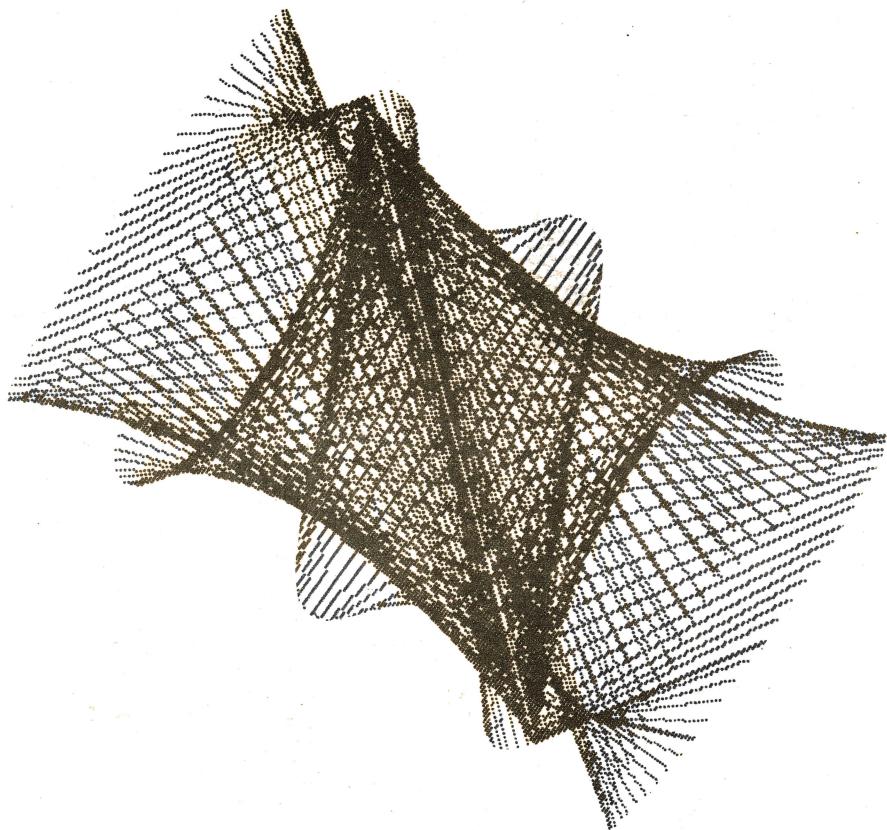
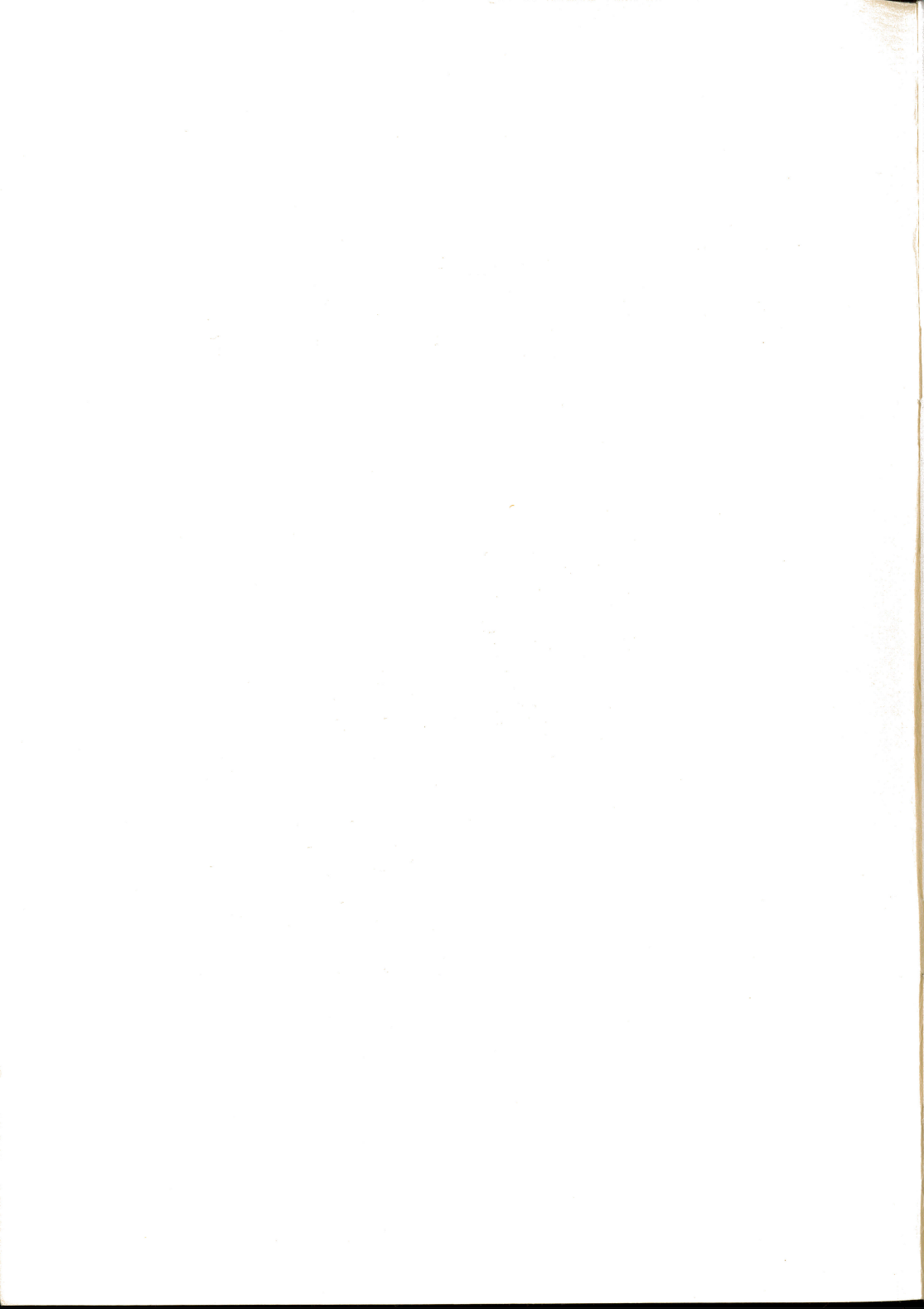


# SEGA<sup>®</sup>

PROGRAMS BOOK



Written and Published by  
ADELAIDE SEGA USER CLUB



INDEX

STAR WAR .....	GAM
CHESS .....	GAM
SEGA CODE BREAKER .....	GAM
SLIDE .....	GAM
EGGBERT .....	UTL disk
PICK A WORD .....	GAM
ISOLATION .....	GAM
WORD PROCESSOR .....	UTL disk

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```

100 REM *****
110 REM *          STAR WAR C 1985          *
120 REM *          BY                        *
130 REM *          JAN JACOBSEN             *
140 REM *          ADELAIDE USER'S CLUB    *
150 REM *****
160 C=12:MAG1
170 GOSUB900:GOSUB530:GOSUB720
180 A=0:XX=102:YY=80:X1=0:Y1=0:RN=0:G=
0:SD=0:MU=16:SC=0:MI=0
190 Y1=0:X1=INT(RND(1)*100)+50
200 RN=INT(RND(1)*15)+1
210 SPRITE0,(XX,YY),0,4
220 ONRNGOTO230,240,230,230,240,240,23
0,240,230,240,230,240,230,230,250
230 SPRITE1,(X1,Y1),4,15:G=1:SD=6:GOTO
260
240 SPRITE1,(X1,Y1),7,8:G=2:SD=7:GOTO
260
250 SPRITE1,(X1,Y1),12,10:G=3:SD=10
260 IN$=INKEY$:IFIN$=" "THEN340
280 IFIN$="."THENSOUND5,1,15:GOTO 410:
GOTO 260
290 IFIN=29ANDXX>17THENXX=XX-20
300 IFIN=30ANDYY>15THENYY=YY-20
310 IFIN=31ANDYY<145THENYY=YY+20
320 IFIN=28AND XX<172THENXX=XX+20
330 SPRITE0,(XX,YY),0,4
340 X2=INT(RND(1)*3)
350 IFX2=0THENX1=X1+SD
360 IFX2=1THENX1=X1-SD
370 Y1=Y1+SD
380 IFMI>=10THEN470
390 IFX1>=182ORX1<=160RY1>=160THENMI=M
I+1:BLINE(40,180)-(70,190),1,BF:CURSOR
45,182:COLOR11:PRINTMI:GOTO 190
400 ONGGOTO230,240,250
410 IF XX+8>=X1+4 AND XX+8<=X1+13 ANDY
Y+8>=Y1+4 AND YY+8<=Y1+13 THEN SPRITE1
(X1,Y1),16,6:GOTO 430
420 SOUND5,1,0:GOTO290
430 SOUND4,0,15:FORA=0TO80:NEXT: SOUNDO
:IFSD=6THENSC=SC+30:GOTO460

