

TO:

COLOUR GENIE

AUCKLAND DISTRICT USER GROUP

NEWSLETTER NO: 15

APRIL 30, 1985

Hi,

The response to the payment of subscriptions has been wonderful. Thank you to all who are reading this - all 105 of you. We really appreciate your early payment. It has meant that we have been able to order a disk interface and DOS from England. This has cost us in the region of \$350.00 but will hopefully put a disk drive for the Genie a lot closer. Mark Langdon has a friend who is working on this now, and once this interface and DOS arrive, things should go more quickly.

Royalties

I have just paid out about \$800.00 in royalties to England. This is a heck of a lot of money, and covers software purchases from January to March. I expect the next quarter to be a bit less, as the sales of programs from Holland get bigger. However, with the English Users Group producing quite a lot of new software, we will be paying out quite a lot to them in the foreseeable future.

I have also ordered an Allophone Speech System, mainly to see if it is worth while for someone to produce something like this, or even purchase them as required from England. The same goes for the disk interface and DOS - it will be cheaper to order them through England, than try and manufacture them here, using the English ones as a sample.

However, we will keep you up to date through these pages on the disk drives, and as soon as they are ready for sale, you will be able to read price and delivery costs, through this newsletter. So keep watching!

Joysticks

A number of our country members want to do this modification themselves rather than send their machines to Auckland. We are quite happy to send you details on the modification, in fact, we have two separate sheets now, Ron Burton of Te Aroha has gone to great effort to produce an instruction sheet for us, which some of you will already have had sent to them, and we are also photocopying a 2 page article from a recent Gum magazine. This includes a 16k rom update Do It Yourself, as well as the Joystick modification. The Gum one, incidentally, is identical to the way that Ken has been doing them (perhaps they're copying him!!), but at least you country members have two options on modifying now. As for the joysticks, these are available through us at \$25.00 per set - Gunshot model, or you may be able to get them locally.

Sale of Colour Genies

 Pakon have only got about 4 Colour Genies left now, so if you know anyone that wants one, get them to get in now and get one. Peter Hoyes has been selling quite a few through his work, and Andy is also doing well in Christchurch with sales.

Cassette Recorders

 A lot of people have been asking what is the best recorder to use with the Colour Genie. I know a lot has been made of being able to use any recorder, but in practice, this is just not possible. The recorder generally has to be something like the EACA one as the big stereo jobs don't seem to work well, unless you're a Technical whizz Phil, and those without a power source are, to my mind, absolutely useless. Anyway, Chris Ward has mentioned one that is cheap, and if it works well with the Genie, could become the Group's 'standard'. This is the model that Dick Smith is advertising as a Computer Data Recorder, at the very reasonable price of \$64.95. Does anyone have one of these? If so, how well does it work? Chris has one, but his Genie wasn't working well at the time, so we aren't too sure yet, just how wonderful they are or aren't.

