

POPULAR

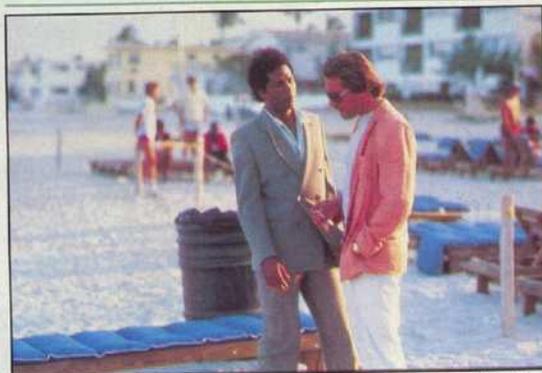
40 PAGES Only 45p.

Computing WEEKLY

20 - 26 June 1985

It's the best selling weekly

Vol 4 No 25



MIAMI Vice, the hit cop show where even the guns are by high fashion designers, is likely to be a target for computerisation if a deal between Longmans and licensing agent Patrick Sinfeld comes off.

Longmans has been discussing the project with Hewson Consultants, who it is hoped will be doing the coding once the deal is signed.

First ST's snapped up by UK houses

ATARI now claims that over 100 UK software houses will be developing software for its new ST computers.

The company is currently in the process of selling 520 ST models to British software houses and hopes that by the *Personal Computer World Show* in September, the 520 ST will have an independent software base of around 100 titles.

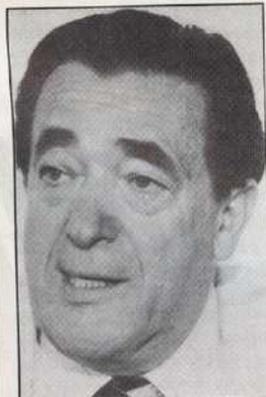
"About a third of the machines will go to business software companies, a third to companies specialising in utilities and integrated pack-

ages, and the remaining third to entertainment software houses," said Atari UK's sales and marketing manager Rob Harding.

In the first two categories Psion, Precision, Triptych, First Publishing, and Hi-soft have all confirmed that they are writing for the new machine.

"We will be converting our programs which already run on the 68000 processor for the ST," said Matthew Gaved of Psion. "We have expressed a great commitment to Atari, continued on page 4▶

Sir Clive steps down in Maxwell take over



Publisher Robert Maxwell

SIR CLIVE Sinclair is to establish his own new technology research company, following the dramatic announcement earlier this week of an effective take over of his troubled computer company Sinclair Research by a subsidiary of Robert Maxwell's Pergamon Press - Hollis.

Under the Maxwell deal announced on Sunday Sir Clive is to leave the board of Sinclair Research, the company he founded in 1979 and made into the world's biggest selling home micro manufacturer. His holding will be reduced from 80% to around 20% but he will, however,

continue as life president and research consultant.

Maxwell now takes over from Sir Clive as the new chairman of Sinclair Research and Pergamon will announce the appointment of a new managing director for the company.

First indications of problems at Sinclair Research came to light three weeks ago when the company an-

nounced it was looking for £15m additional finance to solve cash difficulties brought on by disappointing continued on page 4▶

C128 PREVIEW INSIDE



INSIDE ▶ 64 SOFTWARE - ELITE & WAY OF THE EXPLODING FIST REVIEWED

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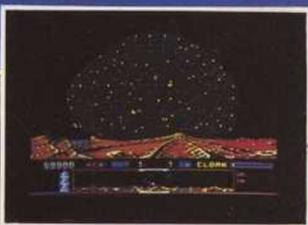
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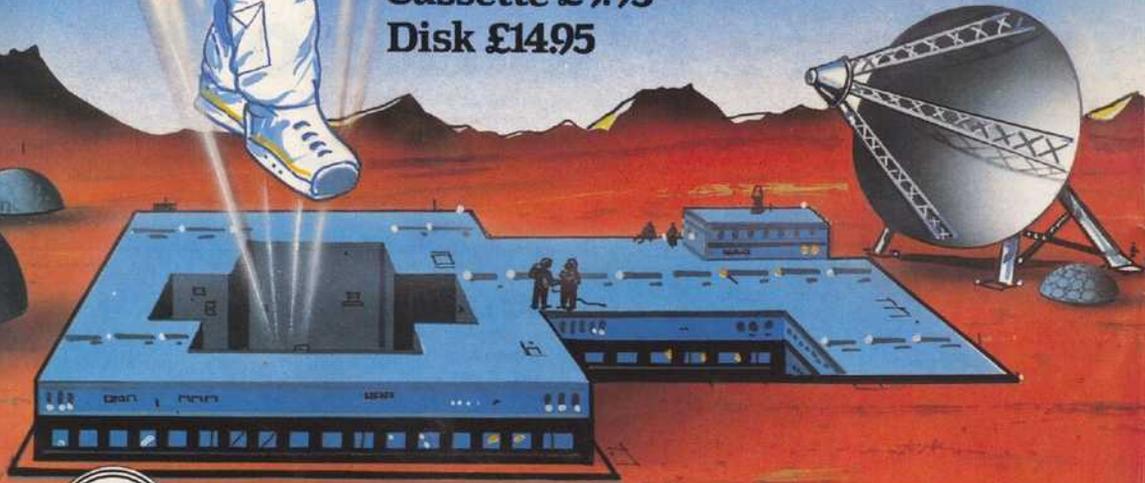
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View

There is a distinct feeling of déjà vu surrounding the dramatic events at Sinclair Research earlier this week.

Indeed, Sir Clive is developing quite a knack for building up and losing fortunes. As he was reported to have said on Sunday, "I am an inventor - I am awful at managing established businesses."

His first millions were made and lost in calculators. Sinclair Radionics - his first company - found itself in financial difficulties back in 1978, when it failed to react quickly enough to cheap Japanese competition. The result was the company had to be bailed out by the National Enterprise Board and Sir Clive, after a short association with the NEB, left to establish a new company which became Sinclair Research.

Now he finds himself at very much the same sort of crossroads - with his holding cut to 10% and his company valued at £16m, down from £110m only a few months ago - and the outcome will be very similar, I have no doubt. Sir Clive is a loner and his association with Robert Maxwell is unlikely to be prolonged.

Already he is planning his latest start-up venture - more than likely using some of the team from Metalab to develop wafer-scale semiconductors. He has other cards to play, too - such as his proposed £100 satellite receiving dish.

He will find the going tough, pitching up against the silicon giants like Nation Semiconductor, but Sinclair's strength has always been to find new markets where others fear to tread.

He may be down, but he's not yet out.

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ABC

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Computer Trade Association Magazine of the Year

Acorn's Italian rescue falters

ACORN Computer Group is considering selling off a number of its subsidiaries to raise additional cash.

The option is now being considered after the apparent failure of its 'rescue' in February by Olivetti to halt losses at the company.

The announcement of its new BBC Plus model in April has, it would seem, done little to ease the company's cash crisis.

Acornsoft, Acorn Video, Torus, and IQ Bio are all subsidiaries whose sale from the group has been considered.

In addition, around 30 more staff are expected soon to be trimmed, adding to the 120 who have already been made redundant - since February.

Since Olivetti bought a 49% stake in Acorn, the Cambridge-based company's shares listing price on the

Unlisted Securities Market has continued to fall, reaching as low as 9 pence at one point. Currently the price is around 12-13 pence.

Among those companies hardest hit by Acorn's failure to solve its difficulties is its largest creditor, AB Electronics which manufactures Acorn's BBC micro. "There are obviously some difficulties at Acorn, and its performance has been disappointing," said Henry Kroch, managing director of AB Electronics. "Olivetti taking a stake was only one step," he continued. "The next stage is to reorganise management, and then inject more cash."

The appointment of Olivetti's Alex Uboldi as Acorn's acting managing director (see *Popular Computing Weekly*, June 13) indicates that the company has still to fill the post permanently. "There are plenty of circumstances to suggest that trading at Acorn is not good," said Robert Miller-Bakewell of stockbrokers Wood-Mackenzie.

"They have still failed to find an external chief executive. It seems likely that Olivetti may now have to take its stake in Acorn to over 50% in order to provide the extra cash."

'Hackers' trial adjourned

THE TRIAL of two men accused of 'hacking' into the Prestel database in November last year opened at Bow Street court on June 12.

After a short hearing the trial has now been adjourned until July 4, after five more charges were brought against 29 year old Stephen Gold, and four more against

Robert Schifreen, 21.

All the new charges referred to falsifying discs to break into Prestel computers under the 1981 Forgery and Counterfeiting Act.

As it is being seen as a test case to establish the legality status of computer 'hacking' the trial is expected to be lengthy.

Software for Atari 520 ST

◀ continued from page 1

and we are particularly interested in developing a version of *Chess*. The Xchange suite of programs is also a possibility, but won't be until later."

"Precision will be developing both *Superbase* and *Superscript* for both the Atari 520 ST and the Amiga machine," confirmed Nigel Lovett-Turner of Precision.

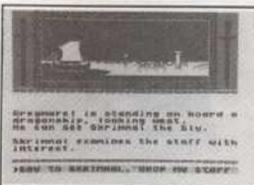
First Publishing is hoping that its first titles for the ST

will be available by October. "It depends entirely on the availability of the machine," explained First Publishing's managing director Sara Galbraith. First will be translating packages from German company Data Becker, *First Word*, *First Base*, *Pascal*, *ADA*, *Forth*, a relational database, and books on to the ST.

Triptych Publishing is currently evaluating the ST - its products for the machine will probably be marketed by Atarisoft.

Firebird buys Runestone

FIREBIRD has bought *Runestone* - the sophisticated graphics adventure - from Games Workshop.



A number of companies were known to be interested in the game including, at one point, Mirrorsoft.

Sinclair yields to Maxwell

◀ continued from page 1

post-Christmas sales and stock levels of over £30m.

"Sir Clive is forming a new company which will be dedicated entirely to research," said a spokesman for Robert Maxwell.

While Sinclair Research will initially continue research work with the new chief executive and board, it seems possible that Sir Clive may buy back its Metalab research facility for his own new company using money raised by selling off a further 10% of his Sinclair holding.

Plans for his silicon wafer fabrication plant, would then go ahead. The intention then is for Sinclair Research to concentrate on marketing Sir Clive's products.

The announcement of the Maxwell rescue package coincides with the announcement that Sinclair Research has now successfully tested its first commercial wafer-scale integrated circuits.

Hi-Soft's David Link commented, "We have every intention of writing titles for the ST. The first will be languages, and programming tools, then after that we will extend to more consumer orientated items."

In the entertainment field, Talent Computer Systems, Firebird, Hewson Consultants and Beyond have all expressed interest in evaluating the machine but have made no firm decision to write for the machine. Melbourne House is sending an ST to its programming team in Australia,

Runestone was originally developed by Games Workshop for release as part of its own label, but then a buyer was sought following the company, decision to scale down to software publishing activities.

Firebird has not yet fixed the price for the game but it will not be part of its budget label. "It might go out under the Gold range or form part of a new label - it partly depends on what we do about things like the manual and the book that goes with it," said a spokesman for the company.

It is unclear what will happen to Sinclair US. "It wouldn't surprise me if Sir Clive established a new business to act as a vehicle for his inventiveness." Commented its head, Nigel Searle.

Hollis, the buyers of Sinclair Research, is a publicly quoted supplier of office equipment and furniture, and is a subsidiary of Maxwell's Pergamon Press.

Maxwell is best known as publisher of *The Mirror* newspaper and as chairman of Oxford United FC.

Hollis is to acquire 75% of Sinclair for a nominal sum. £12 million will be raised through a 'three for one' rights issue at £1 per share.

Sir Clive will eventually retain around 10% of Sinclair Research. The remainder is to be taken up by investors and financial institutions.

The rescue values Sinclair Research at only £16m, compared with £130m eighteen months ago when Sir Clive sold off 10% of his company to institutional investors.

lia, Adventure International expects import material from its parent company in the US, Mirrorsoft is planning a conversion of *Spitfire 40*, and Level 9 intends eventually to convert its complete range of adventures for the ST.

Popular Computing Weekly is offering a substantial reward for information leading to the return of equipment stolen from its offices on Saturday 8 June including an Apple Macintosh micro, serial No: FG2110GM001.

Dixons cuts Plus/4 price under £100

THE HIGH street chain store Dixons is selling Commodore's Plus/4 computer for just £99.90. Four C16 games are included in the price.

Dixons' price came into effect two weeks ago, but the company is not planning to change the offer, despite Commodore's announcement of the Plus/4 Business Pack for £449, comprising the micro, 1541 disc drive, MPS 801 printer and Impex software (see *Popular Computing Weekly*, 6 June).

"I don't know if we will be stocking the Business Pack," said David Gilbert of Dixons.

Commodore had set up four 'bundling' packages for its computer range, largely in the hope that the major retailers would stop cutting prices.

"Obviously, Dixons is at liberty to do what it pleases over the prices," said a Commodore spokesman.

"We recognise that one of the best ways to make the

Plus/4 attractive is to bundle it with peripherals, and our business pack was put together in consultation with retailers. Dixons' new price will not affect the Business Pack in any way."



Horticultural Microfair

THE Sixteenth ZX Microfair takes place this Saturday, June 22. The show is being held at the New Horticultural Hall, on the corner of Greycoat Street and Elverton Street, London SW1.

Doors open at 10.00am. Entry for adults costs £1.50 and children £1.00.

Logo and QL win awards for Sinclair

THE BRITISH Microcomputing Awards for 1985 were presented last week. The awards are organised by Thames Television, VNU Business Publications and the *Sunday Times*, and sponsored by Barclays Bank, Computer People, and W H Smith.

W H Smith's Game of the Year award went jointly to *Hitchhikers Guide to the Galaxy* from Infocom and *Impossible Mission* by Epyx/CBS.

Sir Clive Sinclair collected two awards in person, the VNU Educational Award for *Sinclair Logo*, and the *Personal Computer World* Home Micro Award for the QL. A similar award, sponsored by *What Micro?* magazine, was given to the Atari 800XL.

Other award winners included the Penman Plotter (*What Micro?* Peripheral of the Year), Triptych's *Entrepreneur* and Oasis's *White Lightning* (Home Software -

Personal Computer World). Thames Television's home software award went to Psion's bundled QL software. Awards for business systems also went to ACT for the Apricot Portable and Xi machines, and Torus Systems for its *Torus Icon* package.

Commodore digitiser from CRL

CRL is to bring out a video digitiser for the C64 and C128 designed by Austrian company Print Technik.

By using a video camera connected to the micro, the software enables the user to digitise any image, print it out, enlarge the print-out, alter the image on-screen using a light pen or graphics tablet, and save pictures to disc.

The video digitiser will be available at a price of £149.95 by mail-order from CRL now and in the shops after its official launch at the Personal Computer World Show in September.

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Decadent BT

I was absolutely appalled by your jovial review, and British Telecom's decadence in releasing a compilation of the five worst games that they have ever been sent. I just can't believe that anybody could release such a bunch of weak, feeble, useless, boring rubbish!

In reality the best that the authors of the games could have hoped for was £10 if they submitted it to one of the computer magazines to be published as a listing. It really makes me ill when you think that little kids who save up their pocket money are going to buy this because there are five games on the tape! I can't think who would ever contemplate buying it for a laugh!

If British Telecom can go to the expense of duplicating, advertising and packaging this useless five pack, then why don't they do it with some of their other titles, eg, *Booty*, *Mr Freeze*, *Subsunck*, *The Helm* and the over-rated *Moon Buggy*. Just think of the people who have submitted their games to Firebird Software, only to be told that their games were not good enough, then in the next breath Firebird release a compilation of games that are worse.

Now that's what I call decadence... British Telecom - you represent all that is bad in the software industry.

Mr Angry !!!

Philosophical

In this week's issue of *Popular Computing Weekly*, Ziggurat contributor Boris Allan makes the statement that "Mathematics is one of the most human of endeavours, being totally invented, and the key to mathematics lies in its artificial nature".

For philosophical reasons this assertion is somewhat contentious, in that it can be argued that mathematical theorems are merely discovered by mathematicians, they have always "been there", as it were. A simple example should illustrate the point I'm making. Goldbach conjectured that every even number is the sum of two primes. This statement has neither been

proved nor disproved, but it appears to be true.

Before Goldbach stated his conjecture, one could say that even numbers "existed", as did prime numbers, therefore, they might or might not have had the required property. As with most philosophical arguments there are two points of view.

Leon Helier
8 Morris Walk
Newport Pagnell
Bucks

Confused

I am particularly interested in the ACT Apricot FIE computer which was mentioned in *Popular*, May 16.

The article was a little confusing in that I had previously heard that the FIE had 128K Ram as standard with the 315K disc drive.

John Wheeler
20 Cavendish Road
Sutton
Surrey

ACT have altered the specification of the machine cutting the price, increasing the Ram to 256K and replacing the bundled Logo package with the Mac-type windows interface.

Best bargain

I felt I must write to tell you about a serious omission in your low-cost printers review. You totally missed the best bargain that I've seen. I bought the Seikosha GP500A

for the small sum of £129 + interface for my Spectrum+. It does single and double width characters and full graphic Screen dumps. It also is dot addressable and does repeats all on 10 inch tractor feed. To me, it beats all those reviewed.

Keith Turner
Quasar
60 Bowsport Point
Mellish St
London E14

Atari . . . 1

Why is it you call yourself *Popular Computing Weekly* when you virtually ignore one of the best sellers?

I am, of course, referring to the Atari computers. Never has a computer been so ignored by the British computer press.

I suppose you could argue that you don't have enough space with the hugely popular (joke) QL taking so much space, but then it does have the Sinclair name.

S Sanger
Essex

Atari . . . 2

I am writing to explain a few truths about the Atari home computers. I realise that you will not want to print this letter as it concerns Atari (and this seems to be a rude word with your mag).

The plain truth is that if it was not for the Atari computers you would have little to review, since most American software (ie, the best software) is written for the Atari home computers first and is then translated (usually badly) for the CBM 64 micro, then later for the Spectrum.

The Atari machines have:

- 1) Four sound channels
- 2) 256 colours (on screen at once if wanted)
- 3) Sprite Graphics (five per line max 125 possible at once)
- 4) Speech synthesis as standard (look at *Impossible Mission* or *Kissin Cousins*)
- 5) The largest software library in the world
- 6) 11 Graphics modes and five Text modes

I have got four computers: an Atari 800, a CBM 64, a BBC 'B' and a Spectrum in order of ability.

I shall continue to buy your

magazine as I like reading the news pages and your charts are good for a laugh - at least the Atari ones.

M E Holdam
Dewsbury
West Yorks

Atari's new machines look very exciting and we fully intend to give them extensive coverage in the magazine.

Aligning kit

I have seen a number of tape head aligning kits for sale recently. At around £10 they are in my opinion rather a rip-off.

To do the job all you need is a small screwdriver (very small). Price? Less than 50 pence.

This is what you do:

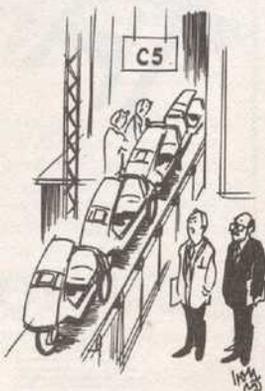
- 1) Get a tape that you know did load
- 2) Place it in the recorder and listen to it through the speaker (not too loud just about $\frac{1}{2}$ to $\frac{3}{4}$ volume will do).
- 3) With the play button pressed down and the tape running, place the screw driver in the small hole just above the play button (if you look in the hole first you will see a small screw). This is on the left edge of the play.
- 4) Turn the screw clockwise, and listen to the sound of the tape. If it gets clearer, then keep on turning until it goes dull again. Then adjust back in an anti clockwise direction.

If doing the above made the sound dull first then you are turning the wrong way, so just turn anti clockwise. I know all this sounds a little complex, but it in fact is not as hard as it sounds.

