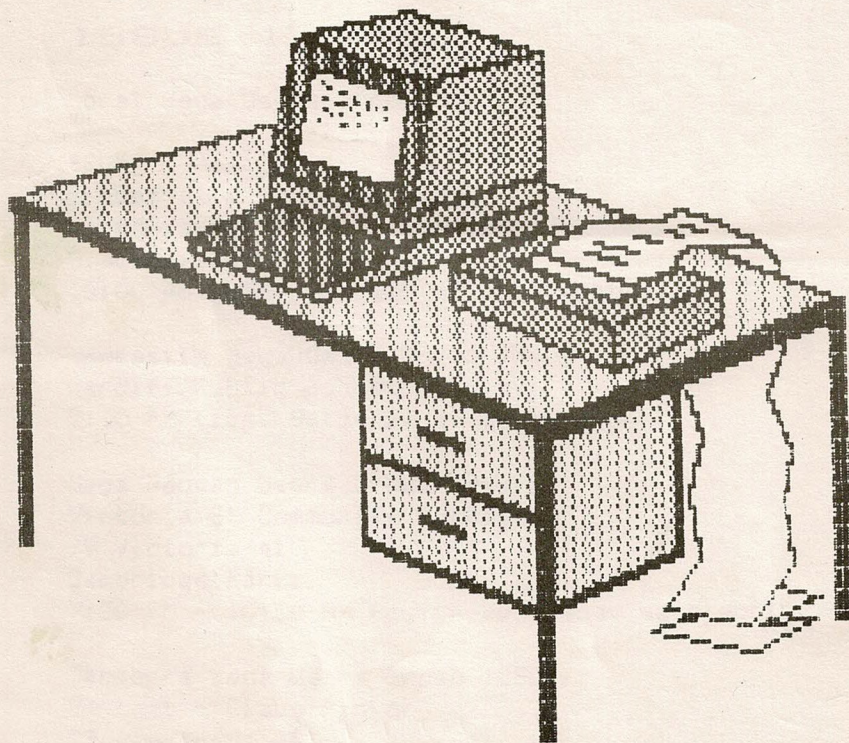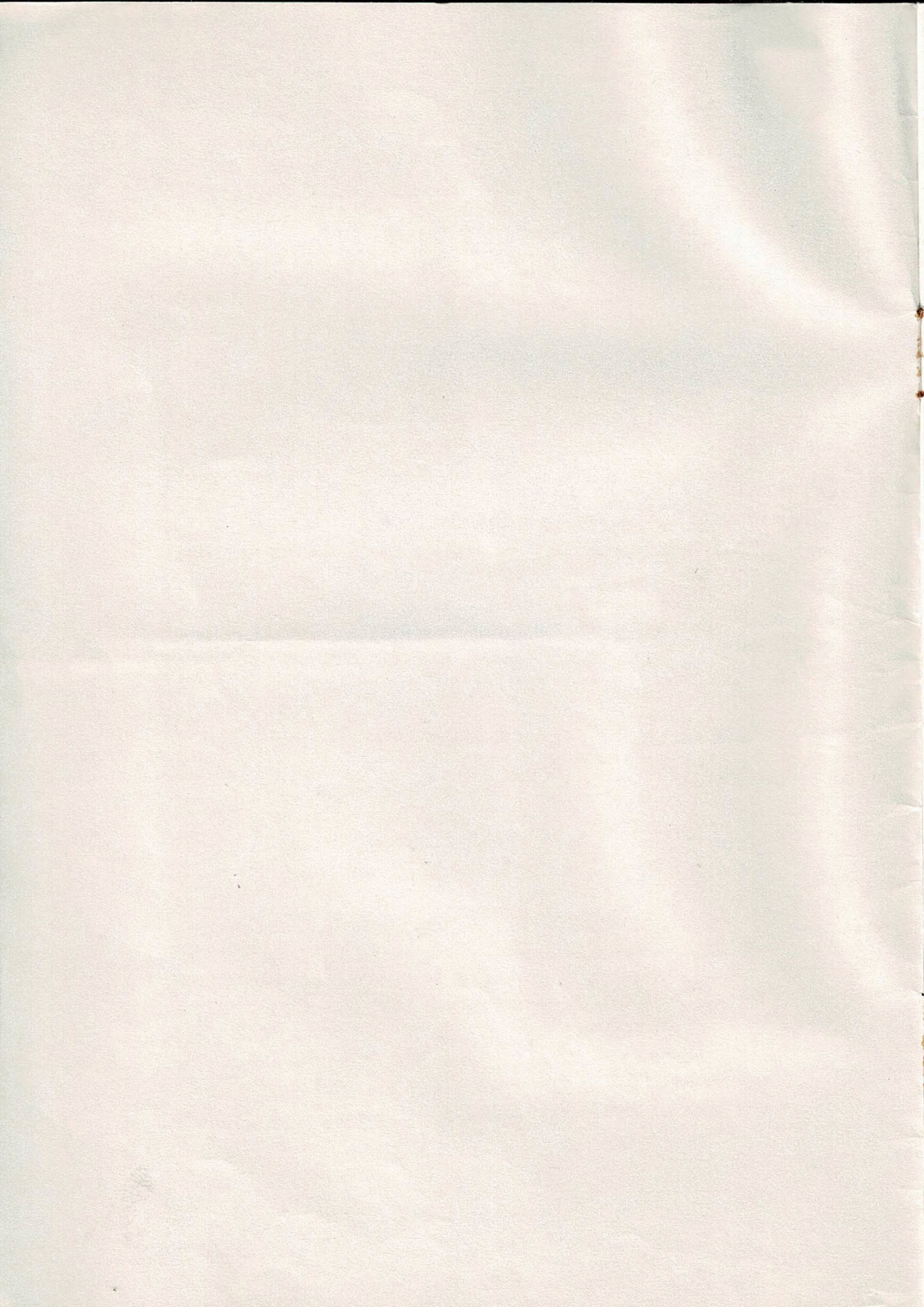# SEGAMAG

