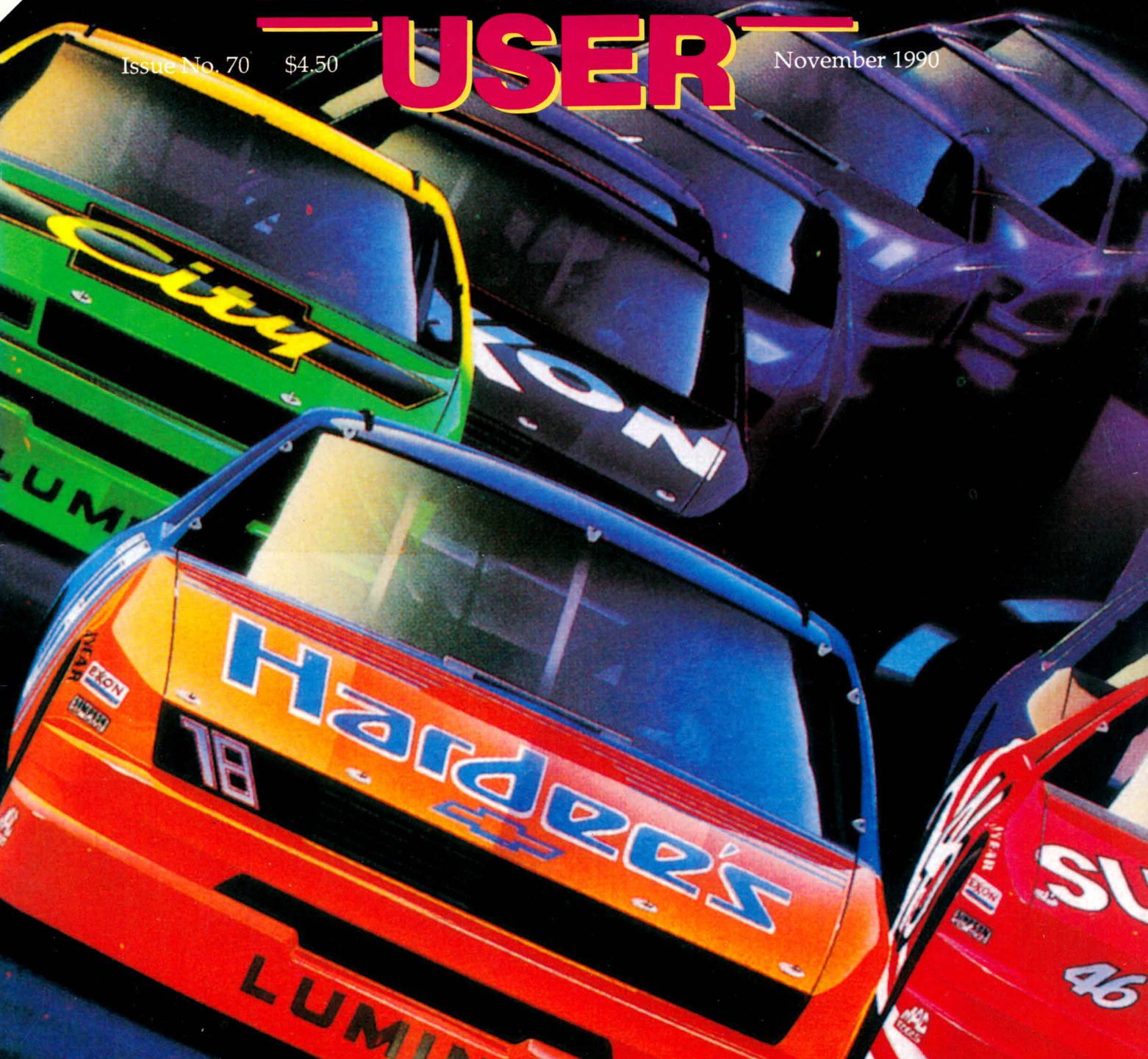


The Aussie Mag  
for Amstrad owners

# THE AMSTRAD USER

Issue No. 70 \$4.50

November 1990

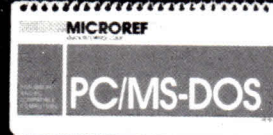
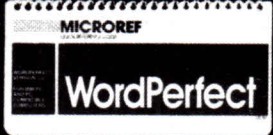
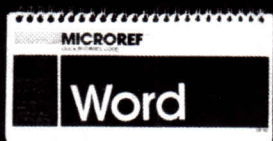
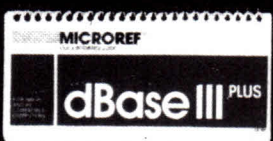
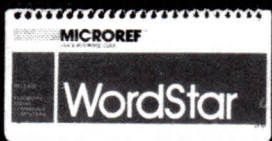
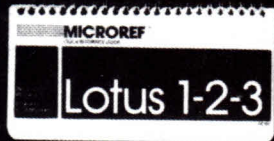


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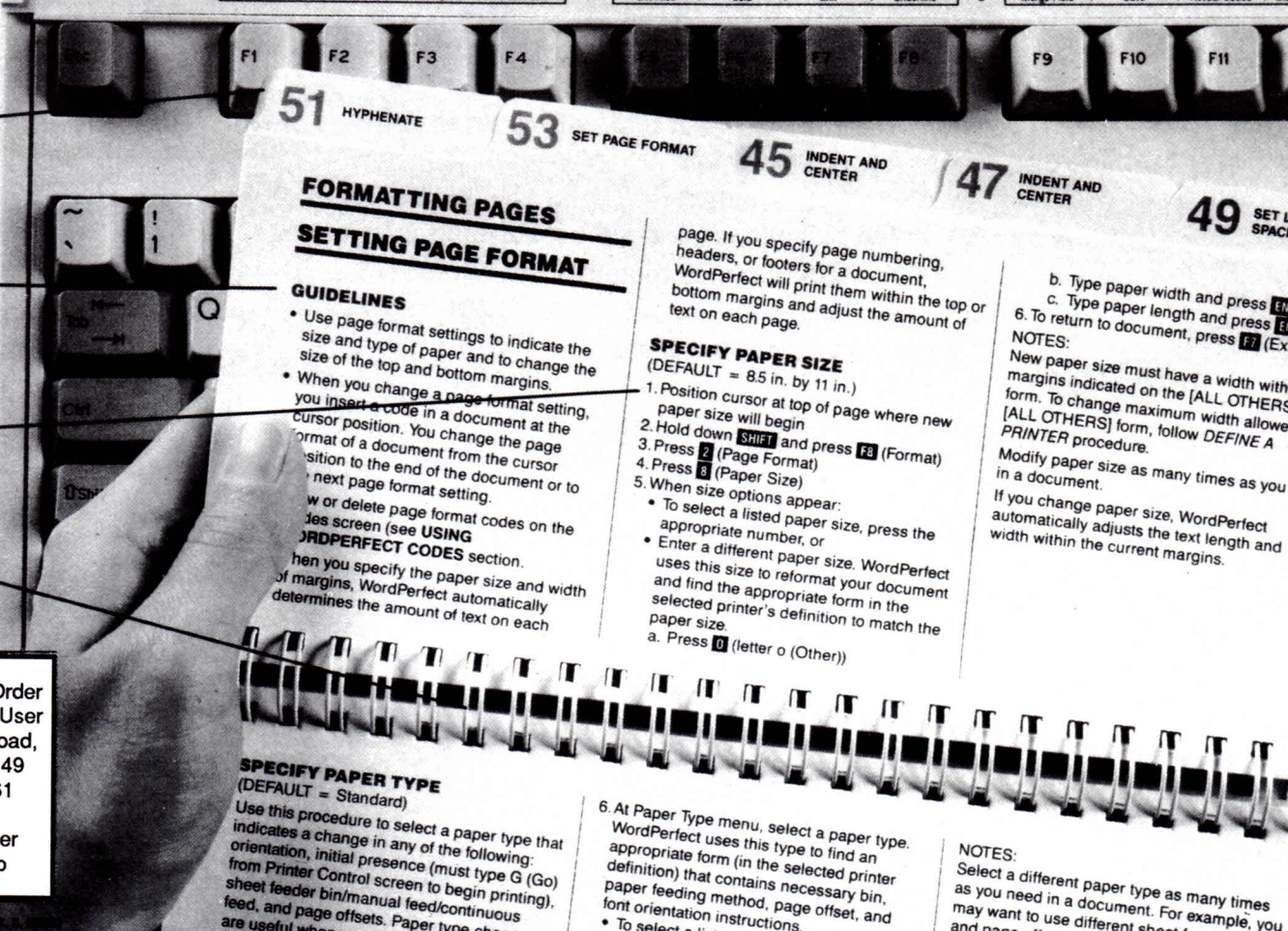
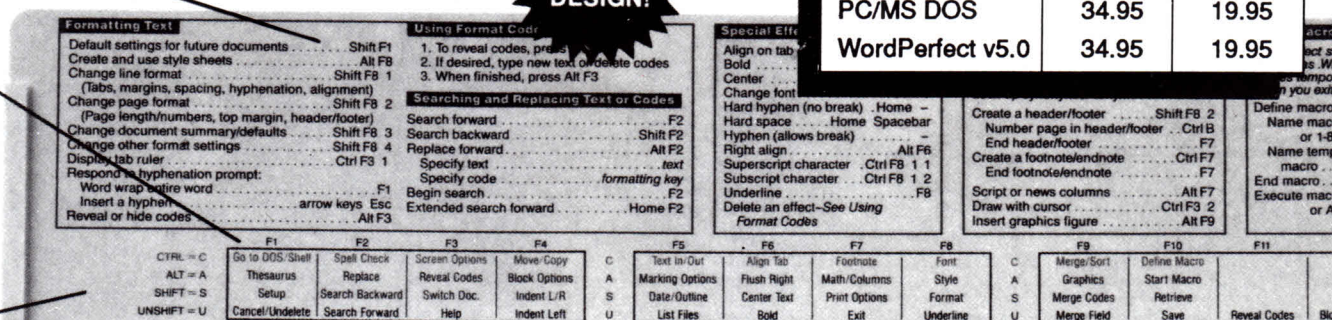
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*FRONT COVER: The cover picture of Days Of Thunder, the exciting new racing game from the movie of the same name.*

# THE AMSTRAD USER

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- Side 1: THE RINGS OF ARTEK - 8
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All enquiries and contacts concerning this Publication should be made in the first instance by writing to The Amstrad User, 641 High Street Road, Mount Waverley, Victoria 3149, Australia. Urgent matters can be phoned through on (03) 803 9661.

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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.

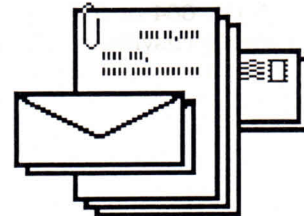
The subscription rate (for Australia) is \$45.00 for 12 issues of the magazine only, or \$80.00 for 12 issues of the magazine plus tape (for CPC range only) containing programs appearing in that issue. Postage is included in the above prices. For subscriptions to New Zealand, PNG, Solomon Islands or Vanuatu please add \$24 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, in no way affiliated with Amstrad or their Australian distributors or any dealer in either software or hardware (The Amstrad User Shop excepted).

# 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.*



I am writing in about an extremely obvious answer to the CPC screen saving. One of the problems is that it uses 17K to save. (One for the name etc., and 16 for the actual screen):

Saving.....

```
SAVE"[filename]",b,&c000,&4000  
and to load it back,  
LOAD"[filename]",&C000
```

You may leave out the ',&C000' at the end if you wish. It is really quite simple. &C000 is the first poke on the screen; &FFFF is the last. The difference is &4000. I hope that this can be of use to any readers troubled with this problem. Anyway, thanks for producing the great magazine.

*Ian Hopper, Maida Vale ,WA.*



In the September issue of your magazine in the letters section on page 3 you advised a correspondent, who was requesting details of how to make an external drive the default drive, that it could not be done. The Amstrad Computer Club Inc. of South Australia published details of the necessary procedure some 5-6 years ago and if your correspondent, or any other interested parties, will write to the club enclosing a stamped self-addressed envelope and a small donation to club funds, eg. \$2, we would be happy to forward the necessary instructions to them.

The procedure involves a switch, some wires and a small amount of soldering.

The address of the club is contained in the user groups section of your magazine but to forestall quick flipping of pages I have repeated it below. The club, which is an incorporated body, has been active in South Australia for some 6 years and we welcome membership enquiries from country and interstate sources. We have an extensive Public Domain library for CPC, PCW and PC machines which is available to all members who supply a disc/discs and return postage. We actively discourage the copying of commercial software. Please write to:

*Amstrad Computer Club Inc.  
Post Office Box 210  
Parkholme, SA 5043.*



You are doing yourself a disservice by calling your magazine The Amstrad User. As most of us with Amstrad PC's know, it is an IBM compatible. We also know that there is no software that is written specifically for an Amstrad PC, and all products labelled for IBM compatibles are quite suitable for our computers.

It seems to me that your title may deter other clone users from browsing through the magazine and discovering the huge list of software you've got on mail order. They would also miss out on your occasional sales, such as your

recent Suicide Sale, for which I enclose an order.

*Ingrid Baker, Cowes, Vic.*

*You must be reading our thoughts. We have already taken steps to let more people know about our mail order IBM software, and coupled with some planned major changes in the presentation of the current magazine, we hope this will redress the situation. If and when the final decision about these changes has been made our readers will be the first to know.*



In reference to an article in "Compatibles Corner", issue no 67, Chris Collins mentioned a new MS-DOS system called 4DOS v. 31. Can it be used on my system, it's a PC2086, if so how much would it cost.

*Peter Stefanovic, Corrimall, NSW.*


*Yes it can be run on your system, and as it is Shareware you are able to try it before you buy it. You will find information regarding the availability and price of this and any other Shareware reviewed in the Compatibles Corner article in which it appeared.*



Would it be possible for you to include the below request in the next edition of your outstanding magazine as it appears that there is no club or user group of any kind here in Townsville.

Anybody interested in Amstrad CPC464, 664 or 6128 computers in the Townsville area please contact me at the address supplied in regards to possibly forming a Club, User Group or some sort of help line. Any support for this endeavour will be greatly appreciated and highly rewarding.  
 Marc Robertson, Aitkenvale, QLD.

You will find the Townsville Amstrad User Group in amongst the User Groups listed in our August magazine. Anyone interested can contact the President, Ian Wallace, on (077) 73 1798.


 I am interested in the scanner reviewed in your September issue but note that it needs a 640K computer in order to function. I have an Amstrad PC20 which at present is having the memory expanded to 640K but I am not sure whether the scanner will operate with an expanded memory

as opposed to a standard 640K. Will you please advise me on this matter and if the expanded PC20 is suitable will you please let me know the total price including postage.

M.R.H. Allen, Invercargill, NZ.

*The Scanner should work on any machine with a 640K memory capacity, we have no reason to believe otherwise. (If it didn't it would defeat the purpose of memory expansion altogether.) The reviewed copy was tested on a standard 640K machine however, so if anyone wishes to correct us on this please do.*

*The price of the GS4500 Geniscan is \$399.00, with an additional charge of \$12.00 postage if ordering from New Zealand.*

 I own an Amstrad PCW8256 which I am very happy with. In a page in one of the manuals which came with my computer headed

"Commercial Software for the PCW8256", it says that software written for the CPC664 or 6128, which runs under CP/M Plus, will run on my computer. Is this the case with all software written for the CPC664 or 6128? I would be very interested to hear your comments in relation to this aspect.

Also, I cannot get graphics to print from DR Logo. I can press the EXTRA key and the PTR key simultaneously, but this only prints out exactly what is on the screen. Also, can graphics saved from DR Logo be loaded under graphics programmes such as Printmaster Plus?

I would appreciate your help in the above matters, and look forward to receiving your early response.

Kellie Douglas, Shepparton, Vic.

You have misread your manual in this instance, as disks formatted on the CPC 664/6128 can be used

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on your PCW, providing that they are formatted using either CP/M 2.2 or CP/M Plus. One of the differences between the two systems is that the latter allows access beyond 64K. Most programs written under either version of CP/M and read from a properly formatted 3inch disk should work on your PCW.

In answer to your second question, if you had told us that you could print from DR Logo we would have been surprised as it cannot be done. However, it can do exactly what you have discovered, which are referred to as screen dumps and involve simply the printing of only what is seen on the screen before you at the time of printing.



Dear Ed, I am not a real letter but am very typical of the many letters sent in by Turtle fans all over the country. We all ask the universal question and hope that you can finally answer us; "When will the Teenage Mutant Ninja Turtle game be available for the CPC?"

*Anonymous.*

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Unfortunately, you seem to have been forgotten by the manufacturers. It looks as though Teenage Mutant Ninja Turtles for the CPC is going to be a non event, so the wait is over and you can save your pennies for bigger and better things.

## USER GROUPS

Unfortunately we have not had enough page space to publish the Amstrad User Group information in the magazine for three months running. However, since the publication of our August issue, in which they were last included, most groups have undergone annual elections and therefore have seen changes to the administrative roles. For this reason below is a list of all changes of which we have been notified for various clubs, the rest of which we can only assume will remain the same as per the August magazine.

Apologies to those who have been anticipating a full display of User Group information, we will bring it to you as soon as possible. In the meantime the changes are as follows:

### VICTORIA

Southern Amstrad User Group  
President: Bill McEwan  
(03) 786 9408  
Secretary: BoB Patterson  
(03) 786 6976  
Treasurer: Geoff Wales  
(03) 786 9212  
Venue: Karingal Tennis Club,  
Gretana Crescent, Frankston.  
Every third Tuesday at 7:30 pm.

### SOUTH AUSTRALIA

Northern Computing Society Inc.  
President: Chris Clemas  
(08) 255 3470  
Vice President: Graham Brewin  
(08) 250 4332  
Secretary: Fred Cummins  
(08) 281 2091  
Treasurer: Peter Johnson  
(08) 22 3898  
Venue: Drop-In Centre, Salisbury  
North Primary School. Every  
Wednesday from 7:00 pm.

### QUEENSLAND

Bundaberg Amstrad User's Group  
President: Ray Babbidge  
(071) 521 223  
Secretary: Herb Woodward  
(071) 514 341  
Venue: Every third Tuesday of the  
month. For details contact the  
above.  
Mail: 3 Elizabeth St  
Bundaberg  
Queensland 4670

Amstrad/PC User Group of Logan  
President: Allan Anderson  
(07) 209 8469  
Vice President: Peter Incoll  
(07) 208 2332  
Secretary: Rhys Watkins  
(07) 208 7132  
Treasurer: Ian Unwin  
(07) 209 4071  
Librarian: Carol Watts  
(07) 287 2882  
Newsletter Editor: Joy Jones  
(07) 199 6156  
Venue: Loganlea State High  
School. Every third Saturday of  
the month, from 2:00 pm.

*Any further changes should be forwarded to us by mail as soon as possible in order for the lists to be amended in future issues of TAU.*

## PEN PALS

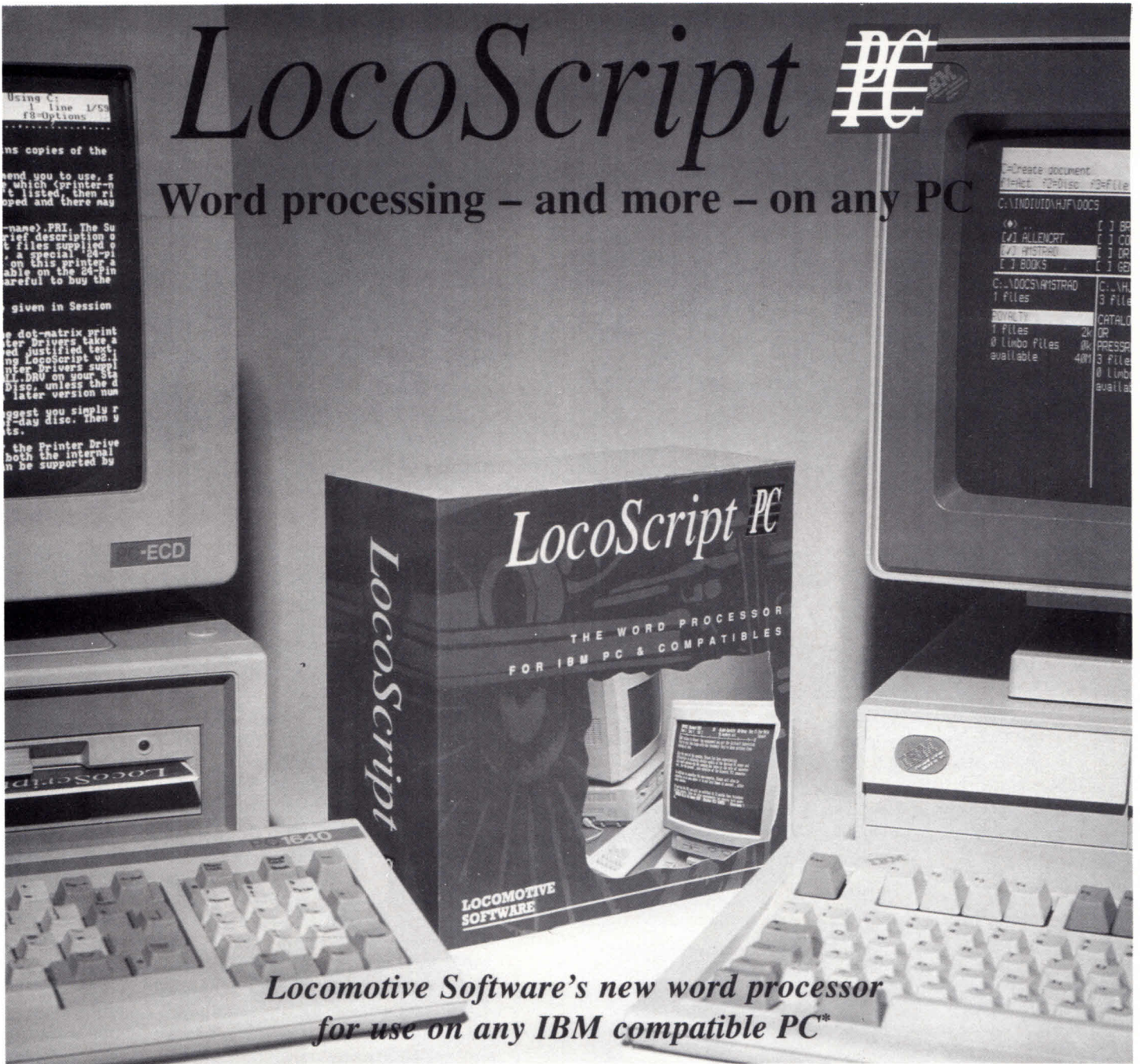
There is only one change to be made to the Pen Pals list this month. Therefore Pen Pals remains the same as for the October issue of TAU, but for the following addition:

**Garry Gibson (PC1640)**  
8 Simpson Avenue  
Coonamble  
NSW 2829

All correspondence should be addressed to:  
**The Editor, The Amstrad User,**  
1/641 High Street Road,  
Mt. Waverley, Vic 3149.  
We regret we cannot give any personal replies.

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# News Break



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

## POWER-FAIL PROTECTION

The release of the PC Might series of mini UPS systems by Lumen International Electronics has meant that at last complete computer power protection has been brought into the price bracket of every PC user. Prices start from just \$299 (ex tax).

The release of this series, which comprises 3 units - 250va, 350va & 550va, - now means that users of IBM PC's clones, XT's, AT's, PS/2's, 286, 386 and 486, virtually all Macintosh systems and most other

home computers can be protected against voltage sags, power line noise and black-outs for slightly more than the cost of a mere surge protector.

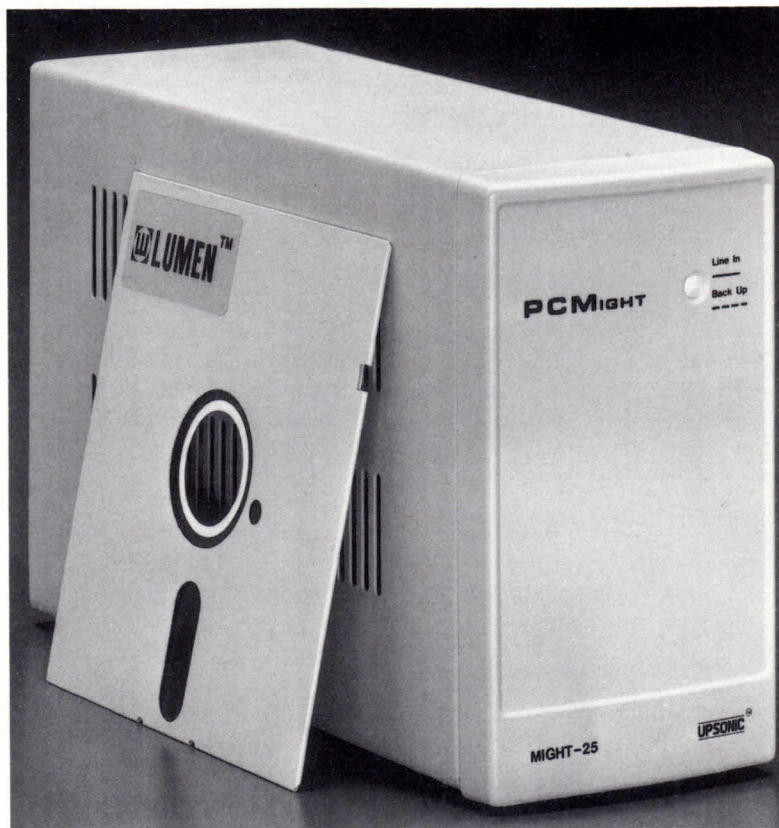
The small PC Might-25, which weighs less than 5kg, has a power rating of 250va and includes a maintenance free battery, overcurrent protection, overload and short circuit protection, and line filtering. In the event of an incoming power loss the PC Might sounds an alarm warning and gives the operator approximately 6 minutes to undertake an orderly shutdown of the computer system.

The PC Might-35 (350va) and the PC Might-55 (550va) whilst containing all of the above have the added feature of a computer interface socket which allows unattended computer shutdown if required.

Lumen Electronics (founded in 1980) utilises the knowledge gained from their installed base of over 250,000 UPS units to develop and market a complete line of truly reliable, compatible and affordable power protection systems for the micro computer marketplace. The units will be available by Mail Order through this magazine towards the end of November. Lumen can be contacted on (03) 706 9090 or at 18 Amberley Crescent, Dandenong 3175.

From Power & Interference Consultants P/L comes the "ultimate" power line filter - the Eliminator Plus. It provides the most advanced protection available on the market today and assures "clean" incoming AC power. It is a rugged and reliable device that eliminates the most prevalent and most troublesome of all AC power disturbances. In addition it provides protection against lightning strikes, short term voltage sags and radio interference.

The Eliminator Plus has been independently tested by Monash University to the internationally recognised standard for evaluating the performance of power line protection devices - IEEE587B - and 1500 units have been installed by Telecom on their





**POWER-FAIL PROTECTION CONT...**

PABXs with reported Maintenance Savings in excess of \$160,000 per year. One unit even protects the Security System at the Prime Ministers Lodge in Canberra!

So sure of the reliability of their product, PIC provide a 5 year warranty plus a one-time free replacement if a unit is damaged by lightning, surge or overload whilst under warranty. More details can be obtained from Power & Interference Consultants P/L on (03) 787 2026 or by writing to 29 Redbourne Avenue, Mt. Eliza 3930.

**ONCE UPON A TIME...**

Once Upon a Time 3 is the third program in this successful series from Compu-Teach which is distributed in Australia by Dataflow Computer Services. The MS-DOS version offers synthesised voice and gives children the tools to write, illustrate and publish their own books using an exciting selection of backgrounds and graphics.

This new version, subtitled "Journey Through Time" offers characters from Medieval Times, Outer Space and the Wild West. New 'talking' versions of Once

**'TAKE-AWAY' PACK**

Dataflow have created a super-software solution to Christmas gift buying. For just \$89.95, MS-DOS users can get a games pack with hours of fun for all the family: Sim City (the top selling City simulation game), Prince of Persia (a challenging adventure game) and Karateka (a beat 'em up full of nail biting escapades.) The pack will only be available prior to Christmas and represents remarkable value, as the cost of Sim City alone is normally \$89.95.

Upon a Time 1 and 2 are also available.

Another educational product from Compu-teach is StudyMate which helps students prepare for examinations and educators to prepare test material. It retests, marks and scores automatically.

Joshua's Reading Machine is an early learning program offering Tales, Rhymes, Children's songs and Aesop's Fables to provide 9 separate levels and over 300 combinations of colourful activities which teach children to read.

**PCW HAND SCANNER**

The only scanner for PCW computers to date has been Master-Scan, which attaches to the print head of an 8256/8512 printer and scans the image fed around the platen. Though fine for many applications, it is often criticised for the coarse final output.

Now Creative Technology (publishers of MicroDesign 2) have just released ProScan, a professional quality hand held image scanner similar to those used on PCs, which reproduces high-definition images accurately and quickly.

ProScan can handle images up to 4" wide and scans at a resolution of up to 400 dots to the inch just by rolling the unit gently over the image. As the image is

scanned, the screen displays the captured picture. The unit has built-in shading effects for photo-scans and a brightness control. It comes with its own software (including image editing, filing and printing facilities) and all files are stored in the same format as MicroDesign 2 for easy transfer.