As you turn the screw, keep on listening to the tape. Your ear is more sensitive to sound than your micro is in most cases. So if it sounds OK to you it should load.

If it does not work then do the whole thing over again. It's sometimes better if you turn the screw too far as then you will hear more clearly the change from good sound to bad, and be more able to tell one from the other.

M Sleight
109 The Avenue
Bentley
Doncaster



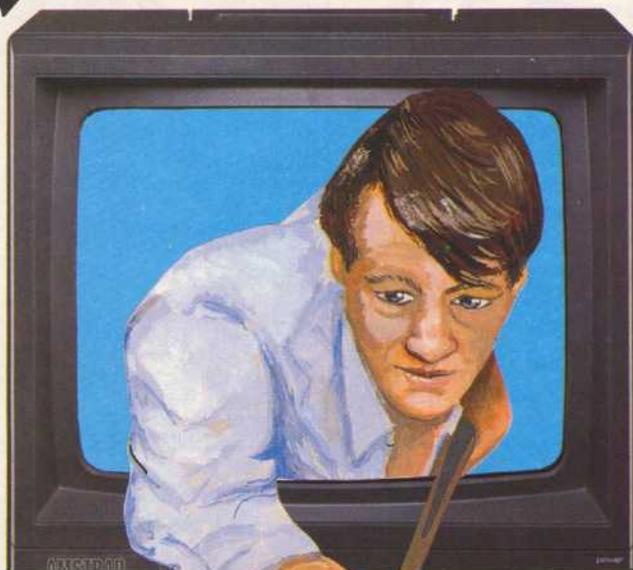
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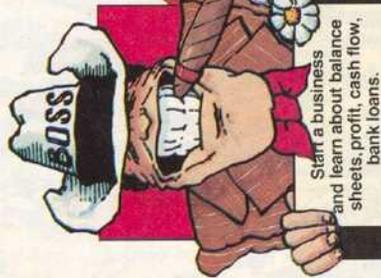
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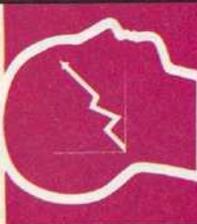


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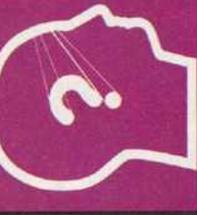
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Need what they have said about Brainpower...
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 The manual has a simplicity that is endearing - Commodore Horizons
 The best I've seen in my field - available on microcomputer - John Walker - leading software writer.
 I found the theories of prediction fascinating - Commodore Horizons.
 FORECASTER
 DECISION MAKER
 In many ways it has been packed in an area that few other programs have even attempted - using the computer to educate adults - Popular Computing Weekly.
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WINNER OF THE BRITISH MICRO AWARDS 1985

The show goes on

Christina Erskine talks to Mike Johnston, mastermind behind the ZX Microfairs

Computer shows are, on the whole, a necessary evil.

Trekking round them is often a wearisome business: hard on the pocket, hard on the eyes (all that fluorescent light and flickering screens) and hard on the feet (you can guarantee the stands you're really interested in are at opposite ends of the exhibition hall - or halls).

Absolutely none of the above applies to ZX Microfairs.

They are small, noisy, enthusiastic affairs where the stands are tables pushed together and the atmosphere is friendly rather than frenetic.

They are about the one place where the hobbyist can meet hordes of other hobbyists, and then join up with the hobbyists behind the stands.

The ZX Microfair attendance is remarkably loyal. At the last fair in February, 6,000 people trudged and skidded up the hill to Alexandra Pavilion in six inches of snow.

The ZX Microfair is a home micro institution. Few exhibition organisers would contemplate holding one show four times a year, but that is what Mike Johnston has been doing since 1981 - the 16th ZX Microfair is scheduled for this weekend.

Mike Johnston manages to combine organising Microfairs with a full-time job as a civil servant. A bulky exuberant extrovert, he seems unperturbed by rumours of problems at Sinclair.

"Of course the Microfairs are dependent on Sinclair to a large extent," Mike said. "When we started, Sinclair comprised 100% of the British computer industry. Now it represents 40%, but the Microfairs are still going strong."

"I've often thought it would have been a good idea to expand it to include other machines," mused Mike. "Obviously one would want to go for the other popular machines, and include maybe Commodore, maybe Amstrad. Possibly, there's still time to do that, if need be, though it would be a large risk in terms of money."

"Certainly, the whole thing is driven by hardware from Sinclair, which hasn't produced a new machine since the QL, and that has sold slower than expected."

So is Mike looking forward to the portable Pandora which Sir Clive has promised?

"To be quite honest, I was hoping for a portable when the Spectrum came out. Think of all the electricity it would have saved at the fairs."

He considered the matter some more. "I think the long-term prospects for computing, and home computing, are very good."

"But it's still incredibly unpredictable. For a long time, home computing was seen as a hobby, a crank interest. Then the games market suddenly took off, and I don't think anyone, not even Sinclair, guessed that it would."

"That side of things now is being consolidated, but people seem to forget that computers are multi-purpose machines, and there's a huge potential for growth on the communications front. At the moment, though, networkers have the same problems as the first telephone users - who can they talk to?"

Undoubtedly part of the Microfairs' success is the individual consideration Mike gives to all prospective exhibitors. "I'm generally more interested in the products people will be showing than raking in their fees - occasionally I've taken some companies with something interesting to display even if they couldn't afford it. Some of them have gone on to do quite well."

"Kempston, for instance. Back in the early days his boss, Ab Pandaal, was extremely dubious when I tried to sell him the joys of the ZX Microfair. Eventually he took half a table - a special concession - and since then Kempston has gone from strength to strength."

Sadly, however, the Microfair has had to leave Alexandra Pavilion in north London, which, for many, had become synonymous with ZX Microfairs. This weekend, the fair is to be held at the New Horticultural Hall near Victoria station. "It was either move or put the prices up, and I certainly didn't want to put the prices up - the minimum sized stand is £85."

We started off the fairs in the Central Hall in London, which is eight times smaller than Ally Pally, so it was by no means a permanent home."

What the move does mean is that the opening illustration of Delta 4's *Return of the Holy Joystick* - showing the bus stop halfway up the hill in Alexandra Park - has almost become a nostalgia item. The ZX Microfair is able to boast appearances in two adventures (*Return*, and its predecessor, *Quest for the Holy Joystick*) and not even the giant American Consumer Electronics Show has man-

aged that.

"The Microfair has actually changed enormously since it started," said Mike. "There are very few exhibitors now who were there at the beginning. DK Tronics has been at every one, except, ironically enough, this coming one, Kempston has been coming since the second one, Bernard Babani books have taken stands for ages, and Sunshine Publications (*who they? Ed*) have been there almost from the year dot."

"But with most of our first show exhibitors, it's a where-are-they-now situation."

One should not be beguiled into thinking that the ZX Microfair has risen smoothly from strength to strength throughout its history. There was, after all, the Manchester ZX Microfair. . .

"Oh Lord, don't, whatever you do, mention the show in Manchester. Not that it was Manchester's fault, but the Pope came over to Manchester that weekend, and I think his visit proved a slightly greater attraction."

Like any hobby there are the real enthusiasts and those who like to take their pastime in a more relaxed fashion. What Mike calls the division between the 'hot-rodders' and those who view their micro like a TV or a hi-fi.

It is to the first group that the



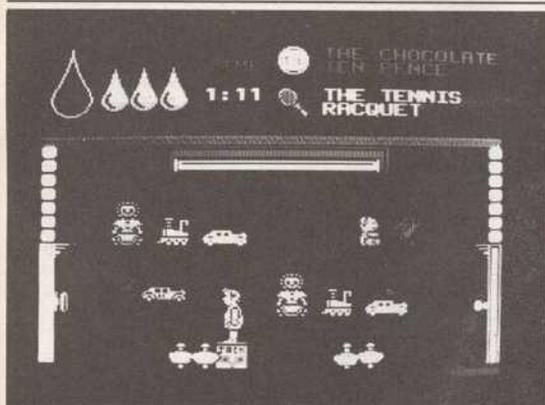
Microfairs appeal.

They are a unique meeting place and the latest software and peripherals for Sinclair micros are often previewed or play-tested there.

"Someone once told me the fairs were like motorbike shows - full of enthusiasts who'll come through hell and high water to see the latest flashy bolt-on bits for their micro."

On the evidence of the shows themselves one is forced to agree. A maelstrom of pushing bodies confined in a space that isn't ever quite big enough - craning to see who knows what.

They're a dedicated bunch - enough to ensure that ZX Fairs will just keep on coming. Like some never-ending micro circus.



Lost & Found

Program *Herbert's Dummy Run* **Price** £5.95 **Micro Spectrum Supplier** Mikro Gen, 44 The Broadway, Bracknell, Berks.

The many fans of the exploits of Wally Week will not be disappointed by this latest offering since it reproduces the old formula exactly. The graphics have been refused to even greater heights than before, containing the very fine detail seen in *Everyone's a Wally* but set in a huge variety of rooms in a department store separated by stairs and a lift, as in *Pyjamarama*.

The objective of the game is to play the part of Wally's son Herbert who is looking for his parents in the lost and found department. Again success requires discovering the logic behind the use of the various objects that are lying around. The multi character

idea which was such a major part of *Everyone's a Wally* seems to have been dropped, and on reflection I think I'm glad, so completing the game should be easier - if you can survive the arcade sections. As well as the statutory monsters floating around, there are at least three rooms that parody old arcade games - *Frogger*, *Breakout* and *Invaders* and the purpose of these is even more obscure than the similar rooms in *Pyjamarama* or *Wally*.

I'm sure that saying much more will be preaching to the converted, unless you are one of those that cannot close their mind to the inevitable attribute clashing and are sent reeling from the TV with a triple strength migraine. Incidentally my favourite room is completely dark except for lots of devilish looking eyes and Herbert's little peepers peering out of the gloom. Great fun.

Tony Kendle



Extended

Program *QL Pascal* **Price** £89.95 **Micro QL Supplier** Metacomco, 26 Portland Square, Bristol BS2 8RZ.

Due to the QL's 32-bit processor and the amount of available memory a wide range of language compilers have been produced. Metacomco in particular has produced a number of languages, the latest of which is Pascal.

As well as the compiler, Metacomco's standard editor

and linker are supplied, these are held on two microdrive tapes. A 16K Eprom cartridge holds a number of the routines needed by the compiler and is designed to stop people making copies of the program and selling them. The advantage to the user of such a system is a lower selling price due to increased sales and a faster compiling time as fewer overlays are needed. To go with the package there is a 60 page A4 reference guide which gives information on each of the supplied programs and the specifications of the compiler.

The language is a full implementation of the ISO standard and so should be compatible with versions of Pascal found on much larger computer systems. There are also a number of extensions to the language which give control of the screen and other QDOS traps. These, of course, will not be found on other computers.

The compiler outputs a machine code file which is then merged with the run-time code by the linker. The linker may also be used to merge external procedures produced by Metacomco's Pascal, BCLP or their assembler, into the code file. The final code may then be run by the user of the Basic 'Exec' or 'Exec W' commands.

The main advantage of Pascal over Basic is the speed at which programs run. Speeds greater than 100 times faster than Basic are not uncommon.

Such increases though may drop down to only three to 10 times faster if QDOS routines for the screen and floating point numbers are used a lot. On average, though, the speed increase will be about 20 to 40 times that of Basic.

The disadvantages of using Pascal are that the run-time code block is about 20K long without the program so there will be little memory space left on a basic QL and the free space on the microdrives becomes full very quickly. These problems may be overcome by buying extra Ram and a disc drive, even a third microdrive would improve the speed at which the system worked.

The packages' price may seem high, but such a version on any other computer would cost far more than £89.95.

Roger Thomas

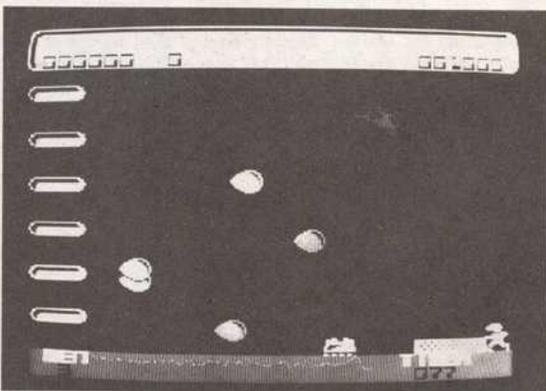


Difficult

Program *Helicopter* **Price** £2.50 **Micro Spectrum Supplier** Firebird, Wellington House, Upper St Martin's Lane, London, WS2H 9DL.

The sign of a good cheapie is that you wouldn't have minded paying full price a year ago.

of a whole seething mass of floating, crawling, blipping, rock throwing monsters. There are 23 screens to complete and you are hampered by the fact that you can only fire downwards whilst the creatures fill the screen in all directions. Once the upper ledges have been loaded up it becomes one of the most difficult finger twisting exercises you could possibly wish for.



The objective is simple enough to get you into the game quickly. You collect little men from the bottom right of the screen in your helicopter (helicopter?) and fly them to safety on ledges on the left of the screen. Of course, to complicate things the middle of the screen is full

Being cheap there are few frills, but the graphics are large smooth and well drawn, the only exception being the chopper itself which flickers so alarmingly I wondered how the little men had the nerve to get in it.



Tony Kendle

Superstar

Program *Roland's Rat Race*
Price £7.90 **Micro** Commodore 64 **Supplier** Ocean Software, Ocean House, 6 Central Street, Manchester M2.

Roland Rat, the world-famous rodent superstar, seems to be getting everywhere. Not only is

You have to guide Roland through the maze of drains and tunnels. One of the tunnels is blocked by a large door. If Roland is ever going to leave the underground network, he will have to find the pieces to the door and the key.

Roland has only his instant stic-o-matic glue gun to protect him from the various nasties that live underground. He will also have to

so good that quite often simply naming a few variables, setting the values and without further ado typing the functions required, will allow easy completion of a programming task which could be impractical in any other style.

This implementation of APL on the QL is a particularly effective one. It is very thoroughly documented, with a good introductory course for beginners as part of the manual, and references for further development. Anyone who knows the symbolic version should not have problems with the keyword version, nor vice versa.

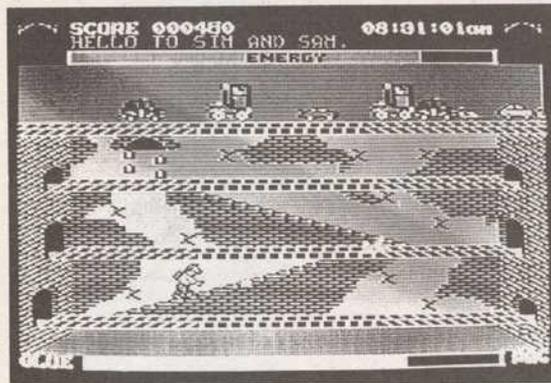
The money requirements give a 29K work space on the standard machine. This is quite enough to develop a good capability with the lan-

guage, but with 256K or 512K it becomes really useful. Microdrives proved completely adequate for storage, although discs would allow transfer to other machines, but programs can be uploaded from serial links.

The IQLUC is supporting known users of the system; there will be a library in the same way as for other languages.

The combination of a much more comprehensive version of APL than can be written for any CP/M system (8080vs68000) and the graphics resolution of the QL make the combination a tool which before 1985 would have cost nearer £5000. It is therefore amazing value.

Donald Forbes



he on television and in the pop charts, but now he's even made it onto the C64.

The game starts with Roland in a bit of a fix. As a superstar on breakfast TV, he has to make his way to the studio in time for the show every morning. Unfortunately, on this particular morning, his car won't start and it will soon be time for the show. Being a city rat, Roland knows his way around London below ground, so he decides to venture beneath the manhole covers to get to work before 9.00am. This is where you come in.

find food to keep his energy level up.

The graphics for the game are very well done - the layout of the drains and tunnels is particularly good. I especially like the train which runs along the bottom of the tunnel network. If Roland's quick, he can stop the train and catch it to some other location. Come to think of it, the sound's not bad, either. A great game for Rat fans everywhere. Her-her-her.

Tom Hussey



At peace

Program *Elite* **Micro** Commodore 64 **Price** £?.?? **Supplier** Firebird Software, Wellington House, Upper St Marin's Lane, London WC2H 9DL.

Elite was the biggest selling BBC/Electron game of 1984. Now *Elite* has appeared on the Commodore 64.

Our version came on disc, and loaded in the amazing time of 30 seconds. Yes, that's right, half a minute on a Commodore disc drive.

Once you've loaded, things look much the same as on the BBC *Elite* - but then, you are still docked in the space station. One difference lies in the save commander routine - access this, and you get a neat little menu which allows you to toggle between disc and cassette storing, to default to Commander Jameson.

Trading and equipping the ship is just as in the BBC *Elite*, as indeed are most things - interplanetary flight, intergalactic flight and combat.

Once launched, however, you notice an immediate difference - glorious technicolour. Well, four colours on the vision screens, and eight on the displays. Everything is to be much clearer.

The line graphics do appear to be rather slower than

on the BBC when there are a large number of objects on screen - but who cares? If there's that many, they're bound to be Thargoids, in which case you're probably dead already.

There are various extra touches. One new command allows you to turn off the lines which indicate polar ice caps on planets - this speeds the game up. Another option allows you to have music playing - but only if you have a docking computer.

The docking computer, by the way, is one of the biggest differences about C64 *Elite* - on the BBC, once you were within range of the space station orbiting your target world, all you had to do was press C and Zowie you found yourself safely docked. With the Commodore, press C and an auto pilot takes over. It's good but very, very slow.

You can press C the moment you emerge from the voids of hyperspace, which means that the computer takes over planetary approach and everything. Of course, you wouldn't be advised to go to sleep, or make a cup of coffee - the computer only pilots the ship, it doesn't take over fighting as well.

But if you feel at peace with the universe, then hit the C key, lean back, and watch space go by to the strains of the Blue Danube. . .

Martin Croft



Effective

Program *APL* **Price** £95.95 **Micro** QL **Supplier** Micro APL, Nine Elms Industrial Estate, London SW8.

This implementation of 'APL' is produced by London - based MicroAPL. It has a strong background in implementing business and technical user 68000 systems. APL is a curious language better explained by illustration: '*1 # box 'Jan Feb Mar *123' <enter> gives:

JAN FEB MAR
1 2 3 and:
x is 18 <enter>
y is 3 1985 <enter> gives
18 3 1985 (note the numbers are formatted together by the system.

The idea of APL is that the language is intuitively 'obvious' in exactly this fashion right up to the level of very advanced mathematics, or for the length of a session to review the financial position of a major company. Users should find that they can express their requirements to the machine in what is effectively a conversation - the naming and function capabilities are

Yieeeee!

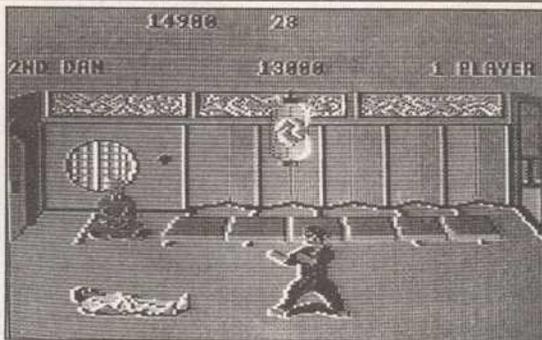
Program *The Way of the Exploding Fist* Price £9.95 **Micro** Commodore 64 **Supplier** Melbourne House, Castle Yard, Richmond TW10 6TF

Melbourne House's latest release is a blockbuster in all senses of the word (just take a look at the packaging artwork if you don't get the joke).

I suppose the best word for it would be a sports simulation - but the sport is karate. You have to control your animated sprite on screen as he (all the sprites you see are very definitely masculine, I'm afraid) tries to take out his opponent.

