

# Computing

40p

WEEKLY

3-9 May 1984 Vol 3 No 18

Education special — page 20

BRITAIN'S BEST-SELLING MICRO WEEKLY

CLASSIFIEDS  
START  
HERE

VALHALLA

GLUG  
GLUGSABOTEUR  
ANOTHER HIGH VOLTAGE GAME BY CABLEAQUARIUS  
SEE PAGE 53GIVE YOUR BBC MICRO SOME STICK!  
Allows you to use joysticks with most programs.

- ★ Simple to use.
- ★ Requires just one block of memory space.

An invaluable program — easy for beginners, scope for the experienced. Joystick utility — £5 inc (Disc-compatible) cheques to:

CLARES MICRO SUPPLIES  
Dept. PCW, 98 Middleswich Road  
Northwich, Cheshire  
Tel: (06064) 8511Computer Swap  
01-437 4343Free readers entries to buy  
or sell a computer.  
Ring 01-437 4343 and give  
us the details.

VIC 20. 32K switchable Ram pack. Quickshot joystick, two (expensive) Audiogenic cartridges. Books, lots of cassette programs. Word Processor, magazines. Would cost about £350 new. Now sell £200. (0743) 60890. Michael.

★ STAR

Solitaire on Dragon  
See page 10

GAME

## News Desk

## Philips set the standards

PHILIPS is negotiating with the French computer manufacturer Thomson to develop a joint standard for European home and business micro-computers.

If agreement can be reached between the two companies then the new Thomson machine — the MO5, announced last week, will become the home computer (eight-bit) standard for the two companies. It is hoped that Philips will then begin manufacture of the MO5, under licence from Thomson.

The two firms hope for a long-term relationship in

which a business (16-bit) joint standard could also be established.

Thomson also announced a second home machine last week — the TO7-70. Both the MO5 and the TO7-70 are developments of Thomson's existing home micro, the TO7, which will now be discontinued. All of the machines are based on the 6809E microprocessor chip.

The MO5 is priced at 2390F (around £200). It has 48K Ram, a moving-key keyboard and a single keyword entry Basic included in Rom. It will

continued on page 5 ▶



The Thomson TO7 (shown above) is the forerunner of both the new MO5 and the TO7-70 machines

## Commodore presents the C16

HAVING abandoned plans to sell its 116 machine in Europe, Commodore has announced a new low-cost machine — to be called the C16.

The C16 is intended as a competitor for the Sinclair Spectrum. In appearance it resembles the Commodore 64, using the same case and keyboard. Inside, however, it is more reminiscent of the now dropped 116. It uses the upgraded 6502 processor chip — the 7501, and has 16K Ram and 32K Rom. Included in the Rom is Commodore Basic 3.5.

Screen display is 40 x 25 characters. Up to 121 colours can be selected with a graphics (not colour) resolution of 320 x 200 pixels. The C16 has twin sound generators — either two music or one music and one white-noise channel.

The new machine will be shown at this year's Commodore Computer Show held from June 7 to 9 at Novotel (formerly the Cunard Hotel) in London.

Commodore's other new machine, the 264 — now renamed the Commodore Plus 4 — will also be at the show.

## This Week

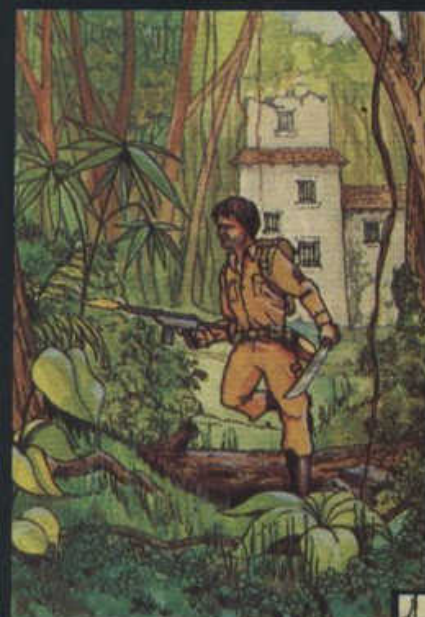
- **Street Life** David Kelly meets Chris Hall, whose company, Locomotive Software, wrote the Rom for the Amstrad. See page 13.
- **Education Special** A new series beginning with a look at educational programs for Spectrum and Dragon on page 20.
- **Commodore 64** Paul Irvins presents a musical synthesiser program on page 36.
- **Arcade Avenue** Tony Kendal kicks off a new feature for arcade addicts. Page 43.
- **New Releases**

Included in this week's reviews are 3D Tankzone from Dynabyte and The Greedy Dwarf from Goldstar.



# PARAMOUNT SOFTWARE

## for Connoisseurs with COMMODORES



### COUNTDOWN

Time is important. Accuracy essential. Courage mandatory. But, above all, Nerve is the prime attribute needed for your mission as an agent in the crack S.M.U. A Superb Arcade / Graphical Adventure. VIC 20 8K or 16K Expansion. Keyboard or Joystick.

**£5.50**



### OUTBACK

".....an addictive game...the Graphics are very good indeed ...there's also a lot of very good programming." Personal Computer News, Dec 22-Jan 4 1984. Can you use the very sophisticated defence set up to beat off the cunning Swagmen?

Pure Machine Code Action. Fully Featured. Superb colour and Graphics. A game with a difference. Any VIC20 Joystick. COMMODORE 64 Keyboard or Joystick.

**£5.50 & £7.50**

### CHOCABLOC

A fast moving, pure Machine Code action game, with Chocabloc our hero trying to sort out some Real Cool Choc Bars — until everything goes crazy and the action is on! Arcade standard. Fully Featured. Excellent sound and graphics. VIC 20 8K or 16K expansion. Keyboard or Joystick.

**£6.50**



### MEGAWARZ

Where does your fantasy go when your mind leaves your body? Megawarz will take you there you can be sure. High resolution, multi-colour graphics. Sprite graphics. Synthesis sound. Pure Machine Code action. Arcade Standard. A magical planetary trip. COMMODORE 64 Keyboard or Joystick.

**£7.50**



### JOGGER

Truly a jogger amongst joggers. If you have trotted with the rest, now run with the best. Machine Code action. Superlative sound. Creative Colour. A quality programme from Paramount. Any VIC 20. Joystick.

**£5.50**

Selected titles are available at **BOOTS, JOHN MENZIES,** major department stores and computer stores nationwide.

Dealer, export and distribution enquiries to **Bob Horsham (Paramount)**  
Tel: 0642 604 470 (day)  
0642 316 211 (night)

Authorised distributors:  
Centresoft Ltd. — Tel: 021 520 7591  
Tiger Distribution — Tel: 051 420 8888  
Pionmist Ltd — Tel: 0924 264412  
Websters Software Ltd — Tel: 0483 62222

Mail order — despatched by return, post-paid. Please make cheques/POs payable to:

#### PARAMOUNT SOFTWARE

67 Bishopton Lane, Stockton, Cleveland, TS18 1PU.

CHOCABLOC	£6.50	[ ]	Name.....
OUTBACK	£5.50	[ ]	Address.....
OUTBACK 64	£7.50	[ ]	.....
COUNTDOWN	£5.50	[ ]	.....
MEGAWARZ	£7.50	[ ]	.....
JOGGER	£5.50	[ ]	.....

I enclose cash/cheque/P.O. for £.....

Overseas orders please add £0.50 per item



## The Team

**Editor**  
Brendon Gore

**News Editor**  
David Kelly

**Reporter**  
Christina Erskine

**Software Editor**  
Graham Taylor

**Production Editor**  
Lynne Constable

**Editorial Secretary**  
Cleo Cherry

**Advertisement Manager**  
David Lake

**Assistant Advertisement Manager**  
Alastair Macintosh

**Advertisement Executive**  
Tom Watson

**Classified Executive**  
Diane Davis

**Advertising Production**  
Lucinda Lee

**Administration**  
Theresa Lacy

**Managing Editor**  
Duncan Scot

**Publishing Director**  
Jenny Ireland

*Popular Computing Weekly*,  
12-13 Little Newport Street,  
London WC2R 3LD  
Telephone: 01-437 4343  
Telex: 296275

Published by Sunshine Publications Ltd.



Registered at  
the Post Office  
as a newspaper

MEMBER OF THE AUDIT  
BUREAU OF CIRCULATIONS

ISSN 0265-0509

Typeset by The Artwork Group,  
55-63 Goswell Road, London EC1,  
in association with Ink on Paper Ltd.  
Printed by East Midland Litho Printers  
Ltd, Oundle Road, Woodston,  
Peterborough PE2 9QR.

Distributed by S M Distribution  
London SW9. 01-274 8611. Telex: 261643

© Sunshine Publications Ltd 1984

### How to submit articles

Articles which are submitted for publication should not be more than 3,000 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.

### 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.

## This Week

<b>News</b>	5
Philip/Thompson tie-up	
<b>Star Game</b>	10
Solitaire on Dragon by J D Bateman	
<b>Street Life</b>	13
David Kelly talks to Chris Hall, Amstrad's firmware designer	
<b>Reviews</b>	16
Vic 20 games by Gary Thorogood	
<b>Education Special</b>	20
First of a series on educational software	
<b>Spectrum</b>	24
Machine code plotter by Mark Lawrence	
<b>Programming</b>	27
Geiger-Marsden experiment by Jim Hind	
<b>Dragon</b>	29
More Assembly language programming	
<b>BBC &amp; Electron</b>	30
Colour blindness program by Jeff Tullin	
<b>Commodore 64</b>	36
Musical synthesiser by Paul Irvins	
<b>Open Forum</b>	39
Three pages of your programs	
<b>Microradio</b>	41
Ray Berry's column	
<b>Arcade Avenue</b>	43
Arcade enthusiasts start here	
<b>Adventure</b>	47
Tony Bridge's corner	
<b>Peek and Poke</b>	49
Your questions answered	
<b>New releases</b>	56
Latest software programs	
<b>This week</b>	58
Top 10 plus all this week's software	

## Editorial

Silicon Valley enjoys an enviable reputation, both in the US and in the rest of the world. It is a haven for bright young entrepreneurs, budding venture capitalists and engineers of all description.

The 25 mile strip, which runs just south of San Francisco from Palo Alto to San Jose, is littered with famous names. Atari, Apple, IBM, Hewlett-Packard, Intel and National Semiconductor are just a few of the companies which rub shoulders in the high-tech 'Valley'.

Unfortunately, there is no exact UK equivalent. Cambridge is perhaps the closest to a 'Silicon City', with companies such as Acorn, Sinclair and Computers. But, manufacturing and assembly plants tend to be located further afield, eg, Timex in Dundee.

Software companies are distributed throughout the country — Psion in London, Quicksilver in Southampton, Bug-Byte, Imagine and Software Projects in Liverpool.

Even Sir Clive Sinclair's much vaunted Metalab will not cover quite the same range of high technology industries as exist in Silicon Valley.

Acorn, however, has made the best of both worlds by opening its own research facility in Silicon Valley (PCW 1-7 March). Unfortunately, Acorn is unwilling to talk about its latest US venture. Perhaps Acorn is afraid of Silicon Moles?

● PCW goes up in price from 35p to 40p today. This is the first increase in two years.

## Next Thursday

Next week's star game is Othello — for 16/48K Spectrum by Paul Reynolds.

## Subscribe to Popular Computing Weekly

I would like to subscribe to *Popular Computing Weekly*.

Please start my subscription from the ..... ISSUE.

UK Addresses: ☐ 26 issues at £9.98 ☐ 52 issues at £19.95

Overseas Addresses: ☐ 26 issues at £18.70 ☐ 52 issues at £37.40

Please tick relevant box

I enclose my cheque to *Popular Computing Weekly* for .....

Name .....

Address .....

Please send this form, and cheque, to *Popular Computing Weekly*, Subscription Dept., 12-13 Little Newport Street, London WC2R 3LD.



NEW

NEW

# 800K

from a single disc drive

When you upgrade to discs with

## QFS



complete disc interface and **DFS**

- ★ supports single and DOUBLE DENSITY
- ★ automatic density recognition
- ★ Acorn compatible (beware non-compatible DFS)
- ★ supports single and double-sided discs
- ★ supports 40 or 80 tracks
- ★ up to 256 files per disc
- ★ firmware Format and Verify
- ★ complete with manual
- ★ simple to fit yourself — everything you need is supplied (including instructions!) No soldering — just plug in

# £95

### New Slimmer of the Year

Only 28mm  
in height



Double sided 40Tk  
(400K)  
£199

complete with PSU and cable for BBC

BBC Model B..... £347  
QFS..... £95  
40Tk double sided drive... £199

**Package 1**  
BBC Model B  
fitted with QFS  
complete with  
40Tk double sided drive  
**£640**  
carriage FREE

**Package 2**  
BBC Model B  
fitted with QFS  
**£442**  
carriage FREE

**Package 3**  
QFS plus  
40Tk double sided drive  
**£294**  
carriage FREE

Dealer  
Enquires  
Welcome



All prices exclusive of VAT and Carriage

**GENERAL NORTHERN MICROCOMPUTERS LTD**

Dept (PCW 584), 2 Whitworth Road, South West Industrial Estate,  
Peterlee, Co. Durham, SR8 2JJ

Telephone: Peterlee (0783) 860314 (24 hour Answering Service)

Credit  
Facilities  
Available





## Optical discs from Acorn and BSR

ACORN Computers and audio products company BSR International have set up a partnership to develop optical discs for computers.

The joint venture company called Optical Information Systems will produce the disc drives which read the stored information in a similar way to present video disc players by means of a laser.

"This is an up and coming technology," said Acorn director Andy Hopper. "At the moment it is a speculative venture but if it works well, we'll certainly start taking it

seriously."

The advantage of an optical disc system over a more conventional magnetic disc is its considerably enhanced storage capacity. Development of magnetic media has now almost reached its limit and manufacturers are looking to other types of storage for the next generation of disc units.

Production of the optical drive is expected to start at the beginning of 1985 in Hong Kong, but the optical discs themselves will probably not be available for a couple of years.

## Philips

4 continued from page 1

run both cassette and Rom cartridge software.

The TO7-70 is more expensive at 3500F (£300). It has 64K Ram — expandable to 128K, a professional quality keyboard and a built-in quality keyboard and a built-in cassette player. Unlike the MO5, Basic must be loaded from cassette. Also unlike the MO5, the machine is software compatible with its predecessor, the TO7.

The MO5 is to play a similar role in France as the BBC machine did over here. It will be used as the basis for a tv series to be broadcast nationally in October. By then it is hoped some 40,000 machines will have been manufactured.

Philips is very keen to make an entry into the home computer market. In recent months its name has been linked with two other companies in connection with possible joint ventures — Atari and Microsoft (for an MSX machine).

## A portable Apple

APPLE has introduced a portable version of the long-standing IIe computer.

The new version will be called the IIc, and is aimed at 'serious home users'. Apple is keen to distinguish these from those who primarily play video

## A strategic Empire

EMPIRES is a strategy game with a difference, for the 48K Spectrum.

The game is for four Spectrum players, and comes complete with four cassettes. Three users actually play the game, the fourth acting as an umpire.

The three are each leaders of a galactic race whose aim is to wipe out the other races to gain supreme control. Each plays separately and, after each move, players return their saved data to the umpire. The moves are then analysed by the umpire's program and the data for the new positions is then saved and returned to the players for the next move.

Empires costs £19.95. Details from Imperial Software, 153 Churchill Road, Parkstone, Poole, Dorset.

games.

The IIc's software will be compatible with that of the IIe in that it will be able to use about 90 per cent of its software.

The IIc will cost \$1,295 (about £900) — this includes a floppy disc drive in addition to the micro itself. It has 128K of memory, twice that of the IIe.

As well as the machine itself, Apple has also launched a set of peripherals for the machine — a colour printer priced at \$299 (£212), a high-resolution black-and-white monitor for 80 column display, a mouse cursor device, external disc drive and a carrying case.

## Monopoly money for Leisure

LEISURE Genius, the computer board-game specialist, has signed an agreement with Waddington to produce a micro version of *Monopoly*.



Peter Deutsch

"Our initial plans are to produce the game for Commodore 64 and Spectrum," said Peter Deutsch, managing director of Leisure Genius. "But the Amstrad seems to be making a big impact, and Adv-

## Who's for tennis?

PSION'S next release will be *Tennis* for the 48K Spectrum, scheduled for late-May, well in time for Wimbledon.

You play against the computer and view the game from your end of the court facing the net and your computer generated opponent.

Commented Psion's managing director David Potter, "I predict that nobody will be watching Wimbledon this year — they'll all be playing Psion *Tennis*!"

## Modulator design for ABM

THE Acorn Business Machine — Acorn's entry into the business micro market — will feature a modular design, much like the BBC machine.

"The ABM will almost certainly have a number of dual processor options" explained an Acorn spokesman.

A 6502 second processor option is planned. "The ABM will be able to be configured in such a way that it will run BBC Basic. That may not be its normal mode of operation, but the potential for compatibility with BBC micro software will be there for those who want it.

The ABM is expected to be announced later this year.

ance machine sounds excellent too.

"We would expect to see a *Monopoly* program out in July, although it's very early days yet. At the moment we're concentrating on getting our *Scrabble*, *Cluedo* and *Mastermind* games for Commodore 64 in the shops for May."

The onus for protecting *Monopoly* from unlicensed versions of the game still falls ultimately to Waddington, which has in the past taken action against a number of companies.

## Queen's award for Acorn

A Queen's Award for Technological Achievement has been won by Acorn Computers, for its BBC microcomputer system.

The Award praises the "advanced design" and "innovative features" of the BBC micro.

Chris Curry, managing director of Acorn Computers, said, "It is a special honour for Acorn."

## QL reaches the outside world

FIRST deliveries of the QL should by now have reached some customers.

The initial batch of machines — around 1000 — should be going out all this week and it is hoped that all customers who received letters from Sinclair indicating an April delivery should get their QLs before the weekend.

The number of machines being sent out will steadily increase and Sinclair hopes to clear its current backlog of more than 13,000 orders by mid-July.

Two working QL machines made an appearance at the 11th ZX Microfair held last weekend at Alexandra Palace, attracting big crowds.

● PCW's QL order: Week 15. Still no sign.

## Correction

● Pengwyn for the Amstrad micro is being developed by Postern. The game was incorrectly attributed to Ocean in PCW, April 19.



## METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sound and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago. £5.50

### LASER ZONE

Experience Laser Zone — an utterly NEW totally ORIGINAL masterpiece of Video games design. Learn to control two spaceships at once. Feel the EXHILARATION as, after long hours of practice, you control the two ships so that they function as a smooth, co-ordinate team! Feel the raw POWER as you lunge for the electro button and BLAST your enemies into expanding clouds of SPACE JUNK! Feel the humiliation as a carelessly aimed BLAST slams into the side of your last remaining ship! (8K expansion required.)

Available for Commodore 64 £7.50 and VIC-20 £6.



### MATRIX

Jeff Minter has taken Gridrunner — the game that topped bestseller charts in USA and UK — and created an awesome sequel. Graphically superb, it features multiple screens, new aliens and attack waves, mystery bonuses, renegade humanoids, deflector fields, diagonal tracking, countdown/panic phase and much, much more. Packed into 20 mind-zapping zones and accompanied by incredible sound. 8K expansion required. Available for Commodore 64 £7.50 and VIC-20 £6.

### HOVER BOVVER

A totally original arcade game for C64 featuring outstanding graphics and a sound track created by a professional Piano Wizard. Gordon Bennett has borrowed his neighbour's Air-Mo lawnmower. Mow your way through as many of the 16 lawns as you can before the pursuing neighbour retrieves his mower. Set your dog onto the neighbour to help you out of tight spots and don't annoy the gardener. Try not to plough through the neat flower beds or overheat your mower! £7.50



### ATTACK of the MUTANT CAMELS

Planet earth needs you! Hostile aliens have used genetic engineering to mutate camels from normally harmless beasts into 90 foot high, neutronium shielded, laser-spitting death camels! Can you fly your toy manoeuvrable fighter over the mountainous landscape to weaken and destroy the camels before they invade the humans stronghold? You must withstand withering laser fire and alien UFOs. Game action stretches over 10 screen lengths and features superb scrolling, scanner 1/2 player actions and unbelievable animation! Play this game and you'll never be able to visit a zoo again without getting an itchy trigger finger! Awesome m/c action! Available for Commodore 64 £7.50.

Available for Commodore 64 £7.50.



### ABDUCTOR

A classic new space game! ZAP the swirling alien hordes before they ram you — and abduct your humanoid! Survive the assault for long enough and you'll get an extra stage on your spaceship with double firepower! Awesome unexpanded VIC Action. £5.00



### GRIDRUNNER

Finally true arcade quality on the unexpanded VIC! Shoot down the segmented DROIDS invading the grid. Beware of the pods and zappers! The awesome speed, sound and graphics gives you the best blast available for unexpanded VIC. Available for VIC-20 £5.00 Commodore 64 £5.00 Atan 400/800 £7.50



**Llamasoft**  
AWESOME GAMES SOFTWARE

49 MOUNT PLEASANT,  
TADLEY, HANTS. RG26 6BN.  
TELEPHONE: TADLEY (07356) 4478

All orders add  
50p postage and packing





# Letters

## Satisfied customer

My son takes your magazine *Popular Computing Weekly* and has done so since it was first published.

In January of this year, he experienced some difficulty with his ZX81 Printer, using it with an adaptor link up to his BBC Computer. After approaching various electronic engineers, with no satisfaction from any, my son asked me to get in touch with a company advertised in your magazine, Advanced Digital Systems Ltd, of Portsmouth, which supplied the adaptor.

This company deserves to get on; the after sales service (re the adaptor) plus advice and repairs done on a ZX Power Pack, ZX Printer and 16K Ram Pack (Sinclair did not even reply to letters) were attended to without hesitation. Advanced Digital Systems Ltd acted above and beyond the call of duty — Well Done!

I would appreciate it if you would print this on your letters page: maybe somebody else might be glad to know of a company who, without doubt, goes to any length to satisfy the customer.

Marcus Ley  
43 Somers Road  
North Reddish  
Stockport SK5 6SL

## Word package

I am writing in answer to S Guerqueb's letter in Peek and Poke in issue no 15 Vol 3 of *Popular Computing Weekly*, regarding the use of a Brother personal printer/typewriter with a Spectrum. It is in fact possible to put together a word processing package using the Brother EP22 printer/typewriter, a Tasman RS232 interface and Tasword Two for around two hundred pounds.

The Brother EP22 uses two ways of printing, on plain paper using ink cassettes, or on thermal paper. At the moment I do not know the cost of replacement cassettes or thermal paper. To save thermal A4 paper supplied, I have used the

thermal paper from an Alphacom 32 printer and this works fine. The EP22 has many excellent features besides the fact that it can double as a printer and is extremely portable, working off batteries or mains.

To connect it to a Spectrum all that is required is a Tasman RS232 interface, which plugs straight into the computer and has a lead which connects to the Brother EP22. Software is supplied to configure to various printers and the interface works well with Tasword Two Word processor.

The RS232 Interface and Tasword Two are available from Tasman Software and the Brother EP22 is available from Micro Research, Livingstone.

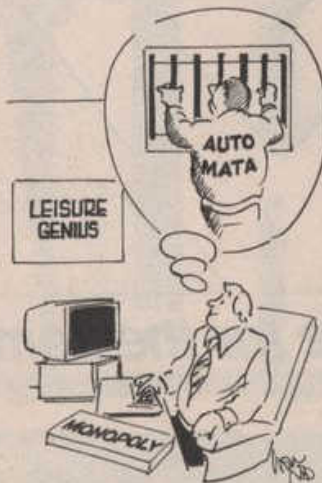
Iain Ferguson  
18 Gorsebank  
Ladywell  
Livingston  
West Lothian

## Screen clearance

I own a Vic 20, and I have two programming tips for your readers. 1) To prevent people from breaking into your programs, *Poke 788,194* followed by *Poke 808,100*.

2) When saving programs, if you type *Save program name*, on loading, the screen will be cleared when the program is found, thus giving a professional effect (the symbol before 'program name' is obtained by *Shift/Ctr*).

Carl Pickin  
Lenvens  
Tunstal Road  
Knypersley  
Stoke-on-Trent



## A strange anomaly

I am writing to report a strange anomaly concerning the loading of tapes on my ZX Spectrum (or, it seems, any micro with an external power supply).

A friend informed me of problems he had loading games into his Commodore 64, and he found that by placing the power supply away from the tv set and not next to it as he had done, the tapes would load with no problem. As I had much the same set up, I tried the same procedure and found that *Valhalla*, which I had no end of trouble getting to load, went in first time.

The only explanation I can think of may be that some sort of feedback or interference is affecting the power supply and forming a loop back to the computer.

I hope that this information is of some use to anyone having loading problems.

D McRiner  
Dhahran  
Saudi Arabia

## Compatible programs

I would like to take this opportunity to inform your readers that there are two types of ZX Spectrum software.

- That which is compatible with the ZX Microdrive.
- That which is *not*, ie, that which requires complex manipulation of code to overcome the incompatibility obstacle.

Please advise your software reviewers to bear the above in mind when reviewing new programs within the columns of your excellent weekly.

There must be thousands of ZX Spectrum users who no longer run incompatible programs in favour of programs that are compatible, ie, those which may be *Saved* and *Loaded* onto Microdrive cartridges.

Likewise, there must be vast quantities of unsold material due to lack of information in compatibility and the attendant risk of a purchase being incompatible.

In the naive hope that this letter will stimulate reaction, I hope that you will prompt and advise your advertisers to comment on compatibility.

David Lowe  
31 Hill View Road  
Rotherham

## Biological theme

Please could you send me any information on whether there is any software firm that offers a biology game. I ask because my biology project for the term is 'Design a biological game' for which I thought a computer game would be suitable.

My computer is a Sinclair Spectrum (48K). However, my school also has Apple IIs and BBC micros.

I look forward to hearing from you.

Timothy Andrews  
Inver Cottage  
Maple Walk  
Cooden  
Sussex

The most obvious game would be *Life*, which simulates the growth of cells over a number of generations. Numerous listings have been published in various computer magazines over the past two years.

## Missing hex loader

I have a question about an article in your magazine dated 12-18 April. On pages 26-27 you have a hex code listing to make your spectrum simulate an organ — something I have been looking for for a long time.

However the notes tell us to type in the hex loader — where is it? As I am new to machine code I do not know how to *poke* it in. Can you help?

Gary Joyce  
48 Princess Drive  
Sandbach  
Cheshire  
CW11 9BP

The missing hex loader seems to have baffled quite a few people. In fact Mark Lawrence's series, of which the Organ was only part, utilises the same hex loader for every section — the one printed in the first part, issue dated 5-11 April.



# *From CDS, 'COLOSSUS CHESS 2-0' the ultimate challenge*

*by Martin Bryant*

*for both the chess  
player and the  
chess master  
the finest  
chess program  
ever written.*



**Available for the Commodore 64  
£9.95**



**CDS Micro Systems**

**Also disc version £12.95**

\* Selected titles only

ONLY £9.95 each at W.H. Smiths, 'Boots, John Menzies and other leading Computer Stores, or... direct from CDS Micro Systems  
Send Cheque or P.O. To CDS 10, Westfield Close, Tickhill, Doncaster DN11 9LA. Tel: (0302) 744129. (Trade enquiries welcome)



**GAME  
OF THE YEAR  
BMA'84**



# VALHALLA

**SOON FOR COMMODORE 64**



# Solitaire

A new game for Dragon 32 by J D Bateman

This game is played in the same way as the standard Solitaire with pegs or marbles. Each piece can be jumped over an adjacent one in an empty hole immediately beyond. The piece that is jumped over is then removed from the board. The object of the game is to finish with just one

piece remaining in the centre space.

## Program Notes

All lower case letters are inverse characters. The colours used are not suitable for a B/W TV, but can be easily changed for ones with a better contrast. All peg positions, vacant holes, etc., are stored in the various Data lines.  
Lines 120-280 Set up the board.

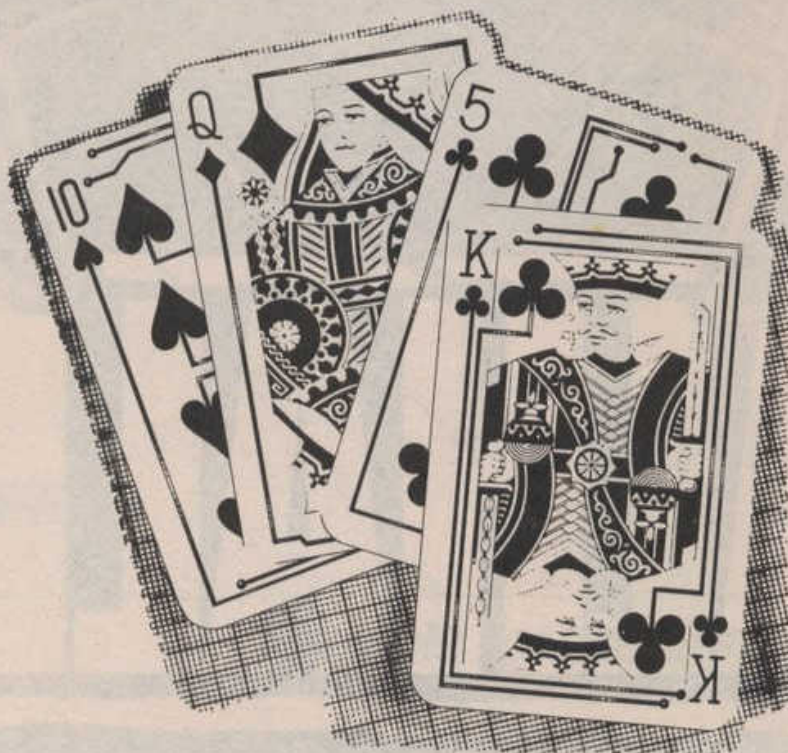
Lines 310-640  
Line 650  
Lines 660-710  
Lines 810-1010  
Lines 1040-1130  
Lines 1160-1320  
Line 1330

Input of (moving) peg positions.  
Checks for valid peg location.  
Input direction.  
Show a solution.  
Instructions.  
Check for and print valid moves.  
Checks if final move leaves peg in centre hole.

```

10 '      * *
20 '      * SOLITAIRE *
30 '      FOR
40 '      * DRAGON 32 *
50 '      J.D.BATEMAN
60 '      * 15/1/84 *
70 '      * *
80 CLS:PRINT@232,"INSTRUCTIONS Y/N"
90 A$=INKEY$:IF A$="" THEN 90
100 IF A$="Y" THEN 1040
110 CLS
120 PRINT@10,"(SOLITAIRE)";
130 FOR X=69 TO 89:PRINT@X,CHR$(255);NEXT
140 FOR Y=101 TO 389 STEP 32:PRINT@Y,CHR
$(255);NEXT
150 FOR Z=121 TO 409 STEP 32:PRINT@Z,CHR
$(255);NEXT
160 FOR W=421 TO 641:PRINT@W,CHR$(255);
NEXT
170 PRINT@166,"a";PRINT@198,"b";PRINT@
230,"c";PRINT@262,"d";PRINT@294,"e";P
RINT@326,"f";PRINT@358,"g";
180 POKE1129,49:POKE1131,50:POKE1133,51
POKE1135,52:POKE1137,53:POKE1139,54:POKE
1141,55
190 U=32
200 PRINT@155,"peg";PRINT@187,"lell";
210 PRINT@271,CHR$(158);
220 DIMA(32)
230 FOR J=1 TO 32
240 READA(J)
250 PRINT@A(J),CHR$(284);
260 NEXTJ
270 PRINT@219,U;IF U=1 THEN 1930
280 PRINT@448,"PEG";
290 INPUT P$
300 SP=0
310 IF P$="D" THEN 240
320 IF P$="A3" OR P$="3A" THEN SP=123
330 IF P$="A6" OR P$="4A" THEN SP=125
340 IF P$="A5" OR P$="5A" THEN SP=127
350 IF P$="B3" OR P$="3B" THEN SP=205
360 IF P$="B4" OR P$="4B" THEN SP=207
370 IF P$="B5" OR P$="5B" THEN SP=209

