

# POPULAR Computing WEEKLY

35p

12-18 April 1984 Vol 3 No 15

BRITAIN'S BEST-SELLING MICRO WEEKLY

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**★ STAR**  
Pac Man on  
Commodore 64  
See page 10  
**GAME ★**

## News Desk

### Cut-price Dragons — end of line?

BRITISH Home Stores has caused Dragon some embarrassment by deciding to discontinue sales of the Dragon 32 micro.

Remaining stocks of the computer have been sold off in some of the company's stores for as little as £87.50.

A spokeswoman for one BHS branch, confirming the substantial price drop, explained that the Dragon line was to be discontinued in favour of a machine from a rival manufacturer.

The price change seems to have thrown both Dragon and other retailers into some confusion. Boots, one of the larger Dragon stockists, denied that the company has any plans to lower its own £149 price. A spokesman for Boots also reaffirmed its commitment both to the Dragon brand and to the 32K model.

Following enquiries by GEC, British Home Stores claimed that the price drop was only in force for a few days to clear small remaining stocks.

### In touch with Commodore



COMMODORE announced a substantial range of new peripherals for its Vic 20 and 64 computers — as well as two new business micro systems — at the Hanover Computer Fair, in West Germany last week.

The company also displayed its new 116 and 264 machines although their future now looks uncertain.

Commodore UK's marketing manager John Baxter has announced that the 116 — a 16K micro with 'toy' keyboard

— has been shelved indefinitely: "We don't think there is a market for it in Europe."

He also took a step backwards as far as the 264 machine is concerned. Although this successor to the existing 64 model was originally planned for launch in June, he now says: "We have not decided on a date for its introduction."

Among the new peripherals for the 64 shown in Hanover are a touch screen, the much-

continued on page 5

## ○○○○○○○○○○ This Week ○○○○○○○○○○

- **Reviews** Andy Pennell looks at Micro Prolog on page 17. ● **Preview** Feature on The Games Network by Mike Hoff. See page 19. ● **Spectrum** Mark Lawrence shows how to turn the Spectrum into a musical instrument on page 26. ● **Dragon** Jason Orbaum and Geoffrey Campbell continue their discussion on Assembly language programming. See page 34. ● **New Releases** Confrontation from Lothlorien and The Sorcerer's Apprentice from Phoenix Software are among the programs reviewed this week, beginning page 66.
- **Street Life** Christina Erskine talks to Five Ways Software, on page 13.

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Ultimate Play The Game is a trade name of Ashby Computers and Graphics Ltd., The Green, Ashby de la Zouch, Leicestershire, Tel (0530) 411485. Dealer enquiries welcome.

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### How to submit articles

Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

### Accuracy

*Popular Computing Weekly* cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

## This Week

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## Editorial

*Dungeons and Dragons*, a mainstay of role-playing gamers for more than 10 years, is under attack.

A number of clergy in the UK, worried at the possible effects of the game on young children, have written to schools and parents, suggesting they ban *Dungeons and Dragons*.

It is easy to be cynical and accuse the clergy of being killjoys, who just want to prevent children from having fun. However, the church is obviously sincere in its belief that *Dungeons and Dragons* can be harmful. Nevertheless, the church is wrong.

To the best of my knowledge, there is not one case where a child has been disturbed through playing the game.

*Dungeons and Dragons* is essentially a game of the imagination. It allows people to explore worlds which range from the Tolkienesque to the far-flung future. The main difference between D&D and more conventional games is that there is no physical board. The action takes place in people's minds.

However, for all its complexity, *D&D* is still just a game. Its participants have no more interest in engaging in the occult than *Risk* and *Diplomacy* players have in taking part in a war.

It makes as much sense to ban *D&D*, because it contains references to demons, as to ban C S Lewis's *Screwtape Letters*, where the principal characters are demons.

## Next Thursday

Tank Battle for the Spectrum, by Julian Chaudhry, is next week's Star Game.

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15th April 1912

NEWS  
FLASH

# TITANIC

## TITANIC SINKS. (THE "UNSINKABLE" STRIKES ICEBERG)

Our American correspondent via wireless telegraphy reports: Late last night the S.S. TITANIC, pride of White Star line, was in collision with an

iceberg approximately 300 miles off the coast of Newfoundland, it is feared that many lives have been lost. Further reports to follow.

NEWS  
FLASH

# TITANIC

22nd March 1984

## N.A.S.A. SOURCES REVEAL POSSIBLE LOCATION OF "TITANIC"

At a Press Conference today a N.A.S.A. spokesman confirmed that recent photographs taken by their Intel-Sat G Marine Resources Satellite show a

number of large sub-marine objects, one of which is thought to be the wreck of the TITANIC which sank 72 years ago next month.

NEWS  
FLASH

# TITANIC

29th March 1984

## GOLD FEVER — THE RACE IS ON

Following the disclosure last week that N.A.S.A. photographs could pinpoint the location of the "Titanic" — the Gold Rush is now on.

Many groups are seeking sponsorship

to recover the considerable quantity of gold which sank with the "Titanic".

Now is your chance to go for the Gold . . .

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## Commodore

← continued from page 1

rumoured mouse cursor control device called The Cat, and a light pen.

Four new printers for the Vic 20, Commodore 64 and 264 were announced — a low-cost dot-matrix, a high-end dot-matrix, a colour dot-matrix and a low-cost daisy-wheel.

All of these products are expected to become available in the second half of this year.

The first of the new business systems is a 16-bit Z8000-based machine with 256K Ram, 80-column graphics and built-in dual floppy disc drives. The machine runs the Unix operating system.

The second is the previously announced tie-up to market the Hyperion IBM-compatible 8088-based computer under the Commodore brand name. The machine, with 256K Ram is expected to under-cut the IBM PC in price and sell for around £1,500.

No indication of availability was given for either of the business machines.

## TV licence

## case dismissed

MICROCOMPUTER user Peter Battle has established a precedent in the computer world.

Having been charged with having no tv licence, his case was dismissed by Ilkeston magistrates after he explained

## Church attacks D &amp; D

MICRO owners who play the *Dungeons and Dragons* style of role-playing games are in danger of becoming Satanists. That is the view of a number of American church groups, and now, in Britain, some education authorities have dropped *Dungeons and Dragons* from evening classes.

A Buckinghamshire vicar, Rev John Hollidge, has sent a

## No emulator yet

VIDEO VAULT'S remarkable *New Emulator* program which is claimed to allow Spectrum software to be run on the Commodore 64 (see *Popular Computing Weekly*, March 29) has still failed to materialise.

Riad Kasser, Video Vault's

## Robot association gets under way

THIRTY delegates from seven different countries assembled in Paris last month to establish the International Personal Robotics Association.

They included Nolan Bushnell, founder of Atari, and Skip Stevely, president of Androbot. Britain was well-represented with six delegates.

The organisation has deliberately been set up while the industry is still in its infancy. "The delegates are concerned that the robotics industry should achieve a certain amount of standardisation, both in the sense of establishing a commercial standard in robot manufacture and also in the realm of safety," explained an IPRA spokesman.

"As robots are machines interacting with people, the safety aspect is obviously important.

"Secondly, it wants to promote the idea of robots as something 'real', rather than a sci-fi gimmick."

that he only used the television as a display monitor for his micro.

A Home Office spokesperson explained that if the set is used to receive any tv signal then a licence is needed, but it was up to the courts to decide in individual cases.

letter to parents and schools in the area, deploring the use of Satanist symbols in the game. "Satan is real and wants your child's mind," the letter reads.

However, the managing director of TSR (UK), which has been selling the game for 10 years in Britain, says there has been no reported incident of anyone being psychologically disturbed by the game.

managing director, has now admitted that a working version of the program — which is priced at £13.95 — will not be ready for another two weeks.

Some industry experts remain sceptical that a Commodore 64 emulator can be made to work successfully with the majority of Spectrum programs.

The driving force behind the Association is Sidney Nata, head of the French company NATA Industries, who are concerned with both domestic and industrial robotics.

It is hoped that IPRA will be a fully independent body, funded by its members. Membership is intended in time to include not only robotics companies, but also colleges, universities and interested individuals.

● The world's first personal robotics conference will be held in Albuquerque, New Mexico, this week.



Skip Stevely

## Desmond helps teachers

THE Open University has developed an educational computer which, following successful classroom tests, may be adopted by the Microcomputers in Education Programme (MEP) for use in secondary schools.

The micro is one of a number of projects developed for the second phase of the Government's Micros in Education Scheme and was originally designed as a learning aid for teachers.

Desmond (Digital Electronic System Made of Nifty Devices) is now being manufactured by Deltic Automation and costs around £75. It has a

## Still no QL but Sinclair stirs

● PCW's QL order: Week 12. Although, three months on, our QL is still not with us, there are vague signs of stirring at Sinclair.

The company now has a

## Spectrum cartridges

PARKER Brothers, the US toy company, will be the first independent company to produce cartridge software for the Sinclair Spectrum.

The first programs will be released in August — a mixture of established titles on other machines such as *Q-bert*, *Popeye* and *Return of the Jedi* and two new home computer titles — *Gyruss* and *Star Wars* (both converted from the original arcade games).

Until now, only Sinclair has taken advantage of the facility offered by the ZX Interface II of running plug-in Rom software.

In October last year Sinclair announced, along with the Interface II, a range of 10 cartridge titles — all of which had been previously available on cassette.

A Parker spokesman commented: "We are taking a long term view on the Interface II and we feel it will eventually be successful."

Parker Brothers are known to be particularly concerned by software piracy and this has been one of the factors leading it to launch a range of programs on Rom rather than cassette.

Prices for the cartridges are expected to match Sinclair's own — at around £10. However, Parker's cartridges will use a 16K Rom, unlike Sinclair's which use an 8K Rom.

6809 processor, 0.112K Ram, 3.8K Rom and is programmable only in assembly-language. The machine is supplied with two programming packs dealing with digital logic and computer architecture.

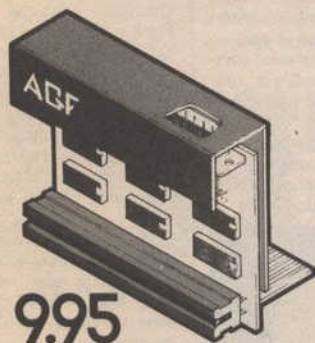
Although intended as an advanced programming techniques trainer — teaching machine-code — Desmond can also teach control applications. It can be used, for example, to monitor temperature or control light switches.

small number of fully-working machines which, within a week or so, should become available for magazines to evaluate.

Interest from our order is up to approximately £5.80.

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BREAKTHROUGH**

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The new QuickShot II has improved styling with a trigger type firing control as well as the top firing action and a broader base for greater suction stability. The rapid fire switch, which allows a continuous stream of shells where normally a button press is required for each one, is located in the base for easy access in use.

Cord length and termination is as the standard QuickShot controller.



**8.95**

## QuickShot

## QuickShot II



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ONE	DISCOUNT VOUCHER IF ORDER EXCEEDS £18	FREE	
	ZXB1 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/>	Please tick	FINAL TOTAL

## Ban the swap shops

In your March 1 issue you announced the formation of the Society of Software Authors and I have no doubt that pirating will be high on the agenda at the inaugural meeting on May 5. As both author and pro-tem Treasurer of the Society, may I comment?

1) The decision by your magazine banning copier adverts is a bit feeble. Too many have already been sold — the pirates obviously have them — and if they need more, well, copying is, after all, their chosen trade.

2. Tapes snarl up in the best of recorders, often ruining the Side 2 back-up as well. Many suppliers do not even provide this back-up, use cheap tape giving poor loading or fall-out, and are deaf to replacement requests. Making one's own back-up is therefore essential.

3) For some, any protection device is a challenge. It does not necessarily mean that they will pirate the 'broken' tape. Writers and artists study books and paintings to learn technique. Programmers will always try to learn how others achieve certain effects.

4) We will never stop kids swapping copies with friends. In my computerless youth I swapped comics, with never a thought that I was doing the publisher out of a sale. I find many youngsters, liking a copy, go out and buy the original — the copy providing a sale which might not otherwise have been made.

On the other hand, if we could persuade all Clubs and Schools, where the potential for swapping becomes much wider than immediate friends, to ban copying on their premises, we would be some way towards reducing the loss. Perhaps publishers could offer, under suitable written guarantee, free software samples to Clubs or Schools enforcing such bans. The demonstration of these at meetings could be good advertising, since it is so difficult to see before you buy at shops.

5) Organised piracy is far more serious. Commercial pi-

rates, offering copies complete with colour inserts, indistinguishable from the original, become a matter for the law and the unfortunate software house so favoured. In the last few months I have answered a number of personal magazine adverts, offering originals for sale or swap. Far too often, the conversation has gone something like this:

Me: You're advertising some cassettes for sale (or swap)

Them: Which micro do you have?

Me: Your advert said Spectrum.

Them: Oh, for the Spectrum we've got... (a very long list) and we've got XYZ coming in next week.

Me: (knowing that XYZ is not due to be released until next month) Are these all originals?

Them: Well, some are.

Me: My swaps are original.

Them: That's OK. We'll give you 3 copies for every original.

Me: (in time-honoured manner, I make an excuse and hang up)

Clearly these are organised copying networks. If you disbelieve me, try ringing a few numbers from your own back pages, pretending to be a buyer. Don't you notice the same names and numbers coming up issue after issue?

I conclude you could take a far more practical stand against piracy by refusing all swap and sell adverts for software only. It may penalise the genuine advertiser but they could always join a club or try exhibition Bring and Buy stalls.

Dorene Cox  
7 Meadway Court  
Whalebone Lane South  
Dagenham, Essex

The question of organised, commercial, software piracy is becoming increasingly important. We will obviously do everything we can to help stop piracy.

However, banning all software swap and sale advertisements would not solve the problem and it would punish the innocent as well as the guilty.

If anyone has any evidence of organised copying networks using our pages, please let us know.

## Complete control

The debate about the morality/legality of tape copying continues. The points made against tapes designed specifically for copying other people's work are justified and reasonable.

There are other important issues, however, the most important being the rights that we have over our own computers. Like many others I purchase commercial software, not just for games appeal, but because of their quality of programming. I realise why software writers include routines to prevent illegal copying. But many interested computer owners find the inability to examine, study, modify, or simply learn from software they have purchased, very frustrating.

It is in the nature of computer owners to enquire into, and customise programs, and in doing so they expand their own knowledge of their machine, and add to their own enjoyment.

I recently purchased a program called (*S*)top secret(s), which amongst other features, incorporates a routine which puts me back in full control of my Spectrum. It allows me to Stop Basic or machine code programs, without them crashing. I've tried it on all my commercial software, and it works. I can now learn from

my purchases, without getting a black screen, or a system nervous breakdown. I can now utilise all my computer's functions.

I sympathise with software houses regarding illegal copying, but I would question the right of any person to dictate that certain of the keys on my computer must remain inactive, or even 'lethal', when I use tapes I have purchased. Professional 'pirates' are not interested in programs like (*S*)top secret(s). They use data copying machines, manufactured by well known 'world-wide' companies. I will not be using the program to make 'illegal' copies, just because the 'Save' option is now open to me. It is apparent that it was not designed for such a use.

I don't defend any software designed merely to 'Copy' programs, but I would defend very useful utility programs like (*S*)top secret(s), which restores my rights over my computer, and allows me to learn, not just play.

C C Mole  
1 Stour close  
Burntwood  
Staffordshire

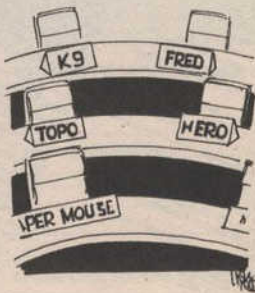
## Back numbers

Recent editions of your magazine have included a series of articles of a program by Paul Sellin, *The Pit*. As I have only the final part of this program to hand, would you please inform me if it is possible to obtain either past numbers of the magazine, including parts 1 and 2 of this program, or a copy of the program itself.

M F Wood  
38 St Martins Way  
Kirklevington  
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Cleveland TS15 9NR

Back numbers can be obtained by writing to PCW, Back Numbers Dept, 12-13 Little Newport St, London, and enclosing 50p per back number. Please remember to write the issue date of the magazine clearly.

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PERSONAL ROBOT  
CONFERENCE

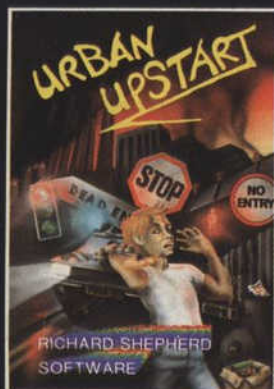






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# "ADVENTURES INTO IMAGINATION"



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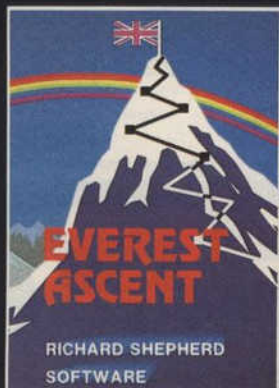
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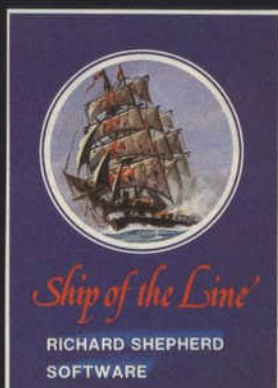
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# Pac Man

A new game for Commodore 64 by F Buys

This game hardly needs any introduction. Move your Gobbler around the maze to eat the power dots, but watch out for the ghosts. Chase the ghosts when you eat one of the corner dots.

I have put quite a few Rem statements in the program, so there are no notes. The game includes a proper title page, high score table and a sound for the new high score. Because there are quite a lot of

things happening at once, there was a danger of the program being slow — so I have deliberately kept the Basic as tight as possible by using a short main loop (lines 390-1240).



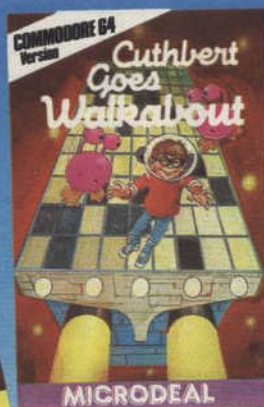
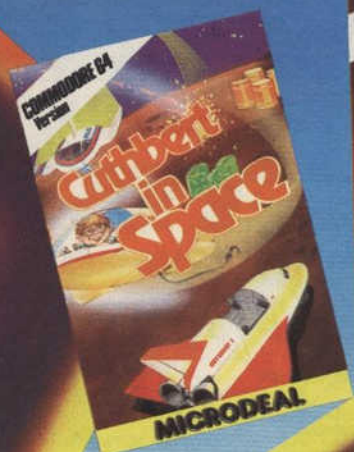


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# Every which way but . . .

*Christina Erskine goes back to school in order to learn about educational software*

Those who decry educational software as not being worth the tape it's written on, should perhaps take into account a company who has successfully been writing for schools since 1979, and only recently broadened into the retail market.

Five Ways Software of Birmingham began with a minicomputer in the maths department of King Edwards Five Ways school, and an enthusiastic maths teacher, Tony Clements.

"When minicomputers began to be taken over by micros, we started fund-raising in order to upgrade ours," explained Tony. "We were about a quarter of the way there when the Government announced the MEP programme. They granted us the rest of the money, which meant we were able to take on two full-time programmers."

The school's governors then bought two Portakabins to house the micros in the playground. As the MEP were keen that projects such as Five Ways should become self-supporting, the work expanded to the extent that in January 1983, Five Ways Software — and Tony Clements, now an ex-maths teacher — moved out of the playground and into office premises in Northfield with 18 full-time staff.

Having moved, Five Ways were gradually decreasing the amount of work directly produced for the MEP, and, in reverse order to many companies, beginning to produce software for the primary sector.

"We began working closely with the Dudley Education Authority to produce programs for primary schools on the Research Machines 480Z micro," said Tony. "We used head teachers and educational consultants to provide the design and expertise.

"From our experience, I'd say that programs for a younger age group present far more of a challenge than for secondary schools. Partly because there's much more competition, but mainly because it's difficult to use the full power of the computer for a six-year-old child's program."

By September 1983, Five Ways had outgrown its Northfield premises, and moved again, to its present building, which houses 40 full-time staff.

Tony Clements began looking at the possibilities of software for the retail market. Through Heinemann, the publishers, a number of primary programs for schools were converted for home use. The latest of these is the *Learning Box* series.

The series consists of eight programs designed for children between the ages of three and eight, each one based around a well-known story or nursery rhyme.

But Five Ways has taken care that the

packaging and additional details are also suitable for that age group.

"Each program contains a story book and also a parents' guide, explaining how to get the most out of it. We also use an overlay for the keyboard, so that instead of having to press a particular key, the child will only have to press any key in say, the pink or blue area of the overlay.

"We also tested the box the programs came in fairly rigorously. It's made of tough plastic and, after an extensive period of extremely rough treatment, showed no signs of breaking."

So far, all the retail programs are for the Spectrum only, but Five Ways plan to convert to other computers.

"I'm also looking forward to the arrival of the QL, and we'll certainly be moving up to it when it appears. Its extra power will give us a new challenge in writing software."

Five Ways are currently going through a period of consolidation rather than growth. Its work is fairly equally divided between programs originated and produced entirely by Five Ways and work contracted to them.

Having expanded and diversified fairly rapidly over the last 15 months, Tony Clements is now analysing the progress made and looking at ways to improve efficiency and quality before seeking fresh growth areas.

"We are definitely planning to expand geographically. At the moment, we're selling predominantly to the British market, but we want to sell to the US and the Continent — we're looking into the idea of doing programs in European languages.

"I think too that Britain is soon going to be 'caught up' in terms of the quality of its computer products. At the moment we're

streets ahead in terms of the quality of our software, but very weak, I believe in terms of marketing vigour."

Current projects underway at Five Ways include an arcade style game aimed to teach the value of nutrition, a lathe control program for 'O' Level/CSE standard and, for the same age group, a program which allows the user to design the front page of a newspaper.

