

T.T.S. SEGA



MAGAZINE

ISSUE » 7

OCTOBER

85

N.Z. \$6.00

\$4.00

AUSTRALIA'S TOP SELLING
SEGA MAGAZINE!!



MARKET PLACE

USER GROUPS

MORE PROGRAMS

SEGA NEWS

TECHNOLOGICAL
CULTURE

CONTENTS

EDITORIAL	... 2
MARKET PLACE	... 3
GAMING AROUND	... 5
INPUT/OUTPUT	... 7
MACHINE CODE	... 8
PROGRAMS	...11
THE DOOR	...12
CASSETTE FILES	...15
ANIMALS	...23
KING OF SEGA	...28

EDITORS:
GRAHAM GASKELL

THOMAS BERNARD

CONTRIBUTORS:
SUSAN DOEL
PETER REECE
LES KELLY

OFFICE:
4 Rota place,
Marayong,
NSW. 2148

PHONE:
(02) 831-1150

PRINTED BY:
T.T.S.
PUBLICATIONS

No material may
be reproduced
in part or in
whole without
written consent
from T.T.S.

EDITORIAL

Yes we were on time this month and we are still looking good for the future as we still have quite a few more programs to give you and information. In this issue we decided to give you a Cassette File which you may use for many uses, also some more programs for you to type in. There is also a word on the modem which will be available from T.T.S. and other things of interest. Also I would like to welcome our new distributor in West Australia and of course a special mention goes out to every shop that stocks this Magazine and we hope that they will keep selling them as well as they have been. Also thanks to the readers who keep buying them. Well I think that about covers everyone that I can think of.

Also people who are interested in the new programs book will note that the programs in it have not been previously published and they are of very high quality. I just can't tell you enough about them as I am very happy to be giving them to you.

SEGA USER

GROUPS

- W.A. : JOHN McLENNAN
(09) 342-5905
- S.A. : JAN JACOBSON
(08) 382-7967
- QLD. : R. HORKINGS
(07) 525-603
- VIC. : PETER LINDEMANN
(03) 645-3333
- NSW. : T.T.S.
(02) 831-1150
- NSW. : JEFF WILSON
(02) 684-4128

MARKET PLACE

FOR SALE:

1 SEGA SC 3000 HARD KEYBOARD COMPUTER
PLUS \$250.00 SOFTWARE INCLUDING SPRITE
GENERATOR AND SECRET OF BASTOW MANOR.
EXCEL COND. \$245.00

1 SF7000 SUPER CONTROL STATION PLUS
\$180.00 SOFTWARE INCLUDES SEGABASE.
EXCEL COND. \$435.00 O.N.O.
RING TED A.H. (02) 331-2872

4 GAMES CARTRIDGES INCLUDING ORGUSS
BASEBALL. EXCEL COND \$10.00 EACH.
PHONE TED (02) 331-2872

We have the word that the Micromodem will be on sale as you read this. The price is a R.R.P. \$349.00 for the unit and approx. \$99.00 for the software which will allow you to use Viatel, ASC II, Teletel. Even without this software you have many uses for this piece of hardware.

* C.P.M. (SEGA DOS. 2.2), is here but I can give no date as to when it will be released. It will, I have been told be able to run M.S.X. software along with the other advantages that you receive.

I was told by a good source that an 80 column card is, well into it's completion and if it's true, will put the SEGA in the same ranks as some of the more expensive business computers. This should cause a lot of interest in Australia and the winner will be you!!

I was also talking to someone that said that the Assembler that people were hearing about is in fact in existance and near completion. Here's hoping!!

NEW RELEASE;

THE ULTIMATE PROGRAMS BOOK #2

The programs in this book are by far the best programs ever published for the SEGA in a book and it will be a big seller. They are far better than the programs in The Ultimate Programs Book #1 and they were very good, and it is also bigger than #1.

COMPETITION WINNERS

Here are the lucky people who get prizes in the Kingdom Competition;

1st Peter Lovell, QLD.

He had a massive 66 words.

DI, DIG, DIM, DIN, DINK, DINO, DINGO, DION, DO, DOG, DOM, DON, DONG, DONI, DOING, I, ID, IDO, IK, IKON, IM, IN, IND, INDO, ING, INK, ION, KID, KIN, KIND, KING, KINGDOM, KO, NID, NIM, NO, NOD, NOG, NOM, GI, GO, GID, GIM, GIN, GOD, GON, GONID, OD, OK, OM, ON, ODIN, OINK, OMNI, MI, MO, MID, MIN, MOD, MON, MIND, MING, MINK, MINO, MOKI, MONK.

The other prize winners were;

Mathew Toop, VIC. with 64 words

John Lang, NSW. with 52 words

Bill Moore, QLD. with 49 words

Jeremy Capps, NSW. with 46 words

Michael Ceola, Vic. with 43 words (OUI wasn't allowed)

Michael Loxton, SA. with 40 words

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.....	150,000.....	IAN B, VIC.
CHAMPION GOLF.....	-5.....	RICHARD B, VIC.
CONGO BONGO.....	527,570.....	BRENDAN D, S.A
DEMON GOBBLER.....	38,400.....	TOM B, N.S.W
EXERION.....	169,900.....	ADRIAN U, N.S.W
MANACO GP.....	195,224.....	DAVID A, ?
STAR JACKER.....	259,010.....	WILLIAM L , S.A.
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...16-0.....RICHARD B, VIC.
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

INPUT/OUTPUT

Dear Sir,

I do not wish to seem impatient but I did write some time ago and I am sure you would understand SEGA owners wait at the mailbox for anything. I also know that you are very busy and must have 100s of impatient SEGA nuts wanting something, but! I can't eat unless I am programing something.

So to stop me dying of starvation could you answer my letter, even a broucher on the latest Disk-Drive would do!

