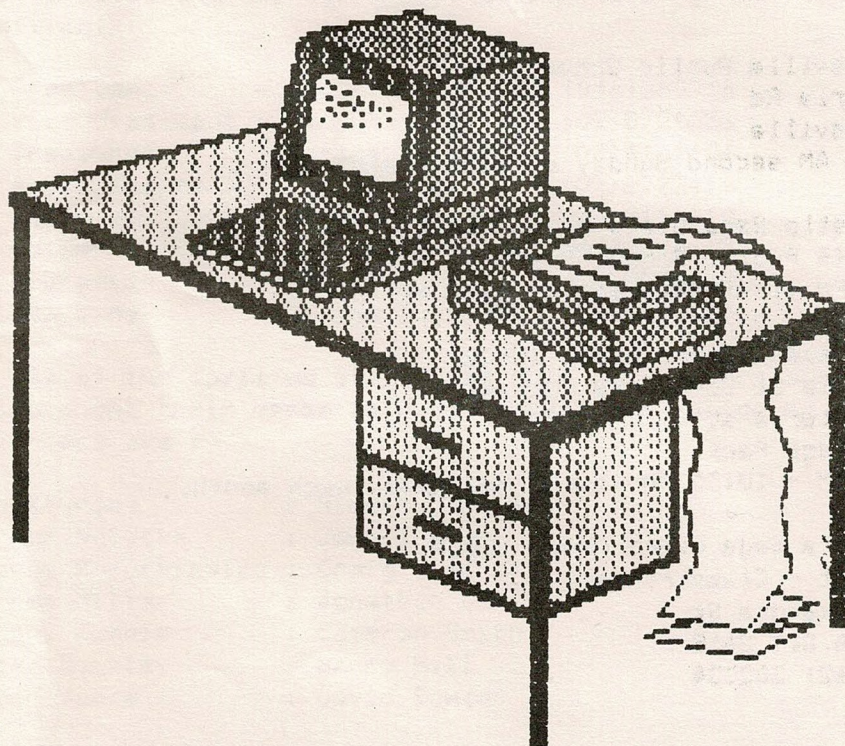# SEGAMAG

NEW SOUTH WALES

DECEMBER ISSUE

'86

SEGAMAG
NEW SOUTH WALES

PRODUCED BY-
> SYDNEY SEGA USERS GROUP (SSUG)

VOLUME   1

ISSUE 2

Local Sega Users Group.

SSUG
Gladesville Public School.
Victoria Rd
Gladesville
10:00 AM second Sunday of each month.

Newcastle Sega Users Group (NSUG)
Cardiff Public School Library.
2:30 PM first Saturday of each month.

Sega Nepean Users Group (SNUG)
Victoria St Community Cottage.
79 Victoria st
Cambridge Park.
7:30 PM - 10:30 PM fourth Wednesday each month.

Canberra Sega Users Group (CSUG)
Contact - Claus Pinker
28 Alexandra St
Hall A.C.T 2618
PH (062) 302334

EDITORIAL

Welcome once again to our fabulous magazine. It is at this point I must apologise for not labeling the programs in the last issue, I was pushed for time and had to cut corners. The program on page 15 of last issue will only run on a Disk Drive system, the tape based version will be in next months issue. Next, the programe on page 9 & 10 last issue fell victim to gremlins in my printer and they stole the last line that makes the whole program work, they also got into the disk and stole my track marker so unfortunately I can not give you the last line. I hope to be able to publish the last line in next months magazine.

As you all know last month we held our club elections. Listed below are the new or old people holding the relevent position.

1/ President   - Scott MacDonald   (046)668956
2/ Vice President   - Rex Chandler   (02)8724256
3/ Treasurer   - Warren Gerdes   (02)4761184
4/ Asst. Treasurer - Ted Hartley   (02)6222416
5/ Secretary   - Allan Rodd   (02)8161618
6/ Editor   - Warren Gerdes   as above
7/ Librarian   - John Carter   (02)8094082
8/ Tea Lady   - Elaine Schureck   (046)596310

As of the 16/11 we still have some old members who have not brought their membership up to date the following offenders are :-

Ron Sturges   : Hide & Riki Gay
Werner Motycka   : John Tocher
Andrew Mazurkiewicz : Craig Crocker
Darren Miller   : Jonathan Dor
Antony Rumble   : Cameron Smith
Peter Buckley   : Barry Hill
Aalan Vince   : David Bowman

Unfortunately if these dues are not brought up to date by next club meeting then the offender will no longer be a registered club member.