The arcade game shows a *Pacman* type character, who must eat certain foods in his path in order to stay alive, and is designed for the 8-12 year old age group. Now in the trial stage, it is planned to be available retail in May.

The newspaper page and the lathe control programs are both MEP subsidised and will be for use in schools.

The newspaper program works with a simulated word processor. Having typed in a story, you can move the space for it around on the front page display, and select from four different type sizes. The program will tell whether you need to edit the story to fit and how much by.

Every Five Ways program is worked on simultaneously by two to four people, one of whom will assume responsibility as project leader for the particular work. The majority of the programmers at Five Ways are post-'A' Level students, taking their 'year off' before going to college or university, although there are a small number of permanent programmers.

"This is a quite deliberate policy," said Tony. "Many of them have no previous programming experience, nor are they planning a career in it.

"But it does mean that we have a steady flow of fresh talent and imagination running through the firm, and hopefully the ideas don't get stale.

"Generally speaking, they don't come back here after finishing their academic education, although we do have one permanent programmer who started while taking her 'year off'."



Tony Clements — ex-maths teacher, now head of Five Ways Software



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ZX MICROFAIR



# Foreword to the prolog

Andy Pennell explains the Artificial Intelligence of Micro-prolog

Micro-prolog is based on one of the new languages for the next generation of intelligent computers, and is now available for the 48K Spectrum. It is supplied on cassette in a presentation box, together with a slim introductory manual, and a substantial 300 page mini-book, entitled *Micro-prolog Primer*.

The introductory book explains how to *Load* the program, and how to *Load* the supplement to it, called *Simple*. The *Simple* addition is necessary to introduce the Prolog concepts in an easy-to-use way, which it does very successfully. The booklet introduces line entering, editing and simple concepts. This is done well, as Prolog is very different from any other language.

Prolog works by using a database of information and definitions, forming a complete dictionary. For example, if you wanted to investigate a family tree, you could start by typing in *add(john father-of simon)* and *add(mary mother-of simon)* which add to the database the information regarding Simon's parents. Micro-prolog does not know anything apart from what you tell it, so to inform it about children, you could enter *add(x child-of y if (y father-of x) or (y mother-of x))*.

In this command, *x* and *y* are used as variables, and are used to explain the definition of 'child-of'. Having entered this, to see if Simon is a child of Mary, type *is(simon child-of mary)* and Prolog will reply 'yes'. If Simon was not a child of mary, Prolog will reply with 'no'. As well as the *is* enquiry, the *which* command can be used to interrogate the information, in, for example, *which(x: x father-of simon)* which, in English, means 'find *x* such that it is the father of Simon', ie Simon's dad, and Prolog will respond with *john No (more) answers in reply*.

Using just *add*, *is* and *which*, a complex database of information can be entered and examined. As Prolog is supposed to be Artificially Intelligent, you may wonder what family trees have to do with it. Well, one Intelligent application would be to enter into the database a robot's environment, such as 'chair behind table', 'table under window', then the robot could use Prolog to find its way around the defined room.

As well as textual data, numeric applications can also be handled by Prolog, up to a large limit of  $10^{127}$ . The Prolog Primer lists one of the fastest implementations I have seen for factorial calculation, using recursion.

The cassette also contains several Prolog programs to be loaded, but the function of most remains a mystery — the introductory booklet refers to the Reference Manual, which is not available at the time of writing. When trying to load them, I discovered a bug in Micro-Prolog — if, as I did, you mistype the



Keith Clark, who co-wrote *Micro-prolog Primer* with F G McCabe and J R Ennals

filename in *Load*, and *Break* into it after realising your mistake, you cannot load anything else. When you try, it says 'Evaluation error 6 — *Close* last used file first'. I tried typing all manner of *Close* commands, but to no avail. The only solution I could find was to switch off the machine, and re-load the whole thing.

The *Micro-Prolog Primer* is a very compact introduction to Prolog, and gradually leads the reader into all the features of the language, but infuriatingly has no index — for a book of over 300 pages, this proved rather a nuisance. I would have liked to have used my printer from Prolog, which I think is possible, but I couldn't find any reference to the method in any of the literature supplied.

Although the *Micro-Prolog* package may seem expensive to some at £24.95, it does include a book, and is at least four times cheaper than the same program on various CP/M machines. It is a good introduction with AI languages.

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# HEWSON CONSULTANTS

## Window box

**Michael Hoff takes a sneak preview of WH Smith's Games Network**

If the figures for computer sales and arcade game takings are anything to go by, *Waldo* 'the Wizard of Games' will have his work cut out when he makes his British television debut.

*Waldo* is the symbol of The Games Network, the most recent, and perhaps most adventurous of the three cable television games channels. For 24 hours a day, seven days a week, the bearded wonder will present a selection of 20 games on subscribers' television screens, at a cost that is approximately half that of one games cartridge and but a fraction of what arcade game players can spend in a month.

The Games Network is to be launched soon by high street giant WH Smith, whose successful entry into the home computer market, principally with Sinclair products, led to the establishment of a Cable Services division. Its managing director, Francis Baron, is confident of the new venture's success, and predicts that most if not all 11 of the recently franchised multi-channel cable schemes will take the service.

'We're not really too worried about the competition,' he says, 'even though we are not offering TGN to the existing cable operators as their systems are too outdated.'

The channel takes its name from a Los Angeles firm from whom WH Smith have a licence to distribute a 64K Ram micro-computer called *The Window*, which will be supplied to subscribers upon payment of a monthly connection fee (probably around £10). It is this unit, complete with 6502 microprocessor, which forms the basis for Baron's optimism.

Unlike the Sirius and Sinclair Spectrum micros used with the Gamestar and Micronet channels, *The Window* was designed with cable television games playing specifically in mind. It provides 280x192 high-resolution colour graphics, complex sound effects delivered on a full video channel, and comes complete with QWERTY keyboard, left and right hand 'Fire' buttons and manoeuvring keys. Joystick and paddle ports are included, as well as a special freeze frame key and a 'talk back' facility for eventual use on two-way cable systems.

The games are downloaded from dual computer systems with hard disc storage installed at cable operators' head ends, but as technical manager David Gayler points out, the present loading time provides

ample room for expansion. 'We're talking about some 10 seconds to load a game, and that gives us an enormous amount of slack,' he says. 'Most of that 10 seconds is empty at the moment, and as we're only filling two or three seconds with actual data, the capacity to take larger and larger games delivered in 64K chunks is quite considerable.'

Although the final format has yet to be determined, the new channel will offer broad-based games programming ranging

expects there to be considerable turnover. 'No one wants to learn four plus four equals eight month after month from the same old fire-breathing dragon,' he says.

The one possible drawback for the Games Network is that having a wizard in your living room is not, as yet, quite like having your own micro. Unlike, for example, the Spectrum used with British Telecom's Gamestar service, you can't hack around inside *The Window*, nor can you take it over to the neighbours for a casual evening of fun. Each micro is identified by an individual subscriber number and an address code unique to his or her branch of any given cable system. Software pirates will find that data sent down the cable is not only scrambled but protected along its communication path by devices that prevent any unauthorised access.

*The Window* may lose out a little from being programmable only via a cable line, but its considerable capacity in relation to the micros on offer from the other games channels will prove to be of considerable advantage with the advent of interactive cable services. WH Smith intends to be a major force in this field, and firmly believes that interactive services interfaced with micros like *The Window* may well prove to be the saviours of the cable operators.

The new Smith's division hopes for a mid-1985 launch date for a range of home shopping, banking, financial and information facilities provided via *The Games Network* micro, and intends to later add a package of programming services which will use the advanced features of computer-driven two way systems to mix film, sound and text while bringing together entertainment, advertising, information and ordering facilities.

Channels like *The Games Network* provide not only the all important entertainment layer of the cable revolution, but also the computer hardware necessary to gain access to interactive cable services. People may well take these channels for all the right reasons, but will they be the real reasons too?

'People buy home computers with all sorts of pious intentions about word processing and education,' says David Gayler. 'But the evidence suggests that an astounding proportion simply end up playing games on them.'

### The 11 new cable franchises

Name of operator	Area proposed
Merseyside Cablevision	South Liverpool
Rediffusion Consumer Electronics Ltd	Guildford
Swindon Cable	Swindon
Services Ltd Ulster Cablevision	Belfast
Westminster Cable Company	City of Westminster
Aberdeen Cable Services Ltd	Aberdeen
CableTel Communications Ltd	London Borough of Ealing
Clyde Cablevision Ltd	North Glasgow
Coventry Cable Ltd	Coventry
Croydon Cable TV Ltd	London Borough of Croydon
Windsor Television Ltd	Windsor, Slough and Maidenhead

from the arcade, space battle, variety to the more sedate board games and educational exercises. TGN claims it will get the best of the new games, as it pays royalties based on the total number of Games Network subscribers, and because exposure on TGN will increase sales of a game to arcades and home computer and video games machine owners.

Details of competitions and tips on how to play the games are likely to be provided in a glossy monthly game guide. A feature of both the guide and the channel will be the considerable emphasis placed on educational games, one area where David Gayler

**The 64K window micro will be supplied to Games Network subscribers**



# BEYOND


CHALLENGING SOFTWARE

## Less than human, far more than mere computer

The *Psytron* controls the massive Betula 5 Installation. When the attack comes, it will cope with defensive demands which would leave a human brain unhinged, computer circuits scrambled. Damage in any sector of the base must be assessed and its effect on the fabric of the installation calculated immediately. Human lives will be expended as necessary but if the *Psytron* ever goes down.

The Sinclair Spectrum has always attracted the best programmers. It's always had the most innovative software: *Psion Scramble*, *The Hobbit*, *Jet Pac* and now...

# PSYTRON



Ten screens of stunning graphics, animation which makes other programmers gasp, a 20 page booklet of hints, tips and help with the discovery of each of six levels of play.

"How long can you survive the Final Conflict? A true *Psytron* would last an hour and a Sinclair Q.L. goes to the first person to match that feat."

## Plotting a graph

Sarah Cotton presents two utility programs for the unexpanded Vic20

The first program, Cos Graph, plots the cosine graph from 0° to 360°. However, it could easily be modified to produce any other graph.

### Notes:

10-50 calculates y values, plots them on paper and prints them on screen

55-56 writes name of graph  
57 sets printer colour to black  
60 closes files and ends program  
99 open files  
100-158 draws axis

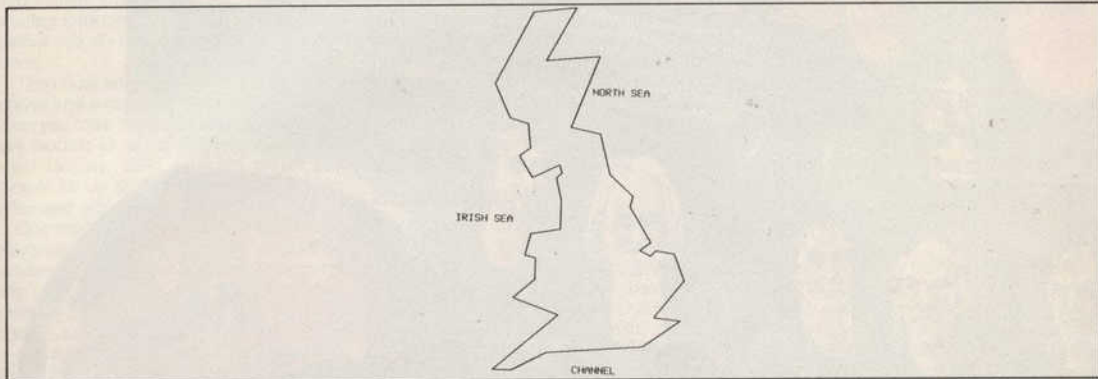
The second program, Map Plotter, draws an outline of mainland Britain and names three important stretches of water. The

map is plotted on a co-ordinate system, using the numbers held in the Data statements.

### Notes:

1 introduction  
10 opens files  
11 sets printer colour to black  
20-35 sets origin  
40-70 reads and plots points  
90-130 numbers for plotting outline  
135 sets printers colour to blue  
140-200 move to appropriate positions and label the stretches of water  
210 close files

Both programmes are designed to be used with the 1520 printer/plotter.



COS GRAPH

READY.

```

0 REM COS GRAPH BY SARAH COTTON
1 GOSUB99
10 FORX=0TO2*PI/STEP#1/96
20 Y=COS(X)
30 PRINTY
40 PRINT#1,"J";X*50,Y*100
50 NEXT
55 PRINT#1,"R";200,-150:PRINT#2,"3"
56 PRINT#3,"COS GRAPH"
57 PRINT#2,"0"
60 CLOSE1:CLOSE2:CLOSE3:END
99 OPEN1,0,1:OPEN3,0:OPEN2,6,2
100 PRINT#2,"0"
101 PRINT#1,"M";20,-100
110 PRINT#1,"I"
130 PRINT#1,"J";0,100
140 PRINT#1,"R";0,0
150 PRINT#1,"J";320,0
155 PRINT#1,"H"
156 PRINT#1,"J";0,-100
157 PRINT#1,"H"
158 RETURN
    
```

READY.

READY.

```

1 PRINT#2:"PRINT"000000000011111MAP PLO
TTER"
10 OPEN1,0,1:OPEN2,6,2:OPEN3,6
11 PRINT#2,"0"
20 PRINT#1,"M";0,-700
30 PRINT#1,"I"
35 PRINT#1,"R";100,0
40 FORC=1TO38
50 READX,Y
60 PRINT#1,"J";X,Y
70 NEXT
90 DATA135,0,200,35,380,50,450,100,400,1
05
100 DATA455,175,435,225,400,230,390,220,
370,230,390,245,350,310,355,330,310,370
110 DATA290,445,235,456,285,590,185,580,
240,680,160,670,90,535,120,470,155,460
120 DATA100,415,140,400,165,360,215,385,
220,370,210,360,220,320,220,265,185,255
130 DATA155,215,175,210,175,170,135,135,
220,105,100,0
135 PRINT#2,"1"
140 PRINT#1,"R";275,515
150 PRINT#3,"NORTH SEA"
160 PRINT#1,"H"
170 PRINT#1,"R";250,-500
180 PRINT#3,"CHANNEL"
190 PRINT#1,"R";25,300
200 PRINT#3,"IRISH SEA"
210 CLOSE1:CLOSE2:CLOSE3
    
```

READY.

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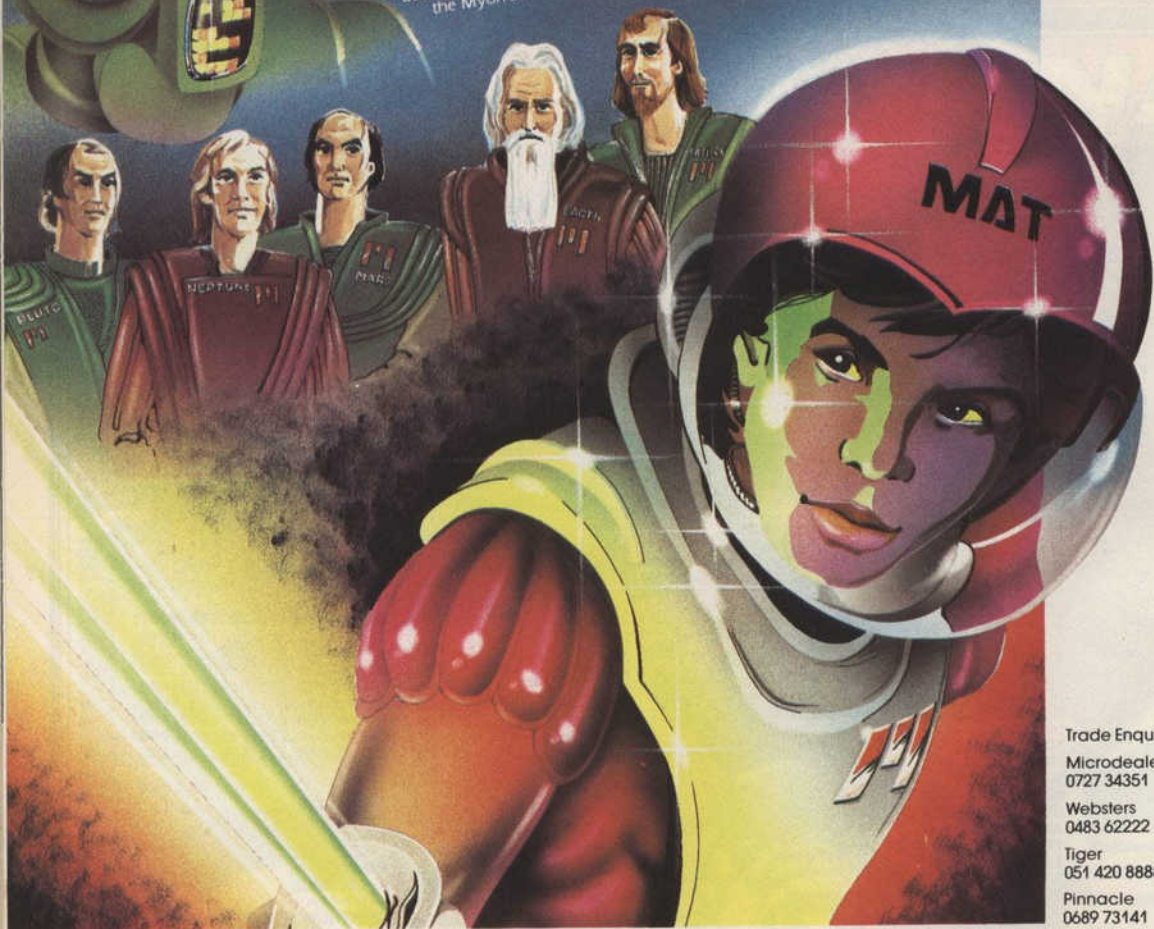


CODENAME

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## Relatively speaking

Pete Gerrard explains how to compile a relative file in the second of his series on the Commodore disc drive

Last week we took a brief look at sequential files and how to write them, but to get the most out of your Commodore disc drive you'll need, at some point, to start learning about relative files. Over the next couple of weeks that's precisely what we'll be talking about.

Relative files allow direct access to the information stored in them, rather than wading through a whole lot of other data before you get to the particular bit that you want.

The usual analogy here is with a record player and a cassette deck. On a cassette deck you have to wind through all the rest of the records to get to whichever track you want to play. With a record player you simply lift up the arm and place it down wherever you want it to go.

Commodore's disc drives have one great advantage over a lot of others in that they are intelligent, and require no memory from the computer itself; they have their own memory, and their own chips inside to handle a lot of tasks.

It is a lot easier to write a sequential file than it is to write a relative one. However, all the commands that allow you to write relative files are built into the computer, and provided you know what they are and how they work, it becomes a comparatively easy task to write a direct access system.

The terms relative files, random files and direct access files are all interchangeable, as they all mean precisely the same thing.

Once you know what's going on, you'll then be able to build up your own powerful programs, as well as possibly understanding the one given away with the free disc when you buy a Commodore disc drive!

In order to write a relative file, some understanding of how data is stored on a disc is called for.

The information is stored in a series of tracks, and each track is divided up into a series of little boxes called sectors. There are a total of 35 tracks on a 1541 disc drive,

and the number of sectors depends on the location of the track. Tracks near the middle of a disc only have 17 sectors in them, while those at the outside have up to 21 sectors.

The total number of sectors on the disc is 690, and the disc itself tells you how many are left vacant on the disc. A look at any disc directory will reveal how many sectors, or blocks, there are free. Since the disc drive itself steals a few sectors for its own use, like linking programs together on disc, reminding itself where they all are, what they're called, how long they are and so on, we get left with 664 for our own use.

Each sector can hold up to 255 characters, and information is talked of as being in track 5, sector 7, or whatever.

### Building up a file

A collection of items of data or information is called a file. For example, suppose you want to store the surname, first name and telephone number of all your friends in a file, held in alphabetical order. The information held for each person in the file is called a record, and the bits of information in each record are called items. So, in the example, we have three items of data per record.

This could all be held as a sequential file, but if you've got a lot of friends, it would take a long time to find the telephone number of someone whose name begins with W. If you then wanted another bit of information, you'd have to go through the whole file again. A tedious procedure.

Direct access allows us to specify which sector in which track and starting at which character a particular item of information is to go. Provided you keep track of where it's all stored, it can be directly accessed at some later date, without having to go through all the other records.

Since you can read and write to specific places on the disc, it means that you can also amend any items of information without having to update the whole file, which is certainly not the case with sequential files.

However, if you write your data into sectors which are used by other programs on the disc, those programs will become corrupted. Thus it makes sense to have one program disc and one data disc for direct access, and not to mix the two.

When using direct access, a fixed length for each item of information in the record is normally specified. Thus, the surname item could be 20 characters long, the Christian name 10, and the telephone number 20. Whatever length a name actually is, it will still occupy that much space.

It makes it easier to keep track of where all the data is, but it unfortunately takes up more room on the disc. A small price to pay for having a direct access file.

### The Components of the System

Since the total number of characters used in this example is 50, it would be possible to maintain five records per sector. However, we'll keep things simple at this stage and stick to one record per block.

The seven stages in writing a direct access file are:

- 1) Open up a route from the 64 to a buffer in the disc unit.
- 2) Copy the record data into that buffer, starting at the first character position.
- 3) Find the next available block on the disc.
- 4) Tell the Disc Operating system that you want that block.
- 5) Put all the data from the buffer into it.
- 6) Make an entry in an index array relating the block to the record key, which is the index word you use to look up the record details. In this case, the surnames of the various people.
- 7) At some later stage, save the index array as a sequential file.

Once you've saved the index, that's it, and you can get on with something else. To read a record back is a five-stage process:

- 1) Read the index array back into a Basic array.
- 2) Open up a route from the disc buffer to the 64.
- 3) Search the index for the keyword of a required record and note the track and sector numbers associated with it.
- 4) Read the whole of that sector specified from the disc into the buffer.
- 5) Transfer the contents of the buffer into a Basic variable.

