

# COLOUR GENIE

AUCKLAND DISTRICT USER GROUP

P.O. BOX 27-387, AUCKLAND 4, NEW ZEALAND.

NEWSLETTER NO. 20

SEPTEMBER 1985

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**                                     **
**           I M P O R T A N T           **
**                                     **
**           ALL AUCKLAND MEMBERS ATTENDING MEETINGS           **
**                                     **
**           WE WILL BE HOLDING OUR FIRST ANNUAL GENERAL MEETING - ON **
**                                     **
**           THE 14th OF OCTOBER 1985           **
**                                     **
**           We need as many members at this meeting as possible. A committee **
**           will be voted in - and things will become a little more           **
**           official. Some of our committee members can no longer devote           **
**           their time to the Group and new members will be sought.           **
**                                     **
*****
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We had a talk about this at the last meeting and the AGM was decided on then.

## NEW MEMBERS

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The following new members are welcomed to our Group. We look forward to seeing some input from you in our newsletters.

The LOWE family, 4 Eden Place, Pukekohe  
The JACK family, 26 Anzac Road, Pukekohe  
- these two members were unfortunately forgotten last month - sorry folks

Andrew Clarke, 36 Rhonda Avenue, Hamilton  
Ross Armstrong, 2/132 Pahiia Road, One Tree Hill, Auckland 6  
Mark Blackmore, R.D. 8, Frankton  
Harry Baltus, C/- PO Box 364, Hamilton  
David Morpeth, 10 Rawhitiroa Rd, Kohimarama, Auckland 5  
Ian Rasmussen, 1B Huber St, Weymouth, Auckland

We seem to be getting more and more members as the months roll on. At the end of February - when subscriptions were due - a total of 30 members decided not to rejoin the Group. Since then we have gained another 25 members joining for the first time, so we have just about replaced those ex-members.

#### THE ENGLISH COLOUR GENIE GROUP

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We have at last heard from them, some 5 months after their last letter. They are definitely still viable (what a relief!) and have sent us some new software. No disk drive interfaces unfortunately - start crossing your fingers and toes that the German manufacturers reply to my letters re these. Otherwise we are up the creek! I am sending them another letter this week, this time a little more 'begging' than the last one. They really don't want to know us though, or they would have replied by now.

However, we have still got no May/June Gum magazine, so this means another letter again!! to them to get a copy sent to us. They have also sent us the July/August edition according to the letter, so I will get them to send another one of these too. I find it absolutely amazing that so many parcels are apparently going missing when they are sent airmail. And another funny thing is that it is only parcels from the English Users Group that seem to disappear. I have received all parcels that Eric Jackson, James Brier and ALL the other software houses have sent me. Funny that!!

So, I'm sorry you 20-25 odd people that have standing orders for the Gum magazine - hopefully these will be here by the next newsletter.

#### NEW SOFTWARE

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##### ELIMINATOR

-----

\$15.00

The kids tell me that there is an arcade game of the same name, and this program is modelled on that game. You are an airship of some sort, and you have to shoot these foreign airships coming at you, while you are flying along at a real fast pace. These ships come together out of 'dots' in the sky. A fast moving game, and not bad at all.

##### SUPER CHESS

-----

\$15.00

This comes with a 7 page instruction booklet. It is a machine code game, and looks fairly complicated. You have 6 levels of play with the hardest level taking up to 2 hours to move. You will be pleased to know that the easier moves take but a few seconds! Either Chess

notation or grid notation can be used to indicate your moves. The program allows Castling and En Passant (whatever that is). Also, on the 1-6 difficulty levels you can get advice from the computer on the best move to take. You can also get the computer to take over both games - the one it is already playing, and your game. Neat eh! You can also decide to take over both players yourself. Other options include Changing the Board, Clearing a square, Clearing the Board, Saving your game, Stepping back and forward through the game you are playing.

#### COLOUR FORTH

\$25.00

-----  
This actually has a 34 page manual in English (unlike Colour Pascal 2.0 which we also received and is all in German!). The first part of the manual is a description of the FORTH language and the second part is on using the program.

#### BOMBER

\$8.00

-----  
We have a version in BASIC and a compiled version one on each side of the tape. You have to shoot up at the plane that is dropping bombs on the town, and you have a set time to shoot the plane. The pilot jumps out and floats down with his parachute. Several levels of difficulty are included.

#### TRAMPOLINE

\$8.00

-----  
This is another of those BASIC versus COMPILED tapes. I have only tried the compiled version, and it is quite fast. A man climbs up the ladder at the side then jumps down, and you have to manouever your trampoline across the screen to catch him.

#### FAHR

\$12.00

-----  
This is another car race game - all in 3D - more difficult than Mad Driver.

#### Programs from Holland

-----  
Most of the programs from Holland have colour or language problems, and one of the few that go straight in is proving puzzling as to what it does. You have three 'platforms' and a 'lift' going up the middle of the screen. There are what look like dogs racing back and forth across the platforms and you have to avoid them. There are some 'keys' above the dogs that I think you have to collect - not an easy job. You can jump over the dogs, but not touch them. The game is called Scuttle. Does this sound familiar to anyone that can tell/show me how to play it so we can start selling it?

## ZALAGA

\$12.00

-----  
This is a cross between a Space Invaders/Meteor type game - and damned hard too.

