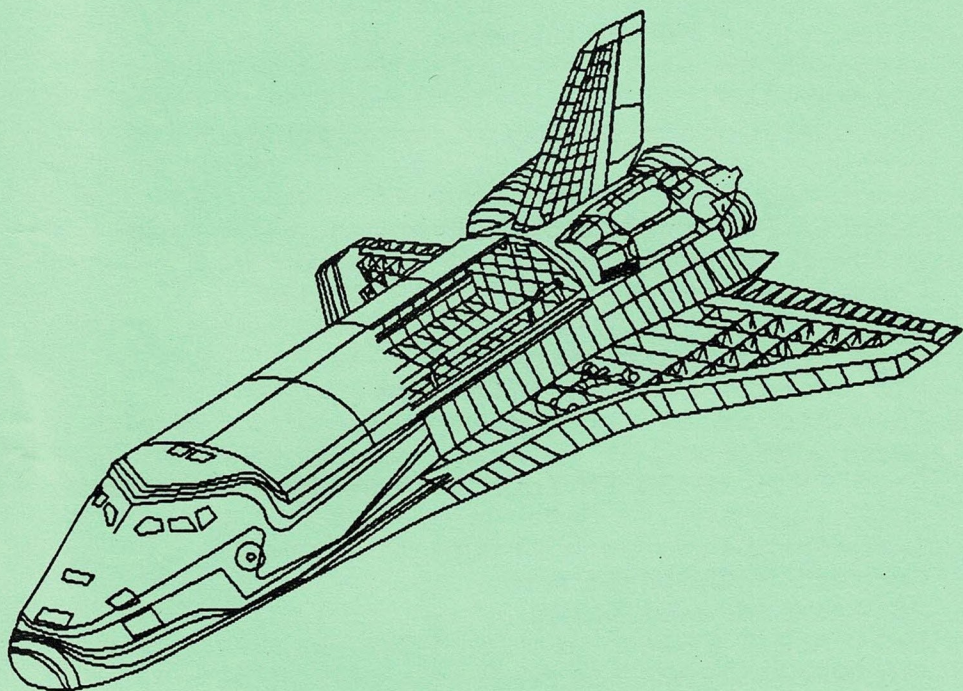


# SEAGRAM

## NEW SOUTH WALES

1st FEBURARY 1987



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**SEGAMAG**  
NEW SOUTH WALES

PRODUCED BY-  
SYDNEY SEGA USERS GROUP (SSUG)

**VOLUME 1**

**ISSUE 4**

Local Sega Users Group.

SSUG  
Gladesville Public School.  
Victoria Rd  
Gladesville  
10:00 AM second Sunday of each month.

Newcastle Sega Users Group (NSUG)  
Cardiff Public School Library.  
2:30 PM first Saturday of each month.  
Contact Arthur Cottrell (049)828193

Sega Nepean Users Group (SNUG)  
Victoria St Community Cottage.  
79 Victoria st  
Cambridge Park.  
7:30 PM - 10:30 PM fourth Wednesday each month.

Canberra Sega Users Group (CSUG)  
Contact - Claus Pinker  
28 Alexandra St  
Hall A.C.T 2618  
PH (062) 302334



## EDITORIAL

I tell you, this has been one hell of a month. We're lucky to have a magazine this month. Every time I sit down to do some work some one rings up or the baby cries or I can't find things or some one comes to visit etc etc etc. Well I've taken the phone off the hook, sent the wife to her mothers, filed all my papers so here's hoping I don't get any visitors.

I don't have much to say this month but one small matter has been brought to my attention. PARKING ARRANGEMENTS !The school committee has given us permission to use the school building but not wreck their new \$ 60,000.00 Tarmac. Which is to say we can drive up to the building to load or unload passengers and equipment but we must park arround The Back of The Building, or in the side streets. You're co-operation in this will be much appreciated. Thank you

Last month we had our first BASIC programing tutorial, which proved to be moderately successfull. This month we may have a larger, quieter room to hold the next lesson. We are also going to get Peter to talk a little louder so everyone can here him. These are two improvements which were suggested by a few members and if you missed last months lesson don't be shy to ask about any part of it at the next one.

Quite a few people are asking about our club library. Well the story is I've been doing just about every thing else for the club and the library is just one part that has been delayed. So in the mean time, come to our meetings and make friends then see what software you can pick up, trade or buy.

