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# MICRO'Sette

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FOR  
SPECTRAVIDEO  
AND  
MSX  
COMPUTERS

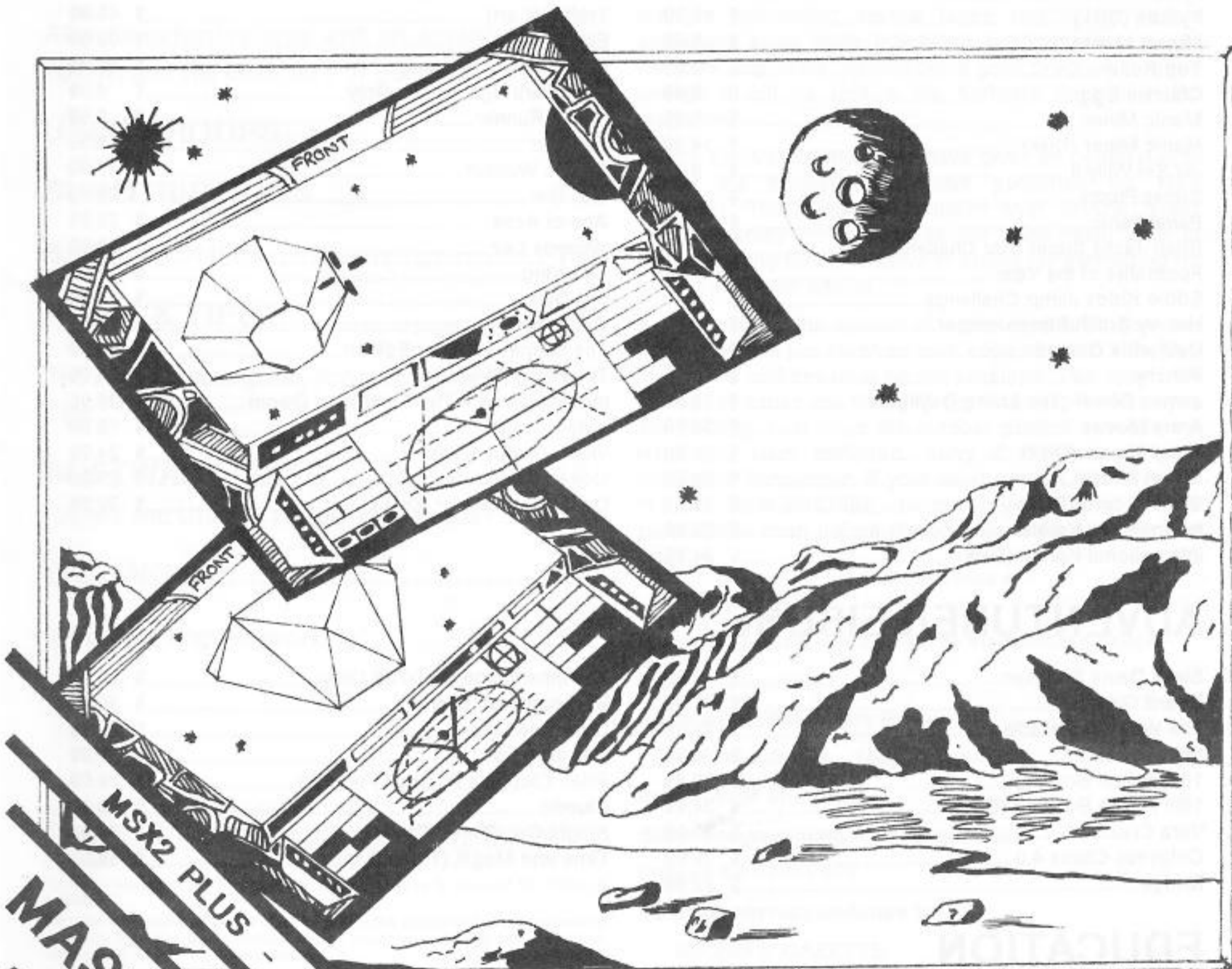
YOUR LETTERS  
ANSWERED



Adventure Column

Reviews:

- DIG DUG
- ACE OF ACES
- VIDEO GRAFFITI VER 2.0
- MINDER



MSX2 PLUS - RELEASED!  
MASTER ELITE!

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Keep your fingers working

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## EDITORIAL

Welcome to another great issue of Micro's Gazette. I would like to personally thank all the people who took time to put pen to paper and drop us a line. You will notice how the letter column has grown from one page to just over three. All I can say is, keep them coming! We will try and answer every problem in as much detail as we can.

Taking a rest from this issue are our two tutorials, 'Beyond Basic' and 'Basic Programming'. Don't worry they will return next issue, space and time did not permit them to be included this time.

We are processing several tapes sent in by people containing some quite interesting programs and would welcome any more. Remember if your program is good enough it will be sold in the Software Section of the magazine.

Elektronik magazine have given us permission to reprint the projects they have published for MSX machines. These will be included over several issues each, hopefully from next issue. We thank Peter Smith of North Geelong for his initiative in asking for permission for us to reprint their articles.

A small note on the number of issues each subscriber has left. If you have just received your copy of Micro's Gazette, look at the address label on the envelope. This shows the number of issues you have left, not including the issue you are holding. Last issue the number printed included the issue you were delivered. Sorry if this caused some confusion. Remember, if your label reads LAST ISSUE - PLEASE RESUBSCRIBE, do not forget to send in your subscription form before the last day in April for the next issue.

CONTINUED ON PAGE 3

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# NEWS

## ASCII Corporation Announces MSX2+

### The Next Major MSX Advance

ASCII Corporation has completed the specification of MSX2+, a major advance in the computing growth and development of the MSX standard home computer. ASCII is now providing MSX2+ system software and custom LSI chips to OEMs and software developers. MSX producers will release MSX2+ home computer products based on the new MSX standard toward the end of this year.

MSX2+ offers major enhancements of the MSX standard in video, audio, and international language-handling features. Of course, these enhancements maintain full upward compatibility with current MSX and MSX2 home computers, applications software, and peripherals such as floppy disk drives and printers. MSX2+ will satisfy the needs of MSX users for increased sophistication while continuing the stability of the MSX standard home computer.

A key feature of MSX2+ is the new video display processor, developed by ASCII, which uses the same colour compression technique employed for colour television signal transmission. With this technique, near-natural quality still pictures can be displayed from the same amount of data needed for MSX2 pictures.

The MSX standard, first announced in June, 1983, was soon adopted by a large number of OEMs in and outside of Japan. Many international versions were soon developed, including systems for European languages, Arabic, Russian, and Korean. MSX2, introduced in May, 1985, offers improved graphics and sound, and major extensions to the MSX-BASIC language. All of these features are included in a system that is priced at a level appropriate for the home computer market. Over 2.9 million MSX systems have been sold worldwide, including 1.8 million units in Japan and 1.1 million elsewhere.

MSX has established itself in the home computer market because of its wide range of functions and its low-priced high performance. MSX graphics, video and sound are most popularly employed in amusement applications, but MSX is also widely used for serious graphics applications. Because it is a complete computer system with a wide range of peripherals, MSX is used for scientific/engineering work and for standard business function such as wordprocessing, spreadsheet, and DBMS. Recent MSX models are specialized for video editing and laserdisk drivers.

The MSX2+ specification was developed using information gathered from MSX users in a major survey made by ASCII. In this way, user needs were part of the specification process that led to MSX2+, the first major advance in

three years.

### Near Natural Picture Display

The centrepiece of the new MSX2+ is the V9958 video display processor, which provides near-natural picture display capabilities. The V9958 is based on the V9938 screen display LSI now used on MSX2 products, but the addition of the YJK Natural Picture Display System and horizontal scrolling make MSX2+ competitive with specialized graphics systems costing far more. These features are vital for any software that depends on visual images, including applications for amusement, video editing and effects, and education.

The heart of the MSX2+ VDP system is the YJK Natural Picture Display compression technique which makes possible near-natural quality screen display by greatly increasing the number of available colours from 256 to 19268. This feature does not require extra memory or time to display; as with MSX2, one floppy disk may contain thirteen pictures. With YJK, natural scenes such as portraits, landscapes, animals, and objects spring to life.

YJK, developed by ASCII and now under patent review, is currently available only on MSX2+. YJK is a display data compression technique derived from the fact that the human eye is far more sensitive to brightness than to color. By storing more data on brightness, in place of color data, the same amount of display data can select from about seven-fifty times as many colours as with MSX2. The same data compression technique is used for color television signal transmission.

Using this major improvement in colour representation, software offering near-natural screen displays can be developed; image-intensive software for such applications as games, video tape editing, and education can be greatly enhanced. Combined with MSX's telecommunication capabilities, MSX2+ home computers can be used to transfer near-natural still pictures.

The VDP Horizontal Scrolling feature gives MSX2+ a smooth horizontal display movement capability in addition to vertical scrolling now available on MSX2. As with vertical scrolling, the horizontal scrolling is activated from MSX-BASIC or assembly language and executed in hardware with minimum data movement. This feature will be especially useful for games, and many new game products which use horizontal scrolling are expected. Video editing systems such as telopers can offer smooth horizontal movement of titles and effects with the new MSX2+, giving more power and flexibility to the home video maker.

Synthesizer Quality Multi-Channel FM Sound

# NEWS

Complementing the present MSX AY3-8910 PSG (Programmable Sound Generator) LSI is the YAMAHA YM2413 FM tone generator option. With this or a compatible LSI, MSX2+ can generate good quality electronic or acoustic instrument sounds.

The FM tone generator is one of the features most sought after by MSX users. It will allow refinement of amusement software such as games and also appeal to users interested in computer music. The new FM tone generator system is called MSX-MUSIC, and includes the FM tone generator LSI and the system software that supports the LSI.

The FM tone generator can generate up to eight octaves/nine individual tones or eight octaves/six individual tones plus five rhythm sounds. The functions of the FM tone generator LSI can be accessed from MSX-BASIC or assembly language through the MSX2+ system software. Several dozen new software products supporting MSX-MUSIC are expected by the end of this year.

Picture, Sound, Character-Handling supported by MSX-BASIC 3.0

The new MSX2+ VDP display LSI, MSX-MUSIC, and improved character set processing all contribute significant enhancements to the MSX standard home computer system. These features are supported by MSX-BASIC Version 3.0, the extended version of MSX-BASIC Version 2.0. This support offers full access to MSX2+ features to developers and to end-users.

## MSX2+: The Next Step

In summary, the new MSX2+ is the next step in the continuing development of the MSX standard home computer. MSX2+ offers outstanding image and sound processing features at a low price and provides the ideal platform for the development of exciting and sophisticated applications in established areas such as games and in such evolving fields as communications and education. MSX2+: The next step in home computing.

**For those people interested in getting MSX2 Plus machines the price at this stage would be about \$700 for a system including one disk drive. There would be an additional cost of about \$100 per unit in freight costs. If you are at all interested please contact the magazine.**



*'Its first word!'*

CONTINUED FROM PAGE 1

If you know anyone who has a MSX or SVI-318/328 computer and who do not have a subscription, try and talk them into subscribing to Micro's Gazette. For every person you get to subscribe you will receive a free issue. All you have to do is get the person to put your name at the top of the form and make sure they send it in. The more people you get to subscribe the more free issues you will get.

We also apologise for any delays in orders for the CPM Z80 Assembler as we had a problem with the master disk. This has now been sorted out and you should have received your software by the time you read this.

Well thats all from me this month. Happy reading....

# LETTERS

**Got a Problem? Need some advice or just want to air your views. Drop us a line, your letter will be published as soon as there is room.**

## Memory Problems

Dear Sirs,

I have a computer problem which some of your readers may be able to help me in solving. I have a Spectra Video X'Press, for which I bought a SVI 747 memory cartridge. My problem is, I can not address nor obtain any indication from the computer that the extra memory is installed in the cartridge slot. Would any of your readers know.

Thankyou for a great magazine.

Yours sincerely G B Nicholls Penrith NSW

The extra memory cartridge has to be accessed by using machine code programming or through CP/M and MSX-DOS. Once plugged in the cartridge would reside in memory slot 2. Please refer to Beyond Basic Part 1 (Computer Forum Vol 2 No. 10) for more information on memory slots.

