

The Aussie Mag  
for Amstrad owners

# THE AMSTRAD USER

**FREE**  
GREMLIN GAME  
FOR TAPE  
SUBSCRIBERS  
See Page 3

Issue No. 47 \$4.25

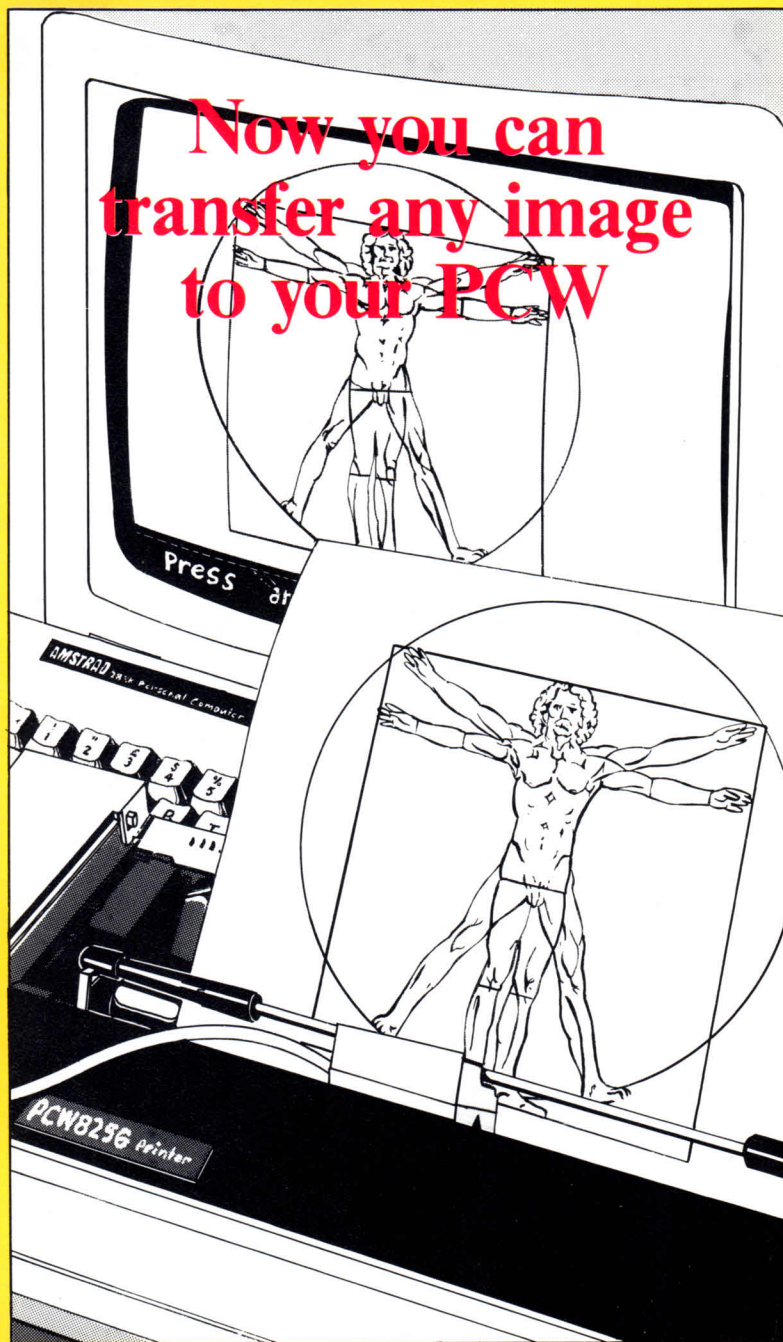
December 1988



- More action tests on eight Games + a Text Image Manager type-in + Cheat Mode + Games Gallimaufry type-ins
- Run-down on Locomotive utilities for the PCW9512 + Two PCW Type-ins + look at a PD drawing program
- Advice on using Hard Discs + PC communications

**FOR THE NOVICE & EXPERIENCED USER**





Now you can  
transfer any image  
to your PCW

# Master PACK

**W**ith your MasterScan you can reproduce any picture on your PCW screen and print it out as often as you like.

Until now you had to have an expensive video camera to digitise printed images. But no longer!

MasterScan is a new and incredibly low-cost device which is simply attached to your printer.

The optical scanner clips on to the head of the PCW 8256/8512 printer in seconds. Insert the picture you would like to scan, just as you would feed in printer paper.

Now start the program and the picture will go through your printer and be re-created line by line on your screen —as if by magic.

It's all you need to capture logos, diagrams, sketches, photos, maps, signatures, cartoon characters and much more. From now on your letters, news bulletins and reports can all be illustrated in any way you like.

Additionally, you can incorporate the graphics into such packages as The Desktop Publisher, Fleet Street Editor Plus, Newsdesk International and MasterPaint.

Available from: Grace Bros (selected stores), Actcom Computer Centre Belconnen, A.C.T. Harvey Norman (selected stores), Maxwell Office Supplies —Rockdale and Ettalong and leading computer retailers throughout Australia.

 **Pactronics**

**N.S.W.:** Pactronics Pty Ltd, 33-35 Alleyne Street, Chatswood.  
(02) 407 0261

**VICTORIA:** Pactronics Pty Ltd, 51-55 Johnston Street, Fitzroy.  
(03) 419 4644

**QUEENSLAND:** Pactronics Pty Ltd, 12 Stratton St, Newstead,  
4006. (07) 854 1982

**SOUTH AUSTRALIA:** Baringa Pty Ltd, (08) 271 1066 ext. 6132

**WESTERN AUSTRALIA:** Pactronics W.A. Unit 13, (Rear) 113  
High Rd, Willetton 6155. (09) 354 1122

## What you get with Master Pack

- Precision-engineered optical scanner
- PCW interface box
- Scanning software
- Sample art to scan
- Comprehensive manual
- MASTER PAINT (free inclusion)

# Master PAINT

With MASTER PAINT you have everything you need to produce quality artwork. You can even scroll the picture, enabling you to create larger images.

The powerful tools allow you to draw circles, ellipses, boxes, fill irregular shapes using any of the 16 patterns, choose from a range of text fonts and styles, and much much more.

As well as creating drawings from scratch you can load in scanned images from MASTER SCAN and manipulate them using any of MASTER PAINT's versatile tools. Then you can remove superfluous detail, fine tune the drawing using the zoom feature, and add text. Before you know it you will have created a whole new work of art!

MASTER PAINT is a magnificent program in its own right (keyboard or mouse driven) and is available for only \$59.95.



Letters - your views, advice and comments ..... 2  
 Classified Ads - and the official order form ..... 5  
 News Break - news from home and abroad plus gossip and  
 the latest software releases ..... 6

**PLEASE READ IMPORTANT NOTICE ON PAGE 52**

Action tests on CPC games - reviews of EIGHT more games:  
*Night Raider* ..... 10  
*Desolator, Shackled* ..... 11  
*Mickey Mouse* ..... 12  
*The Fury, Vixen* ..... 13  
*Marauder, Bionic Commando* ..... 14

Text Image Manager - Jamie Anderson cleans up on the  
 CPC6128 with windows and menus using Bankman ..... 15

Public Domain Software - 30 discs full of PD software  
 for CPC and PCW owners ..... 22

Cheat Mode - Suffering withdrawal symptoms? We find  
 some more tips and pokes to answer complaints ..... 24

World Domination - Julian Sharp takes a look at the PCW  
 Interface kit from SM Engineering ..... 28

Tip-offs - eight old favourite CP/M time- savers ..... 30

PCW Pot Pourri - a cross- section of question and answers  
 for PCW users ..... 32

PCW Games Reviews- the low- down on four titles from our  
 mail- order list ..... 36

Locoscript Utilities for 9512's - a description of the optional  
 extras for the PCW9512 from Locomotive Software ..... 39

Playing Trains - Adrian Wilkins reports on one of the PCW  
 programs available from the Public Domain discs ..... 42

Two Treats- two great type- ins for the PCW - a simple  
 drawing program and a calendar generator ..... 43

Everyman Accounts - Tait Accounting for PC or PCW,  
 the right system for a small business? ..... 45

Easy does it with Easy Dos- a review of a DOS utility  
 providing an aide-mémoire for mental blackouts ..... 48

Hard Disc Users Beware - sooner or later disaster strikes  
 we all lose files to the appetite of a hard disc. Some  
 timely advice for PC owners to avoid this fate ..... 49

CPC Basic to PC Basic2 - a conversion exercise on the  
 Towers Of Hanoi by Petr Lukes ..... 50

Modem Mania with BBS - Chris Collins switches to  
 communications mode on PCs ..... 53

Games Gallimaufry - two CPC type-ins to keep you busy ... 56

Strategy or Adventure? - Vic Renfrew reviews Rebelstar  
 by way of introducing readers to Wargames ..... 58

The Amstrad User Mail Order Service - six pages with over  
 800 lines of Software, Peripherals, Ribbons, Discs and  
 Books for the Amstrad range of computers ..... 59

# THE AMSTRAD USER

## Issue No. 47 - December 1988

For Tape Subscribers, CPC programs appearing in this month's magazine can be found at the following approximate positions:

- Side 1: THE-DUCT - 9 (to load use CTRL & small ENTER)  
 BOMBDISP - 218  
 Side 2: WHEEL - 8 TIM - 30

### ADVERTISER'S INDEX

All Stamps and Services .....	3
Blackwell Scientific Publications .....	5
Dolphin Computers Pty Ltd .....	4
Pactronics .....	IFC/33
Reckon Software .....	47
SpellBound Computer Publications .....	27

All enquiries and contacts concerning this Publication should be made in the first instance by writing to The Amstrad User, Suite 1, 245 Springvale Road, Glen Waverley, Victoria 3150, Australia. Urgent matters can be phoned through on (03) 233 9661.

The Amstrad User is normally published on the first working day of each month. Reprinting of articles published in The Amstrad User is strictly forbidden without written permission. Copyright 1988 by Strategy Publications. The single copy price of \$4.25 is the recommended retail price only.

From time to time, some articles appearing in The Amstrad User will be reproductions from UK publications Amstrad Action, 8000 Plus and CPC Computing (formerly Computing with the Amstrad). The first two are printed under an agreement between Strategy Publications and Future Publishing Ltd, Bath, and the latter under an agreement with Database Publications.

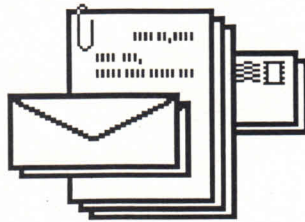
The subscription rate (for Australia) is \$42.50 for 12 issues of the magazine only, or \$80.00 for 12 issues of the magazine plus tape (for CPC range only) containing programs appearing in that issue. Postage is included in the above prices. For subscriptions to New Zealand, PNG, Solomon Islands or Vanuatu please add \$21 airmail. Other overseas prices available upon application.

Please note that whilst every effort is made to ensure the accuracy of all features and listings herein, we cannot accept any liability whatsoever for any mistakes or misprints. Contributions are welcome from readers or other interested parties. In most circumstances the following payments will apply to published material: Cartoons \$10.00 and a rate of \$15.00 per page for programs, articles etc. unless otherwise previously agreed. Contributions will not be returned unless specifically requested coupled with a suitable stamped and return addressed padded bag (for tapes or discs).

The Amstrad User is an independent Australian magazine and is not affiliated in any way with Amstrad or their Australian distributors or any other dealer in either software or hardware.



# LETTERS TO THE EDITOR



A monthly selection of your comments, hints and tips, advice and news - all shared for the benefit of Australasian Amstrad users.

*1988 has been the year of celebration for Australia. For Amstrad users it has seen Amstrad themselves entering the Australian market with all guns blazing; the release of the PPC laptop range; printers; a TV modulator and soon, the PC2000 series. Ribbon and disc prices have reduced.*

*For us here at The Amstrad User, 1988 has seen our circulation climbing each month to new records. It's also seen our Mail Order list grow to the largest Amstrad range available in Australia. Despite the problems of trying to please all our readers all of the time, we believe we have succeeded in continuing to publish a balanced magazine.*

*As the festive season approaches, we would like to thank all our readers, contributors and advertisers for their support during the year. We take this opportunity to wish you all a very happy and enjoyable Christmas and a safe, prosperous and productive 1989.*



I would like to protest at the shortsightedness of the Amstrad dealers in Brisbane. Several of the outlets where I enquire about software for my PCW8512 spoke disparagingly of it as being obsolete and do not carry any of the software. While I feel put out by their attitude, as my machine has given excellent and reliable service, it is an opportunity lost by the retailer as I will not be patronising them again.

They should remember that today's PCW user is very likely to purchase a PC next year.

*Derek Rintel, St. Lucia, Qld.*

*It could be said that the PCW8512 has been superseded by the PCW9512 (the model with the daisy wheel printer) as far as Amstrad in Australia are concerned as the only models in this range currently being promoted are the 8256 and 9512. However this hardly makes the PCW range obsolete! If Mr.*

*Sugar felt that was the case, he would not have introduced the 9512, and by all accounts sales of PCWs continue apace.*

*Being a specialised word processing/business computer it is inevitable that the amount of specific software available will never match that of, say, IBM and compatibles - they've been around longer anyway. You would have noticed that the amount of software for your machine in our Mail Order list has grown considerably over the last six months. That's because we've taken the time and trouble to look for it which is more than can be said of your local dealer.*



Whilst playing around with the database in Mini Office II I discovered the following command keys which I cannot find documented in the manual. They all concern the colours on the screen, and are all accessed from the main "Editing Data" option.

Shift-Up Increase pen colour by

one, ie. make the text lighter.  
Shift-Down Decrease pen colour by one, ie. make the text darker.  
Shift-Left Increase paper and border colour by one, ie. make the background lighter.  
Shift-Right Decrease paper and border colour by one, ie. make the background darker.  
Copy Reset the default colours.

As the owner of a green screen I find these options very useful since the default colours are invisible on sunny days.

*Angus Kidman, Armidale, NSW*

*In the Word Processing module the background is changed with CTRL+1, the text with CTRL+2 and the border with CTRL+3.*



I am the Secretary of the Caboolture Amstrad User Club and in it we have only 3 PCW owners. I like to program (not that I have done much) and to type listings in to experiment with. Whenever I buy an Amstrad magazine and type the listings in for the PCW they never work first time. I always debug my own typing mistakes and print the listing out, then check the original against my own. When I am satisfied that they are exactly the same, I rerun the program. But they never work without making changes to them. This especially got to me when I typed in the Maze program by Michael Gibbs in TAU Oct 88.

Is there something drastically wrong, or something I am missing? Has the PCW programming world got it in for me?

*L.J. Lawrence, Caboolture, Qld*

*We can't answer for other magazines, but as far as the Spreadsheet and Maze programs are concerned, the versions printed were straight from working copies. As we haven't had any other queries on these two, we must assume*

*(continued on page 4)*



## SPECIAL XMAS BONUS FOR TAPE SUBSCRIBERS

On this month's tape you will find a magnificent game called The Duct. It's not a type-in, but a fully fledged game which Gremlin Graphics have been kind enough to let us pass it on to you free of charge.

It is written by David Pridmore, the author of Tempest and features attractive vector graphics, plenty of action and ear-stomping sound effects.

### THE DUCT

You are in control (joystick only) of a buggy travelling down a series of tunnels. You view the tunnel from behind the car as the tunnel and its myriad hazards zoom past you.

The ducts are occupied by two main sorts of dangers. The aliens zoom in towards you and deplete your limited supply of energy when they collide with you. The aliens can be shot with the laser fitted to the front of the car. The barriers are of two types which either move around the circumference of the duct or stay in one position. The barriers can either be dodged around by rotating the duct or you can jump over them by pushing up on the joystick. Collision with barriers also de-

pletes your energy.

Energy can be replenished by driving into the spheres with an E on them which appear periodically throughout the tunnel. The fuel supply in your car is also limited and this is replenished by jumping into the letter Fs elevated on top of a pole. If you run out of fuel or energy then the game ends.

Eventually you will reach the end of the duct where you drive the buggy into a hole that takes you to the next level. Your energy and fuel are replenished and when you enter the next duct things get more and more difficult. The time limit and score are shown in the top right of the screen with the energy and fuel gauges below them.

*Next month we will give you the pokes to use the keyboard.*

### SUMMARY OF CONTROLS

Rotate duct to the left	Joystick left
Rotate duct to the right	Joystick right
Fire Laser	Fire button
Jump up	Joystick up
Pause game	"P"
Abort game	"E"

## COMPETITION RESULT

The response to our programming competition was tremendous. Although the majority of entries came from CPC owners, there were some excellent entries from both PCW and PC users. There were variations on themes: menu makers, disc cataloguers, maths tutorials, sprite designers and so on to originals such as an AMS Pagemaker utility and a PCW font designer.

We arrived at a short list of twenty, cut this down to ten then to five. The large number of entries posed a few problems; it took much longer than we had anticipated to give all of them a fair trial; and the number of initial short-listed entries was much bigger. To make matters worse, there was not very much to choose between the five finalists.

Unfortunately there can be just one winner, and the entry gaining the most points was:

### SURVIVAL from Geoff Camp (SA)

It's a game of logic based on Conway's 'Game of Life'. Congratulations to Geoff and our thanks to all the people who took the time to enter. We are sure that everyone has now gained a little more expertise in the writing of Basic programs for their computers.

# All Stamps & Services

## DISCOUNT DISKETTES

**SPECIAL OFFER for THE AMSTRAD USER readers**  
 Buy 1 box of 10 MAXELL CF2 3" Diskettes at just **\$63.80 a box**  
 and receive **FREE OF CHARGE 1 extra disc**

### RIBBONS (Black)

DMP1 .....	\$13.00	DMP2000 .....	\$19.00	DMP3000 .....	\$19.00	DMP4000 .....	\$22.65
PCW8256 ...	\$13.90	PCW8512 ...	\$13.90	PCW9512 (carbon) .....	\$8.20		

### LOCKABLE DISK BOXES

3.5"x40 Capacity	\$14.60	3.5"x80 Capacity	\$18.00
5.25"x60 Cap.	\$16.50	5.25"x100 Cap.	\$18.00

We accept Bankcard, Visa and Mastercard. People wishing to use their Credit Card may phone or mail form back to any of the addresses shown below. Allow \$6.00 for freight and handling. Please circle: **BANKCARD VISA MASTERCARD**

Credit Card Number: \_\_\_\_\_ Expiry Date: \_\_\_\_\_

Amount: \$ \_\_\_\_\_ Signature: \_\_\_\_\_

Name: \_\_\_\_\_ Address: \_\_\_\_\_

Post Code: \_\_\_\_\_

**PHONE AND  
MAIL ORDERS  
TO:**

All Stamps & Services,  
345-349 Canterbury Road,  
Surrey Hills 3125  
Tel: (03) 836 8011 or 836 1333  
Fax: (03) 836 8972

All Stamps & Services,  
395 Elizabeth Street,  
Melbourne 3000  
Tel: (03) 329 6466  
Fax: (03) 329 0292

Challenge Rubber Stamps  
114, Berkeley Street,  
Carlton, 3053  
Tel: (03) 347 2800  
Fax: (03) 347 2378



that, despite what you say, your version and the one published are different. See if you can get someone to read the program back to you rather than checking your own input. As a last resort you will have to wait for the PCW Year Disc No. 2.



I own an Amstrad CPC6128 and would like to make the following suggestion for improving the magazine. I would like to see published genuine add-on circuits built by readers of TAU for CPCs and names and phone contacts printed with the circuits so that direct contact with the writer could be made.

I think this would be a good idea as I would like to expand my 6128 with a sideways rom and cannot obtain information to build one myself. Also, I would like to build other projects which other readers find of interest.

Bob Olsen, Wishart, Qld

We'd like to see them too, but apart from a joystick splitter coming next month (yes Mr. Hamilton - it's yours) they are very few and far between. Bob is not the first person to ask for this type of article.. Any takers?



A short response to Angus Kidman's Tasword Tips in the October edition... I run Tasword 6128 on a CPC664 with dk'tronics 256k expansion ram. My copy of Tasword (version 1.04) doesn't behave in quite the same way.

I have encountered the word count problem with merged files (I wish I had read the article before I tried to edit an apparent 3600 words

back to the 1500 it should have been!) but the un-delete hasn't yet given me the kind of problem which Angus encountered, nor have I ever had the print start anywhere but at the lines I specified in the print menu. Most of my files run to about 30k, but files up to 60k are not uncommon.

In the 18 months since updating from Amsword, I have never had Tasword reset on me.

The block move command gives "interesting" results: moving a marked block can result in some lines being lost, while multiple repeats of other lines appear at the new location. This seems to happen more often with PAGING on. It is safer to COPY the block to the new location and then go back and delete the old block once you are sure all is well.

Finally, attempting to SAVE a file when there is insufficient space on the disc does not lock up my copy of Tasword. Instead, as much of the data as can fit is written to the disc, creating a file with the extension "\$\$\$". The program continues as though all were well with no warning or error message!

I like Tasword. I have several word processors, but Tasword is my favourite and I don't expect that to change. Still, like any computer program, it can leave you stranded if you take it for granted.

David Rich, Mt. Pritchard, NSW

All letters should be addressed to:  
The Editor, The Amstrad User,  
1/245 Springvale Rd., Glen Waverley,  
Victoria. 3150.

Sorry, but we cannot answer any personal correspondence.

## CONTRIBUTIONS

We accept unsolicited articles or program contributions from readers with a view to possible publication, but in the case of programs we must insist that the coding is submitted on either tape or disc. We just do not have the time to key them all in. The tape or disc will be returned if originally accompanied with a stamped and return addressed padded bag.

## DISPLAY ADVERTISING DEADLINES

Issue	Booking by	Copy by
FEB '89	01/12/88	09/12/88
MAR '89	11/01/89	30/01/89
APR '89	13/02/89	24/02/89

Please refer all display advertising enquiries or bookings to DERRICK LEWIS & ASSOCIATES on (03) 51 9984.

Classified ads should be phoned or sent directly to The Amstrad User.



## Advanced text processing software for the AMSTRAD family of computers

### TASWORD

The word processor. A TASWORD is available for every Amstrad computer, each making the best use of the computer's processing power and memory. Fast, efficient and thoroughly professional.

### TAS-SPELL

The spelling checker option for Tasword. Use the dictionary provided to check your spelling, add new words at your choice.

### TASCOPY

For the 464/664/6128 family, prints out high resolution screen copies (up to poster size). For the PC, provides a graphics editor, graphics/text merge, font designer and screen snapshot to disc.

### TASPRINT

Provides additional impressive print styles for dot matrix printers. Adds emphasis and distinction to your documents.

### TAS-SIGN

Produces signs, posters or banners, either across or along the sheet. Definable character height, borders, shading.

Title	RRP(\$)
<b>Amstrad CPC 464/664/6128</b>	
Tasword 464 (cass)	59.50
Tasword 464-D/664 (disc)	79.00
Tasword 6128 (disc)	79.00
Tas-spell (disc)	56.00
Tascopy 464 (cass)	32.95
Tascopy (disc)	45.95
Tasprint 464 (cass)	32.95
Tasprint (disc)	45.95
Tasdiary (disc)	45.95
Tas-sign 6128 (disc)	89.95
<b>Amstrad PCW 8256/8512</b>	
Tasword 8000	79.95
Tas-spell 8000	56.00
Tasprint 8000	52.00
Tas-sign 8000	89.95
<b>Amstrad PC 1512</b>	
Tasword PC	135.00
Demo disc (Tasword PC)	5.00
Tas-spell PC	110.00
Tascopy PC	110.00
Tasprint PC	110.00
Tas-sign PC	110.00

Send SAE for more information. Specify computer type.

Australian Distributor



dolphin computers pty ltd

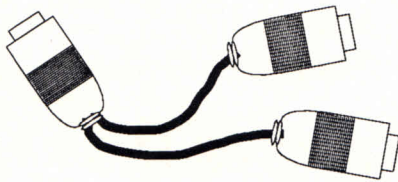
Unit 2, 7 Waltham Street, Artarmon, NSW 2064  
Phone (02) 438 4933 • Fax (02) 438 1480

At discerning computer shops or mail order from Dolphin. Mail \$1.50, a/nite courier \$7.00. Enclose cheque/money order/ Bankcard/Visa card/ Mastercard details. All prices include sales tax. All products guaranteed.

★ ★ Dealer enquiries welcome ★ ★



## JOYSTICK SPLITTER CABLE



With this cable and three connectors you can use two Joysticks from the same port on your Amstrad (not simultaneously).

Available through this magazine for just \$19.50 (post free). See page 17.

All our Mail Order items are now in one place starting from Page 59

These items have been added this month:

**CPC GAMES:**

- |                       |                    |
|-----------------------|--------------------|
| ATF                   | PHM Pegasus        |
| Cyberoid II           | Sorcerer Lord      |
| Empire strikes Back   | Tanlum             |
| Fernandez must die    | Tiger Road         |
| Firezone              |                    |
| Gunship               |                    |
| Hopping Mad           | COMPILATIONS:      |
| Impossible Mission II | Elite Collection   |
| Mega Apocalypse       | Elite 6-Pack Vol 3 |
| Metal Army            | Leaderboard Par 3  |

**PCW GAMES:**

- |                |                  |
|----------------|------------------|
| Academy        | Catch 23         |
| Armageddon Man | Scrabble de luxe |

**PCW UTILITIES:**

LocoFile

**PC GAMES:**

- |                     |                 |
|---------------------|-----------------|
| 4x4 Off-Road Racing | Ultima V        |
| Inside Trader       | 10 Budget Games |
| PMH Pegasus         | 3 PC Joysticks  |

Plus more books...take a look!

# CLASSIES

**FOR SALE**

**Start Computing with the Amstrad CPC6128** - by Judith Thamm.

A Basic course for beginners, as reviewed TAU Dec 87. 112x44 photocopied pages coil bound with over 50 programs. Ideal for computer clubs. Book \$20, 3" disc \$12, 5.25" disc \$3.

**Ribbons re-inked** \$4.50 plus return postage. Write to: Box 269, Two Wells, SA 5501

**PACE RS232** suitable for Amstrad 464/664 or 6128 - including Viatel and BBS software. \$150 ono. Phone (08) 337 8562

**3" Floppy Disk Drive** for Amstrad 664 or 6128 (Second drive) \$350 ono. Phone (08) 337 8652

**Modem** - Kit built type including transformer. 300/300, 1200/75. \$140 ono. Phone (08) 337 8562

**Amstrad CPC6128** with colour monitor, over 100 discs of games and business programs. DK'tronics Speech Synthesiser included. The

6128 is under warranty until May 1989. Phone (08) 337 8562 a/h. \$900 ono.

**Personalised Stationery** - an ideal gift for any occasion. 100 sheets of high quality paper with address and phone number printed plus 50 matching envelopes. See page 55 for details. 3630.

**SERVICES**

**Fabric ribbons re-inked** Black Red Green Blue Yellow Purple. DMPs Epson LX86 Star NL10 LC10 all \$3.50 each; Epson LX80 \$4.50; Epson 800s \$5.00; PCWs \$5.50. New coloured ribbons fitted any above colours Epson LX86 Star NL10 \$8.50; Epson 800s PCWs \$10.00. Free postage both ways. Windsor Software, Freepost 47, Box 408, Lutwyche 4030. For quotes (07) 356 1759.

**WANTED**

**PCW GAMES.** We are seeking original games for the PCW8256 to add to our range. Authors only please contact BJH Software, 4 Dobson Road, Shepparton, Victoria 3630.

Just \$7.50 gets you a spot in our Classies to reach over 8000 readers each month!

## Classified Ads Order Form

This new section of the magazine offers you the chance to speak directly to the huge waiting world of Amstrad owners - or would-be owners.

You can place an ad of up to 30 words for just \$7.50. So you could use it to sell a printer, launch a user group or publicize a piece of software you have written.

One thing you can't advertise is the sale or swap of software you've purchased. Such ads can be misused by software pirates.

Just fill in the application form and send it to us together with payment. We'll then place the ad in the next available issue (published 3 to 7 weeks after we receive your order.)

Please place the following advertisement in the next available issue of **The Amstrad User**

I enclose payment of \$7.50 by Cheque/MO/Bankcard/ Visa/Mastercard (cheques payable to The Amstrad User).

Credit Card Number .....

Credit Card Expiry date .....

Name .....

Address .....

Telephone .....

Classification:  For Sale  Wanted  Services  User Groups


Write your advertisement here, one word per box. If you want your phone number printed, it must be included in one of the boxes.



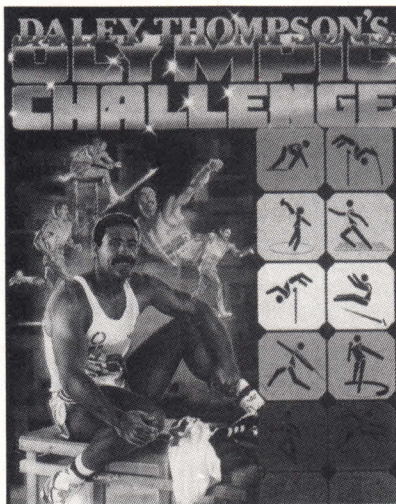
# NEWS BREAK

Our monthly update on the gossip, news, releases and the general Amstrad scene from both home and abroad

## DALEY THOMPSON'S 664 CHALLENGE

Daley Thompson's Decathlon was released some 4 years ago and proved a big success. The sequel, Daley Thompson's Olympic Challenge is just as successful and even more challenging. It features events such as 100m sprint, pole vault, javelin and hurdles which follow after a heavy work-out in the gym and it's one of our current best titles.

The challenge for 664 owners is to get the game to go beyond the loading screen. Despite the fact that Ocean have stuck a label on the box telling everyone that it works on the 464, 664 and 6128, we have yet to see it running successfully on a 664.



## PACKAGE DEAL FOR AMSTRAD SHOW

Pennant Travel Services are currently putting together a package for anyone interested in attending the 1989 Amstrad Spring Computer Show to be held in London between 31st March and 2nd April 1989.

It is envisaged that the basic package will include the cost of the flight, admission to the Amstrad Show for 3 days, accommodation for 6 nights including breakfast and service charges, 4 City tours, a ticket to a West End show and shopping discount vouchers - all for just \$2245 (assuming the airlines maintain their current charges).

Changes to the basic package may be available as an option for

travellers, such as flying via Asia or the US/Canada both ways or Asia one way and US the other, choosing a different hotel, or even extending the trip to 21 days (with a reduction of \$100 per person) and taking in a bit of touring. The combinations are reasonably flexible but travellers will be expected to be in London for the period 29/3/89 to 2/4/89. The basic package is planned to depart Australia on Tuesday 28th March 1989 (arriving London on 29th) and leave London on 4th April (arriving Australia on 6th).

As a bonus, Pennant Travel Services are hoping to include a visit to a software house to see how

programs/games are devised and produced.

Enquiries to Pennant Travel Services, 11 Darryl Street, Scoresby, Vic 3179: Tel (03) 764 1447.

## LAPTOPS GO MOBILE

Laptop computers are providing the ideal power and convenience necessary for mobile applications. The Vehicular Information System (VIS) from Dataradio provides the link between mobile and base.

Any business or agency that can access information in a mobile environment can expect to achieve significant productivity improvement with VIS. A few popular applications for which VIS has been used include: Police, Fire and Emergency Services who are provided with immediate access to critical databases. Small or mid-size police departments can now automatically access key databases without involving a dispatcher or other headquarters personnel. Because VIS is fully transparent the response is the same as would appear on a conventional screen.

Public utility service personnel can receive work order updates throughout the day. This means they can start work without all work orders in hand and avoid masses of paperwork. Service company technicians can now have access to more information, which enables them to provide a higher level of service for customers. Newspaper reporters and editors can transfer information with speed and accuracy between field and the publishing operation. VIS can make the difference between a late-breaking story that makes it into print and one that doesn't. (*The mind boggles - Ed*). Someone in the office also suggested that it could be used by software sales people to relay the orders collected on the road. *More information can be obtained from the Australian distributors Mastatek on (03) 233 6677.*



## LOCOMOTIVE POPS UP WITH LOCOFILE

Locomotive Software have just released a new database called LocoFile for LocoScript2. It's a pop-up card index-style database that's always in the right order and always available for transferring information between LocoFile and LocoScript2. It can be used to keep details of names and addresses, indexes of books, photographs or business or hobby details. LocoFile comes with sample card layouts which will cover most needs but the user can design his/her own.

The order of the cards can be held in up to eight different ways - all at the same time - and accessing a different order is instant as no sorting is required. LocoFile uses a sophisticated "B\*-tree" indexing system which enables it to retrieve an individual record without searching through the data. Data



frequently accessed can be automatically copied to drive M when loading LocoScript2 which makes access even faster. Different card indexes can be held on the same disc and are easily swapped.

Apart from working alongside LocoScript2, LocoFile also allows the user to transfer a LocoMail data file into a format for LocoFile to look up and maintain information or even merge two LocoMail data files. LocoMail can also use LocoFile cards as though they were records in a LocoMail data file.

LocoFile can be used on the entire PCW range (including the 9512) but will operate more efficiently and with fewer restrictions on the 512k machines.

It will cost \$110 and is available now from limited stocks through The Amstrad User.

## Blackwell Scientific Publications (Australia) Pty Ltd

107 Barry Street, Carlton, Victoria, 3053 — Telephone (03) 347 0300

Books for

# THE AMSTRAD USER

### Using Amstrad CP/M Business Software

By I. Sinclair

This book shows how to use the CP/M Plus operating system which allows the new Amstrad PCW 8256 and PCW 8512 to run such office favourites as dBase II and SuperCalc. It shows how office users can make CP/M work for them and how the available software can be used to best advantage.

1986. 144 pages, 65 illustrations. Paper.  
ISBN 0 00383 359 3 \$32.00

### LocoScript 2 on the Amstrad PCW 8256/8512 and 9512

By I. Sinclair

This book enables beginners to master word processing with LOCOSCRIPT 2 as fast as possible. The book sets out practical examples of the techniques so that users may start to achieve results immediately.

1987. 168 pages, 59 illustrations. Paper.  
ISBN 0 632 02185 3 \$39.95

### The Amstrad PC 1512: a User's Guide

By J. St John Bate and R. Burgess

This book has been written specifically for users of the Amstrad PC 1512. In a clear practical way the reader is guided through all the difficulties faced both by the experienced and inexperienced user in order to obtain maximum benefit from the system.

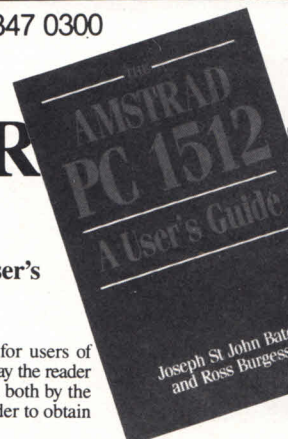
1987. 208 pages, 25 illustrations. Paper.  
ISBN 0 632 01919 0 \$46.95

### Business Computing with the Amstrad PC 1640

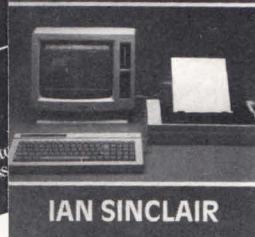
By J. St John Bate

This book provides knowledge, information, hints, tips and expert advice that will enable users of the Amstrad PC 1640 to get the maximum benefit from this machine as fast as possible.

1987. 188 pages, 41 illustrations. Paper.  
ISBN 0 632 02192 6 \$39.95



**LOCOSCRIPT 2**  
ON  
THE AMSTRAD PCW  
8256/8512 AND 9512



### Introducing Amstrad CP/M Assembly Language

By I. Sinclair

Introducing Amstrad CP/M Business Software takes the reader one step down the road to Z80 machine code using CP/M.

The book aims at the novice machine code programmer but one who is familiar with basic and is keen to solve problems in assembly language.

