
*
* AUCKLAND COLOUR GENIE USERS GROUP *
*

ISSUE NO. 13

MARCH 1985

S E C R E T A R Y ' S R E P O R T

Hi,

Attendance at the first meeting for the year was very slight - only 41 people were able to attend.

A number of items were discussed :-

Joysticks

Ken has come up with a joystick modification that is wired on to the arrow keys and the space bar, so that every program that uses these particular keys will work with the joystick, without the program needing to have a joystick routine built in. The joystick that was demonstrated at the meeting was a standard 'Quickshot' joystick and it reacted a lot quicker than the EACA joysticks. The price will be \$34.00 - for a complete joystick unit. This is a very good price indeed. The only catch is, that unless you have a good technical knowledge of your machine (and how to cut a neat little hole in the side of it), then Ken or Andy are going to have to attach these mods, and this will not be able to be done at the meeting due to the length of time it takes.

New Roms

These are readily available now - just bring your computer along to a meeting and we will fit them. Still \$25.00 per set, and we take your old ones in exchange. Country members will either have to do it themselves or arrange to have their computers sent to us. Maybe a friend travels through to Auckland, or you could courier your machine up to us - it costs less than \$10.00 each way.

Blank Tapes

We have had so much trouble with these recently that we have now changed to a different, guaranteed, but unfortunately much dearer brand. The main problems we have had are 1). tape being too tight - won't ff or rew and 2). you can copy a program once on to the tape, but you can't get a good copy the second time around. So, in future, all blank tapes will be \$1.80 each, if you want a blank label as well, it will cost you an extra 10c per tape.

Data Stabilisers

These are selling very well, at \$18.50 each. I really do recommend that all of you with any loading problems buy one. They really do work well!!

Cassette Relay Boards

This is a board that enables your cassette recorder to be automatically turned off, via software control, when your program has LOADED, including via the SYSTEM command, CSAVED or VERIFYed.

These are also now readily available (in other words, we have a small stock). Prices are : for the kitset \$15.00, for the finished model (with good clear instructions on how to affix it to the inside of your Genie) \$18.00, and, if Mark affixes it to the inside of your Genie, \$20.00.

S O F T W A R E

Allan Clarke advises that he will be releasing updated copies of both his **Word Processor** program and his **RS232 Driver** very shortly. So, all of you with these programmes will be able to get your updated programmes as soon as we have received your tapes.

Allan has doubled the capacity of the **RS232 Driver** and he is also extending the instructions. The **Word Processor** has new data saving routines, that will speed this function up. Allan is also changing the typing speed of the Genie, which will help those of us who are not 'hunt and peck' typists. Also, the printer configurations have been changed, mainly to suit the CP80 as this seems to be the most popular printer around.

We have received a C60 tape of programs from a gentleman in Holland who advertised through Personal Computer News. There are a total of 20 programs on his tape, some of them have already been released for sale, while others will have to be translated from Dutch or German, into English. Andy, Keith McGill and I will be working at this over the next month, so the rest of the programs should be released next month. There is a German flight simulator that also has radar and a war option, and a 12 page manual - all in German. The screen is completely different to the screen of the flight simulator that we have now. Keith McGill is going to translate the manual for us, so that we can make some sense out of the program.

Ross Kay has got an anglicised version of **Invasion** nearly complete. He showed what he had done so far at the meeting. It's amazing what is actually in the program that we just don't see. So, when Ross has finished it, he is going to let us have a copy to redo our master, therefore all those who have purchased **Invasion** from us, please return your copy and we will send you an updated copy.

This also goes for **Hektik**- all those that don't have the title page appearing in white, and also all white ladders, please return your copies and you will be sent an updated copy.

Ditto for **Saug** - Andrew Goldie has anglicised this program too, so send your copies back to be exchanged for updated versions.

If anyone else has anglicised their German programs, please get in touch with us. If you can let us have a copy of it, we can update all member's copies.

Anyone with tapes purchased from Rakon who would like updated versions of these programs can also send them back to me, and they will be redone for you at a cost of \$3.00 per tape.

LIST OF FINANCIAL COLOUR GENIE GROUP MEMBERS AS AT 25/2/85

ADSHEAD, family	19 Trinidad St, Blockhouse Bay	678 450	
ALLAN, John	187 Weld Street, Blenheim		Country
ALVAREZ, Fred	49 Astley Ave, New Lynn	873 120	
ANDREWS, Rhys	18 Bramley Drive, Pakuranga		Student
AUSTIN, Des	Karaka North Rd, R.D.1, Papakura		Country
AVIS, Stephen	12 Ruru Crescent, Putaruru	7750	Country
BARKER, Anne & family	1 Carbery Place, Manurewa	267 4833	
BARR, Stirling	32 Kapuka Rd, Mangere Bridge	668 551	
BATTERSBY, Murray	Murrellen Piggeries, Raecombe Rd Sheffield, Canterbury	726 Sheff	Country
BERMAN, Robert	16 Asbury Cres, Campbells Bay	478 4022	Student
BEVAN, Dai	30 Awa Rd, Mirimar, Wellington		Country
BISHOP, Chris	6 Jenanne Place, Glenfield	444 5301	
BOLTER family	16 West End Road, Herne Bay	767 144	
BOREHAM, Brian	125 Weatherly Rd, Torbay		
BOUTEREY, D	16 Kakapo Place, Papatoetoe	279 9719	
BOYLE, Danny	224 Park St, Winton, Invercargill		Country
BROOKE, Richard	PO Box 700, Hastings		Country
BRYCE, D.G.	95 Awatapu Drive, Whakatane	88544	Country
BURROWES, David	86 Wood St, Palmerston North		Country
BURTON, Ron	P O Box 208, Te Aroha	625 Man.	Country
BYRNES, Ces	31 Rosehill Drive, Papakura	298 4107	Country
CAIRNS, Keith	Box 36, Ngongotaha.		Country
CAMERON, Sean	3A Quovadus Place, Red Beach		Student
CARIAN, Craig	42A Comins Cres, Mission Bay Postal Box 4326, Auckland	583 061	
CLARKE, Allan	47a Marsden Ave, Takapuna 9	491 292	
COLLINS, Dick	Box 301, Paraparaumu	86431PRM	Country
COLSON, Keith	21 Stapleford Cres, Browns Bay		Student
COUCHMAN, Linda	Box 319, Palmerston North		Country
COWEN, J.	Milson Line 5 R.D. Feilding		Country
CRANE, Darrell	64 Ranald Ave, Glenbrook Beach		
CRUMP, S.J.	No. 6 R.D. Gore		Country
DAVIES, Scott	2 15th Avenue, Tauranga	85 041	Country
DICKENS, Brent	154 Normandale Rd, Normandale	666 133	Country
DIX, Keith	21 Adel Place, Weymouth	267 0434	
DOELL, Ted	11 Sandspit Road, Waiuku		Country
DONALDSON, David & family	80 Woolfield Rd, Papatoetoe	278 7598	
DRAPER, Chris	163 Spa Road, Taupo	88 888	Country
DUNNINGHAM, Neville	5 Kingswood Rd, Papatoetoe	278 3105	
DYER, Ray	5 Browne Street, Kawerau	6199 Kaw.	Country
EDWARDS, Don	10 Fairview Ave, Feilding		Country
ELLEY, family	40 Mary Dreaver St, Block Bay	675 024	
ELISAK, Alex & Kevyn	14 Awakino Place, Manurewa	266 7423	
FINDLAY, Douglas P	42 Norway St, Aro Valley, Wgtn		Country
FISHER, Peter	64 Old Wairoa Rd, Papakura	298 4654	
FOWLER, Trevor	249 Mahia Rd, Weymouth	266 5541	Student
GEBBIE, George	141 Flanshaw Rd, Te Atatu Sth	83 46028	
GOLDIE, Willie & Andrew	24 Douglas Ave, Mt Albert	867 533	
GOODCHILD, Andrew	47 Tilbury Street, Lower Hutt		Country
GORDON, Terry	99 Reeves Rd, Pakuranga	566 564	
GREEN, Gordon & family	62 Rajkot Tce, Khandallah, Wgn4.		Country
GREEN, Mike	49 Astley Ave, New Lynn	873 120	Student
GROVE, Chris & family	4 Salem Place, Torbay		
GRUSNING, Neill	48 Beatty Rd, Pukekohe	86 712	Country
GURNEY, P.A.	10 Norfolk Rise, Waiuku	59 682	Country
HABING, D.	270B Somme Parade, Wanganui		Country
HAMILL, family	26 Ashlynn Ave, Papatoetoe	278 9585	
HARNESS, Justin	18 Wynyard Rd, Mt Eden	602 189	Student
HARRIS, Bert & family	15 Seakens Way, Glen Eden	818 4660	
HEAP, family	23 Leatham Crescent, Papakura	298 5550	