I am feeling weaker

G.M. BEARD

N.S.W.

Here I must say thanks to Mr. B Whittaker for pointing out a mistake for people who typed in the WORD PROCESSOR in the #05 issue of the Magazine LINE 290 should read this way for people who have the plotter printers;
290 FOR I = 1 TO Z:LPRINT Z\$(I):IF (AQ = 1
THEN LPRINT CHR\$(17)

MACHINE CODE

This month we have last months program for disk users which allows you to draw on the graphics screen using the four cursor keys. Type it in using your monitor program. To draw use the cursor keys for the direction. (Very QUICK!!). To change the color press a number key from number 1 to 9.

Use the EM command and enter the following:
ADDRESS: FF00

DATA:

```
CD 87 00 CD 08 01 3E 01
CD 93 00 16 60 1E 80 ED
53 71 FF CD 68 01 FE 00
28 F9 ED 5B 71 FF FE 1E
28 24 FE 1F 28 2C FE 1C
28 30 FE 1D 28 34 FE 3A
30 09 FE 31 38 05 D6 30
CD 93 00 ED 5B 71 FF 3E
01 CD 99 00 18 CD 7A FE
00 28 1F 15 ED 53 71 FF
18 E9 7A FE BF 28 13 14
18 F2 7B FE FF 28 0B 1C
18 EA 7B FE 01 28 03 1D
18 E2 3E 02 CD 6B 01 18
CA 00 00 END
```

To run the program use the CA command and enter the ADDRESS: FF00

To get out of the program press the RESET key.

To save the program to disk type:
SAVEM "filename.CMD",&HFF00,&HFFFF

Don't forget before you type this in type
LIMIT&HFEFF

Address	Hex	Label	Op	Value	Comment
FF00	00100		ORG	0FF00H	:DISK VERSION
FF00	CD8700	00110 INIT	CALL	0097H	
FF03	CD0801	00120	CALL	0108H	
FF06	3E01	00130	LD	A,1	
FF08	CD9300	00140	CALL	0093H	
FF0B	1660	00150	LD	D,60H	
FF0D	1E80	00160	LD	E,80H	
FF0F	ED5371FF	00170	LD	(LOC),DE	
FF13	CD6801	00180 RUN	CALL	0168H	
FF16	FE00	00190	CP	00H	
FF18	28F9	00200	JR	Z,RUN	
FF1A	ED5B71FF	00210	LD	DE,(LOC)	
FF1E	FE1E	00220	CP	1EH	
FF20	2824	00230	JR	Z,MU	
FF22	FE1F	00240	CP	1FH	
FF24	282C	00250	JR	Z,MD	
FF26	FE1C	00260	CP	1CH	
FF28	2830	00270	JR	Z,MR	
FF2A	FE1D	00280	CP	1DH	
FF2C	2834	00290	JR	Z,ML	
FF2E	FE3A	00300	CP	3AH	
FF30	3009	00310	JR	NC,RUN2	
FF32	FE31	00320	CP	31H	
FF34	3805	00330	JR	C,RUN2	
FF36	D630	00340	SUB	30H	
FF38	CD9300	00350	CALL	0093H	
FF3B	ED5B71FF	00360 RUN2	LD	DE,(LOC)	
FF3F	3E01	00370	LD	A,1	
FF41	CD9900	00380	CALL	0099H	
FF44	18CD	00390	JR	RUN	
FF46	7A	00400 MU	LD	A,D	
FF47	FE00	00410	CP	0	
FF49	281F	00420	JR	Z,STOP	
FF4B	15	00430	DEC	D	
FF4C	ED5371FF	00440 MOK	LD	(LOC),DE	
FF50	18E9	00450	JR	RUN2	
FF52	7A	00460 MD	LD	A,D	
FF53	FEBF	00470	CP	0BFH	
FF55	2813	00480	JR	Z,STOP	
FF57	14	00490	INC	D	
FF58	18F2	00500	JR	MOK	

