

# DICK SMITH VZ-200 Personal Colour Computer



less than  
**\$300**

Here it is at last - the breakthrough you've been waiting for! A personal computer with all the right features: colour graphics, sound, standard Microsoft BASIC for easy programming, a whopping 8K bytes of RAM memory, the ability to work with a standard TV set, and much more. Yet thanks to the Dick Smith VZ-200 will cost you only \$299 - far less than any comparable computer! There'll never be a better time to invest in your family's future.....



**AMAZING \$299  
VALUE**

Cat No. X 7200

## OPTIONS FOR VZ 200:

**16K Memory Expansion Module:** **VALUE \$139.00**

Cat No. X 7205

**Datasette** **VALUE \$129.00**

Cat No. X 7207

**Printer Interface Module:** **ONLY \$69.00**

Cat No. X 7210

## JUST LOOK AT THE FEATURES:

- Input/output expansion connector to let you plug in optional printer interface module, joysticks, etc. Expands your VZ-200's computing power dramatically!
- System expansion connector to let you plug in the optional 16K memory expansion cartridge - giving a total of 24K of RAM! Connector also accepts game cartridges (coming soon!)
- Full colour graphics capability: 8 colours in medium resolution (64 x 32) graphics/text mode, 4 colours in higher resolution (128 x 64) mode. Simple graphics programming, too!
- Large keyboard, with 45 moving keys in typewriter-style layout. Computer gives 'bleep' when each key is pressed, to let you know it has registered! Keys auto-repeat if held down for 1 second.
- Inbuilt is the powerful and standard 8K Microsoft BASIC language, together with 8K of extra features to let you program colour, graphics, printing and cassette operations more conveniently.
- 8 bytes of RAM memory inbuilt - 2K for the screen, 6K for your programs. More than enough for most personal computing!
- Built-in sound/music channel: plays any note in a 2-1/2 octave range, with 9 different note lengths for serious music programming!
- Uses the famous Z-80 microprocessor, as found in computers many times the price. When combined with Microsoft BASIC, this gives you compatibility with an enormous amount of existing software.

# DICK SMITH Electronics

DSE/A401/JCP



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# Two games to key in

The following programs are reprinted with the permission of Dick Smith Electronics from *Getting Started* (on the VZ200), by Tim Hartnell and Neville Preteborn.

*Getting Started* and another four books written especially for the VZ200 are now available in New Zealand from Dick Smith Electronics and its dealers.

## Out on the Fairway

A golf game called Caddy. You have nine holes to negotiate, as you'll see when you play the game, the computer obligingly keeps the score card for you. After each hole, it will tell you how you are doing to date, and will work out your average score per hole. All you have to do is hit the ball! If you overshoot, the computer will automatically make sure the next shot is back towards the hole. You'll find it pretty tricky going, especially on holes with a high difficulty factor.

Here's the listing, golf pro:

```

10 REM CADDY
20 DIM X(9):C0=0:H#=CHR$(216)
30 U=224:L$=""
40 FOR Z=1 TO 9
50 SC=0
60 J=RND(12)
70 Q=RND(3)+2
80 IF Q=5 THEN Q$="FIVE"
90 IF Q=4 THEN Q$="FOUR"
100 IF Q=3 THEN Q$="THREE"
110 CLS:PRINT:PRINT
120 IF Z=2 THEN PRINT "SCORE UP TO THIS
        HOLE IS"X(1)
130 IF Z>2 THEN PRINT "SCORE UP TO THIS
        HOLE IS"K
140 PRINT "<<< HOLE NUMBER"Z">>>"
150 PRINT:PRINT "DIFFICULTY FACTOR IS "Q$
160 GOSUB 430
170 PRINT:INPUT "ENTER STROKE STRENGTH"
        ;A:SOUND 31,2
180 PRINT@U,L$:IF J>24 THEN A=-A
190 J=J+INT(A/RND(Q))
200 IF J=24 THEN GOSUB 490
205 IF J>30 THEN J=30:GOTO 205
207 IF J<1 THEN J=1
210 IF J<>24 THEN PRINT@U+J-1,H$
215 IF J<>24 THEN PRINT@352,L$:PRINT L$
220 SC=SC+1
230 PRINT@448,"AFTER THAT STROKE YOUR
        SCORE IS"SC
240 FOR P=1 TO 2500:NEXT P
250 IF J<>24 THEN 110
260 C=C+SC
270 X(Z)=SC
280 IF Z=1 THEN 390
290 K=0
300 PRINT "THE GAME SO FAR:"
310 FOR J=1 TO Z
320 K=K+X(J)
330 PRINT "HOLE"J"TOOK JUST"X(J)"STROKES"
340 FOR M=1 TO 300:NEXT M
350 NEXT J
360 IF Z<9 THEN PRINT:PRINT "THE AVERAGE SO
        FAR IS"INT((K+.5)/Z)
370 FOR P=1 TO 1000:NEXT P
380 IF Z>1 THEN PRINT:PRINT "THE SCORE FOR"
        Z"HOLES IS"C
390 IF Z=1 THEN PRINT:PRINT "THE SCORE FOR
        THE FIRST HOLE IS"C
400 FOR M=1 TO 2500:NEXT M
410 NEXT Z
420 GOTO 560