HIGHAM, R.T.	2B Gaylands Place, Papakura		Country
HILL, Gerrard & family	86 Wallace Rd, Papatoetoe	278 3446	
HISLOP, Adam	3 Martin Gr, Normandale, Lower Hutt		Country
HOLES, Freda & family	10 Rowan Terrace, Te Atatu Sth	83 45244	
HOLT, Bernie	P.O. Box 23-303, Papatoetoe		
HOYES, Peter	17 Luton Avenue, Pakuranga		
* HUGGINS, Nola	612 Mt Albert Rd, Royal Oak	655 718	
HUNTER, Kevin	18 Elizabeth St, Feilding		Country
* HYNDS, Ken	13 Ngahue Cres, Whenuapai	416 7404	
INNES, James	7 O'Shannessey St, Papakura	298 7501(work)	
IRVINE, Robyn	430 Massey Rd, Mangere East	275 7007	
JONES, family	45 Park Terrace, Blenheim		Country
JONES, Murray	6 Shearman Grove, Tauranga		Country
JOYCE, Noel D.	196 Conon Street, Invercargill		Country
KANE, Mrs Dendre	31 Momona Rd, Greenlane	542 254	
KAY, Ross	279 Longreach Drive, Glen Eden	818 4818	
KEOGH, Johnny	58 Elmslie Rd, Pinehaven, Hutt		Country
KUMAR, Susil	Fl.10, 7 Tralee Place, Hamilton	68 262	Country
LAMBOURN, A P & family	32 Mead St, Avondale	886 918	
LANGDON, Mark	6 Trias Road, Glenfield	444 4247	
LIETZ, Ron	76 Renfrew Ave, Sandringham		
LEWIS, John	39 Hillcrest Ave, Rotorua		Country
LIDDEL, family	91 Taikata Rd, Te Atatu Nth	834 7129	
LOCKERBIE, Claire & Roger	63 Grampian Road, St Heliers	580 270	
LOCKETT, John R.	C/- PNG Assoc Ind, Box 1394, Boroko, Papua New Guinea		Country
LOVEGROVE, Philip	145 Carlisle Rd, Browns Bay	478 9761	
LOWER HUTT TAXATION SERVICE	Attention: G. Grummett PO Box 31186, Lower Hutt	660 849	Country
LYALL, R.G.	78 Dimock St, Titahi Bay, Wgn		Country
MacALPINE, Mr E.	45 Mutu St, Te Awamutu		Country
McCREEDY, Bert	16 Walpole St, Ellerslie	597 308	
MacDONALD, Iain	3 Amy Street, Ellerslie	596 412	
McFARLANE, Tom	Unit 2, 235 Marua Rd, Mt Wgtn	278 2366	
McGILL, Keith	15 Manapouri Place, Pakuranga	565 643	
McGOVERN, Ian	24B Kaathleen St, Glenfield	444 5076	
McNAB, family	139 Penrose Rd, Mt Wellington	599 595	
MAGGS, Philip	21 Cheltenham Rd, Devonport	450 029	
MAHER, Brendon	314 Levers Road, Tauranga		Country
MAJOR, Daryl	90 Gloria Avenue, Te Atatu		
MANAWARU SCHOOL	R.D.1, Te Aroha. Attn: Brian Fellows, Principal		Country
MARRETT, A.T.	Wairoa Dam, RD3, Papakura	292 5818	
MAWBY, David J.	40 Gordon Tce, Gore	5000	Country
MELLARS, Les	564 Beach Road, Rotheresay Bay		
METCALFE, Elizabeth	46B Croydon St, Karori, Wgtn	764 654	Country
MILLAR, Robert	17 Onewa Rd, Northcote	486 504	Student
MILLER, Paul	C/- WO's & SNCO's Mess, RNZAF Base, Wigram, Christchurch.		Country
MILLS, Andrew	59 Blackbeech St, Akatarawa, Lower Hutt		Country
MITCHELL, Geoff	Box 95, Mangawhai, Northland	68 175	Country
MULLEN, Peter	54 Park Road, Glenfield	444 9155	
MUZYKA, George	33 Vermont St, Ponsonby	789 176	Student
NAUSBAUM, H.	135 Waterloo Rd, Lower Hutt		Country
NICHOL, Bryce	C/- FEPB, Private Bag, Pukekohe	299 6203	Student
NOGAJ, Jan	Mauku Street, Manaku, Rotorua		Country
NOWILL, Malcolm	16 Pd Regt RNZA, Papakura Camp		Country
O'CALLAHAN, Robert	8A Komaru St, Remuera		

PAKES, Robert	3, Russell Crescent, Rotorua		Country
PETERS, Dave	6 Tane Lane, Whakatane		Country
PHILLIPSEN, Herman	Box 409, Havelock Nth, Hawkes Bay		Country
PUKU, Joe	33 Balloch Street, Manurewa		
PULLAR, Graeme	C/- Satellite Station, Private Bag, Warkworth		Country
QUAIN, family	12 Wilkinson Way, Browns Bay		
RAKON COMPUTERS LTD	Private Bag, Newmarket	600 421	
REID, Kerry	124 Orere Rd, RD2, Clevedon		Country
RICHMOND, Bob	181 Browns Bay Rd, Browns Bay	478 4745	
RIGNEY, Gene	Kaharoa Rd, R.D.2, Ngongotaha		Country
ROBINSON, Ian	4 Kingsley Street, Gisborne		Country
* ROOTS, Ernie	512 Glenfield Rd, Glenfield	444 9669	
* RUSSELL, Andy	2 Takitimu St, Whenuapai	416 6249	
RUSSELL, Bill	25 Sturdee Road, Manurewa		
RYDER, David	23 Richmond Ave, Nelson		Country
SALT, T.K.	92 Omapere St, Whitby, Wgtn.		Country
SAUNDERS, Max	96 Oriel Ave, Tawa, Wellington		Country
SAVILLE, family	7A Southlynn Rd, Titirangi	817 6491	
SCOTHERN, Dave	64 Princess Road, Tauranga		Country
SCOTT, I.M.	9 Kanpur Rd, Khandallah, Wgtn		Country
SEATON, Michael	56 Compton St, Northcote	481 042	Student
SEYB, Bruce & family	127 Cannongate St, Birkdale	439 746	
SIMPSON, Ron	25 Renata Cres, Te Atatu Nth	834 6987	
SMITH, Barry	23 Eliot St, New Plymouth		Country
SMITH, Kevin	PO Box 9427, Wellington	842 295	Country
SMITHER, David	28 Viewmont Drive, Harbour View, Lower Hutt, Wellington	683 099	Country
SPRATT, Dave	11 Ball Place, Mt Roskill	675 676	
STAMP, Linton	11 Mary Beth Place, Papakura		
STARKE, Mrs L.M.	Urquharts Rd, Karaka, R.D.1., Papakura		Country
STEPHENS, Frances & family	35 Raurenga Ave, Royal Oak	654 120	
STRANAGHAN, family	29 Haseler Cres, Howick	535 7450	
SWASBROOK, family	43 Pickwick Parade, Howick		
TODD, Arthur	46A Hutton Street, Otahuhu	276 7886	
TRUE, Murray & Anne	4/503 Oliphant Rd, Hastings		Country
TUAVERA, Jeffery	732 Sandringham Rd, Sand	693 986	
TURNER, Andy	28 Sunray Ave, Titirangi	817 6843	
VAIL, Angus	16 Greenwood Rd, Havelock Nth		Country
van SITTER, Henry	Forest Hill Rd, RD1, Henderson		
VERMUELEN, Mr Dick	Strathmore Rd, Reporoa		Country
WAITARA HIGH SCHOOL,	Attn: Ron Kivell, Principal, Waitara		Country
WAKEFIELD, family	25 Sunhaven Drive, Newlands, Wgn 4.		Country
WALKER, Barry & Irene	20 Ellesmere Cres, Palm, North		Country
WALKER, David	Kiwitea, No 7 R.D., Feilding		Country
WARD, Chris	31 Marsden Avenue, Mt Eden	686 338	
WAWMAN, Don	5/53 Bellevue Rd, Mt Eden	797 440 X685(work)	
WESSELING, Ralph	112 Pt View Drive, Papatoetoe	535 6134	
* WILLIAMS, Olwen	3/26A West End Rd, Herne Bay	761 954	
WILTON-JONES, Jason	11 Mountain Rd, Henderson	837 0564	Student