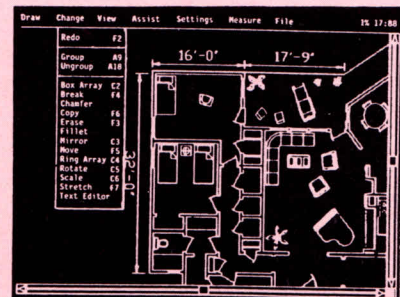
It also comes with an interface which plugs on to the back of the PCW allowing other interfaces to be used at the same time. There are many other features too numerous to mention here, and the whole 'box and dice' will be the subject of a review in the near future. The cost is likely to be around \$499 and should be available later this month.

**INTRODUCING  
AUTOSKETCH  
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**The casual users' CAD  
just got better.**

**AutoSketch** version 3.0 combines the power and precision of computer-aided drafting (CAD) with the ease of use of a natural drawing interface. In fact, it's so easy to learn and use that you can be producing detailed drawings in less than an hour.

**AutoSketch** lets you create mechanical drawings, electrical and architectural drawings, technical illustrations, line art for desktop publishing and more. All with the professional result that you would expect from the makers of AutoCAD.



**AutoSketch** is as easy to buy as it is to use. Normally at the recommended retail price of \$299, TAU are letting it go for a special introductory price of only

# \$199

Send orders (including post) to:

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1/641 High Street Road  
Mt. Waverley, Vic 3149  
Tel: (03) 803 9661

# Noddy and the New PC



*A story by Charlie Bell that will have you identifying with little people in pointy hats with red rosy cheeks.*

The little car pulled away from the nice electrical showroom and sang merrily all the way home. The birds twittered brightly, serenading the happy yellow car and its short, tinkle-bell hatted occupant. As they passed Policeman Plod, Noddy waved a cheery hello. "Have a nice day", shouted the little fellow, and PC Plod replied with the usual two-fingered salute.

The sun was shining and everything was perfect. Noddy had just bought a new computer and he was taking it round to his friend Big Ears so that they could set it up. The car rolled up to the grand entrance of Big Ear's fungal residence. "Thank you little car for being so kind as to deliver me and my new computer to my friend Big Ears's house", said Noddy.



"Parp, parp, went the little yellow car.

Big Ears had been expecting his ectomorph companion and flung his door open with obvious glee. "Hello little friend. Did you get it?"

"Yes Big Ears, my bestest friend, I did. Let me show it to you right away".

The two chums set about moving the boxes into the bow-windowed shaggy ink cap. "This shouldn't take long", said Big Ears. "Let's get the stuff out of the boxes".

Eagerly they set about opening the packages. It wasn't as easy as they thought. Each component was packed in polystyrene foam inside a box which made it difficult to extract them. In the end, one of the chums had to hold the boxes whilst the other pulled out equipment and polystyrene. It was hard work and on one occasion Noddy dropped the system unit and dented one corner. "Never mind", he said, "It's probably not important".

With all the bits on the table, Big Ears consulted the manual. "Let's see what you've got. It's an Amtandi PCB8125 with advanced turbo keyboard and an Ajax 20mb 250ms hard disc. And look, they've even sold you a plug; they think of everything these days".

"Can we get on", interrupted Noddy. "I know what I've bought. Mind you, I didn't when I went in. The salesperson was ever so helpful. He said he could do me a

deal on this one. I got the computer and printer at a knockdown price. He even found me a cheap keyboard. You'd think that they'd come as standard wouldn't you"?

Big Ears didn't hear his friend. He was too busy trying to understand the manual. "It says here that once you've connected up the monitor, keyboard, mouse and mains lead, you should boot up using DOS".

"Oh crikey", said Noddy, who was not one who usually indulged in intemperate language, "that sounds complicated. What does it mean"?

"I don't know my little fly agaric. Didn't they tell you in the shop"?

"Mmmmmm", said Big Ears, putting on his thinking voice, "I didn't see a mouse, did you"?

"No, Big Ears my big buddy, I didn't. And what is DOS and why do you have to put a boot up it"?

"Shhh, little friend, I'm trying to concentrate. Ah, here we are, 'What to do before starting up. Before you begin it is vital to make a back-up of your master discs'. I wonder how you're supposed to do that"?

"Doesn't it tell you in the manual"?

"I expect so, I just can't find it. Ah, here we are. 'To make a back-up, first make sure that you have some formatted discs, see FORMAT page 728'.

"What's a format"?" asked Noddy. "How the stinkhorn should I know, my impatient little friend?"



I'm trying to read the manual to find out".

"Sorry, B.E., it's just that I'm so excited. I can't wait to start".

Big Ears was now pouring intently over the pages. "Here we are. Before you can use new discs, you must first format them using the DOS FORMAT command".

"So how do we get to use that, my most faithful and intelligent friend"?

"If you'll just shut up a moment, I'll find out".

"Sorry Big Ears, for being an obnoxious pain. It's just that I'm so excited".

"Look, while I'm reading this, you start putting all the leads together. Now let's see if I've got this right. I can't use the DOS disc until I've made a copy of it; I can't make a copy until I've formatted the disc; and I can't format the disc until I've loaded DOS. How silly".

"There's a book called Technical Reference. Perhaps that'll help".

"No, I've already looked at that. I think it's just for tilting the monitor forward. It doesn't appear to make any other sort of sense".

"Perhaps if we call the dealer he can help. He was kind enough to sell me a maintenance contract".

They rang Mr. Sharp the dealer. He listened sympathetically and promised full dealer support on the successful completion of a software support agreement. That would cover the program side and would only cost another \$200. Of course, they would need a hardware

support agreement as well, which he could supply for another \$200. For some reason, Big Ears slammed the phone down at this moment, after calling the man a very naughty name.

"This isn't going to beat me", hissed B.E. "Give me that manual". His ears were glowing and his nose was as red as an electric fire element. Noddy decided to stay silent. It was often wise to do so when his dear friend was in this mood.

"Right, do what I say Noddy. Put the DOS disc into Drive A". Noddy, too frightened to ask further questions, found a slot and pushed in the disc. "Now switch on". Noddy found a big red switch and flicked it. There was a whirring noise, lights flashed on and off and the screen leapt into life.

Noddy and Big Ears were so excited that they danced around the room in joy. They laughed, they sang and they hooted wildly. They'd done it. They'd become computer buffs. They laughed and shouted so much that the cosy little toadstool began to shake. When they had calmed down, Big Ears went straight back to the manual.

"Now all we have to do is install some software", he said. "Let's see what the manual has to say. You install software by copying it from Drive A to the appropriate directory on Drive C using the DOS copy command with suitable parameters".

"What does that mean, Large Lugholes, my oldest and dearest chum"?

"I haven't the faintest idea", retorted B.E. who was now sounding rather cross. "Let's have a look at the screen. The manual says that everything's user friendly. There are bound to be some helpful instructions on the screen".

At this moment a passing squirrel on the way home from the supermarket, was startled by the sound of breaking glass. Astonished, she watched the slow motion spectacle of a computer

hurtling through the splintering toadstool window, being stopped short in its flight as the power lead checked its motion, and then crashing to the floor and exploding violently. The words on the screen as it shot out of the window were fixed on her mind forever. As she peered through the broken window, she could hear two poor demented creatures crying piteously and beating their heads upon the floor. Through the tears and wails she could hear them dementedly muttering the same words as she had read on the screen. Surely, it couldn't be those words which had caused this outburst? She listened again for a short while and then tactfully retreated, leaving the two friends to their grief.

What on earth could have been so important about those words? Why had they caused two of Toytown's most lovable characters to be turned into snivelling jellies? She tried saying the words over to herself in a chant-like fashion, but they had no apparent effect, even if said backwards. Eventually she gave up trying to understand, but decided to write the words down so that she could ask Mr. Technowally about them later on. Even as she wrote, she could still find nothing untoward as the words appeared in front of her on the paper: 'Keyboard failure, press any key to continue'.



# The Rings of Artek - 4



*The final quarter of Barrie Eaton's adventure is before you, so feed the information in and get the game going!*

All of that hard work and waiting has paid off. We have finally reached the final instalment of Barrie Eaton's adventure series, The Rings Of Artek.

The scenario, to refresh your memory, is played out in the kingdom of Eternia. The fair Princess Shareen has been captured by the evil sorceress Smyrna, thus your ultimate goal is to rescue her successfully and restore the kingdom to its previous state of peace and happiness. But the task is easier said than done, as Smyrna has black magic on her side and so far rules the throne unopposed.

Your one and only hope is provided by the past. Foreseeing the usurping of the throne by evil, the Wizard Artek forged three rings before his death - rings strong enough to overcome Smyrna.

The three rings, however, were hidden in separate locations in order to outwit the sorceress. It is now up to you to find them and try to restore the kingdom of Eternia to its rightful heir, Princess Shareen.

Before your quest is through you will face many obstacles. Apart from hazards you will also have to deal with Smyrna's spies who not only want to attack you but will also try to track you to the rings. Even more threatening is her "all-seeing eye" - one that will seek and destroy its target. Fortunately you will happen across various characters that may be able to help you as you go.

Whilst the eye is a constant threat, you do have some protection against it. You have the powerful charm that will protect you like a shield against all enemies. The spirit of Artek is also there to guide you. He wanders through the game and will occasionally bump into you, in which case you will receive his advice. Not left entirely in the hands of chance, you may also call on him as a last resort at certain points in the game.

The commands that the game accepts are no different from other adventure games, such as; inventory, exam (examine object), exam all, save, load, get, drop, N, S, E, W, score, quit; the list goes on. Any that are not understood will be queried.

Those who in their wisdom have become tape subscribers have had the work done for them and will be sent the entire game on this month's tape. As for the rest of you, don't just sit there reading this, put those fingers to the keys and start your adventure - there's a kingdom waiting to be rescued! ■

```
3290 IF r=13 THEN PRINT "It is made from solid gold and
has the symbol of a flame inscribed on it.":PRINT:RETU
RN
```

```
3300 IF r=19 THEN PRINT "It has the power to protect one
against a ferocious predator of a certain kind":PRINT:
RETURN
```

```
3310 IF (r=27 OR r=28) THEN PRINT "It is a magic talisma
n and can protect you from a certain type of predator"
:PRINT:RETURN
```

```
3320 IF posi%=41 THEN PRINT "It has no visible knobs or
locks":PRINT:RETURN
```

```
3330 IF posi%=3 OR posi%=106 THEN PRINT "It is locked":P
RINT:RETURN
```

```
3340 IF posi%=4 AND zv<>1 THEN PRINT "You have found som
ething!":obj%(3)=4:obj%(4)=4:PRINT:zv=1:sc=sc+10:RETURN
```

```
3350 IF posi%=6 AND zi<>1 THEN PRINT "It appears that th
e key is in the lock on the opposite side of the door"
:PRINT:RETURN
```

```
3360 IF posi%=7 AND zw<>1 THEN PRINT "You have found som
ething!":obj%(5)=7:PRINT:zw=1:sc=sc+10:RETURN
```

```
3370 IF posi%=16 AND bp<>1 THEN PRINT "You have found so
mething!":obj%(6)=16:PRINT:bp=1:sc=sc+10:RETURN
```

```
3380 IF posi%=95 AND bm<>1 THEN PRINT "You have found so
mething!":obj%(8)=95:PRINT:bm=1:RETURN
```

```
3390 IF r=11 OR r=12 THEN PRINT "It is empty!":PRINT:RET
URN
```

```
3400 IF posi%=10 THEN PRINT "You see writing on the wall
.
It is a riddle and reads thus..... Wh
at is in life but not in death. What is in vitality bu
t not in feebleness. What is it that fills the whole
universe":PRINT:RETURN
```

```

3410 IF posi%=94 THEN PRINT"On the wall it has a word i
nscribed in the stone.It says...";PRINT CHR$(87)+CHR
$(65)+CHR$(82)+CHR$(76)+CHR$(79)+CHR$(67)+CHR$(75):PRIN
T
3420 IF posi%=94 THEN PRINT"The pedestal is a low,flat,
plain stone":PRINT:IF bd<>1 THEN sc=sc+10:bd=1:RETURN E
LSE RETURN
3430 IF posi%=21 THEN PRINT"The pedestal is a low,flat,
plain stone":PRINT:RETURN
3440 IF posi%=69 AND bi<>1 THEN PRINT"Running down one
side you can see steps":PRINT:bi=1:sc=sc+20:RETURN
3450 IF posi%=107 AND zz<>1 THEN PRINT"You can see some
thing on a small ledge":PRINT:obj%(15)=107:zz=1:sc=sc+1
0:RETURN
3460 IF posi%=104 AND zx<>1 THEN PRINT"You can see some
thing!":PRINT:obj%(12)=104:zx=1:sc=sc+10:RETURN
3470 IF posi%=103 AND zy<>1 THEN PRINT"You can see some
thing!":PRINT:obj%(13)=103:zy=1:RETURN
3480 IF posi%=116 THEN PRINT"It is solid steel with no
knobs or locks":PRINT:RETURN
3490 PRINT"Don't Bother!":GOTO 3500
3500 IF all=1 THEN all=0:RETURN ELSE PRINT:GOTO 540
3510 RETURN
3520 PRINT:PRINT:INPUT"Do you want to save the game. (y
/n)";e$
3530 e$=LOWER$(e$)
3540 IF e$="y" OR e$="yes" THEN GOSUB 3860
3550 PRINT:INPUT"Do you want another game. (y/n)";ww$
3560 IF ww$="y" OR ww$="yes" THEN RUN
3570 GOSUB 2280
3580 END
3590 CALL 0
3600 IF posi%=3 OR posi%=6 OR posi%=106 THEN PRINT"It's
locked.":PRINT:RETURN
3610 IF posi%=41 OR posi%=116 THEN PRINT"You Can't!":PR
INT:RETURN
3620 RETURN
3630 IF posi%=70 OR posi%=71 THEN PRINT"You feel much r
efreshed.":PRINT:RETURN
3640 IF posi%=49 OR posi%=60 THEN PRINT"It doesn't look
too potable to me.":PRINT:RETURN
3650 PRINT"You Can't!":PRINT:RETURN
3660 RETURN
3670 IF posi%=49 THEN PRINT"O.K! You swim down river th
en climb out.":posi%=60:PRINT:RETURN
3680 IF posi%=60 THEN PRINT"O.K! You swim up river then
climb out.":posi%=49:PRINT:RETURN
3690 IF posi%=111 THEN PRINT"O.K! You swim to the other
side.":posi%=110:PRINT:RETURN
3700 IF posi%=110 THEN PRINT"O.K! You swim to the other
side.":posi%=111:PRINT:RETURN
3710 PRINT"You Can't!":PRINT:RETURN
3720 RETURN
3730 PRINT:PRINT:PEN 3:PRINT"You are dead..."

```

```

3740 PRINT:PRINT"Do you want another game. (y/n)"
3750 INPUT a$:a$=LOWER$(a$)
3760 IF LEFT$(a$,1)="y" THEN RUN
3770 PRINT:PRINT"Good bye.....Thankyou for playing."
3780 GOSUB 2280
3790 END
3800 CALL 0
3810 PRINT"Well Done."
3820 PRINT"You have successfully completed your dang
erous quest in destroying the evil queen and rescuing
the princess."
3830 PRINT"The princess Shareen is now able to takeher
rightful place as queen of Eternia."
3840 PRINT"In her gratitude she appoints you as a gove
rnor over one of her provinces and bestows you with gr
eat esteem and riches"
3850 GOTO 3740
3860 PRINT:PRINT"Please insert tape or disc now."
3870 PRINT:INPUT"Type in version number then [ENTER]",a
$
3880 PRINT
3890 SPEED WRITE 1
3900 PRINT:b$="data"+a$:OPENOUT b$
3910 PRINT #9,loca$(10):PRINT #9,loca$(56):PRINT #9,loc
a$(100):PRINT #9,loca$(109):PRINT #9,loca$(120)
3920 PRINT#9,loca$(3,4):PRINT#9,loca$(6,3):PRINT#9,loca
$(10,4):PRINT#9,loca$(20,1):PRINT#9,loca$(28,1):PRINT#9
,loca$(30,1):PRINT#9,loca$(41,4):PRINT#9,loca$(62,1):PR
INT#9,loca$(93,2):PRINT#9,loca$(100,2):PRINT#9,loca$(10
6,1):PRINT#9,loca$(116,1)
3930 FOR x=1 TO 6:PRINT #9,inv$(x):NEXT
3940 FOR x=1 TO 19:PRINT #9,obj$(x):NEXT
3950 PRINT #9,posi%,loca%,obj%,get%,a%
3960 PRINT #9,ab,ac,ad,ae,af,ag,ah,ai,aj,ak,am,an,ao,ap
,aq,ar,as,at,au,za,zb,zc,zd,ze,zf,zg,zh,zi,zj,zk,zl,zm,
zn,zo,zp,zq,zr,zs,zt,zu,zv,zw,zx,zy,zz
3970 PRINT #9,sc,ba,bb,bc,bd,be,bf,bg,bh,bi,bj,bk,bm,bn
,bp,ss
3980 CLOSEOUT
3990 PRINT:PRINT"Data file has been created."
4000 FOR k=1 TO 1000:NEXT
4010 CLS:RETURN
4020 bz=0:PRINT:PRINT"Please insert tape or disc now."
4030 PRINT:INPUT"Type in version number then [ENTER]",a
$
4040 PRINT:b$="data"+a$
4050 PRINT:OPENIN b$
4060 INPUT #9,loca$(10):INPUT #9,loca$(56):INPUT #9,loc
a$(100):INPUT #9,loca$(109):INPUT #9,loca$(120)
4070 INPUT#9,loca$(3,4):INPUT#9,loca$(6,3):INPUT#9,loca
$(10,4):INPUT#9,loca$(20,1):INPUT#9,loca$(28,1):INPUT#9
,loca$(30,1):INPUT#9,loca$(41,4):INPUT#9,loca$(62,1):IN
PUT#9,loca$(93,2):INPUT#9,loca$(100,2):INPUT#9,loca$(10
6,1):INPUT#9,loca$(116,1)

```

# cpc type-in

```

4080 FOR x=1 TO 6:INPUT #9,inv$(x):NEXT
4090 FOR x=1 TO 19:INPUT #9,obj$(x):NEXT
4100 INPUT #9,posit%,loca%,obj%,get%,a%
4110 INPUT #9,ab,ac,ad,ae,af,ag,ah,ai,aj,ak,am,an,ao,ap
, aq,ar,as,at,au,za,zb,zc,zd,ze,zf,zg,zh,zi,zj,zk,zl,zm,
zn,zo,zp,zq,zr,zs,zt,zu,zv,zw,zx,zy,zz
4120 INPUT #9,sc,ba,bb,bc,bd,be,bf,bg,bh,bi,bj,bk,bm,bn
, bp,ss
4130 CLOSEIN
4140 PRINT:PRINT"Data has been loaded."
4150 FOR k=1 TO 1000:NEXT
4160 CLS:RETURN
4170 CLS:PEN 3:LOCATE 12,1:PRINT"THE RINGS OF ARTEK"
4180 PEN 2:LOCATE 2,4:PRINT"Written for the Amstrad CPC
computers."
4190 LOCATE 19,7:PRINT"by"
4200 PEN 1:LOCATE 13,10:PRINT"Barrie. M. Eaton"
4210 LOCATE 3,14:PRINT"Most commands are two word form
ie-"
4220 PRINT:PEN 2:PRINT"    Get Sword    Unlock Door    e
tc."
4230 PRINT:PEN 1:PRINT"                Good Luck!"
4240 PEN 3:LOCATE 8,22:PRINT"PRESS ANY KEY TO CONTINUE"
4250 b$=INKEY$
4260 IF b$("<") THEN LOCATE 6,24:PEN 1:PRINT"Initialisin
g.....Please Wait":RETURN
4270 GOTO 4250
4280 zf=0:IF r=4 OR r=5 AND posit%=120 AND ac=1 THEN obj
$(2)=0:obj$(18)=120:PRINT
4290 FOR x=1 TO 6:IF inv$(x)=obj$(2) THEN inv$(x)=""
4300 IF ac=1 THEN NEXT:ac=0:IF zf=0 THEN zf=1:za=1:loca
$(120)="inside a corner store":RETURN
4310 RETURN
4320 zg=0:IF r=17 OR r=18 AND posit%=109 AND am=1 THEN o
bj$(11)=0:obj$(16)=109:PRINT
4330 FOR x=1 TO 6:IF inv$(x)=obj$(11) THEN inv$(x)=""

```

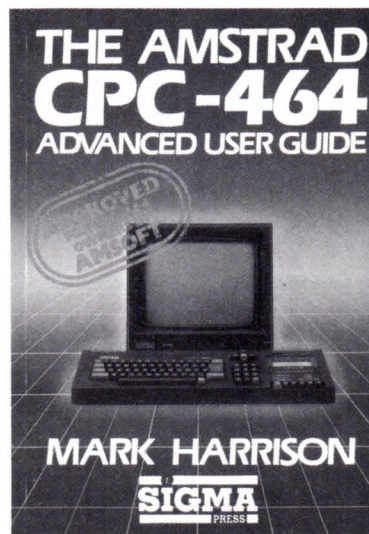
```

4340 IF am=1 THEN NEXT:am=0:IF zg=0 THEN zg=1:IF zb=0 T
HEN zb=1:loca$(109)="at the witches haunt":RETURN
4350 FOR x=1 TO 6:IF inv$(x)=obj$(10) THEN inv$(x)=""
4360 IF ak=1 THEN NEXT:ak=0:zr=1
4370 RETURN
4380 IF r=6 AND posit%=6 AND ad=1 AND zh=1 THEN obj$(3)=
0
4390 FOR x=1 TO 6:IF inv$(x)=obj$(3) THEN inv$(x)=""
4400 IF ad=1 THEN NEXT:ad=0:RETURN
4410 RETURN
4420 IF inv$(1)=obj$(2) THEN inv$(1)="" ELSE IF inv$(2)
=obj$(2) THEN inv$(2)="" ELSE IF inv$(3)=obj$(2) THEN i
nv$(3)="" ELSE IF inv$(4)=obj$(2) THEN inv$(4)="" ELSE
IF inv$(5)=obj$(2) THEN inv$(5)="" ELSE IF inv$(6)=obj$(
2) THEN inv$(6)=""
4430 IF ac=1 THEN ac=0
4440 PRINT:PRINT"Suddenly Druids attack and relieve you
of your gold and leave you lying dazed and bleeding
in the road.":zm=1:zn=1
4450 RETURN
4460 REM get all
4470 FOR y=1 TO 6:IF inv$(y)="" THEN xx=y:y=10
4480 NEXT:RETURN
4490 FOR x=1 TO 30:IF get$(x)=z THEN r=x:x=60
4500 NEXT:RETURN
4510 REM drop all
4520 IF inv$(1)="" AND inv$(2)="" AND inv$(3)="" AND in
v$(4)="" AND inv$(5)="" AND inv$(6)="" THEN PRINT:GOTO
540 ELSE RETURN
4530 IF all=0 THEN PRINT obj$(z);" - You Can't!":cant=1
:RETURN
4540 RETURN
4550 IF y<10 THEN PRINT obj$(z)" - Your hands are full!
":full=1
4560 RETURN

```

## GET MORE FROM YOUR CPC

You have got your CPC working and have already done some simple programming - right? Right. Now you are ready to learn some more! Grab a copy of this book and find within it forty complete programs ready-to-run on the 464; ranging from very short ones to demonstrate how your 464 works, through to large, challenging programs that are themselves worth the cover price. (CPC 664 and 6128 owners will also find this book useful!)



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# Hint Sheet

## BARD'S TALE

Solved by  
Joseph Castellino

### STARTING UP

It's best to use your own team of adventurers, however some of the equipment the starting team has can be useful, so follow these instructions;

- Transfer all of the 'A-Teams' items and gold to the last couple of characters. Then remove the other characters and create your own characters.
- Make sure you have 1 magician, 1 conjurer, 2 or 3 good fighters and a Bard or Rogue, maybe both.
- Don't accept your character until he has some high attribute values (17 or above) in at least 1 area.
- Now return all the old items from the remaining 'A-Team' members to your new characters.
- Finally, delete the old members and finish creating your own.
- Distribute and equip all items evenly, to those who can use them best.

### THE CITY

- Explore city thoroughly.

- Taverns help rejuvenate spirits, and give helpful info.
- Statues give good experience, but 1st level characters should stay away from Stone Golens and Dragons.
- Temples should be used when hit points are lost.
- A quick way to regain spell points is to just sit in a tavern for a few minutes.
- Be patient and stick close to the guild, and save the party after every successful combat. This helps build experience fast.

### DUNGEONS

The first is located in the wine cellar of the tavern on Rakhir Street. Order some wine for an adventure.

- Good for first level members, but do not stay too long. Explore well.

### CATACOMBS

- You first must enter sewers through wine cellar.
- Searching the sewers will give you the key to entering the catacombs. However, follow the following instructions for quicker access;
- Enter the Temple of the Mad Dog in the city centre.
- Speak to the priest and type in "Tarjan". This gives entrance to the catacombs.
- You should be at least 6th or 7th level before entering.
- Once again, do not stay too long, exit and heal/replenish and Save the party quite often.
- HUGE experience awaits,

but some battles may cost you your life. Lots of nasty, and good things also await.

**FAST MONEY** - to multiply money reserves by 6, even 36, follow this procedure;

1. Save team when you have 3,000 pieces of gold.
2. Exit guild, call Player 1.
3. Get him to pool all gold, then re-enter the guild.
4. Save under the name '1'.
5. Repeat the steps 2 + 3 + 4 for each player, saving under names '2', '3' etc.
6. Exit game, and load up the Party Merger program.
7. Load teams 1 to 6.
8. Then select player 1 of team 1, 2 from team 2 etc. Now you have each player with the total amount of gold. This increases your money by six.

### FINALLY

- \* Be Patient!
- \* Save Often
- \* Make sure your magic users have full Spell Points before entering any dungeons.
- \* Make Maps.

*This Hint Sheet earns Joseph Castellino \$25. Why not put pen to paper and earn some extra pocket money by sending in your own hint sheet (don't give the whole game away) to:*

The Editor (Hint Sheets),  
The Amstrad User,  
641 High Street Road,  
Mt Waverley, Vic. 3149.

# How Do you DU?



*Peter Ceresole helps you to retrieve files from limbo, the human error of terminal accidental erasure.*

**D**o you remember your first disc drive, after using tape? The sheer relief at the speed but even more at the reliability; the CPC's three inch discs are just about bullet proof and for a while it all seems magic.

You can jump into disc management, erase and move files with gay abandon:- and then one sad day all of that carefree energy somehow overflows and you end up erasing the wrong file. It will have to happen one day, there's no doubt about it. So now what are you going to do?

Of course you could get an "unerase" utility. BORING. Life's about more than that.

It's time to get familiar with the disc. Wrestle with the bytes and, with great care when you are ready to, alter them.

This goes far beyond simply unerasing files, it's a noble quest for knowledge and a change in your relationship with the machine. Oddly, things you can't see in your mind's eye never work as well as the things you can.

It's much like understanding the workings of cars. If you've never had one apart, they all go in a kind of stupid way. Smooth maybe but quite without soul. Discs are the same.

Now there are several ways you can get into the disc, but there is a drawback, and that is that you actually have to pay some money for them. The best things in life aren't always free. However, one of the best that runs under CP/M will cost you diddly. I love it. It's DU. To be more precise, it's DU.COM and it's 8K big.

As it comes on the disc, it's sometimes called DU-V87.COM because it's version 8.9. I beg your pardon? Yup. Seemed a little odd to me too. I must say I'm glad I never tried v1.0 but in my experience the present version is rock solid. That's the advantage of coming late to the CP/M scene. Anyway the first thing is to rename it "DU.COM" and then a short friendly "DU" runs it.

DU is strictly CP/M but of course it will do whatever you want an AmsDOS disc to do. In Fig. 1

there's a list of what it does, grouped by its particular categories.

Most of the things you could reasonably want to do are there and several that you may never need but they're cheap, so.....

Particularly wonderful is the Map command. It doesn't give a graphic representation of the file scattered across the disc, (this is pretty but useless). Rather, it shows the allocation of the files to the groups.

There are all the erased files, in brackets. And if the file has been over-written, like "DG1.BAK", it has an asterisk by it. Any other lost ones, you can restore by going into the directory and altering the specific entry.

If you just want to see the current files, you can suppress the clutter with a simple input of < ( >. You can see why the map's so good. It means that you don't have to know about the groups and tracks and so forth, you just have to look to locate the file, then go to it.

When you get there, you can dump the sector <d>. If you want to meander through the whole file, you can string commands together with a <:> separator. <d;+;/> is a very useful sequence; it dumps the sector, moves on one and repeats forever. This will walk you through the code, in hex and ASCII. If you want to pause the process you just go <Ctrl-S>. Press any key to restart, <Ctrl-C> to abort (what a surprise, eh?).

Now there are plenty of utilities that will do this with a file - "DUMP.COM" for one. But with DU you can get at what you see. So if you reach a system message you have always wanted to zap, now's your chance.

Using DU, I finally changed all of the flaky, neo-sixties messages in B29.COM that annoyed me so much, such as the likes of "X= Exit outta here!", to terse statements for the eighties such as "X=Exit." Then go <w> to write it permanently to the disc. Now there is no alternative.

If you already know the phrase that you want,



then you can easily find it. <=outta> would get you to that message in B29. <=outta;d> would get you there and then also dump the sector automatically.

The search itself is slow, after all CP/M is slower than AmsDOS but I like DU because it doesn't have menus. It all feels nicely spanner-like. An English disc editor. (In fact, it was launched onto Micronet by an English Amstrad User Group). Also, it can do such a lot and once you're accustomed to it it's simple, fool-proof (yup) and so far bug-proof.