Please do not forget that we are running a program competition each month for any quality programs and all programs that are published will be awarded a prize. So get

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those programs in. Either pass them on at club meetings or
send them in by mail with a stamped, self addressed poast
pac so I can return the copy and any prize money awarded.
     One last note. Everyone who is submitting programs for
this magazine please please attach a few words explaining
what the program does. .

Letters to the Editor

     I have recieved a letter from Peter Page who's letter is
as follows

     *I am keen to contact other Sega P.C Users who are
interested in GENEALOGY*

     Anybody interested in the above Letter can reply in
writing to G.P.O Box 6024   SYDNEY 2001

FOR SALE

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FROM THE VICE-PRESIDENT

December's meeting will be devoted entirely to our new members. I would like you all to come along, join in and benefit from everything the User Group has to offer. There will be someone there waiting to talk to you on any topic and to copy Programmes for you.

To all of our established members, here is an excellent opportunity to increase the vitality of the group by encouraging new talents and interests.

I would like as many of you as possible to bring your equipment and your public domain programmes to make this meeting work. You all appreciated a little help when you were starting up. Now its your turn.

There will be many good programmes available for FREE in the areas of Games, Adventure puzzles, Educationals, and Programming. Naturally, we cannot infringe copyright, however. We are establishing a library (target January) from which all members will be able to hire a wide variety of programmes for a modest charge. In addition, commercial games can be bought at reasonable prices in cartridge, cassette, or disk form at each meeting. The suppliers are Sega Source Group (Geoff Wilson), Pandasoft (Brett Merriman), and from Ken Moorley.

I will be available to talk informally about programming to beginners, (that way the questions shouldn't be too hard). More advanced questions can be directed to the President, Scott McDonald, or to the Treasurer, Warren Gerdes.

So established members, get your files in order and your equipment together, and new members get your disks or blank computer tapes ready and we'll all meet at the Gladesville Public School on Sunday, December 14, between 10am and 5pm.

Happy Computing.
Rex Chandler.

Hello and welcome to the second issue of games review.
Because the main object of this column is to tell people
about games that are available and to explain how to operate
the Japanese games that have recently been imported but only
with Japanese instructions. Therefore I have decided to
choose another favourite Japanese game called "DRAGON WANG"

```
DRAGON WANG
===========
Specs :-
-------


Type  : MY CARD

Rating: ****

Game  : Martial Arts
```

 Object: To save your sweetheart from your enemies.
How to play:-

You have to move your Dragon Wang (D-Wang) around the
screen to find your enemies and to destroy them but it's
never as simple as it sounds.
On your search for these enemies you will encounter
nasty thugs who will chase you and try to kick you to death
and as if thats not hard enough they have to call in their
little indian friends who throw knives at you. The more they
hit you the more energy you lose. Once you are out of energy
then you lose that D-Wang. To replenish your energy you have
to kill one of your enemies.
WOW!!!. It does not sound as easy now but thats not all.
Just to annoy you our D-Wang programmer decided to put in
invisable traps in the floor and you get walls from no where
appearing in front of you. To remove one of these walls you
have to kick it down . But still our D-Wang programmer did
not think that this was enough, so in some sections you will
encounter flying balls coming at you moving up and down so
as you have to go under or over the ball depending on your
timing. If you manage to get through that and kill all the
enemies on that round then you deserve to see your
sweetheart and so you do.

But before I say to much about winning we should take a closer look at our enemies.
Firstly as you kill each enemy he will leave behind a blue key. Collect all the blue keys for that round and challenge the next round.

   Round 1 starts with three enemies and as you move on to the next round the amount of enemies is increased by one that you need to conquer.
   Lets talk about the enemies:-

1/ BOSOH- A tall mean person.
   Weapon-carries a large wooden batton which he uses to beat you up with and he strikes with his batton alternatively high then low.
2/ NUNCHAN-shorter but meaner than Bosoh.
   Weapon-1 pair of pipes joined together by a chain.
3/ WARPMAN-This adorable little enemy would be loved by all who play D-WANG
   Weapon-none but he is not that easy to catch. He keeps disappearing and reappearing in different places and to beat you he only uses his feet to kick you. What could be easier?

   Once you have defeated the above three and collected the keys then you should be onto round 2. Now all you have to do is kill them all over again and one extra enemy.

4/ RBTT-This is a short cute lovable little robot.
   Weapon-his only defence is weak electrical pulses that he tries to zap you with.

   Next round and a new enemy.