```

# VZ200

```
430 IF J>30 THEN J=30
435 PRINT@196, ""
440 PRINT TAB(J-1);H$
450 PRINT "#####\ /#####"
460 PRINT "#####"
470 PRINT "^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^"
480 RETURN
490 PRINT@416, "YOU DID IT!!"
500 PRINT@311, H$
510 FOR P=1 TO 300:NEXT P
520 SOUND 21,4:SOUND 16,2:SOUND 16,1:
      SOUND 18,4:SOUND 16,4
530 SOUND 0,1:SOUND 20,4:SOUND 21,4
540 FOR P=1 TO 2000:NEXT P
550 RETURN
560 PRINT:PRINT "END OF THAT ROUND, GOLFER!"
570 PRINT:PRINT "YOU SCORED"C
580 PRINT "AND YOUR AVERAGE WAS"INT((C+.5)/9)
590 PRINT:PRINT
600 PRINT "ENTER 'Y' FOR ANOTHER ROUND, OR
      'N' TO QUIT"
```

```
610 A$=INKEY$
620 IF A$<> "Y" AND A$<> "N" THEN 610
630 IF A$="Y" THEN RUN
640 PRINT:PRINT "OK, THANKS FOR
      PLAYING, CHAMP"
```

## Testing your Speed

Reaction Test, is great fun to play. You enter the program, type in RUN, and the message STAND BY appears. After an agonising wait, STAND BY will vanish, to be replaced with the words, "OKAY, HIT THE 'Z' KEY!". As fast as you can, you leap for the Z key and press it, knowing that the computer is counting all the time.

The computer tells you how quickly you reacted, and compares this with your previous best time. "THE BEST SO FAR IS . . ." appears on the screen, and the computer then waits for you to take your hands off the keyboard before the whole thing begins again.

The game continues until you manage to get your reaction time to below 10, which is not an easy task.

Line 20 sets the variable HS to 1000. The variable C is set to zero in Line 50 and incremented by one every time this line is revisited, which occurs when you have not managed to get to the 'Z' key. Lines 55 and 60 check to see if you have touched the Z key, and if not, send the program back to 50 where C is incremented.

Once you've managed to get to Z, the program 'falls through' to line 65 where you are told your score. This is compared with the best score (variable name HS) in the following line, and HS is adjusted to C if C is the lower of the two.

The next line (80) puts in a short pause, and then checks to make sure you have taken your hands off the keyboard. It stays cycling through 80 and 85 until

you take your hands off the keys. The NEXT W then sends the program back to the line after the FOR (line 15) and the next round of the game begins.

The FOR/NEXT continues only so long as HS stays greater than 10 (as you can

see in line 15). Once you get a high score below 11, the program continues through the NEXT to line 15 where the words "YOU'RE THE CHAMP!" appear on the screen, and SOUND 31, 1 is activated.

```
5 REM - REACTION TEST -
7 CLS
10 LET HS=1000
15 FOR W=0 TO 999: IF HS<10 THEN 90
20 PRINT@236, "STAND BY"
25 GOSUB 105
30 GOSUB 100
35 IF A$<>" " THEN 25
40 LET C=0
45 PRINT@134, "OKAY - HIT THE 'Z' KEY!"
50 LET C=C+1
55 GOSUB 100: IF C>=200 THEN GOTO 90
60 IF A$<>"Z" THEN 50
65 PRINT: PRINT "YOUR SCORE IS";C
70 IF C<HS THEN LET HS=C: SOUND 30,2
75 PRINT: PRINT "THE BEST SO FAR IS";HS
80 GOSUB 105: GOSUB 100
85 IF A$<>" " THEN 80
90 NEXT W
95 PRINT: PRINT "YOU'RE THE CHAMP!":
      SOUND 31,5: END
100 LET A$=INKEY$: RETURN
105 FOR P=0 TO 499+RND(999): NEXT P:
      CLS: RETURN
```