440 IFSD=7THENSC=SC+80:GOTO460
450 IFSD=10THENSC=SC+200:GOTO460
460 BLINE(175,165)-(195,191),1,BF:CURS
OR175,180:COLOR10:PRINTSC:GOTO190
470 CLS:SOUNDO:CURSOR90,95:PRINT"YOUR
SCORE":SC:CURSOR95,70:COLOR15:PRINT"GA
ME OVER!"
480 CURSOR52,130:PRINT"Do you want ano
ther game":COLOR7:CURSOR114,145:PRINT"
(Y/N)"
490 IFINKEY$="Y"THENGOSUB 720:GOTO180
500 IFINKEY$="N"THENSTOP
510 GOTO490
520 RESTORE910
530 SCREEN2,2:COLOR,1,,1:CLS
540 LINE (20,10)-(240,35),6,B
550 LINE (10,170)-(250,190),6,B
560 CURSOR36,20:COLOR5:PRINTCHR$(17):"
S T A R W A R S "
570 PRINTCHR$(16)
580 SPRITE0,(50,70),4,15
590 SPRITE1,(50,100),7,8

600 SPRITE2,(50,130),12,10
610 CURSOR80,78:COLOR15:PRINT"S C O U
T
e 30 PTS"
620 CURSOR80,108:COLOR7:PRINT"P A T R
O L
e 80 PTS"

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630 CURSOR80,138:COLOR10:PRINT" F I G H
T E R e 200 PTS"
640 COLOR14:CURSOR15,180:PRINT "PACIFI
C Software C 1985 By Jan Jacobsen"
650 RESTORE690:FORJ=1TO110:READF:SOUND
1,F,14:SOUND2,F+1,14:SOUND3,F*2,14:FOR
DE=1TO30:NEXTDE,J
660 READD
670 IFD=0THENSOUND0:CLS:RETURN
680 SOUND0,RETURN
690 DATA 196,196,196,131,392,392,175,1
65,147,262,392,392,392,349,330,294,262
,392,392,392,349,330,349,294,2
94,196,196,196,294,294,196,220,220,349
,330,294,262,262,294,330,294,220,247,1
96,196,220,220,349,330,294,262,294
,294,392,342,440,440,698
700 DATA 698,659,587,523,587,659,5
87,440,494,392,392,523,466,415,392,349
,311,294,262,392,784,196,196,196,262,3
92,392,349,330,294,523,392,392,349,2
94,294,392,392,392,349,330,349,2
94,294,294,294,0
710 RETURN
720 SCREEN2,2:COLOR,1:CLS
730 FORP=0TO150:X=INT(RND(1)*200):Y=IN
T(RND(1)*170):E=INT(RND(1)*14)+2:FSET(
X,Y),E:NEXT
740 CURSOR140,180:COLOR10:PRINT"SCORE"
:CURSOR10,180:COLOR10:PRINT"MISS"
750 COLOR 6:CURSOR215,5:PRINTCHR$(17);
" S "
760 COLOR15:CURSOR215,25:PRINT" T "
770 COLOR4:CURSOR215,45:PRINT " A "
780 COLOR7:CURSOR215,65:PRINT " R "
790 COLOR14:CURSOR215,105:PRINT" W "
800 COLOR10:CURSOR215,125:PRINT" A "
810 COLOR6:CURSOR215,145:PRINT " R "
820 PRINTCHR$(16)
830 FOR CI=1TO20 STEP 1
840 CIRCLE(25,25),CI,11
850 NEXTCI
860 LINE(215,0)-(245,155),4,B
870 LINE(210,0)-(250,155),4,B
880 PAINT(211,1),4:PAINT(246,1),4
890 RETURN
900 RESTORE930
910 FORA=0TO19:READRE#:PATTERNS#A,RE#:
NEXT:RETURN
920 GOTO910
930 DATAF0F0C0C100010015,15000100C1C0F
0F0,0F0F03B3008000A8,AB008000083030F0F
940 DATA80C0E0A1E3A3E79E,9FE7A1E0A0E0C
080,01030785C7C5E779,F9E7850705070301
950 DATA0001021E3A57BAE7,0100000000000
000,008040785CEA5DE7,8000000000000000
960 DATA00000000000205089,47A77FA344990
403,0000000000040A91,E2E5FEC5229920C0
970 DATA43A3081C1E3F3F7F,FF7F7F3F3F1D3
800,0B183A70F2E1F8FE,FFF8E8ECC6829008

```

```

100 REM *****
110 REM * (C) CHESS 1985 *
120 REM * *
130 REM * NEIL KUBE *
140 REM * *
150 REM *****
160 SCREEN2,2:COLOR1,3,,3:CLS:C=6
170 FORX=16TO192STEP24:FORY=0TO168 STEP23
:GOSUB180:COLOR,C,(X,Y)-(X+23,Y+22):NEXT:
GOSUB190:NEXT:GOTO190
180 C=C-4*(C=6)+4*(C=10):RETURN
190 DIM B(8,8):FORP=1TO4:B(1,P)=P:B(1,9-P)
=P:B(8,P)=P+10:B(8,9-P)=P+10:NEXT:FORP=1
TO8:B(2,P)=6:B(7,P)=16:NEXT:B(1,5)=5:B(8,
5)=15
200 FORS=4TO7:PATTERNS#S,"FFFFFFFFFFFFFFFF
F":NEXT
210 FORY=1TO8:FORX=1TO8:CO=1:A=B(Y,X):IFA
10THENCO=15:A=A-10
220 IFA=0THEN290
230 REM Print piece on board
240 DNAGOSUB320,340,360,380,400,420:FORC=
32TO255:READC#:PATTERN#C,C#:NEXT:POSITI
ON(X*24-4,Y*23-20):COLORCO
250 CURSOR0,0:PRINTCHR$(252)
260 CURSOR0,8:PRINTCHR$(253)
270 CURSOR8,0:PRINTCHR$(254)
280 CURSOR8,8:PRINTCHR$(255)
290 NEXT:NEXT
300 GOTO440
310 REM Character/Sprite Definitions
320 RESTORE330:RETURN
330 DATA CECEFFFFFFF757F75,7F7F7E7E78787878F
7373FFFFFFE7E7E7E,FEFE7E1E1E1E1E1F
340 RESTORE350:RETURN
350 DATA 0001071D7FFF9F1E,38000103070F1F3
,8000C0F0F8FCFEFE,7FFFFFFEFCF8F8FC
360 RESTORE370:RETURN
370 DATA 010103070F1E1F0F,070301010101030
,8080C0803078F8F0,E0C080808080C0E0
380 RESTORE390:RETURN
390 DATA 01A5957F3F1F0F07,0F0F01010103070
,80A5A9FEFCF8F0E0,F0F0808080C0E0F0
400 RESTORE410:RETURN
410 DATA 0101070701010103,3F3F1F0F0703030
,8080E0E0808080C0,FCFCF8F0E0C0C0E0
420 RESTORE430:RETURN
430 DATA 000000001030707,0301010307,0000
000080C0E0E0,C08080C0E0
440 DATA 00,00,00,00
450 REM Set Initial sprite position
460 MAG1:BX=5:BY=7:GOSUB850
470 B#="00:00:00":PL=2:TIME#=B#
480 REM Check for CR or arrow keys
490 I#=#INKEY#:#I=ASC(I#+""#):IFI=13THEN670

500 A=STICK(1):IFA>0THEN540
510 IFSTRIG(1)>0THEN670
520 IFI<28DRI>31THEN490
530 DNI-27GOSUB550,570,590,610:GOSUB850:G
OTO490
540 DNAGOSUB590,630,550,640,610,650,570,6
60:GOSUB850:GOTO490
550 BX=BX+1:IFBX>8THENBX=8
560 RETURN
570 BX=BX-1:IFBX<1THENBX=1
580 RETURN
590 BY=BY-1:IFBY<1THENBY=1
600 RETURN
610 BY=BY+1:IFBY>8THENBY=8

```

