by Robert Leedom

(Editors note-Bob Leedom, author of Hexpawn, presents another real cute diversion for the basic KIM. Stuff like this still really excites me. I don't usually like to publish hex dumps because they are so frustrating to find your way through them, but for those of you who want to see what makes Baseball tick, you can get copies of the listing-see the ad for User Notes cassettes.)

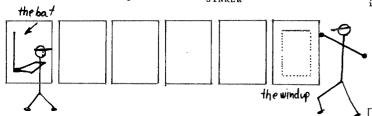
Copyright April '79 by Robert Leedom

A video style action game for the KIM-1, which uses the on board LED displays in three ways.

1. You see the windup, the pitch (one of six)

and the swing.

KEY SLOW BALL FAST BALL UP CURVE DOWN CURVE 3 RISER SINKER

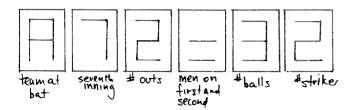


2. You see the hit (if the pitcher was able to get the ball in the strike zone, and if the batters timing was good enough)-in this case, an out-of-park home run:

the ball the leaving

...but there are also six kinds of hits!

3. You see everything you need to know about the game's progress: naturally, you'll see the umpire's calls and score, but you'll also see, just before each pitch (or at the touch of the 'PC' key during windup), a compact status display. The score may be seen during windup by pressing the '+' kev.

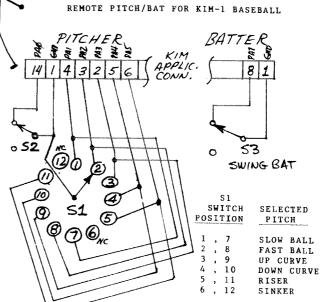


The game can be played as nine-innings worth of batting practice against KIM's pitching, or as a two player game. In batting practice, the 'team at bat' display will be blanked (of course, if the two of you are tied at the end of nine innings, the game will go into extra innings (E on the inning # display) until there's a winner!). The KIM keyboard serves as the input for pitch selection and for batting, but for about \$3 worth of Radio Shack switches, you can "remote" the pitchers' and/or the batters controls! And only two data words are necessary to support these changes. necessary to support these changes.

Control Word	Value of Control Word	Batting and Pitching inputs									
	Positive or Zero#	Batter uses Keyboard ("B"-key)									
BATTER (loc. \$002B)	Negative	Batter uses remote pushbutton switch.									
	Positive	Pitcher uses keyboard (keys 0-5)									
PITCHER	Zero *	Computer pitches									
(loc. \$002C)	Negative	Pitcher uses remote rotary and pushbuttor switches									

*VALUE SET ON PROGRAM TAPE

KIM gives you a slight edge-if you're quick enough to pass up a fourth wild pitch for a walk, all your baserunners will advance. But the qual-ity of pitching's pretty good-be on your toes!



PARTS LIST

the park

- single pole, 12 position switch (Radio Shack 275-1385, \$.99)
- SPST switch, normally closed (Radio Shack 275-1548, 5 for \$2.49)

I mounted S1 and S2 in what I call the Pitchers' Wand, a Head & Shoulders plastic shampoo bottle. (The neck of the bottle is the handle, and S1 is where the label was. S2 can be easily flicked with the thumb while holding the handle.) The reason for the 12-position PITCH SELECT switch is to make it harder for the batter to memorize switch positions and listen to clicks-for example, one click from a slow ball can either be a fastball or a sinker. ball or a sinker.

S3 was mounted in a small plastic pill bottle that fits easily into the hand.

SWING

Start Baseball at \$0200. To restart the game, hit GO during the windup or during the the endgame display (six baseballs).