5/ HUND-An oversized sumo wrestler.
   Weapon-no visible weapon at first but all of a sudden an object comes flying at you and then retreats back to the hand of Hund (like a yo-yo) and this is at random high and low. However if you get close enough to him (if you dare) then he will stop using his weapon but unfortunately avoiding his weapon is the easy part.
   Once you are next to Hund he will then start to lean his weight onto you blow after blow until you die. I suggest you jump as much as possible and in between jumping try to kick him.

Next round and you meet the last enemy.

6/ JONATHON:-similar to warp man. I never have seen all of
him.
    Weapon-"stratergy".has no special weapons except that he
is very clever and can be tricky. Very similar to Warpman
but only his bottom half appears. He appears to have a
larger territory than Warpman and is less predictable.

    Well that is all the different enemies that you will
encounter and the rounds after have all those enemies and
get harder and harder to beat.

STAR RATINGS ARE AS FOLLOWS
*****-Brillant (LODE RUNNER RATING)
**** -Very good
*** -Worth playing a few times
**   -not worth wasting your time
*   -dont waste your time

Well that rounds up another review

    John Carter

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```
10 REM DOT MAN ** By: T.HEPPELL
15 PATTERNC#35,"FFFFFFFFFFFFFFFF"
20 PATTERNC#&H21,"0000303030300000"
30 PATTERNC#&H3F,"0078787878787800"
40 U=22:V=9:GOSUB880
50 CLS:COLOR9,1:TL=0:LS=3:S=17:T=9:X=18:Y=15:GOSU
B 650
60 CURSORX,Y:PRINTCHR$(253)
80 GOSUB410
90 X1=X:Y1=Y:A$=INKEY$:IFA$=""THEN170
110 IFA$=CHR$(28)THENX1=X+1
120 IFA$=CHR$(29)THENX1=X-1
130 IFA$=CHR$(30)THENY1=Y-1
140 IFA$=CHR$(31)THENY1=Y+1
150 IFX1<9THENX1=27
160 IFX1>27THENX1=9
170 C=VPEEK((Y1*40)+X1+2+&H3C00)
180 IFC=250THEN270
190 IFC=33THENSC=SC+1:TL=TL+1:BEEP1:BEEP0:GOTO250
200 IFC=92THENSC=SC+50:BEEP:GOTO50
210 IFC=63THENSC=SC+10:TL=TL+1:BEEP:GOTO250
220 IFC=32THEN250
230 GOSUB410
240 GOTO90
250 CURSORX,Y:PRINT" ":IFTL=183THENFORJ=1TO10:BEE
P:NEXTJ:GOTO 50
260 X=X1:Y=Y1:GOTO60
270 SOUND1,230,15:SOUND2,231,15:FORA=0TO50:NEXT:S
OUND1,170,15:SOUND2,171,15:FORA=0TO75:NEXT:SOUND0
280 LS=LS-1
290 IFLS=0THEN350
300 CLS:GOSUB650
310 CURSOR18,15:PRINTCHR$(253)
320 X=18:Y=15:S=17:T=9:TL=0
330 FORA=0TO30:NEXT
340 SOUND1,900,15:FORA=0TO50:NEXT:SOUND0:GOTO60
350 SOUND1,130,15:SOUND2,230,15:FORA=0TO30:NEXT:S
OUND0
360 CURSOR14,15:PRINT"GAME OVER"
370 CURSOR14,1:PRINT"SCORE: ";SC
380 CURSOR8,22:PRINT"PRESS SP.BAR TO PLAY"
```