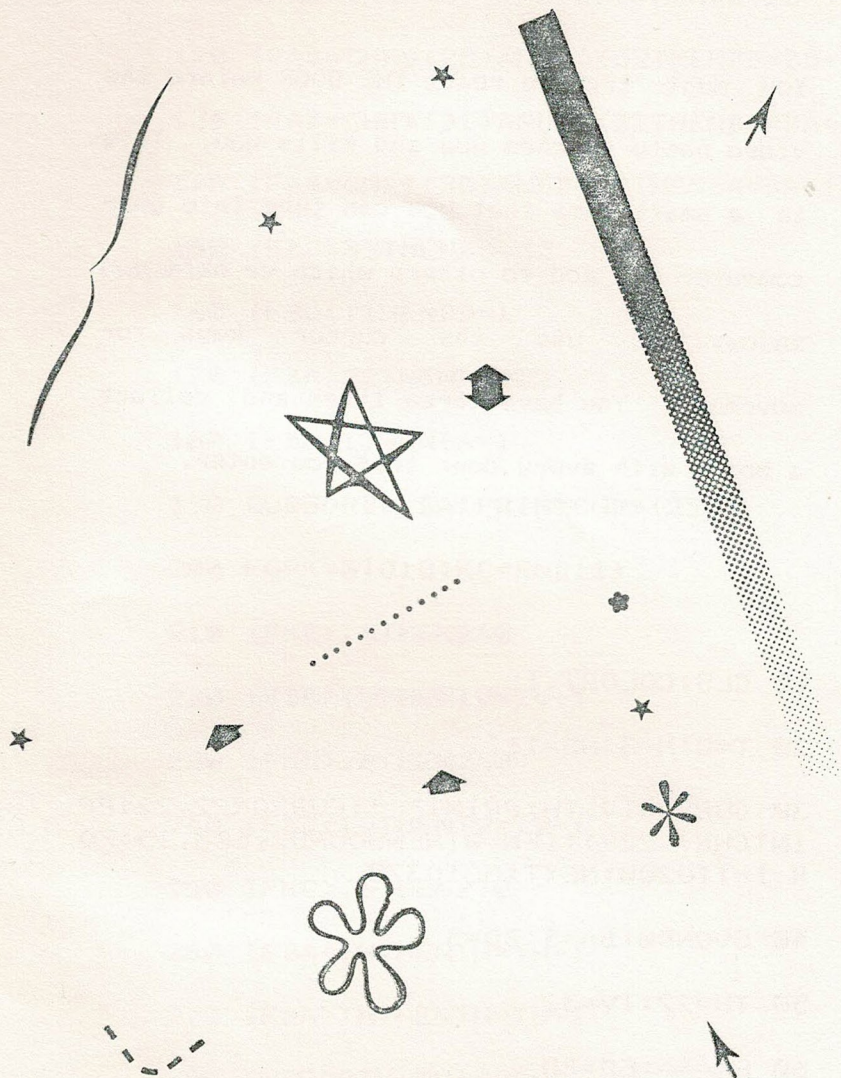
FF5A	7B	00510	MR	LD	A,E
FF5B	FEFF	00520		CP	0FFH
FF5D	280B	00530		JR	Z,STOP
FF5F	1C	00540		INC	E
FF60	18EA	00550		JR	MOK
FF62	7B	00560	ML	LD	A,E
FF63	FE01	00570		CP	1
FF65	2803	00580		JR	Z,STOP
FF67	1D	00590		DEC	E
FF68	18E2	00600		JR	MOK
FF6A	3E02	00610	STOP	LD	A,2
FF6C	CD6B01	00620		CALL	016BH
FF6F	1BCA	00630		JR	RUN2
FF71	0000	00640	LOC	DEFW	0000H
FF00		01000		END	INIT

00000 TOTAL ERRORS

34325 TEXT AREA BYTES LEFT

INIT	FF00	00110	01000				
LOC	FF71	00640	00170	00210	00360	00440	
MD	FF52	00460	00250				
ML	FF62	00560	00290				
MOK	FF4C	00440	00500	00550	00600		
MR	FF5A	00510	00270				
MU	FF46	00400	00230				
RUN	FF13	00180	00200	00390			
RUN2	FF3B	00360	00310	00330	00450	00630	
STOP	FF6A	00610	00420	00480	00530	00580	

PROGRAMS



THE DOOR

You must try to reach THE DOOR before the video nasty catches you and kills you. This is a small game that you can type into your computer and add to others which we hope you enjoy. you use the cursor keys for movement. You have three lives and collect a bonus with every door that you enter.

```
10 CLS:COLOR7,1
```

```
20 T=0:M=3:HS=1122
```

```
30 CURSORTV,TH:PRINT " ":CURSOR22,22:PR  
INTCHR$(229):IFM=0THENSOUND2,600,15:FO  
R I=1TO200:NEXT:GOTO370
```

```
40 SOUND0:BA=5:BD=5
```

```
50 TH=22:TV=32
```

```
60 EA=BA:ED=BD
```

```
70 EH=TH:EV=TV
```

```
80 CURSORED,EA:PRINT " "
```



```
90 CURSORTV, TH: PRINT " "
100 A$=INKEY$
110 IFA$=CHR$(29) AND BD>2 THEN BD=BD-1
120 IFA$=CHR$(28) AND BD<32 THEN BD=BD+1
130 IFA$=CHR$(31) AND BA<22 THEN BA=BA+1
140 IFA$=CHR$(30) AND BA>2 THEN BA=BA-1
150 IF BD>32 THEN BD=32
160 IF BD<1 THEN BD=1
170 IF BA>22 THEN BA=22
180 IF BA<1 THEN BA=1
190 CURSORBD, BA: PRINT CHR$(253)
200 FOR K=0 TO 10: KC=RND(1)
210 IF KC>.6 THEN 240
220 IF BD>TV THEN TV=TV+1
230 IF KC>.6 THEN 260
240 IF BD<TV THEN TV=TV-1
250 IF KC>.6 THEN 270
260 IF BA<TH THEN TH=TH-1
270 IF BA>TH THEN TH=TH+1
280 CURSORTV, TH: PRINT CHR$(250)
290 T=T+1: IF BD=22 AND BA=22 THEN T=T+1000:
VV=VV+1: SOUND2, 300, 15: FOR I=1 TO 100: NEXT
GOTO 30
```



```

300 CURSOR0,0:BEEP1:BEEP0:PRINT"POINTS
   SCORED=";T:CURSOR23,0:PRINT"MEN=";M

310 IFBD=TVANDBA=THTHENSOUND2,300,15:F
   ORO=1T0100:NEXT:SOUND0:M=M-1:GOTO30

320 GOTO60

330 DIM S(12),Q(12)

340 FORI=0T011:READS(I),Q(I)

350 CURSORS(I),Q(I):PRINTCHR$(249):NEX
   T:RETURN

360 DATA 20,1,30,1,23,4,16,19,1,22,25,
   11,9,6,10,21,12,12,5,18,13,13,20,5

370 IFT>HSTHENHS=T

380 CLS:COLOR1,15:PRINT"           YOU'VE
   BEEN CAUGHT"

390 PRINT"YOU SCORED EXACTLY ";T;" POI
   NTS":PRINT"AND PASSED THROUGH ";VV;"
   CREENS":SOUND0

400 PRINT:PRINT"THE HIGH SCORE IS ";HS

410 T=0

420 CURSOR4,20:PRINT"DO YOU WANT ANOTH
   ER GAME [Y/N]"

430 I$=INKEY$:IFI$=""THEN430

440 IFI$="Y"THEN10

450 IFI$="N"THENCLS:END

460 BEEP2:GOTO430

```


CASSETTE FILES

In this program you can have quite a few files for your CB, TELEPHONE, RECIPE, ETC. To change it to other uses all you have to do is change it to what ever you would like and any updates that you make change the DATA in LINE 1000 to how many files you have.