```





# Star Game

```

380 IF P#="C1" OR P#="1C" THEN SP=233
390 IF P#="C2" OR P#="2C" THEN SP=235
400 IF P#="C3" OR P#="3C" THEN SP=237
410 IF P#="C4" OR P#="4C" THEN SP=239
420 IF P#="C5" OR P#="5C" THEN SP=241
430 IF P#="C6" OR P#="6C" THEN SP=243
440 IF P#="C7" OR P#="7C" THEN SP=245
450 IF P#="D1" OR P#="1D" THEN SP=265
460 IF P#="D2" OR P#="2D" THEN SP=267
470 IF P#="D3" OR P#="3D" THEN SP=269
480 IF P#="D4" OR P#="4D" THEN SP=271
490 IF P#="D5" OR P#="5D" THEN SP=273
500 IF P#="D6" OR P#="6D" THEN SP=275
510 IF P#="D7" OR P#="7D" THEN SP=277
520 IF P#="E1" OR P#="1E" THEN SP=297
530 IF P#="E2" OR P#="2E" THEN SP=299
540 IF P#="E3" OR P#="3E" THEN SP=301
550 IF P#="E4" OR P#="4E" THEN SP=303
560 IF P#="E5" OR P#="5E" THEN SP=305
570 IF P#="E6" OR P#="6E" THEN SP=307
580 IF P#="E7" OR P#="7E" THEN SP=309
590 IF P#="F3" OR P#="3F" THEN SP=333
600 IF P#="F4" OR P#="4F" THEN SP=335
610 IF P#="F5" OR P#="5F" THEN SP=337
620 IF P#="G3" OR P#="3G" THEN SP=365
630 IF P#="G4" OR P#="4G" THEN SP=367
640 IF P#="G5" OR P#="5G" THEN SP=369
650 IF SP=0 THEN 1320
660 PRINT@467,"PRESS ARROW";
670 A$=INKEY$:IF A$="" THEN 870
680 IF A$=CHR$(8) THEN GOSUB 1100
690 IF A$=CHR$(10) THEN GOSUB 1200
700 IF A$=CHR$(94) THEN GOSUB 1240
710 IF A$=CHR$(13) THEN GOSUB 1280
720 FOR X=448 TO 479:PRINT@X,CHR$(224);
NEXT
730 GOTO 270
740 FOR B=448 TO 479:PRINT@B,CHR$(224);
NEXT
750 PRINT@458,"SOLUTION Y/N";
760 A$=INKEY$:IF A$="" THEN 760
770 IF A$="Y" THEN 810
780 FOR B=458 TO 469:PRINT@B,CHR$(224);NEXT
790 GOTO 1000
800 DATA 173,175,177,205,207,209,233,235,
237,239,241,243,245,265,267,269,273,275,
277,297,299,301,303,305,307,309,333,335,
337,365,367,369
810 PRINT@458,"SOLUTION ";
820 B$=CHR$(224)+CHR$(224)+CHR$(224)+CHR$(224);
830 PRINT@155,B$;PRINT@187,B$;PRINT@219,B$;
840 RESTORE
850 PRINT@271,CHR$(156);
860 DIMB(32)
870 FOR I=1 TO 32
880 READ B(I)
890 PRINT@B(I),CHR$(204);
900 NEXT I
910 FOR D=0 TO 100:NEXT D
920 DIMX(31):DIMY(31):DIMZ(31)
930 FOR I=1 TO 31
940 READX(I),Y(I),Z(I)
950 PRINT@X(I),CHR$(188);FOR D=0 TO 80:
NEXT:PRINT@Y(I),CHR$(188);FOR D=0 TO 80:
NEXT:PRINT@Z(I),CHR$(188);FOR F=0 TO 2
80:NEXT
960 PRINT@X(I),CHR$(156);PRINT@Y(I),CHR$(204);
PRINT@Z(I),CHR$(156);
970 FORD=1 TO 155:NEXTD
980 NEXTI
990 FOR D=0 TO 1000:NEXT
1000 '(C) J.D.B. 15/1/84 (C)
1010 GOTO 1360
1020 DATA 207,271,239,243,239,241,177,241,
209,273,209,241,173,177,175,177,241,209,
337,273,305,309,305,307,307,303,305,245,
309,277,309,305,307,299,303,301,365,301,
333,269,333,301,369,365,367
1030 DATA 365,301,333,285,269,237,233,297,

```

```

235,239,235,237,297,233,265,233,237,235,
303,239,271,239,235,237,235,289,267,289,
303,301,303,307,305,275,271,273,269,273,
271,241,305,273,307,303,305,335,271,303
1040 CLS:PRINT:PRINT" EACH PIECE IS JUMP
ED OVER AN ADJACENT ONE INTO AN EMPTY
HOLE IMMEDIATELY BEYOND THE PIECE BEI
NG JUMPED. THE PIECE THAT HAS BEEN JUMPED
OVER IS REMOVED FROM THE BOARD."
1050 PRINT:PRINT" PERMITTED MOVES ARE UP,
DOWN, LEFT OR RIGHT. THE OBJECT OF THIS GAM
E IS TO END UP WITH THE LAST PIECE IN THE
CENTRAL POSITION."
1060 PRINT:PRINT" press any key to con
tinue"
1070 A$=INKEY$:IF A$="" THEN 1070
1080 CLS:PRINT" To move any valid piec
e"PRINT" ENTER THE LOCATION OF THAT PIEC
E AND THEN PRESS THE APPROPRIATE ARROW K
EY."
1090 PRINT" for example"PRINT" YOU MAY
WISH TO JUMP THE PIECE FROM A3 OVER THE P
IECE IN A4 TO AN EMPTY SPACE AT A5."
1100 PRINT" TYPE IN 4A or A4 PRESS <ENTE
R>, THEN PRESS THE RIGHT ARROW KEY."
1110 PRINT" IF AT ANY TIME YOU CAN MOVE N
O FURTHER PRESS Q TO QUIT."PRINT:PRINT
" press any key to continue"
1120 A$=INKEY$:IF A$="" THEN 1120
1130 CLS:PRINT@193,"A CHANCE TO VIEW A S
OLUTION IS OFFERED AFTER PLAY IS FINISHE
D."PRINT:PRINT:PRINT:PRINT" press any
key to continue"
1140 A$=INKEY$:IF A$="" THEN 1140
1150 GOTO 110
1160 L=PEEK(1024+SP):M=PEEK(1022+SP):N=P
EEK(1020+SP)
1170 IF L=204 AND M=204 AND N=156 THEN
1180
1180 GOTO 1320
1190 PRINT@SP,CHR$(156);PRINT@SP-2,CHR$(
156);PRINT@SP-4,CHR$(204);U=U-1:RETUR
N
1200 L=PEEK(1024+SP):M=PEEK(1056+SP):N=P
EEK(1088+SP)
1210 IF L=204 AND M=204 AND N=156 THEN 12
30
1220 GOTO 1320
1230 PRINT@SP,CHR$(156);PRINT@SP+32,CHR$(
156);PRINT@SP+64,CHR$(204);U=U-1:RET
URN
1240 L=PEEK(1024+SP):M=PEEK(992+SP):N=P
EEK(960+SP)
1250 IF L=204 AND M=204 AND N=156 THEN 12
70
1260 GOTO 1320
1270 PRINT@SP,CHR$(156);PRINT@SP-32,CHR$(
156);PRINT@SP-64,CHR$(204);U=U-1:RET
URN
1280 L=PEEK(1024+SP):M=PEEK(1026+SP):N=P
EEK(1028+SP)
1290 IF L=204 AND M=204 AND N=156 THEN 1
310
1300 GOTO 1320
1310 PRINT@SP,CHR$(156);PRINT@SP+2,CHR$(
156);PRINT@SP+4,CHR$(204);U=U-1:RETUR
N
1320 SOUND 1,5:GOTO 720
1330 T=PEEK(1295):IF T=204 THEN 1350
1340 PRINT@449,"YOU HAVE GONE WRONG SOME
WHERE";FOR D=0 TO 1000:NEXT:GOTO 1360
1350 PRINT@448,"CONGRATULATIONS YOU GOT
IT RIGHT";FOR D=0 TO 5000:NEXT
1360 CLS:PRINT@201,"TRY AGAIN Y/N ?"
1370 A$=INKEY$:IF A$="" THEN 1370
1380 IF A$="Y" THEN 1400
1390 END
1400 CLS:PRINT@202,"PRESS BREAK"
1410 PRINT@224,"TYPE RUN AND <ENTER> TO
PLAY,"

```



## Code-name Arnold

David Kelly talks to Chris Hall from Locomotive Software

The Amstrad CPC464 is the first home computer Chris Hall has had a hand in designing.

Amstrad began work on their machine almost two years ago. Unfortunately, by August last year it became apparent that there were difficulties with both original system software and the hardware.

So, Amstrad had a keyboard and a case together with a partly finished hardware design based around the 6502 processor. And not much else.

MEJ Electronics was brought in by Amstrad to sort out the hardware design. They, in turn, get in touch with Chris Hall's software house Locomotive (both companies are composed of former Data Recall employees) and both decided to start again from scratch.

The original design was ditched entirely and a new one was created, based around the Z80 processor. This was code named 'Arnold' and became the Amstrad CPC64.

The Z80 suited Amstrad because it gave the machine the possibility of running business software using the CP/M disc system. And it helped Locomotive, which already had experience of the Z80 chip.

Locomotive is a new company set up to develop system software. "We don't do applications or games and we are very interested in speed — our Basic is fast!"

"We literally first heard of the Arnold last August and the three of us — Richard Clayton, Bruce Godden and myself — had a hectic few months." Locomotive actually started writing in September last year and had to work blind for six weeks.

Locomotive and MEJ worked closely on the design. "We had an idea of what price the machine was going to be sold for — which set the parameters for the hardware. We couldn't knock out something 'noddly'. On the other hand, we didn't have time to produce a QL from scratch.

"Before we started we looked at the BBC machine, because at that time we saw it as a market leader, and we also had a look at the Commodore 64.

"We already had our own Basic interpreter for a CP/M80/CP/M86 MSDOS system and the decision to use the Z80 in the Amstrad was driven by the fact that we couldn't possibly have written both the firmware and the Basic in three months.

"There were a number of constraints which came from Amstrad's original thinking — the casing and keyboard and the inclusion of a cassette recorder and monitor. That was all settled and had to be taken on.

"The monitor is a pixel VDU — the simplest sort. When you do the sums you find the Amstrad has to be the way it is. It is a straightforward 16K of memory for the

display — two colours at 640 x 200, four colours at 320 x 200 or 16 colours at 160 x 200. You can 'suck' 16K from Ram just fast enough to refresh the screen.

"The sound uses the GI chip — AY-3-8912. If you look at the number of sound chips there aren't very many and the GI has three channels.

"A Centronics port seemed appropriate, for a printer. Having the built-in cassette player made life easier because its electronics are a bit special.

"Add in a custom gate array and there you have the machine."

The main thrust behind the firmware was to make it as open as possible for other languages and software. "We tried to keep a firm distinction between the firmware and the Basic. The Basic simply takes the commands keyed in, packs them up and passes them to the firmware. The HiSoft Pascal written for the machine, for example, has all the graphics and sound facilities that the Basic does."

Nearly all the features of the machine are implemented in the firmware and Basic. "We wanted to avoid 'magic numbers' in the Basic. The Commodore machine has some very good hardware features but, without Simons' Basic, you have to spend your time 'poking' away with magic numbers. Similarly, we knew we wanted to avoid confusing VDU19-type commands that the BBC suffers from.

"The Arnold is intended to be as easy to program as possible. After all, even an experienced programmer, faced with a series of Pokes to various machine-code addresses written some time ago, may have trouble working out what is going on."

The firmware is written as a series of sub-routines. There are no variable interfaces — no system variables to Poke around with. Everything is written to use routines. For example, the *Sound* command in Basic picks up the key commands, organises the parameters and picks up the machine-code command *Sound Cue* in the firmware. All of the machine code sub-routines in the firmware are documented. Amsoft — Amstrad's computer division — will be publishing in full the firmware documentation.

"Anybody writing software for the Amstrad should never need to go near the hardware. The only possible point would be if you want particularly fast and flashy screen routines. In this case we decided that it wasn't appropriate to provide generalised routines."

Software houses writing for the machine have been asked by Amsoft to write using the firmware provided, rather than reinventing the wheel.



One interesting feature of the CPC464 is its use of 'windows'. "We wanted the machine to have separate text and graphics windows." The way it works is to define an area of the screen as, say, a graphics window and then anything plotted outside the area of the window is 'clipped' and not displayed.

"We thought that one text window was a bit mean so we have got eight. The text windows are tied up with the eight text streams. Each stream has its own window, its own cursor, and its own *Pen* and *Paper* commands. "You select a stream which you can then write to — and it will then plonk it out in that stream."

Another feature of the machine is its real-time controls. At a machine code level the firmware incorporates a number of hardware interrupts which, linked to an internal timer, can be used to trigger a sub-routine. Frame fly-backs from the screen can also be used to 'kick' a routine.

At the level of Basic two commands are provided: *After* (*After n Gosub*) which jumps to the subroutine after *n* where *n* is a time in 1/50sec; and *Every* (*Every n Gosub*) which jumps to the subroutine every *n* — and gives a periodic effect.

Similar mechanisms are also provided for the sound commands. Sound management is all done from the interrupt path so, unlike the Dragon, the processor can carry on processing when a sound is being generated.

With something around 12 weeks to complete the software on the Amstrad, the Locomotive team had to work flat out. The majority of the Basic was already written, but it was rearranged and some new features were added. The firmware was written piecemeal in modules. Each of the five modules (1 sound, 3 screen, 1 keyboard) were fully tested before going on to the next. "We wrote them in a sensible order so that if the fundamental routines took longer to write than we expected then at least we had written them by the time we had to deliver the software to Amstrad!"

"We handed over our finished software 14 weeks ago and the machines at the launch had finished Roms in them." ○



# FREE CHIPS WITH EVERY RENAULT 9.

Buy any new Renault 9 between April 1st and May 31st and we will give you a Sinclair Spectrum 48K home computer, complete with software pack.†

It's a gift that perfectly complements the high-tech features of the new Renault 9 GTX. Like aerodynamic styling and a five speed gearbox to save fuel!‡ And infinitely adjustable monotracer seating to make driving more of a pleasure.

Electric front windows, centralised door locking and all-round tinted glass are available as an optional Custom Pack.

There are six Renault 9s from 1100 cc to the new 1.7 litre model, including diesel and automatic versions, plus the new Special Edition Renault 9 Avenue.

All you have to do is choose. And, if you choose soon, the chips are on us.



**FROM £4,645\* WITH  
FREE SINCLAIR SPECTRUM  
HOME COMPUTER.**



†Offer limited to one Sinclair ZX Spectrum and software pack (Philips tape drive unit and a selection of software packages) per customer and applies to all new Renault 9s ordered and registered between 1st April and 31st May, 1984. ‡Government test figures: Renault 9 GTX, 56 mph 55.4 mpg (5.1L/100km), simulated urban cycle 32.1 mpg (8.8L/100km), 75 mph 40.4 mpg (7.0L/100km). \*Price refers to Renault 9 TC (correct at time of going to press) and includes 15% VAT, Car Tax and front seat belts. Number plates and delivery extra. Car featured Renault 9 GTX. **RENAULT recommend elf lubricants.**



**NEW**  
UNEXPANDED  
**VIC 20**

**GAMES DESIGNER**

## MAKE GREAT GAMES....

Create your own amazing games with  
Galactics unique **GAMES DESIGNER** cassette  
for the unexpanded VIC 20, only **£9.95**  
including post and packing

ONLY  
**£9.95**

★No Programming experience Needed ★

With the **GAMES DESIGNER** you make your own machine code games.  
You can design all the Graphics, Screen layouts, Theme tunes, Explosions,  
Sound effects, Player speed, Alien speed, Skill level, Personalised game  
credits, Scoring values, Keys used, Number of lives, Intelligence of aliens,  
— whats more no programming experience needed.

Also includes 3 sample games:-  
KANGA, ZYON and KRAZY MAZE.

NOW AVAILABLE FROM ALL LEADING BRANCHES OF



# Galactic Software

UNIT 7, LARCHFIELD ESTATE,  
DOWLISH FORD, ILMINSTER

SOMERSET TA19 0PF  
TEL: (04605) 5161

UNEXPANDED  
**VIC 20**

MAKES  
GREAT GAMES  
NO PROGRAMMING  
EXPERIENCE NEEDED

## GAMES DESIGNER

INCLUDES 3 GAMES  
KANGA, ZYON AND  
KRAZY MAZE

**GALACTIC**  
SOFTWARE

### MAKE GREAT GAMES

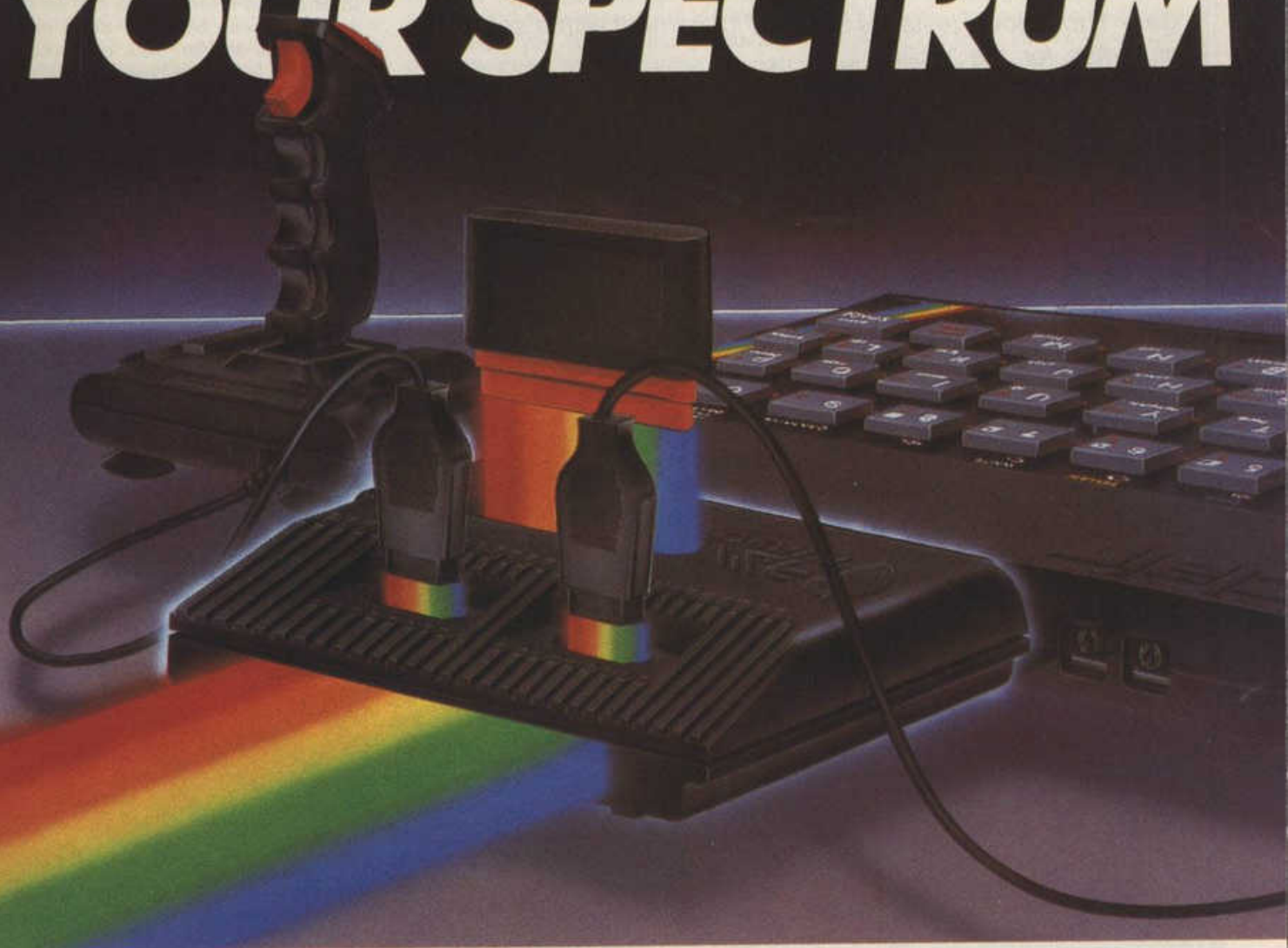
- ★ No programming experience needed
- ★ Full colour Hi-Res Graphics
- ★ Make your own sound effects
- ★ Joystick or Keyboard control

### ALL IN MACHINE CODE

- ★ Variable degree of difficulty
- ★ Make your own, Monsters, Moonscapes, Space Ships, Aliens, Kangaroos or Asteroids
- ★ Create your very own Games



# TURBO CHARGE YOUR SPECTRUM



## Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- \* A variety of interfaces including: Rom cartridges, two 9-way D plugs for standard joysticks, PLUS full expansion bus at rear.
- \* Compatible with Kempston and Protek protocols.
- \* Works with latest Quickshot Mk II auto rapid-fire joysticks!
- \* Choice of Rom cartridge or tape cassette software.
- \* Instant program loading with cartridge software.
- \* Built-in power safety device – unique to Ram Turbo.
- \* Full one year guarantee.
- \* Immediate availability – 24 Hr despatch on receipt of P.O./credit card details (cheques – seven days).
- \* Incredible value – only £22.95.

So don't wait around – simply complete the coupon and send it to us today.

Or call our credit card hot line on 02514 25252. (Access and Visa welcome).

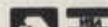
Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Please send me:

\_\_\_\_\_ Spectrum Turbo Interface(s) at £22.95  
+ £1 p+p (overseas orders £3 p+p)

\_\_\_\_\_ Quickshot II Joystick(s) at £9.95  
(Only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £ \_\_\_\_\_



Name \_\_\_\_\_

Address \_\_\_\_\_

Tel \_\_\_\_\_

To: Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.  
PC 103-5

Trade and export enquiries welcome.



24 Hr  
despatch for  
credit cards and  
postal orders



## A secure future

Gary Thorogood tests his skill and judgement with a selection of games for the Vic20.

With the name of Commodore 64 on everyone's lips (or so it seems), Vic 20 owners may be excused for thinking that they are in the possession of a quaint and ancient relic, the sole function of which is to act as a glorified calculator or as a medium for playing the most primitive of arcade-style games. This is not, of course, the case and there appear to be plenty of software houses up and down the country willing to prove that a limited memory counts for less than the unlimited imagination of a talented programmer.

*Space Escort* by Romik Software is a case in point, using the machine's resources to the full. Your task is to accompany 26 space liners to the newly conquered planet of Sistoria. You are given nine fighters to repel the four waves of attack that you will encounter on your mission. Along the journey you will be met by a whole host of weird and wonderful opponents — Space Flies, Xethus Spirals

enough happening on the screen to keep you fully occupied. The game has some interesting control devices allowing you to pause the action at any time should you need to catch your breath and to continue a new game where the previous one left off.

*Scram 20* by Artic Computing Ltd. is another game calling for all your reserves of manual dexterity. You must manoeuvre a spaceship through various hazards in order to destroy the enemy base. Points are amassed for eliminating the numerous obstacles and your fuel supply must be constantly replenished by means of bombing fuel dumps that are scattered along the trail. There are five sections to *Scram 20*, each providing a new and deadlier threat to your survival. The earlier bombs and U.F.O.s may be formidable opponents but your nerve will really be tested by the Zoids and Superzoids lying in wait as you near the base. It is an exciting and demanding game and with five controls to operate, the use of a joystick is virtually essential.

*Space Snake* by Commodore, although set in the distant heavens, is more technically down-to-earth. With the use of only two keys (up and down) you must guide the snake, or its very rough approximation, between deadly satellite mines and into a number of tunnels containing randomly placed eggs that have to be eaten. As you progress the game becomes faster, the cosmos more littered with mines and the tunnels more winding and treacherous. *Space Snake* is an enjoyable game, mixing a couple of old ideas into a new formula but after a while the game can become rather repetitive.

What *Space Snake* lacks and what *Bengo* by Mr. Micro has in its favour, is a great deal of humour and a way of bringing something fresh to what are, after all, variations on two or three basic formulae. In this game you must move Bengo the Eskimo among the dastardly Snow Yeti who are purported to be

half-blind and half-witted. They are not as docile as they sound, however — they can smell a good Eskimo lunch and will chase you in between blocks of ice in order to satisfy their hunger. Your only means of defence is to hurl the blocks across the icy plains and hope to kill the Yeti in the process. It is an enjoyable game and with nine levels of play and a diminishing time factor it calls for quick reflexes and a steady hand. The graphics are colourful (the action is set against the background of the Northern Light) and the intricately detailed



characters are three dimensional. You can play around in the frozen wastes until your heart (or the Yeti's stomach) is content whilst whistling away to the accompanying tune of *Hot Butter*. One point, this excellently packaged cassette can only be played with a joystick.

All the games we've looked at so far have been designed for the unexpanded Vic but if you do have an expansion unit, there are programs on the market which cater for a larger memory and which, on the whole, are more ambitious in design and sophisticated in execution.

A good example is *Teddy* by Audiogenic which will need an 8K expansion at least. You are a bear living in the heavily vegetated woods, supplementing your diet (and gaining points) by eating the occasional picnic basket or the pieces of fruit that are dotted about the forest. The tranquility of this Arcadian setting is disturbed by groups of lake snakes hissing venomously as they meander through the trees on your trail. Your only hope is to bite their tails which will kill them. However, if you miss and bite the creature in the middle it will merely sub-



and Giga Kamikazi to name but three. If you are skilful enough to destroy your adversaries, you land safely on the planet and then return to escort the remaining 25 liners. *Space Escort* is a fast moving, action-packed game with bright and colourful graphics, loud and vibrant music and



divide, thereby doubling the threat. The characters are well defined; at each level the snakes become more menacing as they squirm along to the nicely ironic tune of *The Teddy Bear's Picnic*, while the bear looks the epitome of cuddliness and vulnerability. The emphasis is on humour and I think that you'll find *Teddy* an amusing game to play. There is even a Hall Of Fame capability so that you can record the bravest teddy bears in your family.



A Mr. Micro Vic 20 Game

*Patience* by Commodore requires 3,8 or 16K expansion and is based on the popular parlour game. The object is to place the four suits of cards in ascending order on their respective packs by means of carefully worked out moves. The screen is set out in exactly the same way as the real thing and you have at your disposal all the controls necessary for dealing, moving and placing the cards. *Patience* requires a great deal of thought and planning and can be very rewarding should you succeed in getting all the cards out in the correct order (no two games are alike as the pack is reshuffled after each one).

It is obviously a program for the less adventurous games player but will, I think, involve all the family.

*Commodore Super Games Pack 2* also requires expansion and consists of two cassettes featuring four programs. The first of the four, *Blok* is based on the principle of noughts and crosses where you have to arrange five rectangular blocks in a row in either a horizontal, vertical or diagonal direction. The computer will try to stop you doing so by placing its own blocks in your path and attempting to build a row of its own. *Blok* is a slow game but one that requires strategic thought.

*Cannonade* is a game for two players in which you have to destroy the opponent's cannon by firing shells through a hole in the dividing wall. The angle and speed of the shot are pre-determined by the figures you enter into the computer before the game begins. *Cannonade* is, in effect, a variant of *Battleships* and is one of the slowest and most uneventful games I've yet played. Should you have the willpower to continue and actually hit your opponent, then a new game begins with the hole and the cannons resituated.

In *Road Rally* you must drive your car (or to be precise, a string of diamond shapes) along a road, negotiating treacherous bends whilst avoiding the sides of the road. The longer you survive, the greater the points awarded. You can choose the width of the road you require ranging from the virtually impossible to the ridiculously easy.

*Skittles* is the most interesting of the four games included in the package. It may be played with one or two contestants or even

two teams. There are six different formats, each requiring a different degree and type of skill but all are basically variations on the same theme — knocking down more skittles than your opponent. *Skittles* probably has a higher boredom threshold than the other three games but after a few attempts, the experi-

enced games player will be looking for something a bit more mentally and physically taxing. All the programs in the pack are variations on familiar patterns while the graphics are pedestrian and lifeless. They demonstrate little of the imagination shown by many of the independent software

manufacturers.

*Countdown* by Paramount (requiring 8 or 16K expansion) is a good example of this. The plot is so convoluted that space does not permit me to go into any great detail other than to say that your task is to defuse a time bomb and thereby avert a national disaster. Within a very limited time scale you must escape from a house, make your way through the jungle and then ease along a sewer in order to reach your objective. All manner of obstacles must be overcome, including killer security devices, man-eating plants and poisonous tendrils. Along the way you must pick up pieces of gold and purloin four keys so that the bomb can be safely deactivated. There are three levels of skill based on varying time limits and three screens, all very colourful and intricately detailed. *Countdown* will test your resources of skill and ingenuity to the full and like all the best games, will both infuriate and thrill you.

All in all, this collection of puzzles and games is proof enough that the output of software for the Vic 20, whether expanded or unexpanded, has far from diminished in either quantity or quality. There is enough intelligence, wit and originality amongst today's programmers to convince me that the future remains secure. Thanks for the memory 64, but I'll stick to the Vic.

Supplier	Game	Price	Value
Romik Software 272 Argyll Avenue Slough Berks	<i>Space Escort</i>	£5.99	8
Artic Computing Main Street Brandesburton Driffield YO25 8SL	<i>Scram 20</i>	£5.95	7½
Commodore Business Machines 675 Ajax Avenue Slough Trading Estate Slough Berks	<i>Spacesnake</i>	£4.99	6
Mr Micro PO Box 24 Swinton Manchester M27 3AJ	<i>Bengo</i>	£6.90	8
Audiogenic Ltd 39 Sutton Industrial Park London Road Reading Berks	<i>Teddy</i>	£5.95	9
Commodore Business Machines	<i>Patience</i>	£4.99	8½
Commodore Business Machines	<i>Super Games Pack 2</i>	£11.99	4
Paramount Software 67 Bishopton Lane Stockton Cleveland	<i>Countdown</i>	£5.50	10



# FOY COORDINATE

# MAT

MAT is mankind's last hope. The desperate plan to place in the mind of a teenager the combined tactical skills of all the planetary leaders in the solar system. Now your mind is MAT's mind. Take control of the USS Centurion Battle Cruiser and Tactical Command Centre to control the planetary defence fleets against the Myon attacks in **MISSION: ALIEN TERMINATION**.

MICROMEGA:  
DEATHCHASE  
LUNA CRABS  
HAUNTED HEDGES  
STARCLASH  
All £6.95  
for the  
16K or 48K  
Spectrum



Trade Enquiries:  
Microdealer  
0727 34351  
Websters  
0483 62222  
Tiger  
051 420 8888  
Pinnacle  
0689 73141

**MICROMEGA**

**3-Dimensional arcade strategy  
on the 48K Spectrum — £6.95**

Compatible with Kempston, Protek/AGF,  
and Interface 2 joystick types.

Available at:



**spectrum**



# the LLAMA has LANDED!

..... and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter. Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

**BUT NOW THERE IS HOPE.**

Dragon owners were the first to see the light of day, but now Salamander Software is pleased as punch to announce that selected titles **ARE NOW AVAILABLE FOR THE 48K SPECTRUM.**

Yes that's right, Salamander is now producing titles for the Spectrum, and the first of these are two great arcade games....

## **METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME**

On a forlorn observation post at the edge of the galaxy, the Metallamas wait for a sign of Zzyaxian spaceships. Suddenly the alarm claxons blare, and the furry friends of freedom rush to the fore only to find that there are no attacking spaceships, and that they are under attack from Cyborg Arachnid Mutants and Disgusting Weeviloids....

This classic arcade game, originally developed by Jeff 'Awesome' Minter of Llamasoft, features 1 and 2 player options, spitting Llamas, Cyborg Arachnid Mutants, Disgusting Weeviloids, 99 levels of play. Joystick recommended. Supports Spectrum ZX Interface 2 and Kempston joysticks.

## **MATRIX: GRIDRUNNER II**

It is ten years after the infamous Grid Wars, and humanity is once again threatened by the evil droids, only this time they're back in force with new weapons and new allies.

The awesome sequel to the best selling Gridrunner, Matrix features all the old favourites like Droids and Zappers, but increases the panic quotient by adding Diagonal waves, Cosmic Cameloids, Energy deflexors, the Snitch and more.

Game originally developed by Jeff 'Awesome' Minter of Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces. In space, only the camels can hear you scream.

## **What some famous people have said...**

"What's an arcade game	Aristotle
"Awesome"	Jeff Minter
"I prefer elephants"	Hannibal
"Don't shoot me, I'm only the piano player"	Elton John
"Boing"	Zebedee

Please add 50p P.&P. to all orders. Send A5 SAE for full catalogue.

Cheques or postal orders payable to:

# Salamander

## SOFTWARE

**17 Norfolk Road, Brighton, BN1 3AA. Telephone: (0273) 771942.**

**48K SPECTRUM TITLES** These titles available through Quicksilver Ltd.

Metagalactic Llamas Battle at the Edge of Time £6.95 • Matrix £6.95 • Gridrunner £6.95 • Traxx £6.95 • Laser Zone £6.95

**DRAGON 32 TITLES** Gridrunner £7.95 • Laser Zone £7.95



SELECTED TITLES AVAILABLE FROM:  
John Menzies  
**WHSMITH**  
Boots



**48K  
SPECTRUM**



This is the start of PCW's Education Special, a series which will run over the next few issues. We will be looking at a selection of educational software for various machines, giving some idea of the state of the market, and the variety of material available.

The series begins with a set for very young children on the Spectrum, and a survey of some educational programs for Dragon 32.

## Buns and bagpipes

Andy Pennell looks at the Learning Box series from Arrow

Learning Box is the title of a range of educational programs recently released for the 48K Spectrum from Arrow. There are eight packages in all, and divide into two distinct sections — four intended for children of three to six years, and four for older children up to the age of eight.

Each program is supplied in a large video-cassette box, with colourful artwork, and look professional. Opening the boxes reveals several items — there is a Story Book, containing, among others, the tales of Hansel & Gretel and Red Riding Hood. There is also a Parents Guide, which explains all the connections required to the Spectrum, how to load the programs, and their use. A very good idea is the inclusion of double-sided keyboard overlays, which simplify the cluttered Spectrum keyboard to a few distinct, coloured areas, so the child does not have to be at all keyboard literate. As well as all this there is the cassette itself, containing on one side the program, and on the other Toni Arthur reading the related story. Due to the packaging used, it can be very difficult indeed to remove the cassette from the plastic filler, and I expect most children and many adults could have problems removing it. Each program consists of several exercises, in gradual order of difficulty, which can be done at any speed. They are designed to be used initially by both parent and child, but after a short while the child should be able to do each exercise unaided.

All the programs are written in machine-code, and practically fill the Spectrum memory. They all use lots of colour and sound to keep the children entertained. The graphics in all the programs are all excellent, and very large. The graphics that Five Ways (the authors) have put into their programs makes many Spectrum games programs look positively crude, with well drawn colourful shapes. Another nice feature is that when alphanumeric are required, instead of using the Spectrum's character set they have designed their own, which are most at least twice the size of the standard characters, and very nicely formed with true descenders.

Having dealt with their common features, I shall discuss each package in turn, in approximate order of difficulty. *Five Little Ducks* is sub-titled *I Can Count*, and introduces the concepts of sorting, matching and counting objects. It does this by

using the ducks of the title, together with some very good 'quack' sound effects and neat graphics to produce ten gradual exercises that should end with the child being able to recognise and understand numbers up to five. The best scene is where various numbers of ducks, wings flapping, fly over a lake before diving in. Even Ultimate would probably be impressed by it!