I use DU as my disc sector editor of choice. Apart from garage work such as fixing directories, I've mucked about with an awful lot of programs, changing the finer details of their presentation (changing the code is strictly for SID), and a program with sensible messages and a log-on screen is just that much more pleasant to use.

It's also fun to wander through the code, because there are occasionally interesting little messages hidden in there. DU's combination of a practical map and instant moves from function to function make it my personal favourite.

I've taken it to work too and there it lives on the CP/M utilities disc of my PCW9512. It copes very nicely with 720K discs, although the map for a full disc gets pretty big. The file finding function, which isn't much called for with tiny CPC discs, gets useful. Using the PCW, before I had DU, I began to realise how accustomed I had become to thinking of discs as accessible and fixable. Knowledge is power all right, and more.

There's an old Christian saying that, as we know the Saints, so we shall love them. Okay. Get DU. Learn to love the machine.

#### DU: THE POSTSCRIPT

This following situation is something that really happened. To me. I'd like to have changed the names to spare myself the shame, but there wouldn't really be any point.... The week after sending in this DU

#### HELP:

? displays the help guide (very complete, hard to go wrong)

#### POSITIONING:

Gnn to allocation group nn  
Snn to sector  
Tnn to track  
+nn go ahead nn sectors  
-nn go back nn sectors

*Fig 1.*

#### I/O:

< puts current sector "away" into a buffer  
> recalls previously saved sector  
K writes "yanked" sectors to a file  
R reads sector from disc  
W writes currently displayed sector to disc  
Y "yanks" current sector into sequential memory

#### DISPLAYING:

# shows disk parameters  
A dump sector in ASCII only  
D dump the sector (hex + ASCII)  
G shows current group, track, sector  
H dump sector in hex only  
M maps the disk. Mxx maps from group xx  
Vnn views (like CP/M type) nn sectors

#### CHANGING:

CAnn, (data) change data in ASCII, from address nn  
CHnn, (data) change data in hex

#### SEARCHING:

=Stuff scan for "Stuff" (IN ASCII) from current sector onwards  
FZappo find file "Zappo" in the directory  
F find next occurrence (extent) of same name

#### MISC:

( toggles the map display to show/not show erased files  
/nn repeat previous command nn times (indefinitely if nn omitted)  
Bnn boot nn sectors per track  
Ld log onto disc in drive d:  
P printer toggle  
Q before a command executes it without displaying progress  
X exit to CP/M  
Znn sleep (nn tenths of a second) to allow viewing data before it scrolls off

article, I erased all of the files on my CP/M+ starting up disc. There was nothing at all terminal about this 'accident'; the shame involved was because I have to admit that I didn't mean to do it.

It's a cautionary tale; I was tired, it had been a very heavy day, all of those things, you know the

```

DISK UTILITY v8.9
Universal Version under CP/M 3.1
Type ? for help
Type X to exit

:g0;d
G=00:00, T=0, S=0, PS=0
00 E544554D 50202020 20434F4D 00000008 *eDUMP COM...#
20 EF454420 20202020 20434F4D 00000049 *.eED COM...I#
30 2F303132 33343536 37380000 00000000 */012345678.....#
10 2E000000 00000000 00000000 00000000 *.....#
40 E5474554 20202020 20434F4D 00000033 *eGET COM...3#
50 393A3B3C 3D3E3F00 00000000 00000000 *9;;(<=)?.....#
60 E5445520 20202020 20434F4D 0000003C *eDU COM...<#
70 40414243 44454647 00000000 00000000 *@ABCDEFG.....#

:ch00,00
E5
:ch20,00
E5
:ch40,00
E5
:ch60,00
E5
:d
00 0044554D 50202020 20434F4D 00000008 *.DUMP COM...#
10 2E000000 00000000 00000000 00000000 *.....#
20 00454420 20202020 20434F4D 00000049 *.ED COM...I#
30 2F303132 33343536 37380000 00000000 */012345678.....#
40 00474554 20202020 20434F4D 00000033 *.GET COM...3#
50 393A3B3C 3D3E3F00 00000000 00000000 *9;;(<=)?.....#
60 00445520 20202020 20434F4D 0000003C *.DU COM...<#
70 40414243 44454647 00000000 00000000 *@ABCDEFG.....#

:w
    
```

Fig 2.

usual. I was doing a clear-up and I accidentally went "ERA A:\*.\*". Obvious isn't it? Oh yeah, erase all the files on B:, go "Y" at the prompt. Oh sugar!

DON'T PANIC!

My first impulse after doing that was to start the whole procedure all over again. All of the important files were on their Master Discs. But I've got some handy little homegrown thingies, ones that are easy to remake - although not so easy after a hard day's work travelling all around town and filming with small children (with whom and animals, it is indeed a bad idea to work). And anyway, I was luckily still in CP/M+, so all that I had to do was to get DU out and use that. It's as easy as that and saves all that worry. An object lesson.

Might you even be interested in seeing an exercise in primitive unerasing?

DU fires up - that's what it looks like (Fig.2). Then go directly to group 0, which is where the directory tracks are and just dump the first sector.

Hex is on the left, the ASCII equivalent is on the right. The group numbers of any of the files are the first character to the left of the file name in that directory. All of the erased files are put into group E5.

As you can see, DUMP, ED, GET and DU are all there in E5. The objective is now to change that to 00, for user 0, (or for example 05 for user 5, it is flexible enough if that is what you want!).

The address of each byte starts from the number that you'll see in the left column. So the first E5 is at 00. To change the value of that to zero at that address, you must go to zero at that address, and then <<ch00,00>>. On the next line DU will show you the value it has now replaced.

As it is saying E5, you've replaced the right one. (If you want to change more than one byte, just type all that you want but don't make it Wuthering Heights because DU will not change in one go, anything beyond the end of the current sector). The next byte to change is at 20, so you simply input <<ch20,00>>. Then onwards down the list...

After that you can finally dump the changed sector so that you are

able to check that all is as it should be. These are still only stored in memory though, so finally you must press w to write it all back onto the disc.

All of those files are now firmly recovered, all safe and sound. The next job is to go on to the next sector and do exactly the same there and to keep on going until you reach the end of all the directory entries. Don't recover any .BAK files. It gets quite automatic, takes maybe ten minutes, top whack. All is well again.

The techies may all know this stuff back the front, upside-down and inside-out, but I know that I certainly wasn't born with such a wealth of knowledge, (unlike John Kennedy, whose rusks had sixteen legs), so hopefully someone out there can gain from my stupidity. Nice to know that I didn't go through all of that for nothing!

# As Simple as Algorithm

*Joseph Elkhorne gives you the "and more" of all you wanted to know about Assembly Language Topics.*

**G**'day! We hope you enjoyed the BBS report last month and expect to be commenting more on that scene in future.

I have just spent a couple of hours looking over old columns dealing with assembly language topics. Most of the fundamentals have been covered, it appears. I'll try and round off with a few items which need to be presented yet.

You'll recall that I commented there were only five groups of instructions in 8080 language. These are: data transfer, arithmetic, logical, branch and control.

Transfer exists in both 8- and 16-bit flavours, between registers, and to and from memory.

Here's a summary of the 8-bit types (where R = register, n = data, and Ad = address): MVI R,n, MOV R,R, LDA Ad, STA Ad, LDAX RR, and STAX RR.

Remember that memory can be thought of as a register, in effect. In the case of an MOV R, m instruction, the HL pair is previously loaded with an address. The contents of this memory location, or address, is transferred to the register named.

Now, the last two transfers are new ones, which require a bit of explanation. Essentially, these transfers involve a 16-bit register as a pointer, either the BC- or DE-register pair - and access only the accumulator (or A-register).

Think of this process as LoAd Accumulator from indeXed location and STore Accumulator to in-

deXed. These two little beauties are only one byte long and execute quickly, of course. Granted, there's a small overhead in setting the initial pointer value and adjusting it - but it makes an efficient way to transfer blocks of information in a loop structure.

The 16-bit transfers are more prolific: LHLD Ad, SHLD Ad, LXI RR,nn, PUSH RR, POP RR, XTHL, SPHL, PCHL, and XCHG.

I've commented on the first five of this group in previous columns. The remainder are a bit tricky.

XTHL stands for eXchange the contents of the Top of the stack and the value in the HL-register pair. Recall that the stack normally holds addresses for Returns and treat this with due caution! It's just one more way to manipulate data, but can lead to catastrophic results if you don't plan your work and work your plan.

Whereas the previous example refers to memory accessed via the Stack Pointer, the SPHL instruction may seem similar but is markedly different. Now, we're loading the Stack Pointer register with the HL-pair contents. Experiment with these two carefully using SID until you clearly understand the differences between them.

Another instruction to approach judiciously is PCHL. With this you effectively create a Jump. What happens is that the Program Counter receives the contents of the HL-pair; program execution

continues from the new address. Beware!

XCHG is a swap command. We eXCHAnGe contents between the HL- and DE-pairs.

That's it for transfers. Moving right along, we look at arithmetic instructions. For 8-bit: ADD R, SUB R, CMP R, INR R, & DCR R.

The first three always refer manipulations on the A-register or accumulator. Thus, ADD contents of Register to A; SUBtract contents of Register from A; CoMPare contents of Register with A (leaving A unchanged but setting the flag register as if a subtraction had really taken place).

Whew! And the last two, of course, are INcRe ment Register and DeCRement Register for any of them, including the 'Memory' register pointed to by the contents of the HL-pair. Here's some more of them: ADI n, SUI n, and CPI n.

Once again, these refer to the A-register. We have ADd Immedi-ate value (to A); SUBtract Immedi-ate value; and ComPare Immedi-ate value. The 16-bit arithmetic is much less: DAD RR, INX RR, and DCX RR.

These are to Direct ADd Regis-ter pair to the contents of the HL-pair, and can be self-referent; Increment indeX Register; and DeCrement indeX Register. Even though we're talking about regis-ter-pairs, the mnemonic is, for example, DAD B, implying the BC-pair. Life wasn't meant to be easy!

Now, we'll back up to 8-bit in-

structions again, and inspect the logical types: ANA R, ORA R, XRA R, ANI n, ORI n, and XRI n.

These all have to do with bit manipulation in reference to the Accumulator. Thus, ANd Accumulator and Register contents; OR Accumulator with Register; eXclusive-oR Accumulator with Register; ANd Immediate value with accumulator; OR Immediate value with accumulator; and eXclusive-oR Immediate value likewise.

Four other bit manipulations exist: RAL, RAR, RLC, and RRC.

In turn, they are Rotate Accumulator Left; Rotate Accumulator Right; Rotate accumulator Left through Carry; and Rotate accumulator Right through Carry. These create a sort of ripple effect - and to make matters even more confusing, all of them involve the Carry bit.

You'll recall there is a Flag Register. This is an 8-bit register, which has five flags...

Don't blame me, I'm only reporting the thing. 'Flags' refers to autonomous bits inside the register. They act like simple flip-flop circuits. There's S for Sign, Z for Zero, A for Auxiliary carry, P for parity, and finally C for Carry. (Numerically, they are bits 7-6-4-2-0, not that it really matters).

These BInary digiTs are appropriately set or cleared as the result of 8-bit logical or arithmetic operations. It can be frustrating to learn that INR B may set the zero flag at the appropriate time, but INX B never will. If that doesn't seem logical, keep in mind that the 8080 is really an 8-bit device; it may help - some.

You'd utilise a flag bit, for instance, to determine which option a user might choose from a menu; the program would then branch for the option selected. By comparing a value to the keyboard input you'd set the Zero flag for a match. (I know - set equals on equals one; it's like saying zero equals one. Try to look on it as set equals result, instead).

Flags allows the microprocessor to make decisions and thus provide versatility. Without them,

code would be strictly linear and very limited in scope. Because they exist, the programmer has 24 variations on a theme, in the various Jumps, Calls and Returns. I'm not going to list them now. Just accept my word for it that there are two dozen options in the Branch instruction group.

Only a handful of instructions left. There's not one 16-bit logical instruction. Aren't you glad?

Of the remaining ones, IN and OUT refer to data exchange between the accumulator and hardware ports. You can force the Carry flag in two ways: CMC CoMplements the Carry flag, and

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***..As technology gets even more sophisticated, the later micros are easier to work with."***

---

STC SeTs the Carry flag. The CMA instruction CoMplements the A-register - that is, each bit becomes the opposite of what it was before, 0 for 1 and 1 for 0.

Four more instructions refer to hardware interrupts and the interrupt mask value. Also, another hardware command is HLT, or HaLT the computer. If you disable interrupts and then issue the HLT command, you might as well have a boat anchor.

NOP is good; often this do-nothing byte is needed as a filler. It simply means No OPeration.

Seven other control instructions exist; they transfer control to predefined low-memory locations. CP/M can be very fussy about these. The only one of real interest to the beginner is RST 6, which Amstrad uses to exit a user program and return to the Command Control Processor prompt level.

Finally, DAA is used to Decimal Adjust the Accumulator for bi-

nary-coded decimal operations. These make life easier for people, who are accustomed more to base-ten notation.

I've not mentioned a few arithmetic instructions in the above areas. It's already difficult enough, without getting headaches over Carry and Borrow operations.

Wow! I'll probably be accused of 'cruel and unusual punishment' for that packet of information. After winnowing out the dribs and drabs in ten columns, We should bite the bullet on the remainder.

In hindsight, I'd say perhaps I could have/should have done things differently. But in fact, probably nothing would have changed. Hardware and software reviews impel timely publication; otherwise, the reader is unable to make an informed choice regarding new products.

OK! We've virtually covered the instruction set in summary. In future, only specific items will need to be explained in detail - no further mass of complicated information to anticipate. If you think this was bad, though, wait till you have a good look at the complexities of the Z-80.

Ironically, as technology gets even even more sophisticated, the later micros are easier to work with. By the time you approach the 8080 and beyond, you find some very fancy instructions. They can do things for you that, with the 8080, you have to work out in multiple steps.

It's a blessing in disguise to have to take this simple chip and lead it by the hand. If you persist in assembly language programming, you perforce learn to order your thoughts. And that's what coding should really be about. The instruction set is like a toolbox, useless without the craftman's expertise in using the tools.

A program in essence is a solution to a problem. Joseph's Law of Solutions states: For any given problem, there is only one best answer, some good ones - and a lot of bad ones. The way to avoid the latter quandary is to plan ahead.

The formalist approach calls for a step-by-step procedure called an algorithm. This sequence can be described in common language or some form of symbolism. Let's take a common example:

**PROBLEM:** Buy Magazine

1. Go to Newsagent
2. See TAU current issue
3. Reach in pocket to get money
4. Pay clerk
5. Exit

You'll note that each of these steps is actually a complex action in its own right. How do you get to the newsagents? Before you can drive your car, you first need the keys, the car requires petrol etc. Ordinary activities we take for granted actually require a great many implicit steps.

Turning an algorithm into a computer program is formally called coding. Good programming consists of coding, using efficient design techniques, and the discipline of adequate documentation. A program must be understandable, not only to the writer, but to others who must work with it.

Documentation should be both internal and external. That is, the source code will have copious comments embedded; external to that listing should be written explanations, manuals and flowcharts. Ideally, the program should be clear enough for an unfamiliar user to cope with.

You'll probably think of some examples of Public Domain software in both good and bad categories. The former will have options to explain its operation, and probably separate READ.ME files as well. A good program of any complexity would likely include 'on-board' help, easily accessed by a keystroke and clearly indicated on the main menu.

Flowcharting is the classic technique used between algorithm and program. It's also honoured more often in the breach.

A quote from Dr. R Zaks is in order: "Remarkably, it has been observed that perhaps 10% of the programming population can write a program successfully without

having to flowchart. Unfortunately, it has also been observed that 90% of the population believes it belongs to this 10%!"

You've seen flowcharts, I'm sure. They're symbolic representations of a program - block diagrams using rectangles for commands, diamonds for decisions.

Alternatives exist. One approach is the Warnier-Orr diagram: a chart made up of boxes representing different parts of the program. Complex programs might have 10 or more levels of description of discreet processes.

Good programmers make use of these techniques when they're on

---

***'You'll note  
that each of  
these steps is  
actually a  
complex  
action in its  
own right.'***

---

the slope of the learning curve. The time is not wasted; it's an investment in enhancing your skill.

Less formally, a simply ordinary language outline of the major steps could be written. Each step is treated as a module and developed independently. This is similar to the algorithm but does go into more detail. Whatever approach you take must be clear enough so that when you go back much later, you do not have to re-invent the wheel.

Perhaps we will approach this whole process with a working example in future. A score of years ago, Scientific American magazine published a description of a simulation called LIFE. This game was developed by the British mathematician, John Conway. It consists of a grid with filled and empty boxes, and a few simple rules for their manipulation.

One considers each individual box - if filled, it is a 'cell' - and

counts the number of cells surrounding it. Two or three associates means the cell will live in the next generation. If one or none are adjacent, the cell dies from isolation. Four or more cells around it cause death from overpopulation.

Additionally, a new cell is born if an empty box has precisely three cells adjacent.

All the boxes are tested and updated to display the next generation. Initially, this process was worked out on graph paper. The advent of the computer meant a more meaningful display could be presented very quickly.

Early hackers discovered weird and wondrous patterns could develop. Some forms dissipate rapidly; others evolve to a static and unchanging shape; yet others will take a bi-stable state, alternating back and forth in sequential generations.

It didn't take long for self-perpetuating, dynamic shapes to be discovered. Watching LIFE is strangely like seeing simple biological systems in action, a sort of instant evolution. A lot of stolen computer time in the early 70's went into LIFE.

Learning to program this simulation is a good way to enhance one's programming skills. I've intended to develop it for the Amstrad but never got 'a round tuit'. Maybe now's the time. It will certainly prove to be a challenge, particularly with the bells and whistles I'd like to include.

Before I close, I just want to praise my PC20. I was finishing this column when the fierce thunderstorm hit Melbourne on the night before the Spring solstice. The mains dropped out momentarily and came back up to about half. I lost no time in hitting the switch, with the hardcard trying to decide how fast to spin and the monitor flashing.

The next morning, it started up properly, no complaints. I've seen switchmode supplies in so-called professional gear roll over, legs in the air, with far less maltreatment. Good show Amstrad! 'Til next month, good coding! ■

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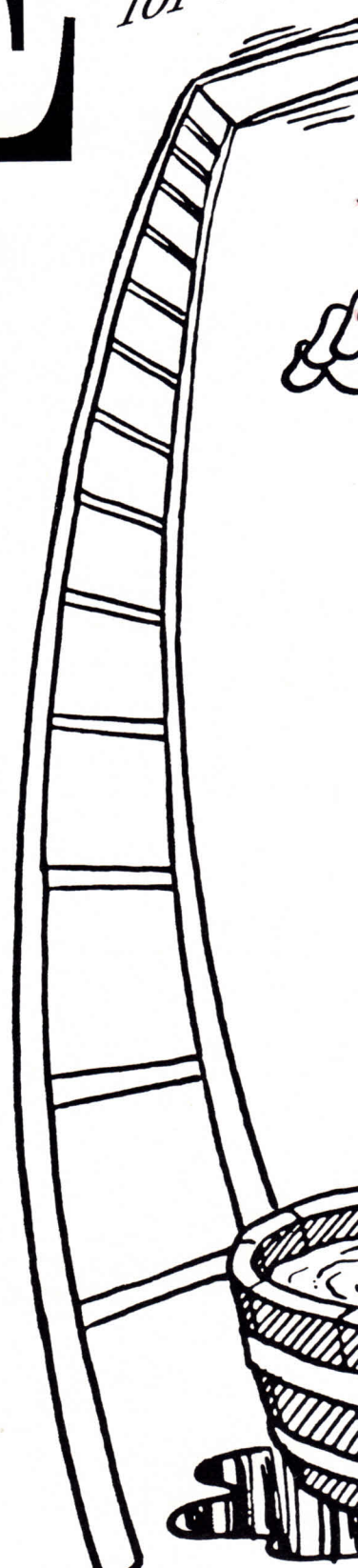
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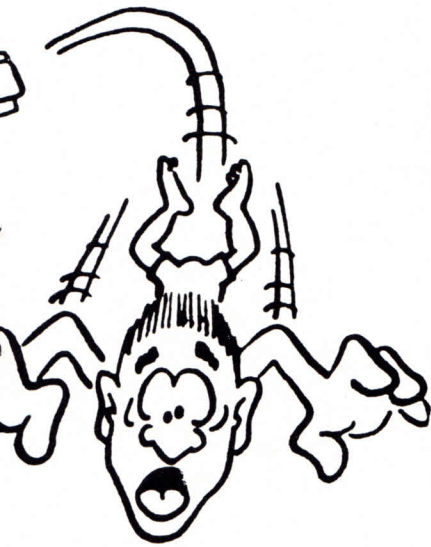
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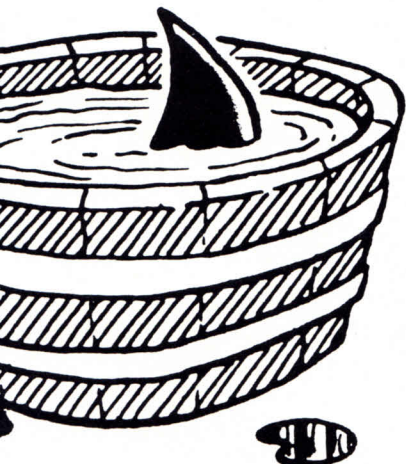
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# A Dynamic Duo



*Suicide Sale victims, Starglider and Jinxter, face review and meet with games' standards for the PCW.*

**R**ainbow Arts obviously make it their priority to produce games of particularly high quality, in the true spirit of 'if it's worth doing, it's worth doing properly'. The following games reflect no less than this high standard. games for the PCW may not be as common as those for other types of computer, but they certainly surpass many in sheer value.

Starglider, described as a futuristic tactical arcade challenge, and Jinxter, as an adventure role-playing game with a difference, both provide a combination of humour, challenge, and all round playing features that will not fail to impress.

## **STARGLIDER**

As Jayson or Katra, or both, you are in command of Novenia's last airborne Ground Attack vehicle, AGAV. With limited weaponry, limited fuel, and no apparent means of replenishment.

Using high energy single-pulse beam lasers and TV guided missiles you must overcome the sophisticated strategies of the invading Egron air and ground forces, led by fleet commander Hermann Krudd in the spacefleet starship "Starglider".

That's not the half of it. In the package you will find the Starglider Novella. More than just a novelty to accompany the game, the novella contains the full story behind your mission and reveals

vital information about your craft and about the enemy which you won't find in the instruction manual, unless you read German.

Never fear, even without an English instruction manual you are not left in the dark. Instead you are required to use more initiative during your pre-game reading in determining which information to apply to the game. (The Germans don't get a Novella!) This by no means makes beginning the game a task. The Novella is well written and will give you more than the odd chuckle with it's humorous style. You may even find yourself so engrossed in the interesting story that you forget that there is a game yet to be played. For example, here is a description of your enemy leader; "He bore a striking resemblance to an elongated red billiard ball that had sprouted arms and legs."

You will need to read the Novella in order to learn how to defeat your enemies, how to renew your apparently hopeless energy supplies etc; learning just as the characters do, a process that fires the imagination and makes the mission more personal.

Having assumed complete character role, you are ready to load your game. Don't be disheartened by the unusual surprises that keep appearing on your screen, such as the term "Joyce stick" and the incorrect spelling of words. The whole game is fast moving, and your entry is no

exception. Once you've answered the password correctly you will have to be quick in choosing your options between display screens, as you will be continuously interrupted if you are too slow.

You may not know what to select, but exit from the game is as simple as pressing the stop button which returns you to your options screen, therefore fiddling around with each preference until you find a suitable one is no inconvenience.

Among your options is a choice between a mobile or stationary cursor. On top of this you have the option of setting your direction to a centring position, whereby you can veer off to either side and be automatically returned to your course without having to worry about being lost. Alternatively you can set centring mode to 'none' and be free to roam anywhere across the available region. You also have a choice between two speeds; I suggest pocketing your ego and choosing the slow speed as the faster option is very, very fast. In fact, the slower speed is very, very fast also. You'll see.

The screen will place you in a 3D simulation viewpoint. You have before you your control panel and a window through which you can watch yourself be killed - unless of course you are very skillful.

The game is divided into four levels. Throughout the first two levels you have an advantage over your enemy, as they are not yet



aware of your entry into the atmosphere. Because you are flying a museum craft they are also unaware of what they are up against. You are therefore free to practise and learn, the element of surprise operating on your behalf. Level One is primarily a perfect opportunity for exploration, whilst Level Two should see you taking the opportunity to seek energy sources, storing as much power as possible to see you through.

It's important to dock at a repair depot as often as possible to replenish your stock of weaponry, especially as missiles are obtainable only one at a time... but I won't go into that. You'll have fun learning functions such as docking as you go; you'll probably do it accidentally, as I did.

When Level Three is reached there will be no more pussy-footing around. The enemy have acknowledged you and you now face the additional threat of deliberate attack. Pursued by Skimmers one minute and suspiciously left alone the next... are you alert enough to detect the ambush that awaits you on your energy run? It seems their strategies are as cunning as your own. "That's the trouble with teaching them a lesson," Katra remarked bitterly. "They learn from them."

Level Four - The Final Conflict; this is where you meet the Star-glider itself in direct confrontation. Is it as indestructible as it seems? This decides the future of Novenia, all in your hands. Don't be too convinced by the happy ending at the end of the Novella, the actual game is a different story. If Novenia is eventually saved by you it won't be without a great deal of trial and error and a lot of luck.

Starglider is a high quality game and is everything the box-blurb claims it to be, with precise graphics on top of that. It has the essential components of any good game; it is challenging and entertaining, and because of the Novella it is thoroughly absorbing, involving the application of imagination, concentration, as well as nimble fingers and quick reflexes.

When they create a game for the PCW, they do it in a big way!

### JINXTER

"It's a whole universe, where things behave as they do in the real world... with some alarming exceptions." Every silver lining has a cloud, it goes on to say. Jinxter is probably more like reality than reality itself! Experience the world as it really is when it's not trying to be anything else.

Jinxter is a game of English social satire of sorts. Before you begin your game it's best to sit down to a cup of tea (and a cheese sandwich) and read the Independent Guardian provided in the box. Why so? Because Jinxter is another Rainbird game which goes the whole hog in creating a thoroughly absorbing form of entertainment that requires you to 'become' your leading character, albeit hero, in order to assume your role. You have to enter the realm that is created and don your identity. Guaranteed you'll be all the more amused by the end of that than if you had plunged into the game head on, narmean?

You are Len Wosname. Or Len somebody, but then isn't everybody? And you have a mission. You didn't ask for it, mind you, it was given to you by a pot-bellied immortal in a herringbone overcoat that saved you from being run over by a bus. Your ultimate aim is... 'Wha' is it then? Sort of to prevent the impending death of good fortune. As vague as it is, it doesn't sound promising for you. You must find the legendary Turani bracelet, reassemble it and put the charm back into life.

The technical particulars are simple enough; your screen is divided into three sections. The top line will indicate your location and the number of moves you have made. Below that is the graphics screen, which is optional, and below that is the place where it all happens, the dialogue section. You talk directly to the program by simply typing in your command and responding to its responses. Think hard about your

commands, this is where it takes skill, knowing what to ask and when to ask it. The dialogue is smooth and always amusing, and goes something like this;

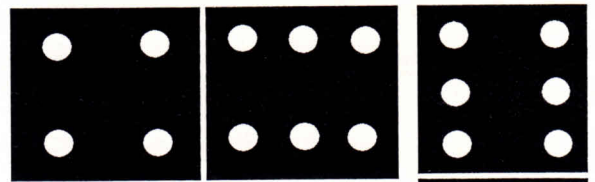
- Walk
- Where do you want to walk to?
- North
- You can only go east or west
- Go west
- Neverending Lane...
- Enter house
- You cannot see a house
- Find house
- Which house, the house or the house?
- The house
- There is no such house
- You pig
- Are you talking to yourself again?
- Yes
- Just checking.

Things look miserable. You are stuck in Neverending Lane, which quite coincidentally never seems to end. You can't find anything, there is no sign of a bus and even if there was all signs warn of the bus strike that is scheduled to begin at any moment; you cannot find your house, it starts to rain, the rain gets heavier and you get nowhere than you were to begin with. In all you feel very unlucky, which is the whole point. Stop complaining and read your newspaper, there's bound to be hints in there somewhere. You obviously have no luck to rely upon, this is a game for the thinker. Ah, work it out yourself.

Ultimately for the depressed or just very confused, Jinxter is a great game. You and your computer become part of an already established living simulation of a ludicrous kind and will be swept away by the entertainment value of the package. It'll certainly make you feel lucky in real life. I just hope you like herringbone overcoats and cheese sandwiches. ■

*See what you've missed? Since the time of writing, all stocks of Starglider have sold out, but if you're quick you could grab one of the few remaining copies of Jinxter for the bargain price of \$20.00.*

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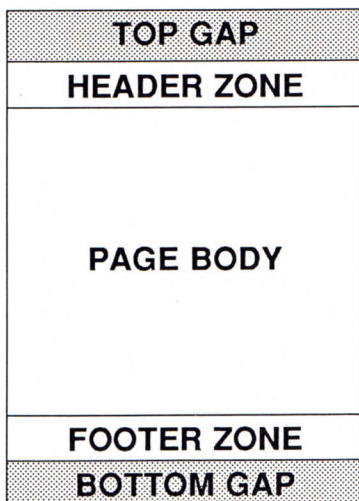


*The Page Layout features of LocoScript that help you present your documents exactly the way you want them.*

In this article we look at the features of LocoScript that help you with the 'lengthways' design of your documents. In particular, we show you the different ways to print the special pieces of text that appear at the top and bottom of every page.