Finally, amending a direct access record is a four-stage process:

- 1) Read the whole block into the disc buffer as in 1) to 4) above.
- 2) Point at the part of the buffer to be overwritten.
- 3) Copy the new information from Basic into the buffer, overwriting the specified portion of the information in the buffer.
- 4) Write the contents of the buffer back to the block it came from.

Next week, we'll go into a lot more detail about the steps involved in each of these processes.



Trashman



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# Play it again Sam

Mark Lawrence explains how to emulate an organ

This program allows the ZX Spectrum to be used as an organ, playing the twelve semi-tones from C to B. It does this by using the bottom two rows of the keyboard as if they were the keys of an organ.

The bottom row from Z to M produce the notes C,D,E,F,G,A,B respectively and the second row from S to J, excluding F, produce the sharp notes from C to A. If this sounds a little confusing, look at page 135, chapter 19 of the Spectrum manual and it should become a little clearer. The F key does not produce a note because there is no E sharp.

The program draws a keyboard, similar to the one on page 135 of the manual but

only containing twelve keys, and as each key is pressed the key on the drawing changes colour, as in the start of *Manic Miner*, to give the impression of movement.

Once you have created your masterpiece you have the following options — pressing P will play back the tune that you have created, pressing R will reset the playback pointer, enabling you to start again, and pressing Q will return you to Basic. Enter *Goto 20* to return.

Facilities are also provided for saving and loading of a tune. To save start the tape first then press 1. Loading is done by pressing 0 and starting the tape.

The program itself occupies 1000 bytes

of machine code but a short Basic program is needed to load and run the code from tape. This is the program titled *Organ Basic*. Type this program in and Save "organ" *LINE 1* and verify. Then type in the hex loader and run it, inputting 25000 when asked for the start address. Now enter the hex code in the listing and Save "organ code" *Code 25000, 1000*. Verify the code and then clear the machine by entering *Randomize USR 0*.

Now, rewind the tape to the start, enter *Load* and start the tape. The Basic program should then load, auto run, load the code and run it. If the code has been entered correctly you should see a drawing of an organ and a short menu. If you do not get this display, you have typed the code in incorrectly and will have to type in the check program to check your code against the listing, *Poking* any incorrect entries.

```

                                Organ Basic
>LIST
 10 CLEAR 24999:LOAD ""CODE 25000
 20 RANDOMIZE USR 25000

                                ORGAN CODE
>
>
61A8 11 90 65 ED 53 3A 65 21 6288 28 22 FE 19 20 05 CD 3F
61B0 00 40 11 01 40 01 00 18 6290 63 18 DA FE 0D 20 09 11
61B8 36 00 ED B0 01 A0 00 36 6298 90 65 ED 53 3A 65 18 CD
61C0 17 ED B0 01 B0 02 36 0F 62A0 FE 0F CA 40 65 FE 14 CA
61C8 ED B0 21 2A 40 11 72 64 62A8 67 65 18 C1 C9 F5 3E 0C
61D0 06 0E CD 1D 63 11 80 64 62B0 90 12 13 2A 7B 5C A7 ED
61D8 21 69 40 06 10 CD 1D 63 62B8 52 20 03 11 3C 65 D5 CD
61E0 21 E0 48 11 90 64 06 17 62C0 7B 63 DD 6E 00 DD 66 0C
61E8 CD 1D 63 11 A7 64 21 20 62C8 DD 5E 18 DD 56 24 DD E5
61F0 50 06 11 CD 1D 63 21 40 62D0 C5 CD B5 03 CD AE 63 C1
61F8 50 11 B8 64 06 33 CD 1D 62D8 DD E1 D1 F1 4F CD E4 62
6200 63 21 80 50 11 EB 64 06 62E0 B9 28 CA C9 C5 D5 E5 06
6208 4F CD 1D 63 3E 00 D3 FE 62E8 08 11 FE FE 21 00 00 C5
6210 3E 07 32 48 5C 21 12 64 62F0 D5 C1 ED 78 06 05 CB 47
6218 22 2D 63 3E 01 32 25 63 62F8 28 0C 23 CB 0F 10 F7 C1
6220 21 E9 40 11 42 64 06 10 6300 CB 02 10 EB 18 E1 C1 7D
6228 CD 1D 63 21 09 48 CD 1D 6308 E1 D1 C1 C9 F5 C5 D5 E5
6230 63 21 29 48 CD 1D 63 21 6310 06 08 1A 77 13 24 10 FA
6238 49 48 11 52 64 CD 1D 63 6318 E1 D1 C1 F1 C9 F5 C5 D5

```

6320	E5	D5	E5	1A	D6	20	26	00	6458	03	04	03	04	03	04	03	04
6328	6F	29	29	29	11	00	3D	19	6460	06	01	02	05	05	05	05	05
6330	EB	E1	CD	0C	63	D1	13	23	6468	05	05	05	05	05	05	05	05
6338	10	E7	E1	D1	C1	F1	C9	21	6470	05	01	53	70	65	63	74	72
6340	90	65	E5	A7	ED	52	20	01	6478	75	6D	20	4F	72	67	61	6E
6348	13	E1	06	00	4E	DD	21	D6	6480	42	79	20	4D	61	72	6B	20
6350	63	DD	09	CD	7B	63	E5	DD	6488	4C	61	77	72	65	6E	63	65
6358	E5	D5	DD	6E	00	DD	66	0C	6490	55	73	65	20	74	68	65	20
6360	DD	5E	18	DD	56	24	CD	B5	6498	66	6F	6C	6C	6F	77	69	6E
6368	03	CD	AE	63	D1	DD	E1	E1	64A0	67	20	6B	65	79	73	3B	51
6370	23	E5	ED	52	28	03	E1	18	64A8	20	72	65	74	75	72	6E	20
6378	D1	E1	C9	F5	C5	D5	E5	DD	64B0	74	6F	20	62	61	73	69	63
6380	E5	11	E9	58	01	D5	63	A7	64B8	5A	20	74	6F	20	40	20	61
6388	DD	E5	E1	ED	42	7D	D6	06	64C0	6E	64	20	53	20	74	6F	20
6390	38	01	2C	3E	18	CB	45	20	64C8	4A	20	28	6E	6F	74	20	66
6398	02	3E	3B	19	06	06	11	1F	64D0	29	20	6E	6F	74	65	73	20
63A0	00	77	23	77	19	10	FA	DD	64D8	50	20	74	6F	20	70	6C	61
63A8	E1	E1	D1	C1	F1	C9	C5	D5	64E0	79	20	62	61	63	6B	20	74
63B0	E5	21	C9	58	11	20	00	06	64E8	75	6E	65	52	20	74	6F	20
63B8	08	C5	E5	06	10	36	38	23	64F0	72	65	73	65	74	20	70	6C
63C0	10	FB	E1	19	C1	10	F2	E1	64F8	61	79	62	61	63	6B	20	70
63C8	D1	C1	C9	D5	C1	ED	53	3A	6500	6F	69	6E	74	65	72	2E	20
63D0	65	C9	01	00	01	C9	6A	0C	6508	20	20	20	31	20	74	6F	20
63D8	B3	60	11	C6	80	3D	FF	C4	6510	53	61	76	65	20	74	75	6E
63E0	8C	57	06	06	05	05	05	04	6518	65	20	74	6F	20	74	61	70
63E8	04	04	03	03	03	03	1A	1C	6520	65	2E	20	20	20	20	20	20
63F0	1D	1F	21	23	25	27	29	2C	6528	20	20	20	30	20	74	6F	20
63F8	2E	31	00	00	00	00	00	00	6530	6C	6F	61	64	20	74	75	6E
6400	00	00	00	00	00	00	01	06	6538	65	2E	A8	65	00	01	02	03
6408	02	07	03	04	09	27	22	26	6540	DD	21	3A	65	EB	22	3A	65
6410	21	25	FE	FE	FE	FE	FE	FE	6548	DD	E5	E5	11	02	00	AF	37
6418	FE	FE	7F	7F	7F	7F	7F	7F	6550	CD	C2	04	E1	DD	E1	DD	E5
6420	7F	7F	01	01	01	01	01	01	6558	D1	A7	ED	52	23	EB	3E	FF
6428	01	01	80	80	80	80	80	80	6560	37	CD	C2	04	C3	AF	61	DD
6430	80	80	FF	FF	FF	FF	FF	FF	6568	21	3A	65	11	02	00	AF	37
6438	FF	FF	00	00	00	00	00	00	6570	DD	E5	CD	56	05	DD	E1	2A
6440	00	00	02	06	02	01	02	01	6578	3A	65	DD	E5	D1	A7	ED	52
6448	03	04	02	01	02	01	02	01	6580	23	EB	3E	FF	37	CD	56	05
6450	06	01	02	06	03	04	03	04	6588	C3	AF	61	00	00	00	00	00

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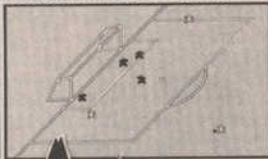
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\* ZX81 Chart  
 Home Computing Weekly  
 1.8.83 and 1.11.83.

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## A maze of letters

Ian and Damian Inger present a complicated word puzzle

The player, after reading the instructions, is presented with a maze at the top of the screen which is headed by six letters. The computer then selects a word at random from a data list, which is then displayed at the bottom of the screen as blocks, except for the first and last letters. The player is then asked whether or not he can see the letter he wishes to try at the top of the screen. If the answer to this prompt is

"no", another set of six letters are displayed. On answering "Y" to this prompt, an arrow is displayed in the bottom left corner of the maze.

The player types in a string of moves such as 'FFFFRFFFLRFF' to guide the arrow through the maze towards the guess letter. If this letter is in the word, all occurrences of it are displayed. If the path through the maze is blocked, "E" may be

entered in the move string to explode the part of the barrier immediately in front of the arrow.

You can use this a maximum of 3 times. Should the arrow collide with the barrier in the maze, the arrow is lost and the move is terminated. 3 arrows are allowed per game.

The program particularly encourages thinking ahead and to program the machine in a fairly simple way to achieve the end result. When typing the program in, I would suggest that lines 270 and 280 are left out until all the typing errors have been removed. The word list can be expanded easily by increasing the value of the variable at line 520 and entering more data statements at line 570.

```

10REP
20REM Word puzzle
30REM (c) Feb 84
40REM Ian & Damian Inger
50REM
60MODE7
70PRINTAB(7,1)CHR$(141)+CHR$(130)*"INSTRUCTIONS"
80PRINTAB(7,2)CHR$(141)+CHR$(130)*"INSTRUCTIONS"
90PRINT
100PRINTCHR$(31)*"The computer will think of a word"
110PRINTCHR$(31)*"and just like Hangman, you have to"
120PRINTCHR$(31)*"guess what it is."
130PRINT
140PRINTCHR$(31)*"To get your guess letters, you have to"
150PRINTCHR$(31)*"guide an arrow through a maze by typing:"
    CHR$(31):"F for forwards, B for backwards, R for"
160PRINTCHR$(31)*"right, or L for left."
170PRINT
180PRINTCHR$(31)*"Sometimes, you will find that your path"
    CHR$(31):"through the maze is blocked."
190PRINTCHR$(31)*"If this happens, use E instead of F to"
200PRINTCHR$(31)*"move forwards. This will explode the"
210PRINTCHR$(31)*"square in front of the arrow."
220PRINT
230PRINTCHR$(31)*"You have three arrows and three E's."
240PRINTCHR$(31)*"Good luck!"
250PRINT:PRINT
260REPEAT:PRINTCHR$(129)*"Press SPACE BAR to start":UNTIL GET=32
270DIM DA(10)
280DIM L(6):DIM M(1)
290FK1225:
300FK1110
310MODE2
320arrow=1
330E=7
340SZ=65
350G=""
360VDU23:8202:0:0:0:
370PROCword
380VDU23,241,0,126,126,126,126,126,126,126
390VDU23,242,126,126,126,126,126,126,126,0
400VDU23,243,255,255,255,255,255,255,255,255
410VDU23,244,0,24,60,126,24,24,24,24
420PROCgrid
430PROCcarrier
440REPEAT
450PROCletter
460PROCarrow
470PROCmovearrow
480PROCgetletter
490PROCcbectl
500UNTIL FALSE
510BEFFPROCword
520R=RND(10)
530FOR J=0 TO F
540READ word$
550NEXT
560RESTORE
570DATA CAT,DOG,MOUSE,RABBIT,HORSE,WOLF,FLY,FISH,BIRD,RHINO,LION
580N=LEN(word$)
590G(1)=LEFT$(word$,1)
600G(N)=RIGHT$(word$,1)
5100CLOUR128:CLS
620CLOUR2
630PRINT:PRINT:PRINT
640PRINT:"I'm thinking of a"
650PRINT
660PRINT:word$
670PRINT
680PRINT:"It has "M" letters."
690PRINT:PRINT:PRINT:PRINT
700CLOUR2
710PRINT:"Press Y when you are"
720PRINT
730PRINT:"ready to guess it."
740REPEAT
750G=ET
760UNTIL G=B9 OR G=121
770ENDPROC
780BEFFPROCgrid
790VDU24,0:320:1279:1023:
9006CLO,130:CLG
810VDU28,0,30,19,27
820CLOUR135:CLS
830CLOUR:
840FOR X=0 TO 1280 STEP 64
850MOVE X,320
860DRAW X,959
870NEXT
880FOR Y=320 TO 960 STEP 64
890MOVE 0,Y
900DRAW1279,Y
910NEXT
920ENDPROC
930BEFFPROCcarrier
940VDU5
9506CLO,1
960R=STRING$(S,CHR$(241))
970B=STRING$(S,CHR$(242))
980FOR Y=384 TO 959 STEP 64
990I=(RND(16)+64)-64
1000MOVE X,Y
1010PRINT#
1020MOVE 0,Y-32:PRINT#
1030PRINT#
1040NEXT
1050MOVE 0,Y:PRINT#
1060MOVE 0,Y-32:PRINT#
1070VDU4:ENDPROC
1080BEFFPROCletter
1090REPEAT
1100PROCgetstring
1110VDU6
11206CLO,2
1130MOVE 320,1007:PRINTSTRING$(B,CHR$(243))
11406CLO,0
1150MOVE320,1007:PRINT#
1160VDU4

```

continued on page 31 ▶

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← continued from page 29

```

1170CLS
1180COLOUR0
1190PRINTTAB(0,1)"CAN YOU SEE THE"
1200PRINT"LETTER YOU NEED?"
1210PRINT
1220COLOUR1
1230PRINT"PRESS 'Y' OR 'M'"
1240COLOUR4
1250FOR I=1 TO M
1260PRINTTAB(1,6)Q$(I)
1270IF Q$(I)="" THEN PRINTTAB(1,6)CHR$(242)
1280NEXT
1290COLOUR2
1300PRINTTAB(17,4)STRING$(E,"E")
1310PRINTTAB(17,6)STRING$(arrow,CHR$(244)):
1320COLOUR4
1330COLOUR4
1340G=GET
1350UNTIL G=B9 OR G=12:
1360ENDPROC
1370DEFPROCgetstring
1380G$=""
1390FORB=0 TO 7
1400G$=G$+CHR$(SZ)
1410SZ=SZ+1
1420IF SZ=91 THEN SZ=65
1430NEXT
1440ENDPROC
1450DEFPROCarrow
1460VDU:CLS
1470X1=0:Y1=368
1480VDU
1490GCOL0,0
1500IF POINT(X1+8,368)=1 THEN X1=X1+64:GOTO 1500
1510MOVEX1,Y1:PRINTCHR$(244)
1520VDU
1530COLOUR0
1540ENDPROC
1550DEFPROCcavearrow
1560crash=0
1570COLOUR4
1580VDU
1590FOR I=1 TO M
1600PRINTTAB(1,6)Q$(I)
1610IF Q$(I)="" THEN PRINTTAB(1,6)CHR$(242)
1620NEXT
1630COLOUR0
1640PRINTTAB(0,1)"ENTER YOUR MOVE"
1650COLOUR2
1660PRINTTAB(17,4)STRING$(E,"E"):
1670PRINTTAB(17,6)STRING$(arrow,CHR$(244)):
1680COLOUR0
1690INPUTTAB(0,3)M$
1700M=LEN(M$)
1710H=1
1720REPEAT
1730M$=MID$(M$,H,1)
1740IF M$="E" OR M$="e" THEN E=E+1
1750IF ASC(M$)>90 THEN M$=CHR$(ASC(M$)-32)
1760PROCcave
1770IF crash=1 THEN H=1
1780VDU
1790COLOUR4
1800FOR I=1 TO M
1810PRINTTAB(1,6)Q$(I)
1820IF Q$(I)="" THEN PRINTTAB(1,6)CHR$(242)
1830NEXT
1840VDU
1850H=H+1
1860UNTIL H=M
1870ENDPROC
1880DEFPROCcave
1890VDU
1900GCOL0,2:MOVEX1,Y1:PRINTCHR$(244)
1910GCOL0,0
1920IF M$="F" THEN Y1=Y1+64:IF Y1>1008 THEN Y1=1008
1930IF M$="B" THEN Y1=Y1-64:IF Y1<368 THEN Y1=368
1940IF M$="L" THEN X1=X1-64:IF X1<0 THEN X1=0
1950IF M$="R" THEN X1=X1+64:IF X1>1216 THEN X1=1216
1960IF M$="E" THEN PROCExplode:Y1=Y1+64

```

```

1970MOVE X1,Y1:PRINTCHR$(244)
1980SOUND0,-15,10,3
1990TIME=0:REPEAT:UNTIL TIME=30
2000IF POINT(X1+8,Y1+8)=1 THEN VDU:PROCcrash:crash=1
2010ENDPROC
2020DEFPROCgetletter
2030M$=""
2040IF Y1<1007 THEN ENDPROC
2050IF Y1=320
2060XPS=X1/64
2070M$=MID$(D$,XPS+1,1)
2080VDU
2090ENDPROC
2100DEFPROCcheck
2110IF ANN="" THEN ENDPROC
2120VDU
2130G$=""
2140FORV=1 TO M-1
2150I=INSTR(word$,ANN,V)
2160G$(I)=ANN$
2170NEXT
2180FOR I=1 TO M
2190G$=G$+Q$(I)
2200NEXT
2210IF G$=word$ THEN PROCenc
2220VDU
2230ENDPROC
2240DEFPROCcrash
2250arrow=arrow-1
2260VDU
2270CLS
2280PRINTTAB(0,1)"YOU CRASHED!"
2290SOUND0,-15,100,20
2300VDU
2310FOR D=0 TO 20
2320TIME=0:REPEAT:UNTIL TIME=5
2330C=RND(16)
2340GCOL0,C
2350MOVEX1,Y1
2360PRINTCHR$(244)
2370NEXT
2380VDU
2390GCOL0,1
2400MOVEX1,Y1
2410PRINTCHR$(244)
2420M$=""
2430IF arrow=0 THEN PROCfailed
2440ENDPROC
2450DEFPROCenc
2460VDU
2470CLS
2480PRINTTAB(0,1)"YOU WIN!"
2490PRINTTAB(0,3)"IT WAS *;G
2500PRINTTAB(0,5)"ANOTHER GO?"
2510G=GET
2520IF G=B9 THEN RUN ELSE CLS:CLG:END
2530ENDPROC
2540DEFPROCexplode
2550IF E<0 THEN PROCcrash:ENDPROC
2560SOUND0,-10,100,9
2570VDU
2580MOVEX1,Y1+80
2590GCOL0,2
2600PRINTCHR$(241)
2610MOVEX1,Y1+48
2620PRINTCHR$(242)
2630ENDPROC
2640DEFPROCfailed
2650VDU
2660CLS
2670COLOUR1
2680PRINT:PRINT"1 won!"
2690PRINT
2700PRINT"It was *;word$
2710COLOUR0
2720PRINTTAB(0,5)"ANOTHER GO?"
2730G=GET
2740IF G=B9 THEN RUN ELSE CLS:CLG:END
2750ENDPROC

```

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1984 giant test – 3 forthcoming British versus 3 American micros.  
Adventure X – a superb adventure game for you to type into your Spectrum.  
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## Inside the 6809

Jason Orbaum and Geoffrey Campbell look at the internal organisation of the 6809 in the second part of their series on assembly language

Last week we left you with a couple of programs, which we will now explain.

Listing one displayed the whole character set, by *Poking* into the text screen area. A few eagle-eyed people probably noticed that this is different to the character set attained by entering *For N=0 To 255:Print*

*Chr\$(N):Next N*. This is due to the absence of control codes. The only difference that this gives is that for all the characters available from the keyboard, there is an inverse. Try getting an inverse space from characters 0-127 without using *Poke*.

Before going into listing two, it is neces-

sary to have a reasonably good knowledge of the binary numbering system. This will help with assembly programming in future articles as well.

