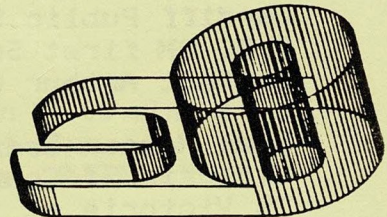
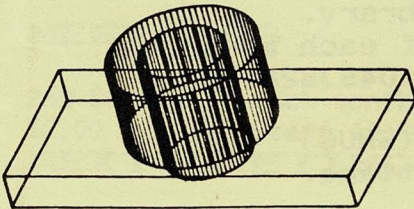
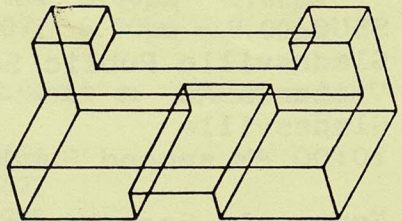
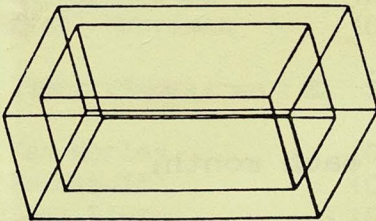


SEABRAC

NEW SOUTH WALES

1st APRIL 1987



3D Wireframe Example

SEGAMAG
NEW SOUTH WALES

PRODUCED BY-
SYDNEY SEGA USERS GROUP (SSUG)

VOLUME 1

ISSUE 6

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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

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MEETINGS

2nd Sunday of each month. Admission \$1.00 single
\$2.00 family. Start 10.00am finish 4.30pm.

NEXT MEETING 12th APRIL

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EDITORIAL

Welcome to this months magazine. Sorry we dont have much this month but I have been extremely buisy with work commitments and such.

The first thing that has been brought to my attention must be that Scott Macdonald has rewritten Burglar Bill, Caverns of Karanor and Sir Roderik's Quest so they work properly, and not only that but they will also load on any Sega machine. Scott has also asked me to ask you, if you have any legal copies of these programs then he will gladly recopy them for you.

Secondly, I am not impressed with my first request for resubscription but you still have 2 months left, so get those dues in early.

I have also noticed that a few people have been selling their SEGA computers. Well there is realy nothing wrong with this. You may have noticed the pictures on the front cover of our magazine and then wondered how I got the Sega to do them, well I didn't use a Sega!. I used an I.B.M. clone running programs like Autocad, P.C. Paint and Diagraph. Now you may be wondering why I am telling you this. Well what we are intending to do is expand into bigger and better things. We will still fully support the SEGA but If you are thinking of expanding to a bigger computer well we still may be able to help. We have a very large software collection and contacts for servicing as well. If you are thinking of expanding then give us a call and maybe we can save you some money on buying a new system.

Well that about wraps it up for this month so until next month Happy Programing

Warren Gerdes
EDITOR

GAMES REVIEW

This month I have chosen a brilliant kiwi made game.

X*BERT

=====

SPECS:

=====

Type :- disk or cassette
Program :- basic (surprisingly)
Rating :- *****
Graphics:- very good
Sound :- good

This game is really neat. You can use joystick or keyboard and the theme to the story is as follows:-

Once upon a time there was a cute thing called X*BERT.

He had a very large nose and a fat body. Oneday he got lost (poor thing)-and found himself on a pile of cubes. An amazing thing was when he jumped on a cube it changed its colour. He thought that this was fun, until a red ball started jumping down the cubes. Sometimes the ball would turn green and change the colour of the cubes.

Your mission:-

Change all the cubes to their new colour and at the same time avoiding the red balls.

This might sound simple but it will take most people a fews games before they get use to the controlls. You see, being on a pile of cubes is a lot of fun, unfortunately you do not move to the left or up etc. Because you are on a pyramid style of 3-D shaped cubes you have to move diagonally.

You can kill the green balls that eat up your hard work by landing on them.

Each phase can be made up of one to four screens depending on what you select at the beggining of the game. Each time you complete a phase you get bonus points and a spare X-BERT.

