

POPULAR

Only 40p.

Computing

WEEKLY

14 - 20 February 1985

It's the best selling weekly

Vol 4 No 7

Black week for Acorn

ARE YOU
THE UK'S
GREATEST
GAMES
WIZARD?
FIND OUT
ON P36!



THE FUTURE of Acorn's BBC and Electron computers is seriously in doubt after the company last week suspended sales of its shares after they had fallen to a low of 23p.

The suspension at 2.52 pm on Wednesday - leaving the shares at 28p - came after a week of further difficulties for the troubled company.

Increasing speculation and rumour about the future of Acorn began after the group ten days ago appointed a temporary chief executive, Dr Alexander Reid, to attend to the day-to-day running of Acorn Computers.

Shortly after his appointment Acorn made the first redundancies at its Cambridge headquarters - shedding 31 of its 450 staff.

On Wednesday, the company announced that it had split from its prestigious financial advisors, Lazards, and that its stockbrokers, Cazenove, had resigned. Following the departure of Cazenove, Acorn's shares were suspended and merchant bankers, Close Brothers, has been appointed by Acorn to replace Lazards. Since then Acorn has been in discussions with Close Brothers regarding a radical reorganisation of the compa-

ny and an announcement is expected this week.

In the meantime, Acorn also cut down the number of its distributors from 17 to six, and abandoned its plan to take over Torch Computers.

"Acorn is currently involved in determining an internal reorganisation", said a spokeswoman for the company. Acorn has declined to comment any further on its position.

The Stock Exchange has launched an enquiry into the dealings in Acorn shares in the four days prior to their suspension. Acorn shareholders were not told of the Lazards split until last Wednesday, four days after their sacking by Acorn chief's



Hermann Hauser (left) and Chris Curry
Chris Curry and Hermann Hauser.

The disagreement between Lazards and Acorn is believed to have centred on a difference over the best approach to solve the compa-

Bizarre move on Plus/4

COMMODORE has followed Sinclair and Acorn and has cut its prices - but only on its new Plus/4 micro.

The Plus/4 comes down to £149.99, slashed from £299.99.

The C16 remains at £130, and the Commodore 64 stays for the time being at £199.99.

Commenting on the new price, Commodore's general



manager, Howard Stanworth, said, "At £150, we're offering the public a powerful and versatile computer at a price that until now was designed only for first time buyers."

continued on page 5 ▶

Lynx 128K rises from the ashes

PRODUCTION of the 128K version of the Lynx computer - the 'Laureate' - is to begin again, selling for a competitive £299.

Anston Technology, which shortly before Christmas bought the assets to Computers, after its receivership, and the rights to the name Lynx, has announced new manufacturing plans for the Lynx range.

"Production of the Lynx 128K and disc drives will restart shortly at Chapman-

continued on page 5 ▶

INSIDE) FIND YOUR LOCAL COMPUTER CLUB - P10)

MOON CRESTA



The Classic
MOON CRESTA
manufactured under exclusive
licence from

Nichibutsu
INCENTIVE

(0734) 591678

"The home computer bubble has burst."
How often have you read that in the last week?

Of course it is nonsense. The home computer industry may not be increasing in size at the speed it once was, but still increasing it is.

The City's current attack of nerves concerning all things micro and the media hype that blows up a spate of bad news into the end of the world as we know it is an oversimplified view of the last two weeks' events.

In any business there are winners and losers. With the micro industry, something approaching 60 per cent of sales are made in the three weeks prior to Christmas. And what we are now seeing at Acorn, Oric and Commodore is the result of getting it wrong at Christmas.

To extrapolate from this that the home computer industry is finished is ridiculous.

What about the companies that did get it right - Sinclair with its Spectrum models and Amstrad with the CPC464? They are quietly forgotten. Yet these are the companies who are now driving and controlling the market. The current price war has been deliberately precipitated by Sinclair and it puts pressure on its competitors at a time when some can least afford it.

In Acorn's case outside influences have for the present taken control. Apple went through a similar trauma two years ago and came back strong and Acorn might, too.

Commodore also has its problems, and it too seems to have taken refuge in a quick sell-off with its (so far) unsuccessful Plus/4 model.

But the micro game is far from played out yet and there are still rich rewards for the winners.

POPULAR Computing WEEKLY

Vol 4 No 7

Presents...

News > Lynx starts production again

5

User Group Special > Your complete guide to the clubs near you

10

Software Reviews > Addictive Software's Star on the CPC464 > Generator on the CBM 64

12

Streetlife > John Cook pays a flying visit to the Aylesbury Computer Club

14

User Group Special > Now you know the where . . . find out the hows and whys

16

Hardware Reviews > John Cochrane tries out the Entrepo Quick Data Drive

17

Star Game > Cowboy capers for the Spectrum as Big Bad Jake goes on holiday by Peter Watson

18

Amstrad > A machine-code screen dump for the CPC464 with DMP 1 printer from Anil Jagota

20

Commodore 64 > Part One of a series of Adrian Warman - Macros on the 64

22

Competition > Fame, glory and fortune . . . all these and more could be yours if you become our Games Wizard!

36

Best of the Rest > Letters 6 > The QL Page 27 > BBC and Electron 30 > Open Forum 34 > Music Box 34 > Baud Walk 35 > Arcade Avenue 36 > Adventure Corner 39 > Top Ten, Diary, Readers Chart 46 > New Releases 47 > This Week 47 > Puzzle, Ziggurat, Hackers 50



Futures...

Extend your Basic commands on the Spectrum . . . Put your QL programs on tape . . . 1984 Popular Index

Editor David Kelly News editor Christina Erskine Features editor Graham Taylor Software editor John Cook Production editor Lynne Constable Editorial secretary Geraldine Smyth Group advertisement manager David Lake Advertisement manager Alastair Macintosh Assistant advertisement manager 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 Publishers Reprographics Services Ltd, 4 Roger Street, London WC1, Printed by Greenaway Harrison, Sutton Road, Southend-on-sea, Essex. Distributed by S M Distribution, London SW9, Tel 01-274 8611, Telex 281643 © Sunshine Publications Ltd 1985.

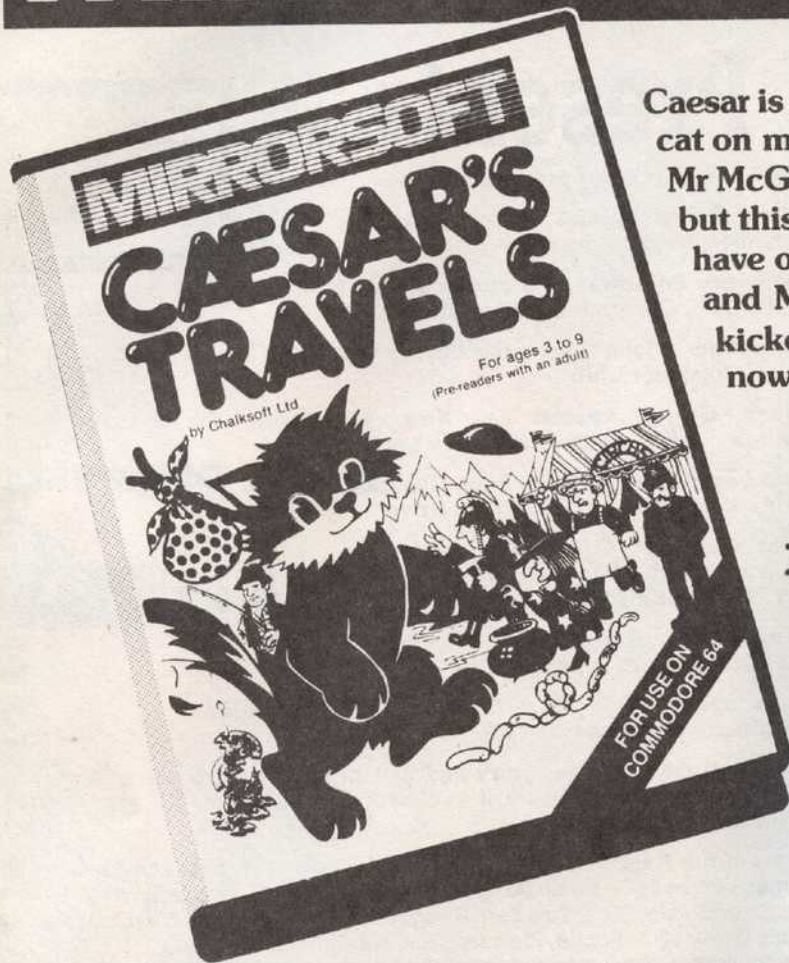
ABC

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

How to submit articles Articles which are submitted for publication should not be more than 2000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted. **Accuracy** Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

Computer Trade Association Magazine of the Year

MIRRORSOFT



Caesar is a cheeky young cat on mousing duty in Mr McGregor's larder, but this time the mice have outwitted him and Mr McGregor has kicked him out . . . now read on . . .

£7.95

Available now on speedy loading cassette for Commodore 64. Coming soon on Spectrum 48K. Recommended for 3 to 8 year-olds

A new concept in early learning software. Caesar's Travels is a unique combination — a complete animated story program on cassette with a 64-page illustrated storybook.

Young readers choose what Caesar does next in an exciting adventure which has multiple endings. Either book or program can be used on its own. Bedtime stories will never be the same again!



SPECIAL OFFER

Also available in a special double cassette pack with the original and widely praised Caesar the Cat arcade game

£9.95

Mirrorsoft programs are available from selected branches of Boots, WH Smith and Spectrum, and all leading software stockists. Or order direct (cheque, Access or Barclaycard) from MIRRORSOFT, FREEPOST, Bromley, Kent BR2 9UX (no stamp needed).

Crisis at Acorn

◀ continued from page 1

ny's present difficulties. Lazards are believed to have favoured a sale of Acorn under which Curry and Hauser would lose control.

A year ago, Acorn was valued at £216m on the USM Stock Market - now it is worth £31m. Only 10% of the company's equity was placed on the USM; 85% of the remaining equity is still owned by managing director Curry and Hauser.

Forecasts of Acorn's financial performance for 1984-5 have been radically revised following the share suspension. Wood Mackenzie, the stockbrokers, had estimated profits of £8m. Now it is forecasting a £3m loss.

The company has sustained several recent financial set-

backs. The company lost around £6m when it withdrew from the US market leaving only a small research facility in Palo Alto, California. A £3.5m advertising campaign over Christmas drew sales of around 200,000 machines - however, about 300,000 had been expected. Reducing the price of the Electron to £129, in competition with the Spectrum + at the same price (see *Popular Computing Weekly*, January 31) may lead to a further paper loss, caused by writing down the value of existing unsold stocks.

More discs for the QL

A SECOND disc drive system has been launched for the QL.

Medic Datasystems has begun sales of a Toshiba 5 $\frac{1}{4}$ inch double-sided double-density disc drive and interface for the machine. The device with a formatted capacity of 737K is supplied complete for £249.95. A dual disc version costs £399.95.

The company has also produced a range of memory expansion cards for the QL; 64K (£99.95), 128K (£129.95), 256K (£169.95) and 512K (£259.95). The latter can only be powered if the Medic disc unit is connected.

Details from Medic Datasystems, International Hs, Cliddesden, Basingstoke, Hants (0256 52703).

Lynx revived

◀ continued from page 1

Brayfield in Cambridge and Parc Electronics in Wales", said Dick Greenwood, who heads Anston, together with Alex Chapman. Dick was formerly chairman of Computers. "We will also be introducing a 1M disc drive."



Plus/4 slashed

◀ continued from page 1

Comodore's marketing manager, David Gerrard, denied that the Plus/4 would now take sales from the established 64 model. "The Commodore 64 is in a different market; it is noted for its communications, sound and graphics capabilities. Besides, it's an institution, and you can't get rid of institutions. The new Plus/4 price will, however, have a dramatic effect on Sinclair and Acorn."

The new price appears to apply to Europe only. In the US, where Plus/4 sales have been extremely poor, the price remains, at the moment at between \$275 and \$325.

One suggestion made for the bizarre new pricing of the Plus/4 has been that the machine is to be phased out in this country, and that Commodore is selling off its remaining stocks as quickly as possible.

David Gerrard categorically denies any such suggestion: "The Plus/4 will continue to be manufactured in Corby. We went into production of the Plus/4 at a very low level to start with - now we've changed our minds."

Two weeks ago Commodore cut staff levels at its Corby manufacturing plant by over 15%.

Micro manufacturers besiege Moscow

THREE British computer manufacturers are looking to Russia as the next big micro market - competing for orders which could be worth £200m.

At Technobuch '85, a ten-day long micro exhibition in Moscow, Acorn, Sinclair and Memotech micros were exhibited. Each of the three manufacturers is hoping to pick up a substantial slice of the Soviet educational market - there are around 64,000 schools in Russia, and it is said the Russians plan eventually to have 20 micros in each school.

Sinclair, represented by Jan Tyszka, its European Business Development Manager, sold the dozen Spectrum ma-

New Amstrad before summer

FURTHER to the article on Amstrad's new machines (*Popular Computing Weekly*, February 7), it now seems likely that the CPC664 is to be announced in April.

It also seems likely that the 664, like the 464, will be available with either a 'green screen' monitor and a colour version. It is the monochrome model that is expected to cost around the same as the colour monitor version of the 464. The colour 664 will probably be around £100 more.

When the Lynx 128K is relaunched - between now and the end of May - it will cost £299, as against its previous price of £399. The 250K 5 $\frac{1}{4}$ inch single-sided, double-density master disc drive with controller, which was £344, will be relaunched at £249, and the 250K slave disc drive will be £149 (compared with a previous £229).

The new 1MB master drive plus controller will be launched at £269, and its slave counterpart will cost £169.

"We are still sorting out what we will be doing on the software side - the 128K Lynx is CP/M compatible," Dick continued.

Anston has decided not to restart production for the 48K and 96K models for the UK, although full support will be given to existing owners in terms of software and peripherals.

chines on its stand to the Ministry of Higher Education. "Sinclair has no big firm order as yet, but Jan Tyszka will be going back to Russia soon for more negotiations," said a Sinclair spokeswoman. "We are optimistic about our chances of penetrating the Russian schools."

The company also had a number of ZX81s on show - which do not need any export licence, as the other micros do - and one QL, which Sinclair was allowed to exhibit, but not to sell.

Acorn was represented by 3SL, its Eastern European distributors. Technobuch '85 was the third exhibition at which 3SL has shown BBCs and Acorn won a £20,000 order from the Moscow Education Institute at the show. "This order is the result of a year's work by 3SL - these things take a long time to come through," said David Springle of 3SL. The BBC machine has been fitted with a Cyrillic character set for export to the USSR.

The third machine, the Memotech 512, also has a Cyrillic character set for the Soviet market. Its distributors, Spectrum Group which represented Memotech at Technobuch, was unable to sell any machines at the show, as it had not acquired the necessary export licences in time. However, Neil Johnson, who represented Spectrum Group, is enthusiastic about the Memotech's chances. "We have been invited back to Russia by the State Committee for Science and Technology in March to give an exclusive demonstration of the machine."

When Computers went into liquidation, in May 1984, it had a new micro in development, which contained a built-in 3 $\frac{1}{2}$ inch disc drive. "We are looking at the possibilities of the new micro, but it is not at the top of our list of priorities," Dick said.

The new Lynx products will initially be available by mail order from Anston Technology. Details from Anston Technology, Camside Works, 2 Fen Road, Chesterton, Cambridge.

Interesting points

We were pleased to see Andrew Pennell's review of the Enterprise 64 in your January 3rd issue - particularly as the machine had only been on sale for a few weeks.

We found his appreciation of our graphics, sound and Basic most gratifying.

However, there are a couple of points arising from the review that your readers might find of interest.

We decided to use edge fingers on the printed circuit board to connect to peripherals as this is proven to be the most reliable and cost effective method. Although there are no polarising slots on the board, cables cannot be inserted wrongly as there are moulded 'pips' protruding from the connector housing. The cables supplied with the review model were hand assembled and not representative of the production versions.

When using the built-in word processor, text can be printed out in both 40 and 80 column format. Text typed on to a 40 column screen, as is usual when using a domestic TV, can be saved, reformatted using the function keys, and printed in 80 column. A Paragraph Move facility is included.

We were sorry to see that Andrew disliked the Enterprise keyboard. Opinions vary - it's largely a matter of personal preference. To date we've found users' comments encouraging, perhaps he will find that familiarity will improve his opinion.

The success of any home computer manufacturer is dependent upon the software available. The Enterprise offers tremendous opportunities to programmers and software houses have been quick to realise this. We are currently working with several major software houses to produce new programs and convert existing ones.

This is in addition to the

MUSIC VOUCHER

5

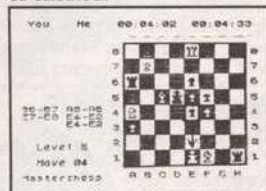
programs appearing under the Enterprise Programs label - four titles at present and 12 by the end of February, followed by a further 25 by March/April.

Steve Groves
Technical Support
Enterprise Computers
31-37 Hoxton Street
London N1

The computer cheats!

I have been playing Psion's Chess for some time now - and have until now found it an excellent tutor for the game.

However, I have just set up a game that I left and - to cut a long story short - the computer cheated!



As you can see, the pawn moves from E4 to E2 - clearly an illegal move, unless they've changed the rules.

I would appreciate anyone's comments, as I was winning at the time.

P Mellor
11 Lime Tree Avenue
Retford
Notts

Software distribution

I am writing in reply to the comments made by J Keene and J Tullin (January 3 and 30 issues, respectively) regarding software distribution.

Websters Software sources software from over 200 suppliers and receives for evaluation over 80 programs per week. It is not our policy to require pre-release advertising and indeed we prefer the advertising to be coordinated with the presence

of the stock in-stores. We do not have a fixed number of releases per month but adjust our distribution to meet the demands of the market-place and would never attempt to dictate consumer demand.

The chart listings published in this magazine are compiled strictly from computer sales reports and reflect our sales to the trade in the previous seven-day period. We also poll chart-return stores to determine top-ten selling lines across the counter each week and use this information to guide our stock-reordering.

It takes Websters Software no longer than 48 hours to distribute new titles nationwide and I would suggest that J Tullin's perception of two months lead time is created by the pre-release advertising which Websters does not endorse.

An orderly market of free competition provides the greatest opportunities for new and innovative software publishing and it will always be our position to contribute to that market rather than, in any way, attempt to control it.

Martin Corral
Websters Software
Curzon House
Middleton Estate
Guildford
Surrey

Equally reliable

On January 22 Acorn's managing director, in a letter of "comfort" to the press, states:

"The BBC Micro and Electron are the most reliable by far of all the popular micros avail-

able. A recent survey by Business Decisions revealed that only 3% of Acorn's micros are returned faulty in the first six months, compared with 23% of Sinclair Spectrums, 18% of Commodore Vic 20s and 13% of Commodore 64s."

In view of the report carried by the relatively independent *Personal Computer News* magazine concerning this same survey we would observe that the Acorn statement again fails to acknowledge that Amstrad computers are equally reliable - yet Amstrad computers comprise a computer system, monitor and cassette recorder.

William Poel
Amsoft
Brentwood House
168 Kings Road
Brentwood
Essex

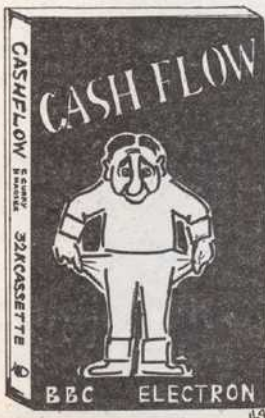
Sinclair too has taken exception to the survey carried out on behalf of the relatively independent firm Aspect, Acorn's advertising agency.

Release date

Having been tempted by the news of Commodore's fast 1542 disc drive for the C64, frustration is now setting in as I wait for its arrival.

There seems little point in buying the existing 1541 model as C64 cassette programs with fast loaders now load just as fast. Can you please throw some light on the 1542's possible release date?

N Card
9 New Hayes Road
Tunstall
Stoke-on-Trent
Staffs



Bad news, I'm afraid. The 1542 has been shelved indefinitely by Commodore which plans instead a new 1571 disc unit which is scheduled to arrive in the Summer. It will, however be both considerably faster and pricier than the 1541. It features a built-in 6502 processor, 2K Ram, 32K Rom and a 360K (formatted) capacity.



VORTEX.
TAKING THE SPECTRUM
WORLD BY STORM.



· CYCLONE £6.95 TLL £5.95 · VORTEX ACTION GAMES · AVAILABLE AT ALL LEADING RETAILERS ·

VORTEX SOFTWARE (SALES) LIMITED, VORTEX HOUSE, 24 KANSAS AVENUE, OFF SOUTH LANGWORTHY ROAD, SAIFORD M5 2GL.

We'll take you bey

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

SPECTRUM INTERFACE



ond the Spectrum.

Four great new add-ons from Ram, Number One in everything for the Spectrum...

TURBO INTERFACE

Our unique Turbo Interface outperforms any Spectrum interface – it works with ROM cartridges, 2 standard joysticks, and there's a full expansion bus at the rear. The Turbo supports Kempston, Protek and Interface 2 software and loads from cassette – or instantly from a ROM cartridge. It really makes the most of the Quickshot II's rapid-fire action, and with a unique built-in power safety device, it's amazing value at just £22.95.

QUICKSHOT II AUTO RAPID-FIRE JOYSTICK

The famous Quickshot II is the top games joystick, with a sleek trigger fire button for quick reactions, an auto fire switch for continuous shooting and a new, improved grip. Revolutionary built-in stabilising suction cups mean a sure, firm grip – a snip at £9.95.

SPECTRUM INTERFACE

Boost the power of your Spectrum, or Spectrum +. This Kempston-compatible interface gets the most from your games – electrify your enemies with real power and lightning-fast reactions right under your fingertips. Costs just £9.95.

SPECTRUM UPGRADE KIT

If you've a 16K Spectrum micro, this handy and inexpensive add-in kit boosts the RAM memory to a powerful 48K, so you can run the latest and greatest software, the most exciting games around – and expand your own programming possibilities! Only £21.95.

Where can you get your hands on Ram's amazing Spectrum add-ons? You can see them at branches of Boots, Menzies, Spectrum Group computer centres, and good computer stores everywhere. Or return the coupon below.

To: RAM Electronics (Fleet) Ltd (Dept PCW), 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Credit Card hot line: 02514 25252. (Access & Visa).

SPECTRUM UPGRADE KIT

TURBO INTERFACE

Please send me

_____ Spectrum Turbo Interface(s) at £22.95.

_____ Quickshot II Joystick(s) at £9.95.

_____ Spectrum Interface(s) at £9.95.

_____ Spectrum Upgrade Kit(s) at £21.95.

(Please state issue 2 or 3)

+£1 per order P+P (£3 Overseas) **TOTAL £**

I enclose cheque/postal order charge my Access/Visa



Expiry Date ____/____/____

Name _____

Address _____

Postcode _____

Telephone _____

24 Hour despatch for credit cards and postal orders (7 days for cheques.)
All products are fully compatible with the Spectrum, Spectrum +
and Sinclair Microdrives.

Ram Electronics (Fleet) Ltd (Dept PCW), 106 Fleet Road, Fleet, Hampshire GU13 8PA.



Trade and export enquiries welcome

User Groups

Joining a computer club can be an excellent way of getting to meet other micro enthusiasts and finding out more about your machine. Last week the entire workforce of Popular devoted their lives to ringing every number, checking every address, climbing every mountain and leaving no stone unturned in the creation of an up-to-date user group list.

We may never do it again so grab it while you can.

North

Preston *Preston BBC Micro User Group* Contact: Duncan Coulter, 8 Briar Grove, Ingot, Preston Tel: 0772 725793.

Huddersfield *Huddersfield BBC Micro User Group* Contact: Howard Walbers, 2 Barrett Clough Head, Slaithwaite, Huddersfield.

Maltby *Maltby TI User Group* Times: 2nd Tuesday of each month, Contact: Mark Lee, 89 Rotherham Rd, Maltby, W Yorkshire.

Washington *Washington Sinclair Users Group*. Venue: Columbia Association, Columbia Community Centre, Tyne & Wear.

Stockport *Kinder Peek Computer Club*. Venue: New Mills School, Church Lane, New Mills. Machines covered: Any. Contact: G M Flanagan, 11 Sundown Close, New Mills, Stockport, Cheshire. Tel: 0663 44051.

Tyneside *Computertown NorthEast*. Venue: Science & Engineering Museum, Blandford House, Blandford St, Newcastle-on-Tyne. Times: every Saturday 10am-4pm. Membership: 100. Machines covered: Any.

Liverpool *Merseyside Co-operative User Group*. Venue: Christopher St, Liverpool. Times: every Tuesday at 7pm. Membership: 20. Machines covered: Any. Contact: Keith Driscoll, 53 Melville Rd, Bootle, Merseyside.

Blackburn *Blackburn Computer Club*. Venue: Fernhurst Hotel, Bolton Rd, Blackburn. Times: Fortnightly on Mondays. Machines covered: Any. Contact: John Schofield, 1 Sutton St, Feniscowles, Blackburn. Tel: 0254 28127.

Cumbria *West Cumbria User Group*. Contact: P Majid - 0946 62732.

Skelmersdale *Skelmersdale User Group*. Venue: 49 Heversham Birchgreen (Community Centre), Skelmersdale. Times: Fortnightly on Thursdays. Membership: 30. Machines covered: Any. Contact: Mr P Rogers, 6 Lowcroft Ashurst, Skelmersdale.

Little Sutton *Ellesmere Port Computer Club*. Venue: St Paul's Church, Hooton. Times: Fortnightly. Membership: 60. Machines covered: Any. Contact: Mr Corcoran - 051 327 3912.

South Yorkshire *South Yorkshire Personal Computer Club*. Times: 2nd & 4th Wednesday of the month. Contact: Eric Cox - 0742 550368.

Tamworth *Tame Computer Club*. Venue: Tamworth Activity Centre. Times: 1st & 3rd Fridays of the month. Contact: Tony Beckett, 57 Maitland, Glascoate Heath, Tamworth, Staffordshire. Tel: 0827 53473.

Hull Forum 80 Users Group. Venue: On-line database with associated Users Group. Contact: Neil Barnby, 120 Fifth Avenue, Northall Estate, Hull. Tel: Hull 582 121.

Cumbria *Furness Computer Club*. Times: Every other Wednesday. Membership: 20. Machines covered: Any. Contact: Richard Wade, 67 Sanda Road, Ulverston, Cumbria.

Manchester *Manchester Sinclair Users*

Group. Venue: Longsight Library, Stockport Road, Manchester. Times: Every Wednesday at 7.30. Membership: 30. Machines covered: All Sinclair. Contact: Mr Krampf, 14 Mellor Rd, Longsight, Manchester. Tel: 061 2256997.

Manchester *Acorn User Group (North)*. Contact: John Ashurst, 20 Verdure Close, Failsworth. Tel: 061 681 4962.

Midlands

Stratford *Stratford Computer Club* Venue: Wesley Hall, Old Town, Stratford-on-Avon. Times: 2nd Wednesday of every month at 7pm. Membership: 120. Machines covered: Any (mostly BBC's and Spectrums). Contact: Chris Parry, 15 Kipling Road, Stratford.

Bedfordshire *Bedford Computer Club*. Venue: Star Social Club, Batts Ford, Bedford. Times: 1st and 3rd Monday of each month at 7.30pm. Membership: 45. Machines covered: Any. Contact: W Thompson, 2 Sandon Close, Sandy, Bedfordshire. Tel: Sandy 82365.

Birmingham *Acocks Green Computer Club*. Venue: St Mary's Church, Acocks Green. Times: 2nd & 4th Thursday of each month. Machines covered: Any. Contact: Mike Bedford-White, 16 Westfield Rd, Acocks Green, Birmingham B27 7TL. Tel: 021 707 3100.

Solihull *Croft Computer Group*. Contact: Susan Jay, 17 Colebrook Croft, Shirley, Solihull, W Midlands. Tel: 021 744 3653.

Wolverhampton *West Midlands Sinclair User Group*. Venue: Dunsdale School, Wombourne, Wolverhampton. Machines covered: Sinclair/CBM64. Contact: Graham Walden, 80 Planes Lane, Wombourne, Wolverhampton. Tel: 0902 894744.

Birmingham *Birmingham Atari User Group*. Venue: Matador Public House, Bull Ring, Birmingham. Times: Every Thursday at 7.30pm. Machines covered: Atari. Contact: C S Boswell. Tel: 021 359 4346.

Coventry *Coventry Computing Circle*. Contact: Chris Baughan, 9 Hillan House, Smithford Way, Coventry. Tel: 0203 25802.

West Midlands *3802 Midlands User Group*. Times: Twice per school term. Membership: 20. Machines covered: Research Machines. Contact: Spencer Instone, 59 Avenue Road, Leamington Spa, W Midlands. Tel: 0926 38751

Walsall *Walsall Computer Club*. Venue: Parkhall Community Centre. Times: 2nd & 4th Mondays of the month. Machines covered: Any. Contact: Alison Hunt, 58 Princes Avenue, Walsall, W Midlands. Tel: 0922 23875.

Birmingham *Birmingham ACC*. Venue: Free Church Hall, Land Lane, Marston Green, Birmingham. Times: 1st & 3rd Thursdays of each month. Machines covered: Mainly CBM and BBC. Contact: B Edwards. Tel: 021 707 1498.

West Midlands *West Midlands ACC*. Venue: Elmfield School, Love Lane, Stourbridge, W Midlands. Times: 2nd & 4th Tuesdays of each

month. Machines covered: Any. Contact: John Tracey, 100 Booth Close, Brierley Hill, Kingswinford, W Midlands. Tel: 0384 70097.

Nuneaton *Nuneaton Computer Club*. Contact: T Schweiger, 3 Greenside Close, Whitlestone, Nuneaton.

Rugby *Rivel Computer Club*. Contact: Chris Haine, 4 Cord Lane, Easenhall, Rugby.

