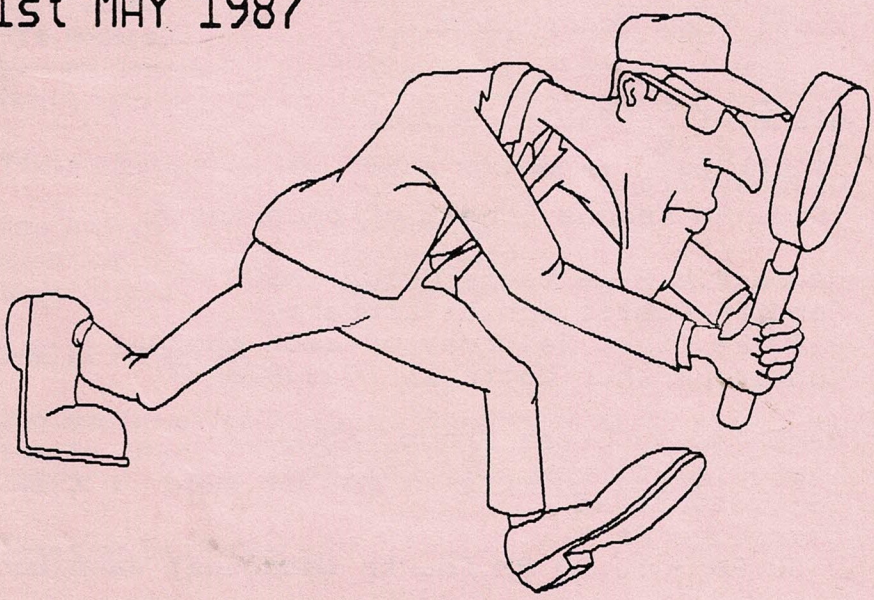
# SEGAMAG

## NEW SOUTH WALES

1st MAY 1987



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# SEGAMAG
NEW SOUTH WALES

PRODUCED BY-
SYDNEY SEGA USERS GROUP (SSUG)

## VOLUME 1

## ISSUE 7

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

# INFORMATION

| | | | |
|---|---|---|---|
| 1/ | President | - Scott MacDonald | (046)668956 |
| 2/ | Vice President | - Rex Chandler | (02)8724256 |
| 3/ | Treasurer | - Warren Gerdes | (02)4761184 |
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| 5/ | Secretary | - Allan Rodd | (02)8161618 |
| 6/ | Editor | - Warren Gerdes | as above |
| 7/ | Librarian | - John Carter | (02)8094082 |
| 8/ | Tea Lady | - Elaine Schureck | (046)596310 |

## Help Desk

| | | |
|---|---|---|
| Scott MacDonald | (046)668956 | all hours |
| Jeff Wilson | (02)704586 | 6.00pm - 9.00pm |
| Tim Anderson | (02)6611724 | 6.00pm - 9.00pm |
| Warren Gerdes | (02)4761184 | 6.00pm - 9.00pm |
| Brett Merriman | (02)7983072 | 6.00pm - 9.00pm |

## Hardware & Software retail

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|---|---|
| Ken Morley | (02)4510494 |
| Pandasoft | (02)7983072 |
| Sega Source | (046)668956 |

## MEETINGS

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

**NEXT MEETING 10th MAY**

## Servicing

Scott MacDonald (046)668956

msg area 51 → 53

access Sega! WOW

SCORPIO 6217487

## Mailbox

8 Brett avenue
Hornsby Heights
2077 N.S.W

Viatel Mailbox No. 247611840

Bulletin board service (300 baud) (02)5261343

Blackboard.

# EDITORIAL

Welcome once again to our magazine. This month we have some good news for all our modem owners out there. We now have our own Bulletin Board Service, which is part of the Blackbord BBS. This has been arranged by Greg Kunhert, who is our resident Sysop, and Will Black who runs Blackbord. The phone number for Blackbord is 5261343 , but you may find that you will have trouble getting on because it is very popular. At the moment we have about a dozen members using the service and if the interest increases then we'll get a fully dedicated BBS for our own use.

