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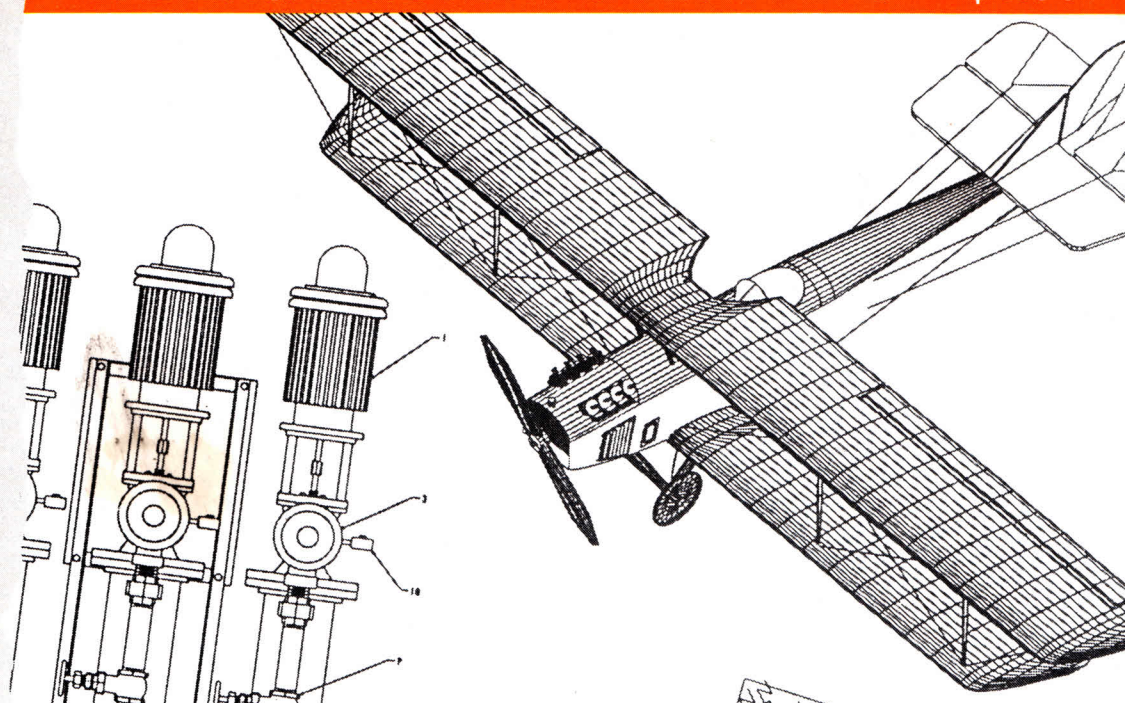

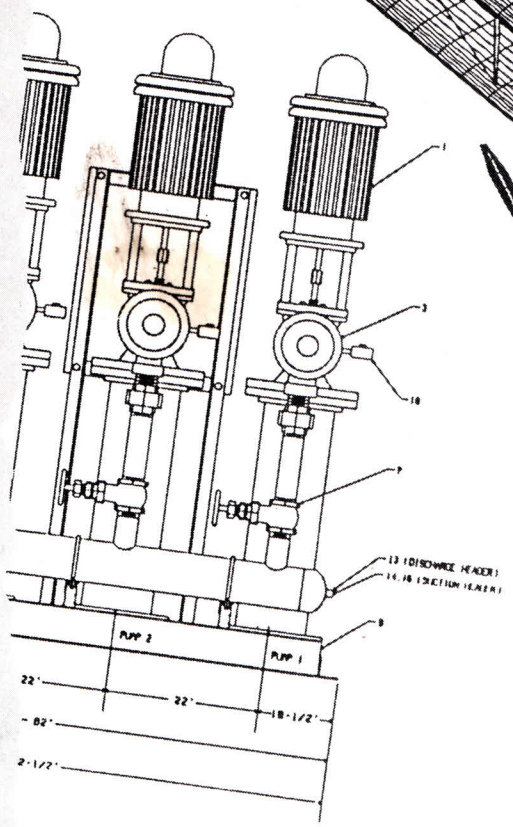

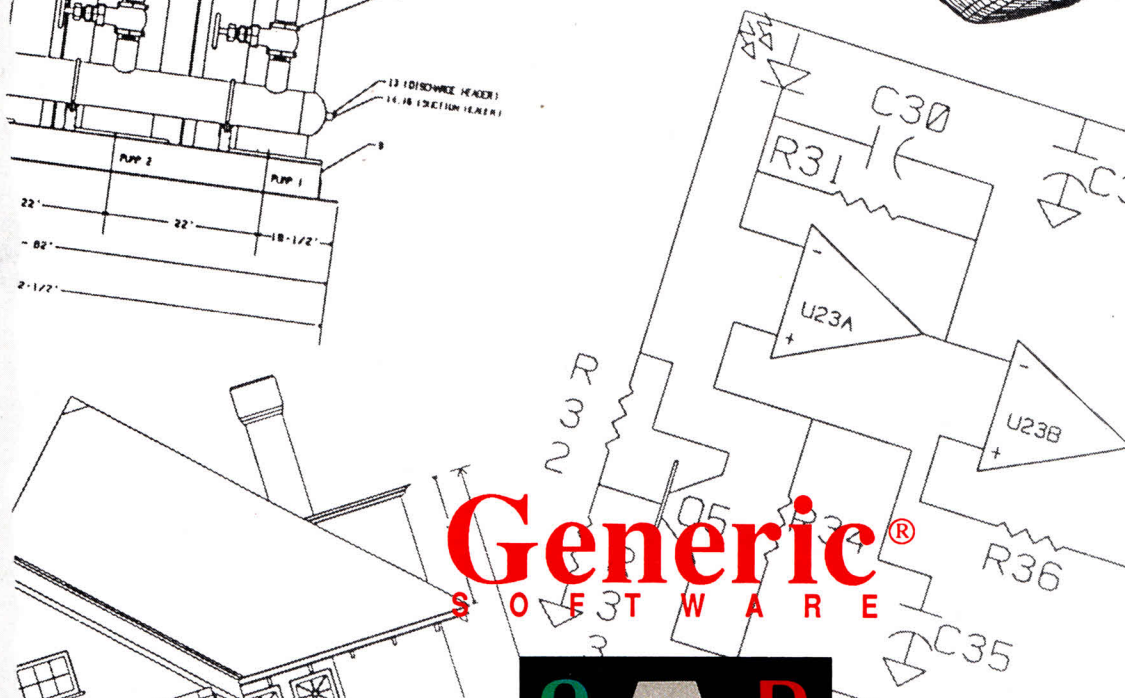

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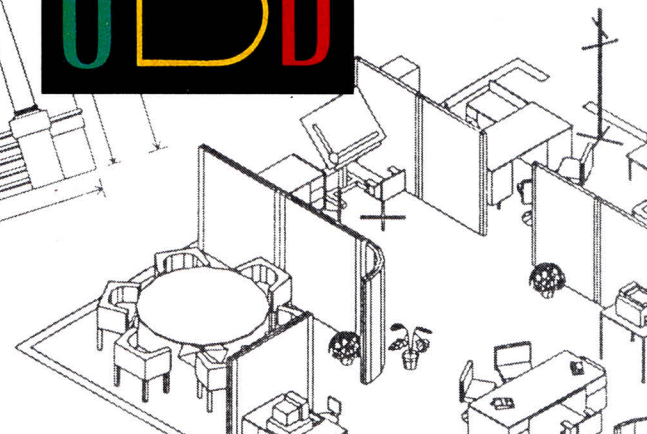

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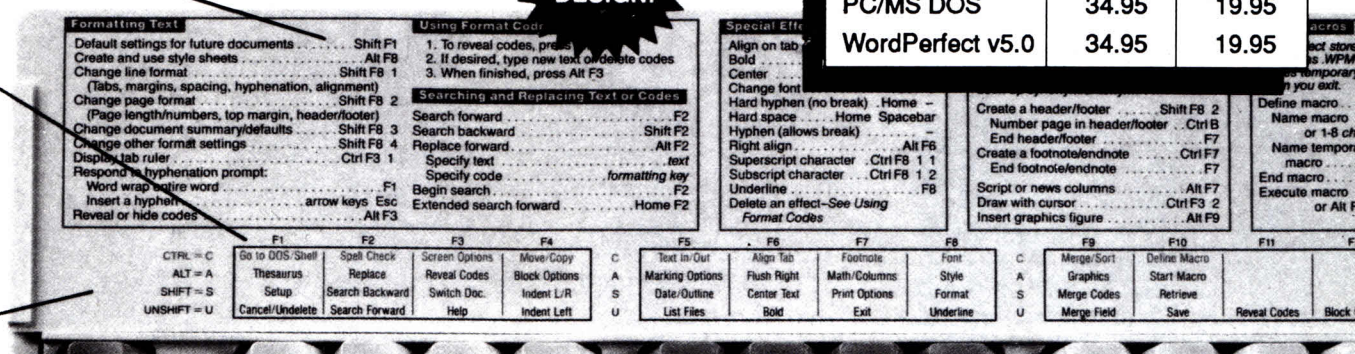

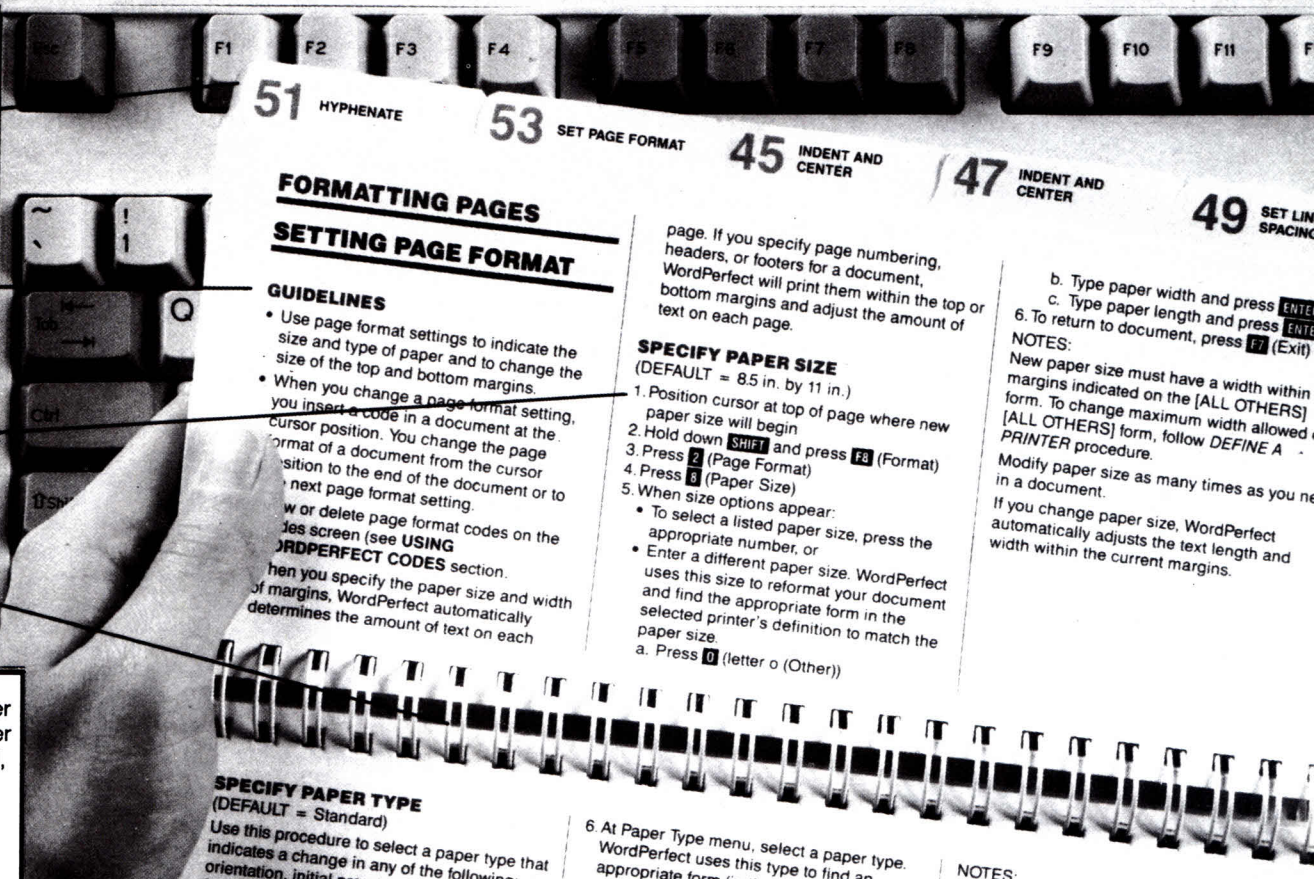

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All enquiries and contacts concerning this Publication should be made in the first instance by writing to The PC Mag, 641 High Street Road, Mount Waverley, Victoria 3149, Australia. Urgent matters can be telephoned through on (03) 803 9661.
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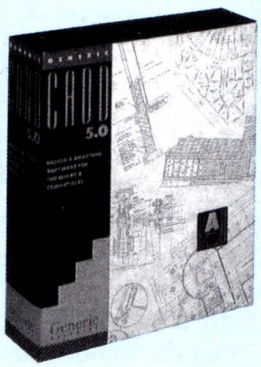


• *Front cover: Generic CADD 5 output. At just $695 it's a tenth of the cost of AutoCAD!*

• *The Joystick designed for Flight Simulators. The Pistol Stick is reviewed on Page 26.*

• *Screen shot from Jones in the Fast Lane. You'll find a review on Page 19.*

• *Screen shot from Space Quest 4, the new Sierra 3D Space adventure reviewed in full next month.*

NEWSNEWSNEWSNEWS

The latest information for IBM PCs and compatibles

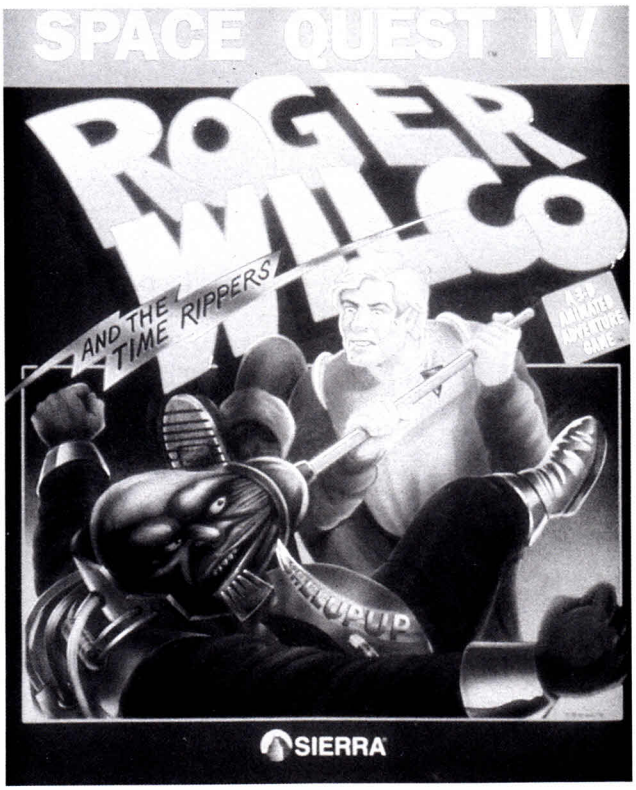
NEW PC GAMES

A swag of new games for IBM or compatibles have been released over the past few weeks, with more to come. Heading the list is the anxiously awaited return of Roger Wilco in the 3-D adventure **Space Quest 4**. A review copy has already been received and an analysis will appear in next month's magazine. In the meantime, we can tell you that it is full of surprises, tricky puzzles and lots of humour - the trademark of good Sierra games.

Golf games on the PC are always popular, with Leaderboard probably being the most successful. **Links** is destined to replace it, being a superb VGA graphic representation of the game. It appears to allow every conceivable adjustment to stance, clubface etc. when addressing the ball and then timed 'wrist-snap' on the down swing. Links is a truly remarkable piece of software.

While on the subject of sport, **4-D Sports Boxing** will put computer pugilists an upper-cut above the rest. There are twenty-four possible boxer movements to floor an opponent. The game also includes an 'action-replay' feature with the ability to 'rewind and replay' frame by frame for full analysis. It also features an ability to select any one of nine camera angles with zooming facilities. Action goes though the Gym, training and then the first big fight - the start of the boxing career. The graphics are complex and so a 286/386 is recommended.

Sorcerers get all the girls won the comment "best EGA graphics we've ever seen" from Computer Gaming World. It's an adventure game written by Steve Meretzky, author of The Hitchhiker's Guide to the Galaxy, Leather Goddesses of Phobos and Zork Zero. It can be played in either 'naughty' or 'nice' mode and is intended for adult amusement.



Another such adult product is **Rise of the Dragon** (it contains adult subject matter and strong language). It's a Dynamix release and features 256 colour hand-painted graphics for VGA screens. The adventure stars William 'Blade' Hunter, an ex-Los Angeles cop, now private investigator, in a race to defeat the "Dragon" before he claims ultimate authority in the universe. 286/386 machines are recommended.

Still with adventures, but this time down in the dungeons (8 to be precise), is the **Legend of Faerghail**. It's a quest to free Faerghail from condemnation to eternal misery and the release of tormented souls of the elf civilisation. The game is quite massive, with each dungeon having at least four levels with more than 1000 rooms. It's also got more than 80 adversaries, 140 magic spells, 3mbs of graphics and 400k of sound. Characters from Phantasie, and Bard's Tale 1 and 2 can be imported.

For owners of **MicroSoft Flight Simulator version 4.0** comes an **Aircraft and Scenery Designer**. As its name suggests, you can personalise your flying experience with the scenery and aircraft you create. This means that you can create rivers, roads, mountains and even customise buildings, runways and so on. It also includes four new planes - a Boeing 747-400 (Jumbo), a Piper Archer, a Beechcraft Starship and a seaplane. Chocks away!

NEWSNEWSNEW

GET "SHOT" BUYING VERBATIM DISKS

Verbatim is offering a bonus Kodak Koadacolor Gold Film with the purchase of any two-box set of Verbatim DataLife or DataLifePlus diskettes.

Customers are also invited to use their bonus film to enter a "funny photo" competition, offering hundreds of prizes including an 8mm video camera valued at $1800. Also to be won are 25 S500 Kodak cameras, 100 35mm Underwater Kodak Disposable cameras and 100 35mm Stretch Kodak Disposable Cameras valued at more than $7000. To win any of the prizes requires simply sending in a funny photograph, featuring a Verbatim diskette. The competition closes at the end of May 1991.

The offer is part of an aggressive campaign by Verbatim, Australia's largest diskette manufacturer, to further increase sales and market share.

MEMORY JOGGER

Hypertec has launched a new guide, the Memory Configuration Guide, designed to be a standard reference on PC memory requirements.

The guide provides specific information on machines released by IBM, Compaq, Toshiba and Epson explaining memory upgrade alternatives in an easy to understand graphical format. It reveals what memory comes standard with the machines and how it can be augmented, and gives comprehensive information on what configurations are possible in each machine. As the guide quotes the relevant manufacturers part numbers and the part numbers of the corresponding Hypertec product, it becomes an ideal reference tool for both sales and technical departments.

More information can be obtained by ringing Hypertec on (02) 816 1211.

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The entire Symantec range of MS-DOS and Mac programs for education are now exclusively distributed by Dataflow. The range specialises in anti-virus, disk optimisation and programming languages. The range includes The Norton Antivirus, GrandView (outline planner), TimeLine 4.0 (project management), The Norton Commander (file management/viewing/transfer), The Norton Editor (edits AutoCAD, dBase and Clipper files), Q&A (integrated database and Word processor), Q&A Write (word processor), The Budget Express (perfect for the school bursar) and The Norton Backup.

Naturally, The Norton Utilities features in the list and provides preventative maintenance, performance enhancement technology and data security. It has an UnErase and Format Recover, Disk Doctor 2 which finds and repairs disk problems , FileFix, Disk Tools and Disk Editor with split screen editing and mouse support, File Save and Northon Cache. To cap it all, all data is kept under password control.

