with Home Computing Weekly

7-13 November 1985

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Bright grid 2 h

OXFORD COMPUTER Publishing's Spectrum program Art Studio has been snapped up by British Telecom. It will be released on a new label set up by BT - story inside.

IT IS now clear that Sinclair has two new micros lined up for launch early next year the expanded memory version of the Spectrum, and an up-market, professional successor to the OL.

The company apparently fully intends to continue with two distinct types of micro using the two different pro-

- Z80 and 68000 family.

Both machines are likely to offer full upward software compatibility with their respective predecessors - the Spectrum Plus and QL.

The British version of the 128K Spectrum launched in Barcelona on September 23, will be the first



Find out if you have won an Amstrad 6128 this week or at least some special Popular Computing Weekly cassette labels. Enter your personal Micro Magic number into our special computer program on

Vol 4 No 45

THIS WEEK'S NEWS

- BBC B production ceased
- Atari ST moves on up
- New Sinclair biography out

to appear, probably in January 1986. It is not entirely clear, however, whether Sinclair simply intends to release a UK translation of the Spectrum 128, or a modified version - perhaps with better graphic facilities.

However, the new machine will look very similar to the Plus with a Plus-style keyboard - and may well appear in the same casing.

The new OL is likely to replace the 68008 processor with a full 68000 and a built-in 31 inch disc unit in preference to microdrives. The package - unlikely to appear until the spring - will probably include a built-in monitor.

continued on page 4 >

TWO NEW TITLES from Mikro-Gen (left) Mastertronic (right).

Mikro-Gen's Sir Fred (£9.95 on the Spectrum) has been licensed from a Spanish software company and is an old fashioned tale of knights rescuing imprisoned princesses.

The Last V8 from Mastertronic (£2.50 on the Commodore 64) is a hectic car race which features sophisticated music.

Both are due out next week.





SPECTRUM DISC INTERFACE) QL MODEM) C64 SAMPLER

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EDITORIAL

Software piracy is probably not something which is of great concern to the average computer program buyer. After all, software piracy is just as widespread and 'acceptable' as copying a friend's music cassette. The music industry lives with the problem, so why can't the software industry?

Indeed, micro companies like Amstrad could be said to give tacit acceptance of software piracy through manufacture and marketing of twin-cassette players which can be used to copy from tape-to-tape.

Before long, though, the industry will evolve a sure-fire way of halting piracy through technological means.

In the long run that means following the music industry into CD Rom storage. Until then some form of cassette software protection will be used. A number of different systems are already being tested and most are highly unsatisfactory. From the software houses' point of

view they all look great – they deter piracy. From the software buyer's angle they can introduce an unacceptable level of hassle into loading a program – for example the colour-coded cards. Even more confusing to use is the increasingly popular Lenslok system.

At present, the only system which gives something to the buyer as well as taking away ease-of-use is Mikro-Plus from Mikro-Gen. Its hardware add-on unit contains extra memory meaning more sophisticated games can be marketed.

People actually want Mikro-Plus – not as a protection device – but as a technological advance. And that means it will sell. It should please everyone from owners to programmers to retail chains like Boots and WH Smith.

The other systems are a convenience for the industry – to curb a very real problem – and a source of frustration for everyone else.

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'The Enterprise has got the most versatile graphics around' – Steve Bak, Microdeal

BBC 32K axed

ACORN HAS finally admitted that it has ceased manufacture of the 32K BBC model B, but claims that the Electron is still being produced.

"We have stopped selling the 32K BBC in this country," said Bob Coates, the BBC mi-

Acorn's first BBC dropped



cro system's product manager. "We decided that the 128K version of the B Plus is what people want. We feel that the B Plus offers good value for money and that we cannot really be offering a BBC machine with just 32K this Christmas."

The BBC B Plus 64K costs £469; the B Plus 128K is priced at £499.

He admitted too that Acorn had moved distribution away from the high street – none of the major chain stores are stocking the BBC machines and only Dixons/Currys offers the Electron.

Sinclair's New Year plans

continued from page 1

THE NEW Spectrum will preserve upwards compatibility by operating in two modes, like the mode switching in Commodore's 128 machine. In Spectrum Plus mode, none of the superior features of the 128, such as the Midi compatible RS232 interface, 8912 sound generator or the separate numeric keypad will operate. Some British software companies are already working on the 128K machine for programs to use the extra features in 128 mode. The 8912 sound chip is one of the features where the new Spectrum scores heavily over the current model with threesound played channel through the television or monitor.

The Basic Rom is increased from 16K to 32K with additional Basic commands to address the new features, including Play to access its sound facilities. The 128K of memory is paged in 16K blocks. In 128K mode Basic the traditional Sinclair single-keyword entry is dispensed with – Basic commands must be typed in in full, letter by letter.

The Spanish Spectrum 128 has a screen display and graphic capabilities unchanged from the Spectrum Plus. Sinclair may well wish to improve graphic display for

the model that eventually appears here.

While the new Spectrum will eventually supersede the Spectrum Plus as an entertainment home machine, the new QL model is intended for more serious application.

Sir Clive last week said that he hopes to launch a machine for the professional market next year, which would incorporate the strength of QDos, the QL's operating system and software.

The follow-up for the QL will almost certainly switch from the 68008 processor to a full 68000, with built-in single $3\frac{1}{2}$ inch disc drive and monitor. The memory will also be increased, though probably only to 256K or 512K.

Again upwards compatibility from the QL will be an important feature, as will some built-in software in Rom. The current plan appears to be to offer the new machine in a package – and follow Amstrad and Atari down the 'one plug' route.

While Sinclair hopes that it can offer a system using windows, icons etc, and has been in discussion with Digital Research over Gem, it would like to be able to produce a similar system through ODos.

The QL successor is likely to be launched in late spring to early summer next year at around £500.

For Sinclair, a spokesman said, "I really cannot comment. There is so much speculation about what Sinclair may or may not be producing next year."

"We have deliberately narrowed the number of outlets to ensure that the machine is adequately supported," Bob Coates continued. "The Electron is now available only from Dixons/Currys and appointed Acorn dealers. The 64K B Plus is also available from Acorn dealers as is the £30 kit which up-grades the 64K Plus to a 128K Plus."

His comments contrasted strongly with those of an official Acorn statement early last week that the 32K Ram model B was still being produced for the UK market and that it "would be surprising" if major high street retailers did not stock both the BBC and Electron machines this Christmas (see Popular Computing Weekly, October 31).

BT forms new label

BRITISH TELECOM's two software divisions, Firebird and Beyond, are shortly to become three – Firebird is to split into two factions to separate its entertainment range from more serious titles.

Firebird will remain the brand name for titles currently in its Silver range, Super Silver or Hot range, and will be run by Herbert Wright.

Tony Rainbird will develop the new and as yet unnamed section. "We are sectioning off certain programs – for instance, utilities or titles for sophisticated machine like the Atari ST," said Mike Anderiesz, of British Telecom's New Information Services.

One of the new division's first titles will be Art Studio (see cover).

PCW 8256 mania hits high street

AMSTRAD'S new PCW 8256 micro is now available in a number of high street stores other than Dixons, although Dixons was originally intended to be the sole high-street stockist until Christmas.

Both WH Smith and John Lewis stores have received the 8256 in the last week. John Menzies also hopes to stock the machine before Christmas.

"At the time of the launch of the 8256, it was announced that Dixons would hold exclusivity until Christmas," said a spokeswoman for Amstrad. "During the months that it has been available, other chain stores have seen the machine and have wanted to stock it.

"Consequently, a limited number have been made available so that stores can evaluate their stocks for the New Year."

"The PCW 8256 has gone into 140 of our outlets," said WH Smith's merchandise controller John Rowland. "The 8256 fits in very well with both our typewriter and computer range."

The PCW 8256 costs £458.85 at WH Smith and £460 at John Lewis.

New 800XL deal

DIXONS is to sell off remaining stocks of Atari's 800XL micro in two special value packs.

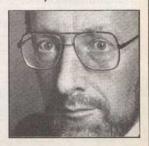
The first costs £99.99 and includes the 800XL with five software titles, joystick and cassette recorder. The second, at £169.99 is the same as the first but with three more software titles and a disc unit included.

Clive booked!

THE SINCLAIR Story is the first full-length book of the fortunes and misfortunes of Sir Clive Sinclair's various business enterprises.

Written by Rodney Dale, the account covers Sir Clive's early career as a technical journalist, and the founding of Sinclair Radionics in 1962, right up to summer 1985.

The Sinclair Story is published by Duckworth at £9.95.



Atari goes slow on 260ST

FIRMWARE up-grades for the Atari 520ST are now in sight and will be offered to current ST owners in Eprom form within the next month.

Completion of the firmware and the settlement of the dispute between Gem author Digital Research and Apple (see Popular Computing Weekly, October 10), means that work on putting the programs into Rom can now begin.

"The operating system, Logo and Basic are now complete, so our intention now is to build them in chip form," said Atari UK's sales and marketing manager Rob Harding. "The dealers will fit the upgrades for a nominal cost."

The nominal cost is £25, but customers who bought their 520STs at leading Atari dealer Silica Shop will get their upgrades free.

"We felt strongly that early

ruled that Amstrad's, TS 39,

TS 87 and SM 104 twin high-

speed audio cassette ma-

chines encouraged members

of the public to breach copy-

right in an action brought against Amstrad by the British

Phonographic Institute (BPI).

However, the Appeal Court

did also rule that there was no

substance in BPI's allegations

that Amstrad had incurred

civil liability in its marketing

of the machines, which re-

buyers of the ST shouldn't be penalised," said Silica Shop's marketing director Tony Deane.

However, progress does not seem to have been made on the 260ST. "We are still looking at the end of this year or the beginning of next to launch the 260ST," said Rob Harding. "It is the modulator that is holding things up, though, rather than the firmware."

mmware.

versed the judgements.

The Appeal Court judge expressed the view that it was very unlikely that anyone would attack Amstrad's marketing through the 1956 Copyright Act.

High

Amstrad's Malcolm Miller asserted that there was no question of Amstrad either withdrawing the twin cassette decks or changing its advertising.

Virgin set to hit with Now! Games 2

FOLLOWING the success of the compilation tape *Now! Games* – which Virgin claims has sold more than 50,000 copies – the company is set to release *Now! Games 2*.

Now! Games 2 will comprise Airwolf (Elite), Tir Na



Elite from Now! Games 2

Nog (Gargoyle), Chuckie Egg (A'n'F), Cauldron (Palace) and World Cup Soccer (Artic).

It will be available in early December for the Spectrum and Commodore 64, price £8.95.

Amstrad in 'copier' row

AMSTRAD has failed to gain a formal declaration from the Court of Appeal that the marketing of its twin cassette recorder does not incite infringements of the Copyright Act 1956 (see Popular Computing Weekly, July 4).

The High Court had earlier

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Letters

DIY destruction

Monitoring alien life forms (Letters, September 19) is an amusing if thankless task.

I must take issue with Mr Seldon's comments, though. It is a common belief among my colleagues at the Galactic Geography Survey that the human race is more likely to eat a non-earthling than to blast it. Of the thousands of different life forms on your planet we can only identify a handful that have never been eaten by humans.

Mr Seldon's main point – that there is something inherently wrong with games that involve zapping aliens – also looks somewhat strange from our viewpoint. The frightening fact is that these games

THAMES TV TELETHON

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a deserving cause.

popular Computing Weekly has now raised over £750 in

donations from readers to be donated to the Thames

It has been a tremendous effort and thank you very

much from all at Popular to those who gave money to such

merely reflect the human's inability to form peaceful relationships with anyone even other humans. There was an interesting contradiction in the letter when Mr Seldon suggested that the xenophobic nature of some of your software would cause an otherwise peaceful alien race to vaporise your planet.

That, we feel, is a job you will do yourselves, given time.

The Alien Name and Co-ordinates witheld by request

128K drawback?

I was pleased to see that after months of the usual Sinclair denials the new 128K Spectrum has been unveiled - even if it is only in Spain. As a very satisfied owner of an Issue One Spectrum I am eagerly awaiting the extra memory.

But I, for one, will not be buying if the new machine in this country is launched with the same kind of keyboard as the Spectrum Plus. I want a real keyboard that can be used for something other than zapping aliens.

> David Evans Tottenham North London

The keyboard on the Spanish 128K, at least, looks identical to that on the Spectrum Plus.

Fawlty logic

I trust that, when the 128K Spectrum is launched in Spain, it will come complete with an operating manuel?

Frank Lewis 24 Argyle Road Sevenoaks Kent



"All the adjectives will be available soon in a separate booklet."

Addict's delay

W hy hasn't my Arcade Addict's Handbook arrived yet?

> James Powell 23 Beaumont Close Romford Essex

Apologies to anyone who is still waiting for their free Arcade Addict's Handbook — we have been overwhelmed by the response. We hope to send them all out before the end of this month.

Micro Magic



Popular Computing Weekly

Micro Magic



AND THE RESIDENCE OF THE PARTY OF THE PARTY

The Amstrad CPC6128

We are giving away an Amstrad CPC6128 128K micro – worth £399 – every seven days until Christmas. Not only that, but every Micro Magic card is a winner – every card wins a runner-up prize of free Special *Popular Computing Weekly* cassette labels

How to find out if you win this week To find out if you are a prize winner this week this is what you must do:

- Key in the computer program listing printed here into your micro and Run the program.
- Input your special Micro Magic number as data in the program when requested and press Enter.
- The program will tell you if you have won a prize this week and what it is.
- 4) If you have won a prize you can claim it by filling in the coupon on the back of your special Micro Magic card. Then send

5 PRINT "Input your personal Micro
Magic number"
10 INPUT w
15 FOR a 1 TO 3
15 FOR a 1 TO 3
27
40 LET year 2 1 TO 3
27
40 LET year 2 1 TO 3
28 SET 2
29 SET 4 1050
29 IF y=12840 THEN BOTO 80
29 IF y=12840 THEN BOTO 70
40 PRINT "Your matching Micro Pagic number is "ly all PRINT "Better luck neat week!"
46 STOP 70 FOR TO 10 Now WOO IN A NEST A 10
25 STOP 70 TO 70 TO

Micro Magic: Week 5 Program listing

the completed card off to: Micro M<mark>agic,</mark> Popular Computing Weekly, 12-13 Little Newport Street, London WC2H 7PP.

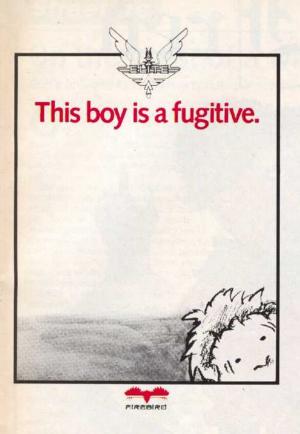
Don't forget to fill in both your name and address, and also both your winning Micro Magic answer from this week and your special Micro Magic number.

5) If you haven't won this week, don't give up hope. Keep your Micro Magic card and use it to find out if you win with next week's Micro Magic computer program. The same card will last you right through to Christmas, so don't throw it away - you could miss the opportunity to win.

