

T.T.S. SEGA



MAGAZINE

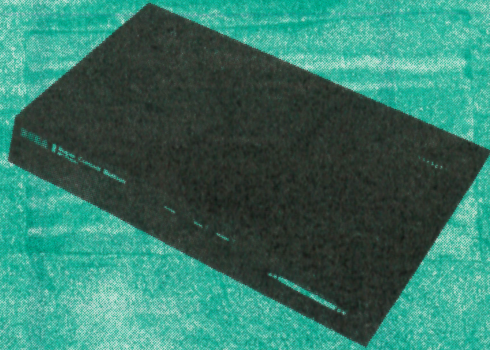
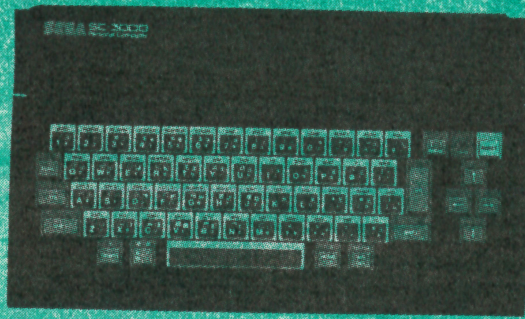
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JULY-AUGUST 85

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SEGA MAGAZINE!!



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MAGAZINE

JULY-AUGUST 88

0012

FOR SALE TOP SECRET

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EDITORIAL

Yes here we are again and yes we are late again and trying to catch up. In this issue we have all the regular features and a new competition and some reviews of KINGDOM and CASTLE of FEAR. Do you like the new cover? Well to bad if you don't because you will be stuck with this one for quite some time! In our never ending hunt to give you the best and to keep the price down to a minimum we are going to run of several thousand of these covers and then fill in the blank spots each month as we require them. Sneaky eh!

Next month (SEPTEMBER) issue #06 will have over 6 great programs in it!!

Also very soon for release will be TRILLION INTERCEPTER where you must fly over mountains and destroy the enemy. Based on the arcade favorite SCRAMBLER! This will retail for \$19.95.

If you would like to see any game for the Sega written then write to us at TTS and let us know. (You never know, we may write it!)

And now for the KIWI news...

Most of the Software, Etc. advertised in the centre pages is now available in New Zealand from POSEIDON SOFTWARE. For more information phone (080) 67105 or write to:

P.O. Box 784,
HAMILTON.

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T.T.S. SEGA MAGAZINE SUB. 12 ISSUES \$48.00

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Back issues are available from us at a price
of \$5.00 per issue plus postage & handling
\$2.50 per order.

Issue # 1 DEC/JAN

Issue # 2 FEB

Issue # 3 MARCH

Issue # 4 APR/MAY

MARKET PLACE

SEGA USER GROUPS IN AUSTRALIA

=====

S.E.G.A. (SEGA ENTERTAINMENT GROUP of AUSTRALIA.)

4 Rota place,

Marayong. 2148

ph (02) 831-1150

SEGA USER'S CLUB (QLD)

Mr Robert Horkings

(07) 525-603

Mr Keith Zuch

(07) 288-3115

ADELAIDE SEGA USER'S GROUP (SA)

Mr Jamie Anderson

(08) 263-5020

Jan Jacobsen

(08) 382-7967 after 7:30pm

SEGA USER'S GROUP (WA)

Mr John McLENNAN

4(09) 342-5905

People waiting for the Modem will have to wait a little longer as the word is they are definitely coming soon. With it's arrival it will open up a whole new world for people owning the SEGA!!

The new shipment of SF7000 SUPER CONTROL STATIONS arrived and are being quickly snapped up by SEGA OWNERS. We have done a few comparisons with other Disk Drives and the SEGA came out as the brightest star of them all!

Anyone wishing to know about the TOSHIBA MSX rrp. \$499.00 which is almost compatible with the SEGA can contact us on our hotline (02) 831-1150 Our price \$439.00 includes postage.

GAMING AROUND!!

This month we have the new scores for Gaming Around. We are getting an excellent response to this section so keep them coming. Please note we require a PHOTOGRAPH to validate the score as some people say anything!

