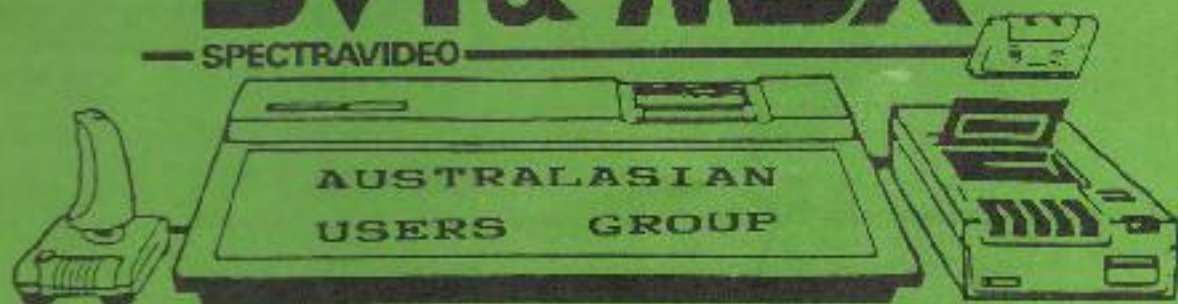


SVI & MSX

SPECTRAVIDEO



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INTRODUCTION

By. P.W. Deckert,

Our 2nd Birthday has arrived!!! This Newsletter is thus devoted to some very big programs to make all your typing fingers throb by the end of the month.

If anyone would have told me 24 months ago that the little group of SpectraVideo Owners would grow to 600 I would have never been talked into this newsletter.

But all has run smoothly (most of the time) and I think we please most of the people most of the time.

I see no changes in the near future so expect things to continue as is. Hopefully for another 24 months.

I am moving into a new house in November. So The phone number for the users group is changing. DONT CALL THE OLD NUMBER. I will give you the new number Next Newsletter.

As I am moving I am going to have a rest from the Newsletter for a month and handing it over to Jim Collins.

The Software competition has had some response if not a great response. This is your last month to enter it. The prizes will be in the winners hand before christmas.

See you all in December.

P.S. Happy Birthday to us all.



POKER MACHINE

by : G. Faulkner

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```

DK      10 '   * * * POKER MACHINE * * *
CB      20 '   by Gregg Faulkner 1985
CX      30 '
EB      40 '   title sequence
AE      50 PLAY"t255p10s12o4gabt180o5co4bo5c"
CA      60 SCREEN2,2:COLOR1,1,1:LOCATE20,20
BE      70 COLOR2:PRINT"Poker":LOCATE20,60
BE      80 COLOR4:PRINT"Machine":PRINT
EF      90 LOCATE20,120:COLOR8
AF      100 PRINT"by Gregg"
BH      110 FORA=1TO1000:NEXT
CP      120 SCREEN0,0:COLOR10,1,1:LOCATE,,0
AM      130 PRINT"Function keys 1 to 4 hold"
DA      140 PRINT"reels 1 to 4 when indicated"
CB      150 PRINT
HT      160 PRINT"Function key 5 starts reels"
CB      170 PRINT
EF      180 PRINT"Initial credit is 20"
CF      190 PRINT
EK      200 PRINT"Press F/Key 5 to start"
BH      210 PRINT
CF      220 PRINT"W symbol wild on reels 4 & 5"
AT      230 '
BH      240 FORA=1TO4000:NEXT
AG      250 '
BD      260 '   initialisation
BJ      270 DEFINT A-Z
IL      280 CH(1)=3:CH(2)=7:CH(3)=8:CH(4)=9
CF      290 CH(5)=14:CH(6)=5:CH(7)=12:CH(8)=10
DB      300 DEFINTA-Z
BI      310 CLS
CJ      320 COLOR1,1,1
BL      330 SCREEN1,2
AK      340 '   draw poker machine
DL      350 LINE(72,24)-(183,135),4,BF
AL      360 LINE(71,23)-(184,136),5,B
BL      370 LOCATE114,38:COLOR1:PRINT"BONUS"
EG      380 LOCATE93,110:PRINT"WIN"
BT      390 LOCATE138,110:PRINT"CREDIT"
CG      400 LINE(118,46)-(137,65),1,BF
AP      410 LINE(82,78)-(173,97),1,BF
CX      420 LINE(84,119)-(116,128),1,BF
FF      430 LINE(139,119)-(171,128),1,BF
BL      440 LINE(184,82)-(187,93),5,BF
BK      450 LINE(190,56)-(193,89),5,BF
CE      460 LINE(187,86)-(193,89),5,BF
DL      470 CIRCLE(192,53),3,8,,1.3
DP      480 PAINT(192,53),8
AO      490 LINE(9,173)-(41,183),1,BF
CF      500 LINE(60,173)-(92,183),1,BF
EA      510 LINE(111,173)-(143,183),1,BF
    