You have a wide choice of tactics - you can opt for simple kicks and punches, or you can try trickier moves like drop kicks, roundhouses, or sweeps. You can move forwards or backwards, or somersault in either direction.

The game can be played



either one or two player. If one player, then the computer controls your opponent. If two player, you and a friend can safely beat each others' brains out.

The scoring is a bit confusing at first, but you soon get used to it. Basically, there are two separate systems. To win a bout against the computer, you need to get two complete yin-yang symbols - you get a full circle if you execute a move perfectly, but only a half if you don't get it completely right. You are really

being marked for style.

You also score points - ranging from 1,000 for a perfectly executed dropkick or roundhouse, to a mere 200 for a stylish straight punch.

You also get extra points depending on how long it took you to beat your computerised opponent - you have time limit of 30 seconds, and for every second remaining at the finish of a bout you score 100 points (assuming you won).

In the two player game, you are only scoring points - you

have four 30 second bouts, and the person with the highest score at the end wins. There are no bonus points.

In the one player game, however, you fight two bouts at each level of skill - you begin facing a novice, then progress up through the levels or dans. Each succeeding enemy is harder to beat. Because he will be able to use a wider range of manoeuvres.

The graphics are just right - your character responds very well to the joystick, bouncing about the screens like Bruce Lee himself. The sound is great, too - but watch out for the loading screen on the disc version!

All in all, addictive - and you'll soon find yourself wincing as your on screen alter ego is kicked in the teeth, or punched in the groin. In fact, after about five minutes' play, you'll probably begin doubling up in sympathy, dodging.

Martin Croft



Can it, Janet

Program *The Rocky Horror Show* Price £8.95 **Micro** Spectrum 48K **Supplier** CRL Group PLC, CRL House, 9 Kings Yard, Carpenters Road, London E15 2HD.

Welcome. Well come on over to the Frankenstein place where the Master will strip you of your inhibitions and probably your clothes as well. Yes, this is more *Frankie Goes to Hell* than Hollywood and don't you wish innocents like yourselves, Brad and Janet, could escape? Unluckily

for you Frank N Furter has turned one of you to stone with his Medusa ray, so your opposite number will have to reassemble the De-Medusa, bits of which are scattered around the ancestral pile. But nothing is what it seems and the 'castle' is really a cunningly disguised spaceship about to blast off back to the planet Transexual in the Galaxy of Transylvania, and you wouldn't want to be still on board when it did that, would you?

The mansion is an accurate reproduction of the film's sets and its inhabitants from blond, biceped Rocky to biker Eddie, an earlier attempt at 'body-building', are easily

recognisable and behave in character, even speaking lines that every *Rocky* fan will know by heart. While some people have complained that the game is unplayable, using the keyboard I found it enjoyable and addictive, though perhaps too quickly solved.

The audience participation

of *Rocky Horror* cultists is famous. Now with this program they can take the ultimate step in becoming part of the action. Four stars... or five if played while wearing stockings and a corset!

John Minson



Budget chaos

Program *Don't Panic* Price £2.50 **Micro** Spectrum 16K **Supplier** Firebird Software, Wellington House, Upper St Martin's Lane, London WC2H 9DL.

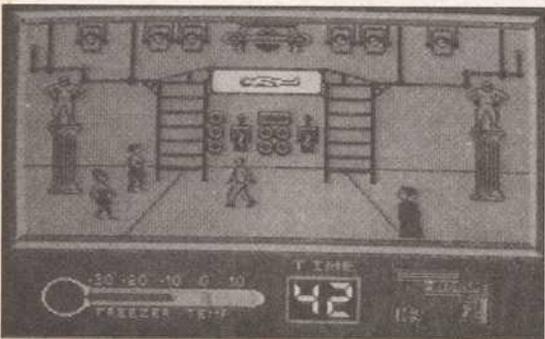
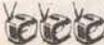
The initial releases from Firebird indicated that Bargain Price need not mean Badly Programmed: chart-topper *Booty*, for instance. However, the fact that *Don't Panic* runs in 16K is hardly reassuring.

Here's the plot. Stranded on one of those strange arcade game planets, consisting of four levels linked by lifts, you have to load a cargo of what look like cuddly toys into your spaceship. Problem number one - the toys are radioactive so have to be

biased with a decontamination gun that also propels them towards the edge of a shaft and into the ship's hold. Second problem - a wandering alien who's both invincible and in hot pursuit!

First reactions were that this game is as dull as the planet's landscape, but no! Further playing revealed subtleties. While you can ascend/descend any number of levels the alien can only move at a time, but as it's not always on screen you have to carefully judge where it is and lure it away from where you want to be. In addition the rocket ascends one platform at a time during filling, so the lower levels have to be cleared first, however inconvenient. Simple but devious fun.

John Miason



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PD404

Jack of all trades

Jeff Naylor previews Commodore's new C-128K twin-processor machine and finds it less unwieldy than expected

Commodore have found themselves in a bit of a quandry in the last year; attempts to replace the very successful Commodore 64 have failed, while their up-market machines are beyond the reach of the home user in the UK.

The much rumoured C-128 seems at first glance to be an unlikely solution to their problems, but on closer examination it is a very shrewd design. By aiming to be compatible with both the CBM 64 and the CP/M standard, it begins life with a huge base of software. Hidden between the belt and braces, the C-128 also boasts 128K of useful Ram and an excellent Basic.

The hardware

The C-128 is about 17 inches wide (430mm) and a considerable 13 inches (324mm) deep. Although it occupies a good deal of desk space, it is only about three inches high, and therefore looks quite compact. Input/Output connections

are sited along the back and down the right-hand side, with a fair selection available, including cassette, cartridge, serial and user ports, joystick sockets, and no less than three video outputs - RF for feeding a TV set, composite video for 40 column displays and RGBI to do justice to the 80 column mode.

The keyboard consists of two parts. The main qwerty layout contains all the elements of the CBM 64 keyboard, including such features as the dual-direction cursor keys which require two fingers to operate. Mechanically, the keys have a better feel and less of a rake. Also part of the CBM 64 arrangement are the four function keys, laid out in a horizontal row at the top left. Electrically, these sections have been designed to react in an identical manner to the CBM 64.

Additional keys are scanned separately; four proper cursor keys and eight various control keys live above the main keyboard, and a numerical keypad lives on the right-hand side. Inside the machine, a large printed circuit board extends right to the back of the casing. One reason for the thinness of the C-128 is the provision of an external power supply, which itself is not small; Commodore staff refer to it as 'The Brick' and they are not far wrong.

The main microprocessor is an 8502, a 8502 derivative capable of addressing a standard 64K of memory. Its most important asset is the ability to behave exactly as the 6510 CPU contained in the CBM 64; contrary to some reports, there is not an additional 6510 inside the C-128. The

40-column display is produced in the same manner as the 64: Ram from the main memory map is used to give a 40*25 character text display in 16 colours, or to give the other hi-res modes available on the 64. Up to 16 sprites can be superimposed. This display is routed to the TV and composite ports. The 80-column screen display chip has its own 16K of Ram, and there are two possible modes of operation. Text gives an 80*25 character display that uses 2K for text, 2K of colour attributes and some of the remaining Ram for shape tables. No sprites are available, but 16 colours can be shown at the same time. The bit-map mode of the 80-column screen uses the whole of the 16K Ram available to give 640*200 pixels in a choice of two colours. Apparently, the 80-column video chip would be capable of producing more colours if it had extra Ram at its disposal.

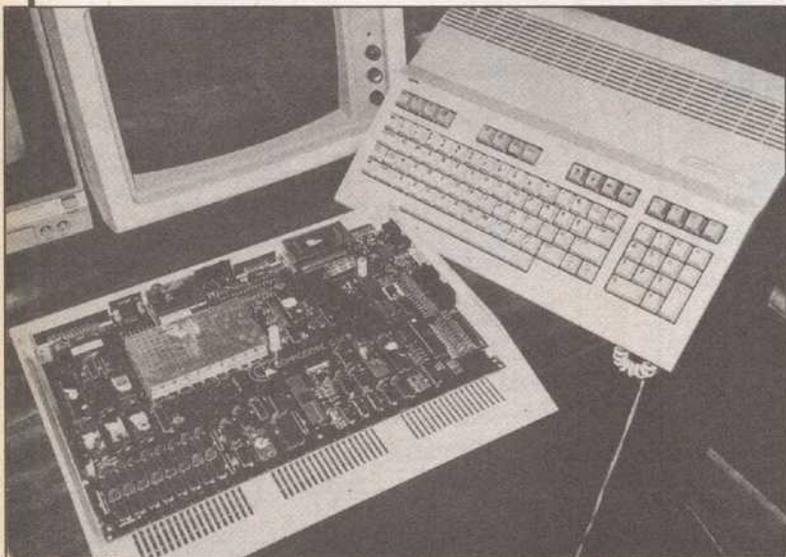
As the 80-column screen is output via the RGBI port and has its own Ram, the C-128 can, with two monitors attached, provide two screen displays simultaneously. This need not be just a gimmick - it may be useful during program development, for example. One point to note about the 80-column display is the need for an RGBI (Red, Green, Blue and Intensity) monitor; without the intensity signal, only eight colours would be reproduced. Commodore will be marketing its own monitor, the 1902, that will display all the C-128 video signals.

Other hardware features of the C-128 include a clock, available in the CP/M mode but not integrated into C-128 Basic. The memory management can recognise two further 64K banks of Ram although Commodore have no plans to use the space. They will be providing an additional Ram board that will give extra storage. In CP/M mode it will act like a Ram disc.

An almost indispensable companion to the C-128 will be the new Commodore 1571 disc drive. This is an intelligent device with its own CPU, Ram and 32K of Rom containing a built-in Dos. The drive takes 5 1/4 inch discs and can read and write in a variety of formats. It will behave exactly like the CBM 64's standard drive (1541), working just as slowly and storing up to 340K in a single density format. If used in conjunction with a C-128 the transfer rates improve dramatically. Under software control, CP/M discs of most formats can be handled. Maximum capacity is 410K.

C-128 mode

Native C-128 operation brings into play 48K of Rom containing kernel routines and Basic 7.0. This makes full use of the Ram available by using one 64K bank for programs and the other for variables. On power-up it proclaims 122K bytes free for use. The Ram for the 40-column display is taken from the Basic program bank, so using hi-res graphics will eat

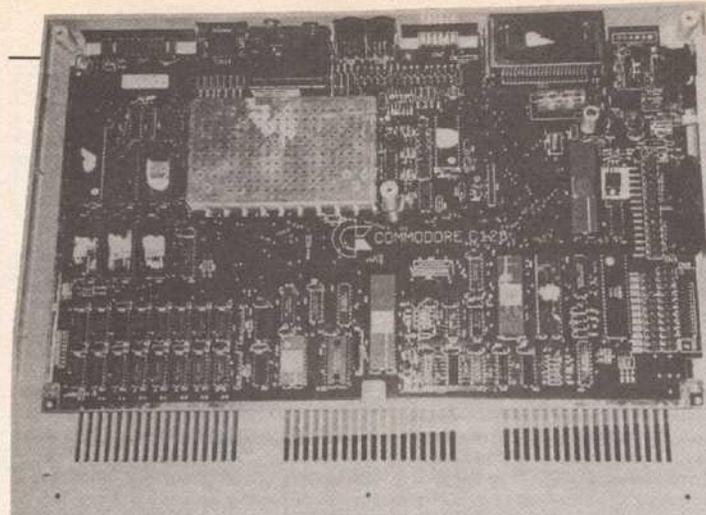


are sited along the back and down the right-hand side, with a fair selection available, including cassette, cartridge, serial and user ports, joystick sockets, and no less than three video outputs - RF for feeding a TV set, composite video for 40 column displays and RGBI to do justice to the 80 column mode.

The keyboard consists of two parts. The main qwerty layout contains all the elements of the CBM 64 keyboard, including such features as the dual-direction

second processor is a Z80A, required for CP/M operation. A powerful memory management unit is responsible for the C-128's dual personality, as well as allowing the bank switching needed to make full use of the 128K of Ram and variety of Roms.

Sound facilities are provided by the 6581 Sid chip as contained in the CBM 64, with the output fed to the TV or monitor. Video generation is carried out by two completely independent signal chains.



Inside the C-128: 16 Ram chips making 128K (bottom left) and their bank-switching controller (the large chip bottom centre); three Roms containing the machine's firmware (middle left); input/output handling circuitry (top left); video handling (the covered rectangle top mid-left); twin processors - Z80 and 8502 (bottom mid-right); and their interface controller chip (mid-right).

into this. You must bear in mind that a Basic program which fills its bank of Ram will produce an out of memory error, however many bytes are free in the variables bank.

The user determines which screen display is used by operating a latching switch on the keyboard before a reset. Once in 80-column mode it is still possible to print to the 40-column screen (and vice versa) with the aid of control characters.

Critics of earlier Commodore Basics will find version 7.0 a pleasant surprise, with many friendly functions to replace the vast number of *Peeks*, *Pokes* and *Sys* commands required to achieve much on the CBM 64. Using the 80-column bit-mapped mode is not going to be easy, however. No commands at all exist for this mode - it seems that Commodore were unsure if it was actually going to work until quite recently, so Basic is unaware of its existence.

One interesting command is *Bank*. This allows the Basic programmer to determine which sections of Rom, Ram and I/O respond to commands such as *Peek*, *Poke* and *Sys* (for the information of non-Commodore people, this last is a command for calling machine-code routines). It is therefore very simple to employ the second Ram bank as a store for machine code programs or data. In common with the Plus-4, the C-128 has an integral machine-code monitor, with the added facility that it is also able to switch banks.

You may be wondering why a different CPU is employed in the C-128; one reason is a Basic command *Fast*. This doubles the clock speed so that the 8502 operates at 2MHz. Readers with long memories may remember the *Poke* that can be performed on a Dragon to get its 6809 CPU to operate at double speed (it didn't always work). The 8502 offers

much the same hardware feature, and the C-128 will always cope.

If the purchase of a C-128 leaves you unable to afford the new disc drive, then you can use the old 1541 model or even a C2N datacorder, but these will only work at the same speed as they do on the CBM 64. It remains to be seen if software written in C-128 format will be available for downloading in either of these ways - any program that utilises the memory capacity of the C-128 is going to be very boring to load from cassette!

CBM 64 compatibility

Enter the command *Go64*, and the memory management unit transforms the C-128 into what Commodore claims to be a 100% compatible version of the CBM64. The claim is quite plausible: a 16K Rom is switched into operation which contains the CBM 64 firmware, and there is no reason why this should not contain exact duplicates of the CBM 64's kernel and Basic routines, warts and all. It is possible that illegal I/O operations may cause hiccups. Also, some games software might use protection systems involving undocumented instructions on the 6510 processor to which the 8502 reacts differently.

To put these possibilities in perspective, Commodore has yet to find any Rom or disc software that crashes. In addition to being software compatible, any CBM 64 peripheral that you own should also work on a C-128.

CP/M mode

If you purchase a 1571 disc drive for the C-128, it will come complete with CP/M system disc. When this is inserted into the drive and a reset performed, the

computer will automatically load-up CP/M Plus version 3.0. The Z80A CPU is given control of the busses and the C-128 becomes a fully fledged business machine. Not very practical, but worth noting, is the fact that the 40-column display can act as a window and be scrolled sideways to view all 80 columns. CP/M Plus is designed to take advantage of computers with more than 64K of Ram, so again the second bank of the C-128's memory can be employed. CP/M also takes advantage of the time clock available from the C-128's hardware. A number of command files will be provided on the system disc for tasks such as making back-up discs, copying files (PIP) and investigating discs (STAT); however, some of the less popular Digital Research utilities will be omitted (for example the ASM and DDT assembler and debugger, both of which only handle 8080 operations).

With its hardware specification, advanced disc drive, and up-to-date version of CP/M, the C-128 should handle virtually any CP/M program. Commodore cite *WordStar* and *dBase II* as examples.

Price and availability

Commodore will make no official announcement on the subject of when and for how much C-128s will appear on the shelves. While a dozen or so machines are rumoured to be in the hands of software companies, the launch does not seem very imminent - late summer was the closest I could get to an estimate. Commodore will undoubtedly try to have the computer ready for Christmas. Prices are also not yet fixed, with Commodore staff muttering figures around £300-£350 for the computer and about the same again for the 1571 disc drive.

Conclusion

The C-128 is great news for existing CBM 64 owners. It offers an upgrade into business computing without making their peripherals, software and know-how redundant. Whether it will attract new home users, though, is questionable. If Commodore provide sufficient C-128 software, or can find a way of lowering the cost of CP/M programs, then it could be a huge success.

The question marks which remain are mainly those of price. At around £700 for the C-128 and 1571 disc drive combination, it starts to look pricey alongside the Apricots FIE and Apple II models.

Atari's 520ST could be only £200 more expensive for a 512K 16-bit machine with bundled monitor.

But as a piece of hardware, the C-128 is an elegant solution to the compatibility problem. It may even halt the invasion of 16-bit computers for some time, although not for ever.

Endgame

A sophisticated machine code strategy game for the Spectrum from M Tomlin

One of the most popular games implemented on a computer is chess. Many admirable chess programs exist on the market but none are even a close match for a good inventive human opponent.

The reason being that most currently available chess programs do not teach the basics of the game very well. *Endgame* was written not only to be a game in its own right, but also to help teach the elements of pawn-play and how to handle the time that you have to think about a game.

Rules: Both sides start with an army of pawns set up as in chess, the board being devoid of all other pieces.

Pawns move in the usual way, one square forward at a time taking opposing forces one square diagonally forward. Both en-passant and double first moves are allowed.

The object of the game is to get one of your pawns to the other side before the clock has counted down to zero.

Options: On loading there will be an option panel displayed. Pressing '1' will take you into a new game whereupon you will be asked for the level required. Pressing '2' will take you into analysis mode where pieces can be placed and removed to set the board up in any position. You set up the board by first entering the coordinates of the square you wish to alter and then pressing either 'b' for a black pawn, 'w' for a white one of '0' for an empty square. Taking the *Init* option in analysis mode will set the pieces back to their starting positions and *Clear* does the obvious task of clearing the board entirely. The *Exit* option will take you into the game proper with the board as set up. You may resign from a game by pressing 'r' but only when it is your turn to move. You can also change the orientation of the board by pressing 'o'; this is handy if you see a winning line for the computer and fancy your chances at playing it.

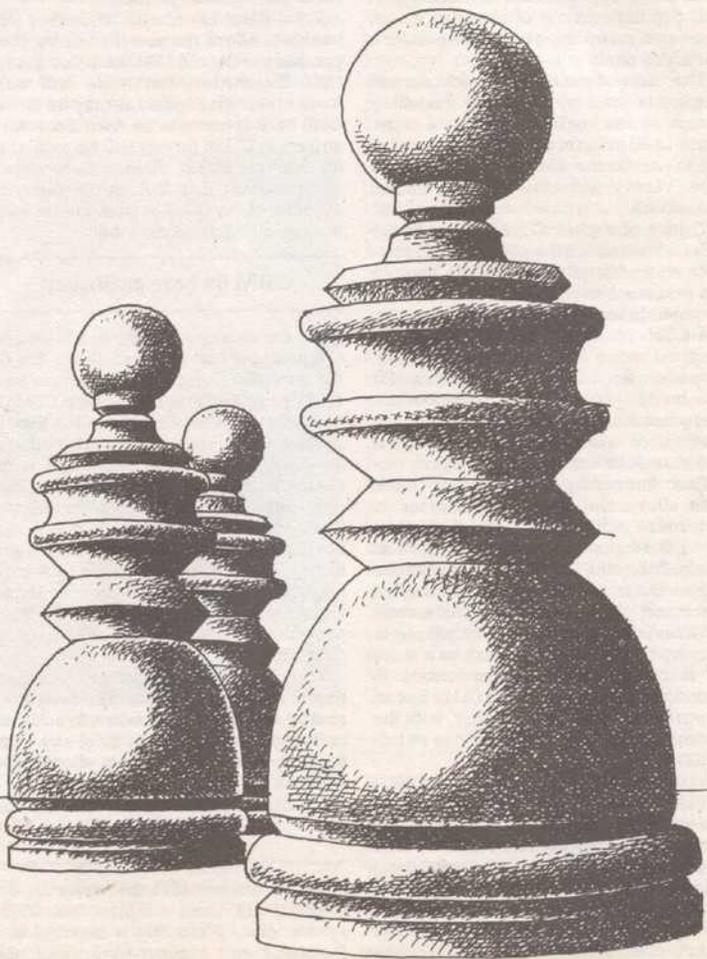
To enter moves during the game use normal chess notation (algebraic) ie, e2-e4 moves what would normally be the king's pawn two squares forward. Just press the numbers and letters, there is no need to press *Enter* afterwards.

