

T.T.S. SEGA SC-3000 MAGAZINE

APR/MAY 85: ★★★★★★

NEW ZEALAND \$6.00

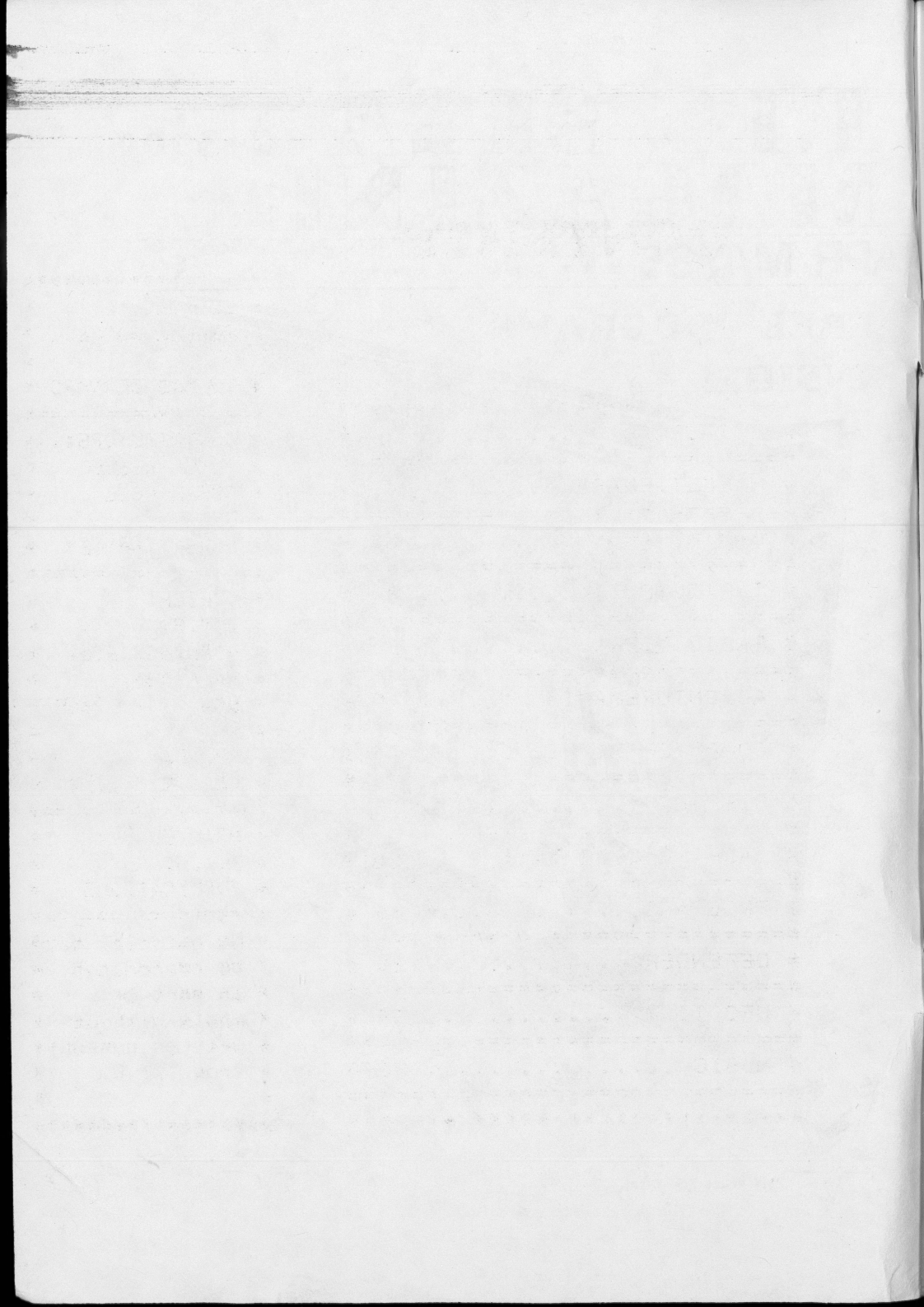
Australia
\$4.00

FREE PROGRAMS
INSIDE! ★



★ SEE INSIDE FOR DETAILS

★ Printed in Australia



CONTENTS

```
*****
# EDITORIAL ..... 2 #
#=====#
# MARKET PLACE ..... 4 #
#=====#
# GAMING AROUND ..... 6 #
#=====#
# INF/OUTPUT ..... 8 #
#=====#
# BASIC TIPS ..... 9 #
#=====#
# ADVENTUREMANIA ..... 10 #
#=====#
# COMPUTER HIPPIE ..... 13 #
#=====#
# DISKIES ..... 16 #
#=====#
# MACHINE CODE part 4 .. 20 #
#=====#
# PROGRAMS ..... 25 #
#=====#
# DEFENDER ..... 26 #
#=====#
# UFO II ..... 34 #
#=====#
# MUSIC ..... 36 #
#=====#
*****
```

```
*****
* EDITORS; *
* GRAHAM GASKELL *
* *
* THOMAS BERNARD *
*=====*
* CONTRIBUTORS; *
* PETER REECE *
* SUSAN DOEL *
* LES KELLY *
* ROBERT BAILEY *
*=====*
* OFFICE; *
* T.T.S., *
* 4 Rota place, *
* MARAYONG. *
* NSW 2148 *
* *
* PHONE; *
* (02) 831-1150 *
*=====*
* PRINTED BY; *
* T.T.S. *
* PUBLICATIONS *
*=====*
* No material may *
* be reproduced *
* in part or *
* whole without *
* written consent *
* from T.T.S. *
* *
*****
```