POST TO;
GAMING AROUND,
C/- T.T.S.,
4 Rota place,
Marayong. 2148

GAME	SCORE	NAME
BORDERLINE.....	120,800.....	TOM B, N.S.W
CHAMPION GOLF.....	-4.....	GRAHAM G, N.S.W
DONGO BONGO.....	527,570.....	BRENDAN D, S.A
DEMON GOBBLER.....	38,400.....	TOM B, N.S.W
EXERION.....	74,100.....	GRAHAM G, N.S.W
MANACO GP.....	195,224.....	DAVID A, ?
STAR JACKER.....	65,800.....	LES K, N.S.W
VERMIN INVADERS.....	15,150.....	KEN S, N.T
VORTEX BLASTER.....	143,550.....	JOE F, VIC
ORGUSS.....	45,200.....	JEFF L, VIC
SAFARI RACE.....	44,720.....	TOM B, N.S.W
ZIPPY RACE.....	539,100.....	JEREMY C, N.S.W

SEGA GALAGA.....245,340....GRAHAM G, N.S.W
 CHAMPION BASEBALL...11-2.....GRAHAM G, N.S.W
 PACAR.....999,999....DAVID A, ?
 N-SUB.....45,350.....DAVE G, W.A
 SEGA FLIPPER.....999,999....ROBERT B, N.S.W
 POP FLAMER.....156,700....JEREMY C, N.S.W
 SINDBAD MYSTERY.....35,860.....JOE F, VIC
 YAMATO.....167,600....MATTHEW T, VIC
 SAFARI HUNTING.....33,230.....KEN S, N.T

PLEASE NOTE:

Games with 999,999 mean they have been clocked over, several have done this, they are;

SEGA FLIPPER BY ; ROBERT BAILEY, NSW
 ;JEREMY CAPPS, NSW
 ;GRAHAM GASKELL, NSW
 ;THOMAS BERNARD, NSW

PACAR BY ; DAVID ALEXANDER

▶ INP/OUTPUT ↗

Dear Editor,

I would like to know if it is possible to have multi coloured sprites and how to do them?

I would also like to know if MSX games will work on the SEGA and if not what are the main differences?

Yours Sincerely
A.P. Shaw.

It is possible to have multi coloured sprites by only one way and that is to overlay one over the other.

```
#  ##  #      ##  ##
```

```
## ## ##      #  #  
#####  
# #### #      #  #  
#####  
#####  
#####  
#####  
#####
```

Now if these were two different sprites they could be overlaid each other to give the image of two colour.

Now for the question of the SEGA being compatible with MSX machines. The answer is YES and NO. In machine code they are virtually identical but in BASIC there are quite a few differences for the MSX has a slightly superior basic as it should have at the price.

BASIC TIPS

Welcome to Basic Tips, we don't have a lot for you this week but will try and help some of you out there!

We have been asked by several people about the SPRITE COLLISION routine that we published in the February issue!

Here is a small program with it in use, please note that this is only a sprite collision detection and that you can't tell which sprite has been hit with this routine. To do that you will have to check the X,Y positions of the other sprites!!

If you only have two sprites you don't have to worry about it!

```
5 TY=180:TX=200:X=100:Y=X
10 PATTERN S#0, "0000B098FF0C1830"
11 PATTERN S#1, "000000F800F80000"
12 PATTERN S#2, "FFAAFFAAFFAAFFAA"
40 SCREEN 2,2:CLS
50 I$=INKEY$:IFI$=CHR$(28)THENX=X+4
55 IF I$=CHR$(29) THEN X=X-4
60 IF I$=CHR$(30) THEN Y=Y-4
65 IF I$=CHR$(31) THEN Y=Y+4
70 IFI$=" " THENFX=X+4:FY=Y:B=1
80 IFB=1THENFX=FX+4:SPRITE1,(FX,FY),1,1:IF
FX>210THENB=0:SPRITE1,(FX,FY),1,0
90 TY=TY-4:SPRITE2,(TX,TY),2,4:IFTY<5THENT
Y=180
100 SPRITE0,(X,Y),0,9
110 IF(INP(&HBF)AND32)=32THEN200
120 GOT050
200 SPRITE1,(FX,FY),1,0
210 TY=200:SPRITE2,(TX,TY),2,4
220 SC=SC+20:BLINE(210,10)-(255,18),,BF
230 CURSOR210,10:PRINTSC:GOT050
```

REVIEW

KINGDOM

=====

Price \$14.50

At it's price I thought to myself, what's wrong with it, it can't be very good for that price!

What a pleasant surprise I had as I think this is a brilliant strategy game. Ah I hear some of you saying but what is a strategy game?

A strategy game is a game which uses the mind and in this case your mind will be used quite a lot!

You have things like Grain Harvest, Land Owned, Serfs, Soldiers, Taxes, Market Places, Woolen Mills, Cathedrals, Palaces, Bankruptcy, Weather and Rats to worry about!

You can play this game by yourself or you can play another two players. Also you have 4 levels of skill and it asks you if you are Male or Female.

I spent a whole night playing this game by my self and with friends and all of us had a thoroughly enjoyable time. You will go up through the ranks and if you are good enough, you will make it to KING where the game will end.

You can overdraw your account to the tune of about \$5,000 per rank but you had better beware, you are charged interest.