Heanor *Heanor & District Computer Club*. Venue: Heanor Community Centre, Hands Rd, Heanor, Derbyshire. Times: Every other Wednesday at 7.30. Contact: J Wright, 10 Thorpes Rd, Heanor. Tel: Langley Mill 763399.

Nottinghamshire *Nottingham Micro-Computer Club*. Venue: Castle Gate Congregational Centre, Castle Gate, Nottingham. Times: Weekly on Mondays. Contact: Steve Goldingray, St John's College, Brancote Village, Beeston, Nottingham. Tel: 0602 224046.

Peterborough *Commodore Users Group*. Venue: Bretton Woods School, Peterborough. Times: Fortnightly on Wednesdays at 6.30pm. Machines covered: Any Commodore. Contact: Mrs D Bradley, 25 Coniston Rd, Gunthorpe, Peterborough. Tel: Peterborough 74305.

Corby *Universal Micro Club*. Venue: Lodge Park Sports Centre, Corby. Times: Fortnightly on Thursdays at 8pm. Contact: A Ross, 6 Ainess Close, Kettering. Tel: Kettering 516709.

Northants *Towcester Micro Users Group*. Contact: S J Clark, 83 Watling St, Towcester.

South and West

Ashford *Duncan Bowen Computer Club*. Venue: Duncan Bowen Youth Wing, Kingsnorth Rd, Ashford. Times: Thursdays 3.30-5.30. Machines covered: Sinclair, BBC. Contact: J Fanning, Ashford 0233 29804.

Bordon *Bordon District Computer and Electronics Club*. Venue: Community House, 110 Hollybrook Park Rd, Bordon, Hants. Machines covered: Spectrum, Commodore. Contact: Nicola Watt. 04203 4082.

Alton *Alton Computer and Electronic Society*. Venue: Alton Community Centre, Amery Hill, Alton, Hants. Machines covered: BBC, Commodore, Spectrum. Contact: Kevin Weatherhead. 0420 87478.

Cowplain (Portsmouth) *Wecock Computer Club*. Venue: Wecock Village Centre, Eagle Avenue, Cowplain, Portsmouth, Hants. Times: Tuesdays. Membership: 20. Machines covered: All home computers. Contact: Wecock Village Centre. 0705 256823.

Dunstable *Chiltern Home Computer Club*. Venue: Five Bells Pub, Dunstable Library. Times: 1st and 3rd Mins (in the pub) 4th Mon (in the library) per month. Machines covered: All types. Contact: Stephen Betts, 42 Wallace Dr, Eaton Bray, Beds. 0525 220922.

Directory

Eastbourne Eastbourne and District Computer Club. Venue: St Aidan's Church Hall, Witley Rd, Eastbourne. Times: 4th Wed per month. Membership: 43. Machines covered: Most home computers, Apple. Contact: Jim Booth, 12 Wish Hill, Willington, Eastbourne.

Enfield, Edmonton Millfield Computer Group. Venue: Millfield House Arts Centre, Silver Street, Edmonton, London N18. Times: 2nd Tues, 4th Thurs per month. Machines: All micros. Contact: Tony Gibbs, Farover, Barnet Rd, Arley, Herts. 01-449 9619.

Flitwick Flitwick Club. Contact: J Rodger, 5 Longleat Close, Flitwick. 0526 712011.

Gloucester Gloucester Mid-weekly Spectrum User Group. Venue: 8 Linnet Close, Gloucester. Times: weekly. Contact: Barry Ledbury. 0452 23186.

Guernsey Guernsey Micro Artists Club. Membership: 10. Interests: computer graphics. Contact: Tony Thorne. 0484 449888.

Hampshire Fareham and Portsmouth ACC. Contact: The Warden, Portchester Community Centre, Portchester, Hants.

Lea Valley Lea Valley Atari Users Group. Venue: Broxbourne. Times: Fortnightly. Contact: M Tydean, 125, Cadmore Lane, Cheshunt, Herts.

Nailsea Byte Home Computer Club. Venue: Youth House, High Street, Nailsea. Times: Fridays 7-10pm. Membership: 50. Machines covered: Contact: Mick Ellick, 3 Burrington Close, Nailsea, Bristol. 0272 854158.

Orpington Amstrad User Group. Contact: R A Pyatt, 23 Arundel Dr, Orpington, Kent. Orpington 20281.

Oxford Oxford Personal Computer Club. Venue: Donnington Community Centre. Times: 1st and 3rd Weds per month. Membership: 50. Contact: Sebastian Linfoot, Flat 10, Pembroke Court, Rectory Rd, Oxford.

Portsmouth Portsmouth Co-op Club. Contact: A May, 27 Victoria Rd North, Southsea, Hants. 0705 820339.

Romsey and Southampton Romsey Area Dragon Computer User Group. Venue: various. Times: 2-6pm Sats or Suns. Contact: Ashley Adamson, St Elmo, Slab Lane, West Wellon, Romsey, Hants. 0794 23041.

St Albans St Albans Sinclair User Club. Membership: 18. Contact: Adam Slater, 40 Waterford Rd, St Albans, Herts. 0727 84176.

Sheerness Sheppey CC. Venue: Seaview Hotel, The Broadway, Sheerness, Kent. Times: Saturdays, 2pm. Machines covered: Spectrum & QL. Contact: Stevyn London, 133a Alexandra Rd, Sheerness. Sheerness 664009.

SE London QLSEL. Venue: South East London College Student Union. Machines covered: QL. Contact: Reza Shahidi. 01-469 0691.

Southampton Southampton ACC. Contact: Paul Blitz, 24 Chigwell Solent Close, Chandlers Ford, Eastleigh, Hants. 04215 69050.

West Herts West Herts C UG. Venue: St Steven's Parish Centre, Bricket Wood. Times: Every other Tuesday from 12th, 9pm. Machines covered: Tandy, BBC, Spectrum, Amstrad. Contact: J Byfield, Moonrakers, The Ruffs, Bushey Heath, Herts. 01-950 1041.

Windsor Nascom Thames Valley UG. Venue:

Frogmore Hotel, Alma Rd, Windsor. Times: Every other Thursday, 8pm.

Worle Worle CC. Venue: The Manor Inn, Worle, Avon. Times: Every other Monday, 7.30pm. Contact: Humphrey Bennett, 30 Bramble Wood Rd, Worle, Avon.

Chelmsford Namebug. Venue: Witham Library, High St, Witham, Essex. Machines: BBC, Electron. Contact: Dave Watts, 50 Peel Rd, Chelmsford, Essex. Chelmsford 358127.

West Sussex Midhurst & District CC. Venue: The Grange Club, Bepton Rd, Midhurst, W. Sussex. Times: 2nd and last Thursday each month. Contact: Val Weston, 68 Peterfield Rd, Midhurst, W Sussex.

East

Colchester Colchester Sinclair User Group. Venue: Straight Road Centre, Colchester. Times: alternate Tues. Contact: Richard Lown. 0206 861066.

Colchester Colchester Computing Society. Venue: Severalls Social Club, Mill Lane, Colchester. Times: 1st and 3rd Weds per month. Contact: A H Potten, 14 Foxmead, Rivenhall, Witham, Essex.

Rochford SE Essex Computing Society. Venue: Rocheway Centre, Rocheway, Rochford. Times: Mondays. Membership: 40-60. Machines covered: All. Contact: David Knight. 0702 218456.

Witham Namebug. Venue: Witham Library, High St Witham, Essex. Times: 2nd Thurs and 3rd Weds per month. Membership: 50. Machines: BBC, Electron. Contact: Dave Watts, 50 Peel Rd, Chelmsford, Essex. 0245 258127.

Scotland

Aberdeen Kingsway Amateur Computer Club. Venue: Kingsway Technical College, Old Glamis Road, Dundee. Times: Saturday 6.30-9pm. Membership: 35. Machines covered: Spectrum, Dragon, BBC. Contact: J Cooke. Tel: 0382 819021.

Aberdeen Grampian Amateur Computer Club. Venue: 35 Thistle Lane, Aberdeen. Times: Every Monday. Membership: 80-100. Machines covered: All types. Contact: Mike Elrick. Tel: 0224 741387.

Perth Perth & District Amateur Computer Society. Venue: Riverside Lounge, Bridge End, Perth. Times: Third Tuesday in month. Membership: 50. Machines covered: All types. Contact: John Sanderson, 4 Maypole Place, Perth. Tel: 0738 33961.

Edinburgh Edinburgh Home Computer Club. Venue: Crosswinds Community Centre, Tollcross, Edinburgh. Times: 2nd, 3rd, 4th Tuesday each month. Contact: Ian Robertson. Tel: 031 441 2361.

Carlisle Anslub. Venue: 42 Mount Stewart Street, Carlisle, Lanarkshire. Machines covered: Amstrad. Contact: David Baxter.

Wales

Swansea Swansea Computer Club. Membership: 50. Machines covered: All home computers. Contact: B J Candy. 0792 203811.

Cardiff Cardiff Sinclair and Amstrad User Group. Venue: Central Hotel (Sundays) Cor-

poration Hotel (Weds). Times: middle Wednesday and last Sunday per month. Membership: 150. Machines covered: All Sinclair and Amstrad. Contact: Steve Smith 0222 593232 or Mike Hayes 0222 371732.

Cardiff Cardiff BBC User Club. Venue: University College, Cardiff. Times: alternate Weds. Membership: 90. Machines covered: BBC, also IBM, Sanyo. Contact: Geoff Barker, University College, Cardiff.

Dyfed ICPUG (Dyfed). Machines: serious home. Contact: F J Townsend. 0554 891065.

National

Independent QL User's Group. Newsletter. Contact: Brian Pain, 24 Oxford Street, Stony Stratford, Milton Keynes. Tel: 0906 864271.

Derenic Adventures. Machines: Commodore 64. Contact: Derenic Adventures. Tel: 0634 373212.

Club 64. Newsletter on disc. Machines: 64. Contact: Brendan Conray, 85 Upper Drumcondra Road, Dublin 9, Ireland.

Dutch QL Group. Machines: QL. Contact: Ron den Breems, Kroonstraddeef/27, 3067 RT Rotterdam, The Netherlands.

National TRS-80 and Video Genie User's Group. Newsletter. Contact: Brian Pain, 24 Oxford Street, Stony Stratford, Milton Keynes MK11 1JU. Tel: 0906 864271.

Format 40/80 BBC Disc User Group. Quarterly Newsletter on disc. Contact: Peter Hughes. Tel: 0272 692092.

Dragon Games Users Group (being formed). Bi-monthly newsletter. Machines: Dragon 32/64. Contact: M A Blease, 64 Prince Street, Rochdale, Lancs. Tel: 0706 31239.

Your Atari. Bi-monthly newsletter. Machines: Atari micros and VCS. Contact: Gerald Forrester. Tel: 03552 49486.

UK Atari Computer Owners Club. Quarterly Magazine. Contact: Ron Levy, PO Box 3, Rayleigh, Essex.

Sinclair Amateur Radio Users Group. Newsletter. Machines: Mainly ZX81 and Spectrum. Contact: Paul Newman, G41NP, 3 Red House Lane, Leiston, Suffolk IP16 4JZ.

UK Intel MDS Users Club. Newsletter. Machines: All aspects of Intel semiconductor products. Contact: Lewis Hard, c/o Space Ltd, The Old Coach House, Court Row, Upton-on-Severn, Worcs. Tel: 06846 38751.

International Sharp User Group. Contact: Graham Knight, 108 Rosemount Place, Aberdeen, Scotland. Tel: 0224 63 0526.

Laserbug. Newsletter. Machines: BBC/Electron/Atom. Contact: Paul Barbour, 10 Dawley Ride, Colnbrook, Slough. Tel: 02812 3064.

Tangerine Users Group. Newsletter. Contact: Bob Green, 1 Marlborough Drive, Worle, Avon. Tel: 0834 21315.

British TI Users Club. Machines: Contact: Philip Rowley, 2 Woodside Crescent, Clayton, Newcastle-under-Lyme.

Beebug. Machines: BBC/Electron. Newsletter. Contact: David Graham, PO Box 50, St Albans, Herts AL1 2AR.

Comex 35 User Group. Contact: David Hitchens, 1 Fyfe Crescent, Baydon, Shipley. Tel: 0274 580519.

Landscape

Program Penetrator Micro Commodore 64 Price £7.95
Supplier Melbourne House, Castle Yard House, Castle Yard, Richmond, Surrey

Ever had the sudden urge to save mankind? Well, here's your chance with *Penetrator*. *Penetrator* is another game in the *Scramble* family, but it has



one unique feature which gives it the edge over the other versions of the old favourite. A screen editor is available which allows you to redesign the landscape, and add missiles and radar bases wherever you like.

First things first. Your job is to fly through four defensive rings, then blow up a neutron bomb cache hidden in the underground caverns. You have to be careful, though,

because if you don't hit the bomb on the first pass - then it's back to the start. Radar bases track your movements and missiles make the going tough.

The graphics are good. Because only four or five colours are used at once, the action is clear, and it doesn't give you eye-ache after playing for an hour. I liked the music even better, though. Also included is a training mode which allows you to practise on the separate

stages with an endless amount of lives (good idea, this).

Although easier than the original Spectrum version, *Penetrator* on the 64 is very playable - even my Dad liked it. The editing facility is good, if somewhat tricky to use. I can thoroughly recommend this one - have fun!

Tom Hussey



Double-entry

Program +80 Finance Manager Micro Spectrum 48K Price £19.95
Supplier Oxford Computer Publishing, 4 High Street, Chalfont St Peter, Bucks

How clever of *Popular* to realise that I'd need some way of managing the vast fortune I have!

They've provided me with a financial application which enables me to keep fully double-entry records of income and out-goings, log all my standing orders and obtain professional quality hard copy via an 80-column printer and interface.

The program itself is both versatile and reasonably friendly once its commands have been mastered. Choices are made by menu, but as there are so many of these it's as well to read the documentation first; this is well provided with examples, but could be clearer in parts.

All this is only available at a price, though the version for use with the 32-column ZX and Alphacom 32 printers costs less than half as much. I doubt the average household has need of computerised double-entry accounting, but a small business person with only a Spectrum will probably be well pleased with it.

John Minson



Thunderbolts

Program Black Knight Micro Commodore 64 Price £7.95
Supplier Interdisk, 249-251 Kensal Road, London W10 5DB

Black Knight is something a bit different in the way of normal platform games. For a start, it isn't necessary to dodge mutant telephones and flying fish when scurrying up platforms. In this much more down-to-earth game, you have to leap into the saddle and ride your horse to the goblin's castle where he has been guarding a treasure chest for 200 years.

There are several stages in the Black Knight's quest for gold and glory. First, he has to gallop across the countryside jumping over crevasses and dodging thunderbolts and fireballs. The close-up animation of the Black Knight

riding through the countryside is some of the best animated graphic work I have ever seen. After finishing his trip across the lowlands, our hero has to leave his four-legged friend and do a bit of jumping himself. Then he comes up against a giant serpent, and has only his trusty blade to defend himself. The graphic effects are magnificent as you jump towards the snake and (theoretically) chop its head off.

Once inside the castle, our adventurer has to avoid traps in his search for the little green goblin and the treasure.

Black Knight is extremely playable, but can be quite tricky in places. This game has got what many others lack - originality. So if I were you, I'd polish the sword, fish out the cash and run out and buy this one.

Tom Hussey



Overheads

Program Software Star Micro CPC 464 Price £7.95
Supplier Addictive Games, 7a Richmond Hill, Bournemouth BH2 6HE.

This is not the first software house simulation to be released but it carries the Kevin Toms hallmarks of attention to detail and carefully tuned difficulty that made *Football Manager* such a hit. The set task is not easy - not only must you meet a substantial target profit in order to avoid getting sacked but also you must aim to achieve the status of 'software star' by having your releases



consistently in the top of the charts.

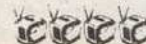
Success is earned by a careful juggling of such things as the amount of hype or honesty you put forward to boost your image, pages of advertising you order each month, the number of games

released, whether it is the Christmas boom or the summer slump, and the amount of time invested in the game. Long development time means higher overheads and fewer games that you can churn out but this is balanced against the increased likelihood of getting favourable reviews which can greatly influence sales figures (modest cough).

You are constrained by the fact that your existing games all have a finite lifespan after which sales fall off, unless you release a new product. This strikes me as something Kevin Toms should know nothing about, being at complete odds with his experience with *Football Manager*.

What makes this game a winner is the mastery of the art of suspense that also characterised *FM* - where lesser simulations would have instantly shown you the positions of the monthly software chart, here you are made to wait and sweat whilst your games slowly inch their way up. Unfortunately there are no on-screen highlights of what your personal megagame looks like but it's still very... Addictive.

Tony Kendle



Major battles

Program *Empire of Karn* Micro Commodore 64 **Price** £7.00 **Supplier** Interceptor Micros, Lindon House, The Green, Tadley, Hants

Empire of Karn follows on from the *Heroes of Karn* as the second adventure in the Karn trilogy.

Like its predecessor, it is a graphical adventure in broadly the same sort of style as *The Hobbit* – the description of the location is accompanied by a picture of the place. Music is also used to help enhance the atmosphere.

As with all these fantasy adventures, the program is accompanied by a detailed storyline full of evil doings,

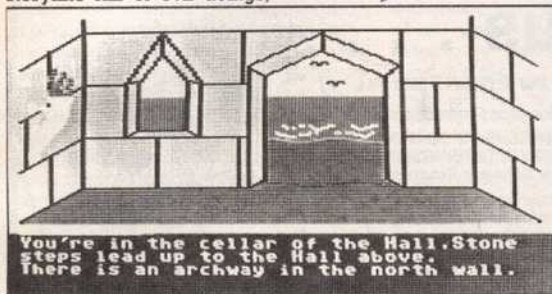
weird place names and major battles.

Your continuing quest is to save the Empire from the evil Zheff. Accompanied by Darin, you have to set out on a journey across the distant regions of Karn.

The computer is instructed on what you wish to do by using short English commands (eg *Take bottle of rum*). As with most adventures, you can save your position in the game for a later date. Although the graphics couldn't really be said to be outstanding, they do add an extra dimension.

Empire of Karn is fairly cheap, and is a reasonable buy if you are into adventures.

Tom Hussey



Ingenious

Program *Curse of the Seven Faces* Micro Spectrum 48K **Price** £8.95 **Supplier** Imperial Software, Imperial House, 153 Churchill Road, Poole, Dorset.

When so many adventures are produced with Gilsoft's *Quill*, and many of them are of a high standard, it's easy to forget that there's still room for other methods.

Imperial Software have a useful innovation in this text only quest. Type in '*Save' and you can not only save to tape for permanent storage, but also into a buffer allowing you to take potentially fatal decisions without having to mess around with a cassette recorder.

The adventure itself is good too. You have to defeat an evil wizard, but first you

must locate the staff, spell book, hat and cloak of a dead mage. The search takes place in a multiplicity of atmospherically described locations, which really stimulate the imagination.

The puzzles are clever but not unsolvable and there's an ingenious maze, but most interesting is the use of 'teleportation' between regions of the land, instead of constant direction commands. As some of these 'gates' are one way you have to be careful that you've done everything before using them.

The vocabulary seems fairly broad, though perhaps a little specific in a couple of places, but the scrolling display looks old-fashioned. *Curse* is vast and enjoyable, but, sadly, expensive. Reduce its price by a pound or two and it would rate higher.

John Minson



A gamble

Program *Classic Racing Micro* CPC 464 **Price** £8.95 **Supplier** Amsoft, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF

Cast in the venerable tradition of *Football Manager* this is an entrepreneurial sporting simulation that is well worth a look if you enjoy that sort of thing. The basic idea is that you are the manager of a stable of 16 horses, playing against five other stables, all of which can be the computer if you have no friends, although it is much more enjoyable as a family game.

You start the season in the highly unlikely situation of knowing nothing about the qualities of your horses and you must sort out their strengths and weaknesses in time to win a packet at the four classic end-of-season races. Accompanying this is a sort of sub-plot where you hope to boost your winnings

by gambling.

The highlights are the well programmed races together with appropriate sound and if you are feeling suitably ebullient it is good fun, frustrating and addictive. But ultimately you begin to realise that this game is a bit long winded, each season takes many hours to play, most of which time you are doing nothing. For instance, although it is enjoyable to watch the horses dawdle up to the starting line once or twice, in the long run it becomes tedious.

This problem aggravates the game's one major flaw – and it's a doozy. You can only save the game status after each race meet, which can take the best part of an hour. If you have to switch off unexpectedly then that's tough. Conversely, if you try to save the game when prompted, 'just in case', imagine the shock-horror when, having done so, it hangs up with a 'thanks for playing' message, necessitating a re-load.

Tony Kendle



Addictive

Program *Thrusta* Micro Commodore 64 **Price** £2.99 **Supplier** Software Projects, Bearbrand Complex, Allerton Road, Woolton, Liverpool

There is a huge quantity of Commodore 64 games material on the market at the moment.

Although *Thrusta* isn't very complicated, it is a neat, addictive little package.

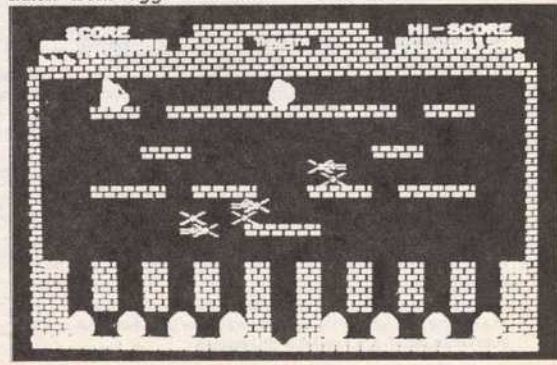
Your mission is set on the planet Spectra where aliens are rapidly taking over. They hatch from eggs and then

emerge to create havoc. It is your job to nudge a boulder on top of them as they hover dangerously below.

The screen display is a bit difficult to describe. Roughly, it consists of a series of platforms at different levels, with the eggs at the bottom. Although the graphics aren't amazing, they are quite adequate. Worth noting also is the fact that *Thrusta* doesn't have an irritating tune burbling away.

Not a top ten contender, but a good price and well worth a look.

Tom Hussey



It makes sense . . .



TO HAVE YOUR OWN ELECTRONIC DIARY IN WHICH YOU CAN FILE ANY DATA WHICH IS ESSENTIAL TO YOU. THE SOFTWARE TEAM THAT DESIGNED AND DEVELOPED EASY FILE HAS NOW PRODUCED SUCH A DIARY.

Desk Diary £29.95 (Disk + Manual) for your Commodore 64

Have you ever wished you had a Diary which you could alter at will to suit your requirements year after year? If you have then DESK DIARY could be the Diary you've always wanted.

DESK DIARY is a powerful Diary Information Management System. It features Powerful PASSWORD protection for the entire DIARY, MENU driven routines and well defined screens.

With DESK DIARY you can:

- Protect your DIARY from unauthorised entry
- Enter your Appointments and Engagements for any date up to 31.12.1992
- Refer to your Appointments and Engagements at any time
- Edit you Appointments and Engagements at any time
- Call up for your immediate attention ANY

- Appointment and Engagement at any time
- Record important dates, text and any other information at any time, e.g. you tax details, your professional advisers, events and their dates which are important to you
- Refer to your recorded information at any time
- Edit and update your recorded information at any time
- Call up for your immediate attention ANY page of your recorded information at any time
- Leave a MESSAGE for another authorised DIARY user
- Study the dates of a calendar month in any calendar year from 1983 to 2057
- Read ANY Data File which has been created by EASY SCRIPT AND EASY FILE
- Prepare ANY of your DESK DIARY Data Files to be read by EASY SCRIPT
- Initialise you Disks, make copies of your Data Disks, Delete entire Data Files, Rename your Data Files.

Send for your own Desk Diary NOW.

It's ingenious . . .

AND IT'S FROM THE SOFTWARE TEAM THAT DESIGNED AND DEVELOPED EASY FILE
DIGITAL LAB £29.95 (Disk + Manual) for your Commodore 64

DESIGN your own LOGIC CIRCUITS using AND Gates, OR Gates, EXCLUSIVE OR Gates, INVERTER LINKS, Simple LINKS, Simple LINKS, ANGULAR, LINKS, TAPPINGS and JUNCTIONS using this ingenious Software Program.

DIGITAL LAB is a powerful Program which performs various functions of a LOGIC LABORATORY. With DIGITAL LAB you can design and construct your own LOGIC CIRCUITS. You can select any LOGIC ELEMENT and LOGIC LINK from a comprehensive set of MENUS. DIGITAL LAB will check the validity of every LOGIC GATE and LOGIC LINK in your CIRCUIT. It will analyse your LOGIC CIRCUIT and the results of its analysis will be displayed in a TRUTH TABLE with the corresponding Boolean Expression.

DIGITAL LAB contains many other features and UTILITIES which are very useful to such an Application including a set of Disk House Keeping UTILITIES which allows you to FORMAT all your Disks, make copies of your Data Disks, DELETE entire Data Files and RENAME your Data Files.

DIGITAL LAB is a unique tool for pupils, students and anyone else who would like to extend the practical approach to Designing and Constructing LOGIC CIRCUITS. With the use of DIGITAL LAB understanding LOGIC CIRCUITS is made easy and you can enjoy the atmosphere of a LOGIC LABORATORY in the comfort of your own home.

DIGITAL LAB is easy to operate and will help to provide a clear understanding of Boolean Algebra with reference to LOGIC CIRCUITS. It is written on Commodore 64, 6502 Assembly language and is therefore very fast in its operations.



Send for your own DIGITAL LAB NOW

To: Associated Services (London) Ltd., 23 Chesham Street, London SW1X 8NQ. Telephone: 01-245 9522

Please send me the following software PRODUCTS (Disk + Manual):

DIGITAL LAB _____ copy/copies at £30.95 each (£29.95 + £1.00 p+p)

DESK DIARY _____ copy/copies at £30.95 each (£29.95 + £1.00 p+p)

TOTAL £ _____

pck 7

These software programs will be supplied with the benefit of a six-months guarantee but subject to the terms of such guarantee which are available on request.

I enclose a cheque/Postal Order for £ _____

Please charge £ _____ to my credit card (specify card) (Access/Mastercard/Visa)

Signature _____ Expiry date _____

Card No.

Name _____

Address _____

Post Code _____

PO142

Clubbing together

John Cook goes to Aylesbury and becomes an honorary member of the local computer club

I had always believed that messing about with computers was something of a solitary occupation. There is *The Programmer*, a lone figure hunched over a monitor, fingers running over the keyboard, eyes closed in mystic union with the CPU, and *The Games Player*, wide-eyed and manic, hand on joystick, mind somewhere near Alpha Centauri. So the thought of a number of such people getting together in association to form a club of all things (or User Group to the cognoscenti) seemed most strange – or at least it did before my recent visit to the Aylesbury Computer Club.

One Friday I joined one of its regular weekly meetings at the Grange Centre in Aylesbury. 'It's a school during the day but doubles as a venue for evening classes and interest groups at night,' explained newly elected chairman Jonathan Roberts. The school-like environment and furniture does not seem to dampen the obvious enthusiasm of its members. As I entered the room, I was greeted with the familiar computer synthesised cry of, "Ghostbusters!" A quick glance round the assembled company (in total about 30) suggested the existence of two sub-groups.

Zap fiends seemed to be all under the age of 16, and programmers above. And never the twain shall meet? I was later to find out.

The other officers of the club are Jonathan Hill (Treasurer) and John Turner (Secretary), who is the only 'professional' programmer amongst them. "I remember back in 1970 when we had a new computer at work with 64K of core memory," he told me. Things have come a long way in 15 years.

I asked about the club's history and was referred to Keith Pyott, who only recently retired from the post of Chairperson. "It started in October '81," he explained, "when a group of friends (mostly ZX 80 and 81 users) put a notice in the local library." So... it can be that easy. At present, the club has about 50 paid up members, I asked Jonathan Hill about the costs of running the club. Did they get any help from the local council? Surprisingly, no. "We're self-supporting," he said. "Weekly subs of 20p just about pay for the hire of the room, so we are free to use most of the money from the membership fee (£7.50 a year for adults over 17, £5.00 for juniors) to buy books and programs for the club library." Indeed, the club has an impressive array of utilities, games and books which any member may use – one of the more obvious advantages of User Group membership. Others include organised courses on such traditionally tricky sub-

jects as machine code, and the occasional visiting speaker.

However, the club has changed over the years. Jonathan Hill again, "Things were different when we all had ZX 81's... it was more hobby-ist. There was a lack of software, so you had to write your own, and the limitations of the hardware made it a challenge. In a way, modern software kills off your own efforts because it is so good."

I asked him what he thought of the games-playing half of the group. He smiled. "I think games can be the motivation for interest in programming itself," he commented. One look at *Arcade Avenue* with its profusion of *Pokes* for every game conceivable confirms this, although at least one member of the club titled 'Joystick Jim' (the club's arcade fanatic and self-appointed *Invasion of the Bodysnatchers* groupie) would seem to be quite happy blasting everything in sight.

The micros in use that night were three Spectrums, two Commodore 64's and a QL, although BBCs often make an appearance, together with the occasional Apricot. The most common machine progression in the club seemed to be from ZX81 to Spectrum to QL.

Sir Clive has a lot to answer for one way and another. The arrival of the QL has caused much discussion within the club, as I found out chatting to Derek Longe, the club graphics expert. He nodded at the group around Jonathan Roberts' own machine. "They may be able to run a clock at the same time as another program, but I haven't seen them do anything useful with it yet." Derek himself does plenty of 'useful' things with his Spectrum; for a start, he was able to make enough money from writing an astrology program to buy a colour TV for his own use. His expertise in computer graphics is used to design such things as covers for the club newsletter (published monthly) and to help anyone that wants to know anything about Spectrum graphics, in the shape of his 'Graphics Corner', every week.

