

"LEAGUE DIVISION ONE 84/85"  
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Now that the 83/84 season has finished we have decided to update the program by removing the relegated sides and putting in the promoted teams. As the idea of the game is that your own side has just been promoted then we have made room for your team by omitting Newcastle, mainly because of the problem of producing a colour that matches their own (ie. black and white stripes). If you happen to be a Newcastle fan then here is your chance, not only to put them back into the 1st Division, but also to become their manager. When asked to name your team right at the beginning of a game, you can proudly type in the name "NEWCASTLE". Your own team's colours are yellow strip (to minimise clashes with the majority of other 1st Division sides), and this is true whatever the name of your club.

As we point out in the original manual, it is possible to become manager of any of the 1st Division sides already included in the game, but it is necessary to make a couple of changes to the DATA in the program. You need to replace "your" side with Newcastle. Follow the instructions given on page 13 of the manual replacing Notts Cty with Newcastle. You need only list lines 200 to 230. You will find your side listed twice (that now also includes Spurs), and it is just necessary to put Newcastle in their place. Do this on a BACKUP copy of the game, not on the original, just in case something goes wrong.

#### DISC USERS.

We've had quite a large number of questions about using the program when the computer has had a disc interface fitted. Both running the program and transferring it to disc are straight forward.

#### RUNNING THE PROGRAM AS A TAPE GAME:

1) Type \*TAPE <RETURN>, PAGE=&E00 <RETURN>, CHAIN "DIV1" <RETURN>

If you wish to make a tape BACKUP or modify the program such as removing your team, then type LOAD "DIV1" <RETURN> instead of CHAIN "DIV1". You can now LIST or SAVE without any problems, but if you first CHAIN then the only way out of the program is to press BREAK which puts you into DISC mode and typing OLD will not bring back the program. Then just type RUN <RETURN> to play the game.

#### RUNNING THE PROGRAM FROM DISC:

1) Type \*TAPE <RETURN>, LOAD "DIV1" <RETURN>, load the tape then type \*DISC <RETURN> and SAVE "DIV1" <RETURN>.

Assuming you had a formatted disc in your disc drive then you will have SAVED the program to that disc.

To run the program from disc you will need one of the downloading sub-routines published in most magazines (page 133 of the May copy of The Micro User is the latest example, although there is one mistake in the listing: %E00 should be &E00. I'll try to put the subroutine down using the "/" character in place of the character produced on your Beeb with SHIFT BACKSLASH (top right of your Beeb's keyboard). Having SAVED your game to disc as above, now hit BREAK and key in this sub-routine which will program the f0 key to download the game.

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1 *KEY0 *TAPE/M N%=PAGE-&E00:FOR L%=PAGE TO TOP STEP 4: !(L%-N%)=!L%:
NEXT:PAGE=&E00/M OLD/M
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Now SAVE this program to disc by SAVE "D" (I use "D" to represent Download but you can use whatever name you wish within the usual limitations).

Now CHAIN "D" <RETURN>, LOAD "DIV1" <RETURN>, depress f0, and RUN.

You will still need to use your tape recorder to SAVE and LOAD data in the middle of a game, but this only takes about 20 seconds not the 5 minutes that the program LOAD takes. We are, however, soon to release a true disc version, but please don't inundate us with enquiries, we will announce it.