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Opening up Windows 3

Mike Turner investigates two utilities to complement and enhance the standard Windows 3 interface

Windows 3 from Microsoft is a quantum leap forward over previous versions or implementations of the windows environment. With version 3, IBMs are now almost able to rival the ease of use of, (dare I say it), an Apple Macintosh. Mac owners have been working in a fully WIMP environment for years. Windows 3 now offers this sort of interface for the IBM machines, but with a few limitations. Thankfully developers like hDC are bringing out a host of Windows 3 applications to make the new Windows even friendlier. The two products on review in this article are hDC First Apps and hDC Windows Express. Both of these products provide substantial enhancements to the standard Windows 3 interface.

Windows Express

Let's look at windows Express first. Basically, this package provides an upgraded user interface over the standard Windows 3 program manager. It allows you to make up user folders, into which you can place items of work as you would in a manual desktop situation. So in effect you end up with a multi-level menu system for windows complete with password protection. This can be very useful in either an office scenario or for use with a home machine. As if windows wasn't simple enough already, this product makes it really difficult to mess things up for a novice. Folders can be made virutally idiot proof.

Another nice touch is that several applications can be launched at the same time if desired. In this way groups of applications used together for a particular task can be opened together without the operator having to remember a complicated sequence of keystrokes.

Also new for windows is the provision of a screen blanking utility. There are those around who say that screen blankers aren't really necessary, however I like them. I believe that they do save a bit of life for your monitor screen. Let's face it any saving is worthwhile.

The package consists of two main elements. There is Windows Express itself which is used for the day to day running of things. Then there is the Windows Express editor, which is used to create all the folder items for daily use. The Express editor must be installed first in order to use the system, and includes 200 predefined icons with an icon editor. This is an easy process with the installation being automated and carried out from within windows.

Once up and running a series of sample folders are provided to get you started. These are able to be easily customised to suit your own needs. I have another pet fear when it comes to installing non standard user interfaces to things like windows, and that is how to restore things if it all goes wrong. Well, I needn't have worried in this case. It is possible to use your program manager screen as normal whilst launching windows express as an icon, in the same way as any other program. Then once you have refined your folders and options to your liking, you can change one line in your SYSTEM.INI file to make Express rather than the Windows Program Manager the default shell for windows. From there on in, Express will start up each time you start windows. Yet another welcome feature is the ability to assign quick key values to your function keys. Whilst ever you are in an Express folder you may use your function keys to bring up applications of your choice. I have set mine up to utilise my most commonly used desktop accessories, such as the calender and calculator. I have also put both the windows file manager and print manager onto

REVIEW

the quick key assignment. This makes accessing these items quite a deal faster than hunting through a heap of folders to find the correct one.

Which brings me to a small problem that may be encountered with this product. It is possible to bury things so deeply in layer upon layer of menus and folders that you may never see the program again. I'm exaggerating a bit here but the principle is true. The secret to using this product effectively is to plan ahead effectively. This is even pointed out in the documentation accompanying the programs. So new users be warned; it may be worth your while to sit down with a pencil and paper and draw up what you want the computer to do for you in terms of folders, password protection and so on. The little bit of time spent this way will save a swag of time later.

Apart from this one small worry which really concerns the skill level of potential users rather than the product itself, I could find no major faults with the package whatsoever. Everything worked as advertised and the accompanying documentation was excellent. This is an extremely useful additon to Windows 3 making it even more user friendly than before.

hDC First Apps

As the product name would imply, hDC First Apps is the first of a planned series of Micro Applications for the Windows 3 environment. Mind you after this lot are added to your system it is hard to imagine what else you might need. There are nine applications included in this package. I will briefly look at each one and describe its uses.

Desktop

The First Apps desktop can be used to design your own custom background screen for use with windows. This can range from a simple plain screen to a complex animation such as a spinning globe or a company logo. It also allows you to customise the way the screen looks each time you start windows, as well as providing an upgraded screen blanking facility similar to that in Windows Express. You can even turn your whole screen into an interactive calendar for storing appointments. The screen blanking routine can even be password protected so that an unattended computer in screen blank mode will require a correct password before letting anyone back into the applications being used.

Alarm Clock

Who needs another alarm clock? You do! When it's as simple to operate and offers as many features as this one you will never use the standard Windows alarm clock again. It allows you to keep track of an unlimited number of appointments typed directly into the clock program as well as reading alarms from standard Windows calendar files. Another nice touch is the ability to have the clock permanently displayed on the screen whilst in other windows applications such as Paintbrush.

Auto-Save

Never worry about whether you have saved your work again. This utility regularly saves the current document or artwork being edited. It can be totally automatic or can be made to prompt you after so many keystrokes or minutes. You then decide whether or not to save your work in its current state. Being an intelligent program it can also be made to exclude certain applications from being saved automatically. You may wish to so "what if"? calculations in Microsoft Excel and not have the fictitious figures magically saved, thereby destroying your real balance sheet. This is definitely a great little life saver.

Character Set

The Character Set utility allows you to input frequently used symbols automatically into other windows applications. If you need a copyright or trademark symbol, just call up the character set and copy it to the clipboard. Then paste it right into your document or spreadsheet.

Art Gallery

Along a similar line is the Art Gallery utility. This allows you to store and retrieve pieces of clip art in a Bit Mapped Image format, for use in your documents or other applications. It is compatible with the supplied windows paintbrush program. Even images from a hand scanner saved in the correct format can be added to the library of art. You can make some very snazzy start-up screens using this utility with the desktop. Users of Microsoft Word for Windows or Ami Professional will like the way imported graphics from Art Gallery can be quickly pasted straight into their text for some really great looking newsletters or reports.

Work Sets

The Work Sets application allows you to automatically load multiple programs and associated data files by issuing one command. Windows Express will do a similar thing, but the Work Sets function is more advanced and very easy to use. Imagine having all the applications you need to load for a particular task loaded and positioned on the screen in precisely your preferred layout every time without having to do it all yourself. This is a real time saver.

System Enhancer
The System Enhancer compliments Work Sets allowing you to launch programs from within any windows application. It also has handy functions like allowing you to close all open windows with a single command instead of having to close each one individually; plus other useful shortcuts. Again the emphasis is on increasing the ease with which you can use windows and therefore your productivity.

Memory Viewer
The Memory Viewer shows you instantanously how much memory is being utilised by each active application. This is an extremely handy tool on systems that are running close to the edge as far as free memory goes. Unlike other applications I have seen, this one uses a very easy to understand graphical interface.

Font Viewer
The Font Viewer allows you to see at a glance all the system and printer fonts you have available to you in a variety of sizes. This is a real help when designing documents and you can't quite remember what Times Roman 12 looks like; or whatever....

hDC Rocks
Finally, for the games freaks, is bundled a thing called hDC Rocks. This is a space shoot-em-up game, designed to really hone up your mouse skills. The kids will love it. Besides it will give you something else other than Solitaire or Reversi to put in your games window.

Summary
These two products offer substantial enhancements to the already great user interface of Windows 3. They are worthy of being on any serious Windows user's shopping list. Installation is a breeze and as with all windows applications there is plenty of context sensitive on-screen help available for the asking. With one minor exception, the software works as advertised and the accompanying documentation is excellent. I found that with First Apps installed, I was unable to run Windows in Real Mode. However, Standard and 386 Enhanced modes work fine. This is no problem unless you need to use this mode for compatibility reasons with some older windows applications. Besides, most major applications now have Windows 3 upgrades available at little or no cost.

If your budget won't stretch to buying both of these packages, then go for Windows Express first and First Apps later. Windows Express is far more useful to beginners and helps you organise your windows work sessions much better than with the normal Windows Program Manager.

These hDC products are available from Solutions - Software Sanctuary, P.0. Box 146, Ashmore City, Qld 4214. They are priced at around $190 each. However, shop around for other distributors in your local area. I have seen large variations in prices of all sorts of software lately as the market becomes more competitive.

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PC-SOFT #1 - 19 Basic2 utilities or games on one 5.25" disk, with:

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Probably specific to Amstrad PC1512 or 1640 owners only as all these programs require BASIC2. A good mix of games and utilities including an educational BUSES game for young children and a Mandelbrot generator.

PC-SOFT #2 - Eight games on one 5.25" or 3.5" disk with:

3DOXO.EXE, BOUNCY.COM, DRAGONFLY.EXE, JOIN4.COM, MM.EXE, MOLECULE.EXE, RACE.COM, REVERSI.COM.

Some popular games including a clever 3-D version of Noughts and Crosses, some shoot-em-ups and versions of Othello and Connect4.

PC-SOFT #3 - Twenty-four utilities on one 5.25" or 3.5" disk with:

BEEP.COM, CAL.COM, CALENDAR.COM, CGA2.COM, CHOICE.COM, CLEANUP.COM, CLICK.COM, CLR.COM, CURSOR.COM, DELB.BAT, DOSEDIT.COM, DOSMAP.EXE, DRIVE.COM, ETIMER.EXE, FILEDATA.COM, FSORT.BAT, FULLDIR.EXE, GDEL.EXE, HDFLASH.COM, KD.COM, LOSTFILE.EXE, LYNE.EXE, MEDIT.COM, NVRSAVE.COM.

Lots of useful utilities including a typewriter simulator, a directory killer and a file finder. Also contains a utility to allow mono screen owners to run CGA graphics in shades of grey (about 60% successful).

PC-SOFT #4 - Six games on one 5.25" or 3.5" disk with:

CRIB6.EXE, GALACTIX.COM, JASON.EXE, RIMTRIX.COM, SNAKE.COM, WEASEL.COM.

More popular games including a very good version of Cribbage and a humdinging brain teaser. Some games require at least CGA.

PC-SOFT #5 - Twenty-three utilities on one 5.25" or 3.5" disk with:

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Lots of printer utilities in this one, including a special effects printer mode selector, plus a word counter and an automatic hard disk parker. It also contains a memory resident text screen dump to a named file.

PC-SOFT #6 - FORD DRIVING SIMULATOR: version 2 on one 3.5" or 5.25" disk

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.**

Reviewed November 1990 - TAU.

PC-SOFT #7 - FUNNELS & BUCKETS and WP for KIDS on one 3.5" or 5.25" disk

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.

Reviewed November 1990 - TAU.

PC-SOFT #8 - JUNIOR WORD GAMES on one 3.5" or 5.25" disk

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.

Reviewed November 1990 - TAU.

PC-SOFT #9 - EDUCATIONAL GAMES FOR KIDS - 1 on one 3.5" or 5.25" disk

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

Reviewed November 1990 - TAU.

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Refer to Page 53 of the November 1990 issue for full details on contents of disks, and to Page 30 of this issue for details of postage charges to be added to order.

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THE SECRET OF MONKEY ISLAND

Perhaps owning a VGA screen could make one a computer-snob. I mean, who wants to play games of lesser graphic capabilities when the VGA clarity is so much better than the mere 16 colours of EGA. I suppose you can fall into this trap, after all it's natural to want to use the 256 colours whenever possible. But if that attitude were to persist, you would miss out on a number of exceedingly good games. One of these is "The Secret of Monkey Island" from Lucasfilm (distributed in Australia by Mindscape).

The hero of the animated 3-D adventure is Guybrush Threepwood, a young man who is down on his luck and seeks to become a pirate and everything that the dubious profession may provide. Melee Island is the favourite haunt of swash-bucklers and it is here that Guybrush needs to perform certain tasks to join the elite band of robbers.

From the outset it is clear that all is not as it should be on the Caribbean island. Following discussions with various pirate characters a story of intrigue unravels. A fearsome pirate named Captain LeChuck, whose advances had been spurned by the Governor Elaine Marley, was lost at sea following a treasure seeking trip to Monkey Island. Since then he has been haunting the pirates and none have dared to leave Melee Island.

The game is split into a number of parts. The first involves Guybrush in 'three trials' dictated by the pirate leaders to prove his worth prior to becoming a fully fledged pirate. He is required to become well accomplished with the sword and defeat the "Sword Master", find the legendary treasure of Melee Island, and finally retrieve a valuable idol from the Governor's mansion. During this last trial, Guybrush is obviously attracted to the Governor (it's all very innocent) and is therefore dismayed to later learn that she had been kidnapped by LeChuck. This sees Guybrush raising a crew and finding a boat to go in search of LeChuck whose hide-out is on Monkey Island. The second part, entitles "The Journey" takes place on the boat where the hand-picked crew are less than helpful. There are a few more tricky puzzles here which once resolved will take you to the third part, Monkey Island itself.

There is a fair amount of exploring to be done on the island inhabited, amongst others, by cannibals, a cast-away and of course Captain LeChuck with his prisoner. But you'll have to find all this out yourselves as I don't want to spoil the ending.

The whole game is full of refreshingly different puzzles, some requiring a lot of thought and some seemingly difficult but in the end quite simple to solve - but isn't that always the case once you have solved it? Whilst the graphics are perhaps not quite as good as some of the latest Sierra games (at least for VGA owners), this in no way detracts from the game. Certainly EGA owners will be pleasantly surprised. They are cleverly designed and include 'cut-scenes' (animated sections which run themselves) which not only add to the atmosphere but entertain at the same time. You will find yourself (and the rest of

REVIEW

Avast ye land lubbers!
Come and learn about sword fightin',
sea farin' and treasure huntery in a
quest to become a rich pirate!

the family) getting thoroughly absorbed in the adventure and associated puzzles.

While not essential, a mouse is a very useful tool as the game employs a 'point and click' command system. The screen is divided into two sections, the main graphic area and below that the action commands and a scrolling inventory list. A large cursor is easily seen and this is moved to the action list, say 'Walk to', selected then moved and 'clicked' on the destination point. It may sound a little complicated but rest assured it is very easy to use. The bonus to this system is that there is no lengthy or ambiguous text entry - in fact the only time you have to type anything is loading or saving the game or getting past the start-game protection.

The Secret of Monkey Island is full of humour too. Conversing with characters is achieved by making a selection from suggested questions or replies displayed below the graphics area of the screen. This system is very tolerant and part of the fun is selecting obviously wrong responses. Another important point is that you cannot 'die' in this game or get the heart-stopping "Restore/Load/Quit" message (Ho, Ho, Ho!). There are zany characters who keep you smiling with their repartee even during the most thought provoking moments.

The Secret of Monkey Island is a certain winner from Lucasfilm and will have you (or your children) sneaking as many opportunities as possible to get just that little bit further to solving the whole adventure. It has already received a resounding 94% overall rating in some UK magazines and deserves every point awarded.

I thoroughly recommend the game for pure family fun and entertainment.

The Secret of Monkey Island is suitable for IBM or compatibles with 512k and CGA, EGA or VGA screens. It supports AdLib sound cards and others.
It is distributed in Australia by Mindscape International and costs $69.95 for either 5.25" or 3.5" format.
It is available at all good software dealers and by Mail Order from Strategy Publications.

REVIEW

Introducing DOS - 5

Shane Kelly and Tony Blakemore continue their informative series on DOS for beginners.

Now that we have an overview of DOS and can navigate our way around disks, it is time to have a look at what DOS can do for us. What follows is the start of a list of all the MS-DOS commands and how to use them. There are some commands that are used more frequently than others and it is these commands upon which we will be concentrating. The list is presented in alphabetical order for easy location of the commands, but no significance should be placed on the fact that one command precedes another in the list.

Almost all the commands have various options that alter the way in which they operate. Most DOS references adopt some method of presenting these all on one line with various square brackets or other dividers that make them totally incomprehensible to the beginner.

Our format is different. We first present the command's name and its purpose and then each option of the command with a small discussion of where you might use it, followed by the various error messages and their causes. This causes some commands to take quite a bit of space. Don't worry about this, just follow along until you reach the specific purpose you want, and then take it from there.

We'll assume here that you have already switched on your PC and that it has gone through the various checks it normally performs and has successfully loaded DOS from either your floppy or hard disk. You will now be presented with an A> (or C> if you have a hard disk) and both you and the PC are ready to start work.

Let us first have a look at five simple commands. By the way, we've put in bold type the actual characters you need to type in which are normally followerd by [ret] which means hitting the return key.

VERSION COMMAND

VER is an abbreviation of VERSION command. The VER command displays the version number of MS-DOS. This command is seldom used and only if we wish to see what version of DOS that we are using.

Screen:	A> prompt on the screen
User Reply:	Type **VER** [ret]
Explanation:	Your computer will print a message telling you the version of DOS you are currently using.

Your screen will display something similar to A> VER 3.3.

PROMPT COMMAND

To enable us to know where we are on the disk DOS provides us with the ability to display the area or directory that we are currently in.

INSTRUCTION

Screen: A> prompt on the screen
User Reply: Type **PROMPT $P $G** [ret]
Explanation: Your computer will now display the name of the area or DIRECTORY that you are in.

Your prompt should now look like A:\>—

If you change directories by using **CD/NEWDIR** [ret] (where NEWDIR is the name of the directory you wish to change to), your prompt should now look like A\>NEWDIR .

Type **CD** and you are back at A prompt. We'll have more to say about DIRECTORIES later.

CLS COMMAND

Every time we enter a command we can leave a lot of rubbish on the screen. To clear the screen we use CLS.

Screen: A> on the screen
User Reply: Type **CLS** [ret]
Explanation: The screen clears and the DOS prompt re-appears at the top of the screen.

TIME COMMAND

Most PC's have an internal clock. DOS uses this clock to stamp the files that we create. So, to check or alter the time...

Screen: A> prompt on the screen
User Reply: Type **TIME** [ret]
Explanation: Returns the time and prompts for any changes.

TIME is very fussy about the format that is used. It must be in 24 hour military format and entered using the colon (:)to separate hours and minutes. i.e. 11:30 for 11.30am, 23:30 for 11.30pm.

Press enter if no changes are required.

DATE COMMAND

The internal clock is also used to stamp the files with the date.

Screen: A> prompt on the screen
User Reply: Type **DATE** [ret]
Explanation: Returns the date and prompts for any changes.

Format *mm-dd-yy*. Where *mm* is the month (1-12). *dd* is the day (1-31) and *yy* is the year (00-99).

CHANGING THE CURRENTLY LOGGED DRIVE

Depending on the model PC that you have it may have one, two or three disk drives. The arrangement of the disk drives is usually top to bottom. The top drive being drive A the bottom drive being drive B. (If a left and right arrangement, the left drive is probably the A drive). Fixed or hard drives are usually drive C and if it is a 30Mb or over it may also be divided into drive C and D.

HARD DRIVE USERS Boot off A:

Screen: A:> prompt on the screen
User Reply: Type **C:** [ret]
Explanation: The prompt will change from A:>to C:>

FLOPPY DRIVE USERS Boot off A: (Make sure you have a formatted disk in drive B:).

Screen: A:> prompt on the screen
User Reply: Type **B:** [ret]
Explanation: The prompt will change from A:>to B:>

Do this a few times until you are completely comfortable with changing the logged drive.

DIRECTORY COMMAND

DIR is the abbreviation for the DIRECTORY command. DIR lists the files on a disk and gives information about their size and when they were created.

Screen: A>, B> or C> prompt showing
User Reply: Type **DIR** [ret]
Explanation: A Directory of files that are currently on that disk will be listed. Free disk space is then displayed.

You do not have to be in the stated drive to see a directory of the drives files.

Screen: A>B>C> prompt on the screen
User Reply: Type **DIR A:** (or B: or C:)
Explanation: A Directory of files that are currently on the specified drive will be listed. Free disk space is then displayed.

The DIR Command can be used in other ways too, and that will be the subject of next month's tutorial, along with the Format , Copy and Rename commands.