I have been almost positivly assured that SEGALINK the Disk software modem program will be on sale at the next meeting and will be selling for $49.95. The program comes with full documentation and is compatible with RS232 modems and Sega Micromodem SM1200.

The next point I would like to bring up is the matter of an official meeting. This will be held on the same day as our monthly meeting at 1.00 pm just after our programing tutorial which is at 11.00 am. We would like everyone to attend but as this is imposible, due to the size of the club, we would like all the people who are conserned about the way the club is run as we would like to put forward some new ideas which will have to be voted on. People who don't attend will not be able to reverse any decisions made on that day. The reason I am making a point of this is because many a club has fallen by the wayside from to few people make two many decisions with out telling people.

Last of all we will have Peter Linderman, who used to work for John Sands, coming along with some Disc Drives for sale for $349.00 but he tells me he only has 10 left, so be quick. He also has other hardware and software for sale so " Bring your money with you". If you need any information ring Last Message Sydney on (02)807-1660.

Till next month,

Warren Gerdes (Editor)

# GAMES REVIEW

Hi, welcome to another games review. Firstly I would like to point out that last months review X*BERT was actually programmed in Australia and not N.Z.

This month I have a real treat for game fanatics.

PANDAMONIUM 2
==========

Type:-disk or cassette
Program:-100% machine code
Rating:-*****
Graphics:-very good
Sound:-the marketed version will be better than my reviewed version.
* This program will suit the 3B as well as the 3A cartridges.

The program was made by Brett Meriman who is one of our superb machine code programers.

You have probably seen the original Pandamonium, now play the sequel (even if you have not played the original).

The latest news is Cobrax was impressed by his defeat on the grid and is planning an attack. He is preparing for combat, this time with many more weapons and a lot more determination. Your mission is to gather your best fighters and prepare for combat with Cobrax. You will be transported to his evil forest where his mutoid snakes are breeding and his giant spiders guard the forest, but do not despare the spiders if killed are worth a lot of points to your score and you will earn an extra fighter for every ten thousand points earned, allowing upto five fighters. Acouple more little surprises Cobrax has prepared for you is, firstly you can obtain bonus points by shooting the dragon when it goes across the screen and also beware of the giant killer cockroaches which leave spores behind that instantly grow into poisonous mushrooms on contact with the forest floor. But do not worry the Royal House Of Genisis have been most generous with supplying you with an unlimited rounds of ammunition and mines. A warning regarding the mines is in order, you can drop as many mines as you wish and if any mutoid snakes or cockroaches touch these then this will destroy the animal and the mine, this applies to you also, do not attempt a collision with your mines (you will lose).

Your main mission is to shoot as many snakes as possible and at the same time watching for the other above mentioned creatures.

I would also like to point out that there is a COMPETITION running on this game, you could win a lot of FREE SOFTWARE of your choice, please produce evidence of your high score to Brett Merriman to be in the running for a lot of free software

This would have to be the best (Austalian made) game that I have played. Our progammers are getting better with your support. Lets help keep Sega alive in Australia. Don't forget to buy Home Computer Gem for the Sega column.

John Carter.

## COMPUTER WIDOW

"Bits" and "bytes" and flashing lights,
Of these I do not know.
"Nibble" or "word" - it's all absurd,
"Bugs" seem to breed and grow.
It's early morn, cold light of dawn,
Reveals the hidden "bugs".
Almost beserk, for one small quirk,
Half empty coffee mugs.
Is he possessed, or just obsessed,
Computer man I love?
I must admit - they realy fit,
Together hand in glove.
This affliction is addiction, for friendly home "PC".
I'll follow my hunch and order lunch,
Two serves of TLC.

