

# POPULAR Computing WEEKLY

10-16 July 1986

Vol 5 No 28

## Digital Research to launch new DOS



### WIN!

- Swords and Sorcery II
- Melbourne House hologram plus 8256 Hobbits and LOR



● Enhanced version of the DOS Plus operating system to be launched at the mass market

● The system incorporates both MSDOS and CP/M compatibility

● In all probability it is the operating system for the new Amstrad PC

Full details below and inside

EXCLUSIVE information on Dos Plus 1.2, the new low-end operating system from CP/M developer Digital Research, has been obtained by Popular Computing Weekly.

continued on page 4 ►

### SPECIAL AMSTRAD SUPPLEMENT



- All the latest software and hardware for the CPCs and PCWs
- Graphic applications
- Book reviews

◀ Glass from Quicksilver

### COLOUR FEATURE Amiga games

The new range from Ariolasoft via Electronic Arts





# GET YOUR NAME ON THE

# LEADERBOARD

If you have ever bought another golf simulator – shoot yourself!  
If you are ever considering it – save yourself a bullet!  
ZZAP64

Quite honestly, leaderboard makes all other golf simulations look clumsy and antiquated in comparison.  
ZZAP64

This is the sports simulation of the year – if not the decade!  
ZZAP64



TAPE  
£9.95  
DISC  
£14.95

Practice  
Driving  
Range

Multiple  
18 hole golf  
course

Amazing  
sound

The most  
realistic 3D  
golf simulation  
available



## And swing your way to a record round

Now you can become a golf pro and experience the thrill of having your name up on the "Leaderboard". With this amazingly realistic simulation you get a true perspective view of your golf game. As you play on different 18 hole courses on levels varying from amateur to touring professional you'll need skill concentration and control to come in under par.

**CBM 64/128** Coming soon for Spectrum and Amstrad

### Features:

- Choice of club, distance, type of shot (hook, slice, putting) and more
- Realistic Sound
- Practice Driving Range
- Joystick Controlled
- Multiple 18 Hole Golf Courses
- Automatic Scoring







## ◀ HARDWARE

### 11 Mach I joystick

Chris Jenkins looks at Cheetah's latest joystick

### Amstrad CPS 8256

RS232c-serial interface and parallel centronics interface

## SOFTWARE ▶

### 13 PCW8256 Chess

Battle of the 8256 giants – *Colossus Chess 4* versus *Cyrus II* chess. Peter Worlock adjudicates.

### Spell Checker

The answer to John Cook's dreams? Psion's *Spell Checker* for the Organiser II

## GAMES ▶

### 14 Amiga software

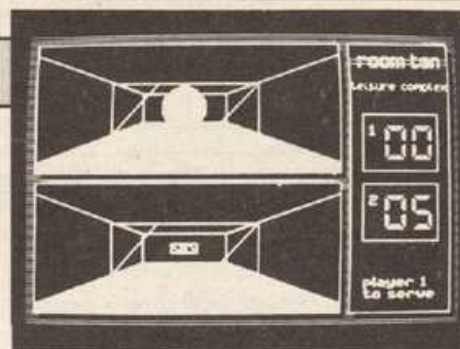
Software for the Amiga is beginning to appear. We take a colourful look at the latest batch from Ariolasoft, including *Skyfox*, *Archon II* and *One on One*.

### 16 Reviews

### 19 Arcade Action

### 20 Adventure Corner

### Adventure Helpline



## ◀ PROGRAMMING

### 25 Languages

Forth comes under the microscope this week, as Peter Van Doorn explains the principle of stack manipulation.

### 27 QL

Multicoloured high speed graphics using the *Recol* command

### 27 BBC

Search and replace utility

### 31 Commodore 64

Survival of the fittest is the theme in a new game, *Monster Mole*

### 33 Bytes and Pieces

### 34 Peek and Poke

## REGULARS ▶

### 4 News Desk

### 8 Letters

### 9 Ziggurat, Puzzle

The much-missed Ziggurat returns

### 22 Competitions

A feast for adventurers

### 35 Communications

If you thought there was nothing to Prestel beyond Micronet 800, think

again. Ian Graham takes you through Prestel's many facilities.

### 38 Soundcheck

### 44 New releases

### 46 Charts, Hackers

Editor Christina Erskine News editor John Lettice Features editor John Cook Technical editor Duncan Evans Production editor Michelle Beauchamp Supplements editor Christopher Jenkins Supplements designer Barbara Hajek Advertisement and Promotions manager Simon Langston Assistant advertisement manager David Osen, Advertisement executive Jon Beales Classified executive Rodney Woodley Editorial secretary Annmarie O'Dwyer Administration Geraldine Smyth Managing editor Peter Worlock Publishing director Jenny Ireland.

Published by Sunshine Publications Ltd, 12-13 Little Newport Street, London WC2H 7PP. Tel 01-437 4343 Telex 296275 Typeset by Publishers Reprographics Services Ltd, 4 Roger Street, London WC1. Printed by McCorquodale, Andover, Hampshire. Distributed by S M Distribution, London SW9. Tel 01-274 8611, Telex 261643.

© Sunshine Publications Ltd 1986.

Popular Computing Weekly. Tel: 01-437 4343.

ABC

**How to submit articles** Articles which are submitted for publication should not be more than 2000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here – so please do not be tempted. We cannot guarantee to return your programs – so please do not send your only copy. **Accuracy** Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.



# Oric's successor from France

THE ORIC is back. Over a year after Oric Products crashed and was sold into France, the latest machine, the Oric Telestrat, is just five weeks away from its UK launch. According to UK importer WE Software, the machine is compatible with the Oric 1 and Atmos, but has a faster Basic, disc, serial, parallel and midi interfaces, and will also accept cartridges.

With a single disc drive it will retail in this country for around £420, but despite the high price level is described by WE spokesman Mark Willis as a possible competitor for the 64 and the Amstrad. Micro prices have traditionally been higher

in France than in the UK, but the Telestrat's price here will actually be over the French price of 3990 Francs (about £380), and this is liable to confine the machine's market to dedicated enthusiasts.

In France the Telestrat is intended to dovetail with Minitel, the local equivalent of Prestel.

WE suggests that its built-in telecommunications software could be used by individuals who wish to produce their own Viewdata style displays and databases. In order to adapt it for use in this country WE is currently considering the production of a Prestel cartridge for the machine.

## Micronet offers free modems to new subscribers

MODEMS HAVE HIT an all-time price low - they're free, but only if you buy a subscription to Micronet. The on-line database service has obtained large quantities of bankrupt stock VTX5000 modems for the Spectrum and Modem 2000s for the BBC, and is to use them to promote the service.

Both modems are basic 1200/75 units geared principally for use with Prestel-type sys-

tems. A similar promotion run by France's equivalent of Micronet had been highly successful, and Micronet marketing manager Lyn Bennett expects good results in this country.

"We are confident that the success of the French initiative will be mirrored by Micronet in the UK, and hope that other communications networks will follow our lead."

## Doctor and the Medics to appear at PC User Show?

MEN IN WHITE coats will shortly be heavily involved with EMAP Exhibitions, organiser of the PC User Show - and that's

official. Fed up with being confined to boring grey boxes while other shows sport Gina the high wire artiste and caged tigers, EMAP claims that the "main feature" of the show will be a PC Clinic" involving expert consultants dressed as doctors administering advice, help, tea and sympathy."

*Popular Computing Weekly* feels bound to point out that playing doctors in a public place could lead to visits from the vice squad, and that the British Medical Association generally takes a dim view of people practising without a licence.

## MUD prices cut?

PRICES for MUD, BT's online dungeon game, have been cut. The MUD starter pack is now down to £4.95, while access charges have been halved.

According to MUD spokesman Simon Dally the cuts are due to improvements which mean the system doesn't slow down drastically when large numbers of people are using it.



Oric - rumours of death were exaggerated

## DR's new DOS plus

continued from page 1

The system is largely, but not fully, compatible with the MSDOS operating system produced by Microsoft and used on the IBM PC and most of its lookalikes, with dBase and Lotus 1-2-3 being among the industry standard programs it will run. The new system has the added advantage of being able to run CP/M 86 programs.

It takes up only 90K of Ram, and although this is high by traditional home machine standards, it is relatively low by the standards of business machines. Like DR's 68000 processor operating system, GemDos, it is "Romtable", ie, it can be supplied on Rom rather than disc.

It will also operate with DR's Macintosh-like graphic environment, Gem, although the company is keen to point out that is intended to be an operating system in its own right rather than a vehicle for Gem.

Dos Plus 1.2 also incorporates a measure of multi-tasking in that it can perform one foreground and three background tasks simultaneously. Its ability in this field is not, however, particularly sophisticated, firstly because the home and small business users it is aimed at aren't judged to need much multi-tasking, and secondly because full multi-tasking generally needs a great deal more Ram than is found on the cheaper micros.

The system is intended to be licensed by PC suppliers rather than sold in the shops, and DR refuses to talk about deals in

the pipeline, but its specifications conform to what is known about the Amstrad PC's operating software.

The Amstrad PC will run a variant of Dos Plus alongside Gem, and its manuals refer to it having a multi-tasking capability. Because of the success of the PCW machines Amstrad will also be looking to being able to have some measure of software compatibility between the PCs and PCWs, and Dos Plus' CP/M 86 compatibility is an advantage here. While not directly compatible with the Z80 version of CP/M, it will allow for much easier software conversion.

This could be the start of a business software price breakthrough mirroring the massive price drops in business hardware.





# Dearth of programmers hits UK software houses

PROGRAMMER starvation appears to be hitting the UK's software houses as they gear up for the Christmas market. Several software houses have advertised for more programmers recently, but maintain that the response has been distinctly patchy.

Mike Meek of Mikro-Gen is one of the most consistent searchers, advertising for 6502 programmers on a regular basis, but although the response is good he feels that the overall quality of the programmers is poor.

"Some of the applicants are very good, but they know they're very good - we had one guy who wanted £28,000." Inflated expectations, he feels, are hampering the industry, and although his company is one of the most frequent advertisers for programmers he doesn't expect to actually hire more than one a month.

A product manager for one major company confirmed this view, pointing out that the lead time for games software was at least three months, and that most programmers with a track record had therefore been hired already to work on the autumn release schedule.

Again he felt that many programmers wanted too much money. "Freelancers are sending in budget games and wanting £14-15,000, which is ridiculous." An advance of £1,000 is more common for a budget game, with £500 being perfectly possible.

Pete Stone of Palace Software has also advertised recently, and had received around 20 replies to an ad in *Popular Computing Weekly* the day after the issue was published. Of these he felt three were worth considering, one being a novice, but a very good novice, and another being experienced - possibly a little too much so. "He's written operating systems for computers that are commercially available, and is probably out of our league - he'll probably want over £10,000 basic." Salaries at Palace vary from £6,500 for the lowest paid to £14,500 for programming veterans.

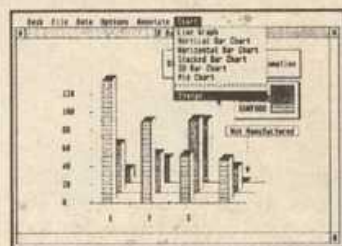
Good programmers will get royalties on top of this, but £10,000 is actually quite high by the software industry's standards, as bitter experience has taught companies to pay for results. Mike Meek quotes £4,500 as a start salary for a

complete tyro (with an increase after three months if their work is good) with his better programmers getting "five figures plus royalties."

Some of the larger companies will pay more for a start salary, but claim to be more selective of applicants. "We pay a basic of £10,000," said a representative from one such company, "and we find the people we reject tend to turn up at certain other houses."

He found even at this level that getting programmers was difficult, but Steven Wilcox of Elite and Alison Beasley of Mastertronic had a different tale to tell. Wilcox says he needs mainly "first class freelancers" for conversion work, and finds he can get enough of these, paying five figure sums for the best.

Beasley says Mastertronic gets most of its programmers by referrals from other programmers, and finds supplies are perfectly adequate. What the company does lack, however, is ideas, as it finds many good programmers lack these. More and more the company is trying to pair up non-programmers with ideas with programmers.



## Kuma draws graphs for Atari STs

KUMA has released *K-Graph*, a Gem-based business graphics program. It allows simultaneous display of up to four graphs showing different data, and has a sideways printing option, selective screen dumps, enlargement/reduction of graphs, editable marker patterns and line styles, automatic scaling and free-floating text. It costs £39.95, and can be used in conjunction with the K-Spread spreadsheet.

Details from Kuma Computers, 12 Horsehoe Park, Pangbourne RG8 7JW (07357-4335).

## Kempston's mouse and software on C64 soon

KEMPSTON's mouse will shortly be available for the Amstrad 6128 and Commodore 64 complete with bundled software. The company won't say whose software will be included but the package is intended to be at least equivalent to *Art Studio*, which was bundled with the Spectrum version of the mouse. The device is to be priced at £69.95.

Details from Kempston Micro Electronics, 4 Manton Lane, Bedford MK41 7HY (0234-327544).

## Minter's latest

JEFF MINTER'S latest 64 game, *Iridis-Alpha*, is to be launched on 27 August under the new Hewson-Llamasoft label, which is a product of a manufacturing and distribution deal Minter's Llamasoft has made with Hewson, publisher of the hit game *Uridium*.

Llamasoft is still currently involved in a similar deal with Ariolasoft, which is due to release a back to back C16 tape of *Lazer Zone* and *Matrix* on 28 July.

*Iridis Alpha* will cost £8.95 for tape and £12.95 for disc.



Setanta Software's *Sprite Designer* for the Amstrad incorporates a multi colour sprite designer which enables up to 30 sprites to be designed and used within a Basic program. The program also includes a range of extra commands.

Setanta also produces a speech synthesiser that comes with stereo amplifier and speakers, a Memory Boss that allows the user to examine and print out the contents of memory, and a toolkit. Details from Setanta on 01-733 7014.

## Acorn's Risc is ready to go

THE ACORN Risc Machine (ARM) is now available for developers, price £4,500 excluding VAT.

The current version is for use with the BBC and Master series micros, but an IBM PC version will go on sale at a similar price in August.

The ARM is based on reduced instruction set chips which offer a claimed execution rate of four million instructions per second running at 8MHz.

Meanwhile Acorn founder Chris Curry has left the company's board, although he has agreed with Acorn to continue working on the Communicator project.



## Product News

### Software-only speech synth from Superior

**SPEECH!** is a speech synthesiser for the Commodore 64/128 and Amstrad 464/664/6128 from Superior Software, and is due for launch at £9.95 on 17 July.

The speech synthesiser consists solely of a tape, and requires no additional hardware, and is intended to be easy to use, being based on prefixing English sentences with 'Say.'

Details from Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX (0532-459453).

### Datamyte stocks bumper printer crop

**DATAMYTE** is now stocking a new range of Panasonic dot matrix printers alongside three new Silver Reed daisywheel printers. The Panasonic KX-P1092 is an 80 column printer

with speeds of 180 cps in draft and 33cps NLQ. It has a 7K buffer, and costs £395. the KX-P1592 is a 136 column version operating at 180 and 38 cps, costing £495, while the KX-P1595, also 136 column, offers 240 and 51 cps for £695.

The Silver Reeds are the 12 cps EXP 420 at £267, the 25 cps EXP 600 at £540 and the 40 cps EXP 800 at £799.

Details from Datamyte Computer Supplies, 52 Denby Stret, Leek, Staffs ST13 5AJ (0538-383383).

### Winchesters for the wealthy BBC owner

**PROSPEROUS** BBC micro and Master owners can now invest in a range of Acorn ADFS-compatible Winchesters and tape streamers from Amcom Software. The winchesters come in ten, 20 and 40 megabyte sizes, costing £1,000, £1,060 and £1,650 respectively, while the streamer costs £1412.

Existing users can upgrade their systems by the replacement of one cable.

Details from Amcom Software, 35 Carters Lane, Kiln Farm, Milton Keynes MK11 3HL (0908-569212).

### Free utilities for Ultracalc Rom spreadsheet

**BBC SOFT** is to distribute a free set of utilities for its £79.50 *Ultracalc* Rom-based spreadsheet. The utilities come on disc, and consist of a business graphics generator which will produce pie charts, bar charts and line graphs; a utility to highlight printouts with bold and underlined text; a program to allow Ultracalc files to be transferred to other spreadsheets; a program to create exec files that feed back into the spreadsheet; a method of transferring Ultracalc files to and from Acornsoft's *Database*, and small machine code utilities to create and re-

move vertical lines between columns.

Users wanting the utilities should send a blank formatted 40 or 80 track disc and stamps for return postage to BBC Software, 35 Marylebone High Street, London W1M 4AA (01-927 4128). The programs can also be downloaded from OwlTel on 01-927 5820.

### Hantarex colour monitor at under £200

**THE LATEST** monitor from Hantarex is the snappily named CT 9000/1 MR 14 inch colour monitor. It costs £199.50 and has RGB, RGB1, composite video and audio inputs.

Details from Hantarex UK, Unit 2, Lower Sydenham Trading Estate, Kangley Bridge Road, London SE26 5BA (01-778 1414).

## Diary Dates

### JULY

16-18 July  
**PC User Show**

Olympia, London

**Details:** Hardware and software for IBM machines and their compatibles.  
**Organiser:** EMAP, 01-608 1161.

24-27 July

**Acorn User Exhibition**

Barbican Centre, London

**Details:** Hardware, software and peripherals for the Electron, BBC micro and Master machines.

Trade only 10am-1pm on 24 July.

**Price:** £3 adults, £2 children, £1 discount for advance sales.

**Organiser:** Editionscheme, 01-349 4667.

### SEPTEMBER

3-7 September  
**Personal Computer World Show**

Olympia, London

**Details:** Software and hardware for home, educational and business computer users. For the first time this year the show is to be organised in three separate halls - business, games and education.

**Price:** £2.

**Organiser:** Montbuild, 01-487 5831.

8th September

**Official Commodore Computer Show**

UMIST, Manchester

**Details:** A wide range of Commodore hardware, software and peripherals. Formerly the Commodore Horizons show.

**Price:** £3 adults, £2 children, £1 discount for advance booking.

**Organiser:** Database Publications, 061-456 8383.

26-28 September

**Electron and BBC Micro User Show**

UMIST, Manchester

**Details:** Software, hardware and peripherals for the Electron, BBC micro and Master machines. Produced by Acorn.

**Price:** £3 adults, £2 children, £1 discount for advance booking.

**Organiser:** Database Publications, 061-456 8383.

### OCTOBER

3-5 October

**The Amstrad Computer Show**

Novotel, London

**Details:** Home and business software and hardware for the Amstrad range of computers.

**Price:** £3 adults, £2 children, £1 discount for advance booking.

**Organiser:** Database Publications, 061-456 8383.

30-31 October

**Hampshire Computer Fair**

Guildhall, Southampton

**Details:** Business computers and communications.

**Price:** Free entry by business registration.

**Organiser:** Testwood Exhibitions, 0703 31557.

### NOVEMBER

7-9 November

**Electron and BBC Micro User Show**

New Horticultural Hall, Greycoat Street, London SW1

**Details:** Hardware, software and peripherals for the Electron, BBC micro and Master series.

**Prices:** £3 adults, £2 children, £1 discount for advance booking.

**Organiser:** Database Exhibitions, 061-456 8383.

21-23 November

**9th Official Commodore Computer Show**

Novotel, London

**Details:** A wide range of Commodore Hardware, software and peripherals

**Prices:** £3 adults, £2 children, £1 discount for advance booking.

**Organiser:** Database Exhibitions, 061-456 8383.

22 November

**The 6809 Christmas Show**

Royal Horticultural Hall, Westminster, London

**Details:** Dragon software and peripherals.

**Price:**

**Organiser:** Microdeal, 0726 6820.

Prices, dates and venues of shows can vary, and you are therefore strongly advised to check with the show organiser before attending. *Popular Computing Weekly* cannot accept responsibility for any alterations to show arrangements made by the organiser.



First to the street  
with 3D graphics and sound  
out now!  
**PCW 8256/8512 VERSION**



# The Edge have you got it?

"The Edge'll have to move to new premises to make sure that they've got room on their office walls for all the awards they have won (for Fairlight)..."  
(P.S. — We've moved!) CRASH April 1986

The Edge, 36-38 Southampton Street, Covent Garden,  
London WC2E 7HE. Tel: 01-831 1801 (4-lines). Tlx: 892379.



# Letters

## QL rights

The news that Amstrad apparently wishes to suppress any possible successor to the QL must be a blow to all those QL owners whose hopes had been raised by the prospect of the Thor.

How would Amstrad's claim to all QL 'intellectual property rights' stand up in law?

Owners of QLs, many of them outside the UK, surely have intellectual rights in their equipment which would be seriously devalued if Amstrad's claim is upheld.

I very much hope that CST will go ahead and fight on this issue for I cannot believe that anyone has a moral right to suppress technical innovation of the kind represented by the QL and its proposed successor.

M H Dodson  
Otley  
W. Yorks

## More comms

After reading Vol 5 No 26, I noticed that the communications section was too short and did not give the reader enough information in the software buyers' guide.

May I suggest that the comms section is a bit thin compared to the software sections? Would an extra page be possible?

Also, although queries may be sent to David Wallin, would it not be better if a comms problem page was added?

Finally, when articles are submitted, who should they go to? Can they be on any aspect of computing?

A G Coe  
Canterbury  
Kent

Although comms is increasing in popularity, it is still a minority interest. So at the moment we can't give much more space. As to problems, Kenn Garroch is happy to help out with comms queries in Peek & Poke. Written articles should be directed to Christina Erskine, the editor; and program submissions to Duncan Evans, technical editor. Articles can be on any subject but we don't accept product reviews.

## A sour taste

When Amstrad bought the Sinclair name we learned that Mr Sugar was not interested in selling the QL.

This was despite the knowledge that it was poor marketing that had let the QL down and that here was a real opportunity for salesmanship to score.

However entitled Amstrad is to turn down the QL, it is not encouraging for Sinclair aficionados. But worse has come.

Now we learn that Amstrad will seek to prevent anyone else producing QL developments. Amstrad has said: "They will have to ask us for permission and they are not going to get it." Blunt, brutal and unnecessarily so.

Suppressing inventions is

not in the best British commercial tradition, nor in the best scientific tradition.

Very nasty, Mr Sugar. You are leaving a sour taste in our mouths.

E Palfrey  
Cookham  
Berks

## No surprise

Your news item "Amstrad blocks QL plans" (Vol 5 No 26) went some way towards showing Amstrad's true colours. But we should not express surprise at this block.

Considering the nature of the Amstrad/Sinclair deal, it fits in perfectly with the company's policy.

Sinclair has always been the thorn in Amstrad's side. Surely it must be seen that the rights to Sinclair machines were merely a bonus. The best feature of the deal was that it effectively wiped out the opposition.

Let's be realistic: the QL, even though never the most successful computer, competed with Amstrad's own range of micros. So it should come as no surprise that Amstrad is not going to cooperate with any plans for its resurrection.

Alan Sugar is not a millionaire for nothing. He is a genius in the fields of business and marketing and the Sinclair deal must surely signal the demise of the QL.

The deal may have done Amstrad the world of good. The same cannot be said of the

British micro industry as a whole.

L G Scottford  
Pevensey  
E. Sussex

## Amstrad challenge

I would like to throw out a challenge to Alan Sugar to reply to the charge that his intention is destroy the name and credibility of the Spectrum and QL.

It was obvious from the start when referring to the Spectrum as a "pregnant calculator" what he thought of them.

James Shepherd  
Blyth  
Northumbria

## Corrections

Our thanks for your kind review of *Dragonhold* in Vol 5 No 25 of *Popular*. Unfortunately a complete mess was made of our name and address, which is, Rubicon Computer Systems, 11 Bannerdale Road, Sheffield S7 2DJ, and not "Computer Systems, 12 Bannerdale Road etc".

Dr J R Maltby  
Rubicon Computer Systems

## C64 Complaint

I am writing to complain about Commodore's power units for its computers. I have had a Commodore 64 for the past year and a half. When I first bought my computer, the

# Puzzle

## Puzzle No 216

Take a pack of playing cards and remove the tens, and all the picture cards. This will leave you with a pack of 36 cards - four of each value, aces to nines.

Shuffle the pack and draw at random any four cards. Now, using these cards place them to form a four-digit number which is an exact multiple of seven. Aces count as ones, and you are allowed to place the cards in any order that you wish.

So, for example, if you drew ace, two, five, and seven you would be able to arrange them to form the number 2751 - a number exactly divisible by seven.

What is the probability that the four cards drawn will allow you to do this?

## Solution to Puzzle 211

To make the bet fair 692 cars should pass. (Actually, 692 cars will give a marginal advantage to Ben, and 693 cars will give a marginal

advantage to Jamie, but 692 is the nearest to a 0.5 probability.)

Despite the fact that it would seem that 500 cars would be a fair number, this is not the case. Compare the problem with having 99 numbered counters. If a number was chosen and then 500 counters were drawn the probability of the number selected being among them would be approximately 0.5. (To be exactly 0.5 there would have to be 100 counters not 999). However, with the problem as stated, the occurrence of a particular number plate does not preclude the possibility of that number occurring again. This is equivalent to drawing the counter, and if it is not the winning number, replacing it with the rest before drawing again. Because of this disadvantage extra draws have to be allowed.

The probability that the first car along will not bear the winning number is 998/999. The probability that the winning number is not on the first two cars is therefore  $(998/999) \times (998/999)$ . By

continuing in this way the probability will slowly fall until it is at, or just below, 0.5. When this happens the odds will be at, or about, even.

The program simply performs this calculation, keeping account of the number of terms added. When execution stops 692 terms give a probability of 0.5000537... and 693 terms lower the probability to 0.49955319...

```
10 C=999
20 N=1: T=1
30 T=T*((C-1)/C)
35 PRINT:N,T
40 IF T<.5 THEN STOP
50 N=N+1
60 GOTO 30
```

## Winner of Puzzle No 211

The winner this week is P. Belugou of Paris, who will be receiving £10

## Rules

The closing date for puzzle 216 is August 5.



# The threat in satellite surveillance

One of the biggest research areas in computing is that of Artificial Intelligence, and in particular pattern recognition. Pattern recognition can be used in many applications, including robot vision and speech recognition.

Both these applications will become 'mass produced' items in the near future. Robot vision will be mainly used in industrial processes, though it may find its uses in the home. Conversely, speech recognition software will be of most use in the home.

But there is yet another application for pattern recognition software – high-resolution satellite monitoring.

At present this is a purely military field. Each country with access to the technology keeps track of what is happening at sensitive sites in other countries. A high-resolution imaging satellite passes over each site once or twice a day and sends digitised photographs back to a ground station, where experienced personnel painstakingly go over the photos, deciding what it is that they can see. With the image-recognition software being developed this process could be automated, though it is probable that each side will develop camouflage especially designed to fool the other side's computers.

But last year the French sent up a satellite called SPOT. This has a resolution of just ten metres, that is, it can "see" anything larger than ten metres across, and takes stereo image pairs. It signals the beginning of the civilian use of monitoring. Though SPOT is at the moment state of the art in the commercial sphere, it is not the last word in such technology. The military are well ahead, as usual. It is debatable what resolution has been achieved, but it is probably in the range of five centimetres.

Considering how military technology has a habit of entering the public domain, we can expect civilian satellites with similar resolution coming into service some-

time in the late 1990s. What will their market be?

Imagine a farmer taking out a contract with a firm to supply him with daily/weekly/monthly data on the condition of his crop, instant access to the latest data on the weather, plus accurate long range forecasts for his region. Local councils would be able to keep track of the condition of the road surfaces in their area. Another use would be to give warning of flood conditions. The government would be able to set up a system of monitoring old reservoirs/slag heaps, giving early warning of slippage. Such monitoring would save lives, yet would be prohibitively expensive using present methods. Further afield, satellites could be used in the detection of potential avalanches, again saving lives.

Unfortunately, the silver lining has a cloud – in particular, personal surveillance.

By 'personal surveillance' I mean using satellites to track the aforementioned man in the street, to see what he is doing, where, and with whom.

At the moment this is not feasible due to cost, time, and technological limitations. We do not have the satellites, the money, or the computers needed. It will necessitate putting a set of satellites in low-Earth orbit, organised in such a way as to give 24-hour coverage of all Britain, and then analysing the resultant images – which could amount to a throughput of 2.5 thousand billion bits of data per minute, if a resolution of one centimetre were used.

If it were affordable it would be used. Already the police have experimented with an optical character recognition system which would be situated on bridges above major roads. It reads the number plates of the cars as they pass beneath. (The experiment was successful, but the high cost of the equipment has meant that the idea has been mothballed for the present. It will have to wait for cheaper electronics before

it is put into use.)

An equivalent cheap experimental system would be a single satellite, specially put into orbit, or even images bought from a commercial satellite. The police would then use the images of the crimes it just happened to detect. This could be set up in the next ten years.

But the full system would require an enormous investment. So – an impossible nightmare? Consider the savings – and the spin-offs. The police force could be reduced for the first time in history, while becoming more effective. Criminal court cases will often be simply a case of showing the presiding judge the satellite photo of the deed! Meanwhile, the 'eye in the sky' will discourage a lot of casual crime, again lessening the load on the police and judicial system. Just those three effects will go a long way to paying for the system. Then there are the images themselves – eminently saleable items. In the end it will be more a case of waiting for the technology to be perfected than waiting for it to become affordable.

The technology is certainly coming. As already mentioned, satellite technology that could do the job will be with us in five years or less. The sticking point will be the processing of the images. With parallel processing, distributed processing, shorter cycle times, and a hierarchical system for image interpretation, where intelligent software decides which parts of the image need further processing after an initial low-resolution pass, we should have the capability in the next ten years.

Unfortunately the other side of the coin is more sinister. A repressive government would find such a system an invaluable tool. If someone was suspected of being a subversive, all the security forces need do is ask the computer to watch out for them and keep notes on where they go and whom they meet. It sounds like a dictator's dream, a citizen's nightmare.

**A R Mullholland**

## Letters

power unit was faulty, and I exchanged it at the shop.

About four weeks later it went wrong again, so once more I changed the power unit. Now, about a year later, the unit emits a loud humming noise through the television. To buy a new power unit costs £30.

Is there any way of getting a new power pack from Commodore without spending £30, if the guarantee has run out.

*Craig Gladwell  
Chatham*

## No Cowboy

**A**fter years (and I do mean years) of effort I was extremely pleased to see in Vol 5 No 25 of *Popular* a review by Tony Bridge of my adventure game *Starcrash*. Following Mr Bridge's appraisal of *Starcrash* I was persuaded to invest in some very modest advertising and telephoned my copy Friday June 27.

As it happened I had just purchased the June 26th issue of *Popular* (I do this every Friday – it is a habit, like breath-

ing) I glanced over the front page, flicked through the contents and started the serious stuff on page four.

The first thing I read is some editorial advice to readers not to buy software by mail-order. I have just forked out for an advert in a magazine which is telling my potential customers that the "only sure way to avoid losing (their) money is to leave it in (their) bank account" and not buy the amazing value survival simulation that I have on offer.

I think it very unfair to

generalise in this manner when the majority of companies are not out to rip-off customers – some of whom are youngsters that have saved (or nagged) for weeks in order to afford the latest software masterpiece. Surely it would be far more productive to encourage readers to report difficulties with software suppliers so that magazines like yourselves can refuse to carry advertising from these companies.

As a non-specific computer magazine I have always looked  
**continued on page 10 ►**



to *Popular* as being first with the news as and when it happens and although sometimes fickle in its bias to one machine or another, always gives fair program reviews, the pick of short useful routines in the form of listings and Peek & Poke which has been of help on more than one occasion.