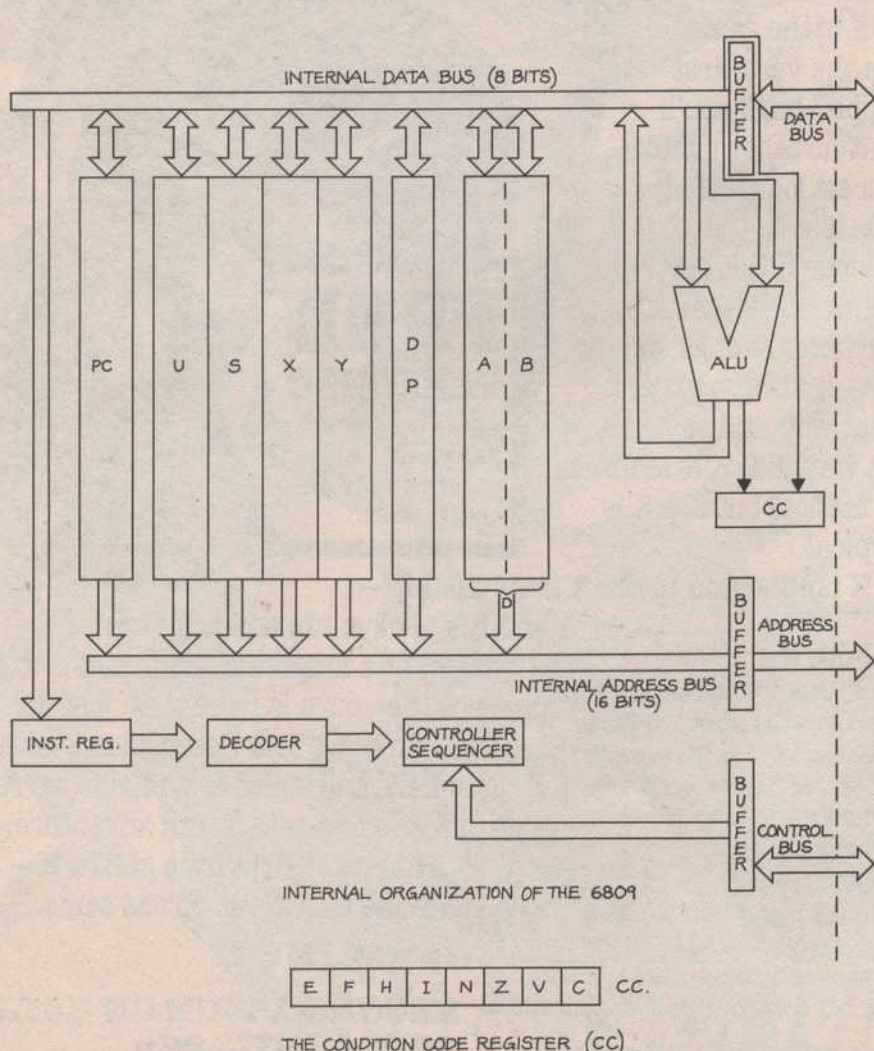
In the decimal numbering system, the number 12345 represents:

$$1 \cdot 10000 + 2 \cdot 1000 + 3 \cdot 100 + 4 \cdot 10 + 5 \cdot 1$$

These represent the powers of 10, so that our number becomes:

$$(1 \cdot \text{ten to the power } 4) + (2 \cdot \text{ten to the power } 3) + (3 \cdot \text{ten to the power } 2) + (4 \cdot \text{ten to the power } 1) + (5 \cdot \text{ten to the power } 0)$$

Note that, in the last bracket of the expression, 10 to the power 0 is equal to 1. The binary number system works in the same way, but each digit is a power of two instead of ten. Just as the highest value a



single base ten (decimal) digit can hold is 9, so the highest value a single base 2 (binary) digit can hold is 1. Therefore, any binary number is going to be a string of ones and zeros.

An example of this is the number 1011000 / 1B (the B denotes a binary number). This represents:

$$1 \times 128 + 0 \times 64 + 1 \times 32 + 1 \times 16 + 0 \times 8 + 0 \times 4 + 0 \times 2 + 1 \times 1$$

or, to put it in a more familiar form:

$$(1 \times \text{two to the power } 7) + (0 \times \text{two to the power } 6) + (1 \times \text{two to the power } 5) + (1 \times \text{two to the power } 4) + (0 \times \text{two to the power } 3) + (0 \times \text{two to the power } 2) + (0 \times \text{two to the power } 1) + (1 \times \text{two to the power } 0)$$

This is relevant to the hi-res Program given last week as, in Pmode 4, the picture is held as a set of binary numbers. Each bit (binary digit) represents one pixel (picture element), and so Poking different numbers into the hi-res screen locations produces different combinations of eight pixels, as there are eight pixels held in one memory byte (group of eight bits). If a particular bit is set to one, the pixel is set to white, and if it is set to zero, the pixel is set to black.

Thus it can be seen that listing two Pokes all possible combinations (in Pmode 4) of eight pixels to the hi-res screen. Now we will leave hi-res until a later article.

The processor at the heart of the Dragon is a very complex piece of electronics engineering, and an understanding of roughly how it works is a great aid to writing

efficient assembly code.

Diagram one shows the internal organisation of the 6809E. Starting from the top left and working down to the bottom right, we have:

The *Internal Data Bus* — is a set of eight "wires" (silicon etchings), which carry data in sets of eight or 16 bits, ie, one or two bytes. In this case it carries one byte from a register to the ALU (Arithmetic Logic Unit), or vice versa.

A *Buffer* — this is a link to the outside world, and none of them need be considered here, as they are used for *Input/Output* operations.

The *Registers* — these hold numbers, in groups of eight or 16 bits. They are:

**PC** — The Program Counter. This holds the address of the next instruction to be executed.

**U** — The User Stack. A stack should be treated as a pile of numbers, and therefore the only number that can be taken from it is the last one put on the top. This is called a *Filo* (First In, Last Out) structure. This is a double — precision register, which means it can hold a 16-bit number.

**S** — The System Stack. This is similar to the User Stack, but it is occasionally used by the system, as the name suggests.

**X** — One of the Index Registers. This will be explained later, in the article on addressing modes.

**Y** — The other Index Register.

**DP** — The Direct Page register is an eight-bit register used to address pages of memory. A page is simply a block of 256 bytes. Thus, memory locations 0-255 are page 0. Since the addresses go up to 65535, there are 256 pages (0-255).

**A** — The A register is an eight-bit register, and is used in all the arithmetic functions. It can be combined with the B register to produce the 16-bit D register. The D register has B as the low byte (the eight bits with least value, on the right of the number).

The **ALU** — This performs all the arithmetic functions for the processor. It has inputs and outputs from and to all the registers, including the CC (Condition Code) register

The **CC** — This is, really, an eight-bit register, but it is used to display the status of the registers after the arithmetic functions.

The *Internal Address Bus* — This is a 16-bit bus, to transfer addresses from the registers out to Ram, for use in *Read/Write* operations.

The *Instruction Register* — along with the decoder and the controller sequencer, this controls the interpretation of the command.

Next week we will look at a few of the basic commands, and the addressing modes of the 6809.

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## Scroller

on Spectrum

This is a machine code utility routine. The routine is to be used in conjunction with readers' screen pictures or within a program they have written. It will scroll the

screen up or down a pixel at a time up to 255 pixels each way. This program was written to run on the 48K spectrum but can run with the following changes on 16K.

LINE 10 CLEAR 31000 etc  
FOR A = 31000 TO 31227 etc  
LINE 22 ..CODE 31000,228  
LINE 8500 ..USR 31000 etc  
LINE 8501 ..USR 31114 etc

The reason for this is the way that the memory is allocated to different areas on different machines. When run the program loads the machine code and you have the option to save it. You are then asked two questions which you can decide at the time. The machine code will then scroll the screen up and down the amount you desire from the questions. Your own pictures can be put between lines 50 and 8500. The pokes made are always in the printer buffer if you want to include the routine in your own programs. Save the program before running it as you could have mistyped some of the data which would cause the computer to crash. If this is so then check through the data statements.

```

1 REM Scroller/Roller
  designed and written by
  Chris Kenworthy January 1984
4 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: OVER 0: FLASH 0: CLS
5 POKE 23658,B: REM SETS CAPS
LOCK
10 CLEAR 64000: RESTORE 9000:
FOR a=64000 TO 64227: READ b: PO
KE a,b: NEXT a
20 PRINT "Do you want to save
the data?"
21 LET z$=INKEY$: IF z$="" THE
N GO TO 21
22 IF z$="Y" THEN SAVE "Roller
"CODE 64000,228
30 INPUT "How many pixels up ?
":a: IF a<=0 OR a>=256 THEN GO
TO 30
31 INPUT "How many pixels down
?":b: IF b<=0 OR b>=256 THEN GO
TO 31
40 REM PUT YOUR SCREEN OR
DRAWING BETWEEN LINE 50 AND 8500
41 REM HERE IS AN EXAMPLE
50 INK 6: CLS : CIRCLE 100,100
:50
51 CIRCLE 100,100,48
52 CIRCLE 100,100,45
8500 POKE 23505,A: RANDOMIZE USR
64000: REM POKE IS IN PRINTER
BUFFER
8501 POKE 23505,B: RANDOMIZE USR
64114: REM POKE IS IN PRINTER
BUFFER

```

```

8502 IF INKEY$="" THEN GO TO 850
0
8503 INK 7: STOP
9000 DATA 558,210,91,71,197,2201,3
,204,91,335,0,221,54,0,0,21,3
4,1,0,221,55,0,221,39,221,1,134,0,0,1
03,39,203,203,39,221,134,0,0,1
0,64,103,203,1,126,1,203,39,203,3
03,39,203,39,203,39
9001 REM
9002 DATA 111,2209,1,32,0,237,176
,221,221,1,203,21,125,0,21,8,120,0
,221,221,135,4,1,221,6,120,0
1,254,8,135,4,1,221,1,0,21,8,120,0
0,221,120,0,254,3,32,181,33,0,
1,17,224,0,7,1,32,0,237,176
9003 REM
9004 DATA 193,16,147,201,56,209,
,71,197,203,1,33,204,91,33,0,91,
,54,0,2,203,204,1,7,221,54,0,91,7
,335,221,1,2,203,39,221,39,203
,9,221,1,54,105,0,203,1,120,0
01,203,39,203,0,2,5,39,203,1,120,0
02,39,111,203,1,1,1,0,2,5,39,178,39,120,0
03,1,53,21,1,1,1,0,2,5,39,178,39,120,0
9005 REM
9006 DATA 209,221,54,2,7,221,53,
1,221,126,1,2,54,221,55,221,55
4,1,7,221,53,0,221,126,0,254,255
3,2,181,33,0,91,17,0,54,1,32,0,2
37,176,193,16,147,201

```

Scroller  
by Chris Kenworthy

## Quadratics

on Vic 20

Utilising the equation given in the program the user inputs values for A, B and C. In certain cases there may be no solutions.

The program includes detailed instructions and aims to be user friendly.

### Program Notes

10-121 Screen display and input three values.  
130-160 Calculate answers if any.  
170-190 Print answers and end display.  
300-350 No solutions routine.  
1000-1060 Input beep.  
2000-2300 'Hit any key' beep.  
5000-5460 Instructions.

5470-5700 Programming hints. The program is printed on the 1520 plotter printer which cannot handle some characters.

### Variables:

A  
B — Input values  
C  
x — Solution to top part of equation.  
P,Q — Completed solutions.  
T,MM,DD — General variables for loops.

```

0 REM "QUADRATICS" BY SARAH COTTON
1 GOSUB5000
2 POKE36878,15
10 PRINT"QXXXXXXXXXXXXXXXXXXXXX";
20 PRINT"QSOLUTIONS TO "
30 PRINT"QAX^2+BX+C WHERE:"
99 PRINT"QQA=";
100 INPUTA:IFA=0THEN10
101 GOSUB1000
109 PRINT"B=";
110 INPUTB
111 GOSUB1000

```

```

119 PRINT"C=";
120 INPUTC
121 GOSUB1000
130 X=B*B-4*A*C
140 IFX<0THEN300
150 Q=[-B-(X^0.5)]/[2*A]
160 P=[-B+(X^0.5)]/[2*A]
170 PRINT"ARE X=";P
180 PRINT"OR X=";Q
181 PRINT"QXXXXXXXXXXXXXXXXXXXXX"
182 PRINT"SQXXXXXXXXXXXXXXXXXXXXX" HIT AN
Y KEY";

```

```

183 GOSUB2000
184 PRINT"SQQQQQQQQQQQQQQQQQQ. HIT AN
Y KEY";
185 GOSUB2000
186 GETA$
187 FORT=1T0250:NEXT
188 IFA$=""THEN182
189 PRINT"←"
190 GOTO10
300 PRINT"SQQ SORRY!"
310 PRINT"QQQI CAN'T WORK THAT ONE"
320 PRINT"Q OUT."
330 PRINT"QQQQ TRY AGAIN"
340 FORT=1T02500:NEXTT
350 GOTO10
1000 REM
1010 POKE36876,200:POKE36878,15
1020 FORMM=1T0200:NEXTMM
1030 POKE36878,0
1040 FORMM=1T0200:NEXTMM
1050 POKE36878,0
1060 RETURN
2000 POKE36878,15:POKE36876,245
2100 FORT=1T0350:NEXT
2200 POKE36876,0:POKE36878,0
2300 RETURN
5000 PRINT"SQQQQQQQQQQQQ QUADRATIC EQUAT
IONS"
5010 FORT=1T02000:NEXTT
5011 PRINT"E"
5020 PRINT"SIHIS PROGRAM IS "
5030 PRINT"QDESIGNED TO WORK OUT"
5040 PRINT"QQUADRATIC EQUATIONS"
5050 PRINT"QUSING THE FORMULA:"
5060 PRINT"QX=-B+ /*****"
5070 PRINT " -: B±2-4xAxC"
5080 PRINT " 999999999999999 "
5090 PRINT "Q 2xA
5091 PRINTCHR$(14)
5100 FORDD=38400T038686
5110 POKEDD,0
5120 NEXTDD
5130 PRINT"Q. HIT ANY KEY"
5140 GETA$:IFA$=""THEN5140
5150 PRINTCHR$(142)
5160 PRINT"SQ TO SOLVE THE EQUATION"
5170 PRINT"QYOU ARE REQUIRED TO"
5180 PRINT"QTO INPUT VALUES FOR"
5190 PRINT"QA,B AND C."
5200 PRINT"QEXAMPLE"
5300 PRINT"7777777"
5400 PRINT"Q±6X±2±-2X±-3±=0"
5410 PRINT"Q±A=0"
5420 PRINT"Q±B=-2"
5430 PRINT"Q±C=-3"
5440 PRINT"Q. HIT ANY KEY"
5450 GETA$:IFA$=""THEN5450
5460 RETURN
5470 REM PROGRAMMING INSTRUCTIONS (NO NE
ED TO TYPE THESE IN)
5480 REM "S"=CLR
5490 REM "S"=HOME
5500 REM "Q"=CRSR DOWN
5510 REM "E"=WHITE
5520 REM "±"=RED
5530 REM "←"=BLUE
5540 REM "±"=GREEN
5550 REM "±"=PURPLE
5560 REM "p"=BLACK
5670 REM SMALL LETTERS INDICATE THAT THE
Y SHOULD BE SHIFTED
5680 REM LINE5060 "#"=COMMODORE KEY AND
T
5685 REM LINE5070 ":"=SHIFT KEY AND
5690 REM LINE5080 "9"=COMMODORE KEY AND
0
5700 REM LINE5300 "7"=COMMODORE KEY AND
Y
READY.

```

**Quadratics**  
by Sarah Cotton

## Colours on Dragon

These programs provide a purple colour in pmode 3:screen1,0 by poking the value 187 onto the hi-res graphic screen. The colour is made up of alternate blue and red

dots. The basic program (a) is very slow so I have included a machine code version (b) which is executed by the basic program (c). For those without assemblers, the row of hex numbers second from the left (reading 86BB 8E06 00 etc.) can be poked into the appropriate memory locations. The memory locations are listed in the first row. The

numbers go in pairs so that &H86 is poked into memory location &H4E21 and &HBB is poked into memory location &H4E22 etc. You may have noticed that the lines are drawn in yellow. This is because the purple contains both red and blue and the paint wouldn't be able to flow anywhere if the border was either of these.

```

a
10 PMODE3,1:SCREEN1,0:PCLS
20 FOR X=&H600 TO &H1DFF
30 POKE X,187:NEXT
40 DRAW"C2"
50 CIRCLE(128,92),20
60 FOR V=40 TO 100 STEP 20
70 CIRCLE(128,92),V,2
80 NEXT
90 PAINT(100,92),2,2
100 PAINT(80,92),3,2
110 PAINT(60,92),1,2
120 PAINT(40,92),4,2
130 GOTO 130

```

continued on page 43 ▶

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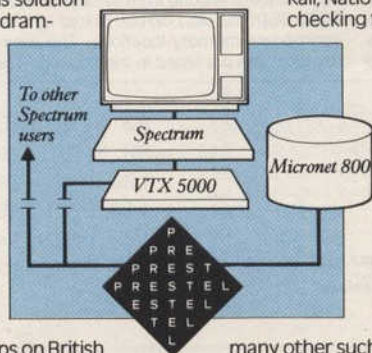
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# Open Forum

← continued from page 39

```

b
4E21 86BB      LDA #187
4E23 8E0600   LDX #600
4E26 A780     LOOP STA ,X+
4E28 8C1E00   CMPX #1E00
4E2B 26F9     BNE LOOP
4E2D 39       RTS
4E2E

```

```

c
10 PMODE3,1:SCREEN1,0:PCLS
20 EXEC &H4E21

```

```

30 DRAW"C2"
40 CIRCLE(128,92),20
50 FOR V=40 TO 100 STEP 20
60 CIRCLE(128,92),V
70 NEXT
80 PAINT(100,92),2,2
90 PAINT(80,92),3,2
100 PAINT(60,92),1,2
110 PAINT(40,92),4,2
120 GOTO 120

```

Colours  
by N Smith

## Back to Basic

on Spectrum

This program will convert almost all Machine code programs back to Basic. Type in listing then save and run. When border flashes load m/c — code must be less than 17K long or it will crash. Longer

programs you must stop tape after about 30 seconds.

When screen goes black and run appears press enter to reveal the basic listing.

```

2 RESTORE : CLS : DATA 130,16
0,164,146,152,64,140,158,158,152
3 LET G=16394+32*5
4 FOR I=0 TO 9: READ A
5 LET G=G+1
6 LET A=A/2-32
7 LET DE=15615+A*6: LET X=0
8 FOR Y=0 TO 32 STEP 32
9 LET H=6+Y
10 FOR N=0 TO 7
11 IF N/2=INT (N/2) THEN LET X
=X+1
12 LET H=INT (H/256)

```

```

20 LET (h=hl-256*#
35 LET P=PEEK (DE+X)
40 POKE hl,P
42 LET h=h+1: LET hl=h+256*#
100 NEXT n: NEXT y: NEXT t
120 RANDOMIZE USA 5588
130 PAPER 0: RANDOMIZE USA 3435
: PAUSE 25: PAPER 7: RANDOMIZE U
SR 3435: RANDOMIZE USA 4742

```

Back to Basic  
by E Duncan-Dunlop

## Metronome

on BBC

This program should work on the BBC Micro A or B, any operating system. It simulates the sound produced by a metro-

nome for any speed between 1 and 300 beats per minute.

### Program notes

- 20 Re-run when *Escape* is pressed
- 40 Define large text window
- 50 click sound envelope
- 60-70 title in double height
- 80-190 Suggested numerical speeds for various tempos, and instructions

- 200 One line only text window
- 210 Ask for required tempo
- 220 Do not accept ridiculous tempos.
- 230 Remove flashing text cursor
- 240-250 Calculate pause between clicks — theoretically 60 should be found instead of 57, but the latter is an adjustment because of the time taken to run the program and for the click.
- 260-290 Continue sounds until *Escape* is pressed.

```

10 REM METRONOME
20 ON ERROR RUN
30 MODE7
40 YOU28,0,23,39,0
50 ENVELOPE1,0,0,0,0,0,0,126,-2,0,0,126,110
60 PRINTTAB(9,1);CHR$(141);"M E T R O N O M E"
70 PRINTTAB(9,2);CHR$(141);"M E T R O N O M E"
80 PRINTTAB(4,5);CHR$(130);"Graves=38";SPC(10);"Moderato= 87"
90 PRINTTAB(4,6);CHR$(130);"Largo=45";SPC(8);"Allegretto=108"
100 PRINTTAB(4,7);CHR$(130);"Lento=51";SPC(11);"Animato=119"
110 PRINTTAB(3,8);CHR$(130);"Adagio=55";SPC(11);"Allegro=130"
120 PRINTTAB(2,9);CHR$(130);"Larghetto=59";SPC(5);"Allegro assai=143"
130 PRINTTAB(2,10);CHR$(130);"Andante=64";SPC(4);"Allegro vivace=152"
140 PRINTTAB(0,11);CHR$(130);"Andantino=68";SPC(12);"Vivace=159"
150 PRINTTAB(0,12);CHR$(130);"Sostenuto=74";SPC(12);"Presto=183"
160 PRINTTAB(3,13);CHR$(130);"Comodo=79";SPC(7);"Prestissimo=207"
170 PRINTTAB(1,14);CHR$(130);"Maestoso=83"

```

```

180 PRINTTAB(10,23);CHR$(129);"To stop hit 'ESCAPE'"
190 PRINTTAB(0,17)"Enter the required speed (as a number), then press 'RETURN'"
200 YOU 28,0,21,30,20
210 INPUTTAB(5)"BEAT= "Y
220 IF Y<1 OR Y>300 THEN CLS:GOTO 210
230 YOU 23,10,32,0;0;0;
240 Y=57Y
250 A=Y*20
260 REPEAT
270 SOUND1,1,-15,1
280 SOUND1,0,0,A
290 UNTIL FALSE
300 END

```

Metronome  
by J Wilson

## Variable

on Spectrum

This short machine code routine will print out all the variables in a Basic program. Variables held in the Spectrum are of six different types as explained in Chapter 24 of the manual. The first byte of each variable coding defines which type it is and this byte is used in the following machine code routine which prints on the screen all of the variables defined in any Basic

program. The six types of variables are as follows:

- 1: Single Letter
- 2: Multiple Letter
- 3: String
- 4: Number Array
- 5: Character Array
- 6: For/Next Loop

The routine starts by examining the bytes following the address held in the System Variables location 23627/8 (*Vars*) using the first byte of each variable coding to decide which type it is, then printing it on the screen using the *Rst* 16 instruction and the *Rom* routine at 6683 which prints the contents of

register BC (if it is less than 10,000). When the routine finds a byte with a value of 128 this signals the end of the variables and the routine returns to Basic.

Single and multiple letter variables are printed out directly, strings are shown with the appropriate letter followed by a \$ sign, arrays as *Dim* a (1,2,3 etc) and *for/next* loops as "*For*" with the appropriate letter following.