Tape & Microdrive Options: To save the current board position to either tape or microdrive press *Caps/Shift* and "T"

or 'M' respectively when it is your turn to move. To load a position back press the corresponding key displayed in the option panel before a game starts. Loading position will put you into analysis mode. **NOTE:** When using microdrive routines use drive one and make sure there is a cartridge in it before saving/loading. Causing an error will not crash the machine but it will prevent you from saving/loading positions until the game is reloaded. Only one board position can be stored on each cartridge. When saving a position for the first time the process may take a while as the program is

searching for an old position to erase.

To get the game up and running first type in Listing 1 and save it with either *Save "ENDGAME" Line 1* or *Save* "m",1, Endgame" Line 1* and reset the machine. Then type in the hexloader in Listing 2 and enter the hex codes given in Listing 3 reading from left to right. A good way of entering hex numbers is to first speak them into the cassette recorder and then play the tape back, typing the numbers as you listen. That done save the code with *Save "encode" Code 28500,3143* or its microdrive equivalent.



LISTING 1

1 CLEAR 254999
 2 PAPER 1: INK 1: BORDER 1: CLS
 3 LOAD "endcode" CODE
 or
 3 LOAD "*"M,1,"endcode" CODE
 4 RUN USR 25500

LISTING 2

1 CLEAR 254999: LET D=25500
 2 DEF FN A(AS,B) = CODE AS(B)-48
 -7*(CODE AS(B)-57)
 3 DEF FN A(AS)=16*FN A(AS,1)+
 FN A(AS,2)
 4 INPUT AS: POKE 0, FN C(AS): LET
 D=D+1: GOTO 4

LISTING 3

6390 31 98 63 C0 82 68 C0 A1
 63A4 C0 C0 5B 68 C1 F1 6C C0
 63AC 53 6C 21 C2 63 22 50 5C
 63BC 31 98 63 C0 96 32 C6 9C
 63CB C1 10 69 C3 9C 63 9C 63
 63CC 61 C1 64 3A E2 6F CA 20
 63CD 64 C0 ED 80 C0 BA 63 C0
 63D4 53 6C 06 0A 21 50 5E 7E
 63DC FE 70 CA 47 64 23 10 F7
 63EA C0 50 60 C3 1C 65 21 00
 63EC 5B 3A E8 60 6F AF 77 3A
 63FA E9 60 6F 3E 70 77 3A EA
 63FC 60 FE 2B C0 3A 69 60 32
 6404 50 71 C9 16 13 06 18 07
 640C 57 45 4C 4C 20 50 4F 55
 6414 59 45 44 20 20 59 4F 55
 641C 20 57 49 4E 06 06 C0 44
 6424 0E 11 07 6A 01 19 00 C0
 642C 3C 20 06 0A C5 C0 A2 68
 6434 C1 10 F9 C3 RE 63 16 14
 643C 00 10 07 59 4F 55 20 4C
 6444 4F 53 45 06 06 C0 44 0E
 644C 11 3A 64 01 00 90 C0 3C
 6454 20 06 0A C5 C0 A2 68 C1
 645C 10 F9 C3 RE 63 16 14 6F
 6464 06 FF AF 77 23 18 F0 21
 646C 14 5B 11 E2 6F 06 3E 7E
 6474 FE 70 20 18 C5 E5 01 0A
 647C 00 09 7E E1 C1 FE 00 20
 6484 0E 10 8D E5 C5 E5 01 0A
 648C 00 09 C0 18 65 E1 C1 73
 6494 10 D0 21 14 5B 06 0A 2C
 649C FE 70 20 21 C5 E5 01 0A
 64A4 0E 09 7E E1 C1 FE 00 20
 64AC 24 C5 E5 01 14 09 09 7E
 64B4 E1 C1 FE 00 20 17 C5 01
 64BC 2E 2B C0 18 65 E1 C1 C0
 64C4 10 8D E5 C5 E5 01 14 09 09
 64CC C0 19 65 E1 C1 20 13 07
 64D4 21 14 5B 06 32 7E FE 70
 64DC 20 36 C5 E5 01 09 09 09
 64E4 7E E1 C1 FE 00 20 0E 09
 64EC 18 65 C5 E5 01 09 09 09
 64F4 C0 19 65 E1 C1 C5 E5 01
 64FC 0E 09 09 7E E1 C1 FE 50
 6504 20 0E C0 18 65 C5 E5 01
 650C 0E 09 C0 18 65 E1 C1 C1
 6514 23 10 8D C9 70 12 13 C9
 651C 0E 64 21 00 09 7E FE 50
 6524 28 06 23 10 F8 C3 07 64
 652C 06 06 C0 44 0E 11 3E 67
 6534 0E 14 00 C0 3C 20 C0 72
 653C 67 F5 3E 16 07 3E 15 07
 6544 3E 80 07 F1 FE 72 CA 44
 654C 67 FE 54 CA 9A 60 FE 40
 6554 CA 7B 60 FE 6F C0 5E 6A
 655C FE 61 38 0A FE 69 30 06
 6564 F5 D6 20 D7 C0 A2 68 C0
 656C 72 67 F3 3E 16 07 3E 15
 6574 07 3E 0E 07 F1 FE 31 38
 657C FE 29 30 EA F5 07 F1
 6584 0E 30 47 0E 0A AF 01 01
 658C 07 47 F1 0E 06 96 90 32
 6594 71 21 00 5B 85 6F 7E FE
 659C 50 C2 06 66 3E 20 07 C0
 65A4 02 67 F5 3E 16 07 3E 15
 65AC 07 3E 10 07 F1 FE 61 38
 65BA 0E FE 69 30 EA F5 D6 20
 65BC 07 3E 16 07 3E 15 07 3E 11
 65CC 07 F1 FE 31 38 6E FE 39
 65D4 30 EA F5 07 F1 D6 30 47
 65DC 0E 0A AF 61 10 D0 47 F1
 65E4 06 06 96 32 52 71 6F 3A
 65EC 51 71 95 FE 0A 24 6E FE
 65FA 09 28 7E FE 08 CA 88 66
 65FC FE 14 28 40 C3 D6 36 3A
 6604 52 71 21 00 5B 85 6F 3E
 660C 30 71 30 51 71 21 00 5B
 6614 85 6F 3E 00 77 C0 53 6C
 661C C0 50 60 C3 ED 68 C0 A2
 6624 68 C0 ED 68 06 0A 21 0A
 662C 5B 7E FE 50 CA 20 64 23
 6634 10 F7 C3 63 21 00 5B

663C 3A 52 71 6F 7E FE 00 C2
 6644 06 66 AF 32 50 71 C3 03
 664C 66 21 00 5B 3A 51 71 FE
 6654 0A DA D6 66 3A 52 71 6F
 665C 7E FE 00 C2 D6 66 3E 0A
 6664 85 6F 7E FE 00 C2 D6 66
 666C 3A 52 71 32 50 71 C3 03
 6674 26 21 00 5B 3A 52 71 6F
 667C 7E FE 70 20 1A AF 32 50
 6684 71 C3 03 66 21 00 5B 3A
 668C 52 71 6F 7E FE 70 20 1C
 6694 AF 32 51 71 C3 03 66 3A
 669C 51 71 3C 6F 3A 50 71 8D
 66A4 C2 D6 66 6F AF 77 32 50
 66AC 71 C3 03 66 3A 51 71 3D
 66B4 6F 3A 50 71 8D C2 D6 66
 66BC 6F AF 77 32 50 71 C3 03
 66C4 66 16 13 0A 19 07 49 4C
 66CC 4C 45 42 41 56 20 40 4F
 66D4 56 45 11 C5 66 01 11 00
 66DC C0 3C 20 C0 50 60 C0 A2
 66E4 6B C3 1C 65 16 13 05 10
 66EC 07 5A 49 40 45 20 43 4F
 66F4 4E 5A 32 4C 40 20 45 58
 66FC 43 45 44 45 44 45 16 13
 6704 09 18 06 06 06 C0 44 0E
 670C 11 E9 66 01 1F 00 C0 3C
 6714 20 C0 50 60 06 0A C5 C0
 671C AE 68 C1 10 F9 F1 F1 C3
 6724 AE 63 16 13 06 10 07 52
 672C 45 53 49 47 4E 41 54 49
 6734 4F 4E 20 41 43 43 45 50
 673C 5A 45 44 16 15 09 10 06
 6744 06 06 C0 44 0E 11 26 67
 674C 01 E1 00 C0 3C 20 68 0A
 6754 C0 C0 A2 68 C1 10 F9 C3
 675C 09 F5 71 6F 13 00 10 97 2A
 6764 2A 2A 59 4F 55 20 20 4D
 676C 4F 56 45 2A 2A 2A C0 87
 6774 67 C0 8E 02 0E 00 20 F6
 677C C0 1E 03 30 F1 15 0F C0
 6784 33 03 C9 3A 57 71 FE 00
 678C 28 09 30 32 57 71 C0 A2
 6794 58 C9 3E 03 32 57 71 3A
 679C 53 71 6F 13 00 10 97 2A
 67A4 57 71 18 11 3E 3E 32 55
 67AC 71 3A 53 71 FE 0A 0A 87
 67B4 67 30 32 53 71 3E 16 07
 67BC 3E 0C D7 3E 07 ED 48
 67C4 53 71 C0 1B 1A 3E 3A 07
 67CC 6D 48 35 71 C0 1B 1A 3E
 67D4 20 D7 3E 20 D7 C9 16 15
 67DC 08 10 07 41 4E 29 49 48
 67E4 45 59 20 33 5A 41 52 5A
 67EC 53 20 06 05 C0 4A 0E 11
 67F4 DA 67 01 14 00 C0 3C
 67FC C0 AD 68 C0 A2 68 C3 1C
 6804 65 16 14 09 10 07 4C 45
 680C 56 45 40 20 28 31 20 38
 6814 20 20 3F 16 10 06 06 06
 681C C0 44 0E 11 05 68 01 15
 6824 C0 C0 3C 20 AD 68 FE
 682C 31 3E 59 FE 29 5E 00 3E
 6834 D7 F1 C0 A2 68 FE 31 20
 683C 04 3E 08 18 32 FE 32 20
 6844 04 3E 07 18 2A FE 32 20
 684C 04 3E 06 18 22 FE 3A 20
 6854 04 3E 05 18 1A FE 35 20
 685C 04 3E 04 18 12 FE 36 20
 6864 04 3E 03 18 0A FE 37 20
 686C 04 3E 02 18 02 3E 01 32
 6874 53 71 AF 32 53 71 3E 16
 687C 07 3E 0C 07 3E 05 07 3A
 6884 53 71 AF 4F C0 1B 1A 3E
 688C 3A 07 3A 55 71 AF AF C0
 6894 1B 1A 4F C0 1B 1A 3E 03
 689C 32 57 71 C3 6E 67 06 FF
 68A4 C5 06 FF 10 FE C1 10 F8
 68AC C0 8E 02 0E 00 20 F9
 68B4 C0 1B 5F 0A 15 0F C0
 68BC 33 03 C9 16 12 08 10 07
 68C4 2A 2A 82 4F 50 5A 49
 68CC 4F 4E 53 2A 2A 2A 1E
 68D4 10 02 31 2E 20 4E 45 57
 68DC 20 47 41 40 45 16 14 10
 68E4 32 2E 20 41 4E 41 4C 59
 68EC 53 49 53 16 15 02 33 2E
 68FC 20 4C 4F 41 44 20 5A 41
 68FC 50 45 16 15 10 3A 2E 20
 6904 4C 41 44 20 2A 44
 690C 52 49 56 45 06 05 C0 44
 6914 0E 11 BF 60 01 51 00 C0
 691C 3C 20 C0 AD 68 C0 A2 68
 6924 FE 31 20 C0 C0 02 68 C0
 692C F1 6C C0 53 6C C3 1A 68
 6934 FE 32 20 83 C3 A6 6F FE
 693C 33 C2 43 69 C3 7A 6F FE
 6944 20 C5 C3 9A 6F 16 12
 694C 05 10 07 2A 2A 2A 41
 6954 4E 41 4C 59 53 49 53 0E
 695C 4D 4F 4A 45 2A 2A 2A
 6964 20 20 20 16 14 02 31 2E
 696C 20 43 4C 45 41 52 20 41
 6974 4A 41 52 44 16 14 11 32

697C 2E 20 49 4E 49 5A 20 42
 6984 4F 41 52 44 16 15 02 33
 698C 2E 20 4F 52 49 45 4E 5A
 6994 41 5A 49 4F 4E 16 15 11
 699C 3A 2E 20 45 50 49 45 4E
 69A4 12 18 06 05 C0 4A 0E 11
 69AC 4A 69 01 5C 00 C0 3C 20
 69AC C0 AD 68 C0 A2 68 FE 31
 69BC 20 08 C0 8E 6A C0 F1 6C
 69CC 1B 5E FE 32 20 06 0A
 69CC 68 C0 F1 6C C0 59 6C 18
 69D4 D1 FE 33 20 05 C0 5E 6A
 69DC 18 C8 FE 3A CA 1A 6E 6A
 69E4 61 38 BF FE 69 30 8B FE
 69EC C0 A2 68 06 20 07 C0 3D
 69FA 68 C0 A2 68 FE 31 38 5E
 69FC FE 39 30 0A 07 F1 D6
 6A04 30 47 0E 5A AF 31 10 D0
 6A0C 47 F1 D6 06 90 85 C0 4E
 6A1C 68 A2 68 FE 30 23 11 00
 6A1C F1 21 00 5B 85 6F 3E 00
 6A24 C0 F1 6C C0 53 6C C3 A6
 6A2C 69 FE 62 20 14 F1 32 50
 6A34 71 21 00 5B 85 6F 3E 70
 6A3C C0 F1 6C C0 53 6C C3 A6
 6A44 69 FE 77 20 11 F1 21 00
 6A4C 5B 05 6F 3E 50 C0 F1 6C
 6A54 C0 83 6C C3 A6 69 F1 C3
 6A5C A6 69 06 6A 21 53 5B 11
 6A64 E2 70 7E FE 70 20 0A 3E
 6A6C 50 18 06 FE 70 20 02 3E
 6A74 70 2B EB 77 23 EB 10 5E
 6A7C 01 64 00 11 00 58 21 E2
 6A84 70 ED 80 C0 F1 6C C0 3D
 6A8C 6C C9 21 00 5B 06 6A 7E
 6A94 FE FF 28 02 AF 77 23 10
 6A9C C9 F5 6F 6F 6F 6F 6F 6F
 6AAA FF FF FF FF FF FF FF FF
 6AAC 00 00 00 00 00 FF FF 70
 6ABA 70 70 70 70 70 70 FF
 6ABC FF 00 00 00 00 00 00 00
 6AC4 00 FF FF 00 00 00 00 00
 6ACC 00 00 00 00 FF FF 00 00
 6AD4 00 00 00 00 00 FF FF 00
 6AE4 00 00 00 50 50 50 50 50
 6AF4 00 FF FF 00 00 00 00 00
 6AFA 00 00 00 FF FF FF FF FF
 6AFC FF FF FF FF FF FF 01 64
 6B04 00 11 00 58 21 9E 6A ED
 6B0C 00 C9 16 02 03 13 01 10
 6B14 07 45 4E 4A 47 41 40 45
 6B1C 16 03 05 62 79 16 04 02
 6B24 4C 2E 5A 4F 63 60 00 3F
 6B2C 21 06 05 56 55 72 20 20
 6B34 59 2E 53 16 07 04 7F 31
 6B3C 39 38 35 16 0A 0A 10 06
 6B44 43 4C 4F 43 48 15 01 16
 6B4C 0A 0A 5F 5F 5F 5F 5F 16
 6B54 0E 0A 4C 45 56 45 4C 3A
 6B5C 00 5C 0F 0F 0F 0F 0F 06
 6B64 01 07 07 07 32 80 3C 3E
 6B6C 02 C0 01 16 C0 6B 00 3F
 6B74 02 01 16 3E 01 C0 9B
 6B7C 22 21 0E 5C C8 FE 01 40
 6B84 00 11 0E 68 C0 3C 20 09
 6B8C 10 07 11 01 03 16 16 01
 6B94 00 38 16 03 80 37 01 60
 6B9C 00 36 16 07 00 35 16 09
 6BA4 00 34 16 08 80 33 16 00
 6BAC 00 32 16 0F 00 31 16 10
 6BAB 0E 41 16 10 10 42 16 18
 6BBC 12 43 16 10 14 44 16 10
 6BCC 16 45 16 10 18 46 16 10
 6BCC 1A 47 16 10 1C 48 11 88
 6BD4 10 07 90 91 11 08 10 90
 6BDC 92 93 11 08 10 00 90 91
 6BE4 11 08 10 00 92 93 11 08
 6BEC 20 20 C5 D0 09 01 06
 6BF4 0E 11 02 68 C0 20 0E
 6BFC 05 C0 D9 00 01 06 00 11
 6C04 08 68 C0 3C 20 C9 C5 C0
 6C0C D9 00 01 06 00 11 DE 68
 6C14 C0 3C 20 C1 05 C0 D9 00
 6C1C 01 06 00 11 E4 68 C0 3C
 6C24 20 C9 C5 D0 09 01 0A
 6C2C 00 11 EA 68 C0 3C 20 C1
 6C34 05 C0 D9 00 01 0A 00 11
 6C3C EA 63 C0 3C 20 C9 7E FE
 6C44 00 C2 26 60 FE 70 C0 9A
 6C4C 6C FE 50 C0 EE 68 C3 A6
 6C54 02 C0 01 16 3E 08 F5 01
 6C5C 13 18 21 08 3E 08 F5 01
 6C64 C5 E5 C0 42 6C E1 C1 F1
 6C6C 23 80 00 30 20 F1 23 23
 6C74 05 05 0E 13 F1 30 F5 3E
 6C7C 08 20 EA 6F 60 00 00 80
 6C84 01 03 07 03 00 00 80
 6C8C 0E 00 E0 00 C0 07 03 00
 6C94 07 0F 0E 00 00 E0 C3 C0
 6C9C E0 F0 F0 00 00 21 81 6C
 6CA4 11 59 71 ED 53 78 5C 01
 6CAC 20 00 ED 80 09 11 06 20
 6CB4 20 11 04 20 20 11 06 20