I think it would be just one more service to the entire computing industry in general and your readers in particular if you would encourage feedback from dissatisfied customers at an early date and publish the information in time to prevent further victims of "cowboys and incompetents".

Here at Starcrash Software Systems, tapes are dispatched on the same day that a customer's cheque clears. If a postal order is received then the tape is posted the same or next day. This should mean that customers receive goods within 10 to 14 days at the outside. My advice is that they start making noises after this period and not wait for months after their cheque has been cashed.

Mike Burley  
Starcrash Software Systems

I read with interest your reply in the Peek & Poke column to the reader who inquired about the legal position regarding the use of copyrighted music in software.

The situation in fact is extremely confusing - like most legislation. To clarify it, I wrote some time ago to the British Copyright Council for guidance. The gist of the reply was that, yes, it is an offence under the 1956 Copyright Act to incorporate copyrighted music in a computer program without the permission of the copyright owner.

However, here is where we enter the legal 'grey areas'. The Council added: "It is not an offence to copy unless the whole work or a substantial part of it, is reproduced. What constitutes a

## Copyright Righted

substantial part depends on its relationship to the whole work, not only quantitatively but also qualitatively. Each case has accordingly to be judged on its particular merits".

Work that out! The period during which original works are protected by copyright is, generally, the life of the author of the work and 50 years after his death. For instance, *Happy Birthday to You* is in copyright until 2010. This particular song, incidentally, was sung by the Apollo IX astronauts in 1969.

The only safe solution seems to be that if you have to copy anyone, copy someone like Beethoven.

David A Edwards  
Higher Blackley  
Manchester

ularly advertise in your publication.

As publishers of a respected magazine you undoubtedly have a duty to your readership to inform them of malpractices that often take place within our industry. It is correct and proper that the "cowboys" are exposed, and the sooner the better for all of us. Your editorial highlights the problem, but at the same time it casts doubt on the integrity of the other companies that advertise every week in your publication.

My company has been advertising for the last two to three years and we operate a policy whereby customers' cheques are not cashed until the ordered goods have been despatched. We also deal with several in *Popular* and from experience know them to be honest and reliable traders.

In conclusion, keep up the good work of exposing the "cowboys", but please have more regard for the companies who try very hard to give satisfaction to their very valued customers.

R J Gladwyn,  
UK Home Computers,  
Swindon.

### Honest, guv!

I refer to your editorial in Vol 5 No 26 concerning the trading practices of some mail

order software companies.

I would suggest that your editorial was written without any regard for the numerous mail order companies who reg-

## VACANCIES AT RAINBIRD

Rainbird software is a division of British Telecom responsible for developing and publishing up-market home computer software for sale throughout the world. Vacancies currently exist for:

### PROCUREMENT MANAGER

Controlling design and print of a wide range of components for packaging.

The job involves collating information from other members of the team, copy-writing, sourcing design work and print production from outside suppliers, scheduling, progress chasing, cost control and component stock control.

Relevant creative experience or work experience within the printing industry is required and an interest in home computing is preferred.

Both posts carry initial salaries of £10k -£15k per annum, dependant upon previous experience. Suitable candidates will be highly motivated and able to work well with a competitive team. A sense of humour is vital.

All applications in strictest confidence.

### ADMINISTRATION MANAGER

Controlling stock, warehousing, assembly, distribution, office equipment and personnel records.

This is a demanding role consisting of a great deal of figure work in the operation of rigid systems of control and close supervision of third party warehousing and distribution operation.

Applicants must be able to demonstrate a flair for collating and tabulating statistics and an ability to communicate forcibly and concisely to suppliers and staff. Experience in bookkeeping, stock control or computerised systems of control is essential. Applicants with the ability to install computerised systems will be preferred but training in this field can be given.

Full C.V. to : Tony Rainbird, Rainbird Software,  
British Telecom, First Floor,  
74 New Oxford Street,  
London WC1A 1EU.



# New joystick is a joy to use

If you are at all serious about game playing, a good joystick is as vital as a clean monitor screen and a good supply of Coke. That being the case, it's good to see a new product on the market which returns to the basics of joystick design rather than concentrating on dubious gimmicks.

The Cheetah Mach One incorporates several excellent design ideas, but is a traditional handle-base-fire button design, rather than one of the recent rash of handle-less, base-less, or even button-less types which might have lots of high-tech appeal, but which rarely offer the performance of a more traditional stick.

The Mach One is, firstly, a microswitch device rather than a leaf-switch one. I can't stress the importance of this too much – leaf-switches, which rely on two metal blades being pressed together, are prone to oxidation which lessens the contact, and to excessive force bending the contacts out of place. Not so with microswitches, which react quickly and with little need for force, and which should last well.

Mach One is also blessed with no fewer than four fire buttons; on the top of the stick, in a "trigger" position, and one on either side of the base. This means that left- or right-handers can find a comfortable position.

The most novel feature is the auto-fire slider. When switched on, it keeps the stick firing constantly, UNLESS you hold a fire button down. I haven't seen this idea before, but it's a good one – it means that you can keep up a withering fire to destroy the aliens, without accidentally blasting objects you might want to leave unharmed (Minter's goats for example).

Mach One also features four base suck-



ers, and because the stick action is so light, it's one of the few devices I've found which can actually be used with one hand while stuck to a table top.

Mach One operates well, promises reliability and accuracy, and won't break the bank at £14.95.

**Product** Cheetah Mach One Joystick  
**Machine** CBM, Atari, Amstrad, Spectrum  
**Price** £14.95 **Supplier** Cheetah Marketing, 1 Willowbrook Science Park, Cricklewell Road, St Mellons, Cardiff, Wales, 0222 777337.

## The print for the paupers

Amstrad's policy of selling the PCWs as dedicated word processors has reaped handsome dividends.

Even in the wider areas of business use, the PCWs fill just about every need – with two exceptions. If you need any form of printout other than dot-matrix – eg daisywheel or plotter – then you're stuck. Similarly if you want to connect an RS232 device such as a serial printer or modem.

Amstrad has now remedied this shortcoming with the release of the CPS interface which provides both parallel and serial interfaces.

It is a neatly designed device that fits snugly into the large expansion connector at the rear of the main unit. Two screws are included for secure attachment.

Use of printers attached to the interface is controlled from CPM with the DEVICE command. A parallel printer is selected with: DEVICE LST:=CEN, and a serial

printer with: DEVICE LST:=SIO.

Control can be returned to the Amstrad printer either by resetting the machine, or by using: DEVICE LST:=LPT.

A more common use for the serial port will be micro-to-micro communications, either for file transfer between two machines in one office, or for connecting your PCW to a remote computer.

For local file transfer, you need a suitable cable and the MAIL232 program from the PCW system disc. This allows the PCW to act as a receiver or transmitter, or as a terminal to another computer.

For remote communications (such as accessing Prestel), you'll need a modem and a comms software package.

In fact, even for local data transfer, you'd do better to buy a comms package since MAIL232 leaves a lot to be desired. It's hardly the friendliest of programs.

So, do you need the CPS interface? If

you're happy with the output from the Amstrad printer (and why not?), you hardly need to consider another printer. However, plotters are a different matter and PCWs are making inroads into many businesses, of which draughting and design applications are a part.

The likeliest use is for serial communications tasks, and here again there are alternatives. For example, file transfer might be better handled by buying a 5.25in disc drive formats.

If you plan on doing a lot of comms work, a dedicated RS232 interface will undoubtedly be cheaper. The CPS, therefore, is only really worthwhile if you need both RS232 and parallel interfaces. If this describes your needs, then it's well constructed and reasonable value for money.

**Product** CPS8256 serial/parallel interface  
**Machine** Amstrad PCW8256/8512  
**Price** £67.85 **Supplier** Amsoft, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF



# Evesham Micros

## PRINTER OFFERS

Check out these offers on top quality dot matrix printers. All the models offered are substantially reduced from the normal high street prices. Prices are fully inclusive of VAT, delivery and lead to suit any computer with centronics parallel printer port. eg. Amstrad, B.B.C., Einstein, Atari ST, Oric, Dragon, Memotech or MSX. For the CBM 64/128 we supply a user port centronics cable. For Spectrum or QL owners an appropriate interface is supplied for an extra £20.00, for Atari models other than the ST an extra £30.00. Delivery is by insured receipted delivery and orders are despatched the next working day after receipt, provided we have stock.

### SHINWA/MICRO P. CPA 80 + NOW WITH NEAR LETTER QUALITY MODE

Improved specification makes this the latest version of this popular model, the outstanding printer buy in its class. As well as its normal superb print quality at 100cps (better than the NLQ on many rival models) it now has an NLQ mode which offers even better print quality. This can be switched in either from a front panel NLQ switch or from software. Other features are friction and tractor feed, external dipswitch, graphics mode, square needle print head (gives less doty look to print) and Epson compatibility. Take a look at these unretouched actual size print samples.

**New NLQ PICA print style**  
Standard PICA text (100cps)  
True descenders on jpg etc.  
ELITE mode gives 96 columns  
CONDENSED mode gives 142 columns  
**ENLARGED mode**  
SUBSCRIPTS and SUPERSSCRIPTS  
underlines nicely  
*Good italic character set*

We are convinced that this printer offers the best performance and value in its class and at our unheard of price is a **BARGAIN**.

**ONLY £189.95**

Price includes Centronics lead to suit your micro.  
Or to suit Spectrum with Kempston "E" interface £209.95.

### PANASONIC KX P1080

Now available at a really competitive price. This printer has a R.R.P. of £245 + VAT. Features are, 100cps; Friction and tractor feed; easy access "dip switch"; easy change long life ribbon and superb switch selectable NLQ mode. Take a look at these unretouched actual size print samples.

A sample of the impressive N.L.Q.  
from the Panasonic KX P1080  
N.L.Q. available in Elite (12cpi)  
and italic modes.  
Superb value from Evesham Micros  
High quality from Panasonic  
Two names you can trust

**ONLY £199.95**

Price includes Centronics lead to suit your micro.  
Or to suit Spectrum with Kempston "E" interface £219.95

### SPRING SPECIALS

ATARI 104ST mono	£799.00	CBM MPS803 printer	£149.95
ATARI 104ST colour	£999.00	5.25" 3M DISCS (packs of ten)	
(these prices INCLUDE VAT)		SS/DD	£11.95 DS/DD £14.95
ATARI 520STM c/w SF354		or in plastic library case	
Disk Drive	£449.00	SS/DD	£12.95 DS/DD £15.95
FREE "THE PAWN" WITH ALL		3.5" 3M DISCS (packs of ten)	
ATARI'S OPUS DISCOVERY	£114.95	SS/DD	£29.95 DS/DD £39.95
CBM 128 computer	£229.95	3" DISCS (suit Amstrad)	
CBM 128 compendium pack	£279.95	BOX OF TEN	£39.00
CBM music pack	£149.95		

### STAR NL10

New high specification printer just released. All the usual features PLUS easy front panel selection of most modes, semi automatic single sheet feed AND plug in interface cartridges. Choose between standard centronics parallel, IBM, or Commodore. Ideal for Commodore owners who want the convenience of a CBM ready printer but may wish to change later, just buy a new interface cartridges for £39.00.

**OUR PRICE: ONLY £269.00**  
(state which cartridge required)

All prices include P&P and VAT. Send cheque, Postal Order of Credit Card No. Credit Card order accepted by phone. Callers welcome. Wide range of goods stocked. Trade enquiries welcome. European orders send price as advertised. Outside Europe £2.00 for airmail. Mail order to Evesham Shop please.

**EVESHAM MICROS**  
BRIDGE STREET, EVESHAM,  
WORCS., WR11 4RY.  
Tel: 0386 41989

**MICRO CENTRE**  
1756 PERSHORE ROAD,  
COTTERIDGE, BIRMINGHAM.  
Tel: 021-458 4564



**Once Bytten**

31 BOWNESS ROAD  
LONDON SE6 2DG

Phone Orders: 01-698 2911  
(Callers by Appointment Only)



**IT'S THE WAY WE SELL 'EM!**  
THAT MAKES ONCE BYTTEN DISC THE BEST BUY. TOP  
QUALITY FLOPPIES FROM TOP FLIGHT MANUFACTURERS.  
100% ERROR FREE - LIFETIME GUARANTEE AND NO HIDDEN  
EXTRAS... WHAT YOU SEE IS WHAT YOU PAY.

5 1/4" SS/DD 96tpi (Suitable for all drives up to 80 tracks, single or double sided).

All prices include envelopes - All discs have hub-rings. Price per disc...

1+	10+	25+	50+	100+	500+	1000+
90p	80p	68p	65p	59p	55p	50p

5 1/4" DS/DD 96tpi (Suitable for all drives up to 80 tracks, single or double sided).

All prices include envelopes - All discs have hub-rings. Price per disc...

1+	10+	25+	50+	100+	500+	1000+
£1.05	95p	80p	76p	69p	65p	60p

3 1/2" SS/DD (Suitable for all drives, single sided). Price per disc...

1+	10+	25+	50+	100+	500+	1000+
£2.10	£1.85	£1.72	£1.67	£1.62	£1.55	£1.50

3 1/2" DS/DD (Suitable for all drives, single sided). Price per disc...

1+	10+	25+	50+	100+	500+	1000+
£2.75	£2.45	£2.35	£2.25	£2.10	£1.95	£1.85

### DISC BOXES

5 1/4" 10 Capacity 1+ £1.50 10+ £1.25  
5 1/4" 100 Capacity Locking 11+ £11.95  
12+ £10.00

5 1/4" 10 Capacity 1+ £1.50 10+ £1.25

### EXTRA ENVELOPES 5 1/4"

10+ 9p 50+ 8p 100+ 7p

500+ 6p 1000+ 5p

### LABELS

5 1/4" Label Sets (for 10 discs)

inc. write-protects 1+ 35p 20+ 25p

3 1/2" Label Sets (for 10 discs)

1+ 25p 20+ 20p

**IMPORTANT NOTE:— Any order including 10 or more discs is POST FREE, otherwise please add £1.00.**



Cheques or Postal Orders payable to AMTEN LIMITED  
please. Cash should only be sent by REGISTERED MAIL. You  
may pay by VISA or ACCESS card by mail or phone.  
HOTLINE FOR PHONE ORDERS 01-698 2911 27PD10

VISA

### ALPHACOM 32 PRINTERS

High quality thermal printer for  
all Spectrums at a  
give-away price  
**only £19.95**  
(p&p insurance £3.00)

## DS Enterprises

# 01-671 0209

### Disks

5.25"	DS DD
Diskexpress (Recommended)	£12.50
3.5"	DS DD
Fuji	£28.50
Maxell	£29.50

All disks are guaranteed and come packed in plastic flip and file type boxes.

### Drives

QL, Spectrum or BBC Compatible	Single 80 Track	Dual 80 Track
3.5"	£110.00	£199.95

### QL Software

Lattice C	£85.00
Pascal (Full ISO)	£79.00
Super Charger (Basic Compiler)	£48.50
Ram Disc (Ram Disk & Utilities)	£14.95
Tasprint	£17.50
QLpaint	£21.95
Toolkit II (Eprom version)	£32.95
Ice & Choice	£34.95
Sign Designer (Designs Screens & Signs)	£18.95
Touch Typist	£11.50

### Add Ons

512k Expanderam (Miracle Systems)	£119.95
Including Ram Disk	£127.50
Dual 3.5" Drive & Interface	£265.95
Citizen 120D Printer	£225.00
CST Interface	£82.95
Sandy 512K Super-Q-board	£244.95
With dual 3 1/2" drive	£440.00

**DS ENTERPRISES, 25 Trinity Rise, London SW2 2QP**

All prices include VAT and Post & Packing

27PD925



## Minding your Ps and Qs

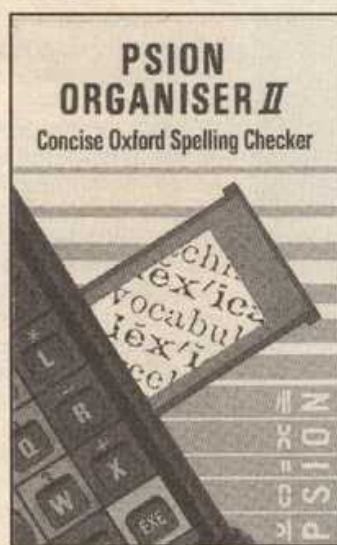
Oh boy, this is the one I've been waiting for – a slur on all the English teachers I ever had, no doubt: *The Concise Oxford Spelling Checker* for the Psion Organiser II.

I can't claim to suffer from dyslexia – I would hazard a guess that my bad spelling simply stems from congenital bone idleness to be honest, but whatever the excuse, this package is going to assure that my Organiser II never strays far from my side. What those clever Psion people have done is place 23,000 carefully selected words (that is, the ones I can't spell) on to a datapack,

together with a some nifty string searching software.

Selecting the *Dict* option from the main Organiser menu, all you have to do is type in what you hope are the first three letters of the word presently escaping you, and a likely candidate will be displayed on the line below. You can page through the rest of the possibilities by pressing the *Exe* button. Three letters is a minimum – if you type in more, it narrows the field down considerably.

The beauty of it is that as well as those difficult words, the list includes those tricky little plurals and unusual verb



forms that always seem to elude the brain at particularly vital moments. What more could any malingerer want?

This is another excellent product for the Organiser II – a natural follow-up would be a synonym finder – and I can do nothing but loudly sing its praises.

Essential for everyone who ever talked in the back of class.

John Cook

**Program** Concise Oxford Spelling Checker **Micro** Psion Organiser II **Price** £29.95 **Supplier** Psion, 18 Harcourt Street, London W1H 1DT.

## Make your move

Chess is one of the oldest games known, and one of the oldest computer games too. A short while ago, CP Software released *3D Clock Chess* on the Amstrad PCW but now owners are spoilt for choice with the release of Amsoft's *Cyrus II Chess*, and CDS's *Colossus 4*.

So let it be said immediately that if you want a chess program for your PCW, *Colossus* is the one to go for.

Its range of features beats the other offerings hands down. In addition to the usual features of multiple difficulty levels, take-back moves, set-up positions, switch sides, and replay, *Colossus* has a host of others.

Not the least of these attractions is the game library of

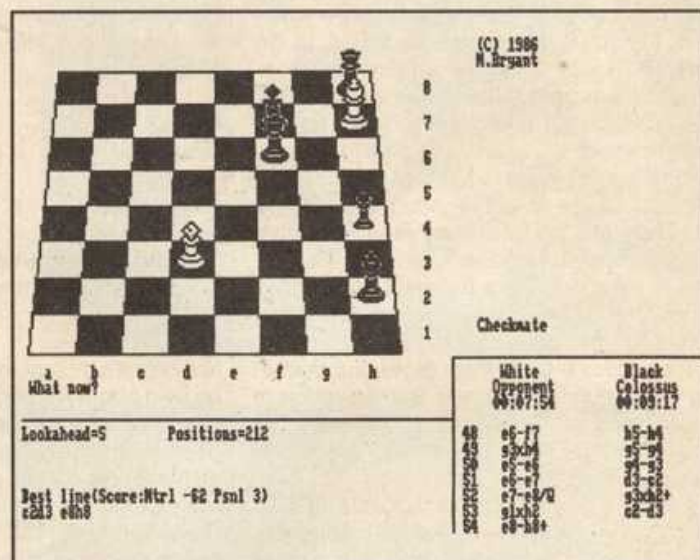
some 40 games between different chess programs, and David Levy's winning series against *Cray Blitz* which runs on a Cray supercomputer.

There are also 18 problems (with solutions, if you need them). About the only feature *Colossus* is lacking is the ability to switch from 3D to 2D view of the board.

Because of the way in which *Colossus*'s difficulty levels are set up, you can order the PCW to play an enormous range of difficulty levels.

*Cyrus*, on the other hand, has the basic features and not much more. The 3D display is slightly prettier, with animated moves and pieces shrinking as they move away from you.

It also has the 2D option that *Colossus* lacks. If, like me, you



Above: *Colossus Chess 4* – impressive range of features.

Below: *Cyrus II Chess* – has a 2D option too.

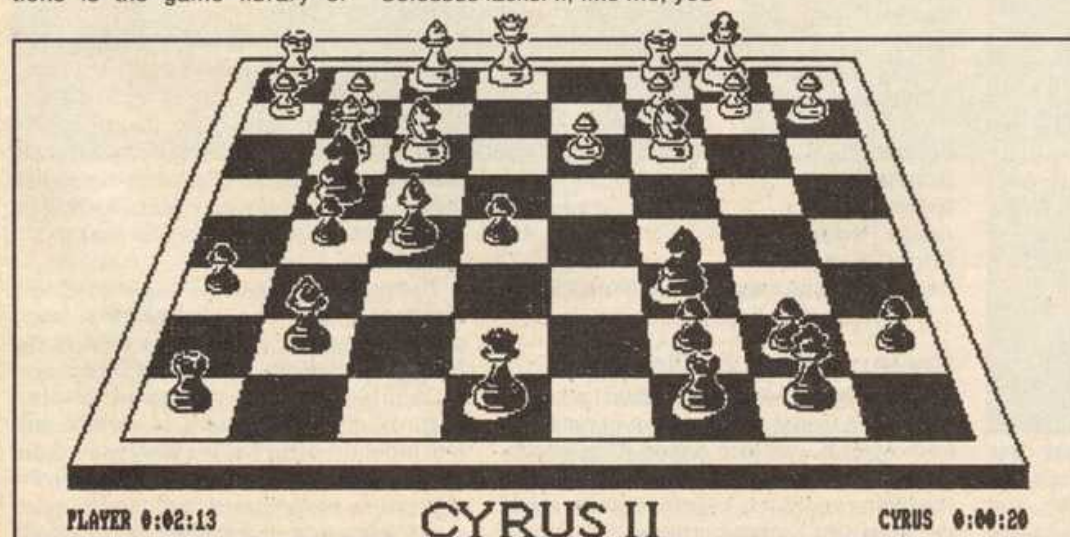
prefer a plan view of the board, this could tip the scales away from *Colossus*.

That said, *Colossus* is really the one to go for. At the higher levels it will provide a tough opponent for good club players, while on the lower levels it is a good tutorial program, especially given its extensive library of games and problems.

Peter Worlock

**Program** Colossus Chess 4.0 **Micro** Amstrad PCW8256 **Price** £15.95 **Supplier** CDS Software, CDS House, Beckett Road, Doncaster DN2 4AD.

**Program** Cyrus II Chess **Micro** Amstrad PCW8256 **Price** £15.95 **Supplier** Amsoft, Victoria House, PO Box 10, Sunderland SR1 3AV.





# Those long, hot days . . .

John Cook sifts through a cocktail of programs for the Amiga from Ariolasoft

Here in the *Popular* office, the recent weather was met with a massive wave of flushed apathy, as we sat slumped by our desks, with barely enough energy to whimper encouragement to the YTS trainees who were getting to grips with the new technology by fanning the editorial staff with 5" floppies. Then this big box appeared in the office – our Amiga had finally arrived.

Whoops of joy filled the air – and even though the only member of staff 100% sure which end of the screwdriver to hold was on holiday, plugs were fitted and eventually the system was up and ready.

I promise you – we would have booted up the Basic straight away and been writing multi-tasking spreadsheets like a shot . . . but the dog ate it. Then we lost the assembler. It was the final straw when the *Lattice C* package was found to be helping police with their enquiries in connection with the Brinks/Matt bullion robber. What else could we do? We had to play games . . .

Ariolasoft seems to be the only company who have got its act together with Amiga games software at the moment with five titles licensed from Electronic Arts – one of the premier software houses in the States – those titles being *Archon*, *Seven Cities of Gold*, *Skyfox*, *One on One* and *Arctic Fox*. All are conversions from other (supposedly inferior) machines, with the exception of *Arctic Fox*, so we were very interested to see how they had made their transition onto 'state of the art' hardware.

We decided to rate each game in four categories, graphics, sound, gameplay (ie, how good it is overall) plus the Amiga factor – how much we felt the program exploited the unique features of the beast . . . or not.

## Skyfox



A hit on the major formats last year, this shoot 'em up with a touch of strategy has converted well, being loud, brash and colourful. The story is standard "you are

the only person that can save the universe" fodder, but you can quite merrily blow the enemy tanks and jets away knowing you're doing Personkind a good turn. They're aliens.

Identical screen layout is retained – (this was a feature of all the conversions in fact) with the tri-sectioned out-of-the-cockpit view of the carnage. The action was fast – the transition between the high and low level combat much smoother and quicker than we recalled it being on the other machines. Graphics were at not much higher resolution than the Commodore and although the scrolling was good, it was far from effortless.

We didn't notice any obvious use of the Amiga's advanced talents, but all the same, for Amiga headbangers, this is as good as you can get over here at the moment. Play it with the volume up and the autofire on.

**Sound** ★★★★★  
**Graphics** ★★★★★  
**Gameplay** ★★★★★  
**Amiga Factor** ★★★★★  
**Price** £22.95

**Technical requirements** – 512K, Kickstart 1.1, Joystick recommended, 1 player only.

## Archon

Now here's a blast from the past. What can be said about *Archon* that hasn't ever been said before? This truly is the classic blend of arcade reflexes and strategic thinking, as the forces of light and dark fight it out on a 9x9 board of shifting hues. Think of it as chess with joysticks.

We all had a great time with this one (mainly as the forces of dark laying heavily into the good guys, it has to be said) but there were few obvious enhancements. A nice loading screen with some music had been added, but the graphics and sound were much the same as they ever were on the Atari and Commodore 64. But what could you possibly do to improve one of the all time greats? As a conversion, this is as faithful as they come.

**Sound** ★★  
**Graphics** ★★★★★  
**Gameplay** ★★★★★  
**Amiga Factor** ★★  
**Price** £22.95

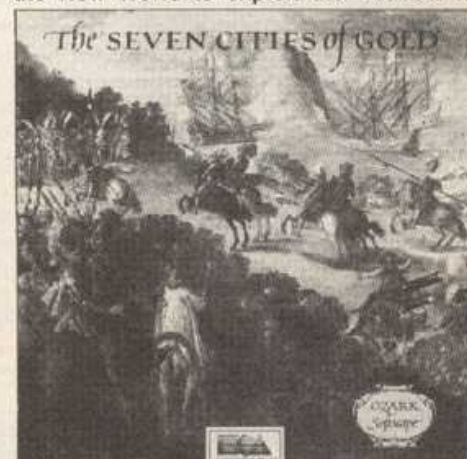
**Technical Requirements** – 256K, Kickstart 1.1, Joystick, 1 or 2 player.

## Seven Cities of Gold

Another great little animated strategy game – sadly not a mega-hit over here due to the fact it was disc based. One advantage with the Amiga, of course, is that all of the main program is kept in memory – and the little disc accessing there is, is some-

what faster than the clockwork 1541.

This one has you emulating Christopher Columbus, outfitting a fleet, setting sail for the New World to exploit the natives. It



might not be ideologically sound – but it always got the big thumbs up in these quarters. Sadly, this, we felt, offered the most room for improvement on a bigger machine, Sampled sea noises perhaps, as you plough through the briney? Small elements of multi-tasking that would allow you to split your forces up and let each go on their respective ways? At least some better graphics and animation?

The title screen offers this – all hi-res and period music – but the disappointment is that this is a conversion job par excellence. Apart from the improved hardware performance, you might as well play it on the 64.

**Sound** ★★  
**Graphics** ★★  
**Playability** ★★★★★  
**Amiga Factor** ★  
**Price** £22.95

**Technical requirements** – 256K, Kickstart 1.1, Joystick recommended, 1 Player.

## One on One

For those not familiar with basketball – *One on One* is a game where you play against a mate, both going for the same basket. If you're both good, you both tend to score each time and just end up getting thoroughly sweaty and horrible. It was like that on the Commodore, it was like that on the Spectrum – and it's a bit like that on the Amiga.

The program is a *One on One* computer simulation, with the two players being emulated on two 'stars' of the NBA in the States, Julius Erving and Larry Bird.

On the Spectrum the game is plain absurd – the Commodore 64 version was much better; even so, we always had our doubts about its playability. Many of the moves are preprogrammed into the computer, and much of the time, you just don't



the converters; it's sunk deep inside the game design.

No, this is never going to be a classic game, but what *has* been done during the



conversion is that someone has sat down and tried to make use of one of the Amiga's extra features – the capacity (due to the extra memory largely) to utilise sampled sounds.

The basketball has a satisfying thunk when it bounces, there is a constant hum of the crowd – in the distance you can hear someone selling hot dogs. This is cute. Pity it can't lift up the game logic that little bit higher. For basketball fans only. Alternatively, play it with your eyes firmly shut.

**Sound** ★★★★★  
**Graphics** ★★★  
**Gamesplay** ★  
**Amiga Factor** ★★★★★  
**Price** £22.95

**Technical requirements** 256K (extra features with 512K), Kickstart 1.1, Joystick recommended, 1 or 2 player.

## Artic Fox

of having their base somewhere warm and exotic like – say – Hawaii... they've found themselves in the South Pole. So much for the blather – there's no denying that the game does take advantages of the machine it's running on. Lots of sampled tank sounds. Large playing area and smart enemy opposition. Filled vector-like graphics. It abounds with neat touches. Like the radar screen converting into a monitor from which you control the guided missiles – except the animated view is from the nosecone of the missile. Gosh.

Without going into the fine detail of the thing, this is an excellent Amiga game, only let down by the relatively jerky main screen display. Take a look if you can get your hands on a machine.

**Sounds** ★★★★★  
**Graphics** ★★★★★

**Artic Fox** (below left) combat on the Arctic plain.

**Sky Fox** (below right) The aliens taking it like a man.



Finally we come to the Jewel in the Crown. The one specifically written for the Big A. We loaded it up and expected something revolutionary. Some of us were disappointed. There were mumblings of – "Battlezone rip-off" and other such slander. People sloped off to do exciting things like filing. Always a bad sign. However, some of us persevered past the first 10 seconds... and Arctic Fox showed itself to be worthy of not little praise.