```

```

DH 520 LINE(162,173)-(194,183),1,BF
EE 530 LINE(213,173)-(245,183),1,BF
AD 540 LINE(89,99)-(94,105),1,BF
BN 550 LINE(113,99)-(118,105),1,BF
BD 560 LINE(137,99)-(142,105),1,BF
BP 570 LINE(161,99)-(166,105),1,BF
CP 580 LOCATE11,176:COLOR13:PRINT"HOLD1"
CA 590 LOCATE62,176:PRINT"HOLD2"
BB 600 LOCATE112,176:PRINT"HOLD3"
AP 610 LOCATE163,176:PRINT"HOLD4"
BE 620 LOCATE216,176:PRINT"PLAY"
CL 630 KEYON
BF 640 '          build sprites
CJ 650 A$=""
BE 660 FORN=1TO8
CE 670 FORP=1TO32
BN 680 READA
BD 690 A$=A$+CHR$(A)
CK 700 NEXT
CB 710 SPRITE$(N)=A$
CF 720 A$=""
CH 730 NEXT
AM 740 '
AG 750 CR=20
JJ 760 '          main program loop
CJ 770 ONKEYGDSUB1510,1530,1550,1570,830
BI 780 IFHK=0THENB10
AH 790 COLOR2:LOCATE80,150
CN 800 PRINT"SELECT HOLD NOW"
BA 810 '
CK 820 IFOK=1THENB40ELSEB10
AF 830 OK=1:RETURN
CD 840 OK=0
BN 850 B=RND(-TIME)
CA 860 COLOR1
BN 870 LOCATE90,120
AD 880 PRINTP0
BI 890 LOCATE138,120
CB 900 PRINTCR
CG 910 CR=CR-1:COLOR8
BA 920 LOCATE138,120
CG 930 PRINTCR
AJ 940 LOCATE80,150:COLOR1
BA 950 PRINT"SELECT HOLD NOW"
AF 960 '          move and stop reels
CN 970 FORQS=1TO5
AJ 980 FORQT=1TO10
BK 990 B=RND(-TIME)
AM 1000 IFH1=0THENS1=INT(B*RND(1)+1):PUTSPRITE1,(84,80),CH(S1),S1
EH 1010 IFH2=0THENS2=INT(B*RND(1)+1):PUTSPRITE2,(108,80),CH(S2),S2
EO 1020 IFH3=0THENS3=INT(B*RND(1)+1):PUTSPRITE3,(132,80),CH(S3),S3
EK 1030 IFH4=0THENS4=INT(B*RND(1)+1):PUTSPRITE4,(156,80),CH(S4),S4
F6 1040 IFH5=0THENS5=INT(B*RND(1)+1):PUTSPRITE5,(120,47),CH(S5),S5
CN 1050 '
CO 1060 '
CP 1070 '
BK 1080 NEXT

```