Total - 161 members

* -Committee Members

18 Elizabeth st
FEILDING

16 February 1985

AUCKLAND COLOUR GENIE USER GROUP
P.O. Box 27-387
AUCKLAND

Dear Group,

Just a note to let you all know that I am still here and give you a small program to give you something to think about. What it does is lets you see the program running in memory but you must RUN then BREAK then RUN to get it to work.....

```
1 FGR:FCLS2
2 A=&H400C:B=&H4040:C=&H4302
3 POKE A,195:POKE A+1,64:POKE A+2,64
4FORL=BTOB+26
5 READ D
6 POKE L,D:NEXT
7 DATA205,201,1,205,79,,64,72,73,44,32,73,39,77,32,0,255,
  126,183,202,102,0,205,51,0,35,24,245
8 POKE C,105:POKE C+1,251
9 DELETE 2-9
10 FORL=1TO40
11 IF L<20 THEN PRINTTAB(L)STRING$(L,"");
12 IF L>20THEN 14
13 NEXT:GOTO10
14 PRINTTAB(L)STRING$(L,"*");:GOTO13
```

I had a letter from one of the group members pointing out some bugs in one of my programs,so I shall tell all,

The program was in issue 11: Character Generator:
Please correct LINES:

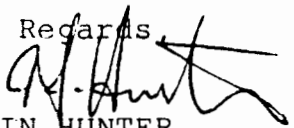
```
160 IF LEN(A$)=249THENPRINT#-1,A$:A$=""
162 IF LEN(A$)<>249THENPRINT#-1,A$
178 NEXT:SA=SA+(B-1):NEXTJ
```

and for those of you,like me that only want the DATA of each Character, add to the end of line 87:

```
_____:PRINT@141+ZZ,D2(Q)_____":ZZ=ZZ+40____
```

Thats about all for now.

Kind Regards,


KEVIN HUNTER

Ken and Andy are offering a repair service for cassettes, particularly those with burnt out transformers, which we are now finding seems to be a common fault with the EACA type. This service will be at a reasonable rate and will be to Group members only.

Chris Bishop held his first "Basic for Real Beginners" class last meeting, and this was very well attended. Chris even took the time to go through his class a second time in the same evening, when two new members who had had trouble finding the hall, arrived at supper time.

We would like to welcome all of the following new members:

Auckland members

Allan Clarke, 47a Marsden Ave, Takapuna 9
R.T. Higham, 2B Gaylands Ave, Papakura
D. Bouterey, 16 Kakapo Place, Papatoetoe

Country members

John Lockett, C/- PNG Assoc Ind, Box 1394, Boroko, Papua New Guinea
John Allan, 187 Weld St, Blenheim
Graeme Pullar, C/- Satellite Station, Private Bag, Warkworth
Dai Bevan, 30 Awa Road, Mirimar, Wellington 3
Angus Vail, 16 Greenwood Road, Havelock North
Douglas Findlay, 42 Norway St, Aro Valley, Wellington
David Smither, 28 Viewmont Drive, Harbour View, Lower Hutt

You will also find a complete list in this month's magazine - first one published for about 4 issues. As you will see, we have a total of 161 members now - the Group is growing in leaps and bounds.

Please tear off this subscription renewal and return, with your cheque to :

Auckland Colour Genie Users Group,
PO Box 27-387,
Auckland 4.

Yes, of course I want to renew my subscription to our terrific group!

Country subscription \$10.00

Full/Family/Auckland subscription \$15.00

Name.....

Address.....

If your address is recorded incorrectly on our member list please advise.

Please Note:- If your membership fees are not paid by the end of April, your name will be deleted from the list, and you will get no further magazines.

Thank you,

Mrs Nola Huggins,
Secretary/Treasurer

Software now available includes:**Typing Tutor**

\$12.00

This seems to be quite a good program, testing on both letters and words. If you make an error during any particular screen, the machine automatically makes you do it again. You can choose to learn one line at a time, or two lines and so on.

Adventures

\$10.00

These are two adventure programs that have come the UK Users Group, and are not quite as difficult as the Colour Quest series. That still doesn't mean that they are easy though.

C.G. Monitor

\$15.00

Supposedly a very good Monitor. Got a good writeup in the English group's magazine. Comes with a good 'manual'.

Jump

\$14.00

A good arcade game, a little like Kong in that you have to climb up ladders (and firemen's poles) to reach the 'balls' at the top of the screen. When you have got hold of one (you just have to bang into it) you then have to get all the way down again. All during this you have these pink coloured balls coming down to get you. So far our family have reached the eighth screen. I really recommend this game - to me it is a little easier than Kong. The only fault I can find with the game is that if you get hit during a screen set, you have to start the whole darn screen set again, even if you were on your last ball. However if you have passed one screen you don't have to go back to the beginning of the game, just back to the start of the screen set you are presently on. And I really like the music - it is an actual 'classical-type' tune. Don't ask me the name of it though!

You will find attached, a further five pages to be added to your Software Lists, all with new programs or hardware items. In fact there are so many new programs this month, that I have only listed a few of them above.

If anyone has a program that we haven't got listed, and they are willing to share them with the Group, please send us a tape.

That's the lot from me this month,

Nola Huggins

EDUCATIONAL PROGRAMS AND UTILITIES

Typing Tutor

\$12.00

Quite a good typing tutor. You can choose between learning a line at a time, or two lines, and so on. Graduates to words too.

Disassembler - U.K. version

\$12.00

This version has also been listed in the U.K. magazine.

C.G. Monitor

\$15.00

Supposed to be a very good monitor. Very popular in the U.K. Comes with a comprehensive manual.

Musik

\$12.00

This program has come from the Netherlands, and is either Dutch or German, but the menu is in English. It is a collection of 6 tunes played by the computer for your listening enjoyment. Comes up with a menu of the 6 tunes available and you choose which tune you want. Not just a brief part of the tune either, but the whole bit. Good value. Tunes include Greensleeves and Popcorn, this last I knew when I heard it, but I think we know it by a different name. Basic program.

Fuga

\$12.00

This is a classical piece by Bach - goes for some time. Would sound terrific put through the stereo. According to the title, it is in '3 voice' which should mean something to someone. Another German/Dutch tape.

BASIC + 5

\$12.00

Adds 5 commands to your basic. Text and FGR mixed, memory dumps on tape, etc is loaded by SYSTEM first, comes up with READY, then you RUN to start program, which can then be LISTed etc. RSET is one of the new commands. Another German program.

EDITORS NOTES

My apologies for some errors in last months newsletter which have been pointed out to me.

First in the program listings there appears an english pound sign. this should be the hash sign which is <SHIFT> 3.

Printer problems again

Second the extract from computing today should have another page with it which I will print just as soon as I find it.

