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# COMPUTER

JULY 1985

BRITAIN'S BIGGEST-SELLING HOME COMPUTER MAGAZINE

Vol. 5 No. 7

## HOW BRITISH ADVENTURE WRITERS BEAT THE YANKS AT THEIR OWN GAME

**ATARI ST V.  
APRICOT F1E  
Battle of the  
supermicros**



**Spectrum Backboogie, Ramdisc and Waves**

**Amstrad Back-up and Space Eggs**

**CBM-64 Move Screen and BBC Beebski Beat**



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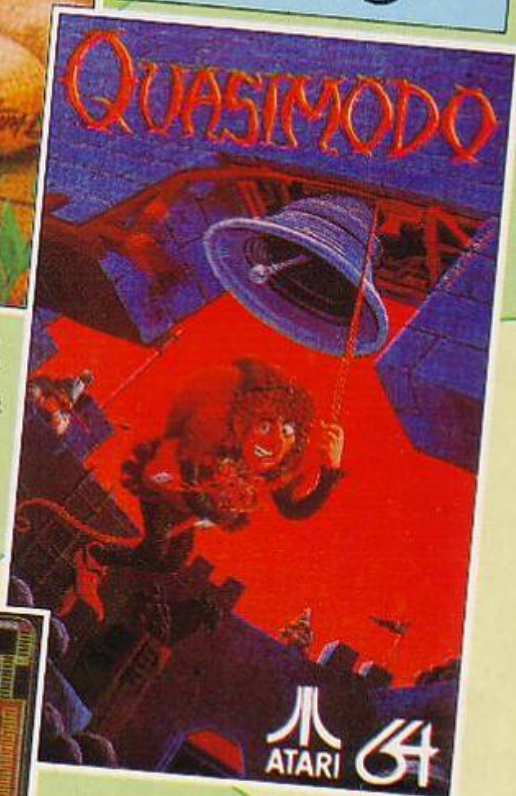
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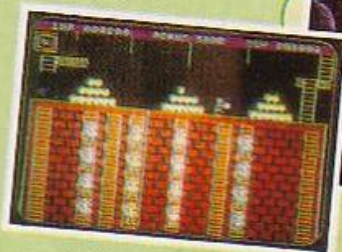
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- 68 SPECTRUM RAMDISC:** Ro Richardson lets you load and save program and code very fast without any extra hardware.
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- 72 SPECTRUM TO THE TOP:** Julian Wood and the smooth-scrolling graphics.
- 76 COMMODORE 64 DEATH TRAP:** The seconds are ticking away. Can you defuse the suspect devices? A real nerve-tingler from Richard Hamer.
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- 92 TELSOFT:** Your Computer software down the phone. This month: CBM-64 Deathtrap, Spectrum Backboogie and Spectrum To The Top and BBC Jump Jet Assault.
- 95 CBM-64 SPACE JUNK:** You are a space junkie. You have been typing this code in for five months. Now the mission draws to a close. A nation mourns.
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- 122 DATABASE:** Paul Bond rounds up forthcoming computer events.



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YOUR COMPUTER, JULY 1985 11



# "NEVER DID TRUST THAT SINCLAIR"

THE SINCLAIR CYNICS have turned full circle. They sneered at his first sub-£100 ZX-80 five years ago, and now they're back rubbing their hands in glee at the first major financial crisis to face him in five years' home computing.

Between the early black box days and the blacker months of early 1985 they jostled to talk to him and listened avidly to his Cromwellian views on *Question Time*. Now they seem to have conveniently forgotten that it was Sinclair who turned the U.K. into the most sophisticated computer market in Europe.

Of course the delayed-delivery and reliability problems that have beset all his machines have left a mark in people's minds, but his achievement in giving Britain more computers per capita than any other country mustn't be played down.

The disasters that have hit other home computer companies — Acorn, Oric and Dragon — have made his search for £10 million to £15 million for "financial reconstruction" particularly difficult; and the C-5 electric bidet hasn't done much to help. Despite the politicians' and the City's often confessed undying love for new technology, they run a mile when faced with the real thing. They'd rather invest in cabbages than computers.

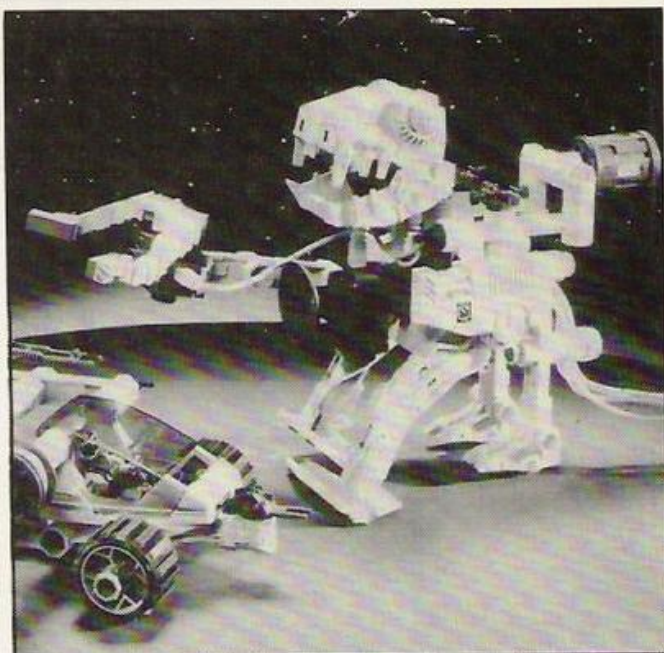
Behind Sinclair's cash crisis lie many reasons, some common to all computer manufacturers, others unforeseeable. Christmas was bad everyone agrees, but nobody thought it was as bad as the £30 million of unsold Sinclair stocks seem to show.

The main obstacle between Sinclair and a flow of new funds is the understandable fear that he has become a one-product company — the Spectrum. And many believe that even that machine is well past its money-making heyday as it celebrates its third birthday in a quiet summer.

Sinclair's hopes are pinned on summer pocket TV sales balancing up the computer market's lopsided Christmas booms. He still believes the QL will make its long-awaited impact — he's planning to give a September release to a half megabyte wafer-scale technology disc drive for it.

Apart from red faces in the highest places in the land, Sinclair's difficulties may at least show that new technology is perhaps not such an easy solution for rebuilding the nation's wealth.

Editor: TOBY WOLPE; Assistant Editor: MEIRION JONES; Production Editor: IAN VALLELY; Software Editor: SIMON BEESLEY; Commercial Software Editor: PAUL BOND; Editorial Assistant: LEE PADDON; Editorial Secretary: LYNN DAWSON. Editorial: 01-661 3144. Advertisement Manager: NICK RATNIEKS 01-661 3127; Assistant Advertisement Manager: KEN WOLFORD 01-661 8548; Senior Sales Executive: JULIAN BIDLAKE 01-661 8458; Advertisement Executive: KAY FILBIN 01-661 8484; Northern Office: GEOFF PARKER 061 872 8861; Advertisement Secretary: MAXINE GILL; Classified: SUSAN PLATTIS 01-661 3036; Publisher: GAVIN HOWE; Group Advertisement Manager: SHOBHAN GAJJAR. Your Computer, Room L221, Quadrant House, The Quadrant, Sutton Surrey SM2 5AS. © Business Press International Ltd 1985. Printed in Great Britain for the proprietors Business Press International Ltd, Quadrant House, The Quadrant, Sutton, Surrey SM2 5AS. Tel: 01-661 3500. Telex/grams: 892084 BIPRESG ISSN 0263-0085. Printed by Riverside Press Ltd, Whitstable, Kent, and typeset by Instep Ltd, London EC1. Subscriptions: U.K. £14 for 12 issues. ABC 131, 769 July-December, 1984.



"Take me to your teacher."

## CHALKIE ROBOTIX

ACTION MAN lookalike Gaxon Graves is teaching Welsh 10-year-olds Logo with the help of his control vehicle Robotix.

Robotix is a £60 construction kit including four motors, five channel control and 100 parts which kids can use to construct 10 different vehicles and robot arms. In America, where Milton Bradley has been selling Robotix

for a year, it is already available with an Apple interface and software. Now David Wharry of the Micro Electronics Programme and Patrick Drewett, a teacher at Coed Eva Junior School, Cwmbran, are experimenting with Robotix kits linked through a Deltronics controller to BBCs to teach the principles of problem solving, control and technology.

## MSeXtra res

PRIVATELY MSX computer makers are showing off the new extended specification MSX-E micros with 512×192 resolution, 80-column text display, 256 colours and nine-voice sound which will go on sale in Japan this autumn. Publicly in Britain the likes of Sony, Toshiba and Mitsubishi insist that they will be selling only the existing under-specified over-priced MSX machines until after Christmas.

Toshiba, which has sold more MSXs than anyone else in Britain, unveiled its MSX-E, HX-23 and HX-22 micros at the consumer electronics trade shows in London last month. The 23 has 80K of video Ram and can inter-

face to a video disc player. JVC also showed their current MSX hooked up to a video disc running a demonstration golf game. As promised at the MSX launch, MSX-E retains upwards compatibility — it will run all existing MSX software — although, of course, new programs written to take advantage of the expanded MSX-E graphics and sound capabilities will not be downwards compatible.

In Japan MSX-E machines will start at around £350 — although some will include a built-in disc controller. Others may go further — Spectravideo is building in a complete disc drive.



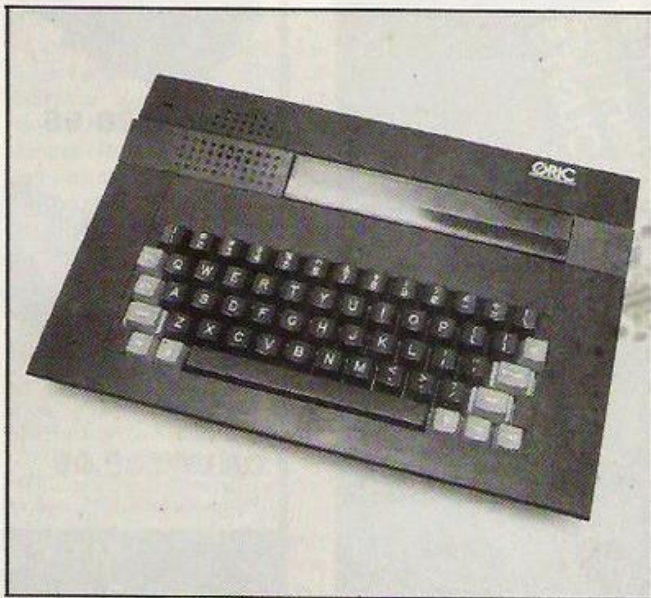
# EUREKA FOR ORIC

## Normans conquer Atmos

EUREKA INFORMATIQUE, which distributes British computers in France, has bought Oric for several hundred thousand pounds and will move production of Atmoses to its computer peripheral plant in Normandy later this month.

Oric, which announced its Spectrum-bashing 16 and 48K Oric 1 at the end of 1982 suffered repeated financial crises and uncertainty which prevented it from competing successfully with Sinclair in Britain, although as Jean-Claude Talar, Eureka President points out it "enjoyed a good reputation in France".

Earlier this year Oric had to finally call in the receiver who has sold all rights to Oric's future plans for home micros including the Stratos and a 68000 based machine, as well as substantial stocks of components, half-built, and completed Atmoses to Eureka. Oric's other assets, including chip designs for an ultra low-cost IBM compatible will be sold elsewhere. Initially Eureka intends to assemble Orics in Normandy, until the stockpile of



Stillborn Stratos.

components runs out, and sell them in France.

In August or September, Eureka will decide whether to go ahead with Stratos, a 64/128K micro with a built-in disc interface and perhaps modem, and whether

to go back into the British market.

British Oric owners lost their warranties when the company crashed but Eureka will be announcing details of a new support service for software, repairs and peripherals next.

## Atari 520 not out

### CPC 128 declared

YORKIE MAN Alan Sugar sold us a dummy last month when he launched his disc-based CPC 664 without the extra Ram we'd predicted. But now the Amstrad 128 has appeared — in Chicago at the Consumer Electronics Show.

Enterprise, meanwhile, has named the price for its 128K micro which has 113K user memory and is 30 percent faster than, yet compatible with, its 64K cousin. Companies like U.S. Gold, Ocean, and Domark with its new James Bond game, are now writing Enterprise versions. The 128K micro will cost £250 while the 64 drops to £180 — that for a machine with 672×512 resolution.

Down in Slough, Atari's first batch of STs — only 520 of them oddly enough — are now with software houses and the like. First consumer deliveries should be through Atari loyalists Silica shop in Sidcup.

# WE'RE ALL GOING ON A CBM HOLIDAY

COMMODORE ENGINEERS from Britain and Europe flown to California to see the Amiga are impressed with the graphics. CBM's new 68000-based micro will hit the U.K. in 1986 and its £1,200 price includes a 3.5in Sony disc drive and a two-button mouse.

But the graphics chips will appear in future Commodore home computers. Resolution is better than TV quality — up to 1024×800, and 4096 colours all available through a GEM-like operating system. You can have five windows on screen with 16 colours in each. Amiga also has a built-in synthesiser to sound the battle cry against Tramiel's "Saint".

Commodore is also offering free trips to anyone who will take a CBM-64 off their hands this



Chicago price tag for 128 was \$300.

summer. For £199 you will get a 64, C2N Data Recorder, a brilliant game — International Soccer — and three days free accommodation at one of 250 hotels in Britain and Europe. A Commodore front man was able

to reassure the unduly cynical that you would have some choice "the hotels are not all in Sutton or Albania". The Plus 4 is being packaged with a 1541 disc drive, MPS 801 printer and Inpec business software for £450.

## Remember Harold in 1066 Maggie

NOW THAT Halley's Comet is almost within range for amateur astronomers, Eclipse Software's £7 prediction program for the Spectrum can show you where in the sky to find it — for any time, date and latitude — important because many comet watchers may flee south to Australia for the best view of the giant snowball as it becomes visible to the naked eye late this year and early in 1986.

## Gooch out for 64

ENGLAND V AUSTRALIA without having to worry about the mortal remains of Lord Darnley's stump. Gooch's Cricket, £10 from Audio-genic, puts batsmen and bowlers alike at the mercy of your joystick.



# MICRO-EXPORT

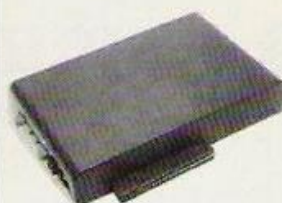
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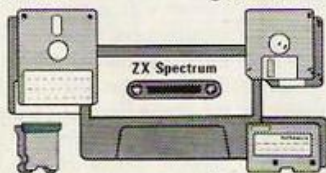
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YC



# DIARY

IF YOU ARE privileged enough to walk around Acorn's corridors of power and hear a cry of Alex Uboldi, it is probably not a comment about worried looking Chairman Alex Reid's rapidly thinning hair. Alex has much to worry about, what with the share price at an all time low of 9p, rumours of disaffection from Chris Curry, and PR firm Quentin Bell ditching Acorn because the company had so little to publicise. Olivetti has now put in an Italian, Alex Uboldi, as Managing Director of Acorn.

TRAMIEL still managed to surprise Chicago by launching the 260ST after all, at the Consumer Electronics Show. 256K Ram with a built-in 500K Sony drive and a black and white monitor will cost \$500.

STILL AT CES, rival British software houses seen dragging bags full of cash around as they try to gazump each other bidding for U.S. blockbusters. Wary of disappearing British companies, the Americans are demanding, and getting, six-figure royalties for their games with up to \$50,000 up front.

SOMEONE AT ULTRATEC has just discovered rude words and for some reason has decided to fill the loader program of the AMSDISK tape to disc utility which they sell, with abuse.

We heard about it from J. Shaw, whose 11-year-old daughter was given Amsdisk on her birthday. She called him in after listing 70 lines of abuse which include the line "I've left Basic unprotected to let people see these f\*\*ing comments". Now Shaw, who tells us that his occupation allows him "access to computer files" and that he has "given the tape to my superiors for a decision to be made regarding prosecuting" has sent a copy of the offending lines to the Trading Standards Office.

We cannot guarantee that anyone who sends money to Ultratec will now be sent anything in return while an investigation is carried out into the legality of sending obscene listings through the post.

*Elsie Dee*

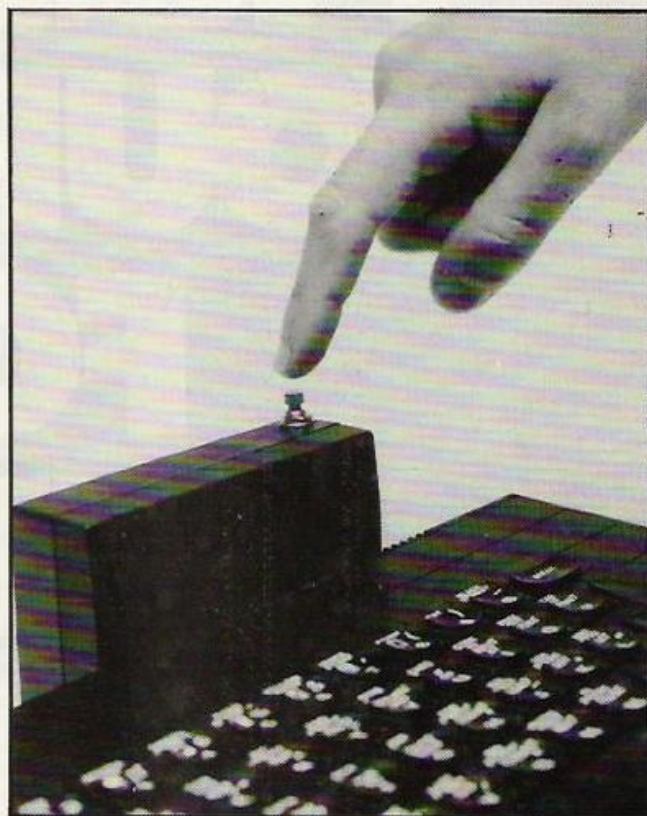
# DON'T TOUCH

## Software industry at risk

"DON'T TOUCH" is the advice Tim Langdell of the Guild of Software Houses is giving to anyone tempted to use Evesham Micros Interface III to copy software tapes. One touch of the button once you have loaded the program and the Interface III dumps the whole contents of a Spectrum's memory onto micro-drive, evading all the protection devices so far developed for commercial software.

Evesham advertises the unit for making back-up tapes but Roger Tuckett of the Federation against Software Theft points out that the William Powell Computer Copyright Bill should become law this month and then making back-ups other than for research and private study — which is narrowly defined will be a breach of copyright. Selling copies is punishable by fines and imprisonment. Tuckett condemns "companies like Evesham Micros which sell machines under the guise of making back-ups."

Longdell does not believe that there is any such thing as an innocent copy. "I have never found the need for a back-up — you have to do something extreme to a tape, like dropping it near a magnet or letting the dog chew it." If a program does not load as easily on the 1,000th occasion as it did on the first, GOSH believes



A crime is about to be committed.

that the software house should replace it.

Up until Interface III, better software protection had made it more difficult to break into

programs while speed loaders had reduced tape to tape copying. A new wave of piracy could be the last straw for ailing software houses.

## PLUS, TV AND PRINTER £200



### Sinclair tries to wake up Spectrum sales.

SINCLAIR IS BUNDLING up a Spectrum, flat screen TV, ZX Printer and software including Vu 3D, Chess and four other games for £199 in a summer offer through Dixons. Although you cannot use the £100 miniature

screen with your micro — it has no aerial socket — Sinclair's reasoning is that a go-anywhere TV is the sort of product that will appeal in the summer when computer sales are otherwise at their lowest.

## Brussels spurs cards

IN THE WAKE of the Brussels European Cup soccer disaster, football clubs are starting to take Sperry's idea for providing computer identity cards for fans to curb hooliganism seriously. Chelsea is signing up and Stockport, Bournemouth and Reading, amongst others are considering similar systems. Although the scheme has been written off as unworkable by Ted Croker of the FA and Chief Constable Anderton of Manchester, small First Division clubs like Luton and Oxford which plan to ban all away fans from league matches might find the Sperry Systemsolve plan effective.



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# POP★ TOPS

## TOP 20

1	World Series Baseball	Imagine	Sp
2	Booly	Firebird	Sp
3	Softaid	Ethiopia Appeal	Sp
4	Wild Bunch	Firebird	Sp
5	Shadow Fire	Beyond	Sp
6	Brian Jacks Challenge	Martech	Sp
7	Grand National	Elite	Sp
8	Dragon Torc	Hewson Consultants	Sp
9	Gyron	Firebird	Sp
10	Everyones a Wally	Microgen	Sp
11	Match Day	Ocean	Sp
12	Amhem	CCS	Sp
13	Starstrike	Realtime Software	Sp
14	Gremlins	Adv International	Sp
15	Death Star Interceptor	System 3	Sp
16	Minder	D.K.'tronics	Sp
17	Jonah Barringtons Squash	New Generation Software	Sp
18	Overdrive	Superior Software	El
19	Bumper Bundle	Alligata	El
20	Alien 8	Ultimate	Sp

Sp = Spectrum El = Electron  
Source = WH Smiths.

## TOP 3 BY MACHINE

1	R.L.P.	M. Tronic	Vc
2	Rockman	M. Tronic	Vc
3	Mickey the Brick	Firebird	Vc
1	Basketball	CBM	64
2	Gates of Dawn	Virgin	64
3	Chiller	M. Tronic	64
1	Starion	Mel. House	Sp
2	Booly	Firebird	Sp
3	Bruce Lee	US Gold	Sp
1	Football Manager	Addictive	Bc
2	Wizardore	Imagine	Bc
3	Elite	Acornsoft	Bc
1	Bruce Lee	US Gold	At
2	Spitfire Ace	US Gold	At
3	Fort Apocalypse	US Gold	At
1	BMX Racers	M. Tronic	16
2	Exorcist	CBM	16
3	Wizard & The Princess	Mel. House	16
1	Overdrive	Superior Soft	El
2	Elite	Acornsoft	El
3	Football Manager	Addictive	El
1	Ghost-busters	Activision	Am
2	Combat Lynx	Durell	Am
3	Decathlon	Ocean	Am
1	Ghost-busters	Activision	Ms
2	Crazy Golf	Mr Micro	Ms
3	Jet Set Willy	S. Projects	Ms

Vc = Vic 20 64 = CBM 64 Sp = Spectrum Bc = BBC At = Atari  
16 = Amstrad 16 El = Electron Am = Amstrad Ms = MSX  
Source = Websters Software.

## MAXAM IS VINDICATED

MAY I reply to Nick Godwin's attack on our products printed in June's Letters Page.

Our policy is simple. We find it morally unacceptable to market software knowing that it does not perform to the advertised specification. We are grateful to any customer who can substantiate their claim that a program contains a bug. In such instances, or where tape duplication is faulty, we replace it without quibble. As features have been added to MAXAM upgrades have been offered to old customers.

Now to Mr. Godwin's two-pronged attack. He wrote to us in March praising the product and with a request to 'borrow' a Rom version, after mentioning a couple of mythical bugs. These bugs do not and have never existed — even in the earliest production copies. Bugs as serious as those reported by Mr. Godwin would have been spotted months ago by the 5 in-depth magazine reviewers, the dozen or more leading software houses and the 500 plus owners of the various versions of MAXAM!

His second, rather more insidious attack on my marketing strategy, together with his pontificating on the merits of a Rom-based utility at all, show an alarming degree of general ignorance for a man in charge of a user-club newsletter! Our marketing strategy is based on factual information, and in support I can refer you to the June edition of *Amstrad Computer User*, containing a detailed article written by someone rather more clued in than Mr. Godwin.

David Fisk,  
Arnor Limited.  
London SE25.

**Editorial comment:** We find David Fisk's reply wholly convincing. A number of readers have confirmed that Arnor's cassette-based assembler is bug-free, and, indeed, an excellent program. As for the Maxam Rom we stand by the judgement of our May review that "this looks like a product no serious Amstrad user can afford to be without."

## SLOPPY PROGRAMS

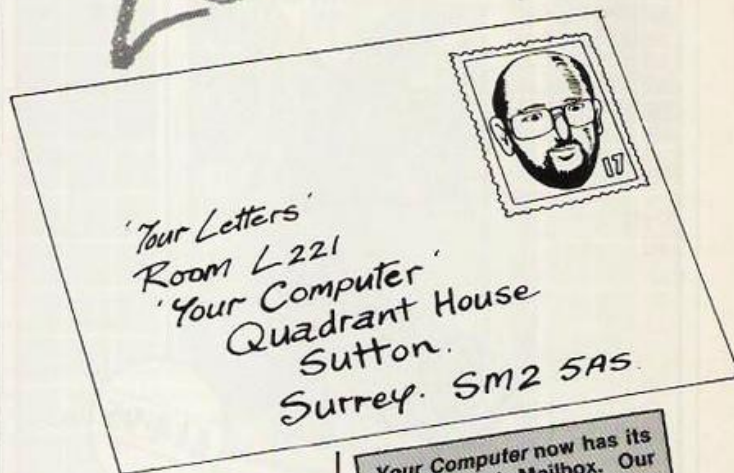
I REALLY CAN'T let you get away with your article in May's First Bytes, entitled *Elegant Programming*. I cannot fault the third or the first program — in either version — but two out of six is not enough for programs of this size.

The first thing that a beginner must learn about loops is that you should not jump out of them. Some Basics are more tolerant of this than others, and with all of them it will be forgiven in a very short program, but it is surely something that any programmer must discipline himself to avoid. Program 2 gives the game away. Line 20 reads:

```
20 IF L = 7 THEN ?"SEVEN":  
L = 10:GOTO40
```

The whole point is that by making L = 10 you do not need the Goto. The

# YOUR Letters



program will leave the loop naturally — and more quickly. In program 5  
IF DS = "ORANGES" THEN 60  
should be changed to  
THEN L = 5  
for the same reason.

Program 4 has no semicolon between "Countdown" and CD. I am aware that you don't need one on the Apple, but most computers would crash here.

Program 6 is more spectacular with two jumps out of a loop, an error in line 50 that would produce the opposite statement to that required if it ever got there. On most computers it is unlikely to do so, as the Mid\$ will have to read beyond the end of the string. Line 30 should be  
FOR L = 1 TO LEN(A\$) - 2  
and line 50 should start  
IF L = LEN(A\$) - 2  
if we must do it that way. Better to omit line 50 and add 65  
?"NO MATCH":END

I took Program 1 to heart. I am sloppy. Whether you put Next or Next D is a matter of style. The former saves space and is quicker, the latter

Your Computer now has its own Prestel Mailbox. Our number is 019991800. If you have any program enquiries send us a message. We will try and give you an answer within a few days.

is more readable. I did not think one was wrong and the other right. But I have taken the message to heart, and decided that I would rather be sloppy than elegant.

Geoffrey Childs,  
Winchcombe,  
Gloucestershire.

## SPECTRUM TIPS

SPECTRUM owners may like to use some of my routines.

POKE 23659,0

makes the Spectrum crash if anything is printed in bottom part of the screen. e.g. error messages or breaks. (To disable this routine use Poke 23659,2)

PRINT USR 0

Completely clears the memory. (New only clears the Basic)

(continued on page 19)

## 'AMSTRAD CPC 664 IS OK'

MAY I be so bold as to suggest that Mr Lee Paddon takes a driving lesson or two before he tries to rev up another computer.

I noticed in the review he did of the Amstrad CPC-664 several unfortunate mistakes. These errors could I suppose influence potential purchasers of this fine machine into looking elsewhere.

For a start the 3in. discs have when formatted for a CPM system disc 169k, or as a Data disc i.e. no CPM 178k or in IBM format 154k. Additional to the free space is a 2k directory on each side. A renumber command is included in the Basic.

With regard to the Warm Reset, what point is there in a warm reset if you have very good On Break Gosub protection. And if one were to read the manual it details how to define a function key to reset the mode and colours etc.

All in all I suppose it was a reasonable review but for the fact of the above errors.

S. Potter,  
Brinsley,  
Nottinghamshire.



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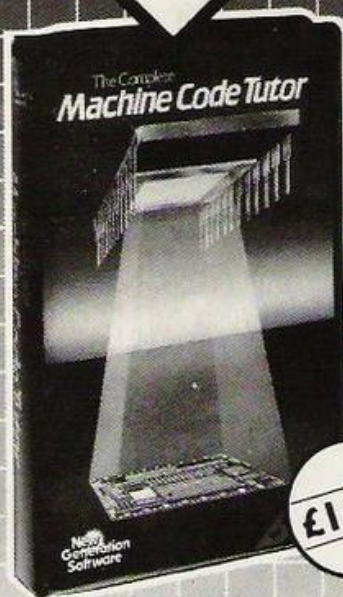
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YC/7



# IN ★ TOUCH

## How to write for Your Computer

We called this magazine *Your Computer* precisely because we welcome your views, tips and hints and even your criticisms of machines and software in general. Here's how you go about getting your name into print. Your article should be typed, double-spaced, on A4 paper. A name and address on each sheet would help. Don't forget to tell us which machine it runs on. With programs please include a cassette or disc and some indication of how long it is. Please put what machine it's for on the envelope. Don't forget full instructions to us how to load and list your program and how to enter it for the readers.

The article must be submitted exclusively to *Your Computer*. We pay £35 per published page — that's as it appears in the magazine and includes illustrations.

## Telsoft

Telsoft is *Your Computer's* software downloading service. Any program for the Spectrum or the BBC — and soon the Commodore — which has a telephone symbol next to it is available on the service. Both 1200 and 300 baud speeds are catered for. For more details call Colchester (0206) 8068. No more lonely nights typing in endless pages of hex digits.

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(continued from page 17)

```
9000 FOR f=1 to LEN a$:PRINT
A$(f);BEEP .05;0:NEXT f:RETURN
prints text newsflash style. It is meant
to be used as a sub routine. To activate
use LET a$="message to be
printed.", then set the printing
variables. For example:
PRINT AT x,y;
```

and

```
GOSUB 9000
```

I have noticed that the Spectrum has a facility to convert binary numbers to decimal but it doesn't have anything to convert decimal numbers to binary, so I have written a routine to serve this purpose. Poke the decimal number that you want to convert into location 16384, then run this routine:

```
1 LET a$="" :FOR f=0 to 7:LET
a$=a$+STR$(POINT(f,175):NEXT
f:PRINT a$:STOP
```

Neil Braganza,  
Nailsea,  
Avon.

## SPRITES BUG

I HAVE just discovered a bug in the listing for my Sprite Basic article in the June issue which prevents the two commands !Break On and !Break Off from operating correctly. However, the bug can simply be cured by loading the machine code, and then running this program:

```
10 FOR J=62780 TO 62650 STEP
-1
20 POKE J+21,PEEK J: NEXT J
30 FOR J=62650 TO 62670
40 READ N: POKE J,N: NEXT J
50 DATA 7,98,114,101,97,107,111,
110,166,237
60 DATA 8,98,114,101,97,107,111,
102,102,175,237
70 POKE 60136,208
80 SAVE "SPBASCODE" CODE
60000,2800
```

Robert Newman,  
Oundle,  
Peterborough.

## HACKERS BAD

THE DEFENCE of electronic shoplifters — hackers — in your May Leader was quite touching, implying that all they are interested in is helping big business to tighten up the security of its

# YOUR Letters

computer systems.

If an intruder was apprehended in your office in front of your safe, which he had just opened, and he claimed that he was not really interested in the contents at all, but that all he was trying to do was to demonstrate to you that your security was lax, would you really just thank him kindly and send him on his way, perhaps with a reward for the kindness he had done you?

I think the naivety of your leader writer is surpassed only by that of the author of the *Hacker's Handbook* if he really believes what he wrote in the quotation you give from his book on page 49.

I. Howard Wright,  
Sauchie,  
Clackmannanshire.

## SNAKES ALIVE TIP

THANK YOU for publishing my corrections for the game Snakes Alive! last month. I am pleased to say that it is now enterable, and should work straight away.

For those that are still having problems though, a couple of large checksums might help locate the source of your error. These are 417 851 for listing 3 and 377 062 for listing 2. Just write a loop to add up all the contents from 28384 to 32767 inclusive, and these two numbers should be returned for their respective listings.

For those that have successfully typed in all the code, congratulations!! If you are having problems guiding the snake around all 48 locations, here are a couple of "cheating" Pokes that

should (only for a while!) make things easier:

POKE 25803, any number from 1 to 256 (poked as 0). This is the initial SPEED value. Note that it is actually a two byte variable, and large values will be very slow — avoid them! The first byte, at 25802 should only be POKEd with caution — it must always be a multiple of four. Normal value for the second byte is seven.

POKE 25797, any number corresponding to a character from 1-9 (ie 49-57). This is the initial number of LIVES.

These POKES should be typed after loading in the finalised code.

These should make things easier for those weak souled people who can't stand the challenge. (Or those like me that just aren't fast enough!)

To cater for those who have bought cassettes off me, the same two effects are achieved by holding down keys D and A while the last block of the normal load version loads. You will then be prompted.

D.R. Aspinall,  
Brentwood,  
Essex.

## BITS 'N' BOBS

Line 2510 in June's Amstrad program, Engelbert, is unclear. The last statement should read:

```
PRINT "# @ @ @ !";
```

The Spectrum and CBM 64 listings in June's Top Tips managed to get themselves mixed up. And on top of this D. Rockley's listing — for the Spectrum — contains an error in line 50. The USR address should read 64721, not 64271.

Lastly, line 65480, Listing 2 of June's Spectrum program Wizard's Den, reads:

```
65480: 003C42424242C00 = 384
```

## ARE WE UNDERMINING THE ORGANISATION?

MAY I, as a headmaster of a large comprehensive school whose library accepts your magazine *Your Computer*, complain in the

strongest possible way about the June edition.



On page 51, where in the bottom left hand corner you claim no responsibility for what you print, you make two comments which are obviously aimed to undermine the organisation of both schools and examination boards:

- (i) "... which might help you break into the computers that store examination records".
- (ii) "when you send your idea, ... for cheating in an exam or pulling off a scam ...".

We feel very strongly at this school that your magazine should not be allowed to be on display in our library if such comments are to be repeated in future editions.

JW Barrett,  
The Lindsey School,  
Cleethorpes.



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# I could do that...

You're a novice programmer and Peeks and Pokes make you nervous. But you've just read John Ransley's First Bytes piece and he has made the whole business seem absurdly simple.

So why not have a crack at this month's competition and Peek and Poke your way to a £15 prize? Write a short, or shortish, program which creates an animated display by Poking to the screen memory.

Spectrum and Amstrad owners will be at a disadvantage here since John Ransley does not talk about bit-mapped displays; the program he gives as an example will only work on micros whose screen memory operates on character codes.

By contrast, the Spectrum's screen memory controls individual pixels not characters. Nonetheless many of the same principles apply but you might need to study your manual first.

Marc Kavanagh, 13 Barber Street, Padfield, via Hyde, Cheshire SK14 7EG, wins May's competition. He neatly illustrates the use of nested loops with a program to print out three, four and five letter word anagrams.

The program can be easily expanded to cope with larger anagrams by altering line 80 and adding more loops. It is written for the Spectrum but will run on most other micros with minor alterations.

```
1 INPUT "ENTER THE ANAGRAM"; A$
2 LET L=LEN A$: IF L<3 OR L>5 THEN GOTO 10
3 FOR A=1 TO L
4   FOR B=1 TO L
5     FOR C=1 TO L
6       IF A=INT(L/2) TO L AND L=4
7       OR B=INT(L/2) TO L AND L=5
8       OR IF A=B OR A=C OR A=D AND L=3 OR A=D AND L=4
9       OR L=3 OR B=C OR B=D AND L=3 OR B=C AND L=4
10      OR D=INT(L/2) AND L=5 THEN GOTO 120
11 IF L=5 THEN PRINT A$(A);A$(B);A$(C);
12 IF L=4 THEN PRINT A$(A);A$(B);A$(C);
13 IF L=3 THEN PRINT A$(A);A$(B);A$(C);
14 NEXT C
15 NEXT B
16 NEXT A
17
```

# BEGINNERS

## first bytes

Starting out in home computing? First Bytes is for you. Just write to

Your Computer with any hardware or software problems, no matter how small or simple.

## A bluffers' guide to micros

GUARANTEED 100 per cent pure machine code — this sort of crazed statement is made on the backs of obscure cheap-rate software packages which seem to be trying to foist themselves as some sort of silicon potcheen — guaranteed to blow your mind. You don't see it as much as you used to, but nevertheless the term "machine code" has a powerful aura for micro users familiar only with high-level language words like Load or Run.

Those are the sort of words that these wets have to know in order to play their favourite game, i.e. Ghostbusters or Moon Cresta. These people do not have the right stuff as far as real tough he-man programmers are concerned, even if they have a hi-score that looks like Terry Wogan's salary.

A high-level language is one that has human words in it, and it has an interpreter inside it which translates what you type into stuff the computer understands. This takes time, so it slows down programs, which is why machine-code hackers sneer at Basic programs — Basic is a high-level language. To be a real mainline programmer, you've got to speak to the machine in its own language.

You can fudge it by using a compiler — this is a separate program that will translate your whole program into machine code, so you feed the whole translation in instead. But it's like going to Spain on a package tour — you don't really get to know the natives. Anyway, compilers take up a lot of room in a home computer's memory, bashing elbows with the original Basic program and the resulting machine code. Most hardcore hackers take pride in being able to optimise code better than any "dumb compiler."

You can compromise by writing in assembly language using a special program called an assembler, that translates assembly language into machine code. This uses mnemonics which are a bit more comprehensible than machine code but not as easy to

```
29625: 001824242424 REM HEX "START"
29633: 0010 99 PRINT "START"
29641: 0018 100 PRINT "FINISH"
29649: 00380 110 INPUT S
29657: 00202 120 INPUT F
29665: 003C20 130 FOR N=5 TO F STEP
29673: 001820 140 LET T=0
29681: 003C04 150 PRINT N: " - ";
29689: 001824 160 INPUT A$; " = ";
29697: 001824 170 PRINT A$; " = ";
29705: 1F644/34 180 INPUT TOT
29713: F8067345 190 INPUT TOT
29721: 810 200 LET Z=0
29729: 810 210 LET Z=1
29737: FF360 RL 220 LET Z=Z+1
29745: 4018 230 LET C=CODE A$
29753: 370 PRINT "ERROR"
29761: 380 INPUT S
29769: 390 INPUT S
29777: 400 REM "MY MINES DO"
29785: 405 L=L-LS: IF L=0
29793: 410 LS=0
```

understand as Basic. Thus the Basic word Return comes out in Z-80 assembler as RTS and in machine code as 201.

The number system favoured by machine-code programmers is, however, nothing so mundane as good old base 10 numbers like 201. So crazed are they that they make life "simpler" for themselves by using a base 16 notation called hexadecimal. This is called "hex" for short, thus making a close linguistic link with the old Pennsylvania German dialect word meaning to practice witchcraft. The desire for supernatural control of events which all machine-code programmers harbour is thus clearly exposed — hence the use of terms like "machine-code wizards".

The 16 hexadecimal digits are usually represented by 0-9, A-F. So 10 in hexadecimal is A, written as OA for typographical reasons. And 201 becomes C9. Hex maniacs are very plausible. They will explain to those of the uninitiated who can be kept awake long enough that hex is "more convenient". You see, old chap, every single byte number between 0 and 255 can be expressed as two digits.

Hex allows you to see "at a glance"

the value of the top four and bottom four bits in each byte. The left digit stands for the top four and the right digit for the bottom four bits. If they are really far gone, they may use the generic term for four bits — a "nibble". Why do they need to see all this? Because the machine-code programmer often has to "set" or "clear" individual bits, i.e. fiddle desperately with some relatively unimportant part of the program in a last-ditch attempt to fit it into the computer's memory.

Many would-be programmers are daunted by all this gobbledygook. Some, believe it or not, become disheartened by the prospect of typing in long columns of "meaningless" letters and numbers and spending hours hunting for "bugs", as well as entertaining all their friends for hours on end by explaining the problem.

If this is how you feel, fear not. This is a rational reaction, even though you are interested in computers you need not feel ashamed of it. In closing, let me leave you with this thought: is a bit on the side really a euphemism for extra-marital sex?

Paul Bond.

(continued on page 23)



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## Scaling new peaks

PEEK AND POKE are — like Burke and Hare or Heffer and Skinner — names guaranteed to strike terror into the hearts of most God-fearin' folk and certainly all novice programmers.

After all, when you've only just got the hang of making your screen display look something like the way you meant, after hours of juggling Print and Tab statements and a contagion of semi-colons, it's hardly surprising that you'd rather leave the mysteries of memory addresses alone.

But you'll have to tackle Peek and Poke some day, and there's no better way to start than by experimenting with the chunk of memory that controls your micro's screen display.

First, let's remind ourselves what the statements Peek and Poke really mean. Although every micro has a total memory expressed as 16K — that is, 16,000 bytes — 32K, 64K or what ever, some of that memory is gobbled up by the computer's operating system — including the Basic that makes it easy to write programs — so that in the Commodore 64, for example, just over 39K of Ram is left for your own Basic use.

Check out your micro's manual and you should be able to discover what chunk of Ram is swallowed up by the screen — and, possibly, colour — memory. The 64, for instance, offers a screen display "crossword" of 40 characters across and 25 down — a total of 1000 squares. Each square needs a byte to itself, and so its screen memory occupies the 1000 addresses from 1024 to 2023. Unlike some micros, the 64 needs a separate colour memory for each of those 1000 squares, and this squats at addresses 55296 to 56295. In the Commodore 16 and Plus/4 screen and colour memory run from 3072 to 4071 and 2048 to 3047 respectively. The Spectrum QL screen uses addresses 131072 to 163839, and the Amstrad CPC-464's screen memory occupies 49152 to 65535.

In the demos and program which follow, we'll cut down on finger fatigue by first declaring a variable equal to the first screen/colour memory address. For the Commodore 64, you'd need a line like this:

```
10 SM = 1024:CM = 55296
```

You can think of a block of addresses as a huge rack of cubby holes, such as you might see in a mail sorting office; all have glass doors so that you can see — or Peek — what is inside — but only some of them can be opened so that you may Place — or Poke — something into an empty one, or replace the existing contents with something else.

That "something else" is a different value in the range 0 to 255. In the case of a Poke to screen memory, you'll be using a value chosen from the ASCII — pronounced askey — or machine-specific table of screen codes representing the usual alphanumeric keyboard set as well as the special graphic symbols available on some micros.

Again, there should be a list of these in your manual; but be clear that



ASCII and screen codes are different again from the table of CHR\$ values for the same characters. ASCII screen codes commonly run from 0 to 127 — with the alphabet beginning at 1 — with screen codes 128 to 255 usually producing the same character set in reverse field form. Now add these lines:

```
20 FOR L = 0 TO 9
40 POKE SM + L,1
50 NEXT L
```

These lines, as you'll see when you Run them, will serve to Poke the letter A into the first 10 screen memory addresses. They all now hold, of course, the value 1. Prove it:

```
60 PRINT:PRINT
70 FOR L = 0 TO 19
80 PRINT (PEEK(SM + L));
90 NEXT L
```

Run the whole program again, and after the As have appeared, the three new lines will cause the figure 1 to be

# BEGINNERS

## first bytes

printed the same number of times, and then you'll see 10 zeros. That's because the next 10 addresses in screen memory — in common with all the remainder — hold no value at all. Now alter line 40 to:

```
40 POKE SM + L,L
```

for a different result. Finally, enter in direct mode:

```
POKE SM + 5,32
```

and notice how this wipes the character held there, as a direct mode PRINT (PEEK(SM + L)) will confirm.

To introduce a little colour into the proceedings, set your prime variables in 10 line as before and then type:

```
20 FOR L = 1 TO 10
30 POKE CM + L,L
40 POKE SM + L,L
50 NEXT L
```

Colour codes are usually separately numbered from 0 to 15 or higher, so line 30 simply prints out the first 10 characters in the first 10 colours available. Incidentally, it's better to Poke colour before screen memory, otherwise you'll often get an untidy double image as each character appears; swap lines 30 and 40 to see this effect.

Using Pokes, this next routine pro-

duces a quite mesmerising, ever-changing kaleidoscopic display of all the characters and colours your keyboard can generate. It's also ideal for automatically generating sleeve designs for the Eurythmics: Line 20 declares the correct variables for a Commodore 64.

SC should equal your micro's maximum number of character-producing ASCII screen codes, CC the number of colour codes available, SL the total screen locations, and NC the maximum number of characters to a line; alter these variables as necessary to the equivalents on your micro:

```
10 PRINT (CLEAR SCREEN)
20 SM = 1024:CM = 55296:
SC = 255:CC = 15:SL = 1000:
NC = 40
30 F1 = INT(RND(1)*SC) + 1
40 F2 = INT(RND(1)*10) + 1
50 F3 = INT(RND(1)*NC*2) + 1
60 F4 = INT(RND(1)*CC)*1
70 FOR L = 1 TO SL STEP F3
80 POKE CM + F2 + L,F4
90 POKE SM + F2 + L,F1
100 NEXT L
110 GOTO 30
```

You'll find that the best effect is achieved by adding to line 10 your own micro's commands for setting the screen and border colour to white.

John Ransley.

## Modems — the whys and wherefores

A MODEM IS one of the most worthwhile add-ons you can have for your computer. And with prices starting now at just a few tens of pounds, it can also be one of the cheapest.

With a modem you can exchange software with friends over the phone, dial up commercial mega-databases such as Prestel or Knowledge Index, or explore the expanding network of privately-run computer bulletin boards.

"Modem" is simply a contraction of modulator-demodulator: it's a two-way converter which translates data in your computer into audible tones suitable for sending along a telephone line — and vice versa.

In the phone line, each bit is represented by a high or low tone, depending on whether it's a 0 or a 1. Since only one bit can be sent at a time, data must be offered to the modem in serial

form. So you can't plug in to an ordinary modem unless your computer has a serial port. However, for many popular computers you can get special interfaces or communications packs which take care of the problem.

Among the cheapest modems are the sort known as acoustic couplers. These have rubber cups into which you press your telephone handset when you hear the distant computer answer your call.

Unfortunately, acoustic couplers tend to pick up room noise, which can corrupt the data. So unless portability matters, you may prefer the more reliable direct-connect modem, which plugs into a standard telephone socket. If you haven't got these at home, British Telecom can fit them.

In choosing a modem, decide first which services you're interested in. Several different signalling standards

— or tone combinations — are in use; and you can either pick a modem to match or pay more to have a multi-standard modem.

Perhaps the commonest standard now is the viewdata format used by Prestel, which sends data to you at 1200 baud and expects your replies at 75 baud. The figures denote the speed of transmission: in this context, you can take them to mean bits per second.