```
EE 1090 ONQSGOSUB1600,1610,1620,1630,1640
AN 1100 NEXT
GA 1110 ' check reels calculate payouts
NA 1120 IFS1=8THENRESTORE1750:READP0:GOSUB1430
NB 1130 IFS1=7THENRESTORE1760:READP0:GOSUB1430
NC 1140 IFS1=6THENRESTORE1770:READP0:GOSUB1430
ND 1150 IFS1=5THENRESTORE1780:READP0:GOSUB1430
NE 1160 IFS1=4THENRESTORE1790:READP0:GOSUB1430
IA 1170 IFS1=3THENRESTORE1800:READP0:GOSUB1430
IB 1180 IFS1=2THENRESTORE1810:READP0:GOSUB1430
IC 1190 IFS1=1THENRESTORE1820:READP0:GOSUB1430
DD 1200 ' adjust meters for pay
DE 1210 IFP0=0THEN1350
BD 1220 FORA=1TO3:PLAY"04L64N48N64N80":NEXT
BE 1230 COLOR1
EK 1240 LOCATE138,120
GA 1250 PRINTCR
BA 1260 COLOR0
BA 1270 HK=0
DJ 1280 CR=CR+P0
BN 1290 LOCATE90,120
CL 1300 PRINTP0
EG 1310 LOCATE138,120
FN 1320 PRINTCR
AK 1330 HK=1
EG 1340 ' reset holds and lights
CM 1350 IFHK=0THENHK=1ELSEHK=0
CO 1360 H1=0:LINE(89,99)-(94,105),1,BF
BF 1370 H2=0:LINE(113,99)-(118,105),1,BF
CA 1380 H3=0:LINE(137,99)-(142,105),1,BF
BF 1390 H4=0:LINE(161,99)-(166,105),1,BF
BN 1400 H5=0
FN 1410 KEYON
CL 1420 GOT0780
AD 1430 IFS2=S1THENREADP2:P0=P0+P2:GOSUB1450
BB 1440 RETURN
BB 1450 IFS3=S1ORS3=8THENREADP3:P0=P0+P3:GOSUB1470
BD 1460 RETURN
AN 1470 IFS4=S1ORS4=8THENREADP4:P0=P0+P4:GOSUB1490
BF 1480 RETURN
AN 1490 IFS5=S1THENREADP5:P0=P0+P5
AN 1500 RETURN
DN 1510 IFHK=1THENH1=1:LINE(89,99)-(94,105),8,BF
AD 1520 RETURN
CE 1530 IFHK=1THENH2=1:LINE(113,99)-(118,105),8,BF
BA 1540 RETURN
DA 1550 IFHK=1THENH3=1:LINE(137,99)-(142,105),8,BF
BC 1560 RETURN
CG 1570 IFHK=1THENH4=1:LINE(161,99)-(166,105),8,BF
BE 1580 RETURN
CB 1590 ' set reel stops
EI 1600 H1=1:RETURN
EI 1610 H2=1:RETURN
EI 1620 H3=1:RETURN
EI 1630 H4=1:RETURN
EI 1640 H5=1:RETURN
AK 1650 ' sprite data
```

EG 1660 DATA255, 127, 42, 31, 19, 29, 9, 16, 32, 56, 16, 28, 16, 16, 17, 14, 255, 254, 172
, 248, 248, 248, 188, 136, 116, 92, 84, 108, 106, 218, 151, 7
EH 1670 DATA0, 5, 11, 15, 31, 62, 60, 121, 120, 120, 120, 124, 124, 124, 62, 31, 128, 80,
232, 248, 28, 12, 14, 39, 7, 7, 199, 15, 207, 15, 30, 252
IF 1680 DATA4, 10, 15, 5, 7, 5, 10, 10, 10, 10, 21, 21, 26, 54, 73, 48, 68, 170, 254, 84, 25
2, 72, 136, 152, 132, 130, 28, 8, 240, 8, 8, 240
NH 1690 DATA255, 192, 136, 152, 138, 138, 138, 138, 138, 138, 138, 138, 138, 137, 136, 192,
, 255, 255, 3, 193, 33, 17, 17, 17, 17, 17, 17, 17, 17, 33, 193, 3, 255
KI 1700 DATA255, 160, 209, 162, 132, 132, 130, 129, 128, 128, 128, 129, 162, 208, 160,
255, 255, 5, 139, 69, 33, 33, 33, 193, 65, 129, 129, 1, 5, 11, 5, 255
FB 1710 DATA255, 192, 160, 145, 130, 130, 129, 130, 132, 132, 132, 130, 145, 160, 192,
255, 255, 3, 5, 137, 65, 65, 129, 65, 33, 33, 33, 65, 137, 5, 3, 255
IG 1720 DATA255, 136, 136, 144, 224, 135, 132, 128, 128, 128, 128, 224, 145, 137, 136,
255, 255, 17, 17, 9, 7, 225, 33, 65, 65, 129, 129, 135, 9, 17, 17, 255
FK 1730 DATA255, 128, 184, 176, 176, 176, 177, 177, 177, 179, 178, 182, 188, 152, 128,
255, 255, 1, 29, 13, 13, 13, 141, 141, 141, 205, 77, 109, 61, 25, 1, 255
AL 1740 ' payout data
CG 1750 DATA0, 0, 200, 300, 1500
EH 1760 DATA0, 0, 5, 45, 50
EH 1770 DATA0, 0, 10, 40, 100
CH 1780 DATA2, 3, 5, 40, 100
NH 1790 DATA2, 3, 5, 40, 150
EF 1800 DATA0, 0, 25, 75, 300
EP 1810 DATA0, 0, 20, 55, 225
NH 1820 DATA0, 0, 15, 45, 190
CI 1830 ,
CJ 1840 ,
END



HOLD1 HOLD2 HOLD3 HOLD4 PLAY

MASTER MIND

by : A. Kellner

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```

IE      10 ' =====
AP      20 ' | MASTER MIND   BY   A.KELLNER 1985 |
AJ      30 ' | Computer version of the board game. |
BG      40 ' | The rem statements can be left out |
HB      50 ' | if you wish to save space. |
CG      60 ' | The instructions are at the end !!. |
HD      70 ' =====
CP      80 '
DA      90 '
AB      100 '***** INITILIZE & GET GAME SELECTION *****
AI      110 GOSUB 1870
FB      120 CLS:SCREEN0,0:DEFINT A-Z
FC      130 LOCATE6,6:PRINT"PLEASE CHOOSE"
EA      140 PRINT:PRINT"1) NORMAL MASTER MIND"
DB      150 PRINT:PRINT"2) NORMAL MASTER MIND + SPACES"
FE      160 PRINT:PRINT"3) DELUXE MASTER MIND"
EK      170 PRINT:PRINT"4) DELUXE MASTER MIND + SPACES"
DE      180 PRINT:INPUT"SELECT 1,2,3 OR 4 & HIT RETURN";G
EK      190 '***** SET- NO. OF TRYS=[CC]:PEGS=[M]:COLOURS=[FF] *****
BH      200 IF G=1THENM=4:CC=10:FF=6:GOTO270
BJ      210 IF G=2THENM=4:CC=10:FF=7:GOTO270
BJ      220 IF G=3THENM=5:CC=12:FF=8:GOTO270
BB      230 IF G=4THENM=5:CC=12:FF=9:GOTO270
AC      240 GOTO120
CN      250 '***** DIM ARRAYS- COLOURS PICKED=[P]:COLOURS GUESSED=[D] ***
        *****
DI      260 '***** SET FN.KEYS=[J]:NO.COLOURS=[6]:DUMMYS [GUS]&[PIC]=GUES
        S+PICK *****
AB      270 DIM P(M),D(M),J(10),G(FF),GUS(M),PIC(M):CO=1:Y=5
LE      280 '***** SET UP FN.KEY GOSUBS *****
DA      290 ON KEY GOSUB 1530,1540,1550,1560,1570,1580,1590,1610,1620,1630
AB      300 IF G=2OR G=4THEN G(FF)=0:GOTO360
BE      310 '***** GET COLOURS TO PICK FROM *****
BH      320 FORF=1TOFF
BG      330 READG(F)
CE      340 NEXTF
AB      350 GOTO400
CB      360 RESTORE
BH      370 FORF=1TOFF-1
BL      380 READ G(F)
CJ      390 NEXTF
CD      400 PRINT:PRINT:PRINT"DO YOU WISH A 1 OR 2 PLAYER GAME ?"
DI      410 A$=INKEY$:IFA$="1"THENR=RND(-TIME):GOTO450
FE      420 IFA$="2"THEN500
AB      430 GOTO410
EG      440 '***** COMPUTERS COLOURS SELECTION *****
CE      450 FORT=1TOM
DH      460 R=INT(RND(1)*FF+1)
BL      470 P(T)=G(R)
DF      480 NEXTT
AN      490 '***** TURN ON ONLY KEYS TO BE USED *****

