BASIC CHECKERS

THIS IS A ONE PLAYER ONLY VERSION THAT USES THE KEYPAD (WITH THE BASIC OVERLAY) TO INPUT YOUR MOVES BY BOARD LOCATION, AS SHOWN ON THE SCREEN. TO MOVE A PIECE, ENTER FIRST THE HORIZONTAL ROW THAT THE PIECE IS IN AND PRESS [GO]. NOW ENTER THE VERTICAL COLUMN AND PRESS [GO]. NOW ENTER THE LOCATION OF THE DESTINATION SQUARE THE SAME WAY. FOR A JUMP, ENTER THE LOCATION OF THE SQUARE YOU WILL LAND IN. IF YOU HAVE A DOUBLE JUMP, ENTER THE LOCATION OF THE SQUARE THAT YOU WILL LAND IN AFTER THE FIRST JUMP. BUT DON'T WORRY AS YOU WILL GET CREDITED AS TAKEN BOTH JUMPS. THE NUMBERS THAT COME UP DURING THE COMPUTERS TURN TELL YOU HOW THE MACHINE WILL MOVE. (CONSULT THE ARCADIAN FOR MORE INFORMATION).

SORRY ABOUT THE REDRAWING BUT THIS PROGRAM WAS NEVER UPGRADED. IF YOU WISH TO TRY, YOU WILL FIND THAT YOU CAN [HALT] AND LIST THE CARTRIDGE!! (USE THE BASIC OVERLAY). IF YOU NOW WISH TO SWAP TO AB TO MAKE CHANGES, USE THIS:

ENTER>CLEAR ;%(20260)=-9229;%(20262)=-13548;%(20264)=10343;%(20266)=-1030;%(20268)=201;CALL20260

PRESS [GO], SWAP CARTS (TO AB), AND HIT EQUALS "=" TO GET IT BACK. YOU CAN NOW TAPE CHANGES!

DEAR SIR:

AS YOU CAN SEE, I'M SENDING YOU A REPRINT OF THE INSTRUCTIONS FOR **BASIC CHECKERS**, A <u>CORRECTED</u> REPRINT THAT IS! IF YOU'VE TRIED TO DO A SWAP TO ASTRO BASIC USING THE 5 POKES GIVEN IN THE INSTRUCTIONS YOU COULDN'T, AND IT WAS MY FAULT! THE SECOND POKE SHOULD HAVE BEEN -13548, NOT -13458! OOPS! (SORRY)

THE NEW BURNS I'M DOING OF **BASIC CHECKERS** HAVE THIS ROUTINE ALREADY IN THE CARTRIDGE. IF YOU WISH TO UPGRADE YOURS TO INCLUDE IT SIMPLY SEND IN YOUR **BASIC CHECKERS** FOR A FREE EXCHANGE. OTHERWISE ENJOY!

TO USE THE ROUTINE IF YOU GET THE NEW VERSION:

PRESS [HALT]
ENTER>CLEAR ;CALL20260
PRESS [GO]
SWAP CARTRIDGES
PRESS EQUALS "="
TAPE PROGRAM

STILL BURNIN'
MICHAEL D. WHITE

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