## S.A.U.G?

Greetings and Congratulations on the magazine. (Good one! Hooray, some one still cares for SV and MSX!) Looks like our magazine has gone full circle to the Applestate. Is there any chance of digging up information on what happened to the S.A.U.G? My last contact was about Sept-Oct two years back, just after resubscribing? I had contacted the founder Peter Deckert only to find he passed control to someone else, months before last issue....! My S.A.U.G. membership number was 242 (I think). Last listing was at least 600 subscribers. Also could some one else help me? I'm looking for a programme to run S.V characters to Epson an printer. Also,

my original graphic tablet tape had a hitch. Replacement (Series II) tape will not recognise existence of Epson only S.V printers! Any chance?

Yours in Computing Sincerely

Paul Olsson Coober Pedy S.A

The last issue of S.A.U.G magazine was issue 3 - 10/11 (September/October). I do not really know what caused the closure of the magazine and did not realize that the subscribers had not been paid back. It's a bit late now to go chasing your money but you could try writing to the S.A.U.G library to find out the story behind the closure.

On the matter with the graphic tablet program, I do not seem to have any information at the moment, so can anyone out there help Paul?

## Pen Pal

Dear Sir

Could you send me say 3 or 4 Japanese Pen pals. Myself being 36 and my sons being 13 and 9 years of age.

Yours Faithfully

Ross J Brisbane

MT Gabatt QLD

The Pen Pals section of the magazine will now just be kept in the letters column. There is a Japanese Pen Pal included this issue.

## More Memory Problems

Dear Sir I have a problem I hope you can help me with. I have a Yamaha CX5M computer (32k) with a Yamaha 32k expansion cartridge to bring my total RAM to 64k. Unfortunately many 64k programs will not run on my machine. This is frustrating as I have no way of knowing whether I can run

a piece of software until after I have purchased it. I do not know the reason for this but believe it may be in the Slotpage selection mechanism in the expansion cartridge. Usually programs will not fully load, or if they do, they won't run, or crash upon running. To me, this indicates memory being used by the program that is also being used by something else. Am I correct or is there another reason for this problem? Can you direct me to a 32k expansion cartridge (other than the Yamaha) if I am right, that will enable me to run all MSX, 64k software on my computer.

Your help will be greatly appreciated.

Yours faithfully

Rob Newman Belair SA

The problems you are experiencing are due to earlier software programs which did not search for your machines memory correctly. A program written correctly will find expansion memory where ever it is. All I can say is that you should try and buy only the newest titles from software houses that have made an MSX program before (and learnt their lesson). Even a most recent title called Mappy suffers from this problem, due to it being the companies first title. For more information on how your computer uses expansion memory please refer to Beyond Basic Part 1 (Computer Forum Vol 2 No. 10).

## Great Auction!

Dear Ed,

Recently I went to a computer auction in Melbourne where all sorts of equipment went for a variety of prices and most of it pretty cheaply until out of the stacks of IBM's etc came a Toshiba MSX computer. The auctioneer asked for \$1500 finally dropping down to \$500 for the first bid. Well the bids kept going up ( with

# LETTERS

three bidders ) and finally sold for \$1100-\$1200. This was probably around two to three times it's new value. We stood there with our mouths open, looking at the auctioneers and the bidder. I'm convinced it was for real and not a put up job, but it was difficult to comprehend that it actually happened.

P. Smith

North Geelong VIC

It's pleasing to hear that some people get really enthusiastic about MSX computers.

## Listings

Gidday,

Congratulations on a fine effort in taking-over FORUM. Good onya! You do deserve support. Enclosed, for what they are worth, some Hints and Tips which are worth repeating from time-to-time for the benefit of those who came in, in the middle.

For quite some time, my forte has been the publishing of a Xeroxed magazine, MICRO MAGIC. It involved a poor-man's system of desk-top publishing. It certainly taught me how to strangle every last bell and whistle from my Star Gemini dot-matrix. the latest version of my word-processor puts all the printer commands, special characters and graphics into the text lines so that the printer runs at FULL SPEED AHEAD.

Now, my attention is on RANDOM files. It seems NO magazine ever published explanations of FIELD, GET, PUT etc. I've had to use a tedious TRIAL AND ERROR method to manipulate such files and find out the hard way many snags. On-screen editing of program lines following BREAK was a disaster unless a direct CLOSE was used or files would be corrupted beyond belief!

However, I have now succeeded in filling 100,000 characters in 400

records on one disk which is not yet full! It was important to keep the program and the data on separate disks.

The point of all this, is to point out that a feature on disk files is needed. Explanations rather than just a program would be well-received. What is the maximum size of a FIELD per FILE? I expected 256 but found an unexplained overhead. Not one of my mountain of books and magazines has ever tackled this subject. Will you?

It would be great to contribute programs. However, there is one problem. Seldom, if ever, are listings published in magazine without typographical errors and bugs. FORUM published a program with over 30. There were FULLSTOPS for COMMAS, COLONS for SEMIs and even an AND for an OR. Your CHECKSUM system is slow and cumbersome and does NOT overcome the problem. The only tried and proven method is to use correct LISTS from a printer as camera-ready copy. NEVER re-type or typeset. The printer used should be set to, say, 39 characters. Your programs vary from WIDTH 37 to 40 and so makes visual comparisons between the published lines and the lines on-screen impossible. Readers only have to set their SCREENS to WIDTH39 and lines (and wrap-arounds) should tally exactly with those published. The CHECKSUM system can still be used, but genuine LISTS as copy is essential. Besides, two months is too long to wait for corrections.

In summary, what I am asking for is as follows...

1. Use LISTS in uniform WIDTH as camera-ready COPY
2. Feature RANDOM disk record commands and techniques

Best wishes for continued success.

Gordon A. Browell

BIGGENDEN Qld

Thank you for the Hints and Tips they have been included in this issue of the magazine (Please not a correction I have made).

On RANDOM disk records I feel also that it is about time they were fully explained so an article will be shown as soon as there is time and space. Hopefully by next issue, but I am not promising anything.

On the subject of listings. Our listings are taken straight from the BASIC listing using a program that does the reverse of INPUT and the finished listing is pasted into the magazine, so no errors at all will be present (except for ones that were in the original program). We cannot really have the program lines any longer as it would not be possible to list two columns per page and the listings would take up too much room. I can modify the program so that wrap around lines will be placed under the line numbers and not spaced to the end. What are everybody's comments on this. (By the way the INPUT system is completely optional. It is there for people who have not had much experience in entering listings or those who make a lot of mistakes!)

## Budding Artist

Dear Editor,

After winning your competition for the front cover a few issues ago, I have decided that I will try again. I know I was probably the only person who entered but it did give me a reason to have another go. It also gives me a chance to help your magazine from over this side of the land. If everyone did this I am sure Micro's Gazette would be an outstanding magazine world wide. I was very, very impressed to see that someone from

# LETTERS

Detroit U.S.A had even put his little contribution towards the magazine. It must be very hard for you with such little input from other magazine subscribers to put together the magazine.

Overall Micro's Gazette magazine is the only reason I have kept my SVI-328, so keep up the good hard work. Hopefully it will eventually pay off and Spectravideo/MSX will be up with the front runners.

Before you came into office the subject of advertising on Television was brought up. The main downfall of that idea was the time it would take before screening would commence. But if it was done then our computers may have got off to a much healthier start 12 months ago. How about trying it? If there is a fairly high expense towards it, try sending out pleas in the magazine for money towards it.

Surely it can't hurt !!!

Can you put some of the more advanced games programs in your program listings section. I have noticed that some of the games sound better and are more detailed for MSX than Spectravideo.

Have you got an MSX program that changes my Spectravideo to an MSX for BASIC programs. If so how much is it.

Can you put some machine code programs in your magazine for us with the Magic of Spectravideo book and Assembly Language Program. I am sick of BASIC. Its too SLOW!!

Tim Jessel

Glenroy VIC

Your questions answered in order

1. We welcome any contribution towards the magazine no matter how big or small. (although cover designs have to have something to do with what is in the magazine)

2. On the subject of TV advertising I must point out that just

filming a simple 30 second commercial cost around \$1000 and a reasonable showing schedule would cost around \$5000 (Just for Southern Tasmania). This is just not viable unless you have something to sell that is going to get you a return on your money. Any advertising we may do will be in other magazines that will get to the most amount of people.

3. Every issue of Micro's Gazette has to have at least three listings and at least two of them will have conversions between Spectravideo and MSX. This one of our guidelines for the magazine setup.

4. There is an emulator available for your SVI-328 that will let you type in MSX BASIC programs. It is available in our software section of the magazine.

5. We will be publishing machine code programs or at least BASIC programs with machine code sub-routines in the near future.

## Japanese Pen Pal

Hi!

I am a reader of MSX Magazine in Japan. I am a boy 14 years old and I have an MSX2 computer with a floppy disk drive. Would someone in your country like to be a penpal with me? We can exchange information and maybe programs.

This is my address:

Yoshio Imagawa

4cyome 454-103

Sumaku Nakaochiai

Kobe shi JAPAN

Anyone wanting to be a pen pal with Yoshio just write to him at the address shown.

## New Public Domain Disks

Dear Sebastian (and 'CREW')

THERE IS STILL HONOR IN THE MICRO WORLD

I just received your publication (Replacing Computer Forum) marked that there were 3 issues to go on my subscription. You have taken the slack left by 'C.F' and apparently honored their commitments. Wonderful!

Enclosed for your use and/or publication is some CPM and SV/BASIC 'stuff'. All is public domain and can be used without any 'Royalty' worries. I have put them on SS/DD CPM 2.22 and SS/DD SV/BASIC 1.1 disks so as not to cause problems.

I wish you all the best in your noble endeavour. With all the 'IBM' balony that is dumping here. I still believe in SV/MSX and the fact that BONDWELL, ASCII CORP and MICROSOFT have 'stiffed' us all, makes me even more persistent. So don't give up.

Thank you

John Rudzinski

36227 Lamara

Stirling Heights

Michigan 48310 USA

Thankyou for the public domain software, which has now been added to the public domain section of our software list. To thank you for your contribution towards the magazine you will be receiving a disk full of games software for your computer.

Please note that due a mistake with the computer program your number of issues left is actually 2. We forgot to deduct the issue everyone was being sent off the number on the label. So the number included the issue you received. (See Editorial)

CONTIUED ON PAGE 12



# REVIEWS

**Title Name:** Minder

**Producer:** Dk'Tronics

**Price:** \$29.99 MSX Tape

**Supplier:** LPG Software

**Reviewer:** TC

To those of you who already know the popular show 'Minder' (which makes continuous returns to our TV sets), the characters, language and habits of the people in the show will need no introduction. But for those unfortunate people who have not seen the show I will explain. It revolves around a character called Arthur Daley, who has a 'Minder' (body guard) called Terry. Terry does a lot more than just protect Arthur from agro, he also delivers goods and uncovers information. Arthur spends most of his time going to the local club and dealers making shady deals and trying to avoid the trouble created by his actions.

In the game you step into Arthur's shoes, you have 14 days to make as much money as possible. You start off with ?2000 and a small selection of goods to sell. The way in which you trade to make the most cash in such a short time depends on experience, knowledge and how many risks you are prepared to take. During each day you move about the various locations in town which include your lock-up (warehouse), Terry's flat, The Winchester club,

the six dealer's premises and hopefully not the local police station. All of the characters in the game (represented on the screen by quite well drawn faces), move about from place to place and you have to time your movements to theirs. A lot of your dealings take place in the club where people will try and sell you things or you might bump into a dealer wanting to buy something (or knock your block off for selling him knicked goods). This is where the game comes to life, as you get to talk and haggle to the characters, each of which has their own personality. It can be so much fun to get that extra pound off a price or clinch that blockbuster sale. By the way you have to make sure the goods are delivered on time as well.

Taking lots of notes and trying to stay clear of stolen goods (harder than you think!). Which not only can get you put in jail but can get you hospitalised from being beaten up by an angry dealer. This is the most original games I have played in a long time. It will bring out the little bit of Arthur in everyone who plays. The controls are easily mastered, but it takes a while to learn the various moves and moods of the different characters. Hours, days and weeks of fun!