1986. 164 pages, 93 illustrations. Paper.  
ISBN 0 00383 309 7 \$33.95

Computing books published by Blackwell Scientific Publications can be purchased through all technical bookshops or in the case of difficulties telephone (03) 347 5552



## NEW CPC GAMES BATTLE LOOMS

Now that the last of the stands have been dismantled and the Earls Court Exhibition building handed over to the next exhibition, the software houses are no doubt regrouping their forces before the Christmas onslaught. There has been a traditional battle between the major games producers to have their particular game (or games) in the top spots of the software sales charts over the Christmas period.

The main forces are US Gold and Ocean with US Gold reaching the top position with Gauntlet and Outrun over the last two years. This year they hope to make it three times in a row with Thunder Blade, the most popular coin-op in Europe. They also have Summer Games from Epyx, LED Storm from Capcom and many others including Tiger Road (a martial arts epic), Realms of the Trolls, Starball, Joan of Arc from Rainbow Arts and Echelon (a flight simulator) from the 'Leaderboard team' at Access. Next year they plan to release Last duel, Human Killing Machine, Black Tiger and Forgotten World.

Ocean, on the other hand, had five titles in the top ten last Christmas. They are aiming to do it again with Batman, Rambo III, Dragon Ninja, Robocop, Operation Wolf and WEC Le Mans.

Also in the battle are Telecomsoft's two labels Firebird and Silverbird. Probe Software's multi-load game Savage will be released on the Firebird label while Hopper Copper, Classic Dogfight, Scuba Kidz, Turbo Boat Simulator and Skateboard Joust will appear under the Silverbird banner.

Hewson have some strong contenders with Cybernoid II, Eliminator and Netherworld. On their new budget label Rack-it, Hewson will also release Ocean Conqueror (Submarine simulation), Lightforce (a hectic space shoot-em-up), Shockway Rider and Hydrofool. And talking about budget titles, Bug Byte has Glider Rider, A View to a Kill,

Elevator Action, Yabba Dabba Doo and Split Personalities.

On the new Mirrorsoft label 'Imageworks' come two quality games Fernandez must die and Bombuzal, and from Prism Leisure on their Addictive Games label will be a 32-level space race called Hyperforce.

From Grandslam comes a 1 to 4 player board game conversion of Espionage and versions of the Namco coin-op hits Pac-Mania and Pac-Land.

Domark are busy preparing a 'no-holds-barred' game based on the 'Spitting Image' television program along with The Computer Maniac's Diary, Return of the Jedi, Live and

Let Die and Genus II - Trivial Pursuit. From Martech will come Rex and Shoot Out, both all action shoot-em-ups.

The burning question is "which titles and when"? Australian importers tend to pick and choose only those they think will sell well or they get left at the bottom of the distribution pile when the titles are first released in the UK. This means that we get to see them many months later. UK producers also tend to be optimistic with their release dates.

Some titles already appear in our Mail Order list, but it remains to be seen if and when the others reach our shores.

## WATCH TV ON YOUR CPC SCREEN

Amstrad have just released a modulator which, when attached to a CTM644 monitor (that's the CPC colour monitor), it converts it into a television.

When we tested it we successfully picked up all stations broadcasting in the Melbourne area (ABC, SBS, 7, 9 and 10) with a very clear picture.

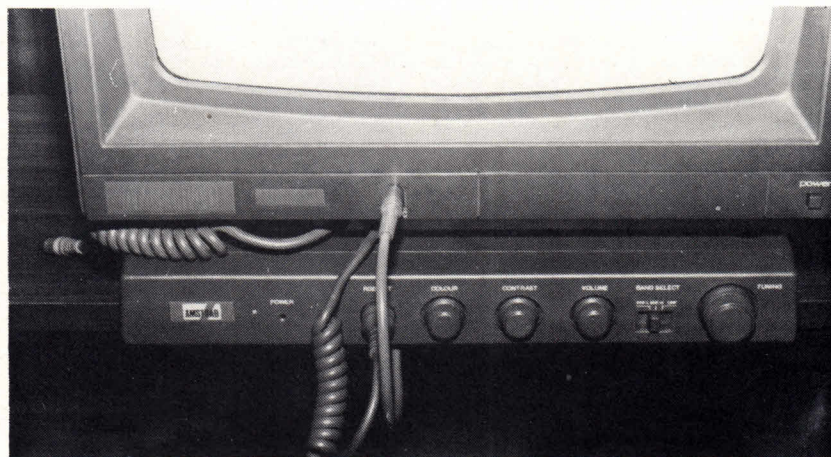
The unit fits snugly under the monitor and takes its power supply from the screen. The din plug which normally fits into the back of the computer is plugged into the RGB socket on the modulator. All that

remains is to attach an aerial to the back of the unit and the conversion is complete.

The band selection (tuner) allows for VHF-L, VHF-H and UHF and will accommodate all stations within those frequencies. The unit also houses a speaker with volume, colour and contrast controls.

So now you can effectively get a colour television for around \$150!

The units are available through The Amstrad User Mail Order service for just \$149.00 plus \$7.00 for certified postage to your address.





## PACTRONICS PROVIDES ...

Major software importer Pactronics continues its aggressive buying policy resulting in the release of a string of new titles for the CPC and PC.

Games in both 5.25" format (for PCs) and disc or cassette (for CPC machines) feature *Mach 3* - a smooth scrolling, flying action shoot-em-up; *500cc Grand Prix* - a two-player, twelve circuit international motorcycle race simulation with split screen; and *Sapiens* - a new generation of adventure games tracking the progress of the human race. In addition, we can look forward to *Superski* and *Space Racer*.

For the Amstrad CPCs (on disc or tape) are *Bob Winner* and a new 6-game compilation called *Straight Six*.

For the PC only comes a new series of adventures with Kirk, Spock, Scotty and Doc in *Star Trek*. It's an advance in adventure writing in that each character can be separately controlled at any point in the game.

Although having happened over

twelve months ago, the Stockmarket crash is probably still in people's minds and anyone with investments will be sure to want to watch them carefully.

*Stockmarket*, a comprehensive investment program for the entire range of Amstrads, is also imported by Pactronics. It allows the user to record all details of purchases and sales plus dividends received. It will also let you plot the progress of investments and comes with a detailed manual and demonstration files.

Last but not least are two Lotus 1-2-3 clones with extras for PCs. First, a 1-2-3 style spreadsheet complete with word processor, spell checker and brilliant graphics package called *Diamond* for just \$269. Second, *Twin Advanced* is a 1-2-3 clone spreadsheet with database and graphics for only \$189.

If you can't find a Christmas present in this lot, we'll be most surprised.

### PCW SPORTS STRATEGY

Coda Software (UK) who produce Head Coach, the American Football simulation game, have signed an agreement with Qualsoft to produce a PCW version of World of Soccer.

Up to now this has only been available on the Atari ST. It is a game of international soccer management, building a squad of players who can overcome the ball-playing skills of Brazil, the fluid play of Holland, the organisation of West Germany and the counter-attacking of Italy. There is a choice of 33 European squads to manage and a customisation program allows the creation of specific squads.

The game covers a four year period from the qualifying stages through to the finals of both the European Championships and the World Cup. World of Soccer is expected to be available in Australia early in 1989 for around \$59.00. Watch the order list!

## LANCELOT ARRIVES

Pactronics have just announced the release of Level 9's latest three-part adventure *LANCELOT*. It embraces the high points in the Middle Ages; from the foundation of the Order of the Knights of the Round Table to its finest hour - the quest for the Holy Grail. You guide Lancelot through many exploits at Camelot, battle awesome knights and win the love of both Guinever and Elaine. *Lancelot* is available in all formats.

## RECKON SOFTWARE DRAW

If you return your registration card to Reckon Software when you buy one of their specially advertised products, you go into a three-monthly draw. In the first of these draws, Samuel Gauci of 40 Argyle Street, Macleod, Victoria 3085 was the lucky one. Would Samuel please contact Reckon on (02) 371 9222 to claim your prize.

## NEW ZEALAND NEWS

Amstrad's NZ distributor Brandt Corporation Ltd. is continuing to make its presence felt by offering some excellent PC packages - eight in all - including a choice of printers and a selection of top-line software.

The Amstrad PCW9512 is certainly proving to be a market winner in NZ and is replacing the electronic typewriter in many offices. Couple this machine with some business software such as 'The Reckon Range' and you have a very useful computer for any office.

Amstrad still leads the way in value for money for laptop computers in NZ. The PPC range of four models comes complete with printer, software, a supplementary mono monitor and all the necessary connecting cables. External hard discs are now available in NZ for the PPC range at competitive prices.

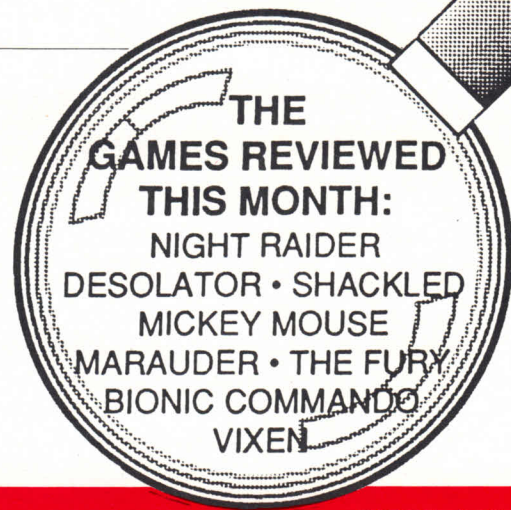
Amstrad NZ has advised that the stock shortage problem has now been solved. Their GM has recently returned from London with some news of the exciting new range of PC2000 Amstrad Computers which should be available in NZ in the first quarter of 1989. Please note that the new range "enhances" the existing products and is not designed to replace or make obsolete any Amstrad computers. Amstrad will also enter into a new phase in 1989 when they intend to have an extensive training program in operation for their dealers. I understand there will be training in several divisions, eg. the PC2000 range, the PCW Word Processors and the existing PC range. This excellent scheme must surely end up being of great benefit and shows that Amstrad have an on-going interest, through their dealer network, in the end-user.

Any NZ readers requiring more information on any of the hardware or software mentioned above please write to Freepost 68, PO Box 25-015, St. Heliers, Auckland.



# ACTION TESTS ON CPC GAMES

Eight more games come under the scrutiny of the "Joystick Wizard"



## NIGHT RAIDER

Recapture the famous battle of 1941

**TAPE \$29.95**  
**DISC \$44.95**

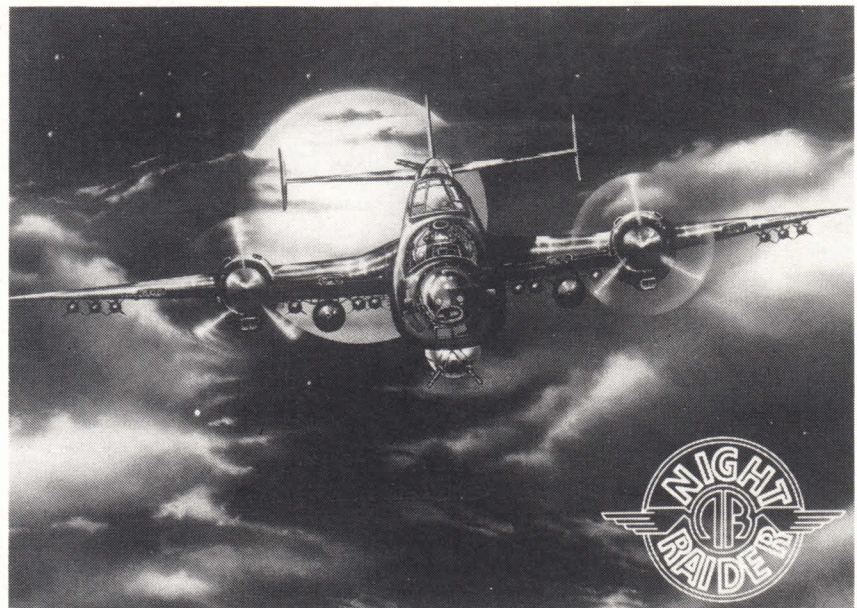
**N**ight Raider is a strategy/simulation game which is based upon the sinking of The Bismark. Those who are interested in World War II history will know that some 47 years ago the feared German battleship, dubbed unbeatable and unsinkable roamed the North Atlantic. It was armed with eight 38cm and six 15cm guns and six seaplanes - by far the largest ship of its kind. Naturally it was the main subject of Allied searches and was finally found on 20th May 1941. Three days later the Royal Navy attacked with six destroyers, the Prince of Wales battleship and the cruiser HMS Hood. The latter was sunk but not before rendering the steering mechanism of The Bismark useless, forcing it to circle continuously until eventually destroyed. So much for the history lesson - back to the game.

You are in control of a Grumman Avenger, a heavily armed plane which makes the attack on the Bismark and it's not that easy to fly. There are four control screens, one each for the pilot, engineer, navigator and tail gunner. You will need all four to complete your mission. Fortunately there is a practice mode which is split into four sections which will let you mess things up before attempting the real action. You can try taking off, landing, flying and attacking The Bismark. In fact in this mode you can have a bit of fun just blowing things up.

The pilot's screen let's you control the direction of the plane with the joystick and allows you to switch to

the forward gun if anything approaches. It has a forward view (through the cockpit) with an instrument panel beneath it. The engineer's screen gives the status of your engines, wings, fuel, undercarriage and torpedoes. The navigator's screen has, naturally enough, a map to plot your course. All control panels are well designed and presented.

Once you are satisfied that you are competent to fly a



mission, you can tackle the big one - the sinking of The Bismark, although you will find that there are a number of missions that can be flown and each has a different difficulty level.

You may have gathered that Night Raider is much more of a simulation and strategy game than a mere shoot 'em up and can be put in the class of better simulations.



## DESOLATOR

Not a very good arcade conversion from US Gold

TAPE \$29.95

DISC \$49.95

Unfortunately this arcade conversion doesn't live up to US Gold's normal reputation. The story line takes you, as Mac, through the Halls of Kairos to rescue some children who have been imprisoned behind some mirrors. The game is played in a simple 3D layout with a panel on the right displaying the score, energy and lives. As you wander through the Halls you can collect weapons to defend yourself which is better than using your fists as you do at the start. Mind you, the fists are required to break a mirror and release a child, and the more you release, the stronger you become and find it easier to tackle the baddies.

There are many different objects hanging around the Halls which, if punched, result in different effects, such as a clock which if punched will temporarily stop everyone from moving. There are also objects scattered over the floor, some of them fatal but some replenishing your energy. As you proceed further into the Halls the level of difficulty increases.

New screens flick into sight as you move off the top of the old one and there are just two stages to the game. Animation is flickery and the use of colour pretty un-



imaginative. The sound effects on the other hand are quite well done, but who buys a game just for the noises?

## SHACKLED

Another Gauntlet-type game from US Gold

TAPE \$29.95

DISC \$44.95

Imitation may be the best form of flattery, but when it comes to computer games the formula rarely works as well the second, third or fourth time. So it is with Shakkled, which takes place in the obligatory castle where your friends have been imprisoned. Your task is to free them and finally make your own escape.

The screen consists of a four-way scrolling maze, the score and energy remaining at the top and down each side are icon panels. There are apparently 112 levels to complete getting progressively more difficult the deeper you get into the castle. On every level there are rooms (cells) which can contain your prisoner friends or the enemy. You need to act quickly if you find a baddie, otherwise it will attack you and drain your energy at an alarming rate. Some of them carry objects which could



be useful to you, and are dropped when the enemy is slain. Some increase your speed or attack power while others add to your defence. In addition, there are eight different weapons from which to choose.

When you release your friends they are shackled together and follow you around until the level is complete then leave you to your own devices. The more friends you release, the slower your progress becomes.

There is a good tune at the beginning and overall the game is fun to play and presents a reasonable challenge level. Movement is smooth, graphics are colourful (quite acceptable on a green screen) and the characters are average. If you've not played Gauntlet before you will enjoy the game - if you have played Gauntlet you will experience 'deja vu'.



**MICKEY MOUSE**

Great cartoon fun and adventure from Gremlin

TAPE \$29.95  
Disc \$44.95

Readers were teased somewhat in September by the sight of this most famous mouse on the front cover of *The Amstrad User*. It was to prove that we had actually got a copy and to whet your appetite, and if you have been waiting for a copy, the wait is well worth it. The rights to use one of Walt Disney's famous characters was secured by Gremlin (for mega-bucks no doubt), and unlike other licences, this game has turned out to be very good.

The action takes place in Disney Castle. A magic Wand of Merlin has been stolen by the evil Ogre King who cast a "Sleeping Beauty-like" spell over Disneyland causing all to nod off for a while, and then broke the wand into four sections and gave a piece to the witches of the North, South, East and West. Being evil witches, they too used the pieces to cast a magic spell (along with some stolen magic water) to conjure up some fearsome monsters to guard the four towers of the castle where the witches live. Fortunately, not all of the magic water was stolen. So, armed with a rubber mallet and a water pistol containing the magic water, Mickey (that's you) must search and recover the pieces of the wand and ultimately defeat the Ogre King.

The first screen presents a view of a room at the bottom of the first tower with a ladder leading up to the next level. The aim is to get to the top but, naturally enough, the witches monsters and other helpers do their best to stop you. They too have magical powers and are capable of appearing through walls at inopportune moments to drain you of your magic water. There are four types of nasties to handle: ghosts, skeletons, 'hedleys' (disembodied heads) and ogres. The hedleys and ghosts will disappear if squirted with the water pistol and the ogres and skeletons can be knocked on the head with the mallet. Unfortunately, the ogres become two smaller versions (rather like the broom chopping episode in the Mickey Mouse cartoon 'The Sorcerer's Apprentice'). But another knock on the head will despatch these mini-ogres.

Sometimes an ogre is carrying an object/magic spell which is left behind when you scare him off (I don't think he dies because he keeps coming back again!). The object could be some more magic water to refill your water pistol, but in any case all objects will appear as icons on the screen. They consist of a bird's head (very useful to stop you falling off ledges); a bomb (to clear all monsters from the screen); keys (to open doors); a shield (to stop the nasties from draining magic water

from you); glue (to stick the nasties to the spot for a while); repulsiveness (to scare away monsters); slow (to reduce the speed of monsters by half); and lightning (speeds up Mickey's movements).

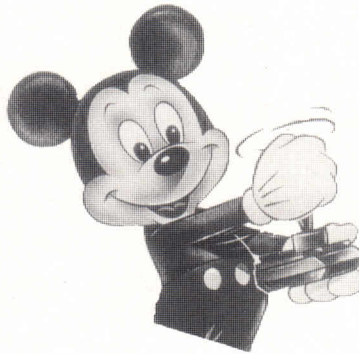
Grabbing a key will allow you to go through a door and into one of four sub-games. There's the puddle maze where you have to find a hammer, nails and some wood but in the process you must avoid touching a bubble and a skull that wanders around the maze. You have three lives here and if you lose them all you are removed from the maze without the chance of nailing the door shut. However, if you touch a heart you get a bonus life.

Then there's the bubble machine where you have to rush along a platform and burst any bubbles that float up to you. One assumes these are bubbles of sulphuric acid because when they touch the platform they start eating away until a hole appears. This makes rushing backwards and forwards more hazardous, and if that isn't enough a ghost floats about draining your three lives one at a time if you don't move away. Losing all three lives will take you out of the bubble machine. This means you lose another chance to get the wood, nails and hammer to block the doorway because when the water drains away through the process of making bubbles, those items are revealed.

The pump room is next with the aim of hammering corks into holes and in the final tap-room, you have to discover the order in which dripping taps must be turned off. Both of these rooms have a few monsters to avoid.

The four sub-games provide the means to board up the doors in the tower so that you can eventually reach the top and retrieve the piece of broken wand. The exercise has to be repeated with the other three towers.

I found the game very playable, and the kids loved it. A musical interlude is played during the loading and can be stopped by hitting the space bar or 'return' to continue the loading. However, the music (an excerpt from 'The Sorcerer's Apprentice') was well worth listening to, especially through larger speakers. There is no question that the graphics are colourful (even green screens won't have any problems) with extremely smooth scrolling and good animation. You won't be able to succeed at the first attempt, but Gremlin have pitched the game very nicely between easy and hard which should please most gamers, accomplished or otherwise.





**THE FURY****A galactic demolition derby from Martech****TAPE \$34.95****DISC \$34.95**

The car derby takes place on The Rim where all you have to do is beat your opponents and stay alive. The Rim is centred on the screen with the galaxy around it. At the bottom is a panel which shows speed, time and fuel remaining. There's also a radar unit showing what's near to you and a damage status indicator.

You can be involved in three types of races. The 'killing race' is where you use whatever weapon you can get hold of to destroy your quota of other cars (called Noids). The 'time runs' have to be completed within a specified time otherwise you're out. By destroying other Noids you can collect their 'bounty' value, but this in turn increases your own 'bounty' level. 'Tag races' are where one car is 'it' and tracked by

a crosshair. It usually gets damaged quite a bit, so if you become 'it' you'll need to tag another car quickly. But when it boils down to it, there is not much difference between the different races.

At the start of the game, you drive a low class Avenger. But as you progress through the game and earn more money you can repair the car, equip it with rockets, ejector pods and the like to improve your chances of survival.

It all sounds interesting, but one would expect much better graphics and sound effects from a game of this price. You get little feeling of movement along the track and the sound effects are weak. As it is, you'd think you were playing an old budget title.

**VIXEN****A cracking whip-em-up from Martech****TAPE \$34.95****DISC \$34.95**

I wonder how many games sell more than they would if they didn't have a picture of a scantily clad woman on the box. Not many I would suggest. Amstrad gamers buy what's inside the box and are not simple minded enough to be persuaded by some sexist packaging. Nevertheless, Martech think that it will help sales to use a picture of Corinne Russell - a popular UK Page-Three girl.

Vixen is set on the planet Granath, inhabited by killer dinosaurs bent on destroying all life and only one human left to fight them. The screen presents two distinct areas; at the bottom a horizontal playing area and at the top is a status panel showing scores, time, lives and a special 'fox timer'. On the first level, you collect heads which causes the fox timer to move to the right. By losing a life if you fail to complete the level within the prescribed time, the fox timer is reset.

The main character, Vixen, is a bikini clad woman armed only with a large whip. She (you) starts the game by entering a cave to have a whip-crack at as many objects as possible. These can be small reptiles which have a habit of coming at you from either direction and have to be destroyed from a crouching position with either one or two whip-cracks. Touching one loses a life, so too falling down a hole. There are other objects on the ground, each with particular

functions: gems give you points, clocks give you more time, lives and poison are pretty obvious. Objects hanging from trees contain a fox's head which need to be collected to get the fox timer as high as possible.

Successfully completing a level within the time allowed and filling the fox timer makes the Vixen take on a new form - that of a fox (or rather vixen). The game now enters a new phase underground, and the time allowed for this level depends upon the fox timer. You need to complete it before it gets to zero otherwise you lose a life. The only dangers here are holes in the ground and a few creatures which can be killed with just one crack of the whip. However, losing a life also causes you to lose the whip.

As far as the graphics are concerned, they are reasonably well designed and colourful, but green screen owners may not be able to work out what they are whipping sometimes. The scrolling is quite fast which hides the slight jerkiness and the sound

effects are confined to the whip-cracking and a few other noises. A jungle beat tune plays on loading. A plus for the game is that there are three versions supplied on the same tape or disc, the minus is that they are all roughly the same.

It's not a bad game, but once you have mastered the controls on the first level it begins to lose any challenge.





## MARAUDER

A Battlecar action and thinking game from Hewson

TAPE \$29.95

DISC \$44.95

In aeons past a cruel and despotic civilisation stole the Jewels of Ozymanduis (where do they get these names from) and buried them deep beneath the multiple defences on the planet Mergratron where they have remained pulsating strangely to the present day. Your mission, should you wish to accept it, is to recover the jewels. Your only means of transport is a Marauder Battlecar armed with a massive laser cannon.

Following a great title tune, you are given an aerial view of your car and the surroundings and at the bottom of the screen a panel showing the number of lives and smart bombs left and messages (like 'Gun Jammed'). Along the route are weapon beacons which flash through a random sequence of colours: red, yellow and cyan provide an extra smart bomb (these destroy everything on the screen), shields (make you invulnerable to attacks for about 10 seconds) and a bonus life. Blue, purple and

green are not at all helpful: blue reverses the control of the joystick (or keys), purple makes you lose a life and green jams your gun for ten seconds. Of course, you can drive past the beacons without trying to fire at them when the required colour is flashed, but then you probably won't finish the game. You really need the extra bombs, shields and lives to last the destructive attacks thrown at you. These range from Atomic disrupters, Molotov cocktails and deadly sidewinder missiles. Fortunately, you start the game with three smart bombs.

The scrolling is very smooth and the graphics are well designed and clear (for green screen owners too). You have a choice between sound effects or a snappy tune during the game. Marauder is one of the better games to be released lately and has that

addictive element which will see you reaching for the joystick time and again.



## BIONIC COMMANDO

A colourless doomsday game from Capcom/Go

TAPE \$29.95

DISC \$44.95

Well it's not exactly colourless - the first screen consists of four colours - magenta, orange, light green and black, but the gameplay takes place on a small area using the latter two. The task in Bionic Commando is to deactivate a doomsday missile created by some aliens who wish to rid the planet of all humans. There are five sections to play through; a forest of dead trees, a castle, infiltration, a control room and finally a silo. All sections consist of connecting platforms with varying numbers of enemy aliens. Some are guarded by bees with a sting in their tails and others are mined. As you progress further into the game, you encounter suicide troops and a giant robot. There's certainly plenty of action. Being an inter-galactic lawman, you can use your long arm in an extended position to grab the platform above and pull yourself up to it. The game has a great deal of challenge, but perhaps not the lasting type. The main criticism is the use of colours. Why it was written with just black and green used in



the main game area I shall never know (green screen owners can smile wryly). Later sections do change colours but are still restricted to two. The animation is good, but I did have difficulty in working out where I was and paid the penalty many times.



Way back in September 1986 Kevin Nixon published a program called Promenu in Australian Personal Computer. It sparked my interest, though it only drew windows and allowed you to draw and select an item from a pull down menu. It included RSX's to save and re-display one screen (it was for the 464 and 664), thus it could only use one window on the screen realistically. I converted the program to use the Bankmanager routines supplied with the 6128 and thus I was able to have multiple open windows on the screen at once. It can handle as many as an Atari ST (four). With some additions and refining to Promenu, TIM was born. Today TIM has relatively little of the original Promenu code.

TIM is designed to provide a windowing environment which is both easy to use and program. It provides facilities for the programming of windows, pull down menus, dialogue boxes and simple textual input. It is designed modularly so that it is easy to modify and add to. With this system it is easy to produce professional results with just a small amount of work.

Well, how do we use TIM? Good question. You will need a CPC 6128 to run any programs created with TIM as it requires the extra 64K to run. To prepare your program disc make sure you have a copy of BANKMAN.BAS and BANKMAN.BIN on the disc.

Now you will have to create a loader for your application, this is just a little program to load and initialise the BANKMAN.BIN file and to launch your application. You should call it by the name of your program. In this instance where I am also supplying a small demo, you should save this file as TIMSTART.BAS. TimStart is used in lieu of the BANKMAN.BAS file. The second listing must be called TIM.BAS though as TIMSTART.BAS calls it with a CHAIN command. To produce your own application first load TimStart, then change the CHAIN command and reSAVE it onto the disc using the name of your application. Now load TIM.BAS and start writing!

The first thing that you will need to do when designing an application for TIM is to plan your menus. Firstly write down all the functions that you are to incorporate into your program. Now group them into categories with a heading. In my example of a pseudo disc operating system I have three groups, a group to open and close files, a group to edit a file, and a group to manage discs (File, Edit and Special respectively). Now that you have the categories sorted out design a screen header and assign it to header\$. You now call the function in the jump table that initialises TIM (GOSUB 10250). The desk top is drawn, TIM initialised, the initial menu options set and control given back to your application.

How do we use menus? From the user's point of view, menus are selected either by pressing the relevant number or function key on the keyboard. The selection bar is moved by the up and down arrow keys. Menus are dismissed by the [ESC] key. If the user wants to

# TEXT/IMAGE MANAGER

A multiple window and pull-down menu generator adapted by Jamie Anderson for the CPC6128 using Bankman

transfer to another menu whilst there is one currently open, then all they need to do is press the open one first. To select an option from a menu the user presses [ENTER].

The menus are stored in DATA statements. The first piece of information is the menu number. It is essential to note that menus should be numbered from left to right. The second piece is the heading of the menu, ie "File", "Edit", "Special" etc. The next two pieces of information are the x and y co-ordinates for the menu respectively. For TIM to work properly with your menu the y co-ordinate should be a 1. This value can be anything within the limits of the screen for menus handled specifically by your application. Please note that TIM uses co-ordinates which are character positions. If you supply "illegal" co-ordinates they will be clipped to fit on the screen. You should also note that the x co-ordinate should correspond with the x co-ordinate of the Header on the screen supplied to the initialisation procedure. Now you supply up to 22 options. To have a dashed line in the menu (to separate sub categories), use a double comma (ie open,,close etc). To tell TIM where your menu finishes you need to put a star (\*) at the end. To clarify this explanation look at the menu definitions at lines 20000 onwards. Note: if you change the position of the menu definitions, you should then change the DATA pointer table accordingly (lines 10310 onwards). It is also worthwhile to note that TIM considers "dashed" lines in the menu to be valid "options". The only way in which TIM treats "dashed" lines differently is that it will not allow the selection bar to rest on the line. You should keep this in mind whenever working with pull-down menus.

More menus can be added, as long as the appropriate lines are inserted into the DATA pointer table. Line 1760 should also be extended to point to your menu. You also have to change menuKey\$ so that it contains the key to call up the menu. For example, to add a fourth menu called "Utilities", I would modify the header accordingly, then place my menu definition at the end of the program (line 20040). I would then add a line to



the pointer table like so

```
10331 restore 20040: return 'Utilities
```

Then I would have to modify line 11760 like so

```
11760 ON mo GOSUB 10310, 10320, 10330, 10331
```

Now to change line 13440:

```
13440 menuKey$="1 2 3 4"
```

You have now installed another menu! It wasn't that painful was it?!

Now that you have refined your windows, and told TIM all about where they go and what keys they answer to, it is time to let TIM find out what the user wants to do. To do this you use a high level routine that handles the "menu bar" for you (GOSUB 10180). It returns giving you the number of the menu in the variable *mo* and the selection from the menu in the variable *v*. The example in the program listing is rather messy because it "responds" to only three selections from the first menu. A more elegant solution to using this routine would be

```
loop   GOSUB 10180 ' Scan for menu selection
       On mo GOSUB menu1, menu2, menu3
       GOTO loop

menu1  ON v GOSUB action1, action2, action3....
       RETURN

menu2  ON v GOSUB action1, action2, action3....
       RETURN

menu3  ON v GOSUB action1, action2, action3....
       RETURN
```

Remember that a dashed line is counted as an option by TIM, so in your ON v GOSUB's where a dashed line appears, have it GOSUB to a line that just contains a RETURN. For example, a menu with the second and second to last options a dashed line:

```
menuX  ON v GOSUB action1, dash, action2, dash,
       action3, dash RETURN
```

In most applications there will be certain times when you will not want the user to select a particular item. To "switch an option off" use this line:

```
off(menu number, option number)=true
```

Options which are switched off appear greyed when the menu is printed. If you want to switch a whole menu off, then you must switch each option off, and use this line as well:

```
off(menu number, 0)=true
```

This will stop the bar appearing when the menu is opened. To switch an option on set the relevant off value back to false. To switch on a menu, you must remember to set off(menu number, 0) back to false as well. Remember that TIM counts dashed lines as options too!

Now that you know about menus and the like, you should learn about the other basic element of this system: the window. Before opening a window you should save the screen to memory using the layer allocation routine (GOSUB 10230). If you don't save the screen or "layer" to memory then you will not be able to erase it from the screen when it comes time to close that window. After saving the screen you can call the window drawing routine (GOSUB 10170). To weave its magic, the window routine needs a few parameters from you first, they are:

- mh\$ - Window heading (Used with pull down windows). If you don't want your window to have a heading, use mh\$=""
- wi - Window width (in characters)
- w - Number of the window (0-7)
- mt - y co-ordinate of the top of the window
- ml - Left position of the window
- am - Length of the window (in characters)
- lw - IF lw=0, then the window is both opened and activated, if lw<>0 then the window is drawn but not activated. You must then update the window with stream commands, ie PRINT #5, "HI".

An internal value (*current*) MUST be preserved by the application, TIM uses it to store the original stream number of the currently activated window. Once you have opened the window, you write to it like you would write to the screen, ie it is opened and the stream number is switched to #0. Once you are finished with the window, you can erase it from the screen by calling the layer de-allocation routine (GOSUB 10240). Note that erasing the window from the screen does not cause it to become deactivated! If you do a

```
WINDOW SWAP 0, current
```

you will return control back to the main screen area.

The layer allocation/de-allocation routines work by splitting the screen up into "layers" and putting them onto or taking them off a "Layer Allocation Heap" (LAH). The LAH is capable of holding four layers (or screens). This means that you may have up to four windows open simultaneously.

When using windows there are two important things to remember. Pull down menus are classed as a window, and therefore they need sufficient room on the LAH to work. This is an important consideration if you plan to leave windows on screen while your application



is waiting for the user to respond on the menu bar. This will also mean that when the user opens a menu the currently activated window is deactivated. Secondly, the layer routines simply stack the screens onto a heap. This effectively means that the last window opened must be the first window closed, ie if you open window A, then window B, then window C, then decide to close window A, you must first close window C, then window B before you can close window A. Technically, the LAH is a last in first out stack.

Closely linked to windows are the dialogue boxes. They are useful when something goes wrong. The application has 78 characters to tell the user what went wrong and to ask what is to be done about it. The question should be such that the user can respond with either a "YES" or a "NO". The user responds by using the left and right arrow keys and [ENTER]. To use a dialogue box, you must make sure that there is sufficient space on the LAH. You must also supply the line of text that is to appear in the box using the variable `dialog$`. Since TIM defined all variables beginning with a "d" to be string variables, the \$ is not needed. For an example of a dialog box, let's say that the application cannot find a file on the disc. The user can either re-specify the filename or abort the function. The code would be:

```
dialog="File not found. Re-specify filename?"
GOSUB 10140
```

Note that the routine takes care of allocation and de-allocating layers so there is no need to bother saving and reinstating screens. The user's response is given back to the application via the variable response. It is either TRUE if the response is "YES", or FALSE if the user said "NO" (TIM assigns values for the TRUE and FALSE).

TIM provides the programmer with a simple text input routine which has several inputs:

- `prompt$` - A string of character(s) printed to prompt the user.
- `length` - The total length (in characters) the output string may be. If the length of the input string equals `length` then TIM will accept no more characters and will then only respond to the delete key, or [RETURN].
- `numerals` - If `numerals` is TRUE, then the routine will only accept numerical input. If `numerals` is FALSE then normal ASCII input is accepted.

The `length` parameter is very useful, it prevents the user from destroying the tidiness of a window by typing in too many characters. In turn this routine outputs the input text via the variable `text$`. If `text$` equals "", then the user has "quit" the input by either pressing [ESC] (or by pressing [RETURN] or [ENTER] on an empty line). Care must be taken when using the `numerals` flag.

TIM does not reset this value afterwards so it is up to you, the programmer, to set it to FALSE after use. Careless use of this flag can lead to some apparently strange bugs cropping up in other parts of the program (a routine suddenly won't accept text!).

If your application uses interrupts, then it is essential to remember that TIM uses timers 1 and 2 to flash the cursor. As the cursor is a low priority interrupt, don't be surprised to see it appear to flash funny sometimes. To decrease the probability of this happening increase the priority of the interrupts.