While we are on the subject of buying programmes, the SEAG SOURCE CLUB has been taken over by Scott MacDonald. He also tells me he is looking for good programmes to market, so if you are writing programmes of quality why not give him a call, there could be some good money to be made.

One last thing, the disc dased modem program "Segalink" is almost finished, it should be only a couple of weeks before it is on the market. I've seen a preliminary sample of the program and it realy has some outstanding features.

Well that just about wraps it up for this month so I'll see you at the next meeting.



## FOR SALE

- S T A R G E M I N I 10X  
centronics printer 120cps  
dot matrix. \$450.00  
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## WELCOME TO ANOTHER MONTHS REVIEW

This month I have chosen a game that was made in New Zealand.

The name of this months game is "Sir Rodericks Quest"

### SIR RODERICKS QUEST

=====

SPECS:-

-----

TYPE:- CASSETTE AND DISK

PROGRAM:- FULL MACHINE CODE

RATING:- \*\*\*

OBJECT:-

Sir roderick looked down across the barren Almor Valley toward the ruined castle at Almor in the distance, once his home.

Many years ago, Sir Roderick had said farewell to his father, the king of Almor, and rode away toward the new lands to discover the world.

But, not until many years later did he recieve the news that, soon after his departure, the kingdom of Almor was invaded by an evil baron named Belor, who killed the king, and drove the people of Almor to slavery. The presence of evil also had an effect on the valley and what was once green and fertile land was reduced to barren wastelands.

But Sir Roderick has returned, and is determined to rid his home of evil. For when he was a boy, he had been told by an old sorcerer, that hidden within the castle lay seven golden objects, created by himself to safeguard the kingdom in times of need after his death.

The uniting of the seven object in the throne room of the castle would create a golden sword, a symbol of imense power, what it could rid the kingdom of any evil that prevailed.

And so you have the opportunity to try and help Sir Roderick by guiding him through the 64 screens in this game.

This game is similar to Burglar Bill and Caverns of Karanor. You are a knight in armour and you have to travel through different rooms and chambers of the castle. To keep advancing to new rooms etc you have to collect different objects to help you progress further into the game. The



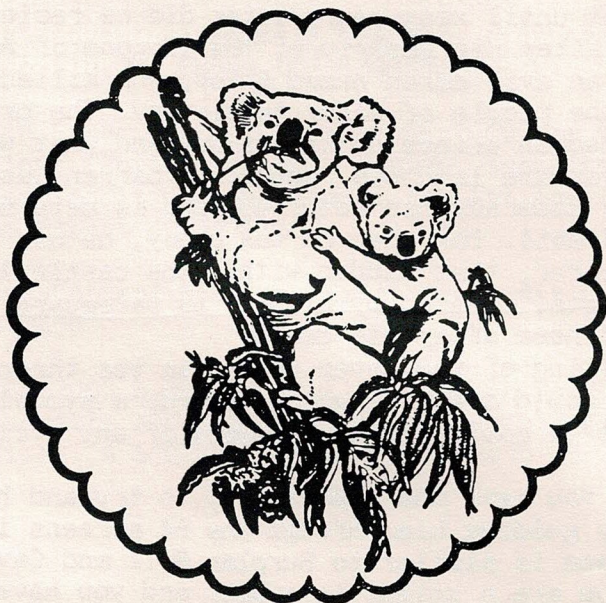
knight has only one life and everytime you touch something that you shouldn't then you lose some of your energy depending on the length of time you touch the forbidden. I should mention here that you can get more energy back but you have to get well into the game first.

The game has been designed to play with joystick or you can define your keyboard keys. The graphic are very good. However there is not a lot of sound and the sound is quite disappointing.

This game is not a fast shoot em down game but more of a stratergy game. You are limited to carrying two items and also a block, so you must be careful of what you pick up and what you drop.

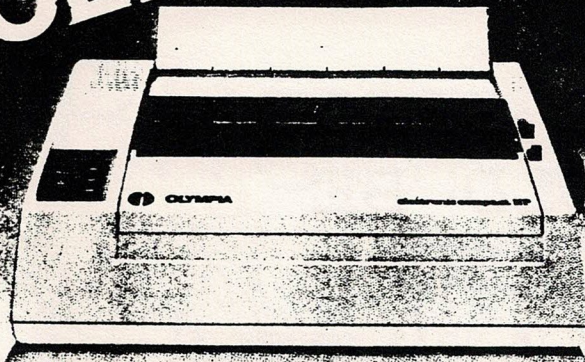
All up I consider this to be quite a good game to add to your collection and I urge all of you to at least see the the game because this game was programmed in N.Z. and we should be supporting local programs.