## NAUTILUS

\$12.00

-----  
This game is like a sea version of Chopper - you have a lot of 'tunnels' to go in and out of (you're a submarine I think) and ships are bombing you from the surface, and other things are under the water with you, trying to get you.

## VORTEX

\$12.00

-----  
This is so far the kids favourite. It is a cross between Blitz/Motten and Invasion. Of course, if you haven't got any of those games you still don't know what it's about. Well, all these things are flying down at you, at breakneck speeds, and you have to both shoot at them, and avoid them. There are many differently coloured screens. My husband's score is nearly 5000 and my daughter's score was 10,000.

Mind you, she's a smart wee thing.

## TWENTY ONE

\$3.50

-----  
This is, as the title suggests, the well known card game that I have translated from the Dutch version. It plays a good game.

## ZEESLAG

\$10.00

-----  
This one has been written in four languages - talk about catering to the purchaser. You just choose which language you want. It is the old favourite known as Battleships here, where you have ships hidden in the grid and you have to find them by specifying grid measurements.





```

230 PRINT:PRINT"THE CODE WILL CHANGE EACH GAME."
240 PRINT"TYPE IN CARTESIAN COORDINATES (X,Y)"
250 PRINT "RANGE X=1-6 AND Y=1-6 TO UNCOVER"
260 PRINT "LIGHTS AND UNRAVEL CODE."
270 PRINT @915,"< RETURN >":CALL 0049
275 CLS:PRINT @440,"I AM SORTING OUT A HARD CODE FOR YOU!!"
280 DIM S(6,6),G(36)
290 FOR I=1 TO 6
300 N(I)=RND(36)
310 IF I=1 THEN 360
320 FOR K=1 TO I-1
330 IF N(I)=N(K) THEN 300 ELSE 350
350 NEXT K
360 NEXT I
370 FOR Q=1 TO 6
380 P=Q:GOSUB 1000
390 READ A:S(X,Y)=A:NEXT Q
400 FOR P=1 TO 6
410 GOSUB 1000
420 ON S(X,Y) GOTO 1050,430,430,440,440,440,450,450
430 N=1:GOTO 1050
440 N=2:GOTO 1050
450 N=3:GOTO 1050
460 FOR V=8 TO 1 STEP-1
470 IF M(V)>0 THEN R=V:GOTO 485
480 NEXT V
485 FOR J=1 TO N
490 ON R GOSUB 1500,1510,1520,1530,1540,1550,1560,1570
500 S(X1,Y1)=S(X,Y)
510 NEXT J
520 NEXT P
570 CLS:GOSUB 2050
580 FOR J=6 TO 1 STEP-1
590 FOR K=1 TO 6
600 PS=161+2*K+40*(6-J)
610 IF S(K,J)=0 THEN 630
620 PRINT @PS,S(K,J)
630 NEXT K
640 NEXT J
650 B=PEEK(18500):B=B+1:POKE 18500,B
655 IF B>7 THEN B=B-7:GOTO 655
660 ON B GOSUB 1600,1610,1630,1650,1670,1690,1720
670 COLOUR 4:PRINT @615,"X Value(1-6) ?"
680 A#=INKEY#:IF A#="" THEN 680
690 X1=VAL(A#):PRINT @615," "
700 IF X1<1 OR X1>6 THEN 670
705 FOR T=1 TO 50:NEXT T
710 PRINT @615,"Y"
720 A#=INKEY#:IF A#="" THEN 720
730 Y1=VAL(A#):PRINT @615," "
740 IF Y1<1 OR Y1>6 THEN 710
750 GU=GU+1
760 SN=6*(Y1-1)+X1
770 FOR D=1 TO 36
780 IF SN=G(D) THEN 790 ELSE NEXT D
790 PP=D:GOSUB 1800
800 PS=179+2*X+40*(6-Y)