The machine code routine which is 194 bytes long is given as a decimal dump in 5 byte blocks and may be loaded using any suitable Basic loader at any desired

continued on page 45

# Walters

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# Open Forum

address as all jumps within the routine are relative and the only absolute calls are to the ROM. In order to make the routine

relocatable with no absolute jumps it is invoked at the start address + 81 e.g. in my original program location between 60000

and 60193 I used *Randomize USR 60081*. For those with an assembler an assembly code listing is included.

600000 LD A, (HL)	600055 LD B, (HL)	60129 JR -40
600001 ADD A, 32	600056 CALL 6663	60131 LD A, 68
600003 RST 16	600059 LD A, 44	60133 RST 16
600004 LD A, 36	600061 RST 16	60134 LD A, 73
600005 RST 16	600062 POP BC	60136 RST 16
600007 INC HL	600063 DJNZ -12	60137 LD A, 77
600008 LD C, (HL)	600065 LD A, 8	60139 RST 16
600009 INC HL	600067 RST 16	60140 LD A, 32
600010 LD B, (HL)	600068 LD A, 41	60142 RST 16
600011 INC BC	600070 RST 16	60143 LD A, (HL)
600012 INC HL	600071 POP BC	60144 SUB 32
600013 DEC BC	600072 POP HL	60146 RST 16
600014 LD A, B	600073 INC HL	60147 JR -108
600015 OR C	600074 DEC BC	60149 LD A, (HL)
600016 JR NZ, -4	600075 LD A, B	60150 SUB 64
600018 JR 71	600076 OR C, B	60152 RST 16
600020 LD A, 68	600077 JR NZ, -4	60153 INC HL
600022 RST 16	600079 JR 10	60154 LD A, (HL)
600023 LD A, 73	600081 LD A, 2	60155 SUB 128
600025 RST 16	600083 CALL 5633	60157 JR NC, 6
600026 LD A, 77	600085 LD HL, (23627)	60159 LD A, (HL)
600028 RST 16	600089 LD A, 13	60160 RST 16
600029 LD A, 32	600091 RST 16	60161 JR -8
600031 RST 16	600092 LD A, (HL)	60163 RST 16
600032 LD A, (HL)	600093 CP 128	60164 LD B, 6
600033 SUB 96	600095 RET Z	60166 INC HL
600035 RST 16	600096 AND 224	60167 DJNZ -1
600036 LD A, 36	600098 CP 64	60169 JR -80
600038 RST 16	60100 JR Z, -100	60171 LD A, 70
600039 LD A, 40	60102 CP 96	60173 RST 16
600041 RST 16	60104 JR Z, 18	60174 LD A, 78
600042 INC HL	60106 CP 128	60176 RST 16
600043 LD C, (HL)	60108 JR Z, 23	60177 LD A, 76
600044 INC HL	60110 CP 160	60179 RST 16
600045 LD B, (HL)	60112 JR Z, 37	60180 LD A, 32
600046 INC BC	60114 CP 192	60182 RST 16
600047 PUSH HL	60116 JR Z, -96	60183 LD A, (HL)
600048 PUSH BC	60118 CP 224	60184 SUB 128
600049 INC HL	60120 JR Z, 51	60186 RST 16
600050 LD B, (HL)	60122 LD A, (HL)	60187 LD B, 10
600051 PUSH BC	60123 RST 16	60189 INC HL
600052 INC HL	60124 LD B, 8	60190 DJNZ -1
600053 LD C, (HL)	60126 INC HL	60192 JR -103
600054 INC HL	60127 DJNZ -1	60194 NOP
		60195 NOP

600000	126	198	32	215	62	60105	16	254	128	40	21
600005	36	215	35	78	35	60110	254	160	40	35	254
600010	70	3	35	11	120	60115	192	40	158	254	224
600015	177	32	250	24	69	60120	40	40	126	215	6
600020	62	66	215	62	73	60125	6	35	16	253	24
600025	215	62	77	215	62	60130	214	62	68	215	62
600030	32	215	126	214	96	60135	73	215	62	77	215
600035	215	62	36	215	62	60140	62	32	216	126	214
600040	40	3	35	78	35	60145	32	215	24	146	126
600045	70	3	229	197	35	60150	214	64	215	36	126
600050	70	197	35	78	35	60155	214	128	4	4	126
600055	70	205	27	26	62	60160	215	24	246	215	6
600060	44	205	193	16	242	60165	6	35	16	253	24
600065	62	8	215	62	41	60170	174	62	70	215	62
600070	215	193	225	35	11	60175	78	215	62	76	215
600075	120	177	32	250	24	60180	62	32	216	126	214
600080	8	42	75	205	1	60185	128	215	6	19	35
600085	22	42	75	92	62	60190	16	253	24	151	8
600090	13	205	126	254	126						
600095	200	30	224	254	64						
60100	40	154	254	96	40						

Variables  
by A Buchan

## Dog Run

on Vic 20

This is an arcade game for the Vic 20 unexpanded, because of its length there was no room for sound and the Vic's existing character set was used. There is though, a high score table for the best eight.

The game involves moving a Pi sign around a maze gathering points by landing on hearts, spades, clubs and diamonds. Electric fences

appear to make the game harder. Each sheet is timed.

Controls:

- A Left
- D Right
- F1 Up
- F3 Down

Program notes

- 22 26 Title page and instructions.
- 50 90 Treasures
- 120 Clears Keyboard buffer

- 140 180 Scan for Dog Move
- 189 202 What treasure have you landed on?
- 205 Have you hit fence
- 207 Time
- 212 Score
- 500 540 Fences appear
- 750 752 Prints cross
- 754 790 Prints end of game
- 800 890 Top 8 scores with players initials
- 891 899 Another game?
- 900 970 Instructions
- 1000 Maze.

continued on page 47 ▶



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# Open Forum

```
18 REM # DOG RUN #
19 REM # BY K.DENT FEB 84 #
20 CLR:PRINTCHR$(0):POKE65,255
21 FORI=1TO8:HI$(I)="????":NEXT
22 POKE3679,30
23 PRINT:DOG RUN BY K.DENT INSTRUCTIONS (V/N) ?

24 GET# :IF#=""V"THEN900
25 IFR#=""H"THEN3
26 GOTO24
27 GOTO1000
30 S=797:SC=0:N=0:Z=1
40 POKES=30720,0:POKES,94
50 FOR#1TO20
51 IFR#THEN#C=4:CH=5
52 IFR#AND#C10THEN#C=5:CH=63
53 IFR#AND#C15THEN#C=6:CH=66
54 IFR#15THEN#C=2:CH=90
60 B=747:INT(CHR$(1)4177)+1
70 IFR#(B)C32THEN#B
90 POKES=30720,C:POKEB,CH:NEXT
110 TI#="000000"
120 POKE196,0
130 N#S
140 GET#
150 IFR#""R"AND#PEEK(S-1)C160THEN#S-1
160 IFR#""D"AND#PEEK(S+1)C160THEN#S+1
170 IFR#""W"AND#PEEK(S-22)C160THEN#S-22
180 IFR#""B"AND#PEEK(S+22)C160THEN#S+22
189 IFR#(S)=#8THEN#SC=S+8:N#N+1
190 IFR#(S)=#6THEN#SC=S+6:N#N+1
200 IFR#(S)=#8THEN#SC=S+8:N#N+1
202 IFR#(S)=#6THEN#SC=S+6:N#N+1
205 IFR#(S)=#10THEN#S#
207 IFTI#=""000000"THEN#I=1:GOTO754
210 POKET,32:POKES=30720,0:POKES,94
212 PRINT:POKES=30720,MID$(TI,3,2)""RIGHT$(TI,2)""POKES
215 IFR#28THEN#S#
220 GOTO130
500 REM # ELECTRIC FENCES #
510 N=0:Z=1:PRINT:POKES=30720,0
511 FOR#1TO2
520 B=747+INT(CHR$(1)4177)+1
530 IFR#(B)=#94OR#PEEK(B)=#160OR#PEEK(B)=#182THEN#B#
535 POKES=30720,6:POKEB,182
540 NEXT:GOTO560
700 REM # ENDING ROUTINE #
721 POKEM,32:POKES=30720,2:POKES,86
752 FOR#1TO4000:NEXT
754 POKE3679,238:IF#1THEN#760
755 PRINT:"YOU HAVE WALKED INTO NONE OF THE ELECTRIC"
756 PRINT:"FENCES AND WAS KILLED." :GOTO790
760 PRINT:"YOU HAVE USED UP THE TIME GIVEN."
790 FOR#1TO4000:NEXT:POKE196,0
800 FORI=1TO8:OS(I)=HI(I):OS(I)=HI(I):HI(I)=NEXT
805 FORI=1TO8:OS(I)=HI(I):HI(I)=OS(I):HI(I)=NEXT
810 IFS#HI(I)THEN#I(I)=#C:K#I#1:IF#C10THEN#I#
813 NEXT:GOTO830
815 INPUT:"YOU ARE IN THE HALL OF FAME, PLEASE INPUT YOUR INITIALS " :N#
816 HI$(I)=LEFT$(N#,3)
820 FORI=1TO8:HI(I)=OS(I)-1:HI$(I)=OS$(I)-1:NEXT
828 PRINT:" HALL OF FAME"
830 PRINT:"
870 FORI=1TO8:PRINTI#N#,"HI$(I)
880 PRINT:"
890 NEXT
891 PRINT:"ANOTHER GAME (Y/N) ?"
892 GET#
920 IFR#""V"THEN#2
894 IFR#=""H"THEN#0
899 GOTO892
900 REM # INSTRUCTIONS #
910 FOR#1TO156:POKE3685,#:NEXT
920 PRINT:"GIVE YOUR 'DOG' AROUND THE MACE TO COLLECT TREASURE FOR POINTS."
930 PRINT:" 1=5 5 POINTS"
940 PRINT:" 2=10 10 POINTS"
950 PRINT:" 3=15 15 POINTS"
960 PRINT:" 4=20 20 POINTS"
970 PRINT:" 5=25 25 POINTS"
980 PRINT:" 6=30 30 POINTS"
990 PRINT:" 7=35 35 POINTS"
1000 PRINT:" 8=40 40 POINTS"
1010 PRINT:" 9=45 45 POINTS"
1020 PRINT:" 10=50 50 POINTS"
1030 PRINT:" 11=55 55 POINTS"
1040 PRINT:" 12=60 60 POINTS"
1050 PRINT:" 13=65 65 POINTS"
1060 PRINT:" 14=70 70 POINTS"
1070 PRINT:" 15=75 75 POINTS"
1080 PRINT:" 16=80 80 POINTS"
1090 PRINT:" 17=85 85 POINTS"
1100 PRINT:" 18=90 90 POINTS"
1110 PRINT:" 19=95 95 POINTS"
1120 PRINT:" 20=100 100 POINTS"
1130 PRINT:" 21=105 105 POINTS"
1140 PRINT:" 22=110 110 POINTS"
1150 PRINT:" 23=115 115 POINTS"
1160 PRINT:" 24=120 120 POINTS"
1170 PRINT:" 25=125 125 POINTS"
1180 PRINT:" 26=130 130 POINTS"
1190 PRINT:" 27=135 135 POINTS"
1200 PRINT:" 28=140 140 POINTS"
1210 PRINT:" 29=145 145 POINTS"
1220 PRINT:" 30=150 150 POINTS"
1230 PRINT:" 31=155 155 POINTS"
1240 PRINT:" 32=160 160 POINTS"
1250 PRINT:" 33=165 165 POINTS"
1260 PRINT:" 34=170 170 POINTS"
1270 PRINT:" 35=175 175 POINTS"
1280 PRINT:" 36=180 180 POINTS"
1290 PRINT:" 37=185 185 POINTS"
1300 PRINT:" 38=190 190 POINTS"
1310 PRINT:" 39=195 195 POINTS"
1320 PRINT:" 40=200 200 POINTS"
1330 PRINT:" 41=205 205 POINTS"
1340 PRINT:" 42=210 210 POINTS"
1350 PRINT:" 43=215 215 POINTS"
1360 PRINT:" 44=220 220 POINTS"
1370 PRINT:" 45=225 225 POINTS"
1380 PRINT:" 46=230 230 POINTS"
1390 PRINT:" 47=235 235 POINTS"
1400 PRINT:" 48=240 240 POINTS"
1410 PRINT:" 49=245 245 POINTS"
1420 PRINT:" 50=250 250 POINTS"
1430 PRINT:" 51=255 255 POINTS"
1440 PRINT:" 52=260 260 POINTS"
1450 PRINT:" 53=265 265 POINTS"
1460 PRINT:" 54=270 270 POINTS"
1470 PRINT:" 55=275 275 POINTS"
1480 PRINT:" 56=280 280 POINTS"
1490 PRINT:" 57=285 285 POINTS"
1500 PRINT:" 58=290 290 POINTS"
1510 PRINT:" 59=295 295 POINTS"
1520 PRINT:" 60=300 300 POINTS"
1530 PRINT:" 61=305 305 POINTS"
1540 PRINT:" 62=310 310 POINTS"
1550 PRINT:" 63=315 315 POINTS"
1560 PRINT:" 64=320 320 POINTS"
1570 PRINT:" 65=325 325 POINTS"
1580 PRINT:" 66=330 330 POINTS"
1590 PRINT:" 67=335 335 POINTS"
1600 PRINT:" 68=340 340 POINTS"
1610 PRINT:" 69=345 345 POINTS"
1620 PRINT:" 70=350 350 POINTS"
1630 PRINT:" 71=355 355 POINTS"
1640 PRINT:" 72=360 360 POINTS"
1650 PRINT:" 73=365 365 POINTS"
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1680 PRINT:" 76=380 380 POINTS"
1690 PRINT:" 77=385 385 POINTS"
1700 PRINT:" 78=390 390 POINTS"
1710 PRINT:" 79=395 395 POINTS"
1720 PRINT:" 80=400 400 POINTS"
1730 PRINT:" 81=405 405 POINTS"
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1750 PRINT:" 83=415 415 POINTS"
1760 PRINT:" 84=420 420 POINTS"
1770 PRINT:" 85=425 425 POINTS"
1780 PRINT:" 86=430 430 POINTS"
1790 PRINT:" 87=435 435 POINTS"
1800 PRINT:" 88=440 440 POINTS"
1810 PRINT:" 89=445 445 POINTS"
1820 PRINT:" 90=450 450 POINTS"
1830 PRINT:" 91=455 455 POINTS"
1840 PRINT:" 92=460 460 POINTS"
1850 PRINT:" 93=465 465 POINTS"
1860 PRINT:" 94=470 470 POINTS"
1870 PRINT:" 95=475 475 POINTS"
1880 PRINT:" 96=480 480 POINTS"
1890 PRINT:" 97=485 485 POINTS"
1900 PRINT:" 98=490 490 POINTS"
1910 PRINT:" 99=495 495 POINTS"
1920 PRINT:" 100=500 500 POINTS"
1930 PRINT:" 101=505 505 POINTS"
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1950 PRINT:" 103=515 515 POINTS"
1960 PRINT:" 104=520 520 POINTS"
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2000 PRINT:" 108=540 540 POINTS"
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2040 PRINT:" 112=560 560 POINTS"
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2060 PRINT:" 114=570 570 POINTS"
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2150 PRINT:" 123=615 615 POINTS"
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2170 PRINT:" 125=625 625 POINTS"
2180 PRINT:" 126=630 630 POINTS"
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2210 PRINT:" 129=645 645 POINTS"
2220 PRINT:" 130=650 650 POINTS"
2230 PRINT:" 131=655 655 POINTS"
2240 PRINT:" 132=660 660 POINTS"
2250 PRINT:" 133=665 665 POINTS"
2260 PRINT:" 134=670 670 POINTS"
2270 PRINT:" 135=675 675 POINTS"
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2290 PRINT:" 137=685 685 POINTS"
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2350 PRINT:" 143=715 715 POINTS"
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2390 PRINT:" 147=735 735 POINTS"
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2410 PRINT:" 149=745 745 POINTS"
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2540 PRINT:" 162=810 810 POINTS"
2550 PRINT:" 163=815 815 POINTS"
2560 PRINT:" 164=820 820 POINTS"
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2580 PRINT:" 166=830 830 POINTS"
2590 PRINT:" 167=835 835 POINTS"
2600 PRINT:" 168=840 840 POINTS"
2610 PRINT:" 169=845 845 POINTS"
2620 PRINT:" 170=850 850 POINTS"
2630 PRINT:" 171=855 855 POINTS"
2640 PRINT:" 172=860 860 POINTS"
2650 PRINT:" 173=865 865 POINTS"
2660 PRINT:" 174=870 870 POINTS"
2670 PRINT:" 175=875 875 POINTS"
2680 PRINT:" 176=880 880 POINTS"
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2700 PRINT:" 178=890 890 POINTS"
2710 PRINT:" 179=895 895 POINTS"
2720 PRINT:" 180=900 900 POINTS"
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2890 PRINT:" 197=985 985 POINTS"
2900 PRINT:" 198=990 990 POINTS"
2910 PRINT:" 199=995 995 POINTS"
2920 PRINT:" 200=1000 1000 POINTS"
2930 PRINT:" 201=1005 1005 POINTS"
2940 PRINT:" 202=1010 1010 POINTS"
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2960 PRINT:" 204=1020 1020 POINTS"
2970 PRINT:" 205=1025 1025 POINTS"
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3000 PRINT:" 208=1040 1040 POINTS"
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3050 PRINT:" 213=1065 1065 POINTS"
3060 PRINT:" 214=1070 1070 POINTS"
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3320 PRINT:" 240=1200 1200 POINTS"
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5410 PRINT:" 449=2245 2245 POINTS"
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5580 PRINT:" 466=2330 2330 POINTS"
5590 PRINT:" 467=2335 2335 POINTS"
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5720 PRINT:" 480=2400 2400 POINTS"
5730 PRINT:" 481=2405 2405 POINTS"
5740 PRINT:" 482=2410 2410 POINTS"
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Announcing Mugsy, the first interactive computer comic strip for your 48K Spectrum.

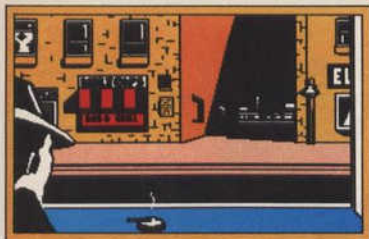
You are Mugsy, the Godfather to a gang of hoodlums and your aim is to be the toughest and most powerful gang leader in the city.

Your tasks involve managing the gang, making lots of money, organizing the protection rackets, buying weapons and ammunition but beware, your reign as the Big Boss is rather delicate. If you are too successful a contract will be put out by other gangs to get rid of you!!

You are the decision maker and one wrong move could mean the end!

Mugsy gives a totally new direction for thrill-seekers — comic animation, stunning graphics and a full arcade game.

Remember — you are da boss!



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# MUGSY



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# Open Forum

← continued from page 47