6CBC 20 11 04 20 20 11 06 20
 6CDA 20 11 04 20 20 11 06 20
 6CDD 20 11 04 20 20 11 04 20
 6CE4 20 11 06 20 20 11 04 20
 6CDD 20 11 06 20 20 11 04 20
 6CE4 20 11 06 20 20 11 04 20
 6CEC 20 11 06 20 20 3E 02 C0
 6CF4 01 16 03 13 18 3E 0A F5
 6CFC 3E 02 F5 C5 C0 D9 00 01
 6D04 20 08 11 81 6C C0 3C 20
 6D0C 01 F1 05 30 20 EC 3E 02
 6D14 F5 C5 C0 D9 00 01 20 00
 6D1C 11 D1 6C C0 3C 20 C1 F1
 6D24 05 30 20 EC F1 30 F5 3E
 6D2C 02 20 CF F1 01 46 00 11
 6D34 8C 68 C0 3C 20 C9 3E 01
 6D3C 32 D6 50 21 07 00 22 DA
 6D44 5C 21 7A 63 22 02 5C CF
 6D4C 24 C3 8F 6D 11 98 00 21
 6D54 64 06 C0 85 C3 09 3E FF
 6D5C 00 21 00 58 11 64 00 21
 6D64 9C 63 65 C0 D6 0A 3E 01
 6D6C 00 99 22 C3 1C 65 00 00
 6D74 65 6E 64 6E 69 6C 65 21
 6D7C 00 58 22 72 60 21 8E 5C
 6D84 CB D6 21 C2 63 20 30 7C
 6D8C 73 3F 25 01 3C 20 06 5E
 6D94 21 07 00 22 DA 5C 21 7A
 6D9C 60 22 0C 0C FF 2D 05 05
 6DAA E1 22 51 5C 01 6A 00 05
 6DAC E5 2A 72 60 7E 23 22 72
 6DAA 60 01 07 C1 0E 78 01 20
 6DB4 0E 01 07 C1 0E 78 01 20
 6DBC EE CF 23 3E 62 C0 01 16
 6DC4 C1 65 16 13 05 10 06 10
 6DD4 00 59 20 4F 46 56 45 2E
 6DDC 2E 2E 2E 2E 5A 48 49 4E
 6DCC 48 49 4E 47 21 21 21 16
 6DE4 14 0C 10 06 00 00 00 00
 6DEC 00 06 06 C0 44 0E 11 C7
 6DF4 01 01 00 00 00 00 00 00
 6DFC 0A C5 C0 A2 68 C1 18 F9
 6E04 AF 32 6B 32 C2 8B 60 32
 6E0C 60 60 32 EA 60 11 E2 6F
 6E14 AF 32 50 71 3E 64 32 EC
 6E1C 60 21 00 5B 1A FE 00 C8
 6E24 FE 2B 20 84 32 50 71 13
 6E2C 1E 32 31 71 13 1A 32 52
 6E34 31 3A 52 05 C6 6A 6F 7E
 6E3C FF 20 00 3A 51 71 32
 6E44 0E 60 3A 52 71 32 69 09
 6E4C C9 3A 52 71 C6 14 6F 7E
 6E54 FE 20 00 3A 51 71 32
 6E5C E9 60 3A 52 71 32 E9 60
 6E64 C9 3A 52 71 C6 16 6F 7E
 6E6C FE 20 08 3A 52 01 C6 06
 6E74 03 32 EC 60 3A 52 71 C6
 6E7C 28 6F 7E FE FF 20 08 3A
 6E84 06 C0 06 06 01 32 EC 60 3A
 6E8C 52 71 6F 7E FE 50 20 00
 6E94 3A 52 05 14 32 EC 60
 6E9C 7E FE 50 20 00 7E FE
 6EA4 20 08 3A 52 71 C6 05 05
 6EAC 32 EC 60 3A 52 71 C6 08
 6EBA 6F 7E FE 70 20 08 3A 52
 6EBC 60 6E 95 32 EC 60 3A 52
 6EC4 F1 C6 99 6F 7E FE 50 20
 6ECC 08 3A 52 06 D6 07 32 EC
 6ED4 60 3A 52 71 C6 08 6F 7E
 6EDC FE 30 20 08 3A 52 06 D6
 6EE4 07 32 EC 60 3A 52 71 C6
 6EEC 01 6F 7E FE 50 20 08 3A
 6EEC 06 06 08 32 EC 60 3A
 6EFC 52 71 06 01 6F 7E FE 50
 6E94 20 08 3A 52 06 D6 08 32
 6E9C EC 60 3A 52 71 C6 32 6F
 6F14 7E FE FF 20 08 3A 52 06
 6F1C 06 01 32 EC 60 3A 52 06
 6F24 6F 3A 52 06 D6 08 32
 6F2C 10 D2 7E FE 50 20 08
 6F34 60 32 EC 60 3A 51 71 32
 6F3C E8 60 3A 52 71 32 69 09
 6F44 3A 50 71 FE 2B 20 2B 32
 6F4C EA 60 18 2B 3A 52 06 6F
 6F54 3A 52 60 80 38 C1 3A EC
 6F5C 60 32 EB 60 80 31 71 32
 6F64 EA 60 3A 52 71 32 E9 60
 6F6C 3A 52 71 FE 2B 03 93 32
 6F74 EA 60 13 C3 14 6E 37 00
 6F7C 21 00 5B 3E FF 11 6A 00
 6F84 14 09 15 F3 3E 02 C0 F2
 6F8C 00 62 05 3E 01 C0 9B 2E
 6F94 C0 53 C0 63 86 69 21 B6
 6F9C 05 05 D6 21 C2 03 22 C0
 6FA4 5C 3E 01 32 06 5C 21 07
 6FAC 00 22 DA 5C 21 7A 60 20
 6FBA 00 21 8E 5C CB D6 CF
 6FBC 22 3E 01 DD E5 E1 01 52
 6FCA 00 ED 4A 01 64 00 11 00
 6FCC 5B ED 80 C0 53 C0 D6 E5
 6FD4 E1 22 51 5C 0F

Coded message

Send an SOS to your friends with this Morse trainer for the BBC

This program has been designed to help teach or revise Morse code. The exercises used in the program were devised by a student of seamanship, and provide an effective way of learning Morse.

Instead of learning it from a book, you can get the computer to test you by "transmitting" letters in their dot/dash

sound format. As you become more proficient in Morse, so the time in which you have to answer questions decreases, and Morse transmitted by the computer will speed up - until, in fact, it is the speed of an experienced Morse operator.

At the end of each test the computer will give you a rating - from "No com-

ment!" to "Amazing!" - so that you can see how well you are doing.

As well as testing yourself, you can learn Morse code by choosing option 1 on the menu, which will take you through the alphabet and numbers, printing out their codes and with the appropriate sounds. You can return to the menu at any point in the program by pressing *Escape*.

The underline sign in the listing, used to represent the dashes, is actually the line under the pound note symbol on the BBC's keyboard.

```

10 REM                MORSE CODER
20 REM                (C) Jonathan Temple
30 MODE 7
40 ON ERROR IF ERR=17 GOTO 70 ELSE 17
10
50 *FX 202,32
60 PROCinit
70 REPEAT
80 PROCmenu
90 IF option=1 PROCcodes ELSE IF opti
on<5 PROCtest
100 UNTIL option=5
110 :
120 CLS
130 PRINT "END OF PROGRAM"
140 PRINT "-----"
150 END
160 :
170 DEFPROCcodes
180 FOR LX=1 TO 36
190 PRINTTAB(8,5);c$;"The code for";y$
;char$(LX);c$;"is";y$;code$(LX)
200 PROCsound(code$(LX))
210 PRINTTAB(5,9);c$;"Press";y$;"SPACE
BAR";c$;"to continue"
220 REPEAT UNTIL ADVAL(-6)=15
230 REPEAT UNTIL GET=32
240 CLS
250 NEXT
260 ENDPROC
270 :
280 DEFPROCtest
290 num=option-1
300 vision=FALSE
310 sound=FALSE
320 IF option<>3 vision=TRUE
330 IF option>2 sound=TRUE
340 PRINT";c$;"Type in the letter or
number for each";c$;"Morse code. If you
r answer is correct,"c$;"you will have
to give your next answer";c$;"within a s
horter time limit."
350 FOR LX=1 TO 20
360 PRINTTAB(0,10);STRING$(40," ")
370 RX=RND(36)
380 PRINTTAB(0,10);c$;"Enter the letter
/number:";y$;
390 IF vision PRINT code$(RX);c$;
400 IF sound PROCsound(code$(RX))
410 REPEAT UNTIL ADVAL(-6)=15
420 key=INKEY(speed(num))
430 IF key<>-1 VDU key:FOR pause=1 TO
1000:NEXT
440 IF key=ASC(char$(RX)) PROCright EL
SE PROCwrong
450 speed=(1000-(speed(num)))/10
460 IF speed>=45 length=4
470 IF speed>=60 length=3
480 IF speed>=75 length=2
490 IF speed>=90 length=1
500 NEXT
510 PROCresults(speed(num))
520 ENDPROC
530 :
540 DEFPROCright
550 speed(num)=speed(num)-50
560 ENDPROC
570 :
580 DEFPROCwrong
590 IF key=-1 PRINTTAB(0,12);c$;"Too s
low!";GOTO 610
600 PRINTTAB(0,12);c$;"WRONG!";y$;code
$(RX);c$;"is the morse code for";y$;char
$(RX)
610 PRINT c$;"Press";y$;"SPACE BAR";c$
;"to continue"
620 REPEAT UNTIL GET=32
630 PRINTTAB(0,12) STRING$(80," ")
640 speed(num)=speed(num)+100
650 ENDPROC
660 :
670 DEFPROCresults(speed)
680 score=(1000-speed)/10
690 IF score<0 score=0
700 PRINTTAB(0,14);c$;"Your score for t
his test is";y$;score;c$;"out of";y$;"10
0"
710 PROCratings
720 PRINT";c$;"Press";y$;"SPACE BAR";c
$;"to continue"
730 REPEAT UNTIL GET=32
740 ENDPROC
750 :
760 DEFPROCratings
770 RX=0
780 REPEAT
790 RX=RX+1
800 UNTIL score>=rating(RX)
810 PRINT";c$;"Your rating is";y$;rati
ng$(RX)
820 ENDPROC
830 :
840 DEFPROCmenu
850 CLS
860 PRINTTAB(12,1);d$;r$;"MORSE CODE"
870 PRINTTAB(12,2);d$;y$;"MORSE CODE"
880 PRINT";c$;"1 - Alphabet and numbe
rs"
890 PRINT";c$;"2 - Test with vision"
900 PRINT";c$;"3 - Test with sound"
910 PRINT";c$;"4 - Test with sound an
d vision"
920 PRINT";c$;"5 - Exit program"
930 PRINT";y$;"Enter option (1-5) ?";
940 REPEAT
950 option=GET-48
960 UNTIL option>0 AND option<6
970 CLS
980 ENDPROC
990 :
1000 DEFPROCsound(code$)
1010 FOR L=1 TO LEN(code$)

```

```

1020 IF MID$(code$,L,1)=". " SOUND 1,-10
,81,length ELSE SOUND 1,-10,81,length*4
1030 SOUND 1,0,0,length
1040 NEXT
1050 ENDPROC
1060 :
1070 DEFPROCinit
1080 VDU 23;10,32;0;0;0;0;
1090 DIM speed(3),char$(36),code$(36),r
ating(7),rating$(7)
1100 FOR LZ=1 TO 3
1110 speed(LZ)=1000
1120 NEXT
1130 FOR LZ=1 TO 36
1140 READ char$(LZ),code$(LZ)
1150 NEXT
1160 FOR LZ=1 TO 7
1170 READ rating(LZ),rating$(LZ)
1180 NEXT
1190 r$=CHR$129
1200 y$=CHR$131
1210 c$=CHR$134
1220 d$=CHR$141
1230 length=5
1240 ENDPROC
1250 :
1260 DATA "A",". "
1270 DATA "B",". "
1280 DATA "C",". "
1290 DATA "D",". "
1300 DATA "E",". "
1310 DATA "F",". "
1320 DATA "G",". "
1330 DATA "H",". "
1340 DATA "I",". "
1350 DATA "J",". "
1360 DATA "K",". "
1370 DATA "L",". "

```

```

1380 DATA "M",". "
1390 DATA "N",". "
1400 DATA "O",". "
1410 DATA "P",". "
1420 DATA "Q",". "
1430 DATA "R",". "
1440 DATA "S",". "
1450 DATA "T",". "
1460 DATA "U",". "
1470 DATA "V",". "
1480 DATA "W",". "
1490 DATA "X",". "
1500 DATA "Y",". "
1510 DATA "Z",". "
1520 DATA "1",". "
1530 DATA "2",". "
1540 DATA "3",". "
1550 DATA "4",". "
1560 DATA "5",". "
1570 DATA "6",". "
1580 DATA "7",". "
1590 DATA "8",". "
1600 DATA "9",". "
1610 DATA "0",". "
1630 DATA 90,"Amazing!"
1640 DATA 75,"Excellent"
1650 DATA 60,"Very Good"
1660 DATA 45,"Good"
1670 DATA 30,"Fair"
1680 DATA 15,"Poor"
1690 DATA 0,"No comment!"
1710 CLS:FX 4,0
1720 PRINT:REPORT:VDU 10,152
1730 E$="L."+STR$(ERL)+CHR$(13)
1740 FOR LZ=1 TO LEN(E$)
1750 AX=&BA: XZ=&O: YZ=ASC(MID$(E$,LZ))
1760 CALL &FFF4:NEXT
1770 END

```

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All sorted out

R Halsall presents modifications to Peter Patton's Data File program to give it a sort routine and print formatter

Microprofile written by Peter Patton (PCW, Volume 3, issues 46-47) is a remarkably useful data file for which I have found several applications.

When I acquired a printer the need to print out selected fields from previously sorted records soon arose and this entailed the addition of two routines - one to sort the records and one to organise the format of the printout.

Sorting the records

As I wanted to keep things simple I decided to sort on one field only. The sort procedure chosen is the 'bubble' sort which is easy to implement. This entails comparing element *n* of the array *dat(x,y)* (where *y* is the selected field) with element *n+1* and either swapping *n* with *n+1* if *n > n+1* or leaving the order unchanged.

This is repeated until a complete pass is made with no changes. Lines 6000-6110 of the listing carry out this task. Line numbers less than 6000 are in the original program.

- 6000 Displays the field numbers and names and asks for the field number to sort by. The sub-routine calls are to sub-routines in the original program.
- 6010 Tests the entered field number for validity.
- 8020 Initialises the flag that is set to '1' if a swap takes place.
- 6030-6050 Tests element *x* of array *dat(x,y)* and calls the swap routine at 6500 if *dat(x,y) > dat(x+1,y)*. The variable 'j' holds the number of records in the file.
- 6080 The flag is tested to see if a swap has been made. If the flag is '0' the sort routine is exited.
- 6070-6110 This routine swaps element *n* with element *n+1*. The flag is set in this routine before exit.

The printout

Each of my data files have different field parameters (ie, the number of fields and number of characters per field). I wanted to be able to set up a format on A4 pages with left and right hand margins of five characters (leaving 70 characters to play with). As records wrapped over two or more lines of print looked messy and made it difficult to identify columns, I decided on one line per record. With most of my files this meant that I could not print complete records but only selected fields.

Some of my names are longer than the field they describe so, as I wanted to make best use of the available line length. I decided to simply number the columns and to add a reference table to the top of the printout together with the

name of the source file.

Finally, as I wanted to head each new page with these column numbers, I arranged for the routine to keep a count of the number of lines printed in order to drive to a new page when the set page length is exceeded. Lines 6120-6550 deal with all of this.

6120-6240 The field list is displayed, the prompt asks for the field number(s) to be entered. These are held in the array *column()*.

Listing 1

```
6000 GOSUB 1700:LOCATE 25,23 :PRINT "Sort by which field no. ?":
l=2:GOSUB 2150:h=VAL(m)
6010 IF h<1 OR h>y THEN PRINT CHR$(7):GOTO 6000
6020 flag2=0
6030 FOR x=1 TO j-1
6040 IF dat(x,h)<dat(x+1,h) THEN 6050 ELSE GOSUB 6070
6050 NEXT
6060 IF flag2=1 THEN 6020 ELSE RETURN
6070 FOR z=1 TO y
6080 dtemp=dat(x+1,z):dat(x+1,z)=dat(x,z):dat(x,z)=dtemp
6090 NEXT
6100 flag2=1
6110 RETURN
6120 '*****SET UP PRINTOUT FORMAT*****
6130 REM DISPLAY FIELDS
6140 GOSUB 1700
6150 PRMAXX=70:PRLNGTHX=0:COL=1
6160 s=""
6170 GOSUB 2310:LOCATE 20,23:PRINT"Input field number or 0 to exit
t":l=2:GOSUB 2150:h=VAL(m)
6180 IF H=0 THEN 6250
6190 IF h<1 OR h>y THEN PRINT CHR$(7):GOTO 6170
6200 PRLNGTHX=PRLNGTHX+VAL(RIGHT$(F$(H),2))+1
6210 IF PRLNGTHX>PRMAXX THEN LOCATE 20,23:s="Line is too long -
re-enter":GOSUB 2310:GOSUB 2330:PRINT CHR$(7):FOR X=1 TO 2000:N
EXT:GOTO 6120
6220 COLUMN(COL)=H:COL=COL+1
6230 s=s+STR$(h):GOSUB 2330
6240 GOTO 6170
6250 LOCATE 25,25:INPUT "Enter Page Length :- ",page%
6260 lines%=5
6270 '*****Print file name and column references*****
6280 s="Source File :-":names:GOSUB 6550:PRINT #8:lines%=lines%+2
6290 GOSUB 6300:GOSUB 6370:GOSUB 6440:RETURN
6300 FOR yyy=1 TO col-1
6310 s="column "+STR$(yyy)+" = "+LEFT$(F$(column(yyy)),10):GOSUB
6550
6320 lines%=lines%+1
6330 NEXT
6340 PRINT #8:PRINT #8:lines%=lines%+2
6350 RETURN
6360 '*****Print column numbers*****
6370 PRINT #8, TAB(6);
6380 FOR yyy=1 TO col-1
6390 PRINT #8,STR$(yyy)+STRING$(VAL(RIGHT$(F$(column(yyy)),2))+1
-LEN(STR$(yyy))," ");
6400 NEXT
6410 PRINT #8:PRINT #8:LINEs%=LINEs%+2
6420 RETURN
6430 '*****Print Data lines*****
6440 FOR x= 1 TO j
6450 PRINT #8,TAB(6);
6460 FOR yyy=1 TO col-1
6470 PRINT #8,dat(x,column(yyy))+ STRING$(VAL(RIGHT$(F$(column(
yyy)),2))-LEN(dat(x,column(yyy))),"")+ " ";
6480 NEXT:PRINT #8:lines%=lines%+1 :IF lines%>page%-5 THEN GOSUB
6490 NEXT
6500 RETURN
6510 '*****Skip perforations*****
6520 lines%=5
6530 PRINT #8,STRING$(10,CHR$(10)):GOSUB 6370
6540 RETURN
6550 PRINT #8,TAB((80-LEN(s))/2):s:RETURN
```


Making the grade

Peter Bilbrough presents a program to calculate your chess grading

As every chess player knows, their grading represents a measure of chess ability, based on past performance. The higher the grading then the greater is the assumed level of skill.

The gradings are calculated annually during summer and are based on the results of games played between 1 May and 30 April as well as the existing gradings of each opponent. This is usually done at county or union level. However, often club secretaries and the players themselves keep an informal record for judging performance over a season. Those involved in the preparation of the official grading lists have numerous repetitive calculations to perform. There is therefore obviously a case where a computer program could be of great assistance. The following program, though designed for the Commodore 64, has purposely been kept simple enough for adaptation to any other machine. It will

process and store details of up to 100 games for each player.

The following points must be noted with regard to gradings:

1. If too few games are played during a season then results from the previous 12 months are also included. This is why it is important to keep a record of results. The BCF requirement is 30 games within two years and at least 10 in the most recent year. County and union graders usually accept a minimum of 18 and eight respectively. All other gradings, when based on fewer games, can be estimated only. The program gives a comment on the acceptability for grading of the results fed in.

2. When playing a person under 18 on the 1 September in the year of grading then it is necessary to add 10 points to the grading before typing in that information. It is assumed that juniors tend to improve more rapidly than other play-

ers and such an addition takes this into account. The more complex 'forty point rule' has been taken into account in the program and so will not be discussed in detail here.