TIM provides a routine for shutting the application down. It has only one input: a variable called `updated`. If changes have been made since the last SAVE, then the variable should be set to TRUE, conversely if no changes have been made to the file since it was last put to disc then the variable should contain FALSE. It is up to you as to how you manage this. I suggest that in your save routine, you include an `updated=false`. In all your routines that change the file that the application is working upon, there should be `updated=true`. If the file has been updated, then TIM will ask if the user wants to save any changes. If the file hasn't been updated the user will see the "Goodbye" window. This means that the line of your save routine should be inserted into line 12500. For example if the save routine was at line 2000, you should change line 12500 to read:

```
12500 IF response=true THEN GOSUB 2000
```

In the listing of TIM there is a demo section which shows you how to put most of these functions to work. Play around with it, see how when you select OPEN the greyed options change and how when you select CLOSE, they revert back to their initial state.

Since TIM makes use of the ESCape key, you will not be able to use it to stop your applications. This poses a problem for application development. It is in this light that I suggest that you add these two lines.

```
10 ON BREAK CONT
11731 IF NOT INKEY(66) THEN MODE 2:PRINT inv$:CLS:END
```

This will allow you to stop your application by pressing the TAB key ONLY when the application is waiting for the user to open a new menu. This means that all menus must be closed before you may exit your application. After development you should delete these lines and re-save this version as your final copy. TIM also "kills" the ESCape key with the KEY DEF command. This means that you will not be able to use it to pause listings. To list your program, switch the shift lock on by pressing CONTROL and CAPS LOCK together. The ESCape key will then function normally. To switch the shift lock off, press CONTROL and CAPS LOCK again. I had to kill the ESCape key because when the computer is printing to the printer, the ON BREAK CONT command does not seem to work properly in that a



potentially window destroying cursor is printed!

Before launching into writing your first TIM application, study the listing closely. Look at the variables (flags) that it uses to communicate its status to the application and to the other routines and steer clear of altering them unless you know what you are doing. Most importantly remember that TIM is not really a complete system. It only supplies the rudiments of a windowing system, there is plenty of scope for extra modules to be added. The communications variables that are reserved for TIM are:

- layer - The number of screens on the LAH.
- current - The original stream number of the current window.
- off - Array for switching menu options on and off.
- true - Truth value (-1).
- flase - Value of falsity (0).
- response - Result of a dialogue box.
- inv\$ - Control character for inverse text.
- ku - Key number of "up" key (initially set to 0).
- kd - Key number of "down" key (initially set to 2).
- kf - Key number of "select" key (initially set to 6)
- menuKey\$ - String holding the menu selection characters.
- numbers\$ - String containing all allowable numerical symbols.
- answer\$ - Array for use by the dialogue box manager.

I've managed to develop some very useful applications from TIM - see what you can do!

```

1 'Text Image Manager
2 'Jamie Anderson
3 'The Amstrad User, Dec. 1988
4 '
1000 header$=" File Edit Special"
1010 GOSUB 10250
1020 GOSUB 10180
1030 IF mo=1 AND v=1 THEN GOSUB 10270
1040 IF mo=1 AND v=3 THEN GOSUB 10260
1050 IF mo=1 AND v=5 THEN GOSUB 10210
1060 GOTO 1020
10000 '
10010 ' TIM - the Text/Image Manager
10020 '
10030 ' Version 3.0 - 1st November 1987
10040 '
10050 ' TIM is based apon PROMENU by Kevin Nixon
10060 ' PROMENU was published in APC September 1986
10070 '
10080 ' Refinements and extensions written by Jamie Anderson
10090 '
10100 ' Requires BANKMAN.BIN and at least 128K to RUN
10110 '
10120 ' Jump table
10130 '
10140 GOTO 10370 'Dialogue box
10150 GOTO 10550 'Capture a menu selection
10160 GOTO 10720 'Up 'n' down
10170 GOTO 11160 'Draw window
10180 GOTO 11730 'Handle menu bar
10190 GOTO 11830 'Keyboard input
10200 GOTO 12420 'Ring bell
10210 GOTO 12470 'Shutdown system
10220 GOTO 12610 'Expand window
10230 GOTO 13020 'Allocate a screen layer
10240 GOTO 13120 'Deallocate a screen layer
10250 GOTO 13220 'Initialise TIM
10260 GOTO 12770 'Switch initial options on
10270 GOTO 12880 'Switch OPEN file options on
10280 '
10290 ' Set DATA pointer to menu list
10300 '
10310 RESTORE 20000:RETURN 'File
10320 RESTORE 20010:RETURN 'Edit
10330 RESTORE 20020:RETURN 'Special
10340 '
10350 ' Handle Dialogue boxes
10360 '
10370 GOSUB 10200
10380 am=5:wi=LEN(dialog)+2:ml=(80-wi)/2:mt=7:mh$="":lw=w:w=7
10390 GOSUB 10230:GOSUB 11170
10400 LOCATE #7,2,2:PRINT #7,dialog
10410 indent=(wi-6)/2
10420 answered=false:response=true
10430 WHILE NOT answered
10440 IF NOT INKEY(8) THEN response=true
10450 IF NOT INKEY(1) THEN response=false
10460 IF NOT INKEY(6) THEN answered=true
10470 LOCATE #7,indent,4:PRINT #7,answer$(ABS(response))
10480 WEND
10490 GOSUB 10240
10500 w=lw:lw=0
10510 RETURN
10520 '
10530 ' Capture a menu selection
10540 '
10550 GOSUB 10230:w=0:v=0:wi=0:n=0:opt=1
10560 READ menu,mh$,ml,mt
10570 WHILE m$(n)<>"*":n=n+1:READ m$(n):WEND:am=n-1
10580 IF am<1 THEN am=1
10590 GOSUB 11670
10600 FOR n=1 TO am:IF LEN(m$(n))>wi THEN wi=LEN(m$(n))
10610 NEXT
10620 IF LEN(mh$)>wi THEN wi=LEN(mh$)

```



```

10630 IF m1=0 THEN m1=41-INT(wi/2)
10640 IF mt=0 THEN mt=13-INT(am/2)
10650 GOSUB 10170
10660 GOSUB 11580
10670 GOSUB 10160
10680 WINDOW #w,1,80,1,25:RETURN
10690 '
10700 ' Up 'n down
10710 '
10720 GOSUB 11090
10730 escape=false
10740 CLEAR INPUT
10750 WHILE INKEY(kf) AND escape=false
10760   IF off(mo,0)=true THEN 10790
10770   IF NOT INKEY(ku) AND v>1 THEN GOSUB 11400:GOSUB
11090
10780   IF NOT INKEY(kd) AND v<am THEN GOSUB 11490:GOSU
B 11090
10790   mo$=INKEY$:IF mo$="" THEN 10810
10800   IF INSTR(menuKey$,mo$) THEN escape=1
10810   IF NOT INKEY(66) THEN escape=2:v=-1
10820 WEND
10830 IF escape=false AND off(mo,0)=false THEN GOSUB 10
910
10840 IF escape=1 THEN v=0:GOTO 10870
10850 IF escape=2 THEN v=-1
10860 IF off(mo,0)=true THEN v=-1
10870 GOSUB 10240:RETURN
10880 '
10890 ' Flash highlight 4 times
10900 '
10910 FOR countr=1 TO 4
10920   GOSUB 11030
10930   FOR delay!=1 TO 30
10940     NEXT delay!
10950   GOSUB 11100
10960   FOR delay!=1 TO 30
10970     NEXT delay!
10980   NEXT
10990 RETURN
11000 '
11010 ' Delete highlight
11020 '
11030 IF v<1 THEN v=1 ELSE IF v>am THEN v=am
11040 LOCATE 1,v:CALL &BD19:PRINT m$(v)+SPACE$((wi)-LEN
(m$(v)));
11050 RETURN
11060 '
11070 ' Print highlight
11080 '
11090 IF off(mo,0)=true THEN RETURN
11100 IF v<1 THEN v=1 ELSE IF v>am THEN v=am
11110 LOCATE 1,v:CALL &BD19:PRINT inv$+m$(v)+SPACE$((wi
)-LEN(m$(v)))+inv$;
11120 RETURN
11130 '
11140 ' Draw Window
11150 '
11160 IF current THEN WINDOW SWAP 0,current
11170 IF mh$<>" AND am>22 THEN am=22
11180 IF mh$="" AND am>23 THEN am=23
11190 IF m1<2 THEN m1=2:mr=m1+wi
11200 IF (mt<3 AND mh$<>" ) THEN mt=3:mb=mt+am
11210 IF (mt<2 AND mh$="" ) THEN mt=2:mb=mt+am
11220 IF mh$<>" AND LEN(mh$)>wi-1 THEN wi=wi+1
11230 mr=m1+wi-1:mb=mt+am-1
11240 IF mr>79 THEN mr=79:m1=mr-wi+1
11250 IF mb>24 THEN mb=24:mt=mb-am+1
11260 gl=m1*8-12:gr=(mr*8)+3:gb=398-mb*16-2
11270 IF mh$<>" THEN gt=398-mt*16+28 ELSE gt=398-mt*16
+20
11280 GOSUB 10220
11290 ORIGIN 0,0,gl-4,gr+4,gt+4,gb-4:CLG
11300 MOVE gl-4,gt+4:DRAW gr+2,gt+4:DRAW gr+2,gb-2:DRAW
gl-4,gb-2:DRAW gl-4,gt+4
11310 MOVE gr+3,gt+3:DRAW gr+3,gb-4:DRAW gl-2,gb-4:MOVE
gr+4,gt+3:DRAW gr+4,gb-4:MOVE gr+1,gt+4:DRAW gr+1,gb-4
11320 IF mh$<>" THEN WINDOW#w,m1-1,mr,mt-2,mb:LOCATE#w
,1,1:PRINT#w,inv$+ " +mh$+ " +inv$;
11330 WINDOW #w,m1,mr,mt,mb
11340 IF lw THEN 11360
11350 WINDOW SWAP 0,w:current=w
11360 RETURN
11370 '
11380 ' Search up for the nearest legal option
11390 '
11400 opt=v
11410 opt=opt-1
11420 IF opt=0 THEN 11440
11430 IF m$(opt)="" OR off(menu,opt)=true THEN GOTO 114
10
11440 IF opt>0 THEN GOSUB 11030:v=opt
11450 RETURN
11460 '
11470 ' Search down for the nearest legal option
11480 '
11490 opt=v
11500 opt=opt+1
11510 IF opt>am THEN RETURN
11520 IF m$(opt)="" OR off(menu,opt)=true THEN GOTO 115
00
11530 IF opt<am+1 THEN GOSUB 11030:v=opt
11540 RETURN
11550 '

```



```

11560 ' Print options
11570 '
11580 FOR n=1 TO am
11590 LOCATE 1,n
11600 IF m$(n)="" THEN PRINT STRING$(wi,255);:GOTO 11
630
11610 PRINT m$(n);
11620 IF off(menu,n)=true THEN PRINT CHR$(22);CHR$(1)
;;PEN 0:LOCATE 1,n:PRINT STRING$(wi,207);:PEN 1:PRINT C
HR$(22);CHR$(0);
11630 NEXT:RETURN
11640 '
11650 ' Find start positon bar
11660 '
11670 v=v+1:IF v=am THEN RETURN
11680 IF m$(v)="" OR off(menu,v)=true THEN GOTO 11670
11690 RETURN
11700 '
11710 ' Handle menu bar
11720 '
11730 mo$=INKEY$:IF mo$="" THEN 11730
11740 IF INSTR(menuKey$,mo$)=false THEN GOTO 11730
11750 mo=VAL(mo$)
11760 ON mo GOSUB 10310,10320,10330
11770 GOSUB 10150:IF v=false THEN 11750
11780 IF v=true THEN GOTO 11730
11790 RETURN
11800 '
11810 ' Read keyboard input
11820 '
11830 PRINT prompt$;:DI:cp=0:text$=""
11840 posi=POS(#0)
11850 PRINT SPACE$(length);
11860 LOCATE posi,VPOS(#0)
11870 EVERY 50,1 GOSUB 12090
11880 AFTER 25,2 GOSUB 12170:ready=false:EI
11890 WHILE NOT ready
11900 WEND
11910 EVERY 50,3 GOSUB 12130
11920 EI
11930 keyp$=INKEY$
11940 IF NOT INKEY(66) THEN keyp$=CHR$(13)
11950 IF keyp$="" THEN 11930
11960 DI
11970 IF keyp$=CHR$(13) THEN GOSUB 12210:text$=LEFT$(te
xt$,cp):RETURN
11980 IF keyp$=CHR$(127) AND cp>0 THEN GOSUB 12210:GOSU
B 12260
11990 IF keyp$=CHR$(127) THEN GOTO 11920
12000 IF ASC(keyp$)<32 OR ASC(keyp$)>126 THEN 11920
12010 IF -numerals AND (NOT INSTR(numbers$,keyp$)) THEN
GOTO 11920
12020 IF cp=length THEN GOTO 11920
12030 text$=text$+keyp$:cp=LEN(text$)
12040 PRINT keyp$;
12050 GOTO 11920
12060 '
12070 ' print cursor
12080 '
12090 PRINT CHR$(254);CHR$(8);:RETURN
12100 '
12110 ' Delete cursor
12120 '
12130 PRINT " ";CHR$(8);:RETURN
12140 '
12150 ' Wait to start cursor
12160 '
12170 ready=true:RETURN
12180 '
12190 ' Turn cursor off
12200 '
12210 char$=COPYCHR$(#0):IF char$=CHR$(254) THEN PRINT
" ";CHR$(8);
12220 RETURN
12230 '
12240 ' Delete character
12250 '
12260 PRINT CHR$(8);" ";CHR$(8);
12270 text$=LEFT$(text$,cp-1):cp=cp-1
12280 RETURN
12290 PRINT:PRINT "Press space bar to continue"
12300 IF INKEY(47) THEN GOTO 12300
12310 RETURN
12320 '
12330 'Display shutdown sized window
12340 '
12350 am=5
12360 GOSUB 10230
12370 wi=40:w=2:m1=20:mt=7:mh$="":GOSUB 11160
12380 RETURN
12390 '
12400 ' Ring bell
12410 '
12420 SOUND 1,100,50,15,1
12430 RETURN
12440 '
12450 'Shut down
12460 '
12470 WINDOW #0,1,80,1,25
12480 IF NOT updated THEN GOTO 12520
12490 dialog="Do you wish to save any changes?":w=7:GOS
UB 10140
12500 IF response=true THEN GOSUB 13210 'Close file
12510 GOTO 12560

```



```

12520 GOSUB 12350
12530 GOSUB 10200
12540 LOCATE 16,3:PRINT "Goodbye.":WINDOW SWAP 0,current
12550 FOR x=1 TO 2000:NEXT
12560 wi=80:am=25:m1=1:mr=80:mt=1:mb=25:GOSUB 10220:PRINT inv$:CLS
12570 END
12580 '
12590 ' Expand corners of window
12600 '
12610 cax=(m1*8-12)+(((mr*8)+3)-(m1*8-12))/2
12620 cbx=cax
12630 cay=(398-mb*16-2)+((398-mt*16+28)-(398-mb*16-2))/2
12640 cby=cay
12650 conx=(wi*8)/20
12660 cony=(am*16)/20
12670 FOR counter=1 TO 10
12680 ORIGIN 0,0,cax,cbx,cby,cay
12690 CLG
12700 cax=cax-conx
12710 cbx=cbx+conx
12720 cay=cay-cony
12730 cby=cby+cony
12740 NEXT
12750 ORIGIN 0,0,0,640,0,400
12760 RETURN
12770 '
12780 ' Switch initial options on
12790 '
12800 FOR x=2 TO 4
12810 off(1,x)=true
12820 NEXT
12830 FOR x=0 TO 2
12840 off(2,x)=true
12850 NEXT
12860 off(1,1)=false
12870 RETURN
12880 '
12890 ' Switch OPEN file options on
12900 '
12910 FOR x=2 TO 4
12920 off(1,x)=false
12930 NEXT
12940 FOR x=0 TO 2
12950 off(2,x)=false
12960 NEXT
12970 off(1,1)=true
12980 RETURN
12990 '
13000 ' Save a screen layer to memory
13010 '
13020 IF layer=5 THEN 13060
13030 layer=layer+1
13040 !SCREENCOPY,layer,1
13050 RETURN
13060 MODE 2
13070 PRINT CHR$(7);"Too many layers allocated"
13080 END
13090 '
13100 ' Return a layer to the screen
13110 '
13120 IF layer=1 THEN 13160
13130 !SCREENCOPY,1,layer
13140 layer=layer-1
13150 RETURN
13160 MODE 2
13170 PRINT CHR$(7);"No more layers left to deallocate!"
13180 END
13190 '
13200 ' Initialise TIM
13210 '
13220 MODE 2
13230 ENV 1,100,-1,5
13240 FOR keyno=48 TO 57
13250 KEY keyno-48,CHR$(keyno)
13260 NEXT
13270 PAPER 0:PEN 1
13280 INK 0,1:INK 1,1:BORDER 1:MODE 2
13290 SYMBOL AFTER 200:SYMBOL 255,0,0,0,170,0,0,0,0
13300 SYMBOL 254,128,128,128,128,128,128,128,128
13310 PRINT:FOR a=1 TO 24:PRINT STRING$(80,207);:NEXT
13320 DIM m$(24),off(25,24):INK 1,1:INK 0,26
13330 GRAPHICS PAPER 0
13340 GRAPHICS PEN 1
13350 ku=0:kd=2:kf=6
13360 DEFSTR d
13370 true=-1:false=0:layer=1
13380 '
13390 bar$=STRING$(80,CHR$(255))
13400 answer$(-true)=inv$+"YES"+inv$+" NO":answer$(false)="YES "+inv$+"NO"+inv$
13410 numbers$="0 1 2 3 4 5 6 7 8 9"
13420 LOCATE 1,1:PRINT header$
13430 GOSUB 10260
13440 menuKey$="1 2 3"
13450 RETURN
20000 DATA 1,File,1,1,Open,Save,Close,,Shut down,*
20010 DATA 2,Edit,9,1,Rename file,Delete file,*
20020 DATA 3,Special,17,1,Format disk,Verify disk,,Copy file,Copy disk
20030 DATA ,Compact disk,Change drive,*

```



# CPC & PCW PUBLIC DOMAIN SOFTWARE

The following discs contain compilations of public domain programs put together by the Advantage Computer User Group (in England) and which have been tested under CP/M Plus.

Unless otherwise stated, programs will run on the PCW, 6128 and 464/664 with extra memory and CP/M Plus. Programs for the 464/664 are on the CP/M

2.2 Collection. The discs are supplied in Data format and contain documentation files to help the user get started and provide instructions on running the programs plus useful sorted directory and MENU systems.

*But remember, as Public Domain programs they are supplied on an as-is basis.*

## CP/M 2.2 COLLECTION

For 464/664 disc drive users with CP/M 2.2. Contains File Manager, Compare, Find, Disc sector editor, Key definer, Bad sector eliminator, Grep, Full Screen text editor, Easy lister, File transfer utility, Unerase erased files, erased files catalogue and many more.

CPC Ref: #430

## FULL SCREEN TEXT EDITOR

This machine code editor offers full screen editing, full block operations, windowing, automatic horizontal scroll (line length up to 255 characters), macro functions, word-wrap and formatting, pagination, find/replace, undelete and many user options. The editor, which is less than 10k in size, is fast because it edits a file entirely in memory. It produces ASCII text files and has enough features to be used as a word processor. A comprehensive on-disc manual is included together with keyboard configuration files for the CPC and PCW.

CPC Ref: #601 PCW Ref: #801

## DATABASE

A small relational database suitable for storing simple data and producing reports and forms letters from the data. Offers free format query language with macros and commands plus on-line help. The disc also contains an Inventory Database. Whilst these databases provide a useful introduction and you can use them to set up a full operational database system they are not meant to replace commercial packages for professional or business use.

CPC Ref: #602 PCW Ref: #802

## COMMUNICATIONS

Programs to allow data transfer between computers (local and remote), access databases and bulletin boards. UKModem7, New Kermit, MEX and various communications utilities. The disc also contains software for Prestel (Viatel) emulation (PCW only).

CPC Ref: #603 PCW Ref: #803

## VIDEO CLERK

Keep track of your video collection. With four Sort options and Forms Management system for printing out the data in order of title number, video number, global alphabetic or unique. Includes extensive on-disc documentation.

CPC Ref: #604 PCW Ref: #804

## FIXED ASSETS LOG

Allows you to keep a record of all your assets and their value. For example, at home, you may wish to keep a record of how much money you are spending on your computer or the value of a stamp collection etc. In business you can use it to keep a record of how much money you have tied up in land, buildings, office equipment, cars etc. It can also be used as a stock-taking program.

CPC Ref: #605 PCW Ref: #805

## COMPLEAT UTILITIES

- *Newsweep* - one key erase, copy, rename and print, plus many other features. Ideal for sorting out your disc collection quickly and efficiently
- *Superzap* - disc sector editor - edit by track/sector or filename. Fully menu-driven with cursor key SETKEYS file
- *DisckITA* - multi-choice disc formatter, offers 178k data format for PCW discs and 5.25" second drive formatting
- *Unerase* erased files
- *Read/write* PCW discs on a CPC
- *CP/M v2.2 emulator*
- *Make* - allows you to copy files across user areas
- *Cleanup* - useful for speedy file deletion
- *Lookat* - speedily lists any file in Hex and ASCII
- *Screen Dump* (CPC only)
- *Password*
- *Easy Lister*
- *Password Protection*
- *File*
- *Scrambler*
- *File Splitter*
- *Directory check*



**TEXT PROCESSING UTILITIES**

• *Sideways* - prints text file sideways on an Epson-compatible printer. Ideal for those wide spreadsheets • *Sort* any ASCII list into alphabetical order • *Word count* - can be used on any ASCII file • *WSClean* - removes higher order bits from a text file and converts it to straight ASCII • *Calendar Generator* - prints out calendar for any year • *Simple Spell Checker* - with starter dictionary and dictionary editor • *Scoring card generator* • *Banner printers* • *Typewriter emulator*

CPC Ref: #607 PCW Ref: #807

**DISC ORGANISATION**

Catalogue your disc collection and produce a printed index. Useful for speedy location of files and for keeping your discs in order. Library utilities for archiving and saving disc space. File dating system. Squeeze and unsqueeze for saving up to 40% disc space. Menu system - allows menu-driven access to programs on a disc. Completely and easily user-definable.

CPC Ref: #608 PCW Ref: #808

**Z80 PROGRAMMER**

A complete Z80 Assembler which is capable of converting an ASCII assembler file into a fully executable machine code .COM program. Plus Z80 Disassembler, Z80 Debugger, Z80 Library, 8080 Disassembler, Z80 to 8080 Translator and associated utilities.

CPC Ref: #609 PCW Ref: #809

**'C' PROGRAMMER**

The Small 'C' Compiler by Mike Bernson. Includes source code and 25k of documentation. Produces executable .COM programs.

CPC Ref: #610 PCW Ref: #810

**'C' TOOLBOX**

A disc full of 'C' source code examples together with the corresponding executable .COM programs. Useful to those wishing to see some practical examples of 'C'. As a bonus, the programs are quite useful too. The 'C' source was written for a variety of compilers and may need modifying to compile on MIX or Small 'C'.

CPC Ref: #611 PCW Ref: #811

**FORTH, STOIC AND 'C' INTERPRETER**

For experimenters interested in using these languages. Documentation is included on disc.

CPC Ref: #612 PCW Ref: #812

**GAMES COMPENDIUM**

A varied selection of the best machine code programs available for CP/M. Includes Pacman, Snake (PCW only), Chess, Othello, Mastermind, Spellit, Awari, Life, Golf, Polish Pong, Maze, Biorhythms, Word Search puzzle maker, TicTacTo.

CPC Ref: #613 PCW Ref: #813

**ADVENTURES**

• *Colossal Cave Adventure* which originated on main frame computers. With game save and re-load • *Bestiary* - you play the part of a young prince, your greatest love being to read the ancient bestiaries about strange and often legendary animals. Your task is to find a solution to the terrible blight which, one year, destroys both crops and animals in the kingdom. Includes game save and re-load • *Return from Arg* - a short but interesting new adventure written in 'C'.

CPC Ref: #614 PCW Ref: #814

**PCW GRAPHICS (PCW only)**

Simple user-designed graphics drawing program. Enables you to create, save, edit and print pictures on your PCW. Plot lines, points, boxes, four fill patterns, easy to use and wholly interactive • *PCW Screen Font designer* with several ready-to-run font sets • *Biomorph* - fascinating, graphic demonstration of natural selection - develop your own bugs! • *Readme* - program to display any ASCII text file in 45 character format on the 90 character screen - makes it easier to read.

PCW Ref: #815

## How to order your discs

You may either order over the phone by credit card or by post. *It is very important that you get the reference number correct. CPC and PCW discs are different.* (Software contained on 3" discs only). The cost per disc is \$17.50.

- **BANKCARD, MASTERCARD & VISA accepted** •
- Price includes postage in Australia, overseas add A\$2.00 •

**Send Your Order to:**  
**The Amstrad User,**  
**1/245 Springvale Road,**  
**Glen Waverley.**  
**Victoria. 3150.**  
**Phone: (03) 233 9661**



# CHEAT MODE

## THE BIG Z's QUARTET

We thought we'd give pride of place this month to Christopher Biggs of Cairns (better known apparently as 'The Big Z' - perhaps he sleeps a lot!). It's by way of an encouragement award as one of the pokes is his first ever.

Clearly he was wide awake when he put together this collection of four cheats for Dan Dare, Moonbuggy, 1942 and Space Hawks (some appear on the opposite page).

Well done Christopher, and perhaps there are more in the pipeline.

### DAN DARE

```

1 ' Dan Dare Poke (Disc Version)
2 ' Works with Ozi Soft "Blockbuster"
3 ' version. May not work on other
4 ' versions.
5 '
6 ' By the Big Z
7 ' The Amstrad User Dec 88
8 ' Thanks to J. Garvanovic for
9 ' original tape only version.
10 '
110 MODE 1:BORDER 0
120 INK 0,0:INK 1,13:INK 2,9:INK 3,15
130 LOAD "screen.bin",&C000
140 tot=0
150 FOR n=&BE00 TO &BE33
160 READ a$:a=VAL("&"+a$)
170 POKE n,a:tot=tot+a:NEXT
180 FOR x=&BE80 TO &BEA0
190 READ a$:a=VAL("&"+a$)
200 POKE x,a:tot=tot+a:NEXT
210 IF tot<>9053 THEN PRINT
220 CHR$(7):"There's an error in the DATA,
230 twit!":STOP
240 CALL &BE80
250 REM Justin's Bit
260 DATA f3,21,80,20,11,a0,be,01
270 DATA 30,01,7e,ee,a0,12,23,13
280 DATA 0b,78,b1,20,f5,3e,f7,32
290 DATA f4,be,3e,c3,21,28,be,32
300 DATA 30,00,22,31,00,c3,a0,be

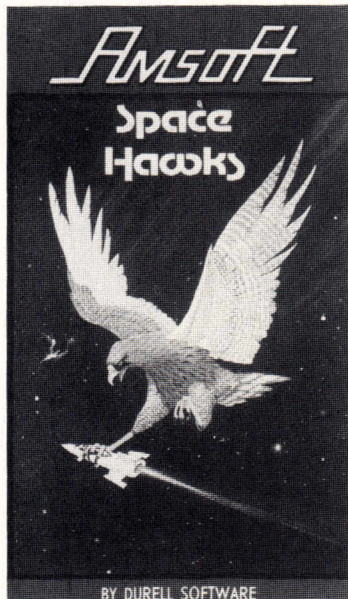
```

```

200 DATA af,32,c3,77,c6,c9,32,58
210 DATA 7c,c3,8c,6e
220 REM The Big Z's Bit
230 DATA 06,0a,21,97,be,11,00,c0
240 DATA cd,77,bc,21,40,00,cd,83
250 DATA bc,cd,7a,bc,c3,00,be,54
260 DATA 48,45,45,4e,44,2e,42,49
270 DATA 4e

```

### SPACE HAWKS



```

1 ' Space Hawks Poke - Disc or Tape
2 ' by The Big Z
3 ' The Amstrad User Dec 88
10 MEMORY 10000:LOAD"isp2",20000
20 PRINT "INFINITE LIVES [Y/N] ";
30 WHILE a$<>"Y" AND a$<>
40 "N":a$=UPPER$(INKEY$):WEND
50 IF a$="Y" THEN POKE &5ADD,0
60 PRINT:PRINT "SPACE HAWKS DON'T
70 SWOOP [Y/N]"
80 WHILE b$<>"Y" AND
90 b$<>"N":b$=UPPER$(INKEY$):WEND
100 IF b$="Y" THEN POKE &4F13,0
110 CLS:CALL 20000

```

## POKE METHODS FOR TAPE

Here is how to input the majority of Cheat Mode tape pokes. The instructions for each poke tell you which of the two different methods to use. If you have a 664 or 6128, first type | tape.

### Method 1

Rewind the game tape to the beginning. Now type in the poke listing. Then type RUN and press the Enter key. (Don't use the key marked CTRL or Control; that would stop the poke from working.) Press the Play key on the cassette deck, then any key on the main keyboard - the spacebar will do nicely. The tape should now start to play through in the normal way.

### Method 2

For this method you have to skip the first bit of the game program. To do that, start by rewinding the game tape to the beginning. Now type in the listing. Then type CAT and press Enter. Start the tape by pressing Play and then any key. Then watch the screen.

Soon you'll get the message FOUND SOMETHING BLOCK 1. It doesn't matter what the something actually is; this will vary from one game to another. If the Cheat Mode instructions just tell you to skip the first block, you should stop the tape here.

If the instructions tell you to skip several things, stop the tape when the found message comes up for the last thing you're trying to skip. Once you've stopped the tape, press Escape, type RUN and press Enter. Now press Play on the tapedeck and any key on the keyboard to start the tape running.

Your pokes or hints should be sent to:  
 The Amstrad User (Cheat Mode)  
 1/245 Springvale Road  
 Glen Waverley  
 Victoria 3150



## MOONBUGGY

```

1 ' Moonbuggy Poke - Tape version
2 ' First ever poke by The Big Z
3 ' The Amstrad User Dec 88
4 '
5 ' Wind past loader ("MOONBUGGY")
6 ' and run this program
7 '
80 FOR x=&BE80 TO &BEA1
90 READ a$:a=VAL("&" + a$)
100 POKE x,a:sum=sum+a:NEXT
100 IF sum<>3051 THEN PRINT
CHR$(7);"DATA Error":END
110 MODE 1:INK 0,0:BORDER 0:INK 1,26:INK
2,10:INK 3,6
120 PRINT "Infinite Lives [Y/N]":a$="" :WHILE
a$<>"Y" AND
a$<>"N":a$=UPPER$(INKEY$):WEND
130 IF a$="Y" THEN iliv=&FF:liv=&34:GOTO
170 ELSE iliv=0
140 INPUT "Number of lives (1-207) ":liv
150 IF liv<1 OR liv>207 THEN PRINT
CHR$(7);:GOTO 140
160 liv=liv+48
170 INPUT "Start Level (1-5) ":lev
180 IF lev<1 OR lev>5 THEN PRINT
CHR$(7);:GOTO 170
190 MODE 1
200 CALL &BE80
210 POKE &788D,lev
220 POKE &78D1,liv
230 IF iliv=&FF THEN POKE &8771,0
240 CALL &7800
250 DATA 21,00,c0,11,00,40
260 DATA 3e,2c,cd,a1,bc,21
270 DATA 00,50,11,00,28,3e
280 DATA c0,cd,a1,bc,21,00
290 DATA 78,11,00,2b,3e,4d
300 DATA cd,a1,bc,c9

```

## 1942

```

1 ' 1942 poke (Disc Version)
2 ' by The Big Z
3 ' The Amstrad User Dec 88
20 MODE 1
30 OPENOUT"2":MEMORY &257: |USE
R, 15
40 LOAD "1942.bin",&258
50 POKE &2BE,77:' No. of new roll key
60 POKE &251C,255:' 255 lives
70 CALL &89B3

```

## COP OUT

Richard Pearson (Wynnum, Qld) has also been busy and sends a Cop Out poke which will provide you with infinite lives.

```

1 ' Infinite Lives for Cop Out
2 ' The Amstrad User, Dec '88
3 by Richard Pearson
20 MODE 1:MEMORY &1FFF
30 LOAD ""
40 POKE &202F,&70
50 POKE &2030,0
60 FOR N=&70 TO &76
70 READ A$:POKE N,VAL("&" + A$)
80 NEXT N
90 CALL &2000
100 DATA AF,32,5B,01

```



Rodney Bates has found a way to get infinite lives in the US Gold's game Road Runner. Once the game has

loaded, press the U and S keys together. The screen should say, "Cheat Mode".

## THE GALACTIC PLAGUE

Aaron Osmon (Naraccoote, SA) has found a way to skip from level to level in this challenging old favourite. By pressing r in the middle of a stage will make you jump to the next one. After reaching stage 10, you then move back to the start.

## EXOLON

Redefine the keys and type Z O R B A, in that order for each movement (eg. LEFT, RIGHT, UP, DOWN, FIRE). You should hear a short tune play. After this redefine the keys to what you prefer. The result is infinite lives. (From Mark Waring).





# Two NEW discs from The Amstrad User

## The Amstrad User - Year Disc 9 Issues 41 to 44

### Side 1 (70k free)

BANKCHEK (41) 1K	EFFECTS (41) 3K	POLAR (42) 2K
BANKCLR (41) 1K	FACTOR (42) 1K	PRIMENUM (42) 1K
BANKCNT (41) 1K	FIBONUMB (42) 1K	ROCKETA (43) 1K
BANKEX6 (41) 1K	FLIPMIRR (44) 1K	ROCKETB (43) 1K
BANKPART (41) 1K	GRAFEX1 (41) 2K	SCRSWAP (44) 1K
BANKSRCH (41) 1K	HELIDEMO (41) 2K	SCRTRANS (44) 2K
BCD1 (42) 5K	HWSCROLL (44) 1K	SPELLING (44) 6K
BCD2 (42) 5K	LIFE (41) 3K	SPRITE (42) 2K
BCD3 (43) 4K	LIST1 (44) 1K	SPRTEDIT (41) 4K
BCD4 (44) 4K	NO-NAMEA (43) 2K	SPRTEX1 (42) 2K
BIGLETS (43) 1K	NO-NAMEB (43) 3K	SPRTEX2 (42) 3K
BTRANS (42) 1K	PASCAL (42) 1K	WIMPER (44) 5K
CURSORFL (43) 2K	PATIENCE (41) 10K	
DATASAVE (43) 5K	PERFECT (42) 1K	

\*Figures in brackets denote Issue Number

Reference to original magazines may provide more information on the above programs

### Side 2 (58k free)

#### FREE PUBLIC DOMAIN SOFTWARE

CRUNCH.COM †	5K	RAMDISK12.COM ≈	1K	UKM7.DOC	10K
CRUNCH23.DOC	4K	RAMDSK.DOC	1K	UNCR.COM †	6K
NULU151.COM	15K	UKM7CPM2.COM ≈	8K		
NULU151.DQC	34K	UKM7CPM+.COM †	10K		

Items marked '†' are for CP/M Plus, those with a '≈' are for CP/M 2.2

© Strategy Publications  
Suite 1, 245 Springvale Road,  
Glen Waverley, Vic 3150

## CPC YEAR DISC #9

Add Year Disc #9 to your collection of TAU Type-ins.

Contains all the programs which appeared in issues 41 to 44.

Plus free Public Domain software:

- CRUNCH - to compress files (CP/M+)
- UNCR - to uncompress files (CP/M+)
- UKM7CPM+ - updated comms (CP/M+)
- UKM7CPM2 - updated comms (CP/M2.2)
- NULU151 - creates library files
- RAMDISK12 - creates a 12k virtual disc in memory (CP/M 2.2)

Still only \$25.00  
(post free)

## TAU GAMES +

A compilation of eight programs containing:

- Four popular family games
- Two strategy/trading games
- Two Graphics utilities

This Australian produced package will keep you occupied for hours.