Instead of having CB files you could have TELEPHONE files by changing CALLSIGN to TELEPHONE #.

① Please note it only reads the first 3 letters in the word it is searching for.

② You update your new files by adding lines from 1001 to 1999 in the same way as the 3 files already there. If you do not have anything to input into a segment of DATA then put "XX" instead otherwise the DATA will get mixed up.

Example;

```
1004          DATA          "SVK  
999", "GRAHAM", "XX", "26", "MOBILE"
```

After you have finished updating it then you can save it.

1 GOTO10

2 -----

3 -- IIIB CARTRIDGE CAN HAVE APPROX --

4 -- 180 FILES. IIIA CARTRIDGE CAN --

5 -- HAVE APPROX 110 FILES. --

6 -----

7 -- DELETE LINES 1 TO 9 --

8 -----

9 -----

```
10 CLS: DIM CS$(110), NM$(110), SE$(110), A  
G$(110), MB$(110), ZZ$(110): READA
```



```
20 FORI=1TOA:READCS$(I),NM$(I),SB$(I),
AG$(I),MB$(I):CURSOR1,2:PRINT"FILE #";
I:NEXT

30 CLS:PRINT"SEARCH:"

34 PRINT"1) CALLSIGN"

35 PRINT"2) NAME"

36 PRINT"3) SUBURB"

37 PRINT"4) AGE"

38 PRINT"5) LIST OF NAMES"

39 PRINT"6) PRINT OF NAMES":PRINT:GOSU
B 2000

40 I$=INKEY$:IFI$="" THEN40

44 IFI$="1" THENPRINTI$:FORI=1TOA:ZZ$(I
)=CS$(I):NEXT:Z$="CALLSIGN":GOTO60

45 IFI$="2" THENPRINTI$:FORI=1TOA:ZZ$(I
)=NM$(I):NEXT:Z$="NAME":GOTO60

46 IFI$="3" THENPRINTI$:FORI=1TOA:ZZ$(I
)=SB$(I):NEXT:Z$="SUBURB":GOTO60

47 IFI$="4" THENPRINTI$:FORI=1TOA:ZZ$(I
)=AG$(I):NEXT:Z$="AGE":GOTO60

48 IFI$="5" THENFORI=1TOA:GOSUB 3000:NE
XT:GOTO30

49 IFI$="6" THENQQ=1:FORI=1TOA:GOSUB 30
00:GOSUB 2000:GOSUB 4000:NEXT:QQ=0:GOT
O30

50 BEEP2:GOTO40

60 GOSUB 2000:PRINTZ$;" TO BE SEARCHED
";
```


MAGAZINE SUBSCRIPTION
RATES

12 ISSUES \$48.00
6 ISSUES \$24.00
1 ISSUE \$4.00
BACK ISSUES \$4.00

BACK ISSUES AVAILABLE
DEC/JAN ISSUE #01
FEB ISSUE #02
MARCH ISSUE #03
APRIL/MAY ISSUE #04
JULY/AUGUST ISSUE #05
SEPTEMBER ISSUE #06

LINE 76 of the program MATCHES is missing something off the end of it, so if you can add this to it, it will work fine.

:GOSUB 85


```

=====
I
I NAME ;..... I
I
I ADDRESS ;..... I
I
I ..... I
I
I POSTCODE ;..... STATE ;..... I
I
=====
I I QTY I DESCRIPTION I PRICE I TOTAL I I
I I-----I-----I-----I-----I I I
I I I I I I I I
I I-----I-----I-----I-----I I I
I I I I I I I I
I I-----I-----I-----I-----I I I
I I I I I I I I
I I-----I-----I-----I-----I I I
I I I I I I I I
I I-----I-----I-----I-----I I I
I I ADD POSTAGE -----I 2.50 I I
I ===== I I
I I ENCLOSE; TOTAL I I
I CHEQUE/MONEY ORDER or I=====I I
I DEBIT MY BANKCARD or MASTERCARD I
I
I I.....I exp. date.../... I
I
I SIGNATURE ;..... I
=====

```

POST ALL ORDERS TO;
 T.T.S.
 4 Rota place,
 Marayong.
 NSW 2148
 PHONE (02) 831-1150

TRIDENT TECHNOLOGICAL SYSTEMS TITLES
 =====

TITLE	STOCK#	PRICE
VORTEX BLASTER.....	S1-001	\$24.50
VERMIN INVADERS.....	S1-002	\$19.95
DEMON GOBBLER.....	S1-003	\$19.95
TRANSYL CASTLE HORROR....	S1-004	\$19.95 ✓
TIME CAPSULE.....	S1-005	\$19.95 ✓
UNDERWORLD OF KRAGON.....	S1-006	\$19.95
KINGDOM.....	S1-007	\$14.50
TRADE WINDS.....	S1-008	\$12.50
GONE FISHING.....	S1-009	\$12.50
CASTAWAY.....	S1-010	\$19.95*
CASTLE OF FEAR.....	S1-011	\$19.95* ✓
THE ORB OF POWER.....	S1-012	\$19.95*
MACHINE CODE MONITOR.....	S1-013	\$20.00 ✓
DATAFILE MANAGEMENT.....	S1-014	\$49.95**
CONCENTRATION.....	S1-075	\$19.95
YAHTZEE.....	S1-076	\$12.50
TTS SEGA MAGAZINE 12 ISSUES.....		\$48.00
TTS SEGA MAGAZINE 6 ISSUES.....		\$24.00
TTS SEGA MAGAZINE 1 ISSUE.....		\$ 4.00
ULTIMATE PROGS BOOK #1...S1-057		\$ 9.95
X ULTIMATE PROGS BOOK #2...S1-058		\$ 9.95