Editorial

Welcome again to another late edition of the T.T.S SEGA Magazine. But we did a lot in the last month or so such as moving from Maroubra to Marayong, yes thats right!! Our new address is 4 Rota pl, Marayong, N.S.W. 2148. which is very close to Blacktown. As usual we are still over worked and under payed but then we like doing this job for you and reading with interest all the mail we recieve from you. While I am on the subject of mail anyone wishing to be on our MAILING LIST should write to us at the new address and this will entitle you to some excellent savings as we are always having a special on something. Oh well thats all for this issue so until next time farewell!!!

◆ SUBSCRIBE ◆

⇒ NOW ⇒



T.T.S. Sega Magazine 1 Year
(12 issues) \$48.00

T.T.S. Sega Magazine and MagPro
cassette 1 Year
(12 issues of each) \$120.00

T.T.S. MAGPRO CASSETTE

For the person who does not have
the time or gets sore fingers.
Instead of typing in all of those
programs in the back of T.T.S.
Sega Magazine, you now can get
them all on cassette every month!

Single issues	\$9.00 (Spec. issue #)
3 Months Subscription	\$24.00
6 Months Subscription	\$42.00
9 Months Subscription	\$58.50
12 Months Subscription	\$72.00

Back Issues:

Dec/Jan Magazine #01	\$5.00
MAGPRO CASSETTE #01	\$9.00

For Order Form see centre pages.
=====

Market Place

SEGA USER GROUPS in AUSTRALIA

=====

S.E.G.A. (Sega Entertainment Group of Australia.)

4 Rota Place,
Marayong,

N.S.W. 2148

Phone (02) 831-1150

Meetings: First and Third Sunday of the
month at 2:00 pm

=====

SEGA USER'S CLUB (QLD),

Enquiries - Contact

Mr Robert Horkings

(07) 525-603 or

Mr Keith Zuch

(07) 288-3115

=====

Adelaide Sega User's Group (SA),

Enquiries - Contact

Mr Jamie Anderson

(08) 263-5020 or

Jan Jacobsen

(08) 382-7967 after 7:30 pm

=====

Sega User's Group (WA)

Enquiries - Contact

Mr John McLennan

(09) 342-5905

=====

All people who wish to join or find out information on a club in VICTORIA and TASMANIA would you please contact S.E.G.A. on (02) 831-1150 and we will compile a list of names in your state and try and arrange a contact number for you to phone so you to can have a club!! If there is a club in these states please contact us as soon as possible.

People in the SYDNEY area have now a CARTRIDGE RENTAL AGENCIE where you can hire a cartridge of your choice for 2 weeks at a rate of only \$3.00!! Phone (02) 831-1150

FOR SALE
=====

GAME CARTRIDGES (2) - SAFARI RACER AND
SINBAD MYSTERY. EXCELLENT CONDITION.
\$26.00 each. Ring TED A.H. (02) 331-2872

SF 7000 SUPER CONTROL STATION. EXCELLENT
CONDITION. \$475.00 Phone 831-1150

Gaming Around

Here is the updated list of new scores the various games available for the SEGA. Some are the same and some have been increased.

Post all scores to

GAMING AROUND,
C/- T.T.S.,
4 Rota pl,
Marayong,
N.S.W. 2148

GAME	SCORE	NAME
=====		
BORDER LINE.....	120,800...	TOM B
CHAMPION BASEBALL...	11 - 2....	GRAHAM G
CHAMPION GOLF.....	-4.....	GRAHAM G
CONGO BONGO.....	32,400....	JAMIE T
DEMON GOBBLER.....	38,400....	TOM B
EXERION.....	76,400....	TONY G
MONACO GP.....	98,350....	GREG H
N-SUB.....	47,210....	DAVE G
ORGUSS.....	45,200....	JEFF L

PACAR.....	115,850...	GREG H
POP FLAMER.....	78,150....	TONY G
SAFARI HUNTING.....	33,230....	KEN S
SAFARI RACE.....	44,720....	TOM B
SEGA FLIPPER.....	999,999...	ROBERT B
SEGA GALAGA.....	220,560...	TOM B
SINBAD MYSTERY.....	35,860....	JOE F
STAR JACKER.....	65,800....	LES K
VERMIN INVADERS.....	15,150....	KEN S
VORTEX BLASTER.....	135,310...	DAVE G
YAMATO.....	148,230...	BILL L
ZIPPY RAC.....	473,600...	GRAHAM G

Any new scores will be put into the following edition so you have a whole month to get a high score. Thankyou to the people who sent in the new scores.

Inp/Output

Dear Editor,

I must compliment you on an excellent publication and I hope they are all as good as the first one that I received, (February). I have found the programs to be of very high quality especially the arcade style ones (even though they are in basic), and the program dissection! Keep up the good work.

Yours sincerely
PAUL RAGLAN

Dear Editor, (alias: Warped in the head),

Around two months ago we worked out Transylvania Castle of Horror (after a month of being glued to a black on pink screen with information like, "I just make it. Phew! The door slammed shut when I bumped it as I was coming in", and, "The smoke stops coming out." (We're devoted text adventurers (By the way, what's the next text adventure up? We'd like to know.))). It was the most played game until we won it.