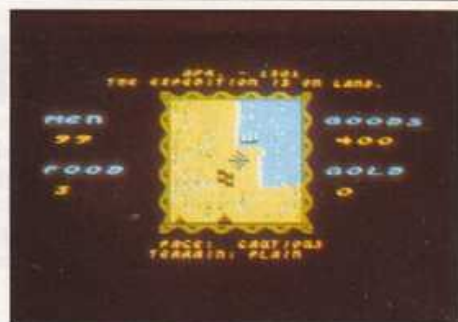
You are controlling a 'super tank' – the only weapon that can zapp the aliens who are taking over Earth, etc, etc – but instead

**Amiga Factor** ★★★★★  
**Playability** ★  
**Price** £22.95

**Technical requirements** – 512K, Kickstart 1.1, Joystick recommended, 1 player.

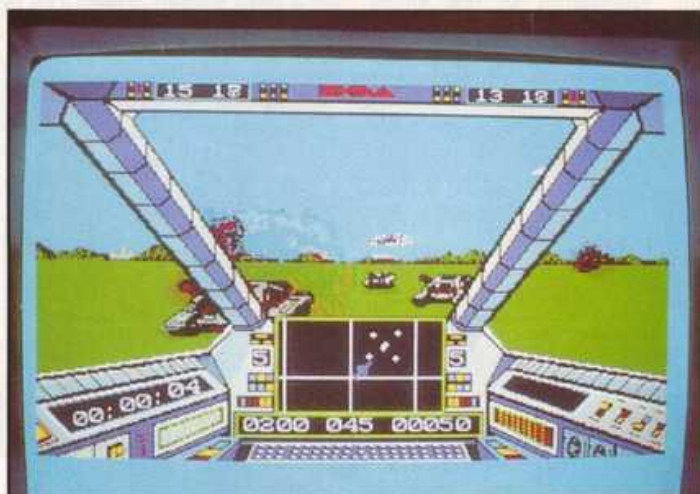
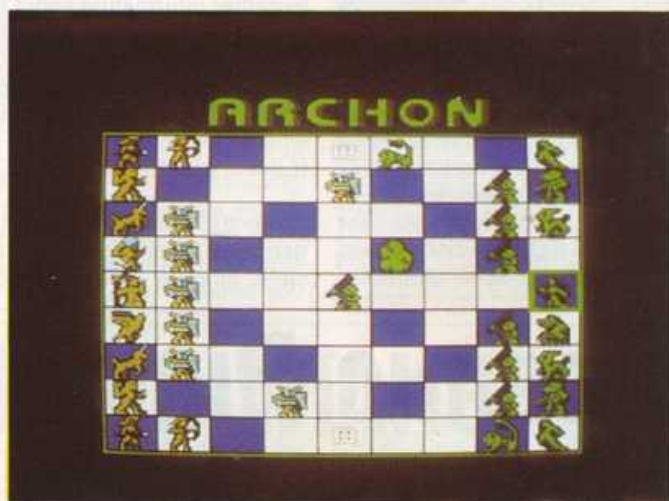
## Conclusions

This is an excellent selection of games of the Amiga – but there again, they were excellent (for the most part) on the originals. The fact that the four conversions made so little effort to extend the performance of the software in line with the



**Seven Cities of Gold** (above) exploring the New World.

**Archon** (below) Light versus dark (dark in the green strip).



★★★★★  
 ★

hardware advance suggests that time was probably a limitation – that is, they had to be ready for the machine US launch. Shame.

But at least *Artic Fox* gives us a glimpse of the future, as far as what the machine is capable of, talked to nicely enough, for long enough. Meanwhile, if you had to pawn your old system to get this one – Ariolasoft present you with the chance to play them still – with the addition of a few trimmings.

And if it doesn't rain soon, we'll be going monthly. Promise.



# Tricky terrorists dealings

**T**errorists have hijacked "a vehicle", and you as head of the conveniently named Hijack Department must defeat them inside their deadline.

You have three options. You can raise money to pay them off, raise the political power to get them to give in, or raise a large military force to scare them into surrendering. *Hijack* has no option to turn Tripoli into a greasy stain on the edge of the Mediterranean, indicating that short sharp shocks are now out of fashion.

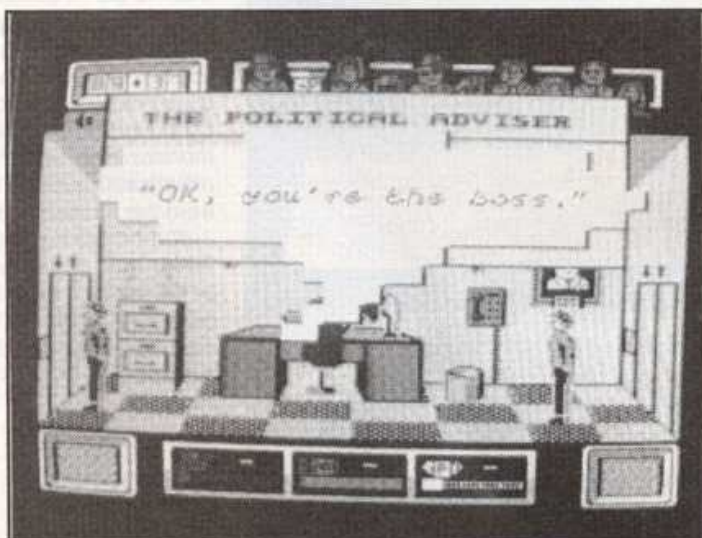
In the game you are a figure using joystick or keyboard to move through a complex of offices. As your increasingly frantic search progresses you run into ten other characters ranging from the president down to the financial officer. On encountering a character

joystick up or down moves you through the character icons at the top of the screen, and pressing fire gives you a pull-down menu with a series of options, eg, request political support, raise funds and issue a press statement.

Objects that can be picked up appear at the bottom of the screen alongside displays of your current military, political and financial power.

You use all this raw material to gather information about the hijackers, keep on top of the power struggles in the division, build up money, military or political support to the point where the hijackers can be tackled, and not get fired.

Electric Dreams bills the game as a combination of arcade, strategy and simulation.



The arcade element seems pretty sketchy to me, but overall it's good value, and should appeal to anyone who wants to use their head for things other than banging.

John Lettice

**Program Hijack Micro Spectrum 48/128 Price £9.99 Supplier Electric Dreams Software, 31 Carlton Crescent, Southampton SQ1 2EW.**

# Cosmic Ping Pong

**T**he old ideas are often the best, and this one, *Room Ten*, resurrects the original foundation of the video game boom - *Ping Pong*. But

don't throw your hands up in despair, it's not a case of two lines and a blip battling it out on a bare screen. *Room Ten* is in fact 3-D super cosmic ping

pong, CRL's idea of a 25th Century zero-gravity recreation.

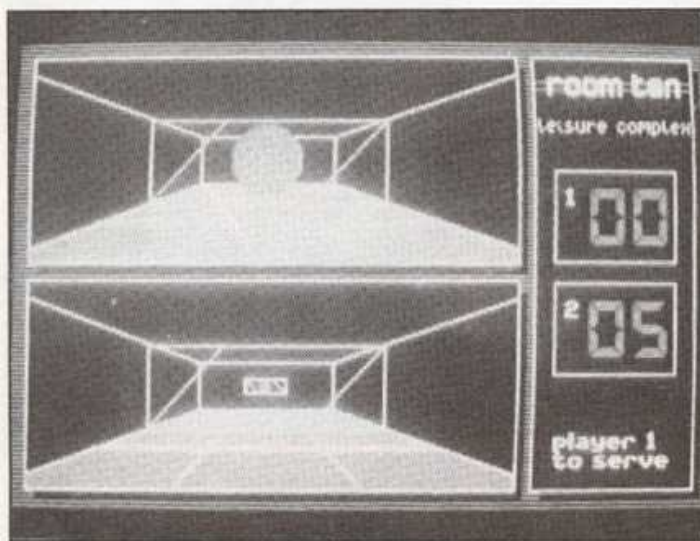
Set in the recreation station of the giant interstellar conglomerate GalCorp, *Room Ten* (lousy title if you ask me) features a split screen effect, showing in vector graphics the views from each end of the playing chamber. Using the joystick or control keys, the player(s) move transparent rectangular force shields - the 'bats' - around the field of view in order to hit the solid energy 'ball'. To the right of the screen is the score tally and an indication of which player is to serve, and that's all there is to it. Written by Pete Cooke, of *Tau Ceti* fame, *Room Ten* is a tour de force of 3-D animation; the ball bounces realistically around the chamber, and there's a great deal of skill

involved in making angled shots by catching the ball with the corner of your bat, then anticipating your opponent's reaction.

Sound effects are good too, and to maintain the joke the instructions are given in English, French, German, Cetan and Hydran - try making any sense of the last two!

Played at full speed *Room Ten* is very impressive and challenging. With screen colour options and an excellent intro screen, it's well worth a look if your taste runs to games of skill rather than mindless destruction.

Duncan Evans



**Program Room Ten Micro Amstrad CPCs Price 7.95 Supplier CRL, 9 King's Yard, Carpenter's Road, London E15.**

# Microtech's Crimble is confusing

**I**'ve never been to Ossett but my guess it's something in the water. Or maybe the authors were dropped on their

heads as children. Could it be strange and suspicious substances?

Happy *Crimble*? Possibly,

Frustrating *Crimble*? I'm pretty sure What flavour of *Crimble*? Raspberry crimble, I think. Would Lewis Carroll have liked

*Crimble*? Would you? Did I? Did its authors?

I am very grateful to MicroTech for the hint sheet.



Without it I doubt I'd have guessed how this adventure (if that's what it is) worked. For a *Quilled* product it sure stands the formula on its head, inside out, if you understand. In fact it stands adventuring on its head. The text, the authors tell me, is irrelevant. So is the owner of

the vest in the first location. It's an elephant's vest.

This is supposedly satirical, supposedly surreal, supposedly illustrated (I found one illustration; its subject escaped me). Maybe if Dali took up programming something like this would result. But I'm not

sure that I didn't suppose the result merely sixth form in its soft politics and (en)forced wackiness. The borderline between genius and madness is narrow. This game should be played wearing a straitjacket at the very least - though how you then type in your answers cur-

rently escapes me.

John Minson

**Program Crimble Micro** Spectrum 48K **Price** £7.25 **Supplier** MicroTech, 88 Whitely Spring Crescent, Ossett, West Yorkshire WF5 0RF.

## Graham Gooch plays well in test

**G**raham Gooch's *Test Cricket* was a very appealing game on the Commodore 64. While Audio-genic has certainly taken its time with conversions, the Amstrad version is now out, and the good news is that the game looks much the same.

The startling green pitch of the 64 version looks even more lush on the Amstrad, the players are just as chunky and blocky, and the play centres again purely at the wicket and the boundary.

The appeal of this title rests largely in the variety of dis-

cernible bowling techniques and strokes played, and the smooth animation. The figures are large (and thus inevitably blocky) rather than matchstick men and you can see what's going on.

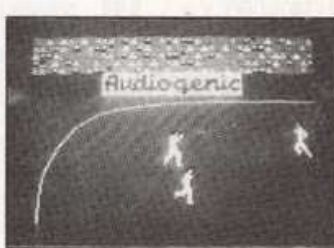
You are given an England v Australia scenario, and a pool of twenty players to choose from. Time to emerge from your dust covers, down a pink gin or two, and select the team. If you don't like the look of Botham or any of his cronies, you can also add your own players.

Next you can select whether

to play a one day match, full test, or limited over (40, 55 or 60) match.

The play has two modes: simulation mode is rather like watching it on the television, although you do have some control over the tactics England adopts. In arcade mode, you actually get to play the shots, and bowl the overs via the joystick.

Like everything to do with cricket, it's either fascinating, or the attraction is quite incomprehensible. But if you liked the look of last year's Commodore version, rest assured you



won't be disappointed.

Christina Erskine

**Program Graham Gooch's Test Cricket Micro** Amstrad CPCs **Price** £9.95 tape, £14.95 disc **Supplier** Audio-genic Software, PO Box 88, Reading, Berkshire.

## Leader Board lands a winner

**T**here are some software companies, notably in the US, who are constantly extending the graphics frontiers of the Commodore 64.

Epyx is one that springs to mind, with its *Summer* and *Winter Games* series. Another is Access, and its latest is another sports simulation, *Leader Board*.

This golf game pits up to four players against each other and four of the toughest golf courses ever designed. There are no trees, no bunkers, no

rough. What there is, is a number of islands.

Occasionally you get an easy hole, where the tee and the pin are on the same island. More often you'll find they are one or more islands apart.

If this was a real course, no-one would play it since you stand to lose about 100 balls in the water the first time you play. One member of the *Popular* staff posted a first-round score of 164 over par.

But since it's a computer game, this only adds to the fun.

Once you learn to control hook and slice, the game plays very realistically, with some clever animation of your golfer and realistic, 3D flight of the ball.

All the other features you'd expect to find are here: full club selection, varied power on the swing, wind effects and sloping greens.

Compared to Ariolasoft's *Golf Construction Set*, *Leader Board* has many strengths and few weaknesses. *Leader Board* plays a better game, and is graphically superior. Howev-

er, I prefer *Golf Construction Set*'s more realistic choice of courses, and the ability to design your own courses is a bonus.

On the whole, though, *Leader Board* is the winner.

Peter Worlock

**Program Leader Board Micro** Commodore 128/64 **Price** £9.95 tape £14.95 disc **Supplier** US Gold, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

## Julia's death remains a mystery

**W**ill *Mortville Manor* by French company Pyramide for the QL be destined to join the ranks of the adventure classics? Well, no. The premise of the game is that you, as Jerome Lange, ace investigator, having received a plea for help from an old friend, rush round to Mortville Manor to see what goes. Unfortunately, by the time you get there, you find that it's your old friend Julia who's gone. Was it old age, or was it murder? The

graphics though pretty, are horribly slow in being drawn, taking 20 to 55 seconds. What about the text, you cry? Well there's a real treat in store here, just sit back and soak up the atmosphere in the one to two lines of prose. Eat your heart out, Infocom.

What is rapidly becoming an endurance contest continues when you start typing commands because you're only allowed to use verbs. An arrow appears on the screen and you

slowly move it over the object you wish the very to apply to. In practice this is unbelievably tedious.

Plodding from location to location I at last encountered something, Max the butler, to be precise. The adrenalin was really flowing as the program went into discussion mode; what rivetting information would the butler reveal? Old Julia was killed because she discovered passion and scandal lurking behind the scenes?

No such luck. "Pardon" and, "That's none of your concern" were the most I could get out of him.

There may well be a good game lurking in there somewhere but, like Julia, you could die from old age before you find it.

Duncan Evans

**Program Mortville Manor Micro** QL **Price** £19.95 **Supplier** Reo Promotions, 28 Waverley Grove, London N3 3PX.



YOUR LOCAL SOFTWARE MAIL ORDER  
ONLY A POST BOX AWAY

## FACULTY ENTERPRISES LTD

MSX	£	ATARI 400/800XL	£	SPECTRUM	£	BBC	£	ATARI 400/800XL	£	DRAGON	£
NIGHTSHADE.....	8.95	LOOK AHEAD (D).....	7.29	ELITE (+).....	10.15	ALIEN.....	4.35	BLUE MAX 2001.....	6.79	SOURCERERS APP'TICE.....	7.99
ZOIDS.....	8.95	MINATOUR (D).....	7.29	SUPERBOWL (+).....	6.65	POLE POSITION.....	4.35	COUNTEER (DISC).....	6.79	ASTERIX.....	7.99
CHESSGAME.....	7.95	SPACECHASE (D).....	7.29	SOLD A MILLION.....	6.65	ROBOTRON.....	4.35	ATTACK (DISC).....	6.79	PIGS IN SPACE.....	7.99
VALKYR.....	8.95	PRESIDENT USA (D).....	7.29	MAX HEADROOM.....	6.65	KENSINGTON.....	4.35	AIR RAID (DISC).....	6.79	OBELIX.....	7.99
CLUEDO.....	9.95	SALEM RUN (D).....	7.29	RAMBO.....	5.39	ROYAL QUIZ.....	3.20	ZAXXON.....	5.99	KANGEROO.....	7.99
MONOPOLY.....	9.95	AIR RAID (D).....	7.29	WINTER GAMES.....	5.39	MUSIC QUIZ.....	3.30	BLUE MAX (DISC).....	5.99	MARIO BROTHERS.....	7.99
SCRABBLE.....	9.95	OUTLAW (D).....	7.29	MOVIE.....	5.39	BEACH HEAD.....	3.20	ARROW OF DEATH.....	2.59		
JACK THE NIPPER.....	8.95	REVERSI (D).....	7.29	PING PONG.....	5.39	GREMLINS.....	3.20	GOLDEN BATON.....	2.59	BOOKS	
MOLECULE MAN.....	1.99	AVALANCHE (D).....	7.29	INT. KARATE.....	4.99	JET BOOT JACK.....	2.20	TIME MACHINE.....	2.59	PUT YOUR COMM TO WORK.....	4.95
KNIGHTIME.....	2.99	PHOBOS (D).....	7.29	RIVER RARO.....	4.29	MOON RAIDER.....	1.99	FIGHTER PILOT.....	2.15	ACADE GAMES FOR COMM.....	3.95
		DOWNHILL (D).....	7.29	BLUE MAX.....	4.29	TIME MACHINE.....	1.99	BUG OFF.....	2.15	50 GAMES FOR VIC 20.....	6.95
		BABEL (D).....	7.29	PSYTRON.....	4.29	BATTLEZONE 2000.....	1.99	GOLF.....	2.15	ARCADE GAMES BBC.....	4.95
		SLEAZY ADVENTURE (D).....	7.29	FRIDAY 13th.....	3.39	BISMARCK.....	1.99	DANGER RANGER.....	2.15	DYNAMIC GAMES ELECTRON.....	4.95
		ATTANK (D).....	7.29	A VIEW TO KILL.....	2.59	ELECTRON.....		ATARI 2600.....	£	WORKING ELECTRON.....	6.95
		ALIEN EGG (D).....	7.29	CODE NAME MATT II.....	2.59	ROBOTRON.....	4.35	SUP BREAKOUT.....	4.99	ELECTRONC ARCADES.....	3.95
		COUNTER (D).....	7.29	DEVIL RIDES IN.....	2.15	SNOOKER.....	3.20	DESERK.....	4.99	ELECTRON MASTER.....	5.95
		PAY OFF (D).....	7.29	SPECTRUM CHESS.....	1.99	ROYAL QUIZ.....	3.20	COMBAT.....	4.99	ELECTRON 21 GAMES.....	5.95
		TIMEWASTE (D).....	7.29	BLACK HOLE.....	1.99	PCW GAMES COLL.....	3.20	STAR RAIDER.....	4.99	GAMES FOR AMSTRAD.....	4.95
				WORLD CUP FOOTBALL.....	1.99	POSITION.....	2.59	COSMIC ARC.....	4.99	GAMES FOR ATARI.....	5.95
				JUMPING JACK.....	1.99	STRATO BOMBER.....	2.59	SOLAR FOX.....	4.99	BOOKS FOR SPECTRUM.....	QL
				TITANIC.....	2.59	3D-BOMB ALLEY.....	2.59	VENTURE.....	4.99	WORD PROCESSING.....	6.95
						BLITZKRIEG.....	2.59	WARLORDS.....	4.29	DATABASE.....	6.95
						KAMIKAZE.....	2.59	BREAKOUT.....	4.29	MACHINE CODING.....	6.95
						FORTH.....	2.15	GHOST MANOR/SPIKES.....	4.29	SINCLAIR ADVENTS.....	6.95
								PEAK (2 TAPES).....	3.39	All one price £2.50 inc p&p	

**SPECIAL\*\* AMSTRAD DISCS— BATMAN, V, MOVIE GREEN BERET, £10.25 EACH**

PLEASE MAKE CHEQUES AND PO's PAYABLE TO

**FACULTY ENTERPRISES LTD**  
**29 Rutland Court, Ponders End**  
**Enfield, Middx EN3 4BJ 01-805 8054**

MSX Send for list and prices

28PD500

## THE EDGE PROGRAMMERS



**Following our move to larger premises in London's Covent Garden, we at Softek International are currently seeking to expand our programming teams for development of both 'The Edge' and 'SofTechnics' product ranges**

We are seeking finished products of a high quality, or programmers willing to work on a free-lance basis to either create original software or to translate programs to alternative formats. We are also looking for a choice few 'in-house' programmers to work on our entertainment and business software projects.

If you are interested in programming entertainment products for the Spectrum, Amstrad Micros, Commodore 64, Amiga, ST, etc then please waste no time in contacting us. Equally if you can program for micros such as the Atari ST, Macintosh, IBM PC, or other micros commonly used in businesses, then our SofTechnics team would be keen to hear from you.

Softek International's Edge and SofTechnics products are marketed worldwide in Europe, North & South America, Australia, Africa, Japan, etc ensuring that we have the widest circulation of any British software publisher. We pay top royalties for excellent work, or can consider paying outright fees (especially for conversion projects).

So, whether you've already written a game or perhaps an innovative utility or business application, or are interested in writing for us then we are keen to hear from you. Please send your submissions to us in complete confidence, or ring Andy Blazdell on **01-831 1801**.

**SOFTEK INTERNATIONAL LTD**  
**36-38 SOUTHAMPTON STREET, COVENT GARDEN, LONDON WC2E 7HE**

28PD640



## Notes from a Brattacas notebook

*Tony Kendle passes on the tips, plus some help with US Gold's PSI-5 Trading Company*



In response to a request I printed a few weeks ago here is a welcome letter from James Drever of Church Stratton:

"Dear Tony: I read in your column that you wanted some tips for ST games so here are some notes I have produced for *Brattacas*. I've had an ST since Christmas and have been playing *Brattacas* in glorious monochrome with the TOS operating system still on disc. This may explain some of the strange goings on I've experienced while playing.

"The overall objective of the game is to escape via the teleport in the arrivals department carrying the correct evidence to prove your innocence. Proving your innocence involves killing (sic) or otherwise tricking most of the population of *Brattacas*.

"How to go about it: First go to Joe's Bar, reveal yourself as Kyne and he will tell you to find Skweel. Skweel is the snitch who wears a gas mask. To bribe him you must find all of the gold bags on *Brattacas* to give these to him. He will reward you with the final piece of evidence.

"Evidence: The two most important pieces of evidence can be found in Commander Stopp's office and in Kol Worpt's den. Take both of these to the Arrival's teleport to get a The End message. Not very exciting. I presume you must select some more evidence to complete the game, and I also guess you get a pretty picture - once I got a few lines of graphics when I took a certain (but alas forgotten) combination of evidence.

"The Characters: Droids should be killed with an electro bomb by leaving one in their paths. You can carry a pass to avoid them also, but it is time consuming to repeatedly answer their questions.

"Bureaucrats - It is worth killing the droid despatcher as this will neutralise the droids. Before attempting the journey to Stopp's office it may be worth killing the police Despatcher and sending the police to the droid room where they are well out of the way.

"Henchman - There is one very useful henchman (recognisable for his white trousers) who knows who you are and will

take to meet Kol Worpt. This charming character will ask you to work for him and if you agree you must prove yourself by killing a cop. There is little point in trying to kill him, he does no harm to you, and the same goes for Stopp.

"Switches: You can leave your pursuers behind in Kol Worpt's den by switching the lifts off as they follow you. Switch off the cameras in Cooms central if you intend to do some dirty work in a room with camera protection.

"Control: Always use the mouse. It may seem hard at first but in the long run it is much easier than keyboard or joystick.

*"PSI-5 has a standard of programming that is exceptional"*

"My overall opinion is that as a demonstration of the ST's power *Brattacas* is great. As a game it is fundamentally flawed by design faults and bugs. The game's speed is undoubtedly impressive but it does slow down to a crawl with too much on screen - even despite the 16 bit processor. I think Psygnosis was rather too ambitious with the program, but as the first real games release for the ST it is good stuff.

"I hope this is of use as I haven't seen any hints for ST games printed before."

Thanks a lot James for kicking off the ST tips in the column, let's hope we have lots more to come. As you rightly point out *Brattacas* was a very rushed release and is renowned for its small bugs, but since that time the ST has had some excellent new releases. *Popular* has covered a few of these recently in the special games features and I know that companies such as Rainbird are working on some state of the art releases that may well put Atari back on top as the name synonymous with the very best games computers (even if the company would hate to have its machine described as that).

The recent release of the *PSI-5 Trading Company* is possibly the strongest program that US Gold have released in a very long time. It is a superbly animated game

that on paper has a plot rather similar to *Elite* crossed with the ill-fated *Great Space Race*. Don't let that put you off though, *PSI-5* has an atmosphere and a humorous quality that is unique and the standard of the programming is exceptional. Peter Avons of Bampton has provided us with these tips for the game.

The best crew to pick on the missions is Boris - weaponry, Yenx - navigation, Mike - Scanning, Craven - Engineering, Repairs - T3XR9.

The mission: Step 1 - select engineering and priorities the ship's power classes to: Priority 1 - shields: priority 2 - engines priority 3 - weapons: priority 4 - charge shield batteries: priority 5 - scanners: priority 6 - charge emergency battery.

Step 1 - select Scanning and get display.

Step 3 - select Navigation and accelerate to speed 8.

Step 4 - when the ship comes up on display use accelerate to stop your craft.

Step 5 - select Weapons and fire at will at the ship.

Step 6 - if a lot of damage is incurred during the attack select Repair and get some robots to repair the most important things such as Weapons, Shields etc.

Step 7 - After destroying the ships select Repairs and fix any remaining damage.

Step 8 - after all the repairs are complete repeat steps two to eight.

Regular readers of the column will know that one of my favourite games of all time is the gripping *Halls of the Things* from design Design and I was surprised to find that some people still don't know that a version of the game, together with *Space Invaders*, comes supplied free with the zappy *Forbidden Planet*. *Halls* on the Amstrad tape/disc also has a user definable front end that lets you adapt the game for a green screen, alter the mazes and even select faster and more vicious monsters. There is also an option to re-define the keys but this seems bugged as it resets to the defaults after ever game - but it doesn't spoil an excellent value purchase.





## Mysteries under the sea and on the high waves

*Tony Bridge give hints and tips for those stuck in The Play-Off, Seabase Delta, Seas of Blood and Lord of the Rings*

**N**ew owners of the Atari disc drive will be able to play *The Play Off*, a text adventure from Bignose Software which forms part of the free package supplied with the machine. It is also available for the Commodore, Spectrum, BBC and Amstrad machines, though I haven't seen it in these versions.

Some help is needed by readers: first, how to climb the fence: 41, 16, 50, 22, 4. How do you get past the dog? 41, 16, 50, 45. And the guard? 54, 18; then, if you're still having trouble with the guard: 59, 18, 10, 39, 36, 20. To stop the alarm: 41, 56, 26, and to stop blacking out New Jersey: 48, 8, 36, 6.

When you come across the newstand, get a newspaper, and you'll find that this will come in handy in conjunction with the treacle, found later in the kitchenette's cupboard. In the vault, don't forget that time weights for no man!

From Capone's America, to a futuristic seabed environment, in *Seabase Delta*. Torrance and Liddle's Firebird adventure is one of my favourites at the moment, being an excellent example of good interlocking puzzles. One of these caused me some aggravation and it comes early on in the game - if you're also having trouble sliding around in the food farm while trying to get to the table, then: 59, 14, 38, 36, 7. But, thanks to Firebird, I've received some notes left by a successful, very poetic adventurer.

In the Tiger-Fish bay, "Enter the numbers that you have obtained from the lift sign seen, and the temperature gained: if

the order is correct, the missile zooms fast towards the wreck and splits the mast". Then, "After the tiger has split the master, use the wooden length at last to lever the cannon and reveal all, including a rusty old cannon ball. One item here will give you scope to see deep down a shaft I hope. Pull the nails with dental gear, and take the plank, it's no use here!" At the Second Lift, "Open the panel with a slimy green key and examine the 'scope, down the shaft you'll see a small shining disc you can get, with some help from a line and a speaker magnet".

Now in the Rest Room, "Insert the disc and examine the screen, push and pull the joystick seen. Watch the clown and copy him when on the seesaw near the warhead rim".

Up to the surface we go for the next scenario, Adventure International's *Seas of Blood*. When I first encountered this swashbuckler, I found it all a bit irksome having to type in *Sail South* time after time to get anywhere, but thanks to John Wilson, I now have a pretty good plan of how to get between ports. Not all of them are worth visiting anyway: here's a list of those that you should ignore as they are either of no use or very unfriendly: 43, 12, 49, 23, 52, 28, 60, 13.

Actually, 28 could be visited if desperately in need of food. Let's have a look at what must be done at just a couple of the locations, including the source of food.

At the wreck (*Sail South* four times from the rivers of the dead): 57, 24, 29, 44, 17, 61, 62, 19, 46 (ignore the crack here!), 4, 37, 62,

3, 19, 35, 37, 40, 2, 19, 47, 30, 30, 4, 4, 24, 29, 34, 47, 19, 11, 42, 33.

And at 29: 42, 5, head 37 to the farm, when asked, 15, 53, 42, 9. When asked riddle, type 25, 10, 31. 42, 51, 64, 63, 42, 51, 32, 32, 30, 42, 33.

Our final problem this week is one that is fast becoming a latter-day goblin's dungeon - how to use the elfstones to kill the black riders in *Lord of the Rings*. David Edgar has had the patience to work it all out, and has sent me a solution along with a couple of adventures of his own, which I



## ADVENTURE HELPLINE

**Quest (Hewson) on Spectrum.** I have unlocked the castle door with the long key, but I cannot get it open. Help! A Bridge, Lambourne, Nursery Drive, Boreham, Chelmsford, Essex CM3 3AM.

**Lord of the Rings, part 1 on Spectrum.** I have found and used four elfstones. Are there more elfstones to be found, and if so, where? Brian Diggle, 12 West Park Avenue, Leeds, West Yorkshire LS8 2HG.

**Sorcerer of Claymorgue Castle on Spectrum.** How do I get into the dungeon airshaft? Val

Douglas, 105 Gladstone Road, South Willesborough, Ashford, Kent TN24 0DE.

**Morden's Quest on Spectrum.** I am stuck in Romans and Future city. Val Douglas, 105 Gladstone Road, South Willesborough, Ashford, Kent TN24 0DE.

**Magic Mountain on Spectrum.** How do I light the lamp? Val Douglas, 105 Gladstone Road, South Willesborough, Ashford, Kent TN24 0DE.

**Hitch Hikers Guide to the Galaxy on Atari.** How do I confuse the upper-half-of-the-room cleaning robot and get the babel fish? Philip Ferris, 2 Wellington Road, Porthleven, Helston, Cornwall TR13 9AD.

**Marie Celeste on Spectrum.** Any help would be welcome. Mark W Strain, 91 Langmuirhead

Road, Auchinloch, Kirkintilloch, Glasgow G66 5DJ.

**Robin of Sherwood on Spectrum.** Where can you find the thief, and also, where can you find the crest? Mark W Strain, 91 Langmuirhead Road, Auchinloch, Kirkintilloch, Glasgow G66 5DJ.

**Heroes of Karn on Amstrad.** In the long barrow, how do you get the money? How do you escape from the dungeon? Paul Brown, 19 Wren Road, Sidcup, Kent DA14 4LY.

**Lord of the Rings on Spectrum.** How do I kill all three black riders? When I kill one the other fixes me with his gaze and steals my ring. David Edgar, 1 High Parksail, Erskine, Scotland PA8 7HY.



# Games: Adventure Corner

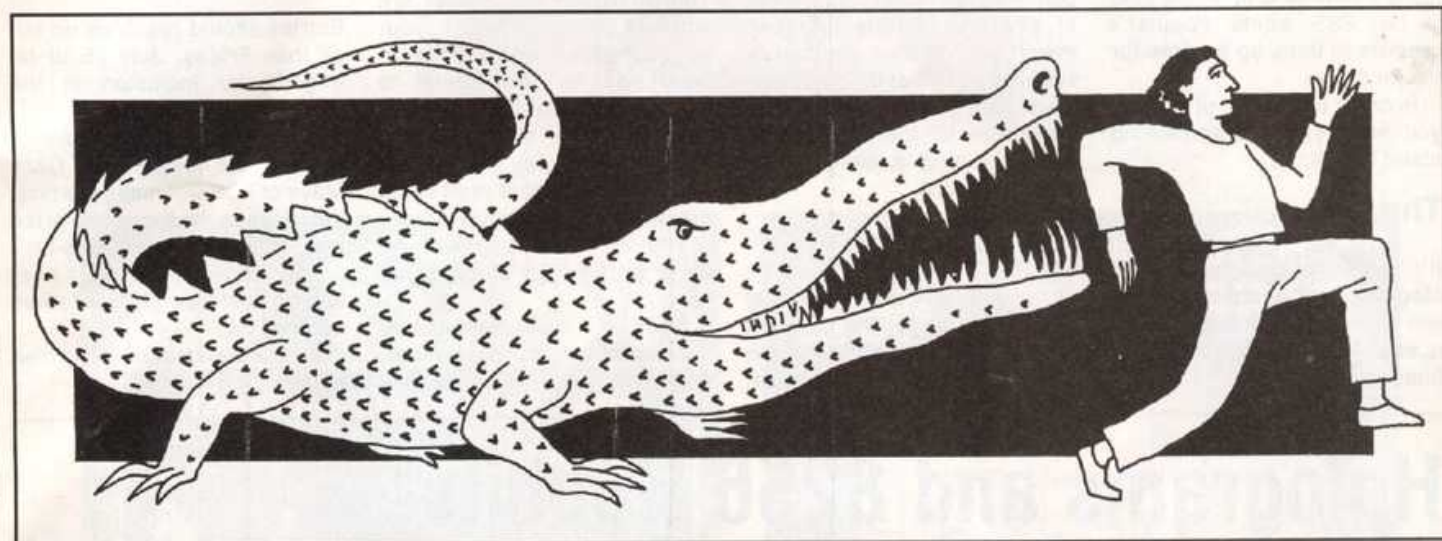
hope to review in the future.