3. When an opponent does not have an official grading he or she is often given an assumed grading. In the absence of any other information this is a notional 100. The program allows for selection of this figure. If the opponent is playing on a board between two graded players then it is usual to assign him a grading mid-way between the other two gradings - ie, 150 and 130 would suggest a grading of 140.

In order to assist further the program provides the percentage chance of success against an opponent. It also prints out the results in both BCF and ELO systems.

For those not fully acquainted with the significance of the gradings they broadly indicate as follows:

175-250	top county player to Grandmaster level.
150-174	Class 'A' players.
125-149	Class 'B' players.
100-124	Class 'C' players.
0-100	Class 'D' players.

```

10 REM *****
20 PRINT CHR$(147)
30 DIME(100)
40 GOSUB5000 PRINT INTRODUCTION
50 PRINT CHR$(147)
995 :
990 REM *****
995 :
1000 PRINT "DO YOU WISH TO LOAD DATA? (Y/N)"
1010 GETX$:IFX$=" "THEN1010
1020 IFX$="N"THEN2000
1030 IFX$<"Y"THEN1020
1035 :
1040 PRINT " (D)ISK OR (T)APE?"
1050 GETX$:IFX$=" "THEN1050
1060 IFX$<"D"ANDX$<"T"THEN1050
1070 DT="D":IFX$="T"THENDT="S"
1075 :
1080 INPUT "FILE NAME";NM$
1090 OPEN1,DT,0,NM$
1100 INPUT#1,NM$
1110 INPUT#1,G
1120 INPUT#1,N
1130 : FORA=1TON
1140 : INPUT#1,E(A)
1150 : NEXT
1160 CLOSE1
1170 PRINTCHR$(147)
1180 GOTO3000 INPUT DATA
1185 :
1200 REM *****
1995 :
2000 PRINTCHR$(147)
2020 PRINT "GIVE LAST GRADING.
IF NONE IS AVAILABLE"
2030 PRINT "THEN PRESS THE RETURN
KEY IN ORDER TO"
2040 PRINT "INPUT A NOTIONAL GRADING
OF ONE HUNDRED"
2045 :
2050 INPUT " (0-100)";G
2060 IFG<INT(G)THENPRINT "I":GOTO2050
2070 IFG<0OR>270THENPRINT "I":GOTO2050
2080 PRINTCHR$(147)
2090 N=0
2095 :
2110 REM *****
2995 :
3000 N=N+1
3010 PRINT "GIVE OPPONENTS GRADING
FOR GAME NO: "N
3020 INPUT "USE '0' TO END INPUT";E(N)
3025 :
3030 IF E(N)<INT(E(N))THENPRINT "I":GOTO3020
3040 IF E(N)<0OR E(N)>270THENPRINT "I":GOTO3020
3050 IF E(N)=0THENN=N-1:GOTO3140
3052 IF E(N)>0THENV=50-(E(N)-G)
3054 IF E(N)<GTHENV=50+(G-E(N))
3056 IFV>100THENV=100
3058 IFV<0THENV=0
3060 H=G+40:L=G-40
3070 IF E(N)>HTHEN E(N)=H
3080 IF E(N)<LTHEN E(N)=L
3083 :
3085 PRINT "THE PROBABILITY OF WINNING
WAS: "V/200"
3090 INPUT " (W)IN, (L)OOSE OR (D)RAW";R$
3100 IFR$="W"THENE(N)=E(N)+50
3110 IFR$="L"THENE(N)=E(N)-50
3120 IFR$="D"THENE(N)=E(N)
3123 :
3125 PRINT "THE SCORE TOWARDS GRADING IS: "E(N)
3127 PRINT "_____":GOTO3000
3130 PRINT "I":GOTO3090
3140 : FORA=1TON
3150 : T=T+E(A)
3160 : NEXT
3165 :
3170 PRINT "THE NEW GRADING BASED
ON "N" GAMES IS: "
3180 PRINTINT(T/N)"BCF";S=INT(T/N)+500"ELO"
3182 IFN<18THENPRINT " THIS COUNTS AS AN
ESTIMATE ONLY"
3183 IFN=>18ANDN<30THENPRINT " THIS COUNTS
FOR COUNTY AND UNION"

```


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Colourful location

This utility from David Jones will help you poke colour on the QL screen

The QL's screen is a godsend to anyone who has worked with the Spectrum's screen layout. The Spectrum's screen is in three distinct parts, whereas the QL's screen starts at the top left of the picture and progresses in order of the raster scan, ie, from left to right, top to bottom. The screen starts in memory at 131072 (20000 hex) and progresses in 16 bit words to 163840 (28000 hex).

There are two graphic modes (256 and 512). These determine the pixel resolution and the number of colours available. As with most systems the higher the resolution the less colours are available. In mode 256 the screen resolution is 256x256 pixels with eight solid colours available. In mode 512 the resolution is 512x256 with only four solid colours available.

When in mode 256 although the resolution is 256x256 the X-axis is still numbered 0-512 as if in mode 512. This has the effect of making every pixel have two possible co-ordinates, eg, Point 200,50 and Point 201,50 will both plot the same point.

Although the screen layout is quite straightforward and simple to understand the actual representation of the bits, in a word, in relation to the points plotted, is not so simple. The way the QL handles it is with the three basic colours red, green and blue and also a flash switch. Using these three colours and mixtures of the three we can obtain eight solid colours as follows: Black, Blue, Red, Magenta = Red + Blue, Green, Cyan = Green + Blue, Yellow = Green + Red, White = Green + Red + Blue.

The QL recognises certain bit patterns in a screen word as different colours. The bit patterns that the QL works from are as shown.

High Byte	Low Byte	Mode
GGGGGGGG	RRRRRRRR	512
GFGFGFGF	RBRBRBRB	256

G-Green B-Blue R-Red F-Flash
The above shows that setting a bit in the high byte of a screen address while in mode 512 will give us a single green pixel. Setting a pixel in the low byte will give us a single red pixel. If two corresponding pixels are set in high and low bytes then we will get a white pixel as the two colours will mix. (Note that blue is always present and this is why green and red will not give yellow). As an example if we required eight pixels coloured red and white alternatively, then the low byte would have to be set at 11111111 and the high byte set to 01010101. As only the first bit of the low byte is set then this will give us a red pixel. As both the second bits of each

bytes are set then the second pixel will be white (green + red + blue). The bits then repeat themselves giving us eight pixels of red and white. If we now convert the two bytes into decimal (256 * high byte + low byte) then we end up with 22015 decimal. This can now be placed onto the screen with the command *Poke-W 140000,22015* and providing you are in mode 512 then a small red and white line should appear on the screen. Note that the number 140000 is just a screen address and any screen address may be used as long as it is even.

The method for colouring pixels in mode 256 is similar, but a little more complicated. As we have eight colours to choose from we are only allowed four pixels in a screen address. There are still eight pixels there, but we can only colour two at a time. Things are clearer if we examine the bit layout for mode 256.

High Byte	GFGFGFGF
Low Byte	RBRBRBRB

As you can see we now have a flash bit and a blue bit to deal with. This means that the first two bits of the high byte and the first two bits of the low byte are used to make up the colour of the first pixel.

Obviously then we can only have four pixels to colour but we can now have eight colours with any pixels flashing if we require. If, for example, we wanted the first pixel white, then we could have to mix green, red and blue. This entails setting the first two bits of the low byte (red and blue) and setting the first bit of the high byte (the green bit). If we wanted this pixel flashing white then the second bit of the high byte would also have to be set (the flash bit).

As an example if we wanted to colour the four pixels at screen address 140000 blue, red, magenta and green then we would proceed as follows:

High Byte	00 00 00 10
Low Byte	0110 11 00
	bl rd mg gr

Spacing out the bit patterns shows more clearly how to obtain the required colours. Once again by multiplying the high byte by 256 and adding to this the low byte the decimal equivalent can be found (620).

Finally I have included a program which will let you type in four required colours and then return the decimal equivalent to be poked into memory. By first designing a shape and then converting it using the program a form of shape table could be set up in memory if required. The program runs in mode 256 and the user inputs four consecutive ink numbers, eg, 1234 for blue, red, magenta and green and the program will then give you the decimal equivalent for a line four pixels long.

```

100 CLEAR
110 DIM a$(8,4)
120 FOR i=0 TO 7:READ a$(i):NEXT i
130 DATA "0000","0001","0010","0011"
140 DATA "1000","1001","1010","1011"
150 h1$="":l1$=""
160 word=0
170 PAPER 0:INK 7:CLS
180 AT 2,1:INPUT "colour byte ? ";bytes$
190 FOR i=1 TO 4
200 LET n=bytes$(i TO i)
210 LET col%=a$(n)
220 LET h1%=h1% & col$(1 TO 2):
    LET l1%=l1% & col$(3 TO 4)
230 NEXT i
240 LET byte1%=h1% & l1%
250 FOR i=1 TO 16
260 IF byte1$(i TO i)="1" THEN
    LET word=word+2^(16-i)
270 NEXT i
280 AT 3,1:PRINT "word=";word
    
```



Entombed

There's nothing like being quick off the mark – no sooner did I say that having finished with *Staff of Karnath*, we were looking for tips on Ultimate's new Commodore game than this letter arrived from Terry Wuss of Newton in Derbyshire. "Having just bought *Entombed* I think that I have done pretty well to get to level 7 and here is a list of directions I have used to get there. Level 1 – right, up, right, up, down, right, up, right, up. Level 2 – left, down, right, right, down, right, up. Level 3 – left, left, up. Level 4 – right, down, right, right, right, down, right, right, down, right, up. Level 5 – left, down, right, right, down, right, up. Level 6 – left, left, left, down, right, up. I can't find an exit to level 7, if there is one.

"Some people may be having difficulties in rooms with objects in front of the doors eg, statues, lava pools, rocks. To get past these go to the top right hand corner where the wall goes in and jump to the left. If you can't do this move down a bit and try again. When you do jump press 'forward' on the joystick in mid air and you should land 'in' the object and then go through the door. When you are in the next room, stop pressing forward or you will go back again. You can use the small idol to move the statue from the door.

"For those of you who get down on to lower levels you may stumble across a couple of hard rooms. One has two different levels, a large crocodile and a ball at the other side. Go up to the ball but don't touch it, from there go to the left as far as you can below the ball, turn around and start whipping it. It should start rolling along and you can whip it onto the small platform. Get on this yourself, you should go down and the crocodile starts moving. Very

quickly go to the chest then run back on the platform. Whip the ball off it and when you reach the top run along and try to beat the crocodile to the slope. If you get out without being hit you will get full energy.

"Another split level room has a large statue, a shelf with a vase on it and a big chunk of something. Whip the vase across the shelf until it falls on the lift. Then go back and whip the chunk onto the little square platform on the right. Then everything should start to move including the statue and you will find a chest behind it. This contains the scroll of Isis. I hope people find these tips useful, but I need help in return for quite a few rooms including the ones with the discs." Thanks very much for that, Terry, and hopefully we will soon hear how to do more from the many star players who cracked *Entombed*.

Sticking with the CBM for a minute here's an interesting letter from Adam Hill of Redditch who makes the comment: "I don't know what all the fuss is about *Staff of Karnath*, I bought the game and was rather disappointed after seeing all the Spectrum masterpieces. *Entombed* however does look more promising." I think the big problem with Ultimate's first CBM release, Adam, was that people's expectations were very different to what they finally received. Although I certainly don't rate it as the best game ever for this machine I still find it an extremely playable and enjoyable program, more so in retrospect than some of Ultimate's

earlier Spectrum games.

Anyway leaving such things aside, Adam has this claim to fame – "I have just finished Firebird's *Gogo the Ghost* by managing to get to room 150 and rescuing the princess (poor helpless female that she is, and weakened by centuries of inbreeding). I achieved the rank of Master Gogo. Here is a list of passwords that will help you all through." (I have printed these just as Adam has written them, so any grammatical inaccuracies will have to be blamed on him, or on the programmer of the game depending on who is at fault).

Room 12 – pollys paradise; 15 – headache; 23 – shooting stars; 27 – fluttering bats; 31 – pac is back; 36 – horse power balloontrip; 48 – silent rooms; 50 – turbo tortoises; 52 – mad towels; 55 – ball game; 62 – skulking teeth; 70 – airsick; 73 – snowblind; 83 – boat float; 98 – dental fear; 128 – time for tea; 140 sub invasion; 150 oooooooooooooooooo.

Finally Adam wants to recommend *Rocketball*, *Raid Over Moscow* and the *Soft Aid* compilation as good buys and wants to know if anyone can help him cheat at *Booty*, presumably the CBM version.

Adam is the first I've heard of to finish this game and to round the column off this week here are some more firsts. James Smith of Rothwell completed *Monty Is Innocent* back in February – "It shows you walking off up the road and says *Off You Go Into The Sunset* plus some more text that is only up for a few seconds."

ET Millership of Moreton has finished the Amstrad ver-

sion of *Jetset Willy* with 175 objects and 133 rooms (so it is possible after all – just goes to show you shouldn't believe all you read). "After going to the bedroom you walk back to the bathroom and it puts you back in *The Central Cavern* – unfortunately you cannot collect the keys or go through *Manic Miner*." He has also sent in some new pokes for the Amstrad *Manic Miner* to be put into the basic loader (you have to deprotect it) in line 100 before the CALL statement.

The pokes are &6F8D.n where n is required lives; &7401, 24 allows you to switch screens by pressing the 'ESC' key; &713E,0 allows you to drop from any height; &7311,0 stops air running out.

Well done you two, and also Simon Cleland for finishing Mikro-Gen's *Wally* and M Mallett who has completed *Castle Quest* – your letters are too interesting to squeeze in here and we will print them in a week or two.

In the meantime I have an important announcement – by a slow process of deduction based on the comments some of you have made I have realised that some letters sent to the Avenue have never reached me.

Anyone who has sent in an important letter that does not get a mention in, say, the next month should consider writing again. I enjoy all your pokes and letters and would hate to miss out on anything, but remember we do have a lot to fit in each week and sometimes it can take me a long time to find room to clear the backlog.

Tony Kendle

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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. 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	Splatt!
Game 3	Shoot the Rapids	Chuckie Egg	Cyclone	Manic Miner

Game Wizard Entry Form

Micro

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Game 2 score:

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Your signature

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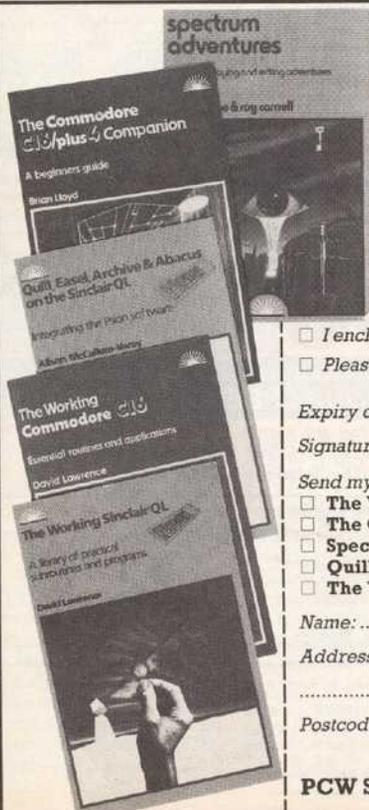
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Tony Bridge's Adventure Corner



Classic game

I see that *Lords of Time*, from Level 9, still figures high in some of the software charts, and many adventurers are still requesting help, so I think that we should have another quick look at this classic (and it has been mentioned in the Corner, despite what some people may think!).

As you'll know, the word 'classic' is deserved in this case: classic in the sense that it is the paragon of its kind, and also a program that will be remembered when other, lesser, adventures are forgotten.

The adventure is available for a range of machines which includes the BBC, Amstrad, Commodore 64, Spectrum, Lynx, Atari, Oric and so on, so just about everyone should be catered for. For those of you who have not been tempted into buying this cracking game, the plot concerns your quest to collect nine symbolic objects which together can repair History, upon which nine evil Time Lords have been wreaking havoc. Each object is to be found in one of nine time zones - from the Ice Age to the Stone Age, to Roman, Viking, Medieval, and Tudor periods and on up to the Present, Future and Far Future.

This, together with the usual Level 9 prose, ensures a highly atmospheric adventure - as History is being meddled with, some pretty strange things might also happen to you!

Let's get on to the main problems that seem to give trouble. The very first problem can hold people up for some time - the starting location is your living

room. Don't forget one of adventuring's Golden Rules: *Examine everything* (and it's a good idea to do this twice in some games). In the present case, you could also type *Look*. Going North will bring you to the Clock, which acts like a Tardis.

If you 27,6, then type 36, you'll now find yourself in the clock. From here you can go to any of the time zones by 32,1. Although it's possible to go to any zone from here, forays into the higher-numbered ones should, at the start, be only explorative, as to progress in the adventure, you'll need some items from earlier zones.

So, here we are in the first time zone, and the first main problem, how to get the lodestone? All you have to do is 25,39,10 - the flower is a narcissus, geditit?

The lodestone is a highly magnetic substance, so you should be able to find a use for it. If not, try 40,3,36,30! I won't dwell any longer on Zone 1, however, as it has been covered more than once in the Corner.

Let's go on to Zone 3, the Stone Age. Here, you'll be confounded by the Skeleton, but all you need do is 2,41. As for the Cavemen nearby, this problem has been covered more than once, so you're on your own here! The Mirror, however, from the deep pit will come in handy in getting past the Cavemen.

Back in Zone 2, the Ice Age, to get the Icicle in the Frozen Chamber, you will have to loosen it by 38. On to Zone 4, the Viking era, and here you will need that fur coat that you found in the Ice Age. Near the Long Ship you will come across a shivering Viking. If you give him the Fur, he'll give you the Lur - awesome cosmic forces at work here, aren't there?

Pirate Pete is a big problem in this Zone, as he will steal things to put into his treasure chest (people playing *Adventureland* or *Colossal Caves* will recognise this character), and to get rid of him, you must 16,1, upon which, someone else will take over the problem.

In Zone 8 (Roman times), the Lion can be a problem (well, he seems to like nice warm human meat!) and to deal with it, you can 24,31. To prevent the problem occurring again, 12,23,11.

There's a neat little problem in Zone 6, the Tudor period. Not far from the clock, you'll find a Bell and a Pack of cards. If

you 15,22, you'll find a comedian! Now, 42,17 to get something fitting.

Back now to Zone 5, the Medieval Period, and one of the big hang-ups here is getting past the Black Knight. Don't lash into him, which may seem the thing to do, particularly as you have a nice sword from Zone 2 (you'll find this NW from the frozen lake - to get it, 21,19,23,7). But don't be tempted! Instead, seek help from a companion and 25,20,4,28.

This last tip was passed on by John English, who also draws my attention to another way of getting through Level 9 (and other adventures) on the BBC. Beebers have a luxury denied the rest of us mere mortals, in that they can quite easily, it seems, break into the game and list out the vocabulary used in the program.

Now, while I don't for one moment condone this method of playing (neither do I condemn it!) this is a democratic column, and for those who can't resist, try the following.

In any game, press Break to leave the game and VDU 14, then in any Level 9 game, apart from *Return to Eden*, type: FOR P = &1000 to &1A00:IF ?P> 37 AND ?P< 123 THEN PRINT CHR\$(?P):NEXT: ELSE PRINT:NEXT then use CALL &7320 to restart the game.

For the Mysterious Adventures: Change the two values to &4100 and to &5A00 respectively, and use CALL &1D9B to restart.

For Scott Adams (as translated by Brian Howarth): Values of P as for the above, and use CALL &1902 to restart. For other Scott Adams: change the values to &3600 and &5B00 respectively - use CALL &2000 to restart.

John also offers any help on the Level 9 series, Scott Adams and Mysterious series, as well as several other (mostly Acornsoft) adventures. If you want some advice, or just want to talk about the wonderful subject of adventuring in general, write to John at 68 Bunbury road, Northfield, Birmingham B31 2OW.