```
960 FORA=156T038STEP-1:POKE36863,A:NEXT
970 GETA$:IFA$<>"# THEN$70
1000 REM * MAZE *
1001 POKE36879,126
1005 PRINT"TIME          SC
1006 PRINT"
1010 PRINT"          SHEET 1
1020 PRINT"
1030 PRINT"
1040 PRINT"
1050 PRINT"
1060 PRINT"
1070 PRINT"
1080 PRINT"
1090 PRINT"
1100 PRINT"
1110 PRINT"
1120 PRINT"
1130 PRINT"
1140 PRINT"
1150 PRINT"
1160 PRINT"
1170 PRINT"
1180 PRINT"
1190 PRINT"
1200 PRINT"
1210 PRINT"
1220 GOTO30
```

Dog Run  
by K Dent

## Microradio

GW6JJN



### Radio software index

Many of the letters received at Microradio have a common theme in that many of you are looking for Radio Software for your specific computer. This week I will devote part of Microradio to compiling an index for Morse and RTTY programme suppliers so that, for the most popular micros, you will know where to look.

Some of you complain of not seeing any advertisements for radio software. The best thing

to do is to watch the Classified section of this magazine. *Popular Computing Weekly* is the only magazine that has a regular radio-computing column so it seems to me to be the only logical place to look for ads. Here comes the Microradio Index:—

Oric 16/48K Owners: contact Vomek Software, 11 The Dell, Stevenage, SG1 1PH.  
Sinclair Spectrum 48K: AMTEC Electronics, 25 Wychwood Ave, Luton, LU2 7HT.  
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BBC Model B: S.P. Electronics, 48 Linby Road, Hucknall, Nottinghamshire, also: G.O.C. Software, 47 Cranberry Lane, Alsager, Stoke-on-Trent.

This list should answer most of your queries and of course, if you are a producer or supplier of Radio-Computing software or hardware, then do not hesitate to contact Microradio. The

column cannot mention products if I don't know about them.

Kevin Greaves of Quenborough, Leics wrote about problems he was experiencing interfacing his Dragon with a radio transceiver. Apparently sparks were leaping about. Having spoken to Kevin on the radio he has now solved the problem by getting a new power supply — the system now works perfectly. I mention this because interfacing a computer to the outside world can bring problems that can damage the computer thoroughly.

In Kevin's case, the problem was a power supply that he had bought in good faith, only to find it faulty. It is important that you remember that the voltage levels in a micro-computer are often much lower than in equipment that you may wish to connect it to.

Voltages much in excess of TTL levels will make your micro's chips go pop.

Experimenting with computers has long been my favourite pastime, but since I am a long way from knowing everything, I have found it invaluable to be a member of a local club or radio-computer user group where a great deal of experience is often available. If you have a local club near you which deals with radio-computing, then let me know so that I can pass the information on.

Ray Berry GW6 JJN

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, *Microradio*, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

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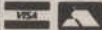
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# Tony Bridge's Adventure Corner



## Time zone traps

This is Letter Week for the Adventure Corner, in which the Grand Elf and I will look at some of your missives.

A couple of weeks ago, I mentioned *Lords of Time*, the new Adventure written by Sue Gazzard for Level 9. Atmosphere fairly oozes from the program, and the player really feels lost in another world — or nine other worlds, actually, as there are nine "time zones" to be explored, each with their own problems, and problems that cross over into other zones.

Judging from your letters, this new program from Level 9, along with *Snowball* from the same company, is already a very popular Adventure. You may remember that I was stuck at the garden shed — this in my first acquaintance with the Adventure. Several people wrote with hints for me; first, Nick Walkland from Sheffield.

"First, may I congratulate you on the best adventure corner in any computer magazine [of course you may, Nick!] — I always turn to it first to see which adventures you are looking at this week. Reading the latest issue, I found that in *Lords Of Time* from Level 9, you were stuck in the garden by the shed. I must not snigger, but I had the same trouble — eventually, I worked it out. To get through the shed door, you must be carrying two short planks (geddit?) and the rope. Using these, cross the river, and then:

ATNI/KESP/LWA/NKI/  
SV'E/DGRL/OAPS/PSL

Then get back to the garden and:

EW\*ATV0E\*\*GL/EDTD/  
\*EKS/ETY0/SN

Once into the shed, you will find something to help you later, in gathering ingredients for the final formula.

Adventures I have completed:

*Golden Baton*

*Hobbit* (June 1983)

*Mountains of Ket* (Can't wait for the next two to win a delicious prize)

*Black Crystal*

*Eye of the Star Warrior* (which gave me sore fingers for two days typing!) [Hope you liked it, Nick! — TB] *Dragonsbane* (HA!)

*Urban Upstart* (which disgusted me as I finished it in just one hour!) [Many people think that this is the best of the Shepherd Adventures, Nick, and I think it's quite ingenious — TB]

*Invincible Island*

Please answer this question for me on *Arrow of Death* by Digital Fantasia or Channel 8: How do you get into the giant building without tripping up and waking the giant who kills you? Please answer before the TV gets smashed by a mangled, overheated Spectrum!

I'm afraid that you may have to restrain yourself a little longer, Nick — I don't know the answer to that question, but maybe another reader can write and let me know. For now, let's see if I can help you in *Lords of Time*. If you're still stuck at the plant:

=ED'R/00NP/\*\*RB/000T/  
TTSSL

and then

\*TAH/TR/0/SWK\*/EPLE/EBTB/  
OLNE

Now a letter from Patrick Sharkey:

"I am a dedicated fan of Level 9 Adventures and have discovered how to get the keys in the shed in the first time zone (see previous letter). To get the first part of the formula, you will need what you find in the shed.



In exchange, I need some help. How in the world do you keep warm in the ice age? In another adventure — *Colossal Adventure*, also from Level 9 — how do you get the chain from the bear? Sandwiches don't help: Is there any way to get your treasure back from the pirate?

I also have a correction to make: You recently gave a *Colossal* player the answer to the problem of the snake — the answer is slightly different for the Level 9 version. In fact, you "drop" the bird, and the cage is not wicker, but "gilded" (geddit?).

Anyway, your column is wonderful, the best bit in the magazine! Yours, the tooth fairy (alias Patrick Sharkey)"

Thanks for the kind words, Patrick! To help with *Lords of Time*, try this:

RFTI/HNDD/FTTH/HEEM/IACM/  
EMSO/HTEH/ENTO

and then

SPCO/AURR/E000/FTFP/  
MEAT/MRMO/OLTT/HO

You'll probably know what to do now! As for the bear, there is no reason why he shouldn't enjoy your sandwiches — do you have the keys yet? As for the Pirate, he's a pesky varmint who will hide the Treasure away in a pretty inaccessible spot. But it can be found with a bit of perseverance!

Stephen Rhodes writes:

"I've been meaning to write for some time because, as a keen and often frustrated adventurer, yours is the first article I turn to in *PCW*.

I am stuck in the 3rd time zone in *Lord of Time*. I've managed to lure the T. Rex onto the Allosaurus and waved the mirror at the Brontosaurus, but once I've entered the cave, I can't get any further without the cavemen killing me. Any assistance would be greatly appreciated.

On the subject of adventures for beginners, I would recommend *Mountains of Ket* by Incentive Software. The puzzles are logical, relatively easy and the program has a scoring system so you can see how well (or otherwise) you're doing.

May I make a suggestion for your column (help yourself!) — a league table of reader's favourite adventures. This would be of benefit to future buyers and also to yourself in deciding which games to review.

My favourites are:

*Adventure Quest* Level 9

*Lord of Time* Level 9

*Golden Apple* Artic

*Velnor's Lair* Quicksilva

*Mountains of Ket* Incentive".

To your problem in *Lords of Time*: you've got the right idea with the mirror, but try this:

EKCE/AEVP/EMMI/ERNR/  
+ODR/QANN/DTR/POUP/  
SBHE/PSAI/SDT




All the above clues follow The Corner's formula — starting at the second letter of the clue, read every other letter until you reach the final letter. Then return to the very first letter, and repeat the process.

Next week, I'll be looking at *Knight's Quest* again, with some hints and tips for the later parts of the Adventure — and I'll also be updating the HH0F.

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

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# Peek & Poke



## VIC PROGRAMS

R.N. Fitcher of Anstey Crescent, Tiverton, Devon writes:

**Q** I own a Vic-20 and also have a 16K Ram Pack. Could you please tell me if I can use it for programs that need only a 3K Ram pack, or is there a program that can be typed in to make 3K programs work with a 16K Ram pack?

**A** This is a typical letter from dozens I get on this subject. Indeed it has now replaced Load/Save problems on the ZX81 as the most common question. I have already looked at the quite ridiculous way the Vic's screen is mapped into the top half K of the first 8K memory block, thus effectively stopping the normal expansion of the Ram.

PCW did do an article on solving this problem but on looking back it was nearly two years ago in the days of the colour covers. Written by Malcolm Peltz it will be of benefit to many Vic owners to reproduce it again, so here it is.

```
10 IF PEEK (44)=36 OR PEEK (56)=32 THEN 200
```

```
20 A=PEEK (43)+256 * PEEK (44) : LO=A
```

```
30 IF PEEK (A)=0 AND PEEK (A+1)=0 THEN 50
```

```
40 A=PEEK (A)+256 * PEEK (A+1) : GOTO 30
```

```
50 HI=A+1 : IF HI+4096 PEEK (55)+256 * PEEK (56) THEN PRINT "NOT ENOUGH ROOM TO MOVE THIS PROGRAM." : END
```

```
60 FOR A=HI+1 TO LO-1 STEP 1 : POKE A+4608, PEEK (A) : NEXT A : A=LO
```

```
80 IF PEEK (A+4608)=0 AND PEEK (A+4609)=0 THEN 120
```

```
90 POKE A+4609, PEEK (A+4609) + 18
```

```
100 X = PEEK (A+4608) * Y=PEEK (A+4609)
```

```
110 A = PEEK (A+4608) + 256 *
```

```
(PEEK (A+4609)-18) : GOTO 80
120 X = X+2 : IF X 255 THEN X=X-255 : Y=Y+1
130 POKE 47, X : POKE 48, Y
140 POKE 49, X : POKE 50, Y
150 POKE 45, X : POKE 46, Y
160 POKE 43, 1 : POKE 44,36
170 RUN
200...Your Program...
```

If you have 8K or more expansion on your Vic this will re-locate shorter programs beyond the User Defined Graphics area. Enter it as a routine before your own program which can then start at line 200. Line 10 is a check, and lines 20-40 work out the last address of your program, and is quite a useful little routine in itself.

## WHITHER ORIC?

A. Parker of Sandiway, Altrincham, Cheshire writes:

**Q** I wonder whether you could help me? I have an Oric 1, still under guarantee, and which is defective — a defect apparently present when I first got the machine. My problem is this: I cannot find an address to which I can return the computer. I have written to two addresses. Neither letter appears to have been answered. I believe there is a factory in Ascot but I have no details of this address. I would be grateful if you could help.

**A** You have my sympathy, it must be very frustrating to have a computer that's faulty, and have nowhere to return it to. In all fairness to Oric I do not think this is deliberate. The address you are probably looking for is this one: Oric Products International, L.T.D., Cowarth Park, London Road, Ascot, Berks.

## PRINTER PROBLEMS

C. Scott, 23 Grange Road, Shilbottle, Alnwick, Northumberland, writes:

**Q** I have recently upgraded from a Dragon 32 to a BBC B with disc drives and I am having problems with my printer, a Tandy CGP 115 four colour printer/plotter, which works well with the Dragon.

Having bought the standard parallel (25 to 36 connections)

printer lead from my local dealer which did not work, I checked all the contacts and all were properly made and there were no faults in the cable. I then reconnected the printer end plug as described in the BBC user manual, but still no action.

By now my trial and error ways are making my ribbon cable shorter by the minute, so I would be grateful if you would give me a pin by pin connection for my set-up.

**A** You do not say whether the lead you bought was the standard IDC lead for the BBC or not. If it wasn't then this is the source of your problem. However, if it was then the connection procedure is as follows:

You need to fit a Tandy connector to the non-IDC end of your ribbon cable. The actual Tandy connector you need is described as 'DDK Amphenol 57/F 30360'. It is fitted by first removing the flexible metal strip, then attaching the 'red stripe' edge of the ribbon cable at pin 1 (ie as far left as it will go) and replacing the metal strip.

If this still fails to produce any results then I suggest that you contact Acorn (or the dealer who supplied you with the BBC) for advice, in that there could be a fault with the parallel interface within the BBC.

## SPECTRUM TELETXT ADAPTOR

S. Guergueb, 76 Bagots Oak, Stafford ST17 9SB, writes:

**Q** Is there a teletxt adaptor for the Spectrum computer? I was reading one of the early books for the Spectrum and the author mentioned something about it. Could you please confirm with some details.

Also, I came across a nice

little electronic typewriter, a Brother Personal Printer/Typewriter in the £100 price range. Could that be interfaced to the Spectrum?

**A** I presume that you wish to connect your Spectrum to Prestel or Micronet, in which case the Prism VTX5000 modem is what you want. All teletext conversion is carried out by the modem (which runs its own Rom based software).

I haven't come across the printer/typewriter you mention and can only say that:

- a) if it has an RS232 capability and
  - b) you buy the Spectrum RS232 interface and
  - c) you can obtain the appropriate connecting cables
- Then you would be OK, somehow I doubt it though!

## WHAT DO POKES DO?

Neville Vassallo, Gemini Ct, Flat 2, EB Vella Street, B'Kara, Malta (G.C.), writes:

**Q** While typing a program I came across these Pokes. Can you please tell me what they do? I own a 48K Spectrum.

The Pokes are:

```
POKE 23561,0
```

```
POKE 23617,164
```

```
POKE 23609,50
```

**A** 23561 is the memory location referred to as Repdel (see chapter 25 of the Spectrum manual). By setting this location to zero, the program is producing an immediate repeat for any key pressed. In other words the REPEAT DELAY is reduced to nothing.

Setting 23617 to 164 changes the cursor presentation for input statements. It appears as a flashing black bar as you get if you flash a graphic 3.

23609 is used to control the length of the click you get when a key is pressed. Setting this location to 50 produces an audible note each time a key is pressed.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem *Peek* it to Ian Beardsmore and every week he will *Poke* back as many answers as he can. The address is *Peek & Poke*, PCW, 12-13 Little Newport Street, London WC2R 3LD.

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**TRS 80** Level 1 4K memory, monitor screen, tape, programs and mags. Tel: for details: 01-808 8876.

**SEIKOSHA GP250X** Printer, 50 cps with manual, and lead for BBC B including 2000 sheets paper. £175 one. Tel: 04865 2452.

**ZAXXON CARTRIDGE** for sale for use with the Colecovision system. Tel: Mbro 824885 between 5pm and 7pm.

**SHARP MZ80A** 48K monitor cassette deck built in or swap for VIC 20 starter pack plus games or sell for £200 one. Mr N. Barber, 195 Norwich Row, Park Hill Flats, Sheffield S2 5RH.

**WANTED C2N** cassette unit + joystick Tel: 01 348 8271.

**WANTED 48K** Spectrum with or without s/w £70. Tel: (0900) 824202.

**SWAP DRAGON GAMES**, my titles inc: King, Cuthbert, Frogger, Writer Empire, Kiriegsfeldt, Strategic Command and similar. Tel: (04626) 5521 after 4pm.

**I HAVE PRODUCED 10 'O' level** physics educational programs for the 16K Spectrum and wish to sell them to a company. Please write to 6, The Fir Trees, Thorpe Willoughby Selby, N. Yorkshire YO8 9PR.

**WANTED ORIC 1**, 48K with/without

software or books. Will pay £65 to £80. Must be in excellent condition. Tel: Porthcawl (065 671) 4304 after 4pm.

**SPECTRUM DEVPAC 3** (original) wanted for swapping either Games Designer or any three of other originals including Ultimates: SAW for other titles 54 Park House, 314 Seven Sisters Road, London N4 2LS.

**48K SPECTRUM** lots of games AGF programmable joystick interface and recorder. Swap for CBM64 or Atari 600XL or 800 must have recorder. Phone 01-232 2924 between 9-5pm. Ask for Billy (weekdays).

**SPECTRUM SOFTWARE** to swap over 150 titles. Please send your list to S.A. Robinson, 18 Sumpter Croft, Penwortham, Preston, Lancs. PR1 9JW + Micro Drive order form for sale Phone (0727) 744439.

**GAMES DESIGNER** for spectrum to swap for H.V.R.G. or sell for £12 brand new unwanted gift. Mr Keith Burton 6, Westbourne Terrace, Barnslet, South Yorkshire Tel: (0226) 292118 after 7pm.

**WANTED DRAGON RTTY** or disc s/w to swap. Although I will swap anything I have well over 60 titles. Ring Fleetwood 70044 ask for Russell after 4pm.

**DRAGON 32** software swap — ultimate adventure 4, Mansion Adventure 1 and escape all Microdeal for any 1 haven't got. Tel: 09642 2950 I will pay postage.

**DRAGON OWNER** seeks like for swap ideas, programs etc. Contact Ian, 3 Birchwood Ave, Grove Hill M'bro Cleveland TS4 2XB.

**SWAP ORACLE'S** Cave for Black Crystal, Manic Miner for Ghost Town, Molar Maul for Horace and The Spiders and 3D ant attack for Xadom. All originals please. Tel: Gordon 0382 502085.

**WANTED ANY NON-WORKING** ZX printer for cash. Phone (0908) 72048 or write to Mark Purcell, 8 Wordsworth Drive, Blethley, Milton Keynes, MK3 5HR.

**SWAP AUDIOLINE** car AM FM stereo cassette player in very good condition for a computer monitor the smaller the better. Write to Ronnie 67 Church Rd, London NW4.

**SPECTRUM IN GOOD** working order prefer 48K will consider 16K. Ring Swindon (0793) 47281. Answer phone service.

**SWAP CURRAH** microspeech unit for Tamedata sound box. Also SWAP Sinclair IQ Test & "Fifth" for machine code books or tutor — program. Also two joysticks for sale. Tel: Graham Wakefield 252046.

**WANTED ANY NINE** pin joystick. In part exchange with copying program. For further details write to M. York Old Vic, Abbotsholme School Rocoeter, Uttoxeter, Staffs ST4 5BS.

**AQUARIUS WANTED**, will swap for 16K ZX81, original programs including Monster Maze, and one month guarantee (negotiable) Tel: South Shields (0632) 553158 after five and ask for Ian Boyer collects.

**ORIC 1 487K** with joystick, games worth £80 (all genuine). Books, Oric mags, all for £165; MCP-40 colour printer plotter £120, or £275 the whole lot. Buyer collects. Tel: 01-460 9334 evenings.

**ORIC-1 48K** with external reset button, eleven months old plus joystick and interface, speech synthesizer three books, Fort 7E of software. £155. Tel: Heywood (07066) 6233154 after six.

**SHARP MZ80K**, P3 printer, interface box, crystal basic, forth, pascal,

assembler, fortran, chess and many other programs plus books. Offers Tel: Langport 250130.

**LANGUAGE TRANSLATOR** for spectrum (any), any European language, please state which. Only £2. Make cheque p.o. payable to Monksoft Highlands Blue Boys Park Minchinhampton, Stroud, Glos. GL6 9JT.

**FED UP PAYING** £5 for one game? Three excellent games. Force, Town, Snake for £2. Send cheque PO payable to: Monksoft Highlands, Blue Boys Park, Stoud, Glos GL6 9JT (Spectrum).

**LYNX 48K** in good condition, £130. one Tel: 029-344330.

**NEWBRAN AD** £150 Sharp TC 1251 and printer micro cassette unit £130. Tel: 01 790 0066 (daytime).

**ELECTRON 4 MONTHS** old + 8 games, all leads, very good condition. Reason to sell, to purchase BBC £170 one. Tel: Dunstable (0582) 68207.

**HUNCH BACK**, B7 Ocean, Forth, Alchemist for sale each one goes to highest offer. By Monday evening, Ring David after 4pm on Reading (0734) 661401.

**ACETRONICS MPU 2000** video game console + Invaders, Boxing Cartridge. Needs new joysticks. Cost £90. Quick sale wanted Tel: Radellette 7431 (Colin).

**SPECTRUM OWNERS!** The ultimate toolkit. Includes: Ram Tester, Trace, Assembler + many more! £4.95 (or s.a.e. for factsheet) 10, Whitebeam Drive, Liverpool L12 0AU.

**UNEXPANDED VIC20** horsebet, a family game for up to 5 players, bet on 8 horses. The race is in Hi-res graphics, 'Vic' is banker. Send £1.99 to D. Spencer 230, Lowgrave Avenue, Billingham, Cleveland.

**UNEXPANDED AQUARIUS** games. Send £2 for a list & soccer manager game. D. Spencer 230 Lowgrave, Billingham, Cleveland.

**SPECTRUM SOFTWARE** library two weeks hire £1.00 life membership £5.00 stamp for lists to hire-soft 113 Brookfield Road Marsh Huddersfield.

**3D DEFENDA ZX81**: 100% M/C: Smooth Arcade Action: tape £2.85: S.A.E. lists: James Paton, 2 The Avenue, Fallings Park, Wolverhampton.

**BBC PERSONAL BANKING** attends to S.O. and D.D. automatically. Send £3.95 Whiteheads, Household, Freepost 11, Chester Road, Northwich, Cheshire.

**MICRODRIVE EXCHANGE**. Have you been wasting your time transferring tapes to microdrive & they didn't work? New newsletter club solves the problem in most cases. Issue 1 includes transferring VU-FILE and programs which normally overwrite microdrive map. Membership is £5/year. ZX-GUARANTEED, 29 Chander Drive, Unsworth, Bury, Lancs.

**NEUBRAIN MODEL A** plus compatible (Sanyo) tape recorder. Beginner's guide and tape. Two independent guides including m/c. Gobbler game. £150 + p&p. Evenings Tel: Bourne End 23734.

**NASCOM 48K RAM**, 64K Rom contains Basic, Pascal, Pilot, Zeap, NasDis, Debug, Nas-Pen. 6000 duob micro-cassette drive. All documentation. £450 one. Tel: Sellwood 0235-21900 ext 5357 (day).

**DRAGON LIGHT-PEN**. Never used. One week old. Trojan light pen allows Hi-res or text screen input. Hi-res draw also. £10. Tel: Batley (0924) 47037 after 5pm.

## Wanted

**COMMODORE 64** wanted. Tel: Woking 70318.

**SWAP VIC PANIC**, Crawler, Bewitched. All in good condition. £3 each or swap. Tel: Rob Harrowgate (0423) 866266 after 4pm.

**HELP!** I really need somebody. Help! My Vic 20 needs a super expander and computer's First Book of Vic (quick). Tel: 0658 822509.

**SWAP 8** Danger Ranger, Talking Android Attack, Skramble, Donkey King, Katterpilla Attack, Flipper, Adventure, for a Dragon Speech Synthesis Module, also want a Rainbow Writer, Jimmy 9 Granville Road, Lancaster, Lancs, LA7 2PA.

**SWAP SPECTRUM** games and utilities. Phone 01-599 3515 any time and ask for Peter.

**SPECTRUM SOFTWARE** to swap or sell: Games Designer, Black Crystal, Blind Alley, Beyond Horizons, High Noon, D.N.P.G., Spectrum computing tape magazine 1 to 4. Details: Keith Burton, 6 Westbourne Terrace, Barnsley, Yorks.

**BBC SOFTWARE** will swap Franklyn's Tomb, Gunsmoke, Lost City, Countdown to Doom, Escape from Moonbase Alpha. Send list to S. Rayner, 15 Welbeck Street, Abbey Hey, Manchester M18 8GW.

**INTELLIVISION CARTRIDGES** to swap Sea Battle and others. Also Spectrum software to swap. Ilong, Inca Curse and more. Phone Tim on Melton Mowbray 66917 after 5.30pm.

**SWAP AQUARIUS SNAFU** cartridge and book of programs and £10 for Aquarius Data Recorder or sell for £15, 7 Mill Stile Braunton, N. Devon. Tel: 816010 after 5pm.

**16K ZX81** fuller keyboard and £35 of s/w. Swap for 16K or 48K Spectrum. Tel: 0274 834450 evens.

**KEYBOARD SPECTRUM**. Will swap for cordless phone. Very good range. Tel: 0472 602445.

**COMMODORE 64** owner wishes to contact other 64 owners to swap games and ideas. Contact 10 Rothbury House, Kings Lynn Drive, Harold Hill, Rainford, Essex.

**SWAP CBM 64** with Arrow cartridge and cassette and printer with interface and books, 3 months old. Swap for Mark I Osborne. Tel: 01-478 7868 after 6pm (John).

**AQUARIUS WANTED**. Swap for 16K ZX81, s/w inc. Monster Mazze, 3D Defender, Mazogs, manual, etc. and 1 month guarantee (negotiable). Tel: St. Shields 0632) 553158.

**TI 99/4A** and s/w module. Inc Multiplication, Division, addition and subtraction, early reading, beginners grammar and TI logo and any necessary additions to enable logo programming will pay up to £100 on. Tel: 01-843 1080 after 6pm.

**CENTRONICS HANDBOOK** for 501 printer buyer borrow and RS 232 interface or Spectrum. Tel: (work) 0992 460355 ex 48, (home) 0992 460 665.

**BUSINESS PROGRAMS** for disc based TRS 80 Model III. Tel: 0346 32683.

**WILL SWAP** £40 of original software (Pimania, Espionage Island, Mazeman, Space Intruders, Meteor Storm and PSE games tape 2 for ZX Printer (good condition). Phone Aldershot 25783 evenings after 5.30pm.

**SWAP SNOOKER TABLE**, 6 x 3 plus 3 cues and balls for ZX Spectrum. Must be in good condition issue 2-3 16/48K. Tel: Soss 0702 540452, buyer collects, ask for Paul.

**ATARI 400 48K** with tape recorder and Basic cartridge and s/w and joystick for

a ZX Spectrum 48K with recorder and s/w. Tel: New Ash Green 874564 after 4pm.

**ACORN ELECTRON**, prefer London area. Tel: North Weald (037882) 2654.

**URGENT! SWAP OR SALE**. Atari VCS with six cartridges including E.T., Dodge Em, Street Race, Air-Sea-Bat, Combat, Grand Prix, £70 or swap for any computer (not ZX81). Call or write to Ian, 99 Pilch Lane, Huyton, Liverpool L24 0LD.

**POOR BELGIAN ZX Spectrum** owner wishes to swap or buy software at reasonable prices. Please write to: Leo Heirman, Kamel Van Baelenstraat, 16B 2300 Turnhout (Belgium) (14) 424115.

**SWAP SPECTRUM Software**. Arcade games plus Adventure (Mr Whipmy, Hunchback, Valhalla, Hobbit), etc. For DK Tronics keyboard. Write W. H. Gray 87H Tower Drive, Midton, Gourock, Inverclyde. Phone: Gourock 39817 evening.

**SPECTRUM SOFTWARE**, Speak Easy, Galaxy Attack, Jelpac, Ground Attack, Night Flight, Games Designer, Great Britain Ltd. Excellent condition. For sale or swap. Tel: (0473) 822284 (evenings).

**SPECTRUM**. Swap Kempston joystick interface for Valhalla or Hobbit. Spectrum Briefcase for printer, both in excellent condition. Ady Bartow, 22 Maes Cynbyrd, Llandudus Cwyd LL22 8HF.

**SPECTRUM GAMES** wanted or to swap for Kong, Aard Attack, Manic Miner, Snooker, Chuckie Egg, Football Manager and Jelpac. Tel: Rayleigh 770560 evenings.

**CEASER THE CAT** adventures and other CBM 64 games to swap for any other adventures. Preferably level 9 adventures. Tel: 0689 270920 evenings.

**WANTED 3.5 JUPITER ACE** around £40. Will collect if in Leicester area. Phone Wellford (085881) 346 after 5pm.

**SPECTRUM SOFTWARE** to swap, sell. Arcadia Diddums, Zoom and 30 others. Microdrive free to first reply. Wanted Hobbit, pinmania, M/Miner, Valhalla. Your list for mine. Contact R. Lucas Sergeants, Romans Road, Winchester, Hants.

**ZX PRINTER**. Will pay up to £25. Tel: 01-594 0694.

**SWAP OR SELL** Spectrum s/w inc. Groucho, Cookie, Avenger, Harrier Attack, Dictator, Johnny Rob, Meteor Storm, Tyrant O'Fathers, Scisoft, Chemistry, Physics, Picturesque, assembler. Tel: Lambhugh 861275 (Cumbria) after 4.30pm.

**MONEX RS232** Centronics Printer Interface for Spectrum. Willing to approx £20. Tel: 01-580 7262 room 422 (Andrew evens).

**EPYX TRONICS**, any other other new Vic 20 s/w to swap. Tel: 025 671 3445 after 4.30pm.

**SWAP HEWLETT PACKARD** Hp41C programmable Calculator as RS. For CBM 64, Spectrum 48, Oric with tape or disc if possible. Tel: day (0244) 811809. Chester area.

**TRS-80 ADVENTURES** for Model I level 2. Especially the system and Infocorn adventures. Tel: Basildon (0268) 555655.

**ATARI 800** Disc drive. Good condition. Tel: Leicester 872940 after 5pm.

**LOVELY DRAGON 32** wants Hi-Res cartridge. Will swap for 5 cassette games. Telephone Corby (05363) 66590 after 6pm.

**CBM 64 GAMES**. Swap or sell. All originals. Tel: 0272 837617.

**SPECTRUM OWNER** would like a penfriend to help in programming. Exchange ideas. Please write to Chris Rainer at 2 Mill Hill Road, Hinckley,

Leicestershire LE10 0AX.

**WANTED DRAGON 32** with leads and manual are only required. Will pay around £80. Tel: Coventry 596412.

**WANTED 1K ZX81**. In good condition, no software, books or peripherals please. £15 or near offer. Tel: (0264) 4628 after 5pm.

**48K SPECTRUM** under £100 if possible with software, can't collect out of Manchester area. Tel: (061) 794 2644 after 4pm.

**SWAP YORK HOME BASE CB**, power mic, aerial and S.W.R. meter (worth over £120) for a computer or equipment for BBC and Spectrum. Tel: Vicki on Potters Bar (77) 53596.

**COMMODORE 64** software to swap. Phone 031 661-7477 after 5pm or weekends. Ask for Martin.

**SPECTRUM SWARE** for swap. Hundreds of titles to choose from. Send your list for mine. Immediate reply. Eddie Earley, 65 Anner Road, Dublin 8, Ireland.

**DRAGON SOFTWARE** to swap: Leggit (Imagine) for Transylvania Tower (Richard Shepherd), Crazy Painter for Cuthbert in the Jungle and Space Shuttle for Keys of the Wizard (all four Microdeal). Other offers welcome. Phone Hereford 0432-273439.

**75 SPECTRUM MAGAZINES**. Inc: PCW, Your Computer, Sinclair Programs etc. will swap or sell: Phone David. 01-854 8386 evens only.

**SWAP ZX80** Sinclair, 16K RAM, for any computer except ZX81 or pocket computers. Tel: 01-455 6641 after 4.15pm.

**16K SPECTRUM Jet Pack** swap for any version 16K Spectrum Donkey Kong. Tel: 01-968 7556 (eves).

**WANTED** the following adventure games for ZX81. Planet of Death, Inca Curse, Ship of Doom. Any Adventure games for BBC Model B. Tel: 061 339 3227 after 6.30pm.

**SPECTRUM 48K** in good condition, preferably N.W. area. Tel: 061 491 1159 after 2pm.

**CBM 64 + C2N** cassette unit boxed as new + s/w. Bks + manual, swap BBC Model B and give £100 cash. Tel: 01-889 4159.

**HARDWARE** checking program required for Spectrum 16 + 1 or 48K. Top price paid. Send details to S. Dean, 40 Paddington Walk, Bentley, Walsall, W. Mids.

**SPECTRUM GAMES** to swap: Alchemist, Ant, Attack, Minet Out, M. Coder, English Literature, Pac-MNH, Berserk, Scramble, Laser Snaker. Tel: (0272) 569599. Also Atari Compatible, Pistol Grip, Crack Shot, Joystick. £7 + P&P.

**SWAP SPECTRUM** originals. ABC Lift-off, Pathfinder, Hot Dot Spotter and Alphabet, for other educational. 01-800 6767. After 7pm.

**EXTENSIVE RANGE** of colour darkroom photographic equipment and supplies available to swap for Epson FX80 or colour TV monitor. Might sell. Tel: 01-959 1844 (eves).

**WANTED**, help with Adventure A for 16K Spectrum 1. Can get as far as the Ford Field and the Maze. Write or phone, 33 Parkin Close, Pukinfield, Cheshire. 061339 4325.

**SWAP VIC 20 + C&N + 16K/8K/3K + 3K Super Expander**. £150 Software + Joystick, books still boxed with cash for ZX48K Spectrum or sell for £140 on.

**SWAP Wacky Walters**, Arcadia, Bewitched, Gunfight, Gridrunner, Abductor, Panic, Skramble, Slapdab, all originals. 2 for 1 Expand. Or 1 for any others. For Vic 20 or 2 for an Expanded Adventure. Alice Seagrove, 34 Allendale St., Colne, Lancs B38 039.

**SWAP VIC 20** impossible for any Adventure (Not Pirate Code) Exeter (0392) 217322.

**SWAP SPECTRUM** Scrabble for The Quill. Also swap Atic Atac for Seiddab Attack. Have other Spectrum software to swap as well. Tel: Gordon, 0382 502085 (anytime).

**WANTED URGENTLY**. Vic-20. Rabbit's Paratrooper for Unex machine. Will pay below £4 (original). Also wanted, any ANIROG-Kingsoft Games. Telephone Kildgrove (07816) 3716, after 6.00pm.

**WANTED ANIROG-Kingsoft** software. For VIC-20 machine. Any memory, Unex or 16K Expanded. Must be original tapes. Telephone Kildgrove (07816) 3716, after 6.00pm.

**WANTED 2N** tape unit and Joystick 01-348 8271 (eves).

**WILL SWAP** Binatone TV game and adaptor for three adventure games for VIC 20. Will swap Mote Attack cartridge for the Wizard and the Princess tape with other games for VIC20.

**WANTED 70R T199/4A** Mini Memory, Personal Financial Aids and Othello Modules. Phone 01-472 3791.

**WANTED 48K Spectrum** with leads and manual. Will pay up to £75.00. Edinburgh area. Tel: (5) 881212.

**SWAP Space Shuttle**, Gridrunner, Stellar Wars, Mottomania and Quizmaster for the CBM64 for other good quality original games. Especially interested in Level 9 and Channel 8 Adventures. Ring Sajid, 01-688 6444 after 6pm.

**A.G.F. INTERFACE ONE** plus Atari-type Joystick for Spectrum. As new. £15 on. Tel: Llanelli 2132 (evenings or weekends).

**SELL OR SWAP** Sharp M1 700 with built in data recorder. Swap for printer or BBC Compatible disc drive or sell any reasonable offer. Tel: 0487 814043.

**SWAP 40 Channel CB + Aquarius** Computer + games book and 16K or 48K. Tel: 01-720 84848.

**BBC DISC** owners to swap s/w. I have many titles inc. JCB latest Acorn Soft Superior programming etc. Tel: 05827 69152.

**WANTED ZX80** computer, working order. Tel: 0298 6800. After 6pm.

## ADVENTURE HELPLINE

**Micro:** Vic 20

**Adventure:** Pirate Cove

**Problem:** At 68 years of age I enjoyed computing with my grandson. Then I was given "Pirate Cove" I can't get out of the flat.

**Name:** Bill Hanna

**Address:** I Shandon Crescent, Edinburgh EH11 1QE

**Micro:** BBC B

**Adventure:** Snowball

**Problem:** 1) What do I do at the revival machine. 2) How do I open the doors that are too smooth to grip 3) Where do I find the space suit?

**Name:** Craig Stevenson

**Address:** 64 Springfield Park Road, Burnside, Glasgow, Scotland.

**Micro:** BBC B

**Adventure:** Sphinx Adventure

**Problem:** I have crossed the Glacier, I can pass the Dragon, Goblins and even (without the mouse) the elephant. What next? Where is the boat?

**Name:** John Reid

**Address:** 25 Coombe Hill Crescent, Thame, Oxon OX9 2EQ.



# Build a robot...

## DIY Robotics and Sensors with the BBC computer

by John Billingsley

How do you interface a home-made joystick, a stepper motor or a fully fledged robot to your BBC computer? How do you write the software for stepper motor control and how can you use the software and a few pennyworth of components to get an analogue output? How can you build a cheap eye for robot vision?

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Although he spent eight years as a Cambridge don John Billingsley has a practical approach to engineering. His commercial designs range from auto-pilots and hospital computer systems to single-chip cooker timers and a rising damp meter.

He is a member of several IEE committees, leads a team researching into robotics and is well known as the organizer of the Euromouse Maze contest.



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# 'Tell me more about your mother...'

## Artificial Intelligence on the Commodore 64

by Keith and Steven Brain

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For many years science fiction books and films have contained 'intelligent' computers which appear to be at least the equal of man. Although some of the features described in these remain illusions, extensive research into AI has brought many of the ideas much nearer reality.



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## METEORS

Gargoyle Games is another new Spectrum software house — a financial risk as certain as Monte Carlo. Nevertheless its first release is technically superb and pretty addictive.

*Ad Astra* is a shoot-'em-up game but with large colourful graphics and a degree of three-dimensionality raising the usual adrenalin level considerably.

Between each wave of aliens which hurtle from the far distance till within spitting distance to lob bombs at you, are some beautifully animated, tumbling meteors. The game caters for most joystick interfaces including Interface I.

My only (small) criticism is that the stars are static. Some movement would probably have been more exciting — but it's a great game anyway.

**Program** *Ad Astra*  
**Price** £5.95  
**Micro** Spectrum  
**Supplier** Gargoyle Games,  
 4 North Western  
 Arcade  
 Birmingham B2 5LH

## TACTICAL

*Computer War* — the program based on last year's hit movie *War Games* is now available on the Vic 20 with 8K expansion.

Most spin-offs are dreadful. This one isn't, being a nice balance between quick reac-



tions and tactics as you try to save the world from global thermonuclear war.

Using a large scale map you must decide which missile poses the most immediate threat, track it down and knock it out. Time ticks away. Missiles can be deactivated at the last minute by matching two complex patterns using the joystick — succeed and one of your bases is saved.

However every success brings greater numbers of missiles and at some point destruction becomes inevitable. A morbid thought.

**Program** *Computer War*  
**Price** £5.95  
**Micro** Vic 20 (+8K)  
**Supplier** Thorn EMI  
 Computer Software  
 Film House  
 142 Wardour Street  
 London W1V 3AU

## SOUPED-UP

*Cranky* is part of Dragon Data's souped-up new range of software. It is a machine code educational game — a rare enough thing in itself.

The program aims to help children learn number patterns and relationships. *Cranky* — the star of the game — is a pocket calculator whose circuits get damaged everytime it rains (a serious design fault I'd have thought).

Rather than send *Cranky* back under guarantee (perhaps being offered some rolls of printer paper for all the trouble he has caused) the children are invited to repair him.

Repairing *Cranky* involves the manipulation of numbers 3 and 5 to get a whole load of other numbers eg,  $3 + 3 = 6 - 5$  to get 1 and so on. When all the required numbers have been found *Cranky* will work again. It sounds like one of the better attempts so far to do something sensible using a computer to educate.

**Program** *Cranky*  
**Price** £10.95  
**Micro** Dragon 32  
**Supplier** Dragon Data  
 Kenfig Industrial  
 Estate  
 Margam, Port Talbot  
 West Glamorgan

Pick of  
the week

## DRESSED CRAB

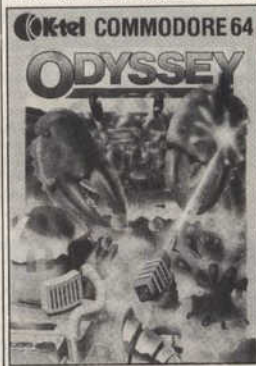
Although continuing with its plans for double-sided cassettes containing two games, K-Tel has opted for a more conventional one game format with its latest Commodore 64 releases.

*Odyssey* is an arcade game worthy of Jeff Minter in terms of pure speed of action. Over several screens you have to blast away at an army of robo-crabs in a variety of differing scenarios. In the first, lines of what look like tiny

screen march across the screen up and down, left and right — a couple of hundred at least — you have to shoot them all.

I floundered at the next screen where a sort of white rugby ball is being guarded by several crabs — you have to hit it five times. The problem is it keeps sending out a missile which sends your score back to zero and is almost impossible to avoid. I didn't get beyond two.

The last screens are a crab-orientated version of *Scramble* where you have to pilot your ship over mountains whilst avoiding all kinds of attack — arcade geniuses may make it to the end, where lies the alien base itself. Addictive, with superb sound effects. Cheap too at £6.95.



**Program** *Odyssey*  
**Price** £6.95  
**Micro** Commodore 64  
**Supplier** K-Tel  
 K-Tel House  
 620 Western Ave  
 London W3 0TD

## NEW WAVE

*Advancing with the Electron* is the first Second-wave book I've seen for the machine.

Let me explain. Publishers want to make money. When any new machine is released there will be countless numbers of people who (a) can't find any software for it and want to type in the sort of games found in 100 games for . . . type books and (b) people who find the manual incomprehensible and need a book like *Ludicrously Easy Programming on the . . .*

After these people have got their programs and have made some sort of attempt at learning how to program then they want to go on to more sophisticated things like machine-code and advanced Basic — thus comes *Wave Two*.

*Advancing with the Electron* uses the development of a

database program to illustrate things like elegant programming and debugging techniques. The database looks fairly substantial and the book seems above average in usefulness of content.

**Book** *Advancing with the Electron*  
**Price** £5.95  
**Micro** Electron  
**Supplier** Micro Press  
 Castle House  
 27 London Road  
 Tunbridge Wells  
 Kent TN1 1BX

## SWEEPING

The latest Commodore program in Phoenix's range of twin Adventure/Arcade packages is *The Sorcerer's Apprentice*.

The arcade game follows the plot of the Walt Disney cartoon fairly closely, with you as a young magical apprentice left

## New Releases

alone with some recalcitrant brooms (perhaps what they need is a short, sharp stick?) intent on leaving water all over the place.

Using your magic wand you have to persuade the brooms to clear up the mess and visit the sorcerer's castle where you will be able to experiment with a whole series of spells, the function of which Phoenix is unkeen to divulge. You'll have to play it to find out.



Success in the arcade game gives clues and the running code for the adventure. This proved too tough for me to get very far, even knowing the start code. The only thing I can say for sure is that it's tough.

**Program** *The Sorcerer's Apprentice*  
**Price** £9.95  
**Micro** Commodore 64  
**Supplier** Phoenix Software  
 Spangles House,  
 116 Marsh Road  
 Pinner  
 Middlesex

### FACE PACK

I've had a couple of phone calls recently about the lack of educational software for the Commodore 64 — finally it seems to be trickling through.

*Identikit* may or may not be very educational but I think kids will enjoy it. As you might assume from the title, your task is to construct a face by choosing from a selection of different bits — eyes, ears, nose, mouth, etc. It is rather like Commodore's own *Facemaker*.

Most of the faces look like

nothing on earth — one or two look like middle of the road pop stars. As a sort of bonus the features can be made to move, ears wiggling, mouths smiling and so on.

It's the sort of program that is ideal for the Commodore with its excellent graphics. But I'm really not at all sure about its educational value — perhaps if your children want to become Policemen?

**Program** *Identikit*  
**Price** £7.95  
**Micro** Commodore 64  
**Supplier** Stell Software  
 36 Limefield Ave  
 Whalley  
 Lancs BB6 9RJ

### WARFIELD

Lest its ventures into arcade game publishing confuse us, Lothlorien has released some more strategy games, *Johnny Reb* on the Dragon and *Confrontation* on the BBC B.

*Confrontation* is a game of tactics for two players using 20th century warfare including air combat and paratroops. Victory can be whatever you want it to be and, likewise, you can create your own battlefields. However, the game is supplied with a ready-made scenario set in Europe.



All instructions in the game take the form of single key presses with graphic symbols depicting the various kinds of terrain, including mountains, marshes, towns, cities, woods, and an airfield.

I suspect that part of the fun of wargaming is to develop

your own rules. Nevertheless, fairly extensive ones are supplied with the cassette.

**Program** *Confrontation*  
**Price** £7.95  
**Micro** BBC B  
**Supplier** Lothlorien  
 56a Park Lane  
 Poynton  
 Cheshire SK12 1AE

### TUNEFUL

*Spooky Mansion* is a 100% machine-code arcade spectacular — at least, that is what the blurb says. In any event it sounds like fun of the (broadly) Manic Miner variety.

The appallingly named *Hugho First* must move through seven levels in a mansion collecting objects as he goes.

Guess what. There are obstacles in the form of various creepies and ghouls which have been sent by Count Dracula to bar your way.

Where the game definitely does score over similar games on the Spectrum is in the wide variety of tunes and effects it generates whilst you are playing.

**Program** *Spooky Mansion*  
**Price** £7.95  
**Micro** Oric/Atmos  
**Supplier** Mercury Microware  
 1 Duxford Walk  
 Moston  
 Manchester 10  
 M10 9JN

### KILLER APES

*Jungle Jive* is a new release from Virgin running on both the BBC and Electron. It probably won't appeal to campaigners for animal rights.

The keyboard controls a lone explorer strolling through the jungle when suddenly (surprise, surprise) the enterprising adventurer is beset by dozens of strange animals including pink elephants and green crocodiles.

The idea is to blast away at them with your rifle or run away, a mixture of both being necessary to do well at the game. It is pretty basic but some form of subtlety is introduced in the form of baboons.



These are as dangerous to your health as all the other animals but killing them will result in your own demise. Poetic justice I suppose.

**Program** *Jungle Jive*  
**Price** £7.95  
**Micro** BBC/Electron  
**Supplier** Virgin Games  
 61/63 Portobello Road  
 London W11 3DD

### STAR STRUCK

For Astronomers with a Spectrum, *Planetarium* must be an essential purchase. Using machine code it displays the sky at night with all the visible stars for any date, time and place between the years 1800 and 2100.

Along with the impressive main display, a side display shows the altitude and azimuth of any visible planets. Another command allows you to see selected constellations. All the screen displays can be printed out on the ZX printer.

**Program** *Planetarium*  
**Price** £7.45  
**Micro** Spectrum 48K  
**Supplier** Eclipse Software  
 79 Ardrossan  
 Gardens  
 Worcester Park  
 Surrey

### BLOOD'N'GUTS

*Orc Attack* is a game for the Spectrum from Thorn EMI continuing the development of its Spectrum range.

The basic game has been around for a long while and

continued on page 69 ▶

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O' LEVEL / CSE PHYSICS (PART 2 - VOLUME) - DRAGON, BBC - £6.50

The second program in the series demonstrating and testing the students use of various cables and measuring systems.

O' LEVEL / CSE GEOGRAPHY - (WEATHER-MAP SYMBOLS) - DRAGON - £6.50

Designed to teach and test the students knowledge of weather map symbols. Each symbol is represented in graphics and the program covers the complete syllabus.

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# New Releases

← continued from page 67

probably gives ammunition to the Mary Whitehouses of this world. The object of the exercise is to defend your battlements from hordes of Orcs who are attempting to scale them with ladders. Other Orcs are firing arrows at your lone knight.

The violence of the game comes when an Orc is successfully dispatched either by being cut to ribbons or crushed by a rock. Each Orc explodes with blood and gore like something from a Sam Peckinpah movie — worst still is the boiling oil which dispatches the entire horde in a blaze of fire and mayhem.

Violence aside it's a good game and infuriatingly addictive — technically it's pretty clever too, the way the Orcs mill about being particularly impressive.

**Program** *Orc Attack*  
**Price** £6.95  
**Micro** *Spectrum 48K*  
**Supplier** *Thorn EMI*  
*Computer Software*  
*Creative Sparks*  
*Thomson House*  
*296 Farnborough*  
*Road*  
*Farnborough Hants*

## FAIR FIGHT

*Carnival Massacre* is the latest Atari cartridge from Thorn EMI, and pretty gruesome stuff it is too. 'Where fun turns to fear' it says enthusiastically on the front of the box.

You are Super Sam defending the funfair from Butcher



Bill and Ruthless Rick. These alliterating agents of the awful aim to alienate all by potting passing passengers by pelting them with projectiles (enough! Ed).

People taking rides on the carnival ferris-wheel and roller-coaster are being thrown off by the two baddies. You have to catch them whilst avoiding a bouncing spring. The graphics are good and the music is in a suitable carnival spirit.

**Program** *Carnival Massacre*  
**Price** £9.95  
**Micro** *Atari*  
**Supplier** *Thorn EMI*  
*Computer Software*  
*Film House*  
*142 Wardour Street*  
*London W1V 3AU*

## DODGE ALL

DK Tronics seem to have been quiet for a long time now — its latest release follows a gap of several months.

Given that it has been released all on its tod, it's a strange one.

*Trom* is a game for the 16K Spectrum written almost entirely in Basic with a small amount of code for the graphics and movement. In this time of flicker-free sprites and 3D logic, the game looks graphically clumsy.

On the other hand it's pretty good fun to play — basically of the Dodge Everything variety. It's so difficult you find yourself playing it time after time. Strange.

**Program** *Trom*  
**Price** £5.95  
**Micro** *Spectrum*  
**Supplier** *DK Tronics*  
*Unit 6*  
*Shire Hill*  
*Industrial Estate*  
*Saffron Walden*  
*Essex CB11 3AQ*

## TEST CASE

It was with some trepidation that I looked at Pulsonics new releases.

The company is selling its games at £2.95 each; 'a pocket

money price'. I suspected the worst — cheap prices to get rid of dreadful tat no-one ought to touch with a barge pole.

I was wrong. All the games seem to be worth playing and many are written in machine code. Nothing staggering, of course, but certainly worth consideration.



*Ashes* is a cricket simulation involving both tactics and quick reactions. Graphically it isn't far beyond a ZX81 program but in terms of the thought required to play it's a very satisfying game indeed. Factors like the type of ground, bowler and weather are vital considerations.

**Program** *Ashes*  
**Price** £2.95  
**Micro** *Spectrum*  
**Supplier** *Warwick Distribution*  
*3 Standard Road*  
*Park Royal*  
*London NW10 6EX*

## ALIEN FROGS

Hudson software, the Japanese software company whose programs have formed the bulk of Sinclair's most recent software release have come to a similar arrangement with Kuma computers who have recently entered the Spectrum software market.

*Frog Shooter* is one of the first releases. Hudson's trademark seems to be large, colourful graphics. *Frog Shooter*, far from being a Frogger derivative, is a bang-bang space fighter game.

Your wing fighter zooms down a channel in which are

found various aliens (marvelous sprite animation). Shooting at them seems to produce an alien evolution from funny disc to odd tadpole to bizarre frog. The later the point of evolution you hit the higher the points. Naturally the baddies fire back. Unoriginal maybe, but graphically spectacular.

**Program** *Frog Shooter*  
**Price** £6.95  
**Micro** *Spectrum*  
**Supplier** *Kuma Computers*  
*12 Horseshoe Park*  
*Pangbourne*  
*RG8 7JW*

## BUSINESS

When it was launched, the Commodore 64 was being promoted as a business machine. Although the excellence of some of the games has tended to obscure this fact, there is no reason why it should not be suitable for such purposes.

One of the prime languages for business uses is *Pascal* — one that is rarely implemented on home micros. However Oxford Computer Systems have now produced it on the 64.

The version is a full implementation of *Ansi Pascal* generating standard p-code — the compiler is also written in *Pascal*. Additions have been made to accommodate *Peek* and *Poke* and sprite editing.

The disc-based version incorporates a disc to disc compiler using the entire memory for *Pascal* programs. An extensive manual is also supplied.

**Program** *Pascal*  
**Price** £14.95/£49.95 (disc)  
**Micro** *Commodore 64*  
**Supplier** *Oxford Computer*  
*Systems*  
*Hensington Road*  
*Woodstock*  
*Oxford*

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.

### Commodore 64

- 1 (3) Krazy Kong (Interceptor)
- 2 (6) Boogaboob (The Flea) (Quicksilva)
- 3 (-) Revenge of the mutant carnis (Lamasoft)
- 4 (-) Superbitz (Commodore)
- 5 (2) Manic Miner (Software Projects)
- 6 (10) Chinese Juggler (Ocean)
- 7 (-) Depth Charge (Commodore)
- 8 (-) Mr Wimpy (Ocean)
- 9 (-) Tank Attack (Superior)
- 10 (-) The Hobbit (Melbourne House)

### Vic 20

- 1 (-) Snooker (Visions)
- 2 (2) Krazy Kong (Interceptor)
- 3 (3) Wizard and the Princess (Melbourne House)
- 4 (1) Flight 015 (Ferranti/Davenport)
- 5 (6) Jet Pac (Ultimate)
- 6 (9) Grid Runner (Lamasoft)
- 7 (8) Arcadia (Imagine)
- 8 (7) Snowman and Maths Maze (Commodore)
- 9 (-) Race (Commodore)
- 10 (-) Super Vaders/Bomber Run (K-tel)

### Dragon

- 1 (1) Chuckie Egg (A&F)
- 2 (7) Up Periscope! (Beyond)
- 3 (8) Pedro (Imagine)
- 4 (6) Hungry Horace (Melbourne House)
- 5 (-) Devil Assault (Microdeal)
- 6 (-) Ring of Darkness (Wintersoft)
- 7 (10) Frogger (Microdeal)
- 8 (3) Kriesspiel (Beyond)
- 9 (-) Dragon Chess (Oasis)
- 10 (-) Scramble (Microdeal)

### ZX1+

- 1 (3) Mothership (Softsynch)
- 2 (3) Krazy Kong (PSS)
- 3 (-) Fantasy Games (Psion)
- 4 (-) Flight Simulation (Psion)
- 5 (-) Space Raiders (Psion)
- 6 (2) Asteroids (Quicksilva)
- 7 (1) Scramble (Quicksilva)
- 8 (-) TK Chess (Artic)
- 9 (4) Football Manager (Addictive Games)
- 10 (-) Defender (Quicksilva)

\*All 16K  
(Figures compiled by Boots/Websters)

### Atari

- 1 (1) Rally Speedway (Adventure International)\*
- 2 (4) Warlock (Calisto)†
- 3 (3) Caverns of Kafka (Cosmi)
- 4 (2) Slinky (Cosmi)
- 5 (6) Saga 5 The Court (Adventure International)
- 6 (-) Preppie (Adventure International)
- 7 (-) Meldown (Cosmi)
- 8 (-) Xenon Raid (English software)‡
- 9 (-) Planet Fall (Infocom)†
- 10 (5) Savage Pond (Starcade)

\* Cartridge † 32K disc 32K cassette  
(All figures compiled by Calisto Computers, Birmingham 021 632 6458)

### BBC+

- 1 (-) JCB Digger (Acornsoft)
- 2 (1) Fortress (Pace)
- 3 (-) Chuckie Egg (A&F)
- 4 (9) Hopper (Acornsoft)
- 5 (-) Chemical simulations (Superior)
- 6 (-) Cosmic Kidnap (Acornsoft)
- 7 (1) Super Invaders (Superior)
- 8 (-) Battle Tanks (Superior)
- 9 (-) Chemical Analysis (Acornsoft)
- 10 (-) Dodgy Dealer (OC consultants)

† All Model B  
(Figures compiled by Micro Management)

### Spectrum

- 1 (5) Jet Set Willy (Software Projects)
- 2 (4) Chequered Flag (Psion)
- 3 (16) Scuba Dive (Durrell)
- 4 (1) Atic Atac (Ultimate)
- 5 (-) Hunchback (Ocean)
- 6 (10) Flight Simulation (Psion)
- 7 (2) Lunar Jetman (Ultimate)
- 8 (7) Pogo (Ocean)
- 9 (-) Snowman (Quicksilva)
- 10 (-) Speed Duel (DK Tronics)

(Figures compiled by WH Smith and Son, London)

### Books

- 1 (2) BBC Micro Disc Companion, Latham (Prentice-Hall)
- 2 (-) Disc Systems for the BBC Micro, Sinclair (Granada)
- 3 (5) Advanced Graphics with the BBC Microcomputer, Angell and Jones (Macmillan)
- 4 (-) Advanced Programming Techniques on the Commodore 64, Lawrence (Addison Wesley)
- 5 (1) Interfacing Projects for the BBC Micro, Smith (Osborne)
- 6 (-) 68000 Assembly Language Programming, Kaine and Leventhal (Sigma)
- 7 (7) Computing for all the family on the BBC Micro, Nobel (Melbourne House)
- 8 (-) Spectrum Hardware Manual, Dickens (Horwood)
- 9 (-) Mastering the Commodore 64, Jones and Carpenter (Interface)
- 10 (4) Mastering Machine Code on your ZX Spectrum, Baker

(Figures compiled by Watford Technical Books, Watford 0923 23324 Prestel 28844)  
(Last week's position in brackets)

## HOBBIT GUIDE

You can now read the book of the adventure game or more precisely the book about the adventure game with *A Guide to Playing the Hobbit*.

The book offers various levels of help from a general playing guide, to specific instructions on what to do at each location, and what objects can be found there. A more strong-minded person than yourself might manage to read only the more general advice and so leave the challenges open — but I confess I cheated.

Although the book is short all the screens from the game are shown and both successful adventurers who have solved the program and those still trying to find their way out of the Goblin's Dungeon should get something from it.

**Book** *The Guide to Playing The Hobbit*  
**Price** £3.95  
**Micro** BBC/Spectrum/  
Oriel/Commodore  
**Supplier** Melbourne House  
Castle Yard House  
Castle Yard  
Richmond TW10 6TF

## BARGAIN

It is certainly true that a lot of people find all those books called 'Introduction to . . . Basic' an introduction only to feeling even more confused than when they started. There is always scope for making things simpler still.

*Very Basic Basic* does just that. The book is intended for the Electron but likely to be made available for other machines. It covers everything from connecting the TV, choosing the right tape recorder to *Strings* and other Basic programming commands. All Basic words are illustrated with an example. I really think this is a book anyone could understand, no matter how computer illiterate.

The book won't take you very far into programming but the small distance it does go is thoroughly and clearly covered. Not only that but it only costs £2.95. A bargain.

**Book** *Very Basic Basic*  
**Price** £2.95  
**Micro** Electron  
**Supplier** Century Publishing,  
12-13 Greek Street,  
London W1V 5LE

# This Week

Program	Type	Micro	Price	Supplier
5 A Side Football	S	BBC B	£7.95	Salamander
Crazy Tracer	Arc	BBC B	£9.95	Acornsoft
Digger	Arc	BBC B	£6.95	Visions
Eagle	Arc	BBC B	£7.95	Salamander
Learn About Shapes	Ed	BBC B	£9.95	Goldstar
Learn About Words	Ed	BBC B	£9.95	Phillips Associates
Sketch Pad	Ut	BBC B	£9.95	Goldstar
The Greedy Dwarf	Ad	BBC B	£9.95	Goldstar
Krypton	Arc	Commodore 64	£6.90	Ace
Indian Attack	Arc	Commodore 64	£5.95	Anirog
3D Speed Duel	Arc	Commodore 64	£6.95	DK Tronics
Colossus Chess	S	Commodore 64	£9.95	CDS
Cybotron	Arc	Commodore 64	£7.95	Anirog
Dark Star	Arc	Commodore 64	£6.90	Ace
Jungle Drums	Arc	Commodore 64	£7.95	Anirog
Lewdo	S	Commodore 64	£6.95	Twilight
Magic Carpet	Arc	Commodore 64	£6.90	Ace
Mind Control	Arc	Commodore 64	£6.90	Ace
Moby Dick	Arc	Commodore 64	£7.95	PSS
Munroe Manor	Ad	Commodore 64	£8.50	Savern
Niterider	Arc	Commodore 64	£6.90	Ace
Pigs in Space	Arc	Commodore 64	£6.90	Ace
The Pyramid	Ad	Commodore 64	£6.50	Fantasy
Zodiac	Arc	Commodore 64	£7.95	Anirog
Moneybox	Ut	Dragon	£9.99	Harris
Chemistry Tutor	Ed	Dragon 32	£5.95	Multisoft
Extended Commands	Ut	Dragon 32	£5.95	Multisoft
Physics Tutor	Ed	Dragon 32	£5.95	Multisoft
Red Meanies	Arc	Dragon 32	£7.95	Salamander
Touch N Go	Ed	Dragon 32	£9.95	Goldstar
100 Programs for the Electron	Ut	Electron	£11.90	Prentice-Hall

Battle Flight	S	Oriel	£4.95	Stour
Grid Bomb	Arc	Oriel	£5.95	Touchstone
Racing	S	Oriel	£9.95	Salamander
The City of EhDollah	Ad	Spectrum	£9.95	Goldstar
Calorie Controller	Ut	Spectrum	£5.95	S D Micro Systems
Chinese Juggler	Arc	Spectrum	£5.90	Ocean
Colditz	Ad	Spectrum	£6.95	Phillips Associates
Draw 15	Ut	Spectrum	£5.00	Fowler
Dyslexia Beater	Ed	Spectrum	£12.95	Martin Dinitz
Engine Collectors	Ut	Spectrum	£3.45	Placet
Grid Patrol	Arc	Spectrum	£5.95	Lothlorien
Manic Designer	Ut	Spectrum	£4.50	P & M Software
Matrix	Arc	Spectrum	£5.95	Salamander
Megagalactic	Arc	Spectrum	£5.95	Salamander
Millionaire	S	Spectrum	£5.50	Incentive
Mummy Mummy	Arc	Spectrum	£5.95	Lothlorien
Night Gunner	Arc	Spectrum	£6.95	Digital Integration
Titanic	Ad	Spectrum	£7.95	R&R Software
ZigZag	Arc	Spectrum	£6.95	DK Tronics
Course Winner	Ut	Spectrum/BBC	£12.90	Selec
Kwazy Kwaks	Arc	Vic 20	£5.05	Mr Chip
Westminster	S	Vic 20	£5.50	Mr Chip
Climber	Arc	ZX81	£3.95	Unicom

Key: Ad — adventure/Arc — arcade/Ed — education/  
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



## Worthy of note

It's a fair assumption that readers of this magazine think microcomputers are, well, important. Your relationship with the wretched things may be a love-hate one — the balance tipping towards love when that vital tax-fiddling program works first time, to hate when after entering 1500 lines of Basic you accidentally hit the *Reset* button conveniently situated next to *Return*.

But, of course the machines are important! Everybody says so. Newspapers drivel on about them all the time. Microcomputers are the sole growth industry of the eighties. Even WH Smith, usually so reluctant to handle offbeat commodities like books, now have vast computer book and computer magazine shelves dwarfing every other section of their shops.

Once in a while, though, you get to see it all from a chilly outside perspective, and this world of computer magazines shrinks like Earth observed from 250,000 miles out in space. It happened to me the other day. I'll try to lead up to it gradually and minimize readers' heart attacks.

First, a party game: write down the names of all the computer magazines you can think of in 60 seconds. Let's see, there are some weeklies like *Popular Computing Weekly*, *Personal Computer News* and *Home Computing Weekly*. A lot more monthlies, *What Micro?* and *Which Micro?* (I always confuse those two), *Personal Computer World*, *Computer Answers*, *Computer & Video Games*, a million others I forget. Upmarket ones, shading into mainframe-only interest: *Computer Weekly*, *Software*, *Computer Talk*, *Datalink*, *Informatics*. A ridiculous number are dedicated to one manufacturer or one machine: *Commodore User*, *Sinclair User*, *ZX Computing*, *Acorn User*, *Dragon User*, *A & B*, *Your Spectrum*, *Sinclair Projects*, and I've already seen two

magazine supplements called *QL User* (hope they settle out of court).

Now brace yourself and let me break it to you. None of these magazines officially exists, not one. Their editors and readers, as appropriate in this year, are un-persons inhabiting a shadowy half-world. This startling news comes on high authority: nothing less than the *Writers' and Artists' Yearbook 1984* (A & C Black, £4.50), 77th edition of "the indispensable handbook for writers." Among authors and journalists, the *Yearbook* is regarded as rather more authoritative than the Bible or even the *Oxford English Dictionary*.

According to the 1984 edition, though, the only British newspapers/magazines concerned with computers are *Computing*, *Computing Today*, *Practical Computing* and *Your Computer* (the four editors concerned can now stop grinding their teeth to powder over their omission so far, and instead can preen themselves smugly).

Now admittedly the *Yearbook* does explain that "Many journals do not appear in our lists because the market they offer for the freelance writer is either too small or too specialized, or both." But to get this in its proper perspective, you need to know that although they list only four markets for computer material, there are eight in the category of stamp collecting, and 27 under "Health, Medicine and Nursing." You know, all those health, medicine and nursing magazines that crowd the feeble minority of computer publications off the stands. Then there are 34 publications for the blind, mysteriously including *Piano Tuners' Quarterly*, and you begin to wonder if the *Yearbook* editors would recognize a too-small or too-specialist market if it bit them in the leg.

Possibly Kingsley Amis, John Fowles and Salman Rushdie would not be bombarding all the computer magazines with articles even if the *Yearbook* gave more than four magazines names and addresses. But doesn't it seem silly for such a thriving and, dare I say it, important interest to be treated like this? Computer-mag editors, worried about the standard of their submissions, could do worse than ask to be mentioned in the 1985 edition. If the *Yearbook* can mention *Ad Astra*, an SF magazine which ceased publication in 1981, why can't they mention *this* far more wonderful journal?

Meanwhile, when overwhelmed by the giveness and bustle of the gaudy computer scene, the rest of us can take comfort from the thought of being a tiny, minority interest, dwarfed by the titans of numismatics, scale modelling and stamp collecting.

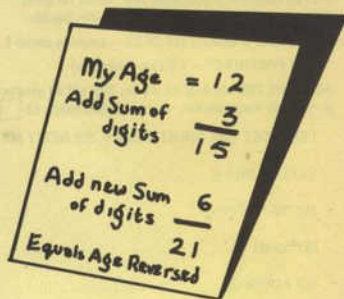
David Langford

## How old is Grandpa?

### Puzzle No 102

Two people meet. The one says, "I have a brother" and the other says, "Its a small world, so have I."

Young Chris became a victim of just such an amazing coincidence. "This is odd," he remarked to his grandfather one day, "If I take my age, in years, and add the sum of its digits, then take this total and add the sum of the digits in the total, I get my age again, with the figures reversed."



Chris' grandfather thought for a moment: "That's a coincidence — I can do exactly the same with my age!"

How old is Grandpa?

### Solution to Puzzle No 97

The program works by summing consecutive odd numbers up to the sample address, A. A separate count, C, then continues until it exceeds A. If the count falls exactly on the value A, the program ends.