"First, you must find Radagast the Brown who knows the secret of the Elfstones. He is to be found in the observatory in the monastery (rather a long way from where Tolkien thought he lived!). But before you can meet him, you must perform a task for a monk, to get the broken medallion from the green knight and take it to the red lady who will swap it for a gold medallion. To get to the tower where the knight lives, go in the following directions from the burrow: E, S, W, N, W, W, S, SE, E, W, NE, SW, W, W, N, W, S. To get the medallion, just keep typing *Kill Knight* until

he drops it and disappears. Go to the red lady: from the tower, N, E, S, E, E, SE. Although the lady will ask you to come in to her tower, just keep typing *Say to Lady "No"*. To get back to the monastery, go NW, W, S. Once there, you'll come up against a locked door: simply *Smash Door*. Eventually, you'll receive a scroll from Radagast, and you must read this before each use of the Elfstones." I can't help thinking that Tolkien's ghost need not be too worried about any upstart claiming the crown for expressive language!

1 Camera 2 Krell 3 Bones 4 Up 5 Ashore

6 Fence 7 Kitchen 8 At 9 House 10 To 11 Cutlass 12 Lagash 13 Ewrahi 14 Flippers 15 Say 16 Must 17 Sprites 18 Him 19 Take 20 Phone 21 Film 22 Wired 23 Shurrapak 24 Swim 25 Next 26 Filling 27 Glue 28 Kazallu 29 Stern 30 West 31 Yourself 32 South 33 Banshee 34 Give 35 Pearls 36 The 37 East 38 From 39 Answer 40 Attack 41 It 42 Go 43 Kirkuk 44 Help 45 Hungry 46 Crown 47 Skull 48 Look 49 Trysta 50 Be 51 Door 52 Marad 53 No 54 Wake 55 Mctabs 56 Needs 57 Dive 58 Photograph 59 Get 60 Kish 61 Down 62 Examine 63 Cat 64 Kill



## CUT PRICE SOFTWARE

(Under New Management) (New Fast Service) (New Price Structure)

SPECTRUM	RRP	OUR PRICE	COMMODORE	Cass. Disc	AMSTRAD	Cass. Disc
The Hobbit	9.95	7.25	Popeye	5.50 N/A	Jack The Nipper	6.50 N/A
Rebel Planet	9.95	6.95	Bombjack	6.95 10.00	Batman (8256/8512)	N/A 11.95
Biggles	9.95	6.95	Solo Flight +	6.95 11.95	Transact	5.99 N/A
Kung Fu Master	7.95	5.50	The Hobbit	7.25 N/A	Shogun	6.95 10.95
Big Cave Adventure	7.95	5.50	Ghost & Goblins	6.95 N/A	Invastat	5.99 N/A
Bombjack	7.95	5.50	Sold A Million II	6.95 10.00	Green Beret	6.50 10.00
Bobby Bearing	7.95	5.50	Touchdown F/Ball	7.25 N/A	Sam Fox	6.50 9.95
RMS Titanic	9.95	6.95	Summer Games I	6.95 10.95	Way of the Tiger	6.95 10.95
Price of Magic	9.95	6.95	Titanic	6.95 10.00	Elite	11.00 17.00
Pentagram	9.95	6.95	Silent Service	6.95 10.95	Sold A Million II	6.95 10.00
Jack The Nipper	7.95	5.95	Sam Fox	6.50 9.50	Alien Highway	6.50 9.50
Laser Genius	14.95	10.95	Freeze Frame 2 Cart	35.95	Mini Office II	12.95 14.95
Sold A Million II	9.95	6.95	Nexus	6.95 N/A	Glass	6.50 9.95
Ghost n Goblins	7.95	5.50	Pal Trading	6.95 10.95	Bombjack	6.95 N/A
Mantronics	7.95	5.50	Price of Magic	6.95 N/A	Monopoly	6.95 10.95
Heavy on the Magic	9.95	6.95	Southern Bell	5.50 N/A	Scrabble	6.95 10.95
Equinox	9.95	6.95	Knight Games	6.50 9.95	Spitfire 40	6.95 10.95
Surf Champ	9.95	6.95	Way of the Tiger	7.25 10.95	Winter Games	6.95 10.95
World Cup Carnival	9.95	7.25	Golf Construction	9.95 11.95	Tau Celi	6.95 10.95
Pyracuse	8.95	6.50	Green Beret	6.50 10.00	Gr/Gooch Cricket	7.00 10.95
Batman	7.95	5.50	Leaderboard	6.95 10.95	Batman	6.50 9.95
Turbo Esprit	8.95	6.50	Biggles	6.95 N/A	Spindizzy	6.95 10.95
Quazatron	8.95	6.50	Game Maker	11.95 14.94	V	6.50 N/A

Large selection of AMSTRAD disk & w available at discount prices. AMSTRAD blank disks, £39.95 per box of 10. Large range of CBM64 disks available. This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders add 75p per tape. For Mail Order please send Cheques/PO payable to CPS Visa/Access Card orders by phone welcome, to:

**CUT PRICE SOFTWARE, Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW Tel: (0279) 24433 (24hr ansaphone) or (0279) 31956 (during office hours)**

VISA

28PD504

## C & F ASSOCIATES

BBC CASSETTE	RRP	Our Price	RRP	Our Price
BOMB JACK	9.95	7.50	LORD OF THE RINGS	19.95 16.50
COMMANDO	9.95	7.50	SPEECH	11.95 10.45
COSMETIC BATTLEZONES	9.95	7.50	CITADEL	11.95 10.45
MOON CRESTA	7.95	6.50	STRIKE FORCE HARRIER	12.95 10.95
AIRWOLF	9.95	7.50	KARATE COMBAT	11.95 10.95
BRUCE LEE	9.95	7.50	BOMB JACK	11.95 10.95
WINTER OLYMPICS	7.95	6.50	AIRWOLF	14.95 12.95
EXPLODING FIST	9.95	7.50	MOON CRESTA	9.95 7.50
YIE AR KUNG FU	9.95	7.50		
STEVE DAVIS SNOOKER	8.95	6.95		
PRICE OF MAGIC	9.95	7.50	ELECTRON	9.95 7.50
DEATH STAR	9.95	7.50	BOMB JACK	9.95 7.50
SPEECH	9.95	7.50	COMMANDO	9.95 7.50
CITADEL	9.95	7.50	CITADEL	9.95 7.50
REPTON 2	9.95	7.50	YIE AR KUNG FU	8.95 6.95
SOUTHERN BELLE	7.95	6.50	THAI BOXING	5.95 4.95
COMPUTER HITS (10) 2	9.95	7.50	WINTER OLYMPICS	7.95 6.50
			COMPUTER HITS (10) 2	9.95 7.50
BBC DISC			SOUTHERN BELLE	7.95 6.50
BRUCE LEE	14.95	12.95	JUMP JET	9.95 7.50
MINI OFFICE 2	16.95	14.95	BUG EYES 2	7.95 6.50
ENTHAR 7	10.95	14.95	KARATE COMBAT	8.95 6.95
RICK HANSON	11.95	10.45	EXPLODING FIST	9.95 7.50
PROJECT THESPIUS	11.95	10.45	THE QUILL	16.95 14.95
HYPER SPORTS	12.95	10.95	JET SET WILLY	7.95 6.50
YIE AR KUNG FU	12.95	10.95	CAVEMAN CAPERS	7.95 6.50
EXPLODING FIST	14.95	12.95	FLIGHT PATH 737	5.95 4.95
OLYMPIC DEATHLON	9.95	7.50	FOOTBALL MANAGER	8.95 6.95

ALL PRICES INCLUDE VAT AND POSTAGE & PACKING (Overseas Orders add £1.00 per item)

CHEQUES/PO PAYABLE TO: C & F ASSOCIATES AND SEND TO  
**C & F ASSOCIATES (PCW), PO BOX 2, BIDEFORD EX39 3RE**  
Telephone: (023 73) 619

28PD196





## Fame and fortune from PSS

In the distant past from a mysterious land came word of an heroic quest. (Well, it seems like a long time ago, and Coventry is pretty strange).

The quest was *Swords and Sorcery*, from PSS.

Later this year the quest will be resumed – but for the moment a hunt of a different kind is on. PSS wants *Popular's* readers to think up a name for the follow-up.

In order to do that, of course, you need to know something about the game.

### The plot

It takes place in Castle Magroth, and would-be heroes will have to complete eight quests before undertaking the final conflict.

Among the little chores in store are princess-rescuing, hide and seek for a chalice and a crown, a bit of god-banishing, not to mention to purging of the foul servants.

Not something to be knocked off between mowing the lawn and washing the car.

As you're going about this business, 250 committed doers of evil will be attempting to thwart you, and in addition to keeping one eye open for them, you'll need to keep the other wary for the pits, shifting walls, sloping passages and poisoned traps.

### The competition

So, all you have to do is think of a suitable title for the game. It should reflect the nature of the game: perhaps you'll concen-

trate on the required valour, perhaps on the undoubted mayhem that will ensue, possibly something that reflects the unceasing battle between light and dark. At any rate, come up with something original.

### The prizes

The prizes for the winner are worth a bit of effort – your suggestion will become the official title for the sequel to *Swords and Sorcery*, you get your name on the packaging (fame); a free copy of the game and a framed colour print of the artwork (fortune).

The 25 runners-up will receive a free copy of the game too.

It will be initially available on the Spectrum in September, with Amstrad and Commodore

64 versions appearing before Christmas.

To enter, simply write your title on a postcard and send it to: PSS Competition, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

### Conditions

Entries should reach us no later than Friday, July 25 to be eligible for inclusion in the judging.

All entries will be considered by the judges, and Gary Mays of PSS will make the final decision as to the main prize winner and the 25 runners-up.

The judges' decision is final and no correspondence can be entered into.

All normal competition rules apply.

## Holograms and 8256 Hobbits

Melbourne House has been busy repackaging and converting its classic adventure *The Hobbit*. As well as the Spectrum, BBC, Commodore, Amstrad CPCs

and MSX. *The Hobbit* is now also available on the PCW8256/8512.

Its follow-up, *Lord of the Rings* has also just been converted to the PCW8256/8512,

and *Popular Computing Weekly* is giving away 10 copies of either game for the PCW machines.

As well as the ten games, one outright winner will get a special prize – a Melbourne House hologram picture.

All you have to do is answer the following questions on *The Hobbit* and *Lord of the Rings*.

- 1 Bilbo and Frodo shared a birthday. What date was it?
- 2 Who was 'an evil thing in spider-form', from whom no fly escaped?
- 3 In *The Hobbit*, what was the name of the dragon who had stolen Thorn's family's treasure?
- 4 Under what name did Frodo, Pippin and Merry first meet

Aragorn, son of Arathorn?

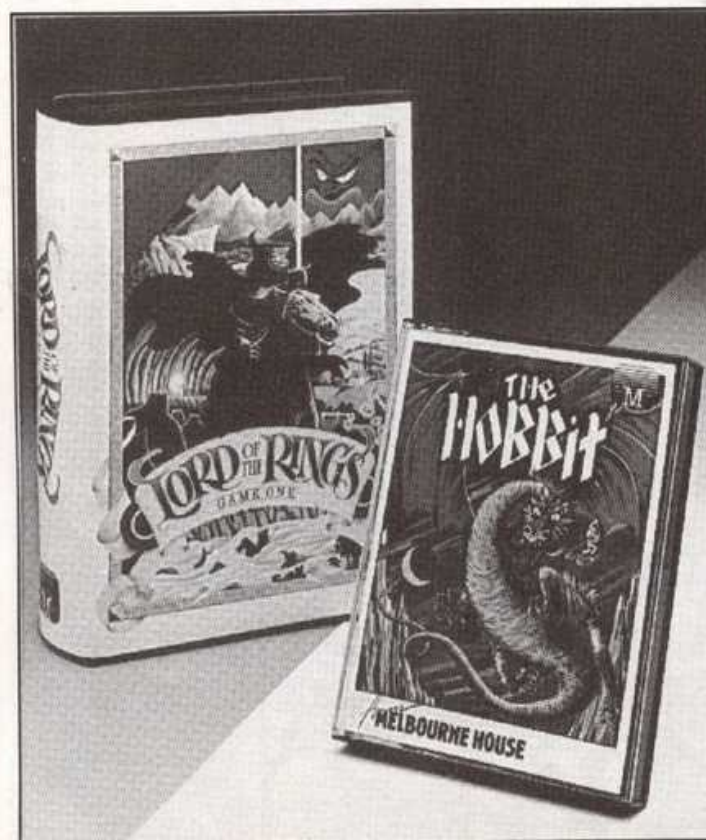
5 What did Bilbo Baggins intend to call his memoirs?

Send your entries, using the coupon below, to Tolkien competition, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

Your entries must reach us by Thursday, July 31 to be eligible for the prize draw.

The first correct entry selected at random will win the special hologram plus either *The Hobbit* or *Lord of the Rings*; the next nine will receive a copy of the game.

No correspondence can be entered into regarding the competition and all normal competition rules apply.



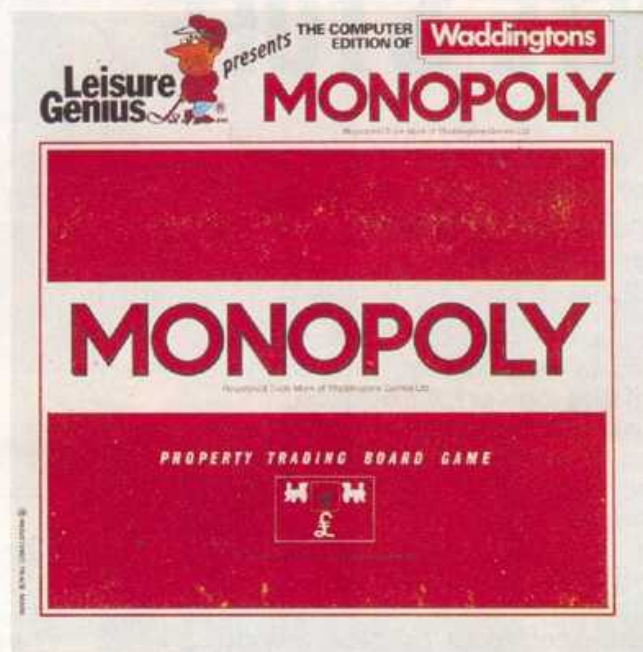
Name .....  
Address .....

My answers are:

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

I would like *The Hobbit* ☐  
*Lord of the Rings* ☐  
for the PCW8256/8512.





# BOARD?

These all time family favourites are now available for 48K and 64K MSX computers. All three are on cassette and cost £9.95 from all good software retailers or direct from Leisure Genius with the coupon below.

All the fun and excitement of these classic board games, except clearing them away afterwards!

Name \_\_\_\_\_

Address \_\_\_\_\_

MONOPOLY® ☐ SCRABBLE® ☐ CLUEDO® ☐

48K ☐ 64K ☐

Please make cheques and postal orders to Virgin Games Ltd (£9.95 each) and post to the address below. Please do not post money.  
Virgin Games Ltd, 2/4 Vernon Yard, 119 Portobello Road, London W11 2DX.

CLUEDO® trade mark and copyright licensed by Waddingtons Games Ltd. MONOPOLY® is produced under licence from Parker Brothers and Waddingtons Games Ltd. SCRABBLE® trade mark and copyright licensed by J.W. Spear & Sons PLC. All copyrights reserved. LEISURE GENIUS® is a registered trade mark of Winchester Holdings Ltd, a subsidiary of VIRGIN GAMES LTD.





# THE WRITE STUFF

• **Practical Amstrad Word Processing** is a complete self tutor for anyone trying to get to grips with Locoscript on the Amstrad PCW 8256 and 8512 word processors.

• The self contained sessions in the book lead step by step through the concepts behind practical word processing and the use of the powerful Locoscript facilities. Each session concentrates on one or two major features of Locoscript, and programmed exercises show how those features are incorporated into everyday work. The areas covered by the sessions include not only the ways to improve the presentation of documents, but working methods which use Locoscript's file groupings and layouts and templates to dramatically cut the time needed to prepare a wide range of standard documents and forms.



To Theresa Lacy, Sunshine Books  
12/13 Little Newport Street  
London WC2H 7PP

Please send me \_\_\_\_\_ copies  
of Practical Amstrad Word  
Processing ISBN 0 946408 94 7  
at £7.95 (plus 90p p + p)

I enclose a cheque/postal order for £\_\_\_\_\_ payable to  
Sunshine Books  
Alternatively please debit my Visa ☐ Access ☐  
American Express ☐  
Account Number \_\_\_\_\_ Expiry Date \_\_\_\_\_  
Signed \_\_\_\_\_  
Name (capitals please) \_\_\_\_\_  
Address \_\_\_\_\_

## WD Software

### For the SINCLAIR QL:

**JOSS** £15 on mdv or 5 1/4" flp, £17 on 3 1/2" flp

Forget syntax errors and mistyped names in file commands! Just move a cursor and press SPACE. Cursor keys or joystick allows access to up to 8 microdrives and all the discs your interface will handle, with up to 150 files on each. Scroll & print directories, COPY, DELETE or PRINT any file, select TV or Monitor mode before LOADING/RUNNING a program. Use keyboard only to set date or label a medium. Easy to use with Psion or other software. No silly icons to learn — JOSS will tell you what it's doing! Mass copying/printing utilities and programmer's toolkit. Specify disc size, tracks and interface (CST, Cumana, PCML, MicroPeripherals) or microdrive only.

**RefQL7** £11 on 2 mdvs or 1 3 1/2" flp, £9 on 5 1/4".

For use with ARCHIVE 2, contains 1300 useful references and a search/print program. Find programs, articles and reviews buried in the magazines on your shelf! Cheap updates of earlier edition.

**Mdv extension cable (8")** £5.50. Add ZX Microdrives to your QL  
**Joystick Adaptor** £4.99

### For the QL, Spectrum (all), BBC & Electron:

**WD Morse Tutor** £4 cassette, £6 mdv or 5 1/4", £8 3 1/2".

Teach yourself to read Morse Code. From absolute beginning to 18 words/minute. Feedback on screen or printer. Random letters, numbers or mixed, 100 random sentences, many helpful features include phonetic speech via Currah Micro-Speech (Spectrum). Discs unsuitable for BBC B+

### For the Sinclair Spectrum (48/128k):

**WorDfinder 2** £8 cassette

16,000 word vocabulary, 3 to 10 letters long.

**WorDfinder 3** £10 on mdv or 5 1/4" disc, £12 on 3 1/2".

19,000 word vocabulary, 3 to 12 letters long. Solves anagrams and missing-letter words. Very fast machine code. Update WorDfinder 1 for £2.

**Spectrum disc versions** are Opus, TR (Beta) and SPD1.  
**We export** hardware and third-party software. Ask for lists.

#### Payment

In advance, in STERLING or British bank branches, International Giro,  
Postal Order or ACCESS/MasterCard. Add £1 outside Europe for AIRMAIL.

from:

WDSOFTWARE (PCW), Hilltop, St Mary, Jersey, C.I.  
Tel 0534 81392

## DRIVE A SOFTWARE BARGAIN

# BUY TWO GET ONE

# FREE!

For every two Americana games that you purchase we will give you one FREE. Simply send the inlays from your two Americana titles along with the appropriate till receipt to Americana Software and we'll return the inlays along with your FREE GAME voucher. This voucher can be redeemed for the title of your choice at any computer shop stocking Americana Software

Hurry now... Applications for FREE GAME vouchers close 5th September 1986

Cassette  
£2.99



Disc  
£4.99

Americana Software, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.  
Tel: 021 356 3388



# Go Forth and multiply

Peter Van Doorn explains the language

**A**fter a year or so, most computer owners, having become bored with zapping little alien nasties, and having typed in all the listings from *Popular Computing Weekly*, will ask themselves "what next?"

Trying a new programming language will occur to some, but with so many implementations of almost all the popular languages, the choice is daunting!

Forth is just about the only second language which can be implemented on almost all microcomputers. As such, it is a good choice as most people have access to it in the form of cheap off-the-shelf software.

But Forth is popular for many other reasons: the code that is produced is very compact, runs much faster than other languages and is much easier to debug and adapt.

The language itself, however, is not the easiest to learn! In fact, those who are familiar with machine code may find learning Forth easier than those who have only used Basic. This is because Forth is closer to the machine's own language, in terms of memory usage, mathematics and the stack.

But first, a little history. Forth was invented by Charles H Moore around 1969. He envisaged a radically different language to those then available, capable of easy interaction between user and ma-

chine and a greater ease of control over the computer.

He ended up with that and much more. The basic principle was "Keep it simple!", since any complex problem can be broken down into a series of small, easy to understand components.

This is the power of Forth. Unlike a Basic program, which is a long list of commands stepped through line by line, Forth programs are written as a series of "words".

*"The basic principle is 'keep it simple!'"*

The language comes with a large collection of ready-defined words (like Basic "commands") which are collectively known as the *dictionary*.

When you type in your program, you have to define the commands in terms of words which are then added to the dictionary, and become an integral part of the language. When the new words are defined, they can include any words which are already in the dictionary.

To illustrate, there are two fundamental Forth words, namely: ":" and ";" . These tell Forth that the words that follow are to be compiled into a new dictionary word. As an example, we can define a word which

## Forth Buyers Guide

**Program Abersoft Forth Micro Spectrum 48K Price** £14.95 **Supplier** Melbourne House, 60 High Street, Hampton Wick, Kingston-upon-Thames, Surrey. Tel: 01-943 3911.

**Program Forth Plus Micro Commodore 64 Price** £14.95. **Supplier** Melbourne House, 60 High Street, Hampton Wick, Kingston-upon-Thames, Surrey. Tel: 01-943 3911.

**Program Forth Micro BBC B Price** £16.85 tape, £19.50 disc **Supplier** Acornsoft, Fulbourn Road, Cherry Hinton, Cambridge, CB1 4SB. Tel: 0223 245200.

**Program Forth Micro Enterprise 64/128 Price** £19.95 tape, £29.95 Rom **Supplier** Boxsoft, 12 White Gates, 100 Station Road, New Barnet, Herts.

**Program QL Super Forth Plus Reversi Micro Sinclair QL Price** £29.95 **Supplier** Digital Precision, 222 The Avenue, Chingford, London E4 9SE. Tel: 01-527 5493.

**Program White Lightning Price** £14.95 **Micros** Spectrum, Commodore 64 **Supplier** Ocean IQ, 6 Central Street, Manchester. Tel: 061 832 6633. A games writer package based on Forth.

**Program MacForth Price** £136.00 **Micro** Apple Macintosh **Supplier** Creative Solutions - package available through local Apple dealers.

**Program Work Forth Price** £35.00 **Micro** Amstrad (CP/M) **Supplier** Micro Processor Engineering, 21 Hanley Rd, Shirley, Southampton, SO1 5AP. Tel: 0703 780084.

Commodore 64's Forth package



# Languages

called "ADDUP". The word ":" tells Forth to start defining, and as such is called a "colon definition". ADDUP is the name for the new word, and the "2 2 ." part is the mathematics. The last part, the ":", tells Forth that the definition is complete. An important thing to remember is that Forth words must be separated by at least one space to distinguish between

*"The stack is crucial to everything that happens in Forth."*

one word and the next.

Forth words can contain virtually any character, except Space.

Now that this word is in the dictionary, all that is needed is to type "ADDUP, press Enter (or Return or whatever) and the computer will respond with:

ADDUP 4 OK

The "OK" is the standard FORTH response meaning that all is well; the "4" is the result of the command.

Now on to that add bit in the middle, the "2 2 + ." This is the way Forth deals with numbers and mathematics. It is known as

reverse Polish notation, or postfix notation, where the operator is affixed *after* the number. The basic principle is that the numbers are placed on top of what a stack, then acted upon by an operator (+ × \* etc) and the result placed back on the stack.

The stack works in a LIFO fashion (Last In First Out). When a number is placed onto the stack, it pushes down the others already there. When it is removed by an operator, the rest move back up, with the second becoming the first. So "2 2 +" does the following: 2 is placed on the stack, then another 2. The "+" takes the top two numbers from the stack, adds them together and places the result onto the stack. The last part, the ":", simply re-

*"You can construct your own version of the language to suit your needs."*

moves and Prints on the VDU the number on top of the stack.

This is postfix notation at work. All words which require numbers can get them from the stack eg, the word "+" gets two numbers from the stack and adds

them; ":" gets one number from the stack and prints it; *Emit* (a Forth word similar to Basic's *Chr\$*) gets a number from the stack and prints the corresponding *Ascii* character. Thus, when *all* operators are defined to work on values already on the stack, interaction between many operations and words remains simple, no matter how complex the program gets.

The stack is crucial to everything that happens in Forth. For example, one of Forth's functions, *Max*, chooses the larger of two numbers. It does this by taking the two top-most numbers from the stack, choosing the biggest and then returning it to the stack. The smallest simply vanishes unless you program for another result.

The domination of the stack manifests itself in direct mode, too. In Basic, for example, you could enter something like "PRINT 6/2". In Forth, however, the numbers to be acted on must first be placed on the stack, so you must enter "6 2 / ;".

This means that when constructing your program you must constantly be aware of what is on top of the stack to avoid manipulating a number which the program isn't expecting.

All of this means that Forth is not the easiest of languages to get to grips with, especially if you've done much programming in Basic or Pascal. However, it is much faster than Basic and is ultimately flexible since you can more or less construct your own version of the language to suit your particular needs.


**The first REAL computer sport**

## SurfChamp

*The game that teaches you to surf*

"A unique challenge"  
Computer & Video Games,  
February 1986

Awarded a  
Sinclair User Classic  
January 1986



Here it is.  
The computer sport simulation to beat them all.  
With its unique custom-built miniature surfboard — which clips easily over the keyboard — SurfChamp gets as close as possible to real surfing.  
Blasting, aerial cut-backs, going off-the-lip — all the stunts and manoeuvres of the professional surfer are within reach, as the breakers roll in across your TV screen.

Come to the regional Surfing Championships  
See local and computer press for details

**SPECTRUM 48K • £9.95 • COMMODORE 64**

New Concepts Ltd, Dublin Street, Carlow, Ireland Tel: (010-353) 503 32492

# POOLSWINNER

**THE ULTIMATE POOLS PREDICTION PROGRAM**

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available — 22000 matches over 10 years. The database updates automatically as results come in.
- **PREDICTS** Not just SCOREDRAWS, but ALWAYS, HOMES and NO SCORES.
- **SUCCESSFUL SELEC** guarantees that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture — choose as many selections as you need for your bet. The precise prediction formula can be set by the user — you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **DISC/MICRODRIVE COMPATIBLE** Tapes supplied with conversion instructions.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

AVAILABLE FOR Spectrum (48K), Commodore 64, VIC 20 (+16K), AMSTRAD, BBC B, Atari (48K), ZX81 (16K), Dragon, Apple II, ELECTRON

**PRICE £15.00 (all inclusive)**

**FIXGEN 86/7** AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1986/7. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner.

**POOLSWINNER with FIXGEN £16.50 (all inclusive)**

## COURSEWINNER v3

**THE PUNTERS COMPUTER PROGRAM**

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricast etc. The database includes vital course statistics for all British courses. You can update the database — never goes out of date.

AVAILABLE FOR Spectrum (48K), Commodore 64, BBC B, AMSTRAD, Atari (48K), Apple II

**PRICE £15.00 (all inclusive)** includes Flat AND National Hunt versions.

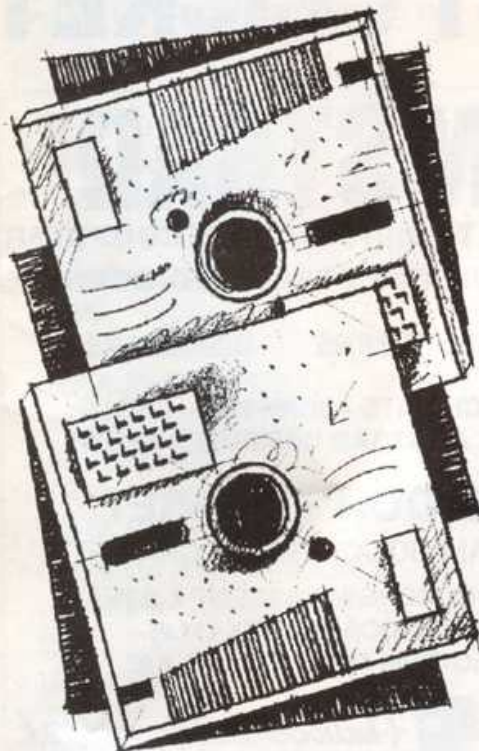
Send Cheques/POs for return of post service to ...

**selec** SOFTWARE

phone 24 hrs  
37 COUNCILLOR LANE, CHEADLE, CHESHIRE. ☎ 061-428 7425  
(Send for full list of our software)



## Colour swopping on QL



by Robin Blow

In this article I intend to shed some light on the practically undocumented *Recol* command. This of course uses the technique that the revolving planets demo by Acornsoft utilises.

The *Recol* command works on a specified window or the whole screen. It will swop the colours presently on the screen with others defined by the programmer in the *Recol* statement.

To give a simple idea of the possibilities type in Listing 1 and run it. The program draws three different coloured circles and swops the colours around so that what was originally blue becomes red, red becomes magenta and what was magenta becomes blue. This is relatively simple but it does

```
1 PAPER 0:CLS
10 FOR i=1 TO 3:INK i:FILL 1:CIRCLE i*20+10,50,8:FILL 0:NEXT i
20 FOR i=1 TO 20
30 RECOL 0,2,3,1,4,5,6,7
40 NEXT i
```

```
1 REMark Program 2
200 OPEN #4,scr_100,100,200,20:WINDOW #4,75,55,200,20
201 MODE 8:PAPER 0:CLS:INK #4,7:PAPER #4,0:CLS #4
202 LET a=PI
203 LET c=7
205 FOR i=1 TO 6
210 FILL #4,1:INK #4,c:LINE #4,50,0 TO 50,100:ARC #4,50,0 TO 50,100,a:FILL #4,0
220 LET a=a-(i/6)
221 IF c=7 THEN LET c=5:GO TO 230
222 IF c=5 THEN LET c=6:GO TO 230
223 IF c=6 THEN LET c=7:GO TO 230
230 NEXT i
235 LET a=-PI:LET c=5
240 FOR i=1 TO 6
245 FILL #4,1:INK #4,c:LINE #4,50,0 TO 50,100:ARC #4,50,0 TO 50,100,a:FILL #4,0
250 LET a=a+(i/6)
251 IF c=7 THEN LET c=6:GO TO 260
252 IF c=5 THEN LET c=7:GO TO 260
253 IF c=6 THEN LET c=5:GO TO 260
260 NEXT i
261 INK 7:LINE 75,70 TO 75,10
263 FOR i=1 TO 500
265 RECOL #4,0,1,2,3,4,6,7,5
270 NEXT i
```

have a noticeable drawback. Speed, or the lack of it. However, if the object or objects are small then this problem can be rectified by putting them into windows. This way the computer only 'scans' the window instead of the entire screen thus speeding things up considerably.