Ralph Wesseling has translated two programs from the Dutch Users Group magazine for your enjoyment ---

```

1000 ***** TENNIS ****
1001 ***** BY W.J. BLANKERS ****
1002 *
1005 ***** TRANSLATED TO ENGLISH ****
1006 ***** BY RALPH WESSELING ****
1007 *
1020 DEFINIS=2:CLS
1030 COLOUR5:PRINT"          TENNIS          "
1040 PRINT
1050 COLOUR15:PRINT"TO CONTROL LEFT RACKET -"
1060 PRINT
1070 PRINT"X=UP"
1080 PRINT
1090 PRINT"Z=DOWN"
1100 PRINT
1110 COLOUR4:PRINT"TO CONTROL RIGHT RACKET -"
1120 PRINT:PRINT"/=UP"
1130 PRINT
1140 PRINT".=DOWN"
1150 PRINT
1160 COLOUR7:INPUT"FOR A SLOW GAME PRESS -J- ELSE RETURN":F#
1170 IF F#="J"THENM=1ELSEM=2
1180 FCLS:FOR FCOLOUR4:I=45:J=45
1190 S=0:N=1:V=0
1200 GOSUB1600
1210 K=RND(2)
1220 IFK=1THENS=1
1230 IFK=1GOSUB2080
1240 V=110
1250 IFK=1GOSUB2080
1260 V=0
1270 IFK=2 GOSUB2080

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```
1300 X=0
1310 GOSUB2040
1320 A=RND(7)
1330 A=SIN(A)
1340 B=79
1350 GOSUB1790
1360 NPLOTX,Y
1370 X=X+M
1380 GOSUB1600:Y=(A*X)+B:D=Y:Y=ABS(Y)
1390 PLOTX,Y
1400 IFY>79THENGOSUB1530
1410 IFX=154THEN1720
1420 GOTO1360
1430 IFD<0THEN1450
1440 A=-A
1450 B=Y-(A*X)
1460 NPLOTX,Y
1470 X=X-M:Y=A*X+B:D=Y:Y=ABS(Y)
1480 IFX=4THEN1910
1490 IFY>79THENGOSUB1530
1500 PLOTX,Y
1510 GOSUB1790
1520 GOTO1460
1530 A=-A
1540 B=79-(A*X)
1550 RETURN
1560 IFD<0THEN1580
1570 A=-A
1580 B=Y-(A*X)
1590 GOTO1360
1600 IFPEEK(&HF820)=64THEN1630
1610 IFPEEK(&HF820)=128THEN1670
1620 RETURN
1630 NPLOT154,ITO154,I-5
1640 I=I+M
1650 IFI>79THEN1670
1660 GOTO1700
1670 NPLOT154,ITO154,I-5
1680 I=I-M
1690 IFI<6THEN1630
1700 PLOT154,ITO154,I-5
1710 RETURN
1720 IFY=>I-5ANDY<=ITHEN1430
1730 V=0
1740 GOSUB2280
1750 N=N+1
1760 IFN=11THEN1180
1770 ONNGOSUB2080,2100,2120,2140,2160,2180,2200,2220,2240,2260
1780 GOTO1290
1790 IFPEEK(&HF808)=4THEN1820
1800 IFPEEK(&HF808)=1THEN1860
1810 RETURN
1820 NPLOT4,JTO4,J-5
1830 J=J+M
1840 IFJ>79THEN1860
1850 GOTO1890
1860 NPLOT4,JTO4,J-5
1870 J=J-M
1880 IFJ<6THEN1820
1890 PLOT4,JTO4,J-5
1900 RETURN
1910 IFY=>J-5ANDY<=JTHEN1560
1920 X=160
1930 A=RND(7)
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```

1940 A=1/A
1950 B=A+150
1960 A=-A
1970 V=110
1980 GOSUB2280
1990 S=S+1
2000 IFS=11 THEN 1130
2010 ONEROSUB2080,2100,2120,2140,2160,2180,2200,2220,2240,2260
2020 GOSUB2040
2030 GOTO1470
2040 FCOLOUR2:PLOT0,0TO159,0TO159,80TO0,80TO0,0
2050 PLOT79,0TO79,80
2055 FCOLOUR2
2060 GOSUB1700:GOSUB1890
2070 RETURN
2080 FCOLOUR3:FLOTV+20,82TOV+30,82TOV+30,92TOV+20,92TOV+20,82:FCOLOUR2
2090 RETURN
2100 FCOLOUR3:PLOTV+30,82TOV+30,92:FCOLOUR2
2110 RETURN
2120 FCOLOUR3:FLOTV+20,82TOV+30,82TOV+30,87TOV+20,92TOV+30,92:FCOLOUR2
2130 RETURN
2140 FCOLOUR1:NFLOTV+30,87TOV+20,92:FCOLOUR3:PLOTV+20,82TOV+30,82TOV+30,87TOV+30,87TOV+30,87TOV+30,92TOV+20,92:FCOLOUR2
2150 RETURN
2160 FCOLOUR3:PLOTV+20,82TOV+20,87TOV+30,87TOV+30,82TOV+30,92:FCOLOUR2
2170 RETURN
2180 FCOLOUR3:PLOTV+30,82TOV+20,82TOV+20,87TOV+30,87TOV+30,92TOV+20,92:FCOLOUR2
2190 RETURN
2200 FCOLOUR3:FLOTV+30,82TOV+20,82TOV+20,92TOV+30,92TOV+30,87TOV+20,87:FCOLOUR2
2210 RETURN
2220 FCOLOUR3:PLOTV+20,82TOV+30,82TOV+30,92:FCOLOUR2
2230 RETURN
2240 FCOLOUR3:PLOTV+20,82TOV+30,82TOV+30,92TOV+20,92TOV+20,82TOV+20,87TOV+30,87:FCOLOUR2
2250 RETURN
2260 FCOLOUR3:PLOTV+20,87TOV+20,87TOV+20,82TOV+30,82TOV+30,92TOV+20,92:FCOLOUR2
2270 RETURN
2280 NFLOTV+20,82TOV+30,82TOV+30,92TOV+20,92TOV+20,82TOV+20,87TOV+30,87
2290 RETURN

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1  ' +++ LABYRINTH +++
2  ' +++ ORIGINAL FOR APPLE +++
3  ' +++ ADAPTED FOR COLOUR GENIE +++
4  ' +++ BY H VAN DER ZIEL +++
5  ' +++ TRANSLATED BY +++
6  '
      +++ RALPH WESSELING +++

10 CHAR4:COLOUR5
20 CLS:PRINTAB(11)"** LABYRINTH **"
25 COLOUR4
30 PRINT:PRINT"YOU FIND YOURSELF IN A LABYRINTH FROM."
40 PRINT"FROM WHERE YOU MUST ESCAPE."
50 PRINT:PRINT"WHEN YOU PUSH "':COLOUR6:PRINT"<RETURN>":':COLOUR4:PRINT" YOU MOVE
  FORWARD.":
60 PRINT"IF YOU PRESS "':COLOUR6:PRINTCHR$(253)':':COLOUR4
90 PRINT" YOU TURN LEFT."
100 PRINT"IF YOU PRESS "':COLOUR6:PRINTCHR$(255)':':COLOUR4
110 PRINT" YOU TURN RIGHT.          A CROSS MARK'S EXIT."
120 PRINT"IF YOUR STUCK PRESS "':COLOUR6:PRINT"(X)":':COLOUR4:PRINT" AND IT WILL
HOW LABYRINTH FROM A BIRDS EYE VIEW."
130 COLOUR1:PRINT@895,"<RETURN>":':CALL0047
140 CLS
150 FCLS
155 COLOUR7
160 PRINT"INPUT LENGTHS OF LABYRINTH:":
170 PRINT:INPUT"      LENGTH OF X-AXIS (4-37):":WX:IFWX<4ORWX>37THENPRINT"      BET
  WEEN 4 AND 38 !!!!":PRINT:GOTO170
180 INPUT"      LENGTH OF Y-AXIS (4-22):":WY:IFWY<4ORWY>22THENPRINT"      BETWEEN 4
  ND 22 !!!!":GOTO180
190 IFINT(WX/2)<>WX/2THENWX=WX+1
200 IFINT(WY/2)<>WY/2THENWY=WY+1
210 PRINT:INPUT"DIFFICULTY (1-4):":S:IF S<1ORS>4THEN210
220 DIMA(WX,WY)
230 PRINT:PRINT:PRINT:PRINT"PLEASE WAIT.":X=INT(WX/2):Y=INT(WY/2):A(X,Y)=1
240 IFRND(0)>.51THENXS=SGN(RND(0)-.5):YS=0:GOTO260
250 XS=0:YS=SGN(RND(0)-.5)
260 FORI=0TO1:X=X+XS:Y=Y+YS:A(X,Y)=1
270 IFFTHENIFX=1ORX=WX-1ORY=1ORY=WY-1THEN300
280 IFX=0ORX=WXORY=0ORY=WYTHEN300
290 NEXT:GOTO240
300 F=F+1:IFF<STHEN230
310 FCLS:FGR:FCOLOUR3
320 X=INT(WX/2):Y=INT(WY/2):X1=X:Y1=Y:R=0
