " "; I; "- "; N$=STR$(ROOM(R,1))
180 T=VAL(N$(I,I)): PRINT PEOPLES(IPEP(T), IPEP(T+1)-1):
NEXT I: PRINT
190 PRINT "Action taking place: ": F=IACT(ROOM(R,2)): T=
IACT(ROOM(R,2)+1)-1: N$=ACT$(F,T): PRINT " ";: GOSUB 200
0
200 IF C=10 THEN 300
210 POSITION 0,18: PRINT CHR$(156); "Which location come
s next? (0 restarts)": TRAP 210: INPUT NR
220 IF NR=0 THEN 130
230 IF NR=R OR NR>29 THEN 140
240 FOR I=1 TO C: IF NR=G(I) THEN N$="You've already be
en there!": GOSUB 2100: GOTO 210
250 NEXT I: LE=0
260 N$=ADJ$(IADJ(R), IADJ(R+1)-1): GOSUB 1000: FOR I=1 TO
L/2: T=VAL(N$(I*2-1, I*2)): IF NR=T THEN LE=1
270 NEXT I
280 IF LE=0 THEN N$="You can't get there from here!": G
OSUB 2100: GOTO 210
290 C=C+1: G(C)=NR: R=NR: GOTO 140
300 N$="You've made ten moves. Press any key to contin
ue.": GOSUB 2100
310 GET #1, I
320 PRINT CHR$(125); "Your sequence was:": PRINT
330 FOR I=1 TO 10: PRINT G(I): FLAG=FLAG+(G(I)<>SQR(GU(I
)-10)): NEXT I: PRINT
340 IF FLAG<>0 THEN N$="Sorry! ": NO$="not "
350 IF FLAG=0 THEN N$="Congratulations! ": NO$="" : SETC
OLOR 4,0,14: PRINT CHR$(253);
360 PRINT: GOSUB 1000: N$(L+1)="You have ": GOSUB 1000: N
$(L+1)=NO$: GOSUB 1000: N$(L+1)=" followed Vanessa's ste
ps."
370 GOSUB 2000: IF NO$="" THEN END
380 FOR DELAY=1 TO 3000: NEXT DELAY: GOTO 130
1000 L=LEN(N$): RETURN
2000 IF LEN(N$)<40 THEN PRINT N$: PRINT: RETURN
2010 FOR Z=1 TO 40: IF N$(Z,Z)="" THEN J=Z
2020 NEXT Z: PRINT N$(1,J): N$=N$(J+1): GOTO 2000
2100 POSITION 0,21: PRINT CHR$(253); N$: FOR DELAY=1 TO 6
00: NEXT DELAY: POSITION 0,21: PRINT CHR$(156): RETURN

```

A FARMER AND HIS FLOCK

BY CHRISTIAN CULPEPPER

```

370 IF Z$="" THEN STOP
380 PAUSE 300:GOTO 130
1000 LET J=0
2000 IF LEN N$<32 THEN PRINT N$:RETURN
2010 FOR X=1 TO 32:IF CODE N$(X)=32 THEN LET J=X
2020 NEXT X:PRINT N$(1 TO J):LET N$=N$(J+1 TO LEN N$):
GOTO 1010
3000 DATA "01","1234678","02","02","1800000","01","11
" "1850000","01","03","1650000","01"
3010 DATA "02","1850000","01","03","1600000","01","04
" "1750000","03","03","1560000","01"
3030 DATA "04","1850000","01","06","1400000","04","05
" "1520000","05","04","1570000","01"
3040 DATA "05","1540000","05","05","1520000","05","06
" "1540000","04","07","1470000","06"
3050 DATA "06","1400000","04","07","1300000","07","08
" "1234678","08","07","1400000"
3060 DATA "06","08","08","1234678","09","10","1600000","10"
"09","0100000","11","10","4800000"
3070 DATA "12","09","0100000","13","08","1234678","14"
"09","0100000","15","10","0500000"
3080 DATA "17","09","0900000","18"
4000 DATA "0203040506","0104","0106","01020507","01040
608"
4010 DATA "01030509","040811222324","05070912","060813
"
4020 DATA "161114","071012","08111314","091215"
4030 DATA "10121517","131418","191710","14161820"
4040 DATA "151721","2516","25172126","18202729"
4050 DATA "232407","22242607","23252207","24192026","2
3252027"
4060 DATA "262128","27","21"
5000 DATA "JANUARY 2",11,"FEBRUARY 2",35,"MARCH 21",74
5010 DATA "APRIL 12",154,"AUGUST 2",206,"SEPTEMBER 30"
,299
5020 DATA OCTOBER 12",410,"NOVEMBER 23",686,"NOVEMBER
24",539
5030 DATA "NOVEMBER 25",494,"FEBRUARY 12",794
6000 DATA "VANESSA","MOTHER","FATHER","AMANDA","AUNT E
MILY","SIDNEY","SEPTIMUS","SEBASTIAN","NOBODY"
7000 DATA "COURTSHIP","DEBUT PARTY","ICE SKATING","JEA
LOUS QUARREL","READS INVITATION","SECRET MEETING","FRO
ZEN PIE FIGHT","HULA-HOOP CONTEST","BRUNCH PARTY","LOV
ERS UNITED"
7010 DATA "FINDS NOTE - IF YOU LOVE ME -- MEET ME RIGH
T OUTSIDE"
7020 DATA "ELOPING ON HORSE","FINDS TWO MOVIE TICKETS"
,"TURKEY FEAST","FINDS TWO PLANE TICKETS","CONSTRUCTIO
N","SNORING","NOTHING"
    
```



The author and his entourage at feeding time.

MODIFICATIONS FOR OTHER COMPUTERS

ADAM/Mystery Manor

Make the changes indicated for the Apple, except change the number 64 to 31 in lines 2000 and 2010.

Apple/Mystery Manor

Use the base version with these alterations: Omit the statement CLEAR 2000 in line 10. Replace CLS with HOME in lines 140 and 320. Change the number 64 to 40 in lines 2000 and 2010. Finally, change line 310 to read:

```
310 GET K$
```

IBM PC/Mystery Manor

Use the base version, omitting the statement CLEAR 2000 in line 10 and changing the number 64 to 80 in lines 2000 and 2010.

VIC-20/Mystery Manor

Use the Commodore 64 version, but replace the number 64 with 22 in lines 2000 and 2010.

Our family lives on a small California farm complete with 10 chickens, two geese, two ducks, three cats, four kittens, one dog, and three computers. The computers are valuable assistants.

Peg, my wife, and I are usually up by 5:30 a.m. The chickens start making a racket by 6:00—they've got it down to about 15 minutes before feeding time. It sounds like a menagerie, all the clucking, clacking, and honking! Even the sparrows join in; they sit along the tree limb and peep! The computer helps me determine just the right amount of grains, gravel, and oyster shells to mix for the chickens, de-

pending on such changing variables as weather.

Our chickens are good companions. Sometimes when I'm tilling the garden I turn them loose, and they walk along behind me looking for worms and potato bugs. We grow all our own vegetables in four garden plots which we rotate each year. You have to constantly keep the soil tested, and another program of mine

CHRISTIAN CULPEPPER is a farmer and computer consultant and his wife, Peggy, is a computer coordinator for Zellerbach Paper Company. In their spare time they can be found in the sky flying small planes, or seated in front of a computer, playing adventure games.