GAME PLAY

COVERT ACTION

WONDERLAND

THE POWER PACK COMPILATION

RED BARON

VERDICTS

- Outstanding
- Above average
- Average
- Fair
- Waste of money

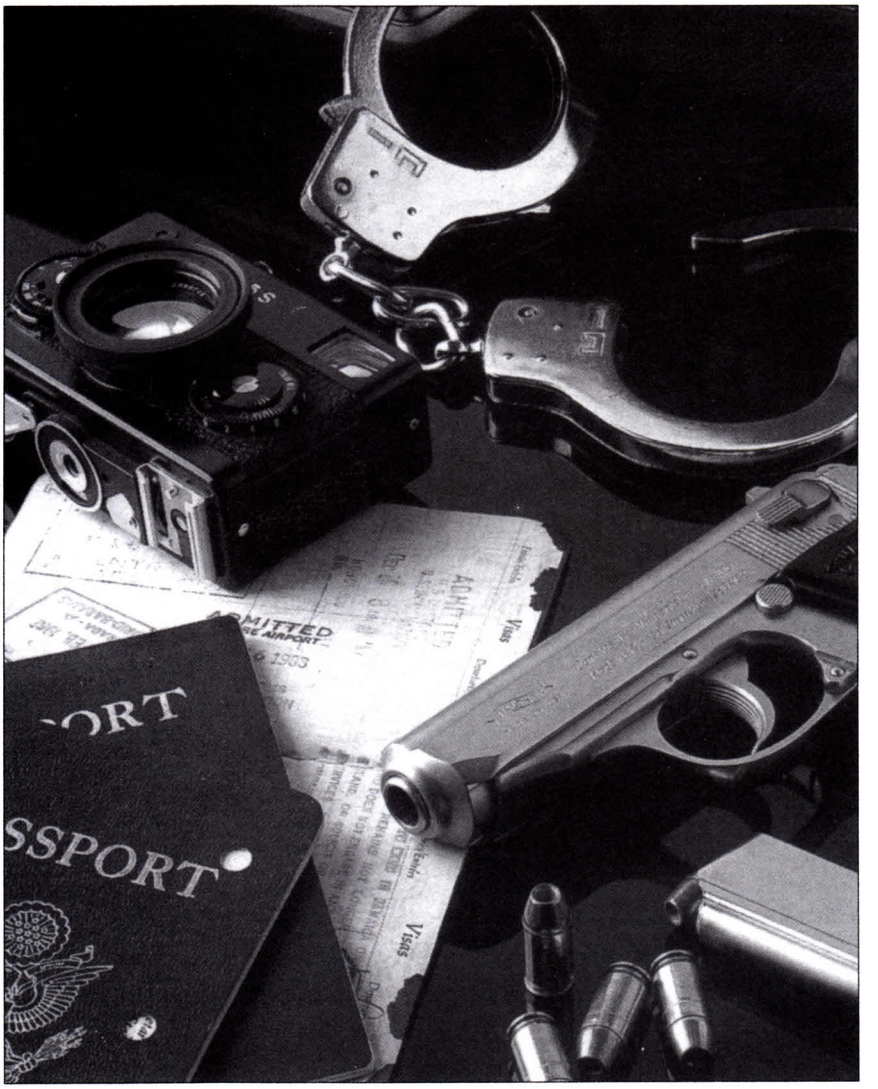
COVERT ACTION

- *Published by MicroProse • Distributed by Questor*
- *Supplied in dual format • Price $89.95*
- *Requires 512k, CGA, EGA, VGA, MCGA screens*
- *Supports Ad-Lib, Game Blaster and Roland modes.*

The location is Checkpoint Charlie, the time is 02:53, the rain is pouring by the bucketful as you watch the border post, your contact should be coming through soon, if the KGB don't get him first.

How many books and movies have started along these lines I do not know, I've lost count. It is the classic spy scenario, repeated hundreds of times by James Bond and his fellow spies, and now it's your chance, if you are a spy buff or Carmen Sandiego has lost its appeal. Take off the white gloves and get ready for the real thing with the pros!

Covert Action is a techno-thriller and re-creates the classical and not so classical spy line by allowing you to fight it out with the baddies. Taking the part of Max Remington, you are faced with a

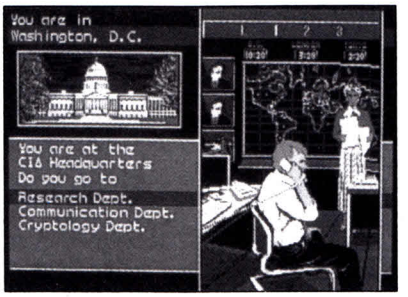


problem - your employer (the government) knows that something criminal is afoot but has so far only gathered a few clues. It is counting on you to solve the crime, using your many contacts and renowned experience. You must decode messages, tap phones and activate car tracers, set booby traps and burgle the local terrorist hide-out in the search for more clues. Once the clues begin to fall into place you must seek to understand the overall plan and the sub-plots so that you can stall and eventually neutralise the plan.

After the traditional opening screens you have the usual choice of loading or creating new characters or practising one of the many skills necessary to survive in the tough world of international espionage. These include combat, driving, cryptography and electronics. You have four difficulty levels from which to choose and then you may prepare for field work by training in the four categories outlined above. After that you are on your own following a briefing by your boss.

One of the main challenges with Covert Action is to make the correct decisions about the next step to take. At first you don't have many clues and more are unlikely to come quickly unless you act decisively. One of the essential things to do is to find the local hiding place of one of the organisations involved and to either tap the phone or to break-in and bug and search the place. Alternatively you can stake out the place and follow any suspects leaving the building. Once information begins trickling in you have to piece together the puzzle and may find you will have to fly to a different city to do more investigating or to arrest a suspect.

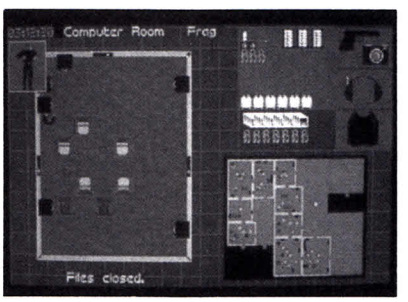
In my first case I had identified the mastermind but I did not know the location of his hide-out. After



a couple of useless flights between Rome and Paris I decided to stake out the head-quarters of one of their fellow organisations. My only fear was that since I had not arrested any of the other members in the plot and had done nothing constructive towards halting or stalling the crime that I would be wasting time following cars around. However, my gamble paid off. After a couple of phone and car bugs were in place I found the HQ of the Red September organisation and successfully broke in and arrested the head of operations. With their boss out of the way most of the minor players went into hiding but I still managed to catch another participant. With the two largest fish in jail and the plan completely destroyed it was back to the CIA office to receive the pay cheque and the applause of my fellow spies.

But it's not always that easy, since then I have managed to capture several agents but not the mastermind of the new plot that I am faced with.

The graphics aren't very exciting but they are of the adequate standard. The house search/break-in mode is achieved by splitting the screen into three



parts, a) a top view of the room you are in, b) a small map of the house and c) is a status screen showing your present level of health (how many hits you have taken) and the weapons available to you. The car chase screen is similar, the large map represents the city streets, a smaller one provides close up detail and the third section shows the road ahead. The part that I enjoyed the most was the phone tapping and car tracer installation procedure. You have a certain amount of time (depending on the alertness of the guards) to tamper with the circuit board until you can access all lines, this is done in the following way. You are shown a circuit board with numerous chips and a current flowing through it. You have one spare chip, and the aim is to swap chips around so as to cut the circuit to as many phones/ transmitters as possible without connecting the current to any alarms.

The game requires 512k of RAM and supports CGA, EGA, MCGA or VGA, it also requires IBM/MS DOS versions 2.0 or higher, with 3.1 or less recommended on 512k machines, a joystick is optional. It supports standard sound, IBM, Tandy, Ad Lib and Roland modes and also leaves you the option of later adding a custom driver for any new sound boards that may appear on the market.

Overall Covert Action is great fun to play. If you enjoy international intrigue, action, travel and mystery this game is something worth looking at. You need to think hard and fast as this is the only way to survive in the world of counter espionage. So get out the fake passport, hop into the Aston Martin and get ready to face the challenge from the worlds best criminal master-minds.

VERDICT ■ ■ ■

WONDERLAND

- *Published by Virgin Mastertronic • Distributed by Mindscape Int.*
- *Supplied on 5.25" only • Price $79.95*
- *Requires 640k, CGA (no graphics), EGA, VGA, MCGA, or Tandy*
- *Supports Ad-Lib, Game Blaster and Tandy 3-Voice*

Once upon a time, an adventure was released that was a huge success on all formats. The name of the masterpiece was The Pawn, and the name of the company that was responsible for its production was Magnetic Scrolls.

In the wake of that success, Magnetic Scrolls launched a string of hits, such as Guild of Thieves, Jinxter and Corruption. These hits were all produced on the Rainbird (British Telecom) label, but when British Telecom decided to get out of the software business and concentrate on selling telephones the label was consumed by Microprose. This left Magnetic Scrolls out on a limb with nobody to publish their software. Fortunately a saviour appeared on the scene, in the form of the Virgin label, and it is the first offering from this new coalition which is the subject of this review.

Wonderland - Dream the Dream is a big, big game based upon Alice's adventures in Wonderland. Magnetic Scrolls need to be congratulated on producing a great graphics adventure from it. You take the role of Alice, and your adventure commences on a river bank with your sister Emily, who is reading a book while Alice slumbers. Suddenly, a white rabbit appears and exits stage left. Being curious, you follow him and thereby launch into the amazing world of Lewis Carroll's puns, puzzles and conundrums that is Wonderland (but you'd better get a light first). Down the rabbit hole you go, and your first task is to get out into the wilds of Wonderland and start some exploring. As you wander about, you'll soon discover all of Lewis Carroll's familiar characters are there; the Mad Hatter, the March Hare, the caterpillar, the Knave of Hearts, the Cheshire cat to name a few. As you progress through the story, you earn points for solving puzzles, with the ultimate aim being to finish the game with a maximum points score.

It's easier said than done of course, and will no doubt keep many lights burning into the small hours. Rather than give a run through the game and spoil a few surprises, I'll concentrate on the mechanics and my overall impressions.

The screen in Wonderland is user definable. The only window you have to have open is the text window, and you have a choice as to it's size and location on the screen. You can also have a number of other windows open at the same time, ranging from a map window to the graphics window (also sizable to suit your needs). Text input is either through the keyboard, or by the use of pull-down menus containing most of the verbs and actions you'll need. To play using the menus a mouse is essential, but if you haven't got one you'll not lose any of the fun by using your fingers on the cursor keys or a joystick.

One of the best accessories is the compass, which makes movement as simple as clicking on the compass point. A map window makes it very easy to move to a location you've already visited, as all you have to do is click on the room and off you go.

There is unlikely to be a hint book for Wonderland as there is a help window provided. It provides clues in a particular area, perhaps a little cryptic at first, but getting progressively more helpful the more you ask. The catch is that all references to the help window are logged and point deducted from the final score. So, if you want to score the maximum, don't use this feature.

Magnetic Scrolls have built their reputation around graphics adventures, and Wonderland is no exception. The graphics are great (in VGA) and good (in EGA) and carefully thought out providing plenty of atmosphere. If you can only play in CGA mode, unfortunately you won't get any graphics, and will have to put up with a text only game. The graphics window can also be sized to suit your needs, and you can even set this up to be half or full sized, and animated (in some scenes), which adds even more atmosphere to the game. Once you've decided on the layout that best suits you, you can save it to disc for use when you have to quit and restart at a later date.

The traditional Magnetic Scrolls security system is present (i.e. type the word found on page x, paragraph y, line z etc. etc.), to deter would be pirates, and any who think that a quick photocopy of the manual will get round this will have some 66 pages to reckon with.

As previously mentioned, Wonderland is a big game. It comes on nine 5.25 inch disks and can be installed onto a hard disk or any sized floppy that your computer can use (this review was done on a PC20, with an external 5.25 inch drive and the game installed onto four 3.5 inch disks - but note that if you have uneven sized drives you may have to disconnect one of your drives to play the game). It is recommended that the game be played from a hard disk, and having played it from floppies I can vouch for this fact. The continual disk-swapping is a real drag, but a hard disk will eliminate this frustration. Magnetic Scrolls have produced an easy to play adventure, which has as little direct text input as you want to use. The use of menus and windows works very well and takes out of the game all the frustration of having to think which phrase the program will accept. The package is put together with the usual Magnetic Scrolls' great attention to detail, and contains a detailed generic manual, a quick start guide, a PC user guide, a map of Wonderland and a big poster. All in all this is a well produced and impressive package that oozes quality from the very beginning.

To summarise, Magnetic Scrolls have produced another great adventure to add to their achievements. It's much easier to use than their earlier offerings, and the graphics are more superior. To get the most out of the game a mouse and hard disk are essential, but it is still playable without these. Virgin haven't been able to produce many good games recently, but their alliance with Magnetic Scrolls will surely guarantee them some hits for the software charts in 1991. Wonderland is a must for adventure addicts.

VERDICT ■ ■ ■ ■

THE POWER PACK COMPILATION

- *Published by Beau Jolly • Distributed by Pactronics*
- *Supplied on 5.25" only • Price $79.95*
- *Requires 512k, CGA, EGA or VGA (TV Sports Football EGA only)*

Compilations for PCs are becoming more popular, and represent very good value for money. The Power Pack Compilation is no exception containing four games for around $20 each, namely Xenon 2, TV Sports Football, Defender of the Crown and Lombard Rally.

Xenon 2 is a classic space shoot-em-up which received a good review when first released. It features a battlecraft called the Megablaster in a game for one or two players. Frantic firepower is necessary through five levels of scrolling screens with options to trade equipment.

TV Sports Football is a two part American Football game (not suitable for IBM PS/2s). The first part deals with league stats, team editing and game selection and the second part is the actual game - arcade style for two players. Naturally you get a chance to practice before the big game. All the ploys you would expect of the game are featured and the result in EGA quality is good.

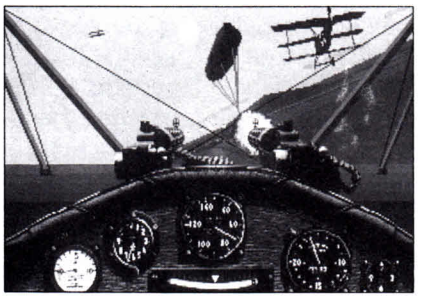
Defender of the Crown is a blend of role playing and strategy with arcade segments back in the days of knights and chivalry. You can joust for fame or land, do battle and even seek help from Robin Hood to rid Britain of foreign invaders.

Lombard Rally is a challenging driving simulation of the famous car rally featuring a Ford Sierra RS Cosworth. It features five legs (15 stages) following a qualifying round. It's a fast 'timed' game with damage and financial considerations to keep you on your toes.

RED BARON

- *Published by Dynamix/Sierra • Distributed in Australia by Ozisoft*
- *Supplied with 1.2mbs 5.25"and 1.44mbs 3.5" disks • Price $84.95*
- *Supports Sound Cards • Requires 640k with dual floppies or Hard Disk*
- *Supports 256 colour VGA only • 10 Mhz or higher recommended*

It is hard to believe that when the Wright brothers flew for the first time in 1903 anyone could have foreseen the many uses that the aircraft would be put to. Had they known that in only a few short years it would become a major weapon of war they might have stuck to playing cards. World War One was to become the proving ground for this new weapon and Red Baron allows you to recreate war in the air during this time, when men flew in planes that resembled crates, made of wood

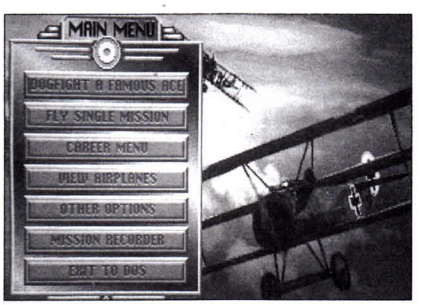


and linen.

In the early days of WW1 planes were used in simple roles, as observer and spotter craft, but as their potential threat became more apparent the pilots themselves looked for different means of destroying their flying enemies. By mid 1915 the aircraft had become a tool of war, and armed with machine guns they took to the skies in search of prey, some never to return.

This is the setting of Red Baron, you play the role of a fighter pilot in WW1 and seek to rise through the ranks and, most important of all, to survive. The game allows you to play and practice several different aspects of flight, you may dog-fight a famous ace (19 to choose from), fly a single mission (historical, dogfight an ace or squadron, patrol the front, escort or stop bombing raids, hunt a Zeppelin, escort reconnaissance, balloon defence and balloon busting), or start a career that will take you through dozens of different missions all the way to the end of the war. The career option is probably the most well conducted I have seen. If you survive and prove yourself in the air you will make your way through the ranks, gaining respect and being allowed to use better aircraft as you progress.

Medal presentations and newspaper reports will be your rewards but beware, fame will make you a special target for the enemy. The only criticism I have is the need to continually back-up your career, for once you are killed that pilot becomes

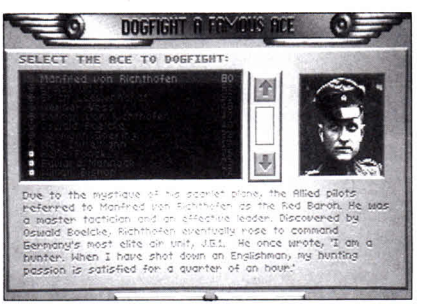


unusable.

When you rise through the ranks and become a flight leader you will take on new responsibilities - not only may you issue orders to your flight group but you may also request transfers and receive the use of a personal aircraft onto which you may paint your favourite colours, just like the real aces used to.

Another feature offered is the use of a flight recorder. This allows you to view any of the pre-recorded aerobatics or to record your own mission and to change this mission once it's saved, thus giving you the power to choreograph your own dog-fights by allowing you to change views and to re-enter the simulation from any point in the play-back.

When you select to start a mission you are presented with a mission description screen. This outlines your aims and present weather conditions. From there you may select the Flight Assignment screen, showing the type of plane you will fly and the skill level of your fellow flyers. Then you may choose the realism panel, this allows you to turn on or off several of the main factors that affect your flight (including



sun blind spot, gun jams, navigation options and aircraft damage) it also allows you to choose the flight expereince level (novice, intermediate or expert).

Once your mission is over the mission review screen will appear, providing you with a comment on the overall mission performance, the mission score and the number of personal and squadron kills. You will also be shown a special screen if you are shot down, wounded or crash. Depending on those, you may be given a summary of your career and the date of your death, or be told of your recovery in hospital or capture.

Overall the game is very well presented, it works well and it has definitely set some good

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standards in flight simulator designs. The only problem I found was that even on my 386SX at 16mhz I had to turn down the ground detail to speed up the dog-fighting, however it is simply a question of configuring the software to your machine and your own needs. In fact with the same kind of tinkering, it runs quite adequately on a 286.

I did have problem with the joy-stick interface. If the game is set up to recognize the joystick and the trim controls have been altered since the last time you played then you will find your cursor wandering all over the menu. The way to get around this is to enable the joystick once flight has commenced and to calibrate the joystick then.

Beside that small matter the game is fantastic, the detail and colour are simply unbelievable, the aircraft are extremely detailed, even when in flight you can make out the wing struts and the insignia on the other planes. As you approach the ground to land you will see the airbase buildings become larger and more detailed to the point of being able to see whose flag is flying on the flagpole in the parade ground. And if you fly a dawn or dusk mission you will notice the sky and the light around you changing. Similar effects are presented with a cloudy day, especially if you fly under the clouds or through them, giving the impression that you can reach out and actually feel the moisture in the air.

Red Baron is one of, if not, *the* most professional flight simulators I have seen, the credits look like, and are as long as, something out of Hollywood. The game definitely deserves a place in anyone's hard disk.

VERDICT ■ ■ ■ ■

JONES IN THE FAST LANE

- *Published by Sierra • Distributed in Australia by Ozisoft*
- *Supplied with 1.2mbs 5.25" and 720k 3.5"disks • Price $69.95*
- *Supports Sound Cards • 8 Mhz or higher • Hard disk recommended*
- *Needs 640k (MCGA/VGA) for 256 colours or 512k (EGA/Tandy) for 16.*

Now here's a game that's a little different from Sierra's normal offerings. Jones in the Fast Lane is a game with up to four players vying for supremacy in living standards. It also has the option for one player to play against the computer.