This game is a local game, and I urge all game

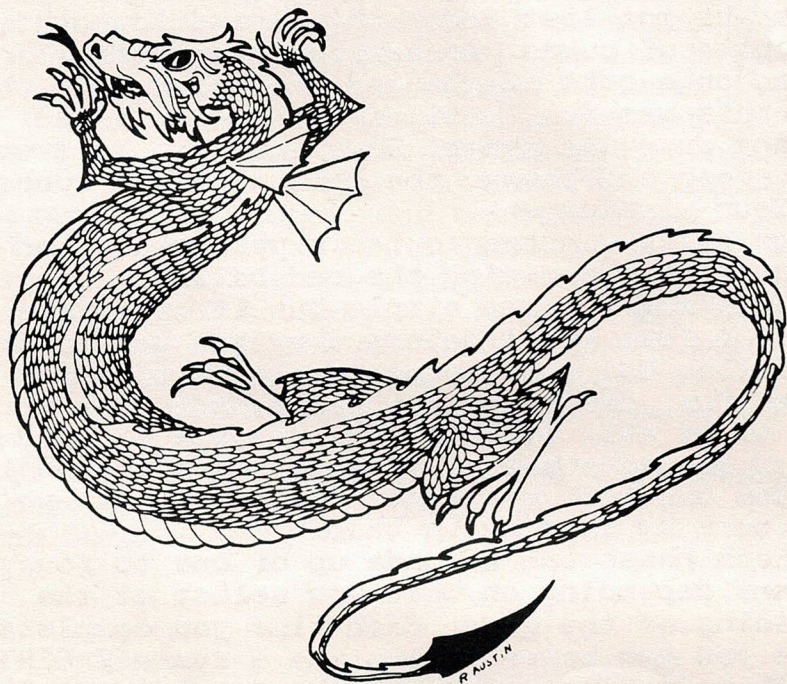
players to really consider purchasing this excellent game. We need to support and encourage all of our local programmers. I can honestly say that this is the best "basic" game that I have played

Why not have a look at this game at the club meetings.

Next month I plan to do a review on the soon to be released PANDAMONIUM 2. So make sure you read next months games review

Just one last point that has been brought to my attention is that gamesworx software are no longer selling games for the sega and trusting people have been sending \$2 for the hint sheet for games like Bastow Manor etc and they are not being sent to these people. Do not send your hard earned cash to these people.

JOHN CARTER



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COMPUTER INDUSTRY TRAINING COURSE.

Here is a opportunity for all you enthusiastic computees who would like to become professional programmers. The Australian Computer Society and the Department of Industrial Relations find employment and arrainge the above course for applicants who pass an aptitude test (similar to an I.Q. test). The offer is open to anyone and about one in four is selected. Emphasis is placed on problem solving ability. Selected applicants have their resume circulated to employers, one of whom will agree to employ.

The initial eight week course is at TAFE, (Sydney or Padstow). This is unpaid but applicants unemployed for six months or more should enquire at C.E.S. regarding support from their re-training scheme. After the eight weeks, the trainee commences work and continues the course part-time, with paid time off for TAFE attendance. You sign on with the employer for two years. Salary expectations are 16-20 k in six months, 20-22 k in twelve months, and 24-26 k in two years.

Initial contact and further details can be obtained from Mr Ormonde Brown of the Australian Computer Society on 2337975. Aptitude tests are conducted by the Dept. of Industrial Relations (Vocational Guidance Section) on 3397200.

Best of luck.

REX CHANDLER (Vice-President).

