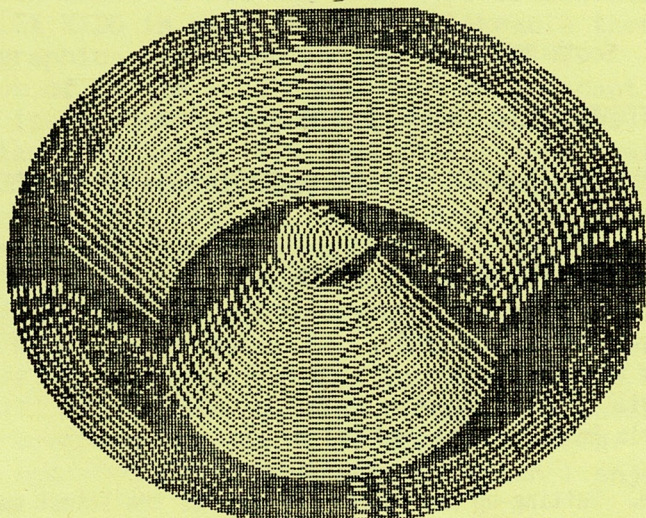


S E G A M A G  
NEW SOUTH WALES

*Sept '89*



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MEETINGS: SECOND SUNDAY EACH MONTH EXCEPT JANUARY.  
NEXT MEETING: SUNDAY, SEPTEMBER 10, 1989.

SERVICING: Scott MacDonald

HARDWARE & SOFTWARE SALES: Scott MacDonald and John Carter

SEGAMAG IS PUBLISHED IN MARCH, MAY, JULY, SEPTEMBER, AND NOVEMBER EACH YEAR.

AGENDA FOR SEPTEMBER MEETING.

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DATE: Sunday, September 10, 1989.  
TIME: 10:00am to 4:00pm  
PLACE: Gladesville Public School  
Victoria Road opposite Post Office.

10:00-11:30 am. Setting-up and Games. Try some of the latest games on the SEGA, the MASTER SYSTEM, or the new MEGA DRIVE or visit Scott's shop.

11:00 am (approx). DIGITIZING SOUND by Fady Sarkis. Fady will share his experiences with computerised reproduction of everyday sounds.

4:00 pm. Meeting closes & clean-up.

COMPLIMENTARY TEA, COFFEE, OR CORDIAL SERVED AT ALL SEGA GROUP MEETINGS.

## REVIEW OF AUGUST'S MEETING & EDITORIAL.

The uses and benefits of the wordprocessing package SEGAWORD, were explored quite capably by Brian Minett, who is himself relatively new to its use. Particular attention was given to entering printer control codes. We were shown how to specify double size print for one line only, how to underline, to use italics, and how to use various print spacings. Control-I is used to start the code, followed by 27, followed by the numbers specified by your printer manual to achieve the desired affect. Our thanks go to Brian for his effort.

The demonstration games this month were H.E.R.O. on the SEGA and ALEX KIDD on the MEGA DRIVE. H.E.R.O. is one of the relatively newer games and involves flying a man with a rocket back-pack through caverns and tunnels, sometimes unlit, with dynamite to blast through walls and a ray to kill various monsters along the way. After you reach the goal for each scene, a new and even more diabolical scene follows. ALEX KIDD is pure fun with a likeable theme and excellent graphics and sound on the MEGA DRIVE.

The job of EDITOR of SEGAMAG will fall vacant after NOVEMBER's issue. This gives plenty of warning as the following issue is MARCH 1990, but please note that time slips past quickly and the new Editor can easily find that the deadline is upon him. We need an organized person who can meet deadlines and who doesn't mind a little typing and printing. The job is to prepare each page of each issue ready for Allan Rodd to photocopy and distribute. I've been EDITOR and major contributor for six issues from September 1988 and for various newsletters, and will do one more issue. I will leave this function with some sadness, but family and work demands can no longer be ignored. I've also missed the opportunity to programming, which I enjoy very much.

On another serious note, the appearance of various naughty copies of software a meetings has been noted. It seems appropriate to restate SSUG's policy on copyright infringement and the fact that these copies should be wiped in fairness to the copyright owners and as a legal requirement. Accordingly, extracts from Greg Kuhnert's excellent article in SEGAMAG, JULY 1987 on copyright are reproduced later in this issue.

REX CHANDLER  
EDITOR.

### SEQUENTIAL FILES.

This month, I'm addressing my attention to more advanced programmers in BASIC. The concept is to write classroom examination results to disc as a sequential file and then to read them back from the disc into memory. Data is stored in a sequential file with each piece immediately after the previous. Each piece of data can be of any length. Accordingly, it is impossible to later re-write one piece of data in isolation because its exact location cannot be determined. This can be overcome by reading the whole file into memory, modifying as required, and re-writing the whole file. A sequential file can also be appended, ie have new information tacked onto the end. On the other hand, a Random Access File, which I will mention only briefly here, has different characteristics and different commands. Space available for groups of data (or Records), is of a pre-determined, fixed length ie one sector per Record. Accordingly, individual Records can be addressed in isolation and re-written. This system uses more space to store data but has random access.

In my example, lines 20-40 define three types of data to be recorded in the file, being student name, subject and result. Line 50 defines the name of the file I will use. Line 70 opens my file ie writes the file name to disc if it isn't already there and specifies that I will write to it. The #1 simply means that this is file no. 1 open at the current time. Several files may be open at the one time, the maximum number being governed by the Maxfile command. The command to write one piece of data to the file is given in line 90. The student's names are thus written using a FOR-TO-NEXT loop. Line 100 simply writes a small code to signify the end of this section of data. I will look for this code when reading the file. You may decide on some other device to establish end points. The process is repeated for the subject headings in lines 110-120, with another small code written in line 130 to signify the end of this section. Lines 140-160 finish the job by writing the results for each student and each subject using a nested FOR-TO-NEXT LOOP, and then closing the file.