330 X(0)=1:Y(0)=0:X(1)=0:Y(1)=-1:X(2)=-1:Y(2)=0:X(3)=0:Y(3)=1
340 RR=R+1:IFRR>3THENRR=0
350 XR=X(RR):YR=Y(RR)
360 X1=X:Y1=Y:I=1.5:FGR:FCLS:GOSUB530
370 I=I+.5:X1=X1+X(R):Y1=Y1+Y(R)
380 IFX1<0ORX1>WXORY1<0ORY1>WYTHENGOSUB660:GOTO420
390 IFA(X1,Y1)=0THEN420
400 GOSUB530
410 GOTO370
420 GOSUB670
430 IFPEEK(-1584)=64THENR=R+1:PLAY(1,2,3,10):PLAY(1,1,0,0):GOTO500
440 IFPEEK(-1584)=32THENR=R-1:PLAY(1,2,3,10):PLAY(1,1,0,0):GOTO500
450 IFPEEK(-7040)=1THENGOSUB680:GOTO360
460 IFPEEK(-1584)<>1THEN430
470 PLAY(1,2,6,10):PLAY(1,1,0,0):X1=X+X(R):Y1=Y+Y(R):IFX1<0ORX1>WXORY1<0ORY1>WY
  THEN780

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480 IFA(X1,Y1)=0THEN430
490 X=X1:Y=Y1:GOTO340
500 IFR:0THENR=3:GOTO340
510 IFR:3IHENR=0
520 GOTO340
530 A1=80+79/I:B1=48+47/I:B2=95-B1:A3=159-A1:B3=B1:B4=B2
540 C1=80+79/(I-.5):D1=48+47/(I-.5):D2=95-D1:C3=159-C1:D3=D1:D4=D2
550 XT=X1+XR:YT=Y1+YR:IFXT<0ORXT>WXORYT<0ORYT>WYTHEN580
560 IFA(XT,YT)=1THEN580
570 PLOT(C1,D1)OA1,B1:PLOT(C1,D2)OA1,B2:GOTO590
580 PLOT(C1,B1)OA1,B1:PLOT(C1,B2)OA1,B2
590 PLOT(A1,B1)OA1,B2
600 XI=X1-XR:YT=Y1-YR:IFXT<0ORXT>WXORYT<0ORYT>WYTHEN630
610 IFA(XI,YT)=1THEN630
620 PLOT(C3,D3)OA3,B3:PLOT(C3,D4)OA3,B4:GOTO640
630 PLOT(C3,B3)OA3,B3:PLOT(C3,B4)OA3,B4
640 PLOT(A3,B3)OA3,B4
650 RETURN
660 FCOLOUR4:PLOTA1,48)OA3,48:PLOT80,B2)O80,B1:FCOLOUR3:RETURN
670 FCOLOUR4:PLOTA1,B1)OA3,B1:PLOTA1,B2)OA3,B2:FCOLOUR3:RETURN
680 CLS:LGR:FORZ=0TOWY:FORQ=WXTOOSTEP-1
690 IFA(Q,Z)=0THEN720
700 IFZ=0ORZ=YYORQ=0ORQ=WXTHENLGR:PRINT"U":GOTO740
710 IFO=XI THEN IFZ=YI THEN LGR:PRINT":GOTO740
720 IFQ=0 THEN PRINT CHR$(186):GOTO740
730 PRINT" "
740 NEXT:PRINT:NEXT:FORI=1TOWX:PRINTCHR$(211):NEXT
750 PRINT:PRINT"PRESS (V) TO CONTINUE":
760 CALL0049
770 RETURN
780 LGR:CLS
790 COLOUR4:PRINT@0,STRING$(40,42):COLOUR5:PRINT@40,"      CONGRATULATIONS YOU H
E DONE IT":COLOUR4:PRINT@80,STRING$(40,42)
800 COLOUR1:PRINT:PRINT:PRINT"SAME LABYRINTH (D)"
810 PRINT"NEW LABYRINTH (N)"
820 PRINT"STOP WITH GAME (S)"
830 A$=INKEY$
840 IFA$="S" THEN END
850 IFA$="D" THEN 310
860 IFA$="N" THEN CLS: CLEAR: GOTO160
870 GOTO830

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A few people have complained about both the length of the newsletter, and the lack of programs for them to key into their Genies. I have had a look over the last few newsletters, and I agree that there are less pages in them, for two reasons, one is that Chris and I just don't have the time to add more, and the other reason is that we don't have anything else to put into the newsletter and guess why this is? Because most of you aren't sending us anything to put in the newsletter are you??? What we fill the newsletter with has ended up with our depending on 3 or 4 people, namely Keith McGill, Barry Walker, Don Edwards, and Neil Grusning. If it wasn't for you four people there would nearly be no programs in the newsletter. So, if you aren't happy about the number of programs that are available for you to key in, send some of your own programs in to us, even hints on getting the best out of our machine.

We also put Space Miner in twice - sorry about that, it was an oversight. Also, it looks as if the Telephone, Name and Address File program by Keith McGill went in twice, but it was actually two different versions, the second one being much better than the first.

Software

At the back of this newsletter, you will find a couple of pages to be added to your Software Catalogue. Please read these before you add them to your software list, they are the descriptions of the new software that is now available from us, together with prices. And, there are also two handy pages of prices that you can go by when you know the name of the program you want to buy, but can't remember the price.

Flugsimulator

The price of this program is going up by \$1.00 to \$15.00. I underestimated the cost of photocopying the manual.

Saug

This program is still not updated. I have just not had the time over the past few weekends to go to Andrew's place with my recorder to get a good copy of this tape. So, please keep having patience.

Printer Interfaces

These are very hard to come by, so if you want one, please let us know and we will try and get one for you. We have a couple of suppliers of these, and we are going to try and get a couple 'in stock' for when they are needed.

Remember, the next meeting is on the 29th April, see you there.

Nola Huggins

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15 COLOUR 5:DEFINT B-Z:GL=0
20 CLS:PRINT@206,"YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY"
30 PRINT@246,"y"
40 PRINT@266,"y"
50 PRINT@326,"y"
60 PRINT@366,"YYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY"
70 COLOUR1: PRINT@289," GENIE LANDER"
80 PRINT@805,"HIT I ) FOR INSTRUCTIONS"
85 PRINT@885,"HIT S ) TO START THE GAME"
88 GOTO130
90 SS=INT(RND(8))
92 ONSSGOTO94,95,96,97,98,99,100,101
94 PRINT@521,"*":RETURN
95 PRINT@521," ":RETURN
96 PRINT@129,"*":RETURN
97 PRINT@247,"*":RETURN
98 PRINT@129," ":RETURN
99 PRINT@247," ":RETURN
100 PRINT@489,"*":RETURN
101 PRINT@489," ":RETURN