```

620 RETURN
630 GOSUB590:GOSUB550:RETURN
640 GOSUB610:GOSUB550:RETURN
650 GOSUB570:GOSUB610:RETURN
660 GOSUB570:GOSUB590:RETURN
670 IFB(BY,BX)=0THENBEEP:BEEP:GOTO490
680 IFB(BY,BX)>10ANDPL=1THENBEEP:BEEP:GOT
O490
690 IFB(BY,BX)<10ANDPL=2THENBEEP:BEEP:GOT
O490
700 POSITION(0,0):SX=24*BX-4:SY=23*BY-21:
GOSUB930:BLINE(SX,SY)-(SX+15,SY+16),,BF:P
=B(BY,BX):B(BY,BX)=0
710 I#=INKEY#:I=ASC(I#+ " "):IFI=13THENGOS
UB900:GOTO 770
720 A=STICK(1):IFA>0THEN760
730 IFSTRIG(1)>0THENGOSUB900:GOTO770
740 IFI<28DRI>31THEN710
750 DNI-27GOSUB550,570,590,610:GOSUB910:G
OTO710

760 DNAGOSUB590,630,550,640,610,650,570,6
60:GOSUB910:GOTO710
770 GOSUB1000:POSITION(0,0):BLINE(SX,SY)-
(SX+15,SY+16),,BF:B(BY,BX)=P:CO=1:IFP>10T
HENP=P-10:CO=15
780 IFP=0THENRESTORE440
790 DNP GOSUB320,340,360,380,400,420:FORC=
252TO255:READC#:PATTERN#C,C#:NEXT:POSITI
ON(CX*24-4, BY*23-20):COLORCO
800 CURSOR0,0:PRINTCHR$(252)
810 CURSOR0,8:PRINTCHR$(253)
820 CURSOR8,0:PRINTCHR$(254)
830 CURSOR8,8:PRINTCHR$(255)
840 GOSUB940:GOTO490
850 REM Calc posn of cursor sprite
860 CO=1:A=B(BY,BX):IFA>10THENCO=15:A=A-1
0
870 POSITION(0,0):SX=24*BX-4:SY=23*BY-21:
IFA=0THENRESTORE440:GOTO890
880 DNAGOSUB320,340,360,380,400,420
890 FORS=0TO3:READS#:PATTERNS#S,S#:NEXT:S
PRITE0,(SX,SY),0,CO
900 SPRITE31,(SX,SY),4,7:RETURN
910 SX=24*BX-4:SY=23*BY-21
920 SPRITE0,(SX,SY),0,CO
930 SPRITE31,(SX,SY),4,4:RETURN
940 POSITION(0,0):BLINE(210,86)-(255,106)
.1,BF
950 IFPL=1THENB#=TIME#:TIME#=W#:PL=2:GOTO
970
960 W#=TIME#:TIME#=B#:PL=1
970 CURSOR210,86:PRINTRIGHT$(B#,5)
980 COLOR15:CURSOR210,96:PRINTRIGHT$(W#,5
)
990 RETURN
1000 IFB(BY,BX)=0THENRETURN
1010 C=B(BY,BX):CO=1:IFC>10THENC=C-10:CO=
15
1020 CX(PL)=CX(PL)+1:IFCX(PL)=4THENCX(PL)
=1:CY(PL)=CY(PL)+1
1030 DNCGOSUB320,340,360,380,400,420:FORC
=252TO255:READC#:PATTERN#C,C#:NEXT:POSIT
ION(CX(PL)*15+195,CY(PL)*15+110*(PL-1)):C
OLORCO
1040 CURSOR0,0:PRINTCHR$(252)
1050 CURSOR0,8:PRINTCHR$(253)
1060 CURSOR8,0:PRINTCHR$(254)
1070 CURSOR8,8:PRINTCHR$(255)
1080 RETURN

```

```

100 REM *****
110 REM *
120 REM *      SEGA CODE BREAKER      *
130 REM *              by              *
140 REM * (c)      MIKE MORRIS      1985 *
150 REM *****
160 CLS:COLOR1,14
170 SCREEN 2,1:CLS:COLOR4,14,,14
180 CURSOR110,40:PRINT CHR$(17);"SEGA"
190 CURSOR65,55:PRINT"CODE BREAKER"
200 PRINT CHR$(16):CURSOR125,70:PRINT "BY
"
210 CURSOR92,90:COLOR6,14:PRINT " _____
"
220 PRINT " | MIKE MORRIS |
"
230 PRINT "
"
240 SCREEN 2,2
250 GOSUB 1740
260 FOR I=1 TO100:NEXT I
270 SOUND0
280 SCREEN 1,1
290 CURSOR5,10:PRINT "DO YOU NEED INSTRUCTIONS? (Y/N)"
300 K$=INKEY$:IF K$="N" THEN460
310 IF K$="Y" THEN 330
320 GOTO 290
330 CLS:CURSOR3,2:PRINT "The object of the game is to"
340 PRINT TAB(5);"try and work out the code"
350 PRINT TAB(5);"of four colours and blanks"
360 PRINT TAB(5);"hidden behind the question marks"
370 PRINT TAB(5);"There are a total of six colours"
380 PRINT TAB(5);"plus blanks"
390 PRINT TAB(5);"The results of each try are"
400 PRINT TAB(5);"shown by black and white"
410 PRINT TAB(5);"pegs: BLACK = right colour"
420 PRINT TAB(5);"wrong place WHITE = right"
430 PRINT TAB(5);"colour right place"
440 PRINT : PRINT TAB(10);"YOU HAVE TEN TRIES"
450 FOR I=1 TO 2000:NEXT
460 CURSOR5,16:PRINT "PRESS (1) FOR 4 DIFFERENT COLOURS"
470 CURSOR11,18:PRINT "(2) FOR 4 RANDOM COLOURS"
480 CURSOR11,20:PRINT "(3) FOR COLOURS AND BLANKS"
490 CURSOR11,22:PRINT "(4) FOR 2 PLAYERS"
500 K$=INKEY$:IF K$="1" THENBEEP:GOTO 550
510 IF K$="2" THENBEEP:GOTO 650
520 IF K$="3" THENBEEP:GOTO 680
530 IF K$="4" THENBEEP:GOTO 700
540 GOTO 460

```



```

550 GOSUB 890
560 C(1)=R
570 GOSUB 890
580 C(2)=R:IF C(2)=C(1) THEN 570
590 GOSUB 890
600 C(3)=R:IF C(3)=C(1)ORC(3)=C(2) THEN 5
610
620 GOSUB 890
630 C(4)=R:IF C(4)=C(1)ORC(4)=C(2)ORC(4)=
C(3) THEN 610
640 FOR I=1 TO 4:E(I)=C(I):NEXT
650 GOTO 900
660 FOR I=1 TO 4:GOSUB 890
670 C(I)=R:NEXT
680 GOTO 630
690 FOR I=1 TO 4:R=INT(RND(1)*7+1):C(I)=R
:NEXT
700 GOTO 630
710 CLS:FOR I=1 TO 4
720 CURSORR8,10:PRINT "ENTER FOUR COLOURS
730
740 PRINT TAB(9):="(R) for RED"
750 PRINT TAB(9):="(G) for GREEN"
760 PRINT TAB(9):="(B) for BLUE"
770 PRINT TAB(9):="(Y) for YELLOW"
780 PRINT TAB(9):="(W) for WHITE"
790 PRINT TAB(9):="(SPC) for BLANK"
800 K$=INKEY$:IF K$="R" THEN C(I)=1
810 IF K$="G" THEN C(I)=2
820 IF K$="B" THEN C(I)=3
830 IF K$="Y" THEN C(I)=4
840 IF K$="U" THEN C(I)=5
850 IF K$="W" THEN C(I)=6
860 IF K$=" " THEN C(I)=7
870 IF K$="R"ORK$="B"ORK$="Y"ORK$
"U"ORK$="W"ORK$=" " THEN870
880 GOTO 710
890 BEEP:PRINT:PRINT TAB(14):I;" ";K$:FO
R J=1 TO 30:NEXT:NEXT
900 PRINT TAB(18):"thanks":GOTO630
910 R=INT(RND(1)*6+1):RETURN
920 SCREEN 2,1:CLS
930 COLORR4,15,(178,31)-(253,191),14
940 LINE (33,10)-(253,30),15,B
950 LINE (134,10)-(134,191),15
960 LINE (175,10)-(175,191),15
970 PAINT(140,15),15
980 COLORR4,14
990 CURSORR46,19:PRINT "? ? ? ?"
1000 CURSORR188,14:PRINT "Use these"
1010 PRINT TAB(32):"keys"
1020 PRINT
1030 PRINT TAB(29):"R = red"
1040 PRINT TAB(29):"G = green"
1050 PRINT TAB(29):"B = blue"
1060 PRINT TAB(29):"Y = yellow"
1070 PRINT TAB(29):"U = violet"
1080 PRINT TAB(29):"W = white"
1090 PRINT TAB(29):"SPC = 0"
1100 PRINT
1110 PRINT TAB(29):"CURSOR KEYS"
1120 PRINT TAB(29):"LEFT= back"
1130 PRINT TAB(29):"DOWN=line ok"
1140 SCREEN 2,2
1150 Y=45:A=1
1160 X=46:FOR I=1TO 4
1170 IF X<46 THEN X=46:I=1
1180 FOR J=1 TO 20:NEXT J
1190 CURSORR,X,11:COLORR1,14:PRINT "."
1200 K$=INKEY$:IF K$=" " THEN CURSORR,X,11:P
RINT CHR$(8):GOTO 1170
1210 CURSORR,X,11:PRINT CHR$(8)

```

