SEGAMAG

NEW SOUTH WALES

1st MARCH 1987
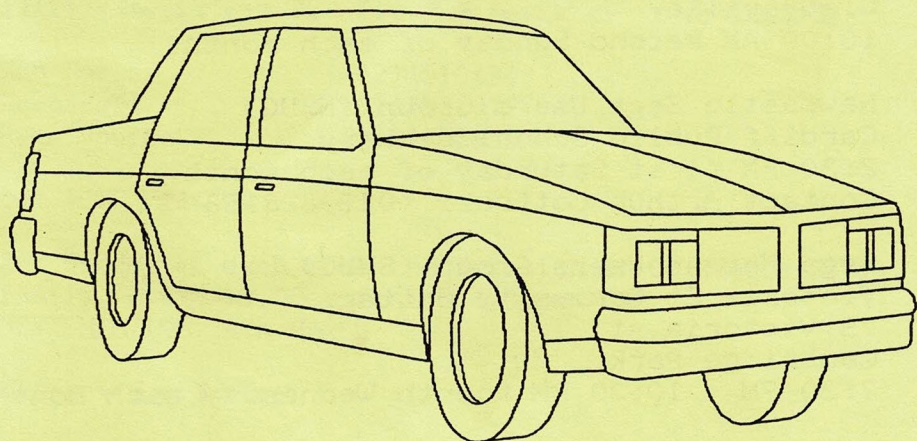
SEGAMAG
NEW SOUTH WALES

PRODUCED BY-
           SYDNEY SEGA USERS GROUP (SSUG)

VOLUME   1

ISSUE 5

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.
Contact Arthur Cottrell (049)828193

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

INFORMATION

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

Help Desk

Scott MacDonald	(046)668956	all hours
Jeff Wilson	(02)704586	6.00pm - 9.00pm
Tim Anderson	(02)6611724	6.00pm - 9.00pm
Warren Gerdes	(02)4761184	6.00pm - 9.00pm
Brett Merriman	(02)7983072	6.00pm - 9.00pm

Hardware & Software retail

Ken Morley	(02)4510494
Pandasoft	(02)7983072
Sega Source	(046)668956

MEETINGS

2nd Sunday of each month. Addmission $1.00 single $2.00
family. Start 10.00am finish 4.30pm.
NEXT MEETING 8th MARCH

Servicing

Scott MacDonald	(046)668956
Peter Bragg	(02)6604099

Mailbox

8 Brett avenue
 Hornsby Heights
  2077   N.S.W

Viatel Mailbox No. 247611840

EDITORIAL

Welcome once again to all our members. As you may realise, it is almost membership renewal time again (in july) but as this is such a time consuming job for me I have started to compile the new mailing list now. So if you want to you could send me the next years subscription now. A point of warning, come the 1st of July I will only be posting from the new list and will not be chasing up dues because this is very expencive. The renewal fee is still $20.00 for the year and if you require a receipt please say so or I will not send one.

If anyone out there is looking for a new Super Control Station, I have been informed that Ken Morley has 12 left at $475.00 each. These are brand new and carry a 90 day warranty. I have also been told that there will be a new word processor available with as many features as Wordstar and Ken will be selling this as soon as it is released.

The next point I would like to bring up is the matter of material being submitted to the magazine. In fact I have had absolutely zero response at all. If it wasn't for a back log of programs we wouldn't have a magazine at all this month. It is vitally inportant that all material is submitted at the club meetings or by post one week after the meetings. If I don't get some co-operation I will be forced to sub-contract the magazine, which will mean higher overheads and increased membership charges.

People are still turning up to the meetings without blank tapes and disks, well if you want some of those public domain programes, you are going to have to bring something to record them on! We are not a charity organisation!

If you are trying to write programes and they don't work, well don't give up, save the program and bring it along to the meetings. There is a good chance that someone there can find the falt and get you going again. Just because it doesn't work it doesn't mean you can't save it.

I am still offering cash for programs to put in the magazine, so show me some programes and we can discuss terms. If I think it isn't good enough I will tell you how to make it better and on the other hand if it is too good I will refer you to someone who will market it for you.

It seems like people in the club don't realise the benifits of being a member. Well this for you to decide but there are a number of advantages. First of all:- all

software sold through the club is cheaper and I also know of some rather good programs that will be released in the next few months. Secondly:- you are informed of all that is happening on a month to month basis through the magazine. Thirdly:- our help desk will from now on only answer questions from club members. Forthly:- Servicing of the computer is less expensive. And last of all:- public domain software is only available to club members. So as a whole $20.00 per year is a very reasonable price to pay for all the neccessary things you need.

