To the ARCADIAN
c/o Robert Fabris

    I'm submitting a program to you and I hope you will enjoy it.
I also have a few things that I would like to talk about.
I'm giving praise to George Moses on his music.I enjoy just sitting
down and listening like I would the radio, I have tried todo a few songs
myself and they came out fair but nothing like George does. I hope to
hear much more from him.
    Todd Johnson did very well with his maze and monster seris,like
THE CROWN OF ZEUS.The games are done well. You have to really think
instead of all the slap bang games that are out(like my game),maybe
in time I could do as well.I will say I had some problems at firstbecause
of his recorder but I sent the tape back to him and he promtly made
good on it
    ABC Hobby Craft has been a God send , the guys there know what they
are talking about and they seem to keep up with all the latest news.
    I have the M.L.M cartridge and to be honest I can't make heads nor
tails out of it. You have a new series out on it but it seems to be too
little at a time to even matter.You've told how to make a picture but
how do you place it on the screen, how do you make it move etc..
    Things that Iwould like to see made are cartidges like MLM.,but for
other languages. Bally Basic converts to machine language.Why not for
chemistry or algabraic formula. What about a numeric key board of prof-
esional quality for a book keeper. Many of the better computer keyboards
have this along side of the typewriter keyboard.You mentioned a printer
set up.I would like this more then anything.I would like to know all
the possibilities of this. makes,models,etc.

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Swordfight

Swordfight is a simple game.Controler #1 operates the left man and controler #2 operates the right man. The object is to place the tip of your sword on your opponent "TOUCHE".

The controls are easy, the joy stick operates your position and the knob swings the sword.The sword only goes 180degrees so it serves no purpose to get behind your opponent,besides you wouldn't stab him in the back, would you?

If the score gets too rediculous just pull trigger #1, the last scores will show and then all variables are reset.

This program could use improvement and I'm open for suggestions, I would like to learn a lot more about programing.

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1.swordfight
2.by Brian Hildebrand
10 z=0;e=0;d=0;j=0;a=-30;k=30
20 if jx(1)=1a=a+6
30 ifjx(2)=1k=k+3
40 if jy(1)=-1d=d-5
50 if jy(2)=-1j=j-5
60 if jx(1)=-1a=a-3
70 if jx(2)=-1k=k-6
80 if jy(1)=1d=d+4
90 if jy(2)=1j=j+4
100 clear;box a,d,5,5,1;line a,d,4;b=kn(1)*3;c=abs(b);line 42+a-c,
-b+d,1
110 line k,j,4;box k,j,5,5,1;r=kn(2)*3;o=abs(r);line o-42+k,r+j,1
120 line k,j,4;line o-42+k,r+j,1
130 if 42+a-c<k+3;if 42+a-c>k-3;if -b+d<j+3;if -b+d>j-3 z=z+1;cx=k
;cy=j;tv=42;gosub 200;cy=40;print z,,print #10,e;for m=1 to 50;
next m;
140 ifo-42+k<a+3;ifo-42+k>a-3;if r+j<d+3;if r+j>d-3 e=e+1;cx=a;
cy=d;tv=42;gosub 200;cy=40;print z,,print#10,e;for m=1 to 50;next
m
150 if tr(1)=1print z,,print #15,e;for m=1 to 200;next m;goto 10
160 goto 20
200 cx=-15;cy=30;print "TOUCHE"
210 p=15;q=50
220 mo=25;va=p;ta=q;q=q+2;for m=1to30;next m;p=p-1;if p=8return
230 goto 220
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BB doesn't undrstand ie 130 if 42+A-C<K+3?; etc