The follow-on is *Nine Currant Buns* which deals with simple sums. This was my favourite, mainly because of the cutest addition sign I have ever seen — if you think that sounds strange, I shall explain. When an addition is shown on the screen in large digits, below it are the appropriate quantity of objects, and the '+' sign changes into a delightful little man and puts the two piles of objects together. The reaction from all, both young and old who have seen it is the same — "Aaaaah".

The third in the lower age-group section is *Red Riding Hood* which teaches the child to recognise letters and words, preparing him/her for reading. It does this by encouraging the child to match combinations of colours, pictures and words, using characters and objects from the story. In fact, this is really two programs in one, as the parent can switch between *Red Riding Hood* and *Goldilocks*, giving two different vocabularies and sets of pictures. The different games of Snap within the program cleverly adjust their speed to suit the players, so that the attention of the child is maintained whatever their ability. Along similar lines, and following on comes *Goldilocks* which extends the exercises so that the child becomes more familiar with groups of words, then sentences. It uses similar methods to *Red Riding Hood*, and like it has two complete sets of words and pictures. There was one aspect of *Goldilocks* that I thought was not done well enough. A sentence with one or two nouns replaced with pictures appears on the screen, and the child has to choose which

of three words that Goldilocks points to is suitable. When a child makes a correct choice, the picture disappears, and I would like to have seen it remain, along with the word. It's only a minor gripe really, as the rest of the program is just as good as the others.

The first of those for older children up to the age of eight is *Mr Mac's Day*, which helps teach the child the time. It does this using a character called Mr Mac, a train driver, who also seems to be a very natty little dancer in his spare time. The exercises take the child through Mr Mac's busy day, with continual reference to a large, on screen clock, which can be adjusted in five minute intervals. To begin with, there is a stunning animation sequence which starts with Mr Mac climbing out of bed, follows him to work, and then to his Scottish dancing session in the evening. This must be the first and only time a Spectrum has been used to make bagpipe sounds! The graphics in this section just have to be seen to be believed, as they really are cartoon quality. As well as some clever, but fun to do exercises on the normal 12-hour clock, there is one on the Digital Clock, a sign of the times, and another on the 24-hour system. *Mr Mac's Day* is another excellent



Scene from *Red Riding Hood*

piece of software from Five Ways. Unfortunately the next package, *The Magic Shop* was not as impressive. It is intended to teach the child about money, and the use of the different denominations of coins, but I feel that it does not come up to the very high standard of the others in the series. It is very up to date though, including the 20p and £1 coins, while omitting the 1/2p, but I found it rather difficult to use, as it didn't seem to put the right sort of information on the screen, particularly the coins the child chooses. This is a shame, as the ideas used, which are based on buying weird objects to make spells, are very good, but the presentation lets it down.

Luckily the next package, *The Enormous Turnip* quickly redeemed Five Ways' reputation, with its exercises to improve spelling skills, and the formation of words from sounds. It effectively uses the characters and events from the story, along with the





Hansel and Gretel

statutory brilliant graphics to do this in a very neat way. The final package under scrutiny is *Hansel and Gretel* which teaches some of the more complex letter combinations, while increasing the child's vocabulary. It contains some quite frighten-

ing graphics, particularly of the Terrible Tree, and more clever animation. Particularly good is the sequence when Gretel pushes the Witch into the oven, rescuing her brother. The final exercise is a Hangman variant, which I found rather difficult at times! If you complete the word in time, you are rescued by your father and "There's no place like Home" is played, but if you fail the tree gets you, and it sounds as if something pretty horrible happens, but you are thankfully spared the graphics.

In conclusion, the programs in the Learn-

ing Box series (with the possible exception of *Magic Shop*) are all excellent, and should entertain most children while educating them very effectively. Those teachers who scoff at the Spectrum in primary schools should see these programs — they would probably sell their Bees to buy a few Spectrums if they did. The only possible area of improvement would be for a Speech option, using perhaps the popular Currah unit, but they still offer a lot of fun and teaching for the reasonable price of £9.95 per package.

Supplier	Program	Age	Price
Arrow	Five Little Ducks	3-6	£9.95
17-21 Conway Street	Nine Currant Buns	3-6	£9.95
London	Red Riding Hood	3-6	£9.95
W1P 6JD	Goldilocks	3-6	£9.95
	Mr Mac's Day	up to 8	£9.95
	The Magic Shop	up to 8	£9.95
	The Enormous Turnip	up to 8	£9.95
	Hansel and Gretel	up to 8	£9.95

## A higher plane

Keith and Steven Brain survey a range of programs for Dragon 32

As the Dragon has never really featured in the 'school micros' fight it is perhaps surprising that the range of 'educational' software for it continues to increase. On the other hand perhaps this is a reflection of the sad fact that it is no good giving every school a micro (of any make) if you don't also give money for software, and that most commercial educational software seems to be bought by 'concerned' parents rather than educational establishments!

Programs concerned with numeracy are common and in this selection we have looked at a number of offerings which are pitched at various age ranges. It is probably fair to say that the difficulties of producing good programs for the very young are minor compared to using the full potential of computer assisted learning for the older child, and that this tends to be reflected in both the number and quality of the material available for the more mature mind. Whilst simple games and pretty colours and sound may impress the average 4-5 year old they do not have the same impact on more cynical 11-16 year olds who are blasé about getting their names onto the high-score table of this month's favourite arcade game.

Ampalsoft's two-cassette *Maths Level One* goes a little further in exploring number relations and gives you a choice of two levels of difficulty. Scores are kept and you can change the sequence of exercises, and number of tries per exercise — although perhaps this is beyond the capabilities of the 4-6 year old, and since the instructions are in small print on a separate card it presupposes that the users can read. One to four children can play at the same time so it can be a group activity, but although there were some nice ideas our overall impress-

ion was that it was rather slow and it would probably need the constant attention of an adult. *Maths Level Two* is a similar two-cassette set from Ampalsoft which moves to a higher plane and includes 19 tests covering addition, subtraction, charts, tens and units, multiplication etc, at various difficulty levels, but which is not very awe-inspiring.

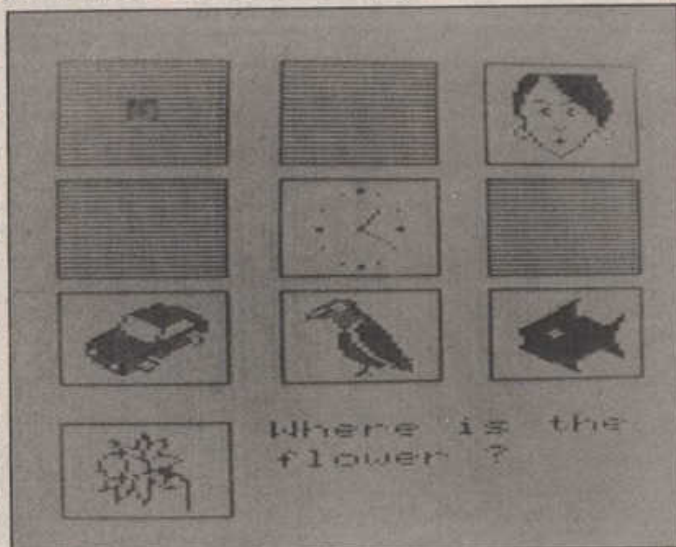
*Number Puzzler* was written for Dragon Data by Applied Systems Knowledge of whom we have already formed a high opinion for some of their other educational programs. We were not disappointed as the program used large upper and lower case, hi-res graphics and sound, very effectively. You have the choice of playing against the computer or another player at a number of games, including a number version of noughts and crosses and 'magic squares'.

*Number Gulper* from the same source was similarly impressive. This is a version of *Pacman* using joysticks or keys in which you have to 'gulp' up the required number of the correct signs to produce the number displayed. The final mathematical program considered was *Maths 'O' Level Revision Part One* from Ampalsoft which gives comprehensive coverage of the typical school syllabus with problems included.

The answers to these problems can be displayed and, if necessary, a more detailed explanation can be called for. It seemed quite useful and it makes a change from doing your set homework, but woe betide you if you do this instead!

The other major basic skill which must be learnt is the ability to deal with letters and words.

*Words, Words, Words* from Applied Systems Knowledge is versatile and interesting as it offers a series of scenarios such as 'the city', 'the street' and 'the house' from which objects to spell are displayed, and the various sections are well linked together. Another winner from ASK. *Hide and Seek* (ASK again!) consists of two different programs on opposite sides of the cassette which are aimed at helping memory development and early reading. Pictures are displayed and then covered up



ASK's Hide and Seek in progress

with shutters and you must match pictures, type in the name of a picture, or find the missing picture. This is certainly one of the best educational programs we've seen.

continued on page 23





# TURTLE SOFT



## SPRITE WRITE

After six months of continual improvement we at TurtleSoft feel that our team of programmers have produced a utility of incredible quality. Simple to use it allows you to create sprites, which can be up to 24 pixels wide by 24 pixels high, on an enlarged. Defining sprites is possible in all graphic modes (0, 1, 2, 4 & 5) and you will see your creation as you define it and as it will appear on the screen when you incorporate it in your own programs. There are a host of single key commands to do such things as save the sprites as data or as actual code, load in unfinished sprites ready for completion, swap between modes whilst retaining the sprite in memory, quickly fill large areas of the sprites, duplicate different parts of the sprite and so on. Full instructions are provided including how tape users can upgrade Sprite Write to disc later.

Exploits the graphical abilities of the BBC to the full.

**For BBC Model B with 1.205**

**£7.50 (tape) £10.00 (disc) all inclusive**

**Send cheques/POs to  
TURTLESOFT**

**12 Brodick Road, Hinckley  
Leicestershire LE10 0TX**

## They said it was a game. But there can be no WINNER!



for  
16K  
ZX81

**only £3.95 + 50p p.p. to:**

**Unicorn Micro Systems  
312 Charminster Road,  
Bournemouth  
Tel: (0202) 532650**



**WRITE OR PHONE NOW FOR OUR NEW CATALOGUE OF  
OVER 600 TITLES FOR THE ATARI, BBC, COMMODORE 64,  
DRAGON, ORIC, SPECTRUM AND ZX81 ALL AT DISCOUNT  
PRICES! AND GET AUTOMATIC FREE MEMBERSHIP OF  
THE SOFT TOUCH CLUB WITH YOUR FIRST ORDER.**

**AS A MEMBER YOU WILL RECEIVE A REGULAR NEWSLETTER  
CONTAINING NEWS REVIEWS, SPECIAL OFFERS, COMPETITIONS  
AND THE SOFT TOUCH HELPLINE TO ASSIST WITH THOSE  
PROGRAMMING PROBLEMS!**

**ELECTRON, VIC 20, IBM, TI99a and TRS 80 ALSO CATERED FOR**

ATARI			COMMODORE 64			ORIC		
PIRATE ADVENTURE	ADV	8.95	SOLO FLIGHT	MPS	13.45	PROBE 3 (+ ATMOS)	IJK	7.35
DONKEY KONG	ATA	25.99	COLLOSUS CHESSE	CDS	8.95	ZORGON'S REVENGE	UK	7.35
SECRET MISSION	ADV	8.95	OLYMPIC SKIER	CHI	4.95	HUNCHBACK	OCE	5.99
BATTY BUILDERS	ENG	8.95	PILOT 64	ABB	6.99	FRIGATE CMMDR. (+ ATMOS)	IJK	6.50
STEEPLEJACK	ENG	8.95	JUMPING JACK	LIV	7.95	DEFENCE FORCE	TAN	6.99
LEGGIT	IMA	4.95	CHINA MINER	INT	5.99	RAT SPLAT	TAN	6.99
MAGIC WINDOW	QUI	7.99	REV OF MUT. CAMELS	LLA	6.75	ORIC CAD	TAN	8.99
COMPUTER WARGAMES	EMI	25.99	HOVER BOVVER	LLA	6.35	SPACE SHUTTLE	MDL	6.99
ZAXXON	DAT	23.99	KRYSTALS OF ZONG	PSS	6.99	LOKI	JOE	5.55
POPEYE	ATA	32.95	FALCON PATROL	VIR	5.99	THE HOBBIT	MEL	12.75
BBC			DRAGON			SPECTRUM		
CHUCKIE EGG	A&F	6.99	CHUCKIE EGG	A&F	6.99	JET SET WILLY	SPR	4.99
TWIN KINGDOM VALLEY	BUG	8.50	WINGS OF WAR	SAL	6.99	BLUE THUNDER	WIL	5.50
THE HOBBIT	MEL	12.75	GLAXXONS	MDL	6.99	FOOTBALL MANAGER	ADD	7.99
747 FLIGHT SIM	DOC	6.80	SPACE SHUTTLE	MDL	6.99	FIGHTER PILOT	DIG	6.95
MUSIC SYNTH	BUG	8.50	MAURICE MINOR	MOR	5.99	APOLLO II	DAR	4.99
VORTEX	SIN	6.75	PETTIGREWS DIARY	SHA	6.99	TRASHMAN	NEW	4.99
FELIX IN FACTORY	MIC	6.99	HUNGRY HORACE	MEL	5.50	SCUBA DIVE	DUR	4.95
HUNCHBACK	SUP	6.99	RING OF DARKNESS	WIN	8.95	CODENAME MAT	MMG	5.99
PLANETOIDS	ACO	8.95	TRANS TOWER	SHE	5.85	CHEQUERED FLAG	PSI	5.95
DAREDEVIL DENNIS	VIS	6.99	FLIGHT SIM	PSS	6.99	NIGHT GUNNER	DIG	5.99

**MANIAC MAY OFFERS!!** QUICKSHOT II JOYSTICK £10.50 RRP £11.95 - TROJAN LIGHT PENS FOR SPECTRUM £14.75 RRP £17.25  
KEMPSTON JOYSTICK INTERFACE FOR SPECTRUM £12.95 RRP £14.95 - SHEEPDOG & NUMBER RALLY BY LONGMAN FOR BBC £8.50 EACH  
RRP £9.95 - 1ST STEPS WITH MR MEN FOR SPECTRUM £7.50 RRP £8.95 - THE QUILL BY GILSOFT FOR SPECTRUM. WRITE YOUR OWN MACHINE  
CODE ADVENTURES! £12.50 RRP £14.95 - ORIC MON, ORIC CALC, ORIC FORTH BY TANSOFT £12.75 EACH RRP £15.00 - THE HOBBIT FOR  
CBM/SPECTRUM £12.50 RRP £14.95

SEND ORDERS TO: **SOFT TOUCH, 8 CLARE DRIVE, THRAPSTON, NORTHANTS NN14 4TA. PHONE: 08012 3404**

Name.....  
Address.....  
.....  
I enclose Cheque/PO for £..... payable to Soft Touch

Please rush me

1. ....
2. ....
3. ....
4. ....

VAT and postage included (Overseas please add £1)  
(NO MONEY BANKED UNTIL ORDER DESPATCHED  
PROVIDING CHEQUE CARD NO. QUOTED)

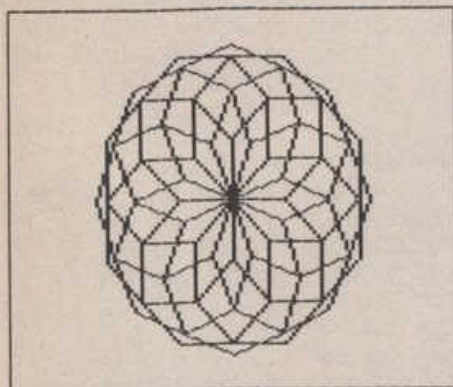
PCW



# Education special

Once the fundamental basics of numbers and letters have been mastered more philosophically demanding areas can be considered. Dragon Data's *Circus Adventure* is designed for children of primary school age and is billed as 'a beginner's adventure game'. It seems that you can only go 'up or down (north or south)' or 'left or right (east or west)' alternately so that you cannot backtrack so progress is rather haphazard, but you are rewarded by pictures (low-res) and music. It is not exactly mind-blowing (and it would perhaps have Tony Bridge in fits of hysterics) but we suppose that everyone has to start somewhere. *School Maze* is a similar program in which you must move around the school looking for a missing computer tape. The least said about this particular tape the better — if we lost it we wouldn't bother to go looking!

Salamander's *Turtle Graphics* promises to be 'a method of drawing pictures with your computer which is both fun and educational, yet simple enough to be enjoyed by the young or inexperienced computer user and the enthusiast alike.' It consists of a tape and a 28 page manual which includes details on how to transfer the program to disc. You can produce pictures by controlling a 'turtle' which moves around the screen according to the traditional 'left', 'right', 'forward' etc commands. Unfortunately, although the pictures are produced on the hi-res screen, the commands are entered on the normal low-res text screen ('command screen'), so



you cannot see what you are doing! This is totally unnecessary as hi-res text screen driver routines are now common and it rather spoils the attraction of the package.

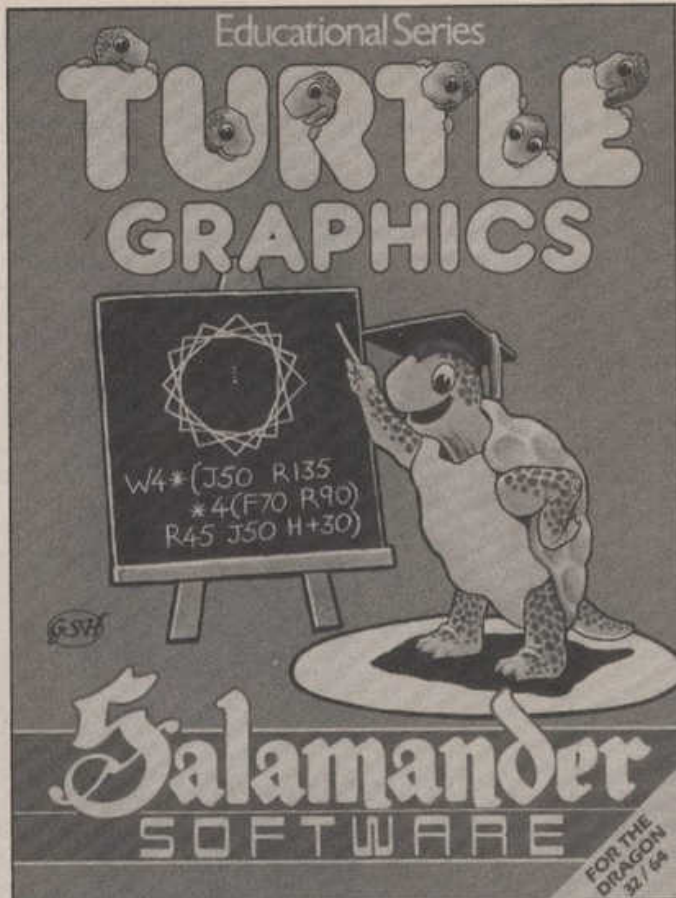
Editing of command lines is good and pictures can be scaled, and coloured. A useful 'library' function is provided which can store up to 30 'words' which define particular movement patterns, which can be saved and used in commands. An option is included which allows you to also simultaneously plot your masterpiece on to one of the variously named four-colour plotters (MCP-40 etc), but regrettably there is no routine to dump the finished product onto a standard graphics printer. This appeared at first sight to be an interesting offering which allows you to explore shape

relationships, but we can't help wondering how long the interest would last for the 'not-so-young and inexperienced'.

Computer manuals are infamous for their general inadequacy, inaccuracy or even (dare we say it) incompetence, so it is not perhaps surprising that someone has tried to remedy the situation by producing *Basic Tutorials* which the new user can use to learn new skills and test their own progress. Ampalsoft offer both Beginners' and Advanced level packages, each containing two cassettes. The former starts from absolute basics with "What is a computer?" and continues with "What is Basic", variables, assignment statements, arithmetic operations, simple input and output, *Print @*, *Goto*, conditional statements and loops. A tutorial section is followed and then you are advised to follow a 'practical' session before continuing. The practical work sets you problems, and you can also look at the 'solution', but it seems a pity that they do not use the computer to check your answers or run demonstrations of the programs. The influence of the 'O' Level Computer Studies course is apparent — but in real life do people always use *End*? The 'Advanced' package covers sound and graphics, subroutines, user functions, arrays and data, string manipulation etc. Inevitably such programs are on tran-

sient value, as once you have mastered them you no longer have any need for them (unless, of course, you can persuade one of your friends...). When deciding whether you should buy such programs you should perhaps balance the value of your time, and your other commitments, against the time it takes to unravel the manual.

Since we live in a real world where the cost of the product must depend upon its sales potential, it is probably inevitable that it is difficult for the quality of small-volume educational packages to stand comparison with games, but certainly some of this selection were very impressive, although others left a lot to be desired.



Supplier	Program	Age	Price
Dragon Data	Number Gulper	4-11	£10.95
Kenfig Industrial Estate	Words, Words, Words	5-8	£10.95
Margam	Hide and Seek	4-11	£10.95
Port Talbot	Number Puzzler	4-11	£10.95
West Glamorgan	Circus Adventure	4-8	£7.95
SA13 2PE	School Maze	4-8	£7.95
Ampalsoft	Maths 'O' level		
P.O. Box 19	Revision Part One	16+	£14.95
Knutsford	Maths Level One	4-6	£14.95
Cheshire	Maths Level Two	6-7	£14.95
	Basic Tutorial		
	Beginners Level	general	£14.95
	Advanced Level	general	£14.95
	Turtle Graphics	general	£9.95

Salamander Software  
17 Norfolk Road,  
Brighton  
East Sussex  
BN1 3AA



# The point of the plot

Mark Lawrence presents a machine code plotter program

This program is written in machine code and so has the advantage of being able to plot on the full 256 x 192 pixel screen as opposed to Basic where you can only plot on a 256 x 176 pixel screen. Likewise, all the commands available have this facility so it is, for example, possible to copy the whole screen to the ZX printer.

As well as commands for drawing and plotting, there are commands available for copying to the ZX printer, filling in shapes, saving a screen to tape, loading a screen from tape, changing every occurrence of a specified ink or paper colour to another,

storing screens in memory, retrieving screens from memory, and swapping the screen with one stored in memory.

The plotting point is moved around the screen with the keys 5 to 8 and the above commands are activated using the keys listed in the menu incorporated within the program.

To enter the program first type in the short Basic program and Save "draw" Line 1, then verify it. Now type in the hex loader and run it. Enter 30000 as the start address as it is not possible to enter it to its correct address yet. The short Basic program will

handle this. Now enter the code and Save "draw code" Code 30000, 1760 then verify it. Clear the machine, by entering Randomize USR 0, and load the program from the start. If the code has been entered correctly a menu should be displayed. Should you not obtain this display type in the check program and load the code to 30000 again. Now check the code against the listing and poke any incorrect entries.

When saving a screen to tape, start the tape and then press s. No message will be displayed as this would destroy the bottom line. To fill a shape, position the cursor within the shape and then press the f key. The routine will ask you for the colour.

The fill routine in this program is actually one previously published in *Popular Computing Weekly* but converted to work on the full 256 x 192 screen.

```

Draw Basic
>LIST
10 CLEAR 23999:LOAD ""CODE 24000
20 RANDOMIZE USP 24000
>

```

## DRAW CODE

```

50C0 AF 62 6F 22 50 62 21 54
50C8 62 77 2B 3C 77 CD 6B 0D
50D0 CD 29 5E CD 20 61 CD E0
50D8 60 CD 7A 60 CD C2 80 CD
50E0 81 60 CD 0D 62 FE 10 CC
50E8 20 61 FE 1B CC 65 60 FE
50F0 08 20 04 CD 6B 0D AF FE
50F8 09 CC F3 5F FE 0F CC 27
5E00 5F FE 20 CC 1F 5F FE 1F
5E08 CC FF 5E FE 1A CC E5 5E
5E10 FE 27 CC CD 5E FE 01 CC
5E18 9E 5E FE 18 CC 8E 5E FE
5E20 11 CC 29 5E FE 2B 20 AE
5E28 C9 3A 54 62 F5 CD CD 5E
5E30 CD 6B 0D 21 2E 40 11 0F
5E38 63 06 04 CD 2E 62 2E 60
5E40 11 13 63 06 9B CD 2E 62
5E48 21 00 48 11 AE 63 06 DA
5E50 CD 2E 62 21 24 50 11 8B
5E58 64 06 18 CD 2E 62 AF CD
5E60 97 22 21 00 58 11 01 58
5E68 01 60 00 36 17 ED B0 01
5E70 A0 01 36 0D ED B0 01 40
5E78 00 36 30 ED B0 01 C0 00
5E80 36 07 ED B0 CD 0D 62 F1
5E88 32 54 62 C3 B3 5E 21 CD
5E90 61 22 B0 5E CD 9E 5E 21
5E98 C4 61 22 B0 5E C9 CD 93
5EA0 61 21 E0 50 11 FA 62 06
5EA8 15 CD 2E 62 CD E3 61 FE
5EB0 05 30 F9 CD C1 5E EB E5
5EB8 CD AC 61 E1 CD C4 61 AF
5EC0 C9 87 5F 16 00 21 53 62
5EC8 19 5E 23 56 C9 CD 70 60
5ED0 21 54 62 7E 5F 3C FE 05
5ED8 20 01 AF 77 7B CD C1 5E
5EE0 CD BF 61 AF C9 11 11 00
5EE8 D5 DD E1 AF 37 CD 56 05
5EF0 DD 21 00 40 11 00 1B 3E

```

```

5EF8 FF 37 CD 56 05 AF C9 DD
5F00 21 62 62 11 11 00 AF 37
5F08 CD C2 04 DD 21 00 40 11
5F10 00 1B 3E FF 06 32 76 10
5F18 FD 37 CD C2 04 AF C9 F3
5F20 06 C0 CD AF 0E AF C9 CD
5F28 93 61 21 E0 50 11 EB 62
5F30 06 0F CD 2E 62 CD E3 61
5F38 CD AC 61 ED 5B 50 62 4F
5F40 3A 8D 5C E6 F8 81 32 8F
5F48 5C 4B 42 42 CD 96 5F 4B
5F50 04 78 FE AE D2 6F 5F C5
5F58 D5 CD 1B 61 CD D1 22 D1
5F60 C1 C5 D5 CD D5 2D D1 C1
5F68 3C 3D FE 01 C2 4C 5F 42
5F70 4B CD 96 5F 4B 05 78 FE
5F78 01 DA 95 5F C5 D5 CD 1B
5F80 61 CD D1 22 D1 C1 C5 D5
5F88 CD D5 2D D1 C1 3C 3D FE
5F90 01 C2 70 5F AF C9 4B C5
5F98 D5 ED 43 7D 5C CD 1B 61
5FA0 CD EC 22 D1 C1 0C 79 FE
5FAB FF D2 C4 5F C5 D5 CD 1B
5FB0 61 CD D1 22 D1 C1 C5 D5
5FB8 CD D5 2D D1 C1 3C 3D FE
5FC0 01 C2 97 5F 4B C5 D5 ED
5FC8 43 7D 5C CD 1B 61 CD EC
5FD0 22 D1 C1 0D 29 FE 01 DA
5FD8 F2 5F C5 D5 CD 1B 61 CD
5FE0 D1 22 D1 C1 C5 D5 CD D5
5FE8 2D D1 C1 3C 3D FE 01 C2
5FF0 C5 5F C9 CD 93 61 21 E0
5FF8 50 11 BB 62 06 14 CD 2E
6000 62 CD 0D 62 FE 23 2B 04
6008 FE 13 20 F5 DD 21 5F 62
6010 DD 77 00 11 DD 62 CD 2E
6018 62 06 14 CD 2E 62 CD E3
6020 61 DD 77 01 2E E7 06 07
6028 11 E4 62 CD 2E 62 CD E3
6030 61 DD 77 02 DD 7E 00 FE
6038 23 20 17 DD 7E 01 17 17
6040 17 DD 77 01 DD 7E 02 17
6048 17 17 DD 77 02 3E 38 32
6050 FD 61 DD 56 01 DD 5E 02
6058 CD F4 61 3E 07 32 FD 61
6060 CD AC 61 AF C9 21 53 62
6068 7E EE 01 77 CD 70 60 C9

```



```

6070 21 64 00 E5 D1 CD B5 03
6078 AF C9 06 04 76 10 FD AF
6080 C9 21 53 62 DD 21 50 62
6088 CB 4E 28 0A DD 7E 00 FE
6090 00 28 03 DD 35 00 CB 56
6098 28 0A DD 7E 00 FE FF 28
60A0 03 DD 34 00 CB 5E 28 0A
60A8 DD 7E 01 FE BF 28 03 DD
60B0 34 01 CB 66 28 0A DD 7E
60B8 01 FE 00 28 03 DD 35 01
60C0 AF C9 F5 21 53 62 7E E6
60C8 E1 77 3E EF DB FE E6 1C
60D0 EE 1C B6 77 3E F7 DB FE
60D8 CB 67 20 02 CB CE F1 C9
60E0 F5 ED 4B 50 62 CD 1B 61
60E8 47 04 3E FE 0F 10 FD 47
60F0 7E DD 21 53 62 DD 4E 00
60F8 DD 21 8D 5C A0 CB 41 28
6100 06 DD 21 52 62 AB 2F 72
6108 7C D6 40 CB 2F CB 2F CB
6110 2F C6 58 67 14 DD 7E 00
6118 77 F1 C9 3E BF C3 AC 22
6120 21 E0 5A E5 D1 13 01 20
6128 00 36 47 E0 B0 CD 93 61
6130 21 E0 50 11 73 62 06 10
6138 CD 2E 62 CD E3 61 CD 97
6140 22 11 97 62 06 10 CD 2E
6148 62 CD E3 61 4F 11 A7 62
6150 00 14 CD 2E 62 CD E3 61
6158 CB 07 CB 07 CB 07 81 32
6160 52 62 11 83 62 CD 2E 62
6168 CD E3 61 21 00 58 CB 07
6170 CB 07 CB 07 4F 3A 52 62
6178 E6 07 81 32 8D 5C 79 01
6180 00 03 5F 7E E6 07 83 77
6188 23 08 78 B1 20 F5 CD AC
6190 61 AF C9 F5 21 E0 50 11
6198 00 5B 06 08 C5 06 20 7E
61A0 12 13 23 10 FA 2E E0 C1
61A8 10 F2 F1 C9 21 9F 61 36
61B0 1A 23 36 77 E5 CD 93 61
61B8 E1 36 12 28 36 7E C9 21
61C0 00 40 18 03 11 00 40 01
61C8 00 1B ED B0 C9 F5 11 00
61D0 40 01 00 1B 1A F5 7E 12
61D8 F1 77 23 13 0B 78 B1 20
61E0 F3 F1 C9 E5 21 08 5C 36
61E8 00 7E D6 30 38 FB FE 08
61F0 30 F7 E1 C9 F5 21 00 58
61F8 01 00 03 7E E6 07 BA 20
6200 04 7E 92 83 77 23 0B 78
6208 B1 20 F0 F1 C9 C5 D5 E5
6210 CD 8E 02 78 FE FF 28 F8
6218 3C E1 D1 C1 C9 F5 C5 D5
6220 E5 06 08 1A 77 13 24 10
6228 FA E1 D1 C1 F1 C9 F5 C5
6230 D5 E5 D5 E5 1A D6 20 26
6238 00 6F 29 29 29 11 00 3D
6240 19 EB E1 CD 1D 62 D1 13
6248 23 10 E7 E1 D1 C1 F1 C9
6250 33 78 16 00 04 FA 64 FA
6258 7F FA 9A FA B5 FA D0 13
6260 07 04 03 73 63 72 65 65
6268 6E 20 20 20 20 00 1B 00
6270 40 78 80 42 6F 72 64 65
6278 72 20 63 6F 6C 6F 75 72
6280 20 3F 20 50 61 70 65 72

```

```

6288 20 63 6F 6C 6F 75 72 20
6290 3F 20 20 20 20 20 20 43
6298 6E 68 20 43 6F 6C 6F 75
62A0 72 20 3F 20 20 20 20 42
62A8 61 63 6B 67 72 6F 75 6E
62B0 64 20 63 6F 6C 6F 75 72
62B8 20 3F 20 49 6E 6B 20 6F
62C0 72 20 50 61 70 65 72 20
62C8 3F 20 28 49 2F 50 29 20
62D0 43 68 61 6E 67 65 20 66
62D8 72 6F 6D 20 3F 20 20 20
62E0 20 20 20 20 74 6F 20 3F
62E8 20 20 20 57 68 69 63 68
62F0 20 63 6F 6C 6F 75 72 20
62F8 3F 20 57 68 69 63 68 20
6300 73 63 72 65 65 6E 20 3F
6308 20 28 30 2D 34 29 20 4D
6310 65 6E 75 41 20 20 53 74
6318 6F 72 65 20 73 63 72 65
6320 65 6E 20 69 6E 20 6D 65
6328 6D 6F 72 79 2E 20 20 20
6330 20 20 20 42 20 20 52 65
6338 74 72 69 65 76 65 20 73
6340 63 72 65 65 65 6E 20 66
6348 72 6F 6D 20 6D 65 6D 6F
6350 72 79 2E 43 20 20 43 68
6358 61 6E 67 65 20 61 74 74
6360 72 69 62 75 74 65 73 2E
6368 20 20 20 20 20 20 20 20
6370 20 20 20 46 20 20 46 69
6378 6C 6C 20 61 20 73 68 61
6380 70 65 2E 20 20 20 20 20
6388 20 20 20 20 20 20 20 20
6390 20 20 20 4C 20 20 4C 6F
6398 61 64 20 61 20 73 63 72
63A0 65 65 6E 20 66 72 6F 6D
63A8 20 74 61 70 65 2E 4D 20
63B0 20 44 69 73 70 6C 61 79
63B8 73 20 74 68 69 73 20 6D
63C0 65 6E 75 2E 20 20 20 20
63C8 20 20 20 20 20 20 4E 20
63D0 20 43 68 61 6E 67 65 20
63D8 65 76 65 72 79 20 6F 63
63E0 63 75 72 65 6E 63 65 2E
63E8 20 20 20 20 20 20 4F 20
63F0 20 43 68 61 6E 67 65 20
63F8 70 6C 6F 74 74 69 6E 67
6400 20 6D 6F 64 65 2E 20 20
6408 20 20 20 20 20 20 53 20
6410 20 53 61 76 65 20 61 20
6418 73 63 72 65 65 6E 20 74
6420 6F 20 74 61 70 65 2E 20
6428 20 20 20 20 20 20 56 20
6430 20 43 6C 65 61 72 20 73
6438 63 72 65 65 6E 2E 20 20
6440 20 20 20 20 20 20 20 20
6448 20 20 20 20 20 20 58 20
6450 20 53 77 61 70 20 73 63
6458 72 65 65 6E 2E 20 20 20
6460 20 20 20 20 20 20 20 20
6468 20 20 20 20 20 20 5A 20
6470 20 43 6F 70 79 20 73 63
6478 72 65 65 6E 20 74 6F 20
6480 70 72 69 6E 74 65 72 2E
6488 50 72 65 73 73 20 61 6E
6490 79 20 68 65 79 20 74 6F
6498 20 72 65 74 75 72 6E 2E

```



# ZX80/ZX81 and Spectrum



## Fair AT

on  
Saturday  
12th May

**BOLTON**  
SPORTS CENTRE  
SILVERWELL STREET  
(city centre)

Admission: Adults 75p, Children 50p  
10 am till 5 pm

HARDWARE, SOFTWARE, BOOKS AND  
MAGAZINES - EVERYTHING FOR ZX USERS

THIS IS A FAIR EXCLUSIVELY FOR ZX COMPUTERS

For tables contact Mike Donnachie 0532-552854  
after 4 pm

# HISOFT PASCAL DEVPAC

## Quality ZX SPECTRUM\* Software

### HISOFT PASCAL 4T

"... I haven't seen any other compiler that could match Hisoft's Pascal" ... Using the Spectrum Micro - Autumn 1983  
"This is a very impressive product ... of benefit to any Spectrum programmer ..." David Bolton ZX COMPUTING Aug/Sept 1983

Just two comments from full length reviews of our powerful and virtually full implementation of Standard Pascal. The advantages of using Pascal are well-known - fast, self-documenting, and above all, structured programs and now, with Hisoft Pascal, you can reap all these benefits on a wide range of home computers, including the 48K Sinclair Spectrum! Hisoft Pascal produces programs that run typically 40 times faster than equivalent ZX BASIC programs and, sometimes, up to 1,000 times faster!