Meanwhile, back at the QL, Keith was recounting his problem with 'the missing Rom,' as reported by David Nowotnik – himself a founder member of the club – in *Popular Computing Weekly* Vol 3 No 50. As the intrigued QL owners pon-

dered this conundrum and Keith was explaining how the Spectrum and QL reserved memory differently for arrays, something occurred to me – this is really what user groups are really all about. A sharing of expertise and experience.

Any one person, in general, can only do so much sitting alone at a keyboard. Eventually, you are going to hit a problem you can't solve, or meet something you just don't understand. On your own, you could be banging your head against the same brick wall indefinitely... but if you bring the puzzle to a group of people, at the very least you'll be offered a new variety of wall to attack. At best, the problem will have been encountered before, and you will have saved yourself considerable amount of brain strain. This is common in games playing, but also applies to programming.

However, club meetings don't simply consist of people picking each others brains. As John Baynton-Glen told me, "I'm pretty busy at the moment, so I haven't got that much spare time for programming. I just come here to look around and chat to old friends." At present John is concentrating on his Formula Ford 1600 racing aspirations, and is finding it hard going. "There's a lot of paperwork involved in trying to



get sponsorship," he says, (amongst other things, he is currently sounding out several software houses). "I'm thinking of getting a BBC set-up to sort it all out."

At the moment, the computer trade is somewhat depressed – perhaps rightly so, with companies going under every week. I say take heart. The existence of such groups as the computer club at Aylesbury, the many others throughout the country (two others in the Aylesbury area alone) and the enthusiasm with which they are attended and run should give great cause for optimism – these clubs do much to indirectly support the industry, so why isn't the industry supporting them?

For the lone user, at less than the price of a good game, you can join a group, expand your computer horizons and make some new friends into the bargain.

For details of the Aylesbury Computer Club, contact John Turner at 6 Cambourne Avenue, Aylesbury.

User Groups

The Popular guide – the whys and hows explained

User Group... try saying it slowly. User Group. Sounds vaguely seedy, doesn't it? But don't let that put you off joining or indeed forming one, because the experience is likely to be very rewarding indeed.

But first of all, perhaps we ought to ask the 52 Megabyte question – what is a User Group?

User Group is simply jargonese for a computer club. Associations of people with a mutual interest in computing, whatever aspect or form that may take. In fact, there are two sub-groups – Face to face or Postal – within this area of computing activity, which you should consider.

Postal Groups are usually organised on a national or international basis, with contact usually being via a news letter or in some cases, disc.

For you the potential member, they have the advantage of being able to contact users not immediately in your area or abroad. The disadvantage is that these organisations lack the spontaneity of face-to-face clubs... also, you may have to send a subscription to a far off and unknown place to join. Best to check them out with an enquiring letter first.

The main advantage of face-to-face clubs is that you get to meet real live

people, just as keen about computers as you. They'll talk to you, help you out, and maybe even let you have hands-on experience of their own machine. Which brings us to... why join a User Group?

It's two o'clock in the morning. You are hunched over the keyboard, haggard and drawn. You are stuck. A programming bug? An impossible screen? Who do you turn to? By joining a computer group the chances are that you will find someone with a similar problem. At least you'll have a second opinion.

You'll also be able to take advantage of the other facilities the group may offer. Most run occasional courses on various aspects of programming, and have visiting speakers from time to time.

But what if there isn't a club near you?

Forming your own Group

First of all, stop and ask yourself if you are really prepared to spend several hours of hard, and often thankless, work in the routine running of your new organisation? If the answer is yes, give yourself a pat on the back and read on.

Postal Groups are easier to set up than Face-to-face Groups. The main problem, that of arranging a venue, does not exist... although you will need access to duplication facilities. Putting adver-

tisements in free sections of the computer press, such as *Computerswap* in this magazine, is a good idea... or the manufacturer of your particular type of computer might help by providing you with a mailing list.

Face-to-face Groups are harder to set up. First test out the water by placing advertisements in the computer and/or local press, local computer shops and the local library. You'll soon know if you have a viable proposition... but if only a few people respond, don't be disheartened. Small groups have the advantage of being able to meet in members' houses.

A larger response may bring you extra help in your efforts, but needs further action. Here your local council, education department and library can help you with your next obstacle... the club venue.

The council/education department will often hire out rooms at a cheap rate to clubs of an 'educational' nature... into which yours should fall. With enough signatures, they may well provide some form of financial help. At the library, there will be a list of local clubs... even though a computer club may not exist, other club officials will usually be helpful in giving advice on general organisation.

Good luck, and don't forget to be included in our 1986 User Guide!

TIPSTER ANY SPECTRUM AMSTRAD CPC464

The most accurate
horse race predictor on the market

- ★ Tipster V2 took 18 months of trial and error before we arrived at the system that makes it the most accurate race predictor on the market.
- ★ Fully tested against other computer race predictors.
- ★ Tipster even performs better than the human tipsters from the top nine newspapers.
- ★ Many winners found at high prices.
- ★ For both flat and national racing.
- ★ The system will never go out of date.
- ★ We reveal the secrets of profitable betting.
- ★ Special tutor for the absolute beginner to racing.
- ★ Tipster also includes a program to calculate your returns for you.

Don't be a mug punter,
make this a profitable season

£14.95

E. I. SYSTEMS
PO Box 171, Wolverhampton
West Midlands WV10 0PJ

FD133

GOODBYE

SPECTRUM

GAME	RRP	OUR PRICE
DALEY THOMPSON	6.90	4.99
BEACHHEAD	7.95	5.95
WHITE LIGHTNING	14.95	10.35
SHERLOCK HOLMES	14.95	9.99
KNIGHTS LORE	9.95	6.75
UNDERWORLD	9.95	6.75
LORDS OF MIDNIGHT	9.95	5.95
DOOMDARKS REVENGE	9.95	5.95
PSYTRON	7.95	5.95
FRANK N STEIN	5.95	4.50
MONTY MOLE	6.95	5.50
MATCHPOINT	7.95	6.75
*SCRABBLE	15.95	4.75
EDDIE KIDD JUMP	7.95	4.95
COMBAT LYNX	7.95	5.25
DARK STAR	7.95	4.75
JET SET WILLY	5.95	4.50
STAR STRIKE	5.95	4.50
TRAVEL WITH TRASHMAN	5.95	4.50
QUASMODOS REV	6.90	4.90
TIR NA NÓG	9.95	5.95
ARWOLF	6.90	4.95
MATCH DAY	7.95	5.70
BLUE MAX	7.95	5.99
MONTY IS INNOCENT	6.95	5.35
TECHNICIAN TED	6.95	5.99
ZAXXON	7.95	5.85
*VU CALC	9.95	4.00
*VU FILE	9.95	4.00
*JACK AND BEANSTALK	5.95	2.75
GREAT SPACE RACE	14.95	9.99
*VALKYRIE 17	9.95	4.99
RAM TURBO INTERFACE		18.00
GIFT OF THE GODS	9.95	6.99
BOULDER DASH	7.95	5.95
GHOSTBUSTERS	9.95	6.99
BRIAN BLOODAKE	7.95	5.25
HEROES OF KHAN	5.95	3.95
ALIEN 8	9.95	7.25
ALL LEVEL 9	9.95	6.99
PROJECT FUTURE	6.95	5.50
SOFTWARE STAR	6.95	5.50

COMMODORE 64

GAME	RRP	OUR PRICE
GHOSTBUSTERS	10.95	8.25
SUICIDE EXPRESS	7.95	6.50
STRIP POKER	9.95	6.95
PSYTRON 64	7.95	5.25
TALES OF ARABIAN NIGHTS	7.00	3.75
BEACHHEAD	9.95	7.50
SOLO FLIGHT	14.95	10.50
DEATH STAR INTERCEPTOR	9.95	7.50
BRUCE LEE	9.95	7.50
NATO COMMANDER	9.95	7.50
SPITFIRE ACE	9.95	7.50
MY CHESS II	11.95	8.25
QUASMODOS REVENGE	7.90	5.75
ZAXXON	9.95	7.50
SUMMER GAMES	14.95	10.25
SHERLOCK	14.95	10.50
PSY WARRIOR	9.95	4.99
RAID OVER MOSCOW	9.95	7.50
STAFF OF KARNATH	9.95	7.25
BLUE MAX	9.95	7.50
TAPPER	9.95	7.50
SELECT 1	12.49	8.90
SPY VS SPY	9.95	6.99
BOULDER DASH	8.95	7.25
DALEY THOMPSON DECATH.	7.90	5.25
KONG'S REVENGE	7.90	5.75
FIGHTER PILOT	9.95	7.25
BRIKAFEVER	7.00	4.95
COMBAT LYNX	9.95	6.95
CAD CAM WARRIOR	9.95	7.25
F15 STRIKE EAGLE	14.95	10.25
IMPOSSIBLE MISSION	8.95	6.75
EMPIRE OF KHAN	7.00	4.50
SHOOT THE RAPIDS	7.95	6.50
LORDS OF MIDNIGHT	9.95	6.99
INDIANA JONES	8.95	5.75
GRYPHON	7.95	6.25

ALL PRICES INCLUDE P&P

PLEASE NOTE IF OUR ORDER
EXCEEDS £50 YOU GET
10% FURTHER DISCOUNT
SEND CHEQUES/P.O. TO
GOODBYE PCW10
94 LEATHER LANE, LONDON EC1
(TEL: 01-404 4245)

D147

* DENOTES SPECIAL OFFER WHILE STOCKS LAST

Short comings

Hardware *Entrepo Quick Data Drive Micro Commodore 64/Vic 20*
Price £80 **Supplier** Spectrum Group Dealer Chain.

The Entrepo Quick Data Drive is a high-speed tape cartridge system designed to replace the Commodore C2N cassette used by the Vic 20 and C64 machines.

It offers the same facilities, plus a few house-keeping ones of its own, but with the time taken to save or load files reduced to something like a tenth of time taken by the notoriously slow C2N.

In price and performance, tape cartridge systems fall between cassette recorders and disc drives. The Sinclair Microdrive and the Rotronics Wafadrive have shown what can be achieved at relatively low cost for the Spectrum microcomputer, both offering considerable increases in speed, etc.

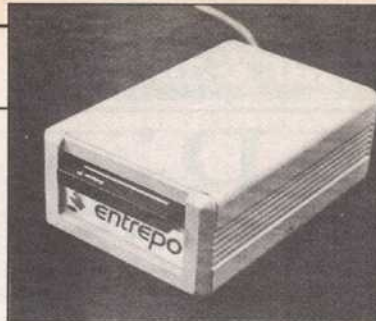
Entrepo Inc, the original American manufacturers of the wafer hardware used by Rotronics, are now offering a complete system for the Commodore machines. You would expect them to be able to get the most out of the hardware in terms of performance and value for money. Be prepared to have your expectations dashed.

Quick Data Drive comes with the drive itself, a manual, and a master tape cartridge (wafer) containing the operating system software. It is coloured to match the C64 and is cased in metal to meet the American laws on radio interference. A 1.8m lead plugs into the cassette port and there is a second part provided on the drive to let you add in your cassette or a further Quick Drive.

The manual is adequate and, in the usual American way, gives you a photograph to show how to plug the hardware in, but is no help at all in how to get the most out of the system.

To load the system software you must start up as if you were loading a program from cassette. From there on you can load files, save files, open sequential files, and verify stored files just as if you were using the C2N. Well, not quite; data transfer is much faster and you do not have to use fast forward/reverse. Also, as the Quick Drive software occupies 4K of memory (Vic 20 owners need at least 24K extra memory to use the full Quick Drive) many commercial programs cannot be run.

Also provided by Entrepo is a software utility which lets you copy program or sequential files between cassette and wafer or disc and wafer. With the 4K program you also get the commands necessary for formatting new wafers, reading a wafer contents, copying



the master wafer, and using a special wafer for cleaning the drive read/write heads. Using this program is full of frustrations until you get to know its shortcomings. Copying something from tape to wafer should be relatively simple, until something goes wrong. The cassette controls will not work once you have started to copy the file and thus you cannot rewind to have another go if, say, the wafer is too full to take the file.

After some hours use I decided that the Quick Data Drive hardware is excellent but let down by poor software. There is no facility to erase unwanted files, for example. Nor can you overwrite existing files. Without offering some of the facilities of a disc system it is difficult to see where the Quick Drive fits in.

I think that this American import needs further development before it could be given the Cochrane Approval Sticker.

John Cochrane



The writing's on the wall...

The introduction of MSX Basic has quite simply revolutionized the use of home computers. From today most of the languages in common use will fade into the brickwork.

Up until now home computers have used different machine languages, so that games and peripherals have been totally incompatible, but the introduction of MSX Basic will allow all products to run on any of these new machines. The implications are awesome.

Such a milestone in computer development

deserves an equally innovative book. And not surprisingly it's published by Penguin.

MSX BASIC REVEALED gives the reader vital programming skills for MSX, and a detailed examination of its potential uses. It is one of the first books in the field and is certainly the very best.

When you realise that present day language systems have had their chips, you'll realise the need for MSX BASIC REVEALED.

by Robert Palmer and Ian Richards £6.95



Big Bad Jake

Can you get Jake to Mexico in this cowboy classic for the Spectrum 48K by Peter Watson

Jake is getting ready for his holidays in Mexico but he is a bit short of spending money. You have to help him 'borrow' \$500 from the local bank without getting shot by the Sheriff.

Each time he reaches the front door of the bank \$100 is collected, but this must be returned to Jake's hideout before it is his to keep. At first Jake can avoid the Sheriff fairly easily, but as more money is taken the more quick witted the Sheriff becomes. Jake has three lives. A status report is given at the bottom of the screen, ie, money collected and lives left. The controls are 5=move left, 6=move down, 7=move up, and 8=move right.

Program Notes

The program consists of a main play loop, ie, move Jake/Sheriff, with calls to other routines as the game progresses.

The following points should be noted:-

a) Extensive use is made of the *Attr* command. Any changes to colours used in the

play area should be made with care; this applies also to the global *lnk* colour given in Line 3.

b) A total of 28 UDGs are required. 14 are set up initially to form the basic screen display; 12 more are set up prior to the commencement of the game proper to form characters required during play. Five of the initial set of characters are therefore overwritten in memory.

c) Line 20 determines the Sheriff's 'intelligence'. If the sum of the loot number (ie, 1 to 4) and the random number is less five the Sheriff will remain where he is for that cycle of the loop.

d) Enter the letters between quotation marks in Graphics Mode except where they form words.

e) When all the listing has been entered and checked the program should be saved and verified by using *Goto 9000*.

Line No

3-10 Sub-routine calls, ie, title, instructions and graphics.

11-28
100-110
201-208
300-306
500-506
600-605
700-702

1000-1013
2000-2008
3000-3007
4000-4012
5000-5012
9000-9004

Variables

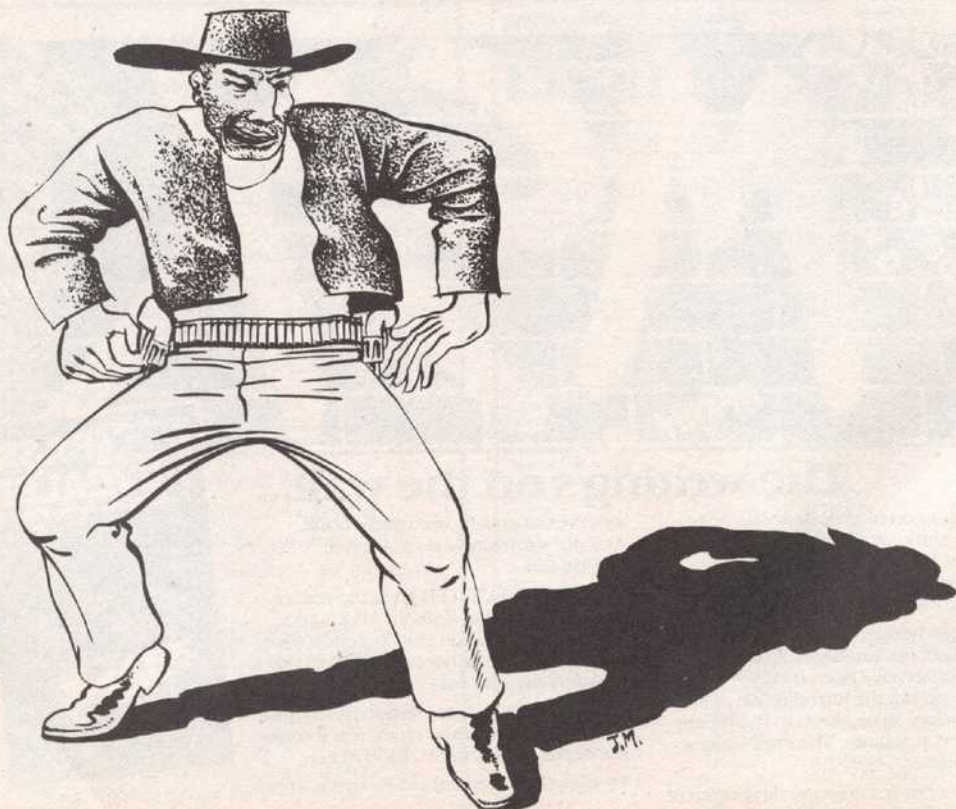
x,y
p,q

lives
brt
loot
dist

Main play loop.
Sheriff fires gun.
Lose a life.
Dead Jake/end of game.
Loot back to hide-out.
Win game.
Reprint bank, ie, to set bank to BRIGHT 1 or 0 depending on state of play.

Screen
Instructions
Title
Screen graphics
Play graphics
Save and verify game.

Co-ordinates of Jake's position.
Co-ordinates of Sheriff's position.
Number of lives.
Brightness of Jake and Bank.
Loot number
Distance between Sheriff and Jake.




```

1 REM
2 REM
3 PAPER 0: INK 5: BORDER 0: C
L5
4 GO SUB 3000: CLS
5 GO SUB 2000: CLS
6 BORDER 4: CLS : GO SUB 1000
8 LET lives=3: LET brt=0: LET
1001=0
9 LET x=6: LET y=10
10 LET p=21: GO SUB 1010
11 REM
12 LET xx=LET b=y
13 LET xx=(INKEY$="5" AND x>0
AND ATTR (y,x-1) AND ATTR (y,x
+1,x-1) AND (INKEY$="5" AND x<0)
AND ATTR (y,x+2) AND ATTR (y+2,
x+2) AND (
14 LET y=(INKEY$="7" AND y>0
AND ATTR (y-1,x) AND ATTR (y-
1,x+1) AND (INKEY$="5" AND y<20)
AND ATTR (y+2,x) AND ATTR (y+2,
x+1) AND (
15 IF a<>x OR b<>y THEN PRINT
AT b,y: "AT b+1,y"
16 PRINT AT y,x: INK 5: BRIGHT
brt: "M": AT y+1,x: "NO"
17 BEEP .01,50
18 IF ATTR (y-1,y)=7 AND ATTR
(y-1,x+1)=7 THEN GO SUB 401
19 IF x=6 AND y=10 AND brt THE
N GO SUB 501
20 IF 1001+INT (RND*7) AND THEN
GO TO 25
21 PRINT AT q,p: "AT q+1,p:"
22 IF p<x AND ATTR (q,p-1) AND
AND ATTR (q+1,p-1) AND THEN LET p=p
-1
23 IF p<x AND ATTR (q,p+2) AND
AND ATTR (q+1,p+2) AND THEN LET p=p
+1
24 IF q<y AND ATTR (q-1,p) AND
AND ATTR (q-1,p+1) AND THEN LET q=q
-1
25 IF q<y AND ATTR (q+2,p) AND
AND ATTR (q+2,p+1) AND THEN LET q=q
+1
26 PRINT AT q,p: BRIGHT 1: INK
4: "LM": AT q+1,p: "P"
27 IF v=q THEN GO SUB 101
28 GO TO 12
100 REM
101 IF p<x OR ATTR (q,p-1) AND
AND ATTR (q+1,p-1) AND OR ATTR (q,p
+2) AND OR ATTR (q+1,p+2) AND THEN
RETURN
102 IF p<x THEN GO TO 107
103 IF p<x THEN LET dist=p-x: B
EEP .1,-10
104 FOR b=1 TO dist-1
105 PRINT AT q,p-b-1: INK 5: "M"
106 NEXT b: GO TO 201
107 LET dist=p-x: BEEP .1,-10
108 FOR b=1 TO dist-1
109 PRINT AT q,p+b+1: INK 5: "M"
110 NEXT b: GO TO 201
200 REM
201 PRINT AT y,x: INK 2: FLASH
1: "LM": AT y+1,x: "NO"
202 BEEP .5,10: BEEP .5,10: BEE
P 1,0
203 LET lives=lives-1: LET brt=
0
204 GO SUB 701
205 IF lives=0 THEN GO TO 301
206 PRINT 0: PAPER 2: INK 7: AT
1,14: lives
207 PRINT AT y,x: INK 0: "": AT
y+1,x: "M": AT q,p: "M": AT q+1,p
: "M"
208 PAUSE 50: GO TO 9
300 REM
301 PRINT AT y,x: INK 7: "R5": AT
y+1,x: "TU": PAUSE 50
302 PAUSE 50: POKE 23552,0: IMP
UT "Another Game? (Y/N) ";
LINE 28
303 IF z$="Y" THEN GO TO 6
304 IF z$="N" THEN CLS : GO TO
305
305 IF z$<>"Y" OR z$<>"N" THEN
GO TO 302
306 PRINT " INK INT (RND*7)+1:
BRIGHT 1: TAB RND*14: "OK, SO LOW
O GRINDO" POKE 23552,255: PAUSE
5: GO TO: 305
400 REM
401 FOR i=0 TO 50 STEP 10
402 BEEP .01,i
403 NEXT i
404 LET brt=1
405 GO SUB 701
406 RETURN
500 REM
501 BEEP .1,10: BEEP .1,10
502 LET 1001=1001+1: LET brt=0
503 GO SUB 701
504 PRINT 0: AT 1,3: PAPER 2: I
NK 7: (1001*100)
505 IF 1001=5 THEN GO TO 601
506 RETURN
507 REM
508 CLS
509 FOR v=1 TO 3: FOR w=0 TO 7
503 PRINT AT 8,7: BRIGHT 1: INK
w: "E L D O N E": AT 12,4:
INK w: "Jake is off on his holida
y": BEEP .01,200: BEEP .01,400: B
EEP .01,600: NEXT v
505 GO TO 300
700 REM
701 PRINT AT 10,24: INK 7: BRIG
HT brt: "JK": AT 11,24: "GH"
702 RETURN
1000 REM
1001 FOR a=5 TO 10 STEP 4
1002 FOR b=5 TO 20 STEP 4
1003 PRINT AT a,b: INK 6: "FF": AT
a+1,b: "GH": BEEP .01,b: BEEP .0

```

```

1,2
1004 NEXT b: NEXT a
1005 FOR b=5 TO 20 STEP 4
1006 PRINT AT b,0: INK 4: BRIGHT
1: "IJIJIJ": AT b+1,0: "NLKMLK"
1007 NEXT
1008 PRINT AT 10,4: INK 5: "AB": R
T 11,4: "CD"
1009 PRINT AT 10,24: INK 7: "MN":
AT 11,24: "OH"
1010 PRINT 0: AT 0,0: INK 2: "
": INK 7: "PP"
1011 "XW": INK 2: "XW": INK 7:
"XW": INK 7: "XW": INK 7:
PAPER 1: JAKE
1011 PRINT 0: AT 0,2: PAPER 2: I
NK 7: "LOOT": AT 0,12: "Lives": AT 1
,2: "0": AT 1,14: "0"
1012 GO SUB 5000
1013 RETURN
2000 REM
2001 PRINT AT 0,0: INK 4: BRIGHT
1: "THE STORY SO FAR...": "Our fr
iend Jake is getting ready for hi
s hole in Mexico but he's a bit
short of spending money."
2003 PRINT AT 7,0: INK 7: "Can yo
u help his borrow 5000 from h
is local bank, without gettin
g shot by the Sheriff?"
2004 PRINT AT 11,0: INK 7: "Howev
er he must get his loot back
to his hideout for safe keepi
ng."
2005 PRINT AT 10,0: INK 4: BRIGH
T 1: "Controls: "; INK 5: BRIGHT
0,
1-
5"
2006 PRINT 0: AT 1,0: PAPER 2: I
NK 5: FLASH 1: " Press any ke
y to play"
2007 PAUSE 0: BEEP .1,30
2008 RETURN
3000 REM
3001 PRINT AT 0,2: INK 1:
G
D
AKE
B
B
J
3002 PRINT AT 7,2: INK 2:
3003 PRINT AT 14,2: INK 7:
3004 PRINT AT 21,15: INK 7: "by P
eter Watson"
3005 PRINT 0: AT 1,0: INK 5: FLA
SH 1: PAPER 2: " Press any key fo
r instructions "
3006 PAUSE 0: BEEP .1,30
3007 RETURN
4000 REM
4001 RESTORE 4000
4002 FOR n=1 TO 14
4003 BEEP .005,300
4004 READ a
4005 FOR p=0 TO 7
4006 READ q: POKE USR a+p,q
4007 NEXT q
4008 DATA "A",49,54,57,103,159,2
66,288,127,"B",120,96,152,208,24
9,205,254,177,190,100,100,100
0,127,127,127,127,"D",254,198,19
8,198,198,198,198
4009 DATA "E",121,143,255,255,25
5,143,143,143,"F",193,241,255,95
,255,241,241,241,"G",255,255,140
,140,140,252,252,252,"H",255,255
,49,49,49,583,63
4010 DATA "I",0,1,3,1,3,7,15,3,"
J",128,102,224,192,224,240,140,2
24,"K",7,15,31,49,1,1,1,6,1,24
0,240,252,192,192,192,192,0
4011 DATA "M",138,180,240,250,24
0,254,240,254,"N",225,249,63,255
5,191,63,255
4012 RETURN
5000 REM
5001 RESTORE 5000
5002 FOR n=1 TO 12
5003 BEEP .005,40-(130*n)
5004 READ a
5005 FOR p=0 TO 7
5006 READ q: POKE USR a+p,q
5007 NEXT q
5008 DATA "J",135,158,240,250,24
0,254,240,254,"K",225,249,63,255
63,191,63,255
5009 DATA "O",0,3,7,47,79,121,15
,19,"P",0,192,244,244,140,140,240
,100,"Q",10,14,15,6,15,7,3,0,"O",
0010 DATA "R",16,240,224,192,0
5011 DATA "S",10,14,15,6,15,7,3,1,0
"O",00,112,240,52,224,160,150,150,0
5011 DATA "R",3,15,53,127,102,10
7,106,102,"S",110,224,240,250,25
3,252,140,172,"T",106,106,107,12
7,127,127,127,127,"U",172,140,10
0,150,180,252,252,252
5012 RETURN
5000 REM
9001 CLS : SAVE "JAKE" LINE 1
9002 PRINT AT 10,0: FLASH 1: "Re-
wind tape then run to VERIFY."
9003 VERIFY "JAKE"
9004 PRINT AT 10,0: FLASH 1: "
A P E U E R I F I E D " :
STOP

```


Down in the dumps

Screen dumps for the CPC464 using the DMP 1 printer
by Anil Jagota

This routine provides the CPC464 user with a method of reproducing the CPC464's screen display on paper using the DMP1 printer. If other printers are used the machine code will have to be modified for that particular printer.

The actual machine code was derived from the Basic program in Listing 1. The machine-code program has added advantages over the Basic program in that it is faster, more compact and offers more features. The features offered are double height, inverted output and abort. The machine-code version is approximately 150 times faster than the Basic version.

If you own a copy of Hisoft-Devpac then Listing 2 can be typed in and compiled. If not then Listing 3 can be typed in and run.

The finished program can be saved with the following: *Save filename ,B,43650,250*

If you have typed in Listing 3 then first *Save* the Basic program before running as mistakes may cause the computer to crash. After saving the program, it can be run.

When loading the program, firstly the memory must be set to 43649; this can be done by *Memory 43649*. To test the program simply type *Call 43650*. If the program has been typed in correctly then an exact copy of the screen will be on the printer.

To use the extra features a location called option (located at 43697) in the program must be poked. This is done by the following line: *POKE 43697,x*. *x* is derived from the following table.

	0	1	2	3
DOUBLE HEIGHT	N	Y	N	Y
INVERTED	N	N	Y	Y

KEY: Y=yes N=no

To use the last feature, which is abort, simply press the space bar for a few seconds (while the program is running), and the program will return to Basic. The machine code program uses four of the CPC464's Rom routines the first being *Gra Test Absolute (&BBF0)*, the second *Mc Busy Printer (&BD2E)*, the third *Mc Print Char (&BD31)* and, finally, the fourth *Kn Test Key (&BB1E)*.

Be sure to start each screen dump on a new sheet of paper as a whole sheet is used. Also after calling the routine, the printer will remain in graphics mode and no printing can be done by the printer before the following line is entered, *Print #8,Chr\$(15)*.