Finally the correction I gave for C.G. POKER in last months notes is the wrong line number. This was given to me by another member. The correction is right you just have to find the right line number.

Now on to this month -- The GRAND PRIX listing in this newsletter has been adapted by Bert Harris from a TRS-80 program. He has changed te screen positions to suit the C.G. but can not get the machine code section to run. If anyone can solve the problem Bert would like to hear from you or send the solution to me and I will print it in the newsletter.

The other listings this month are O.K.

```

0 REM GRAND PRIX RACING
10 REM 1980 M CHAUVET
20 CLEAR 500:DEFINT A-Y:CLS
30 RPS=0:RS=0:RD=0:EC=0:B=0:KB=0:LC=0:RC=0:TW=2:Z=0:T=0:QZ=17:UN=1:NL=128
40 SN=0:LP=0:DX=10:SC=600:T1=0:T2=0
50 M$=STRING$(255,0):MO$=STRING$(75,0)
60 ADDR=VARPTR(MO$):POKE 16526,PEEK(ADDR+1):POKE 16527,PEEK(ADDR+2)
70 FST=ADDR
80 ZD=PEEK(ADDR+1)+PEEK(ADDR+2)*256
90 IF ZD>32767 THEN ZD=ZD-65536
100 ADDR=ZD
120 CAR=ADDR+182
130 EC=16:DIM LAP(50)
140 KBOARD=-1984:TWD=2:BL=32
150 B$=STRING$(8,24):C$=CHR$(26)
155 CHAR4
160 A$=CHR$(212)+CHR$(213)+LEFT$(B$,4)+C$+CHR$(212)+CHR$(217)+CHR$(213)+CHR$(212)+CHR$(217)+CHR$(213)+LEFT$(B$,4)+C$+CHR$(212)+CHR$(213)+LEFT$(B$,2)+C$+CHR$(213)+CHR$(212)+LEFT$(B$,4)+C$+CHR$(202)+CHR$(136)+CHR$(165)+CHR$(165)+CHR$(136)+CHR$(202)
170 REM SCROLLING ROUTINE
180 DATA CD7F0A7D00018E40C5FD21BD00FD49DD21B600DD092600DD6E0001
190 DATA 003C09C1B72B02FDE9114003E519E5D101400009EB0E10ED
200 DATA B0110003E1E519E5D101400009EB0E38EDB011BF02E1E519E5D1
210 DATA 01400009EB0E39ED60117F02E1E519E5D101400009EB0E3AED80
220 DATA 113D02E1E519E5D101400009EB0E3CED8011EE02FDE1FDE5FD19
230 DATA FD7E00FD7710FD7E01FD7711FD7E18FD7708FD7E19FD7709113A
240 DATA 022600DD6E0019E5FDE1E119E5D101400009EBFDE5C1ED883E00
250 DATA C90000000000000000
260 REM MOVE CAR
270 DATA DD213101DD093D20313E05117C0219E5D11313E50600DD4E00ED8823E5FDE1FD4610
280 DATA FD7000FD4611FD7001E13DC80600DD4E0109DD23DD2318053E05110A00DD19117B02
290 DATA 19E5D11B18E50600DD4E00ED80011200ED42E5FDE1FD4600FD7010FD
300 DATA 4601FD7011E13DC80600DD4E0109DD23DD2318D1
310 DATA 0242063F044208400500
320 DATA 023E0641043E08400500
330 DATA END
340 READ D$:IF D$="END" THEN GOTO410 ELSE GOSUB2000
350 FOR I=1 TO LEN(D$) STEP 2

```

```

360 D=ASC(MID$(D$,I,1)):D1=ASC(MID$(D$,I+1,1))
370 IF D>57 THEN D=D-7
380 IF D1>57 THEN D1=D1-7
390 D=(D-48)*16+D1-48:POKE ADDR,D:AD=AD+1
400 NEXT I:GOTO 340
410 DATA 0,1,1,2,3,3,2,1,1,0
420 FOR I=1 TO 10:READ C(I):NEXT I
430 POKEZD+6,PEEK(FST+1)
440 POKEZD+7,PEEK(FST+2)
450 REM CIRCUIT SET UP
460 TM=30+RND(20):TB=TM*10.1:TK=TM-5:TL=TM-1:CN=0
470 FOR I=2 TO TM-2:DIR=RND(3)-2:CN=CN+DIR:IF ABS(CN)>1 THEN CN=CN-2*DIR:DIR=-DIR
480 IF PRV=0 THEN PRV=DIR
490 IF DIR THEN IF DIR=PRV THEN TB=TB+14:PRV=DIR ELSE TB=TB+6:PRV=DIR
500 LAP(I)=DIR:NEXT I
510 LAP(1)=0:LAP(TM)=0:LAP(TM-1)=0:CLS
520 PRINT$206,"THE CIRCUIT IS";:PRINT USING"#,###MILES LONG";TM/20;
530 PRINT$286,"THE LAP RECORD IS";:T1=TB/600:T2=TB-T1*600:PRINT USING"###:##,##";T1
,T2/10;:TB$=""
535 AX=PEEK(17408):PRINT $5,AX
540 FOR I=548 TO 554:TB$=TB$+CHR$(PEEK(15360+I)):NEXT I
550 ME$=TB$:M=490:GOSUB 10000:FOR I=1 TO 200:NEXT I:CLS
560 CH$=CHR$(28)+CHR$(255)
570 CLS:PRINT$ 498,A$;
580 POKE CAR,36:RCRASH=15360+733+EC+1:LCRASH=RC+5-2*EC-1
590 RPS=15384:ROAD=132:RD=13
600 FOR LP=1 TO TN
610 SN=LAP(LP):IF SN THEN RD=132:RD=0 ELSE RD=13
620 FOR I=1 TO 10:RPS=RPS+C(I)*SN:Z=USR(0):PRINT CH$:POKE RPS,RD:POKE RPS+EC,RD:RD=RD
+RD:RD=-RD:B1=B:B=PEEK(KB):IF SN THEN POKERPS=UN,NL:POKERPS+QZ,NL
640 IF B=0 THEN GOTO 690
650 T=T+2:IF B=32 THEN GOTO 670
660 Z=USR(1):POKE CAR,PEEK(CAR)+TWO:LC=LC+TWO:RC=RC+TWO:GOTO 680
670 Z=USR(2):POKE CAR,PEEK(CAR)-TWO:LC=LC-TWO:RC=RC-TWO
680 IF B1>0 THEN IF B1<>B THEN 1000
690 IF PEEK(LC)=BL AND PEEK(LC-1)=BL AND PEEK(RC)=BL AND PEEK(RC+1)=BL GOTO 760
700 T=T+20:IF PEEK(LC)<>BL OR PEEK(LC-1)<>BL THEN LEFT=0 ELSE LEFT=-1
710 L1=PEEK(CAR):640:IF LEFT THEN L1=L1-1

