

POPULAR **Only 40p.** Computing WEEKLY

3-9 January 1985

It's the best selling weekly

Vol 4 No 1

Acorn's C confirmed

Lynx comes out of hibernation

ACORN has now confirmed that it is to launch a 'C' computer next year (see *Popular Computing Weekly*, December 20).

The 'C' will be an Acorn developed machine, and not

part of the BBC's range. 'C' stands for 'communicator' and the machine is planned to be a direct competitor for ICL's new QL-based One Per Desk (OPD).

The Acorn C micro is likely

to feature a telephone handset, at least 128K Ram, a flat-screen, liquid crystal display, and built-in disc drive, and use the pseudo 16-bit 65C816 chip, which is pin-compatible with the 6802.

According to Acorn's managing director Chris Curry, the C will undercut ICL's OPD, which sells for £1,500. The price for the C is expected to be pitched between £500 and £800.

The development of the 'C' which will eventually appear in several versions, has been kept a closely guarded secret. "The research team have been working in offices completely separate from Acorn's headquarters to help prevent news leaking out," said Acorn's marketing manager Gwyn Matthews.

The first C micro is unlikely to be launched before this summer.

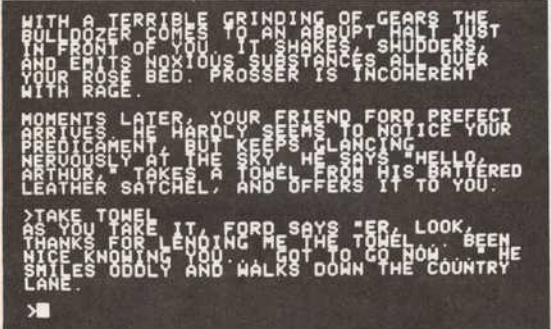
CAMPUTERS, which after seven months in liquidation was bought last week, has a new range of hard disc based micros at an advanced stage of development.

The assets of Computers, and the rights to the name 'Lynx' have been bought by a company Anston Technology, for a sum reported to be around £24,000.

Anston Technology was set up specifically to buy Computers by Alex Chapman of Braefield-Chapman, a company which Computers subcontracted to package and ship the Lynx computers, and Dick Greenwood, formerly Computers chairman.

"We will be manufacturing again, although it is too early to say now which direction Anston Technology will go in," said

continued on page 5 ▶



Hitchhiker's Guide on C64

THE Hitchhikers Guide to the Galaxy, which started as a radio series on the BBC, and became four books, a TV series, two records and a stage show, has now been launched as a computer game.

American adventure giant Infocom has released Hitchhikers as a text-only adventure, using sophisticated input, and the ability to 'talk' to other characters in the game.

While the opening scenario is similar to that of the original story, the adventure does not rigidly follow the

action thereafter.

The player takes the part of Arthur Dent, befriended by the seemingly human Ford Prefect, who helps Arthur escape to his native planet, Beetlejuice 5, while Earth is demolished to make way for an interstellar by-pass. Their intergalactic adventures form the plot of the story.

Currently the Hitchhikers Guide to the Galaxy is available only for the Apple II in the UK, but a Commodore 64 version should be imported within the next two months.



commodore



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Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

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All the signs point to a big shake out among software houses in the coming 12 months.

On the face of it any reduction in the number of companies producing software looks like a bad thing resulting in fewer programs to choose from.

The problem is that too many companies are producing average quality titles in big enticing packaging. How many times have you bought a program in a fancy box which turned out to be hopeless? All too often I suspect.

People can only be expected to fall for that trick once though, as a number of companies are now discovering to their cost.

The most encouraging aspect of the current upheavals is that sheer weight of money is not enough.

Some very big companies — household names — have dipped their toes in the software water — and found the going tough. Yet a good program still sells, even if it comes from a small new company — like Gargoyle or Microsphere for example.

British Telecom recently paid an unprecedented sum for the Z80 rights to *Elite*, but it will only see that money back if the conversions are technically excellent.

The current uncertainties have made companies a little nervous. Last week the industry held its annual awards presenting itself with twenty or so awards — none of which recognised positive achievement in 1984 — take the Software House In Trouble Award as being fairly typical.

Yet, the companies which survive the shake-out will be the ones which produce the most original and technically superior titles.

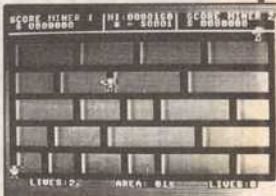
And the result should be a strengthened industry with fewer, better programs.

POPULAR Computing WEEKLY

Vol 4 No 1

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Futures...

Next week a special feature issue — everything you need to know about music and micros — why the one cannot be without the other.

Editor David Kelly News editor Christina Erskine Features editor Graham Taylor Software editor John Cook Production editor Lynne Constable Editorial secretary Geraldine Smyth Advertisement manager David Lake Assistant advertisement manager Alastair Macintosh Advertisement executive Tom Watson Classified executive Diane Davis Advertising production Lucinda Lee Administration Theresa Lacy Managing editor Duncan Scot Publishing director Jenny Ireland.
Published by Sunshine Publications Ltd, 12-13 Little Newport Street, London WC2H 7PP. Tel 01-437 4343 Telex 296275 Typeset by The Artwork Group, 55-63 Goswell Road, London EC1, in association with Ink on Paper Ltd Printed by East Midland Litho Printers Ltd, Oundle Road, Woodston, Peterborough PE2 9QR Distributed by S M Distribution, London SW9, tel 01-274 8611, telex 261643. © Sunshine Publications Ltd 1985.

ABC

56,052 copies sold every week
(Jan-June 1984 ABC).

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THE OPENING LETTER

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◀ Continued from page 1

Computers

Dick Greenwood. "I have been brought in at Anston as a consultant, and at the moment I am correlating all the information regarding technical, sales and marketing aspects to the computers.

We have also bought remaining stocks of Computers machines and peripherals, which will all be available from Anston."

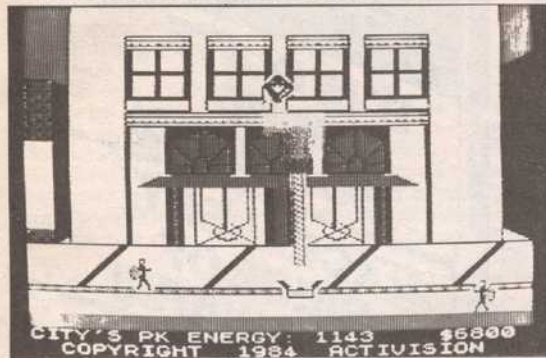
Computers' former managing director Stanley Charles is not currently involved with the new company. "I've had discussions with the new owners

and expect to be meeting with them soon," said Stanley.

"I am delighted that someone has purchased the project, although with the amount of time the company has been down, some radical changes will need to be made.

"When the company went into liquidation, there were plans in development for a complete new range of machines, including a new machine using semi-hard discs with a huge storage capacity. The prototype of that machine was shown at the Paris Micro Expose in May last year, and very little work would be needed to complete it," he continued.

Ghostbusters hits the Spectrum



GHOSTBUSTERS, the top-selling Commodore 64 game, is now available for the Spectrum.

The game, produced by Activision, is closely based on the hit film of the same name.

The quality of the speech and music which characterised the Commodore version has, inevitably, had to be modified for the Spectrum, but the strategy and plot of the game itself remains the same. An MSX version is also being developed, to be launched in the next two months. *Ghostbusters* on the Spectrum costs £9.99.

Tansoft expands Oric catalogue

TANSOFT has begun expanding its catalogue of programs for the Oric by completing negotiations to market titles in the UK by leading French software houses.

The Oric Atmos, despite its lack of success in Britain, is a market leader in France, where it apparently outsells the Spectrum.

"We are currently evaluating software from a number of French companies, including Innelec, Infogrammes and ASN, which distributes the Oric Atmos in France," said Tansoft's Adrian Rushmore.

"Tansoft's aim is to build up a bumper catalogue using as many French titles as we can. We hope to begin launching the programs by the end of January — the first titles will be mainly arcade and strategy games, though there will be at least one graphic adventure."

Tansoft is also building up a catalogue of non-Atmos games, a new step for the company, which has produced exclusively for the Oric 1 and Atmos until now.

"We have acquired the catalogue of Voyager Software, which includes titles such as *Quasar* and *Grabit* for the Commodore 64, *Avenger* on the Dragon, *Trilogy* on the Vic

Pocket TV shortage

SINCLAIR has once again fallen into the 'supply and demand' trap. The numbers of its pocket TV available before Christmas fell far short of orders placed.

The TV was distributed to three retail outlets, John Lewis, British Home Stores and W H Smiths in the second week of December.

"We've had enough to supply about twelve models per branch," said a John Lewis spokesman. "They sold out very quickly. Our next batch will arrive, we hope, at the end of January." The picture is the

same at British Home Stores and W H Smith.

"I don't know when the next lot is due to arrive," said BHS's consumer electronics buyer Martin Wallington.

A spokeswoman for W H Smith commented "a few are still coming in each week, and



we are concentrating supplies at our shop at Waterloo Station and Heathrow Terminal 2.

A spokesman for Sinclair commented, "The pocket TV was intended as a pre-Christmas launch in very limited quantities, and Sinclair made that quite clear to all the retailers concerned. Production at Timex in Dundee is set to step up sharply in the first quarter of this year. The ultimate target is to produce one million per year, though that won't necessarily be in 1985."

Quicksilva split

MARK Eyles and Caroline Haydon the last two members of the original team which set up Quicksilva three years ago, have left the company.

They have left to set up a new company making holograms.

The two have built one of the few holographic laser studios in the country to produce commercial white-light viewable holograms. Explained Mark, "We will be making both reflection and transmission types of hologram and hope to produce the first batch within the next month."

Rod Cousins, Quicksilva's managing director, said, "Mark has always been interested in holographics, and developed the idea for the company a while ago. It was very sad to see them both go, as they had been at Quicksilva for three years, and are close friends."

While neither Mark nor Caroline are to be replaced by Quicksilva, the company is to expand its marketing and in-house programming team.

Software by bar codes

REDWOOD Publishing has released a bar code reader to replace the laborious typing-in of printed computer program listings.

The company also publishes bar-code versions of programs listed in its magazine *Acorn User*. The bar-codes are the same format as is used to label many items of supermarket food and books. Instead of typing in the listing, the user simply draws the reader — a pen-like device which plugs into the user port on the computer — across each line of bar codes to input the lines into the micro.

Redwood introduced both the bar-code listings and the reader in conjunction with the Microelectronics Education Programme and Addison-Wesley, the book publisher.

The reader, together with the software to drive it, costs £60.44, and each book of listings £1.

Details from Redwood, 68 Long Acre, London WC2.

20, *Crazy Crane* on the Spectrum and *Forbidden Fruit* for the BBC, Commodore and Spectrum. Six more non-Oric games from freelance authors will be added this month. All of these will almost certainly be converted for the Atmos," Adrian continued.

Prices for either the French games or the other titles have not yet been fixed, but all should be available by the end of this month.

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beastly bats, sadistic saxophones
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spheres, steveab fiends, trans-
portation chambers and various
treasures.

Then there are lamps to be
filled to give temporary
immunity from the nasties and
extra lives to be won and lost. It
is quite mind-boggling.

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the Cuthbert Club registration, a
16 page instruction booklet —
sorry manuscript — autographed;
poster application with a meet-
Cuthbert competition and a key
fob. It's superb packaging to go
with an excellent piece of
software.

The early stages start easily,
but the going soon starts to get
rough as Oxygen shortages begin
to penalise any delay. What's
more, negotiating a room once
might not be enough, you may
have to go back more than once
to pick up more keys. But that's
enough from me, you'll discover
the rest when you buy it. **B.J.**

instructions	92%
playability	95%
graphics	92%
value for money	96%



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Atari winners

I cannot agree with your comments in your recent editorial that Atari games are inferior to Spectrum and Commodore titles.

The problem is not quality, but availability and price. Atari's recent price reductions and trend towards disc-based software should open up the possibilities for a proper comparison. Additionally, if software houses such as Llamasoft can convert more 'winners' for the Atari the machine's excellent graphics and sound would be apparent to a wider audience. Everyone seems to forget that most of what is happening on the Spectrum and the C64 has already happened on the Atari years ago.

Before the Spectrum and C64 people put up with awful programs only because they couldn't afford an Atari. In the last couple of years Atari may have paid the price for its complacency, but things are different now under Mr Tramiel.

Look out, Sinclair and Commodore.

Paul Strong
48 Rockford Avenue
Shenfield
Brentwood
Essex

Distribution problems

I would like to make a couple of points about the present situation of software distribution.

I tried for weeks to obtain a Spectrum game by CRL called *Olympics* from Boots, W H Smith and Tesco without success. They all stated that they had had several enquiries about this program, but it was up to Websters, and Websters alone, whether they would stock the game.

As CRL do not appear to advertise their games as much as most of the other major software houses, I can only assume that Websters feels that without this support, a game will not sell.

If this is the case, then I believe that both companies have lost out on this particular game, as it is surely the best of

all the games based on the Olympics, on the market, as you actually have to run against opposition (not only against the clock), graphics do not vanish during events, and your keyboard or joystick is unlikely to be ruined after a few plays.

Fortunately, there are a few good software stockists who eventually get most of the new releases, but those people who do not purchase magazines or rely on the big stores to stock the new games, inevitably lose out in the present distribution situation.

J Keene
24 Headley Road
Surbiton
Surrey

Avoid completely

I am the creator/programmer/copyright holder of the Commodore 64 game *Havoc*, currently living in Amsterdam to recover from the ordeal. (I have a very nice squat and can often be seen begging guilders at Central Station.)

While thumbing through magazines in the station bookshop I was very upset to see a review of a Spectrum version of my game (if one could call it a 'version'). I have not seen this Spectrum program and could not bear to see it.

Having worked extremely hard on the original C64 *Havoc*, I'd like to make it perfectly clear to Spectrum owners that I

had absolutely nothing to do with it and I can assure them that I feel worse about it than they.

I can only repeat your reviewer's advice to your readers: Avoid completely.

What more can I say except 'pass the sick-bag'?

A G Osborne
c/o 18 Cotswold Close
Basingstoke
Hants

Excellent investment

I was interested to read your review of the *Payroll Plus 64* program in the December 13 issue.

As a user of the program in a firm of solicitors, I would like to establish the reasons why we chose such a system in our office.

All our accounting functions, credit control, etc, are installed on a multi-user hard disc system, and for us to have installed a pay-roll system on the same equipment would have cost a four figure sum of money in software alone. This of course does not allow for the additional cost of up-dating the package, and maintenance.

Therefore, as a firm having a total pay-roll of approximately 40, we find the *Payroll Plus 64* an excellent investment and to date we have had no problems whatsoever, and have found that every eventuality has been accounted (!) for.

B E Ramsden
1 Harpham Road
Marschapel
nr Grimsby

Terrifying bugs

I was fascinated to read David Nowotnik's astounding revelations (December 13 issue) about the unreliability of the QL's Superbasic.

This came as quite a shock to me as I had been programming the thing for more than five months without noticing all these terrifying bugs in my midst.

It seems to me that there is a simple explanation for every one of his problems with Superbasic.

I'll tackle the 'lack of memory' problem first. The reason for the 4096 bytes being used

for nothing is that this figure includes 256 bytes of Basic pointers and the return stack used for *Gosubs* and procedure calls.

Why this 14K program used 26624 bytes is rather harder to understand. To start with it wasn't a 14K program because each sector of a microdrive actually contains 812 bytes of data. Multiplying 33 by 812 gives a total space of 16896 bytes and adding this to the 4K system overhead gives 20992 bytes used by his program. But this still leaves 5632 bytes unaccounted for. This memory is the difference in size between the ASCII version of the program stored on microdrive and the tokenised version of the program which is actually executed by the interpreter. This includes an overhead for the variable name lists and the variable value lists. Although this tokenisation is rather wasteful of memory, I'm afraid that's the price you have to pay for all the extended features that form the 'Super' in SuperBasic. Despite this I have already written some very large programs on the QL so I can attest to the fact that there is no real problem with its memory.

Now to get to the easy stuff. When I first discovered the 'Out of memory' error of which David Nowotnik speaks, I attributed it to a failure of error trapping to detect that the maximum number of channels had been exceeded. Exceeding this number causes some rather strange things to happen which culminate in the machine crashing. In my use of the machine I have avoided this problem by simply using less than 15 channels at any one time, which for about 98% of programming applications should be sufficient.

So I would recommend budding SuperBasic programmers to work without trepidation providing they follow the golden rule of programming — 'if in doubt back it up', preferably on several different microdrives.

If you do this the bugs which remain in SuperBasic should become nothing more than minor niggles.

Stephen Hill
51 Carver Road
Boston
Lincs



"Hullo? Redwood Publishing? I'm having trouble with one of your listings. When it says: 'thick, thin, thin, thick' shouldn't it be 'thick, thin, thick, thin'?"

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Escape

Can you fly over the border in your balloon and escape from the east... on the CBM64 by Stuart Myler

The object of this game is to find a way across the sky, making sure not to hit a mine, or crash into a fighter or helicopter, then exit on the right hand side of the screen. (You must be high in the sky at this point, or you crash.)

Completing each screen moves you on to a harder one, until finally you safely guide your balloon over the border fence. You then have the task of manouevring your balloon down a volcano, avoiding the clouds of volcanic gas.

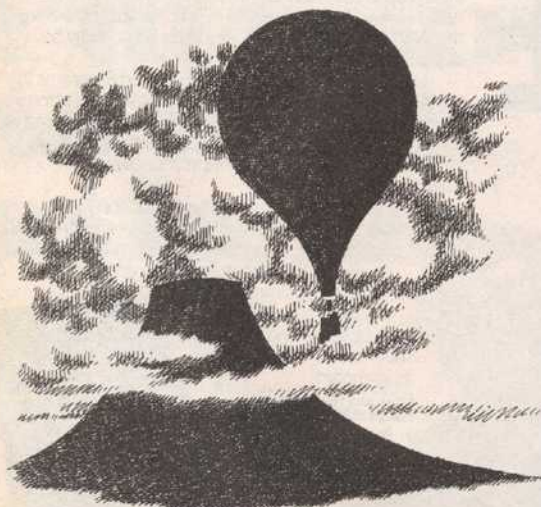
Use Z and X to move left/right, F5 and F8

to move up/down, and FJ to start the game. Leaving the title screen for 30 seconds puts the program into demo mode. Have fun!

Program Notes

Line No.	
5	Disable CBM Key.
6	Characters into u/case.
8	Goto title screen.
10-12	Read sprite data.
20-76	Set sprite colours etc.
80	Repeat keys.
100	Clear screen.
150-158	If S=(0 to 3) goto next screen.

285	Print high score.
300-315	Move balloon routine.
380-582	Print balloon, score etc.
590-593	Detect collision.
594-599	Detect if balloon is on a certain section of the screen.
600	Goto start of main program.
9000-9088	Sprite data.
9200-9210	Finishing routine.
9800-9820	Routine if air current is missed.
9850-9860	Routine if you burst balloon.
9900-9995	Title screen.
10000-10090	Sound routines.
10093-10120	Demo routine.



```

1 REM + ESCAPE FROM THE EAST +
2 REM + BY +
3 REM + S.MYLER +
4 REM + +
5 PRINTCHR$(8)
6 PRINTCHR$(142)
8 V=53248:GOTO9900
10 FORN=0T062:READA:POKE832+N,A:NEXTN
11 FORN=0T062:READB:POKE896+N,B:NEXTN
12 FORN=0T062:READC:POKE959+N,C:NEXTN
20 V=53248:POKEV+32,6:POKEV+33,6
30 POKEV+21,3:POKEV+16,4
37 R=INT(RND(1)*2)
38 IFR=0THENI=12
39 IFR=1THENI=5
40 POKE2048,13:POKE2041,14+R
45 POKEV+39,7:POKEV+27,3:POKEV+40,T
50 POKEV,100:POKEV+1,28
55 POKEV+2,0:POKEV+3,0
70 X=20:Y=100
75 J=250:K=RND(1)*150
80 POKE650,120
100 PRINT"Y"
150 IFS=0THENGOSUB9500
152 IFS=1THENGOSUB9500:GOSUB9600
154 IFS=2THENGOSUB9500:GOSUB9600:GOSUB9700
158 IFS=3THENGOSUB95100:W=W+.5
295 PRINT"#####HI-MILAGE:"H
297 POKEV+30,0:POKEV+31,0
299 REM ***** MAIN PROG *****
300 GETA:IFR#=""THENI=350
301 IFR#=""THEN X=X+3:Y=Y+1:G=0-1:L=L+1
305 IFR#="2"THEN X=X-3:Y=Y+1:G=0-1:L=L-1
310 IFR#="|"THEN Y=Y-4:X=X+1:G=0-1:L=L+1
315 IFR#="|"THEN Y=Y+3:X=X+1:L=L+1
350 IFV>220THEN9200
400 Y=Y+H:X=X+W+.3:J=J-8
500 POKE V,X:RAND255:POKEV+1,Y
510 POKEV+16,X/256
515 POKEV+3,K:RAND255:POKEV+2,J
580 PRINT" MILES "L
582 IFJ<20THENJ=255:K=RND(1)*150
585 IFFEEK(V+31)=0THEN593
590 IFFEEK(V+31)=1THENGOSUB10000:FORH=0T038:
POKEV+39,H:NEXT:GOTO9850
591 IFFEEK(V+31)=3THENGOSUB10000:FORH=0T038:
POKEV+39,H:NEXT:GOTO9850
593 IFFEEK(V+30)=3THENGOSUB10050:FORH=0T038:
POKEV+39,H:NEXT:POKEV+40,6:GOTOI
594 IFX<298THEN300
595 IFX<298ANDY<150THENI=S+1:L=L+100:W=W+.2:GOTO30
596 IFX<298ANDY<150THEN9800
    
```

