

INSTRUCTIONS FOR LOADING GAS WELL BOMANZA FROM A LISTING OF THE TWO PROGRAMS

IT TAKES TWO PROGRAMS AND SOME THINGS ENTERED WITHOUT A LINE NUMBER TO GET EVERYTHING IN PLACE.

TYPE IN PART ONE AND RUN IT. THIS WILL PUT A MAP OF OHIO AND A DERRICK ON THE SCREEN. IT ALSO SETS $SM=1$ WHICH STOPS NORMAL SCROLLING OF THE SCREEN. YOU MAY WANT TO SAVE THIS PROGRAM ON TAPE AT THIS POINT IN CASE YOU MESS UP PUTTING IN THE SECOND PROGRAM.

USE `PRINT "← 26 SPACES →";` PRINT TO SAVE IT TO TAPE.

NOW, ERASE THE FIRST PROGRAM LINE BY LINE. THAT IS, TYPE IN LINE NUMBER 10 AND PRESS GO. CONTINUE FOR LINES 20 TO 90.

NOW, TYPE IN PROGRAM PART TWO. NOTE: THE CURSOR WILL REMAIN ON THE BOTTOM LINE. WHEN IT REACHES THE RIGHT SIDE OF THE SCREEN, IT WILL REAPPEAR ON THE LEFT WHICH WILL MAKE IT A LITTLE HARD TO TYPE IN THE SECOND PROGRAM. DON'T RUN THE SECOND PROGRAM, AND DON'T MAKE ANY MISTAKES TYPING IN THE SECOND PROGRAM.

OVER ~

Now, WITHOUT A LINE NUMBER TYPE IN

```
S = RND(53) - 63; T = RND(54) - 19; P = 1;  
V = 12; V = 102; FOR A = 1 TO 4; @ (A) = 500;  
NEXT A
```

PRESS GO

Now, SAVE TO TAPE WITH:

```
PRINT " ← 26 SPACES → "; : PRINT
```

WHEN LOADING THE GAME FROM TAPE, USE

```
: INPUT; RUN
```

NOTE: FOR \$5 TO COVER HANDLING AND POSTAGE

I WOULD PUT THE PROGRAM ON THEIR TAPE,
FOR ANYONE WHO CAN'T GET EVERYTHING IN PLACE.

WITH NO GUARENTEE THAT MY RECORDER IS
COMPATABLE WITH THEIRS. MY RECORDER IS A
RADIO SHACK CTR-60, TONE SET AT 8, VOLUME AT 9.

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