This week's winning Micro Magic Numbers: 1326328 and 12840

If you think you've won complete the form on the back of your Micro Magic card and send it to: Micro Magic, Popular Computing Weekly, 12-13 Little Newport Street, London WC2H 7PP.

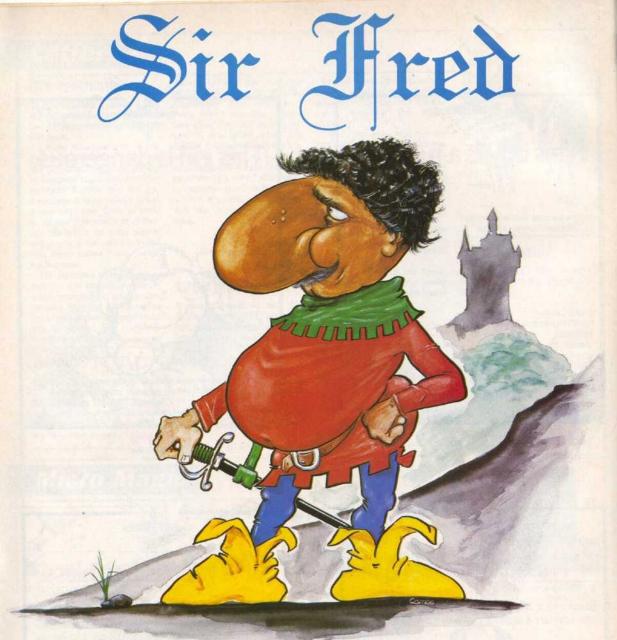
Micro Magic cards can only be obtained in line with the criteria outlined by Scot Press. Participants are emitied to only one card each. Cards and accompanying documentation can be obtained free of charge by writing to Scot Press. 12-13 Little Newport Street, Lendon WC281 TPF.











A severe attack of Chivalry on a Moonlit Knight

Je Olde 48K Spectrume £9.95

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On the crest of a wave

Surf's up! John Minson goes paddling with New Concepts

f all adjectives in the computing world, new has to be one of the most common. Heralding from the old world charms of Ireland, however, is New Concepts, a company which believes it lives up to that overworked

The promise of yet another sports simulation may seem less than novel but when the program is called Surf Champ you have to admit that it's hardly a national pastime. But its originality lies in the method of control: not the keyboard, not a joystick but a seven inch surf board that sits over the keys. Even more strange to relate, we're talking about the rubber-keyed Spectrum here.

While it could have been a mere gimmick, New Concepts has ensured that this overlay behaves just like a real board, depending on where you apply pressure. It takes 20 keys to read that input - rather too many for the average hand! And the company has protected its idea by obtaining a patent for the over-

lay concept.

"The profit is in new ideas," says Norman McMillan, the man behind New Concepts, and he isn't talking about mere financial income. When he's not teaching instrumentation at Carlow Technical College, he's likely to be organising touring exhibitions or conferences about the great Irish scientist. Tyndall as well as somehow finding time to run the company.

Like Tyndall, Norman is a born educator, but that doesn't mean dry book learning. He considers sport to be leisure education and at the heart of Surf Champ is some hard core physics, ranging from wave behaviour to the surfer's energy expenditure under various conditions. The accuracy of the simulation is endorsed by Reg Prytherch, President of the International Surfing Federation and Rod Brooks, President of the Australian Surfing Association.

"If surfers think these things are important then kids will learn they're important. Why pander to what they already know? It's a waste of time and the kids are no richer when they play the game." Norman tells of one occasion when sprite flicker was causing problems. "I got a phone call saying, 'I can take out all the physics and get the sprites to move smoothly.' I said, 'Don't you touch it, mate.""

One bow to the high score freaks is that while the scoring closely follows that of competitions, with the more spectacular manoeuvres rating proportionately higher, it is out of 100,000 rather than a paltry ten. But it must be admitted that graphically the pre-production copy of the program that I saw was well behind the sophistication of many games; a trade off for the vast amounts of code necessary to read the keys and calculate the equations.

Doubts about lack of surface gloss fade as you play. Norman demonstrates how you paddle out, ducking under the waves, your hand flat on the board alternately pressing Caps Shift and 1 on the rubber-keyed Spectrum.

Next wait for the right wave and, judging your timing carefully, catch it by

pressing 2. The screen changes to show a larger sprite surfer riding the wave, in the same sort of perspective seen in photographs of the sport, Norman explains. You move your hand to the back of the board, just as in reality the surfer balances there to keep the board's nose out of the

water. Pressure on either side makes you turn, the angle determined by how far up the board you are. The whole range of surf stunts are available from merely gliding along the length of the waves to hairpinning up to its top and flying into the air before twisting back on

Norman says, "The paddle gives the tactile simulation - it gets as close as possible to the real thing." After a little practice I fully agree. And I can believe in the educational side of Surf Champ because the player is constantly learning from the physical experience, from the initial choices and from the personal details which determine how well you can hope to perform.

The idea of combining surf and micros came from Norman's teenage son, Doug, a surfer of two years vintage. A more overtly educational program, Three Miles High was put to one side when Anthony Kelly, a brilliant young electronic design student, said he could see a way of doing this.

That was back in summer '84. A long period followed, until May this year, when more and more people were brought in but proved unable to get the program working. At Easter Norman

himself took charge and wrote the physics algorithms which were coded in Pascal because it runs 20 to 40 times faster than Basic but is easier to debug. However it's costly in terms of memory.

Meanwhile Anthony worked on the sprites and at last things began to come together. The other members of the team included Des, a pure science student, Kieran and Rocky. But Norman was still learning from harsh experience. "Programmers always underestimate. It always takes a hundred times longer." The proposed July completion date passed and their landlord began to ask questions about squatters, there were so many all night programming sessions. "In a country town they don't expect guys to be doing these things anyhow."

With the program itself near to completion, though with advertising and other marketing expenses still to come, the involvement of Irish government aid, in the shape of the Industrial Development Authority, became necessary.

The launch of Surf Champ came at the European Surf Championships in County Donegal. Some details of the game were still incomplete: alternative music had to be added; plans to make keyboard response sluggish as your surfer grows

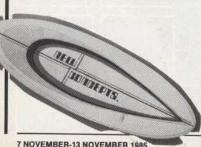


tired had to be dropped from the Spectrum version, though should reappear on the Amstrad. And there was still the problem of designing a surf board for the Spectrum Plus.

But at last Norman McMillan's dream was close to realisation, and the response from the surfers was excellent. Despite the still present financial risk, Norman was happy to talk about further New Concepts projects.

These include conversions of Surf Champ and new beaches with different types of wave, including a 'tube' - when you take your board and surf along the hollow as the water curls above you. Future simulations include one for skiers, and while it will initially use two plastic skis, New Concepts is looking at a yet more realistic method of user interface.

Once again Norman's enthusiasm grows. "This program is a generation ahead of anything else. It isn't just men jumping over barrels." It remains to be seen whether his faith is misplaced. "If it fails the money's lost. It's back to a cottage industry." But I wish Norman McMillan and his dream well. A lot of hard work has gone into it . . . and spectral surfing is a whole lot of fun too.



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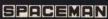
ASK











Toolkit

Program Utopia Micro AmstradPrice £29.95 (Rom) Supplier Arnor, The Studio, Ledbury Place, Croydon, Surrey CRO 1ET.

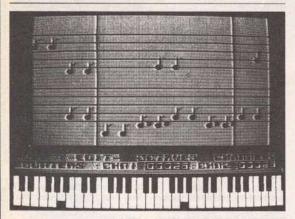
f the Rom software releases for the BBC, Beebug's Toolkit is amongst the most respected. Utopia is credited to the same author and provides CPC owners with a similar range of utilities.

Disc commands include Format, Discopy, Disctest, etc, - normally available only by loading a CP/M disc. There is also an Access command similar to the BBC for making files Read Only and there is a disc sector editor useful for recovering erased files. Info provides the length, start and execution address of files on tape or disc, Copy transfers files from disc to disc (1 or 2 drives), disc to tape, or tape to disc. Verify has been provided for programs or Ascii text. List, Type or Dump put file contents on

screen in various formats. Spool echoes any screen output to a file whilst Printon echoes it to printer. New Load and Save commands give more options over file type and position in memory.

Programming aids include Search/Replace for Basic tokens or Ascii text Move lines of Basic, List all functions, arrays, variables, function key definitions (including several that are programmed at power up such as a function that restores all screen parameters to their original state useful if you get lost in a mishmash of inks and windows), memory dump and memory edit, and a status display of program start address, length, free memory etc. Finally come the Rom control commands for switching Roms on and off (vital to run long programs such as 3D Grand Prix), listing and selecting commands from specified Roms even if several use the same words. A powerful range of commands at a bargain price for a Rom.

Tony Kendle



Wah!

Program Wham - The Music Box Micro Spectrum Price £7.95 Supplier Melbourne House, Castle Yard House, Castle Yard, Richmond TW10 6TF.

f all criticisms of the Spectrum its meagre sound ability takes most flak and until now the only way to make Sir Clive's machine sing has been to buy a peripheral device. But anybody who has heard the opening music of Fairlight will have asked, could that really be two channels?

The emulator that was used to such great effect there is now about to be made publicly available, courtesy of Melbourne House, and I've been fortunate enough to have an early version to play with. It comes with the Wham name because the finished product will include a selection of

Circuits

Program Qcad Micro QL
Price £29.95 Supplier
Stonelink Trading Ltd,
Heckenrosenweg 6 3170
Githorn, West Germany.

his is a computer aided electronic circuit and PCB layout design package for the QL, consisting of the main design program Ocad itself, Ocomp a component symbol set designer and a predefined symbol set.

Qcad is quite friendly to use and provides such features as: freehand sketching (using cursor keys/joystick), automatic joining of points on the circuit, placing of circles, arcs etc, text labelling and a screen to printer dump routine for most dot matrix printers with graphic capabilities. The most powerful feature of all though is the use of predefined component symbols which are the solid state equivalent of a component stencil. The symbol set provided is a standard general purpose set, which should serve most requirements, in BS3939 format rather than the American style component symbols. If you require unusual component symbols then you can define your own sets using Ocomp.

Qcomp is an intriguing program since the component symbols you design with it are compiled as actual Superbasic procedures... an unorthodox system perhaps, but very effective. The only drawback is that the procedures are merged into Ocad as required which is a slow process compared with loading in a similar size data file. For those familiar with Basic this system is a clear advantage, enabling you to write complex symbols directly in Basic or even use the procedures easily created by Qcomp in your own programs. I found Qcomp easy to use, designing a small symbol set without even reading the manual.

Although Qcad is written in Basic this doesn't make the software too slow, though you can get the occasional problem where Qcad falls over on microdrive errors; no microdrive when Qcad tries to access it for instance.

Qcad has most features that an electronics Cader requires. Radio hams, electrohobbyists, professional designers of small circuits, and perhaps most of all electronic students who have to design a project as part of their course, will find this package of great value.

Jonathan Prestidge



their hits but don't let that put you off - you can easily erase them from memory.

That leaves it clear for your own composition, which is achieved one channel at a time using that barely satisfactory compromise, the bottom two rows of the keyboard as a piano. Luckily there's a simple back space to correct duff notes. The whole process is geared to playing by ear and there are single step and continuous play preview facilities.

If you think percussion would liven up the track there's a controllable white noise generator with which to synthesise drums, though adding these to the finished music removes other notes at that point. There's room in memory to store six tunes, and these can be saved to tape or drive or compiled and used in your own pro-

grams. Alternatively you can output an audio signal direct from the Mic socket on to tape.

I must admit that I was disappointed that the utility wasn't more musically standard. In this prototype the notes weren't even correctly registered on the upper stave, though this should be corrected soon. All notes are entered as guavers in common time, and though you could write in other time schemes the bar lines would be in the wrong place. There's no way of differentiating consecutive notes of the same pitch.

That said, I found the program fun to use, though somewhat limited, and with slight problems as to the keyboard and control keys.

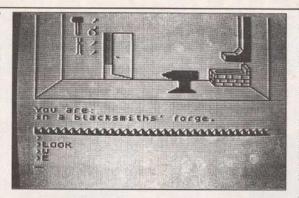
John Minson

M. goes gaga

Program The Quest for the Holy Grail Micro Spectrum Price £1.99 Supplier Mastertronic, 8-10 Paul Street, London EC2A 4JH.

llo there, silly English person. What do you want? A 'Oly Grail, you say? Pah! Well, we will not help you, pile of wombat droppings. I unblock my nasal cavities in your direction and your aunty smells like a goat. We 'ave an 'Oly Grail of our own and no, you cannot see it. Eet is complete with 16K Ram pack, so there. Now hither away before I get nasty and twirl my bottom at you.

"What? You are still here? Then I will give you this adventure game for your silly



Spectrum computer which I loathe more than those bits of fluff which you find in your navel. Somewhere there is an 'Oly Grail in it, I suppose, you ridiculous English k-nicht!'

And now for something completely different. . .

"Hallo. You look like a man

of the world. Ever played any...computer games? May be a bit more adult than Jet Set Willy (knowing wink). Adventure games about grails? Great big grails? Well... what's it like?

"Right. Pay attention. I'll tell you what it's like. It's silly.

Very silly. And I don't like it. though I'm sure some of you out there. . . Yes, you, and stop that immediately. You'll like it. But as an adventure with lots of manly things like maiming and killing and tearing the heads off gerbils while wearing women's clothing - well, it's just a nonstarter. Still, if you like that sort of thing you'll have a laugh or two. Or three. Perhaps even four. Right - back to the review, and let's have no more silliness."

(Note: What our writer's trying to say is that if you're a Monty Python fan you'll endure the slow response time and uninspired graphics for the Pythonesque tone of this game. Ed.)

John Minson (Silly Candidate)



D Day

Program Crusade in Europe Micro Commodore 64 Price £14.95 Supplier US Gold, Unit 10, The Parkway Ind. Centre, Ueneage Street, Birmingham B7 4LY.

argaming is a minority taste, but the devotion of that minority to their hobby and their continuing willingness to pay over £10 and sometimes a great deal more for sheets of papers and fiddly bits of cardboard has made them a fascinating target for software houses.

Crusade in Europe is based on the Allied campaign in Northern Europe from D-Day up to December 1944. Within that massive sweep the player can chose five scenarios. Each scenario is subdivided into sub-scenarios offering the player plenty of choice. This choice is increased by two features which the computer adds to traditional board gaming. The player need not have an opponent, but can play against the machine - a real godsend for all gamers - and the player can alter the balance of the play to favour one side or the other.

The ultimate test of any historical recreation is how well the players are encouraged to duplicate history. Here Crusade comes up trumps. On a tactical level the player learns to handle the various elements of the army as the better generals did and the campaigns follow either the real course of history or suggested plausible alternatives.

The game is not perfect. The first fault occurs during loading when the computer asks you for a codeword (16 are listed in the rulebook); if you type in the wrong one the game will let you play for two 'days' and then end.

The second fault is in the way information about units is communicated to the player. When they are in combat they periodically flash messages on the board, these can be quite important if a unit is taking a hammering, the messages are there and gone in just that, a flash, and there is no way of recalling ones a player has missed. In order to keep checking on a unit's status the player has to keep moving the cursor around and asking questions; this slows the computer and, consequently, the game.

