Dear MR. Fabris,

My name is Kent Brenden. I am a subscriber to
newsletter. I am writting in responce to the request for other
opinions on the floor plans for the "crown of zeus", plus some
reasons of my own.

CROWN OF ZEUS: The graph paper enclosed contains the floor
plans. Each level is labeled,each room is numbered with it's
exits shown. The set of lines that extends from one room to another
indicate a passageway from one room to another. If the set of
lines don't go into another room as with room 13 level 3, this
indicates that you can leave the room but once out of that room
you can't reenter that room. Todd Johnson says that the program
should be entered exactly as shown. The string information takes
up 384 bytes(2bytes * 192 strings), SZ-384 gave me an answer of
more than 100 bytes. With that much free memory, I thought the
program could be made to run more on it's own. I made these changes:

```
1 NT=1;BC=8;FC=7;S=5;E=5;Y=5;R=24;L=0;G=0;W=0
2 :INPUT @(0)
3 CLEAR
175 IF=N 4IF R=76 R=R-24;GOTO 20
177 IF=N 5IF R=76 R=R-24;GOTO 2
```

With these changes in place, simply input RUN;GO. The program
will input the string values for levels one and two, when you
get to room 19 level one there is no exit(entrance to levels
three and four), simply press 4 to go back to level 2, press
5 hit play on the tape player and the strings for levels 3 & 4
will then be entered and the program will continue at level 3.
This way you don't have to start and stop the program to change
levels.

FILE SEARCHER: Soon after I bought my unit I discovered
a method in which to locate programs on a tape. After the program
is keyed in, checked to see if it works, I type in without a line
number NT=0;CLEAR;PRINT"CROWN OF ZEUS";:PRINT Setting the note
timer to zero makes the title print out fast, then the program
will be dumped on tape. When you load the program, the title will
appear immediatly after the leader tone. If I want the program,
I let it finish loading, if not, I hit reset, then type in :INPUT GO
the next program, when it comes along will be loaded. I also
make a list of all the programs on the tape, that way I don't go
through an entire tape only to find that the program was on a
different tape. Also, if the program I want is in the middle of
the tape, I fast forward the tape a little ways then load whatever
program is at that section of the tape. When the title of the
program appears, using the list, I can judge were the program is
that I want. It sounds confusing but it is very easy to use.

If the program requires that the note timer be other than
0, I simply load the program like this NT=*;: INPUT where *
equals what ever value you wish.

SCROLLING: Inside the enternal ROM subroutine #38 is used
to scroll the screen to the left. I have never seen this subroutine
used in any game or in any ability of the BASIC. Why would they
have that routine in there and not the routines to scroll the
screen up,down, and right? Well, logically the routines should
be there, because why have a routine that is not used and no
routines to scroll the screen for programs like CALCULATOR.
There are subroutines somewhere in the internal ROM to do this,
but we have only found the one to scroll to the left.

To scroll up for now we simply use the PRINT statement.
To scroll 16 pixels up, have somewhere in your program FOR A=1
TO n;PRINT;NEXT A where n equals how many sets of 8 lines. If
n where set to 5 it would scroll 40 pixels up. For now this will
have to do until we find the ROM subroutine.

ARTILLERY DUEL: I recently discovered that you can make it imposible for your opponent to destroy you. To do this, put your barrell all the way up, your gun powder at minimum(4.0 bags). The only external factor to be concerned with is the wind, the wind must be blowing against you. When you fire your shot, it will go up then come back down on top of you, blowing most or all of you to bits. Once you are completely gone(don't worry about the barrell it reappears and is replaced no matter what) there is nothing for your enemy to hit. The trick is to adjust the angle of the barrell according to the force of the wind, so that your missile will land on top of you. When this happens, you will blow up but the other player will not get points for it, and you will not receive a damage report. There is only one catch, you MUST destroy yourself completely(excluding barrell), if there is as much as one pixel showing,and if the enemy hits it, you will be destroyed , and he will get one point. With youself completly gone, if he hits your barrell, so what ! it simply renews itself like in a regular game, if he hits where you use to be, so what! since your not there, it explodes like a missed shot explodes. The fun part is that you can still fire at the other player, and kill him if you hit him, but he can't kill you at all.

There is one problem, after I erase myself, and I start to attack the enemy, after a while the game will bomb itself. Please try this yourself and tell me if you get the same results.

MAGIC RAM: Please have one of your columns do a tutorial on the magic ram. I know there was a tutorial on it a while ago, but it is far to incomplete for my(and im sure other peoples) needs. It only explained the XOR write and left you to guess about the other functions. Now I have learned to activate the other functions but I still need more information.