NEW SOUTH WALES

Nov '86

SEGAMAG
NEW SOUTH WALES

PRODUCED BY-
SYDNEY SEGA USERS GROUP (SSUG)

VOLUME   1.

ISSUE   1.

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.

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

Welcome one and all to our magazine, I would also like to welcome all our new members to the Sydney Sega Users Group. I have so many things to cover in this issue I don't really know where to start.

The club now boasts a core membership of over 330 members, which is still increasing every week. I will at a later date be publishing the names, suburbs, and phone numbers of club members to encourage better communications, as most of you probably think you're the only one that has troubles. The concept of this magazine, is to have every member kept in touch with all the latest information, products, views, programing techniques, and anything else that may be of interest. It is also a useful communication medium for all members who wish to write in and voice there opinions on any subject. At this point I would like to point out that all corrispondence be sent to :-

The Editor
Sydney Sega Users Group
3 Brett Avenue
Hornsby Hts
2077 N.S.W

and replys will be processed and published in the next magazine.

Now I ask every one out there, with 330 members, surely there must be someone out there writing programmes. If so, why not put them in the magazine. We are running a Programme of the Month competition with cash prizes for all programmes published. The programmes can be submitted on tape or disk, which will be returned to the owner so please enclose a stamped, self addressed package to assist in this process. All programes will be judged on technique, originality and construction. The judges will remain annonamous at all times to aid in fairness.

The next point I would like to make concerns the forthcomming club elections in November. The positions open for re-election and who currently holds the place are as followes :-

1/ President (Scott MacDonald)
2/ Vice-President (-)
3/ Treasure (Warren Gerdes)
4/ Secretary (Warren Gerdes)
5/ Assistant Secretary (Helen Gerdes)

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6/ Editors 1/ (Warren Gerdes)
         2/ (John Tocher)
7/ Librarian (John Tocher)
8/ Tea Person (Elaine Schureck)

A note of warning, I will only be standing for one of the
above positions which means will be looking for many
nominees.

Next, Its subscription time again. Most of the original
members will be required to part with $12.00 to bring them
up to date with the rest of the club which falls due in
July. A list of members names whose subscriptions are due
are as follows :-

Jeff Wilson	Ron Sturgess
Scott MacDonald	Elaine Schureck
Hide & Riki Gay	Werner Motycka
John Tocher	Warren Gerdes
Andrew Mazurkiewicz	Craig Crocker
Darren Miller	Ted Hartley
James Crichtin	John Thornley
Antony Rumble	Cameron Smith
Peter Buckley	Barry Hill
David Tester	Alan Vince
David Bowman	Johnathan Dor
Rex Chandler	

If anyone was wondering what the membership fee covers
or what they get for their money I will try to explain. The
fee basically covers the production cost of our magazine (If
any one out there has access to printing equipment please
let me know), prizes, postage and extra club equipment (and
my therapist bills Ha! Ha! Ha!). The one fee covers single
and family members now. At this point due to the extra costs
involved in running the club, we are unfortunately going to
have to introduce a door charge at the main meeting place at
Gladesville. This will be $1.00 per Single or $2.00 per
family per meeting. This as I said is regretable but will
mean we will be able to expand our club activities and so
make a better club to belong to.