A few pointers in playing the game;

Buy Land regular as the price will increase if you don't

Buy Grain when it's cheap (15-40)

Release more grain and you get more Serfs, normally

More Serfs means bigger Harvest and the spend more money

Keep your soldiers happy and your people will be happy

If your tax's are high your harvest is low
Buy Markets and Woolen mills, they bring in
the most money

Don't let your soldiers get to low, you may
get invaded

Experiment a lot and find the amount for
your tax's

CONCLUSION

=====

Excellent game and is very well worth the
money, \$14.50 This is a game that has had a
lot of time spent on it fine tuning the
equations with a small amount of graphics to
add the colour.

I would suggest this game would be ideal
for anyone and almost any age person unless
he or she are zombies and they never learnt
anything at school, but then those type of
people don't buy computers do they????

GRAPHICS -----**
SOUND -----N/A
ORIGINALITY -----****
LASTING INTEREST -----****
OVERALL -----****

CASTLE OF FEAR

=====

This is the one of the best adventures I have played and has excellent graphics to go with it!

A good Adventure must comprise of several features such as a theme for doing what ever you do, a large vocabulary and should not have stupid or unrealistic commands.

In this Adventure you must try to find Count Drugular, yes Drugular and kill him, very simple eh! Well you better be in store for a few surprises as right at the very first location you are confronted with a nasty looking skeleton which you cannot kill without having a certain item on your person.

The graphics of this Adventure are excellent and you will have no trouble at following the text.

Also with the Disk version you have a STORE command which allows you to store a game at

any time you wish to if you think you are about to be killed or if you just want a rest.

I recomend this Adventure to anyone with the courage to play it but if you are faint at heart then don't bother, I would suggest that sort of person should go out and get some exercise like trying to push start a submarine!

Conclusion;

This is a great Adventure with a lot going for it. The price is good value (for both versions, disk & tape). It will last a long time for sure and is simple to play!

GRAPHICS -----*****
SOUND -----N/A
ORIGINALITY -----****
LASTING INTEREST -----****
OVERALL -----****

COMPETITION!

Here it is, the competition for everyone to play and have fun with!

All you have to do is make as many words as you can out of the word KINGDOM. Easy you say, well get going and start writing, you have until the end of August to do this!

RULES;

All words must be in an ENGLISH DICTIONARY.

You may not use any letters twice.

All entries must reach us before the end of August.

FIRST PRIZE	\$100.00	VOUCHER FROM T.T.S
SECOND PRIZE	\$50.00	VOUCHER FROM T.T.S
THIRD PRIZE X 5	\$20.00	VOUCHER FROM T.T.S

Here are some words to start you;

King, Gin, Ink.

No persons or family of employees are valid.

All decisions by the judges are final.

Any entries latter than the last day of August will not be accepted.

All mail to be posted to;

Word Competition,

4 Rota place,

Marayong.

N.S.W. 2148

M·CODE

PART 5

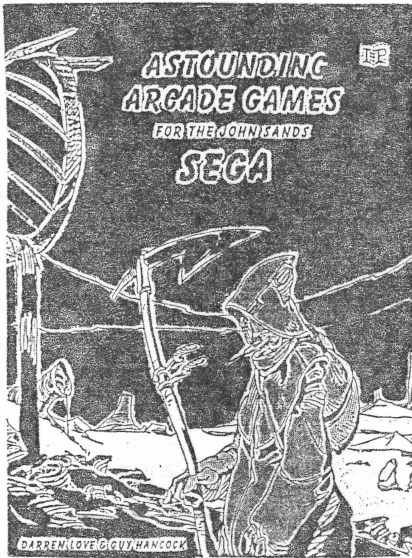
A few people have written in and asked me to compare the basic commands to the machine code commands.

ADD A,r	-	A=A+r
ADD A,(HL)	-	A=A+PEEK(HL)
CALL nnnn	-	GOSUB nnnn
RET	-	RETURN
CP r	-	IF A=r
DEC r	-	r=r-1
INC r	-	r=r+1
IN A,(n)	-	A=INP(n)
OUT (n),A	-	OUT(n),A
INC (HL)	-	POKE HL,PEEK(HL)+1
DEC (HL)	-	POKE HL,PEEK(HL)-1
JP nnnn	-	GOTO nnnn
LD r,n	-	r=n
LD (nnnn),A	-	POKE nnnn,A
LD A,(nnnn)	-	A=PEEK(nnnn)
SUB r	-	A=A-r

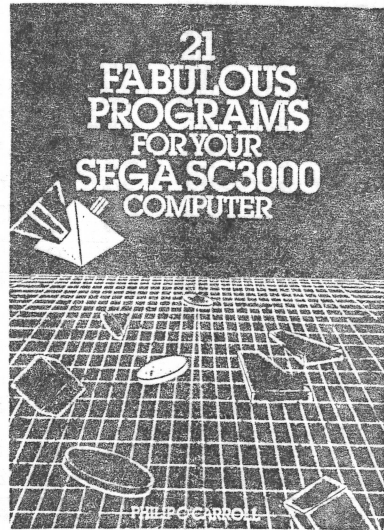
There are a lot of other commands, but these could not be compared to basic as basic does not carry these commands. The above is only a rough comparison.