Seumas Hyslop

Basic Tips

Hello to everyone out there and thank you for all those letters, all one of them!! Is this column going to go to the dogs or could anyone that has been helped by the information send in and say thanks. It would be very appreciated by me and it wouldn't feel like it has been for nothing!

For all those people that need the extra speed in their programs if you use the STICK instead of the INKEY\$ statement you will find out this is a little faster. Of course it isn't much use unless you have a JOYSTICK though!!

I also recall of a poor soul that when he was using a mutiple SPRITE that he was running through the PATTERN statements each time he wanted to move the SPRITE. This only has to be done once as the SEGA keeps the patterns in memory after it has run through them once and you can change the color without running through them again. Also you can use one pattern to program more than one sprite.

GRAHAM

Adventuremania

Well all you Adventurists out there we are back again and this time I have something special for you and it is a mini 1k Adventure for you to type in and let your friends play or for you to use as a base for more adventures. Instead of using words we will be using numbers so that the people who cheat by listing the program have even more fun than before trying to sort out how to win. Ohhhh I am evil to some of you, he he he. With this Adventure you must type in the whole word(s) as I tried to keep it as simple as I could so that people wouldn't be to lost trying to follow it's routines. Well start typing!!

P.S. Anyone with adventures that would like them published just send them to me !!

```

10 L=1
20 GOSUB 160:COLOR4,1:CLS
30 PRINT:PRINT"I AM ";L$
40 PRINT:PRINT"VISIBLE OBJECTS ":";V$
50 PRINT:PRINT"KNOWN EXITS ":";E$
60 PRINT "=====
70 INPUT"WHAT SHALL I DO ? ";B$
75 IFB$=""THENPRINT"CAT GOT YOUR TONGUE":BEEP:GOTO200
80 A=0:FORZ=1TOLEN(B$):B=ASC(MID$(B$,Z,1)):A=A+B:NEXT
90 IF L=1 AND A=478 THEN PRINT"O.K":L=2:GOTO200
100 IF L=1 AND A=78 THEN PRINT"O.K":L=6:GOTO200
105 IF L=1 AND A=801 THEN PRINT"O.K":L=4:GOTO200
110 IF L=1 AND A=694 THEN PRINT"O.K":L=3:GOTO200
120 IF L=2 AND A=85 THEN PRINT"O.K":L=1:GOTO200
130 IF L=2 AND A=68 THEN PRINT"AAARGH I FELL AND BROKE MY NECK!!!":END
140 IF L=3 AND A=68 THEN PRINT"O.K":L=1:GOTO200
145 IF L=4 AND A=69 THEN PRINT"O.K":L=5:GOTO200
146 IF L=4 AND A=68 THEN PRINT"O.K":L=1:GOTO200

```

```
147 IF L=5 AND A=87 THEN PRINT"O.K":L=4:GOTO200
148 IF L=6 AND A=83 THEN PRINT"O.K":L=1:GOTO200
149 IF L=6 AND A=535 THEN PRINT"AAAARGH I AM BEI
NG CHOKED!!"END
150 PRINT"SORRY TRY AGAIN!!":GOTO200
160 IFL=1THENL$=" IN A FOREST":V$="ROCK,HOLE,MOUN
TAIN":E$="N":RETURN
170 IFL=2THENL$=" IN A HOLE":V$="TO DARK":E$="U,D
":RETURN
180 IFL=3THENL$=" ON A ROCK":V$="":E$="D":RETURN
185 IFL=4THENL$=" ON A MOUNTAIN":E$="D,E":V$="LAV
A":RETURN
186 IFL=5THENL$=" IN A MOUNTAIN":E$="W":V$="":RET
URN
187 IFL=6THENL$=" IN A MEADOW":V$="FENCE":E$="S":
RETURN
190 RETURN
200 BEEP:FORI=0TO500:NEXT:FORI=1TO3:BEEP1:BEEP0:
NEXT:GOTO20
```

COMPUTER HIPPIE

Hello there I'm back again, sorry about last month but I was a bit spaced out and missed the deadline. To make up for it here is a Utility of mine for all you disk owners out there. It is an automatic drawing routine which allows you to design a screen to save to disk using the disk save routine in the March issue. If you don't own a disk drive you can still run this program but you will have to wait till Tom releases a tape save routine for graphics in a later publication before you can take advantage of it. Thats all for this month, spin out safely, Computer Hippie!!

P.S. Let me know how it goes.

Commands;

- (T) Draws a line to the cursor position
- (S) PSETS a dot or starts a new line so you don't over run a previous line.
- (F) Fills the skyline.
- (P) Colors the middle 1/3 of the screen.
- (B) Colors the bottom 1/3 of the screen.
- (I) Changes the color of the cursor and at the same time the color and the fill command, the square at the bottom left of the screen indicates the cursor color.