A number of people have been asking "Where can we get
more software and equiptment ?" Well this is possible
through the assistance of a few people in the club. Firstly
we have Jeff Wilson ((02)704586) who markets a range of
games and products now available and with the right support
will be importing more. Secondly we have Ken Morley
((02)4510494) who has imported a selection of arcade games

and periphals at extremely competetive prices. Thirdly we
have Brett Merriman from PANDASOFT ((02)7983072) who also
markets a large range of games. All three people mentioned
will be only too pleased to answer any enquiries you may
have so give them a call or see them at the club meetings.

The next item I will bring up is my answering machine
which will take calls at any time for me to view when
convenient. This is just a new service which hopefully will
be rather useful.

On the front page I have listed the users groups
currently supporting the Sega and these groups will be only
to pleased to have your support. If these places are not
convenient then there are four support groups as well. They
are at residential addresses so please phone first to make
arrangements. Firstly there is Jeff Wilson at Blacktown
((02)704586), Secondly Warren Gerdes at Hornsby Hts
((02)4761184), Thirdly Scott MacDonald at Camden
((046)668956) and forthly Tim Andesron at Hillsdale
((02)6611724). As you can see we have just about covered all
the city but if you have a reasonable understanding of the
computer why not tell me and we will see what support we can
find for you.

Another item we will be running in the magazine is a
classified advertising page which is free to all members. If
you have anything to sell then write in to me and we will
put it in (This does not include trader adds). If you wish
commercial advertising in the magazine the costs are $20.00
per page, $10.00 per half page or $1.00 per line (This does
not include formating so please set your add out carefully
or you will be charged for it.

The club is also setting up a library of software and
hardware for your use. Items in the library will be for hire
at a small charge with a deposit and will be hired for one
month only and will be subject to late return charges. More
details will be available at the club and in later issues of
the magazine.

Well that just about wraps it up for this month so I
will look forward to seeing you at the next meeting.

Warren Gerdes

Happy Programming!

Hello and welcome to this months game review.
This months game in review is LODE RUNNER.

About the game:-
    Lode Runner is not your ordinary shoot em down game.
Instead Lode Runner is one of the best strategy games you
can purchase for your Sega.
    Besides, Lode Runner is well known on many computers.
For e.g. apple & commodore. In fact Sega actually produced
Lode Runner for the commodore.

Object of the game:-
    You are a little white man and your aim is to get
through all 50 of Lode Runners screens.
    In each screen there is up to 5 red men who are out to
stop you from completing the game. However these screens of
mazes get harder as you progress through the game.
    Each screen is called a level and to finish one level
and move onto the next you have to collect all of the
barrels of gold on the screen at the same time avoid being
caught by the red men but be warned the little red men can
also pick up your gold and you have to get it back. When all
of the barrels of gold have been collected you will hear a
very short tune. You must then guide your man to the top of
the screen. Upon reaching the top of the screen you will
then be given a password for the next level so as when you
run out of men or next time you play again you can start at
the level you finished at.
    You start with 5 men and each level you complete in that
game you recieve a bonus man.
The screen is made up of the following things:-
    1/ bricks-you can dig these and you can also lure the red
men into the area you dig he will then become stuck for a
period of time then he will climb out but any bricks you dig
will build back also after a certain time delay and if the
red man falls in the pit to late then the bricks will build
back whilst he is in there. However another red man will
take his place and appear at the top of the screen. When
digging bricks you can dig on the left by using <HOME CLR>
or on the right by using <INS/DEL>key.
    2/ concrete-can not be dug
    3/ ladders-you can guide your man up or down these ladders

but you can not dig a brick butting up to the bottom of the
ladder.
    4/ bars-you can climb along these but you can not dig
beneath these.
    5/ traps-I will let you find out about these for yourself.
    By the way you can abort or change the speed by pressing
reset and using the cursor keys and <INS/DEL>key.
    Please DON'T think that 50 levels is a five minute game
and besides once you have mastered (if you ever can master)
Lode Runner you can create your own screens and save them to
tape but if you intend on creating your own screens then you
will need to know that when you have created your screen. To
exit edit mode you will need to hold down <HOME
CLR>&<INS/DEL> keys simultaneous for a few seconds and if
you do create some screens I would appreciate it if you
would give me a copy of them.