## **RATINGS:**

- 1: **GRAPHICS 8**
- 2: **SOUND 5**
- 3: **PLAYABILITY 10**
- 4: **VALUE FOR MONEY 10**

**Title Name:** Video Graffiti (Version 2.0)

**Producer:** Electric Adventures

**Price:** \$19.99 MSX and SVI-318/328 Tape, \$24.99 MSX Disk

**Supplier:** Micro's Gazette, LPG Software

**Reviewer:** S

Video Graffiti is an art program which allows you to draw pictures on your computer, then store them on disk or tape and print them on a printer. The program uses a cursor which is moved using a joystick or a mouse controller. The addition of the mouse controller allows you to draw much better curves as to move from one side of the screen to the other very quickly. The movement routines have been replaced by machine code and are interrupt driven making them very smooth and fast.

The current colour is shown using the border colour and can be changed at any time by pointing at the colour wanted at the top of the screen. Also at the top of the screen is a menu bar which when selected makes a window pop down over the screen, letting you select one of the many drawing options. The options include:-

- Painting an area of the screen.
- Drawing lines, circles, and filled and unfilled boxes
- Changing the size of your brush
- Zooming in on a section of the screen for close up work
- Mirror images
- Saving and loading to either disk or tape
- Grabbing an area of the screen and then copying it to another section
- Changing the cursor colour
- Dumping the screen to an Epson or Toshiba MSX printer in one of two sizes

This version of Video Graffiti has many new features and all of the old bugs and glitches have been removed. It represents excellent value for money and beats more expensive packages in ease of use and features. The new complete new version is only available for MSX machines but a version with most of the bugs removed is available for SVI-318/328 users.

## **RATINGS:**

- 1: **GRAPHICS 9**
- 2: **SOUND N/A**
- 3: **EASE OF USE 9**
- 4: **VALUE FOR MONEY 10**

# REVIEWS

**Title Name:** Ace of Aces

**Producer:** KIXX

**Price:** \$29.99 MSX Tape

**Supplier:** LPG Software

**Reviewer:** M.P

I didn't think that I would find such a game as this. It's fun and challenging and although not a shoot-em-up, it's still that enjoyable. Graphically quite good with good shape integrity and positioning, a wide range of sounds and an involved game play make for fun game play. Your task is to fly a British Mosquito fighter/bomber (most mosquitoes were made out of plywood and canvas) on one of three missions. The missions being;

- 1 Destroy German trains.
- 2 Hunt German U-boats.
- 3 Bomb the V-1 rocket sites.

In all missions German fighters try to shoot you down and more often than not damage your plane.

The game has several screens involving different functions. Firstly there is the front cockpit view, the side cockpit views, port and starboard. Not only do these

display vistas of rolling clouds but at the bottom of every screen are the aircraft controls. Controls that govern things like throttle, booster, flaps, trim, artificial horizon, altitude, intercom, landing gear, fire extinguisher and lastly, the fuel gauge. Several of these controls must be set to enable smooth flying. Extra screens are the navigator's screen (map) and bombardier's view. By now it sounds incredibly complex and you don't want to play but it's not. Once you master some of the basic controls it is very simple and playable.

The start-up sequence is novel with stylized icons of people and alarms indicating the preparations to lift off. Once in the air, combat is fairly difficult and bombing runs relatively hard (I didn't have time to do the submarine attack) but the missions are too short and there isn't enough actual flying. They are the only criticisms I have of the game which is over all very good.

## RATING:

- 1: GRAPHICS 8
- 2: SOUND 7
- 3: PLAYABILITY 7
- 4: VALUE FOR MONEY 7

**Title Name:** Dig Dug

**Producer:** KIXX

**Price:** \$19.99 MSX Tape

**Supplier:** LPG Software

**Reviewer:** M.P

I remember when this game first came out in the arcades and made waves. It didn't really become big like Pac-man or Scramble but it hung around for years and now occasionally you may be able to find it in some pizza parlour or some such place. Despite it's lack of notoriety this game is both simple and enjoyable with an easily mastered game play and while a push over at the early levels, believe me it does get very difficult. The whole game revolves around a small suited character carrying an air pump who is buried in dirt which has tunnels, rocks and an assortment of monsters surrounding him. To complete a screen/level the player has to inflate these monsters or drop rocks on them before they either kill him or run away like all good little cowards should. At first there aren't many monsters but of course that changes at later levels. The two types of monsters ( bouncing suited

bubble-creatures and fire breathing dragons ) can 'phase' through the dirt while you have to laboriously dig tunnels for them to follow you. Bonuses appear in the form of fruit and vegetables in the centre of the screen to be collected by the daring ( or the foolhardy at the higher levels ) and if you kill any of the monsters with a rock you receive a bonus.

A good game to use to have tournaments with your friends, easy to play and highly enjoyable and if you become very good at it, challenging as well.

## RATING:

- 1: GRAPHICS 8
- 2: SOUND 7
- 3: PLAYABILITY 10
- 4: VALUE FOR MONEY 9

# ADVENTURE

## Adventures Anonymous by Allan Crawford

Welcome once again to Adventures Anonymous. I thought at one stage that you had seen the last of me, it looked like the magazine could fold completely. Then along came TONY to save the day. I truly hope that the readers of this magazine will support it more in the future and make all the efforts of the people who put it together worthwhile. This means buying software (especially THE MYSTERY OF LETHE CASTLE). The thought of not having a MSX magazine to find out what's going on is just too hard to imagine. It's all up to you.

Coming to these pages in the near future will be ADVENTURE QUEST, COLOSSAL ADVENTURE, SNOWBALL, RETURN TO EDEN and GNOME RANGER just to mention a few. But this month I continue where I left off in Vol 2 No 11 with LORDS OF TIME.

## Time Zone 4.

Take with you :- FIREFLY, FUR COAT and SHOVEL.

You start zone 4 on the beach a cold place at the best of times. From here go North to find the viking boat moored at the dock and the viking, give him the FUR COAT and in return he will give you the LUR. Then it's South, Southeast and two Easts to the Musty cave where the earth is soft, you should dig twice to find a PARCHMENT. Read the parchment then go West, Southeast to the Low cave and the Rocking stone which needs to be pushed. From here go West four times and Up twice, then East in the Pirates hideout. Once here you will find an old Chest which you open, releasing Pirate Pete, a very unsavoury character to say the least. Upon release he steals something from you. It could be a good idea to take an extra couple of objects with you into zone 4, eg. MATCHES and CANDLE in case he steals the FIREFLY. At this stage you should blow the LUR to summon the vikings who capture Pirate Pete and give you an OLIVE BRANCH as a reward. Climb into the chest, get the object that Pirate Pete had taken from you when you released him and then find the hidden handle inside the chest, PULL it to return to the clock.

## Time Zone 5

Take with you :- FIREFLY, GOLD NUGGET, SHOVEL and SWORD.

Outside the clock you will find yourself at the end of a road which runs North to a bend, where you find a MILESTONE. Read the Milestone and take it with you to use in time zone 9. Go East to the scenic village green outside an Alehouse. Go into the Alehouse and give the Gold nugget to the bartender who will give you a barrel of ale, 2.2 I think, so don't bother drinking it. Leave the

Alehouse and head East along cobble street, past cobble square (ignore the man in the stocks) to the castle entrance where you find the messenger. Give him the ale and he will give some food. Although this is the castle entrance it is not the way into the castle, to do this go West, West, North, East and east again to the copse where the Dragon awaits. Give him the food and accept his offer, he will take you to the one part of the castle where you can gain entrance. Here you will find yourself ankle deep in water. There is a DRAGONS WING here and a frog. You must kiss the frog (maybe you should have drunk the ale). After kissing the frog, wipe your lips and go South to the courtyard and get the gauntlet (needed for time zone 7), then Southeast and East to the Armoury, get and wear the ARMOUR. Give the SWORD to the Prince with the frog like lips, go South to the Great hall where the Black Knight is and wait. The Prince will take care of him. Then it's West to the narrow stairs, down twice to the dungeon where you dig twice to find the JEWELLED COFFER. Dig once again to return to the clock.

## Time Zone 6

Take with you :- FIREFLY only

The Entrance hall of an old house is where we start in zone 6. North takes us to a u-shaped hallway with exits east, west and a staircase going up. First we go west to the southern end to find a DRINKING HORN and some SWEETMEATS. Then its back to the u-shaped hall. East and South to the South end of the long room. On the table you will find a pack of CARDS and a BELL. Shuffle the CARDS to produce the JOKER from the pack and then ring the BELL to summon the JESTER. Give the JOKER to the JESTER who in turn will give you the JESTERS CAP. Go back to the staircase and climb UP three times to an East-West gallery then West and South to the bedroom where you will find an ORIENTAL RUG. Go South again to the master bedroom that contains an OTTOMAN and two DOGS. Give the SWEETMEATS to the DOGS and then OPEN the OTTOMAN. If you search you will find the JEWELLED CROWN. N, N, E, E, S, S will take you to the music room and the LUTE. Take it with you back to the top of the staircase in the East-West gallery and ho down once to the short stairs where you find the panel. To open the panel you must play the LUTE. Then its East, West, South, Southwest and Southeast through the hedge maze to the WELL in the middle of the maze. Drink the water to make you stronger and FILL the DRINKING HORN, you will need this later. To get back to the clock simply go north.

Note :- the FIREFLY is not needed for every time zone, but as it is a source of light it is to your advantage to carry it with you at all times.

# ADVENTURE

## Time Zone 7.

Take with you :- FIREFLY, SILVER COIN and GAUNTLET.

A rocky plain is the first location you come across after leaving the clock. West twice takes you to the INTER-GALACTIC BUREAU-DE-CHANGE, where you give the silver coin and get a MILKY WAY and up twice to the top of the MILKY WAY. Here you will find the FALLEN STAR, to get this you must wear the GAUNTLET as it is hot. Go back to the rocky plain where you started, then its East and two Norths to the floating platform and the STARSHIP. Inside the STARSHIP go west to the swimming pool and get the EMERALD. This also cools the FALLEN STAR. Back East and North to the green sleep room and get the MATTRESS and GRAPPLE ROCKET. Then you leave the STARSHIP and go back South to the walkway junction and East to the edge of the crater. You must be carrying the MATTRESS when you go down from here (it breaks your fall). From the crater its South to the long room and East to the alcove where you find the LIGHT SABRE. West and South to the cubicle and West again to the roofless room. This is where you find the PHIAL. This is very important. DO NOT DROP THE PHIAL, you must carry it with you from now on. Fire the ROCKET in the roofless room, it takes you to the sports arena. Go into the tropical pool and go down to the dingy hole where you find the RUBY, then its up, out and North to the fencing hall where you find the CYBERMAN. FIGHT CYBERMAN and go East to the repair shop. On the workbench you will find a SCREWDRIVER, use it to OPEN robot. EXAMINE robot (with RUBY) to find the SILCON CHIP. Then you return to the dingy hole (SOUTH, IN, DOWN) and down again to return to the clock.

This concludes yet another exciting episode of LORDS OF TIME, stay tuned for the action packed conclusion. But thats all for this month. If you need help in an adventure drop me a line to:-

9\32 HUCKLE ST.

TUART HILL.

PERTH, 6060

Remember to include a S.A.E. This address is for help in an adventure ONLY, any other correspondence should be addressed to the magazine. Till next time, bye for now, ALAN.



CONTINUED FROM PAGE 8

### Software?

Dear Micro's,

I would like to know if the CPM software available is SVI-328 compatibility.

I would also like to know if I sent you a disk of all the software written, will you look at it and decide if you think it is good enough for me to receive payment?

Thank-You

Steven Dimitro

Footscray VIC

The CPM software in our software section can be ordered on SVI format as long as you have at least a single sided disk drive. We have included more details in the software section this month to help you order the correct format.

# USER GROUPS

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Contact Malcolm Samuels on 888 7664 after hours

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# HINTS AND TIPS

## HINTS FOR THE ELITE PLAYER

There are many ways to play this absolutely fantastic game, mine is just one of them. Firstly don't be tempted to cruise through systems willy-nilly without ram saving or disk saving because sometimes things happen unexpectedly.