You can draw over the bottom 2/3rds of the screen even after you have used the color commands.

```
1 GOTO 10
4 =====
5 ===== AUTO LANDSCAPE =====
6 ===== BY =====
7 ===== COMPUTER HIPPIE =====
8 =====
10 PATTERN S#0,"FOC0A09008040201"
20 SCREEN2,2:COLOR1,2:CLS:PSET(0,20),C
30 C=1:N=1:D=0:O=2
40 REM
50 CURSOR28,170:COLORC:PRINT"ΣΣΣ";
60 IF N=2 THEN PRESET(X,Y)
70 REM===== KEY SCAN =====
80 A$=INKEY$:IF A$="" THEN 80
90 IF A$=CHR$(28) THEN X=X+1
100 IF A$=CHR$(29) THEN X=X-1
110 IF A$=CHR$(30) THEN Y=Y-1
120 IF A$=CHR$(31) THEN Y=Y+1:TD=Y+1
130 IF A$="T" THEN LINE-(X,Y),C:GOTO40
```


140 IF A#="F" THEN PAINT(D,0),C
150 IF A#="S" THEN PSET(X,Y),C
160 IF A#="P" THEN COLOR1,C,(0,FY)-(25
5,90),C
170 IF A#="B" THEN COLOR1,C,(0,91)-(25
5,191),3
180 C=C-(A#="1"):IF C=16 THEN C=1
190 IF X>255 THEN X=255
200 IF X<0 THEN X=0
210 IF Y>191 THEN Y=95
220 IF Y<0 THEN Y=0
230 GOTO 240
240 SPRITE 0,(X,Y),0,C :GOTO 40

DISKIES



This month we list a routine that will display the disk's directory from within a basic program.

To use this routine in your own programs; DELETE line 10 and merge it into your own program by using the merge command. When you wish to display the disk's directory use GOSUB 900 in your program.

Also, the spacebar key acts as a pause/continue so that if the contents of the directory is larger than a screen full you may stop the listing by pressing the spacebar, and to restart the listing just press the spacebar again.

The routine works by reading the contents of the disk's directory (which is located at track 20), into A# and B# by use of the disk basic's DSKI# command which reads a sector of data into strings.

```

10 GOSUB900:END

900 CLS:X=1:PRINTTAB(10):"FILE DIRECTO
RY":PRINT

910 DSKI$20,X;A$,0,128;B$,128,128:FORI
=0TO15STEP2:C$=MID$(A$,I*8+1,12):IFASC
(C$)<32THEN950

930 PRINTC$;

940 GOSUB991:PRINT,:NEXT

950 FORI=0TO15STEP2:C$=MID$(B$,I*8+1,1
2):IFASC(C$)<32THEN970

960 GOSUB991:PRINTC$;:PRINT,:NEXT

970 IFASC(C$)>31THENX=X+1:GOTO910

980 PRINT:PRINT:PRINTDSKF;"K Bytes Fre
e"

990 RETURN

991 IFINKEY$=" "THEN995

992 RETURN

995 IFINKEY$=" "THEN995

996 IFINKEY$<>" "THEN996

997 IFINKEY$=" "THEN997

998 RETURN

```

AUSTRALIAS BIGGEST SEGA MAGAZINE

ADVERTISING RATES

=====

FULL PAGE ADD.....	\$75.00
1/2 PAGE ADD.....	\$45.00
1/4 PAGE ADD.....	\$25.00
CLASSIFIEDS 1st 15 words.....	\$2.50
THEREAFTER per word.....	\$0.10

SPOT COLOUR AVAILABLE AT 50% EXTRA
OUTSIDE BACK COVER 20% EXTRA

N.B.

Spot color choice of RED, GREEN, BLUE
Circulation approx 1600 and increasing

Send all artwork to ;
T.T.S.
73 New Orleans cres,
Maroubra,
N.S.W. 2035.

**THIS SPACE
COULD BE
YOURS**

MACHINE CODE. IV

In machine code this month we list a routine to print messages on the text screen.

Firstly type in the SCP routine from the february 85 magazine issue using the MC MONITOR program. (The SCP routine is the one that goes in at AF00 Hex).

ADDRESS = B000

```
CD 00 AF 1A FE 00 C8 D3  
BE 13 C3 03 B0 ADD
```


ADDRESS = B100

21 00 3C 11 00 B2 CD 00

B0 C9 ADD

ADDRESS = B200

enter your message here using the
asc letter table. End your message
with a 00.

PRINT ROUTINE:

INPUT: HL=Location to print

DE=Message to print

SCP EQU AF00H
ORG B000H
PRTX CALL SCP
PRTXLP LD A,(DE)

CP 00H

RET Z

OUT (BEH),A

INC DE

JP PRTXLP

B000 CD00AF

B003 1A

B004 FE00

B006 08

B007 D3BE

B009 13

B00A C303B0

00000 errors found

CHARACTER to HEX CONVERSION TABLE

= 20	! = 21	" = 22	# = 23
\$ = 24	% = 25	& = 26	' = 27
(= 28) = 29	* = 2A	+ = 2B
, = 2C	- = 2D	. = 2E	/ = 2F
0 = 30	1 = 31	2 = 32	3 = 33
4 = 34	5 = 35	6 = 36	7 = 37
8 = 38	9 = 39	: = 3A	; = 3B
< = 3C	= = 3D	> = 3E	? = 3F
@ = 40	A = 41	B = 42	C = 43
D = 44	E = 45	F = 46	G = 47
H = 48	I = 49	J = 4A	K = 4B
L = 4C	M = 4D	N = 4E	O = 4F
P = 50	Q = 51	R = 52	S = 53
T = 54	U = 55	V = 56	W = 57
X = 58	Y = 59	Z = 5A	

Eg; HELLO THERE! would be

48 45 4C 4C 4F 20 54 48 45 52 45 21 00

H E L L O T H E R E !