Star Game

```

599 IFY<=220THENS200
600 GOT0300
8999 REM ***** DATA FOR BALLOON *****
9000 DATA0,255,0,3,255,192,3,255,192,7,255,224
9010 DATA15,255,240,15,255,240,15,255,240,7,255,224
9020 DATA7,255,224,3,255,192,2,255,160,1,127,64
9030 DATA1,62,64,0,156,128,0,156,128,0,73,0,73,0
9031 REM
9032 REM
9033 REM
9034 REM
9035 REM
9036 REM
9037 REM
9040 DATA0,62,0,0,62,0,0,62,0,0,28,
9049 REM ++ DATA FOR GERMAN FIGHTER ++
9050 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
        6,64,253,14,65,4,14
9060 DATA79,255,254,223,255,255,223,255,255,79,255,
        254,64,0,0,0,0,0,0
9070 DATA,,,,,
9079 REM + DATA FOR GERMAN HELICOPTER +
9080 DATA0,12,0,122,122,0,15,128,0,1,224,0
9082 DATA1,30,0,7,128,0,12,192,1,16,224,1
9084 DATA16,252,2,32,247,195,96,232,62,128,247,196
9085 DATA255,252,8,127,224,0,63,192,0,31,192,0
9088 DATA0,128,0,6,128,0,143,240,0,112,0,0,0,0,0
9100 REM * LAST BOARD *
9105 PRINT"   "POKES3280,0   POKES3281,0
9110 PRINTTAB(30);"   "PRINTTAB(29);"   "
9112 PRINTTAB(30);"   "
9114 PRINTTAB(12);"   "PRINTTAB(11);"   "
9116 PRINTTAB(12);"   "
9118 PRINT"    "
9120 PRINTTAB(15);"   "
9122 PRINTTAB(14);"   "
9124 PRINTTAB(12);"   "
9126 PRINT"
9127 PRINT"
9128 PRINT"
9129 PRINT"
9130 PRINT"
9131 PRINT"
9132 PRINT"
9133 PRINT"
9134 PRINT"
9135 PRINT"
9140 FORK=0T0520STEP80:POKE1057+K,0:POKE55329+K,0:NEXT
9150 POKE1137,160:POKE55409,1
9190 RETURN
9200 REM * FINISHED *
9202 POKEV+39,0:POKEV+40,0:PRINT"
9205 FORA=0T024:PRINT WELL DONE !":NEXT:GOSUB10085
9210 FORA=0T03000:NEXT:L=L+1000:S=0:N=1,9:
        POKES3280,6:POKES3281,6:GOTO300
9500 REM * BOARD 1 *
9501 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
9502 PRINT"
9503 FORN=0T04:PRINT"
9510 N=1024:M=55296
9520 POKEN+70,81:POKEN+70,0
9521 POKEN+90,81:POKEN+90,0
9522 POKEN+102,81:POKEN+102,0
9523 POKEN+152,81:POKEN+152,0
9524 POKEN+212,81:POKEN+212,0
9525 POKEN+305,81:POKEN+305,0
9526 POKEN+415,81:POKEN+415,0
9527 POKEN+430,81:POKEN+430,0
9528 POKEN+490,81:POKEN+490,0
9529 POKEN+232,81:POKEN+232,0
9530 POKEN+515,81:POKEN+515,0
9531 POKEN+625,81:POKEN+625,0
9532 POKEN+605,81:POKEN+605,0
9533 POKEN+587,81:POKEN+587,0
9534 POKEN+330,81:POKEN+330,0
9535 POKEN+687,81:POKEN+687,0
9536 POKEN+657,81:POKEN+657,0
9537 POKEN+580,81:POKEN+580,0
9538 POKEN+581,81:POKEN+581,0
9539 POKEN+499,81:POKEN+499,0
9540 POKEN+312,81:POKEN+312,0
9541 POKEN+550,81:POKEN+550,0
9590 RETURN
9600 REM * BOARD 2 *
9601 PRINT"TTTTTTTT

```

```

9602 POKE646,13
9603 PRINT"
9604 FORN=0T04:PRINT"
9605 N=1024:M=55296:FORA=220T0420STEP80
9610 POKEN+A,81:POKEN+A,0:NEXT
9650 RETURN
9700 REM * BOARD 3 *
9710 PRINT"TTTTTTTTTT"
9711 PRINTTAB(28);"   "PRINTTAB(28);"   "
9715 FORA=0T02:PRINTTAB(28);"   "
9720 RETURN
9800 PRINT"   "PRINT"XXXXXXXXXXXX":POKEV+39,6
9805 POKES3280,6:POKES3281,6:POKE646,1:POKEV+21,0
9810 PRINT"   YOU MIST THE AIR CURRENT"
9811 PRINT"   YOU TRAVELLED"L"MILES"
9820 FORA=0T03000:NEXT:GOTO9900
9850 PRINT"   "PRINT"XXXXXXXXXXXXXXXXXXXX
9851 POKES3280,6:POKES3281,6:POKE646,1:POKEV+21,0
9855 PRINT"   YOU BURST THE BALLOON"
9856 PRINT"   YOU TRAVELLED"L"MILES"
9860 FORA=0T03000:NEXT:GOTO9900
9900 REM *START*
9901 RESTORE
9902 S=0
9903 T1$="000000":W=1,7
9904 POKEV+40,0
9905 PRINT"
9906 IFL0THENH=L
9907 L=0
9910 POKES3281,0:POKES3280,0:POKE646,6
9915 POKEV+21,0:PRINT"
9917 PRINT"
9920 PRINT"
9922 PRINT"
9924 PRINT"
9926 PRINT"
9928 PRINT"
9929 PRINT:PRINTTAB(15);"FROM"
9930 PRINT:PRINTTAB(18);"THE"
9935 PRINT:PRINTTAB(14);"
9936 PRINTTAB(14);"
9938 PRINTTAB(14);"
9940 PRINTTAB(14);"
9942 PRINTTAB(14);"
9943 PRINTTAB(14);"
9944 POKE646,1
9945 PRINT:PRINTTAB(30);"BY":PRINTTAB(32);"S.MYLER"
9947 PRINT"   PRESS F1 TO START"
9950 IFT1$="000010"THENGOTO10093
9990 GETA:IFA$="":THENGOTO10
9995 GOTO9990
10000 REM * BURST *
10010 POKES4296,15:POKES4277,255:POKES4278,255:
        FORA=60T08STEP-1
10015 POKES4273,R:POKES4272,R
10020 POKES4276,129:NEXT
10030 POKES4276,0:POKES4277,0:POKES4278,0
10040 RETURN
10050 POKES4296,15:POKES4277,127:POKES4278,127:
        FORA=60T08STEP-1
10055 POKES4273,R:POKES4272,R
10060 POKES4276,129:NEXT
10070 POKES4276,0:POKES4277,0:POKES4278,0
10080 RETURN
10085 POKES4296,15:POKES4277,127:POKES4278,127:
        FORA=0T0100
10086 POKES4273,R:POKES4272,R
10087 POKES4276,129:NEXT
10089 POKES4276,0:POKES4277,0:POKES4278,0
10090 RETURN
10093 PRINT"
10095 POKES3280,6:POKES3281,6:V=53248:POKEV+39,7
10100 GOSUB9500:FORA=0T03000:NEXT
10101 GOSUB9600:FORA=0T03000:NEXT
10110 GOSUB9700:FORA=0T03000:NEXT:PRINT"":GOSUB9100:
        FORA=0T03000:NEXT=
10120 GOTO9900

```

Perchance to dream

Well, folks, here it is at last! If you've been following PCW for the last few weeks you should now have two clues to help you solve this mini adventure from Star Dreams.

The first five correct answers will win a copy of the fantastic new adventure *The Sandman Cometh* (in two 48K parts) plus the outright winner will also get a bottle of vintage champagne! Ten runners up will receive copies of Star Dreams' ZX Toolkit

programming aid for the 16/48K Spectrum.

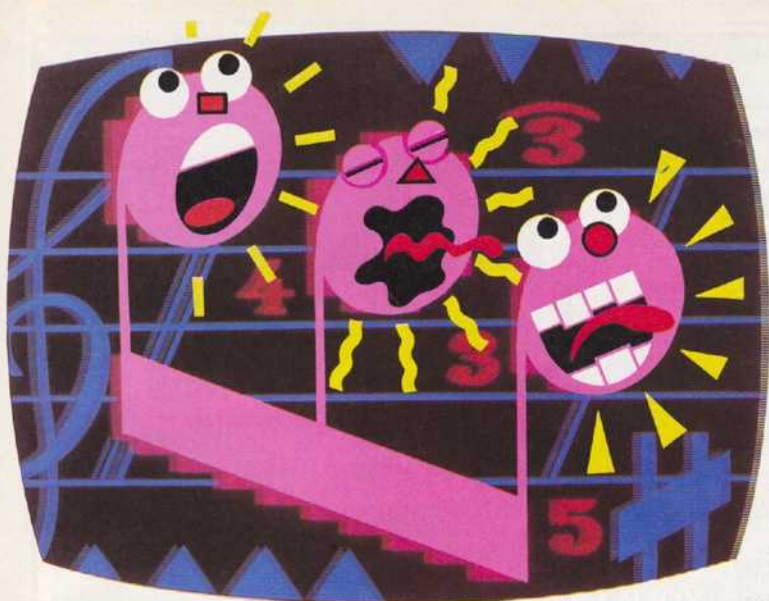
When you've typed in the listing, here are the instructions: The game is a cross between an adventure and a quiz. You will wander round a fairground, and you may enter each sideshow or ride. If you do you will be asked a question which you may reject as a red herring, or you may choose to answer. There are ten locations and seven of the questions are genuine. After seven questions have been answered, you will

hear seven notes of a tune. To win you must send the song title to PCW.

The questions must be answered in the correct order and this correct order can only be deduced from one of the two previously published clues. (The other clue refers to the song title.)

Direction commands are N, E, S & W and you can see all your options if you type in Vocab. Making a map would be useful. The best of luck!

```
832 PRINT : PRINT "Press the n
umber of your choice."
833 RESTORE 833: DATA 127,32,4
9,57,56,52,32,83,84,65,82,32,68
84,67,65,57,83: DIM US(5): FOR
N=1 TO 5: READ Q: LET US(N)=Q:
CHR$(Q): NEXT N: PRINT Q:AT 1,0
1US
835 IF INKEY$="1" THEN RUN
836 IF INKEY$="2" THEN STOP
837 IF INKEY$="3" THEN RANDM
IZE USER 0
838 GO TO 835
1000 DATA "What is the worlds f
astest fish?" : "1:Marlin", "2:Sha
rk", "3:Flying Fish", "4:Salmon",
"5:Kinnow", "1", "2", "2", "2", "3"
1100 DATA "Which of the followi
ng actors has never played DR
ACULA in a film?" : "1:Bella Lu
gosi", "2:Max Schreck", "3:Rip
Karloff", "4:Christopher Lee", "5
:Klaus Kinski", "1", "1", "2", "2", "2"
1200 DATA "What was the name of
the cow in the childrens Tele
vies MAEIC ROUNDABOUT?" : "1:A
nabel", "2:Florence", "3:Erlian", "
4:Buttercup", "5:Ermintrude", "1",
"2", "2", "1", "4", "2"
1300 DATA "Johann Strauss the A
ustrian WALTZ KING was born
in which year?" : "1:1785", "2
:1801", "3:1825", "4:1840", "5:188
0", "1", "2", "2", "4", "4"
1400 DATA "Which constellation
is often referred to as THE
BIG DIPPER?" : "1:Ursa Minor", "2
:Ursa", "3:Ursa Major", "4:Oruk", "
5:Orion", "2", "2", "1", "3", "1"
1500 DATA "Which group made the
album GHOSTIN THE MACHINE?" : "1
:Iron Maiden", "2:The Clash", "3
:3:Bobby (BORIS) Picket", "4:The
Police", "5:Spit", "2", "3", "1", "3", "1"
1600 DATA "Which card in the MA
JOR ARCANA TAROT does not have
a number?" : "1:The Wheel of For
tune", "2:The Lovers", "3:The Man
ged Man", "4:The Fool", "5:Death",
"2", "3", "1", "3", "1", "3"
1700 DATA "What was the name of
the gun specially made for
WHATT EARP?" : "1:Buntline Specia
l", "2:Frontier Special", "3:Winc
hester Yellow Boy", "4:Remington
Lombstone Special", "5:Walther
PPK", "2", "2", "2", "2", "2"
1800 DATA "Which planet has GAN
YMEDE as one of its moons?" : "1:M
ercury", "2:Mars", "3:Saturn", "4
:Jupiter", "5:Uranus", "2", "1", "3", "2", "2"
1900 DATA "How often is the clo
ck on the FIRE OF LONDON MOMU
MENT's face wound up?" : "1:Once
per Day", "2:Once per Week", "3
:Once per fortnight", "4:Once per
Month", "5:Once per Year", "1", "1", "1"
2000 CLS : PRINT "YOUR QUESTION
IS:" : RESTORE A(X,Y) : READ Q$ :
PRINT Q$ : PRINT : FOR N=1 TO 5
: READ Q$ : PRINT Q$ : NEXT N : RE
AD Q : LET M(N)=Q : NEXT N
2020 PRINT : PRINT : PRINT "PRE
SS A to answer,
E to exit
2030 IF INKEY$<>" THEN GO TO
2030
2040 IF INKEY$="A" OR INKEY$="a
" THEN GO TO 2100
2050 IF INKEY$="E" OR INKEY$="e
" THEN GO TO 100
2055 GO TO 2040
2100 FOR N=1 TO 19: PRINT AT N
,0;Q$;Q$ : NEXT N : LET CT=CT+1
10 DATA .8,.8,.4,.6,.2,.4,.8
: DIM T(7): FOR N=1 TO 7: READ Q
: LET T(N)=Q : NEXT N
20 DIM B(7): LET CT=0: DIM O$
(32): FOR N=1 TO 32: LET O$(N)=
CHR$(32-NEXT N): LET X=1: LET Y
=1: DIM R(5,2): LET Q=1000: FOR
D=1 TO 5: FOR N=1 TO 2: LET A
(D,N)=Q: LET Q=Q+100: NEXT N: NE
XT D
22 DATA "N (North)", "S (South
)", "E (East)", "W (West)", "ENTER
", "VOCABULARY", "PLAY", "QUIT"
50 DATA "Dodgers", "House of D
racula", "Herry-Go-Round", "Waltz
er", "Roller Coaster", "Ghost Tra
in", "Fortune Teller's Tent", "Sh
ooting Gallery", "Space Ride", "C
lockwork Toy Exhibition"
52 RESTORE 50: DIM D$(5,2,25)
: FOR D=1 TO 5: FOR N=1 TO 2: R
EAD Q$: LET D$(D,N)=Q$: NEXT N:
NEXT D
100 GO SUB 650
105 POKE 23A5B,B: INPUT "What
now?
LINE US: IF LEN US<1 THEN GO T
O 100
110 IF LEN US=1 THEN GO TO 50
0
111 IF LEN US<3 THEN GO TO 10
0
112 IF US(1 TO 3)="ENT" THEN
GO TO 2000
114 IF US(1 TO 3)="OUT" THEN
GO TO 100
116 IF US(1 TO 3)="VOC" THEN
GO TO 800
118 IF US(1 TO 3)="QUIT" THEN
GO TO 830
120 IF US(1 TO 3)="PLA" THEN
GO TO 550
190 PRINT Q$:AT 1,0;"I don't u
nderstand": BEEP .5,-5: FOR Q=1
TO 150: NEXT Q: GO TO 100
500 REM
505 LET DX=X: LET DY=Y
510 IF US="N" THEN LET X=X+1:
GO TO 520
512 IF US="S" THEN LET X=X-1:
GO TO 520
514 IF US="E" THEN LET Y=Y+1:
GO TO 520
516 IF US="W" THEN LET Y=Y-1:
GO TO 520
518 GO TO 190
520 IF X>5 OR X<1 THEN LET X=
DX: GO TO 600
522 IF Y>2 OR Y<1 THEN LET Y=
DY: GO TO 600
530 GO TO 100
550 FOR N=1 TO CT: BEEP T(N),B
(N): NEXT N: GO TO 100
600 PRINT Q$:AT 1,0;"Sorry, you
can't go that way!": BEEP .5,-
5: FOR Q=1 TO 150: NEXT Q: GO T
O 105
650 CLS
670 PRINT "You are at the entr
ance to The";D$(X,Y)
680 RETURN
800 RESTORE 22
810 PRINT AT 3,0;"Your legal c
ommands are:" : FOR N=1 TO 8: RE
AD Z$: PRINT BRIGHT 1,Z$: NEXT
N: BEEP .2,20: GO TO 105
830 CLS : PRINT "Your options
are:" : PRINT "1:RESTART GAME":
PRINT "2:STOP": PRINT "3:ERASE
PROGRAM"
2110 INPUT "YOUR ANSWER? (1 to
5) " : LINE US: IF LEN US<1 THE
N GO TO 2110
2115 IF US="1" OR US="5" THEN
GO TO 2110
2120 LET U=VAL US: LET B(CT)=M
(U): IF CT=7 THEN GO TO 3000
2130 BEEP .2, B(CT)
2150 GO TO 100
3000 CLS : PRINT "YOU HAVE ANSW
ERED SEVEN OF THE QUESTIONS, DO
YOU NOW RECOGNISE THE FOLLOWI
NG TUNE?" : PRINT "Press
Z to hear it."
3005 IF INKEY$<>"Z" AND INKEY$<
>"Z" THEN GO TO 3005
3010 FOR N=1 TO CT: BEEP T(N),B
(N): NEXT N
3020 PRINT AT 4,0;"C to hear ag
ain, D for optio
ns."
3030 IF INKEY$<>"C" THEN GO TO
3030
3040 IF INKEY$="C" OR INKEY$="c
" THEN GO TO 3010
3045 IF INKEY$="D" OR INKEY$="o
" THEN GO TO 830
3050 GO TO 3040
```



notes all at the same time).

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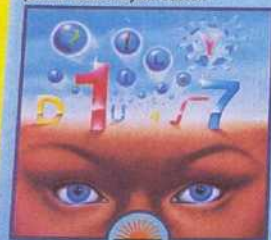
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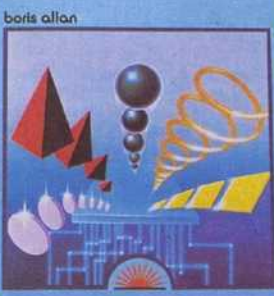
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Elevated

Program Hampstead Micro
Commodore 64 **Price** £9.95
Supplier Melbourne House,
Castle House, Castle Yard,
Richmond, Surrey.

Fancy a change from killing the troll/dragon/giant and finding endless heaps of treasure? What you need is a nice trip to *Hampstead*.

The software house which

Sounds simple? Aha, but to get there you have to rise from the lowest form of social life through a combination of animal cunning, social climbing and sheer conmanship. Attaining *Hampstead* means leaving your dingy and disgusting flat (in the wrong part of town) behind you for ever and moving through a series of increasingly elevated circles by whatever means come to hand to the Promised Land.

First explore your horrible

You are in your bathroom.

A cracked washbasin contains the remains of last night's Chicken Vindaloo and Chips....

Not a pretty sight!

LOOK
I see nothing special.

☹☹☹

brought you *The Hobbit* and *Sherlock* has now demonstrated that you don't have to have graphics or even a complex instruction format if the game is funny, original and fast-moving enough. This little package should have enough of all three qualities for most people and even managed to win me over despite its male chauvinist overtones and a simple verb/noun command structure.

The object of the game is, simply, to become a *Hampstead Man*, a squash-playing, Guardian-reading person of means and position who, when not at home with wife Pippa and three lovely children, is more than likely to be jogging on the Heath whilst listening to Verdi on the Sony Walkman. flat thoroughly (on second

thoughts, avoid the bathroom) before leaving as you cannot get back in. There are clues in the extremely witty accompanying booklet, which together with the program manages to libel comprehensively the whole of London's NW6 postal area.

Don't forget that in *Hampstead* appearance is all, so make sure you're always dressed to fit in with your surroundings, whether they be the dole office or a top City boardroom. You'll need to know all the morally correct attitudes for the sake of conversation, but try *Acting* on them and you'll be damn lucky to attain Kilburn!

Barbara Conway



Invaluable

Software Vu-Calc Price £1.25
Micro ZX81 Supplier Sinclair/
Retail

At the give-away price of £1.25, *Vu-Calc* for the ZX81 must be about the best value on the market. Indeed, it might be even worth buying one of Uncle Clive's

little black boxes, just for this program. Basically, *Vu-Calc* does for a matrix or table of numbers what the pocket calculator does for a single number.

An ideal means of keeping household accounts, the program enables you to store words and numbers in a table made up of 26 rows and 36 columns. Each of the 936 pigeon-holes can be connected by arithmetic formulae

using the operations \times , $+$, $/$, and $-$.

Of course, it is not possible to display all of the data at once. By using the cursor to move around the table, different 9-row by 3-columns can be displayed and copied to a printer if required.

Besides being suitable for domestic book-keeping, *Vu-Calc* can prove invaluable to the small businessman. Not only would it be possible, for instance, to quickly recalculate the price list and attendant VAT payments at the time of a

20% sale reduction — with the minimum of effort it would also be possible to recalculate the value of stock. As well as carrying out financial analyses and producing budget sheets, *Vu-Calc* enables the businessman to experiment — to explore the effect on profits of changes in key prices. For small scale uses this *Vu-Calc* is just as effective as its famous cousins, which cost many times more.

Tom Hussey



Antiquity

Program Terra Force Micro
Spectrum 16K **Price** £2.49 **Supplier** Firebird Software, Wellington House, Upper St Martin's Lane, London WC2H 9DL

Firebird is the brand name of British Telecom's software wing (geddit?) but on this showing, flaming Firebird is about as dynamic as that cold turkey, Buzby.

When they could have produced a truly original game, based on B.T. experience (eg, find a public call box that's empty, hasn't been used as a toilet, actually works, etc.) they've served up that old favourite, *Centipede*.

Not that the inlay note indicates this... *Terra Man*... must defend his home planet and the Moon against Ygothulu

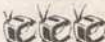
the planet devourer and his marauding hordes of Demon Bombers and Solar Pods.' The Solar Pods move in chain formation, zig-zagging down the screen, the Demon Bombers bomb you (what else?) and you shoot them all.

B.T. wouldn't claim they were offering the latest in communications then sell you two tins and a length of string, would they, so why disguise this arcade antiquity?

However, it is a fair version of the game with some attractive graphics and the cost is reasonable, though you shouldn't pay more than bargain price for such outdated programs.

It's not desperately fast, and I suspect there's a fair amount of Basic in it, but if you want a *Centipede* variation, it's acceptable.

John Minson



Credible

Program Starstrike Micro
Spectrum 48K **Price** £3.95 **Supplier** Realtime Software, Prospect House, 32 Sovereign Street, Leeds LS1 4BJ

Realtime has already produced a near perfect *Battlezone* game in *Tank Duel*; now they've done the same for *Star Wars*. Your mission is to shoot out reactor cubes having flown to the planet, across its surface and along a trench. Your reward is a view of the planet exploding then hyperspace and the next mission where it all happens

again — only faster!

Starstrike is not only impressive because of its wireframe 3D graphics, though they're so smooth and credible that flying your starfighter is genuinely invigorating: it's also highly playable, with a beginners' level simple enough to give anybody a fair chance, after which you'll be hooked.

A minor complaint is the lack of high score table, but this game actually started my adrenaline flowing, and for that I'll forgive it almost anything. Right, that's the review written... can I have another go now?

John Minson



Limited

Program Family Quiz Micro
BBC B Price £12.95 Supplier
 Blandford Press, Link House,
 West Street, Poole, Dorset.

What is a Buridan's Ass?
 No, I didn't know either. It's an example of a general knowledge question from the quiz book edited by Elizabeth Young and included in the *Family Quiz* package. At £1.50 the book's 1300 questions and answers offer good value for money,

Question 1

Who created Starveling the Tailor ?

Your answer please,
>RONNY BIGGS<

????????????? . ? ? ? ? ? ? ?

plenty of fun and a chance to learn intriguing facts. But why, oh why, did they ever try to make it into a computer package?