```

```

810 IF S(X,Y)=-2 THEN PRINT @680,"Wasted Guess. Already tried":FOR C=1 TO 500:
XT:PRINT @680,STRING$(38,32):GOTO 860
820 IF S(X,Y)=0 THEN X$="MISS":COLOUR 1
830 IF S(X,Y)>0 THEN X$="HIT":COLOUR S(X,Y)
840 GOSUB 1840
850 IF X$="HIT" THEN PRINT @PS,CHR$(152):CT=CT+1
860 IF GU=22 OR CT=18 THEN 1910 ELSE S(X,Y)=-2:GOTO 670
1000 FOR L=0 TO 5
1010 IF N(P)>=L*6+1 AND N(P)<=(L+1)*6 THEN Y=L+1 ELSE 1030
1020 X=N(P)-(Y-1)*6
1030 NEXT L
1040 RETURN
1050 FOR Z=1 TO 8:M(Z)=0:NEXT Z
1060 IF Y+N<=6 THEN GOSUB 1200 ELSE 1070
1070 IF X+N<=6 AND Y+N<=6 THEN GOSUB 1230 ELSE 1080
1080 IF X+N<=6 THEN GOSUB 1260 ELSE 1090
1090 IF X+N<=6 AND Y-N>=1 THEN GOSUB 1290 ELSE 1100
1100 IF Y-N>=1 THEN GOSUB 1320 ELSE 1110
1110 IF X-N>=1 AND Y-N>=1 THEN GOSUB 1350 ELSE 1120
1120 IF X-N>=1 THEN GOSUB 1380 ELSE 1130
1130 IF X-N>=1 AND Y+N<=6 THEN GOSUB 1410 ELSE 1140
1140 T=M(1)+M(2)+M(3)+M(4)+M(5)+M(6)+M(7)+M(8)
1150 IF T=0 THEN PRINT "PROBLEMS,PROBLEMS,PROBLEMS ----- WAIT":RUN 280
1160 GOTO 460
1200 FOR J=1 TO N
1210 IF S(X,Y+J)>0 THEN RETURN ELSE NEXT
1220 M(1)=1:RETURN
1230 FOR J=1 TO N
1240 IF S(X+J,Y+J)>0 THEN RETURN ELSE NEXT
1250 M(2)=2:RETURN
1260 FOR J=1 TO N
1270 IF S(X+J,Y)>0 THEN RETURN ELSE NEXT
1280 M(3)=3:RETURN
1290 FOR J=1 TO N
1300 IF S(X+J,Y-J)>0 THEN RETURN ELSE NEXT
1310 M(4)=4:RETURN
1320 FOR J=1 TO N
1330 IF S(X,Y-J)>0 THEN RETURN ELSE NEXT
1340 M(5)=5:RETURN
1350 FOR J=1 TO N
1360 IF S(X-J,Y-J)>0 THEN RETURN ELSE NEXT
1370 M(6)=6:RETURN
1380 FOR J=1 TO N
1390 IF S(X-J,Y)>0 THEN RETURN ELSE NEXT
1400 M(7)=7:RETURN
1410 FOR J=1 TO N
1420 IF S(X-J,Y+J)>0 THEN RETURN ELSE NEXT
1430 M(8)=8:RETURN
1500 X1=X:Y1=Y+J:RETURN
1510 X1=X+J:Y1=Y+J:RETURN
1520 X1=X+J:Y1=Y:RETURN
1530 X1=X+J:Y1=Y-J:RETURN
1540 X1=X:Y1=Y-J:RETURN
1550 X1=X-J:Y1=Y-J:RETURN
1560 X1=X-J:Y1=Y:RETURN
1570 X1=X-J:Y1=Y+J:RETURN

```



```

1600 FOR D=1 TO 36:READ G(D):NEXT:RETURN
1610 FOR B=1 TO 36:READ A:NEXT
1620 FOR D=1 TO 36:READ G(D):NEXT:RETURN
1630 FOR B=1 TO 72:READ A:NEXT
1640 FOR D=1 TO 36:READ G(D):NEXT:RETURN
1650 FOR B=1 TO 108:READ A:NEXT
1660 FOR D=1 TO 36:READ G(D):NEXT:RETURN
1670 FOR D=36 TO 1 STEP-1
1680 READ G(D):NEXT:RETURN
1690 FOR B=1 TO 36:READ A:NEXT
1700 FOR D=36 TO 1 STEP-1
1710 READ G(D):NEXT:RETURN
1720 FOR D=1 TO 36
1730 G(D)=36-(D-1)
1740 NEXT:RETURN
1800 FOR L=0 TO 5
1810 IF PP>=L*6+1 AND PP<=(L+1)*6 THEN Y=L+1 ELSE 1830
1820 X=PP-(Y-1)*6
1830 NEXT:RETURN
1840 FOR C=1 TO 3:IF X#="MISS" THEN 1860
1850 PRINT @PS,CHR$(202)
1860 PRINT @234,X$
1870 FOR A=1 TO 200:NEXT A
1880 PRINT @PS," "
1890 PRINT @234,STRING$(4,32):NEXT C
1900 RETURN
1910 NF=18-CT:IF NF=0 THEN 1930 ELSE 1920
1920 COLOUR 4:PRINT @680,"GAME OVER.RESULT";:COLOUR 1:PRINT CT;:COLOUR 4:PRINT "
FOUND &";NF;"NOT FOUND":GOTO 1940
1930 COLOUR 1:PRINT @680,"GAME OVER. EXCELLENT RESULT"
1940 PRINT @760,"ANOTHER GAME (Y/N)?"
1950 A#=INKEY$:IF A#="" THEN 1950
1960 IF A#="Y" THEN RUN 275 ELSE END
2000 DATA 8,7,6,4,3,2
2010 DATA 6,5,4,3,2,1,12,11,10,9,8,7,18,17,16,15,14,13,24,23,22,21,20,19,30,29,2
8,27,26,25,36,35,34,33,32,31
2020 DATA 36,30,24,18,12,6,35,29,23,17,11,5,34,28,22,16,10,4,33,27,21,15,9,3,32,
26,20,14,8,2,31,25,19,13,7,1
2030 DATA 6,12,18,24,30,36,5,11,17,23,29,35,4,10,16,22,28,34,3,9,15,21,27,33,2,8
,14,20,26,32,1,7,13,19,25,31
2040 DATA 31,25,19,13,7,1,32,26,20,14,8,2,33,27,21,15,9,3,34,28,22,16,10,4,35,29
,23,17,11,5,36,30,24,18,12,6
2050 A=6:FOR C=0 TO 200 STEP 40
2055 COLOUR 4:PRINT @46,"C D D E"
2060 COLOUR 1:PRINT @160+C,A:COLOUR 8:PRINT @162+C,CHR$(212)
2070 COLOUR 1:PRINT @177+C,A:COLOUR 8:PRINT @179+C,CHR$(212)
2100 A=A-1:NEXT C
2110 COLOUR 8:PRINT @402,STRING$(13,209)
2120 PRINT @419,STRING$(13,209)
2130 A=0:FOR C=1 TO 6
2140 COLOUR 1:PRINT @443+A,C
2150 PRINT @460+A,C
2160 A=A+2:NEXT C
2170 COLOUR 4:PRINT @193,STRING$(6,143)
2180 PRINT @273,STRING$(6,143)
2190 PRINT @233,CHR$(143):PRINT @238,CHR$(143)
2200 RETURN