Practice the techniques of docking by launching and then try to return to the station without going anywhere. I'm hopeless at this so I always buy a docking computer first. Try flying around a bit to get the hang of it and then dock at Lave (the manual 'how to dock' the best teacher).

When you first get the game all that your ship is equipped with is a pulse laser (pathetic) and three missiles. Do not despair, things can get better. If you want to buy another missile to fill the empty spot, go ahead, I find it more satisfying using the lasers. On your local chart select a system with an agricultural based economy and fly there. The lower the tech level the better but make sure it's a confederacy or better or every second ship will attack you. Buy copious amounts of food and take them to a high tech level industrial world. Buy as many computers as you can and then take them back. Do this run until you can afford a docking computer and have about one hundred creds to spare (otherwise what are you going to trade with?). Next buy a better laser. Don't worry about saving extra credits, you get a cash refund for your trade-in.

When you can afford it buy fuel scoops, large cargo bay and ECM system in the order you think warrants it (ie, if your'e crash-hot at space combat, you may not need to get an ECM system because you can shoot the missiles all the time -unlikely- or you may be doing a trade route that requires more cargo space).

It's a good idea to stick to a beam laser on the front until you can afford a military laser as mining lasers are slow and difficult to use (the sights are too big). Before you get that big gun however, invest in an extra energy unit to help replenish shields and energy banks faster.

Some people swear that an escape pod is essential but I've only used one once. Energy bombs are handy but make sure you can get away with it. Many times I have used my bomb in a situation only to find that I really could use it now. Galactic hyperspace is a once only device that transports you one galaxy ahead (there are eight in all).

## COMBAT.

When exiting hyperspace, my standard procedure is to target a missile, line up on the planet and speed up. On most runs 9 times out of 10 you can't space skip in so it's handy to have a missile ready. If condition red occurs on the edge of the system you know that getting in is going to

be tough. Pirates attack mercilessly and generally won't go away so if you can, kill them at maximum scanner range; it gives you more time to regenerate energy before the next attack. If a ship appears at the edge of the scanner and attacks, stop and line it up and kill it. This way when his friends arrive you have less ships in close where dog fighting is a bit trickier. Combat at speed is fun if you can get and stay behind the enemy because your ship is one of the most manoeuvrable and the fastest so is hard to shake.

Run down on enemy ships:

### **ADDER:**

Corkscrews making it hard to shoot, ECM

### **ANACONDA:**

Slow, turns away when hit, fires missiles

### **ASP MK II:**

Fast and manoeuvrable, shoot at distance, does long straffing runs

### **BOA CLASS CRUISER:**

Marginally more difficult than the Anaconda

### **COBRA MK I:**

Easy

### **COBRA MK III:**

Faster than mki but still quite easy

### **FER-DE-LANCE:**

Painful to kill but satisfying, don't waste missiles, follow relentlessly

### **GECKO:**

Definitely shoot at distance, tough little sons of lizards, not worth wasting missiles on

### **KRAIT:**

Faster than you but still susceptible to laser fire

### **MAMBA:**

Bigger and slightly slower Krait

### **MORAY STAR BOAT:**

Stupid name, easy kill at distance, tenacious up close

### **PYTHON:**

Leave alone unless bounty hunting (I once saw one of these drop three ships at me after I attacked it)



# HINTS AND TIPS

## **ORBIT SHUTTLES:**

Wipe them off the windscreen when docking

## **TRANSPORTER:**

Get in the way when docking as well

## **WORM CLASS LANDING CRAFT:**

Escape pod, fast and manoeuvrable, takes about ten shots but doesn't fire back

## **SIDEWINDER SCOUT SHIP:**

Cannon fodder, fast but easily killed

## **WOLF MK I:**

This ship isn't in the manual and is the second hardest to kill. Has ECM and good lasers, shoot at extreme distance they will do straffing run then flip over and attack again

**THARGOID INVASION SHIP:** Strange this manual doesn't tell you they drop approx. eight thargons and are the hardest ship to kill (you military laser overheats before they die).

After that just keep your nose clean (no narcotics Ok) and keep out of anarchy systems at all costs. IF you do trade in illegal substances (and firearms, slaves, furs) your status will change but if you buy an escape pod, carry no cargo, launch from the station and use it, your status will become clean again.

When your rating is high enough, the navy sends you on a couple of dangerous missions but I'll let you find out about them yourselves. Goodbye, good-luck and happy hunting!

## **Hints and Tips by Gordon A Browell**

### **Unlocking Function Keys Screen Space**

The Function Keys occupy one line of screen space. In SCREEN 0 there are 24 lines but only 23 can be utilised. However, if you POKE &HF3DE,0 the line becomes available for use. CLS will clear the function keys from the screen just as KEY OFF will do. One magazine said that POKEING &HF3DE with numbers between 1 and 255 will unlock more lines. Well, this it does, but the extra lines are in addition to the 24 and are off the bottom of the screen, so anything printed there cannot be seen. Perhaps there is a use for this. I haven't thought of one. POKE &HF3DE,0 works for both SCREEN 0 and SCREEN 1 but the extra line is re-locked when changing from one to the other.

### **RGB Monitor**

The Sony HB-75AS requires an Analogue RGB monitor NOT TTL.

### **Prevent Listing of Basic Programs**

Using line number 0...

0 POKE &H8002,255:POKE &H8003,255

### **Switch Screen On and Off**

VDP(1) = VDP(1) AND 191 = OFF

VDP(1) = VDP(1) OR 64 = ON

### **Printer, is it On or Off?**

10 IF INP(&H90)=255 THEN PRINT "PRINTER IS OFF"

ELSE PRINT "PRINTER IS ON."

### **Saving a Screen**

BSAVE "SCREEN",0,16383,S or

BSAVE "CAS:SCREEN",0,16383,S

**Editors Note:** This will only work when you have a disk drive attached as it is not a standard MSX Basic command i.e do not include it in software that is meant to be for tape use.

### **Selecting Upper or Lower Case**

UPPER to LOWER = POKE 64683,255:OUT &HAA,0

LOWER to UPPER = POKE 64683,0:OUT &HAA,255

### **Memory with Disk Drive**

BOOT with SHIFT held down = 28815

BOOT with CRTL held down = 25496

BOOT = 24450

### **Detecting an Odd or Even Number**

10 INPUT A:C=A-(INT(A/2)\*2)

20 IF C=0 THEN PRINT A;" is EVEN"

30 IF C=1 THEN PRINT A;" is ODD"

40 GOTO 10

### **Simulated Inverse Characters on Screen**

VPOKE 8204 to 8207 with 30 for INVERSE lower case letters

VPOKE 8200 to 8203 with 30 for INVERSE upper case letters

VPOKE 8198 and 8199 with 30 for INVERSE figures

VPOKE 8197 with 30 for INVERSE FULLSTOPS and COMMAS.

VPOKE 8196 with 0 to 255 changes the background colour.

# SOFTWARE

## Program Pack I

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Lunar Lander** - You are in command of a lunar landing module trying to make a safe landing on the moon, but boy are some of those landing pads in strange places.

**Galactic Assault** - The alien invaders are coming to attack Earth, try and destroy them as they break formation and attack. For 1 or 2 players.

**Road Racer** - Try and survive on the road as long as possible without crashing into the other cars.

**Sprite Definer** - Design sprites to use in your own programs, with this useful utility. It caters for both sprite sizes and can rotate your shapes for you.

## Program Pack II

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Hopper** - Help the frogs find their way home past a busy highway, a croc infested river and deadly snakes.

**Space War** - Two players fight it out in the space arena, the first player to hit the other ten times wins the game.

**Othello Challenger** - Play the computer or another player in this classic mind game where you must out flank your opponent to capture his pieces.

**Painter** - Explore the flexibility of your computers colours with this on screen paint brush.

## Program Pack III

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Dungeon Adventure** - Are you brave enough to explore the deep and dangerous dungeon, where many monsters lurk, but the gains are great. Dungeons and Dragons style game, where you have to build up your character to succeed and capture the Great Orb on the fourth level.

**Bomb Scare** - Quick! you have to defuse the five bombs in a factory before they explode. Unfortunately some of the machinery has been left on, making your job very dangerous indeed!

## Program Pack IV

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Explorer** - Watch out for the Pitfalls of this game as you search through the fifty screens for the gold bars, dodging

crocs, scorpions, rolling logs and quick sand.

**Parachute** - Catch the paratroopers in your boat as they jump from a helicopter into a shark-infested lagoon. The more you catch, the faster they jump.

**Android Alert** - Move around the rooms collecting treasures and finding the key to the next level, but watch out for the killer androids.

## Program Pack V

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Space Invaders** - Shoot the aliens before they invade your planet. Move your ship left and shoot missiles at the aliens. Shoot the mothership which passes over head for bonus points.

**Sub Hunt** - Drop depth charges on the attacking subs, while avoiding their missiles. The deeper the sub you hit, the more points you score.

**Chicken** - Dodge the peak hour traffic with your chicken in this hectic game.

## Program Pack VI

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Demon Attack** - Shoot the demon attackers as they swoop in to attack you, but look out for their rain of fire. What's this! they seem to be invincible until fully formed.

**Sea Diver** - Dive to the bottom of the river to collect the sunken treasure as scores of under water creatures try and attack you.

**Death City** - Battle it out in a maze of death against the computer in this fast paced game.

## Program Pack VII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Lunar Rescue** - Rescue the astronauts stranded on the surface of the moon in an asteroid shower. Drop defenseless to the surface, dodging the asteroids and pick up each man. You can now blast your way through as you slowly climb back to the rescue ship.

**Sky Base** - Shoot the kamakasi aliens as they swirl around the screen. Wipe out two waves, dock your ship and with your added fire power move on to attack the giant mothership.

**Quasimodo** - Jump and dodge the guards and traps as you try to ring the bell at the right of each screen. Great

# SOFTWARE

fun with six different screens and multiple levels.

## Program Pack VIII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Munch Man** - Race Munch Man around the maze dodging the nasty ghosts and eating the dots. Grab a power pill and revenge yourself for a short time.

**Escape from Planet Beta** - Can you escape from the Planet Beta before the planet explodes. Puzzle your way through this text adventure where you instruct the computer with two word commands like SHOOT GUN, GO NORTH.

## Program Pack IX

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Artillery Fire** - Two players take turns at firing their artillery pieces at each other over a mountain range. The first one to hit the other ten times wins.

**Tennis** - This is a version of the classic Pong tennis game.

**Number Puzzle** - Slide the puzzle pieces around to get them in order in the least number of moves.

**Towers of Hanoi** - Try and move the different size disks from one of the three towers to the other in the least number of moves. A very challenging puzzle.

## Program Pack X

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Gold Rush** - Collect all the gold nuggets scattered all over the screen, but to get to each one you have to get past dissolving platforms, radioactive plants and bouncing balls.

**Pyramid** - Find the fabled gem hidden in a pyramid lost deep in a desert. Another challenging text adventure game where you command the computer with two word commands like DRINK WATER, THROW STICK.

## Program Pack XI

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Missile Command** - Stop the missiles from hitting your cities with your anti missiles. Be careful how many you use as you only have a small supply.

**Master Mind** - Try and guess the hidden colour code the computer has chosen with clues the computer gives you.

**Leaky Roof** - Quick! Catch the rain drops in your bucket before the room is filled to overflowing with water, but make sure you empty your bucket out of the windows.

## Program Pack XII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Mini Golf** - Play alone or with a friend on this mini golf course where you have to putt the ball around obstacles and into the hole.

**BlackJack** - Build up your money total as you pit your skills and luck against the computer banker.

**Break Out** - Bust down the brick wall with your bat and ball, but look out it's harder than you think.

## Program Pack XIII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Space Fighter** - Shoot the alien attackers as they race attack you in formation.

**3D-Maze** - See if you can find your way out of this maze which is displayed on the screen in 3D.

**Surround** - Play against an opponent trying to surround them with your moving wall.

## Program Pack XIV

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Crazy Kong** - Jump the barrels as you make your way up the screen to rescue the girl. Next dodge moving platforms and girders and then finally collect all the bolts holding the Crazy Kong in place at the top of the screen.