Damian Richardson's computer version presents a menu for selection of categories and number of questions per round. Then it offers a random set of questions in the

appropriate category and waits for your answer. What it cannot do is tell if you are right!

A human inquisitor can interpret human answers, allow for variant spellings, and accept descriptions that do not follow the standard answer word for word. This program cannot. It has very limited powers of discretion. It refuses 'GREY' for 'GRAY' but accepts some plurals. It will extract its ideal answer words from a longer phrase but with weird results. For *What is two and two*, the answer *Two and two is not four* would be accepted!

If the program thinks you got it wrong it tells you its answer. At the end of each round it tells you your score.

Buridan's Ass is an indecisive man. I'm not — I do not recommend anyone to pay £11.45 for this program!

Dave Watterson

They move the manager left and right and enable him to leap onto a platform to avoid the manic merchandise.

Trouble in Store has smoothly moving sprite graphics, a continuous musical accompaniment (which can be turned off), and an intriguing surprise. Listen to the burst of noise that heralds the start of a game and with just a little imagination you will hear your Oric speak!

This state-of-the-art program demonstrates that Oric/Atmos software can equal the best that is available for other, more popular micros.

Vic Fielder



Irritating

Program Plan and Design your Garden Price £14.95 Micro
Spectrum Supplier Blandford Press, Linte House, West Street, Poole, Dorset.

As far as I am aware, there is no other program to help you plan your garden, that fact and a pretty box may get this program far more attention than it deserves.

My copy didn't even have a booklet or explanatory leaflet, giving loading and user instructions (the vague blurb on the back of the box didn't count at all); this was particularly irritating when typing in details for the 'diary' section.

One would expect from a program purporting to 'Plan and Design your Garden' that certain questions would be asked, like the size of the garden, soil type and the amount of light it got — but no. All you are given is a blank TV screen and primitive etch-a-sketch drawing facilities that are an insult to current graphic achievements on the machine. The program was slow to respond to key presses and the information stored in the data base of the *Diary* grossly inadequate.

The book itself, at £3.95, would make a useful and entertaining stocking filler, but the book and program at £14.95 — forget it!

Lolita Taylor



Misspelt

Program Holy Horrors Micro
BBC B Price £6.95 Supplier
 Romik Software Limited, 272 Argyll Avenue, Slough, Berks.

Graphics are still rare in Beeb adventure games so Clive Webster's new work is welcome. Despite the blurb it is a conventional adventure, though one with an interesting story background. Unfortunately it has faults.

There are some things no program should do: make horrendous spelling errors in the opening lines; fail to give instructions on screen or in the packaging; omit a Save routine; leave your micro in such a mess you have to switch off to restore order. *Holy Horrors* is guilty of them all.

The background story suggests that humble peasants

were known as surfs (either by analogy with Smurfs or in tribute to washing powder). After a snazzy 'Good Luck' message the screen waits ... and waits without asking you to touch a key to continue. When a picture has been drawn a couple of lines of text appear below it. Your next key press banishes the image, moves the text to the top of the screen and sometimes adds extra information.

As for the lack of Save routine — that just means I'm not likely to play an adventure again unless it is really gripping. The need to switch off to restore the Beeb's default state is like a hangover from Spectrum days.

All in all these faults are annoying and the game is just not good enough to compensate for them.

Dave Watterson

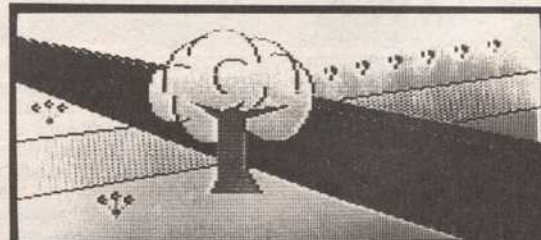


Shop floor

Program Trouble in Store Micro
Oric 1/Atmos Price £6.95 Supplier
 Orpheus Ltd The Smithy, Unit 1, Church Farm, Hatley St George, Nr. Sandy, Beds. SG19 3HP

This innovative arcade game is set in a fictional department store, "Hartridges". The player controls the store manager who must hop from ledge to ledge with the object of collecting the key to empty the till, thus moving on to the next department. But the store's weird collection of goods has become animated and so must be avoided.

Only three keys are used.



This is your view NORTH

YOU'RE STANDING AT THE EDGE OF A DEEP MORT CONTAINING A CROCODILE. THE DENSE FOREST HAS ALMOST PETERED OUT. A LONE OAK TREE TOWERS ABOVE YOU.

Pitched

Program Sound Generator Micro Spectrum 48K Price £6.95
Supplier Park Gate Publishers, 24 London Road, Apsley, Hemel Hempstead, Herts.

Why is the Spectrum like a good Victorian child? Because it is often seen but not heard.

Sadly, the only way to annoy the neighbours with the constant thump of *Space Invaders* biting the moon dust is to use a hardware peripheral, but there are ways to liven up the rather mundane 'Beep' with software utilities such as this.

Sound Generator presents nine parameters, from starting the sound with a fraction of the Spectrum's click cycle, to four pitch controls which shape it. These are easily altered using

the keyboard top row. One great advantage of the system is that you can hear the sound at any stage of creation, and revise it if desired.

Once satisfied you can move on to the next sound — the program has room for 29 — or save it to tape, to be loaded as a block of code and recalled when desired. As the data occupies the print buffer this could limit its use in some programs.

In its favour, *Sound Generator* uses interrupts, meaning that other action is not visibly slowed by its operation. The instructions are sufficient though a little more information would have been useful; even so the program is friendly and is great fun to experiment with. If you need such a utility I can recommend it.

John Minson



Favourites

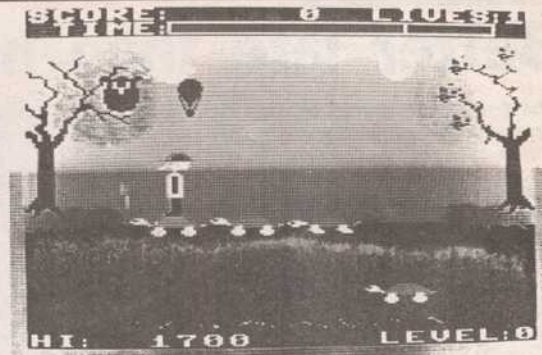
Program Select 1 Price £12.49
Micro Commodore 64 Supplier Computer Records, 21 Napier Place, London W14 8LG

Select 1 is an interesting innovation in computer game. It contains no fewer than 12 games, all of which first appeared some time ago at full price (£6 to £9). This collection is available at only £12.49, and so it represents a considerable saving over the original price for the games.

The games were first published by four different software houses and they include a number of old arcade favourites and a couple of adventures. Firstly, the adventures — *Ring of Power* is a fairly routine fantasy adventure, but *Denis*

through the *Drinking Glass* is unusual and entertaining. You take the role of Denis Thatcher striving to escape the political jungle. On your way, you meet a number of famous figures, like Ken Livingstone, Mary Whitehouse, the Pope, etc, but you must avoid Maggie at all costs, or else you will have to listen to her latest speech.

The arcade games are a mixed bunch — some good, some indifferent. *Hexpert*, *Purple Turtles*, *Cosmic Commando* and *Star Base Defence* are all perfectly competent, but unexciting games. However, *Moon Buggy* is a good version of the popular arcade game. Likewise, both *Scrabble* and *Kong* are good arcade derivatives, and they should appeal to fans of the originals. The remaining three games are all very good —



Galaxy is an excellent version of the early arcade hit *Galaxians*, and *Mr Wimpy* and *Hunchback* are both very enjoyable and well written games.

Although the standard of the games is a bit variable, this cassette is still very good value

at just over £1 per game. There are several very enjoyable games on it, not perhaps quite as sophisticated as some of the more recent releases, but good fun all the same.

Richard Corfield



Wild West

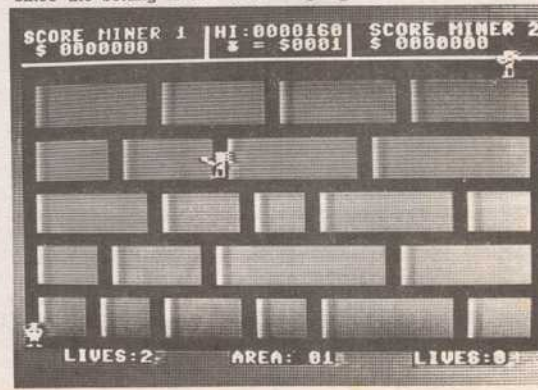
Program California Gold Rush Price £2.99 Micro Commodore 64 Supplier Software Projects, Bear Brand Complex, Allerton Road, Liverpool

It is surprising to come across a new game for the 64 as basic as *California Gold Rush*. It is essentially a very simple grid type of game — you know the one where you score points by enclosing rectangular areas by moving all around the edge of them. In this game, the setting is a gold mine and the grid is made up of the tunnels in the mine. For every block of tunnels you walk round, you collect a number of bags of gold corresponding to the area enclosed. However, since the setting is the Wild

West, there are a couple of Indians after you. Contact with them is fatal, and as the game progresses more Indians appear, and they start to shoot arrows at you just to make things a bit more exciting. Once you have completed one screen, another slightly different one appears and you start all over again.

This is really not a very interesting or exciting game. The play is quite straightforward and lacks variety. As a result it soon becomes repetitive. The graphics and sound are OK, but they are also pretty simple, and they are not lively enough to lift the game above the ordinary. But £3.99 is hardly a rip off though.

Richard Corfield



Machine Review

Better late than never

The Enterprise computer has finally been assembled in one piece. Andrew Pennell takes it apart again

Starting date 0301-1985, this is Captain Kirk reporting the landing of the Enterprise, around 12 months late. Has anything happened while I've been away...

The micro with the longest running delivery delay saga has finally been released to the world. It was originally shown at the 1983 Personal Computer World show, scheduled for release in early 1984.

After numerous promised delivery dates, price rises, a laughable number of name changes and a similar 'Rom overflow' problem to the QL, the machine has finally appeared, called the Enterprise 64, costing £249.95.

The question is, is it worth the wait?

The Enterprise comes in a dark grey case, most of the keys being similarly coloured, except for the blue function keys, green editing keys, and a red stop key. These combinations, combined with the seemingly squashed front of the case give the machine a rather cheap appearance. To the right of the keyboard is a joystick, which replaces the cursor keys of other machines, and above the function keys is a hinged plastic cover, under which strips of paper can be placed to label the keys. On the left of the machine is the Rom slot, and along the back are connections for the TV, a monitor, cassette sockets, a serial/network port, a parallel printer port, and two joystick sockets. While this is a good selection, there is a snag — with the exception of the TV and cassette sockets, the others are all totally non-standard. The cost of proper sockets was obviously too much, so they are all just edge connectors extended on the edge of the PCB, Spectrum-style (none of them have a proper polarising slot either, so any plugs can be put in upside down, with potentially disastrous results. You will have to wait until Enterprise release their forthcoming adaptor leads until you can connect your monitor, printer, etc).

Although there is no on/off switch, it does have a Reset switch on the back. When pressed once, it gives what is called a warm start — so you don't lose your program, but if pressed twice it will completely reset. On the right is the expansion port, with a loose plastic cover, into which any add-ons will plug.

An important feature of any micro is the keyboard, but unfortunately the Enterprise one is quite awful. It looks as if its going to feel good, but as soon as you touch it you realise it isn't. Inside it uses a membrane very similar to the QL keyboard, which itself has been universally disliked. Somehow, though, the Enterprise one is actually worse than the QL's — indeed, it is the worst keyboard I have ever used since the launch of the Spectrum. In case I was wrong, I took it to my local

computer club, and everyone seemed to agree with me — ough! It is possible to produce a good keyboard with membrane technology, as my Apple add-on proves, but Enterprise do not seem to know how.

Inside the machine is a neat PCB containing much of what you would expect, the processor Z80, some Ram, and a lot of TTL chips. The most interesting components on the board are two custom chips, little flat square devices with an awful lot of pins. One is labelled 'Dave', and is responsible for sound generation and memory decoding, while the other is 'Nick', and covered with a large copper heatsink. These custom chips are responsible for most of the Enterprises features — and most of the delivery delays too.

When writing the Rom for the Enterprise, the 'QL phenomenon' occurred — the 32K allocated for the operating system and Basic proved to be not enough, so it was decided to use a plug-in external Rom cartridge, within which the Basic lies.

Within the machine is a 32K Rom containing the operating system, known as EXOS. Unlike the QL 'dongle', the Enterprise one is a permanent feature, in a neat box, and which plugs into the Rom slot. When you get another language, you simply unplug Basic, and plug in, say, Lisp. If you power up with Basic disconnected, you enter the word processor within the operating system. The standard machine has 64K Ram, but there will be another model with 128K Ram apparently some time in the future. No bets on when, though.

The word processor is not *Wordstar*, or even *QL Quill* for that matter, but it does work and is relatively fast. It has the advantage — which the QL's *Quill* does not — of being permanently resident on Rom. The trade-off is that it is pretty crude, with the barest of features — notable missing features are *Search*, and any block move/delete control. The major problem with it is its print-out option. If you enter your text in 40 column mode, which is likely as few televisions can cope clearly with 80 columns, you can only print it out in 40 columns, regardless of your printer's width. You also can't send any control codes at all to your printer. The printer lead I was supplied with was hand-built, and rather Heath Robinson in construction. It was also very difficult to plug in, but hopefully these features will all be absent on production printer leads, when available.

The Basic on the Enterprise is generally excellent with the all too common exception of the speed with which it runs. Ignoring this, I

think it is the best Basic on any home micro, including those found on the Beeb and the QL. It offers very nice 'structured' features, syntax checking and is easily extended with machine code.

Basics are becoming more and more like Pascal with every new machine (MSX excepted), though no micro yet offers Apple's MacBasic option of making line numbers entirely optional, though the structured Basics mentioned all could in theory. It has *If/Then/Else*, *Do/While*, *Do/Until*, long function definitions and procedures (though they are treated as functions with no parameters), and a *Case* statement. It is also the only Basic I know of to support parameters passing by reference and not just value — this will please 'real' programmers used to other (supposedly) superior languages. Lines are entered with a neat screen editor, using the joystick to move the cursor about, and as this editor is in the Rom then most other languages will also use it, and all lines are syntax checked on entry. A suitable error message is given if it is incorrect, then the joystick can be used to move the cursor back up the screen to correct it. As with other syntax-checking Basics, it's rather fussy about where you put the spaces within the lines, but a very nice feature is that it automatically indents lines within *For* and *Do* loops — again this is in MacBasic, but a first on a home micro. It not only makes listings far more legible, but shows up programming errors too.

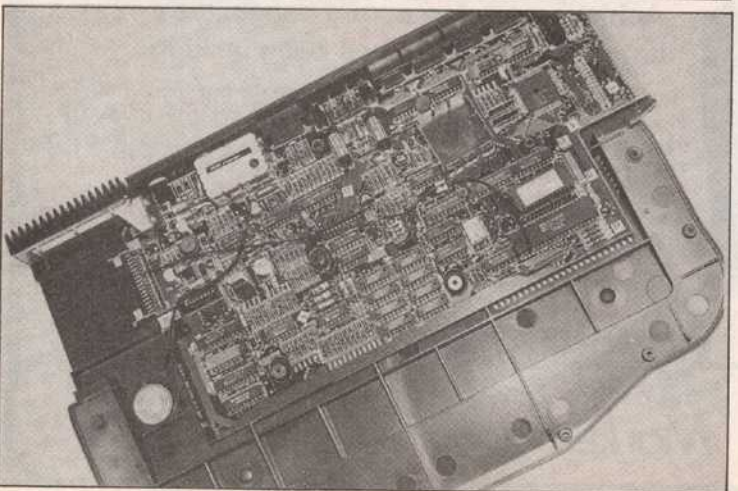
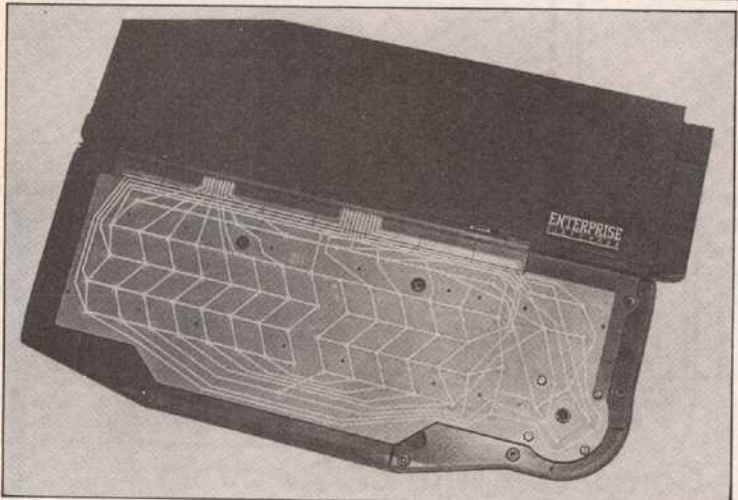
Probably the most important feature of the Enterprise is its graphics abilities; Basic supports much of the machine's potential. After a power-up, there is around 50K available, but this decreases depending on which graphics mode is in use.

Basic supports a bewildering array of modes, not very well explained in the manual. Normally, you are in 40 column text mode, but there is an 80 column mode that takes an extra 18K of memory. The other graphics modes divide into two sections — Lo-res and Hi-res. There are four sub modes in these, and they determine the number of colours available, trading off with horizontal resolution.

In all modes, there are 180 pixels vertically; in 2 colour mode, there are 640 pixels across; in 4 colour mode there are 320 pixels across; in 16 colour mode there are 160 pixels; and in 256 colour mode there are only 80 pixels. These modes take up around 14K.

The Lo-res modes are similar, but taking up around 8K by halving the horizontal resolution. There is also an 'attribute' mode, giving a Spectrum-like screen. Any of the displayed colours can be chosen from the full palette of 256 colours using either straight numbers or a useful RGB function. The palette is hardware controlled, allowing instant animation when changing colours. There are numerous plotting options, including ellipses, circles, and filling areas, and all work pretty

Machine Review



fast, though, as on the QL, text output to the high resolution screen is rather slow. Other graphics modes can be generated using the custom chip, including mixing of screen modes à la Atari, though they are not directly accessible from Basic. Included on the demo tape is a routine that turns the screen into a 640 by 320 display, of 80 by 50 rows of characters, though it uses up 40K of memory in doing so.

The sound chip — 'Dave' — is an equal to the current leader in the field, the Commodore 64, though my particular machine had an intermittent problem in this area. It has four sound channels with an eight octave range, white noise, high and low pass filtering and ring indulation. Basic supports it well, though full use of it can only be made via machine code.

The theme of the Enterprise is 'obsolescence built out', referring to the expandability of the machine. Although the Z80 can only normally address up to 64K, the Enterprise has a paging mechanism that allows up to 4 megabytes of Ram to be added (much like the way the XP system works on the Spectrum).

However, unlike the 68008 in the QL, it cannot be accessed directly, which has three consequences — the operating system is more complex programs run slower as they have to page Ram in to read it, and languages have to be extensively modified to allow proper use of the extra memory. EXOS allows for this, and also for external Roms to add languages — BBC style, devices (such as disc drives) and Basic extensions — QL style.

A 128K version of the Enterprise machine should be available next year, along with Ram packs and disc drives, but judging by past performance I approach Enterprise's delivery dates with more scepticism even than Sinclair's.

At present the 64K version is only available in very limited quantities, but should be around in volume by February.

At £249.95 the machine is not as good value for money as it would have been if it had been on time (and £199, as originally intended). Now it must compete with the Amstrad, QL and MSX clones. Nevertheless, it does have advantages. It can access more memory than any of them (though is not as easily accessible as on the QL). It also has superior graphics, and an excellent Basic.

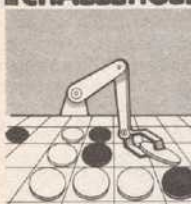
Disadvantages are its terrible keyboard, and difficult connectors.

As with all new machines, there is a dearth of software, but this will apparently be cured in the short term by IS Software.

The biggest problem for the machine, though, will be getting over the credibility problems created by the machine's late arrival and its identity crises last year which resulted in the machine being the Samurai... then the Elan... then the Flan... then the Enterprise.

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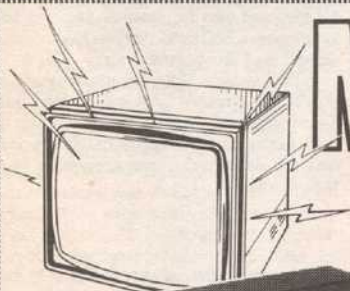
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Selective changes

A treat for Vic 20 machine code programmers — *Bit Change Studies with M/C Operators* by **Chris Cattana**

This program, written for the unexpanded Vic 20, allows one to experiment in a mixed Basic/Machine Code program, with some of the less well understood mnemonic code terms. *Shift* left and *Rotate* right or... No! Not a new dance, but a useful way of selectively changing the individual bits of a number.

Before entering the program in the Unexpanded Vic 20 (Program One), it is necessary to set aside an area where one can store the machine code, without fear of it being over-run with Basic. This is accomplished by entering *Poke 62, 28* and *Poke 56, 28*, which drops the top of memory from 7679 to 7168. One now has the region from 7168 to 7679 to place the machine code. If the program is to be *Run* on an expanded Vic, a different procedure is called for (for which see later).

Upon *Running* the program, one is invited to give a number of less than 256, which is ten printed out in Binary, in a well spaced format, and highlighted in red. The number, which is also shown in decimal, is then poked into a selected address 7191 (7600 on expanded (16K) Vic), ready for loading into the accumulator.

One is then invited to choose the mode of interaction between the given number and another number, yet to be supplied. This can be either *'And'* or *'Or'* or *'Eor'* (Exclusive Or). If one of these is chosen, the second number is then requested, and upon being *Entered*, is similarly displayed on the screen in binary, immediately under the first number. This number is also poked into an address 7195 (7608 on expanded Vic).

The *Sys* (7168) command, (*Sys 4097* for Expanded Vic), then initiates a machine code program where the first number is loaded into the accumulator and interacted in the chosen manner with the second number. The result is stored in the address 7199 (7610 in expanded Vic), and then when the program returns to Basic, it is printed out in binary beneath the first two numbers. One is thus able to discern at once how any of the eight bits has been changed in the relevant byte.

One is also given the choice of observing the effect of acting upon the first number to be loaded into the accumulator, with the instructions *Asl* (shift left one bit), *Lsr* (shift right one bit), *Rol* (rotate bit left), and *Ror* (rotate bit right).

If the program is *Run* on the expanded Vic 20 (16K), a space must again be first reserved for the machine code, safe from the actions of Basic. This is done by *Running* the short Program 2 every time the computer is first switched on. This moves the start of Basic to 8192, and reserves the section

from 4096 onwards for machine code. As described in the *Commodore Programmers Reference book*, the screen address has now been moved to 7680.