```

## BOTTLES

-----

```

5 REM Alistair Clark   June 1985
10 CLS:COLOUR 3:A#=CHR$(196)
20 PRINT @48,STRING$(17,A#)
30 FOR I=1 TO 3
40 PRINT TAB(8);A#;TAB(24);A#:NEXT
50 PRINT @208,STRING$(17,A#)
60 COLOUR 2:PRINT @130,"B O T T L E S":COLOUR 4
70 Z=RND(4):V=Z*100
80 PRINT @320,"YOU WILL SEE 3 BOTTLES SOON"
90 PRINT "EACH WITH ";:COLOUR 1
100 PRINT V;" UNITS":COLOUR 4:PRINT " OF WATER."
110 PRINT:PRINT "U MUST GUESS WHAT EACH FULL BOTTLE HOLDS"
120 PRINT @725,"HIT <S> TO SEE BOTTLES"
130 PRINT @809,"then when ready"
140 PRINT @885,"HIT <RETURN> TO GIVE ANSWERS"
150 Q#=INKEY$:IF Q#="S" THEN 160 ELSE 150
160 A1=RND(19)-1
170 A2=RND(13)-1
180 B1=RND(17)-1
190 C1=RND(19)-1
200 AB=54-A1:AT=AB-12-A2
210 YB=32-B1:YC=34-C1
220 FCLS:FGR:FCOLOUR 3
230 PLOT 20,70 TO 40,70 TO 40,AB TO 34,(AB-6) TO 34,AT TO 26,AT TO 26,(AB-6) TO
20,AB TO 20,70
240 PLOT 84,41 TO 84,YB TO 76,YB TO 76,41:CIRCLE 80,55,15:NPLOT 76,41 TO 77,40 T
O 83,40 TO 84,41
250 PLOT 120,70 TO 142,70 TO 134,46 TO 134,YC TO 128,YC TO 128,46 TO 120,70
260 FCOLOUR 4:PLOT 21,62 TO 39,62:PLOT 68,62 TO 92,62:PLOT 124,62 TO 138,62
270 FCOLOUR 2:PLOT 27,86 TO 27,80 TO 33,80 TO 33,86:PLOT 27,83 TO 33,83
280 PLOT 77,83 TO 83,83 TO 83,86 TO 77,86 TO 77,80 TO 82,80 TO 82,83
290 PLOT 134,80 TO 128,80 TO 128,86 TO 134,86
300 VA=100*(16+A1)+310+16*(6+A2)
310 VB=1.333*15(3+16*(8+B1)
320 VC=1304+9*(12+C1)
330 CALL 0049
340 LGR:CLS
345 DATA A,B,C
350 FOR J=1 TO 3
360 PRINT:PRINT "YOUR GUESS FOR BOTTLE ";:READ R#:PRINT R#;" IS ";:INPUT G
370 ON J GOTO 380,390,400
380 A=V*VA/800:GOTO 410
390 A=V*VB/800:GOTO 410
400 A=V*VC/800
410 S=INT(100*ABS(G-A)/A)
420 IF S<=4 THEN 460
430 S1=INT(1099/(S+6)):IF G>A THEN 440 ELSE 450
440 PRINT S;"% too high.SCORE ";S1;" points.":GOTO 470
450 PRINT S;"% too low .SCORE ";S1;" points.":GOTO 470
460 PRINT "SO CLOSE!!! SCORE 100 points.":S1=100
470 SC=SC+S1:NEXT
480 PRINT @560,"YOU SCORED ";:COLOUR 1:PRINT SC;" points":COLOUR 4:PRINT " OF P
OSSIBLE 300."
490 PRINT @810,"<Press RETURN>":CALL 0049