```

```

CP      500 FORT=1TOFF
DA      510 J(T)=2900:KEY T,""+CHR$(13):KEY (T) ON
CB      520 NEXTT
EF      530 '****===== THIS IS IMPORTANT =====****
DF      540 '**** IF RENUM. ALTER [1620] TO THE APPROPRIATE
CI      550 ' NEW LINE NUMBER - IN THE LINE BELOW *****
FH      560 IFG=2THENJ(7)=1620:'==THIS NUMBER==
DN      570 CLS:COLOR1,14,5:SCREEN1,2
CL      580 '***** DRAW FN.KEY BOXES & PROMPTS *****
AD      590 X1=5
DA      600 FORT=1TOFF
CH      610 IF G(T)=0THENLINE(X1,185)-(X1+20,192),1,B:GOTO630
HC      620 LINE(X1,185)-(X1+20,192),G(T),BF
AC      630 LOCATE X1+7,178:PRINT"F":LOCATE X1+8,178:PRINTT
CG      640 X1=X1+20
DA      650 NEXTT
CC      660 XX=170:YY=80:CO=1
FB      670 IFA$="1"THEN740
AC      680 GOSUB1050
AD      690 '***** GET SECOND PLAYERS SECRET CODE *****
II      700 LOCATE170,10:PRINT"USE FUNCTION":LOCATE170,20:PRINT"KEYS TO"
HE      710 LOCATE170,30:PRINT"ENTER YOUR":LOCATE170,40:PRINT"SECRET CODE":Z
      =0
AJ      720 GOTO780
GI      730 '***** GET PLAYERS GUESS *****
AJ      740 XX=170:GOSUB1070:IFCT=CTTHEN1640
IL      750 GOSUB1050:LOCATE170,10:PRINT"USE FUNCTION":LOCATE170,20:PRINT"KE
      YS TO"
FI      760 LOCATE170,30:PRINT"ENTER YOUR":LOCATE170,40:PRINT"GUESS":Z=1
JN      770 '***** WAIT HERE FOR FN.KEY TO BE PUSHED *****
CP      780 IFNNK>1THEN780
CB      790 NN=0
CJ      800 IFZ=1THEND(CO)=C
DF      810 IF Z=0THENP(CO)=C
EN      820 BEEP:CO=CO+1
AG      830 GOSUB 1080
AC      840 GOSUB 1050
BF      850 IFCO<M+1AND Z=1THEN750
DH      860 IFCO<M+1AND Z=0THEN680
AD      870 '***** ALLOW PLAYER TO ALTER GUESS BEFORE ENTRY *****
GC      880 PLAY"510L5AACC":LOCATE170,10:PRINT"INFORMATION":LOCATE170,20:PRI
      NT"CORRECT?":LOCATE170,40:PRINT" Y OR N"
HP      890 E$=INKEY$:IF E$="Y"ORE$="y"THENCO=1:GOTO930
NA      900 IFE$="N"ORE$="n"THENCO=1:GOTO920
AM      910 GOTO890
DK      920 GOSUB1070:IFZ=0THENXX=170:GOTO680ELSEXX=170:GOTO740
BP      930 IFZ=0THEN740ELSEGOSUB1140
AD      940 GOSUB1320
EK      950 '***** DRAW BLACK,WHITE OR NO PEGS *****
CO      960 V=X+5:IFBC=0ANDWC=0THEN1010
BA      970 IFBC=0THEN990
DN      980 FORF=1TOBC:CIRCLE(V,Y),2,1:PAINT(V,Y),1:V=V+8:NEXTF
AG      990 IFWC=0THEN1020
FG      1000 FORF=1TOWC:CIRCLE(V,Y),2,15:PAINT(V,Y),15:V=V+8:NEXTF:GOTO1020
HG      1010 LOCATEV,Y:PRINT"NO MATCH"
EK      1020 XX=170:CO=1:Y=Y+15:CT=CT+1:IFK=1THENGOTO1420
CK      1030 GOSUB1070:GOTO740

```




SOFTWARE & ARTICLE COMPETITION

THE SVI-MSX SOFTWARE/ARTICLE**COMPETITION**

THE SOFTWARE COMPETITION IS OPEN TO ALL SVI-MSX AUSTRALASIAN USERS GROUP MEMBER. A LIST OF THE PRIZES CAN BE FOUND ON THE NEXT PAGE. SO REMEMBER YOU MUST BE IN IT TO WIN IT.

WE HAVE SO FAR RECEIVED 9 ENTRIES, AND WE EXPECT MUCH MORE. THE GREAT PRIZES DESERVE GREAT ENTRIES.

ANYONE CAN ENTER, YOU DON'T HAVE TO BE THE GREATEST COMPUTER PROGRAMMER IN THE WORLD. WE WILL BE PICKING THE WINNERS ON THEIR IDEAS AND WORK DONE.

THE COMPETITIONS MAIN AIM IS TO INCREASE MEMBERS PARTICIPATION IN THE NEWSLETTER ARTICLES. WE NEED NEW IDEAS AND THIS WE DECIDED WOULD BE THE BEST WAY.

580 MEMBERS EACH SUBMITTING 1 PROGRAM WILL TAKE OUR SUPPLY OF NEWSLETTER ARTICLES FROM -1 TO 560. WHICH WILL HELP TO KEEP THE QUALITY OF OUR NEWSLETTER TOPS.

SO HOW ABOUT SOME ENTRIES ????????