## BASIC STRUCTURE OF A PAGE

LocoScript divides each page of your documents into five different areas as we show you below:



The length of the page and the Top and Bottom Gaps are physical characteristics of the paper you're using and are recorded in the Paper Type. The Top and Bottom Gaps are essential for single sheet paper as they mark the area where you can't print because the printer will not grip the paper properly.

There are no such problems with continuous stationery because the paper is held in the tractor feed mechanism and so the Gaps need only be big enough to ensure that you don't print over the perforations.

The rest of the page is divided up into the Header Zone, the Page Body and the Footer Zone. These are all areas you can use for text and where LocoScript's Page Layout facilities can help you to divide them.

The Header and Footer Zones are parts of the page that you can reserve for text that you want printed at the top and bottom of every page. For example, you might want to print the page number at the top of every page of a report, and you'd put this text in the Header Zone.

Headers and Footers are used frequently in books for chapter headings and page numbering, but virtually any document you produce can benefit from using header and footer text.

## THE PAGINATION SCREEN

LocoScript lets you have two sets of Headers and Footers as there may be times when you want to use a different header and footer on the first page or the last page to those on the remaining pages of your document.

You might want to use the two sets of text to produce documents with different headers and footers on the left and right hand pages.

You won't always want to print headers and footers on the first and last pages so LocoScript also lets you handle these separately.

As you can see, there is a whole range of options available to you in using the length of the page. The selections you make will naturally depend on the type of documents you produce.

The menus that let you set up your header and footer text are found in the f5 Page menu in document set-up. You can set the size of the Header and Footer Zones in the Page Layout menu and use the Header/Footer Options menu to set up the way your header and footer text is printed.

## AUTOMATIC PAGE BREAKING

The appearance of your text is also affected by the way you allow LocoScript to automatically insert page breaks. There are three different rules you can allow LocoScript to follow:

- break the page when it is completely full
- break the page at the last line providing single lines don't appear at the top and bottom of the page
- only break between paragraphs.

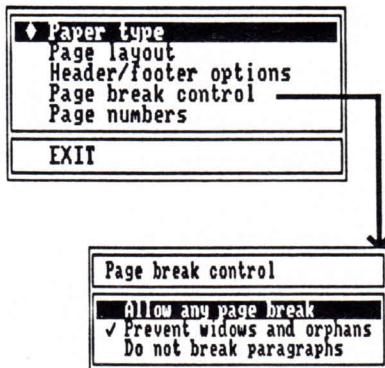
Which option you choose will depend on your priorities. The last option makes the document look good but can be an expensive way of using paper as you may waste quite a few lines on each page.

Alternatively, allowing LocoScript to break the page at any

position, regardless of paragraphs or single lines, will enable you to use the full length of the page - but the appearance of your document may suffer as a result. This is probably the option to select if you're producing a document and a good layout is not a priority.

The middle option is possibly the best compromise and is the one LocoScript automatically selects for you. With this option you get the best of both worlds - economical use of space and no unsightly single lines appearing at the bottom or top of the page.

These lines are known in the printing trade as "widows and orphans". A "widow" is the first line of a paragraph which appears on its own at the bottom of a page. An "orphan" is the last line of a paragraph appearing alone at the top of a page.



You can select the option for automatic page breaking in the Page Break Control menu in the f5 Page menu.

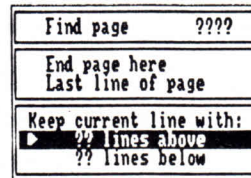
## PUTTING IN YOUR OWN PAGE BREAKS

The Page Break Control feature will probably take care of the appearance of most of your documents without anymore action on your part. But there may be special occasions when you want to keep certain sections of text together regardless of the page break control that you've selected. For example, you may have a reason for wanting to keep several paragraphs together.

LocoScript provides you with a manual override of the page break rules: 'Keep' codes. Keep codes tell

LocoScript to keep the selected groups of lines together regardless of the page break option in use.

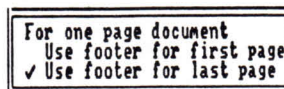
All you need to do is position your cursor on the first line of the section of text you want to keep together and then press the f5 key to display the following menu:



Move the cursor to '?? lines below' and type in the number of lines the table occupies on the page. Press ENTER and a (+keep) code will be placed in your document at the point where your cursor is positioned. Then if this section of the text can't be fitted completely on one page, LocoScript will simply move it over onto the next page.

## ONE PAGE DOCUMENTS

The bottom part of the Header/Footer Options menu lets you cater for the occurrence of one page documents when you have set up your headers and footers for two or three page documents.



You'll always want the first page header on a one page document but whether you want the Footer from the first page or last page depends on the document.

Say for example you had set up document pages to have a footer reading 'continues...' on all pages except the last. Obviously you need to select the last page footer or else have a one page document that promises more overleaf.

## HEADER AND FOOTER TEXT

When typing in text for the footer zone, remember to add a line (by pressing RETURN) before typing in the text. Otherwise, if the text fills the page exactly there will not be a gap before the footer is printed.

You may also need to think about the layout details of your

header and footer text. The layout of the text on the Pagination Screen is governed by Stock Layout 0. If you've changed the margins in the layout in your Page Body, then you may need to change them in Stock layout 0 as well so that the header and footer text matches up with the text in the rest of your document.

## LETTER HEADINGS

One question that we're frequently asked is how best to handle letter headings. Some people have set up headings in the Header Zone of the document and then selected the Header/Footer option to print the text on the first page only.

The letter heading prints perfectly on the first page, but subsequent pages have an unsightly gap at the top because the size of the Header Zone is the same on every page.

We recommend that you keep the Header Zone at three, or something similar, and type the letter heading in the body of the document. Then you can print your letter heading in the right place and use the full page length on your continuation sheets.

Of course, if you set up a template with the letter heading in it, you won't have to keep typing in the letter heading - it will be automatically copied to all documents created using the template.

## PRE-PRINTED HEADINGS

Similarly, if you print on paper that already has a printed logo or business address, the answer is to not adjust the Top Gap or Header Zone to avoid overprinting. You'll simply waste space on succeeding pages of the document.

In this case, you should set up your document for the continuation sheets. Then on the first page insert carriage returns by pressing RETURN until your cursor is positioned after the portion of the page occupied by the printed heading.

Again, incorporating this in a template means the ability to start at the right place in all the documents created that use it. ■

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## ISSUE NO.65

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## ISSUE NO.66

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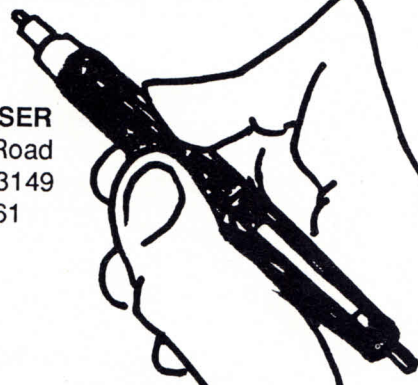
## ISSUE NO.69

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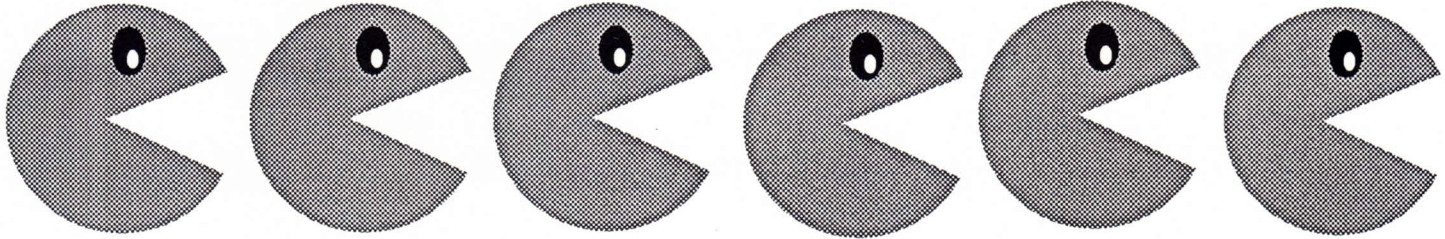
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# ENTERTAIN



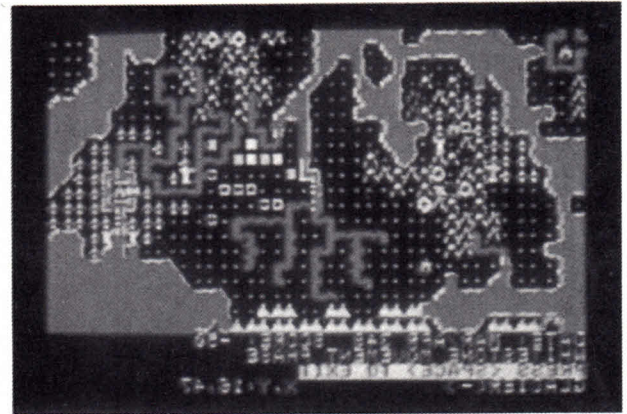
## WAR OF THE LANCE

Advanced Dungeons & Dragons in full scale battle

The AD&D series has now begun to veer in a slightly new direction. War Of The Lance takes the familiar role playing structure of the games and alters it subtly, by taking small adventures and blowing them into a grand scale. Namely, taking you from your small party of adventurers and giving you control of entire armies, putting you in the do or die situation of all out wars that will decide the fate of nations. Different from said "small" adventures, your objective is predetermined for you so you begin with a purpose and are required to concentrate on battle initiative, strategic planning and winning as many allies as possible in order to defeat your enemies.

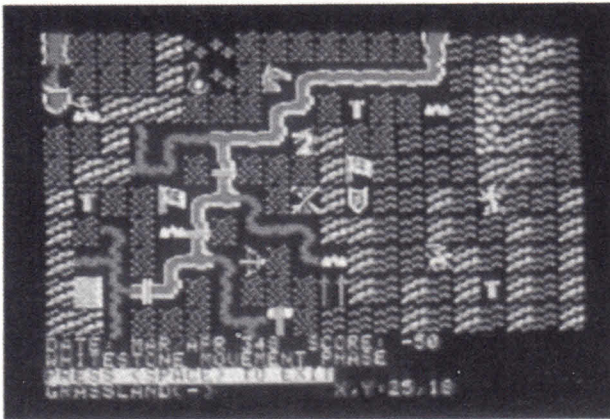
A one or two player game, it allows you to play against either a friend or to command Whitestone - the forces of good - against the computer.

The historical background to the game has its origins in the great Cataclysm, where the empires of old were shattered and the dragons banished for over a millennium. In the ensuing years of peace the nations have grown rusty in their 'politics', engaging in petty disputes and being preoccupied with minor differences whilst the real threats were absent. Your

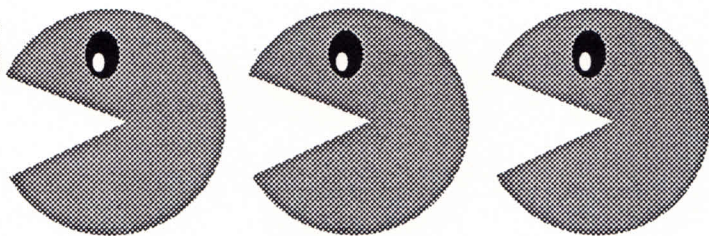


troops enter the scene at a stage in time where Takhisis, the Queen of Darkness, has released the evil dragons from exile and destroys the peace that had been established. With each new dawn the power and greed of Highlord Dragonarmies casts shadows further across the lands of man, elf, dwarf and kender. It becomes a struggle to form allegiances, either enticed by diplomats or won over by force. These alliances that form the forces of Whitestone must see the battles through to victory in order to save all nations from doom.

With your objective in mind you must strive to win by one of two ways. If you score enough points by conquering nations, forming alliances or destroying enemy troops, you can win solely on a point system basis. The other way to win is to aim directly for the central forces on your opposing side, creating weak spots that can destroy them entirely. For instance, if you can capture the capital of Neraka and the tower to the northwest, or conquer the four Knight countries plus the Clerist Tower near Palanthus you can vanquish the enemy with time and effort to spare.



# MENT CENTRE

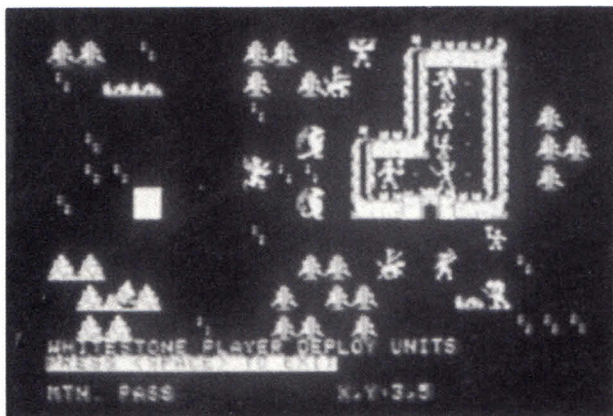


PC Dual - \$49.95

But naturally, that is easier said than done.

The differences between this game and previous AD&D games is essentially in the format.. that is that this is a wargame as opposed to an adventure game. If you are not familiar with the approach to wargames then you may find it difficult to get used to at first, but this is just a technicality that any adventure enthusiast would need to tackle at some stage. You wont find the personal confrontations that you find in the other titles, an omission which detracts somewhat from the personality of the game. Full visuals of characters such as barmen, enemies and wizards and such are a source of amusement that made the games more approachable in terms of creature contact, allowing for more personal involvement. Apart from battle display screens your troops and all other bodies are represented by icons. Hence there is also no person-to-person or person-to-thing dialogue. Hence your role is more detached.

Variety is the spice of life, so if looking forward to a challenge adventure addicts will be satisfied with a new batch of skills to keep them occupied, still in the well established spirit of AD&D fantasy games.



## ON REVIEW

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# TURRICAN

Fearless mission from Rainbow Arts

CPC Disk - \$39.95

CPC Tape - \$29.95

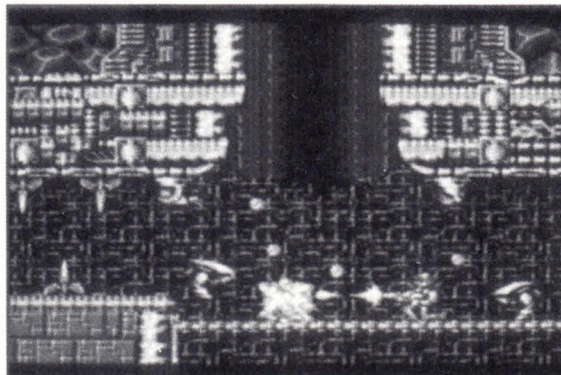
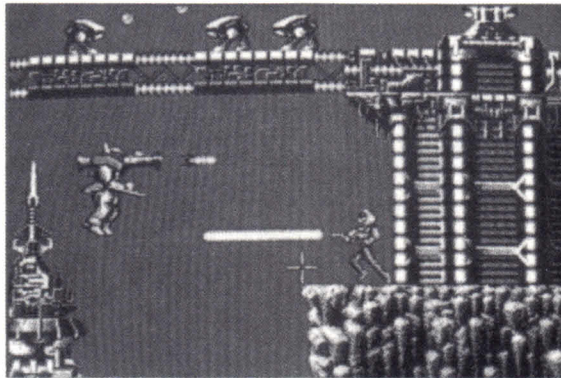
Think of every nightmare you have ever experienced and multiply it a thousandfold; you still won't be able to comprehend the sheer magnitude of your enemy in Turrigan. Morgul by name and nasty by nature, your three-headed enemy rules over the kingdom where all of the fears and nightmares of the world live personified. Morgul had been banished according to legend, but the recent return of morbid fear to the people has proved his return to his throne. With no one with courage left to face the dangers, the kingdom of never-ending terror and gloom is to be taken on by our last hero, you.

As Turrigan you must fight your way through five worlds of evil, spread over thirteen different playing levels. You encounter thunder and storm, mechanical monsters, hidden rooms, awesome end of level guardians, reptilian beasts, and... the unexpected!

You never knew imagination could be so real.

You are equipped with the latest weapons with which you must destroy the seemingly inexhaustible variety of enemies that cross your path. The enemies are always interesting and sometimes take particular skills to destroy, these you will discover through experience.

I hope you're not expecting dank and depressing screens where you can almost smell the evil. For an horrific kingdom it is certainly bright and colourful. This is no gripe - if you haven't got a colour monitor you don't know what you're missing. The graphics



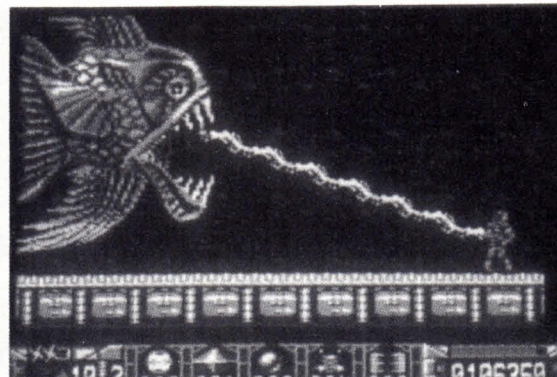
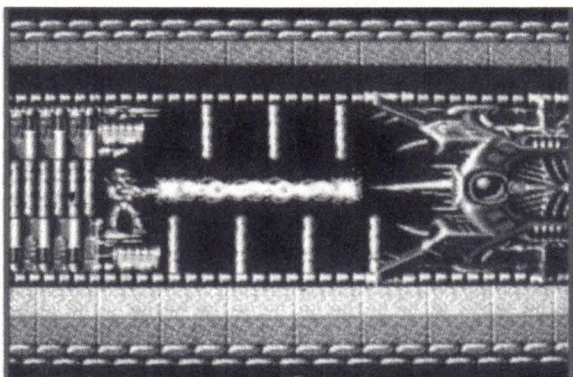
are nothing short of excellent, as are the sound effects. On top of that, the layout of the landscape is fascinating and very well designed. It's almost like a vertical maze, with split level ledges, cliffs and crevices and caves... and that's just the first level.

There are so many nooks and crannies to explore that destroying the enemy is only half the adventure. It's important to explore as much area as possible - go backwards and forwards and down, and especially up. Defy the obvious, it takes initiative to find the bonuses that are placed where you least expect them, sometimes hiding in their multitudes. Upon such careful examination of every level you will find further supplies of weapons and other useful items.

You begin the game with three lives, but may earn

more along the way. Which is just as well for you, because you are playing with a time limit and have only limited energy. But your character is easy to manoeuvre; it can run, leap in any direction (even change direction in mid air!), and duck. You will feel free and versatile in your movements and the skills you need will come naturally to you rather than require excessive practise. That's not to say that the game is easy, on the contrary it is very challenging. It requires a great deal of common sense and initiative, will keep you on your toes and demand your full attention.

Most importantly, Turrigan is entertaining. The objective of your character, the storyline and the game-play are all of an absorbing nature. The combination of its excellent features gives it an all round quality that meets with any high standards. I highly recommend this game, it's definitely worth a serious look.





# LAKERS versus CELTICS

And The NBA Playoffs, from Electronic Arts

PC Dual - \$49.95

It could be that you are a yet-to-be-born sports star who wants to inspire that hidden potential; it could be that you love basketball but just aren't good enough to hit the bigtime; it could be that you're just plum lazy and couldn't be bothered running around and working up a sweat. Whatever your reason for being an armchair athlete, Lakers versus Celtics And The NBA Playoffs doesn't discriminate and could make anyone a champion. You don't even have to like basketball to enjoy the game, as long as you're participating you'll be entertained.

As you've probably guessed from the title, the game is based on real teams and team members of the real world, so you are in control of a realistic league and can mess with some very famous destinies. The Lakers and the Celtics

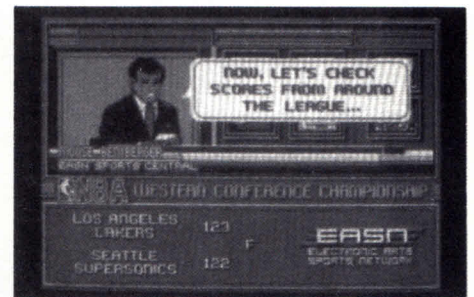
earned their place in the title by having competed against each other in more post-season play than any other teams in all of sports history. But that's not to say that all of the other quality teams are excluded, as the line up is riddled with legendary players and league heroes. Not just your favourites either; some are older and established, some young, up-and-coming prodigies.

Once you reach the introduction screen you can go no further until you have passed a trivia quiz based on information given in the instruction booklet. A sum total of one question long, which changes with each attempted entry. They want their players educated, obviously. Pass the question and you are rewarded with entry into the game menu.

Like most games the various levels of difficulty are given appropriate names, such as pre-season for beginners, Reg.season for those at an intermediate level and Showtime for those that are more experienced.

There is an option for two players to compete against each other, each controlling an opposing team of their choice. Of course, if you are unable to find a

SEATTLE SUPERSONICS						LOS ANGELES LAKERS					
PLAYER	PTS	FG%	FT%	REB	AST	PLAYER	PTS	FG%	FT%	REB	AST
TURNER	18	40	80	12	3	PURVIS	15	45	85	10	2
LOPES	12	35	75	8	1	ANDERSON	12	50	90	15	1
ELLIS	10	40	80	10	2	ANDERSON	10	40	80	10	1
POWELL	8	30	70	5	1	SMITH	8	35	75	8	1
ROSEY	5	20	60	3	0	ROBERTSON	5	30	70	5	0
SMITH	3	10	50	2	1	WHEELER	3	20	60	2	0
TOTAL	57	35	75	40	10	TOTAL	53	40	80	50	5

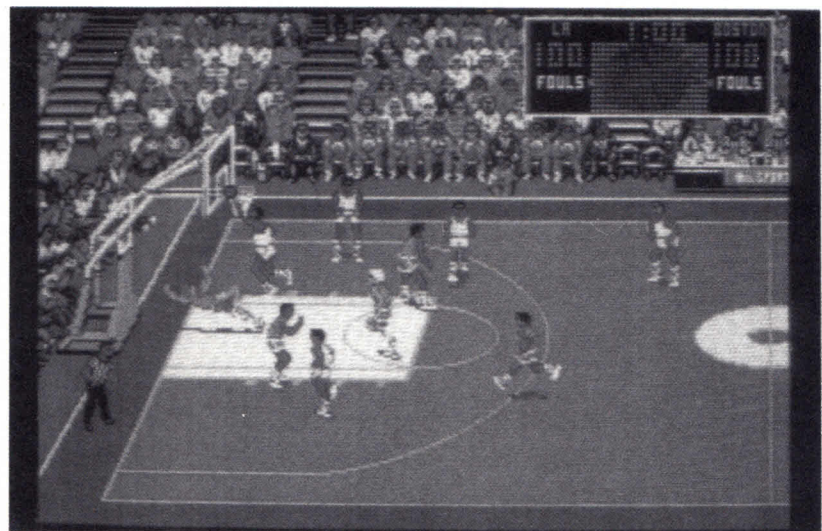
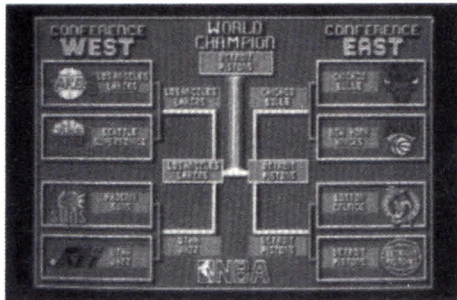


human opponent your computer is happy to take over.

Controlling the players' movements takes a lot of practise, as full use of your joystick's features will be required to manoeuvre them around the court. A quick eye and concentration wouldn't hurt either, as the action can be racy and because the uniform of the active player is highlighted by turning black it can become confusing.

The screen is very well presented, the graphics detailed and colourful - the ball even has a shadow when it goes through the net or is held close enough to the ground. The crowd, whilst portrayed with as much details as the players themselves, are as good as couch potatoes. You'll neither hear nor see any oohs, aahs or hissing, and will find them totally unanimated. This is not necessarily any cause for disappointment, however, as you're required to concentrate on the players and any movement from the crowd would undoubtedly be a distraction.

The game is exciting and fun, and because you are the participant you are forgiven for jumping up and down in your seat each time you score. But before you become too ambitious just try to remember, it's only a game.



# YOGI'S GREAT ESCAPE

Another cartoon favourite, from Hi Tec Software

CPC Tape - \$9.95

They call it fun but really, we should be a little more sensitive to the plight of a childhood idol who is threatened by a drastic change to the quality of his existence. Imagine waking from a long and arduous hibernation to find that you have to spend your only waking season for the year in a zoological cage! That's what Yogi and Boo Boo are trying to escape, with your help. (Well they say Boo Boo, but you won't find him on your screen.)

Expecting to indulge in a relaxing summer in search of unguarded 'picknic' baskets, Yogi is shattered when a few days into the season Ranger Smith receives a disturbing telephone call to inform him that Jellystone Park must close and all of its inhabitants be sent to the zoo.

What do you think a Yogi should do when faced with such a crisis? Why, escape of course. Beginning with Jellystone Park, Yogi must travel through five more long and absorbing levels before he reaches his goal, the final level - New York. That's no mean feat for a bear, even Yogi. He may be able to outsmart the odd park ranger on occasion, but on this do or die journey he will have to avoid obtrusive obstacles and hidden dangers. Not only the perils that are the natural threat of the territory he crosses, but also the hot pursuit of Ranger Smith and the tracker. Yogi is up against Indians, snakes, ghosts, bumper cars, bats, falling coconuts, spiders, bumper cars and hunters, to name a few.

There are bonuses also, so your hard work will see you justly rewarded. Along the way you will find picnic baskets, apples, hamburgers, roast chickens and other such edible treasure that will score you bonus points. These are the obvious prizes, but you will be pleasantly surprised every so often by a sudden bonus of 250 points to your score. When this happens you have stumbled across one of the many invisible items that can be collected. For this reason alone it is important to explore every nook and

cranny along Yogi's path, even if it means a slight diversion from the obvious course, as that's where the rewards are found.

AND... that's not the only bonus. At various locations you will find pieces of Yogi's car, bags of money and the occasional cowboy hat - six of each in all. If you collect these you will score an extra 7500

points when you reach the end of the level. Just as well these tokens are to be found, as things are looking pretty grim for Yogi - one might even say 'unbearable'.

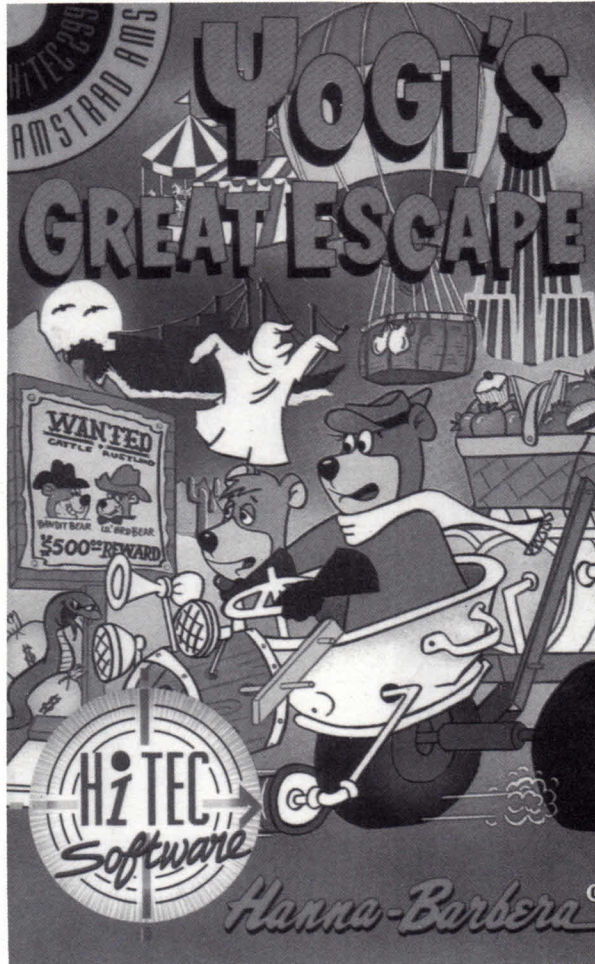
Once you see him safely out of Jellystone Park, you and Yogi must progress through the forest, through the wild west, through mumbo jumbo marsh and through the funfair to reach New York. Hope you've got good joystick control, because there's a lot of difficult ledge jumping.

With the scenario being what it is you are playing against the clock, just to make matters even more complicated. Your time runs out when Ranger Smith catches up to you, so a bit of speed wouldn't be negligible. The screen will even display a "Hurry up" warning, albeit threat, if you take too long to pass any particular section.

The graphics are clear, colourful and the sound effects quite good, so the visual aspects of the game will keep players satisfied.

Coupled with the smooth playing quality the total impact of the game is nothing short of amusing fun.

How old must one be before the interest in Yogi Bear runs out? As far as the amusement factor goes the game is probably suitable for anywhere up to the age of fourteen or fifteen. Then again, that's not to say that anybody above that age will find it boring, because the level of difficulty is not so simple that they will find it too easy to play successfully. It's especially good for die hard Yogi fans, of course. Don't ask yourself how much a bear can really do in a big city, and will he fit in, just "grab that picknic basket and head for New York, Boo Boo..."