Lines 170-190 hold the programme for a moment's reflection. The next section reads the file from disc and displays the contents on the screen. doubting Thomas's may break the programme at this point, DELETE -160, and RUN. The programme will still read the file and display its contents. Line 200 sets my counters at zero and defines the file name. Line 210 opens the file specifying that it is to be read from. Line 220 reads one item of data into C\$ and line 230 checks for the code I used to mark the end of the section of data giving names. In line 240, C\$ is re-stored as C\$(A) and the counter A is increased. The process is repeated until the end marker is found and we proceed to the next section of data. Subjects are read in a similar manner in lines 250-270 using B as the counter and D\$(B) to store the data. A nested loop using the counters A and B is put to work in lines 280-290 to

read results into R(I,J). Line 300 closes the file using the End Of File command. In reality, I could have simply CLOSED here since I have read all of the information, but I wanted to note the existence of the EOF() command. The rest of the program simply displays the retrieved data using time honoured methods. I hope this has given some direction to those who wish to use sequential files.

REX CHANDLER.

```
10 REM DATA FOR **** "FILE SAVE EXAMPLE" ****
20 A$(0)="TOM":A$(1)="DICK":A$(2)="HARRY":A=3
30 B$(0)="READING":B$(1)="WRITING":B=2
40 M(0,0)=50:M(0,1)=70:M(1,0)=30:M(1,1)=20:M(2,0)=60:M(2,1)=80
50 NAS="EXAMPLE"
60 REM SAVE RESULTS
70 OPEN NAS FOR OUTPUT AS #1
80 FOR I=0 TO A-1
90 PRINT #1,A$(I):NEXT I
100 PRINT #1,"*?*"
110 FOR I=0 TO B-1
120 PRINT #1,B$(I):NEXT I
130 PRINT #1,"*/*"
140 FOR I=0 TO A-1
150 FOR J=0 TO B-1
160 PRINT #1,M(I,J):NEXT J,I:CLOSE
170 CLS:PRINT "PRESS SPACEBAR"
180 REM RESTORE RESULTS FROM DISK
190 IF INKEY$<>" " THEN 190
200 A=0:B=0:NAS="EXAMPLE"
210 OPEN NAS FOR INPUT AS #1
220 INPUT #1,C$
230 IF C$="*?*" THEN 250
240 C$(A)=C$:A=A+1:GOTO 220
250 INPUT #1,D$
260 IF D$="*/*" THEN 280
270 D$(B)=D$:B=B+1:GOTO 250
280 FOR I=0 TO A-1:FOR J=0 TO B-1
290 INPUT #1,R(I,J):NEXT J,I
300 IF EOF(#1) THEN CLOSE
310 REM PRINT DATA
320 CLS:FOR I=0 TO A-1:CURSOR 5,10+I*3:PRINT C$(I):NEXT
330 FOR I=0 TO B-1:CURSOR 12+I*10,7:PRINT D$(I):NEXT
340 FOR I=0 TO A-1:FOR J=0 TO B-1
350 CURSOR 14+J*10,10+I*3:PRINT R(I,J):NEXT J,I
```

## FADY'S CORNER

Looks like the Sega scene is getting better every month.

What am I talking about you may ask.

Well recently, I visited Scott's place and he revealed to me a new cartridge which he made with the help of David.

It allows you to switch in between two programs on one cartridge. One of which is BASIC.

David is coming closer to completing the new disk drive and I'm sure we will be looking forward to its completion so come on David, get a move on. Gee I can be a good criticiser sometimes!!

By the way, the new disk drive will not be running on 4 megabytes but at the maximum of 1 megabyte.

I should start pestering David into designing a way to put an analogue input for our joystick ports so that we could use a mouse and properly digitise sound so that we can get almost clear speech!

There are many more things that I can talk about but I am going to leave them for the next issue.

And remember that all our computers need is good support and just watch what becomes available!!

See ya later,

Fady Sarkis

FOR SALE :- Cartridge game "THE CASTLE".

Don't miss out on this top quality game. Normal retail \$50. Yours for \$30.

\*\*\*\*\* 872-4256 \*\*\*\*\*

## COPYRIGHT.

by Greg Kuhnert.

The simple truth is that ALL work is copyright, unless specified that it is public domain within the book, article, or program etc. In general, not much is known about copyright within our club, so I did a bit of research from some legal books, and from a friend who is a solicitor. Please read the following section, and think seriously about it.

Literary, musical, or other artistic works such as plays, sculptures, and COMPUTER PROGRAMS do not have to be registered. The sole right to reproduce them, called copyright, belongs to the creator throughout his life and passes to his heirs for 50 years after his death. The creator, or after his death his heirs, can sell some or all of these rights at any time. This can include transfer of copyright ownership.

Although it is not necessary to register copyright in Australia, the author may wish to protect his creation in other countries. Under international convention, the holder can improve his protection by marking the work with the symbol (c) followed by his name (or company name) and year of publication. If copyright infringement takes place, the holder of the copyright may sue for damages.

The copyright in any creative work which is produced in the course of a person's employment belongs to the employer. A newspaper, for example, owns the copyright in any article a staff journalist writes in the course of normal duties. But it does not own the article done in his spare time.

If you have any programs that have not got a copyright message in them, check to see if they are public domain within the listing, or ask the author if possible.

Copyright can be transferred. This means that it is illegal to copy TTS programs such as Vortex Blaster etc. because the copyrights for these games were transferred to another company, even though TTS went bankrupt.

If you are a programmer, and want to protect your programs, keep a record of any notes, flowcharts, or sketches of ideas you make, as proof that you developed the ideas. Have these documents put in a sealed envelope that is signed and dated by a J.P. a solicitor, or a clergyman, and keep it in a safe place. An alternative is to get a safety deposit box, and get the bank to keep a record of when the relative documents were put in the box.

To receive a copyright program is just as bad as distributing programs. It is the owners responsibility to check if his programs have had copyright messages removed, because he is also responsible for others that may have removed the copyright messages before he got his copy.

# BIT BYTE.

-----

This is a delightful game in which you gobble tufts of grass in a field containing poisonous berries and mushrooms, which can also be toadstools. It requires skill and reflexes, particularly at higher speeds.

My printer couldn't handle two of the graphics symbols so these have been replaced in the listing. In lines 19-21 and lines 65-70, "e" should be replaced by CHR\$(229) ie graphics V, and "o" by space, (I marked the latter so that the spacings could be counted off). In line 81, "z" should be replaced by CHR\$(158) ie graphics shift m.

The programmer is unknown but he/she is to be congratulated on this effort. Hope you enjoy it.