John Carter.





# OLYMPIA



This brilliant dot matrix printer from olympia with an amazing 165 cps in draft mode with logic seeking bi-directional printing. Complete with a quality tractor feed. The olympia has similar qualities as the olivetti. However this price is a third cheaper than the retail price and I must buy in quantity, therefore I will require at least 3 orders before I can supply. Now that can't be to hard out of two clubs wich total over 400 users.

ONLY \$32.00 DELUXE QUICKSHOT JOYSTICK!

~~\$750.00~~

(ALLREADY CONVERTED FOR SEGA)

(CHEAPER THAN RETAIL)

\$500.00

This olivetti dot matrix with optional tractor feed runs both draft and near letter quality printing. Your Sega was designed for this type of printer and therefore needs no programming of escape codes to run standard print or picture dumps from the graphic screen. All you need to supply is a cable and some paper. Capable of 240 different combinations of print all which can be software

controled

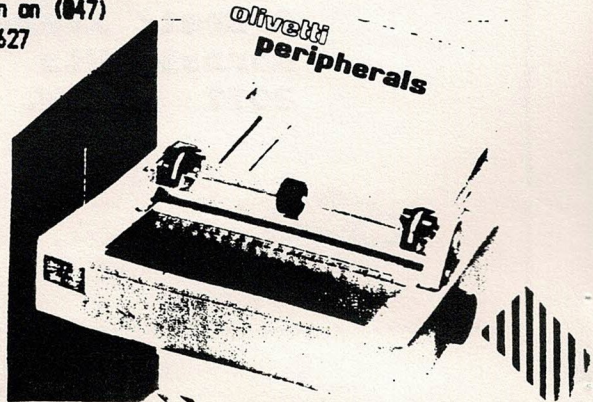
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Sega users

Please phone john on (82) 889-4882 between 7pm and 10pm mon-fri or for users in the blue mountains phone alan on (847) 393627

~~\$599.00~~

\$450.00





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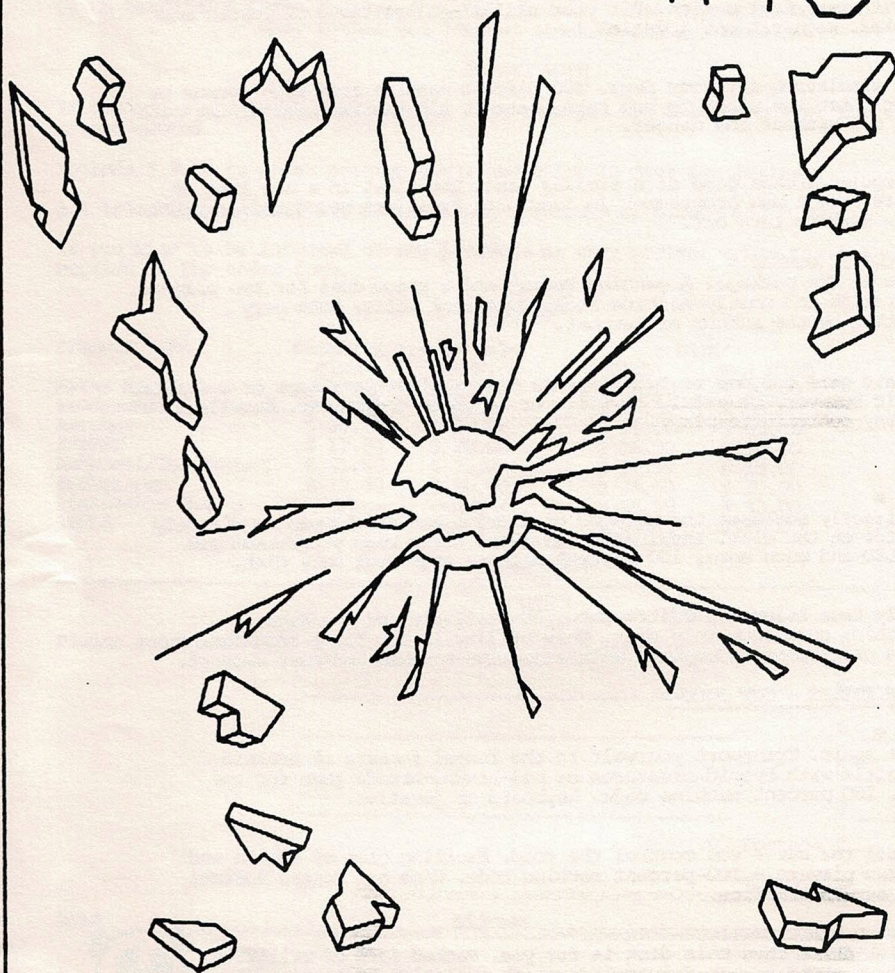
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# PROGRAMS