Hisoft Pascal supports FOR ... DO, WHILE ... DO, REPEAT ... UNTIL, CASE ... OF, INTEGERS, REALS, CHARACTERS, RECORDS, POINTERS, SETs, ARRAYS etc. etc. - it is not a Tiny Pascal but a virtually full implementation of the language allowing the user to develop true high-level language skills while attaining execution speed close to that of machine code. Complete with a 70-page manual.

### HISOFT DEVPAC 3

"... DEVPAC is most highly recommended. The documentation is first class." Your Computer May 1983

"... if you write programs in machine code, buy DEVPAC - it is the best currently on the market." Adam Denning, ZX SOFT in Which Micro September 1983

Two comments from reviews of earlier versions of DEVPAC - now we have DEVPAC 3 available: a powerful Z80 assembler with conditional assembly, assembly from tape (to enable generation of very large code files), ORG, EQU, DEFB, DEFS, DEFW, DEFM, labels of any length - in fact all you need for fast (3,000 lines per minute) and powerful assembly programming. But it doesn't stop there: DEVPAC 3 also includes an incredible debugger/dis-assembler giving you a 'front panel' display of the Z80 system and allowing extensive debugging of your machine-code program, including single-stepping programs EVEN IN ROM! Open up the secrets of low-level programming with DEVPAC 3.

#### Prices:

Hisoft Pascal 4T (ZX SPECTRUM) £25 inclusive  
(NewBrain, SHARP MZ700 etc) £35 plus VAT

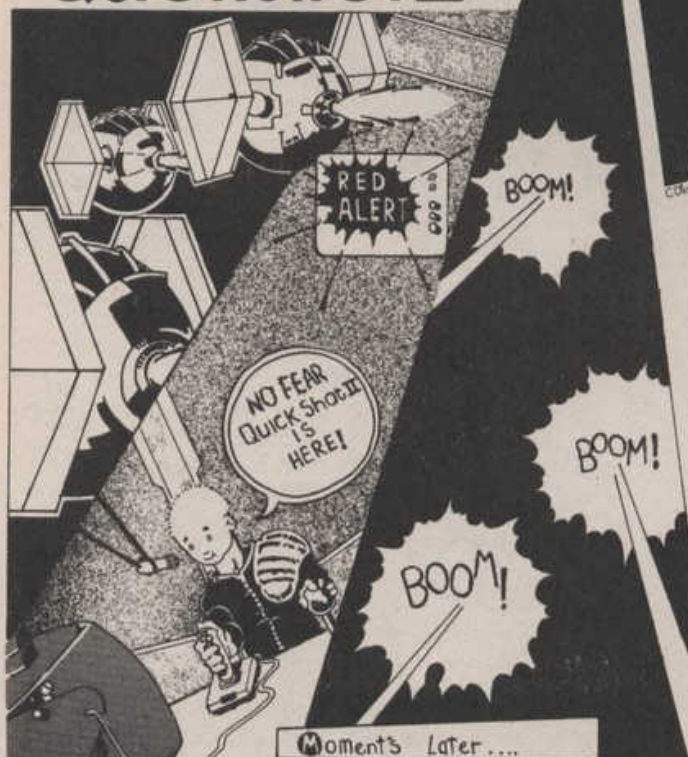
Hisoft DEVPAC 3 (ZX SPECTRUM) £14 inclusive  
(NewBrain £25 inclusive)

\*\*\*STOP PRESS\*\*\* Hisoft Pascal for the SPECTRUM now comes complete with a Turtle Graphics package allowing fast and easy production of complex graphic displays

### HISOFT

13 Gooseacre, Cheddington  
Leighton Buzzard, Beds. LU7 0SR  
Tel: (0296) 666995

# QUICKSHOT II



Moment's Later...



OUR DOWN TO EARTH PRICE  
**JUST £10.95**

COMPLETE WITH SPECTRUM INTERFACE  
WORKS WITH ALL KEMPSTON  
COMPATIBLE GAMES

**ONLY £19.99**

NOW ALSO AVAILABLE COMPLETE  
WITH BBC INTERFACE

HARDWARE  
INTERFACE PLUGS  
STRAIGHT INTO  
ANALOGUE PORT  
**£20.99**

01-952 0451

Adams World is North London's No1 software retailer. Over 2,000 tapes, cartridges, discs, in stock. Software, books and "Add-Ons" for C64, Spectrum, BBC, Vic 20, One, Dragon, Electron and ZX81. Adams World opens Monday to Saturday 9-6 and it's two doors down from Edgware Tube Station. Credit card sales, 01-952 0451.

01-952 0451  
**Adams World**  
ADAMS WORLD OF  
SOFTWARE LTD  
190c STATION ROAD  
EDGWARE  
MIDDLESEX  
HAR TAY

#### PLEASE RUSH ME THE FOLLOWING

QUICKSHOT II's at £10.95 Tot.£ : p  
QUICKSHOT SPECTRUM at £19.99 Tot.£ : p  
QUICKSHOT BBC at £20.99 Tot.£ : p

SIGNATURE

SPECTRUM INTERFACE only at £12.95 Tot.£ : p  
BBC INTERFACE ONLY at £13.95 Tot.£ : p  
ADD 50p POST & PACKING PER ITEM Tot.£ : p

TOTAL enclosed = £ : p (payable to ADAMS WORLD)

ACCESS-VISA NO

#### SEND NOW FOR URGENT RETURN.

NAME  
ADDRESS  
TOWN  
COUNTY P.CODE



## Negative thoughts

Jim Hind presents a simulation of the Geiger-Marsden experiment for the Spectrum

About the turn of the century, it was known that atoms contained electrons, but that was about all. No further details of the internal structure of an atom were yet understood.

Since an atom is electrically neutral, but an electron carries a negative charge, obviously an atom must contain a positive charge also. The favoured model was the "plum pudding", in which a uniform sphere of positive charge had tiny electrons dotted about within it. To examine the structure of the pudding in more detail, the atoms would be bombarded with either electrons, or alpha particles (helium nuclei) arising from the radioactive decay of heavy elements. The classic experiment was carried out in Manchester by Geiger and Marsden, and their results are simulated by this program.

At the bottom of the screen, a radioactive source fires alpha particles at a thin gold foil in the centre. Many pass straight through without hitting anything; the program ignores these. Occasionally an alpha particle will collide with an atom of gold in the foil and be scattered. A zinc sulphide screen

detects the scattered alpha particle. The program repeats until 1000 alpha particles have been scattered, displaying a count of those particles which hit the ZnS screen at the angle chosen. You are then given the option of placing the screen again and repeating the experiment.

The plum pudding model would suggest that the heavy alpha particles should be scattered by 10 or 20 degrees at most. Geiger and Marsden were baffled to find that an occasional particle would be deflected by anything up to a right angle. They reported this to Professor Ernest Rutherford, who promptly countered with a deliberately silly suggestion — why not see whether any particles were scattered by more than a right angle? Sure enough, alpha particles were bouncing back off the gold foil in all directions including almost directly backwards. Rutherford afterwards described this as being as incredible as firing the guns of a battleship at a piece of tissue paper, and having the shells come back and hit you.

After you've run the program a few times,

you may get rather frustrated waiting for a large-angle scatter: they don't happen very often. To speed things up a bit, amend line 1320 to:

```
1320 LET e(k)=e(k) + 1:PRINT AT k+1,27; e(k)
```

You can then increase the number of alpha particles by altering line 1205. Try 1205 FOR a = 1 TO 10000

Increasing the count past 65535 will not improve matters any further, though. After that you will be frustrated by the Spectrum's rather rudimentary Rnd function.

These changes bypass the graphics routines and simply count up the total number of alpha particles scattered into each 10° sector. Remember, you're not expecting many large angle events: the surprise is that any are happening at all.

The explanation of the experiment is due to Rutherford; for scattering to happen like this, the electric fields inside the atom must be enormously greater than the plum pudding model would suggest. Geiger and Marsden have demonstrated the existence of the atomic nucleus. The "solar system" model of the atom, with a heavy (and extremely tiny) nucleus at the centre, with electrons orbiting round it, has been with us ever since.

### Notes

The gold foil is printed with a Graphic G at line 1030. The various alpha's are Graphic A's.

```

0>REM GEIGER-MARSDEN
0 J.D.Hind 1984
10 FOR n=0 TO 7: READ a: POKE
  USR "G",a,a: NEXT n
20 DATA 0,0,0,0,0,0,0,0,255
30 FOR n=0 TO 7: READ a: POKE
  USR "R",n,a: NEXT n
40 DATA 0,2,58,56,74,58,0,0
50 DIM x(4): DIM y(4): DIM n(1
  7): DIM c(17): DIM e(17)
60 PAPER 6: INK 1: BORDER 5: C
  LS
70 FOR i=1 TO 17: LET e(i)=0:
  NEXT i
100 PRINT AT 0,3; "ALPHA-PARTIC
  E SCATTERING"
110 PRINT "This program simul
  ates the scattering of a-pa
  rticles by the gold foil (Geiger &
  Marsden's experiment Proc.Ro
  y.Soc.
  120 PRINT "An a-particle sourc
  e at the foot of the screen w
  ill fire a-particles at a gol
  d foil in the centre. You may
  place a
  130 PRINT "Zinc sulphide screen
  to detect the scattered partic
  les."
140 PRINT "Choose the angle a
  t which you will place the dete
  ctor - a multiple of 10 degr
  ees, from 10 to 170."
150 INPUT a$: IF a$=(10 OR 35) 17
  0 OR a$=10<>INT (a$/10) THEN GO
  TO 150
160 LET phi=a$/PI/180
170 CLS: PRINT AT 10,11; FLASH
  1: "SETTING UP"
180 PRINT AT 11,11; FLASH 1: "EX
  PERIMENT"
190 LET t=0
200 FOR i=1 TO 17
210 LET csc=1/SIN (i*PI/36): LE
  T csq=csc*csc: LET csf=csq*csq
220 LET n(i)=csf: LET t=t+n(i)
230 NEXT i
240 FOR i=1 TO 17: LET n(i)=n(i)
  /t: NEXT i
250 LET c(1)=n(1)
260 FOR i=2 TO 17
270 LET c(i)=c(i-1)+n(i)
280 NEXT i
290 REM SCATTERING
300 CLS: FOR n=0 TO 21
310 PRINT PAPER 0;
320 NEXT n
330 PRINT AT 10,10; PAPER 6; IN
  K 5: "
340 PRINT AT 21,10; PAPER 5; IN
  K 2: "a"
350 LET x(1)=84+84*SIN (phi-0.0
  5): LET y(1)=88+84*CO5 (phi-0.05
  )
360 LET x(2)=84+85*SIN (phi+0.0
  5): LET y(2)=88+85*CO5 (phi+0.05
  )
370 LET x(3)=84+85*SIN (phi-0.0
  5): LET y(3)=88+85*CO5 (phi-0.05
  )
380 LET x(4)=84+84*SIN (phi+0.0
  5): LET y(4)=88+84*CO5 (phi+0.05
  )
390 GO TO 1200
400 REM SCATTERING
410 PAPER 0: INK 4
420 PLOT x(1),y(1)
430 FOR n=2 TO 4
440 DRAW BRIGHT 1;x(n)-x(n-1),y
  (n)-y(n-1)
450 NEXT n
460 DRAW x(1)-x(4),y(1)-y(4)
470 PAPER 5: INK 1
480 RETURN
490 REM SCATTERING
500 GO SUB 1090: GO SUB 1000
510 FOR a=1 TO 1000
520 LET prob=RND
530 FOR i=1 TO 17
540 IF prob<c(i) THEN LET k=i:
  GO TO 1300
550 NEXT i
560 NEXT a
570 GO TO 2000
580 REM SCATTERING
590 FOR q=1 TO 2
600 PLOT OVER 1: INK 2: 84,8
610 DRAW BRIGHT 1; OVER 1: INK
  2: 87
620 PLOT OVER 1: INK 2: 84,87
630 DRAW OVER 1: INK 2; BRIGHT
  1: 84*SIN phi,84*CO5 phi
640 PRUSE 2
650 NEXT q
660 PRINT AT 10,10; PAPER 6; IN
  K 5: "
670 GO SUB 1090: LET e(k)=e(k)+
  1: PRINT AT k+1,27; e(k): GO TO 1
  330
680 REM SCATTERING
690 PRINT AT 0,22; "ANG EVENTS"
700 FOR i=1 TO 17
710 PRINT AT i+1,22; FLASH (a$=
  10+i): 20+i
720 NEXT i
730 FOR i=1 TO 17
740 IF e(i)=0 THEN GO TO 1000
750 PRINT AT i+1,27; e(i)
760 NEXT i
770 RETURN
780 INPUT "Repeat in a differen
  t position? (Y/N)"; r$
790 IF r$="n" OR r$="N" THEN GO
  TO 3000
800 IF r$="y" OR r$="Y" THEN CL
  S: GO TO 140
810 GO TO 1000

```



NOW  
3RD  
GREAT  
YEAR!

# HIRE

SPECTRUM  
and ZX81  
PROGRAM  
TAPES

**FREE**

ILLUSTRATED  
QUARTERLY  
MAGAZINE WITH  
TIPS, NEWS,  
REVIEWS  
DISCOUNT OFFERS  
PLUS  
OUR TOP 60  
TAPES CHART  
BASED ON THOUSANDS  
OF SCORES!

JOIN  
OVER  
3,000  
DELIGHTED  
MEMBERS!

UP TO  
2 WEEKS  
FROM ONLY  
64P  
+ P/P & VAT!

ADVENTURE  
GAMES  
ARCADE and  
SIMULATION GAMES  
BUSINESS  
and PRACTICAL  
PROGRAMS  
UTILITIES  
M/C COMPILERS  
EDUCATIONAL  
FROM OVER  
50 TOP SUPPLIERS  
ALL WITH  
PERMISSION!

**YOUR FIRST TAPE  
FREE**  
IF YOU JOIN NOW!

Formerly Sinclair Owners' Share Library

## NOW READ THE FACTS

We were the first Sinclair library, and have since built up a vast stock—apart from over 200 different programs costing up to £15 each, we maintain a supreme service with up to 30 copies of the most popular ones. We're run not from a back-room but from our own shop and offices which members can visit or phone. Six staff give prompt, friendly help. Plus our free magazine and guaranteed satisfaction.

## WHY SETTLE FOR LESS?

To: SOFTWARE LIBRARY, Farnham Road, West Liss, Hants GU33 6JU.

NAME..... Machine.....

ADDRESS.....

THE  
ORIGINAL  
SINCLAIR  
LIBRARY!

Special offer from this issue: LIFE MEMBERSHIP £6 (normally £9.50). Overseas (Europe only) £10, or join a local branch: Scandinavia: Peder Lykkesvej 33, 2300 Copenhagen S. Benelux: Jacobsmitslaan 75, B-2400 MOL, Belgium. W.Germany: Postfach 7809, 4800 Bielefeld. S.Africa: PO Box 1769, Manzini, Swaziland. Eire: 122 South Circular Rd., Dublin 8. PCWK

## I G PROGRAMMES PRESENTS DOUBLE 'A' SIDE

### 'BOXING' and 'GALACTICA 1'

For the Commodore 64  
Two games for the price of one!  
ONLY £5.50 + 50p postage and packing



Send your cheque or Postal order to:  
**I G Programmes 23 Newall Tock Road  
Chippenham Wiltshire**

# NEW!

## 48K SPECTRUM FRED

Author: **Indescomp**  
Action beneath the  
Pyramids!

Fearless Fred the  
Intrepid Archaeologist  
searches the creepy  
catacombs below  
the torrid tomb of  
'Tootiecarmoon' for the  
terrible treasures amidst  
monstrous mummies,  
ghastly ghosts, bats  
and rats!

## COMMODORE 64 BOOGABOO (THE FLEA)

Author: **Indescomp**  
Itchy action!

Jump your way out of the  
caves with Bugaboo the flea  
but beware of the fearsome  
Dragon as you jump around  
the exotic vegetation.

## 48K SPECTRUM RAYMOND BRIGGS' THE SNOWMAN

Author: **David Shea**

An enchanting game based  
around episodes of Raymond  
Briggs' amazingly successful  
book.



All games marketed exclusively by Quicksilver Limited.  
Please send me the games I have ticked.

I enclose cheque/P.O. for \_\_\_\_\_  
Send to Quicksilver Mail Order,  
P.O. Box 6,  
Wimborne, Dorset BA21 7PY.  
Telephone: (0202) 891744

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

# QUICKSILVER

WARNING: These programs are sold according to  
QUICKSILVER Ltd's terms of trade and conditions of sale.  
Copies of which are available on request.



## Handle with care

Jason Orbaum and Geoffrey Campbell continue their series on Assembly language with a discussion of data handling commands

We have already discussed a few of the assembler commands in previous parts, but there are a lot more where they came from. The commands can be split into two, admittedly very broad, groups. First there are those which perform arithmetic and logic functions, and secondly there are those that perform data handling tasks. Before we deal with these, it is necessary to have very clear visualisation of how the processor stores and handles numbers.

As has been mentioned before, numbers are stored in binary form. There are two ways of storing numbers — unsigned or signed. If a number is unsigned, it can be between 0 and 255. If, on the other hand, it is signed, it can be between -128 and 127. The signed numbers are stored in two's complement form, which means that the left-most bit is treated as -128 instead of 128, as in an unsigned number. Thus:

01100010 = 98 but  
11100010 = -30 (work it out!)

All the data handling commands can work on either memory or register numbers. The *LSL* and *LSR* command will shift the bit-pattern of a byte along by one, bringing a zero in on the end. The mnemonics stand for logical shift left and logical shift right. The effect of this is respectively to multiply and divide the number by two, but it will obviously give an integer answer.

If we carry this operation out on the two example numbers above, we get:

*LSL* 01100010 = 11000100  
*LSR* 01100010 = 00110001  
*LSL* 11100010 = 11000100  
*LSR* 11100010 = 01110001

The *ASL* and *ASR* command will shift all the bits of the number along by one, in a similar way to *ASR* and *ASL*, but it leaves the sign bit (the left-most one) alone. The

mnemonics stand for Arithmetic Shift Left and Arithmetic Shift Right. If, these commands are carried out on the two example numbers above, we get:

*ASL* 01100010 = 01000100  
*ASR* 01100010 = 00110001  
*ASL* 11100010 = 11000100  
*ASR* 11100010 = 11110001

With all four of these commands, the state of any bit that is shifted out of the bit-pattern is preserved in the C-bit of the Condition Code.

### ROL and ROR

This operation is similar to the logical shifts, but the bit which comes on at the end is not a zero, but the contents of the C-bit. The state of the bit that is shifted out of the bit-pattern is preserved in the C-bit. If we assume that the C-bit contains one initially for all of these operations, we now get these results:

*ROL* 01100010 = 11000101 - C-bit contains zero.  
*ROR* 01100010 = 10110001 - C-bit contains zero.  
*ROL* 11100010 = 11000101 - C-bit contains one.  
*ROR* 11100010 = 11110001 - C-bit contains zero.

The format for these commands is:

*RORA*  
*ROLB*  
*ROL* memory address

or any combination of register or memory and command.

The *EXG* and *TFR* commands are used to EXchange or TransFER the contents of any pair of registers (as long as they are the same size — it is impossible to exchange the contents of A with those of X).

The only difference between the two is that *EXG* preserves the contents of both registers, whilst *TFR* duplicates the contents of the first specified register.

### PSH and PUL

The workings of a stack were discussed



Geoffrey Campbell (left) and Jason Orbaum

in parts two and four, and these are the commands to use when accessing them. *PSHS* will put the contents of the specified registers on to the stack.

If a program contains the commands:

*PSHS* A,X,Y  
*PULS* A,X,Y

then the processor will put the contents of the A, X and Y registers on the system stack, carry on with the program, and then pull A, X, and Y, in the opposite order to the order that they were pushed, to avoid getting them swopped round. The order that the registers are pushed onto the system stack is as follows:

PC U Y X DP B A CC

from left to right. The order for the user stack is the same, but, as it would be unwise to push the pointer for the stack in use, the S register is pushed instead of the U register.

As has already been mentioned, the system stores the return addresses for subroutines on the stack, so if a program fails to work, check the positioning of all *PSH* and *PUL* commands.

Next week we will finish off describing the instruction set with the arithmetic instructions.





## Colour blind

Jeff Tullin presents a program that tests for colour blindness

The program was written for the BBC computer and is primarily intended as a simple means for testing for colour blindness in a local infirmary. The idea was that it should be operable by "one finger" typists, or mentally retarded people.

The program draws seven coloured blocks on the screen and plays a short piece of music. Following this, a randomly coloured block appears underneath, and

moves in stages left to right. When the moving block is underneath the matching colour, the examinee is required to press the spacebar, which will elicit a musical response depending upon whether they are correct.

At the end of the round the score is displayed and pressing any key will re-run the program. As the volume, speed, and length of the test are very much a matter of

individual preference, the escape key can be used to select a menu for altering these parameters (*Procalter*).

The structure of the program lies between lines 70-560 and, I hope, is fairly clear. Lines 379-410 ensure that the spacebar is no longer depressed before moving on.

On a final note, the program can be used to test reaction time by selecting a short "speed of reaction" time. Due to the use of mode 7 graphics, the program will not run on the Electron as it stands, but the structure of the program would allow a fairly easy translation to another mode, by changing the print statements.

"COLOUR-MATCH" by J. TULLIN  
1984

```
1 *KEY10OLD:MRUN:M
10 DATA 7,12,17,22,27,32
15 DATA 32,129,157,32,32,32,130,157,
32,32,32,131,157,32,32,32,132,157,32,3
2,32,133,157,32,32,32,134,157,32,32,32
,135,157,32,32,32,157,156
20 DATA 3,F,3,M,3,D,3,M,3,F,3,C,3,
F,3,M,3,B,3,K,1.5,J,1.5,F,4
30 DIMPOSITION(9)
50 VOLUME=-12:LIMIT=12:SPEED=70
60 ONERROR IFERR=17PROCALTERELSE REPO
RT:END
70 MODE7
90 VDU23:10,32;0;0;0;
110 PROCVARIABLES
130 PROCINTRO
150 PROCTUNE
170 PROCKEYPRESSED(100)
190 REPEAT
210 PROCDRAWBLOCKS
230 PROCCHOOSECOLOUR
250 REPEAT
270 PROCTESTBLOCK(COLOR)
290 NO=VALUE:VALUE=(VALUE+1)MOD8
:IF VALUE=0VALUE=1
310 UNTILKEYPRESSED
330 PROCHECK
350 IFRIGHTTHENPROCHAPPYELSEPROCOOPS
370 FORLOOP=1TO10
390 IFINKEY$(20)<>"GOTO390
410 NEXT
430 IFRIGHTTHENSORE=SCORE+1
450 TRIES=TRIES+1
470 UNTILTRIES=LIMIT
490 PROCTUNE
510 PROCSCORE
530 PRINTTAB(4,18)CHR$(141)CHR$(134
)"ANY KEY FOR ANOTHER ROUND"
540 PRINTTAB(4,19)CHR$(141)CHR$(130
)"ANY KEY FOR ANOTHER ROUND"
550 DUMMY=GET
560 GOTO70
570 CLS
590 DEFPROCINTRO
610 PRINTTAB(10,1)CHR$(141)CHR$(129)
"COLOUR MATCH"
```

```
630 PRINTTAB(10,2)CHR$(141)CHR$(129)
"COLOUR MATCH"
650 PROCKEYPRESSED(50)
670 PRINTTAB(4,5)CHR$(141)CHR$(131)"
PLEASE MATCH THE COLOURS"
690 PRINTTAB(4,6)CHR$(141)CHR$(131)"
PLEASE MATCH THE COLOURS"
710 PRINTTAB(4,8)CHR$(141)CHR$(131)"
BY PRESSING THE";CHR$(133);"SPACEBAR"
730 PRINTTAB(4,9)CHR$(141)CHR$(131)"
BY PRESSING THE";CHR$(134);"SPACEBAR"
750 ENDPROC
770 DEFPROCKEYPRESSED(DURATION)
790 KEYPRESSED=INKEY(DURATION)+1
810 ENDPROC
830 DEFPROCTUNE
840 RESTORE20
850 FORTUNE=1TO13
860 READnote$,len:note=(ASC(note$)
-43)*4:len=len*4
870 SOUND1,VOLUME,note,len:SOUND2,
VOLUME,note,len:NEXT
880 FORTUNE=1TO6000:NEXT
890 ENDPROC
910 DEFPROCDRAWBLOCKS
930 PRINTTAB(0,12);:FORROW=1TO5:PRIN
TBLOCK$:NEXT
1010 ENDPROC
1030 DEFPROCCHOOSECOLOUR
1050 COLOR=RND(7)
1070 ENDPROC
1090 DEFPROCTESTBLOCK(COLOR)
1110 PRINTTAB(POSITION(VALUE),18)CHR$
(144+COLOR)"N0="
1130 PROCKEYPRESSED(SPEED)
1150 PRINTTAB(POSITION(VALUE),18)"
"
1170 ENDPROC
1190 DEFPROCHECK
1210 IFNO=COLOR RIGHT=TRUEELSE RIGHT=FALSE
1230 ENDPROC
1250 DEFPROCHAPPY
1270 SOUND1,VOLUME,148,2:SOUND1,VOLUM
E,152,2:SOUND1,VOLUME,180,3
1290 ENDPROC
1310 DEFPROCOOPS
1330 SOUND1,VOLUME,16,5:SOUND1,VOLUME
,4,8
```



```

1350 ENDPROC
1370 DEFPROCSCORE
1390 CLS
1410 PRINTTAB(11,8)CHR$(141)CHR$(134)
"YOU SCORED "
1430 PRINTTAB(11,9)CHR$(141)CHR$(134)
"YOU SCORED "
1440 SPACE=11:IFLIMIT>9SPACE=10
1450 PRINTTAB(SPACE,12)CHR$(141)CHR$(
133);SCORE;" OUT OF ";LIMIT
1470 PRINTTAB(SPACE,13)CHR$(141)CHR$(
133);SCORE;" OUT OF ";LIMIT
1490 ENDPROC
1510 DEFPROCVARIABLES
1530 RIGHT=0:TRIES=0
1550 value=1
1590 SCORE=0
1610 KEYPRESSED=FALSE
1630 RESTORE
1640 FORZ=1TO7:READPOSITION(Z):NEXT
1645 BLOCK$=""
1650 REPEAT:READCELL:BLOCK$=BLOCK$+CH
R$(CELL):UNTILCELL=156
1660 NO=1
1680 ENDPROC
1700 DEFPROCALTER
1710 CLS
1720 PRINTTAB(3,3)CHR$(129)"TIME ALLO
WED FOR KEYPRESS=";CHR$(130)SPEED

```

```

1730 PRINTTAB(3,5)CHR$(129)"VOLUME OF
MUSICAL PIECES =" ;CHR$(130);ABS(VOLUME)
1740 PRINTTAB(3,7)CHR$(129)"NUMBER OF
GOES PER ROUND =" ;CHR$(130);LIMIT
1750 PRINTTAB(3,10)CHR$(134)"WHAT WOU
LD YOU LIKE TO ALTER?"
1760 PRINTTAB(7,14)CHR$(130)"1";CHR$
(133);"TIME ( 10-200 )"
1770 PRINTTAB(7,15)CHR$(130)"2";CHR$
(133);"VOLUME ( 0-15 )"
1780 PRINTTAB(7,16)CHR$(130)"3";CHR$
(133);"GOES ( 1-255 )"
1790 PRINTTAB(7,17)CHR$(130)"4";CHR$
(133);"NOTHING"
1800 A=GET
1810 A=A-48:IF A<10A>4THENGOTO1800
1820 GOTO(1820+A*10)
1830 INPUTTAB(9,21)"TIME ",SPEED:PRIN
TTAB(9,21)" " :IFSPEED
<10SPEED=10:GOTO1710
1840 INPUTTAB(9,21)"VOLUME ",VOLUME:1
FVOLUME>15VOLUME=15:VOLUME=VOLUME*TRUE
:GOTO1710:ELSEIFVOLUME<0VOLUME=0:GOTO1
710:ELSEVOLUME=VOLUME*TRUE:GOTO1710
1850 INPUTTAB(9,21)"GOES ",LIMIT:PRIN
TTAB(9,21)" " :IFLIMIT
<1LIMIT=1:GOTO1710
1860 ENDPROC
>

```

Write your own machine code adventures

Without any knowledge of machine code whatsoever

**STOP PRESS!**  
Available soon for  
the Commodore 64

## THE QUILL

*THE QUILL* is a major new utility written in machine code which allows even the novice programmer to produce high-speed machine code adventures of superior quality to many available at the moment without any knowledge of machine code whatsoever.

Using a menu selection system you may create well over 200 locations, describe them and connect routes between them. You may then fill them with objects and problems of your choice. Having tested your adventure you may alter and experiment with any section with the greatest of ease. A part formed adventure may be saved to tape for later completion. When you have done so *THE QUILL* will allow you to produce a copy of your adventure which will run independently of the main *QUILL* editor, so that you may give copies away to your friends.

*THE QUILL* is provided with a detailed tutorial manual which covers every aspect of its use in writing adventures.

**FOR THE 48K SPECTRUM AT £14.95**

Now available in larger branches of W. H. Smith, Boots, John Menzies and from many computer shops nationwide, or direct from us by post or telephone.

SAE for full details of our range.

Dealer enquires welcome.

**GILSOFT**

30 Hawthorn Road  
Barry  
South Glamorgan  
CF6 8LE  
☎(0446) 732765

Credit Card Order line  
Personally manned for 24 hours  
☎0222 41361 Ext430



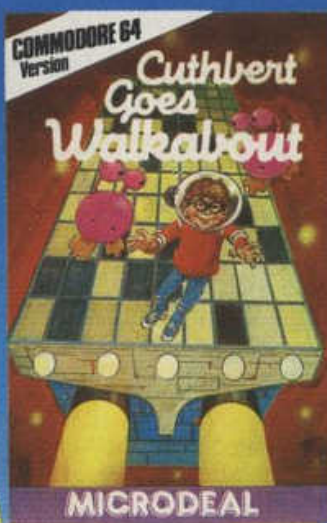


# NOW AT LAST!

# Cuthbert

## ON THE

# Commodore 64



Yes at last those fantastic top selling games for the Dragon are now available for your Commodore 64. Avoid those Marauding Moronians in "Cuthbert Goes Walkabout". Fight for survival in "Cuthbert in the Jungle" or plunder the Moronians planet in "Cuthbert in Space". These great games are a "must" for your software collection.