BASE 2 to hex/dec CONVERTER

To USE this program type in your base2 number eg; 00000011 , etc

```
10 CLS:B$="":C$="":H=0:C=256:PRINT"BAS  
E 2 NUMBER:-----":CURSOR13,0:INPUT  
":B$:B$=B$+"E"
```

```
20 FORZ=1TO9:C=C/2:C$=MID$(B$,Z,1):IFC  
$="0" THEN NEXT:GOTO 40
```

```
30 IF C$="1" THEN H=H+C:NEXT
```

```
40 PRINT:PRINTLEFT$(B$,8):" = " :HEX$(  
H):"Hex    -":H:"Dec"
```

```
50 PRINT:PRINT:PRINT:PRINT"PRESS (SPAC  
E) TO CONTINUE"
```

```
60 IF INKEY$<>" " THEN 60
```

```
70 BEEP:FOR Z=1 TO 5:A$=INKEY$:NEXT:GO  
TO 10
```

PROGRAMMS



DEFENDER

GAME OF THE MONTH #####

In this game you must move about the galaxy collecting space disks while trying to dodge the evil space monsters!! The controls are as follows:
CURSOR KEYS ==== MOVEMENT
INS/DEL=====JUMP TO WARP AND BACK
HOME/CLR=====SHIELD
GOOD LUCK CAPTAIN.....

```
10 HI=2500:MAG1:PRINT CHR$(16)
20 SC=0:SU=4:WA=8:WU=4:P=4:S=950:L1=1
30 M1=235:N1=160:M2=10:N2=10:O=14:U=0:T=2000
40 REM DATA
50 DATA 00071F3F37717D3F,B7B3F83F3F7F7642
60 DATA 00E0F8FCECBEBEFC,EDCD1FFCFCE6E42
65 DATA 8081838286878187,8B96AFDFBCFBFB23
70 DATA 0181C14161E181E1,D169F5FB3DFDDDC4
80 DATA 23BBBFBCDFAF968B,8781878682838180
90 DATA C4DDFD3DFBF569D1,E181E16141C18101
95 DATA FF0000000000D3D67,673D0D00000000FF
100 DATA FE102F5EBE7CF7B7,B7F77CBE5E2F10FE
```



```
110 DATA 7F08F47A7D3EEFED,EDEF3E7D7AF4087F
120 DATA FF00000000B0BCE6,E6BCB000000000FF
125 DATA 000C0E1B371F3F7F,7B1F776E713F0E00
130 DATA 000070F8BCD8E8DC,FCF08B78F0E08000
140 DATA 00020E16224363FE,0CFE634322160E02
150 DATA 0080E0D088848CFE,60FE8C8488D0E080
160 REM ##### READ DATA #####
170 RESTORE
180 FOR I=0 TO 19:READ A$:PATTERNS#I,A$:NEXT I
190 FOR I=35 TO 42:READ A$:PATTERN#I,A$:NEXT I
:GOTO 240
200 REM ##### PROG. START #####
210 SCREEN 2,2:COLOR10,1:CLS
220 CURSOR78,30:PRINTCHR$(17);"DEFENDER":PRINT
CHR$(16)
230 RETURN
240 GOSUB 210
250 CURSOR30,110:COLOR2:PRINT "
"
260 CURSOR45,120:PRINT
270 COLOR4:CURSOR100,154:PRINT"Star Ship"
280 CURSOR27,176:PRINT"Object x2":CURSOR192,17
6:PRINT"Object x3"
290 CURSOR100,80:PRINT"Object x1"
```

```

300 FOR I=191 TO 135 STEP -2:SPRITE0,(117,I),4
,14:NEXT I

310 FOR I=0 TO 62 STEP 2:SPRITE1,(117,I),0,7:
NEXT I

320 FOR I=0 TO 157 STEP 3:SPRITE2,(35 ,I),0,6:
SPRITE3,(200,I),0,13:NEXT I

330 FOR I=0 TO 600:NEXT I:GOTO 550

340 REM

350 CLS:SCREEN 2,2:COLOR,1:CLS

360 L1=L1+1:U=U+1:FOR I=0 TO 100:A=INT(RND(1)*
255)+1:B=INT(RND(1)*191)+1

370 PSET(A,B),15:NEXT I

380 FOR I=0 TO 40:I1=INT(RND(1)*16)*16:O1=INT(
RND(1)*10)*16+16

390 COLOR10:CURSORI1,O1:PRINT "#%":CURSORI1,O1
+8:PRINT "%&":NEXT I

400 FOR I=0 TO 25:I2=INT(RND(1)*15)*16:O2=INT(
RND(1)*10)*16+16

410 BLINE (I2,O2)-(I2+15,O2+15),1,BF

420 F1=INT(RND(1)*14)+2

430 COLORF1:CURSORI2,O2:PRINT"?":CURSORI2,O2+
8:PRINT"(*":NEXT I

440 BLINE (0,175)-(255,191),1,BF

450 IF HI<SC THEN HI=SC

460 COLOR15:CURSOR10,180:PRINT"HI=";HI:CURSOR7
5,180:PRINT"SC=";SC:CURSOR145,180:PRINT"SU=";S
U

