DISPATCH DISK

SOUTHERN DISTRICTS COMODRE
USERS CLUB INC.

August 1989
COMMITTEE - 1988/89

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Librarian   : John Hancock - see above.
             Library open 7:00 pm - 7:30 pm each general meeting.

Newsletter   : John Hancock - see above.

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Next meeting : Wednesday 20th September at 7:30 pm.

Location   : Salvation Army Hall, Elizabeth Rd. Morphett vale.
Subject   :

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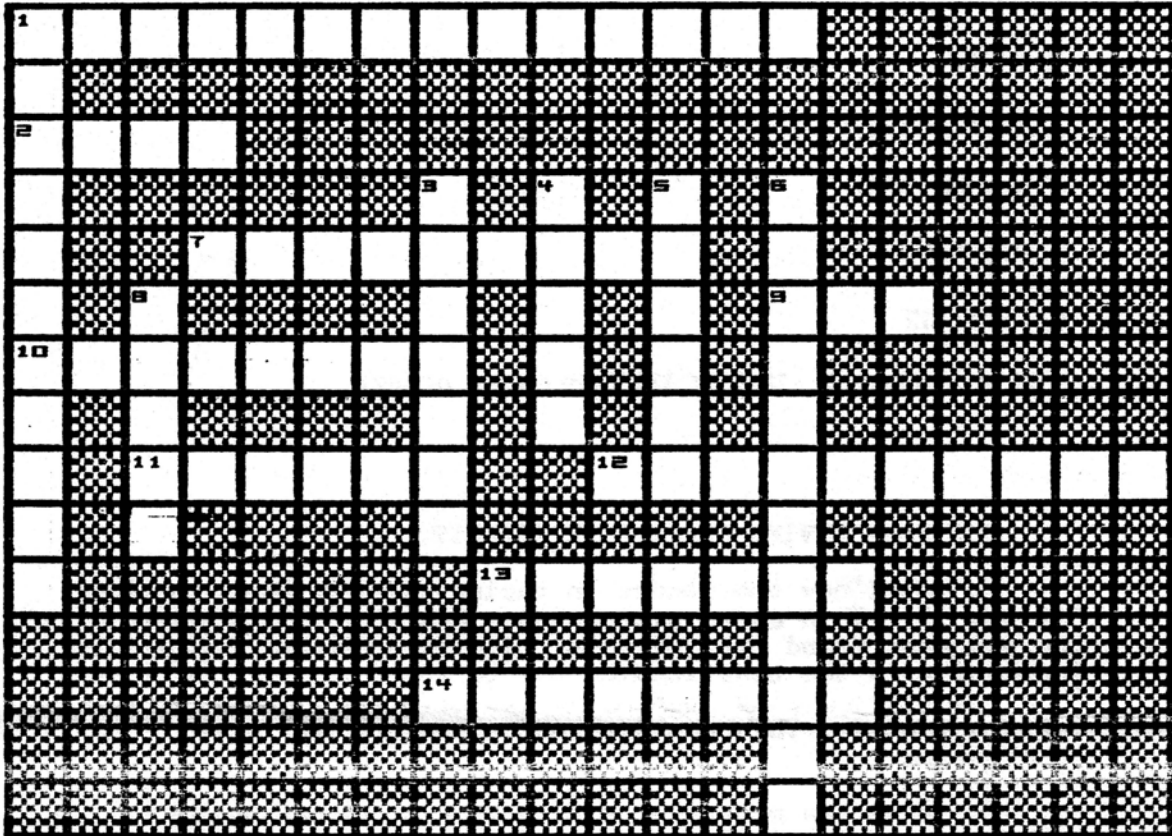===

SPRITE QUIZ

1. A sprite is a movable pattern of 504 _____.

2. In coding a sprite pattern, you break each of the 21 rows into three groups of _____ pixels.

3. To display a sprite, you have to load in 63 number codes, then set up _____ in the _____ chip.

4. When you position a sprite, you're actually telling the VIC-II chip where to put the sprite's _____ corner.

5. To move a sprite up or down, you just change that sprite's _____ position setting.

6. You use _____ registers to set a sprite's horizontal location, because there are _____ possible positions.

7. A sprite can be expanded _____ or _____ or in both directions.

ANSWERS FOR JULY CROSSWORD

ACROSS CLUES

1. Computers Heart
2. BASIC Command
7. Plug-in Memory
9. Computer Manufacturer
10. Type Of Computer Monitor
11. Moves Arround the Computers Screen
12. Storage Medium
13. Storage For 12 Across
14. Printer Control

DOWN CLUES

1. Music Programme
3. Uotput Device
4. Computer Club
5. Type of Port
6. Do This If You Do Not Want It Lost
8. Computer Rodent

ANSWERS TO SPRITE QUIZ

1. PIXELS

2. EIGHT

3. REGISTERS : VIC-II

4. UPPER LEFT

5. VERTICAL

6. TWO : 512

7. HORIZONTALLY : VERTICALLY (in either order)

SOFTWARE REVIEW GRAND PRIX CIRCUIT

Up until now the leader in racing circuit games has been
Pitstop II. This games pre-eminence has now been challenged by
the new game Grand Prix Circuit. The first thing that I find
impressive is the blue loading bar to the right of the screen.
This bar rises during loading to indicate the proportion of the
section loaded. This enables you to see how the loading is
progressing.