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Phone (02)798-3072

## NOW AVAILABLE FROM PANDASOFT

### EDUCATIONAL

#### MATHS HANGUP •

An educational game for all ages. Play against the timer. Too slow.... you lose. Multi-level to improve skill. Maths can now be fun with this programme. Good graphics with quick response from keyboard.

### GAMES

#### PANDAMONIUM •

This is an arcade style game which is 100 percent machine code. Excellent sound and graphics with very fast action. Pit your skills against the evil Cobrax and his mutoid snakes. Requires one joystick.

#### AEROBAT •

This is flight simulation for your Sega. 100 percent machine code with cursor or joystick control. Let the pilot in you take control. All the features of the real Cessna Aerobat but without the danger.

#### X\*BERT •

Based on the popular arcade game of a similar name. The first in a new line of quality software from a new programmer in Tasmania. Excellent sound and graphics. Easy to learn - hard to turn off.

#### MUNCHMAN with COSMIC COMBAT •

Two great games in one package. A genuine Pacman and a space duel for two players. Keyboard or joystick and mostly machine code. Excellent value, both very addictive. Written by the author of Aerobat.

#### BACKGAMMON

The classic board game for one or two players. Play against your Sega or a friend. Written in Basic but very powerful. Joystick or keyboard controlled. Excellent graphics and easy to learn to play.

### UTILITIES

#### DISKWASHER 2.4 •

This utility directly accesses the SF 7000 disk drive and allows you to directly modify any sector on the disk. Invaluable for those times when programmes are accidentally KILLED and much more. 100 percent machine code Boot only disk.

#### IKELLA •

This is the only true Assembler-Editor-Debugger available for the Sega. 100 percent machine code Boot only disk. This utility is the first requirement for all serious programmers. Complete with extensive manuals and user support.

### WATCH FOR THESE TITLES - OUT SOON

#### PANDAMONIUM II •

Cobrax is at it again. Transport yourself to the fungal forests of Araknid and there do battle with hybrid creatures of all kinds. Arcade game for one or two players. 100 percent machine code, keyboard or joystick.

#### MOTORMANIA •

You don't control the car - you control the road. Exciting game of action and logic. One or two players - 100 percent machine code. Game has unique musical background and superb graphics.

#### SEGA TOOL BOX •

If you own a disk drive then this disk is for you. Packed full of utilities. It also includes a speed screen driver and speech emulation routines. All programmes are 100 percent machine code and the disk is menu driven.

See over for pricing details.....

excellence in computer software





### MISCELLANEOUS PRODUCTS

DISK CASES	Locking \$ 45.00	Non locking \$ 29.00
BLANK TAPES C30	Famous Scotch brand genuine computer tape \$ 3.00 each Limited stocks	
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MICROMODEM 3	Communication package - with cartridge	\$299.00
SEGA LOGO DISK	Club members \$ 50.00	Non club \$ 55.00
BASIC 3B UPGRADE	Club members \$ 40.00 With exchange of 3A cartridge	Non club \$ 45.00
GAMES CARTRIDGES	Club members \$ 30.00 Many titles but limited stock. Phone for details.	Non club \$ 35.00

### PLEASE NOTE

If you are a member of a SEGA Users Club then you are able to buy at the club prices quoted.

Include \$ 2.50 to cover postage costs and allow 10 days for delivery.

All telephone inquiries are to be during the hours of 6.00pm and 9.00pm.

If you wish to be informed of new products as they arrive, cross the appropriate section of the order form.