Similarly the computer has a habit of issuing unilateral orders so that a player will imagine that a unit is doing one thing when it is in fact doing something totally different (which, according to the program, he would have ordered if he'd had any sense).

Supply is crucial to units

Injuns!

Program Seventh Cavalry Micro Spectrum Price £3.50 Supplier Black Knight Computers, PO Box 132, Chislehurst, Kent.

owdy, y'all. Here is Black Knight, a long long way from home in the John Wayne country of the 1870s with a strategic war game in which you command 600 cavalry troopers on a mission to destroy 15 Indian settlements and force 4000 braves off mining territory.

Ignoring the morality of this exercise (ever see Soldier Blue, pardner?) you have one week to complete the mission, with each day passing in quarter hour segments. So you ride out across the varied landscape to encounter the noble and brave Indian warriors...sorry, redskin varmits.

Beneath you are 12 troops,

identified by letter, and you command them one by one via nested menus, the main options being movement at various rates or rest, this being very much a game of military resource management. Delay gives the Indians, who move simultaneously with you, the advantage. As the screen only presents a small area of the map you'll have to split up to locate their teepees.

Congratulations to Black Knight for avoiding the usual grid, but sadly their alternative is almost as dull. Specifying movement option, with its slow response, then speed and direction time after time had become a dry round of key pressing even before noon on the first day.

There's a reasonable idea at the heart of this game and it may pass at the price but did I find it lively or engaging? The hell I did!

John Minson

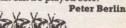


and the supply phase is whizzed through so quickly that it is often difficult to tell which units are in or out of supply.

Finally the map is much more difficult to read than the hexagon decorated board most wargame players will be familiar with.

In spite of these guibbles

MicroSoft have produced a game that satisfies the games players' demand for playability, historical accuracy and balance, and has added to that a whole new dimension of feel and, best of all, a game that can be played solo.



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Disc system

Product Spectrum Disc Interface Price £85 Micro Spectrum Plus Supplier Kempston, Bedford.

hoosing a disc system for the Spectrum has always been a difficult task, thanks to Sinclair's lack of support for disc in favour of the Microdrive.

Kempston's offering is disc interface and incidentally, the smallest I have ever seen - which will operate with any size drive - 3 inch, 31 inch or 5 inch, so long as it is suitable for use with the BBC, and

has a power supply.

Quite simply the unit performed all savings and loading of a variety of files without any problem. I was pleased to see that sequential files were provided although in practice I have never missed them from my system. Savings an array a\$(2000,20) as both Data and as a file took three times as long in sequential form and 2K extra disc space.

Once opened a file can only be written to if it is a new file or read from if it is an

My biggest hope was for the tape to disc copy. This is where all Spectrum drive systems suffer as no-one is producing software on disc for the Spectrum but my hopes were dashed. The soft-

ware suffers from a couple of problems, first I found that the input was much more sensitive, and tape volumes had to be very precise. Secondly, the transfer works fine but is done in block. It is left to you to try and break into the loader programs and convert all this Savelload commands to disc syntax. As the program is transferred in block, all the protection is also transferred making it just as difficult to modify as with my old

To end a transfer session you have to Break out of the program. Often the program would refuse to do so and repeatedly dump 64K of garbage onto the disc before crashing with a disc full message.

Instructions

It is accompanied by a small, 18-age booklet, and the print is tiny so you'll need good eyesight to read it.

There are plenty of sections which offer practical advice but they seem to be thrown in ad hoc. Competent programmers can find the information they need but it could have been clearer.

Os Commands

In the software all the normal Save and Load options are provided plus most of the microdrive functions: Format, Cat, Erase, Move, Open, Closett, Printtt, Input# and Inkey\$#. All commands except entretterion, HEMPSTON

the last three are called by preceding them with Print n1, n2, etc.

It does not take long to become familiar with this system and the operating system is reasonably friendly.

What really excited me was some of the additional commands supplied. Clear 0 will compress a program by changing all numbers into Val "no" form. This seems longer but be assured it does save space due to the Spectrum's floating point number system.

Clear: Print no1, no2 will perform a block delete from line nol to line no2

inclusive

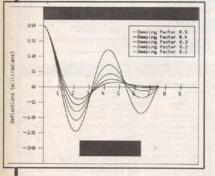
This interface is a good unit which unfortunately promises more than it effectively delivers. It would have helped if instead of a condensing routine they had provided a routine to check through the programs being transferred, and modified the Save/Load syntax.

Ray Elder

Plot commands

Hardware Plotmate plus Lincad, Linchart and Lintronic Micro BBC Supplier Linear Graphics, 28 Purdeys Way, Rochford, Essex.

he dot matrix printer is an excellent device for producing good quality text printouts. With suit-



able software it can even produce screen dumps, but these are far from being high quality.

There is very little to beat the standard of hard copy produced by a good quality X-Y plotter.

The Plotmate plotter from Linear

Graphics is one such device which has been designed to be used in conjunction with the BBC computer - plugging into the BBC's user port.

As well as the plotter itself, you get a system disc with the software needed to drive the unit and several excellent demonstration programs, six pens, some sheets of coated plotting paper and a 72-page ring-bound manual

The felt tip pens merely push into the pen holder and lock home with a quick twist. Once the pen is in place one of the glossy sheets of A4 size paper can be laid on the plotter bed and held in place

using two magnetic strips.

The software supplied with the plotter came in two forms, the first was the 'low' form which sat low enough in memory to allow the use of the Mode 4 graphics screen. This meant that plotting could be carried out on the screen and plotter simultaneously. The second copy of the software was the 'high' version. This locates itself high in memory allowing more space for the program but output is directed to the plotter only.

All of the commands to the plotter are assigned to seven of the BBC's function keys. These commands consist of Onl Off, Move Pen (using cursor keys), pen Up/Down, pen Home and pen Park. All of these commands can also be issued from within your programs.

The plotter is supplied with six pens, only one of which may be used at any one time. Although the plotter will not automatically select a new colour from a rack of pens and continue with the drawing, the BBC's Gcol statement can be used within a program causing execution to be halted whilst you change pens.

Using Plotmate is a dream, if you can draw a picture on the screen using the BBC's graphics commands then you can use Plotmate. It acts exactly as you would expect when using Move and Draw statements, moving with pen up and pen down, respectively. It even responds to the Plot 85 statement by filling a triangle. Text can be printed at any point on the drawing via the VDU5 statement. The graphics cursor being moved to any point on the drawing and the text output using the Print statement.

Linear Graphics has also developed a suite of software packages for use with the Plotmate.

The first, Lincad, is a crude computer aided design system. The drawing facilities provided are extremely limited. The second program, Linchart, was much more useful. It enables you to produce both bar and pie charts with the minimum of fuss. Finally, Lintronic, is a system which allows the user to design, edit, and store electronic circuit diagrams.

I felt that the Plotmate and system disc plus the Linchart software would be the combination with facilities to deal with the graphical requirements of most users.

John Revis



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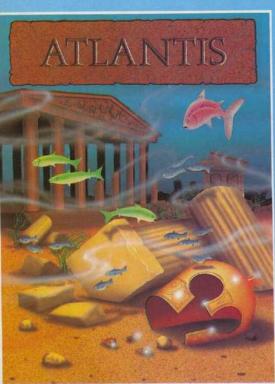
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Hardware

Electro-music

Hardware Microvox Digital Sound Sampler Micro Commodore 64 Price £230 Supplier Supersoft, Winchester House, Canning Road, Wealdstone, Middlesex (01-690 1166).

Since Paul Hardcastle's 'N-N-N-N-N-Nineteen'', there can't be many people unaware of the possibilities of sampling real sounds for musical purposes. What some may not realise is that with the introduction of digital drum machines and ever-cheaper samplers, it's now almost the rule rather than the exception for a record to be made using samplers.

Home computers are ideal for putting to use as sampling musical instruments; they contain the same sort of hardware as the dedicated devices such as the £8,000 Emulator or £20,000 Fairlight. The first affordable, professional standard sampler (fitted with the now compulsory Midi interface) available for home computers is Supersoft's Microvox digital sound sampler.

The Microvox is a neat metal box half the size of the Commodore 64, with a power supply, decent manual and software on disc. Sockets on the back are Audio In and Out; Midi In and Out; and there's also a ribbon cable connecting to the 64's cartridge port. On the front panel is the Gain control for adjusting the sound input level. Mix for balancing the original sound and the sample, Output level and Repeat for use in the "echo unit" mode.

So what can you do with the software? Sampling, which is monophonic (polyphony at this price is still some way off!) is



done through the first page. Just feed in your sound source (microphone, tape, record or whatever), set the gain control and sample threshold using the bar displays, choose the sampling rate, and go. Samples can be from 0.8 to 17 secnds; for the best quality, 1.6 seconds at 10 KHz is ideal. The compander and filter sections help you to preserve the quality of your sample, which, if carefully done, can be almost indistinguishable from reality!

The waveform editor page draws pretty diagrams and allows you to loop, invert, edit, and fade in or out the sound. Imagine a whole orchestral Whoomph! sampled from compact disc, fading in, looping over and over again (backwards) then fading out—at any pitch! The range of possible effects is mind-boggling.

Samples can be made until the available memory is used up. This is likely to be to record each instrument of a drum kit, which can then be played by the sequencer section, or live from the 64's keys. Although there are other digital drum machines available for the 64, notably the excellent Syntron digidrum, they don't allow you to play from the keyboard.

You can also layer sounds together for

a multi-voice effect, though as yet it isn't possible to play polyphonically. Supersoft say that C128 version of the sampler may well be duophonic, however, so that will be worth waiting for.

Most musicians will be interested in using the sampler with other Midi instruments. This recently-developed Musical Instrument Digital Interface system allows all sorts of electronic instruments by different manufacturers to be interconnected. In the case of the Microvox, control can be assigned to any of 16 channels, and the sampler played from your Midi synth.

With a full range of disc save routines to enable you to keep your best samples and re-use them at any time, and new developments on the way which will enable it to be used as a harmoniser, digital delay, phaser, flanger and so on, the Microvox is an impressive product.

For the price, you will be getting a user-friendly, high-quality add-on which once again demonstrates the importance of the Commodore 64 in electronic music and home recording. Highly recommended for budget-conscious electromusicians, new hardware fans and n-n-n-n-nineteen-year-olds everywhere.

Chris Jenkins

Versatile

Hardware Bright Star Modem Price £179.95 Micro QL Supplier Modem House, Iolanthe Drive, Exeter, Devon EX4 9EA. he Bright Star modem, at a tempting price of £179.95, is fully controlled via software (supplied on microdrive with the modem) which is very easy to operate and includes a help file and self-test mode to ensure correct operation. Another useful feature is a centronics interface to link the modem to a printer with a 2K buffer back-up. Switching Bright Star on (the modem carries its own internal power supply, comes with a plugged cable and carries an off-on switch at the rear) gives the printer control mode as the default.

Driving the printer does not require any additional software and can normally be handled via the QL's keyboard.

The Bright Star has an auto-scan feature which enables the modem to sort out the communication protocols after establishing contact with a remote computer. As working out the correct protocols can be a frustrating business for those inexperienced in going on-line, this is a very useful addition to a generally well-designed product.

Bright Star's operating baud rates are 300/300, 1200/75, 75/1200 and 1200/1200. At the moment Bright Star lacks an autoanswer/auto-dial facility but models selling at £209.95 with this feature are in the pipe-line. My review Bright Star is clearly a prototype and isn't much to look at but – having seen the real thing at the PCW show – the finished product is much better, even if it still isn't the most attractive piece of computer add-on equipment I've ever run across. Bright Star is a versatile communicator that is both well-designed and offered at a competitive price.

Brian Beckett

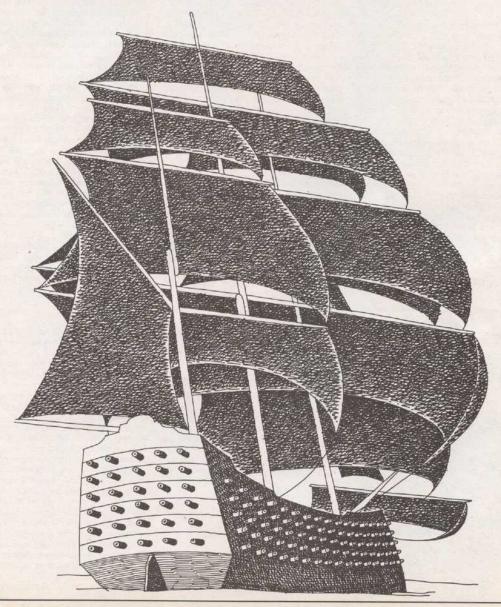
Man O' War

Heave to and splice those mainbraces as David Muir shivers your timbers on the Amstrad

his game is a simple simulation of old style naval warfare between galleons on the high seas. You play against the computer using cursor and copy keys, or joystick. Eye patches,

wooden legs and parrots can be considered as purely optional.