To be fair I must give the following warning.

W A R N I N G
============

    LODE RUNNER can become very addictive and you may find
that you are counting lode runners instead of sheep at night
and humming Lode Runners catchy little tune all day.
    In fact the only way to get Lode Runner off your mind is
to get through the 50 levels and call yourself a LODE RUNNER
CHAMPION.

    I would like to finish off by saying that if you do
purchase lode runner you will realize why it is so popular
and why it is one of my favourites.

John Carter

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```
10 CLS
20 PRINT
30 PRINT"          * ALIEN CHASE * "
40 PRINT
50 PRINT " BY T.HEPPELL"
60 PRINT "     "
70 CURSOR8,20:PRINT"PRESS A KEY TO BEGIN"
80 IFINKEY$=""THEN80
90 SOUND1,262,12:FORN=0TO75:NEXT
100 SOUND2,392,10:FORN=0TO75:NEXT
110 SOUND3,330,10:FORN=0TO75:NEXT
120 SOUND1,523,12:FORN=0TO75:NEXT
130 SOUND1,392,12:FORN=0TO75:NEXT
140 SOUND1,330,12:FORN=0TO75:NEXT
150 SOUND1,262,12:FORN=0TO150:NEXT
160 SOUND0
170 X=30:A=14:Y=10:D=19:B=30:E=19:ES=500:CLS:BEEP:BEEP
180 CURSOR0,20:PRINT"▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚"
190 C=INT(RND(1)*25)+1:CURSORC,20:PRINT" "
200 CURSORX,Y:PRINT"▜"
210 CURSOR2,2:PRINT"SCORE : ";SC,"HISCORE : ";HSC
220 CURSORA,D:PRINT"+"
230 CURSORB,E:PRINT"+"
240 CURSORX1,Y1:PRINT" "
250 CURSORB1,E1:PRINT" "
260 CURSORA1,D1:PRINT" "
270 A$=INKEY$:IFA$=""THEN380
280 X1=X:Y1=Y
290 IFA$=CHR$(28)THENX=X+1:ES=ES-5
300 IFA$=CHR$(29)THENX=X-1:ES=ES-5
310 IFA$=CHR$(30)THENY=Y-1:ES=ES-5
320 IFA$=CHR$(31)THENY=Y+1:ES=ES-5
330 IFX<0THENX=0
340 IFY<0THENY=0
350 IFX>37THENX=37
360 IFY>20THENY=20
370 IFY>=20ANDX=CTHENBEEP:SC=SC+ES:GOTO170
380 Z=Z+1:IFZ=2THENZ=0:GOTO400
390 GOTO490
400 A1=A:D1=D:B1=B:E1=E
410 IFX>ATHENA=A+1
420 IFX>BTHENB=B+1
430 IFY>DTHEND=D+1
```

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```
440 IFY>ETHENE=E+1
450 IFX<ATHENA=A-1
460 IFX<BTHENB=B-1
470 IFY<DTHEND=D-1
480 IFY<ETHENE=E-1
490 IFA=XANDY=DTHENCURSOR8,15:PRINT"YOU'RE DEAD":FSC=SC:SC=0
:GOTO520
500 IFB=XANDE=YTHENCURSOR8,15:PRINT"YOU'RE DEAD":FSC=SC:SC=0
:GOTO520
510 GOTO200
520 GOSUB560
530 CURSOR8,20:PRINT"PRESS A KEY TO PLAY ":IFFSC>HSCTHENHSC=
FSC
540 IFINKEY$=""THEN540
550 GOTO170
560 SOUND1,523,15:FORN=0TO100:NEXT
570 SOUND1,392,15:FORN=0TO100:NEXT
580 SOUND1,262,15:FORN=0TO200:NEXT
590 SOUND0:RETURN


1 FOR Z=1 TO 10
2 READ A$,B$:PATTERN C#ASC(A$),B$
3 NEXT
4 DATA 0,F88888E8E8E8F800,1,7010107070707000
5 DATA 2,F81818F8E0E0F800,3,F80808F38838F800
6 DATA 4,8080D0D0F8303000,5,F88080F83838F800
7 DATA 6,F88080F8E8E8F800,7,F80B103070707000
8 DATA 8,705050F8C8C8F800,9,F88888F83838F800
9 RESTORE20
10 CONSOLE0,24:CLS:FORA=65TO90:READA$:PATTERNC#A,A$:NEXT:PAT
TERNC#144,"00000000000000FC":PATTERNC#48,"708898A8CB887000"
20 DATA784848F8C8C8C800,F0D0D0F0C8C8F800,F89880808088F800,F8
C8C8C8C8C8F800,F88080F8C0C0F800,F8C0C0F880808000
30 DATAF8D8C0C0D8C8F800,909090F8D8D8D800,1010103030303000,10
10101898989F800,90A0C0F8D8D8D800
40 DATA404040C0C0C0F800,88D8A88888A8A800,88C8A89888A8A800,F8
8888989898F800,F88888F8C0C0C000,F88888C8E8D8F800,F09090F0D8D
8D800,F88880F808C8F800,F830303030303000,989898989898F800,989
8989898502000,A8A88888A8D88800,8850707070508800,888850303030
3000
50 DATAF88810204098F800
```

```
10 SCREEN 2,2:MAG1:COLOR1,15,,4
20 RESTORE:CLS
30 DATA "0000000000000000"
40 DATA "0000030606060606"
50 DATA "0000000001060931"
60 DATA "4387000E70800000"
70 DATA "071923C40830C080"
80 DATA "80CF4F293A1C140C"
90 DATA "0000000000000000"
100 DATA "073FC0E033043830"
110 DATA "0000000000000000"
120 DATA "00FC03F00F000000"
130 DATA "0000000000000000"
140 DATA "0000C04010C82824"
150 DATA "0000000000000000"
160 DATA "0000000000000000"
170 DATA "0000000000000000"
180 DATA "0000000001010102"
190 DATA "0000000000000000"
200 DATA "000000E01F00003F"
210 DATA "0000000000000000"
220 DATA "00000000FC0300FC"
230 DATA "0000000000000000"
240 DATA "0000000000C04040"
250 DATA "0000000000000000"
260 DATA "0000000000000000"
270 DATA "0203010000000000"