### PRICES

PRODUCT NAME	CASSETTE for 3B only		DISK	
	Club	Non Club	Club	Non Club
Maths Hangup	\$ 17.50	\$ 20.00	\$ 26.50	\$ 30.00
Pandamonium	\$ 17.50	\$ 20.00	\$ 26.50	\$ 30.00
Aerobat	\$ 26.50	\$ 30.00	\$ 35.00	\$ 40.00
X*BERT	\$ 17.50	\$ 20.00	\$ 26.50	\$ 30.00
Munchman/Cos.Combat	\$ 21.50	\$ 25.00	\$ 30.50	\$ 35.00
Backgammon	\$ 17.50	\$ 20.00	\$ 26.50	\$ 30.00
Diskwasher 2.4	—N/A—	—N/A—	\$ 26.50	\$ 30.00
IKELA	—N/A—	—N/A—	\$100.00	\$115.00

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_____	\$ _____
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I wish to be updated on all new products. YES / NO



# PANDASOFT

Dear Sega Owners,

I don't know about the rest of you computer owners out there but I love trying to solve puzzles which use numbers. The programme I have included with this letter is one of these puzzles. The twist is however, once you get it out it will give you a new puzzle the next time you play it. Even though the letters are in the same place the answers will be different every time.

The object of the game is to match the letters with a number between 0 and 9 and tally these numbers to the totals shown on the right and bottom of the grid. The result of your guess will be shown below these totals so you will see (hopefully) which you must change. The keys available are all the numbers, the "SPACE BAR" (to enter a null), and "CR" to leave the existing number in place.

For those of you who are using cartridge basic type the programme in exactly as you see it.

If you are using a disk drive then change the call addresses in line 255 to read " &HDB " and " &HDE " respectively.

These calls turn on or turn off the cursor display. This allows you to see where you are during an INKEY\$. This programme can be changed around to put the letters in any location but REMEMBER to change ALL of the appropriate string variables.

Now here is a challenge to all of you puzzle lovers. I am now tired of playing with this one and would like to see something new to twist my mind in knots. If you can come up with a bigger and better puzzle send it in to the magazine as I am sure that I am not alone in this obtuse fetish for mathematical puzzles.

Regards,

Brett Merriman of PANDASOFT.



```

100 REM *****
105 REM *                NUMBER CRUNCHERS                *
110 REM *                From PANDASOFT                *
115 REM *****
120 SCREEN1,1:CONSOLE0,24:CLS
125 COLOR1,14:W=0:M=3:GOSUB275:M=4
130 X=8:Y=3:W#=A#:GOSUB245:A#=Z#:A=Z
135 W#=B#:GOSUB245:B#=Z#:E=Z:W#=C#:GOSUB245:C#=Z#:C=Z
140 W#=D#:GOSUB245:D#=Z#:D=Z:W#=E#:GOSUB245:E#=Z#:E=Z
145 W#=F#:GOSUB245:F#=Z#:F=Z:W#=G#:GOSUB245:G#=Z#:G=Z
150 W#=H#:GOSUB245:H#=Z#:H=Z:W#=J#:GOSUB245:J#=Z#:J=Z
155 W#=K#:GOSUB245:K#=Z#:K=Z:GOSUB170
160 IFA=I(1)ANDB=I(2)ANDC=I(3)ANDD=I(4)ANDE=I(5)ANDF=I(6)AND
G=I(7)ANDH=I(8)ANDJ=I(9)ANDK=I(10)THEN420
165 GOTO130
170 X=14:Y=M:Z=E+F+G+B+E:Z#=E#:GOSUB240:Z#=F#:GOSUB240
175 Z#=G#:GOSUB240:Z#=B#:GOSUB240:Z#=E#:GOSUB240:GOSUB235
180 X=14:Y=Y+3:Z=B+D+A+H+K:Z#=B#:GOSUB240:Z#=D#:GOSUB240
185 Z#=A#:GOSUB240:Z#=H#:GOSUB240:Z#=K#:GOSUB240:GOSUB235
190 X=14:Y=Y+3:Z=G+B+C+J+D:Z#=G#:GOSUB240:Z#=B#:GOSUB240
195 Z#=C#:GOSUB240:Z#=J#:GOSUB240:Z#=D#:GOSUB240:GOSUB235
200 X=14:Y=Y+3:Z=C+K+H+F+J:Z#=C#:GOSUB240:Z#=K#:GOSUB240
205 Z#=H#:GOSUB240:Z#=F#:GOSUB240:Z#=J#:GOSUB240:GOSUB235
210 X=14:Y=Y+3:Z=A+G+C+D+H:Z#=A#:GOSUB240:Z#=G#:GOSUB240
215 Z#=C#:GOSUB240:Z#=D#:GOSUB240:Z#=H#:GOSUB240:GOSUB235
220 X=14:Y=Y+4:Z=E+B+G+C+A:GOSUB235
225 Z=F+D+B+K+G:GOSUB235:Z=G+A+E+H+C:GOSUB235
230 Z=B+H+J+F+D:GOSUB235:Z=E+K+D+J+H
235 Z#=STR$(Z):Z#=RIGHT$(Z#,2)
240 CURSORX,Y:PRINTZ#:X=X+4:RETURN
245 CURSORX,Y
250 IFINKEY$<>" "THEN250
255 CALL&H4A1E:Z#=INKEY$:CALL&H4A21:IFZ#=""THEN255
260 Z=ASC(Z#):IF(Z<48ANDZ<>32ANDZ<>13)ORZ>57THEN255
265 BEEP:IFZ=13THENZ#=W#
270 PRINTZ#:Y=Y+2:Z=VAL(Z#):RETURN
275 PRINT"  NUMBER CRUNCHERS  From PANDASOFT":PRINT
280 PRINT"                SETTING UP
285 CURSOR0,2:FORI=1TO10
290 I(I)=INT(RND(-1)*10)+1
295 FORJ=1-1TO0STEP-1:IFI(I)=I(J)THEN290
300 NEXTJ,I:FORI=1TO10:I(I)=I(I)-1:NEXT
305 A=I(1):B=I(2):C=I(3):D=I(4):E=I(5)