The following program counts from 0 to 65535 and displays the number in the top left corner of the screen. It counts over 1500 numbers per second. type in the following data into the monitor program using the EM command.

When ADDRESS: comes up enter B000



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Strategy

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ADDRESS = B000

```
D3 BF C9 00 D3 BE C9 F3
F5 7D CD 00 B0 7C E6 3F
F6 40 CD 00 B0 F1 C9 DD
21 3A B0 AF DD 46 01 DD
4E 00 B7 ED 42 38 03 3C
18 F9 09 C6 30 CD 03 B0
79 FE 01 C8 DD 23 DD 23
18 E1 10 27 E8 03 64 00
0A 00 01 00 21 00 00 22
5C B0 21 00 3C CD 07 B0
2A 5C B0 23 22 5C B0 CD
17 B0 18 EE 00 00 END
```

To run the program use the CA command and enter the address of B044

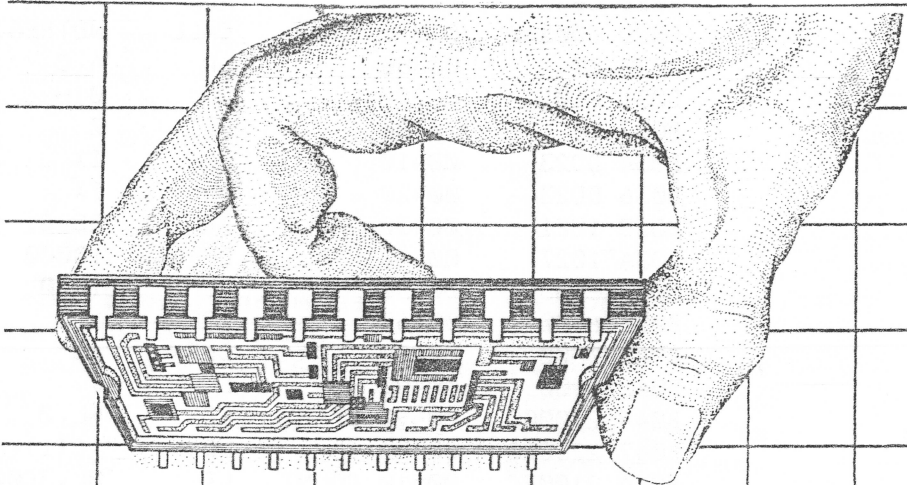
If you have entered everything correct then it should start counting in the top left of the screen. The following list is the symbolic listing of the above program.

```
B000          00100   ORG      0B000H
B000 D3BF      00110 WSTREG  OUT      (0BFH),A
B002 C9        00120         RET
B003 00        00130 WDTREG  NOP
B004 D3BE      00140         OUT      (0BEH),A
B006 C9        00150         RET
B007 F3        00160 VRAMAD  DI
B008 F5        00170         PUSH     AF
B009 7D        00180         LD       A,L
B00A CD00B0    00190         CALL    WSTREG
B00D 7C        00200         LD       A,H
B00E E63F      00210         AND     3FH
B010 F640      00220         OR      40H
B012 CD00B0    00230         CALL    WSTREG
B015 F1        00240         POP     AF
B016 C9        00250         RET
B017 DD213AB0  00260 DDEC     LD       IX,DTBL
B018 AF        00270 DDEC1    XOR      A
B01C DD4601    00280         LD       B,(IX+1)
B01F DD4E00    00290         LD       C,(IX)
```

