# OVER THE
# SPECTRUM

**All these programs are from the "Over The Spectrum" book.**

*Cassette* **2**

**9** *programs for the 16K SPECTRUM*

All these programs are for the Spectrum 16K

# Cassette 2

### ASTEROIDS IN SPACE (c) Neil Streeter

You are travelling through space in your spaceship, when suddenly you encounter a space storm. You can steer your ship past the debris only by using your rudder controls (key '5' to go left, and key '8' to go right).

### SPECTRUM CLOCK (c) Beam Software

This program is a simulation of a REAL-TIME CLOCK, both normal and digital are implemented. Type RUN followed by (ENTER) to start the program. Time is entered on a 24 hour basis, it means that you have to type in 13th hour instead of 1p.m. You can also set the ALARM and the SPECTRUM CLOCK will remind you by generating alarm tone.

### HIGH RESOLUTION GRAPHICS (c) Beam Software

This program enables you to change the 21 USER DEFINED GRAPHIC CHARACTERS of the Spectrum. You can change either 1 or 2 or 4 consecutive characters at one time. Type RUN (ENTER) to start the program. Cursor control – '5' left, '6' down, '7' up, '8' right, '1' turn pixel on, '0' turn pixel off. Operation control: 'b' blank all, 'f' fill all, 'm' mirror image, 's' save changes in memory, 'e' exit with no changes.

### LINE RENUMBERING (c) Beam Software

This program enables you to renumber your whole BASIC program or part of it. The program is from 9900 to 9999 so you need to MERGE it into your own program – watch for overwriting! To delete the renumbering program itself – type GOTO 9945 (ENTER).

### BLOCK LINE DELETE (c) Beam Software

This program enables you to delete a block of program lines from your BASIC program. To use the program, you must enter the starting and ending line number of the block you want to delete. Deletion is inclusive. You have the option to delete this program itself as you run it. Use 'MERGE' not 'LOAD'. Watch for overwriting.

### THE MACHINE CODE MONITOR (c) Beam Software

This program enables you to examine the contents of any memory location in the Spectrum, whether in the ROM or in the RAM. You can use the arrow keys (shift 5 to 8) to move the cursor around. Pressing any key other than the arrow keys will allow you to change the contents of that memory location. The value you enter must be in Hex format.

### ELIMINATOR (c) Beam Software

Your task is to ELIMINATE the invaders. You must prevent their attempts to kidnap the humanoids under your care. Your only controls are up and down, using the 'W' and 'X' keys. You have at your disposal a laser blaster, controlled by pressing the 'P' key. After three hits, your craft is no longer operative.

### User Defined Graphics for Freeway Frog & Freeway Frog (c) Beam Software

You are a frog desperately trying to get home across the highway. To control your frog use the following keys: 'Q' to move up, 'A' to move down, 'P' to move right, 'O' to move left. You only gain points for moving up and down. LOAD the Graphics program, RUN the Graphics program, LOAD the main program, RUN the main program.

### ADVENTURE (c) Beam Software

This program allows you to have an adventure on your SPECTRUM. The computer will display a description of the location that you are in and it will describe any objects that you can see. It will then ask you what you want to do. The commands you may use consist of one or two words usually a verb followed by a noun. Some of the commands are north, south, east, west, up and down, these allow you to move around. Inventory – lists everything you are carrying, take – picks up objects, drop – drops objects. You will find it helpful to draw a map of the world you are exploring.

# OVER THE SPECTRUM 2

Side One: ''Asteroids in Space'' ''Spectrum Clock'' ''High Resolution Graphics'' ''Line Renumbering'' ''Block Line Delete''
Side Two: ''Machine Code Monitor'' ''Eliminator'' ''User Defined Graphics for Freeway Frog'' ''Freeway Frog'' ''Adventure''