Each byte you send has to be giff-wrapped with start and stop bits, making up 10 bits or so altogether. So even 75 baud works out a lot faster than you can type!

Some bulletin boards today accept 1200/75 tones, but more usual is the 300/300 baud standard — often referred to in technical jargon as V.21; the viewdata standard is V.23.

To use a modem, you need communications software. Its basic function is to re-route the data paths in your computer: characters from the keyboard must be diverted to the serial port, characters received from the modem must be sent to the screen.

Details of viewdata packages for a wide range of home and business micros are available from Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ, telephone 01-278 3143.

Richard Lambley.





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Nidd Valley Micro

Two joystick interfaces are available, one which uses the Kempston protocol, and, for ten pounds more, a software programmable interface. Both these devices incorporate the company's patented "slo-mo" slow motion device, which allows you to play game at any speed.

### The Connection

Printer interface  
Commodore  
£79.95  
Tymac

Rather on the steep side, this interface plugs into the serial port, and allows the Commodore to be interfaced with any parallel computer. Different versions are available to cope with the graphics commands of various printers. The company claims that the interface is compatible with all software that expects a Commodore printer to be connected. Tel 021 327 6637.

### Tape care kit

Global software  
Various  
£9.95

Two parts to this kit, azimuth alignment and head cleaner/demagnetizer. The azimuth tape constantly monitors the number of errors detected while the tape is running, so alignment occurs when you get fewest errors. Cleaner is of the usual fabric type. A promising start from this new software company. Tel 01-228 6730.

### Azimuth head alignment

Interceptor  
Amstrad 464  
£8.99

Following up their successful alignment tape for the C64, Interceptor are going for the Amstrad. An invaluable device, as so many "faulty" commercial tapes turn out to merely have alignment problems.

# HARDWARE

## Dot Matrix Printers

■ Star  
■ £259 upwards

SAY THE WORD "printer" to the average home computer user, and the chances are he'll think of Epson, for so long the dominant force in the printer market. With this new range of printers, Star hope to make some kind of inroad into this market.

The range consists of three dot matrix printers aimed at the home user; the SG10 at £259, the SD10 at £389 and the SG15 also at £389. They are either Epson or IBM compatible, and offer an attractive near letter quality font and a removable tractor unit. The DIP switches for selecting character sets etc. are easy to get at, usually on the left hand side, a major improvement over Epson's hiding them away inside. In the software, Star have come up with a neat idea, you can define a printer macro, once you define a series of often used commands, you can execute them by just sending the macro command. Perhaps this might have been more useful if several macros could have been defined. The SG and SD10 printers are both eighty columns with speeds of 120 and 160 cps respectively and 2k (just over half a page) buffers as standard, expandable to 6k. The SG15 is 136 columns, at



Star printers.

120 cps and has a 16k buffer as standard. The SD10 uses a ribbon cartridge, the SG's, typewriter style ribbons.

So how do they compare? Well, in use, they seem rugged and reliable. Noise levels were reasonable, the paper feed reliable and precise. The only

slight quibbles are that the paper guides are a bit clumsy and the paper tear off is a long way from the print head, which means after doing a form feed after printing your document, you've still got to move the paper by hand before tearing it off. Certainly anyone looking at a printer in this sort of price range should carefully consider this bunch.

## Valiant Turtle

■ Spectrum/BBC/CBM 64  
■ Valiant Designs  
■ £215 for home users, £201 for schools

THERE ARE at least half a dozen different makes of turtle on the market but Valiant Design's product has already established itself as a rather superior turtle. Primarily intended for use in schools, it has two features that make it especially attractive to children. First it looks more turtle-like than most of its competitors. As well as legs, a shell, and a head, it even has a pair of red LEDs for eyes.

Second, it is not hampered by wires and cables but can roam free under the remote control of an infra-red transmitter. This device connects to your micro by either a serial or parallel lead, and gives the turtle a range of up to six metres. Power is provided by nickel cadmium batteries.

On top of this the turtle appears to be both robust and accurate; sufficiently accurate in fact to double up as a simple plotter. Its main use, however, will be to create turtle graphics in conjunction with Logo. Although the turtle pack does not include Logo it supports most versions of the language currently available. For more details ring Valiant Designs Ltd, 01 720 3947/627 1351.



Valiant turtle.

## Interface III

■ Spectrum  
■ Evesham Micro  
■ £39.95

IT HAD TO come, the ultimate copier against which there seems little possibility of protection. But of course, you would only use it for copying your own software to Microdrive wouldn't you?

Hardly elegant, this unit uses the sledgehammer approach to cracking the nut of software protection. After

you have loaded in the game, you simply hit a button on the unit, which plugs into the back of the Spectrum, and it simply dumps the entire contents of Ram out the cassette port.

It also gives you the option of loading the screen display (important if machine code has been hidden in the screen area). Skipping this will mean that the program will take up about 5 sectors, so you can get two games onto one cartridge. The obvious disadvantage is that no matter how short the program is it will take up about the same amount of space.





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# Star★ chart

## On-Court Tennis

CBM-64  
Activision  
Tennis simulation  
£10.99

★★★

Good quality simulation — as with the quarter backs in this company's football game, the tennis players have individual personalities, so Ivan Messier has a great serve and plenty of endurance, but Jimmy Orr sometimes wears a bit thin.

Didn't actually throw his racket at anyone while I was playing. You can select surfaces to play on.

## On-Field Football

CBM-64  
Activision  
US football simulation  
£10.99

★★★

At first glance this looks like a game of table football — same overhead view. But this game has all the jargon and complexity of the real thing, without the popcorn and the cheerleaders. You choose your starting quarterback, wide receiver, and tight end to fine tune your offensive strategy. You can even bring in substitutes. If you don't understand what all this means, then buy this game and catch up with Nicky Horne.

## Quackshot

Spectrum  
Creative Sparks  
Arcade adventure  
£2.95

★★★

No prizes for innovation, but value for money at the Sparklers economy price. A Tutankhamun-esque maze game in which you, nightwatchman in the Acme Clockwork Toy Factory, are confronted by rampaging clockwork ducks. Armed with duckbuster bombs and stun gun you must fight them and the green snakes off. As with Tutankhamun you have to collect keys to move between levels.

# SOFTWARE

## The Artist

■ Spectrum  
■ Softtek  
■ Graphics utility  
■ £12.95

★★★★★

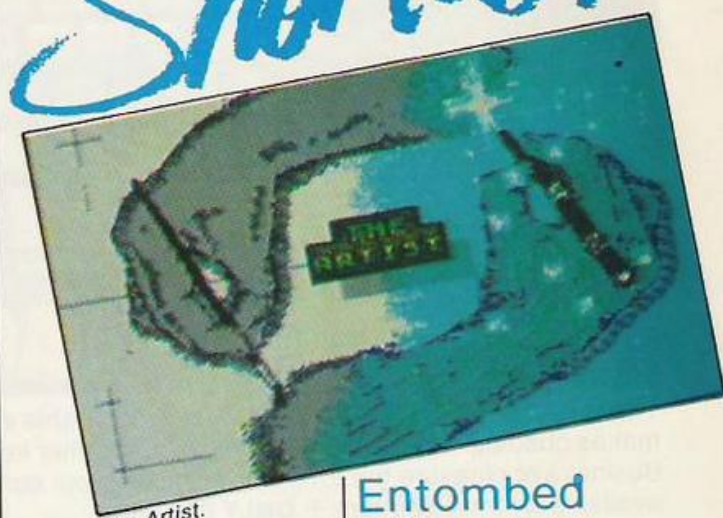
SELL YOUR Macintosh. That's what ex-Volvo assembly line worker turned full-time programmer Bo Langeborg suggests people will be able to do once they've loaded his new program into a Spectrum.

There are even plans afoot to market this program with a mouse for the Spectrum. But at the moment you have to get by with five fingers to move the cursor. When the program has loaded you are confronted with an empty screen and two flashing cursors, one square, one cross-shaped.

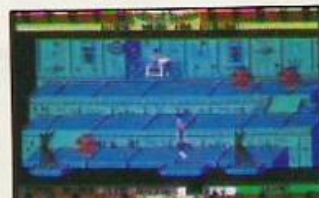
You can get straight into some sort of Mac type painting by selecting a paint-brush and a brush pattern. At the base of the screen you have a choice of eight special commands — apart from brush and brush pattern these include a text option, a view command which shows you the whole screen without the commands, a move option which enables you to raise the screen so you can work on the base of the picture but still see the commands, a clear-screen option, a storage and a character creation option.

The reason you need five fingers is that apart from the directional controls of the brush you need to keep your thumb on the C key which sets the pixels on the screen.

By pressing the symbol shift key you can move between two sets of other commands, pixel setting commands and colour setting commands. The pixel command section has some very powerful commands. You can enlarge



The Artist.



Entombed.

sections of the screen. You have instantaneous box and circle commands.

This section also has an overlay command which is comparable to placing a plastic sheet on top of a picture and copying it.

The colour commands open up a window around the cursor and the cross. Inside it ink, paper brightness and flash can be set separately.

Paul Bond

## Elidon

■ CBM-64  
■ Orpheus  
■ Arcade adventure  
■ £7.99

★★★★★

PLENTY OF whimsy in the software market this month. We are treated to a trip to fairyland in Elidon. The beautiful graphics depict a hapless flower fairy as she tries to collect seven bottles of magic potion followed by pouring the bottles on to magic flowers in order to revive the magic garland to its former glory.

On her way she is hindered by tree-spirits, flames, strange bundles of energy and eerie darkened rooms peopled by things with glowing eyes. A fir cone, a leaf, a crabapple — any of these will help her ward off the unwelcome attentions of the evil spirits. There are also lucky horse shoes to be found for bonus points. But do not pick up the ones which are upside



Elidon.

down, for of course all the luck will have drained out of them and they will kill you.

It's possible to pick up a torch to guide the fairy through the darkened rooms and she needs all the help she can get for her V-STOL capability is easily upset by the slightest bump. It is possible to get her to hover by judicious use of the fire button.

There are also forcefields which can only be penetrated by the aid of a horn or a set of pan pipes.

And in this exciting Ultimatesque game, your little fairy is going to need all the angel dust she can get.

Paul Bond

## Entombed

■ C64  
■ Ultimate  
■ Arcade  
■ £7.95

★★★

THERE IS ALWAYS a buzz of expectation whenever a new Ultimate title comes along. With a string of hits like Knightlore, Underworld and Alien 8 under their belt, we've come to expect something rather special from them. Entombed is set in Egypt, where our intrepid explorer, Sir Arthur Pendragon, is entombed beneath the Sphinx, searching for the scrolls which will help him get out of this tricky spot.

The screen display shows a Scarab on the wall's view of Sir Arthur wandering about the corridors. There are two varieties of screens, scrolling, maze-like corridors and rooms where the various objects of your quest lie. The walls of the corridors are nicely done, covered in hieroglyphics. Apart from the scrolls, there are two objects you collect of more immediate value, a whip and a torch.

The problem is, the whole thing is rather sterile and predictable. In the corridors, you are constantly being irritated by things materialising and attacking you as you try to map out the maze. The rooms are too small to pose an interesting challenge like Manic Miner and clones, and the solution is normally irritatingly trivial. Nothing constructive in the way of hidden clues is done with the hieroglyphics, the nasties in the corridor are just plain irritating and time consuming.

A pity, but not really up to the high standards we have come to expect. This game was actually written by a bunch called ACS and marketed under the Ultimate label, they would do better to stick to the Spectrum and their in-house programmers.

Lee Paddon.

(continued on page 29)





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# Star★ chart

## Flip!

BBC  
Strategy word game  
Icon  
£7.95

★★★

J S Bach meets Ghost-busters; Mozart clashes with Teddy-bears' Picnic. In Icon's Pelmanism-cum-word game, classical compositions mix with modern classics and classy graphics.

To score points you have to flip over the boxes to reveal matching pairs of graphics — Pac-Man, a Space Invader and a teddy-bear to name but three of the 15-odd characters on the 4-by-10 grid.

As each box flips over you see the animated graphic and hear a snatch of its theme tune; find its partner and you hear the rest of the musical phrase. Behind the correctly paired boxes are fragments of letters which go together to spell a word. That's the second part of the game.

It's a race to identify the hidden word. But in the two-player game rash guesses made too early only give points to your opponent.

## Ghettoblaster

CBM-64  
Virgin  
Arcade adventure  
£8.95

★★★

Rockin' Rodney — no relation to Rankin' Rodney in Taskset's Jammin' — has to shop for batteries and search for a tape to put in his FBR (frightfully big radio).

Then press F5 and you will hear the beat. The aim of the game is to successfully deliver 10 tapes to Interdisc Records. Meantime he can press the firebutton and fire notes at people to make them liven up.

A good game with some humour — street names like Electric Avenue get in, as do hippy anomalies like the Doors' Moonlight Drive and Love Street. Bob Dylan gets most streets into this game.

(continued from page 27)

## Charlie and the Chocolate Factory

■ Spectrum  
■ Hill MacGibbon  
■ Arcade adventure  
■ £9.95

★★★

JUST IMAGINE that! A whole day inside an enormous chocolate factory! And not just any old enormous chocolate factory! No, it's Wonka's Factory, where they make marshmallows that taste of violets, and chewing gum that never loses its flavour.

This is the prize that Charlie Bucket wins when he finds a golden ticket in a Wonka's chocolate bar. And this is the plot of Roald Dahl's scrumptious book, *Charlie and the Chocolate Factory*. Now those lovely people at Hill MacGibbon have turned it into a yummy computer game.

The primary game is split into four sections based on the plight of individuals who fall foul of the Chocolate Factory in the best moralistic way. Augustus Gloop whose face is like a monstrous ball of dough with two tiny currant eyes peeping out, becomes a purple blob in one of the sweet machines. Depicted in a maze of pipelines on the Spectrum screen, you must move Charlie backwards and forwards at the base of the screen, twisting pipes until Augustus is safely decanted into a flask. Otherwise he emerges from an open pipe as a sticky cloud.

The next section has Violet Beauregarde menaced by bouncing blueberries. Basically a breakout-style format you use keys 6, 7, 8 and 9 to move Violet around and get her shield to fend off the ferocious fruit. The idea is to bounce berries into a juicer, or else.

The fourth section confronts television addict Mike Teavee with TV cameras. Their deadly rays can only be counteracted by eating Wonka bars.

In the third section Veruca Salt has enraged the squirrels in the nut room. They want to chuck her out with all the other rubbish. She tries to leave poison nuts in their path, but these fade away quickly.

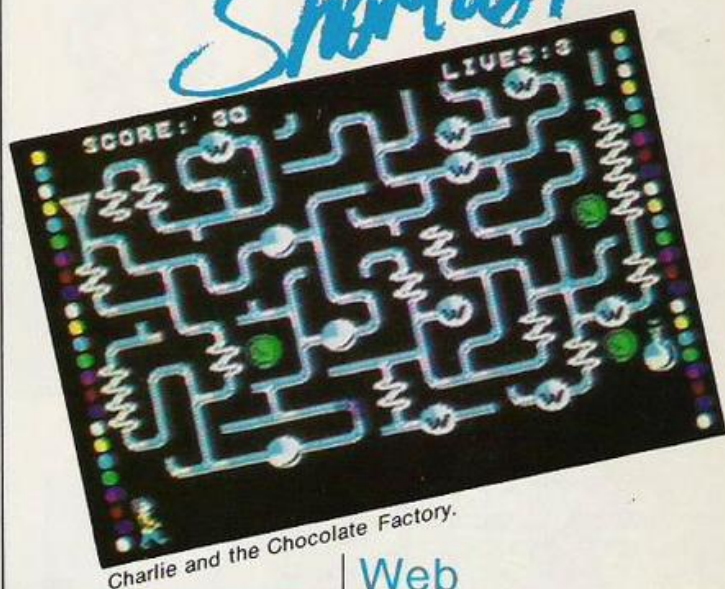
A nice touch is that you can practice each section without having to play the whole game, but if you rescue Charlie's companions in the primary game, then you will be given the code you need to help Charlie find the six gold keys in the chocolate factory.

And this leads you to a whole new game on the flip-side of the cassette. This would seem to be a game in the style of Manic Miner, with 43 challenging rooms to explore, in order that Charlie can enter the Great Glass Lift.

Paul Bond.

# SOFTWARE

## Shortlist



Jonah Barrington's Squash.

## Jonah Barrington's Squash

■ Spectrum  
■ Simulation  
■ New Generation Software  
■ £7.95

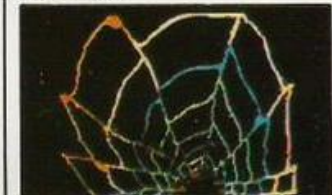
★★★

JONAH BARRINGTON'S (he is a famous squash player) Squash can be played against another human, or against the computer.

There are four difficulty levels, just as there are four ball spot colours in squash, ranging from red (easy) to yellow (difficult). The screen display is split in two sections with a three-dimensional representation of the game on the left hand side of the screen.

Hitting the fire button makes your player do a forehand or a backhand stroke, depending on the position of the ball when the button is pressed. So by careful timing you can alter the angle at which the ball leaves the racquet.

Paul Bond



Web Dimension.

## Web Dimension

■ Commodore 64  
■ Ecological game  
■ £10.99

★★★

THE SCREEN DISPLAY shows a complex section of a web. Life-forms drift aimlessly about the web. Pressing the fire button you must move your sprite — a musical note — along the webways, being careful not to touch the glowing ones.

Using the music you can freeze the life-forms at the nodes of the web. Once they are all frozen, the second stage starts.

In this stage you must stabilise the creatures, which are in the form of coruscating stars at the transitional phase. Then you see the next stage of evolution.

Paul Bond.

## A View To A Kill

■ CBM-64  
■ Arcade adventure  
■ Domark  
■ £10.99

★★★

THE GAME attempts to faithfully replicate three major action sequences from the movie.

The top half of the screen gives you a three-dimensional view of a la Monster Maze of the streets. The lower half is an over head map view of Paris. A tracking bleepers indicate proximity of target.

Next, Bond's girlfriend who has the unlikely name of Stacy is trapped in a lift. Zorin has torched the building.

Essentially a platform game, the programmers have included a rather ingenious lockdown facility in the third stage.

Paul Bond

(continued on page 31)



# ULTIMATE PLAY THE GAME

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COMMODORE 64



COMMODORE 64



48K SINCLAIR SPECTRUM



AMSTRAD CPC 464



"ALIEN 8", "KNIGHTLORE", "UNDERWULDE", "SABRE WULF", "ENTOMBED", & "STAFF OF KARNATH" recommended retail price £9.95 inc VAT. "ATIC ATAC" recommended retail price £7.95 inc VAT. Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from

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# Star★ chart

## Beeline

BBC  
Robico  
£5.50  
Maze game  
★ ★ ★

Hank is a blue bee who explodes when he gets angry or tired. Your mission is to guide him to his beehive. Watch out for energy-sapping toadstools, spiders, faces, insecticide cans and the lizard's tongue.

Meanwhile, collect pollen grains, flowers, apples, honey pots and bowls of water.

## Bulge

Spectrum/CBM-64  
Lothlorien/ASP  
£9.99  
Wargame  
★ ★

After the bouquets last month for Arnhem from CCS, it's time for the brickbats. To say that this is an improvement on Lothlorien's previous effort, Panzer Attack, would be true but would be no recommendation. It is in real time, and as the German commander, you simply haven't got time to issue all the orders you need to. As the game progresses and units get spread far and wide, you spend most of your time chasing round the map after errant units. Any bulge game which doesn't feature roads is doomed to failure.

## Wetzone

BBC  
Everiss Software  
£6.95  
Shoot 'em-up  
★

An engaging little whimsy from the house set up by Imagine renegade Bruce Everiss. Lots of different things to shoot at and every so often a UFO whizzes across the screen. If you hit it you score extra points. Sounds familiar? It did to us. We conclude that Bruce is re-examining his roots rather like Eric Clapton returning to the blues, or Working Week re-assessing jazz.

(continued from page 29)

## Contraption

■ BBC  
■ Platform  
■ Icon Software  
■ £8.95  
★ ★ ★

GAMES programmers — or designers as they now like to be called — sometimes complain that reviewers do not play their games long enough to do them justice. Helen and David Mann, the authors of Icon's Contraption, need have no such fears: between them *Your Computer's* games reviewers have racked up hours of playing time on this one. The game has inspired seasoned reviewers — veterans of scores of platform campaigns — to rise from their desks clamouring to be let at the keyboard.

As far as the plot is concerned the game is fairly conventional. You have to jump, bounce and scramble your way through 10 screens, picking up apples and avoiding such perils as floating bombs and toxic plants. But the course in each screen is particularly well constructed, and pitched at just about the right level of difficulty. At first sight it seems that you will never reach that vital ledge, or catch a lift from that floating coffee table. But once completed each screen is plain sailing the next time round.

However what really marks this platform game out as special is the superb use it makes of Mode 1 graphics. Adopting the Frak technique of outlining figures in black allows the designers to show all sorts of pleasingly inventive details which make most Mode 2 games look distinctly crude in comparison. Pipes actually look three-dimensional, bouncing valves gleam, and your little man is a real character study — a benign balding old timer clad in red Mao jacket which admirably sets off his tuft of ginger hair.  
*Simon Beesley.*

## Combat Leader

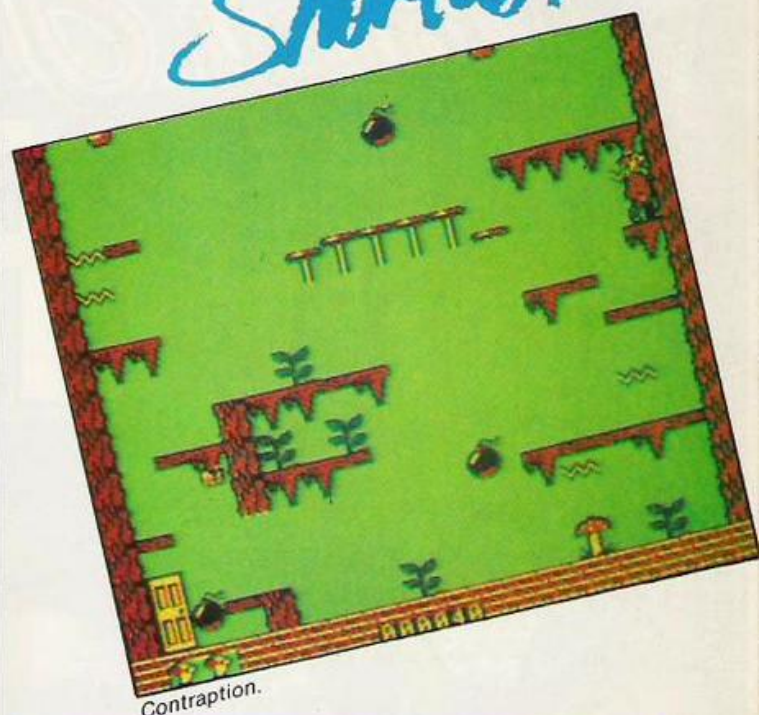
■ CBM-64  
■ Wargame  
■ U.S. Gold  
■ £9.95/£14.95  
★ ★ ★

COMPUTER wargames are big news in the states, and SSI are the big name. This offering from them, via US Gold, puts you in command of a company of mixed tanks and infantry, against a similar force commanded by the computer. There are seven different scenarios available, giving you a range of objectives, or you can choose a roll-your-own option where you can pick the forces you and the computer will control and the objectives. This option also allows you to specify the characteristics the vehicles will have, and to help you, some historical data is provided to allow you to pit Shermans against Tigers, or even, if you have a taste for the bizarre, Matildas against Sheridans.

There are eight different mixes of terrain, most thickly wooded, with the

# SOFTWARE

## Shortlist



Contraption.



Combat Leader.



Chopper.

odd hill. A river with a bridge might have been nice, but you can't have everything.

The game plays quite smoothly. You issue orders to units by a combination of keyboard and joystick. The unit's response is then displayed. Units report their position, and that of any enemy units they see.

The game seems rather weighted against the poor bloody infantry, whom you would expect to do pretty well in this sort of terrain. Despite being equipped with anti-tank weapons, they tend to come off second best.

Tactics are minimal, advance under cover until you find the enemy, then fire like mad until one of you is dead. However, interest is maintained by the wide variety of missions you can try and you can have different mixes of forces, and different types.

Certainly a lot less trouble than setting up a miniatures game.

A good first attempt in a difficult field where everybody has their own theory about what constitutes "realism" and historical accuracy.  
*Lee Paddon.*

## Chopper

■ Creative Sparks  
■ CBM-64  
■ Scramble-type  
■ £2.50  
★ ★ ★

WORTH every penny of £2.50 this is another example of the Sparklers philosophy: "if you can't beat 'em, undercut 'em".

Instead of a spacecraft you fly a helicopter against oncoming hordes of hostile rotorcraft. The angry buzzing of a massed helicopter squadron is faithfully replicated by the 64 and is guaranteed to make the neighbours think you are shooting the sequel to *Apocalypse Now* in your living room. The drawback is that you are fixed to the right hand side of the screen and can only move up and down. You can't shoot when you're moving and vice versa.

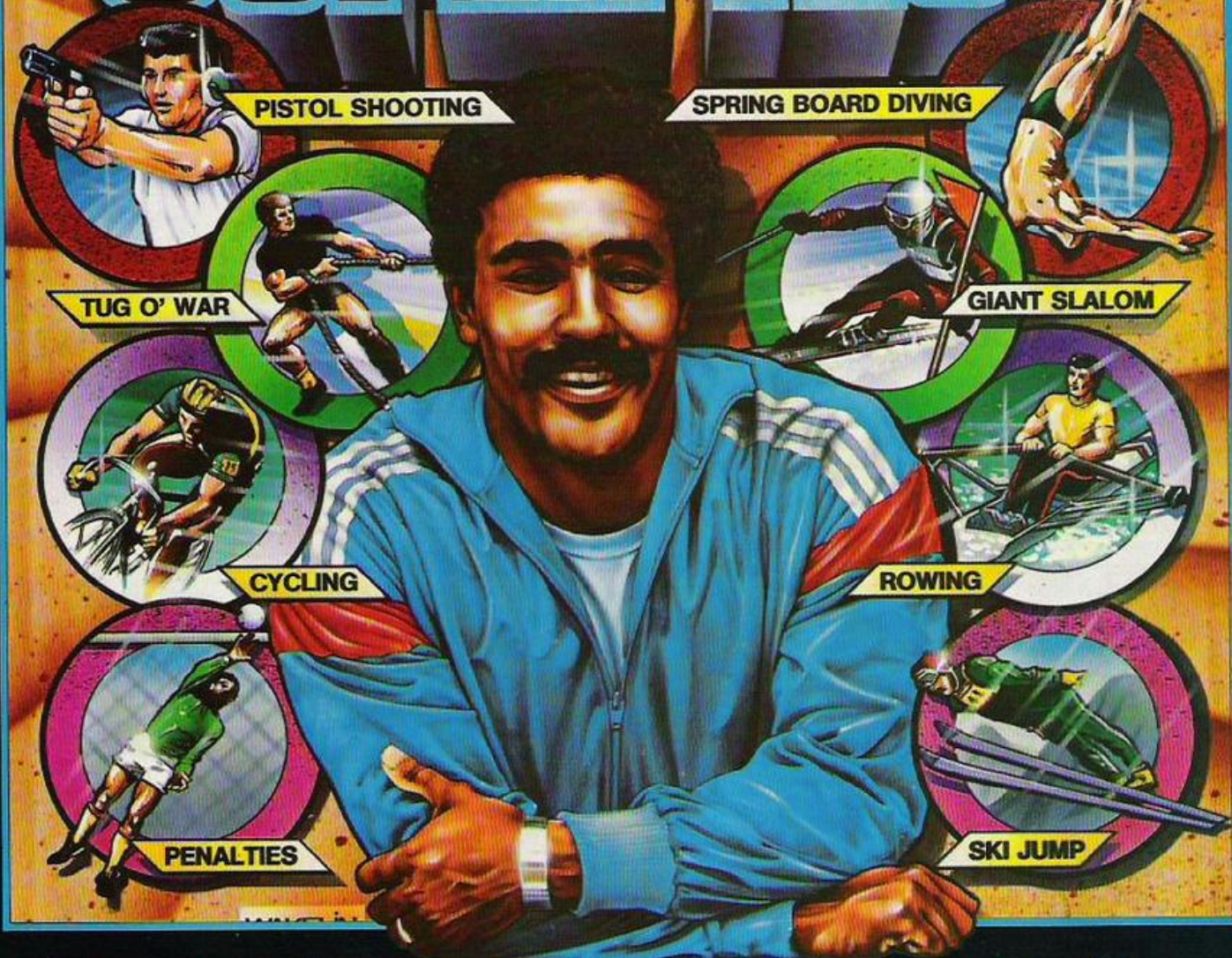
On the second screen, which you achieve after a tricky refuelling sequence in which you have to rendez-

(continued on page 33)



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SPECTRUM 48k

COMMODORE 64


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# Star★ chart

## Baseball

C64  
Activision  
Sport  
£10.99

★ ★  
A poor copy of the Imagine Baseball game reviewed a couple of months ago. You get to field and bat, when fielding you choose the ball you pitch and manipulate the fielders. As batsman, you choose when, and if, to swipe the ball. Only one view is given, from the perspective of the spectator, with none of the nice touches which made the Imagine version bareable, mind you, at least we are spared the ra-ra girls at half-time.

## Chicane

BBC  
Kempston  
£7.95  
Racing game

★ ★  
With absolutely phenomenal timing, Kempston launch a racing game hot on the heels of Acornsoft's "Revs". Unfortunately, this game is rather left in the pits with a dead engine compared to Revs. As a game, it is quite good, but a simulation it isn't. Steering, throttle, break and gear changes are all included. There are six different circuits to race round.

## Theatre Europe

PSS  
C64  
£9.95  
Wargame

★ ★ ★  
Following on from their Midway game, this is set in the near future, when the treacherous Russians come charging over the North German Plain, bent on bringing the peace-loving west under their ruthless iron heel. Behind this distasteful scenario is an even more distasteful game. Technically very well executed, the conventional battle is a dull slugging match.

(continued from page 31)

vous with a stratotanker, you are plunged headlong into the usual surreal mixture of balloons, ducks and what-have-you so beloved of the true sprite graphic craftsman. The ducks fly past in strict formation — the more ducks pass, the more points you get. But you will probably bend your rotors on an airship first.

If you survive to screen three, you will discover the purpose of your mission, which is to chuck bombs down horizontal airshafts to destroy the enemy base in the time-honoured way. The enemy whirlybirds contrive to get in your way and are practically invulnerable on this screen. If you like clenching your teeth and screaming, then this is the game for you.

Paul Bond.

## Taskmaster

■ CBM-64  
■ Shoot-'em-adventure  
■ Creative Sparks  
■ £2.50

★ ★ ★  
WITH excellent three-dimensional graphics and seven screens, this looks like the sort of game that US Gold was marketing for £14.95 a year ago. Maybe the programmers could have done a little more with the sound facility, but for £2.50 this example of the new Sparklers range from Creative Sparks is good value.

As the sun goes down on the first screen, the valley in front of the castle darkens and the zombies troop on like football supporters aimlessly wandering about and treading on you if you get in their way. Your man is armed with darts and you must keep blasting if you hope to see the second screen. This is the wizard of Dabbit Wood who appears at random and launches heat-seeking spells at you. Getting through this screen is more a matter of luck than good judgement — then you find yourself outside a cave in Vampire Mountain. You have to pick up four sacred statues and since your man is getting a big tired now he seems to walk more slowly and weave about. This is not good because bloodsucking bats issue forth from the mouth of the cave.

On the next screen our man is evidently getting into ancient history, as we find him by a stone circle. But the guardians of this creepy cromlech are the Devil Worshipers of the Temple of Demons — a bunch of trigger-happy mad monks. Undeterred — our hero winds up in the cemetery being assailed by ghouls. By this time I was so shellshocked I forgot to notice what the screens were actually called.

Paul Bond.



Taskmaster.

# SOFTWARE

## Shortlist



Magic Mushrooms.

## Magic Mushrooms

■ BBC  
■ Platform game  
■ Acornsoft  
■ £12.95

★ ★ ★  
IF YOUR HEART sinks and a drowsy numbness steals over you at the mention of platform games Magic Mushrooms might be the antidote. It is a game in two parts, both a standard issue nine screen platformer and DIY platform construction kit. The hallucinatory fungi in question are what you have to pick up along the way.

The ready-made screens are frustratingly difficult if not impossible; but at the point at which you are about to give up in despair you can press

Escape — whereupon you move to the Edit screen. Along the top there is a menu of 15 items, among them escalators, monsters, crumbling and firm platforms, trampolines, and slides — all the items, in fact, that you would expect to find in a well stocked platform game.

It is now a simple matter to take out a troublesome monster or add a new stairway. Alternatively, you can give your imagination free rein by scrubbing one of the ready-made screens and building a new one. Either way, you can then save your creation.

If you are the one setting the traps and obstacles they probably will not present you with much of a challenge, although they may to others. But the real interest lies simply in designing new screens, an activity which turns out to be even more compelling than playing the game itself.

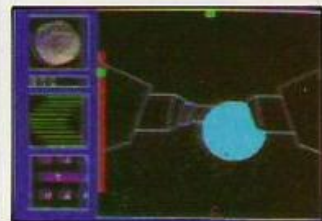
Peter Connor.

## Gyron

■ Spectrum 48K  
■ Firebird  
■ Maze  
■ £9.95

★ ★ ★ ★  
AT FIRST YOU might look on this game as a maze game crossed with a shoot-'em-up, with some nice graphics. But this would be to dismiss a game which gradually grows on you. It is more reminiscent of Rubik's Cube than a run of the mill maze game.

The first thing that strikes you is the graphics. You pilot a ball, or Hedron, around a maze. The maze scrolls smoothly past you as you move down the three dimensional trenches. Control is achieved with cursor keys or joystick. Moving the joystick to one side or the other will move the Hedron across the trench, and, if opposite the



Gyron.

opening of a side trench, the Gyron will turn the corner.

There are a number of spheres rolling around the place according to predetermined patterns. These, needless to say are deadly. Then there are the towers, these are a different kettle of fish all together. These are orientated in a particular direction, which you get from a small radar map of the neighbourhood. If you roll in front of these, you get shot.

Lee Paddon.



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# NEWS o a e o r s s u t t t t h h

## The crystal ball

Incentive Software have released their popular Ket trilogy (Mountains of Ket, Temple of Vran and Final Mission) for Dragon owners. It comes on one cassette and costs £9.95.

Bored Of The Rings is an excellent parody adventure available on Microdrive or cassette for Spectrum owners. Mail order only from Delta 4 Software (04893 5800).

## A helping hand

Fulvao Cerlesa of Rome is a great fan of English adventures. He had a spot of trouble with two of Scott Adams'.

In Spider-man:

Can't get the bio-gem  
LLAH MORF MEGO IBTA  
BEWT OOHs

Electro a shocking  
problem?

ORTC ELEG NITT IHER  
OFEB SMRA S'KC OROT  
COBB ARG

In Sorcerer of Claymorgue  
Castle:

Can't open the book?

TFOL EHTM ORFT IPOR D  
Battlement tin-can elusive?  
KCIR BWOR HTNE HTLL  
EPSN AEDT SAC

Gary Blunden of Ongar  
can't shift the bear in

Adventureland:  
RAEB EHTT ALLE YTSU J  
In Sutton Coldfield, M.  
Poynton is wrestling with  
Zork 1:

In the dark in the Drafty  
Room?

MOOR TFAH SMOR FTEK  
SABN ISTC EJBO REWO L  
From Warrington, Andrew  
Parker is adrift in Zork 2.  
What goes on the stands  
on the Wizard's  
workbench?

SERE HPSS SALG DERU  
OLOE EHTY RT

Yours in adventure  
adversity,  
Hugo North

# QUEST Corner

Our man with the brass lamp and the key to a thousand mysteries sheds light on new adventure programs. Lost? Never fear, Hugo North is here.

## Key of Hope

■ Spectrum 48K  
■ Games Workshop  
■ £7.95

FOLLOWING ON from the excellent Tower of Despair comes this latest atmospheric two-part text and graphics adventure from Games Workshop.

The adventure features over 400 locations — though only some are illustrated — and has beautifully designed manuscript-style text.

The White Goddess of Truth has requested your aid in the battle against the evil Malnor. You must collect the scattered pieces of the Key of Hope to defeat the Demonlord.

You begin, confused, at the ruins of Castle Argent. Nearby is a plain ring, a spirited, snow-white stallion and a glittering sunsteel sword. It's all too easy to get lost when you start to roam around but with luck you should find a talisman. Pity it's too hot to pick up, though.

You must find water quickly else your bones may soon lie bleaching in the sun and the search for the key over before it has barely begun. Your quest is definitely not going to be easy.

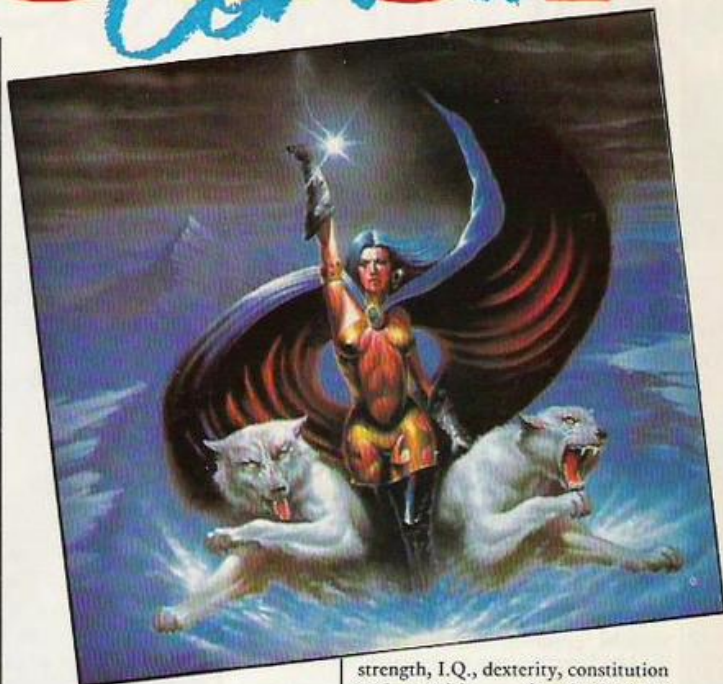
As before, a rich plot, plenty of locations and puzzles and fulsome prose. Highly recommended.

## Mindshadow

■ Commodore 64  
■ Activision  
■ £19.99 — disc only

IN MINDSHADOW, your aim is to find out your lost identity by working your way through a series of situations. The game sports some pretty impressive graphics of the locations but the adventure itself turns out to be a little on the dull side.

The early part of the game is set on a desert island. A little exploring soon uncovers such things as an



abandoned hut, a wrecked boat, a cave and plenty of quicksand. As you quickly find, the only way to get off the island is to hitch a lift on a passing ship. Unless you've got a suitable bribe, the captain won't take you.

The adventure has a sophisticated command analyser and a wide vocabulary. Help is available by calling on a giant condor (I can't think why) who may assist you up to three times.

Not bad but at the price I can't see many people buying it.

## Tyrann

■ Oric/Atmos  
■ No Man's Land

CONFIRMING THE popularity of the Oric/Atmos with the French, here comes a Dungeons and Dragons type adventure imported from across the Channel.

Don't fret that you'll need GCE 'O' Level French to play the game — apart from a few system messages like "Un instant svp" and "Chargement en cours" — Loading in progress, I presume — all text is in English.

The aim of the game is to guide a band of six characters through a large, monster-inhabited labyrinth. Your ultimate mission is left unstated. At the start of the game, you select and name your group from six types: each character can be a warrior, magician, thief or druid. Their quality of their abilities —

strength, I.Q., dexterity, constitution and wealth — is determined randomly by the program.

Before you enter the labyrinth and whenever you return from the depths, you may visit the Emporium. Provided you have sufficient money, you can equip your party with various items such as weapons, armour, phials, parchments and spell books. Included in the list of 25 objects on offer are a white mouse and a baby dragon!

While above ground, you may also sell, swap or leave items and pay a visit to the Great Alchemist — who is excellent at First Aid.

Once in the maze, the display shows a stylised 3D view of the path ahead. Nothing visually exciting about this, just the usual perspective line drawings of walls and doors. As you move left, right or forward, the picture is updated.

The party may elect to camp and in so doing you can choose to catch 40 winks or inspect the current status of any member.

Apart from strolling round the maze, the only other activity is fighting. When you meet a group of monsters — they mostly come in groups and are only shown by name, not pictures — each character is given the option of parrying, fighting casting a spell or running for their life. Each round of the battle is then described. When all your band is killed, the game is over — but you can bring all of them back to life and start again.

Use of sound and graphics is minimal and the game content and format is hardly original.



# BEATING THE YANKS AT THEIR OWN GAME

Mark Shepherd, in beer swilling T-shirt,  
and Mike Redman of SCR adventures.

James Hartley discovers that the British are doing well in the latest software war against the U.S.A.

THERE'S A MAN dressed up as a werewolf in one of Infocom's latest adventures. You might bump into him in the kitchen, or find him sidling up to you by the fireplace in the living-room for a chat. If he does, you might discover that he is married to that charming lady you met only a few minutes earlier at this high-society fancy dress ball. That lady is now lying dead in one of the adjoining rooms, strangled by the lariat from your costume and victim of a hideous crime in which you are the prime suspect.

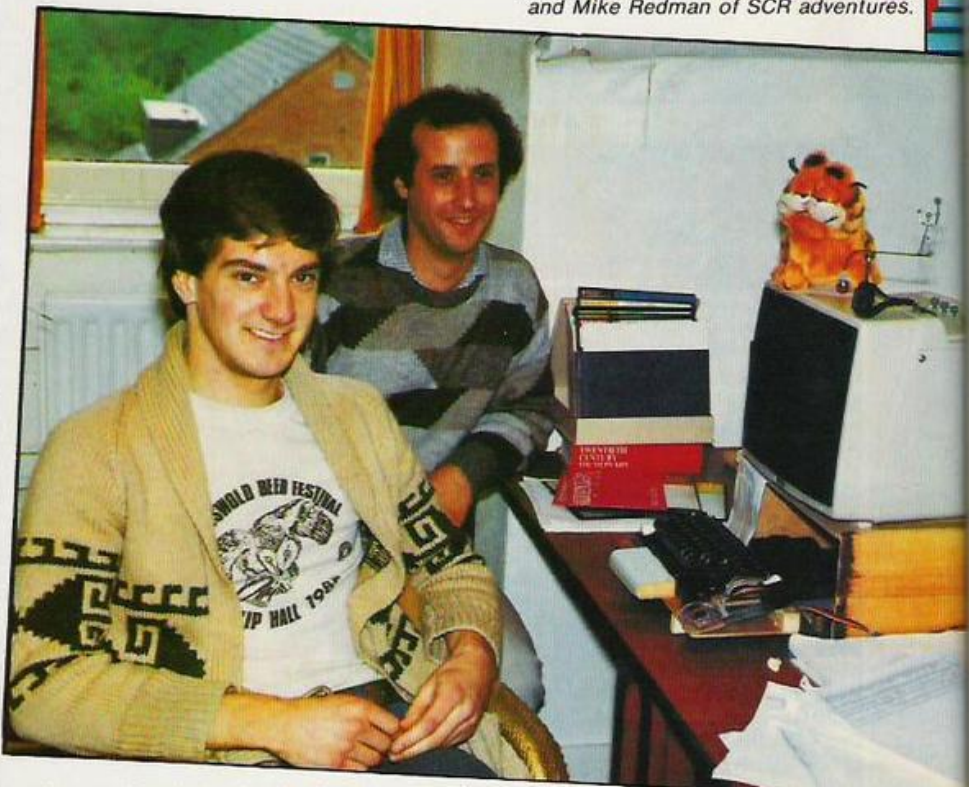
Suspect, as the game is called, boasts a whole crowd of characters like the werewolf, most of whom you can communicate with in one way or another, and all of whom seem quite capable of going about their business quite independently of you, the player. The game is typical of a whole new generation of text-only adventures that are beginning to make some of our British adventures look pretty silly. If you've been introduced to Infocom — and it'll cost you upwards of £40 plus the disc drive to run the program on — then you'll understand immediately why Douglas Adams worked with Infocom on his excellent computer version of *Hitch-Hiker's Guide to the Galaxy*.

## Different in a year or two

The reasons why Adams worked with Infocom are fairly obvious — a top-class software house working in an enormous domestic market — but in a year or two things will be quite different. British adventure programmers are fighting back and are now racing to develop new game systems that could end up making even Infocom look pale by comparison.

The main problem to date has been the hardware. Here in Britain hardly anybody has disc drives that can provide the sort of data storage needed for really complex games, and, unlike in the U.S.A., machines with larger memories, like the IBM, are scarcely thought of as *personal* computers. But, paradoxically, it's limitations like these that are now providing the basis for a new push forward in British adventure software.

"It's been very frustrating", says Pete Austin of Level 9 — generally reckoned to be Britain's leading adventure software house, "but over-



coming machine limitations has become a way of life for British programmers, and it's helped us to develop techniques that could be very important when we have machines with discs and larger memories."

Pete's brother, Michael, is hard at work — with yet another brother, Nick — developing an entirely new adventure system that looks like giving the competition a good run for its money. In fact, he's already reached the point where he's no longer that impressed with Infocom.

"At the low programming level their games really aren't that clever. Their compression routines are virtually non-existent and I'm not at all impressed by the speed — especially on the Commodore. Our market here may be about two years behind, but as soon as discs become available, we'll be ready to make a huge leap forward."

## Host of advanced features

The system that's being developed by Level 9 boasts a whole host of advanced features. First, a new compression system that uses a combination of stored dictionaries and character encoding — based on the frequency of different characters — makes possible a vocabulary of between one and two thousand words. Previously, adventurers have had to struggle with game with anything from 200

down to as little as 20 or 30 words.

Objects that you can manipulate during the game will no longer just be things you can pick up or drop — you'll be able to look inside them, or use them as containers to carry other objects from place to place, and of course there'll be plenty of characters to meet on the way.

"I'm trying to work towards a soap-opera type of game," says Pete, who tends to be responsible for the design of Level 9's games, "and I'm aiming to develop characters with whom the player can get emotionally involved. As memories get larger, there's no point in just adding more puzzles — you don't want people slaving away for more than a few weeks to solve a game. You're better off using the space for entertainment, and characters are a good way of doing it."

