

7111A Lawrence Drive  
Tinker AFB, Oklahoma 73145  
22 December 1983

Dear Mr. Fabris,

I am one of your Arcadian subscribers. Yesterday I spoke with you about the fate of the ZGRASS addition. Needless to say your words brought hope to me once again. I have talked with Mr. Walter pertaining to ZGRASS and he remains very excited!

As I said, I had planned on doing some really serious ZGRASS programming while in Korea. Currently I am working (on and off) on a conversion of a TRS-80 Color Computer program about a nuclear power plant simulation. Actually it was written for an Apple II and published in Creative Computing about 2 years ago. The additions I made were graphics and some information format displays. It seems to be the least difficult program to convert.

Enclosed with this letter is a conversion of a program I saw published in the Arcadian. The program part that dealt with the lunar lander was enhanced and updated (through Blue Ram Extended BASIC) to be a simple program of earning point score based on the amount of fuel left after landing. I hope the subscribers enjoy it and I further hope it will simulate enhanced version even beyond my concept.

I will be departing in January 1984. If ZGRASS comes to pass, I remain an eager customer. It may be a while before I answer, but please have patience. My wife will be forwarding my mail to me from Oklahoma to Korea. Once again Mr. Fabris, best wishes to you and your family over the holidays. Let's hope 1984 will truly be the year of ZGRASS!!!!!!!!!!!!!!!!!!!!

Sincerely,

  
VICTOR T. EDWARDS

P.S. To my knowledge, the Air Force and I plan to do Korea for only one year. My wife couldn't stand anything longer.

## LUNAR LANDER PROGRAM

This program is an enhancement of an original program published as part of the one and only cassette based program released by Bally Manufacturing included with the 300 baud tape interface.

The scenario is as follows: You are the command pilot of a lunar landing module currently descending to the surface of an unnamed planet. The readout at the top of the screen gives you the current fuel state, altitude and descent velocity. Pulling the trigger will activate retro-rockets and decrease your descent velocity. You must land with a descent velocity of 6 or less, or there will be an explosion. This program is written in Extended Blue Ram BASIC and can run in just 4K memory. It presents an improvement over Bally or Astro BASIC plus an opportunity for further program enhancement. Enjoy.

```
5   GOSUB 500
10  FOR A=1 TO 100
20  POINT RND(160)-80,RND(88)-44,3
25  NEXT A
30  ZERO:F=60
35  FOR A=17 TO 19:&(A)=25:NEXT A
40  NT=0:&(23)=255;BC=0;FC=126;FA=91;FB=91
50  &(22)=0;BOX 0,-44,160,45,4;X=-78;Y=43
55  BOX 0,-51,160,12,7
60  FOR A=-80 TO 80
70  T=T+RND(4)-3
80  IF T<0 T=0
90  LINE A,-44,0
100 LINE A,T-44,7
110 NEXT A
190 GOSUB 440
200 IF U BOX X,Y-4,1,3,2
```

```

210 GOSUB 440
220 IF U BOX X,Y-4,1,3,2
230 IF F>0 U=TR(1)
240 IF F<1 U=0
250 IF U &(21)=255
260 IF U=0 &(21)=0
270 G=G+8-20*U
280 Y=Y-G+25
285 IF Y>50 CY=-35;CX=-10;PRINT "LANDING ABORTED";FOR A=1 TO 800;NEXT A;
    GOTO 50
290 IF Y<-40 GOTO 390
300 X=X+1;IF X>80 X=-77
310 IF F<1 U=0
320 IF U=1 F=F-1
330 GOSUB 440
340 IF U BOX X,Y-4,1,3,2
370 GOSUB 470
380 GOTO 210
390 Y=-40
420 GOSUB 470
440 SHOW X,Y,2,@(10)
450 IF Y=-40 GOTO 460
455 RETURN
460 &(21)=0;IF G+10<5IF FX(X,Y)=3 CY=-25;PRINT "SCORE ",#2,F*50;SHOW X,Y,
    0,@(10);GOTO 467
465 GOSUB 610
467 FOR A=1 TO 2000;NEXT A;GOTO 30
470 CY=44;CX=-35;PRINT "FUEL ",#1,F," ALT ",#1,Y+40," VEL ",#1,G+10," "
480 RETURN
500 CLEAR ;FOR A=1 TO 3

```

```
510 CIRCLE 0,0,A,7
520 NEXT A
530 BOX 0,-2,5,1,7
535 POINT 0,-3,7
540 POINT 3,-3,7
550 POINT -3,-3,7
560 POINT 4,-4,7
570 POINT -4,-4,7
580 SNAP 0,-1,9,8,@(10)
590 CY=35;CX=-30;PRINT"LUNAR LANDER II";A=KP;CLEAR
600 RETURN
610 @(22)=255;@(21)=254;FOR A=0 TO (F+5)+5:CIRCLE X,Y+2,A,1;CIRCLE X,Y+2,
A-1,4;NEXT A
620 FOR A=1 TO 200;NEXT A;FOR A=255 TO 200 STEP -1;@(21)=A;@(21)=0
630 CIRCLE X,Y+2,(F+5)+5,1
640 @(22)=0;RETURN
```

Conversion by:

VICTOR T. EDWARDS