JOHN SANDS TITLES
 =====

TITLES	STOCK	PRICE
ENVIRONOID.....	S1-015	\$19.95 ✓
SOLAR CONQUEST.....	S1-016	\$19.95
REVERSO.....	S1-017	\$19.95 ✓
BORDERLINE.....	S1-018	\$36.00***
N-SUB.....	S1-019	\$36.00***
CHAMPION GOLF.....	S1-020	\$36.00***
CONGO BONGO.....	S1-021	\$36.00***
YAMATO/BATTLESHIP.....	S1-022	\$36.00***
CHAMPIONSHIP TENNIS.....	S1-023	\$36.00***
STAR JACKER.....	S1-024	\$36.00***
CHAMPION BASEBALL.....	S1-025	\$36.00***
SAFARI HUNTING.....	S1-026	\$36.00***
SINBAD MYSTERY.....	S1-027	\$36.00***

ORGUSS.....	S1-028	\$36.00***
MONACO GP.....	S1-029	\$36.00***
SEGA FLIPPER.....	S1-030	\$36.00***
POP FLAMER.....	S1-031	\$36.00***
PACAR.....	S1-032	\$36.00***
EXERION.....	S1-033	\$36.00***
SAFARI RACE.....	S1-034	\$36.00***
MUSIC.....	S1-065	\$98.00***
SPRITE GENERATOR.....	S1-040	\$19.95 —
BASIC I TUTORIAL.....	S1-041	\$19.95 ✓
BASIC II TUTORIAL.....	S1-042	\$19.95 —
SIMPLE.....	S1-043	\$54.00 ✓
MAILING LIST.....	S1-044	\$19.95 ✓
EXPENSE ANALYSER.....	S1-045	\$19.95 ✓
GREAT PROGS FOR SEGA.....	S1-051	\$ 9.95**** ✓
PROGRAMMING WITH SEGA....	S1-052	\$19.95**** ✓

OTHERS

=====

AST. ARCADE GAMES.....	S1-053	\$ 3.95** ✓
21 FABULOUS PROGRAMS.....	S1-054	\$12.95** ✓
PROGRAMMING SEGA (PITMAN)	S1-055	\$12.95** ✓

HARDWARE

=====

DESCRIPTION	STOCK#	PRICE
SEGA SC3000H COMPUTER.....	S1-062	\$339.00
SF7000 SUPER CONTROL.....	S1-063	\$578.00
BASIC IIIB CARTRIDGE.....	S1-064	\$ 98.00 ✓
SP400 PRINTER/PLOTTER.....	S1-066	\$299.00 ✓
DATA RECORDER.....	S1-067	\$ 98.00 ✓
SJ300 JOYSTICK.....	S1-068	\$ 27.50 ✓
COMPACT FLOPPY DISKS.....	S1-069	\$ 9.50
A GRADE COMP/CASS C15.....	S1-070	\$ 2.00
A GRADE CASS PACK 10.....	S2-070	\$ 17.50
CLEAR CASS CASE PACK 6....	S2-075	\$ 3.99

\$500 for me.

* LEVEL IIIB REQUIRED

** DISK ONLY

*** CARTRIDGE ONLY

**** PUBLICATION


```

61 INPUTSS$

62 FORI=1TOA:IFLEFT$(SS$,3)=LEFT$(ZZ$(
.I),3)THEN64

63 GOTO 68

64 PRINT:PRINT"CALLSIGN ----- ";CS$(I)
:PRINT"NAME ----- ";NM$(I):PRINT"S
UBURB ----- ";SB$(I)

65 PRINT"AGE ----- ";AG$(I):PRINT
"MOBILE/BASE -- ";MB$(I)

67 PRINT:PRINT:GOSUB 200

68 NEXTI

69 PRINT:PRINT:PRINT"SORRY NOT LISTED"
:FORI=1TO20:PRINT:NEXTI:GOTO30

100 END

200 PRINT"DO YOU WANT TO CONTINUE SEAR
CH ?"

201 I$=INKEY$:IFI$=""THEN201

202 IFI$="N"THENGOSUB 2000:GOTO 30

203 IFI$="Y"THENGOSUB 2000:RETURN

204 GOTO201

990 -----

995 CALLSIGN,NAME,SUBURB,AGE,MOB/BASE

996 -----

1000 DATA 3

1001 DATA "CALLSIGN","NAME","SUBURB",
AGE","MOBILE/BASE"