Although future Level 9 products will tend to get more and more sophisticated, the company is ensuring that programs don't become too slow and cumbersome. On the new Spectrum system that it is working with at the moment, the player can carry on entering commands while the graphics draw simultaneously. And where graphics are concerned, Pete sees new machines — like the new Atari range — as providing tremendous potential for the use of landscaping techniques, somewhat



similar to those pioneered by Mike Singleton in the very successful Lords of Midnight series.

Level 9 is perhaps the best known British adventure house, but it's not the only one to be hard at work on developing more powerful systems. One small company, which to date has produced only one game — Castle Blackstar, distributed by CDS — looks set to become a household name over the next couple of years with an adventure system that will certainly rival that of Infocom and could force Level 9 to look to its laurels. SCR Adventures is the brainchild of Mark Sheppard and Mike Redman, two enterprising 24-year-olds who graduated in Computer Engineering from the City University in London and are now hard at work on an adventure development system of truly epic proportions.

### "Text is best"

"It's been so frustrating, having good ideas but not having the memory or the discs to produce them on," complains Mark Sheppard. "The computers in this country just haven't been up to it, but as soon as this country goes to disc we'll be ready to jump in." SCR's system has been developed using the language C, running under Unix, and although it's still early days, it already outperforms the system used by Infocom in the notorious Zork trilogy. Highly efficient compression systems and a very complex parser to interpret the users inputs both work together in a framework that can cope with multiple interactive characters, container objects, and even moving vehicles for the player to drive from one location to another in!

Unlike Level 9 and like Infocom, SCR is aiming at the text-only market. "Most adventure graphics just use the same basic forms over and over again," says Mark, "and what's the point of seeing the same tree in every location, even if it is a different size and in a different place. With text, you can have a different tree in each place." Always provided, of course, that the text can live up to what's expected of it but, judging from Castle Blackstar, its first release, SCR is quite capable of wielding the pen effectively, although both Mark and Mike seem rather hesitant to talk about Blackstar: "It's very dated now, and I don't like to be reminded of it," says Mark, although others obviously disagree — the game was recently voted one of the top 10 best adventures.

### Some surprises

There are some surprises, too, to be found where new adventure systems are concerned. One company that isn't usually associated with adventures and which is keeping things very hush-hush is Mastertronics. It is hard at work on a system that comprises two basic modules, a database input/management system and control module to access the data and provide higher level game-play routines. Interestingly, the system has been developed using the Forth language.

Stephen Kirk of Mastertronics has nothing but praise for Forth: "We can have a library of primitives that access records, provide input/output, parsing, and so on. It's an extendable language and gives us a five-times saving in time over using assembly language." What's more, it enables them to develop software and

produce it simultaneously over a wide range of machines — essential in the British market where there are still substantial user-bases for what might normally be considered minority machines.

Adventure fans will doubtless be excited to learn that Mastertronic's new game is being designed by Sue Gazzard, who designed the very popular Lords of Time adventure for Level 9. It's also working, in conjunction with Roy Carnell, known to many adventurers as the man behind The Wrath of Magra, on an epic game that has been marketed by Mastertronics under the Mastervision label following the collapse of Carnell Software.

Mastertronics, however, is being careful not to leave cassette users behind in its search for bigger games. The company reckons that its system will be able to produce 250 location games plus graphics to run in Ram without discs, using only two separate loads from cassette — Wrath of Magra needed four separate loads.

Stephen Kirk reckons that their system will "just grow and grow. It'll give us a far greater diversity of input for our games, so we will be able to branch out into whole new areas, for example adapting ideas from books, films, and video, and accepting scripts from well-known writers" — like Douglas Adams, perhaps.



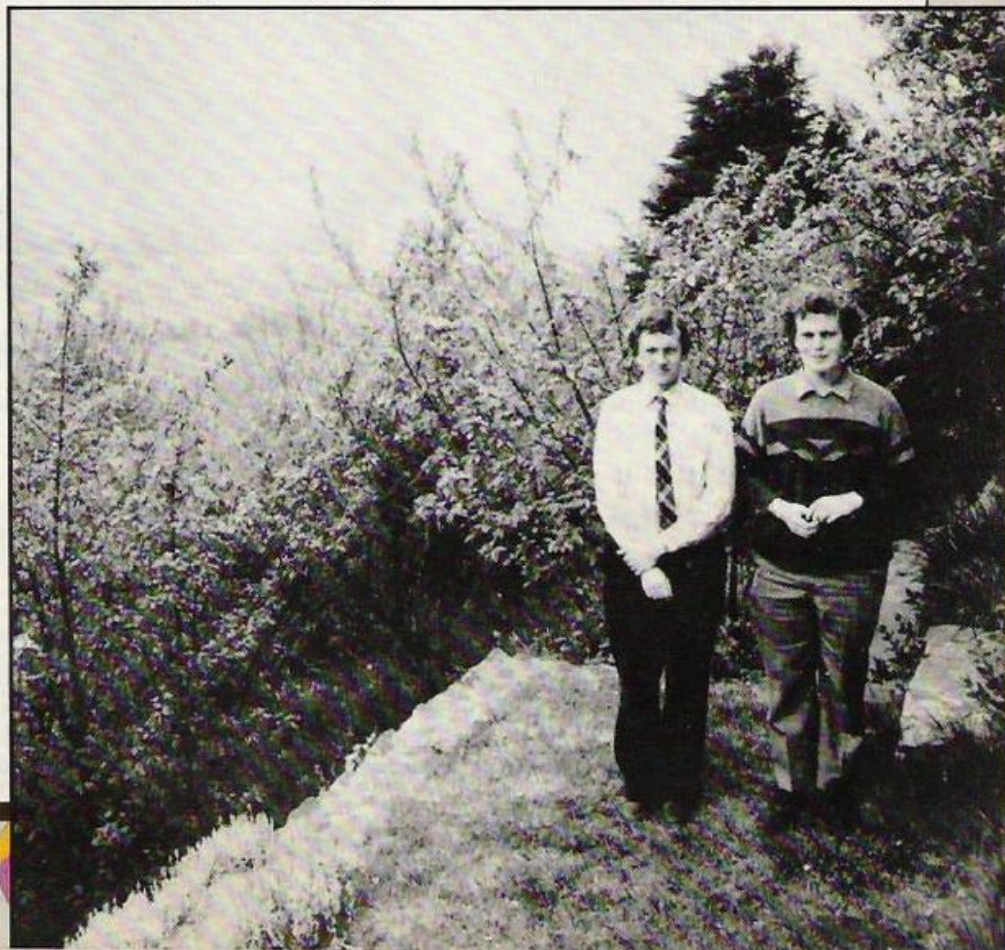
But the best news for the adventure player is yet to come. Although all the systems mentioned above will be used exclusively by the companies concerned to develop their own products — though perhaps from your ideas — there are also powerful programs to be released over the next year that will enable you to challenge Infocom at its own game!

### "It's more complex"

You may well be familiar with the popular *Exploring Adventures* series of books, published by Duckworth for a wide range of machines. The system in these books was concerned with simple two-word, verb-noun, Basic adventure programming, but now author Peter Gerrard is at work on an enhanced version which will, he hopes, be ready for release in September of this year.

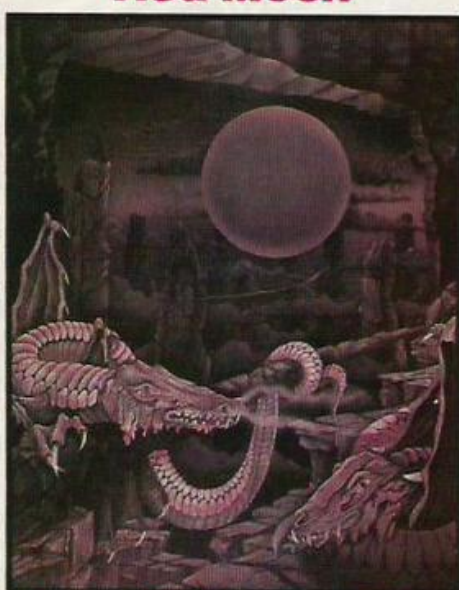
"It's much more complex than the old system," says Peter, "and the majority of it is in machine code rather than Basic. The command parser is far more sophisticated and the location descriptions can be heavily compressed so you can fit more in." Peter also sees interactive characters as being very important to a good game: "If they work, they make it impossible to play the same game twice", he says, and he's currently working on

(continued on next page)





## Red Moon



## Level 9 Computing

(continued from previous page)

a game in conjunction with his brother Mike that has got him very excited: "The results have been better than either of us could have done on our own," and with any luck, using

Peter's new system, adventurers all across the country will soon be able to join in the fun. "After all," says Peter, "it seems silly to develop a system and then keep it all to yourself." If only everyone else felt the same way.



*Red Moon is Level 9's new release but don't read too much into the title even if Level 9 does share High Wycombe with a USAF bunker.*

Last, but not least, there's the famous, or infamous, Quill. Produced by Gilsoft, this adventure development system has already introduced thousands to the enjoyable art of adventure programming, and it now seems very likely that an enhanced version of the program could become available in the not-too-distant future. "We are interested in producing a more advanced Quill", says Tim Gilbert of Gilsoft. "So far I've definitely felt frustrated — people have relied far too much on cassettes but now, at last, disc systems are becoming more widespread, and with machines like the QL we can have networked games and multi-user adventures, though I have my doubts about the QL's speed capabilities for more than about three fully-interactive characters."

Developing the Quill and the Illustrator graphics program for different machines is taking up a lot of Tim Gilbert's time at the moment, and he's understandably cagey about his plans for the future but, like Peter Gerrard, when he does come up with the goods, you can be sure that he won't be keeping it to himself.

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**FONT 464** is an easy-to-use program enabling you to design, edit, and save your own characters and graphics for simple use in BASIC programs. There are 6 pre-designed fonts and sophisticated printer-driving software which allows high-resolution screen dumps and letter writing on Epson compatibles or the DMP1.

**ULTRAKIT** is the most powerful interactive toolkit yet for ZX BASIC. All the features you will ever need:

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much more. It comes with a FREE tape  
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**DEVPAC** is a complete machine code development package. It is the second one that many people buy, because after the first one they know what to look for! The 'front panel' debugger is the only way to really see programs in action, and assembly from multiple source files is fast enough to satisfy its most demanding users — ourselves.

**C** combines high-level structuring with direct control over the machine, all at compiled speed. Our compiler is now available from good retailers, and has proved extremely popular. It supports all statement types (plus inline code) and over 40 operators; whilst char, int, unsigned and combinations using pointers, arrays, structures, unions, functions, and typedef are all allowed data types. External and static variables can have initializers, whilst auto variables support recursion. There are six preprocessor directives and over 60 library functions with a selective inclusion scheme.

**Pascal** is a valuable educational and development tool as well as running typically 40 times faster than a BASIC equivalent. Our compiler is an almost full implementation which compiles direct to machine code (no slow P-codes). Multiple file inclusion allows very large programs to be compiled.

**MON QL** is our latest product and our first on the QL; it was written by Andy Pennell, who has a great deal of experience on the QL. It is similar in style to the well-known MON 'front panel' in DEVPAC and includes additions like job control and multi-tasking support. It also catches system exceptions and includes fixes for QDOS.

Product Price Table

	Pascal £	DEVPAC £	C £	ULTRAKIT £	FONT 464 £
ZX Spectrum	25-00	14-00	25-00	9-45	
Amstrad CPC464	29-95	21-95			7-95
MSX	29-95	19-95			
CP/M-80	39-95	39-95			
Sharp	39-95	25-00			
Sinclair QL		19-95 (MON QL)			

All prices are for cassette versions (except CP/M and QL) and include VAT and p&p in the UK. Please contact us for export orders, disc formats or detailed technical information packs. All products are available by mail order: please send a cheque or Postal Order. Sorry, we do not accept credit cards.

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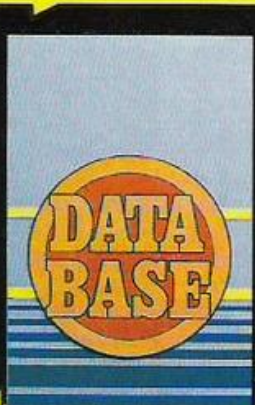
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## BOOKS

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**The Amstrad CPC 464 Explored**  
by John Braga

This superb book is designed to let every CPC 464 user, at whatever level, get the most from his computer. After an introductory section on the special Basic features, the book looks in depth at the excellent sound and graphic facilities.

NEW

**ZEN and the Amstrad CPC 464**  
by Ian R. Sinclair

This book covers the CPC 464 itself, a detailed guide to Zen, an introduction to the Z-80, ROM, and RAM, subroutines, screen and keyboard, cassette I/O and how to plan a program. The text is littered with illustrations, diagrams and helpful program examples.

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# SUPERMICROS

FEW COMPUTERS HAVE generated as much interest as Atari's ST range, first announced in January. The 130ST, in particular, promised most of the features the average home computer owner would want to see in an ideal machine: 128K Ram, a powerful 16-bit processor, tremendous high-res graphics, an extensive array of ports, a high capacity disc drive, a Midi interface, and a mouse — at an unprecedentedly low price; not much more than the cost of a BBC. And to clinch the matter the ST computers run Gem, Digital Research's Graphics Environment Manager.

Gem is an operating system which gives the STs all the capabilities of Apple's Macintosh — icons, windows and pull-down menus under the control of a mouse. Unlike the Macintosh system, Gem has the advantage of being able to use colour and is already running on a number of other computers such as the IBM PC and the Apricot. Software written for other machines can be converted to the Atari fairly easily.

For the moment, however, the 130ST will not be sold in this country, and the machine we looked at, the 520ST, will cost somewhere between £750 and £800. This price may seem to be way outside the budget of most home users but it includes a 500K 3.5in. disc drive, a high-res monochrome monitor, 512K Ram, and a mouse. Along with the hardware there is an impressive list of software: TOS — the Tramiel disc Operating System, Gem, Gem Desktop, Gem Write, Gem Paint, DR Logo and DR Personal Basic.

With the exception of TOS these programs have been bought under license from Digital Research. But the problem of tailoring them to fit the ST seems to be taking longer than Atari anticipated. DR Basic, for example, which is being converted to give the user access to Gem's graphics, is not yet running. On the review unit the software was loaded in from disc. When the 520ST appears in the shops in September the software will be held in 192K Rom.

The computer and the peripherals have a common styling which looks businesslike, but tends to take up a lot of desk space. The keyboard unit is large — the price you have to pay for a nicely-spaced keyboard layout. The quality of construction of the computer and peripherals is good with no signs of patching.

Inside, the processor is a Motorola MC-68000 running at 8MHz and capable of addressing 16Mbytes of contiguous Ram. This is perhaps the best of the 16-bit devices, but do not make the mistake of thinking that 512K Ram is equivalent to 512K in an eight-bit processor environment. Code is stored as a minimum of two bytes — a word — and invariably a lot more memory space will be used. The overall effect will be to gobble up memory, and there is no means of externally extending the 512K Ram. For those readers used to eight-bit machine-code programming, a ratio of 75 percent seems about the effective memory for comparable programs.

The Atari ST contains the following peripheral support chips: a 6301 which scans

the keyboard, mouse and joystick ports, buffering the data in the keyboard queue; an MC-68901 which services communications and interrupts; a FD1772, floppy-disc controller supporting up to two drives; and the YA-2149, Yamaha's equivalent of the Texas AY-3812 sound chip. An MC-6580 provides the interface for the Midi functions and another MC-6580 provides the RS-232 interface.

In addition there are four special Atari ULAs which function as memory management, DMA, ancillary functions and graphics. There is no hardware character generator — it is all done in software. The memory chips consist of 16 256K Ram devices and six 32K Eproms.

The U.K. keyboard sports an extra key compared to the American computer. The left-



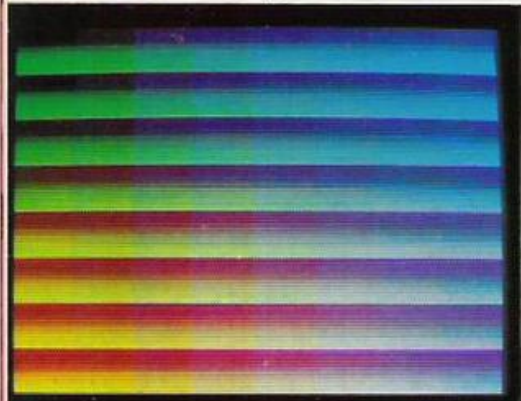
DR Logo will be built in on Rom.



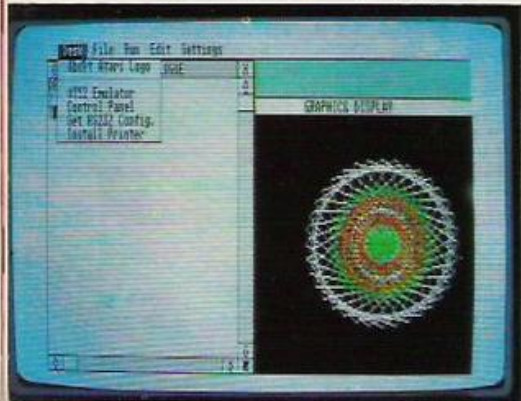
A cat for the mouse — hi-res graphics.



Gem — controlling the WIMP environment.



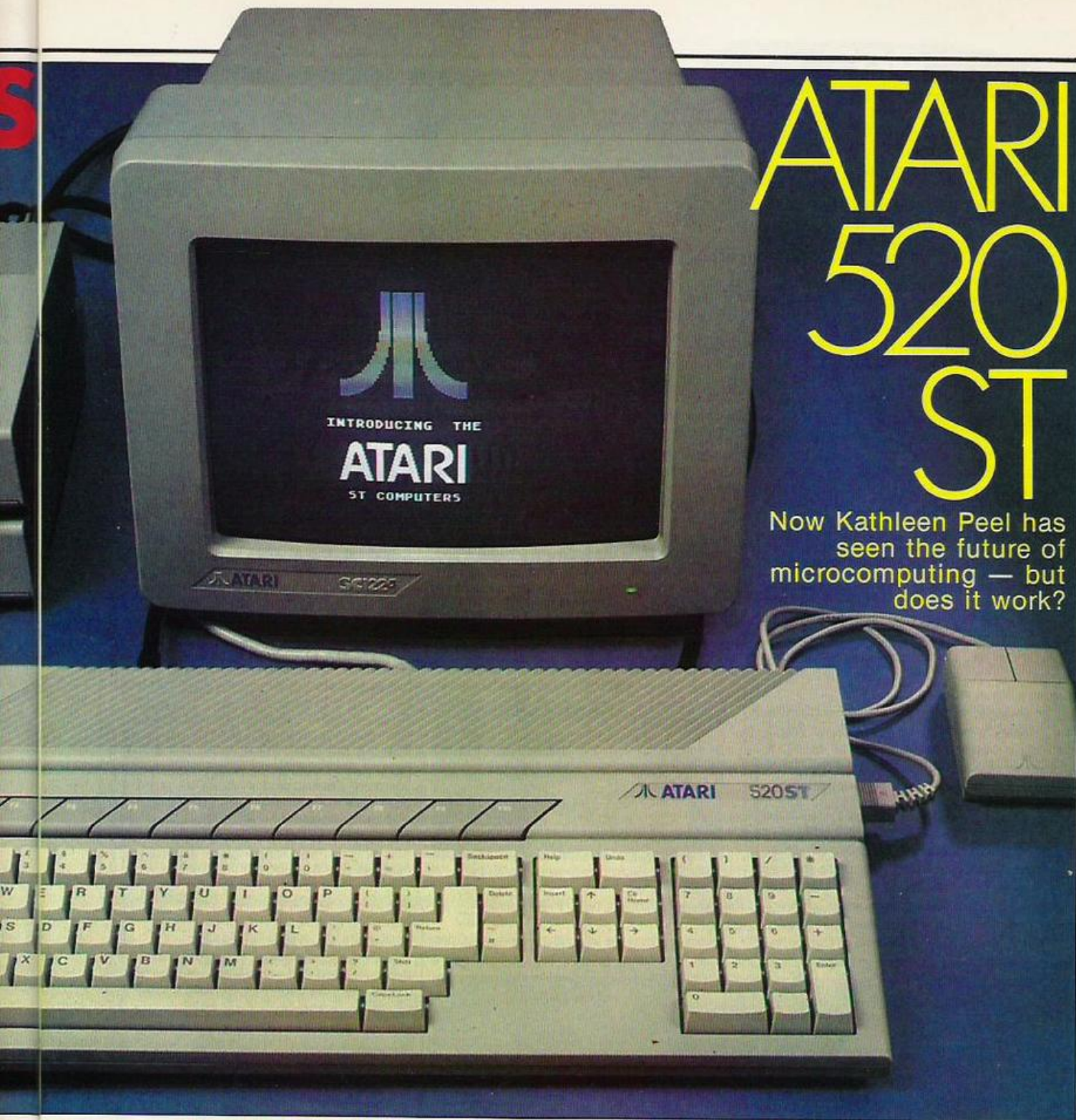
Op Art on the ST and below Logo graphics.





# ATARI 520 ST

Now Kathleen Peel has  
seen the future of  
microcomputing — but  
does it work?



hand shift key has been split in two, to allow the £ sign to be shift.4 and hash to be repositioned. The keyboard consists of a 60-key typewriter-style portion, an eight-key cursor control, portion, an 18-key numeric keypad and 10 function keys. The keyboard feel is uniform, consistent and eminently suitable for word processing activities.

There is no internal speaker and the sound is reproduced from the attached display unit speaker. Nor is there a battery back up to the internal clock which must be set at switch on to provide accurate data/time stamps to files.

The external connections are numerous and will meet most requirements, the only notable omission being the inability to add on more memory externally.

The peripheral ports include two joystick ports on the right-hand side, one configured for a mouse. On the back are a reset button, on/off button and power supply socket, Midi in, Midi out five-way Din sockets, TV, monitor — composite and RGB — 25-way RS-232 socket, Centronics which also functions as an eight-bit bi-directional port, floppy disc controller, a 19-way D-shell direct memory access port that can be used for the attachment of a hard disc and a Rom expansion port on the side.

The Midi interface acts as a sequencer and can be used to perform step, time, note and trigger data entry. The Midi interface can also be used as a network link — as can the bi-directional Centronics port, the RS-232 and the hard disc port.

There are a number of high-level languages available — DR Logo, Forth, C, Assembler — but unfortunately the one I wanted to see was unavailable — DR personal Basic.

It seems strange to offer Logo at this level. Presumably Atari wants to attract educational users. My own view is that this and most other high-level languages are irrelevant to the real world: academics may favour the language but being an experienced Logo programmer will not earn you any credit with employers. Basic, by contrast, is a language that is likely to survive, and provides a useful general programming background; Cobol and Fortran are, likewise, still relevant for commercial and engineering applications; while C is the language  
*(continued on next page)*



(continued from previous page)

for the future — most software tools, including Gem and CP/M 68K, seem to have been written in it.

The other software supplied with the ST includes Gem, Digital Research's integrated operating system. Gem provides an initial interface between the operator and the machine through icons, pictorial representations of facilities or devices the operator wishes to use. Move the cursor over a symbol of a dustbin to indicate that the current document is rubbish and no longer required, press the mouse trigger and its gone! Well it saves typing New.

## Mouse action smooth

The Mouse action appears smooth and is placed over the icon and the trigger pressed to select an activity.

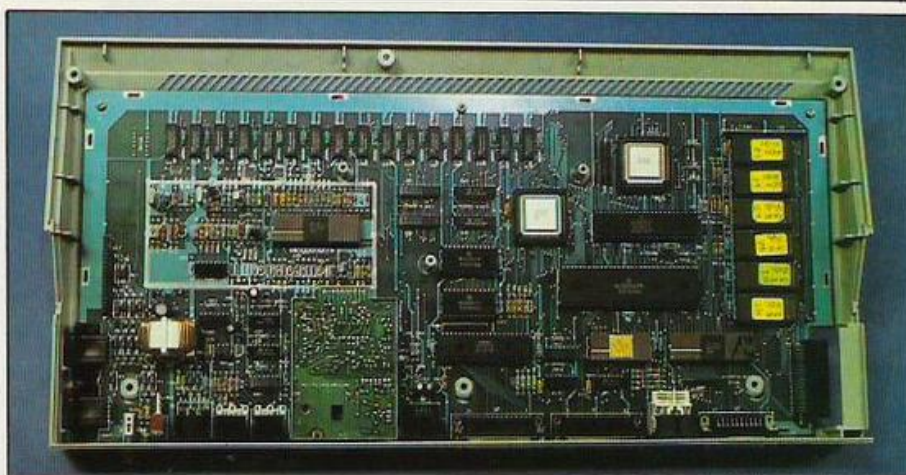
Gem Desktop provides the working shell that allows loading, copying and general house-keeping. Gem Write is a word processor based on Volkswriter and Gem Paint, is a similar program to Macdraw.

There are three graphics modes, 320x200 in 16 colours, 640x200 in four colours, both from a palette of 512 colours and 640x400 monochrome. Although the windows and their contents were capable of being moved virtually instantaneously using the menu data buffer, there were times when listing text seemed relatively slow. This is probably caused by making calls serviced through multiple layers of operating systems.

The sound generator has one noise channel and three tone channels. Easy Basic access through a macro language similar to MSX machines, one of the few parts of the MSX specification that I like, is not available.

## 50 titles being developed

The number of applications that currently run under Gem is very small, but there are well over 50 titles being developed by U.K. software houses alone. Atari intends to keep software prices under \$100 for a single piece of software and hopes that \$50 will be nearer the norm. A Telex emulator is being developed and



## The Opposition

QL, the QL has 128K RAM, costs £400 and comes complete with adequate software. Adding a b/w monitor and enough memory to reach 512K and takes you up to £800. On that basis, it's not worth thinking about. The only reason for buying a QL is the £400 entry price if you already have a monitor or TV and the 48-hour software support that comes with the machine, a very important item not to be underestimated. All software is likely to run in the 128K, and some good packages are beginning to appear.

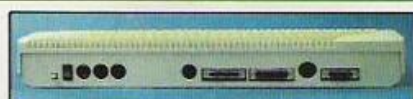
Apple's Macintosh, at about twice the price and limited to black and white, is the



Take your pick: .5Mbyte or 1Mbyte.

should soon provide the ST with yet another use.

Documentation for software developers from Digital Research appears to be comprehensive



Spot the Midi — a DIN's eye-view.

machine on the business side that the Atari ST is most likely to challenge.

IBM PC. The Atari ST has the ability to run in PC mode and use some PC data files. It is unlikely that PC DOS programs will run on the Atari.

Act Apricot F1E, at its current price of £600 for a 16-bit 8086 computer, with 128K RAM, CP/M 86, Basic and a 315K formatted 3.5in. Sony disc, does seem rather good value when you consider the wealth of software available. The Apricot F1 is available for about £1,000 and has the considerable advantage of also running MS-DOS, 256K Ram, a 1Mbyte unformatted disc and a substantial set of software packages. Not quite as good a hardware specification.

Commodore's Amiga is the cloud on the ST's horizon and on a technical level, the only other reasonable alternative besides the Apricot.

and of high technical quality, hopefully forming a good platform on which to base the Atari manuals.

The Atari discs are 3.5in. Epson floppy drives. The SF354 gives 500K and the SF314, 1Mbyte unformatted storage. To load the TOS image file of 200K took approximately 35 seconds which is a very reasonable figure for low-cost drives.

## Monitor display good

The monitor display quality was good, but was limited to 640x200 maximum by a protection circuit which is employed to prevent phosphor "burn-up" in low and medium resolution monitors caused by the higher frame rate used in high-resolution mode. One of the ST's unusual features is that it checks to see what sort of monitor is attached — RGB or composite video. It then selects the graphics mode appropriate to the monitor's resolution.

Gem provides an integrated operating system approach which is very successful in providing a simple entry to computing for the uninitiated. But at this level, it is the application packages that provide the user-friendly aspects of the program, the operating system shell ensuring a common approach. PC-DOS compatibility is really limited to data files only, it is unlikely that programs will actually run.

## CONCLUSIONS

■ The software problems will be fixed as the computer is systematically debugged and there is no inherent problem with the hardware. All comments relate to Rom details but what should not be underestimated is the time it will take to fully debug the amount of software provided. It is not a three-month exercise as the cause of every obscure fault must be diagnosed and the cure tested to ensure that it does not have any effect on associated code.

■ The current market has been filled by products that were used either to:

- Teach someone about computing.
- An upgrade.
- For a specific applications games, or business packages. Further market penetration is

becoming increasingly more difficult for new products as they vie for new market sectors. Obviously there is a huge market out there that I believe is extremely price-sensitive, and £800 is getting very close to the limit for a budget-priced serious micro.

■ The 520ST is technically excellent. I understand why the 520ST was the first device to appear in the States where disposable income is higher, but in the U.K., the machine that I feel could have made Atari a fortune is the 130ST, provided it ever makes an appearance and at its launch price.

■ The 520ST hardware is the new standard by which others will be judged. Do not worry too much about the software problems. They may take time to debug but when they have been, this will be a very good computer.



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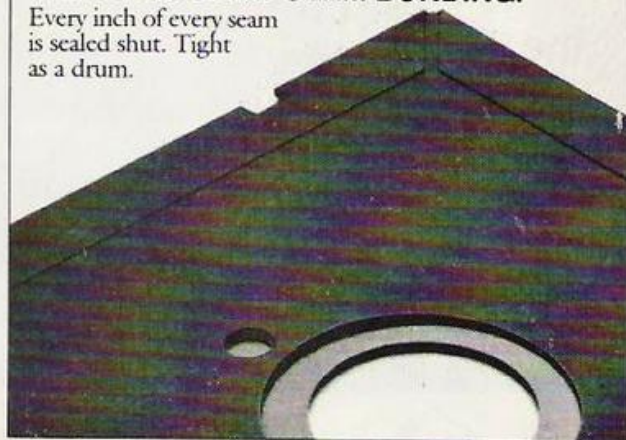
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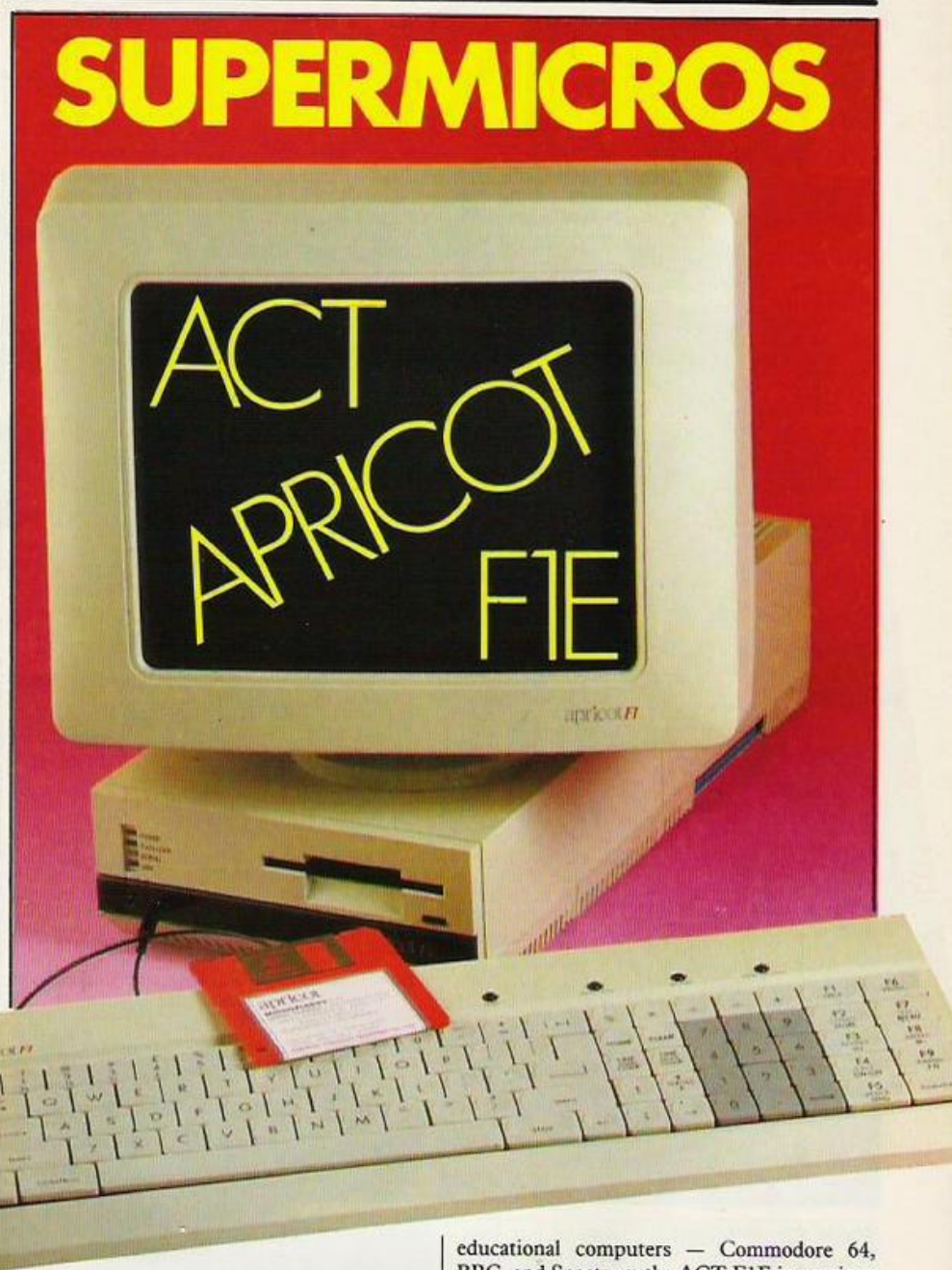
Elsie Dee takes a byte or two out of the new Apricot F1E and likes what she tastes.

ACT DOES NOT MAKE home computers. But the latest price cut on the Apricot F1E has sent it storming down into BBC territory with a specification of 128K Ram, 16-bit 8086 central processor and built in 320K Sony 3.5 in. disc drive for £685 including VAT. And just in case Acorn does not get the message ACT is also launching a £30 B-Tran program which will allow the F1E to run most BBC Basic programs.

Unlike the expanded home micros usually found in this price range the F1E is a cut down version of the F1 business micro which uses a mouse and icons as a user-friendly alternative to the keyboard. You can expand the E up to F1 spec including a mouse but even in standard form the E comes with a full colour icon display. The machine looks professional with its separate keyboard and slimline shoebox sized processor unit cum disc drive which doubles up as a base for the monitor, although it also has a video output to an ordinary TV.

The battery-powered keyboard is a little too like the QL's with the keys cut from a single slice of plastic rather than individually moulded. Batteries are needed because the F1E has a "look no strings" TV-remote-controller style infra red link to the main processor box. This has the advantage over the usual curly telephone cable connection that you don't feel like an elastic band is trying to tug the keyboard out of your hands, but the disadvantage is that unless you keep it lined up with the processor you can lose keystrokes. As an afterthought to try to overcome this ACT has added a light pipe which restores the physical connection between keyboard and shoebox — unfortunately the pipe is not as well made as the rest of the machine and ours broke in normal use.

The F1E comes with ACT's own icon-driven interface called Activity. Getting started couldn't be simpler — you just switch on and feed in the demonstration disc which introduces you to icons. These are a series of diagrammatic representations along the bottom of the screen labelled Activity, Files, Utilities, Disk, Help, and Exit. You just use the cursor keys to position an on-screen arrow over your choice



and then use the Enter and Return keys to call it up.

This Apricot also comes with MS-Dos the IBM PC style operating system used in most business micros — although the F1E is not IBM compatible. Also supplied on disc with the F1E is GW-Basic, Diary and Sketch programs.

Unlike the second generation home and

educational computers — Commodore 64, BBC, and Spectrum the ACT F1E is a serious 16-bit micro designed to upgrade into a full hard disc-based business system if necessary.

Unlike the QL the Apricot has a reliable built-in mass storage system and software already developed for serious use on its larger cousins in the ACT range.

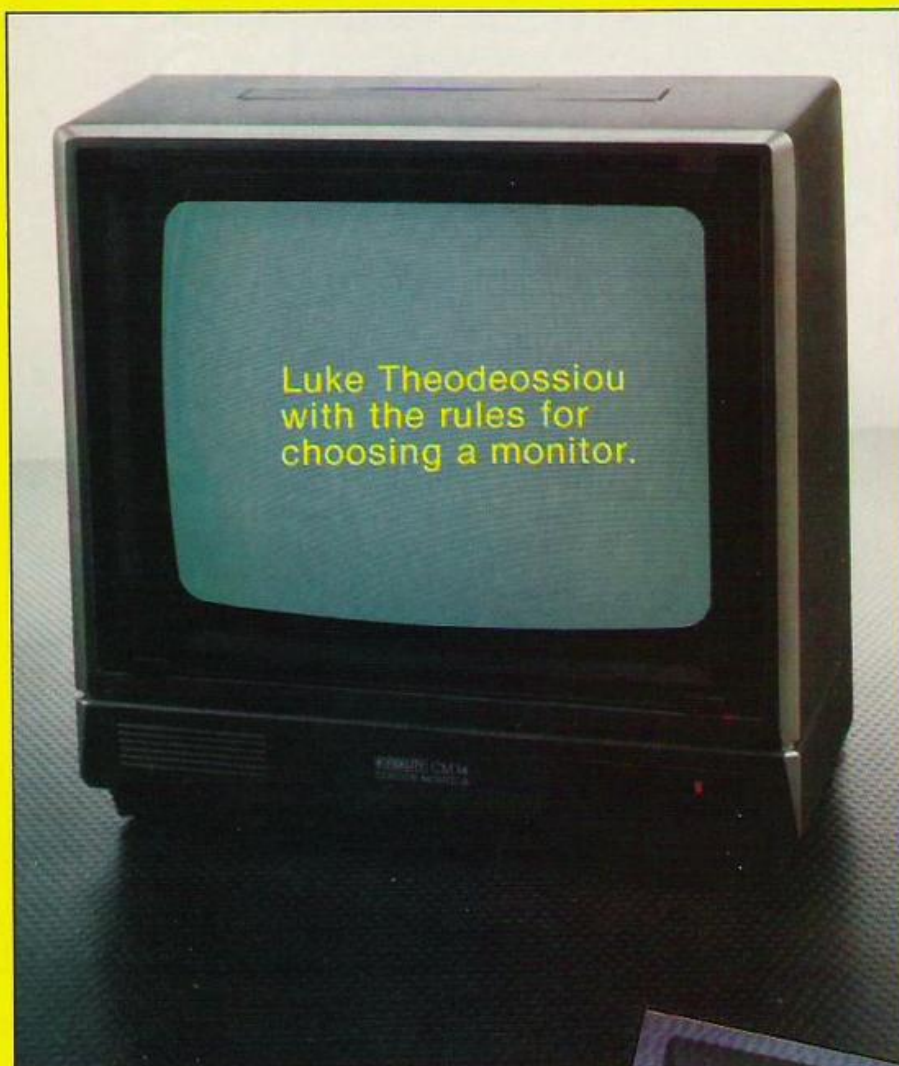
Although the F1E can display four out of 16 colours in up to 640 by 256 resolution it does not pretend to be a games machine. Programs like Infocom's Hitchhikers guide to the Galaxy are available but the Apricot's strength is the range of business software which its operating system makes available to it which paradoxically may increase its chances in the educational market. Brian Androlia, managing director of ACT claims that students "need the experience of using serious industry standard software which normally will not run on 8 bit micros."

It may be next year before new generation micros like the Atari 520 ST and Commodore Amiga are on sale with the range of software the ACT already has, so for the moment the F1E wins the battle of the supermicros. ■





# PICKING THE TV MONITOR



ing but watch out. It's likely to be several years old and its display quality is not going to be as good as that achieved by modern sets, even if you found one which was in absolutely perfect condition.

Another mine field is making the right choice, not just what make but also which model and most important of all judging its condition. Unless you are a TV engineer you could end up wasting quite a bit of money on junk. Even if you found a good one, it's very much more likely to go wrong and repairs are expensive. All in all, the risks are just too high.

The other problem which is common to all TV sets, old and new alike, is the display quality when used in conjunction with a computer. Colours lack contrast, they are noisy, there are crawling interference patterns on the screen, etc. All this makes any serious work such as text processing or program compiling virtually impossible with eye fatigue into the bargain.

The reason for this is that the computer generates three distinct signals — Red, Green and Blue — at TTL level. These signals are the cleanest possible and are used to drive RGB monitors. In order to enable owners to use their domestic TV sets, two further stages of processing are necessary. The first is to combine the three signals, together with the synchronising signal — Sync — to produce a composite video signal. This is done for a particular broadcasting system standard — for example, most of Europe, including the UK, uses a colour encoding system known as PAL.

This signal is then passed to a modulator which converts it to a radio frequency — RF — signal which is just like the signal picked up by your TV aerial. All this additional processing very nearly wrecks the quality of the

Left: Fidelity CTM 1400 colour TV monitor.  
Below: Ferguson TX.

WHEN WE LOOKED at monitors — see *Your Computer* December 1984, page 84 — we made it clear that in our opinion dedicated standard resolution monitors did not provide good value for money. We therefore suggested that anyone in the market for a monitor should first of all determine the primary use the equipment is to be used for before even starting to look at what's available.

If you are currently using your domestic TV set as your VDU, then you are likely to be suffering from two main problems. The first is conflict of interests — you are interested in using your computer, whilst the rest of the family is interested in watching TV. The result — conflict! One possible solution to this is to buy a second-hand colour TV. Current prices range from around £75 to over £200. The other possibility on similar lines is to buy a new 12in. monochrome portable TV for about £55.

Neither is particularly satisfactory. A black and white TV is really quite useless for games and is just as bad — from a display quality point of view — even if all you ever do is text processing. The best advice here is — forget it. A second-hand colour set is perhaps more tempt-





# MONITOR FOR YOU

A few basic rules will help clarify any grey areas.

1. Remember, all current TV-monitors are standard resolution only. If you require higher resolution, then a dedicated medium or high resolution monitor is the only answer.
2. If you connect your computer via the aerial socket, the results will be identical to an ordinary TV. Monitor performance is only possible when using "direct" connections via the SCART socket.
3. Beware of monitor-look TVs which are not necessarily TV-monitors. This is easily checked but do make sure.

4. Before buying, check that your computer has RGB outputs, or at least a composite video output. If you have both always choose the RGB output for best results.

5. Sound can also be connected directly via the SCART socket but it's hardly worth it except for music programs or similar.

6. Although TV-monitors come in a variety of sizes, the larger sizes are best suited for use with video recorders. The optimum size for home computer applications is 14in.

7. FST (Flat Square Tube) equipped TV-

monitors are becoming available but the choice is limited and prices higher. FST does have some advantages over conventional tubes as well as being more pleasing on the eye but in our opinion it's not good value for money yet.

8. Think about your future display requirements before choosing your VDU. As always the best advice is to insist on a demonstration before buying. Happy viewing!

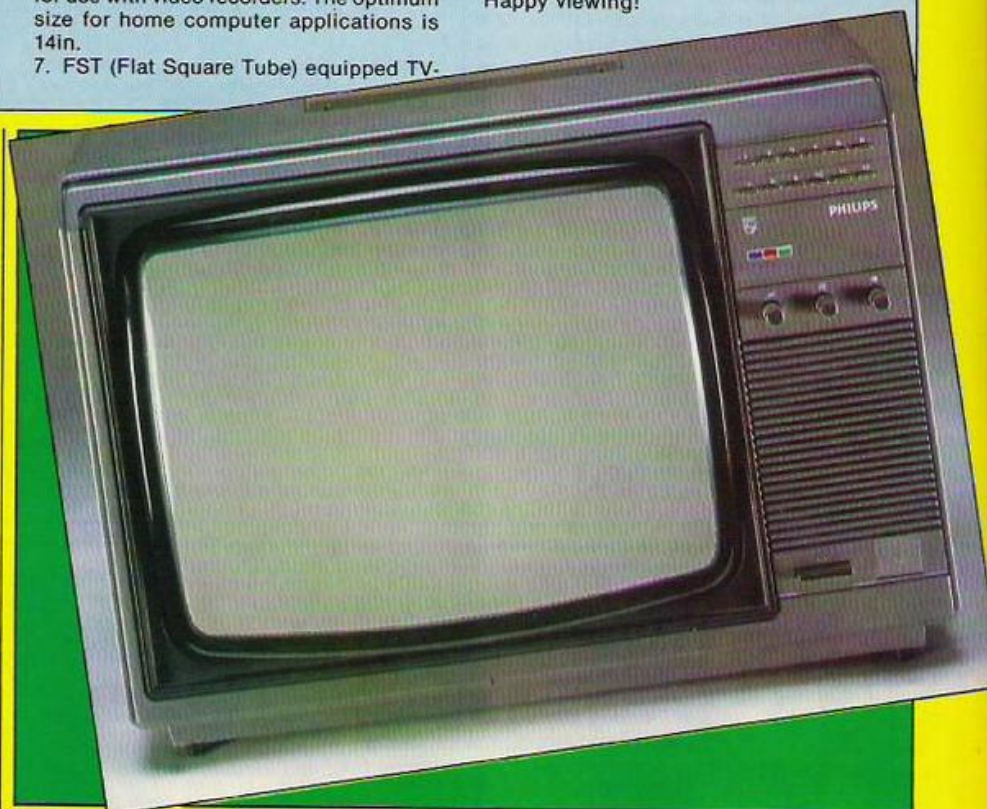
original RGB signals. The job is finished off by your TV set which has to convert the aerial signal back to separate RGB signals!

The sensible approach of course is to bypass all this encoding and decoding. This is where the TV-monitor comes in. Essentially, all it is is an ordinary TV set equipped with additional input sockets to enable direct connection from the computer to the appropriate point inside the set. Of course it's a little more complicated than that.

Amplifiers and impedance converters are used to ensure correct conditions for the signals; the TV signal has to be switched off; and the chassis has to have complete mains isolation. Although converting an existing TV for RGB operation is a theoretical possibility, the hassle, the expense and the safety risks involved make this proposition a definite non-starter.

For little more than the cost of a standard model, you get first class RGB monitor performance for your computer; a much better picture from your video recorder — by using the composite video input — and of course a TV set as well!

Right: Philips CT 2007 receiver monitor.



The buyers guide below is a fairly comprehensive chart of small screen TV-monitors currently available from high street retail shops. Most manufacturers also offer large screen sizes but these have been omitted from our chart. Some computer retailers have in the past offered other makes, mainly far eastern imports, but the trend now is to

stay with well known brands. Shopping around may secure some savings but at best these will be very modest. Our rating system — from 1 to 10 — is a personal assessment and takes into account price, availability, ease of use, general performance, etc. It is intended as a guide only and we strongly suggest that you view before you buy.