This brings me to advertisments in the magazine. We will put any add in the magazine and it doesn't have to be about computers. It can be any thing at all from small business to mega-corporations or lawn mowing to law firms. At $25.00 per page, it can get you a lot of return.

As you know Scott MacDonald has taken over Sega Source but he also informes me he is also carring out servicing of computers and disk drives so if you are having any troubles with your equiptment then give him a call.

Which brings me to my last point. The magazine "Computer GEM" which is an Australian publication, has started a SEGA column in their magazine. Look out for it in the shops because if we all give it support we may find that we can spark up a lot more interest in SEGA, which in turn means new products.

Well I think I have covered just about everything that comes to mind, so I'll see you at the next meeting on the 8th of March and don't forget the parking arrangements.

Warren Gerdes
Editor

FOR SALE

S T A R G E M I N I 10X centronics printer 120cps dot matrix. $450.00 phone (046)668956

Games Cartriges various titles - $25.00 each phone (046)668956

ADD a 5 1/4" disk drive to your control station (expandable to 4 drives maximum). Why pay $ 10.00 for a disk when you can buy 5 for that price. Modification price $ 215.00 (Subject to availability of drives). Ring (02)4761184 for more details.

SOFT Keyboard complete. Exelent condition $ 90.00 o.n.o Ring (02)841634 after 6.00p.m

CARTRIDGE games & cassete games 25% off retail prices, Music cartridge for $ 45.00. Phone (02)865052

ASSORTED Text adventure games + learning programes on tape from $5.00 to $10.00. Phone (02)6386153

SC-3000H & SF-7000 Super Control Station in good condition, also data cassette and joystick with 3 cartridges, cassette games and discs. $ 600.00. Phone (02)5332430

SP-400 4 colour plotter printer. 3 months old. Must sell $180.00 o.n.o. Phone (02)8082124

GAMES CARTRIGES from $35.00 . With some titles not available in Australia. Ring David (02)7272869.

GAMES REVIEW

Hello and welcome to all those game lovers.
This month I have elected to review Hang-On II.

Hang-On II.
==========
specs,

Type   -card
Rating -**
Graphics-very good
sound   -good

OBJECT:-

   To drive your motorbike through the different stages and
finish each course within the time limit.
   Before you start the game you have to select which skill
level you wish to play on.
   When you start the game you are positioned on your
motorbike and you watch the lights change color, and on the
green light you accelerate forward. When your speed builds
up to aprox 100kph you then slip into second gear and if
your fast enough you will be able to go into third gear
before you go into the corner. If you go into the corner in
third at a high speed then your bike will start to slide to
the side of the road and if this happens then you will have
to put on the brakes and go back a gear or two.
   Be carefull of other racers because if you crash into
them you will lose a lot of precious time. Each course is
the same but the course is split into 5 stages and each
stage has a different name with different landscapes.
Some of the landscapes are for e.g. night driving towards a
city and driving in the desert with big rocky mountains on
the horizen.
   This game is a very good game and is similar to its Big
brother (the arcarde version). However unlike Big brother it
does not take long to master this game. Just a small note,
this version is very similar in graphics to the one on the
master system but the master system is similar to Big
brother in the fact that it is harder to master.