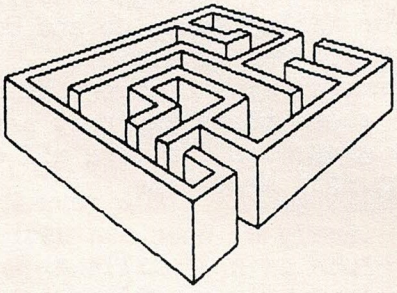
Michelle Tan

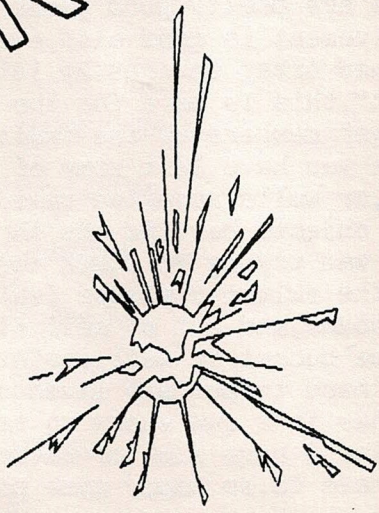
# ADVENTUREGAMER

I thought I would discuss the different types of adventure games,I myself don't care what kind of adventue game it is,I love to play any thing,that gets YOU involved init.Game titles range from the good old "Dungeons and Dragons" to things like "Digitaya","Caverns Of Karanor","Sindbad Mystery",the later being in cartridge version.Take "Dungeons Beneath Cairo" for example,you have to fight your way through 16 levels of dungeons to get the magic staff,and then return.Think it sounds easy,the only problem is,along the way you incounter things such as,trolls,cyclops,black pits etc,etc.You can also use magic spells to walk through walls,and you also have a magic sword and sheild,there are other things you can do,but there is not enough time to mention them all here.There are also games such as "Burglar bill" and the follow up to that "Kaverns Of Caranor",both of these are pretty good games in there own right,player involvement is good also,even though I did feel a little drained after Caverns.My latest adventure is "Sir Rodericks Quest",this is more for the adults,then it is for the younger members of the family,you need a good memory,for where you have left some of the items you need to make doors open,or walls move,the basic goal of the game is to get (7) gold objects back to the thrown room,the part I had trouble with was trying to stack the boxs,so I could climb them,to hit the switch,I always feel off half way through stacking the boxes,and got my self stuck or killed,Going up and down on the bucket in well,was'nt much fun for me either.
It's hard to put any adventure game in to a catagory,as each one has it's own story to tell,I guess thats why they are so popular,I have alot of favourite games,and I'm sure all of you have to,so happy game playing,till next time.

Tim Anderson

# PROGRAMS





# TUTORIAL: 3-D graphics

For most computer users, mathematics is a boring subject that has little relevance outside the classroom. But mathematical formulae are very important in the production of computer graphics. Here, I explain how to build up three dimensional graphs by entering different mathematical functions into a program.

The very mention of sines and tangents, let alone graphs in three planes, is enough to cause fear in those glad to have escaped from school mathematics. Yet with the aid of a computer these subjects can become enjoyable, even if the principles behind them are not fully understood.

The graphic abilities of most microcomputers make them ideal for displaying graphs of mathematical equations. Most of us will find such equations meaningless when they are written out as mathematical symbols, but they produce attractive patterns when plotted in the form of a graph. Even those who hate maths may be inspired to produce their own equations after seeing these displays.

All of the patterns shown here were produced on a SEGA using the program listed. They are calculated as graphs in three dimensions. Everybody knows what an ordinary two-dimensional graph looks like. A 3-D graph is composed of several two dimensional graphs displayed at the same time, with slight differences between each one. As computers can display images in two dimensions only, the result is not truly three-dimensional, but an illusion of depth is created by the way the images are formed.

The program listed here calculates the values of two variables, X and Z. The result, Y, is calculated for many values of X and Z. Each value of Y is used to plot a point on the screen, with values of Y corresponding to points on the vertical axis - i.e. the higher the value of Y, the nearer the top of the screen the point will be plotted Neighbouring points are joined together with straight lines, giving a curved effect. The curves in one direction represent graphs of X and Y, with Z held constant, while curves that intersect these are graphs of Y and Z, with X held constant (in this case they are plotted on the plane with axes Y and Z which is at right angles to the X - Y plane of normal two-dimensional graphs). Such displays are helpfull in understanding complicated functions.