**CASSETTE £8 EACH DISK £9.95 EACH**

Mail Order Sales from  
Microdeal Mail Order 41 Truro Rd,  
St. Austell Cornwall PL25 5JE

Credit Card Sales  
Phone 0726 3456



Dealers Contact

**MICRODEAL DISTRIBUTION**

**0726-3456**

or **WEBSTERS SOFTWARE**

**0483 62222**

# MICRODEAL

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

**John Menzies** and **Boots**  
Stores



# ANIROG

## SPECGRAF

*By Nigel Salt*



**GRAPHIC  
DESIGN TOOL  
for SPECTRUM (48K)**  
**£9.95**

**24 x 24 GRID FOR H.R. GRAPHIC DESIGN. 200 CH. STORE. VIEW AND EDIT  
UP TO 9 CH. — CHOICE OF 9 FORMATS — ROTATE — MIRROR (HOR. OR  
VERT.) — MENU DRIVEN — KEYBOARD/JOYSTICK CONTROL — TOOLKIT  
INCLUDED TO USE U.D.G IN YOUR OWN PROGRAMME**

**TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8  
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083  
PAYMENT BY CHEQUE P.O. ACCESS/VISA**



Tiger distribution

**Tiger**  
distribution

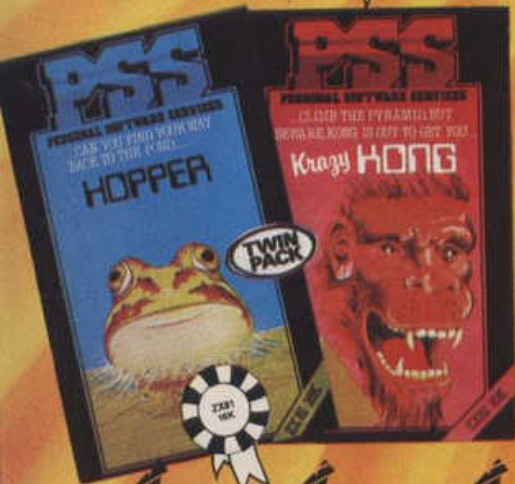
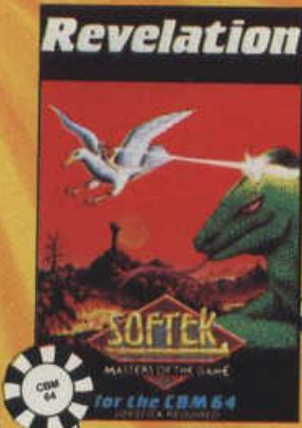
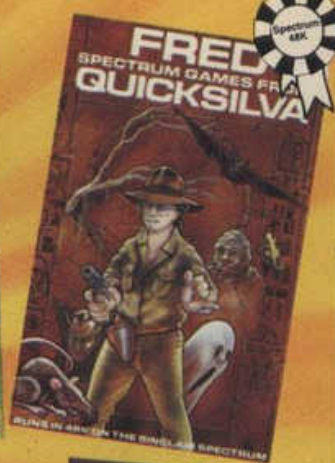
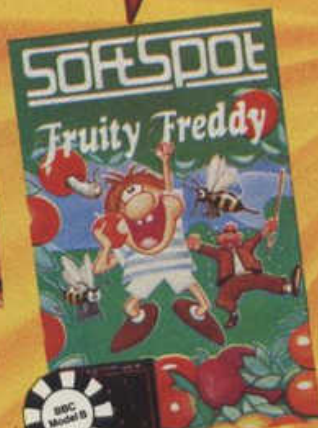
Tiger distribution

**Your 1st Source of Best Sellers**

**John Menzies**

**spectrum**

**Tiger trader**



Tiger Distribution, Commercial House,  
4 Victoria Road, Widnes, Cheshire, WA8 9QY  
051-420 8888



# TITANIC

*The Adventure Begins...*

With Currah Micro Speech

FREE on Side 2  
a mini-epic in high energy rock  
TITANIC (The music)



FOR 48K SPECTRUM

R&R Software Ltd, 5 Russell Street, Gloucester GL1 1NE. Tel: 0452 502819

NOW AVAILABLE  
ONLY £7.95

## ELECTRON USER...

...this is the add-on you have  
been waiting for.

A switched joystick interface  
for the Electron user.

**Only £24.95 incl. VAT**

- Compatible with all "Atari-style" 9-pin joysticks
- Plug in cartridge design
- Tough plastic casing
- Does not interfere with keyboard operation
- Available from your dealer or direct by mail order
- 12 month guarantee
- Games coming soon from most software houses
- Extends the versatility of your electron computer

**STOP PRESS** - Now available  
for use with our interface  
"Cylon Attack" by A&F Software



First Byte, Dept. PCW,  
10, Castlefields,  
Main Centre, Derby,  
DE1 2PE Tel: Derby  
(0332) 365280

A Genuine First Byte Add-on

at the  
**Computer  
Fair**  
N.E.C. Birmingham  
4-7 May 1984

See us on  
Stand E37

MAIL ORDER FORM  
Please send me a genuine First Byte 6-J Interface  
I wish to pay by ☐ Access ☐ Visa  
No. \_\_\_\_\_ Expiry date \_\_\_\_\_  
Name \_\_\_\_\_ Address \_\_\_\_\_  
Tel. \_\_\_\_\_

48K SPECTRUM £5.50  
COMMODORE 64 £6.50

**SPLAT!**



48K SPECTRUM CHALLENGE  
FROM INCENTIVE SOFTWARE LTD

48K SPECTRUM £5.50

**MOUNTAINS  
of  
KET**



48K SPECTRUM £5.50  
BBC MODEL B £6.50

**1984**

A GAME OF  
GOVERNMENT MANAGEMENT



48K SPECTRUM CHALLENGE  
FROM INCENTIVE SOFTWARE LTD

48K SPECTRUM £5.50

**TEMPLE  
of VRAN**



48K SPECTRUM £5.50

**A NEW EXPERIENCE IN GETTING RICH!**



48K SPECTRUM  
FROM INCENTIVE



AVAILABLE FROM LEADING DEALERS EVERYWHERE

OR DIRECT FROM  
Incentive Software Ltd, 54 London St,  
Reading RG1 4SQ (0734) 591678



## In the moog for music

**Paul Irwins** presents a program to simulate a musical synthesizer

**T**his program allows your computer to simulate a musical synthesizer. Up to 10 different sounds may be defined and used to play on any or all three of the 64's voices. Each voice has a range of eight octaves and each can be turned on or off.

The main menu of the program prompts you to define a sound, save it to memory, and then play any combination of the defined sounds on the keyboard.

### Program Notes

lines	
30-50	set up variables, arrays & memory locations
60-110	print main menu
120	wait for a key to be pressed
130	GOSUB to a routine depending on the key pressed
1000-1999	subroutines for defining a sound
3000-3999	reset a voice subroutine
4000-4999	save a sound subroutine
5000-5110	musical keyboard subroutine

10000-10070	menu for defining a sound
20000-20020	program title subroutine
30000-30020	binary - decimal conversion
40000-40040	decimal - binary conversion
50000-50090	input number in binary routine
60000-60190	data for machine code
60020-60400	place data into memory

Basically the machine code routine is used to convert keyboard entries into frequency values needed to produce a sound. The frequencies for the base octave, octave 0, can be found in lines 60195-60196, as they appear in the *Programmers Reference Guide*. These values are different to the ones in the *Users Guide*, and may be used instead.

## SLIPPER SLID

```

10 REM "SUPER SID FOR          THE
15 REM "BY PAUL              CBM / \+ 15 REM "-----"
20 POKE53280,14:POKE53281,6:POKE646,14
26 IFPEEK(50176)=120THEN30
27 PRINT"PLEASE WAIT:- LOADING DATA":GOSUB60200
30 SID=54272:MEM=49152:S0=0
40 DIMA(16),N$(9)
42 FORT=0T09:N$(T)="      ":NEXT
45 FORT=0T02:POKE169+T,0:POKE171+T,1:NEXT
47 POKE165,5:POKE166,5:POKE167,5
49 POKE179,0:POKE178,0
50 FORI=1TO15:A(I)=0:NEXT
60 GOSUB20000
60 PRINTTAB(15)"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
90 PRINT,"EPIFANY SOUND":PRINT,"RESET"
100 PRINT,"SAVE SOUND":PRINT,"MUSICAL KEYBOARD":PRINT,"QUIT
PROGRAM"
110 PRINT,"SELECT # TO ",
120 GETIN$:IFIN$<"A"ORIN$>"E"THEN120
130 ROUTE=ASC(IN$)-64:ONROUTEGOSUB1000,3000,4000,5000
140 IFRUTE=5THENCLE:PRINT"LIST-15
150 GOT060
1000 GOSUB20000:GOSUB10000:PRINT"FORI=1TO16:PRINT,,,A(I):NEXT
1004 GETIN$:IFIN$<"A"ORIN$>"Q"THEN1004
1005 ROUTE=ASC(IN$)-64:ONROUTEGOSUB1020,1030,1040,1050,1060,1070,1080,1090,1100
1006 IFRUTE<10THEN1000
1007 ONROUTE-9GOSUB1110,1120,1130,1140,1150,1160,1170
1008 IFRUTE=17THENRETURN
1009 GOT01000
1020 A$="_FREQUENCY LOW":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1022 PRINTTAB(12)"BIN$:S=7:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1030 A$="_FREQUENCY HIGH":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1032 PRINTTAB(12)"BIN$:S=7:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1040 A$="_JULSE WIDTH LOW":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1042 PRINTTAB(12)"BIN$:S=7:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1050 A$="_JULSE WIDTH HIGH":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1052 PRINTTAB(12)"BIN$:S=3:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1060 A$="OAVEFORM(17,33,65,129)":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1062 PRINTTAB(12)"BIN$:S=7:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1070 A$="ATTACK":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1072 PRINTTAB(12)"BIN$:S=7:E=4:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1080 A$="ECRY":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1082 PRINTTAB(12)"BIN$:S=3:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1090 A$="USTRAIN":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1092 PRINTTAB(12)"BIN$:S=7:E=4:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1100 A$="_ELERSE":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1102 PRINTTAB(12)"BIN$:S=3:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1110 A$="_REQUECHY CUT OFF LOW":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1112 PRINTTAB(12)"BIN$:S=2:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1120 A$="_REQUECHY CUT OFF HIGH":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1122 PRINTTAB(12)"BIN$:S=7:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1130 A$="_ESONANCE":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1132 PRINTTAB(12)"BIN$:S=7:E=4:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1140 A$="_ILTER":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1142 PRINTTAB(12)"BIN$:S=3:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1150 A$="_ILTER MODE":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1152 PRINTTAB(12)"BIN$:S=7:E=4:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1160 A$="XOLUME":GOSUB1900:DEC=A(ROUTE):GOSUB40000
1162 PRINTTAB(12)"BIN$:S=3:E=0:GOSUB50000:GOSUB30000:A(ROUTE)=DEC:RETURN
1170 FORT=1TO16:A(T)=0:NEXT:RETURN
1900 PRINT"FORI=1TOLEN(A$):PRINT"-";:NEXT:PRINT
1999 RETURN
3000 A$="-ESET":GOSUB1900
3010 INPUT"WHICH VOICE(1,2,3)":VC:IFVC<1ORVC>3THEN3000
3020 FORT=SID+((VC-1)*7)TOSID+((VC-1)*7)+6:POKET,0:NEXT
3999 RETURN
4000 GOSUB20000:PRINT"TAB(15)"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX":R=18
4002 FORI=0T04:PRINTI,N$(I),I+5,N$(I+5):NEXT
4005 PRINT"PRESS '-' TO SELECT SOUND NUMBER." :POKE50,128
4007 PRINT"TAB(9)"ARRIAGE -RETURN TO END"
4010 PRINT"TAB(15)CHR$(R)"---"
4020 GETIN$:IFIN$=" "THENSO=S0+1
4021 IFS0=10THENS0=0
4025 IN$=CHR$(13):THEN4050
4030 IFC=5THENR=146
4032 IFC=0THENR=18

```



[illegible]



## BBC and Electron

Exercise your Brain instead of your Fingers  
An addictive game of skill and strategy



### Tudoroll Cassette and Instruction Booklet £7.50

**TUDOROLL.** The game Henry VIII would have played if he'd had a Micro. Tudoroll is a game of skill and strategy. The aim is to score as many points as possible on the 9 sections of your scorecard using the three cards displayed on screen and the trump card. "Suits" consist of castles, crosses, crowns, shields and ships in colours of black, red or blue. The game can be played by from 1 to 4 players. There are five different skill levels (2 of the levels are for one player only against the clock). Sequential changes can be made to each hand to increase points. High scores will be inscribed on the "Scroll of Merit".

This is a very addictive game which can be enjoyed by all the family  
All orders despatched by return 1st class post

Callers and Trade enquiries welcome

Available from SPECTRUM and other good software dealers

## J. Morrison (Micros) Ltd

DEPT PCW, 2 GLENSDALE STREET, LEEDS LS9 9JJ  
TELEPHONE (0532) 480987

## ZX SPECTRUM ACCESSORIES

**SPEEDYLOAD:** Halve your waiting time! This short program lets you save/load at 3000 baud on a normal cassette recorder. Easy to use. Cassette (48K) ..... £3.55  
**NMS TAPE CONTROL:** This unique unit plugs into the cassette ports leaving the expansion port free and is easy to use. It provides fully automatic on/off and load/save lead switching of one of one or two cassette recorders from keyboard or from within program using simple BEEP commands. Built-in beep amplifier with volume control, SAVE/LOAD indicators, semi-auto switch for rewind, verify, etc. Smart black case, instruction booklet ..... £23.45 (P&P £1.50)

**NMS TAPE SWITCH:** Recorder on/off and load/save switching without lead changing. Beep amplifier with volume control, black case ..... £11.50 (P&P £1)

**NMS BEEP AMPLIFIER:** Sound booster. Volume control, black case ..... £6.95 (P&P 60p)  
**NMS RELAY CONTROLLER:** 4-channel, each with 4 amp double-pole mains relay and ON indicator. It plugs into the Spectrum MIC socket and is easy to use; each relay is BEEP activated, with screw terminals. Cased ..... £27.95 (P&P £1.75)

**AERIAL SWITCH:** Saves unplugging the TV aerial; with lead to TV ..... £2.45

**TAPE HEAD CARE:** Cleaning/de-magnetising cassette, £1.85; head-alignment test cassette with instructions, £2.95; head-cleaning cassette, 60p.

**CASSETTE RECORDER:** Mains/battery, Spectrum compatible ..... £19.95 (P&P £1.75)

**LEADS:** Mains extension, 12ft, twin socket, £2.99 (P&P £1); 6ft video/aerial extender, £1.85; replacement video lead, £1.45; 4ft cassette leads, two, £1.25

**BLANK CASSETTES:** Pack of 5, with cases: C12-£1.99, C60-£1.45, (P&P 60p)

**CASSETTE LABELS:** Blank white, self-adhesive, 50 for £1.10, 100 for £1.95

Add 40p min P&P, or as shown. All goods guaranteed. Send SAE for details

NESS MICRO SYSTEMS, 100 Drakies Avenue, Inverness IV2 3SD

# THE



# RUN

# IS HERE

FOR 48K SPECTRUM & COMMODORE 64

# ULTRASOFT

BETTER SOFTWARE AT BETTER PRICES

MAIL  
ORDER  
ONLY

PO BOX 107, UXBRIDGE, MIDDY, UB10 0RG

### SPECTRUM

**CRYSTAL** Rommels Revenge Invasion of the Body Snatchers RRP £7.50

Our Price £6.50

**R SHEPHERD** Urban Upstart RRP £7.50

Our Price £6.50

**OCEAN** Hunchback Mr Wimpey Transversion, Digger Dan RRP £5.90

Our Price £5.50

**BUG BYTE** Cavern Fighter Birds & Bees, Pool, Aquarius RRP £5.95

Our Price £5.50

**ULTIMATE** Lunar Jetman Atac, Pssst, Cookie RRP £5.50

Our Price £4.95

### VIC 20

**ULTIMATE** Jetpac RRP £5.50

Our Price £4.95

**LLAMASOFT** Meta Llamas RRP £6.00

Our Price £5.00

**OCEAN** Caterpillar RRP £6.90

Our Price £6.25

**DURRELL** Quest of Merrarid RRP £7.95

Our Price £7.25

**QUICKSILVA** Skyhawk RRP £7.95

Our Price £6.95

**MICRODEAL** Turbogrid, Snackman RRP £5.50

Our Price £5.25

**STOP PRESS** - For orders received after 26.3.84 all Imagine titles £3.95

### DRAGON

**MICRODEAL** Cuthbert in Space, Grabber. Available soon: Cu\*ber, Electron, Caterpillar 2. These and all their other titles. RRP £8.00

Our Price £7.75

**PEAKSOFT SAS**, Champions RRP £6.95

Our Price £6.25

**S/V** Quickshot Joystick RRP £12.95

Our Price £11.95

### COMMODORE 64

**MICRODEAL** Space Shuttle RRP £8.00

Our Price £7.75

**OCEAN** Mr Wimpey, Hunchback RRP £6.90

Our Price £6.25

**S/WARE PROJECTS** Manic Miner RRP £7.95

Our Price £7.25

**QUICKSILVA** Ring of Power RRP £9.95

Our Price £8.25

Purple Turtles, Aquaplane RRP £7.95

Our Price £6.50

**TERMINAL** Super Gridder, Scramble, Dogfight RRP £9.95

Our Price £8.25

**INTERCEPTOR** Siren City, Tokens of Gaul, Vortex Raider RRP £7.00

Our Price £5.95

SEND SAE FOR OUR CATALOGUE  
(PLEASE STATE MACHINE)

✂ Cut Out and keep to send with order



## FIVERSOFT

We will supply:  
Any program advertised by ANY other DISCOUNTED SOFTWARE FIRM, in ANY magazine published since March 1984 for 20p less than their POSTAGE INCLUSIVE PRICE. Just send a copy of the advert stating magazine and price, enclose a cheque/PO for the amount, and we will PROMPTLY send the program to you by first class post.

Cheque/PO to:  
**FIVERSOFT SOFTWARE**  
Kilroot Park Industrial Estate  
Carrickfergus, Co Antrim BT38 7D  
Offer applies to cassette programs for Spectrum, CBM 64, Vic 20, BBC and Oric  
Enquiries Telephone (095 03) 66020

SPEEDY DELIVERY GUARANTEED

## CATALOGUE

## FREELANCE Commodore 64 programmers wanted.

We are rapidly converting our best selling educational software to run on this incredible machine. If you think you can handle this challenge, write, giving full information about yourself and the machines to which you have access to:

Chalksoft Limited  
37 Willowslea Road  
Worcester  
WR3 7QP  
Telephone (0905) 55192  
(24 hr ansaphone)

Members of The Computer Trade Association

Chalksoft

POPULAR COMPUTING WEEKLY



# Open Forum

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed. We will pay the *Program of the Week* double our new fee of £6 for each program published.

## Currency Converter

on Spectrum

This program was written to produce a conversion table to enable the holidaymaker to find out the value of the pound, but with a few simple alterations it could convert inches to centimetres; ounces to grams; miles to kilometres and in each case, vice versa.

The program allows you to make a copy of the table on the ZX Printer.

If you have never encountered a table of this type before, here is a brief explanation. Take for example the following line:

0.76	9	107.01
------	---	--------

Assuming the first column is francs and the right-hand column is pounds, we can see: 9 pounds are worth 107.01 francs, and 9 francs are worth 0.76 pounds (ie, 76p).

Please note that £1.5 on the table would mean £1.50 not £1.05. The figures calculated are to the nearest hundredth of the currencies used.

### Variables

n\$	Name of foreign currency
r	Exchange rate
L	Length of n\$
a	Control variable
p	Central column figure on table
g	Line number to GO TO after menu selection.

### Program notes

10	Set-up screen. <i>Poke 23693,56 = Ink 0: Paper 7:Flash 0: Bright 0</i>
30	At 0,0 is added to the <i>Input</i> to prevent the screen from scrolling up.
50	At 2,0, At 2,0 is not a mistake — the first At 2,0 clears line 2 of the screen.
	n\$( To (8 And L-8)+(L And L-8)) prevents the name of the foreign currency from spilling over onto the next line.
90 and 110	Calculate and print values.
130	Menu. <i>Print#0</i> ; At 0,0 prints the menu on the first of the bottom two lines.
140	
170-180	Go to section corresponding to user's selection from menu.
190	Copy table.
	<i>Input Inkeys</i> clears the bottom two lines.
210	End program.
500	The <i>Data</i> corresponds with the central numbers on the table. The numbers can be changed to suit individual needs.

```

1 REM
2 REM
3 REM
4 REM
5 REM
10 POKE 23658,8: POKE 23693,56
: BORDER 0
20 CLS: PRINT INVERSE 1:"
Currency Conversion Table
30 INPUT AT 0,0;" Enter the na
me of the currency" LINE n$: LE
T L=LEN n$
40 INPUT AT 0,0;" Enter the
exchange rate:" E1 = "r: IF r
<=0 THEN GO TO 40
50 PRINT AT 2,0,,AT 2,0; INK 2
;" POUNDS";TAB 23;n$( TO (8 AND
L>8)+(L AND L<=8))
60 RESTORE
70 FOR a=1 TO 16
80 READ P
90 PRINT AT a+2,0,,AT a+2,3; (
INT ((1/r#P)*100+.5))/100;TAB 14
;
100 PRINT INK 1;p;TAB 24;
110 PRINT (INT ((1/r#P)*100+.5))
/100
120 NEXT a
130 PRINT #0;AT 0,0;"Press "R"
TO RE-RUN, "E" TO END, or "C"
FOR A COPY,"
140 POKE 23658,8
150 PAUSE 0
160 LET i$=INKEY$
170 LET g=(30 AND i$="R")+(130
AND i$="C")+(210 AND i$="E")
180 GO TO (9 AND g<>0)+(150 AND
g=0)
190 INPUT INKEY$: COPY
200 GO TO 130
210 STOP
500 DATA 1,2,3,4,5,6,7,8,9,10,1
5,20,25,30,40,50,75,100

```

Currency Converter  
by Andrew Wiseman



## Alphasort

on Vic20

This program sorts into alphabetical order a number of words that are entered by the user.

Firstly type in the program and Run it.

Then enter the number of words you wish to enter and sort. Next, enter the words one at a time. The correct alphabetical order will be displayed on the screen.

### Program Notes

10-150 Instructions  
190-230 Input words into array

240-310 Print sorted words  
400-490 Subroutine to sort words

### Variables

A Number of words  
A(A) Size of array  
C 3rd string variable used to swap two words in the array  
B Current inputted word

```
10 REM *** ALPHA-SORT ***
20 CLR
30 PRINT " ";TAB(12);"ALPHA-SORT"
40 PRINT TAB(12);"-----"
50 PRINT:PRINT:PRINT
60 PRINT TAB(7);"THIS PROGRAM PRINTS"
70 PRINT
80 PRINT TAB(7);"OUT IN ALPHABETICAL"
90 PRINT
100 PRINT TAB(7);"ORDER THE WORDS (OR"
110 PRINT
120 PRINT TAB(7);"NAMES) YOU TYPE IN."
130 PRINT:PRINT:PRINT:PRINT:PRINT
140 PRINT "   PRESS THE SPACE BAR TO BEGIN"
150 GET A$:IF A$<>" " THEN 150
160 INPUT "HOW MANY NAMES PLEASE ";A
170 IF A<=1 THEN 160
180 DIM A$(A)
190 FOR C=1 TO A
200 PRINT "NAME";C;"IS ";:INPUT B$
210 A$(C)=B$
220 PRINT " "
230 NEXT C
240 PRINT "ALPHABETICAL ORDER IS..."
250 PRINT
260 FOR D=1 TO A
270 GOSUB 400
280 NEXT D
290 FOR E=1 TO A
300 PRINT A$(E)
310 NEXT E
320 PRINT:PRINT:PRINT:PRINT:PRINT
330 PRINT TAB(8);"ANOTHER GO ? (Y/N)"
340 GET B$:IF B$="Y" THEN 10
350 IF B$<>"N" THEN 340
360 PRINT "BYE!!!"
370 END
400 REM
410 REM SUBROUTINE TO SORT WORDS
420 REM
430 FOR B=1 TO (A-1)
440 IF A$(B)>A$(B+1) THEN 480
450 C$=A$(B)
460 A$(B)=A$(B+1)
470 A$(B+1)=C$
480 NEXT B
490 RETURN
```

**Alphasort**  
by Gavin Aitken



## Russian Roulette

on ZX81

In this short 1K program, you have to pick 3 of the 6 chambers in the gun. If you pick the full chamber, you will see the gun fire.

### Program notes

10 Variables  
30-130 Main part  
140-200 Full or empty chamber?  
201-205 Gun fire

```

1 REM RUSSIAN ROULETTE 1K ZX
81
10 LET N=INT (RND*6)+1
20 CLS
30 PRINT "RUSSIAN ROULETTE"
40 PRINT AT 3,0;"IN THE GUN,TH
ERE ARE 6 CHAMBERS."
50 PRINT "1 IS FULL,PICK ONE (
1-6)"
60 FOR K=1 TO 3
70 IF K=1 THEN PRINT "1ST";
80 IF K=2 THEN PRINT "2ND";
90 IF K=3 THEN PRINT "3RD";
100 PRINT " GUESS PLEASE?"
110 PRINT AT 15,10;" " AT 1
5,10;" " AT 17,10;" "
120 INPUT I
130 PRINT I;" IS";
140 IF I=N THEN GO TO 200
150 PRINT " EMPTY."
151 PAUSE 30
160 CLS
170 NEXT K
180 PRINT "VERY WELL DONE,YOU S
URVIVED"
190 STOP
200 PRINT " FULL,YOU DIE"
201 FOR A=8 TO 0 STEP -1
202 PRINT AT 15,A;"< "
203 PAUSE 5
204 NEXT A
205 PRINT AT 15,0;"X"

```

Russian Roulette

## Microradio

GW6JJN



### Dragon interpreter

Many of you will remember that *Microradio* recently covered the subject of NOS Basicode 2 which, if implemented on your computer in the form of an interpreter program, would make your computer compatible with a host of other makes of machine. This is, of course, ideal for radio-computing enthusiasts since it means that they can send and receive data and programs over air almost irrespective of the computer at each end.

The good news this week is for Dragon Users. The prolific

Grosvenor Software, who produced the excellent G4BMK RTTY program, has now produced a Basicode interpreter for the Dragon. This means that the Dragon will join the Commodore and BBC users who can enjoy not only Basicode communications, but the benefit of free software transmitted by the BBC Radio program *Chip Shop* among other stations around the country. If you can receive Dutch radio, free programs are also transmitted by the *Hobbyscoop* programme on NOS Radio Netherlands.

On the subject of Grosvenor Software, they have sent me a Morse Code Transceiver program for the Dragon which I will review when I receive the necessary interface. If this program measures up to the RTTY program they produced, then a new world will be opened up to Dragon users. Don't forget that you don't need an amateur radio licence, or any licence for that matter,

to receive radio signals. Any Dragon owner who has or can borrow a short wave radio receiver can receive RTTY as well as morse.

If you do not have a Dragon, don't worry since there are programs available for most micros. Those of you who are a little tired by games might like to try decoding some of these signals. There is everything from weather ships and oil tankers to the big news agencies and satellites that you can decode on the micro in your own home. This was never so easy before the advent of home computers and plugging in a radio receiver will connect your computer to the real world outside at very little cost. It will also lead to the exciting hobby of amateur radio if you're not too careful.

Grosvenor Software can be reached at 22 Grosvenor Road, Seaford, E Sussex. Staying on the subject of Dragons, those of you who read our sister magazine, *Dragon User*, will

have heard of Dragnet. It is a group of amateurs with Dragon Computers who meet each Sunday Morning at 11.00am on 144.525Mhz to discuss things like the possibilities of using their micros within the radio hobby. It can be heard over a wide area of the East Midlands so, if you are of a like mind, then I'm sure you will be welcome either to listen or to join in.

I am constantly surprised by the number of people who use Dragon micros as RTTY terminals or simply as radio help-mates for tracking satellites or learning morse. If you have any programs in this line, *Microradio* will be pleased to hear from you.

Ray Berry GW6 JJN

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to: Ray Berry, *Microradio*, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.



# commodore

FROM THE SAME FACTORY AS THE C2N THE  
SUPER SAVER 20/64 DATA RECORDER  
(NO INTERFACE REQUIRED).....£29.95  
COMMODORE 64 inc CASSETTE DECK £229.95

**SINCLAIR  
SPECTRUM**  
16K AND 48K

**NOW  
IN STOCK**

QUICKSHOT II JOYSTICK WITH KEMPSTON  
TYPE INTERFACE.....£19.95

COMMODORE 64 TAPE TO DISK TRANSFER UTILITY.....£9.95  
ATARI ALL MODELS TAPE TO DISK TRANSFER UTILITY.....£9.95  
BBC TAPE TO DISK TRANSFER UTILITY.....£9.95  
TAPE TO TAPE BACKUP COPIERS.....only £5.95  
AVAILABLE FOR COMMODORE 64 · BBC · SPECTRUM · VIC 20 · ATARI  
AND NOW ELECTRON VERSION.

HUGE RANGE OF SOFTWARE & BOOKS FOR BBC, ELECTRON, SPECTRUM,  
COMMODORE 64, VIC 20, ORIC, DRAGON, MEMOTECH & ZX81.

Mail Order to Evesham Shop please  
All prices inclusive. Goods sent anywhere.  
Cheque, PO, Bank Draft or phone your card number.



**MICRO CENTRE**  
BRIDGE STREET  
EVESHAM  
WORCHESTERSHIRE  
Tel: 0386 49641

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

**SPECIAL OFFER**  
VIC 20 starter pack £139 inc.  
(subject to availability)

CBM 64 £185 inc.  
QUICKSHOT II JOYSTICK £9.50  
limited offer

**SPECTRUM UPGRADE (16K to 48K) £29 fitted**  
WIDE RANGE OF SOFTWARE, BOOKS, JOYSTICKS — ALSO  
FAST REPAIR SERVICE FOR MOST POPULAR COMPUTERS.

**SOFT TOUCH OF LONDON**  
12 DARTMOUTH PARK HILL  
LONDON NW5  
TEL: 01-263 3842

## MEGASAVE FANTASTIC SAVINGS

SPECTRUM	SPECTRUM	COMMODORE
Jet Set Willy 4.75	Stonkers 4.25	Bugs Boo 6.90
Fighter Pilot 6.25	Hunchback 5.15	Scuba Dive 5.50
Blue Thunder 4.75	Atic Atac 4.50	Super Pipeline 5.35
Night Gunner 5.90	Manic Miner 4.75	Space Pilot 6.00
Trashman 4.50	Pedro 4.25	Dinky Doo 6.50
Millionaire 4.75	Hobbit 11.00	Solo Flight 12.00
Fred 5.80	3D Luna Attack 4.75	Aztec Challenge 7.15
Code Name Mat 5.20	Wheelie 4.50	City Attack 5.55
Blade Alley 4.50	Pinball Wizard 4.75	Opysey 5.55
Taxi 4.50	Bear Bover 5.15	China Miner 5.85
Scuba Dive 4.50	Krakatoa 4.50	Hobbit 11.50
H.V.R.G. 12.25	Bugs Boo 5.85	Harrier Attack 64 5.55
Rebel Star Raiders 7.95	3D Ant Attack 5.85	Zodiac 6.20
Death Chase 4.90	Peytron 6.30	Bumping Buggies 4.60
Chequered Flag 6.30	Hunter Killer 5.95	Forbidden Forest 7.15
Alchemist Any imagine 4.25	Skull 5.15	Flight Path 737 6.25
Eskimo Eddie 4.60	The Snowman 5.85	Killer Watt 6.25
Tribble Trubble 4.75	The Quill 10.75	Manic Miner 6.50
Omega Run 4.50	Cavern Fighter 4.75	Cybotron 6.25
Android II 4.50	FBall Manager 5.55	Twin Kingdom V. 7.50

### FREE POSTAGE

Please state spectrum or Commodore  
Send cheque/P.O. to:

MEGASAVE Dept 1, Westbourne Terrace, London W2

MERCURY HOUSE

# GAMES FOR AQUARIUS™

UNEXPANDED MACHINE

MERCURY HOUSE

Gamespack 1 contains — Bombadier, Fruit Machine, Hangman, Alien Descent, Escape — £4.99  
Gamespack 2 contains — Dungeon Adventure, U-Boat, Golf, Starcatcher, Moonraker — £4.99

**SPECIAL OFFER**  
BOTH TAPES ONLY £7.99  
Din to Din or Din to Jack — £1.75  
CHEQUES, POs TO  
**MERCURY HOUSE**  
PO BOX 157, MANCHESTER M60 1PP  
Mail order only Trade enquiries welcome  
Please allow 14 days for delivery

**WHY PAY FULL PRICE?**  
THIS MONTH'S SPECIAL OFFER: Best selling adventures and strategy games from top adventure specialists Richard Shepherd Software.

**COMMODORE 64**  
£5.00 each (free delivery)  
TRANSLYVANIAN TOWER  
SHIP OF THE LINE  
EVEREST ASCENT  
SUPER SPY

**SPECTRUM 48K**  
£5.00 each (free delivery)  
TRANSLYVANIAN TOWER  
SUPER SPY  
EVEREST ASCENT  
INVINCIBLE ISLAND  
DEVILS OF THE DEEP  
SHIP OF THE LINE

**DRAGON 32**  
£5.00 each (free delivery)  
TRANSLYVANIAN TOWER  
SUPER SPY

**ALL AT £5.00 (inc. p&p) TWO FOR £9.00**  
Simply state which games and which machine on the back of your cheque or postal order, payable to Adventuresoft, or clip details to cash.  
FAST DESPATCH GUARANTEED

**ADVENTURESOF**  
32 HIGH STREET, HIGH WYCOMBE, BUCKS HP11 2AZ

SPECTRUM

# O'Level Revision MATHS and FRENCH

SPECTRUM

O'Level Maths Revision  
**Equations & Inequalities**

O'Level Maths Revision  
**Trigonometry**

O'Level Maths Revision  
**GEOMETRY**

In full colour presentation boxes which include a useful leaflet of topics covered.  
Programs are compatible with most 'O' level boards and randomised data is used where possible in the questions so the programs can be used many times.  
Help facilities and full explanations are given where appropriate.  
sae for free brochure

Rose Software

**ROSE SOFTWARE**  
148 WIDNEY LANE  
SOLIHULL  
WEST MIDLANDS B91 3LH  
TEL: 021-705 2895

**£6.95**  
(inc p&p)



# Arcade Avenue

## Jetset Willy

The most exciting news of the last couple of weeks must be the release of *Jetset Willy* — the follow up to Software Projects' excellent *Manic Miner*. It's almost not worth while reviewing *Jetset Willy* since the program is inevitably going to reach number one in the charts. For what it's worth Matthew Smith has produced a sixty screen marvel that dwarfs most other arcade games produced for the Spectrum, and

retains all the sense of fun and originality of *Manic Miner*. In the next few weeks I plan to take a look at some of the other games produced by Software Projects to see how they rate. I am sure it's a company we will hear more of in the future.