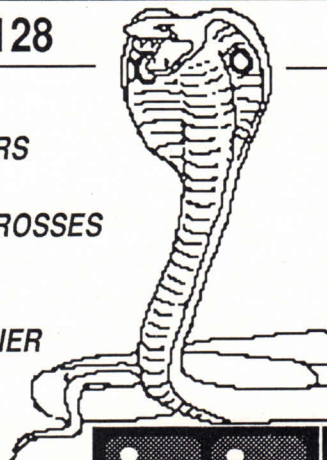
Just \$32.95  
(post free)

PLEASE NOTE: As some of the programs on TAU Games+ use graphic commands only available on the CPC6128, the package is not suitable for CPC464 owners.

## TAU GAMES PLUS

for the CPC6128

- DOMINOES
- SNAKES & LADDERS
- MAH-JONG
- 3-D NOUGHTS & CROSSES
- TRUCKING GAME
- TYCOON GAME
- GRAPHICS DESIGNER
- SPRITE DESIGNER



	<p>Distributed in Australia by:</p> <p>The Amstrad User 1/245 Springvale Rd, Glen Waverley, 3150 (03) 233 9661</p>
<p>© Copyright Nick Herrick 1988</p>	

Send your orders to:

The Amstrad User, 1/245 Springvale Road, Glen Waverley, Victoria 3150  
or phone (03) 233 9661 • Bankcard, Mastercard or Visa accepted



# Pactronics

## newproducts

### ENTERTAINMENT :

#### PACTRONICS ANNOUNCE THE RELEASE OF LANCELOT.

Recreating the time of wizards, magic and the Knights of thre Round Table in Level 9s greatest adventure yet. LANCELOT is a three part adventure encompassing the highpoints of the Middle Ages; from the foundation of the Order of the Knights of the Round Table to its finest hour - the quest for the Holy Grail. Guide Lancelot through his many exploits at Camelot, battle with awesome knights and with the love of Guinever and Elaine (?)!

*The greatest challenge in history is now yours - all you need is strength, valour wit and courage.*

#### GRAND PRIX

500cc Grand Prix is a simulation of the exciting and dangerous world of the international motorcycle racing championship, featuring a major circuit from each of twelve countries. Two players can compete simultaneously, with a split screen for each player. Amstrad CPC disc and tape, and PC compatibles.

#### MACH 3

Mach 3 is a smooth scrolling, non-stop action flying "shoot-em-up". It features a digitised sound track and digitised speech for atmosphere. Amstrad CPC disc and tape, and PC compatibles.

#### SAPIENS

Sapiens is a completely new generation of adventure games. It traces, hopefully, the rise and survival of the human race. 100 thousand years ago, there was only one law....survival of the fittest!!! Amstrad CPC disc and tape, and PC compatibles.

#### STAR TREK

All of your favourite Star Trek characeters are here; Kirk, Scotty, Doc, Spock and the rest of the crew. This is a new generation of adventures using the magnavision system which allows you to control all characters from their perspective at that point in the game. PC only.

### BUSINESS :

#### STOCKMARKET

The comprehensive investment program! Stockmarket is a program designed to help you plan your investments and keep a close and careful watch on their progress. It enables you to record full details of your purchases and sales of stocks, shares, unit trusts and other securities. Dividends can be recorded as they are received. If required, cash balances in savings accounts can also be monitored as stocks are bought and sold. It also lets you record and plot prices of share, unit trusts, exchange rates, indices, etc.

The program is easy to use and comes complete with a comprehensive manual and demonstration files.

#### Portfolio Management:

- \* Record full details of your portfolios of stocks, shares, unit trust etc.
- \* Practise buying and selling and accurately record your progress.
- \* Buy and sell shares with automatic calculation of dealing costs.

#### Price Analysis:

- \* Record values of share prices, unit trusts, indices, exchange rates etc.
- \* Store up to 260 prices per share (equivalent to weekly prices for 5 years).
- \* Automatic scaling of graphs so they always fill whole screen.

Comprehensive fifty page manual. Complete with demonstration account and prices.

Amstrad CPC, PPC, IBM PC and compatibles, PCW.

**Available from: John Martins, Harris Scarfe, Myer, Harvey Norman, Grace Brothers, Chandlers, Computer Base (Castle Hill & Bankstown), Maxwells of Rockdale and Ettalong, B & B Computers of St. Mary's or other retailers around Australia.**

NSW: Pactronics Pty. Ltd., 33-35 Alleyne Street, Chatswood. (02) 407 0261  
VICTORIA: Pactronics Pty. Ltd., 51-55 Johnston Street, Fitzroy. (03) 419 4644  
QUEENSLAND: Pactronics Pty. Ltd., 12 Stratton Street, Newstead. (07) 854 1982  
SOUTH AUSTRALIA: Baringa Pty. Ltd., (08) 271 1066 ext. 6132  
WESTERN AUSTRALIA: Pactronics WA, 113 (rear) High Road, Willetton, 6155. (09) 354 1122  
MAIL ORDER: The Amstrad User, 1/245 Springvale Rd., Glen Waverley 3150. (03) 233 9661  
NEW ZEALAND: Micro Dealer, 60 Terakau Drive, Palupanga, Auckland (09) 274 9300

 **Pactronics**



# WORLD DOMINATION

Julian Sharp discovers a boon for electronics hobbyists with the PCW Interface kit from SM Engineering

I expect most people would like to be able to put their computer to other uses other than word processing. You may think it ludicrous to suggest that your PCW could be used to control a complex industrial process. Nothing could be further from the truth, the PCW is an excellent machine for such applications - I have even heard of a PCW that is helping to keep the worlds most up-to-date North Sea oil production platform afloat!

The SM interface is a box of cunning electronics which plugs onto the expansion slot at the back of the PCW. The idea is that you can run programs on your PCW which send and read data to and from the interface. The interface takes the PCW's signals and converts them into clean digital pulses as required by electronic devices. The upshot of all this is that if you've got any electronic devices - most likely ones you've built yourself - you can now

control them from a program running on your PCW.

## A BAG OF CHIPS

What you get for your money is a strong metal enclosure housing two Z80 PIO chips, and all the necessary electronics to interface them to the PCW. The connection to the PCW is made by a 50 way edge connector on a 15 inch length ribbon cable. You can safely use it on the managing director's antique desk without the risk of getting fired as it has even thoughtfully been fitted with four rubber feet.

Before you can get started you must have some sort of idea on how the Z80 PIO chips work as they are the heart of the unit. Essentially each PIO chip gives you two 8-bit ports. Each port can be configured as an input or as an output port. So, as you can see, the interface having two PIOs provides the user with 32 programmable I/O lines.

A disc is provided with the interface containing example driver software for the PIOs and documentation files on how to connect up the system and programming hints for the PIOs. This is one area where the package needs improvements. There is no printed manual supplied with the interface, all you get is a disc. On listing the directory I found many files but no documentation on what they were supposed to do, or on how to run them.

Software to control the module can easily be written with Mallard BASIC using the commands INP and OUT. Alternatively programs can be written in assembly language. Examples of both are given in the documentation files on the disc. The interface uses locations 00A8 to 00AF for its I/O, which are not remappable to other addresses.

## DRUMMING UP ENTHUSIASM

To put the interface through its paces I resurrected a long forgotten electronic drum machine. The drum machine was connected to the interface using the Breakout module but could easily be wired directly to the interface. In no time at all my 50+50 watt Low-Fi burst into life with the St Louis Blues March! Only simple routines were required to control this device, in fact Mallard BASIC should be fast enough for most applications.

The SM interface is a must for anyone wanting to put their PCW to work in areas other than word processing. The I/O Test Module and Breakout Module should appeal to institutions such as schools and colleges, but would be an expensive luxury for the knowledgeable hobbyist who could knock one up out of a handful of LEDs and a few switches. Remember however, that on its own the interface just sits there and does absolutely nothing. It's up to you to think of a use for it.

## OPTIONAL EXTRAS

*Additional modules are available for use with the interface to aid development work. They are all constructed to the same high standard as the interface, and connect to the interface module via a short length of ribbon cable.*

*An Input/Output Test Module which uses eight toggle switches to simulate inputs and LEDs to indicate the output state on any one port, so you can test your software without needing to hook up your external hardware. A jumper plug on the module selects either port A or port B. The test modules can be daisy chained to enable two modules to monitor both PIO ports if required.*

*A Breakout Module which takes all the lines from one of the PIOs to PCB mounted screw terminals allowing quick and easy connection to the circuit under test.*

*Two other modules are available, an 8-bit Analogue to Digital converter and an 8-bit Digital to Analogue converter.*

*We don't believe that the interface is widely available in Australia, so you'll need to utilise OTC and ring SM in England on (0323) 766262*



IT'S SURPRISING THE TYPE OF PEOPLE  
MAKING THE HEADLINES THESE DAYS.



### STOP PRESS

'Stop Press' puts you right at the heart of the Desktop Publishing Revolution. Utilising dynamic WYSIWYG (What You See Is What You Get) facilities, 'Stop Press' makes it simple to create professional newsletters, leaflets, flyers, forms or in fact anything where text and graphics is required.

'Stop Press' is the ideal publishing software solution for home enthusiasts, schools, societies and small businesses.

### READ ALL ABOUT IT

Documents may be prepared using any of the superb selection of type faces (12 or more) supplied or alternatively a typeface of your own design.

Text can be entered from within 'Stop Press' or imported from your preferred word processor with fully automatic on-screen text formatting as the file loads.

Centring, ragged right, and literal justification are all available. There also also is full pixel resolution control over character size and spacing.

### GRAPHIC DESIGN

As well as the ability to import digitised images there are outstanding facilities for drawing, spraying and painting using either the patterns supplied or your pattern designs, enabling you to produce

graphs, charts diagrams and pictures.

These can be pasted, cropped or re-sized to fit any layout, and for those finishing touches a fantastic zoom is available.

### HOT OFF THE PRESSES

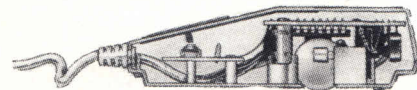
At anytime your pages can be previewed before being output to a wide range of Epson or compatible dot matrix printers.

### AMX MOUSE

'Stop Press' can be used with a joystick or keyboard but the AMX MKIII Mouse gives you the control and flexibility which you would expect from the most accurate pointing available. Produced in Switzerland the AMX

Mouse has a unique patented design which includes high resolution movement (D.P.I) and

superior ball technology to ensure contact between the Mouse and the surface is constant at all times.



### EXTRA! EXTRA!

Complementing 'Stop Press', Extra! Extra! is a superb collection of ready made clip art and new typefaces covering a wide variety of subjects and styles.

CPC Stop Press	\$159.00	CPC Mouse With Interface	\$150.00
with Mouse	\$289.00	PCW Mouse With Interface	\$165.00
PCW Stop Press	\$179.00		
with Mouse	\$299.00	CPC Extra! Extra! Clip Art Disc	\$89.00

**Available From;**  
The Amstrad User,  
1/245 Springvale Rd.,  
Glen Waverley. VIC. 3150.

• **Firm orders may be phoned through on (03) 233 9661 (Bankcard, MasterCard, Visa accepted)** •

• Dealer enquiries are Welcome •



# MORE DESERT ISLAND TIPOFFS

Living on a desert island is not so idyllic as you may think; you'd have to work around eight hours a day to survive - not leaving you much time for using your PCW. So, here are eight old favourite time-saving CP/M tips

## 1 PUTTING THE BOOT IN PROPELL...

'Boot' (or self-starting) discs run a program - say your Prospell disc - immediately you switch on the machine, or reset it by pressing [SHIFT]+[EXTRA]+[EXIT]. You save the fag of running CP/M first, and circumvent that A> prompt.

Run up CP/M normally with your CP/M master disc, and at the A> prompt type PIP [RETURN]. When the asterisk appears type M:=A:J\*. \* [RETURN]. When the asterisk reappears type M:=SUBMIT.COM [RETURN].

Insert the program disc for the utility that you want to make self-starting ie. the Prospell disc in this case, and still at PIP's asterisk prompt type A:=M:.\* [RETURN].

Now for the clever bit: at the asterisk type A:PROFILE.SUB=CON: [RETURN]. Type PS and press [RETURN] finishing with [ALT]+Z.

Now press [SHIFT]+[EXTRA]+[EXIT] and you should see Prospell start up automatically.

## 2 ...AND ON OTHER PROGRAMS

What you've done is to 'copy' the keyboard input, ie. the letters 'PS', to a new file called PROFILE.SUB. Also on the Prospell disc there's now the file J14CPM3.EMS (or J21CPM3.EMS if you have a 9512) which contains all the guts of CP/M; whenever you switch on the PCW, it looks for a file ending in .EMS and loads that (your LocoScript program files end in .EMS too). Then it looks for a file called SUBMIT.COM and if it can find that, will take whatever is contained in a file called PROFILE.SUB (if present) and treat that as if it were keyboard input.

By sticking these three files on any program disc (SuperCalc, Mini

Office or whatever - but not LocoScript, which doesn't run from CP/M, and is self-starting anyway) and putting the required commands into the file called PROFILE.SUB, you can make any disc self-start. Into PROFILE.SUB you'd put whatever you would normally type to run the program; viz, where you typed PS in Tip 1, you'd type SC2 for SuperCalc 2, OFFICE for Mini Office Professional, and so on.

First you'll have to check you have at least 47k free on your disc (by using the SHOW command). If not, you'll have to create space by erasing some of the files you don't use; if that's impossible, you won't be able to make a boot disc.

## 3 PROFILE SUB

Your PROFILE.SUB file can store not just the command to run the program, but the commands you'd key in at the beginning of the program too - you just put a < before each one. For example, suppose you always load a file called DIABOLI.CAL when you run SuperCalc2. The sequence of keystrokes you'd type in would be [RETURN], then /L to 'load', then the name of the file DIABOLI, followed by a [RETURN] and an A to ask for all of the file to be loaded. The / in SuperCalc is a special character and for various obscure reasons has to be entered in your PROFILE.SUB file as a double slash, ie. //. So, you'd want the following in your PROFILE.SUB:

```
SC2
<
<//LDIABOLI
<A
```

To make a text file like this with PIP (as in tip 1) would be tricky so it's easier to create the file in RPED. Run CP/M and at the A> prompt type BASIC RPED. Select f2 'edit new screen', insert the disc you want to be self-starting, and give the filename as PROFILE.SUB. Up comes a screen onto which you can write text; enter the commands required, as above, each line ending in a [RETURN]. You can use the cursors and delete keys, and if you want to delete a line, use CUT. Press [EXIT] twice to leave RPED, and then copy J14CPM3.EMS and SUBMIT.COM onto your boot disc as in tip 1. Your self-starting, file-loading disc is ready for action.

## 4 PIP OPTIONS

If you want to copy some files, from one disc to another - say from the M: drive to the A: drive - the command PIP A:=M:.\*[C] will ask you for a yes-no confirmation of each file before it sends it across, letting you select which ones you require. A lot easier than typing all the names individually!



## 5 CLEARING UP AND ESCAPING

You can create a command CLS which will clear the screen in CP/M as follows. Make sure there is 5k free on your CP/M start-of-day disc, that it contains PIP.COM and SUBMIT.COM and type PIP [RETURN]. At the \* prompt type CLEAR=CON: and then press [EXIT], type a capital E, press [EXIT] again, and type capital H (don't type any [RETURN]s here). The [EXIT]s appear to have no effect, don't worry. End this part of things by typing [ALT]+Z.

At the asterisk which appears, type CLS.SUB=CON: and then type TYPE CLEAR and hit [RETURN]. Finish again with an [ALT]+Z. Press

[STOP] to leave PIP.

What this does is set up a file of 'Escape codes' which when TYPED to the screen clears it. The SUBMIT file merely saves you having to type TYPE CLEAR.

Now, as long as you have SUBMIT.COM on your disc, you can clear your CP/M screen by typing CLS.SUB [RETURN]. Even better, if you have SETDEF.COM on your disc and type SETDEF [ORDER=(SUB.COM)], typing CLS alone will work. (Normally, when you type CLS[RETURN] CP/M looks for a file called CLS.COM to run; the SETDEF command makes it look for a file CLS.SUB instead.)

## 6 LINE EDITING

The [COPY] key, or [ALT]+W, will recall the last command line you typed in - so, if you aim to type PIP A:TEXT.324=B:DOCUMENT.JAP [S JAPAN^ZQOKAMA^Z] but put M instead of B and get an irritating error message, don't retype the lot: just press [COPY], use the cursor and delete keys to move the cursor back and make the required changes, hit [RETURN], and the correct command will be executed.

## 7 READ ONLY

A convenient use for SET.COM is to make precious files 'read only' - ie. to effectively write-protect individual files, making them unerasable even by the dreaded ERA\*.\* command until further notice.

Copy SET.COM from your CP/M master discs onto your M drive. On a 9512, just put in the CP/M master disc and type PIP M:=SET.COM; on the 8000s SET.COM is on side 3 of the master discs and PIP.COM on

side 2, so you need to put in side 2, type PIP[RETURN], put in side 3, type M:=SET.COM[RETURN] and then [STOP].

Then insert the disc with the files to be write-protected and type at the A> prompt M:SET QABALISM.666[RO] (or whatever your filename is: wildcards like M:SET \*.DOC[RO] are allowed). This declares the file to be 'read only', so QABALISM.666 is now unerasable until reset to read-write by a similar process ending with the command M:SET QABALISM.666[RW] which declares it 'read and writable' - hence erasable - again.

## 8 INTERRUPT

You often find you want to interrupt an operation without actually abandoning it - to change discs, for example. Pressing the [f5] key (or [ALT]+S) will temporarily stop any operation in CP/M and [f3] (or [ALT]+Q) resumes from that point.

## 9 REALLY?

We said eight, but would love to make the list longer. You can help by sending your Tip-Offs direct to the Editor at the usual address.

# Why not add a Joystick to your PCW!!

With the Kempston Joystick Interface it's easy, it simply plugs into the back of your PCW. Compatible with the complete PCW range.

- Telephone orders are taken on (03) 233 9661 •
- BANKCARD, MASTERCARD & VISA accepted •
- Dealer enquiries welcome •

## Only \$59.95

Available from:

The Amstrad User,  
1/245 Springvale Road,  
Glen Waverley. VIC. 3150.  
Phone: (03) 233 9661



# POT-POURRI FOR PCW's

## A cross-section of questions and answers for PCW users

### SPREADING IT OUT

I have a PCW 8256 and SuperCalc2.

1. How do you save spreadsheets on a 'data' disc without first copying SC2.COM, SC2.HLP and SC2.OVL to the disc and thereby taking up 62k of the available 173k of valuable disc space?
2. Why, when constructing a spreadsheet which includes a number of lengthy formulas do I get a message to tell me I have run out of memory when the program exceeds 31k?
3. Is there an easy way when a formula exceeds the permitted 116 characters to enter parts of it in separate cells and then reference those cells - as suggested in the manual?
4. Can anyone explain 'black box' applications in connection with the 'execute' command, which I have not yet used?

1. Copy the files to the M: drive and run the program from there. Load your data from A: by prefixing the filename with the drive letter.
2. It's not the program that expands, but the data space your formulae take up. The program takes up the rest of the 61k available within CP/M, leaving 31k for formulae and numbers.
3. Simple. If you have a formula such as  $FRED=JOHN*3+1.45/JILL-3.5767$  you could assign  $1.45/JILL-3.5767$  to cell A1, for example, and then assign cell B1 (as another example) the formula  $JOHN*3+A1$ .
4. A black box application is one in which the layout and formulae have been worked out in advance leaving the user just to 'plug in the numbers and go'.

### REALLY FREE

I have been commissioned to write a book on the history of a fairly well-known industrial company. It has not yet been decided whether the chapters will be thematically or chronologically based. Can you recommend a piece of software which will help me to make categorised notes from a mass of unrelated information? I've heard of Brainstorm, but I don't know exactly how it works. Are there any alternatives?

*Brainstorm bills itself as an 'ideas processor'. It allows you to enter a series of headings into its text editor and expand on them with sub-headings and notes. At any stage you can 'close-up' the lower levels to check the structure of the document, or to move sections from one part of it to another. You can enter text in completely random order and add structure to it after that. Brainstorm is the only commercial CP/M program of this type.*

### MOVING STORY

I use my PCW8512 regularly for business and personal letters and although I am still a two fingered amateur I churn out quite a large number of letters, invoices and calculations. During this work I occasionally get unexplained warnings from LocoScript.

I frequently take existing documents from disc file and edit, sending the results to the M: drive. I use a CF2 disc in drive B: for 'read only' operation. On completion of the edit I transfer to drive A:; press [f1] for 'disc change' then [f4] to move the edited document from drive M: to disc. At this point, on pressing [enter] I sometimes get a 'file already in use- cancel operation' message.

The odd thing is that when I follow the instruction and press [cancel], the document moves to the new location. I feel that I am doing something wrong but cannot figure out what.

*We don't understand why you are working this way, which seems rather convoluted, but the easiest way to avoid the error message is to use [f3] and copy the*

*document from drive M: to drive A:.*

### TO B OR NOT TO B

I would like some advice about a few problems we are having with our Amstrad. The first is in connection with PIP. We have been able to use this to copy from A: to M: and vice versa, but it just says B? (or words to that effect) if we try to get it to copy things to B. We used it perfectly well with a database program enabling us to input the systems disc and the program itself in one step - into drive A:. But when we tried to cut out another step, by incorporating this with the actual data disc, which we use in drive B:, it refused to talk to us.

*We've had a bit of trouble understanding quite what the problem is here, but think it's probably nothing to do with PIP. Assuming you used a command similar to  $PIP B:=A:FRED$  to copy the file across to the B: drive, and that you are still logged on to the A: drive (ie. the prompt is A>), you have to precede the file name with B: to run the program. So, if the program is called FRED, the command would be  $B:FRED$ . If you were to put a space between the drive letter and the filename,  $B FRED$ , CP/M would only 'see' the B and would display the error message B? as it can't find a file called B on the A: drive. Comprenez?*

### SKEWING FACTOR

Every so often my printer prints over the same line, and doesn't feed the paper through at all. Also the roller does not seem to grip the paper properly and prints a large portion of a page at an increasing angle. I have tried all the different settings, and am currently using the setting for thin paper on ordinary high quality paper.

Would a paper guide help? Or is there a small screw which one can adjust to tighten up the roller. There is a possibility that this problem is increased by nature of the fact that my Amstrad and I live in a hot climate. Our geographical location also rules out my taking the printer to an Amstrad dealer for fixing.

*The most likely cause of the paper skewing*



# THE POWER BEHIND YOUR AMSTRAD

At SPELLBOUND We Offer Cheap Prices On Discs, Ribbons, Disc Drives, Dust Covers and Memory Expansions

## PRINTER RIBBONS

DMP2000/3000/3160 Black Fabric	14.00
DMP2000/3000/3160 Colour	18.00
PCW8256/8512 Black Fabric	13.50
PCW8256/8512 MultiStrike	13.50
PCW8512/8256 Colour	19.50
PCW9512 Black Fabric	13.50
PCW9512 MultiStrike	13.50
PCW9512 Colour	19.50
Epson GX, LX80, LX90 Black Fabric	9.00
Epson GX, LX80, LX90 Colour	14.00
Epson MX,FX,RX,RP80 Fabric	9.00
Epson MX,FX,RX,RP80 Colour	17.00
Star NX,NL,ND10 Black Fabric	13.00
Star NX,NL,ND10 Colour	19.00
Star NX1000 Black Fabric	11.00
Star NX1000 Colour	19.00
Citizen 120-D Black Fabric	12.00
Citizen 120-D Colour	21.00
Ribbon Re-Inking Black	6.50
Ribbon Re-Inking Colour	8.50

Colours are: Blue, Green, Brown or Red

## CONNECTION LEADS

Cassette Lead for CPC664/6128	15.00
1m Monitor Extension Cord (CPC464)	26.50
1m Monitor Extension Cord (664/6128)	31.50
PC and CPC Printer Cables	23.00

## MISC. ITEMS

Printer Stand (80 Column)	42.50
Swivel Type Monitor Stand (CPC)	38.50
Single Sheet Paper Feeder (PCW8000)	40.00
Games Card, 2 Joystick Ports (PC's)	40.00

## DISCS & BOXES

3" Discs (Single)	6.50
3" Discs (5 Pack)	31.00
3" Discs (10 Pack)	59.50
3.25" Discs (5 Pack)	16.00
3.25" Discs (10 Pack)	29.00
5.25" Discs (5 Pack)	5.00
5.25" Discs (10 Pack)	9.00
3.5" Disc Box (Holds 100)	21.50
5.25" Disc Box (Holds 100)	21.50
Combination Box, Holds 120 3" or 3.5" or 120 5.25"	34.00

## DISC DRIVES

3" FD-2 (720k PCW Drive)	399.00
5.25" 720k CPC Second Drive	399.00
5.25" 720k PCW Second Drive	340.00
5.25" Internal PC Second Drive	299.00
20 Meg Hard Disc (PC)	800.00
20 Mag Hard Disc (PCW)	850.00

## DUST COVERS

PCW8256/8512	50.50
PCW9512	50.50
CPC464/664/6128 Mono	27.00
CPC464/664/6128 Colour	27.00
CPC K/Board Only	13.00
PC1512/1640 Mono	50.00
PC1512/1640 Colour	50.00
PC2386 Colour	50.00
PC2386 Mono	50.00
DDI-1/FDI-1 Single	12.00
DDI-1/FDI-1 Double	19.00
5.25" External Drive	12.00
DMP2000	21.00
DMP3160	21.00
DMP4000	28.00
Epson GX/FX80	31.00
Citizen 120-D	21.00

For covers for any other printer, ring for price.

Order over the phone or send a cheque, money order, Bankcard or Mastercard order to:

SPELLBOUND COMPUTER PUBLICATIONS,  
3 Pamela Street, Mount Waverley,  
Victoria. 3149.  
Phone: (03) 807 0710  
Fax.: (03) 233 9274

Telephone Orders May Be  
Placed On:  
**(03) 807 0710**

Please include \$3.00 to cover postage, regardless of quantity ordered.  
Orders received by 13/12/1988 will be despatched in time for Christmas.

## CPC EXPANSION'S

64k Memory Upgrade (CPC464/664)	\$170.00
256k Memory Upgrade (CPC464/664/6128)	\$309.00
256k Silicon Disc (CPC464/664)	\$350.00
256k Silicon Disc (CPC6128)	\$350.00
Light Pen With ROM (CPC464/664)	\$84.00
Light Pen With ROM(CPC6128)	\$84.00
CPC464/664 Speech Synthesiser with ROM	\$165.00
CPC6128 Speech Synthesiser with ROM	\$165.00
DMP2000 8k Printer Buffer Upgrade	\$42.50
Video Modulator (Allows you to use your computer on a TV set)	\$150.00

• Dealer Enquiries To SPELLBOUND COMPUTER PUBLICATIONS Are Welcome •

## PCW EXPANSION'S

PCW8256 to PCW8512 Memory Upgrade	\$190.00
PCW8256/8512/9512 Joystick & Sound Interface	\$140.00
Real Time Clock (CP/M+ Users only)	\$130.00

ADD A JOYSTICK TO YOUR PCW WITH  
OUR JOYSTICK INTERFACE

For Only **\$45.00** it yours. Would make a  
perfect Christmas gift. Compatible with most  
PCW games.

• Everything Made In Australia by SPELLBOUND COMPUTER PUBLICATIONS •

Expansion units and other SPELLBOUND products are available from the following stores:

Living Image, 12 Burdon Street, Elizabeth Park. SA. 5113. PH.: (08) 255 0647	St. Albans Home Entertainment Centre, 63 Alfreda Street, St. Albans, Victoria. 3020. PH.: (03) 366 2396	Surge Computer Services Kanman Too Sth. Australia. 5252. PH.: (085) 385 152	Tasmanian Communication Supplies 208 Elizabeth Street, Hobart. 7000. PH.: (002) 345 117, FAX.: (002) 386 898
---	--	--	---



round is one of the three small guide rollers sticking or not moving into proper contact with the paper. The rollers are positioned behind the main platen and move up and down when you move the bail bar in and out. Check they are all free to rotate and that they are in contact with the platen as it rotates.

## READING THE LPRINT

I have been writing a small basic program which I want to give me the option of a hard copy print of the results. I tried using sub-routine changing the PRINT command to LPRINT - but this does not work - is the only way to rewrite the program replacing the relevant commands and to run a different program depending on my requirements?

Surely this situation must arise in other programs where the results want to be viewed before a decision is made whether or not to have a hard copy.

*You've approached the problem in the right way. The LPRINT command sends output to the printer in the same way that PRINT sends it to the screen. You may be having trouble with the TAB function or perhaps with a cursor positioning function, which won't work on the printer.*

## WP TO WP

I've got Pocket Wordstar as well as LocoScript and can transfer ASCII files from Loco to Pocket but not vice versa. No matter what I do I can't make ASCII files with Pocket.

And when I use Pocket on a disc with Loco files in it I can only use Group One of the disc.

*To turn a WordStar (or NewWord) file into an ASCII file suitable for use in LocoScript, copy with PIP from one file to another, with the 'z' option set (put a 'z' in square brackets at the end of the command). You can then import the ASCII file into LocoScript by opening an empty file and inserting text via the [f7] menu.*

## TELL-TALE SMUDGES

I thought this PCW8256 was great till I began to print out letters to clients. If you look at the top and bottom edges of the paper, in the

centre there are black smudges. As printers we cannot send inferior quality letterheads to our clients, I would hate them to think that those black marks were caused by our factory during the printing process. It appears to me that the better the quality of the paper, the worse the smudge. If the Amstrad PCW8256 is not designed for good quality paper then this fact should be in the advertisements. Please inform me of the maximum weight of paper that will pass through the printer without smudging.

I cannot be without my word processor, I must have high quality print - as I intimated in the advertisements. Do Amstrad realise that there is probably a design fault somewhere?

*The solution is simple: before you put a sheet of paper into the printer, remove the ribbon cassette then replace it afterwards! But seriously, it seems the printer will feed up to 80gsm paper easily, but 100gsm smudges as you describe. Most people aren't bothered by this, but if printing is that critical to your business, might it not be worth investing in a high quality printer?*

## DOUBLE TROUBLE

A friend of mine has got this problem and I was wondering if you or any of your readers could help him. He is a student and uses his PCW for notes and essays. However having got near to a full disc of notes, I... er, I mean he decided to try to use the other side of the disc for further notes.

He formatted side B of the 'double density disc' using Disckit. When he checked the A side of the disc he found the error message 'disc address mark missing' and thus could not get to his notes. Side A was originally formatted CF2 DD using Disckit.

"Can you only use one side of the double density discs?" he asked me. If not how should he go about setting up side B without losing the data on side A? And finally he asked with a tear in his eye if there is any way of retrieving the original

data (other than re-typing in the hard copy).

*The B: drive has disc heads on both sides of the disc (hence 'double sided'), and when you store a file, the drive works out which side of the disc to put it on, depending on how full each side is. This means you can't turn the disc over, and you only ever format a B: disc on one side - formatting the other side reformats the first side at the same time and loses all your data. As you now know.*

## WHAT THE EYE DON'T SEE

Artificial intelligence! I think we are all being fooled by our little grey boxes - it's already here.

I happily renamed my Logo file 'circle.log' to 'ci.log', but then spotted that I didn't have RENAME.COM on my disc. Realising its mistake in executing a command it had no file for, CP/M subsequently clammed up saying 'RENAME.COM required' when I tried it again. Sneaky.

OK, so I'm crazy, but can you explain it? This is for real. No practical jokes. It actually happened. Can it be explained?

*The same is true of a couple of other commands, ERA and DIR. You can do DIR no matter what disc is in the drive, but try typing DIR[FULL] and you will see the message 'DIR.COM required'. In other words, simple REN, DIR and ERA commands work all the time, but you need the .COM file present for complex operations, or if an error needs to be reported.*

## BLOCKED BY PIP

In order to get the CP/M utilities on a working disc I use PIP to transfer what is required to M drive - which works without problem - and then try to PIP to disc. After a little whirring from the disc drive I usually get an error message that will say for example: DISK WRITE NO DATA BLOCK - A: ERASE.\*\*\*. I cannot find this error message in the handbook.

*This is PIP's way of saying that the disc is full. You will have to erase some files before adding new ones.*






# LocoMail for LocoScript 2

Mr J Smith  
24 Larches Rise  
New Westering  
Wessex

Use LocoMail to send letters to everyone on your mailing list. Use its many advanced features to do much more –

- Produce letters for each name or data record, or just for a selection
- Include special text depending on the data to be merged – each version of your text is correctly laid out, whatever special information you insert
- Edit the merged letter before printing
- Save the result to disc if required
- Use LocoScript data files or ASCII data files from a CPM program
- Prompt for information to be typed at the keyboard
- Perform arithmetic within LocoScript documents
- Add paragraph numbers automatically
- Produce sophisticated LocoMail 'programs' for Invoicing, Credit Control, Enquiries etc. ▪

LocoMail  
Mail Merge for LocoScript 2



LOCOMOTIVE  
SOFTWARE

**LocoMail now comes with a completely revised 288 page User Guide – available separately for users of the PCW9512 and earlier versions of LocoMail.**

- An extended tutorial section
- Detailed descriptions of the advanced facilities
- Worked examples of "program units", loops and conditional operations
- Descriptions of typical uses of LocoMail – Club Membership, Invoicing, Enquiries, Labels
- A set of "building blocks" to include in your own LocoMail applications
- Full technical description of LocoMail
- Troubleshooting guide

All the examples described in the User Guide are supplied on the LocoMail master disc. In case you're just buying the new User Guide, they are also supplied on the LocoMail Examples Disc, available separately.

- |                              |          |
|------------------------------|----------|
| • LocoMail                   | \$105.00 |
| • LocoScript2 with LocoSpell | \$130.00 |
| • NEW LocoMail User Guide    | \$54.95  |
| • NEW LocoMail Examples Disc | \$17.50  |

Mail your orders to:  
**THE AMSTRAD USER,**  
1/245 Springvale Road, Glen Waverley,  
Victoria. 3150.

Phone your firm orders to:  
(03) 233 9661

Bankcard, Mastercard or Visa accepted.



# PCW GAMES REVIEWS

The low-down on four titles in our mail order list



## HEAD OVER HEELS • Ocean • 8000's only • \$57.95

**H**ead over Heels is an arcade adventure in the same mould as Batman - but better and wackier. Something's rotten in the Blacktooth empire, it seems, and it's got nothing to do with decaying molars. Four planets lie enslaved and await liberation. Sent by the planet Freedom, naturally enough it's your task to... er... free them. To do this you have to find each planet's crown, lost when Blacktooth first pierced the old gums, as it were.

In this game you control two characters, Head and Heels respectively. Head is better in the air than he is in the ground; with Heels, however, it's just the reverse. Uniquely, you can swap from Head to Heels and back again at whim, which gives the game an extra dimension.

Together, however, Head and Heels are formidable... well, as formidable as a symbiotic relationship can be. For when one jumps on the other, they become one, but getting the act together is far from easy.

First you have to guide your 'spies' through a series of castle rooms all in 3-D and marvellously detailed. Most rooms require you to solve some problem or another, whether it is simply finding a way out, avoiding the odd impalement or two, or dodging the castle's robotic guardians.

Some rooms are connected by a teleport system, something you may not have noticed if you've been in any dungeons recently. Various objects can be picked up along the way. Cuddly stuffed rabbits can provide extra lives, shields, springs and speed. A hooter can be used to fire doughnuts which, against all laws of physics, immobilise most things that get in their way. And there's a bag to carry any useful objects in.

Head over Heels is obviously the work of a delightfully warped imagination. It is bizarre, humorous and dangerously compulsive. If the game doesn't numb yer buttocks nothing will!