These displays can also be a stimulus to people who dont

usually take much interest in mathematics. It's fun (and quite difficult) to attempt to come up with an equation that comes up with a particular shape. To alter the displayed graph, it is necessary to change the function in line 152-153 of the BASIC program. Some functions may be relatively complicated, and may thus require more than one program line; If this is the case then all lines between lines 151 and 179 may be used. Here I have given 4 formulae which produce different pictures.

In addition to choosing a function that results in a pleasing shape, you must take care that the values produced are not so large that the graph extends beyond the screen boundaries. To keep the display within bounds, the function may need to be divided ba a large number.

As the SEGA USER GROUP is expanding to include other micros in it's services, variations of this program will work on several home computers. As an aid to conversion, I have designed the program so that the first section sets up the screen display in a standard way. This means that an equation that works on one particular machine should also work on others. The seccond part of the program is used to store the values for plotting points on the graph. These results are held in array and take time to work out. The calculations depend on the function chosen and may require several minutes; during this period the computer appears to be doing nothing. Calculating the function first saves time in the long run. If calculations were made while the lines were being plotted, the program would take almost twice as long to plot the graph.

I have listed several different functions for you to experiment with. The illustrations show the results you can expect. You should also try to develop your own graphs by entering different functions in the program. Take care when doing this; you must make sure that the graph will fit on the screen, and that no illegal mathematical operations are attempted. The two most common errors are trying to divide by zero (which gives infinity) and attempting to find te square root of a negative number (there is no such thing).

To avoid division by zero, add a very small amount to the constant (say 0.00001) to any variable that might become zero. The only way to protect against square roots of negative numbers is to use the ABS function to make all numbers positive before finding the square root.

Some interesting displays may be produced by common

mathematical functions such as SIN, COS, LOG, etc. Others may be achieved by using functions that are only found on computers - try INT, SGN, and ABS

This program may be improved in a number of ways. You could try addapting it so that any function is automaticaly scaled to fit within the screen boundaries, or you could try plotting points in a third direction, giving curves for X and Z while Y is held constant (this is relatively complicated). But even if you use the program as written here, you should find it amusing to try out the silliest equations you can think of. The results may surprise you.

Regards,

Greg Kuhnert.

```
10 REM * GRAPH PLOTTING *
20 REM
30 REM * SET UP SCREEN  *
40 ACROSS=256:TALL=191:UP=1:WC=15:BC=1
50 XGAP=5:ZGAP=3
60 WIDE=INT(ACROSS/XGAP/2)
70 DEPTH=INT(TALL/ZGAP/3)
80 CLS:PRINTTAB(14);"CALCULATING"
90 REM
100 REM * CALCULATE GRAPH *
110 START=20
120 DIMG(WIDE,DEPTH)
130 FORA=-DEPTH/2 TO DEPTH/2
140 FORB=-WIDE/2 TO WIDE/2
150 X=A*20/WIDE:Z=B*20/DEPTH
151 REM *** INPUT FORMULAE HERE ***
152 REM *** FORMULAE 1 ***
153 C=X*X+Z*Z+.00001
154 Y=SGN(INT(23/C))/3+SGN(INT(55/C))/15
```

```
155 REM *** FORMULAE 2 ***
156 REM C=60-X*X-Z*Z
157 REM Y=SQR(C*(SGN(C)+1))/45
160 REM *** FORMULAE 3 ***
161 REM Y=SIN(X+Z)/12
165 REM *** FORMULAE 4 ***
166 REM Y=(SIN(X)+COS(Z))/60
180 G(B+WIDE/2,A+DEPTH/2)=Y*UP*TALL
190 NEXTB:NEXTA:SCREEN 2,1:COLOR WC,BC,,BC:CLS:SCRE
EN 2,2
200 REM
210 REM * DRAW GRAPH ; X-Y PLANE *
220 FORZ=1TODEPTH
230 XBASE=XGAP*Z
240 ZBASE=TALL/2+Z*ZGAP+START*UP
250 XOLD=XBASE+XGAP
260 ZOLD=ZBASE-ZGAP-G(1,Z)
270 FORX=1TOWIDE
280 XNE=XBASE+X*XGAP
290 ZNE=ZBASE-X*ZGAP-G(X,Z)
300 LINE (XOLD,ZOLD)-(XNE,ZNE),WC
310 XOLD=XNE:ZOLD=ZNE
320 NEXTX:NEXTZ
330 REM
340 REM * DRAW GRAPH ; Z-Y PLANE *
350 FORX=1TOWIDE
360 XBASE=XGAP*X+DEPTH*XGAP
370 ZBASE=TALL/2-X*ZGAP+DEPTH*ZGAP+START*UP
380 ZOLD=ZBASE-ZGAP-G(X,DEPTH-1)
390 XOLD=XBASE-XGAP
400 FORZ=0TODEPTH-1
410 XNE=XBASE-Z*XGAP
420 ZNE=ZBASE-Z*ZGAP-G(X,DEPTH-Z)
430 LINE (XOLD,ZOLD)-(XNE,ZNE),WC
440 XOLD=XNE:ZOLD=ZNE
450 NEXTZ:NEXTX
460 REM * HOLD DISPLAY *
470 IF INKEY$=""THEN470
```