```


1002 DATA "SEGA 2", "MICRO", "CONTROL", "1", "BASE"

1003 DATA "WIMPY", "WAYNE", "SOMEWHERE", "20", "MOBILE"

2000 BEEP:PRINT _____
_____";:RETURN

3000 PRINT

3001 PRINT"CALLSIGN ----- ";CS\$(I)

3002 PRINT"NAME ----- ";NM\$(I)

3003 PRINT"SUBURB ----- ";SB\$(I)

3004 PRINT"AGE ----- ";AG\$(I)

3005 PRINT"MOBILE/BASE -- ";MB\$(I)

3006 PRINT:PRINT

3007 IFQQ=1THENRETURN

3008 PRINT"PRESS SPACE TO CONT"

3009 IFINKEY\$=" "THENRETURN

3010 GOTO3009

4000 LPRINT

4001 LPRINT"CALLSIGN ----- ";CS\$(I)

4002 LPRINT"NAME ----- ";NM\$(I)

4003 LPRINT"SUBURB ----- ";SB\$(I)

4004 LPRINT"AGE ----- ";AG\$(I)

4005 LPRINT"MOBILE/BASE -- ";MB\$(I)

4006 LPRINT:LPRINT _____
_____":RETURN

ANIMALS

In this fun program it starts of knowing virtually nothing about animals but as you type away it learns very fast. People with the Disk Drive can store the animals it learns about on disk and retrieve them each time it has been run. This program is a lot of fun when friends are about as it may surprise them how well the SEGA learns.

```
10 DIMA$(200):CLS
20 REM -----
30 REM -----
40 REM - PEOPLE WITH OUT DISK DRIVES -
50 REM - SHOULD NOT INCLUDE LINES -
60 REM - 90,100,110,120,230,800-END -
70 REM -----
80 REM -----
90 PRINT"HAVE YOU ANY DATA TO GET FROM
YOUR"
100 PRINT"DISK DRIVE (Y/N)?"
110 I$=INKEY$:IFI$=""THEN110
120 IFI$="Y"THEN900
```



```
130 REM

140 PRINT"THINK OF AN ANIMAL AND THE C
OMPUTER WILL TRY AND GUESS IT !"

150 PRINT

160 FORI=0TO3

170 READA$(I)

180 NEXTI

190 N=VAL(A$(0))

200 REM

210 PRINT"ARE YOU THINKING OF AN ANIMA
L":INPUTA$

220 IFA$="LIST"THEN680

230 IFA$="STORE"THEN870

240 IFA$="END"THENEND

250 IFLEFT$(A$,1)<>"Y"THEN200

260 K=1

270 GOSUB 490

280 IFLEN(A$(K))=0THEN790

290 IFLEFT$(A$(K),2)="/Q"THEN270

300 PRINT"IS IT A ";RIGHT$(A$(K),LEN(A
$(K))-2);

310 INPUTA$

320 A$=LEFT$(A$,1)
```



```

330 IFA$="Y"THENPRINT"WHY NOT TRY ANOT
HER ANIMAL?":GOTO200

340 PRINT"THE ANIMAL YOU WERE THINKING
OF WAS A":INPUTV$

350 PRINT"PLEASE TYPE IN A QUESTION TH
AT WOULD DISTINGUISH A ";V$

360 PRINT"FROM A ";RIGHT$(A$(K),LEN(A$
(K))-2)

370 INPUTX$

380 PRINT"FOR A ";V$:PRINT"THE ANSWER
WOULD BE ";

390 INPUT A$

400 A$=LEFT$(A$,1):IFA$<>"Y"ANDA$<>"N"
THEN380

410 IFA$="Y"THENB$="N"

420 IFA$="N"THENB$="Y"

430 Z1=VAL(A$(0))

440 A$(0)=STR$(Z1+2)

450 A$(Z1)=A$(K)

460 A$(Z1+1)="/A"+V$

470 A$(K)="/Q"+X$+"/"+A$+STR$(Z1+1)+"/
"+B$+STR$(Z1)+"/"

480 GOTO 200

490 REM

500 Q$=A$(K)

510 FORZ=3TOLEN(Q$)

```



```

520 IFMID$(Q$,Z,1)<>"/"THENBEEP1:BEEP0
:PRINTMID$(Q$,Z,1);:NEXTZ

530 INPUTC$

540 C$=LEFT$(C$,1)

550 IFC$<>"Y"ANDC$<>"N"THEN510

560 T$="/"+C$

570 FORX=3TOLEN(Q$)-1

580 IFMID$(Q$,X,2)=T$THEN610

590 NEXTX

600 STOP

610 FORY=X+1TOLEN(Q$)

620 IFMID$(Q$,Y,1)="/"THEN650

630 NEXTY

640 STOP

650 K=VAL(MID$(Q$,X+2,Y-X-2))

660 RETURN

670 DATA "4","/QDOES IT NORMALLY SWIM/
Y2/N3/","/AFISH","/ABIRD"

680 PRINT:PRINT"ANIMALS I ALREADY KNOW
ARE:"

690 X=0

700 FORI=1TO200

710 IFLEFT$(A$(I),2)<>"/A"THEN750

720 FORZ=3TOLEN(A$(I))

```



```

730 IFMID$(A$(I),Z,1)<>"/"THENPRINTMID
$(A$(I),Z,1);:NEXTZ:PRINT,:GOTO750

740 Z=LEN(A$(I))+1:NEXTZ

750 NEXTI

760 PRINT

770 PRINT

780 GOTO 200

790 END

800 -----
810 -----

820 -   DISK DRIVE OWNERS MAY USE   -
830 -   THIS ROUTINE TO SAVE THERE  -
840 -   DATA AND RETRIEVE IT     -
850 -----
860 -----

870 CLS:OPEN"ANIMALS"AS#1

880 FORZ=0TOZ1+1:CURSOR0,0:PRINTZ:PUT#
1,Z+1;LEN(A$(Z)),0,8;A$(Z),10,LEN(A$(Z
)):NEXTZ

890 CLOSE:GOTO200

900 CLS:OPEN"ANIMALS"AS#1:GET#1,1;I,0,
8;A$(0),10,I:Z1=VAL(A$(0))-1

910 FORZ=1TOZ1:CURSOR0,0:PRINTZ:GET#1,
Z+1;I,0,8:GET#1,Z+1;A$(Z),10,I:NEXTZ

920 CLOSE:GOTO200