Program 2 should be saved for future use,

before being *Run*. After being *Run*, it is automatically erased from memory once it has done its job. It is also necessary to change the three machine code storage addresses and two *Sys* commands indicated in the above article. Changes must also be made in the contents of the two *Data* statements at Lines 900 and 905. Table 1 shows the changes to the Listing which must be made when the program is *Run* on the expanded Vic 20.

PROGRAM 1

```

1 REM "BIT CHANGE STUDIES WITH MACHINE CODE OPERATORS"
2 REM BY C.J.CATTANACH
3 FORZ=7168TO7178:READP:POKEZ,P:NEXT
4 FORZ=7179TO7187:READP:POKEZ,P:NEXT
5 PRINT"SUPPLY NUMBER FOR ACCUMULATOR"
6 INPUTJX:XX=JX:POKE7191,JX
7 GOSUB600
10 PRINTCHR$(147);"ACCUMULATOR"/JX
11 PRINT"█"
13 GOSUB200
25 PRINT"AND 'F1': OR 'F3': EOR 'F5': ASL 'F7': LSR
   'F2': ROL 'F4': ROR 'F6'"
26 GETA$:IFA$=""THEN26
27 IFA$="█"THENF=1:POKE7172,45:GOTO36
28 IFA$="█"THENF=2:POKE7172,13:GOTO36
29 IFA$="█"THENF=3:POKE7172,77:GOTO36
30 IFA$="█"THENF=4:POKE7183,10:GOTO1000
31 IFA$="█"THENF=5:POKE7183,74:GOTO1000
32 IFA$="█"THENF=6:POKE7183,42:GOTO1000
33 IFA$="█"THENF=7:POKE7183,106:GOTO1000
35 GOTO26
36 PRINT"DEGATIVE NUMBER"
37 INPUTKX:POKE7195,KX
38 PRINTCHR$(147);"M":JX;"MIN ACCUMULATOR"
39 PRINT"█":GOSUB200
45 IFF=1THENPRINT"AND"
46 IFF=2THENPRINT"OR"
47 IFF=3THENPRINT"EOR"
50 XX=KX:GOSUB600
53 PRINT"█":KX
61 PRINT"█"
65 GOSUB200
75 SYS(7168)
80 LX=PEEK(7199)
93 XX=LX:GOSUB600
94 PRINT"DEGIVES"
95 PRINT"█":LX
96 PRINT"█":GOSUB200
98 GETC$:IFC$=""THEN98
99 GOTO5
200 PRINT"███":AX;"███":BX;"███":CX;"███":DX;"███":EX;"███":FX;"███":GX;"███":HX;"███"
202 RETURN
600 AX=INT(XX/128)
602 IFAX=0THENR1=0
603 IFAX=1THENR1=128
604 BX=INT((XX-R1)/64)
605 IFBX=0THENR2=0
606 IFBX=1THENR2=64
    
```

Continued over the page

```

607 IX=INT((X2-R1-R2)/32)
608 IFIX=0THENR3=0
609 IFIX=1THENR3=32
610 IX=INT((X2-R1-R2-R3)/16)
611 IFIX=0THENR4=0
612 IFIX=1THENR4=16
613 IX=INT((X2-R1-R2-R3-R4)/8)
614 IFIX=0THENR5=0
615 IFIX=1THENR5=8
616 IX=INT((X2-R1-R2-R3-R4-R5)/4)
617 IFIX=0THENR6=0
618 IFIX=1THENR6=4
619 IX=INT((X2-R1-R2-R3-R4-R5-R6)/2)
620 IFIX=0THENR7=0
621 IFIX=1THENR7=2
622 IX=INT(X2-R1-R2-R3-R4-R5-R6-R7)
623 RETURN
900 DATA24,173,23,28,45,27,26,141,31,28,96
905 DATA24,173,23,28,10,141,31,28,96
1000 IFF=4THENPRINT"WRSL"
1001 IFF=5THENPRINT"BLR"
1002 IFF=6THENPRINT"WRQL"
1003 IFF=7THENPRINT"WROR"
1005 SYS(7173)
1008 LX=PEEK(7199)
1010 XX=LX:GOSUB600
1012 PRINT"X":LX
1014 PRINT"X":LX
1017 PRINT"X":GOSUB200
1020 GOTO96
    
```

PROGRAM 2. SAVE BEFORE RUNNING

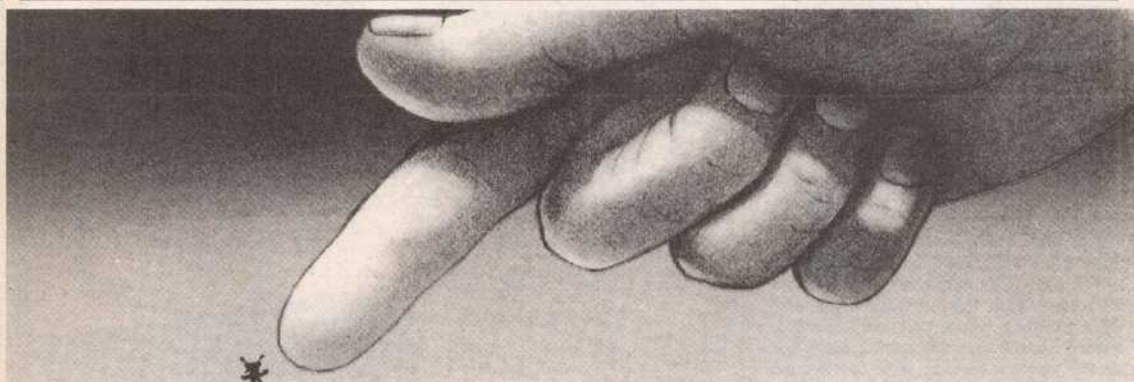
```

2 REM "CLEAR AREA FOR MACHINE CODE IN
  EXPANDED VIC"
3 PRINT
10 POKE648,30:POKE36866,150:POKE641,0:
  POKE642,32:POKE36869,240
40 POKE43,1:POKE44,32
50 POKE192,0
60 PRINTCHR$(147):NEW
    
```

TABLE 1

```

1 REM "NEW LINES FOR PROGRAM 1 IN
  EXPANDED VIC"
3 FORZ=4097TO4107:READP:POKEZ,P:NEW
4 FORZ=4108TO4116:READP:POKEZ,P:NEW
6 INPUTJX:KX=JX:POKE7600,JX
37 INPUTKX:POKE7605,KX
75 SYS(4097)
80 LX=PEEK(7610)
900 DATA24,173,176,29,45,181,29,141,186,29,96
905 DATA24,173,175,29,10,141,186,29,96
1005 SYS(4106)
1008 LX=PEEK(7610)
    
```



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A sticky wicket

We can't provide the furry dice, but try Stickers for any BBC by Andrew Heptonstall

You are bound to have seen car stickers with the phrase 'I love something'; the word 'love' being replaced by a heart shape. This program for the BBC model B (model A owners change Line 50 to Mode 4 and Line 150 to Mode 5), will produce a sheetful of such stickers providing you have a screen dump program for your printer. If you don't have sticky paper,

you will need to stick it on with 'sticky tape'. You must type in your message (not more than 14 characters) and press *Return*. Alter lines 230 and 240 to the correct commands to operate your particular screen dump program.

Program Notes

Line No
60 Selects screen mode.

60 Calls PROCcharacs.
70-110 Dimensions array and sets up screen.
120-130 Type in message, and check length.
170-220 Prints message and heart on screen seven times.
230-240 Calls up screen dump.

Procedures

PROCdouble Works out how to print writing double normal height.
PROCdisplay Prints double height message.
PROCcharacs Defines user-defined characters for heart shape.

```

10REM.....Hearts.....
20REM.....BY.....
30REM.....Andrew.....
40REM...Heptonstall..
50MODE1
60PROCcharacs
70DIM block 9
80CLS
90PRINT"???"
100PRINT"Type in the message, then
    press RETURN"
110PRINT
120INPUT W$
130IF LENW$>14 THEN GOTO 120
140W$=" I    "+W$
150MODE2
160PRINT"?"
170FORU=4 TO 28 STEP4
180PROCdisplay(W$)
190PRINTTAB(3,U);CHR$228;CHR$229
200PRINTTAB(3,U+1);CHR$226;CHR$227
210PRINT
220NEXT
230VDU28,1,1,2,0 : REM include comm
    ands for own screen dump program
240CHAIN"EPSON" : REM include comm
    ands for own screen dump program
250END

260DEFPROCdouble(A$)
270?block=ASCA$
280X%=block
290Y%=block DIV 256
300A%=10
310CALL &FFF1
320FORF%=0 TO1
330VDU23,224+F%,
340FORG%=0 TO3
350FORH%=0 TO1
360VDUblock?(G%+F%*4+1)
370NEXT
380NEXT
390NEXT
400VDU224,10,8,225,11
410ENDPROC
420DEFPROCdisplay(A$)
430PRINT
440FORI%=1 TOLENA$
450PROCdouble(MID$(A$,I%,1))
460NEXTI%
470ENDPROC
480DEFPROCcharacs
490VDU23,228,60,66,129,128,128,
    128,128,64,64
500VDU23,229,120,132,2,2,2,2,4,4
510VDU23,226,32,32,16,16,8,4,2,1
520VDU23,227,8,8,16,16,32,64,128,0
530ENDPROC
    
```

I  P.C.W.

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Divided squares

Manipulate the screen in this program by Paul Rhodes

Yet another way of clearing the screen may not seem like a particularly useful piece of programming, but this program is basically an exercise in screen manipulation.

It attempts to reproduce the effect sometimes used in photographs (eg, the recent *Radio Times* competition) where a picture is reduced to a number of squares, each coloured evenly with the combined resultant of all the colours previously in that square. The 'block-up' program divides the screen into small squares, then either fills in

or blanks out each square, depending on the number of set pixels in the square to start with.

For the *Cls* routine, the program starts with 2*2 pixel squares, then moves up to 4*4 and 8*8 (character-sized) squares. It then works on the attributes for 2*2, 4*4 and finally 8*8 blocks of character squares (the attributes are used in their bit form — adding red, green and blue components to give a final colour made up of the most prevalent primaries). After the 8*8 blocks, the attributes are cleared (the screen

display file is cleared after the single character position routine).

The effect is one of repeatedly lowering the screen resolution. It is most effective on game loading screens, as these show the effects of different colours.

To enter the program, either use an assembler or type in the hex loader provided, using *B264* and *B3FB* as start and finish addresses respectively. Type in the bytes from the listing (without separating spaces), up to eight at a time. Enter the checksums when asked, and if an error is reported, start again at the beginning of the line you have just typed in. Save with: *Save"cls"* Code *45668,410*. To run the program: *Randomize Usr 45668*.

```

HEX LOADER
1 DEF FN B(A)=CODE A#-40-7*(A#)*99
2 DEF FN H(A)=FN B(A*(1)))+FN B(A*(2))
3 DEF FN B(A)=FN B(A*(4))+FN B(A*(9))
4 DEF FN H(A)=FN B(INT (A/16))+FN B(A-16*INT (A/16))
5 POKE 236589:REM CAPS LOCK ON
10 INPUT "START?":LINE A$:LET START=FN H(A#)+256*FN H(A*(3 TO ))
15 INPUT "FINISH?":LINE A$:LET FINISH=FN H(A#)+256*FN H(A*(3 TO ))
20 FOR A=START TO FINISH STEP 8

```

```

25 PRINT FN H(INT (A/256)):FN H(A-256*INT (A/256))
30 LET C=0
40 INPUT LINE A$:LET A#A# " "
50 FOR D=0 TO 7:IF A#(D)="" THEN INPUT LINE A$:LET A#A# " "
60 LET Z=FN H(A#):LET A#A#(Z TO ):POKE A#,Z:PRINT " ":FN H(Z):LET C=C+Z
70 NEXT D:INPUT "CHECKSUM?":LINE A$:IF FN H(A#)<<C-256*INT (C/256) THEN PRINT "CHECKSUM INCORRECT":GO TO 25
80 PRINT: NEXT A

```

HEX FOR 'BLOCK-UP' PROGRAM

APFOLGIES FOR DRG

```

B264 F3 CD B4 B2 CD DE B2 CD =50
B26C 02 B3 B8 0A 0A 76 10 FD =43
B274 CD 3D B3 06 05 76 10 FD =4B
B27C CD 93 B3 21 00 58 11 01 =9E
B284 58 01 FF 02 3A 8D 3C 77 =F4
B28C ED 80 C9 01 00 04 C5 7E =AE
B294 A2 CB 3F 30 01 0C 20 F9 =02
B29C 24 10 F4 79 BB 3E 00 38 =D2
B2A4 01 2F C1 06 7C 96 67 08 =74
B2AC AE A2 AE 77 24 10 F9 C9 =6B
B2B4 21 00 40 11 02 C0 06 04 =3E
B2BC C5 01 00 02 CD 92 B2 C1 =9A
B2C4 10 F6 7C D6 08 67 CB 3A =CC
B2CC CB 3A 06 04 20 EA 2C 20 =65
B2D4 E2 7C C6 08 67 FE 38 38 =21
B2DC DA C9 21 00 40 11 08 F0 =0D
B2E4 CD BF B2 C9 BF B2 7C D6 =5E
B2EC 08 67 16 0F D8 BF B2 CD =6F
B2F4 BF B2 C7 7C 29 32 D6 08 =F2
B2FC 67 FE 58 38 0E C9 21 00 =BF
B304 40 11 20 FF 01 00 08 CD =45
B30C 72 B2 7C D6 08 67 7E A7 =2A
B314 26 14 E5 7C 0F 0F 0F E6 =B0
B31C 65 F6 38 67 7E 07 07 4B =87
B324 AE 66 38 AE 77 E1 AF 06 =87
B32C 58 77 24 10 FC 7C 2F 28 =7F
B334 03 34 08 67 FE 58 38 C9 =9F
B33C C9 21 00 58 01 0C 10 11 =70
B344 20 00 C5 01 02 02 CD 59 =10
B34C B3 C1 23 23 10 F4 15 0D =E4
B354 06 10 20 EE C9 01 00 00 =EE
B35C D9 01 00 0D D9 CD B1 B3 =B5
B364 23 C0 84 B3 19 CD B1 B3 =3E
B36C 2B CD 81 B3 1E 02 CD DE =F4
B374 B3 1E 20 77 23 77 A7 ED =96
B37C 52 77 29 77 C9 7E CB 5F =DC
B384 2B 01 04 CB 67 2B 01 0C =94
B38C CB 6F CB D9 04 D9 C9 21 =A2
B394 00 58 E5 01 00 00 D9 01 =10
B39C 00 00 D9 11 04 04 CD 91 =40
B3A4 B3 23 1D 20 F9 3E 1C 85 =EB
B3AC 67 1E 04 15 20 F0 1E 08 =DC
B3B4 CD 0B B5 11 1C 00 E1 E5 =4E
B3BC 01 04 04 77 2C 10 FC 06 =43
B3C4 04 00 19 2F F6 E1 1E 04 =E1
B3CC 19 CB 68 28 C5 11 60 00 =AF
B3D4 19 7C FE 58 38 BC C9 78 =23
B3DC B6 39 02 CB DA 79 DB 38 =06
B3E4 02 CB E2 D9 78 D9 BB 28 =CC
B3EC 02 CB EA 7A 16 00 C9 AF =BF
B3F4 0B FE 2F 56 1F C0 1B F7 =DC
B264 10 ENT #
B264 F3 DI #
B265 CDB4B2 20 CALL BLUP2
B266 CDB2E2 40 CALL BLUP3
B26B CDB2E5 50 CALL BLUP4

```

```

B26E FB 60 EI
B26F 060A 70 LD B,10
B271 76 80 WAITL1 HALT
B272 10FD 90 DJNZ WAITL1
B274 CD3DB3 100 CALL BLUP16
B277 0605 110 LD B,E
B279 76 120 WAITL2 HALT
B27A 10FD 130 DJNZ WAITL2
B27C CD92B3 140 CALL BLUP32
B27F 21005B 150 LD HL,#0500
B282 11015B 160 LD DE,#0501
B285 01FF02 170 LD BC,#02FF
B288 77 190 LD A,(23693)
B28C EDB0 200 LDIR
B28E C9 210 RET
B28F 010004 220 BURTN LD BC,#0400
B292 C5 230 BRTE2 PUSH BC
B293 7E 240 BAL1 LD A,(A,0)
B294 A2 250 AND 0
B295 0B5F 260 BAL2 SRL A
B297 3001 270 DJNZ NEXT
B299 0C 280 INC C
B29A 20F9 290 NEXT JR NZ,BAL2
B29C 24 300 INC H
B29D 10F4 310 DJNZ BAL1
B29F 79 320 LD A,C
B2AA BB 330 CP E
B2AF 3E00 340 LD A,0
B2AB 3B01 350 JR C,A190
B2AD 2F 360 CPL
B2AE C1 370 A190 POP BC
B2AF 08 380 EX AF,AF
B2A8 7C 390 LD A,F
B2A9 90 400 SUB B
B2AA 67 410 LD H,A
B2AB 08 420 EX AF,AF
B2AC AE 430 BUL3 XDR (HL)
B2AD A2 440 AND D
B2AE AE 450 XDR (HL)
B2AF 77 460 LD (HL),A
B2B0 24 470 INC H
B2B1 10F9 480 DJNZ BUL3
B2B3 C9 490 RET
B2B4 210040 500 BULP2 LD HL,#4000
B2B7 1102C0 510 BUL2L1 LD DE,#C002
B2BA 0604 520 LD B,4
B2BC C5 530 BUL2L2 PUSH BC
B2BD 010002 540 LD BC,#0200
B2C0 CD92B2 550 CALL BRTE2
B2C3 C1 560 POP BC
B2C4 10F6 570 DJNZ BUL2L2
B2C6 7C 580 LD A,H
B2C7 D608 590 SUB 8
B2C9 67 600 LD H,A
B2CA CB3A 610 SRL D
B2CC CB3A 620 SRL D
B2CE 0604 630 LD B,4

```

B2D0 20EA	640	JR	NZ,BU2L2	B36D CDB1B3	1560	CALL	SEPRTN
B2D2 2C	650	INC	L	B370 1E02	1570	LD	E,2
B2D3 20E2	660	JR	NZ,BU2L1	B372 CDBB63	1580	CALL	UNSEPR
B2D5 7C	670	LD	A,H	B375 1E20	1590	LD	E,32
B2D6 C608	680	ADD	A,B	B377 77	1600	LD	(HL),A
B2D8 67	690	LD	H,A	B378 23	1610	INC	HL
B2D9 FE58	700	CF	#5B	B379 77	1620	LD	(HL),A
B2DB 20DA	710	JP	C,BU2L1	B37A A7	1630	AND	A
B2DD C9	720	RET		B37B ED52	1640	SBC	HL,DE
B2DE 210040	730	BLUF1	LD HL,#4000	B37D 77	1650	LD	(HL),A
B2E1 110BF0	740	BUAL	LD DE,#F00B	B37E 2B	1660	DEC	HL
B2E4 CDBFB2	750	CALL	BURTN	B37F 77	1670	LD	(HL),A
B2E7 CDBFB2	760	CALL	BURTN	B380 C9	1680	RET	
B2EA 7C	770	LD	A,H	B381 7E	1690	SEPRTN	LD A,(HL)
B2EB D608	780	SUB	B	B382 C85F	1700	BIT	3,A
B2ED 67	790	LD	H,A	B384 2B01	1710	JR	Z,NBL1
B2EE 160F	800	LD	D,#F	B38A 04	1720	INC	B
B2F0 CDBFB2	810	CALL	BURTN	B387 CB67	1730	NBL1	BIT 4,A
B2F3 CDBFB2	820	CALL	BURTN	B389 2B01	1740	JR	Z,NBL2
B2F6 2C	830	INC	L	B38B 0C	1750	INC	C
B2F7 7C	840	LD	A,H	B38C CBAF	1760	NBL2	BIT 5,A
B2F8 2B03	850	JR	Z,BU4C	B38E CB	1770	RET	Z
B2FA D608	860	SUB	B	B38F D9	1780	EXX	
B2FC 67	870	LD	H,A	B390 04	1790	INC	B
B2FD FE58	880	CP	#5B	B391 D9	1800	EXX	
B2FF 38E0	890	JR	C,BUAL	B392 C9	1810	RET	
B301 C9	900	RET		B393 21005B	1820	BLUF32	LD HL,#5B00
B302 210040	910	BLUP8	LD HL,#4000	B396 E5	1830	B32L1	PUSH HL
B305 1120FF	920	BUBL	LD DE,#FF20	B397 010000	1840	LD	BC,0
B308 010008	930	LD	BC,#0B00	B39A D9	1850	EXX	
B30B CD92B2	940	CALL	BRTE2	B39B 010000	1860	LD	BC,0
B30E 7C	950	LD	A,H	B39E D9	1870	EXX	
B30F D608	960	SUB	B	B39F 110404	1880	LD	DE,#0404
B311 67	970	LD	H,A	B3A2 CDB1B3	1890	B32L2	CALL SEPRTN
B312 7E	980	LD	A,(HL)	B3A5 23	1900	INC	HL
B313 67	990	AND	A	B3A6 1D	1910	DEC	E
B314 2B14	1000	JR	Z,NOCCL	B3A7 20F9	1920	JR	NZ,B32L2
B316 E5	1010	PUSH	HL	B3A9 3E1C	1930	LD	A,2B
B317 7C	1020	LD	A,H	B3AC 85	1940	ADD	A,1
B318 0F	1030	RRCA		B3AC 6F	1950	LD	L,A
B319 0F	1040	RRCA		B3AD 1E04	1960	B32D1	LD E,4
B31A 0F	1050	RRCA		B3AF 15	1970	DEC	D
B31B E607	1060	AND	3	B3B0 20F0	1980	JR	NZ,B32L2
B31D 65B8	1070	DR	#5B	B3B2 1E0B	1990	LD	E,B
B31F 67	1080	LD	H,A	B3B4 CDBB63	2000	CALL	UNSEPR
B320 7E	1090	LD	A,(HL)	B3B7 11C000	2010	LD	DE,2B
B321 07	1100	RLLCA		B3BA E1	2020	PDP	HL
B322 07	1110	RLLCA		B3BB E5	2030	PUSH	HL
B323 07	1120	RLLCA		B3BC 010404	2040	LD	BC,#404
B324 AE	1130	XOR	(HL)	B3BF 77	2050	B32L3	LD (HL),A
B325 E639	1140	AND	#3B	B3C0 2C	2060	INC	L
B327 AE	1150	XOR	(HL)	B3C1 10FC	2070	DRNZ	B32L3
B328 77	1160	LD	(HL),A	B3C3 0604	2080	LD	B,4
B329 E1	1170	PDP	HL	B3C5 0D	2090	DEC	C
B32A AF	1180	XOR	A	B3C6 19	2100	ADD	HL,DE
B32B 0608	1190	LD	B,B	B3C7 20F6	2110	JR	NZ,B32L3
B32D 77	1200	CLCFOS	LD (HL),A	B3C9 E1	2120	PDP	HL
B32E 24	1210	INC	H	B3CA 1E04	2130	LD	E,4
B32F 10FC	1220	DRNZ	CLCFOS	B3CC 19	2140	ADD	HL,DE
B331 7C	1230	LD	A,H	B3CD CB6D	2150	B32C2	BIT 5,L
B332 2C	1240	INC	L	B3CF 2BC5	2160	JR	Z,B32L1
B333 2B03	1250	JR	Z,BUBC	B3D1 116000	2170	LD	DE,96
B335 D608	1260	SUR	B	B3D4 19	2180	ADD	HL,DE
B337 67	1270	LD	H,A	B3D5 7C	2190	LD	A,H
B338 FE58	1280	CP	#5B	B3D6 FE5B	2200	CF	#5B
B33A 38D9	1290	JR	C,BUBL	B3D8 39BC	2210	JR	C,B32L1
B33C C9	1300	RET		B3DA C9	2220	RET	
B33D 21005B	1310	BLUF16	LD HL,#5B00	B3DB 7B	2230	UNSEPR	LD A,B
B341 010E10	1320	LD	BC,1100C	B3DC 6B	2240	CP	E
B343 112000	1330	LD	DE,32	B3DE 3B02	2250	JR	C,NBLUE
B346 E5	1340	B16L2	PUSH B	B3DF C0DA	2260	SET	3,D
B347 010202	1350	LD	BC,#0202	B3E1 7E	2270	NBLUE	LD A,C
B34A CD59B3	1360	CALL	BURTN	B3E2 BB	2280	CP	E
B34D C1	1370	PDP	BC	B3E3 2B02	2290	JR	C,NDRED
B34E 23	1380	INC	HL	B3E5 CBE2	2300	SET	4,D
B34F 23	1390	INC	HL	B3E7 E9	2310	NDRED	EXX
B350 10F4	1400	DRNZ	B16L2	B3EB 7B	2320	LD	A,B
B352 19	1410	ADD	HL,DE	B3E9 D9	2330	EXX	
B353 0D	1420	DEC	C	B3EA 6B	2340	CP	E
B354 0610	1430	LD	B,#10	B3EB 3B02	2350	JR	C,NDRED
B356 20EE	1440	JR	NZ,B16L2	B3ED CBEA	2360	SET	5,D
B358 C9	1450	RET		B3EF 7A	2370	NDRED	LD A,D
B359 01060C	1460	BLRTNA	LD BC,0	B3F0 1600	2380	LD	D,0
B35E D9	1470	EXX		B3F2 C9	2390	RET	
B35D 010000	1480	LD	BC,0		2400	WAIT	
B350 D9	1490	EXX		B3F3 AF	2410	XOR	A
B361 CDB1B3	1500	CALL	SEPRTN	B3F4 DBFE	2420	IN	A,(#FE)
B364 23	1510	INC	HL	B3F6 2F	2430	CPL	
B365 CDB1B3	1520	CALL	SEPRTN	B3F7 E61F	2440	AND	#1F
B368 19	1530	ADD	HL,DE	B3F9 C0	2450	RET	NZ
B369 CDB1B3	1540	CALL	SEPRTN	B3FA 18F7	2460	JR	WAIT
B36C 2B	1550	DEC	HL				

Screen and screen again

Jeff Tope presents a Screen Dump routine for the QL user with a Seikosha GP250X printer

This program (or rather, extended procedure!) produces a copy of the screen to a printer — specifically, in this case, the Seikosha GP250X. However,

the program is liberally scattered with Rem statements, so it should not prove too much of a task to convert it for use with others.