**Star Base I** - Be amazed at the number of aliens and bullets that move about the screen in this very difficult space game.

**Lunar Lander II** - A brilliant sequel to the original Lunar Landing game which allows you to design your own landscapes to try and land your craft on.

## Program Pack XV

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Twister** - Like a two dimensional Rubiks cube, this game displays nine different coloured squares each containing four smaller squares. These 36 squares are then jumbled around on the screen and you must rebuild the original display. Its very simple and very addictive.

# SOFTWARE

**Reverse** - Your task is to arrange the ten jumbled numbers into ascending order by reversing some or all of them. Check it out - its not easy!

**Fox and Geese** - Can you as the Fox penetrate the line of advancing geese and get to the other side of the board before they corner you.

## Program Pack XVI

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Grand Prix** - You are in the drivers seat in a race to the chequered flag while avoiding slower cars. Hitting another car or two wheels off the track will slow you down and lose points.

**Substrike** - Drop depth charges on the enemy below. The deeper or faster the target the more points you will score.

**Snake** - Move the snake around to eat the diamonds, but mind you do not cross your own tail.

## Program Pack XVII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**City Bomber** - You must destroy the towering buildings of the city before you can land safely.

**Spectra Derby** - Place your bets and have a day at the races. Even if you lose its painless.

**Bug Catcher** - Two players move around the garden and the one with the most bugs caught - wins. Great for younger children.

## Program Pack XVIII

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Spectra Kong** - Win the lady's heart by getting to the top of the screen - but watch out for the falling barrels

**Tennis** - A colour version of the original black and white TV game.

**Musical Keyboard** - This program turns your computer keyboard into a musical keyboard and allows you to select note length and octave.

## Program Pack XIX

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Bombs Away** - Destroy targets in the ravine below. Be warned - it gets harder the more targets you hit.

**Mirkwood Forest** - Graphics adventure where you must escape from the forest by finding four keys, eating food to maintain energy, while avoiding spiders. This one will really test your adventure gaming ability.

**Chopper Pilot** - The fourteen levels of this game make it very compelling. Keeping clear of canyon walls, fly your helicopter to do battle with the enemy fighters, bombers, missiles and UFO's. Great skills required

## Program Pack XX

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Jumping Cowboy** - A 'platform' game of nine screens where you must collect all the opals to get to the next screen

**Super Smasher** - Move the bat to smash the ball through the two brick walls. Has three levels of difficulty.

**Fruit Catcher** - Catch falling fruit in your cart. As you catch more, the types of fruit will change and fall at a faster rate.

## Edu-Pack I

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Copy Cat** - How long can you survive as you try and repeat the coloured sequences back that the computer plays to you

**Memory** - Based on the card game memory, you have to try and collect more pairs than the computer can.

## Edu-Pack II

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Monkey Maths** - Help the monkey climb the tree and get the coconut by answering the maths sums correctly. Fifteen levels of play are available.

**Missing Letters** - Fill in the missing letters in the words the computer gives you. Over 300 stored words and the ability for you to enter more make this an excellent program

## Edu-Pack III

(MSX/SVI \$9.99 Tape \$14.99 Disk)

**Table Invaders** - Shoot the invaders as they try and attack the Earth, but what's this! Your gun only seems to fire when you answer a tables problem correctly

# SOFTWARE

**Hangman** - Try and guess the word before the man is fully hanged. Great version of a classic game

**Edu-Pack IV**

(MSX/SVI \$9.99)

**OZMap** - You must drive the car around Australia finding the places required as quickly as you can.

**OZQuiz** - Answer general knowledge questions about Australia and her people.

**Math Duel** - Makes practising maths fun! Has 4 levels of addition and subtraction maths.

## Individual Titles

### U.F.O

(MSX Only \$9.99)

In this machine code game, you are under attack from UFO's. Watch out for the alien unit moving across the bottom of the screen - this will fire smart bombs. Watch out for the meteor shower and refuel when the truck appears on the screen. Requires 16k of RAM and has smooth scrolling, fast response with good sound effects.

### Meteor Swarm

### Birds of Orion

(MSX/SVI \$14.99 Tape, \$19.99 Disk)

Two machine code games on one tape/disk! Meteor Swarm has you stuck in a meteor belt and you must blast your way out. Other ships are caught in the belt and will try and shoot you if you do not shoot them first. In Birds of Orion you must defend your Galaxy and against the alien invaders, but what's this! They look like birds.

### Munch Mania

(MSX/SVI \$14.99 Tape, \$19.99 Disk)

Race munchy around the screen chomping the pills and dodging the ghosts. Grab a power pill and get your revenge against the ghosts. Four different speed levels, written completely in machine code.

### Pyxidis

(MSX/SVI \$14.99 Tape, \$19.99 Disk)

Fast, action packed vertically scrolling shoot-em-up with

three completely different screens, two speed levels, extra weapons and challenge stages. Written in machine code and using MSX/SVI graphics to the fullest.

## Video Graffiti

(MSX/SVI \$19.99 Tape, MSX \$24.99 Disk )

Draw colourful pictures with this easy to use painting package. It uses pull down menus and includes a zoom function for you to get the most out of your MSX/SVI computer. Written in BASIC and machine code.

## Stranded

(MSX/SVI \$14.99 Tape, \$19.99 Disk)

You have been shipwrecked on a deserted island and have to find a way to leave before night falls. This is a text adventure where you instruct the computer with two word commands like GO NORTH, CLIMB ROPE (Requires Extra Memory on the SVI-318)

## Spectra-trivia & Compu-Trivia

(MSX/SVI \$9.99 Tape)

The famous trivia game now on your computer. These are trivia quiz games for up to four players. The computer rolls the dice and each player moves in turn. At certain points you will be asked questions. There is a provision for you to create your own question and answer file

## Lethe Castle

(MSX Only \$14.99 Tape)

Try and solve the mystery of Lethe Castle in this graphics adventure of high standard.

# SOFTWARE

## CPM Software

Supplied in all formats (Please specify which one)

### FORMATS AVAILABLE

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## ORDER FORM

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\$10.00), \$5.00 PER PROGRAM (AIR MAIL - MAX \$25.00)

# LISTINGS

## Entering Listings

The listings in each issue have to be printed, most of the time for the two different machines. When this happens the complete listing for SVI-318/328 owners will be printed and then the lines you should replace for the program to work on MSX machines. This way space is not wasted by printing the same line twice, since the two machines only have slight differences.

You will notice each new line of a listing has two letters to the left of the line. If you are typing in a listing and not using the program INPUT (explained next) **DO NOT TYPE THESE IN** as the computer will not understand. Also when you enter listings be careful not to get the letter 'O' and the number '0' mixed up. We are getting a new printer that will print the number '0' with a slash across the middle of it so you can tell the difference. The only errors that can be in our listings are either ones that were in the original program and mistakes made when you type them in. Each listing is taken straight from the computer using a listing program and pasted into the magazine.

The program listed on the next page (INPUT) will let you enter the listings using the two letters at the start of each line. After you have typed in a line, the program will tell you if you have made any mistakes and let you correct them. Only the spaces marked by the small triangles are counted (usually in PRINT statements) by the program, so you can leave out all other spaces if you want.

The line must be exactly the same otherwise the program will not accept it. We will update the INPUT program gradually so it becomes easier to use.

To use the program, type it in slowly making sure you do not make any mistakes. Save it to a tape (as detailed below) and then type RUN and press the [ENTER] key. Now the program will ask you if you want to load a program you have been working on previously. Just press 'N' if you are starting a new program. The screen will now clear and details of which line you are on and where the cursor is on the screen are shown at the top of the screen. You can now type in one of the listings, make sure you

```
10 CLEAR6000:DEFINT A-Z:COLOR15,4,5:SCREENO:WIDTH39:DIML$(100):H$="A: ":ALPHA$="ABCDEFGHIJKLMNOPQRSTUVWXYZabcd  
efghijklmnopqrstuvwxyz- / _"  
20 CLS:LOCATE5,2:PRINT"PROGRAM INPUT":  
LOCATE2,4:PRINT"LOAD WORK FILE (Y/N  
1, .?)":  
30 A$=INPUT$(1):A=INSTR("YyNn",A$):IFA  
=0THEN30ELSEPRINTA$:IFA=2THENL=1:GO  
TO110  
40 LOCATE2,6:PRINT"LOAD FROM -":PRINT"  
[1] DISK":PRINT"[2] TAPE":P
```

have a blank tape handy to save the program on.

## Saving Programs to Cassette

After typing in a program type MOTOR ON and press the [ENTER] key

You can now position your tape to the place you want to save your program. As a general rule, leave at least two counts on your tape counter at the start of each new tape.

To save your program type.

**CSAVE"NAME"** (NAME should be the name of the program you are saving e.g SKI-JUMP) and press the **PLAY** and **RECORD** buttons on your tape recorder. Let the tape wind for a couple of seconds and then press [ENTER]. After a period of time, which depends on the length of the program the Ok prompt will come up on the screen. Your program is now saved to cassette. But how do you know it was saved correctly? Easy you can check by doing the following.

Type **MOTOR ON** and press the [ENTER] key. You can now rewind your tape to where you saved the program. Now type **CLOAD?** and press the **PLAY** button on your tape recorder and then press the [ENTER] key. After a couple of seconds the computer should print **FOUND:NAME** and then after a short while the Ok prompt will appear. If the computer printed up **DEVICE I/O ERROR** or **VERIFY ERROR** you know that the program has not saved to the tape correctly. If this happens, try saving the program one more time. If the error happens again and in the same place, the tape you are using is damaged and you should use another. If you get an error but in a different place on the tape your tape recorder may need cleaning.

## Saving Programs to Disk

To save a program to disk use the following command.

**SAVE "NAME"** for MSX machines

**SAVE "1:NAME"** for SVI-318/328 machines

```
PRINT"YOUR CHOICE [1] or [2] ?":  
50 A$=INPUT$(1):IFA$<"1"OR A$>"2"THEN50  
ELSEPRINTA$:IFA$="1"THENF$=H$ELSEF$  
="CAS:"  
60 LOCATE2,10:PRINT"FILE NAME: ":P=0:N$  
=STRING$(8,32)  
70 LOCATE12,10:PRINTN$:LOCATE12+P,10:A  
$=INPUT$(1):IFA$=CHR$(8)THENIFP=OTH  
ENBEEP:GOTO70ELSEMID$(N$,P,1)="_":P  
=P-1:GOTO70  
80 IFA$<>CHR$(13)THENIFINSTR(ALPHA$,A$  
)=0THENBEEP:GOTO70ELSEIFP=8THENBEEP
```