John Carter

PROGRAMS
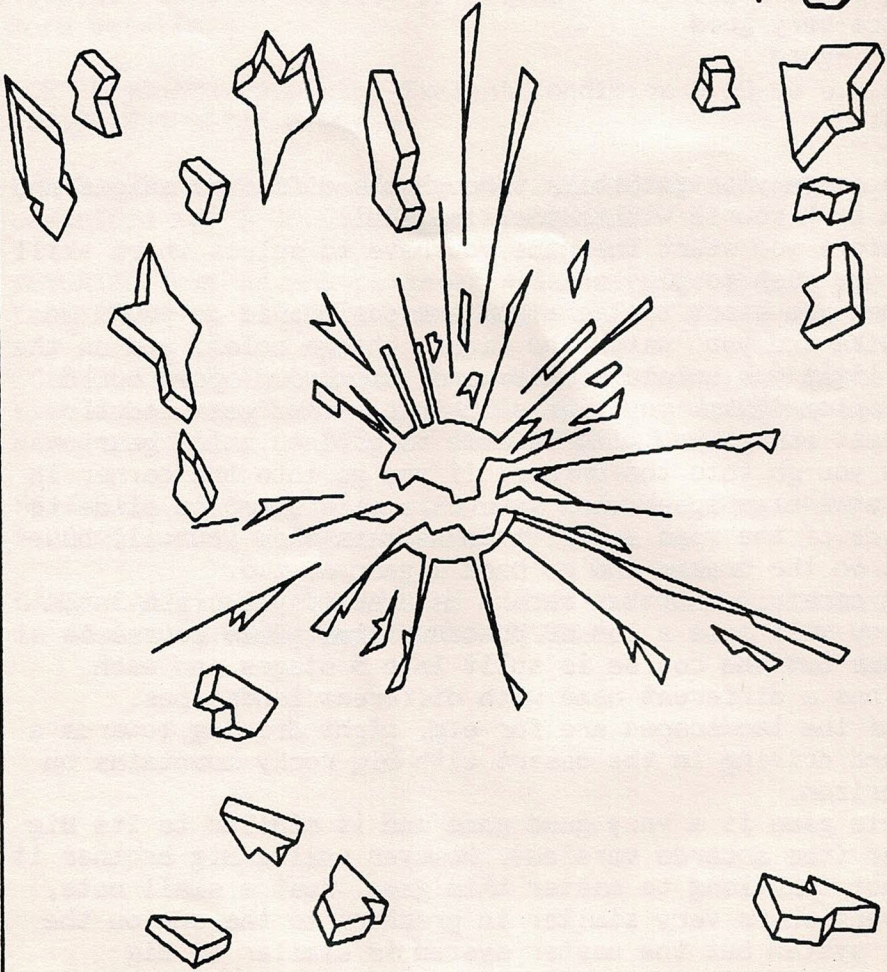
These two games have been given to me by one of
our younger club members who I belive is only 14
years old. So it just goes to show there is no age
limit when it comes to programing.

RAMBO
by Jonathan Kirkwood

```
5 REM ---------------------------
10 PATTERNS#0,"010202010070B1323"
15 PATTERNS#1,"0204040408080818"
20 PATTERNS#2,"8042448AD2E4D8C0"
25 PATTERNS#3,"4020202010101018"
30 REM---------------------------
35 PATTERNS#4,"010202013F030303"
40 PATTERNS#5,"0204040404040400"
45 PATTERNS#6,"8042448AD2E4D8C0"
50 PATTERNS#7,"4020202020202030"
55 REM---------------------------
60 PATTERNS#8,"071F7F7F7F1F0701"
65 PATTERNS#9,"0101010101010307"
70 PATTERNS#10,"E0F8FEFEFEF8E080"
75 PATTERNS#11,"8080808080800C0E0"
80 REM---------------------------
85 PATTERNS#12,"03070D0F0F040301"
90 PATTERNS#13,"010303000000000"
95 PATTERNS#14,"C0E0B0F0F020C0B0"
100 PATTERNS#15,"80C0C000000000000"
105 REM---------------------------
110 PATTERNS#16,"0101000000000000"
115 PATTERNS#17,"0000000000000000"
120 PATTERNS#18,"8080000000000000"
125 PATTERNS#19,"0000000000000000"
130 REM---------------------------
135 MAG3:SCREEN2:COLOR15,1,(0,0)-(255,191),1:CLS:S
CREEN,2
140 PRINTCHR$(17);:COLOR9
150 CURSOR97,95:PRINT"RAMBO"
160 CURSOR67,125:PRINTCHR$(16);:COLOR15:PRINT"BY J
ONATHAN KIRKWOOD":FORL=1TO2
170 SOUND4,2,15:FORA=0TO50:NEXTA:SOUND0:FORA=0TO50
```

```
 :NEXTA
180 SOUND4,0,15:FORA=0TO25:NEXTA:SOUND0:SOUND4,0,1