## HEATHROW ATC/SOUTHERN BELLE • Hewson • All PCW's • \$57.95

**I**f you are a person who likes to be in control, then these two excellent simulations might be just what you are looking for.

On the first you will find yourself in the control tower at Heathrow Airport with sole responsibility for landing all incoming aircraft - no mean task by any standards! Not only do you have to handle a variety of data, but your decisions have to be of the highest order. Make a mistake and it's Airport II all over again.

The screen is excellently presented, managing to convey all the information necessary for the job both clearly and concisely. In the centre is the radar screen which display Heathrow Airport and the landing runway. Surrounding that are four stacks which are circles by aircraft waiting to land. Aeroplanes are identified as light blocks with a trail of dots.

The communication link with aircraft is displayed at the bottom of the screen, where altitude, direction and

speed instructions can be given. There are eight levels which get successively more difficult and present the player with different problems: from coping with mixed traffic to emergency landings.

Southern Belle takes you back to the 1930s and puts you in control of a King Arthur class steam locomotive. Your task as Fireman and Driver is to take the London to Brighton run, over 50 miles in all.

The centre of the screen displays a view of the cab and controls, and the line ahead. Graphically this is nicely done although the landscape is barren. The rest of the screen provides control information: speed, distance, signal, gradient, coal and water. There are seven levels on all, from a slow training run to faster ones where the problems are harder to deal with.

No doubt this double game disc will appeal to aviation or steam locomotive enthusiasts, and their potential in the classroom cannot be ignored.



## DISTRACTIONS • Design Design • 8000's only • \$59.95

**D**istractions is a compilation of three games. Mutants, mazes and mushrooms just about sum up the first game in this trilogy. In "On the Run", replete with protective suit and jetpack, you find yourself in a maze with only an hour in which to find seven flasks. These are not ordinary flasks, of course, but contain toxic chemicals.

Out to stop you are a host of malicious mutants from giant jellyfish to noisome gnashers. Contact with any of these saps your energy, which must be continually replenished by picking up various objects that are scattered about the maze.

This game is simple but very playable. The graphics are large and for the most part detailed.

The second game, 2112AD, is a little dry. A computer has assumed a mind of its own, a scenario that anyone with a PCW can relate to. Accompanied by your faithful robo-hound Poddy, it's your task to collect ten code pieces (no, not codpieces), scattered throughout the computer complex. Along the way you must avoid a number of mechanical monsters, who quite rightly

assume that computers are superior to humans. Gather the code pieces together, insert them in the right order and the game's won - simple!

Initially this game is quite difficult to get into. First, there seems to be an infinite number of icons (OK, twenty or so) and second, the windows which display them are not exactly huge. Once you get the hang of the game, however, it turns out to be quite intriguing.

The final game is a 3-D arcade adventure entitled NEXOR, which stands for Nemesis EXperimental and Operational Research, whatever that means. The idea of the game is to stop the Nemesis device and its blueprints being captured by the Andromedans.

Finding yourself in a multi-level complex, surrounded by buildings that look not unlike New York sky-scrapers, you must scamper about as fast as you can. Dilly-dally too long and the Andromedans will beat you to it, seize the Nexor device and the valuable documents that accompany them.

All three games are enjoyable in their own way and for the money you can't complain.

## LEATHER GODDESSES OF PHOBOS • Infocom • All PCW's • \$65.95

**L**ascivious, licentious, lewd, Leather Goddesses of Phobos is the ultimate in titillation (and carries an "Adults Only" rating in the software list). If you're into bondage, all the better! For this game is a randy romp through the solar system.

But wait, before any prudes out there start getting their leather knickers in a twist, the game is parody rather than pornography. And what it parodies is US pulp Sci-fi of the 1930s... whatever that was like!

The scenario is this. The Leather Goddesses of Phobos (Phobos being a Martian moon) want to turn the Earth into a sexual playground, and all men and women into sex slaves. So what's the problem? I suppose some people just don't like enjoying themselves these days. So, it's your job to frustrate their rather enlightened plans.

To do this you have to find a variety of apparently unrelated items and then build the weapon which will stop the voluptuous Martians in their voluptuous tracks.

Having drunk yourself silly in Big Joe's Bar, Upper

Sandusky, Ohio you go to relieve yourself in the 'Gents' or 'Ladies'. Your choice determines your sex (so if you are male and want to play transvestite use the 'Ladies').

No sooner have you relieved yourself, then there's a flash of lightning and you are kidnapped by a bunch of aliens. Some hours later you wake up in a cell, far far away from Joe's Bar, and thus the adventure begins.

There are three playing modes: tame, suggestive and lewd. To play lewd, however, you have to be or pretend to be eighteen, otherwise it's a no-no. Appropriately, the text can be read in briefs: namely 'brief' or 'superbrief' mode, or if you want to do without briefs all together (you naughty person!), you can switch to verbose.

Like all Infocom games, this one permits multi-commands,

and has an extensive vocabulary and a good range of responses. The special command 'Diagnose' gives you a brief report on your medical condition (in this type of game you are prone to all types of illnesses!).

Leather Goddesses of Phobos promises many hours of entertainment. Hot Stuff!

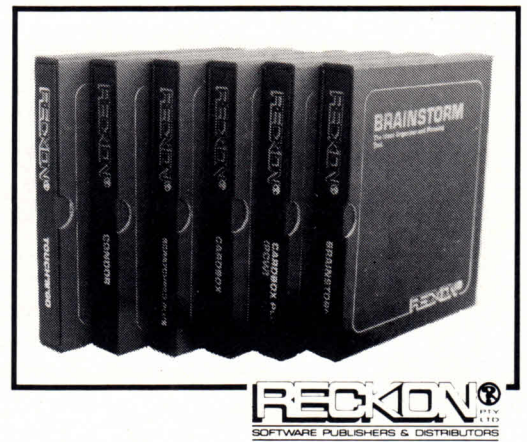




# Software the professionals use!

**THE RECKON COLLECTION ADVERTISED HERE CAN BE YOURS FREE**

Simply purchase any one of these products, return the enclosed registration card to Reckon Software and you will go into the three monthly draw. If your card is drawn, you will win this entire collection of award winning and beautifully packaged software.



**RECKON**  
SOFTWARE PUBLISHERS & DISTRIBUTORS

**Amstrad**  
PCW 8256/8512/9512  
\$99



There is no other spreadsheet available for the Amstrad PCW range that has quite as many useful features as ScratchPad Plus.

Other than those features you would expect from any quality spreadsheet you can look forward to the following that puts the Plus into the product's name.

#### Virtual Memory

All spreadsheets begin by building a model in memory, but unlike most spreadsheets, ScratchPad Plus does not stop when you have used all the available memory. It pretends that your disk drive is extra memory and uses the space to continue working for you. This means you can create larger spreadsheets.

#### Variable Spreadsheet Dimensions

With all other spreadsheets, the theoretical size of rows and columns is fixed. This means that you are forced to fit your application to the spreadsheet. Not so with ScratchPad Plus, you can decide how many rows and columns you want and not only save a lot of space but make the spreadsheet fit your application.

#### Multiple Windows

This feature is particularly useful if you are working with larger spreadsheets. It allows you to divide your spreadsheet into different sections called "windows", view them all together on the screen and jump between them as you wish.

#### Instant Help

ScratchPad Plus has a comprehensive "On-Line" help system available to you at all the time you are working with your spreadsheet.

ScratchPad Plus also has a wider variety of mathematical, statistical and financial functions than most spreadsheets.

**Amstrad**  
PCW 8256/8512/9512  
CPC 6128/464 WITH  
CP/M  
\$99



Imagine you have to prepare a report, plan a holiday, launch a new product, arrange a wedding or simply sort out your ideas on a new activity.

BrainStorm is a three dimensional scratch-pad designed to be the quickest and most efficient way of organising your thoughts on any subject. It allows you to think, write, edit and structure all at the same time.

First dump your random thoughts into BrainStorm. Identify major points; jot in other thoughts as they come to you; maybe develop an idea that particularly appeals.

Unobtrusively BrainStorm starts to develop a model of what's on your mind. You don't have to screw up balls of paper, use an eraser or write things out again. You can cut, paste and amend your ideas at will. Add in afterthoughts, change emphasis and resequence...all at the touch of a few keys.

BrainStorm is the equal to a word processor on words, or a spreadsheet on numbers. With it you will develop the ideas in your mind...all in a fraction of the time it takes with a scratchpad and pencil. If you think you must BrainStorm.

Reckon Software Pty. Ltd.  
FREEPOST 868  
706 New South Head Road,  
Rose Bay, NSW 2029  
Tel: (02) 371 9222  
Fax: (02) 371 0098

**Amstrad**  
PCW 8256/8512/9512  
CPC 6128/464 WITH  
CP/M  
\$69



Are you frustrated by the keyboard barrier? Would "error prone and slow" fairly describe your keyboard skills?

Touch 'N' Go will change all this. It is a carefully designed keyboard course developed over the last 20 years. Having been implemented on today's business microcomputers it has achieved success as the UK's most popular typing tutor. And now it's available for the Amstrad range of disk-based computers.

The course develops your skill on the QWERTY keyboard and numeric keypad. With a little concentrated effort you can achieve mastery in just 24 hours.

It is actually so much fun to use that it becomes addictive. So don't start using Touch 'N' Go when you have something more important you should be getting on with!

Touch 'N' Go gives you the opportunity to banish keyboard frustration forever and increase productivity with the software products you use.

**Amstrad**  
PCW 8256/8512/9512  
CPC 6128/464 WITH  
CP/M  
\$129



Cardbox is the most popular, the most flexible, the fastest and in fact THE BEST simple electronic card-indexing system on the market.

With Cardbox you can maintain instantly accessible records of customers, supplier, staff, books, journal extracts, club memberships, widgets and just about anything you can think of. You design the card layouts yourself and index the information as you put it in. You can have any number of keywords in a file, display or print cards in any format and exchange information with other programs.

You can have up to 65,000 cards in any one file (depending on disk capacity). Each card can have up to 1404 characters on it. There can be up to 26 fields on each card. The largest field you can have is 1404 characters (the size of the card). And there is absolutely NO LIMIT to the number of indexed words you can have on a card or in a file, if you require more power and size ask us about Cardbox-Plus.

**THE RECKON COLLECTION  
COMPETITION WINNERS WILL BE  
ANNOUNCED IN AMSTRAD USER**



**AVAILABLE AT GRACE BROS AND  
ALL AMSTRAD COMPUTER DEALERS.**



**W**ith your PCW9512 you get Locomotive Software's LocoScript2 word processor. Locomotive Software have developed some extra products to help you get even more from your PCW9512.

These products will help you use your PCW to its fullest extent - by using a wide range of extra printers, by using other daisywheels on the PCW's printer, and by using LocoMail in a more sophisticated way.

### 9512 PRINTWHEELS DISC

*The 9512 Printwheels Disc contains some special software and files to help you use foreign printwheels with your PCW9512 built-in daisywheel printer.*

### USE WITH LOCOSCRIPT

The PCW9512 comes with an English printwheel for you to use for English language documents. If you use any of the characters on this wheel in a LocoScript document the correct character will be printed. You can change to any other English wheel and this will still be true, although you may need to change the Character Style if the new printwheel is designed to print at a different character pitch (for details of Character Style, see your PCW9512 user guide).

If you buy a foreign printwheel you will need to use a LocoScript Character Set which matches the printwheel. If you do not, you will get the wrong characters printed and the printer may possibly damage the printwheel by striking a character too hard, or produce a poor result by striking too softly.

The Character Sets supplied with the PCW9512 for the built-in printer were chosen to suit the range of English printwheels and to offer a good second choice for people who needed to print accents (using Swiss French wheels). If you get a Swiss French wheel you will be able to use it by selecting the Swiss French Character Set which is also supplied on your PCW9512 master disc.

The 9512 Printwheels Disc contains Character Set files corresponding to all official printwheels for the PCW9512. If you buy a printwheel other than from the English or Swiss French ranges, you will also need to get the 9512 Printwheels Disc. You will need to select a Character Set from this disc and copy it to your LocoScript Start-of-Day disc. From then on you can use LocoScript's menus to select the Character Set matching the new wheel on the built-in printer.

On the PCW9512 you can use different sets of characters simply by changing printwheels on the daisywheel printer. If you want, you can exploit this flexibility with LocoScript 2. Copy onto your Start-of-Day disc Character Set files for all the various printwheels you are going to use, then you'll be able to choose which one to use for any document simply by selecting it from a LocoScript menu. LocoScript will even check that the current setting of your printer matches each document.

So that you can also use new printwheels produced by third parties, or even to special order just for you, the 9512 Printwheels Disc also contains a program similar to CHARKIT described later. This will produce a Character Set for a special wheel for your PCW9512 built-in printer.

### USE WITH CP/M

A second program is supplied on the 9512 Printwheels Disc. This takes a printwheel definition and installs it into CP/M. From then

until you next reset your PCW, any CP/M program can print the full range of characters on the wheel. The disc includes printwheel definitions for all the official printwheels, and it is a straightforward task to create your own for new or special wheels. A new version of CP/M is needed to work with the 9512 Printwheels Disc, and this is included on the disc too.

### PCW9512s OUTSIDE THE UK

The descriptions given here assume that you are using a UK version of the PCW9512. If you bought your machine in Australia or New Zealand then you most probably have the UK version. If you are using any other nationality of PCW9512 the standard and alternative printwheels will be different, so that they suit your own national language. You should substitute these wheels for English and Swiss French in the above descriptions.

### THE PRINTER DRIVER AND CHARACTER SETS DISC

*The Printer Drivers and Character Sets Disc contains some special software to help you control extra printers and match LocoScript 2's characters to the characters your printer can print. This is for use with the additional printers supported by LocoScript 2.*

### CHARACTER SETS

Using a different printer with your PCW9512 can cause problems when printing certain characters. For

# LOCOSCRIPT UTILITIES FOR 9512's

The optional extras to make your PCW9512 an even more productive workhorse



example, you may type # and actually produce £ - or, to look at it another way, you may have to type # in order to produce £!

The problem occurs when the Character Set LocoScript is using doesn't match the character set on your printer and, in particular, when it doesn't match the printwheel you are using. The Character Sets supplied with LocoScript 2's printer drivers were chosen to be as general purpose as possible. Consequently, they work fine with standard characters like A...Z, a...z, 0...9 but are less likely to get right the special characters that vary from printer to printer, and especially, from printwheel to printwheel.

#### **TAILOR-MADE CHARACTER SETS**

The Printer Drivers and Character Sets Disc contains the program CHARKIT that will let you produce your own Character Sets - specifically tailored to your printer's character set and to the printwheels you use. CHARKIT allows you to produce extra Character Set files, which LocoScript can then use to print all the characters available on your printer correctly. (NOTE: A similar problem can occur with the PCW9512's built-in printer when you use a foreign daisywheel. In that case, you should use the 9512 Printwheels Disc which is described earlier.)

#### **USING CHARKIT**

You run CHARKIT under CP/M, and provide it with a list of the characters you can print, and how these are described to your printer. You can even specify which characters are accents, and LocoScript will then automatically use these when printing accented characters. To make this a straightforward task, the Printer Drivers and Character Sets Disc also contains some sample lists of characters for an example printer, and the documentation explains how these are used. You can use LocoScript to prepare and change the lists. There are also some extra programs to help you find out which characters are on your

printwheel and what widths give the best effect (in case your printer's documentation is not so helpful!).

For the adventurous, you can also get LocoScript to print characters which your printer doesn't have by superimposing characters that it does (possibly with small positioning adjustments too).

Many printers allow you to choose different sets of characters that it can print - by choosing options on matrix and laser printers, or changing printwheels on daisywheel printers. For example, on an Amstrad DMP4000 you can select the FX80 character set or the IBM character set and on a Diablo 630 you can choose, say, English or Bilingual printwheels. If you want, you can exploit this flexibility with LocoScript 2. Use CHARKIT to create different Character Sets for various sets of characters you can print, then you'll be able to choose which one to use for any document simply by selecting it from a LocoScript menu. LocoScript will even check that the current setting of your printer matches each document.

#### **PRINTER DRIVERS**

If you have a printer which you want to use with LocoScript 2, you need a special file called a Printer Driver. Printer Drivers for a few of the most popular printers are included on the PCW9512 master disc. The Printer Drivers and Character Sets Disc contains over two dozen printer drivers which LocoScript 2 can use to support

additional types of external printers.

The printers supported by drivers on the PCW9512 master disc are those compatible with the Diablo 630 printer (with 96 or 100 petal daisywheels) and the Amstrad DMP range of printers in FX80 mode. If your printer is compatible with one of these you will be able to use your printer with the relevant printer driver. If you do not know if your printer is compatible with one of these printers, ask your dealer. Note that FX80 compatible printers may have additional features to the DMP printers in FX80 mode.

If your printer is not compatible with one of the above printers, it may be supported by a printer driver on the Printer Drivers Disc. This supports the printers published in the list on page 41 of issue 45 (October '88), and the list is continually being increased.

Having established that your printer is supported by a Printer Driver on this Disc, getting LocoScript 2 to work with it is straightforward. First upgrade your LocoScript Start-of-Day disc to the new version of LocoScript supplied on the Printer Drivers and Character Sets Disc. Then, simply follow the instructions for installing an external printer, but instead of copying the printer files from your PCW9512 master disc, copy them from the Printer Drivers and Character Sets Disc. Once installed onto your Start-of-Day disc, you will be able to select your printer by choosing it from LocoScript's printer menu.

The following utilities for the PCW 9512 are available on Mail Order through  
The Amstrad User:

Printwheel Disc	\$59.95
Keyboards Disc	\$59.95
Printer Driver & Character Set	\$59.95

(See Mail Order Service pages at end of magazine)



# Joined up writing on a PCW8256? Yes, use LocoFont!

LocoFont Set 1 & 2 give you ten distinctive tpestyles on the PCW's built-in matrix printer.

With LocoFont your PCW printer can print in a variety of different tpestyles. A total of fourteen styles are available in Set 1 and Set 2.

A set of LocoFont tpestyles consists of a disc including a "character set" file for each of the extra tpestyles, together with full installation instructions. Except for Old English, all styles include all of the characters provided by LocoScript2. Briefly, all you need to do to access the fonts is to copy the files to the Start-of-Day disc and update the Settings file. To use one of the new tpestyles, simply select the appropriate character set.

The Sans Serif style has been designed with the same character widths as the standard style. So Sans Serif documents lay out identically to the standard style. The other new styles have different character widths and documents using these may lay out in a slightly different way.

The two "Mini" styles are designed for use at eight lines per inch, giving more characters to the page. The rest are intended to be used at six characters per inch.

Note that a document can only use a single style.

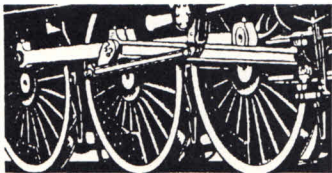
**LocoFont Set1 & 2 are available from The Amstrad User at \$75.00 and \$65.00 respectively.**

## LocoScript2 - New Edition!

If you haven't already, now's the time to move up to LocoScript2 - the better word processor for the PCW.

Not only have we released LocoFont (which only works with LocoScript2), but for LocoScript2 itself now comes with two highly quality tpestyles. And if you want to use a different printer, we now support over 250 matrix, daisywheel and laser printers - but for some, you may need the Printer Drivers Disc

The new edition of LocoScript2 costs \$87.00. Buy LocoScript2 together with our spelling checker LocoSpell for \$130.00 saving \$32 on the combined price. To complete the family, add LocoMail for \$105.00.



## LOCOMOTIVE SOFTWARE

Allen Court, Dorking, Surrey RH4 1YL  
Phone (0306) 740606

## LocoFont - Set 1

### Definite

We have been forced to adopt a tougher approach regarding returns of faulty product. We request that you now call our office on the number....  
ABCDE abcde aByDe ABfAE aBerr AEBf

### Modern

After you have disconnected the rear cover, gently remove the card marked screen and place it to one side. You should not attempt to force any of ...  
BCDE abcde aByDe ABfAE aBerr AEBf

### Roman

All amounts are now expressed inclusive of Value Added Tax. The amount still remains payable at the prevailing rate, subject to the...  
ABCDE abcde aByDe ABfAE aBerr AEBf

### Capitals

FOR SALE :  
MINI 1000 - GOOD LITTLE RUNNER, NEEDS A LITTLE WORK. TAX AND M.O.T. UNTIL JANUARY 89. NEW SUBFRAME, BRAKES ...  
BCDE abcde ABfAE ABfAE ABBf ABBf

### Script

We're glad to hear that you enjoyed the little "surprise" party that we threw for you. The flowers were father's idea and he even chose the...  
ABCDE abcde ABfDE aBye aBerr AEBf

### Deco

Avocado Pear £1.95  
Fruw Cocktail £2.50  
Paté £1.95  
Cantelepe Melon £1.95  
BCDE abcde aByDe ABfAE ABBf aBerr

### Copper Plate

You are invited to join in with another of Teds houswarming parties. This time if you want anything other than hotdogs, crisps and beer then...  
ABCDE abcde aByDe ABfAE aBerr AEBf

### Finesse

St David's School - Summer fête 88  
This year's fête will be even bigger than last year's. We hope to exceed last year's fund raising efforts ....  
BCDE abcde aByDe ABfAE aBerr ABBf

### Standard

Please find enclosed confirmation of your order for an additional 50 brass fittings with screw threads. There is a five percent increase to our...  
ABCDE abcde aByDe ABfAE aBerr ABBf

## LocoFont - Set 2

### Penman

This will probably be the longest letter that I have ever written to you. I just haven't had time to put "pen to paper" since I started my...  
ABCDE abcde aByDe ABfAE aBerr ABBf

### Old English

The Old Antique Shop  
27 The Square, West Street  
Somerton, Somerset  
SA23 4BQ  
ABCDE abcde

### Mini 15/17

The software contained in this package is supplied on the terms and conditions indicated below. Opening of this package indicates acceptance of...  
ABCDE abcde aByDe ABfAE aBerr ABBf

### Mini PS

You should follow very carefully the installation instructions enclosed with this package. Do not start to use the package until you have first  
ABCDE abcde aByDe ABfAE aBerr ABBf

## Mail your orders to:

THE AMSTRAD USER,  
1/245 Springvale Road, Glen Waverley,  
Victoria. 3150.

## Phone your firm orders to:

(03) 233 9661

Bankcard, Mastercard or Visa accepted.



# PLAYING TRAINS

Adrian Wilkins reports on a batch of near-as-dammit free software

This month we start an occasional series on the wonderful world of Public Domain software and bring you an in-depth look at some of programs in our collection.

## USER DEFINED GRAPHICS

Although it may sound like the noise a hedgehog makes as it is squashed by a truck on the Prince's Highway, UDG (for 'User Defined Graphics') is a program which enables you to redefine any of the standard characters as they appear on the PCW screen, either singly or as a group (called an 'icon'). Right up the street for budding artists and those writing chess or bridge-playing programs.

UDG was written by John Stephenson, and is a hybrid between a BASIC program and assembler. The assembler bits (in a file called UDG.COM) need to be run first of all by typing the command UDG at the A> prompt. After this you then run BASIC and load the remainder (from the file

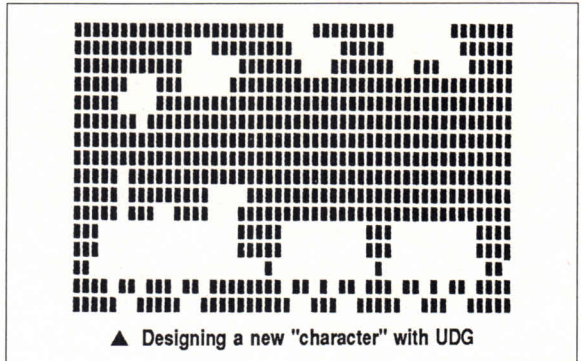
UDG.BAS). The program is menu-driven, and you use the cursor keys in conjunction with the '1' key to toggle parts of the character dot matrix from light to dark. The example here illustrates how the 12 lower case characters 'a' through 'l' have been redefined to represent one continuous icon of a toy train.

UDG, as all PD programs, is not accompanied by any documentation other than a set of files on the disc which you have to print out for yourself. There is no support service to ring if you get stuck, although you don't need to understand any programming to get going.

UDG permits you to save your modified characters so that you may return to them later, and there is also a mode whereby the characters in question may be stored for automatic loading from CP/M. For example, you could save the character set containing the train as a command file TRAIN.COM which would be run prior to any other program which required you to use the train symbols, such as a BASIC program.

There are three pitfalls to point out:

1. Use a different range of characters which don't overlap with those normally used. I chose a,b,c and so on, but when I ran BASIC instead of announcing itself as "Mallard Basic



with Jetsam" it said "M(smoke)(train)(train)(smoke)r(smoke)B(smoke)s(train)..."

2. Ensure you have plenty of spare space on the disc when storing character fonts. UDG is not clever enough to check for disc full errors, and would only write half a character matrix - running the resulting file can crash the PCW.

3. The character redefinition only works on the screen - even using BASIC's LPRINT command won't print them out onto paper. This is because the printer driver uses a different set of character definitions which are unaffected by UDG. However, you can do a screen-dump by pressing [EXTRA] and [PTR] simultaneously (on 8000 series machines only).

*UDG is just one program to be found on the "PCW Graphics" disc. For a full list of the range of Public Domain software obtainable through this magazine, turn to pages 22 and 23.*

```

1 FOR I=1 TO 5 : PRINT : NEXT
2 FOR I=1 TO 9 : FOR J=97 TO 102 : PRINT CHR$(J); : NEXT : PRINT " " : NEXT : PRINT
3 FOR I=1 TO 9 : FOR J=103 TO 108 : PRINT CHR$(J); : NEXT : PRINT " " : NEXT : PRINT
4 FOR I=1 TO 5 : PRINT : NEXT
5 PRINT "TOOT TOOT"
6 FOR I=1 TO 5 : PRINT : NEXT

```

After running UDG, ▲ this listing... produces this ▼



TOOT TOOT



# DRAWING PACKAGE

by Ron Archer

Although full-blown graphics packages for the PCW are difficult things to write, this little listing is a lot of fun. The program is sheer simplicity.

Type it in and run it. If you want to start a new picture from scratch, press N at the first question (the other option is to load a picture you previously saved). Now you simply build a picture by placing •s (filled circles, however due to the PCW not having square characters it looks more like an ellipse) where you want them on the screen. You move the cursor around the screen using the normal cursor keys. If you want to draw (in other words if you want a • placed in a specific place) you press [PASTE] with the cursor in the square you want. Every square you move the cursor to from now on will be filled with a • until you press the space bar. If you press [CUT] you go into erase mode, where every square the cursor moves over becomes a space again.

When you have finished your drawing you press 'F' for finish and your drawing is saved as a disc file under any name you choose - up to 8 characters. The program adds the file extension .DWG to the file name and when you want to recall a drawing it shows you a directory of all suitable files. Don't type the .DWG part when saving or loading files.

And then the fun really starts. When the program saves your drawing it doesn't just save the final pattern, but instead it saves the sequence of keystrokes you used to move around the screen creating it. So when you choose R for 'Recall a file from disc' the PCW starts in the same point and faithfully follows your route around the screen filling and erasing as it goes. Only it moves a lot quicker than you do.

This means that not only can you load a finished drawing, but with a little imagination you can also produce impressive changing and moving graphics. With a slight modification you could use these files to produce imaginative display features, building up words and graphics and changing them. Hours of fun.

The only way to get a printed copy of your works of art is to take a 'screen dump' by pressing [EXTRA]+[PTR], and this isn't available to 9512 owners.

```
100 ' Drawing Program
110 ' by Roy Archer
120 ' The Amstrad User, Dec '88
130 '
140 e$=CHR$(27):cls$=e$+"E"+e$+"H":DEF
  FNp$(x,y)=e$+"Y"+CHR$(32+x)+CHR$(32+y):
  x=15:y=45
150 PRINT cls$;e$"0"
160 PRINT:INPUT "New Drawing or Recall
```

# TWO TREATS

This month's PCW type-ins provide a small drawing program with big potential and a calendar printing program to keep you up-to-date in 1989

```
from Disc [N/R] ";a$:a$=UPPER$(a$):PRIN
T
170 IF a$="N" THEN 220 ELSE IF a$="R" T
HEN PRINT "DRAWING DIRECTORY - ";
180 IF FIND$( "*.DWG")<>" " THEN FILES "*"
.dwg" ELSE PRINT "None":GOTO 160
190 PRINT:PRINT:INPUT "Type file name [
omit '.DWG] ";f$:f$=f$+".DWG":PRINT cls
$;e$"f"
200 OPEN "I",1,f$:INPUT #1,e:FOR i=1 TO
  e:INPUT #1,x,y,d:PRINT FNp$(x,y)CHR$(d
);:NEXT
210 GOSUB 390:GOSUB 380
220 OPEN "O",2,"M:TEMP.DWG":e=0:PRINT c
ls$
230 PRINT FNp$(30,15)"[PASTE] to Draw;
[SPACEBAR] for Space; [CUT] to Erase OR
  F to Finish"
240 GOSUB 300
250 i$=UPPER$(INKEY$):IF i$=CHR$(32) TH
EN d=0 ELSE IF i$=CHR$(70) THEN 330
260 IF i$=CHR$(23) THEN d=188:GOSUB 300
  ELSE IF i$=CHR$(21) THEN d=32:GOSUB 30
  0
270 IF i$=CHR$(31) THEN x=x-1:GOSUB 300
  ELSE IF i$=CHR$(30) THEN x=x+1:GOSUB 3
  00
280 IF i$=CHR$(1) THEN y=y-1:GOSUB 300
  ELSE IF i$=CHR$(6) THEN y=y+1:GOSUB 300
290 GOTO 250
300 PRINT FNp$(x,y)CHR$(d):IF d=32 OR d
  =188 THEN GOSUB 320
310 PRINT FNp$(30,0)"Row"x"Col"y:PRINT
  FNp$(x,y):;RETURN
320 PRINT #2,x,"y","d",":;e=e+1:RETURN
330 CLOSE 2:PRINT FNp$(30,0);e$"f";e$"K
":GOSUB 390
340 PRINT FNp$(30,0);e$"e";:INPUT"Save
  this Drawing [Y/N] ";a$:a$=UPPER$(a$)
350 IF a$="N" THEN 380 ELSE PRINT FNp$(
  30,0)e$;"K";:INPUT"New Filename ";f$:f$
  =f$+".DWG"
```



```

360 PRINT FNp$(30,0);"Please wait a mom
ent";e$;"K":OPEN "I",2,"M:TEMP.DWG":OPE
N "O",1,f$
370 PRINT #1,e:FOR p=1 TO e:INPUT #2,x,
y,d:PRINT #1,x","y","d",";:NEXT:CLOSE 2
380 CLOSE 1:PRINT e$"1";e$"e";cls$:END
390 WHILE INKEY$="":WEND:RETURN
    
```

```

140 LPRINT TAB(28);y;"C A L E N D A R":
n=1
150 FOR c=1 TO 6:LPRINT TAB(18);m$(n);T
AB(51);m$(n+1):LPRINT
160 FOR w=1 TO 7:p=1:x=0:a=10:t=16:FOR
h=1 TO 2
170 d=b(n+x)+(w-1):LPRINT TAB(a);d$(
w);"...";
180 FOR p=1 TO 6:IF d<1 OR d>28+m(n+
x) THEN 200
190 LPRINT TAB(t);d;
200 t=t+4:d=d+7
210 NEXT:x=1:a=43:t=49
220 NEXT:LPRINT
230 NEXT:LPRINT:n=n+2
240 NEXT
250 DATA SUN, JANUARY, 3, MON, FEBRUARY, 0, T
UE, MARCH, 3, WED, APRIL
260 DATA 2, THU, MAY, 3, FRI, JUNE, 2, SAT, JUL
Y, 3, AUGUST, 3
270 DATA SEPTEMBER, 2, OCTOBER, 3, NOVEMBER
, 2, DECEMBER, 3
    
```

# CALENDAR MAKER

by Thomas Sykes

Farmers and garage proprietors are inundated with calendars at the start of the year. For some reason spares distributors and fertiliser manufactures feel their messages are best conveyed by pictures of the sunset around Australia or scantily (or even less) clad women.

The rest of us have to rely on digital watchers or pocket diaries received as gifts from great aunts. Now you can cast them to the wind, with the ultimate alternative courtesy of The Amstrad User. Thomas Sykes' neat and well written program produces a calendars for year of your choice. Type in the program, load up your printer, define the year and a well formatted listing of the full twelve months, chugs out onto the paper.

There is a slight restriction on the range of years the program can handle, but this is due to Pope Gregory and not Mr. Sykes. Any year before 1583, when the days were measured according to the Julian Calendar, will not be calculated correctly. Since Australia had not been discovered back then this shortcoming should not present too much of a problem.

The calculation in lines 180 and 190 determines where New Year's day falls in the selected year, and the other days are worked out from there. The actual printing is governed by lines 250 to 350. Two months are printed once, across the paper, producing a smart and useful finished calendars.

```

10 ' Calendar Program
20 ' by Thomas Sykes
30 ' The Amstrad User, Dec '88
40 '
50 CLEAR:PRINT CHR$(27)+"E"+CHR$(27)+"H
"
60 DIM m$(12):DIM m(12):DIM b(12)
70 INPUT "CALENDAR YEAR REQUIRED ",y
80 l=y-3+INT((y+3)/4)
90 e=- (1-7*INT(l/7))
100 FOR c=1 TO 12:IF c<8 THEN READ d$(c
)
110 READ m$(c):READ m(c): IF INT(y/4)=
y/4 THEN m(2)=1
120 e=e-m(c-1):b(c)=e+(7 AND e<-5)
130 e=b(c):NEXT
    
```

1989 CALENDAR

JANUARY					FEBRUARY					
SUN...	1	8	15	22	29	SUN...	5	12	19	26
MON...	2	9	16	23	30	MON...	6	13	20	27
TUE...	3	10	17	24	31	TUE...	7	14	21	28
WED...	4	11	18	25	WED...	1	8	15	22	
THU...	5	12	19	26	THU...	2	9	16	23	
FRI...	6	13	20	27	FRI...	3	10	17	24	
SAT...	7	14	21	28	SAT...	4	11	18	25	

MARCH					APRIL					
SUN...	5	12	19	26	SUN...	2	9	16	23	30
MON...	6	13	20	27	MON...	3	10	17	24	
TUE...	7	14	21	28	TUE...	4	11	18	25	
WED...	1	8	15	22	29	WED...	5	12	19	26
THU...	2	9	16	23	30	THU...	6	13	20	27
FRI...	3	10	17	24	31	FRI...	7	14	21	28
SAT...	4	11	18	25	SAT...	1	8	15	22	29

MAY					JUNE					
SUN...	7	14	21	28	SUN...	4	11	18	25	
MON...	1	8	15	22	29	MON...	5	12	19	26
TUE...	2	9	16	23	30	TUE...	6	13	20	27
WED...	3	10	17	24	31	WED...	7	14	21	28
THU...	4	11	18	25	THU...	1	8	15	22	29
FRI...	5	12	19	26	FRI...	2	9	16	23	30
SAT...	6	13	20	27	SAT...	3	10	17	24	

JULY					AUGUST					
SUN...	2	9	16	23	30	SUN...	6	13	20	27
MON...	3	10	17	24	31	MON...	7	14	21	28
TUE...	4	11	18	25	TUE...	1	8	15	22	29
WED...	5	12	19	26	WED...	2	9	16	23	30
THU...	6	13	20	27	THU...	3	10	17	24	31
FRI...	7	14	21	28	FRI...	4	11	18	25	
SAT...	1	8	15	22	29	SAT...	5	12	19	26

SEPTEMBER					OCTOBER					
SUN...	3	10	17	24	SUN...	1	8	15	22	29
MON...	4	11	18	25	MON...	2	9	16	23	30
TUE...	5	12	19	26	TUE...	3	10	17	24	31
WED...	6	13	20	27	WED...	4	11	18	25	
THU...	7	14	21	28	THU...	5	12	19	26	
FRI...	1	8	15	22	29	FRI...	6	13	20	27
SAT...	2	9	16	23	30	SAT...	7	14	21	28

NOVEMBER					DECEMBER					
SUN...	5	12	19	26	SUN...	3	10	17	24	31
MON...	6	13	20	27	MON...	4	11	18	25	
TUE...	7	14	21	28	TUE...	5	12	19	26	
WED...	1	8	15	22	29	WED...	6	13	20	27
THU...	2	9	16	23	30	THU...	7	14	21	28
FRI...	3	10	17	24	FRI...	1	8	15	22	29
SAT...	4	11	18	25	SAT...	2	9	16	23	30



If you are self employed, perhaps a plumber or an electrician or maybe the owner of a milk bar, the Tait Accounting System (also known as Everyman Accounts) is the small business accounts package that could suit your needs.