Brand name	Model	Size	FST	R/C	Price	Connecting leads	Remarks	Rating
Ferguson	TX MC01	14in.	—	—	£229	Included	Auto source switching Recommended	8
Fidelity	CTM1400	14in.	—	—	£219	—	Good value	7
Finlux	1014RGB	14in.	—	—	£275	Optional	Pricey	4
Grundig	P40-125	36cm	Yes	—	£269.95	—	Good but pricey	5
Grundig	P40-145	36cm	Yes	Yes	£299.95	—	Good but expensive	4
Mitsubishi	CT1501BM	36cm	Yes	Yes	£299	—	Good but expensive	4
Philips	1120	9in.	Yes	—	£300	Optional	Good but expensive	3
Philips	2007	14in.	—	—	£239	Optional	DIN socket	6
Tatung	TN1441	14in.	—	—	£199	—	Very good value; recommended	8

Key: FST = Flat Square Tube  
R/C = Remote control



# ATARI SYSTEM

## Competition RESULTS

APRIL'S COMPETITION to win a complete Atari system attracted one of the largest entries in living memory. Probably the prize was the main draw but contestants also appeared to relish the challenge we set — to write an Atari-related limerick.

Unfortunately many entries took a broad view of what a limerick is. Thus we had odes to Atari, sonnets, rhyming couplets, 100 line verse epics, blank verse, ditties and numerous other verse forms. But, good though they were, we had to disqualify them: if it doesn't have five lines it is not a limerick.

It was also probably a mistake to end one of your lines with the word Atari. As there are only a limited number of rhymes with Atari most entries of this type tended to sound the same. They usually involved young men on safari, driving Ferraris, and sipping Camparis. One of the best of these was V. Skinner's: A compulsive eater called Marie Likes to nibble while drinking Campari Between liquid sips She's mad about chips And gets far better bytes from Atari.

In the same line B. Axelford almost clinched it but stretched the rhymes too far: Charles and Diana's son Harry

Was given a brand new Atari  
But Prince William was mad  
Cos just a Spectrum he had  
So he threw the Atari At-ari.

Perhaps M. Eaton had the right idea with his succinct:

Atari Atari Atari  
Atari Atari Atari  
Atari Atari  
Atari Atari  
Atari Atari Atari

J. Outram likewise came up with something different:

A computer fanatic from Rhodes  
Wrote a program for making up odes  
The Atari possessed him  
But his Spectrum outguessed him  
By producing last lines much longer than  
any of the others and with no apparent rhyme.

Among the other contenders were a number of highly competent entries from abroad. In fact E. Teler's from Jerusalem was one of the few which caught the true spirit of Edward Lear: A man known to me and to you

Runs Atari (ran Commodore too)  
He thinks it is nice  
To fight elephants with mice  
I think he should open a zoo.

D. Williams' limerick also struck the right nonsensical note although it goes astray in the last line:

Listen to Jumping Jack Tramm  
He's cutting the prices like ham  
His methods are sound  
XLs for the pound

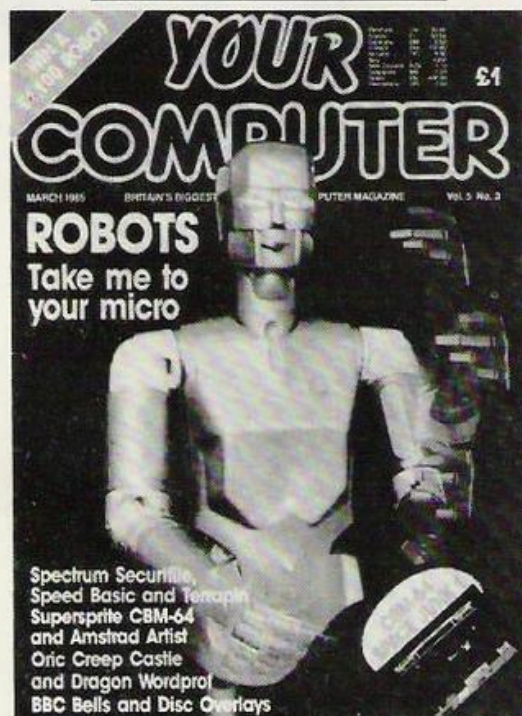
You get more for your Pacs from this man.

All these were in the running but after much deliberation we awarded the prize to Marie McNally, 8 Raglan Gardens, Caversham, Reading, Berkshire, for: Mixing up Singapore and Djakarta Jack Tramiel would call corrupt data But it's nothing so sinister Just the lady Prime Minister We should swap for an Atari — it's smarter.

The mix up referred to was made by Mrs. T. on her recent visit to the Far East.

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# ATARI 600XL ENTERTAINMENT PACK

Great news for games addicts who appreciate high quality graphics and sensational arcade action gameplay. For Only £69, you can buy a 16K Atari 600XL Computer with two top arcade ROM cartridge titles and a joystick. These two ROM titles are the famous arcade hit Donkey Kong and another favourite Qix (We only have a limited number of packs with Qix. When these run out, Qix may be substituted for an arcade entertainment cartridge of the same value). The 600XL Entertainment Pack offers real value for money and enables you to save £63.96, nearly half of the normal RRP's of the pack items when purchased individually. Silica Shop have a wide range of ROM cartridges available including arcade favourites such as Asteroids, Centipede, Missile Command, Popeye, Q\*Bert, Star Raiders, Super Cobra for only £9.95 each! The 600XL is a programmable home computer with the Basic Programming Language built in and if you later add a 1010 Program Recorder (XLP 1010 - £34), a range of hundreds of cassette programs will become available to you. The Atari 600XL is recommended as a first class games machine.

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16K Atari 600XL .....	£99.99
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Total (if purchased separately) .....	<b>£132.96</b>
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<b>PACKAGE PRICE (XLC 1600) .....</b>	<b>£69.00</b>

## £69

# ATARI 800XL AND RECORDER PACK

The 64K 800XL is packaged here with the 1010 recorder, an economical storage and retrieval unit, a smash hit arcade game and programming aid, all for a package price of only £129 (ref: XLC 1010), a saving of £65.96 off the RRP's of the individual items which total £194.96. The game included in this pack is Pole Position. Now on cassette from Atari, Pole Position is an accurate reproduction of Atari's own highly successful arcade driving game which has all the thrills and spills of the grand-prix racetrack. On the reverse of this cassette is a demonstration program of Atari's amazing sound and graphics capabilities giving an example of the high quality performance of the Atari 800XL. Also included is an invitation to Programming 1 cassette which takes you step by step through the first stages of programming in Atari Basic using Atari's unique soundthrough facility which allows pre-recorded human speech to be played through your TV speaker. All you need is a joystick (ATJ 0400 - £7.90 for Pole Position), to be up and running with this package. The Atari 800XL in this pack comes with a Silica two year guarantee.

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Less Discount (approx 33.8%) .....	<b>£65.96</b>
<b>PACKAGE PRICE (XLC 1010) .....</b>	<b>£129.00</b>

## £129

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This pack includes the 64K 800XL with a 1050 Disk Drive for mass storage and speedy information retrieval as well as a brand new adventure game and a powerful home help program, all for only £249 (ref: XLC 1050), a saving of £115.96 off the RRP's of the individual items which total £364.96. The first of these programs is The Payoff on disk, a new adventure game which is a fantasy simulation in which you play the leading role. An exciting introduction to adventure programs which are always popular (with a demonstration program of Atari's amazing sound and graphics on the reverse). Also included in this pack is Home Filing Manager to help you organise your files. It allows you to catalogue and file details of birthdays, books, your stamp collection or anything else which would normally require you to use filing cards. The instructions for Home Filing Manager are on the reverse of the disk and all the disks which come in this package are in protective paper wallets. You get an extended two year guarantee on the 800XL and 100 free programs with the disk drive when you buy this package from Silica.

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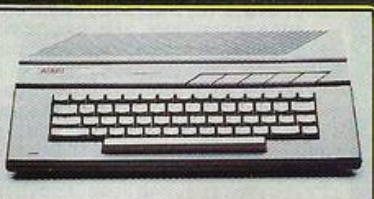
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Total (if purchased separately) .....	<b>£364.96</b>
Less Discount (approx 31.8%) .....	<b>£115.96</b>
<b>PACKAGE PRICE (XLC 1050) .....</b>	<b>£249.00</b>

## £249

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Atari's new 128K computer, the Atari 130XE offers an enormous 131,072 bytes of RAM for only £169. The 130XE comes with built in Basic and full operating instructions and is now in a newly designed case with a modern full stroke keyboard. The XE is fully compatible with both the 400/800 and the XL ranges of machines, this means that it can run approximately 90% of all Atari Computer software on the market. This provides a range of over 1,000 software titles as well as a large selection of accessory and peripheral items. Initial stock of the 130XE will be limited, so it's first come first served.

## £169



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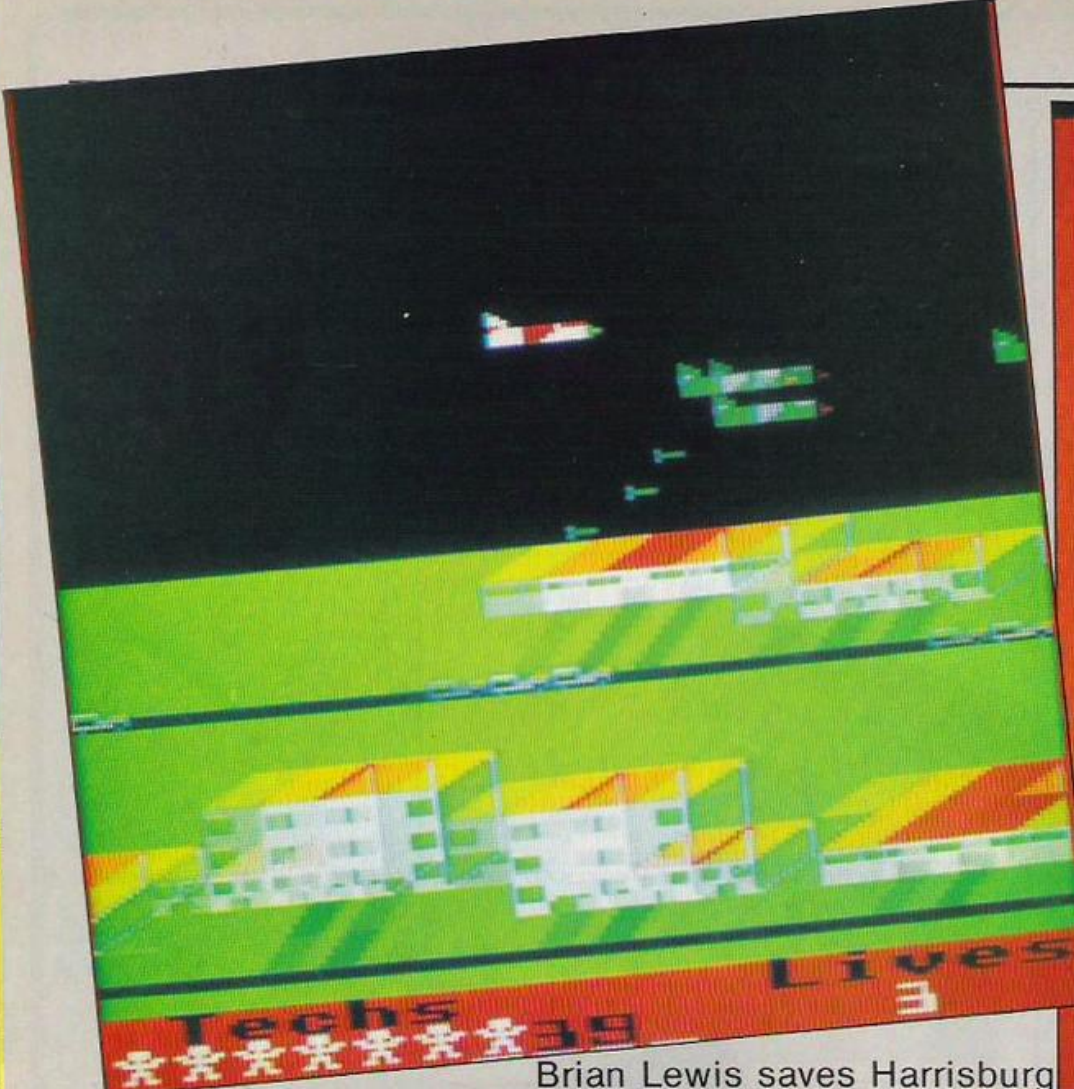
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Brian Lewis saves Harrisburg from nuclear catastrophe.

Listing 1.

```

0VDU23,150,28,28,107,62,8,28,20,54,23,151,36,90,16
9,149,211,179,74,52
10DATA248,252,254,62,127,255,255,255,240,240,240,24
0,143,143,143,159,240,240,240,240,79,127,255,255,240,2
40,240,240,120,184,152,184
20DATA240,240,240,240,240,241,242,242,241,241,241,2
42,186,115,179,241,240,240,240,248,186,217,184,240,240
,240,240,240,240,240,248,248
30DATA240,240,240,240,225,209,145,209,240,240,240,2
40,47,239,255,255,240,240,240,240,31,31,31,159,241,243
,247,199,239,255,255,255
40DATA11,0,1,0,255,0,5,0
50DATA112,40,16,220,136,0,0,0,240,240,240,119,1
19,119,102,240,240,240,240,187,136,0,0,240,240,240,240
,248,52,22,52
60DATA90,37,16,156,138,8,2,10,225,210,45,240,55,39,
127,70,90,165,240,180,155,8,2,10,225,210,45,240,180,37
,30,22
61DATA10,0,4,0,255,0,50,0,0,0,1,0,2,0,1,0,1,0,4,0,
1,0,1,0
62DATA240,150,195,240,240,240,195,150,240,240,240,0
,0,0,240,240,240,248,244,0,0,0,244,248,240,240,240,112
,48,112,240,240
80DIM G% 4000:TEMP=G%:J%=TEMP+16:FORT=0T0223:READD:
T?J%=D:NEXT:for=J%+32:lef=for+32:sou=J%+96:EP=sou+8:XP
=EP+32:rad=XP+32:Wh=rad+8:Su1=Wh+8:mis=Su1+8:H%=mis+32
:FORT=0T02STEP2:P%=H%:LOPPT
90.setup LDA#20:STA#70:LDA#6C:STA#71:LDA#10:STA#
72:LDA#6C:STA#73:LDA#10:STA#74:LDA#6D:STA#75:RTS
100.right JSRsetup
110LDX#0:.a LDY#0:.A LDA(&70),Y:STATEMP,Y:INY:CPY#16
:BNEA
120LDY#16:.b LDA(&70),Y:STA(&72),Y:INY:CPY#0:BNEb:
130LDY#0:.c LDATEMP,Y:STA(&74),Y:INY:CPY#16:BNEc
140CLC:LDA#70:ADC#40:STA#70:LDA#71:ADC#1:STA#71
150CLC:LDA#72:ADC#40:STA#72:LDA#73:ADC#1:STA#73
160CLC:LDA#74:ADC#40:STA#74:LDA#75:ADC#1:STA#75
170INX:CPX#12:BNEa
180RTS
190.left JSRsetup
200LDX#0:.a1 LDY#0:.A1 LDA(&74),Y:STATEMP,Y:INY:CPY#
16:BNEA1

```

```

210LDY#FF:.b1 LDA(&72),Y:STA(&70),Y:DEY:CPY#15:BNEb
1
220LDY#0:.c1 LDATEMP,Y:STA(&70),Y:INY:CPY#16:BNEc1
230CLC:LDA#70:ADC#40:STA#70:LDA#71:ADC#1:STA#71
240CLC:LDA#72:ADC#40:STA#72:LDA#73:ADC#1:STA#73
250CLC:LDA#74:ADC#40:STA#74:LDA#75:ADC#1:STA#75
260INX:CPX#12:BNEa1
270RTS
280.scroll LDA#FF:STA#970:CPX#1:BEQii:JMPleft:.ii J
MPright
290.I% JSRreset:LDA#58:STA#60:LDA#6B:STA#61:LDY#0:
.A LDA#0:STA#95A,Y:INY:CPY#6:BNEA:STA#96F:STA#992:STA#
994:LDA#15:STA#94F:LDA#for MOD256:STA#62:LDA#for DIV 2
56:STA#63:LDA#63:STA#80:LDA#95:STA#81:JSRamo
291SEC:LDA#C2:SBC#5:STA#C2:JSRscore:LDA#0:STA#76:LDA
#5:STA#77:LDA#0:STA#78:STA#79:STA#7A
300.start JSRprint
310LDX#0:JSRbomb:CPX#FF:BNEpp6:JSRtech:CPX#FF:BNEp
p6:JMPatom:.pp6 JSRenemy:LDA#993:CMF#3:BMikis:JSRMISIL
:.kis LDY#0
320.Aa1 LDA(&60),Y:EDR(&62),Y:BNEbB1:CMF#240:BEQbB1:
CMP(&62),Y:BEQbB1:INY:CPY#32:BNEAa1:JMPcC1:.bb1 STX#9F
:JMPdead:.cC1
330LDX#1:.k LDA#95A,X:AND#1:CMF#0:BEQjJS:TXA:PHA:JSR
move:PLA:TAX:.jJS INX:CPX#6:BNEk
340LDA#970:CMF#FF:BEQ001:JSRdelay:.001 LDA#0:STA#97
0
350LDA#94F:CMF#1:BEQhJ:LDA#B1:LDX#BE:LDY#FF:JSR&F
FF4:CPY#FF:BNEhJ:JSRrub:DEC#94F:SEC:LDA#60:SBC#40:ST
A#60:LDA#61:SBC#1:STA#61:.hJ
360LDA#94F:CMF#15:BEQhJ:LDA#B1:LDX#9E:LDY#FF:JSR&
FFF4:CPY#FF:BNEhJ:JSRrub:INC#94F:CLC:LDA#60:ADC#40:S
TA#60:LDA#61:ADC#1:STA#61:.Hj
370LDA#B1:LDX#9A:LDY#FF:JSR&FFF4:CPY#FF:BNEuI:JS
Rfire:.uI
380LDA#B1:CMF#255:BEQtS
390LDA#B1:LDX#98:LDY#FF:JSR&FFF4:CPY#FF:BNEtS:JS
RIGHT:.tS
400LDA#B1:LDX#99:LDY#FF:JSR&FFF4:CPY#FF:BNEtS:JS
RLEFT:.tS
410LDA#96F:BEQki:CLC:LDA#60:ADC#40:STA#4D:LDA#61:AD
C#1:STA#4E:LDY#0:LDA(&4D),Y:CMF#240:BEQki:JMPdead:.ki
420LDA#96F:CMF#4:BNEaa6:JSR1lef:.aa6 LDA#96F:CMF#2:B

```



# JUMP JET



# ASSAULT

THIS IS A scrolling game written for the Acorn Electron and BBC in which you have to defend Three Mile Island from the onslaught of enemy aircraft. To defend against the invaders you are armed with a Harrier Jump Jet which has the air-to-air missile capacity of 50. Once you have fired all your missiles, or if at any time you want to reload, you simply land your Harrier on a building similar to the one you started from.

Your actual fighting area is eight times larger than the screen. However enemy planes have a wrap-round capacity which allows them to keep flying while you have run out of air space. You lose a life if you crash into the horizon, crash into an enemy plane or get hit by one of their bombs. However, as you are defending Three Mile Island there is a greater danger than losing your three lives, the danger of a nuclear explosion. On the main screen display you will see the word "Techs" and beneath it a number of small figures, if the enemy planes drop a bomb on your fuel dump building you lose a technician; lose all your techs and the resulting nuclear blast destroys everything including your remaining three lives.

To further the difficulty of the task set for you the enemy has invented a new heat seeking missile which unlike their attack planes can travel faster than you. This missile only appears after you have killed three enemy

planes without losing a life.

This is one of the few scrolling games written for the Electron — the lack of scrolling games is mainly due to the large size of the screen memory. BBC users can get over this problem by using the 6845 chip — not present in the Electron — to control full screen scrolling via registers 12 and 13. To counter this problem I have used a screen window of exactly 32 bytes wide, which enables fast and easy handling of the screen display since when displaying the contents of the window the computer does not have an X position number larger than 255 thus enabling a simply loop involving only one of the computers registers.

## Pleasing screen displays

There are two listings to type in, check, save and then run. The first program is the main machine-code program containing most of the graphics, sound definitions and all the machine-code routines while the second handles setting up the screen display, keeping the score, storing the high score table etc., although quite long, the program is well worth typing in as the finished product gives some pleasing screen displays and presents a very playable game. If BBC users wish to play Jump Jet Assault then they merely have to increase the contents of the x and y registers in line 460 of program 1 to a suitable value found through experiment.

```
NEbb6:JSRRrig:bb6
430LDA&96F:BNEop:LDA&94F:CMPI#15:BNEop:CLC:LDA&60:ADC
#&40:STA&4D:LDA&61:ADC#1:STA&4E:LDY#7:LDA(&4D),Y:CMPI#1
5:BNEop:JMPdead:.op
440JSRSEE:LDX#0:LDY#0:.Aa5 LDA&9A4,Y:BNEb65:INX:.Bb5
INY:INY:INY:INY:CPY&99C:BNEAa5:CPX&993:BNECc5:JSR
reset:INC&993:CLC:LDA&99C:ADC#5:STA&99C:CMPI#25:BNECc5:
LDA#20:STA&99C:LDA#5:STA&993:.Cc5
441LDA&94F:CMPI#15:BNEYU7:LDA&B1:CMPI#80:BEQYU7:SED:CL
C:LDA&B1:ADC#1:STA&B1:CLD:JSRamo:JSRRise:.yU7
450JMPstart
460.delay LDX#100:.a LDY#100:.b DEY:BNEb:DEX:BNEa:RT
S
470.rub LDY#0:.c LDA#240:STA(&60),Y:INY:CPY#32:BNEc:
RTS
480.fire LDA&96F:BEQend:LDA&B1:BEQend:LDX#1:.yyS LDA
&95A,X:CMPI#0:BEQJS:INX:CPX#6:BNEYYS:RTS:.JS JSRSOU:SED
:SEC:LDA&B1:SBC#1:STA&B1:CLD:JSRamo
490LDA&95A,X:ORA#1:ORA&96F:STA&95A,X:LDA#0:STA&960,X
500LDA&96F:CMPI#4:BEQLLEF:CLC:LDA&60:ADC#32:STA&950,X
:STA&4D:LDA&61:ADC#0:STA&955,X:STA&4E:JMPbulPRI:.LLEF
SEC:LDA&60:SBC#8:STA&950,X:STA&4D:LDA&61:SBC#0:STA&955
,X:STA&4E:JMPbulPRI:.end RTS
510.move LDA&950,X:STA&4D:LDA&955,X:STA&4E:JSRBULrub
:INC&960,X:LDA&960,X:CMPI#7:BPLEND
520LDA&95A,X:AND#2:CMPI#2:BEORRIG:SEC:LDA&950,X:SBC#1
6:STA&950,X:STA&4D:LDA&955,X:SBC#0:STA&955,X:STA&4E:JM
PbulPRI:.end LDA#0:STA&95A,X:RTS
530.RRIG CLC:LDA&950,X:ADC#16:STA&950,X:STA&4D:LDA&9
55,X:ADC#0:STA&955,X:STA&4E:JMPbulPRI
540.bulPRI LDA#255:.kI LDY#5:STA(&4D),Y:RTS
550.BULrub LDA#240:JMPkI
560.print LDY#0:.B LDA(&62),Y:STA(&60),Y:INY:CPY#32:
BNEB:RTS
570.LEFT LDA&62:CMPI#J% MOD256:BEQone:LDA&62:CMPI#for
MOD256:BEQtwo:RTS
580JMPscroll
590.one INC&994:LDA&994:CMPI#1:BNEcc6:LDA#0:STA&96F:S
TA&994:LDA#for MOD256:STA&62:LDA#for DIV256:STA&63:.cc
6 RTS
600.two LDA#lef MOD256:STA&62:LDA#lef DIV256:STA&63:
LDA#4:STA&96F:RTS
610.1lef LDX#0:JSRRprint:DEC&80:DEC&80:DEC&81:DEC&81:
```

```
JSRcustom:LDA&78:BEQjka:JSRcuuss:.jka JMPscroll1
620.RIGHT LDA&62:CMPI#lef MOD256:BEQone:LDA&62:CMPI#fo
r MOD256:BEQtwo:RTS
630.rrig LDX#1:JSRRprint:INC&80:INC&81:INC&992:LDA&99
2:CMPI#3:BNEnn:INC&81:INC&80:LDA#0:STA&992:.nn JMPscrol
1
640.TWO LDA#J% MOD256:STA&62:LDA#J% DIV256:STA&63:LDA
A#2:STA&96F:RTS
650.ENEPRIT
660JSRfind:JSRplaneRUB:INC&82:JSRmove2:JSRfind
670JMPplanp
680.ENE LDA#FF:STA&971:JSRin:CPX#0:BEQNDDEE:JMPENEPR
IT:.NDDEE LDA#0:STA&971:LDX#82:DEX:CPX&80:BNEjj:JSRfind
:JSRplaneRUB:.jj LDA&972:BNEmo:LDY#82:CPY#81:BEQloo:IN
Y:CPY#81:BEQloo
690INY:CPY#81:BEQloo:INY:CPY#81:BEQloo:.mo INC&82:LDA
A#0:STA&972:RTS
700.loo LDA#FF:STA&972:RTS
710.planp LDA&78:CMPI#FF:BEQauu:LDY#0:.ua LDA(&4D),Y
:CMPI#15:BEQdne:LDAEP,Y:STA(&4D),Y:INY:CPY#32:BNEua:.dn
e RTS:.auu LDY#0:.uai LDA(&4D),Y:CMPI#15:BEQdne:LDAmis,
Y:STA(&4D),Y:INY:CPY#32:BNEuai:RTS
720.find LDA#20:STA&4D:LDA#58:STA&4E:SEC:LDA&82:SB
C&80:TAX:LDY#0:.FG CPX#0:BEQHHS:CLC:LDA&4D:ADC#8:STA&4
D:LDA&4E:ADC#0:STA&4E:DEX:JMPFG:.HHS LDX#83:LDY#0:.gf
CPX#0:BEQHHS:CLC:LDA&4D:ADC#40:STA&4D:LDA&4E:ADC#1:ST
A&4E:DEX:JMPgf:.hhs RTS
730LDA&9B4:STA&82:LDA&9B5:STA&83:JSRin:CPX#FF:BNEkk
4:DEC&82:DEC&82:JSRfind:JSRBOMrub:.INC&82:INC&82:JSRfi
nd:JMPBOMpri:.Kk4 RTS
740.planeRUB LDA&78:CMPI#FF:BNEiqw:SEC:LDA&4D:SBC#24
:STA&4D:LDA&4E:SBC#0:STA&4E:.iqw LDY#0:.UA LDA(&4D),Y:
CMPI#15:BEQ01:LDA#240:STA(&4D),Y:.01 INY:CPY#72:BNEUA:L
DA&78:CMPI#FF:BNEjo
741CLC:LDA&4D:ADC#24:STA&4D:LDA&4E:ADC#0:STA&4E:.jo
RTS
750.move2 LDA&78:CMPI#FF:BEQmnu:LDA&82:CLC:ADC#16:CM
PI#80:BMI#ff6:LDX#FF:.ff6 LDA&85:CMPI#4:BEQup:INC&83:CPX
#FF:BNEhh6:LDA&83:CMPI#94F:BNEhh6:DEC&83:.hh6 LDA&83:CM
PI#12:BEQrev:RTS:.up DEC&83:CPX#FF:BNEjj6:LDA&83:CMPI
94F:BNEjj6:INC&83
751.jj6 LDA&83:CMPI#6:BEQrev:RTS
```

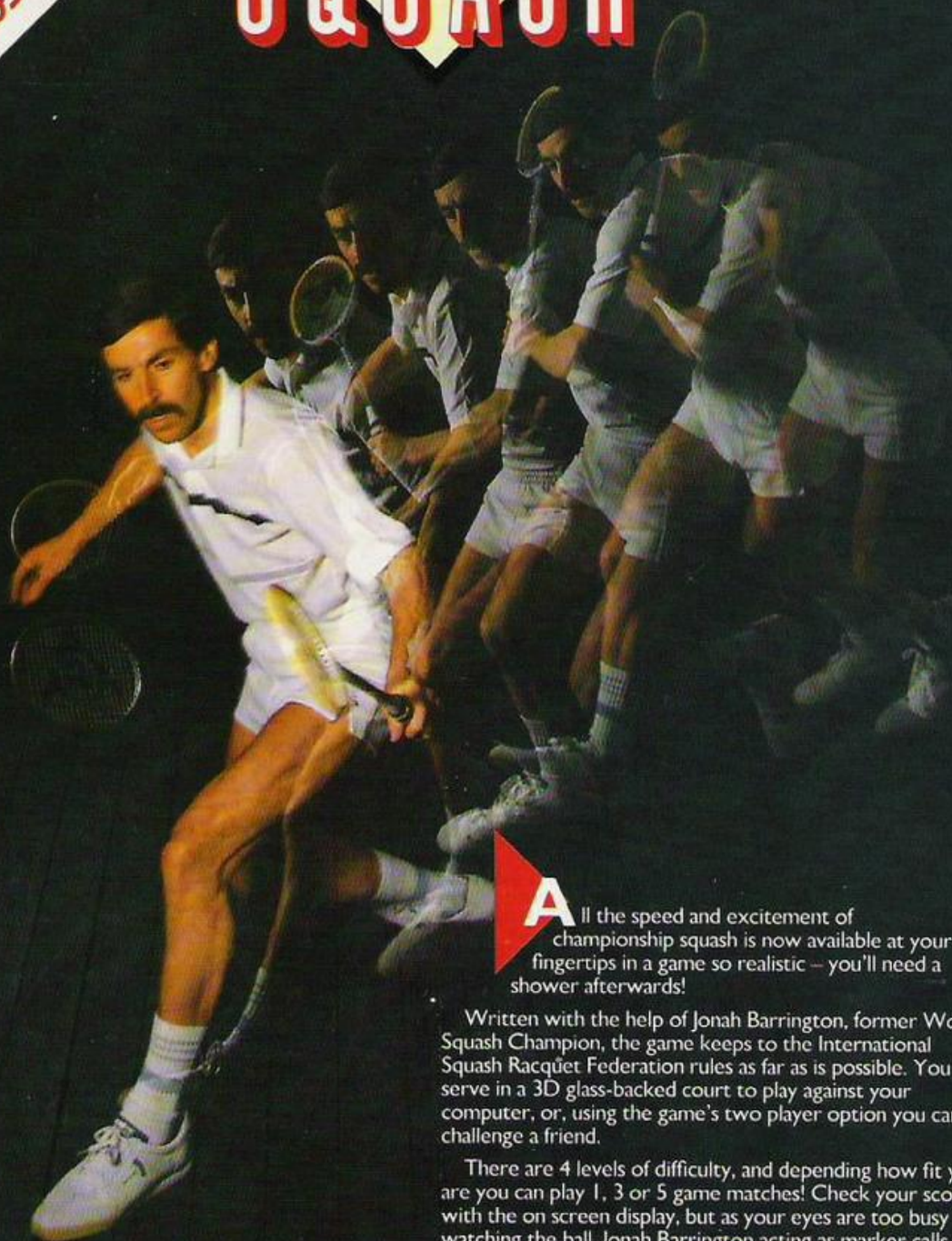
(continued on page 55)



FEATURING  
*Reprosound*

·JONAH·  
·BARRINGTON'S·

# SQUASH



**A**ll the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!

Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Racquet Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend.

There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human voice without any hardware add-ons!

The game also incorporates a User Defined Joystick/Keys option which means that you can set your keyboard to suit you, or play with just about any make of joystick.

So get in training for this high-powered action game now.

It's your service next!

**FOR**

Commodore 64  
and all  
48K Spectrums  
£7.95

**New  
Generation  
Software**



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```

760. rev LDA&85:EOR#12:STA&85:RTS
761. mnu LDA&7A:EDR#1:STA&7A:1LDA&7A:CMF#0:BEQ#ik:LDA&
83.CMP#94F:BM1pu:DEC&83:RTS:.pu INC&83:.sik RTS
780.SDU PHA1TYA:PHA:TXA:PHA:LDA#7:LDX#sou MOD256:LDY
#sou DIV256:JSR&FFF1:PLA:TXA:PLA:TAY:PLA:RTS
790. dead LDA#&10:STA#sou:LDA#2:STA#sou+4:STA#sou+6:JSR#
DU:LDA#&11:STA#sou:LDA#255:STA#sou+4:LDA#5:STA#ou+6:JSR#
ISIL
800LDA&94F:CMF#15:BEQDd1:LDA&96F:CMF#2:BNEE1:JSRrr1
g:.eE1 LDA&96F:CMF#4:BNELL16:JSRl1ef:.116 JSRrub:CLC:LDA
A&60:ADC#&40:STA&60:LDA&61:ADC#1:STA&61:INC&94F:JSRpr1
nt:JSRdelat:JMPdead:.dd1 RTS
810. custom LDY#0:.Bb4 LDA&9A4,Y:BEQbb4:LDA&9A0,Y:STA
&82:LDA&9A1,Y:STA&83:TYA:PHA:JSRin:CPX#0:BEQAn:JSRcUSt
Om:.An PLA:TAY:LDA&82:STA&9A0,Y:LDA&83:STA&9A1,Y:.Bb4
INy:INy:INy:INy:INy:CPY&99C:BNEBb4
820LDA&9B4:STA&82:LDA&9B5:STA&83:DEC&82:DEC&82:JSRin
:CPX#&FF:BNELL14:JSRfind:JSRBOmrub:INC&82:INC&82:JSRfin
d:JMPBOmpr1:.L14 RTS
830.in LDX&80:INX:CPX&82:BPLnde:LDX&81:INX:CPX&82:BM
Inde:LDX&8FF:RTS:.nde LDX#0:RTS
840. enemy LDY#0:.Aa4 LDA&9A4,Y:BEQaa4:LDA&9A0,Y:STA&
82:LDA&9A1,Y:STA&83:LDA&9A2,Y:STA&85:LDA&9A3,Y:STA&972
:TYA:PHA:JSRENE:PLA:TAY:LDA&82:STA&9A0,Y:LDA&83:STA&9A
1,Y:LDA&85:STA&9A2,Y:LDA&972:STA&9A3,Y:.aa4 INy:INy:IN
Y:INy:INy:CPY&99C:BNEAa4
B50RTS
860.CUSTOM DEC&82:DEC&82:JSRfind:JSRplaneRUB:INC&82:
INC&82:JSRfind:JMPplan
870.reset LDA#0:STA&9A0:STA&9A3:STA&9A8:STA&9AD:STA&
9B2:LDA#13:STA&9A1:LDA#4:STA&9A2:LDA#10:STA&9A5:LDA#8:
STA&9A6:LDA#8:STA&9A7:LDA#1:STA&9A4:STA&9A9:STA&9AE:ST
A&9B3:LDA#15:STA&9A9:LDA#6:STA&9A8:LDA#8:STA&9AC
880LDA#20:STA&9AF:LDA#2:STA&9B0:LDA#6:STA&9B1:LDA#1:
STA&9B4:LDA#14:STA&9B5:LDA#0:STA&9B6:RTS
890.SEE LDY#0:.Cc4 LDA&9A4,Y:BEQcc4:LDA&9A0,Y:STA&82
:LDA&9A1,Y:STA&83:STY&7F:TYA:PHA:JSRsee:PLA:TAY:.cc4 I
Ny:INy:INy:INy:INy:CPY&99C:BNEcc4:RTS
900. see JSRin:CPX#&FF:BNEDd4:JSRfind:LDY#0:.Ee4 LDA
(&4D),Y:CMF&8FF:BEQhit:INy:CPY&32:BNEEae:.Dd4 RTS:.hit
LDA#0:LDY&7F:STA&9A4,Y:JSRdive:JMPscore
910.bomb LDA&9B4:STA&82:LDA&9B5:STA&83:JSRin:CPX#&FF
:BNEGg4:JSRfind:JSRBOmrub:LDA&83:CMF#15:BEQHh4:INC&83:
JSRfind:JSRBOmpr1:LDA&82:STA&9B4:LDA&83:STA&9B5:.Jj4 R
TS:.Gg4 LDX&82:CPX&80:BENnn6:LDX&82:DEX:CPX&80:BENnn6
:.nnn6 JSRfind:JSRBOmrub
911.nn6 LDA&9B5:CMF#15:BEQHh4:INC&9B5:RTS
920.Hh4 INC&83:JSRin:CPX#&FF:BNE06:JSRfind:LDY#5:LDA
(&4D),Y:BEQ06:LDX#&FF:STX&9F:LDY#0:JMPdd6:.o6 LDY#0:ST
Y&9F:.dd6 LDA&9A4,Y:BNEEee:.Yee INy:INy:INy:INy:INy:CPY&99C
:BNEdd6:.ee6 LDA&9A0,Y:Yee:INX:INX:STX&9B4:LDA&9A1,Y:T

```

[illegible]

```

AX: INX:STX&9B5:LDX&9F:RTS
930.BOMPrub LDY#0:.dd4 LDA(&4D),Y:CMF#15:BEQee4:LDA#2
40:STA(&4D),Y:.ee4 INY:CPY#32:BNEd4:RTS:.BOMPri LDY#4
:LDA(&4D),Y:CMF#15:BEQI14:LDA#24B:STA(&4D),Y:INY:LDA#0
:STA(&4D),Y:INY:LDA#24B:STA(&4D),Y:.114 RTS
940.dive JSRfind:JSRPLAR:LDA#83:CMF#15:BEQn4:INC#83
:INC#82:JSRfind:JSRplap:JSRdelay:JSRPLAP:JSRdelay:JMP
dive:.Nn4 LDA#94:STA#82:LDA#9B5:STA#83:JSRin:CPX#FF:
BNEkk6:JSRfind:JSRBOmub:.kk6 RTS
950.PLAR LDY#0:.0o4 LDA(&4D),Y:CMF#15:BEQp4:LDA#240
:STA(&4D),Y:INY:CPY#48:BNEOo4:.Pp4 RTS:.PLAR LDY#0:.0o
4 LDA(&4D),Y:CMF#15:BEQp4:LDA#4:STA(&4D),Y:INY:CPY#
32:BNEOq4:RTS
951.atom LDA#17:JSR&FEE:LDA#1:JSR&FEE:LDA#7:LDX#ra
d MOD256:LDY#rad DIV256:JSR&FFF1:LDA#28:JSR&FEE:LDA#2
:JSR&FEE:LDA#15:JSR&FEE:LDA#17:JSR&FEE:LDA#11:JSR&F
EE:LDA#17:JSR&FEE:LDA#131:JSR&FEE:LDA#12:JSR&FEE
952LDX#6:LDY#5:JSRpmus:LDX#4:LDY#9:JSRpmus:LDX#3:LDY
#11:JSRpmus:LDX#3:LDY#11:JSRpmus:LDX#4:LDY#9:JSRpmus:L
DX#6:LDY#5:JSRpmus
953LDA#7:STA#9F:.We7 LDX#7:LDY#3:JSRpmus:DEC&9F:LDA&
9F:BNWE#7:LDA#26:JMP&FEE:RTS
954.tech LDA#17:JSR&FEE:LDA#129:JSR&FEE:LDA#31:JSR
&FEE:LDA#0:INX:INX:TXA:JSR&FEE:LDA#30:JSR&FEE:LDA#
32:JSR&FEE:JSRamo:DEC&B0:LDA#B0:CMF#FF:BNEE#7:LDX#F
F:RTS:.R7 LDX#0:RTS
955.Rz LDA#32:STA#9F:.Rt7 JSRleft:DEC&9F:LDA#9F:BNER
t7:LDA#32:STA#9F:.As7 JSRright:DEC&9F:LDA#9F:BNEA#7:RT
S
956.amo LDA#17:JSR&FEE:LDA#2:JSR&FEE:LDA#31:JSR&F
EE:LDA#9:JSR&FEE:LDA#30:JSR&FEE:CLC:LDA#B1:LSRA:LSRA
:LSRA:LSRA:CLC:ADC#12B:JSR&FEE:LDA#B1:AND#15:CLC:ADC#
12B:JMP&FEE
957.score CLC:LDA#C2:ADC#5:STA#C2:CMF#10:BNeshow:LDA#0
:STA#C2:INC&C1:LDA#C1:CMF#10:BNeshow:LDA#0:STA#C1:IN
C&C0
958.show LDA#17:JSR&FEE:LDA#3:JSR&FEE:LDA#31:JSR&F
EE:LDA#0:JSR&FEE:LDA#31:JSR&FEE:LDY#0:.u17 CLC:LDA&
C0,Y:ADC#12B:JSR&FEE:INX:CPY#4:BNEU7:RTS
959.pmus LDA#31:JSR&FEE:TXA:JSR&FEE:LDA#14:JSR&FEE
E:LDA#151:.Qw7 JSR&FEE:DEY:BNEOw7:JSRdelay:LDA#10:JMP
&FEE
960.RISE LDA#7:LDX#Wh MOD256:LDY#Wh DIV256:JSR&FFF1:
LDA#B1:STASu1+4:LDA#7:LDX#Su1 MOD256:LDY#Su1 DIV256:JM
P&FFF1
961.MISIL LDA#FF:STA#7B:LDA#76:STA#82:LDA#77:STA#83
:LDA#77:STA#972:JSRENE:LDA#82:STA#76:LDA#83:STA#77:LDA
&972:STA#79:LDA#0:STA#7B:INC#76:RTS
962.cuuss LDA#5FF:STA#7B:LDA#76:STA#82:LDA#77:STA#83
:JSRin:CPX#FF:BNegt#7:JSRfind:JSRCUSTOM:LDA#82:STA#76:
LDA#83:STA#77:.gt# LDA#0:STA#7B:RTS
969J.NEXT
970?&906=13:CHAIN""

```

```

1202IF TX=7 THEN COLOUR:31 COLOUR:1
1303PRINTTAB(1,1, TX+3)+":HSE(TX):COLOURS:PRINTTAB(15+
X, TX+3)+":HSE(TX):NEXT
1404COLOURS:PRINTTAB(0,29):PRESS THE SPACE BAR"=REP
EAT:UNTILINKEY=99:COLS:FORTX=1TOS:SDR+4,100:TX+3,1N
EXT:ENDPROC
1505PROCNAME:COLOURS:COLOUR:30:PRINTTAB(3,3):STRIN
G(4,1,1,1):EX=0:DO1:1,1,2,3:CS=5:Y=0:Y=7
1606COLOURS:PRINTTAB(1,1,22):"ENTER YOUR NAME"=REP
171:PRINTTAB(15,2,2,1)ENDPROC:COLOURS:PRINTTAB(3,26):"
181:PRINTTAB(TAB(2,4,1):STRINGS(16,CHR$(1+1)
PRINTTAB(5,31):"Good Play!"=
1907PRINTTAB(7,7):"A B C D E F G H I J TAB(0,9):"X L
M N O P Q R S T TAB(0,11):"U V W X Y Z . / "CHR$(53)
"
2008COLOUR:COLOURS:31:VDU31,X,Y,CX
2109CX=INKEY$(0)IF AS="," PROCIET
1200IF AS="," PROCX=X+1
1101IF AS="M" PROCPRINT
1201IF EX=1 THEN 1240
1306GOTO1000
1408PROCNAME:COLOURS:COLOUR:30:VDU31,X,Y,CX:XX=X
X-1:IF CX=2 VZ=YZ-1:TX=X0:IF YZ=YX+1
1158SDR=0,1,1,4,2,1:VDU31,X,Y,CX:AS=155:blo=USR(MFF4)
CX=blo:1:ENDPROC
1209COLOUR:COLOURS:30:COLOURS:10:VDU31,X,Y,CX
X+1:IF CX=20 VZ=YX+1:TX=X0:IF YX=YZ-7
1178GOTO1010
1180SDRPROCNAME:IF CX=152 OR CX=153 THEN 1220
1190 L2=L+4
1200SDR=0,1,1,255,5:COLOUR:30:COLOUR:VDU31,LX+3,5,C
X:LX=L+1
1218ENDPROC
1220SDR=0,1,1,255,5:IF CX=152 EX=1:ENDPROC
1232IF LX=3:ENDPROC ELSE:COLOUR:30:COLOURS:LX+3,L-1:PR
INTTAB(16,3,3):"=-ENDPROC
1240COLOUR:COLOURS:30:COLOUR:1A=0:*=FORT=STD,L-1
1250COLOUR:TX=5,3:blo=USR(MFF4):A=AS=CHR$(blo+1)NE
XT:ENDPROC
1260DUPRO
2008PROC4:VDU23:0202:B0:B0:PRINTTAB(10,5):"Instru
cti on (V,N)=?"
2010A=GET$:IF A=C="Y" AND A<("N" THEN 2010
2020IF A=GET$:IF A="R" RETURN
2030C=
1210SDRPROCNAME(12,33):"Jump Jet Assault"TAB(11,4):ST
RING(16,CHR$(14))
2040PRINT>You are the soul defender of the nuclearia
n on three mile island. The SOVIETS realise that you
are the weak link in the WEST'S defence network, and
so set about attacking the plant. You are the HARRIER
2050PRINT>You are sitting in the form of defence is the HARRIER
you are sitting in. This can carry fifty bullets which w
ill destroy any enemy aircraft you might encounter.
o reload simply land on a building similar to the
you destroyed.
2060PRINT>If the enemy drop a bomb on the afore-
mentioned buildings you lose a technician and all your TE
CHNICALS and its goodbye. You also die if the planes hit y
ou.
2070PRINT=If you are there are three or more"
2080PRINT=enemy planes a missile will be launched whi
ch cannot be destroyed only dodged, this missile trav
els at twice the speed of the other planes and so you
cannot catch it"
2090PRINT="The controls are:"
2100PRINTTAB(3,3):A=UP, Z=DOWN, <=RIGHT, >=LEFT
2090PRINTTAB(16,11):"=-FIRE"
2100PRINTTAB(16,11):PRESS SPACE FOR GAME"
2110REPEAT:UNTILINKEY=99:RETURN
2111DEFFPROC1:
1121M,X
2113SDR=0:SDR=0:SDR=0:NEXT
2114M,X
2115ENDPROC

```





Timothy Closs provides continuous interrupt-driven background music for your diy games.

HOW MANY times have you wished you could boost your games programs with some background music as in Manic Miner, Automania and Gilligan's Gold? Well, now your wish has been granted with Backboogie!

Backboogie will repeatedly play a piece of music, short or long, without interfering with the running of your own programs!

The program itself is 100 per cent machine-code and uses the Spectrum's interrupt system to run it. As a lengthy discussion about the system is not needed here, I will just say that the Spectrum can be made to run a machine-code program stored at a certain memory address every 1/50th second — this process is known as an "interrupt".

The Basic program in listing 1 helps you

compose your pieces of music and also stores some necessary data in the memory.

Let me explain how the program works. The music you compose is stored as a series of numbers, each representing one note, i.e.:

- 0 for C
- 1 for C#
- 2 for D, etc.

The Spectrum's own program for converting these numbers into values the Sound Generation Rom Routine can accept is too slow, so I have developed a faster routine using the data stored by the Basic program.

Having calculated these values, Backboogie calls the Sound Generation Rom Routine to produce a short musical sound before returning to your game.

S  
P  
E  
C  
T  
R  
U  
M

B  
A  
C  
K  
B  
O  
O  
G  
I  
E

Listing 1.