You can use this program with *Easel* by Saving the screen and Loading it from Basic — then dumping it with the procedure.

```
100 REMark Copyright Jeff Tope October 1984
110 REMark Screen dump for SEIKOSHA GP250X graphics printer documented to permit
    easy adaption to other printers
120 DEFine PROCedure JTCOPY
130 LOCal scrstart,rasterstep,rasterlen,scrend,scrlocation,b,power2,pline,ypix,b
    yte,ybit,usebyte,byte2,yprint
140 REMark local variables
150 scrstart=131072+128*6+4
160 REMark start of screen + 6 pixels down + 16 pixels across ( 8 pixels = 2 byt
    es )
170 rasterstep=128
180 REMark no of bytes in one line (row) of screen
190 rasterlen=118
200 REMark no of bytes which represent 480 pixels across screen
210 BAUD 2400
220 REMark baud rate of RS232 for printer
230 OPEN#4;seric
240 REMark Channel 4 opened for output - Note use of 'c' option to linefeed -NOT
    E ALSO PRINTER SET TO CR + LF TOGETHER , NOT AS FOR A SPECTRUM specifically dip
    switch No 1 set off
250 RECOL 0,0,0,0,7,7,7,7
260 REMark turn screen to black and white - black,blue,red,magenta goto black ;
    others goto white you might wish to adjust this but remember program only looks
    at RED pixels (MODE 4) or a colour with a RED component also in low res (mode 8)
    the blue component is also used - so both red and blue components must be set
270 scrend=scrstart+128*209+rasterlen
280 REMark screen end is 209 lines + No of bytes for each line long -this works
    in conjunction with the initialize program (BOOT)
290 FOR scrlocation=scrstart TO scrend STEP rasterstep*8
300 REMark step through screen by rasterstep * No of pixels on printhead
310 DIM b(479)
320 REMark array for holding print data - 480 elements -note dimensioning here a
    utomatically resets all elements to zero for next printline
330 power2=1
340 REMark simple counter for setting pixel - initial setting here for whole lin
    e
350 FOR pline =0 TO 7
360 REMark count through pixels on printhead
370 FOR ypix=0 TO 119 STEP 2
380 REMark step along line looking only at half of colour (RED in MODE 4 ; RED a
    nd BLUE in MODE 8 -see Concepts:Memory Map)
390 byte=PEEK(scrlocation+pline*128+ypix+1)
400 REMark get byte of memory for 8 pixels in one line
410 ybit=7
420 REMark initialize counter for using byte to full
430 REPeat usebyte
440 REMark loop for draining byte of information
450 IF ybit<0 OR byte == 0 THEN EXIT usebyte
460 REMark has counter finished or is byte empty of information approx equal use
    d in case of numeric error -although non have yet been found
```

```

470 byte2=byte MOD 2
480 REMark get least significant bit of the byte that remains
490 byte=INT(byte/2)
500 REMark remove bit of byte just used and move rest of byte across
510 b( ypix*4 + ybit ) = b ( ypix*4 + ybit ) + power2*byte2
520 REMark set appropriate information into the b array
530 ybit=ybit-1
540 REMark decrease counter
550 END REPEAT usebyte
560 REMark loop until finished with byte
570 END FOR ypix
580 REMark close for loop
590 power2=power2*2
600 REMark double bit setting counter
610 END FOR pline
620 REMark close loop
630 PRINT#4;CHR$(27);'L';CHR$(2);CHR$(27);'G';CHR$(1);CHR$(224);
640 REMark initialize printer for 480 bytes of graphics data
650 FOR yprint=0 TO 479:PRINT#4;CHR$(b(yprint));
660 REMark print that data stored in b array
670 PRINT#4\
680 REMark print command LF to printer
690 END FOR scrlocation
700 REMark close loop
710 PRINT#4;CHR$(27);'L';CHR$(3);\
720 REMark reset printer for text
730 END DEFINE procedure_JTCOPY
    
```

You've got your QL hardware. You've got your Psion software.



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Just released from Sunshine is the latest book from the highly acclaimed QL Classics series – and it's called *Quill, Easel, Archive & Abacus on the Sinclair QL*. All these packages, which are included with every QL sold, are recognised as powerful in their own right, but when working together with one another, they become highly effective problem-solving tools for business.

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A step backwards

One step beyond just joining the dots — Linear Regression for the CPC464 by D Rodwell

Plot is a program which accepts any reasonable number of x and y coordinates from the keyboard and displays them as a high resolution plot on a 300 by 300 pixel grid. The scales can be chosen by the user and modified if so desired.

Once the scales have been confirmed the best-fit straight line is displayed together with its equation. The user is then able to use it to calculate any x or y value. The

correlation coefficient is also given and this provides a guide to the fit of the regression line.

Program Notes

Line No
440 X and Y ranges are scaled to fit the 300 by 300 pixel grid.
470 The pixel position of each given point is calculated.
510-540 Individual points are plotted as a plus sign and two or more coinci-

dent points are plotted as an asterisk.

560-660 The X scales are drawn.
670-770 The Y scales are drawn.
780-800 The X and Y axes are drawn.
820-840 Labels and title are printed.
850-860 Sets up text windows to the right of the graph.
870-890 Provides an opportunity to re-scale the axes.
910-1060 Calculates and prints the regression equation and correlation on coefficient.
1070-1350 Draws the regression line on the plot.
1370-1880 Enables the user to estimate any X for a given Y or any Y for a given X.

```

10 MODE 2
20 DEFINT I,K,N:DEFSTR F-H
30 PRINT "THIS PROGRAM PRODUCES A PLOT OF X AND Y VALUES"
40 PRINT "INPUT FROM THE KEYBOARD AND FINDS THE BEST-FIT"
50 PRINT "STRAIGHT LINE THROUGH THE GIVEN POINTS."
60 PRINT
70 PRINT "INPUT THE X AND Y CO-ORDINATES
  (SEPARATED BY A COMMA)"
80 PRINT "FOR EACH POINT."
90 PRINT
100 INPUT "HOW MANY POINTS WILL YOU INPUT":N
110 DIM X(N),Y(N)
120 PRINT
130 FOR I=1 TO N
140 PRINT "X(:";I;"),Y(:";I;") ";:INPUT X(I),Y(I)
150 PRINT
160 NEXT I
170 AX=X(1):CX=AX:AY=Y(1):CY=AY
180 FOR I=2 TO N
190 BX=X(I):BY=Y(I)
200 FX=MIN(AX,BX):DX=MAX(CX,BX)
210 FY=MIN(AY,BY):DY=MAX(CY,BY)
220 AX=FX:CX=DX:AY=FY:CY=BY
230 NEXT I
240 PRINT "THE X DATA SUPPLIED COVERS THE
  RANGE";PX;"TO";DX
250 PRINT "HOW DO YOU WISH TO SCALE THE X AXIS ?"
260 PRINT
270 INPUT "FROM A MINIMUM SCALE VALUE OF":X1
280 INPUT " TO A MAXIMUM SCALE VALUE OF":X2
290 INPUT " IN STEPS OF":X3
300 PRINT
310 PRINT
320 PRINT "THE Y DATA SUPPLIED COVERS THE RANGE"
  ;PY;"TO";QY
330 PRINT "HOW DO YOU WISH TO SCALE THE Y AXIS ?"
340 PRINT
350 INPUT "FROM A MINIMUM SCALE VALUE OF":Y1
360 INPUT " TO A MAXIMUM SCALE VALUE OF":Y2
370 INPUT " IN STEPS OF":Y3
380 PRINT
390 INPUT "WHAT LABEL FOR THE X AXIS":FX
400 INPUT "WHAT LABEL FOR THE Y AXIS":FY
410 INPUT " WHAT TITLE FOR THE PLOT":FT
420 PRINT
430 CLS
440 RX=X2-X1:RY=Y2-Y1:BX=300/RX:BY=300/RY
450 TAG
460 FOR I=1 TO N
470 KX=INT(SX+(X(I)-X1)):KY=INT(SY*(Y(I)-Y1))
480 IF KX>300 OR KY>300 THEN 550
490 IF TEST(KX+S3,KY+S5)=0 THEN 530
500 MOVE KX+50,KY+S5
510 PRINT "+";
520 GOTO 550
530 MOVE KX+50,KY+S5
540 PRINT "+";
550 NEXT I
560 NXT=RX/X3:SXT=BX*X3
570 FOR I=1 TO NXT
580 MOVE 50+(SXT*I),50
590 PRINT CHR$(145);
600 MOVE 42+(SXT*I),37
610 PRINT X1+(I*X3);
620 NEXT I
630 MOVE 50,50:PRINT CHR$(145);
640 MOVE 42,37:PRINT X1;
650 MOVE 350,50:PRINT CHR$(145);
660 MOVE 342,37:PRINT X2;
670 NYT=RY/Y3:SYT=BY*Y3
680 FOR I=1 TO NYT
690 MOVE 44,(SYT*I)+58
700 PRINT "-";
710 MOVE 8,(SYT*I)+58
720 PRINT Y1+(I*Y3);
730 NEXT I
740 MOVE 44,58:PRINT "-";
750 MOVE 8,58:PRINT Y1;
760 MOVE 44,358:PRINT "-";
770 MOVE 8,358:PRINT Y2;
780 MOVE 353,50:DRAW 50,50:DRAW 50,350
790 FOR I=50 TO 354 STEP 4:PLOT I,354:NEXT I
800 FOR I=354 TO 50 STEP -4:PLOT 354,I:NEXT I
810 TAGOFF
820 LOCATE 1,2:PRINT FY
830 LOCATE 20,25:PRINT FX
840 LOCATE 20,1:PRINT FT
850 WINDOW #1, 55,80,8,25
860 WINDOW #2, 55,80,1,5:PAPER #2,1:PEN #2,0
870 PRINT #1, "DO YOU WISH TO RESCALE"
880 PRINT #1, "THE AXES OF THE GRAPH"
890 INPUT #1, "(Y OR N)";B
900 IF UPPER$(B)="Y" THEN CLS:GOTO 240
910 T1=0:T2=0:T3=0:T4=0:T5=0:SD=0:DY=0
920 FOR I=1 TO N
930 T1=T1+(X(I)*Y(I)):T2=T2+X(I):T3=T3+Y(I):T4=T4+
  (X(I)*X(I)):T5=T5+(Y(I)*Y(I))
940 NEXT I
950 MX=T2/N:MY=T3/N
960 FOR I=1 TO N:SD=SD+(X(I)-MX)^2:DY=DY+(Y(I)-MY)
  ^2:NEXT I
970 SR=(T1-(T2*T3/N))^2/(T4-(T2*T2/N))
980 ST=T5-(T3*T3/N):RS=ST-SR:MS=RS/(N-2)
990 SL=(T1-(T2*T3/N)/(T4-(T2*T2/N)))
1000 YI=(T3/N)-(SL*MX):#N=SDR(DY/SD):R=SL/W
1010 CLS #1:CLS #2
1020 PRINT #2,"REGRESSION EQUATION IS OF"
1030 PRINT #2,"THE FORM y = a + b*x"
1040 PRINT #2,"WHERE a ="; USING "###.###"; YI
1050 PRINT #2," b ="; USING "###.###"; SL
1060 PRINT #2,"CORR COEFF ="; USING "###.###"; R
1070 YD=(SL*X2)+YI:YV=(SL*X1)+YI
1080 IF (YV>Y1 AND YV<Y2) AND (YD>Y1 AND
  YD<Y2) THEN 1150
1090 IF (YV<Y1 AND YV<Y2) AND (YD>Y2) THEN 1180
1100 IF (YV<Y1) AND (YD>Y1 AND YD<Y2) THEN 1210
1110 IF (YV<Y1) AND (YD>Y2) THEN 1240
1120 IF (YV>Y1 AND YV<Y2) AND (YD<Y1) THEN 1270

```



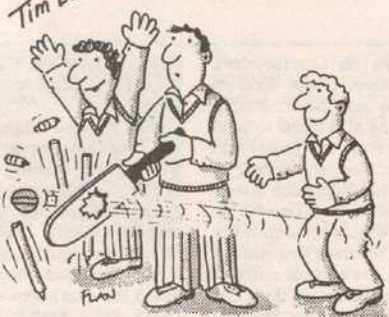
```

1130 IF (Y0>Y2) AND (Y0=Y1 AND Y0=Y2) THEN 1300
1140 IF (Y0>Y2) AND (Y0<Y1) THEN 1330
1150 X10RD=50:Y10RD=INT(SY*((SL*X1)+Y1)-Y1))+50
1160 X20RD=350:Y20RD=INT(SY*((SL*X2)+Y1)-Y1))+50
1170 GOTO 1350
1180 X10RD=50:Y10RD=INT(SY*((SL*X1)+Y1)-Y1))+50
1190 X20RD=INT(((Y2-Y1)/SL)-X1)*SX)+50:Y20RD=350
1200 GOTO 1350
1210 X10RD=INT(((Y1-Y1)/SL)-X1)*SX)+50:Y10RD=50
1220 X20RD=INT(SY*((SL*X2)+Y1)-Y1))+50
1230 GOTO 1350
1240 X10RD=INT(((Y1-Y1)/SL)-X1)*SX)+50:Y10RD=50
1250 X20RD=INT(((Y2-Y1)/SL)-X1)*SX)+50:Y20RD=350
1260 GOTO 1350
1270 X10RD=50:Y10RD=INT(SY*((SL*X1)+Y1)-Y1))+50
1280 X20RD=INT(((Y1-Y1)/SL)-X1)*SX)+50:Y20RD=50
1290 GOTO 1350
1300 X10RD=INT(((Y2-Y1)/SL)-X1)*SX)+50:Y10RD=350
1310 X20RD=350:Y20RD=INT(SY*((SL*X2)+Y1)-Y1))+50
1320 GOTO 1350
1330 X10RD=INT(((Y2-Y1)/SL)-X1)*SX)+50:Y10RD=350
1340 X20RD=INT(((Y1-Y1)/SL)-X1)*SX)+50:Y20RD=50
1350 MOVE X10RD+3,Y10RD+3:DRAW X20RD+3,Y20RD+3
1360 PRINT #1
1370 PRINT #1,"DO YOU WISH TO USE THE"
1380 PRINT #1,"REGRESSION EQUATION TO"
    
```

```

1390 PRINT #1,"ESTIMATE A VALUE OF"
1400 INPUT #1,"X OR Y" (Y OR N)";B
1410 IF UPPER(G)="N" THEN 1600
1420 CLS#1
1430 PRINT #1,"DO YOU WISH TO ESTIMATE"
1440 INPUT #1,"X OR Y";G1:PRINT #1
1450 IF UPPER(G1)<>"X" AND UPPER(G1)<>"Y" THEN 1420
1460 IF UPPER(G1)="X" THEN 1520
1470 PRINT #1,"FOR WHAT VALUE OF X"
1480 INPUT #1,XH
1490 YH=Y1+SL*XH:PRINT #1
1500 PRINT #1,"Y IS ESTIMATED AS"
1510 PRINT #1,YH:GOTO 1570
1520 PRINT #1,"FOR WHAT VALUE OF Y"
1530 INPUT #1,YH
1540 XH=(YH-Y1)/SL:PRINT #1
1550 PRINT #1,"X IS ESTIMATED AS"
1560 PRINT #1,XH
1570 PRINT #1:PRINT #1,"CALCULATE ANOTHER"
1580 INPUT #1,"POINT (Y OR N)";IG
1590 IF UPPER(G)="Y" THEN 1420
1600 PRINT #1:PRINT #1,"DO YOU WISH TO PLOT"
1610 PRINT #1,"ANOTHER SET OF POINTS"
1620 INPUT #1,"(Y OR N)";IG
1630 IF UPPER(G)="Y" THEN RUN
1640 WINDOW SWAP 1,0
    
```

Tim Love's CRICKET



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Open Forum

We are always actively seeking programs for publication — either for Open Forum, the machine pages or Star Game. When sending in a program for consideration, a clear program listing should be sent, together with, wherever possible, a saved copy on cassette. Documentation — usually not more than 1000 words — should start with a general description of the program, what it does, and then some detail of how the program itself is constructed. We pay very competitive rates, according to the length and nature of the program and the quality of the accompanying documentation.

Lunar Lander

on Spectrum

The object of the game is to successfully land the lunar module on the Moon's surface.

Carefully control how much fuel is burnt and for how long. You must achieve a low velocity when your height is getting low so you do not crash into the moon.

The controls are the number of keys 1 to 9. The amount of fuel being burnt is graphically illustrated by the length of the jet coming out of the module. Your height, velocity and remaining fuel are displayed on the control panel.

Variables

a-j Positioning for module
vel Velocity of craft
fu Fuel left for craft
t od q Time loop variables

Program notes

5 Call user def. graphics
6 Define program variables
10-33 Set up positioning var.
40-80 Set up display for play
100 Check if burn is altered
200-233 Calc. new height etc.
234-240 Check if crashing
500 Draw moon surface
605-650 General land sequence
655-670 Additional routine if a crash occurred
680 Restart routine
600-620 Successful land routine
1000-1035 User def. graphics

```
0:REM LUNAR LANDER © SATURN 5
SOFTWARE 30/1/84 BY ROBERT IRVINE
AND JOHN IRVINE
5 GO SUB 1000: BRIGHT 1
6 LET hi=6100: LET V=9500: L
ST v=7000: LET as="": LET z
L5 7 PAPER 0: BORDER 0: INK 7: C
L5 10 LET a=5: LET b=25
110 LET c=5: LET d=25
120 LET e=5: LET f=24
130 LET g=0: LET h=24
140 LET i=9: LET j=24: LET k=9:
LET l=28
150 LET q=10: LET r=25
34 FOR s=1 TO 70: LET x=INT (R
ND*250): LET y=INT (RND*175): PL
OT x,y: NEXT s
35 LET m=10: LET n=23: LET o=1
0: LET p=25
```

```
40 PRINT AT a,b: INK 7: " "
45 PRINT AT c,d: INK 7: " "
50 PRINT AT e,f: INK 7: " "
55 PRINT AT g,h: INK 7: " "
60 PRINT AT i,j: INK 7: " "
PRINT AT k,l: INK 7: " "
55 PRINT AT a,r: INK 7: " "
PRINT AT o,p: INK 7: " "
65 PRINT AT q,t: INK 5: " "
LET u="": AT 2,23: INK 3: " "
70 PLOT 0,75: DRAW 0,75: DRAW
125,0: DRAW 0,-75: DRAW -125,0
75 PRINT AT 6,3: "ON STANDBY"
T 2,5: INK 5: "PRESS A NUMBER TO
START": PAUSE 0: PRINT AT 11,1:
INK 4: "ALL SYSTEMS GO": AT 21,5:
75 PRINT AT 4,1: INK 4: "HEIGHT
=": AT 6,1: INK 6: "VELOCITY=": AT
9,1: INK 5: "FUEL="
```

Arcade Avenue



Poke-ing about

I want to start this week by offering an apology to those readers who have written in asking me to rehash things that have already been published. I'm getting so many letters in the Avenue these days that I really haven't got the time or space to go over old ground. This applies especially to *Jetset Willy*, so read your back issues of *PCW* or ask a friend or the library if you have none.

However, I do think it's fair to review the way to get pokes into the computer for those Spectrum owners, in particular Stewart of Aberdeen, who have written in complaining of

feeling left behind. You will find that for most games there is a short Basic program at the start that does the job of loading the machine code and auto-runs itself once loaded. If you Merge this header program rather than Loading it, then once the OK sign appears you can quickly pause the tape and list the header Basic. You will find it has lines to do with loading the code into the memory and as a general rule you can add your poke instructions as a new line after these commands and before any *USR* command. You then can Run the Basic and continue the tape as before. The computer will not forget this short Basic program and will carry out the extra instructions once the machine code is in place.

