**Printer Connector**

This is a DIN-type plug for connection to the Sega colour printer-plotter and other printers

Cassette I/O

Although most of the Sega's packaged software is cartridge-based, cassette control is provided for storing your own programs

Mains Adaptor**Cartridge Port**

Most of Sega's games software is provided on ROM cartridges that connect to the SC3000H through this port

I/O Control

This chip controls many input and output functions for the SC3000H

ROM

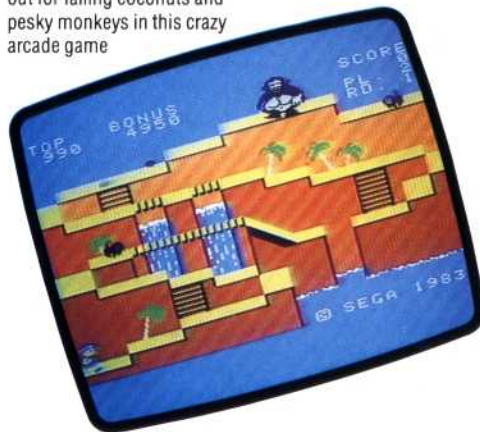
Since the Sega does not have a built-in BASIC language, ROM is primarily used for internal operations and screen displays

Safari Hunting

Hunt fierce jungle animals with a tranquilising gun

**Congo Bongo**

Climb treacherous cliffs to chase after the gorilla. Watch out for falling coconuts and pesky monkeys in this crazy arcade game

**Baseball**

Go to bat against a range of opposition in this realistic version

**Sega Software**

The software provided for the SC3000H has the kind of graphics and sound expected from an electronic games company like Sega. Many of the games have excellent '3-D' displays and innovative reworking of 'standard' games formats

**Sinbad Mystery**

A combination maze-adventure game

SEGA SC3000H**PRICE**

Approximately £150

DIMENSIONS

353×210×46mm

CPU

Z80A, 4MHz

MEMORY

6K RAM, expandable internally to 48K

18K ROM, expandable internally to 32K

16K video RAM

SCREEN

24 rows of 40 columns of text; graphics resolution of 256×192 with sprites and 16 colours in 15 brightness levels

INTERFACES

ROM cartridge port, joystick ports (2), TV and composite video, audio, cassette, and printer

LANGUAGES AVAILABLE

BASIC, LOGO

KEYBOARD

64-key typewriter-style with cursor rose, function key, graphics and special character keys

DOCUMENTATION

Two page set-up sheet and the manual that comes with the BASIC cartridge. This little booklet is fairly thorough, but you are not told that the machine does nothing until you load a cartridge. All documentation refers to the 'soft-key' version of the keyboard, rather than the keyboard on the UK machine

STRENGTHS

This is a pleasant machine with good graphics and sound, and well-equipped BASIC. For the price, it is a good games machine and beginner's micro

WEAKNESSES

The documentation is abysmal. 8K memory makes it virtually impossible to program. The keyboard should have special symbols printed on it

The Sega SC3000H is a pleasant machine to use, and contains some useful features that are unusual on a micro in this price range. Sega should take steps to improve the documentation, and the keyboard needs to be restyled to include keyword and graphic labels. The major drawback is undoubtedly the limited user memory; at present the machine is suitable only for use with Sega's games software — anyone wishing to write programs will need to expand the internal memory or purchase the expansion unit.