The listing is well punctuated with Rem statements and when run produces a title screen and full playing instructions. Man O' War uses many Amstrad specific features, such as windows and interrupt driven subroutines, so it would not be easy to transport to another machine.



```
205) +CHR$(32) +STRING$(5,8) +CHR$(10) +CHR$(15) +CHR$(3) +CHR$(32) +CHR
10
20
   "MAN O'WAR by D. MUIR "84
                                                                                       $(215)+CHR$(216)+CHR$(217)+CHR$(32)
                                                                                       740 t=SPACEs(5)+STRINGS(5,8)+CHR$(10)+SPACE$(5)+STRING$(5,8)+CHR$
30
40 SOTO 1080
                                                                                       (10)+SPACE$(5)
                                                                                       750 u=CHR$(2201+CHR$(2211):u1=u+u+u+u+u+u+u+u+u+u+u:u1=u1+u1
50
60 'update scoreboards
                                                                                       760 u=CHR$ (222) +CHR$ (223) : u2=u+u+u+u+u+u+u+u+u+u+u+u2=u2+u2
                                                                                       770 u=SIRING$(40,CHR$(143));u=u+u
80 CLS #1:IF chits)2 THEN chits=0:sh=sh+lisc=sc+100:cff=-1:IF pl(
                                                                                       780 u3=SPACE$(4)+CHR$(218)+CHR$(219)+SPACE$(8)+CHR$(218)+CHR$(219
3 THEN IF sh)0 THEN IF sh/5=INT(sh/5) THEN pl=pl+1
                                                                                       )+SPACE#(4):u3=u3+u3
90 PRINT #1,chits;:SOUND 7,1000,20,5,2,2,7:RETURN
                                                                                       790 u4=CHR$(218)+CHR$(143)+CHR$(143)+CHR$(219)
                                                                                       800 uS=SPACE$(4)+CHR$(229)+CHR$(229)+SPACE$(8)+CHR$(229)+CHR$(229
100 CLS #2:PRINT #2,sh;:RETURN
110 CLS #3:PRINT #3,sc;:RETURN
                                                                                       )+SPACE$(4):u5=u5+u5
810 u6=CHR$(229)+* "+CHR$(229)
120 CLS #4:1F phits>2 THEN phits=0:pl=pl-1:pff=-1:60SUB 140
                                                                                       820 tpl=* *+STRING$(3,235):pl=3:sc=0:hits=0:sh=0:hmi=90
130 PRINT 44.phits;:RETURN
140 CLS #5:PRINT #5,LEFT#(tpl,pl+1);: IF pl=0 THEN 1ff=-1
                                                                                       830
150 RETURN
                                                                                       840 ' print screen
140
                                                                                        B50
                                                                                       BAO LOCATE 1,1:PAPER 2:PEN 3:PRINT u+u1;:LOCATE 1,23:PRINT u2+u;
170 ' move player shell/computer shell
                                                                                       870 PEN 2: PAPER 3: LOCATE 1,1: PRINT *HITS
180
                                                                                       E":LOCATE 1,25:PRINT "HITS
190 DI: IF NOT pk THEN 240
                                                                                                                               LIVES":
200 LOCATE pfx,pfy:PRINT * *;
                                                                                       880 WINDOW #1,5,12,1,1:WINDOW #2,18,25,1,1:WINDOW #3,31,40,1,1:WI
210 IF pfyC5 OR (pfy=14 AND FMp)S AND FMp(8) THEM pk=0:60TO 240
                                                                                        NDOW #4,5,14,25,25:WINDOW #5,20,30,25,40:FOR i=1 TO 5:PAPER #1,0:
220 pfy=pfy-1:LOCATE pfx,pfy:PEN 1:PRINT CHR$(145);
                                                                                        PEN 01,1:CLS 01:NEXT
230 IF ABS(cx+2-pfx)(2 THEN IF pfy=7 THEN LOCATE pfx,pfy:PEN 2:PR
                                                                                        890 PAPER O:PEN 2:LOCATE 1,12:PRINT u3:LOCATE 4,13:PRINT u4:LOCAT
 INT CHR#1238);:chits=chits+1:sc=sc+10:pk=0:60SUB 80:60SUB 110
                                                                                        E 14.13:PRINT w4:LDCATE 24,13:PRINT w4:LOCATE 34,13:PRINT w4:PEN
240 IF NOT CE THEN RETURN
                                                                                       900 PRINT CHR$(22)+CHR$(1);:LOCATE 1,12:PRINT u5:LOCATE 4,13:PRIN
250 LOCATE cfx,cfy:PRINT * *;
                                                                                        T u6:LOCATE 14,13:PRINT u6:LOCATE 24,13:PRINT u6:LOCATE 34,13:PRI
 260 IF cfy)21 THEN ck=0:RETURN
270 cty=cfy+1:LOCATE cfx,cfy:PEN 1:PRINT CHR$(148);
280 IF A8S(px+2-cfx)(2 THEN 1F cfy=21 THEN LOCATE cfx,cfy:PEN 2:P
                                                                                        NT u6:PRINT CHR$(22)+CHR$(0);
                                                                                        910 605UB 80:605UB 100:805UB 110:605UB 120:605UB 140
RINT CHR$(238);:phits=phits+1:ck=0:SOUND 7,1000,20,5,2,2,7:60SUB
                                                                                        920 cx=36:cy=5:cd=-1:cc=2:px=1:py=19:pd=1:pc=1:c1=10+5+INT(RMD+4)
120
 290 RETURN
                                                                                        930 LOCATE cx, cy:PRINT USING "L"; t(cc); tLOCATE px, py:PRINT USING
                                                                                         "&";t(pc);
 310 ' move computer boat
                                                                                        950 DATA 0,0,0,12,8,30,35,43,28,16,124,130,146,186,199,1,0,0,0,48
 320
                                                                                         ,32,240,136,168,127,65,73,127,65,73,93,107,17,125,131,1,1,17,57,2
 330 DI:cm=cm+1:IF cm=cl THEN cm=0:cd=-cd:cc=3-cc:cl=10+5+INT(RMD+
 5):RETURN
                                                                                         15, 252, 4, 36, 252, 4, 36, 116, 172, 74, 255, 128, 68, 96, 191, 160, 223, 146, 255
                                                                                        ,0,146,0,235,0,255,162,235,2,65,8,240,32,224
960 DATA 0,0,0,12,4,15,17,21,56,8,62,65,73,73,227,128,0,0,0,48,16
,120,196,212,63,32,35,65,32,35,46,53,136,190,193,128,128,136,156,
 340 IF cx+cd>36 DR cx+cd(1 THEN cd=-cd:cc=3-cc
 350 cx=cx+cd:LOCATE cx,cy:PRINT USING "4";t(cc);:RETURN
 340
 370 'prime computer qua
                                                                                         235, 254, 130, 146, 254, 130, 146, 186, 214, 69, 255, 64, 34, 16, 15, 4, 7, 73, 255
 380
                                                                                         0,73,0,255,0,255,82,255,1,34,6,253,5,251
 390 D1:1F cff BR pff THEN RETURN
                                                                                         970 DATA 1,3,7,15,31,63,127,255,128,192,224,240,248,252,254,255,2
 400 IF ck THEN RETURN ELSE ck=-1:cfx=cx+1:cfy=cy+4:IF ABS(px-cx))
                                                                                         55,255,125,73,73,146,0,0,255,255,190,146,146,73,0,0,0,0,146,73,73
 10 DR (FHC)3 AND FNC(B) THEM ck=0:RETURN
                                                                                         ,125,255,255,0,0,73,146,146,190,255,255,68,46,77,85,73,82
 410 PEN 2:LOCATE cfx,cfy:PRINT CHR$(238);:SOUND 7,2000,10,4,1,1:R
 ETURN
                                                                                         990 'end of gase
 420
                                                                                         1000
                                                                                         1010 FOR i=1 TO 4:SQUMD 7,400+100+1,50,7:FOR j=1 TO 200:MEXT:MEXT
:MODE 0:CLS:PEM 1:PRINT * FINAL SCORE: *:PRINT * ";sc:PRINT:P
 430 ' player move
 440
                                                                                         RINT:PRINT * GALLEONS SUNK: *: PRINT * *; sb:PRINT:PRINT:PRINT
 450 EVERY 20,2 BUSUB 330
                                                                                               ANOTHER 607*
 460 EVERY bmi ,3 GOSUB 390
                                                                                         1020 qs=1NKEYs: IF UPPER$(q$)="Y" THEN 1030 ELSE IF UPPER$(q$)()"N
 470 EVERY 4,0 GOSUB 190
480 IF 1ff THEN 1010 ELSE IF pff OR cff THEN s=REMAIN(0):s=REMAIN
                                                                                          THEN 1020 FLSE CLS:END
  (2):s=REMAIN(3):bai=bai-5:60T0 560
                                                                                         1030 CLS:LOCATE 1,24:PRINT *INSTRUCTIONS? (Y/M)
 490 IF INKEY(8)=0 OR INKEY(74)=0 THEN pd=-1:pc=2:8010 530
                                                                                         1040 qs=INKEYs: IF UPPER$(qs)="Y" THEN RUN 1180 ELSE IF UPPER$(q$)
 500 IF INKEY(1)=0 GR INKEY(75)=0 THEM pd=1:pc=1:60T0 530
                                                                                         C)"N" THEN 1040 ELSE RUN 610
 510 IF INKEY(9)=0 DR INKEY(76)=0 THEN 520 ELSE 530
                                                                                         1050
 520 IF pk THEN 530 ELSE pk=-1:pfx=px+1:pfy=py-1:LOCATE pfx,pfy:PE
                                                                                         1060 'titles
  N 2: SOUND 7,2000,10,4,1,1:PRINT CHR$(238);
                                                                                         1070
  530 IF px+pd>36 OR px+pd<1 THEN pd=-pd:pc=3-pc
                                                                                         1080 HODE 1:1NK 0,1:1MK 1,22:CLS:PEN 1
                                                                                         1090 DATA 10,10,32,32,32,32,207,223,222,207,32,222,207,223,32,20
7,223,207,32,32,222,207,223,217,32,32,207,32,32,207,32,222,207,22
  540 px=px+pd:LOCATE px,py:PRINT USING "%";t(pc);
  550 E1:01:60T0 490
  560 IF cff THEN cff=0:SOUND 7,3000,40,7,0,0,3:LOCATE cx,cy:PRINT
                                                                                         3,32,207,207,223,32,32,32,32,32,32,32,32,207,221,220,207,32,207,2
  USING "4";t;:FOR j=1 TO 20:NEXT:LOCATE px,py:PRINT USING "4";t;:6
                                                                                          18,207,32,207,207,207,32,32,207,32,207,32,32,32,32,207,222,223
                                                                                         1109 BATA 207,32,207,218,207,32,207,218,220,32,32,32,32,32,32,32,32,32,32,32,207,32,32,207,32,32,207,32,32,207,32,32,207,32,32,32,221,207,220,3
  BTB 910
  570 IF off THEM off=0:SOUND 7,3000,40,7,0,0,3:LOCATE px,py:PRINT
  USING "4";t;:FOR j=1 TO 20:NEXT:LOCATE cx,cy:PRINT USING "4";t;:6
                                                                                          2,32,32,207,220,221,207,32,207,32,207,32,207,221,223,-1
                                                                                          1110 RESTORE 1090
  BTD 910
                                                                                          1120 READ p:1F p=-1 THEN 1130 ELSE PRINT CHR$(p);150T0 1120
                                                                                          1130 LOCATE 5,24:PRINT "INSTRUCTIONS? (Y/N)";
  590 ' set up
                                                                                          1140 qs=INKEYs: IF UPPER$(q$)="N" THEN 610 ELSE IF UPPER$(q$)()"Y"
  600
  610 MBDE 1:BORDER 12
                                                                                           THEN 1140
  620 INK 0,20: FHK 1,1: INK 2,26: INK 3,7
                                                                                          1150
   630 DEFINI a-r: DEFREAL s: DEFSTR t-z
                                                                                          1160 'instructions
  640 DEF FMp=VAL (RIGHTS(STRS(pfx),1)):DEF FMc=VAL (RIGHTS(STRS(cfx)
                                                                                          1170
                                                                                          1180 MODE 1: INK 0,1: INK 1,22: CLS: PEN 1
   .111
                                                                                          650 SYMBOL AFTER 200
                                                                                           game, you command a galleon and fight against the computer's shi
   660 ENV 1,5,-1,2
   670 ENT 1,2,100,2,3,0,2
                                                                                          1200 PRINT: PRINT "Your galleon at the bottom of the screenmoves a
   680 EMV 2,1,5,2,5,0,2,4,-1,2
   690 ENT 2,2,100,4,3,0,4
700 RESTORE 950:FOR 1=200 TO 223:READ a1,a2,a3,a4,a5,a6,a7,a8:SYM
                                                                                          utomatically back and forth, but you can change its direction usi
                                                                                          ng rightand left cursor keys or joystick. Cannonballs are fired u
   BOL 1,a1,a2,a3,a4,a5,a6,a7,a8:NEXT
                                                                                          sing the joystick fire button or copy key."
                                                                                          1210 PRINT:PRINT "Islands may obstruct your line of fire."
1220 PRINT:PRINT "It takes 3 hits to sink a ship and you have 3
   710 DIM ±(2)
   720 t(1)=CHR$(15)+CHR$(2)+CHR$(32)+CHR$(209)+CHR$(210)+CHR$(211)+
                                                                                          ships or lives available. You winan extra life for each 5 ships y
   CHR$ (32) +STRING$ (5,8) +CHR$ (10) +CHR$ (32) +CHR$ (212) +CHR$ (213) +CHR$ (
   214) + CHR$ (32) + STRING$ (5,8) + CHR$ (10) + CHR$ (15) + CHR$ (3) + CHR$ (32) + CHR
                                                                                           ou sink.
                                                                                          1230 PRINT "You score 10 points for each hit and 100for sinking a ship.":PRINT:PRINT "(PRESS ANY KEY)"
   $ (206) +CHR$ (207) +CHR$ (208) +CHR$ (32)
   730 t(2)=CHR$(15)+CHR$(2)+CHR$(32)+CHR$(200)+CHR$(201)+CHR$(202)+
   CHR$(32)+STRING$(5,8)+CHR$(10)+CHR$(32)+CHR$(203)+CHR$(204)+CHR$(
                                                                                           1240 qs=1MKEYS:1F qs=** THEN 1240 ELSE 610
```

In different directions

Machine code scrolling on the Spectrum – with some help from **Henry Burek**

his program demonstrates the use of machine code routines to smoothly scroll the screen display in two different directions. The routines are Poked in from *Data* statements into

the Print buffer (the left scroll starts at 23296 and the right scroll starts at 23327). However both routines are fully relocatable.

Both routines can be modified to scroll

any number of columns from one column only to the whole screen. They can also be modified so that there is no wraparound effect and the display disappears when it has scrolled off.

In the demonstration program a pattern of circles is first drawn and then right and left halves of the pattern continuously move towards the middle. To demonstrate the opposite effect, change the 255 in Line 220 to 239 and change the zero in Line 280 to 16.

Left Pixel scroll

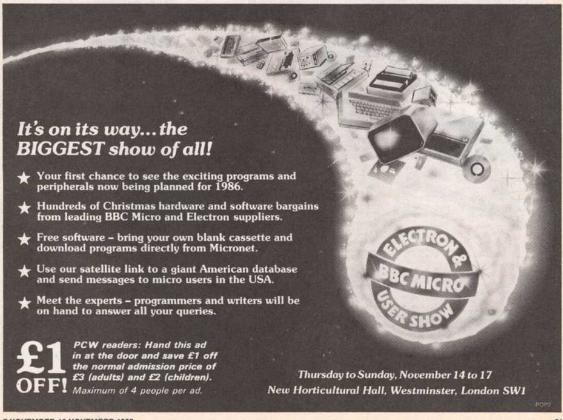
toP	LD HL,22527 LD D,H LD E,L XOR A	33,255*,87 84 93 175	Poke with 224+c, where c is the ri9htmost column.
loop	LD B,16 RL (HL) DEC HL DJNZ loop	6,16* 203,22 43 16,251	Poke with n, where n is the number of columns to be scrolled.
	JRNC jump EX DE,HL SET 0,(HL) EX DE,HL	48* ,4 235 203,198 235	Poke with 24 to cancel wrap-around.
Jump	LD BC,16 XOR A SBC HL,BC LD A,H CP 63 JRNZ toP RET	1,16* ,0 175 237,66 124 254,63 32,229 201	Poke with 32-n, where n is the number of columns to be scrolled.

Right Pixel scroll

top	LD HL,16384 LD D,H LD E,L XOR A	33,0*,64 84 93 175	Poke with c, where c is the leftmost column.
loop	LD B, 16	6,16* 203,30 35 16,251	Poke with n, where n is the number of columns to be scrolled.
	JRNC Jump EX DE, HL SET 7, (HL) EX DE, HL	48* ,4 235 203,254 235	Poke with 24 to cancel wrap-around.
Jump	COLD COLD COLD COLD COLD COLD COLD COLD	1,16* ,0 175 9 0 124 254,88 32,229 201	Poke with 32-n, where n is the number of columns.