```

```

660 Z=USR(1):POKE CAR,PEEK(CAR)+TWO:LC=LC+TWO:RC=RC+TWO:GOTO680
670 Z=USR(2):POKE CAR,PEEK(CAR)-TWO:LC=LC-TWO:RC=RC-TWO
680 IFB1>0THENIFB1<>BTHEN1000
690 IF PEEK(LC)=BLANDPEEK(LC-1)=BL AND PEEK(RC)=BLANDPEEK(RC+1)=BL GOTO760
700 T=T+20: IF PEEK(LC)<>BLORPEEK(LC-1)<>BL THEN LEFT=0 ELSE LEFT=-1
710 L1=PEEK(CAR);640:IF LEFT THEN L1=L1-17
720 PRINT$1,"*CRASH*";
730 IF NOT(LEFT)THEN GOSUB8000:GOSUB9000:GOSUB8000:GOSUB8000 ELSE GOSUB9000:GOSUB
8000:GOSUB9000:GOSUB9000
740 FORL=1TO50:NEXTL
750 PRINT$1,CHR$(201);
760 NEXTI
770 T=T+DX:IFL<TKTHEN790
775 T1=T/SC:T2=T-T1*SC:PRINT$965,TB$;:PRINT$1010,;:PRINTUSING"**:**,":T1,T2/DX;
780 IFLP=TL THEN PRINT$RPS-15360,STRING$(5,153)"FINISH"STRING$(5,166);
790 NEXT LP
800 FORI=1TO10:PRINT$0,CHR$(255);:Z=USR(0):NEXTI
810 IFT<TB THEN ME$="YOU BROKE THE LAP RECORD!";M=470:GOSUB10000:GOTO870
820 IFT-TB>200 PRINT$464,"YOUR DRIVER'S LICENCE HAS BEEN CANCELLED!":GOTO870
830 IFT-TB>100PRINT$464,"PERHAPS YOU NEED A WIDER TRACK":GOTO870
840 PRINT$464,"YOU'VE QUALIFIED IN";
850 PLACE=INT((T-TB)/5)+1:IFPL=1THENPRINT"1ST";ELSEIFPL=2THENPRINT"2ND";ELSEPL=3
THENPRINT"3RD";ELSEPRINTPLACE"TH";
860 PRINT"PLACE";
870 T=0
880 FORI=1TO1000:NEXTI
890 PRINT$528,CHR$(31);"HIT ENTER TO TRY AGAIN OR"
900 PRINT$592,"X TO MOVE TO ANOTHER CIRCUIT";
910 Y$=INKEY$:IFY$=CHR$(13)THEN570ELSEIFY$="X"THEN450 ELSE910
1000 IF B=32 THENL1=LC-15360-6:LEFT=-1 ELSE L1=RC-15360+1:LEFT=0
1010 L1=570+PEEK(CAR)
1020 PRINT$1,"000PS!";:FORL=1TO50:NEXTL:PRINT$1,CHR$(198);
1030 IF LEFT THEN 1060
1040 IFPEEK(LC)<>BLORPEEK(LC-1)<>BL THEN1080
1050 GOSUB 9000:GOTO1040
1060 IF PEEK(RC)<>BLORPEEK(RC+1)<>BLTHEN1080
1070 GOSUB8000:GOTO1060
1080 T=T+10
1090 GOTO710
1100 PART=PART+1:IFINT(PART/2)*2<>PART RETURN
1110 ONPART/2GOTO2000,3000,4000,5000,6000,7000
1120 RETURN
2000 PRINT$11,"** GRAND PRIX **"
2010 PRINT$160,"YOU ARE ABOUT TO TAKE PART IN THE QUALIFYING SESSIONS OF A
N INTERNATIONAL GRAND PRIX
2030 RETURN
3000 PRINT"YOUR 'FORMULA ONE' CAR IS CONTROLLED BY THE ARROW KEYS "CHR$(93)"AND
"CHR$(94)
3010 RETURN
4000 PRINT"YOU WILL TRY TO TURN IN THE FASTEST LAP KEEPING IN MIND THAT : "
4010 RETURN
5000 PRINT" -EVERY TIME YOU STEER YOU LOOSE 2/10 OF A SECOND"
5010 PRINT" SO YOU SHOULD DRIVE CLOSE TO EDGE OF THE TRACK."
5020 RETURN
6000 PRINT" -IF YOU LEAVE THE TRACK YOU'LL BOUNCE BACK IN AND"
6010 PRINT" LOOSE 2 SECONDS"
6020 RETURN
7000 PRINT" -IF YOU CHANGE STEERING DIRECTION TOO SUDDENLY YOU"
7010 PRINT" WILL SKID, LEAVE THE TRACK
AND LOOSE 1 SECOND."
7020 RETURN
8000 Z=USR(2):POKE CAR,PEEK(CAR)-TWO:LC=LC-TWO:RC=RC-TWO
8010 RETURN
9000 Z=USR(1):POKE CAR,PEEK(CAR)+TWO:LC=LC+TWO:RC=RC+TWO
9010 RETURN
10000 FORK=1TO10:PRINT$M,(192+LEN(ME$));:FORI=1TO50:NEXTI:PRINT$620,ME$;:FORI=1T
025:NEXTI,K:STOP:RETURN

```

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1 REM-ADAPTED FOR C/GENIE FROM PRACTICAL
2 REM-WIRELESS MAGAZINE---H.N.G.
3 CLS

```

LIST =CALLSIGNS

INPUT CALLSIGNS----

```

100 PRINT:PRINT:PRINT"QRRR RADIO LOG RRRQ"
120 REM
130 CLEAR 5000
140 DIMC$(500)
150 N=1
160 C$(1)=" "
200 REM
205 PRINT:PRINT:PRINT
210 INPUT"NEXT CALL SIGN";A$
220 IF A$="ALPHA" THEN GOTO 500
230 IF A$="LIST" THEN GOTO 700
240 GOSUB 800
245 PRINT
250 PRINT"CONFIRM--YES/NO--";D$
251 INPUTB$
252 PRINT
260 IF B$<>"YES" THEN GOTO210
270 REM
280 FORI=1TON
290 IFD$=C$(I) THEN GOTO 410
300 NEXT I
310 REM
320 N=N+1
325 C$(N)=D$
327 PRINT
330 PRINT D$;" IS NEW CALLSIGN"
332 PRINT
335 PRINT
340 PRINTN-1;"CALLS LOGGED"
350 PRINT
360 GOTO200
400 REM
405 PRINT
410 PRINTD$;" ALREADY LOGGED"
420 GOTO 340
500 REM
505 PRINT
510 PRINT"SORTING"
520 FOR I=1TON
530 D=C$(I)
540 PRINT"";
550 FORJ=1TON
560 IF D$=C$(J) THEN GOTO 580
570 D$=C$(J)
572 C$(J)=D$
574 D$=D$
580 NEXT J
590 C$(I)=D$
600 NEXT I
605 PRINT
610 PRINT"SORT COMPLETE"
615 PRINT
620 INPUT"PRINTOUT-YES/NO-";A$
630 IF A$="NO" THEN GOTO 900
700 PRINT
702 PRINT"CALLSIGNS LOGGED"
710 FOR I=1TON
720 IF 5*INT(1/5)<>I THEN GOTO 750
730 INPUT"CONTINUE";A$
731 REM
732 REM
740 IF A$="NO" THEN GOTO 900
750 PRINT C$(I)
760 NEXT I
770 PRINT
772 PRINT
780 GOTO 900
800 REM SPACE STRIPPER.THIS REMOVES SPACES FROM
802 REMCALLSIGN.E.G.ZL 2 AA BECOMES ZL2AA
810 D$=""
820 FORI=1TOLEN(A$)
830 IFMID$(A$,I,1)=" " GOTO 850
840 D$=D$+MID$(A$,I,1)
850 NEXT I
860 RETURN
900 REM
910 INPUT"DO YOU WANT TO QUIT.IF YOU QUIT YOU LOSE ALL DATA-YES/NO-";A$
915 PRINT
920 IF A$="YES" THEN GOTO 940
930 GOTO 200
940 PRINT"O.K.GOODBYE NOW..ZZZZZZzzzzzzzzzz"
945 PRINT
950 END

```