```

1200 IF K#="R" THEN P(I)=1:Q=8
1210 IF K#="G" THEN P(I)=2:Q=12
1220 IF K#="B" THEN P(I)=3:Q=4
1230 IF K#="Y" THEN P(I)=4:Q=10
1240 IF K#="U" THEN P(I)=5:Q=13
1250 IF K#="W" THEN P(I)=6:Q=15
1260 IF K#=" " THEN P(I)=7:Q=0
1270 IF K#=CHR$(29) THEN X=X-24:I=I-1:GOT
D 1150
1280 IF K#=CHR$(31) THEN 1360
1290 IF K#="R"OR K#="G"OR K#="B"OR K#="Y"OR K
#="U"OR K#="W"OR K#=" " THEN 1310
1300 GOTO 1170
1310 BEEP:CIRCLE(X,Y),5,0,1,1,0,1,BF
1320 IF I=4 THEN FOR T=1 TO 15: LINE (188,
134)-(240,134),8:BLINE (188,134)-(240,134
):NEXT
1330 X=X+24:IF X>118 THEN X=118
1340 IF I=4 THEN 1170
1350 NEXT
1360 B=0:D=0:W=140
1370 FOR I=1 TO 4
1380 IF P(I)=C(I) THEN D=D+1:P(I)=8:C(I)=
S
1390 NEXT I
1400 FOR I=1 TO 4
1410 FOR J=1 TO 4
1420 IF P(I)=C(J) THEN B=B+1:P(I)=10:C(J)
=11
1430 NEXT J
1440 NEXT I
1450 IF B=0 THEN 1470
1460 FOR I=1 TO B:CURSORW,Y:COLOR1,14:PRI
NT"|" :W=W+8:NEXT I
1470 IF D=0 THEN 1510
1480 FOR I=1 TO D:CURSORW,Y:COLOR15,14:PR
INT"|" :W=W+8:NEXT I
1490 IF D=4 THEN BEEP:CURSOR181,139:COLOR
12,14:PRINT "YOU TOOK":A:CURSOR196,148:PR
INT "TRIES":GOSUB 1840
1500 IF D=4 THEN FOR F=15 TO 1 STEP -.5:SO
UND1,300-12*F,F:NEXT F:SOUND0:CURSOR40,2:
PRINT CHR$(17):"CORRECT":CHR$(16):GOTO 1
550
1510 FOR I=1 TO 4:C(I)=E(I):NEXT I
1520 IF A=10 THEN 1540
1530 Y=Y+15:A=A+1:BEEP:GOTO1140
1540 CURSOR44,2:COLOR12,14:PRINT "SORRY Y
OU LOSE":FOR I=1 TO 50:SOUND1,110,12:NEXT
:SOUND0
1550 X=46
1560 FOR I=1 TO 4
1570 IF E(I)=1 THEN Q=8
1580 IF E(I)=2 THEN Q=12
1590 IF E(I)=3 THEN Q=4
1600 IF E(I)=4 THEN Q=10
1610 IF E(I)=5 THEN Q=13
1620 IF E(I)=6 THEN Q=15
1630 IF E(I)=7 THEN Q=0
1640 CIRCLE(X,20),5,0,1,1,0,1,BF
1650 X=X+24:NEXT I
1660 CURSOR 184,160:COLOR6,14:PRINT "Do y
ou want"
1670 PRINT TAB(30):" to play"
1680 PRINT TAB(30):"again?(Y/N)"
1690 K#=INKEY#
1700 IF K#="N" THEN 1730
1710 IF K#="Y" THEN SCREEN 1,1:CLS:GOTO 4
60

```

1720 GOTO 1690

```
1730 CLS:CURSOR58,40:PRINT CHR$(17):"SOME  
PEOPLE":CURSOR35,60:PRINT"CAN'T TAKE IT!  
!!":FOR I=1 TO1000:NEXT :END  
1740 FOR K=1 TO 2:RESTORE  
1750 FOR I=1 TO 100:NEXT  
1760 FOR J=1 TO 28:READ T  
1770 IF T=0 THEN 1790  
1780 FOR I=1 TO T:SOUND1,1000,12:NEXT  
1790 SOUND0  
1800 FOR I=1 TO 20:NEXT  
1810 NEXT J:NEXT K  
1820 DATA 2,2,2,0,2,0,6,6,2,0,2,6,0,0,0,0  
,6,6,0,2,2,0,6,2,0,6,2,2  
1830 RETURN  
1840 SCREEN 1:CLS:COLOR1,15:FOR I=1 TO 6:  
SCREEN 1,1:SCREEN 2,2:NEXT I:RETURN
```

```

100 REM *****
110 REM *****
120 REM          BY NEIL KUBE
130 REM *****
140 REM *****
150 CLS:GOSUB440:SCREEN2:COLOR1,3,,3:CLS
160 POSITION(80,40)
170 COLOR,15,(0,0)-(95,95)
180 FORX=0TO96STEP24:LINE(X,0)-(X,96):NEX
190 FORY=0TO96STEP24:LINE(0,Y)-(96,Y):NEX
200 DIMB(4,4):FORN=1TO15
210 X=1+INT(RND(1)*4):Y=1+INT(RND(1)*4):I
FB(X,Y)=0THENB(X,Y)=N:NEXT:GOTO230
220 GOTO210
230 FORX=1TO4:FORY=1TO4:IFB(X,Y)=0THENSX=
X:SY=Y:GOTO250
240 CX=24*X-24-4*(B(X,Y)<10):CY=24*Y-16:C
URSORCX,CY:PRINTB(X,Y)
250 NEXT:NEXT:SCREEN,2
260 A#=INKEY#+" ":IFA#="Q" THENERASEB:BLI
NE(1,1)-(95,95),,BF:GOTO180
270 A=ASC(A#):IFA<28ORA>31THEN260
280 DNA-27GOTO320,350,380,410
290 CX=24*SX-24-4*(B(SX-DX,SY-DY)<10):CY=
24*SY-16:CURSORCX,CY:PRINTB(SX-DX,SY-DY):
B(SX,SY)=B(SX-DX,SY-DY):SX=SX-DX:SY=SY-DY
:B(SX,SY)=0
300 CX=24*SX-18:CY=24*SY-16:BLINE(CX,CY)-
(CX+15,CY+7),,BF
310 GOTO 260
320 REM Right
330 IFSX=1THENBEEP:GOTO260
340 DX=1:DY=0:GOTO290
350 REM Left
360 IFSX=4THENBEEP:GOTO260
370 DX=-1:DY=0:GOTO290
380 REM Up
390 IFSY=4THENBEEP:GOTO260
400 DX=0:DY=-1:GOTO 290
410 REM Down
420 IFSY=1THENBEEP:GOTO260
430 DX=0:DY=1:GOTO 290
440 CONSOLE0,23:CURSOR12,0:PRINT"
1":CURSOR12,1:PRINT"| Slider |":CURSOR12
,2:PRINT"
450 PRINT" Use the 4 arrow keys to 'sli
de' the numbers into position. Try to arr
ange them in order. Sometimes this may no
t be possible. Press 'S' to start a new g
ame at any stage. Please wait....."
460 RETURN

```