YOUNG MEMBERS ARE NOT FORGOTTEN. WE WILL MAKE SURE THAT PROGRAMMERS UNDER THE AGE OF 16 WILL HAVE A SPECIAL PRIZE, AS WELL AS A CHANCE AT THE MAJOR ONES. SO COME ON LETS SEE YOU SHOW UP THE GROWN UPS.

PRIZE LIST TO DATE

SVI - 728 M.S.X. COMPUTER

SV - 318 PACK (CASSETTE, JOYSTICK & SOFTWARE)

HANIMEX AM/FM STEREO RADIO HEADPHONES

BOX 5.25 COMPUTER DISKS

BOX C-15 COMPUTER GRADE CASSETTES

I wish to thank Rose Music for the donation of the SVI - 318 computer pack. Also Jessups Launceston for the donation of the Radio Headphones.

Any other Retail outlets that might like to assist the User Group with a prize will be greatly appreciated.

```

AC 1040 '***** CLEAR TEXT FORM SCREEN *****
BD 1050 LINE(165,5)-(255,55),14,BF:RETURN
EL 1060 '***** CLEAR GUESS CIRCLES *****
BN 1070 LINE(160,60)-(260,90),14,BF:RETURN
AP 1080 '***** DRAW CIRCLES *****
DI 1090 IF C=0 THEN CIRCLE(XX,YY),5,1:GOTO1120
FF 1100 CIRCLE(XX,YY),5,C
CB 1110 PAINT(XX,YY),C
BN 1120 IF C<M+1 THEN XX=XX+15:RETURN
BD 1130 RETURN
NC 1140 '***** CHECK FOR CORRECT COLORS & POSITIONS *****
FI 1150 FORT=1TOM
EE 1160 GUS(T)=D(T)
DO 1170 PIC(T)=P(T)
GJ 1180 NEXTT
DN 1190 BC=0:WC=0:U=0
GA 1200 FORF=1TOM
HP 1210 IF PIC(F)<>GUS(F) THEN 1230
NN 1220 BC=BC+1:GUS(F)--2:PIC(F)--1
FF 1230 NEXTF
GE 1240 FORF=1TOM
FH 1250 FORT=1TOM
JH 1260 IF PIC(F)<>GUS(T) THEN 1280
GE 1270 WC=WC+1:GUS(T)--2:GOTO1290
GI 1280 NEXTT
FL 1290 NEXTF
DC 1300 IF BC=M THEN K=1
AP 1310 RETURN
AP 1320 '***** DRAW CIRCLES ON BOARD *****
BN 1330 X=10
FF 1340 FORT=1TOM
BB 1350 IF D(T)=0 THEN CIRCLE(X,Y),5,1:GOTO1390
AE 1360 CIRCLE(X,Y),5,D(T)
DA 1370 IF CX=1 THEN CX=0:GOTO1390
HN 1380 PAINT(X,Y),D(T)
EL 1390 X=X+15
FO 1400 NEXTT
AD 1410 RETURN
BL 1420 '***** CORRECT SEQUENCE ATTAINED ROUTINE *****
DC 1430 GOSUB1050
AP 1440 LOCATE170,30:PRINT"YOUR SEQUENCE"
CA 1450 LOCATE170,40:PRINT" IS CORRECT!"
FG 1460 PLAY"T255S6L50ACCFCCGG"
BK 1470 FORT=1T03000:NEXTT
DN 1480 GOSUB1050
AF 1490 LOCATE170,30:PRINT"ANOTHER GO"
BF 1500 LOCATE170,40:PRINT" Y OR N"
AD 1510 GOTO1790
IF 1520 ' ***** FN.KEY COLOUR GOSUBS *****
DF 1530 C=4:NN=1:RETURN
DE 1540 C=1:NN=1:RETURN
DJ 1550 C=6:NN=1:RETURN
AL 1560 C=12:NN=1:RETURN
AD 1570 C=10:NN=1:RETURN
AK 1580 C=15:NN=1:RETURN
EP 1590 IF G=2 THEN C=0 ELSE C=7
DB 1600 NN=1:RETURN
    
```