[ED]

```

1 GOSUB119:CLS:GOSUB88
2 S=15:LI=3:GOSUB102:COLOR15,5:CLS:HS=0
3 PD=.8:MAGO:LI=0:GOSUB184
4 LI=3:SP=(VAL(A$)*2)+7
5 ED=10:IN=10:SC=0:LV=1:LF=0
6 FORI=1TO100:NEXT:SCREEN2,2:COLOR,1,,1:CLS:GOSUB18
7 LO=2953+248:A=95:B=128:C=8:D=0:ES=ED:COLOR8:FORN=1TOIN
8 Z=INT((RND(1)*19)+1)*8:V=INT((RND(1)*19)+1)*8
9 W=VPEEK(INT(Z/8)*256+INT(V/8)*8+ZMOD8):IFW>0THENV=V+8:Z=Z+8:GOTO9
10 IFV>152ORZ>152THEN8
11 CURSORV,Z:PRINTCHR$(254):NEXTN:COLOR3:FORN=1TOED
12 Z=INT((RND(1)*19)+1)*8:V=INT((RND(1)*19)+1)*8
13 W=VPEEK(INT(Z/8)*256+INT(V/8)*8+ZMOD8):IFW>0THENV=V+8:Z=Z+8:GOTO12
14 IFZ=128ANDV=95THENZ=Z+24:V=V+24
15 IFZ>152ORV>152THEN13
16 CURSORV,Z:PRINTCHR$(255):NEXTN
17 V=3:MS="":TIMES="00:00:00":GOTO27
18 CLS
19 MAGO:SCREEN2,2:COLOR10,4,(203,35)-(255,58),1:PRINTCHR$(11);"eeeeeeeeeeeeee
eeeeeeeeeeeeeeeeeeee"
20 FORI=1TO20:PRINT"eooooooooooooooooooooooooooooooooo":NEXT:BLINE(205,130)-(2
55,160),,BF
21 PRINT"eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee"
22 BLINE(210,22)-(217,29),,BF:SPRITE0,(128,96),3,15:IF RND(9)<.65THEN X=INT(
(RND(9)*19)+1)*8:Y=INT((RND(9)*19)+1)*8:IFVPEEK(INT(Y/8)*256+INT(X/8)*8+YMOD
8)=0THEN CURSORX,Y:COLOR14:PRINTCHR$(253):CURSOR205,130:COLOR15:PRINT"Prob.
=";SPC(33);(1-PD)*100;"%"
23 BLINE(210,22)-(255,29),,BF:MS="":IFLI>4THENFORI=1TO3:SPRITEI,,,0:NEXT:LIN
E(205,2)-(240,18),10,B:IFLI>1THENFORI=1TO3:SPRITEI,(200+(I*10),5),3,10:NEXTI
:COLOR15:CURSOR210,22:PRINTLI:GOTO25

```



```

24 MS="":FORI=1TOLI:SPRITEI,,,0:NEXT:LINE(205,2)-(240,18),10,B:IF LI>1THENFO
RI=1TOLI-1:SPRITEI,(200+(I*10),5),3,10:NEXTI
25 COLOR15:BLINE(205,60)-(255,100),,BF:CURSOR205,60:PRINT"Hi-score":CURSOR20
5,68:PRINTHS(1):CURSOR205,84:PRINT"Round :";SPC(34);LV
26 RETURN
27 FORN=1TOSP:NEXTN
28 IS=INKEYS:IFIS<>""THENIFIS=MSTHEN35
29 IFIS>CHRS(31)ANDIS<CHRS(28)THEN35
30 IFIS=""THEN35
31 IFIS=IS(2)THENC=8:D=0:V=3:MS=IS
32 IFIS=IS(4)THENC=-8:D=0:V=4:MS=IS
33 IFIS=IS(3)THENC=0:D=8:V=2:MS=IS
34 IFIS=IS(1)THENC=0:D=-8:V=1:MS=IS
35 SOUND1,500*(LE+1),S:BEEP0
36 A=A+D:B=B+C:LO=LO+(D*32)+C
37 SPRITE0,(B,A+1),V,15
38 NZ=VPEEK(LO)
39 IFNZ>0THEN41
40 GOTO27
41 IFNZ=146ORNZ=18THENAZ=SC:FORQW=1TO2:SOUND1,131,S:SOUND1,262,S:NEXT:BEEP0:
ES=ES-1:BEEP0:CURSOR0,176:COLOR15:IFSC>=0THENSC=SC+(INT(RND(1)*5)+25)-INT((S
P*7)/8)-3:BLINE(0,176)-(141,184),,BF:PRINT" SCORE :";SC
42 IFNZ=146ORNZ=18THENBLINE(B,A+1)-(B+7,A+8),,BF:IFSC-SCMOD1000>AZTHENLI=LI+
1:AZ=SC:GOSUB23:GOSUB127
43 IFNZ=126THENGOSUB121:IFDE=1THEN49
44 IFNZ=126THEN27
45 IFES=0THEN51
46 IFNZ=4THENBLINE(B,A+1)-(B+7,A+8),,BF
47 IFNZ<>146ANDNZ<>18THEN49
48 GOTO27
49 AZ=5:SPRITE0,(B,A+1),3,15:FORN=60TOOSTEP-4:SOUND1,110+N,S:SPRITE0,(B,A+1)
,AZ,15:AZ=AZ+.3:NEXTN:SOUND0:SPRITE0,,,0:COLOR15:CURSOR205,40:PRINT"You're":
CURSOR205,48:PRINT" Dead!":FORI=1TO400:NEXTI:BLINE(203,40)-(255,57),,BF
50 GOTO59
51 AS=TIMES:IFAS<"00:00:26"THENAZ=SC:CURSOR213,40:PRINT"Good";SPC(36);" time
!":FORI=110TO1E+4STEP1000:SOUND1,I,S:NEXT:BEEP0:FORI=1TO400:NEXT:BLINE(205,4
0)-(255,57),,BF:CURSOR205,40:PRINT"Bonus :";SPC(33);200:FORI=110TO1E+4STEP10
00:SOUND1,I,S:NEXT:BEEP0
52 IFAS<"00:00:26"THENAZ=SC:SC=SC+200:BLINE(0,176)-(141,184),,BF:CURSOR0,176
:PRINT" SCORE :";SC:FORI=1TO400:NEXTI:BLINE(205,40)-(255,57),,BF
53 IFAS<"00:00:26"ANDSC-SCMOD1000>AZTHENLI=LI+1:AZ=SC:GOSUB23:GOSUB127:BEEP0
54 COLOR15:CURSOR205,40:PRINT" Next":CURSOR205,48:PRINT"Round!"
55 ES=5
56 FORI=1TO20:SOUND1,131+131*LE,S:SOUND1,131+262*LE,S:SOUND1,131+523*LE,S:NE
XTI:BEEP0