```
10 LET C = 0
20 FOR N = 1 TO 99 STEP 2
30 LET T = T + N
40 NEXT N
50 LET A = 101
60 LET C = A + 2
70 LET D = C + 2
80 IF C = T THEN GOTO 160
90 IF C > T THEN GOTO 130
100 LET C = C + D
110 LET D = D + 2
120 GOTO 80
130 LET T = T + A
140 LET A = A + 2
150 GOTO 60
160 PRINT A, D-2
```

Find your way home by running the program. My address is at number 239. The last house on my side is number 337.

### Winner of Puzzle No 97

The winner is: Ms R Yaakub, Isambard Close, Cowley, Middlesex, who receives £10.

## The Hackers

Wow! 'Micro World' has another amazing free cassette offer again this month!



I can hardly wait to see what this month's amazing free software is!



It's patches for the bugs in last month's amazing free program...



# AUTOMATA

... but seriously,

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MESSAGE FROM EVANS: PRIOR TO THE LAUNCH OF THE LESS-THAN-SENSIBLE PILAND BUGLE (EXCLUSIVE TO CERTIFIED SPAMMERS), I'VE BEEN SIFTING THROUGH AUTOMATA'S FAN MAIL. AS THERE WERE ONLY SIX LETTERS (TWO FROM CROUCHER, ONE FROM THE TAXMAN) IT WAS NO FAT TASK - BUT IT SEEMS IF I SAY **HI THERE** TO JAME DURANT OF PORRIDGE - SORRY, NORWICH, HE'LL WIN 5 QUID FROM HIS BROTHER - AND IF I MENTION MIKE "DEMENTED HEADBANGER" WILSON OF NUMB BUMBERSIDE, HE'LL BUY MORE AUTOMATA PRODUCTS, AND THEN PENFOLD AND CROUCHER CAN KEEP PAYING ME! ANYWAY - ON TO THE KARTUNE - IN WHICH UNCLE GROUCHO IS GOING TO GIVE A SLIDE SHOW.