```

100 REM*****
110 REM*****
120 REM***
130 REM*** By Mark'EGGBERT' Fisher ***
140 REM***
150 REM*** of the S.A. User Club ***
160 REM***
170 REM*****
180 REM*****
190 COLOR15,4
200 CLS
210 PRINTTAB(15);"EGGBERT"
220 PRINT"-----"
230 INPUT"TRACK ":T
240 IF T<0OR T>39THENBEEP2:GOTO 230
250 INPUT"SECTOR ":S
260 IF S<1ORS>16THENBEEP2:GOTO 250
270 DSKI$ T,S:A$,0,128:B$,128,128
280 CLS:PRINT" ";:FORX=0TO15
290 PRINTRIGHT$(HEX$(X),1):;NEXT:PRINT:PR
INT
300 FORY=0TO20:CORSOR22,Y:PRINT"|":NEXT:C
ORSOR0,2
310 FORY=0TO7:FORX=0TO15
320 IFX=0THENPRINTY
330 CURSORX+3,Y+2
340 I$=MID$(A$,X+Y*16+1,1)
350 IF I$>=" "THENPRINTI$:GOTO 370
360 PRINT".."
370 NEXT X,Y
380 FORY=0TO7:FORX=0TO15
390 IFX=0THENPRINT" ":HEX$(Y+8)
400 CURSORX+3,Y+8+2
410 I$=MID$(B$,X+Y*16+1,1)
420 IF I$>=" "THENPRINTI$:GOTO 440
430 PRINT".."
440 NEXT X,Y
450 PRINT:PRINT" ";:FORX=0TO15
460 PRINTRIGHT$(HEX$(X),1):;NEXT
470 CURSOR25,2:PRINT"-A/ ASCII"
480 CURSOR25,3:PRINT"-D/ DEC"
490 CURSOR25,4:PRINT"-H/ HEX"
500 CURSOR25,5:PRINT"-Q/ QUIT"
510 CURSOR25,6:PRINT"-W/ WRT"
520 CURSOR25,10:PRINT"TRACK ":T
530 CURSOR25,11:PRINT"SECTOR ":S
540 CURSOR0,21:INPUT"START ":S$
550 S1=VAL("&H"+MID$(S$,2,1)+MID$(S$,1,1)
)
560 ED=0
570 IF RIGHT$(S$,2)="-A"THENED=1
580 IF RIGHT$(S$,2)="-D"THENED=2
590 IF RIGHT$(S$,2)="-H"THENED=3
600 IF RIGHT$(S$,2)="-Q"THENED=200
610 IF RIGHT$(S$,2)="-W"THENED=800:GOT
O 200
620 IF ED=0THENCORSOR0,22:INPUT"EDIT MODE
":M$:S$=S$+M$:GOTO 560
630 CURSOR0,21:PRINTSPC(38)
640 CURSOR0,21:INPUT"<GO> ":ED$
650 CURSOR0,21:PRINTCHR$(5)
660 CURSOR0,21:PRINT"PLEASE WAIT..."
670 ONEDGOSUB 700,730,770

```

```
680 GOTO 280
690 END
700 IF S1 > 127 THEN S1 = S1 - 128 : GOTO 720
710 EA# = LEFT$(A#, S1) + ED# + RIGHT$(A#, 128 - S1
- LEN(ED#)) : A# = EA# : RETURN
720 EA# = LEFT$(B#, S1) + ED# + RIGHT$(B#, 128 - S1
- LEN(ED#)) : B# = EA# : RETURN
730 REM
740 FOR R = 1 TO LEN(ED#) STEP 3
750 U = VAL(MID$(ED#, R, 3)) : E# = E# + CHR$(U)
760 NEXT R : ED# = E# : GOSUB 700 : RETURN
770 FOR R = 1 TO LEN(ED#) STEP 2
780 U = VAL("&H" + MID$(ED#, R, 2)) : E# = E# + CHR$(
U)
790 NEXT R : ED# = E# : GOSUB 700 : RETURN
800 CLS
810 INPUT "ARE YOU SURE (Y/N) " : R#
820 IF R# <> "Y" THEN RETURN
830 DSKO# T, S : A#, 0, 128 : B#, 128, 128
840 RETURN
```

```

100 REM *****
110 REM *           BY           *
120 REM *       JAN JACOBSEN    *
130 REM *
140 REM * THE ADELAIDE USER'S CLUB*
150 REM *
160 REM *   COPYRIGHT 1985      *
170 REM * *****
180 SCREEN 1,1:CLS:COLOR10,1:CURSOR11,2:P
PRINT "|PICK A WORD|"
190 CURSOR7,1 :PRINT "
200 CURSOR7,3 :PRINT "
210 C=0
220 Y=0
230 CURSOR3,18:PRINT "
240 CURSOR3,19:PRINT "|PACIFIC SOFTWARE JA
N JACOBSEN|"
250 CURSOR3,20:PRINT "
260 CURSOR2,13:PRINT "
270 CURSOR2,12:PRINT "DO YOU KONW THE RUL
ES (YES/NO)";
280 INPUTY$
290 IFY$="Y"THEN360
300 IFY$="YES"THEN360
310 IFY$="NO"THEN320
320 CLS:PRINT"The computer pick a word"
330 PRINT"at any time you may GUESS
a LETTER OR a WORD"
340 PRINT"REMEMBER THAT A SPACE IS A CHAR
ACTER"
350 FORT=1TO1000:NEXTT
360 CLS:M=INT(RND(1)*80)+1
370 FORN=1TOM
380 READ C$
390 NEXT N
400 L=LEN(C$)
410 H=11
420 P$=""
430 FOR N=1 TO L
440 G#=P#+"- "
450 P#=G$
460 NEXT N
470 CLS
480 PRINT:CONSOLE0,24:CLS
490 CURSOR5,1:PRINT "O.K.-I'VE CHOSEN A W
ORD"
500 CONSOLE3,21
510 PRINT
520 PRINTTAB(20):P$:TAB(22+L)
530 PRINT"YOU HAVE 11 GUESSES"
540 PRINT
550 INPUT"YOUR GUESS IS ":Y$
560 IFLEN(Y$)=1THEN590
570 IFY$=C$THEN740
580 GOTD660
590 FORN=1TOL
600 IFLEFT$(Y$,1)<>MID$(C$,N,1)THEN630
610 G#=LEFT$(P$,N-1)+MID$(C$,N,1)+RIGHT$(
P$,L-N)

```

```

620 P#=G#
630 NEXT N
640 IF P#=C# THEN 740
650 GOTO 670
660 PRINT "HARD LUCK !"
670 H=H-1
680 PRINT TAB(20);P#
690 IF H>0 THEN 550
700 C=C+1
710 CONSOLE,24:CLS:PRINT "I'M SORRY - YOU
LOST THAT'S ";C;" TO ME"
720 PRINT
730 GOTO 770
740 Y=Y+1
750 PRINT
760 PRINT "WELL DONE, THAT'S ";Y;" TO YOU"
770 PRINT "THE WORD WAS ";C#
780 PRINT
790 PRINT
800 RESTORE
810 CURSOR,22:PRINT "DO YOU WANT ANOTHER
GAME (YES/NO)";
820 INPUT Y#
830 IF Y#="" THEN 360
840 IF Y#="Y" THEN 360
850 IF Y#="N" THEN 860
860 CLS:PRINT "BYE"
870 PRINT :STOP
880 DATA ABBOT, ABLAZE, ALKA, ALCHEMY, ASYMPTO
TE, ASPHALT
890 DATA BEGUILE, BELLICOSE, BRADAWL, BRASIER
, CARNIVAL
900 DATA CASADE, CLASP, CLING, CONFIRM, CONGEA
L, DANK
910 DATA DEPT, DIMPLE, DIRGE, DRENCH, DRIZZLE
, ENRAGE
920 DATA ENTHUSIASTIC, FALSE, FAHRENHEIT, FLU
ID, FLY
930 DATA GAZELLE, GIBBERISH, HANDCUFF, HALVE,
HOWITZER
940 DATA INCREMENT, INEDIBLE, INVOICE, INK, KN
ACK
950 DATA JURY, LAWYER, LATHE
960 DATA DOSTLER, DUST, PEEK, PERCH, POKE, POLY
TECHNIC
970 DATA PRIVILEGE, PROPEL, QUAY, RATIFY, RETR
ECE, RETCH
980 DATA SAVANNA, SCALDING, SHERIFF, SHAM, SNI
P, SOLITARY, SNUG
990 DATA SWAMP, SURGE, THRASH, TILT, TWIST, TYP
ICAL
1000 DATA UNIMPEACHABLE, UNIQUE, VAGRANT, VAD
RATION
1010 DATA WHIPPERSNAPPER, WHET, XYLOPHONE, ZE
NITH
1020 DATA DIATHERMACY, DINGBAT, WALLABY, WAL
LOON
1030 DATA PRECIOUS, CUTE, DIABOLICAL
1040 END

```