130 CHAR 1
200 FOR D=1 TO 100:NEXTD
210 CHAR 4
220 FOR D=1 TO 100:NEXTD
230 Q$=INKEY$:IFQ$<>"I"ANDQ$<>"S"THEN130
250 IFQ$="I"THENGOSUB1500
400 CLEAR1000:F=15:FI=15:FX=1:P=840
410 A$="  "
420 B$="  "
430 C$="  "
440 D$="  "
450 E$="  "
460 F$="  "
470 G$="  "
480 H$="  "
490 I$="  "
500 N$="  "
510 GOTO660
560 ' INSTRUMENTS UPDATE
570 COLOUR7:PRINT@20,"HEIGHT :";HT;" "
580 PRINT@100,"VELOCITY: ";VT;" "
590 PRINT@180,"ACCELERATION : ";AC;" "
600 PRINT@460,"RETRO THRUST : ";FX
602 PRINT@540,"Factor:1 UF1U"
603 PRINT@580," :2 UF2U"
604 PRINT@620," :4 UF3U"
605 PRINT@660," :8 UF4U"
610 PRINT@260,"FUEL: ":COLOUR5:PRINT@265,STRING$(FI,"J")
615 IFFI=0THENPRINT@267,"TANKS EMPTY"
620 GOSUB90:RETURN
630 ' ## FALLING SOUND ##
640 S1=2:SD=INT(200-VT):SOUND7,252
650 SOUND8,4:SOUND9,5:SOUND1,S1:SOUND0,SD:SOUND2,SD:SOUND3,1:RETURN
660 CLS:COLOUR3
670 FORD=10 TO 730 STEP 40
680 PRINT@D,"a":NEXTD
690 GOSUB890
700 COLOUR7:PRINT@460,"RETRO THRUST: ";FX
710 HT=5000:TM=0:AT=0:VT=5
720 GOSUB560

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y"

ITALIC CHAR'S ARE
 GRAPHICS AS LISTED
 BELOW

| | | |
|---|-----------------|---|
| Y | = MODSICL SHIFT | O |
| K | = MODSICL | A |
| - | = MODSICL | U |
| L | = MODSICL | Y |
|) | = MODSICL | V |
| M | = MODSICL | C |
| J | = MODSICL | @ |
| T | = MODSICL | J |
| U | = MODSICL | K |
| Q | = MODSICL SHIFT | L |
| W | = MODSICL SHIFT | R |
| ^ | = MODSICL | R |
| Z | = MODSICL | P |
| V | = MODSICL SHIFT | Q |
| R | = MODSICL | H |
| / | = MODSICL SHIFT | W |
| ; | = MODSICL SHIFT | E |
| Q | = MODSICL | G |
| y | = MODSICL SHIFT | T |


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730 IF AC<0 THEN AC=0:AT=0:GOTO760
740 VT=VT+INT(AC*.5)
750 IF VT<2 THEN VT=2
755 IFVT>200THENVT=200
760 T=T+.1:TM=INT(T)
770 S=INT(TM+(.5*(AC*TM[2]))
780 HT=HT-S:IFHT<0THENHT=0:GOTO810
785 IF HT<2000THENPRINT@320," \q q^"
786 IF HT<250THENPRINT@360," J J"
790 AT=AT+.2
800 AC=INT(AT)
810 GOSUB630:GOSUB560:IFHT=0THEN1020ELSE820
820 IF FI=0 THEN 730
830 G=FEEK(-2040):IF G=0 THEN 840 ELSE FX=INT(G/16)
840 G=PEEK(-1984)
850 IF G AND 128 THEN VT=VT-FX:AT=AT-FX/10:GOSUB920:F=F-(FX*.07):FI=INT(F)
860 IF FJ<=0 THEN FI=0
870 IF AT<0 THEN AT=0
880 GOTO730
890 COLOUR1:PRINT@0,A$:PRINTB$:PRINTC$:PRINTD$:PRINTE$:PRINTF$:PRINTG$:FRINTH$:P
RINTI$
900 RETURN
910 GOTO910
920 SOUND7,220:SOUND6,10:SOUND10,8:SOUND13,13
930 COLOUR5:ONFXGOTO940,950,950,960,960,960,970
940 FRINT@360,X$:PRINTX$:GOTO980
950 FRINT@360,X$:PRINTX$:FRINTX$:PRINTX$:GOTO980
960 FRINT@360,X$:PRINTX$:PRINTX$:PRINTX$:FRINTX$:PRINTX$:GOTO980
970 FRINT@360,X$:PRINTX$:PRINTX$:PRINTX$:PRINTX$:PRINTX$:PRINTX$:PRINTX$
980 FOR D=0 TO 280 STEP 40
990 FRINT@360+D," "
1000 NEXT D
1010 COLOUR1:SOUND7,252:RETURN
1020 IFVT>5 THEN 1050
1025 LL$="ZZZZZZZZZZRRRRMJ'"
1026 FRINT@440,LL$:FORD=1TO90:NEXT:PRINT@440," "
1027 FRINT@400,LL$:FORD=1TO90:NEXT:PRINT@400," "
1028 FRINT@360,"JZZKZZZZRRRRMJ'"
1030 SOUND7,255:COLOUR1:PRINT@800," ##### CONGRATULATIONS #####"
1040 PRINT:PRINT" A SUCCESSFUL LANDING !!!!!!! ";:GL=30:FORD=1TO500:NEXT:GOTO109
5
1050 SOUND7,199:SOUND8,16:SOUND9,16:SOUND10,16:SOUND11,0:SOUND12,56:SOUND6,25:SO
UND13,0
1055 FRINT@360,"ZZZ_cZRYQYRZZZZZZZ"
1060 FRINT@320," ^/v/v/v\ "
1065 FRINT@280," ^v//vvjv\ "
1070 FRINT@240,"^v/jv/vvv/v\ "
1075 FRINT@200,"v/vjv/vvv v/vv"
1080 FOR D=1TO2000:NEXT
1085 FRINT@0," "
1090 FRINT@40," ":FRINT@80," ":FRINT@120," ":FRINT@160," "
1095 FRINT@320,"YOUR PILOT RATING:";INT(FD*10-VT*5+GL)
1100 FOR D=1 TO 2000:NEXT
1110 GOTO15
1200 GOTO1200
1500 CLS:PRINT"YOUR MISSION IS TO LAND ON THE MOON'S"
1505 PRINT:PRINT"SURFACE AT A VELOCITY LESS THAN "
1510 PRINT:PRINT"5 METRES/SECOND.YOUR ONLY CONTROL OVER"
1515 FRINT:PRINT"YOUR DESCENT ARE THE RETRO-ROCKETS."
1520 FRINT:PRINT"THESE ARE FIRED USING THE SPACE BAR"

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1525 PRINT:PRINT"THE POWER OF THRUST IS SELECTED BY THE"
1530 PRINT:PRINT"F1-F4 KEYS."
1535 PRINT:PRINT:PRINT"GOOD LUCK PILOT !"
1540 PRINT:INPUT"PRESS RETURN TO  START";Q#
1700 RETURN

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KALEIDO (ADAPTED FROM a TRS-80 COLOR PROGRAM). (AKM.)

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10 CLEAR 200:GOSUB 240:CLS
20 A=460:D=-1
30 W=2:S=9:L=40:M=8
40 DIM R$(S)
50 CHAR4
60 FOR J=0 TO S:A$="":FOR K=1 TO W
70 A$=A$+CHR$(RND(127)+128):NEXT
80 R$(J)=A$:NEXT
90 D=-D
100 P=0:Q=S:IF D<0 THEN Q=0:P=S
110 FOR K=P TO Q STEP D
120 COLOUR RND(8)
130 FOR J=K TO Q STEP D
140 PRINT@A+J*W+K*L,R$(K);
150 PRINT@A+K*W+J*L,R$(K);
160 PRINT@A+J*W-K*L,R$(K);
170 PRINT@A+K*W-J*L,R$(K);
180 PRINT@A-J*W+K*L,R$(K);
190 PRINT@A-K*W+J*L,R$(K);
200 PRINT@A-J*W-K*L,R$(K);
210 PRINT@A-K*W-J*L,R$(K);
220 NEXT:NEXT
230 GOTO 60
240 CLS
250 PRINT"* KALEIDO *"
260 PRINT
270 PRINT"PRESS ANY KEY TO BEGIN"
280 A$=INKEY$:J=RND(2)
290 IF A$="" THEN 280
300 RETURN

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*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
*
*           THIS IS A SAMPLE           *
*
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*

