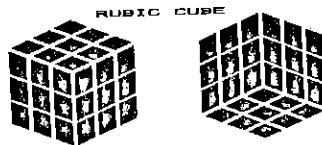


PERSONAL COMPUTER USERS CLUB

**** reset DAIPc before loading any of these programs ****

1/ RUBIC CUBE



Rubic Cube has a BASIC and a machine language part.

loading of machine language part: UT ret
 Z3 ret
 R ret
 B ret

loading of BASIC PART: : NEW
 CLEAR 1000
 LOAD:RUN

note: special precautions for DCR-users if loading from cassette:

CAS
S296 02-00

You can initialise DCR again with UT ret
 Z3 ret
 GF2F2 ret

I = enter operations from keyboard V=front
 A=behind
 S,E, M=centre
 B=upper
 O=under
 L=left
 R=right

W = random operations

T = operations from table (see Newsletter 10/82)

2/ 3-DIM MAZE *COMP eerst inl. knoppe*

LOAD:RUN

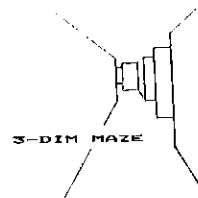
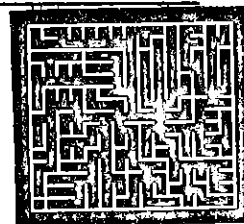
size of MAZE : max 15 x 15 (not 20 x 20)

following cursor-keys : forward, afterwards, left, right

with SHIFT-cursor, you look into the opposite direction.

V=search until decision P=orientation-arrow S=quit

You can follow the design of the maze.



good luck !

PERSONAL COMPUTER USERS CLUB

3/ BRIDGE BUILDING *knopper*

LOAD:RUN

Build the bridges with these keys :

 D J
 C N

You can move the bridge after the beep.
score of 50 gives extra "balls"

7/ SPACE GAME *knopper*

LOAD:RUN

move with cursorkeys

fire with spacebar

S = quit

B = novice

G = advanced

E = expert

4/ GOMUKU

LOAD:RUN

The object of the game is to get 5 pieces of the same color
in a straight line. (horizontally, vertically, diagonally)

You will play against the computer.

To choose a place you have to give two coordinates, first the
horizontal then the vertical.

If you made a mistake, it's possible to correct by pressing
the spacebar, but be quick!

5/ VERBORGEN TEKENS (HIDDEN SHAPES)

LOAD:RUN

choose tempo: 1=fast 10=slow

Try to remember the pairs of shapes....

font in end - 1005-1030

6/ BOMBER *knop*

LOAD:RUN

Try to destroy the city 1 = 40 bombs, 10 flights

2 = 30 bombs, 7 flights

3 = 20 bombs, 4 flights

space-bar = FIRE