```

100 REM *****
110 REM * ISOLATION *
120 REM *****
130 REM * G. BREWIN *
140 REM * 1 9 8 4 *
150 REM *****
160 SCREEN1,1:COLOR15,4:CLS:DIMA(9,7):X(2
),Y(2):PATTERNS#0,"000C1E3F0C0C1E3F":PATT
ERNS#1,"7F":PATTERNS#3,"80":MAG1
170 CURSOR6,2:PRINT"

```

```

:BEEP:FORX=1TO100:NEXTX
180 CURSOR6,2:PRINT"

```

```

:BEEP:FORX=1TO100:NEXTX
190 CURSOR6,2:PRINT"

```

```

:BEEP

```

```

200 CURSOR2,7:PRINT"

```

```

210 CURSOR2,13:PRINT"

```

```

":BEEP:FORX=1TO100:NEXTX
220 CURSOR2,7:PRINT"

```

```

230 CURSOR2,13:PRINT"

```

```

":BEEP:FORX=1TO100:NEXTX
240 CURSOR2,7:PRINT"

```

```

250 CURSOR2,13:PRINT"

```

```

":BEEP:FORX=1TO100:NEXTX
260 CURSOR2,7:PRINT"

```

```

270 CURSOR2,13:PRINT"

```

```

":BEEP
280 CURSOR8,17:PRINT"A GAME FOR TWO PLAYE
R'S
":CURSOR9,20:PRINT"by G.BREWIN <1985>":
BEEP

```

```

290 CURSOR2,22:PRINT"Do you require instr
actions? (Y/N)":FORX=1TO70:NEXTX:CURSOR2,
22:PRINT"
":FORX=1TO50:NEXTX
300 I#=INKEY$:IFI#="N"THEN400
310 IFI#<>"Y"THEN290
320 CLS:CURSOR14,1:PRINT"ISOLATION:"
330 CURSOR2,4:PRINT"THE OBJECT: isolate y
our opponent's pawn so it cannot move."
340 CURSOR2,7:PRINT"THE RULES: take turns
to move your pawn one space in any dir
ection."
350 CURSOR13,10:PRINT"After moving your p
awn, remove ONE SQUARE. (the two start
ing squares cannot be removed)"
360 CURSOR13,14:PRINT"The first player to
totally isolate their opponent WIN
S!"
370 CURSOR13,17:PRINT"Player one is the R
ED, and player two the BLUE pawn."
380 CURSOR10,21:PRINT"Press a key to begi
n.....":FORX=1TO70:NEXTX:CURSOR10,21:PRIN
T"
":FORX=1TO50:N
EXTX
390 IFINKEY#=""THEN380
400 CLS:CURSOR10,10:PRINT"Please wait...
":SCREEN2:COLOR15,10,,10:CLS:CURSOR72,2:
PRINTCHR$(17):"Isolation":CURSOR73,2:PRIN
T"Isolation":POSITION(20,0)
410 FORX=0TO9:A(X,0)=0:A(X,7)=0:NEXTX:FOR
Y=1TO6:A(0,Y)=0:A(9,Y)=0:NEXTY
420 FORX=1TO8:FORY=1TO6:A(X,Y)=1:NEXTY,X:
A(1,3)=2:A(8,4)=2
430 LINE(10,20)-(200,170),1,BF:COLOR13,14
,(20,30)-(190,160),10:BLINE(20,30)-(190,1
60),,BF:SCREEN2,2
440 FORX=1TO8:FORY=1TO6:LINE(20*X+10,20*Y
+20)-(20*X+20,20*Y+30),15,BF:NEXTY:CURSOR
20*X+8,31:COLOR13:PRINTCHR$(16);X:NEXTX
450 FORY=1TO6:CURSOR21,20*Y+21:PRINTCHR$(
64+Y):NEXTY
460 BLINE(32,82)-(38,88),,BF:BLINE(172,10
2)-(178,108),,BF
470 X(1)=1:X(2)=8:Y(1)=3:Y(2)=4:T=0:G=0
480 REM * ACTUAL GAME PLAY ROUTINE *
490 REM =====
500 GOSUB720:T=1:GOSUB550
510 IFG=1THEN880
520 GOSUB720:T=0:GOSUB550
530 IFG=1THEN880
540 GOTO500
550 Q=X(T+1):R=Y(T+1)
560 IFA(Q+1,R)=0ANDA(Q+1,R-1)=0ANDA(Q+1,R
+1)=0ANDA(Q-1,R)=0ANDA(Q-1,R-1)=0ANDA(Q-1
,R+1)=0ANDA(Q,R-1)=0ANDA(Q,R+1)=0THENG=1
570 RETURN
580 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:BEEP:PRINT"Now remove a square (eg A1)
":
590 A#=INKEY$:IFA#=""THEN590
600 IFA#<"A"OR"R"OR"8"OR"9"THENBEEP2:GOTO590
610 BEEP:PRINTA#:
620 B#=INKEY$:IFB#=""THEN620
630 IFB#<"1"OR"B"OR"3"OR"8"THENBEEP2:GOTO620
640 BEEP:PRINTB#:YY=ASC(A#)-64:XX=VAL(B#)
650 P=T+2:IFP=3THENP=1
660 IFXX=X(P)ANDYY=Y(P)THENM#="That squar
e is occupied!":GOTO700
670 IFA(XX,YY)=0THENM#="Square already re
moved!":GOTO700

```

```

680 IFA(XX,YY)=2THENM$="Start Square cann
ot be removed!":GOTO700
690 A(XX,YY)=0:BLINE(0,180)-(235,190),,BF
:CURSOR10,181:PRINT"Square ";A$:B$:" remo
ved.":BLINE(20*XX+10,20*YY+20)-(20*XX+20,
20*YY+30),,BF:BEEP:FORZ=1TO150:NEXTZ:RETU
RN
700 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINTM$:BEEP:FORZ=1TO150:NEXTZ
710 GOTO580
720 SPRITE0,(X(1)*20+10,Y(1)*20+20),0,6:S
PRITE1,(X(2)*20+10,Y(2)*20+20),0,4
730 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINT"Player ";T+1;" up":BEEP:FORZ=1TO
150:NEXTZ:P=T+2:IFP=3THENP=1
740 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:BEEP:PRINT"Enter your move (eg A1)":
750 A$=INKEY$:IFA$="":THEN750
760 IFA$<"A"ORB$>"F"THENBEEP2:GOTO750
770 BEEP:PRINTA$:
780 B$=INKEY$:IFB$="":THEN780
790 IFB$<"1"ORB$>"8"THENBEEP2:GOTO780
800 BEEP:PRINTB$:YY=ASC(A$)-64:XX=VAL(B$)
810 IFXX=X(P)ANDYY=Y(P)THENM$="Your oppon
ent is on there!":GOTO870
820 IFXX=X(T+1)ANDYY=Y(T+1)THENM$="You ha
ven't moved!":GOTO870
830 IFA(XX,YY)=0THENM$="No square to move
to!":GOTO870
840 IFXX>X(T+1)+1ORXX<X(T+1)-1ORYY>Y(T+1)
+1ORYY<Y(T+1)-1THENM$="You cannot move to
there!":GOTO870
850 A(X(T+1),Y(T+1))=1:X(T+1)=XX:Y(T+1)=Y
Y:SPRITE0,(X(1)*20+10,Y(1)*20+20),0,6:SPR
ITE1,(X(2)*20+10,Y(2)*20+20),0,4:A(X(T+1)
,Y(T+1))=0:A(1,3)=2:A(8,4)=2
860 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINT"Player ";T+1;" moves to ";A$:B$:
BEEP:FORZ=1TO150:NEXTZ:GOSUB580:RETURN
870 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINTM$:FORZ=1TO150:NEXTZ:GOTO720
880 W=1:IFT=0THENW=2
890 SPRITET,(0,0),4,1:FORZ=1TO10
900 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINT"Player ";W;" WINS!!":BEEP:NEXTZ
910 BLINE(0,180)-(235,190),,BF:CURSOR10,1
81:PRINT"Another game? (Y/N)"
920 I$=INKEY$:IFI$="N"THENCLS:SCREEN1,1:C
LS:COLOR1,3:CALL00
930 IFI$<>"Y"THEN920
940 SCREEN1,1:GOTO400

```