280 DATA "0000010604070810"
290 DATA "00708F6018060101"
300 DATA "0103FF0306CF261D"
310 DATA "030000FC0300FF88"
320 DATA "84040282412113CA"
330 DATA "0CE31C02E301FF00"
340 DATA "00004020100C8281"
350 DATA "00C13E00FF00007F"
360 DATA "000000003C000080"
370 DATA "14E2020207F83FB8"
380 DATA "1412090404020300"
390 DATA "0000000FF000FF00"
400 DATA "000000807F00FF82"
410 DATA "02021EE007788003"
420 DATA "040912648810E142"
430 DATA "40404080031CE00F"
440 DATA "70E0E0E07FF0B83F"
450 DATA "040913678F3FC707"
460 DATA "0301010080601800C"
470 DATA "8000C0C0C0800000"
480 DATA "808080C040000000"
490 DATA "0000000000000000"
500 DATA "0000000000000000"
510 DATA "214244888890919F"
520 DATA "9088484422211000C"
530 DATA "FE4D58587BFFB48C"
540 DATA "CC7C464346F80003"
550 DATA "3A229190C8484848"
560 DATA "488890102020C000"
570 DATA "402020905836110C"
580 DATA "0300000000000000"
590 DATA "601807000000807F"
600 DATA "04C43F0000000000"
610 DATA "00008060000001FF"
620 DATA "0A0AFE0100000000"
630 DATA "44485C62418000FF"
640 DATA "000000FF00000000"
650 DATA "44888889D1311FF1"
660 DATA "11110BFC04020100"
670 DATA "3C5CCC3E3F7E8282"
680 DATA "8283FF46340F00C0"
690 DATA "C4223169F8141414"
700 DATA "14F9111262840830"
710 DATA "0000000080808080"
720 DATA "8000000000000000"
730 DATA "0000000000000000"
740 DATA "0000000000000000"
750 DATA "0300000000000000"
760 DATA "0000000000000000"
770 DATA "FC00000000000000"
780 DATA "0000000000000000"
790 DATA "0000000000000000"
800 DATA "0000000000000000"
810 DATA "0000000000000000"
820 DATA "0000000000000000"
830 DATA "0000000000000000"
840 DATA "0000000000000000"
850 DATA "0000000000000000"
860 DATA "0000000000000000"
870 DATA "0000000000000000"
```

```
880 DATA "0000000000000000"
890 DATA "0000000000000000"
900 DATA "0000000000000000"
910 DATA "3F00000000000000"
920 DATA "0000000000000000"
930 DATA "C000000000000000"
940 DATA "0000000000000000"
950 DATA "0000000000000000"
960 DATA "0000000000000000"
970 DATA "0000000000000000"
980 DATA "0000000000000000"
990 REM ----------------------------
1000 REM ----------------------------
1010 X=020:Y=030:CL=1:GOSUB 2000
1020 X=160:Y=030:CL=1:GOSUB 2000
1030 X=090:Y=120:CL=1:GOSUB 2000
1990 END
2000 REM ----------------------------
2010 REM ----------------------------
2020 REM ----------------------------
2030 IF X>170 THEN RETURN
2040 IF Y>140 THEN RETURN
2050 Y=INT(Y/8)*8
2060 X=INT(X/8)*8
2070 C=INT(Y/8)*256+INT(X/8)*8+YMOD8
2080 FOR P=C TO C+1536 STEP 512
2090 Z=P:FOR N=1 TO 12
2100 READ A$,B$
2110 FOR L=1 TO 15 STEP 2
2120 A=VAL("&H"+MID$(A$,L,2))
2130 B=VAL("&H"+MID$(B$,L,2))
```

```
100 REM ***********************************************************************
105 REM *                                                                     *
110 REM *                    >>>>> ONELINER.100 <<<<<                         *
115 REM *                                                                     *
120 REM *                          Written by                                *
125 REM *                                                                     *
130 REM *                       Scott  MacDONALD                             *
135 REM *                                                                     *
140 REM *     ONELINER.100 programs are designed to be used as :-            *
145 REM *                                                                     *
150 REM * 1. An Immediate Command  :  is executed by the SEGA immediatley    *
155 REM *                             the <CR> or <RET> keys are pressed.     *
160 REM *                             eg: RUN is an immediate command         *
165 REM *                                                                     *
170 REM * 2. An Indirect Command   :  is executed within a BASIC program      *
175 REM *                             ie: after RUN has been pressed          *
180 REM *                                                                     *
185 REM ***********************************************************************