# LISTINGS

```

:GOTO70ELSEP=P+1:MID$(N$,P,1)=A$:GOTO70
90 LOCATE2,12:PRINT"LOADING..":F$=F$+N$:OPENF$FORINPUTAS#1:L=1
100 LINEINPUT#1,L$(L):IFNOTEOF(1)THENLOCATE10,12:PRINTUSING"###":L=L+1:GOTO100ELSECLOSE:L=L+1:FORA=1TOL-1:IFLEN(L$(A))<245THENL$(A)=L$(A)+STRING$(245-LEN(L$(A)),32):NEXTELSENEXT
110 CLS:IFL$(L)=""THENL$(L)=STRING$(245,32)
120 PX=0:PY=0:F=0:LOCATE11,0:PRINTUSING"FREE####K":FRE(""):LOCATE25,0:PRINT"INSERT OFF":LOCATE1,1:PRINTUSING"LINE##":L
130 FORA=0TO6:LOCATE1,A+2:PRINTMID$(L$(L),A*35+1,35):NEXT
140 LOCATE1,0:PRINTUSING"X:##Y:##":PX,PY:LOCATE1,2+PY:PRINTMID$(L$(L),PY*35+1,35):LOCATE1+PX,2+PY:A$=INPUT$(1):IFAS=CHR$(8)THENPX=PX-1:GOSUB1000:MID$(L$(L),PY*35+PX+1,1)="_":GOTO140
150 IFAS=CHR$(28)THENPX=PX+1:GOSUB1000:GOTO140
160 IFAS=CHR$(29)THENPX=PX-1:GOSUB1000:GOTO140
170 IFAS=CHR$(30)THENPY=PY-1:GOSUB1000:GOTO140
180 IFAS=CHR$(31)THENPY=PY+1:GOSUB1000:GOTO140
190 IFAS=CHR$(127)THENIFPX=35ANDPY=6THENBEEP:GOTO140ELSEIFPX=0ANDPY=0THENL$(L)=RIGHT$(L$(L),244)+"_":GOTO130ELSEL$(L)=LEFT$(L$(L),PX+PY*35)+RIGHT$(L$(L),244-(PX+PY*35))+"_":GOTO130
195 IFAS=CHR$(18)THENIFF=0THENF=1:LOCATE32,0:PRINT"ON_":GOTO140ELSEF=0:LOCATE32,0:PRINT"OFF":GOTO140
200 IFAS<>CHR$(13)THENIFF=0THENMID$(L$(L),PX+PY*35+1,1)=A$:PX=PX+1:GOSUB1000:GOTO130ELSEIFPX+PY=0THENL$(L)=A$+LEFT$(L$(L),244):GOTO130ELSEL$(L)=LEFT$(L$(L),PX+PY*35)+A$+MID$(L$(L),PX+PY*35+1,244-(PX+PY*35)):PX=PX+1:GOSUB1000:GOTO130
210 C1$=LEFT$(L$(L),1):C2$=MID$(L$(L),2,1):IFINSTR(LEFT$(ALPHA$,54),C1$)=0ORINSTR(LEFT$(ALPHA$,54),C2$)=0THENLOCATE1,10:PRINT"CHECK CODE INCORRECT_ PRESS ANY KEY":A$=INPUT$(1):GOTO110
220 LOCATE1,8:PRINT"WAIT...":F=0:I1=1:F1=0:FORI=3TOLEN(L$(L)):C=ASC(MID$(L$(L),I,1)):IFC=34THENIFF1=0THENF1=1ELSEF1=0
230 IFC=32ANDF1=0THEN250ELSEIFI1/2=I1\2THENF=F+CELF=F-C
240 I1=I1+1
250 NEXTI:F=ABS(F)MOD256:F1=F\16+65:F2=FMOD16+65:IFC1$<>CHR$(F1)ORC2$<>CHR$(F2)THENLOCATE1,10:PRINT"LINE INCORRECT_ PRESS ANY KEY":A$=INPUT$(1):GOTO110
260 LOCATE1,10:PRINT"LINE CORRECT":LOCATE2,12:PRINT"[1] GOTO NEXT LINE":LOCATE2,13:PRINT"[2] GOTO PREVIOUS LINE":LOCATE2,14:PRINT"[3] EXIT AND SAVE":LOCATE2,15:PRINT"YOUR CHOICE [1-3]_..?":
270 A$=INPUT$(1):IFAS<"1"ORAS>"3"THEN270ELSEPRINTA$:IFAS="1"THENL=L+1:GOTO110ELSEIFAS="2"THENIFF=1THENBEEP:GOTO270ELSEL=L-1:GOTO110
280 CLS:LOCATE2,6:PRINT"LOAD FROM_":PRINT"____[1] DISK":PRINT"____[2] TAPE":PRINT"__YOUR CHOICE [1 or 2]_?":
290 A$=INPUT$(1):IFAS<"1"ORAS>"2"THEN290ELSEPRINTA$:IFAS="1"THENF$=H$ELSEF$="CAS:"
300 LOCATE2,10:PRINT"FILE NAME:":P=0:N$=STRING$(8,32)
310 LOCATE12,10:PRINTN$:LOCATE12+P,10:A$=INPUT$(1):IFAS=CHR$(8)THENIFF=0THENBEEP:GOTO310ELSEMID$(N$,P,1)="_":P=P-1:GOTO310
320 IFAS<>CHR$(13)THENIFINSTR(ALPHA$,A$)=0THENBEEP:GOTO310ELSEIFP=8THENBEEP:GOTO310ELSEP=P+1:MID$(N$,P,1)=A$:GOTO310
330 LOCATE2,12:PRINT"CONDENSING..":FORA=1TO500:IFL$(A)<>" "THENFORB=245TO1STEP-1:IFMID$(L$(A),B,1)="_"THENNEXTB:L$(A)=""ELSEL$(A)=MID$(L$(A),3,B-2):NEXTA
340 LOCATE2,12:PRINT"SAVING.....":F$=F$+N$:OPENF$FOROUTPUTAS#1:FORA=1TO500:IFL$(A)=""THENCLOSE:END
350 PRINT#1,RIGHT$(L$(A),241):LOCATE10,12:PRINTUSING"###":A:NEXT:CLOSE:END
1000 IFPX<0THENPX=35:PY=PY-1ELSEIFPX>35THENPX=0:PY=PY+1
1010 IFPY<0THENPY=6ELSEIFPY>6THENPY=0
1020 RETURN

```



# LISTINGS

## EGBERT (SVI-318/328 and MSX)

Our first program for this month was originally printed in the February/March issue of MSX Computing by Reg Maudsle.

The only changes in the listing are in the sprite data sections and the opening titles. I decided to demonstrate how the command ON STRIG GOSUB can be put to use.

In the game you have to try and jump onto each of the squares with out getting caught by the moving ball. Sounds easy huh!

### SVI-318/328 LISTING

```

CJ 1 REM ##### EGBERT #####
CB 2 REM
CH 3 REM
CG 4 REM
DP 5 REM Original Program by Reg Maudsle
CE 6 REM
CC 7 REM Reprinted from MSX Computing
HO 8 REM February/March 1986
CB 9 REM
NO 10 DEFINTA-Z:DEFSNGM,S,H:COLOR11,1,1:S
    GREEN1,2:HI=15
CB 20 RESTORE1750:FORA=1TO5:S$="":READA$:
    FORB=1TOLEN(A$)STEP2:S$=S$+CHR$(VAL
    ("&H"+MID$(A$,B,2))):NEXT:SPRITE$(A
    )=S$:NEXT
AB 30 FL=1:SC=0:LE=1
BL 40 PSET(32,16),6
BC 50 COLOR6
JN 60 DRAW"S4R24D8L16D8R16D8L16D8R24U32R2
    4D16L8U8L8D24R8U8R16U24R24D8R8U8R24
    D8L16D8R16D8L16D8R24U32"
EL 70 DRAW"R24D8R8D16L8D8R24U24L16U8R40D8
    L16D32L32U8L8U8L8D16L40U8L8D8L24U8L
    8D8L56U40"
FN 80 PSET(120,24):DRAW"L16D8R16U8"
FI 90 PSET(120,40):DRAW"L16D8R16U8"
GF 100 PSET(128,32):DRAW"L8D8R8U8"
CN 110 PSET(168,24):DRAW"R16D8L16U8"
CD 120 COLOR6:PAINT(36,27)
DF 130 PAINT(196,20)
DE 140 PAINT(135,27)
EK 150 PSET(36,21),11:COLOR11

```

```

KP 160 DRAW"R24D8L16D8R16D8L16D8R24U32R24D
    16L8U8L8D24R8U8R16U24R24D8R8U8R24D8
    L16D8R16D8L16D8R24U32"
BK 170 DRAW"R24D8R8D16L8D8R24U24L16U8R40D8
    L16D32L32U8L8U8L8D16L40U8L8D8L24U8L
    8D8L56U40"
CI 180 PSET(128,28):DRAW"L16D8R16U8"
CH 190 PSET(124,44):DRAW"L16D8R16U8"
GC 200 PSET(132,36):DRAW"L8D8E8U8"
DH 210 PSET(172,28):DRAW"R16D8L16U8"
BA 220 COLOR11:PAINT(38,25)
DB 230 PAINT(198,25)
DI 240 PAINT(138,25)
CB 250 COLOR7
AL 260 LOCATE114,70:PRINT"BY"
CD 270 LOCATE84,80:PRINT"RealM_Soft"
BJ 280 COLOR11
IB 290 LOCATE40,100:PRINT"PRESS_TRIGGER_TO
    BEGIN":ONSTRIGGOSUB610,610:STRIG(O
    )ON:STRIG(1)ON
BB 300 RESTORE1800:FORN=1TO27
CP 310 READA,B
AC 320 PSET((A/5.5)+5,(B/9.5)+150),11
CD 330 NEXT
CG 340 LOCATE26,140:PRINT"1"
CA 350 FORN=1TO20
DE 360 READA,B
BH 370 PSET((A/5.5)+45,(B/9.5)+150),11
BO 380 NEXT
BN 390 LOCATE65,140:PRINT"2"
CI 400 FORN=1TO22
CO 410 READA,B
CB 420 PSET((A/5.5)+85,(B/9.5)+150),11
CE 430 NEXT
BI 440 LOCATE106,140:PRINT"3"
CC 450 FORN=1TO21
DD 460 READA,B
AH 470 PSET((A/5.5)+125,(B/9.5)+150),11
BP 480 NEXT
BK 490 LOCATE146,140:PRINT"4"
CJ 500 FORN=1TO22
CN 510 READA,B
AF 520 PSET((A/5.5)+165,(B/9.5)+150),11
CF 530 NEXT
BB 540 LOCATE186,140:PRINT"5"
CF 550 FORN=1TO23
DC 560 READA,B

```

# LISTINGS

```

AD 570 PSET((A/5.5)+205,(B/9.5)+150),11
CA 580 NEXT
BO 590 LOCATE226,140:PRINT"6"
AD 600 GOTO600
DG 610 STRIG(0)OFF:STRIG(1)OFF:PLAY"L32C"
BG 620 CLS
CD 630 NU=27:RESTORE1800
BI 640 CLS
AC 650 FORN=0TO70:PSET(RND(1)*255,RND(1)*1
    90),14:NEXT
CL 660 FORN=1TONU
DC 670 READA,B
JN 680 LINE(A,B)-(A+8,B+4),11
EL 690 LINE-(A,B+8),11
EI 700 LINE-(A-8,B+4),11
DF 710 LINE-(A,B),11
GC 720 PAINT(A,B+2),11
BC 730 LINE(A+1,B+11)-(A+1,B+20),7
EG 740 LINE-(A+8,B+16),7
BL 750 LINE-(A+8,B+7),7
EG 760 LINE-(A+1,B+11),7
GN 770 PAINT(A+2,B+11),7
KL 780 LINE(A-8,B+7)-(A-8,B+16),7
EJ 790 LINE-(A-1,B+20),7
DN 800 LINE-(A-1,B+11),7
BE 810 LINE-(A-8,B+7),7
DL 820 PAINT(A-7,B+9),7
CI 830 NEXT
CI 840 COLOR7
EP 850 LOCATE38,0:PRINT"SCORE"
DM 860 LOCATE180,0:PRINT"LEVEL"
AB 870 LOCATE86,180:PRINT"HIGH SCORE"
BD 880 COLOR11
AO 890 LOCATE54,10:PRINTSC
DE 900 LOCATE196,10:PRINTLE
BK 910 LOCATE112,170:PRINTHI
AM 920 IFFL=0THENRETURNELSEFL=0
EB 930 PUTSPRITE2,(15,30),4,1
DP 940 PUTSPRITE3,(35,30),4,1
BC 950 LA=1:LI=4:NU=27
AC 960 SOUND7,255:SOUND8,10:SOUND0,8
DB 970 CO=0
AE 980 IFLA=2THENRESTORE1820:NU=20:GOSUB64
    0
AE 990 IFLA=3THENRESTORE1840:NU=22:GOSUB64
    0
DB 1000 IFLA=4THENRESTORE1860:NU=21:GOSUB64
    0
DA 1010 IFLA=5THENRESTORE1880:NU=22:GOSUB64
    0
DK 1020 IFLA=6THENRESTORE1900:NU=23:GOSUB64
    0
FM 1030 IFLA<5THENX=120:Y=134:O=120:P=20
FJ 1040 IFLA=5THENX=131:Y=115:O=131:P=39
FP 1050 IFLA=6THENX=142:Y=115:O=120:P=77
HA 1060 PUTSPRITE5,(0,P-1),13,5
EA 1070 D=1
CI 1080 TI=45-(LE*5)
AJ 1090 IFTI<20THENTI=20
AF 1100 ONINTERVAL=TIGOSUB1260
EP 1110 ONSPRITEGOSUB1490
BM 1120 INTERVALON:SPRITEON
AM 1130 PUTSPRITE1,(X,Y),4,D
EI 1140 IFPOINT(X+12,Y+14)=1THEN1490
DH 1150 IFCO=NUTHEN1380
FA 1160 T=STICK(0)+STICK(1):IFT<>OANDFA=OTH
    EN1180
BC 1170 IFT=0THENFA=0:GOTO1160ELSE1160
EM 1180 IFT=3THENX=X+11:Y=Y-19:D=2:GOTO1230
FC 1190 IFT=5THENX=X+11:Y=Y+19:D=1:GOTO1230
EJ 1200 IFT=7THENX=X-11:Y=Y+19:D=4:GOTO1230
ED 1210 IFT=1THENX=X-11:Y=Y-19:D=3:GOTO1230
AB 1220 GOTO1130
JD 1230 INTERVALOFF:IFPOINT(X+9,Y+15)=11THE
    NCO=CO+1:COLOR1:LOCATE54,10:PRINTSC
    :SC=SC+1:COLOR11:LOCATE54,10:PRINTS
    C
KB 1240 LOCATEX+7,Y+13:COLOR1:PRINTCHR$(173
    ):INTERVALON
EP 1250 FA=1:GOTO1130
IF 1260 IFO<XANDP<YANDPOINT(O+19,P+31)=11TH
    ENSOUND7,254:O=O+11:P=P+19:GOTO1350
LL 1270 IFO<XANDP>YANDPOINT(O+19,P-7)=11THE
    NSOUND7,254:O=O+11:P=P-19:GOTO1350
OF 1280 IFO>XANDP>YANDPOINT(O-3,P-7)=11THEN
    SOUND7,254:O=O-11:P=P-19:GOTO1350
CD 1290 IFO>XANDP<YANDPOINT(O-3,P+31)=11THE
    NSOUND7,254:O=O-11:P=P+19:GOTO1350
FH 1300 A=INT(RND(1)*4)+1:ONAGOTO1310,1320,
    1330,1340