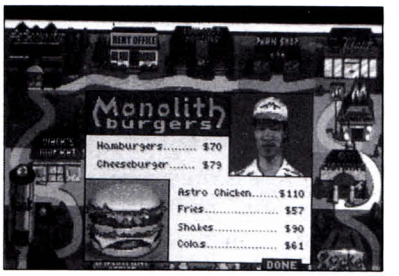
Goals are set covering such areas as financial, educational and happiness. There are four goals in each game and can be adjusted from a total maximum points of 200 down to 40 - the result being that the higher the goal points are, the longer the game will take to play.

The game starts with a really catchy tune (like all Sierra music and best heard through a sound card). Having selected the number of players and their goals, player one begins. The screen consists of a number of buildings around the outer edge all connected by a pathway. Play commences at some humble lodgings and by moving a cursor to, say, the employment office, a small coloured ball will travel down the path and into the office.

The centre section of the screen now comes into play and will display a number of jobs and hourly rates payable. Of course you have to start at the bottom of the ladder and will be told in no uncertain terms that your are unqualified if you choose a job above your current station. Once employed you need to travel to the building in question and start work.

Each player's turn covers a period of one week which is indicated on a small clock at the centre bottom of the screen. Any activity eats into the displayed time-left. Talking about eating, you must nip out from work every so often to take in nourishment otherwise you'll lose at least a third of your next week's time due to weakness.

Every four weeks, your rent becomes due and, hopefully, you would have earned enough by that time to pay it. You may also have earned enough to pay for those little privileges of life, like a TV or stereo, or even some new clothes. The odd doctor's bill or frantic weekend may also dent your accumulated wealth.



Prices in the shops and salaries vary according to the current inflation rate, so too do investments in the bank if you can afford it. As there is a thief about, it is wise to keep some money in the bank and perhaps rent more secure lodgings.

At first the game did not appear to be very exciting until we had all played it at least once. Then it became clear on the tactics to use, and consequently, showed its true colours as a strategic race against your opponents to become simply better off than they. It's an amusing diversion from the current batch of shoot-em-ups and adventure games and good wholesome family fun.

VERDICT ■ ■ ■

Soft option to DTP

The job of choosing the right software for a desktop publishing venture can sometimes be difficult for the novice.

DeskTop Publishing (DTP) is a hardware and software system you can purchase for your computer to mimic professional typesetting and printer equipment.

It can be used to produce documents ranging from a neighbourhood newsletter up to a professionally laid-out magazine or even an entire book - if you are willing to spend time learning basic publishing skills.

The skills you need to eventually acquire include handling columnar page layout, the placement and sizing of pictures and the use of fonts (the whole appearance of the letter including the size of the printed character, the typestyle and typeface) - a skill generally known as typography. In other words, you should be a one-person art department, typesetter, editorial consultant and general all-round publisher. That was the bad news - now for the good news.

What follows is a summary of some of the features which should be included in any DTP package - and you don't have to have any publishing skills to get your hands on this list.

But when you start looking at the list you'll find that the features we suggest are ones that won't necessarily come with every package you look at. In short, you tend to get what you pay for.

At any rate, the following is a worthwhile "checklist" that you can take with you to a computer dealer's showroom or to which you can refer when writing to manufacturers to get more details on their software. You should look for:

• the maximum possible number of text-manipulator tools - Most DTP packages will accept files written in a word processor, but it is by no means all that will actually provide word-processing features within the package itself. And if the DTP package does not offer sufficient editing facilities, you may find yourself actually having to go back into your work-processor to make the changes necessary to implement corrections. So when looking at a DTP package, see whether it offers the ability to edit and manipulate text in the same basic manner as a word processor - with basic "cut and paste" facilities, as well as a variety of standard cursor movement options.

• strong support for all major word-processing packages. Most importantly, of course, any package you choose must support the word-processor that you yourself use in everyday writing. And that means not only being able to "import" the text that you have written, but also import it in such a way that all the bolds, italics and paragraph marks you put into the original text stay there and do not have to be re-entered.

• a WYSIWYG (What You See Is What You Get) format for displaying your work - if you have to print out a document every time you wish to see the effect of a change in typeface or text alignment, the DTP package that produced the document is bound to be slower than one which would show typeface and formatting changes immediately on-screen. This is particularly important with regard to fonts, in cases where you may have access to a "driver" that will produce a given font on the printer, but would have no equivalent "screen driver" to see that same font within your DTP package on-screen.

• a good, built-in hyphenation dictionary. Before computers started getting in the typesetting business, it was people who had to choose where each long word would break in order that a line of text could fit within a column. Making these decisions manually, however, was time consuming and unproductive. DTP packages get round this potential type-setting "bottleneck" by including their own dictionary of hyphenated words, phrases and parts of words.

By comparing the words in a

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given piece of typesetting with the pre-hyphenated words in the dictionary, a good piece of DTP software can make "decisions" about where words should hyphenate. In cases where you may wish to use specialist language (such as in a medical text), this dictionary should also have the facility of being able to be expanded and/or provide the opportunity for people to "manually" make the decisions about where to hyphenate some difficult words.

DTP software that uses MicroSoft Windows can more easily swap graphic information between applications.

• the ability to control "fine tuning" features such as leading (which determines space between lines of text), kerning and tracking (used to adjust space between individual letters).

• facilities to "wrap" text around irregular photos or graphics. This allows you to be more creative in layout and design, such that greater flexibility and control can be achieved.

• graphics incorporation functions. At some point or another, you may want to add images drawn from scanners (which are a form of "electronic photocopier" that move pictures and diagrams from paper to screen) and "paint" packages (these allow you to use the computer to draw your own pictures and diagrams). An additional consideration is whether or not you can use the tools in the DTP package to create your own graphics.

• the inclusion of various forms of 'clip-art' (examples of ready artwork that you can 'paste' into your own work). These allow you to develop a library of artwork even before you start to create your own or scan some into the system.

• ease of "layout" of your work. How easy is it for you to create columns and boxes, size headlines, and carry out most of the standard design operations? Do you, for example, have to set up a grid of columns before you can add the text and graphics or can you create columns as you need them?

• non-contiguous text formatting. This is the ability to have text continued in different parts of the document and still be linked so that changes are automatically reflected. If you start an article on page 2 of your publication and then have the continuation on page 12, non-contiguous text formatting will allow you to delete text from page 2 and have the appropriate amount subtracted from page 12.

• preview work on facing pages. When designing two-page magazine or newspaper "spreads", a package which will only display one page at a time is absolutely no good to you. You need to ensure that if you are designing something to run over two pages that your desktop-publishing package will allow you to do this.

• page sizes, other than the standard A4 are offered. If you want to produce business cards, flyers, leaflets and other odd size documents, you do not want to be stuck with a desktop publishing package that is limited to the simple A4 size of a magazine or newsletter.

• a networking version of the software is available for your PC. Longer documents are often the result of the work of several people or a department. Without a net-working facility, people who wish to contribute to a DTP document must bring their disks to a central PC or, if people are using incompatible machines (such as PCs and Apple Macintoshes), must use communications between their machine and the one doing the DTP. At some point you may decide that networking is the answer to this problem and your DTP system should offer networking support in some form.

• the software is fast enough when used on your PC. Most DTP software makes heavy use of computer graphics and that, in turn, all draws on your computer's memory capacity, speed and display power. If you are planning to use a desktop publishing package with lots of power, make sure that your PC is up to the task.

Growing a Database

Chris Collins unearths a Flowers and Shrubs hypertext database along with other blossoming Shareware products.

This month does not have a lot of news for me to tell you, but a few little tidbits from the master of virus software, McAfee. Version 75 of all of his virus software is now available. Virus Tools has also been updated.

A couple of new archivers have now reached me. The first is called ARJ and has finally been released from beta test. The new version is 1.01, and is the only archiver that I have yet found that will compress GIF files. This is a major feat as GIF picture files are already a compressed format. The second new release is an American system called DWC. This is written by a person named Dean W. Cooper, and I have been looking for this one for a while. It doesn't do much that is better than any other, but it is necessary to have copies of all the current archivers in case someone gives you a file in that format. LHARC is now into version 2.1 of it's release. As yet there has not been any time to play with it, so I can't really tell you much. I will be updating the Archive Tools diskettes shortly, and will be able to tell you more about that next month.

This month's diskettes are going to cover a wide range of subjects, but I will probably just pick them out as I go along so they won't be in any specific order.

Root Directory

Root Directory is a database about flowers and shrubs. It is unusual in a number of ways, the main being that it is a hypertext system. Root Directory comes on three 360k 5.25" diskettes, and does not have a requested registration fee that I could find anywhere. Undoubtedly there is one. The program uses a hypertext system called KnowledgePro, and is an excellent gardening guide. Along with FLOWERS (the sample database listed here) there are also TREES, SHRUBS, VINES, GROUNDCOVERS and PEST CONTROL available from the authors as databases. Perhaps database is the wrong term to use, encyclopedia is a lot better term.

When you go into Root Directory, you are always given options to do. There is always help available with the press of the F1 key, and pressing it again will get you the help index. F1 will usually QUIT you from the current position to the previous, and F8 usually gives you a DOS window.

You are first asked whether you wish to browse the flower enclyclopedia, or to recommend a flower. The program will then lead you through a series of questions to establish which flowers best suit your purpose. The questions relate to a zone of the US (it relates to Australia by using the minimum temperatures listed, rather than the area). You will then be led through questions relating to the growing situation, type of flower (bulb, annual, etc), colour, the season when you want the colour to appear and a question regarding the height of the flower. The program will then give you a recommendation for a flower. If you then press ENTER or SPACE it will display more information about the listed flower or flowers.

The other way of using the program is by BROWSING the encyclopedia. This can be done by using either the COMMON NAME or the SCIENTIFIC NAME. Choose one, and you are given a long list from which to choose. This is great if you know the plant that you like, but don't know whether it will suit your conditions.

I found that this program could make life much easier for the person who is really into gardening. Most times I find gardening very boring, because I don't know enough about the flowers that I buy. I suppose that a lot of people like me are out there. Well, Root Directory will make your life much easier! Well worth looking at!

Intext Multilingual Word Processor

Intext is a multi-lingual word processor, the first one of it's kind in the shareware market. It allows

BUDGET

you to word process in both English and another language. The variety of languages includes, but is not limited to, Arabic, Greek, Hebrew, Japanese, Russian, Thai and many others. The program comes on only one 360k 5.25" diskette, but does include a large collection of ZIP files for the program. It requires a hard disk drive, or at least a high density (1.2mb or 1.44mb) floppy disk drive.

The program that you will receive is the international version that contains all of the languages currently available. That means that the one version is suitable for everyone, you simply pick the language that you require and unzip the files.

To make the program work, simply copy the INTEXT.ZIP file and the &.ZIP file that relates to the language that you require into a directory. Unzip both files, INTEXT first and then your language file. When PKUNZIP asks you whether you should overwrite the files that came out of INTEXT.ZIP, say YES! This will give you the full blown word processor that will allow you to write in both English, and the language of your choice.

INTEXT runs in either Hercules graphics mode, or in CGA so that the characters of the language appear on the screen exactly as you type them. Arabic even runs right to left! Not being bi-lingual, I wasn't sure whether any of the languages that I played with was grammatically correct or not, but they showed up on the screen looking correct. INTEXT maps the keyboard so that you can type in either language, and swap between them at will.

Printed output I could not test as the shareware version of the program does not come with a driver for the HP Laserjet+. If all runs as per the rest of the program, I would expect that the printed output would match the quality shown so far.

Two major sore points with the program spring to mind. INTEXT persists in using F10 as the function key that calls up HELP. I realise that this is a small point, but as almost all programs have finally got together and settled on F1 for HELP, it would be nice to see INTEXT follow the trend. The second is the use of CGA graphics for the program. Surely, programmers realise that there is no reason for me to have gone out and purchased either an EGA or VGA screen for superior graphics, if they refuse to setup their programs to recognise and use the modes available. INTEXT does support Hercules, but on some EGA and VGA cards, it is difficult to get this mode to work correctly.

INTEXT has a lot of features for a word processor, and does not appear to be left out in any area but one. It doesn't have either a spell checker or a thesaurus, but this can be excused as the necessary code would have probably made the program humongous.

If you are in the market for a multi-lingual word processor, have a look at INTEXT. It's basically the only ball game in town.

Megadraw

Megadraw is an animation program. Designed to create 12 frame animation sequences that can be incorporated into any program, Megadraw will then write self standing Quickbasic code for either CGA or EGA that can then be used in your program. Megadraw requires an EGA or better video system, although it will write code for either CGA or EGA. Whether there is a VGA version coming or not, I don't know. Megadraw comes on only one 360k 5.25" diskette, and has a registration fee of US$40.00.

Animation is created by using a collection of frames, all slightly different from the others, and rapidly displaying these in succession. A lot of the commands for Megadraw are used to control the various effects that can be used to produce the animation.

The drawing section of the program is quite good, but try as I might I could not get it to work with a mouse. This probably isn't a major point, but with so many drawing programs already supporting a mouse, you notice that it is not present.

HELP is available by pressing F1 and is probably the most excellent part of the program. It displays a list of topics that relate to various areas of the program. Press the letter that denotes what interests you, and more help is displayed. Excellent!

I don't know of any other program of this type in the shareware arena. TheDraw and AnsiDraw do ANSI animation, but that can only be done using the extended characters available in the IBM-PC character set. Megadraw allows much more. Plus it gives you the facility to add that animation to your programs , whether in Quickbasic or some other language. Worth checking out!

VGA Concentration

VGA Concentration is another game from the mob at Alive Software. These are the same people who provided us with VGA Sharks on one of the VGA Games diskettes. VGA Concentration comes on only one 360k 5.25" diskette, and has a registration fee of US$20.00. The game is very simple, and can be explained in a few words. The card games Concentration set on a VGA computer screen.

The program works in two modes, both 320*200 with 256 colours and 640*480 with 16 colours. The 256 colour mode gives you sixteen cards to choose from, or eight pairs. The 16 colour mode gives you 64 cards to choose from, or 32 pairs. Of the current 256 colour series supplied with the

game, one relates to WILDLIFE and the other to FANTASY. In the 16 colour mode, one series relates to national flags, whilst the other relates to ethnic cartoons.

When you first boot VGA Concentration, you are presented with a screen asking you to pick which VGA card you are using. Select yours, and then you will be prompted as to whether you wish to use the mouse or the keyboard. Then onto the game. Next choice is the set of cards that you wish to use in this game. This is where one of the deficiencies of the game shows up. It always defaults to 256 colour mode, and the documentation does not mention any way to change that. After the choice of cards, you are shown the pairs, and then the computer places them all face down.

From now on it is simply the same as the card game. Select two cards from the screen, if they match they stay face up. After you get all of the pairs face up, the game finishes. There are a set of pulldown menus available that let you select various options including choice of the pictures , speed of the turndown of the cards, sound on or off and quit.
When you register the program, the authors promise a newer version of the program and *hundreds* of pictures for you to use with the game. I like it, even though it is very simple. The only limitation is the number of pictures with this version. Good fun!

BattleShip
There are a lot of computer versions of the games that we used to play as kids now available. BattleShip is another one. It comes on only one 360k5.25" diskette, and has a registration fee of US$15.00. It requires EGA or better graphics.
BattleShip allows you to play against the computer, or against someone else using your modem to connect together. When you play against the computer, you simply see the screen set up as per the Milton Bradley game with your ships in the foreground, and the vertical screen showing where you have shots landed.

Positioning your ships and firing on the enemy is just like the board game.The latter provides a noise like a bomb dropping, and then if you hit something, an almightly explosion. This will show up on the opponents screen as a red circle. If you miss, it shows as a white circle.

There are a couple of annoying points to this game. The graphics are not as good as I hoped. Considering the fact that it requires EGA or better, the graphics are only in 320*200 mode but there are no extra colours to make up for the lousy resolution. The second sore point is the sound. It can get very annoying at times, but fortunately there is an option to turn it off.

If you are into BattleShip, then this version which is the only one that I have seen on computer is great fun. But remember, it is only BattleShip.

Cassette Labellers
This diskette contains programs that will create inserts that you put into cassette boxes with your recorder cassettes. It contains 5 programs of this type, and I shall briefly describe each of these.

AUDIO 3:- This is the one that I use, and is probably as far as I am concerned the best of the lot. It requires approximately 75k of disk space to operate. It shows on screen almost exactly what you will get when you print out the insert. It offers a lot of options regarding what can be printed, and how it is printed out. I like AUDIO 3 because it allows you the facility to be able to save the insert you are doing, and then come back and edit it before you finally print it.

Some of the printing options include whether or not to use line characters; to print the owners name, tape type and noise reduction. So you can see that you appear to have more control with AUDIO 3 than with any of the others.

CASELINER:- This is a program for those of you who use Windows, and as such is limited to the printed capabilities of Windows. It does allow access to the full range of fonts, and due to Windows, can show you on screen exactly what you will print. It offers a lot of options regarding the fonts used for various parts of the insert, and as such is an excellent program. However, I refuse to have Windows on my hard disk simply to run Caseliner. If Windows is on your hard disk and you enjoy using it, here is the program for you. And keep your eye on this column as there will be some Windows programs coming up soon.

CASSETTE!:- Version 2.17 of is now available, and is not bad, depending on what you want. It does allow you to save your insert, and then come back and edit it again before you print it. However, I found that it only printed from the menu in one type size (10cpi) so that it was very limited in the amount that could be printed for each title.

Also in the ZIP file is IMAGEPRINT which is used to do all of the printing for the insert. There are currently two fonts in the ZIP file. IMAGEPRINT will default using FONT1. So make a copy of FONT1 and copy FONT2 to FONT1 to see what they both look like. To print an insert, it is simply a matter of exiting CASSETTE!, and then typing PRINT FILENAME .CAS and it will print. Again it is still only in one type size (10cpi) so the length of the song names is very limited. If they could fix this, it would be a great program.

CASSBOX:- This is a very limited

compiled basic program, with the source code enclosed, to print inserts. This does have an advantage in the fact that you could edit the source basic code to suit your own design, and then compile it. It does mean a lot of work though, as you must get into the program and set up the strings for your printer, or else it won't work correctly. You also need either a copy of QuickBasic v.4.0 or better or the Qbasic interpreter that comes with DOS 5.0 to be able to use it correctly. I really don't believe that it is worth all of the effort, especially as the program won't allow you to save your previously created files, on the diskette for you to look at. An adaption from an early TRS-80 program, and it shows!

TAPES334:- Tapes is the last of the programs on this diskette, and again is a very simple program like CASSBOX. It allows editing of the titles and songs, but only supports Epson and IBM Proprinter printers. It doesn't allow saving or loading of files, or any specification of sizes to be used when printing. It is simply a quick and dirty insert printing program.

All of the above programs have differing authors and differing registration fees, but all are presented on this diskette because they all have one basic aim in mind; to produce a cassette insert. Use the one that best suits you.

If you require any of the programs listed above, or any that I have previewed before, please send $7.50 per 360k 5 1/4" diskette or $15.00 per 720k 3 1/2" diskette. Don't forget that a 720k diskette holds two programs, and it is up to you to ensure that you choose two programs. Send your orders to:

MacroDisk
Unit 2, 47 Vernon Street
South Kingsville Vic 3015

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Masterfile PC Vers 3/Full DB+WP /dual		269.00	188.00
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Personal Skills /5.25	C/256	29.95	20.95
Taspell Sp/checker /5.25		95.00	66.60
COMPILATIONS			
3 Fabulous Worlds /5.25 *with Rocket Ranger, The Three Stooges, and Sinbad & the Throne of the Falcon*		59.95	41.95
All Time Classic Classics /3.5 *with Serve & Volley, TKO, Rack 'em & Steel Thunder*		79.95	55.95
All Time Classic Classics /5.25 (see 3.5 list)		79.95	55.95
Cosmi Top 10 /5.25 *with Super Huey, DefCon 5, NavCom 6, Corporate Raider, Inside Trader, Munch, R-Ribit, Sanction & Invaders*		49.95	34.95
Future Classics /dual *with Tank Battle, Discman, Diet Riot, Blackalanche & Lost 'n Maze*		59.95	41.95
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Birds 'n Bees (Sex Education) /5.25		49.95	34.95
Business Dynamics /5.25		39.95	27.95
Computerease /5.25		19.95	13.95
Fun School 2 (8 and Over) /5.25		49.95	34.95
Once Upon a Time 2 /5.25		79.95	55.95
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Pistol Packing

Pedro Silva flies with the new Winner 1000 Pistol Stick from Pactronics

As my present joystick is on its death bed I welcomed the opportunity to review this new model with open arms. The first thing that caught my attention was the size of the box. The editor had said it contained a joystick, but the box looked big enough to contain a microwave! *(Don't exaggerate - Ed).* However, it made its statement loud and clear, "Pistol Grip... recommended for use with all flight sims, etc." Hey, I thought, my kind of joy stick. So, I opened it.