# PUFFY'S SAGA

Arcade-style alien maze escape game

CPC Disk - \$49.95

CPC Tape - \$49.95

Puffy is not exactly an asthmatic ball, but he is waning a bit on the fitness side of things. Puffy's Saga is an arcade-style game, the challenge of which is to help Puffy safely through the levels of mazes without letting him get "puffed out".



As the player you have a choice; you can either adopt the identity of Puffy himself, or you can choose the character of Puffyn, his capable girlfriend. It is an interesting option to be offered as the two do not meet, however they do give you a chance to alter your approach in a different way. Puffy is more powerful than Puffyn and therefore Puffyn may find it slightly more difficult to face her enemies, however Puffyn is much faster than Puffy and therefore can escape them more swiftly and make her way through the levels with good timing.

Trapped in an alien world, your objective is to collect all of the 'Pad Goms' scattered randomly through the maze. To do this you must find your way through and confront the numerous enemies that try to thwart your escape from the hostile territory. You need to be alert and keep a sharp lookout for the clues that will help you discover weapons and avoid deadly hidden traps. Beware when opening such traps and chests, as the booty they carry isn't always as advantageous as you'd like it to be.

I hope you're not vegetarian, because in order to restore used energy Puffy and Puffyn need to devour the joints of lamb that are found both on the ground and in certain chests. Without these your life will run out before your skill and the game will be well and truly over.

The choice between characters becomes relevant to your strategy when gaining points, as there are two approaches to defining your success. One is to score quickly by making a hasty escape from each level, the other to tread carefully but explore the mazes thoroughly to score hidden advantages.

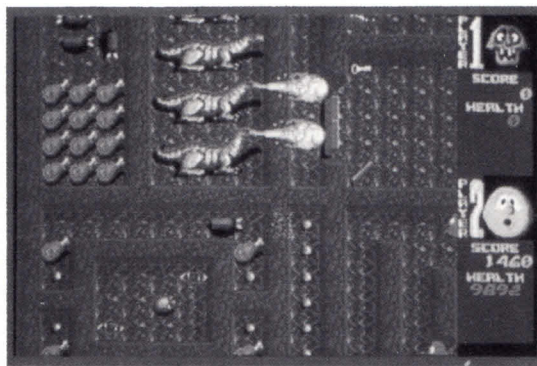
Your enemies are interesting and original, but unfortunately for you they are more invincible than not. The most common enemies are ghosts, and are only one of the two foes that can be destroyed by you, and even then you must shoot them twice to do so - once

to stun and once again to kill. Acid puddles are almost as numerous as ghosts and take six times as many energy points from you if they touch you. Whilst you can't destroy them you can immobilise them momentarily if they get in your way. Dragons are stationary and sometimes avoidable, but they do spit flames that will take fifty of your valuable life points if they manage to reach you. Snakes travel in groups, and though they don't take as many energy points from you as some enemies you cannot harm

them in any way or immobilise them at all. The only other enemy you need face are the eyes. Eyes will

follow you persistently once they have seen you, and if they touch you they take ten energy points. Unable to kill them, you are at least able to immobilise them for a whole two seconds by shooting them.

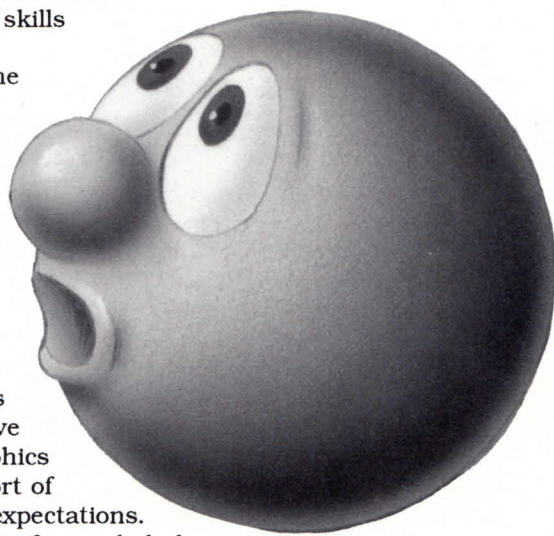
Whilst the game itself isn't exceedingly difficult to



play, even for those that want to hurl their way through to a mere level five, if the bonuses are used to their fullest potential and all avenues are explored thoroughly there are a great deal of skills that can be learned by the shrewd mastermind that can take your game to a very high quality challenge.

The music and sound effects are impressive and the graphics won't fall short of the highest expectations.

Puffy's Saga is fun and challenging, and with a sum total of twenty levels of advancement it will take a great deal of beating before it becomes dull.



# CECCO'S COLLECTION

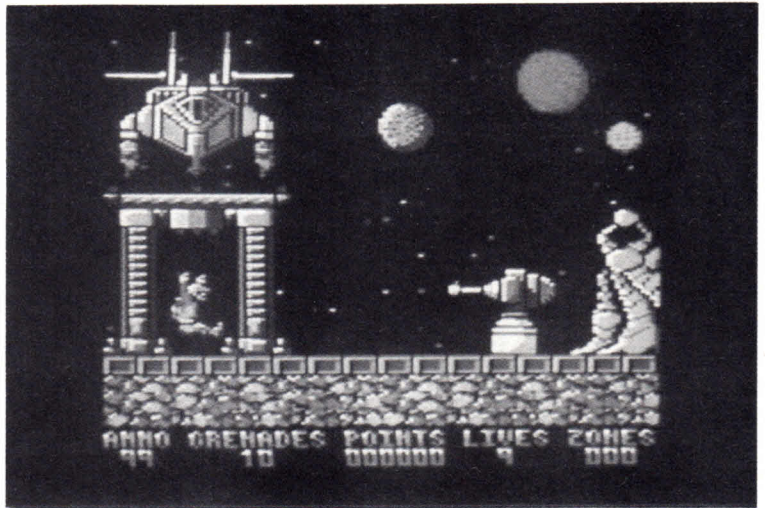
Four favourites by Raffaele Cecco all in the one pack

Raffaele Cecco is one of the better known and most successful game programmers, with an impressive track record of rave reviews and no failures. That means a long trail of satisfied games fans. His debut success on the CPC was Equinox, and from that prosperous beginning he went on to create Exolon, Cybernoid, Cybernoid II and Stormlord. The rest is history.

The latter four mentioned games now feature in Cecco's Collection. Being high quality to begin with, each game can only improve upon the last to make this compilation the ultimate for even the most serious collector.

The hallmark of Cecco's games is the combination of brilliant graphics and exciting gameplay, and Exolon is no exception. Your character faces 125 action-packed screens - 25 per zone - and your mission is merely to survive. Heavily armed with blasters and grenades, you face enemies such as aliens, birth pods, missile shells and many more. Fortunately in each section you have the option of being able to put on the exoskeleton, which may make you invulnerable to some of your enemies' weaponry but will prevent you from gaining an additional bonus for bravery at the end of the level. Whilst you don't need to plan brilliant strategies or exercise heavy thought, you do need constant concentration and quick reflexes, as the entire game is thoroughly absorbing and a consistent challenge.

The graphics could stand alone for excessive praise, with innovative design and a superb use of colour. Combined with the compulsive gameplay



Screen Shot from EXOLON.

Exolon cannot fail to win your approval.

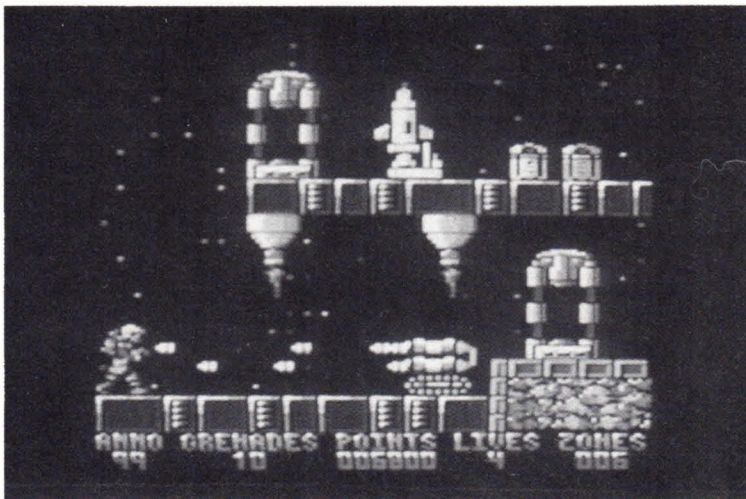
In Cybernoid your objective is to retrieve hordes of cargo, including valuable minerals, jewels, ammunition and the latest weaponry, that have been stolen by space pirates. To make things even more challenging, the task must be completed within a specific time limit.

Following in the footsteps of the game style of Exolon, Cybernoid takes the exciting action and adds to it the dimension of mental negotiation. In other words, you must solve puzzles and problems as you go, as well as battle with your enemies. Initially your ship has little fire power, but weapons can be collected at various locations along the way. Among your enemies are deadly wasps and caterpillars, missiles, pairs of aliens and laser guns.

The graphics of Cybernoid are fantastic, with the action beautifully animated and accompanied by an equally good continuous tune. Not a game to be missed, it should provide you with a difficult challenge and be completely entertaining.

In Cybernoid II the pirates are even more formidable as enemies, especially as they have revenge among their long list of many motives for confronting you. They have a new and much more powerful Battlestar and have used it to yet again plunder the Federation cargo depots, escaping with valuable stock and advanced weapons. They won't make the same mistakes again, so keep on your toes.

With most of the original weapons and many upgrades on already existing features the struggle becomes more complicated and even more challenging. Both versions of the



Screen Shot from EXOLON.

CPC Disk - \$49.95

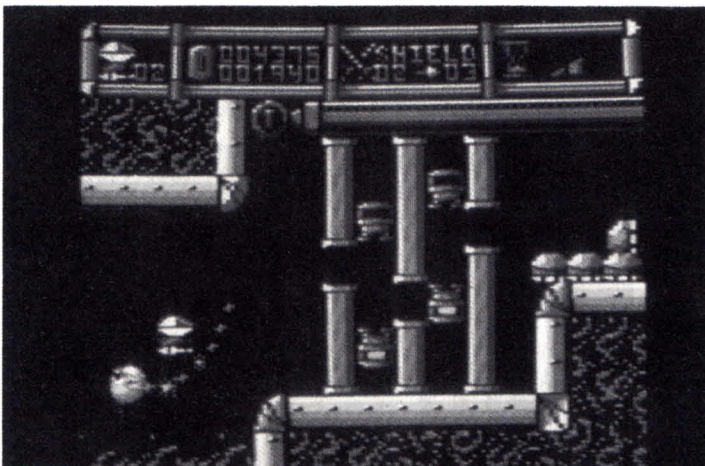
CPC Tape - \$39.95



game are infamous for their non-stop pace and the need for accuracy and split-second timing.

If there are any downfalls to the program it would only be that there is not a lot of difference from the first Cybernoid, but standing on its own it doesn't fall short of the pure quality of Cecco's games and is no less of a success. The game is addictive and frustrating and again an excellent example of the sheer brilliance of design and colour that have become a hallmark of it's creator.

Variety being the order of the day, Stormlord will give you a rest from the threatening atmosphere of outerspace adventure and send you off with the fairies. Or at least off for them, as they're sort of... missing? All fairies have been captured and impounded by an evil monarch and require your assistance. Hence the objective of the game, to wander through the levels accumulating success enough to reach the imprisoned fairies and restore peace and



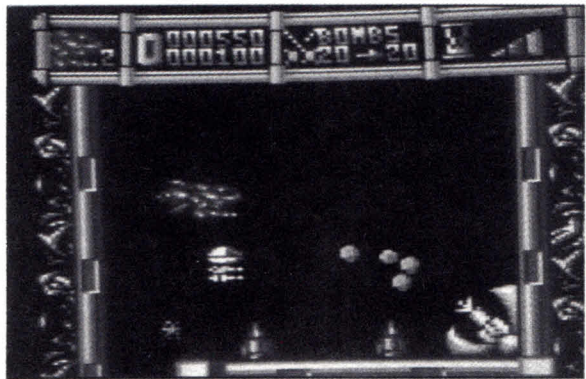
Screen Shot from CYBERNOID.

tranquillity to a threatened world. Playing against the clock, too.

Scattered about Stormlord's world are various objects that must be used intelligently to release the fairies and help you to progress through the levels. Naturally this will take time and practise and much failure in the meantime, as inappropriate use of the objects will mean lives lost.

An interesting feature is the additional sub-game that you may play between the levels to restore some of your lost lives. In this game Stormlord must blow kisses at fairies. If the kisses reach their target the fairy will fall in love with him and shed a tear - Stormlord's objective here is to catch as many tears as possible before they dissolve. Again, this is played to a time limit.

During the course of the game you will encounter venus flytraps, huge worms, flies, dragons



Screen Shot from CYBERNOID II

and other such killer garden pests along the way. Fortunately, whilst your foes are dangerous, they are not invincible.

Graphically the game is yet again a Cecco masterpiece, with detailed and colourful animation and a well written accompanying tune. In the true Cecco style Stormlord will keep you on your toes, the action and excitement not letting up for a sneeze, and requires both quick thinking and quick reflexes. To add to this is the character and originality of the writer's ideas, all contributing to an overall success.

In its entirety Cecco's Collection is a collection of the finest quality on the games market. All of the games reflect a high standard and live up to each other to the finest detail. All superbly animated and addictive in their gameplay, they are indicative of how well deserved is the good reputation of Raffaele Cecco, a name that should be familiar to all gamers now.

# STORM ACROSS EUROPE

Battlefield simulation with an historical basis

PC 5.25" - \$49.95

You stare closely at the map studying every minute detail. Your armies are assembled, waiting upon your command to unleash the mighty blitzkrieg. It is the Autumn of 1939, and you are ready to STORM ACROSS EUROPE.

In the world of battlefield simulator design, things don't happen very quickly, but finally someone has decided to produce a full scale Western Front simulation that is worth looking at.

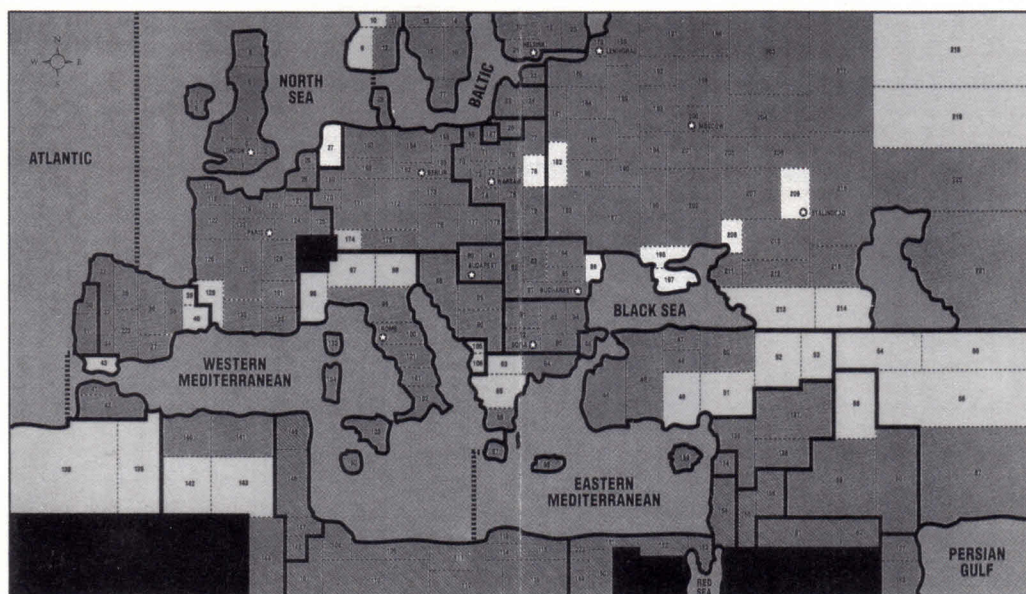
Storm Across Europe is the latest war game from SSI. It is a grand strategy level game of the European Theatre during World War II. The game allows up to

nised, armoured and paratroop armies, taking into consideration force qualities such as air power, naval support and strength and efficiency. This allows for planning of the highest level, as you must be able to juggle your resources between the air, land and naval branches of your forces and decide on the best strategy to counter your opponents. Should you send your fleets on raiding missions or protect your shipping lanes and unleash a mighty U-boat campaign? How will you defeat the never ending torrent of Russian armies? Can you mount a swift invasion of England and deter the American threat? To

achieve victory you must be able to employ sound tactics and use all forces under your control efficiently and wisely.

One of the best ideas brought forward by this game is the ability to spend resource points on research and development. Every spring the players are asked what they wish to do with the points they have earned during the previous year, and by performing research work the players can increase their levels of technology and gain the ability to produce rockets, atom bombs and other such weapons.

The collection of scenarios



three players to fight it out as they control the major and minor powers of Europe during its darkest years. You, the player, have the option of controlling the destiny of Germany, the Western Allies or the military might of Russia.

The game map depicts the whole of Europe and north Africa from Norway to Portugal to the Persian Gulf. As the German player you start the war with your forces grouped along the Polish border, prepared for the invasion that started it all. The game is fast paced and vicious as you blaze a trail of destruction throughout the continent. SSI have tried to maintain the historical aspect of the game correctly whilst allowing some room for flexibility; one example is Italy and the other Axis powers. They will join Germany at the correct historical dates unless attacked before then in which case they will mobilise against the aggressor. Another such event is the German-Russian split of Poland as soon as the Germans have defeated the weak Polish army.

The battles are fought between infantry, mecha-

available allows you to play any historical campaign in detail or start from scratch and do it all yourself.

The game supports CGA and EGA only and requires 512K RAM. A joystick/mouse is a great help but is not required as the game can be played from the keyboard, although the menus are not very user friendly. There are no flash graphics or pictures and no opening screens. The maps depict simplified but recognisable land forms and it is clear that the majority of the work went into the features and not into the artwork. This is unfortunate as SSI usually show a good standard in playability and graphical work. However there is nothing wrong with the game if you don't mind the screen art. After all, a decent war game depends more on the way it is played than on the way it looks.

The game is tough to play as there is a never ending number of decisions to be made and each action will influence the way the war ends. So if you don't mind the artwork this game will put up a very good battle.

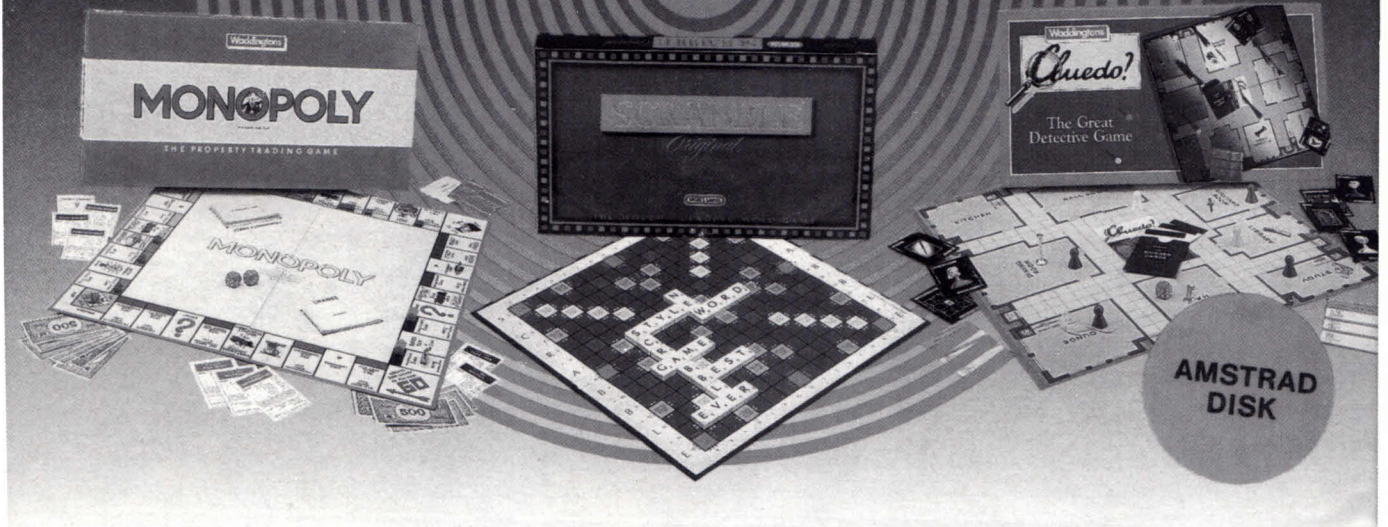


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# Commanding Graphics



*In Part 2 of the series on GW Basic Graphics commands, Gary Koh explores the application of CIRCLE and PAINT.*

This month, we have divided Part Two of the series on graphics commands in GW-Basic into a further two parts. In this first half we will be looking in particular at the commands of CIRCLE and PAINT. Part Two in its entirety also explores other graphics effects.

The word circle sounds very benign, making you think that this command only draws circles in the simplest sense. However, it is capable of doing a lot more than just that, being able to draw ellipses and arcs as well. The syntax for the CIRCLE command is CIRCLE (X,Y),RADIUS, COLOUR,START,END,ASPECT. All except the coordinates for the centre and the value for the radius are optional. The radius value is for the major radius of the circle. This may not make much sense for drawing circles, but does for drawing ellipses and arcs.

Before looking at the other parameters we have to look at the ASPECT value, which is the one responsible for drawing ellipses. Drawing ellipses is actually quite tricky to do. When drawing ellipses you do not specify the major and minor radiuses. Instead you have to change the aspect ratio. This works towards mathematical orientated graphics rather than screen mode pixel orientated graphics.

The aspect ratio is the ratio of the size of the x axis compared to the y axis. Usually this refers to the size of a pixel or of a graphic object. The CGA and EGA screens do not have a perfect aspect ratio. That is, the size of each pixel is not perfectly square. The aspect ratio for the EGA 640 by 350 screen is four to three. That means, (if you haven't guessed already), that the length of four pixels along the x axis is about the same as three pixels along the y axis. For CGA the aspect ratio is slightly different.

If the value of ASPECT is less than one then the x axis is the major axis. If it is above one then the y axis is the major axis.

When you draw a circle on the screen using only the minimum parameters it is not actually a true circle, in terms of pixel size. Say you draw a circle with a radius of 100. It looks like a proper well propor-

tioned circle. However, if you could look very closely and see the individual pixels clearly you would see (in screen 9 anyway, the others will be different), that the width of the circle across the y axis is 75 pixels. Remember the four to three ratio? When you are drawing a normal circle GW-BASIC automatically uses a value of 0.75 for ASPECT in order to get a completely round circle.

Try the following command. It produces a circle with a radius of 100 pixels all around. It uses the preserved aspect ratio of one.

```
CIRCLE (320,175),100,2,,,1
```

People with CGA may find that this does not work too well. Try typing in the following command before typing in the above command.

```
WINDOW (0,0)-(639,349)
```

What you should get now is a "circle" in the centre of the screen. A lot of you are probably trying to work out what the heck is going on. This is a good demonstration of the WINDOW command. Say for instance that you are in screen 1. Normally this only has a resolution of 320 by 200. The CIRCLE command makes use of coordinates that are EGA specific; 640 by 350. The WINDOW command effectively makes the computer think that the resolution is EGA-like instead of CGA-like. The resolution will still stay the same, but the way that the coordinates are expressed have changed.

From now on, if you have CGA make sure that the WINDOW command given above is entered sometime before typing the single commands given in this series. Unless otherwise stated all future single line commands given will be making use of EGA type coordinates. To get everything back to normal just type WINDOW by itself.

The ASPECT value signifies a ratio. If ASPECT is 0.5 then the height of the ellipse is twice as wide on its x axis pixelwise as it is on its y axis. The reverse is true as well. An ASPECT value of two produces an ellipse twice as high, pixelwise, as it is wide. A value of



three produces one three times as high and so on. Since the size of an ellipse is specified in ratio it's hard to produce one that is the exact pixel size that you desire.

That leaves START and END. They specify the start and end points of the part of the circle or ellipse that you want to draw, in radians. The radians are positioned in the usual mathematical way. By including the ASPECT value it is possible to produce any arc. Doing so is very tricky though, even at the best of times. The following program shows how arcs can be used.

CIRCARC

```

100 ' Circle arc demonstration
110 ' Gary Koh
120 ' The Amstrad User Nov '90
130 '
140 SCRMODE=9
150 SCREEN SCRMODE
160 CLS
170 KEY OFF
180 WINDOW (0,0)-(639,349)
190 IF SCRMODE=9 THEN COL=6:PSKIP=1:GOING=215 ELSE COL=1:PSKIP=2:GOING=110
200 IF SCRMODE=9 THEN FOR COUNT=6 TO 15:PALETTE COUNT,46:NEXT
210 INCREMENT=17
220 STARTARC=0:ENDARC=70
230 PI=3.141593:DG=PI/180
240 FOR GOOUT=1 TO GOING
250 CIRCLE (320,175),GOOUT*PSKIP,COL,STARTARC*DG,ENDARC*DG
260 IF SCRMODE=9 THEN COL=COL+1:IF COL=16 THEN COL=6
270 IF SCRMODE=1 THEN COL=COL+1:IF COL=3 THEN COL=1
280 STARTARC=STARTARC+INCREMENT
290 IF STARTARC>359 THEN STARTARC=STARTARC-359
300 ENDARC=ENDARC+INCREMENT
310 IF ENDARC>359 THEN ENDARC=ENDARC-359
320 NEXT
330 IF SCRMODE<>9 THEN END
340 FOR COUNT=1 TO 100
350 FOR COL=6 TO 15
360 PALETTE COL,54:PALETTE COL-1,46
370 NEXT
380 PALETTE 15,46
390 NEXT

```

This program works in all of the screens that have been covered. It draws an increasingly bigger arc, rotating it around to eventually produce a spiral. For people with EGA there is an extra treat included as well. Once the spiral is drawn some palette switching comes into play, producing a rotating, somewhat psychedelic effect. I suggest that you do not stare at it for too long.

The last six lines of the program are what produce this effect, with some help by the lines beginning "IF SCREEN=9 THEN...." I prefer to think in degrees rather than radians, which is why DG is set up with PI/180 in line 230. The constant PI is not supplied in GW-BASIC, so I had to set up PI myself. This gives a value for converting from degrees to radians. You can try experimenting with the variables in line 210 and 220. INCREMENT is the amount by which the arc of the circle moves every time it is drawn. STARTARC and ENDARC mark the beginning and end of the arc that is drawn. All of these values are measured in degrees.


Like the CIRCLE command, the PAINT command can be both simple and very complex, depending on how far you want to delve into it. The format of the PAINT command is PAINT (X,Y),EFFECT, OUTLINE, BACKGROUND. If you have not worked it out yet, PAINT is a fill operation. It is quite fast and capable of doing pattern fills, as we will soon see.

All the parameters except the coordinates are optional. Unless specified PAINT will fill an area in the current colour. You must be careful here, because PAINT has one interesting quirk that can either be very helpful or a downright pain in the neck, (as are so many other things as well).

When filling PAINT does not fill in an area with colour. Instead, it fills to a bordering buffer colour that is either specified by the current selected colour or the OUTLINE parameter. This means that you can fill in an object that is drawn on a background of different colours, so long as none of the background colours are the same as the outline colour of the drawn object. In some other cases though it can be very annoying.

The EFFECT value can either be numeric or string. If it is numeric it refers to the colour you want the area to be filled with. If it is in the string format it refers to the tiling pattern that you want the area to be filled with. The tiling pattern can have different colours in it, the amount depending on which screen you are in. This is in effect a pattern fill. Dealing with a numeric colour value is easy. Dealing with the tiling business can give you a real brain-ache (especially if you don't have a calculator handy that is hex/binary/decimal multi-numerical, unless you can do the conversions in your head). Before I get on to that, it is best to have a look at the sort of things that can be done so far. However, as space is limited I'm afraid I shall have to keep you in suspense until next month, when "Part Two" of Part Two will complete the information on the CIRCLE and PAINT commands. ■

*In next month's issue Part Two of Gary Koh's GW Basic Graphics series will be completed, with more information on CIRCLE and PAINT as well as other graphics effects. Between now and then the CIRCARC program will hopefully keep you entertained.*



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Each of the above are available in either 5.25" or 3.5" format and are supplied with a Document File reader plus a utility for the software to be run on most (no guarantees though!) mono screens, with the exception of the Ford Simulator.  
**Prices: 5.25" format \$10.00 each - 3.5" format \$12.50 each**

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# PC-Soft Selection



*New additions to the PC Soft range - now available and always affordable as Shareware/Public Domain.*

Difficult to determine if this program is more useful than it is fun or visa versa, the Ford Driving Simulator (PC-Soft #6) can be of some value to you if you don't mind allowing commercial propaganda into the privacy of your otherwise uninvaded computer screen. A good sales aid for the Ford Motor company, it is a fun 'plug' that the prospective consumer won't mind being subjected to.

If you are in the market for a car, specifically a Ford, then it is not bad for the purposes of a general familiarisation with the various models and their features, though it could not possibly replace the act of actively visiting a car yard and shopping in person. Especially as the program is designed for the American market, therefore all information, from prices right down to particular model names, are not applicable to Australian consumers or cars.