By the way, Stewart, the Forgotten Abbey is through a hidden passage on the bottom right of the Wine cellar in *Jetset Willy*. It's tough to find and tough to play. In response to a lot of demand I will also relent and publish again the infinite

lives poke for Commodore's *Manic Miner*. Glenn Scott of Fife is the most recent applicant and he also wants to send his thanks for the pokes you sent in for *Blagger*, but now he needs any help you can give to get past Level 9 of *Son of Blagger*. Anyway here, with many thanks to Matthew Crowther of Evesham, are a whole string of cheat programs for the CBM including a treat for those in desperate trouble with *China Miner*.

"Infinite lives on *Manic Miner* type: *Verify* (Return); *Load* "",1,1 (Ret and Play); *Poke* 16573, 234 (Ret); *Poke* 16572, 234 (Ret); *Poke* 16571, 234 (Ret); *Sys* 16384 (Ret). Infinite lives on *AMC* — on slowloader side insert Line 0 *Poke* 11639,255 in the header. Infinite lives on *Motor Mania*; *Verify* (Ret); *Load* "",1,1 (Ret and Play) *Poke* 8646, 255 (Ret); *Sys* 8000 (Ret).

No enemies on *China Miner*: *Verify* (Ret); *New* (Ret); *Load* "",1,1 (Ret and Play); *Load*,1,1 (Ret and Play)

For *T* = 9320 To 16385: *Poke* T,0: *Next* (Ret); *Sys* 64738 (Ret).

Whilst on the subject of *China Miner*, thanks to Thomas Turnbull of Ashington who sends the following. "To stop the sprite collision detection feature: *Verify* (Ret); *Load* "",1,1 (Ret and Play); *Load* "",1,1 (Ret and Play); *Poke* 34493,169 (Ret); *Poke* 34494,0 (Ret); *Poke* 34495,234 (Ret); then *Sys* 64738 to play."

Let's finish the week with a quick high score letter. Mark Hendley of Clowne near Chesterfield has scored a massive 47,329 on *Ant Attack* (all 10 rescued), and on *Chuckie Egg* 150,220.

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame!) then write to: Tony Kendle, Arcade Avenue, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

```

80 LET i$=INKEY$: IF INKEY$=""
THEN GO TO 200
100 LET z=VAL i$
200 FOR x=1 TO z
300 PRINT AT 4,0;hi;" ";AT 6,10
VEL i;" AT 3,7;fu;"
400 LET q=q+1
510 PRINT AT q,r; INK 6;a$
215 NEXT x
217 LET q=10: LET r=25
220 FOR x=1 TO 3
225 LET q=q+1
230 PRINT AT q,r;" "; NEXT x
232 LET vel=vel*(-z+z); LET hi$=
i*(z?); LET fu=fu-(z+z); IF z<5
THEN LET vel=vel+(z+z)
233 IF z=9 THEN LET fu=fu-(z+z)
234 IF hi<5 AND vel<0 THEN GO T
O 500
235 IF vel<5 AND hi<0 THEN GO
TO 500
236 IF vel>50 AND hi<4 THEN GO
TO 500
237 IF fu<5 THEN GO TO 500
240 LET q=10: LET r=25: GO TO 5
0
500 PLOT 0,0: DRAW 250,0
505 FOR v=1 TO 11
510 LET a=a+1: LET c=c+1: LET e
e+1: LET g=g+1: LET i=i+3: LET
k+k+1: LET m=m+1: LET o=o+1
512 PRINT AT a-1,b;" "; PRINT
AT e-1,f;" "; PRINT AT i-1,f+4;
" "; PRINT AT m-1,n;" ". PRINT A
T a-1,n+6;" "
515 PRINT AT a,b;" "
520 PRINT AT c,d;" "
525 PRINT AT e,f;" "
530 PRINT AT g,h;" "
535 PRINT AT i,j;" "; PRINT
AT k,l;" "; PRINT AT m,n;" "; PRINT AT
o,p;" "
540 NEXT v
550 IF hi<5 AND vel<0 THEN GO T
O 500
560 PRINT AT a+4,b-4;" "; PRI
NT AT a,b;" "; PRINT AT c+2,d+2;
" "; PRINT AT c,d;" "
565 PRINT AT e+1,i-3;"USA": P
RINT AT e,f;" "
566 FOR q=1 TO 255: OUT 254,0:
OUT 254,q: NEXT q: OUT 254,0
567 PRINT AT 11,0; INK 2;"SHUTT
LE CRASHED"
568 FOR t=1 TO 500: NEXT t
570 CLS: PRINT: PRINT "BAD LU
CK YOU CRASHED": PRINT: PRINT

```

```

THE SHUTTLE AND": PRINT: PRINT
"THESE ARE NO SURVIVORS!":
575 PRINT: PRINT "ANOTHER GAME
(Y/N)":
580 IF INKEY$="" THEN GO TO 580
585 IF INKEY$="y" THEN RESTORE
: CLS: GO TO 5
590 IF INKEY$<"y" THEN PAPER 7
: BORDER 7: INK 0: BRIGHT 0: CLS
GO TO 5000
600 PRINT AT 11,1; INK 6;"SHUTT
LE LANDED"
604 FOR e=1 TO 7: BORDER 8-e: B
EEP 5: NEXT e
605 FOR t=1 TO 500: NEXT t
610 PAPER 1: BORDER 4: INK 7: C
LS
615 PRINT: PRINT "CONGRATULATI
ONS YOU HAVE": PRINT: PRINT "LA
NDED THE SHUTTLE": PRINT: PRINT
"AND THERE ARE NO INJURIES!":
620 GO TO 575
1000 FOR i:USR "a" TO USR "f"+7:
READ i: POKE t,U: NEXT i
1005 DATA 120,64,32,16,8,4,2,1
1010 DATA 240,64,32,16,8,4,2,1
1015 DATA 255,255,0,0,0,0,0,0
1020 DATA 128,192,224,240,248,252
2,254,255
1025 DATA 1,3,7,15,31,63,127,255
1030 DATA 255,0,0,0,0,0,0,0
1035 RETURN

```

```

HEIGHT=7680
VELOCITY=6566
FUEL=9050
ALL SYSTEMS GO

```



Lunar Lander
by Robert Irvine

The Music Box



BBC package

Having just received my Acorn Music 500, I'm holding back the promised information on digital sound samplers for the Spectrum until next week. The Acorn system deserves a column to itself.

The Music 500 (produced by Hybrid Technology of Cambridge) is, in effect, a music composition language plus the hardware necessary to make it worthwhile using. How much each of these components contribute to the £199 price tag is hard to say. However, the

hardware — a separately powered disk-drive casing with a couple of dozen chips and a stereo audio output — does take the BBC out of the acoustic dark ages.

There are 13 programmable waveforms, 13 envelopes and seven available stereo positions. Up to 16 notes can be played at once, allowing a number of parts and voices to be used. There are numerous effects available — including ring modulation, frequency modulation, phasing, detuning and pitch and amplitude control. All-in-all, an impressive spec, even if the manual gives far too little information to understand the how and why of the device. (I didn't recognise three of the chips on the circuit board and, until I can track them down, I can't give you much of an idea as to what techniques the Music 500 uses.)

Quite whom the package is aimed at is hard to tell. On the one hand, the software (known as AMPLE — Advanced Music

Programming Language) is sophisticated and not, at first sight, simple to use (despite the manual's promise). AMPLE is a whole new programming language with some apparent affinities to Basic and some to Forth.

On the other hand, the manual's introductory paragraphs and the use of a five-pin DIN socket for the audio output suggest the home market — especially homes equipped with a good quality stereo.

Unfortunately, the manual is less than clear on programming and this column has to be largely a preview since Music 500 will take me several days to begin to get to grips with. This is not a package in the ordinary sense — as it stands, it doesn't make writing or performing music easy, it just provides tools which might be used to that end.

On the whole, the system seems powerful and attractive — if a little overpriced. There is a keyboard add-on available already (but I have no informa-

tion on it) and, no doubt, utilities such as scoring packages will become available. In a couple of weeks, I'll report in more detail on the Music 500's talent for sound synthesis.

Until then, you may like to reflect that Island Logic's composer/synth package for an unexpanded BBC costs around £30 and includes a score writer, while for £12.50 (£9.95 for the tape version) you can buy the excellent Synth-64 composer for the Commodore.

Gary Herman

The Music Box is a new weekly column with news, reviews and readers comments on all aspects of micros and music.

Any readers with experience of computer music making or companies with new product news are invited to write to: drop a line explaining what they're doing to: Gary Herman, The Music Box, 12-13 Little Newport Street, London WC2R 3LD.

Graph Plot

on Amstrad

This program for the Amstrad CPC464 will plot a graph of any function on the monitor, over the range of x values specified by the user. The program will position and scale the axes such that the whole of the screen is used for drawing the graph. The program shows the flexibility of the Amstrad's graphics commands:

Program notes

- 100 — 290 Initialisation
- 300 — 380 Calculation of points coordinates
- 390 — 550 Calculation of scales of axes & position of origin
- 560 — 660 Plotting of graph
- 10000 — 10050 Handling of errors

The user's function must be entered into line 190 after *Def Fnf(x)=*. On running, the user will be asked to enter the lowest x value followed by the highest x value, and the step. The computer will then calculate the points & plot them. After the graph has been plotted, pressing [Space] will use the same function, but ask for another set of x values, or pressing [F] will display the function, which may then be altered if necessary.

```

100 REM Function Plotter
110 REM (c) R.P. Morgan +
    G. Nicholson
120 :
130 :
140 REM *****
150 REM * YOUR FUNCTION GOES BELOW *
160 REM *****
170 :
180 :
190 DEF FNF(x)=LOG(x)
200 :
210 :
220 ON ERROR GOTO 10000
230 MODE 1
240 DEG
250 INPUT "Lower X value ";x1
260 INPUT "Upper X value ";xu
270 INPUT "Step size ";s
280 CLS
290 SPEED INK 50,50
300 LOCATE 14,10:INK 3,24,1:PEN
    3:PRINT "CALCULATING"
310 xcoords=(xu-x1)/s
320 DIM x(xcoords+2),y(xcoords+2)
330 nu=1
340 FOR xcoord=x1 TO xu STEP s
350 x(nu)=xcoord
360 y(nu)=FNF(xcoord)
370 nu=nu+1
380 NEXT xcoord
390 nu=nu-1
400 ys=y(1):yb=y(1)
410 xs=x(1):xb=x(xcoords)
420 FOR f=1 TO xcoords
430 IF y(f)>yb THEN yb=y(f)
440 IF y(f)<ys THEN ys=y(f)
450 NEXT f
460 yscale=400/(yb-ys)
470 xscale=640/(xb-xs)
480 FOR f=1 TO xcoords
490 x(f)=x(f)*xscale
500 y(f)=y(f)*yscale
510 NEXT f
520 y0=ABS(0-ys)
530 yorig=y0+yscale
540 x0=ABS(0-xs)
550 xorig=x0+xscale
560 MODE 2
570 MOVE xorig,0:DRAW xorig,400
580 MOVE 0,yorig:DRAW 640,yorig
590 ORIGIN xorig,yorig
600 FOR f=1 TO xcoords
610 PLOT x(f),y(f)
620 NEXT f
630 a$=INKEY$:IF a$="" THEN 630
640 IF a$="f" OR a$="F" THEN MODE
    1:LIST 190:END
650 RUN
10000 MODE 2:PEN 1
10010 IF ERR=11 THEN PRINT "Your
    range & function involves a
    division by zero in line "ERL:GOTO
    10050
10020 IF ERR=6 THEN PRINT "Your
    range & function involves a number
    too large for, or undefined for,
    the computer in "ERL:GOTO 10050
10030 PRINT "Error number "ERR" in
    line "ERL
10050 END
    
```

Graph Plot
by R Morgan

3D Maze

on Vic20

You will need the super expander for this program.

When you run this program you will find yourself in a 3D maze.

Controls:

M to move forward

L to turn left

R to turn right

If you escape you'll be told the number of moves you took.

Program notes

- | | | |
|---------|--|--|
| Line | | so far |
| 1 | Defines the size of the maze — 25 locations, 4 views from each location | 300-310 Turn left routine |
| 2 | Puts the numeric value of each view/location into the array | 400-410 Turn right routine |
| 10-20 | Determines at random your starting point in the maze | 600-610 Checks that a move forward is allowed |
| 70-80 | Sets the Graphic Screen and prints the view for the direction you are facing in your starting location | 620 Checks to see if you've completed the maze |
| 110-140 | You can only press "L" to look left, "R" to look right and "M" to move forward | 630-670 Moves your location, you are still looking in the same direction |
| 150 | Increase the number of moves taken | 680-675 Decisions for which walls to draw |
| | | 680-770 Each line draws a wall |
| | | 1000-1030 Your score on completing the maze |
| | | 1040-1070 Data statements holding the numeric value of each view. |

```

1 DIMR(25,4)
2 FORS=1TO25:FOR T=1TO4:READA(R(S,T)):R=NEXT:NEXT
10 D=INT(RND(1)*4)+1
20 S=D:T=0
70 GRAPHICS
90 SCHCLR:ODR0600
100 GETAF
110 IFR$="L"THEN030
120 IFR$="R"THEN400
130 IFR$="M"THEN020
140 OUT0100
150 V=Y+1
160 OUT030
200 T=T+1:IFT<THEMT=4
310 OUT0150
400 T=T+1:IFT>THEMT=1
410 OUT0150
500 2=307(200,250)
510 IFR$=THEM100
520 IFR$=220R(3)+3THEM1000
530 IFT=THEM5=5
540 IFT=2THEM5=4
550 IFT=3THEM5=5
560 IFT=4THEM5=1
570 OUT0150
600 IFR(S,T)=100R(S,T)+100R(S,T)+170R(S,T)+100R(S,T)+220R(S,T)+23THEM700
605 IFR(S,T)=200R(S,T)+200R(S,T)+25THEM700
610 IFR(S,T)=100R(S,T)+100R(S,T)+100R(S,T)+100R(S,T)+100R(S,T)+21THEM710
615 IFR(S,T)=200R(S,T)+200R(S,T)+20THEM71000
620 IFR(S,T)=200R(S,T)+100R(S,T)+190R(S,T)+200R(S,T)+210R(S,T)+220R(S,T)+23THEM720
625 IFR(S,T)=24THEM720
630 IFR(S,T)=100R(S,T)+200R(S,T)+400R(S,T)+600R(S,T)+800R(S,T)+900R(S,T)+11THEM730
635 IFR(S,T)=140R(S,T)+150R(S,T)+190R(S,T)+210R(S,T)+270R(S,T)+280R(S,T)+38THEM730
640 IFR(S,T)=200R(S,T)+300R(S,T)+600R(S,T)+700R(S,T)+900R(S,T)+100R(S,T)+12THEM740
445 IFR(S,T)=160R(S,T)+170R(S,T)+200R(S,T)+220R(S,T)+230R(S,T)+250R(S,T)+270R(S,T)+2
3THEM740
646 IFR(S,T)=30THEM740
650 IFR(S,T)=100R(S,T)+200R(S,T)+200R(S,T)+300R(S,T)+700R(S,T)+900R(S,T)+12THEM750
655 IFR(S,T)=130R(S,T)+160R(S,T)+170R(S,T)+170R(S,T)+270R(S,T)+28THEM750
660 IFR(S,T)=100R(S,T)+200R(S,T)+300R(S,T)+400R(S,T)+600R(S,T)+600R(S,T)+10THEM760
665 IFR(S,T)=110R(S,T)+140R(S,T)+200R(S,T)+290R(S,T)+30THEM760
670 IFR(S,T)=110R(S,T)+120R(S,T)+130R(S,T)+160R(S,T)+160R(S,T)+250R(S,T)+260R(S,T)+27THEM770
675 IFR(S,T)=200R(S,T)+290R(S,T)+30THEM770
680 DR#2,200,250TO200,250:RETURN
700 DR#2,0,250TO200,250TO200,250:OUT0510
710 DR#2,1,023,250TO200,250TO200,250TO200,250:OUT0620
720 DR#2,200,250TO200,250TO200,250TO200,250:OUT0630
730 DR#2,0,1823TO200,250TO200,250TO0,400:OUT0640
740 DR#2,1,023,1823TO200,250TO200,250TO200,250:OUT0650
750 DR#2,200,250TO200,250TO200,250TO200,250:OUT0660
760 DR#2,200,180TO200,250TO200,250TO200,250:OUT0670
770 DR#2,300,180TO200,250TO200,250TO200,250:OUT0680
1000 GRAPHICS
1010 PRINT"HELL DONE"
1020 PRINT"MOVES"
1030 END
1840 DTR#2,1,2,22,18,2,23,30,18,2,19,2,18,27,24,2,22,21,20,3,27,5,6,18,21,28,7,20
1850 DTR#2,19,8,18,19,11,25,28,29,22,19,11,4,26,3,10,12,5,11,26,11,10,22,19,13,12,24
1860 DTR#28,29,21,28,9,5,30,18,14,16,20,19,20,21,28,12,19,11,29,22,25,22,19,11
1870 DTR#1,17,22,21,5,30,18,27,29,22,21,4,28,12,20,21,28,19,15,12
    
```

3D Maze
by M Dixon

Tony Bridge's Adventure Corner



Best of 1984

1984 has seen an explosion in games of all sorts and adventures have never had it so good. The blockbuster of the year will be well known to you and need no further eulogies from me. Each machine has had a best selling adventure written for it, but unlike arcade games, less well known adventures can be just as much fun to play.

The BBC, for example, has an excellent range from Acornsoft. Each one — *Philosopher's Quest*, *Kingdom of Hamil*, *Countdown to Doom* and the others (including a new list of recently released titles) — is a tough adventure guaranteed to keep even the expert busy. Along with the Level 9 series, these are the obvious programs to think of for the BBC owner, who is rather poorly catered for. But Epic Software has a small selection of very well liked adventures, such as *The Wheel of Fortune* and they're all good value, though without full-colour packaging. I suppose, however, that all you Beebers are currently slumped over your machines trying to become *Elite*.

This two-tier pattern, of big hits and a constant ebb and flow of minor, but nonetheless interesting second leaguers is perhaps more clearly seen in software for those two contenders for the title of Best Selling Computer in Britain — the Spectrum and Commodore 64. For both machines, the past year must count as the great year of success in adventure games as in the other areas of arcade games business and utility programs and add-on hardware. On both sides of the Atlantic, millions of lines of code

have been written and thousands of pages of full colour advertising have been pressed into service in an all out attempt to part computer users from their money.

Although the software business in America is rather different from that in Britain, there is still a small sector of games producers who cannot or will not afford flashy boxes and full page adverts. Judging by the computer magazines that we see in Britain, this division is far greater in the US than that which separates the big sellers from the also-rans here at home.

Let me say now that games, both arcade and adventures, are of a much higher quality in the States — they are written with more style, panache, élan, than the home grown examples. Text adventures is the only arena in which we can compete and those from Level 9, Channel 8 and one or two others compare favourably. But as far as graphic adventures and arcades are concerned, there is no comparison. All those reviewers who roll out the tired old phrase, 'Yet another *Manic Miner* derivative' forget that MM itself is just a rather unappetising version of *Miner 2049er*, a much more addictive and stylish game altogether.

The American game is simple but effective in the extreme. Atari owners will know what I mean when I say that there is no European substitute for the games available — even Commodore games must take a back seat to the Atari catalogue. The Atari machines are the games machines of the present time (and pretty good business machines too) and for the foreseeable future.

Unlike arcade games, top selling adventures are top selling largely because the packaging is better. The honourable exceptions are those games such as *The Hobbit*, the *Midnight* saga, and the Level 9/Channel 8 series which on the whole (Hobbitbugs notwithstanding) display better writing techniques and push back the boundaries further, than lesser programs.

Lower down the adventure charts are games which are just as good as many of those near the top. Among those adventures I found myself returning to during 1984 were:

Denis Through the Looking Glass (Applications)

A Quill'd adventure which many people felt to be too far removed from the traditional

hack'n'slay. But the unique use of verse and the sneaky way in which the player is forced to get Denis to a tincture every so often, ensures a good puzzle. It also ensures that the authors will not appear in the New Year's Honours List!

The Journey (Temptation)

Not so much for the program itself, although the animation is the equal of *The Hobbit's* and the scenario is a good one, but because the author, Alan Davis, is a long-time Corner correspondent, and it is always nice to see a good Adventurer-player produce his own program.

Lords of Time (Level 9)

Written by another Corner correspondent, Sue Gazzard, LOT has one of the very best Adventure scenarios — any one of nine time zones may be visited by the player, and each has its own unique problems. Programmed with the usual Level 9 flair, LOT was nevertheless a departure from Level 9's previous Tolkienesque adventures and is great fun to play.

Quest for the Holy Joystick (Delta 4)

There have been several attempts at comic adventures, such as Denis and Infocom's *Planetfall*, and this modest Quill'd program is one of the better attempts.

It's a very difficult task to write a truly funny adventure and this collection of gaming in-jokes succeeds admirably. Here, you'll find *Valhalla* graphics, *Hobbit* dungeons, Roland Rat and several *JSW* pokes as well, as well as one of the reasons I come back to the Quest — the appearance of a certain bespectacled, bearded Elf.

The program is very short, though, and should possibly have appeared as a giveaway bonus on the B side of a more complex adventure.

Suspended (Infocom)

Although none of Infocom's adventures are far from my computer, *Suspended* is the one to which I return most often, and not only because I have still only just scratched the surface. The original packaging included a playboard on which to keep track of the progress of your six tobots around the computer complex, as they try to repair the environmental computers of planet Contra.

I don't know if this feature appears in the recently released version for the Commodore (surely one of the great bargains for CBM adventurers). Such is the nature of Infocom's magic, that each game will be totally different from the last.

Next week I will take another look at some more adventures.