```



```
310 F=I(6):G=I(7):H=I(2):J=I(9):K=I(10)
```

```
315 PRINT"
```

```
320 PRINT" A ---
```

```
325 PRINT"
```

```
330 PRINT" B ---
```

```
335 PRINT"
```

```
340 PRINT" C ---
```

```
345 PRINT"
```

```
350 PRINT" D ---
```

```
355 PRINT"
```

```
360 PRINT" E ---
```

```
365 PRINT"
```

```
370 PRINT" F ---
```

```
375 PRINT"
```

```
380 PRINT" G ---
```

```
385 PRINT"
```

```
390 PRINT" H ---
```

```
395 PRINT"
```

```
400 PRINT" J ---
```

```
405 PRINT"
```

```
410 PRINT" K ---
```

```
415 PRINT" ":GOTO170
```

```
420 BEEP:BEEP:CUSOR16,22:PRINT"PUZZLE SOLVED":CURSOR0,22
```

## TARGET

```
1 PATTERNS#4,"FFE0FFA0A1A1A1AF"
```

```
2 PATTERNS#5,"AFA1A1A1A0FFE0FF"
```

```
3 PATTERNS#6,"FF07FF05B5B5B5F5"
```

```
4 PATTERNS#7,"F5B5B5B505FF07FF"
```

```
5 FORA=0TO3:PATTERNS#A,"FFFFFFFFFFFFFFFF":NEXT
```

```
6 FORA=8TO11:PATTERNS#A,"815A245A5A245A81":NEXT
```

```
7 GOSUB2000
```

```
10 SCREEN2,2:COLOR15,1,,1:CLS:MAG1:X=119:Y=90:CURSO
```

```
R10,5:COLOR2:PRINTCHR$(16);"SCORE: ";SC:CURSOR140,5
```

```
:COLOR8:PRINT"ROUND: ";RO:C=0:Z=11:TIME$="00:00:00"
```

```
20 MX=INT(RND(1)*256):MY=INT(RND(1)*160)+20
```

```
40 SPRITE0,(X,Y),4,15:C=C+1:IFC=10ORC=20ORC>30THENG  
OSUBB00
```

```
45 SPRITE1,(MX,MY),0,Z
```

```
50 IFMX=XANDMY=YTHENTI$=TIME$:GOTO500
```



```

60 I$=INKEY$: IF I$<>" " THEN GOSUB 1000: GOTO 70
65 J=0: H=0: G=0: F=0
70 IFQ=1 THEN GOSUB 300
80 IFW=1 THEN GOTO 400
85 IF (INP (&HBF) AND 32)=32 AND Z=15 THEN 900
90 X=X+V: Y=Y+B: IF X>0 AND X<240 AND Y>20 AND Y<180 THEN 40
100 IF X<0 THEN X=240: GOTO 40
110 IF X>240 THEN X=0: GOTO 40
120 IF Y<20 THEN Y=180: GOTO 40
130 IF Y>180 THEN Y=180
140 GOTO 40
300 MX=MX+INT (RND (1) * (L*2)) - L: MY=MY+INT (RND (1) * (L*2)) - L: IF MX>0 AND MY<180 AND MX<240 AND MY>20 THEN RETURN
310 IF MX<0 THEN MX=0
320 IF MY<20 THEN MY=20
330 IF MX>240 THEN MX=240
340 IF MY>180 THEN MY=180
350 RETURN
400 H=H+1: IF H>20 THEN H=0: GOTO 20
410 GOTO 85
500 D=VAL (RIGHT$ (TI$, 2)) + 60 * VAL (MID$ (TI$, 4, 2)) + 3600 * VAL (LEFT$ (TI$, 2))
510 CURSOR 56, 60: COLOR 8: PRINT CHR$ (17); "TIME: "; D; " seconds": IF D<30 THEN F$="VERY GOOD !": GOTO 550
520 IF D<60 THEN F$="GOOD !": GOTO 550
530 IF D<80 THEN F$="AVERAGE": GOTO 550
540 F$="NOT VERY GOOD"