CHRDIS: I tryed the program that made the dog, I found it interesting. The other day I borrowed my friends MACHINE LANGUAGE MANAGER, I tried that "critter" program and found it also very interesting. For fun Idecided to put in the block values for the dog in place of the "critter" values,. I exspected to see the same dog displayed by the CHRDIS routine, but to my supprise, the dog was half its size and in four colors.

After much thought I came to the conclusion that the CHRDIS routine somehow expanded each bit into a pixel automatically. Later I set the MAGIC RAM to "expand", and the dog appeared exactly as it does using CHRDIS routine. I can now make "one bit per pixel" graphics.

I am now about finished. I didn't entend this letter to be this long, once I got started I kept thinking of more things I thought you should know about. I think your newsletter is great without it all of us would be in the dark.
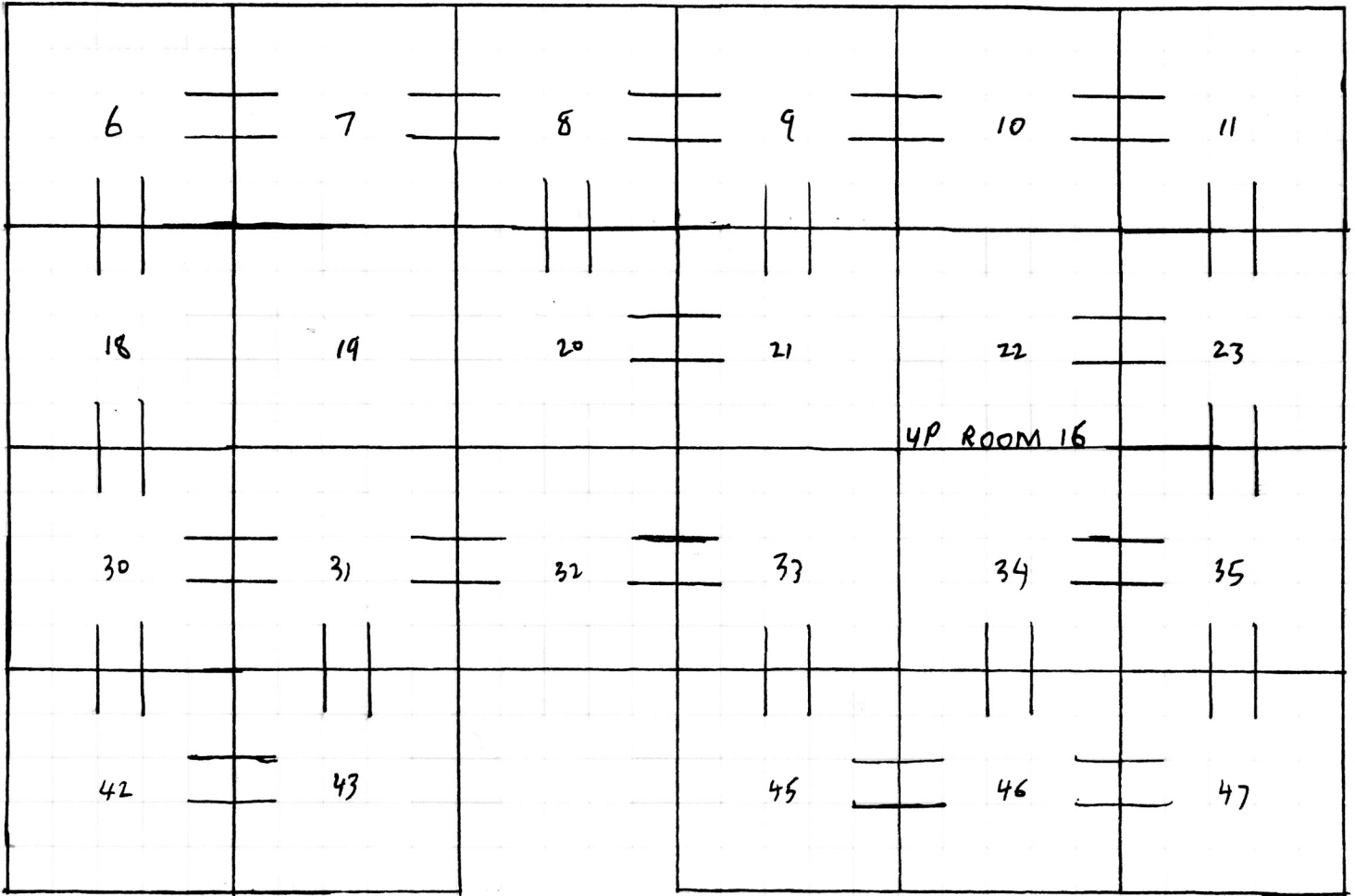
A SUBSCRIBER,
Kent Brenden