```

```

1450 CLS
1452 I$=""
1454 PRINTTAB(5);"DISC LABEL MAKER"
1456 PRINT
1458 PRINT"PLEASE PRESS RETURN"
1460 PRINT"AFTER EACH REPLY"
1462 PRINT
1464 PRINT"DO YOU WANT SOMETHING"
1466 PRINT"PRINTED ON THE LABEL"
1468 INPUT R$
1470 IF LEFT$(R$,1) ="N" THEN 1484
1472 PRINT
1474 PRINT"WHAT WILL THE LABEL SAY?"
1476 PRINT
1478 PRINT"23 LETTERS OR FEWER."
1480 INPUT I$
1482 IF LEN (I$)>23 THEN I$=LEFT$(I$,23)
1484 CLS
1486 PRINT"WHEN YOUR PRINTER IS READY,"
1488 PRINT"PLEASE PRESS ANY KEY"
1490 R$=INKEY$
1492 IF R$="" THEN 1490
1494 CLS
1496 LPRINT
1498 LPRINT"*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*"
1500 LPRINT"*";STRING$(33,32);"*"
1502 LPRINT"*";STRING$((33-LEN(I$))/2,32);I$;STRING$(17-LEN(I$)/2,32); "*"
1504 LPRINT"*";STRING$(33,32);"*"
1506 LPRINT"*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*"
1508 PRINT"DO YOU WISH TO MAKE ANOTHER?"
1510 INPUT R$
1512 IF LEFT$(R$,1)="Y" THEN 1450
1514 END