550 CURSOR (255-12*LEN (F$)) / 2, 80: COLOR INT (RND (1) * 13) + 2: PRINT F$
560 FOR A=110 TO 2000 STEP 100: SOUND 1, A, 15: NEXT: SOUND 0
570 SC=SC+(90-D): CURSOR 65, 120: PRINT "SCORE: "; SC
580 RO=RO+1: IF RO>2 AND RO<6 THEN Q=1: L=L+1
590 IF RO>5 AND RO<10 THEN Q=0: W=1
600 IF RO>9 THEN Q=1: W=1
610 IF RO>15 THEN Q=1: W=1: L=L+2
620 FOR A=1 TO 400: NEXT: GOTO 10
800 IFC=10 THEN Z=13: RETURN
810 IFC=20 THEN Z=15: RETURN
820 IFC>30 THEN Z=11: C=0: RETURN
900 SPRITE 0, (X, Y), 8, 11: FOR A=2000 TO 110 STEP -200: SOUND 1, A, 15: NEXT: SOUND 0
910 CURSOR 80, 80: COLOR 4: PRINT CHR$ (17); "GAME OVER"
920 IF SC>H THEN COLOR 7: CURSOR 60, 100: PRINT "NEW HI SCORE !"

```



```

930 FORA=1TO500:NEXT
940 GOTO1
1000 IFI$=CHR$(28) THENV=V+G:G=G+1:GOTO1020
1015 G=0
1020 IFI$=CHR$(29) THENV=V-F:F=F+1:GOTO1030
1025 F=0
1030 IFI$=CHR$(30) THENB=B-H:H=H+1:GOTO1040
1035 H=0
1040 IFI$=CHR$(31) THENB=B+J:J=J+1:GOTO1050
1045 J=0
1050 IFV>10 THENV=10:RETURN
1060 IFB>10 THENB=10:RETURN
1070 IFV<-10 THENV=-10:RETURN
1080 IFB<-10 THENB=-10
1090 RETURN
2000 SCREEN2,2:COLOR15,1,,1:CLS
2010 CURSOR95,20:COLOR4:PRINTCHR$(17);"TARGET"
2015 CURSOR95,60:COLOR13:PRINTCHR$(16);"Score: ";SC
:CURSOR95,80:PRINT"Hi score: ";HS
2020 CURSOR70,110:COLOR8:PRINT"PRESS INS/DEL TO PLA
Y"
2030 CURSOR47,130:COLOR11:PRINT"PRESS SPACE FOR INS
TRUCTIONS"
2040 CURSOR170,180:COLOR15:PRINT"T.HEPPELL 1986"
2050 IFINKEY$=CHR$(8) THENRD=1:Q=0:L=0:W=0:RETURN
2060 IFINKEY$<>" " THEN2050
2070 SCREEN1,1:CLS:PRINTTAB(16):PRINT"TARGET"
2080 PRINT:PRINT"You must aim your sights EXACTLY o
nto the target. This, however can be difficult
...."
2090 PRINT"For starters, the movement is restricted
because it is in space- keep control of your
sights at all times. Next, every now and then, th
e target leaks radioactive waves- keep clear at
these times. You can tell by the colour";
2100 PRINT" of the target: Yellow- safe"
2110 PRINT"Purple- warning White- radioactive.So
on, it gets harder to 'hit the target'. The ta
rget starts to move andlater it warps around the sc
reen !!!"
2120 PRINT"Use cursor keys for movement- no shootbu
tton nessesary":PRINT"The computer will give you a
rating after each round and you get score acco
rding to your speed. PRESS CR TO CONTI