```

1 LOAD ""CODE
2 REM ***BACKBOOGIE***
3 REM *****BY*****
4 REM ****TIM*CLOSS***
5 CLS
10 GO SUB 1000
500 LET G=60672
505 RESTORE 2000: FOR H=1 TO 21
: READ K$: PRINT AT H,0;K$;AT H,30;K$: NEXT H
510 LET A=2: LET B=21
512 PRINT AT B,A; PAPER 0;" "
513 IF INKEY$="7" AND B>1 THEN LET B=B-1

```

(continued opposite)



(listing 1 continued)

```

515 IF INKEY$="6" AND B<21 THEN
PRINT AT B,A; PAPER 7;" ": LET
B=B+1
516 IF INKEY$="1" AND A>2 THEN
LET G=G-8: LET A=A-1
520 IF INKEY$="0" THEN GO TO 53
5
525 IF INKEY$="E" THEN GO TO 56
0
530 GO TO 512
535 FOR H=G TO G+7: POKE H,22-B
: NEXT H: LET G=G+8
540 LET A=A+1: IF A=30 THEN LET
H=USR 60148: LET A=29
545 FOR J=21 TO B STEP -1: PRIN
T AT J,A; PAPER 0;" ": NEXT J
550 GO TO 512
560 LET O=G-60672-2: POKE 60250
,INT (O/256): POKE 60267,O-((INT

```

```

(O/256))*256)
570 STOP
1000 RESTORE 3000
1010 FOR H=0 TO 20
1020 READ J: POKE 60416+H*4,0: P
OKE 60417+H*4,(J/96)
1030 LET K=437500/J-30.125: POKE
60418+H*4,INT (K/256): POKE 604
19+H*4,K-((INT (K/256))*256)
1040 NEXT H
1050 RETURN
2000 DATA "G#","G","F#","F","E",
"D#","D","C#","C","B","A#","A",
"G#","G","F#","F","E","D#","D","C
#", "C"
3000 DATA 261.63,277.18,293.66,3
11.13,329.63,349.23,369.99,392.4
15.3,440.46,466.16,493.88,523.25,55
4.36,587.32,622.24,659.24,698.44
,739.97,783.97,830.58,879.97

```

The game then continues running until, 1/50th second later, it is necessary to produce another musical sound of the same frequency as before. When a series of short sounds is heard in quick succession like this they give the impression of a continuous musical note.

The composer allows any note within a range from middle C up to 20 semitones above to be entered. Use keys 6 and 7 to move the bar up and down until it is level with the desired pitch. Pressing 0 will now enter the note and the bar will move across one column. You can delete a note by pressing 1 — the bar will move back one column. Continue entering your notes until you have finished your composition.

Pressing E will add final specifications to the machine-code routine and then cause you to escape from the Basic composer program.

Your music can now be saved, together with all the other necessary data and routines by typing:

SAVE "BACKBOOGIE" CODE 60180,0 + 500  
and loaded by typing:

LOAD "" CODE

To "switch on" your music during a program, include:

POKE 65534, 0: POKE 65535, 237: POKE  
65532, 0: POKE 65533, 0  
RANDOMIZE USR 60180

To "switch off" your music, include:

RANDOMIZE USR 60190

First, enter the composer program in listing 1 and save it by typing:

SAVE "COMPOSER" LINE 1

Now New the program and type in listing 2. Run the program and enter the code in listing 3, working from left to right and from type to



bottom. When you have finished, the code will automatically be saved as Boogie.

If you do not wish to type in all the programs and code yourself, send a blank cassette, SAE and £1 to me at: 5 Western Drive, Shepperton, Middlesex TW17 8HJ.

Listing 2.

```

10 DEF FN H(H$)=16*(CODE H$(1)
-48-(7 AND H$(1)>"9"))+CODE H$(2)
)-48-(7 AND H$(2)>"9")
40 FOR N=60148 TO 60288 STEP 8
50 LET T=0
60 PRINT N;" ":
70 INPUT H$: PRINT H$:
80 FOR B=0 TO LEN H$-1 STEP 2
90 LET Z=FN H(H$): LET T=T+Z
100 POKE N+B/2,Z
110 LET H$=H$(3 TO )
120 NEXT B
130 PRINT " = ";: INPUT Y: PRIN
T Y
140 IF Y<>T THEN PRINT "INPUT E
RROR - TRY AGAIN": GO TO 50
150 NEXT N

```

Listing 3.

```

60148 : 2102581103580616 = 259
60156 : C5061C1A77231310 = 446
60164 : FA23232323131313 = 447
60172 : 13C110ECC90000000 = 665
60180 : ED5E3E30ED47C900 = 950
60188 : 0000ED56C90000000 = 524
60196 : 00000000000000000 = 0
60204 : 000000000E5D5C5F5 = 884
60212 : 2AFEFF7ECB27CB27 = 1161
60220 : E56F26000100ECED = 852
60228 : 4A56235E2346234E = 507
60236 : 6069CDB503E12322 = 884
60244 : FEEFF2AFCFF3E00BC = 1308
60252 : 280C2322FCFF1C1 = 1062
60260 : D1E1FBC338003E26 = 1036
60268 : BD380218ED210000 = 541
60276 : 22FCFF2100ED22FE = 1099
60284 : FF18E300000000000 = 506

```



THIS STARTED off as a seemingly simple editor. What I wanted was a means of preparing a data file which could be used by an assembler program to produce an interrupt driven tune. Once the code produced by the assembler had been installed, the tune would repeat itself until it was deactivated or the Break key pressed.

The problem with preparing a musical data file is that there needs to be a method of specifying the pitch and duration of the notes. Standard musical notation turned out to be the most sensible system to produce the file. Although this editor is based upon musical notation it is not presented as a music processor. It has a limited range of notes and, in particular, no capacity for a rest. It is, however, capable of producing simple tunes for accompanying games etc.

To make full use of the BBC's sound capacity it is not only necessary to manipulate the Sound command but also the Envelope command. Consequently, an envelope editor has been added to the system. Provision for a screen dump was included to allow the editor to produce sheet script.

What started out as a supposedly simple editor to produce a small data file became a fairly sophisticated project in its own right. The editor can cope with up to 200 notes over a one and a half octave range. The envelope can be modified over its full range; and will be saved with any data file produced.

## Piano type envelope

To use the system enter listing 1, Intload and listing 2, Inttune. Running Intload will define the characters needed for the main program and produce a default piano type envelope. The characters are printed as a check and the second program loaded. For disc users the name of the second program will have to be defined, for tape users a blank Chain "" statement will load the next program on the tape.

When loaded the editor presents the user with a blank page. To define a note its pitch and duration have to be selected. The pitch of the note is controlled by the cursor's position on the stave. The cursor can be moved up and down the stave using the up and down arrow keys. The left and right arrow keys move the cursor backwards and forwards through the tune.

The duration of the note is indicated by the symbol in the lower right hand corner. The duration can be increased with the f0 key and decreased with the f1 key. A note is entered at the current cursor position by pressing Return. If the cursor is in the middle of a tune all succeeding notes will be shifted along to

In this, the first part of his article, Fintan Culwin details a BBC editor with a simple background music facility.

make space for the note being inserted.

If a note needs to be deleted, pressing the Delete key will remove the note from underneath the current cursor position and move back any succeeding notes. There is space on a page for 20 notes. Moving before or beyond this automatically takes you onto the next page. If this is too pedestrian then keys f5 and f6 will move backward and forward one page at a time. Pressing f2 will play all the current tunes using the current envelope.

After coming to terms with the musical setting the envelope editor can be invoked by pressing the f7 key. To understand the screen it is necessary to consult the User Guide. Page 245 identifies the effects of the 13 parameters and labels them. These labels are reproduced on the screen, alongside the current value of the parameter. The currently selected parameter is highlighted in inverse video.

A table of 13 numbers is almost impossible to comprehend. Above the table the settings of the parameters are indicated by 12 bar-graphs split into four clusters. They are grouped as the PI parameters, the PN parameters, the AA, AS & AR parameters and the ALA and ALD parameters. A description of the effects of changing these parameters is given in the User Guide.

A practical appreciation can be obtained by experimentation. A parameter to be changed is highlighted using the left and right arrow keys. The value is changed within its limits using the up and down arrow keys. Pressing the Return key will sound the envelope; when you are satisfied pressing the Escape key will return to the music editor. The current envelope specification will be saved and recalled with any tune.

Pressing f8 causes a printer dump to be performed. In the configuration given page 10 of memory — &A00 to &AFF — is assumed to be available for use. This is acceptable for disc users, tape users will have to use page 14 — &D00 to &DFF. Examining listing 2 shows a dummy RTS code has been inserted. If you want to use this facility then the Remmed \*Load command will have to be activated, to load into memory your own screen dump code; and the dummy RTS command removed. This can be omitted if screen dumps are not required. When you are ready to leave



# BBC

the system f9 will cause an orderly return to Basic.

The basis of the editor is a list of note codes held in memory. Each note requires two bytes to define its duration and pitch. These are held in memory in the reserved byte array labelled tune%, defined and initialised within PROC prepare. The only obscure parts of the preparation are the definition of an Osword area which will be used to obtain character definitions for the double height plotting routine.

## Retrieved from memory

There is no legitimate method to obtain an envelope definition within the operating system. Consequently the envelope parameters have to be retrieved from memory into the envelope% array using Peeks.

The first part of the main listing, as far as PROC MAIN contains various procedures concerned with screen operations. The most transportable procedure is PROC bigchar, whose parameter identifies a character to be plotted on a screen in double height. Using this procedure mollifies the effect of being forced to work in 20 column mode.

### Listing 1.

```
10 REM INT'LOAD
20 REM EDITOR LOADER
30 REM FINTAN CULWIN
40 REM APRIL '85
90 MODE4
100VDU23,240,16,20,18,16,104,120,120,48
110VDU23,241,48,120,120,104,16,18,20,16
120VDU23,242,16,20,18,16,104,121,120,48
130VDU23,243,48,120,121,104,16,18,20,16
140VDU23,244,16,16,16,16,104,120,120,48
150VDU23,245,48,120,120,104,16,16,16,16
160VDU23,246,16,16,16,16,104,121,120,48
170VDU23,247,48,120,121,104,16,16,16,16
180VDU23,248,16,16,16,16,104,88,72,48
190VDU23,249,48,72,88,104,16,16,16,16
200VDU23,250,16,16,16,16,104,89,72,48
210VDU23,251,48,72,89,104,16,16,16,16
220VDU23,252,0,0,0,56,68,72,112,0
230VDU23,253,0,0,0,56,68,73,112,0
240ENVELOPE4,3,0,0,0,0,0,121,-10,-5,
-2,120,120
250FOR line= 1 TO 10
260 FOR char = 240 TO 253
270 VDU char,32
280 NEXT char
290 VDU 13,10,10
300NEXT line
310FOR pitch = 97 TO 177 STEP 8
320 SOUND 1,4,pitch,5
330NEXT pitch
340 PAGE=31900
350 *K.10 PA.=31900:MO.:M
360 CHAIN ""
```



# BEEBSKI BEAT



The procedure works by obtaining a character definition with an `Osword` call. The definition obtained is used to redefine character 254 twice using the `VDU 23` command; and sent to the screen.

The main routine is fairly straightforward; the key presses are trapped and used to select a routine from the second part of the program.

When loading a tune from disc or tape there is an option to load from the start of memory overwriting the tune in memory or appended to the end of the tune in memory. The envelope editor `PROC-envel` and associated procedures are extractable and can be used alone to investigate the envelope command.

As the program is reasonably structured, the routines are well Remmed and the variable names are sensibly chosen implementation should be fairly easy. I have not tested it but it should transfer directly to the Electron.

As mentioned at the beginning this was conceived as a simple editor that would be used to produce a file for an assembler program. The editor has grown into a more sophisticated system than I envisaged; but it still performs its intended function.

Keep hold of your data files, next month's program will use them as input to a system which will install the tunes into the micro. Consequently, the tune will repeat itself indefinitely until switched off or the machine is reset. This has obvious if rather tedious applications.

## Listing 2.

```
100MODES
140PROC PREPARE
150PROC PAGE
160PROC_CURSOR(count)
170REPEAT
180PROC MAIN
190UNTILend
200PROC_FINISH
210END
1000DEFFPROC_PREPARE
1040dump%=&A00
1050?dump%=&60
1060DIMnote$(7,1),pitch(12),len
f(7),envel%(13),envel$(13),min(1
2),max(12)
1070FORnote=0TO7
1080note$(note,0)=CHR$(240+note
*2)
1090note$(note,1)=CHR$(241+note
*2)
1100NEXTnote
1110note$(7,0)=CHR$(253)
1120note$(7,1)=CHR$(253)
1130note$(6,1)=CHR$(252)
1140FORnum=1TO12:READpitch(num)
:NEXT
1150FORnum=0TO7:READlenf(num):N
EXT
1160*FX 4,2
1170*FX 225,240,0
1180*FX 229,1,0
1190VDU23,0,10,96,0;0;0;
1200VDU19,1,7;0;
1210VDU19,2,3;0;
1220VDU19,3,11;0;
1230DITune%400
1240FORN%=tune%TOTune%+400:?N%=
0:NEXTN%
1250m:tune=tune%:ptr=tune%:cou
nt=1
1260cpage=0:level=6:note=3
1270end=FALSE
1280OSWORD=&FFF1:DIMosword%B
1290X%=osword%MOD256:Y%=osword%
DIV256:A%=&A
1300*FX 4,1
1310temp=&8F0:FORpar=0TO13:enve
l%(par)=temp:par:NEXTpar
1320FORpar=0TO12:READmin(par):N
EXT
1330FORpar=0TO12:READmax(par):N
EXT
1340FORpar=0TO12:IFmin(par)<0TH
ENenvel%(par)=FN_comp(envel%(par
))
1350NEXTpar
1360FORpar=0TO12:READenvel$(par
):NEXT
1370VDU24,400;956;860;1023;18,0
,130,5,16.
1380VDU18,0,0:temp$="IN'TUNE":F
ORloop=1TOLEN(temp$)
1390PLOT4,352+loop*64,1016:PRGC
bigchar(MID$(temp$,loop,1)):NEX
Tloop
1400ENDPROC
1500DEFFPROC_FINISH
1510CALL!-4
1520ENDPROC
1900DEFFPROC_PAGE
1910VDU24,0;0;1279;868;18,0,128
,16
1920PROC_DISP
1930PROC_note(note)
1940GCOL0,1:PLOT4,8,36:PRINT"FA
GE ";
1950GCOL3,2:PLOT4,320,36:PRINTS
TR$(cpage+1)
1960PROC_fill(cpage)
1970count=1
1980ENDPROC
```

```
2000DEFFN_comp(byte)
2010IF(byteAND&80)<>&80THEN=byt
e
2020IFbyte=0THEN=0ELSE=(byte-25
6)
2100DEFFPROC_DISP
2110VDU24,0;256;1279;920;
2120PROC_STAVE(1):PROC_STAVE(2)
2130ENDPROC
2200DEFFPROC_STAVE(num)
2210GCOL0,1
2220IFnum=1THENnum=816ELSEnum=4
96
2230FORoffset=0TO4
2240pos=num-32*offset
2250PLOT4,64,pos:PLOT1,996,0
2260NEXToffset
2270GCOL0,2
2280ENDPROC
2300DEFFPROC_note(num)
2310VDU24,1200;0;1279;72;18,0,1
30,16,26,
2320VDU18,0,0,25,4,1208;64;:PRO
C_big(num,0)
2330VDU18,0,2:ENDPROC
2400DEFFPROC_CURSOR(cpos)
2410IFcpos>10THENypos=416:cpo
s=cpo-10ELSEypos=736
2420ypos=ypos+(level-6)*16
2430xpos=cpo*96+16
2440VDU24,xpos;ypos;xpos+32;ypo
s+32;18,3,131,16,18,0,2,26
2450ENDPROC
2500DEFFPROC_fill(page)
2510tcount=count:tptr=ptr
2520offset=40*page+tune%
2530IF?offset=0THENENDPROC
2540disp=1::count=1
2550REPEAT
2560PROC_onenote(count,?offset,
offset+1)
2570offset=offset+2:count=count
+1
2580UNTILcount=210R?offset=0
2590ENDPROC
2600DEFFPROC_onenote(num,pitch,d
uration)
2610GCOL0,2
2620IFnum>10THENy=480:num=num-1
0ELSEy=800
2630x=32+num*96
2640yoff=(pitch-6)*16
2650PLOT4,x,y+yoff
2660IFpitch>8THENDir=1ELSEDir=0
2670PROC_bigchar(duration-1,Dir)
2680ENDPROC
2700DEFFPROC_big(note,Dir)
2710IFnote>7THENDENDPROC
2720char$=note$(note,Dir)
2730IFDir=1THENPLOT0,0,-32
2740PROC_bigchar(char$)
2750ENDPROC
2800DEFFPROC_bigchar(char$)
2810?osword%=ASC(char$):CALLOSW
ORD
2820VDU23,254
2830FORkount=1TO4
2840VDUosword%?kount,osword%?ko
unt
2850NEXTkount
2860VDU254,10,8
2870VDU23,254
2880FORkount=5TO8
2890VDUosword%?kount,osword%?ko
unt
2900NEXTkount
2910VDU254
2920ENDPROC
3000DEFFPROC_MAIN
3010*FX 21,0
3020resp=GET
```

(continued on next page)



(continued from previous page)

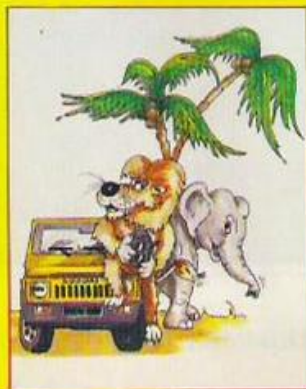
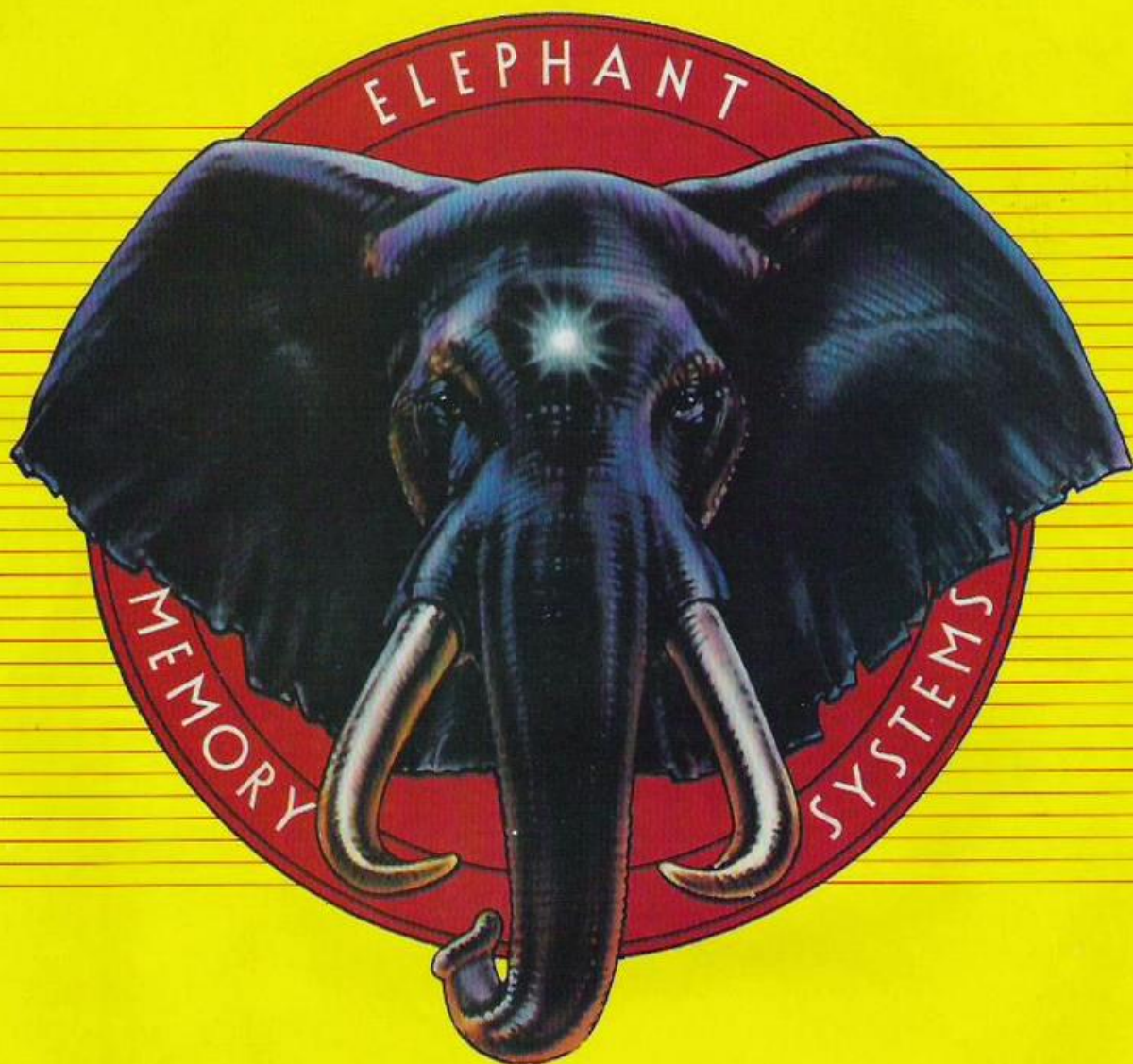
```

3030IFresp=139THENPROC_UP(1)
3040IFresp=139THENPROC_UP(-1)
3050IFresp=240THENPROC_CHANGE(1)
)
3060IFresp=241THENPROC_CHANGE(-1)
)
3070IFresp=13THENPROC_enter
3080IFresp=137THENPROC_right(1)
3090IFresp=136THENPROC_right(-1)
)
3100IFresp=242THENPROC_play
3110IFresp=243THENPROC_save
3120IFresp=244THENPROC_load
3130IFresp=245THENPROC_mpage(-1)
)
3140IFresp=246THENPROC_mpage(1)
3150IFresp=247THENPROC_envel
3160IFresp=127THENPROC_del
3170IFresp=249THENPROC_quend
3180ENDPROC
3900DEFFPROC_quend
3910PROC_window
3920PRINT " End (Y/N) ? ":
3930REPEAT
3940quend=GETAND223
3950UNTILquend=780Rquend=89
3960IFquend=89THENend=TRUE
3970PROC_nowindow
3980ENDPROC
4100DEFFPROC_UP(dir)
4110IFlevel+dir>120Rlevel+dir<1
THENENDPROC
4120PROC_CURSOR(count)
4130level=level+dir
4140PROC_CURSOR(count)
4150ENDPROC
4200DEFFPROC_CHANGE(dir)
4210IFnote+dir>70Rnote+dir<0THE
NENDPROC
4220note=note+dir
4230PROC_note(note)
4240ENDPROC
4300DEFFPROC_enter
4310IFptr>mx:tuneORmx:tune=tune%+
400THENENDPROC
4320IFmx:tune=ptrTHENPROC_endELS
EPROC_mid
4330SOUND1,4,pitch(level),lenf(
note)
4340ENDPROC
4400DEFFPROC_end
4410?ptr=level:ptr?1=note+1
4420PROC_onenote(count,level,not
e+1)
4430PROC_right(1)
4440mx:tune=ptr
4450ENDPROC
4460DEFFPROC_mid
4470temp=mx:tune-2
4480REPEAT
4490?(temp+2)=?(temp):?(temp+3)
=?(temp+1)
4500temp=temp-2
4510UNTILtemp=ptr-2
4520?ptr=level:ptr?1=note+1
4530mx:tune=mx:tune+2
4540tcount=count:PROC_PAGE:count
=tcount:PROC_CURSOR(count)
4550ENDPROC
4600DEFFPROC_right(rit)
4610IFptr=mx:tune+2ANDrit=1THE
NPROC
4620IFptr=tune%ANDrit=-1THENEND
PROC
4630PROC_CURSOR(count)
4640IFcount+rit<1ANDcpage>0cpag
e=cpage-1:PROC_PAGE:count=21
4650IFcount+rit>21ANDcpage<19cp
age=cpage+1:PROC_PAGE:count=1
4660count=count+rit
4670PROC_CURSOR(count)
4680ptr=ptr+rit*2
4690ENDPROC
4700DEFFPROC_play
4710temp=tune%
4720REPEAT
4730SOUND&1,4,pitch(?temp),lenf
(temp?1)-1)
4740temp=temp+2
4750UNTIL?temp=0
4760ENDPROC
4800DEFFPROC_del
4810IF?ptr=0THENENDPROC
4820FORtemp=ptrTOMx:tune+2STEP2
4830?temp=temp?2:temp?1=temp?3
4840NEXTtemp
4850mx:tune=mx:tune-2
4860PROC_CURSOR(count)
4870PROC_PAGE
4880count=tcount:ptr=tptr
4890PROC_CURSOR(count)
4900ENDPROC
5000DEFFPROC_save
5010IFtune%=mx:tuneTHENENDPROC
5020PROC_window
5030INPUT "Filename ",file$
5040IFLEN(file$)=0THENPROC_nowi
ndow:ENDPROC
5050channel=OPENOUTfile$
5060FORpar=0T012
5070BPUT#channel,envel%(par)
5080NEXTpar
5090FORloop=tune%TOMx:tune-2STEP
2
5100BPUT#channel,?loop
5110BPUT#channel,(loop?1)
5120NEXTloop
5130CLOSE#channel
5140PROC_nowindow
5150ENDPROC
5300DEFFPROC_load
5310over=FALSE
5320PROC_window
5330INPUT "Filename ",file$
5340IFLEN(file$)=0THENPROC_nowi
ndow:ENDPROC
5350IFmx:tune>tune%THENPROC_quer
y
5360IFover=FALSETHENloop=mx:tune
ELSEloop=tune%
5370channel=OPENUPfile$
5380FORpar=0T012
5390envel%(par)=BGET#channel
5400NEXTpar
5410REPEAT
5420?loop=BGET#channel
5430loop?1=BGET#channel
5440loop=loop+2
5450UNTILEOF#channelORloop=tune
%+400
5460IFloop<tune%+400THEN!loop=0
5470mx:tune=loop
5480PROC_nowindow
5490PROC_PAGE:count=tcount:PROC
_CURSOR(count)
5495SENVELOPE4,envel%(0),envel%(
1),envel%(2),envel%(3),envel%(4)
,envel%(5),envel%(6),envel%(7),e
nvel%(8),envel%(9),envel%(10),en
vel%(11),envel%(12)
5500ENDPROC
5600DEFFPROC_query
5610PRINT "overwrite (Y/N) ":
5620REPEAT:onse=GETAND223
5630UNTILonse=890Ronse=78
5640IFonse=89THENPRINT "yes"ELSE
PRINT "no"
5650IFonse=89THENover=TRUE
5660PRINT "Loading....."
5670ENDPROC
5700DEFFPROC_window
5710VDU24,0,128,1279;288;18,0,1
30,16,
5720VDU18,0,0,25,4,96;240;
5730ENDPROC
5750DEFFPROC_nowindow
5760VDU18,0,128,16,26
5770ENDPROC
5900DEFFPROC_mpage(dir)
5910IFcpage+dir<00Rcpage+dir>20
THENENDPROC
5920IFdir=1ANDptr+40>mx:tuneTHEN
ENDPROC
5930ptr=ptr+dir*40:cpage=cpage+
dir
5940PROC_PAGE
5950count=tcount:PROC_CURSOR(co
unt)
5960ENDPROC
6000DEFFPROC_envel
6010VDU24,0,0;1279;868;18,0,128
,16
6020FORpar=0T012STEP2
6030PLOT4,0,320-par*24:PRINTenv
el$(par)
6040PLOT4,300,320-par*24:PRINTS
TR$(envel$(par))
6050PLOT4,620,320-par*24:PRINTe
nvel$(par+1)
6060IFpar<>12THENPLOT4,920,320-
par*24:PRINTSTR$(envel$(par+1))
6070NEXTpar
6080FORpos=1T012:PROC_bar(pos):
NEXTpos
6090pos=5:PROC_hlt
6100REPEAT
6110*FX 21,0
6120resp=GET
6130IFresp=139THENPROC_inc(1)
6140IFresp=138THENPROC_inc(-1)
6150IFresp=137THENPROC_move(1)
6160IFresp=136THENPROC_move(-1)
6170IFresp=13THENPROC_sound
6180UNTILresp=27
6190PROC_PAGE:count=tcount
6195SENVELOPE4,envel%(0),envel%(
1),envel%(2),envel%(3),envel%(4)
,envel%(5),envel%(6),envel%(7),e
nvel%(8),envel%(9),envel%(10),en
vel%(11),envel%(12)
6200PROC_CURSOR(count)
6210ENDPROC
6400DEFFPROC_inc(dir)
6410IFenvel%(pos)+dir<min(pos)0
Renvel%(pos)+dir>max(pos)THENEND
PROC
6420envel%(pos)=envel%(pos)+dir
6430IFpos>0THENPROC_bar(pos)
6440IFposMOD2=0THENx=300ELSEx=9
20
6450y=294-((pos/2)MOD7)*48
6460VDU18,0,128,24,x;y;x+256;y+
32;16,26,18,0,1
6470PLOT4,x,y+32:PRINTSTR$(enve
l%(pos))
6480ENDPROC
6500DEFFPROC_sound
6510SENVELOPE4,envel%(0),envel%(
1),envel%(2),envel%(3),envel%(4)
,envel%(5),envel%(6),envel%(7),e
nvel%(8),envel%(9),envel%(10),en
vel%(11),envel%(12)
6520SOUND1,4,128,10
6530SOUND1,4,64,10
6540SOUND1,4,192,10
6550ENDPROC
6560DEFFPROC_hlt
6570IFposMOD2=0THENx=0ELSEx=620
6580y=294-((pos/2)MOD7)*48
6590VDU18,3,130,24,x;y;x+192;y+
32;16,18,0,127,26
6600ENDPROC
6700DEFFPROC_bar(pos)
6710IFpos<4THENoff=pos-1:x=40
6720IFpos>3ANDpos<7THENoff=pos-
4:x=340
6730IFpos>6ANDpos<11THENoff=pos-
7:x=640
6740IFpos>10THENoff=pos-11:x=10
00
6750VDU18,0,128,24,x+off*60;400
;x+40+off*60;788;16,18,0,130,
6760heit=526+envel%(pos)
6770IFheit>525THENVDU24,x+off*6
0;526;x+40+off*60;heit;16,
6780IFheit<526THENVDU24,x+off*6
0;heit;x+40+off*60;526;16,
6790GCOL0,128
6800ENDPROC
6900DEFFPROC_move(dir)
6910IFpos+dir<00Rpos+dir>12THEN
ENDPROC
6920PROC_hlt:pos=pos+dir:PROC_h
lt
6930ENDPROC
20000DATA 101,109,117,121,129,13
7,145,149,157,165,169,177
20010DATA 5,7,10,15,20,30,40,60
20012DATA 0,-128,-128,-128,0,0,0
,-127,-127,-127,-127,0,0
20014DATA 255,127,127,127,255,25
5,255,127,127,0,0,126,126
20020DATA TIM,P11,P12,P13,PN1,PN
2,PN3,AA,AD,AS,AR,ALA,ALD
>

```



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YC/664/2



PRESS Y FOR ANOTHER GO



100



MEN 1 BONUS 2445

# AMSTRAD \$

```

3110 IF INKEY="" THEN 3115
3120 AX=0:head=0:ini=0:score=3:score=0
3130 ENV 1,15,-1,1:-1,-15,10,1,15,-10,1:ENV 2,15,-1,
10,ENV 2,15,10,10
3140 ENV 50,50,2,50:50,200
4000 REM *** new score ***
4010 BORDER (INI,0,0:INI,1,1:INI,2,0:INI,3,10:MODE (5,15:3000):ENV 5:16:POKE 54002,1;ENV 7:ENV 20:ENV 40
4020 D1:LOCATE 1,25:PEN 21:PRINT "MENU:MENU:"BONUS:B1:LOCATE 10,25:POKE 54000,AX3:PRINT USING "*****:score:*****:51:ENV 3:PRINT "HI:HI:ENV 21,1"
4030 FOR n=100 TO 500 STEP 20:SGOUND 7,n,10,15:NEXT
4040 FOR n=1 TO 10:POKE 54000+n*9,0:NEXT
4050 FOR n=1 TO 10:POKE 54000+n*9,1:NEXT
4060 FOR n=1 TO 10:POKE 54000+n*9,2:NEXT
4070 GOTO 1000
10000 REM *** machine code ***
10010 FOR i=0 TO 50000 TO 50000:READ AX,POKE N,VAL ("5"-a$)
10020 NEXT:CALL L4400:RETURN
10030 DATA 01,0a,c4,21,0a,c4,d1,bc,c9,00,00,00,00,
0,0a,c3,c4,c4,c3,20,a4,55,52,41,53,c4,4f,56,c3,00,
00,00,00,00,21,0a,c5,10,a4,51,21,c4,c4,56,00,00,7e,01,
0,00,00,00,79,a4,21,c4,a4,4d,7b,05,77,02,d2,0b,04,
5,f,42,a6,c4,c6,3b,fe,38,38,w2,0b,00,d8,77,02
10050 DATA d2,7e,01,d5,00,c0,c5,f2,5a,f0,00,fe,5e,38,
0,00,00,77,02,00,00,00,00,00,00,79,a4,11,00,00,d2,19,
d,7e,00,ff,30,01,ff,3b,f2,c9
10060 DATA f5,06,50,00,a4,4f,d4,06,d6,82,00,00,00,d6,50,
7,1a,47,0f,15,f1
10070 DATA 00,00,00,00,00,00,11,00,00,5,7c,fe,38,38,02,00,30,
3b,f2,38,02,16,02,d6,26,00,ff,d5,29,29,29,29,c5,d1,29,
9,19,01,f7,16,a6,c4,5b,19,d1
10080 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
0,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
0,00,77,02,00,a4,ff,77,13,23,0a,00,2b,0c,7e,f4,00,00,
d2,02,d1,0b,00
10090 DATA e1,01,00,00,00,00,ff,c1,f1,30,20,d5,f1,e1,24,25,
00
10100 DATA d5,21,c4,a4,56,00,d2,e1,d2,36,00,00,00,d7,e,
c3,79,a4,00,00
11000 REM *** move data ***
11010 spaceship 5 bullets
11020 DATA 01,27,10,00,00,ff,d5,a6,00
11030 DATA 00,00,00,00,00,00,ff,d6,a6,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00
11040 DATA 00,00,00,00,00,ff,a6,00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00
11050 DATA 00,00,00,00,00,ff,a6,00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00
11060 DATA 00,00,00,00,00,ff,a6,00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00
11070 asteroids
11080 DATA 01,ff,01,01,a5,00,a6,00,00,00,00,00,00,00,00,
a6,e4,00
11090 DATA 01,20,20,01,00,af,d6,00,00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,
00,00,00
11100 DATA 00,00,00,00,01,ff,7e,a7,00,00,00,00,00,ff,ff,
7e,a7,00
11110 DATA 00,00,00,00,00,ff,7e,a7,00,00,00,00,00,ff,ff,
7e,a7,00
11120 DATA 00,00,00,00,ff,01,ff,7e,a7,00,00,00,00,00,ff,
7e,a7,00
11130 DATA 00,00,00,00,01,ff,7e,a7,00,00,00,00,00,01,ff,
7e,a7,00
11140 DATA 00,00,00,00,fe,00,ff,a7,00,00,00,00,00,02,fe,
0,bf,a7,00
11150 DATA 00,00,00,00,fe,00,a5,bf,a7,00,00,00,00,02,fe,
0,bf,a7,00
11160 DATA 00,00,00,02,02,ff,a7,00,00,00,00,00,00,00,02,
fe,0,bf,a7,00
11170 DATA 00,00,00,02,00,f5,bf,a7,00,00,00,00,00,fe,
0,bf,a7,00
11180 DATA 00,00,00,00,fe,5b,af,a7,00,00,00,00,02,fe,
9,bf,a7,00
11190 DATA 00,00,00,00,00,bf,a7,00,00,00,00,00,00,02,
a,bf,a7,00

```

[illegible]





PRESS Y FOR ANOTHER GO



Christopher Leigh presents a new version of a favourite shoot-'em-up using sprites in glorious colour.

# SPACE EGGS

position — top left = 0, 0 — whilst the cursor must be reset to the logical position — top left = 1, 1 — hence the extra increment instructions.

The second and third routines control the sprites and are called using Resident System Extension (RSX) commands. Move and Erase must be preceded by the elongated colon — shift @ — and 1Erase must be followed by a comma and its parameter which is the address of the first byte of the move data for the sprite.

The screen is 80 bytes wide and the sprite routines divide it into 50 half lines high, so that each sprite unit is a quarter of a Mode 1 character. These routines can cope with sprites of any size and — with slight alterations — of any shape. All our sprites will be set in a square sprite shape definition, but since zero bytes are not written to the screen — making the sprite transparent — the sprite can be any shape within that framework.

As written the procedure allows full wrap-around, adjusting for sprites being partly off a screen edge. Again fairly simple alterations will allow sprites to bounce.

1Erase simply erases a sprite and turns it

off. 1Move works by calculating the old sprite position and then writing it with an ink mask of zero to rub it out, then calculating the new position and writing with the ink mask given in the move data.

This ink mask can be set to produce pure colours or colour mixtures for a whole sprite. The new position is calculated by adding the speed components to the old position and then ensuring it is on the screen. The move data also includes the address of the shape data for a particular sprite and a collision byte. This collision byte is the last non zero byte read off the screen when writing the sprite. This allows us to know if it is on top of anything and also what it is n top of.

The move data consists of nine bytes formatted thus: on/off flag, right position, down position, right speed, down speed, ink mask, shape address low, shape address high, collision byte. 1Move will, in fact, move every sprite, whose on/off flag is one, in the block of move data and the routine is stopped by a value of two. The shape data address can be altered to change the shape of a sprite during the game as is done to rotate your space ship.

The first byte of the shape data is the size of the sprite in quarters. The rest of the shape data comprises bytes made up in the same way as characters are plotted on the screen in Mode 1.

As already suggested, 1Move only needs to be called once a game cycle to move everything. Printing of score and bonus is done once a second by calling the routine at line 200. All that remains is to read the keys, produce sound effects, check for collisions and keep the bullets firing.

For the sake of speed the last two requirements are covered by two routines tailored for this game. Collision checking is done by reading the collision flags of each sprite and by checking for identical positioning. The latter is only needed for a stationary sprite.

Eight bullets are allowed on screen at any time so as each is fired the one eight back must be erased. Key checking is left in Basic so that you can easily change the program to suit your fingers, and the speed can be changed using p% in 1070 and 4010.

Note that your subspace thrusters always work in the direction you are pointing so that once moving you need to turn round in order to slow down. Remember your hyper space dive is kaput so using it could well land you in the middle of one of those eggs or in the firing line of your own bullets. The faster you shoot the aliens the larger the bonus — if you take too long your bonus will become negative having a disastrous effect on your score!

Should you wish to start firing immediately without typing in the lengthy data, you should send £3 for a tape to C.J. Leigh, 12 The Bassetts, Cashes Green, Stroud, Glos GL5 4SJ. Ask for Space Eggs and don't forget your name and address.

## Listing 2.

ES	ORIGIN A34A	C5	PUSH BC
F5	PUSH HL	D5	PUSH DE
CD1ABC	PUSH AF ;save cursor position	0604	LD B,04 ;stretch to 4 bytes
F1	CALL BC1A ;save character code	AF	XOR A
EB	POP AF ;SCR_CHAR_POSITION	CB21	SLA C ;first pixel
CDA5BB	EX DE,HL ;screen address in DE	3002	JRNC 02 ;pixel to screen byte
0607	CALL BBA5 ;TXT_GET_MATRIX	F6CC	OR A,CC ;mask pen 3
4E	LD B,07 ;only top 7 rows	CB21	SLA C ;next pixel
	CHROW LD C,(HL) ;character byte		

(continued on page 67)



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(continued from page 65)

3002	JRNC 02		E1	POP HL	
F633	OR A,33	;other half of byte	23	INC HL	;next character byte
12	LD (DE),A	;byte to screen	C1	POP BC	;recover row count
13	INC DE	;next screen address	10DE	DJNZ CHROW	;next character row
10EF	DJNZ BYTE	;back for next pixel	E1	POP HL	;recover cursor position
D1	POP DE	;screen address	24	INC H	
E5	PUSH HL	;save matrix address	24	INC H	
210008	LD HL,000		24	INC H	
19	ADD HL,DE	;next screen row	2C	INC L	;reposition cursor
EB	EX DE,HL	;back in DE	C375BB	JP BB75	;TXT_SET_CURSOR

### Listing 3.

010EA4	LOGON	LD BC, JMPTAB	;set up new commands	FE30	CP 30	;off screen bottom?
210AA4		LD HL, BUFFER	;system workspace	3802	JR C, 02	
CDD1BC		CALL BCD1	;KL_LOG_EXT	D630	SUB 30	
C9		RET		C83F	SRL A	;divide by two
00000000	BUFFER	DEFS 4		3002	JR NC, 02	
16A4	JMPTAB	DEFW NMETAB	;command names address	1620	LD, 20	;middle of line
C3ECA4		JP ERASE		6F	LD L, A	
C320A4		JP MOVE		2600	LD H, 00	;prepare to multiply
4D524153		DEFM "ERAS"		F1	POP AF	
C5		DEFB "E"+80		D5	PUSH DE	
4D4F56		DEFM "MOV"		29	ADD HL, HL	;times two
C5		DEFB "E"+80		29	ADD HL, HL	
00		NOP	;end marker	29	ADD HL, HL	
DD2100A5	MOVE	LD IX, A500		29	ADD HL, HL	;times sixty four
1849		JR CHKEND		19	ADD HL, DE	;times eighty
21CAA4	NEXSPR	LD HL, MASK+1		D1	POP DE	;half line offset
3600		LD (HL), 0		19	ADD HL, DE	
DD7E01		LD A, (IX+1)	;right position	16C0	LD D, C0	;start of screen
000000		DEFS 3	;for MC_WAIT_FLYBACK	5F	LD E, A	;right position
CD79A4		CALL WRISPR	;erase old sprite	19	ADD HL, DE	;screen address
21CAA4		LD HL, MASK+1		D1	POP DE	;data address
DD7E05		LD A, (IX+5)	;sprite mask	3E04	LD A, 04	;four lines a block
77		LD (HL), A		F5	PUSH AF	
DD7E02		LD A, (IX+2)	;down position	C5	PUSH BC	;width parameters
DD8604		ADD A, (IX+4)	;down speed	E5	PUSH HL	
F246A4		JP P, 02		1A	LD A, (DE)	
C630		ADD 30	;ensure positive	FE00	CP 00	
FE30		CP 30		280C	JR Z, ZERO	;ignore zero bytes
3002		JR C, 02		7E	LD A, (HL)	;screen byte
D630		SUB 30	;not too large	FE00	CP 00	;check collision
DD7702		LD (IX+2), A	;new down position	2803	JR Z, 03	
DD7E01		LD A, (IX+1)	;right position	DD7708	LD (IX+0), A	;collision flag
DD8603		ADD A, (IX+3)	;right speed	1A	LD A, (DE)	;sprite byte
F25AA4		JP P, 02		E6FF	MASK	AND FF
C650		ADD 50	;ensure positive	77	LD (HL), A	;write screen
FE50		CP 50		13	INC DE	;next data
3002		JR C, 02		23	INC HL	;next screen byte
D650		SUB 50	;not too large	00	DEC C	
DD7701		LD (IX+1), A	;new right position	2008	JR NZ, ROOM	;room for sprite
DD360800		LD (IX+0), 00	;clear collision flag	D5	PUSH DE	
CD79A4		CALL WRISPR	;write new sprite	AF	XOR A	
110900	MOVEON	LD DE, 09		115000	LD DE, 0050	
DD19		ADD IX, DE	;check next sprite	ED52	SBC HL, DE	;start of line
DD7E00	CHKEND	LD A, (IX+0)		D1	POP DE	
1F		RRA	;sprite on?	10E0	DJNZ BYTE	;next width byte
38B1		JR C, NEXSPR		E1	POP HL	
1F		RRA	;no more sprites?	010008	LD BC, 0800	
30F2		JR NC, MOVEON		09	ADD HL, BC	;next screen line
C9		RET		C1	POP BC	
F5	WRISPR	PUSH AF	;save right position	F1	POP AF	
D650		SUB 50		3D	DEC A	;four lines
ED44		NEG		20D3	JRNZ, LINE	
4F		LD C, A	;room for sprite	F1	POP AF	
DD6602		LD H, (IX+2)	;down position	E1	POP HL	
DD5E06		LD E, (IX+6)	;shape data address	24	INC H	
DD5607		LD D, (IX+7)	;shape high byte	2D	DEC L	
1A		LD A, (DE)	;size of sprite	20A2	JRNZ, VERT	;next vertical block
47		LD B, A	;width	C9	RET	
6F		LD L, A	;height	D5	PUSH DE	;data base address
13		INC DE		21CAA4	LD HL, MASK+1	
F1		POP AF	;right position	3600	LD (HL), 00	;clear pen mask
E5	VERT	PUSH HL		DDE1	POP IX	
F5		PUSH AF		DD360800	LD (IX+0), 00	;turn sprite off
D5		PUSH DE		DD7E01	LD A, (IX+1)	
110000		LD DE, 0000		C379A4	JP WRISPR	
F5		PUSH AF				
7C		LD A, H	;down position			