```


KING OF SEGA

In this strategy game you are the Ruler of your planet and you must try to become king before your friend (it plays up to three players), or play by yourself to try and master it. Not as good as KINGDOM but this does quite well at entertaining you. Hours of fun for the family and friends. Who knows you may need the practice to live in this world the way prices keep rising.

```
10 CLS:COLOR 1,2:P=1
20 PRINT"HOW MANY PLAYERS 1-3 ?"
30 Z$=INKEY$:T=VAL(Z$):IF Z$=""THEN 30
40 IF T<1 OR T>3 THEN X=50:COLOR 1,9:G
OSUB 580:COLOR 1,2:GOTO 10
50 X=10:GOSUB 670
```



```
60 CLS:COLOR 1,2:PRINT "YOUR NAME PLEASE PLAYER ";P:INPUTN$(P)

70 IF LEN(N$(P))>7 THEN COLOR 4,9:PRINT "TOO LONG":X=100:GOSUB 670:GOTO 60

80 NM$(P)="SIR "+N$(P)

90 LO(P)=1000:YR=2913:GP(P)=423

100 PP(P)=INT(RND(1)*100)+550

110 IF P<T THEN P=P+1:GOTO 60

120 IF P=T THEN P=1

130 HV(P)=INT(RND(1)*(LO(P)/4))+(LO(P)/2)

140 LP(P)=INT(RND(1)*7)+4

150 FP(P)=INT(RND(1)*5)+3

160 FS(P)=FS(P)+HV(P)

170 AA(P)=INT(LO(P)/2.2)

180 GM(P)=INT(RND(1)*1000)+AA(P)

190 GM(P)=INT(GM(P)/20)

200 IF GM(P)>LO(P) THEN 150

210 GS(P)=GS(P)+(GM(P)*100)

220 COLOR1,13:CLS:BEEP

230 PRINT NM$(P)

240 CURSOR25,0:PRINT"YEAR";YR

250 GOSUB 660
```



```

260 PRINT "GOLD MINED  $";GM(P)*100
270 PRINT "GOLD STOCKS  $";GS(P)
280 PRINT "FOOD HARVEST";HV(P);"      Kgm
s"
290 PRINT "FOOD STOCKS ";FS(P);"      Kgm
s"
300 PRINT "LAND OWNED  ";LO(P);"      HEC
TARES"
310 GOSUB 660
320 PRINT "FOOD PRICE ";FP(P);"      PER
Kgm"
330 PRINT "LAND PRICE ";LP(P);"      PER
HECTARE"
340 PRINT "FOOD DEMAND";PP(P):GOSUB660
350 PRINT" (1) BUY  LAND"
360 PRINT" (2) SELL LAND"
370 PRINT" (3) BUY  FOOD"
380 PRINT" (4) SELL FOOD"
390 PRINT" (5) CONTINUE ":GOSUB 660
400 Z$=INKEY$:IF Z$="" THEN 400
410 IF ASC(Z$)=49 THEN B=1:GOSUB 470:G
OTO 220
420 IF ASC(Z$)=50 THEN B=2:GOSUB 470:G
OTO 220
430 IF ASC(Z$)=51 THEN B=3:GOSUB 480:G
OTO 220

```


440 IF ASC(Z\$)=52 THEN B=4:GOSUB 480:G
OTO 220

450 IF ASC(Z\$)=53 THEN B=0:X=10:GOSUB
670:GOTO 550

460 COLOR 1,9:X=50:GOSUB 670:COLOR 1,1
3:GOTO 400

470 X=10:GOSUB 670:INPUT "HOW MUCH LAN
D ";HM:GOTO 490

480 X=10:GOSUB 670:INPUT "HOW MUCH FOO
D ";HM:GOTO 520

490 IF B=1 THEN LO(P)=LO(P)+HM:GS(P)=G
S(P)-(HM*LP(P))

500 IF B=2 AND LO(P)-HM>0 THEN LO(P)=L
O(P)-HM:GS(P)=GS(P)+(HM*LP(P))

510 RETURN

520 IF B=3 THEN FS(P)=FS(P)+HM:GS(P)=G
S(P)-(HM*FP(P))

530 IF B=4 AND FS(P)-HM>0 THEN FS(P)=F
S(P)-HM:GS(P)=GS(P)+(HM*FP(P))

540 RETURN

550 PRINT"HOW MUCH FOOD WILL YOU RELEA
SE "

560 INPUTHM

570 IF HM>FS(P) THEN X=75:COLOR 1,9:PR
INT "TOO MUCH!":GOSUB 670:COLOR 1,13:G
OTO 550

580 IF HM<1 THEN X=75:COLOR 1,9:PRINT
"YOU CAN'T DO THAT!":GOSUB 670:COLOR 1
,13:GOTO 550

590 FS(P)=FS(P)-HM


```

600 IFHM<PP(P)THENPP(P)=INT(HM/3)
610 IFHM>PP(P)THENPP(P)=INT(PP(P)+HM/(
RND(1)*10))+5
620 COLOR1,11:CLS:X=10:GOSUB 670
630 PRINT"YOU NOW HAVE";PP(P);" PEOPLE
."
640 PRINT:PRINT"TO GET MORE YOU CAN FE
ED THEM MORE!":FOR I=0 TO 500:NEXT:GOT
O 680
650 END
660 PRINT " _____
_____":RETURN
670 FOR I=0 TO X:BEEP 1:BEEP 0:NEXT I:
RETURN
680 COLOR1,5:CLS:X=10:GOSUB 670
690 FORW=0TO17
700 CURSOR11,W:PRINTCHR$(230)
710 CURSOR19,W:PRINTCHR$(230)
720 CURSOR28,W:PRINTCHR$(230)
730 NEXTW:CURSOR0,0
740 CURSOR12,0:PRINTN$(1)
750 CURSOR20,0:PRINTN$(2)
760 CURSOR29,0:PRINTN$(3)
770 CURSOR12,1:PRINT" _____"
780 CURSOR20,1:PRINT" _____"