Whilst on the subject of M.M. here is a neat program from John Dutchman-Smith of Wigan that brings together a couple of the 'cheat' routines for *Manic Miner* that some of you may have missed. As a bonus the listing allows you to modify and alter the screen

titles to read anything you would like (within a 32 character size maximum). So if you know someone who looks uncannily like Eugene Evans, or even a Kong beast, you can give them a special treat (?) the next time they visit.

The published listing allows you to select screens on the old Bug-Byte versions but the word from the horse's mouth is that to produce the same effect on the Software Projects' edition you must type the word **TYPEWRITER**, holding the 9 key down, before you can enter

the short numeric codes for each different screen. That's it for this week — write in and tell me what the best arcade games are for your machine, tell me about the rubbish too!

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame!) then write to: Tony Kendle, Arcade Corner, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

```

10 REM MANIC MINER NEW TITLES
20 REM © J.S. DUTCHMAN-SMITH
30 PAPER 7: INK 1: BORDER 7: C
LS
40 CLEAR 32767
50 PRINT AT 6,0: LET Q$=" LOAD
MANIC MINER TAPE AND WAIT ": GO
SUB 1000: PRINT: LET Q$=" F
OR Bytes MM2 TO LOAD ": GO SUB
1000
60 LOAD "MM2" CODE 32768,32768:
CLS
70 CLS: PRINT AT 4,0: LET Q$=
" OPTIONS": GO SUB 10
00: PRINT
80 LET Q$=" 1 ENTER NEW TIT
LES": GO SUB 1000: PRINT
90 LET Q$=" 2 ENTER NEW HEA
DINGS": GO SUB 1000: PRINT
100 LET Q$=" 3 SAVE TO TAPE"
GO SUB 1000: PRINT
110 LET Q$=" 4 PLAY THE GAME
GO SUB 1000: PRINT
120 LET Q$=" 5 PROTECT LIVES
GO SUB 1000: PRINT
130 LET Q$=" 6 PRACTICE INST
RUCTIONS": GO SUB 1000: PRINT
140 IF INKEY$="1" THEN CLS: GO
TO 190
150 IF INKEY$="2" THEN CLS: GO
TO 360
160 IF INKEY$="3" THEN SAVE "MM
2" CODE 32768,32768: CLS: GO TO
70
170 IF INKEY$="4" THEN RANDOMIZ
E USR 33792
172 IF INKEY$="5" THEN CLS: GO
TO 500
174 IF INKEY$="6" THEN CLS: GO
TO 500
180 GO TO 140
190 FOR F=45568 TO 65024 STEP 1
024
200 PRINT: PRINT
210 PRINT TAB 12: "SCREEN "/F/10
24-13.5
220 FOR A=0 TO 31: PRINT CHR$(P
EEK (F+A)): BEEP .01,0: NEXT A
BEEP .05,24
230 INPUT "ENTER NEW TITLE <= 3
2 CHARACTERSTO LEAVE UNCHANGED P
RESS ENTER": A$
240 IF A$="" THEN GO TO 330
250 IF LEN A$>32 THEN GO TO 230
260 LET B$="
TO 16-LEN A$:2): REM 16 SPACES
270 LET C$="
( TO 32-LEN (A$+B$
)) REM 32 SPACES
280 LET Q$=B$+A$+C$
290 GO SUB 1000
300 FOR A=0 TO 31
310 POKE (F+A),CODE Q$(A+1)
320 NEXT A
330 BEEP .05,24
340 NEXT F
350 GO TO 70
360 INPUT "ENTER HEADING <=92 C

```

```

HARACTERS "A$
370 IF A$="" THEN DIM H$(95): F
OR A=1 TO 92: LET H$(A)=CHR$(PEE
K (40191+A)): NEXT A: GO TO 410
380 LET B$="
TO 28)
390 LET H$=" " +A$+C$( TO 92-
LEN A$)
400 FOR A=1 TO 95: POKE 40191+A
,CODE H$(A): NEXT A
410 PRINT AT 14,0: FOR F=1 TO 3
LET Q$=H$(((F-1)*32)+1 TO F*32
): GO SUB 1000: PRINT: NEXT F
420 PAUSE 50
430 GO TO 70
440 STOP
500 PRINT AT 6,0: LET Q$="
SELECT OPTION": GO SUB 1000:
PRINT
510 LET Q$=" 1 LIFE PROTECTI
ON ON": GO SUB 1000: PRINT
520 LET Q$=" 2 LIFE PROTECTI
ON OFF": GO SUB 1000: PRINT
530 IF INKEY$="1" THEN POKE 351
36,0: CLS: GO TO 70
540 IF INKEY$="2" THEN POKE 351
36,53: CLS: GO TO 70
550 GO TO 530
560 PRINT: LET Q$=" HOW TO O
BTAIN PRACTICE SCREENS": GO SUB
1000: PRINT
570 LET Q$="YOU CAN OBTAIN WHIC
HEVER SCREEN": GO SUB 1000
580 LET Q$="YOU WISH IN THE FOL
LOWING WAY": GO SUB 1000: PRINT
590 LET Q$="START THE GAME AND
PRESS ENTER": GO SUB 1000
600 LET Q$="NEXT KEY IN THIS NU
MBER 6031769": GO SUB 1000
610 LET Q$="IF CORRECTLY KEYED
IN A BOOT": GO SUB 1000
620 LET Q$="WILL APPEAR, TO SEL
ECT A SCREEN": GO SUB 1000
630 LET Q$="PRESS TOGETHER THE 5
KEYS": GO SUB 1000: PRINT
640 RESTORE 730
650 FOR N=1 TO 20
660 LET N$=STR$ N: IF N<10 THEN
LET N$=" "+N$
670 READ D$
700 LET Q$="SCREEN "+N$+" "+D$
710 GO SUB 1000: POKE 23692,255
NEXT N
715 INPUT "COPY ? (Y/N) ":Z$: I
F Z$="Y" THEN COPY
720 GO TO 70
730 DATA " 6" " 61" " 62
" " 621" " 63" " 136" " 532
" " 6321" " 64" " 641" " 642
" " 6421" " 643" " 6431" " 6432
" " 12345" " 65" " 651" " 652
" " 1256"
1000 FOR A=0 TO LEN Q$-1: PRINT
TAB A,Q$(A+1): BEEP .01,0: NEXT
A: BEEP .05,24: RETURN
1010 SAVE "MANIAC" LINE 10

```



# Walters

## LOOK

### GAMES PROGRAMMERS

You could earn

**£20,000**

for your game!

whatever the machine

**MAKE IT A MONSTER!  
MAKE YOURSELF RICH!**

Send tape and instructions to:  
Ian Smart, Software Development Manager,



Walters Computer Systems Limited,  
12 Hagley Road,  
Stourbridge,  
West Midlands DY8 1PS.

### ATTENTION!! ATTENTION!!

#### ALL VIC 20 AND CBM 64 OWNERS!!

Do you want to come out of those crashes?! or get out of those unbreakable loops?! or tired of disabled RUNSTOP and RESTORE keys?! Then you need a BREAKER!! Breaker connects directly on to your CBM 64-Vic 20 in seconds and gives you total reset power. Included with Breaker is a BASIC recovery program on tape! BREAKER is available for any Vic 20 or CBM 64 now. Tired of waiting for a LOAD/SAVE? with TORNADO you can Save/Load Basic or machine-code programs at about the same speed as the CBM 1541 disk drive! For example a 16K prog will take only about 35 seconds! to SAVE using Tornado. CBM Basic requires 300 seconds! for the same program. TORNADO is available on tape for any 8K + Vic 20 or CBM 64 now. Available for CBM 64 now is SUPER SPRITE (SS) Graphics and sprite editing package. To let you design your own sprites and character sets. Also available soon is DMON! the first monitor program written with disk users in mind!

Please make cheques/PO payable to:

**BSF COMPUTER SERVICES LTD**  
Dealers & General inquiries Tel: 07988 2240

Please send me ..... Tornado at £9.95 each

Please send me ..... Super Sprite at £9.95 each

Please send me ..... Breaker at £7.95 each

I enclose cheque/PO to the sum of £.....

Name ..... Computer .....

Address .....

Please use this form and block letters only. Prices include VAT and P&P (mail order only, add £2 if outside UK).

Please post to: BSF CSL, 20-28 Bolsover Street, London W1



**SUNSHINE**

## The best books for the BBC Computer

functional forth  
for the BBC computer



### Functional Forth

Boris Allan develops routines in Acorn soft Forth to demonstrate a) how easy it is to write in Forth and b) that the programs are fast enough to dispense with the need for machine code.

ISBN: 0 946408 04 1

### Programming for Education

The book, written by teachers, is aimed at showing younger children how the various features of the BBC Computer can be used to their best advantage. ISBN: 0 946408 10 6

programming  
for education  
on the BBC computer



graphic art  
for the BBC computer



### Graphic Art

The graphics in this book match the style and sophistication of the BBC computer and its Basic language. Boris Allan shows what can be achieved with Turtle graphics.

ISBN: 946408 08 4

### DIY Robots and Sensors

Make your own joystick, robot, eye or whatever you like. The book gives you step-by-step instructions on how to construct a wealth of gadgetry for use with your BBC computer (Pub. 28th October). ISBN: 946408 13 0

Look out for the Sunshine range in W.H. Smith's, Boots, John Menzies, other leading retail chains and through our national network of book shops and specialist stores.

Dealer Enquires: 01-437 4343

Please send me

☐ Functional Forth at £5.95 each

☐ Graphic Art for BBC at £5.95 each

☐ Programming for Education at £5.95 each

☐ DIY Robots & Sensors at £6.95 each

I enclose cheque/postal order for £..... made payable to: Sunshine Books: 12/13 Little Newport St., London WC2R 3LD

Name .....

Address .....

Signature .....

Or telephone Access Mastercard on 01-437 4343

POPULAR COMPUTING WEEKLY



# At last...

NOW  
MICRODRIVE  
COMPATIBLE

## A joystick that works!

Cambridge Computing bring you the first **programmable** joystick - at a price you can afford.

The  
**intelligent**  
Joystick

£34.<sup>90</sup>

JOYSTICK, INTERFACE  
AND TAPE COMPLETE

### Interface

- 1k on board memory
- Own rear edge connector — for printers etc.,
- Compatible with all standard joysticks



### Joystick

- Self centring
- 8 Directional microswitched action
- 2 independent fire buttons

### Tape

- Easy to use program enables the interface to work on ALL software
- Keeps a record of all your games — so you only need to tell it about each game once!



**CAMBRIDGE  
COMPUTING**

1 Ditton Walk, Cambridge CB5 8QZ  
Telephone 0223-214451.

Please send me:-

Joystick, Interface and Tape  
complete £34.90

Interface and tape £27.90

Joystick £7.90

For Spectrum

I enclose cheque / postal order\* for £.....  
made payable to Cambridge Computing Limited.

\*delete as necessary.





# EMPIRES

**When a Galactic war breaks out,  
there is only one winner —  
make sure it's you!**

Empires is a game of the type which has not been seen before. It is a fully player interactive strategy game for up to six players and an umpire. The basic set contains three players. Expansion set one contains three more. Each player controls a unique race struggling to take over the galaxy. Mining companies, space fleets and sound strategy all contribute to the success of your race; but beware the other players will be trying to tear your empire apart. The skill required to organise your empire as it grows is enormous. To assist you galactic maps and data cards are provided. Soon further expansion sets will be available to give you an advantage over the other players. Move information is transferred via cassette to the umpire who analyses it with his program and returns the new data to the players. Messages can be sent to other players in the same way.

**THIS IS A NEW CONCEPT IN STRATEGY  
GAME PLAYING.**

48K SPECTRUM

**CONTENTS:** THREE PLAYER CASSETTES, ONE UMPIRE CASSETTE,  
4 GALACTIC MAPS, 81 DATA CARDS, 1 FULL SET OF RULES, 3 PLAYER INSTRUCTIONS

Price £19.95.

Please send me ..... copy/copies of Empires Basic Set

Total cheque/P.O. enclosed .....  
Cheques payable to Imperial Software.

Now available from all leading branches of 'BOOTS'

Name .....

Address .....

Age .....

Send order to:  
IMPERIAL SOFTWARE  
IMPERIAL HOUSE  
153 CHURCHILL ROAD  
PARKSTONE  
POOLE  
DORSET Tel: 0202-723060



# Tony Bridge's Adventure Corner



## The Quill

To start this week, some more *Knight's Quest* problems. Mike Young and his daughter Sarah are currently stuck in the stone chamber. You're right, Mike, in getting your squire to pull the lever.

"First, how do I get him to let go of the lever? I would hate to think of him stuck there for the rest of the adventure! Second, how do you get down the sheer drop without killing yourself — there doesn't seem to be anywhere to tie the rope. Third, having got to the lake, how do you release the boat to get out onto the lake itself? Do we need the dwarf to help here?"

Using the Corner Code, try these two clues for your first two questions:

RCRA / OLPL / ETAH / NEDD / CWLA / IRMF / B\*DL /  
COWN / NE

As for the boat — well, you could try a bit of knitting (you know, knit one, pearl one)!

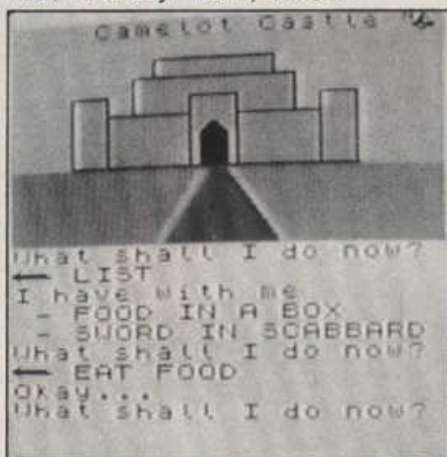
It's nice to know that you have such regard for the dwarf, that's why I like this particular adventure; it has such a good feeling of atmosphere. But you will certainly need the good dwarf at a later stage (at this point you have got about a quarter of the way through the adventure). Mike continues:

"Let me thank you for your recent clue for Artic's *Ship of Doom*. This was just what we needed and have since managed to complete the whole adventure. Personally, I feel the Artic's Adventures are not as difficult as they are sometimes made out to be (this one seemed easy compared with K's Q), although we are currently stuck in *Golden Apple*, at the ghostly shadow."

Thanks, Mike! As a bonus then, try turning off the lamp when you see the shadowy form — you never know, he might not see you then!

Don Cook, of Leeds, is trying to rescue the Princess with a "jewelled weapon" — that's the diamond spear, Don, which you'll need to kill the eagle. But I won't spoil your fun and tell you where it is (not this week, anyway!). And rescuing the Princess is not, as in so many other adventures, the end of the matter, being only a little further on from the Young's position.

Finally, Simon Clark, of Watford, is also having trouble with that pesky Princess, in another location, the water-logged dungeon, in which he keeps getting drowned. You are going to have to do a bit of work, Simon, in translating those symbols that you see. Then try saying the word that you come up with. It's a nonsense word, in the same vein as plug and Y2 and others that crop up in various classic Adventures: they all have one function — to magically transport the player from one place to another. We'll return to good old *Knight's Quest* at a later date — now on with the HHOF. The first name this week is: David Bead, with a score of 71% after weeks of toiling (just like the rest of us!) Simon Field of Wokingham — and thanks very much for the map, which I once, rashly I admit, said was near impossible to draw. Well, I did say "near", Simon!



Sarah and Simon Drury, and their father Trevor. I'm glad to see you have so much fun playing it, even after completing it (one of the things that makes this adventure so enjoyable and worthwhile) — I hope you have as much fun with *Valhalla*.

O Gardarsson, from Reykjavik in Iceland. He has also completed Artic's A,B,C and D and is now working through E, *Golden Apple*. Other adventures you might like to look at, Mr Gardarsson, are the *Mysterious Adventures* from Channel 8, which are very like the Scott Adams series, also available now for the Spectrum.

Thomas Turnbull, of Ashington, on his CBM 64, with 85% and 77.5%. Thomas has seen the bard hit the dragon with his bow, and stab it with his arrow! More HHOF another week!

Most of you will, by now, have heard of *The Quill*. This is an adventure creation program from Gilsoft, available for the Spectrum, and soon for the Commodore 64.

When I first mentioned the program, some months ago, I expressed the hope that it would free many people from the worry of coding their adventures, and allow full reign to their imagination in composing worthwhile adventures. I'm glad to see that this has happened!

*Denis through the Drinking Glass* was the first *Quill'd* program I saw, and this adventure, written in witty verse, is, of course, about the first man of the land, Mark Thatcher's father. The follow up is just about with us, and is called *The Tebbit* (that's one software author who won't be getting his MBE in the next Honour's List)!

The second tape that I came across was *Mindbender*, and this one I also enjoyed a great deal. It has since been taken over, for marketing purposes, by Gilsoft themselves, and features in their new Gold Collection of *Quill'd* adventures. Other titles include *Barsak the Dwarf*, *Africa Gardens*, *Spy-plane* and *Diamond Trail*.

*Quill'd* adventures all tend to have the same feel — they are text, with a similar layout and responses. And if you answer 'No' to the inevitable "Play Again?", the program says "Bye" and self-destructs on the next keypress. I must admit that this does not worry me in the slightest — I am more interested in the author's imagination in setting up novel situations. And, being freed from the yoke of coding his adventure, the author can use *The Quill* to full advantage.

Several tapes have been sent to me in recent weeks from proud adventure-writers, using Gilsoft's *Quill*.

The first one out of the bag (and there is no hidden meaning to the order in which I tackle these) is *The Lost Gnomes*, merely the first in a series of Eric Bean adventures. Written by one C K Bozicek, it concerns a wily gnome called, you guessed it — Eric Bean. That's you, the player, and your task is to get all your friends and the stolen treasure back to your home.

A sample vocabulary is given in the on-screen instructions before the game begins (a good point this), and the input during play follows the usual *Quill* format, of verb followed by a noun (although the program will make a stab at recognising longer sentences), and all the usual commands are recognised (*Get Ferret*, *Drop Rock* and so on — whoops, a couple of free clues there). There are some 130-odd locations, which seems pretty good value, as the puzzles are nice and tough. A charming adventure which will prove really entertaining for the adventure fan:

ERIC BEAN ADVENTURES  
9 ST LUKE'S CLOSE  
KETTERING  
NORTHANTS

More *Quill'd* adventures next week.

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to: Tony Bridge, Adventure Corner, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.



# AQUANAUT

AN UNDERWATER EXPERIENCE  
YOU WON'T BELIEVE

FROM  
**INTERCEPTOR  
SOFTWARE**

WRITTEN BY IAN GRAY  
PRODUCED BY RICHARD PAUL JONES  
MUSIC BY CHRIS COX

ONLY  
**£7.00**  
ON CASSETTE  
**£9.00**  
ON DISK

SUITABLE FOR THE  
**commodore 64**

**INTERCEPTOR  
MICRO'S**

LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE

TEL (07356) 71145

**AVAILABLE NOW**  
FROM  
ALL GOOD COMPUTER  
RETAILERS



# Peek & Poke



## PHONE MODEM

H. Willis of Kingswood, Basil-don, writes:

**Q** I have a Dragon 32, and I have heard about phone modems and acoustic couplers. I would like to know what they are and are they available for my Dragon? If so, what could I then do with it?

**A** There are two main types of modem: one plugs directly into the telephone system, and is often called a phone modem (or hardwired modem) and the other fits over the telephone handset and is normally referred to as an acoustic coupler.

Various modems are available for the Dragon 32; Tandata and Prism are two manufacturers who provide suitable equipment. If you connect your Dragon up to a modem this will allow you to make use of services such as Prestel, but not yet Micronet.

## LOGO GRAPHICS

J. Maniacara of Rose Hill, Mauritius, writes:

**Q** I recently acquired a 48K Spectrum and I am really delighted with it. However I have been wondering about the logo graphics on the introduction cassette. I know it is in machine code but the programming manual has only a short chapter on m/c. Can you recommend a good book on machine code programming and the address of the supplier?

Last week a friend coming from England brought me *Jetpac*. I have really enjoyed playing this and I have scored 18,750 up until now. However I

do find it awkward to control it from the keyboard so I would like to have some information on joysticks and their interfaces. Your opinion will be much appreciated.

**A** *Spectrum Machine Language for the Absolute Beginner*, written by William Tang and published by Melbourne House, is one of the better introductory books on machine code. Melbourne House can be contacted at: Church Yard, Tring, Hertfordshire, England.

As far as joysticks are concerned there are a great many on the market suitable for the Sinclair Spectrum. If you want one that will be suitable for any game then you should buy one of the "programmable" joystick such as the one produced by Cambridge Computing. They can be contacted at: 1, Ditton Walk, Cambridge, England.

## STEP BY STEP ANSWER

J. Lewis of Spalding, Lincs writes:

**Q** Please help! I recently purchased a Sinclair Spectrum 48K and cannot get a program onto tape. I have done what I think is correct according to the instruction manual. The only time it seemed to work the blue/yellow lines, etc, appeared plus the O.K. signal, but when I rewound the tape and did *Load* "" etc, the program was lost. It may only be a minor misunderstanding of instructions but I am finding it frustrating. Have you any simple step by step instructions?

**A** You should connect up your cassette recorder to the Spectrum as normal, ie, ear to ear and mic to mic, and then pull out the plug from your cassette ear socket.

Now having typed in your program, type: *Save* "name" (and press *Enter*) and the *START TAP* message should appear. Now press *Record* & *Play* on your recorder, wait for about 10 seconds (until the header has fed through) and then press any key on the keyboard (except space). You should now get the flashing lines etc, and then the O.K.

message. Reconnect the ear lead and rewind the tape. Now use: *Verify* "name" and try to read what has been written, without losing the program stored in memory. If this does not work then try repeating the above, but with the leads switched around on *Save*, ie ear from the Spectrum to mic on the recorder and mic on the Spectrum loose. The leads should be as normal on *Load* or *Verify*. If this still doesn't work — try borrowing another cassette recorder!

## TWO BYTES MISSING

T Multon, 23 Penn Drive, Denham Green, Bucks, UB9 5JP, writes:

**Q** I have a Commodore Vic 20 and when I switch it on I get the expected '3583 Bytes Free' statement on the screen. But if I type '?Free(0)' I receive the answer '3581'. Could you tell me if there is something wrong with my Vic, or if not, why there are two bytes less than is at first stated?

**A** There is nothing wrong with your Vic. The missing two bytes have been used by the '?Free(0)' command.

Anyway, what's two bytes between friends?

## NAMES IN ORDER

W. Grimes of Dagenham, Essex, writes:

**Q** I have a Sinclair ZX81 and require a program which will sort out names in alphabetical order. There is a program in the Sinclair handbook but this only sorts two strings and I can do this without a computer. Can you provide me with a program which when I enter a list of names will display them on the screen in alphabetical order?

**A** The listing below will work up to 100 names, each of up to 16 characters in length:

```
10 DIM AS (100,16)
20 LET N=1
30 PRINT "INPUT NAME OR '9' TO END"
40 INPUT AS (N)
50 IF AS (N) = "9" THEN LET N=N+1: GO TO 70
60 LET N=N-1: GO TO 40
70 IF N=0 THEN STOP
80 FOR I=1 TO N-1
90 IF AS (I):AS (I+1) THEN LET BS=AS (I): LET AS (I)=AS (I+1): LET AS (I+1)=BS:
LET I=I-1: IF I=0 THEN GO TO 80
100 NEXT I
110 FOR I=1 TO N: PRINT AS (I): NEXT I
```

Lines 20 to 60 store the names input into the array AS.

Lines 80 to 100 sort the array. Line 110 prints the array.

## VOICE PROBLEMS

L. Moran of Crumlin, Dublin writes:

**Q** I own a Dragon 32 computer and am having terrible problems with the *Computavoice* program. I wonder if the Dragon users amongst your readers would send in a list of the words or sentences that they have made this program say. Why don't you have a page every week devoted to Microtips for all micros? By the way, how do I get hold of British stamps so that I can enclose s.a.e.'s to reply to classified ads in your magazine?

**A** Well, all you talkative Dragon owners? What's all this about a page for micro tips? We've got a whole magazine devoted to that subject at the moment.

What you need to enclose with your replies are International Reply Coupons available from any post office and valid in any country. (Guess who's a philatelist then?)

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 Phil Rogers 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.



# POPULAR Computing WEEKLY

## ★ CLASSIFIEDS ★

- ★ Popular Computing Weekly was voted magazine of the year by the C.T.A.
- ★ It is Britain's only weekly home computer magazine with a published Audit Bureau of Circulation sales figure.
- ★ It has a classified section that is now required reading for everyone with an interest in small micros, or who wants to buy or sell: SOFTWARE ★ UTILITIES ★ ACCESSORIES ★ SERVICES ★ HARDWARE ★ HIRING ★ CLUBS ★ RECRUITMENT ★
- ★ £5 per SCC semi-display, 20p per word lineage.
- ★ 6 day copy date.

**CALL DIANE DAVIS ON 01-437 4343 FOR AN IMMEDIATE QUOTE.**

Popular Computing Weekly, Sunshine,  
12/13 Little Newport Street, London WC2R 3LD



## COMPUTER SOFTWARE

We stock Joysticks, keyboards, etc & a large range of software for the Spectrum & other popular micro computers.

**SEE US AT THE BOLTON ZX—FAIR FOR £1 OFF ALL GAMES & HARDWARE**

Bring this ad to the Bolton ZX—fair to claim your free Jet-Set Willy Mansion map. Or alternatively, bring it to the shop to claim £1 off anything in the shop.  
BOLTON MICROFAIR, MAY 12TH 1984

**COMPUTER SOFTWARE, 203 STATION RD OSSETT, WEST YORKS. TEL (0924) 275899**

## *LB* Games — PO Box 410, Ascot, Berks SL5 0JA ALL PRICES INCLUDE POSTAGE AND PACKING

<b>COMM 64</b>			
Crazy Kong	£7.95	Dragon	£6.95
Goblin Towers	£8.95	Backgammon	£6.95
Frog Run	£4.95	Composer	£11.95
Kong	£6.95	Golf	£6.95
Hover Boyver	£6.95	Dragon Compiler	£11.95
Moby Dick	£6.95	Dragon Chess	£6.95
Zoom	£11.95	<b>ORIC 1</b>	
Ullsynth	£6.95	Johnny Reb	£5.95
Metro Blitz	£6.95	Two Gun Turtle	£5.95
<b>BBC</b>		Warlord	£5.95
Music Processor	£11.95	Hopper	£5.95
Boeb Art	£11.95	Invaders	£5.95
Graphics Pack	£7.95	<b>SPECTRUM</b>	
Music Synth	£7.95	Frog Run	£4.95
<b>ZX 81</b>		Kong	£4.95
Breakout	£3.50	Moon Buggy	£4.95
Castle	£3.50	Slap Dab	£4.95
Othello	£3.50	Missile Defence	£4.95
Phoenix	£3.50	<b>VIC 20</b>	
Dodgems	£3.50	Mini Kong	£4.95
Brick Stop	£3.50	Slap Dab	£4.95
Roman Empire	£3.95	Zak's Kingdom	£4.95
Warlord	£3.95	3D Time Trek	£4.95
		Frog Run	£4.95

QUICKSHOT II JOYSTICK £11.00

Catalogue available with over 1,000 titles — state hardware



**If you've ever been killed by the evil goblin, flamed by a dragon or turned to stone by a wizard...**

then you need Micro Adventurer — the new monthly magazine devoted to all microcomputer adventures, war games and simulations.

Each issue offers a wide range of stimulating features, including:

- Helpline and Contact columns
- Reviews of the latest adventures
- Competitions with exciting prizes
- War gaming advice
- Adventures to type in and play
- Profiles of famous adventurers
- Advice on how to write your own adventures

If all this sounds too good to be true then fill in the form below to make sure you receive your copy of Micro Adventurer.

### SUBSCRIPTION ORDER FORM

Please send me 12 issues (a year's subscription) of Micro Adventurer, beginning with the \_\_\_\_\_ issue.

Name \_\_\_\_\_

Address \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

This order should be accompanied by a cheque made payable to Micro Adventurer.

#### UK subscribers

A year's subscription is £10.00 — please send this form with payment to Micro Adventurer, Subscriptions Department, Oakfield House, Perrymount Rd, Haywards Heath, Sussex.

#### US/Canadian subscribers

A year's subscription at air-speeded rates is US\$33.95 — please send this form with payment to Micro Adventurer, c/o Business Press International, 205 East 42nd St., New York, NY 10017.





# CLASSIFIED

Semi-display — £5 per single cc  
Lineage — 20p per word

CALL DIANE DAVIS ON 01-437 4343 FOR SEMI/DISPLAY ADVERTISING

## GAMES SOFTWARE

### OMEGA SYSTEMS

#### DRAGON 32 PROGRAMS

**PONTOON** — For 1-4 players. Hi-Res card game, using full 32K. Twist, Stick or try from the Dragon Banker. Place your bets and try your luck.

Only £3.95 inc.

**MENU** — Why buy expensive disc drives? Try our menu driven tape and find any of our 8 FREE example programs in seconds!!! inc. Minichess, Grandprix, Blockbusters, Galactica, etc. Only £3.95

**OFFER** — Send us your own clear tape and pay only £2.95 each program. Prices inc. p&p. (add £1 p&p outside UK). Cheques/PO please to:

**OMEGA SYSTEMS**, 44 Curlew Road, Abbeydale, Gloucester, GL4 7TF

#### HORSE RACING ANALYSIS BY COMPUTER RATING METHODS

Be like the Professionals, do your own RATINGS with real confidence when you use this unique "METHOD". There's nothing to beat it, so, IT'S GOT TO BE YOUR BEST BET. Also included in this unique package is a very successful and easy Method for finding the most consistent "HORSE TO FOLLOW" plus a superb Staking Plan. Remember, you've nothing to lose but a lot to gain when you know "HOW".

Suitable for both FLAT & N/H and supplied on one cassette. Don't delay, write today for further information leaflet enclosing SAE to: CRM 14, Langdale Place, Newton Aycliffe, Darlington, Co. Durham, DL5 7DX.

**ZX81 16K H.R.G.** learning lab and manual. Flight Simulation games tape 2 and 4. £55 ono (eves.). Woking 61791.

**ATLANTIS ADVENTURE**, 48K Spectrum, explore Atlantis, find treasure, escape, m/c, £4.95. Cheques, P/O, payable to: Gamble, 7 Charnor Road, New Parks, Leicester.

**SPECTRUM 16/48K**, "Raquel" presents her games pack for ages 16 and over only (state age when ordering). Still only £3.50. I. Brooks, 17 Malvern, Coleman Street, Southend, Essex.

#### GO RACING WITH YOUR MICRO

Following up the runaway success of last year's racing forecaster, we present now for the 1984 flat season

#### COMPUNTA —

A tried and tested system tape contains data for all 34 principal courses: easy to use, no records to update for use in conjunction with any daily papers racing pages, £5.50 inc.

#### SUPAPUNTA

A specialist forecasting program, using information from:

#### SPORTING LIFE'S WEEKENDER PAPER.

Considers almost all variable factors, thus enabling development of user's own "system" £8.00 inc. Cassettes available now for Spectrum 48K, Dragon 32/64 (please state machine). Versions for other leading micros soon. S.A.E. for details of other software.

#### RED ROM DATA

72 Lambert Road, Grimsby, Lincs. DN32 0NR.

### TRADEWIND 48K SPECTRUM

#### COLOUR GRAPHIC ADVENTURE

Make a fortune sailing and trading in the coral islands. Risk your life among pirates and sharks! Avoid reefs, weather storms and outwit the local traders.

£5 on OUR cassette or £4 on YOUR microdrive cartridges

**WD SOFTWARE (P), HILLTOP, ST MARY, JERSEY, C.I.**

TEL: 0534 81392

**MINER OWNERS.** Unlimited men. Access to all twenty sheets, £1.00 each. (inc p + p). M. Colgan, 6, Chalfont Rd., Malahide, Co. Dublin, Eire.

#### £1,000 PRIZE

for the winner of

#### GOLDEN QUEST

REAL ADVENTURE PUZZLE  
MADDENING, HYPNOTIC, ADDICTIVE  
FOR 48K SPECTRUM

£7.50 (including p&p) from Marshallgate Ltd, 27 St Michaels St, Caldmore, Walsall, West Midlands.



**TWO COLOSSAL 48K SPECTRUM ADVENTURES.** Colditz Castle and The Wizard both for only £4.00. Cheques/PO's. Pat Denny, Park Cottage, School Lane, Easton, Wodbridge, Suffolk.

**MANIC DESIGNER:** Board of Manic Miner? Redesign all twenty levels. "Excellent" N.J. Shelley. Requires Spectrum Manic Miner. On special offer only £3.00. So hurry. Send (cheque/PO) to P & M Software, 16 Bridge Road, Park Gate, SO3 7AE.

**Q\*BERT. 48K SPECTRUM.** Fast M/ code action. Arcade features — superb colour graphics, balls, snakes, fleas, spinning discs, 3D pyramid, hi-score table, attract mode, brilliant sound effects. Fully animated. Cassette — £4.00. Microdrive cartridge — £9.00. J. Neighbour, 3 Harbour Wall, Bristol 9.