```
390 IFINKEY$=" "THEN20
400 GOTO390
410 S1=S:T1=T:IFS<XTHENS1=S+1:GOTO460
420 IFS>XTHENS1=S-1:GOTO490
430 IFT>YTHENT1=T-1:GOTO520
440 IFT<YTHENT1=T+1:GOTO550
450 RETURN
460 GOSUB580:IFCR=1THENCR=0:GOTO270
470 IFZF=1THENZF=0:S1=S1-1
480 GOTO420
490 GOSUB580:IFCR=1THENCR=0:GOTO270
500 IFZF=1THENZF=0:S1=S1+1
510 GOTO430
520 GOSUB580:IFCR=1THENCR=0:GOTO270
530 IFZF=1THENZF=0:T1=T1+1
540 GOTO440
550 GOSUB580:IFCR=1THENCR=0:GOTO270
560 IFZF=1THENZF=0:T1=T1-1
570 RETURN
580 G=VPEEK((T1*40)+S1+2+&H3C00)
590 IFG=253THENCR=1:RETURN
600 IFG=35THENZF=1:RETURN
610 CURSORS1,T1:PRINTCHR$(250)
620 CURSORS,T:PRINTCHR$(G1)
630 G1=G:S=S1:T=T1
640 RETURN
650 CURSOR0,2
660 PRINT"              ##################"
670 PRINT"              #!!!!!!!!!!!!!!!!!#"
680 PRINT"              #!###!##!#!##!###!#"
690 PRINT"              #!#!!!!##!#!##!!!#!#"
700 PRINT"              #!#!#!!!!!#!!!!#!#!#"
710 PRINT"              #!!!!!!#######!!!!!#"
720 PRINT"              #!###!#######!###!#"
730 PRINT"              #!!#!!!!!!!!!!!#!!#"
740 PRINT"              ##!#!#!##+##!#!#!##"
750 PRINT"              ##!#!#!#####!#!#!##"
760 PRINT"              !!!#!#!##?##!#!#!!!"
770 PRINT"              ##!#!#!#####!#!#!##"
780 PRINT"              ##!#!#!#####!#!#!##"
790 PRINT"              #!!!!!!!!!!!!!!!!!#"
800 PRINT"              #!#!#!#######!#!#!#"
```

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```
810 PRINT"          #!#!#!!#####!!#!#!#"
820 PRINT"          #!#!##!!!#!!!##!#!#"
830 PRINT"          #!#!!!!!#!#!#!!!!#!#"
840 PRINT"          #!####!#!#!#!####!#"
850 PRINT"          #?!!!!!!!!!!!!!!?#"
860 PRINT"          ####################"
870 RETURN
880 CLS:CURSOR0,0:COLOR1,7
890 CURSOR0,0
893 PATTERNC#37,"0070888888700000"
896 PATTERNC#38,"0070F8F8F8700000"
900 PRINTTAB(13);"%&%&%&%&%&%"
910 PRINTTAB(13);"& DOT MAN &"
920 PRINTTAB(13);"%&%&%&%&%&%"
930 FORA=0TO10:NEXT:CURSOR0,0
940 PRINTTAB(13);"&%&%&%&%&%&"
950 PRINTTAB(13);"% DOT MAN %"
960 PRINTTAB(13);"&%&%&%&%&%&"
970 PRINT:PRINT"By: T.HEFFELL"
980 PRINT"          ----------"
990 CURSOR8,7:PRINT": 1 point"
1000 Z1=Z
1010 CURSOR8,9:PRINT": 10 points"
1020 CURSOR8,11:PRINT": enemy"
1030 CURSOR8,13:PRINT": you"
1040 IFZ+1=8THENGOTO1140
1050 Z=Z+1:CURSORZ,7:PRINT"."
1060 CURSORZ,9:PRINT"#"
1070 CURSORZ,11:PRINTCHR$(250)
1080 CURSORZ,13:PRINTCHR$(253)
1090 CURSORZ1,7:PRINT" "
1100 CURSORZ1,9:PRINT" "
1110 CURSORZ1,11:PRINT" "
1120 CURSORZ1,13:PRINT" "
1130 GOTO890
1140 CURSOR8,22:PRINT"PRESS SP.BAR TO PLAY"
1150 IFINKEY$=" "THEN1170
1160 GOTO1150
1170 SOUND1,200,15:SOUND2,201,15:FORA=0TO10:NEXT
1180 SOUND1,230,15:SOUND2,231,15:FORA=0TO10:NEXT
1190 SOUND1,200,15:SOUND2,201,15:FORA=0TO30:NEXT
1200 SOUND1,230,15:SOUND2,231,15:FORA=0TO30:NEXT
```

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```
1210 FORD=15TO5STEP-1:SOUND1,260,D:SOUND2,261,D:N
EXTD:SOUND0
1220 RETURN
```

THIS PROGRAME RECIEVES A PRIZE OF $ 5.00

THIS IS FOR DISK DRIVE OWNERS
IT IS A SUBROUTINE TO ACCESS DISC FILES

```
10 GOSUB 900:END
900 CLS:X=1:PRINTTAB(10);"FILE DIRECTORY":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 GOSUB 991:PRINT,:NEXT
950 FORI=0TO15STEP2:C$=MID$(B$,I*8+1,12):IFASC(C$
)<32THEN970
960 GOSUB 991:PRINTC$;:PRINT,:NEXT
970 IFASC(C$)>31THENX=X+1:GOTO 910
980 PRINT:PRINT:PRINTDSKF;"K Bytes Free"
990 RETURN
991 IFINKEY$=" "THEN995
992 RETURN
995 IFINKEY$=" "THEN995
996 IFINKEY$<>" "THEN996
997 IFINKEY$=" "THEN997
998 RETURN
```