```

```

57 LE=LE+1:LV=LV+1:FORN=1TO400:NEXTN:BLINE(205,40)-(255,57),,BF:SPRITE0,,0:
BLINE(0,0)-(204,175),,BF:ONLEGOTO65,68,66,70,72
58 GOSUB19:GOTO7
59 V=3:L0=2953+248:A=95:B=128:C=8:D=0:LI=LI-1:IFLI>0THENSPRITE0,(B,A+1),3,15
:CURSOR205,48:PRINT"Ready!":GOSUB 23:FORI=1TO400:NEXTI:BLINE(203,40)-(255,55
),,BF:GOTO27
60 BLINE(60,67)-(143,90),15,BF:LINE(71,72)-(130,85),10,B:COLOR15:CURSOR75,75
:PRINT"GAME OVER"
61 Q=800:WQ=1:DE=0:FORI=1TO1000:IFINKEYS<>" THENNEXTI:GOSUB130:GOTO64
62 FORI=1TO5:IFSC>HS(I)THENQ=1:GOSUB137:GOTO64
63 IFDE=0THENNEXTI
64 SCREEN1,2:COLOR4,15:CLS:SCREEN1,1:GOTO3
65 SP=SP-.5:COLOR6:PRINTCHR$(11);:FOR I=1TO10:PRINT:NEXTI:PRINT"oooooooooooo
oooooooooooooooooooo":GOSUB19:GOTO7
66 SP=SP-.5:COLOR7:PRINTCHR$(11);:FORI=1TO10:PRINT:NEXTI:PRINT"oooooooooooo
oooooooooooooooooooo"
67 X=12*8:FORN=0TO48STEP8:CURSORX,N:PRINT"e":NEXTN:FORN=1TO8:PRINT:NEXTN:FOR
I=1TO7:PRINT"ooooooooooooooooooe":NEXTI:FORN=1TO20:CURSORINT(RND(1)*19+1)*8,INT
(RND(1)*19+1)*8:PRINT"e":NEXTN:GOSUB19:GOTO7
68 SP=SP-.5:COLOR7:PRINTCHR$(11);:FORI=1TO10:PRINT:NEXTI:PRINT"oooooooooooo
oooooooooooooooooooo"
69 FORN=1TO20:CURSORINT(RND(1)*19+1)*8,INT(RND(1)*19+1)*8:PRINT"e":NEXTN:GOS
UB19:GOTO7
70 SP=SP-.5:COLOR13:PRINTCHR$(11);:PRINT:FORI=1TO19STEP2:PRINT"ooeooeooeooe
oeooeooeooeooeooe":PRINT:NEXTI:GOSUB19
71 GOTO7
72 ED=ED+5:IN=IN+5:SP=SP-1:LE=0
73 COLOR15,1,,1:CLS:IFPD>0THENPD=PD-.1
74 CIRCLE(128,96),50,0,1,,.9,B:PAINT(120,96),(LVMOD13)+3
75 PRINTCHR$(16):AS="Congratulations, you have completed all five rounds. T
he next five have more grass and berries. ":C=15
76 IFED=25THENAS=AS+"But however, you have been eating too much grass, and y
ou are now overweight. Because of this, your grass will now be rationed.
":C=8:ED=10:IN=10
77 IFLEN(AS)<100THENAS=AS+"
"
78 COLORC:FORI=1TOLEN(AS)-17:SOUND1,RND(1)*256+110,S:BEEP0:CURSOR0,94:BLINE(
134,94)-(255,102),,BF:PRINTTAB(22);MID$(AS,I,17):NEXTI
79 FORI=50TO0STEP-1:BCIRCLE(128,96),I,6,1:FORZ=1TO10:NEXTZ:NEXTI
80 FORI=1TO400:NEXTI:CLS:GOSUB19:GOTO7
81 CLS:CURSOR12,0:PRINT"BIT BYTE":PRINTTAB(12);"zzzzzzzz":PRINT"This game re
quires fast reactions. Your existence depends on the skill you have at
eating grass."
82 PRINT" However, some wild berries have started growing. You have a v
ery bad allergy to them, which kills you. The fences are electrified and gi
ve you a BUZZ when you touch them."

```

```

83 PRINT" When you have successfully cleared all the grass in a field, you
move on to one with more fences."
84 PRINT" Occasionally, a mushroom may appear, this can give you a bonus of
something between 150 and 250. But however, it may turn out to be a toadstoo
l, and kill you!!":PRINT" Use the cursor keys for movement."
85 CURSOR6,22:PRINT"PRESS ANY KEY TO CONTINUE."
86 IS=INKEY$:IFIS=""THEN85
87 BEEP:GOTO184
88 PATTERNS#1,"2466E7FFFFFF7E3C"
89 PATTERNS#2,"3C7FFFFFFE76624"
90 PATTERNS#3,"3C7EFF8F8FF7E3C"
91 PATTERNS#4,"3C7EFF1F1FFF7E3C"
92 PATTERN#255,"919254687830FF"
93 PATTERN#254,"04041828CCCC00"
94 PATTERNS#0,"3C7EFFFFFFFF7E3C"
95 PATTERNS#5,"000081C3FFF7E3C"
96 PATTERNS#6,"000000FFF7E3C3C"
97 PATTERNS#7,"000000003C7E7E3C"
98 PATTERNS#8,"0000001818000000"
99 PATTERNS#9,"8142000000004281"
100 PATTERN#253,"3C7EFFFDB18183C"
101 RETURN
102 IS(1)=CHR$(30)
103 IS(2)=CHR$(28)
104 IS(3)=CHR$(31)
105 IS(4)=CHR$(29)
106 RETURN
107 BEEP:FORI=1TO50:NEXTI:CLS:CURSOR0,1:PRINT"INPUT KEY FOR UP >";
108 IS(1)=INKEY$:IFIS(1)=""THEN108
109 BEEP:PRINTIS(1):CURSOR0,2:PRINT"INPUT KEY FOR RIGHT >";
110 IS(2)=INKEY$:IFIS(2)=""ORIS(2)=IS(1)THEN110
111 BEEP:PRINTIS(2):CURSOR0,3:PRINT"INPUT KEY FOR DOWN >";
112 IS(3)=INKEY$:IFIS(3)=""ORIS(3)=IS(1)ORIS(3)=IS(2)THEN112
113 BEEP:PRINTIS(3):CURSOR0,4:PRINT"INPUT KEY FOR LEFT >";
114 IS(4)=INKEY$:IFIS(4)=""ORIS(4)=IS(3)ORIS(4)=IS(2)ORIS(4)=IS(1)THEN114
115 BEEP:PRINTIS(4):PRINT:PRINT"Are you satisfied with these keys ? (Y/N)"
;CHR$(19):PRINT">";
116 IS=INKEY$:IFIS<>"Y"ANDIS<>"N"THEN116
117 BEEP:PRINTIS:IFIS="N"THENPRINT"OK...":FORI=1TO350:NEXT:GOTO107
118 GOTO184
119 SCREEN1,1
120 CLS:RETURN
121 BLINE(B,A+1)-(B+7,A+8),,BF
122 DE=0:IFRND(1)>PDTHENDE=1