The package has been especially designed for the computer novice and you don't have to be a book-keeping wiz either. Everyman Accounts boasts the following features: credit sales, credit purchases, cash sales, cash purchases, receipts, nominal ledger, debtors report, creditors report, Tax. totals, printing of invoices, printing of monthly statements, statements of all accounts due, and for PC owners, the printing of a trial balance. Within an hour I had fully investigated the package. Let's take a look.

#### THE SETUP

Having made a back-up copy of your original disk (to avoid unexpected surprises), you load the disk and enter some information on request: your company name, tax number and for PC owners - the length of printer paper being used. A program aptly called `INSTALL` then takes care of the installation process. PCW owners should note at this early stage that the `INSTALL` program is now wiped from the disk and a file labelled `NAMES.ADD` is created; hence the use of a back-up copy instead of your master disk. If the `INSTALL` program were deleted, major work on your part would be required to correct your companies address if you moved or used the wrong address. Take care to correctly enter these details as they are later printed onto your invoices and statements.

#### THE MAIN COURSE

The main program now loaded, you are greeted with - you guessed it, a menu! Everyman Accounts likes menus. These are not the pull-down type with which LocoScript users are familiar, but the standard 'number corresponding to an option' type. The main menu

consists of the following options: Add Data, Display/Search/Print Data, Display/Print Monthly Statement, Reports, Printer On/Off Line and Exit.

Time to do a little experimenting. After selecting the Add Data option (If you wish to create invoices this is the option to choose) you are presented with the following menu options: Credit Transactions, Cash Transactions and Return To Main Menu. Clearly the package is designed primarily to handle credit and cash invoicing.

#### THE CREDIT

A plumber with his own small business may for instance do a job, print the customer an invoice and allow for a 30 day credit period (most businesses allow credit to lapse over a period of 7 to 30 days.) Since our imaginary plumber is working on a credit basis, he would chose option 1 (Credit Transactions). This new menu reads: Credit Sales, Credit Purchases, Credit Expenses (PCW version), Capital/Journal Entry (PC version), Payment (PCW version), Debit Note, Credit Note, Return To Previous Menu. To print an invoice for a job just completed, option 1 (Credit Sales) is selected. After entering into the computer information regarding the debited account (the customer) and the credited account (the plumber), the data to be shown on the invoice is entered, including a note, the tax

rate, a reference and the total amount.

#### PAIR OF PROBLEMS ON THE PCW

I found two major problems with the invoicing facility. It is not possible to place more than one item on the invoice and the name of the item can only be a maximum of 17 letters long (the PC version may have more than one item). For our plumber, this means that on the PCW version the total work materials & labour costs must be added together and entered on the invoice as one. To have to then accompany the invoice with a handwritten breakdown of the costs somewhat defeats the purpose of using a computer.

After entering all the relevant information, Mr. Plumber could then print the invoice, or return to the Credit Transactions menu. Enough of our Mr. Plumber friend. When printing on a PCW printer, the program assumes the paper length to be 11" long, there is no way directly to change this. When I printed invoices and statements it was hard to believe the program was using 11" paper. After Tait added up the total credit column, it was supposed to print the figure on the bottom of the page, however mine was printed 3.25" of the way down.

#### MONEY IN THE TILL

Returning to the Credit Transactions

# EVERYMAN ACCOUNTS

Throw away all those old ledgers, files and calculators. The Tait Accounting System is a simple, easy to use package for the small business.



menu, we can inform the computer a payment has been made by selecting the Capital/Journal option (on the PC version, or Payment option on the PCW version). Again the system works on a double account entry format with the first account being the account to be debited (your customer's) and the second the account to be credited (yours). After inputting all the information the computer requires, the entries are processed automatically.

At the end of a month or at any time for that matter, the need may arise for you to print a statement showing your customer when and how much an invoice was for, how much he has paid (if any) and how much more is due. Everyman Accounts makes the printing of a reminder or balance notice very simple with the Credit/Debit Note functions.

### CASH UP FRONT

Selling goods and services on a credit basis is fine, but how about the small time trader who cannot afford to let goods go without the money first? For the benefit of this type of user, Tait also has a section

relating to cash sales & purchases. By selecting option 2 (Cash Transactions) from the menu this time, the following menu is shown: Cash Sale, Cash Purchases, Cash Expenses, Cash Payment ( for the PCW version), Cash Receipt (PCW version), Receipt Inward ( for the PC version) and Payment Outward (PC version).

The two transaction menus for either cash or credit are largely the same, the only major difference being that for cash transactions an immediate exchange of money occurs.

### PC VERSUS PCW

From reading through the manual you will notice that the PCW and PC versions are slightly different. However there is one difference that the manual does not state. The PC version allows for more than one item on the one invoice, thus calling it an item invoicer. The PCW version only allows a single item per invoice, hence the name job invoicer.

### CONCLUSION

On opening the manual the first text you see is a section titled First

Word. This tells you that the package you have just bought is designed for the absolute beginner. I couldn't agree more, and in fact found the manual to be of little help (aren't all manuals these days?). A practical example of someone buying a product would have made an excellent tutorial. The publishers did not however include such an example.

As stated earlier, the Tait Accounting System would be adequate for the small time self employed person. Anyone handling a large amount of goods may find Tait a little limited. Without stock control and with the limitation of what can be displayed on a single invoice (for PCW owners), Tait's scope of users is somewhat limited. It is a pity, but not offering the same features as the PC version, I cannot see the PCW version of Everyman Accounts to be real value for money. On the other hand, at its current price, the Tait Accounting System on the PC is an excellent package.

*Everyman Accounts is imported by Pactronics. The PC version is available for \$149 and the PCW version sells at \$129.*



## The definitive book on Basic2 from Locomotive Software

- detailed description of Basic2 utilities
- tuition in programming for beginners
- advanced facilities for serious users
- full appendices and index

### Available from:

The Amstrad User,  
1/245 Springvale Road,  
Glen Waverley, Vic. 3140  
Phone: (03) 233 9661

### for only

**\$39.95 + p.p.**

(Subscribers' price \$37.50 + p.p.)



# DAATAfax

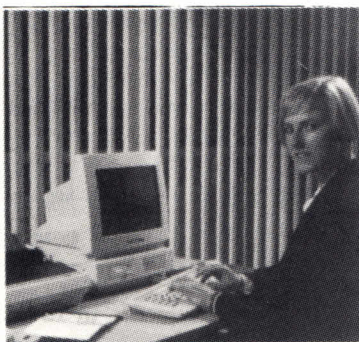
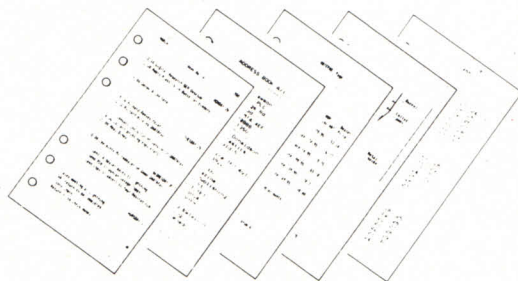


## DAATAfax for the AMSTRAD PCW 8256/8512/9512

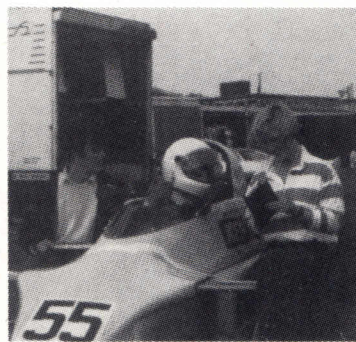
This exciting new product is a computer-based personal organiser that generates Filofax (TM) compatible output using the Amstrad PCW printer, together with DAATAfax computer stationery, which is available pre-punched with six holes either in white or a range of pastel colours.

The program, which consists of four modules, makes use of ICONs for ease of use and can be used either by the keyboard function keys or alternatively via the Kempston Mouse.

The datafiles generated by the program can be backed up on disc so eliminating the heartaches associated with losing your Filofax!



► IN THE OFFICE

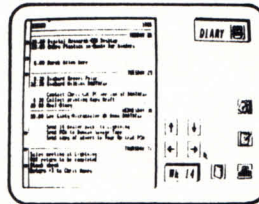


► AT THE RACE CIRCUIT



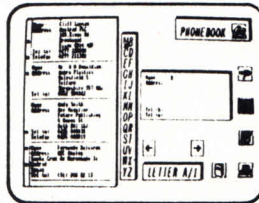
► IN THE STUDIO

### DIARY



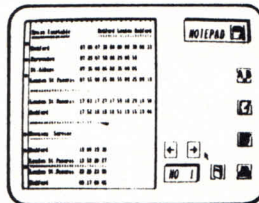
This features six lines per day and four days per page. Printing is selectable for a range of weeks up to a complete year. The powerful on-screen text editing facilities include cut and paste, enabling entries to be moved to other parts of the diary via the clipboard.

### PHONEBOOK



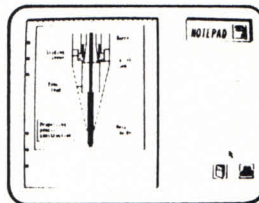
The phonebook allows names, addresses and telephone numbers to be stored in abbreviated one or two line formats, or as full entries. An alphabetic index is provided enabling fast access to the entries. The powerful search facility enables entries to be located by matching phone numbers and/or part of the name and address.

### NOTEPAD



This option allows text entry in free format and can be used to hold notes in greater detail than those held in the diary. As well as comprehensive text editing; facilities which include word-wrap, cut and copy, cut and paste, tab setting are provided which are particularly useful for printing timetables, expense sheets, bank balances etc.

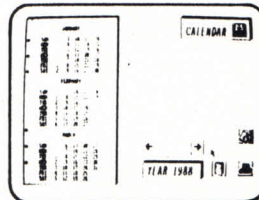
### GRAPHICS



A graphics conversion program is provided enabling graphic images generated from within "The Desktop Publisher" (Database) to be read into the Notepad Option, which can then be printed onto DAATAfax paper.

A further conversion program is provided for Locoscript files enabling these also to be read into the Notepad.

### CALENDAR



This option prints three months per page for any year. The selected month is also shown whilst in the Diary Option (standard mode).

## KEMPSTON

Pick up the phone and order your DAATAfax Gift Pack today. **Only \$149.00**

• Dealer enquiries are welcome •

#### Pack Includes:

- DAATAfax Software
- DAATAfax Binder
- Subject Tabs
- Computer Stationery
- Instruction Manual

#### Only Available From:

The Amstrad User,  
1/245 Springvale Rd.,  
Glen Waverley. VIC. 3150.  
Ph: (03) 233 9661



# EASY DOES IT WITH EASY-DOS

After working over a hot PC for hours on end your mind suddenly goes blank. What is the right syntax to copy from drive A to drive B? Enter Easy-Dos - a new utility imported by Pactronics to help you over those mental aberrations.

Easy-DOS is a useful tool for those moments of mental aberration. It's also useful for people who are not too well versed in the intricacies of the DOS command syntax. Essentially it boosts productivity by responding to plain English commands and translating them into DOS commands. Developed in Canada, Easy-DOS uses the same computerised system as that used by the Canadian Weather Bureau in translating English weather forecasts into French. This doesn't mean that your plain commands get translated into French of course!

## THE ACID TEST

We tested Easy-DOS on a PC1512 and discovered that it should be run under DOS-Plus rather than MS-DOS, the latter causing strange characters to appear on the screen. Loading the program directly from the disc supplied provides four options: a demonstration of Easy-DOS, a tutorial on DOS, the translator itself and 'quit'.

The demonstration gives a clear 'feel' of the program in presenting examples of the plain instructions you would probably type in and then the translation into the DOS command. For instance, typing in something like "go to subdirectory TXT in directory John" will generate a prompt of "CD\john\txt". This is an important part of the package because the program will not

necessarily understand every plain command you type (rather like playing a text adventure). "Copy all files from drive a to drive b" will be understood but "dump everything from a to b" won't be recognised. This module will go on giving examples of the way plain commands could be entered until you are satisfied you will be able to converse and hit 'Esc'.

The second option is displayed as "Learning more about DOS ... a DOS tutorial" but in the notes accompanying the package it is described as "allowing you to enter your own expressions". Either way, it is simply a method of testing that you have understood the first option by allowing plain English commands to be entered and responding with the correct syntax if the program understood.

The third option is the nuts and bolts part of the program, and once more proficient and familiar with the 'parser' (for want of another word) it is likely to be the only option used. Here, if you can't remember the syntax and have input a plain English command, the program will respond as normal (as in the second option) but this time will allow you to execute the command.

## HARD OR RAM DISC

The package can be installed onto a hard disc by simply loading the

floppy containing Easy-DOS and typing "HARD". A directory is automatically created on the hard disc with a batch file in the root directory called EASY-DOS.BAT. Three other files are also copied automatically. From then on it is loaded by merely typing in EASY-DOS.

Instructions are also included on making a RAM disk containing Easy-DOS. Unfortunately, the PC1512 can only comfortably handle a RAM disc (drive C) of 34k before GEM software starts complaining. On a PC1640 the size can be 128K. Amending the RAM size is achieved through the GEM Desktop and accessing \NVR. There are three files which have to be copied to the RAM disc; EASY-DOS.DAT, EASY-DOS.EXE and EASY-DOS.OVL and between them consume 80846 bytes. As I don't use drive C that much, I have yet to work out how to get Easy-DOS working from it successfully. No doubt someone has the answer.

## SUMMARY

Easy-DOS is not a training package - more a hand-holding piece of software which sits in the wings waiting for you to forget your words and come in with a prompt.

It is more convenient to have it installed on a hard disc (if you have one) for quicker loading and if you choose to have it memory resident, make sure it doesn't take space that would exclude an application you may want to run.

If you have difficulty in coming to grips with the multitude of DOS commands, for whatever reason, Easy-DOS can save the time taken to refer to your manual for the correct syntax.

*Easy-DOS is imported by Pactronics and is available from most dealers or by mail order through The Amstrad User for \$49.95.*



**W**e all know how important it is to take regular back-ups of our data but how many of us do? With floppy discs making back-ups is just a matter of using the DISKCOPY command to create an exact copy of the disc. Do not just use one back-up disc though: you need at least two back-up discs, used on alternative days, for each working disc. Suppose for example you are in a hurry to get off home on Friday evening. You delete all the .BAK files from your working disc, dutifully make a back-up copy and then rush off home, safe in the knowledge that your files are safe. But are they?

#### THE AWFUL TRUTH

What if you come in on Monday morning and discover to your horror that all your BASIC program files have disappeared! Slowly you realise that in your rush to finish you must have typed DEL \*.BAS instead of DEL \*.BAK. Don't laugh - I have done it myself (but only once) and know someone else who did it to my files on a hard disc PC. Note that the back-up you made on Friday evening is useless too - it would be a good idea only to delete unwanted files after doing your back-ups. Even so users may only discover a file is corrupted when they next try and use it days or weeks later. In the meantime they may well have made a back-up which contains the corrupted version of the file so an older back-up is essential.

Since you may only discover that a file is corrupt after several days, many users like to keep several older back-ups - say once a week or once a month so that they can at least recover an old uncorrupted version of the file.

Well at least floppy disc users can console themselves that if they do find a disc is corrupted, only a few files will be on it. Hard disc users may suddenly find that the whole disc fails leaving 1000 or more files unreadable. The trouble with hard discs though is that they contain so many files, perhaps split across many different sub-directories, that backing up takes a long time. Since in all probability each individual back-up will never be needed it is no wonder that backing up is often neglected. That is until it is too late.

#### BACK-UP MEDIA

The easiest way to back-up a hard disc is with a tape cartridge unit. You just give one command and the unit will back up all your files while you get on with other jobs. The only snag is their price - mega-bucks for a single user. Some units though can be transferred between several PCs and hence would be ideal for the larger office with 3 or 4 PC 1512s.

If you don't have a tape cartridge you are stuck with using lots and lots of floppy discs. Since you don't want to have to copy 60 odd discs needed to back up a full 20MB disc each night, you need to select just the files which have been changed. Fortunately in addition to the date stamps on each file, MSDOS provides an

# HARD DISC USERS BEWARE

**It has been said that there are two kinds of PC user: those who have lost files in the past and those who will do the future**

"archive" flag which programs like BACKUP can use to see which files have been created or modified since they were last used.

BACKUP as provided with MSDOS is not ideal however: it is not very fast, it is awkward to use (I suggest that you create a little batch file to make it easier) and it assumes that you have an ample supply of formatted discs to use. Just imagine doing a complete backup of a 20MB disc if after copying 60 discs full of files (and using your last formatted disc) BACKUP then asks for one more! A good backup program will tell you how many discs it needs right at the start (giving you the chance to exclude a few files from the backup to reduce the volume) and will then automatically format each disc if necessary when it uses it. Since a backup program knows in advance precisely the sort of data it is going to write, there are various tricks it can use to speed up disc access, by as much as double in some cases. These tricks include reprogramming the disc controller to reduce the delays after head movements, reformatting discs with bigger sectors, overlapping discs writes and the next hard disc read, compressing data to minimise its size and using direct disc controller accesses rather than going through the operating system.

#### RECOVERING DELETED FILES

It is possible to recover deleted files provided the disc has not been written to since then (and it is sometimes possible even if the disc has since been written to). The simplest UNDELETE utilities will only work on floppy disc drives but more advanced ones work on hard discs as well. The difficulty is that whilst such programs can find the first sector of a deleted file easily there is no way except guess work that they can decide which ones will be next: usually these programs assume that they will be the next unused sector but often on a crowded disc they are not. So often an apparently successful recovery of a deleted file will bring back a file of the right length but with the wrong data in it after the first 2048 bytes!

#### RECOVER

There is a program on your disc called RECOVER



# LOCOMOTIVE BASIC TO BASIC2

**Petr Lukes draws on his programming experience and shows us how he converted one of his old CPC Locomotive Basic programs into Basic2 for the Amstrad PC**

I have finally succumbed and bought a PC1512 at the current special price. It comes with the early (buggy) version of Basic2, version 1.12; it must be a left over from some warehouse, but there are no problems with it. And the bugs can be fixed: see PC-Help in TAU, October 1987.

Since I have a number of CPC Basic programs, the first concern was the possibility of using them with Basic2 on the PC. This excluded any programs which used machine language; not only would they need re-

coding, but Basic2 does not seem to provide an interface to low level routines (no PEEK, POKE and CALL).

The first attempt was slightly confused, but ultimately successful. Since I have a 5.25" drive on the CPC, the different disc size presented no problem. And, luckily, the PC comes with DOS Plus (expanded CP/M 86), which recognises a "160K CP/M Disc", which is identical to the "IBM" format on the CPC. And since Basic2 runs under GEM which runs under DOS Plus, both machines have a common disc format available. I am not sure that the CPC6128 FORMAT includes the IBM format, but it can be obtained with the FORMATS utility, TAU February 1988.

I will omit the false starts and the unnecessary steps I took, and describe the transfer and modification of HANOI, from TAU September 1987. It does not use any fancy graphics, all output is text to the full screen in a particular format. On the CPC, I formatted a new disc to the IBM format, loaded HANOI from the DATA disc it was on and saved it to the IBM disc as "hanoi", a (the 'a' option saves it as text, not in the internal Basic form). On the PC, in MS-DOS FORMAT, I formatted a new disc using the default options, then rebooted and followed the lengthy process of loading Basic2.APP, and removed the Basic2 disc and inserted the CPC-formatted IBM disc with HANOI on it. From the FILE menu I selected LOAD; the disc directory was read, but no files were recognised because the disc did not have a Basic2 directory. I then moved the mouse to the Directory line, clicked it and deleted the default selection (by pressing ESC) and replaced it by A:\\*.\* and pressed RETURN. HANOI then appeared in the selection table, was clicked, and got loaded without any problems. Before going any further I SAVED it to the MS-DOS disc; at this stage, until I learn better, I have to change the directory path every time I start up Basic2, but I am quite happy that I managed to get that far.

That done, I started RUN. This did not get far: the first line starts with MODE 2, unknown to Basic2. After its removal, the next error was DEFINT in line 40, also needing removal. Next, all LOCATE x,y had to be changed to LOCATE x;y. At this stage the program started running, until it reached line 530, which was changed to WHILE INKEY\$=" ":FOR a=0 to 400:NEXT a:WEND.

I am not sure why the delay is needed, but it is. The program was now running, but producing a very jumbled display. The display fix involved replacing SPC(x) by STRING\$(x," ") in lines 100 and 140. The control codes were not obeyed: I added a line 15 esc\$=CHR\$(27):skip\$=esc\$+"C":clw\$=esc\$+"J" and replaced CHR\$(9) by skip\$ and CHR\$(20) by clw\$, and deleted all CHR\$(24).

Now I had a recognisable display, but it used a larger screen than that available with the default system 10 point font. This fix needed changes in the spacing of pegs and the position and length of the base-line. Line 80 was changed to 80DIM xp(2):xp(0)=12:xp(1)=36:xp(2)=

## HARD DISC USERS BEWARE - continued

which you might think was something to do with "undeleting" files. It is not. Amstrad do not explain its use in their manual with very good reason: in inexperienced hands it can wipe out most of the data on the disc making subsequent file recovery nearly impossible. My advice to you is to delete it from every copy of your system disc just in case someone is ever tempted to use it.

For those curious as to what it does, RECOVER has two distinct functions. If you have a file that gives a "bad-sector" error when you try and read it RECOVER with a filename after it, it will take that file and remove the bad sector from it. Unfortunately in most cases the file without the bad sector is useless anyway so this is only likely to be of value with very long texts files where you could just retype the missing section. The second function is the most dangerous: typing RECOVER without a filename causes it to think that your disc directory must be corrupted and that you want it to construct a new one for you! You get a directory with lots of files, some of which may correspond to your old ones but with their names changed, others containing all sorts of rubbish. Great fun to disentangle! If you are curious try RECOVER on a disc you don't want.



62, bline in line 90 was changed to 14, length of the base-line in line 140 reduced to 76 from 80, and the maximum number of pegs was reduced to 10 and the format string in line 460 was shortened to single-digit stack display.

Now I had a running program producing the correct display. Two more minor changes: Basic2 counts in one-hundreds of seconds, so 300 was changed to 100 in line 180; a semi-colon was added after INPUT a in line 1000 to prevent scrolling, and the conversion was finished. The most difficult part was re-formatting the display; I may have been able to avoid it by selecting a different font but that did not occur to me until later.

Later I had the opportunity to run the program in GW-BASIC; the program crashed on the first LOCATE statement, the cursor indicating the semi-colon separator. So all semi-colons were duly changed to commas; this time the crash came at the second LOCATE statement, and the error was not so obvious. Eventually the problem was solved; Basic2 uses LOCATE x,y but GW-BASIC requires LOCATE y,x. After that the control codes had to be changed (it must have been set up for a different terminal configuration), and the program ran as intended, and considerably faster. Basic2 may be fast in itself but seemingly it must progress through several levels of GEM before it puts anything on the screen, and this progress is not fast.

I will probably use Basic2 only if I need to access some of the special graphic facilities. There is a Public Domain BASICP, claimed to be compatible with GW-BASIC, and I will try that. The catalogue also lists a compiler, ZBASIC. If the two are compatible, they would provide a near-ideal program development environment; develop a program interpretively, then compile it for fast running. There is also a CP/M 80 Emulator, which allows running of programs written for the 8080 (not Z80) processor, but that is another story.

There seems to be a shortage of programs written in Basic2, but it would appear that most programs written in Microsoft or compatible Basic could be used with Basic2, provided they do not use any fancy graphics or machine language. Text-only adventures would be an obvious starting point. Basic2 does not need line numbers, but they cause no trouble, except possibly making it run more slowly. I expect that it will be fairly easy to write machine non-specific Basic programs so that they will run on both the CPC and the PC with minimal changes.

```
10 PRINT"Tower of Hanoi in Basic2":PRINT"by recursion w
ith local variables, by iteration, by bitwise method LK
S 870603"
15 esc$=CHR$(27):skip$=esc$+"C":clw$=esc$+"J"
20 PRINT:PRINT"INSTRUCTIONS":PRINT"The tower is made up
of the selected number of discs of diminishing size,"
PRINT"stacked on one of three pegs."
30 PRINT"The tower must be moved, disc by disc, from th
```

```
e source peg to another peg,":PRINT"without placing a l
arger disc on top of a smaller one."
40 PRINT:discs=0:WHILE discs<1 OR discs>13:INPUT"How ma
ny discs (1 to 13) ";discs:WEND:discn=discs-1
50 srce=1:dest=2:aux=3-(srce+dest)'Starting parameters;
source and destination may be changed, but must be in
the range 0 to 2 and not equal. dest and aux needed for
recursion only
60 'srce=9:WHILE srce<0 OR srce>2 OR dest<0 OR dest>2 O
R srce=dest:PRINT"Enter source, destination (0 to 2)":I
NPUT"(source and destination must not be equal) ";srce,
dest:WEND:aux=3-(srce+dest)
70 DIM disc$(discn),discx$(discn),dln(discn),peg(2,disc
n),onpeg(2)
80 DIM xp(2):xp(0)=12:xp(1)=36:xp(2)=62'x position of p
egs
90 bline=14:mov=1:FOR a=0 TO 2:onpeg(a)=-1:NEXT a:onpeg
(srce)=discn
100 FOR a=0 TO discn:b=(3+2*a)\2:disc$(a)=STRING$(b,65+
a)+skip$+STRING$(b,65+a):discx$(a)=STRING$(b,"")+skip$
+STRING$(b,""):dln(a)=b:peg(srce,a)=discn-a:NEXT a'Ass
emble discs
110 sl=0:WHILE sl<1 OR sl>4:PRINT:PRINT"Select:":PRINT"
1 Automatic recursive":PRINT" 2 Automatic iterative":P
RINT" 3 Automatic bitwise":PRINT" 4 Manual":INPUT sl:WE
ND
120 'draw pegs and discs
130 CLS:PRINT" T O W E R O F H A N O I ,"discs"dis
cs. Minimum moves :";2^discs-1" Source peg"srce:IF sl<4
THEN PRINT" Automatic"sl" Pause by SPACE BAR"ELSE PRIN
T" Manual, destination peg"dest
140 a$=STRING$(xp(0)-1,"")+a$+STRING$(xp(1)-xp(0)-1,"
")+a$+STRING$(xp(2)-xp(1)-1,"")+a$+2":LOCATE 1;bline-d
iscs:FOR a=0 TO discn:PRINT a$:NEXT a:PRINT STRING$(76,
"%");:PRINT a$
150 FOR a=0 TO discn:LOCATE xp(srce)-dln(a);bline-discn
+a:PRINT disc$(a):NEXT a
160 ti!=TIME:ON BREAK GOSUB 180
170 ON sl GOSUB 200,550,840,940
180 LOCATE 1;bline+4:PRINT USING"Time taken : #####.# s
ecs"+clw$(TIME-ti!)/100:WHILE INKEY$>"":WEND
190 END
200 'Automatic recursive, after M. Byrne in MICRO-80, N
ov 1981.
210 DIM sk(discs*4):sp=3:sk(sp-3)=discn:sk(sp-2)=aux:sk
(sp-1)=srce:sk(sp)=dest'Stack, needed for recursion onl
y; initial stack frame
220 GOSUB 240
230 RETURN
240 'Recursive routine
250 a$="add":GOSUB 450
260 IF sk(sp-3)<1 THEN st=sk(sp-1):dt=sk(sp):GOSUB 470:
GOTO 410'move disc, exit
270 'else clause
```



```

280 sp=sp+4'new frame: count,aux,src,dest
290 sk(sp-3)=sk(sp-7)-1'new count=old count-1
300 sk(sp-2)=sk(sp-4)'new aux=old dest
310 sk(sp-1)=sk(sp-5)'new src=old src
320 sk(sp)=sk(sp-6)'new dest=old aux
330 GOSUB 240
340 st=sk(sp-1):dt=sk(sp):GOSUB 470'move disc
350 sp=sp+4'new frame: count,aux,src,dest
360 sk(sp-3)=sk(sp-7)-1
370 sk(sp-2)=sk(sp-5)'new aux=old src
380 sk(sp-1)=sk(sp-6)'new src=old aux
390 sk(sp)=sk(sp-4)'new dest=old dest
400 GOSUB 240
410 'common exit
420 sp=sp-4'cancel frame
430 a$="sub":GOSUB 450
440 RETURN
450 'stack display
460 LOCATE 1;blin+4:PRINT"Stack "a$:FOR a=0 TO sp STEP
  4:PRINT sk(a);sk(a+1);sk(a+2);sk(a+3);:NEXT a:PRINT cl
w$:RETURN
470 'move disc : st=src, dt=dest peg, set up by callin
g routine
480 a=onpeg(st):tdisc=peg(st,a):onpeg(st)=a-1
490 LOCATE xp(st)-dln(tdisc);blin-a:PRINT disc$(tdisc
);'erase
500 a=onpeg(dt)+1:peg(dt,a)=tdisc:onpeg(dt)=a:a$=CHR$(-
24*(dt=src))
510 LOCATE xp(dt)-dln(tdisc);blin-a:PRINT a$ disc$(tdi
sc)a$;'draw
520 LOCATE 1;blin+3:PRINT USING"Move ### : ! from # t
o #";mov;CHR$(tdisc+65);st;dt;:mov=mov+1
530 WHILE INKEY$=" ":FOR a=0 TO 400:NEXT a:WEND'pause b
y SPACE BAR, delete NOT for single stepping by SPACE BA
R
540 RETURN
550 PRINT"Automatic iterative implemented in Part 2"clw
$:END
560 PRINT"Automatic bitwise implemented in Part 2"clw$:
END
940 'Manual mode
950 WHILE NOT(onpeg(src)AND onpeg(aux)AND onpeg(dest)=
discn)
960 st=9:WHILE st<0 OR st>2:LOCATE 1;blin+4:PRINT clw$
;:INPUT"Enter from peg ";st:WEND
970 IF onpeg(st)<0 THEN PRINT"No disc on the peg !";:IN
PUT a:GOTO 960
980 dt=9:WHILE dt<0 OR dt>2:LOCATE 1;blin+5:PRINT clw$
;:INPUT"Enter to peg ";dt:WEND
990 IF st=dt THEN PRINT"Wasted move !";:INPUT a
1000 IF onpeg(dt)>-1 THEN IF peg(dt,onpeg(dt))<peg(st,o
npeg(st))THEN PRINT"Illegal move !";:INPUT a;:GOTO 960
1010 GOSUB 470
1020 WEND:RETURN

```

*The program above is the original Hanoi listing (published in September '87) for the CPCs with lines numbers but with the amendments suggested by Petr Lukes for the PCs included. You needn't type in the line numbers. We found that it functions correctly when moving any number of discs up to six. For seven and above the screen display begins to compress and corrupt. We don't think we have made any errors. Perhaps some knowledgeable person could advise.*



**ORDER EARLY  
AND AVOID  
DISAPPOINTMENT**

Producing a magazine every month means that we can only take one decent holiday a year and that time has nearly arrived.

***We will be closed for business from Tuesday 20th December and will re-open on Monday 16th January 1989.***

We will do our utmost to despatch all orders received up to 12th December in time to reach you before Christmas (Australia Post permitting). Any orders received after the 12th may not make it.



**H**ello out there, and welcome once again to Compatible's Corner. My apologies to one and all who expected my column last month. Unfortunately, the death of my father meant that I was far too busy, and not in the right frame of mind to give you a column.

By now you will all have heard of the new Amstrad 2000 series of computers. From what I hear and see, they will not be available to one and all at the local department store, but will be supported by specialist computer stores. This could be good, except that I still don't believe that Amstrad has a good enough name to be trying to attack the corporate sector of the market, especially if they are going to forget their normal supporters.

Another item of news relates to the spreadsheet package that was talked about in the September issue of this column. Between when I wrote about it and when it was published, I did manage to get hold of PC Calc+ and AsEasyAs v3.0. Both of these were sent to all of the people that asked for the package, with a small note asking for \$12 to cover the two extra diskettes.

#### COME ON NOW, FELLAS

Now, approximately 75% of people are honest enough to send the difference within a week of receiving their diskettes. However, thanks to the 25% who have not yet returned the difference in cost, I have decided to no longer get the new diskettes off to people who ordered the older versions.

The spreadsheet package is still available to one and all, except that it is now seven diskettes and costs \$42.00. The programs included are as follows:

- AsEasyAs v3.0
- Qubecal v3.0
- PC Calc+ v1.00, and
- Express Calc.

For all you PC File+ users, I have some good news. After much searching of the shareware libraries, I have finally found a good copy of the PC File+ documentation diskette. This diskette has a documenta-

tion that prints out to 290 pages. The diskette is available to anyone who requires it at a cost of \$10.00. However, any future purchasers of PC File+ please be warned. PC File+ is now a three diskette package and costs \$22.00.

#### GALAXY WITH SPELL CHECKER

Another new version of Galaxy has arrived from the States. I was onto the Omniverse BBS the other night getting it, and boy - does an hour call to the US play hell with your telephone bill. The new version is 2.41, and now has its own built in spelling checker. This is instead of requiring Turbo Lightning. The registration fee has now risen to US\$59.95 - not bad for an excellent word processor. Return your old Galaxy disc with \$6.00, and I will forward the new version to you.

With regard to shareware, the software that you are buying from me is in most cases complete working software. You may evaluate the software, for anywhere up to sixty days, to see if it suits your purposes, and if you're satisfied, you are expected to register your software with the authors.

Whilst no-one will check up on you, please remember that without enough registrations to make it worth their while, authors will not write software for us to use, leaving us paying ridiculous prices for commercial software. If people are worried about sending their hard earned money overseas to an unknown address, please let me know and I will attempt to make

arrangements with the authors to make it easier for you to register.

To show you what is possible, I will tell you now that I can supply legal copies of PC File+, complete with printed manual, for \$100. All that you are then required to do, is to fill in a registration card and send it to the author. If you want me to do this for you, please let me know.

Seeing as this is the Christmas issue, I have decided to dispense with the command this month. I don't really want to work over Christmas, and I don't suppose you do either.

#### YOUR PC AND TELECOM

This month, the issue is telecommunications. For those of you that don't understand what that means, what we are talking about is getting your Amstrad PC1512 or PC1640 to talk to another computer over the telephone. Now you might wonder why you would want to do that. Well I shall tell you. On the other end of that telephone line is a whole different world. When you log-on to a BBS (Bulletin Board System), you will find people who can help you with problems, you will find people to talk to, and you will also find software. This is what it is all about.

When you first log-on to a BBS, you will be asked to register. This is simply a way for the Sysop to check out who you are, and whether you like what he is offering. I have never been asked anything that I considered too private, but don't be afraid to answer truthfully because the information is only ever seen by the

# MODEM MANIA WITH BBS

Chris Collins gives a guided tour through more shareware products and the world of PC telecommunications



Sysop. You will also be asked to choose a password for the BBS. Please make it different for every BBS that you use, and don't give it out to anyone. It is similar to using a PIN number with your bankcard. Most BBS's will limit you to the Message areas, until they have checked you out, but even these can be an adventure. Usually within a week you will be upgraded to a level where you can access the whole BBS.