```
10 CLS:E=0
20 PRINT"          Basic PATCH PROGRAM":PRINT
30 PRINT"             by Trevor Yann"
40 PRINT
50 PRINT"This program will alter a disk"
60 PRINT"containing the Basic interpreter so"
70 PRINT"that the default colour is changed"
80 PRINT:PRINT
90 PRINT"Enter the number of the desired"
100 INPUT"writing colour:";WC
110 IFWC<1ORWC>15THENBEEP2:GOTO90
120 PRINT"Enter the number of the desired"
130 INPUT"background colour:";BC
140 IFBC<1ORBC>15THENBEEP2:GOTO120
150 IFBC=WCTHENPRINT"Background colour is same as
 writing  colour":BEEP2:GOTO90
160 PRINT"Insert Basic system disk and"
170 PRINT"press <CR>."
180 T$="*":C=10
190 A$=INKEY$
200 IFA$=CHR$(13)THEN250
210 IFE=1THENIFA$<>""THENPRINTCHR$(8):END
220 C=C+1:IFC<5THEN190
230 PRINTT$;:C=0:IFT$="*"THENT$=CHR$(8):GOTO190
240 T$="*":GOTO190
250 PRINTCHR$(8);:BEEP
260 PRINT:PRINT"Updating disk"
270 TR=0:SC=1
280 DSKI$ TR,SC;A$(0),0,128;A$(1),128,128
290 IFLEFT$(A$(0),15)<>"SYS: disk BASIC"THENPRINT
"not Basic system disk":GOTO160
310 TR=7
320 SC=4
330 DSKI$ TR,SC;A$(0),0,128;A$(1),128,128
340 A$(1)=LEFT$(A$(1),9)+CHR$(WC*16+BC)+RIGHT$(A$
(1),118)
350 PRINTLEN(A$(1))
360 DSKO$ TR,SC;A$(0),0,128;A$(1),128,128
370 BEEP:E=1
380 PRINT"Disk updated"
390 PRINT"Press <CR> to updated another disk,"
```

```
400 PRINT"any other key to stop"
410 GOTO180
```

```
10  CLS:E=0
20  PRINT"      SEGA BASE PATCH PROGRAM":PRINT
30  PRINT"           by Trevor Yann"
40  PRINT
50  PRINT"This program will alter a disk"
60  PRINT"containing the SEGA BASE program so"
70  PRINT"that the default colour is changed"
80  PRINT:PRINT
90  PRINT"Enter the number of the desired"
100 INPUT"writing colour:";WC
110 IFWC<10ORWC>15THENBEEP2:GOTO90
120 PRINT"Enter the number of the desired"
130 INPUT"background colour:";BC
140 IFBC<10ORBC>15THENBEEP2:GOTO120
150 IFBC=WCTHENPRINT"Background colour is same as
    writing  colour":BEEP2:GOTO90
160 PRINT"Insert SEGA BASE system disk and"
170 PRINT"press <CR>."
180 T$="*":C=10
190 A$=INKEY$
200 IFA$=CHR$(13)THEN250
210 IFE=1THENIFA$<>""THENPRINTCHR$(8):END
220 C=C+1:IFC<5THEN190
230 PRINTT$;:C=0:IFT$="*"THENT$=CHR$(8):GOTO190
240 T$="*":GOTO190
250 PRINTCHR$(8);:BEEP
260 PRINT:PRINT"Updating disk"
270 TR=0:SC=1
280 DSKI$ TR,SC;A$(0),0,128;A$(1),128,128
290 IFLEFT$(A$(0),14)<>"SYS: SEGA BASE"THENPRINT"
    not SEGA BASE system disk":GOTO160
310 TR=1
```

14.

```
320 SC=3
330 DSKI$ TR,SC;A$(0),0,128;A$(1),128,128
340 A$(0)=LEFT$(A$(0),61)+CHR$(WC*16+BC)+RIGHT$(A
$(0),66)
350 PRINTLEN(A$(0))
360 DSKO$ TR,SC;A$(0),0,128;A$(1),128,128
370 BEEP:E=1
380 PRINT"Disk updated"
390 PRINT"Press <CR> to updated another disk,"
400 PRINT"any other key to stop"
410 GOTO180
```

15