```

```

155 IFY<BTHENV=1
156 IFY>BTHENV=2
157 SPRITE0,(X*8,Y*8),V,15:SOUND1,330,S:BEEP0:FORZ=1TO15:NEXTZ:I$=INKEYS
158 IFI$<>" "THENBLINE(X*8,Y*8)-(X*8+7,Y*8+7),,BF:A=X:B=Y:NEXTI
159 IFI$=" "THENRETURN
160 IFINKEYS=" "THENRETURN
161`CURSOR7*8,6*8:COLOR8:PRINT""
162 X=X*8:Y=Y*8:V=4:LINE(X+3,Y-3)-(X+6,Y-20),15:LINE(X+3,Y-3)-(X+10,Y-20),15
:IFINKEYS=" "THENRETURN
163 SCREEN2,2:CIRCLE(X+8,Y-31),20,15,.6,.29,.23:CURSORX-5,Y-35:PRINT"Yum!!"
164 FORI=1TO400:I$=INKEYS:IFI$<>" "THENNEXTI:BLINE(X-20,Y-50)-(X+30,Y),,BF
165 FORI=YTO48STEP-8:I$=INKEYS:IFI$<>" "THENSPRITE0,(X,I),1,15:SOUND1,330,S:
BEEP0:FORZ=1TO20:NEXTZ,I:Y=48
166 IFI$<>" "THENFORI=XT064STEP-8:I$=INKEYS:IFI$<>" "THENSPRITE0,(I,Y),4,15:
SOUND1,330,S:BEEP0:FORZ=1TO20:NEXTZ,I:X=64
167 IFI$=" "THENRETURN
168 LINE(X+3,Y-3)-(X+6,Y-20),15:LINE(X+3,Y-3)-(X+10,Y-20),15
169 CIRCLE(X+8,Y-31),20,15,.6,.29,.23:CURSORX-2,Y-35:PRINT"";CHR$(17);"?";C
HRS(16):IFINKEYS=" "THENRETURN
170 IFI$=" "THENRETURN
171 FORI=1TO200:I$=INKEYS:IFI$<>" "THENNEXTI:BLINE(X-20,Y-48)-(X+30,Y),,BF
172 X=X-8:LINE(X+3,Y-3)-(X+6,Y-20),15:LINE(X+3,Y-3)-(X+10,Y-20),15
173 SPRITE0,(X,Y),4,15:SOUND1,330,15:BEEP0:CIRCLE(X+8,Y-31),20,15,.6,.29,.23
:CURSORX-6,Y-35:PRINT"Yuck!":IFINKEYS=" "THENRETURN
174 IFI$=" "THENRETURN
175 FORI=1TO200:I$=INKEYS:IFI$<>" "THENNEXTI:BLINE(X-20,Y-48)-(X+30,Y),,BF
176 BLINE(X,Y)-(X+7,Y+7),,BF
177 AZ=5:FORN=60TO0STEP-4:SOUND1,110+N,S:SPRITE0,(X,Y),AZ,15:I$=INKEYS:IFI$<
>" "THENAZ=AZ+.3:NEXTN:SOUND0:SPRITE0,,,0:COLOR15:CURSOR205,40:BLINE(205,40)
-(255,57),,BF:PRINT"You're":CURSOR205,48:PRINT"Dead!":I$=INKEYS:IFI$<>" "TH
EN182
178 FORI=1TO1:NEXTI:FORN=1TO1:NEXTN:BEEP0:RETURN
179 GOTO130
180 DATA6,2,6,3,6,4,6,5,6,6,7,2,8,2,9,3,8,4,7,4,9,5,8,6,7,6,11,2,11,3,11,4,1
1,5,11,6,13,2,14,2,15,2,14,3,14,4,14,5,14,6
181 DATA4,10,4,11,4,12,4,13,4,14,5,10,6,10,7,11,6,12,5,12,7,13,6,14,5,14,9,1
0,9,11,11,11,11,10,10,12,10,13,10,14,13,10,14,10,15,10,14,11,14,12,14,13,14,
14,17,10,18,10,19,10,17,11,17,12,18,12,17,13,17,14,18,14,19,14
182 FORI=1TO800:I$=INKEYS:IFI$<>" "THENNEXTI:BLINE(205,40)-(255,57),,BF:GOTO
130
183 RETURN
184 COLOR15,5:CLS:PRINT"          Press desired keys...";CHR$(22)
185 PRINT:PRINT"(S)ound off/on      ";IFS=0THENPRINT"OFF"
186 IFS=15THENPRINT"ON "