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All versions of 'The Hobbit' are identical with regard to the
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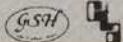
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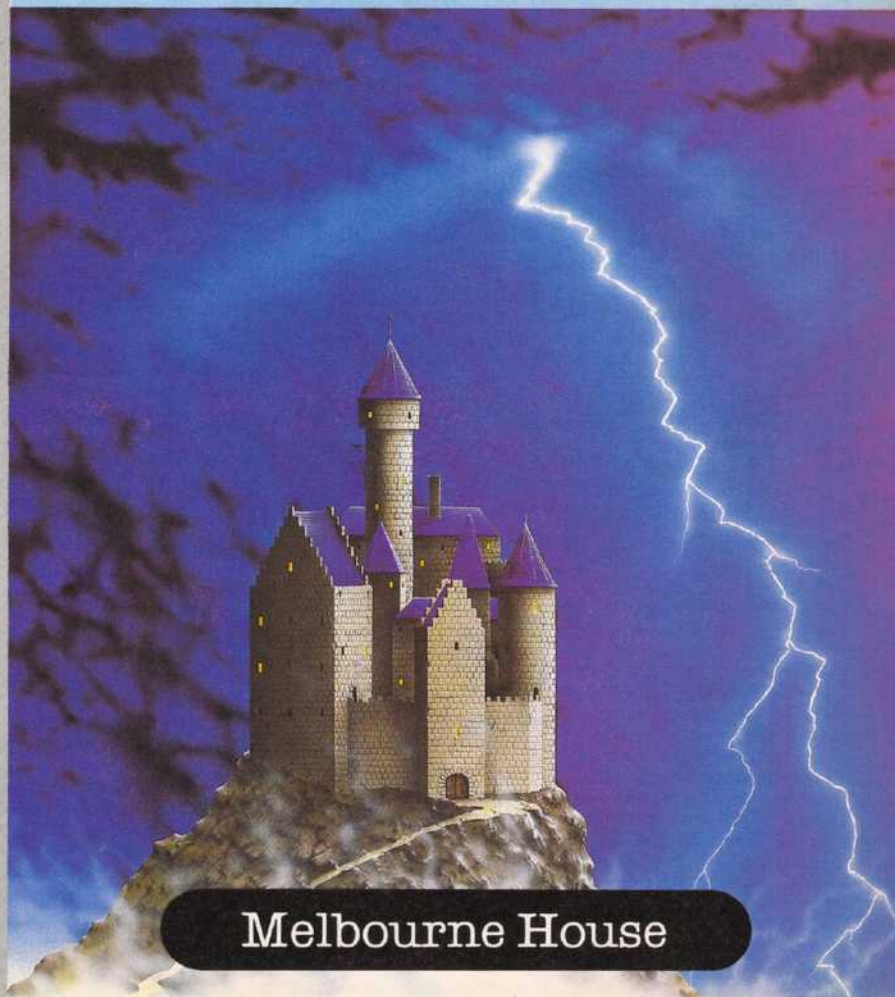
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CASTLE OF TERROR



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CP/M compatible

Anon of Huntingdon, Cambridgeshire, writes:

Q I have heard that with the disc drive the Amstrad is CP/M compatible, but does this mean it would be the same as MSX? Also, I have heard that a Spectravideo is MSX standard, but does this include the SV-318?

A With a disc drive attached, the Amstrad would become capable of running under the CP/M operating system. However you would need to purchase CP/M ... which is not a cheap item. MSX is entirely different to CP/M, and the Amstrad will not and does not conform to the MSX standard.

Despite all claims to the contrary, the SV-318 is not an MSX machine. It was designed to be, but MSX itself had not been finalised when the machine was first launched. It is therefore not possible to utilise the full facilities of MSX.

Merged sets

P Johnston of Choppington, Northumberland, writes:

Q I have been reading your magazine since I bought my 48K Spectrum over a year ago, and I have finally decided to write for help. My question is as follows: I have begun writing a pontoon game using a compiler, and I need more than one set of UDG's to be available. Is there any way of 'merging' about two or three sets of UDG's into the completed program, and if so please explain this method.

A You can use the same method of achieving multiple sets of UDG's that is used by the Basic programmer.

As you know UDG sets can be saved as code, and loaded (above Ramtop), in the same way as machine code subroutines. As long as you know the address at which each set starts, it is only necessary to place that address in locations 23675 and 23676 (the address of the first UDG).

You can swap between sets of graphic characters as many times as you like in your program, but can only use one set at a time.

Wrong correction

G G Robertson of Edinburgh, writes:

Q In the 11th October issue, you corrected a statement for a program 'Decimal to Hex Conversion', in the book *Spectrum Machine Language for the Absolute Beginner* (page 23). I put in the correction and ran it, only to find that it only gave the first 15 numbers, stopping at 16. As Kevin Jenkins asked, is it the fault of the computer or the book?

A In order to solve your problem, and also to kill any lingering doubts that you might have concerning your computer, I will give an absolutely, definitely, most certainly correct version of the program concerned.

```
100 REM decimal to hexadecimal conversion
110 PRINT "Please input decimal value."
```

```
120 INPUT n: PRINT n
130 LET S$ = ""
135 LET n2 = INT (n/16)
140 LET n1 = INT (N - n2*16)
150 LET S$ = CHR$( (n1-9) * (n1+48) + (n1-9) * (55+n1)) + S$
160 IF n2 = 0 THEN PRINT: PRINT "HEXADECIMAL"; S$; "H": FOR i = 1 TO 200: NEXT i: GO TO 110
170 LET n = n2: GO TO 135
```

Program editing

Merv Astle of Lincoln, writes:

Q I intend buying a BBC B and Datalogger mainly for extending my knowledge of Basic and compiling my own programs. What do you

think of the Brother EP44 as a printer? It will be mainly used for program editing and listing.

Also, how much are you charged when using a modem (in respect of the phone bill). Are you charged all the time it is connected or only when receiving data?

A I would think that the Brother EP44 would be very suitable for your purpose. There are of course other printers which would be equally as good for your purposes as well, but none of these offer sufficient advantages to make me suggest them instead of the machine you have chosen.

As far as use of a modem is concerned, your fear is well founded in that as you are using normal telephone lines when using a modem, you are liable to normal call charges for the duration of your connection.

Amstrad printer

C G West of Malton, North Yorkshire, writes:

Q I am asking for help about the purchase of printers. Amstrad offer a printer unit. I would like to know whether there is any other printer that can be used with the Amstrad and the Sinclair QL.

I have recently seen advertisements for the new Manesmann Tally Spirit MT80 printer, which is said to be suitable for the QL and other home computers. Is this the particular one to choose?

A I have received many letters on the subject of which printer to choose for a particular machine. My answer is very nearly always the same... it depends on what you want to use the printer for and how much you are prepared to spend.

The QL and the Amstrad use standard printer interfaces, and thus are able to use most of

the available micro computer compatible printers. The Manesmann is a good example of this. There are however a large number of printers on the market in a variety of different price ranges. You will need to look into the price range you want for the sort of quality you require.

The only piece of advice I would give is that before buying you ask for a demonstration. It ensures that you will not be disappointed at the results when you get your printer home.

Also, get the sales person to put in writing that the printer will work with your micro, and also state what interface you will need to use.

A Slow operation

Stuart Gregg of Leeds, writes:

Q I won a 48K Spectrum with a number of attachments, including a Fuller FDS keyboard, a Fuller box, a Centronics interface, and two microdrives.

Recently, though, the microdrive operation has become very slow. However, it is not the cartridges or the drives that appear to be at fault as I have tested these out on a friend's machine and they work OK.

As the Spectrum is out of warranty, please could you suggest some course of action and some addresses to contact.

A I have come across a firm that will be more than willing to advise you as to how to remedy your problem. They are called Mancomp, and as well as repairing faulty Spectrums are also quite willing to discuss your problems with you and offer reasonably cheap, and (more importantly) correct cures.

They can be contacted at Printworks Lane, Levenshulme, Manchester.

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 Phil Rogers 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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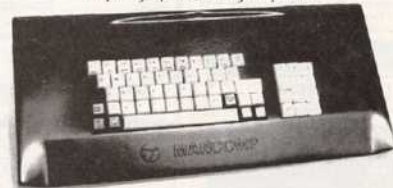
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Final Mission on Spectrum. What light blue hedgehogs come from Italy? S J Green, Gwerna, 5 Cathedral View, Llangallos, Aberystwyth.

Planet of Death on Spectrum. I can't do anything in the space ship. I have the starter motor, mirror etc. Please help! Please. Mark Hendley, 6 Romeley Crescent, Clowne, nr Chesterfield, Derbyshire.

Smugglers Cove on Spectrum. How do you use the message on the wall to get through the room with the pentangle in the centre? A J Norris, 234 Salisbury Road, Totton, nr Southampton.

Message from Andromeda on Spectrum. What do you do with the glass pedestals in the crystal chamber and the blue room? Please rid me of my acute depression. Cliff Joseph, 4 Lords Close, Thurlow Park Road, Dulwich, London SE21.

Valhalla on Spectrum. I have got Ofnir and Drapnir but I can't get any further. How do I get Skornir? Steve Dua, Pleamore House, Culmstock, Cullompton, Devon.

Voodoo Castle on C64. How do I enter the cell and where are the two charms? Mrs P Taylor, 167 Uplands Road, West Moors, Wimborne, Dorset.

Temple of vran on Spectrum. I would like to know how to cross the quicksand? How do I get through the hole in the wall? Mark McMahan, Goneeves, Baherbus, Co Cork, Eire.

Colossal Adventure on C64. How do I escape the flood in the hall of sleeping dwarfs? J H McAdam, 5 Otterburn Gardens, Whickham, Newcastle-upon-Tyne.

Gisburne's Castle on Electron. How do I get into the chapel and how do I open the rusty door? Malcolm Bennet, 6 Fraser Gardens, Kirkintilloch, Glasgow.

Ship of Doom on Spectrum. I cannot turn the key or open the door in the computer room. What is at the end of the long corridor? J P A Buckle, 188 Barnsley Road, Cudworth, nr Barnsley, S Yorks.

Adventure Quest on BBC. How do you get past the river and how do you get to the other side of the lake? J A Beman, 5 Church Lane, Elvington, nr York, N Yorks.

Sherlock on Spectrum. I can get out of the house and into handsome cabs and trains — but nothing else! Help! Allan Paulley, 25 Clarksfield Street, Oldham, Greater Manchester.

Twin Kingdom Valley on C64. How do you get the bronze from the witch? How do I keep the strong elf with me? Derek Hutchinson, 81 Ashburn Road, Hadrian Park, Wallsend, Tyne and Wear.

The Sorcerer of Clamorene Castle on C64. I can't get past the dragon or cross the lava stream. N Fellows, 1 Park Crescent, Dove-ridge, Derbyshire.

Hobbit on Spectrum. Somebody please help me escape from the goblins' dungeon! How do I kill the dragon? Mark Hendley, 6 Romeley Crescent, Clowne, nr Chesterfield, Derbyshire.

Heroes of Karn on C64. How do you get the wands? Where are the other three heroes — not Beren? Paul Benham, 26 St James Avenue, Whetstone, London N20.

Return to Eden on BBC. How do I avoid getting fried but the engines of Snowball 9? Graham Jones, 14 Cornwall Road, Rishton, Blackburn, Lancs.

Castle of Riddles on BBC. Has anyone completed this adventure? How many treasures are there? How do I get the ring? Jan Wiffill, 18 Auckland Road, Ford, Plymouth, Devon.

Circus on C64. How do I wake the tiger? Where is the clown's note? P A Taylor, 167 Uplands Road, W Moors, Wimborne, Dorset.

Dundee Adventure on Lynx. I can't get past the giant bat and I can't get a weapon. Craig Burchall, 12 Western Avenue, Henlow, Beds.

Classic Adventure on C64. How do you open the gate to the treasure vault in the end-game? Michael Taysun, 13 Hazelton Road, Bishopston, Bristol BS7.

Sphinx on Electron. How do you get east from the everglades? What does 'Dave knew' mean? Sphinx Adventurer, 4 The Avenue, The Haulgh, Bolton.

Pyramid 2000 on TRS-80 Color. How do I pass the serpent in the pharaoh's chamber or get the gold nugget up the steps of the hall? R Randall, 1 Mill Road, Frindsbury, Rochester, Kent.

Kentilla on Spectrum. Where can I find the small key to open the doors? C S Rainer, 2 Mill Hill Road, Hinckley, Leicestershire.

Heroes of Khan on C64. How do I get past the serpent and is there a way across the chasm? Ian Anthony, 65 Borrowdale Avenue, Fleetwood, Lancs.

Planet of Death on Spectrum. How do you get past the force field with the loudspeaker and disco music? Sean Higgins, 9 Walmer Grove, Erdington, Birmingham.

Cimeon Moon on Dragon. I've got the shield belt and maul gun. How do I get the yellow disk? D A Probyn, 6 Emberton Street, Chesherton, Newcastle.

Adventure on ZX81. How can I get past the deep pit? How can I open the ancient chest? Jacqui Augustis, 8 Sefton Road, Wallasey, Merseyside L48.

Message from Andromeda on Amstrad. How do I cross the crystal bridge? Colin Batchelor, 109 Pinks Hill, Swanley, Kent.

Wheel of Fortune on Electron. How do you get down the well without being killed. I have the bucket. Darren Owen, 52 Partridge Close, Chelmsleywood, Birmingham.

Eureka on Spectrum. In the pre-historic age I cannot get past the brachiosaurus. I will help on any other Eureka adventure in return for info. Mike Levers, 45 Lilliesfield Avenue, Barnwood, Gloucester.

Hobbit on C64. When you are in the goblins' dungeon, how do you get out through either the door, window or trap door? Nicholas Jones, 82 Park View Road, Lytham, Lancs.

Wrath of Magra on Spectrum. How do you get past the guardian to enter Magra's fortress? John Whelan, 114 Laburnum Grove, Runcorn, Cheshire.

Time Machine on C64. What do you do with the police box? I've got the three crystals in the sockets. Peter Dent, 11 Stavordale Street West, Seaham, Co Durham.

Pirate Cove on Vic 20. How do you get past the snakes in the monastery on the treasure island? Nicholas White, 13 Delmere Close, Eastfield, Peterborough (Tel: 0733 68674).

The Quest on Vic 20. How do you continue your journey after reaching the ocean? (I was told to wear the cloak/gloves and say Tzanth, but this does not work). Nicholas White, 13 Delamere Close, Eastfield Peterborough (Tel: 0733 68674).

Twin Kingdom Valley on C64. I can't get the master key from the Dragon on the desert king's north tower. Simon Quartermaine, 2 Oakdene, Cheshunt, Herts.

Voyage into the Unknown on Spectrum. How do I get past the radiation shield? What do I do on Rocom? David Ireland, 31 Queen's Road, Tunbridge Wells, Kent.

Planet of Death on ZX81. How do you get through the maze and force field? Brian Turner, 16 Stockwood Road, Stockwood, Bristol.

Tombs of Xelops on C64. I cannot get the torch lit, and how do you get through the sandy door? David Raine, 37 Caroline Gdns, High Howdon, Wallsend, Tyne and Wear.

Adventure Land on Vic 20. I cannot find all thirteen treasures, although I do have the ring, bracelet, rubies, fruit, ox, honey, eggs, crown, net, mirror, fish and rug. Thomas Jeffs, 8 Rupert St, Radcliffe, Manchester.

Knight's Quest on Spectrum. How do I get past the snake on the basket? Conn Iggolden, 50 Elm Avenue, Eastcote, Ruislip, Middlesex.

Madness and the Minotaur on Dragon 32. Where do I find the urn with the oil for the lamp? John Martin, 114 Blackmead, Orton Malborne, Peterborough, Cambs.

Lords of Time on Spectrum. I can't find a sharp sword, nor open the door on Zone 3. Olafur Gardarsson, Vesturberg 70, 109 Reykjavik, Iceland.

The Hulk on Spectrum. I can't plug the gas outlet. Olafur Gardarsson, Vesturberg 70, 109 Reykjavik, Iceland.

- Vic 20**
- (-) Duck Shoot (Mastertronic)
 - (1) Perils of Willy (Software Projects)
 - (-) Computer War (Thorn EMI)
 - (-) Sub Commander (Thorn EMI)
 - (-) Tank Commander (Thorn EMI)
 - (-) Tower of Evil (Thorn EMI)
 - (-) Psycho Shopper (Mastertronic)
 - (7) Snooker (Visions)
 - (-) Games Designer (Galactic)
 - (8) Crazy Kong (Interceptor Micro)

(Figures compiled by Boots/Websters)

- Commodore 64**
- (-) Monopoly (Leisure Genius)
 - (6) Chiller (Mastertronic)
 - (1) Ghostbusters (Activision)
 - (-) Matchpoint (Pison)
 - (3) Scrabble (Leisure Genius)
 - (-) Hunchback II (Ocean)
 - (7) BMX Racers (Master Tronic)
 - (6) Jet Set Willy (Software Projects)
 - (4) Daley Thomson's Decathlon (Ocean)
 - (-) Booby (Firebird)

(Figures compiled by Boots/Websters)

- Spectrum**
- (1) Daley Thompson's Decathlon (Ocean)
 - (9) Beach Head (Centresoft)
 - (-) Booby (Firebird)
 - (2) Jet Set Willy (Software Projects)
 - (-) Spiderman (Adventure International)
 - (-) Skool Daze (Microsphere)
 - (-) Fall Guy (Elite)
 - (8) Pyjamarama (Mikrogen)
 - (-) Knight Lore (Ultimate)
 - (-) Kung Fu (Bug Byte)

(Figures compiled by Boots/Websters)

- Dragon 32**
- (-) Mystery of Java Star (Shards)
 - (8) Mr Dig (Microdeal)
 - (-) Manic Miner (Software Projects)
 - (1) Hunchback (Ocean)
 - (4) Cuthbert in Space (Microdeal)
 - (2) Chuckie Egg (A & F)
 - (3) Dragon Chess (Oasis)
 - (7) Sprite Magic (Knight Software)
 - (10) Bug Diver (Mastertronic)
 - (6) Hungry Horace (Melbourne House)

(Figures compiled by Boots/Websters)

- BBC B**
- (1) Scrabble (Leisure Genius)
 - (3) Elite (Acorn)
 - (-) Frank (Acadpark)
 - (-) Manic Miner (Software Projects)
 - (-) Mr Fel (Micro Power)
 - (-) Kensington (Leisure Genius)
 - (6) Football Manager (Addictive)
 - (10) Jet Pac (Ultimate)
 - (8) Mini Office (Database)

(Figures compiled by Boots/Websters)

- Atari**
- (1) Attack of Mutant Camels (LJamasoft)
 - (-) Computer War (Atari)
 - (6) Submarine Commander (Thorn EMI)
 - (3) Oridrumner (LJamasoft)
 - (2) Zaxxon (Centresoft)
 - (-) Carnival Massacre (Atari)
 - (4) Slinky (Centresoft)
 - (-) Solo Flight (Centresoft)
 - (5) Encounter (Hi-Tech)
 - (7) Tank Commander (Thorn EMI)

(Figures compiled by Boots/Websters)

- Amstrad**
- (-) Football Manager (Addictive)
 - (1) Steve Davis's Snooker (CDS)
 - (2) Harrier Attack (Amstrad)
 - (-) Hunchback (Ocean)
 - (3) Forest At Worlds End (Interceptor)
 - (7) Star Commando (Terminal)
 - (-) Classic Adventure (Amsoft)
 - (5) Ohula (Micro Power)
 - (4) Code Name Mat (Amsoft)
 - (6) Chess (Amsoft)

(Figures compiled by Boots/Websters)

Event	Dates	Venue	Admission	Organisers
Which Computer? Show (over 18s only)	Jan 15-17 (1985) 10.00am-5.00pm Jan 18 10.00am-4.00pm	NEC Birmingham	Free in advance from organisers	Clapp and Poliak 01-891 8061
Hi-Technology and Computers in Education Exhibition	Trade: Jan 24 10.00am-1.00pm Educationalists: Jan 24 1.00pm-8.00pm Jan 25 11.00am-8.00pm Public: Jan 25 11.00am-5.00pm	Barbican London EC2	Free in advance from organisers	Computer Marketplace 01-890 1612
Apricot and Sirius Computer Show	Feb 5-7 10.00am-8.00pm	Kensington Town Hall London W8	Free in advance from organisers	Paradox 01-241 3354
The LET '85 International Trade Show	Feb 17-18 10.00am-8.00pm Feb 19 10.00am-4.00pm	Olympia 3 London W6	Free in advance from organisers	Turret-Wheatland 0983 777000

Readers' Chart No 5

- (2) Knight Lore (Spectrum)
 - (1) Daley Thomson's Decathlon (Spectrum/C64)
 - (7) Ghostbusters (Spectrum/C64)
 - (3) Underworld (Spectrum)
 - (4) Booby (Spectrum/C64)
 - (5) Beachhead (C64)
 - (6) Elite (BBC/Electron)
 - (8) Kokotoni Wilf (Spectrum/C64)
 - (-) Raid Over Moscow (C64)
 - (-) Jet Set Willy (Spectrum/C64)
- Ultimate Ocean**
Activision
Ultimate
Firebird
US Gold
Acornsoft
Elite
US Gold
Software Projects

Week 5: Winners — Steven Wallbank, Westacre Gardens, Stechford, Birmingham; Billy Smith, Tball Road, Stafford; Jason Somerville, Morley Cottages, The Avenue, Bishops Waltham, Hants; and Ronnie Farrington, Herondale Avenue, Ford Estate, Boston, Birkenhead, Merseyside, who share the £50 'pot' and receive £12.50 each.

Now voting on Week 7 — £50 to win

Each week Popular is compiling its own special software top ten chart — compiled by YOU.

All you have to do to vote is to fill in the form below with the names of your current three favourite software titles (or copy the form on to another sheet if you don't want to damage your magazine) and send it off as soon as possible to: Top 10, Popular Computing Weekly, 12-13 Little Newport Street, London WC2H 7PP.

We will send £50 each week to the person who correctly predicts that week's top three. If there is no winner then that week's prize is automatically added to the chart on which voting is currently taking place, and so on until someone gets it right! (If there is more than one winner that week's prize — whatever the 'pot' stands at — will be split equally between all the correct entries.)

Voting for Week 7 closes at 2pm on Wednesday January 9 1985. Entries received after that time will not be eligible for inclusion in that week's voting. The judges decision is final. Only one entry per individual per week will be allowed.

Name.....	My top 3: Voting Week 7
Address	1.....
.....	2.....
.....	3.....

CLONED

Here's a dilemma. *Technician Ted* from Hewson is the closest thing to a *Jet Set Willy* clone I've ever seen.

There are 50 screens, all fairly wacky, things to collect, a little man you must left-right-jump on to various different levels, obstacles that you can just avoid etc, etc. Even the different rooms have little names underneath them à la *Willy*.

Ordinarily I'd condemn it out of hand as boring and dull but the problem is this — *Technician Ted* is such a good clone that it stands out from all the others as actually being fun to play. It could almost be a legitimate successor to the original.

The game has the same touches that made *Jet Set Willy* so clever and professional — precise collision detection, very carefully constructed screens (you can always just manage the obstacle), nicely designed sprites.

Against my better judgement I liked the game. *Jet Set Willy* fans will find it an extremely acceptable stop-gap until *Willy* part three comes out.

Program *Technician Ted*
Price £5.95
Micro Spectrum
Supplier Hewson Consultants
 56b Milton Trading Estate
 Milton
 Abingdon
 Oxon

BLOCK MOVE

Fmon is a machine-code monitor for the BBC that has enough basic features to be more or less the only machine code utility you'd need for small machine-code programming jobs.

The *Fmon* monitor includes within its 5.5K a code relocater, a line assembler, variables that can be user-defined, procedures, and a fairly powerful disassembler.

The monitor has what almost amounts to its own programming language — single letter commands can be linked together to form what are virtual

ly procedures which can be saved on tape. There is also a facility for using the system variable values within a function for tasks like block moves, string searches and so on.

A useful utility.



Program *Fmon*
Price £9
Micro BBC
Supplier Fsoft
 PO Box 352
 Brighton BN1 3AY

OPPOSITE

I've always found the Mr Men intensely irritating, but you have to admire Mr Marketing's talent. Mirrorsoft has stamped the Mr Men into every one of its educational releases and given the range a visibility (deserved) which it might not otherwise have had.