Listing 2 is more advanced in that it creates a sphere on the screen and with the help of *Recol* gives the illusion that it is spinning. A small window is used which enables the swopping of the three colours to happen at greater speed.

## Programming BBC

### Search and replace

by J Temple

When writing programs it would often be useful if some way of replacing strings quickly and easily could be provided. Changing *Proc* and variable names is another application. If you don't feel like paying £30 for professional software that provides such a utility then the following listing is for you.

The program should be typed in and

saved. When it is subsequently run the program will inform you as to whether you have entered everything correctly or not.

Once you have the program running correctly you should save it as a normal *Basic* program. You should then save the actual machine code using 'Saving "Repag" 900 BOO.

After saving the object code, when you want to use the Search and Replace rou-

tine all you have to do is type 'Run "Repobj"' or just 'Repobj' with discs.

The new commands are called 'Replace' and 'Sreplace' and should be used like any other OS asterix command. The format used is 'Replace "target string", "replacement string".'

This will replace the target string with the replacement string throughout the program. Each string must not be above 31



**ANCIENT & MODERN**  
Unit 111 (Rear), Washington Road, West Wilts Trading Estate, Westbury, Wilts

SPECTRUM		COMMODORE 64		AMSTRAD	
OFF THE HOOK	6.99	OFF THE HOOK	6.99	WHO DARES WINS II	5.99 9.99
GHOSTS AND GOBLINS	7.95	YIE AR KUNG FU	5.99 8.99	WINTER SPORTS	6.99 9.99
GREEN BERET	7.95	ELEKTRA GLIDE	5.99 8.99	SPITFIRE 40	n/a 9.99
WORLD CUP CARNIVAL	9.95	BOMB JACK	6.75 9.99	ROCKY HORROR SHOW	5.99 8.99
MANTRONIX	9.95	WORLD CUP CARNIVAL	5.99 9.99	GLEN HODDLE	6.50 9.99
BIGgles	9.95	GHOSTS AND GOBLINS	6.75 n/a	SOCCER	6.50 9.99
BATMAN	7.95	THE TUNNEL	4.99 8.99	MACROCOSMICA	7.99 9.99
ROCK 'N' WRESTLE	8.95	SOLD A MILLION I or II	6.75 9.50	RAID	6.99 9.99
KILLER TOMATOES	7.95	ARCADE HALL OF FAME	5.99 n/a	HYPERSPORTS	5.99 8.99
WINTER GAMES 7.95	4.99	BOUNDER	4.99 8.99	YIE AR KUNG FU	6.99 9.99
BACK TO THE FUTURE	7.95	GONZO WORD RIDER	4.99 7.99	BORER OF THE RINGS	5.99 9.99
FOURMOST	7.05	GYROSCOPE	6.99 9.99	COMMANDO	6.50 n/a
ADVENTURES	9.99	IMPOSSIBLE MISSION	4.99 9.99	CREATOR	13.99 15.99
MAX HEADROOM	8.95	MICKEY'S SPACE	4.99 7.99	LASER BASIC	10.50 13.99
RED HAWK	9.95	ADVENTURE	6.99 9.99	SPIN DIZZY	5.99 n/a
TAU Ceti	7.50	POLE POSITION	6.99 9.99	THE MUSIC SYSTEM	9.99 13.99
TWISTER	6.95	SUMMER GAMES II	5.99 9.99	WORLD CUP CARNIVAL	5.99 9.99
BACK TO SCHOOL	7.95	GOONIES	6.99 9.99	WORKING BACKWARDS	n/a 9.50
YOUNG DNES	7.95	ROCK 'N' WRESTLE	5.99 n/a	BEACH HEAD	6.99 9.99
ZOIDS	7.95	HARDBALL	6.99 10.99	NICK FALDO	6.99 n/a
FA CUP	7.95	KUNG FU MASTER	10.99 n/a	COMMANDO	6.99 9.99
JACK THE NIPPER	7.95	SILENT SERVICE	6.50 9.99	EXPLODING FIST	6.99 9.99
COMMODORE 16/Plus 4	7.95	LASER GENIUS	6.99 9.99	JAM BUSTERS	5.99 n/a
JET SET WILLY	7.95	CAULDRON 2	6.25 n/a	DET SET WILLY	4.99 n/a
COMMANDO	7.95				
SPACE PILOT	7.95				

*All prices inc. Vat and P & P. Overseas please add 75p per tape. Thousands of titles in stock. Please send SAE for full list stating machine. Cheques/POs payable to Ancient and Modern, Unit 111 (Rear), Washington Road, West Wilts Trading Estate, Westbury, Wilts. 28PD505*

**E/D40 MEGASAVE SOFTWARE**

46 THE MALTINGS, STANSTEAD ABBOTS, WARE, HERTS 28PD511

SPECTRUM 48K		OUR RRP PRICE		OUR PRICE	
Pentagram	9.95	Two Jims	7.95	Ghosts and Goblins	9.95 16.95
Starstrike II	7.95	Theatre Europe	9.95	Timetraxx	9.95 16.95
Way of the Tiger	9.95	Action Reflex	7.95	Touchdown Football	9.95 16.95
Splitting Images	7.95	Mantronic	7.95	Superbowl	9.95 16.95
Bobby Bearing	7.45	Batman	7.95	Law of the West	9.95 16.95
Highjack	7.95	Bounder	7.95	Southern Belle	7.95 16.95
Cyberan	9.95	Ghosts and Goblins	7.95	Knight Games	8.95 16.95
World Cup Carnival	9.95	Red Hawk	7.95	Solo Flight II	9.95 16.95
Rock n' Wrestle	8.95	Spindizzy	9.95	Green Beret	8.95 16.95
Heavy on the Magic	9.95	Planets	9.95	Graph Ad Creator	22.95 16.95
Rescue on Fractalus	7.95	Quasatron	8.95	Hunchback III	8.95 16.95
Jack The Nipper	7.95	Toad Runner	8.95	Lazer Genius	14.95 11.95
Graph Ad Creator	22.95	COMMODORE 64/128	9.95	Silent Service	9.95 16.95
Bomb Jack	7.95	PSI FI	7.95	Doomsday's Revenge	9.95 16.95
Green Beret	7.95	Tau Ceti	7.95	Mermaid Madness	9.95 16.95
Kung Fu Master	7.95	Golf Construction Set	12.95	Saboteur	8.95 16.95
Equinox	9.95	Tubular Bells	9.95	Thrust	1.99 1.99
Hunchback III	7.95	Shogun	9.95	Int. Karate	6.50 4.95
Alien Highway	7.95	Starquake	8.95	Cauldron II	8.95 16.95
Biggles	9.95	Way of the Tiger	9.95	Sam Fox	8.95 16.95
Lazer Genius	14.95	Biggles	9.95	Spindizzy	9.95 16.95
Tan Talus	7.95	Germany 85	9.95	Solo Flight II (D)	19.95 15.95
Pyarcure	7.95	Nexus	9.95	Bored of the Rings	8.95 16.95
Sam Fox	8.95	World Cup Carnival	9.95	Price of Magic	9.95 16.95

*All prices include free fast delivery & same day despatch, when available. Personal callers welcome. 5% discount on all orders for seven or more tapes or to a value over £45. Cheques/POs/ECs payable to ED40. For up to date news on available & Access orders ring (0920) 870968. Free Game included for orders over £20 or overseas orders. Send SAE for free lists*

**AVAILABLE NOW!**  
*Graham Gooch's*  
**TEST CRICKET**  
FOR THE  
**AMSTRAD**  
ON SALE AT YOUR FAVOURITE COMPUTER  
STORE OR DIRECT FROM AUDIOGENIC

CASSETTE £9.95    DISK £14.95

**LAUNCH DATE - JUNE 13th - SEE IT  
AT THE AMSTRAD COMPUTER SHOW!**

**AND DON'T FORGET  
GRAHAM GOOCH'S TEST CRICKET**

COMMODORE 64 CASSETTE £ 9.95  
COMMODORE 64 DISK £11.95  
SPECTRUM 48K CASSTTE £ 9.95

**EASIE Audiogenic Software Ltd.**  
P.O. BOX 88, READING, BERKS RG7 3A 303663

28PD560

**MICRO MAIL**

53 FENNEL STREET  
MANCHESTER M4 3DU  
TEL: 061 834 5780

**AMSTRAD**

	RRP	OUR PRICE
CPC 6128 - Colour	£399	£379
CPC 6128 - Green	£299	£284
PCW 8256	£459	£439
PCW 8512	£574	£549
RS 232 for 464/664/6128	£49.95	£44.95
RS 232 for PCW 8256/8512	£69.95	£59.95
DMP 2000	£159.95	£149.95
SSA1 Speech Synthesiser	£29.95	£26.95
MP2 - Modulator	£29.95	£26.95
JY2 - Joystick	£14.50	£12.50
Modem -	£136.85	£126.00
PCW 8256 Modem & Sage Software	£189.95	£172.00
CF23" Discs	£3.99	£37.50
CF2003" Discs	£5.99	£55.00
FDI - 2nd Disc Drive	£89.95	£84.95
DDI - Disc Drive	£159.95	£149.95

**AMSTRAD CPC6128/PCW 8256/  
PCW 8512 SOFTWARE**

Personal Assistant	£94.95	Touch 'n' Go	£24.95
Pocket Wordstar	£99.95	Mastercalc 128	£34.95
(please state whether for 6128 or 8256)		Pyradv	£29.95
Flexifile/Flexiwrite	£49.95	Protext	£26.95
Supercalc 2	£49.95	Promerge	£24.95
3D Clock Chess	£19.95	Prospell	£24.95

**SHOWROOM NOW OPEN**

**SAGESOFT**

Pop. Accounts	£99.99	ALL
Pop. Accounts/ Payroll	£149.95	
Pop. Accounts Plus	£149.95	
Payroll	£69.95	
Invoicing/Stock Control	£69.95	
Database	£69.95	LESS
Chit Chat E. Mail	£69.95	
Chit Chat Viewdata	£69.95	
Magic Filer	£69.95	
Retrieve	£69.95	
Accounts	£199.95	10% COUNT
Super Combo	£199.95	
HISOFT		
Pascal 80	£39.95	
Devpac 80	£39.95	
"C"	£39.95	

**CAMSOFT**

Stock Control	£49.95
Payroll	£49.95
Invoicing	£49.95
Database	£49.95
PSIS Stock, Inv. & Sales	£99.95
PSIL Stock, Inv., Sales, Pur, Nom.	£149.95

**CAXTON**

Cardbox	£99.99
Scratchpad Plus	£69.95
Brainstorm	£49.95
Touch 'N' Go	£24.95
Smartkey	£49.95

**DIGITAL RESEARCH**

DR Draw	£49.95
DR Graph	£49.95
Basic Compiler	£49.95
Pascal MT +	£49.95

**Keyboard Tutor** £24.95    **Printer Extension** £12.95

**Pocket Cash** £99.95    **Cable 8256/8512** £12.95

**Trader** £33.00    **Covers** £12.95

**Masterfile II** £49.95    **8256/8512 set** £12.95

**Microfile** £19.95    **6128 set** £12.95

**Microword** £19.95    **464 set** £12.95

**Bridge Player** £28.95    **256K Expansion kit for 82556** £49.95

**Hitch Hikers' Guide to the galaxy** £28.95

**ALL DISC GAMES LESS 10% OFF RRP.**  
JUST SEND YOUR CHEQUE OR P.O. WITH A NOTE STATING WHICH TITLE YOU WANT.

Post and Packing: **FREE**. ALL Computers ADD £6 for value UNDER £250  
All payments cheque or P.O. to: I M PRIESTLY  
ALL PRICES INCLUSIVE OF VAT



characters in length. Although a null string is not allowed as the target it is allowed as the replacement.

\**Sreplace* (Selective replace) should be followed with the same parameters as \**Replace*, but this command also uses the

Basic integer variables A% and B%. These variables should specify the given range of lines in which the target string is going to be replaced.

It should be noted that since the routine uses the memory area between &900 and

&B00 then using a speech synthesiser, more than four sound envelopes, or the cassette filing system commands *Bput* and *Bget* will corrupt the machine code. By altering the value of P% in line 90 the code can be stored elsewhere.

```

10REM SEARCH & REPLACE
20REM for BBC/Electron
30REM by J.Temple 1986
40MODE 7
50PROCassemble
60END
70DEFPROCassemble
80FOR OX=0 TO 2 STEP 2
90FX=&900:ZX=PX:IOPT OX
100.sv LDA &209
110CMP &9:BEQ vs:STA &7D
120LDA &208:STA &7C
130LDA &nw MOD256:STA &208
140LDA &nw DIV256:STA &209
150.vs RTS
160.nw STA &70
170STX &F2:STY &F3
180LDX &255:LDY &255
190.rm JSR sp:CMP &42
200BEQ rm:STA &7B:CMP &83
210BNE gr:INV:.gr DEY
220.ch CPX &6:BEQ mt
230JSR sp:INX:CMP &46
240BEQ mt:CMP cm,X:BEQ ch
250.ov LDX &F2:LDY &F3
260LDA &70:JMP (&7C)
270.mt CPX &3:BCC ov
280LDA &0:STA &71:STA &72
290STA &73:JSR ga:JSR sp
300CMP &44:BNE mc:JSR ga
310LDA &71:BEQ bs:JSR ss
320RTS
330.sp INV:LDA (&F2),Y
340CMP &32:BEQ sp:RTS
350.ga STA &70:JSR sp
360CMP &34:BNE mq:LDX &255
370.gc INX:INV
380LDA (&F2),Y:CMP &13
390BEQ mq:CMP &34:BEQ rt
400PHA:LDA &70:CMP &44
410BEQ gb:PLA:STA &600,X
420INC &71:LDA &71:JMP cl
430.gb PLA:STA &620,X
440INC &72:LDA &72
450.cl CMP &33:BCC gc
460.bs BRK:OPT FNequb(253)
470OPT FNequs("Bad string")
480.mc BRK:OPT FNequb(5)

```

```

490OPT FNequs("Missing ,")
500.mq BRK:OPT FNequb(9)
510OPT FNequs("Missing """)
520BRK
530.rt RTS
540.ss LDA &0:STA &75
550LDA &18:STA &76
560.nl LDA &7B
570CMP &83:BNE cn
580LDY &1:LDA (&75),Y
590CMP &405:BCC 1d:BNE ib
600INV:LDA (&75),Y
610CMP &404:BCC 1d
620.ib LDY &1:LDA (&75),Y
630CMP &409:BEQ is:BCC 1d
640BCC cn:.is:INV
650LDA (&75),Y:CMP &408
660BEQ cn:BCC 1d
670.cn LDY &4
680.rv LDX &0:STY &74
690.cs CPX &71:BEQ rs
700LDA (&75),Y:CMP &600,X
710BEQ nc:CMP &13:BEQ 1d
720INV:BNE rv
730.nc INX:INV:BNE cs
740.1d LDY &3:LDA &75
750CLC:ADC (&75),Y:STA &7E
760BCC ca:INC &76
770.ca LDY &1:LDA (&75),Y
780BPL nl:RTS
790.rs LDA &12:STA &79
800LDA &13:STA &7A
810LDY &3:LDA (&75),Y
820STA &70:CLC:ADC &72
830BCC 1d:LDA &71:CMP &72
840BCC su:BNE sd:JMP in
850.sd LDA &72:JSR cv
860LDA &71:SEC:SBC &72
870STA &73:LDA &70:SEC
880SBC &73:STA (&75),Y
890.dn LDY &73:LDA (&77),Y
900LDY &0:STA (&77),Y
910LDA &77:CLC:ADC &1
920STA &77:BCC cb:INC &78
930.cb LDA &78:CMP &7A
940BNE dn:LDA &77:CMP &79
950BNE dn:LDA &12
960SEC:SBC &73:STA &12

```

```

970BCS sa:DEC &13
980.sa JMP in
990.su LDA &71:JSR cv
1000LDA &72:SEC:SBC &71
1010STA &73:CLC:ADC &70
1020STA (&75),Y
1030.up LDA &79
1040SEC:SBC &1:STA &79
1050BCS sb:DEC &7A
1060.sb LDY &0
1070LDA (&79),Y:LDY &73
1080STA (&79),Y:LDA &7A
1090CMP &78:BNE up:LDA &79
1100CMP &77:BNE up:LDA &12
1110CLC:ADC &73:STA &12
1120BCC in:INC &13
1130.in LDX &0:LDY &74
1140LDA &72:BEQ fr
1150.ic LDA &620,X
1160STA (&75),Y:INX:INV
1170CPX &72:BNE ic
1180.fr JMP rv
1190.cv CLC:ADC &75:PHP
1200CLC:ADC &74:STA &77
1210LDA &76:ADC &0:PLP
1220ADC &0:STA &78:RTS
1230.cm
12401:NEXT
1250$cm="REPLACE"
1260VDU 12,10,10
1270IFPX<>ZX:&1F8 GOTO1310
1280CX=0:FOR MX=ZX TO PX+7
1290CX=CX+MX:NEXT
1300IFCX=&EB2B PRINT "Code correct
- now save using""*SAVE ""REPobj""
";"ZX;" ";"ZX+512:ENDPROC
1310VDU 7
1320PRINT"ERROR IN PROGRAM"
1330PRINT"Please check and try
again."
1340ENDPROC
1350DEFNequb(NX)
1360?PX=NX:PX=PX+1:=0%
1370DEFNequs(N$)
1380$PX=N$:PX=PX+LEN(N$)
1390=0%

```



## DEBUGGIN'

by T A Bartley

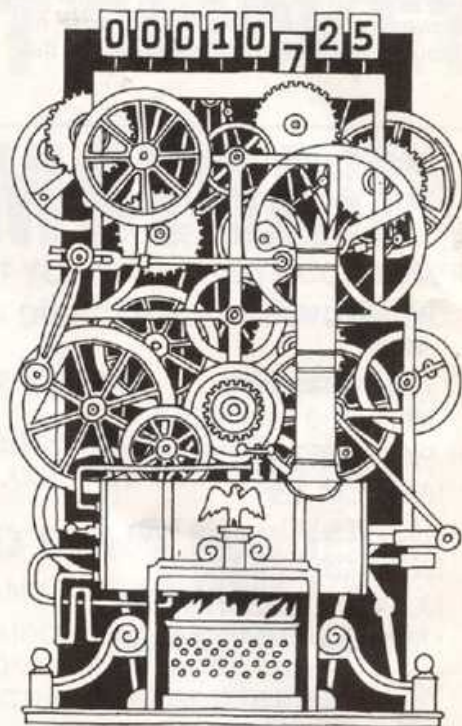
This week sees the final installment of *Debuggin'* with only another 1847 items of data to enter.

First, type in and run Program 2b. Now start carefully entering all the data. When you have typed it all in find the date you saved last week and load it in by using *Load* ' '. Now save the entire block of data with *Save* "Debugcode", B,31000,3896.

Type in Program 3 and run it by using *Goto* 330. If the checksum produced is not 269929 then it's time to do some debuggin' of your own.

If this all seems too much then send £2 to Mr T A Bartley at 81 Beverley Crescent, Grimsby, S.Humberside DN32 9TJ and he will send you a cassette with the program on.

To run the game automatically you should have a tape with Program 1 from last week followed by the block of data from this week, on it. Just type *Run* and wait for *Debuggin'* to begin.



### Program 2B

```
100 ***** PROGRAM 2b: DECIMAL LOADER **
***
190 MODE 2
200 total=0
210 FOR n=33048 TO 34895
220 INPUT i
230 PRINT n,i
240 POKE n,i
250 total=total+i
260 NEXT n
270 PRINT "Checksum = ";total
280 STOP
290 *****
300 '
310 ' PROGRAM 3: DECIMAL DUMPER
320 '
330 *****
340 MODE 2
350 total=0
360 FOR a=31000 TO 34895 STEP 8
370 b=PEEK(a)+PEEK(a+1)+PEEK(a+2)+PEEK(a+3)+
PEEK(a+4)+PEEK(a+5)+PEEK(a+6)+PEEK(a+7)
380 PRINT a;PEEK(a);TAB(13);PEEK(a+1);TAB
B(18);PEEK(a+2);TAB(23);PEEK(a+3);TAB(28)
;PEEK(a+4);TAB(33);PEEK(a+5);TAB(38);PE
EK(a+6);TAB(43);PEEK(a+7);TAB(50)"= ";b
390 total=total+b
400 NEXT
410 PRINT "checksum total = ";total
```

```
33288 16 222 17 176 255 25 205 68 = 976
33288 130 201 205 25 189 58 224 122 = 1154
33296 71 197 6 0 197 229 229 17 = 954
```

```
33304 88 0 25 235 225 58 229 122 = 974
33312 79 6 0 237 176 225 17 0 = 740
33320 8 25 193 16 231 17 176 191 = 857
33328 25 193 16 221 17 80 0 25 = 577
33336 205 68 130 201 6 0 197 229 = 1836
33344 229 209 19 54 0 58 229 122 = 920
33352 61 79 6 0 237 176 225 17 = 981
33360 0 8 25 193 16 232 201 0 = 675
33368 0 0 0 0 0 0 0 0 = 0
33376 0 0 0 0 0 0 0 0 = 0
33384 0 0 0 0 0 0 0 83 = 83
33392 67 79 82 69 72 73 76 73 = 591
```

```
33400 86 69 83 76 69 86 69 76 = 614
33408 33 1 1 17 111 130 6 5 = 384
33416 205 253 130 33 1 13 17 116 = 768
33424 130 6 2 205 253 130 33 2 = 761
33432 12 17 118 130 6 5 205 253 = 746
33440 130 33 2 3 17 123 130 6 = 444
33448 5 205 253 130 201 17 95 130 = 1836
33456 42 187 130 213 205 11 131 209 = 1848
33464 33 1 7 6 5 205 253 130 = 640
33472 201 17 182 130 42 109 130 213 = 944
33480 205 11 131 209 33 1 16 6 = 612
33488 5 205 253 130 201 17 93 130 = 1834
33496 42 91 130 213 205 43 131 209 = 1864
```

```
33504 33 2 18 6 1 205 253 130 = 648
33512 201 17 89 130 42 87 130 213 = 989
33520 205 35 131 209 33 2 9 6 = 630
33528 2 205 253 130 201 229 205 117 = 1342
33536 187 225 26 205 98 187 36 19 = 975
33544 16 243 201 1 240 216 205 51 = 1173
33552 131 18 19 1 24 252 205 51 = 781
33560 131 18 19 1 156 255 205 51 = 836
33568 131 18 19 1 246 255 205 51 = 926
33576 131 18 19 1 255 255 205 51 = 935
33584 131 18 201 175 9 60 56 252 = 982
33592 237 66 61 198 48 201 221 229 = 1261
```

```
33600 62 1 33 136 131 205 188 188 = 944
33608 33 127 131 205 170 188 221 225 = 1380
33616 201 221 229 62 2 33 155 131 = 1834
33624 205 188 188 62 1 33 162 131 = 970
33632 205 191 188 33 146 131 205 170 = 1269
33640 188 221 225 201 221 229 62 3 = 1358
33648 33 175 131 205 188 188 33 166 = 1119
33656 131 205 170 188 221 225 201 1 = 1342
33664 1 0 0 0 1 0 0 0 = 2
33672 1 1 10 1 3 0 1 12 = 29
33680 255 1 4 2 1 0 0 1 = 264
33688 0 0 0 2 12 1 1 5 = 21
33696 255 3 1 27 2 1 1 3 = 293
```

```
33704 0 0 0 11 0 0 0 3 = 14
33712 15 1 1 15 0 1 15 255 = 383
33720 15 68 69 66 85 71 71 73 = 518
33728 78 39 0 0 0 0 0 0 = 117
33736 0 0 0 0 0 0 0 0 = 0
33744 0 0 66 89 32 84 46 65 = 382
33752 46 66 82 65 84 76 69 89 = 577
```

```
33760 0 0 0 0 0 0 0 0 = 0
33768 0 0 0 0 0 0 67 79 80 = 226
33776 89 82 73 71 72 84 32 49 = 552
33784 57 56 54 0 0 0 0 0 = 167
33792 0 0 0 0 0 0 0 0 = 0
```

```
33800 83 69 76 69 67 84 32 83 = 563
33808 80 69 69 68 32 40 32 49 = 439
33816 32 84 79 32 53 32 41 87 = 440
33824 69 76 76 32 68 79 70 69 = 547
33832 44 73 84 39 83 32 65 32 = 552
33840 78 69 87 32 72 73 71 72 = 454
33848 32 83 67 79 82 69 33 0 = 445
33856 0 0 0 72 65 82 68 32 = 319
33864 76 85 67 75 44 72 65 86 = 578
33872 69 32 65 78 79 84 72 69 = 548
33880 82 32 84 92 89 0 0 0 = 369
33888 0 0 0 88 82 69 83 = 314
33896 83 32 39 83 88 65 67 69 = 518
```

```
33904 39 32 78 79 82 32 65 32 = 431
33912 78 69 87 32 71 65 77 69 = 548
33920 0 0 0 0 0 0 0 89 = 89
33928 79 85 32 87 69 82 69 66 = 569
33936 82 73 76 76 73 65 78 84 = 687
33944 33 88 82 69 83 83 32 83 = 545
33952 88 65 67 69 32 84 79 32 = 588
33960 88 76 65 89 197 213 229 205 = 1154
33968 117 187 26 205 98 187 42 225 = 1879
33976 122 229 205 131 129 1 228 5 = 1842
33984 205 8 126 225 205 131 129 1 = 1838
33992 228 5 205 8 126 225 209 19 = 1817
```

```
34000 193 11 120 177 32 214 281 197 = 1145
34008 213 229 205 117 187 26 205 98 = 1272
34016 187 42 227 122 229 205 174 129 = 1315
34024 1 228 5 205 8 126 225 205 = 995
34032 174 129 1 228 5 205 8 126 = 868
34040 225 209 27 193 11 120 177 32 = 994
34048 214 281 84 12 8 6 6 1 = 532
34056 13 13 7 1 16 13 8 23 = 94
34064 6 1 13 8 7 1 16 13 = 65
34072 9 12 4 1 13 14 12 6 = 71
34080 1 13 19 13 1 4 13 14 = 78
34088 17 6 1 13 9 17 4 1 = 68
34096 13 2 17 6 1 13 2 13 = 67
```

```
34104 1 4 13 2 12 6 1 13 = 52
34112 96 20 2 6 4 1 13 5 = 147
34120 7 1 2 13 2 9 4 1 = 39
34128 13 2 7 1 2 13 16 6 = 68
```

### Program 3

```
33848 24 121 229 38 0 111 41 41 = 685
33856 41 41 41 25 225 225 281 62 = 871
33864 18 58 224 122 71 62 36 58 = 625
33872 229 122 197 33 68 193 205 217 = 1264
33880 129 33 68 193 205 131 129 33 = 921
33888 228 198 205 18 130 33 180 196 = 1188
33896 205 131 129 33 139 193 205 174 = 1289
33904 129 33 184 193 205 217 129 33 = 1843
33912 171 196 205 174 129 33 8 199 = 1115
33920 205 18 130 193 16 204 201 62 = 1821
33928 20 58 224 122 62 36 58 229 = 793
33936 122 71 197 33 68 193 205 131 = 1820
33944 129 33 139 193 205 174 129 193 = 1195
33952 16 240 201 205 25 189 58 224 = 1159
33960 122 71 197 6 8 197 229 229 = 1859
33968 209 35 58 229 122 61 79 6 = 799
33976 0 237 176 43 54 0 225 124 = 859
33984 198 8 183 193 16 231 1 80 = 830
33992 192 9 193 16 221 281 205 25 = 1862
```

```
33200 189 58 224 122 71 197 6 0 = 875
33208 197 229 229 209 43 58 229 122 = 1316
33216 61 79 6 0 237 184 35 54 = 656
33224 0 225 124 198 8 183 193 16 = 867
33232 231 1 88 192 9 193 16 221 = 943
33240 201 205 25 189 58 224 122 71 = 1895
33248 197 6 8 197 229 229 209 1 = 1876
33256 80 0 9 58 229 122 79 6 = 583
33264 0 237 176 225 17 8 25 = 688
33272 193 16 232 17 80 192 25 193 = 948
```



```

34136 4 1 13 19 7 1 2 13 = 68
34144 16 9 4 1 13 16 7 1 = 67
34152 2 13 7 11 8 2 13 13 = 69
34160 13 2 4 13 7 17 8 2 = 66
34168 13 7 13 2 4 13 2 20 = 74
34176 4 1 13 5 21 1 2 13 = 60
34184 2 23 4 1 13 2 21 1 = 67
34192 2 13 16 20 4 1 13 19 = 88
34200 21 1 2 13 16 23 4 1 = 81
34208 13 16 21 1 2 13 112 12 = 190
34216 3 7 16 1 13 18 8 1 = 67
34224 14 13 3 22 16 1 13 3 = 85
34232 8 1 14 13 4 12 14 1 = 67
34240 13 4 17 14 1 13 8 8 = 70
34248 1 4 13 13 8 1 4 13 = 57
34256 8 13 1 4 13 13 13 1 = 66
34264 4 13 8 18 1 4 13 13 = 74
34272 18 1 4 13 115 7 8 6 = 172
34280 6 3 13 17 12 3 6 13 = 73
34288 8 21 6 3 13 2 12 3 = 68
34296 6 13 18 9 2 5 13 5 = 63
34304 14 12 2 13 18 16 2 5 = 74
34312 13 124 8 3 6 4 6 13 = 177
34320 15 6 4 6 13 15 18 4 = 81
34328 6 13 3 18 4 6 13 7 = 70
34336 8 8 1 13 17 12 1 6 = 66
34344 13 7 22 8 1 13 4 12 = 90
34352 1 6 13 124 20 2 6 1 = 173
34360 4 13 3 6 16 1 13 19 = 75
34368 6 1 4 13 13 9 6 1 = 53
34376 13 12 9 1 4 13 13 12 = 77
34384 6 1 13 19 12 1 4 13 = 69

```

```

34544 4 13 9 13 4 4 13 15 = 75
34552 13 4 4 13 3 19 4 4 = 64
34560 13 9 19 4 4 13 15 19 = 96
34568 4 4 13 155 7 9 6 4 = 282
34576 18 13 3 13 6 4 13 13 = 83
34584 13 6 4 13 4 8 3 3 = 54
34592 13 15 8 3 3 13 15 19 = 89
34600 3 3 13 4 19 3 3 13 = 61
34608 176 16 3 6 7 2 13 8 = 231
34616 8 2 4 13 3 12 7 2 = 51
34624 13 3 8 2 4 13 12 6 = 61
34632 7 2 13 17 8 2 4 13 = 66
34640 12 12 7 2 13 12 8 2 = 68
34648 4 13 3 16 7 2 13 8 = 66
34656 18 2 4 13 3 22 7 2 = 71
34664 13 3 18 2 4 13 12 16 = 81
34672 7 2 13 17 18 2 4 13 = 76
34680 12 22 7 2 13 12 18 2 = 88
34688 4 13 181 15 2 6 1 5 = 227
34696 13 3 6 16 1 13 19 6 = 77
34704 1 5 13 3 18 16 1 13 = 62
34712 9 7 4 3 13 2 12 1 = 51
34720 13 15 6 1 13 12 15 1 = 76
34728 5 13 13 19 6 1 13 19 = 89
34736 19 1 5 13 3 23 16 1 = 81
34744 13 2 19 1 5 13 3 19 = 75
34752 6 1 13 9 15 1 5 13 = 63
34760 3 15 6 1 13 2 12 1 = 53
34768 4 13 3 12 6 1 13 9 = 61
34776 9 1 4 13 3 9 6 1 = 46
34784 13 125 13 2 6 18 1 13 = 201
34792 7 1 16 13 2 23 18 = 99

```

```

3472 1 13 2 7 1 16 13 5 = 58
34488 9 12 1 13 16 18 1 18 = 72
34480 13 5 20 12 1 13 5 18 = 79
34496 1 18 13 8 12 6 1 13 = 54
34504 13 13 1 4 13 8 17 6 = 75
34512 1 13 8 13 1 4 13 18 = 63
34520 14 2 2 13 143 9 3 7 = 193
34528 4 4 13 9 7 4 4 13 = 58
34536 15 7 4 4 13 3 13 4 = 63
34728 6 13 3 12 16 1 13 19 = 83
34720 12 1 6 13 3 17 16 1 = 69
34736 13 4 14 14 2 13 2 19 = 81
34744 1 5 13 3 19 16 1 13 = 71
34752 19 19 1 5 13 3 23 16 = 99
34760 1 13 4 21 14 1 13 89 = 156
34768 23 6 6 3 1 13 9 7 = 68
34776 1 6 13 6 13 3 1 13 = 56
34784 6 7 1 6 13 12 6 1 = 52
34792 8 13 13 6 3 1 13 13 = 78
34800 18 2 1 13 13 13 3 1 = 56
34808 13 3 15 3 1 13 6 16 = 70
34816 1 3 13 4 19 2 1 13 = 56
34824 6 28 1 3 13 3 23 3 = 72
34832 1 13 3 16 1 7 13 9 = 63
34840 15 1 8 13 18 23 2 1 = 73
34848 13 12 15 1 8 13 16 15 = 93
34856 2 1 13 18 16 1 1 13 = 65
34864 17 20 2 1 13 18 21 1 = 93
34872 2 13 16 23 2 1 13 15 = 85
34880 16 1 7 13 13 15 16 1 = 82
34888 7 13 13 15 16 1 7 13 = 85

```

## Programming: 64

# BABY MOLE ARCADE STYLE

by Philip Seward

**B**aby Mole is an arcade style game in which you play the part of said mole who has fallen into some old caverns. His only method of escape is to jump into an old rowing boat and try to stay afloat as the caverns flood. To hinder his escape old barrels tumble down from above, each of which could mean death for the mole.