# COSMIC INVADERS

```
10 GOSUB410
20 FORA=0TO32:PATTERNS#A,"0000000000000000":NEXT:PA
TTERNS#0,"7884B2B9BCFF807F":PATTERNS#2,"0000000080F
E01FE"
30 PATTERNS#20,"00000000071F7FFF"
40 PATTERNS#21,"FF7F1F0700000000"
50 PATTERNS#22,"00000000E0F8FEFF"
60 PATTERNS#23,"FFFEF8E000000000"
70 PATTERNS#24,"0103030707070707":PATTERNS#25,"0707
07070707030301":PATTERNS#26,"80C0C0E0E0E0E0E0E0":PATTER
NS#27,"E0E0E0E0E0C0C080"
80 PATTERNS#4,"1866669999666618":PATTERNS#8,"00007E
FF7E":PATTERNS#12,"002047FE47200000":PATTERNS#16,"8
142241818244281":Z=2:R=1:C(1)=8:SC=0
90 SCREEN2,2:COLOR15,1,,1:CLS:MAG1:Y=91:MY(1)=INT(R
ND(1)*160)+10:MX(1)=255:LINE(0,180)-(255,180),15:GO
SUB250:SOUND0
100 SPRITE0,(8,Y),0,15:IFR<5THENFORA=1TOR:SPRITEA,(
MX(A),MY(A)),A*4,C(A):MX(A)=MX(A)-Z:IFMX(A)>8THENNE
XT:GOTO130
110 IFR=5THENGOSUB330:GOTO130
120 GOTO390
130 A$=INKEY$:IFA$=""THEN100
140 I=ASC(A$):IFI=32THENGOSUB180
150 IFI=30THENY=Y-4:IFY<0THENY=0
160 IFI=31THENY=Y+4:IFY>170THENY=170
170 GOTO100
180 FORA=1TOR:IFY+7>MY(A)ANDY+7<MY(A)+8THEN210
190 IFR=5THEN270
200 NEXT:LINE(8,Y+7)-(255,Y+7),15:BLINE(8,Y+7)-(255
,Y+7),15:GOTO390
210 LINE(8,Y+7)-(MX(A),Y+7),15:BLINE(8,Y+7)-(MX(A),
Y+7),15:SOUND1,1000,15:FORB=MY(A)TO191STEP8:SPRITEA
,(MX(A),B),A*4,2:SOUND1,2500-B*10,15:NEXT:SOUND0
220 SC=SC+10*A:MX(A)=10000:C(A)=0:MY(A)=190:F=F+1:I
FF>=RTHENR=R+1:GOSUB240
230 GOSUB260:RETURN
```

```
240 IFR=5THENMX=255:MY=INT(RND(1)*150)+10:D=20:RETU
RN