```

10 REM ANIMALS GAME
20 CLEAR 500
30 REM ** SET UP **
40 N=100:REM MAX.NO. OF ANIMALS
50 DIM Y(N),N(N),T$(N)
60 C=3:FOR I=1 TO 3:READ Y(I),N(I),T$(I):NEXT I
70 PRINT:PRINT "A N I M A L S !":PRINT
80 GOTO 190
90 REM** ANSWER YES or NO **
100 PRINT:PRINTQ$;" ";;INPUT A$
110 IF A$="Y"ORA$="y"ORA$="YES"ORA$="yes" THEN A=1:RETURN
120 IF A$="N"ORA$="n" OR A$="NO"ORA$="no" THEN A=0:RETURN
130 PRINT:PRINT"PLEASE ANSWER YES or NO":GOTO 100
140 REM ** ADD A or AN TO ANIMAL NAME **
150 L$=LEFT$(A$,1):P$=" a "
160 IFA$="A"ORA$="E"ORA$="I"ORA$="O"ORA$="U"ORA$="a"ORA$="e"ORA$="i"ORA$="o"ORA$="u" THEN P$=" an "
170 A$=P$+A$:RETURN
180 REM ** START A NEW GAME **
190 Q$=" Care for a game ":GOSUB 100
200 IFA=0 THEN PRINT:PRINT" O.K.BYE NOW. HAVE A NICE DAY.":END
210 P=1
220 REM ** Play game **
230 IF Y(P)=0 AND N(P)=0 THEN 290
240 Q$=T$(P):GOSUB 100
250 IF A=1 THEN P=Y(P)
260 IF A=0 THEN P=N(P)
270 GOTO 230
280 REM ** MAKE A GUESS AT THE ANIMAL **
290 A$=T$(P):GOSUB 150:T$=A$
300 Q$="Is the animal you are thinking of"+A$:GOSUB 100
310 IFA=1 THEN PRINT:PRINT" I GOT IT!!! YABBA DABBA DOO!!! ":GOTO430
320 REM ** LEARN A NEW ANIMAL **
330 PRINT:PRINT" I GIVE UP!!!":PRINT" WHAT IS YOUR ANIMAL ";;INPUT N$
340 A$=N$:GOSUB 150
350 PRINT:PRINT "PLEASE ENTER A QUESTION THAT WOULD DISTINGUISH" :PRINT "BETWEEN";A$;" AND";T$:INPUT D$
360 Q$=" FOR"+T$+" The answer would be":GOSUB 100
370 A$=T$(P):T$(P)=D$:T$(C+1)=A$:T$(C+2)=N$
380 IF A=1 THEN Y(P)=C+1:N(P)=C+2
390 IF A=0 THEN Y(P)=C+2:N(P)=C+1
400 Y(C+1)=0:N(C+1)=0:Y(C+2)=0 :N(C+2)=0
410 C=C+2
420 REM ** END GAME & LOOP FOR ANOTHER GO **
430 A=INT(C/2)+1
440 PRINT:PRINT" I now know ";A;" different animals!"
450 GOTO 190
460 REM ** INITIAL DATA **
470 DATA2,3,"DOES IT LIVE IN THE WATER"
480 DATA 0,0," WHALE "
490 DATA 0,0," LION "

```