```

```

470 CURSOR180,180:PRINT"WRP";WA:CURSOR220,180:
PRINT"SH=";WU

480 GOSUB 780:BLINE (X1,Y1)-(X1+15,Y1+15),1,BF

490 IF U>1 THENGOTO 920

500 REM ##### SOUND DATA #####

510 DATA 294,277,294,330,349,330,349,392,349,3
30,392,349,392,349,330,294,277,294,330,349,330
,294,330,349,392,349,330,392,349,262,262

520 REM ##### SOUND #####

530 REM FOR I=0 TO 30:READ A:SOUND3,A,13:FOR N
=0 TO 75:NEXTN:SOUND0:NEXTI

540 GOTO 920

550 REM ##### ROUNDS #####

560 CLS:PRINT CHR$(17):COLOR6:CURSOR90,95:PRIN
T "ROUND ";L1:PRINT CHR$(16)

570 FOR I=0 TO 200:NEXT I:GOTO 340

580 REM ##### GAME OVER #####

590 SCREEN 2,2:COLOR6,15:CLS

600 GOSUB 220:IF SC>HI THEN HI=SC

610 PRINT CHR$(17):CURSOR30,70:COLOR2:PRINT "G
AME OVER !!":PRINT CHR$(16)

620 CURSOR20,100:COLOR8:PRINT "HI-SCORE-----"
";HI:CURSOR30,130:COLOR4:PRINT " SCORE-----"
;SC

630 CURSOR40,150:COLOR13:PRINT" To Play Again
Press [CR] key":CURSOR50,160:PRINT"End Press
the [E] key"

```

```
640 IF INKEY$="E" THEN END
650 IF INKEY$=CHR$(13) THEN 20
660 GOTO 640
670 REM
680 IF WU<=0 THEN RETURN
690 WU=WU-1:Q=8:SPRITE0,(X1,Y1),P,Q
700 BLINE (240,180)-(250,190),1,BF
710 CURSOR235,180:COLOR15:PRINTWU
720 TIME$="00:00:00"
730 RETURN
740 REM
750 IF WA<=0 THEN RETURN
760 WA=WA-1:BLINE (200,180)-(214,190),1,BF
770 CURSOR200,180:COLOR15:PRINT WA
780 X1=INT(RND(1)*16)*16:Y1=INT(RND(1)*10)*16+
16
790 SPRITE0,(X1,Y1),P,Q:RETURN
800 REM
810 IF M1>X1 THEN M1=M1-7
820 IF M1<X1 THEN M1=M1+7
830 IF N1>Y1 THEN N1=N1-7
840 IF N1<Y1 THEN N1=N1+7
```

```
850 SPRITE2, (M1, N1), 0, 7
860 IF M2 > X1 THEN M2 = M2 - 5
870 IF M2 < X1 THEN M2 = M2 + 5
880 IF N2 > Y1 THEN N2 = N2 - 5
890 IF N2 < Y1 THEN N2 = N2 + 5
900 SPRITE3, (M2, N2), 0, 4
910 RETURN
920 REM
930 K$ = INKEY$
940 IF K$ = CHR$(28) THEN W1 = 1 : GOTO 1000
950 IF K$ = CHR$(29) THEN W1 = 2 : GOTO 1010
960 IF K$ = CHR$(30) THEN W1 = 3 : GOTO 1020
970 IF K$ = CHR$(31) THEN W1 = 4 : GOTO 1030
980 IF K$ = CHR$(12) THEN GOSUB 670
990 IF K$ = CHR$(8) THEN GOSUB 740
1000 IF W1 = 1 AND X1 < 230 THEN X1 = X1 + 16 : P = 16
1010 IF W1 = 2 AND X1 > 10 THEN X1 = X1 - 16 : P = 12
1020 IF W1 = 3 AND Y1 > 10 THEN Y1 = Y1 - 16 : P = 4
1030 IF W1 = 4 AND Y1 < 155 THEN Y1 = Y1 + 16 : P = 8
1040 SPRITE0, (X1, Y1), P, Q : W1 = 0
1050 IF U > 3 THEN SPRITE6, (M1 + 10, N1 + 10), 0, 6
1060 GOSUB 800
```

```

1070 IF TIME$>"00:00:10"THEN Q=14

1080 V=VPEEK(INT((Y1+6)/8)*256+INT(X1/8)*8+(Y1
+6)MOD8)

1090 IF Q=8 ANDV=63 THEN GOSUB 1220

1100 IF V=63 AND Q<>8 THENGOSUB 1180

1110 IF V=99 THEN GOSUB 1220

1120 IF SU<1 THEN580

1130 IF M1>X1-12 ANDM1<X1+12AND N1>Y1-12 ANDN1
<Y1+12 AND Q=14 THENGOSUB 1180

1140 IF M2>X1-12 ANDM2<X1+12AND N2>Y1-12 ANDN2
<Y1+12 AND Q=14 THENGOSUB 1180

1150 IF SC=S THEN SC=SC+150:S=SC+SC:WA=WA+1:WU
=WU+1:M1=240:N1=160:M2=10:N2=10:GOTO 550

1160 IF SC=T THEN SC=SC+50:GOTO 1250

1170 GOTO 920

1180 REM

1190 SOUND1,110,13:FOR I=0TO 99:NEXTI:SOUND0

1200 BLINE (164,180)-(179,190),1,BF:SU=SU-1:CO
LOR15:CURSOR164,180:PRINTSU:IFSU<1THEN580

1210 GOSUB 780:BLINE (X1,71)-(X1+15,Y1+15),1,B
F:RETURN

1220 REM

1230 BEEP:BLINE (X1,Y1)-(X1+15,Y1+15),1,BF