250 FORA=1TOR:MX(A)=INT(RND(1)*100)+170:MY(A)=INT(R
ND(1)*150)+10:C(A)=INT(RND(1)*13)+2:NEXT:F=0:Z=Z+.7
5:GOSUB260:RETURN
260 BLINE(0,181)-(255,191),15,BF:CURSOR20,182:PRINT
"SCORE: ";SC:CURSOR190,182:PRINT"ROUND: ";R:RETURN
270 IFD=20ANDY+7>MY+4ANDY+7<MY+16THEN300
280 IFD=24ANDY+7>MY+0ANDY+7<MY+20THEN300
290 RETURN
300 LINE(8,Y+7)-(MX,Y+7),15:BLINE(8,Y+7)-(MX,Y+7),1
5:SOUND1,1000,15:FORB=MYTO191STEP4:SPRITE5,(MX,B),2
0,8:SOUND1,2500-B*10,15:NEXT:SOUND0
310 SC=SC+1000:R=1
320 GOTO90
330 MX=MX-Z:Z=Z+.05:MY=MY+INT(RND(1)*10)-5:IFMY<0TH
ENMY=0
340 IFMY>170THENMY=170
350 IFMX<16THEN390
360 D=D+4:IFD>24THEND=20
370 SPRITE5,(MX,MY),D,13:RETURN
380 GOTO90
390 FORB=YTO191STEP4:SPRITE0,(8,B),0,15:SOUND1,2500
-B*10,15:NEXT:SOUND0
400 CURSOR70,100:COLOR4:PRINTCHR$(17);"GAME OVER":F
ORA=1TO400:NEXT:FORA=100TO108:BLINE(0,A)-(255,A),0:
NEXT:GOTO10
410 IFHS<=SCTHENHS=SC
420 SCREEN2,2:COLOR15,1,,1:CLS:PRINTCHR$(17)
430 COLOR7:CURSOR45,10:PRINT"COSMIC INVADERS":LINE(
41,7)-(227,19),15,B
440 COLOR11:CURSOR90,180:PRINTCHR$(16);"T.HEPPELL 1
987"
450 COLOR13:CURSOR75,150:PRINT"PRESS SPACE TO PLAY"
460 COLOR3:CURSOR76,60:PRINT"Use cursor keys to":CU
RSOR80,80:PRINT"destroy invaders.":CURSOR90,100:PRI
NT"Space to fire.":COLOR8:CURSOR30,120:PRINT"SCORE:
 ";SC:CURSOR150,120:PRINT"HI SCORE: ";HS
470 IFINKEY$<>CHR$(32)THENLINE(41,7)-(227,19),INT(R
ND(1)*13)+2,B:SOUND1,INT(RND(1)*1000)+110,15:SOUND0
:GOTO470
480 SOUND5,3,15:FORA=5000TO110STEP-400:SOUND3,A,0:N
EXT:RETURN
```