```

1 CLS
5 COLOUR4
10 DEFINT A-Z: CLEAR 100
11 PRINT@44,"MJJJJ JJJJ' MJJJ' MJJJ' JJJJJ"
12 PRINT@84,"J J J J J J"
13 PRINT@124,"dJJJ' JJJJb JJJJJ J JJJJJ"
14 PRINT@164,"J J J J J J"
15 PRINT@204,"JJJJb J J J dJJJb JJJJJ"
16 PRINT@287,"JJJJ' MJ' MJJJ' JJJJJ"
17 PRINT@327,"J J MJ J' J J"
18 PRINT@367,"JJJJb JJJJJ J JJJJJ"
19 PRINT@407,"J d' J J J J"
20 PRINT@447,"J J J J dJJJb JJJJJ"
25 GOTO 350
30 CLS:PRINT@165,"TOUCH RIGHT ARROW TO STEER RIGHT":PRINT@205,"OR LEFT ARROW TO STEER LEFT"
40 PRINT@805,"PRESS 'RETURN' WHEN READY"
50 A$=INKEY$:IF A$="" THEN PRINT@612,"SPACE MINER ":PRINT@612,"":GOTO 50
55 CHAR4
60 TR=0:SC=0:SD=0:L5=133:A=18062:B=14:C=B:D=1:F=0:G=25:H=43:KY=-1984:RI=64:LE=32:ST=18047:PT=255:LC=105:RC=95:CLS
70 FOR I=0 TO 15:PRINTSTRING$(B,"@");TAB(B+C)STRING$(40-B-C,"@");:NEXT
80 X=PEEK(KY):IF X AND RI THEN G=G+1:GOTO 100
90 IF LE AND X THEN G=G-1
100 IF RND(8)=3 THEN D=-D
110 B=B+D:IF B<3 THEN B=3:D=-D
120 J=B+C:IF J>36 THEN B=36-C:J=B+C:D=-D
130 POKE A,H:POKE A+1,H:A=ST+G:PRINTSTRING$(B,L5):
140 T=RND(7):IF T=7 AND RND(4)=1 THEN 160 ELSE IF T=0 THEN PRINTSTRING$(RND(C),32);"0";TAB(J)STRING$(40-J,L5);ELSE PRINTTAB(J)STRING$(40-J,L5):
150 GOTO 170
160 PRINTSTRING$(RND(C),32);"E";TAB(J)STRING$(40-J,L5):
170 P1=PEEK(A):P2=PEEK(A+1):IF (P1=32) AND (P2=32) THEN 180 ELSE IF (P1=79) OR (P2=79) THEN 220 ELSE IF (P1=L5) OR (P2=L5) THEN 200 ELSE IF (P1=35) OR (P2=35) THEN 230 ELSE 180
180 POKE A,LC:POKE A+1,RC:F=F-1:IF F<1 THEN F=40:C=C-1:LC=RND(46)+192:IF C<6 THEN 260
190 GOTO 80
200 SC=SC+1:G=INT(C/2+B):PRINT"YOU RAN INTO THE WARP!"
210 FOR X5=1 TO 500:NEXT X5:FOR I=955 TO 959:PRINTSTRING$(B,L5):TAB(B+C)STRING$(40-J,L5):NEXT:IF SC>3 THEN 340 ELSE 80
220 IF RND(2)=1 THEN 80 ELSE SD=SD+1:PH=515+B+C/2:FOR I=0 TO 30:PRINT@PH,"SPACE MINE!":PRINT@PH,"":NEXT:IF SD>5 THEN 340 ELSE 80
230 PRINT@LC-40,"YOU GOT IT!":FOR X5=1 TO 250:NEXT X5
240 TR=TR+1:PH=515+B+C/2:FOR T=0 TO 30:PRINT@PH,"GOOD ONE!":FOR X5=1 TO 25:NEXT X5:PRINT@PH,"":NEXT:PRINT@920,:GOTO 80
250 GOTO 230
260 CLS:PRINT:PRINT:PRINT"GAME OVER!":PRINT:PRINT:PRINT"YOU RAN INTO THE WARP ";SC;" TIMES"
270 PRINT:PRINT:PRINT"AND HIT ";SD;" SPACE MINES"
280 PRINT"AND GATHERED ";TR*100;" POUNDS OF TRILLIUM!"
282 PRINT"YOUR SCORE IS: ";(TR*100)-(SC*10)-(SD*10)
283 PS=TR*100-SC*10-SD*10:IF PS>TS THEN TS=PS
285 PRINT"TOP SCORE = ";TS
290 PRINT"WANT TO PLAY AGAIN? (Y/N)"
300 A$=INKEY$:IF (A$="Y") OR (A$="N") THEN 310 ELSE 300
310 IF A$="Y" THEN CLS:GOTO 350
320 END
330 END
340 CLS:PRINT"SIMULATION ABORTED!":FOR X=1 TO 1000:NEXT:GOTO 260
350 PRINT@524,"DO YOU WANT INSTRUCTIONS (Y/N)"
360 A$=INKEY$:IF A$="" THEN 360 ELSE IF A$="N" THEN 40
380 PRINT"YOUR MISSION IS TO FLY A TORTUOUS COURSE TO GATHER A PRECIOUS METAL,TRILLIUM (E),AVOIDING THE SPACE MINES (O) AS YOU DO SO."
390 PRINT"AS A TRAINING PROCEDURE,YOU WILL BE ALLOWED TO COLLIDE WITH THE SIDES OF THE SPACE-TIME WARP 3 TIMES, OR HIT A SPACE MINE 5 TIMES"
400 PRINT"ANY MORE THAN THIS WILL ABORT THIS SIMULATION"
410 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
420 A$=INKEY$:IF A$="" THEN 420
430 CLS
440 PRINT"PRESS ANY KEY TO BEGIN"
450 A$=INKEY$:IF A$="" THEN 450
460 GOTO 30
500 REM:ADAPTED FROM A PROGRAMME BY WM.SCOTT WATSON IN "55 ADVANCED COMPUTER PROGRAMS IN BASIC"(TAB BOOKS) FOR THE COLOUR GENIE. BY A.K. MCGILL

```


HARDWARE - AND ITEMS OTHER THAN SOFTWARE PROGRAMS

Cassette Relay Board

- kitset model
- \$17.00
- fully finished model
- \$18.00
- finished and fitted model
- \$20.00

all the pieces are there - you have to put them together, and solder them to your Genie.

comes with full, easy to understand notes on how to solder it to your Genie.

Bring your Genie to a meeting, or arrange with Mark a suitable time, and he will solder it into your Genie for you.

Data Stabilizer

- \$18.50

A **must** for all Genies with loading problems.

Joystick and Modification

- \$34.00

These are now readily available from us. The cost even includes the 'Gunshot' type joystick, and having it fitted to your machine. The joystick runs off the arrow keys and space bar, so no need for any joystick routines to be written it. Will have to arrange with Ken for the fitting, as it takes too long to do at a meeting.

New Roms

- \$25.00 per set
- plus your old roms

These are available from us, and we take your old roms in exchange. Auckland members can bring their machines along to a meeting and have it done there but country members will either have to do it themselves or arrange to have their Genies sent up to us.

Technical Manual

- \$12.00

This is a 74 page manual on the Technical side of the Colour Genie.

Blank Tapes

- \$1.80 each

These include the tape and the box, but no label. Labels are an extra 5c each.

 *
 * 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
Flugsimulator	\$15
Flying Bytes	\$14
Fortress of Evil	\$12
Froids Pt 1 and Pt 2	\$12
Fuga	\$12
Full Screen Editor	\$20
Fuss	\$12
Galactic Attack	\$12
Galadriel in Distress	\$12
Geisterfahrer	\$12
Genie Calc	\$15
Genie Invaders	\$12
Geniepede	\$12
Genie Trek	\$14
German Frogger	\$12
German Phrasebook	\$12
G-Mon	\$ 3.50
Gobbledegook	\$12
Golf	\$10
GWord	\$12
Haunted House (3D)	\$12
Haunted House (Andy's)	\$3.50
Hektik	\$12
Hi-Lo & Tunes/Colours	\$10
Input Module	\$12
Invaders - Briers	\$10
Invasion	\$12
Invoicing - Sales	\$15
Jet Set Billy	\$15
Joystick & Modification	\$30
Joystick only	\$25
Jumbo flight simulator	\$15
Jump	\$14
Kings	\$12
Kong - German	\$12
Kong - Algray	\$12
Labyrinth of Fear	\$15
Learn to Count w Fr.Frog	\$10
Link	\$12
Lunar Lander	\$12
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

Neat List Utility	\$12
New Roms (+old roms)	\$25
Nominal Ledger	\$15
One to One Hundred	\$ 3.50
Orgel	\$12
Othello	\$12
Othello - 3D	\$ 3.50
Pick and Match	\$10
POB Graphics Editor	\$10
Poker	\$10
Pontoon/Snake Snatch	\$10
Puckman	\$12
Punkte	\$12
Punter	\$14
Q-Man	\$12
Rocksoft Games #1	\$12
Rocksoft Games #2	\$12
Rocksoft Utilities	\$12
RS232 Driver	\$15
Rubik's Cube	\$10
Rubik's Cube - Gum	\$ 3.50
Saug	\$12
Shape Designer	\$10
Skramble	\$10
Snake	\$10
Space Trek	\$14
Spell A Picture #1 & #2	\$12
Staff of Law	\$12
Super Agent Flint	\$12
Synthesiser	\$12
Technical Manual	\$12
Terry's Travels	\$12
Toad Mania	\$12
Triton Battle	\$12
TR Load	\$12
Typing Tutor	\$12
What's My Rhyme	\$12
Word Processor (Clarke)	\$15
Wurm	\$12
Zen	\$20

ADVENTURE GAMES

Super Agent Flint \$12.00

Staff of Law \$12.00

Galadriel in Distress \$12.00

These are all offerings from Potter Programs in England. Good games, still difficult, although apparently not as difficult as Colour Quests. If you get stuck, we do have a 'hints' sheet.

Exile \$12.00

This program has received an excellent write-up in the England magazine. It is a fantasy adventure which takes up the whole of your memory (31K). At the moment it is for new rooms, but we will get that changed.

Adventures \$10.00

An offering of two adventure programs which come from the English Group and have been listed in recent magazines. Not as difficult as the Potter or Colour Quest programs, but still quite challenging.

SUGGESTED CONSTITUTION FOR AUCKLAND COLOUR GENIE USER'S GROUP

1. There shall be a non-profit making organisation to be known as THE AUCKLAND COLOUR GENIE USER'S GROUP afterwards referred to as the organisation.
2. The aims of the organisation will be the sharing of knowledge on the Colour Genie computer, distribution of software and hardware for the Colour Genie, and such other activities as the members decide.
3. An Annual General Meeting will be held in March each year, and Special General Meetings may be held with three weeks notice in writing. Normal meetings shall be held as the committee determine.
4. There will be three classes of members, Full members (which will include all members of a family group), Country members (where the member lives outside the greater Auckland area) and Student Members (where the member is engaged in full-time study).
5. A quorum shall consist of 50% of the Full members and Student members.
6. A committee shall be elected at the Annual General Meeting and must contain a Chairman, Secretary, and between three and six other members.
7. Non-committee members may be appointed to fulfill other tasks as the committee shall decide.
8. The committee may be given power to co-opt members to the committee by a vote at a normal meeting of the club if a quorum is present with a 75% majority vote.
9. The organisation shall operate such bank accounts as the committee shall determine. All accounts must have at least three signatories, any two to sign.
10. The financial records of the organisation will be available at all meetings for inspection by members.
11. The financial records will be audited before the Annual General Meeting for presentation at the meeting, and a financial statement will be distributed to all members.
12. Subscriptions will be set by the members either at the Annual General Meeting, or at a Special General Meeting.