gret	тау	(s	ı X	bas	epa	118	٠.										250														2F		
0000-03FF \$					ŧ	1780 - 17EG									260														ΑD				
							r										270														DO		
000	00	0.0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	280														17		
010	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	290														E.8		
020	00	00	00	00	00	00	00	00	80	40	01	01	00	FD	00	00	2A0														63		
030	00	FE:	01	FF	02	03	Α4	9F	AF	B 5	BB	C 1.	A9	80	87	6F	280														10		
040	75	00	01	40	41	08	09	48	49	3A	1A	2A	2A	25	2F	34	200														03		
050	1 A	2A	24	25	2F	20	20	24	24	29	2E	2F	AA	AA	ΑF	A5	200														0.6		
060	A9	AB	FΑ	5A	FF	55	F9	5B	29	2D	2F	2A	2F	28	$2\mathbf{E}$	00	2E0														1F 20		
070	00	78	50	00	00	00	00	50	1 C	54	61	7 C	77	38	38	00	2F0	AO	10	20	VV	OI	HO	04	L7	04	DO	OE.	HU	00	20	70	O J.
080	00	6D	78	50	00	00	00	39	77	3E	30	76	78	37	06	6D	300		4.5	F./\	^-	40	00	^7	40	25	00	4.0	10	^-	20		Λ.1
090	6D	79	5E	6E	79	50	50	10	78	00	00	00	50	10	78	73	310														63		
000	3F	73	3E	73	00	71	3F	3E	38	00	76	3F	37	79	50	71	320														C9		
OBO	38	6E	5C	1 C	78	6D	04	54	310	38	79	5E	50	10	70	38	330	_							-						AD		
000															63		340														CD		
odo															A5		350														86		
0E0	-			-									-		60		360											_			05		
OF O	18	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	370														03		
																	380														9A		
100															20		390														AO		
110															41.		3A0														4C		
120															F3		380	A5	20	FO	15	A5	0.0	C9	OB	F0	09	A5	1 B	C5	1 C	90	09
130															48		300	4C	14	02	A5	1 B	C5	10	F O	F7	20	91	17	A0	CD	20	00
140 150															4A 4A		3110	01	F0	09	A2	05	H4	00	Н9	E7	1F	95	00	CA	10	F6	A5
160										_					E4		3E0	01	C9	OΑ	90	()4	A9	79	85	OD	A5	1 A	29	07	AA	B5	41
170															A6		3F0	85	OF	A5	20	DO	04	A9	00	85	0C	ΑO	OC.	4C	00	01	B3
180															90																		
190															FO		1780	48	44	44	40	44	ΔΔ	BC.	F 7	1 6	AB	29	ΛE.	ΔΔ	BD	E 7	1 57
140															10		1790														DO		
180															ÃO		17A0														38		
100															E5		/7B0														15		
100															1.3		1700														A5		
1E0															1.7		1 700														00		
1F0															35		/7E0														00		
				,																					-	,			- 1/	2 17		** **	~ W

200

210 220 230

240

KIM BUS EXPANSION!

AIMTM, VIMTM, (SYM)TM, KIMTM OWNERS (and any other KIMTM bus users) buy the best 8K board available anywhere:

same low prices! HDE 8K RAM-\$169! 3 for \$465!

Industrial/commercial grade quality: 100 hour high temp burnin: low power: KIM bus compatible pin for pin: super quality & reliability at below \$-100 prices (COMMERICALLY rated \$-100 boards cost 25-75% more). When you expand your system, expand with the bus optimized for 8 bit CPU's, the Commodore/Mos Technology 22/44 pin KIM bus, now supported by Synertek, MTU, Rockwell International, Problem Solver Systems, HDE, the Computerist, RNB, and others!

KIM-1 computer \$178.00: KIM-4 Motherboard \$119: power supply for KIM-1 alone \$45: enclosure for KIM-1 alone \$29: HDE prototype board with regulator, heatisink, switch address & decoding logic included \$49.50: book "The First Book of KIM" \$9.95: book "Programming a Microcomputer: 6502" \$8.95: SPECIAL PACKAGE DEAL; KIM-1, power supply, BOTH books listed above, ALL for \$208!

BZ08: HILE ORIENTED DISK SYSTEM (FODS) FOR KIM BUS COMPUTERS Make your KIM for relative) the best 6502 development system available at any price. Expand with HDE's full size floppy system with FODS/Editor/Assembler. 2 pass assembler, powerful editor compatible with ARESCO files KIM bus interface card: fast 8502 controller handles data transfer at maximum IBM single density speed for excellent reliability; power supply for 4 drives: patches to Johnson Computer/Microsoft BASIC. 45 day delivery. Single drive—\$1995 dual drive \$2750.

Shipping extra unless order prepaid with cashier's check ALL items assembled, tested, guaranteed at least 90 days.

PLAINSMAN MICRO SYSTEMS (div. 5C Corporation) P.O. Box 1712, Auburn, Al. 36830: (205)745-7735 3803 Pepperell Parkway, Opelika [1-800-633-8724] Continental U.S. except Al.

Dealers for OSI, COMMODORE, COMPUCOLOR.

ALTOS

SOFTWARE

AD 06 17 85 15 F8 A9 0B 85 00 A9 00 85 1E 85 01

85 1B 85 1C A5 00 49 01 85 00 C9 0A B0 07 18 A5 01 69 01 85 01 A9 00 85 02 85 1A A9 00 85 04 85 05 A5 1A 09 08 85 1A A9 00 85 12 85 13 A9 05 85

0B 20 D3 03 A5 2C F0 24 A5 2C 10 10 20 C4 17

9K MICROSOFT BASIC

INCLUDES:

- Over 55 Commands
- Full String Handling
- 9 Digit Precision
- Hypertape Built-In
- 70 Page Manual **SPECIAL**

Includes "DATA/SAVE" (Added Commands to Record

Both Programs And Data!) KIM CASSETTE & MANUAL **\$100.00** prepaid

UPDATE KIT & MANUAL FOR KIM BASIC WITHOUT MICRO-Z FEATURES . . . \$35.00

MICRO-Z COMPANY

Box 2426 ■Rolling Hills, CA 90274