## COLOSSAL CAVE

The original mainframe adventure now on your 48K SPECTRUM for only

£4.50 (inc. p&p)

from

**G. WATSON (SOFTWARE)**

38, CUMBRIA CLOSE, HOUGHTON REGIS, BEDS. LU5 5RY

## SPECTRUM SOFTWARE

Jungle Trouble .....	£4.30	Bear Bowver .....	£5.51
Scuba Dive .....	£4.30	Code Name Mat .....	£5.51
Mr Wimpey .....	£4.85	Night Gunner .....	£5.51
Atic Atac .....	£4.87	Master Chess .....	£5.51
Handicap Golf .....	£4.87	Manic Minor .....	£5.52
Jet Pac .....	£4.87	Hungry Horace .....	£5.72
Jet Set Willy .....	£4.87	Chequered Flag .....	£5.87
Pool .....	£4.87	Ant Attack .....	£5.89
Test Match .....	£4.87	Black Crystal .....	£6.18
Trans Am .....	£4.87	Snooker (Visions) .....	£6.38

Free Delivery Cheques, POs to

**HARVEY'S**

**PO BOX 11, PURFLEET, ESSEX, RM16 1PH**

## CLASSIFIED ADVERTISING RATES:

Line by line: 20p per word, minimum 20 words.

**Semi-display:** £5 per single column centimetre, minimum length 2 cm. (Please supply A/W as PMT. Or supply rough setting instructions.)

**Conditions:** All copy for Classified section must be pre-paid. Copy date 7 days before publication.

If you wish to discuss your ad, PLEASE RING Diane Davis 01-437 4343.

## Here's my classified ad.

(Please write your copy in capital letters on the lines below.)


Please continue on a separate sheet of paper

I make this ..... words, at ..... per word so I owe you £ .....

Name .....

Address .....

.....

.....

Telephone .....

Please cut out and send this form to: Classified Department, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.



Make a **QUANTUM LEAP** today...  
Our 85 characters by 24 line screen  
can transform your SPECTRUM  
displays now!

### "MICRO-PRINT 85"

is an outstanding utility that lets you  
select from a choice of SIX character  
pitches in your screen and ZX printing.  
Either 85 characters-per-line,  
or 64 characters-per-line,  
or 51 characters-per-line,  
or 42 characters-per-line,  
or 36 characters-per-line,  
or 32 characters-per-line...  
Any pitch, any time, any place. Mix all  
six within any line. We even give you a  
COPY command for any 1-24 line  
group. "Micro-print" is incredibly  
versatile — nothing else comes close!  
The 16 & 48K cassette + Demo are £5  
(£6 export) from

**MYRMIDON SOFTWARE**  
PO Box 2, Tadworth, Surrey  
KT20 7LU.

### COMMODORE 64

This superb utility program will  
assist CBM owners to transfer their  
software from cassette to disk.  
Supplied on cassette with full in-  
structions. Send £4.99 to:

Clark Kent Software  
26, Northcape Walk, CORBY  
Northamptonshire, NN18 9DQ

### COMMODORE 64 DATA BASE

A versatile file creation  
program for the home and  
small business.  
Options include:-  
• Create  
• Display  
• Search  
• Update  
Cassette £5.95 Disk £8.95  
**JAGA**  
30 Chestnut Grove, Etwell,  
Derby. DE6 6NG

"**VU-FILE**" on Microdrive? Yes this  
basic and machine code program when  
added to your "Vu-File" enables it to  
operate with your Spectrum. Fitted with  
interface one and microdrive. Cassette  
and instructions £2.95. DraySoft 2,  
Bedford Way, Rugeley, Staffs

**SIMONS BASIC PROGRAMS** now  
available. "Horse Races" and "Home  
Base" £3.00. "High or Low" £3.00. Or  
all on one tape £5.00. Send to Paul  
Chapman 39, Shaw St, Bury, Lancs.  
BL9 7QD.

### HYPERSAVE - 64

Get the most from your Commodore 64  
Datasette. When saved with Hypersave,  
any program (Basic or M/code) will auto-  
matically and independently reload at 7  
times normal speed. An essential utility.  
Well documented machine code pro-  
gram, supplied on tape. Fast despatch.  
Cheque/P.O. £750 or S.A.E. full details  
to:

**DOSOFT (Dept. P)**  
2 Oakmoor Avenue  
Blackpool FY3 0EE

### MICRODRIVE?

CONVERT YOUR PROGRAMS  
USING "FRIENDLY FACE"

Cartridge O.S. included  
Cassettes £6.95 Cartridge £12.95  
Ready for use with **MASTERFILE**  
and **TASWORD TWO**.

Send SAE to:  
**MONITOR**, PO Box 442, NW7 2JF  
for details or tel 01-959 1787

**SPECTRUM 48K** Microdrive utility, dis-  
plays all file names, sector and file  
headers, sector distribution map, file  
integrity check. Menu driven, m/code  
£4.50. From Easyuse Software, 67

Arlott Crescent, Oldbrook, Milton  
Keynes, Bucks MK6 2RA.

**48K SPECTRUM WORD-  
PROCESSOR**. A low price simple to  
use program designed to show the  
principles of word processing in an  
educational context. In Basic to give  
those who want the opportunity to see  
how it works!! Fully documented £5.00.  
Kilsoft, 32 Briarlyn Avenue, Birchcliffe,  
Huddersfield. (0484) 31491.

### SOFTWARE

**SPECTRUM 48K** adventure. The Treas-  
ure of Meathos. 80K program in two  
epic parts. Save/Load facility. £5. Che-  
ques/POs, J. Copland, 70A Green  
Lane, Dronfield, Sheffield.  
**SPECTRUM COLOUR 16/48K** enables  
you to produce orange, pink, grey, etc.  
paper colours on your Spectrum for just  
£4. Cheques to K. T. Cheung, 42  
Bramfield Court, Queen's Drive, Lon-  
don N4 2XH.

### MONEYBOX

**PERSONAL ACCOUNTS  
PROGRAM FOR DRAGON 32**

A powerful, versatile and very friendly  
program to control your bank account,  
credit card, Building Society account  
etc, analyse your income and expenses  
forecast your bank balance, estimate  
your tax liability and much, more  
more.

Only £9.99 incl. From:  
**HARRIS MICRO SOFTWARE,**  
49 ALEXANDRA ROAD,  
HOUNSLOW,  
MIDDLESEX TW3 4HP.

**HOME ACCOUNTS**. Put your house in  
order! Probably home computings best  
use! Comprehensive coverage of bank  
accounts, credit cards, HP. Inbuilt  
accuracy check. Records all transac-  
tions. Protects cashflow for any period  
ahead. Available for CBM64 or Vic 20.  
£7.50 or free details from R. B. Com-  
puter Services (Dept CA), 2 Hazel-  
wood, Windmill Hill, Brixham, Devon.  
Tel: 080 45-55532.

### DEAR SOFTWARE RETAILER

As we all know software houses are  
having problems in selling products  
by mail order. NOW is the time to take  
DIRECT action. Let us offer you that  
chance NOW.  
**WALTHAMSOFT '84** on May 19th, a  
chance to sell DIRECT to the public at  
very reasonable rates. This could be  
your chance in '84 to take CASH.  
Phone David on 01-554 5039 or Irvin on  
01-554 3498 any evening between 7.30 &  
10.00.

HAVE A CHAT. BOOK A STAND.  
WITH LONDEX

**CREATING** writing and selling software  
helpful hints and ideas. Send £2 to Mr A.  
Shaw, 8 Yeadon Drive, Southowram,  
Halifax West Yorkshire

**FREE SOFTWARE CATALOGUE** —  
over 1000 titles, please hardware. L.B.  
Games, P.O. Box 410, Ascot, Berks,  
SL5 0JA.

### CLUBS

**SOFTWARE AND COMPUTER EX-  
CHANGE** for only £1.50. Tell us what  
you want and what you have to offer in  
exchange, no further cost involved.  
Send cheque/PO for £1.50, and en-  
close sae to: Software Exchange 84,  
Dept 3C, 8 Chesterman Street, Reading  
RG1 2PR. 28 Day Money Back  
Guarantee.

**75p A SWAP** (inc. Postage) at Inter-  
change — the software club for Spec-  
trum. Free membership. Send SAE to

Interchange, 17 Westminster Drive,  
Grimsby, S. Humberside DN3 4TT.

### BBC/DRAGON SOFTWARE LIBRARY

Why buy tapes when you can  
hire up to 7 for the same price.  
Membership fee £5. Tapes £1  
+ 23p p&p. Catalogue growing  
Write: E. Tucker,  
8 Springwood Estate,  
Grimston Rd, Sth. Wootton,  
King's Lynn, Norfolk.

### EDUCATIONAL SOFTWARE

**COMPUTERS WANTED** by adult  
education centre. Any makes but partic.  
16 and 48K Spectrums, BBC Model B  
and Acorns in good condition. Phone  
after 7pm 061 773 5035.

**CHEMICAL TABLES** on your 48K  
Spectrum. All the physical and  
elemental information necessary for  
GCE/CSE/SCE chemistry. Tape £5.00.  
S. Murdoch, 40 Balgonie Avenue,  
Paisley.

**EDUCATIONAL SOFTWARE** for 48K  
Spectrum. GCE, O/CSE physics. 6  
programs £6.50. Chemistry 6 programs  
£6.50; or both tapes £12. Thinktank, 35  
Wellington Road, Wimbledon Park,  
London SW19 8EQ.

### SPECTRUM 16/48K, ZX81

**INTELLIGENCE TUTORS & TESTS:**  
PROG (1) Mathematics, Number, Linearly, Estimates,  
Memory, Sequence, Spatial awareness £25  
PROG (2) Inference, Verbal, Association, Logic,  
Images, Dimension, Orientation, Analysis, Thinking,  
Learning £25  
**PARAPSYCHOLOGICAL TUTORS & TESTS:**  
PROG (3) Awareness, Premonition, Psychokinesis £25  
**TOTAL MENTAL POWERS PACKAGE**  
(3 → PROGS (1 → 3)) £50  
J. B. Paramount (B.Sc.), 5 Light Lane,  
Radford, Coventry CV1 4BQ

**CHEMISTRY EXAMS?** Alchemy is still  
the best for problem solving. 6 pro-  
grams and booklet for Spectrum or BBC.  
Send SAE for details. Alchemy Soft-  
ware, 78 Tweendykes Road, Sutton,  
Hull.

**PARIS METRO**. French language  
program about the Paris underground.  
Suitable for graded tests or tourists.  
Written by French teacher, £4. E.  
Thornber, 60 Angus Ave, Leigh, Lancs  
WN7 5DN.

**48K SPECTRUM**: Educational revision  
programs. GCE O/CSE Physics, Che-  
mistry, Biology, Maths, etc. £4.95  
each. For fullest details: Kilsoft, 32  
Briarlyn Avenue, Birchcliffe, Hud-  
dersfield. Tel: (0484) 31491.

**SPECTRUM MATHS PROGRAM**. 5-  
10 years. Covers four rules. Excellent  
graphics, sound, colour. Includes  
game. £3. T. Rhodes, 38, Big Green,  
Warrington, Peterborough. S.A.E. for  
details. Guaranteed.

### ACCESSORIES

#### BBC/DRAGON TOP QUALITY JOYSTICKS

at an amazingly low price  
**ONLY £9.95 A PAIR**  
including p&p.  
Easier to handle and faster than others costing  
twice as much  
Cheques/P.O.s to  
**PERITRON, Dept. PCW**  
21 WOODHOUSE ROAD, LONDON N12 9EN

**DUST COVERS**, soft PVC, Vic 20,  
Cmdr 64, £2.95; BBC, £3.95; Spectrum,  
£1.95; inc. p&p. Dreamcovers, 176  
Somerton Rd, Street, Somerset BA16  
5SB.

**PRINTER RIBBONS**, Seikosha  
GP100, £6; Epson MX80/RX80, £7,  
inclusive of VAT and postage. The Rock

Shop, Commercial Road, Tideswell,  
Derbyshire.

### SERVICES

#### MICROSERU

The home repair specialist in  
Scotland  
BBC, SPECTRUM, VIC 20 AND  
ALL PERIPHERALS. 3 MONTH  
WARRANTY ON ALL REPAIRS.  
**UNIT 4, Denny Workspace,**  
Denny, Scotland, FK6 6BW. Tel:  
Denny (0324) 853468

**COMMODORE REPAIRS**. By Com-  
modore approved engineers. Vic 20  
Modulators £6.50, Vic 20 from £14.50,  
CBM64 from £18.00, C2N from £7.00,  
printers, disc, etc. for more details write  
or tel: G. C. Bunce & Son, 36 Burlington  
Road, Burnham, Bucks. SL1-7BQ. Tel:  
(06286) 61696.

### FLIP SIDER

★ Enjoy the flipside storage capacity of  
your single sided discs.  
★ Send 1 or more disks securely held  
between 2 pieces of stiff card, in a  
Jiffy/Aircraft bag.  
★ No extra for double density disks.  
★ Enclose £1.50 per disk + 50p p&p.  
as PO, money order or cheque.

**75 Walton Road**  
**East Molesey, Surrey**  
**KT8 9RH**

**SEE Simon Stable's** special spring  
duplicating offer! CI-CIS from only 28p.  
Write or phone him today 086925  
2831.

**FED UP TYPING** long Spectrum pro-  
grams? Phone Canvey Island 682701  
(Saturday morning) and learn how to  
stop those aching fingers.

#### ZX81 & SPECTRUM REPAIRS ADD ON SPECIALISTS MOST COMPUTER COMPONENTS SPECTRUM REPAIRS £15

● 24 Hour postal service or  
While-You-Wait  
● Keyboard with spacebar —  
£46.00  
● Open 9 a.m. to 8 p.m. Mon-Sat  
**MANCOMP LTD.**  
Printworks Lane, Levenshulme  
Manchester M19 3JP  
Tel: 061-224 1888

**REPAIRS — ZX81 — SPECTRUM**  
out-of-guarantee repairs by our com-  
puter dept. Engineers have had three  
years experience servicing Sinclair  
computer products. Price including p&p  
ZX81 — £11.50; 16K Ram — £9.95;  
Spectrum — £18.75. Send with cheque  
or P.O. to: TV service of Cambridge  
Ltd., French's Road, Cambridge CB3  
3NP. Tel: (0223) 311371.

### SPECTRUMS SERVICE AND REPAIRS

MAIL ORDER OR CALL IN  
**HUGE**

selection of software and full  
range of accessories. SAE for lists.  
Enfield Communications,  
135, High Street,  
Ponders End, Enfield, Middx.  
TEL: 01-805 7434.

### THIS SPACE FOR SALE

**£15**

**TELEPHONE:**

**PCW CLASSIFIED**  
**01-437 4343 Ext 206**



# DATA DUPLICATION

M.G. Copies, Burntwood Walsall  
West Midlands WS7 0ES

High speed dedicated data duplication,  
printing if required. Prices from 28.  
57p (C15) per cassette incl library case.  
Write for your full price list or  
telephone Burntwood 75375 (24 Hrs).

**SINCLAIR REPAIRS.** Fast reliable service by qualified engineers. Prices include p&p. Spectrum £15, ZX81 £12. Cheque or PO to RA Electronics, 50 Kimberley Road, Lowestoft, Suffolk NR33 0TZ. Tel: 0502 66289.

# WANTED

**WANTED BBC B** good condition for approx. £300. Tel: Dunstable 64733 Ansafone.

**HIGH EARNINGS POTENTIAL.** Freelance programmer seeks software distributor for unique Spectrum business application. Enquiries to: CC Software, 131 Hicks Avenue, Greenford Middlesex.

# AQUARIUS

## GAMES PACKS FOR UNEXPANDED COMPUTER

### GAMES PACK 1

Snake, Masterguess, Symon, Bomber, Hi-Lo £4.95

### GAMES PACK 2

Collector, Blockad, Rocket Run, Minefield, Air Defence £4.95

### GAMES PACK 4 NOW AVAILABLE

Superslot, Golf, Invasion, Killer Sub, Survival £4.95

Cassette Recorder lead £1.95

We duplicate our own tapes to guarantee quality

WE ALSO SUPPLY ALL AQUARIUS PRODUCTS

## PROCESSOR LTD

A.O.S. House  
1 Willow Parade  
CRANHAM  
Essex RM14 1DZ

## BOOKS NOW IN STOCK

AQUARIUS AND HOW TO GET THE MOST.....£5.95

AQUARIUS PROGRAM BOOK.....£4.95

MAIL ORDER ONLY

SAE FOR FURTHER DETAILS

# DEALERS

## LANCASHIRE MICROS

ACORN/BBC, SINCLAIR, COMMODORE,  
ORIC, MEMOTECH, DRAGON + LYNX PERSONAL COMPUTERS.

We have a very wide range of software, books and accessories, including over 200 titles for the Spectrum alone. Send SAE for free list.

89 EUSTON ROAD,  
MORECAMBE  
Tel: 411435

**ATARI'S AT AMAZING MAIL ORDER PRICES** 800XL computer only £148.99, 800XL only £245.99, 1050 disk drive £289.99, and 1020 colour printer only £189.99 (including p&p) send your orders to: Paul's Cash & Carry, 88 High Street, Southall, Middlesex. UBI 3DB. (C.W.O.)

## BUSY B's COMPUTERS

91 Dearden Gate, Haslingden  
Rossendale, Lancs EB4 5SN  
Tel: 0706 215361

COMMODORE 64	£199.95
ORIC ATMOS (48K)	£170.00
VIC 20 STARTER PACK	£149.95
TAPE CASSETTES CBM	£44.95
DISK DRIVES CBM	£229.00
CURRENT SPEECH SYNTHESIZERS	£29.95
LIGHT RIFLES	£29.95
JOYSTICKS FROM	£9.95
PROGRAMMABLE JOYSTICKS	£24.95

# COURSES

**LET US HELP YOU  
TO LEARN TO PROGRAM**

Also Childrens holiday  
courses are available  
throughout the Summer

Ring: COMPUTER WORKSHOP  
on 01-318 5488

4 LEE HIGH ROAD, LEWISHAM,  
LONDON SE13 5LQ

# BOOKS

**BODY — POPPING**, break dancing. All styles of disco. Teach yourself. SAE for details: Dance Publications, 136 Monkhill Lane, Pontefract WF8 1RT.

# FOR SALE

**COMMODORE 64** + Joystick + Cassette deck + Manuals + £30 Software £180 o.n.o. Telephone Bracknell 51360 after 6.00pm.

**SWAP ADVENTURES** with longfield Exchange. Phone (0422) 831454 to indicate swap. We reply when swap arranged. You only pay then. Any machine, £1.25 cassette, £2.25 disk. **DRAGON 059** and Stylograph disks for sale. Cost £120 £80 ono. 01-302 9984. **TRIUMPH ADLER** Word processing printer with Apple II Interface, purchased Oct '82. Surplus to requirements. Offers by Tel: to: (0279) 446213

**TRS 80** Model 16, 128K. One 8" floppy, four printer ports, multi user system with unix, runs CPM. £1500 ono. Tel: 0474 26156 8pm-11pm.

**SPECTRUM 48K.** B/W portable tv, cassette, £80 worth of games, £30 worth of books, plus desk. £175. Tel. Witham 520251.

**LITTLE USED** four month old complete BBC micro model B, Cumana single disk drive, five disks including two acornsoft games disks, two tapes £650. Telephone (0482) 651257.

**ZX81 16K** plus 6 cassettes and literature £40. Aquarius only 3 months old £30. Telephone Ashted (Surrey) 77314 Evenings.

**SPECTRUM INTERFACE ONE**, microdrive, three cartridges, book, manual £85 ono. Tel Scarborough (0532) 351827.

**COMMODORE BARGAINS!!!** C64 £170. C2N Neg. 1541 disc/dr. £160. 1525 printer £140. Easyscript £40. All ono. All with pots of software, leads etc. All as new, guaranteed. Complete w/processor system: cost £840, sell for £540. Telephone James 01-703 7338 (eves).

**AQUARIUS** (unexpanded) software, sketch, paintbox, electric organ, keyboard, mastercode, alphamix. (On listings) £1.99 each. £9.99 the set. Oasis Software Freeport Northampton.

**SPECTRUM SOFTWARE** for sale. Manic Miner, Zzoom, Ah Diddums, chess, compiler and The Hobbit. Open to offers. Phone Ilchester 840320 after 5.30pm.

**ZX MICRODRIVE** and interface 1 plus 7 cartridges including demo £100. ZX printer and 8 rolls of paper £30. Tel: Bradford 577424.

**DRAGON 32** Boxed, good condition, 2 j/sticks, books, Club magazines £100. S/ware will sell £160. Tel: Dunstable 64733 Ansafone.

**DRAGON 32 BOXED** as new, plus Dream Assembler and I/O port. £150 complete with manual, leads, etc. Tel: Chelmsford 84973 evenings.

**VIC 20** plus many accessories, software, etc. Phone for details. Swap for BBC B with/without software. Tel: 0325 314997.

# DUPLICATION

Dear Reader, my name is Simon Stable. I specialise in real-time data-duplication for most cassette based micros. Disc copying for BBC 40/80 (protection available) Dot-matrix printed labels/ blanks. Blank cassettes.

FAST  
THROUGHPUT  
P.L. FREEPOST, 48 WESTEND, LAMTON, OXON OX8 012

# RECRUITMENT

10	LD	HL,#4000
20	LD	BC,#1800
30	LOOP;	A,(HL)
40	XOR	# FF
50	LD	(HL),A
60	DEC	BC
70	INC	HL
80	LD	A,B
90	OR	C
100	JR	NZ,LOOP
110	RET	

*If you can understand this we would  
be interested to see any games you  
have written!*

**Unit 7, Larchfield Estate,  
Dowlish Ford, Ilminster, Somerset  
Tel: 04605 5161**



Access

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

**Call  
Diane  
Davis  
on  
01-437 4343**

BARCLAYCARD  
VISA

## FOR HIRE

**HIRE A COMPUTER** from ZX81 upwards for a week or a year. We also buy and sell second-hand computers, magazines and books. Business and Computer Services, 294a Caledonian Road, London N1 1BA. Tel: 01-607 0157.

## HARDWARE

**Replica Blank Firing Colt 45**  
Automatic As used by US army, ideal stage prop with ammo. £4.75 carriage 50p

**Replica 44 Auto Magnum**  
the gangsters favourite with ammo £4.35 carriage 50p

Another collectors item. **Remington 1874 Army Revolver** all metal, with blanks. Black. £6.20. Gold finish £7.20 carriage 50p  
Ideal for video film making. Mail order only.  
Send cheques or PO to: Razzamattazz, 80 Selhurst New Road, London SE25

## CBM 64 — VIC PRINTER for only £79.90

"Very good — and good value too" Commodore User Review Dec 1983 PROBABLY THE WORLD'S CHEAPEST VIC-64 PRINTER, but better print quality than printers 3 times the price! Put the superb ALPHACOM-32 Printer on your VIC-64 using the SOFTEX PRINTERFACE

Printerface alone only	£20.95 full incl
Alphacom system complete	£79.95 full incl
Vic wordprocessor package only	£3.95 full incl

(64 version T.B.A.)

- Alphacom-32 printer already established in W. H. Smiths, John Menzies, RRP £99.95.
- NOT A PLOTTER, but a fast dot matrix printer
- Prints in blue or black on economical white paper (costs 1.2p per foot)
- Very robust and hardwearing! Gives consistent high quality print.
- Silent but fast: up to 90 characters per second.
- 64 column printer with superb formatting facilities.
- Excellent high resolution graphics.
- Operating commands same as Commodore VIC-64 printer.
- Works on Sinclair's ZX-PRINTER (Needs ZX-Power supply - £3.95 full incl)
- FAST DELIVERY — FRIDAY BACKUP

**SEND ORDER/ENQUIRIES TO:  
SOFTEX COMPUTERS,  
Dept W2, 37 Wheaton Rd, Bournemouth  
BH7 6LH. Tel: 0202 422028.**

## MAGAZINES



## 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 £10 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.

## Computer Swap 01-437 4343

Free readers entries to buy or sell a computer.  
Ring 01-437 4343 and give us the details.

## Spectrums for sale

**LOADS OF MAGAZINES**, including P.C.W. H.C.W., Sinclair user, Sinclair Programs, your computer loads of listings, hints, tips and reviews, also jet

pack cassette. Ideal for Spectrum owner, £16. Tel: 01-968 7556 anytime.

**FOR SALE FOR ZX SPECTRUM**, Cheetah 32K Ram pack plus Jetpac, Quest, Light Cycles, Space Intruders, Train Game, Trans Am, AH Diodums, 3 Deep Space, Hobbit monitor, Logic 3, £80 including delivery. Mr A. Hagler, 60A Hartoft Road, Hull HU5 4LS, N. Humberside.

**SPECTRUM SOFTWARE**, Maniac Miner with extra codes, Mirrosoft, quick thinking, £8 pair. Will separate jetset Willy, £4.50. Spectrum power supply, £5 plus postage, Liphook 723635. **SPECTRUM SOFTWARE** swap or sell Hobbit plus "Playing Hobbit" book. Pitman 7, 3D Tunnel. Invisible Island. Key File Greedy Gulch. Everest Ascent. Heathrow ATC. Planet of Death, Valhalla, 01-789 1519 after 5.30pm. Bob. **SPECTRUM SOFTWARE**, £2. Pastimes 1, Pastimes 2, games 4, £2.50. 3D Tanx, Meteor Storm, £3.50. Omega Run, swap any 2 for either Trashman, Copename Mat, Bear Bovver, Olympiomania Pogo, Pi-balled, Adventure 'E'. Phone (0287) 32561 after 4pm.

**SPECTRUM SOFTWARE** for sale. Valhalla boxed with manual, £10. Horace & Spiders, £3. 2 manuals (Spectrum), £2 each. Send to 1 Windmill Road, Walkden, Worsley, Manchester M28 5RP.

**BRAND NEW CURRAH SPEECH UNIT** and software to swap for ZX printer or will separate speech unit for sale for £25. Tel: 061-223 3614 after 4.30pm. Ask for Paul.

**SPECTRUM 48K** + printer + case + 50 games + book. Excellent condition. Swap for Commodore 64 and tape unit or sell for £200. Tel: Cardiff 796188.

**SPECTRUM 16/48K DATABASE**, specifically designed to store your high scores, menu driven easily adaptable. Send £1.50 + SAE to: D. J. Morris, 19 Park View Drive, Cashes Green, Stroud, Glos, GL5 4NQ.

## Ataris for sale

**ATARI 400 16K**, basic cartridge 2 joystick, paddles and music composer cartridge, £135. Tel: 01-674 0201. Peter. Eves.

**ATARI 400 16K** with program recorder plus joysticks and manuals, only 4 months old, bargain at £100 o.n.o. Please telephone Sevenoaks 454527. Still under guarantee.

**ATARI VCS** for sale with 5 games, Pacman, Asteroids, ET etc, £85, or swap for 16K Spectrum. Enquiries to Chris Simpson, 7 Bairstow Road, Towcester, Northants (all enquiries replied).

**ATARI 400 48K**, basic, 410 program recorder, £140, 6 cartridges, 3 cassettes, 9 disks (currently £413). Separate or £160 the lot. Tel: Chelmsford (0245) 269030.

**ATARI VCS** for sale with 7 cartridges including Asteroids, Pacman Missile Command, price £100 o.n.o. Phone: Palmont 715463.

**ATARI VCS** plus 6 cartridges including StarMaster, Pacman, Indy 500 system, housed in wooden console with dust-cover, superb condition, only £85, also ZX 81, £25. Tel: (01) 319 1572 after 5pm.

## Tandys for sale

**TANDY CGP-115 PRINTER**, with BBC Interface, as new. Money needed forces sale. Only purchased one month ago. BBC games, Killer Gorilla, Planetoids, 747, Chess, originals, £5 each. Tel: Coventry 614924.

**TANDY MODEL I LEVEL II**, 48K expansion, VDU, disk controller, two floppy disc drives, Centronics printer, Inter-

face, several computer books, £350. Tel: Wolverhampton 759122.

**TANDY TRS 80 Model I Level II**, green screen monitor, cassette recorder, several game and utility tapes, only £250 (o.n.o.) Phone: Guildford (0483) 63326.

## ZX81s for sale

**ZX 81** with 16K Ram pack, all leads included, £25 o.n.o. Tel: 01-998 9499 after 4.30pm.

**ZX 81**, 16K 7 games cassettes in a protector box. £35. Tel: Montrose 72269 (Scotland). S. Govan after 4.30pm.

**ZX 81**, 16K + overlane keyboard. Also lots of s/w, £45. Tel: Braintree 23756 after 5pm.

**ZX 81**, 4K added memory, £15. Tel: Farnham Common 2789.

**COMPUTER ZX 81**, 16K keyboard, £50. S/w, v.g.c., (Hatfield) 65300 after 4pm.

**ZX 81**, 16K Ram pack with 11 games, 2 books, manual, leads and boxed for £25 o.n.o. Phone: 01-348 3308.

## Commodores for sale

**CBM 64 SOFTWARE** on disc and cartridge. BC Basic/Buck Rogers/Choplifter/Pacman/Pogo Joe/Shuttle/Sammy Lightfoot and many others. Worth £350. The lot for £150. Phone Maidstone (0622) 832020.

**VIC 20, C2N Cassette Unit**, 32K switchable Ram pack, £220 software, 6 books, worth over £420, sell £200 ono. Tel: Orpington 37249.

**COMMODORE 64** Software, Falcon Patrol, Revenge of the Mutant Camels, Pipeline, Gridtrap, Creators Revenge. All originals. £4 each. Doncaster (0302) 61672 after 6pm.

**COMMODORE SUPER EXPANDER**, £26 as new. Many magazines. Popular Computing Weekly, Many issues. Your Computer, back issues. Comp and video games. Prices negotiable. Tel: Northwich after 4.30pm, 782475.

**VIC 20 SOFTWARE**. Arcadia, Frantic, Scramble, Gridrunner, Panic, Mini-Kong, Frogger, Puckman, Orbis, Amok, Alien, Blitz, Crawler, Multitron, Cavern Fighter, Space Rescue. All originals. £3 each, £40 lot. Contact Max on 0272 28672.

**VIC 20 C2N**, Joystick, 16K switchable ZX Printer and Interface, Speech Synthesiser, £700 of software including Llamasoft, Imagine and Anirog books and magazines. Sell for £250 or swap for CBM 64 and accessories. Tel: TB 2458 after 5pm.

**FOR SALE OR SWAP**. Vic 20 plus cassette and joystick and s/w. All boxed. £120 ono for Spectrum 48K. Also books for Vic 20. Tel: Codsall (09074) 3956 any time.

**COMMODORE 64**, 1701 Monitor, 1541 Disc drive, C2N unit, 1515 printer, books, games and joysticks. Cost over £1,250! Yours for only £500 the lot! Tel: (0424) 420345.

**VIC 20**, 4 slot switchable motherboard, £20. Jetpac £4.50. Bewitched £4.50. Skyhawk £5. Escape MCP £4. Pirate Cove £6. Mission Impossible £6. Country Garden £6. Telephone 0283 219202 after 6.30pm.

**LARGE NUMBER VIC 20** Games for sale at very low price since I've already sold my computer. Phone 01-460 3171 for details after 5pm.

## For sale

**48K ADD ON** for £22. Hardly used. Gerrards Cross 88771.

**48K ORIC I** and all manuals, leads and 14 s/w cassettes. £120 ono. Tel: 01-840 3945.



**SIMON'S BASIC** for Commodore 64, £35 ono. Tel: 01-881 2525 after 7pm.  
**CB FIDELITY 2000** and all accessories. Sell for £50 or willswap for hardware for CBM 64, and games will pay for originals. Tel: 01-958 8643.

**ORIC 48K** Cassettes for sale. Chess, Zodiac, Oric Flight, £3 each or 3 for £8. 4 Loraine House, Acre Lane, Wallington, Surrey SM6 7NX.

**SPECTRUM KEMPSTON** Joystick with interface. New at Christmas, unwanted gift £19. Software Ometron 48K £4.50. Tel: 0483 39660.

**WALTERS MICROSYSTEMS** printer model WM2000 and screen dump programme. Unused. Recommended for use with BBC Micro. £350 ono. Phone 021 458 3637 evenings only.

**TRS-80 COMPUTER 16K**. Only 5 months old. Complete with 2 games and manuals, etc. Cost??? £100 ono. Tel: 0474 58144 evenings only. Ask for Ian.  
**LIGHT PEN** for any issue or memory Spectrum includes Interface and software to run. Cost??? £20-£25 ono or exchange for software. Tel: 0474 61668. Ask for Ian, evenings.

**ORIC I 48K** and software, worth £70. Also book. cost £220. Sell for £90. Tel: Stafford (0785) 211445 after 4pm.

**JUPITER ACE FORTH** computer with Video Interface, £45. 9in b/w video monitor. £35. Both for £75. Tel: Guildford 573134.

**MICRODRIVE**, 48K Spectrum, Interface I. Software: Chess, 3D, Assembler, Disassembler also Eprom board with monitor. Microdrive and software as new. £180. Tel: Watford 23570 evenings.

**LYNX 48K** plus £35 software. £175 ono. Help, insolvent! Tel: Windsor 67764.

**ORIC I 48K**. Still under guarantee and good condition plus £100 of s/w. £130. Tel: 0572 3193.

**SPECTRUM S/W** for sale. Many top titles, all at knocked down prices. Towcester 51202.

**JET PAC, COOKIE**, Trans Am, Ant Attack, £18. Hobbit, Valhalla, Black Crystal. £20. Tel: Notts 256062.

**FULLER MASTER UNIT** for sale. £45 or best offer. Luke Roberts, 90 Oxford Gardens, London W10. Tel: 01-960 1278 and ask for Luke (after 6pm).

**SPEECH SYNTHESISER** for Oric I, £30. Also 150 plus computer mags. Offers around £25? Also 30 x 2708 Eproms and 15 x CPU's/Peripherals inc 6802/6821 (all used) offers £25? Andy 0602 818176 after 5pm.

**ORIC I 16K** plus leads, manual and software, including Ultra, Hopper, Invaders, Centipede, Harrier Attack and many more. All for £60 ono. Phone 02612 2367 after 6pm weekdays, any time at weekend.