```

1 REM *****
2 REM * SPECTRUM RAMDISK *
3 REM *****
4 REM Acknowledgements to Ric
hard Taylor YC March 1985 for th
e

```

```

5 REM method of redefining ba
sic words.

```

```

100 DATA "ffadfb3ed4bb45ced5b3
85c2a7b5cd93e00d3fe3e3fed472ab2"
110 DATA "5c545d36002bbc20fad9e
d43b45ced53385c227b5cd9ed53b25c"
120 DATA "21003c22365ceb363e2bf
92b2b223d5c21b65c224f5c11af1501"
130 DATA "1500ebdb0eb2b22575c2
322535c224b5c36802322595c360d23"
140 DATA "36802322615c22635c226
55c3e07328d5c328f5c32485c212305"
150 DATA "22095cfd35c6f3f5ca21c
6151105c010e00db0fcdcb01cccdcf"
160 DATA "0efdc363102fcd6b0daf1
11ff9cd0a0cfdcb02ee18198052414d"
170 DATA "444f53207f20526f20313
938358d363102cd9517cdcb01afcd"
180 DATA "0116cd2c0fcd94fafcdcb0
07e202cfe5c20163a3a5cfe0d200f21"
190 DATA "45f9e521ddfae5fd3600f
fc37dfbfcdcb306628402a595ccda711"
200 DATA "fd3600ff18c42a595c225
d5ccdfb1970b1c242faddf0d28a7fd"
210 DATA "cb3046c4af0dcd6e0d3e1
9fd964f328c5cfdcb01fed3600fffd"
220 DATA "360a01cdf0fa76fcdcb01a
efdc304ec4cd0e3a3a5c3cf5210000"
230 DATA "fd363702fd7426220b5c2
322165ccdb016fcdcb37aecdb0edfcdcb"
240 DATA "02ee147f0e0a5802c607c
def153e20d778119113cd0a0cfa1136"
250 DATA "15cd0a0ced4b455ccd1b1
a3e3ad7fd4e0d060cd1b1acd97103a"
260 DATA "3a5c3c281dfe0928004fe1
52003fd340d01030011705c21445cfd"
270 DATA "cb0a7e280109eddb8fd360
afffdcb019ec33bf93e10010000c3bb"
280 DATA "f9ed43495c2a5d5ceb213
afae52a615c37ed52e56069cd6e19c1793db"
290 DATA "06c6db819cde819c1793db
02828c50303032bed5b535cd5cd55"
300 DATA "16e122535cc1c5132a615
c2b2bedb82a495cebc1702b712b732b"
310 DATA "72f1c331f9fcdcb01becdf
b19affd770d3fd770d1801e7cdcbf16"
320 DATA "fd340dfa8a1cdf0600fe0
d2864fe3a28eb21ddfae54fe779fefa"
330 DATA "ca62fbfeeacal1fbfee6c
a70f8fe9dca2efffe2ac2441bc37dfb"
340 DATA "cd541fd27b1bfcdcb0a7e2
06c2a425ccb7c281421feff22455c2a"
350 DATA "615c2bed5b595c1b3a445
c1834cd6e19fd7e0a281aa7c2ec1b47"
360 DATA "7ee6c078280fcfffc1cd3
025c82a555c3ec0a6c0af0e01ce0056"
370 DATA "235eed53455c235e2356e
b19232255ceb225d5c571e00fd360a"
380 DATA "ff15fd720dcaa5fa14cd8
b192802cf16dffe0d28c0fe3acaa5fa"
390 DATA "c38a1ccd821cdfecbc20
a1cc1cd30252809ef0238ebcde93438"
400 DATA "a0c3a5fadf0500fe73286
4fe6c205ffe6d2859fe642854fe7428"
410 DATA "4ffe632835fe78ca10fff
e66ca5dffdfe65281cc38a1c00000000"
420 DATA "000000000000000000000000
00000000000000000000e7cdee1b21"
430 DATA "6d48226ef8c9fd363a06e
7cdee1bcd3025c8011300f7d5pde1c3"
440 DATA "11fd040404040404fd703ae
7cd8c1ccd30252834012400f7d5dde1"
450 DATA "060b3e20121310fcdd360
1ffcd12b21f6ff0b0903300ffdf7e3a"
460 DATA "a72002c0fe78b1280a010
a00dde5e123ebdb0fd7e3afe8dd730"
470 DATA "dfcdee1bd5b6ef8dd730
ddd720e214effaffd773aed52dd750b"
480 DATA "dd740ebc31007df0eaa2
01ffdf7e3afe03ca8a1ce7cdee1bdd36"
490 DATA "0b00dd360c1b210040dd7
50ddd740e184dfeaf204ffdf7e3afe03"
500 DATA "ca8a1ce7cd4820200cfd7
e3aa7ca8a1ccde61c180fcd821cdfde"
510 DATA "2c280cfd7e3aa7ca8a1cc
de61c1804e7cd821ccdee1bcd991edd"
520 DATA "710bdd700ccdd991edd710
ddd700e069dd3600031844fec2809"

```

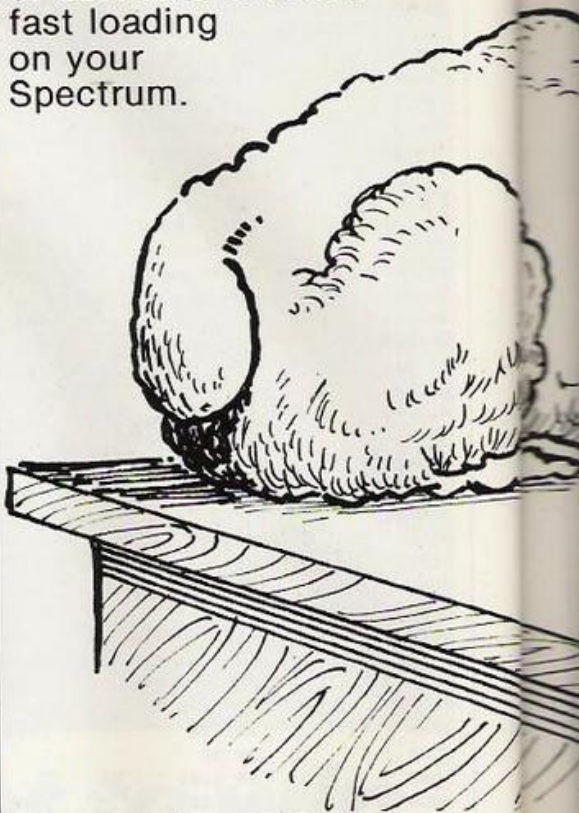
```

530 DATA "cdee1bdd360e801817fd7
e3aa7c28a1ce7cd821ccdee1bcd991e"
540 DATA "dd710ddd700edd3600002
a595ced5b535c37ed52dd750bdd740c"
550 DATA "2a4b5ced52dd750fdd741
0ebe5011100dd092a6ef8011100dde5"
560 DATA "d1eddb0dd7511dd7412fd7
e3afe0620583efecd0116dd7e00fe04"
570 DATA "383a3e0dd72a6ef8ed4bb
25caff5ed4244dd2b2dcde32d1151"
580 DATA "fdc3220c2042797465732
0667265658de7cdee1b3e02cd0116cd"
590 DATA "1a1f21fff3f18d011c00
9cd0a0cdd5d1060a131ad710fb1837"
600 DATA "0e80dd7e00ddbeef20020
ef6fe04380afd7e3aa7ca94feefc07"
610 DATA "dde5d121f0ff19060a7e3
c200379804f131abe2320010c10f7cb"
620 DATA "792810dd460cdd4e00dd6
e11dd661209c314fd7e3aa720272a"
630 DATA "6ef8dd5e00dd560c19dd5
efadd56fb7ab32811ed52ed5bb25ced"
640 DATA "52dab1fecde4fec394fee
1c9e147fe04cae4fed7e00fe032808"
650 DATA "783dca32fec3ccfee5dd6
efadd66fbd5e0bdd560c7cb5e17cb5"
660 DATA "2006dd6e00dd660e424b5
45dd66e11dd6612ed0c9dd5e0bdd56"
670 DATA "0ce5dd6efadd66fbeb37e
d52380911050019444dd051fe1eb2a"
680 DATA "595c2bdd225f5cdd4e0bd
d460cc5cde519c1e5c5cd551dd2a5f"
690 DATA "5c23dd4e0fdd461009722a
b5cdd660e7ce6c0200add6e0d22425c"
700 DATA "fd360a00c1dd6e11dd661
2d1eddb0c92a6ef8dd5efadd56fb7ab3"
710 DATA "ca13fdd52011100ed42e
d5bb25ced523002cf0319ebdde5e137"
720 DATA "ed4223ed536ef8ed0dd4
efadd46fbel1eddb0c9dd4e0bdd460cc5"
730 DATA "03f73680c1d5dd6e11dd6
612eddb0c3cd08dd5e11dd56121bddd6"
740 DATA "0bdd660c19e5eb011100a
7ed42ed5b6ef8e52323ed52444de1d1"
750 DATA "eddb1313ed536ef8c9cd7
91ccdee1bcd991e036069cd6e19e5cd"
760 DATA "991e6069cd6e19d1ebcde
519c9dfcdde1ccdee1bcd991e78b120"
770 DATA "04ed4bb25c2a6ef8a7ed4
2dab1fec3b71ec900000000000000000"
800 DATA 43367,45632,26003,2409
7,23479,45337,35906,39309,30286,
44616
802 DATA 50490,49745,36529,4480
4,31570,31130,26450,39055,40367,
36652
804 DATA 36384,44158,54794,6025
1,35216,35731,44085,29281,49845,
42930
806 DATA 42556,34171,17042,4965
4,40572,36841,41845,46800,48311,
38452
808 DATA 44963,46860,33246,4564
6,37411,37499,39522,42336,38070,
34530
810 DATA 48885,29610,36304,5057
6,50900,55095,44303,35093,45869,
32393
812 DATA 56766,46065,54500,4351
2,47049,46401,49525,27934
820 DATA 2774606
999 DEF FN v(x)=x-48-(39 AND x>
96)
1000 CLEAR 32000
1005 LET a=63597: DIM a(60): LET
f=0
1008 RESTORE 800: LET c=0: FOR i
=1 TO 60: READ a(i): LET c=c+a(i)
)
1012 NEXT i: READ v
1014 IF c<>v THEN PRINT "Error i
n check lines 800 to 820": STOP
1015 FOR i=100 TO 770 STEP 10
1020 PRINT AT 0,i: RESTORE i:
LET c=0: READ a
1030 FOR n=1 TO 51 STEP 2: LET v
=FN v(CODE a#(n+1))+16*FN v(CODE
a#(n))
1035 LET c=c+v*(n+1)/2: POKE a,v
: LET a=a+1: NEXT n
1050 IF a(1/10-9)<>c THEN PRINT
"Error in line ";i: STOP
1060 NEXT i
1080 PRINT "No errors found"

```

# RAM

Ro Richardson with a piece of software to allow fast loading on your Spectrum.



THIS PROGRAM lets you load and save programs and code very fast without any extra hardware. It does this by using Ram to make a Ramdisc and by defining new Basic commands to access the disc. The new commands are kept as similar to the Spectrum's as possible, though many have no direct counterpart in the tape system.

There is no limit to the number of files that can be saved on the disc, but there is a limit to the total size of stored files. The Ramdisc usually stores about 33K but this depends on where you put Ramtop — by Clearing. Each file is stored with a 17 byte header as in the tape system.

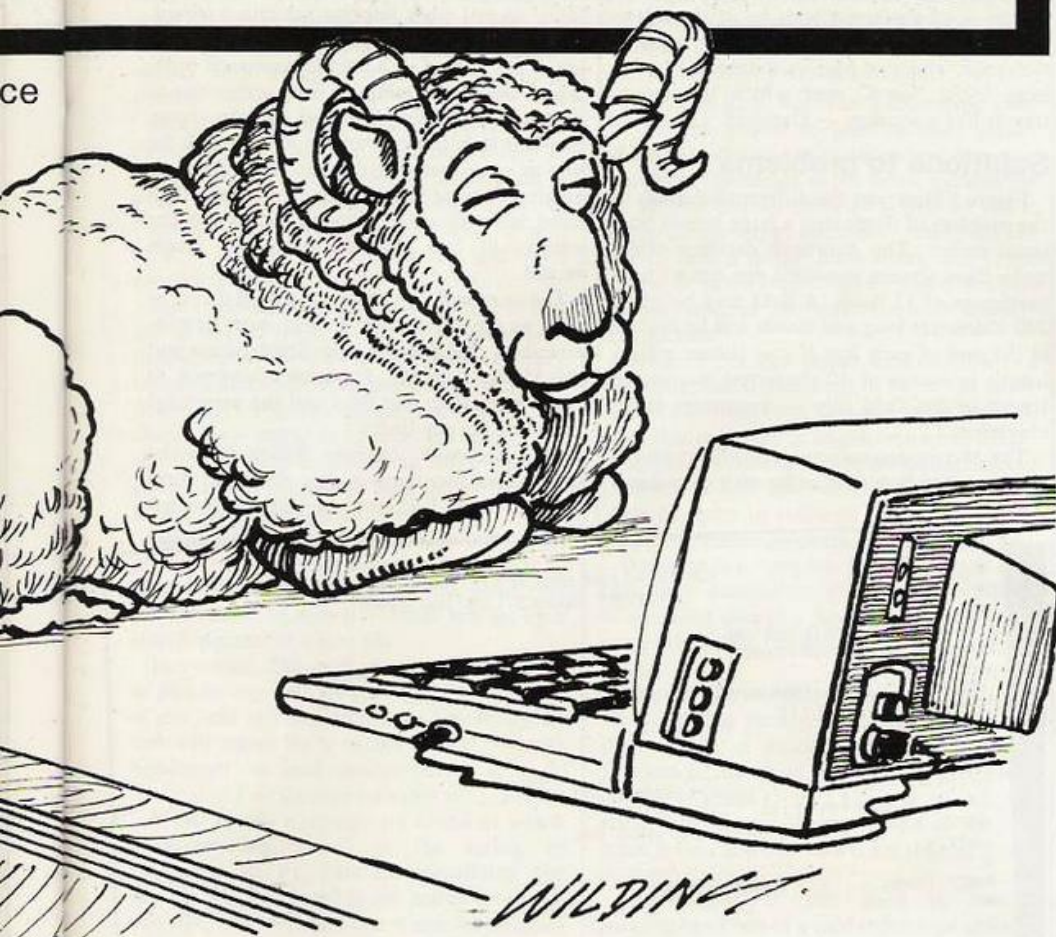
To use the Ramdisc, type in the hex loader — listing 1 — Save it on tape and Run it. The data has checksums so any errors should be spotted. Once it runs type

RANDOMIZE USR 63600

to switch the new commands on. A Ramdos — Ramdisc operating system — logo should now appear on the bottom of the screen. The new commands are now active. You can use any Basic command without interfering with the Ramdos. As the whole system is above Ramtop, you can use New without losing the files



# RAMDISC



stored. The easiest way to save code to tape is with the \*t command — see later.

All commands consist of an asterisk followed by a lower case letter, possibly followed by parameters.

\*l Load — must be followed by a file name as a string up to 10 characters. If file name is null (" ") then the most recently saved file of the correct type — program or code — will be loaded. Options Screen\$ and Code are provided and are exactly the same as the tape versions. Data is not available.

\*s Save — must be followed by a file name. The name may not be null. Options Code, Screen\$ and Line are provided and are the same as the tape versions. Data is not supported, but programs are saved with their variables. When a file under the same name — and type — is already on the disc, it is overwritten. The file is also moved to the top of the disc.

\*m Merge — only works with program files, works the same as the tape version.

\*d Delete — must be followed by a file name. You must specify Code to delete a code file. If the file name is null then the most recently saved file is deleted.

\*c Catalogue — has no parameters. It prints a list of all files on the disc in exactly the same way as Load prints file names for the cassette system. It also prints the number of available bytes on the Ramdisc.

\*e Erase — erases the whole Ramdisc.

\*t Tape — must be given a file name. It saves all the files on the Ramdisc and the Ramdisc operating system to tape as a standard code file. This means that you can save and load a whole environment in one chunk of code. To load the file from Basic,

CLEAR 30000

or whatever value you are using,

LOAD " " CODE

and then

RANDOMIZE USR 63600

to switch the new commands on.

\*f Free — prints the number of bytes free in the Basic system, i.e. below Ramtop. You may need this value when deciding where to place Ramtop. To get the total available space in the machine add this value and the value from catalogue (\*c).

\*x Block delete — deletes all Basic lines in the given range including the start and end lines. It is not strictly a Ramdos command,

but is a very short routine and should be useful.

In addition the New command has been redefined to print the new logo, and the Clear command now checks that the new value of Ramtop will not cause the Ramdisc to be overwritten. In cases where this would occur, the report "Out of memory" is given.

*Error conditions and messages.*

4 Out of memory — occurs when saving to the Ramdisc when there is not enough space for the new file. The area to be reclaimed if the file already exists is taken into account, so deleting the old copy will have no effect. Try moving Ramtop down by Clearing. If it occurs during loading or merging then there isn't enough space in the Basic area for the program.

8 End of file — occurs when loading, merging or deleting a file which does not exist — i.e. the end of directly had been found without finding the file. Sometimes occurs because you leave out the Code when loading bytes.

The value of Ramtop splits the available Ram into space for Basic and space for Ramdisc. A value of 30000 gives Basic reasonable space and leaves 34K for the Ramdisc. If you Clear too low Basic will reject your Ramtop, and if you Clear too high you will get the "Out of memory" error.

The method used for redefining commands consists of two pieces. First, a copy of the kernel of the Rom is made in Ram. The idea is that control will stay in the Ram, just calling Rom routines when required. There is one snag, the Rom routine check-end 1BEE throws away it's return address. To overcome this some code is inserted in the error routine in case new commands fail the syntax check.

Once this is done it is easy to define new commands, and I have left 25 bytes free in the jump table in case you want to add some. Disassemble from 64381, and move the instruction at 64422 down to accommodate your commands. If you don't like the default colours of white on black,

POKE 63714

with the attributes you want.

The main use of this system will probably be for small Basic programs under development, and for keeping utility programs handy. It also enables you to load and save screens very quickly, although you are limited to about four screens. There are other not so obvious uses though.

After I had written the program I still had the problem of generating the hex dump data statements. It is easy to print what looks like a program listing, but then you can't edit or run it.

I wrote a Basic program to poke the Data statements together with line numbers, line lengths and trailing Enter bytes into unused memory — just above Ramtop — then saved this as a code file on Ramdisc, poked around with the header to change it to a program, then loaded the program.

If you want to have other machine code in the machine you could put it in the printer buffer or UDG area if it is small enough. If it is too big you could put it just above Ramtop, and keep a careful watch on your Ramdisc size, or save a dummy chunk of code to reserve an area in the Ramdisc. ■



## John Dawson completes his series on databases with a look at recent developments.

THE FIRST TWO articles in this series examined how the structure of different databases makes them more or less suitable for different purposes, how information can be extracted from the database and how insecure all of the BBC databases really are despite the password "protection" offered in some of the packages.

This month I'll conclude the series by writing about recent developments to the Merlin database, the design of the input forms in all the programs and the miscellaneous conclusions that come out of using a database program for some time.

Merlin database, the program from Merlin Computer products in Swansea, now has a sort program for ordering the records into a particular sequence on disc. The Report Writer language has also been finalised and you can construct quite sophisticated high level programs for taking information from a file, manipulating it — by adding VAT to the price of an item in a stock list for example — and then printing the result — as an invoice — or by writing the result of the calculation back to the same, or another field in the record.

### The command set

Figure 1 shows two of the sample Report Writer programs given names and telephone numbers in a neat, tabulated format in which the tab stops are set within the program. Commands must be preceded by a colon, labels — for Repeat, Goto and Goto purposes — by a full stop and remarks by an asterisk.

The second example will extract data from the Inv Value, VAT%, Discount and Payment fields and write back to the record the values of Net Inv — net invoice — and Acc Bal — account balance. A label printing program is supplied that will print as many labels across the page as you need — Stardatabase is the other database that will print labels more than one wide.

The command set for the Report Writer program is as follows:

ADD a record	DISC (ON/OFF)
FGET S(x)	END FORM feed to
printer	FINPUT (F(x), S(x))
GET S(x)	GOSUB label
GOTO label	IF condition THEN
INFILE "filename"	INPUT (F(x), S(x))
MOVE (F(x), S(x))FIELD	OUTFILE "filename"
PTR F(x)	PRINTER (ON/OFF)
READ a record	REPEAT
RETURN from a	SCREEN (ON/OFF)
subroutine	TRUNCATE (ON/OFF)
STRLEN number	UNTIL condition
UNTIL condition	WRITE a record back to the database

Arithmetic and logical operators and a subset of Basic mathematical functions such as SQR, ABS and INT. Many of the commands are similar to Basic instructions and it shouldn't prove difficult to use the Report Writer provided that it is adequately backed up by a good instruction manual.

All the programs use screen Mode 7 for entering information. Three of the databases

# DATA

overcome the limitations of the Mode 7 format — 40 characters wide by 25 lines deep — by offering either multiple input screens — Acornsoft and the Merlin database — or a large input "card" over which the screen travels like a window — Datagem.

### Solutions to problems

Figure 2 illustrates the different solutions to the problem of displaying a large record on a small screen. The Acornsoft database offers up to three screens on which you can set up a maximum of 32 fields. A field may be up to 240 characters long and words will be broken at the end of each line if you choose a field length in excess of 40 characters minus the length of the field title — maximum seven characters.

The Merlin database program allows you to allocate up to four screens for each record and

the appropriate screen will be shown on the VDU as you enter information into a record. In other words the program will place the cursor at the start of each field in numerical order which may mean jumping from screen one to screen three, screen two and back to screen one if that is the convenient or easy way for you to enter data. Stardatabase is limited to a single screen of 920 characters and long field titles will encroach even further on to the amount of data you can store in a single record.

Datagem will let you set up a field that is as wide as the input card. A field must be contained on one line but, like Stardatabase and the Merlin database, Datagem allows you to place more than one field and the associated field title on one line.

The Acornsoft database differs from the other three programs in that the input form requires each field title to start at the left

Figure 1.

```

*
*      CALCULATION AND WRITE BACK REPORT
*      REPORT SOURCE LISTING REP3
*
:SCREEN ON :PRINTER ON
:REPEAT:F(0)=0:F(2)=0
:READ
:MOVE F(0),NET INV:MOVE F(2),ACC BAL
:MOVE INV VAL,F(1)
:MOVE VAT,F(3)
:MOVE PAYMENT,F(4)
:MOVE DISC,F(5)
:F(0)=F(1)*(1+(F(3)/100))*((100-F(5))/100)
:F(2)=F(2)-F(4)+F(0)
:MOVE F(0),NET INV:MOVE F(2),ACC BAL
:WRITE
*
*NET INV$...      $ACC BAL$...
*

:UNTIL EOF
*
* NOTE THE USE OF THE WRITE COMMAND TO UPDATE THE NET INVOICE AND ACCOUNT
* BALANCE VALUES.
* NOTE ALSO THAT THE USE OF THE WRITE COMMAND DICTATES THAT THE DATABASE
* MUST BE RESTRUCTURED BEFORE FURTHER EDITING CAN TAKE PLACE.
*
*      EXAMPLE OF SIMPLE TABULATION REPORT
*
:SCREEN ON :PRINTER ON
:REPEAT
! No. ! Name ! TEL ! Inits ! DATE !
!-----!-----!-----!-----!-----!
:REPEAT :READ :F(0)=F(0)+1
!F(0)6$ ! $Name$.....!$TEL$!$Inits$!$DATE$! ! $COMMS$.....!
:UNTIL LINE > 200R EOF
:FORM:UNTIL EOF
*
*
* NOTE THE USE OF A '*' AS A REM STATEMENT. I.E. ANY TEXT PRECEDED BY AN
* ASTERISK IN COLUMN 1, WILL BE IGNORED BY THE REPORT WRITER ON PRINTOUT.
* DO NOT USE A RETURN MARKER ALONE IN A LINE UNLESS YOU INTEND THAT A LINE
* FEED SHOULD BE SENT TO THE PRINTER.
* USE '*' IN COLUMN 1 TO SEPARATE GROUPS OF PROGRAM COMMANDS OR TEXT ON
* SCREEN WHEN MORE READABILITY IS WANTED
*
* ALWAYS INSERT A RETURN AT THE END OF EACH LINE. IF WORD WRAP OCCURS
* GO BACK AND INSERT THE RETURN OR THE LINE WILL BE OVERPRINTED.
* I.E. NO LINE FEED COMMAND IS SENT BY WORD WRAPPED TEXT. ALTERNATELY
* IF YOU NEED PRINTOUT LONGER THAN 80 COLUMNS WORD WRAPPED TEXT WILL
* PRODUCE IT.

```



# ASES

margin. The result of the more flexible approach taken by the more expensive programs is that you can simulate an existing paper record, with which people may be familiar already.

Despite the simple input capability of the Acornsoft database it is effective and easy to use. When you remember the limitations of View in terms of using long fields as "macros", this database offers all you will need for storing names, addresses and other non-textual data.

Stardatabase treats the field with the lowest ASCII code as the keyfield. This means that a field identified by the field tag Address1 has a lower ASCII value than a field tag Name or Address2. Figures come before alpha characters — upper and lower case letters — in the ASCII table and you can force the program to treat the Name field tag as the keyfield by calling it Oname.

Using easily identifiable field names is important because Stardatabase expects you to know the field name — not the field title displayed on the screen — when you set up a search pattern or a sort list.

In contrast, Datagem permits you to search or sort on any field by specifying the number of the field in the search line. The following line will search for a named person "George Sanderson" in field number one:

F1="George Sanderson"

If one or more records are found in which "George Sanderson" is the string of characters in F1, markers identifying the records will be placed in the search level that you have selected. You can search for an exact match or something that approximates to what you are looking for in one or all the fields in the database using the search line:

F£="£ander£"

where the left hand F£ searches all the fields and the right hand expression will find the string "ander" in Mander, Sanderson, Anderson, Landerfield and so on. Datagem has the most powerful search facilities of all the databases I have examined and while Datagem is not the speediest database when it is actually calculating and computing, it gains heavily in terms of the time it will take you to formulate your search and carry it out.

## Searching a record set

In other words the design of Datagem, far from perfect as it is, more than makes up for its comparatively leisurely performance in this area. Curiously, the Acornsoft database seems to me to be the next most useful program in terms of ease of searching a set of records. There is no multiple level search facility in the Acornsoft program but the fuzzy search facilities are a good match for those in Datagem. Sx makes you carry out serial searches, progressively refining a subset of records from the main database, until you arrive at the

specification that you require.

There is no real disadvantage in this method but Sx has been so precisely designed that the repeated operations become tedious. Remember that this is the database that I have chosen for routine use at work because it provides the optimum performance for the tasks that I wish to have done on the BBC computer.

I do wish, however, that the designer of Sx had studied the humans who use his program. In their sloppy way they want to simply find someone or something as quickly as possible with as few keystrokes as possible.

Having to go to the Search sub-menu, clear the current subset to zero records, decide which field the person or object will occur in, remember the names of the fields without being able to display them on screen — was it Key or Keywords or Keyword — carry out the search, return to the main menu and select browse or amend mode before finally displaying the required information is unnecessarily complicated.

Datagem can also export data to View and Wordwise but if you want to insert the name of a book, a sentence or some other information that may vary in length into a line of text I think you would have to spool the completed printout to disc and then load it back into View in order to reformat the text before it could be printed properly.

Datagem is a complete package which contains little information about the possibilities of accessing data in a database using any program other than the facilities in the program Rom.

The Merlin database has a sophisticated report writing package available on disc and this method of producing software — core program in Rom and utilities and extensions on disc — seems to offer a very good combination. The Report Writer section of the program is new and will take some time to access in depth.

Nevertheless, if you need to handle paragraphs of text in a card index type of database, and if you need to set up routine searches that lead to predetermined and complex reports then the Merlin database may be just what you are looking for. Certainly none of the others will fill these needs as well.

Sx has several attractive features. The program is supplied with information about a

large number of very useful procedures and "Star" calls for accessing the data in a Sx file. At the same time you should be aware that the Basic software supplied with the Sx chip is not error free.

If you try to add a page header to a report form from disc you are rewarded with a persistent error message. Other combinations of circumstances cause the utility software to hang up, but at least it is written in common or garden Basic and you can have a crack at correcting it, or modifying it to your particular needs.

Set against that, the Report Writer language for the Merlin package is compiled and enables you to produce a reporting program that cannot be easily deciphered by users who purchase a system from you.

Datagem has the best financial facilities of all the packages and Sx has potentially the worst because it handles all numbers as strings, rather than integers or real numbers, and, consequently, has no data validation. Additionally, Sx won't even search on the full six figures needed to describe a unique data in the twentieth century.

## Data manipulation

You will need to read the Datagem manual carefully to appreciate the potential that it has for sophisticated numerical data manipulation. You will need to read the Datagem manual carefully to get much information from it. Written by the author of the program and one other person, it is a masterpiece of compact information leading to subtle confusion.

In all the discussion about the expensive systems it is very easy to overlook the cheap but capable Acornsoft package; probably for just that reason — it's cheap. If you can cope with seven letter field titles, a very slow sort function, the limitations of data export to View — shared with other database programs — and the obvious problems of swapping program and data discs if you have only one disc drive, then the Acornsoft program offers stunningly good value for money.

The data on a disc is organised in such a way as to make it accessible to Basic programs, the search facilities are good, the manual is far more helpful than those supplied with the View wordprocessor and it's a pleasant and effective package to use.

Figure 2. Datagem — Data input card.

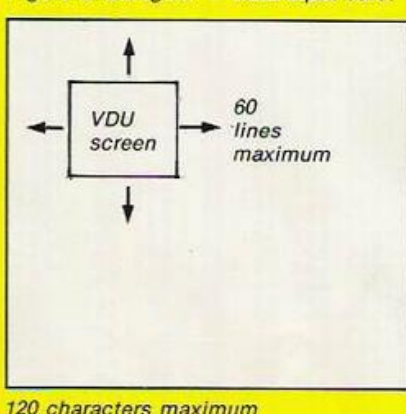
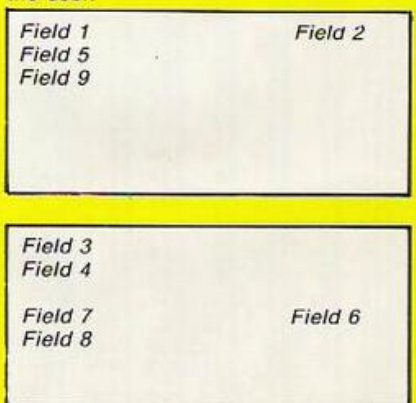


Figure 2a. Merlin DataScribe database. Multiple input screens with fields placed in the order of input most convenient to the user.









# THE TOP

Julian Wood climbs to success by avoiding invaders and a beefburger in baps.

## Listing 2.

```
100 FOR a=27000 TO 32395 STEP 5
110 PRINT a;" "; LET c=0: FOR
b=0 TO 4
120 INPUT n: IF n<0 OR n>255 TH
EN BEEP .5,10: GO TO 120
130 POKE a+b,n: PRINT TAB 6+b*4
PEEK (a+b): LET c=c+PEEK (a+b)
NEXT b
140 INPUT n: IF n<>c THEN BEEP
.5,0: PRINT a: GO TO 110
150 PRINT TAB 26;"(";"c;"")": NEX
T a
```

## Listing 3.

```
10 PAPER 0: INK 0: BORDER 0: C
LEAR 25000: PRINT PAPER 1: INK 7
BRIGHT 1: FLASH 1: AT 11,4:"TO
THE TOP" IS LOADING"
20 LOAD "CODE": RANDOMIZE USR
29397
```

make things a little less impossible, your man has the advantage of a wrap-around screen.

To enter the game, first type in the machine-code loader in listing 23, with which you can enter all the machine code in listing 1. With listing 1, in the left-hand column are the memory address, and in the right hand column are the checksum values. Enter the five codes in between, and then the checksum value for that line.

If you have made a mistake in entering the line, a tone will sound, and you will have to enter that line again. If you enter a hopelessly wrong value for one of the machine-code bytes, a different tone will sound, and you just have to enter that byte again. Basically, all that is shown in listing 1 should tally with what is being printed onto the screen while you are entering the machine code.

When you have entered all the 5400 bytes of machine code, and are satisfied that all is correct, type New after entering

CLEAR 26999

to get rid of the Basic, whilst retaining the machine code. Then enter the program in listing 3, and save the two parts of the game using:

SAVE "TO THE TOP" LINE 0:

SAVE "C" CODE 27000,5400

Verify, and you are then ready to play.

25415	52	1	50	102	91	(306)	25770	7	15	25	(337)
25420	52	1	50	102	91	(511)	25775	7	15	25	(374)
25425	52	1	50	102	91	(161)	25780	7	15	25	(374)
25430	52	1	50	102	91	(575)	25785	7	15	25	(374)
25435	52	1	50	102	91	(244)	25790	7	15	25	(374)
25440	52	1	50	102	91	(380)	25795	7	15	25	(374)
25445	52	1	50	102	91	(716)	25800	7	15	25	(374)
25450	52	1	50	102	91	(247)	25805	7	15	25	(374)
25455	52	1	50	102	91	(789)	25810	7	15	25	(374)
25460	52	1	50	102	91	(633)	25815	7	15	25	(374)
25465	52	1	50	102	91	(431)	25820	7	15	25	(374)
25470	52	1	50	102	91	(437)	25825	7	15	25	(374)
25475	52	1	50	102	91	(391)	25830	7	15	25	(374)
25480	52	1	50	102	91	(533)	25835	7	15	25	(374)
25485	52	1	50	102	91	(790)	25840	7	15	25	(374)
25490	52	1	50	102	91	(337)	25845	7	15	25	(374)
25495	52	1	50	102	91	(337)	25850	7	15	25	(374)
25500	52	1	50	102	91	(337)	25855	7	15	25	(374)
25505	52	1	50	102	91	(337)	25860	7	15	25	(374)
25510	52	1	50	102	91	(337)	25865	7	15	25	(374)
25515	52	1	50	102	91	(337)	25870	7	15	25	(374)
25520	52	1	50	102	91	(337)	25875	7	15	25	(374)
25525	52	1	50	102	91	(337)	25880	7	15	25	(374)
25530	52	1	50	102	91	(337)	25885	7	15	25	(374)
25535	52	1	50	102	91	(337)	25890	7	15	25	(374)
25540	52	1	50	102	91	(337)	25895	7	15	25	(374)
25545	52	1	50	102	91	(337)	25900	7	15	25	(374)
25550	52	1	50	102	91	(337)	25905	7	15	25	(374)
25555	52	1	50	102	91	(337)	25910	7	15	25	(374)
25560	52	1	50	102	91	(337)	25915	7	15	25	(374)
25565	52	1	50	102	91	(337)	25920	7	15	25	(374)
25570	52	1	50	102	91	(337)	25925	7	15	25	(374)
25575	52	1	50	102	91	(337)	25930	7	15	25	(374)
25580	52	1	50	102	91	(337)	25935	7	15	25	(374)
25585	52	1	50	102	91	(337)	25940	7	15	25	(374)
25590	52	1	50	102	91	(337)	25945	7	15	25	(374)
25595	52	1	50	102	91	(337)	25950	7	15	25	(374)
25600	52	1	50	102	91	(337)	25955	7	15	25	(374)
25605	52	1	50	102	91	(337)	25960	7	15	25	(374)
25610	52	1	50	102	91	(337)	25965	7	15	25	(374)
25615	52	1	50	102	91	(337)	25970	7	15	25	(374)
25620	52	1	50	102	91	(337)	25975	7	15	25	(374)
25625	52	1	50	102	91	(337)	25980	7	15	25	(374)
25630	52	1	50	102	91	(337)	25985	7	15	25	(374)
25635	52	1	50	102	91	(337)	25990	7	15	25	(374)
25640	52	1	50	102	91	(337)	25995	7	15	25	(374)
25645	52	1	50	102	91	(337)	26000	7	15	25	(374)
25650	52	1	50	102	91	(337)	26005	7	15	25	(374)
25655	52	1	50	102	91	(337)	26010	7	15	25	(374)
25660	52	1	50	102	91	(337)	26015	7	15	25	(374)
25665	52	1	50	102	91	(337)	26020	7	15	25	(374)
25670	52	1	50	102	91	(337)	26025	7	15	25	(374)
25675	52	1	50	102	91	(337)	26030	7	15	25	(374)
25680	52	1	50	102	91	(337)	26035	7	15	25	(374)
25685	52	1	50	102	91	(337)	26040	7	15	25	(374)
25690	52	1	50	102	91	(337)	26045	7	15	25	(374)
25695	52	1	50	102	91	(337)	26050	7	15	25	(374)
25700	52	1	50	102	91	(337)	26055	7	15	25	(374)
25705	52	1	50	102	91	(337)	26060	7	15	25	(374)
25710	52	1	50	102	91	(337)	26065	7	15	25	(374)
25715	52	1	50	102	91	(337)	26070	7	15	25	(374)
25720	52	1	50	102	91	(337)	26075	7	15	25	(374)
25725	52	1	50	102	91	(337)	26080	7	15	25	(374)
25730	52	1	50	102	91	(337)	26085	7	15	25	(374)
25735	52	1	50	102	91	(337)	26090	7	15	25	(374)
25740	52	1	50	102	91	(337)	26095	7	15	25	(374)
25745	52	1	50	102	91	(337)	26100	7	15	25	(374)
25750	52	1	50	102	91	(337)	26105	7	15	25	(374)
25755	52	1	50	102	91	(337)	26110	7	15	25	(374)
25760	52	1	50	102	91	(337)	26115	7	15	25	(374)
25765	52	1	50	102	91	(337)	26120	7	15	25	(374)
25770	52	1	50	102	91	(337)	26125	7	15	25	(374)
25775	52	1	50	102	91	(337)	26130	7	15	25	(374)
25780	52	1	50	102	91	(337)	26135	7	15	25	(374)
25785	52	1	50	102	91	(337)	26140	7	15	25	(374)
25790	52	1	50	102	91	(337)	26145	7	15	25	(374)
25795	52	1	50	102	91	(337)	26150	7	15	25	(374)
25800	52	1	50	102	91	(337)	26155	7	15	25	(374)
25805	52	1	50	102	91	(337)	26160	7	15	25	(374)
25810	52	1	50	102	91	(337)	26165	7	15	25	(374)
25815	52	1	50	102	91	(337)	26170	7	15	25	(374)
25820	52	1	50	102	91	(337)	26175	7	15	25	(374)
25825	52	1	50	102	91	(337)	26180	7	15	25	(374)
25830	52	1	50	102	91	(337)	26185	7	15	25	(374)
25835	52	1	50	102	91	(337)	26190	7	15	25	(374)
25840	52	1	50	102	91	(337)	26195	7	15	25	(374)
25845	52	1	50	102	91	(337)	26200	7	15	25	(374)
25850	52	1	50	102	91	(337)	26205	7	15	25	(374)
25855	52	1	50	102	91	(337)	26210	7	15	25	(374)
25860	52	1	50	102	91	(337)	26215	7	15	25	(374)
25865	52	1	50	102	91	(337)	26220	7	15	25	(374)
25870	52	1	50	102	91	(337)	26225	7	15	25	(374)
25875	52	1	50	102	91	(337)	26230	7	15	25	(374)
25880	52	1	50	102	91	(337)	26235	7	15	25	(374)
25885	52	1	50	102	91	(337)	26240	7	15	25	(374)
25890	52	1	50	102	91	(337)	26245	7	15	25	(374)
25895	52	1	50	102	91	(337)	26250	7	15	25	(374)
25900	52	1	50	102	91	(337)	26255	7	15	25	(374)
25905	52	1	50	102	91	(337)	26260	7	15	25	(374)
25910	52	1	50	102	91	(337)	26265	7	15	25	(374)
25915	52	1	50	102	91	(337)	26270	7	15	25	(374)
25920	52	1	50	102	91	(337)	26275	7	15	25	(374)
25925	52	1	50	102	91	(337)	26280	7	15	25	(374)
25930	52	1	50	102	91	(337)	26285	7	15	25	(374)
25935	52	1	50	102	91	(337)	26290	7	15	25	(374)
25940	52	1	50	102	91	(337)	26295	7	15	25	(374)
25945	52	1	50	102	91	(337)	26300	7	15	25	(374)
25950	52	1	50	102	91	(337)	26305	7	15	25	(374)
25955	52	1	50	102	91	(337)	26310	7	15	25	(374)
25960	52	1	50	102	91	(337)	26315	7	15	25	(374)
25965	52	1	50	102	91	(337)	26320	7	15	25	(374)
25970	52	1	50	102	91	(337)	26325	7	15	25	(374)
25975	52	1	50	102	91	(337)	26330	7	15	25	(374)
25980	52	1	50	102	91	(337)	26335	7	15	25	(374)
25985	52	1	50	102	91	(337)	26340	7	15	25	(374)
25990	52	1	50	102	91	(337)	26345	7	15	25	(374)
25995	52	1	50	102	91	(337)	26350	7	15	25	(374)
26000	52										



(continued from previous page)

[illegible]



In the software industry the whisper is ATARI...  
AT U.S. GOLD WE ARE SHOUTING

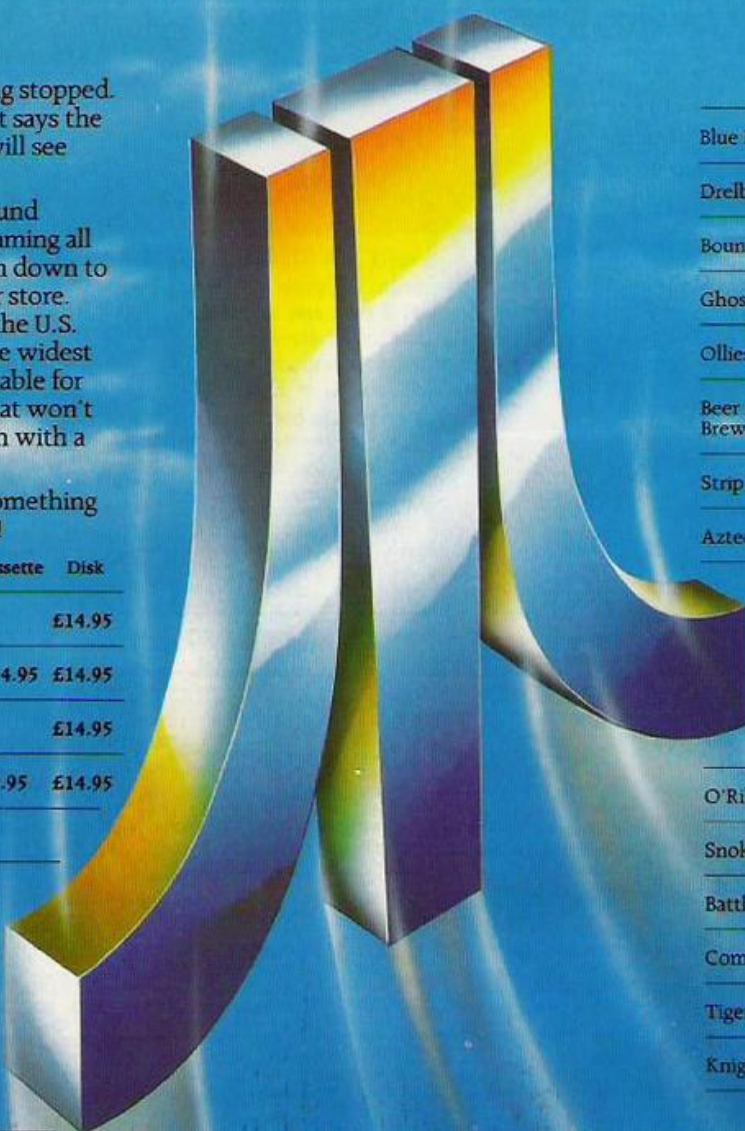
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Richard Hamer and his CBM-64 in a duel to the death with Gruesome Gandy.

THERE ARE six parts to Deathtrap 64, each of which must be typed in and saved — separately from each other. The first is a short program, which relocates the start of Basic to make room for the graphical data. The second is the data for the graphics themselves. The third is the data for the continuous music/IRQ routine. My thanks must go to Paul Marzetti for his 64 Bar Blues articles, published in the October 1984 issue of *Your Computer*.

The fourth part is the row scrolling routine, the fifth part the moving routine — this repositions the sprites and works out whether they should be on the right or left-hand side of the screen. The sixth part is the program itself. When you have typed all of this in, load the first part and run it — loading will continue automatically. When it has finished loading you will be presented with the options page.

Pressing 1 will start the game. Pressing 2 increases the time — decrease rate — the higher this is — maximum 4 — the slower the time runs out. Pressing 3 will increase the initial skill

level which can be from 1 to 9 — the higher this number is, the harder the game is. Level 1 has one chaser, level 2 two, and so on, up to level 7, which has, like level 6, the maximum of six chasers. Pressing four will change the chasers' IQ: I = Intelligent, D = Duncel.

You can use either a joystick in port 2, or by keys which are as follows:

Left — 2  
Right — X  
Up — I  
Down — J

Scroll row left — Shift and 2 together — or fire button and left with the joystick.  
Scroll row right — Shift and X — or fire button and right with joystick.  
Warp — Function key F1. There is no joystick equivalent.

Now for the game itself; You, Messy-Martin, must cross the dreaded squares which are inhabited by the even more dreaded Gruesome Gandy. Once you leave a square, it disappears, leaving a hole for you to fall through — if you do so you lose a life. You can cross from the far left side of the screen to the right side and vice versa — if you do this, the square you have

#### Program 1.

```
0 POKE198,7:POKE631,76:POKE632,111:POKE633,13:POKE634,82:POKE635,117:POKE636,13
10 POKE44,40:POKE40#256,0:CLR:NEW
```

#### Program 2.