B022	B7	00300		OR	A
B023	ED42	00310	DDEC2	SBC	HL,BC
B025	3803	00320		JR	C,DDEC3
B027	3C	00330		INC	A
B028	18F9	00340		JR	DDEC2
B02A	09	00350	DDEC3	ADD	HL,BC
B02B	C630	00360		ADD	A,30H
B02D	CD03B0	00370		CALL	WDTREG
B030	79	00380		LD	A,C
B031	FE01	00390		CP	01H
B033	C8	00400		RET	Z
B034	DD23	00410		INC	IX
B036	DD23	00420		INC	IX
B038	18E1	00430		JR	DDEC1
B03A	1027	00440	DTBL	DEFW	10000
B03C	E803	00450		DEFW	1000
B03E	6400	00460		DEFW	100
B040	0A00	00470		DEFW	10
B042	0100	00480		DEFW	1
B044	210000	00490	START	LD	HL,0
B047	225CB0	00500		LD	(CT1),HL
B04A	21003C	00510	COUNT	LD	HL,3C00H
B04D	CD07B0	00520		CALL	VRAMAD
B050	2A5CB0	00530		LD	HL,(CT1)
B053	23	00540		INC	HL
B054	225CB0	00550		LD	(CT1),HL
B057	CD17B0	00560		CALL	DDEC
B05A	18EE	00570		JR	COUNT
B05C	0000	00580	CT1	DEFW	0
0000		00590		END	0000H
00000	TOTAL ERRORS				
34345	TEXT AREA BYTES LEFT				

COUNT	B04A	00510	00570		
CT1	B05C	00580	00500	00530	00550
DDEC	B017	00260	00560		
DDEC1	B01B	00270	00430		
DDEC2	B023	00310	00340		
DDEC3	B02A	00350	00320		
DTBL	B03A	00440	00260		
START	B044	00490			
VRAMAD	B007	00160	00520		
WDTREG	B003	00130	00370		
WSTREG	B000	00110	00190	00230	

MONITOR



C>	6EX151D>	64X151E>	00X151F>	00X1520>	F5
25>	47X1526>	D1X1527>	F1X1528>	CDX1529>	2
52E>	F5X152F>	21X1530>	90X1531>	9AX1532>	
1537>	00X1538>	FEX1539>	10X153A>	30X153B>	
X1540>	3CX1541>	FEX1542>	10X1543>	20X1544	
FX1549>	9AX154A>	E1X154B>	C1X154C>	F1X154	
55X1552>	15X1553>	3EX1554>	28X1555>	32X15	
00X155B>	22X155C>	0BX155D>	B0X155E>	22X1	
0>	B0X1564>	0EX1565>	10X1566>	CDX1567>	3DX
0C>	7DX156D>	32X156E>	08X156F>	B0X1570>	7C
075>	3EX1576>	84X1577>	FEX1578>	2CX1579>	C
57E>	84X157F>	CDX1580>	FEX1581>	4AX1582>	
1587>	7DX1588>	32X1589>	0AX158A>	B0X158B>	
AX1590>	CAX1591>	ACX1592>	16X1593>	FEX1594	
EX1599>	2CX159A>	C2X159B>	C5X159C>	16X159D	
2CX15A2>	28X15A3>	21X15A4>	CDX15A5>	FEX15	
CAX15AB>	16X15AC>	7DX15AD>	FEX15AE>	10X1	
5>	CDX15B4>	3EX15B5>	84X15B6>	FEX15B7>	3AX

\$20.00

PROGRAMS



AUSSIE FLAG!

This program draws up the Aussie
flag on the graphics screen.

```
1 PATTERN S#0,"0101C3733F0F0F3F"  
2 PATTERN S#1,"FF3F0F1C18306000"  
3 PATTERN S#2,"0000869CF8F0F0FC"  
4 PATTERN S#3,"FFFCE07030180C00"  
10 SCREEN 2,2:CLS:PRINT CHR$(16)  
20 COLOR 15,4,(0,0)-(255,191),1  
30 COLOR 15,15,(0,0)-(110,90),1  
40 CURSOR 170,45:PRINT"*"  
50 CURSOR 165,160:PRINT"*"  
60 CURSOR 137, 80:PRINT"*"  
70 CURSOR 200,75:PRINT"*"  
80 PSET(190,100),15  
90 PSET(191,100),15  
100 PSET(192,100),15  
110 PSET(191, 99),15  
120 PSET(190,102),15  
130 PSET(192,102),15  
140 PSET(191,101),15  
150 LINE(50,0)-(60,90),8,BF
```



```

160 LINE(0,40)-(111,50),8,BF
170 LINE(0,35)-(30,35),4:LINE -(0,10),
4:PAINT(10,20),4
180 LINE(0,55)-(30,55),4:LINE -(0,80),
4:PAINT(10,70),4
190 LINE(111,35)-(80,35),4:LINE -(111,
10),4:LINE -(111,35):PAINT(100,20),4
200 LINE(111,55)-(80,55),4:LINE -(111,
80),4:LINE -(111,55):PAINT(100,70),4
210 LINE(10,90)-(45,55),4:LINE -(45,90
),4:LINE -(10,90):PAINT(40,70),4
220 LINE(65,90)-(100,90),4:LINE -(65,5
5),4:LINE -(65,90):PAINT(70,70),4
230 LINE(65,0)-(100,0),4:LINE -(65,35)
,4:LINE -(65,0):PAINT(70,20),4
240 LINE(10,0)-(45,0),4:LINE -(45,35),
4:LINE -(10,0):PAINT(40,20),4
250 LINE(0,1)-(40,35),8:LINE -(35,35),
8:LINE -(0,5):PAINT(1,4),8
260 LINE(0,85)-(35,55),8:LINE -(40,55)
,8:LINE -(0,90):PAINT(5,84),8
270 LINE(108,90)-(70,55),8:LINE -(75,5
5),8:LINE -(111,88),8:LINE -(111,90),8
:LINE -(107,90),8:PAINT(100,80),8
280 LINE(108,0)-(70,35),8:LINE -(75,35
),8:LINE -(111,3),8:LINE -(111,0),8:LI
NE -(108,0),8:PAINT(100,10),8
295 MAG 1:SPRITE 0,(50,140),0,15
300 GOTO 300