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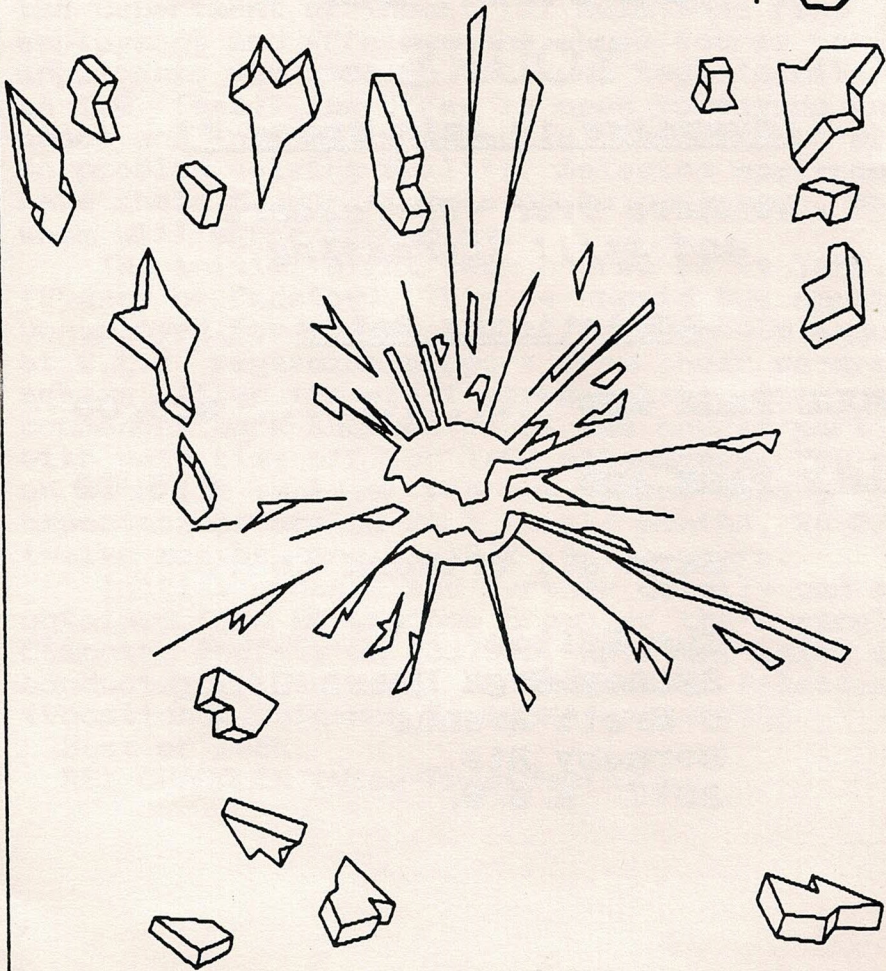
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PROGRAMS



BALLOONS

This is a rather challenging game the object of which is to fly your balloon through the clouds to the goal. Use the joystick to control the balloon.

```
10 SCREEN2,2:COLOR,1,,1:CLS
20 PRINTCHR$(17):GOSUB580:HI=500:B=3:RU=1:SC=0:F=1
FF=1
30 COLOR15:CURSOR50,160:PRINT"GAME PLAY Y/N"
40 A$=INKEY$:IFA$="Y"THEN70
50 IFA$="N"THENCLS:END
60 GOTO 30
70 PRINTCHR$(16):SCREEN1,1:CLS:COLOR,1:GOSUB370:TIM
E$="00:00:00"
80 REM PATAREN PRINT
90 ON RU GOSUB 750,1010,1270,1530,1790,2050,2310,23
20,2330,2340
100 CURSOR30,1:PRINT"H-Score";
110 CURSOR30,2:PRINTHI
120 CURSOR30,5:PRINT" SCORE"
130 CURSOR30,6:PRINTSC
140 CURSOR31,13:PRINT"LEVEL"
150 CURSOR32,15:PRINTRU
160 CURSOR30,20:PRINT"BALLOON"
170 CURSOR32,22:PRINTB
180 REM MAIN
190 GOSUB350
200 W1=STICK(1):IF W1<>0 THEN GOSUB 2450
210 IF A=0 THEN 230
220 GOTO 300
230 M=M+E:IFM=3ORM=1THENE=-E
240 IFVPEEK(AD+V(M))<>32THEN420
```

```

250 VPOKEAD+V(M),AA(0,M):VPOKEAD+40,AA(1,M)
260 VPOKEAD+V(M),32
270 IF15523<ADANDAD<15532THEN470
280 IF5<RUANDRU9THENONRU-560SUB2360,2390,2400,2410
290 A=0:GOTO 200
300 VPOKEAD+40,32:X=X+X(A):Y=Y+Y(A):GOSUB340
310 IFVPEEK(AD+40)<>32THENX=X-X(A):Y=Y-Y(A):GOSUB340
0
320 BEEP1:BEEP0:GOTO230
330 REM SABU
340 AD=Y*40+X+&H3C00:RETURN
350 X=28:Y=21:GOSUB340:M=1:E=1:RETURN
360 FORI=0TO700:NEXT:RETURN
370 RESTORE730:FORI=1TO4:READAA(0,I),AA(1,I),X(I),Y(I),V(I)
380 DATA235,148,1,0,-1,235,128,-1,0,0,235,147,0,-1,1,0,0,0,1,0
390 PR$(1)=" GREAT ":PR$(2)="VERY GOOD":PR$(3)="W
HAT NEXT ":PR$(4)="TOUGH GUY "
400 PR$(5)="ARE YOU OK?":PR$(6)="DON'TDIE ":PR$(7)
)="DOING TOUGH ":PR$(8)="TRY NEXT ONE"
410 NEXT:RETURN
420 RESTORE740:REM EXPLOSION
430 FORI=0TO1:READP:SOUND5,2,7:SOUND1,P,15:NEXT:SOUND0
440 B=B-1:IFB=0THENCOLOR1,15:CORSOR5,12:PRINT"GAME
OVER":GOSUB360:GOTO10
450 GOTO70
460 REM SCORE SC
470 VPOKEAD+V(M),32:VPOKEAD+40,32
480 VPOKEAD-40,AA(0,2):VPOKEAD,AA(1,2)
490 SC=SC+1000-(VAL(MID$(TIME$,5,1))*100+VAL(MID$(TIME$,7,2))*5)
500 RU=RU+1:IFSC>HITHENHI=SC
510 RESTORE570:FORI=0TO3:READS
520 FORU=0TO5:SOUND1,S,15:NEXT:SOUND0:NEXT
530 GOSUB360:CLS:COLOR15:CORSOR5,13:PRINTPR$(RU)
540 GOSUB360
550 IFAS=0THENIFSC>5000THENB=B+1
560 GOTO70
570 DATA 131,139,147,165