Full instructions are given in the game.



```

0 PRINT "PLEASE WAIT!",
1 POKE2040,204:A=200:FORI=1TO7:POKE2040+I,A:A=A+1:IFA>203THENA=200
2 NEXT
3 POKE53248+34,3:POKE53248+27,254:POKE53248+22,24
5 FORI=0TO91:READA:POKE49152+I,A:NEXT
6 FORI=0TO15:READA:POKE12288+(200*8)+I,A:NEXT
7 FORI=0TO7:POKE12288+I+1208,85:NEXT
9 GOSUB2100
10 POKE56,48:CLR:CH=12288
30 POKE56334,0:POKE1,51
35 FORI=0TO60*8:POKECH+I,PEEK(53248+I):NEXT
36 POKE1,55:POKE56334,1
38 FORI=0TO60*8STEP8:A=CH+1+I:B=PEEK(A):POKEA,BAND6:NEXT
39 POKE53269,0:GOSUB4000:CH=12288
40 POKE53281,8:PRINT " ":POKE53281,6:POKE53280,6:SYS49203:GOSUB4050
41 S1=54276:S2=54277:S3=54273:POKE54296,15
45 FORI=128*8TO(128+23)*8:POKEI+CH,0:NEXT
50 GOSUB3000
60 FORI=1TO12:POKE1064+I,201:POKE1984+I,201:NEXT
61 FORI=17TO29:POKE1064+I,201:POKE1984+I,201:NEXT
70 FORI=1064TO1984STEP40:POKEI,201:POKEI+30,201:NEXT
80 SA=1224
90 FORF=1TO4
100 D=INT(RND(1)*2)

```



# Programming: C64

```

110 L=INT(RND(1)*22-1)
111 FORJ=1TO29:IFJ>LANDJ<L+7THEN113
112 POKESA+J,200
113 NEXT
130 SA=SA+160:NEXT
135 PO=12288+128*8
140 X=184+PO:D=53249:POKEC,231:D=53248:POKEC,130:R=653:T=49152:Y=49180
150 Q=204:W=53278:F=53279:FORI=1TO10:P=PEEK(W):P=PEEK(F):NEXT
160 SYSY:Q=Q+1:IFQ>205THENQ=204
190 POKE2040,Q:SYST:H=H+1:IFH=8THENH=0:POKEX,85:X=X-1:POKEC,PEEK(C)-1:GOSUB400
200 E=PEEK(203):IFE=12THENPOKEC,PEEK(D)-LE
205 SYST:IFE=23THENPOKEC,PEEK(D)+LE
210 IFPEEK(R)<>0THENH=7
211 IF(PEEK(W)AND1)=1OR(PEEK(F)AND1)=1THENGOTO230
212 IFPEEK(C)=50THEN600
220 GOTO160
230 POKES3269,1
240 FORI=255TO0STEP-1:POKES1,0:POKES2,1:POKES3,1:POKES1,17:NEXT
245 FORI=128*8TO(128+23)*8:POKEI+CH,0:NEXT
250 MO=MO-1:IFMO=0THEN39
260 GOTO40
400 POKES1,0:POKES2,2:POKES3,PEEK(C):POKES1,129:RETURN
600 POKES3269,1
601 FORI=100TO10STEP-5:POKES1,0:POKES2,40:FORJ=1TO1+30:POKES1,17:POKES3,J:NEXT
602 NEXT
610 H1=H1+1:IFH1>15THENH1=15
620 GOSUB4050:SC=SC+H1*100
630 GOTO40
999 END
1000 REM***START OF M/C DATA***
1010 DATA162,2,169,1
1020 DATA208,24,105,1,157,1,208,201
1040 DATA245,144,6,173,4,220,157,0,208
1070 DATA232,232,224,16,208,231,96,162
1080 DATA1,189,248,7,24,105,1,201
1090 DATA204,144,2,169,200,157,248,7
1100 DATA232,224,8,208,236,96,234,169
1110 DATA40,133,250,169,4,133,251,162
1120 DATA128,160,1,138,145,250,200,192
1130 DATA30,208,249,232,165,250,24,105
1140 DATA40,133,250,165,251,105,0,133
1150 DATA251,224,152,208,228,96,0
1190 REM***END OF M/C DATA***
1200 DATA174,255,234,255,174,255,234,255
1210 DATA170,170,170,170,170,170,170,170
2000 DATA42,0,0,169,128,0
2001 DATA165,128,0,150,128,0
2002 DATA154,128,0,42,0,0
2010 DATA42,0,0,166,128,0
2011 DATA166,128,0,166,128,0
2012 DATA166,128,0,42,0,0
2020 DATA42,0,0,154,128,0
2021 DATA150,128,0,165,128,0
2022 DATA169,128,0,42,0,0
2030 DATA42,0,0,170,128,0
2031 DATA149,128,0,149,128,0
2032 DATA170,128,0,42,0,0
2040 DATA0,2,0,1,82,0,5,84,0,5,168,0
2041 DATA5,186,0,0,32,0,0,252,0,0,255,0,0,247,0,170,174,170,85,186,170,21
2042 DATA117,85,0,192,0,0,192,0,0
2050 DATA8,0,5,72,0,21,80,0,22,160,0,22
2051 DATA232,0,0,128,0,3,240,0,3,252,0,3,220,0,170,174,170,85,93,85,42,174,170
2052 DATA21,85,85,0,0,-1
2100 REM***SPRITE DATA**
2110 FORI=0TO384:POKE200*64+I,0:NEXT
2120 FORI=0TO3:FORJ=0TO17:READA:POKE(200+I)*64+J,A:NEXTJ,I
2130 FORI=0TO41:READA:POKE204*64+I,A:NEXT
2140 FORI=0TO39:READA:POKE205*64+I,A:NEXT
2150 RETURN
3000 POKE49159,LA:P=255:POKE56335,1:FORI=1TO15STEP2:P=P-31
3001 POKES3248+I,P:POKES3247+I,0:NEXT:POKES3248+28,255
3002 FORI=1TO7:POKES3248+39+I,0:NEXT
3003 GOTO6000
4000 PRINT"DATA":POKES3281,6:POKES3280,6:POKE198,0:POKES3248+24,29:SC=0
4001 PRINT"
BABY MOLE"
4002 PRINT"
BY PHILIP SEWARD"
4003 PRINT"
I'LL START BY PUTTING YOU IN THE"
4004 PRINT"
PICTURE, YOU ARE TAKING PART IN A NEW"
4005 PRINT"
ADVENTURE WITH BABY MOLE."
4006 PRINT"
BABY MOLE HAS FALLEN FROM HIS SHELF"
4008 PRINT"
INTO A DARK CAVERN.HIS ONLY MEANS OF"
4009 PRINT"
ESCAPE, IS TO JUMP INTO AN OLD ROWING"
4010 PRINT"
BOAT. BY STAYING AFLOAT ON THE VESSEL"
4011 PRINT"
HE CAN GUIDE HIMSELF THROUGH THE CAVES"
4012 PRINT"
ABOVE."
4013 PRINT"
BUT BEWARE OF THE TUMBLING BARRELS"
4014 PRINT"
WHICH HAVE ESCAPED FROM AN OLD ARCADE"
4015 PRINT"
SAME LEFT ON THE SIDE TO ROT."
4016 PRINT"
CONTROL KEYS ARE:
4017 PRINT"
Z - LEFT"
4018 PRINT"
X - RIGHT"
4019 PRINT"
SHIFT - INCREASE WATER LEVEL
4020 OPEN1,0:MO=3
4021 PRINT:PRINT"INPUT LEVEL (1-15)":INPUT#1,A#
4022 CLOSE1
4023 H1=VAL(A#):IFH1<1ORH1>15THEN4020
4030 GOSUB4050
4040 RETURN
4050 LE=2:LA=1:IFH1=15THENLE=2:LA=3:POKES3269,255:RETURN
4055 IFH1/2=INT(H1/2)THENLE=4:LA=2
4056 IFH1>10THENLA=LA+1
4060 N=INT((H1+1)/2):K=0:FORI=0TON:K=K+21:NEXT:POKES3269,K:RETURN
6000 PRINT"
TAB(32)"SCORE"
6010 PRINT"
TAB(32)SC
6020 IFSC>H1THENH1=SC
6030 PRINTTAB(31)"HI-SCORE"
6040 PRINT"
TAB(32)HI
6050 PRINT"
TAB(32)"LEVEL"
6060 PRINT"
TAB(32)H1
6070 PRINT"
TAB(32)"MOLES"
6080 PRINT"
TAB(32)MO
6090 RETURN

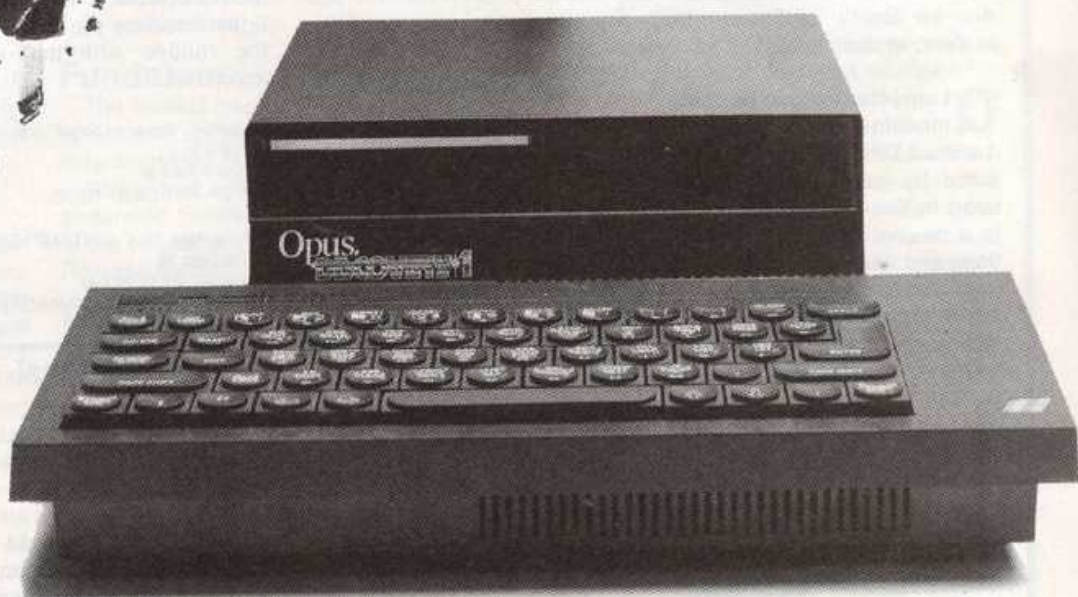
```

READY.



# DISCOVERY CRUSHES THE COMPETITION

**NOW  
ONLY £99.95** + VAT



All this for only £99.95. And now there's even more!

- \* FREE TRANS-EXPRESS UTILITY PROGRAM —  
TRANSFERS YOUR FAVOURITE TAPE SOFTWARE TO DISC
- \* CHOICE OF DISCOVERY FOR THE 48K OR 128K SPECTRUM
- \* FULL 12 MONTH WARRANTY
- \* COMPREHENSIVE USER MANUAL
- \* OPUS DELIVERY PLEDGE

The Opus package is unbeatable value. We guarantee you delivery within 72-hours of receiving your order and it's absolutely FREE.

To order your Discovery call the Opus Sales Hotline now on 0737 65080 or post the coupon. Dealer and Education enquiries welcomed. Special export rates available.

**A**t an amazing £99.95 Discovery deals a crushing blow to every Spectrum disc drive system on the market. Now it's not just the best equipped disc drive you can buy, it's also the cheapest.

Choose Discovery and you'll find a system packed with brilliant features:

- 3½" 250 K DISC DRIVE
- DOUBLE DENSITY DISC INTERFACE
- JOYSTICK INTERFACE
- PRINTER INTERFACE
- VIDEO MONITOR INTERFACE
- RAM DISC FACILITY
- BUILT-IN POWER SUPPLY FOR DISCOVERY AND SPECTRUM

To: Opus Supplies Limited, 55 Ormside Way, Holmesthorpe Industrial Estate, Redhill, Surrey.  
Please rush me the following: (PRICES INCLUDE VAT AND CARRIAGE)

DISCOVERY unit(s) at £114.94

I enclose a cheque for £ \_\_\_\_\_ or please debit my credit card  
account with the amount of £ \_\_\_\_\_

My Access ☐ Visa ☐ no. is:

MY COMPUTER IS: ☐ 48K ☐ SPEC.+ ☐ 128K (tick box) POP: CW

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

**Opus.**



# Programming: Peek & Poke



## Macro explanation

Andrew Smith, of Sevenoaks, in Kent, writes:

**Q** I am interested in learning machine code on my Amstrad CPC6128 but am confused by some of the terms used in the assemblers. What is a macro, and what are options and linking?

**A** A macro is a piece of machine code that has been written to do a specific job and is likely to be used very commonly, such as printing a number to the screen or getting a character from the keyboard. Once defined, it may have arguments passed to it and can be referred to by name only, ie, it looks like one of the assembler commands. If you include a reference to a predefined macro in later code, the definition and arguments will be inserted into the code at that point.

This can then be included in the code as though it were an instruction that the microprocessor understands, though in the assembled code, it will just be the series of instructions that make up the macro.

In general, macros are best used for routines that need to be accessed repeatedly but with as much speed as possible. Otherwise, it is easier and more economical on space to use a subroutine which is defined once, and jumped to as many times as necessary.

Options are generally specified with the *Opt* command to the assembler. They are used to change the status of certain outputs and conditions at assembly time (generally known as switches), such as whether there should be any output, and whether it should go to the

screen, a file, or the printer.

Linking is the process by which an assembled piece of code is made into an executable file. On many small computers, it is unnecessary to link the code to the system since you know exactly where it is to start, finish, and execute. However, in larger, more complex systems such as CP/M or Unix, the system is so complicated that how the code is executed is up to the system and not the user. In CP/M, linking a file produces an executable COM file. This has all the information the operating system needs to load the file to the correct place in memory, and set the program in motion.

## Back to Basic roots

L. Groves, of Colchester in Essex, writes:

**Q** In Basic, there is a function *Sqr* which returns the square root of a number. How does this function work, and how accurate is it?

**A** There are different ways of finding the square root of a number, one would be to find the logarithm, divide by two, then anti log the result.

From a programming point of view, all that needs to be done is to approximate the answer by dividing the number to be square rooted by two, since two is as good an approximation as any. Then subtract the approximation (2) from the result and divide by two. Add the result of this to the first approximation to give a new approximation and start again, dividing the number to be rooted by the new approximation.

The square root is reached when the new approximation is equal to the result of the number to be rooted divided by the old approximation. If you look at the square root graph, what is actually happening is that we guess a number on the 'square root' axis and then alter it until a horizontal line from that number meets the vertical line coming up from the 'numbers'

axis, on the curve.

The program is an example of how this is done in Basic. Because the arithmetic is only accurate to a certain number of decimal places, it is necessary to truncate the numbers with *Int* and a large multiplication. Otherwise, the program would never find that the two numbers, R and M, were equal since due to the finite byte length of the machine, they always have to be rounded up, or down and hence may not be the same as the last decimal place.

In the example, the # sign is used to denote double precision variable. The last two lines compare the accuracy of the routine with that of the computer.

```
10 INPUT "Square root of";A#
20 R#=2
30 M#=A#/R#
40 R#=R#+((M#-R#)/2)
50 IF
  INT(R#*1E+13)<>INT(M#*1E+13)
  THEN goto 30
60 PRINT M#,SQR(A#)
70 PRINT M#*M#,SQR(A#)SQR(A#)
```

## Hexadecimal display

M Harvey, of Rochdale in Lancs, writes:

**Q** My Commodore 64 does not have a *Bin\$* function provided in some of the newer Basics. I would also like to know what hexadecimal numbers are, and how to display them.

**A** *Bin\$* is a function that returns the binary representation of its argument, ie, *Bin\$(5)* gives 101. The following routine will give you binary numbers justified to eight places, ie, eight figures are always printed. If you want larger or smaller representations, simply change the value the loop counter T counts up to.

The routine works by what is called the double dabble method: divide the number by two, the remainder being 0 or 1, the quotient is then divided by two again and the remainder taken. So:

```
2| 10
2| 5 rem 0
2| 2 rem 1
2| 1 rem 0
remainder 1
```

Take the remainder in reverse order and the binary number is revealed: 10<sub>dec</sub> = 1010<sub>bin</sub>. The program puts the remainders into B\$, and then divides B by two. Because things are done in reverse order, the rest of the string, after B has become zero, consists of zeros, giving the justification.

```
10 INPUT "Enter number";B
20 B$=""
30 FOR T=0 TO 7
40 B$=STR$(B-(INT(B/2)*2))+B$
50 B=INT(B/2)
60 NEXT
70 PRINT B$
```

Hexadecimal numbers are numbers to base 16. Decimal is base 10 so we only count up to 9 before starting again with 10, ie, 1\*10 plus 0. In hexadecimal, we count up to 15 before reaching 10 but in this case, it means 1\*16 plus 0. Because there are no characters that by themselves mean 10, 11, 12, etc, A,B,C,D,E, and F are used to represent what, in decimal would be 10 to 15.

The advantage of hexadecimal numbers in computers is that it is easy to convert from binary to hex and vice versa, and hexadecimal is a much more compact way of writing a binary number. For instance, say there is a memory address, in binary, 1111000010100010. To convert to hexadecimal split it into groups of four digits, and each group is then a number between 0 and 15 so:

```
1111 0000 1010 0010
F    0    A    2    or
FOA2
```

Converting from decimal to hexadecimal is a little more difficult. One method is the double dabble used in the binary program above. Instead of dividing by 2, 16 is used and a check is made for the letters A-F that come after 9. The fact that the Ascii character set has A as 65, and 0 as 48 is used to good effect in line 50.

```
10 INPUT "Enter number";B
20 B$=""
30 FOR T=0 TO 7
40 A=B-(INT(B/16)*16)
50 IF A>9 THEN A$=CHR$(55+A)
  ELSE A$=CHR$(48+A)
60 B$=A$+B$
70 B=INT(B/16)
80 NEXT
90 PRINT B$
```

**Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem Peek it to Kenn Garroch and every week he will Poke back as many answers as he can. The address is Peek & Poke, PCW, 12-13 Little Newport Street, London WC2R 3LD**



# Sound terminology II

Mark Jenkins with reader communications and the second part of our Micro Music glossary . . .



Last time we looked at some new Spectrum packages for XRI and began a glossary of micro music terms based on the glossary of micro music terms based on the *Acorn Music 500 Handbook* written by Chris Jordan of Hybrid Technology. Now it's time for Part Two.

## Filter

Circuit to cut out various frequency components of a sound. A Low Pass Filter (LPF) cuts off all frequencies above the point at which it is set, making the sound smoother and duller. A High Pass Filter (HPF) cuts off all frequencies below the point at which it is set, making the sound sharper and toprier. A Band Pass Filter (BPF) cuts off all frequencies above and below the band to which it is set (of which the width is variable) and so can create many different tones.

The power with which a filter rejects frequencies is referred to as its Resonance of "Q" factor, and high "Q" settings result in a distinct whistle around the pitch at which the filter is set, and eventually in the filter turning into an oscillator. The filter on a synthesiser or computer sound chip, along with the basic waveform of the oscillators, is the main factor in determining the tone of a sound. The filter can often be controlled by an envelope so that the tone of the sound changes during the course of each note - this produces the typical synthesiser "twang" sound.

## Flat

An instruction to lower the pitch of one note, or every occurrence of that note if used in the *key signature*, by one semitone. Also means "no equalisation applied".

## Frequency

Rate of vibration of a sound measured in Hertz (cycles per second). High frequency sounds have a high pitch, low frequency sound have a low pitch; the human ear can detect sounds from around 40Hz to 18,000Hz (18kHz). Middle C has a frequency of 2.61.6Hz.

## Frequency modulation

The creation of sounds by rapidly varying pitch of one oscillator with another.

Used in the Yamaha DX synthesisers and CX5 music computer, FM synthesis typically produces sharp, metallic sounds.

## Fundamental

The closest basic frequency component of a sound. Other components (overtone) help define the tone or *timbre* of the sound.

The signal which controls an envelope generator. Gate On initiates the Attack part of the envelope and Gate Off initiates the Release section.

## Harmonic

One frequency component of a waveform. A series of harmonics consisting of simple sine waves can be used to define most complex wave shapes, as on the Acorn 500 and Alpha Syntauri.

## Key

The set of pitches that a piece uses for the notes in its scale; described in the Key Signature at the start of the piece by the starting or root note of the scale, and the pattern of tones and semitones used for the scale; so for example, A Minor, of E Flat Major.

## Modulation

Rapid variation of one parameter of a sound by another signal. Slow pitch modulation (at around 7Hz) produces vibrato, slow volume modulation produces tremolo, slow tone variation produces wah-wah; faster pitch modulation produces FM synthesis effects. Modulation on a synthesiser is produced by a Modulation Generator (MG) or Low Frequency Oscillator (LFO). It can also mean a change in key in the middle of a piece of music.

Next time, in the final part, we'll cover more exciting topics including Ring Modulation, an important factor in creating metallic sounds, and Waveform, the basic way to define instrumental sounds.

There's just space to quickly mention two communications which have been received from readers of the column. Julian Skidmore of Nottinghamshire has developed a Casio CZ "timing package" based on a pocket computer. Although CZ sounds are easy to program at a simple level, this package allows him to make the DCA, DCW and DCO all go from 00 to 50 in 0.3

seconds. The answer (DCO Rate 38, time 0.32s, DCW Rate 50, time 0.274s, DCA Rate 51, time 0.309s) apparently took 44 seconds to work out and enter from scratch on the synth. If anyone would be interested in this one, drop us a line and we'll arrange a full review.

Nigel Morse of Doncaster has sent a cassette containing five pieces for the Yamaha CX5M MSX Music Computer, recorded straight to cassette with no effects. As Nigel points out, many of the preset sounds are very usable, with his version of *Pipes Of Peace* sounding quite respectable with a selection of bass, brass and guitar-like sounds.

*Morning Has Broken* uses a simple three-part guitar/harp-like sound, and sounds as if it was performed in real time, although apparently only the step time Music Composer package has been used. *Nikita* is similar, with more attention being paid to the bass part, while *Peter Gunn* is even better on the sounds, with a killer bass line, but less accurate on the timing. I tried entering this tune into Activision's *Music Studio* on the Atari 520 ST, and thanks to Henry Mancini's composition it certainly can be a difficult one.

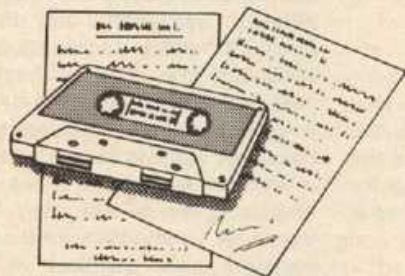
The final number, *We All Stand Together* is more laid back, and shows that the CX5 can be used for gentle, subtle pieces. Nigel says "the machine is really superb and the software excellent, the only difficulty I've had is with understanding the FM voicing theory, which is totally different from analog synthesis".

As we pointed out a few weeks ago, there some CX5 bargains about at the moment and the X-Series Owner's Club has a sheet telling you how to fit the CX5's original tone module or updated SFG-05 version to a cheap MSX micro to create a very powerful micro music system. Contact Martin Tennant at The Yamaha X-Series Owner's Club, PO Box 494, Bletchley, Milton Keynes MK1 1TS. Tel: 0908 78894.

If you have any queries or tips for this column, please write to Mark Jenkins at *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP. Mark would also welcome examples of your own music on audio or program tape, or disc.



# Your key to communications!



**PRESTEL**

FREE Electronic Mail . . . International  
Telex . . . 10 National Chatlines (Interactive  
Bulletin Boards) . . . 70,000 users across the  
UK . . . Teleshopping . . . Multi-User  
Interactive Strategy Games

Instant computer news . . . Hardware and  
software reviews . . . Technical features . . .  
Hints and tips

FREE and discounted quality software to  
download direct to your Amstrad,  
Commodore, BBC or Spectrum micro –  
**24 hours a day**

300,000 pages of information on the huge  
Prestel database

**for just 20p a day**

*Micronet 800-*  
*The ultimate*  
*peripheral*

Micronet 800  
8 Herbal Hill, London EC1R 5EJ  
Telephone: 01-278 3143

To: Micronet 800, 8 Herbal Hill, London EC1  
Please send me a brochure on Micronet 800

Name

Address

Telephone No.

Age  Micro

POP-CW07/86



# The world of Prestel

as explored by Ian Graham

If you're a Micronetter who rarely ventures beyond \*800# and all it leads to, that's a pity, because Prestel has a lot more to offer – about 300,000 pages more. And if you have access to a Prestel terminal, but identify the service solely with microcomputing or travel agents, then think again. Prestel has done a great deal to make its wares more attractive to ordinary, non-business, non-'micronut' users.

My first experience of Prestel was in its earliest days when there was little to interest home users and the charge structure almost defied comprehension. After a couple of years off-line, I tentatively returned to Prestel and I've been pleasantly surprised by its improvements. Principal amongst these was the introduction of a range of new private and public message services and a welcome re-organisation of the fee structure.

## Message services

'Simpatico' isn't just one bulletin board, it's a whole family of them, complementing the existing private Mailbox electronic mail. Lonely Hearts is the most heavily used member of the family, closely followed by Penpals and Interests and Hobbies, Meetings and Groups is self-explanatory. Friends caters for young users and Life Begins At ... provides a forum for the not quite so young.

Whatever you want to know, whoever you want to race and whatever weird or wonderful pastime you want to chat about, a notice on Simpatico (which everyone can read) usually manages to raise someone somewhere with an answer or an opinion. The boards are usually updated every Wednesday, there is no charge for adding a notice and, like Mailbox, it costs nothing to access the frames. Once a contact has been made through Simpatico, further messages can be exchanged in the privacy of Mailbox.

You can also send and receive telexes at your own home computer terminal. Most private users will rarely, if ever, want to use the telex facility, but access to telex via a relatively inexpensive micro with a modem and communications software is of great interest to small businesses, where the cost of a dedicated telex terminal simply cannot be justified in many cases.

Bully for small businesses! – but what if you don't run a business nor need a fellow lonely heart nor want to trace long-lost Uncle Albert nor sell your three-bedroom semi in Yateley (yes, people even try to sell their houses through Simpatico)? Well, the powers that be at Prestel seem to have realised that Prestel can't just sit and wait for enthusiastic subscribers to seek out information. They have to attract, inform and entertain users, especially private users.

When you log on now and select the main index, the first item on the menu is something called Focus. Focus is a collection of lots of different items drawn from all over the shop and brought together as an electronic magazine. It covers such diverse subjects as news, weather, sports, what's on TV and what's on at the theatre. Within Focus, there's also a feature called Spotlight, which aims to reveal the parts of Prestel that many users never reach. And there's a weekly feature article too. If you wish, you can contact Focus directly through Prestel and tell the editorial team what you want to see in future issues.

Television programme schedules have been featured on Prestel for some time, but only as a 'pick of the week' selection. Recently, this was rectified and Prestel now features a full television programme listing, updated daily by *Time Out* magazine. In practice, though, I wonder how many people actually rely on Prestel for news of what's on telly. I suspect business users have a peek at this and other non-business areas of Prestel on their office terminals, but I can't imagine private users running up a phone bill and paying 2p per channel selected to look at something that they can get for no extra charge on teletext or in their daily paper.