INFORMATION
CORRECT ?
Y OR N



```

AE 1610 C=13:NN=1:RETURN
BF 1620 C=0:NN=1:RETURN:'=== THIS IS THE LINE NUMBER TO CHECK ===
BN 1630 NN=1:IFZ=0THEN710ELSE740:RETURN
BC 1640 '***** NO MORE GOES ROUTINE *****
BD 1650 GOSUB1050
BJ 1660 LOCATE170,30:PRINT"NO MORE GOES"
BG 1670 LOCATE170,40:PRINT" REMAINING! "
BE 1680 PLAY"t255S11L9AGGFEEEDS14L1C"
BK 1690 FORT=1T03000:NEXTT
CM 1700 GOSUB1050
BA 1710 LOCATE170,30:PRINT"THE CORRECT"
CL 1720 LOCATE170,40:PRINT"SEQUENCE WAS"
EP 1730 XX=170:YY=80:CO=1
FB 1740 FORT=1TON
FI 1750 C=P(T)
CP 1760 GOSUB1080
GC 1770 NEXTT
AD 1780 GOTO1470
EF 1790 E$=INKEY$:IFE$="Y"ORE$="y"THENRUN
GH 1800 IFE$="N"ORE$="n"THEN1820
AG 1810 GOTO1790
FC 1820 PLAY"t255S15L6AGGFEEEDS13L1C"
FF 1830 CLS:SCREEN0,1
FB 1840 LOCATE10,11:PRINT"THANKYOU FOR PLAYING"
DJ 1850 END
EJ 1860 DATA 4,1,6,12,10,15,7,13
AC 1870 COLOR7,1,1
EL 1880 SCREEN2,0
LK 1890 A$="T255L6S100":B$="CDEFGAB"
NL 1900 LOCATE0,0:PRINT"#####"
AK 1910 LOCATE0,35:PRINT"#####"
AH 1920 LOCATE0,66:PRINT"#####"
AE 1930 LOCATE0,97:PRINT"#####"
EP 1940 LOCATE0,130:PRINT"#####"
NN 1950 LOCATE0,162:PRINT"#####"
EH 1960 FORZ=2T05:Z$=STR$(Z)
BA 1970 PLAY A$+Z$+B$
GH 1980 NEXTZ
BC 1990 PLAY"C"
AD 2000 FORT=2T015
ED 2010 LOCATE55,55:PRINT"MASTER"
BE 2020 LOCATE55,100:PRINT" MIND"
GD 2030 FORY=1T0100:NEXTY
AL 2040 COLOR T
GI 2050 NEXTT
BI 2060 RETURN
HN 2070 ' =====
FG 2080 ' INSTRUCTIONS
HK 2090 ' =====
DH 2100 ' The object of the game is the same as the game MASTERMIND
DH 2110 ' another person or the computer sets up a secret colour
FD 2120 ' code, the [CODE MAKER], this can be of any colour
LC 2130 ' combination, displayed & entered by the function keys.
ED 2140 ' Depending on which game you select spaces may
BJ 2150 ' also be used. If the [CODE BREAKER] matches a marker
DN 2160 ' of the same colour and in the same position as the
GA 2170 ' [CODE MAKERS] a black peg is given. If a colour is

```

2180 ' correctly matched but not the position a white peg is
 2190 ' given. If no match is made no pegs are awarded.
 2200 ' The aim is to try to attain the right sequence of
 2210 ' markers, i.e. all black pegs, in the least number of
 2220 ' tries. You are given 10 tries at trying to break the
 2230 ' code when playing normal MASTERMIND and 12 tries to
 2240 ' break the code playing DELUXE MASTER MIND.
 2250 ' =====
 GJ EA BB BB BB BE BF BA END



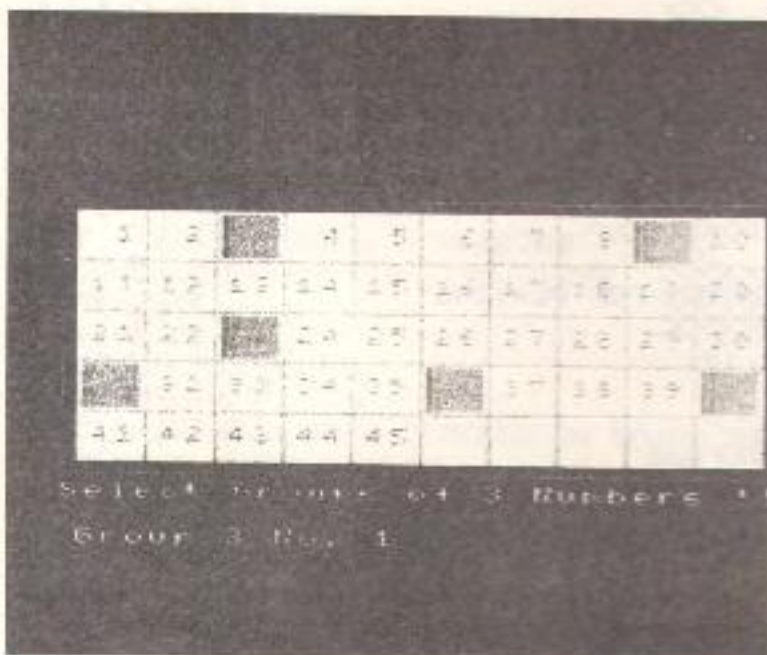
TATTSLOTTO

By. P.W. Deckert.

Firstly I must say that this program is written in M.S.X. Basic and should not be entered in SV318/328 Basic. IT WILL NOT WORK.

For many year I have been using a very simple program to randomly select 6 numbers for Tattslotto cards. Let it be known that for many years I have not won anything.

It was time I decided to change the odds. Now that we have 45 numbers instead of 40, the odds need a bit of a push in my direction. So the following program was written to assist with my new system.



What is the new system?? Well it works like this!! I wanted to cover every possible combination of 6 out of 45. But as I did not have 1.5 million dollars to pay for the tickets, that idea was out. What to do. Well my solution was to pick 15 groups of 3 numbers (15x3=45), and combine them in every possible combination. 105 games to be exact, now that may seem a lot but the cost is only \$30.25 per week. It helps is a group of people play. There are 5 in our group.

The computer program assists by doing all the hard work for you. Mixing up all the combinations, checking if you have won & allowing you to select the numbers in the first place.

The best thing to do is play with it.

By the way some 6 groups around Launceston are now using this system and ALL are making a profit. Last week one group won Division 2.