```

```

580 PATTERNS#0, "070F1F3F3F3F3F3F "
590 PATTERNS#1, "7F3F1F0F0F0F0300 "
600 PATTERNS#2, "C0EBF8FBFBFBFBFB "
610 PATTERNS#3, "FBF0F0E0E0C00000 "
620 PATTERNS#4, "2040800000000000 "
630 MAG1:Z=2:ZZ=2:VV=0:AA$="BALLOON"
640 FOR I=30TO230 STEP28
650 VV=VV+1
660 FOR Y=0TO7
670 BLINE (I+Z+5,95)-(I+5,104)
680 Z=Z+ZZ:IFZ=0ORZ=8THENZZ=-ZZ
690 SPRITE 3, (I+Z,80),0,6
700 SPRITE 2, (I+Z+6,90),4,15
710 LINE (I+Z+5,95)-(I+5,104),15
720 NEXT:BLINE (I+Z+5,95)-(I+5,104):CURSORI+3,85:PR
NTMID$(AA$,VV,1):NEXT:SPRITE3,(I,80),0.0:RETURN
730 DATA235,148,1,0,-1,235,128,-1,0,0,235,147,0,-1,
1,0,0,0,1,0
740 DATA120,1600
750 CLS:COLOR2
760 PRINT "*****"
770 PRINT "*" *****
780 PRINT "* GOAL ** *****"
790 PRINT "** ** *****"
800 PRINT "** *****"
810 PRINT "***** *****"
820 PRINT "***** *****"
830 PRINT "***** *****"
840 PRINT "***** *****"
850 PRINT "***** *****"
860 PRINT "*** ** *"
870 PRINT "** *** * *** ** *"
880 PRINT "* * *** ** *"
890 PRINT "** * *** ** *"
900 PRINT "*" **"
910 PRINT "** * **"
920 PRINT "*** ** *****"
930 PRINT "***** *****"
940 PRINT "***** *****"
950 PRINT "**** ***** *****"
960 PRINT "** **"

```

```

970 PRINT "***"
980 PRINT "****" ***** " "
990 PRINT "*****";
1000 RETURN
1010 CLS:COLOR2
1020 PRINT "*****"
1030 PRINT "*" ***** " "
1040 PRINT "* GOAL *****"
1050 PRINT "*" ***** " "
1060 PRINT "** ***** " "
1070 PRINT "** * ***** ** " "
1080 PRINT "* *** ***** *** " "
1090 PRINT "* ** ***** ** " "
1100 PRINT "** ***** ** " "
1110 PRINT "*** ***** ** " "
1120 PRINT "*** ***** ** " "
1130 PRINT "**** ***** ** " "
1140 PRINT "***** ***** ** " "
1150 PRINT "***** ***** ** " "
1160 PRINT "**** ***** *** ** " "
1170 PRINT "** ***** *** ** " "
1180 PRINT "* ***** * ** " "
1190 PRINT "* *** ** *** ** " "
1200 PRINT "* **** ***** ** " "
1210 PRINT "* **** ***** ** " "
1220 PRINT "* *****"
1230 PRINT "*"
1240 PRINT "*"
1250 PRINT "*****";
1260 RETURN
1270 CLS:COLOR2
1280 PRINT "*****"
1290 PRINT "*" ***** " "
1300 PRINT "* GOAL *****"
1310 PRINT "** ***** *****"
1320 PRINT "**** ***** *****"
1330 PRINT "***** ** * *****"
1340 PRINT "***** *** ***** **"
1350 PRINT "*** ***** *****"
1360 PRINT "** ** *****"
1370 PRINT "* * ** *****"