190 REM
195 REM
200 REM   NOTES  --> only HEXADECIMAL spoken here
205 REM
210 REM            --> a memory location is always a 16-bit or 4 byte address
215 REM                 eg : &H0001  or  &HF023 etc.
220 REM
225 REM            --> a "block" is equal to &H100 bytes
230 REM
235 REM            --> to determine which "block" only use the first two
240 REM                bytes of the memory address that is to be displayed.
245 REM                the start address of a "block" always begins on the
250 REM                boundary which is an address ending in #00
255 REM
260 REM   CODES  --> S = start block
265 REM          --> E =  end  block
270 REM
275 REM : SAMPLE OUTPUT to screen
280 REM
285 REM    8710 : 4F 41 44 F7 55 54 49 4C   OADwUTIL
290 REM    8718 : 49 54 59 F8 4D 41 58 46   ITYxMAXF
295 REM    8720 : 49 4C 45 F9 00 41 42 53   ILEy.ABS
300 REM
305 REM
310 REM   PROGRAM  1.
```

```
315 REM
320 REM  PURPOSE : To dump, via a printer, the contents of the memory
325 REM            addresses that lie between &H0000 and &H7FFF (incl).
330 REM
335 S=0:E=&H7F:FORP=STOE::FORM=P*256TOP*256+255STEP16:B$="":LPRINTRIGHT$("000"+HEX$(M
),4)+": ";:FORN=0TO15:X=PEEK(M+N):LPRINTRIGHT$("0"+HEX$(X),2)+" ";:X=XMOD128:B$=B$+CH
R$(ABS(X<32)*46+ABS(X>31)*X):NEXTN:LPRINT" "+B$:NEXTM:LPRINT:LPRINT:NEXTP:END
340 REM
345 ************************************************************************************
350 REM
355 REM  PROGRAM  2.
360 REM
365 REM  PURPOSE : To dump, via a printer, the contents of the memory
370 REM            addresses that lie between &H8000 and &HFFFF (incl).
375 REM
380 S=&H80:E=1:FORP=STOESTEP-1::FORM=P*-256TOP*-256+255STEP16:B$="":LPRINTHEX$(M)+":
";:FORN=0TO15:X=PEEK(M+N):LPRINTRIGHT$("0"+HEX$(X),2)+" ";:X=XMOD128:B$=B$+CHR$(ABS(X
<32)*46+ABS(X>31)*X):NEXTN:LPRINT" "+B$:NEXTM:LPRINT:LPRINT:NEXTP:END
385 REM
390 REM
395 ************************************************************************************
400 REM *                                                                              *
405 REM *                 Immediate "on-screen" memory dump                            *
410 REM *                                                                              *
415 REM *                                                                              *
420 REM * NOTE : These dumps should be no more than &H60 bytes in length               *
425 REM *        as the output to the screen can scroll the ONELINER off               *
430 REM *        the screen, of course you could place a CONSOLE command               *
435 REM *        at the start of a ONELINER program.                                   *
440 REM *                                                                              *
445 REM *                                                                              *
450 REM *    TABLE OF START OF THE BASIC TEXT FILE USING MAXFILE DATA                  *
455 REM *    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                    *
460 REM *                                                                              *
465 REM *    MAXFILE :    BASIC V0.51     ::    BASIC V1.0 etc                          *
470 REM *            :                    ::                                           *
475 REM *    SIZE    :  START  :  FRE     ::   START  :  FRE                            *
480 REM *                                                                              *
485 REM *     0      :  &HA3BD :  23614   ::   &HB400 :  19452                          *
490 REM *     1      :  &HA4C6 :  23349   ::   &HB505 :  19191                          *
495 REM *     2      :  &HA5CF :  23084   ::   &HB60A :  18930                          *
500 REM *     3      :  &HA6D8 :  22819   ::   &HB70F :  18669                          *
505 REM *     4      :  &HA7E1 :  22554   ::   &HB814 :  18408                          *
510 REM *     5      :  &HA8EA :  22289   ::   &HB919 :  18147                          *
```