```

```

123 AZ=SC:IFDE=0THENCURSOR205,40:COLOR15:PRINT"BONUS :";SPC(33);:KJ=INT(RND(
1)*100)+150:PRINTKJ:FORI=110TO10000STEP1000:SOUND1,I,S:NEXTI:BEEP0:SC=SC+KJ:
BLINE(0,176)-(141,184),,BF:CURSOR0,176:PRINT" SCORE :";SC:FORI=1TO100:NEXTI
124 IFDE=0THENBLINE(205,40)-(255,57),,BF
125 IFDE=0ANDSC-SCMOD1000>AZTHENLI=LI+1:GOSUB127:GOSUB23
126 RETURN
127 REM
128 DATA 262,8,262,8,247,9,587,15,523,10,587,35
129 RESTORE128:FORZ=1TO6:READP,DU:SOUND1,P,S:FORI=1TODU:NEXTI:SOUND0:NEXTZ:R
ETURN
130 SCREEN2,2:BLINE(0,0)-(204,175),15,BF:IFDE=1THENCURSOR205,40:PRINT" Press
";SPC(36);"Space."
131 CURSOR30,30:COLOR3:PRINT" Today's 5 top scores":COLOR11:FORI=1TO5:PRIN
T:PRINTSPC(2);I;TAB(5);HS(I);TAB(18);HS$(I):NEXTI
132 IFDE=0THENPRINT:COLOR15:PRINT" You scored";SC
133 IFDE=0THENFORI=1TO5:IFSC>HS(I)THEN137
134 IFDE=0THENNEXTI:DE=1:FORI=1TO800:NEXTI:GOTO130
135 FORI=1TO2000:IFINKEYS<>" "THENNEXTI:GOTO149
136 RETURN
137 FORN=1TOQ:NEXTN:SCREEN1,2:CLS:COLOR1,10:SCREEN1,1:PRINT" Congrat
ulations,":PRINT" you have just achieved";I;
138 IFI=1THENPRINT"st";
139 IFI=2THENPRINT"nd";
140 IFI=3THENPRINT"rd";
141 IFI>=4THENPRINT"th";
142 PRINT" place!":PRINT:PRINT" Enter your name!!":PRINT:PRINT" Just
type it in and press space to fill unwanted gaps. If you make a mistake
then press the INS/DEL key."
143 TIMES="00:00:00":AS="":CURSOR4,10:PRINT"<":FORN=1TO12
144 IS=INKEYS:CURSOR17,10:PRINT61-VAL(RIGHT$(TIMES,2));CHR$(5):IFVAL(MID$(TI
MES,5,1))>=1THENIS=" "":N=13:GOTO147
145 IFIS<=CHR$(31)ANDIS<>CHR$(8)THEN144
146 IFIS=CHR$(8)ANDN>1THENCURSORN+2,10:PRINT"< "":BEEP:AS=LEFT$(AS,N-2):N=N-
1:GOTO144
147 IFIS<>CHR$(8)THENBEEP:CURSORN+3,10:PRINTIS;"< "":AS=AS+IS:NEXTN:FORN=6TOI
+1STEP-1:HS(N)=HS(N-1):HS$(N)=HS$(N-1):NEXTN:HS(I)=SC:HS$(I)=AS:DE=1:SCREEN2
,2:GOSUB23:GOTO130
148 GOTO144
149 MAGO:SCREEN2,2:BLINE(0,0)-(204,175),3,BF
150 RESTORE180:FORI=1TO62:READX,Y:CURSORX*8,Y*8:PRINTCHR$(255):IS=INKEYS:IFI
S<>" "THENNEXTI:FORI=1TO400:IS=INKEYS:IFIS<>" "THENNEXTI
151 IFIS=" "THENRETURN
152 V=3:RESTORE180:FORI=1TO62:READX,Y
153 IFX>ATHENV=3
154 IFX<ATHENV=4

```

```

187 PRINT"(I)nstructions      "
188 PRINT"(C)hange keys      "
189 PRINT"(B)egin Game       "
190 PRINT"(H)igh scores      "
191 I$=INKEYS:IF I$="S"AND S=0 THEN CURSOR 18,2:PRINT"ON ":BEEP:S=15:GOTO 191
192 IF I$="S"AND S=15 THEN CURSOR 18,2:PRINT"OFF":BEEP:S=0
193 IF I$="I" THEN BEEP:GOTO 81
194 IF I$="C" THEN 107
195 IF I$="B" THEN BEEP:GOTO 198
196 IF I$="H" THEN DE=1:BEEP:SCREEN 2,1:COLOR,1,,1:CLS:COLOR 10,4,(203,35)-(255,58)
,1:GOSUB 23:GOSUB 130:SCREEN 1,1:GOTO 184
197 GOTO 191
198 CURSOR 0,10:PRINT"Skill level ? (0 fast - 9 Slow) [ ]";CHR$(29);CHR$(29);
199 A$=INKEYS:IF A$<"0"OR A$>"9" THEN 199
200 PRINT A$:BEEP:FOR I=1 TO 100:NEXT I:RETURN

```

### 3D CIRCLES.

-----

3D Circles is the graphics demonstration which appears on the cover. The bias of each circle when drawn is controlled by the A,S,Z and . keys to give variable patterns. Congratulations to Fady Sarkis for this one. The programme is reprinted from SEGAMAG, MAY 1988.

[ED]

```

1 INPUT"SIZE OF CIRCLE (20 TO 100):-";A:SCREEN 2,2:CLS:COLOR,6,(0,0)-(255,191),5:POSITION (127,95):W=A
2 IF INKEYS="," THEN X=X-1:W=W-1:GOTO 8
3 IF INKEYS="S" THEN W=W-1:GOTO 8
4 IF INKEYS="." THEN X=X+1:W=W-1:GOTO 8
5 IF INKEYS="A" THEN Y=Y+1:W=W-1:GOTO 8
6 IF INKEYS="Z" THEN Y=Y-1:W=W-1:GOTO 8
7 GOTO 2
8 IF W<1 THEN 10
9 CIRCLE(X,Y),W,1,1,,,GOTO 2
10 IF INKEYS=" " THEN CLS:W=A:X=0:Y=0:GOTO 2
11 GOTO 10

```

## SORTMAN.

Sortman is a fun game of recognition, and of sorting shapes, aimed at the very younger kiddies.