```

```
500 CLS:COLOUR 4:PRINT "YOUR TEST NOW IS TO SYPHON FROM FULL"
510 PRINT "BOTTLES OF B&C TO FILL A AND ALSO"
520 PRINT "TRY TO END WITH THE SAME LEVEL IN"
530 PRINT "BOTTLES B&C.":PRINT:PRINT "TO DO THIS"
540 PRINT "HOLD THE SPACE BAR DOWN TILL"
550 PRINT "YOU JUDGE ENOUGH OF BOTTLE B"
560 PRINT "IS IN A ";:COLOUR 1:PRINT "*** THEN RELEASE ***"
570 COLOUR 4:PRINT @480,"BOTTLE C WILL TRANSFER AUTOMATICALLY"
580 PRINT @560,"I WILL THEN SCORE YOU. GOOD LUCK!!!!"
590 PRINT @812,"<Hold SPACE>"
600 P=PEEK(&HF840)
610 IF P AND 128 THEN 620 ELSE 600
620 FGR:NPLLOT 68,62 TO 92,62:NPLLOT 124,62 TO 138,62
630 FCOLOUR 4:PLOT 77,YB TO 83,YB:FLOT 129,YC TO 133,YC
640 PLOT 30,AT TO 30,10 TO 80,10 TO 80,YB
650 AY=69:W=90:N=18:X0=21:X1=39
660 NPLLOT 21,62 TO 39,62
690 FOR BY=YB+1 TO 40
700 NPLLOT 77,BY-1 TO 83,BY-1:PLOT 77,BY TO 83,BY
710 PLOT 80,BY-1 TO 80,BY:SV=SV+16
720 GOSUB 1500
730 IF AY=AT THEN 1090
740 P=PEEK(&HF840):IF P AND 128 THEN 750 ELSE 900
750 NEXT BY
760 NV=SV:NPLLOT 77,40 TO 83,40
770 FOR Y2=1 TO 30
780 BY=40+Y2:Y3=Y2-1
790 X2=INT((Y2*(30-Y2))[0.5)
800 X3=INT((Y3*(30-Y3))[0.5)
810 NPLLOT 81-X3,40+Y3 TO 79+X3,40+Y3
820 PLOT 81-X2,BY TO 79+X2,BY
830 PLOT 80,BY-1 TO 80,BY
840 SV=NV+15*Y2[2-Y2[3/3
850 GOSUB 1500
860 IF AY=AT THEN 1090
870 P=PEEK(&HF840):IF P AND 128 THEN 880 ELSE 900
880 NEXT Y2
900 NPLLOT 80,10 TO 80,YB
910 PLOT 80,10 TO 131,10 TO 131,YC
920 FOR CY=YC+1 TO 46
930 NPLLOT 129,CY-1 TO 133,CY-1
940 PLOT 129,CY TO 133,CY
950 PLOT 131,CY-1 TO 131,CY:SV=SV+9
960 GOSUB 1500
970 IF AY=AT THEN 1090
980 NEXT CY
990 FOR Y4=1 TO 24
1000 CY=46+Y4:Y5=Y4-1
1010 X4=3+Y4/3:X5=3+Y5/3
1020 NPLLOT 132-X5,46+Y5 TO 130+X5,46+Y5
1030 PLOT 132-X4,CY TO 130+X4,CY
1040 PLOT 131,CY-1 TO 131,CY
1050 SV=SV+X4[3-X5[3
1060 GOSUB 1500
1070 IF AY=AT THEN 1090
1080 NEXT Y4
1090 FOR T=1 TO 750:NEXT T:LGR:CLS:COLOUR 4
1100 IF AY=AT THEN 1120
1110 PRINT "DOFS!! BOTTLE A NOT FULL.NO POINTS":S2=0:GOTO 1190
1120 DF=ABS(BY-CY)
```

```

1130 IF DF>5 THEN S2=10:GOTO 1190
1140 IF DF=0 OR DF=1 THEN S2=100:GOTO 1190
1150 IF DF=2 THEN S2=90:GOTO 1190
1160 IF DF=3 THEN S2=75:GOTO 1190
1170 IF DF=4 THEN S2=60:GOTO 1190
1180 IF DF=5 THEN S2=30
1190 SC=SC+S2
1200 PRINT "YOU SCORED";:COLOUR 1:PRINT S2;"points";:COLOUR 4:PRINT " OUT OF POS
SIBLE 100"
1210 PRINT:PRINT:PRINT "TOTAL POINTS SCORED IS ";SC
1220 PRINT "HIGHEST POSSIBLE SCORE IS 400"
1230 PRINT:PRINT
1240 INPUT "ANOTHER GAME (Y/N)";J$
1250 IF J$="Y" THEN RUN 10
1260 END
1500 ON (CQ+1) GOTO 1510,1560,1610
1510 IF AV+100<=SV THEN 1530
1520 RETURN
1530 IF AY=AB-1 THEN CQ=1:GOTO 1560
1540 PLOT 21,AY TO 39,AY:GOSUB 1700
1550 AV=AV+100:AY=AY-1:GOTO 1510
1560 IF AV+W<=SV THEN 1580
1570 RETURN
1580 IF AY=AB-7 THEN CQ=2:GOTO 1610
1590 PLOT X0+1,AY TO X1-1,AY:GOSUB 1700
1600 AV=AV+W:W=W-N:N=N-2:X0=X0+1:X1=X1-1:AY=AY-1:GOTO 1560
1610 IF AV+16<=SV THEN 1630
1620 RETURN
1630 PLOT 27,AY TO 33,AY
1640 IF AY=AT THEN RETURN
1650 AV=AV+16:AY=AY-1:GOTO 1610
1700 FOR T=1 TO 80:NEXT:RETURN

```

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INPUT TO THE MAGAZINE HAS BEEN  
 VERY HIGH SO DON'T WORRY IF YOUR  
 ARTICLE OR PROGRAM HAS NOT APPEARED  
 WE HAVE NOT FORGOTTEN YOU.

Editor.