5:FORA=0TO25:NEXTA:SOUND0
190 FORA=0TO50:NEXTA
200 SOUND4,2,15:FORA=0TO50:NEXTA:SOUND0:FORA=0TO50
:NEXT
210 SOUND4,0,15:FORA=0TO50:NEXTA:SOUND0:FORA=0TO50
:NEXT :NEXT L
220 BEEP:CLS:SC=0:MI=0
230 YX=111:TY=0:EY=0:RS=0
240 REM ** SET SCREEN **
250 LINE(0,180)-(255,191),15,B
260 CURSOR50,182:PRINT">> RAMBO <<      SCORE :";SC
270 LINE(40,0)-(40,180),15:LINE(215,0)-(215,180),1
5
280 REM ** GAME START **
290 SPRITE0,(0,TY),8,3:SPRITE1,(223,TY),8,3
300 SPRITE2,(YX,147),RS,15
310 DATA111,79,47,143,175
320 RESTORE310:VV=INT(RND(1)*4)
330 FORI=0TOVV:READA:NEXTI
340 EX=A:SPRITE3,(EX,EY),12,6
350 SH=0:I$=INKEY$:IFI$=""THEN400
360 IFI$=","ANDYX>47THENYX=YX-32:GOTO400
370 IFI$="."ANDYX<175THENYX=YX+32:GOTO400
380 IFI$=" "THENGOSUB450
385 IFSH=1THENGOTO230
390 GOTO400
400 TY=TY+16:IFTY=128THENTY=0
410 EY=EY+16:IFEY=128THENMI=MI+1:EY=0:IFMI=10THENG
OTO510
415 IFRS=0THENRS=4:GOTO420
416 RS=0
420 GOSUB430:GOTO 350
430 SPRITE0,(0,TY),8,3:SPRITE1,(223,TY),8,3:SPRITE
2,(YX,147),RS,15:SPRITE3,(EX,EY),12,6
440 RETURN
450 FORI=500TO800STEP50:SOUND1,I,15:SOUND0:NEXTI
460 SOUND4,2,15:FORA=0TO25:NEXTA:SOUND0
470 FORS=148TOEYSTEP-2:SPRITE4,(YX,S),16,12:NEXTS
480 IFEX=YXTHENSH=1:SC=SC+100+INT(RND(1)*51):CLS:F
ORLK=15TO1STEP-1:SOUND4,2,LK:FORDE=1TO25:NEXTDE:SO
```

```
UND0:NEXT LK:CLS
490 IFSH=0THENSPRITE4,(255,191),16,1
500 RETURN
510 CLS:CURSOR100,95:PRINTCHR$(16);:COLOR15:PRINT"
GAME OVER"
520 CURSOR82,115:COLOR6:PRINT"YOUR SCORE :";SC
530 FORA=0TO1000:NEXTA:GOTO10
```