1 REM SORTMAN By Jonathon Kirkwood.

10 SCREEN2:COLOR1,3,(0,0)-(255,191),3:CLS:PRINTCHR\$(16);

20 COLOR15:PRINTCHR\$(17);CURSOR55,3:PRINT"SORT THE MAN";CHR\$(16):CURSOR55,13:PRINT"-----"

30 PATTERNS#0,"7E81A581A599817E":PATTERNS#1,"3CFFBDBDBD3C3C":PATTERNS#2,"3C2424242424E7":PATTERNS#3,"7E8199A581A5817E":PATTERNS#4,"3C3CBDBDBDFF3C":PATTERNS#5,"E72424242424243C"

40 COLOR1:CURSOR88,180:PRINT"BY J.KIRKWOOD":LINE(85,178)-(169,189),14,B:MAG2

50 DIMRT(3),RB(3),J(3),RU(3,3),RD(3,3):AS=""

60 DATA1,2,0

70 DATA2,0,1

80 DATA1,0,2

90 RESTORE60:FORI=1TO3:FORJ=1TO3:READRU(I,J):NEXTJ,I

100 DATA4,5,3

110 DATA5,3,4

120 DATA4,3,5

130 RESTORE100:FORI=1TO3:FORJ=1TO3:READRD(I,J):NEXTJ,I:SCREEN,2

140 CURSOR15,100:PRINT"Please enter -"

150 CURSOR15,115:PRINT"U to arrange the man standing."

160 CURSOR15,125:PRINT"D to arrange the man on his head."

170 R=RND(1)

180 IFR>.6THENS=1

190 IFR<=.6ANDR<=.4THENS=2

200 IFR<.4THENS=1

210 S=INT(RND(1)\*3)+1

220 AS=INKEY\$:IFAS=""THEN220

230 IFAS<>"D"ANDAS<>"U"THENBEEP2:GOTO220

240 BEEP:IFAS="D"THENRB(1)=RD(S,1):RB(2)=RD(S,2):RB(3)=RD(S,3):GOTO260

250 BEEP:RT(1)=RU(S,1):RT(2)=RU(S,2):RT(3)=RU(S,3)

260 BLINE(0,50)-(255,150),,BF

270 IFAS="D"THENSPRITE0,(127,70),RB(1),1:SPRITE1,(127,86),RB(2),1:SPRITE2,(127,102),RB(3),1

280 IFAS="U"THENSPRITE0,(127,70),RT(1),1:SPRITE1,(127,86),RT(2),1:SPRITE2,(127,102),RT(3),1

290 COLOR15:CURSOR100,70:PRINT"1. ":CURSOR100,86:PRINT"2. ":CURSOR100,102:PRINT"3."

300 COLOR1

310 CURSOR15,120:PRINT"PLEASE PRESS--"

320 CURSOR15,130:PRINT"THE NUMBER TO CHANGE"

380 CURSOR15,140:PRINT"CR WHEN FINISHED"

```

340 IS=INKEY$: IFIS="" THEN 340
350 IFIS=CHR$(13) THEN BEEP: GOTO 460
360 IFIS>"1" AND IS<"3" THEN BEEP: GOTO 380
370 BEEP2: GOTO 340
380 BLINE(0,120)-(255,150),,BF: CURSOR15,120: PRINT"CHANGE "; IS;" WITH ";
390 CS=INKEY$: IFCS="" THEN 390
400 IFCS<"1" OR CS>"3" THEN BEEP2: GOTO 390
410 BEEP: PRINTCS
420 C=VAL(CS): I=VAL(IS)
430 IFAS="D" THEN NN=RB(I): RB(I)=RB(C): RB(C)=NN: GOTO 450
440 NN=RT(I): RT(I)=RT(C): RT(C)=NN
450 GOTO 260
460 FF=0: IFAS="U" THEN GOTO 600
470 IFRB(1)=5 AND RB(2)=4 AND RB(3)=3 THEN FF=1: GOTO 570
480 BLINE(0,120)-(255,150),,BF
490 FORL=1 TO 15: COLORL: CURSOR30,120: PRINT"W R O N G": NEXTL: SOUND1,262,15: FORA=0
TO 50: NEXT: SOUND1,131,15: FORA=0 TO 50: NEXT: SOUND0
500 BLINE(0,120)-(255,150),,BF
510 CURSOR30,120: PRINT"THE CORRECT COMBINATION WAS : "
520 SPRITE0,(127,70),5,1: SPRITE1,(127,86),4,1: SPRITE2,(127,102),3,1
530 CURSOR30,130: PRINT"ANOTHER GAME ? (Y/N)"
540 AS=INKEY$: IFAS<"Y" AND AS<"N" THEN 540
550 IFAS="Y" THEN BEEP: ERASE: SCREEN1,1: CLS: GOTO 10
560 SCREEN1,1: ERASE: END
570 BLINE(0,120)-(255,150),,BF
580 FORL=1 TO 15: COLORL: CURSOR30,120: PRINT"C O R R E C T": NEXTL: SOUND1,131,15: FO
RA=0 TO 50: NEXT: SOUND1,262,15: FORA=0 TO 50: NEXT: SOUND1,262*2,15: FORA=0 TO 50: NEXT :S
OUND0
590 GOTO 530
600 FF=0: IFRT(1)=0 AND RT(2)=1 AND RT(3)=2 THEN FF=1: GOTO 670
610 BLINE(0,120)-(255,150),,BF
620 FORL=1 TO 15: COLORL: CURSOR30,120: PRINT"W R O N G": NEXT: SOUND1,262,15: FORA=0
TO 50: NEXT: SOUND1,131,15: FORA=0 TO 50: NEXT: SOUND0
630 CURSOR30,130: PRINT"ANOTHER GAME ? (Y/N)"
640 AS=INKEY$: IFAS<"Y" AND AS<"N" THEN 640
650 IFAS="Y" THEN BEEP: ERASE: SCREEN1,1: CLS: GOTO 10
660 SCREEN1,1: ERASE: END
670 BLINE(0,120)-(255,150),,BF
680 FORL=1 TO 15: COLORL: CURSOR30,120: PRINT"C O R R E C T": NEXTL: SOUND1,131,15: FO
RA=0 TO 50: NEXT: SOUND1,262,15: FORA=0 TO 50: NEXT: SOUND1,262*2,15: FORA=0 TO 50: NEXT :S
OUND0
690 GOTO 630

