



**THE CODE  
WORKS**

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## NOTES FOR CURSOR #1 - JULY, 1978

Welcome to the first issue of CURSOR - the original cassette magazine for the Commodore PET computer.

First things first. CURSOR is not affiliated in any way with Commodore Business Machines, Inc. They are the good folks who manufacture the PET computer, and as you might guess, PET is their trademark! (And **CURSOR** is ours.)

What is CURSOR all about? It is a monthly magazine that comes to you as a cassette with five programs for your PET. (If you have one of those rare 4K PETs, please return this cassette and we will return your money.) Each issue of CURSOR has a "featured game" that might cost \$9.95 or more elsewhere. But CURSOR will also have serious programs such as practical utility programs, statistical analysis, and educational offerings.

Our philosophy is simple: CURSOR is a high-volume, low mark-up means of distributing high quality software for the PET. We make only a small profit on each subscription, and we think (hope?) that many people will subscribe.

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### CURSOR #1 HAS THESE PROGRAMS:

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<b>COVER</b>	Our graphic "Front Cover". Press [SPACE] key to read the Table of Contents.
<b>BRICK</b>	Throw a brick as close to a window as possible. Addictive!
<b>WANDER</b>	A (drunk) worm crawls over the screen of your PET.
<b>SHARK</b>	You are a great white shark that eats people, while skin-divers try to kill you. Ouch!
<b>PLOT</b>	A simple demonstration of plotting.
<b>TYPER</b>	A typewriter demo (for the "little" keyboard).

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As with most other magazines, we expect that you will like some parts of CURSOR better than others. Please let us know, so we can bring you the kind of programs that most people want. And submit one of your own programs for publication!

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### MORE ABOUT THE PROGRAMS

**COVER...** Not much to say, except we'd like to see your design for our next cover. See our comments below on how to submit programs.

**BRICK...** You throw a brick that disappears about halfway to the window. Each brick goes at a different speed, and disappears at a different spot. You lose 563 points when you break the window. If you can keep your average score over 250, you are very good.

**WANDER...** A delightful little time waster. You set the length (about 75 is interesting). Freeze the worm by pressing the [SPACE] key, then press [SPACE] again to make it start crawling. After freezing the little beast, you can change the character that makes his body by pressing the key of your choice. You can reset the length by pressing [CLEAR] after freezing the worm.

**SHARK...** As you look at the screen of the PET, you are looking down at a crowded California beach. When the program begins, you set three conditions:

How many traps?	(Try about 5)	Maximum: 25
How many swimmers?	(Oh, maybe 25)	Maximum:100
How many divers?	(1 or 2)	Maximum: 25

You move by pressing number keys. The [5] key is your current location, [8] moves the shark up, [2] moves it down, etc. The swimmers know about the sharks, and try to swim away to the safety of the beach. The skin divers try to kill the poor helpless shark!

### ABOUT YOUR CURSOR CASSETTE TAPE

There are some simple precautions you can take to assure a good "load" of the programs we send to you. First, be sure the head of your PET recorder is clean, and that it has been demagnetized within the last 20 hours of use. Second, completely rewind the tape to "exercise" it. Tapes can bind slightly after being mailed. If you get a "load error", (or get strange results, such as "syntax error" when you RUN the program), try loading the program a second or third time. If the program still does not load, please mail us the cassette with a brief note telling us what was wrong, which program gave you trouble, and the serial number of your PET. We will send a replacement tape the same day we receive your cassette.

### YOUR PROGRAMS IN CURSOR

Yes, we purchase programs! We want original, interesting programs. We will try to evaluate each program and get back to you within four weeks. We especially need practical programs that will be useful to people in business or at home, and good educational material. Games will also be considered, but please remember, we sell only to people with PET computers, and any games we publish must use the excellent graphics available on the PET. Please put your name, address and telephone number in REM statements in the program, as well as marking the cassette very clearly! We pay well, and of course we give credit to each author.