```

```

1380 PRINT "***      *          ****      ****"
1390 PRINT "***          ****      ****"
1400 PRINT"*****          ****      ****"
1410 PRINT"*****      *          ****      ****"
1420 PRINT"*****      ****      ****      ****"
1430 PRINT"***      ****      ****      ****"
1440 PRINT"***      ****      ****      ****"
1450 PRINT"***      ****      ****      ****"
1460 PRINT"***      **      **      ****"
1470 PRINT"***      *      *      ****"
1480 PRINT"*          ****"
1490 PRINT"*          *"
1500 PRINT"*          ****      ****      *"
1510 PRINT"*****";
1520 RETURN
1530 CLS:COLOR2
1540 PRINT"*****"
1550 PRINT"*      *      **      ****"
1560 PRINT"* GOAL *          ****"
1570 PRINT"*          **      **"
1580 PRINT"*      **      **      **      **"
1590 PRINT"*      **      **      **      **"
1600 PRINT"*      **      *          ****      **"
1610 PRINT"*      **      *      **      ****      **"
1620 PRINT"*      **      **      **      ****"
1630 PRINT"***      **      **      **      **"
1640 PRINT"***      *          *      **"
1650 PRINT"***      ****      ****      **"
1660 PRINT"***      ****      ****      **"
1670 PRINT"*          ****      **"
1680 PRINT"*          ****      **"
1690 PRINT"*          **      ****      *"
1700 PRINT"*      **      *      ****      **"
1710 PRINT"*      **      ****      **"
1720 PRINT"***      ****      **      ****"
1730 PRINT"***      **      *          ****"
1740 PRINT"***      **          ****"
1750 PRINT"****          **      *"
1760 PRINT"****          ****      *"
1770 PRINT"*****";
1780 RETURN