HAUNTED MANSION
by Jonathan Kirkwood

```
10 SCREEN2:COLOR1,15,(0,0)-(255,191),15:CLS
20 LINE(0,191)-(255,191),14
30 LINE(0,187)-(120,191),14,B:PAINT(1,190),14
40 LINE(0,186)-(115,15),9,B
50 LINE(45.5,185)-(69.5,140),1,B:PAINT(50,145),1
60 LINE(0,14)-(120,14),6:LINE-(100,0),6:LINE-(0,0)
,6:PAINT(1,1),6
70 LINE(5,20)-(30,45),7,BF
80 LINE(5,60)-(30,85),7,BF
90 LINE(5,100)-(30,125),7,BF
100 LINE(5,140)-(30,165),7,BF
110 LINE(110,20)-(85,45),7,BF
120 LINE(110,60)-(85,85),7,BF
130 LINE(110,100)-(85,125),7,BF
140 LINE(110,140)-(85,165),7,BF
150 LINE(45.5,20)-(69.5,45),7,BF
160 LINE(45.5,60)-(69.5,85),7,BF
170 LINE(45.5,100)-(69.5,125),7,BF
180 COLOR1,9,(0,16)-(115,186),15
190 FORX=120TO255STEP5
200 LINE(X,191)-(X,175),6:NEXT
210 LINE(120,175)-(255,175),6
220 LINE(120,183)-(255,183),6
230 CIRCLE(200,50),15,15,1,0,1,BF
240 COLOR1,1,(0,0)-(255,191),1
250 COLOR1,9,(0,16)-(115,186),1
260 PRINTCHR$(17);:COLOR9
```

```
270 CURSOR140,80:PRINT"THE"
280 CURSOR140,90:PRINT"HAUNTED"
290 CURSOR140,100:PRINT"MANSION"
300 PRINTCHR$(16);:COLOR4
310 CURSOR140,120:PRINT"Written by"
320 CURSOR140,130:PRINT"Jonathan Kirkwood"
330 PRINTCHR$(17);:COLOR7
340 CURSOR140,150:PRINT"SEGA";CHR$(16);:COLOR14:PR
INT" SC-3000":SCREEN2,2
350 FORA=0TO1000:NEXTA:SCREEN1,1:CLS:CONSOLE0,24:C
LS:COLOR15,1
360 INPUT"INSTRUCTIONS ? ";IN$
370 IN$=LEFT$(IN$,1)
380 IF IN$<>"Y"THENGOTO510
390 CLS
400 PRINT"There are seven rooms in the haunted"
410 PRINT"house and there is a box of treasure"
420 PRINT"in each one. You must get all"
430 PRINT"of the boxes into the same room."
440 PRINT
450 PRINT "Commands"
460 PRINT
470 PRINT "N,E,S,W : Move north,south,east or     w
est."
480 PRINT "GRAB     : Pick up treasure."
490 PRINT "PUT      : Put down treasure."
500 PRINT "LOCATE   : Print current location of    t
reasure."
505 PRINT:INPUT"PRESS RETURN";IN$
510 CLS
520 REM ** INITIALIZE **
530 DIM N(7),E(7),S(7),W(7),D$(7),T$(7),T(7)
540 RESTORE640
550 FORK=1TO7
560 READN(K),E(K),S(K),W(K)
570 NEXT
580 FORK=1TO7
590 READD$(K):NEXT
600 FOR K=1TO7:READ T$(K),T(K)
610 NEXT
620 M=0:C=0:F=0:W=0:X=0:Y=0
630 CLS:GOTO800
640 DATA2,7,6,0
```

```
650 DATA0,3,7,1
660 DATA0,0,4,2
670 DATA3,0,5,7
680 DATA7,4,0,6
690 DATA1,5,0,0
700 DATA2,4,5,1
710 DATA COLD AND CREEPY,DARK AND DINGY
720 DATA GREY AND GHOSTLY,FOUL AND FOGGY
730 DATA EMPTY AND EERIE,HAUNTED AND HORRIBLE,SPOO
KY AND SCARY
740 DATA GOLD,1,DIAMONDS,2
750 DATA SAPHIRES,3,EMERALDS,4
760 DATA RUBIES,5,PEARLS,6,COINS,7
800 R=INT(RND(1)*7+1)
810 PRINT"YOU ARE IN ROOM :";R
820 PRINT"IT IS ";D$(R)
830 PRINT"IT CONTAINS:";
840 FORK=1TO7:IFT(K)=RTHENPRINT TAB(15);T$(K):F=1
850 NEXT K
860 IFF=0THENPRINT TAB(15);"NOTHING"
870 F=0:PRINT :PRINT
880 INPUT"WHAT NOW ? ";A$
890 IFA$="N"ORA$="E"ORA$="S"ORA$="W"THENGOSUB1200
900 IFA$="GRAB"THENGOSUB1300
910 IFA$="PUT"THENGOSUB1400
920 IF A$="LOCATE"THENGOSUB1500
930 M=M+1
940 W=T(1)
950 FORK=2TO7
960 IFW<>T(K)THENF=1