# STARFIRE

```
10 SCREEN2:COLOR15,1,(0,0)-(255,191),1:CLS:SCREEN,2
20 PATTERNS#0,"0101030307070F3FFF"
30 PATTERNS#1,"FF3F0F0703030101"
40 PATTERNS#2,"8080C0C0E0F0FCFF"
50 PATTERNS#3,"FFFCF0E0C0C08080"
60 GOTO110
70 IFAA=-1THENPRINTCHR$(16);:LW=LEN(DF$)*6
80 IFAA=12THENPRINTCHR$(17);:LW=LEN(DF$)*12
90 COLORC:CS=127-(LW/2):CURSORCS,MY:FORI=1TOLEN(DF$
):PRINTMID$(DF$,I,1);:BEEP1:BEEP0:NEXTI
100 RETURN
110 DF$="STARFIRE":AA=LEN(DF$)+4:C=15:MY=50:GOSUB70
:DF$="By Jonathan Kirkwood":MY=70:AA=AA-13:C=3:GOSU
B70
120 DF$="For the":MY=90:C=15:GOSUB70
130 DF$="SEGA SC-3000 Personal Computer":C=4:MY=MY+
10:GOSUB70
135 DF$="Music by Darren Miller":MY=181:C=3:GOSUB70
140 RESTORE 250
150 READ L
160 IF L=0 THEN SOUND0:GOTO370
170 SOUND2,L,15
180 SOUND2,L*1,15
190 SOUND3,L*1,15
200 SOUND2,L*1,15
210 SOUND1,L*1,15
220 SOUND2,L*1,15
230 SOUND2,L*1,15
240 GOTO 150
250 DATA 294,330,262,131,196,196,196,294
260 DATA 330,262,131,196,196,196,196,196,196
270 DATA 196,196,196,196,294,330,262,131,196
280 DATA 196,294,330,262,131,196,196,294,330
290 DATA 262,131,392,370,392,330,370,330
300 DATA 370,311,392,370,392,330,370,330,370
310 DATA 311,294,330,262,131,196,392,370,392
320 DATA 330,370,311,196,247,196,220,220
330 DATA 262,220,247,247,247,294
340 DATA 247,247,262,131,294,330,262
```

```
350 DATA 131,196,196,0
360 DATA 0
370 DF$="Press spacebar to begin":MY=150:C=15:GOSUB
70
380 IFINKEY$<>" "THEN380
390 BEEP:CLS
400 PATTERN$#4,"8040201008040200"
410 PATTERN$#5,"0002040810204080"
420 PATTERN$#6,"0102040810204000"
430 PATTERN$#7,"0040201008040201"
440 MAG1
450 SS=50:SL=100:SC=0
460 DF$="Please press the level of your choice":MY=
40:C=15:GOSUB70:DF$="(1-5)":MY=50:GOSUB70
470 I$=INKEY$:IFI$=""THEN470
480 IFVAL(I$)<1ORVAL(I$)>5THENBEEP2:CLS:GOTO460
490 BEEP:L=0
500 L=VAL(I$)
510 SS=L*20:SL=L*25:XP=L*2:YP=L*2
520 YX=119:YY=87
530 CLS:DF$="SCORING":C=15:AA=12:MY=5:GOSUB70:BEEP:
FORA=0TO500:NEXTA
540 CURSOR100,50:PRINTCHR$(16);"COLOUR              P
OINTS"
550 CURSOR100,60:PRINTCHR$(16);"                "
560 FORA=0TO200:NEXTA
570 SOUND4,2,12
580 FORX=0TO50:SPRITE0,(X,87),0,9:NEXTX:BEEP:FORA=0
TO100:NEXTA
590 CURSOR100,86:PRINTCHR$(16);"LIGHT RED
 30   ":BEEP
600 FORA=0TO200:NEXTA
610 GOTO630
620 BLINE(100,83)-(255,93),,BF:RETURN
630 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
640 FORX=0TO50:SPRITE0,(X,87),0,6:NEXTX:BEEP:FORA=0
TO100:NEXTA
650 CURSOR100,86:PRINTCHR$(16);"DARK RED
 50   ":BEEP
660 FORA=0TO200:NEXTA
670 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
680 FORX=0TO50:SPRITE0,(X,87),0,7:NEXTX:BEEP:FORA=0
TO100:NEXTA
```

```
690 CURSOR100,86:PRINTCHR$(16);"LIGHT BLUE
 70   ":BEEP
700 FORA=0TO200:NEXT
710 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