All I could think of was, Wow! This has to be one of the oddest joysticks I have seen, it sits on a triangular base (approx 7 inches per side) with big suckers at each corner. It feels strange at first to have this thing on your desk that takes up nearly as much space as half of your keyboard but unless you are really short of space I would still give it a go.

Both the right and left corners have big red fire buttons and the top corner has the single most distinctive feature of this stick, that is a red knob that is supposedly to be used as a throttle control. It is supposed to only rotate a certain distance and has a small plastic pin to stop it from going too far. Unfortunately, my colleague assumed that it was one of those dials that you turn until it clicks on, and click it did, only it wasn't on, it was breaking off the pin! It still works though.

The grip looks strangely uncomfortable, appearing too squarish for comfort, but nothing could be further from the truth, the pistol grip shape is actually quite comfortable, more so in fact than some of those I have tried that are supposedly designed to fit your hand, with all the right lumps and bumps in the right place. It is smooth and comfortable being as good for right or left handers and suitable for most hand sizes (maybe too big for the kiddies, if possible let them have a feel before you buy).

But the real test of a joystick is not its looks but its performance and I quickly put it to the test. All over the side of the box are games for which the stick is recommended. "Their Finest Hour, Battle of Britain" handled beautifully, the action was smooth and it was easy to line up the targets and overall it gave a very satisfying and accurate performance; "F-19 Stealth Fighter" handled well and deftly with the joystick making up for the machine's speed, it was accurate enough to make for exciting flying as the 386 flew us all over Europe; "Wing Commander" one of, if not, *the* finest simulator made so far handled very well too. As far as simulators went the only disappointment was "Red Baron" which I don't think is very joystick friendly anyway. I also tried some arcade games, even though it's not specifically intended for them "Super Off Road" was a bit hard because of the way the stick is expected to perform but some of the more conventional hack and slash games took it pretty well.

Despite the fact that I didn't get to play with the throttle properly, the Pistol Stick handled most of the software pretty well and I'm quite satisfied with it. The trim controls and fire buttons give good response and are well placed. The only concern is the construction, it appears very plasticky and maybe not too structurally solid. But it is a good simulator joystick and that's what it's designed for. So I surmise that if you are not too rough on it and don't bash it about on your arcade games it should give you many hours of fun.

The Pistol Stick Winner 1000 costs $59.95. It is distributed in Australia by Pactronics (02) 748 4700.

REVIEW

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Colour Printer

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NX1000CL	9	10"	4	144	495.00
LC200CL	9	10"	5	225	540.00
LC15	9	15"	4	180	745.00
LC24-10 **	24	10"	5	180	670.00
LC24-200	24	10"	6	222	790.00
LC24-200CL	24	10"	6	222	890.00
LC2415	24	15"	5	200	1095.00
FR10	9	10"	8	300	1095.00
FR15	9	15"	8	300	1290.00
XB2410	24	10	16	240	1345.00
XB2415	24	15"	16	240	1490.00

* Suitable for Amstrad CPCs or PCWs. ** Suitable for Amstrad PCWs. (Note: PCW8000s require RS232 interface to connect another printer. Both 8000s and 9000s require a 24-pin printer driver to use a 24-pin printer).

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Printer Problems

If your printer doesn't work properly, don't kick it - it's likely that you chose the wrong one or your software is at fault.

Printers seem to cause an awful lot of problems. Not that they are unreliable mind you: the problems are not in getting the printer to work at all but in getting the software to tell it to do what you want it to do. All printers use control codes, to tell the printer to move the paper up or change to another font. Obviously software can't do anything more than the simplest operations unless it knows which codes your printer uses.

EARLY DAYS

A few of these codes, dating back to the early printing mainframe computer terminals such as the codes for carriage return, line feed, formfeed, tab and backspace, follow the standard ASCII codes. Even here though different manufacturers cannot agree whether a carriage return code should be followed by a line feed code or not.

Other codes, to implement particular printer features were left for the printer manufacturers to develop as they brought out new models with more and more features. Partly because developments in printers happened much faster than standards committees could keep up and partly since no one is quicker than the Japanese to try and improve upon an existing standard, hardly any printers use the International Standards Organisation set of control codes (yes I am told there is such a thing but I too have never seen a printer that actually uses it).

Fortunately complete chaos has been avoided by the existence of three de-facto standards - one for each of the main types of printer, the daisywheel (following codes originally set by Diablo and Qume) the dot-matrix (following Epson) and the laser printer (following the HP Laserjet).

CONFIGURING

Because of this wide variety of printer control codes it is necessary to configure almost any new application program before it can use any but the most simple printer features. Configuration means telling the package which codes it should use to get each feature and of course the more printer features that the program uses, the more complex the configuration requirements. So a spreadsheet package may just require you to type in a set-up string - something like \15 for compressed mode (16 characters/inch) or \27M for elite (12 characters/inch). (Both Lotus and SuperCalc use the back-slash '\' to indicate that the following number is the ASCII code for the character you want to output). A word processor on the other hand needs to know about many different features.

TROUBLE AHEAD

Although some packages allow you to specify all the codes that your printer uses, it is usual for them to just allow you to choose your printer from a list.

That is where troubles usually start for no matter how long the list, the printer that you have never seems to be mentioned there! There are two reasons for this: partly it is because a year or two has probably gone by since the software was written and new printer models have appeared and become best sellers during that time; partly because Japanese printer manufacturers have a terrible habit of calling an almost identical printer by different names in the US and in Europe. The best selling Star NL-10 printer for example was called the NX-10 in the USA, whilst several Epson models were numbered differently.

CHECKING OUT

A good starting point is to look for the manufacturers names mentioned above as setting standards for each type of printer

but even then there are many model variations. Far too many people therefore end up choosing a printer configuration that only uses some of their printer's features.

Let's take for example Epson compatible dot-matrix printers, the most common category. Epson made its reputation with a model called the MX-80 which itself had various revisions, the latest called the Type III in Europe but 'MX-80 with Graftrax' in most US software, being the most common. This in turn led to three different printers - the RX-80 (very similary to its predecessor in control codes), the FX-80 (with many additional features including elite font (12cpi) and the IBM Graphics printer. The latter printer, made for IBM by Epson, had a character set which matched that of the PC including all the box and other graphics characters chosen by IBM but used identical control codes to the old MX-80 and so lacked many features introduced on the FX-80.

Modern printers, invariably described as FX-80 compatible, use codes based on that model but tend to have two major improvements: firstly the addition of NLQ mode and secondly the addition of an IBM compatible character set. Since users will inevitably want to make use of these features, just selecting FX80 from the printer configuration list is not usually enough. The FX80 itself was eventually superseded by models called (in the UK at least) the FX-85, FX-86, FX-800 and FX-850 and now FX-860 (models starting with a 10 instead of 8 are the wide carriage versions of the same printers). Only the FX-86 onwards had IBM compatibility. Yet if we turn to look at the printer set-up list of Wordstar Professional version 4 for example, we find nothing listed after the FX-85! That printer cannot use the IBM graphics characters, yet the IBM Graphics Printer, which your printer probably also claims compatibility with, cannot use most of the features you bought it for. You will need to find a printer on the list which has IBM Graphics and the additional font style. A hint - try telling it that you have an IBM Proprinter. The Proprinter was IBM's replacement for the Graphics printer. It boasts FX-80 compatibility but with the IBM extended character set. However it also adds a few more non-standard codes of its own, and whilst some printers such as Star support these, on others the IBM proprinter driver may not work.

Finally if you have a 24 pin printer beware: although it obeys many of the same control codes as the FX-80 it is not compatible. The main reason for incompatibility is that the vertical movement codes move the paper a different distance (1/60th of an inch instead of 1/72nd). If you have one of these printers look for names like Epson LQ800 or LQ1500.

DRIVERS

If you are not certain which driver to use, prepare a test file using lots of features of the printer and then print it out using a variety of different drivers.

If still uncertain a good way of finding out exactly what codes your printer is sending is to use 'Hex Dump mode'. Refer to your printer manual to get this: usually you have to turn the printer off and then hold down one or more buttons whilst turning the power back on. The printer then prints out the hex values of each code it receives instead of acting upon them. This reveals the codes that your printer uses and by comparison with those in your printer manual you may be able to work out why your printer switches out of NLQ mode every time that you start to print a letter!

If you are very fortunate your program may have an option allowing you to change the code sequences it uses. Many however do not and often have a vast list of printers that you have never heard of. You'll need to experiment!

TIPS & TRICKS FOR YOUR PC PRINTER

Your printer is probably the most used peripheral on your computer system. And today's popular printers are delivered with dozens of built-in features that are rarely used because the printer manuals are too difficult to understand. Tips and Tricks for your PC Printer is a book showing you how to take advantage of these useful and exciting features.

It presents clear explanations and easy, practical solutions for better using your printer. You'll learn to use the printer's different character sets, how the printer's graphics mode works, understand printer drivers, and other things that will make you a printer expert.

Also included is a companion disk with these essential printer utilities:

FOCOS	creates custom characters
HPRINTER	memory resident printer information and help
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Here's a list of our top selling products for IBM and other PC compatible range of computers.

Our full list, containing over 1400 products, is available on request (by mail or ringing 03 - 803 9661) or by reference to the March 1991 issue of this magazine.

Please remember that this list is prepared many weeks before you see it and stock or prices can fluctuate. It is prudent to provide an alternative choice if possible.

Postage should be added to your remittance as follows: Order value under $20 - $1.00 (Overseas - $2.50); Order value from $20 to $60 - $3.50 (Overseas $7.00); Order value over $60 - $5.50 (Overseas $12.00).

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Blue Max /3.5 or 5.25 — 69.95
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EV/640

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CEVH/256

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Heroes of the Lance /dual — 49.95
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CE/384

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EMVT/512

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[1.2mb 5.25" and 720k 3.5"disks]

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CEVMHD/640

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TECMV/640

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CEV640

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Oil's Well /dual — 69.95
Sierra arcade 'drilling' game
[1.44mb 5.25" disks supplied]

LEGEND

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Tolkien's epic adventure
CEMTV/640 - 286 and above

means that Lord of the Rings is available in either 3.5" or 5.25" disk format (dual means both formats are supplied) at a cost of $59.95. It is suitable for faster computers (286s and above), supports CGA (C), EGA (E), MCGA (M), Tandy (T) or VGA (V) screens and needs 640k of memory.

Other codes: (S) means a sound card is supported; D means a hard disk is required and H means that Hercules is supported.

The information is supplied as a guide only, and is subject to change without notice. With the best will in the world, we cannot guarantee that any particular package is suitable for all IBM PCs or compatibles.

Penthouse Jigsaw /dual 69.95
Cover girl puzzle
VM/640

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CEVM/512

Police Quest 2 /dual (S) 59.95
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CEVH/512

Quest for Glory 1 /dual (S) 79.95
[formerly Hero's Quest]
Sierra 3-D role playing adventure
CEVH/512

Quest for Glory 2 - Trial by Fire /dual (S) 79.95
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[1.2mb 5.25" disks supplied]
CEVHT/640

Railroad Tycoon /dual 89.95
Graphic strategy railroad game
CEV/512

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WW1 aircraft simulation
VD/640 - best on 286 and above

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Hi-res 'future' adventure for adults containing strong language
VD/640 - 10mHz or faster

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3-D pirate graphic adventure
CEMV/640

Secret of the Silver Blades /3.5 or 5.25 (S) 49.95
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CEMV/256

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Role playing space adventure as imagined by Wells, Verne & Doyle.
CEV/640

Space Quest 4/3.5 (S) VGA vers.◆ 84.95
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VM/640 only (286 or better)

5.25" VGA version ◆ 84.95
[1.2 mb disks supplied]
VM/640 only (286 or better)

3.5" EGA version ◆ 84.95
[720k disks supplied]
ETVM/640 (286 or better)

5.25" EGA version ◆ 84.95
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CEV/640

Wing Commander /5.25 (S) 84.95
Amazing space battle action
VMETD/640

Wonderland /5.25 (S) 79.95
Graphic adventure full of Lewis Carroll's puzzles
CEVMH/640 - no graphics on CGA

Zeliard /dual (S) 79.95
Graphic arcade/adventure
ECVMT/512

GAMES ACCESSORIES

Ad-Lib Sound Card ◆ 199.00
Supplied with cable to connect to external amplified speakers such as cassette player. (FM/Mono)

Soundblaster Sound Card ◆ 349.00
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Games Card ◆ 49.95
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GRAPHICS

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Discussing Disks - 5

There are a number of rules which you must remember when handling files on disks. Here are some important ones.

Filenames are obviously essential in any computer system, and when it comes to the CPC or PCW the format of the names must adhere to a set of CP/M rules (The CPC Amsdos also conforms to the same rules). Normally, a filename will consist of two parts separated by a comma. The first part is the name of the file (up to eight characters long) and the second part (or extension) may be up to three characters long. If you try to use a file name of longer than eight characters, the excess will be discarded or you will encounter an error message.

Determining the name of a file is important. It should be meaningful and remind you of what the file is supposed to contain. Using such names as WP1, WP2 etc. for word processing document files or DATA1, DATA2 for database files will mean little to you later return to the files after an absence. Try to be as descriptive as possible to distinguish each individual file. The file extension is generally used to group similar files together. For example, all program files saved in Basic will have an extension of .BAS. Although an extension is optional it is helpful in further identifying the file.

Both parts of the filename (the name and extension) can consist of any letter or number and may also contain certain symbols such as $ or &. However, they may not contain commas (,); a full stop (.); an exclamation mark (!); an asterisk (*); a question mark (?) or a space.

EXTENSIONS

CP/M command programs have an extension of .COM so it would be silly to append this extension to, say, a Basic program. Not that it would do any damage, it would merely serve to confuse. So it is sensible to keep away from using 'standard' extensions which should be considered 'reserved' for specific purposes.

Some programs set up a temporary file while they are running and then erase it at the end. If the program should fail during run time or you abort it by resetting the computer, you may see a file with an extension of .TMP. The file should be deleted to free up disk space. Similarly, when CP/M first opens a file it adds a temporary extension of .$$$ and then changes this to the final extension when the file is closed. So if you see a file with a .$$$ extension you will know that the CP/M program failed to finish properly.

The point about both these types of temporary files is that you may sometimes be able to rename them with a proper extension and recover some if not all of the data.

You may find that some programs, like Tasword, don't bother to use extensions at all. Their ommission obviously doesn't effect the operation of the program and may in any case save you a bit of typing. However, it may be prudent to append your own extension so that the output documents can be grouped into subject or types. For example all your

letter files could have an extension of .LET, all the school project files could have an extension of .PRO, and so on. However, if you do decide to use an extension with Tasword you will need to specify the full name + extension when loading or saving. I

f you save a file with the same name as one which already exists, the extension of the old file will be renamed .BAK. This is a safeguard so that in the event of a mistake you can at least go back to the previous copy.

WILDCARDS

We've already mentioned 'wildcards' in a previous issue, but a more detailed look in relation to the rules is worthwhile. The concept of a wildcard is that it enables you to refer to a file (or files) with minimum typing and even without knowing the full name of the file or files. You would have seen that they are used effectively by PIP to copy a number of files with just one command.

There are two types of wildcards - an asterisk (*) and a question mark (?) - and both may be used in either the name or the extension part of the filename. The asterisk is used to replace any number of characters and the question mark to replace a single character. For example, typing DIR *.DOC at the A> prompt will cause all files with a.DOC extension to be displayed. Typing DIR *.BA? will display all files with an extension having BA as the first two letters. (This would no doubt give a list of all your .BAS and .BAK files). Be warned though, while using wildcards is a handy method to identify files to work on, they must be used with care especially when erasing files.

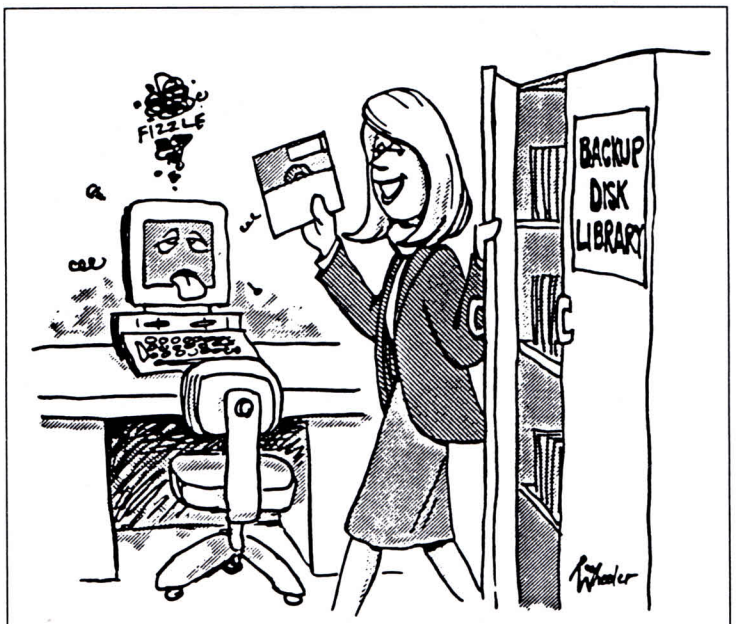
You cannot use wildcards to open, save or close files but you can use them to rename files. For example, if you had two files called BUDGCUR.DAT (current budget figures) and SALECUR.FIG (current sales figures), where CUR within the first part refers to 'current' data, you would want to rename them at the year end. The command to rename the files to BUDG90.DAT and SALE90.FIG would be

```
RENAME *90.*=A:*CUR.*
```

FILESPEC

Despite what may have already been said (merely to keeps things less confusing) about only files in the current user area being accessible, you can in fact specify a user number (and/or a drive) other than the current one. This is referred to as a 'filespec' and can be given in full for CP/M console commands. However, you cannot specify a user number or drive with Basic or Amsdos external commands (except |REN).

You have already seen plenty of examples of how



A golden rule often forgotten

drives are specified. Here's another:

```
ERA B:ADDR.TMP
```

and specifying B: in this way will not alter the default drive. Under Amsdos and CP/M 2.2 you can only specify a drive other than A if you have a second disk fitted (or even a silicon disk).
User numbers are specified in a simialr way by putting the number immediately after the drive specifier:

```
ERA B1:ADDR.TMP
```

To copy a file from one user area to another, the user area is specified after the destination filename:

```
PIP NEWLET.DOC[G2]=OLD.DOC
```

Equally, you can identify a source user area by adding the user number to the end of the source filename.

The last thing to remember (and it normally is!) is that even though you may change drives whether in a filespec or changing the default, the user number will remain the same. Likewise, changing the user area will not change the drive.

We haven't decided whether to take a breather from this series or not. The next stage will be to cover creating files on disk through Basic so there is a little program development to be prepared first. Keep a look out and let's have your comments.