970 NEXT
980 IFF=1THENGOTO1110
990 PRINT"CONGRATULATIONS! YOU GOT ALL THE         TR
EASURE INTO ROOM";R;" IN";M;" MOVES"
1000 BEEP:BEEP
1100 END
1110 F=0
1120 IFM<=30THENGOTO1150
1130 PRINT"SORRY. YOU'VE RUN OUT OF GOES!!"
1140 END
1150 PRINT
1160 IFA$="N"ORA$="E"ORA$="S"ORA$="W"THENGOTO810
```

```
1170 PRINT"You are still in room";R
1180 GOTO880
1200 IFA$="N"THENX=N(R)
1210 IFA$="E"THENX=E(R)
1220 IFA$="S"THENX=S(R)
1230 IFA$="W"THENX=W(R)
1240 IFX=0THENPRINT"CAN'T GO THAT WAY!":GOTO1260
1250 R=X
1260 RETURN
1300 IFC=1THENPRINT"YOU CAN'T CARRY ANY MORE":GOTO
1370
1310 FORK=1TO7
1320 IFT(K)=RTHENY=K
1330 NEXT K
1340 IFY=0THENPRINT"THIS ROOM IS EMPTY"
1350 T(Y)=999
1360 PRINT "O.K. YOU'RE CARRYING THE ";T$(Y)
1370 C=1:Y=0
1380 RETURN
1400 IFC=0THENPRINT"YOU'RE NOT CARRYING ANYTHING":
GOTO1450
1410 FORK=1TO7
1420 IFT(K)=999THENPRINT T$(K);" PLACED IN ROOM";R
1430 IF T(K)=999THENT(K)=R
1440 NEXT K
1450 C=0
1460 RETURN
1500 PRINT "YOU ARE CARRYING : ";
1510 IFC=0THENPRINT TAB(10);"NOTHING":GOTO1550
1520 FORK=1TO7
1530 IFT(K)=999THENPRINT TAB(10);T$(K)
1540 NEXT K
1550 PRINT "CONTENTS OF ROOMS: "
1560 FORK=1TO7
1570 IFT(K)<>999THENPRINT T(K);" : ";T$(K)
1580 NEXT K:RETURN
1590 REM ******************************
1600 REM *        MAP FOR CHEATS       *
1610 REM ******************************
1620 REM
1630 REM
1640 REM              2          3        
```

```
1650 REM              ▚              ▚
1660 REM              ▚        ▚      ▚
1670 REM▚▚▚▚▚▚▚▚▚▚▚▚▚▚      ▚▚▚▚▚▚  ▚▚
1680 REM▚1         ▚7       ▚4      ▚
1690 REM▚                           ▚
1700 REM▚           ▚        ▚       ▚
1710 REM▚▚▚         ▚▚▚▚▚    ▚▚▚▚▚▚▚▚▚
1720 REM▚6          ▚5       ▚
1730 REM▚                    ▚
1740 REM▚           ▚        ▚
1750 REM▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚
```

```
100 REM DECIMAL TO BINARY CONVERTER
110 REM BY *TAWARRI*
120 CLS
130 F=0:G=1:PRINT:INPUT"BIT SIZE ? ";D$:IFD$="Q"THE
NEND
140 IFD$=""THEND=16:F=1:GOTO160
150 D=VAL(D$):IFD<4ORD>24THEN130
160 PRINT:INPUT"DECIMAL NUMBER TO CONVERT ";C
170 E=CMOD2:B=C:IFF=1THEN200
180 G=G+1:H=INT(B/2):IFH>1THENB=H:GOTO180
190 IFD<GTHEND=G
200 PRINT:PRINT,,"DECIMAL NUMBER";C;" AS";D;" BITS
IS";,,,,,
210 B1$="":FORN=1TOD:B=INT(C/2)
220 B1$=RIGHT$(STR$(C-B*2),1)+B1$
230 C=B:NEXTN:PRINTB1$:K=0:L=LEN(B1$):W=0
240 D$=LEFT$(B1$,1):B1$=RIGHT$(B1$,LEN(B1$)-1):IFD$
="1"THENV=1:GOTO270
250 L=L-1:IFL=0THEN300
260 GOTO240
270 Y=L-V:GOSUB310:W=V:IFY-1=0THEN300
280 FORN=1TOY-1:V=VAL(MID$(B1$,N,1)):IFV=1THENGOSUB
330
290 W=W+V:NEXTN
300 PRINT:W=W+E:GOTO130
310 IFY=0THENV=Y:RETURN
320 FORM=1TOY:V=V*2:NEXTM:RETURN
330 IFY-N=0THENRETURN
340 FORM=1TOY-N:V=V*2:NEXTM:RETURN
```

```
100 REM ###############################
110 REM #                             #
120 REM #   MULTICOLOR SCREEN SCROLL  #
130 REM #                             #
140 REM #       EIGHT - 8 - WAYS      #