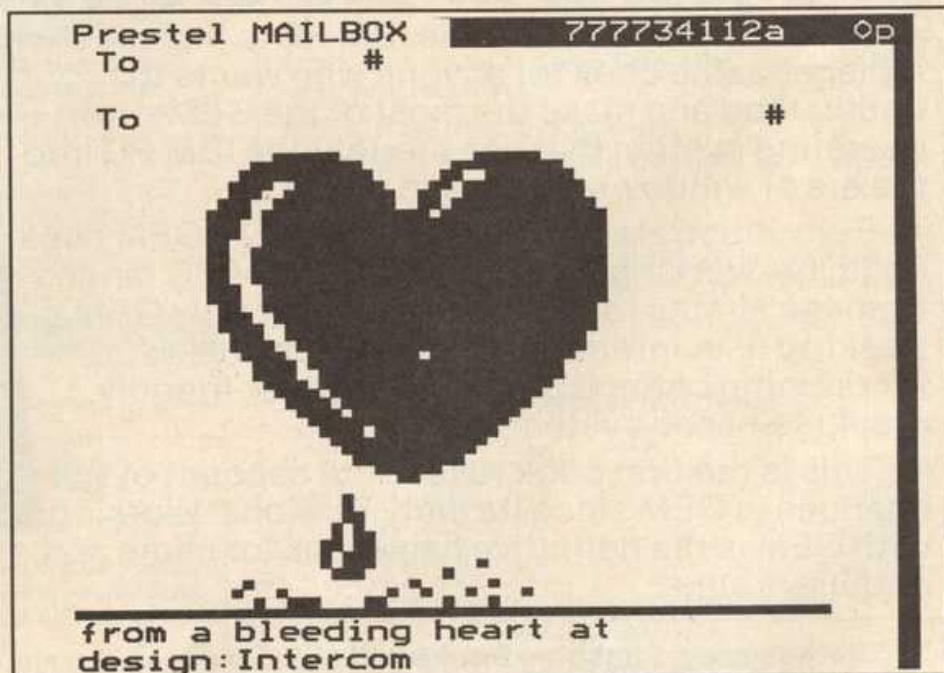
quite easily.

Talking of holidays, Prestel's travel pages provide comprehensive details of travel news on land, sea and air – scheduled services, fares, package deals, late availability, delays and so on. Air travel frames can be searched by destination or by airline, but only a few of the largest airlines actually let you book flights via Prestel. That's still largely the preserve of the airlines themselves, tour operators and travel agents.

Local travel and entertainment are also featured quite strongly. I decided to see what Guildford had to offer. After trotting through the indices to locate the local leisure section, I found that Guildford, home of the Yvonne Arnaud Theatre, Guildford Cathedral and the University of Surrey campus, hadn't a single 'coming event' and the city's travel entry, which should have told me how to get there, was disabled (ie, closed, not selectable) presumably because British Rail were editing it. Not very promising.

## Education

Does your school or your children's school subscribe to the Prestel Education Service? If not, why not? For once, money shouldn't be a problem, because Prestel is



An example of Prestel's services

## What's New

It's worth keeping an eye on What's New (item nine on Prestel's main index) for games, competitions, quizzes and late holiday offers. What's New is updated daily, but don't worry if you haven't logged on to Prestel for a while – you can look back through past What's new frames

supporting the Department of Trade and Industry's offer of a free modem for secondary and middle schools using microcomputers with unlimited access to Prestel for only £40, the cost of six months subscription to Prestel's Education Service. Time charges are also waived for six months, between March 28th and Septem-



ber 27th, so there's still time to take advantage of the scheme. The service is aimed at teachers, children and parents.

## Settling up

Paying for Prestel – the amounts, how they are charged, which methods of payment can be used and what proof of system usage users receive – has been, to say the least, contentious. Charging has been greatly simplified. Outside office hours, when most private subscribers use the system anyway, you pay your quarterly standing charge – plus the phone bill of course. And as long as you don't access

off, or frames accessed.

## Searching

Prestel was conceived and launched long before home computer ownership reached current levels. Information was and is still located by either keying in the appropriate page number or by going through a series of index frames, in which further options are selected by keying in menu numbers. In other words, users can access and make use of most Prestel frames and services with a simple numerical keypad. The potential of the full alphanumeric keyboard that every home computer user has is not made use of. This numerically-based menu-driven searching is very slow and inconvenient compared to the alternative – searching by keyword. Using this method, to find my nearest town with a London coach service, for example, I would type in something like, *Find travel and coach and London and Guildford or Farnham or Aldershot or Farnborough.*

Instead, it's necessary to repeatedly select towns at random from the alphabetical coach destination indices and test each in turn for a London connection. Very tedious. But rumour has it that keyword searching may come to Prestel.

Despite seven years of, at times, vigorous development and marketing, Prestel still has irritating habits, but it does now

seem to be putting more effort into providing more user friendly, interesting and useful facilities. More information providers are taking advantage of Prestel's greatest asset, its interactivity, and not simply treating it as an exotic advertising hoarding. Londoners can make a selection of groceries, pay for them and have the order delivered to their door without stepping outside their front door. Indeed a whole range of goods, from books to perfume or model railways can be bought

**"Prestel offers a service to home computer users"**

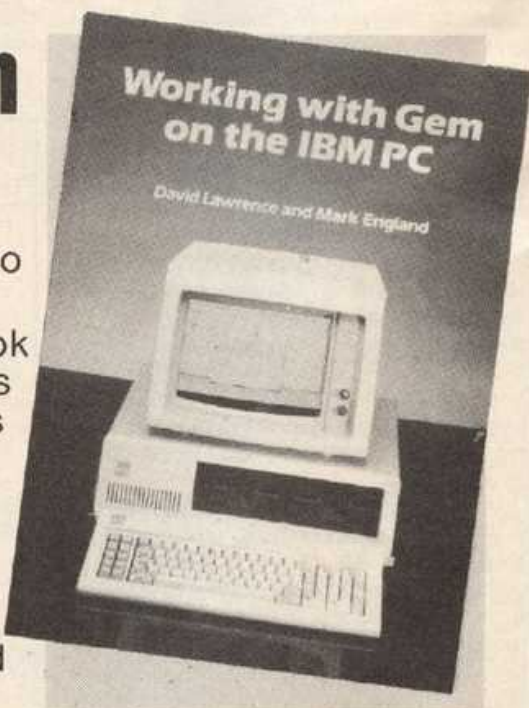
and paid for by credit card via Prestel. Two banking services are also available via Prestel, Homelink and HOBIS (Home and Office Banking Service). Prestel's emphasis has certainly shifted, albeit slowly (almost imperceptibly), over recent years away from a purely business-orientated service towards a service with something to offer home computer users (with the advent of Micronet) and now further along the road to a service with something for the ordinary private user.

**"Rumour has it that keyword searching may come to Prestel"**

any charged frames, that's all you pay. If you're daft enough to use the system during office hours, you fall prey to the dreaded computer time charge too. The main bone of contention amongst users at the moment seems to be that bills are not itemised, so users can't check them. Just as your phone bill doesn't list who you called, when and for how long, your Prestel bill doesn't list times logged on and

## The jewel in the crown

- Working with GEM on the IBM PC is the indispensable book for anyone who wants to understand and make the most of the GEM operating system that has brought the IBM PC into the era of windows, icons and mice.
- Fully illustrated in the way that only a GEM book could be, working with GEM on the IBM PC ranges from the simple techniques to exploit fully GEM's Desktop user interface, to analysis of the functioning of the GEM software, user-friendly, graphics-based system.
- This is the first book to take full account of the changes in GEM since its early versions. Working with GEM is the definitive handbook for users and enquirers alike.



**To Theresa Lacy, Sunshine Books  
12/13 Little Newport Street  
London WC2H 7PP**

Please send me \_\_\_\_\_ copies of  
Working with GEM on the IBM PC.  
ISBN 0 946408 85 8 at £12.95  
(plus 90p p&p)

I enclose a cheque/postal order for £\_\_\_\_\_ payable to  
Sunshine Books.

Alternatively please debit my Visa ☐ Access ☐  
American Express ☐

Account Number \_\_\_\_\_ Expiry Date \_\_\_\_\_

Signed \_\_\_\_\_

Name (capitals please) \_\_\_\_\_

Address \_\_\_\_\_



# CLASSIFIED

Semi-display — £7 per single cc (+ VAT)  
Lineage — 30p per word (+ VAT)

CALL RODNEY WOODLEY on 01-437 4343 FOR SEMI/DISPLAY ADVERTISING

**HOME ACCOUNTS.** Put your house in order! Comprehensive coverage of bank accounts, credit cards, HP, etc. Inbuilt accuracy check, projects cash flow for any period. Available for Commodore, Amstrad and Spectrum £8.45. Free details from Discus Software, Freeport, Beach Approach, Brixham TQ5 6BR. Tel: 08045 55532.

## HINTS - POKES - MAPS

**"Stunning Value" — Tony Bridge, Popular Computing Weekly**

The monthly handbooks, packed with Tips, Pokes, Hints, Maps, Solutions, Gossip, Latest Reviews, Competitions, plus much more

Adventures Handbook (C64/SPC)	£1
C16/Plus 4 Handbook	£1
Amstrad Handbook	£1
BBC Handbook	£1
Commodore (64/128) Arcade Handbook	£1
Spectrum (48/128) Arcade Handbook	£1

or for even better value take advantage of our reduced subscription rates. — 3 issues £2.75, 6 issues £5.00, 12 issues £9.00 Send Cheque or P.O. to: 27PL10

H&O SERVICES (PCW)  
138 Ashmo Old Road, Higher Owsen  
Manchester M11 1JG Tel: 061 372 5666

**PBM** Abcacia, looking for a game or just interested in the hobby, send for free fact sheets to Jade Games, PO Box 54, Southsea, Hants PO4 0NA.

## CHEZRON SOFTWARE

(Dept. 406) 605 Loughborough Road Birstall  
LEICESTER LE4 4NJ  
£3.50 each

PRO-MAT for easier control of your printer, EPSON, BROTHER M1009 & HRS, KAGA TAXAN via I/Face 1. KEMPSTON, TASMAR or POU. State printer and interface when ordering. PROGS-FILE for program records, easy use, can read M-Drives. Hard copy I/Face 1, Kempston or ZX-type printer. **"NO Quibble" refund if dissatisfied, SAE brings details.** 27PL06

**WANTED.** Games written by you for Atari C16, Electron and Amstrad micros. Don't be shy, send us your games for speedy appraisal and we will make you a good offer. Call or write to Mainevent Software, Gunter Mansions, 39 Cross Street, Abergavenny, Gwent, Tel: (0873) 6903.

**WANT** the chance to earn good money with your computer (any model), at home, in your spare time, without any programming? For details, without obligation, send SAE to Barleycorn Publications (PCW1), 30 Rickwood, Horley, Surrey RH6 9DF.

## LOOK

400/800 NOW  
XL/XE ST  
**ATARI OWNERS**  
Are you having difficulty finding suitable software if so, then look no further. We have available for both hire and purchase one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:  
**CHARNWOOD PRODUCTS AND GAMES**  
30A Waverish Avenue, Quorn, Leicestershire LE12 5SD  
Tel: 0535 413504

**EDITOR.** Redefine status, rating, fuel, cargo, weapons, credits, galaxy, special missions, even cloak-ing device and E.C.M. Jammer. Alter every feature for only £1.99 (SPECTRUM).  
**ASTROCADE** Collection. Six M/C games of arcade and adventure. Your Sinclair (JULY) gave it 8/10 playability and 8/10 value for money. Now less than half price, only £1.99 + 40p P&P. (SPECTRUM)  
**PROGRAMS** wanted, to expand our popular range of budget software. We will pay cash for your games. Send to:

D.D.S.  
49 Beaumont Road, Halesowen,  
West Midlands, B62 9HD

## ATARI SOFTWARE

RRP	Our Price
£7.95	£6.95
£9.95	£8.50
£12.95	£10.95
£14.95	£12.75

Any Atari title. Cassette or Disk  
Payment by cheque/PO/Access

Send to:  
**SUNARO SOFTWARE (PCW)**  
PO Box 78, Macclesfield,  
Cheshire SK10 3PE  
Telephone: 0625 25228

**SORDM5** Computers and software at giveaway prices. Stocks limited. SAE for lists or telephone 0279 417636. Playfair Projects, 133 Hookfield, Harlow, Essex CM18 6QL.

## SERVICES

### FAULTY SPECTRUM?

As you are probably aware from press reports Sinclair Computers no longer have a repair department. Our computer repair workshop has been an **OFFICIAL** Sinclair Repair Depot for the past six years and we are pleased to announce that we will continue to do your out of guarantee repairs as in the past.

Send your faulty computer **DIRECT**

SPECTRUM	£18.75 inc parts
ZX81	£11.50 inc parts
16K RAM	£9.95 inc parts
MICRODRIVE	£15.95 inc parts
INTERFACE 1-11	£18.75 inc parts

CALL OR SEND WITH CHEQUE OR P.O.

**T.V. SERVICES OF CAMBRIDGE LTD**  
FRENCH'S ROAD, CAMBRIDGE CB4 3NP  
Tel: 0223 311371

28TV

## SERVICES



## BITS & PC'S

**BITS & PC's:** High speed postal computer repairs. Offering you only the best in:—

### REPAIRS

Specialist C64 repairs, **24 HR TURN AROUND** (from time of receipt). Disk Drives re-aligned & serviced (special offer until 29/9/86) £15, C64 all repairs £29.99, Drive repairs £24.99. Other Commodore repairs quoted for by arrangement (see tel. no. below).

Please include £1.50 for post & packing.

### KERNAL BOARDS

Three socket switchable Kernal boards developed to use our special Kernal chips from the following range:—

**HACKERS KERNAL:** Retains all memory above \$0800 + tape buffer (\$02A7-\$0400) after reset.

**SPEED KERNAL:** Up to 5 times faster load + other features.

**MACHINE CODE MONITOR:** Kernal based monitor with many excellent features.

KERNAL BOARD + 1 Kernal £29.95.

EXTRA KERNALS £19.95.

### G-MON

Superb Machine language monitor. Destined to be the best available on the market.

Features include:— Handling of un-defined 6502 op-codes, can be re-located anywhere in memory. Start & end addresses and print option plus many more excellent features.

G-MON £29.99 Disk £24.99 Tape.

**NOTE:** In most cases Kernal boards will not require any expert fitting.

**BITS & PC's, 78 Norburn, North Bretton, Peterborough. Tel: 0733 237101. Postal enquiries (after 1pm). Tel: 0536 516709 for all other enquiries.**

### REPAIR SERVICE U.K. only.

**CHEQUES & PO's made payable to:— BITS & PC's.**

28P01

**AMSTRAD** landscape utility. Stunning Masterpieces from sophisticated machine code routines. SAE for details. Brian James, 21 Lamond Place, Aberdeen AB2 3UT.

**BBC B** adventure Street Patrolter, works on 1.20S. Just £4 from Central Computing, 61 Beech Road, Gill Way, Tamworth, Staffs B79 8QQ.

## COMPUTER BROKEN

Have it repaired and working again at a fixed price. The price is inclusive of parts, labour, P + P, VAT and return postage.

SPECTRUM/PLUS	£16.95
OL	£34.95
AMSTRAD 464/664	£34.95
BBC (A OR B)	£29.95
ELECTRON	£24.95
COMMODORE 64 (NOT PSU)	£29.95
C64, VIC 20, PSU (EXCHANGE)	£29.95

Please send computer with cheque or postal order to:

### MICRO:MEND

The Old School, Main Street, FARCET, Peterborough PE7 3DB.  
Telephone: (0733) 241718

28P10

## COMMODORE REPAIRS

by Commodore approved engineers

★ CBM Power Supplies	£15.00
★ VIC 20 Modulators	£8.05
★ VIC 20 from	£14.50
★ CBM64 etc.	

For more details write or tele:  
**G. C. BUNCE & SONS, 38 Burlington Road, Burnham, Bucks SL1 7BQ.**  
Tel: 06286-61696 27PL02

## CHILTERN COMPUTER SERVICE

**FOR FAST RELIABLE REPAIR SERVICE**  
SPECTRUM — £18.00  
WE ALSO REPAIR CBM 64 & BBC, VIC 20, ORIC, AMSTRAD, PRINTERS & DISC DRIVES  
Ask for details.  
We give 3 months warranty on replaced parts.  
Send computer with details of fault and cheque made out to:  
**CHILTERN COMPUTER CENTRE**  
98/100 HIGH TOWN ROAD, LUTON, BEDS  
TEL: 0582 455684  
Overseas enquiries welcome

PL281



The 1st choice

# EXPRESS SPECTRUM, BBC and COMMODORE REPAIRS!

**SOFTWARE**  
RRP £24.00 FREE WITH  
EVERY REPAIR\*

**WHY PAY HIGH  
'FIXED'  
PRICES**

Spectrum  
repairs between  
£9 and £20.

BBC repairs  
between  
£14 and £45.

Commodore  
repairs between  
£14 and £35.

\*Spectrum only

(We do not charge you for our fancy premises by charging high 'fixed' prices!)

Reputations take time to build, we have been repairing ZX81's, Spectrums, QL's, Apples and BBC's professionally, for 2½ years - who is coming second?

In all U.K. with While-u-Wait repairs! with INTERNATIONAL repair service!

to charge LOW PRICES for the smaller repairs! (e.g. £9 for keyboard faults)

FOR LOW PRICES - "My computer blew recently, I took it to MANCOMP, who fixed it in 8 minutes and for less than £10! They are local, 'clued up', and blindingly efficient!" 4 HEATONS DIGEST.

FOR PROFESSIONALISM - "Of all the repair companies 'Sinclair User' spoke to, MANCOMP seemed the MOST PROFESSIONAL when it came to advice and a helpful attitude!" AUG 85.



**FOR HONESTY** - We let you watch your computer being repaired and if there is nothing wrong with it, we will tell you!



**FOR REPUTATION & HELPFULNESS** - "I have come across a firm that will be more than willing to advise you as to how to remedy your problems. They are called MANCOMP and as well as repairing faulty computers, are also quite willing to discuss your problems with you and offer reasonably cheap and more importantly CORRECT CURES!" Phil Rogers POPULAR COMPUTING WEEKLY JAN 85.



**FOR SPEED** - "One firm at least can effect any necessary repairs over the counter in 45 minutes. Based in Manchester, MANCOMP can offer what is arguably the FASTEST turnaround in the business to personal callers!" CRASH Magazine JUNE 1985.

**THIS IS WHY** Spectrum users from London, Cornwall, Scotland, Birmingham, Liverpool, Coventry, Leicester, Glossop, I.C.M., etc. AUSTRALIA, AUSTRIA, BELGIUM, EGYPT, EIRE, GERMANY, HOLLAND, KUWAIT, NORWAY, PAKISTAN, PAPUA

NEW GUINEA, SAUDI ARABIA, SWEDEN, SWITZERLAND and ZIMBABWE - send their Spectrums to MANCOMP for repair!

24 HR. TURNAROUND NO-QUIBBLE GUARANTEE NO HIDDEN COSTS.

Because we repair hundreds of computers every week, we are able to pass on our 'component-buying discount' to YOU in lower prices... Z80A cpu £1.50, 4116 SOp. Upgrade fitted £18.95

- we bring down the prices for repairs and components! (We may refuse to revive computers suffering from attempted D.I.Y. repairs!)

Every parcel sent by Royal Mail Registered Post and insured for return journey! (For next day delivery include £1.50 extra).

(Securicor by prior arrangement). On-site maintenance for Apples, I.B.M.'s and most makes of printers also available.

Guaranteed 4hr response!

WHY DELAY - OUR ESTIMATES ARE FREE AND WITHOUT OBLIGATION. IF

YOU DO NOT LIKE OUR ESTIMATE WE WILL RETURN THE COMPUTER AND REFUND THE POSTAGE INCURRED



**MANCOMP LTD**  
(Dept PCW26)

Printworks Lane, Levenshulme, Manchester M19 3JP  
Phone 061-224 1888.  
OR 061-224 9888.

OPEN MON - SAT 9am to 7pm



What we do today... others do tomorrow!

NOTE OUR PRICES AND WATCH OTHERS FOLLOW THE LEADER

**Book  
your  
Classified  
or  
Semi-display  
advert by  
Credit  
Card**



**Call  
Rodney  
Woodley  
on  
01-437 4343**



# THE REPAIR MAN



... and his team  
of computer repair  
specialists are here  
to offer a complete  
professional service.

**FREE**  
£15 cartridge  
with every  
Commodore 64  
repair

Spectrum ..... £17.99  
Commodore 64 ..... £29.95  
BBC ..... £29.95  
(including parts & p/p)

**FREE**  
software  
with every  
Spectrum  
repair

We also repair Amstrad, Oric, Atari,  
Vic 20, Printers, Disc drives etc.

- ★ WHILE-U-WAIT SERVICE
- ★ FAST TURN AROUND
- ★ 3 MONTH GUARANTEE
- ★ FREE SOFTWARE
- ★ DIY COMPONENTS

**ZEDEM**  
COMPUTERS LIMITED

2 Kimbolton Road  
Bedford MK40 2NR

Call (0234) 213645/213032 7 days a week 24 hr. answering service

## LONDON COMPUTER REPAIR CENTRE

- ★ Spectrum, Commodore, BBC, Atari, Amstrad etc.
- ★ Low cost repairs from £12.00
- ★ Collection & delivery optional
- ★ Used Micro's bought, sold, exchanged.

Call NIGEL: 01-863 7166

**MICRO SUPPORT**  
Unit 3, 15 Springfield Road,  
Harrow, Middx, HA4 1QF.

## BBC SPECTRUM REPAIRS

- ★ Spectrum repairs £18.50 inc. parts insurance and p.p.
- ★ BBC B repairs £16.50 + parts, insurance and p.p.

Send your computer with cheque or P.O. for £18.50 and description of fault to:

**SUREDATA (PCW)**  
Computer Service  
45 Wychwood Avenue, Edgware,  
Middx.

Tel: 01-951 0124 23PL53

## SINCLAIR REPAIRS

SPECTRUM/PLUS £12.00  
KEYBOARD £8.50  
INTERFACE I/MICRODRIVE £17.00 each

All prices are fully inclusive of p&p and VAT  
Send Cheque with computer only unless  
power supply suspected. Callers Welcome.

**I. T. WESTERN ELECTRONICS**  
Unit F2A & F3  
Avonside Enterprise Park  
Newbroughton Road,  
Molksham, Wilts  
Tele: (0225) 705017 27PL5



## FOR SALE

### YOUR PERSONAL CENTRONICS PRINTER



- DRAFT MATRIX PRINT
- NEAR LETTER QUALITY
- SUBSCRIPT SUPERScript
- CONDENSE EMPHASIZE
- 96 CHAR+48 EURO+16 MATHS
- GRAPHICS
- OPTIONAL TRACTOR

128 Station Rd  
Greenfield  
Leeds LS18 8HA

# ROCK HALL

TEL: (0533) 313531

EPSON FX80 printer £220, Microvitec 1451, medium resolution, colour monitor £190, double-disc drive £150, BBC B £235 ono. Tel: 0932 229573.

AMSTRAD 464 colour computer and joystick, £100 worth of great tapes, including Highway Encounter etc, bargain £200 ono. Tel: 0491 37364 evenings.

### SPECIAL OFFER ON AMSTRAD SOFTWARE

TASWORD 6128	£18.95
TASPELL	£12.50
Both programmes for only	£30.00
DMP2000 RIBBONS	£5.25
Two for £10.00	
Labels Fanfolded x 1000	£5.95
Labels Fanfolded x 2000	£10.95

Prices inc. postage, packaging & VAT  
Please send cheques/PO's to:

MJC SUPPLIES, 'SCOJA',  
London Road, Hitchin,  
Herts, SG4 9EN

Access Orders/Enquiries 0452 32897

LIT-PLAN checker, state Littlewoods of Vernons, Spectrum or Amstrad. No programming required. Send a copy of your selections and £2.95 for a fully customised program. S. Foster, 170 Thwaites Brow Road, Keighley, Yorks.

### ARE YOU IN A HUT?

Climb out by learning to get more from your micro with step-by-step courses for any age or interest.

Amstrad-Spectrum-BBC

Commodore-Atari

For FREE Guide and FREE Book

'Computer Toolbox'

Write - NO STAMP REQUIRED - To

### MICROWISE

FREEPOST, Colchester, CO3 4BR

Tel: 0206 575718 9am-8pm

STREET PATROLLER. Text Adventure, for 1.20 BBC, contains over 200 locations, plenty of chained puzzles and separate help program. Only £4 to Central Computing, 61 Beech Road, Gill Way, Tamworth, Staffs B79 9QQ.

### ATARI 1040 STF

NOBODY MATCHES OUR  
PRICES OR SERVICES

COMPUTER SPECIALISTS  
TEL: 01-488 4216

26P02

### COMPUTER HIRE

TO HIRE A COMPUTER AND/OR PERIPHERALS BY THE WEEK OR MONTH RING 01-607 0157 or 01-997 6457 WE SPECIALISE IN BBC AND ALSO HAVE A RANGE OF AMSTRAD COMPUTERS FOR HIRE

COMPUTER HIRE SERVICES, 294A CALEDONIAN RD, LONDON N1 1BA.

23PL17

### BLANK CASSETTES

WITH LIBRARY CASES

	C10	C15	C20	C30
10	3.80	4.00	4.15	4.60
20	7.00	7.20	7.40	8.20
50	15.00	15.20	15.90	17.50
100	27.00	28.00	29.00	33.00

Fully Inclusive (COD 65p extra)

Superior Tapes. Don't Settle for Less!

RING US NOW! (0793) 695034  
UK HOME COMPUTERS, 82 CHURCHWARD AVE,  
SWINDON, WILTS SN2 1NH

23PLK2

### DISKS

5 1/4" DISKS

10 for £8 inc plastic case inc P&P  
3 1/2" DISCS

10 SS/DD £25.00

10 DS/DD £30.00

RING US NOW (0793) 695034. UK HOME  
COMPUTERS, 82 CHURCHWARD AVENUE,  
SWINDON, WILTS SN2 1NH

23PLK1

## FOR SALE

### DISCS

AMSOFT 3" CF2	£32.00 PER 10
AMSOFT 3" CF2DD	£59.50 PER 10
AMSOFT 3" CF2	£17.35 PER 5
SONY 3 1/2" SSDD	£26.25 PER 10
SONY 3 1/2" DSDD	£35.12 PER 10
MAXEL 5 1/4" MD2D	£17.90 PER 10
ATHANA 5 1/4" DSDD	£10.90 PER 10
DMP 2000 PRINTER	£139
PACK & POST INC. ADD 15% VAT	

25PL2

### RUGBY MICRO SPARES

30 OXFORD ST RUGBY  
CV21 3NF. (0788) 71643  
Callers welcome by App.

BBC B disc drive, Watford DFS, GLP printer, monitor Printmaster Graphics, ROMS, games, mags £500 ono. Tel: Rainham, Essex 24642

PACE Nightingale modem with Amstrad connections, £120 or nearest offer. Tel: 0259 60695.

### COMPUTER CABLES

25 Way/RS232 extension cable, 10 ft/3 metre cable, male to female, will extend any currently working device on your system. But one new, you never know when you may require at, £19.95; P+P add £1. Send cheque/PO to Computacable(P), 20 Hazelwood Avenue, Harwood, Bolton, Lancs BL2 3NR.

25PL16

### 66% OFF

#### PRINTER RIBBONS

Why pay £££s for a new fabric ribbon cassette when we can re-link your old one at a THIRD OF THE PRICE?

Post cassette, stating printer make and model and enclosing one third of the price of a new one (minimum £1), to:

ALADDINK, (Dept. PC),  
4 Hukur Crescent, Eyemouth,  
Berwickshire TD14 5AP

27PL01

### MEMOTECH COMPUTERS AND ACCESSORIES

MTX 512 COMPUTER	£95.00
DMX 80 PRINTER	£175.00
RS232	£35.00
1MB DISK DRIVE & INTERFACE	£210.00
1MB DISK DRIVE & INTERFACE	£150.00
NEWWORD ROM	£35.00
PASCAL ROM	£35.00
SPECULATOR ROM	£35.00

All the above prices are fully inclusive. We stock the entire Memotech Range. Orders/Enquiries to:

UK HOME COMPUTERS  
82 CHURCHWARD AVE SWINDON,  
WILTS. SN2 1NH

24-hr Phone Service 0793-495034

PL27

### AVAILABLE NOW!

MASTER 128	£465
AMSTRAD PCW 8256	£435
AMSTRAD CPC 6128 (C)	£375

Many others & peripherals available all at discount (phone for quote)

Prices inc. VAT + Postage.  
Cheques to:

### WILLOW SOFTWARE (PCW)

The Willows,  
Wrighton Lane,  
Congresbury,  
Bristol BS19 5BQ  
Tele: (0934) 834056

27PL3

COMPUTER game exchange club. Free membership. Exchange your unwanted software. Commodore 64/Spectrum. SAE for details CGEC, 24 Hollywood Road, Bolton, Lancs BL1 6HL.

### AMSTRAD or SPECTRUM

For Amstrad 464/664/6128 or Spectrums. TAPE TIDY. A new Database program for holding record of ALL your tapes (can hold up to 1000 records and can find any one in under a second). Alpha sorts and can print out to ANY printer. Even auto transfers itself to Disc (or to a Microdrive) if required. Supplied with full instructions. State if an Amstrad or Spectrum and send just £5.95.

G. Bobker, ZX-GUARANTEED,  
29 Chadderton Drive,  
Unsworth, Bury, Lancs. BL9 8NL

MAKE MONEY WITH YOUR MICRO-COMPUTER. Turn your micro into a money-making machine. This is the only book which clearly explains exactly how you can make real money by putting your micro to work. Send £9.50 today, or 17p stamp for details. Limited offer. Priority Computing Ltd, 5 Richmond Grove, Stone, Staffs ST15 0EN.

### VELDA PUBLISHING

THE SPECIALISTS PRODUCING THE  
CLEAREST ENGLISH W.P. GUIDES

#### LOCOSCRIPT WORDSTAR NEWWORD

CARDBOX  
French & Dutch language versions of  
Locoscript also available  
all at £5.00 each (thousands sold)  
Printed or Audio versions same price

1 LANDSEER ROAD, WESTBOURNE  
BOURNEMOUTH, DORSET BH4 9EH  
Telephone 020 762401

20 CHARACTER-SETS plus free 64 CHR-  
Print only £3 for 48K Spectrum. K.  
Maddocks, 8 Pine Dale, Rainford,  
Merseyside WA11 8DP.

## COMPUTER SWAP

Computer Swap entries are limited to 30 words. All entries cost £2.50. Please enclose a cheque or postal order or give Access or Barclaycard No in the box provided. Only text appearing in the grid will be printed. Send the form to: Computer Swap. Popular Computing Weekly, 12-13 Little Newport Street, London WC2H 7PP.

PLEASE NOTE: All software offered through computer swap must be in original condition and for private sale only. No advertisements for lists of software will be accepted.

It cannot be swapped.

Warning: It is illegal to advertise pirated software.

## COMPUTER SWAP

Please write your copy in capital letters on the lines below.


Name .....

Address .....

Telephone .....