Fig 1

```

10 REM SCREEN DUMP COPYRIGHT A.JAGOTA 1985
20 WIDTH 255
30 FOR x=0 TO 639 STEP 7
40 FOR y=0 TO 400
50 total=0
60 IF (TEST(x,y)MOD 2<>0) THEN total=total+1
70 IF (TEST(x+1,y)MOD 2<>0) THEN total=total+2
80 IF (TEST(x+2,y)MOD 2<>0) THEN total=total+4
90 IF (TEST(x+3,y)MOD 2<>0) THEN total=total+8
100 IF (TEST(x+4,y)MOD 2<>0) THEN total=total+16
110 IF (TEST(x+5,y)MOD 2<>0) THEN total=total+32
120 IF (TEST(x+6,y)MOD 2<>0) THEN total=total+64
130 PRINT#8,CHR$(27);CHR$(75);CHR$(0);CHR$(1);
CHR$(total);
140 NEXT y
150 PRINT#8,CHR$(13)
160 NEXT x

```

Fig 3

```

10 REM MACHINE-CODE SCREEN DUMP.
COPYRIGHT A.JAGOTA 1985
20 MEMORY 43649
30 LOCATION=43650
40 FOR X=0 TO 11
50 READ A#
60 FOR Y=1 TO 39 STEP 2
70 N#="&"+MID$(A#,Y,2)
80 POKE LOCATION,VAL(N#)
90 LOCATION=LOCATION+1
100 NEXT Y:NEXT X:END
110 DATA "CD28BD110000210000ED5373AB3E003272ABED5B"
120 DATA "73ABCD54ABCF00B110100CD64AB110200CD64AB"
130 DATA "110400CD64AB110800CD64AB111000CD64AB1120"
140 DATA "00CD64AB114000CD3EABCD2EBD30FBCD28BD3E1B"
150 DATA "CD28BD3E4BCD28BD3E00CD28BD3A79ABCB472800"
160 DATA "3E02CD28BD3A72ABCD28BD18053E01CD28BD3A72"
170 DATA "ABCD28BD3E00CD28BD3E00CD54AB7CFE01C28FA7DFE"
180 DATA "90C28FA73E0ACD28BD3E2FCD1EBBC02A73AB1107"
190 DATA "00192273AB210000CD54ABED5B73AB7AFE02C28F"
200 DATA "AA7BFE84C28FAC9473A79ABCB4F28010478CB47"
210 DATA "28072A72AB192272ABCD92275ABED5377ABC92A75"
220 DATA "ABED5B77ABC9CD3EABCD5CAB13CD54ABCF00B9C"

```


Fig 2

```

10 MACHINE-CODE SCREEN DUMP COPYRIGHT A. JAGOTA 1985
20 ORG 43050
30 ENT $
40 INIT CALL #B02B ; INITIALISE
50 LD DE 0
60 LD HL 0
70 LD <LOC1>,DE
80 LOOP: LD A,0 ; MAIN LOOP
90 LD <TOTAL>,A
100 LD DE,<LOC1>
110 CALL PUSHER
120 BIT0: CALL #B0F0 ; TEST INK OF (X,Y)
130 LD DE,0
140 BIT1: CALL #DINC ; TEST INK OF (X+1,Y)
150 LD DE,2
160 BIT2: CALL #DINC ; TEST INK OF (X+2,Y)
170 LD DE,4
180 BIT3: CALL #DINC ; TEST INK OF (X+3,Y)
190 LD DE,8
200 BIT4: CALL #DINC ; TEST INK OF (X+4,Y)
210 LD DE,16
220 BITS: CALL #DINC ; TEST INK OF (X+5,Y)
230 LD DE,32
240 BIT6: CALL #DINC ; TEST INK OF (X+6,Y)
250 LD DE,64
260 CALL #D0ER ;
270 PORT: CALL #D02E ; TEST CENTRONICS PORT
280 JR C,PORT
290 CALL #D02B
300 SEND: LD A,27 ; IF NOT BUSY THEN OUTPUT
310 CALL #D02B ; CHARACTERS
320 LD A,75
330 CALL #D02B
340 LD A,8
350 CALL #D02B
360 HCHECK: LD H,<OPTION> ; TEST FOR DOUBLE HEIGHT
370 BIT 0,A ; OPTION
380 JR Z,NORMAL
390 DOUBLE: LD A,2 ; IF DOUBLE PRINT TWICE
400 CALL #D02B
410 LD A,<TOTAL>
420 CALL #D02B
430 JR CONT
440 NORMAL: LD A,1 ; IF NORMAL PRINT ONCE
450 CALL #D02B
460 CONT: LD A,<TOTAL>
470 CALL #D02B
480 TESTY: CALL #D0F0 ;
490 INC HL ; NEXT Y
500 INC HL ; Y=Y+2
510 CALL PUSHER
520 LD A,H ; IF YX>400 THEN REPEAT

```

```

530 CP 1 ; MAIN LOOP
540 JP NZ,LOOP
550 LD A,L
560 CP 144
570 JP NZ,LOOP
580 LD A,L
590 CALL #D02B
600 KEYS: LD A,7 ; TEST FOR ABORT KEY
610 CALL #B0B1E ; IF PRESSED ABORT PROG.
620 RET NZ
630 TESTX: LD HL,<LOC1> ; NEXT X
640 LD DE,7
650 ADD HL,DE ; X=X+7
660 LD <LOC1>,HL
670 LD HL,0
680 CALL PUSHER
690 LD DE,<LOC1> ; IF X>644 THEN REPEAT
700 LD A,D ; MAIN LOOP & Y=8
710 CP 2
720 JP NZ,LOOP
730 LD A,E
740 CP 132
750 JP NZ,LOOP
760 RET
770 #D0ER: LD B,A ; IS OPTION SET TO INVERT
780 LD A,<OPTION>
790 BIT 1,A
800 JR Z,NONINV
810 INVERT: LD A,B ; IF YES THEN INVERT
820 NONINV: LD A,B ; IF NO THEN NORMAL
830 BIT 0,A
840 JR Z,FIN
850 LD HL,<TOTAL>
860 ADD HL,DE
870 LD <TOTAL>,HL
880 FIN: RET
890 #D0F0: LD <LOC2>,HL ; SUBROUTINE TO SAVE
900 LD <LOC3>,DE ; HL & DE
910 RET
920 #D0E0: LD HL,<LOC2> ; SUBROUTINE TO RETRIEVE
930 LD DE,<LOC3> ; HL & DE
940 RET
950 #DINC: CALL #D0E0 ; SUBROUTINE TO ADD,
960 PAPER: CALL #D0E0 ; RETRIEVE X=X+1
970 INC DE ; AND SAVE
980 CALL PUSHER ; AND CALL TESTX,Y)
990 CALL #B0F0
1000 RET
1010 TOTAL: DEFS 1 ; LOCATION OF ALL
1020 LOC1: DEFS 2 ; VARIABLES
1030 LOC2: DEFS 2
1040 LOC3: DEFS 2
1050 OPTION: DEFS 1

```

POPULAR Computing WEEKLY Back Issues

Almost all the copies of PCW that you missed can still be bought as back issues for only 50p, including postage and packing.
An index of the contents of the 36 issues published in 1982 is now available from the Publishers for only £1.20. It includes full details of all programs, routines, reviews and news that you might have missed.

Please send me the following back issues at 50p each: _____ Total £. _____

Please send me a copy of the 1983 PCW index at £1.20

I enclose a cheque/postal order for £ _____

Name _____

Address _____

Please return to Back Issues, PCW, 12-13 Little Newport Street, London WC2R 3LD. HAS

ZX SPECTRUM ACCESSORIES

- SPREEDLOAD:** Have your waiting time! This short program lets you save/load at 3000 baud on a standard cassette recorder. Easy to use. Cassette (48K only) £2.95
 - MMI TAPE CONTROL:** This unique unit plugs into the cassette ports leaving the expansion port free and is easy to use. It provides fully automatic on/off and backspace lead switching of one or two cassette recorders from keyboard or from within program using simple BEEP commands. Built-in beep amplifier with volume control, SAVE/LOAD indicators, semi-automatic switch for rewind, verify etc. Supplied built and tested in smart black case with instruction booklet. £34.95
 - MMI TAPE SWITCH:** Recorder on/off and LOAD/SAVE lead switching without lead changing. Built-in beep amplifier with volume control in black case. £13.95
 - MMI BEEP AMPLIFIER:** Sound booster with volume control in black case. £8.95
 - MMI RELAY CONTROLLER:** 4-channel, each with 4 amp double-pole mains relay and ON/OFF indicator. It plugs into the Spectrum MIC socket and is easy to use - each relay is BEEP activated with score terminals. Built and tested in black case. £37.95
 - AERIAL SWITCH:** Two-way, with use to TV. Saves unplugging the TV aerial. £2.95
 - TAPE CARE HEAD:** Head cleaning and de-magnetising cassette with cleaning B&S 2.48. Head alignment test cassette with instructions £2.95
- LEADS:** 12ft mains extension lead, twin socket £3.85; 8ft video/aerial extension lead £2.45; replacement video lead £1.85; all cassette leads, plus £1.75
- BLANK CASSETTES:** Pops of 5, with cases - C10 £1.45; C90 £2.90
- CASSETTE LABELS:** Blank white, self-adhesive 80 to £1.95; 100 to £2.85
- Prices include P&P. All goods guaranteed. Send SAE for details.

NESS MICRO SYSTEMS

Main St, Muir of Ord, Ross-shire IV6 7SU.

PH127

AMSTRAD — LOAD & RUN — AMSTRAD — LOAD & RUN — AMSTRAD

DO YOU LOVE YOUR MICRO? HAVE YOU BOUGHT IT A PRESENT? NO!

Then perhaps we can help...

LOAD & RUN are dedicated to providing software at prices that break OUR hearts... But above all we aim to provide the best service... EVER!

As specialists in AMSTRAD we offer these VALENTINE DAY prices to woo the best out of your micro. All items are up to the minute releases and genuine AMSOFT.

- BLAGGER..... £6.99
- SPLATT..... £6.99
- CENTRE COURT..... £6.99
- ADVANCED AMSWORD..... £15.50
- MUTANT MONTY..... £6.99
- SNOOKER..... £6.99
- HISOFT PASCAL..... £25.00
- ALL OTHER AMSOFT GAMES..... £7.25

Most other Micro's catered for, send an s.a.e. for complete list

Return this add with your order before 1st March 1985 and deduct a further 20p per item.

WE MUST BE NUTS!!??

Send your Cheque/PO to:

LOAD & RUN
PO Box 123
Dartford DA1 5AA
All prices include p&p


```
.mac poke; define the macro
ida #?2; ?2 first parameter
sta ?1; ?1 first parameter
.mnd
;
;
main poke 53280,0; a valid
command!
poke 53281,0; screen blacks out
pole 646,5; text becomes green
rts
```

This is quite a fascinating example. Simply by defining the Macro under the name *Poke*, we have created an exact, working machine code equivalent for the Basic command *Poke*. Even better, it is used in the source code in *exactly* the same way as the genuine Basic command.

Suddenly, a vast new range of options becomes open to you, simply by creating the new 'commands' that you want. In addition, Macros can usually be nested (just like subroutines) - although on the CBM Macro-Assembler the nesting can not exceed eight levels.

It must still be admitted that each time the Macro is used, a certain amount of the Macro is duplicated (although when parameters are used, this effect is minimised). However, with machines today having up to 64K of memory (such as the CBM 64), memory restrictions are no longer the main impediment to programmers. Furthermore, because the code is placed directly into the main program in sequence, it tends to be a little faster than using subroutines. In addition, each Macro can be defined and tested individually (just like procedures). If it works once, it will always

work. Finally, by defining more powerful Macros, a whole machine-code 'command language' can be built up, which reduces the time to write machine-code programs by a staggering factor, and will also reduce the number of errors, and even the time to debug the final program.

This program (PBank) provides the standard CBM 64 computer with the ability to hold a 'bank' of main screen displays. At any time, the currently displayed main screen may be copied to one of the storage screens. If a particular storage screen has some valid data in it, the data can be copied to either another storage screen, or back to the main screen. In all cases, regardless of where a screen is moving to, it will completely overwrite whatever was present before the move. Four storage screens are provided, and each will also hold the correct colour data, so that the display will be returned exactly as it was when stored. However, the cursor position is *not* stored or altered, since this is not always desirable. It may be advisable to print a 'Home' character whenever a storage screen is moved to the main screen so that you always know where the cursor is.

The routine is loaded by entering and executing the supplied Basic loader program. This places the machine code routines into the spare memory from \$c000 onwards. To prepare the storage banks to accept and transfer copies of the main screen, perform a *Sys 49155* command in either program or direct mode. This will reset the data flags. In addition, using this command can be used to reset the complete set of storage

screens, while leaving the main screen unaltered. If at any time the position of the main screen in memory should alter, the program must be re-initialised in the manner described, as otherwise any attempt to copy data from a storage screen back to the main screen will not appear or even worse will overwrite an area of memory.

In order to copy a screen from one store to another (or to-and-from the main screen), the command *Sys 49152,from,to* - is used, again in either program or direct mode. The main screen is referred to as screen number 0 (zero), and there are four storage screens numbered 1 (one) to 4 (four) inclusive. Any attempt to access a screen using a number outside of the range 0 to 4 inclusive will produce an illegal quantity error. *From* is the screen number that is used to supply the data, and *to* is the number of the screen that the data is placed into. It is impossible to transfer from one screen back into the same screen in one command.

Thus, *Sys 49152,0,1* will copy from the main screen to storage screen number one. Similarly, *Sys 49152,3,0* will copy storage screen number three back onto the main screen. Finally, *Sys 49152,2,4* would copy storage screen two to screen four, but *only* if valid data has already been placed in screen two. Once valid data has been placed into a given storage screen, then that screen can be used as the *from* screen. Initialising the program by the *Sys 49155* command will reset the flags in the program to indicate that there is no data in any of the storage screens.

Part Two will appear in Vol 4 No 9

```
00001 0000      *=$c000
00002 c000      ;
00003 c000      ;screen storage bank.
00004 c000      ;
00005 c000      ;by a.warman
00006 c000      ;
00007 c000      ;
00008 c000      ;define additional command.
00009 c000      ;
00010 c000      .mac   vec
00011 c000      lda   screen,x
00012 c000      sta   ?1
00013 c000      lda   screen+1,x
00014 c000      clc
00015 c000      adc   #?2
00016 c000      sta   ?1+1
00017 c000      .mnd
00018 c000      ;
00019 c000      ;
00020 c000      ;define system locations.
00021 c000      ;
00022 c000      chipio=$0001
00023 c000      source=$00fb
00024 c000      dest=$00fd
00025 c000      hibase=$0288
00026 c000      tstcom=$aefd
00027 c000      getbyt=$b79e
00028 c000      errmsg=$a437
00029 c000      ;
00030 c000      ;
00031 c000      ;define easy-to-use jump table.
00032 c000      ;
```




The Quill

Adventure Writing System

VOTED

UTILITY OF THE YEAR

BY CRASH MICRO & POPULAR COMPUTING WEEKLY
NOW AVAILABLE FOR

THE AMSTRAD

C.P.C.464

✗ Please send me order form and details of
The Quill for The Amstrad C.P.C.
I Enclose an S.A.E.

Name

Address

Cassette £16.95.

Disk T.B.A.

Send to:-

GILSOFT,
30 Hawthorn Road,
Barry, S. Glamorgan.
0446 - 732765.

Credit Card Order Line Staffed 24 Hours 0222 - 41361 Ext 430

atari
adventures

a guide to playing and writing adventures

long bridge

making music
on the BBC computer

a musician's guide to programming

commodore 64
adventures

a guide to playing and writing adventures

Developing Applications
on the Sinclair QL

Practical ideas for home
and business use

Mike Grace



THE WORKING
SPECTRUM
LIBRARY OF PRACTICAL
TIPS AND PROGRAMS

A Sunshine book with each subscription

Receive your choice of any one of these five Sunshine Microcomputer books **free of charge** when you subscribe to **Popular Computing Weekly**. Sunshine Microcomputer books contain all the information you need to make full use of your Spectrum, QL, C64, Atari or BBC micro.

Please enter my subscription to *Popular Computing Weekly*.

U.K.

1 year £19.95

½ year £ 9.98

Overseas

£37.40 (airmail)

£18.70 (airmail)

Cheque or postal order made payable to **Sunshine Publications Ltd.**

Charge my Mastercard/Visacard no:

Expiry date:

Signature:

Send my choice of Sunshine Microcomputer Book:

- Commodore 64 Adventures
- The Working Spectrum
- Developing Applications on the Sinclair QL
- Atari Adventures
- Making Music on the BBC Computer

Name:

Address:

Postcode: Country:

Return this coupon with your payment to:
PCW Subscriptions, 12-13 Little Newport Street, London WC2H 7PP, UK.

LIGHT TO THE POINT



SPECTRUM 48K/COMMODORE 64

£17.25

DRAGON/TANDY DELUXE

£11.50

inclusive
NO INTERFACE REQUIRED
INCLUDING SOFTWARE

Discover the exciting world of creating your own graphics on screen.

The Trojan Light Pen will draw boxes, circles, lines, freehand pictures, save and load pictures with full erase facility.

All in Hi-Res screen in any of 4 colours for the Dragon/Tandy, 8 colours for the Spectrum, and 16 colours for the Commodore 64.

For educational or leisure use.

DEALER ENQUIRIES WELCOME

TROJAN

Micro Computer Software & Accessories

Send cheque/P.O. to:

TROJAN PRODUCTS

166, Derlwyn, Dunvant, Swansea SA2 7PF

Tel: (0792) 205491.

UPPER GUMTREE

You will be!



SIMPLY CHEAPEST SOFTWARE CHECK THESE PRICES

SPECTRUM	RRP	OUR PRICE	SPECTRUM	RRP	OUR PRICE	COMMODORE	RRP	OUR PRICE	COMMODORE	RRP	OUR PRICE
GHOSTBUSTERS	9.99	7.45	KNIGHTLORE	9.95	6.95	GHOSTBUSTERS	10.99	8.25	KOKO TONI WOLF	6.99	5.30
DESIGNERS PENCIL	9.99	7.50	UNDERWURLDE	9.95	6.95	BRUCE LEE	9.95	7.45	FTBALL MANAGER	7.95	6.25
BLUE MAX	7.95	5.90	SABRE WULF	9.95	6.95	IMPOS MISSION	8.95	7.50	STELLAR 7	9.95	7.50
SKOOL DAZE	5.95	4.50	MATCH POINT	7.95	65.45	ONE TO ONE	9.95	7.75	BTL NORMANDY	14.95	11.20
AIR WOLF	6.95	5.20	PYJAMARAMA	6.95	5.15	MONOPOLY	12.95	10.75	COMBAT LEADER	14.95	11.20
TIR NA NOB	9.95	6.90	POTTY PIGEON	6.95	5.20	INDIANA JONES	9.95	7.45	ALL LEVEL 9 GAMES	95.95	7.45
MATCH DAY	7.95	5.65	GIFT FROM GODS	9.95	7.75	COMBAT LYNX	8.95	6.90			
HUNCHBACK II	6.90	4.90	WITCHES CLDRN	6.95	5.25	BOULDER DASH	8.95	7.20			
BOULDER DASH	7.95	5.90	KOKOTONI WOLF	5.95	4.80	SUICIDE EXPRESS	7.95	6.40			
DALEY'S DECATH.	6.90	4.95	ASTRO NUT	5.95	4.55	STAFF OF KARNATH	9.95	7.25	BBC		
BEACH HEAD	7.95	5.90	MONTY MOLE	6.95	5.30	SPY HUNTER	9.95	7.45	ELITE	14.95	11.50
T.L.L.	5.95	4.45	AVALON	7.95	6.45	TAPPER	9.95	7.45	SABRE WOLF	9.95	7.50
FIGHTER PILOT	7.95	5.95	GT SPACE RACE	14.95	11.20	CONGO BONGO	9.95	7.45	FTBALL MANAGER	7.95	6.20
FULL THROTTLE	6.95	5.70	H'ROW AIR TRAFFIC	7.95	6.15	PYJAMARAMA	7.95	6.25	HOBBIT	14.95	10.50
ALL LEVEL 9	9.95	7.55	TWIN KINGDM VLLY	7.95	6.40	FLIGHT PATH 737	7.95	6.25	ALL LEVEL 9	9.95	7.45
PSYTRON	7.95	5.90	FTBALL MANAGER	6.95	5.55	MANIC MINER	5.95	4.75	KENSINGTON	12.95	9.95
									SON OF BLAGGER	7.95	6.20

ALL TAPES GUARANTEED GENUINE: FIRST CLASS DELIVERY SAME DAY AS ORDER RECEIVED

P.&P. INC. IN PRICE UK: 75p PER TAPE EUROPE: £1 PER TAPE ELSEWHERE

SEND LARGE S.A.E. FOR FULL LIST (state machine), MSX, C16, AMSTRAD

WHEN ORDERING SEND CHEQUE/ P.O. TO:

BARGAIN SOFTWARE (Dept PCW1)

10 MELODY COURT, STONEHILL ROAD ESTATE, LONDON W4 3AW

TEL: 01-995 2763

In black and white

A version of the classic game Othello for the QL by Malcolm Scorer

Othello is an ancient board game which fairly recently has become quite popular. Perhaps the main reason for this popularity is the fact that it's a very easy game to learn. The game is played by two players on a board with 64 squares (8 * 8), each player having a set of pieces or discs, coloured white on one side and black on the reverse.

The object of the game is to capture as many pieces as possible; this is achieved by 'trapping' one or more of your opponent's discs between two of your own, those 'trapped' in this way are then turned over and become yours. Your opponent (in this case the computer) then takes his turn and tries to do likewise. The winner is the one who, at the end of the game, ie, when all the squares are filled or no-one can move, has the most discs.

You play white and the computer plays black; white moving first. Moves are entered as a two digit number corresponding to the row and column of the square you wish to place your disc, eg, row 1 and column 1, you type '11' and

then 'ENTER'.

After checking for a valid move, your disc will be drawn in the correct square and all trapped discs turned over. The score will then be updated and the computer will make its move. If during the course of the game you are unable to move then you must miss a turn. To do this, type 's' and 'ENTER' and the computer will then make another move. If the computer is unable to move, a message will be displayed on the screen and you may then move again.

Throughout the game a score is kept of the number of discs each player has, displayed on the right-hand side of the screen and is updated after each player's move.

Program notes

Line No
220-340

Game. This is the main control loop.

370-580

Play. Scans the game board in all directions around the selected square checking the move is valid, if it is the disc is drawn in that square

610-880

* and all trapped discs turned over.

Init. Initialises variables, sets up the windows and draws the game board.

900-950

Mov(x\$). Draws a game disc at row, column held in x\$.

980-1210

Keyin. Reads keyboard for players move, checks for correct input range and that the square is empty before calling Play procedure.

1240-1400

Computer. Performs computers move by cycling through data table looking for a valid move and then calling play procedure.

1430-1470

Data. Table of values used by Computer procedure.

1500-1860

Errmess. Prints error message and then removes the incorrectly placed disc from the board.

1590-1620

Swap. Computer unable to move message.

1650-1800

Score. Keeps and prints the current score for both players. Also checks for a full board which indicates the end of the game.

1830-1900

Done. Prints 'game over' and gives option to play again.

```

10REM*****
20REM***** MATRICES *****
30REM***** BY ME *****
40REM*****
50MDE4
60CLEAR
70VDU19,1,3101
80VDU23,244,0,254,254,254,254,254,0,0
90VDU23,245,0,255,255,255,255,255,0,0,0
100VDU23,0,8202,68
110NDOFMAT=0
120ROW2=1;COL2=X
130:
140ONERROR:CLS:PRINTTAB(14,14);"E R R D R";SOUND1,-8,233,4;
A=INKEY(150)
150PROC_START
160:
170DEFFPROC_START
180:
190VDU19,1,3101
200CLS
210VDU31,13,1;PRINT
220VDU31,15,2;PRINT"MATRICES"
230PRINTTAB(13,3)STRINGS(12,CHR$(244))
240Xcard=71;Ycard=7
250VDU31,Xcard,Ycard;PRINT"1. Enter matrices."
260VDU31,Xcard,Ycard+1;PRINT"2. Multiply."
270VDU31,Xcard,Ycard+2;PRINT"3. Add."
280VDU31,Xcard,Ycard+3;PRINT"4. Subtract."
290VDU31,Xcard,Ycard+4;PRINT"5. Transpose."
300VDU31,Xcard,Ycard+5;PRINT"6. Save matrix."
310VDU31,Xcard,Ycard+6;PRINT"7. Load matrix."
320VDU31,Xcard,Ycard+7;PRINT"8. End."
330VDU31,Xcard-2,Ycard+10;PRINT"Escape to return to menu"
340#X15,0
350VDU31,Xcard,VPOB+5;PRINT" Enter Choice >> ";VDU31,Xco
rd+20,(VPOB-1);INPUT:"CHOICE#
360VDU19,1,7101
370IF CHOICE="1" THEN PROCMATRIX
380IF CHOICE="2" THEN PROC_MULTIPLY(NDOFMAT)
390IF CHOICE="3" THEN PROCADD(ROW1X,COL1X)
400IF CHOICE="4" THEN PROCSubTRACT(ROW1X,COL1X)
410IF CHOICE="5" THEN PROC_TRANSPOSE(ROW1X,COL1X,ROW2X,COL
2X)
420IF CHOICE="6" THEN PROC_SAVE(ROW1X,COL1X,ROW2X,COL2X,ND
OFMAT)
430IF CHOICE="7" THEN PROC_LOAD
440IF CHOICE="8" THEN CLS:PRINTTAB(12,12)" B Y E " ;END
450GOTO190
460ENDPROC
470REM*****
480DEFFPROCMATRIX
490REM*****
500REPEAT
510REPEAT
520VDU19,1,6101
530CLS
540PRINTTAB(12,1) " MATRIX ENTRY "
550PRINTTAB(12,2);STRINGS(17,CHR$(244))
560VDU31,0,4;INPUT" ONE OR TWO MATRICES :";NDOFMAT
570UNTIL NDOFMAT=1 OR NDOFMAT=2
580VDU31,0,6;INPUT" SIZE OF MATRIX ONE ( ROW BY COL ) :";ROW1
X;" BY ";COL1X
590IF COL1X<1 OR ROW1X<1 THEN SOUND1,-12,283,10;PRINTTAB(12
,12)" Silly !!!";PRINTTAB(12,28)"PRESS ANY KEY";A=GET
600UNTIL ROW1X>0 AND COL1X>0
610DIM MATRIX1(ROW1X,COL1X)
620DIM ADD(ROW1X,COL1X)
630DIM MIN(ROW1X,COL1X)
640:
650PROC_ENTRY(ROW1X,COL1X,1)
660:
670IF NDOFMAT=1 THEN ENDPROC
680REPEAT
690CLS
700VDU31,0,9;INPUT" SIZE OF MATRIX TWO ( ROW BY COL ) :";ROW2
X;" BY ";COL2X
710IF ROW2X<1 OR COL2X<1 THEN PRINTTAB(12,12)" EH? I Can't
do that ";PRINTTAB(13,28)"PRESS ANY KEY";A=GET
720UNTIL ROW2X>1 AND COL2X>1
730PROC_CHECK(ROW1X,COL1X,ROW2X,COL2X)
740DIM MATRIX2(ROW2X,COL2X)
750DIM MUL(ROW1X,COL2X)
760:
770PROC_ENTRY(ROW2X,COL2X,2)
780DIM MATTRAN1(COL1X,ROW1X)
790DIM MATTRAN2(COL2X,ROW2X)
800:
810ENDPROC
820REM*****
830DEFFPROC_ENTRY(ROW,COL,matrixno)
840REM*****
850CLS
860VDU31,3,0;PRINT" Entry of matrix ";matrixno;" (ROW BY R
OW)";
870PRINTTAB(0,1);STRINGS(38,"_")
880FOR I=1 TO ROW
890VCORD=(I+1)*3
900FOR J=1 TO COL
910VCORD=(J-1)*7
920VDU31,XCORD,VCORD
930 IF matrixno=1 THEN INPUT"MATRIX1(I,J) ELSE INPUT"MATRI
X2(I,J)";
940NEXTJ
950NEXTI
960PRINTTAB(12,VPOB+4);" O.K. ?";VDU31,23,VPOB-1;A=GET#
970IF A="N" OR A="n" THEN CLEAR :PROCMATRIX
980ENDPROC
990REM*****
1000DEFFPROC_MULTIPLY(NDOFMAT)
1010REM*****