```

```

1790 CLS:COLOR2
1800 PRINT"*****"
1810 PRINT"*          *****          ***"
1820 PRINT"* GOAL   ***          **"
1830 PRINT"**          ***   *****   *   **"
1840 PRINT"***          *****   *****   *   **"
1850 PRINT"***          **   *   *****   ***"
1860 PRINT"***          *****   *****   ***"
1870 PRINT"**          *****   *****   **"
1880 PRINT"*          *****   ***          *****"
1890 PRINT"**          *****   *****   *****"
1900 PRINT"***          *****   ***   *****"
1910 PRINT"**          *****   **   *****"
1920 PRINT"**          *          **   *****"
1930 PRINT"*          *   **   **   **   *****"
1940 PRINT"*          **   *   ***   **   *****"
1950 PRINT"*          ***   *   **   ***   *****"
1960 PRINT"*          *   *   **   ***   *****"
1970 PRINT"**          *          *   **          "
1980 PRINT"***          *          *   ***          "
1990 PRINT"****          **          ***          **"
2000 PRINT"****          *          *          "
2010 PRINT"****          *          **          "
2020 PRINT"****          **          ****          "
2030 PRINT"*****";
2040 RETURN
2050 CLS:COLOR2
2060 PRINT"*****"
2070 PRINT"*          *****"
2080 PRINT"* GOAL   **          *****          **"
2090 PRINT"**          **          **          **"
2100 PRINT"***          ***          **          **"
2110 PRINT"*****          *****          ***"
2120 PRINT"*****          *   *****          ****"
2130 PRINT"***          ****"
2140 PRINT"****          ****"
2150 PRINT"**          *****"
2160 PRINT"**          *   ****          **"
2170 PRINT"**          **          **"
2180 PRINT"**          **          ****          **"
2190 PRINT"*****          *"

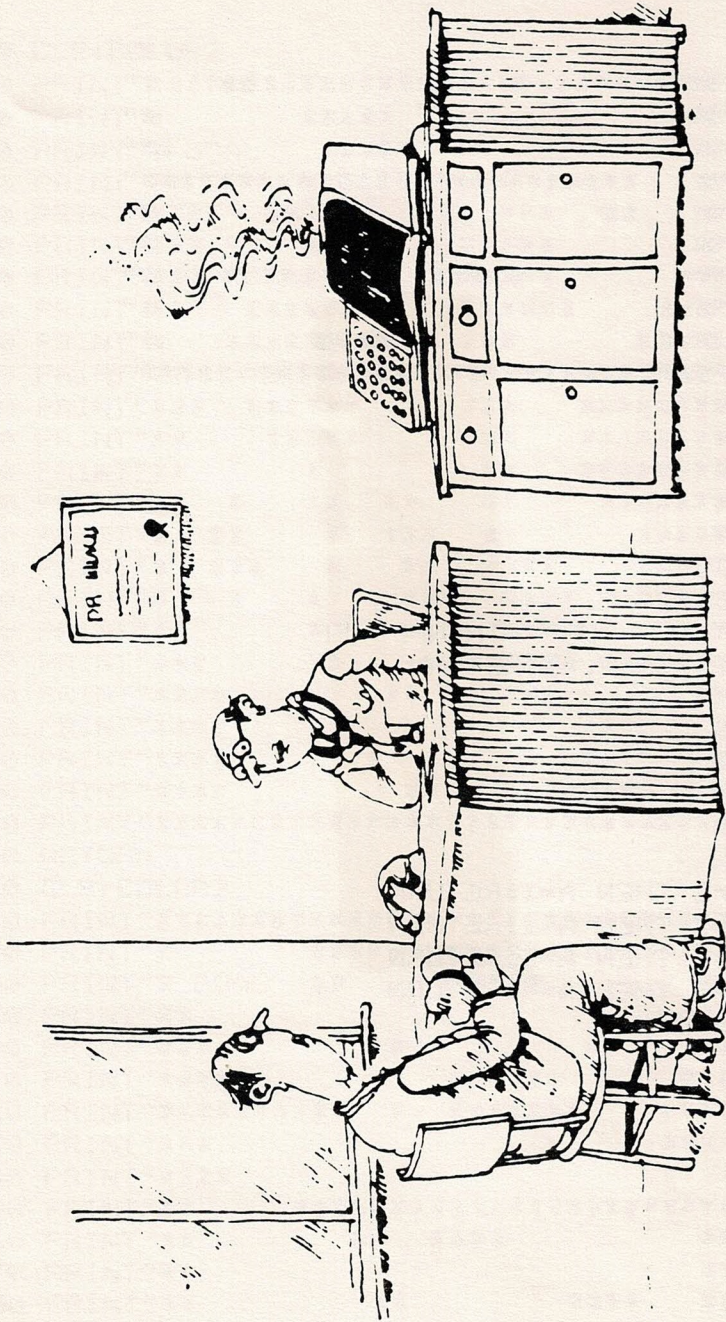
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```

2200 PRINT "**          *                **   *"
2210 PRINT "**                                *"
2220 PRINT "*                **   **                **"
2230 PRINT "* *****"
2240 PRINT "* **                                *"
2250 PRINT "*                                *"
2260 PRINT "**          *****                **   *"
2270 PRINT "***                                *"
2280 PRINT "***                                ****                **"
2290 PRINT "*****";
2300 RETURN
2310 RETURN
2320 RETURN
2330 RETURN
2340 RETURN
2350 GOTO 2350
2360 VPOKE 15724+F, 32
2370 F=F+FF: IFF=0 OR F=4 THEN FF=-FF
2380 VPOKE 15724+F, 42: RETURN
2390 RETURN
2400 RETURN
2410 RETURN
2420 RETURN
2430 RETURN
2440 RETURN
2450 IF W1=3 THEN A=1: RETURN
2460 IF W1=7 THEN A=2: RETURN
2470 IF W1=1 THEN A=3: RETURN
2480 IF W1=5 THEN A=4: RETURN
2490 A=0: RETURN

```



*'I fed all your symptoms into the computer,
Mr Bilkins, and it died.'*

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