GAME PLAY

NINJA REMIX

LINE OF FIRE

LOOPZ

SOCCER MANIA

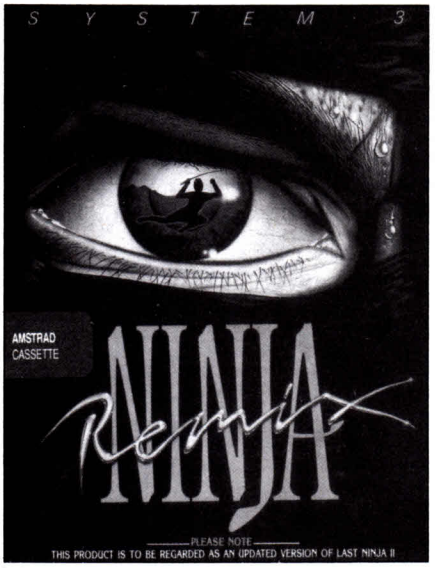
VERDICTS

- ■■■■■ Outstanding
- ■■■■ Above average
- ■■■ Average
- ■■ Fair
- ■ Waste of money

NINJA REMIX

- *Published by System 3 Software • Distributed by Ozisoft*
- *Suitable for Amstrad 464, 664 and 6128*
- *Prices: Disk $39.95, Tape $29.95*

Last year, I had a look at a program which reviewed well in the UK computer magazines. The version was for the Commodore 64 and, as I think the CPC has better graphics capabilities than the Commodore, I thought that the CPC version would look good, play well and be very colourful. The game was Last Ninja 2, and was I disappointed.



The only colour, besides the black and white in the playing window, were the power indicators at the rear of the screen, and there were no in-game sounds. I must admit, however, that the graphics were, although small, fairly well animated and moved smoothly. Well, System 3 have now released Ninja Remix which promises to be an update of the original game. I wonder how it's been updated?

You play the part of Armakuni, a member of a new order of ninja (or shadow warriors) that has slowly been reformed after nearly being wiped out. During a training session, a strange feeling comes over the class, as if time has stood still. You arise from your meditation position when an intense light surrounds you. What is happening? It appears you are in a sound proof box and the other members of your order aren't anywhere to be seen. Slowly you claw your way out of this non-state, back to the real world. All is not as it was, as you find yourself standing on a wooden floor, surrounded by strange musical instruments. Thus you start your quest through the streets of New York city, looking for your arch enemy, the Shogun.

You start off weaponless, and have to rely on your fists and feet to defeat the many enemies you encounter along the way. This doesn't last too long, as weapons are scattered around the various parts of New York you get to visit. You must pick them up, defeat all the enemies and find the key to the next level before you can proceed further in your quest. You have three lives, but you get an extra life for every hot dog you manage to pick up.

There are seven levels to complete, commencing in Central Park and ending at the Shogun's mansion. Along the way you encounter killer bees and crocodiles, have to jump over broad streams, and of course, fight with all your ninja skills against a hoard of enemies. Once you've defeated an enemy in a scene you must not linger, as your enemies get their energy back,

and you don't. Once you've completed a level, the next is loaded from disc, and that's the point you start at when you next lose all your lives. This is a good feature, as it means you can keep practising at each level until you master it, then you get to go onto the next without the fear of having to do all the hard work again. With this feature, given time, even the worst player will be able to confront the Shogun, and finish the game.

Well, as this is supposed to be an updated version of LAST NINJA 2, it's time to see just how much of an update this is. The first thing you'll notice is an introduction sequence, which shows the hero being surrounded by the intense light and disappearing from the circle of ninja.

Next you see him looking out over New York, and then it's into the game. It's from this point on that disappointment set in, the game is exactly the same as the version first released. The in-game graphics are small, black and white and are well animated. There is between game music (that repeats when the game is on hold) and is different for every level, but during the game it's as silent as the English supporters were during the recent Ashes Tour.

Ninja Remix isn't much of an improvement over the original, all that is new is the colourful opening sequence. This said, the game is one of those strangely addictive games which compels you to try just one more time to complete the level. With various locations to explore, and useful things to find on the way, it's a game that will keep you interested, even if the quality of the graphics tend to turn you off.

System 3 boasted that it would feature upgraded graphics and sound. Well, the old CPC certainly missed out on these upgrades. It's a pity, because the game is addictive and interesting to play. It's sad that we have to endure two colour graphics and all that silence to experience this game. If you've already got Last Ninja 2 don't get Ninja Remix. If you do buy it, forget the dire, bland graphics and give it a go. You'll find yourself still playing hours after you started.

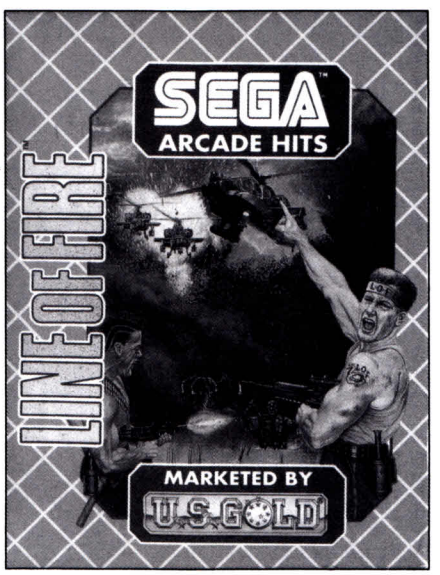
VERDICT ■ ■

LINE OF FIRE

- *Published by System 3 Software • Distributed by Ozisoft*
- *Suitable for Amstrad 464, 664 and 6128*
- *Prices: Disk $39.95, Tape $29.95*

Arcade games have long been a source for computer games. Once a game becomes a hit, software producers race to get the rights for the computer conversion of the game. Some will become hits in their own right on the home computer (like Operation Thunderbolt from Ocean) whilst others will become flops (like Outrunfrom U.S. Gold). U.S.Gold have once again leapt into the uncertain waters of arcade conversions and released a CPC version of Line of Fire, a game that was (I believe) a hit in the arcades for Sega. The big question is whether this offering will rise to become a hit, or sink into the mire with the rest of the good ideas that have failed.

The story line for the game would have made Rambo proud. Mission (either alone or with a mate in the two player game) is to steal the Rapier Machine Gun from the heavily defended guerilla camp. All goes well until you're on the way out and the guerillas discover your presence, and then you've got a battle on your hands as you try to deliver the MG back to your base.



Starting only with the MG, you get to pick-up medical kits and grenades that have been left along the way, as well as dealing death and destruction upon the forces of evil. There are seven levels to fight through before you get a chance to fly into your base and along the way you will encounter guerillas on foot, in the water and in jeeps, boats, helicopters, tanks, planes and buildings. Kill enough and it's on to the next level for more of the same.

Line of Fire is a game very much in the same vane as Operation Thunderbolt. All the action scrolls towards you, and you control the movement of the sights for your MG. The guerillas appear near the horizon and grow larger as they come closer. The graphics are a bit of a let down, as they are only drawn in two colours. However, they are very well detailed and well animated. Before you start the game, there

is a brief run down as to the purpose of your mission, neatly drawn over a set of plans for the MG you have just stolen. Speed for the game is good, but does slow down a bit when there is a lot of action on the screen at one time. The game has a snappy intro tune, but in-game sonics are limited to weak shot and explosion sounds.

The game can be played in either a one or two player mode, using either keyboard or joystick. If you have a joystick splitter on your CPC, both players in the two player game can use joystick, and that's a good feature.

All in all, Line of Fire is a bit of a let down. From the screen shots on the back, especially the Commodore 64/128 shot, you would have expected the CPC version to be more colourful. Well, except for the different coloured background for each level, it's not, as this is probably a direct port over of the Spectrum version of the game. The game itself tends to become repetative very quickly, although so do the other games of this style and therefore this should not be viewed as a problem with the game, but rather with the game style.

All things being equal, Line of Fire is not a great game, but should provide some lasting enjoyment value, as it is easy to get into and playing it is simple.

The game is not destined to be a great hit, but is very playable. If you ignore the graphics, which should have been done better with more colours, and you enjoy to play these types of games, then perhaps you'll take to this game. It's got good game speed, but limited variation to the action.

Unfortunately, it will only ever be considered a fair game, which had potential to be much better.

VERDICT ■ ■

LOOPZ

- *Published by Audiogenic • Distributed by Pactronics*
- *Suitable for Amstrad 464, 664 and 6128*
- *Prices: Disk $39.95, Tape $29.95*

In the beginning there was Tetris. Then world gasped in awe at E-Motion. Next came Klax, and now a new light is on the horizon and its name is Loopz. Audiogenic have entered into the world of puzzle arena with this little offering for the CPC, as well as almost every other format. It's got some keen competition, especially when viewed in the same light as E-Motion (Issue No 67) and Klax (Issue No 69). Just how does it measure up to these competitors?

The concept of Loopz is really simple. A number of shapes appear on the screen and you must arrange them into loopz (continuous loops of tiles). After each loop is created, it is cleared from the screen. There are straights, angles and zigzags, and they vary in size from one to three units. You can rotate the tiles around so you can fit them into an area, but you have to be quick, as you only have a limited time to place the tile before it costs you a life, and you only start with three. Lose all the lives and that familiar end of game message appears, a very common sight when you first play. The bigger the loop the more points you score, but a lot of small loops will ensure the screen stays clear. There is also a tile called a 'Gopher' which makes any tile under it disappear, and this is very useful for correcting mistakes, but there aren't many so use them wisely.

There are actually three games in Loopz, and all feature two player action except Game C. In game A you select a starting level between 0 and 10. Starting at 0 gets you more time, but the big points are earned on the higher levels. When two players elect to play in this mode, they don't have to start on the same level, so if you play a more talented opponent, you can make him start at a higher level than you. In Game B, you start at the lowest level and advance a level for every ten loopz completed. Game C is a memory tester. A pattern is displayed on the screen and, after a few seconds some of the pieces are removed. As they are returned you have to manipulate them into their correct position to reform the loop. After you have completed five loopz, a password is given and this will allow you to restart from that level next time you play. There are 50 different screens so this should keep you going for some time. Scoring is different for each game, and this is adequately described in the games documentation.

The graphics used in Loopz are functional. Rather than use a lot of colour, Audiogenic have opted for the higher resolution of four colour mode 1. Although this can be a reason to criticise, the graphics work well, look good and they are always clear and don't clash with the background. The game also features three good in-game tunes adding to the atmosphere in the game.

Control is by either joystick or keyboard, and these mechanisms are quite responsive. Where Loopz stands out is its playability. It's another of those games that you just have to keep playing to try to reach that next level (in other words, the gameplay is addictive).

Loopz is great fun to play, and will keep you well entertained.

VERDICT ■ ■ ■

SOCCER MANIA

- *Published by Addictive • Distributed by Ozisoft*
- *Suitable for Amstrad 6128 only*
- *Prices: Disk $42.95*

It should come as no surprise to anyone that soccer is always popular with computer game programmers in the UK, where the market is saturated with soccer games, some good and some bad. With compilations being the flavour of the last couple of months, it seems only natural that someone would follow the lead of Empire and launch another compilation of soccer games (see Issue 68 for a review of World Cup Year 90).

This time it's Soccer Mania from Addictive which has two management games and two soccer playing games of varying quality.

Football Manager 2
You are the manager of an English football club, languishing in the Fourth Division. Your mission is to take the club to the top of the First Division, and to win the Football Association Cup along the way if possible. After choosing your sponsor, you launch into a campaign, pick the teams, decide on the type of training your side needs, buy and sell players according to the needs of the club, and watch the match being played.

This is the only action in the game, it takes place on a sideways scrolling pitch, and the animation is smooth and well done. Sound in the game is limited to crowd noises, and control is by either joystick or keyboard. You have the ability to save your game at any time, which is necessary in such a long campaign. All in all, the menu system works well, and the animation is a pleasant touch. FM2 is a good management simulator, which could have been improved by the addition of a time clock for the in-game animation.

Football Manager World Cup Ed.
This game lets you manage one of the countries striving to win the World Cup. You pick the country you want to manage, and unless you choose Italy (the 1990 host nation) or Argentine (the 1986 winners) you have to win your way through the regional qualifiers before you can take your place in the finals.

From a manager's point of view, all you have to worry about is picking your team, speaking to the press and giving the boys a pep-talk before and during the game. It does not have the depth of managerial action present in FM2, but allows you simply to concentrate on putting the best team on the field on the day. FMWCE also has in-game action, but this time it's seen from the view-point of the pitch running up and down the screen, and you can either watch the match from on-ball or scrolling view. The animation is a bit on the slow side, and not as good as FM2, and there are no in-game sonics. Control is by either joystick or keyboard. Not as involved as FM2 and because of the lack of depth this is not as much fun to play.

Gazza's Super Soccer
Endorsed by Paul Gasgoigne, who plays for Tottenham Hotspurs in England, Gazza's Super Soccer (GSS) features all the standard aspects of most soccer games. You decide on your team, the type of play you want (e.g. two player, one player etc.) and can customise your own league or cup play.

The screen is viewed in three segments, and rather than scroll, these flip over when the ball passes a given line, but it's the viewing perspectives that makes this game different. The middle section is viewed in the standard left-right manner, but when the

ball goes into the goal ends, the player's view switches to be looking at the goal mouth from the centre of the pitch. This makes control a bit confusing, as one minute you'll be tearing down the wing with the ball at your feet when the screen will flip and you'll end up running over the side-line. Graphically, this game is alright, but the animation could have been better as the players can't bend their knees and the ball looks flat.

In-game sonics are limited to the usual crowd noises, and the normal control methods are used. GSS had potential to be good, because of it's novel viewing angles, but just didn't quite make it in the playability stakes.

MICROPROSE SOCCER

The last offering in this pack is perhaps the best and contains all the standard features, but this time the game is viewed from overhead. You get to play either in the World Cup, and choose your own side, or in the American Indoor League, again choosing your own side. Find this a bit boring? Well, you can also just play the computer.

All the teams in MPS are graded, with Oman being the lowest and Brazil the highest. You start off playing one of the lesser sides, and after each win you play a team ranked higher. Add to this the ability, in the outdoor game, to have adverse weather occurring (e.g. rain and thunder) and the ability to control the amount of swing each player can give the ball (called banana power) and you've got a game with loads of action, typical of the devotion to detail shown in all Microprose products. Not the most colourful game, being programmed in two colours, and a bit on the slow side, MPS is a game that is easy to play, simple to control and a lot of fun.

All in all, Soccer Mania is a good buy. The four games come on two disks (a game on each side) but they will only work on the CPC6128. You get two good games, one reasonable game and one that could be left alone, nevertheless the pack is well worth the $40.00 or so that you'll have to spend.

If you consider that MPS is worth $50.00 by itself, then you must agree that Soccer Mania is good value for money.

VERDICT ■ ■ ■

Baffle Board

An ancient Chinese puzzle brought up to date for the CPC colour screen by John Cole

The original concept of this game/puzzle goes back thousands of years. 'Magic Squares' as they are often called were used by the Chinese as charms against evil and in Europe they were used as protection against the plague.

In this computer version you must arrange the colours and numbers so that no two colours or numbers appear in the same line - vertically, horizontally or diagonally. There is a choice of five grids from 4 x 4 to 8 x 8, and John kindly supplied solutions to them all, with the exception of the 6 x 6 grid. If anyone solves this he would like to know (care of this magazine).

As is our normal practice, we have tested the game and the following listing is straight from the working copy. Full instructions are in the program itself, but to help you we have provided our solution to the 4 x 4 grid below.