```



```

1020VDU19,1,5:0;
1030PROC_CHECK(ROW%1,COL%1,ROW%2,COL%2)
1040CLS
1050VDU3,5,2:PRINT " MULTIPLYING (IN 1 BY 2 ORDER) "
1060PRINTTAB(4,3);STRING$(32,CHR#244)
1070IF MOD#MAT=1 OR MOD#MAT=0 THEN PRINTTAB(10,12) " NOT P
OSSIBLE " :SOUND1,-15,75,7:A=GET:PROC_START
1080VDU=10
1090FOR I=1 TO ROW%1
1100FOR J=1 TO COL%2
1110FOR K=1 TO COL%1
1120MUL(I,J)=MATRIX1(I,K)*MATRIX2(K,J)+MUL(I,J)
1130NEXT K
1140PRINTTAB((J*6)+31,YCO);MUL(I,J)
1150NEXT J
1160VDU=1+(I*6)
1170NEXT I
1180PRINTTAB(13,28)"PRESS ANY KEY":A=GET
1190ENDPROC
1200REM*****
1210DEFFPROCADD(R0,CO)
1220REM*****
1230PROC_CHECK(ROW%1,COL%1,ROW%2,COL%2)
1240D=0
1250CLS
1260PRINTTAB(15,0);"*****"
1270PRINTTAB(15,1);" Addition "
1280PRINTTAB(15,2);"*****"
1290:
1300VDU5
1310FOR I=1 TO RO
1320FOR J=1 TO CO
1330ADD(I,J)=MATRIX1(I,J)+MATRIX2(I,J)
1340C=J*180
1350MOVE C,700-D :PRINTADD(I,J)
1360MOVEO,0
1370NEXT J
1380 D=I*140
1390NEXT I
1400VDU4
1410PRINTTAB(13,28)"PRESS ANY KEY":A=GET
1420ENDPROC
1430REM*****
1440DEFFPROCSUBTRACT(R0,CO)
1450REM*****
1460D=0
1470CLS
1480PRINTTAB(12,0);STRING$(17,CHR#245)
1490PRINTTAB(12,1);" SUBTRACTION "
1500PRINTTAB(12,2);STRING$(17,CHR#245)
1510:
1520VDU5
1530FOR I=1 TO RO
1540FOR J=1 TO CO
1550MIN(I,J)=MATRIX1(I,J)-MATRIX2(I,J)
1560C=J*180
1570MOVE C,700-D :PRINTMIN(I,J)
1580MOVEO,0
1590NEXT J
1600 D=I*140
1610NEXT I
1620VDU4
1630PRINTTAB(13,28)"PRESS ANY KEY"
1640A=GET
1650ENDPROC
1660REM*****
1670DEFFPROC_SAVE(RO,CO,RO2,CO2,NO#MATRICES)
1680REM*****
1690REPEAT
1700CLS
1710VDU31,8,2:PRINT" SAVE MATRIX TO DISC "
1720PRINTTAB(5,3);STRING$(29,CHR#245)
1730PRINTTAB(0,8);" PLEASE ENTER FILE-NAME (MAX 3 LETTER) "
1740VDU31,12,12:PRINT"-----"
1750VDU31,12,11:INPUT"FILENAME#
1760IF LEN(FILENAME#)>3 THEN PRINTTAB(2,28);"FILENAME MUST
BE LESS THEN 3 LETTERS " :SOUND1,-12,200,12;A=INKEY(300)
1770UNTIL LEN(FILENAME#)<=3
1780:
1790REM*****
1800REM SAVE DIM FOR MATRIX 1
1810REM*****
1820#OPENOUT(F:FILENAME#+"DIM1")
1830PRINT#A,RO,CO,NO#MATRICES
1840CLOSE#A
1850REM-----
1860REM SAVE MATRIX 1
1870REM-----
1880#OPENOUT(F:FILENAME#+"MAT1")
1890FOR I=1 TO RO
1900FOR J=1 TO CO
1910PRINT#B,MATRIX1(I,J)
1920NEXT J
1930NEXT I
1940CLOSE#B
1950IF NO#MATRICES<>2 THEN 2120
1960REM-----
1970REM SAVE DIM FOR MATRIX 2
1980REM-----
1990#OPENOUT(F:FILENAME#+"DIM2")
2000PRINT#C,RO2,CO2
2010CLOSE#C
2020REM-----
2030REM SAVE MATRIX 2
2040REM-----
2050#OPENOUT(F:FILENAME#+"MAT2")
2060FOR I=1 TO ROW%2
2070FOR J=1 TO COL%2
2080PRINT#C,MATRIX2(I,J)
2090NEXT J
2100NEXT I
2110CLOSE#D
2120PRINTTAB(13,27)"SAVE COMPLETED";"TAB(13);" PRESS ANY
KEY"
2130A=GET
2140ENDPROC
2150REM*****
2160DEFFPROC_LOAD
2170REM*****
2180CLS
2190VDU31,12,2:PRINT" LOADING MATRIX "
2200PRINTTAB(9,3);STRING$(28,"_")
2210:
2220VDU31,0,5:INPUT" ENTER NAME GIVEN TO FILE >> "FILENAME#
2230REM-----
2240REM LOAD DIM FOR MATRIX1
2250REM-----
2260#OPENIN(FILENAME#+"DIM1")
2270INPUT#E,rows,columns,amount
2280PRINT
2290PRINT"ROWS=";rows;" COLUMNS=";columns;" NO. OF MATRICES
";amount
2300CLOSE#E
2310DIM MATRIX1(rows,columns)
2320DIM ADD(rows,columns)
2330DIM MIN(rows,columns)
2340DIM MATTRAN1(rows,columns)
2350ROW%1=rows:COL%1=columns
2360PRINT
2370REM-----
2380REM LOAD MATRIX 1
2390REM-----
2400#OPENIN(FILENAME#+"MAT1")
2410FOR B=1 TO rows
2420FOR C=1 TO columns
2430INPUT#F,MATRIX1(B,C)
2440PRINT#G,MATRIX1(B,C);";"
2450NEXT
2460PRINT#I,PRINT
2470NEXT I
2480CLOSE#F
2490PRINT" PRESS ANY KEY"
2500A=GET
2510 IF amount<>2 THEN ENDFPROC
2520REM-----
2530REM LOAD DIM FOR MATRIX2
2540REM-----
2550#OPENIN(FILENAME#+"DIM2")
2560INPUT#G,rows2,columns2
2570PRINT
2580PRINT"ROWS=";rows2;" COLUMNS=";columns2
2590CLOSE#G
2600DIM MATRIX2(rows2,columns2)
2610DIM MUL(rows,columns2)
2620DIM MATTRAN2(rows2,columns2)
2630ROW%2=rows2:COL%2=columns2
2640ND#MAT=2
2650PRINT
2660REM-----
2670REM LOAD MATRIX2
2680REM-----
2690#OPENIN(FILENAME#+"MAT2")
2700FOR B=1 TO rows2
2710FOR C=1 TO columns2
2720INPUT#H,MATRIX2(B,C)
2730PRINT#I,MATRIX2(B,C);";"
2740NEXT
2750PRINT#I,PRINT
2760NEXT I
2770CLOSE#H
2780PRINTTAB(13,28)" PRESS ANY KEY "
2790A=GET
2800ENDPROC
2810REM*****
2820DEFFPROC_TRANSPOSE(RW,CL,RW2,CL2)
2830REM*****
2840C=0:D=0
2850REPEAT
2860CLS
2870PRINTTAB(12,1);" TRANSPOSE "
2880PRINTTAB(12,2);STRING$(11,CHR#245)
2890VDU10:INPUT"which matrix do you wish to TRANSPOSE >"ANS
2900UNTIL ANS=1 OR ANS=2
2910IF ANS=1 THEN RW=RW AND CL=CL ELSE RW=RW2 AND CL=CL2
2920REM IF ANS=1 THEN DIM MATTRAN1(CL,RW) ELSE DIM MATTRAN
2(CL2,RW2)
2930VDU5
2940FOR I=1 TO RW
2950FOR J=1 TO CL
2960 IF ANS=1 THEN MATTRAN1(J,I)=MATRIX1(I,J) ELSE MATTRAN2
(J,I)=MATRIX2(I,J)
2970D=J*80
2980MOVEC=100,850-D:IF ANS=1 THEN PRINT;MATTRAN1(J,I) ELSE
PRINT;MATTRAN2(J,I)
2990NEXT J
3000 C=I*140
3010NEXT I
3020VDU4
3030PRINTTAB(13,28)"PRESS ANY KEY"
3040A=GET
3050ENDPROC
3060REM *****
3070REM * ERROR DETECTION *
3080REM *****
3090DEFFPROC_CHECK(R,C1,R2,C2)
3100CLS
3110IF R1<R2 OR C1<C2 THEN PRINTTAB(2,20);" ADDITION & SU
BTRACTION NOT POSSIBLE":A=GET:IF C1<R2 THEN PRINTTAB(2,17)
;" MULTIPLICATION NOT POSSIBLE WITH INITIAL MATRICES.":
A=GET
3120:
3130ENDPROC

```


Eureka!

HERE'S WHAT YOU'VE SAID...

Dear Sir,

Wimborne,
Dorset, BH22 0EY

I must congratulate you on a marvelous game, we purchased Eureka direct from you way back in October, & the whole family have had many amusing hours playing it. Eureka is tremendous value for money, considering there are 5 games included in the price. We have purchased other games recently of round about the £10 mark which we have considered to be daylight robbery! & the interest value has lasted about 1 hour! So congratulations again, keep up the good work!

Yours faithfully,

J. Smart (Mrs)

HERE'S WHAT IT IS...

The storylines travel through five time zones of our history - Prehistoric, Roman Empire, Medieval Britain, Colditz and the Caribbean, where you come face to face with the evil Hugo Von Berg. He is holding us all to ransom and demands to be made Emperor of the World, otherwise he will destroy it. A secret telephone number direct to the British Prime Minister has been specially installed for you to ring when you have worked out the code which will save us all. You must find this code and decipher the telephone number.

The new **Eureka!** Hotline number is: **01-879 1166**

We wish you all the best of luck in your search and to help you on your way, will send you a FREE Guide to Adventure Games (no clues to the £25,000 though!) if you send in a stamp plus your name and address to us.

Happy searching!

DOMARK LTD, 204 WORPLE ROAD, LONDON SW20 8PN

SPECTRUM
48K

£14.95

Eureka!

£14.95

COMMODORE
64

ENGLISH, FRENCH AND (SOON!) GERMAN VERSIONS AVAILABLE FROM
ALL GOOD SOFTWARE SHOPS OR FROM US ON 01-947 5624


```

50 FOR i= 1 TO 8:CURSOR £6,0,22*i+i:
PRINT £6,i:NEXT i
60 FOR x= 0 TO 96 STEP 12
70 LINE £6,8,x TO 104,x
80 NEXT x
90 FOR x= 8 TO 112 STEP 12
00 LINE £6,x,0 TO x,96
10 NEXT x
20 board(44)=1:board(55)=1
30 board(45)=2:board(54)=2
40 color =7:mov "44":mov "55"
50 color =0:mov "45":mov "54"
60 RESTORE 800
70 FOR i= 0 TO 7:READ x:a(i)=x:NEXT i
80 END DEFINE
90 :
00 DATA 9,10,1,11,-9,-10,-1,-11
10 :
20 DEFINE PROCEDURE mov(x#)
30 LOCAL x%,y%
40 LET x%=102-(x#(1)*12)
50 LET y%=(x#(2)*12)+2
60 INK color:FILL 1:CIRCLE y%,x%,5:FILL 0
70 END DEFINE
80 :
90 :
00 DEFINE PROCEDURE keyin
10 REPEAT 11
20 color=7
30 CLSE0
40 PRINT £0,"WHITE TO MOVE"
50 INPUT £0,"Your move is ?":key#
60 IF key#="s" THEN valid=1:EXIT 11
70 IF LEN(key#)= 2 AND key#(1)>0 AND key#(1)
<9 AND key#(2)>0 AND key#(2)<9 THEN
80 LET key=key#
90 IF board(key)=0 THEN
000 board(key)=player1:mov key#
010 play
020 END IF
030 ELSE
040 errmess
050 END IF
060 IF valid THEN
070 EXIT 11
080 ELSE
090 errmess
100 END IF
110 END REPEAT 11
120 END DEFINE
130 :
140 :
150 DEFINE PROCEDURE computer
160 CLS £0
170 PRINT £0,"BLACK TO MOVE"
180 PRINT £0,"My move is"
190 RESTORE 1340:color=0
200 REPEAT 12
210 READ key
220 IF key=0 THEN swap:EXIT 12
230 IF board(key)=0 THEN
240 board(key)=2:cf1ag=1
250 LET key#=key
260 play
270 IF valid THEN score:EXIT 12
280 board(key)=0
290 END IF
300 END REPEAT 12
310 END DEFINE
320 :
330 :
340 DATA 11,18,81,88,13,31,33,16,38,36,61,83
350 DATA 63,68,86,66,34,35,43,53,64,65,46,56
360 DATA 41,51,14,15,84,85,48,58,24,42,25,52
370 DATA 57,75,47,74,23,32,26,37,62,73,67,76
380 DATA 12,21,17,28,71,82,87,78,22,27,72,77,0
390 DEFINE PROCEDURE errmess
400 color=4:mov key#
410 CLSE0
420 PRINT £0,"Invalid move"
430 board(key)=0
440 PAUSE 100
450 END DEFINE
460 DEFINE PROCEDURE swap
470 CLSE0:PRINT£0,"BLACK UNABLE TO MOVE"
480 PAUSE 100
490 END DEFINE
500 DEFINE PROCEDURE score
510 LOCAL left,scor1,scor2
520 left=0:scor1=0:scor2=0
530 FOR i=10 TO 80 STEP 10
540 FOR x=1 TO 8
550 IF board(i+x)=0 THEN left=left+1
560 IF board(i+x)=1 THEN scor1=scor1+1
570 IF board(i+x)=2 THEN scor2=scor2+1
580 END FOR x
590 END FOR i
600 AT £7,17,0
610 PRINT £7, "WHITE=";scor1;" "
620 AT £7,18,0
630 PRINT £7, "BLACK=";scor2;" "
640 IF left=0 THEN done
650 END DEFINE
660 DEFINE PROCEDURE done
670 CLS £0:PRINT £0,"G A M E O V E R"
680 INPUT £0,"Would you like another game
(Y/N) ?":key#
690 IF key#(1)="y" THEN
700 RUN
710 ELSE
720 STOP
730 END DEFINE

```


Four unputdownable books to make your Commodore unswitchoffable

Discover all the Commodore Books that will really help you get the most from your C16, Plus 4 'or good old 64...' follow the flow to find out the best buys for you and your Commodore...

First, what's your computer?

This way for Commodore 64 owners . . . and to three great books

This way for the new C16 and Plus4 . . . and your beginners' guide

Brian Lloyd has written the definitive book for everyone starting to use the superb new Commodore C16 and Plus4 micros. You'll soon be able to get programming in BASIC, and at the end of a great read, you'll be well on your way to producing hi-res graphics and doing some very neat disk file handling, for instance, all without getting defeated by needless technicalities. The Commodore C16/Plus4 Companion is a must for every owner and user, and it's only £5.95.



Now, what's your interest?

Like to learn Logo, the language that's beyond mere BASIC?

If you want to make music, look no further . . .

Here's how to program and play your 64 like a fine instrument

And here your 64's a synthesized sound centre



Inside every Commodore C64 sits SID, the unique and very powerful sound Interface Device. Understand and make good use of SID and you've got a wonderfully musical micro. Ian Waugh's book lets you use SID to the fullest, with programs to produce chorus, echo, polyphony, even sound effects. Start playing around with your 64, and let it make music for you. The book's only £6.95, too.



Concentrating on the Commodore C64 as a controller or peripheral to other music-making goodies, Mark Jenkins — technical editor of Melody Maker — has produced a superb new book that lets you into all the secrets of the 64's very powerful sound generation system. At only £6.95, its novel approach is a must for both musicians and micro enthusiasts.



There's no doubt that everyone's talking about Logo — and here's your chance as a Commodore 64 owner to discover what all the fuss is about. Logo helps you liberate the real potential of your 64, creating great sounds, super graphics and the most effective sprites you've ever seen. Once you've used Logo, there's no going back to Basic! Boris Allen's book will cost you just £6.95



All these latest Sunshine Books are available from your local bookshop, from W H Smiths and John Menzies, and also direct by post from Sunshine.

See your bookseller and reserve your copy today, or complete and send this special direct order coupon.

To: Sunshine Books, 12-13 Little Newport Street, London WC2H 7PP
Please send me the following book(s) for the Commodore:

_____ copies of the Commodore C16/Plus4 Companion at £5.95 + 60p p&p each
_____ copies of Building with Logo on the Commodore 64 at £6.95 + 60p p&p each
_____ copies of Commodore C64 Music at £6.95 + 60p p&p each
_____ copies of Electronic Music on the Commodore 64 at £6.95 + 60p p&p each

I enclose a cheque/postal order payable to Sunshine Books for £ _____
 Please charge my Access/Visa card
No. _____ Valid from _____ expires end _____
Signed: _____
Name: _____
Address: _____

Dealer enquiries: 01-4374343.

PROGRAMMERS! amateur or professional WE NEED YOUR TALENTS

MIRRORSOFT, the home computer software publishing division of Mirror Group Newspapers is always on the lookout for exceptional, original, machine code games for 48K ZX Spectrum, Commodore 64, Amstrad CPC 464 or MSX computers.

If your games measure up to the best around we should be talking.

We pay competitive royalties and we're sure you will find our offer attractive.

You will be dealing with the company whose publications include the Daily Mirror, Sunday Mirror and Sunday People – newspapers which are read by over half of the adults in the country – so the support behind your product would be enormous.

Write to Steve Mercer and tell him what you have to offer or phone him on 01-822 3580.



Mirror Group Newspapers Ltd., Holborn Circus, London EC1P 1DQ.

UNBEATABLE VALUE

ibico LTR-1 LETTER QUALITY PRINTER

A compact (12" x 2½" x 8"), letter quality printer from ibico with a host of outstanding features at the unbelievable price of £175.00 inc. VAT. Plugs straight into most computers, with optional interface available for Commodore 64 and Sinclair Spectrum. Compatible with BBC A or B and any computer with parallel interface.

- Prints 12 characters per second Elite type (12 characters per inch)
- Bi-directional printing • Logic seeking • Plain paper – uses your letterheading • Up to A4 size paper
- Instant change ink roller
- 96 characters, full UK ASCII code
- 80 columns • Separate power switch • On/off pilot lamp

FULL 12 MONTHS PARTS & LABOUR GUARANTEE. FULL 21-DAY MONEY BACK GUARANTEE FOR MAIL ORDER CUSTOMERS. CALLERS WELCOME.



£175 inc. VAT



IBICO LIMITED, 181 SPRING GROVE ROAD, ISLEWORTH, MIDDLESEX
TEL: 01-568 2379 Telex: 934364

To: Ibico Ltd., 181 Spring Grove Road, Isleworth, Middlesex.
Please send Ibico LTR-1 literature and details of Printer cables and interfaces.

Please supply:

..... Ibico LTR-1 letter quality printer	£175.00
..... Printer cable for BBC A or B	£9.95
..... Interface for Commodore 64	£25.95
..... Interface for Sinclair Spectrum	£39.95

I enclose a cheque/P.O. for £.....
(Plus £4.50 for postage and packing)
Please debit my Access/Barclaycard Card: Expiry date

No:

or telephone your credit card order

ALL PRICES INCLUDE VAT

Name:

Address:

.....

.....

..... Post Code

Tel. No.:


```

) -U(3)*R(2,3) -R(1,2)*(U(1)*R(3,
3) -U(3)*R(3,1) +R(3,1)*(U(1)*R(2
,3) -U(2)*R(3,1)
) 380 LET D(3)=R(1,1)*U(3)*R(2,2
) -U(2)*R(2,3) -R(1,2)*(U(3)*R(1,
2) -U(1)*R(2,3) +R(3,1)*(U(2)*R(1
,2) -U(1)*R(2,2))
390 RETURN
400 IF D=0 THEN PRINT "***** N
O SOLUTION *****": STOP
405 PRINT "*****"; T+1; " LOOP
CIRCUIT *****"
410 FOR N=1 TO T+1
415 LET I(N)=D(N)/D
420 PRINT "CURRENT IN RESISTORS
COMMON ONLY TO LOOP "; N; " = "; AB

```

```

S, (1E-6*INT (1E6*I(N))); " AMPS "
430 NEXT N
440 FOR N=1 TO T
450 LET M=N+1
460 PRINT "CURRENT IN BRANCH CO
MMON TO " "LOOPS "; N; " AND "; M; "
" = "; ABS (1E-6*INT (1E6*(I(N) -I(M
))))); " AMPS"
470 IF N=2 THEN LET M=1: LET N=
N+1: GO TO 460
480 NEXT N
485 PRINT "*****"
490 RETURN

```

Loop Analysis
by Ian McCallum

3D Wave

on Spectrum

This program written for the 16K or 48K Spectrum enables you to travel inside and around a 3-dimensional sine wave. This is achieved using the following controls:

- 5 - travel to the right of the wave
- 8 - travel to the left of the wave
- 6 - increase the amplitude of the wave
- 7 - decrease the amplitude of the wave
- 4 - travel to the right of the wave (pst)
- 9 - travel to the left of the wave (pst)
- 0 - go inside the wave
- 2 - reverse out of the wave
- 1 - create a reflection of the wave

Program Notes

- 20 Set colours
- 30-60 Set variables
- 70-110 Draw wave
- 120 Check if you have come through wave
- 130-190 Command input
- 200-220 Check for limits of the screen
- 230-240 Go back for update of wave

```

10 REM *****3d-wave*****
20 BORDER 1: PAPER 0: INK 7: BRIGHT 1: CLS
30 DIM A(500)
40 PRINT AT 11,10: FLASH 1: "Please wait"
50 FOR F=1 TO 50: LET A(F)=549IN (F/128+PI):
PRINT AT 0,0:F: NEXT F
60 LET Z=400: LET D=3: LET C=3: LET D=1
70 CLS
80 FOR N=00 TO 2 STEP 5
90 LET E=10XN/80+D
100 FLOT N/B/60, A(N)*D+D0: DRAW 2,0: DRAW 0,E:
DRAW -E,0: DRAW 0,-E
110 NEXT N
120 IF E<=200 AND N=25 THEN CLS@PRINT AT 11,0:

```

```

FLASH 1: "You have come through
the wave"
130 PAUSE 1: PAUSE 0
140 LET C=C+(INKEY="D") - (INKEY="7")
150 LET D=D+(INKEY="5") - (INKEY="8")
160 LET B=B+(INKEY="A") - 5*(INKEY="9")
170 IF INKEY="1" THEN LET B=B
180 IF INKEY="0" THEN LET D=D+.5: LET Z=Z-60/D
190 IF INKEY="2" THEN LET D=D-.5: LET Z=Z+60/D
200 IF Z>=40 THEN LET Z=40
210 IF C=75 THEN LET Z=Z-60/D
220 IF N/B/60+E=245 THEN LET R=B
230 CLS
240 XTO B

```

3D Wave
by D Prokop



Data on demand

One of the most exciting developments to hit the Comms scene in years, is due to undergo trials in the UK during the summer. Called *Bitstream* the service is very similar to the current Packet Switch Stream (PSS) network, in that it caters for small and large users alike, but with a difference. PSS requires real-time connection, that is, where both the user and the host comput-

er must be connected to the network at the same time in order that communications can take place. *Bitstream*, whilst offering this service (via gateways through PSS), also offers what is known as 'Store and Forward' facility.

The backbone of the network will be major highways between main centres, carrying data on a mixture of wide-band circuits. Similar in principle to the current PSS network, the highways will carry data 'on demand', that is, they will be available all the time.

Down at local level, major users may be connected directly to the bit-stream concentrators (again, similar to major users of PSS, who have datelines to the exchange). Small users on the other hand, will still be able to use their telephones as normal, but during the times when the 'phone is not in use, the local exchange will 'call' the phone

and dump data to the modem. All this will be user-transparent, and what it in effect gives to end-users, is an electronic post-box right in the house. No longer will it be necessary for you to call up Prestel, Telem Gold or the like, they will call you!

The advantages are mind-blowing. For example, the Gas and Electric companies will 'call' your meter and read it electronically in the middle of the night, whilst you sleep, and, eventually, when the utility services catch-up, they will even be able to transmit an instant invoice to your in-house electronic mailbox!

Datalines need not be interrupted when the receiver is lifted, as, with a little technical ingenuity, interleaving of voice and datacalls can be carried out. The technical term for this is *time division multiplexing* and it's a well tried and trusted method of

compressing a data-quart into a pint pot. Modems capable of *tdm* are already being marketed in the States at around the \$500 mark, although the price will soon drop to a more realistic level. *Bitstream* will be piloted in three major towns during mid-1985, and will enable users, and providers of the service to evaluate the possibilities for the future. More information from: BitStream Marketing, British Telecom, 151 Gower Street, London WC1E 6BA.

Robin Wilkinson

Baud Walk is a new weekly column with news on networking, databases, reviews of modems and software and points of contact for information.

Any readers with experience of networking are asked to send their experiences or news of services to Robin Wilkinson, *Baud Walk Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD. He can also be contacted on Prestel mailbox 019993727.

Arcade Avenue



Old favourites

Back to some old favourites this week. Peter Dodd and Michael McKey of Ambleside and Windermere in Cumbria have completed "one of the best arcade games currently available", *Pyjamarama* with 91% and 6195 paces. Neil Unitt and Stuart Lees of who knows where have finished with 92% and 4815 steps and 88% and 5131 steps respectively. Vernon and Russell Hutter of Dulverton, Somerset, finished with 87%. Congratulations all of you and thanks for the tips but I think we've published enough of

those for the time being.

Darren Stanley and Johnathon Scarisbick of Worthing completed *Underwilde* with 25% and 17,397 and 79%, no score given, each. They have found only 518 locations and their hint is "bounce in the right places and you're through". Perhaps more helpful is this tip from Robert Haslom of Leeds who suggests standing next to a guardian and wait until a monster hits your back at 45 degrees. Eventually you will be pushed past. Using this method he finished with a score of 22%. Neil Hibbs of Manchester does not give his score but tells us that the torch and the bow are usually found once you get past the beetle, although sometimes the torch is found past the gargoyle. Special thanks go to Chris Simpson of St Helens (BSc, A.R.C.S. pending - who says that games aren't intellectually demanding?) who finished with only 29% and sends his tips. "The maze is

16 screens wide by 52 deep and I have managed to map 565 rooms with some still to visit. The devil is found on level 17, 2 rooms from left and the exit that I found is up from level 1 and 3 rooms from the right. If the bow is found on level 12, far right, then the sword will be on level 16, 6 from right, and the torch on level 23, 8 from right. There is then no need to go beneath level 23." Chris has also finished *Knight Lore* with a score of 69%.

Sticking with Ultimate for a minute Helen Norton of Burton on Trent wants infinite lives for *Atic Atac* for her son - try merging the header program instead of running it. As soon as the computer says OK on the bottom of the screen stop the tape and list it. You will see that it has a line number of 0 so it cannot be edited until you type *Poke 23756,1* (enter). Then *Edit* the line and immediately before the *Print* *Usr* statement insert: *Poke 36519,0*. Then type *Run* (en-

ter) and restart the tape. Andrew Watts of Withersfield has some problems about the same game. The parts of the key have the letters ACG written on them and are not too hard to recognise. One of the bits looks like a trumpet when on its own, and one bit is like a crown. They have to be assembled in the right order before you can escape. The headless man you talk of must be the hunchback and to get past him you must drop a bag of money in one of the corners of the room. As for what kills the devil I have to confess I don't know off-hand as when I played the game I just dodged past him.

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.

★ ★ Games Wizard Competition ★ ★

We are launching a search for the top UK computer games player - the best there is! Nothing else will do.

It won't be enough to be just a Left-Right zapper. Here at Popular we've carefully selected games that will really stretch arcade mettle to the limit.

The very best of Britain's game players will get to fight it out on a number of top secret new games - scheduled for release in the autumn.

Here's how it works

Study the table below and look at the column for the machine you have - these are the games you'll need to master. Send your high scores in on the form below, making sure that your scores are authenticated by a responsible individual signing the form. Please don't be tempted to cheat and get your pet budgie or unscrupulous friend to authenticate some outrageous score, because the top scorers will be asked to come in

at the semi-final stage of the competition and prove just how good they are. Any score achieved using technical short-cuts - such as infinite lives Pokes - will not be accepted.

Between now and September Tony Kendle will be keeping you up to date on the *Arcade Avenue* page with just who has the scores to beat. Then, in September, the top three scorers on each machine will battle it out for a place in the final and the chance to be the first to play our 'top secret' games.

	Commodore	BBC	Spectrum	Amstrad
Game 1	Suicide Express	Elite	Technician Ted	* Sorcery
Game 2	Beach Head	Jet Pac	3D Star Strike	Splat!
Game 3	Shoot the Rapids	Chuckie Egg	Cyclone	Manic Miner

Game Wizard Entry Form

Micro

Game 1 score:

Game 2 score:

Game 3 score:

Name

Address

.....

Your signature

Witness's signature

.....

A L I E N



In space no one can hear you scream.



NAVIGATOR
Shy, Skilful and
Intelligent — Panics Easily



EXECUTIVE OFFICER
Direct, Imaginative
Cautious, Loyal



SCIENCE OFFICER
Secretive, Unlikable, Brilliant —
Occasionally Illogical



CAPTAIN
Solid, Dependable, Courageous —
Excellent Leader



ENGINEERING OFFICER
Physically Strong, Low I.Q.
Potentially Rebellious



3RD OFFICER
Willful, Ambitious,
Authoritative, Resourceful



ENGINEERING OFFICER
Cynical, Rebellious,
Untrustworthy, Unflappable

THE CREW
Personnel
files follow —
yours to
command —
well almost...

MIND GAMES
SPECTRUM 48K · CBM64



Featuring
the unique
Personality Control System

No. 1 Golden Square, London W1R 3AB, Telephone 01-437 0626

£8.99

YESTERDAY'S INNOVATION... TODAY'S STATE OF THE ART!

THE HOBBIT

The Hobbit – still the most sophisticated and exciting adventure for your micro.

Available on cassette for the Spectrum, Commodore 64, BBC, and soon to be available for Amstrad and MSX computers at £14.95.



New release on disk at £17.95 for BBC – including graphics – and Commodore 64, with many new exciting features, including enhanced graphics and music.

Enquire at your local computer store, Boots, W.H. Smith or John Menzies. Trade enquiries call Melbourne House on 01-940.6064.

NOW ON DISK.



Tony Bridge's Adventure Corner



Novice adventures

This week, and may be even next week, The Grand Elf is going to dig into the huge pile of new adventures and discuss some of them. The first batch are really for novice adventurers, and all would be good investment for the beginner.

An adventure that has been going through several re-writes, and is now in its fourth version, is *The Curse of the Seven Faces*, which I mentioned some months ago (in Vol 3 No 29), and was impressed with. In the meantime it has been taken up by Artic, who have apparently licensed it now to Imperial Software of Poole. The game is for the Spectrum, but it will shortly be available for the Amstrad too. It's a good old traditional game, with wizards and Trolls and Stupid Peasants (that's you incidentally!) and a well-designed character set that makes the Spectrum version look like a Beeb.

One example is this, from early on in the adventure: "You are at the edge of a large, dense, deciduous forest. As you walk between the trees, the old leaves of last autumn crunch loudly underfoot, whilst above you the new buds of spring are blossoming." Actually, that is one of the short ones - but you can see that there is atmosphere dripping from the rafters!

But good atmosphere on its own is not everything, the adventure has to play well, too - and, fortunately, *The Seven Faces* is a good adventure. All the usual things are here, from Troll Kings to East-West Winding Passages, Mazes, Strange Caverns and The Wizard's Realm and Dragon's Lair. Input is very fast, and all

the usual commands are recognised, although I found myself resorting to the Thesaurus quite often. This is an adventure which will test the player's vocabulary - a command which will work in one location (such as *Smash Box*) will not work in another (where you have to type *Shatter Window*). I think this is a little unfair.

A unique feature is the Buffer Save and Load. This means that you are given the option to save, as normal, to tape, or alternatively to a RAM buffer. This saves a lot of time, as well as all the hassle of sorting out cassette leads (and getting them wrong at the crucial moment!). Thus the proceedings are speeded up tremendously, and the player is encouraged to more experimentation with tricky situations.