1 Lur 2 Throw 3 Key 4 to 5 Planks 6 Clock 7 Pick 8 The 9 North 10 Glass 11 Trident 12 Pin 13 Cog 14 Roadworks 15 Shuffle 16 Blow 17 Bell 18 Pendulum 19 Ice 20 Sword 21 Smash 22 Cards 23 With 24 Throw 25 Give 26 Collect 27 Wind 28 Prince 29 Push 30 Shed 31 Net 32 Turn 33 From 34 With 35 Tie 36 In 37 Go 38 Shouting 39 Looking 40 Getting 41 Pebble 42 Ring 43 Block.

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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.

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Third Official Acorn User Exhibition	July 25 Trade: 10.00am-1.00pm July 26 - 28	Barbican Centre London EC2	£3 adults £2 children	Computer Marketplace (Exhibitions) Ltd 01-930 1612
The Micro Trend 85	Aug 11	Burnley General Hospital	60p adults 30p children	Patons Computer Services 0282 83241
Personal Computer World Show	September 4-8	Olympia London	£2.00	Montbuild 01-486 1951

Wanted

SWAP Jupiter Ace for Vic 20 or 16K Spectrum. Tel: Ashford 07842 45491.

ACORN Electron to swap for Atari 800XL or sell for £79. Very good condition, only 2 months old. All leads and two manuals included. Tel: A. Howard 661 223 6502.

WANTED for parts for non-working, but physically undamaged Spectrum plus will pay up to £40. Tel: Alan 01-289 1166 4-8pm.

QL pen pal wanted. 14 years of age preferred. To give tips etc. Arron. Tel: Quorn 412554.

IBM club needs apple, C64 game prog that run on IBMPC, also contact wished with Brit IBM user in clubs. Derek Mensing, Frankfurter Str 276 3300, Braunschweig, West Germany.

WANTED CBM/Pet disk drive, with cable for Pet. Dual drives preferred EG 2040, 3040, 4040 or would consider single drive. Will pay cash and collect if required. Tel: 0244 875717.

SINCLAIR flat screen TV wanted, swap 48K Spectrum, also wanted BBC hardware for same Spectrum. Tel: Mark on Washford 90589 after 6pm. (Also want Acorn Electron).

URGENTLY required CBM 64 switchable cartridge port expander/motherboard any make/model. Cash waiting or swap for 120+ magazines and cash. Tel: Steve anytime on 0357 21221. Possibly swap Kodak Instamatic camera.

BBC B plus graphics Rom, joysticks, books, magazines plus £850 s/w and leads and tape recorder. Swap for CBM 64 and disc drive and tape recorder and joysticks and games etc. Tel: Richard 01-647 9658.

SWAP CBM 64 + C2N + 152S printer for BBC B DFS preferred but not essential. Must be good condition. Tel: Bloxwich (0922) 75657.

WANTED QL penpal, any age, to swap ideas, information, programs and books. Please write to 44 Hawkwood Crescent, London E4 7PN.

SHARP M280K 48K built in monitor cassette offers above £100 or part exchange Texas hardware, software Sord CGLMS peripherals wanted, would consider CBM +4 and cassette unit in swap for Sharp. Tel: 0480 75036.

SWAP BBC model B 1.2 OS plus £270 worth of software for Spectrum + or CBM 64, plus extras or any other reasonable offer. Tel: Thame 65875 after 4pm.

SWAP 48K Spectrum, books, mags and logic 3 basic programming course. For Atari 800XI plus data recorder and s/w or sell £120. Tel: 031-561 3401 before 8pm.

SHUWA CP80 printer spec as per Epson MX80, excellent condition. 1 year old £165 ono. Star SG10 brand new purchased in error £225 ono. Tel: 01-346 0145 day or 01-349 0037 evenings.

PACE Nightingale modem with Commstar Rom and manual for BBC B computer £100. Tel: 051-526 6723.

CONFUZION BY INCENTIVE £6.95

ADVENTURE HELPLINE

Erik the Viking on BBC. How do I get past the troll? Simon Jappe, Roack House, Membury, nr Axminster, Devon.

Knights Quest on Spectrum. In the cleft, how do I charm the snake and get the stone casket? Christine Gott, 11 Blackern Bank Grove, Keighley, Yorks.

Lords of Time on Amstrad. How do you get into the shed? How do you get past the dinosaur? R M Batchelor, 74 Queens Avenue, Finchley, London N3 (01-349 0407).

Spiderman on Commodore 64. How do you get the bio-gem? I can give help on other adventures in return - Voodoo Castle and more. Mark Richards, 21 Greenside Road, Mirfield, W Yorks.

Eureka - Roman Times on Commodore 64. I can't find the golden eagle and I can't get into the army camp. Terry Crowe, 28 Blackhorse Crescent, Amersham, Bucks.

Knights Quest on Spectrum. How do you get the princess back from the eagle - it keeps attacking me? R Wilson 8 Westfield Terrace, Loftus, Saltburn, Cleveland.

Spiderman on Spectrum. How do I get past Mysterio? Jan Fraser, 30 Russett Crescent, Lerwick, Shetland Isles.

Hobbit on Commodore 64. How do I negotiate the forest road without getting stung? What is to be gained by crossing the black river? Dave Masterson, 33 Ravenscroft Avenue, Ormskirk, Lancs.

Lucifer's Realm on Atari. How do I do in the black forest, after confessing to the figure? Neil Webb, 86 Alderley, Little Digmoor, Skelmersdale, Lancs.

Zkul on QL. How do I use the trap - do I put the rod in the cup? What is the message in the pentangle? Rhys Evans, The Rookings Out Lane, Woolton, Liverpool, L25 5NN.

Sherlock on Spectrum. I have found the items in the desk, the bookcase and the garden. What next? Please help. Marcus Giles, 7 Shaw Road, Royton, Oldham, Lancs.

Eureka on Spectrum. Where do I go after I have got the book and left the

bunker in the Colditz adventure? P S Richardson, Ship's Plumber, RFA Tidespring, BFPO Ships, London.

Emerald Isle on Amstrad. How do I get a source of light? I cannot even find the key. Steven Bishop, 13 Greenover Close, Brixham, Devon.

Invisible Island on Spectrum. I cannot find the last parchment. Michael Mee, 7 Bembridge House, Iron Mill Road, Wandsworth, London SW18.

The Island on Spectrum. How do I enter the old wooden house? And do I get my character to take the quinine so I can go through the swamp. David Simpson, Fire Station, RAF Buchan, Peterhead, Aberdeenshire.

Pettigrew's Diary on Electron. The Underground is always on strike. How do I get the package from Cleopatra's necklace? A Rollo, Valence Tower, Regent Gate, Bothwell, Glasgow G71.

Sphinx on Electron. My lamp keeps running out. How do I pass the dragon? A Rollo, Valence Tower, Regent Gate, Bothwell, Glasgow G71.

Circus on Spectrum. How do I find and get the missing cable for the generator? C S Rainer, 2 Mill Hill Road, Hinckley, Leicestershire.

Kentilla on Spectrum. How do I open the chest in Tylon's bedroom - I have the golden key? How do I repair the boat? C S Rainer, 2 Mill Hill Road, Hinckley, Leicestershire.

System 15000 on Spectrum. How do I get onto the Selra notice board? What do the numbers mean at the top of the menu? Eddie Skelson, 21 Keyworth Walk, Eaton Park Estate, Berryhill, Stoke-on-Trent, Staffs.

Hamstead on Spectrum. How do I get the lathe bracket? Eddie Skelson, 21 Keyworth Walk, Eaton Park Estate, Berryhill, Stoke-on-Trent, Staffs.

Jewewils of Babylon on Amstrad CPC 464. I can't open the door in the dusty corridor (I can't find the key). Jan Carlen, Bokrigt 28, 5800 Haugesund, Norway.

Colditz. How do I get past the broken ladder in the chimney? B K Lyle, 95 Judge Heath Lane, Hayes, Middx.

Zkul on QL. How do you use the cossat? Where is the paraffin? Where is the boat? John R Bows, 1 St Leonard's Court, Bledington, Oxford.

Emerald Isle on Spectrum. I can't find the axe, and can't get into the cave where you have to prop the fence post up. Matthew Beighton, 1 Willow Mead, Chigwell Row, Chigwell, Essex.

Castle of Riddles on BBC. I can't get out of the maze of white rooms. Gary Marchant, 81 Hillside Lane, Arnold, Nottingham.

Heroes of Karn on Amstrad. How do I kill spider, bat, or witch? What does the pirate want? (I can't help anyone with Forest at World's End or Pyjamarama). Paul Wilkins, 3 Rock Close, Bristol.

Amstrad

1	(1) Knightmare	(Ultimate)	£9.95
2	(2) Alien 8	(Ultimate)	£9.95
3	(3) Ghostbusters	(Activision)	£10.99
4	(4) Sorcery	(Virgin)	£9.95
5	(10) Minder	(DK Tronics)	£9.95
6	(6) Confuzion	(Incentive)	£6.95
7	(8) 3D Star Strike	(Real Time)	£6.95
8	(5) Tankbusters	(Design Design)	£7.95
9	(-) Combat Lynx	(Durell)	£8.95
10	(7) Super Pipeline 2	(Taskset)	£8.90

Bubblers:

D T Decathlon	(Ocean)	£9.95
Dark Star	(Design Design)	£7.95

Atari

1	(2) F15 Strike Eagle	(US Gold)	£14.95
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7	(4) Fort Apocalypse	(US Gold)	£9.95
8	(6) Dreds	(US Gold)	£9.95
9	(-) Zaxxon	(Sega/US Gold)	£14.95
10	(10) Beachhead	(Access/US Gold)	£14.95

Bubblers:

Decathlon	(Activision)	£9.99
Mr Do	(US Gold)	£9.95

BBC

1	(3) Revs	(Acornsoft)	£14.95
2	(2) Alien 8	(Ultimate)	£9.95
3	(1) Knightmare	(Ultimate)	£9.95
4	(4) Atac Atac	(Ultimate)	£7.95
5	(-) Magic Mushrooms	(Acornsoft)	£12.95
6	(1) Wizardore	(Imagine)	£7.95
7	(-) Combat Lynx	(Durell)	£8.95
8	(8) Gremlins	(Adventure International)	£9.95
9	(5) Elite	(Acornsoft)	£14.95
10	(8) Brian Jacks Superstar	(Martech)	£7.95

Bubblers:

Castle Quest	(Micropowers)	£12.95
Hampstead	(Melbourne House)	£6.95

Commodore 64

1	(1) Dambusters	(Sydney/US Gold)	£9.95
2	(6) Shadowfire	(Deatron/Beyond)	£9.95
3	(3) Pitstop II	(Epyx/US Gold)	£9.95
4	(2) Soft Aid	(Soft Aid)	£4.99
5	(5) Theatre Europe	(PSS)	£9.95
6	(4) International Basketball	(Commodore)	£5.99
7	(7) Herbert's Dummy Run	(Mikro-Gen)	£9.95
8	(-) Bounty Bob Strikes Back	(Big 5/US Gold)	£9.95
9	(9) Spitfire 40	(Mirrorsoft)	£9.95
10	(8) Impossible Mission	(Epyx/US Gold)	£7.95

Bubblers:

Rocky Horror Show	(CRL)	£8.95
Jump Jet	(Anirog)	£8.95

Spectrum

1	(3) Shadowfire	(Beyond)	£9.95
2	(1) Soft Aid	(Beyond)	£9.95
3	(5) Starion	(Melbourne House)	£7.95
4	(4) Tapper	(Sega/US Gold)	£7.95
5	(-) Dun Duroch	(Gargoyle Games)	£9.95
6	(6) Herbert's Dummy Run	(Mikro-Gen)	£9.95
7	(7) Rocky Horror Show	(CRL)	£8.95
8	(3) Spy Hunter	(Sega/US Gold)	£7.95
9	(-) Grand National	(Elite)	£6.95
10	(-) Nodes of Yesod	(Odin)	£9.95

Bubblers:

Falcon Patrol 2	(Virgin)	£6.95
Minder	(DK Tronics)	£9.95

All figures compiled by Ram/C

1	(1) Soft Aid (Spectrum/C64)	Various Artists
2	(3) Dambusters (C64)	Sydney/US Gold
3	(2) Knight Lore (Spectrum/BBC/Amstrad)	Ultimate
4	(9) Revs (BBC)	Acornsoft
5	(5) Alien 8 (Spectrum/BBC/Amstrad)	Ultimate
6	(4) Pitstop II (C64)	Epyx/US Gold
7	(7) Shadowfire (Spectrum/C64)	Denton/Beyond
8	(6) Herbert's Dummy Run (Spectrum/C64)	Mikro-Gen
9	(13) Starion (Spectrum)	Melbourne House
10	(11) Spy Hunter (Spectrum/C64)	Sega/US Gold
11	(12) Tapper (Spectrum/C64)	Sega/US Gold
12	(8) Theatre Europe (Commodore 64)	PSS
13	(5) International Basketball (C64)	Commodore
14	(15) Atac Atac (Spectrum)	Ultimate
15	(14) Rocky Horror Show (Spectrum/C64)	CRL
16	(-) Dun Darroch (Spectrum)	Gargoyle
17	(20) Minder (Spectrum/Amstrad)	DK Tronics
18	(19) Jonah Barrington's Squash (Spectrum/C64)	New Generation
19	(18) Spitfire 40 (C64)	Mirrorsoft
20	(16) Impossible Mission (C64)	Epyx/US Gold

Figures compiled by Ram/C

Readers' Chart No 28

1	(1) Soft Aid (Spectrum, C64)	Various Artists
2	(2) Knight Lore (Spectrum, BBC, Amstrad)	Ultimate
3	(4) Alien 8 (Spectrum)	Ultimate
4	(5) Confuzion (Spectrum/Amstrad)	Incentive
5	(3) Everyone's a Wally (Spectrum/C64)	Mikro-Gen
6	(8) Gyron (Spectrum)	Firebird
7	(10) Match Day (Spectrum)	Ocean
8	(6) Elite (C64/BBC/Electron)	Firebird/Acornsoft
=	(10) Bruce Lee (Spectrum/C64)	US Gold
10	(9) Finders Keepers (Spectrum)	Mastertronic

Winning phrase No 28: "Sorry, no-one likes a flat TV" from Jeff Peires, Mecklenburgh Square, London, who receives £25. Others who came close include "Wogan's forever on telly" from David Crowther of Shirley, Solihull and "Daley has sweaty feet" from R. Robertson of Mossend, Lanarkshire.

Now voting on week 30 - £25 to win

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 30 closes at 2pm on Wednesday June 26 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 30
Address	1
.....	2
.....	3
My phrase is:	

New Releases

60s QUEST

Beatle Quest is an adventure game based around the lyrics and characters from that wacky bunch of loveable Liverpudlians the Beatles, who were very nearly as famous as Duran Duran in their day.

Now the thing about the Beatles is that they were very popular in the 60s and in the 60s things had hidden meanings. People used to spend hours peering at the cover of Sgt Pepper (did the hand over Paul McCartney mean he was dead?) and listened to the mysterious track No 9 on



the White album. People spent their lives unravelling pointless, inane and foolish mysteries. This brings us to adventure games.

Beatle Quest is a text adventure set in the 60s where the lyrics of the Beatles actually become important in solving the quest. It's Quilled which means the language analysis is fairly basic - two or three word stuff - but it is machine coded and the screen layout is fairly neat.

The thing that prevents *Beatle Quest* from merely being a boring old hippy indulgence (Neil) is the touch of the ironic (do you want to play again? becomes do you want another trip?) and the cleverness of the design and the excellent descriptions of each location. You get a genuine feeling of joss stick filled, dingy, psychedelic poster riddled hippy pads from the first couple of location descriptions alone.

The game's ingenuity is also its commercial weakness - its creator(s) have deviously wound the whole thing around *Beatle* lyrics, which means that whilst it's a must

for utter addicts, casual text adventure fans may find it simply too esoteric. Nevertheless, I hope it does well, a lot of imagination, effort and devotion has obviously gone into it.

Program *Beatle Quest*
Price £9.95
Micro Commodore 64
Supplier Number 9 Software
 47 St Georges Avenue West
 Wolstanton
 Newcastle under Lyme
 Staffordshire
 ST5 8DF

VIOLENT

The latest release from US Gold is a follow-up to *Beach-Head*, imaginatively called *Beach-Head II - The Dictator Strikes Back*.

It is in fact very similar to its predecessor - managing to be both technically very good indeed, and after only a few plays very boring.

It doesn't really matter how good your graphics and sound are (and both are very, very good indeed) if you haven't got much of a game.

Once the initial amazement of shooting the little figures running about on screen who yell "Medic," "I'm hit," "Follow Me!", "Aaaaarrggg!" or just belch, as some of them seem to, has worn off, you realise that the first four screens are repetitive and frankly nasty. The fifth and last is just silly, throwing sharpened sticks at one another across a deep ravine.

As I'm sitting here, there are thoroughly blood curdling screams emerging from the Commodore.

The game can be played by one or two players, and you can choose levels of difficulty and whether you want to practice or not.

No doubt it will be a winter - it's violent in the extreme, and requires a minimum of thought - so much so it makes you appreciate the thrills of being a conscientious objector.

Excellent graphics and sound, wasted.

Program *Beach-head II - The Dictator Strikes Back*

Price £9.95.
Micro Commodore 64
Supplier US Gold
 Unit 10
 The Parkway
 Industrial Estate
 Heneage Road
 Birmingham
 B7 4LY

PUZZLED

Mordon's Quest is the latest adventure from Melbourne House, and is supposed to be a successor to *Classic Adventure*.

There's not a great deal that you can say about an adventure in New Releases, but first impressions suggest a decent, text only adventure, with some fairly absorbing puzzles.

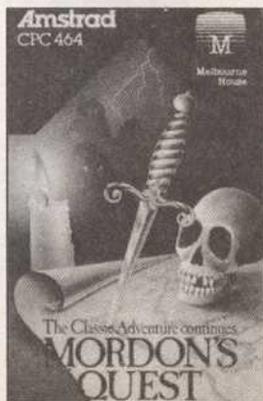
The parser is limited to two words only, but this is after all standard - we can't expect all Melbourne House games to understand English.

There are some apparent omissions - mainly in the area of abbreviations.

For example, most programs accept 'look' or the abbreviation 'l' for 'look' - but not this one. What's more, while most adventures take 'look' as meaning 'redescribe the present location', this one takes it as meaning 'search'. In other words, you have to start all over again learning a completely new vocabulary.

Perhaps these gripes are a bit unfair, but Melbourne House should expect it - after all they did produce *The Hobbit*, so they only have themselves to blame if everything else is measured against it.

Mordon's Quest is a good, basic adventure which will



keep the grand Elf happy for quite a time, I'm sure.

Program *Mordon's Quest*
Price £6.95
Micro Amstrad CPC464
Supplier Melbourne House
 Castle Yard House
 Castle Yard
 Richmond
 TW10 6TF

IN TUNE

When Commodore launched its little add on music keyboard we were promised a number of programs to go with it. Just recently three packages have been released - *Popular Classics*, *Pop Hits* and *Beatles*. All use the same format of a number of cunningly arranged tunes which are used as the basis for simple musical teach yourself ideas.

The Classical package includes such epics as *The Hall of the Mountain King* and *Minuet in G* rendered in three channels - it will offend purists but the arrangements are clever none the less.

You supply the main theme yourself by stabbing at the Commodore 64 keyboard (it's obviously a lot easier if you have the add-on keyboard). More than that, the computer will display the notes on screen, play the tune with some decorative graphics and at the speed you prefer. The playalong works in two ways - either it will wait for you to find the right note before it continues, or you simply have to try to keep up and stay in time.

The tunes are also printed in an accompanying booklet so that you can see what you've been playing looks like properly notated. For basic sight reading practice it really works rather well - but it doesn't go far, I think you'd master all the tunes fairly quickly and so quickly exhaust the possibilities.

I'd have liked to have seen a few more difficult tunes, though.