RED 4	BLUE 3	YELLOW 2	WHITE 1
YELLOW 2	WHITE 1	RED 4	BLUE 3
WHITE 1	YELLOW 2	BLUE 3	RED 4
BLUE 3	RED 4	WHITE 1	YELLOW 2

For tape subscribers, you will find a program called BAFFLEC.BAS on this month's tape which is the program published here. John has also supplied a version for green screen owners where the colours have been designated numbers. This version, called BAFFLEM.BAS, is also supplied on the tape.

```
10 REM   BAFFLE BOARD FOR COLOUR CPCs
20 REM   BY JOHN COLE
30 REM   THE PC MAG/TAU MAY 1991
40 REM
70 MODE 1:INK 0,0:INK 1,26:INK 2,24:INK 3,2:INK 4,6:INK 5,12:INK 6,
14:INK 7,15:INK 8,8:INK 9,7:PEN 1:PAPER 0:BORDER 13
80 WINDOW#2,9,31,5,20:PAPER#2,1:CLS#2,:WINDOW#1,10,30,6,19:PEN#1,2:
PAPER#1,3:CLS#1,
90 LOCATE#1,6,2:PRINT#1,"BAFFLE BOARD":LOCATE#1,6,3:PRINT#1,"------
------":LOCATE#1,6,5:PRINT#1,"DO YOU WISH":LOCATE#1,8,7:PRINT#1,"TO
 SEE":LOCATE#1,6,9:PRINT#1,"INSTRUCTIONS"
100 LOCATE#1,9,11:PRINT#1,"(Y)es":LOCATE#1,9,13:PRINT#1,"(N)o"
110 a$=INKEY$:a$=UPPER$(a$):IF a$<>"Y" AND a$<>"N" THEN 110
120 IF a$="Y" THEN GOSUB 1460:PAPER 0:CLS
130 CLS#2,:CLS#1,:LOCATE#1,3,5:PRINT#1,"ENTER SQUARE SIZE":LOCATE#1
,7,7:PRINT#1,"< 4 to 8 >":LOCATE#1,8,9:INPUT#1,"",range:IF range<4
OR range >8 THEN 130
140 PEN 1:MODE 0:GOSUB 1090:'Pickup Character Symbols
150 col=1:loc=2:num=1:FOR z=1 TO range:READ sym1,sym2,sym3,sym4,t(z
),col(z),tt(z):ref1=ref1+t(z):ref2=ref2+tt(z)
160 REM x x x x Draw Screen
170 '
180 LOCATE Loc,1:PEN 1:PRINT num:Loc=Loc+2:num=num+1:NEXT
190 FOR vert=1 TO range:PRINT:PEN col:WRITE vert:col=col+1:NEXT
200 WINDOW#1,2,20,2,20:PAPER#1,0:CLS#1,
210 WINDOW#2,1,13,24,25:PAPER#2,6:PEN#2,1:CLS#2
220 WINDOW#3,1,13,22,23:PAPER#3,7:PEN#3,0:CLS#3,
230 WINDOW#4,1,22,21,21:PAPER#4,0:PEN#4,1:CLS#4,
240 WINDOW#5,14,20,22,23:PAPER#5,6:PEN#5,0:CLS#5
250 WINDOW#6,14,20,24,25:PAPER#6,7:PEN#6,0:CLS#6
260 ON range-3 GOSUB 1210,1230,1250,1270,1290 'draw squares
270 sec=1:EVERY 50,1 GOSUB 1430
280 mins=0:EVERY 3000,2 GOSUB 1450
290 PRINT#5," Moves":LOCATE#6,2,1:PRINT#6,"Min:Sec"
300 REM x x x x  Game Input Routine
310 '
320 INPUT#3,"REF Column=",q:CLS#4,:qq=q:IF q<1 OR q>range THEN GOSU
B 370:GOTO 320
330 INPUT#3,"REF Line  =",Lin:CLS#4,:IF Lin<1 OR Lin>range THEN GOS
UB 370:GOTO 330
340 CLS#2,:INPUT#2,"NEW Number=",num(q):CLS#4,:IF num(q)<1 OR num(q
)>range THEN GOSUB 370:GOTO 340
350 INPUT#2,"NEW Colour=",col(q):CLS#4,:IF col(q)< 1 OR col(q)>rang
e THEN GOSUB 370:GOTO 350
360 SOUND 1,150,30,7:CLS#2,:CLS#3,:GOTO 380
370 INK 15,26,0:PEN#4,15:PRINT#4," Entry Error-RE KEY":SOUND 1,1500
,60,7:RETURN
380 moves=moves+1:LOCATE#5,2,2:WRITE#5,moves
390 LOCATE#6,2,2:IF mins<10 THEN PRINT#6,HEX$(mins,2) ELSE WRITE#6,
mins
400 LOCATE#6,4,2:PRINT#6,":":LOCATE#6,5,2:IF sec<10 THEN PRINT#6,HE
X$(sec,2) ELSE WRITE#6,sec
410 REM x x x x Change Square &Colours + Checks
420 '
430 r1=(num(q)-1)*4+150
440 r2=(num(q)-1)*4+151
450 r3=(num(q)-1)*4+152
460 r4=(num(q)-1)*4+153
470 z=1:FOR k=2 TO num(q):z=z*2:NEXT:num(q)=z
480 PEN#1,col(q):LOCATE#1,(q*2)-1,(Lin*2)-1:PRINT#1,CHR$(r1)+CHR$(r
2):LOCATE#1,(q*2-1),Lin*2:PRINT#1,CHR$(r3)+CHR$(r4)
490 REM x x x x Horizontal Colour Checks
500 '
510 z=5:FOR x= 1 TO col(q):z=z*2:NEXT:col(q)=z
520 REM x x x x x Vertical & Diagonal Numbers & Colour Checks
530 '
540 IF Lin=8 THEN n8(q)=num(q):c8(q)=col(q)
550 IF Lin=7 THEN n7(q)=num(q):c7(q)=col(q)
560 IF Lin=6 THEN n6(q)=num(q):c6(q)=col(q)
570 IF Lin=5 THEN n5(q)=num(q):c5(q)=col(q)
580 IF Lin=4 THEN n4(q)=num(q):c4(q)=col(q)
590 IF Lin=3 THEN n3(q)=num(q):c3(q)=col(q)
600 IF Lin=2 THEN n2(q)=num(q):c2(q)=col(q)
610 IF Lin=1 THEN n1(q)=num(q):c1(q)=col(q)
620 REM x x x x x x Print or Change Vertical Flag Notation & Colour
630 '
640 ON range-3 GOSUB 740,770,800,830,860:'Vertical Checks
650 IF v+vv=ref1+ref2 THEN PEN#1,1:LOCATE#1,qq*2-1,range*2+1:PRINT#
1,"OK" ELSE PEN#1,4:LOCATE#1,qq*2-1,range*2+1:PRINT#1,"NO"
660 REM x x x x x x Print or Change Diagonal Flag Notation & Colour

670 '
680 IF diag1+diac1=ref1+ref2 THEN PEN 1:LOCATE range*2+2,20:PRINT"\
OK" ELSE PEN 4:LOCATE range*2+2,20:PRINT"\NO"
690 IF diag2+diac2=ref1+ref2 THEN PEN 1:LOCATE 1,20:PRINT"/OK" ELSE
 PEN 4:LOCATE 1,20:PRINT"/NO"
700 ON Lin GOSUB 910,930,950,970,990,1010,1030,1050:'Horizontal Che
cks
710 GOTO 320
720 REM x x x x  VERTICAL CHECKSUM DATA
730 '
740 vv=0:vv=c1(q)+c2(q)+c3(q)+c4(q):v=0:v=n1(q)+n2(q)+n3(q)+n4(q)
750 diag1=n1(1)+n2(2)+n3(3)+n4(4):diag2=n1(4)+n2(3)+n3(2)+n4(1)
760 diac1=c1(1)+c2(2)+c3(3)+c4(4):diac2=c1(4)+c2(3)+c3(2)+c4(1):RET
URN
770 vv=c1(q)+c2(q)+c3(q)+c4(q)+c5(q):v=n1(q)+n2(q)+n3(q)+n4(q)+n5(q
)
780 diag1=n1(1)+n2(2)+n3(3)+n4(4)+n5(5):diag2=n1(5)+n2(4)+n3(3)+n4(
2)+n5(1)
790 diac1=c1(1)+c2(2)+c3(3)+c4(4)+c5(5):diac2=c1(5)+c2(4)+c3(3)+c4(
2)+c5(1):RETURN
800 vv=c1(q)+c2(q)+c3(q)+c4(q)+c5(q)+c6(q):v=n1(q)+n2(q)+n3(q)+n4(q
)+n5(q)+n6(q)
810 diag1=n1(1)+n2(2)+n3(3)+n4(4)+n5(5)+n6(6):diag2=n1(6)+n2(5)+n3(
4)+n4(3)+n5(2)+n6(1)
820 diac1=c1(1)+c2(2)+c3(3)+c4(4)+c5(5)+c6(6):diac2=c1(6)+c2(5)+c3(
4)+c4(3)+c5(2)+c6(6):RETURN
830 vv=c1(q)+c2(q)+c3(q)+c4(q)+c5(q)+c6(q)+c7(q):v=n1(q)+n2(q)+n3(q
)+n4(q)+n5(q)+n6(q)+n7(q)
840 diag1=n1(1)+n2(2)+n3(3)+n4(4)+n5(5)+n6(6)+n7(7):diag2=n1(7)+n2(
6)+n3(5)+n4(4)+n5(3)+n6(2)+n7(1)
850 diac1=c1(1)+c2(2)+c3(3)+c4(4)+c5(5)+c6(6)+c7(7):diac2=c1(7)+c2(
6)+c3(5)+c4(4)+c5(3)+c6(2)+c7(1):RETURN
860 vv=0:vv=c1(q)+c2(q)+c3(q)+c4(q)+c5(q)+c6(q)+c7(q)+c8(q):v=n1(q)
+n2(q)+n3(q)+n4(q)+n5(q)+n6(q)+n7(q)+n8(q)
870 diag1=n1(1)+n2(2)+n3(3)+n4(4)+n5(5)+n6(6)+n7(7)+n8(8):diag2=n1(
8)+n2(7)+n3(6)+n4(5)+n5(4)+n6(3)+n7(2)+n8(1)
880 diac1=c1(1)+c2(2)+c3(3)+c4(4)+c5(5)+c6(6)+c7(7)+c8(8):diac2=c1(
8)+c2(7)+c3(6)+c4(5)+c5(4)+c6(3)+c7(2)+c8(1):RETURN
890 REM x x x x Horizontal Check Data
900 '
910 a=0:a1=0:colh1(q)=col(q):FOR q=1 TO range:a1=a1+colh1(q):a=a+n1
(q):NEXT:IF a+a1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,2:PRIN
T#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,2:PRINT#1,"NO"
920 RETURN
930 b=0:b1=0:colh2(q)=col(q):FOR q=1 TO range:b1=b1+colh2(q):b=b+n2
(q):NEXT:IF b+b1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,4:PRIN
T#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,4:PRINT#1,"NO"
940 RETURN
950 c=0:c1=0:colh3(q)=col(q):FOR q=1 TO range:c1=c1+colh3(q):c=c+n3
(q):NEXT:IF c+c1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,6:PRIN
T#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,6:PRINT#1,"NO"
```

```
960 RETURN
970 d=0:d1=0:colh4(q)=col(q):FOR q=1 TO range:d1=d1+colh4(q):d=d+n4
(q):NEXT:IF d+d1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,8:PRIN
T#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,8:PRINT#1,"NO"
980 RETURN
990 f=0:f1=0:colh5(q)=col(q):FOR q=1 TO range:f1=f1+colh5(q):f=f+n5
(q):NEXT:IF f+f1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,10:PRI
NT#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,10:PRINT#1,"NO"
1000 RETURN
1010 g=0:g1=0:colh6(q)=col(q):FOR q=1 TO range:g1=g1+colh6(q):g=g+n
6(q):NEXT:IF g+g1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,12:PR
INT#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,12:PRINT#1,"NO"
1020 RETURN
1030 h=0:h1=0:colh7(q)=col(q):FOR q=1 TO range:h1=h1+colh7(q):h=h+n
7(q):NEXT:IF h+h1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,14:PR
INT#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,14:PRINT#1,"NO"
1040 RETURN
1050 j=0:j1=0:colh8(q)=col(q):FOR q=1 TO range:j1=j1+colh8(q):j=j+n
8(q):NEXT:IF j+j1=ref1+ref2 THEN PEN#1,1:LOCATE#1,(range*2)+1,16:PR
INT#1,"OK" ELSE PEN#1,4:LOCATE#1,(range*2)+1,16:PRINT#1,"NO"
1060 RETURN
1070 REM x x x  CHARACTER DATA
1080 '
1090 SYMBOL AFTER 150
1100 SYMBOL 150,0,126,124,126,126,126,126,126,126:SYMBOL 151,0,62,62,62
,62,62,62,62:SYMBOL 152,126,126,126,126,126,126,126,126,127:SYMBOL 153,
62,62,62,62,62,30,30,254
1110 SYMBOL 154,0,124,112,112,112,127,127,124:SYMBOL 155,0,14,6,6,1
98,198,198,6:SYMBOL 156,112,112,113,113,112,112,112,127:SYMBOL 157,
6,14,254,254,6,6,6,254
1120 SYMBOL 158,0,120,112,113,127,127,124,124:SYMBOL 159,0,14,6,198
,198,198,6,6:SYMBOL 160,127,127,127,127,113,112,120,127:SYMBOL 161,
198,198,198,198,198,6,14,254
1130 SYMBOL 162,0,113,113,113,113,113,113,113:SYMBOL 163,0,254,254
,254,254,254,254,254:SYMBOL 164,113,113,113,113,112,112,127,127:SYM
BOL 165,254,142,142,142,6,6,142,254
1140 SYMBOL 166,0,112,112,113,113,113,112,112:SYMBOL 167,0,6,6,254,
254,254,6,6:SYMBOL 168,127,127,127,113,113,112,112,127:SYMBOL 169,1
98,198,198,198,198,6,6,254
1150 SYMBOL 170,0,112,112,113,113,113,112,112:SYMBOL 171,0,6,6,254,
254,254,6,6:SYMBOL 172,113,113,113,113,113,112,112,127:SYMBOL 173,1
98,198,198,198,198,6,6,254
1160 SYMBOL 174,0,112,112,127,127,127,127,127:SYMBOL 175,0,6,6,198,
198,198,198,198:SYMBOL 176,127,127,127,127,127,127,127,127:SYMBOL 1
77,198,198,198,198,198,198,198,254
1170 SYMBOL 178,0,120,120,120,120,120,120,120:SYMBOL 179,0,14,14,14
2,142,142,142,14:SYMBOL 180,112,113,113,113,113,112,112,127:SYMBOL
181,6,198,198,198,198,6,6,254
1180 RETURN
1190 REM x x x x PRINT SCREEN
1200 '
1210 FOR q=1 TO range:PEN#1,col(q):PRINT#1,CHR$(150)+CHR$(151)+CHR$
(154)+CHR$(155)+CHR$(158)+CHR$(159)+CHR$(162)+CHR$(163)
1220 PRINT#1,CHR$(152)+CHR$(153)+CHR$(156)+CHR$(157)+CHR$(160)+CHR$
(161)+CHR$(164)+CHR$(165):NEXT:RETURN
1230 FOR q=1 TO range:PEN#1,col(q):PRINT#1,CHR$(150)+CHR$(151)+CHR$
(154)+CHR$(155)+CHR$(158)+CHR$(159)+CHR$(162)+CHR$(163)+CHR$(166)+C
HR$(167)
1240 PRINT#1,CHR$(152)+CHR$(153)+CHR$(156)+CHR$(157)+CHR$(160)+CHR$
(161)+CHR$(164)+CHR$(165)+CHR$(168)+CHR$(169):NEXT:RETURN
1250 FOR q=1 TO range:PEN#1,col(q):PRINT#1,CHR$(150)+CHR$(151)+CHR$
(154)+CHR$(155)+CHR$(158)+CHR$(159)+CHR$(162)+CHR$(163)+CHR$(166)+C
HR$(167)+CHR$(170)+CHR$(171)
1260 PRINT#1,CHR$(152)+CHR$(153)+CHR$(156)+CHR$(157)+CHR$(160)+CHR$
(161)+CHR$(164)+CHR$(165)+CHR$(168)+CHR$(169)+CHR$(172)+CHR$(173):N
EXT:RETURN
1270 FOR q=1 TO range:PEN#1,col(q):PRINT#1,CHR$(150)+CHR$(151)+CHR$
(154)+CHR$(155)+CHR$(158)+CHR$(159)+CHR$(162)+CHR$(163)+CHR$(166)+C
HR$(167)+CHR$(170)+CHR$(171)+CHR$(174)+CHR$(175)
1280 PRINT#1,CHR$(152)+CHR$(153)+CHR$(156)+CHR$(157)+CHR$(160)+CHR$
(161)+CHR$(164)+CHR$(165)+CHR$(168)+CHR$(169)+CHR$(172)+CHR$(173)+C
HR$(176)+CHR$(177):NEXT:RETURN
1290 FOR q=1 TO range:PEN#1,col(q):PRINT#1,CHR$(150)+CHR$(151)+CHR$
(154)+CHR$(155)+CHR$(158)+CHR$(159)+CHR$(162)+CHR$(163)+CHR$(166)+C
HR$(167)+CHR$(170)+CHR$(171)+CHR$(174)+CHR$(175)+CHR$(178)+CHR$(179
)
1300 PRINT#1,CHR$(152)+CHR$(153)+CHR$(156)+CHR$(157)+CHR$(160)+CHR$
(161)+CHR$(164)+CHR$(165)+CHR$(168)+CHR$(169)+CHR$(172)+CHR$(173)+C
HR$(176)+CHR$(177)+CHR$(180)+CHR$(181):NEXT:RETURN
1310 REM x x x x x BOARD & CHECKSUM REFERENCE DATA
1320 '
1330 DATA 150,151,152,153,1,1,10
1340 DATA 154,155,156,157,2,2,20
1350 DATA 158,159,160,161,4,3,40
1360 DATA 162,163,164,165,8,4,80
1370 DATA 166,167,168,169,16,5,160
1380 DATA 170,171,172,173,32,6,320
1390 DATA 174,175,176,177,64,7,640
1400 DATA 178,179,180,181,128,8,1280
1410 REM x x x  Timing routine
1420 '
1430 sec=sec+1:IF sec>59 THEN sec=0
1440  RETURN
1450 mins=mins+1:RETURN
1460 PAPER 3:CLS:LOCATE 14,2:PRINT"BAFFLE BOARD":LOCATE 14,3:PRINT"
------------"
1470 LOCATE 2,4:PRINT"The aim is to arrange the numbers AND":LOCATE
 2,6:PRINT"the colours so that none are repeated":LOCATE 2,8:PRINT"
in any:-";:PEN 0:LOCATE 13,8:PRINT"VERTICAL COLUMN
1480 LOCATE 13,10: PRINT"HORIZONTAL LINE":LOCATE 13,12:PRINT"DIAGON
AL LINE"
1490 LOCATE 4,14:PEN 1:PRINT" You will be asked for 4 inputs":PEN 0
:LOCATE 6,16:PRINT" (1) REFERENCE COLUMN NUMBER ":LOCATE 6,18:PRINT
" (2) REFERENCE LINE NUMBER":LOCATE 6,20:PRINT" (3) SELECTED NEW NU
MBER":LOCATE 6,22:PRINT" (4) SELECTED NEW COLOUR"
1500 PEN 1:LOCATE 12,24:PRINT"PRESS SPACE BAR":WHILE INKEY(47)<>0:W
END
1510 CLS:PEN 0:LOCATE 4,2:PRINT"ALTHOUGH THE COLOUR & NUMBER IN A":
LOCATE 2,4:PRINT"SQUARE MAY BE CHANGED, IT'S REFERENCE":LOCATE 8,6:
PRINT"COLOUR & NUMBER CAN NOT"
1520 PEN 1:LOCATE 2,8:PRINT"eg. Column 3-Line 3 remains Ref.Square"
:PEN 0:LOCATE 12,10:PRINT" BLUE(3) x 3 ":PEN 1:LOCATE 2,12:PRINT" t
hroughout the game irrespective of"
1530 LOCATE 2,14:PRINT"what colour or number is displayed on":LOCAT
E 4,16:PRINT"that said square at any given time"
1540 PEN 1:LOCATE 12,24:PRINT"PRESS SPACE BAR":WHILE INKEY(47)<>0:W
END
1550 CLS:LOCATE 12,2:PRINT"INDICATOR FLAGS":LOCATE 12,3:PRINT"-----
----------":LOCATE 5,6:PRINT"The flags will only change from";:INK
2,6:LOCATE 13,8:PEN 2:PRINT"< NO > ";:PEN 0:PRINT"to ";:PEN 1:PRINT
"< OK >"
1560 PEN 1:LOCATE 5,10:PRINT"(indicating completion of line)":LOCAT
E 6,12:PRINT"after all elements have been":LOCATE 8,14:PRINT"entere
d into the matrix":LOCATE 4,16:PRINT"As it is anticipated that ever
y"
1570 LOCATE 3,18:PRINT"element will be used at least once":LOCATE 2
,20:PRINT"this should not to cause any problems":LOCATE 3,22:PRINT"
except at the beginning of the game"
1580 PEN 1:LOCATE 12,24:PRINT"PRESS SPACE BAR":WHILE INKEY(47)<>0:W
END:INK 2,24:RETURN
```

CPC & PCW PUBLIC DOMAIN DISKS

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

PCW GRAPHICS (PCW only)
Simple user-designed graphics drawing program. Enables you to create, save, edit and print pictures on your PCW. Plot lines, points, boxes, four fill patterns, easy to use and wholly interactive • *PCW Screen Font designer* with several ready-to-run font sets • *Biomorph* - fascinating, graphic demonstration of natural selection - develop your own bugs! • *Readme* - program to display any ASCII text file in 45 character format on the 90 character screen - makes it easier to read.
PCW Ref: #815

HOW TO ORDER YOUR DISCS

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

Software for CPCs 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:

CPC 3" disks	15.00
PCW 3" disks	15.00

(Please add relevant postage as shown on Page 46)

STRATEGY PUBLICATIONS
641 High Street Road
Mount Waverley
Victoria, 3149

(03) 803 9661

Learning with a PCW

A run down on new educational software for children, with graphics you wouldn't think possible on a PCW

The Fun School 2 Series achieved the notable distinction of being the only educational software to hit the top twenty best sellers list in the UK. It was all the more notable as there were a number of good quality games vying for a place too.

The same winning team has returned with Fun School 3 and by all accounts it looks like repeating the success. Whilst it is available for many different computers in the UK, only the PCW version has reached these shores courtesy of Pactronics.

Fun School 3 consists of three separate packs - for the under 5s; for 5 to 7 year olds; and for the over 7s - and each contains six educational programs, a badge, an more importantly, detailed parent/ teacher notes. Let's examine them in more detail.

Low-res Screen Dump from Word Search in Over 7s pack

UNDER FIVES

Matching - the object here is to help get a woodpecker to the top of a tree by correctly matching simple shaded shapes. There are three levels of difficulty providing a choice of three pairs through to nine pairs.

Actions - selecting 'action' words at the bottom of the screen will get Teddy to perform. The program assists in word shape recognition and can be played for fun only. However, as recognition increases, the final level will test the child and success will be rewarded by building a house.

Gallery - another word association program which requires matching word shapes with pictures in an Art Gallery. The words used also appear in Counting and Painting. Level 1 has just one word and picture, and level 4 had four of each.

Counting - exercises to earn Teddy some honey. This program promotes number and word recognition, plurals and object groups.

Letters - this deals with recognition and matching of all combinations of upper and lower case letters. Letters are introduced in groups and success will reward Teddy with an ice cream.

Painting - obviously the PCW will display colours in shades of green (or grey on a PCW9512) and is perhaps less attractive. Nevertheless the 0%, 50% or 100% shading is adequate for the exercise. Once again, word and number recognition play a part.

FIVE TO SEVENS

Journey - introduces two ideas: control and the use of maps. A frog is to be directed to a particular building by using the F, B, L and R keys as direction indicators. On the lower levels the map covers one screen but links to another

screen on the higher levels.
Collect - help the frog tidy his pond by selecting numbers and symbols in the right order to form a sum. This program turn relatively simple sums into problems requiring much thought and so assists in the development of mental arithmetic.
Toyshop - apart from number and word recognition, this program introduces the concept of money, totalling and decimals while items are purchased in a toyshop (you'll have to ignore the pound signs!). Prices can be changed and an optional timer used to introduce an element of competition.
Electricity - a gentle introduction to electrical circuits. It may sound complicated but it teaches children how to diagnose circuit faults and correct them quite quickly. The size of the circuits to analyse increase with the levels.
Funtext - a very adaptable program which teaches children how to search for information through a teletext type system of pages. Provides six comprehensively factual files on subjects such as Dinosaurs, Transport, animals etc. New files can be established if necessary. The program can also be used for quizzes.
Time - adds a little excitement into acquiring the essential skills of time telling. The lower level operates in whole hours only while the third level introduces half and quarter hours.