Experienced adventurers will charge through it with hardly a backward glance, but beginners will find themselves encouraged and not frustrated in their endeavours. I'm not so sure about the price, which is a hefty £8.95 - that's a little over the top, but the adventure is certainly a good addition to your collection (and so far, I've only found three spelling mistakes!) *Imperial Software, 153 Churchill Road, Parkstone, Poole, Dorset.*

Much cheaper is *Where am I?* from SF-Soft. This is just £2.50 from the address below, and is a Quill'd adventure for the Spectrum. The scenario, conceived by A O'Sullivan, concerns an "astronaut lost in Time and Space, trying to get back to your home planet of Eroticon VI, a planet on which everyone is so rich that all they do all day is live out their fantasies. While living out your own fantasy, to be the first man through a Black Hole, you get lost". You will have realised by now that you are that astronaut! "You are Tele-time-ported to random locations in the Universe. You may keep all the *Treasures* you find."

This is another adventure for the beginner - many of the problems and situations will be familiar to those more experienced players. From the start, one can go north and come across a tree. There are one or two things that you can do with a tree in an adventure, the first being to *Examine Tree*. This quite often yields the sight of a hole which contains some useful object. The other thing to do is even more obvious - *Climb Tree*, of

course. In this case, you can do both, which uncovers a *Rope* which can be used to accomplish the second task, which leads to an advert!

Again, this one is mainly for the novice - objects found in one location almost immediately become useful, and the two-word command structure is predictable. SF-Soft have ensured that, although *Where am I?* follows traditional rules, it nevertheless contains some interesting novelties. *SF-Soft, 'Glandore', Stradbroke Road, Blackrock, Co. Dublin, Ireland.*

I have to admit that the next adventure (available for the Spectrum and Commodore 64) was a surprise - and a nice one, at that. After loading (in the Spectrum version, using *Load* "Code", which we don't often see nowadays), it is obvious that *Waydor* is another solidly traditional adventure. It includes illustrations at each location, and these are almost instantaneously drawn - and very charmingly, too. Unfortunately, the graphic is presented at each and every visit, there is no facility for switching off the pictures. Although the pictures are rather pretty, on the other side of the coin, the text descriptions of the locations are rather sparse.

As I said, this is an adventure in the good old sense of lurking monsters, dark caves and castles with raised drawbridges. The thing about traditional adventures is that an experienced adventurer will have come across most of the problems before, and will know how to handle most of them. So, there is that raised drawbridge, the vampire which will bite you unless you have first drunk the holy water, the keys in one location and a locked gate in the next.

There is also the traditional maze, illustrated at each step, but it's a doddle. I'm the world's worst maze-solver, and quake with fear when confronted with any example of this most useful weapon in the adventure-writer's arsenal - but I solved this one in two seconds flat.

Waydor is a very good introduction to adventures - it's easily mapped, with lots of useful objects lying around not too far from where they need to be used. I said that it was a surprise, and this is because it is deeper and more inventive than would at first appear. However, for the experienced adventurer, the problems are not hard enough to give more than a few moments diversion. *IMS Software, 143-145 Uxbridge Road, London W13 9AV.*

Adventure Helpline

Going bananas? If you are stuck in an Adventure with nowhere to turn do not despair - help is at hand.

Fill in the coupon, explaining your prob-

lem, send it to us, and a fellow adventurer may be able to help.

Remember - the system only works if those adventurers who have solved the puzzles get in touch. Every week is Save An Adventurer Today (SAAT) week!

Adventure..... on (Micro).....
Problem.....
.....
Name.....
Address.....
.....

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

FREE SOFTWARE FOR LIFE!

"Probably the best offer ever made to the micro user...."

Directors: Alec Fry ARPS, FRSA; Erna Fry BA

New Gold Star life membership of The Software Library is your key to a vast treasure trove of tapes costing up to £18 each. They are yours whenever you want them, three at a time... and a full week's rental won't ever cost you a penny in hire fees!

Only the original Software Library has the resources to make such an amazing offer—free software for life! Our ten megabyte computer ensures fast service; our illustrated, descriptive catalogue makes it fun to choose from over 80 top arcade games, 124 Adventures, simulations and other games, and over 120 great utilities and serious applications. 85% are for the Spectrum, the rest divided between Commodore 64 and ZX81. New releases are constantly being added. Joining this money-saving scheme should cost you £24; as an introductory offer, you can join this month at half price—£12. From then on, you can take away three tapes from our shop whenever you wish; or if you order by post, all we ask is 30p post/packing per tape. The rental is perfectly free in either case.

What's more, you can sell your surplus software to other members (we have over 5,000!) and recoup the cost of membership in no time at all. We offer huge discounts on peripherals and tapes... and so much more. Phone us now on 0730 892732, quoting your Access number, or return the coupon without delay!

GUARANTEED to save you more than any other software library scheme!

SOFTWARE LIBRARY FARNHAM ROAD, LISS, HANTS GU33 6JU

Please enrol me at the introductory offer, and send my membership pack by return.

NAME: I enclose cheque/P.O. for £

ADDRESS:

THE ORIGINAL SOFTWARE LIBRARY!

OVERSEAS: join here for £18, or join one of our foreign branches: Postbox 718, 4500 Bielefeld, W. Germany; Jacobsonstraat 75, B-2400 Mol, Belgium (also covers Holland); 122 S Circular Road, Dublin 8, P.O. Box 1, Dublin 8, Ireland; 33, 200 Copenhagen & Box 1789, Marzino, Sweden; France & Italy soon. Branch terms vary. All software hired with supplier's permission. PCWV.

PRICES CUT TO THE BONE!

	Our Price	RRP		Our Price	RRP
Spectrum			Oric/Amos		
Match Day	5.25	7.95	Scuba Dive	4.75	6.95
Fall Guy	4.75	6.95	Harrier Attack	4.75	6.95
Airwolf	4.75	6.95	Tyrran	6.00	8.95
Zaxxon	5.50	7.95	The Diabolical Tower	5.75	8.50
Pjammarama	4.50	6.95	Categ-Oric	3.25	7.95
Automama	4.00	5.95	Island of Death	4.75	6.90
Hampstead	6.50	9.95	Feasibility Experiment	4.75	6.90
Valkyrie 17	6.50	9.95			
Lords of Midnight	6.50	9.95	Atari		
Swords & Sorcery	6.50	9.95	O'Riley's Mine	7.00	9.95
Ghostbusters	7.00	9.95	Caverns of Catia	6.50	8.95
Combat Lynx	5.75	8.95	Solo Flight	10.50	14.95
Knight Lore	6.75	9.95	Zaxxon	10.50	14.95
Peytron	5.50	7.95	Tank Commander	6.50	8.95
Pai Warrior	6.50	9.95			
			Dragon		
Commodore 64			Mr Dig	5.50	7.95
Fall Guy	5.25	7.95	The Hulk	5.50	7.95
Tigers in the Snow	10.25	14.95	Time Bandits	5.50	7.95
Swords & Sorcery	6.50	9.95	Culbert in Space	5.50	7.95
Pai Warrior	5.75	8.95	Chuckie Egg	5.50	7.95
Zaxxon	7.00	9.95			
Hampstead	6.50	9.95	Amstrad		
Pjammarama	4.50	6.95	Harrier Attack	6.00	8.95
Automama	4.00	5.95	Combat Lynx	8.00	11.95
Ghostbusters	7.50	10.95	Forest at World's End	4.00	5.95
Raid Over Moscow	7.00	9.95	Lords of Time	6.50	9.95
Combat Lynx	6.00	8.95	Football Manager	5.50	7.95
Peytron	6.00	8.95			
Suicide Express	5.25	7.95	MSX		
			Flight Path 737	7.00	9.95
			Driller Tank	5.75	8.95
Frak	6.00	8.95	Eric & the Flouters	4.00	5.95
Return to Eden	6.50	9.95	Les Flecks	5.25	7.95
Fantasia Diamond	5.50	7.95	Maxima	5.25	7.95
Football Manager	5.50	7.95			
Twin Kingdom Valley	7.00	9.50			
Mr Ee	4.50	6.95			

All brand-new and with original documentation
All prices include post & packaging—Europe add 50p
Fast, efficient service
Software available for C16/Plus4, Lynx and Memotech
For free catalogue of software send SAE stating machine type
Make cheques, POs payable to Skeleton Software and send to
Dept PC2, Neville House, Edderside, Altonby, Cumbria CA15 6RA

Skeleton Software

SOFT INSIGHT

	RRP	OUR PRICE
SPECTRUM		
SHERLOCK HOLMES	14.95	10.40
SPACE SHUTTLE	7.99	6.20
ZOMBIE ZOMBIE	6.95	5.20
LOAD RUNNER	6.95	5.20
FALL GUY	6.95	5.20
STARS STRIKE	6.95	5.20
AMB WOLF	6.95	5.20
SKY RANGER	6.95	5.20
SON OF BLAGGER	6.95	5.20
DALEY'S DECATHLON	6.95	5.20
DARK STAR	7.95	4.90
BLUE MAX	7.95	5.90
ALL LEVEL 9 GAMES	9.99	7.20
TIR NA NOS	9.95	6.90
BACKPACKERS	7.50	4.90
WHITE LIGHTNING	14.95	10.40
RAID OVER MOSCOW	7.99	5.90
STEVE DAVIS SNOOKER	7.95	5.90
EUREKA	14.95	11.05
UNDERWORLD	9.95	6.90
KNIGHT LORE	9.95	7.40
GHOSTBUSTERS	6.95	4.70
CYCLONE	6.95	4.70
PITFALL 2	7.99	5.90
BUCKE LEE	7.95	5.90
SKOOL DAZE	5.95	4.45
ROUNDERDASH	6.95	5.90
TIDY BIZZARE	7.99	6.20

DISCOUNT SOFTWARE

6.95	5.40	QUIZ VADIS	9.95	7.20
6.95	4.90	ALL INTERCEPTOR	7.00	5.40
7.95	5.65	PG WARRIOR	0.99	7.40
9.95	7.20	SHERLOCK HOLMES	14.95	10.40
6.90	4.85	SUICIDE EXPRESS	7.95	6.00
6.90	4.85	EUREKA	14.95	10.40
7.95	5.90	PJAMARAMA	7.95	5.90
6.50	5.40	SELECT 1	12.40	9.80
6.95	5.40	GH0STBUSTERS	10.95	8.40
6.95	5.40	FIGHTER PILOT	9.95	7.40
7.95	5.50	CAO CAM WARRIOR	9.95	7.40
7.95	6.50	WHITE LIGHTNING	18.95	14.95
7.95	6.50	HUNCHBACK II	7.90	5.85
7.95	6.40	KONG STRIKES BACK	7.90	5.85
8.95	7.50	EDDIE NID	7.95	5.85
9.99	7.60	MATCH POINT	7.95	5.85
12.95	9.50	SPY VS SPY	9.95	7.40
7.95	6.50	CASTLE OF TERROR	0.95	7.40
9.95	7.40	INDIANA JONES	0.95	7.40
9.95	7.20	F15 STRIKE EAGLE	14.95	10.40
9.95	7.20	SPY HUNTER	9.95	7.40
9.95	7.20	GRYPHON	7.95	6.50
14.95	11.50	LORDS OF MIDNIGHT	9.95	6.90
9.95	7.20	ALL PRICES INCLUDE 48 HOUR DELIVERY		

WITH OVER 30 ORIGINAL GAMES AND PUZZLES

THE TIMES

Book of Computer Puzzles & Games for the Commodore 64

THE TIMES

Book of Computer Puzzles & Games for the Sinclair Spectrum

These compelling and stimulating books will provide endless thought-provoking entertainment. Compiled by Robin Bradbeer and Harold Gale.

£6.95. Published by Sidgwick & Jackson, 1 Tavistock Chambers, Bloomsbury Way, London WC1 in association with Times Books Limited.

48K SPECTRUM TAPE TO DRIVE TRANSFER

To transfer the majority of programs from tape to micro/wafa/disc drive you need to alter the bytes and then transfer them to your system. To alter the bytes M/ drive owners **NEED** (see Your Spectrum no 9) our MD1 program (Wafa/disc/others need WD1). Manual includes examples. Useful for hackers.

EITHER ONLY £6.50.

As an optional extra to transfer converted bytes + header reader, prog re-name etc Microdrive owners can buy MT6 at £3, and Wafa owners Wafatape at £4.

NO RISK - ALL WITH MONEY BACK GUARANTEE

LERM, DEPT PCW, BRUNSWICK GDNS, CORBY, NORTHANTS

CALL DIANE DAVIS ON 01-437 4343 FOR SEMI/DISPLAY ADVERTISING

GAMES SOFTWARE

PREMIER LEAGUE for the 48K Spectrum

THE NEW AND EXCITING FOOTBALL MANAGEMENT STRATEGY GAME FOR ALL ENTHUSIASTS

Features include: Training Team selection, Substitutes, Half Time scores, Full squad details, goal scorers, save game, team styles and financial problems. Plus many, many more.

SEND S.A.E. For full details or £4.75 to:

E & J SOFTWARE
59 Station Road, Enfield,
Middlesex PL78

SNOWY SOFTWARE, guaranteed fantastic bargains on famous games. One hundred per cent genuine software. Zaga Mission, Tim Love's Cricket, The Boss on Commodore 64, £4.95 ea + 50p p&p. Hundreds more titles. Payable to Snowy Software 36 Curzon Street, London W1Y 7AF

ASTROLOGY—ATARI

Be your own astrologer: full range of accurate, fascinating prog's by:

S.A.C. Software,
Firdell, Longdown Lawn Close,
Wyth, Southampton,
(SAE please for details) PL131

PROJECT X THE MICROMAN GRAPHIC

ADVENTURE FOR THE 48K ZX SPECTRUM

Working late in your laboratory on a process of animal miniaturisation the computer controlling the experiment malfunctioned causing you to receive a massive dose of X-Gamma radiation. Knowing the dramatic effect X.G.R. has on your molecular structure, you rush to your car and head for your colleague's laboratory. The car crashes and you're knocked unconscious, upon waking you find yourself shrunk and as a micro man you begin your arduous journey, a test of endurance full of threats to your survival, small creatures have become vast predators and haystacks, intricate warrens of passage ways. A button becomes a shield, a needle a sword. Do you have the ingenuity to survive and find the solution to your problem?

WHAT DOES THE COMPUTER PRESS THINK OF PROJECT X?

P.C.N. no 84: Makes full use of your imagination.

P.C.W. Vol 3 no 50: Scene setting atmospheric.

Value at just £3.25.

SINCLAIR USER no 35: Project-X is a real change from goblin bashing scenarios, showing originality in its plot and care in its design. You'll find it entertaining. Gilbert factor: 7.

With 100 locations and 30 full colour high resolution pictures, at only £3.25 (incl P&P) the game is excellent value. Mail order only from COMPASS SOFTWARE 63 Cozens Rd, Norwich NR1 1P.

Postal orders immediate dispatch Cheques within 7 days, payable to COMPASS SOFTWARE, PL142

SPECIAL OFFER FOR ATARI

400/600/800 OWNERS

Hire your first two games FREE from our extensive range of software. Up to the minute releases available. Apply Now! We now have Atari hardware for sale at discount prices. Modems suitable for Atari computers now for sale. For further details send sae to:

CHARWOOD GAMES
27 WARWICK AVENUE
QUORN, LOUGHBOROUGH
LEICESTERSHIRE
TEL: 0509 412604 PL58

LASER ATTACK. New BBC-B game for one or two players, five skill levels, Joystick option, target score for replay, table of merit, high score, cassette, £5 Viking Software, Dept P1, 58 Central Avenue, Syston, Leicester LE7 8EE.

AMSTRAD SUPPLIES CO
Send now for full details of Amstrad Software and Products.
Amaco PO Box 19
Whitstable, Kent CT8 1TJ PL139

SPECTRUM CRICKET-CALC the ultimate cricket statistics program. Ideal for clubs. Easy to use. Only £4. M. Smith, 74 Bulwark Road, Shoeburyness, Essex. **UNDERWORLD KNIGHTLORE**. Make them possible with maps and hints, £1 + s.a.e. for both. IDC, 12 Sunningdale Crescent, Hestbank, Lancaster LA2 8DE.

FOR HIRE

TO HIRE a computer from Spectrum 48K upwards, please phone or write to: Business & Computer Services, 294a Caledonian Road, London N1 1BA. Tel: 01-607 0157 or 01-997 6457.

BUSINESS & COMPUTER SERVICES are also computer consultants specialising in small (and very small) businesses. Write or phone us at 294a Caledonian Road, London N1 1BA. Tel: 01-607 0157.

EDUCATIONAL SOFTWARE

ANT MATHS

For Atari 400/800 XL

A fun program to help with your child's basic arithmetic. INCANT MATHS TUTOR AND ANT TABLES £4.00

Cheques/POs to: EDUSOFT
HETHBARN FARM, PETERSFIELD RD
MIDHURST, W SUSSEX GU29 9RL PL132

EDUCATIONAL SOFTWARE. Most home computers. For your free 24-page brochure, send to Jander Software, Edgbaston House, Broad Street, Birmingham.

SPIDER SPELLER. New exciting educational game for the BBC-B. 155 word vocabulary, joystick option, two skill levels, high score. Cassette £5, mail order only. Viking Software, Dept P1, 58 Central Avenue, Syston, Leicester LE7 8EE.

CLUBS

DRAGON GAMES USERS' GROUP

Members receive a bi-monthly newsletter with news, reviews and discounts, and pages for playing tips. See Dragon User for details. £5 per year.

ORION SOFTWARE
64 PRINCE STREET, ROCHDALE, LANCOS
PL13E

ACCESSORIES

BLANK COMPUTER CASSETTES

	10s	50s	100s	} Inc P&P Fully G Teed
C10s	£3.85	£14.00	£25.00	
C15s	£3.85	£14.15	£26.00	
C20s	£4.00	£14.30	£27.00	

UK HOME COMPUTERS
82 Churchward Ave, Swindon Wills
24 Hr Phone Service 0793 895034 PL140

Self Adhesive Cassette & Disk Labels

CASSETTE LABELS - On A4 sheets, 12 labels per sheet, 100 labels - £3.50, 1000 - £21.50. Rolls of 500 labels, on tractor feed backing paper for overprinting by computer printer. White - £14.00. Tints available - Blue, Yellow, Pink, Green, Orange or Grey - £18.00. **DISK LABELS** - Rolls of 500 labels, on tractor feed paper. White - £12.75. Tinted - £15.

The above prices are VAT & carriage inclusive. For our full price list and sample brochure Telephone 07160 2625 (24 hrs).

INDUSTRIAL PROCESS

Self Adhesive labels - SUPERFAST
Unit A4, Smeed-Dean Centre, Eurolink Way
Sittingbourne, Kent ME10 3RN PL83

CHEAP 5 INCH diskettes, used but guaranteed reliable, 109 for £28, or 100 for £60, good as new, £1 each. Tel: Woking 71563 (Surrey).

AMSTRAD SUPPLIES CO
Send now for full details of Amstrad Software and Products.
Amaco PO Box 19
Whitstable, Kent CT8 1TJ PL139

Replica Load Firing Colt 45 Automatic, 23 shot
As used by US Army, ideal stage prop, with ammo £6.35 carriage 50p



Replica 44 Auto Magnum, the gangster's favourite, with ammo £4.80 carriage 50p



Colt Python 357
As used by Police and screen heavies, with ammo £4.80 carriage 50p



Ideal for video film making. (Mail order only.) Send PO or cheques to: **Razzmattazz, The Lodge, Links Road, Worthing Sussex PL14**

BLANK CASSETTES

C10 £2.95 for 10, £22 for 100
C15 £3.05 for 10, £23 for 100 inc. p-p

FULLY GUARANTEED

Send cheque/PO to:

G.R.P., 360 Mile End Road, London E3 4QS, Tel: 01-980 1186

ACCESS & VISA ORDERS BY PHONE PL49

CLASSIFIED ADVERTISING RATES:

Line by line: 25p per word,
minimum 20 words.

Semi-display: £6 per single column centimetre, minimum length 2 cm. (Please supply A/W as PMT. Or supply rough setting instructions.)

Conditions: All copy for Classified section must be pre-paid. Copy date 7 days before publication.

If you wish to discuss your ad, PLEASE RING Diane Davis 01-437 4343.

Here's my classified ad.

(Please write your copy in capital letters on the lines below.)

Please continue on a separate sheet of paper

I make this words, at per word so I owe you £

Name

Address

Telephone

Please cut out and send this form to: Classified Department, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

AMSTRAD CPC464

THE TRIAL OF ARNOLD BLACKWOOD

A very worthwhile addition to the Adventurers' library CPC464 USER Oct '84

ARNOLD GOES TO SOMEWHERE ELSE!

I found it immensely lively and enjoyable

Tony Kendle PCW Dec '84

THE WISE & FOOL OF ARNOLD BLACKWOOD

Conspiracy theorists will enjoy the paranoia PCW Dec '84

Each Adventure £6.50 inc. By Return Post. Cheques/POs to:

NEMESIS, 10 CARLOW ROAD, RINGSTEAD, KETTERING, NORTHANTS NN14 4DW PL.66

AMSTRAD OWNERS

THE ARTISTS EASEL PROVIDES TWO GREAT PROGRAMS for producing screen graphics: "The Artist", 25 options: instant pictures, hills, mountains, buildings, title patterns, etc. including 2 fills. It's addictive, fun, useful and instructive. Basic programs available for your programmes. Full editing on screen and in memory. Now you can add fantastic illustrations to your programs. Over 20K, a great tool and great value. Slide two to Big brothers. Design your own easily and quickly, save to tape. Basic loader program included. Both programs only £9.95, full instructions, £40 included, only from:

SOFT OPTIONS, 48 BRINGHURST, ORTON GOLDHAY, PETERBOROUGH, CAMBS PE6 6RS
Export enquiries welcomed PL.133

AMSTRAD SMUGGLERS COVE

The graphics adventure YOU voted one of the best 50 adventures for the Spectrum. (CRASH magazine survey). Now available for Amstrad, but only from us on mail order (cause we wrote the original!). By cutting out the middle-man we can offer it for only £5.50 inc p&p.

Cheques/POs to:

CAMEL MICROS, WELLPARK,
WILLEYS AVE EXETER EX2 8BE

PL.136

Book
your
Classified
or
Semi-display
advert by
Credit
Card

Call
Diane
Davis
on

01-437 4343

VISA

HA2

THIS SPACE FOR SALE

£18

TELEPHONE:
PCW CLASSIFIED
01-437 4343 Ext 206 HA1

UTILITIES

WDSOFTWARE

For the QL:

WD Utilities (3rd ed) (base £5.50)

View 60-file Directory on one screen, one-key LOAD, COPY or print 60 files with one key (allows for namesakes). Multiple FORMATTING to prevent corruption by stretching of tape. TOOLKIT to give dated, numbered modules in program development. PRUNE old files to release space (one key DELETES a file). Full instructions in QUILF file. Use up to 6 EXTRA MICRODRIVES (add on your Spectrum ones)!

WD Morse Tutor (base £4)

Specification as for Spectrum, but no speech (hurry up, Currah!).

RefQL (1st ed) (base £1)

100+ useful QL references in an ARCHIVE file.

For the 48K Spectrum:

WD Morse Tutor (base £4)

From absolute beginner to beyond RYA and amateur Radio receiving. Adjustable pitch. Set speed to your test level (4-19 wpm). Learn code with single characters, progress from groups with wide inter-character spaces to random sentences; decrease spacing to normal. Write down what you hear, then CHECK on Screen or Printer or LISTEN to phonetic TALKBACK from Currah MicroSpeech if fitted. Also own message, random figures, letters or mixed. 18K version on special request (no speech, only 5 sentences instead of 100).

Tradewind (base £4 - was £5!)

Sailing/trading strategy game with graphic surprises.

Jersey Quest (base £4 - was £5!)

Text adventure with Bergerac and the Dragon.

PRICES

Spectrum Cassettes - base price only

QL or spectrum Microdrives - £2.00 cartridge plus base price

Two or more programs on one cartridge - pay cartridge 1 base, eg. WD Utilities and RefQL for £8.50, but IMPOSSIBLE to mix QL and Spectrum programs on one cartridge. Send YOUR FORMATTed cartridge and pay base price only (but OURs have been FORMATTed AT LEAST six times)! Send OUR Cartridge and 25p to update earlier editions.

WDSOFTWARE, Hilltop, St Mary, Jersey. Tel: 0534 81392 PL.87

KWIKLOAD

For the 48K Spectrum

This amazing utility package allows Spectrum cassette programs to load 3 times the normal speed.

★ ★ Sabre Wulk loads in 125 seconds ★ ★

★ ★ Mugsy loads in 135 seconds ★ ★

The new 16 page manual explains how to convert most commercial software - £4.95 inc. or send SAE for further details.

FORAITS SOFTWARE

32 Gledstone Road, Hockley
Essex SS5 4BT
Foraits Software formally traded as Data View
PL.122

POWER + POWER + POWER +

for the 48K Spectrum
SUPERCHARGE YOUR PROGRAMS with POWER + - great programming aids, including smart LOADers, graphics, sound-effects and much more. \$4 from

ADSPEC SOFTWARE
21 Pine Dale Rainford, Merseyside WA11 8DP
(Dealer enquiries welcome)

MICRODRIVE UTILITY. Transfers "Underwulde", "Cyclone", "Decathlon", Beach Head", all "Ultimate" and many more. £6.95. Cheque to: M. Alexander, 67 Landsdowne Lane, Charlton, London SE7.

FOR ZX SPECTRUM

A complete suite of new routines

NEW menu-driven, autoren program includes integrated routines to: LOAD, Print CAT, erase files or Print Filenames on cartridges. Intelligent batch FORMAT routine. Batch Autocopy of master program. Expert Microdrive Troubleshooter. NEW Microdrive routines to MERGE with Masterfile and Tasword Two. Memo, Action Masterfile formats free with cartridge version.

INCREDIBLE VALUE for only: Cartridge £8.95, Cassette £5.95, incl. VAT and P&P within UK.

MONITOR Ltd. 526, Watford Way, London NW7. Tel: 01-906 0911 PL.54

CHARACTER DEFINER/SHAPE DESIGNER for BBC-B/Electron. Automatically programs characters. Design a shape, alter, save it on tape, retrieve, display shape, plus numerical definitions. £2.75. K. Holland, 136 Vaughan Road, Whipton, Exeter, Devon EX1 3JN.

AMSTRAD SUPPLIES CO

Send now for full details of Amstrad Software and Products.
Ameco PO Box 19
Whitstable, Kent CT15 1TJ PL.139

AMSTRAD

VORTEXT-WORDPROCESSOR. Powerful, full feature, easy to use. Outstanding value at... £7.95
CARD INDEX-FILING SYSTEM/DATABASE. Comprehensive Sort/Search/Printing Facilities... £5.95
SIMPLE MATHS - Teaching Aid for Younger Children. Colourful and encouraging... £5.95
3-IN-1 GAMES TAPE. Viking Dig/Shootout/Pantheon Deluxe. 3 (YES ALL THREE) Games for... £4.95
All prices include p&p within the UK. SAE for details or send Cheques/PO's (MAIL ORDER ONLY) to:
VIKING SOFTWARE, 18, RUSSELL STREET, YORK, YO2 1HW PL.96

QL SOFTWARE

DataManagement QL software - leading the way

DBUTL - (E3) - Possibly the best word in Basic programming utilities. Constant reload of Line No & Statement/Data Line & Statement/Dynamic Basic. Size. Full SuperBasic speed control via the Basic Editor. 4 times faster for all screen editing. No more wondering when things go wrong. This tells you exactly where you are at all times.

MACROB - (E5) - An independent, fast & reliable backup system from file to disk. In addition, several file management utilities. TERMINAL - (E12.50) - A super full featured terminal package. Full protocol control and ability to read previous settings. Job control, check and alarm modules, together with Paging for edit and printer. Full menu and disk control without exiting; copy, delete or save to files. Multiple version only.

CHARMER - (E10) - A very comprehensive character generating package. Includes extra functions for SuperBasic to control your creations. Fonts can be saved to disk or mix for recall and use. No copyright restriction on the subsequent publication using these features.

SEETRAD - (E6) - Many extra features and procedures to add to SuperBasic. Includes full job control, dynamic file access with type or variable GOTO/PUT. LEMMING, REMAINDER, QUOTEIN, HEX, DEC and many more.

FILE - (E12.50) - A full feature file management package. If you need to do it to a file, this will do it for you. Supports diskettes, wildcard and formatted printing to keep library control. All the above are 100% multipass, multi-loading and will run independently under DOS. Prices shown include VAT & p&p, but add £1.95 per order for a new cartridge.

Cheques or POs to:
DataManagement, 12 Lanes Way, Hasting, York YO1 8RU or telephone 0904 768551 enquire for our latest list which is growing daily!

Have you written any good QL software. We are looking for the best software and are prepared to pay the best royalties.

Coming soon:
FED - A full feature file editor. Ask us when you don't know what it is - you won't need it! NextList - To keep those printers beautiful and shiny, many more. Write or phone for your list - NOW. PL.118

DUPLICATION

Dear Reader, my name is Simon Stable. I specialise in real time data duplication, for most cassette based micros. Disc copying for BBC 40/80 (protection available). Dot-matrix printed labels blanks. Blank Cassettes.

FAST TURNAROUND 0899 252831 COMPETITIVE PRICES
PL. 198/891. 36 WILTONS, LAUNCELOT, BARN S8 12W/37

DATA DUPLICATION and BLANK CASSETTES M.G. COPIES

Burnwood, Walsall, West Midlands
Tel: 0543 460887 or 0543 675375 (24 hrs)
PL.130

"DATATAPES" for highest quality blanks and data duplication, call now for a sample quote. You'll find us very competitive. The Midland Railway Grain Warehouse, No. 2 Derby Street, Burton Upon Trent, Staffs. Tel: 0283 38199.