13. In the event of an Annual General Meeting or a Special General Meeting voting to wind-up the organisation the assets will pass to a non-profit organisation which will be decided by the meeting.
14. The policy of the organisation with regard to software sales will be that the only warranty is on the quality of the medium used and the quality of the recording.
15. Any changes to this constitution may be made at an Annual General Meeting or a Special General Meeting by a 50% majority vote if three weeks prior notice in writing has been given, or by a 75% majority vote if no prior notice has been given.

Chopper \$15.00

A good game this, you have four different screens where you have to 'pick up' the men (by 'landing' on them!) and avoid the 'bombs' shooting at you, while manouvering your helicopter through some light bends. You can shoot away the things that are causing the bombs to come at you. In the first level, there are no bombs, hence it is quite easy to get through this screen, but the other three screens are quite difficult. An addictive game.

Trashman \$15.00

Another very good game, also addictive. You have two 'screens' in one here. The big main screen is on the left, while you have a 'radar-type' screen on the right. The idea is to race around collecting as much trash (which seems to be lying all over the roads!!) as you can, and leaving 'smoke screen' things behind you, so that the 'nasties' can't catch you. If they catch you, you are dead. Very difficult game.

Crazy Paint \$15.00

In this game, you have to race around triangles, squares, oblong shapes, etc. and 'fill them in' all the while avoiding the 'moth-type' things that are chasing after you. This is another of those tapes that talk to you, this one says 'Crazy Paint' at the start (until you press the S button) and, if you don't want to play again at the end of the game, it says "Thank you for playing".

Fast Food/Gorilla \$12.00

Two games for the price of one. In the first one, you are a penguin, whose mouth opens and closes, and you have to catch all the food that is coming down from the top of the screen. Different types of food earn varying points. The second game is a type of 'Kong' game, which is pretty difficult. We can't get past the first three screens.

Mad Driver \$15.00

This is a 'Grand Prix' type game. You can speed up and slow down, as you are racing along a track avoiding all the cars coming the other way. Again, quite difficult.

Moonbuggy \$15.00

This would be my favourite out of the new games. You have to jump your 'moonbuggy' over some obstacles and shoot at others. You have five chances and I don't know how many screens. I have only managed to reach the seventh screen which has two different types of things from above to avoid, or jump over the potholes that they create.

NEW GAMES

Snake

\$10.00

This game has been around ever since the Genie has. I like it very much - it is also a game that younger children should really enjoy. You go round eating frogs that jump out of the square pond, and you grow in size each time you eat one. Don't touch the walls or yourself though. Can choose how many frogs to eat.

Terry's Travels

\$12.00

Another Algray offering. This one is a combined Pacman-type game, with a 'frogger-type' game as well. I understand that it has more than these two screens, but it is so difficult that I haven't seen them.

Triton Battle

\$12.00

A new German game, this time a type of Defender. Good game, seems fairly difficult. A male voice speaks at the start of this game. Machine code.

Lunar Lander

\$12.00

Another German game. This game is mostly in English but still needs a couple of words translated - therefore it might not be ready just yet. Good game with 3D graphics. Again, a difficult game. The idea is to land on the surface of the moon. You probably go into another screen when you successfully land, but this is so difficult that we haven't found out what happens yet. In machine code.

Q-Man

\$12.00

Another offering from Germany - this program is available in arcades according to my kids. You have to jump from 'trampoline' to 'trampoline' (well, I think that's what they are) avoiding the little men following you.

Crazy Caver

\$12.00

This is an English game - I haven't had the time to figure it out yet, but there are moving lifts and collapsible bridges and at least seven different screens.

Ballon

\$12.00

A german game, and one that is a little different! You have to control the two men that are holding a blanket on the bottom of the screen, and they have to catch the man who is jumping up to catch as many balloons as he can

NEW GAMES

A10 Bomber

\$14.00

Just like DEFENDER on other computers. According to my children, this version is identical to the arcade version. Recommended.

Droids

\$14.00

A very good game indeed. You have 10 different mazes to choose from, with 10 levels of difficulty. The idea is to complete each maze, dodging and shooting at the ghosts that are trying to catch you and shoot you. Another well recommended game, in fact one of my favourites.

Jump

\$14.00

I really have to decide which is my alltime favourite between this one and the last one. This is the latest game to come in, and is really addictive. See comments in Newsletter No. 13. Has 10 different screens altogether.

Death Star

\$12.00

Other than the fact that this is an Algray game (and they have a very good reputation for good programs) and that it is an arcade-type game, I don't know anything about it.

Exterminator

\$12.00

Another Algray arcade game.

Geniepede

\$12.00

A game somewhat like 'Wurm'. As we have been having colour troubles, I haven't actually been able to see this program working yet.

Kong - Algray

\$12.00

This version is supposed to be a little harder than the Kong that we have all got. So that you know which version you have got, so far nobody has the Algray one.

Rocksoft Games #2

\$12.00

There are three good games on this tape. one is an adventure type, while the other two are arcade type. Better than the first tape.

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.

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.

COLOUR GENIE ROM ENHANCEMENTS.

CHRISTCHURCH COLOUR GENIE CLUB.

VERSION - 2.0

SERIAL NO. -

DATE - JULY 1985

THE VERSION 2.0 COLOUR GENIE ROMS (READ ONLY MEMORY), WHICH CONTAIN THE COLOUR BASIC AND COLOUR GENIE OPERATING SOFTWARE, NOW PROVIDE SEVERAL IMPROVED FUNCTIONS AND ADDITIONAL FEATURES. THE ROMS ARE TOTALLY COMPATIBLE WITH ALL EXISTING COLOUR GENIE PROGRAMMES AND INCLUDE THE NECESSARY MODIFICATIONS TO RUN BRITISH PROGRAMMES AND FOR THE ADDITION OF A COMPATIBLE DISK DRIVE SYSTEM WHEN AVAILABLE.

THE ENHANCEMENTS ARE AS FOLLOWS :-

- 1) THE TEXT SCREEN IS NOW 40 CHARACTERS BY 25 LINES, I.E. AN ADDITIONAL LINE.
- 2) TO KEEP COMPATIBILITY WITH THE TEXT SCREEN THE GRAPHICS SCREEN IS NOW 160 BY 102 PIXELS.
- 3) SHIFT - F2 NOW EQUALS 'SYSTEM'.
- 4) SHIFT - F4 NOW EQUALS 'CSAVE ""'.
- 5) THE 'PAINT' COMMAND HAS BEEN VASTLY IMPROVED TO COPE WITH DIFFICULT SHAPES. THERE ARE ALSO THREE MODES OF OPERATION AS FOLLOWS :-

PAINT X, Y, C

PAINT X, Y, C, B

PAINT X, Y, C, B, B

WHERE X AND Y = THE START CO ORDINATES.

C = THE COLOUR TO PAINT.

B = THE BOUNDARY COLOUR.

- 6) THE 'PLAY' COMMAND CAN NOW BE USED WITH EXPRESSIONS/COMMANDS WITHIN IT.

E.G. PLAY (1, KEYPAD1, KEYPAD2, (JOYIX-1) AND 15)

TO BE ABLE TO TAKE ADVANTAGE OF THE VARIOUS ENVELOPE SHAPES, YOU CAN NOW USE THE 'PLAY' COMMAND WITH THE VOLUME EQUAL TO 16 WHICH WILL ALLOW WHATEVER ENVELOPE SHAPE HAS BEEN SET TO BE USED.

E.G. SOUND 13, 8 : SET ENVELOPE TO 8

PLAY (1, 5, 8, 16)

FURTHERMORE BY ADDING 16 TO THE OLD NOTE NUMBER A BETTER C-MAJOR SCALE CAN BE PRODUCED.

7) THE 'PLOT' COMMAND HAS BEEN SPEEDED UP.

8) THE 'VERIFY' COMMAND CAN NOW BE USED WITH A PROGRAMME NAME.

E.G. VERIFY "N"

9) THE '&H' AND '&O' PARAMETERS NOW ALLOW SPACES TO FOLLOW THE NUMBER WITHIN THE STATEMENT. ALSO, IT IS NOW VALID TO USE ANY HEX OR OCTAL NUMBER WITHOUT LEADING ZEROS.

E.G. &HF

10) THE 'FILL' COMMAND IS NOW REPLACED WITH 'FCLS N'.

E.G. FCLS 1 WHERE N=1 TO 4.

11) THE 'SOUND' COMMAND CAN NOW BE USED TO READ BACK THE CONTENTS OF THE PSG CHIP.

E.G. PRINT SOUND (N) WHERE N=1 TO 15

12) THE 'KEYPAD' COMMAND CAN NOW BE USED WITH A VARIABLE.

E.G. A=1
PRINT KEYPAD (A)

13) THE 'SCALE' NOW RETURNS THE SCALE FACTOR IN USE.

E.G. PRINT SCALE

14) THE 'SWAP VAR, VAR' COMMAND ALLOWS YOU TO SWAP VARIABLES.

E.G. SWAP A\$, B\$

IS EQUIVALENT TO THE FOLLOWING ROUTINE :-

```
TEMP$=A$  
A$=B$  
B$=TEMP$
```

15) THE 'SET (B, ADDR)' COMMAND SETS BIT B AT ADDRESS ADDR.

16) THE 'RESET (B, ADDR)' COMMAND RESET THE BIT B AT ADDRESS ADDR.

17) THE 'CHECK (B, ADDR)' COMMAND CHECKS IF BIT B IS SET AT ADDRESS ADDR. THE COMMAND RETURNS 1 IF BIT SET OR TRUE AND 0 IF RESET OR FALSE.