OVER SEVENS

Word Search - the popular game of finding ten nominated words within a grid full of letters. Level 1 hides the words horizontally and vertically while in level 3 they can also be diagonally and reversed. The program supplies 250 words of which 150 are those most commonly misspelt. The lists can be changed.
Robot Draw - a clever drawing program based on Logo, the educational programming language. It has the ability to record a sequence of pen movements for later recall or group them together. The 'recordings' can be edited. It's a fascinating introduction to programming.
Planetary Maths - destroy the force field with correct answers. The types of sums can be run independently or in combination through all five levels of difficulty. Ignore the pound signs.
Treasure Search - this game introduces the ideas of relative distances and directions of movement and can be used before Robot Draw is attempted. The relationship between metres and kilometres, angles and the points of a compass are explored as the child searches for Cap'n Robbie's treasure.
Database - an introduction to one of the most important uses of computers. The program comes with ten pre-written files designed as educational utilities in themselves. All normal database functions (e.g. search, delete, add, sort, etc.) are available to set up personal files. Also has a unique questions and answers facility.

SUMMARY

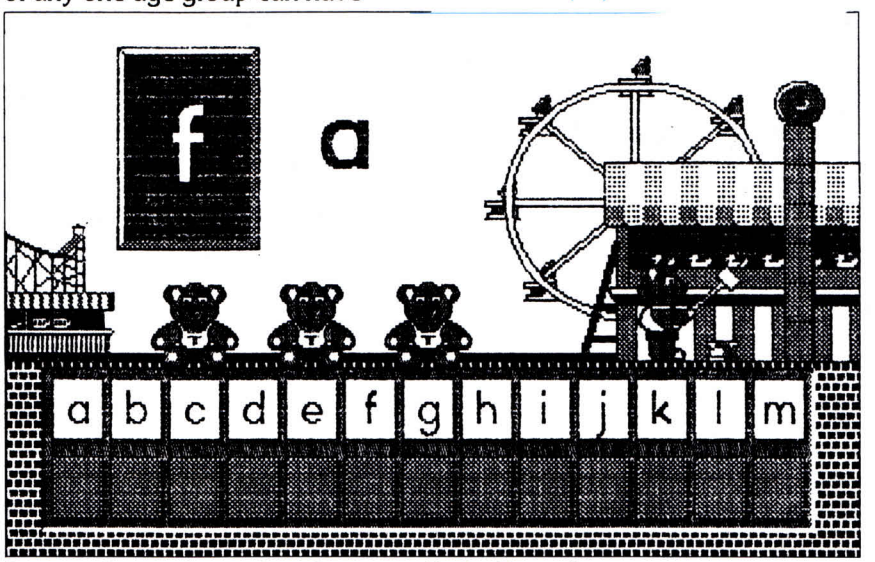
There is no question that children of any one age group can have widely differing abilities. The Fun School 3 series handles this problem well by allowing different levels of difficulty in most programs.

Graphically speaking, PCW owners (and that means 8256/8512 and 9512 users) will be pleasantly surprised with the quality of the various displays. They are both clear, crisp and uncluttered.

In the final analysis, the test of any educational software is its ability to hold the interest of a child. Fun School 3 scores very highly in this respect during local trials. It also scores well in documentation presentation. Each pack has a well written booklet, first explaining the overall concept and instructions for each program, and follows with a comprehensive set of notes for parents and/or teachers to further explore the programs and associated activities.

Fun School 3 is an excellent educational tool which keeps to the maxim that learning should be fun.

All packs cost $54.95 each and are available from most good retailers or The PC Mag by mail order. They are distributed in Australia by Pactronics (02) 748 4700.



Low-res Screen Dump from Letters in Under 5s pack

HINTS and TIPS in EXCHANGING TEXT

• Rather than use [←DEL] and [DEL→] to clear text from to the Exchange menu, just press [.] in each part of the menu to erase all the characters forwards from the cursor position.

• You're not limited to searching for just characters and spaces. You can also find →s ↦s ↵s and ↧s. What you can't do is use Exchange to search for or insert emphasis codes such as (+Bold) or (+Italic).

• As one piece of text is exchanged for another, LocoScript automatically relays the text. Unless your Exchange text is exactly the same length as your Find text, this will alter the way your text is laid out. If you have left all the line breaks and page breaks to LocoScript, then the new layout will be just as good as the old one but if, for example, you've used ↧ at the bottom of a page, you may find that you've gained an extra short page because the last few lines of text will no longer fit on the original page.

• If you select Manual Exchange, LocoScript stops every time it finds a word or phrase for exchange and displays an alert message asking you to specify what is to happen here. Unfortunately, you can't always see where LocoScript is proposing to make the exchange until this message disappears (after six seconds): then the word for exchange is marked by the cursor. Rather than wait six seconds, press the number 2 key on the numeric keypad, on the right of the keyboard (marked [#] on 8000 keyboards) and the message will instantly disappear.

Another useful thing to know is that, once LocoScript has started scrolling the text on your screen as it searches, the text it picks out to exchange (or at least the end of it) will be on the fifth line from the bottom of the screen.

• If all you're interested in is one particular section of your document, you don't have to wait while LocoScript goes through the whole document searching for the text you typed on the menu. Instead, you can ask LocoScript to search single paragraphs or single pages. For example, to check a paragraph, position your cursor at the start of the paragraph. Pull down the Exchange menu, type in the text and select Manual or Automatic with the cursor. But instead of pressing [ENTER], press [PARA] or [PAGE] as appropriate. LocoScript searches as far as the next paragraph/page for the text, replacing it where appropriate.
You can also abandon any exchange when it has gone as far as you want by pressing [STOP], waiting for LocoScript to pause and then pressing [STOP] again.

We suggest that this article be read in conjunction with "A Clean Exchange" appearing on page 27 of the December 1990 issue.

UPGRADING?

If you're happy with your PCW but want to give it extra memory, you can do no better than plug an SCA RamPac unit into the expansion port and boost capacity by 512k. This will allow you to run more efficiently popular programs such as Flipper2 and Microdesign 2 as well as loading LocoScript2, LocoMail, LocoSpell and a selection of fonts from LocoFont. RamPac is very simple to install and costs just $329 + postage.

If you're happy with LocoScript but want to move from your PCW to an IBM compatible, you will no doubt want to purchase LocoScript PC (see outside back cover for more details) and save the hassle of learning to use another word processor. To make things even easier, all your LocoScript files can be transferred intact to your new PC with LocoLink, a PCW - to-PC file transfer cable and software pack. LocoLink costs $79.95 + postage.

Mail Orders to: STRATEGY PUBLICATIONS, 1/641 High Street Road, Mt. Waverley, Vic 3149 or ring (03) 803 9661 and quote either Bankcard, Mastercard or Visa details.

Hot Tips

Some more gems to help PCW owners

SAFE COPYING.
Occasionally, when you are copying a particularly long or important file from one disc to another, it would be nice to reassure yourself that it has indeed copied properly.

If you are using CP/M, you can use PIP's little known 'Verify' option to do just this. All you do is add [V] to the end of the PIP command, with no spaces before it.

For example,

```
PIP B:=A:BOOK.DOC[V]
```

copies your new novel from drive A to drive B, and then verifies that it has gone OK.

BITS OF WORDSTAR
How can one copy all the characters of a WordStar/ NewWord document file to a new file, without their top bits set, converting the file from an illegible document to a plain ASCII file suitable for TYPEing or printing.

PIP can do the job very easily with its [Z] option. To view a WordStar document called 'filename' on the screen, type

```
PIP CON:=filename [Z]
```

and to send the file to the printer

```
PIP LST:=filename[Z]
```

G.R. Yorke.

LOGO 'FILL' COMMAND
DR Logo as featured on the PCW has a hidden command which is not listed in the Amstrad manual - a command to fill an enclosed area with shading.

To use the command, just put the turtle inside the blank enclosed area that you want to fill. Make sure the pen is down (with p d), type **f i l l** and press [RETURN]. You can even erase an area of solid white by having the pen in erase mode (type p e) and then filling, but it does totally erase the entire shape.

Dean Rossiter

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TOP TITLES by Mail Order

Here's a list of our top selling products for both the Amstrad CPC and PCW range of computers. Our full list, containing over 400 products, is available on request or by reference to the March 1991 issue of this magazine.

Please remember that this list is prepared many weeks before you see it and stock or prices can fluctuate. It is prudent to provide an alternative choice if possible.

Postage should be added to your remittance as follows: Order value under $20 - $1.00 (Overseas - $2.50); Order value from $20 to $60 - $3.50 (Overseas $7.00); Order value over $60 - $5.50 (Overseas $12.00).

ITEMS MARKED WITH A '◆' HAVE BEEN ADDED TO THIS LIST SINCE LAST MONTH

CPC GAMES

	TAPE	DISK
3D Pool - *Play pool at any angle*	39.95	
100% Dynamite: *Compilation with Afterburner, Last Ninja 2, WEC Le Mans and Double Dragon* ◆	39.95	
Back to the Future 2 - *from the film*	29.95	39.95
Beach Volley - beach action	29.95	39.95
Cabal - *mercenary coin-op arcade*	29.95	39.95
Cecco Collection: *Compilation with Cybernoid 1, Cybernoid 2, Exolon, Storm Lord*	39.95	49.95
Crackdown - *two player/16 levels of freedom fighting*	29.95	39.95
Cycles, The - *top Grand Prix racing*		44.95
Dan Dare III - *defeat the Mekon*	29.95	39.95
Dizzy Collection - a five game compilation starring the cute egg hero ◆	32.95	
Dragon Spirit - *sky scorching coin-op*		29.95
Edition One: *Compilation with Silkworm, Xenon, Gemini Wing, and Double Dragon*	49.95	o/s
Eliminator - *space war fury*	29.95	39.95
Escape from the Planet of Robot Masters - *wacky shoot-em-up*	29.95	39.95
Fantasy World Dizzy - *a dream world of wonderful creatures and adventure*	9.95	
Fury, The - *space-age demolition derby*	34.95	
Galaxy Force - *fighting space mission*	29.95	44.95
Hollywood Collection: *Compilation with RoboCop, Ghostbusters 2, Batman the Movie, Indiana Jones & Last Crusade*	42.95	52.95
Impossamole - *fight your way through over 200 platform screens*		49.95
International 3-D Tennis - *revolutionary new graphic tennis simulation*	29.95	39.95
Jaws - *shark attack*		39.95
Kick-Off 2 - *brilliant soccer game*		39.95
Klax - *latest arcade from California*	29.95	39.95
Line of Fire -	29.95	39.95
Last Duel - *battle through six levels of traps in a neutron powered car*	29.95	
Living Daylights - *007 in action*		49.95
Magician, The - *arcade wizardry with plenty of monsters to despatch (joystick only)*		49.95
Midnight Resistance - *levels of intense mayhem in a mechanoid world*		39.95
Mindstretchers: *Compilation with Monopoly, Scrabble and Cluedo*	39.95	49.95
Monty Python's Flying Circus - *typically zany arcade action* ◆	32.95	42.95
Nebulus - *submarine platform game*	29.95	
Ninja Remix - *update to Last Ninja 2*	29.95	39.95
Pictionary - *the drawing game*	29.95	39.95
Pipe Mania - *a fast paced game to keep the plumbing pumping*	29.95	39.95
Platinum Capcom: *Compilation with Ghouls & Ghosts, Strider, Forgotten Worlds, and Black Tiger*	49.95	59.95
Powerdrift - *gripping race game*	29.95	39.95
Pro-Golf Simulator - *fairway action* ◆	14.99	
Rally Cross - *six treacherous tracks*	29.95	
Rick Dangerous 2 - *arcade adventure* ◆	32.95	42.95
Run the Gauntlet - *multi-machine assault course*	29.95	
Saint Dragon - *You are part dragon, part machine in an amazing shoot-em-up*	29.95	39.95
Scramble Spirits - *high speed bombing*	29.95	39.95
Sim City - *famous city simulator* ◆	32.95	42.95
Skate Crazy - *roller skating action*	29.95	
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Story So Far Vol 2: *Compilation with Space Harrier, Live 'n' Let Die, Hopping Mad, Beyond the Ice Palace, Overlander*	34.95	
Strider 2 - *devastating freedom fighting*	29.95	39.95
Super Cars - *fast driving skills* ◆		42.95
Teenage Mutant Hero Turtles - *sewer action with the shelled Ninjas* ◆	32.95	42.95
Thrilltime Platinum 1: *Compilation with Ikari Warriors, Thundercats, Buggy Boy, Beyond the Ice Palace, Hopping Mad, Overlander, Live 'n' Let Die, Space Harrier, Great Gurianos, Dragon's Lair*	39.95	

Time Machine - *stranded in prehistoric times you must manipulate history to return to the present day*	29.95	39.95
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TNT: *Compilation with Hard Drivin', Dragon Spirit, All Points Bulletin, Xybots, Toobin*	49.95	59.95
Tolkien Trilogy: *Compilation with The Hobbit, Lord of the Rings, Shadows of Mordor*	39.95	49.95
Tusker - *a skillful quest to find the legendary elephant's graveyard*	29.95	44.95
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Wizard Willy - *non-stop magical action*	9.95	
World Cup Soccer - *the official Italia '90*	29.95	39.95
Zombie - *try to escape from the Zombies*	29.95	39.95

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CPC EDUCATIONAL

Fun School 2 (6-8)	24.95	34.95
Fun School 2 (over 8s)	24.95	34.95
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CPC OTHER

Mastercalc 128 (6128) - *spreadsheet*		119.00
Masterfile III (6128) - *relational database*		129.00
Mini Office II - *DB, WP, Labels, Comms etc*		59.00
P/Master Art Gallery 1 - *holiday, animals etc*		50.95
P/Master Art Gallery 2 - *letters, flags, people*		50.95
Print Master Plus (6128) -		59.95
Protext - *word processor*		79.95
Tas-sign 6128 - *sign maker*		69.95
Tasword 464 - *word processor for 464*	59.95	69.95
Tasword 6128 - *word processor for 6128*		69.95

CPC/PCW DISKS

Maxell CF2 3" disks ..... *each*	7.25
Maxell HD2 3"disks *(for drive B/8512 and 9512)*	8.25

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Art Gallery 1 - *Holiday and animal pictures for use with Printmaster Plus*		50.95
Art Gallery 2 - *Letters, flags, people pictures for use with Printmaster Plus*		50.95
Classic Collection 1 - *game with Hop-it, Munch-it & Shoot-it*		49.95
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Double T Patience - *lots of Patience games*		64.95
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LocoLink - *true LocoScript file transfer from PCW to PC*		79.95
Locoscript 2 - *word processor with manual*		97.00
Locoscript 2/Locospell - *word processor and spell checker*		155.00
Masterfile 8000 - *very fast database*		139.00
Micro Design 2 - *superb desk top publisher*		175.00
Mini Office Professional - *cheap word processor, database, spreadsheet*		149.00
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System 3 (not for 8256) - *stock control, invoicing and cash flow*		129.00
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PCW EDUCATIONAL

Fun School 3 - *for under 5s*	◆	54.95
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PD#815 - PCW Graphics	15.00

We've got heaps more products - business software, ribbons, disks, dust covers, books, utilities, Locomotive products, graphics.

Ask for the full list if you need to see it or refer to the March '91 issue of this magazine.

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Sunshine Eprom Programmer (EW-701, 1 socket) - for knowledgeable PC ROM burners. One only, never been used. $325, incl. postage. Ph: (03) 803 9661.

PCW9512 with daisy wheel printer. Almost new. Has been used as a demonstration model in shop. Comes with Loco-Script2, LocoMail, LocoSpell, CPM+ and manuals. $1100 take away price or will freight at your cost. Ring (03) 803 9211.

USER GROUPS

Sydney Amstrad User Club for CPC only, meets monthly in inner suburbs. For details phone (02) 560 9487 or (02) 661 7573. 6-9pm.

Attention PCW Users. PCW Australia Group meet monthly at the Burwood RSL. 12 month membership $25.00 includes monthly newletter. Contact David York (02) 604 7171. (Previous listing these pages outdated - please try again).

NOTE

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CORRECTION

An advertisement by Duncan Computers for Educational Software on Page 44 of the February issue had the wrong phone number quoted. The correct number is ***(08) 277 8111.*** *Apologies for any inconvenience.*

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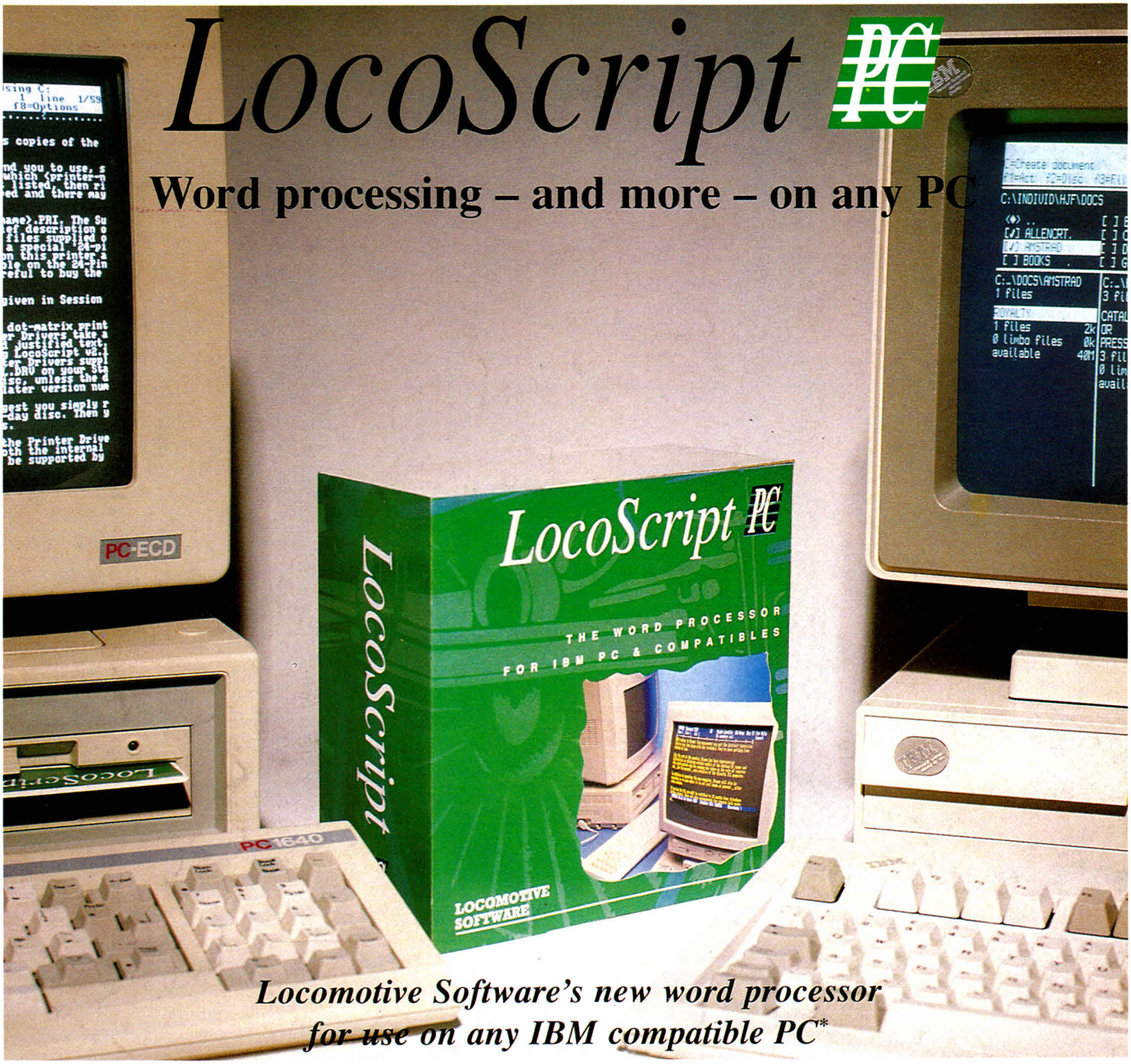

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