```

GRAPHICS DEMO (ADAPTED FROM TRS-80 COLO

~~HELLO~~
~~HELLO~~

~~HELLO~~

```
120 CLEAR 200
125 CHAR 4
130 GOSUB 300
140 N=1:L=459
150 C=RND(127)+127:C$=CHR$(C)
170 FOR J=1 TO N:PRINT@L,C$;
175 PRINT@L+1,C$;:L=L+1
180 L=L+1:NEXT:N=N+1
190 FOR J=1 TO N:PRINT@L,C$;
195 PRINT@L+1,C$;
200 L=L-40:NEXT:L=L+39
210 FOR J=1 TO N:PRINT@L,C$;
215 PRINT@L-1,C$;:L=L-1
220 L=L-1:NEXT:L=L+41
230 N=N-1
240 FOR J=1 TO N:PRINT@L,C$;
245 PRINT@L+1,C$;
250 L=L+40:NEXT:N=N+2
260 IF N<19 THEN COLOUR RND(16):GOTO 150
270 FOR J=1 TO 1000:NEXT
280 GOTO 140
300 CLS
310 PRINT"SQUARES"
320 PRINT:PRINT
330 PRINT"PRESS A KEY TO START"
340 IF LEN(INKEY$)<>0 THEN 360
350 J=RND(2):GOTO 340
360 CLS:RETURN
```