RESULTS FOR GAME 1			
Numbers = 1 2 3 4 5 7 6 11			
CARD 1 GAME 1	DIVISION 2. ***		
CARD 1 GAME 2	DIVISION 3.		
CARD 1 GAME 3	DIVISION 4.		
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO
OOO	OOO	OOO	OOO

TATTSLOTTO 6-45 (m.s.x.)

by P. Deckert

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```

EF      10 SCREEN0
BP      20 KEYOFF:WIDTH40:COLOR4,1,1
HP      30 PRINT"          SELECT PROGRAM SECTION"
FP      40 PRINT"          ~~~~~"
IL      50 PRINT:PRINT:PRINT:PRINT
CP      60 PRINT"          1   SELECT NEW GAME"
GH      70 PRINT:PRINT
BL      80 PRINT"          2   RE-VIEW OLD CARD"
GJ      90 PRINT:PRINT
BH      100 PRINT"         3   CHECK CARD"
BA      110 PRINT:PRINT
BH      120 PRINT"         4   END PROGRAM"
EF      130 PRINT:PRINT:PRINT
CP      140 INPUT "          >>>>> ";A
AE      150 IF A=2 THEN 1270
CE      160 IF A=3 THEN 770
FK      170 IF A=4 THEN COLOR 15,4,4:CLS:END
CE      180 DATA 25,47,47,47,69,47,91,47,113,47,135,47,157,47,179,47,201,47,22
          3,47
CF      190 DATA 25,69,47,69,69,69,91,69,113,69,135,69,157,69,179,69,201,69,22
          3,69
BB      200 DATA 25,91,47,91,69,91,91,91,113,91,135,91,157,91,179,91,201,91,22
          3,91
FK      210 DATA 25,113,47,113,69,113,91,113,113,113,135,113,157,113,179,113,2
          01,113,223,113
FL      220 DATA 25,135,47,135,69,135,91,135,113,135,135,135,157,135,179,135,2
          01,135,223,135
FM      230 DATA 25,157,47,157,69,157,91,157,113,157,135,157,157,157,179,157,2
          01,157,223,157
CH      240 OPEN"GRP:"FOROUTPUTAS#1
AC      250 DEFINTA-Z:DIM A(45,2),B(15,3)
CH      260 COLOR4,1,1
BL      270 SCREEN2
CH      280 PRESET(0,0),1
CK      290 PRINT#1,"          TATTSLOTTO SELECTION SCREEN
AG      300 LINE (20,9)-(240,9)
CP      310 COLOR6,1,1
AE      320 LINE(20,40)-(240,150),11,BF
BP      330 FORI=62TO128STEP22
BO      340 LINE(20,I)-(240,I)
CI      350 NEXTI
BH      360 FORI=42TO218STEP22
BH      370 LINE(I,40)-(I,150)
CL      380 NEXTI
EM      390 LINE(15,35)-(245,155),,B
CE      400 FOR I=1 TO 45
AC      410 READ A(I,1),A(I,2)
GO      420 K=K+1:PSET(A(I,1),A(I,2)),11:PRINT#1,USING"###";K
DJ      430 IFK<>45THENNEXTI
CO      440 FORI=1TO15
EE      450 PSET(15,160),1

```

```

BO 460 COLOR 3
BA 470 PRINT #1,"Select Groups of 3 Numbers !!"
EA 480 FORJ=1TO3:PSET(20,180),1
BN 490 LINE (20,180)-(170,200),1,BF:COLOR7
FP 500 PSET(20,180),1:PRINT #1,"Group";I"No."J;:COLOR 6
GN 510 T$=INPUT$(1):PRINT#1,T$;
BP 520 IFT$=CHR$(13)THEN560
AI 530 IFT$=CHR$(8)THEN BEEP:R=0:GOTO 490
AN 540 R=R*10+ASC(T$)-48
AB 550 GOTO510
AN 560 IF R<1 OR R>45 THEN PLAY "M0199S8T255AD":R=0:GOTO490
BN 570 T = POINT (A(R,1),A(R,2))
CC 580 IF T = 6 THEN PLAY "M2090S1T255D8A":R=0:GOTO490
BC 590 B(I,J)=R:LINE(A(R,1)-3 ,A(R,2)- 5)-(A(R,1)+15,A(R,2)+13),6,BF
EJ 600 R=0:NEXT J,I
BT 610 CLOSE:SCREEN 1:COLOR1,12,1
BE 620 LOCATE 0,6
BP 630 PRINT "      Select Game Name"
BL 640 PRINT "      ^^^^^^^^^^^^^^^^^^^"
EC 650 PRINT:PRINT:PRINT
AI 660 INPUT ">>>>>>> ";A$:
AE 670 COLOR 15,1,15:CLS:LOCATE 8,10
BN 680 PRINT "Saving "A$".TAT"
LC 690 OPEN A$+".tat" FOR OUTPUT AS #1
CJ 700 PRINT:PRINT
NK 710 PRINT:INPUT "PRINTER OR SCREEN (P- V)";A$
BB 720 FOR I=1TO15:FORJ=1TO3
FB 730 PRINT #1,B(I,J)
BP 740 NEXT J,I:CLOSE
BN 750 IF A$="P" OR A$="p" THEN OPEN "Ptr:" FOR OUTPUT AS #1 ELSE OPEN "C
RT:" FOR OUTPUT AS #1
BF 760 GOTO 1420
CI 770 COLOR 15,6:CLS:PRINT "          <<<< Select >>>>"
EH 780 PRINT:PRINT:FILES "*.TAT":PRINT:PRINT
BN 790 REM *** DELETE FILES "*.TAT" IF YOU ARE USING CASSETTE ***
AG 800 INPUT "Which game ?";C$
AP 810 OPEN C$+".TAT" FOR INPUT AS #1
CC 820 DIM B(15,3),A(8)
CI 830 FOR I=1 TO 15
BN 840 INPUT#1,B(I,1),B(I,2),B(I,3):NEXT I
BP 850 CLS:COLOR 1,15
BA 860 PRINT:PRINT:PRINT"      INPUT THE 6 NUMBERS & 2 SUP's"
CP 870 PRINT:PRINT
CX 880 FOR I=1 TO 6:PRINT "NUMBER" I; "- ";:INPUTA(I):NEXT I
JE 890 PRINT:INPUT "SUP's 1 - ";A(7)
JI 900 PRINT:INPUT "SUP's 2 - ";A(8)
BN 910 FOR I=1TO8:FORJ=1TO8:IFA(I)=A(J)ANDI<>JTHENBEEP:GOTO850
IG 920 IF A(I)<1 OR A(I)>45 THEN BEEP:GOTO850
BN 930 NEXTJ,I:CLOSE
IB 940 PRINT:PRINT:INPUT "PRINTER OR SCREEN (P- V)";A$
IJ 950 IF A$="P" OR A$="p" THEN OPEN "lpt:" FOR OUTPUT AS #1 ELSE OPEN "C
RT:" FOR OUTPUT AS #1:F=1
BO 960 C1=1:C=0:CLS:COLOR 15,4,4
AB 970 PRINT#1,"      RESULTS FOR GAME      "C$
AC 980 PRINT#1,"      -----"
BD 990 PRINT #1,"(";
BE 1000 FORI=1TO6:PRINT#1,A(I);:NEXT

```


SPECTRAVIDEO