The main menu will offer you a choice of three categories. Section number one is no doubt the highlight of the program, named Ford Driving Simulator. "Take the wheel of one of sixteen models. Have fun and test your skills in four events." Should you choose to enter this option you will be introduced to another menu screen. This simply lists the four test drive track options. Because it is designed to promote the cars, it is not simply a simulator full stop. Upon entering each track option

you are presented with a model menu and asked to choose from a total of twelve cars, each displayed with a profile icon and giving specific feature information below the display when highlighted. The broad-ish selection includes models such as Taurus, Bronco and Mustang LX. Attractions. When entering the actual driving screen you turn the ignition key by pressing I, and pat on the back for Ford for remembering to ask you to fasten your seatbelt before driving off...

Remembering that this isn't a game, you have no particular objective at first other than familiarising yourself with the steering and concentrating on keeping your car on the "Touring" track. One feature worthy of a winge is that the dashboard panel gives the appearance of being a lefthand drive, but this is only a minor detail. No points scored and no accidents possible to slow you down no matter how often you stray from the road. Sitting on a racy 18MPH in the middle of two lanes will do nicely to get you started, until your steering is developed enough to warrant concentrating on gears and then eventually on the make of the car.

Each time a test drive lap is completed you are taken to the Infocentre screen. Infocentre consists of a randomly selected display screen of particular Ford features. For example, you may be presented with the All Wheel drive

screen, which directs you to use certain keys to operate whichever wheel drive option you wish to view. It then offers you an animated view of that function. Also on display are Airflow, For Steering and Ford Suspension. You are now a participant in an informative commercial.

When the Infocentre has had its say, or when you have chosen to interrupt it, which is your privilege, you are returned to the model menu and given the chance to choose another model to start your test drive again. Unfortunately there is very little difference between driving one model from another, and if there is it is very subtle. Apart from the differences between a four speed and five speed gear system, the dashboard doesn't alter, the sound doesn't alter, and the handling of the car doesn't alter. At least not noticeably. It is therefore apparent that even in simulation the advertisement is playing on psychology to promote your own image by the knowledge that you are driving a certain car as opposed to having before you substantial evidence of that car. See for yourself if you notice the difference in the way you feel about the car!

Other tracks include the Drag Strip, which is boring if nothing else as it involves nothing more than the effort of pressing two keys to accelerate as quickly as possibly against the clock. The Slalom course is much the same

as the Touring track, but has pylons placed randomly over the course and therefore demands more skill in steering, also testing said steering in combination with speed. The final track is called the Grand Prix and is probably the most fun to drive over. You are given a choice of how many laps you will be required to race over and will need to complete them to earn your driver rating. Mine read "Driver Rating: Beginner."

Playing aside, there are two more sections of the program yet to explore. Here we get down to the nitty-gritty of selling. Section number two is the Ford Buyer's Guide; "Select from 29 models. Equip each model the way you want, then compute your monthly payments." Sounds just too exciting, doesn't it? This is handy for the serious shopper that wants to be prepared when facing the sales blurb of real, live salespeople - providing that you are careful to confirm or alter the prices provided on the program.

As it explains on the introduction screen, the listings are based on customer preferences from the year of 1987, therefore are not all inclusive. When you reach the menu you will find a thorough range of categories to explore and it is unlikely that you will be left in the dark on any one point. These categories are found under four main subject titles, which are Model Specifications, Options (additional packages), Sticker, and Buyer Plan respectively. Apart from "Sticker" they are all as useful as you make them.

The third section is simply Ford Customer Response. "Tell us what you think of the Ford Simulator. Order information on the model of your choice." In the format of questions, it is fairly self explanatory and again probably not applicable to Australian users.

Can you judge a car by its computerised simulator? I wish all driving was that safe! In any case, thanks to Ford for making advertising a little less painful. (NB: Ford Driving Simulator is not suitable for Mono screens.)

*If you can snatch the computer away from the adults for a while you could have a lot of fun with the available kids' programs. Namely games that couldn't possibly be seen as a waste of time regardless of how excessively they are played. This will keep them occupied, happy, and educated.*

#### PC-SOFT #7

Here's the chance for young kids to apply a little of what they have learnt by exercising their creativity in writing their own stories, rhymes, letters or anything else that they wish. Word Processor for

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**"A good sales aid for the Ford Motor Company, it's a fun 'plug' that the prospective consumer won't mind being subjected to."**

---

Kids is a perfect introduction to the many uses of a computer and motivates children to make use of skills as they acquire them. The introduction is thorough, giving instructions that are easy to follow. Just like the adult packages but simplified, the program offers the child a choice between two print sizes, (large or small), and three different screen colours. The menu offers a variety of functions, giving the child the opportunity to create his/her own "documents" or alter nursery rhymes and stories that already exist. The program gives the child the chance to work with his or her own skills entirely unprompted if she or he wishes.

The maths game, Funnels and Buckets, is excellent for enticing kids to practice their basic but not too simple skills, such as addition, subtraction, multiplication and

division. The player is able to set the speed according to the desired pace, and once the preferences have been set the game begins. Who said maths couldn't be fun? The screen is colourful and interesting and the game a lot of fun to play; parents will no doubt be impressed with the educational qualities of such a game. The funnels at the top of the screen release equations, and the objective of the player is to "pop" the problem by keying in the correct answer before it falls into the bucket at the bottom of the screen. An additional inkling of fun is created by the random appearance of two icons near the score box. If the player pops the problem whilst the smiley one is present she or he will score bonus points, whereas if the problem is popped whilst the grumpy screen icon is present she or he will actually lose points regardless of whether the answer was correct or not. It can be racy and challenging and is always fun. The games are recommended for children the age of seven and up.

#### PC-SOFT #8

Junior Word Games will remind you of puzzle books in many ways, particularly with games such as Wordfind. The principle behind the game is simple; a rectangular box holds rows and columns of randomly placed letters which contain strategically placed words relating to the given topic. The player must read the list of hidden words provided and find them one by one amongst the text. Some of them are placed diagonally, some vertically and some even backwards, diagonally-backwards, upside down and so on. All of them are hard to find, there's a challenge for you. After finding the words the letters must be highlighted, and once all of the words are found the screen offers congratulations and the choice to either play another game or quit. With this game as with all of them, the visuals are bright and colourful, the dialogue friendly and entertaining and the content

interesting. Only one complaint about this particular one, and that is that the letters are a little too densely placed which makes scanning a little difficult. Otherwise this age-proof game is still a lot of fun to play.

Another game on the program is Opposites. It is one of a few multiple choice type games that question and reward the player as they go. Again it is colourful and interesting, and applies some solid teaching principles to make it effective. For example, instead of simply requiring the player to point the cursor to the correct answer in order to guess, it asks that the answered be typed in, which ensures that the lesson will sink in. The dialogue between computer and player is friendly and personalised; at the beginning of each game it asks the players name and addresses the player personally with each command. If the answers given are correct it is encouraging with cheerful comments such as "Good guess" and "Spot on". If the answer is incorrect it is tactful with responses such as "Oh Dear" and "How sad".

Synonyms and Verbs are other examples of the many games in the program. They are also played in the multiple choice format and take the child onto a more advanced level of word game. These games are recommended for children aged eight and up.

#### PC-SOFT #9

PC Soft 09 consists of four separate games that involve unrelated topics. Including all four titles on the one disk allows for variety, making alternation between word games, mathematical games and pictorial games easy and fast.

*Mosaic*; In mosaic the player is presented with a picture on screen which she or he must duplicate by placing chosen shapes from the shape menu into the provided box. The concept is simple and the learning is fun, teaching the player the skills of observation and the ability to apply utensils to recreate given images. Any child that likes art will like this.

*Alphabet*; To begin with the player can sing along to the tune of the alphabet song whilst the very, very colourful alphabet is displayed before them. Once this is complete the game that they have chosen from a list of four will begin.

These games are ideal for any child who is at the stage of beginning to learn their alphabet. In Uppercase or Lowercase Copy the player must copy the letter as it appears on screen, which helps to learn the letters initially. After every few letters they are rewarded by a clown, a popular tune and a hearty congratulations. It's de-

---

**"... Addition  
operates in  
much the same  
way, providing  
an encouraging  
method of  
learning and  
reinforcing  
skills."**

---

lightful. Once they are ready to progress a little they can play Uppercase or Lowercase Sequence, which will offer them one letter and ask that they anticipate the next one as according to the alphabet. Each of the games are lively and colourful - a perfect teaching aid for kids.

*Animals*; Animals is the mathematical equivalent of Alphabet. At the simplest of levels it teaches young children first to count and then to begin on simple equations.

Musical and colourful, there is a choice of subject. Under the counting option the child must count the animal icons and key in the answer. With each guess the icons change, say, from a giraffe to a dog for example. If the guesses are correct the child is rewarded with a happy tune and encouraging comments such as "You got it", and is given a tick in

the tick box. Again little emphasis is placed on mistakes, so if an answer is incorrect there is a simple "Sorry, try again". If a certain number of guesses in a row are correct then the child will be entertained by a musical "WOW" screen before proceeding with his/her counting. If she or he succeeds again then the "Fantastic" screen is reached, and so on. Sequence operates in the same way as Alphabet, where the child must guess the next number of a given sequence. Addition takes counting a step further but operates in much the same way, providing an encouraging method of learning and reinforcing skills. *Hangman*; In the introduction screen you will be greeted with the friendliest hangman I have ever seen! Again the game is personalised, addressing the player by name when using dialogue. Instead of offering a menu to set preferences, it asks the questions directly so as to keep it simple. For example, it will ask you if you want sound, or clues etc.

It is more animated than the other games and just as colourful, with active figures and plenty of pictures to aid in the process of guessing the words. If you are familiar with the Hangman game then you know that it basically asks you to guess the word, giving as your main clue the number of spaces that the word will fill. There is an additional option that offers diagrams as extra clues.

With each incorrect letter guessed a portion of the hanging man will be added to the hanging post until the whole figure is complete - this constitutes a loss and provokes the colourful screen to be dimmed and the cheerful melody to become a dirge-like tune. The hanged man wriggles as he draws his last breath - a bit gruesome. You are also given the option of saving your own words to create the theme or level of difficulty of your choice, as well as being able to alter the details of the hanging man to suit yourself. The games are suitable for children between 4 and 8 years old. ■

# Kids on Computers



*Introducing younger than young children to the computer with the help of little McGee and his cousin Katie.*

**S**trictly KO. That's a rating of Kids Only, so adults keep your grubby hands off! Defined as an "Independent Exploration", the concept behind both the McGee and Katie's Farm programs is to give young children the chance to explore McGee's world of their own accord. It is designed for the official ages of between two and six years old, but depending on the developmental stage can possibly be used by an even younger child.

There is only one regulated sequence in terms of 'plot', and that is that McGee wakes up before his mother, giving him and your child the chance to carry out their exploration without the presence of an adult. This could be viewed from two different angles. One is to be appalled by the unrealistic lack of adult supervision of a child so young and the blatant deceptive content of such a deliberate lack of said supervision; the other

is to take it as the fictional reflection of reality that it is designed as and appreciate the child's opportunity to view both McGee's and their own world without a tainted adult influence. Although it is good for the child to control the program, it is also a good opportunity for the child to communicate their observations to a parent or adult and can become an all-round tool for learning.

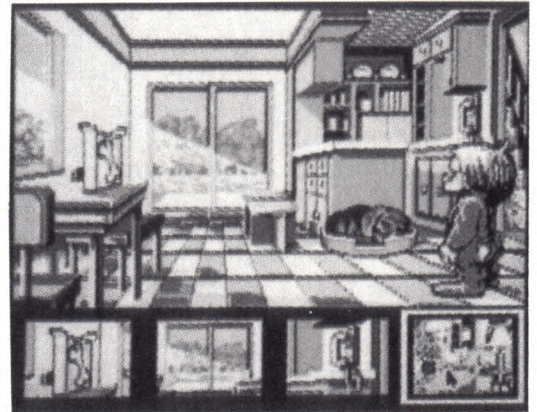
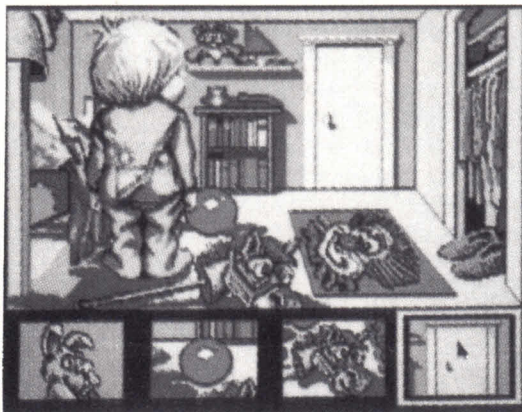
Cursor movement is limited to the bottom of the screen, so that even children with limited coordination can operate the program. All that the child is required to do is click the mouse on an icon to bring McGee or Katie's Farm to life, and can move from place to place or from room to room simply by selecting the appropriate doorway or scene icon.

Hence the advice given in the instructions to allow the child to be in independent control of the program, so that without the aid of adults they can reap the benefits of the full experience of exploration. It will teach them to apply more attentive observation to their own surroundings as the everyday objects about them are magically highlighted by animation.

The first thing you will notice as the program begins to run is the superb quality of the graphics. The colours are vibrant and attractive,

which will hold a child's attention for any given time. The pictures are large and easy to see, all of the screens full and interesting. The sound is very scratchy and sometimes difficult to understand if your computer isn't supported by a good sound card, but this doesn't detract from the quality of the game as emphasis is placed on your child's observations, not on the output of the scenes. Just think of McGee as having a sore throat and the screeching quality won't seem abnormal. In places where the spoken words are inaudible it can be seen as a downfall, but again your child is not going to be overly concerned by this and will hopefully be applying his or her own stories to the picture and so render the sound unnecessary.

Beginning in McGee's bedroom, the child is able to choose the icons that direct him to play with the various toys or direct him to



leave the room and go on to choose his direction from the optional doors he will face in the hallway. He can visit his mother's bedroom, wake her up with the music box, say good morning to her and the cat and then leave, or if your child chooses can stay in there and repeat the same functions over and over again. He can go into the bathroom and have a bath or clean his teeth, and will even ask you to leave the room if your child selects the toilet icon. From the hallway you can watch him close the door and in turn hear the toilet flush.

If the child chooses the stairway then McGee enters the living room, and can crawl under the rug - what fun! - or watch the television. He can go in to explore the kitchen, feed the dog a dog biscuit, use the telephone or go into the back yard.

If you are a very strict parent you may like to supervise your child as he or she explores the downstairs of McGee's home. This is because direction may be needed in case your child is easily influenced by things such as a box of doggy biscuits carelessly left on the table, or McGee using the telephone to dial the weather report without his mother's consent. Even the fact that McGee is allowed to go into the back yard without a parent to supervise is a little bit lax. Again it depends on your viewpoint, whether you wish the program to be free from rules and adult influences or if you wish it to set a good example of human behaviour.

In the backyard McGee can play on the tyre swing, which creaks as the rope rubs against the tree branch; or he can blow the seeds off the dandelion by the fence... or he can even peep through the hole in the fence and view the neighbour's garden! There's a moral dilemma for you! Through the peephole McGee can watch a running dog or see an apple fall - one very good point about the icon selection system is that your child can select the same icon more than once and sometimes view a different scene. When the same scene is shown the child is still able to apply its own new story to what is seen.

McGee is a fun program that will delight all children and in the process provide a fun and easy way to acquaint them with the computer and turn them into the child prodigy computer genius' they have the potential to be. Because they are in control they will develop confidence and self-esteem; they will become practised in verbalising their observations and thus develop their language skills; they will increase their social interaction and are challenged under the guise of fun over which they have complete control.

### KATIE'S FARM

"Kids are naturally inquisitive. They love testing their independence - and your patience. We designed Katie's Farm especially for little investigators to explore independently."

In exactly the same style as McGee, Katie's Farm sees our hero ventures into an entirely different lifestyle. The program begins with a welcoming introduction, where even the pig honks a happy salute. The car arrives at the farm, McGee hops out, it beeps its goodbye and drives off into the sunset... leaving McGee and your child to explore the territory of his friend and cousin, Katie's farm life.

Selection of icons opens

your child's world to any number of outdoor experiences, from the simple pleasures of watching a squirrel run into it's hole in a tree, to the fun that can be had playing with a toy boat or fishing in the dam. McGee and Katie collect eggs in the hen house and feed the chicks grain. If they enter the barn they can help Katie's mother milk the cow, jump onto soft haystacks, and pour milk into a bowl for the cats. In the vegetable patch they play with the scarecrow, or if near the stables they can feed carrots to the horse, or ask Katie's father for a small ride. It doesn't end there, they can explore the many other such activities as can be found everyday on a farm.

Then when they have finished that, if they wish to keep playing they can start all over again.

Again there are often surprises with each entry into a scene. For example, during one observation of the big tree your child may see the squirrel, and yet on another occasion he or she may be treated to a view of young birds whistling from their nest.

Both programs defeat short attention spans and will be a fresh source of fun with each approach. Being entirely without words they are not repetitive, and though as an adult you may be bored watching the scenes repeat themselves, your children will find the amusement as inexhaustible as imagination itself. (Both programs are distributed by Broderbund and are available from The Amstrad User for the price of \$69.95 each, plus postage.) ■



# Remarkable Results



*Two users weigh the pros and cons of the popular Question Mark program with insight to new associated releases.*

In this article The Amstrad User puts together some views of two users of the program Question Mark.

Chris Johnson, a lecturer at Wollongong TAFE, has been using Question Mark in the testing of his students studying hospitality. His experience and that of some of his colleagues as well as some of his students will be relevant to many people in education at all levels.

Dr. Martin Knapp, a specialist physician, has taken a life time interest in the interpretation of information collected from patients with chronic illness, and the education of students and graduate doctors to do this using modern methods. He has been using Question Mark to design tests for evaluating doctors. He plans to contrast computer assisted diagnosis, using computer plotting and analysis of laboratory results, with the speed and correctness of diagnosis when doctors use the more standard approaches, a pile of laboratory result slips, a list of results or, if computerised, a spread-sheet table of results.

These two Australian based users offer comments on Question Mark, and also on some of the recently released associated programs.

Question Mark was developed for the purposes of setting tests and examinations and to mark and collate the results. The

program has been released now for over three years. It is said by the publishers to be used by over 1,500 institutions including several multi-national corporations, government departments and many educational establishments, at primary, secondary and tertiary level.

Question Mark has several recent additions. The Graphics Companion add-on now allows computer graphic images to be included into questions; images can be transferred from screens that are generated within any other DOS based programs, or they can be entered from books or any other documents with a digitisation tablet. There are now more advanced facilities for answer analysis, increasing the potential of this useful program to those doing surveys and questionnaires, such as psychologists.

It provides facilities that are easy to use for creating test questions, and for then testing and changing them. Questions developed within the program can then be put to students, trainees and others, either via the program using computer screens or using the conventional method: pen and paper. There are now also facilities available to link the question and answer sections of Question Mark to methods that use optical reading from specialised papers that collect results when applying paper based testing.

Question Mark offers a wide

range of options for question design and for the styles of answer. It includes most of the commonly used multiple-question styles, and also other types of questions that require almost no keyboard skill. There are other styles of question that can be created and do require some use of keyboard e.g. the typing of a single word or the entry of free text. The first version of the program has been found limiting by some because of a current limitation of the length of text in questions and in answers. In the next version, due later in 1990, we are told there is going to be greater space for free text in questions and for answers in response to the questions. A sequence of tests can either contain a wide variety of question styles or just one type, according to what is required.

Those being tested using questions set on a computer can move into different sequences of questions depending on their answers. There are options to restrict the time available to answer a question, to give instant feed back on whether it is right or wrong, (with or without the correct answer), and other useful variations.

The question creation program is easy to use, with an unusually clear and effective manual and access to help screens from all parts of the program.

When the student version of Question Mark is used with a



computer putting forward the questions and receiving the answers, there are marking options and analyses available without additional teacher/trainer effort. Obviously when tests are put on paper then the effort of entering answers into the program will take time, and the merits of using the program for result collation will only be worthwhile when detailed analyses or computer based records are wanted.

Question Mark also offers a wide range of options for marking answers. From the users at Wollongong there have come suggestions about minor changes and requests for additional options that will, hopefully, be provided soon. Reports can give detailed break-downs on the performance of each taker of the

tests, and also a range of analyses about the entire group who have taken the tests or about sub-groups, and their performance in answering particular questions. Recently released add-on software allows the results from test marking to be moved directly into Lotus 123 and similar spread sheet files, for more analysis or for presentation as graphics. There are now also specific answer analysis programs available from the publisher of Question Mark, developed to meet the needs of psychologists using the program who needed certain specialised features for the collation of results, features which may now also be useful to some other groups of users.

It has recently become available in several foreign languages. There are also versions in which the teacher can work using English instructions and then have the

tests set in one of several foreign languages, with the student getting all instructions on how to use the program in the language of the test questions. These variations on the main program seem to have relevance in the multi-cultural societies of Australia, as the numbers of Greek and Macedonian people with poor English skills are quite numerous in several Australian cities. The use of these foreign language

colleges running similar courses are being encouraged by Chris Johnson to take it up. There are some negative points he makes, hopefully to be corrected in the next version. These include the absence of some question styles, especially that of matched pairs which are popular with some teachers. Program control does not at the moment include an option to use a mouse and some users prefer to have that available.

There is a limited ability to give correct marks when there are certain types of spelling or typing errors, although some spelling errors can be ignored if the teacher requests this. Some of the marking collations could be simpler for the teacher. Students when asked their opinions said that they would like more room for free text in some answers,

Student told results after each question (press F2 to change)

Choose questions randomly ?	<input type="checkbox"/> N		
Time limit ?	<input type="checkbox"/> N		
Save answers to disk ?	<input checked="" type="checkbox"/> Y	Same answer file name as question file ?	<input checked="" type="checkbox"/> Y
Passes allowed ?	<input checked="" type="checkbox"/> Y	Make student confirm each answer ?	<input type="checkbox"/> N
Let student escape test ?	<input type="checkbox"/> N	Let student retry his wrong answers ?	<input type="checkbox"/> N
Running score ?	<input type="checkbox"/> N		

versions could be very useful to those responsible for the testing of workers with poor English skills, and in such fields as health education among those with poor skills in English. The ability to add pictures to the questions will also help with developing uses for the program in this group of Australians. The ability to capture screens from other programs that might be those which present text in a language other than English would allow its use to test those with a language, such as Arabic, that uses a different alphabet.

There is no reason why the question and answer format, used without marking and with immediate feedback of correct answers, should not be used for instruction and for giving information rather than just for testing.

The initial experience at Wollongong TAFE has been sufficiently encouraging that other TAFE

(but not all teachers want this, and it would need to have limits controlled by the teacher). Students have also said that they would like more latitude for spelling and typing errors without losing all marks. Students at Wollongong do praise the test section for its simplicity and clear lay out. But they would like more control to move around the questions they have answered if the option to return to previously answered questions has been given by the teacher setting the test; i.e. to go straight back to a question three questions back, or to question 12 (which they noted to think about again).

Question Mark is a good and inexpensive introduction to computer based testing, with considerable potential for use by all teachers and those who train or are involved in market research and survey type projects. The

large pool of existing users, and the quality of the programs so far released, makes it probable that the existing limitations will soon be corrected, and the extra facilities required by some users will be available and effective.

It will take any new user a while to learn to use those facilities already available. There are, however, big savings of time to be achieved after that initial effort and the loss of most of the biggest

chore in teaching - marking examinations. The potential with the use of the Graphics Companion to considerably improve, with minimal expense, the range and relevance of test questions is considerable. Who can afford to print examination questions with maps of any country or state in multiple colours, or exam

papers with art reproduced in high quality, or with pictures of sick children or unusual rashes? Computer graphics are now so good that not to use them more in training and in testing would be sad.

In some professional groups there has been a reluctance to take up the use of computer based methods. These groups include teachers and doctors, although there are some exceptions. This has been in part a fear of computers, a reluctance to learn how to use them and skepticism that computer based methods are better than those in current use. This is why such methods have been slow in being introduced and are not used at all in some educational institutions and schools, and by only a minority of doctors and nurses.

There is a potential use for computerised question and answer

sequences to provide further education in more and improved computer use by professional groups. Dr. Knapp became convinced many years ago that computer-generated graphic pictures of chronic illnesses, built up from clinical and laboratory data, are an important aid to the care of patients. These plots are also useful to educate doctors about how to care for chronic illness and its treatment with

the computer graphics. The answers to the questions with and without graphics will be contrasted, using the analysis parts of Question Mark. With this use of Question Mark Dr. Knapp intends to establish that doctors should be using computer plots of laboratory data, or that they need not! He expects the answer to be that they should, but that the question should be asked in a systematic and scientific way is as it should

be. Doctors or others interested in Health Care, (and this includes patients with chronic illness or their relatives), who would like to take the tests Dr. Knapp is developing are invited to write to him, c/- Editor of The Amstrad User.

Setting tests and marking them is an important part of teaching and of training, and one that takes a lot of time. There is an

obvious role for the right program to save teacher time, and to make tests more interesting for the student as well as more efficient for the teacher. Question Mark may well be the program for this, and is at a price of \$A270.00 for Version 1, which means that it could be introduced as a trial of such methods.

Question Mark and the various add-on programs, which are published by Question Mark Computing (in Australia through MedStat, Box 166, Heidelberg, 3084) are also available through the Amstrad User Shop and other dealers at \$A370.00 for Version 2, or \$A570.00 for Version 2 with the Graphics Companion; Student presentation programs are \$75.00 for each foreign language. While stocks last Version 1 of Question Mark is still available in Australia at \$270.00 and \$400.00 with the Graphics Companion. ■

Well done ! That is a good score for this test.

You will now be asked some more difficult questions, which will test your knowledge of the subject in greater depth.

Go to other question file ?  Y File name  Password

Boxes above apply to % band between the arrows

Number of score bands  Use PgUp or PgDn to move bands

Tell score in points ?  N as percent ?  Y

Score of 0 points = 0%  
Score of 50 points = 100%

powerful medications and the potentially serious side-effects. He has found major problems in persuading other doctors to take up these views. With Question Mark's Graphic Companion he plans to set up testing and training programs for other doctors.

Using Question Mark with the Graphics Companion Dr. Knapp is now able to incorporate plotted information prepared by Chart Analyst (reviewed May 1990) into diagnostic problems, that are set into the Question part of Question Mark. An interpretation of sequences of data that will influence the dose of medication provides an answer that is entered by the taker of the test. The tests will challenge doctors to make decisions on whether they would change the dose of medication being used. The same sort of information will be presented to the doctors in other tests, without

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- still	\$40.00	Save \$21.95

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Game	\$25.00	Save \$14.95
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beginners	\$20.00	Save \$16.95
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beginners	\$20.00	Save \$16.95

### FREEBIE

Spend more than \$100 on any "Suicide" products FROM THIS PAGE ONLY and we will send you either 3 x 5.25" disks or 2 x 3.5" disks FREE. Please specify your choice when ordering.

# Time to Splash Out



*Chris Collins delves into the Sharware/Public Domain stocking to offer some prospective gift suggestions.*

**N**ovember is upon us, which means that it is almost Christmas. So you should all be out there starting to buy Christmas presents for those nearest and dearest to you. This doesn't just mean the immediate family, although they do deserve something for putting up with you all year. It also includes those outside the family, the group known as "the small inner circle". This group, also known as your closest friends, deserve special recognition. Why? Because your family has to put up with you, but your friends WANT to! So remember them at Christmas.

Although strictly speaking Christmas is not upon us for another month, by the time you get December's edition of the magazine, it will probably be too late for you to buy anything out of it. So we shall start this month with some of our Christmas goodies, and next month we shall continue with the remainder.

This month has mostly specials for the VGA owners out there. No doubt you have been sitting around wondering when I was going to give you something to show of the capabilities of your beautiful new VGA systems. Well, hold onto your horses because this month we have not one, not two, not three but six VGA demonstrations. And one of those occupies seven 360k floppy diskettes. But more on that later.

First off the bench, we will look

at the SPLASH demonstrations. For those of you that don't know, SPLASH is a VGA paint program that lets you use 256 colours out of a selection of 256k colours. The only real problem with SPLASH is that it only works in 320\*200 resolution, so unless you spend the time to get your pictures exactly right, they can have a very rough appearance. All that aside, SPLASH is an excellent paint package if you only have a standard VGA card in your system. If your system includes a SuperVGA card, then have a look at either Deluxe Paint II Enhanced or PC Paintbrush. Both of these support higher resolutions with more colours that are available on standard VGA cards. For example, my Paradise VGA1024 comes with a paint program called TEMPRA that allows me to have 640\*480 pictures with 256 colours, so not only do you get the resolution required for excellent pictures, you also get the colour range that you require. Have a look around and I am sure that you will find a program that supports your needs.

## **SPLASH DEMO 1**

This is the first of the five SPLASH demonstrations, and occupies two 360k diskettes. That was only possible with a lot of work. The 20 picture files that make up this demonstration require around 3mb of hard disc space to enable the INSTALL batch file to function correctly. All of the picture files

have been compressed into a ZIP file and then split into two parts to enable them to fit onto 360k diskettes. On the first diskette is a batch file called INSTALL. YOU MUST USE THIS FILE TO PUT THIS DEMONSTRATION ONTO YOUR HARD DISC! If you don't, the demonstration will not work. Do not try to bypass the batch file.

The syntax to use the batch file is quite simple. Simply type:-

```
INSTALL D:DEMONSTRATION
```

where D: is the drive that you wish to install the demonstration to, and DEMONSTRATION is the directory into which you want the demonstration to go. Remember that the directory name is only eight letters long. Do not worry if you don't remember this; if you get it wrong the batch file will explain the necessary syntax to you.