## BULLETIN BOARD SYSTEMS

If we take a quick walk through a BBS, we will find that most of them are divided into two separate sections. The first part of the BBS is dedicated to the Message Areas. A message area is used to enter and read messages, usually about one subject in particular. For example, there are message areas dedicated to Telex, hard discs, For Sale and many other subjects.

These message areas can be local that will only appear on the board that you are logged onto, or they can be ECHOMAIL areas. An ECHOMAIL conference is transmitted by the BBS to another BBS that is normally his NETWORK HOST. From here it will be transmitted to another NETWORK HOST, and so on, until your message can appear all around the world. These message areas are not private, that is anyone can read them. However, if you want to send something privately, that can also be done.

BBS's also have a system that is called NETMAIL. Most BBS's are hooked into what are called networks, and these networks get progressively larger as you go up the line. For example, Melbourne has approximately 6 networks spanning all the BBS's in the greater Melbourne area. These six networks hook together to make what is known as the Melbourne Net. The Melbourne Net will then hook together with the networks from all the major Victorian cities to make the Victorian Net. And so on up the line.

Whilst that got off the track a bit,

it helps to explain the NETMAIL system. Each of those BBS's has an address (no matter how low its position is on the system), usually in the following format: 3:653/422. This means that if I want to send a message to a particular person who uses a particular BBS, I can. So long as I know his network address. These messages can be private.

So if some reader wanted to send a message to me, they could quite easily enter it on their local BBS, address it to me C/- Brainstorm, and sometime in the week following the entry, it would appear for me when I logged on and checked my mail.

## PUBLIC DOMAIN OVER THE PHONE

That is a very quick run-down of the message capabilities of a BBS. The other major use of a BBS, is in the distribution of public domain and shareware software. This software is available for you to download to your computer, save to disc and use yourself.

Most BBS's have the file areas divided into separate sections, depending on what the software does. For example, the file area list could be as follows:

- Area 1). BBS file list and Sysop's Choice
- Area 2). Word Processors and text editors
- Area 3). Communications Programs
- Area 4). Games and keyboard killers etc.

As you can see, most of the areas pretty well explain what the area contains. Sometimes you will find an area called "It won't go anywhere else!". This is usually the leftover section for files the Sysop cannot figure out where to place. When you go into the file areas, you will notice that most of the archive files have a brief description beside them to tell you what they are. Also, most Sysops keep a text file in area 1, listing what is available on their BBS. This can save you time in trying to find a particular file.

These files are available for you to download to your computer. To explain a bit further, when you

download a program from a BBS, you are copying it to your computer from the BBS. When it is on your diskette, you can 'unarchive' the file (most BBS files are archived), and use the software. This is no different from if you had got a copy of the program from me or any other source.

You will also have the capability of uploading files to the BBS. If you have a PD or shareware program that is not on your particular local BBS (you can check with the Locate command), you should collect all the files that relate to that program together. Archive them with one of the archive programs, and log-on to your BBS. Then upload the file. The BBS will put the file into the latest uploads area, and at a later date, the Sysop will transfer the file to the correct area. This will give you a credit towards your downloads, and will possibly gain you other privileges as well.

When downloading files from a BBS, if the ratio gets worse than about 40:1 (you have downloaded 500k of files and not uploaded anything), you will usually receive a warning before your access rights will be changed to a lower level. If you upload something, all will be well.

## WHAT'S A SYSOP?!

Most of you won't understand what Sysop means. My apologies. Sysop is short for System Operator. He is the person who runs the BBS. It is his computer that you are logged into, and his house that you are entering. Please remember that at all times you must obey his rules, or he has every right to kick you off HIS system and refuse you access. Don't take this as being sexist, as there are also some excellent female Sysops. If you get a bad name on one BBS, you can be pretty sure that the word will get around to all of the other BBS's as well.

Well, that has been a very quick walk through a BBS, and whilst they are not everyone's cup of tea, I find they are a great relaxation. Ring the States to pick up the latest files



though and you will find your telephone bill escalates very quickly.

**WHAT YOU'LL NEED...**

Now that I have managed to get most of you interested in telecommunications, I had better keep you interested. To go telecommunicating, you will need three things:  
 1). A communications program  
 2). A Modem  
 3). A cable to connect it to your computer

As far as shareware communication programs go, there are probably six programs of excellence. They fall basically into two areas, powerful menu driven systems, and powerful command driven systems.

Of the former, probably the best that I have come across is Telix. This is by a Canadian author, and is my program of choice. Very easy to use, but also very powerful. Two other programs that fit into this category are Qmodem SST and Procomm. Procomm has now gone commercial into Procomm+, but the older version is still shareware.

In the command driven programs, we come across PC Talk, Boyan D3 and Zcomm. Whilst these are very powerful, they are also rather difficult for a beginner to

master. I mean, even I have trouble with these programs. I hope to avoid talking about these if possible.

Also required is a modem. This is an electronic device that takes the digital signals that the computer generates, turns them into analogue signals and then shoots them down the telephone line. At the other end, another modem changes them back to something the computer can understand. This modem also requires two cables. One to connect it to the telephone jack, and another to connect it to the computer's RS232 (or Serial) port. Once all these are connected together, you can fire up your communications program, and away you go!

**HERE'S YOUR CHANCE**

Now to make things even easier for my readers, I have a special package arranged. To let you get into telecommunications with the least amount of trouble, I have managed to convince my boss to set up a special deal for you.

This package includes a 300/300, 1200/75 and 1200/1200 autodial and Autoharps modem, a cable to connect it to your Amstrad PC, and 3 communication programs (Telix v3.10, Qmodem SST and Procomm

v2.42) on five diskettes, and also a list of BBS's that you can call. If I was to supply all this through the shop, it would cost you \$529.00, but because this package is only for Amstrad User readers, I have managed to convince him to let me sell them to you for only \$439.00, including postage and handling.

So if you want to get into telecommunications, now is the best time. Simply send me a cheque for \$439.00 to:

C.J. Collins  
 1 Woods Street  
 Newport, Vic 3015

and I will arrange for the package to be sent to all that require it, and you can join the many others enjoying computer communications.

Well, I hope that this will keep you all happy for this month. Enjoy your Christmas holidays, and I will see all of you in the New Year. Merry Christmas, all and bye bye for now!!

*Please note that the telecommunications package mentioned in the above article is not supplied by The Amstrad User. All enquiries to Chris Collins.*

**Choose your style from these four:**

**STYLE No. ONE**

23 Meadowbank Road  
 Primrose Hill  
 Victoria 3150  
 03 - 123 4567

NB. Text will be centred near top of sheet

**STYLE No. TWO**

23 Meadowbank Road  
 Primrose Hill  
 Victoria 3150  
 03 - 123 4567

**STYLE No. THREE**

23 MEADOWBANK ROAD  
 PRIMROSE HILL  
 VICTORIA 3150  
 03 - 123 4567

**STYLE No. FOUR**

23 MEADOWBANK ROAD  
 PRIMROSE HILL  
 VICTORIA 3150  
 03 - 123 4567

The above styles are roughly half actual size

**Send your order to:**

**Strategy Publications,  
 1/245 Springvale Road,  
 Glen Waverley, Vic. 3150  
 • (03) 233 9661 •**



Announcing:  
 Another face  
 to Strategy  
 Publications

Apart from producing Australia's biggest selling magazine for Amstrad computers, Strategy Publications also uses its resources to provide a typesetting service to local industries.

We are now pleased to extend this service to readers of The Amstrad User in offering Personalised Stationery at competitive prices.

For just \$49.95 (including postage) we can supply for yourself or as a gift 100 sheets of Ivory coloured high quality A4 paper with nominated address and telephone number printed in one of the styles shown below. In addition, 50 envelopes of the same colour are provided.

**HOW TO ORDER**

1. Write very clearly (or type) onto a blank piece of paper the address and telephone number you want to see on the new letterhead.
2. Select the style you want and indicate on the same piece of paper.
3. Attach the above details to written confirmation of your order which should include the delivery address, your credit card number (Bankcard, Mastercard or Visa) and expiry date. Alternatively, you can pay by cheque or money order.
4. Phone orders cannot be accepted.

If you are not sure about anything, please ring us before proceeding. We are happy to provide a sample sheet if required.



# GAMES GALLIMAUFRY

Two simple, easy to play basic programs for the CPC. Don't let their length fool you - winning is hard. Try your luck...

## WHEEL OF FORTUNE

by David Atkinson

This ever popular and immortal fairground attraction is just as fun on computer. Starting with \$10, the object of the game is to break the bank at \$1000. The wheel contains the numbers 1 to 9 and of course 0. You can bet four different ways - odds, evens, zero or a number of your choice. The money returned on a win depends on the chances, so here's a tip: don't put all your money on the zero, and don't take too many long shots. Random number generators do not have a history of leniency towards long shot punters!

```

1 'Wheel Of Fortune
2 'David Atkinson
3 'The Amstrad User, Dec. 1988
10 c$=CHR$(13):INK 1,26: INK 2,24: INK 3,6:BORDER 0:MOD
E 1
20 LOCATE 1,1:PEN 2:PRINT"***** Dare YOU play the whe
el? *****"
30 ENV 1,2,7,1,14,-1,8:FOR a=0 TO 8:READ no(a):READ p(a
):NEXT
40 DATA 0,2,2,1,7,3,4,1,3,3,6,1,1,3,8,1,5,3
50 DEG:FOR a=0 TO 350 STEP 40: LOCATE 20+CINT(8*COS(a)
),12+CINT(8*SIN(a))
60 PAPER 0:PEN p(x):PRINT no(x):x(x)=20+CINT(8*COS(a)):
y(x)=12+CINT(8*SIN(a)):x=x+1:NEXT
70 WINDOW#1,1,10,6,18:WINDOW#2,32,40,7,17
80 PAPER#1,3:CLS#1:PEN#1,1:PAPER#2,2:CLS#2:PEN#2,3
90 e=1:cash=10:od(1)=2:od(2)=2:od(3)=10:od(4)=15
100 LOCATE 16,11:PEN 1:PRINT "The Wheel":LOCATE 20,12:P
EN 2:PRINT"of":LOCATE 17,13:PEN 3:PRINT "Fortune!"
110 PRINT#2:PRINT#2,"Bet Nos":PRINT#2,"1....Odd      2
-1";:PRINT#2,"2....Even      2-1";
120 PRINT #2,"3..Any No      10-1";:PRINT#2,"4..Nought
15-1";

```

```

130 FOR a=1 TO 4:FOR b=1 TO 2:READ rt(a,b):NEXT:NEXT
140 DATA 1,10,0,10,2,11,2,0
150 PRINT #1,"You have$";cash:INPUT#1,"Bet:$",c
160 IF c>cash OR c<1 THEN PRINT #1,"Too much/ little":G
OTO 150
170 INPUT#1,"Bet no:",bet:IF bet<1 OR bet>4 THEN 150
180 IF bet = 3 THEN INPUT#1,"Number:",numb:IF numb<1 OR
numb>8 THEN PRINT#1,"Silly!":GOTO 150
190 CLS #1:xx=INT(RND*30+20):FOR d=1 TO xx: e=(d-1) MOD
9
200 LOCATE x(e),y(e):PAPER 0:PEN p(e):PRINT no(e):e=d M
OD 9
210 LOCATE x(e),y(e): PAPER 2:PEN 0: PRINT no(e): SOUND
1,20,1
220 FOR lp=1 TO INT(150*(d/xx)):NEXT:NEXT:SOUND 1,200,0
,0,1
230 PAPER 0: PEN 1:n1 = no(e) MOD 2:n2=10
240 IF no(e) =0 OR bet>2 THEN n1=2:n2=0
250 IF no(e)= numb AND bet=3 THEN n2 =11
260 IF bet =4 AND no(e) = 0 THEN n2=0 ELSE n2= 10
270 IF rt(bet,1)=n1 AND rt(bet,2)=n2 THEN PRINT#1,"You
won!":cash =cash+(c*od(bet)) ELSE PRINT#1,"You lost!"
280 cash =cash-c: IF cash<0 THEN cash=0
290 IF cash>1000 THEN GOTO 350
300 IF cash=0 THEN PRINT#1,"No cash!!You mustreturn
to your housewith nomoney!!": GOTO 340
310 LOCATE 1,24:PRINT"***** Press <space> to spin agai
n *****":WHILE INKEY(47):WEND
320 LOCATE 1,24:PRINT STRING$(40," "):LOCATE x(e),y(e)
330 PAPER 0:PEN p(e)::PRINT no(e):GOTO 150
340 INPUT#1," Another game?(Y/N)",g$: IF UPPER$(g$)="Y"
THEN RUN ELSE END
350 PRINT#1,"Cash:";cash:PRINT#1,"You broke the bank!!
Well done!"
360 LOCATE1,1:END

```

This is something like the output you'll get ▼

```

***** Dare you play the wheel? *****
You have:          1      8      Bet nos
$10                6      5      1....Odd
Bet: $2            3      0      2....Even
Bet no: 3          The Wheel  2-1
Number:            of         2-1
                  Fortune !  3..Any no
                  10-1
                  4      2      4..Nought
                  7      15-1

**** Press <space> to spin again ****

```



## BOMB DISPOSAL

by Amanda French

Another interesting yet devilishly simple game is this little reflex tester. You have to be faster than fuse wire, with the eyes of an eagle.

Using the keys Z,X,M and K, your aim is to manoeuvre yourself around a randomly generated maze and diffuse the bomb before you're blown to bits. Shown as an 'X', you start off with five lives but lose one each time the time has run out and you haven't reached the bomb yet. You diffuse the bomb by moving on top of it. Sounds easy? Just look at how time flies!

```

1 'Bomb Disposal Game
2 'Amanda French
3 'The Amstrad User, Dec. 1988
10 MODE 1:PAPER 0:PEN 1:INK 3,26,0:CLS
20 DIM sc%(39,17):hi$="000000"
30 PLOT 0,120,2:DRAW 640,120:PLOT 0,119,2:DRAW 640,119
40 b%=0:liv%=5:scr$="000000":WHILE liv%<>0
50 FOR x=1 TO 39:FOR y=1 TO 17:sc%(x,y)=0:NEXT:NEXT
60 FOR a=1 TO 17:LOCATE 1,a:PRINT SPACE$(39):NEXT
70 LOCATE 1,20:PRINT"Lives";liv%;" Bombs";b%
80 LOCATE 25,20:PRINT "Score ";scr%;"
90 LOCATE 22,21:PRINT"Hi-Score ";hi$
100 LOCATE 1,23:PRINT"Time left"
110 xc%=20:yc%=9:LOCATE xc%,yc%:PRINT"X":PEN 2
120 PEN 2:t=INT(RND*50)+50:FOR a=1 TO t
130 xx=INT(RND*39)+1:yy=INT(RND*17)+1:IF yy=yc% THEN yy
=16
140 sc%(xx,yy)=1:LOCATE xx,yy:PRINT CHR$(232):NEXT
150 t1=ABS(xc%-xx):t2=ABS(yc%-yy):sc%(xx,yy)=2
160 LOCATE xx,yy:PEN 3:PRINT CHR$(252)
170 PEN 1:tim%=t1*30+t2*40+250
180 xx=0:yy=0:IF INKEY(37)=0 THEN yy=-1
190 IF INKEY(38)=0 THEN yy=1
200 IF INKEY(63)=0 THEN xx=1
210 IF INKEY(71)=0 THEN xx=-1
230 GOSUB 450:IF tim%=0 THEN GOSUB 450:GOTO 340
240 IF (xx=0 AND yy=0) OR xc%+xx>39 THEN 180
250 IF xc%+xx<1 OR yc%+yy>17 OR yc%+yy<1 THEN 180
260 IF sc%(xc%+xx,yc%+yy)=1 THEN 180
270 IF (xx=0 AND yy=0) OR xc%+xx>39 THEN 180
280 IF xc%+xx<1 OR yc%+yy>17 THEN 180
290 IF yc%+yy<1 OR sc%(xc%+xx,yc%+yy)=1 THEN 180
300 LOCATE xc%,yc%:PRINT""
310 sc%(xc%,yc%)=0:xc%=xc%+xx:yc%=yc%+yy
320 LOCATE xc%,yc%:PRINT"X"
330 IF sc%(xc%,yc%)=2 THEN liv%=liv%+1 ELSE IF tim%<>0
THEN 180
340 liv%=liv%-1:b%=b%+1

```

```

350 s=tim%+1000+VAL(scr$):scr$=MID$(STR$(s),2)
360 WHILE LEN(scr$)<6:scr$="0"+scr$:WEND:WEND
370 t1=VAL(scr$):t2=VAL(hi$)
380 IF t1>t2 THEN hi$=MID$(STR$(t1),2)
390 WHILE LEN(hi$)<6:hi$="0"+hi$:WEND
400 LOCATE 31,20:PRINT"000000"
410 LOCATE 31,21:PRINT hi$
420 LOCATE 14,10:PEN 3:PRINT"GAME OVER"
430 LOCATE 5,12:PEN 1:PRINT"Press spacebar to play agai
n":WHILE INKEY$<>" ":WEND
440 CLS:GOTO 30
450 LOCATE 10,23:PRINT tim%;" "
460 tim%=tim%-20:IF tim%<0 THEN tim%=0
470 RETURN ELSE RETURN

```

## IT DOESN'T WORK

When things don't work, it is frustrating. Here are some tips that might help.

The best thing to do is split up long lines: one line for one command. You can do this at any colon, ":", except those following an IF command - lines 400, 1040 and 1160. True, the listing may be double the original length, but you'll get a much better picture of what's going on. If an error message now appears, you'll be able to pinpoint it with much more ease.

Some other common pitfalls:

Confusing the letters o or O with the numeral 0, or the small letter l or capital I with the number 1. We do ask authors to avoid using these letters as variables.

Confusing a colon (:) with a semicolon (;).

DATA statements are particular traps for the unwary, because a blunder in one of these will cause an error message when the computer attempts to execute some other line. Watch these points: Data entries must be separated by commas (,) - have you typed a fullstop (.) by mistake?

Have you typed anything other than the numbers 0 to 9 and A to F? (Lower case a to f are also permitted on the Amstrad). These are the sixteen digits of the hexadecimal system. Data statements should contain nothing else when they are used to define characters or poke machine-code; you can tell their purpose from the READ statement that uses the data.

Take a break occasionally

Don't spend hours and hours on a listing that won't work. Go on to something else. Perhaps later, or even the next day, you can return to it. Chances are the mistake will stick out like a sore thumb.



# STRATEGY OR ADVENTURE?

Wargames can drop into many different categories - some may even have arcade-style action - but all require the grey matter to work a bit. Maybe you could become a convert. Vic Renfrew describes a 'golden oldie' to help you decide.

## REBELSTAR

A sci-fi tactical skirmish wargame from Firebird - cassette or double disc.

In the distant future, in a Galaxy far removed from our own, a group of human raiders is plotting the destruction of Moon Base Delta. To destroy the moon base and the robot operatives guarding it, the raiders must first gain access through three of the air locks to the base. Once through these, it's on to battle the operatives and ultimately to destroy Isaac the central computer. As an additional mission, if the raider is able to destroy the four laser defence computers, reinforcements will arrive a few turns later. Initial dispositions for the raiders are made by the player controlling the raiders.

As well as the humans, with such names as Leon Trotsky, the raiders are equipped with a number of droids who must be used to gain access to certain doorways, as well as to destroy some of the operatives. Beware, these droids only have a limited number of shots available before all they are good for is to act as targets to decoy the fire of the operatives.

The game consists of a number of turns, depending on the level of difficulty. There are three basic MODES in the game: Cursor Mode, Select Mode and Fire Mode. Cursor mode allows the player to move his force along the various routes

within the moonbase. Movement is governed by the number of Action points each raider has. The number diminishes as the raider becomes tired, scared or wounded. Select mode follows from cursor mode and allows the player to execute the movement, drop or pickup an object, load a weapon or change an object carried for something useful found within the moonbase. It also allows for the entry into Fire mode. Whilst in fire mode, a raider can fire at an operative (depending on the number of action points remaining) or set Opportunity Fire for any operative who wanders across the line of fire.

Once the raiders have completed their turn, the operatives complete their turn. Control of the operatives is either by the computer or another player (on the cassette version the two player game is on the second side of the tape). The game continues until either Isaac or the raiders are destroyed.

As this is a skirmish game, each human or robot is represented by a single counter. Each counter has a different number of Action points and carries different armament. Each human has his or her own name. Factors affecting the number of Action points include morale and fatigue. As the game progresses it's nothing to be told that Leon Trotsky (or any other human) is too afraid or too tired to move. Each unit starts with good morale and stamina and this decreases as the game pro-

gresses. Each game turn represents 30 seconds of real time. The weapons carried all have different characteristics and ranges. It pays to know who has the heaviest firepower as this is needed to destroy some of the operatives.

Controls operate only from the keyboard, with the square "QWEDCXZA" forming the eight compass points. At one time, only the sector of the moonbase surrounding the raider or operative is visible, but a single keystroke will bring up a map of the whole complex showing the positions of the various units of both sides.

There are eight levels of difficulty, which sets the number of game turns as well as the number of operatives for each game. Scattered around within the moonbase are items which the raiders may use, such as ammo, medical packs and robot repair packs. There are also spare weapons available for use.

The only drawback with the cassette version is that, because of memory restrictions (to quote Firebird), each successive game must be loaded separately.

The graphics in this game are very good, and it's not only easy to tell the raider captain from the ordinary soldiers, but the various parts of the moonbase (such as the lavatory) are easily recognisable. The computer opponent plays a good game, even on level 1.

The quality of Rebelstar put many full priced war games to shame. The main drawback was the cassette loading time. Once you've played Rebelstar, you'll try it again and again and it will keep you going for hours. A great game at a budget price.

*The bad news is that, being an oldie, copies of Rebelstar are now few and far between but we hope newcomers now have a better idea of what Wargames are all about. The good news is that next month Vic will give you the run-down on Firezone, a game of 21st Century warfare, and hopefully articles on wargames will become regulars to the magazine.*



# THE AMSTRAD USER MAIL ORDER SERVICE

For details on how to order please see the last page of this list.

## Amstrad CPC Range 464, 664 and 6128 (unless otherwise stated)

### GAMES

	Discs	Tapes
720° (Skateboarding)	44.95	29.95
1943	44.95	29.95
Academy (Tau Ceti II)	49.95	29.95
Activator	30.00	16.00
Adventure 4-Pack	32.95	27.95
Andy Capp	34.99	29.99
Arkanoïd	44.95	29.95
<b>ATF</b>	-	<b>29.95</b>
Bad Cat	44.95	29.95
Ball Breaker	44.95	29.95
Basil, the Great Mouse Detective	44.95	29.95
Basket Master	44.95	29.95
Batman	44.95	29.95
Bedlam	-	29.95
Beyond the Ice Palace	34.95	34.95
Bionic Commando	44.95	29.95
Black Tiger	44.95	29.95
Blood Brothers	44.95	29.95
Blue War	44.95	-
Bobby Bearing	22.00	11.00
Book of the Dead	44.95	-
Boulderdash 3	49.95	29.95
Brainache	-	11.00
Brian Bloodaxe	20.00	-
Captain Blood	44.95	29.95
Charlie Chaplin	44.95	29.95
Classic Quest Adventures: Catacombs (hard)	49.95	-
Goblin Towers (mod.)	49.95	-
Forestland (hard)	49.95	-
Witch Hunt (very hard)	49.95	-
Cluedo	44.95	35.95
Combat School	44.95	29.95
Core	-	16.00
Contraption	25.00	-
Cybernoïd	44.95	29.95
<b>Cybernoïd II</b>	<b>44.95</b>	<b>29.95</b>
Defcom	-	13.00
Deflektor	44.95	29.95
Desolator	44.95	29.95
Druid	-	20.00
<b>Empire Strikes Back - Star Wars Part 2</b>	<b>49.95</b>	<b>34.95</b>
Espionage	44.95	29.95
<b>Fernandez must Die</b>	<b>44.95</b>	<b>29.95</b>
<b>Firezone</b>	<b>44.95</b>	<b>29.95</b>
Flying Shark	39.00	29.00
Fury, The	34.95	34.95
Future Knight	-	16.00
Garfield	44.95	29.95
Gary Lineker's Soccer	44.95	-
Gauntlet II	44.95	29.95
Gee Bee Air Rally	39.95	29.95
Glass	25.00	-
Gnome Ranger	44.95	29.95
Gothik	39.95	29.95
Gm. Gooch's Cricket	29.95	-
Gryzor	44.95	29.95
Guerilla Wars	44.95	29.95
<b>GunShip</b>	<b>59.95</b>	<b>49.95</b>
Gunsmoke	44.95	29.95
Handball Maradonna	-	13.00
Head over Heels	44.95	29.95
<b>Hopping Mad</b>	<b>34.95</b>	<b>34.95</b>
Hot Shot	37.95	29.95
Hunt for Red October	-	39.99
Impact	49.95	-
<b>Impossible Mission II</b>	<b>39.95</b>	<b>29.95</b>
Indiana Jones and the Temple of Doom	44.95	29.95
Indoor Sports	44.95	29.95
Ingrid's Back	49.95	34.95
Jinxter	69.95	-
Karnov	39.95	29.95
Knight Orc	49.95	34.95
Krypton Factor	49.95	-
Lancelot	49.95	34.95
Living Daylights	49.95	32.95
Madballs	44.95	29.95
Marauder	44.95	29.95
Mask II	44.95	29.95
Masters of the Univ.	44.95	29.95
<b>Mega Apocalypse</b>	<b>34.95</b>	<b>34.95</b>
<b>Metal Army</b>	-	<b>10.00</b>
Metrocross	44.95	-
Mickey Mouse	44.95	29.95
Monopoly	44.95	35.95
Nigel Mansell's Grand Prix	49.95	35.95
Night Raider	44.95	29.95
North Star	44.95	29.95
Not a penny more...	49.95	39.95
Outrun	44.95	29.95
Pacland	44.95	29.95
Pacmania	44.95	29.95
Pegasus Bridge	34.95	29.95
Platoon	44.95	39.95
<b>PMH Pegasus</b>	<b>34.95</b>	<b>34.95</b>
Rambo III	44.95	29.95
Ramparts	44.95	29.95
Rimrunner	-	soon
Road Blasters	44.95	29.95
Rocky Horror Show	22.00	11.00
Rolling Thunder	44.95	29.95
R-Type *	44.95	29.95
Rygar	-	29.95
Salamander	44.95	29.95
SDI	44.95	29.95
Scalextric	-	35.95
Scrabble de luxe (6128)	44.95	-
Scrabble (standard)	44.95	35.95
Shackled	44.95	29.95
Slaine	35.95	-

Side Arms	44.95	29.95
Skate Crazy	44.95	29.95
<b>Sorcerer Lord</b>	<b>44.95</b>	<b>29.95</b>
Star Wars	49.95	35.95
Storm	-	11.00
Street Fighter	44.95	29.95
<b>Tanium</b>	-	<b>10.00</b>
Tank	44.95	29.95
Target Renegade	44.95	29.95
Tau Ceti	22.00	11.00
Tenth Frame	39.95	29.95
Terra Cognita	-	11.00
Terramex	34.99	29.99
Tetris	34.99	29.99
<b>Tiger Road</b>	<b>44.95</b>	<b>29.95</b>
Tour de Force	44.95	29.95
Trailblazers	-	20.00
Trivial Pursuit <i>Young Players edition</i>	27.95	22.95
<i>Baby Boomer edition</i>	27.95	22.95
Typhoon	44.95	29.95
Venom Strikes back	44.95	39.95
Vindicator, The	44.95	29.95
Vixen, The	34.95	34.95
Western Games	44.95	29.95
Wizard Wars	44.95	29.95
Wizball	44.95	29.95
Wolfman	44.95	29.95
Yes Prime Minister	49.95	39.95
Zynaps	44.95	29.95

### DOUBLE GAMES

Battle of Britain/ Dynamite Dan I	22.00	17.00
Bruce Lee/Zorro	22.00	17.00
Cerberus/Guzzler	22.00	-
Dizzy Dice/Joe Blade	22.00	-
Fairlight/Saboteur	22.00	17.00
Riding Rapids/Nuclear	22.00	-
Theatre Europe/ Steve Davis Snooker	22.00	17.00
Who Dares Wins/ Spitfire 40	22.00	17.00

### COMPILATION PACKS

Daley Thompson's Olympic Challenge (not 664s)		
10 Decathlon events	49.95	39.95
<b>Elite Collection</b> with <b>Bomb Jack I and II, Frank Bruno's Boxing, Commando, Airwolf, Paperboy, Ghost 'n' Goblins, Battleships</b>	<b>39.95</b>	<b>34.95</b>
Elite Six-Pack - Vol 1 with <b>Shockway rider, Eagle's Nest, ACE, Batty, Int. Karate and Lightforce</b>	39.95	34.95
<b>Elite Six-Pack - Vol 3</b> with <b>The Living Daylights, Ghost 'n' Goblins, Paper Boy, Dragon's Lair, Escape from Singes Castle and Enduro Racer</b>	<b>39.95</b>	<b>34.95</b>
Game, Set and Match I Incl. <b>Baseball, Tennis, Squash, Pool, Ping Pong, Hyper Sports, Soccer, Boxing, Basket Ball, Super Tests</b>	49.95	39.95
Game, Set and Match II Incl. <b>Super Hang-on, Winter Olympiad, Match Day II, Nick Faldo's Open etc.</b>	49.95	39.95
Karate Ace Compilation with <b>Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata etc.</b>	49.95	39.95
Konami Arcade Collection		



with *Shao-Lin's Road, Jail Break, Mikie, Yie Ar Kung Fu I and II, Hypersports, Green Beret, Nemesis, Jackal and Ping Pong* 49.95 39.95

### Leaderboard Par 3

with *Leaderboard, Leaderboard Tournament, and World Class Leaderboard* 49.95 39.95

Live Ammo Compilation

with *Green Beret, Rambo, Top Gun, Army Moves & Great Escape* 49.95 39.95

Magnificent Seven Compilation

with *Wizball, Short Circuit, Arkanoid, Head over Heels, Great Escape, Cobra, Franki goes to Hollywood + FREE Yie Ar Kung Fu* 49.95 39.95

Pack of Aces

with *Boulderdash, Who Dares Wins II, Nexus, & International Karate* SOLD OUT

Taito's Coin Op Hits

with *Rastan, Arkanoid 1, Arkanoid 2, Flap Fight, Bubble Bobble, Legend of Kage, Renegade etc.* - 39.95

**TAU Games + (6128s only)**

*Dominoes, Snakes and Ladders, Mah-Jong, 3-D Noughts & Crosses, Trucking, Tycoon plus Graphic Designer and Sprite Designer* 32.95 -

Ten Great Games Vol II

*Mask, The Duct, Auf Wiedersehen Monty, Samurai Trilogy, Convoy Raider, Coconut Capers, Basil the great Mouse Detective, Death Wish 3, Thing bounces Back and The Final Matrix* - 34.95

Time and Magik trilogy

*Lords of Time, Red Moon and*

*Price of Magik* 49.95 45.95

We are the Champions

with *Renegade, Barbarian, SuperSprint, Rampage and International Karate* 49.95 39.95

### AMSTRAD USER YEAR DISCS

Containing all the type-ins appearing in each month of *The Amstrad User*

Year Disc 1 - Issues 1 to 12 50.00 -

Year Disc 2 - Issues 13 to 16 22.50 -

Year Disc 3 - Issues 17 to 20 25.00 -

Year Disc 4 - Issues 21 to 24 25.00 -

Year Disc 5 - Issues 25 to 28 25.00 -

Year Disc 6 - Issues 29 to 32 25.00 -

Year Disc 7 - Issues 33 to 36 25.00 -

Year Disc 8 - Issues 37 to 40 25.00 -

Year Disc 9 - Issues 41 to 44 25.00 -

Separate tapes for each issue's type-ins are also available: each - 5.00

### SERIOUS SOFTWARE

**Advanced Art Studio (Rainbird)**

Graphics package (128k only) 69.95 -

**Brainstorm** - ideas and reporting

system(6128s only) 99.00 -

**Cardbox** - card index system

(6128s only) 129.00 -

**Cardbox Plus** - enhanced version of Cardbox

(6128s only) 199.00 -

**Expendiport** - cheque management and

analysis sytem 39.95 -

**Extra Extra** - a disc full of ready made graphics,

fonts and clip art compatible with

AMS Stop Press 89.00 -

**Instant Recall** - database with very fast search

facility 59.95 -

**Masterfile III** - the best relational

database system 109.00 -

**Mastercalc 128** - spreadsheet program for

6128s (or 464 with disc drive and memory expansion) 99.00 -

**Matrix** - spreadsheet with text editing facilities, database, mail merging etc. 79.95 -

**Mini Office II** 59.00 49.00

**Money Manager** - powerful cash book program 59.95 -

**Personal Excellence Package** - High quality

Mental performance analyser 109.00 -

**Plan-It** - desktop organiser 39.95 -

**Protex** - high speed w/p 89.95 -

**Protex Filer** - pop-up database module for

Protex. (Requires Promerge & Protex)

69.95 -

**Protex Office** - pop-up add-ons for Protex

including mailmerge and invoice generator.

(Requires Promerge & Protex) 99.95 -

**Prospell** - spell checker 79.95 -

**Promerge** - mail merger 79.95 -

### STOP PRESS from AMS

**The ultimate Desktop Publishing package for CPC owners. Combine text and graphics with 'what you see is what you get' facilities. The ideal publishing software solution for home enthusiasts, schools, societies and small businesses.**

Stop Press (disc only) 159.00

With AMX MkIII Mouse 289.00

Extra Extra clip art 89.00

**Tasword 464** - 59.95

**Tasword 464/D** 79.00 -

**Tasword 6128** 79.00 -

**Tas-spell** 56.00 -

**Tasprint** 45.95 32.95

**Tascopy** 45.95 32.95

**Tasdiary** 45.95 -

**Tas-sign** 89.95 -

**Touch 'n' Go** - Typing tutor

(6128s only) 69.00 -

**Ultrabase** - easy database 69.95 49.95

### EDUCATIONAL

**From SCHOOL SOFTWARE**

Play School (3-7) 29.95 22.95

Magic Maths (4-8) 29.95 22.95

Maths Mania (8-12) 29.95 22.95

Better Maths (12-16) 29.95 22.95

Maxi Maths (12-16) 29.95 -

Physics (12-16) 29.95 22.95

Better Spelling (9-99) 29.95 22.95

Chemistry (12-16) 29.95 22.95

Biology (12-16) 29.95 22.95

Weather/Climate (12-16) 29.95 22.95

**From LCL SOFTWARE**

Micro Maths (9-11) 59.95 49.95

Mega Maths (9-11) 59.95 49.95

Micro English (9-11) 59.95 49.95

Primary Maths (7-11) 79.95 49.95

**From FERNLEAF SOFTWARE**

(*Developing Reasoning, Logic, Estimating and Forward Planning skills*).