```



NUE"

2125 IF INKEY\$(<>CHR\$(13) THEN 2125

2130 GOTO 2000

## SPRITE TEST

10 REM CAR - SIDE VIEW

20 PATTERNS#0, "0000000000000001E"

30 PATTERNS#1, "3F7FFFFFFFFF7EB0B"

40 PATTERNS#2, "000000000000000000"

50 PATTERNS#3, "00B0C0FEFEEED710"

60 REM HOUSE

70 PATTERNS#4, "0103070F1F3FFFFFF"

80 PATTERNS#5, "C3C3C3FFFFFFFFFFFF"

90 PATTERNS#6, "B0C0E0F0F8FCFFFF"

100 PATTERNS#7, "C3C3C3FFFFFFFFFFFF"

110 REM TREE

120 PATTERNS#8, "0103173F7F3F1F0F"

130 PATTERNS#9, "000000000000000000"

140 PATTERNS#10, "B0DBFCFEFFFEFCF0"

150 PATTERNS#11, "000000000000000000"

160 PATTERNS#12, "000000000000000000"

170 PATTERNS#13, "0703010101010103"

180 PATTERNS#14, "000000000000000000"

190 PATTERNS#15, "F0E0C0C0C0C0C060"

200 REM XPT TRAIN

210 PATTERNS#16, "0305193F1F0F0700"

220 PATTERNS#17, "000000000000000000"

230 PATTERNS#18, "FF6A76EAF7FFFF1B"

240 PATTERNS#19, "000000000000000000"

250 PATTERNS#20, "FF476FEFFFFFFFFF06"

260 PATTERNS#21, "000000000000000000"

270 PATTERNS#22, "9FFFF9F9FFFF9F06"

280 PATTERNS#23, "000000000000000000"

290 PATTERNS#24, "F9FF4F4FFFFFFFFF960"

300 PATTERNS#25, "000000000000000000"

310 PATTERNS#26, "FFEAF6EAF7FFFF60"

320 PATTERNS#27, "000000000000000000"



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330 PATTERNS#28,"FF2236F7FFFFFF60"
340 PATTERNS#29,"0000000000000000"
350 PATTERNS#30,"C0A09BFCFBF0E000"
360 PATTERNS#31,"0000000000000000"
370 REM SNOWMAN
380 PATTERNS#32,"000304050402070C"
390 PATTERNS#33,"142C080909091B1E"
400 PATTERNS#34,"00C02AAA2E44C424"
410 PATTERNS#35,"3C3C14949494BC7C"
420 REM SPACE PLANE
430 PATTERNS#36,"000080C0E0F0FBFF"
440 PATTERNS#37,"FFFFFF0000000000"
450 PATTERNS#38,"00000000000000E0"
460 PATTERNS#39,"F0FBFF0000000000"
470 REM SPRITES
480 SCREEN2,2:CLS:MAG1
490 COLOR1,7,(0,0)-(255,191),13
500 A=0
510 A=A+INT(RND(1)*35)+1:CIRCLE(A,163),20,15,,.5,1,
BF:IFA<230THEN510
520 CIRCLE(30,30),20,11,,,,BF
530 LINE(0,185)-(255,191),15,BF
540 LINE(0,165)-(255,165),1
550 SOUND4,2,15
560 X=50:X2=30:X3=80:X4=127
570 Y=170:Y2=155:Y3=30:Y4=125
580 FORRX=-1TO256STEP14
590 SPRITE0,(RX+15,Y),0,1
600 SPRITE1,(X2,Y),4,13
610 SPRITE2,(X3,Y),8,3
620 SPRITE3,(X3,Y),12,6
630 SPRITE4,(RX,Y2),16,8
640 SPRITE5,(RX+16,Y2),20,8
650 SPRITE6,(RX+31,Y2),24,8
660 SPRITE7,(RX+47,Y2),28,8
670 SPRITE8,(X4,Y4),32,15
680 SPRITE9,(RX,Y3),36,1
690 NEXTRX:SOUND4,2,15:GOTO560

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