150 REM #                             #
160 REM #    BASIC PLUS ASSEMBLER     #
170 REM #                             #
180 REM #        DISK VERSION         #
190 REM #                             #
200 REM # Scott MacDONALD *TAWARRI*   #
210 REM #                             #
220 REM ###############################
230 REM
240 POKE&HFFF0,&H00:POKE&HFFF1,&H02:REM MEMORY ADDR
ESS
250 COLOR15,4:R=&HF000:U=R+18:D=R+4:GOSUB360
260 CALL&HF000
270 J=STICK(1):IFJ=0THEN270
280 POKEU,1:POKED,1:IFJ=7THEN260
290 IFJ=1THENPOKED,32:GOTO260
300 IFJ=2THENPOKED,31:GOTO260
310 IFJ=8THENPOKED,33:GOTO260
320 IFJ=3THENPOKEU,01:GOTO350
330 IFJ=4THENPOKEU,33:GOTO350
340 IFJ=5THENPOKEU,32
350 CALL&HF00E:GOTO270
360 MC$="CD17F0211F00EBED5222F0FFFBC9CD17F021010019
18F2F3DBBF3EE1D3BF3E81D3BFDBBF21003CCD6900ED5BF0FF0
100031AD3BE130D20F910F7ED5BF0FFC9"
370 FORN=1TO1+LEN(MC$)STEP2:POKER,VAL("&H"+MID$(MC$
,N,2)):R=R+1:NEXT:RETURN
```

```
F000  CD17F0    CALL    #F017
F003  210100    LD      HL,#0001
F006  EB        EX      DE,HL
F007  ED52      SBC     HL,DE
F009  22F0FF    LD      (#FFF0),HL
F00C  FB        EI
F00D  C9        RET
F00E  CD17F0    CALL    #F017
F011  210100    LD      HL,#0001
F014  19        ADD     HL,DE
F015  18F2      JR      #F009
F017  F3        DI
F018  DBBF      IN      A,(#BF)
F01A  3EE1      LD      A,#E1
F01C  D3BF      OUT     (#BF),A
F01E  3E81      LD      A,#81
F020  D3BF      OUT     (#BF),A
F022  DBBF      IN      A,(#BF)
F024  21003C    LD      HL,#3C00
F027  CD6900    CALL    #0069
F02A  ED5BF0FF  LD      DE,(#FFF0)
F02E  010003    LD      BC,#0300
F031  1A        LD      A,(DE)
F032  D3BE      OUT     (#BE),A
F034  13        INC     DE
F035  0D        DEC     C
F036  20F9      JR      NZ,#F031
F038  10F7      DJNZ    #F031
F03A  ED5BF0FF  LD      DE,(#FFF0)
F03E  C9        RET
```

```
100 REM THE HALF MILLION PRIME SEIVE
110 REM BY *TAWARRI*
120 REM
130 T$=TIME$:Z=1000:ZX=168:DIMF(Z),K(ZX),P(ZX):A=1:
R=A:B=0:P=2:C=P:PRINTP;
140 FORI=ATOZ:F(I)=A:NEXT:FORI=ATOZ:IFF(I)=BTHENF(I
)=A:NEXTI:GOTO190
150 LETP=I+I+A:PRINTP;:IFP>997THENC=C+A:NEXTI:GOTO1
90
160 LETK=I+P:IFK>ZTHEN180
170 LETF(K)=B:LETK=K+P:IFK<ZTHEN170
180 P(C)=P:K(C)=K:C=C+A:NEXT
190 FORN=ATO499:FORJ=2TOZX:LETP=P(J):LETK=K(J)-Z:IF
K>ZTHEN210
200 F(K)=B:K=K+P:IFK<ZTHEN200
210 K(J)=K:NEXTJ:R=R+(2*Z):FORI=ATOZ:IFF(I)=BTHENF(
I)=A:NEXTI,N:GOTO230
220 PRINTR+I+I;:C=C+A:NEXTI,N
230 PRINT,,R+I+I;" is the";C-A;
240 PRINT"th PRIME and the",,,"          largest les
s than 1,000,000"
250 PRINT"STARTED AT :-";T$
260 PRINT,,"STOPPED AT :-";TIME$:END
270 REM
280 REM TO CONDENSE A NUMBER STRING
290 REM TO A ONE CHARACTER VALUE
300 REM SUCH AS ADDING ALL THE VALUES
310 Q=P:GOTO330
320 Q=R+I+I
330 D=Q:E$=MID$(STR$(D),2)
340 Q$=MID$(STR$(Q),2):PRINTQ$;
350 IFLEN(E$)=1THEN390
360 V=0:FORM=1TOLEN(E$)
370 V=V+ASC(MID$(E$,M,1))-48
380 NEXTM:E$=MID$(STR$(V),2):GOTO350
390 PRINT" = ";E$,,:LPRINTE$;:RETURN
```