TO SWAP

FLYING BYTES } FOR WHY
BANK ROBBER }

HOME 565.756

OR NEXT MEETING

 *
 * AUCKLAND COLOUR GENIE USERS GROUP *
 *

P. O. Box 27-387, AUCKLAND. 4.

10-4-85

LIST OF SOFTWARE AND HARDWARE NOW AVAILABLE FROM US

| | |
|---------------------------|--------------|
| Accounts - H Philipsen | \$ 3.50 |
| Adventures | \$10 |
| Andromeda | \$12 |
| A10 Bomber | \$14 |
| Bach Organ | \$10 |
| Backgammon | \$12 |
| Backgammon - Keith McGill | \$ 3.50 |
| Bak Pak | \$14 |
| Ballon | \$12 |
| Bank Account | \$12 |
| Bank Robber | \$10 |
| Basic +5 | \$15 |
| Blank Tapes | \$ 1.80 each |
| Blasteroids | \$12 |
| Blitz | \$10 |
| Cassette Relay Board = | |
| - kitset | \$17 |
| - finished board | \$18 |
| - finished and fitted | \$20 |
| Catch | \$12 |
| C.G. Monitor | \$15 |
| Chess | \$12 |
| Colour Monitor 3.0 | \$25 |
| Colour Quests 1 to 6 | \$10 each |
| Compiler | \$25 |
| Compress Utility | \$12 |
| Crazy Caver | \$12 |
| Data Stabiliser | \$18.50 |
| Death Star | \$12 |
| Disassembler - U.K. | \$12 |
| Demon Derby/Games Board | \$10 |
| Disassembler - EACA | \$15 |
| Disassembler - A Clarke | \$15 |
| Double Agent | \$15 |
| Draughts | \$10 |
| Droids | \$14 |
| Eagle | \$12 |
| Easycode | \$ 3.50 |
| Eis | \$12 |
| Electronic Desk | \$15 |
| Electronic Organ | \$12 |
| English to French | \$10 |
| Etch and Sketch | \$10 |
| Exile | \$12 |
| Exterminator | \$14 |

| | | | |
|--------------------------|---------|-------------------------|---------|
| Firebird | \$12 | Neat List Utility | \$12 |
| Flugsimulator | \$15 | New Roms (+old roms) | \$25 |
| Flying Bytes | \$14 | Nominal Ledger | \$15 |
| Fortress of Evil | \$12 | | |
| Froids Pt 1 and Pt 2 | \$12 | One to One Hundred | \$ 3.50 |
| Fuga | \$12 | Orgel | \$12 |
| Full Screen Editor | \$20 | Othello | \$12 |
| Fuss | \$12 | Othello - 3D | \$ 3.50 |
| | | | |
| Galactic Attack | \$12 | Pick and Match | \$10 |
| Galadriel in Distress | \$12 | POB Graphics Editor | \$10 |
| Geisterfahrer | \$12 | Poker | \$10 |
| Genie Calc | \$15 | Pontoon/Snake Snatch | \$10 |
| Genie Invaders | \$12 | Puckman | \$12 |
| Geniepede | \$12 | Punkte | \$12 |
| Genie Trek | \$14 | Punter | \$14 |
| German Frogger | \$12 | | |
| German Phrasebook | \$12 | Q-Man | \$12 |
| G-Mon | \$ 3.50 | | |
| Gobbledegook | \$12 | Rocksoft Games #1 | \$12 |
| Golf | \$10 | Rocksoft Games #2 | \$12 |
| GWord | \$12 | Rocksoft Utilities | \$12 |
| | | RS232 Driver | \$15 |
| Haunted House (3D) | \$12 | Rubik's Cube | \$10 |
| Haunted House (Andy's) | \$3.50 | Rubik's Cube - Gum | \$ 3.50 |
| Hektik | \$12 | | |
| Hi-Lo & Tunes/Colours | \$10 | Sauy | \$12 |
| | | Shape Designer | \$10 |
| Input Module | \$12 | Skramble | \$10 |
| Invaders - Briers | \$10 | Snake | \$10 |
| Invasion | \$12 | Space Trek | \$14 |
| Invoicing - Sales | \$15 | Spell A Picture #1 & #2 | \$12 |
| | | Staff of Law | \$12 |
| Jet Set Billy | \$15 | Super Agent Flint | \$12 |
| Joystick & Modification | \$30 | Synthesiser | \$12 |
| Joystick only | \$25 | | |
| Jumbo flight simulator | \$15 | Technical Manual | \$12 |
| Jump | \$14 | Terry's Travels | \$12 |
| | | Toad Mania | \$12 |
| Kings | \$12 | Triton Battle | \$12 |
| Kong - German | \$12 | TR Load | \$12 |
| Kong - Algray | \$12 | Typing Tutor | \$12 |
| | | | |
| Labyrinth of Fear | \$15 | What's My Rhyme | \$12 |
| Learn to Count w Fr.Frog | \$10 | Word Processor (Clarke) | \$15 |
| Link | \$12 | Wurm | \$12 |
| Lunar Lander | \$12 | | |
| | | Zen | \$20 |
| Martian Rescue | \$12 | | |
| Maths Magic | \$10 | | |
| Mau-Mau | \$12 | | |
| Mausi | \$12 | | |
| Merge/Error Handler | \$12 | | |
| Meteor | \$12 | | |
| Micronopoly | \$12 | | |
| Mix and Match/Hamlet | \$10 | | |
| Morse Tutor | \$ 3.50 | | |
| Motten | \$12 | | |
| Music | \$12 | | |
| Musik | \$12 | | |