12.

```
515 REM *           6   :   &HA9F3  :  22024  !!  &HBA1E  :  17886      *
520 REM *           7   :   &HABFC  :  21759  !!  &HBB23  :  17625      *
525 REM *           8   :   &HAC05  :  21494  !!  &HBC28  :  17364      *
530 REM *                                                              *
535 REM *                                                              *
540 REM *   CODE  --> S = start of BASIC text or your choice.          *
545 REM *                                                              *
550 ***************************************************************************
555 REM
560 REM   PROGRAM  3.
565 REM
570 REM   PURPOSE  : To dump a specific area of memory to the screen.
575 REM
580 REM   NOTE : Type CLS before typing and using program 3.
585 REM
590 REM
595 CONSOLE6,16:FORM=S TO S+&H5FSTEP8:B$="":PRINTHEX$(M);": ";:FORN=0TO7:X=PEEK(M+N):
PRINTRIGHT$("0"+HEX$(X),2);" ";:X=XMOD128:B$=B$+CHR$(ABS(X<32)*46+ABS(X>31)*X):NEXT:P
RINTB$:NEXT:END
600 REM
605 REM
610 ***************************************************************************
615 REM
620 REM   PROGRAM  4.
625 REM
630 REM   PURPOSE  : To dump a specific area of memory to the printer.
635 REM
640 FORM=&HB70FTO&HBFFFSTEP16:B$="":LPRINTHEX$(M);": ";:FORN=0TO15:X=PEEK(M+N):LPRINT
RIGHT$("0"+HEX$(X),2);" ";:X=XMOD128:B$=B$+CHR$(ABS(X<32)*46+ABS(X>31)*X):NEXT:LPRINT
B$:NEXT:END
645 REM
650 ***************************************************************************
```

```
10  SCREEN2,2:COLOR15,1,,1:CLS
20  X=INT(RND(1)*36)+1
30  Y=INT(RND(1)*23)+1:X=X*6:Y=Y*8
40  C=INT(RND(1)*8)+1
50  IFC=1ORC=3ORC=5ORC=7THEN40
60  X1=X:Y1=Y
70  IFC=2THENY=Y-8:X=X+6
80  IFC=4THENX=X+6:Y=Y+8
90  IFC=6THENY=Y+8:X=X-6
100 IFC=8THENX=X-6:Y=Y-8
110 IFX<0ORX>228THENGOSUB140
120 IFY<0ORY>191THENGOSUB210
130 CURSORX1,Y1:COLORINT(RND(1)*13)+2,1:PRINT"◥":GOTO60
140 IFX>228THEN180
150 IFX<0ANDC=6THENC=4
160 IFX<0ANDC=8THENC=2
170 X=0:RETURN
180 IFC=4THENC=6
190 IFC=2THENC=8
200 X=228:RETURN
210 IFY>191THEN250
220 IFY<0ANDC=2THENC=4
230 IFY<0ANDC=8THENC=6
240 Y=0:RETURN
250 IFC=4THENC=2
260 IFC=6THENC=8
