

Thanks to Jon Green for providing audio files from cassettes he obtained with an SWTPC 6800 he purchased. Pictures of these cassettes are the .JPG files in this folder.

Data from the audio files has been extracted into S-Record files with a .S19 extension. Load programs through the console port using the SWTBUG "L" command. An execution S-Record has been added to each file at \$A048 so the programs can be started by typing "G" after loading.

Clean KCS format (300 baud) audio files have been re-generated from the S-Record files so you can load these programs through the cassette interface if you want.

## **Battleship**

Grid is 8x8 with rows A-H and columns 1-8.

## **Black Jack**

Game play is as expected. "H" for hit, "S" for stay.

## **Hangman**

Requires a console device that ignores the MSBit of characters received, otherwise, characters in the puzzle will not display correctly. If using TeraTerm, set serial port parameters for 7 bits, space parity to achieve this.

The program only displays one occurrence of a match. For example, if a word contains two E's, you'll have to guess E twice.

Hangman expects the TSC random number subroutine at \$A04A that returns a random number in A. I added this code to the S-Record file.

## **Space Voyage**

Plays much like the StarTrek game written in BASIC. See "Space Voyage.pdf" for instructions.

This program expects the TSC random number subroutine at \$A04A that returns a random number in A. I added this code to the S-Record file.

## **Tic-Tac-Toe**

During startup, type "S" to select a different level of play.

## **Lander**

LANDER was on tape in assembly source form and requires the RT68 ROM to execute. I will create an RT68 system and try this game soon.