```

23 REM *****
24 REM * (c) WORD 1984 *
25 REM * PROCESSOR *
26 REM * by *
27 REM * *
28 REM * ANDONIS (TONY) SYMEONIDIS*
29 REM *****
30 SCREEN 2,2:CLS:COLOR0,0,(0,0)-(255,191
),0
31 CURSOR8,50:COLOR5:PRINT CHR$(17):T$=
** WORD ** :GOSUB207
32 CURSOR25,70:COLOR9:T$="PROCESSOR":GOSU
B207
33 PRINT CHR$(16):COLOR11:CURSOR110,88 :T
$="BY":GOSUB 207
34 COLOR3:CURSOR75,110:T$="ANDONIS":GOSUB
207
35 COLOR13:CURSOR60,130:T$="SYMEONIDIS":G
OSUB 207
36 GOSUB 209
37 SCREEN 1,1:CLS
38 DIM A$(500)
39 COLOR15,1:CLS:BEEP:CURSOR10,12:T$="**
MASTER MENU **":GOSUB202
40 GOSUB 204:COLOR1,11
41 CLS:COLOR1,11:CURSOR8,0:BEEP:T$="* CHO
OSE AN ACTIVITY *":GOSUB202:CURSOR5,1:BEE
P:T$="_____":GOSUB20
2
42 CURSOR9,2:BEEP:T$="1 - ADD TEXT":GOSUB
202
43 CURSOR9,4:BEEP:T$="2 - PRINT TEXT":GOS
UB 202
44 CURSOR9,6:BEEP:T$="3 - DELETE LINE":GO
SUB 202
45 CURSOR9,7:BEEP:T$="4 - INSERT LINE":GO
SUB 202
46 CURSOR9,8:BEEP:T$="5 - REPLACE LINE":G
OSUB 202
47 CURSOR9,10:BEEP:T$="6 - REPLACE WORD":
GOSUB 202
48 CURSOR9,12:BEEP:T$="7 - SAVE ON DISK":
GOSUB 202
49 CURSOR9,14:BEEP:T$="8 - READ FROM DISK
":GOSUB 202
50 CURSOR9,16:BEEP:T$="9 - PRINT TEXT ON
PRINTER":GOSUB 202
51 CURSOR9,18:BEEP:T$="10 - INSTRUCTIONS"
:GOSUB 202
52 CURSOR8,20:BEEP:T$="11 - START ALL OVE
R":GOSUB 202
53 CURSOR2,21:BEEP:T$="_____
":GOSUB202
54 CURSOR4,22:BEEP:T$="Action " :GO
SUB202:CURSOR15,22:PRINT " " :CU
RSOR15,22:BEEP:INPUTA:IFA<10RA>11THENCURS
OR4,22:T$="***** ERROR ***** " :GOSUB20
2:GOTO54
55 ONAGOTO61,71,58,58,58,99,108,118,128,1
67
56 FORI=1TOL:A$(I)="" :NEXTI
57 L=0:CURSOR4,22:BEEP:T$="Work area clea
r " :GOSUB202:GOTO54
58 CURSOR4,22:BEEP:T$="Line number "
:GOSUB 202:CURSOR16,22:BEEP:INPUTB:IFB<10
RB>LTHENCURSOR4,22:BEEP:T$="No such line
" :GOSUB202:GOTO54
59 PRINT"Old line #":B:PRINTA$(B):ONAGOTO
41,41,97,98
60 PRINT"Enter replacement line":INPUTA$(
B):GOTO41

```

```

61 GOSUB155:CLS:BEEP:CURSOR2,0:T$="Ready
for typing -- Starting with":GOSUB 202
62 BEEP:CURSOR1,1:T$="
":GOSUB 202
63 BEEP:CURSOR15,2:T$="Line No":GOSUB202:
CURSOR22,2:PRINTL+1:BEEP:CURSOR12,3:T$="
":GOSUB202
64 BEEP:CURSOR9,4:T$=" ENTER <##> When do
ne":GOSUB202:BEEP:CURSOR7,5:T$="
":GOSUB202
65 INPUTA$(L+1):IFLEN(A$(L+1))>75THEN68
66 IFLEN(A$(L+1))>1THENIFLEFT$(A$(L+1),2)
="##"GOTO41
67 L=L+1:GOTO65
68 L=L+1:PRINT"Line too long -- Shortened
as shown:"
69 FORI=75TO1STEP-1:IFMID$(A$(L),I,1)=" "
THEN70:NEXT
70 A$(L)=LEFT$(A$(L),I-1):PRINTA$(L):GOTO
65
71 GOSUB157:CLS:C=0:BEEP:CURSOR2,0:T$="Re
ady to PRINT -- Choose format":GOSUB 202
72 BEEP:CURSOR1,1:T$="
":GOSUB202:BEEP:CURSOR0,2
T$="0= Numbered":GOSUB202
73 BEEP:CURSOR13,2:T$="1= Single":GOSUB2
02
74 BEEP:CURSOR23,2:T$="2= Double space: "
:GOSUB202:BEEP:CURSOR1,3:T$="
":GOSUB 202
75 BEEP:CURSOR9,4:T$="Action ":GOSUB202:C
URSOR18,4:INPUTB:IFB<0ORB>2THEN71
76 CURSOR1,5:T$="
":GOSUB202
77 FORI=1TOL
78 P#=A$(I):IFB=0THENPRINTI:" ";
79 IFLEN(P#)=0THEN90
80 PRINT:FORK=1TOLEN(P#):P=ASC(MID$(P#,K
,1))
81 IFP>64ANDP<91THENGOTO89
82 IFP>96ANDP<123THENGOTO89
83 IFP=47THENP=44:GOTO89
84 IFP=64THENGOSUB95
85 IFP=96THENGOSUB96
86 IFP=91THENP=58
87 IFP=60THENP=01
88 IFP=62THENP=02
89 PRINTCHR$(P):NEXTK:IFB=2THENPRINT:C=C
+1
90 PRINT:C=C+1:IFC<53THEN92
91 C=0:PRINT"-----":INPUT"Load new
page":Z$:CLS
92 NEXTI
93 PRINT:GOSUB 204
94 GOTO41
95 PRINT " ";P=32:RETURN
96 PRINTTAB(31):" ";P=32:RETURN
97 L=L-1:FORI=BTOL:A$(I)=A$(I+1):NEXTI:A$(
L+1)="":GOTO41
98 L=L+1:FORI=LTOB+1STEP-1:A$(I)=A$(I-1):
NEXTI:PRINT"Enter new line":A$(B)="":INPU
T A$(B):GOTO41
99 GOSUB161:CURSOR2,2:BEEP:T$="Word to be
changed":GOSUB202:CURSOR1,4:INFUTR$:D=LE
N(R$):IFD=0THENT$="*** ERROR ***":GOSUB2
02:GOSUB204:GOTO 41
100 N=0:INPUT"New word":N$:INPUT"From lin

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```

e (0=A11)":B:IFB>LTHENPRINT"No such line"
:GOTO54
101 IFB<1THENB=1:C=L:GOTO103
102 INPUT"Thru line":C:IFC<B0RC>LTHENC=L