```

```
1240 BLINE(90,180)-(140,190),1,BF:SC=SC+50:CUR  
SOR90,180:COLOR15:PRINTSC:RETURN
```

```
1250 REM
```

```
1260 COLOR4,15:CLS
```

```
1270 CURSOR60,80:PRINT"CHALLENGE  "
```

```
1280 R=INT(RND(1)*10)+1
```

```
1290 CURSOR15,99:PRINT "LUCKY -";R;"- SCORE  
";R;"- DISCS"
```

```
1300 D=INT(RND(1)*10)+1
```

```
1310 IF INKEY$=" " THEN CURSOR127,160:PRINTD;"  
<<":FOR I=0 TO 300:NEXT I:GOTO 1330
```

```
1320 GOTO 1300
```

```
1330 IF R<>D THEN T=SC+T:GOTO 340
```

```
1340 IF D=R THEN SC=SC*R:S=SC+S:SU=SU+1:T=S+T
```

```
1350 FOR I=0 TO 20:BEEP:NEXTI:GOTO 340
```

U.F.O. II

In this game you have to shoot down the four UFO's using the cursor keys and space bar. If you hold down the space bar all the time then your score will drop!! Very small but good fun!

```
10 PATTERN S#1,"0000183CE77E1800"  
20 PATTERN S#2,"183C7EFFFFFFFF"  
30 X=128:X(1)=92:X(2)=132:X(3)=150:A=0  
40 SCREEN2,2:CLS:MAG0:GOSUB180:GOSUB120:GOTO80  
50 A=A+1:IFX+8>X(A)ANDX-8<X(A)THENX(A)=60:SC=S  
C+70:IFA>3THENA=0:RETURN  
60 IFA=5THENA=0:RETURN  
70 GOT050  
80 I$=INKEY$  
85 IFI$=" "THENLINE(X+4,182)-(X+4,15):BLINE(X+  
4,182)-(X+4,15):SOUND0:GOSUB50:BLINE(180,180)-  
(240,190),,BF:COLOR1:CURSOR180,180:PRINTCHR$(1  
7):SC-50  
90 IFI$=" "THEN120  
100 Z=ASC(I$):IFZ=28ANDX<160THENX=X+8  
110 IFX>80ANDZ=29THENX=X-8  
120 SPRITE1,(X,182),2,4
```