720 FORX=0TO50:SPRITE0,(X,87),0,4:NEXTX:BEEP:FORA=0
TO100:NEXTA
730 CURSOR100,86:PRINTCHR$(16);"DARK BLUE
 90   ":BEEP
740 FORA=0TO200:NEXT
750 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
760 FORX=0TO50:SPRITE0,(X,87),0,3:NEXTX:BEEP:FORA=0
TO100:NEXTA
770 CURSOR100,86:PRINTCHR$(16);"GREEN
 100":BEEP
780 FORA=0TO200:NEXT
790 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
800 FORX=0TO50:SPRITE0,(X,87),0,11:NEXTX:BEEP:FORA=
0TO100:NEXTA
810 CURSOR100,86:PRINTCHR$(16);"YELLOW
 1000":BEEP
820 FORA=0TO200:NEXT
830 GOSUB620:FORA=0TO100:NEXT:SOUND4,2,12
840 FORX=0TO50:SPRITE0,(X,87),0,15:NEXTX:BEEP:FORA=
0TO100:NEXT
850 CURSOR100,86:PRINTCHR$(16);"WHITE
 1500":BEEP
860 FORA=0TO200:NEXT
870 GOSUB620:FORA=0TO100:NEXT
880 CLS:REM ** SET SCREEN **
890 MAG1:LINE(5,5)-(250,150),6,B
900 LINE(0,0)-(255,155),6,B
910 PAINT(1,1),6
920 DF$="* STARFIRE *":AA=12:C=15:MY=160:GOSUB70:GO
TO950
930 BLINE(50,170)-(205,191),,BF
940 CURSOR100,175:COLOR15:PRINTCHR$(16);"SCORE :";S
C:RETURN
950 FORV=1TO50
960 SX=INT(RND(1)*245)+5:SY=INT(RND(1)*145)+5:PSET(
SX,SY),INT(RND(1)*13)+2:NEXTV
970 GOSUB930
980 ERASE:DIMQW(7)
990 DATA9,6,7,4,3,11,15
```

```
1000 RESTORE990:FORI=1TO7:READQW(I):NEXT
1010 DIMQC(7)
1020 DATA30,50,70,90,100,1000,1500
1030 RESTORE1020:FORI=1TO7:READQC(I):NEXT
1040 HG=INT(RND(1)*7)+1
1050 EX=INT(RND(1)*245)+5:EY=INT(RND(1)*145)+5
1060 SPRITE0,(EX,EY),0,QW(HG):SPRITE1,(YX,YY),4,11
1070 YU$=INKEY$:IFYU$=""THENGOSUB 1150:GOTO1060
1080 IFASC(YU$)<28ORASC(YU$)>32THENGOSUB1150:GOTO10
60
1090 IFYU$=" "THENGOSUB1210:IFYX+8>=EXANDYX+8<=EX+1
6ANDYY+8>=EYANDYY+8<=EY+16THENGOTO970
1100 IFASC(YU$)=28ANDYX<234THENYX=YX+4:GOSUB1150:GO
TO1060
1110 IFASC(YU$)=29ANDYX>5THENYX=YX-4:GOSUB1150:GOTO
1060
1120 IFASC(YU$)=30ANDYY>5THENYY=YY-4:GOSUB1150:GOTO
1060
1130 IFASC(YU$)=31ANDYY<134THENYY=YY+4:GOSUB1150:GO
TO1060
1140 GOSUB1150:GOTO1060
1150 RX=RND(1):RY=RND(1)
1160 IFRX>.5THENEX=EX+XP:IFEX>234THENEX=234
1170 IFRX<=.5THENEX=EX-XP:IFEX<5THENEX=5
1180 IFRY>.5THENEY=EY+YP:IFEY>134THENEY=134
1190 IFRY<=.5THENEY=EY-YP:IFEY<5THENEY=5
1200 RETURN
1210 SOUND4,2,15:LINE(250,150)-(YX+8,YY+8),7:LINE(5
,150)-(YX+8,YY+8),7:BLINE(250,150)-(YX+8,YY+8):BLIN
E(5,150)-(YX+8,YY+8):SOUND0:SL=SL-1
1220 IFSL=0THENGOTO1290
1230 IFYX+8>=EXANDYX+8<=EX+16ANDYY>=EYANDYY<=EY+16T
HENGOTO1250
1240 RETURN
1250 SOUND4,2,15:FORRD=0TO30STEP5:CIRCLE(EX+8,EY+8)
,RD,INT(RND(1)*13)+2,1,0,1:NEXTRD:FORRD=0TO30STEP5:
SCIRCLE(EX+8,EY+8),RD,,1,0,1:NEXTRD:SC=SC+QC(HG)
1260 SS=SS-1:SOUND0
1270 IFSS>0THENRETURN
1280 DF$="You have completed your mission":MY=50:C=
11:AA=-1:GOSUB70:GOTO1290
1290 DF$="GAME OVER":MY=95:AA=-1:C=15:GOSUB70:FORA=
0TO1000:NEXTA:ERASE:GOTO10
```

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