```



```
790 CURSOR29,1:PRINT"-----"  
800 CURSOR0,2:PRINT "LAND OWNED"  
810 PRINT:PRINT "GOLD STOCKS"  
820 PRINT:PRINT "FOOD STOCKS"  
830 PRINT:PRINT "MARKETS"  
840 PRINT:PRINT "FLOUR MILLS"  
850 PRINT:PRINT "SOLDIERS"  
860 PRINT:PRINT "CASTLES"  
870 PRINT:PRINT "PEOPLE"  
880 CURSOR12,14:PRINTCS(1)  
890 CURSOR21,14:PRINTCS(2)  
900 CURSOR29,14:PRINTCS(3)  
910 CURSOR12,12:PRINTSD(1)  
920 CURSOR21,12:PRINTSD(2)  
930 CURSOR29,12:PRINTSD(3)  
940 CURSOR12,10:PRINTFM(1)  
950 CURSOR21,10:PRINTFM(2)  
960 CURSOR29,10:PRINTFM(3)  
970 CURSOR12,8:PRINTMK(1)  
980 CURSOR21,8:PRINTMK(2)  
990 CURSOR29,8:PRINTMK(3)  
1000 CURSOR12,6:PRINTFS(1)
```



```

1010 CURSOR21,6:PRINTFS(2)
1020 CURSOR29,6:PRINTFS(3)
1030 CURSOR12,4:PRINTGS(1)
1040 CURSOR21,4:PRINTGS(2)
1050 CURSOR29,4:PRINTGS(3)
1060 CURSOR12,2:PRINTLO(1)
1070 CURSOR21,2:PRINTLO(2)
1080 CURSOR29,2:PRINTLO(3)
1090 CURSOR12,16:PRINTPP(1)
1100 CURSOR21,16:PRINTPP(2)
1110 CURSOR29,16:PRINTPP(3)
1120 CURSOR0,18:GOSUB 660:CURSOR 8,20
1130 PRINT "PRESS SPACE TO CONT."
1140 IFZX=2THENPRINT;NM$(P);" HAS WON!
":END
1150 Z$=INKEY$:IF Z$=""THEN 1150
1160 IFZ$="" THEN 1180
1170 X=40:COLOR 1,9:GOSUB 670:COLOR 1,
5:GOTO 680
1180 COLOR1,2:CLS:X=10:GOSUB 670
1190 PRINT:PRINT "(1) MARKETS           $150
"
1200 PRINT:PRINT "(2) FLOUR MILLS $250
"

```



```

1210 PRINT:PRINT "(3) SOLDIERS      $400
"

1220 PRINT:PRINT "(4) CASTLES      $950
"

1230 PRINT:PRINT "(5) LIST"

1240 PRINT:PRINT "(6) CONTINUE"

1250 X=2:GOSUB 670:CURSOR0,13:GOSUB 66
0:PRINT "YOU HAVE $";GS(P);" OF GOLD
      ":GOSUB 660

1260 Z$=INKEY$:IF Z$="" THEN 1260

1270 Z=VAL(Z$):IF Z=1ANDGS(P)>149THEN
MK(P)=MK(P)+1:GS(P)=GS(P)-150:GOTO1250

1280 IF Z=2 AND GS(P)>249 THEN FM(P)=F
M(P)+1:GS(P)=GS(P)-250:GOTO 1250

1290 IF Z=3 AND GS(P)>399 THEN SD(P)=S
D(P)+1:GS(P)=GS(P)-400:GOTO 1250

1300 IF Z=4 AND GS(P)>949 THEN CS(P)=C
S(P)+1:GS(P)=GS(P)-950:GOTO 1250

1310 IF Z=5 THEN 680

1320 IF Z=6 THEN 1340

1330 X=55:GOSUB 670:GOTO 1250

1340 X=10:GOSUB 670:COLOR 1,6:CLS

1350 IF P=T THEN YR=YR+1

1360 ST(P)=INT((PP(P)*MK(P))/25)

1370 IT(P)=INT((((FM(P)*2.2)+MK(P))*PP
(P))/12)

```



```

1380 WT(P)=INT((CS(P)*14.1)*5.3)
1390 LT(P)=INT(LO(P)/3.1)
1400 TX(P)=ST(P)+IT(P)+WT(P)+LT(P)
1410 PRINT "YOU HAVE EARNED $";TX(P);"
    IN TAXES.":GOSUB 660
1420 PRINT "SALES TAX      ";ST(P)
1430 PRINT "INCOME TAX     ";IT(P)
1440 PRINT "WEALTH TAX     ";WT(P)
1450 PRINT "LAND TAX       ";LT(P)
1460 GOSUB 660:CURSOR 8,22:PRINT "PRES
    S SPACE TO CONT.":GS(P)=GS(P)+TX(P)
1470 Z$=INKEY$:IF Z$=""THEN 1470
1480 IF MK(P)>20 AND FM(P)>5THENNM$(P)
    ="COUNT "+N$(P)
1490 IF MK(P)>40 AND FM(P)>25THENNM$(P)
    ="DUKE "+N$(P)
1500 IF MK(P)>60 AND FM(P)>35 AND SD>5
    ANDCS>1 THEN NM$(P)="PRINCE "+N$(P)
1510 IF MK(P)>70 AND FM(P)>40 AND SD>1
    5 ANDCS>10 THEN NM$(P)="H.R.H KING "+N
    $(P):ZX=2:GOTO 680
1520 IFZ$="" AND P<>T THEN P=P+1: GOT
    O 130
1530 IFZ$="" AND P=T THEN P=1:GOTO130
1540 X=50:COLOR 1,9:GOSUB 670:COLOR 1,
    6:GOTO 1470

```


THE TALKING AREA OF
THE MOUTH
THE MOUTH



THE TALKING AREA OF
THE MOUTH

THE TALKING AREA OF
THE MOUTH

**TECHNOLOGICAL
BREAK-THROUGH!!!**



**THE TALKING ARCADE
ACTION GAME!**

VORTEX BLASTER



SUPER SOUND EFFECTS

FANTASTIC GRAPHICS

ONLY \$24.50