The demonstration has another batch file called DEMO.BAT to run the demonstration for you. Simply typing in DEMO at the DOS prompt will get you underway. The only way out of the demonstration is to then reboot your machine. The list of pictures in this demonstration is long and varied, with each demonstration being 2 \* 360k diskettes, or 1 \* 720k diskette, at a cost of \$15.00, including postage. Splash Demo 2 is another 2 \* 360k set (or 1 \* 720k).

## **SPLASH DEMO 3 & 4**

Both of these demonstrations consist of two diskette sets. For

example they occupy 2 \* 360k floppy diskettes or 1 \* 720k 3 1/2" diskette. I won't list the pictures, but like previous demos they cover a wide range of subjects.

## **SPLASH DEMO 5**

This is the last of the Splash demonstrations, and only occupies 1 \* 360k diskette. Anybody buying all of the other four demonstrations will receive this one free, otherwise it is for sale at the normal price.

## **TOTAL VGA DEMO**

This is one of the biggest of VGA demonstrations. It occupies 7 \* 360k floppy diskettes (or 4 \* 720k 3 1/2 " diskettes), and contains animation, simple screen shots, excellent graphic displays, and takes up about 4 mb of hard disc space. This is a batch file on the first diskette, and the same rules apply to this collection, as to the Splash demonstrations. Remember that this is one big demonstration, so make sure that you have at least 8mb of free space when you try to install it.

I think that this is one of the best demonstrations that I have seen to show off a VGA card, and it will run on almost all standard VGA cards without any problems.

That gives all VGA fiends out there something to keep you quiet for a couple of issues. I will have some VGA games for you next month, and then some more VGA demos in the New Year. Enjoy!

## **SOUND BLASTER CARDS**

For the last month or so, I have had the fortune of playing with a Sound Blaster Card. This is an add in card for your PC that gives you access to an incredible range of sound and graphics features, such as 11 Voice FM Music Synthesiser, Digitised Voice Channel, Voice Input Capability (using a microphone that you supply), Built in Game Port for joysticks and much more. It also allows for Stereo Output, and the following software:- SBTALKER, FM Intelligent Organ, Talking Parrot, andVoxkit. This is an excellent package. The

older version of the VOXKIT software allows you to record sounds or voices up to the limit of memory. But with the newer version of the software, you get two new utilities called VPLAY and VREC that will allow you to record up to the limit of disc space. This can be sound, music, speech, or any combination of the three.

The card is fully Adlib compatible, and most of the available commercial games support Adlib. These include the King's Quest series and almost all of the Sierra range as well as many others. Of course Adlib is your second choice. If a program supports Sound Blaster, choose that. Prince of Persia is one reasonably new game that supports Sound Blaster, and the output is excellent. It will put Amigas and Atari STs to shame for sound reproduction.

The talking parrot is a silly little program that gives you a parrot on the screen that speaks when you press a key. However, he speaks with a Taiwanese accent, so it all looks rather silly.

MIDI instruments can be hooked into the card with the addition of a MIDI interface box. This additional unit, which is available for \$149, hooks onto the games port provided and allows you to hook the full range of MIDI instruments to the card. Some of the software now available to suit the MIDI applications is incredible.

Also available, usually as an option, are a pair of CMS chips. These chips, when fitted to the card, give you full access to the wide range of CMS (Creative Music System) software. This range includes a pop-up music program that allows you to have music playing in the background whilst you work, and much more besides. There are nine diskettes of music available for POPM.

These cards are probably the best fun accessory that I have come across. People are always slagging off at the PC for it's lack of sound capabilities. Well you have no need to feel inferior anymore.

For my readers I have managed to get a great deal on these cards.

Normally the card retails for \$399, and the CMS chips are another \$50, making a total of \$449 to get a complete card. For you I can deliver a card to your door at an all up cost of \$419. This makes the CMS chips only an additional \$20 instead of \$50. And before anyone says "I don't want the CMS chips" believe me you do. However, if you really don't want them, the card will cost you only \$379. These charges include postage, and a list of all of the software that I have managed to find to suit the card.

For those that may want them, send an extra \$30 with your order and I will forward you approximately 3.5mb of VOC files that a friend and I managed to make. Some are voices, some are sounds, some are music, and a couple are Monty Python sketches. There will be more of these released in the future, so you won't be left out in the open without support.

There is also an Autodesk Animator demonstration with sound files that takes up about 4mb; I am trying to get permission to make it available to you.

The pricing for the demonstrations listed are as follows:-

- Splash Demonstrations 1, 2, 3 & 4:- 2 diskettes each; \$12.00*
- Splash Demonstration 5 1 diskette only \$7.50*
- All 5 Splash Demonstrations 9 diskette set; \$48.00*
- Total VGA Demonstrations 7 diskette set; \$40.00*

If you wish to purchase any diskettes, send your orders with cheque or money order to the following address and they will be forwarded to you within 14 days.

*Macrodisk  
Unit 2, 47 Vernon Street  
South Kingsville VIC 3015*

For next month VGA owners will have even more to look forward to. I have managed to find 3 VGA games, and I am trying to get more for you. They are excellent graphically and are fun to play. Also VIRUS TOOLS now has version 66 of the McAfee range of software. Until next month, then! ■

# CLASSIES

## FOR SALE

**Start Computing with the Amstrad CPC6128** - by Judith Thamm.  
A Basic course for beginners, full explanations. 112x44 photocopied pages coil bound with over 50 programs. Ideal for computer clubs. Book \$20.00, 3" disc \$10.00, P&P \$2.00

**Ribbons re-inked** \$4.50 plus return postage. Judith Thamm, Box 269, Two Wells SA 5501 (Ph 085 20 2377)

**Start Computing on a PC** - by Judith Thamm. Learn quickly and easily at home. Hints, tips and traps for DOS and an intro to BASIC.

Book plus 5.25" disc - \$35.

Book plus 3.5" disc - \$38.

Cheque, Money Order, Bankcard, Mastercard accepted.

Ring Judith Thamm, (085) 20 2377. Box 269, Two Wells SA 5501

**Beginners' Guide to the IBM PC:** The book that gives new users a flying start and saves money. \$12 Post to Bruce Collins, 234 Tor Street, Toowoomba, QLD 4350 (Ph 076 344828)

## FOR SALE

**Microgenic EPROM Board** - Fitted with 4 ROMs. Board holds 7 ROMs. As new, only a few hours use. \$300. Ph: (049) 387161 AH, ask for John.

**CPC 6128** with colour monitor, recorder, over 60 orig. software, including W/star & Mini Office & other utilities. \$800 ONO. Ph: (03) 6039401, George.

## WANTED

Disc Drive 5.25" with cable for 6128. URGENT! Ph: (054) 383410.

## USER GROUPS

**Sydney Amstrad User Club** for CPC only, meets first Saturday of the month in Inner Suburbs. For details phone (02) 560 9487 or (02) 661 7573. 6-9pm.

## SERVICE

**Personalised Stationery** - ideal gift for any occasion. 100 sheets of high quality paper with address and phone number printed + 50 matching envelopes. Ring (03) 803 9661 for details.

## 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
JAN '91	02/11/90	09/11/90
FEB '91	03/12/90	10/12/90
MAR '91	15/01/91	25/01/91

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.*

For User Group information please refer to the Letters pages of this issue of TAU.

NOTE: Classifieds are reserved for readers' use only. Commercial companies or traders are excluded.



## Classified Ads Order Form

This 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.)

Classification:  For Sale  Wanted  Services  User Groups

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 .....

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Name .....

Address .....

Telephone .....


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

# Amstrad PCs

The following collection of disks contain compilations of public domain programs suitable for Amstrad PCs (and possibly other IBM clones). With the exception of PC-SOFT #1, all items are available on both 5.25" or 3.5" disk format.

PC-SOFT #1 requires Basic2 (supplied with Amstrad 1512 or 1640s), whilst all others require MS-DOS version 2.1 or above. s.

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

## PC-SOFT #1

19 Basic2 utilities or games on one 5.25" disk, with:

### 3DGRID.BAS

Add an extra dimension to your maths formulae. You can enter your own functions or watch the 9 demonstrations plot.

### 3D-VIEW.BAS

This Basic2 program takes a series of x, y and z co-ordinates and constructs a picture from them. The three dimensional image can then be manipulated for a view at any angle, size and rotation.

### ANAGRAM.BAS

Presents a jumbled word from a store of around 600 for you to unscramble as quickly as possible

### ANGLES.BAS

This program provides both instruction and testing of the basics of angles. Acute, right, obtuse and reflex angles are drawn and described, then followed by a tests where angles have to be named or where you try to match a given angle by positioning a point with the mouse.

### BASIC2.APP

Along with BASIC2.RSC the files provide an upgrade to version 1.23 with three extra commands - Alert, Inkey and Selector. You can use this version only if you have a licence to do so. If you have bought an Amstrad PC1512 or 1640 then you already have the licence, and this copy is supplied on the same terms as the original.

### BAS-INIT.BAT

This batch file prepares a single floppy with enough of MS-DOS, GEM and BASIC2 to run the language from one disk.

### BRAHMA.BAS

A version of the old favourite 'Towers of Hanoi' in which discs must be transferred from one pole to another without ever placing a disc on top of a smaller one.

### BRAHMA2.BAS

The same as BRAHMA.BAS but with a recursive solution and demonstration.

### BUSES.BAS

An educational program teaching number recognition and counting to pre-school children.

### ENIGMA.BAS

A game which involves moving and interchanging two blocks of shaped tiles, with the object of transposing two blocks from opposite corners of the playing area.

### EUROQUIZ.BAS

A graphic, multiple-choice quiz based around the countries of Europe and your knowledge of its major cities.

### MANDEL.BAS

Draws extremely attractive multi-coloured Mandelbrot sets of your choice. Be warned - it takes a long time!

### MATHS.BAS

This program offers you five types of test, covering addition, multiplication, subtraction and division and a random mixture of all four.

### OXO.BAS

The thinking machine's noughts and crosses, and an example of one of the programs which can be found in Peter MacBride's book "Advanced Basic2 programs on the Amstrad PC".

### ROBOPOST.BAS

A compulsive, simple yet frustrating sliding tile game with a difference - you have to create a pathway for a robot postman.

### STYLISER.BAS

Downloads any of three fonts into an Epson-compatible printer, and they may be used with other programs (including non-GEM ones) to add sparkle to your correspondence.

### SUNDIAL.BAS

A program for generating sundials on your PC. It takes into consideration your latitude and then calculates the appropriate hour angles and the 'style height'.

### TENPIN.BAS

A ten-pin bowling game in which your PC keeps score and resets the pins after each go.

### TURTLE.BAS

Based loosely on 'turtle' drawing found in Logo programs, this program allows you to draw and colour squares, circles, pies and ellipses.

## PC-SOFT #2

Eight games on one 5.25" or 3.5" disk with:

### 3DOXO.EXE

A three dimensional version of Noughts and Crosses played on four planes against your computer. Each plane, one above the other, contains a grid of sixteen squares. To win, you must get four of your counters in a row - vertically, horizontally or diagonally. It's not as easy as it sounds and the computer plays a strong game.

### BOUNCY.COM

A giant nuclear-power station that orbits the planet Abraxii has gone terminal. You have been raced to the scene, encased in your Ultra-Ball, to restabilise the reactor by colliding with the uranium cooling rods and driving them home one at a time. Your score 10 points for each rod successfully replaced. The only problem with the Ultra-Ball is that it is unsteerable and always travels in a straight line, horizontally or vertically. What you must do is activate the deflector shields that are built into the reactor so that the ball will bounce off them and hit the cooling rods. Within the reactor are anti-matter death stars which will destroy you on contact and inter-spatial gateways which will take you from one side to the other.

### DRAGONFLY.EXE

A full colour action arcade game originally designed for the PC1512, but also works on EGA if you don't mind a messy title screen. The games centres on a tract of water patrolled by a helicopter. Your mission is to blast enemy hydrofoils out of the water before they blast you. The helicopter can be controlled with the numeric keypad (or a nine-pin joystick fitted into the keyboard of a PC1512/1640).

### JOIN4.COM

This strategy game is based on the 'board' game Connect4 and involves two players dropping counters alternately onto one of the seven to try and produce a line of four in any direction - but be warned, it plays a mean game! It is self-contained and displays its own instructions. The game can be played against your computer, against another player with the computer keeping score, or the computer can play itself.

### MM.EXE

This is the infamous Mastermind game of logic but with some additional features. You can play against a clock and have to keep a watchful eye on an ever dropping thermometer style scale on the right of the display. There's also a digital clock to remind you how long you have been playing. There are four levels - Amateur, Average,

Expert or Master and the range of numbers for any sequence can vary from six to ten using any digit between 0 and 9. It also features sound effects and you can alter your guess as many times as you like within a time limit. You get a progress report after every ten moves.

### MOLECULE.EXE

A jazzy version of Black Box in which you fire beams into a lattice of squares and determine where the molecules are hidden by analysing the reflections and absorptions. It's a bit like a 3D version of Mastermind but with more information provided.

A ray is absorbed by a direct hit and reflects from any of the corners of a molecule. You mark where you think each molecule is and check your guesses at the end of the game. There is a variable time limit to add tension to the game with sound, level of play and number of molecules also optional. There's also a demonstration mode to show you how it all works.

### RACE.COM

Race simulates a six-race meeting at any of four courses. Each race is of a different length and you have to study the form to select the horse most likely to win. You start off with £50 (pretend they are dollars) and can bet up to £99 for a win or place to a maximum of four place bets in any meeting. The race is shown in colour (you must at least have CGA) as the horses come to the last fence, and although form plays a major part, your horse can still fall at the last fence.

### REVERSI.COM

A very good version of Othello (for CGA graphics screens) with menu options offering instructions, programming details and a high score table. The object of the game is to have more squares covered with counters of your own colour than your opponent's when the board is full. You must place each counter to trap at least one counter of the opposite colour between your new one and another of yours already on the board. All trapped counters are then flipped over to your colour.

## PC-SOFT #3

Twenty-four utilities on one 5.25" or 3.5" disk with:

### BEEP.COM

If you compile large Cobol programs or simply want to irritate your neighbours, this is just the utility for you. It produces an attention-seeking alarm and tells you to press 'any key to continue'.

### CAL.COM

A perpetual calendar which will display any month from the year 1753 to 3000 - instantly.

### CALENDAR.COM

Lets you display and print a calendar for any year between 1900 and 2099.

### CGA2.COM

Offers something like a 60% success rate in allowing owners of monochrome monitors to run programs that use CGA graphics in different shades of grey.

### CHOICE.COM

A short command file providing a handy way of using multiple-choice menus in your batch files.

### CLEANUP.COM

If you use WordStar (not WS1512) or NewWord you may know they do funny things to the last letter in each word making them hard to read or load into another file. Run them through CLEANUP and most of your troubles are over.

### CLICK.COM

A simple program to make your PC 'click' every time you press a key on the keyboard.

### CLR.COM

Simply clears the screen to a specified colour.

### CURSOR.COM

A utility, most useful for PPC owners, which changes the shape of the cursor to a block or turns it off all together.

### DEL.BAT

A batch file which deletes all the files in the current directory which don't conform to a series of specified wildcards.

### DOSEDT.COM

A very handy routine to keep on your MS-DOS work disc. It takes a lot of the pain out of MS-DOS when you are trying to copy a lot of files or work with hierarchical directories on a hard disc. It lets you edit the command line.

### DOSMAP.EXE

This program provides complete information about the contents of your PC's memory - which programs are in there, how much of memory they occupy and what interrupts they have taken over.

## DRIVE.COM

Mainly for use in batch files, DRIVE checks whether a specified drive is ready for access.

## ETIMER.EXE

Can be used to check or measure the time taken to run another program or an MS-DOS command.

## FILEDATA.COM

Reads the system clock of your PC and produces a short text file (with the filename DATE) containing the full date in the form 'Monday 25th December'.

## FSORT.BAT

This useful batch file takes two ASCII files, adds the second to the end of the first and sorts the result.

## FULLDIR.EXE

This displays the directory tree structure of any drive.

## GDEL.EXE

A global deletion program (so be careful!). It deletes all specified files or those with wildcards.

## HDFLASH.COM

A useful utility for owners of Hard Disk Cards who can't see when the disk is being accessed. It puts a smiley face in the corner of the screen which is solid when the drive is reading and hollow when it's writing.

## KD.COM

A dangerous but useful utility which kills a directory simultaneously removing all files within it.

## LOSTFILE.EXE

This searches out files you know are somewhere on your disc.

## LYNE.EXE

A great utility which lets you type a short letter or document line by line and saves having to go through a word processor. It sends your text to the printer at the end of each line. It also contains built-in codes for all the normal Epson printer effects.

## MEDIT.COM

A neat and fast memory editor which can show you bytes of memory in real time.

## NVRSAVE.COM

Enables you to save/store the contents of your NVR area to disk before removing and replacing your batteries. Once the new batteries are in place you can use NVRREST.COM to restore the non-volatile RAM (NVR) area of your Amstrad PC.

## PC-SOFT #4

Six games on one 5.25" or 3.5" disk with:

### CRIB6.EXE

This is a full version of the popular card game for two players complete with cribbage board and score card. You can use the keyboard or the mouse to play the cards by simply pointing at them. For the uninitiated, each player takes a turn in playing a card to score points as they are laid. When all the cards have been played, they are scored individually and added to each player's accumulating score on the pegboard. The first player to 121 is the winner. There is a cheat mode whereby you can use the reveal option to show you your opponents cards.

### GALACTIX.COM

Your crippled spacecraft, the USS Galactix, has crash landed on a planet after colliding with a meteorite. You were trying to get back to Earth at the time and unless you find five specific items to repair your ship, you are doomed. Naturally the planet is hostile being patrolled by robots and guards. You can 'get' objects, 'use', 'drop' or 'examine' them by using icons displayed on the right of the screen. Energy will be lost quickly if you come into contact with the inhabitants. Food and drink will replace lost energy. There are many puzzles and they must be completed in order to complete the game.

### JASON.EXE

Trapped on an alien planet and surrounded by mutated plants and animals, you have to guide Jason around numerous obstacles to gather up the heart shaped crystals. Part of the screen gives way

under his feet if he dawdles, so planning is essential. Four lives are provided and you lose one if you touch a flower or a hollow head.

### RIMTRIX.COM

A real brain teaser, RIMTRIX involves a series of slideable tiles each bearing a pattern of tracks. Coloured balls are collected from the left of the screen and directed to their relevant coloured cups on the right of the screen by moving the tiles and creating a path for the ball. If the ball falls into an area without a tile, the ball is lost. Tiles can only be moved if in a position to be moved (ie. next to a black space) and can be moved left, right, up or down and even rotated. Keys can be redefined if required, but the game defaults are the arrow keys and the space bar to rotate. You cannot rotate a tile with a ball in it.

### SNAKE.COM

There are lots of 'Snake-style' games around, but this one is different. The aim is to gobble up all the yellow apples, which are replaced elsewhere on the screen with red apples. Eat the red apples and they are replaced with poisonous mushrooms which must not be touched or you're dead. They can, however, be destroyed by spitting venom at them. Steering is different in that the snake will always turn left or right in relation to the direction in which it is travelling. There are many levels.

### WEASEL.COM

A demonstration of the power of natural selection with a given alphabetical phrase. The program takes a completely random set of letters and with each generation uses a pre-set probability to decide whether a given letter will mutate to a random one. If this is the case, and the new letter is in the target phrase, it is deemed to more closely suit its environment.

## PC-SOFT #5

Twenty-three utilities on one 5.25" or 3.5" disk with:

### PEEK.COM

If you need to search through a file containing readable sections of text, this small utility will do the job for you.

### POINTER.ACC

A GEM accessory which displays the pixel co-ordinates of the pointer. It is called from the application name menu by clicking on the 'Pointer-Pos' option.

### POPTIME.EXE

A compact (only 1k) resident clock display program which not only pops up but also pops back on its own accord. It is loaded into RAM by typing POPTIME.

### PRCODES.COM

This utility allows you to send any code through the serial or parallel port of your PC to your printer. Most of the codes are escape characters (beginning with the ASCII character 27). Other can be found in your printer manual. The codes are sent in decimal (1 to 255) or, for some, using the relevant keyboard character.

### PRMODE.COM

A very friendly printer mode selector allowing you to select special effects on your printer (like bold, italic and underline) outside an application program (eg. when you use COPY filename PRN:). It can be used in a batch file or from the A> prompt.

### PRINTC.COM

Another utility for getting codes to your printer which can be sent in hexadecimal or as the ASCII character.

### PSTASH.COM

A useful utility for redirecting any output sent to the parallel printer ports to a named disk file.

### RENDIR.COM

Here's a utility which enables you to easily rename a sub-directory. It's particularly useful if you have just created a sub-directory and copied a heap of files into it then decide you have the wrong name.

### SCRDMP.EXE

This is a memory resident screen dump utility. It saves a text screen to a named file using the [PrtSc] key from your choice of application.

### SEE.EXE

A utility for spotting ASCII strings in machine code files and then

display them on the screen.

### SET UTILITIES

Five useful utilities to set up an Epson printer from the A> prompt. They can also be included in your AUTOEXEC. BAT file for an automatic set up.

#### SET10.COM

- sets PICA type with ten characters per inch

#### SET12.COM

- sets ELITE type with twelve characters per inch

#### SET12M12.COM

- sets ELITE type and a 12 character margin

#### SETNORM.COM

- cancels any SET commands and resets the printer

#### SETPOUND.COM

- sets pound and hash signs so that they print as displayed on the screen.

### SGR.COM

A utility for setting particular screen attributes. You can change colours, bold characters, reverse video etc.

### SIZE.EXE

A fast utility which counts the number of characters, words, lines and pages of a named text file or files.

### TSTDATE.COM

This utility, when incorporated in a batch file, provides a simple 'on date goto' function and a 'day of the week' function, a useful feature for automatic backups.

### TIMEFIX.COM

A bug-fix exclusively for PC1512 owners who have problems when their internal clock gets to midnight. Apparently (in some cases) the clock continues to 31.00 instead of changing to 00.00 then hangs the machine.

### TIMEPARK.COM

A utility for nervous hard disk users worried about disk head crashes. It 'parks' the heads after a pre-determined period of disk inactivity. They are 'un-parked' the moment an access is necessary.

### TV.COM

A text view program with many features to display text files. You can scroll through a file in either direction at a line a time, move back or forwards a page or straight to the start or end of a file. Unreadable symbols in Wordstar files can be converted to alphabetic form. Strings can be searched for with moves to the first or subsequent occurrences. TV also comes with an index facility for up to 16 separate text files accessed through an index screen.

### WORDS.COM

A useful word counter which will give you a pretty accurate word count for any ASCII text file.

### WYH.EXE

This utility looks at the system parameters and reports on the screen. It shows the number of floppy drives, whether or not a games card or maths co-processor are fitted, the number of parallel and serial ports, the size of RAM available and the number of hard disk drives on board.

# NEW

## PC-SOFT #6

### FORD DRIVING SIMULATOR: version 2

The latest edition of an excellent driving simulator from Ford of America. Offers a choice of several different events: Test Track, Slalom, Drag Strip and Grand Prix. Good 3D representation. All ages. **Not suitable for mono screens.**

## PC-SOFT #7

### FUNNELS & BUCKETS and WP for KIDS

Contains a simple word processing program for young children (with large on-screen text) plus Funnels and Buckets: a program to improve arithmetic. Suitable for Ages 8 and up.



## PC-SOFT #8

## JUNIOR WORD GAMES

A series of programs involving exercises with Synonyms, Sentences, Opposites, Plurals, Verbs, Jobs, Comparisons etc. It also includes a popular Wordfind game. Suitable for Ages 8 and up.

## PC-SOFT #9

## EDUCATIONAL GAMES FOR KIDS - 1

Contains a series of colourful and attractive games to teach the alphabet on the keyboard, simple maths and shapes. Plus Hangman with facilities to change word file and picture of the 'victim'. Age 4 to 8

## HOW TO ORDER YOUR DISCS

Before placing your order, please make sure you have selected the correct item for your computer.

All software for PCs or compatibles have a reference PC-SOFT followed by a number.

Software for CPCs (found on this page) have a reference starting with #4 (for CPC464s with a disk drive and CP/M 2.2) or #6 (for CPC6128 running CP/M Plus).

Software for PCWs have a reference starting with #8. These discs can be converted to run on a PCW9512.

You may either order over the phone quoting your credit card, or by post enclosing a cheque, money order or quoting your credit card number and expiry date.

The cost of each disk is as follows:

PC-SOFT 5.25" disks	10.00
PC-SOFT 3.5" disks	12.50
CPC 3" disks	17.50
PCW 3" disks	17.50

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## 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**

# CPC and PCW

The following discs contain compilations of public domain programs 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.

*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**

## COMPLETE 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 • *DiskitA* - 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

CPC Ref: #606 PCW Ref: #806

## 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* (written in Mallard Basic for either PCW or 6128 Mallard users. Standard CPC users see *Adventurer's Attic March 1989*) - 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**

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**CPC**  
464 - 664 - 6128

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1. Add up the total value of the items you are ordering, then add the postage and packing charge from the table shown at the bottom of each page. Don't forget that some hardware items carry a special freight charge.
2. When ordering by mail, if possible, always quote one or two alternatives. Otherwise call us first to check availability.
3. Most orders can be reserved for up to 7 days pending payment after which they will be released for others to buy.
4. This list is prepared over 4 weeks before publication and reflects the stock holding at that time and anticipated releases advised by producers. The latter are often optimistic.