Now we have two programs from Ron Hart - these programs are based on Olwen's program right back in No 2 or No 3 newsletter (March 1984).

### CIRCULAR 3D GRAPH

Adapted from "Spectrum Graphics and Sound", by Ron Hart.

10 Rem Pork Pie Graph.  
 15 FCLS:FGR:FCOLOUR3 (Red is best)  
 20 PI=3.14159  
 30 K=PI/2500 (Experiment for other effects)  
 40 M=1/SQR(2)  
 50 \*\*DEFFN a(z)=10\*COS(K\*(X\*X+Y\*Y)) (See below)  
 100 Rem Plot Graph  
 160 FOR X= -80TO80  
 170 Y1=5\*INT(SQR(10000-X\*X)/5)  
 180 FOR Y =Y1TO -Y1STEP -5  
 190 \*\*Z=FN a(SQR(X\*X+Y\*Y))-M\*Y  
 200 IFY=Y1THENGOTO220  
 210 IFZ=Z1THENGOTO240  
 220 PLOT80+X,48+INT(Z/2)  
 230 Z1=Z  
 240 NEXTY  
 250 NEXTX  
 260 (User Terminate) (GOTO260)

*(with acknowledgement  
to Olwen)*

### NOTES

(a) In this form it won't work!

Amend as follows:

```
DELETE: 50
DELETE: 190
ADD: 45. GOTO160
      50. F=10*COS(K*B*B)
      51. RETURN
      185. B=SQR(X*X+Y*Y)
      186. GOSUB50
      190. Z=INT(F)-M*Y
```

Calculations take a while, but be patient!

In this form, too big. Circle incomplete. Suggestions welcome.

10. 'ORK' IE ILET.

See treatment of DEFEN  
or interim program  
attached.

```

10 FCLS:FGR:FCOLOUR3
15 PI=3.1416
30 LETM=1/SQR(2)
120 K=PI/2500
121 GOTO160
140 PA=8*COS(K*B*B)
141 RETURN
160 FORX=-80TO80
170 LETY1=5*INT(SQR(10000-X*X)/5)
180 FORY=Y1TO-Y1STEP-6
184 B=SQR(X*X+Y*Y)
185 GOSUB140
190 LETZ=INT(PA)-M*Y
200 IFY=Y1THENGOTO220
210 IFZ<Z1THEN240
220 PLOTX+80,48+INT(Z/2)
230 LETZ1=Z
240 NEXTY
250 NEXTX
260 GOTO260

```

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Over the next couple of pages are a couple of letters - one from a supplier of software with a tip for the Superprint program (which I have used to produce the graphics in the Moby Dick Typing Tutor program - an extremely good program this!), and the other letter from a member who has had a lot of problems trying to save data. Perhaps someone could help him with his problem. Please reply direct to Parapaumu.

Telephone  
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24 August 1985

Auckland Colour Genie Users Group  
PO Box 27-387  
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NEW ZEALAND

Dear Mrs Huggins

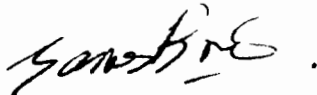
Many thanks for your letter, recieved yesterday morning.

I was very pleased to hear your comments regarding my program "SUPAPRINT". I'm glad you are finding it useful. I think that the version recieved by you may have a small bug, which is why it is necessary to press the two "RST" keys after loading. This is that the program fails to reset the system tape execution address after auto running, resulting in the "\*?" prompt being displayed a second time. This does not, of course, affect the subsequent execution of the utility package. An alternative to the RST method is just to press "RETURN" in response to the prompt, which ensures that the BASIC stack pointer is in the correct location (or by entering the command "CLEAR" before proceeding).

It doesn't look very likely that I will be able to write the utility package I had hoped to, since I will be going to university in October and there really isn't the time to get on with the job!

Anyway, I wish the users group well (unlike some others I could mention) and hope to hear from you in the near future.

Yours faithfully,



James Brier.





## Swaps

- Colour Quest 1 - swap for any other Colour Quest
- Death Cells )  
Kings ) - swap for just about anything
- Spell A Picture #1 - Swap for Spell A Picture #2

(Barry and Irene Walker, 20 Ellesmere Cres, Palmerston North.

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## NOTES ON ELIZA - Your Personal Therapist (JUNE NEWSLETTER) Page 1

ELIZA as listed is a simplification of an early experiment in artificial intelligence, and is based on Rogerian counselling techniques: client-centred therapy where the counsellor is non-directive and tends to reflect the client's feelings to encourage further self-examination. Hence the tendency to answer a question with question. The only really bad counsellor response is the one you get when you input something with the words 'shut up' in it. The response may be an honest expression of the counsellor's own feelings, but it is not particularly helpful to the client.

- A brief summary of the computer process is as follows:
- (1) The computer examines your input. Don't use commas - in fact forget all punctuation.
  - (2) The computer then searches for a key word. (see first set of DATA statements). Using these, it searches for a suitable answer.
  - (3) The second set of data is the conjugation process - 'I' becomes 'you', 'am' becomes 'are', etc. This has its limitations in this simplified programme.
  - (4) The longest set of data is in groups corresponding to the keywords, there being several responses for each keyword. Thus Eliza won't repeat herself too often. Data ending in an asterisk are followed by a translated part of your input.
  - (5) The last lines of numeric data determine the replies.
- For further information see David Ahl's 'More Basic Computer Games' (Creative Computing), page 566.