Micro Records
COMPUTER PROGRAMS
REAL-TIME or (Slow) HIGH SPEED Professional Cassette Duplication and Blanks from 1 to 1,000+. Computer printed Cassette labels, DDC disks, Fast Security Delivery service.
Micro Records - a division of FILTERBOND LTD, 19 Saldiers Way, Hertford SG14 2DZ. 0922-551188 PL.80

TO ADVERTISE YOUR SERVICES IN THIS SECTION CALL; P.C.W. CLASSIFIED ON 01-437 4343.

Computer Repair Centre
Have you got problems with your computer? Then call us for:

Commodore, BBC, Spectrum, Dragon

Mail order or call in
Enfield Communications
135 High Street, Ponders End, Middx
Tel: 01-805 7772 PL141

SINCLAIR COMPUTER REPAIRS
SPECTRUM £17.50
ZX PRINTER £18.50

(inc. parts, p + p, and return insurance. Spectrums upgraded to 48K for £28. At present we cannot upgrade issue one. We like to take care of your computer - please pack carefully - and send with cheque or P.O. to:

LT. (WESTERN) ELECTRONICS
97 Newtown, Towbridge,
Wilts BA14 0BB
Tel: 02214 64074 PL54

BBC SPECTRUM REPAIRS
★ Spectrum repairs £18.50 inc. parts, insurance and p + p.
★ BBC B repairs £18.50 + parts, insurance and p + p.

Send your computer with cheque or P.O. for £18.50 and description of fault to:

SUREDATA (PCW)
Computer Service
45 Wychwood Avenue, Edgeware, Middlesex
Tel: 01-951 0124 PL53

COMPUTER REPAIRS IN SOUTHEND
SPECTRUM, BBC, ELECTRON, CBM 64, VIC 20

MINNIE MICRO ELECTRONICS
12 Eastern Esplanade, Southend
Tel: 0702 62033/615809
Open 7 days a week PL119

Faulty Spectrum
Ramco-Mecina

a We will repair your Spectrum correctly
b Test your Spectrum for 24 hours
c Find any other hidden faults and repair these free of charge

Send unit with cheque (PO for £18.75 to):
Ramco-Mecina, Dept S, 34 Murray Street, Salford 7, Manchester M17 9DU
(NO CALLERS)
Tel: 061 792 2260 PL120

SPECTRUM REPAIRS
We expertly repair Spectrums for £17 inclusive of parts, labour and return postage. Spectrums upgraded to 48K for £34 including post.

R. A. ELECTRONICS,
50 Kimberley Road, Lowestoft, Suffolk.
Tel: (0502) 86289 PL45

Hemel Computer Centre Ltd.

For fast reliable repair service, send your 16/48K Spectrum computer to us. We will repair and return for £20 + £1.60 p&p.

Also BBC, Commodore, Atari and Dragon service.

Hemel Computer Centre Ltd.
52 High Street,
Hemel Hempstead,
Herts HP1 3AF.
Tel: 0442 212436 PL60

COMMODORE REPAIRS by Commodore approved engineers. Vic 20 Modulators £6.50, Vic 20 from £14.50, CBM64 etc. for more details write or tell: G. C. Bunce & Son, 36Burlington road, Burnham, Bucks SL1 7BQ. Tel: 06286 61696.

SPECTRUM/COMMODORE/DAGON MICRO REPAIRS

★ All Micro Repairs £18.00 plus parts and insurance. £4.00
★ Spectrums Joysticks repairs £4.00

Send your Computer/Joystick with cheque for £18.00 or £4.00 and description of fault to:-

SITRON ASSOCIATES
38 Wellhead Road
Totterhoe, Beds
Tel: (0582) 61077 PL123

CHILTERN COMPUTER CENTRE REPAIR SERVICE

Spectrum £18 + £1.60 P&P
CBM 64/Vic 20 £20 + Parts & Postage
BBC £20 + Parts & Postage

We give 3 months' warranty on replaced parts.

SPECTRUMS UPGRADED FOR £30

SAVE 50% ON THE REPAIRS TO YOUR COMPUTER WHEN YOU JOIN OUR REPAIR CLUB. WRITE OR TELEPHONE NOW FOR DETAILS.

Send your computer with details of fault and cheque or P.O. to:

CHILTERN COMPUTER CENTRE
76B Dallow Road
Luton, Beds LU1 1LY
Tel: 0582 456684
OVERSEAS ENQUIRIES WELCOME PL129

SPECTRUM REPAIRS GUARANTEED SIX MONTHS

Expertly repaired and thoroughly overhauled by professional computer engineers using only top grade components. Manufacturers recommended modifications are fitted and all units are fully guaranteed for six months. £20.00 All inclusive.

MP ELECTRONICS
The Laurels,
Wending, Dereham, Norfolk.
Tel: 0362 87327 PL147

HOME COMPUTER REPAIRS
Look at our fantastic prices on repairs

WE PAY THE FIRST £5 FOR ANY FAULTY DEVICES

BBC B	£25.00
VIC 20	£15.00
Commodore 64	£22.50
Dragon 32	£30.00
Gene 1 & 2	£25.00
ORIC 1/Atmos	£20.00
ZX-81	£10.00
ZX Spectrum	£15.00

plus others

Above prices are average for natural defects

All repairs carry 3 months' warranty on replaced parts

Extended warranties, peripheral repairs, upgrades etc, etc

All available

Ring for full details: (0234) 213645

ZEDEM COMPUTER LTD
2 Kimbolton Road, Bedford PL113

T.V. SERVICES OF CAMBRIDGE LTD REPAIRS - SPECTRUM ZX81

Fast reliable repairs by experienced engineers, having serviced Sinclair computers since the introduction of the ZX80. Our price is inclusive of all parts, labour, postage and VAT irrespective of fault! No hidden charges.

Spectrum £18.75, ZX81 £11.50, 16K Ram £9.95.

★ While-you-wait service available.

Call or send with Cheque or P.O. to:
TV SERVICES OF CAMBRIDGE LTD
French's Road, Cambridge CB4 3NP
Tel: 0223 311371 PL111

PROGRAM LISTINGS for Spectrum and BBC/Electron. First three programs £1 each, second three 50p each, 25p each thereafter. Dorte, 2 Buttermere Drive, Ailstone, Derby DE3 2SN.

SPECTRUM REPAIRS by fully qualified electronic engineers £12 including p&p, insurance etc. fast and reliable service. Basiga electronics, 4 cherrywood, Chadderton, Oldham. Tel: 061-652 2185.

FAST SPECTRUM and BBC REPAIRS
AVERAGE £15

MANCOMP LTD.

FIRST CO. IN ALL U.K. TO INTRODUCE WHILE-U-WAIT SERVICE. NOW FIRST TO OFFER AN INTERNATIONAL REPAIR SERVICE.

● MOST SPECTRUMS REPAIRED IN 45 MINS.
● PLEASE PHONE FOR APPOINTMENT FIRST.
● OR PHONE/SEND SPECTRUM FOR FREE ESTIMATES. ENC £1.80 (U.K. I.O.M. EIRE. C.I.) £6.50 (EUROPE/SCANDANAVIA)
● NO HIDDEN HANDLING CHARGES.
● 24 HR TURNAROUND.
● EVERY MICRO INSURED FOR RETURN JOURNEY.
● OPEN TILL 7 P.M. MON-SAT.

"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 (more importantly) correct cures!"

PHIL ROGERS 'PEEK & POKE'
"POPULAR COMPUTING WEEKLY"
JAN 1985. (VOL IV NO 1)

Deutscher Express-Dienst
Auf Bitten unserer deutschen Kunden bieten wir jetzt einen Reparatur-Eildienst zum Festpreis von £35.00 (einschl. Porto und Verpackung).
Sie senden Ihren SPECTRUM und £35.00 per Euroscheck (ohne Netzstromgerät oder Kabel).
Stecken Sie Ihren Brief in einen Umschlag aussen am Paket.
Wir bessern Ihren SPECTRUM am gleichen Tag aus, an dem wir ihn erhalten.
Sie sollten Ihren SPECTRUM innerhalb von 6 Tagen zurückerhalten.
Für dringende Reparaturen berechnen wir Ihnen einen Zuschlag von £8.00 zur Rücklieferung innerhalb 48 Stunden, überall in der Bundesrepublik.
Für Bildungsgästen und Schulen gelten Sonderpreise.
Wir suchen Techniker für unsere geplante deutsche Niederlassung, die wir ausbilden und bitten um Zuschriften von Interessenten.
MANCOMP LTD. (DEPT PCW)
PRINTWORKS LANE,
MANCHESTER M19 3JP
061-224 1888

FAST COMPUTER REPAIRS

VIDEO VAULT INTERNATIONAL 10★ REPAIR SERVICE

Spectrums repaired for £19.95 inc. Parts, insurance and P & P No Hidden Extras. BBC, Commodore 64, Vic 20, Atari. Quoted for.

Are you fed up with waiting weeks for your Home Computer to be repaired!!! Why not try the Experts, we offer a full repair service on any Home Computer. All repairs carry a full 3 months guarantee, plus on every Spectrum repaired we send you a free game worth £5.95 for your enjoyment and pleasure.

★ While you wait Service by Professional Computer Engineers.
★ 3 Months written guarantee on all repairs.
★ International repair company.
★ All computers sent by mail order turned around in 24 hrs.
★ Most Spectrums repaired within 45 minutes.
★ All Micros insured for return journey.
★ Open 7 days a week.
★ School repairs undertaken-discounts available.
★ Free software with each Spectrum repaired worth £5.95.
★ Over 8 years experience working with computers.

ONLY GENUINE SINCLAIR PARTS USED.

Phone today for your free estimate or send your computer to us with £1.75 (UK EIRE I.O.M. C.I.) or £6.50 (Europe/Scandinavia) we will contact you the same day by phone or 1st class Mail should you require quotation first.

TRADE ENQUIRIES MOST WELCOME. ACCESS WELCOMED

VIDEO VAULT INTERNATIONAL LTD (DEPT R2), THE LOGICAL CHOICE

Video Vault

Telephone: Glossop (STD 04574) 66555.
140 High St. West, Glossop, Derbyshire, England.

FREE GAME WORTH £5.95 WITH EACH SPECTRUM REPAIR.

DEALERS

MICROLINK

Look no further - only a phone call away for the most competitive link between the manufacturer and the customer in printers, computers, software, monitors, etc.

And our new M.S.X. Quick Disk Drive - availability on all home micros.

Tel: LISS (0730) 895296/895273

PL70

SOFTWARE

CENTRAL HEATING DESIGN AID for Spectrum 48k, this program describes and displays small and micro bore domestic heating systems. It also calculates heat losses, sizes of radiators and boiler required. £8.95 Dorset, 2 Buttermere Drive, Allestree, Derby DE3 2SN.

ELECTRONIC AIDS SOFTWARE

Payroll and accounting software for Commodore 64. A very comprehensive and sophisticated package. Write or phone for details to: 62 High Street, Evesham, Worcs WO11 4HG. Tel: 0386 49339

PL137

HOME ACCOUNTS. Put your house in order! Comprehensive coverage of bank accounts, credit cards, HP, etc, inbuilt accuracy check. Projects cash flow for any period. Available for CBM64, Vic 20, BBC & Electron £8.45. Free details from: Discus Software, Freeport Windmill Hill, Brixham TQ5 9BR. Tel: 080 45 55532.

SERIOUS SOFTWARE FOR AMSTRAD & SHARP

Education, business and utilities Amstrad programs now on disc or tape SAE for catalogue (state machine)

DCS (PCW), 38 SOUTH PARADE, BRAMHALL, STOCKPORT SK7 3BJ

PL141

Home heat loss calculator for Spectrum 48K

Determines heat loss in watts, room by room and overall. Savings made by suggested improvements etc. If you are thinking of building, insulating or heating this £5 could save you hundreds.

PRACTICAL PROGRAMS

Registered office:

52 Buccleuch St, Dumfries DG1 2AA

PL144

PROGRAMMERS

MAKE YOUR PROGRAMS MAKE MONEY!

If you have a game, utility or application to sell, with a view to publishing (particularly CBM64 or BBC B) phone

JOHN COOK ON:
01-437 4343

PL40

QL FOR SALE (JM ROM). Good condition, must sell, £300. Contact S. Reid, 51a Nelson St, Aberdeen.

COURSES

LEARN TO USE COMPUTERS
AT:
COMPUTER WORKSHOP
Details: 01-778 9080 PL112

MAGAZINES



DRAGON USER

To make the most of your Dragon you need **Dragon User** - the independent magazine for Dragon owners. To make sure that you receive a copy of Dragon User regularly subscribe direct to us. A year's subscription costs £10 for 12 issues (overseas rates available on application). Send a cheque or postal order made payable to Dragon User, and accompanied by your name and address, to Dragon User, Subscription Department, Oakfield House, Perrymount Road, Haywards Heath, Sussex RH15 3DH.

PL32

Computer Swap 01-437 4343

Free readers entries to buy or sell a computer.
Ring 01-437 4343 and give us the address.

Spectrums for Sale

SPECTRUM 6-pack + £21 worth of s/w. Will swap for CBM 64 + adjustment. Tel: Dawlish 862316.

SPECTRUM software for sale including Knight Lore £5.00, Underwilde £5.00; Daley Thompson £3.00; Matchday £4.00; Airwolf £3.00; Cyclone £3.00; Monty Mole £3.00. Contact P. Tuckman, Ghyll Brow, Dovenby, Cockermouth, Cumbria CA13 0PN.

THE QUILL (Crash! Utility of the year) for Spectrum, tape and manual £10. Phone Kevin Sinclair, Glasgow 041 776 7409. Also Sinclair Users for sale perfect condition 50p each.

48K SPECTRUM brand new, printer + extra paper, Kempston style joystick interface, radio cassette recorder, mags, books and software worth £350 will sell for £200. Tel: (0635) 45970.

SPECTRUM SOFTWARE bundle worth over £40 will sell for £16 o.n.o. Tel: 041 959 6871 after 5pm, ask for Stuart.

SPECTRUM Computer Library: Z80 Programming (Zaks); Complete Rom Disassembly (Logan + O'Hara); Best M/code Routines (Hewson); M/code Microdrive Reference Guide (Ross-Langley); Introduction; Supercode Latest; etc. Cost £55, sell £20 o.n.o. 527 5493.

ZX PRINTER, boxed and fully serviced, £40 o.n.o. Tel: Crosskeys (0495) 270942.

SPECTRUM SOFTWARE Tir-Na-Nog £6.90. Psytron £5.909 Lunar Jetman £3. Passit £3. Flight Simulation £3.50, 3D Seiddab Attack £3.50, Cyber Rats £2.50, Froggy £2.50, Time Gate £3, M/coder 2 £6, White Lightning £10.50. Craig Shortland, 22 James Street, Earl Shiiton, Leicester. (0455) 43673.

SPECTRUM 48K v.g.c. and £100 of software and magazines galore. New software titles included only £130 worth £370 or swap for CBM64 + C2N unit with or without software. Tel: (0652) 33061, Andrew.

SPECTRUM SIX PACK £20. T. J. Bottomley, 131 London Road, Stone, Dartford, Kent.

VECTREX Games Console. Six games plus cash will swap for Spectrum ZX 48K. Glenn Openshaw, 1 Elswick Avenue, Barlow Moor, Chorlton, Manchester 21 M21 2NL.

16K ZX81 + £50 of software + File Sixty keyboard + mags + book. All for £70. Tel: (0625) 827514.

SPECTRUM SOFTWARE for sale, Alien 8, Moon Patrol, Brian Bloodaxe, Monty Innocent, Technician Ted, Tel: Christopher 0234 60724.

SPECTRUM, CBM64, BBC, Electron and 800XL software for sale at discount prices. All new originals. Hardware also available. Send s.a.e. to: FDS, 40 Stephen Close, Egham, Surrey or phone Staines 57086 for specific details of prices. Limited stock!

48K SPECTRUM, DR Tonic's keyboard + Micro Speech + free books, £100. Programmable joystick interface. £10. £300 of original s/w. £100. Tel Bristol 644770.

48K SPECTRUM - low profile keyboard, joystick interface, £240 of original s/w. Sell £150 or swap for CBM64 without s/w. Tel: Bristol 649441 evens.

SPECTRUM SOFTWARE Tape#11 Ten high quality programs including Ski and Surround £3.99. Clone copies full size files (41.5K) £1.99. Nick Brown, St Paul's House, Hamble Road, Oadby, Leicester LE2 4NX.

48K SPECTRUM for sale + digital alarm clock tape recorder and loads of games. All leads and manuals included. Phone 504 0823 after 5pm and ask for Paul. £120 o.n.o.

SPECTRUM programmable joystick interface - stonechip. Very good condition. Boxed with instructions. Cost £25. Sell for £18. Telephone Michael on Tyneside (081) 4103789 after 5pm or all day weekends.

FILLER BOX, quick shot incursor j/sticks, dust cover, £50 worth of s/w (original) + £10 worth of mags. £69.00 o.n.o. Tel: 01-803 1583.

48K SPECTRUM (boxed) tape recorder, joystick, I/F II, 1 cartridge, £150 games. Sell £150. Tel: 0639 830387.

SPECTRUM 48K, I/F I + microdrive, unger g'tee + Masterfile, 4 cartridges. All boxed as new. £150. Tel: Walton-on-Thames 240 414.

SPECTRUM 48K, cd. T.V., Kempston joystick, + I/F. £150 s/w. Sell £200. Tel: 01-523 1614 after 5pm.

SPECTRUM software originals. Daley's Decathlon, Knight Lore, Skoolcade, Tir-Na-Nog, Lerm TC6 and MD1, all half price. Also Poolswinners. £5. Tel: 021-459 6841 after 6pm.

SPECTRUM 48K printer and paper and software for sale. Jump challenge. Dangermouse. Airwolf, Beach Head, Pole Position, Hunchback II, Lords of Midnight, Jewels of Babylon, Knight Lore, Sabrewulf, Underwilde and more, all sold separately. Tel Radlett 2673 (after 4pm).

SWAP Spectrum 48k, turbo Ram, dual-port I/F, plus Kempston joystick plus 20 games for CBM 64. Tel: 01-890 8044.

SPECTRUM Wafadrive £80 ono (buyer collects or pays postage). Tel: 0272 559034 (after 4pm and weekends).

SPECTRUM fuller F05 keyboard, £25. DK Tronics light pen, £10, Kenwood save loader, £6. Tel: 01-951 0007 after 8pm.

48K SPECTRUM tape, Quick Shot I joystick, Kempston interface, case. Thirty original games, £200 ono. Tel: Burgh Heath 51121.

SPECTRUM 48K £18 of mags and software. £90. Tel: Theford (0642) 4237.

SPECTRUM 48K and store chip keyboard plus software plus one microdrive. £135. Tel: 01-341 2624.

SOFTWARE FOR 48K originals Snoball, £2.50. Lords of Time, £2.50. Tel: 01-722 5127.

!! PROGRAMMERS !!

Programs urgently required, cash advances paid. We pay all production and advertising costs. For instant attention without obligations, send copy and instructions or write for further details.

Independent Software, Goldstar House, 198-200 Queenswood Drive, Leeds 6 LS6 3ND. PL52

AMSTRAD SUPPLIES CO

Send now for full details of Amstrad Software and Products.
Amico PO Box 19
Whitstable, Kent CT5 1TJ PL139

WANTED

ENTHUSIASTIC BEGINNER wishes to meet same for mutual help. Eunice Evans 051-677 3348.

SPECTRUM PROGRAMMERS - earn extra income! we require quality business/utility software for our new catalogue. Send tapes or SAE for details to SD Micro-Systems, PO Box 24 Hitchin, Herts.



is seeking authors for new titles to add to its highly original and successful book range. Experienced and first time authors are invited to submit manuscript, ideas or fields of interest. Full details of what we can offer from David Lawrence, Book Editor, Sunshine, 12-13 Little Newport Street, London WGR 2LD.
Sunshine Publishers of Popular Computing and Dragon User. PL31

AMSTRAD SUPPLIES CO

Send now for full details of Amstrad Software and Products.
Amico PO Box 19
Whitstable, Kent CT5 1TJ PL139

FOR SALE

LQ-1500 near letter quality and dot matrix printer recently launched by Epson, only £930 also available MX-100 Epson dot matrix printer £405.60. Prices are inclusive of VAT, postage and packing. Tel: 0772 524443.

SHARP MZ700 64K AND PLOTTER + data recorder + quick disk + printer I/F + business software. Total cost: over £900 (1984), offers over £500. Tel: 01-527 2201 (London). (Ref Sharp sale).

SPECTRUM PLUS. Rotronics Wafadrive VTX5000 modem, tapes, books, lots of software, £230 ono. Tel Langport 250580.

COMMODORE MPS 802 Printer for sale, £250 ono. EasyScript Wordprocessor, £20. Future Finance, £20. all original, also other programs to sell. Tel: 0827 53922.

For Sale

PCW ISSUES (approx 100) 10p ea (from Sept '83). Tranz Am, £2.50. Cruising on Broadway, £2.50. Sinclair Horizons tape, £1.50. ZX81 computer programs (ICL), £1.50. Currah US/OT wanted. Tel: 021 308 2064

ORIC software for sale. Games, books. Games include Hobbit, Scuba Dive, Harrier Attack, Ultra, Hunchback, etc, worth £125 accept £40. Tel: 061 848 9804

MEMOTECH 500 sell £150 or exchange for Spectrum, CBM64, CBM disk drive, Electron, Dragon 64, Lynx 96K. Tel: 031-667 9849.

FOR SALE Amstrad with colour monitor, also a number of software tapes and mags, £300. Colin Gilroy, 99 Oxford Road, Waterloo, Liverpool L22.

ORIC 1 48k, boxed, as new. All leads, £130 of games. Oric owner mags, over £300 new. £95. Tel Harlow 26721, ext 3103 9-5.

T199/4A joysticks, Basic tutor, modules include Kong, Parsoc, Adventure, various books cassettes included m/code for Minimem. Speech synth. All leads etc. Exbasic and Minimem, £40 each offers. Tel: 0582 863786 eves.

NEWBRAIN AD with technical manual, operator's manuals, s/w, books, leads, Sanyo green screen monitor £210. Also, Olivetti JP101 line printer, w. leads, no manuals £70. D. Jones. Tel: 01-221 8783 or 01-628 3351, ext 409.

OSBORNE EXECUTIVE 128k Ram, 200k drive. £675. Tel: 01-485 1462.

AMSTRAD CP464, colour monitor, games. Five months old, £280. Tel: 0702 334593.

NEW BRAIN Mode A computer, s/w, technical manual, New Brain user group, mags, all leads and cassette recorder, bargain £70 ono. Steve. Tel: 021 352 0395.

AMSTRAD colour computer vgc, chess program, book and computer desk. £240. Tel: 01-471 9335.

COMPUTER MAGS. Lots, inc PCW. Write to Mr Close, Green Cottage Caldecotte, by Briar Hill, Milton Keynes MK7 8AA.

ONE UNUSED Quickshot Joystick. One boxed £6. Tel: 01-722 5127.

CGL MS including data recorder, two Joypads, Basic G cartridge, £200 worth of software including the graphic designer cassette. Altogether worth £380, sell for £220. Ian Moreton. Tel: Farnham Common 3905 (call any time after 8pm).

AMSTRAD software originals: Hunter Killer, Grand Prix Driver, 3D Monster, Chase, lorese at World's End. £4.50 each. Tel: 061 303 0433 after 5.30.

DISC DRIVE. Simline TEAC 100k, BBC Cable 1 formater, £85. 48k Spectrum, £95. Night Lore, £6. Decathlon, £3.50. Other originals, £3. Mike, 86 Leicester Rd. Quorn, Leics. Tel: 0509 413590 (weekends only).

FULLER master unit with three note

sound chip, speech chip, joystick port, etc., £15 ono. Also five BBC B tapes and four discs, £15 ono. Write to D. Scott 26D Harden Place, Hawik, Roxburghshire, Scotland TD9 7BY

Wanted

SWAP 48K Spectrum microdrive, 2 cartridge interface, one Kempston interface, lightpen plus carrying case for Commodore 64 and C2N tape. Apply 103 St Lukes Road, Southend on Sea, Essex.

WANTED Atari 400 full stroke keyboard, will pay around £20-25. Tel: 01-791 0136 after 8pm ask for Muzi.

WANTED Tape to tape twin cassette deck. Remote control - 50 watt output. For Amstrad or any other 64k computer. Tel: Day 01-732 4832 - even 01-732 2804.

COMMODORE 64 PENPAL WANTED to swap ideas, games and mags on our great machine. Write to Gerald Taylor, 17 Quarry Drive, Kirkintilloch, Glasgow G66 3RY. P.S. Hi Chris in Southampton.

WANTED cheap printer, disc drive for BBC B by student for course & project. Tel: 01 552 8699/01 539 0132.

WANTED BBC B - £200 will pay, or £250 with DFS. Tel: Harpenden 69152.

HARRIER C.V. H.Q., Home Base + speech processor mike. Swap for any colour computer. Tel: Berkhamstead 4566 (evens).

WANTED Atari disc drive 810 or 1050. Tel: 01-445 3937.

SPECTRUM software wanted! Fighter Pilot, Knight Lore: Printer also wanted. Tel: (021) 862566 (Ireland).

COMMODORE 64 games wanted on cassette - Archon II, Tiger Tanks. Also wanted instructions for 'Worms' by Electronic Arts. Steve Christian, 45 Wallgate Road, Childwall, Liverpool 25.

LIGHTPEN & s/w for CBM64. Needed desperately. Swap games or pay cash. Tel: St Helen's 23729.

ANY ACORN - Electron owners - will pay up to £6.50 for original s/w (no BBC). Percival after 4pm. Tel: 01-902 5036.

BBC Firmware wanted. Tel: Harpenden 69152.

WANTED SPECTRUM 48K issue 4 joystick and other peripherals considered. Tel: 01-373 6354.

WANTED cheap computer ZX80 or ZX81 with manual, 1k, machine is ideal. Tel: Southend 335916.

SWAP Cheetah 68FX1 full size keyboard with numeric pad. New unwatned gift, boxed. For Spectrum computer. Exchange for Interface 1 and microdrive and/or cartridges (value £60). Tel: 061 338 4593.

WANTED TI-99/4A accessories. Mini-memory, expansion box, 32k memory expansion, RS232 interface. Clark. Tel: 0733 42642 (Peterborough) eves and weekends.

WANTED Joystick for Vic 20. Spectrum ZX + or issue 3. BBC D. No software except amateur radio. Simpson. Tel: 0768 64890 (Cumbria).

Commodores for Sale

FOR SALE Commodore 1526 printer MPS 802 dot matrix printer with all leads manual still in box, bargain £250. Tel: 0827 53922.

16K VIC-20, CN2, machine code monitor, speech synthesizer, 5 games cartridges, 7 books, printer, 3 slot motherboard. Only £130. Will separate. Tel: 01-310 4031 after 6pm.

CBM 64, 11 months guarantee, as new. £140 o.n.o. Tel: 01-743 7809.

COMMODORE 64, C2N recorder, joystick, books, with £350 of top software. Worth £600, offers over £265. Tel: Graeme 0382 730751 after 5pm for full details.

CBM 64, original s/w inc: Spy Hunter, Raid Over Moscow etc. Tel: Farnborough 56108 after 4pm.

CBM, VIC 20 16K expansion. Intro to Basic Part I, safe expander, programmes aid cartridge, machine code monitor, light pen, full slot mother board, cassette with q/shot joystick, £100 original s/w, books. £185. Tel: 36979 Torquay.

CBM 64 plus cassette & joystick, International Soccer + 3 cassette games, 3 weeks old. £210 o.n.o. Tel: 0506 842709 weekends only.

COMMODORE 64 name 'Hercules' duplicated gift never used, highest bid secures sale. (041) 959 6871 ask for Stuart.

CBM 64 EasyScript on disc as new £20. Please write - B. Miller, 31 Greenway Road, Widnes, Cheshire WA8 6HE.

VIC 20 C2N tape + Basid Part I + 3K ram expansion and Snooker, Duck Shoot games had them just six months. £100. Tel: 01-633 7548.

CBM64, tape deck, software and programmer's reference guide. Quick sale. £160. Also for Spectrum, VTX5000 modem and books. £60. Both only weeks old. Tel: Noth 750952. Andrew.

VIC 20 games including Bongo, Kaktus, Pharaoh's Curse, Fatty Henry, over 30 titles £1 to £5 or swap for 64 games. SAE 7 Brookland Drive, Chilwell, Nottingham or tel. Nottm 257747.

VIC 20 I would like to exchange letters, info, games, utilities with others. Please write to P. Hallas, 5 Beatrice Ave., Bebbington, Merseyside L63 5JS.

ADVENTURE

HELPLINE

Sword of Hrakel on Vic20. How do I open the door in the forest? How do I get past the rabid wolf? Of what significance is the guru and the man in chains? Michael Steward, 80 Stonecross Road, Hatfield, Herts (Tel: Hatfield 72238).

Circus on Spectrum. How do I get into the maintenance wagon? Kieran Ward, 10 Thornhill Close, Belmont, Wantage, Oxon OX12 9HT.

Sherlock on Spectrum. How do I enter Basil's house in London? Where is the opium den? How do I open the safe 'safely'? Bruce Vivers, Aveler House, Hillhead Halls, Don Street, Wolverden AB9 2WU.

Fantasia Diamond on Spectrum. How do I cross the river? How do I get down the manhole? Kieran Ward, 10 Thornhill Close, Belmont, Wantage, Oxon OX12 9HT.

Heroes of Karn on Commodore 64. I've found Beren but how do you get past the bear and the barrowsight? Derek Cargill, 62 Windmill Road, Kirkcaldy KY1 2XG.

Aztek Tomb on Commodore 64. I can't move off the boat. Everytime I try the dinghy I drown. I have been to the island and I have the life jacket. L Ormrod, 16 Lyndon Road, Rubery, Birmingham B45 9UP.