130 X(1)=X(1)-8:SPRITE2,(X(1),10),1,5:IFX(1)<6
0THENSC=SC-15:X(1)=160

140 X(2)=X(2)+8:SPRITE3,(X(2),22),1,2:IFX(2)>1
70THENSC=SC-15:X(2)=50

150 X(3)=X(3)+4:SPRITE4,(X(3),34),1,4:IFX(3)>1
60THENSC=SC-15:X(3)=60

160 X(4)=X(4)-4:SPRITE5,(X(4),46),1,2:IFX(4)<6
0THENSC=SC-15:X(4)=160

170 GOT080

180 COLOR1,11,.1:CLS

190 COLOR2,2,(0,0)-(60,191),1

200 COLOR2,2,(168,191)-(255,0),1

210 COLOR9,9,(80,191)-(160,175),1

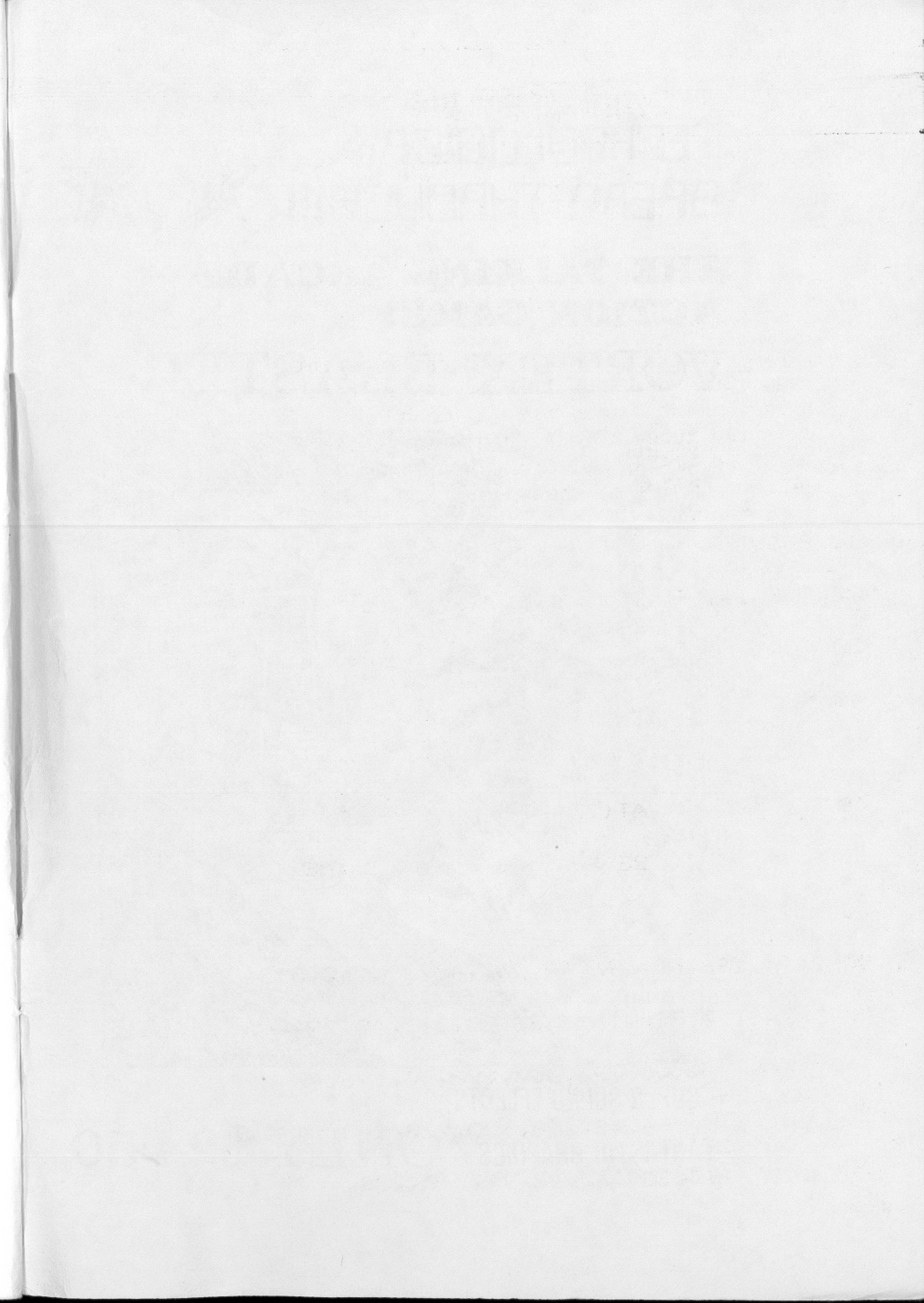
220 COLOR1:RETURN

MUSIC

=== ON TOP OF OLD SMOKEY ===

This is a tune that you can type into your SEGA which will play this famous tune. Also this is a good way of writing tunes with little memory loss as we use DATA. A1(I)= SOUND frequency, AT(I)= LENGHT of the note.

```
10 GOSUB60
20 FOR I=1 TO 23: SOUND1,A1(I),15
30 FOR T=1 TO AT(I):NEXT T: SOUND0
40 NEXT
50 END
60 DIM A1(23),AT(23)
65 FOR I=1 TO 23: READ A1(I),AT(I):NEXT
70 RETURN
80 DATA 196,40,196,40,247,40,294,40,392
90 DATA 120,330,160,330,80,262,40,294,40
100 DATA 330,40,294,360,196,40,196,40,247
110 DATA 40,294,40,294,120,220,200,247,20
120 DATA 247,20,262,40,247,40,220,40,196,320
```

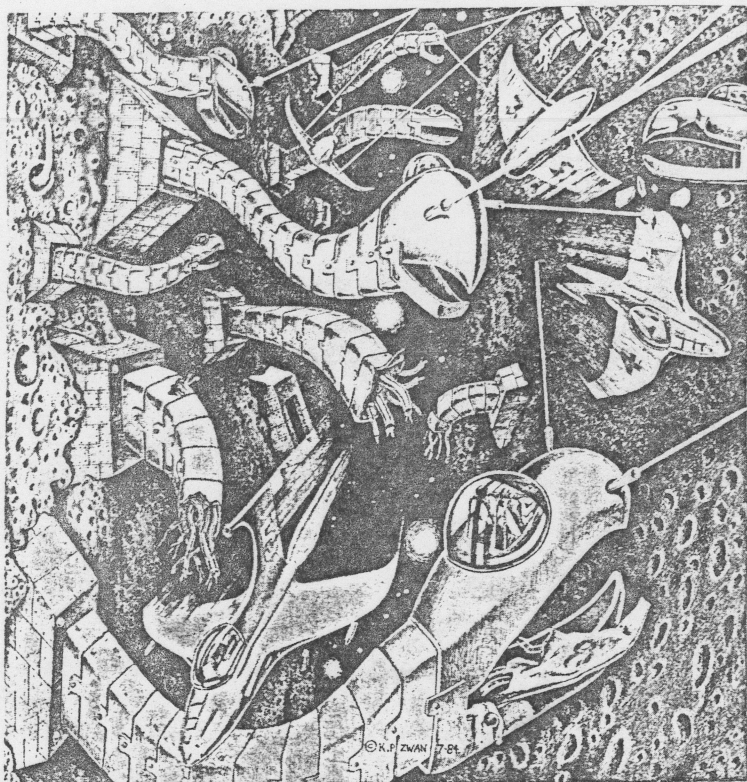


TECHNOLOGICAL
BREAK-THROUGH!!!



THE TALKING ARCADE
ACTION GAME!

VORTEX BLASTER



SUPER SOUND EFFECTS

FANTASTIC GRAPHICS

ONLY \$24.50