```
0 DATA 15, 240, 0, 53, 92, 0, 213, 92, 0, 221, 119
1 DATA 0, 213, 87, 0, 213, 87, 0, 213, 87, 0, 221
2 DATA 87, 0, 221, 119, 0, 55, 220, 0, 53, 92, 0
3 DATA 13, 112, 0, 3, 192, 0, 0, 0, 0, 0, 0
4 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
5 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
6 DATA 63, 252, 0, 42, 168, 0, 46, 184, 0, 42, 168
7 DATA 0, 42, 232, 0, 43, 232, 0, 47, 168, 0, 58
8 DATA 172, 58, 172, 0, 14, 176, 0, 14, 176, 0
9 DATA 3, 192, 0, 3, 192, 0, 0, 0, 0, 0, 0
10 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
11 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0
12 DATA 0, 85, 42, 1, 85, 34, 1, 85, 40, 5, 85
13 DATA 98, 5, 245, 184, 21, 245, 64, 85, 85, 98, 85
14 DATA 85, 98, 5, 85, 98, 5, 125, 106, 7, 245, 64
15 DATA 7, 245, 106, 5, 85, 72, 5, 85, 72, 5, 85
16 DATA 0, 1, 85, 0, 1, 85, 0, 0, 84, 0, 1
17 DATA 84, 0, 1, 4, 0, 5, 20, 0, 0
18 DATA 1, 80, 170, 5, 84, 170, 18, 132, 130, 27, 228
19 DATA 130, 91, 233, 0, 82, 137, 42, 85, 86, 34, 21
20 DATA 85, 106, 21, 85, 98, 21, 85, 64, 21, 85, 106
21 DATA 31, 245, 98, 31, 245, 106, 5, 245, 184, 5, 85
22 DATA 98, 1, 85, 0, 0, 84, 42, 0, 80, 0, 1
23 DATA 84, 0, 1, 4, 0, 5, 20, 0, 0
24 DATA 15, 235, 194, 13, 85, 114, 53, 85, 122, 53, 86
25 DATA 98, 213, 98, 152, 213, 154, 184, 213, 170, 183, 214
26 DATA 169, 183, 214, 169, 183, 154, 181, 87, 154, 181, 87
27 DATA 170, 85, 87, 170, 85, 92, 169, 85, 92, 169, 85
28 DATA 92, 229, 85, 92, 37, 85, 112, 13, 85, 112, 3
29 DATA 85, 192, 0, 213, 192, 0, 255, 0, 0
30 DATA 60, 66, 165, 129, 102, 24, 36, 195, 0, 24, 36
31 DATA 36, 126, 66, 129, 0, 0, 192, 176, 136, 240, 136
32 DATA 176, 192, 0, 3, 12, 48, 64, 48, 12, 3
33 DATA 0, 192, 160, 144, 136, 144, 160, 192, 0, 224, 152
34 DATA 128, 224, 128, 152, 224, 0, 224, 152, 128, 224, 152
35 DATA 128, 128, 0, 30, 96, 128, 159, 66, 50, 14
36 DATA 68, 68, 130, 130, 254, 130, 130, 68, 60, 219, 24
37 DATA 24, 24, 24, 219, 60, 7, 56, 200, 8, 4, 2
38 DATA 2, 60, 0, 72, 72, 80, 112, 76, 67, 64
39 DATA 32, 32, 32, 64, 64, 67, 140, 240, 130, 198, 202
```

```
40 DATA 170, 146, 129, 129, 129, 129, 193, 162, 162, 146, 146
41 DATA 142, 130, 24, 36, 66, 129, 129, 66, 36, 24
42 DATA 224, 152, 132, 130, 254, 128, 128, 128, 24, 36, 66
43 DATA 145, 187, 70, 38, 25, 232, 130, 129, 130, 252, 176
44 DATA 140, 131, 3, 12, 48, 192, 63, 12, 48, 192
45 DATA 15, 48, 200, 8, 4, 4, 2, 1, 66, 66, 66
46 DATA 66, 66, 66, 36, 24, 32, 33, 66, 68, 136, 144
47 DATA 160, 192, 129, 129, 145, 145, 169, 169, 165, 66
48 DATA 65, 66, 36, 48, 16, 48, 72, 136, 33, 18, 18
49 DATA 4, 8, 16, 16, 32, 192, 48, 12, 3, 252, 48
50 DATA 12, 3, 0, 0, 0, 0, 0, 0, 0, 0, 0
51 DATA 3, 7, 255, 255, 15, 31, 63, 127, 255, 128, 128, 255,
255, 253, 249, 242, 228,
40
52 DATA 48, 224
53 DATA 0, 0, 0, 0, 0, 0, 0, 0, 3, 15, 53
54 DATA 243, 243, 53, 15, 3, 3, 15, 49, 245, 241, 55
55 DATA 15, 3, 3, 15, 49, 245, 241, 53, 15, 3
56 DATA 3, 15, 49, 251, 251, 49, 15, 3, 204, 202, 204
57 DATA 202, 204, 192, 202, 202, 235, 255, 195, 219, 195
58 DATA 255, 255, 202, 206, 192, 206, 196, 196, 196, 192
59 DATA 31, 32, 44, 33, 41, 36, 19, 8, 248, 4, 52
60 DATA 132, 148, 36, 200, 16, 196, 55, 15, 3, 12
61 DATA 48, 192, 35, 236, 240, 192, 192, 48, 12, 3
62 DATA 0, 0, 3, 15, 31, 63, 127, 127, 126, 129, 197
63 DATA 242, 248, 252, 254, 254, 253, 196, 189, 189, 63, 31
64 DATA 15, 3, 191, 163, 54, 182, 252, 248, 240, 192
65 DATA 24, 36, 70, 137, 145, 98, 36, 24, 8, 24, 40
66 DATA 8, 16, 16, 16, 120, 24, 100, 130, 130, 6, 12
67 DATA 48, 127, 12, 52, 196, 12, 20, 36, 4, 124
68 DATA 32, 32, 68, 68, 136, 240, 30, 32, 15, 24, 96
69 DATA 124, 2, 1, 1, 62, 8, 16, 32, 96, 132, 68
70 DATA 40, 16, 6, 10, 18, 36, 12, 8, 8, 16
71 DATA 24, 36, 66, 36, 24, 36, 36, 24, 8, 20, 36
72 DATA 100, 20, 12, 4, 4
100 FORT=0T04:FORM=0T063:READA:POKE2048+M+T#64,A:NEXTM,T
101 FORT=0T057:FORM=0T07:READA:POKE192+M+T#8,A:NEXTM,T
102 POKE198,6:POKE631,76:POKE632,111:POKE633,13:POKE634,82:
POKE635,117:POKE636,1
```



just left is not destroyed. Your objective is to reach the bomb, collecting bonus flags on the way, so that you can defuse the bomb before its timer runs out, and it comes to get you.

If you run into Gruesome Gandy on the way your nose will immediately seize up and he will crush your head. All this is done behind a cloud.

If you do manage to defuse the bomb it will be replaced by another for you to defuse. After you have defused five bombs you move onto the bonus screen (qv).

While you guide Martin past Gandy, you must avoid the deadly Gandyish traps, the dreaded Ken-and-Shrimp bones. An added feature of this version is that you can — theoretically — scroll the row to your advantage. I say theoretically, because it takes quite a bit of practice. Remember, when scrolling, that squares are deadly, as are Ken-and-Shrimp bones to poor little Martin. Study the scrolling

pattern — ie. have a practice on level 1 — so that you learn how to scroll without killing yourself. Helpful keys are:

F3 — Music on/off

F5 — Pause/Unpause

Shift F7 — Abort game and return to title screen.

Commodore £ — Stop game, return character set to normal, turn off sprites — I used it when debugging my program, you may find it useful.

If you find yourself stuck, you can press the warp button. But beware — it may transport you to your death, since Martin's warp facility has been malfunctioning ever since Gandy met him on a hot summer's day. Your warp machine can only work for a certain number of times per level — this is shown as a yellow bar at the top of the screen. Your time is the red bar at the bottom. Once this has run out,

you are on your own until you complete that level.

When you have defused five bombs, you move onto the bonus screen, where you must try and get the flag — this is not always possible! Because sprites are used, you must aim towards the left of the flag — sometimes, you can lose your bonus because you are one pixel to the left.

Press a key to start and press it once again to start your descent. The quicker you do it, and the higher the level, the bigger the bonus you will receive. After this screen, the skill level is incremented, and you go back to the first screen.

Finally, if you don't/can't type this program in, but would like a copy of it on tape, send a cheque/postal order for £2.50 made out to R. Hamer to: Deathtrap 64 Offer, 26 St. Barnabas Road, Emmer Green, Reading RG4 8RA.

(program 5 and 6 on page 79)

# RAP 64

## Program 3.

```
0 L=L+1:IF L=2 THEN LOAD
1 IFL=3 THEN 15
19 DATA 173,238,2,248,3,76,49,234,286,239,2,288,248,173,240,2
20 DATA 141,239,2,174,2,189,48,192,201,255,240,70,141,1,212
30 DATA 189,92,193,141,212,189,136,194,141,0,212,189,190,195,141
40 DATA 212,189,224,196,141,15,212,189,12,198,141,14,212,232,234
50 DATA 42,2,169,141,4,212,141,11,212,141,18,212,173,241
60 DATA 141,4,212,173,242,2,141,11,212,173,243,2,141,18,212
70 DATA 6,49,234,169,141,2,76,69,139
80 FORT=0:00000000:READ R:POKE R,R:NEXT
90 DIM HT(20),LT(20),HM(20),LM(20),HB(20),LB(20)
100 FOR A=0 TO 20:READ HT(A),LT(A):HM(A)=HT(A):LM(A)=LT(A):HB(A)=HT(A):LB(A)=HT(A):NEXT
EXT
130 DATA 14,24,16,195,10,289,11,48,9,104,21,31,22,96,25,30,28,49,33,135,31,165
140 DATA 37,162,42,62,44,193,30,60,63,73,0,97,10,143,12,143,255,255
200 POKE 49500,0:POKE 50100,0:POKE 50400,0:POKE 50401,0:POKE 50700,0:POKE 50701,0
210 FOR A=0 TO 123:READ R:POKE 49200+A,HT(A):POKE 49500+A,LT(A):POKE 49800+A,R
220 POKE 50100+A,0:POKE 50401+A,HB(A):POKE 50701+A,LB(A):NEXT
230 POKE 49524,0:POKE 50224,0:POKE 50524,0:POKE 50525,0:POKE 50824,0:POKE 50825,0
240 FOR A=124 TO 224:READ R:POKE 49200+A,HT(A):POKE 49500+A,LT(A):POKE 49800+A,R:HM(A)
250 POKE 50100+A,HT(A):POKE 50401+A,HB(A):POKE 50701+A,LB(A):NEXT
300 DATA 2,3,1,4,1,5,5,5,3,2,3,1,4,1,5,5,5
310 DATA 3,6,7,6,7,3,6,3,6,2,3,1,4,1,5,5,5
320 DATA 3,2,3,1,4,1,5,5,5,3,6,7,6,7,3,6,3,6,2,6,3,7,9,10,10,10
330 DATA 10,11,10,8,6,0,2,2,10,11,10,8,6,8,2,2,2
340 DATA 10,12,13,12,13,10,12,10,12,11,10,8,6,8,2,2,2
350 DATA 10,11,10,8,6,8,2,2,10,12,13,10,12,13,10,12,11,12,10,13,15,16,16,16
360 DATA 16,20,20
370 DATA 17,17,17,10,19,2,2,2,1,1,1,1,1,1,4,19,1,19,19,19,19,19,19,17
380 DATA 17,10,19,19,19,5,5,5,5,18,18,4,18,5,17,17,17,17,17,17,17,17,17
390 DATA 18,19,2,2,2,1,1,1,1,1,4,19,1,19,19,19,19,19,19,19,19,17,18,19,19
400 DATA 19,19,19,5,5,5,5,18,4,18,5,17,17,17,17,17,17,17,17,17,17,17,17,17
410 S=34272
420 POKE 524,31:POKE 522,128:POKE 523,244:POKE 525,0:POKE 526,240
430 POKE 527,85
440 POKE 528,13:POKE 529,19:POKE 530,19:POKE 531,17:POKE 532,17:POKE 533,17:POKE 534,65:POKE 535,10,0
450 POKE 536,33:POKE 537,8:POKE 538,56:POKE 539,139
460 POKE 2,125:POKE 1100,125
470 POKE 750,1:LOAD
480 POKE 198,6:POKE 631,76:POKE 632,111:POKE 633,13:POKE 634,82:POKE 635,117:POKE 636,1
490
```

## Program 4.

```
0 DATA A9,FF,8D,20,CB,A0,4D,B1
10 DATA FB,C8,C8,91,FB,88,88,88
20 DATA CC,20,CB,D0,F2,EA,EA,EA
30 DATA EA,EA,EA,EA,EA,EA,EA,EA,EA
40 DATA A9,08,E5,FC,30,3A,18,EA
50 DATA A9,D4,65,FC,4C,54,C8,A9
60 DATA 0E,A0,00,91,FB,C8,91,FB
70 DATA A0,28,91,FB,C8,91,FB,A9
80 DATA 1F,91,FD,A9,1E,88,91,FD
90 DATA A0,00,A9,1C,91,FD,C8,A9
100 DATA 1D,91,FD,60,85,FC,4C,00
110 DATA C8,EA,EA,EA,EA,EA,EA,EA,EA
120 DATA A9,D4,18,65,FE,85,FC,4C
130 DATA 2F,C8,00,00,02,02,00,00
140 DATA A9,50,8D,20,CB,A0,02,B1
150 DATA FB,88,88,91,FB,C8,C8,C8
160 DATA CC,20,CB,D0,F2,EA,EA,EA
```

```
170 DATA EA,EA,EA,EA,EA,EA,EA,EA,EA
180 DATA A9,08,E5,FC,30,3A,18,EA
190 DATA A9,D4,65,FC,4C,C4,C8,A9
200 DATA 0E,A0,26,91,FB,C8,91,FB
210 DATA A0,4E,91,FB,C8,91,FB,A9
220 DATA 1F,91,FD,A9,1E,88,91,FD
230 DATA A0,26,A9,1C,91,FD,C8,A9
240 DATA 1D,91,FD,60,85,FC,4C,70
250 DATA C8,EA,EA,EA,EA,EA,EA,EA,EA
260 DATA A9,D4,18,65,FE,85,FC,4C,9F,C8
500 FORT=0:00000000:READ R:POKE R,R:NEXT
R$=RIGHT$(R$,1):L=ASC(L$):R=ASC(R$)
510 IFL>64 THEN L=L-55:GOTO 530
520 L=L-48
530 IFR>64 THEN R=R-55:GOTO 550
540 R=R-48
550 X=(L*16)+R:POKE 51200+T,X:NEXT
1000 LOAD
```





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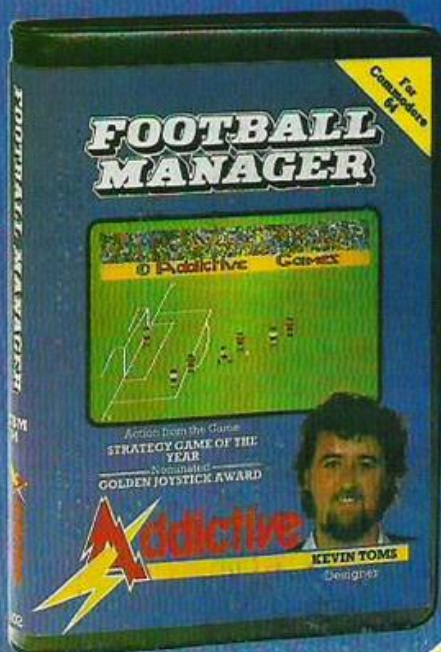
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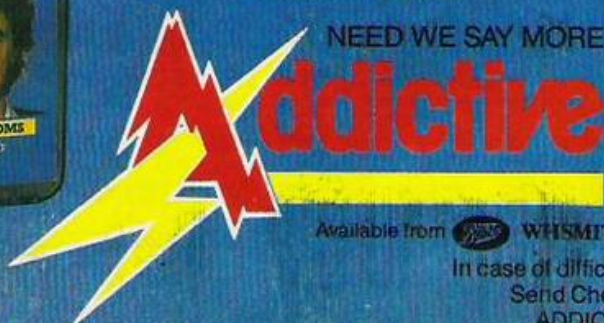


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7a Richmond Hill, Bournemouth, Dorset BH2 6HE.



```

1 DATA 169, 20, 133, 93, 169, 205, 133, 234, 160, 0, 24, 177, 253
2 DATA 113, 251, 145, 251, 76, 112, 203, 234, 234, 234, 200, 192
3 DATA 16, 208, 237, 96, 24, 152, 106, 170, 169, 0, 56, 42, 224
4 DATA 0, 240, 4, 202, 76, 120, 205, 13, 16, 209, 141, 16, 208
5 DATA 76, 57, 203, 24, 152, 106, 170, 169, 255, 42, 224, 0, 240
6 DATA 4, 202, 76, 94, 203, 45, 16, 200, 141, 16, 208, 0, 240
7 DATA 203, 201, 0, 0, 0, 169, 209, 253, 208, 191, 76, 63
8 DATA 203, 201, 255, 208, 184, 169, 255, 209, 253, 208, 178, 76, 88
9 DATA 203, 96, 0, 0, 2, 0, 0, 0, 2, 0, 0, 0, 2
10 DATA 2, 0, 0, 0, 2, 0, 0, 2, 0, 0, 0, 2, 2
100 FORT=52001T052130:READ:POKET, A: NEXT
105 POK5260, 2, 78:POKE5260, 78:POKE5262, 78:POKE5263, 203
110 POK196, 7:POKE631, 76:POKE632, 117:POKE633, 13:POKE634, 62:POKE635, 117:POKE636, 1

```

[illegible][illegible]







# Listing 1.

```

4 LOAD "CODE" : CLS
5 CLS : REM "WAVES" BY TIM CLOSS
6 POKE 65500,0 : POKE 65501,12
055**
7 PRINT "PRESS L TO LOAD FR
AMES": PRINT "ANY
OTHER KEY TO CONTINUE"
8 IF INKEY$="L" THEN GO TO 50
90 IF INKEY$=" " THEN GO TO 5
10 CLS : PLOT 127,0 : DRAW 0,17
11 PLOT 0,87 : DRAW 255,0 : DIM
20 DIM L(127) : DIM H(127) : DIM
G(127) : DIM U(127)
25 DIM F(127) : DIM O(127)
30 LET A=43
35 LET D=-1
40 FOR G=1 TO 4
50 FOR G=1 TO 127
60 IF INKEY$="9" THEN PLOT G+D
A, GO TO 100
65 IF INKEY$="0" AND T=2 THEN
FOR G=1 TO 127 LET H(G)=L(G)+88
PLOT G+128,H(G) : NEXT G : GO TO
110
66 IF INKEY$="0" AND T=4 THEN
FOR G=1 TO 127 LET U(G)=G(1)+88
PLOT G+128,U(G) : NEXT G : GO TO
110
70 IF INKEY$="8" THEN LET A=A+
1 : PLOT G+D,A : GO TO 100
75 IF INKEY$="5" THEN LET A=A-
1 : PLOT G+D,A : GO TO 100
80 IF INKEY$="7" THEN LET A=A+
5 : PLOT G+D,A : GO TO 100
85 IF INKEY$="6" THEN LET A=A-
5 : PLOT G+D,A : GO TO 100
90 IF INKEY$="1" THEN INPUT "S
TARTING DEGREE " : P : GO TO 1000
95 GO TO 60
100 IF T=1 THEN LET L(G)=A : GO
TO 115
101 IF T=2 THEN LET H(G)=A : GO
TO 115
102 IF T=3 THEN LET G(G)=A : GO
TO 115
110 LET U(G)=A
115 NEXT G
116 IF T=2 THEN CLS : PLOT 127
0 : DRAW 0,175 : PLOT 0,87 : DRAW 2

```

# Listing 2.

```

10 DEF FN H(H$)=16*(CODE H$(1)
-48-(7 AND H$(1)*"9"))+CODE H$(2)
11-48-(7 AND H$(2)*"9"))
20 FOR N=55400 TO 65480 STEP 8
30 LET TOT=0
40 PRINT N: " "
45 INPUT H$: PRINT H$
50 FOR B=1 TO LEN H$ STEP 2
60 LET Z=FN H(H$) : LET TOT=TOT
+Z
70 POKE N+(B-1)/2,Z
80 LET H$=H$(3 TO )
90 NEXT B
100 PRINT " " : INPUT T: PRIN
T T
110 IF TOT<T THEN PRINT "INPUT
ERROR - TRY AGAIN": GO TO 30
120 NEXT N

```

# Listing 3.

```

65400: 1100402AF0FF1A77 = 775
65408: 2313EB050003E00BE = 547
65416: C29BFF233E50BCCA = 1179
65424: A2FF0433FFB8C98 = 1279
65432: FF18A73E5B7723C3 = 1217
65440: 7F7F765B772322FE = 1178
65448: FFC91003402AFF = 1026
65456: 7E1223133E5792DA = 712
65464: CFFFA63E00B8C9C8 = 1123
65472: FF3E00121310F423 = 643
65480: C3B0FF23C3B0FFC9 = 1428

```

```

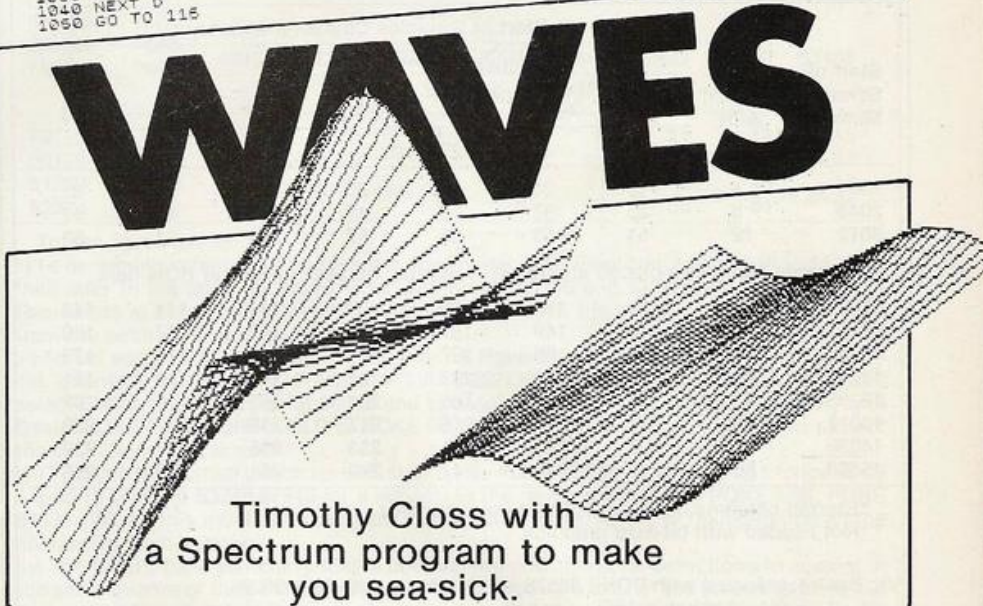
55,0 : LET A=43 : LET D=-1
117 IF T=1 THEN LET A=131 : LET
D=127
118 IF T=3 THEN LET A=131 : LET
D=127
130 NEXT T
140 OVER 1 : PLOT 127,0 : DRAW 0,
140 OVER 0,87 : DRAW 255,0 : PLOT
175 : PLOT 0,87 : OVER 0
127,87 : FOR G=1 TO 127 : LET F(G)=0
141 : FOR G=1 TO 127 : LET D(G)=(U(G)-H(G)
)/8 : NEXT G
145 INPUT "SOUTH TO NORTH ? " : S
$
146 INPUT "WEST TO EAST ? " : W$
147 CLS : FOR C=1 TO 9
148 FOR G=0 TO 126 : PLOT G,L(G+
148 : PLOT G+128,H(G+1) : NEXT G
149 IF W$=" " THEN GO TO 152
150 IF W$="Y" THEN GO TO 152
151 GO TO 2000
152 FOR A=0 TO 126 STEP 4
160 PLOT A,L(A+1)
170 DRAW 128,88+((H(A+1)-88)-L(A
A+1))
180 NEXT A
190 GO TO 150
200 FOR T=0 TO 126 LET A=T
210 LET B=L(T+1)
220 LET C=1 TO 10
230 LET A=A+12.7 : LET B=B+8.6
240 LET B=B+(H(T+1)-88)-L(T+1
)/10 : PLOT A,B
250 NEXT G
260 NEXT T
270 GO TO 2000
1010 FOR D=-1 TO 126
1020 LET U=(SIN (P/360+2*PI)+40+
40)
1025 PLOT D+((T=2 OR T=4)+128),U
+((T=2 OR T=4)+88)
1026 IF T=1 THEN LET L(D+1)=U : G
O TO 1030
1027 IF T=2 THEN LET H(D+1)=U+88
O TO 1030
1028 IF T=3 THEN LET G(D+1)=U : G
O TO 1030
1029 LET U(D+1)=U+88
1030 LET A=P+(260/127)
1040 NEXT D
1050 GO TO 115

```

```

2000 POKE 65532,PEEK (65498+C+2)
POKE 65533,PEEK (65499+C+2) : L
ET A=USR 65400
2001 POKE 65498+((C+1)*2),PEEK 6
5534 : POKE 65499+((C+1)*2),PEEK
65535
2002 FOR G=1 TO 127
2010 LET L(G)=L(G)+F(G)
2015 LET H(G)=H(G)+O(G)
2020 NEXT G
2025 REP .5,10
2030 CLS
2040 NEXT C
4000 FOR G=1 TO 9
4010 POKE 65532,PEEK (65498+G+2)
4015 POKE 65533,PEEK (65499+G+2)
4020 LET A=USR 65450
4025 IF INKEY$="E" THEN GO TO 50
50 CLS
4030 NEXT G
4040 FOR G=9 TO 1 STEP -1
4050 POKE 65532,PEEK (65498+G+2)
4055 POKE 65533,PEEK (65499+G+2)
4060 LET A=USR 65450
4065 IF INKEY$="E" THEN GO TO 50
50 CLS
4070 NEXT G
4080 GO TO 4000
5000 CLS : PRINT "PRESS S TO S
AVE ALL FRAMES": PRINT "P
RINT " : PRINT "A TO RESTART PROGRAM": P
RINT " : PRINT "A TO SEE A
NIMATION"
5010 IF INKEY$="A" THEN GO TO 40
5020 IF INKEY$="R" THEN GO TO 5
5030 IF INKEY$="S" THEN GO TO 50
5040 GO TO 5010
5050 INPUT "FILE NAME " : IN$: IF L
EN(IN$)>10 THEN GO TO 5050
5060 LET U=PEEK 65518+256*PEEK
65519-32768
5070 SAVE NSCODE 32768,U : SAVE "
DATA" : CODE 65500 : 10 : VERIFY "COD
E"
5080 GO TO 5000
5090 INPUT "FILE NAME ? " : IN$: IF
LEN(IN$)>10 THEN GO TO 5090
5100 LOAD NSCODE : LOAD "CODE"
GO TO 4000

```



HOW MANY TIMES have you wanted to show off your new computer but have had nothing more to boast than a load of boring arcade games? Well now you can impress everyone with a stunning graphics display using Waves.

Waves allows a "net" pattern — see examples — to be transformed into another net pattern in a smooth, nine frame animation sequence. It is easy to use, but results can be stunning. When Run, Waves will display the message: PRESS L TO LOAD FRAMES

ANY OTHER KEY TO CONTINUE

If you wish to load some frames from tape, press L and enter the name of the file to be loaded — otherwise press any other key.

A cross will then be displayed on the screen. The lower edge of your first pattern must now be drawn — see controls. When your edge is finished the cursor will move up into the top right hand box and your second edge must be drawn.

The screen will then be cleared and the same

process must be repeated for the edges of your second pattern. The main controls are:

- 5 cursor down at a 45 degree angle
- 6 cursor down at a 22.5 degree angle
- 8 cursor up at a 45 degree angle
- 7 cursor up at a 22.5 degree angle
- 9 cursor across in a straight line

In addition to these basic controls, however, a sine wave can be drawn by pressing 1.

Also, pressing 0 will copy the edge from the bottom left box into the top right box.

Now that all the edges have been entered, Waves will come up with the question "South to North?". Pressing Y will mean that your net patterns will have lines drawn from the bottom edge to the top edge.

If you reply Y to the following question, "West to East?", your patterns will have 10 intermediate lines drawn from the left of the screen to the right. If you reply Y to both questions you will have criss-cross net patterns.

You can escape from the graphical display by

pressing E. The program will then print the message:

PRESS S TO SAVE FRAMES  
R TO RESTART PROGRAM  
A TO SEE ANIMATION

To enter Waves, first type in the Basic program in listing 1 and save it by typing: SAVE "WAVES" LINE 4

New the program and type in listing 2. Run this program and type in the hex code in listing 3, remembering to enter the checksum at the end of each line. Now save this code directly after the Basic program by typing:

SAVE "WAVECODE" CODE 65400,100

Now rewind the tape, type LOAD "WAVES"

and you are ready to start using Waves!

If you do not wish to type in the program and code, simply send a blank tape, SAE and £1 to me at: 5 Western Drive, Shepperton, Middlesex TW17 8HJ for a copy of Waves plus an example of what the program can do. ■



SWITCH ON your 64; the screen memory starts at 1024 — hex 0400 — so that, for example, POKE 1024,1

puts an A in the extreme top-left corner — older 64s may need colour Ram to be poked too. Right? For most purposes, this is assumed to be a fixed feature of the 64.

What's less well known is that the screen can be repositioned through most of the machine's 64K of Ram. The diagram shows the normal situation, with about 39000 bytes of Basic positioned between the top of the screen — \$08000 — and Rom at \$A000. But we can move the screen, in minimum steps of \$0400, anywhere in memory.

## Screens under Rom

Some locations aren't suitable, as machine-language programmers will appreciate — for example the zero-page, at the very start of memory, cannot be used as a normal screen. My example puts screens under Rom, partly because many programmers don't know how to

# MOVING SCR

Rae West explains a routine which will switch between screens for animation or Help pages.

use this area (machine language is usually needed), so it's usually free, and partly to avoid the complication of altering Basic pointers to prevent programs overlapping the screen area.

"Moving the screen" — what does this mean? Nothing to do with the TV! — we want commands like Print and keys like CLR to

work normally, but to have freedom to alter the actual position in memory that screen information is stored. If we do the job properly, most things will be unaltered, but Pokes to screen, if used, will be different — the addresses will be much larger than usual since the screen Ram is higher up.

Before we continue, it makes sense to ask why anyone should want to move the screen around. In fact, there are several tricks we can perform with this method, which are impossible otherwise:

■ We can switch between screens at will. For example, a Help screen might be permanently set up; a keypress would allow instantaneous switching between conventional processing and such a screen.

■ Animation is another possibility: there's room for 16 screens in Bank 1, plus 12K of Basic below them, enough for attractive animation of the piston-engine demo type.

■ Screens of user-defined graphics and normal characters can be alternated.

Using interrupt techniques, we can mix screens on the same display.

## Attractive patterns

My demonstration program puts four user-defined characters in Ram; these are designed to fit together to produce attractive patterns. The program uses two screens — Apple users will know the kind of thing — Apple has two alternate screens. It fills one screen, displays it, then repeats with the other, so there's no delay while one pattern is overwritten with the next. The result is quite impressive.

Vic-II is the key to the action, and it's necessary to get several things right, which is why the technique isn't too simple. As the diagram shows, Vic-II can be programmed to process only a quarter of the 64's memory at one time. All the character definition information — i.e. patterns of 8 by 8 dots — and the screen Ram, and sprite information must be stored within this 16K. The only exception is the 64's Rom character set, which is wired up to override this requirement.

## Moving the screen

So, to move the screen under Rom, we must (i) Set Vic-II to bank 2 or 3; (ii) Set Vic-II to read the character set we want; and (iii) ensure Basic writes to our new screen. This last item

Table 1.

Usable Character Definition and Screen Combinations

Vic Bank 0: selected with POKE 56576,(PEEK(56576)AND 252) OR 3 (DEFAULT) (usual value is 151)

Start of Screen Memory	POKE 648** with	Start of Graphics Character Memory						
		2048	4096	6144	8291*	10240	12288	14336
		POKE 53272 with:						
1024	4	19	21	23	25	27	29	31
2048	8	35	37	39	41	43	45	47
3072	12	51	53	55	57	59	61	63
The screen cannot be placed at 4096-8191, as the Vic sees character ROM here.								
8192	32	131	133	135	137	139	141	143
9216	36	147	149	151	153	155	157	159
10240	40	163	165	167	169	171	173	175
11264	44	179	181	183	185	187	189	191
12288	48	195	197	199	201	203	205	207
13312	52	211	213	215	217	219	221	223
14336	56	227	229	231	233	235	237	239
15360	60	243	245	247	249	251	253	255

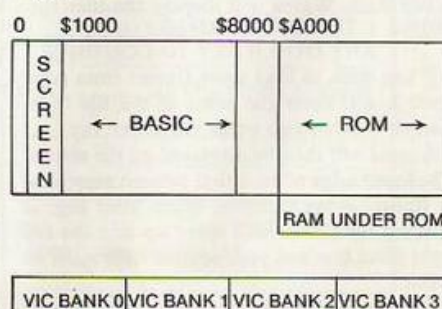
\*Starred columns correspond to bit-map graphics.

\*\*Not needed with bit-map graphics.

Vic Bank 1: selected with POKE 56576,(PEEK(56576)AND 252) OR 2 (usual value is 150)

Start of Screen Memory	POKE 648 with	Start of Graphics Character Memory							
		16384*	18432	20480	22528	24576*	26624	28672	30720
		POKE 53272 with:							
16384	64	1	3	5	7	9	11	13	15
17408	68	17	19	21	23	25	27	29	31
18432	72	33	35	37	39	41	43	45	47
19456	76	49	51	53	55	57	59	61	63
20480	80	65	67	69	71	73	75	77	79
21504	84	81	83	85	87	89	91	93	95
22528	88	97	99	101	103	105	107	109	111
23552	92	113	115	117	119	121	123	125	127
24576	96	129	131	133	135	137	139	141	143
25600	100	145	147	149	151	153	155	157	159
26624	104	161	163	165	167	169	171	173	175
27648	108	177	179	181	183	185	187	189	191
28672	112	193	195	197	199	201	203	205	207
29696	116	209	211	213	215	217	219	221	223
30720	120	225	227	229	231	233	235	237	239
31744	124	241	243	245	247	249	251	253	255

Figure 1.





# SCREENS



relies on location 648.

PRINT PEEK (648)

usually returns 4, showing the screen starts at \$0400.

## Memory arrangements

Table 1 — which, so far as I know, hasn't been printed before — summaries the 64's screen memory arrangements. You should be able to see from it that my example puts character definitions from 49152 onwards, and uses two screens, starting at 50176 and 51200, which it switches between. While Print takes place, the "wrong" value of 648 is used, which makes the 64 display the alternative screen.

Incidentally, sprites are usable with this method; sprite pointers are hidden away just above the screen, so when a screen is moved these pointers shift too. One final word: when experimenting, Stop-Restore won't change location 648. So if your cursor seems to have vanished, try

POKE 648,4

to return to normal.

Rae West has written a 600 page reference book, *Programming the Commodore 64*, recently published by Level Ltd. It is obtainable from booksellers or by mail from Biblios Distribution, Star Road, Partidge Green, Nr Horsham, W. Sussex at £14.90 plus £1 post.

Vic Bank 2: selected with POKE 56576,(PEEK(56576)AND 252) OR 1  
(usual value is 149)

Start of Graphics Character Memory									
Start of Screen Memory	POKE 648 with	ROM char set							
		U.CASE L.CASE							
		32768*	34816	36864	38912	40960*	43008	45056	47104
POKE 53272 with:									
32768	128	1	3	5	7	9	11	13	15
33792	132	17	19	21	23	25	27	29	31
34816	136	33	35	37	39	41	43	45	47
35840	140	49	51	53	55	57	59	61	63

The screen cannot be placed at 36864-40959, as the Vic sees character Rom here.

Above this point in this bank, Ram and Basic Rom co-exist in the memory map; the Vic "sees" the Ram, not the Rom, but the routines that perform screen operations need to read from screen Ram; they can't do so, in this region, without first switching out the Roms and switching in the Ram. This isn't normally done — it can only be done if Basic is not in use. So this area cannot effectively be used for screen Ram. Note, however, that it can be used to store character definitions, since these don't need to be read back, as the Vic chip will read these from Ram while the 6510 reads instructions from the parallel Rom containing Basic.

Vic Bank 3: selected with POKE 56576,(PEEK(56576)AND 252)  
(usual value is 148)

Note: only the region of memory \$C000-\$CFFF (49152-53247) can be used as screen RAM: see the comments above.

		Start of Graphics Character Memory							
Start of Screen Memory	POKE 648 with	Caution: I/O chips							
		49152*	51200	53248	55296	57344*	59392	61440	63488
POKE 53272 with:									
49152	192	1	3	5	7	9	11	13	15
50176	196	17	19	21	23	25	27	29	31
51200	200	33	35	37	39	41	43	45	47
52224	204	49	51	53	55	57	59	61	63

To use these tables:

(i) To determine screen start and graphics definition start, Peek contents of 648 and 53272, then refer to the table. Example: when 648 contains 140 and 53272 contains 53, screen Ram starts at 35840 and Rom characters at 36864. Bank 2 is in use; this can be deduced from the position of screen Ram given in 648.

(ii) To set screenstart and graphics definitions, Poke all three parameters, unless already set. Example: POKE 56576, (PEEK(56576)AND252)OR 2: POKE 648,120: POKE 53272,252 selects bank 1, puts screen at 30720 and chooses user-definable characters at 28672. In Basic, POKE 56,28672/256: CLR or POKE 56,112: CLR lowers the top of Basic to protect the definitions and screen.

(iii) To move the normal character definitions, use POKE 56333,127: POKE 1,51 followed by a loop to transfer 53248-57343 (or a subset) to the new position, then POKE 1,55: POKE 56333,129. All this must be in program mode. This method is easier than defining all the characters from scratch.

(iv) The Vic-II's bank-switching forces both screen and character definitions to coexist in the same quarter of the 64's memory map. It's perfectly OK to start the screen up at 49152, and store character definitions in the Ram from 61440, say, taking nothing from Basic. Many character sets can be stored simultaneously, in fact.

### Demo program.

```

0 REM *** 'YOUR COMPUTER' - DEMONSTRATION OF TWO C64 SCREENS ***
10 POKE 56576,148 : REM VIC BANK 3
20 S$="@ABC" : REM 4 CHARACTERS
30 FOR J=49152 TO 49183: READ X: POKE J,X: NEXT: REM SET UP USER DEFINED CHARS
40 DATA 36,36,255,0,0,255,36,36
50 DATA 36,36,231,36,36,231,36,36
60 DATA 36,18,9,132,66,33,144,72
70 DATA 36,72,144,33,66,132,9,18
99 REM **** NOW WE DISPLAY ONE SCREEN, WHILE WRITING TO THE OTHER:- ****
100 GOSUB 1000: POKE 53272,17: POKE 648,200: REM ONE SCREEN ...
110 GOSUB 1000: POKE 53272,33: POKE 648,196: REM ... OTHER SCREEN!
120 GOTO 100
999 REM **** MAKE A RANDOM STRING OF LENGTH 9 FROM THE 4 CHARACTERS:- ****
1000 X$="": FOR J=1 TO 9: L=RND(1)*4+1
1010 X$=X$+MID$(S$,L,1): NEXT
1020 PRINT "X$": FOR J=1 TO 111: PRINT X$: NEXT
1030 RETURN
    
```



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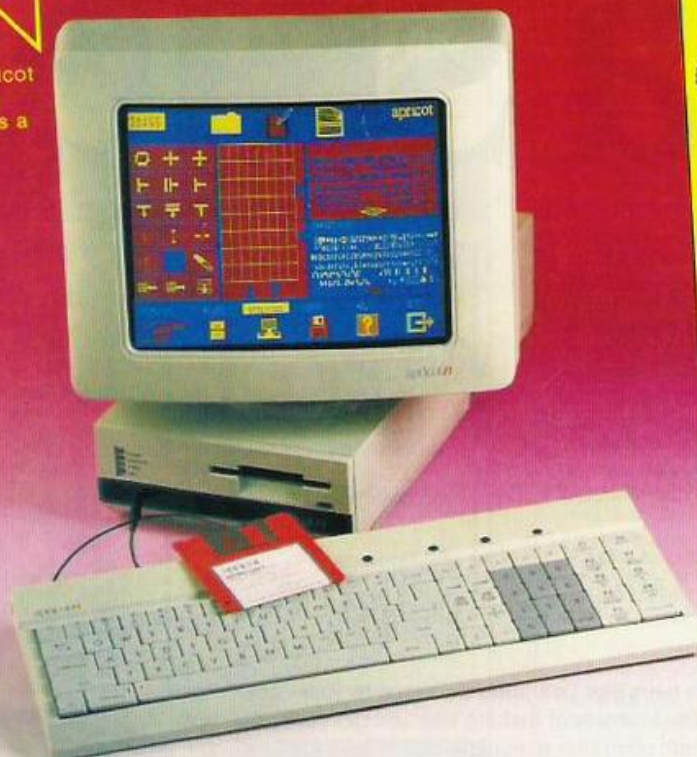


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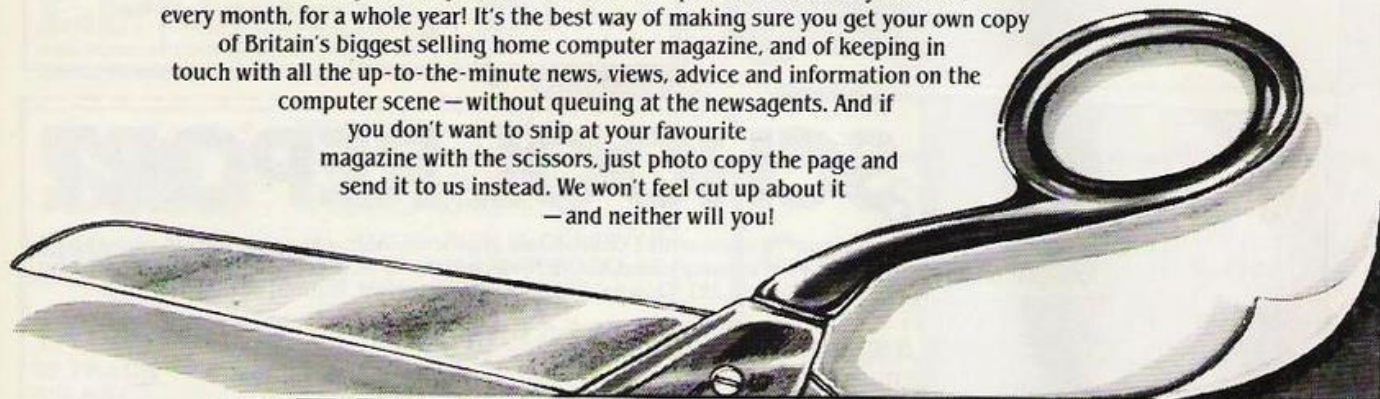
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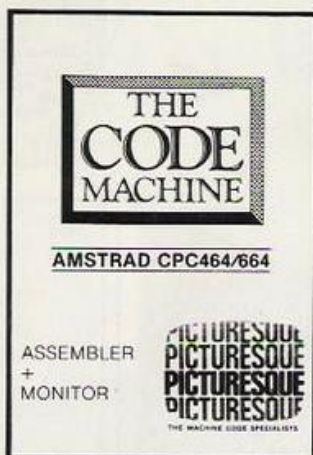


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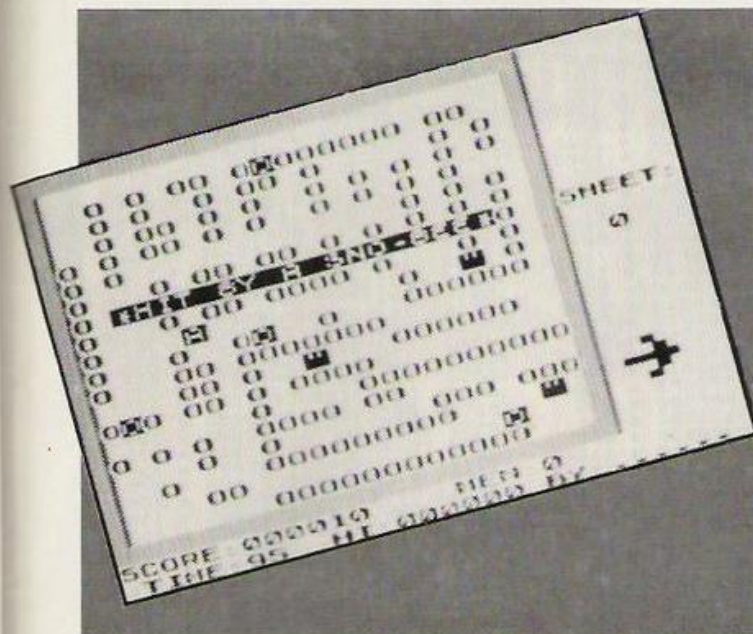
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# PONGY



arrow on the left hand side of the screen.

To move blocks, position Pongy against the block you want to move and press 0. If another block, or the wall, is behind the block it will be grinded to powder — keep 0 pressed — unless it is a diamond. You can kill the sno-bees by squashing them with a block and 10 points are gained for that. However the sno-bees will re-appear in the left-hand corner.

If you have succeeded in positioning three

or more blocks in one straight line, you get a bonus of 10xtime left, and when time reaches zero, you move on to the next sheet. In total there are four different sheets. When you are out of lives, the game ends. You can also abort the game by pressing Break. If the high-score is beaten, the computer will ask you to enter your name — don't forget to press Newline. Answering the question "another game?" with N will bring you back to the title screen.



It is possible to hold the game by pressing H. Press another key to continue.

If you don't feel up to the task of typing in the listings, or you cannot manage to get the program to work — not very likely — the game is available on a fresh cassette tape for fl0 — Dutch guilders, or £3 — from Miquel Van Smoorenburg, 20 Baljuwstraat, 2461 sl Ter-Aar, Holland.

(hex dump on next page)

## Listing 1.

```

50 SAVE "PONGY"
10 POKE 16503,5
20 POKE 16507,6
30 LIST 4000
40 RAND USR 17971
50 REM *DONT FORGET THIS LINE*
60 REM
100 REM ONLY ENTER THE FOLLOW
ING LINES IF YOU WANT TO DEFINE
YOUR OWN SHEETS.
110 LET A$="
120 PRINT AT 0,0;A$;AT 21,0;A$
130 FOR X=1 TO 20
140 PRINT AT X,0;"00000000000000
000000000000"
150 NEXT X
160 LET P=PEEK 16396+PEEK 16397
*256+35
170 LET P1=P
180 LET K$=INKEY$
190 LET P=P+(K$="8")-(K$="5")+3
3*((K$="6")-(K$="7"))
200 IF PEEK P=136 THEN LET P=P1
210 POKE P1,0
220 IF K$="0" THEN GOTO 250
230 POKE P,166
240 GOTO 170

```

```

250 INPUT A
260 IF A<1 OR A>4 THEN GOTO 250
270 RAND A
280 LET A=USR 17974
285 LET X=1
290 LET Y=1
295 LET A$=" "
300 PRINT AT X,Y;
305 FOR N=1 TO 4
310 PRINT A$;AT X,Y;
320 LET A$=CHR$(PEEK (PEEK 163
96+PEEK 16399*256))
325 PRINT " ";AT X,Y;
330 LET K$=INKEY$
340 LET X=X+(K$="6" AND X<20)-(
K$="7" AND X>1)
350 LET Y=Y+(K$="8" AND Y<22)-(
K$="5" AND Y>1)
360 IF K$<>"0" THEN GOTO 310
370 POKE A,X
380 POKE A+1,Y
390 LET A=A+2
400 LET A$=" "
405 IF INKEY$="" THEN GOTO 405
410 NEXT N
420 PRINT AT X,Y;A$
430 PRINT AT 21,3;">READY"
A000 -----[ ]-[ ]-[ ]-[ ]-[ ]-----
(C) MIQUEL VAN SMOORENBURG
JANUARI-FEBRUARI 1985.

```



## Hex dump.