Take care in typing in the DATA lines. A space before or after the alpha characters inside the quotes is meaningful and must not be omitted. Data statements can be changed to suit your purposes, as long as you observe the above precautions. But if you add or delete data lines, you are in for some hard work. You will have to change various lines - including the last numerical data which tell the computer how many responses there are in each group. You may also have to alter DIM statements. I have changed a few responses and added one or two, but it took quite a bit of study of the programme and David Ahl's comments. All good training, I suppose!

Keith McGill

## Basic Basic for Parents & Beginners

### Part 3

David Donaldson

Well now how time flies when you are having fun, its another month already , I hope this series is some use to you.

I thought this time we would start with a few quick explanations, firstly I thought you might like to know that the word Basic is actually one of those compressed words it stands for **B**eginners **A**ll **P**urpose **S**ymbolic **I**nstruction **C**ode and was developed to be a simple set of instructions for computer programming, you see our computer as I said in a previous part only deals with numbers, actually only 0's & 1's BUT of course humans don't. So we need a kind of interpreter to take our language & convert it into computer language, the problem is that English can be very vague & liable to mis-interpretation so the idea was to take a short list of english words & use only these for specific commands, we have used some of them already eg for, next, print, input etc. By making the dialect (in English) very rigid the problem of ambiguity is less.

There is one area in which people get confused & that is RAM & ROM. ROM stands for **R**ead **O**nly **M**emory and is the area of memory reserved for the machine instructions in other words you can only read & not write to this area (even pokes are disallowed) RAM on the other hand is **R**andom **A**ccess **M**emory & this is the area where your programme is stored while you are writing it or executing it. You may access this area randomly to add to, edit or delete parts. In other words this is your bit of memory space. However this memory disappears when the computer is switched off unlike ROM which is permanently written into the computer.

Now when looking at a new (or second hand) computer there will be quoted figures for ROM & RAM look very carefully at these because they are the vital memory space you require for your programmes, ask the salesman how much is available for you to use as all the quoted space won't necessarily be available to, you for example the Colour Genie has 32k memory of which 27k is available normally but 30k if you do away with the highres graphics, some computers will quote 32k but when you get home you find that only some 19 to 23k are available to you to use, this is because the computer gets in first & absconds with some for its own housekeeping. A way to find out how much is available is to start the computer up & type in 'print mem' or 'print memory' & the figure appearing on the screen is the available space. Look carefully at the quoted RAM space, for example the Vic 20 only comes with about 3.5k RAM & you might be faced with buying an expansion to do any serious programming later, the ZX81 has only 1k RAM & if you want more you are faced with a 16k expansion (all costs money). The ROM figure gives you an idea about the complexity of the built in Basic interpreter the larger the figure the better (theoretically) the interpreter although bear in mind if you have colour and/or sound this will take up ROM space too.

Now lets get back to another short Programme.  
Type in the following;

```
610 CLS
615 REM $ CONVERSION
620 PRINT:PRINT "FOREIGN CURRENCY CONVERSION"
630 PRINT:INPUT "WHAT CURRENCY ARE YOU CONVERTING TO ";C$
640 PRINT:INPUT "HOW MANY NZ $ DO YOU HAVE ";A
650 PRINT:INPUT "WHAT IS TODAYS EXCHANGE RATE ";R
660 Y=A*R
670 PRINT "THE AMOUNT IN ";C$ ";" IS ";Y
675 PRINT "HOWEVER PLEASE CHECK WITH YOUR BANK FOR THE EXACT
FIGURE"
680 PRINT:INPUT "ANOTHER CONVERSJON ";Z$
690 IF Z$="Y" GOTO 630: IF Z$="N" GOTO 695 ELSE 680
695 END
```

Now lets have a look at the programme,you will see in line 630 we are using a string variable,thats a string of letters & or numbers represented by a letter & a \$ sign to the computer,this string could be anything but in this case we insert the data we want printed out later in the programme eg. Aust \$ & in lines 640 & 650 we use letters to represent the variables there,eg 100 for a hundred dollars & .589 for the Aust exchange rate. The computer does the difficult calculation in line 660 & then in line 670 prints the result (Y) for us.Now this is a simple print line except that we have the computer insert the string variable from line 630 & the resultant variable from line 660.The (;)'s are very important as are the spacings inside the inverted comma's,to have the line look OK when printed out. The usual question re another calculation & line 690 which acts on it,now some basic's may not like this line so if your computer wont work with this line I suggest you use separate lines for each part of the statement.

```
eg 680 PRINT:INPUT "ANOTHER CONVERSION "Z$
690 IF Z$="Y" GOTO 630
691 IF Z$="N" GOTO 695
692 GOTO 680
```

Now here is another little programme to try.

```
710 CLS
715 REM AVERAGE ATTENDANCE
720 PRINT:INPUT "HOW MANY ATTENDED ON WEEK 1 ";A
725 INPUT "HOW MANY ATTENDED ON WEEK 2 ";B
730 INPUT "HOW MANY ATTENDED ON WEEK 3 ";C
735 INPUT "HOW MANY ATTENDED ON WEEK 4 ";D
740 INPUT "HOW MANY ATTENDED ON WEEK 5 ";E
750 GOSUB 790
755 PRINT:PRINT:"THE AVERAGE FOR THE 5 WEEKS WAS ";F
770 PRINT:INPUT "ANOTHER CALCULATION Y/N ";Z$
780 IF Z$="Y" GOTO 720:IF Z$="N" GOTO 795 ELSE 780
790 F=(A+B+C+D+E)/5 :RETURN
795 END
```

This programme could be used by the scoutmaster (or girls brigade leader) to average out the attendance at scout meetings for the census data, or even the children in your class at school.