☐ Please charge my Visa/Access card no:

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



# There's a Dealer near you . . .

## BIRMINGHAM

D.G. MICROTEK ELECTRONICS  
190B DUDLEY ROAD  
WINSON GREEN  
BIRMINGHAM  
Tel: (021) 454 4697

PL644

## ESSEX

### ESTUARY PERSONAL COMPUTERS

318 CHARTWELL NORTH  
VICTORIA CIRCUS SHOPPING CENTRE  
SOUTHEND ON SEA  
Tel: (0702) 614131

PL684

CAREY ELECTRONICS  
FOR  
THE BBC MICROCOMPUTER  
SYSTEM  
COMPUTERS AND SOFTWARE,  
PERIPHERALS.  
7 CHURCH ROAD  
WALTON-ON-NAZE, ESSEX  
FRINTON-ON-SEA (02556) 6993  
9am-9pm

PL644A

H REYNOLDS  
79 ORSETT ROAD  
GRAYS, ESSEX  
Tel: (0375) 375948

PL901

MIKES COMPUTER STORE  
292 LONDON ROAD  
WESTCLIFF-ON-SEA  
ESSEX  
Tel: (0702) 332554

PL905



520 STM  
£399

## communication Plus+ INCORPORATING MICRO-MEND

5 HONEYWOOD ROAD  
(Off Cranes Farm Rd)  
BASILDON  
Tel: (0268) 21818

PL802A

## communication Plus+ INCORPORATING MICRO-MEND

c/o KEDDIES  
(second floor)  
HIGH STREET  
SOUTHEND  
Tel: (0702) 62426

PL802

NOBLES  
14-17 EASTERN  
ESPLANADE  
SOUTHEND-ON-SEA,  
ESSEX  
Tel: (0702) 63377/8

PL908

## GLASGOW

THE COMPUTER DEPOT  
205 BUCHANAN STREET  
GLASGOW G1 2JZ  
Tel: (041) 332 3944

PL705

## HEREFORDSHIRE

HONEYSETT COMPUTERS  
17 UNION STREET  
HEREFORD HR1 2BT  
Tel: (0432) 279404  
ASK ABOUT  
CLUNKER SALE

PL824

## HUMBERSIDE

THE COMPUTER CENTRE  
(HUMBERSIDE)  
26 ANLABY ROAD  
HULL  
NORTH HUMBERSIDE  
0482 26297

PL453

## KENT

ANIROG COMPUTERS  
29 West Hill  
Dartford  
Kent  
Tel: (0322) 91649

PL494

## dgh software centre

10 NORTH STREET,  
ASHFORD, KENT  
Tel: (0233) 32597

PL550

MICROWAY COMPUTERS  
39 HIGH STREET  
RAINHAM, KENT  
Tel: (0634) 376702

PL612

## MIDDLESEX

INNOVATIONS  
COMPUTER & VIDEO  
9 HARMONDSWORTH ROAD  
WEST DRAYTON  
MIDDLESEX UB7 9JS  
Tel: (0895) 420457

PL910

## LEEDS

(MICROPOWER)  
NORTHWOOD HOUSE  
NORTH STREET  
LEEDS LS7 2AA  
Tel: (0532) 458800

PL583

## LEICESTERSHIRE

DIMENSION COMPUTERS LTD  
27-29 HIGH STREET  
LEICESTER  
Tel: (0533) 57479

PL640

## LIVERPOOL

**NABITCHI**  
COMPUTING  
SPECIALISTS IN AMSTRAD  
PCW8256 - PCW8512  
SOFTWARE & HARDWARE  
MERSEYSIDE INNOVATION CENTRE  
131 MOUNT PLEASANT  
LIVERPOOL L3 5TF  
051-709 0123/708 8775  
Software Design Service Available

20PL1

## LONDON

LOGIC SALES  
19 THE BROADWAY  
THE BOURNE, SOUTHGATE  
LONDON N14  
Tel: 01-882 4942

PL696

GALLERY SOFTWARE  
1st FLOOR  
THE ARNDALE CENT,  
WANDSWORTH,  
LONDON SW18  
Tel: 01-870 4941

27PL29

VIC ODDENS  
6 LONDON BRIDGE WALK  
LONDON SE1  
Tel: 01-403 1988

PL606

SOFTWARE STORE LTD  
35 LONDON ROAD  
LONDON SW17  
Tel: 01-685 1476

PL680

GAMES WORLD  
129 KING STREET  
HAMMERSMITH  
LONDON W6  
Tel: 01-741 4467

PL515

## SUSSEX

GATWICK COMPUTERS  
62 THE BOULEVARD  
CRAWLEY, SUSSEX  
Tel: (0293) 26240/37842

PL912



# There's a Dealer near you . . .

## SUFFOLK

**FOR MSX, SPECTRUM,  
COMMODORE, AMSTRAD**



Sudbury Micro Systems  
Computer Retail & Consultancy

**64 NORTH STREET  
SUDBURY  
TEL: SUDBURY 311839**

PL001B

## STAFFORDSHIRE

**MICROTRONICS  
27a MARKET STREET  
TAMWORTH, STAFFS  
Tel: (0827) 51480**

PL011

**HOME SOFT COMPUTING  
1st FLOOR  
81a BOLEBRIDGE ST  
TAMWORTH  
STAFFS  
(0827) 63549**

PL011A

## SURREY

**ULTIMA  
UNIT 28  
WHITE LION WALK  
GUILDFORD  
(0483) 506939**

26PL002a

## WALES

**MAPPLE MICRO ASSOCIATES  
FREEPOST  
PO BOX 17  
CWMBRAN  
GWENT NP44 3YT**

PL040

## YORKSHIRE

**YORK COMPUTER CENTRE  
7 STONEGATE ARCADE  
YORK  
Tel: (0904) 641862**

PL016

## NORFOLK

**THETFORD MICROS  
SPECIALISTS -  
COMPUTER REPAIRS  
21 GUILDHALL STREET  
THETFORD  
NORFOLK  
(0842) 61645**

PL012A

## WARWICKSHIRE

**FAST FORWARD COMPUTER STORE  
29 SMITH STREET  
WARWICK  
Tel: (0926) 492004**

PL043

**TELEX YOUR  
CLASSIFIED  
COPY TO:  
296275  
SUNRGY**

HAS

## COMPUTER SWAP

**PRINTER BARGAIN** Walters 9x9 Dot Matrix. True Decender 125 CPS Tractor Feed. Centronics plus Commodore Connection. Little used was £420. Now £110. Phone Mick Turner, (Birmingham) 021-449 7574 (evenings). 021-440 4603 (Days).

**CBM64**, 1541 Disk drive, C2N tape unit, disk and tape software worth £550. Seiko RC-1000 wrist terminal light rifle and mags. Total value £930, sell for £550 Tel: 0608 61684.

**AMSTRAD CPC 464** with green screen. With Joystick and software including Elite, Skyfax, 3D Grand Prix, Spellbound and Hunchback II. Guaranteed until 23-10-89. £200 o.n.o. Tel: Jon Melia (0698) 745886.

**COMMODORE 64**, Cassette, Joystick, Boxed, Manuals, Excellent condition, £115 o.n.o. Mr Freeman, 8 Boulton Grove, Hull, Humberside, HU9 3ED. Tel: Hull (0482) 74809 after 6 pm.

**COMMODORE 64** Software to sell or swap. Disks:- LCP £6, Revs £8, Winter Games £8. Tapes Zoids £4, International Karate £3. All originals. Tel: 0993 850237 anytime ask for Marc.

**ADVENTURES!** Send large sae for details of Adventure Exchange Service, Adventure Probe Magazine and Adventure Contact Magazine to A.E.S. 78 Merton Road, Wigan, Lancs. WN3 6AT.

**20 SPECTRUM** cassettes for sale. All Original, cost £180, accept £90. Also interface. Sell for £25. Will post. Tel: 0696 73027

**SPECTRUM 30** Software Games, Joystick, Joystick interface, £90.00 CASH, BBC 'B', DFS, 20 Software Games, Joystick, Joystick Interface, Datacoder £270. CASH or Both for £340. Tel: Glen 01-471 1670 anytime.

**SPECTRUM/ZX81** spares. Many spares at low prices. £150 the lot. Will not split includes article on repairing Spectrums. SAE for details. Mr D Stewart, 22 Blenheim Drive, Warton, Lancs PR4 1DH. Tel: 0772 634897

**CBM 64** Compendium pack, 6 month old, two joysticks, speech 64, mags, books etc. plus 45 games worth £450, cost over £800 bargain at £220. Mr K Charkdoul Tel 01-723 6107.

**AMSTRAD CPC 464** Colour and disk drive, joystick, modem and amplifier masterarc, masterfile, tramsmat, oddjob, tasword, draughtsman, stystem 'X' ad games £275 can deliver. Mr. L. A. Berks, 15 Heath End Road, Flackwell Heath, Bucks, HP10 9DT

**A.M.X. MOUSE** for any Amstrad CPC unwanted gift, £50 o.n.o. also the Quill Adventure Creator for the Amstrad CPC464, only £5 Tel 01-853 3545.

**SPECTRUM 48K**, DK Tronics keyboard, Joystick intrface, software, worth £360 plus ZX printer plus three rolls paper the lot £120 call Andy after 5pm 01-886 7043

**AMSTRAD CPC 6128**, Colour monitor additional 3 inch disk drive, TV modulator, word processor, lot of games and over £200 of software. Worth over £750 will sell for £395. Tel: 05827 69152

**COMMODORE 64** Summer compendium pack unwanted gift. Unused with guarantee £150. Tel: Stefan Perry, Mansfield (0623) 810940 after 6.00 or weekends.

**BROTHER HR5** printer (centronics) under one year old (Price includes £30 worth of paper) only £60. Sanyo Green screen monitor (composite video) £45. Tel: Stefan Perry, (0623) 810940 after 6.00 or weekends.



## DRAGON USER

To make the most of your Dragon you need **Dragon User** — the independent magazine for Dragon owners. To make sure that you receive a copy of Dragon User regularly subscribe direct to us. A year's subscription costs £14 for 12 issues (overseas rates available on application). Send a cheque or postal order made payable to Dragon User, and accompanied by your name and address, to Dragon User, Subscription Department, Oakfield House, Perrymount Road, Haywards Heath, Sussex RH16 3DH.

PL02

**FOR  
COST-EFFECTIVE  
ADVERTISING  
CALL  
RODNEY WOODLEY  
01-437 4343**

PL07B

## DUPLICATION

## CASSETTE COPIES

**50 C10's FOR ONLY £40 INC. P + P  
FROM YOUR CASSETTE MASTER  
IN REAL TIME. PLEASE PACK  
IN FOIL AND SEND CHEQUE TO:—**

**SOUNDS GOOD  
CLEAR CROFT, BOTTOM LANE,  
SEER GREEN, BUCKS HP9 2UH.  
TEL: (04946) 5900**

28PL03

FAST reliable service of DATA-DUPLICATION for most computers. Comprehensive facilities include: master/re-recording, blank disc/cassettes, blank or printed labels/tapes. COMPETITIVE PRICE-LIST from:-



28PL05



# New Releases

John Cook looks through this week's new arrivals

## Amiga

**Program Arctic Fox Type** Arcade **Micro Amiga Price** £22.95 **Supplier** Ariolasoft, 68 Long Acre, Covent Garden, London WC2.

**Program Skyfox Type** Arcade **Micro Amiga Price** £22.95 **Supplier** Ariolasoft, 68 Long Acre, Covent Garden, London WC2.

**Program Archon Type** Strategy/Arcade **Micro Amiga Price** £22.95 **Supplier** Ariolasoft, 68 Long Acre, Covent Garden, London WC2.



**Program Seven Cities of Gold Type** Strategy **Micro Amiga Price** £22.95 **Supplier** Ariolasoft, 68 Long Acre, Covent Garden, London WC2.

**Program One-on-One Type** Arcade **Micro Amiga Price** £22.95 **Supplier** Ariolasoft, 68 Long Acre, Covent Garden, London WC2.

## Amstrad

**Program Trashman Type** Arcade **Micro Amstrad Price** 9.95 **Supplier** Virgin Games, 2-4 Vernon Yard, Portobello Rd, London W11 2DX

**Program Battlefield Germany Type** Strategy **Micro Amstrad Price** £8.95 (tape) £13.95 (disc) **Supplier** Cybercom enterprises, 16 Egdon Drive, Merley, Wimborne, Dorset BH21 1TY.

**Program TurboBasic Type** Utility **Micro Amstrad Price** £14.95 (cassette) £19.95 (disc) **Supplier** Hisoft, 180 High St North, Dunstable, Beds LU6 1AT.

**Program Write-Hand-Man Type** Utility **Micro Amstrad CP/M Price** £29.95 **Supplier** Hisoft,

180 High St North, Dunstable, Beds LU6 1AT

**Program Souls of Darkon Type** Adventure **Micro Amstrad Price** £2.99 **Supplier** Bug-Byte, Liberty House, 222 Regent St, London WC1



There's a few bargains to be picked up in the budget software market at the moment - if you know where to look.

As well as the odd original little gem, there are the 'recycled' programs; ones that were originally sold by different people at higher prices. Last week we had *Speed King* from Mastertronic (a Digital Integration full price job) and this week, *Soul of Darkon*, formerly out from Taskset.

Not a bad little graphic adventure in its time, you can now pick it up, on various formats, for £2.99. If you're short of a bob or two - try it.

## Atari

**Program Quest for Eternity Type** Adventure **Micro Atari Price** £2.99 **Supplier** Bug-Byte, Liberty House, 222 Regent St, London W1R 7DB.

**Program Rick Hanson Type** Adventure **Micro Atari XL/XE Price** £14.95 (disc only) **Supplier** Robico Software, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QH

**Program Project Thesius Type** Adventure **Micro Atari XL/XE Price** £14.95 (disc only) **Supplier** Robico Software, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QH

Pick of the week

## A real steel of a deal

**Program Stainless Steel Type** Arcade **Micro Spectrum Price** £8.95 **Supplier** Mikro-Gen, Unit 15, The Western Centre, Western Rd, Bracknell, Berks RG12 1RW

your flying car, then dashing across the desert, flying over a river and finally confronting the aliens in the city. What we've seen are the first three.

I've never been a great fan of the seemingly never-ending stream of Wally games, so it's nice to be able to preview something else from Mikro-Gen... even nicer that it is their best release for a long, long time.

Stainless Steel is said to be the first in a series of games centering around a 'new teenage hero', named Ricky Steel. Identify with that, kids. However, amateur psychology aside, this looks like a great game. Drawing elements from classic games like *River Raid* and *Defender* (without blatant plagiarism I'm glad to say) - how could it fail.

Once again the plot is simple 'only you can save the world stuff', but split up into four stages: you getting to

The main display is largely the same for each - the top 2/3's of the screen is split into three sections. A middle two colour display where the action takes place - lots of fast vertical scrolling - with two flanking status screens. Finally there is a narrow horizontal strip along the bottom of the screen, displaying the position of the various nasties along the way.

The gameplay is excellent - particularly on this version (it's also on the Amstrad), the graphics are well animated and detailed and the programming (as usual with stuff from the Mikro-Gen stable, however mind-numbing the result is very professional. From what we've seen so far, this is going to be big. Out late July.

**Program Island of Xaan Type** Adventure **Micro Atari XL/XE Price** £14.95 (disc only) **Supplier** Robico Software, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QH

**Program Enthar Seven Type** Adventure **Micro Atari XL/XE Price** £17.95 **Supplier** Robico Software, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QH

## BBC/Electron

**Program Thrust Type** Arcade **Machine BBC B/Electron Price** £7.95 (tape) £11.95 (disc) **Supplier** Superior Software, Regent House, Skinner Lane, Leeds LS7 1AX.

*Thrust* has already been a big success on the Commodore 64 - released by Firebird and quite rightly so. The game combines the simplicity of something like *Lunar Lander*, with the playability of *Asteroids* and throws in the king of challenge to the brain I've come to associate with

Revs.

The fairly simple (the unkind would say primitive) vector-type graphics and the lack of flashy effects only go to emphasise that this is very much an entertainment that is going to appeal to the hardened game player. (The lack of joystick option is another giveaway).

For those unfamiliar with the game, you manoeuvre your spacecraft (with a limited fuel supply) through underground caverns dotted with annoying enemy gun emplacements but to rescue a pod.

This pod is much heavier than you are - so when it attaches itself to your ship via a pivoting rod, it makes it all the more entertaining when you have to transverse back through the narrow caverns with it to make good your escape... after you've blown up the planet's reactor system. So far so good.

Now the bad news. *Thrust* on the C64 was £1.99. *Thrust*, released by Superior for BBC



you back at least £7.95 (£11.95 on the BBC). Okay, there's a competition thrown in, but it's essentially the same game (at

ty House, 222 Regent St, London W1R 7DB

## CBM 64

**Program Souls of Darkon Type** Adventure **Micro** CBM 64 **Price** £2.99 **Supplier** Bug-Byte Liberty House, 222 Regent St, London W1R 7DB

**Program The Hobbit Type** Adventure **Micro** CBM 64 **Price** £9.95 **Supplier** Melbourne House, 60 High Street, Hampton Wick, Kingston upon Thames

**Program Maths Trek Type** Educational **Micro** CBM 64 **Price** £7.50 **Supplier** Cronos Software, PO Box 8, Ormskirk L39 5HH

**Program Accounting Part 1 Type** Educational **Micro** CBM 64 **Price** £7.50 **Supplier** Cronos Software, PO Box 8, Ormskirk L39 5HH

**Program Mandragore Type** Adventure **Micro** CBM 64 **Price** £14.95 **Supplier** Infogrammes, 79 Rue Hippolyte-Kahn, 69100 Villeurbanne, France.



**W**e seem to be getting a fair bit of French software finding itself this side of the Great Divide. Luckily most of it travels well – unlike a quantity of their fermented grape juice I encountered recently.

*Mandragore*, is an epic program following in the footsteps of the *Ultima* games, and it seems to be well up to standard. You adventure across the world of Mandragore with a party of four – either predefined or you can make up your own characters.

Although I didn't find the thing immediately accessible, it does seem to have a lure for the ardent adventurer, and it's size (big) does seem to justify the price... you're not going

to solve this one in five hours.

Released on Spectrum, CBM, MSX and Amstrad in late July, watch out for the full review soon.

## PCW 8256/8512

**Program Tasword 8000 Type** Utility **Micro** PCW 8256/8512 **Price** £24.95 **Supplier** Tasman



Software, Springfield House, Hyde Terrace, Leeds LS2 9LN

**Program Tasprint 8000 Type** Utility **Micro** PCW 8256/8512 **Price** £14.90 **Supplier** Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN

**Program Prospell Type** Utility **Micro** PCW 8256/8512 **Price** £29.95 **Supplier** Arnor Ltd, 118 Whitehorse Rd, Croydon CR0 2JF

**Program Write-Hand-Man Type** Utility **Micro** PCW 8256/8512 **Price** £29.95 **Supplier** Hisoft, 180 High St North, Dunstable, Beds LU6 1AT

**Program Invaders Type** Arcade **Machine** PCW 8256 **Price** £19.95 **Supplier** Gemini Marketing, Gemini House, Concorde Rd, Exmouth, EX8 4RS.

If someone asked me to buy 8K of code for £20, I'd expect it to contain the full deployment details of NATO forces in



Germany. Or maybe Anita Sinclair's phone. But a so-so version of a ten year old game?

I accept it's for the PCW – and if it had arrived before *Batman*, my opinion would have been different. But not much.

It's *Invaders* – as green as the day it sprouted out of the depths of the Taito corporation – except it's not as smooth and not as exciting. You can't move and fire at the same time and each wave of aliens starts... exactly at the same level – not good.

It does have a feature unique to a machine designed as a word processor (you can pause the game by pulling the bail bar of the printer back) but I can't see this being a major selling point for the game. I also can't see accountants turning off the spreadsheets for this one.

**Program Fairlight Type** Arcade/Adventure **Micro** PCW 8256/8512 **Price** £14.95 **Supplier** Softek International, 12/13 Henrietta St, London WC2E

**N**ecessity is the mother of invention – so they say. If any further proof of this was needed, wise sages could do worse than loading up *Fairlight* into their PCW's. At the machine's launch, when asked if it could ever run games – patronising smiles were delivered by the PR people. "No" – they knowingly pronounced – "this is certainly not a games machine." Said the chirpy technical types – "No way, John... no can do... can't be done."

But it seems, with a user base already nudging six figures and rising fast – it seems anything is possible. Here we have *Fairlight*, in full glorious 3-D, near as dammit the same as the Spectrum version – running on that same piece of kit. OK. Astounding. So how about a *Defender*?

## Spectrum

**Program Hijack Type** Arcade/Strategy **Micro** Spectrum **Price** £9.99 **Supplier** Electric Dreams, 31 Carlton Cres, Southampton

**Program Futurezoo Type** Adventure **Micro** Spectrum **Price** £7.95 **Supplier** Clwyd Adventure Software, 14 Snowdon Ave, Bryn-y-Baal, Nr Mold, Clwyd CH7 6SZ



least the 11 levels I can complete are).

I would still encourage anyone that can afford eight quid to get this one, since it's an excellent conversion of a great budget title but such a price difference is going to do nothing to discourage piracy (especially among such a close circle as BBC users) and it's a sad fact that the software industry is still so insecure that such discrepancies occur.

## C16/Plus 4

**Program Frank Bruno's Boxing Type** Arcade **Micro** C16/Plus 4 **Price** £7.95 **Supplier** Elite Systems, Anchor House, Anchor Rd, Aldridge, Walsall, WS9 8PW

**Program Bomb Jack Type** Arcade **Micro** C16/Plus 4 **Price** £7.95 **Supplier** Elite Systems, Anchor House, Anchor Rd, Aldridge, Walsall, WS9 8PW



**Program Droid One Type** Arcade **Micro** C16/Plus 4 **Price** £2.99 **Supplier** Bug-Byte, Liber-



## Top Twenty

- 1 (1) Ghosts and Goblins
- 2 (2) Green Beret
- 3 (4) Kick Start
- 4 (-) Jack the Nipper
- 5 (-) Kung Fu Master
- 6 (3) Ninja Master
- 7 (5) Formula One Simulator
- 8 (12) Molecule Man
- 9 (20) Thrust
- 10 (6) World Cup Carnival



- 11 (8) Way of the Tiger
- 12 (-) Knight Games
- 13 (1-) Theatre Europe
- 14 (9) Commando
- 15 (7) Kane
- 16 (17) Silent Service
- 17 (19) Fingers Malone
- 18 (-) Solo Flight 2
- 19 (-) Elite
- 20 (18) Booty

Elite  
Imagine  
Mastertronic  
Gremlin Graphics  
US Gold  
Firebird  
Mastertronic  
Mastertronic  
Firebird  
US Gold



Gremlin Graphics  
English  
PSS  
Elite  
Mastertronic  
Microprose/US Gold  
Mastertronic  
Microprose/US Gold  
Firebird  
Firebird

## Top Tens

### Amstrad

- 1 (1) Kane (Mastertronic)
- 2 (7) Radzone (Mastertronic)
- 3 (-) Elite (Firebird)
- 4 (3) Harvey Headbanger (Firebird)
- 5 (2) Green Beret (Imagine)
- 6 (-) F One Simulator (Mastertronic)
- 7 (4) Kung Fu Master (US Gold)
- 8 (-) Graham Gooch (Audiogenic)
- 9 (-) Winter Games (Epyx/US Gold)
- 10 (-) Bomb Jack (Elite)

### Atari

- 1 (1) Kick Start (Mastertronic)
- 2 (6) One Man (Mastertronic)
- 3 (3) Vegas Jackpot (Mastertronic)
- 4 (4) Action Biker (Mastertronic)
- 5 (9) Cloak of Death (Bugbyte)
- 6 (7) Ollies Follies (Americana)
- 7 (2) Last V8 (Mastertronic)
- 8 (-) Mercenary (Novagen)
- 9 (-) Scooter (Americana)
- 10 (-) Beer Belly (Americana)

### BBC

- 1 (1) Commando (Elite)
- 2 (-) Tennis (Bugbyte)
- 3 (4) Ian Botham (Tynesoft)
- 4 (-) Galactic Patrol (Mastertronic)
- 5 (-) Air Wolf (Elite)
- 6 (-) Citadel (Superior)
- 7 (3) Winter Olympics (Tynesoft)
- 8 (6) Phantom Combat (Doctor Soft)
- 9 (9) Star Force 7 (Bugbyte)
- 10 (7) Bruce Lee (US Gold)

All figures compiled by Gallup/Microscope

### Commodore 64

- 1 (2) Ghosts and Goblins (Elite)
- 2 (1) Green Beret (Imagine)
- 3 (5) Thrust (Firebird)
- 4 (-) Knight Games (English)
- 5 (4) Silent Service (US Gold)
- 6 (-) Solo Flight 2 (US Gold)
- 7 (3) Ninja Master (Firebird)
- 8 (-) Way of the Tiger (Gremlin)
- 9 (8) International Karate (System 3)
- 10 (7) Slamball (Americana)

### Spectrum

- 1 (1) Ghosts and Goblins (Elite)
- 2 (-) Jack the Nipper (Gremlin)
- 3 (3) Molecule Man (Mastertronic)
- 4 (-) Kung Fu Master (US Gold)
- 5 (-) Theatre Europe (PSS)
- 6 (2) Ninja Master (Firebird)
- 7 (4) Knight Tyme (Mastertronic)
- 8 (5) Green Beret (Imagine)
- 9 (-) Fireman (Mastertronic)
- 10 (-) Batman (Ocean)

## NEXT WEEK

### ● Hardware

Brother is introducing a new NLQ printer to replace the M-1009. We put it through its paces.

### ● Setting up in business

Ever fancied the idea of setting up your own software company and making a go of it? David Ridge has done just that, and outlines the perils, pitfalls and joys of trying to sell your software on a commercial basis.

### ● Readers Survey results

At long last, we've collated all the entries. Next week, a blow-by-blow account of what you think about *Popular*, warts and all.

## The Hackers





# THE IMAGE SYSTEM

This is THE IMAGE SYSTEM: a computer graphics package with a difference!

In addition to providing the usual drawing and painting facilities THE IMAGE SYSTEM allows you to zoom, move, copy, scale, rotate and even twist and fold your pictures in 3D SPACE.

With facilities like these you can produce an almost infinite variety of effects from the simplest of images. Gone are the days of spending hours to create a single picture, THE IMAGE SYSTEM sets you free to experiment and use your imagination.

—And there's more; using features like transparency and colour filtration you can modify and combine your images using the full range of colours available on the AMSTRAD.

The pictures you produce can be controlled from Basic adding graphic flair to your program. THE IMAGE SYSTEM even COMPRESSES pictures saving valuable memory space.

You will find an explanation of all the features mentioned, and more in the comprehensive manual which accompanies the program including a fully illustrated step by step exercise to take you through the all important first half hour of using this program.

**CRL**



**AMSTRAD**

CASSETTE £19.95

DISC £24.95



HOT LINE: 01-533 2918

**THE IMAGE SYSTEM**  
LET YOUR CREATIVITY FLOW

CRL Group PLC, CRL House  
9 Kings Yard, Carpenters Road  
London E15 2HD

**TWO MORE GREATS  
FROM CRL**

**ROOM TEN**



**TAU CETI**

**CRL**

ENGLISH DEUTSCHE FRANCAISE

Soon to be  
available  
on the  
CBM 64/128

**ROOM TEN**

The stunning game of the future by the author of the legendary TAU CETI.

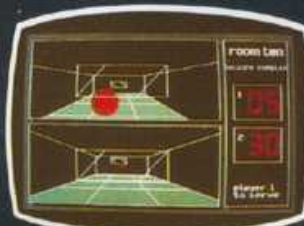
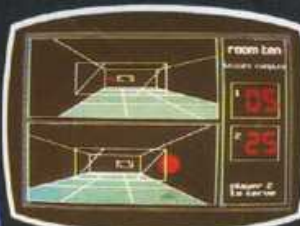


Room Ten is simple Addictive fun with a capital F. Well put together with neat graphics, terrific Sound and totally absorbing Game play.

"COMPUTER AND VIDEO GAMES"

A crisp combination of simple but effective ideas add up to an addictive and challenging game.

"SEAN MASTERSON (AMTIX)"



ACTUAL SCREEN SHOTS

**£7.95**  
CASSETTE



Hot Line: 01-533 2918

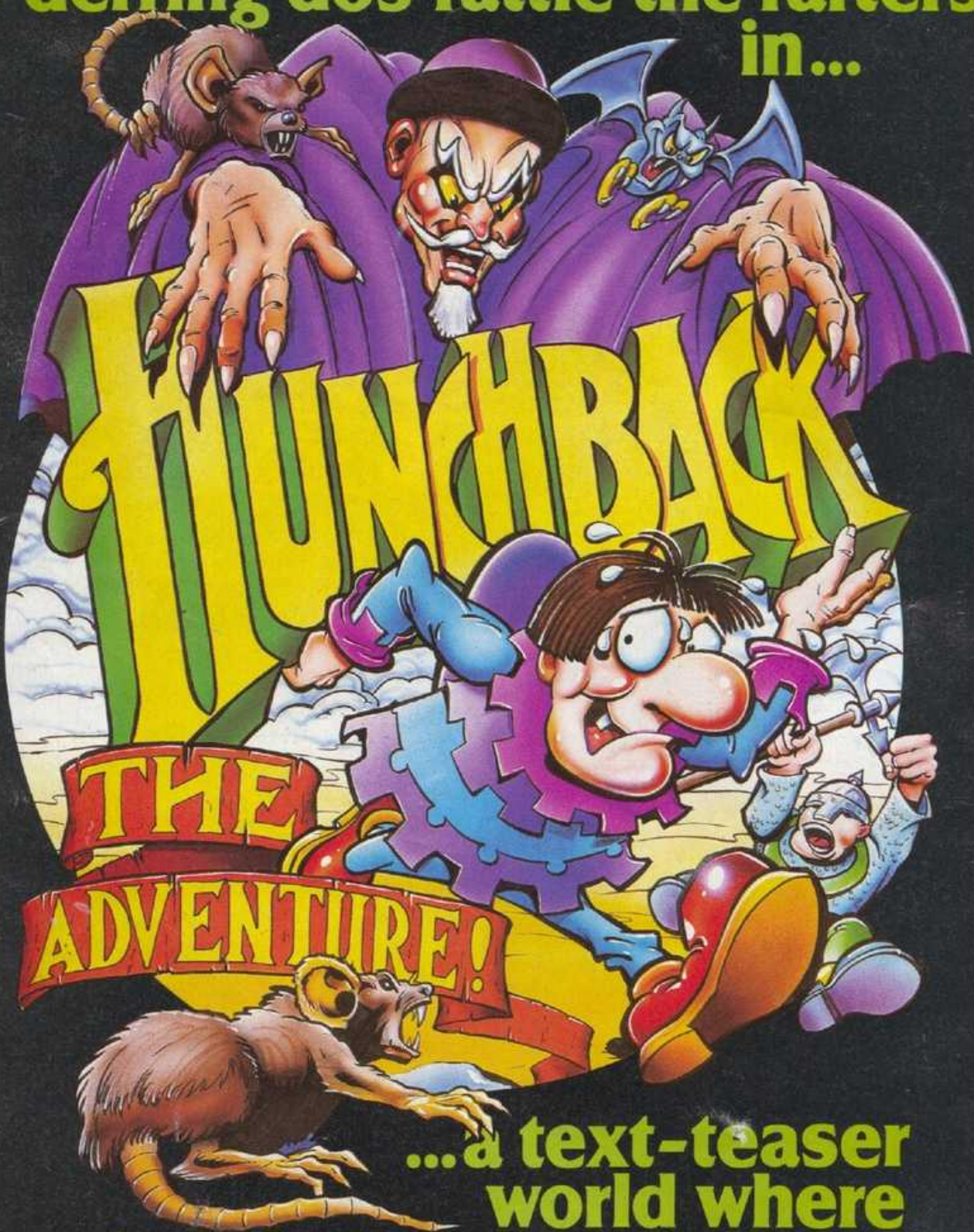
**CRL**

CRL Group PLC, CRL House 9 Kings Yard, Carpenters Road London E15 2HD





**Quasimodo's ding-dong  
derring dos rattle the rafters  
in...**



**...a text-teaser  
world where  
no 'modo has lept before!  
Go on... take a swing at it!**

**SPECTRUM 48K**

**£7.95 £8.95**

**AMSTRAD  
COMMODORE 64**

Ocean Software is available from selected branches of:



**WHSMITH** John Menzies

**WOOLWORTH LASKYS Rumbelows**

**Greens**

Spectrum Shops and all good software dealers. Trade enquiries welcome.

**ocean**

Ocean Software Limited