Vol1. Treasure/Perfume Hunter (7-10)

49.95 39.95

Vol2. Fletcher's Castle/The Raider(8-12)

49.95 39.95

Vol3. Thorn Sea/Ferry Captain (9-13)

49.95 -

**From FUN SCHOOL: three discs in the series each containing 10 educational programs.**

Vol 1 - ages 2 to 5 29.95 -

Vol 2 - ages 5 to 8 29.95 -

Vol 3 - ages 8 to 12 29.95 -

The Magic Sword - including full colour

reading book 39.95 -

Three Bears - graphic adventure to improve

logic, deduction and reasoning 34.95 -

### PERIPHERALS

**AMX MOUSE Mk III** - with superior ball technology and high resolution movement this updated mouse from AMS gives total control and flexibility, and compatibility with AMS Stop Press. Comes with an interface for CPC owners 150.00

**KEMPSTON MOUSE** - comes complete with Blueprint, a comprehensive graphics package 199.00

### COMPUTER/TV MODULATOR CONVERTER

This Amstrad unit (MP3) allows a CPC colour monitor to be used as a colour television - all you need to connect is a TV aerial to watch your favourite stations 149.00  
(Please add \$7.50 for certified post & packing)

### UTILITIES

**Animator** - utility - 30.00

**Disc Demon** - comprehensive menu driven

disc utilities 69.95 -

**Fido** - unique disc catalogue and menu

maker program - 29.95

**Locksmith** - unlock the secrets of your discs

and tapes 69.95 49.95

**Model Universe** - 3D rotating drawing

program 54.95 -

**Rampak** - nearly fifty machine code

subroutines 44.95 37.95

**Rembrandt** - multi mode icon driven

drawing prog. 69.95 -

**Supersprites** - sprite designing and

control program 29.95 19.95

**System X** - adds over 40 new Basic

extension commands 29.95 19.95

**Toolkit** - the most advanced Basic

extension for the CPC 69.95 49.95

**Transmat** - tape to disc 29.95 19.95

**Zedis II** - machine code monitor and

disassembler 29.95 19.95

### JOYSTICKS

**TURBO** - with six high performance micro-switches, 2 fire buttons, suction feet, a solid steel break-resistant shaft, and a very fast response trigger. 34.99

**ZIPSTICK SUPERPRO** - 90% British made quality moulded high impact plastic with self centring actuator & eight-way micro switches. 1.4m of cable. Left and right hand fire buttons,



## CPC - continued

steel shaft, non-slip rubber pads 39.95

**ZIPSTICK ELITE** - a smaller, specially designed hand-held model with similar specifications to the Superpro, but with just one forward centrally located fire button. Also has rubber pads on base for flat surface use 29.95

### MISCELLANEOUS

Screen Filter 29.95

#### Ribbons

Black Nylon for DMP 2000, 3000 and 3160 19.95

Black Nylon for DMP4000 19.95

3" drive cleaning kit 19.95

CF-2 3" discs each 7.00

**Joystick Splitter Cable** - to allow the use of two joysticks through the single joystick port of the CPCs (not simultaneously) 19.50

## Amstrad PCW Range 8256, 8512 and 9512 (unless otherwise stated)

### GAMES

Academy (Tau Ceti II) § 65.95

Armageddon Man § 57.95

Batman § 57.95

Catch 23 § 57.95

#### Classic Quest Adventures:

Goblin Towers (moderate) 49.95

Forestland (hard) 49.95

Witch Hunt (very hard) 49.95

CP Compilation - with 3-D Clock Chess,

Backgammon, 3-D Draughts and

Bridge 2000 all on one disc 59.95

Distractions: 3 graphics games compilation:

On the Run, 2112 AD and Nexor § 59.95

Double T Patience - compilation of six

frustrating games including Kuala Lumpur,

Poker Patience and Fourways 64.95

Graham Gooch Cricket

(Limited Overs & Test Match) 49.95

Guild of Thieves 69.95

Gnome Ranger 59.95

Head over Heels § 57.95

Heathrow/Southern Belle 57.95

Hitch Hikers Guide 65.95

Ingrid's back 59.95

Jinxter 69.95

Knight Orc 59.95

Lancelot 59.95

Leather Goddess (Adults Only) 65.95

Living Daylights 49.95

Mindfighter § 65.95

Pawn, The 69.95

Scrabble de luxe 65.95

Silicon Dreams 59.95

Starglider 69.95

Steve Davis' Snooker 54.95

Tetris: mind/strategy puzzle 59.95

Time and Magik Level 9 trilogy

Lords of Time, Red Moon and

Price of Magik 54.95

Tomahawk: helicopter simulation 57.95

Trivial Pursuit - Genus Edition 39.95

**PUBLIC DOMAIN DISCS 17.50**

*(The games above marked with a § symbol are known to work only on the 8256/8512)*

### PCW YEAR DISC

Containing all the PCW type-ins published in

The Amstrad User for issues shown

Year Disc 1 - Issues 25 to 40 27.50

### EDUCATIONAL

Magic Maths (4-8 yrs) 39.95

Better Spelling (12-16 yrs) 39.95

Maths Mania (8-12 yrs) 39.95

Chemistry (12-16 yrs) 39.95

Better Maths (12-16 yrs) 39.95

Biology (12-16 yrs) 39.95

### PUBLISHING

Desk Top Publisher 99.00

Newsdesk International 125.00

#### STOP PRESS from AMS

*The ultimate Desktop Publishing package for PCW owners. Combine text and graphics with 'what you see is what you get' facilities. The ideal publishing software solution for home enthusiasts, schools, societies and small businesses*

Stop Press (disc only) 179.00

With AMX Mk III Mouse 299.00

### DATABASES

Cardbox 129.00

Cardbox Plus 199.00

Condor One 149.00

Masterfile 8000 119.00

TAIT Database and Labeller 49.95

### MISCELLANEOUS

**Brainstorm** - tool for structuring raw ideas in a logical manner 99.00

**Daatafax Personal Organiser Gift Pack** from Kempston - with soft-ware, stylish binder, subject tabs, and starter stationery 149.00

**Master Paint** - deluxe graphics program, for use with either mouse or keys 59.95

**Mini Office Professional** - the PCW version of the highly successful Mini Office II with Spreadsheet, Word-processor, database, graphics and communications 149.00

**Money Manager Plus** - cashbook/personal accounting 99.00

**NewWord2** - only one available just 150.00

**Plan-it** - desktop organiser, plan budgets, sort files etc. 39.95

**Protext Filer** - pop-up database module for Protext 69.95

**Protext Office** - as Protext Filer but with mail-merge and invoice generator module 99.95

**Protext PCW** 179.99

**Prospell PCW** - spellchecker for most word

processors incl. Wd/Star and LocoScript 89.95

**Scratchpad Plus** spreadsheet 99.00

**Tait Accounting System** - small business Debtors, Creditors and Invoicing 129.00

**Tempdisc** - a disc full of instant templates exploiting LocoScript to the full. Provides a wide range of heading styles, agendas, invoices, borders and documents:

Tempdisc 1 (needs Loco1) 59.95

Tempdisc 2 (needs Loco2) 59.95

Tempdisc 8.2 (needs Loco2,

Locomail and 8512) 67.95

Tempdisc 9 (for 9512) 67.95

**Touch 'n' Go** - typing tutor 69.00

### PERIPHERALS

**8256/8512 Keyboard protector** 29.95

**AMX MOUSE plus interface from AMS** - the most popular and sought after peripherals for your PCW, especially with StopPress 165.00

**PCW Joystick Interface** from Kempston 59.95

**SCANNER - Master Pack** - a scanning device which attaches to a PCW printer head to copy photos or other art work, Master Scan software and Master Paint, a powerful graphics package. Compatible with Desktop Publisher, FSE and Newsdesk International 279.00

**SCREEN FILTER** 29.95

### TASMAN RANGE

Tasword 8000 79.95

Tas-spell 8000 56.00

Tasprint 8000 52.00

Tas-sign 8000 89.95

### CONSUMABLES

**PCW 8000s Printer Ribbons**

Black Carbon 19.95

Black Nylon 19.95

Coloured Nylon - Blue, Red, Green or Brown 24.95

**PCW 9000s Printer Ribbons**

Black Carbon 15.95

Black Multistrike 15.95

Black Nylon 19.95

**Daisy Wheels for 9000s**

Prestige Pica 10; Prestige Elite 12;

Courier 10; Cubic Pica 10; Mini Gothic 15;

Orator 90% 10; Letter Gothic 10/12;

Script 12 each 19.95

**3" disc drive cleaning kit** 19.95

**CF2 3" discs** each 7.00

### LOCOMOTIVE PRODUCTS

LocoScript 2 (v. 2.16 - N/E) 87.00

LocoScript 2 + LocoSpell 130.00

**Locofile <<NEW>>** 110.00

LocoMail2 105.00

LocoSpell2 75.00

Locomail1 to 2 upgrade 18.50

LocoSpell1 to 2 upgrade 18.50

LocoScript2 upgrade to v2.16 (N/E) 18.50

*(Original disc must be returned certified mail)*



## PCW - continued

for all upgrades)

The following are for PCW 8000s using  
LocoScript 2.12 and above:

Printer Character Set Disc for defining new character sets	59.95
Extra Printer Drivers Disc containing a Printer File for every current LocoScript2 compatible printer	59.95
Keyboards Disc to configure Loco-Script2 to use American, Canadian, Danish, English, French, German, Italian, Norwegian, Spanish or Swedish keyboard layouts with any nationality of LocoScript2.	59.95
LocoFont SET 1 adds nine extra fonts to your matrix printer	75.00
LocoFont SET 2 adds a further set of five fonts to your matrix printer	65.00
LocoKey to customise your keyboard layout	59.95
Locomail Sorting Program	39.95
Locomail2 Examples disc	17.50
LocoMail2 New User Guide	54.95

The following are for PCW 9512s using  
LocoScript 2.12 and above

Printwheels Disc allows the correct printing of the characters from any printwheel supplied for the built-in printer.	59.95
Keyboards Disc to configure LocoScript2 to use American, Canadian, Danish, English, French, German, Italian, Norwegian, Spanish or Swedish keyboard layouts with any nationality of LocoScript2.	59.95
Printer Driver and Character Sets supports a wide range of printers and printwheels used as an alternative to the built-in printer	59.95
Locomail Sorting Program	39.95
Locomail2 Examples disc	17.50

### Amstrad PC Range PC1512/1640 and PPC512/640 (unless otherwise stated)

Items marked with a "†" symbol are also available in 3.5" disc format.

#### GAMES

221b Baker Street	49.95
4 x 4 - Off-Road Racing †	49.95
Aces High Compilation with World Series Baseball, Wizball, Top Gun and Arkanoïd	69.95
Alternate Reality (The City)	49.95
Amazon	59.95
B-24	69.95
Battle for Normandy	69.95
Batman	69.95
Beyond Zork	49.95

Black Cauldron †	59.95	Nine Princes in Amber	59.95
Black Jack Academy †	49.95	Pawn	69.95
Bobo	69.95	Perry Mason - Mandarin Murders	59.95
California Games †	49.95	Phantasie	69.95
Championship Boxing	49.95	Phantasie 3	69.95
Charlie Chaplin	69.95	Pinball Wizard	69.95
Classic Quest Adventure Series:		Pirates	69.00
Goblin Towers	39.95	Platoon	69.95
Forestland	39.95	<b>PMH Pegasus †</b>	<b>59.95</b>
Witch Hunt	39.95	Police Quest †	59.95
Catacombs	39.95	President Elect	69.95
Cornucopia	39.95	Project Space Station	49.95
Classic Arcades 1	59.95	PSI-15 Trading Company	49.95
Classic Arcades 2	59.95	Rambo III	69.95
Colossus Mahjong	69.95	Reach for the Stars †	49.95
Combat School	69.95	Rebel Charge at Chick.	69.95
Concentration	49.95	Rendezvous with Rama	59.95
Crazy Cars	59.00	Rings of Ziflin	69.95
Crosscheck	49.95	Roadwar 2000	69.95
Crusade in Europe	59.95	Roadwar Europa	69.95
Daley Thompson's Olympic Challenge	69.95	Romantic Encounters (AO)	49.95
Dark Castle	49.95	Sargon III (Chess)	89.95
Decision in Desert	59.95	Shard of Spring	69.95
Destroyer †	49.95	Shiloh	69.95
Dragonworld	59.95	Silent Service	59.95
Dream Warrior	69.95	Silicon Dreams	59.95
Driller	69.95	Solomon's Key	69.95
Elite	69.00	Space Quest †	59.95
F-15	59.95	Space Quest 2 †	59.95
F-16 Falcon †	49.95	Spitfire Ace	59.95
Fahrenheit 451	59.95	Star Command	79.95
Family Feud	49.95	Star Fleet	59.95
First Expedition †	49.95	Star Trek: Kobayashi	49.95
Games Pack 1 (13 games)	29.99	Star Trek: Promethian	49.95
Gettysburg	69.95	Star Quake (Amstrad j/stick port only)	59.95
Gnome Ranger	59.95	Stellar Crusade	69.95
Great Escape, The	59.95	Star Glider	59.95
Great International Airplane Construction Kit	49.95	Street Sports Baseball †	49.95
Gryzor	59.95	Street Sports Basketball †	49.95
Gunship †	79.95	Sub Battle Simulator †	49.95
Hardball	49.95	Summer Games	45.00
Hunt for Red October	49.95	Tau Ceti	59.95
Impossible Mission II †	49.95	Test Drive	59.95
Ingrid's back	59.95	Tenth Frame	59.00
<b>Inside Trader</b>	<b>59.95</b>	Tetris	49.99
Impact (mouse or keyboard only)	49.95	Thexdert†	59.95
Jackal	69.95	Time and Magik	59.95
Jeopardy	49.95	Tomahawk †	49.95
Jet	69.95	Trantor	69.95
Jewels of Darkness	59.95	<b>Ultima V</b>	<b>59.95</b>
Kampfgruppe	69.95	Victory Road	69.95
Kings Quest 1 †	49.95	Wargame Constr. Kit	69.95
Kings Quest 2 †	49.95	Wheel of Fortune	59.95
Kings Quest 3 †	49.95	Winter Games †	49.95
Knight Orc	59.95	Wizard's Crown	69.95
Lancelot	59.95		
Last Ninja, The †	59.95		
Leaderboard Golf	49.95		
Leisure Suit Larry (AO) †	59.95		
Mean 18	69.95		
Mean 18 Famous Courses 1	24.95		
Mean 18 Famous Courses 2	24.95		
Mean 18 Famous Courses 3/4	24.95		
Mech Brigade	69.95		
Might and Magic	79.95		
Mini Putt	49.95		
Moebius	59.00		

#### BUDGET GAMES

Arcade 1: Pitfall, Artillery, Goob and X-Wing	14.99
Arcade 2: Munchman, Bowling and Depth charge	14.99
Arcade Bonanza: Frog, Pac-em, Tank and Red Alert	14.99
Board Games	14.99
Master Blaster: Paratrooper, Round 42 and Rockets	14.99
Mind Games: Concentration, Magie, Hide-away and Mindscan	14.99
Sink the Bismark: Computer Battleships	



## PC - continued

and Naval Trivia	14.99
Space Battles: <i>Space War, Meteor Shower, Moon Lander, Space Zombies</i>	14.99
Space Games	14.99
Strategy Games: <i>Ruler, Killer Bees, Engineer, Sabotage and Vampire</i>	14.99

### EDUCATION

Alphabet Zoo	59.95
--------------	-------

#### Arrakis Advantage Series:

Algebra 1/1 - Sets & notations	59.95
Algebra 1/2 - Number Sys.	59.95
Algebra 2/1 - Equations & Formulae	59.95
Algebra 2/2 - Linear Equations	59.95
Algebra 3/1 - Polynomials	59.95
Biology 1 - Respiration	59.95
Biology 2 - Digestion & Nutrition	59.95
Biology 3 - Reproduction & Dev.	59.95
Biology 4 - Circulation & Heart	59.95
Chemistry 1 - The Atom	59.95
Chemistry 2 - The Periodic Table	59.95
Geometry 1 - Basic Geometry	59.95
Geometry 2 - Plane and Space	59.95
Physics 1 - Motion	59.95
Physics 2 - Light	59.95
Statistics 1 - Intro. Descriptive Stats	59.95
Trigonometry 1 - Intro. to Trig.	59.95

Better Maths (12-16 yrs)	39.95
Better Spelling (9- Adult)	39.95
Biology (12-16 yrs)	39.95
Chem Lab	69.95
Chemistry (12-16 yrs)	39.95
Chinese - tutorial on Mandarin	69.95
Computerease - tutorial on PC	39.95
Creature Creator	59.95
Cryptocube	59.95
Decimal Dungeon	49.95
Delta Drawing	59.95
European Nations & locations	59.95
Face Maker	59.95
Fraction Action	49.95
Grammar Examiner	59.95
In search of the most amazing things	59.95
Kids on Keys	59.95
Kidwriter	59.95
Kindercomp	59.95
Lex, Wizard of Words †	39.95
Magic Maths (4-12 yr) CGA	39.95
Maths Mania (8-12 yr) CGA	39.95
Math Maze	59.95
Maxi Maths (12-16 yrs)	39.95
Micro Maths - advanced for Years 9-11 students	69.95
Mission Algebra	59.95
Mixed up Mother Goose †	59.95
Notable Phantom	59.95
Number Fun 1 †	29.95
Physics (12-16 yrs)	39.95
Race Car Arithmetic	49.95
Remember!	89.95
Sesame Street series - covers problem solving, predicting, logic & reasoning	
Ernie's Big Splash (4-6 yrs)	39.95
Astro Grover (3-6 yrs)	39.95
Grover's Animal Ad (4-6 yrs)	39.95
Big Bird's Delivery (3-6 yrs)	39.95

Ernie's Magic Shapes (4-6 yrs)	39.95
Pals around Town (4-6 yrs)	39.95
Science & Engineering - examples	49.95
Ships Ahoy	59.95
Snooper Troops 1	59.95
Snooper Troops 2	59.95
Spellagraph	59.95
Spellakazam	59.95
Ten Little Robots	49.95
Typing Step-by-Step	24.95
Typing Tutor 4	79.95
Word Fun 1 †	39.95

### BUSINESS

ABC Business Pack	499.99
Ability Plus	350.00
Ability	199.00
Biz Pak 1	29.99
Brainstorm	149.00
Business Dynamics - primer	39.95
Capital Budgeting	199.00
Cardbox PC	179.00
Cardbox PC Personal	399.00
Chartman - bus. graphics	129.00
Condor 1 Jnr	225.00
Corporate Finance	199.00
Desktop Accountant	450.00
Diamond - integrated s/sheet (like Lotus), Graphics and word processor	249.00

Financial Accounting for non-Accountants	199.00
In-house accountant	199.00
MASTERFILE PC †	199.00
Mini Office Personal - integrated database, wordprocessor, Spreadsheet and label printer (replaces M/O Professional)	99.95
Money Manager Plus - cash book including graphics	99.00
Personal Excellence Package - a serious approach to assessing your thinking skills, IQ, mental performance and aptitudes	109.00
Personal Cardbox Plus	399.00
Protex PC	199.00
Protex Filer PC	69.95
Protex Office	99.95
Ram Jet Executive - gives PC1512 only a disc cache, print buffer, screen accelerator	189.00
Scratchpad Plus	149.00
Sales Force Management	199.00
Tait (Everyman) Accounting - small business accounting with Debtors, Creditors and Invoicing	149.00
Top Copy Plus - advanced word processing + macros	299.00
Twin Advanced - integrated spreadsheet (like Lotus), graphics and database	189.00

### UTILITIES

Award Ware - certificates, banners, cards Designer	49.95
Business Tools - ready designed templates with 77 business forms, 33 contracts & 105 letters	99.95
Computer Diagnostics	24.95
Copy It	24.95
Disk Utilities	24.95
Easy DOS - DOS tutorial	49.95

File Rescue Plus	69.95
------------------	-------

### JOYSTICK GAMES CARD

Easily fitted - allows the use of an IBM style joystick on your Amstrad PC 1512 or 1640

42.50

Gift List	24.95
Hard Disk Log	24.95
Home Inventory	24.95
Home Office Filer	24.95
Home Office Writer	24.95
Home Organiser: with Inventory, Shopping list, Librarian and Planner	14.99
Homework Filer	69.95
Logistix	295.00
Phone & Address filer	24.95
Print Magic	49.95
Print Power - multi fonts & borders	69.95
Ready!	99.00
Skill Builders	249.00
Superbase	249.00
Tasword PC †	135.00
Tas-spell PC †	110.00
Tas-print PC †	110.00
Tas-sign PC †	110.00
Tascopy †	110.00
Time and Expense log	24.95
Touch 'n' Go	69.00
Trio	99.95

### IBM-STYLE JOYSTICKS

**Anko Precision Joystick:** top of the range - with free floating or auto centring operation modes, dual axis trim controls for accurate control of cursor/aiming/movement, two fire buttons on base and one on stem and rubber feet for surface grip 49.95

**Anko Standard Joystick:** mid-range joystick with fire button on base and one on the stem, dual axis trim controls for accurate movement, rubber feet for surface grip 39.95

**Junbo Joystick:** the smallest in the range but just as accurate, with auto return centring and fine tuning to adjust movement control, long life variable resistor control, two fire buttons, suitable for hand held control 29.95

## BOOKS

### CPC TITLES

Advanced User Guide	21.95
Amstrad Compendium	23.95
Basic BASIC <<New stock>>	18.95
Childs' Guide to the Amstrad Micro	13.95
Disc System, The Amstrad CPC 464 Filing Systems and Data Bases for the CPC464	30.95
Graphics Programming Techniques	25.95
High Energy Programs for the Amstrad	9.95
Ins and Outs of the Amstrad	23.95
Machine Code for Beginners	21.95
Machine Lang. for Absolute Beginner	23.95
Practical "C"	29.65
Ready made Machine Lang. routines	23.95
Starting Basic - Bk 1	19.95



## Books - continued

Sound, Graphics & Handling - Bk 2	24.95
Structured Programming on 464/664/6128	30.95
Watson's Notes Series (for younger readers)	
Book 1: First Steps in Basic	17.95
Book 2: Exploring Basic	17.95
Book 3: Computer Games	17.95
Whole Memory Guide - 464	30.95

### LOGO TITLES

LOGO Pocketbook	17.95
Practical Logo on the Amstrad	27.95
Using DR Logo on the Amstrad	37.95

### PCW TITLES

Advanced LocoScript on the PCWs	39.50
Desktop Publishing with the PCW	35.95
Locomail User Guide - new version	54.95
LocoScript Pocketbook	17.95
LocoScript2 and the Amstrad PCW	
Computers - a complete guide	43.00
Mallard Basic - Introduction and Reference by Locomotive	39.50
Mastering the Amstrad PCW 8256/8512	32.25
Pocket Wordstar	30.95
Program your PCW	32.95
Using Databases on the PCW	35.95
Word Processing with the PCW	27.95

### CP/M TITLES

CP/M Plus Handbook - Operator's and Programmer's guide for the Amstrad CPC6128 and PCW 8256 and PCW 8512 (Soft 971) by Digital Research Inc. Over 500 pages of everything you need to know about CP/M Plus. Includes a GSX supplement	52.95
Introduction to CP/M Plus (CPC/PCW)	32.95
Choosing & Using CP/M Business Software (for PCWs)	35.95

### PC TITLES

Amstrad PC1512/1640 Advanced User Guide	
Adv. Basic2 Programs on the Amstrad PC	35.95
Basic2 User Guide by Locomotive Software	39.95
Business Computing with the Amstrad PC1640	44.00
Business Presentation Graphics on the PC1512	55.00
Communications with the Amstrad PC	44.00
DOS Plus Reference Guide for PC-DOS, MS-DOS and CP/M Programmers from Digital Research	75.00
Introducing Lotus 1-2-3	14.95
Exploiting MS-DOS on Amstrad PC and IBM compatibles	46.65
Program your PC	32.95
Simple Basic2 Programs on the Amstrad PC1512/1640	29.95
Using Ability on the Amstrad PC	Jan '89
Using DOS Plus on the Amstrad PC1512	39.95

Using desktop publishing on the Amstrad PC	Jan '89
Using GEM on the Amstrad PC1512	Jan '89
Using MS-DOS on the Amstrad PC1512/1640	29.95
Using Printers on the 1512/1640	29.95

### OTHERS

Computers and the Law	65.00
Introducing dBase	14.95

## Magazines

### THE AMSTRAD USER

Issue 01 - Feb 85	4.00
Issue 03 - Apr 85	4.00
Issue 04 - May 85	4.00
Issue 06 - Jul 85	4.00
Issue 07 - Aug 85	4.00
Issue 09 - Oct 85	4.00
Issue 10 - Nov 85	4.50
Issue 11 - Dec 85	4.50
Issue 12 - Jan 86	4.50
Issue 13 - Feb 86	4.50
Issue 14 - Mar 86	4.50
Issue 15 - Apr 86	4.50
Issue 16 - May 86	4.50
Issue 17 - Jun 86	4.50
Issue 18 - Jul 86	4.50
Issue 19 - Aug 86	4.50
Issue 20 - Sep 86	4.50
Issue 21 - Oct 86	4.50
Issue 22 - Nov 86	4.75
Issue 23 - Dec 86	4.75
Issue 24 - Jan 87	4.75
Issue 25 - Feb 87	4.75
Issue 26 - Mar 87	4.75
Issue 27 - Apr 87	4.75
Issue 28 - May 87	4.75

Issue 29 - Jun 87	4.75
Issue 30 - Jul 87	4.75
Issue 31 - Aug 87	4.75
Issue 32 - Sep 87	4.75
Issue 33 - Oct 87	4.75
Issue 34 - Nov 87	5.25
Issue 35 - Dec 87	5.25
Issue 36 - Jan 88	5.25
Issue 37 - Feb 88	5.25
Issue 38 - Mar 88	5.25
Issue 39 - Apr 88	5.25
Issue 40 - May 88	5.25
Issue 41 - Jun 88	5.25
Issue 42 - Jul 88	5.25
Issue 43 - Aug 88	5.25
Issue 44 - Sep 88	5.25
Issue 45 - Oct 88	5.25
Issue 46 - Nov 88	5.25

### AMSTRAD COMPUTER USER

(English imported mag.)

Jan/Feb 85	5.00
March 85	5.00
April 85	5.00
June 85	5.00
November 85	5.00
December 85	5.00
January 86	5.00
February 86	5.00
May 86	5.00
June 86	5.00
August 86	5.00
September 86	5.00
November 86	5.00
December 86	5.00
February 87	5.00
January 88	5.50
February 88	5.50
March 88	5.50
May 88	5.50
June 88	5.50
July 88	5.50
August 88	5.50

## HOW TO ORDER

#### By Mail:

Send a cheque, money order or your credit card number and expiry date (Mastercard, Bankcard or Visa) with your order to the address shown below.

#### By Phone:

Have your credit card and expiry date ready and ring (03) 233 9661.

#### Please Note:

- For all book orders over \$20 please add \$5.00 (overseas \$7.00). If ordering the TV modulator please add \$7.50 (overseas \$9.50). All other orders are currently supplied post free (overseas add \$5.00).
- When ordering by mail, if possible, always quote one or two alternatives. Otherwise call us first to check availability.
- Most orders can be reserved for up to 7 days pending payment after which they will be released for others to buy.
- Please allow at least 14 - 21 days for receipt of goods.
- This list is prepared some 4 weeks before publication and reflects the stock holding at that time and anticipated releases advised by producers. The latter are often optimistic.

**The Amstrad User**  
**1/245 Springvale Road**  
**Glen Waverley**  
**Victoria 3150**  
**(03) 233 9661**



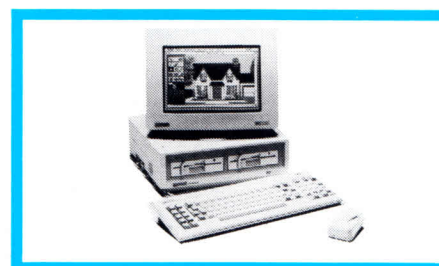
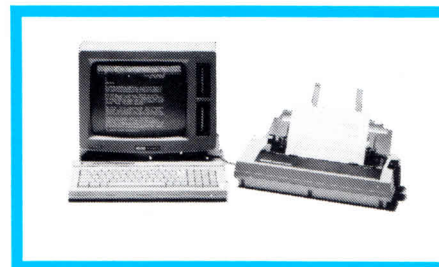
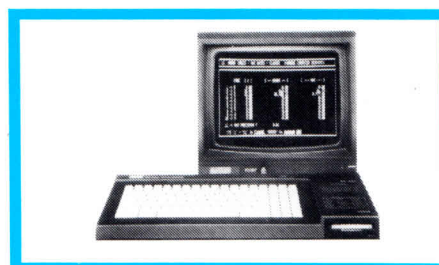
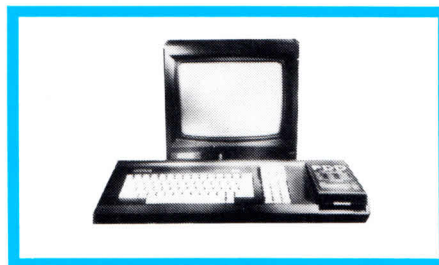
# Whether your investment was \$500 or \$2500 ...

## ... you can't afford to be without The Amstrad User

The Amstrad User is the only Australian magazine which supports the Amstrad range of computers exclusively and has grown to become the leading national magazine for your computer.

It makes sense to keep up to date with what's happening on your doorstep, to learn with advice from other users and our regular articles, to have fun with the many published games or to have assistance in your business software decisions through our independent software reviews.

The Amstrad User is available through most newsagents (if not yours ask for it - it's distributed nationally by Gordon and Gotch) or take out a Subscription using the form below and ensure regular delivery to your home each month.



Please send me 12 monthly issues of The Amstrad User. I own/intend to own a \_\_\_\_\_

I would like: the Magazine only at \$42.50  Magazine plus cassette of programs appearing in that issue at \$80.00 (tapes are not suitable for PCW or PC owners)

I wish my subscription to start with the current issue  or Please start at Issue No . . . .

I enclose a cheque  or please charge my Bankcard, Mastercard or Visa  for \$ \_\_\_\_\_

The number is \_\_\_\_\_ The card expires on \_\_\_\_\_

Name \_\_\_\_\_ Phone number \_\_\_\_\_

Address \_\_\_\_\_

State \_\_\_\_\_ Post Code \_\_\_\_\_

**Return this form to: THE AMSTRAD USER, Suite 1, 245 Springvale Road, Glen Waverley, Victoria 3150 or ring (03) 233 9661 for further information.**

For subscriptions to Papua New Guinea, New Zealand, Solomon Islands, Vanuatu or New Caledonia please add \$21 airmail. For Fiji, Brunei, French Polynesia, Indonesia, Kiribati, Malaysia, Nauru, Niue, Samoa, Singapore, Tokelau Islands or Tonga please add \$27 airmail.



# MASTERFILE 8000

FOR ALL AMSTRAD PCW COMPUTERS

MASTERFILE 8000, the subject of so many enquiries, is now available through The Amstrad User from Campbell Systems in the UK.

MASTERFILE 8000 is a totally new database product. While drawing on the best features of the CPC versions, it has been designed specifically for the PCW range. The resulting combination of control and power is a delight to use.

Other products offer a choice between fast but limited capacity RAM files, and large capacity but cumbersome fixed-length, direct access disc files. MASTERFILE 8000 and the PCW RAM disc combine to offer high capacity with fast access to variable-length data. File capacity is limited only by the size of your RAM disc.

A MASTERFILE hallmark is the provision of multiple, user-designed display formats. This flexibility remains, but now it's even easier. With MASTERFILE 8000 you design your formats "live"; no more questionnaires, just move your format effects around the screen using the cursor keys!

Record updating is even easier than before - just steer your cursor to any field on the screen and then insert/erase/alter as required.

Special options are provided for handling dates and surnames, and column totals can be generated.

All screen work is done graphically - and hence we offer unique panel, box, and ruled line options. Choose the line spacing at pixel resolution - you will be amazed how much clearer 9-pixel lines are than the usual 8-pixels. (Study the picture.) And all this faster than CP/M normally lets you paint the screen! PCW printer functions, under menu control, are provided.

Any file can make RELATIONAL references to up to EIGHT read-only keyed files, the linkage being effected purely by the use of matching file and data names.

You can import/merge ASCII files (e.g. from MASTERFILE III), or export any data (e.g. to a word processor), and merge files. For keyed files this is a true merge, not just an append operation. By virtue of export and re-import you can make a copy of a file in another key sequence. New data fields can be added at any time.

File searches combine flexibility with speed. (MASTERFILE 8000 usually waits for you, not the other way around.) You can even assign subsets of a file into one or more of seven pigeon-holes for subsequent reference or further manipulation.

**Megalglomerate Ltd**

Sales Contact : Martin McManic  
Telephone : 0245 654321  
Reference : MGL  
Date of last order : 14 Aug 86  
Value to date : £31,455.00

Mega House  
143-145 London Road  
Chelmsford  
Essex CM12 5EG

Ref	Maker	Model	Specification	Price ex VAT
C5001	Epson	FX105	100cps 6MMLO 90col	£310
C5002	Epson	FX105	100cps 6MMLO 132col	£410
C5003	Epson	FX105	100cps 132col	£195
C5004	Epson	LX100	100cps 25MMLO 90col	£435
C5005	Epson	LX100	100cps 6MMLO 132col	£395
C5006	Epson	LQ1000	100cps 5MMLO 90col	£275
C5007	Epson	EX1000	300cps 5MMLO 90col	£335
C5008	Epson	HS	100cps 45MMLO 132col	£370
C5009	Canon	HS	100cps 45MMLO 90col Colour	£410
C5010	Canon	ES10	100cps 45MMLO 90col	£630
C5011	Juki	SS20	15cps daisywheel	£260
C5012	Juki	6100	30cps daisywheel	£350
C5013	Juki	6300	35cps daisywheel	£1,795
C5014	Juki	DX	200cps 5MMLO 132col	£2,700
C5015	Fujitsu	DX	200cps 5MMLO 132col	£1,300
C5016	Fujitsu	LBP541	8 page min A4	£260
C5017	Fujitsu	LBP542	8 page min A4	£350
C5018	Canon	Laser	8 page min A4 graphics	£2,700
C5019	HP	Laser	8 page min A4 graphics	£1,300
C5020	HP	KP-810	100cps 5MMLO 90col	£2,650
C5021	Taxan			

03: Display Options  
Steer using ..... \*F10  
Alter data ..... \*DEL  
Erase data ..... \*DEL  
Assign to set ..... \*A  
First page ..... \*B  
Next page ..... \*ENTER  
Find key = op ..... \*F  
Go to record number ..... \*G  
Print ..... \*P  
Print single record ..... \*P  
Erase record ..... \*DEL  
Insert new record ..... \*I  
Show re-sequenced ..... \*R  
Rotate format ..... \*R  
Go to search ..... \*S  
Exit to main menu ..... \*X

Drive: A File: INNOICES Records: 00017 Selected: 00009 Key: Format: 1

Customer Details and Invoices

British United Freight  
493 Western Avenue  
Gloucester  
GL9 5JN

Tel: 0452  
Contact: Mike  
Ref: BUF

Invoice	Tax point	Amount	Date paid	Comments
12004	20 Aug 87	£235.00	02 Oct 87	
12399	29 Aug 87	£98.00	02 Oct 87	
12450	01 Oct 87	£305.00		re
12453	21 Oct 87	£133.00		
12533	03 Nov 87	£1,004.50		
12598	10 Nov 87	£355.65		
12703	18 Nov 87	£200.00		
12782	11 Nov 87	£39.20		
12839	04 Dec 87	£083.55	04 Dec 87	Cash with order
<b>Totals:</b>		<b>£3,253.90</b>		

Date of invoice

Drive: A File: INNOICES Records: 00017 Selected: 00009 Key: Format: 1

MASTERFILE 8000 is totally menu-driven, fully machine-coded, and comes with example files and a detailed manual. We claim (modestly) that you will not find another filing system with such power, flexibility, and friendliness.

MASTERFILE 8000 costs \$119.00 including postage and packing, and if you request air-mail within Australia, we'll do that at no extra charge too! (If you live outside Australia please add \$4.00 for air-mail cost.)

Bankcard, Mastercard or Visa orders are welcome, written or telephoned, quoting the card expiry date.

Send your order now to:  
**THE AMSTRAD USER**  
Suite 1/245 Springvale Road,  
Glen Waverley,  
Victoria 3150

Tel: (03) 233 9661

Keyed files are maintained automatically in key sequence, with never any need to sort. You can have unkeyed files too, where records can be inserted at any point in the file.