5 CLS 10 LET st=23296 20 FOR n=st TO st+61: READ a: POKE ma: NEXT m 60 PLOT 0,175: DRAW 255,0 70 PLOT 0,157: DRAW 255,0 80 PLOT 0,18: DRAW 255,0 90 PLOT 0,0: DRAW 255,0 100 FOR m=63 TO 191 STEP 128: F OR n=16 TO 64 STEP 16: CIRCLE m, 87, n: NEXT n: NEXT m 110 FOR n=1 TO 64 120 RANDOMIZE USR 23296 130 RANDOMIZE USR 23327 140 NEXT n 150 FOR m=63 TO 191 STEP 128: F OR n=16 TO 64 STEP 16: CIRCLE m, 87, n: NEXT n: NEXT m 160 RANDOMIZE USR 23296

170 RANDOMIZE USR 23327 180 GO TO 160 190 REM Scroll left REM 200 210 REM 220 DATA 33,255,87,84,93,175,6 230 DATA 16,203,22,43,16,251,48 ,4,235,203,198,235,1 240 DATA 16,0,175,237,66,124,25 4,63,32,229,201 250 REM 260 REM Scroll right 270 REM 280 DATA 33,0,64,84,93,175,6 290 DATA 16,203,30,35,16,251,48 ,4,235,203,254,235,1 300 DATA 16,0,175,9,0,124,254,8 8,32,229,201 9900 SAVE " CIRCLE MERGE EXAMPL E" LINE 1



Parallel lines

Connecting your 64 up to a Centronics printer – the second and final part by Eric Deghaye

ow you've typed in the listing, all you have to do is make up the cable to connect your Commodore to the printer.

The cable

All we need is some wire, the plugs, and a box for the user port plug as it is unprotected.

Parts (Maplin code)
Centronics Fk61R
2 × 12way edge connector BK74R?

Multicore box 10 × 50 × 25mm WYO3D

First make a small hole in the box and push the cable through, then strip the tip of 11 of the wires from the cable at both ends. Now cut a hole in the box to fit the 2×12 connector. Do not solder it yet, instead solder the connections as shown in fig 1. The detail of the plugs is shown in fig 2.

When all the soldering is done, secure the 2×12 connector in the box any which way but loose (I bolted mine), then after

checking for solder splashes, close the lid of the box and assemble the case of the centronics plug. It is a wise decision to put a label on the box saying which side is up.

The use

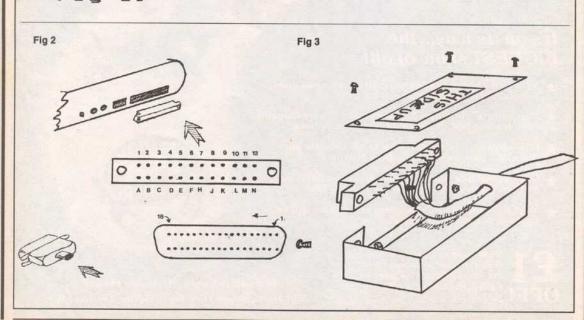
Now the cable is ready, and you can plug it into your commodore and printer and run the software. Whenever you type '%' followed by return, the printer should spring into life by writing 'Ready'. If it doesn't, check your connections in the cable, and if the computer hangs up when you type '%' and doesn't come back to life after Run|Restore, check your software for a mistake. If Run|Restorebrings things back to normal, then the fault is possibly just a bad connection.

CONNECTIONS

Pin parallel - connect to - Centronics Function

8	1	STROBE
C	2	data O
D	3	data 1
E	4	data 2
F	5	data 3
Н	6	data 4
J	7	data 5
K	8	data 6
L	9	data 7
В	10	AKNLG
A	16	Logic ground level
		B

Fig 1.



		0	C
-	* * * * \$P	ECTRUM *	
GAME			RRP P

*** * * SPECINUM * *	**	
2000	205	OUR
GAME	RRP	PRICE
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TAUCETI	0.95	7.00
IMOUGH	9.90	1,00
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FRANK BRUNO (disk)	14.95	10.06
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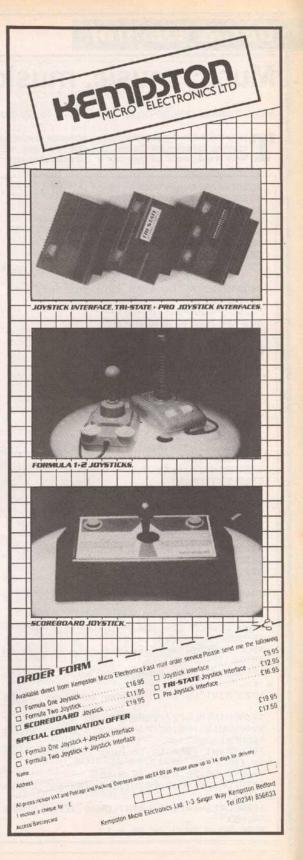
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Music, music, music

More musical goings-on for the BBC B by Cy Noble

program to play your composition via machine code interrupts so you can use them in your own games, etc.

If you don't feel up to all that typing, write to Cy Noble at 323 North Circular Road, London N13, enclosing £10 for the his week the final part of the music creation program for the BBC B.

Next week, we'll be printing a program to take the tune data (written by this one) and write a Basic program £11.50 for a five inch disc and £15 for a three inch disc.

```
3520DEFPROCenv: VDU26, 12
                                             4000PRINT"Step length"
 3530LDCAL I,A%,B%,C%,P%
                                             4010FORB%=1T03:PRINT"Pitch chg ";B%:NEX
 3540PROCtitle("ENVELOPE DEFINER")
 3550VDU26,28,0,24,39,2
                                            4020FORB%=1T03:PRINT"Steps in "; B%: NEXT
 3560PRINT"Do you want to"'
                                            4030PRINT"Amp attack"
 3570PRINT"1> Load envelopes"
                                            4040PRINT"Amp decay"
 3580PRINT"2> Save envelopes"
                                            4050PRINT"Amp sustain"
 3590PRINT"3> Change or Define envelopes
                                            4060PRINT"Amp release"
                                             4070PRINT"Attack targ"
 3600PRINT"4> Go back to Input option"
                                            4080PRINT"Rel. targ"
 3610*FX21,0
                                            4090PRINT"Channel"; CHR$134
 36206%=0: REPEAT: G%=GET-48
                                            4100PRINT"Note val"; CHR$134
 3630UNTILG%>O AND G%<5
                                             4110PRINT"Duration"; CHR$134
 3640IF G%=1 PROCloadenv:PROCenv
                                            4120VDU26,28,14,24,39,8
 3650IF G%=2 PROCsaveenv: PROCenv
                                            4130FORB%=1T013:PRINTCHR$131:NEXT
 3660IF G%=3 THEN 3690
                                            4140VDU26,28,14,24,39,8
 3670IF G%=4 ENDPROC
                                            4150PROCprintenv(0,E%)
 3680G0T03610
                                            4160*FX21,0
 3690CLS
                                            4170VDU26,28,22,24,39,10:CLS
 3700A%=&BCO:C%=1:E%(0)=C%
                                            4180REPEAT: *FX21,0
 3710REPEAT: IF ?A%=0 THEN 3780
                                            4190P%=INSTR(PROMPT$,GET$)
 3720PRINT"Envelope "; C%;
                                            4200IF P%>17 P%=P%-17
 3730FORB%=1TO13
                                            4210UNTIL P%>0
 3740E%(B%)=B%?(A%-1):IF E%(B%)>127 E%(B
                                            4220IFP%=17 THEN 4370
%)=E%(B%)-256
                                           4230VDU23,1,0;0;0;0;26,28,25,24,39,12:P
RINT"Select from"'"A to P"''"(S=Stop)"
 3750PRINT; ", "; E% (B%);
 3760NEXT: PRINT
                                            4240PRDCprintenv(P%,E%):*FX4,1
 3770C%=C%+1: A%=A%+16
                                            4250REPEAT
 3780UNTILC%>16 DR ?A%=0
                                            42601$=INKEY$(10000)
 3790E%(14)=1:E%(15)=101:E%(16)=10
                                            4270I=INSTR(PROMPT$,I$)
 3800REM Chan, freq,
                               length
                                            4280IF I>17 I=I-17
 3810INPUT"Envelope number ".E%
                                            4290IF I>O P%=I:PROCprintenv(P%,E%)
 3820IF E%>16 OR E%<0 PROCboob:PROCenv
                                            4300IF INKEY(-90): A%=21: X%=4+E%(14): CAL
 3830E%(0)=E%
                                           L&FFF4
 3840A%=&8C0+(16*(E%-1)):E%(0)=E%
                                            4310IF INKEY(-99):PROCsoundnote(E%)
 3850FOR B%=1T013
                                            4320IF INKEY (-58): E% (P%) = E% (P%) +4: PROCp
 3860E%(B%)=B%?(A%-1):IF E%(B%)>127 E%(B rintenv(P%,E%)
%)=E%(B%)-256
                                            4330IF INKEY (-42): E% (P%) =E% (P%) -4: PROCp
 3870NEXT
                                           rintenv(P%,E%)
 3880CLS:FOR B%=0TO6:PRINTCHR$134:NEXT
                                            4340IF INKEY(-26):E%(P%)=E%(P%)-1:PROCp
 3890VDU26,28,1,8,39,2
                                           rintenv(P%,E%)
 3900PRINT"Select parameter to change th
                                            4350IF INKEY(-122):E%(P%)=E%(P%)+1:PROC
en"
                                           printenv(P%,E%)
3910PRINT"hold down arrow keys to chang
                                            4360UNTIL INKEY (-82)
e it."
                                            4370VDU23,1,1;0;0;0;:*FX4,0
3920PRINT"Up/down arrows for fast chang
                                            4380ENDPROC
                                            4390:
 3930PRINT"Left/right arrows for slower"
                                            4400DEFPROCprintenv(A,E%)
 3940VDU131:PRINT"Parameters of Envelope
                                            4410IFA>16 A=0
 "; CHR$133; E%(0)
                                            4420VDU26,28,15,24,22,8:CLS
 3950PRINT" (SPACE) to hear note (DEL) st
                                            4430IF A=1 E%(A)=E%(A) MOD128
ops it"
                                            4440IF A=2 AND ABS(E%(A))>127 E%(A)=0
 3960VDU26,28,0,24,39,8:CLS
                                            4450IF A=3 AND ABS(E%(A))>127 E%(A)=0
 3970FORB%=1T013: PRINT; CHR$ (B%+64); CHR$1
                                            4460IF A=4 AND ABS(E%(A))>127 E%(A)=0
                                            4470IF A=5 E%(A)=ABS(E%(A)) MOD 256
 3980FORB%=14T016: PRINT; CHR$ (B%+64); CHR$
                                            4480IF A=6 E%(A)=ABS(E%(A)) MOD 256
133: NEXT
                                            4490IF A=7 E%(A) =ABS(E%(A)) MOD 256
 3990VDU26,28,2,24,39,8,12
                                            4500IF A=B AND E%(A)<-127 E%(A)=-127
```

```
4510IF A=B AND E%(A)>127 E%(A)=127
                                            5080F0RA=5T0255 STEP48
                                            5090PRINTTAB(X,Y)"C=";A;
 4520IF A=9 AND E%(A)<-127 E%(A)=-127
                                            5100Y=Y+1: IF Y>5 Y=0
 4530IF A=9 AND E%(A)>127 E%(A)=127
 4540IF A=10 AND E%(A)>0 E%(A)=0
                                            5110NEXT: X=X+5: Y=0
                                            5120F0RA=13T0255 STEP48
 4550IF A=10 AND E%(A)<-127 E%(A)=-127
 4560IF A=11 AND E%(A)>0 E%(A)=0
                                            5130PRINTTAB(X,Y) "D=";A;
 4570IF A=11 AND E%(A)<-127 E%(A)=-127
                                            5140Y=Y+1: IF Y>5 Y=0
 4580IF A=12 AND E%(A)<0 E%(A)=0
                                            5150NEXT: X=X+5: Y=0
 4590IF A=12 AND E%(A)>126 E%(A)=126
                                            5160F0RA=21T0255 STEP48
                                            5170PRINTTAB(X,Y)"E=";A;
 4600IF A=13 AND E%(A) <0 E%(A) =0
 4610IF A=13 AND E%(A)>126 E%(A)=126
                                            5180Y=Y+1: IF Y>5 Y=0
 4620IF A=14 E%(A)=ABS(E%(A)) MOD 4
                                            5190NEXT: X=X+5: Y=0
 4630IF A=15 E%(A)=ABS(E%(A)) MOD 256
                                            5200F0RA=25T0255 STEP48
 4640IF A=16 E%(A)=ABS(E%(A)) MOD 256
                                            5210PRINTTAB(X,Y)"F=";A
 4650FDR B=1TD16: IFA=B PRINTCHR$134; CHR$
                                            5220Y=Y+1: IF Y>5 Y=0
136; ELSE PRINTCHR$131;
                                            5230NEXT: X=X+5: Y=0
                                            5240FORA=33T0255 STEP48
 4660PRINT; E%(B); CHR$134
                                            5250PRINTTAB(X,Y) "G=";A;
 4670NFXT
 4680A%=%8CO:FOR B%=0T012:B%?(A%+(16*(E%
                                            5260Y=Y+1: IF Y>5 Y=0
                                            5270NEXT: X=X+5: Y=0
-1)))=E%(B%+1):NEXT
 4690ENDPROC
                                            5280FORA=41T0255 STEP48
 4700:
                                            5290PRINTTAB(X,Y) "A=";A;
                                            5300Y=Y+1: IF Y>5 Y=0
 4710DEFPROCsoundnote(e%)
                                            5310NEXT: X=X+5: Y=0
 4720 ENVELOPE e%, E%(1), E%(2), E%(3), E%(4
                                            5320F0RA=49T0255 STEP48
), E%(5), E%(6), E%(7), E%(8), E%(9), E%(10), E
                                            5330PRINTTAB(X,Y)"B=";A;
%(11),E%(12),E%(13)
 4730 SOUND E%(14),e%,E%(15),E%(16)
                                            5340Y=Y+1: IF Y>5 Y=0
                                            5350NEXT
 4740*FX21,0
                                            5360PRINTTAB(11,5)CHR$131"+4 = sharp:
 4750ENDPROC
                                           4 = flat";
 4760:
 4770DEFPROCtitle(T$):LOCAL T%:T%=(32-LE
                                            5370VDU26,28,a,b,c,d
N(T$))/2
                                            53BOENDPROC
                                            5390:
 4780FOR A=0T01
                                            5400DEFPROChelp(a,b,c,d)
 4790PRINTTAB(T%,A); CHR$141; CHR$129; CHR$
157; CHR$135; T$" "; CHR$156
                                            5410LOCAL t%
 4BOONEXT
                                            5420VDU26,28,0,6,39,0:CLS
 4810ENDPROC
                                            5430FOR t%=0T04:VDU132,157,135
 4820:
                                            5440PRINT: NEXT
 4830DEFPROCerrline
                                            5450VDU26,28,3,24,39,0:CLS
                                            5460PRINTTAB(10) "MUSIC DATA INPUT"
 4840CLOSE#0
                                            5470PRINT"E<N>=Edit D<N>=Delete(note) X
 4850*FX4.0
 4860VDU26,28,0,24,39,0,12,14
                                           =Sync"
 4870REPORT
                                            5480PRINT"P<N>=P/back(from) I<N>=Insert
 4880PRINT" Error no."; ERR; " at line "; E (Note) "
RL'
                                            5490PRINT"R=Repeat section C=Define Env
                                            S=Save"
4890*FX138,0,76
                                            5500PRINT"N=Display note values H=This
 4900*FX138,0,73
 4910*FX138,0,83
                                           page"
                                            5510VDU26,28,0,24,39,5:CLS
 4920*FX138,0,84
                                            5520PRINT"No. "; TAB(5) "Chan"; TAB(10) "En/
 4930A$=STR$(ERL)+","
 4940FORK%=1TOLEN(A$)
                                           V"; TAB(15) "Note"; TAB(20) "Len"CHR$136"B"C
                                           HR$137"Stops p/back"
 4950A%=138
 4960X%=0
                                            5530VDU26,28,a,b,c,d
 4970Y%=ASC(MID$(A$,K%,1))
                                            5540ENDPROC
                                            5550:
 4980CALL&FFF4
 4990NEXT
                                            5560DEFPROCcassette(C$)
 5000*FX138,0,13
                                            5570*MOTOR 1
 5010ENDPROC
                                            5580PRINT"Insert disc/cassette & press
                                           "CHR$129;C$
 5020:
                                            5590PRINT'CHR$136"cassette motor on if
 5030DEFPROCnotes(a,b,c,d)
 5040LOCAL A, X, Y: X=0: Y=0
                                           rewind required"
 5050VDU26,28,0,5,39,0,12,15
                                            5600PROCyesno
 5060FORA=0T05: VDU132, 157, 135: IFA< >5 PRI 5610IF Y%=0 THEN 5600
NT
                                            5620ENDPROC
5070NEXT: VDU26, 28, 3, 5, 39, 0, 12, 15
```