```

PENETRATOR

How far can you penetrate enemy lines and kill as many enemy as you can. 10 misses ends the game, or you have a time limit that will stop you, (after you have a lot of fun first). Based of the arcade hit SCRAMBLE.

SPACE BAR ===== DROPS BOMB

CURSOR KEYS ===== MOVES YOU

```
5 HS=8
10 DATA B0C0E0F0FCFC0C400
20 DATA 00205048FCF88000
30 DATA 000000002074FCFF
40 PATTERN#152,"38301070102848FC"
50 FORI=35TO37:READA#
60 PATTERN#I,A#:NEXTI
70 CLS:X=6:Y=13:M=0:S=0
80 I#=INKEY#:X=X+((I#=".")*(X<31)-(I#="
.")*(X>0))*2:SOUND4,1,5
90 IFI#=" "ANDC=0THENC=1:A=X+2:B=Y
100 CURSORX,Y:PRINT"  #  ":ONCGOTO130
120 CURSOR1,20:PRINTCHR$(B):TAB(37):CH
R$(RND(1)*4+152):GOTO80
130 B=B+1:IFB=20THEN150
140 CURSORA,B:PRINT"*":CURSORA,B:PRINT
"*":CURSORA,B:PRINT" ":GOTO120
150 C=0:IFVPEEK(A+16162)<>152THEN170
160 S=S+1:CURSOR 9,3:PRINT S:" HITS":B
EEP
165 CURSOR 20,3:PRINT "HI-SCORE":HS:GO
TO180
170 M=M+1:CURSOR0,3:PRINT"MISS":M:IFM=
10THEN190
```

```
180 CURSORA,20:PRINT"%":SOUND1,110,15:
FORI=1TO3:NEXTI:SOUND0:GOTO120
190 PRINT"---END-----"
200 SOUND0:FORI=0TO150:NEXTI
205 IFS>HSTHENHS=S
210 A#=INKEY$
220 CURSOR2,5:PRINT"PRESS ANY KEY":BEE
P1
230 CURSOR2,5:PRINT"           ":BEE
P0
240 IFA#="" THEN210
250 FORI=0TO150:NEXTI:GOTO70
```

RAZOR BACK!

In this Game you must stop the PIG (RAZOR BACK), before he gets to the hill and costs you a life. This is a small but very addictive game and you should enjoy it a lot!