```

# LISTINGS

```

BP 1310 IFPOINT(O+19,P+31)=11THENSOUND7,254
:O=O+11:P=P+19:GOTO1350ELSE1350
ED 1320 IFPOINT(O+19,P-7)=11THENSOUND7,254:
O=O+11:P=P-19:GOTO1350ELSE1350
ID 1330 IFPOINT(O-3,P-7)=11THENSOUND7,254:O
=O-11:P=P-19:GOTO1350ELSE1350
HL 1340 IFPOINT(O-3,P+31)=11THENSOUND7,254:
O=O-11:P=P+19
BF 1350 SOUND7,255
IM 1360 PUTSPRITE5,(O,P-1),13,5
BF 1370 RETURN
BH 1380 FORN=OTO100:NEXT
DI 1390 INTERVALOFF:SPRITEOFF:M=.02:SOUND9,
101:SOUND7,253:N=Y
AH 1400 PUTSPRITE1,(X,N),4,D
KH 1410 M=M+.15:N=N-M
DK 1420 IFN<=30THEN1440
AG 1430 GOTO1400
BD 1440 SOUND7,255
EO 1450 LE=LE+1:LA=LA+1
DP 1460 PUTSPRITE5,(50,120),1,5
GJ 1470 IFLA>6THENLA=11GOSUB630
DE 1480 GOTO970
EF 1490 FORN=OTO50:NEXT
CH 1500 INTERVALOFF:SPRITEOFF:H=.021:SOUND9,
101:SOUND7,253:H=Y
AH 1510 PUTSPRITE1,(X,N),4,D
KJ 1520 M=M+.15:N=N+M
CE 1530 SOUND2,N+10
EG 1540 IFN>226THEN1560
AF 1550 GOTO1510
BE 1560 SOUND7,255
FA 1570 PUTSPRITE5,(120,9),13,5
EO 1580 PUTSPRITE1,(LI*20,170),1,D
EG 1590 LI=LI-1
AN 1600 IFLI=1THEN1620
AD 1610 GOTO1030
BM 1620 SCREEN2:SOUND9,10:SOUND7,253:INTERV
ALOFF:SPRITEOFF
DM 1630 FORN=1TO
AK 1640 FORM=15T:1STEP-1
CL 1650 SOUND3,F:17
AJ 1660 COLORM
FL 1670 LOCATE85,40:PRINT"THE"
AF 1680 LOCATE85,100:PRINT"END"
IA 1690 NEXTM,N
AM 1700 SOUND7,255
EG 1710 SCREEN1,2

BP 1720 IFSC>HITHENHI=SC
CP 1730 FORN=1TO6:SOUNDN,0:NEXT
AD 1740 GOTO20
DD 1750 DATA 070F0D0F0D0E0F07020202020201
00E0F0B0F0B070F0E040404040402090
DL 1760 DATA 070F0D0F0D0E0F07020202030200
00E0F0B0F0B070F0E04040D06040
CG 1770 DATA 070F0D0F0D0E0F0702020B060200
00E0F0B0F0B070F0E04040C040
CH 1780 DATA 070F0D0F0D0E0F07020202020204
09E0F0B0F0B070F0E04040404080
AL 1790 DATA 071F336347CFFFFFFFFFFF7F3F1F
07E0F8FCFE18FFFFFFF8E0
IC 1800 DATA 128,30,117,49,139,49,106,68,12
8,68,150,68,95,87,117,87,139,87,161
,87,84,106,106,106,150,106,172,106
KB 1810 DATA 73,125,95,125,117,125,139,125,
161,125,183,125,62,144,84,144,106
,144,128,144,150,144,172,144,194,14
4
CT 1820 DATA 128,30,117,49,139,49,106,68,15
0,68,95,87,161,87,84,106,172,106,73
,125,95,125,117,125,139,125
AJ 1830 DATA 161,125,183,125,84,144,106,144
,128,144,150,144,172,144
CG 1840 DATA 128,30,117,49,139,49,106,68,15
0,68,95,87,161,87,84,106,172,106,73
,125,95,125,117,125,139,125
HP 1850 DATA 161,125,183,125,62,144,84,144,
106,144,128,144,150,144,172,144,194
,144
AD 1860 DATA 128,30,117,49,139,49,84,68,106
,68,150,68,172,68,73,87,95,87,161,8
7,183,87,84,106,106,106
AA 1870 DATA 128,106,150,106,172,106,95,125
,117,125,139,125,161,125,128,144
BC 1880 DATA 117,11,161,11,84,30,106,30,128
,30,150,30,172,30,194,30,95,49,139,
49,183,49,106,68,128,68,150,68,172,
68
JI 1890 DATA 117,87,161,87,128,106,150,106,
139,125,128,144,150,144
BH 1900 DATA 95,30,161,30,84,49,106,49,150,
49,172,49,95,68,117,68,139,68,161,6
8,106,87,128,87,150,87,95,106,117,1
06,139,106,161,106,84,125,106,125,1
50,125,172,125,95,144,161,144

```

# LISTINGS

## CONVERSIONS FOR MSX

```

GI 10 DEFINT A-Z:DEFNGM,S,H:COLOR11,1,1:S
    CREEN2,2,0:OPEN"GRP:"AS#1:HI=15
    PRESET(32,16)
AE 40 PRESET(36,21):COLOR11
BJ 150 PRESET(114,70):PRINT#1,"BY"
GH 260 PRESET(84,80):PRINT#1,"ReaLM_Soft"
DB 270 PRESET(40,100):PRINT#1,"PRESS TRIGG
BF ER_TO_BEGIN":ONSTRIGGOSUB610,610:ST
    RIG(O)ON:STRIG(1)ON
FC 340 PRESET(26,140):PRINT#1,"1"
FB 390 PRESET(65,140):PRINT#1,"2"
DA 440 PRESET(106,140):PRINT#1,"3"
BP 480 NEXT
CI 490 PRESET(146,140):PRINT#1,"4"
CL 540 PRESET(186,140):PRINT#1,"5"
CO 590 PRESET(226,140):PRINT#1,"6"
DB 850 PRESET(38,0):PRINT#1,"SCORE"
FI 860 PRESET(180,0):PRINT#1,"LEVEL"
DN 870 PRESET(88,180):PRINT#1,"HIGH_SCORE"
CE 890 PRESET(54,10):PRINT#1,SC
FI 900 PRESET(196,10):PRINT#1,LE
EC 910 PRESET(112,170):PRINT#1,HI
FB 1230 INTERVALOFF:IFPOINT(X+10,Y+15)=11TH
    ENCO=CO+1:COLOR1:PRESET(54,10):PRIN
    T#1,SC:SC=SC+1:COLOR11:PRESET(54,10
    ):PRINT#1,SC
GK 1240 PSET(X+6,Y+12),11:COLOR1:PRINT#1,CH
    R$(249):INTERVALON
BL 1620 SCREEN3:SOUND9,10:SOUND7,253:INTERV
    ALOFF:SPRITEOFF
AP 1670 PRESET(85,40):PRINT#1,"THE"
BJ 1680 PRESET(85,100):PRINT#1,"END"
EL 1710 SCREEN2,2,0
    
```

## LONG JUMP (SVI-318/328 AND MSX)

Our next program was originally written by Geoff Dickson and is the next program in Geoff's sports series.

In the game you and up to three other people compete against one another, trying to jump the longest distance. For each jump you have to try and jump as close to the foul line as possible. But if you go over the line your jump does not count and the next person gets a go. When every one has had three jumps medals are awarded.

## SVI-318/328 LISTING

```

DG 10 COLOR15,4,5:SCREEN1,2:DIMN$(4),D(4)
FJ 20 FORA=0TO3:READA$:S$="":FORB=1TOLEN(
    A$)STEP2:S$=S$+CHR$(VAL("&H"+MID$(A
    $,B,2))):NEXT:SPRITE$(A)=S$:NEXT
EH 30 CLS:COLOR1:LOCATE80,50:PRINT"##_LON
    G_JUMP_#":LOCATE40,80:PRINT"HOW_MA
    NY_PLAYERS_11-41_?";
LD 40 A$=INPUT$(1):IFA$<"1"ORAS>"4"THEN40
    ELSEP=VAL(A$):COLOR3:PRINTA$:COLOR1
    :LOCATE40,100:PRINT"ENTER_YOUR_NAME
    ":IFP>1THENPRINT"S"
EE 50 FORA=1TOP:COLOR1:LOCATE20,100+A*16:
    PRINTUSING"PLAYER_#_#:";A:X=80:Y=100
    +A*16
BO 60 GOSUB340:IFB$="^"THEN60ELSEN
    $(A)=B$:D(A)=0:NEXT
CO 70 CLS:LINE(0,160)-(256,192),3,BF:LINE
    (100,160)-(250,172),11,BF:LINE(85,4
    4)-(194,118),13,BF:LINE(88,46)-(191
    ,116),10,BF:LINE(96,119)-(98,159),9
    ,BF:LINE(183,119)-(181,159),9,BF
KC 80 LOCATE108,51:COLOR1:PRINT"Scores":F
    ORA=1TOP:LOCATE98,60+A*8:PRINTN$(A)
    :LOCATE140,60+A*8:PRINTUSING":_#.#.#
    #":D(A):NEXT
DC 90 LOCATE 92,154:COLOR 1:PRINT".":COLO
    R 15
AK 100 FOR R=1 TO 3
CN 110 FOR M=1 TO P
IK 120 LOCATE 50,0:COLOR15:PRINT$(M):COLO
    R1:LOCATE20,30:PRINT"PRESS_TRIGGER_#
    TO_START"
BG 130 IFNOT(STRIG(0)+STRIG(1))THEN130ELSE
    LINE(0,30)-(256,40),4,BF
    
```