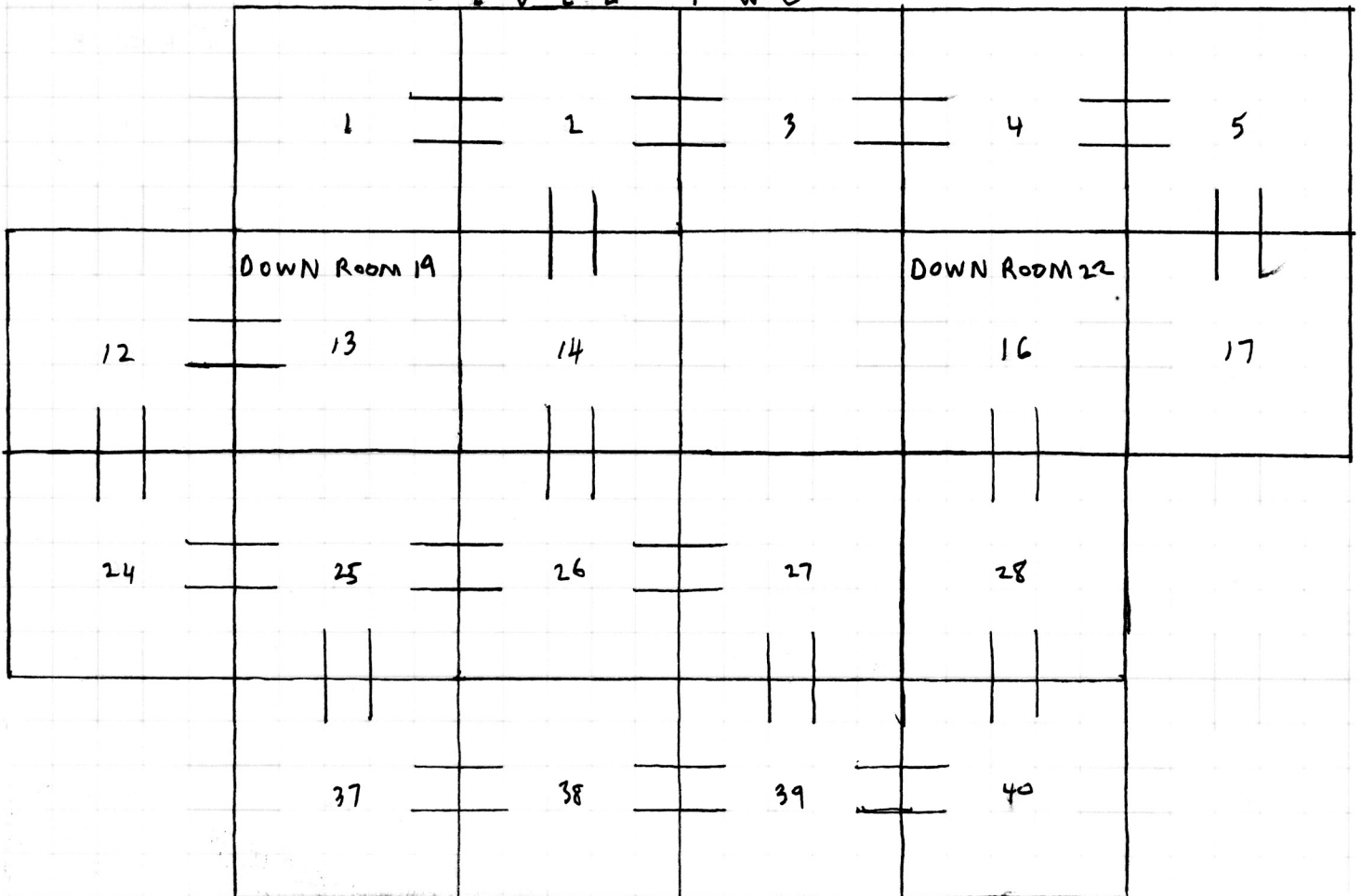3347 n. Jackson ave.
Rosemead CA. 91770

P.S. I would appreciate it if you would publish the ad that is typed on the small seperate sheet of paper.
thank you.

LEVEL ONE

| 6 | 7 | 8 | 9 | 10 | 11 |

| 18 | 19 | 20 | 21 | 22 | 23 |

4P ROOM 16

| 30 | 31 | 32 | 33 | 34 | 35 |

| 42 | 43 | | 45 | 46 | 47 |

LEVEL TWO

| 1 | 2 | 3 | 4 | 5 |

DOWN ROOM 19   DOWN ROOM 22

| 12 | 13 | 14 | | 16 | 17 |

| 24 | 25 | 26 | 27 | 28 |

| 37 | 38 | 39 | 40 |

0	1	2	3	4	DOWN ROOM 11
					5
12	13	14	15	16	17
24	25		27	28	29
36	37	38	39	40	

6	7	8	9	10	UP ROOM 5
					11
18	19	20	21	22	23
30		32		34	35
		CROWN			
42	43	44	45	46	47