MOON LANDING

Jim Storer (1971) has written a FOCAL program that realistically simulates an Apollo moon landing. The program’s use of NASA data and valid equations puts the complete burden of landing the spacecraft on the user of the program.

The program begins with the spacecraft at 0 seconds, 120 miles above the surface of the moon carrying 10000 pounds of fuel, travelling at a velocity of 3600 miles per hour. A radar check of position as well as a check of speed and remaining fuel is given every ten seconds. At the time of the radar check you must input the amount of fuel you wish to fire during each of the next 10 seconds. You are permitted to fire fuel at the rate of 8 thru 200 pounds per second or to not fire at all.

The object of the simulation is, of course, to land safely on the moon. A safe landing requires a speed of less than 0.1 miles per hour with all fuel consumed. This program can be obtained from the system library using the monitor command R ROCKET.

CIVIL WAR

Larry Gran, Luther Goodie, and Doug Hibbard (1971) have jointly written a BASIC program that permits user participation in a Civil War simulation. The program is designed to be not only a game, but also an outline of the major battles of the Civil War. Much of the information used is based on actual facts and figures. Following is a very brief description of some of the features of this program.

Men - the number of available men for a given battle is primarily influenced by the morale factor and your success in the previous battles.

Money - you are given the option of allocating expenditures for food, salaries, and arms. With proper monetary decisions you can significantly increase your chances of winning each battle.

Morale factor - is influenced by the amount of money spent on food and salaries.

Strategy - the user must input an offensive or defensive strategy (whichever is appropriate) for each battle.

Casualties - are significantly influenced by the way in which you manage your money.

Desertions - are primarily influenced by the morale factor.

Final outcome - The winner is the side which wins the majority of the 14 battles in the game. If each side wins 7 battles the North is declared the winner. The winner of each battle is determined by comparing the total number of casualties on each side.

This BASIC program is in the system library and can be obtained by requesting the OLD program name CIVILs. The program is exceptionally long and may require up to 5 minutes for compilation during busy periods.