New boots for old

New Boots for your old Psion programs courtesy of Mike Lloyd

he 'boot' files on the bundled Psion software microdrives are straightforward SuperBasic programs, each about a dozen lines long. They produce the rather boring red header screen before clearing the memory, closing the default windows and loading the machine code programs which actually do the work. Because they are so easily amended QL owners can use their imagination to create personalised header screens to look at for the 20 seconds or so that it takes to load the machine code.

To start with, load any of the 'boot' progams without, of course, running it. List it and identify the lines which are essential for loading the machine code. These contain the Clear, Close, Lbytes and Call commands. Be careful, there are slight variations in the boot programs on each Psion microdrive. Delete all the lines which go to produce the header screen and renumber the remaining lines from Line 200. To allow for tests of the screen commands, temporarily add a Stop command immediately prior to Line 200. This is now the basis for your own 'boot'.

Although the opportunities for designing an intricate and outlandish screen are very tempting, it should be remembered that the 'boot' programs are retained in memory throughout the operation of the main code. A very long 'boot' takes up room which would otherwise be available for data, and so is not very desirable.

Nevertheless, if you are tempted to write a long program, consider erasing the 'help' file from the cartridge if more sectors are required in order to save the routine.

It is possible to add to your 'boot' extra facilities such as a *Baud* command (if your printer needs it), an *Input* line to allow a choice between setting a printer to NLQ or normal dot matrix mode, or an output from the system clock.

If you feel artistic then background graphics of, for example, a quill pen could be included. The final result is bound to be better than the boring Psion original, and it can reflect your individual computing style.

When you have produced a satisfactory screen, delete the Stop command, erase the previous 'boot' on the microdrive (covering the protection tab area with sticky tape if the tab has been broken off) and then save the new version of 'boot'.

To give you some ideas, new boot progams for *Quill* and *Chess* are reproduced below, together with a screen dump of one of them in action.

Listing for 'chess' boot

100 CLOSE#1:CLOSE#2:lscreen 110 addr=184064 120 a = RESPR(0):a = RESPR(a-addr) 130 LBYTES mdv1_chessc,addr 140 CLOSE#0:CALL addr 150 STOP

200 DEFine PROCedure 1screen 210 MODE 4 220 OPEN #1,con_512x256a0x0_32:INK 4: PAPER 0:CLS:CSIZE 2,0 230 AT 3,6:PRINT 'Loading...' 240 INK 7: CSIZE 3,0: FOR x=5 TO 12: AT x,13-(x MOD 2):PRINT FILL\$(CHR\$(200)& CHR\$ (32),8) 250 CSIZE 3,1: INK 7: PAPER 2: AT 4,11:P RINT" QL CHESS " 260 INK 4: PAPER 0: CSIZE 2, 0: AT 17,8:P RINT"by PSION with Richard Lang" 270 AT 19,9:PRINT"Copyright 1984 PSIO N LTD" 280 AT 21,6:PRINT 'This copy belongs to Mike Lloyd' 290 END DEFine 1screen

Listing for 'Quill' boot

100 WINDOW 512,256,0,0:PAPER 0:CLS:CS IZE 2,0 110 AT 4,4:PRINT"Loading ... 120 CSIZE 3,1:STRIP 0,2,1:AT 2,13:PRI NT ' QUILL 130 PAPER 0:CSIZE 2,0:AT 4,28:PRINT'w ordprocessor' 140 AT 16,9:PRINT"Copyright PSIDN Ltd 1984" 150 AT 18,12: PRINT'This copy belongs to' 160 AT 20,15:CSIZE 3,1:STRIP 0,2,1:PR INT 'MIKE LLOYD' 170 BAUD 4800 180 CLOSE #1: CLOSE #2: WINDOW #0.400.2 0,35,215:CLEAR 190 EXEC_W mdv1_quill

Loading ...

wordprocessor

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Sneaky cheating!

his week is devoted to a long and rather special program. It represents, perhaps, the pinnacle of sneaky cheating.

Kenneth Devlin has written an editor routine that works on the Save game data of the Commodore 64 version of Elite.

Using his program you can give yourself any equipment, cargo, cash, legal status or position in space that you desire! The program comes in 12 sections— 1000 initialise; 2000 save; 3000 display equipment; 4000 load; 5000 menu; 6500 print cargo; 6600 print goods available; 6800 keyboard scan; 7000 change equipment; 8500 change cargo; 8600 change goods available; 9000 data. Some of these parts, and the Rem statements can be omitted to make a more compact listing. You must have sections 1,4,7, and 12, though.