# LISTINGS

## CONVERSIONS FOR MSX

```

EO 140 FOR X=0 TO 45:PUT SPRITE 0,(X,142),
    1,1:NEXT
CD 150 FOR X=46 TO 84:PUT SPRITE 0,(X,142)
    ,1,1:IFSTRIG(0)+STRIG(1)THEN160ELSE
    NEXT:LOCATE 0,8:PRINT"▲▲FOUL":GOT
    O 210
AE 160 V=1.4-(88-X)/90-(RND(-TIME))/4
IF 170 FOR Z=X TO 256:Y=142-(V*(Z-X)-.5*.0
    2*(Z-X)^2):PUT SPRITE 0,(Z,Y),1,2:I
    F POINT (Z+10,Y+15)=11 THEN 180 ELS
    E NEXT
DB 180 PUT SPRITE 0,(Z,Y),1,3
CP 190 LOCATE 10,10:PRINT"DISTANCE":(Z-95)
    /10
LH 200 IF(Z-95)/10>D(M) THEN D(M)=(Z-95)/1
    0:LINE(140,60+M*8)-(180,67+M*8),10,
    BF:LOCATE140,60+M*8:COLOR1:PRINTUSI
    NG":_#.#_#":D(M)
DC 210 IFNOT(STRIG(0)+STRIG(1))THEN210
AK 220 LINE(0,0)-(100,40),4,BF:NEXT M
DA 230 NEXT R
HO 240 CLS:LOCATE40,40:COLOR15:PRINT"THE▲M
    EDALS▲GO▲TO.."
CL 250 FORJ=1TO500:A$=INKEY$:NEXT
EP 260 G=0:S=0:B=0:FORI=1TOP:IFD(I)>GTHENL
    (1)=I:G=D(I)
ID 270 NEXT:D(L(1))=0:IFP=1THEN300ELSEFORI
    =1TOP:IFD(I)>STHENL(2)=I:S=D(I)
KH 280 NEXT:D(L(2))=0:IFP=2THEN300ELSEFORI
    =1TOP:IFD(I)>BTHENL(3)=I:B=D(I)
BM 290 NEXT
FA 300 LOCATE8,50:PRINT"▲▲GOLD▲TO...":N$(L
    (1));"▲WHO▲JUMPED":G
JA 310 IFM>1THENLOCATE8,60:PRINT"SILVER▲TO
    ...":N$(L(2));"▲WHO▲JUMPED":S
GH 320 IFM>2THENLOCATE8,70:PRINT"BRONZE▲TO
    ...":N$(L(3));"▲WHO▲JUMPED":B
AG 330 LOCATE8,120:PRINT"PRESS▲ANY▲KEY▲TO▲
    PLAY▲AGAIN":A$=INPUT$(1):RUN
AJ 340 B$="▲▲▲▲▲▲▲▲":N=0:COLOR3
PO 350 PUTSPRITE0,(X+N*8,Y),14,0:A$=INPUT$(
    1):IFA$="THEN350ELSEIFA$=CHR$(8)T
    HENIFN=0THENBEEP:GOTO350ELSEN=N-1:L
    INE(X+N*8,Y)-(X+N*8+7,Y+7),4,BF:MID
    $(B$,N+1,1)="▲":GOTO350
JD 360 IFA$=CHR$(13)THENRETURNELSEIFN=8THE
    NBEEP:GOTO350ELSELOCATEX+N*8,Y:PRIN
    TA$:N=N+1:MID$(B$,N,1)=A$:GOTO350

BA 370 DATA 0000000000FCFC
AH 380 DATA 00000303030103070B0B0303020204
    0800080808008090E080808080404040
DH 390 DATA 000707070207070F17274303000000
    0000000000000000E0D0C824120804
HB 400 DATA 0007070702070F17171707050505
    05000000000008040404040

DI 10 COLOR15,4,5:SCREEN2,2:DIMN$(4),D(4)
    :OPEN"GRP:"AS#1
CP 30 CLS:COLOR1:PRESET(80,50):PRINT#1,"#
    #▲LONG▲JUMP▲_#_#":PRESET(40,80):PRINT
    #1,"HOW▲MANY▲PLAYERS▲[1-4]▲?":
    A$=INPUT$(1):IFA$<"1"ORAS$>"4"THEN40
    ELSEP=VAL(A$):COLOR3:PRINT#1,A$:COL
    OR1:PRESET(40,100):PRINT#1,"ENTER▲Y
    OUR▲NAME":IFP>1THENPRINT#1,"S"
FH 50 FORA=1TOP:COLOR1:PRESET(20,100+A*16
    ):PRINT#1,USING"PLAYER▲_#▲":A:X=100
    :Y=100+A*16
GL 70 CLS:VPOKE6912,209:LINE(0,160)-(256,
    192),3,BF:LINE(100,160)-(250,172),1
    1,BF:LINE(77,44)-(210,118),13,BF:LI
    NE(80,46)-(207,116),10,BF:LINE(96,1
    19)-(98,159),9,BF:LINE(191,119)-(18
    9,159),9,BF
JH 80 PRESET(108,51):COLOR1:PRINT#1,"Scor
    es":FORA=1TOP:PSET(82,60+A*8),11:PR
    INT#1,N$(A):PSET(148,60+A*8),11:PRI
    NT#1,USING":_#.#_#":D(A):NEXT
CG 90 PRESET(92,154):COLOR1:PRINT#1,".":C
    OLOR15
NE 120 PRESET(50,0):COLOR15:PRINT#1,N$(M):
    COLOR1:PRESET(20,30):PRINT#1,"PRESS
    ▲TRIGGER▲TO▲START"
BP 150 FORX=46TO84:PUTSPRITE0,(X,142),1,1:
    IFSTRIG(0)+STRIG(1)THEN160ELSENEXT:
    PRESET(0,8):PRINT#1,"▲▲FOUL":GOTO2
    10
CH 190 PRESET(10,10):PRINT#1,"DISTANCE":(Z
    -95)/10
LL 200 IF(Z-95)/10>D(M)THEND(M)=(Z-95)/10:
    LINE(148,60+M*8)-(198,67+M*8),10,BF
    :PSET(148,60+M*8),11:COLOR1:PRINT#1
    ,USING":_#.#_#":D(M)
AJ 220 LINE(0,0)-(256,40),4,BF:NEXTM

```

# LISTINGS

```

FK 240 CLS:PRESET(40,20):COLOR15:PRINT#1,"
THE_MEDALS_GO_TO..."
MO 300 PRESET(8,50):PRINT#1,"_GOLD_TO..."
;N$(L(1)):PRESET(40,60):PRINT#1,"_W
HO_JUMPED";G
MK 310 IFP>1THENPRESET(8,70):PRINT#1,"SILV
ER_TO..." ;N$(L(2)):PRESET(40,80):PR
INT#1,"_WHO_JUMPED";S
CA 320 IFP>2THENPRESET(8,90):PRINT#1,"BRON
ZE_TO..." ;N$(L(3)):PRESET(40,100):P
RINT#1,"_WHO_JUMPED";B
BO 330 PRESET(8,120):PRINT#1,"PRESS_ANY_KEY
_Y_TO_PLAY_AGAIN";A$=INPUT$(1):RUN
PF 360 IFA$=CHR$(13)THENRETURNELSEIFN=8THE
NBEEP:GOTO350ELSEPRESET(X+N*8,Y):PR
INT#1,A$:N=N+1:MID$(B$,N,1)=A$:GOTO
350

```

**MATHS (SVI-318/328 AND MSX)**

This is a short program that tests your mathematics ability and has five levels of play.

```

EA 140 Q=Q+1:IFQ=<11THEN70ELSEPRINT:PRINT:
A$="YOU_ANSWERED"+STR$(10-R)+"_QUES
TIONS_CORRECTLY":GOSUB160:FORA=1TO1
00:NEXT:PRINT:PRINT:A$="DO_YOU_WAN
T_TO_PLAY_AGAIN_Y/NJ...":GOSUB160
PO 150 A$=INPUT$(1):IFINSTR("Yynn",A$)=0TH
EN150ELSEIFA$="Y"ORAB$="y"THEN20ELSE
PRINT:PRINT:A$="GOODBYE!":GOSUB160:
FORA=1TO2000:NEXT:END
EM 160 FORA=1TOLEN(A$):PRINTMID$(A$,A,1)::
FORB=1TO20:NEXTB,A:PRINT:RETURN

```

## CONVERSIONS FOR MSX

```

IN 10 DEFINTA-Z:DEFFNA(X)=INT(RND(1)*X)+1
:A=RND(-TIME):OPEN"GRP:"AS#1
GJ 20 COLOR5,15:SCREEN3:PRESET(60,80):PRI
NT#1,"MATHS":FORA=1TO1000:NEXT:SCRE
EN0:KEYOFF:WIDTH38:A$="HELLO,_I_AM_
EDDIE_YOUR_MATHEMATICAL_COMPUTER.
_I_WILL_ASK_YOU_SOME":GOSUB160

```

```

CA 30 A$="QUESTIONS_OF_YOUR_CHOICE_AND_TE
LL_YOU_HOW_MANY_YOU_GOT_CORRECT.":
GOSUB160:PRINT:PRINTTAB(5)"LEVEL_1I
-5J...":
AC 40 A$=INPUT$(1):IFA$<"1"ORAB$>"5"THEN40
ELSEPRINTA$:LL=VAL(A$)
MP 50 PRINT:PRINT:PRINTTAB(5)"[1]..._Addi
tion.":PRINTTAB(5)"[2]..._Subtrac
tion.":PRINTTAB(5)"[3]..._Multiplacati
on.":PRINTTAB(5)"[4]..._Division.":
PRINT:PRINT:PRINT"Your_choice...":
PJ 60 A$=INPUT$(1):IFA$<"1"ORAB$>"4"THEN60
ELSEPRINTA$:N=VAL(A$):CLS:Q=1:R=0
CF 70 ONNGOTO80,90,100,110

```

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- Two Double Sided Disk Drives
- Disk Controller
- Centronics Interface
- SV-806 80 Column Card
- SV-807 64k RAM Card

Single Sided Disk Drive (TEC)  
SV-904 Cassette Recorder  
SV-105 Graphics Tablet with software  
on cassette and disk.  
Thompson Amber Screen Monitor  
Compute Mate CP-80 Printer plus  
cable  
Two Joysticks  
CPM 2.2  
SV Basic  
M Basic  
MSX Basic Emulation disk  
Turbo Pascal  
Steve McNamee's Modified BIOS 2.1  
including instructions  
20 Disks full of programs including

- Data Base
- Wordstar, Mailmerge, Spelstar
- Spelguard
- Supacalc etc

Many games including a disk of  
arcade games  
Books and manuals for all systems  
except for Turbo Pascal  
Inside CPM  
Service Manual  
Complete System.....\$1400 ono  
Printer & Cable & Paper.....\$ 300 ono  
Monitor.....\$ 150 ono  
Single Sided Disk Drive.....\$ 120 ono  
Graphics Tablet.....\$ 100 ono  
Computer & cassette.....\$ 150  
'System' (less the above)....\$ 850 ono  
I'm happy to sell the S/S disk drive,  
Graphics tablet, Printer, Monitor and  
'System' Separately but I can't sell the

computer & cassette without selling  
the 'system' first.  
Tony Jaffrey  
Lot 5 Bliske Court  
Burpengary QLD 4505  
Phone (071) 985730

**FOR SALE**

Spectravideo 328 Computer  
SV605 Expander  
Amust Dot Matrix Printer  
10 Cassettes - educational and  
games  
Handbooks on BASIC and CPM  
Just Write JR Word Processor  
All only \$1000.00  
D.M Taylor  
11 Loris Drive  
GROVEDALE VIC 3216  
Phone (052) 439925

**FOR SALE**

Spectravideo 328 Computer  
601 Expander with one disk drive and  
printer interface.  
Lots of software including

- MSX Emulator
- Editor/Assembler
- Lots of Games (Including educa-  
tional titles)

All for only \$400.00  
Contact through Micro's Gazette.

**FOR SALE**

Two bare 3 1/2 " Single Sided Disk  
Drives \$125 each (make good  
second drives for X'Press computer)  
Contact through Micro's Gazette.

## Something to Sell ?

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