103 PRINT"SEARCHING":FORK=BTDC:P#=A$(K):I
FLEN(P#)<DTHENNEXTK
104 A=LEN(P#)+1-D:FORI=1TOA:IFR#=MID$(P#,
I,D)THENGOSUB105
105 NEXTI,K:PRINTN"CHANGES MADE":FORXX=1
TO500:NEXTXX:GOTO41
106 A$(K)=LEFT$(P#,I-1)+N$:IFI<ATHENA$(K)
=A$(K)+RIGHT$(P#,A-I)
107 P#=A$(K):N=N+1:PRINT"LINE #":K:PRINTA
$(K):RETURN
108 GOSUB153:CLS:Z$="TYPIST data"
109 OPEN Z$ FOR OUTPUT AS #1
110 PRINT#1,L
111 FORI=1TOL+2STEP3
112 CURSOR2,16:PRINT"Saving ...":Z$:" ":I

113 PRINT#1,A$(I),A$(I+1),A$(I+2)
114 NEXT I
115 CLOSE
116 GOSUB 204
117 GOTO41
118 GOSUB165:CLS:L2=L:Z$="TYPIST data"
119 OPEN Z$ FOR INPUT AS #1
120 INPUT#1,L:L=L2+L
121 FORI=L2+1TOL+2STEP3
122 CURSOR2,16:PRINT"Loading ...":Z$:" ":
I
123 INPUT#1,A$(I),A$(I+1),A$(I+2)
124 NEXT I
125 GOSUB 204
126 CLOSE
127 GOTO41
128 GOSUB157:CLS:C=0:BEEP:CURSOR2,0:T$="R
eady to LPRINT -- Choose format:":GOSUB 2
02
129 BEEP:CURSOR1,1:T$="
" :GOSUB202:BEEP:CURSOR0,
2:T$="0= Numbered:":GOSUB202
130 BEEP:CURSOR13,2:T$="1= Single:":GOSUB
202
131 BEEP:CURSOR23,2:T$="2= Double space:":
GOSUB202:BEEP:CURSOR1,3:T$="
" :GOSUB202
132 BEEP:CURSOR9,4:T$="Action ":GOSUB202:
BEEP:CURSOR18,4:INPUTB:IFB<00RB>2THEN128
133 BEEP:CURSOR1,5:T$="
" :GOSUB202

134 FORI=1TOL
135 P#=A$(I):IFB=0THENLPRINTI;
136 IFLEN(P#)=0THEN147
137 LPRINT:;FORK=1TOLEN(P#):P=ASC(MID$(P#
,K,1))
138 IFP>64ANDP<91THENGOTO146
139 IFP>96ANDP<123THENGOTO146
140 IFP=47THENP=44:GOTO146
141 IFP=64THENGOSUB153
142 IFP=96THENGOSUB154
143 IFP=91THENP=58
144 IFP=60THENP=31

```

```

145 IFP=62THENP=30
146 LPRINTCHR$(P);:NEXTK:IFB=2THENLPRINT:
C=C+1
147 LPRINT:C=C+1:IFC<53THEN92
148 C=0:LPRINT"-----":INPUT"Load n
ew page";Z#:CLS
149 NEXTI
150 CURSOR5,22:PRINT"Press any key to con
tinue"
151 IFINKEY#=""THEN93:GOTO41
152 GOTO41
153 LPRINT" ";:P=32:RETURN
154 LPRINTTAB(31);" ";:P=32:RETURN
155 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
ENTER TEXT **:GOSUB202
156 GOSUB204:COLOR1,11:BEEP:RETURN
157 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
PRINT TEXT **:GOSUB202
158 GOSUB204:COLOR1,11:BEEP:RETURN
159 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
FIND & DISPLAY LINE **:GOSUB202
160 GOSUB204:COLOR1,11:BEEP:RETURN
161 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
REPLACE WORD **:GOSUB202
162 GOSUB204:CLS:COLOR1,11:BEEP:RETURN
163 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
SAVE ON DISK **:GOSUB202
164 GOSUB204:CLS:COLOR1,11:BEEP:RETURN
165 CLS:COLOR15,1:CURSOR10,12:BEEP:T#="**
READ FROM DISK **:GOSUB202
166 GOSUB204:COLOR1,11:BEEP:RETURN
167 SCREEN 1,1:CLS:COLOR10,1
168 T#="" ** SPECIAL KEYS **:GOSUB
202:T#="":GOSUB 202
169 T#=" 1 : ** / ** SLASH":GOSUB 2
02
170 T#=" 2 : ** @ ** RATE SIGN":GOS
UB 202
171 T#=" 3 : ** [ ** SQUARE BRACKET
":GOSUB 202
172 T#=" 4 : ** < ** LESS THAN":GOS
UB 202
173 T#=" 5 : ** > ** GREATER THAN":
GOSUB 202
174 T#=" 6 : ** ## ** DOUBLE SHARP":
GOSUB 202
175 GOSUB 204
176 BEEP:CLS
177 T#=" 1 : ** / ** SLASH":GOSUB 2
02:T#="":GOSUB 202
178 T#=" The </> Slash option allows you
to convert to a COMMA <,>." :GOSUB 202

179 GOSUB 204
180 BEEP:CLS
181 T#=" 2 : ** @ ** RATE SIGN":GOS
UB 202:T#="":GOSUB 202
182 T#=" The <@> Rate sign option allows
you upto 5 spaces of tab." :GOSUB 202
183 GOSUB 204
184 BEEP:CLS
185 T#=" 3 : ** [ ** SQUARE BRACKET
":GOSUB 202:T#="":GOSUB 202

```

```

186 T$=" The <[> Square bracket option to
get <:> Full colon.":GOSUB 202
187 REM
188 GOSUB 204
189 BEEP:CLS
190 T$="      4 : ** < ** LESS THAN":GOS
UB 202:T$="":GOSUB 202
191 T$=" The <<> option to get duple size
characters.":GOSUB 202
192 GOSUB 204
193 BEEP:CLS
194 T$="      5 : ** > ** GREATER THAN":
GOSUB 202:T$="":GOSUB 202
195 T$=" The <> Greater than option is t
o get back to normal size characters.":G
OSUB 202
196 GOSUB 204
197 BEEP:CLS
198 T$="      6 : ** ## ** DOUBLE SHARP"
:GOSUB 202:T$="":GOSUB 202
199 T$=" The <##> Double sharp option is
to finish the text and go back to the
menu.":GOSUB 202
200 GOSUB 204
201 BEEP:CLS:GOTO 41
202 FOR X=1 TO LEN(T$)
203 PRINT CHR$(8);MID$(T$,X,1);CHR$(229);
:BEEP1:BEEP0:NEXT X:PRINT CHR$(8):RETURN
204 CURSOR0,22:T$="PRESS ANY KEY.":GOSUB
202
205 A$=INKEY$:IF A$="" THEN 205
206 RETURN
207 FOR X=1 TO LEN(T$)
208 PRINTMID$(T$,X,1);CHR$(32 ):BEEP1:BE
EPO:NEXT X:RETURN
209 CURSOR21,182:COLOR15:T$="PRESS ANY KE
Y.":GOSUB 207
210 A$=INKEY$:IF A$="" THEN 205
211 RETURN

```

..... Chess .....

Use the cursor controle keys or joy  
plugged into joy-1 to position  
the light blue block on  
the pice you wish to move.  
Press the (CR) key or triger to pick  
up the pice then position the pice  
again with the joystick or the arrow  
keys.  
Press the (CR) or triger to register  
your move.



# EGGBERT INST

## START

ENTER THE NUMBER OF THE START  
CHR THIS IS CALCULATED BY  
PUTING THE COLUM NUMBER THEN THE  
ROW NUMBER FOLOWED BY A - THEN  
THE EDIT MODE.

EG 7A-H     START CHR 7A HEX EDIT

IF YOU DO NOT STATE THE EDIT  
MODE IT WILL THEN ASK FOR IT.  
A START ADDRESS IS NOT REQUIRED  
WITH -Q AND -W

<GO>

edit mode

-A ASCII/ JUST TYPE IN WHAT YOU WANT

-D DECIMAL/ ALL DEC NUMBERS MUST BE  
3 CHRS LONG.

EG 23,125,12,1 = 023125012001

-H HEXADECIMAL/ ALL HEX NUMBERS MUST  
BE 2 CHRS LONG.

EG 23,2,12,5 = 23021205

-Q QUIT/ PUTS YOU BACK TO TRACK AND  
SECTOR ENTERING.

-W WRITE/ WRITES THE EDITED SECTOR  
BACK TO DISK.

WARNING....

IF YOU EDIT BEFORE F7 AND YOUR INPUT  
GOES FURTHER THAN F7 IT WILL CRASH.SO  
BREAK THE INPUT INTO 2 PARTS.