The game has practice, single race or championship sessions
with five levels of difficulty. There are eight circuits, one
each from Brazil, Monaco, Canada, Detriot, Britian, Germany,
Italy and Japan. I have been told that these circuits are very
true to the actual circuits. Next the player chooses his car.
The selections are; McLaren, Ferrari and Williams with a full
screen display of the vehicles specifications including the
power curves.

When racing on the upper half of the screen is a view of
the road in front while the lower half displays the dashboard
and two rear view mirrors, on either side. In the upper left is
a display of the circuit with your position and in the upper
right are the lap and total times. The game is very playable
and has a quite realistic feel.

The only criticism I have is that it is only a one player
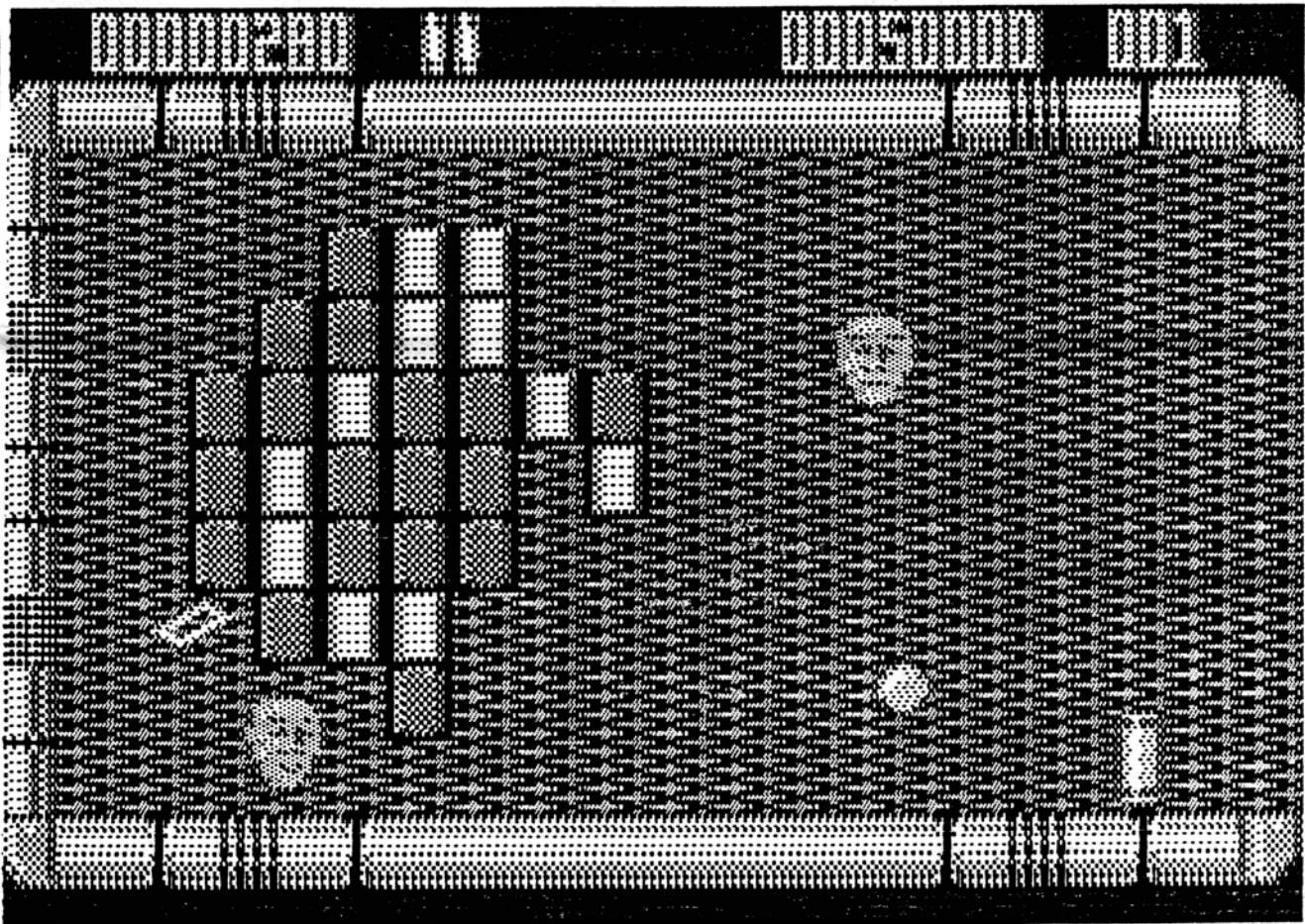game unlike Pitstop II which allows two people to compete at one
time.

This is a very playable game with nice little touches such
as accurately placed scenery and moving clouds to add a touch of
realism.

J. Hancock

"KRACKOUT"
now a "PUBLIC DOMAIN" PROGRAMME

The following is an extract from "INFO" magazine Mar/Apr 1989 issue

Krackout is probably the best public domain Arkanoid clone you'll ever find, with excellent graphics, smooth gameplay, fantastic music and sound effects,and even a full screen of user-alterable game characteristics. This is one fantastic game.

A copy of this game is being added to the Club's Public Domain Library