SPACE BAR ==== FIRES

CURSOR KEYS == MOVES SIGHT

```
10 PATTERN S#N,"08083E0808000000"
11 SCREEN 2,2:COLOR,1:CLS:PATTERN S#1,
"1E207E5FFF7E2211":PRINT CHR$(16):MAG
2:L=6
12 PATTERNS#2,"3030303030303030"
20 FORI=0TO255STEP5:COLOR2:CURSORI,178
:PRINT"X":COLOR9:CURSORI,184:PRINT"X":
NEXT
30 LINE(50,122)-(8,178),14
40 LINE-(92,178)
50 LINE-(50,122)
60 PAINT(60,175),14
100 LINE(50,122)-(8,178)
110 FORT=0TO60:X=RND(1)*165:Y=RND(1)*1
00:C=INT(RND(1)*15)+1:PSET(X,Y),C:NEXT
115 CIRCLE(30,30),15,15,1.25,.43,.83:C
IRCLE(60,58),45,15,1.24,.57,.65:PAINT(
23,23),15
120 COLOR4,4,(170,0)-(255,60):COLOR1:C
URSOR170,2:PRINT"SCORE":S:CURSOR170,22
:PRINT"LIVES"
122 CURSOR170,42:PRINT"HEAT ":COLOR1:C
URSOR200,42:PRINT"(==)"
```

```

124 COLOR11:CURSOR230,42:PRINT"(=)"
130 SCREEN 2,2:PRINTCHR$(17):X=100:Y=1
170:Z=50:A=123:T=0:S=0
140 G=INT(RND(1)*5)+5:B=B-G
150 SOUND0:IFB<100THENB=INT(RND(1)*5)+
240:L=L-1:BLINE(200,22)-(255,30),,BF:COLOR2:CURSOR190,22:PRINT:L
160 SPRITE 1,(B,Y),1,15:SPRITE 0,(X,Y)
,0,7
170 IF INKEY#=CHR$(28) AND X<230 THENX
=X+10
173 K=K-3
174 IFK<1THENK=0
175 IFK>45THEN K=0:L=L-1:BLINE(200,22)
-(255,30),,BF:COLOR 2:CURSOR 190,22:PR
INT:L
176 IFL<1THEN220
178 SPRITE2,(200+K,42),2,2
180 IF INKEY#=CHR$(29) AND X>100 THENX
=X-10
190 IFINKEY#=" " THENK=K+15:SOUND4,1,15
:LINE(Z,A)-(X,Y),2:BLINE(Z,A)-(X,Y):IF
X-3<BANDX+4>BTHEN210
200 BEEP1:BEEP0:GOTO140
210 SOUND4,2,15:CURSORX,Y:COLOR6:PRINT
"%":B=240:S=S+25:T=T-2
212 SOUND0:BLINE(200,2)-(255,10),,BF:COLOR1
214 CURSOR190,2:PRINT:S:BLINE(X,Y)-(X+
24,Y+8),,BF:GOTO140
220 FORZ=1TO200:NEXT
230 IFHS<STHENHS=S
240 SCREEN 1,1:COLOR1,1:CLS:CURSOR2,2:
PRINT"SCORE ";S:CURSOR2,4:PRINT"HI-SCO
RE ";HS
250 CURSOR13,14:PRINT"#####
#"
255 CURSOR13,16:PRINT"#####
#"

```

```
256 COLOR6,1
260 CURSOR13,15:PRINT"#(( GAME OVER ))
#"
261 CURSOR10,22:PRINT"PRESS SPACE TO C
ONTINUE"
270 FORZ=0 TO 20:GOSUB 310:NEXT Z:COLO
R14,1
280 CURSOR16,15:PRINT"
"
281 CURSOR10,22:PRINT" PRESS (E) TO
END "
290 FORZ=0 TO 20:GOSUB310:NEXTZ
300 S=0:GOTO256
310 IFINKEY$=" " THEN10
311 IFINKEY$="E" THENEND
320 RETURN
```

NINJA

Here is a very simple game we have called NINJA. You must kill the enemy with you STAR before he crushes with a wall.

NOTE:to get the proper graphics inside the quotation marks do the following;

Line 40 press the far right, top, white key (next to the BREAK)

Line 50 press GRAPH and release then press V five times.

Line 60 press GRAPH and release then press Y.

Line 170 press GRAPH and release then press the one beside the one you did in line 40, (left)

```
10 X=12:Y=20:S=0:NN=1:CLS:PRINT"NAME P
LEASE?":INPUTN$
20 IFLEN(N$)>6THENBEEP2:PRINT"MAXIMUM
6 LETTERS!":FORI=0TO150:NEXTI:GOTO10
30 N=1
40 A=0:CLS:COLOR1,6:M=INT(RND(1)*24)+2
:CURSORM-1,N:PRINT"\ "
50 FORN=NT020:CURSORM,N:PRINT"█"
60 CURSORX,Y:PRINT"  " :IFINKEY#=CHR$(
28)THENX=X+1
70 IFINKEY#=CHR$(29)ANDX>0THENX=X-1
80 IFA>2THEN160
90 IFINKEY#=" " THENA=A+1:GOTO200
100 IFM<X+2ANDY=NTHENIFM+5>X+1ANDY=NTH
EN160
110 IFX<0THENX=0
120 IFX>35THENX=35
130 NEXTN:IFNN=3THENGOTO160
140 IFN>20THENNN=NN+1
150 N=1:GOTO40
```

```

160 FORI=0TO10:BEEP1:BEEP0:NEXT:CLS:GO
TO 220
170 FORG=1STO1STEP-1:CURSORMX+1,G:PRINT
"X":IFX+1=M-1ANDG=1THENBEEP:S=S+10:GOT
030
180 CURSORMX+1,G:PRINT" ":NEXTG
190 GOTO90
200 IFA<4THENGOTO170
210 GOTO160
220 COLOR2,1:CLS:IFH<STHENH=S:H#=N$
230 PRINT:PRINT"SCORE ":S:PRINT:PRINT"
HI-SCORE ":H:" BY ":H$
240 CURSOR9,15:PRINT"*****
"
250 CURSOR9,16:PRINT"*((
"
260 CURSOR9,17:PRINT"*****
"
270 FORI=0TO10:BEEP1:COLOR1,2:CURSOR13
,16:PRINT"GAME OVER"
280 BEEP0:FORZ=0TO50:NEXTZ:COLOR2,1
290 CURSOR13,16:PRINT" ":FORZ=
0TO50:NEXTZ,I:GOTO10