Foot's Gold on Commodore 64. I can't get past the mountain lion or open the rusty door. M Brewer, 135 Lodge Lane, Greys, Essex.

Knights Quest on Spectrum. How do I use the ferry boat? I have got rid of the giant T Williams, Bienenian Nanternis, Newquay, Dyfed, Wales.

Quest on Commodore 64. Where do I go from the underground ocean? How do I get the sword? Stewart Burns, 5 Emerald Road, Moss Nook, Manchester 22.

Heroes of Karn on Commodore 64. I am unable to get past the bear. Also I cannot get out of the castle dungeon. John Mackie, 58 Berwick Drive, Glasgow G52 3JA.

Fantasia Diamond on Spectrum. How do you cross the river and what does 'wait for it' mean? Matthew Clarke, 43-F Mandalay Road, Singapore 1130, Republic of Singapore.

Sphinx Adventure on BBC. Where is the mouse to get past the elephant? Geoffrey Pickard, 63 Great Mistleay, Basildon, Essex SS16 4BD.

Valhalla on Spectrum. I cannot find Ofmr - I have looked in the cave in Mogard - nor any of the other objects. Paul Milne, 52 Exeter Street, Gateshead, Tyne and Wear NE4 8EY.



COMPUTER SWAP

Computer Swap entries are limited to 30 words. Either fill in the accompanying form and send to Computer Swap, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP or telephone 01-437 4343.

All software offered through computer swap must be in original condition and for private sale only.

It cannot be swapped.

Warning: It is illegal to advertise pirated software.

COMPUTER SWAP

Please write your copy in capital letters on the lines below.

Name

Address

Telephone

- Vic 20**
- (4) Perils of Willy (Software Projects)
 - (3) Duck Shoot (Master Tronic)
 - (1) Snooker (Visions)
 - (7) Wizard & the Princess (Melbourne House)
 - (6) Flight 015 (Craig Communications)
 - (-) Sub Commander (Thorn EMI)
 - (10) Jet Pac (Ultimate)
 - (-) Tank Commander (Thorn EMI)
 - (-) Sub Hunt (Mastertronic)
 - (-) Micky the Brick (Firebird)
- (Compiled by Websters Software)

- Commodore 64**
- (3) Ghostbusters (Activision)
 - (5) D. T. Decathlon (Ocean)
 - (7) Booby (Firebird)
 - (6) BMX Racers (Mastertronic)
 - (4) Choppers (Mastertronic)
 - (1) Kong Strikes Back (Ocean)
 - (3) Hunchback II (Ocean)
 - (-) Fighter Pilot (Digital Integration)
 - (-) Raid over Moscow (US Gold)
 - (-) Jet Set Willy (Software Projects)
- (Compiled by Websters Software)

- Spectrum**
- (6) Ghostbusters (Activision)
 - (1) Match Day (Ocean)
 - (5) D. T. Decathlon (Ocean)
 - (7) Airwolf (Elite)
 - (3) Hunchback II (Ocean)
 - (2) Gift from the Gods (Ocean)
 - (-) Snooker (S. Davies) (CDS)
 - (4) Kong Strikes Back (Ocean)
 - (-) Football Manager (Addictive)
 - (-) Pole Position (Atari)
- (Compiled by Websters Software)

- Dragon 32**
- (3) Hunchback (Ocean)
 - (-) Manic Miner (Software Projects)
 - (1) Chuckle Egg (A&F)
 - (-) Dragon Chess (Oasis)
 - (5) Culibent in Space (Micropower)
 - (5) Mystery of Java Star (Shards)
 - (7) Bug Diver (Mastertronic)
 - (4) Mr Dig (Microdeal)
 - (-) All Dream (Dragon Data)
 - (-) Dream Editor/Assembler (Dragon Data)
- (Compiled by Websters Software)

- BBC B**
- (-) Scrabble (Leisure Genius)
 - (-) Ultron (Visions)
 - (-) Sim (Visions)
 - (-) Pole Position (Atari)
 - (2) Mr EE (Micropower)
 - (-) Gold Digger (Firebird)
 - (-) Bird Strike (Firebird)
 - (-) Acid Drops (Firebird)
 - (-) Jet Pac (Ultimate)
 - (-) Frak (Aardvark)
- (Compiled by Websters Software)

- Atari**
- (2) Zaxxon (Centrossoft)
 - (4) Attack of Mutant Camels (Llamasoft)
 - (1) Encounter (Hi-Tech)
 - (3) Solo Flight (Centrossoft)
 - (5) Gridrunner (Llamasoft)
 - (6) O'Reilly Mine (Centrossoft)
 - (8) Carnival Massacre (Atari)
 - (-) Space Invaders (Atari)
 - (9) Diamonds (E/Soft)
 - (-) Steeple Jack (E/Soft)
- (Compiled by Websters Software)

- Amstrad**
- (8) Flight Path 737 (Amirog)
 - (-) Snooker (S. Davies) (CDS)
 - (1) Football Manager (Addictive)
 - (3) Ghouls (Micropower)
 - (5) Monster Chase (Romik)
 - (-) Manic Miner (Software Projects)
 - (-) Hunchback (Ocean)
 - (-) Code Name Matt (Amsoft)
 - (4) Forest at Worlds End (Interceptor)
 - (-) Classic Adventure (Amsoft)
- (Compiled by Websters Software)

Event	Dates	Venue	Admission	Organisers
The LET 85 International Trade Show	Feb 17-18 10.00am-6.00pm Feb 19 10.00am-4.00pm	Olympia 2 London W6	Free in advance from organisers	Turret-Wheatland 0823 777000
Brixham Computer Club Show	Mar 2	Northcliffe Hotel North Furzeham Rd Brixham Devon	50p adults 30p children	Brixham Computer Club 080 45 8824
Second 6809 Colour Show	Mar 30-31 10.00am-6.00pm	Royal Horticultural Hall Westminster, London SW1	£2.50 adults £1.50 children	Computer Marketplace 01-930 1612
Northern Computer Show	April 16-19 10.00am-6.00pm	Belle Vue Manchester	Free in advance from organisers	Reed Exhibitions 01-643 8040

Readers' Chart No 11

- (2) Ghostbusters (Spectrum/C64) **Activision**
- (1) Knight Lore (Spectrum) **Ultimate**
- (8) Manic Miner (Spectrum/C64/Amstrad/MSX/Dragon) **Software Projects**
- (4) Skool Daze (Spectrum) **Microsphere**
- (7) Pyjamarama (Spectrum/C64/Amstrad) **Mikro-Gen**
- (-) Automania (Spectrum/C64) **Mikro-Gen**
- (5) Daley Thompson's Decathlon (Spectrum/C64) **Ocean**
- (3) Underwulde (Spectrum) **Ultimate**
- (-) Football Manager (Spectrum/C64/BBC/ZX81) **Addictive Games**
- (-) Forest At World's End (Spectrum/C64/Amstrad) **Interceptor**

Now voting on week 13 - £25 to win

Here it is - Chart Competition Take 2!

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

And each week we will send £25 to the person who sends in, with their chart votes, the most original (witty, neat or clever - but never rude) phrase or sentence made up from the letters (you don't have to use them all) in the titles of the top three programs in this week's chart, published above.

You can still vote in the chart without making up a slogan - but you won't be in with a chance of winning the prize.

All you have to do is fill in the form below (or copy it out if you don't want to damage your magazine) and send it off to: Top 10, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

Voting for Week 13 closes at 2pm on Wednesday February 20 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 13

Address 1

..... 2

..... 3

My phrase is:

New Releases

EXHAUSTING

Here's a funny thing, a wedge of paper and several programs from a company called Chibur Software. In this wedge were several reviews of its own software written by its own programmers (not a bad word to be said) and the following remarkable advice.

"Whilst we might derive some benefit from your REVIEWS we would not wish to suffer a reduction of SALES due to the occasional 'damning' REVIEWS we sometimes see in MAGAZINES - often written by people who do not EXHAUSTIVELY test programs." This goes on "You will of course appreciate that expenses for ADVERTISING come from increased SALES of our CHIBUR programs."

The capitals are not mine, but I'm sure Chibur is trying to tell us something. I have decided not to make use of the reviews the company provided, but instead offer my own observations.

BMX Champions is the first of the company's new budget range, priced at only £2.50.



What you get is a line of variously shaped UDG's and a little blob-like graphic for the bike, controls are left, right, jump, as you try to jump over the UDGs. It's far worse than even the very early Mastertronic £1.99 games.

Meteor Rescue and *Attack of the Empire* are both versions of other things. *Meteor* is *Luna Rescue*, an arcade game from years ago - dodge the meteors, pick up the man, go back to the mothership. At £1.99 it would be unexciting, but OK - it costs £5.95. *Attack of the Empire* is a copy of the old Atari games machines program called, I think *The Empire Strikes Back* - pick up men with Snow Speeder, take them to Rebel base, avoid the walkers. Let's be generous here - the walkers are quite well done in terms of design, but naff programming makes them flickery. In all other respects, the game is poorly programmed and utterly derivative. People have sued for less.

I could go on, but all this EXHAUSTIVE testing of programs has left me, well, exhausted.

Program *Attack of the Empire etc*
Price £5.95
Micro Spectrum
Supplier Chibur
3 Lonsdale Street
Leicester

VIRTUOUS

PsiFile is a sophisticated Database for the BBC and Electron. It has the two enormous virtues of being easy to use and very adaptable.

Without looking at the manual I managed to set a database, decide what were



the key fields, and then successfully access it. This is what computers are supposed to be like.

There is no restriction on the kind of information you may hold and you may use up to 30 fields and record areas, more particularly the program optimises the way memory is used so that nothing is wasted because of unused field area.

There are a number of alternatives for file searching, ends of strings, odd letters in a name, even whole surnames may be represented by 'wild cards'; special keys that basically mean you need know very few facts about a particular file in order to find it.

And on it goes, you can edit, create, recreate, save, load, peruse and search to your heart's content with each operation logical and easy to use. There is an excellent manual to get you going as well.

Program *PsiFile*
Price £11.95
Micro BBC/Electron
Supplier Sigma Press
5 Alton Road
Wilmslow
Cheshire SK9 5DY

ON THE QUIET

You may have seen some ads for *Confidential* and it is one of the most entertaining adventures I've seen in a long while. Although the packaging is hardly of the same standard, what *Confidential* manages to do is very much what the best Infocom adventures do, ie, gives you a complete package with assorted bits and bobs so that you get totally absorbed in what is, anyway, an excellent adventure.

Confidential is, fairly obviously, a detective style game, though the gist of the plot (and indeed the problem) only becomes clear as you play the game. The program is *Quilled* and includes some simple graphics which are by way of a bonus rather than a fundamental part of the game.

To accompany the adventure there is a map and a notebook, both of these are essential to solving the problems, rather than simply nice touches. For example, if you solve the first problem correctly you'll discover where the complainant lives, and soon you'll need to get in your car and drive there - not easy without a map.

In the first location there are around 10 fundamental things to discover and a basic puzzle about how to leave your office. The adventure is wonderful, the map and notebook add a lot, and it only costs £6.95. Excellent.

Program *Confidential*
Price £6.95
Micro Spectrum
Supplier Radar Games,
53 Flavell Street,
Woodsetton,
Dudley,
West Midlands.

This Week

Program	Type	Micro	Price	Supplier	Program	Arc	Commodore 64	Price	Supplier
Hacker 2000	Ad	BBC	£7.95	Micrograf	3D Skramble	Arc	Commodore 64	£6.95	Live Wire
Quest for BBC Joystick	Ad	BBC	£4.95	Delta 4	Carry on Laughing	Arc	Commodore 64	£6.95	Live Wire
Beeline	Arc	BBC	£5.50	Robico Software	Spy vs Spy	Arc	Commodore 64	£9.95	Beyond
Castle Quest	Arc	BBC	£12.95	Micro Power	Microgo 1	S	Commodore 64	£9.95	Edge Computers
Corpuscle	Arc	BBC	£7.95	Micrograf	Poker	S	Commodore 64	£5.95	Duckworth
Trains	S	BBC	£7.95	Micrograf	Lunar Crag	Arc	Dragon	£4.00	Pudgen
The Joffe Plan	Ut	BBC	£9.95	Mirrorsoft	Mr Wongs Loopy Laundry	Arc	MSX	£8.00	Artic
The Ket Trilogy	Ad	Commodore 64	£9.95	Incentive	Oricaid	Ut	Oric	£11.95	Micrograf
Character + Sprite	Ut	Commodore 64	£12.95	Duckworth	Confidential	Ad	Spectrum	£6.95	Radar
Castle Dracula	Ad	Commodore 64	£7.95	Duckworth	Moon Cresta	Arc	Spectrum	£6.95	Incentive
Colossal Cave Ad	Ad	Commodore 64	£7.95	Duckworth	Subterranean Stryker	Arc	Spectrum	£6.95	Insight
					Know your PSI Q	Ut	Spectrum	£9.95	Mirrorsoft

New Releases

CARRY OFF

Carry on Laughing is the somewhat unlikely title of the latest release from Live Wire Software. Unfortunately it is not some bizarre graphics adventure starring Barbara Windsor and Kenneth Williams but is instead a rather ropery multi-screen (nine actually) dodge and collect game.

What's good about it is the music programming, which is excellent and the occasional original touch but graphically the game is fairly poor, sprites are poorly designed and messy - many of the shapes could be anything.

The setting is a school and you have to move a little man around each room, turning the pupils crosses into ticks. This involves platforms, ladders, dodging things and jumping across things. One nice touch is that some of the screens provide some slowly bouncing bubbles which your man may jump into for a free lift. Turn all the crosses into ticks and you're on to the next screen. So it goes on.

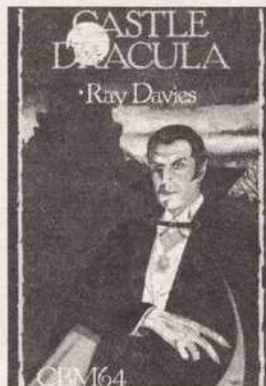
It isn't dire but isn't good either. With a lot more screens and a graphic designer at work on it, there

would have been enough reasonable ideas for a good game, but as it is...

Program *Carry on Laughing*
Price £6.95
Micro Commodore 64
Supplier Live Wire Software
 Progress House
 31/33 Mount Street
 Manchester
 M3 6LQ

FANGS

The blurb on the back of *Castle Dracula* is some of the worst I've seen: "Are you courageous? Do you have nerves of steel? Has your TV broken down? If the answer to any of these is 'Yes', then



this adventure is for you' - this basically implies that the adventure is such that your TV being broken is good, ie, it is unspeakably bad.

Blurb aside, I think that *Castle Dracula* is an amazingly average adventure. It understands an average number of commands, has an average number of locations (100), has an unexciting theme - Dracula, castles, etc, has no special features like graphics

Pick of the week

GOING UNDERGROUND

This is an interesting development - a brand new software house with a first program that is better than good. *Subterranean Stryker* from Insight is very nearly excellent; only its basic lack of originality lets it down.

The game is a mixture of *Defender* and *Fort Apocalypse* - you must pilot your spacecraft through ever more tortuous and obstacle-ridden caverns and pick up little men. Pick up all the men in each section without running out fuel and the way to the next section opens up.

Despite the plot the game is extremely addictive and if it is 80% *Defender* it is certainly the best *Defender* I have seen on the Spectrum. The sprites, though small, are well designed and include, amongst

other things, a train that speeds through the lower vaults and animated men, who (as though doing hard labour) can be seen chipping away at underground rocks with pickaxes.

It's very difficult and for devotees of the fairly conventional kind of reaction/timing/blasting kind of arcade game, it's enough to keep them brain damaged for days. Hang on a moment, though, it isn't released until March.

Program *Subterranean Stryker*
Price £6.95
Micro Spectrum
Supplier Insight
 177 Higher Parr Street
 St Helens
 Merseyside

and is boringly laid out on screen.

The actual adventure itself seems reasonable; a lot happens very quickly and the first few locations are full of puzzles - mostly at a pretty simple level, though. *Castle Dracula* might make it as a beginners' adventure where the bare essentials of adventuring are presented, but in all other respects it's uninteresting and, at £7.95, too expensive.

Program *Castle Dracula*
Price £7.95
Micro Commodore 64
Supplier Duckworth
 The Piano Factory
 43 Gloucester Crescent
 London NW1 1DY

QUESTING

Castle Quest is being promoted, with amazing effrontery as 'probably the most challenging game ever devised for the BBC Micro' - certain to raise the hackles of *Elite* fans everywhere. Daring to suggest such a thing means either that *Castle Quest* is beyond the realms of the mega-amazing or that Micropower are rather silly, or prone to hype, or all three. My voting is Meganess 70%, Hype 20%; Silliness 10%.

Castle Quest is certainly a cut above your average BBC game but this reflects partly on the state of BBC software. It is to platforms-and-ladders arcade adventures what *Elite*



This Week

Star Sphere	Ut	Spectrum	£6.95	Eclipse	Arc	Vic20	£4.00	New Horizons
Taspro	Ut	Spectrum	£3.95	Seven Stars	Ut	Vic20	£6.00	New Horizons
The Joffe Plan	Ut	Spectrum	£9.95	Mirrorsoft	Arc	ZX81	£4.00	New Horizons
The Micro Office	Ut	Spectrum	£9.95	SD Micro System	Arc	ZX81	£4.00	New Horizons
Chuckie Egg	Arc	Tatung	£12.95	Tatung				
Hunchback	Arc	Tatung	£12.95	Tatung				
Oh Mummy!	Arc	Tatung	£12.95	Tatung				
Sharkhunter	Arc	Tatung	£12.95	Tatung				
Six Games Pack	Arc	Tatung	£19.95	Tatung				
Time Trap	Arc	Tatung	£12.95	Tatung				
Superchess	Arc	Tatung	£19.95	Tatung				
Astro Nut	Arc	Vic20	£4.00	New Horizons				

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

was to intergalactic 3D space games. It's also very expensive - £12.95 for the cassette and £14.95 for the disc.

Devious programming means that *Castle Quest* manages to be vast, well big, anyway, and the variety of the graphics is way beyond what BBC owners have previously become used to. The idea is to move your man around a castle looking for some wizard's treasure. As you can see Micro Power has not stretched its mind to breaking point in the development of a plot idea.

Needless to say, the castle is chock full of guards, funny wobbly things, spiders and nasty looking red objects, among many others. There are also some other objects that you will need to get through some sections of the game - this area is where *Castle Quest* really reveals its basic quality. It really does work like an adventure, in that the way different objects are used does need some ingenious thought.

A neat example of the kind of thing is the prison. Sometimes rather than losing a life you will be 'caught' by the guards and placed in an area known as the prison. There is a torch, a stall, a platform and a bed. To get out... well let's say that the guards must be distracted and setting fire to your bed would be a good way... ah! but you can't reach the torch...

In mixing adventure and arcade this game succeeds. Well, I have got nowhere near solving it and after quite a few plays, there is plenty left to explore. *Castle Quest* is very good indeed, and you won't get tired of it. Personally, I think it's overpriced but that's relative to games on

other machines where standard price structure is different.

Program *Castle Quest*
Price £12.95
Micro BBC
Supplier *Micro Power*
Sheepscar House
Sheepscar Street
South
Leeds LS7 1AD

THARGLESS

Richard Shepherd is soon to release a new adventure, *Upper Gumtree* for the Commodore 64 - probably the first time one of its programs has not been first issued on the Spectrum.

Upper Gumtree is a reasonably sophisticated graphics adventure, the graphics are pleasing enough but not staggering. The sophistication lies in the fairly complex language analysis, pseudo independent characters and range of vocabulary.

The plot has the immediate virtue of being silly - you don't have to wade through a 500 page tome on the history

of the Lords of Tharg. Instead of the dark mountains of Nang, you find yourself in Upper Gumtree, a non-descript sort of place of which the awful pun in the name is the most distinctive aspect.

Upper is suddenly completely transformed by a classic baddie called Blowitovitz who makes hot, cold and Tuesdays disappear completely (I wonder if he could do the same for Mondays). Your task, aided by the amiable Emma and the kleptomaniac Wally, is to stop the professor. This in turn involves a vast number of incredibly unlikely events, requiring some logically legitimate but highly lateral thinking. Great fun for 64 owners who don't want their adventures to be too earnest.

Program *Upper Gumtree*
Price £6.50
Micro Commodore 64
Supplier *Richard Shepherd*
Software
Elm House
23-25 Elmshott
Lane
Cippenham
Slough, Berks

BLAST AWAY

It doesn't take a quantum leap of the imagination to guess that something that calls itself *3D Skramble* is going to be amazingly like *Zaxxon*, not that this is necessarily a bad thing?

3D Skramble from Live Wire is amazingly like *Zaxxon* and as such is competing with quite a few other games on the Commodore which could be described in the same way.

So what does this *Zaxxon* have that others don't? The



answer is very little, but it only costs £6.95 and there isn't actually much wrong with it. You get the usual edge-on perspective such that the landscape scrolls from one diagonal to the other. Your task is to pilot your way through an increasingly difficult series of screens.

The design is reasonably well done with the customary shadow beneath the plane and the usual baddies.

It's good enough for the price, it seems to me, if you don't have *Zaxxon*, but there is nothing here to astonish.

Program *3D Skramble*
Price £6.95
Micro Commodore 64
Supplier *Live Wire*
Progress House
31/33 Mount Street
Manchester

Compiled by Graham Taylor

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



Artic, Main Street, Brandesburton, Driffield YO25 8RL. 0401 43553.
Beyond, Lector Court, 153 Farringdon Road, London ED1R 3AD. 01-837 2899. **Delta 4**, The Shieling, New Road, Swanmore, Hants SO3 9PE. 04893 5800. **Duckworth**, The Old Piano Factory, 43 Gloucester Crescent, London NW1 7DY. **Eclipse**, 79 Ardrossen Gardens, Worcester Park, Surrey KT4 7AX. 01-330 3116. **Edge Computers**, 3 Junction Road, Reading, Berks RG1 5SA. **Incentive**, 54 London Street, Reading RG1 4SQ. 0734 591678. **Insight**, 177 Higher Parr Street, The Fingerpost Shopping Centre, St Helens, Marseyside WA9 1AG. **Live Wire**, Progress House, 31/33 Mount Street, Manchester M3 6LG. **Micro Power** Sheepscar House,

Sheepscar Street, South Leeds LS7 1AD. **Micrograf**, P.O. Box 17, Bracknell, Berkshire RG12 3NQ. **Mirrorsoft**, Mirror Group, Holborn Circus, London EC1P 1DQ. 01-353 0246. **New Horizons**, Four Winds, Leum Lane, Rogerstone, Newport gwent NP1 9AF. **Pudgen**, 4 Fieldfare Ave, Yateley, Surrey GU17 7PD. **Radax**, 53 Flavell Street, Woodsetton, Dudley, West Midlands DY1 4NV. **Robico Software**, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QU. 0443 227354. **SD Micro System**, P.O. Box 24, Hitchin, Herts SG4 0AE. **Seven Stars**, 15 Gloucester Avenue, London NW1 7AU. 01-485 7775. **Tatung**, Stafford Park 10, Telford, Shropshire TF3 3AB.

This Week



The upgrade blues

Working with a micro-computer (of the home variety) can create certain frustrations to the person less concerned with the hobbyist aspect and more involved in applications. By this I mean that traditional software (word processing, spreadsheets and databases) is often stilled, and prevented from reaching their full potential in the £200-£400 market (the price refers to the micro not the software).

Having spent two years battling with 40-column screens, tape-loading and single disc drives, loading errors which destroyed valuable data and many more of the "joys" of home computerisation - the day came when I took delivery of a "real" computer at last.

I had selected the Apricot for a variety of sound and logical reasons (in fact I liked the shape and it seemed to be fair value for money in that bracket) and I looked forward now to twin disc drives, masses of memory, double-density disc space, all the goodies I had come to assume would happen once I was able to afford my "real" computer.

The first signs of a crack in the fabric came on initial loading and attempting to copy my precious systems disc. The Apricot has a user-friendly menu which allows you to position the cursor in the box and automatic loading of the program will occur. But when I attempted this all I could get on screen after pressing all the right buttons was the enigmatic message *Disk exec: Not on default drive, press space bar when ready*. The answer was basically quite simple, someone had put the appropriate program on another systems disc and not bothered to mention it in the manual or change the screen message. Not to worry. Micro-users are used to such inconsistencies in manuals. But are Apricot users?

My next surprise came on loading the

spreadsheet bundled with the computer. The command *Goto* is represented by the "+" sign in the manual, but try as I might it just wouldn't work. Is it me? Am I pressing all the right keys? Have I missed something in the manual? No, it isn't me, it's that manual again. It seems someone replaced all the "=" signs with "+" signs and what you should do is press "=" . Just another few minutes harassment.

Finally, after a lot of muttering I succeeded in getting my Apricot to load *Wordstar* - the ultimate in word processing. Now things would start to hum.

But wait a minute. *Wordstar* hasn't any facility for addition and subtraction. And I can't save the margins. What about a word count?

The story continues. It seems that more money, two disc drives and masses of memory count for very little when it comes to giving the customer service. I don't mean to criticise the dealers either, it's not always their fault. The main problem seems one of a total inability of the whole computer business to look carefully at what the customer wants.

But it goes deeper than that. Computers often alienate people - and one of the worst things I can imagine is for the new computer user to be faced with all the incomprehensible messages and hassles that older hands now expect. It's okay for the enthusiasts and fanatics - they'll solve the problems because it's part of the fun. But the day of the enthusiast is dying as the mass-consumer market moves in, and unless manufacturers can solve this rift in product communication some dramatic changes will occur.

Perhaps it will be the Japanese (again) who sweep the board because they are concentrating on satisfying what the main bulk of the people want. And is it unreasonable to expect a computer that actually does what it's supposed to and a manual that keeps it simple and is fairly free of mistakes?

To end, please don't think I'm not delighted with my purchase. To copy discs in seconds is a dream, to store and print out whole articles virtually instantly is amazing, and for me the answer definitely is an Apricot.

But I had thought my hassle days would be over. Instead, a new collection have just begun.

Mike Grace

Street-wise

Puzzle No 145

The Jones, Smiths and Robinsons live in three consecutively numbered houses in Poppycock Road. Each family has two daughters, their names being: Abigail, Brigitte, Clara, Davinia, Erica and Flora. All of their ages are different, although alphabetically their names are in order of age (Abigail being the youngest and Flora the eldest).

By a remarkable coincidence (common only to puzzles of this type), the sums of the squares of the ages of each pair of sisters is equal to their house number.

Can you say who is related to whom, their ages, and their house numbers?

Solution to Puzzle No 140

The answer is, A = 19, B = 89, C = 37 and D = 25.

From the number of digits in the grid, we know that A must be in the range 10 - 21 (clue 3 down), and C must be in the range 32 - 99 as it has a 4-digit square (clue 6 across).

```

10 FOR A=10 TO 21
20 E=A*AKA: E$=STR$(E)
30 FOR C=32 TO 99
40 F=C*C: F$=STR$(F): C$=STR$(C)
50 IF RIGHT$(E$,1)<>RIGHT$(F$,1) THEN
GOTO 150
60 G=C-A: G$=STR$(G)
70 IF MID$(E$,2,1)<>MID$(G$,2,1) THEN
GOTO 150
80 FOR B=INT((1000/A) TO INT(9999/A)
90 H=B*C: H$=STR$(H)
100 IF MID$(H$,1,1)<>MID$(C$,1,1) OR
MID$(H$,4,1)<>MID$(F$,2,1) THEN
GOTO 140
110 I=A*B: I$=STR$(I)
120 IF MID$(I$,4,1)<>MID$(F$,1,1) THEN
GOTO 140
130 PRINT A; " "; B; " "; C
140 NEXT B
150 NEXT C
160 NEXT A
  
```

This program produces two possible sets of values, but as we have to fit a factor of C in 5 across (C * D) one set is eliminated, leaving the answer.

Winner of Puzzle 140

The winner of Puzzle 140 is Charles Wilford Smith of Ruislip, Middlesex, who receives £10.

The Hackers



THE REVIEWERS ARE RAVING!..

GIFT FROM THE GOATS



Pick of the week

A gift from the Unique strategy adventure

Likely to be the big hit of 1985.

NEWLY
SPECTRUM
48K
9.95



Format and price:
Cassette, £9.95.
Publisher: Ocean.
In brief: Classic romp.

AN epic adventure to challenge recent releases by a group of imaginative programmers. Set in ancient Greece, it has you controlling Orestes in a maze of an underground labyrinth to collect 12 pieces familiar from Greek geometry. Help comes from the spirit of Electra and Clytemnestra from your mother, no less—who steals shapes and makes a nuisance of herself.

There are also snakes, spiders, three-headed serpents, spitting skulls and other horrors to deal with. Likely to be the first big hit of 1985.

Scores
sim is to guide Orestes the labyrinth beneath the of Myoena to find hidden objects which...



NEW! '10 PACK' £58's worth of Automata's 48K Spectrum software ONLY £10
 '10 PACK' includes the following:- Morris Meets the Bikers, New Wheels John?, Olympimania, Pi-Balled, Pi-Eyed, Crusoe, Piromania, Pi-in'ere, Dartz, Yakzee. All on 1 great cassette!
 'GO TO JAIL' The classic property trading game where your 48K Spectrum can play! £6
 'PIMANIA' The CULT adventure for the 48K Spectrum with a £6,000 prize to be won! £10
 'DEUS EX MACHINA' Commodore 64 (cassette) £15 -or- 48K Sinclair Spectrum. £15
 'MORRIS MEETS THE BIKERS' NEW RELEASE FOR THE AMSTRAD CPC464! Arcade Action! £6

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is Expiry Date.....
 Card holder's signature Card holder's name Tel. Number.....
 Card holder's address

Post Code
NO EXTRAS! All our prices include VAT and Postage & Package. 24 hr. - CREDIT CARD HOT LINE (0705) 735242.
 Send your order and payment to: **AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.**