Program *Popular Classics*
Price £9.95
Micro Commodore 64
Supplier Commodore, 1 Hunters Road, North Weldon Industrial Estate, Corby.

New Releases

PUNCHY

The current bundling deal on the Einstein at Dixons is very attractive if you have a definite small business use for the machine. This, despite the strong business slant, must spill over positively into games software for the machine.

Terminal Software has recently released *Lazy Jones* for the machine and although it costs a whopping £12.95 (the fault of being on 3½" disc), it's actually one of the best versions of this minor classic.

Lazy Jones is really a dozen or so arcade games joined together by a tenuous plot where, as a hotel cleaner, you keep dodging people and hiding in cupboards where, it turns out, different arcade games are stored.

You will recognise all the games as variants on the classics: *Space Invaders*, *Matrix*, *Jet Set Willy* and so on. The TV screen within the TV screen idea works very nicely. On the Einstein the screen is very much like the Commodore 64, plenty of detail and nice animation. The sound is very punchy; an electro rock



arrangement of the song of the program title - the Einstein speaker is nice and large if somewhat tinny. One of the best Einstein games yet; a pity about the price, though.

Program *Lazy Jones*
Price £12.95
Micro Einstein
Supplier Terminal Software
 Derby House
 Derby Street
 Bury BL9 0NW

EXPENSIVE

Dropzone is proudly declared by US Gold to be a mixture of *Defender* and *Jetpac* which means the game is like *Defender* and the central character looks like the little Spaceman from *Jetpac*. I didn't take this to be a recommendation and it wasn't - it looks like the programming techniques and plot style of over a year ago and would get *Entombed* owners (a different kind of game I admit) sniggering madly.

Best bit of the game is the alien landscape over which tiny sprites do battle. It has the virtue of being detailed and quite nicely drawn but doesn't last long - as you zoom around you quickly see the same features twice. Perhaps it's a very, very small alien stronghold.

Aim of the game is to blast pulsating, flashing, spinning, whizzing sprites whilst also collecting rare Ionian crystals and stranded humans. You are a miniature Jetman and the aliens are of the same genus as all those aliens found in laser zap games. All this would be forgiven if it

Pick of the week

ESSENTIAL BUY

Firebird is soon to issue a program it believes will be better received and more successful than *Booty*. The program is *Cyru* and graphically it looks like early Ultimate demos for the 3D routines in *Knight Lore*, ie, similar look, but more basic graphics.

The game plot also owes something to Ultimate's finest - the idea is that you search through a vast maze, overcoming obstacles, for 24 objects which must be returned to the start point to solve the game.

Obstacles take the form of puzzles - teleporters that won't work until you find the correct key - force fields which must be disabled and a continuous fuel problem which means half your time has to be spent looking for fuel pods.

Original it's not, although it does contain some new ideas. On the other hand even graphics that look half like *Knight Lore* look pretty good. The game is vast, there are some nice animated objects (look out for the dice which has moving spots - if that's what it is) and at £2.50 it's another one of those games that's capable of wiping the floor with many others three times its price. An essential purchase.

You'll have to wait a bit, though - release date is early August.

Program *Cyru*
Price £2.50
Micro Spectrum
Supplier Firebird
 Wellington House
 Upper St Martin's Lane
 London
 WC2H 9DL

costs £2.50 but at £9.95 the program is competing with the likes of Beyond's *Shadowfire* and *Doomdark's Revenge*.

Unimaginative, technically dull and incredibly expensive.

Program *Dropzone*
Price £9.95
Micro Commodore 64
Supplier US Gold
 Unit 10
 The Parkway
 Industrial Centre
 Heneage Street
 Birmingham
 B7 4LY

REASONED

Black Knight Software is an independent Amstrad software house whose most recent release is *Time Bomb*, a version of the arcade game of the same title.

The game involves shunting a boot around a matrix of squares to reach a timebomb. As you pass across a square it disappears making subsequent timebombs more and more difficult to reach. It's a fast action game which needs reasoning as well as zapping.

This is a fairly true version

This Week

Program	Type	Micro	Price	Supplier	Program	Arc	Price	Supplier
Mordon's Quest	Ad	Amstrad	£6.95	Melbourne House	Dork's Dilemma	Arc C16	£6.95	Gremlin Graphic
Beach Head	Arc	Amstrad	£9.95	US Gold	Romper Room	Arc C16	£9.95	Beyond
New Assembler/Monitor	Ut	Amstrad	£19.95	Picturesque	Sword of Destiny	Arc C16	£6.95	Gremlin Graphic
DDD Base	Ut	BBC	£29.95	Gemini	Clumsy Colin	Arc Commodore 64	£1.99	Mastertronic
DD Calc	Ut	BBC	£29.95	Gemini	Dropzone	Arc Commodore 64	£9.95	US Gold
DDD Plot	Ut	BBC	£29.95	Gemini	Frankie gs Hollywd	Arc Commodore 64	£9.95	Ocean
					Kikstart	Arc Commodore 64	£1.99	Mastertronic
					Spooks	Arc Commodore 64	£1.99	Mastertronic
					The Captive	Arc Commodore 64	£1.99	Mastertronic



of the original, retaining features like the extra point flags and the mines. It's machine code and fast, but suffers somewhat from small characters and simple sprite design. But it's a workmanlike copy of the original that won't massively disappoint fans.

Program *Time Bomb*
Price £6.50
Micro *Amstrad*
Supplier *Black Knight Software*
PO Box 132
Chislehurst
Kent BR7 6LJ

DÉJA VU

Nodes of Yesod you may have seen advertised. It's by Odin Computer Graphics, a company I am previously unfamiliar with - but they have confidence enough to be spending a lot of money on advertising and doing versions for virtually every micro under the sun. We have the Spectrum version, it comes in an Ultimate style

box with an Ultimate style booklet which explains the plot and, like Ultimate, lists the features of the game and finally it costs £9.95. Yes, I thought it was going to be awful too.

Actually it's good, graphically it looks like *Underworld*-era Ultimate - very big, well-designed sprites with lots of detail. There are other Ultimate-like touches, too, although you could say that they are the kind of plot elements found in most arcade adventures. The idea is that you collect Alchiums, eight altogether, and take them to a room with a monolith.

There are also moles - capture one of these and you can eat your way through some walls. The setting is the surface and caverns of a moon, this being zero gravity your movement is somewhat odd - you can perfect an overhead leap that will take you from rocky plateau to plateau in a manner that is curiously reminiscent of *Impossible Mission*.

The game should do well but I couldn't help having



some reservations. It does tend to have the aura of all the good bits of other games being put together in a somewhat calculating manner. It has *Underworld*-like backgrounds with expanding plants similar to *Sabre Wulf* and bizarre animated sprites reminiscent of *Manic Miner* (and countless others). It's not alone in these failings, of course, and at £5.95 is pretty much top wack on the Spectrum.

I'm not sure this is worth it, given the sense of déjà vu it leaves.

Program *Nodes of Yesod*
Price £9.95
Micro *Spectrum*
Supplier *Odin Computer Graphics*
Steers House
Canning Place
Liverpool
Merseyside
L1 8HN

OBSTACLES

Every so often Mastertronic release games at £1.99 which are so good they can be recommended regardless of price. *Action Biker* would be a must at £7.95, at £1.99 I suggest you don't waste time reading this, go out and buy a copy.

Part of the explanation for the price may be a deal Mastertronic have done to advertise KP Skips - an ad for them appears as a loading screen - maybe this has subsidised the whole operation.

The game involves a Zaxxon style 3D scrolling screen and a small but cleverly animated motorbike that you control. The playing area contains a



number of tricky obstacle courses, switchback, jumps and so on which require much judgment to master. There are also objects to be discovered, which help you with some of the obstacles.

Graphically, it's stunning and the music and sound effects are pretty good too. At £1.99 it's already a steal so pay for it, don't copy it. NB The Spectrum version is completely different.

Program *Action Biker*
Price £1.99
Micro *Commodore 64*
Supplier *Mastertronic*
Park Lorne
111 Park Road
London NW8

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.

This Week

The Chess Game	Arc	Commodore 64	£7.95	Micro Classic
Monster Trivia	S	Commodore 64	£9.95	US Gold
On Court Tennis	S	Commodore 64	£10.99	Activision
On Field Tennis	S	Commodore 64	£10.99	Activision
Musical Studio	Ut	Commodore 64	£14.99	Activision
Lazy Jones	Arc	Einstein	£12.95	Terminal
Clumsy Colin	Arc	Spectrum	£1.99	Mastertronic
Highway Encounter	Arc	Spectrum	£7.95	Vortex
Nodes of Yesod	Arc	Spectrum	£9.95	Odin

Paws	Arc	Spectrum	£5.95	Artic
The Covenant	Arc	Spectrum	£6.95	PSS
Waterloo	S	Spectrum	£11.50	K W Software
Rockman	Arc	Vic 20	£1.99	Mastertronic
RIP	Arc	Vic 20	£1.99	Mastertronic

Key: Ad - adventure. S - strategy-simulation
 Arc - arcade. Ut - Utility
 Ed - education.

Top-down

When younger I always used to read the editorial in the *Sunday Express* for the sole purpose of making myself as angry as possible, since I disagreed with almost every sentence and every phrase.

Since I discarded this masochistic pleasure, I find I can now effortlessly recreate the emotions previously engendered by Sir John Junor by the simple expedient of reading the writings of people - like Boris Allan - extolling the virtues of a top down approach to programming and learning.

The idea of a top down approach is one commonly advocated in program design. These ideas advanced by Dijkstra, Hoare, Wirth and other influential programmers and language designers have taken firm root in computing mythology. Allan seems to suggest that the particular ideas applicable to writing computer software (and usually used to best effect by sophisticated adults) is an appropriate method for teaching problem solving skills in general and in mathematics in particular.

The problem as I perceive it, is that there is no immediate analogy between solving problems in mathematics and in developing a large-scale computer program. One is a convergent activity the other a divergent activity. In designing a computer system one works from the top-level the specification of a particular system down through a series of refinement levels until one reaches the stage where the system is complete. But one has effectively done more than just solve one problem. Something much more complex has been achieved than that. Many sub-problems have been solved, but also a symbiosis has been achieved allowing the separate sub-solutions to co-operate in such a way that an overall or macro problem has been solved.

This cannot be compared with what is normally required when a child (or indeed adult) is asked to solve a problem in mathematics. Here the requirement is to solve one problem. On the way to that single solution subproblems may occur, but they can be solved sequentially.

One attempts a synthesis towards a single solution. On the contrary, people who design the 'solutions' to computer systems are called systems 'analysts'.

According to my dictionary, an analyst is some who 'resolves into simplest elements' - a clear description of a top-down approach.

My own prescription for successful problem solving skills would include the two elements 'analogy' and 'inspiration'. By 'analogy' I mean the ability to recognise how this particular problem is related to a previously solved problem and how that might aid in this particular solution. 'Inspiration' is almost impossible to define, but would be readily understood by most readers. Certainly it should play a key role in the analogy component of solution.

Now it is my contention that both inspiration and the learning process itself have a strong 'bottom-up' component. The suggestion that we should abandon this element of problem-solving is wildly wrong.

With Logo children learn by themselves how to program simple shapes using the turtle graphic commands. They then incorporate these steps into procedures. These procedures are used as building blocks for more complex shapes, which in turn become procedures used for even more complex shapes. This is by no stretch of the imagination 'top-down design'. In fact it is the opposite case of 'bottom-up design'.

Similarly in the language Forth, it is normal to start with colon definitions, low-level procedures which achieve initially small scale objectives within a larger program and in fact can be added to the vocabulary of the Forth language. Forth is a classic case of a computer language which has been designed to be implemented bottom-up.

Of course, any sensible program designer does not design Forth or Logo programs just from the bottom-up. I am not suggesting that. What I am suggesting is that most normal Forth and Logo programmers find a compromise between bottom-up design and top-down design. Top-down design achieves the purposes of an overall strategy - a systematic solution to the problem in hand and is particularly good for achieving sensible data structures allowing data to be passed between different modules of the program. bottom-up design is sensible for designing low-level and intermediate-level modules which can be used as 'library' procedures. It has the advantage that each module can be thoroughly tested before being slotted into place in the overall structure.

I am sure that a purely 'top-down' approach to problem solving is neither desirable nor practical. I am also certain that we cannot abandon such elements of 'bottom-up' learning since to me bottom-up design often comes closest to the ideal of child-centered, experiential learning.

Tim Mervyn

Puzzle No 163

On the wall at the bottom of the garden is Montmorency the spider. As can be seen from the picture, he is at the bottom of the wall at ground level, 100 feet from the end of the wall. Also on the wall is a tasty young fly dozing in the sun. The fly is situated 50 feet away from Montmorency at an elevation of 45 degrees. However, the fly is actually on the other side of the wall, and so to reach the fly Montmorency will have to travel to the edge of the wall, and then go round in order to catch the fly. To reach the fly by the shortest route he will have to cross the wall to a point a little way from the ground before continuing along the back of the wall.



How long is the shortest route (to the nearest inch) and how high above ground will he be when he goes round the back of the wall? (NB No allowance need be given for the thickness of the wall.)

Solution to Puzzle No 158

The number 8524 will produce the word 'Haul'

```
10 FOR N=8102 TO 9535
20 LET S=N*1111
30 LET SS=STR$(S)
40 LET W=""
50 FOR F=1 TO 7 STEPS
60 LET L=LEN(W)
70 IF VAL(L)<55 OR VAL(L)>90 THEN GOTO 110
80 W=W+CHR$(VAL(L))
90 NEXT F
100 PRINT S,W
110 NEXT N
```

The program checks all perfect squares in the range 8102 to 9535 (ASCII equivalent 'AAAA') to 90909090 (ASCII equivalent 'ZZZZ'). These are square in the range 8102 to 9535. The resulting squares are split into two-digit pairs, and if all four pairs form numbers in the range 65 to 90 inclusive, the CHR\$ equivalent is printed out.

Winner of Puzzle No 158

The winner is D A Evans of Roath Park, Cardiff, who receives £10.

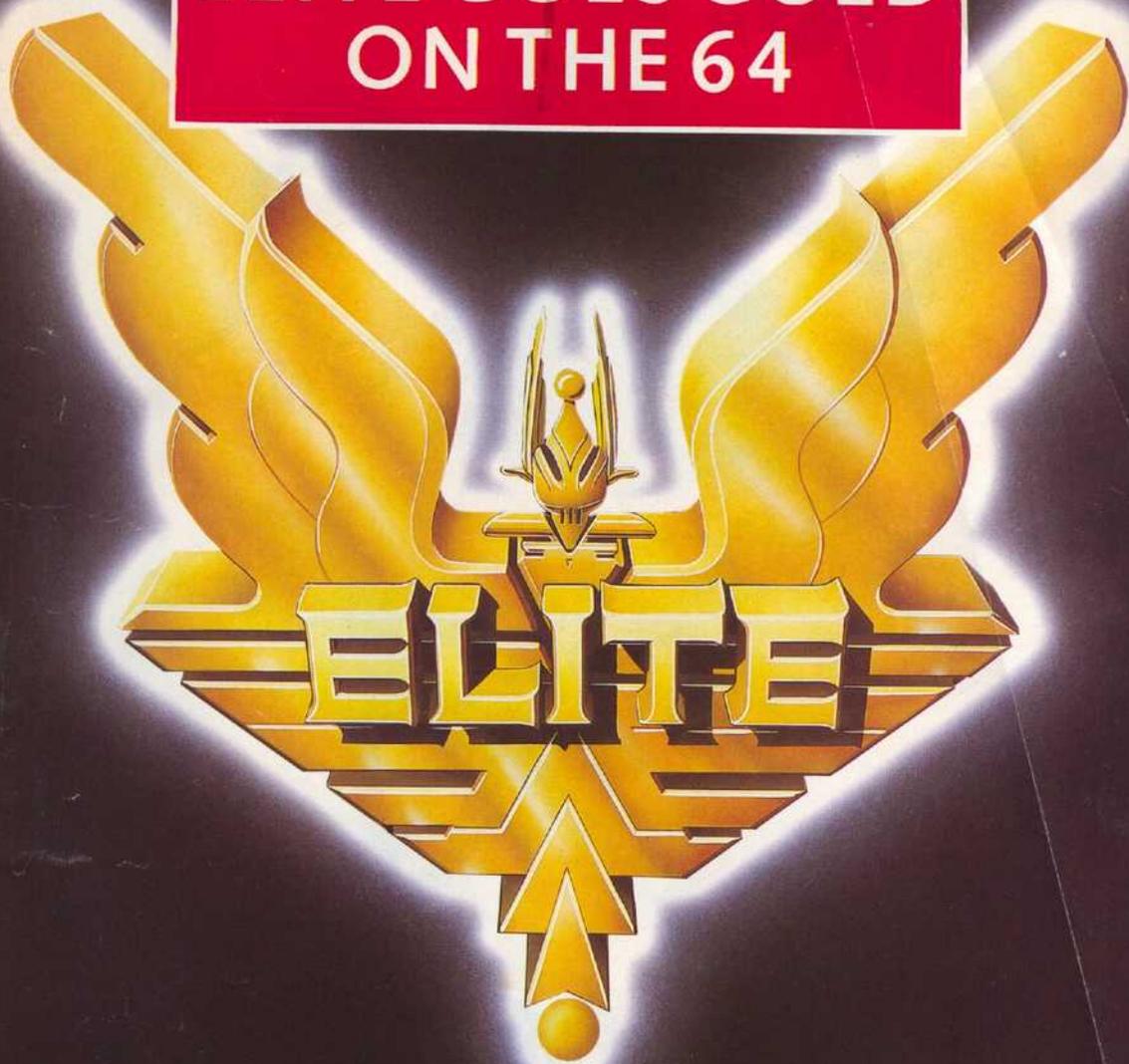
Rules

The closing date for Puzzle No 163 is July 17.

The Hackers



ELITE GOES GOLD ON THE 64



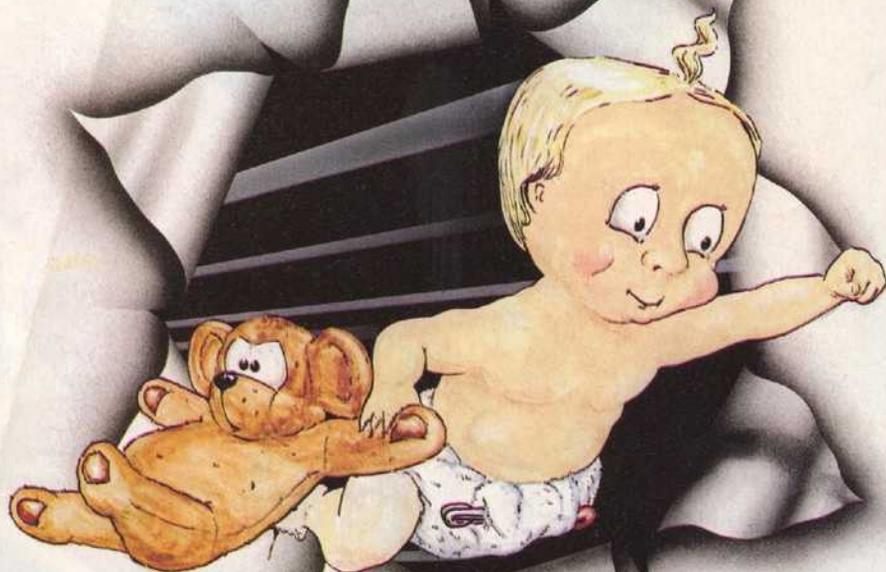
"The game of a lifetime" *Zzap!* 64. May 1985.



FIREBIRD SOFTWARE - WELLINGTON HOUSE
UPPER ST MARTIN'S LANE - LONDON WC2H 9DL

GOLD
EDITION

Herbert's



Dummy Run

Trouble In Store for Herbert

Spectrum 48K £9.95

Commodore 64 £9.95

Amstrad CPC 464 £9.95



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