```


WORD PROCESSOR

This is a WORD PROCESSOR for almost everyone. Of course thier is no comparison with this one and a \$500.00 one but then this one has got a few things that the other one has like it prints out to any printer, it has a warning beep when you get near the end of the line, it can print at any desired length as long as your printer is wide enough to handle it, and it has a delete. When you want to delete press INS/DEL

When you want to print press GRAPH

NOTE: On the disk press CTRL & Z before running it.

```
10 CLS:INPUT"PRINTOUT LENGHT ":P
20 INPUT"WARNING BEEP FROM ":W
30 PRINT"WANT TO GAP YOUR LINES ?"
40 A0$=INKEY$:IF A0$="" THEN 40
50 IF A0$="Y" THEN A0=1:GOTO 80
60 IF A0$="N" THEN A0=0:GOTO 80
70 GOTO 40
80 CLS:PRINT"=====
===== " ;
90 PRINT"***** WORD PRO ***
***** " ;
100 PRINT"=====
===== " ;
110 CONSOLE4,20,1,1
120 DIM Z$(100):Z=1
```

```
130 A$=INKEY$:PRINT"X";:PRINTCHR$(B);:
IFA$=CHR$(B)THEN170
140 IFA$=CHR$(23)THEN290
150 IFA$<CHR$(32)THEN130
160 IF A$="" THEN 130
170 IFZ>1ANDB$=""AND A$=CHR$(B)THENGOSU
B 260:GOTO130
180 IFB$<>" "AND A$=CHR$(B)THENB=LEN(B$)
:B$=LEFT$(B$,B-1):Z$(Z)=LEFT$(Z$(Z),B-
1):PRINTCHR$(B);:BEEP1:BEEP0:GOTO130
190 BEEP 1:BEEP 0
200 B$=B$+A$
210 Z$(Z)=B$:GOSUB 230
220 PRINT A$;:A$=" ":GOTO 130
230 IFLEN(B$)>WTHENBEEP
240 IFLEN(B$)<PTHENRETURN
250 Z=Z+1:Z$(Z)=B$:B$=" ":RETURN
260 Z=Z-1:B$=Z$(Z):BEEP1:BEEP0
270 B=LEN(B$):B$=LEFT$(B$,B-1)
280 PRINTCHR$(B);:A$=" ":RETURN
290 FORI=1TOZ:LPRINTZ$(I):IFA0=1THENLP
RINT
300 NEXT:GOTO130
```

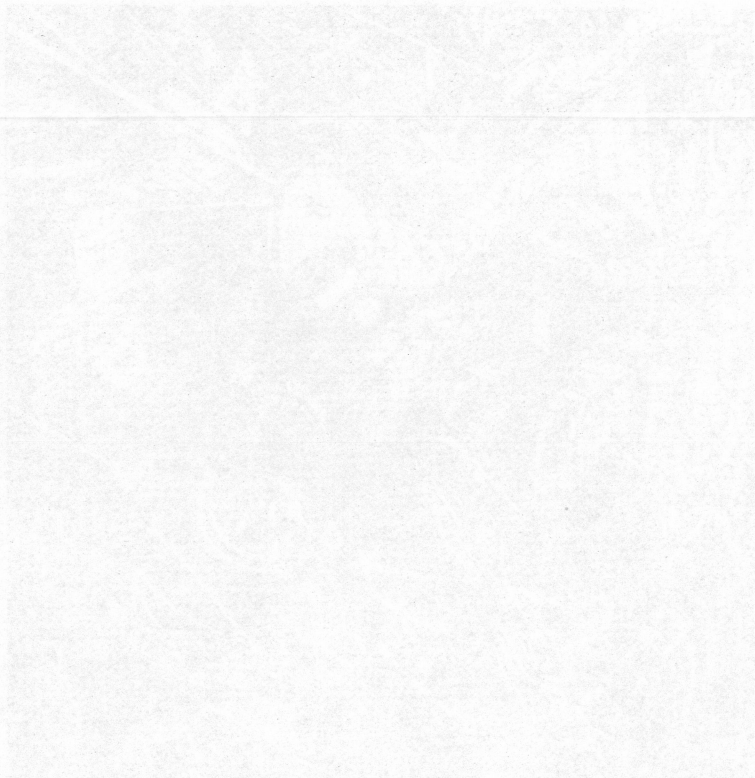
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