Latest addition is *Word Games with the Mr Men* which features twin cassettes — *Mr Noisy's Word Game* and *Read with Mr Bounce*. Both teach simple English to young children and make use of a simple overlay to sort out the various Spectrum keys — something we are all in need of.

Mr Noisy uses animated graphics to illustrate the meaning of opposites, comparatives and superlatives. Mr Bounce explains position words — like, into, on, next and under — by bouncing around the screen. It's a pleasing package and the programs are well written; all you have to do is persuade your kids to use it.

Program *Word Games with the Mr Men*
Price £9.95
Micro Spectrum
Supplier Mirrorsoft
 Holborn Circus
 London EC1P 1DQ

GEOMETRIC

Activision has recently released *The Designer's Pencil*, a drawing utility for the Spectrum that is virtually a dedicated programming language. The program uses a system of menus which enables you to manipulate graphics in a variety of complex ways. It isn't merely a matter of the usual ink, paper, left right up down, fill; what you get is far more like turtle graphics.

You can draw a shape, and using a series of loops and other commands, have it repeated over the screen in an organised pattern. There are commands to write text, change drawing speed, fill an area, draw various different sorts of lines, circles, colours and other effects. Like Basic, you can use variables to stand for numbers and in this way change the drawing position in



an orderly way — very good for geometric style patterns.

To get the most from the program, you'll need to spend a little time with it, but it looks a lot of fun to me.

Program *The Designer's Pencil*
Price £9.99
Micro Spectrum
Supplier Activision
 15 Harley House
 Marylebone Road
 London NW1

HEATED

Educational software is a difficult thing to do well and mostly it isn't done well. The only successful programs are those which restrict themselves to providing simple tasks and

pretty pictures for the under fives. So 'O' level physics on the Spectrum at least gets a vote for not taking the easy option.

The program is basically concerned with the heat and light sections of the 'O' level syllabus, the sections following the obvious format of following a tutorial section with some multiple choice questions.

The light section is actually quite well done with quite a few sections featuring ray diagrams and the like — it could be genuinely useful if you treat it as a revision device, but doesn't really use the computer to do anything clever.

Program *Light and Heat*
Price £6.95
Micro Spectrum
Supplier Rose Software
 148 Widney Lane
 Solihull
 West Midlands

ALTITUDE

Flight Path is an aeroplane simulation program with a difference; you do not have to master the fine tuning of dozens and dozens of controls, rather you have to plan the journey in advance and then watch the results.

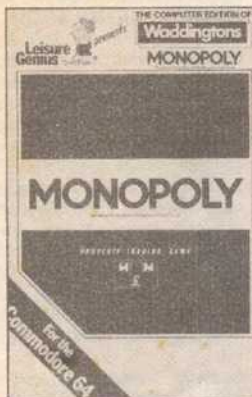
The program is intended very much as an educational exercise in making reliable calculations and planning ahead, but is still fun for all that.

First you must choose the flight route, taking note of factors like weather conditions, aircraft type and usual flying altitude. Then the distance and bearing of the various journey airports must be calculated with wind speed included.

Having set up the plan, you set your aircraft and, as likely as not, plummet into the sea (since this is a game for schoolkids you don't actually plummet into the sea — you get rescued. Personally, however, I'd like a plummet option.) Ingenious, original and even marginally educational.

Program *Flight Path*
Price £9.95
Micro BBCB
Supplier Storm Software
 Winchester House
 Sherborne
 Dorset

PASS GO



After a few illicit editions, notably Automata's *Go To Jail*, an 'official' version of computer *Monopoly* has arrived.

The manufacturer is Leisure Genius which is steadily working its way through the entire Waddington's catalogue.

There will soon be versions for all the major home computers, but the first one is for the Commodore 64.

What it does, obviously, is play *Monopoly* but the screen is displayed — either against the computer, or against other players — in a most appealing way. The complete board is displayed edge-on with perspective in one half of the screen giving a general guide to what's where and what is coming up. In the bottom of the screen is the detailed display of the two or three squares around your playing piece; this scrolls along as the piece is moved according to the dice throw.

Most of the tedious elements of the game are removed — if you land on a property the computer asks if you want to buy it and automatically debits your account. Similar credits and debits like collect 200 pounds for passing go and so on happen automatically.

The computer seems to play very sensibly and will bid deftly in the auction should a property be up for grabs. The graphics are neat and traditional, ie, boot, car, ship, etc.

I still don't know why those objects were originally chosen. I mean, does anybody ever voluntarily choose the boot?

Program *Monopoly*
Price £1.95
Micro *Commodore 64*
Supplier *Winchester Holdings*
 3 Montagu Road
 London W1H 1AB

FIREHALL

Whilst there are some doubts over just what role the plus 4 is going to play, the C16 seems to



Remember the megagames? Animated epics that required extra memory to work. Remember *Imagine*? The company that mixed financial unsoundness and flash cars in about even measures? The programmers primarily responsible for working on the megagames are now working as an independent unit producing epics for other, less ruinously flamboyant companies — the first fruit of their labours to see the light of day is *Gift from the Gods*, produced for Ocean.

The game is excellent which makes its late (for Christmas) and relatively unexpected release particularly surprising. Maybe it was just ready sooner than expected. It has something of the style of *Tir Na Nog*, but with greater arcade elements — there are more things to dodge and slash at (using Ajax's sword) and more happens more quickly (which is not necessarily a virtue, just a fact).

DREAD MAZE

The game features a number of Stars of Greek Myth; Orestes — under your control, Clytemnestra — wicked Alexis type character who wants to do in her own kids, Agamemnon — who was himself done in and whose death must be avenged and Electra — Orestes' sister, who is pretty tough and can help Orestes in his search. If



be doing pretty well. As yet there aren't that many programs from independent suppliers, but that situation should change.

Skramble is one of the first releases, works on both the C16 and the Plus 4 and comes from Anirog.

Skramble is one of those inevitable games that never fails to turn up, you can safely say that any micro lacking a

version of *Skramble* three weeks after its release is going to be a dodo.

Skramble involves flying an aircraft over various sectors of heavily armed landscape, so you have to combine extremely deft flying so as not to hit passing mountains with even more deft leaping about to dodge missiles, UFOs, fireballs and all that.

It goes on and on, getting

This Week

Program	Type	Machine	Price	Supplier	Program	Type	Machine	Price	Supplier
Back-up Utility	Ut	Amstrad	£6.95	Montana	Formula 1 Simulator	S	Spectrum	£1.99	Mastertronic
Flight Path	S	BBC	£9.95	Storm	Ghostbusters	Arc	Spectrum	£8.95	Activision
Skramble	Arc	C16	£6.95	Anirog	Gift of the Gods	Arc	Spectrum	£9.95	Ocean
1983	Arc	Commodore 64	£1.99	Mastertronic	The Great Space Race	Arc	Spectrum	£14.95	Legend
Big Ben	Arc	Commodore 64	£7.95	Interceptor	Take Care of Your Teeth	Ed	Spectrum	£6.90	Deva
Zaga Mission	Arc	Commodore 64	£7.95	Anirog	Continents and Oceans	Ed	Spectrum	£5.50	Deva
Tim Love's Cricket	S	Commodore 64	£8.95	Peaksoft	Lock Keeper	Ed	Spectrum	£5.50	Deva
Space Walk	Arc	MSX	£1.99	Mastertronic	Realm	Ed	Spectrum	£5.50	Deva
Chiller	Arc	Spectrum	£1.99	Mastertronic	Word games w Mr Men	Ed	Spectrum	£9.95	Mirrorsoft
Finders Keepers	Arc	Spectrum	£1.99	Mastertronic	Quarterback	S	Spectrum	£5.00	Nab software
					Designer's Pencil	Ut	Spectrum	£9.95	Activision

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

you find her, she can lead you to useful places in the catacombs that form the playing area of the game. The task is to find six special symbols that, when arranged in the correct order in a special room, will release everyone from the dread maze. This is made difficult because there are various illusions designed to prevent their discovery.

There are various puzzles scattered about the maze and danger lurks in the form of monsters and the evil Clytaemnestra who will do what she can to confuse you and kill Electra. To help you find your way around the maze, you have seven tears which may be used to mark rooms. The graphics are excellent, although colour attribute problems rear their sickeningly multi-coloured head occasionally. The backgrounds are a little samey too, but it's compulsive as a game and fairly original.

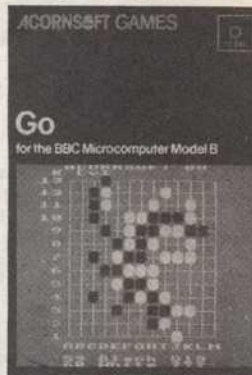
Program *Gift from the Gods*
Price £9.95
Micro Spectrum
Supplier Ocean Software
 6 Central Street
 Manchester M2 5NS

ever more difficult and many people love it. This version is OK, but not great.

Program *Skramble*
Price £6.95
Micro C16
Supplier Anirog Software
 Victoria Industrial Park
 Victoria Road
 Dartford
 Kent DA1 5AJ

STRATEGIC

Go, the deceptively simple but strategically ingenious board



game, has been adapted for the computer relatively few times — perhaps the algorithms to get the computer to play a good game are rather complex.

Possibly the best Go for the computer has just been released by Acornsoft — the winner of a competition to find the best implementation of the game.

The object of Go is to win territory and capture enemy stones (the playing pieces). To win a stone or stones you simply surround it with opposing pieces.

With just a couple of other simple rules the game develops, with practice, into an astonishingly complex and subtle game requiring much pondering and consideration. And the computer plays well — too well for me, anyway.

Even if you are unfamiliar with Go as a board game but generally enjoy playing chess,

scrabble and other traditional games on your computer you should find it very compelling.

Program *Go*
Price £9.95
Micro BBC
Supplier Acornsoft
 Betjeman House
 104 Hills Road
 Cambridge CB2 1LQ

GNASHERS

What does teeth care mean to you? Do you ever think about your teeth? Have you ever thought of linking your teeth to your computer? Well, the long days of waiting are over, open your mouth and swish on. *Caring for your Teeth* has arrived.

What you get is basic text book style information presented with graphics which are mainly static, although there is the occasional Placman who wanders on and says nasty things that threaten the state of your teeth.

It's marginally better than simply having a textbook with pictures and has a little multiple choice test at the end. For teachers only, though, methinks.

Program *Caring for your Teeth*
Price £5.50
Micro Spectrum
Supplier Deva Educational Software
 33 Upton Drive
 Chester
 CH 2 1BY

CONUNDRUM

The Staff of Zaranol is an adventure from CCS intended for those addicts that are more

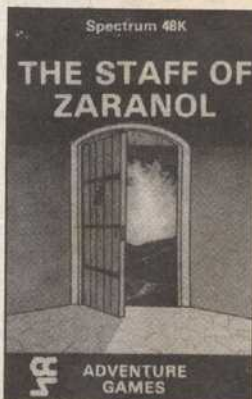
interested in the pure problem and conundrum solving type of adventure than the ones with many locations or graphics.

There are a mere 45 locations but the clues are hidden so deviously that the adventure should take ages to solve.

The plot is vaguely sorcerer's apprentice inspired — you serve the mighty Zaronol (who sounds more like a disinfectant than a mighty sorcerer) and let loose an unpleasant demon. Aided by your helper Lan, you discover that you need to know a series of facts before the demon is banished — all you have to do is find them.

The language analysis is basic verb-noun with a vocabulary of under 30 verbs — not spectacular but then it's not meant to be technically astounding — just very hard to solve.

Program *The Staff of Zaranol*
Price £5.95
Micro Spectrum
Supplier CCS
 14 Langton Way
 Blackheath
 London SE3 7TL



This Week

Activision, 16 Harley House, Marylebone Road, London NW1, 01 486 7588 **Anirog**, Victoria Industrial Park, Victoria Road, Dartford, Kent DA1 5AJ, 0322 92513 **Deva**, 33, Upton Drive, Chester, CH2 1BY **Interceptor**, Lindon House, The Green, Tadley Hampshire, 07356 71 145 **Legend**, P O Box 435 Station Road, London E4 7LY, 01-524 8324 **Mastertronic**, Park Lorne, 111 Park Road, London NW8, 01-402 3316 **Mirrorsoft**, Mirror Group, Holborn Circus,

London EC1P 1DQ, 01-353 0246 **Montana**, Duffryn High School, St Brides's Road, Newport, Gwent **Nab Software**, 7 Oakwood Drive, Aspley, Nottingham NG8 3LZ, 0602 295571 **Ocean**, 6 Central Street, Manchester M2 5NS, 061 832 6633 **Peaksoft**, 48 Queen Street, Balderton, Newark, Notts NG24 3NS, 0636 705230 **Storm**, Winchester House, Sherborne, Dorset, 0935 813528



In demand

The most popular question one is asked in computing is: Which computer is the best?

My personal evaluation of the state of the microcomputer market is that the demand for games is declining rather more sharply than most commentators realise.

What is clear is that the users of home computers are becoming more sophisticated in many directions, whether it is in the types of games demanded or the range of applications being considered.

The demand is for software which is truly useful, and slowly users are discovering that, though the Spectrum (say) is almost Protean in its flexibility, it is still a limited little machine. The market for serious applications for home computers is expanding, but the demand is not (for example) for putative educational programs which are more poorly written than most games.

On the one hand, those with home computers are beginning to extend the range of activities for which they use the computer; those who are now considering buying a home computer have a differing set of expectations to those purchasing a year ago. These days I often advise that a more substantial computer is suitable, and now — with computers such as the Advance 86 and the new Apricots — substantial computers are becoming closer to the price of games computers.

In the USA, the IBM PC is quite often used as a home computer (as was the Apple II), and it is just as successful at running games software as any games machine. What the

IBM has, compared to games oriented computers, is a reservoir of serious software written by independent producers: it is very difficult to establish such a base for a games computer, and serious software for home computers is still limited in its scope.

These newer, cheaper, 'serious' microcomputers have a professional software base (usually MSDOS/PCDOS), and do not need to be adapted, tweaked, or stretched, to accommodate proper applications. There is no comparison between the wide range of word processors available under MSDOS, and specific packages such as *Quill* (QL), *Superscript* (64), or *View* (BBC).

Serious computers use standard technologies (eg, standard disc formats) and do not have to be extended to talk to existing software banks. What is more, they are not that different in price to the upper range of home computers — given the extensions needed by computers not originally aimed at a serious market.

Though microfloppies are being produced for the Sinclair QL, the prices of these drives, as an extra, are higher than those for the Apricot, where the drives come as part of the package. There have not been sufficient QLs produced for there to be economies of scale for the vendors of such drives.

For such reasons home computer manufacturers such as Sinclair or Commodore are less likely to be successful with their new machines. Home computers soon become senile and die: in replacing such machines the experience of owning a computer should not be ignored. For most people, it makes more sense to purchase a cheaper CP/M or MSDOS machine than it does to purchase a non-standard system.

Personally, I do not see any home computer ever again being as successful as the C64 or ZX Spectrum.

Remember, that both these computers were characterised by reputedly low reliability, and machine dependent software.

The big boys like IBM with reliable, ever lower priced kit are taking over. They have the reliability, they have the range of applications, they have the software.

Boris Allan

Seven-up

Puzzle No 130

The people of the planet Plutonina, which orbits on the far side of the Sun, have the peculiarity of having only seven fingers, four on the left hand, and three on the right.

Like us, they are just celebrating the year that we know as 1985, but, as they have only seven digits, they count in the septimal system. Consequently, the numbers zero to six are the same as ours, but our '7' becomes 10, '8' becomes 11, etc.

Can you say how the year '1985' would be written in Plutonian, and also say which Plutonian years, so far, have consisted of exactly the same digits as their decimal equivalents (AD) (though, of course, in a different order)?

Solution to Puzzle 134

The correct reading was 90689, upside down this would read as 68906, but, as the reading would have been considered to have 'gone over the top' this would be counted as 168906 giving a difference of 78217.

Clearly the five-digit number must have been made up from the digits 0, 1, 6, 8 or 9 as these are the only ones that read as digits when inverted, 0, 1 and 8 staying the same, but 6 becoming 9 and vice-versa.

The program stores these digits in two arrays, Array A storing the number itself and Array B its inversion value. However, there is one catch. Had the false reading been less than the true reading — for instance 68666 instead of 98999 — then 1000000 would have been added (168686) to arrive at the figures on which the bill was based (Line 110).

```
10 DIM A(5),B(5) 20 LET A(1)=0:LET A(2)=1:LET
A(3)=6:LET A(4)=8:LET A(5)=9 30 LET B(1)=0:LET
B(2)=1:LET B(3)=9:LET B(4)=8:LET B(5)=6 40 FOR
P=1 TO 5 50 FOR Q=1 TO 5 60 FOR R=1 TO 5 70
FOR S=1 TO 5 80 FOR T=1 TO 5 90 LET Z1=A(P)
*10000+ A(Q)*1000+ A(R)*100+ A(S)*10+ A(T) 100
LET Z2=B(T)*10000+ B(S)*1000+ B(R)*100+ B(Q)
*10+ B(P) 110 IF Z1>Z2 THEN Z2=Z2+100000 120 LET
D=Z2-Z1 130 IF D=78217 THEN PRINT Z1 140 NEXT
T,S,R,Q,P
```

Winner of Puzzle No 134

The winner of Puzzle 134 is D Cassidy of Green Close, Batley, W Yorkshire, who receives £10.

Rules

If the puzzle can be sensibly solved using a computer, then the winner will have included a listing of the program used to find the correct answer. The closing date for Puzzle No 139 is 18 January.

The Hackers



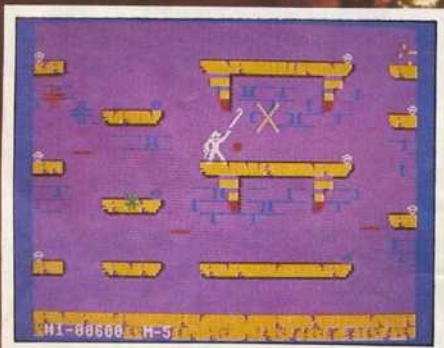
INDIANA JONES

in the

LOST KINGDOM

The artifact is just too tempting. Sure, no one has ever returned with it but they didn't have your brains and courage. This treasure is worth any risk. An artifact containing the total history and knowledge of a lost, forgotten civilization! Just think what that could do for your career, for the university museum, and for your bank balance! Of course, there is the small matter of finding it. The perils en route are sure to be the most fiendishly clever traps and puzzles you've ever faced. You'll need all your skill and daring just to survive. Then there's the ancient curse . . . but what the heck; if it were easy, it wouldn't interest you, Dr. Jones - would it?


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TAX DODGE QUEST
IN PILDAND, OUR
FALS RETURN TO
THE AUTOMATA OFFICES



WHAT ELSE IS THERE?
AH-"PI-IN-ERE"...



HELP BURT LOCATE THE
BIG BUG AND AVOID THE
EVIL MINOR BUGS!

"GO TO JAIL"... THAT NEEDN'T
SET YOU BACK A WAD... AND
WHAT'S THIS? "DARTZ"
TWO QUID! TWO QUID!!



I RECKON
YOU STILL ARE!
THE BOYS'LL GO
BARMY IF YOU
SELL ALL THIS STUFF!

I'M FED UP SEEING ALL
THIS STOCK! I'M GOING TO SELL
IT ALL OFF AT LOONY PRICES

BUT CROUCHER AND
PENFOLD'LL GET
SHIRTY...



THEIR FAULT! THEY
SHOULDN'T HAVE HOLIDAYS!
WHERE SHALL I BEGIN?
AH, HERE WE ARE!

SPEAKING OF MINORS,
HERE'S MORRIS MEETS
THE BIKERS...



FAMILIAR TO ANYONE WHO'S
EVER BEEN CHASED THROUGH
A CAR PARK BY HELL'S
RATBAGS FROM SPACE!

"PIROMANIA"
THERE'S NO MATCH FOR
THIS INEXTINGUISHABLE
GAME!



TO YOU READERS,
WE'LL SAY TWO QUID!

"NEW WHEELS JOHN"
NOW THERE'S A BARGAIN
-LET'S MAKE IT AN EVEN
BETTER ONE! £2!!



CRUSOE! NA! HA! GOON
DARE ME! GO ON! HEE!
TWO QUID!!!

DEUS EX
MACHINA
...THE ONE THAT'S
ROCKING THE
INDUSTRY! INSTEAD OF
THE R.R.P. OF £15, I'M
OFFERING IT TO READERS
OF P.C.W. AT A MERE
£10!!! (CUT OUT THIS
TALKS BUBBLE
AND SEND WITH YOUR
ORDER, OR GO FLY
A KITE, SCHMUCKS!)

STAP ME VITALS! THIS SHALL
BE THE YEAR OF THE MAIL ORDER!

WOSSIS? PIMANIA!
TEN QUID, EH? I'LL
LET 'EM HAVE IT
FOR TWO!



YOU MAD
BEGGAR!

HERE'S A GOOFUN!
"PI-BALLED" A
TRIUMPH OF THE ARCADE
PROGRAMMERS' ART



WHADAYA THINK OF
THAT, THEN, EH?

LISTEN, WE'VE NO
MONEY, AND LURCH
WANTS FEEDING...
IF WE CAN'T BUY
HIM HIS SEED...



WE'RE GONNA BE
PARROT FODDER
BABY!

I'LL TELL YOU WHEN
I'VE DONE TYPING OUT
THIS SPECIAL OFFER
ORDER FORM!!



CHACK CHA-CHACK
CHACK PING ZIPP
CHACK...

PLEASE SEND ME THE FOLLOWING CASSETTES FOR MY ZX SPECTRUM 48K. I UNDERSTAND THAT I MUST SPEND A MINIMUM OF £10. NO CREDIT CARD SALES WITH THIS OFFER. ORDERS MUST BE ON ORIGINAL COUPON. NO EXTRA DISCOUNT FOR CLUB MEMBERS. OFFER ENDS 28th. Jan. 1985

DEUS EX MACHINA...RRP£15 S/Price £10
PIMANIA.....RRP£10 S/Price £2.
MORRIS/BIKERS.....RRP£6. S/Price £2.
PI-IN-ERE.....RRP£6. S/Price £2.
OLYMPIANIA.....RRP£6. S/Price £2.
NEW WHEELS JOHN?.RRP£5. S/Price £2.

GO TO JAIL.....RRP£6 S/Price £2
PI-BALLED.....RRP£6 S/Price £2
PI-EYED.....RRP£6 S/Price £2
PIROMANIA.....RRP£6 S/Price £2
CRUSOE.....RRP£6 S/Price £2
DARTZ.....RRP£5 S/Price £2

I ENCLOSE A CHEQUE/POSTAL ORDER/CASH PAYABLE TO AUTOMATA UK FOR THE SUM OF £

NAME

ADDRESS

POSTCODE

Send payment and order to:- AUTOMATA Ltd.27 Highland Rd. PORTSMOUTH,HANTS.PO4 9DA.