

"REPACK" PICTURE CONTEST RULES

AS YOU HAVE SEEN, THERE IS NO PICTURE FOR "REPACK"

SIMPLY SEND IN A TITLE PICTURE FOR THE UTILITY, ON A CASSETTE TAPE OR A LISTING THAT DRAWS YOUR PICTURE

ALL CONTESTANTS RECIEVE A COUPON TOWARDS A QUADRA PURCHASE

THE BEST JUDGED PICTURE RECIEVES QUADRA FREE!!!

PRESENT OWNERS OF QUADRA ARE NOT ELLIGIBLE FOR AN OBVIOUS REASON
[YOU ALREADY HAVE THE PRIZE]

"REPACK" [UTILITY]

[FOR AB NO ADDED MEMORY]

[USE FOLLOWING PROCEDURE]

- >1. KEY IN PROGRAM TEXT, VARIABLES, STRINGS, AND MACHINE CODE IN STACK AREA
- >2. AFTER DEBUGGING, TAPE MACHINE CODE WITH :PRINT %(20237),60 [OR WHATEVER]
- >3. RUN 30 SEC. OF BLANK TAPE THROUGH AND TAPE THE TEXT AND VARIABLES THERE
NOTE: USE :PRINT %(-24576),904;;PRINT %(20000),57
- >4. REWIND TAPE, ENTER :LIST , AND PLAY TAPE STOPPING WHEN CURSOR RETURNS
- >5. PRESS [RESET] AND KEY IN PICTURE PROGRAM OR LOAD AB SCRIBBLING
NOTE: REMOVE WORK TAPE TO USE SCRIBBLING BUT DON'T REWIND
- >6. TAPE PICTURE PROGRAM OR SCRIBBLING BEFORE TEXT WITH PICTURE SHOWING
- >7. REWIND TAPE AND PRESS [RESET]
- >8. RELOAD MACHINE CODE WITH :INPUT %(20237) [OR WHATEVER] AND STOP TAPE
- >9. ENTER THIS LINE, PRESS [G0] AND PLAY THE TAPE

PRINT ";RUN ";:INPUT ;;INPUT %(-24576);:INPUT %(20000);IF KP:PRINT %(16384),1987
[OR WHATEVER]

- >10. GET OUT YOUR FINISH TAPE, START IT RECORDING AN HIT A KEY
- >11. USE :LIST TO VERIFY

[QUESTIONS???) WRITE TO :

MICHAEL D. WHITE
4585 COUNTY LINE #2
R.D.#1 BOX 373
WAKEMAN, OHIO 44889