The only thing it doesn't change is your combat status - you have to do something yourself!

```
Hite Hiter Program Copyright Kenneth J Devilm 1985
The following listing is for the Commodore 64
All capital '1's are to be entered as once
1000 JF THO THEN TOTO
1010 DIA SO TO THEN TOTO
1010 DIA SO TO THEN TOTO
1010 DIA SO TOTE 53, 172 PORT 54, 182 (1), 182 (10 OTO 5010
1000 DIA SO TOTO 183 (10 OTO 5010
1000 DIA SO TOTO 183 (10 OTO 5010
1000 DIA SO TOTO 183 (10 OTO 5010
1000 DIA SO TO 478 ENA DE 1000
1000 DIA SO TO 478 ENA DE 1000
1000 DIA SO TO TO 183 DE 10 DE 1000
1000 DIA SO TO TO 183 DE 10 DE 1000
1000 DIA SO TO 183 DE 10 DE 1000
1000 DIA SO TO 183 DE 10 DE 1000
1000 DIA SO TO 183 DE 10 DE 1000
1100 DIA SO TO 183 DE 1000
110 DIA SO TOTO 183 DE 1000
110 DIA SO TOTO 183 DE 1000
110 DIA SO TOTO 183 DE 1000
110 DIA SO TOTO

                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 TITO PRINT AS:FORE J+51, VAL(AS)
TIES TRINT'LARRESTAN (23)""/PATTAS (29);
TIPO GOODIS 6800:IF AS COTT AND ASCYPT MED ASCYPT THIS TIPO
TROO IF AS-TO THE PRINT AS:GOTO 7370
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      7210 FRIST THEN PORE J+16,15:FOR A=0 TO 2:FORE J+17+A,0:HEIT:GOTO7370 7230 FRIST LANCES-":
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            7230 FRIST" LASTED-":
7240 FRINT."I-FULSE"...."2-MINING"...."3-BRAM"...."4-MILITARY",..."5-NOME"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 7340 FERTY, "1-NULSE", ..., "2-MISING", ..., "3-MEAN"
7250 FOR AND TO 3
7260 FERTY HS(A)7AN(13);
7270 COURSE GOOD IF ANG-12 OR AND-5" THEN 7770
7280 IF AS-11 THEN FORE 4-15-4-15
7350 IF AS-12 THEN FORE 4-15-4-15
7350 IF AS-5" THEN FORE 4-15-4-15
7300 IF AS-5" THEN FORE 4-15-4-15
7300 IF AS-5" THEN FORE 3-15-4-15
7300 IF AS-5" THEN FORE 3-15-4-15
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7340 FERT 7-15-6-150
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1340 PRIEF AR
1350 REXT
1560 REXT
1560 REX AFRE CLEM RETO.
1350 REXT
1560 REX AFRE CLEM RETO.
1360 REXT
1560 REX AFRE CLEM RETO.
1370 PRISTPOLAL AT HUMBET ARE (23)*I-0/8*TAR(29);
1370 PRISTPOLAL AT HUMBET AREA (23)*I-0/8*TAR(29);
1370 PRISTPOLAL AT HUMBET AREA (23)*I-0/8*TAR(29);
1370 PRISTPOLAL AT HUMBET AREA (23)*I-0/8*TAR(29);
1370 PRISTPOLAT AREA (23)*I-0/8*TAR(29);
1370 PRISTPOLATE (1-10 SETP)*TAR(27);
1370 PRISTPOLATE (1-10 SETP)*TAR(27);
1370 PRISTPOLATE (1-10 SETP)*TAR(27);
1370 PRISTPOLATE (1-10 SETP)*TAR(27);
1370 PRISTPOLATE (1-10), I-10 SETP,*TAR(27);
1370 PRISTPOLATE (1-10), I-10 SETP,*TAR(2
           FOOD REM BAYE
2010 PILET GIRES (147): PRINT"BAYE PILES: PRINT
2010 PILET GIRES (147): PRINT"BAYE PILES: PRINT
2010 INVERTIGATE; PS-17 LIN(NS)>25 OR LEW(NS)<1 TEEN 2010
2010 PICK = 170 LIN(NS)
2010 P
OCH BAS MATE CANDO
$8010 TOOM FOR AND TO 16:TO-TC+FEEX(23+44); NEXT
5500 MarFEEX(4/22)-2
8930 To-3; PERT CHES.(1/47); NEXT CARGO:":FRIFT
8940 GOOUR 8070; GUTO 6500
BOOK DEATH CHES.(1/47); NEXT CHES.(1/47); NEXT CARGO:":FRIFT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       UPAC OCCUE SOIG-GOTO 6500

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9000 REW MEGENTE CODE
9000 DEW MEGENTE CODE
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9090 DEFA 555, "NOC", "955, "PUBL SCOOPS", 127, "EMBERT ROBD", I, "EXTRA EMBERT UNIT"

9090 DEFA 555, "NOC", "955, "PUBL SCOOPS", 127, "EMBERT ROBD", I, "EXTRA EMBERT UNIT"

9100 DEFA 625, "NOCET'S, DEBARE", "REFE", "RIGHT"

9100 DEFA 625, "1000**, "PERRE", "LEFT", "RIGHT"

9100 DEFA 62, 70, 171, 14, 90, 772, 28, 183, 10, 0, 3, 232, 70, 64, 0, 15

9100 DEFA 02, 16, 153, 171, 0, 1, 28, 143, 10, 0, 17, 75, 71, 9, 8, 0, 0, 0, 0, 64, 239, 39, 70, 28

9100 DEFA 02, 16, 153, 171, 0, 1, 28, 143, 10, 0, 0, 17, 75, 71, 9, 8, 0, 0, 0, 0, 64, 239, 39, 70, 28

9100 DEFA 13, 751, 169, 13, 133, 755, 152, 253, 160, 37, 169, 251, 32, 216, 255, 36

9100 DEFA 03, 133, 74, 99, 72, 28, 133

9100 DEFA 04, 10, 137, 41, 105, 134, 165, 111

9200 DEFA 16, 90, 121, 82, 710, 66, 16, 154, 189

9200 DEFA 16, 90, 121, 82, 710, 66, 16, 154, 189

9200 DEFA 16, 99, 124, 150, 112, 32, 75, 10, 127, 237

9270 DEFA 16, 99, 124, 173, 75, 9, 64, 106, 246

9270 DEFA 16, 99, 90, 13, 145, 150, 10, 127, 237

9270 DEFA 16, 99, 90, 37, 45, 36, 21, 169, 279,
                                 6870 RETURN
7000 BENG GRANDE RQUINNENT
7000 BENG GRANDE RQUINNENT
71010 FRIFF GREA([27])* FORE J+73,0 : FRIFF*GRANDE EQUINNENT; ": FRIFF
7020 FOR 4-0 TO 6: FRIFF GR(A)*AN(23)** / M/3*** ARE(35)*
7040 IF AN=""* TREE FORE AN-1+40,0
7040 IF AN=""* TREE FORE AN-1+40,0
7050 IF AN-1** TREE FORE AN-1+4
                                      7050 IF MAST' THEN DOES 441-40, F(A)
1006 PHIST AS BEATT
7010 PHIST ASSESS CASES BAITTAN (2) T/N/5-TAB(29);
1006 PHIST ASSESS CASES BAITTAN (2) T/N/5-TAB(29);
1006 PHIST ASSESS CASES BAITTAN (2) T/N/5-TAB(29);
1006 FAST MAST' THEN TOTAL TOTAL
1700 FAST MAST' THEN TOTAL TACKY. THEN TOTAL
1701 FAST MAST' THEN TOTAL TACKY. THEN TOTAL
1701 FAST MAST' THEN TOTAL TACKY. THEN TAKEY. T
                                            7120 FRIET AS

7130 FRIETMUNDER OF MISSILESTAS(23)*0-4/5-7AS(29):

7140 COSUS 6500

7150 IF 48-43* THES FRIETAS:0070 7150

7160 IF 48-40* CH48>*4* THES 7140
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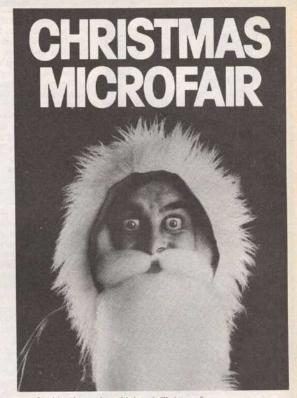
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Tony Bridge's Adventure Corner



Original atmosphere

olossal Cave, the original adventure, has a lot to answer for - it was after seeing this classic that Scott Adams got the bug (no pun intended) to write his own brainteasers. But this first adventure required a huge mainframe to run on; who would have dreamed, as they say, that the same program would one day be seen on the lonely Spectrum with its vast 48K memory?

Spectrum, Commodore and Amstrad versions abound, most coded by the author. It's no surprise, though, that several authors should get the idea to use The Quill when writing their version (I'm not even going to attempt to unravel the copyright situatuation, except to say that Crowther and Woods, the original authors, should surely be millionaires now if they had received those royalties surely due to them!).

The first Quill'd Colossal was sent to me 18 months ago. It was mentioned in The Corner then, but to recap: author G L Watson has used all but four bytes of the Spectrum's memory in faithfully recreating the classic, and the layout is standard Ouill. The tape I received was Verson 1.0, so there may be more recent versions now. There's little to complain about here, though it's a pity that you have to Get objects piece by piece, rather than Get All. This is a criticism that can be levelled at all early Quill'd efforts - newer versions of Watson's Cave may be more interesting, but the version I have is rather dull. If you're interested in seeing the program that started it all, this has the advantage of being cheap - just £2.50 for the tape. Zork was being worked on by the writer back then, but I imagine that even if all the text of that monster could somehow be squeezed into the Spectrum (multi-parts, possibly?), Infocom would be more assiduous at protecting their copyright. Contact: G L Watson, 38 Cumbria Close, Houghton Regis, Dunstable, Beds LU5 SRY.

Another program mentioned in The Corner last year was The Dunshalt Donut. Ross Harris was one of the first writers of a Quill'd adventure that offered rather more than a program on a tape. He didn't too well with it, which was a pity, as the little booklet that came with the tape was a gem, and the game itself was quite tough and atmospheric - the Thing in the bed, even though I was always careful not to disturb it, was quite spine-chilling. Harris has a special way with a title screen, and the screen of his version of Colossal is a beautiful picture, capturing exactly the atmosphere of the original. Once into the game, you'll find that this is version 2.0, so again we may see newer versions in time; there is also a copyright notice in favour of Anubis Software, Ross Harris' company - I'm sure DEC and Crowther/Woods would be interested in that information!

Before getting into the adventure proper, information is available, and this is typed teletext-style in a colourful redesigned character set. Though this is helpful, particularly to newcomers to the art, the old Spelling Monster rears its unnecessary head again, which is a great pity so early in the game.

A well-worn path

The game itself follows the same very well-worn path as the original, although I'm glad to see that the demand of two years experience has been answered and the location descriptions are rather more complete than usual - there's even a stab at an explanation for the snake being so scared of the bird. Harris uses The Quill well, but almost disguises the fact. At just £1.50, it's obviously good value, and the tape includes a bonus program called Satirical. This is a parody of the parody from Delta 4, Spectacle, an hilarious voyage through an imaginary Micronet-like database. One of these is quite enough, though, and while Satirical is thrown in with Colossal, it's rather inconsequential and frankly

time-wasting. Ross has many good ideas though, and I look forward to his next program. Ross Harris, 30 The Riggs, Auchtermuchty, Cupar, Fife KY14 7DX.

I've gone on at some length about these two programs, but I find it incredible that, while there are many programmers willing to use the original Crowther/Woods scenario, there don't appear to be any eager to tackle a graphic version. Ross Harris has created a marvellous picture as a title to his program – how I'd love to see some of those old familiar locations illustrated in this fashion!

One of the programs that featured in Gilsoft's Gold Collection was Barsak The Dwarf, by P and V Napolitano. I felt at the time of its release that it was a competent yet rather dull game, with lots of locations but nothing much to do and no sense of urgency about the problems—the player didn't seem to be involved to any degree. The authors have recently sent me an updated version which they have written using The Illustrator.

Terse descriptions

Eagerly loading it in, I assumed that this new version would be substantially different from the original – but I was very disappointed. Yes, some rather nice pictures were there, each one signed by PV, but the location descriptions are extremely terse. The major change is a RMC, or Random Mobile Character: this sounds very grand, but is in fact something called Frododo, which wanders on to the stage every so often and utters some inanity.

The locations are quite coherent; that is, the player has the sense of wandering around a real building, in this case a castle, but although the descriptions sometimes include lines like "there is a table here", you cannot always Examine those items. Maybe you can Get or Put something under the table, but I have not been able to do this.

The playing area is easy to explore, though there are obviously certain places which remain secret until problems are solved – I was glad to see that the Draconian measure of the first version (death within a few moves from hunger) has been substantially altered here. Now the player has quite a number of moves before he succumbs, plenty of time in which to find a source of food. Now, though, there is the problem of finding water – I haven't solved this one yet, thus proving that there must be more locations than at first appears.

The graphics really add nothing to the adventure, and if you have already have a copy of Barsak, then remain content—if not, it's an intriguing little adventure that is certainly worth the new asking price of £1.99. Contact P & V Napolitano, 48 Ledger's Road, Slough SL1 2RL. Next week, more Quill'd adventures, including the very first Patch'd game.

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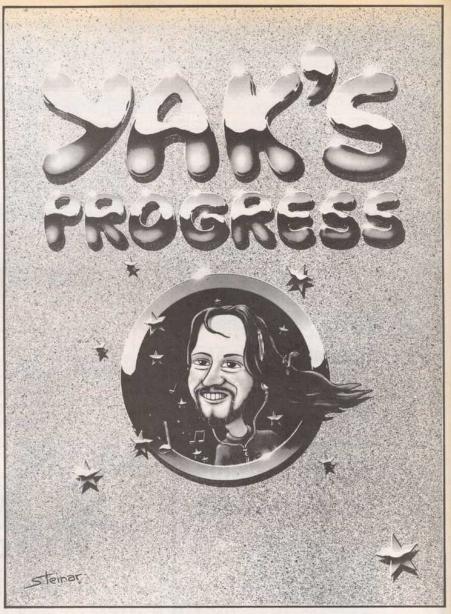
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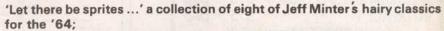
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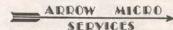
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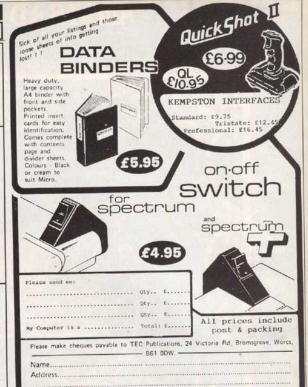
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Upper Gumtree on Commodore 64. I can't get past the bull without being followed and killed. Neil Archer, 2 Moat Green Avenue, Wednesfield, Wolverhampton WV11 30F.

Spiderman on Spectrum. Where is Dr Octopuss and where is Electro. Andrew D Angus, 39 South Road, Lerwick, Shetland, Scotland.

Fourth Protocol on Spectrum. I need help with Thorn in connection with medical security. J Rogers, 26 Harry Price House, Hartlebury Oldbury, Warley, B69 1FQ. Road.

Return to Eden on Amstrad. How do I get into the city? I can offer help on Jewels of Babylon, Message from Andromeda and Snowball in return. David Carr, 'Thornlea', Oak Road, Mottram Saint Andrew, Macclesfield, Chesure.

Magic Mountain on Spectrum. I asked for the Scroll as my one wish from the genii in the bottle but he didn't grant my wish and disappeared in a puff of smoke! What can I wish for he will grant? A R McDowall, 7 Third Avenue, Wellingborough, Northants.

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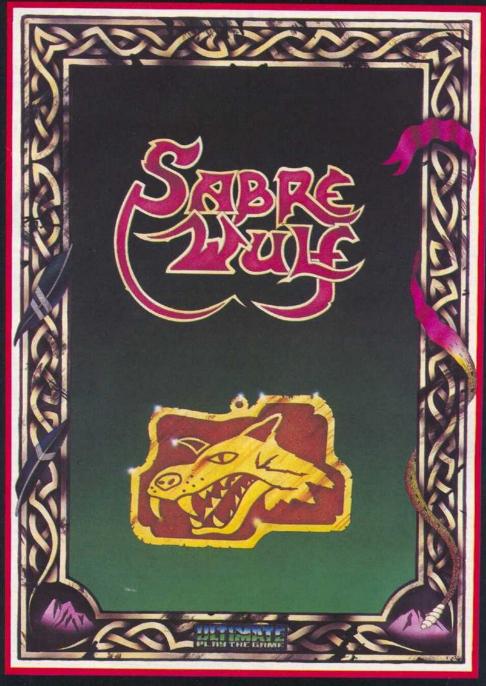
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Commodore 64

,	11	Monty on the Run	(Gremlin Graphics)	£8.95
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		Boxing	(Activision)	£9,95
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1	(-)		mlin Graphics)	£8.95
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Bubbling Under

ACE/Spectrum/C64/C16 (Cascade); Kennedy Approach/ C64 (Microprose/US Gold); Monty On The Run/C64/Spec-trum (Gremlin Graphics); One Man and His Droid/Spectrum (Mastertronic); Quest For the Holy Grail/Spectrum (Mastertronic); Soul of a Robot/Amstrad (Mastertronic); Robin of Sherwood/Various (Adventure International).

All figures compiled by Gallup/Leisurescope

Top Twenty

	100	DESCRIPTION OF A PERSON OF PERSONS ASSESSMENT OF THE PERSON OF THE PERSO	
1	(-)		Gremlin Graphics
2	(1)	Way of the Exploding Fist (Spectrum C64 Amstrad)	Melbourne House
3	(3)	Frank Bruno's Boxing (Spectrum C64 Amstad)	Elite
4 5	(4)	Impossible Mission (Spectrum C64)	Epyx/US Gold
5	(7)	Formula One Simulator (Spectrum C64 C16)	Mastertronic
6 7	(6)	Finders Keepers (Spectrum C64 Amstrad MSX	() Mastertronic
7	(8)	Daley Thompson's Supertest (Spectrum)	Ocean
8 9	(13)	Action Biker (Spectrum C64)	Mastertronic
9	(-)		Bubble Bus
10	(4)	Hacker (Spectrum C64 Amstrad Atari)	Activision
11	(9)	Fighting Warrior (Spectrum C64)	Melbourne House
12	(14)	BMX Racers (Spectrum C64 C16)	Mastertronic
13	(6)	Who Dares Wins II (C64)	Alligata
14	(15)	Graham Gooch's Test Cricket (Spectrum C64)	Audiogenic
15	(11)	Fairlight (Spectrum)	The Edge
16	(-)	Chiller (Spectrum C64 Amstrad MSX)	Mastertronic
17	(18)	Beach-Head (Various)	Access/US Gold
18	(19)	Bored Of The Rings (Spectrum C64 BBC)	Silversoft
19	(-)	Nonterraqueous (Spectrum Amstrad)	Mastertronic
20	(5)	Now Games (Spectrum C64)	Virgin
Fig	100000	ompiled by Gallup/Leisurescope	WE TILD

Readers' Chart No 49

1	(1)	Way of the Exploding Fist (Spectrum C64 Amstrad	Melbourne House
2	(2)	Fairlight (Spectrum)	The Edge
3	(4)	Daley Thompson's Supertest (Spectrum)	Ocean
4	(6)	Hypersports (Spectrum C64)	Imagine
5	(-)	Spy Vs Spy (Spectrum/C64)	Beyond
6	(-)	Now Games (Spectrum/ C64)	Virgin
7	(-)	Bored of the Rings (Spectrum C64 BBC)	Silversoft
8	(9)	Frank Bruno's Boxing (Spectrum C64 Amstrad)	Elite
9	(5)	Summer Games II (C64)	Epyx/US Gold
10	(Z)	Red Moon (Spectrum C64 Amstrad)	Level 9
	(-)	Flight Simulator II (C64)	Sublogic
	(-)	Nightshade (Spectrum)	Ultimate

Winnng Phrase No 49: "Willy shoots the tax man" From Craig Bono of Selby, N. Yorks.

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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 51 closes at 2pm on Wednesday November 13 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.

My top 3: Voting Week 51
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2
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New Releases

HIGH LEVELS

Imhotep is Ultimate's latest Commodore 64 game and it leaves me baffled as to what, exactly, Ultimate think they are doing. Imhotep is an utterly unoriginal zap, zap game of the most repetitive kind.

It could easily have been written two or more years ago and Mastertronic would put it out for £1.99. Its single saving grace is that it is quite a well designed zap game and is addictive in a slightly irritating sort of way.

I'll spare you the plot; suffice to say you have to survive and battle your way over a scrolling landscape of pyramids and palm trees (at least to begin with). You are a little man on a flying vulture and the baddies are lots of other men of lots of other vultures. Your vulture is equipped with the usual laser blast device (do the NSPCA know?) with which to shoot down anything that moves.

There is some subtlety to the game in that different coloured vulture riders behave in different ways; some actively seek you out and must be blasted as soon as possible, others can safely be dodged and they will fly off



harmlessly.

The game quickly gets fiendishly difficult to play with an enormously high level of joystick dexterity and reaction speed being required. Though a challenge, this is also infuriating since no one in the office could figure out how to change the level.

We didn't get to see later screens despite a great deal of effort and concentration. It seems fairly obvious that this game wasn't written by Ultimate in house – it doesn't have the Ultimate look and there is an author's credit on the opening screen. So what made them decide to release it? More particularly, what made them think they can charge £9.95 for something that is clearly not a top of the range game? I'm mystified. Maybe later levels get very much more sophisticated, but I doubt it.

It isn't terrible, but I strongly advise you not to just go out and buy this one because of the Ultimate name and the pretty box. See it in action first, then decide.

Program Imhotep
Price £9.95
Micro Commodore 64
Supplier Ultimate Play the
Game

NUMBER ONE

Ashby de la Zouch

The Last V8 along with Spellbound and Hero of the Golden Talisman form the first three titles in Mastertronic's new MAD range. Games thought to have a bit extra than the usual titles and consequently put out at a higher price. Though one would hardly call £2.99 high.