270 Y=191:RETURN
```

```
10 DATA 0,0,0,0,0,0,0,0,8,ED,5F,A6,D3,7F,3E,10,32,
FF,FE,1A,ED,44,12,8,C9
20 DATA 3A,FF,FE,FE,20,28,6,D3,7F,3C,32,FF,FE,2A,4
,F0,ED,5B,6,F0,3E,1,6,0,CD,9C,0,21,0,FE,3A,4,F0,77
,23,3A,5,F0,77,23,3A,6,F0,77,23,3A,7,F0,77,ED,5F,E
6,0F,CD,93,00,6,4,11,0,F0,21,4,F0,7E,FE,9,DC,8,F0,
23,13,10,F6,6,2,21,5,F0,11,1,F0,7E
30 DATAFE,BA,D4,8,F0,23,23,13,13,10,F4,6,2,21,4,F0
,11,0,F0,7E,FE,F9,D4,8,F0,23,23,13,13,10,F4,6,4,21
,4,F0,11,0,F0,4E,1A,81,77,23,13,10,F8,E5,D5,6,3C,2
1,3F,FE,11,3B,FE,1A,77,2B,1B,10,FA,2A,3C,FE,ED,5B,
3E,FE,3E,0,47,CD,9C,0,D1,E1,CD,68,1,FE,0,CA,19,F0,
C9
40 T=0:FORA=&HF000TO&HF0C2:READA$:V=VAL("&H"+A$):P
OKEA,V:T=T+V:NEXTA:IFT<>19893THENPRINT"ERROR":STOP
50 DEFFNR(X)=INT(RND(8)*X):V=0
60 FORA=&HF000TO&HF003:POKEA,FNR(6):IFFNR(10)>5AND
PEEK(A)THENPOKEA,256-PEEK(A)
70 NEXTA:X=RND(-1)
80 POKE&HF004,FNR(210)+20:POKE&HF005,FNR(96)+20:PO
KE&HF006,FNR(210)+20:POKE&HF007,FNR(96)+20
90 S=RND(8)+RND(8):T=110:FORA=0TO10:SOUND1,T,15:S=
S+S:T=T+S:NEXTA:FORA=15TO0STEP-1:SOUND1,,A:NEXT
100 SCREEN2,2:COLOR15,1,,1:CLS:TIME$="00:00:00"
110 CALL&HF019:SOUND0:GOTO 60
```

```
E H F Y R E T S Y M G D A B N I S R
S D U W T D L R O W O P G J K I O A
F E H C S P O L E C P A D F S N L M
N O M M A G K C A B S A K L A N V E
W G I C L L I B Z R A L G R U B B N
E Q A P M V B O P S D E A N S A E I
C R W K I U A G E S I K E M N S T L
A S H R S W I L F F R I R B O W H W
R S E N I M W N Q F E K J T C O U R
M R N Q B A S T O W H M A N O R R E
I F Z H V J D P S M S M O N E D T D
R E G X A T S U S Q A R V Q X Y A R
A L O F D N W P U Y W D K M E W C O
F W V N R O G T G V K B N W T Y U B
A Q R E G H U I R X S W K A L I E N
S J V K P E T Y O S I F D O P H W Q
I A E R O H B A T N D U G L W B F J
C U W R E M A L F G P O P Y E N O M
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LIST OF WORDS

LOGO	AERO BAT
N SUB	DISKWASHER
HUCAL	BACKGAMMON
ALIEN	POP FLAMER
IKELA	PANDAMONIUM
PACAR	BORDER LINE
YAMATO	SAFARI RACE
ORGUSS	BASTOW MANOR
HANG ON	BURGLAR BILL
BASWORD	SINBAD MYSTERY
GP WORLD	CAVERNS OF KARANOR

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S·N·U·G