Dick Smith Electronics presents. . .

LEARNING FUN 1:
"SCURVE INVADERS"
X-3694

By Wayne G. Richmond

for 16K System-80 and 16K TRS-80 Level II
computers

A unique program that combines basic maths
drill with the ever-popular "Space Invaders"™
game — practising maths has never been so
much fun!

Proficiency in basic maths has always been
important, and this is even more so in today's
world. But to master maths you need to
PRACTICE it, and practising maths used to be
pretty BORING. Not any more, though!

With Scurve Invaders, basic maths drill is
combined with a video game similar to the
incredibly popular arcade game "Space
Invaders".™ The player becomes the
Commander of a space ship, whose mission is
to track down and wipe out the dreaded
Scurves! The catch is that before being able to
take each shot at a Scurve, the Commander
has to "feed in the correct data" to the ship's
computer: the completion of a short number
sentence. You can then "track" the moving
Scurve with a laser cannon, and fire at will.

Anything further from conventional maths drill
is harder to imagine: the game can provide
players of all ages with hours and hours of fun.
There are three different types of Scurve, with
different points for hitting each, and exciting
sound effects to accompany the video graphics.
Yet at the same time the program provides
three levels of difficulty, and has been
designed by NSW primary school teacher
Wayne Richmond to make it very effective in
developing basic maths proficiency.

(Note: to obtain sound effects from this
program you will need an amplifier-speaker
unit like our Sound-Off X-3648).

LOADING INSTRUCTIONS

The program is written in Microsoft Level II
BASIC, and will run on System-80 and TRS-80
Level II computers having at least 16K of user
RAM. It is recorded twice, once on each side
of the cassette, to ensure that you will still be
able to load it even if one copy becomes
damaged.

Load it using the normal CLOAD command.
Before doing so, however, memory space must
be reserved for the machine-language sound
effects routine. To do this, turn off your
computer for about 20 seconds and turn it back
on again. Then, in response to the READY? or
MEMORY SIZE? message, type in the number
32640 (for a 16K machine; use the
corresponding number for larger machines),
followed by NEW LINE or ENTER. The
machine will respond with READY, and you
can now load in the program using the CLOAD
command.

Make sure that the cassette side concerned is
rewound to the beginning of the actual tape
before trying to load the program, otherwise
you may have trouble in getting a good load.