BLOOPER

By T Heppel

```
10 GOSUB720:PATTERNC#123, "FC80BCA4A4BC80FC":PATTER
NC#125, "C0404040404040C0"
20 R=1:L=3:PATTERNC#91, "2440BC3C3CBC4024":PATTERNC
#93, "0080400000408000"
30 REM      ** FROG **
40 REM   NORTH
50 PATTERNS#0, "000002040D0F0707"
60 PATTERNS#1, "0F0F0C06060C0000"
70 PATTERNS#2, "00004020B0F0E0E0"
80 PATTERNS#3, "F0F0306060300000"
90 REM   SOUTH
100 PATTERNS#4, "00000C06060C0F0F"
110 PATTERNS#5, "07070F0D04020000"
120 PATTERNS#6, "000030606030F0F0"
130 PATTERNS#7, "E0E0F0B020400000"
140 REM EAST
150 PATTERNS#8, "00000000273F1B03"
160 PATTERNS#9, "031B3F2700000000"
170 PATTERNS#10, "0000000030F8E4F0"
180 PATTERNS#11, "F0E4F83000000000"
190 REM WEST
200 PATTERNS#12, "000000000C1F270F"
210 PATTERNS#13, "0F271F0C00000000"
220 PATTERNS#14, "00000000E4FCD8C0"
230 PATTERNS#15, "C0D8FCE400000000"
240 REM      ** SNAKE **
245 REM
250 PATTERNS#16, "00003F7F60607F3F"
260 PATTERNS#17, "00003F7F60607F3F"
270 PATTERNS#18, "1874FFC00000FCFE"
280 PATTERNS#19, "0606FEFC0001FEFC"
290 PATTERNS#20, "182EFF0300003F7F"
300 PATTERNS#21, "60607F3F00807F3F"
310 PATTERNS#22, "0000FCFE0606FEFC"
320 PATTERNS#23. "0000FCFE0606FEFC"
```

```
330 PATTERNS#24,"2040A01009070707"
340 PATTERNS#25,"0707070810A04020"
350 PATTERNS#26,"0402050890E0E0E0"
360 PATTERNS#27,"303030100805020 4"
370 SCREEN2,2:COLOR1,14,,14:CLS:X=124:Y=163:S=0:E=
16:MAG1:C=INT(RND(1)*255)+1:G=INT(RND(1)*70)+10
380 COLOR13:D=0:FORN=1TO5+R*4
390 A=INT(INT(RND(1)*226+16)/8)*8:B=INT(INT(RND(1)
*160+16)/8)*8:IFVPEEK((B/8)*256+(A/8)*8+BMOD8)<>00
THEN390
400 CURSORA,B:PRINT"[]":NEXT
410 COLOR4:FORN=1TO10+R
420 A=INT(INT(RND(1)*226+16)/8)*8:B=INT(INT(RND(1)
*160+16)/8)*8:IFVPEEK((B/8)*256+(A/8)*8+BMOD8)<>00
THEN420
430 CURSORA,B:PRINT"{}":NEXT
440 GOSUB450:GOTO520
450 BLINE(0,0)-(255,10),1,BF:CURSOR10,1:PRINT"SCOR
E:";SC:CURSOR100,1:PRINT"ROUND: ";R:CURSOR200,1:PR
INT"FROGS:";L:RETURN
460 A$=INKEY$:IFA$=""THEN520
470 IFA$=CHR$(28)THENX=X+8:S=8:IFX>228THENX=228:GO
TO540
480 IFA$=CHR$(29)THENX=X-8:S=12:IFX<12THENX=12:GOT
O540
490 IFA$=CHR$(30)THENY=Y-8:S=0:IFY<11THENY=11:GOTO
540
500 IFA$=CHR$(31)THENY=Y+8:S=4:IFY>171THENY=171:GO
TO540
510 BEEP1:BEEP0
520 SPRITE0,(X,Y),S,2:SPRITE1,(C,G),E,6
530 IF(INP(&HBF)AND32)=32THEN670
540 A=VPEEK(((Y+5)/8)*256+((X+4)/8)*8+(Y+5)MOD8):I
FA=0THEN570
550 IFA=36THENSOUND1,500,15:SC=SC+10:GOSUB450:SOUN
D0:D=D+1:BLINE(X+4,Y+5)-(X+11,Y+12),1,BF:IFD=5+R*4
THENR=R+1:D=0:GOSUB580:GOTO370
560 IFA=255THEN670
570 GOSUB590:GOTO460
580 RETURN
590 IFE=16THENE=20:GOTO610
```

```
600  IFE=20THENE=16
610  IFC<XTHENC=C+INT(RND(1)*R*4)
620  IFC>XTHENC=C-INT(RND(1)*R*4)
630  IFG<YTHENG=G+INT(RND(1)*R*4)
640  IFG>YTHENG=G-INT(RND(1)*R*4)
650  RETURN
660  SOUND4,2,15:SPRITE0,(X,Y),24,8:FORA=15TO0STEP-
3:SOUND4,2,A:NEXT:L=L-1:GOSUB450:GOTO680
670  SOUND4,2,15:SPRITE0,(X,Y),24,8:FORA=15TO0STEP-
3:SOUND4,2,A:NEXT:L=L-1:GOSUB450
680  IFL>0THEN370
690  CURSOR80,90:COLOR13:PRINTCHR$(17);"GAME OVER"
700  FORA=15TO0STEP-.5:SOUND1,INT(RND(1)*1000)+110,
A:NEXT:SOUND0
710  PRINTCHR$(16):GOTO10
720  SCREEN2,2:COLOR15,1,,1:CLS:CURSOR75,10:PRINTCH
R$(17);"BLOOPER II":CURSOR175,180:COLOR13:PRINTCHR
$(16);"T. HEPPELL"
730  CURSOR59,40:COLOR12:PRINT"Help the frog get al
l the "
740  CURSOR95,60:COLOR12:PRINT"Power pellets"
750  CURSOR80,80:COLOR3:PRINT"While avoiding the"
760  CURSOR114,100:COLOR2:PRINT"SNAKE !"
770  CURSOR71,160:COLORINT(RND(1)*13)+2:PRINT"PRESS
 INS/DEL TO PLAY"
780  IFINKEY$<>CHR$(13)THEN770
790  FORA=0TO15STEP.5:SOUND1,1000,A:SOUND2,1004,A:N
EXT:SOUND0:RETURN
```

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