RIGHTY HO then have another look at what we have got there. Hello not one but 5 variables (is there no end to this) and in line 750 a new one a GOSUB. No nothing to do with yellow submarines but GO to a SUBroutine, that's it in line 790 that's where the calculations are done. Now it's a bit silly in a simple programme like this but it's used a lot where a set of instructions are used often & by putting the calculation in a separate bit of the programme it lets us go there from any point in the programme & the RETURN at the end of the routine sends execution back to where it came from. Now it's a bit like our GOTO except that the GOTO is like being told to 'go to Grandma's & do what she asks you to do' & our GOSUB is being told 'go to Grandma's & do what she asks you to do then come straight home'.

Now we have line 790 bang in the way of our last part of programme but here comes the neat bit we jump straight over it in line 785 with the GOTO 795. So the programme runs along merrily until line 785 then jumps 790 & goes on to 795 just like leapfrog.

Well that's about it for this month but a quick look into the future, as you have seen we are building these little programmes slowly up into a bigger unit which will be a sort of utilities programme & these are the building blocks, although we have stayed with about 100 numbers per block we don't have to, we could make our blocks any length we like & next month we will be into a longer programme. If you have a computer with a limited memory you might have to save each block separately or in 2's to get them in to your memory space but try playing around with them that's how you learn with computers, however save the programme once you have typed it in & if you make a blue you will always have the original to go back to.

ELIMINATOR  
-----

\$15.00

The kids tell me that there is an arcade game of the same name, and this program is modelled on that game. You are an airship of some sort, and you have to shoot these foreign airships coming at you, while you are flying along at a real fast pace. These ships come together out of 'dots' in the sky. A fast moving game, and not bad at all.

BOMBER  
-----

\$8.00

We have a version in BASIC and a compiled version one on each side of the tape. You have to shoot up at the plane that is dropping bombs on the town, and you have a set time to shoot the plane. The pilot jumps out and floats down with his parachute. Several levels of difficulty are included.

TRAMPOLINE  
-----

\$8.00

This is another of those BASIC versus COMPILED tapes. I have only tried the compiled version, and it is quite fast. A man climbs up the ladder at the side then jumps down, and you have to manouever your trampoline across the screen to catch him.

FAHR  
-----

\$12.00

This is another car race game - all in 3D - more difficult than Mad Driver.

ZALAGA  
-----

\$12.00

This is a cross between a Space Invaders/Meteor type game - and damned hard too.

NAUTILUS  
-----

\$12.00

This game is like a sea version of Chopper - you have a lot of 'tunnels' to go in and out of (you're a submarine I think) and ships are bombing you from the surface, and other things are under the water with you, trying to get you.

VORTEX  
-----

\$12.00

This is so far the kids favourite. It is a cross between Blitz/Motten and Invasion. Of course, if you haven't got any of those games you still don't know what it's about. Well, all these things are flying down at you, at breakneck speeds, and you have to both shoot at them, and avoid them. There are many differently coloured screens. My husband's score is nearly 5000 and my daughter's score was 10,000. husband's score is nearly 5000 and my daughter's score was 10,000. Mind you, she's a smart wee thing.

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\$3.50 PROGRAMS

Graphmaker

This program appeared in the July 1985 (#18) newsletter. It has been especially formulated for the Super 5 printer, my printer misbehaved with this program, and I had to redo the Genie graphics on it before it would run. Mind you, my printer often misbehaves, so I'm not surprised.

Novacalc

A spreadsheet program converted from 80 Micro (a TRS80 publication) at great effort by Peter Fisher. Has 4 different options on columns and rows. 6 pages of instructions.

Computerised Address Program

Another of Herman Philipson's good programs. You can keep a complete name and address book on tape, and have the printer produce sorted lists, or labels.

Bannochburn Legacy

Given to us by Keith McGill, who is well known for the amount of programs he provides our newsletters with, this program is too long to go in the newsletter. An adventure program without graphics.

Coral

This program appeared in the August 1985 (#19) newsletter. It is a game, sent in by Herman Philipson.

Slot Machine

Another offering by Herman Philipson. As per the roulette wheel.

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More \$3.50 programs

Moonlanding

This is a game that Herman has translated for us from a basic program sent from Holland. In our May 1985 (#16) newsletter.

Intruders

Another game that Herman has translated from a Dutch program. Also in our May 1985 (#16) newsletter.

Genie Lander

This program was actually written by one of the bright boys at EACA when it was still alive. A 'space invader' type game, the listing was in our April 30th 1985 (#15) newsletter.

Bank Account Update

\$2.00

Those who have the original Bank Account program can return their tape, and receive the updated version for \$2.00. This has been expanded in great detail, by Barry Walker.