The Last V8 is an unusual road race game with some astounding music from Rob Hubbard who seems to be capable of things on the Commodore 64 that enable people with a complete arsenal of DX7s, Fairlights and Linn Drums.

On this occasion the music sounds like 12 rock bands playing simultaneously with Keith Emerson on synthesizers and Mike Oldfield on guitar – it's very LOUD!

I like the plot of The Last V8 as well; it has definite Moorcock/Mad Max touches – humanity has been decimated (as usual) and you are a scientist charged with the task of bringing together the remnants of mankind.

To achieve this you have constructed a car, a hybrid of old parts and new technology – the last V8.

The game involves steering the V8 around a series of landscapes – each section must be completed within a strict time limit (before the



occasional stray nuclear device drops and melts your car).

The skill of the game comes in the successful negotatiation of the track.

The screen is divided into two sections – car instrument panels on the bottom two thirds and a scrolling aerial view of the track in the top third. Though the car is fairly tiny, the rest of the scrolling background is nicely detailed.

There are buildings, houses, trees and rivers, but careful design gives the required impression of an empty rather bleak landscape.

To begin with the game is fiendishly difficult, negotiating the first section of track within the time limit seems impossible—although you begin to realise that provided you do not actually bump into anything there are some shortcuts.

One final feature of the game, it has synthesized speech – quite good it is, too, though there are some words like radeaschen that take a while to figure out.

At £2.99 the game is already a steal, so hopefully everybody will buy this game rather than copy it. It makes quite a few full price titles look faintly ridiculous.

Expect to see it in the number one slot within the next three weeks.

Program The Last V8
Price £2.99
Micro Commodore 64|
Commodore 128
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8-10 Paul Street
London
EC2A 4JH

ALIEN TARGET

More goodies from Mastertronic with Space Hunter a space game that reminds me vaguely of Codename Mat.

Your task is to search through 15 star systems capturing food transporters before alien horrors can grab them and blast you to bits.

All this involves piloting the usual space cruiser at warp speeds through the usual clusters of little white dots and blasting at the usual fleets of triangular shaped alien space ships. The screen shows alien targets, range and a map of the local star system.

A battle computer also helps you blast things in an orderly fashion.

A new touch for this sort of game is a docking option where you can get beamed aboard various supply ships that are around.

In this mode the screen changes to a side view of the interior of the place you've entered and you get to hunt about looking for food – it looks rather like a boring maze game with big blocky graphics.

However, as unoriginal as the game is, it has the immediate virtue of being cheap and is as fun to play as many of its expensive rivals. Worth a look or two.



Program Space HUnter
Price £1.99
Micro Commodore 64
Supplier Mastertronic
8-10 Paul St.
London
EC2A 4JH

New Releases

EXTENDED

Pride Utilities' program, System X, is an extension to Amstrad Basic – it adds 30 new commands, some fairly trivial, but others very useful indeed.

All commands are preceded by a slash to tell the machine that these are not part of the usual command set.

Trivial additions include Capoff and Capon to switch the caps lock of or on within a program.

Interesting and useful commands include *Dpeek* to peek two locations at once, *Getchar* to read a character from the screen text position and place it in a string and *Motor* to switch the 464 cassette player on or off or other devices connected to the 464 remote plug.

Other commands cover moving sections of memory around and speeding up sav-

pride utilities

AMSTRAD CPC 464/664/6128

SYSTEM X

OVER 30 NEW EXTENDED

BASIC COMMANDS

ing – both potentially very useful indeed. £9.95 is a reasonable price for this kind of utility.

Program System X
Price 49.95
Micro Amstrad
Supplier Pride Utilities
7 Chalton Heights
Luton
Beds
LU4 9UF

RETARDED

Bum. Breasts. Poo Poo. Hilarious eh? I can't find the right word to describe *Whoopsy* from Shards Software. Well actually I can but decorum restrains me.

The phrase 'utterly juvenile' does spring to mind, Whoopsy is the sort of game five year olds may well snigger over.

Here's the plot; you are a baby and over several screens, all of them almost exactly the same as one another, you must collect toys and dodge your mother.

Your mother can be distracted from her attempts to spoil your fun by the simple expedient of judicious use of your non-potty trainedness. Leaving your mark causes mummy to rush towards the offending mess and clear it up giving you time to grab some more toys.

It's a laugh a minute as you can imagine.

The graphics are OKish, mummy, in particular, is well designed.

Whoopsy is the end result of the sort of ideas very socially retarded programmers have after having drunk 12

BIZARRE SCENARIO

The Pawn is an extremely sophisticated text adventure for the QL; sophisticated partly because of its long evocative descriptions of each location, but primarily because of its complex language parser which can negotiate the most fiendishly twisted English language sentences imaginable.

The program is capable of understanding, for example, instructions to take certain combinations of objects, eg, get all except the ring. If the objects are inside an object, eg, a bag, you can refer to the collected objects as the contents of the bag.

The provisional manual summerises what is possible in an instruction from a mythical adventure (I'd love to play it): Get all except the cases, but not the violin case, then kill the man eating shrew with the contents of the violin case. Remove the shrew's tail and use it to tie the pole and the noose together.

The Pawn also features other characters that you will wish to converse with, you can use both Ask (as in Ask the troll about the food) or Say (as in Say to Norman "how's your stone cladding"). Like Infocom

games it features basic commands like Brief/Verbose to toggle the length of text description and a Score which is constantly displayed.

Other clever options include a command Left n and Right n where n is the position of the margin – useful on TVs with slightly dodgy displays – and Contrast which lets you choose green and white text.

The plot is something I am reluctant to say much about except that it is not the usual po-faced stuff and instead features a bizarre scenario of warring drink manufacturers — well, I think that's what it all means. The actual point of the plot is one of the things you have to find out in the game.

The Pawn is an extraordinarily clever adventure and I think it is also one of the few QL programs that actually looks like it is using some sophisticated programming power and a 6800 series chip. Any QL owner even half interested in adventures should buy it.

Program The Pawn
Price £19.95
Micro QL
Supplier Sinclair
Research

pints of Special Brew.

Program Whoopsy Price £6.95 Micro BBC Supplier Shards Software Roycrift

15 Linton Rd Barking Essex

This week

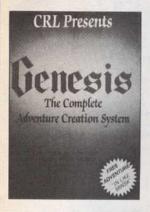
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*Plus you own cassettes or disc.

New Releases

DIFFERENCES

The second adventure generator for the Amstrad in the space of two weeks - this time Genesis from Camel Micros,



marketed by CRL. It's always a problem taking a quick look at detailed programs like these – you really need to spend weeks at the keyboard before delivering a definitive report. However, when comparing the two packages, it's worth reporting on some first impressions.

Both are graphic adventure generators (with the addition of sound with Genesis), yet one is £9.95 (Genesis again); the Incentive offering being £22.95. . . that's one big difference. But there are differences. Genesis offers 50 Marker/Counter variables. . . Incentive's Graphic Adventure Creator offers almost eight times as many. Although the 'number of locations' statistic can he misleading, Camel estimate easily getting 80-100 locations each with its own graphic in memory, while Incentive quote 200-300. The Incentive package also allows multiple input - Genesis does not.

This is not to say that Genesis is a bad buy – as the example program shows, (both produce code that runs independently of the creator by the way) it can produce perfectly acceptable results. I just get the feeling that GAC is probably the better of the two. However, if you find its cost prohibitive, Genesis is the one for you.

Program Genesis
Price £9.95
Micro Amstrad
Supplier CRL
CRL House
9 Kings Yard
Carpenters Road

STRIKE-BREAKER

London E15 2HD

Hi Rise is a game that, though lacking any elements to make you gasp, wow amazing, is so utterly playable and horribly addictive that all other considerations fade away. It is also, I thnk, one of the first good games to be released on the Amstrad first.

The plot is the usual arcade idiocy. You are Builder Bob, little alliterative person, and your task is to paint a series of scaffolds. Unfortunately, the striking workers (we are not told their names but Sam, Sonny, Simon, Sonja, Stan, Stanislaus and Solzhonitznyn are names that spring to mind) don't wnt you to break the strike and chase you arround the scaffold. They can be stopped only by a

court injunction and sequestration of their union assets – well, actually that's a lie, you stop them by squirting glue in front of them.

What makes the game is the 3D design of the scaffold - it looks vaquely like Ant Attack with shading used to give a sense of thickness to the girders. It also means that you can't see what lurks behind every corner, adding to the difficulty of the game. There are 99 different scaffolds to master and I haven't even been able to complete the first one but next time . . . excellent fun.



Program Hi Rise
Price £8.95
Micro Amstrad
Supplier Bubble Bus

87 High Street Tonbridge, Kent TN9 1RX

TIME LIMIT

Every so often I get sent a

program from people hoping to make it big (whatever that means) and asking what I think of their first effort. Steeplejack is from a company called DigiTape, which describes it as 'not best nor cheapest but fun to play' and that's about right, I think.

The game involves destroying, section by section, a series of objects - the first screen is a British Rail train. This involves planning your path around the object to do the most damage as quickly as possible. You are under a strict time limit and it proves difficult not only because of the sheer amount of destruction you have to achieve, but also because inside each object there lurk various nasty objects that may leap out and zap you, forcing you to start all over again.

Graphically the game is no more than average but there is a touch of originality to the game and it is fun to play. At £2.99 it's a little more than standard budget price but not offensively so. It rates a look, anyway.

Program Steeplejack
Price £2.99
Micro Spectrum
Supplier DigiTape
Freepost
Swansea

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 SLD.

This week

Activision, 15 Harley House, Marylebone Road, London NW1, 01-486 7588. Arcana, Avondale Workshops, Woodland Way, Kingswood, Bristol, Avon BS15 1QH, 0272 6571. BBC, 35 Marylebone High Street, London W1M 4PP. Bubble Bus, 87 High Street, Tonbridge, Kent TN9 1RX, 0732 355962. CRL, CRL House, 9 Kings Yard, Carpenter's Road, London E15 2HD, 01-533 2918. Electric Dreams, 31 Carlton Crescent, Southampton, Hampshire S01 2EW. English, Box 43, Manchester, M60 3AD, 061-835 1358. Hisoft, 180 High Street North, Dunstable, Beds LU6 1AT, 0582 696421. Kuma,

Kuma Computers, 12 Horseshoe Park, Pangbourne, RG8 7JW, 07357 4335. Mastertronic, Park Lorne, 111 Park Road, London NW8 7JL, 01-402 3316. Psion, 22 Dorset Square, London NW1 6QG, 01-723 9408. R. McLaughlin, 28 Farmfields Close, Sheffield S19 6LR, 0742 470094. Robico, 3 Fairland Close, Llantrisant, Mid Glamorgan, CF7 8QH, 0443 227354. Sigmasoft, 8 Pine Dale, Rainford, Merseyside, WA11 8DP. Superplant, Llangeitho, Tregaron, Dyfed, Wales SY25 6QG, 097423 223. Ultimate, Ultimate Play the Game, Ashby-de-la-Zouch, Leicester, LE6 SJV, 0530 411485.



Wider perspective

remember my first meeting with an Apple II computer in 1979, a computer so elementary that it had an Integer only Basic in Rom, and required a plug in card to load the floating-point Applesoft Basic.

The first thing that happened to my Apple was that the top came off, revealing a large part of the workings, and

nearly all the chips.

That experience is probably most easily shared these days by owners of BBC computers, who are forever having to take off the top to their machine, for this purpose or that.

Look at those chips arrayed for inspection, to see what types of chip they area, and where they were fabricated.

Opening up any microcomputer these days - regardless of manufacturer - is like taking a journey round the world. And in the journey, the developing countries seem to take over a large part of the itinery.

There is no such thing any more as a completely British, US, or Japanese microcomputer. Fabrication of the final product may take place in Britain or wherever, but only small number of the components will actually be made in Britain.

Of the indigenous computer manufacturers in Britain, how many are anything other than computer assemblers? How much of the hardware for the final product is British? Often very little. I am not suggesting that we should ignore the British content of a product, rather I am saying that we ought to start examining that part of the content of a product which comes from the developing countries of the world and asking ourselves how the micro companies can produce their models at such seeming incredibly low prices.

How many people who contributed to charity appeals for the dving in Africa also bought a microcomputer because it was exceptional value for money? How many of these people who bought such a computer realise the often apalling conditions for the mainly female 'sweatshop' workers in some developing countries?

The attitude of computer assemblers is rather short-sighted (as well as being rather selfish).

Many of the problems in Africa, say, are due to the way in which aid from the developed world (East and West) is given. Most ends up as military aid, but another popular form of aid is to develop (cheap) manufacturing, which in turn is used to help to subsidise industries in the developed countries. The debt problems of the Third World can be directly attributed to worthless aid and exploitation of cheap labour. Yet, Governments and governing bureaucracies will not act to help the needy in any real sense for example, the present farce concerning Britain and the EEC's reasons for not giving aid.

How can the individual help? In South Africa black workers have been exploited in a similar manner, and public pressure in the West caused many multinational companies to start paying living wages to black employees (how well it worked in practice is another question). This was not action at the level of governments, but action on firms to act in a humane manner.

I would suggest that any microcomputer company which trades anywhere in the world also has duty to do its utmost to ensure that the workers in those countries, producing good for our exploitation, should be paid a minimum wage.

The prices we pay for our micros in the high street would have to increase, but given the profit margins on computers, there would not be a vast increase in price for the end user.

It is time micro firms began to look beyond profits to a wider perspective which includes concern for the individual, be that individual in this country or thousands of miles away.

Boris Allan

Grid values

Puzzle No 182

In this Crossnumber puzzle can you find the value of A, B, and C that fit into the grid?



	ACROSS		DOWN		
1.	B ^a	1.	В	4.	A*B
5.	B*C**	2.	A2	5.	C-1
7.	B ^a	3.	A + B	6.	A

Solution to Puzzle No 177

The numbers which satisfies the five given conditions is 933157.

Conditions is 933157.

10 LET N=2

20 LET S=NNN

30 R=5+1

40 P\$=STR\$(R)

50 FDR Q=2 TO LEN(P\$)

50 FDR Q=2 TO LEN(P\$)

50 FDR Q=2 TO LEN(P\$)

50 FDR Q=2 TO DEN(P\$)

50 FDR Q=2 TO DEN(P\$)

60 QSUB 130

100 FDR QSUB 130

110 IF T=1 THEN PRINT X

120 PUNN-21 GOTO 20

130 FDR P=3 TO SQE(X)+1 STEP 2

150 IF X/F=INT(X/F) THEN 180

150 NEXT T

150 NEXT T

150 NEXT T

150 TF X/F=INT(X/F) THEN 180

From condition ii) we know that the required value is one more than a perfect square and so the program generates successive squares. As this value must also be prime, the square must be even so as to produce an odd value when I is added. Therefore the number to be squared must also be even. Each value is tested, firstly to determine that all digits are odd (Lines 40 to 80), and then to test for primality. The simplest (though not the shortest) method is by trial division (Lines 130

All values that pass the primality test are printed out.

Winner of Puzzle 177

The winner is J P Mensink of Ryde, Isle of Wight, who receives £10.

The closing date for Puzzle 182 is December

The Hackers





Bounty Bob™ returns in this new and exciting follow-up adventure to Miner 2049er. This time around it's even tougher than before and Bob needs your help more than ever to guide him through the mine. The mutant organisms have multiplied and over-run the mine entirely, making it extremely difficult to survive the hazards of the underground passageways. Using the high-powered special equipment in the twenty-five new caverns is Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil Yukon Yohan!™

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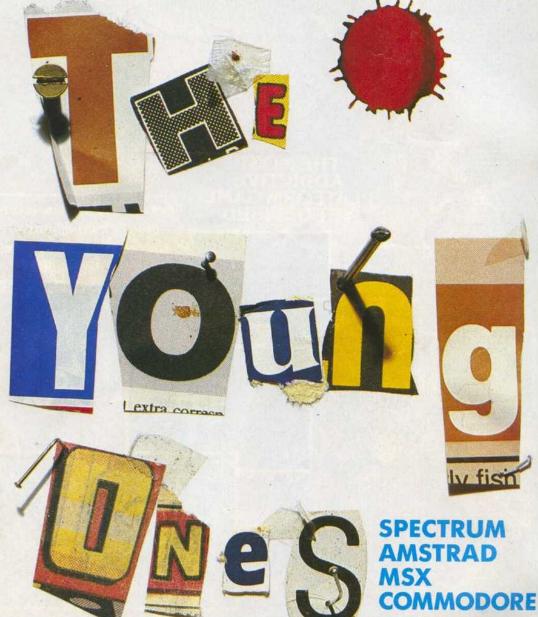
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A



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