```

FO 1010 PRINT#1,"["A(7)"]["A(8)"] ]":PRINT#1,
DK 1020 C=1
GF 1030 FOR I=1TO14:FDRJ=I+1TO15:N=0:G=0
KK 1040 PRINT#1,"CARD ";:PRINT#1,USING"## ";C1;
CE 1050 PRINT#1,"GAME ";CHR$(64+C);" ";
DI 1060 IF F=1 THEN 10B0
NN 1070 FOR Z=1TO3:PRINT#1,USING "###";B(I,Z);B(J,Z);:NEXTZ:PRINT#1,,
FA 1080 FOR H=1TO6:FORT=1TO3
EI 1090 IF A(H) = B(I,T) THEN N=N+1
FJ 1100 IF A(H) = B(J,T) THEN N=N+1
EG 1110 IF A(7) = B(I,T) OR A(7)=B(J,T)THENG=1
EI 1120 IF A(8) = B(I,T) OR A(8)=B(J,T)THENG=2
IA 1130 NEXT T,H
NN 1140 IF N<3THENPRINT#1,"Nil."
EA 1150 IF N=3ANDG=0THENPRINT#1,"Nil."
EC 1160 IF N=3ANDG=1THENBEEP:PRINT#1,"DIVISION 5.":PRINT#1,
EE 1170 IF N=3ANDG=2THENBEEP:PRINT#1,"DIVISION 5.":PRINT#1,
EC 1180 IF N=4THENBEEP:PRINT#1,"DIVISION 4.":PRINT#1,
EI 1190 IF N=5ANDG=0THENBEEP:PRINT#1,"DIVISION 3.":PRINT#1,
NN 1200 IF N=5ANDG=2THENBEEP:PRINT#1,"DIVISION 2.":PLAY"aadf":PRINT#1,
NN 1210 IF N=5ANDG=1THENBEEP:PRINT#1,"DIVISION 2.":PLAY"aadf":PRINT#1,
UI 1220 IF N=6THENPLAY"51T250M1901AADFEA":PRINT#1,"DIVISION 1. !:***!!":CO
LOR6,1,1:PRINT#1,
KD 1230 IF C=10 THEN C=1:C1=C1+1:PRINT#1,STRING$(39,"-"):ELSEC=C+1
NN 1240 NEXT J,I
GE 1250 PRINT:PRINT
HF 1260 INPUT"END";A$:RUN
BG 1270 DIM B(15,3)
FB 1280 SCREEN 1:COLOR1,12,1
FF 1290 PRINT
EO 1300 FILES "*.TAT":PRINT:PRINT
BB 1310 PRINT "      Select Game Name"
EN 1320 PRINT "      ~~~~~"
NE 1330 PRINT:PRINT:PRINT
GC 1340 INPUT ">>>>>> ";C$
AL 1350 OPEN C$+".tat" FOR INPUT AS #1
CP 1360 COLOR 15,1,15:CLS:LOCATE 8,10
LF 1370 PRINT:INPUT "PRINTER OR SCREEN (P- V)";A$
AK 1380 FOR I=1TO15:FDRJ=1TO3
IL 1390 INPUT #1,B(I,J)
GP 1400 NEXT J,I:CLOSE
LL 1410 IF A$="P" OR A$="p" THEN OPEN "lpt:" FOR OUTPUT AS #1 ELSE OPEN "CR
T1" FOR OUTPUT AS #1
AK 1420 C1=1:SCREEN0:COLOR 15,4,4
BG 1430 PRINT#1,"GAME LAYOUT FOR ";C$
BA 1440 PRINT#1,"-----"
GC 1450 PRINT:PRINT
BA 1460 FOR I=1 TO 15
AI 1470 FOR J=1 TO 15
FM 1480 IF I=J THEN 1530
CL 1490 IF C=0THENPRINT#1,:PRINT #1,"CARD";C1:C=9:C1=C1+1ELSEC=C-1
LD 1500 PRINT #1,"Game "CHR$(74-C)" ";
LA 1510 PRINT#1,USING "## ";B(I,1);B(I,2);B(I,3);
NN 1520 PRINT#1,USING "## ";B(J,1);B(J,2);B(J,3)
ON 1530 NEXT J,I:PRINT:PRINT:INPUT"END";:RUN
END

```

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