**VALHALLA**, Lunar Jetman, Atic Atac, Zoom, Fifth, ETX, Train Game and other originals. Swap or sell. Send list to: Antonio Sole, Flat 3, Carrick Court, Port Mary, Isle of Man.

**FOR SALE OR SWAP** over 100 Spectrum titles, also wanted Jetset Willy to buy or swap. For further details send SAE to Simon, 9 Cohen Close, Arnold, Nottingham NG5 6RL.

**ORIC I 48K**, 10 months old, plus £70 of software and 3 books and manual worth £220. Sell for £140. Tel: 061 633 1341.

**SHARP MZ80A** includes tape deck and monitor. Hardly used. Boxed with manuals and £75 worth of software for only £380. Uckfield, Sussex. Tel: Uckfield 2097.

**MICRODRIVE AND** Interface I plus two cartridges with games and utilities £135 ono. Tel: Witcombe 3968.

**CASED PSUS 5V20A**, dual 15v5A; ABS computer cases; built 16K dynamic Ram board; unused 6821, 6522,

## Wanted

**SPECTRUM** games to swap or sell including many titles. Call: 01-937 1811. Robert.

**DRAGON PROGRAMS** to swap. Phone 04626 5521 after 4 pm

**SWAP SPECTRUM SOFTWARE**. Many new titles including Pogo, Hurg, Trashman, Pedro. Call John after 6 pm on 01-476 8884.

**SWAP CBM 64** "Lord of Time" adventure for any other Level 9 or Digital Fantasia Adventures. Will sell (£6). Also swap/sell Siren City (£5), O-Level Physics (£5). Tel: (2199) 78159 after 4 pm

**SWAP CHESS CHALLENGER** voice computer for any 32 or 48K computer and player. Tel: 01-508 7096.

**WANTED:** Reel to reel, offers around £50. Ring 699 5354 after 4 pm  
**WANTED!** 48K Spectrum or Dragon 32 desperately as little software as possible. No tape units. Willing to pay up to £90. If interested phone Ammanford 5644.

**VIC 20** games to swap, titles include Avity, Asteroids, Arcadia and lots more. Tel: (028) 28554 after 5 pm

**ORIGINAL** software wanted. Send de-

tails to Tony, 23 Egerton Road, South Chorlton, M21 1YP. If you send tapes you must accept my price, none returned. Will give fair price!

**SWAP ELECTRON SOFTWARE**. Phone Harpenden (05827) 5232. After 5 pm Ask for Ian.

**ZX-80** Wanted. If still in cupboard, send proposition to R. Betz Chemin du Moulin 38, B-1328 Ohain, Belgium. State if computer still working; postage paid.

**SWAP THE QUILL** adventure designer for scrabble or H.V.R.G. Telephone: 01-556 1874 anytime.

## Diary

Event	Venue	Dates	Admission	Organisers
Midland Computer Fair	National Exhibition Centre Birmingham B40	May 4-6 10.00am-6.00pm May 7 10.00am-5.00pm	£2.50 adults £1.50 children	Reed Exhibitions, Surrey House, Throwley Way, Sutton, Surrey 01-643 8040
Linslade Middle School Fair	Linslade Middle School Mentmore Road Leighton Buzzard	May 6 11.00am-4.00pm	60p	Linslade Middle School, Leighton Buzzard (0525) 381664
Walthamsoft 84	Main Exhibition Hall Waltham Forest Technical College Forest Road, London E17	May 19 10.00am-5.00pm	£1.00	Waltham Forest Technical College 01-554 5039
Apple 84	Fulcrum Centre Slough	May 24-25 10.30am-5.30pm May 26 10.30am-4.30pm	£2.00 on door (free tickets in advance from organisers)	Database Publications, 68 Chester Road, Hazel Grove, Stockport 061-456 8383
5th International Commodore Computer Show	Novotel Hammersmith, London	June 7-8 10.00am-6.00pm June 9 9.00am-5.00pm	£2.00 adults £1.00 children £3.00 family ticket	Granard Communications, 4 Babmaes St, London SW1 01-930 6711
The Computer Fair	Hall D Earl's Court London	June 14 10.00am-6.00pm (trade and press only) June 15-16 10.00am-6.00pm June 17 10.00am-5.00pm	£3.00 adults £2.00 children & OAPs	Reed Exhibitions, Surrey House, Throwley Way, Sutton, Surrey 01-643 8040
Micro Trade 84 (Trade only)	Barbican London	July 4-6 10.00am-6.00pm	Free	Montbuild Ltd, 11 Manchester Sq, London W1 01-486 1951
Electron and BBC Micro User Show	Alexandra Palace London	July 19-21 10.00am-6.00pm July 22 10.00am-4.00pm	£3.00 adults £2.00 children	Database Publications, 68 Chester Rd, Hazel Grove, Stockport 061-456 8383
Personal Computer World Show	Olympia 2 Hammersmith Rd London	Sept 19-22 10.00am-7.00pm Sept 23 10.00am-5.00pm	Not yet fixed	Montbuild Ltd 11 Manchester Sq, London W1 01-486 1951
5th International Commodore Computer Show	Leeds Exhibition Centre, Queens Hall Leeds	Sept 27-28 10.00am-6.00pm Sept 29 9.00am-5.00pm	£2.00 adults £1.00 children £3.00 family ticket	Granard Communications, 4 Babmaes St, London W1 01-930 6711
Computer Graphics 84 (over 18s only)	Wembley Conference Centre, London	Oct 9-10 10.00am-6.00pm Oct 11 10.00am-4.30pm	£5.00	Online Conferences, Pinner Green House, Ash Hill Drive, Pinner, Middlesex 01-868 4466
ZX Fair	Bolton Sports Centre Bolton Lancashire	May 12 10.00am-5.00pm	75p adults 50p children	Northern Premier Exhibitions 16, South Parade, Pudsey, West Yorkshire 0532 552854



## FLIGHT AREA

*Battle Flight* is a flight simulation program for the Oric and Atmos—one of very few for the machine. It looks very sophisticated including four different kinds of graphics display — the airfield, flight area map, 3D of runway on landing and views of approaching aircraft.

The big problem with flight simulation programs that attempt to genuinely simulate a real aeroplane is the large number of controls required, which in the case of machines like the Oric and the Spectrum means a vast number of different keys to press.

This fact, in conjunction with the natural complexity of flying a plane, means that all early attempts at computer flight are likely to result in major crashes.

Still, it's worth persevering if only for the genuine pride you'll feel if you manage to fly a few miles. Up, up and away.

<b>Program</b>	<i>Battle Flight</i>
<b>Price</b>	£4.95
<b>Micro</b>	Oric/Atmos
<b>Supplier</b>	Stour Computing 16 Old Bridge Road Bournemouth

## PAINTED

Through the long passing years echoes of *Amidar* still abound — this time it's a version for the BBC B and is retitled *Crazy Tracer*.

For those who don't know the game it involves moving a paint wheel around a screen trying to complete the outlines of squares to win points. You are chased by the inevitable bugs that object to your having this harmless good time.

The second screen — awarded if you paint in all the rectangles on the first, continues the theme but this time you must paint in the rectangles in one go otherwise you run out of paint and have to go back for more.

It is, of course, totally unoriginal but therefore retains the addictive power of the authen-

tic version. I'm surprised Acornsoft are not afraid of being sued.

<b>Program</b>	<i>Crazy Tracer</i>
<b>Price</b>	£9.95
<b>Micro</b>	BBC B
<b>Supplier</b>	Acornsoft 4a Market Hill Cambridge CB23NJ

## FOLLOW SUIT

*Bridge Player II* is a souped up version of *Bridge Player I* (surprise surprise) which is the only Bridge playing program I've seen on any micro.

My personal knowledge of Bridge amounts to the fact that in some places it's a bit like whist which I learnt on my grandmothers knee — I never got any further with Bridge because I didn't have a suit.

Nevertheless after a full and frank discussion with several of my colleagues who do have suits I can offer you their comments.



These seem to be extremely favourable: "the fact that the computer completely reshuffles for each hand is a big plus point" "very good but bids conservatively". It knows something called Acol and won't allow you to make stupid moves. A must for Spectrum owning Bridge players everywhere.

<b>Program</b>	<i>Bridge Player II</i>
<b>Price</b>	£8.95
<b>Micro</b>	Spectrum
<b>Supplier</b>	CP Software 2 Glebe Road Uxbridge Middlesex UB82RD

## Pick of the week

*The Greedy Dwarf* is a BBC Text adventure from Goldstar which features, among other things, the most complex language analysis I've seen since *The Hobbit*.

Aside from the usual Verb Noun combinations — Take Rabbit, Kill Frog etc, the program includes a wide range of adverbs and adjectives necessary to master the adventure, example sentences include 'Carefully drop the flask of liquid, please' and 'shout Help' (which is what I usually end up doing.)

The objective of the adventure is to recover the king's stolen gems from the dwarf Arfa who stole them. This means venturing into a maze of catacombs. The program to make me suspect we'll be hearing a lot more of this program.

## SHOUT HELP!



<b>Program</b>	<i>The Greedy Dwarf</i>
<b>Price</b>	£9.95
<b>Micro</b>	BBC
<b>Supplier</b>	Dorling Kindersley Software 1-2 Henrietta Street London WC2E 8PS

For sports fans it should be a lot of fun. A Commodore 64 version is expected.

## GOLD MEDAL

*Olympics 83* is a beautifully packaged program for the Spectrum 48K from Storm Software. It is not an arcade game but rather a vast interactive database of Olympic facts and figures.

The package consists of three parts, two cassettes and a substantial booklet. The idea is that you can use the database to analyse various aspects of past performance in the games — the program includes, for example, every gold medal winner since 1896.

For such a specialised package the commands available for use of the data are very complex indeed — almost a language eg. EVENT = DISCUS > TYPE = MEN > HISTORY means find all the results in the men's Discus events.

Other commands will produce a pictorial representation — of medals won by each country for example. The second tape allows for very much the same thing but allows you to enter the results as they happen in this year's games.

<b>Program</b>	<i>Olympics 84</i>
<b>Price</b>	£14.95
<b>Micro</b>	Spectrum
<b>Supplier</b>	Storm Software Winchester House Sherborne Dorset DT94DL

## MARAUDERS

If I knew what distinguished a great game from a lousy one I'd make a fortune. *Fire Ant* is basically a dodge obstacles maze type game but far from being tedious and boring it's excellent.

You are an ant (a harsh judgement perhaps, but there you are) and your one task in life is to rescue the Queen ant from an army of scorpions (antist?). This involves finding your way through a series of mazes and munching through walls.

Obviously one element in the game is avoiding marauding scorpions, but what makes the game particularly successful is the way — like *Manic Miner*, some of the screens require some logical thought to



# New Releases

mastered it isn't merely speed of reactions.

Technically there's nothing amazing here but if the game is enjoyable and addictive, which it is, this is hardly relevant.

**Program** *Fire Ant*  
**Price** £7.95  
**Micro** *Commodore 64*  
**Supplier** *Mogul Communications*  
90 Regent Street  
London W1R 5PT

## ANIMATED

*Matrix* Jeff Minter's follow up to *Gridrunner* is now available, via Llamasoft's arrangement with Salamander, for the Spectrum.

Salamander have produced versions of several of Jeff's games and whilst all have retained the high speed appeal of the originals none have been particularly well programmed — were it not for the sheer brilliance of the game design they would look absurd placed against an Ultimate offering.



With *Matrix* things are looking up. The speed of the original is maintained but here Salamander seem to have done an especially good programming job — characters are animated and the game has 20 levels of varied but intense action.

**Program** *Matrix*  
**Price** £6.95  
**Micro** *Spectrum*  
**Supplier** *Salamander Software*  
17 Norfolk Road  
Brighton  
East Sussex  
BN1 3AA

## NEW OWNERS

Recently Prentice Hall released a tape called *100 programs for the Spectrum* — now they have done the same for the Electron.

In the Electron's case there may be a greater need for such a package — it's a much more recent machine than the Spectrum and consequently has a newer ownership, more likely to be looking for a lot of programs quickly.

As I have said before, 100 programs for just over £10 means that none of the programs are marvellous, although some of them could be used as building blocks for larger, more substantial programs.

**Program** *100 Programs for the Acorn Electron*  
**Price** £11.50  
**Micro** *Electron*  
**Supplier** *Prentice-Hall*  
66 Wood Lane End  
Hemel Hempstead  
Herts  
HP2 4RG

## HIDEOUS DETAIL

*Maziacs*, a game which was considered a classic on the ZX81 is now available on the Commodore 64. It is closely related to the Spectrum version that was released last year — being issued by the same company DK'Tronics.

The idea of the game, which in many ways anticipated the *Atic Atac* style graphic adventures that are now so familiar, is to fight your way through a maze to a treasure chest. Hindering your way is an army of strange spidery creatures portrayed in sickeningly hideous detail, you can fight them if you have a sword and if you have the strength (did you find enough food?)

The other big problem is that you only get a brief indication of whereabouts the gold is hidden and have to memorise as much of the map as possible — the exception to this being provided by wretched prisoners who are strung up along the route, who can point you in the right direction.

**Program** *Maziacs*  
**Price** £6.95  
**Micro** *Commodore 64*  
**Supplier** *DK'Tronics*  
Unit 6, Shire Hill  
Industrial Estate  
Saffron Walden  
Essex CB11 3AQ

## EERIE APPEAL

*Battlezone* was one of the classic arcade games. It used three dimensional line graphics in a tank versus tank game of tactical warfare.



tanks (done for memory reasons) actually gave the whole game an eerie appeal.

*3D Tankzone* for the BBC does justice to the original, using high resolution wire graphics to create the same effects. That said, the structure of the game is pretty simple — shoot anything that moves but don't get shot.

**Program** *3D Tankzone*  
**Price** £8.95  
**Micro** *BBC*  
**Supplier** *Dynabyte Software*  
31 Topcliffe Mews  
Wide Lane  
Morley  
Yorks

## SUBTRACTION

Mirrorsoft have issued the next batch of original software following a well received initial batch. The two games *Count with Oliver* and *Look Sharp* are both educational aimed at the younger age ranges.

*Count with Oliver* teaches counting combined with colour recognition in the first part,

entitled *Toyshop* and teaches subtraction in the second section — *Lollipops* — as Oliver gradually stuffs himself (growing visibly fatter all the time.)

Although there is nothing very staggering here in terms of approach, what Mirrorsoft are doing consistently right is using the Spectrum's graphics to the full.

**Program** *Count With Oliver*  
**Price** £7.95  
**Micro** *Spectrum*  
**Supplier** *Mirrorsoft*  
Holborn Circus  
London EC1P 1DQ

## ROLE PLAYING

*Sunken City* is a graphic adventure for the Dragon 32. It is single key press, role playing, in style with your task within the game being to discover a legendary *Sunken City*.



The game appears to be in Basic with only around five different commands available, which probably makes the game unsophisticated by current standards. But the proof is in the pudding...

**Program** *Sunken City*  
**Price** £7.95  
**Micro** *Dragon 32*  
**Supplier** *Slik Software*  
19 Sancroft Street  
London SE11 5UG

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.



## Spectrum\*

- 1 (2) Jet Set Willy (Software Projects)
- 2 (1) Atic Atac (Ultimate)
- 3 (3) Chequered Flag (Psion)
- 4 (5) Hunchback (Ocean)
- 5 (6) Flight Simulation (Psion)
- 6 (4) Scuba Dive (Durrell)
- 7 (7) Pogo (Ocean)
- 8 (9) Cyrus IS Chess (Intelligent)†
- 9 (8) Lunar Jetman (Ultimate)
- 10 (-) Alchemist (Imagine)

\*All 48K except where noted. †16K.  
(Figures compiled by WH Smith and Son, London)

## BBC\*

- 1 (-) Killer Gorilla (Program Power)
- 2 (4) Chuckie Egg (A&F)
- 3 (3) Daredevil Dennis (Visions)
- 4 (2) Fortress (Pace)
- 5 (5) 3D Space Ranger (Microbyte)
- 6 (-) Dodgy Dealer (Computer Consultants)
- 7 (-) Dambusters (Alligata)
- 8 (1) Mr Wimpy (Ocean)
- 9 (7) Snooker (Visions)
- 10 (-) Cyclon Attack (A&F)

\*All model B  
(Figures compiled by Micro Management, Ipswich 0473 59181)

## Atari

- 1 (-) Zaxxon (Datasoft)
- 2 (3) Slinky (Cosmi)
- 3 (1) Warlock (Calisto)
- 4 (2) Rally Speedway (Adventure International)\*
- 5 (6) Saga 4 Voodoo Castle (Adventure International)
- 6 (-) Aztec Challenge (Cosmi)
- 7 (-) Savage Pond (Starcade)
- 8 (9) Saga 5 The Count (Adventure International)
- 9 (8) Enchanter (Infocom)†
- 10 (-) Time Warp (English Software)

\*Cartridge †32K disc ‡48K disc  
(Figures compiled by Calisto Computers, Birmingham 021-832 6458)

## Books

- 1 (1) Disc Systems for the BBC Micro, Sinclair (Grenada)
- 2 (-) Commodore 64 Programmers Reference Guide, Commodore (Commodore)
- 3 (-) Mastering Machine Code on the ZX Spectrum, Baker (Interface)
- 4 (3) Interfacing Projects for the BBC Micro, Smith (Addison Wesley)
- 5 (-) Child's Guide to the BBC Micro, Dewhurst (Cambridge)
- 6 (2) Mastering the Commodore 64, Jones and Carpenter (Horwood)
- 7 (8) 68000 Assembly Language Programming, Kane and Leventhal (Osborne)
- 8 (7) Advanced Graphics with the BBC Microcomputer, Angell and Jones (Macmillan)
- 9 (5) Introducing Logo, Allan (Pitman)
- 10 (-) QL Companion, Allan (Pitman)

(Figures compiled by Watford Technical Books, Watford (0923) 23324 Prestel 28844)  
(Last week's position in brackets)

## ZX81\*

- 1 (2) Fantasy Games (Psion)
- 2 (5) Space Raiders (Psion)
- 3 (1) Mothership (Softsync)
- 4 (7) Scramble (Quicksilva)
- 5 (5) Flight Simulation (Psion)
- 6 (8) Invaders (Quicksilva)
- 7 (3) Space Raiders (Psion)
- 8 (4) Asteroids (Quicksilva)
- 9 (9) Defender (Quicksilva)
- 10 (-) Chess (Psion)

\*All 16K  
(Figures compiled by Boots/Websters)

## Vic 20

- 1 (1) Snooker (Visions)
- 2 (5) Krazy Kong (Interceptor)
- 3 (2) Flight 015 (Ferranti Davenport)
- 4 (-) Submarine Commander (Thorn/EMI)
- 5 (-) Escape MCP (Rabbit)
- 6 (9) Carrier Attack (Rabbit)
- 7 (10) Dambuster (Rabbit)
- 8 (6) Jet Pac (Ultimate)
- 9 (7) Emmet Attack (Commodore)
- 10 (8) Grid Runner (Llamasoft)

(Figures compiled by Boots/Websters)

## Dragon

- 1 (1) Dragon Chess (Oasis)
- 2 (3) Hungry Horace (Melbourne House)
- 3 (4) Chuckie Egg (A&F)
- 4 (2) Ugh! (Softek)
- 5 (6) Pedro (Imagine)
- 6 (-) Eightball (Microdeal)
- 7 (5) Kriegspiel (Beyond)
- 8 (-) Culbert in the Jungle (Microdeal)
- 9 (7) Up Periscope! (Beyond)
- 10 (-) Frogger (Microdeal)

(Figures compiled by Boots/Websters)

## Commodore 64

- 1 (2) Quick Thinking (Mirrorsoft)
- 2 (3) Caesar the Cat (Mirrorsoft)
- 3 (1) Manic Miner (Software Projects)
- 4 (8) Ugh! (Softek)
- 5 (4) Hunchback (Ocean)
- 6 (6) Mr Wimpy (Ocean)
- 7 (-) Spirates and the Snowman (Commodore)
- 8 (9) International Football (Commodore)\*
- 9 (5) Revenge of the Mutant Camels (Llamasoft)
- 10 (-) Colossus Chess (CDS)

\*Rom cartridge  
(Figures compiled by Boots/Websters)

## SARCASTIC

One of the things kids who own micros often say to justify owning it is that they hope to get a job in computers and their micro will help them learn all about it.

The correct response for the sarcastic and sadistic parent at this point is to say 'Ah it speaks *Cobol* does it' at which point kid looks confused and parents smile self-righteously.

Because you see, *Cobol* is just about the business language at the moment but few micros speak it and learning *Basic* doesn't help much. For those people who are sincere in their intention to get a job in computing *Practical Cobol for Microcomputers* could be just the thing. This book discusses the language and includes a number of practical examples.

As versions for the language do become widely available for micros, this book could prove very useful — *Cobol* is pretty much standardised; consequently most of the programs in the book should work on any version of it.

**Book** *Practical Cobol for Microcomputers*

**Price** £6.95

**Micro** General

**Supplier** Sigma Technical Press  
5 Alton Road  
Wilmslow  
Cheshire  
SK9 5DY

## REFERENCE

Since one of the more sensible things you can do with your BBC is wordprocessing, a book on this subject is a fairly sound idea — hence *Word Processing on the BBC Micro*.

Although the book hardly adds to the various manuals, it does usefully connect all the bits and pieces together. It can do this because it specifically assumes you are using *Wordwise* with an Epson printer — which is probably fairly likely. Thus, for example, you are shown exactly how to usefully implement control characters on the Epson from *Wordwise*. Good for quick reference.

**Book** *Word processing on the BBC Micro*

**Price** £5.25

**Micro** BBC (+ *Wordwise* and Epson)

**Supplier** The National Computing Centre  
Oxford Road  
Manchester  
M1 7ED

## This Week

Program	Type	Micro	Price	Supplier
Demolator	Arc	BBC	£6.95	Visions
Bedbugs	Arc	BBC/Electron	£6.95	Optima
Boxing/Galactica	Arc	Commodore 64	£5.50	I.G. Programs
Mastering the Commodore	Ed	Commodore 64	£9.95	Wiley
Multisound Synthesizer	Ut	Commodore 64	£14.99	Romik
Pottit	Arc	Commodore 64	£6.99	Romik
Splat!	Arc	Commodore 64	£6.50	Incentive
Turtle Jump	Arc	Commodore 64	£6.99	Romik
Gruneberg Spanish	Ed	Dragon	£12.95	Dragon Data
S 22	Ut	Dragon	£39.95	Ashby
Stock Control	Ut	Dragon 32	£19.95	Aphros
CBS Forth	Ut	Lynx	£19.95	Cubsoft
Revenge of Drosoph	Arc	Nascom	£8.00	G Rowland
Atlantis	Ad	Spectrum	£4.95	Odyssey
Basic +	Ut	Spectrum	£12.95	Prosign
Craze	Ad	Spectrum	£3.50	Odyssey
Crazier	Ad	Spectrum	£3.50	Odyssey
Friendly Face	Ut	Spectrum	£6.95	Monitor
Golden Quest	Ad	Spectrum	£7.50	Marshallgate
It's the Wooluf	Arc	Spectrum	£5.95	Crystal
Mugsy	Ad	Spectrum	£6.95	Melbourne House
Rubik	S	Spectrum	£2.00	Cheep Games
Satari	Ad	Spectrum	£3.50	Odyssey
Stronghold of Lori	Ad	Spectrum	£3.50	Odyssey
Temple of Vran	Ad	Spectrum	£7.50	Incentive

The Fall of Rome	S	Spectrum	£6.99	Argus
Time Search	Ad	Spectrum	£5.95	Millenium
Tomb of Rews	Ad	Spectrum	£4.95	Flashing Swords
Tradewind	Ad	Spectrum	£5.00	WD Software
Vari Calc	Ut	Spectrum	£4.50	G Deville
Chemistry A Level	Ed	Spectrum/BBC	£5.95	Calisto
Physics A Level	Ed	Spectrum/BBC	£5.95	Calisto
Horse Racing	S	T199/4a	£9.95	C Flavell
Aztec Gold	Ad	Texas TI 99/4a	£6.95	Lizard
Lionel and the Lad	Arc	Texas TI 99/4a	£7.95	Intrigue
Mania	Ad	Texas TI 99/4a	£5.95	Intrigue
Postman's Knock	Arc	Texas TI 99/4a	£4.95	Lizard
20 Games	Arc	ZX81	£3.95	I Thomson

**Key:** Ad — adventure/Arc — arcade/Ed — education/  
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.





## The outer limits

"The message is being repeated over and over. I'll put it through the cabins' speaker."

"... May day, may day. Is there anybody out there? This is the Forts of Falnon. We are under attack, in the name of the Emperor help us. Forts One and Three are already down, we have suffered severe casualties, they are closing for the kill..." At this point the message ended with a rising scream and the sound of air rushing into space. As the poor man died he must have hit the repeat message control.

"List our options, Neep."

"We are marooned in this sector, no habitable planets that we could reach within your life time travelling at sublight. You have supplies for approximately one year on board the Hawk. Your only hope is to board Fort two and find the parts and expertise to fix the Hawk. There is, of course, one small problem; the alien fleet."

"The chances of destroying the fleet?"

"Small, but not as bad as you may think. I have set up a communication link with the central Pseudo Conscious Intelligent constructs surviving on Forts two and three. They are both badly impaired, but should be able to manoeuvre the Forts to give us some protection."

"Well Neep, the sooner we get this done, the happier I'll be. It's been good knowing you!" I turned and waved at Neep, one of his arms waved back. With the Gravity Inertia Compensation damaged, I felt my body thrown violently back into the seat as Neep accelerated the ship towards the Forts of Falnon. I scanned the monitor screens in front of me — as I watched the first wave of Alien vessels appear at the top of the screen.

"Put audio on online, Neep. Anything that might help predict their movements."

"There isn't much, but I am picking up a fair

amount of radio waves. Converting to sound, Aereus." The cabin was filled with the unearthly noise being generated by the monsters.

I fired a shot up past Fort Two. The Caloric Fire travelled upward into space, and a satisfying buzz came through the speakers as energy burnt off it. The display clearly showed the path of the fire — all the systems seemed to be working.

Suddenly a curling cord of energy dropped from one of the aliens and blossomed into a feverish explosion on Fort three.

"Final systems check, Neep. Control to me on my mark. Acknowledge."

"Systems functional, safety devices overridden, overall ship status Amber 76. Control on your mark."

"Counting: Five-Four-ThreeTwoOneMark: Control to me." I grasped the joystick more firmly and sent the ship soaring across the inky blackness. The aliens dropped steadily closer, the atmosphere in the ship warmed, the fire button became hot to the touch, Neep whispered warnings and information into my ear. Outside it looked as though a sun was being born, with deadly bands of energy criss-crossing in front of distant stars.

The aliens went down, one by one in neat underwater explosions. A command saucer appeared above the bulk of the alien fleet, glowing ultraviolet blue. Swinging the Hawk round, I fired. The saucer dodged, but too late. A searing violet flame ripped across the fleet and four of the alien craft dissolved.

With the Hawk pushed beyond its limits by Neep we were able to run around the alien ships, and dodge their deadly coils of energy which sought to capture and destroy us. The Forts of Falnon were taking a terrible toll, I only prayed that no one was near the outer skins.

As the battle progressed, I felt myself becoming more and more detached, as though there were two of me; one fighting, the other watching as though the whole battle were just part of a space opera on 3D tv. The watching part of me saw one of the alien craft shimmer and distort, mutating through lethal unstable forms. As it mutated deadly energies flew from it; the watcher told the fighter, who swung the Hawk round and fired.

The watcher saw the final alien explode, saw the fighters' hands fall from the control console. The watcher and the fighter closed their eyes.

"Control to you Neep. How's the ship?"

"Magnificent Aereus, we still live. The ship is in overall status Red 43. We have a few hours to secure the life support systems. Imperative we approach the forts now."

Mark Eyles

## Stage fright

### Puzzle No 105

The Muddlecombe Players amateur dramatics scenery department has just finished an extra couple of items needed for its next production. These are a wooden rostrum and a plain wall 'flat'.

The rostrum consisted of a wooden framework, cuboid in shape, with each of the six rectangular faces covered with plywood. The 'flat' was just a plain rectangular structure, one and a half times as high as it was wide.



When these pieces were being painted it took the same quantity of paint to cover both items, which was not surprising, as the area of the six rectangular faces of the cuboid were together equal to the area of the one face of the 'flat'.

If the height, width and length of the rostrum and the height and width of the 'flat' were all an exact number of feet with no two dimensions being the same, what was the smallest size possible for both items?

### Solution to Puzzle No 100

The problem relates to finding any integral factors of 1111111. The program divides this sum by successive odd numbers until an exact division is found.

```
10 LET D = 3
20 LET C = 1111111/D
30 IF C = INT C
  THEN GOTO 60
40 D = D + 2
50 GOTO 20
60 PRINT D,C
```

Both of these numbers represent the two prime factors of 1111111 and so there can be no ambiguity in the answer of 4649 television sets at £239 each.

### Winner of Puzzle No 100

The winner is Graham Maguire, Kepler Street, Seaforth, Liverpool, who receives £10.

### Rules

If the puzzle can be sensibly solved using a computer, then the winner will have included a listing of the program used to find the correct answer.

The closing date for entries to Puzzle No 105 is May 18.

## The Hackers





# AUTOMATA

... but seriously,

PIMANIA — the cult adventure that's for real!

16K ZX81 £5 ☐ BBC 32K £10 ☐ Dragon 32 £10 ☐ Spectrum 48K £10 ☐

GROUCHO — the Pimania sequel, Concord-QE2-USA prize

Free rock music on the flipside.

Spectrum 48K £10 ☐

PI-EYED — the comedy cartoon arcade game, starring

the PiMan. Free protest disco record.

Spectrum 48K £6 ☐

PI-BALLED — A triumph of the arcade programmer's art.

Starring the PiMan. Free offensive Reggae music.

Spectrum 48K £6 ☐

MORRIS MEETS THE BIKERS — exciting arcade fun,

as seen on TV. Outrageous free doo-wop record.

Any Spectrum £6 ☐

YAKZEE — Bruddy wonderfurr game of ruck and skirr.

An oriental masterpiece for

Dragon 32 plus

Spectrum 48K £5 ☐

GO TO JAIL — Play the game

find out what all the fuss is about, cookie.

Spectrum 48K £6 ☐

OLYMPIANIA — He's back! He's going for gold!

He's sober! Free National Anthem on the flipside.

Spectrum 48K £6 ☐

THE PIMAN'S GREATEST HITS — amazing stereo L.P. cassette

£3 ☐

"I'M A PIMANIAC" — T-Shirts (state size)

£5 ☐

JOIN THE PIMANIACS CLUB for 20% off all products,

pi-monthly magazine etc. Annual Subscription £5 ☐ U.K. £7 ☐ overseas

I ENCLOSE THE RIGHT MONEY, OR DEBIT MY ACCESS/VISA CARD

CARD NUMBER

MY SIGNATURE

MY NAME

MY ADDRESS

POST CODE

NO EXTRAS! ALL OUR PRICES INCLUDE DELIVERY AND V.A.T.

Send to: AUTOMATA U.K. LTD. 27 Highland Road, Portsmouth, Hants. PD4 9DA

24-HOUR CREDIT CARD HOTLINE (0705) 735242

A SAD BUT  
BUSY DAY AT  
CHEZ PI AS UNCLE  
GROUCHO PREPARES TO  
RETURN TO HIS HOMETLAND.  
THIS COULD BE A THREE-  
HANKIE JOB, DEPENDING  
HOW MUCH OF YOUR TEA  
YOU SLOP DOWN YOUR FRONT  
WHILST READING...

CRUMBS, GROUCHO,  
YOU HAVEN'T HALF  
COLLECTED SOME  
OLD CODSWALLOP!

OKAY—I'LL JUST  
TAKE THE WALLOP,  
YOU CAN KEEP THE  
OLD Cods!



HELLO, PINKY! CAN  
I HAVE YOUR  
AUTOGRAPH?

ERK

I'M NOT GOING WITH YOU  
UNLESS THE PIMAN SIGNS  
MY RIGHT LEG... ABOVE  
THE KNEE!!

LUCKY I HAD  
MY PIAD HANDY!

HEAVENS  
ABOVE!

I'D BETTER NOT WRITE  
THAT!

HEY, I THOUGHT I  
TOLD YOU TO STAY OUT  
UNTIL WE GOT UNDERWAY?!

SOUTHAMPTON DOCKS ... AND  
GROUCHO'S BIG SEND OFF...

HELLO, I MUST BE GOING  
I CANNOT STAY, I CAME TO SAY  
I MUST BE GOING...

LEGSAN  
ARMS!

OH, GROUCHO, IT  
WON'T BE THE SAME  
WITHOUT THAT HAZE OF  
ASPHYXIATING CIGAR  
SMOKE! SOB!

DON'T  
CALL ME  
THAT!

YEAH, PAL,  
DON'T FORGET  
TO WRITE... OH  
—AND I'VE MADE  
UP A POEM!

FAREWELL UNCLE GROUCHO  
FROM PIMANIA & FROM Toots,  
YOU LEAVE BEHIND YOUR  
PROGRAM...  
AVAILABLE FROM BOOTS,  
AVAILABLE MAIL ORDER,  
OR FROM YOUR SOFTWARE  
STORE.  
CLOSING DATE IS JUNE 1ST,  
I CAN'T NOT WRITE NO MORE,  
WAAAH!

GROUCHO—  
WHERE IS HE?!

LOOK-A COMMOTION!

GROUCHO! WHAT ARE YOU  
DOING? WHY AREN'T YOU  
ON THE QE2?

BECAUSE I  
SPENT THE  
FARE!

BUT YOU CAN'T  
ROW TO AMERICA!

...THAT'S WHY I BROUGHT  
DOROTHY ALONG! BEGOOD!

GRANTIN M.C.A. EVANS