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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 needs 128k)

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Maxi Maths (Ages 12-16)	29.95	-
Physics (Ages 12-16)	29.95	22.95
Better Spelling (Ages 9-99)	29.95	22.95
Chemistry (Ages 12-16)	29.95	22.95
Biology (Ages 12-16)	29.95	22.95
Weather/Climate (Ages 12-16)	29.95	22.95

### From Satchel Software (Education Dept. of SA)

<b>For 6128s only</b>		
Abscoped Convicts	50.00	-
African Farming Game	50.00	-
Anna	60.00	-
Artworks	50.00	-
Catastrophes	50.00	-
Chart Buster	50.00	-
Convict Ships	50.00	-
Cordial Stall	40.00	-
Cross Whiz	50.00	-

## CPC continued

Disasters	50.00	-
Dragon World	60.00	-
<b>Dr Spellingstein</b>	<b>50.00</b>	-
Find-a-book	50.00	-
First Fleet	50.00	-
Granny's Garden	50.00	-
Guess the Word	50.00	-
Hammurabi	40.00	-
Jara Tava	60.00	-
Kadimakara - Creatures of the Dreaming	60.00	-
Logo Screen Dump	25.00	-
<b>Lost World</b>	<b>60.00</b>	-
Mathbooster	50.00	-
Math Games 1	50.00	-
Math Games 2	50.00	-
Math Hopper	50.00	-
Mosaic	40.00	-
News Writer	50.00	-
Omicron	50.00	-
Pathweaver	50.00	-
Picture Book	50.00	-
Picture Book Companion	40.00	-
Point Puer Lads	50.00	-
Print Machine, The	50.00	-
Sailing South	50.00	-
Settlement	50.00	-
Soft Word	50.00	-
Step Inside	40.00	-
Story Paths	40.00	-
Tree of Knowledge	50.00	-
Where's Baby Bear?	50.00	-
Which way Words	40.00	-
Word Hunt	40.00	-
Word Hunt Companions		
Volume 1, 2 or 3 ... each	40.00	-
Word Processing Pack	60.00	-
World Wide	50.00	-
<b>From LCL SOFTWARE</b>		
Micro Maths (Grades 9-11)	49.95	-
Mega Maths (Grades 9-11)	49.95	-
Micro English (Grades 9-11)	49.95	-
Primary Maths (Ages 7-11)	69.95	44.95
<b>From FERNLEAF SOFTWARE</b>		
<i>(Developing Reasoning, Logic, Estimating and Forward Planning skills).</i>		
1. Treasure/Perfume Hunter (7-10)	49.95	39.95
2. Fletcher's Castle/Raider(8-12)	49.95	39.95
3. Thorn Sea/Ferry Captain (9-13)	49.95	-
<b>From FUN SCHOOL: three discs in the series each containing 10 educational programs.</b>		
Vol 1 - ages 2 to 5	29.95	-
Vol 2 - ages 5 to 8	29.95	-
Vol 3 - ages 8 to 12	29.95	-
<i>(All reviewed Issue 48 - Jan '89)</i>		
<b>From DATABASE EDUCATIONAL SOFTWARE:</b>		
<i>A Fun School 2 series of three discs or tapes each containing 8 educational programs (Rev'd Jul 89).</i>		
Fun School 2 - Under 6	34.95	24.95
Fun School 2 - 6 to 8	34.95	24.95
Fun School 2 - Over 8	34.95	24.95
<b>THE MAGIC SWORD</b> - Full colour reading book and complementary child's adventure	39.95	-
<b>THREE BEARS</b> - graphic adventure to improve logic, deduction and reasoning	34.95	-

## CPC PERIPHERALS

**AMX MOUSE Mk III** - with superior ball technology and high resolution movement this updated mouse from Database gives total control and flexibility, and compatibility with Stop Press. Comes with an interface for CPC owners 169.00

**CPC CENTRONIX PRINTER CABLE (PL/1)**  
Suitable for linking a CPC to most printer with centronix ports, eg. DMP2000, 3000, 3160 etc.  
*(Note: Pin 14 may need removing)* 22.95

## CPC continued

<b>JOYSTICK SPLITTER</b>		
Allows you to use two joysticks at the same time and take advantage of games which have two player options (eg. Gauntlet)	17.50	
<b>MOUSE MATS</b> - keeps Mouse clean	19.95	
<b>64k MEMORY EXPANSION (464/664)</b>		
Converts the 464 into a 6128 (except for the ROMs) and gives 128k of memory. Is supplied with bank switching software in the form of RSXs to use the second 64k RAM as storage for screens, windows, arrays and variables. Allows the use of CP/M Plus as supplied on the 6128.	159.00	
<b>256k MEMORY EXPANSION (464/664)</b>		
Converts the 464 into a 6128 (except for ROMs) and gives a total memory of 320k. Supplied with bank switching software in the form of RSXs. The 256k can store 16 full 16k screens or four extra banks of 64k. Allows the use of CP/M Plus as supplied on the 6128.	289.00	
<b>256k SILICON DISC SYSTEM (464/664)</b>		
Provides 256k of RAM disc accessible many times faster than the conventional drive and with a greater disc capacity. It can be logged on as drive B or in a two drive system as drive C. Data can be transferred onto the silicon disc from a normal disc or from RAM, application programs can then work on the data at vastly increased speed. Will accept all normal disc commands such as LOAD, SAVE, CAT etc.	329.00	
<b>256k MEMORY EXPANSION (6128)</b>	289.00	
<b>256k SILICON DISC SYSTEM (6128)</b>	329.00	

## JOYSTICKS

<b>CHAMPZON ECP200</b> - arcade quality joystick with metal shaft, micro-switches, two base fire buttons and two shaft fire buttons and suction cups. Also has optional auto-quick fire to be used with the Megadeath 1 attachment (extra)	39.95	
<b>NEW KONIX NAVIGATOR</b> - hand-held joystick with microswitch precision control, steel shaft and autofire feature to be used with the Megadeath 1 attachment (extra)	39.95	
<b>STAR CURSOR</b> - very tough, all Australian designed and manufactured joystick with <u>three year guarantee</u> . Fully micro-switched, fire buttons on base and handle. Adjustable 4- or 8-way action.	54.95	
<b>WINNER 220</b> - a really robust joystick with built-in precision control. Fully micro-switched with two fire buttons on the base and two on the stem for fast and furious action	34.95	
<b>ZIPSTICK SUPERPRO</b> - 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, steel shaft.	39.95	
<b>ZIPSTICK ELITE</b> - a smaller, specially designed hand-held model with similar specifications to the Superpro, but with just one forward centrally located fire button. Has rubber pads on base for flat surface use.	29.95	

## CPC MISCELLANEOUS

<b>SCREEN FILTER</b>	29.95	
<b>DUST COVERS</b> - Australian made vinyl fabric dust covers in light grey colour for:		
464 monitor and keyboard	35.00	
6128 monitor and keyboard	35.00	
DMP2000/2160/3160 Printer	17.00	
<b>RIBBONS</b>		
Black Nylon for DMP 2000/3000/3160	19.95	
Black Nylon for DMP4000	19.95r	
<b>3" DRIVE CLEANING KIT</b>	19.95	
<b>CF-2 3" DISCS EACH</b>	7.25	

<b>Unless stated otherwise, please add the following P and P charges to your remittance:</b>		
	Australia	Overseas
Order value under \$20	\$1.00	\$2.50
Order value from \$20 to \$50	\$3.50	\$6.00
Order value over \$50	\$5.50	\$10.00

## CPC continued

**6128 'SEAL 'N' TYPE' KEYBOARD PROTECTOR**  
Stops damaging spills etc. 29.95

# PCW

## 8256 - 8512 - 9512

*(The games marked with a \$ symbol are known to work only on the 8256/8512)*

## PCW GAMES

<b>Academy (Tau Ceti II) \$</b>	65.95
<b>Bridge Player 2150</b>	69.95
Clock Chess '89 (strong game) - all PCWs	59.95
<b>Complete Home Entertainment Compilation - with Backgammon, Dominoes, Darts, Poker, High-Low, Pontoon and Wordsearch game - great graphics!</b>	49.95
CP Compilation - with 3-D Clock Chess, Backgammon, 3-D Draughts and Bridge 2000 - all on one disc	59.95
Double T Patience - compilation of six frustrating games including Kuala Lumpur, Poker Patience & Fourways	64.95
<b>Fairlight (graphic arcade adventure)</b>	39.95
Graham Gooch Cricket (Ltd.Overs & Test Match featuring full animation of bowler, batsman and fielders) \$	49.95
Gnome Ranger	59.95
Heathrow ATC (Air Traffic Control Simulator)/Southern Belle (Steam Train Simulator) - both on same disc	57.95
Ingrid's back	59.95
Knight Orc	59.95
Lancelot	39.95
Mindfighter	65.95
Return to Doom (Topologica adventure)	54.95
<b>Scapghost (Level 9 adventure)</b>	49.95
Steve Davis' Snooker	54.95
Tomahawk: helicopter simulation	49.95
World of Soccer - international Soccer management simulation	59.95
<b>PUBLIC DOMAIN DISCS (see Page 55)</b>	17.50

## 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

## PCW EDUCATIONAL

Better Maths (12-16 yrs)	29.95
Better Spelling (12-16 yrs)	29.95
Biology (12-16 yrs)	29.95
Chemistry (12-16 yrs)	29.95
Giant Killer - maths adventure 10 to adult	54.95
Magic Maths (4-8 yrs)	29.95
Maths Mania (8-12 yrs)	29.95

## PCW PUBLISHING

Desk Top Publisher	59.95
<b>MicroDesign 2 - new superb integrated Page Processor compatible with AMX or Kempston mouse</b>	169.00
Newsdesk International	89.00
Stop Press (program only)	149.00
Stop Press (program + mouse and interface)	299.00

## PCW DATABASES

Cardbox Plus	99.00
Condor One	149.00
Masterfile 8000	119.00
TAT Database and Labeller	29.95

## PCW MISCELLANEOUS

**BRAINSTORM** - tool for structuring raw ideas in a logical manner 79.00

**DATSTORE II** - menu-driven customised report generator,

## PCW continued

mailing list and label printer. Can be used with type styler Supertype II. 89.95  
**FLIPPER 2** - splits your PCW (8256, 8512 or 9512) memory into two environments and lets you flip between them, eg. between CP/M and Loco2. Not suitable for LocoScript 1. 89.95

### GRAPHICS, THE UNIVERSE AND EVERYTHING...

This latest version (2.0) provides the means to create professional graphics output and more. Source code included (All PCWs) 75.00

**LIGHTNING BASIC PLUS** - turbo charge your Mallard Basic (All PCWs) 75.00

**MASTER PAINT** - deluxe graphics program, for use with either mouse or keys (not for 9512) 49.95

**MINI OFFICE PROFESSIONAL** - the PCW version of the highly successful Mini Office II with Spreadsheet, Wordprocessor, database, graphics and communications 149.00

**MONEY MANAGER PLUS** - cashbook/personal accounting 99.00

**NEWWORD2** - PCW WordStar equivalent 100.00

**PCW TOOLKIT** - allows you to examine and alter data on any PCW disc as well as copy part or all of a damaged or corrupted disc for repair. Full instructions provided. 69.95

**PRINT MASTER PLUS** - create your own Banners, Letterheads, Signs, Calendars or Greeting Cards with graphics or borders supplied. (Runs under CP/M Plus only) 59.95

**PROTEXT FILER** - pop-up database for Protext 59.95

**PROTEXT OFFICE** - as Protext Filer but with mail-merge and invoice generator module 79.95

**PROTEXT PCW** 149.00

**PROSPELL PCW** - spellchecker for most word processors incl. WordStar and LocoScript 79.95

**SCRATCHPAD PLUS** spreadsheet 99.00

**STARTRACK** - tracks you through 88 constellations and more than 600 stars 54.95

**SYSTEM 3** - an integrated accounting system with Stock Control, Invoicing, and Cashflow controller 129.00

**SUPERTYPE II** - 8 new different typestyles for use with all CP/M, LocoScript 1/2, LocoMail and Mini Office Professional files 39.95

**TAIT ACCOUNTING SYSTEM** - small business Debtors, Creditors and Invoicing 99.00

**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

**WORDDISC** - a disc full of approximately 35000 synonyms divided among 5930 main words. Used with LocoFile on B drive of 8512 or A drive of 9512 49.95

### PCW PERIPHERALS

**8256/512 'Seal 'n' Type' KEYBOARD PROTECTOR** Stops damaging spills etc. 29.95

**9512 'Seal 'n' Type' KEYBOARD PROTECTOR** Stops damaging spills etc. 29.95

**CPS8256 SERIAL INTERFACE** for PCWs for communications or adding extra printers 145.00

**AMX MOUSE** plus interface - the most popular and sought after peripherals for your PCW, especially with Stop Press 199.00

**KEMPSTON MOUSE** plus interface - new style two-button mouse supplied with Jeeves (memory resident desktop accessories) and Daatafax personal organiser program. Mouse can be used with Stop Press, Desktop Publisher or the new MicroDesign 2 package. 199.00

**PCW JOYSTICK INTERFACE** from Kempston 49.95

**PROSCAN** - hand-held scanner with software 499.00

**SCANNER** - Master Pack - a scanning device which attaches to a PCW printer head to copy photos or other art work, Master Scan software and MasterPaint, a powerful graphics package. Compatible with Desktop Publisher, FSE and

## PCW continued

Newsdesk International (8256 and 8512s only) 279.00

**SCA RAMPAC 512k EXPANSION UNIT** - simply plugs into the expansion port of any PCW. Adds an extra 512k to the 'M' drive allowing LocoScript2, Locomail, Locospell and more to be loaded at the same time. Through-connector allows other peripherals (eg. a mouse interface or serial/parallel interface) to be used at the same time. 299.00

**SCREEN FILTER** 29.95

### PCW DUST COVERS

Australian made vinyl fabric dust covers complete for the following PCWs:

- 8256/8512 monitor, keyboard and printer 55.00
- 9512 monitor, keyboard and printer 60.00

### PCW TASMAN RANGE

- Tasword 8000 69.95
- Tas-spell 8000 49.00
- Tasprint 8000 39.00
- Tas-sign 8000 69.95

### PCW CONSUMABLES

**PCW 8000s PRINTER RIBBONS**  
 Black Carbon/Multistrike or Nylon 19.95  
 Coloured Nylon - Blue, Red or Green 24.95

**PCW 9000s PRINTER RIBBONS**  
 Black Carbon/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/Micro; Orator 90%/10;  
 Letter Gothic 10/12; Script 12 each 19.95

**3" DISC DRIVE CLEANING KIT** 19.95

**CF2 3" DISCS** each 7.25

### PCW LOCOMOTIVE PRODUCTS

**LOCOSCRIPT 2** (latest) with manual 87.00

**LOCOSCRIPT2** (latest) Disk only 49.95

**LOCOSCRIPT 2 + LOCOSPELL2** pack 130.00

**LOCOMAIL2** 105.00

**LOCOLINK** - cable and software to transfer Locoscript files from a PCW to a PC Locoscript environment 69.95

**LOCOSPELL2** 75.00

The following are for PCW 8000s using LocoScript 2.12 and above (Please state 8000s):

**24 PIN PRINTER DRIVER** - suitable for most 24 pin printhead printers attached to 8000s 64.95

**PRINTER CHARACTER SET DISC** for defining new character sets 59.95

**EXTRA PRINTER DRIVERS DISC** containing a Printer File for every LocoScript2 compatible 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

**LOCOFILE/8000** - the resident 'pop-up' database for LocoScript2 110.00

**LOCOFILE/LOCOMAIL 8000** - the 'pop-up' database with mailmerging program in one pack 185.00

**LOCOFONT SET 1** nine extra fonts for your printer 75.00

**LOCOFONT SET 2** further five fonts for your printer 65.00

**LOCOKEY** to customise your keyboard 59.95

**LOCOMAIL SORTING PROGRAM** 39.95

Unless stated otherwise, please add the following P and P charges to your remittance:

	Australia	Overseas
Order value under \$20	\$1.00	\$2.50
Order value from \$20 to \$50	\$3.50	\$6.00
Order value over \$50	\$5.50	\$10.00

## PCW continued

**LOCOMAIL2 EXAMPLES DISC** 17.50  
**LOCOMAIL2 NEW USER GUIDE** 54.95

### The following are for PCW 9512s

(Please state 9512 when ordering):

**24 PIN PRINTER DRIVER** - suitable for most 24 pin printhead printers attached to the 9512 64.95

**PRINTWHEELS DISC** allows the correct printing of the characters from any printwheel supplied for the built-in printer. 59.95

**LOCOFILE/9000** - the resident 'pop-up' database for LocoScript2 on the 9512 110.00

**LOCOFONT 24** - Text Set for 24-pin printers 64.95

**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

## PC

### PC20 - PC1/2/3000 series PC1512/1640 - PPCs and compatibles

Items marked with a "†" symbol are also available in 3.5" disc format

Items marked with a "‡" symbol are supplied with both 5.25" and 3.5" discs.

Items marked with a "Δ" symbol are not suitable for a PC20.

### COMPILATION GAMES PACKS

**Adventure 12 Series: 12 adventures + hint book** 59.95

**All Time Classic Classics: with Serve & Volley, TKO, Steel Thunder and Rack 'em †** 69.95

**All Time Favourites from Accolade: with Hardball, Test Drive, Apollo 18 and Mini-Putt (Obstacle Putting) †** 59.95

**Arcade Bonanza Pack 1 - 18 games †** 29.95

**Arcade Bonanza Pack 2 - 19 games †** 29.95

**Cinemaware Bundle: with SDI, King of Chicago, and Defender of the Crown** 59.95

**Classic Arcades 2: with Pengo, Arnold & Grand Prix** 59.95

**Cosmi Top: with Super Huey, Def Con 5, Nav Com 6, Doodle Corporate Raider, Inside Trader, Munch, R-R-Ribbit, Sanction, and Invaders †** 49.95

**Epyx on PC Vol 1: with Winter Games, Pitstop 2 and Summer Games 2** 49.95

**Epyx on PC Vol 2: with World Games, Street Sports Basketball and Impossible Mission 2** 49.95

**Future Classics: with Tank battle, Discman, Diet Riot**

**Blockalanche and Lost 'n Maze ‡** 59.95

**Leisure Suit Larry Triple Pack: with LL 1, 2 and 3** 99.95

**Thrill of Winning 1: with John Madden Football, Zany Golf, Budokan, and Ferrari Formula One** 64.95

**Thrill of Winning 2: with 688 Attack Sub, Powerdrome, World Tour Golf and Populous ‡** 64.95

**Ultima Trilogy: with Ultima 1, 2 and 3 + hint book** 69.95

**Wide World of Sports: with California Games, Winter edition Games, and Summer edition Games** 49.95

**Zork Trilogy: with Zork 1, 2 and 3 ‡** 69.95

### PC & COMPATIBLES GAMES

**2000 leagues under the sea** 39.95

**3-D Helicopter Simulator ‡** 52.95

**688 Sub Attack ‡** 49.95

**A-10 Tank Killer (flight sim.) Δ** 69.95

**Abrams Battle Tank** 49.95

# mail order

## PC continued

ACE 2	33.50
Action Service	54.95
AD&D series - Champions of Krynn †	49.95
AD&D series - Curse of the Azure Bonds #	49.95
AD&D series - Dragons of Flame #	59.95
AD&D series - Dungeon Master's Assistant Vol 1	49.95
AD&D series - Dungeon Master's Assistant Vol 2	49.95
AD&D series - Heroes of the Lance #	49.95
AD&D series - Hillsfar #	59.95
AD&D series - Pools of Radiance #	49.95
AD&D series - Secret of the Silver Blades #	49.95
AD&D series - War of the Lance #	49.95
African Raiders	49.95
Afterburner (VGA compatible) #	61.95
After the War	54.95
Airball (now supports EGA and VGA)	59.95
Airborne Ranger †	59.95
Ancient Art of War #	79.95
Ancient Art of War at Sea #	39.95
Ali†	59.95
Alien Syndrome	59.95
All Point Bulletin	32.95
Amazon	64.95
Annals of Rome #	49.95
Armada	69.95
Attack Chopper †	69.95
Austerlitz (War Game) #	59.95
Auto Duel	24.95
Backgammon	59.95
Back to the Future 2 #	59.95
Bad Blood (640k required)	69.95
Balance of Power 1990 † Δ	69.95
Ballistix	59.95
Barbarian 2	49.95
Bard's Tale Vol 1 #	49.95
Bard's Tale Vol 2 #	49.95
Bar Games †	59.95
Batman, The Caped Crusader †	61.95
Battle Chess (needs 640k) # Δ	61.95
Battle Hawks 1942 #	61.95
Battle Tech #	49.95
Battles of Napoleon	49.95
Beyond the Black Hole #	69.95
Beverly Hills Cop	49.95
Bill & Ted's Excellent Adventure	49.95
Black Cauldron #	48.50
Blockbuster	49.95
Blockout #	59.95
Blood money	59.95
Blue angels (flight sim.)	49.95
Blue Angels '69	69.95
Bomber	59.95
Bombuzal	49.95
Borodino	59.95
Bruce Lee Lives	59.95
Budokan #	49.95
Buffalo Bill's Rodeo Games	39.95
California Challenge (Test Drive 2 add-on) †	69.95
Capone	69.95
Captain Blood †	29.95
Captain Power	59.95
Carrier Command †	59.95
Cartooners	69.95
Castle Master #	39.95
Caveman UGH-lympics †	59.95
Centurion - Defender of Rome	69.95
Chase HQ	54.95
Chessmaster 2100 #	59.95
Chuck Yeager's Advanced Flight Trainer †	59.95
Chuck Yeager's Adv. Flight Trainer + audio tape	59.95
Circuit's Edge	59.95
Classic Quest Adventure Series:	
Forestland	39.95
Witch Hunt	39.95
Catacombs	39.95
Cornucopia	29.95
Classic Invaders	59.95
Cloud Kingdoms #	19.95
Club Casino - 4 gambling programs	69.95
Codename Iceman (Sierra) #	

## PC continued

Computer Yahtzee #	29.95
Colonel's Bequest (Sierra) #	69.95
Colorado †	69.95
Concentration	49.95
Conflict in Europe #	69.95
Conqueror †	59.95
Conquest of Camelot (Sierra) #	69.95
Convoy - road and transport games	19.95
Crazy Cars 2 † Δ	59.95
Crime Wave (with RealSound) needs 640k + h/disk †	69.95
Crossbow #	59.95
Crossbow - the Legend of Tell	59.95
Crossword Magic (for XT's only)	69.95
Cyberball #	69.95
Cycles, The †	64.95
Dark Century #	59.95
Dark Heart of Uukrul #	39.95
Dark Side	54.95
David Wolf Secret Agent Δ	69.96
Day of the Viper †	59.95
Days of Thunder #	69.95
Death Trak #	69.95
Def Con 5 (American 'Star Wars' defence)	59.95
Defender of the Crown #	69.95
Destroyer †	49.95
Die Hard #	59.95
Doctor Doom's Revenge †	59.95
Doctor Ruth's Game of Good Sex (AO)	35.95
Don't go Alone †	64.95
Double Dragon 2 #	59.95
Dragon Wars #	59.95
Dragon's Lair (13 x 5.25" disks)	99.95
Dragonstrike †	59.95
Dragonworld	32.95
Drakkhen #	79.95
Dream Warrior	29.95
Driller	59.95
Earl Weaver's Baseball #	49.95
Earthrise (graphic adventure)	59.95
E-Motion	59.95
Escape from Hell †	49.95
European Challenge (Test Drive 2 add-on) †	39.95
Eye of Horus #	69.95
F-15 †	49.95
F-15 Strike Eagle II †	49.95
F-16 Falcon #	49.95
F-19 Stealth Fighter †	48.50
Face Off (Ice Hockey) #	49.95
Faery Tale Adventure #	59.95
Fahrenheit 451	59.95
Falcon AT #	49.95
Fallen Angel #	69.95
Family Feud	54.95
Fantasy Pak - arcade, war and mazes	49.95
Ferrari Formula One #	19.95
Fiendish Freddie †	49.95
Final Frontier, The	59.95
Fire and Forget	59.95
Fire Brigade †	59.95
Flight of the Intruder #	69.95
Flight Simulator (Microsoft new version 4) †	95.00
Flippit	39.95
Friday Night Poker †	59.95
Full Metal Planet #	59.95
Future Wars †	59.95
Games, The - Summer Edition † Δ	49.95
Garfield Trivia Game †	39.95
Ghostbusters II	59.95
Ghosts and Goblins †	59.95
Global Dilemma (Guns & Butter)	79.95
Gnome Ranger	59.95
Gold Rush †	49.95

## PC continued

Grand Prix Circuit	49.95
Greg Norman Ultimate Golf #	59.95
Gulf Strike + 10 blank 5.25" disks	29.95
Gunboat	59.95
Gunship	69.95
Hardball 2 (Baseball) †	59.95
Hard Drivin' †	59.95
Harley Davidson Δ	59.95
Harpoon † Δ	69.95
Heat Wave (Poweboat racing) †	59.95
Heros Quest (Sierra) #	69.95
Hidden Agenda	99.95
Hitch Hiker's Guide to the Galaxy	59.95
Horse Racing - strategy game	69.96
Hoyles Book of Card Games - Vol 1 #	52.95
Hoyles Book of Card Games - Vol 2 #	69.95
Hunt for Red October #	49.95
If it moves - Shoot it †	59.95
Indiana Jones and the Temple of Doom	69.95
Indiana Jones - Last Crusade (arcade) #	49.95
Indiana Jones - Last Crusade (graphic adv.) #	79.95
Indianapolis 500 †	59.95
Infestation #	69.96
Ingrid's back	59.95
Into the Eagle's Nest	48.50
Italy 1990	59.95
Jack Nicklaus Golf	52.95
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Leisure Suit Larry Triple Pack (5.25 only)	99.95
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Moonwalker (Michael Jackson film)	59.95
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Nebulus	49.95

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Pictionary #	59.95
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Kings Quest 3	13.95
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Leisure Suit Larry 2	13.95
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Space Quest 2	13.95
Space Quest 3	13.95
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Arcade 1: Pitfall, Artillery, Goob and X-Wing †	15.95
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Arcade Bonanza: Frog, Pac-em, Tank & Red Alert †	15.95
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<b>Katie's Farm (Ages 2 - 6) #</b>	<b>69.95</b>
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<b>McGee (Ages 2 - 6) #</b>	<b>69.95</b>
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Level 2 - ages 5 to 7 - words, maths & sentences †	69.95
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## PC BUSINESS

Ability Plus †	299.00
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## PC continued

Upgrade to Ability Plus for existing Ability users (Original disks and manual required for proof)	224.00
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<b>AutoSketch (CAD system) †</b>	<b>249.00</b>
<b>Bankmate - manages personal finances and reconciles your bank account. Includes pop-up calculator. #</b>	<b>59.95</b>
<b>Bookkeeping (to Trial Balance)</b>	<b>199.00</b>
<b>Brainstorm †</b>	<b>99.00</b>
<b>Business Dynamics - primer</b>	<b>39.95</b>
<b>Capital Budgetting †</b>	<b>199.00</b>
<b>Cardbox Plus Standard †</b>	<b>895.00</b>
<b>Chart Analyst: Interact. graphs/analysis/time series</b>	<b>234.00</b>
<b>Chartman - business graphics</b>	<b>99.00</b>
<b>Condor 1 Jnr †</b>	<b>149.00</b>
<b>Contactmate- productivity package which controls personal &amp; business contacts #</b>	<b>69.95</b>
<b>Corporate Finance †</b>	<b>199.00</b>
<b>Desktop Accountant †</b>	<b>399.00</b>
<b>DGCalc - 512 rows x 52 column spreadsheet performing essential functions and more</b>	<b>89.95</b>
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<b>Harvard Project Management #</b>	<b>590.00</b>
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<b>Home Office Plus - word processor, database, desktop publisher, drawing, diary, mailing list, rolbase and dictionary all in one package †</b>	<b>129.00</b>
<b>Home Office Publisher - complete desktop publishing with WYSIWYG display † (requires dual drives)</b>	<b>129.00</b>
<b>In-house accountant †</b>	<b>299.00</b>
<b>LocoScript PC - integrated WP, Mail merge, Database, Spell Checker</b>	<b>429.00</b>
<b>Masterfile PC version 3 standard - the most popular database for Amstrad PCs &amp; compatibles #</b>	<b>199.00</b>
<b>Masterfile PC version 3 full - the standard version with an integrated word processing module included #</b>	<b>269.00</b>
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<b>Moneymate - a well organised personal finance management package handling up to 10 bank accounts and 25 credit cards, 200 income/expense categories, budgeting, cash flow etc. (can use mouse) #</b>	<b>119.00</b>
<b>My Accountant - personal and small business record keeper with up to 100 user defined accounts †</b>	<b>39.95</b>
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<b>Paperbase: Bibliography &amp; Manuscript preparation</b>	<b>215.00</b>
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<b>Professional File #</b>	<b>290.00</b>
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<b>RAM JET EXECUTIVE - gives PC1512 only a disc cache, print buffer, screen accelerator</b>	<b>69.00</b>
<b>Scratchpad Plus †</b>	<b>99.00</b>
<b>Sage Series (fully supported in Australia) †</b>	
Bookkeeper	299.00
Accountant	449.00

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Accountant Plus	749.00
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<b>Stockmarket - watch your shares</b>	<b>79.95</b>
<b>Swiftcalc - Spreadsheet + sideways printing †</b>	<b>69.95</b>
<b>System 3 - Invoicing, stock control and cashflow †</b>	<b>129.00</b>
<b>Tait Accounting - small business accounting with Debtors, Creditors and Invoicing</b>	<b>129.00</b>
<b>TBM (formerly ABC Business Pack) - an Australian supported integrated accounting and stock control package with many extras</b>	<b>499.00</b>
<b>TRIO - Word Processor, Database and Spreadsheet</b>	<b>99.95</b>
<b>Top Copy - word processing with spell checker and mail merge</b>	<b>69.00</b>
<b>Twin Advanced - integrated spreadsheet (like Lotus), graphics and database</b>	<b>159.00</b>

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<b>3-D GAME MAKER</b>	<b>49.95</b>
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<b>BANK STREET WRITER PLUS - famous Word Processor including 60,000 spell checker &amp; Thesaurus #</b>	<b>124.95</b>
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<b>DISCO HARD DISK MENU SYSTEM - creates personalised menus, runs common DOS commands with one keypress.</b>	<b>99.00</b>
<b>DOS-RX - disk management utilities and tools</b>	<b>64.95</b>
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Money Power	39.95
PC Protection	39.95
Perfect Typing	39.95
Personal Finance	39.95
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<b>GO! WRITE - prompts for business letters, memos, reports, invitations, calendars, banners and address forms</b>	<b>29.95</b>
<b>GO! FILE - fully functional database, just fill in the blanks in ready made file forms</b>	<b>29.95</b>
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## PC continued

## PC continued

## PC continued

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### PC 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

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**KONIX SPEED KING** - hand-held (in the left hand) for a natural grip and total control. Microswitched twin fire buttons positioned under trigger fingers. Free or self centring solid steel shaft. Autofire feature. 49.95

Please note that with the exception of the Amstrad PC20 all other Amstrad PCs require a joystick card to be fitted

### MISCELLANEOUS

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KAO "Amstrad User" 5.25" (packs of ten) per pack... 22.50  
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Stops damaging spills and dust 34.95

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**GENIUS GM-F302** Serial mouse (same as F303 but not provided with CasCAD software or cable) 129.95

**GENIUS GM6X** Serial mouse with Dr Halo software 79.95

**QTRONIX X-30MD** Serial mouse with Dr Halo Plus software, mouse pad, mouse holder and cabling as requested 119.95

**QTRONIX MBC-30 BUS CARD** to accept the X-30MD and leave the serial port free 46.95

Please note: while the above mouse(s) are designed for use on XT's, AT's and PS/2's, they will not work on the following Amstrad XT's: the PC1512, 1640 and PC2086. They can be used on the Amstrad AT's, namely the PC2286 and 2386.

### DUST COVERS

Australian made vinyl fabric dust covers in light grey for the following equipment: (please state your printer)

<b>PC1512 or PC1640</b> monitor and keyboard	36.00
<b>PC20</b> system/keyboard	18.00
<b>PC2086</b> monitor/system and keyboard	39.00
<b>PC2286/2386</b> mon/system and keyboard	39.00

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<b>Order value from \$20 to \$50</b>	\$3.50	\$6.00
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<b>DMP3160 or LQ3500</b>	17.00
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<b>Star NX-1000, NX 24-10, NB 24-10</b>	17.00
<b>Star NX15, NB 24-15</b>	30.00
<b>Epson LQ500, LX-800</b>	17.00

### PRINTER RIBBONS

Epson: MX/FX/RX 100, 100+, 105, 105+	10.95
Epson: LX80, 86, 90	8.95
Epson: LQ500, 800, 850	15.95
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Star: NX1000, LC10	10.95
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### DISK DRIVES/CARDS

#### FOR PC1512 or PC1640

(The PHDs also suit PC2086s without hard disks)

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#### FOR PC20 and PC2086

360k 5.25" External disc drive **	339.00
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#### FOR PC2286 and 2386

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### LOGO TITLES

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### 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  
 Choosing & Using CP/M Business Software (for PCWs) 35.95

### PC TITLES

Abacus Books for Beginners:  
 Cobol for Beginners 36.95  
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 Exploiting MS-DOS on Amstrad PCs and compatibles 46.65  
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### THE AMSTRAD USER

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