NEW GAMES

Jet Set Billy

\$15.00

This is another game we have all been waiting for. Good game, the Spectrum version was voted 'Game of the Year'. About 11 different screens throughout a house where you race around collecting bags of money and avoiding 'things out to get you'.

Jumbo

\$15.00

Another flight simulator, this time a 747 Jumbo aeroplane. The map is set in Britain, and you can fly into and out of Britain's airports. A very involved program.

Flugsimulator

\$15.00

Another flight simulator, this one has a radar and a war option. It is in 3-D, so you are looking from an aeroplane down towards the ground. Again, a very involved program.

German Frogger

\$12.00

The German version of Toad Mania. Completely different to Toad Mania though, but the idea is the same. Looks more difficult - I certainly can't even get across the d..... road.

Blasteroids

Galactic Attack

all \$12.00 each

Martian Rescue

These three tapes are all 'space' type games - the 'Meteor' type, not the 'Space Invaders' type.

Mix and Match/Hamlet

\$10.00

There are two programs here, one on each side of the tape. Mix and Match is the same sort of program as Pick and Match (a memory game) and Hamlet is a type of Othello. Hamlet is published by the producers of Puckman, Micronopoly and Draughts.

EDUCATIONAL PROGRAMS AND UTILITIES

German Phrasebook \$12.00
This program teaches you phrases that can be used on a holiday to Germany. Covers a wide variety of subjects. Is set out with the phrase that you want to say, then the same thing in German, and underneath that, the pronunciation.

Gobbledegook \$12.00
A type of 'Hangman' for the kids. Good program, and not just for the very young either. Would keep the children's interest going, as it has lots of little interesting extras.

What's My Rhyme \$12.00
You have to figure out a line from a nursery rhyme. Quite difficult. The program is very well done, and would keep a child's interest for quite a while.

TR Load \$12.00
Another LINK type program.

Compiler \$25.00
This program will not actually be ready for about a month yet. The English Group have released it for sale without changing the German words to English ones so we will be doing that before selling it. However, it is nearly here.

Colour Monitor 3.0 \$25.00
This program is a must for machine code programmers. It includes everything that Zen does, then some. It includes a Screen Dump and a Disassembler. A really terrific program.

\$3.50 PROGRAMS

G-Mon

This program is a monitor, as most of you will know, and forms the basis of Allan Clarke's articles on machine code.

Andy's Haunted House

This is a very popular adventure program, typed into the Genie by Andy Russell, from an Usborne book.

Star Traveller

This is a different, and really good adventure that has been typed into the Genie by Elizabeth Metcalfe, of Wellington. You have choices i.e. a) do you want to land on this planet below, or b) go on to the next one and land there, or c) just keep on going?

Easycode

This is originally from Computing Today, and has been typed into the Genie by Keith McGill. It is an 'easy way to learn machine code', according to Computing Today.

Accounts - Herman Philipsen

This is a complete accounts program that Herman is actually using in his business. Has a facility for changing PRINT to LPRINT and vice versa. A very good program indeed.

One To One Hundred

An English Group offering, this listing was sent to Gum members rather than appearing in the magazine, as it was too long. You and the computer try to reach 100 first, by throwing a dice. If you throw a one you lose all your current turn, otherwise you move one space for every number on the dice.

\$3.50 PROGRAMS continued....

Morse Tutor

Another offering from the English Group. Is listed in one of their recent magazines.

3D Othello(basic) / 3D Othello(compiled)

One program on each side. Another English Group offering, the program in basic is naturally slower than the compiled version. Shows how the code should be arranged to enable the compiler to work.

Rubik's Cube

A program from the English Group, based on the cube. The listing for this has appeared in a recent Gum magazine. Uses U.D.G.'s (whatever they are) to define the cube.

Backgammon

A TRS-80 listing that has been converted to the Colour Genie by Keith McGill. Based on the game. Has graphics added by Keith.

Please Note

Please remove the last page of your Software Catalogue and replace it with these two pages.