```



```
10 REM *****
20 REM *
30 REM * ABIDE WITH ME - HYMN *
40 REM *
50 REM * from W.A Users Group *
60 REM *
70 REM *****
80 REM *
90 REM *** CHURCH WINDOW ***
100 SCREEN2,2:CLS
110 COLOR13,7,(0,0)-(255,191)
120 COLOR,11,(96,12)-(152,165)
130 COLOR,15,(40,170)-(208,185)
140 COLOR,6,(28,85)-(86,100)
150 CURSOR50,175:PRINTCHR$(17);"ABIDE WITH ME"
160 CIRCLE(127,80),25,1,2,.51,B
170 FORR=1T025
180 READL,M,N,0
190 LINE(L,M)-(N,0):NEXT R
200 DATA122,20,132,20,102,79,152,79,102,81,152,81,102,82,152,81
210 DATA127,15,127,160,126,30,126,160,128,30,128,160,102,80,102,160
220 DATA152,80,152,160,102,160,152,160,114,37,114,160,139,37,139,160
230 DATA102,120,152,160,102,100,152,100,102,140,152,140,107,55,127,80
240 DATA148,53,127,80,115,37,127,80,138,37,127,80,103,69,127,80
250 DATA151,69,127,80,127,76,102,120,127,76,102,160,127,76,152,120
260 DATA127,76,152,160
270 FORA=1T052
280 BLINE(28,90)-(90,96),,BF
290 READB,C,D,E,F,G$
300 CURSOR28,90:COLOR15,6:PRINTCHR$(17);G$
310 FORX=0TOB
320 SOUND1,C,F
330 SOUND2,D,F
340 SOUND3,E,F
350 NEXTX,A
360 DATA5,659,392,262,10,A-
370 DATA.2,659,659,659,0,
380 DATA3,659,392,196,10,BIDE
390 DATA3,587,349,196,10,WITH
400 DATA5,523,262,165,10,ME
410 DATA2,110,110,110,0,
420 DATA4,784,247,196,10,FAST
430 DATA2,110,110,110,0,
440 DATA3,880,262,165,10,FALLS
```

450 DATA3,784,247,196,10,THE  
460 DATA3,784,262,220,10,E-  
470 DATA3,698,392,247,10,VEN-  
480 DATA9,659,392,262,10,TIDE  
490 DATA4,110,110,110,0,  
500 DATA3,659,392,262,11,THE  
510 DATA3,659,392,247,11,THE  
520 DATA3,698,262,220,11,DARK-  
530 DATA3,784,262,196,11,NESS  
540 DATA9,880,262,175,10,DEEP-  
550 DATA8,784,392,262,10,ENS  
560 DATA.5,110,110,110,0,  
570 DATA3,698,440,294,10,LORD  
580 DATA3,587,392,247,10,A-  
590 DATA3,659,392,262,10,BIDE  
600 DATA3,740,262,220,10,WITH  
610 DATA10,784,294,196,10,ME  
620 DATA3,110,110,110,0,  
630 DATA3,659,330,262,10,WHEN  
640 DATA3,659,349,262,10,WHEN  
650 DATA3,659,392,196,10,0-  
660 DATA3,587,349,196,10,THER  
670 DATA8,523,330,220,10,HELP-  
680 DATA3,784,523,165,10,ERS  
690 DATA3,784,494,165,10,ERS  
700 DATA3,784,440,175,10,FAIL  
710 DATA3,698,440,196,10,AND  
720 DATA3,698,440,220,10,COM-  
730 DATA3,659,392,220,10,FORTS  
740 DATA10,587,349,247,10,FLEE  
750 DATA1,110,110,110,0,  
760 DATA6,587,392,247,10,HELP  
770 DATA3,659,392,262,10,OF  
780 DATA4,698,392,247,10,THE  
790 DATA3,659,392,262,10,HELP-  
800 DATA4,587,349,247,10,LESS  
810 DATA4,523,330,220,10,OH  
820 DATA4,698,440,175,10,A-  
830 DATA7,659,392,196,10,BIDE  
840 DATA1,110,110,110,0,  
850 DATA4,587,392,196,10,WITH  
860 DATA4,587,349,196,10,WITH  
870 DATA15,523,330,131,12,ME  
880 SOUND0:SCREEN1,1:CLS

---

10 REM YANKEE DOODLE  
20 READ N:READ L  
30 REM SEARCH FLAG  
40 IF N=-1 THEN SOUND0:END  
50 SOUND1,N,15  
60 FORF=1TO20\*L:NEXT  
70 REM SILENCE AFTER EACH LINE  
80 SOUND0  
90 GOTO 20  
100 REM LENGTH OF NOTE DATA  
110 DATA 523,1,523,1,587,1,659,1,523,1,659,1,587,1,392,1  
120 DATA523,1,523,1,587,1,659,1,523,2,494,1,392,1  
130 DATA523,1,523,1,587,1,659,1,698,1,659,1,587,1,523,1  
140 DATA494,1,392,1,440,1,494,1,523,2,523,2  
150 REM FINISHING FLAG  
160 DATA-1,-1

CLUB LIBRARY

- 1 CLUB LIBRARY
- 2 CASSETTES
- 3 WATCH ME DRAW
- 4 SUPER TAPE 1
- 5 SATELLITE SUBTRACTION
- 6 MARAUDING MULTIPLICATION
- 7 DEMON DIVISION
- 8 BASIC 1 TUTORIAL
- 9 BASIC 2 TUTORIALS 1&2
- 10 HEROIC QUEST
- 11 ENVIRONOID
- 12 SOLAR CONQUEST
- 13 ALIEN
- 14 THE CASE OF THE MAD MUMMY
- 15 THERMO NUCLEAR WAR GAMES
- 16 SKULL ISLAND
- 17 THE SEARCH FOR KING SOLOMONS MINES
- 18 THE SECRET OF BASTOW MANOR
- 19 NINJA
- 20 METRIC MENTALS
- 21 ADDITION TUTOR
- 22 ALPHA ALPHABET
- 23 WORD BLOCK
- 24 BLACK JACK
- 25 THE HOUSE
- 26 WHIZ KID MENTAL ARITHMATIC
- 27 LETS TYPE PROGRAM
- 28 AUSTRALIAN KNOWLAGE TUTOR
- 29 AUSTRALIAN GEOGRAPHY TUTOR
- 30 TOCUCH TYPE TUTORS 1,2&3
- 31 MUNCHMAN WITH COSMIC COMBAT
- 32 LEARN THE ALPHABET
- 33 REVERSO
- 34 KEYBOARD LEARNING PROGRAM
- 35 HLEP
- 36 SPRITE GENERATOR
- 37 BACKGAMMON
- 38 PANDAMONIUM 2
- 39 MATHS HANG UP
- 40 DRAGON QUEST
- 41 SIMPLE PROGRAMES 1
- 42 SIMPLE PROGRAMES 2
- 43 EXPENSE ANALYSER
- 44 MAILING LIST
- 45 ICE CREAM STALL
- 46 DEATH SATELITE
- 47 LASER BLAST
- 48 CITY LANDER
- 49 TOWERS OF HANOI
- 50 KALAH
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