```

16514 7676C36844C3FF44 = 1121
16522 322E363A2A31003B = 3588
16530 1B381B003828E338 = 3588
16538 0E3C2D3D0E0E372A = 316
16546 003E343A00313434 = 325
16554 302E353C002E3339 = 343
16562 3400323E00353734 = 324
16570 2C372E32000F0031 = 251
16578 2E38393A33003934 = 351
16586 00282C392D002E33 = 286
16594 38393A2E291B181B = 315
16602 1B0450A8F4F0101A = 743
16610 50020116520401E7 = 423
16618 5103020000FF0021 = 629
16626 000FFFF0100040201 = 466
16634 0303E84000000000 = 302
16642 010000C951000156 = 372
16650 04F7407FE4F870100 = 656
16658 8403010001000500 = 142
16666 5852010001878200 = 531
16674 0105010001000600 = 142
16682 0384010001E521ED = 638
16690 40FE0530005871600 = 533
16698 5F195E2356E1C9E5 = 990
16706 ED46254079FEFF28 = 1033
16714 04CDB0077E320141 = 647
16722 D620CD2F41ED53FF = 1136
16730 407BA72804ED5302 = 720
16738 413EEFDBE2FE601 = 1117
16746 32FE40E1C93A0141 = 918
16754 D621FE04D0878787 = 1118
16762 050004210F4109ED = 444
16770 5B0541010300E0B0 = 578
16778 EB011E0009CE5E01 = 708
16786 0300EDB0C1FE09EB = 1088
16794 010200EDB0C9E52A = 888
16802 3240ED5B334019ED = 819
16810 5B34401922334019 = 819
16818 E1C932FB400D2053 = 905
16826 22FC40E836000508 = 919
16834 32FB40CD2F41197E = 653
16842 FE082841D5CDA041 = 833
16850 D1E61FFE10280D7E = 1010
16858 FE8B2831FE6282D = 919
16866 FE34280FA73282ED = 967
16874 52CDA041E6033C10 = 843
16882 CF131AD5CDA041D1 = 821
16890 E61FFE103EFFF20E4 = 1109
16898 36080E08A7ED52EB = 1106
16906 2AFC4071EB7E7EFA = 802
16914 2004AF323C4036B8 = 1252
16922 C921D0400604C5E5 = 578
16930 5E7230E237E234EC = 955
16938 B441E8E173237223 = 694
16946 3AFB407173237223 = 1004
16954 E5C9CD41412ADB40 = 771
16962 3600197EA72807FE = 1090
16970 6E28032AD6B402DE = 673
16978 3AFB407173237223 = 760
16986 3AFB407173237223 = 667
16994 40E4B0241097E5F = 1090
17002 FE03280E6E63FE34 = 673
17010 20E2E5097EE1FE68 = 907
17018 CA3043E63FF34CA = 1237
17026 3043AF320441E509 = 1118
17034 7EE3FE882818E63F = 647
17042 FE342815FE0BCCF4 = 1103
17050 423600E173D01120 = 1030
17058 031B7A6320FBD118 = 722
17066 DDC17B010000FE84 = 847
17074 C02B7FEFEB4282223 = 972
17082 237FEFEB4281801D = 904
17090 FF097FEFEB4280A1 = 885
17098 4200097FEFEB4E00 = 879
17106 C001DFFF11210018 = 845
17114 0601FFFF11010009 = 745
17122 7FEFEB4280A10000 = 541
17130 197E0CFEB428F9C9 = 851
17138 E1C9E55C5059E821 = 1087
17146 D0400604C5E54E23 = 1342
17154 466268A7ED42E1D5 = 834
17162 280C2D3232323D1C = 1183
17170 10EAC0D1E1C9E82A = 594
17178 0C4001230009EB73 = 1355
17186 2372233601233510 = 471
17194 23C0D04418E07B01 = 344
17202 0000FE4C83A0441 = 693
17210 3C320441FE0A0836 = 761
17218 08FE07D83600DF32 = 707
17226 0441C9ED4B0B410A = 764
17234 C02F412A0D41197E = 666
17242 CB7F200F0A03FE03 = 588
17250 200301F740ED4308 = 647
17258 4118E0220D414440 = 662
17266 C90659C5CD4D4336 = 570
17274 88CD40433688CD40 = 896
17282 433680C110EDC927 = 957
17290 34333A380E1C1C1C = 935
17298 0035393800003400 = 315
17306 0000000000000000 = 218
17314 3434000000AF323C = 0
17322 402A0C4011F40119 = 389
17330 E5010E00119743ED = 304
17338 B0D1D5218943010E = 718
17346 00EDB0E1E5110700 = 850
17354 19ED4B084178A728 = 891
17362 15C5E5CD1A44CD73 = 737
17370 43E1C110F4E04B08 = 1065
17378 41CD0E4410FB11FF = 890
17386 FF1B7AB320F8D121 = 1108
17394 9743010E00EDB00E = 652
17402 59C5CD4D433688C1 = 1018
17410 10F73EFF32214032 = 777
17418 3C40C9E52A0C4011 = 689
17426 E10219CD1H44E1C9 = 977
17434 7EFE1CD8FE26D034 = 1176
17442 FE25C0361C2B18F0 = 872
17450 0EFF3A08413D3208 = 519
17458 41C03A7B40320841 = 625
17466 3A09413D0209412A = 359
17474 0C4001FF02097EFE = 723
17482 1C380DFE26300935 = 499
17490 FE1C0C36252B18FE = 870
17498 23369C23369C0100 = 491
17506 0079323C40C92A0C = 550
17514 4022004101F740ED = 725
17522 430B41E501770109 = 502
17530 2D0B40E1E5014802 = 849
17538 09220541E1012300 = 374
17546 0922DD4001150009 = 359
17554 22E140015E020922 = 463
17562 E5400115000922E9 = 591
17570 403E0421D0402323 = 518
17578 7723360A233D20F6 = 592
17586 00000003E0432084 = 189
17594 3E63000000323C40 = 335
17602 D0E5F1FE02C0DD21 = 1393
17610 CD44C9ED5F010119 = 833
17618 3EF5CD8B502CD9202 = 1046
17626 CD2002D021CD44F3 = 1009
17634 3A3C43D7C9A4023A = 775
17642 0A413D320A41C2A4 = 619
17650 029A7C40320A41CD = 578
17658 1B42C3A402003C42 = 785
17666 FE8B28163A3C40A7 = 804
17674 2810CD6F41CD5A42 = 798
17682 7FE04D4A743CD3A2 = 1072
17690 44C9010100AF323C = 556
17698 40C00FFFFF0520115 = 1100
17706 695550405552B55D = 868
17714 7BD057435552B55D = 878
17722 7485D5FE35728E0 = 1263
17730 1C80FE2F2FC09A1F = 890
17738 F56F001584FF56FE = 1104
17746 2078000F3FFF56FE = 995
17754 000E020809131302 = 76
17762 0B14FFFFFC000010 = 809
17770 7F00F100007FFFFF = 1197
17778 0008077FEFC04021 = 798
17786 FDFBFC00008FFFFF = 1476
17794 003000FCFFFD1100 = 825
17802 0FFFFF8000027FFF = 1037
17810 E9000027FFFF6000 = 910
17818 00030311130B150E = 88
17826 0214C00005D017D5 = 676
17834 5450575141494505 = 544
17842 05170414414575305 = 500
17850 556C1554E7D55110 = 839
17858 45FFD116007DF8B0 = 1058
17866 140AFFD45A0052AF = 940
17874 FDFAB0152BFFD4E8 = 1394
17882 000B021007081305 = 71
17890 0C14FFFFFC08021F = 635
17898 FFFF608025BFFFDD = 1431
17906 801D5A9F56A00555 = 938
17914 ABFD56A1055A8FD5 = 1170
17922 6AF055A00156AFFD = 1116
17930 5A80056BFFF5A010 = 1006
17938 16FFFFD6A01007FF = 1133
17946 FF0B090108014013 = 320
17954 081414141414C33C = 363
17962 7A7600012205EA76 = 632
17970 76C370A4C30149CD = 973
17978 F847CD2948160033 = 710
17986 382834372A0E0033 = 315
17994 1C1C1C1C00000000 = 112
18002 322A330E1FFF2100 = 476
18010 0022F748CDF948FD = 1132
18018 3621003E53320941 = 372
18026 C08440CD37403E7F = 994
18034 DBFE1FD21F473EBF = 1069
18042 DBFE1FD21F473EBF = 1273
18050 0A402B7CB520BF79 = 826
18058 A72931FE01280218 = 577
18066 D4CD294800033C17 = 630
18074 202E3900273E0026 = 267
18082 0038333416272A2A = 304
18090 17FFCD9E46C36A46 = 1157
18098 FD363C00CDCE147FD = 1121
18106 363CFFC93A2140A7 = 892
18114 2036CD294808033C = 475
18122 17343A3900342B00 = 285
18130 092E322A1B1817FF = 527
18138 CDE946CD29481706 = 855
18146 32525FFC365462A = 788
18154 0C4001FE02097EFE = 703
18162 1D382A35CDE748C9 = 869
18170 CD29480022B1717 = 417
18178 3628372A2A330028 = 326
18186 343235312A392A29 = 386
18194 1717F2AF7482322 = 731
18202 F748C35E46E1FD35 = 1210
18210 3C002A0C4001D0D0 = 402
18218 09115D49E5D50606 = 645
18226 1AB381E20042313 = 392
18234 10F6D1E1C0294808 = 1022
18242 032B17172C26322A = 260
18250 00343B2A371717FF = 500
18258 185ED1E1010600ED = 796
18266 B0CD29480A032B17 = 573
18274 2600332A3C002D2E = 262
18282 00382834372A17FF = 523
18290 CD2948002333E3A = 498
18298 3A3700332632A0E = 368
18306 001B1B1B1B1B1B00 = 162
18314 FF2A0C4001C00109 = 578
18322 D9CDE147D9FE7628 = 1347
18330 0AFE4030FCDD0247 = 1105
18338 7718ED2B2B2B2B2B = 595
18346 116749010600EDB0 = 613
18354 CD294810033D2633 = 487
18362 34392D2A37002C26 = 333
18370 322A0000FFFC0E147 = 863
18378 FE33CA704AC33946 = 1015
18386 E52B2B2B2B2B2B2B = 605
18394 010600EDB0E1C93A = 904
18402 25403C20FAED4B25 = 792
18410 40793C28F8CD4B07 = 934
18418 7EC93E171801AFD0 = 654
18426 0C400E1806202377 = 306
18434 2310FC0D20F5C917 = 818
18442 1717171717171717 = 184
18450 1717171717171717 = 115
18458 0000000000000000 = 0
18466 0000000000000000 = 284
18474 FD362200F146234F = 749
18482 237E23F5E5C0FF508 = 1120
18490 C12A0E401109487E = 537
18498 120A03C877200577 = 509
18506 132318F3F1C5E811 = 1011
18514 0948A7E052444DFE = 966
18522 2B2823F33281D0FE = 746
18530 3D2816CD8C482100 = 573
18538 002B7C852A0FED58 = 959
18546 0E402109430E8018 = 629
18554 03CD8C48D9C90616 = 866
18562 CD9948CD8C4810F8 = 1111
18570 D9C928A0E40597EC6 = 951
18578 8077231D20F5C917 = 825
18586 401F2B7CE520F8C921 = 927
18594 19368310FBC32A0C = 737
18602 401101000018CDA2 = 479
18610 481121000015CDA2 = 516
18618 4811FF0617CDA2 = 995
18626 4811DFFF0615CDA2 = 961
18634 48C8237FEFEB5C0C5 = 1213
18642 01080009C1C92A0C = 469
18650 400D602EDB1C0026 = 930
18658 36002318F73EA6CD = 793
18666 D8483E8BCDD8483E = 1044
18674 08CDD848C900003E = 764
18682 FFED46F7481806AF = 1091
18690 ED4B32400D322140 = 586
18698 C5CDA848C179E603 = 1189
18706 470E00CB3C8C19C8 = 775
18714 38CB1921244509EB = 666
18722 2A0C400123000906 = 180
18730 373A2140A71AF5CC = 852
18738 AD49F1C498491310 = 943
18746 F04248EB3A2140A7 = 936
18754 C80604CD894910FB = 892
18762 CD29481700330039 = 449
18770 2D322A0E52520000 = 226
18778 202E0E1C1C1C1C1C = 245
18786 1C00273E0E181B18 = 224
18794 1B1818FFCDD294808 = 662
18802 1833382D2A2A390E = 331
18810 FF011A0ACDF508ED = 967
18818 4BF748CD980A9C5C = 1159
18826 46234E23E5CDF508 = 905
18834 E13EB4D7C1C9D55F = 1364
18842 16033E0008133802 = 372
18850 3E3477CDDC481520 = 767
18858 F1D1C9D51100008F = 1015
18866 FE10CB13DC0C4815 = 994
18874 20F57BD112C93434 = 932
18882 3417171717343434 = 300
18890 3434341717171717 = 271
18898 1717173434341734 = 300
18906 1734173417341734 = 271
18914 3417171717173434 = 271
18922 3434341717173434 = 300
18930 1734171717343434 = 300
18938 3434171717171717 = 242
18946 3434341734171717 = 300
18954 1717343434171717 = 300
18962 1717171734171717 = 213
18970 3417341717173434 = 300
18978 3434000004000000 = 108
18986 7600818404000076 = 501
18994 0080810703047600 = 389
19002 0280830600760061 = 514
19010 8005008176556007 = 648
19018 0381807655600400 = 643
19026 5501765507800005 = 525
19034 0076550584000500 = 521
19042 7650000000060076 = 370
19050 025284050000CDF4 = 719
19058 47CD294802063D3C = 518
19066 2A312834322A0039 = 332
19074 341B1B1BFF01000C = 401
19082 CDF508064C11244A = 667
19090 1AD71310FBCDE2A4 = 1032
19098 CD2948100D3D1028 = 464
19106 11001D2524210027 = 191
19114 3EFFCD294811083D = 721
19122 322E363A2A31003B = 358
19130 2633003832343437 = 354
19138 2A33273A372CFFCD = 749
19146 2948170A3D35372A = 357
19154 3880026333E0030 = 311
19162 2A3EFFFCD2A418FB = 1139
19170 11C0490614C5CD31 = 759
19178 4BCDD124BC13A2540 = 725
19186 3C201210F0061FC5 = 600
19194 CD1245C13A25403C = 710
19202 200310F3C9E13E7F = 909
19210 DBFE1FD3A3946FC0C = 1058
19218 D5CD99482A0C4001 = 762
19226 480109545D3E0528 = 369
19234 011E00EDB82B181B = 549
19242 1B2B3D20F2D1C92A = 857
19250 0C4001A700090605 = 264
19258 C51A13FE3420023E = 644
19266 64CB877701210009 = 728
19274 C110EDC9C3 = 842

```



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# COMMODORE 64, BBC AND SPECTRUM

Figure 1. CBM-64.

```

5 REM  HEX LOADER FOR CBM 64  FIG.1
6 REM
10 FOR I=680 TO 727:READ:POKEI,A:T=T+A
20 NEXT I:IF T=6716 THEN GOTO 100
30 PRINT"ERROR IN DATA ".T:GOTO 100
40 DATA 169,1,133,186,169,1,133,184
50 DATA 133,185,169,8,133,183,169,208
60 DATA 133,187,169,2,133,188,169,56
70 DATA 133,251,169,199,133,252,169,251
80 DATA 162,231,160,206,32,216,255,96
90 DATA 68,79,87,78,76,79,65,68
100 SA=51000:LA=52855
110 INPUT"START ADDRESS":A
120 IF (A<SA) OR (A>LA) THEN GOTO 140
130 IF A/8=INT(A/8) THEN GOTO 150
140 PRINT"PRINT ADDRESS ERROR":GOTO 110
150 T=(A-32768)/255:PRINTA:INPUTD$
160 IF D$="END" THEN GOTO 900
170 IF LEN(D$)=20 THEN GOTO 190
180 PRINT"WRONG LENGTH":GOTO 150
190 FOR B=0 TO 7:B=MID$(D$,2*B+1,2)
200 GOSUB 300:IF E=1 THEN GOTO 280

```

```

210 POKE A+B,D:T=T+D:NEXT
220 B=MID$(D$,18,3):GOSUB 300
230 IF E=1 THEN GOTO 280
240 IF T=D THEN GOTO 260
250 PRINT"CHECKSUM ERROR":GOTO 150
260 A=A+B:IF A<LA THEN GOTO 150
270 GOTO 800
280 PRINT TAB(8+2*B/D)C$;"?"
290 B=B+1:NEXT GOTO 150
300 E=0:D=0:FOR N=1 TO LEN(B$)
310 C=MID$(B$,N,1):GOSUB 400
320 IF E=1 THEN D=N-4:NEXT:RETURN
330 D=D*16+X:NEXT:RETURN
400 X=ASC(C)-48:IF X<0 THEN E=1:RETURN
410 IF X<10 THEN RETURN
420 X=X-7:IF X<10 THEN E=1:RETURN
430 IF X<15 THEN E=1
440 RETURN
500 H$="0123456789ABCDEF"
510 FOR A=SA TO LA STEP 8
520 PRINT A;" ":T=(A-32768)/255
530 FOR B=0 TO 7:X=PEEK(A+B):GOSUB 600
540 T=T+X:NEXT:PRINT" ";
550 Y=INT(T/256):PRINT MID$(H$,Y+1,1);
570 X=255 AND T:GOSUB 600:PRINT
580 NEXT:GOTO 900
600 PRINT MID$(H$,INT(X/16)+1,1);
610 PRINT MID$(H$,1+(X&AND15),1):RETURN

```

THE PROGRAMS given here will enable Spectrum, BBC, and CBM-64 owners to download via Your Computer's Telsoft service. Each month for each machine we transmit at least one — and usually two — of the main programs appearing in the current issue. Also available is the full user to user communications program, Dialsoft.

So far OE LTD's Telemod 2 and the VTX 5000 modems have been tested with the BBC and Spectrum but the service also works with

```

800 SYS 680:C$=CHR$(34)
810 PRINT PRINT" TO RELOAD CODE : "
815 PRINT PRINT" LOAD"C$"DOWNLOAD";
820 PRINT"C$";1,1 (RETURN)";
825 PRINT PRINT" THEN TYPE NEW";
830 PRINT" (RETURN)";
835 PRINT PRINT"TO RUN THE PROGRAM";
840 PRINT" SYS 51000 (RETURN)";
900 PRINT PRINT PRINT"1 ENTER DATA";
910 PRINT PRINT"2 PRINT DATA";
920 PRINT PRINT"3 SAVE DATA";
930 INPUT Z:ON Z GOTO 100,500,800

```

Figure 2. CBM-64.

```

51000 ? A908D21D08D20D0=3E2
51008 ? A908D8680A98E20=2E4
51016 ? D2FFA9008D15D0A9=4D0
51024 ? FF8D8A22B8E92CE=510
51032 ? 20C8C920C7C820F8=4D5
51040 ? C8AD80CCE931F0E23=532
51048 ? C935F014C936D006=43F
51056 ? 20E6C74C58C7A914=410
51064 ? 20D2FF202FCB0D08=52E
51072 ? 203FC8A920202FF=461
51080 ? 4C93C94C48C82063=411
51088 ? C0222CDA95B85F0=4F1
51096 ? A9CE85FE2020CD0A=547
51104 ? 002095CC2020CD0A=547
51112 ? 44F00BC954D0ED20=4E1
51120 ? D2FFA901D007A944=4EF
51128 ? 20D2FFA900858A20=4B9
51136 ? 25CD9A0820A8CC9A=4B3
51144 ? D085F0A9C8D8FE08=6A0
51152 ? 002095CC2020CD0A=547
51160 ? 95CC9848A0048C63=4CC
51168 ? CE208C9688A2025=4C4
51176 ? CD2095CC9848A906=4C5
51184 ? 8083C20D8C9ADA7=5E3
51192 ? CE85F0A9C8D8FE08=6A0
51200 ? 68A2060C8A90185=38A
51208 ? B885B98C93A0CE=539
51216 ? 20D0FFA900858A20=4B9
51224 ? CEEB0001C82095CC=479
51232 ? A9F6B008FF20F1C8=597
51240 ? A908D21D08D20D0=3E2
51248 ? FFA90D202FF68A9=4E7
51256 ? 80D29C8A90D02=306
51264 ? FF602063C8A900A9=43F
51272 ? FF9933C8C8D0FA20=5FB
51280 ? D2C8B9F820D2C8B9=5ED
51288 ? F88D72CEA0008D7C=4D0
51296 ? CE8C7DCE2020CD0A=547
51304 ? 72CE29F0C980D0E4=5C6
51312 ? 20D2C8B0D0A9973CE=599
51320 ? C8A2020C0009D0F0=4B3
51328 ? A000AD76CE2980D0=492
51336 ? 0FA52B85FB18A52C=308
51344 ? 6D75CE85F8A079CE=607
51352 ? AD78CE85F8A079CE=607
51360 ? 95FC20D2C8B08A20=55E
51368 ? D9C20D2FFC820D9=607
51376 ? C0220C0C01D00A=528
51384 ? A920D202FFAD75CE=56A
51392 ? 20E2CD20D2C8B08D=407
51400 ? CD7CECF00BA9520=503
51408 ? 2DFF20C84C57C9=52C
51416 ? D0E8AD75F8C8D7DCE=65D
51424 ? C0E8AD75F8C8D7DCE=65D
51432 ? D0E8AD75F8C8D7DCE=65D
51440 ? D0E8AD75F8C8D7DCE=65D
51448 ? 20D2FF4C7C9C457=51F
51456 ? C8A0008C7CCE8C7D=447
51464 ? CE20D2C8B0F091FB=5BF
51472 ? 2020C0C8C7C7CE0A=4D3
51480 ? F020D2C8B0E0C7C=59E
51488 ? CE008A95820D2FF=4D8
51496 ? 4C57C820D2C8B0CE=4CE
51504 ? CD7DCEFA034C20C9=473
51512 ? 20ACCB2030C8AD75=409
51520 ? CE8A9A009993CEAD=506
51528 ? 84CEC902D02520BC=436
51536 ? C8A9C820F3C8A955=568
51544 ? 2016C8A95020F3CB=432
51552 ? 20C7C8AC73CE888=54F
51560 ? B993CE0D2016C8=432
51568 ? 4C58C7A9552016C8=432
51576 ? 20F1C84C63C9AC77=4EF
51584 ? CE20D2C8B0D0FA20=57D
51592 ? D2C820D2C84C7C9=53E
51600 ? 4C5CC8A528B5F8A5=4F5
51608 ? 2C85FCA000B1FB99=52A
51616 ? 2200C8B1F8523F0=4CE
51624 ? 08A52285F8A52385=447
51632 ? FC4C93C918A5F69=57D
51640 ? 02852D852F8531A5=37B
51648 ? FC6900852E853085=412
51656 ? 32602063C8A9020D=3A1
51664 ? 84CEA908D020E60=4E3
51672 ? 0E81CE8C82CEAD20=533
51680 ? A908D21D08D20D0=3E2
51688 ? C914F016C90D0F0=4E2
51696 ? C924D01920D2FF8D=544
51704 ? C3CE84CE5C9C000=64B
51712 ? D0E8C800F0D20D2=554
51720 ? FFCA4CE5C9C000=554
51728 ? D4C93A901548ADC3=444
51736 ? CE924F004684CE5=460
51744 ? C968C941908F0C947=4B8
51752 ? 80B820D2FF38E930=4D5
51760 ? C90A9002E907E00=36A
51768 ? F0A8B9D3CE84CE5=61A
51776 ? C9E000F0A8B9D0=52A
51784 ? 07ADC3CE924F095=4FF
51792 ? A920D2FFA900858A20=4B9
51800 ? C3CEA20080ECFCE8E=544
51808 ? D0CE8ED1CE8ED2CE=659
51816 ? ADC3CEC324D086A9=512
51824 ? 0F8D0CCE88D0C3CE=5D0
51832 ? C9FF01D20C8C80=582
51840 ? 3418D0C3CE6D0CCE=524
51848 ? 8D0CCEA9006D0CE=566
51856 ? 8D0CCEA9006D0CE=566
51864 ? C8AD0CCEA9006D0CE=566
51872 ? C8AD0CCEA9006D0CE=566
51880 ? C8AD0CCEA9006D0CE=566
51888 ? C8AD0CCEA9006D0CE=566
51896 ? C8AD0CCEA9006D0CE=566
51904 ? C8AD0CCEA9006D0CE=566
51912 ? 4CCE9AD0CCE8DCE=65E
51920 ? CEADCFCE8DDICEAD=6C1
51928 ? D0CE8DD2CE18ADD1=639
51936 ? CE6D0CCE8DDICEAD=68F
51944 ? D2CE6D0CCE8DDICEAD=68E
51952 ? B005CECECE8DCE=625
51960 ? 2063C8A90F8D8602=414
51968 ? A95185F8A9C8D85FE=575
51976 ? A000209D0C2025CD=343
51984 ? 209D0C209D0C2025CD=343
51992 ? CC2022C2D0A9CC20=3A6
52000 ? 95CC2022C2D0A9CC20=3A6
52008 ? 202FCB20D2FF688E=421
52016 ? 81CE8C82CE2069CC=4B0
52024 ? D00CC0C0C0C0C0C0=48F
52032 ? D00D20D2FF688E=421
52040 ? 062001C4C35C88D=314
52048 ? 00CEA8F1CEA8C82CE=597
52056 ? 60A92CE9A4C58C7=4CE
52064 ? 2022CDA92285F8A9=465
52072 ? CE85FEA0002095CC=4D0
52080 ? 93CE88D0F8AD93CE=619
52088 ? 202FCB20D2FF688E=421
52096 ? 00FA8F520D2FF688E=421
52104 ? 00FA8F520D2FF688E=421
52112 ? 209993CE4C80C8C9=50A
52120 ? 00FA8F520D2FF688E=421
52128 ? CE8C801D00D8A920=579
52136 ? 20D2FF68A92020D2=4B4
52144 ? FFA94F20D2FF68A9=4B4
52152 ? 20D2FF68A9138D00=452
52160 ? DE9A128D000E60A9=4C0
52168 ? 538D00D8A9528D00=40E
52176 ? DE60A996180D87CE=547
52184 ? 8C82CEAC62CE200A=4D0
52192 ? CC20E0CCE87CE0D0=677
52200 ? 023860D0CCE87CE0D0=677
52208 ? 08A9FA8C82CEA920=597
52216 ? 04CC88D0FAC82CE=616
52224 ? 602004CC8A920A8C=3EE
52232 ? D0F8A92069CC6020=454
52240 ? 25CD9A0220A8C8A=3EE
52248 ? 99CCAD8CECE20D2FF=573
52256 ? A900900D8CE20D2FF=573
52264 ? ABCC20D2FFA90320=3A6
52272 ? CE8D7DCEA208AD7D=4A8
52280 ? CE2A9010AD7DCE49=411
52288 ? 088D7DCEAD7DCE49=460
52296 ? 108D7DCE2E7CCE2E=3D5
52304 ? 7DCEC8D0E160A000=516
52312 ? D0F660A99320D2FF=583
52320 ? D0F660A99320D2FF=583
52328 ? 60A48A9A2290F0F=37E
52336 ? A5A448A9A2290F0F=37E
52344 ? 05A9A44C80C8A920=42B
52352 ? 20202FA90085D4A9=51C
52360 ? 90D202FF6885D468=53F
52368 ? 6020D2FFC8B1F0C9=620
52376 ? 21D0F6C8602025CD=4B9
52384 ? A90C20A8CC2095CC=46D
52392 ? 60A9058E81CEA9A9=4E6
52400 ? 20D2D2FFC8A0FAAE=603
52408 ? 81CE60C914F008C9=505
52416 ? 7FF00160A91460A9=456
52424 ? 7F6820E4FFC9C190=5C4
52432 ? 07C9D8B00338E960=4AF
52440 ? 60C941900EC95890=494
52448 ? 08C961900EC978B0=49C
52456 ? 024920E488A4808=2D5
52464 ? 20E1FFD0034C59C=533
52472 ? 20E8A8A8600D00DE=485
52480 ? 49016A9003A90060=250
52488 ? AD01DE6048600D00DE=3C7
52496 ? 49026A6A6800D00DE=307
52504 ? CD0F8B0D01DE20BC=223
52512 ? CC602025CD2028CD=373
52520 ? A90D202FF68A920=3A0
52528 ? F6A6A6A6A6A6A6A6=3C0
52536 ? 3F300318690720D2=21F
52544 ? FF68298F0930C93A=31B
52552 ? 300318690720D2FF=2F4
52560 ? 60444F574E4C4F41=2C4
52568 ? 44204D454E4552131=243
52576 ? 202025245434549=228
52584 ? 5E45213520202045=1FE
52592 ? 58495420544F2042=28A
52600 ? 4153494321362020=22F
52608 ? 205341564520459=26A
52616 ? 544553212020553=285
52624 ? 452012205344F50=265
52632 ? 20922205344F205=2C4
52640 ? 545552420544F20=20C
52648 ? 4E45520292145=28C
52656 ? 44444524553320=2E6
52664 ? 414444524553320=2E6
52672 ? 495320494E204845=2C8
52680 ? 582C119D9D9D9D9D=476
52688 ? 9D9D9D9D9D9D9D9D=506
52696 ? 495820574954546=481
52704 ? 242153544152540=2E3
52712 ? 414444524553320=31E
52720 ? 464F522041524541=220
52728 ? 202146494E414C20=1D3
52736 ? 414444524553320=236
52744 ? 464F522041524541=238
52752 ? 202150524F475241=22C
52760 ? 4D205449544C4520=237
52768 ? 284D415820313620=1E5
52776 ? 4348415227532920=219
52784 ? 2124E4F54205641=21B
52792 ? 404944922C205452=2A5
52800 ? 592041474149420=249
52808 ? 3A20214449534320=216
52816 ? 4F52205441504520=26B
52824 ? 2820442F54202920=1E0
52832 ? 3F2100000000000=000

```



# TELSOFT



## A reminder of how to use the Telsoft service.

a number of other makes. For the CBM-64 it will initially only be available with the OEL Comms pack together with the Telemond 2 or similar modem; later we hope to adapt the service to work with Commodore's modem.

To enter the download program first type in the hexloader for your machine — figure 1 — and then enter the machine code — figure 2. Once the program has been saved you can run it by entering CALL &6000 on the BBC, SYS 51000 on the CBM 64, RANDOMIZE SYS

60000 on the Spectrum.

To find out what is available and how to receive software dial up Colchester (0206) 8068. This audio recorded information line will also advise you which telephone numbers to ring for the 300 and 1200 bit/s services.

When a program you want to download is on line, make sure your modem is set up and dial the number appropriate to its speed. As soon as you hear the modem tones switch the modem to line and replace the receiver. Select

Option 1 from the menu — Receive. After a block of data is received you will see "OK" printed if there are no errors, otherwise the program will wait for the blocks to come round again. When the "Program loaded OK" message appears return to the Telsoft menu and select Option 5. You can now save and run the program.

Note that CBM-64 owners will need to use Option 6 if machine code is to be saved.

Figure 1. BBC.

```
10 REM BBC HEX CODE LOADER
15 HIMEH=6000
20 CLS:PRINT
30 INPUT "START ADDRESS (Hex) " :A$
40 A=VAL("&"+A$)
50 IF A=6000 THEN 200
60 IF A<2000 OR A>6000 THEN 200
```

Figure 2. BBC.

```
6000 :A9C0A0EA20120F4,4C6
6001 :FF20616C20480D9,38A
6002 :31F00BC934F0C9C9,4C8
6003 :35F006420C3FA9E8,280
6004 :6AA902FF204FFA9,4F2
6005 :A008A2FF204FFA9,4F2
6006 :103A2002FF204FFA9,4F2
6007 :A28220FF204FFA9,4F2
6008 :FEA2002FF204FFA9,4F2
6009 :10C2002FF204FFA9,4F2
6010 :15A20120FF204FFA9,4F2
6011 :1A7F00B99056F0DFA,394
6012 :A915A20120FF204FFA9,4F2
6013 :0C6C90F8200C6C6,34B
6014 :1F8A0008477847884,416
6015 :798478478847884,416
6016 :05D6A5200C6C6D99,468
6017 :05D6A5200C6C6D99,468
6018 :1710B8200C6C6D99,468
6019 :D0F8A0005742908,422
6020 :D0F8A0005742908,422
6021 :1065730F720C6C6,289
6022 :D008200C6C6D99,468
6023 :1065730F720C6C6,289
6024 :1065730F720C6C6,289
6025 :1065730F720C6C6,289
6026 :1065730F720C6C6,289
6027 :1065730F720C6C6,289
6028 :1065730F720C6C6,289
6029 :1065730F720C6C6,289
6030 :1065730F720C6C6,289
6031 :1065730F720C6C6,289
6032 :1065730F720C6C6,289
6033 :1065730F720C6C6,289
6034 :1065730F720C6C6,289
6035 :1065730F720C6C6,289
6036 :1065730F720C6C6,289
6037 :1065730F720C6C6,289
6038 :1065730F720C6C6,289
6039 :1065730F720C6C6,289
6040 :1065730F720C6C6,289
6041 :1065730F720C6C6,289
6042 :1065730F720C6C6,289
6043 :1065730F720C6C6,289
6044 :1065730F720C6C6,289
6045 :1065730F720C6C6,289
6046 :1065730F720C6C6,289
6047 :1065730F720C6C6,289
6048 :1065730F720C6C6,289
6049 :1065730F720C6C6,289
6050 :1065730F720C6C6,289
6051 :1065730F720C6C6,289
6052 :1065730F720C6C6,289
6053 :1065730F720C6C6,289
6054 :1065730F720C6C6,289
6055 :1065730F720C6C6,289
6056 :1065730F720C6C6,289
6057 :1065730F720C6C6,289
6058 :1065730F720C6C6,289
6059 :1065730F720C6C6,289
6060 :1065730F720C6C6,289
6061 :1065730F720C6C6,289
6062 :1065730F720C6C6,289
6063 :1065730F720C6C6,289
6064 :1065730F720C6C6,289
6065 :1065730F720C6C6,289
6066 :1065730F720C6C6,289
6067 :1065730F720C6C6,289
6068 :1065730F720C6C6,289
6069 :1065730F720C6C6,289
6070 :1065730F720C6C6,289
6071 :1065730F720C6C6,289
6072 :1065730F720C6C6,289
6073 :1065730F720C6C6,289
6074 :1065730F720C6C6,289
6075 :1065730F720C6C6,289
6076 :1065730F720C6C6,289
6077 :1065730F720C6C6,289
6078 :1065730F720C6C6,289
6079 :1065730F720C6C6,289
6080 :1065730F720C6C6,289
6081 :1065730F720C6C6,289
6082 :1065730F720C6C6,289
6083 :1065730F720C6C6,289
6084 :1065730F720C6C6,289
6085 :1065730F720C6C6,289
6086 :1065730F720C6C6,289
6087 :1065730F720C6C6,289
6088 :1065730F720C6C6,289
6089 :1065730F720C6C6,289
6090 :1065730F720C6C6,289
6091 :1065730F720C6C6,289
6092 :1065730F720C6C6,289
6093 :1065730F720C6C6,289
6094 :1065730F720C6C6,289
6095 :1065730F720C6C6,289
6096 :1065730F720C6C6,289
6097 :1065730F720C6C6,289
6098 :1065730F720C6C6,289
6099 :1065730F720C6C6,289
6100 :1065730F720C6C6,289
6101 :1065730F720C6C6,289
6102 :1065730F720C6C6,289
6103 :1065730F720C6C6,289
6104 :1065730F720C6C6,289
6105 :1065730F720C6C6,289
6106 :1065730F720C6C6,289
6107 :1065730F720C6C6,289
6108 :1065730F720C6C6,289
6109 :1065730F720C6C6,289
6110 :1065730F720C6C6,289
6111 :1065730F720C6C6,289
6112 :1065730F720C6C6,289
6113 :1065730F720C6C6,289
6114 :1065730F720C6C6,289
6115 :1065730F720C6C6,289
6116 :1065730F720C6C6,289
6117 :1065730F720C6C6,289
6118 :1065730F720C6C6,289
6119 :1065730F720C6C6,289
6120 :1065730F720C6C6,289
6121 :1065730F720C6C6,289
6122 :1065730F720C6C6,289
6123 :1065730F720C6C6,289
6124 :1065730F720C6C6,289
6125 :1065730F720C6C6,289
6126 :1065730F720C6C6,289
6127 :1065730F720C6C6,289
6128 :1065730F720C6C6,289
6129 :1065730F720C6C6,289
6130 :1065730F720C6C6,289
6131 :1065730F720C6C6,289
6132 :1065730F720C6C6,289
6133 :1065730F720C6C6,289
6134 :1065730F720C6C6,289
6135 :1065730F720C6C6,289
6136 :1065730F720C6C6,289
6137 :1065730F720C6C6,289
6138 :1065730F720C6C6,289
6139 :1065730F720C6C6,289
6140 :1065730F720C6C6,289
6141 :1065730F720C6C6,289
6142 :1065730F720C6C6,289
6143 :1065730F720C6C6,289
6144 :1065730F720C6C6,289
6145 :1065730F720C6C6,289
6146 :1065730F720C6C6,289
6147 :1065730F720C6C6,289
6148 :1065730F720C6C6,289
6149 :1065730F720C6C6,289
6150 :1065730F720C6C6,289
6151 :1065730F720C6C6,289
6152 :1065730F720C6C6,289
6153 :1065730F720C6C6,289
6154 :1065730F720C6C6,289
6155 :1065730F720C6C6,289
6156 :1065730F720C6C6,289
6157 :1065730F720C6C6,289
6158 :1065730F720C6C6,289
6159 :1065730F720C6C6,289
6160 :1065730F720C6C6,289
6161 :1065730F720C6C6,289
6162 :1065730F720C6C6,289
6163 :1065730F720C6C6,289
6164 :1065730F720C6C6,289
6165 :1065730F720C6C6,289
6166 :1065730F720C6C6,289
6167 :1065730F720C6C6,289
6168 :1065730F720C6C6,289
6169 :1065730F720C6C6,289
6170 :1065730F720C6C6,289
6171 :1065730F720C6C6,289
6172 :1065730F720C6C6,289
6173 :1065730F720C6C6,289
6174 :1065730F720C6C6,289
6175 :1065730F720C6C6,289
6176 :1065730F720C6C6,289
6177 :1065730F720C6C6,289
6178 :1065730F720C6C6,289
6179 :1065730F720C6C6,289
6180 :1065730F720C6C6,289
6181 :1065730F720C6C6,289
6182 :1065730F720C6C6,289
6183 :1065730F720C6C6,289
6184 :1065730F720C6C6,289
6185 :1065730F720C6C6,289
6186 :1065730F720C6C6,289
6187 :1065730F720C6C6,289
6188 :1065730F720C6C6,289
6189 :1065730F720C6C6,289
6190 :1065730F720C6C6,289
6191 :1065730F720C6C6,289
6192 :1065730F720C6C6,289
6193 :1065730F720C6C6,289
6194 :1065730F720C6C6,289
6195 :1065730F720C6C6,289
6196 :1065730F720C6C6,289
6197 :1065730F720C6C6,289
6198 :1065730F720C6C6,289
6199 :1065730F720C6C6,289
6200 :1065730F720C6C6,289
```

Figure 1. Spectrum.

```
5 REM SPECTRUM 40k
10 REM Hex Code Loader
15 CLEAR 50000
20 POKE 23650,0:CLS:PRINT
30 INPUT "Start Address " :A$
40 IF A=6000 THEN 200
50 IF A<6000 THEN 200
60 IF A>6000 THEN 200
70 PRINT A
```

Figure 2. Spectrum.

```
60000 :CD15EDC307CECCD1,4C7
60001 :EDC307CECCD1,4C7
60002 :EDC307CECCD1,4C7
60003 :EDC307CECCD1,4C7
60004 :EDC307CECCD1,4C7
60005 :EDC307CECCD1,4C7
60006 :EDC307CECCD1,4C7
60007 :EDC307CECCD1,4C7
60008 :EDC307CECCD1,4C7
60009 :EDC307CECCD1,4C7
60010 :EDC307CECCD1,4C7
60011 :EDC307CECCD1,4C7
60012 :EDC307CECCD1,4C7
60013 :EDC307CECCD1,4C7
60014 :EDC307CECCD1,4C7
60015 :EDC307CECCD1,4C7
60016 :EDC307CECCD1,4C7
60017 :EDC307CECCD1,4C7
60018 :EDC307CECCD1,4C7
60019 :EDC307CECCD1,4C7
60020 :EDC307CECCD1,4C7
60021 :EDC307CECCD1,4C7
60022 :EDC307CECCD1,4C7
60023 :EDC307CECCD1,4C7
60024 :EDC307CECCD1,4C7
60025 :EDC307CECCD1,4C7
60026 :EDC307CECCD1,4C7
60027 :EDC307CECCD1,4C7
60028 :EDC307CECCD1,4C7
60029 :EDC307CECCD1,4C7
60030 :EDC307CECCD1,4C7
60031 :EDC307CECCD1,4C7
60032 :EDC307CECCD1,4C7
60033 :EDC307CECCD1,4C7
60034 :EDC307CECCD1,4C7
60035 :EDC307CECCD1,4C7
60036 :EDC307CECCD1,4C7
60037 :EDC307CECCD1,4C7
60038 :EDC307CECCD1,4C7
60039 :EDC307CECCD1,4C7
60040 :EDC307CECCD1,4C7
60041 :EDC307CECCD1,4C7
60042 :EDC307CECCD1,4C7
60043 :EDC307CECCD1,4C7
60044 :EDC307CECCD1,4C7
60045 :EDC307CECCD1,4C7
60046 :EDC307CECCD1,4C7
60047 :EDC307CECCD1,4C7
60048 :EDC307CECCD1,4C7
60049 :EDC307CECCD1,4C7
60050 :EDC307CECCD1,4C7
60051 :EDC307CECCD1,4C7
60052 :EDC307CECCD1,4C7
60053 :EDC307CECCD1,4C7
60054 :EDC307CECCD1,4C7
60055 :EDC307CECCD1,4C7
60056 :EDC307CECCD1,4C7
60057 :EDC307CECCD1,4C7
60058 :EDC307CECCD1,4C7
60059 :EDC307CECCD1,4C7
60060 :EDC307CECCD1,4C7
60061 :EDC307CECCD1,4C7
60062 :EDC307CECCD1,4C7
60063 :EDC307CECCD1,4C7
60064 :EDC307CECCD1,4C7
60065 :EDC307CECCD1,4C7
60066 :EDC307CECCD1,4C7
60067 :EDC307CECCD1,4C7
60068 :EDC307CECCD1,4C7
60069 :EDC307CECCD1,4C7
60070 :EDC307CECCD1,4C7
60071 :EDC307CECCD1,4C7
60072 :EDC307CECCD1,4C7
60073 :EDC307CECCD1,4C7
60074 :EDC307CECCD1,4C7
60075 :EDC307CECCD1,4C7
60076 :EDC307CECCD1,4C7
60077 :EDC307CECCD1,4C7
60078 :EDC307CECCD1,4C7
60079 :EDC307CECCD1,4C7
60080 :EDC307CECCD1,4C7
60081 :EDC307CECCD1,4C7
60082 :EDC307CECCD1,4C7
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60085 :EDC307CECCD1,4C7
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60090 :EDC307CECCD1,4C7
60091 :EDC307CECCD1,4C7
60092 :EDC307CECCD1,4C7
60093 :EDC307CECCD1,4C7
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60095 :EDC307CECCD1,4C7
60096 :EDC307CECCD1,4C7
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60099 :EDC307CECCD1,4C7
60100 :EDC307CECCD1,4C7
60101 :EDC307CECCD1,4C7
60102 :EDC307CECCD1,4C7
60103 :EDC307CECCD1,4C7
60104 :EDC307CECCD1,4C7
60105 :EDC307CECCD1,4C7
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60107 :EDC307CECCD1,4C7
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60110 :EDC307CECCD1,4C7
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60192 :EDC307CECCD1,4C7
60193 :EDC307CECCD1,4C7
60194 :EDC307CECCD1,4C7
60195 :EDC307CECCD1,4C7
60196 :EDC307CECCD1,4C7
60197 :EDC307CECCD1,4C7
60198 :EDC307CECCD1,4C7
60199 :EDC307CECCD1,4C7
60200 :EDC307CECCD1,4C7
```

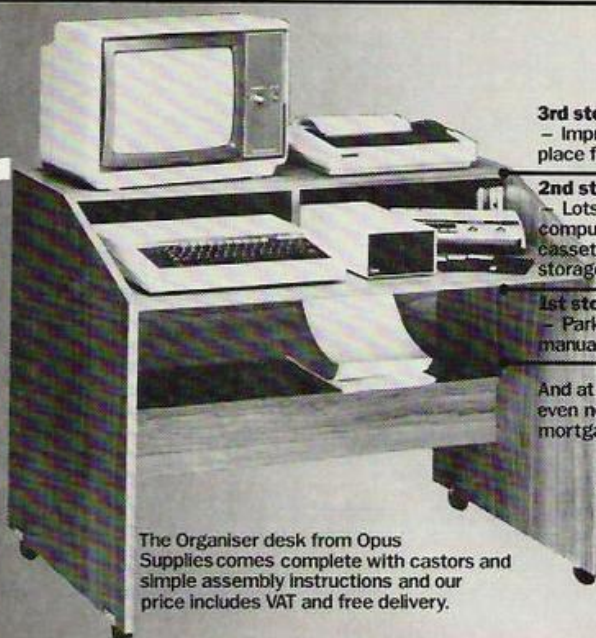
```
160 B= EVAL("&"+MID$(B$,2*N+1,2))
170 A=BI-A+1:IF A=0 THEN 180
180 NEXT
190 FOR M=1 TO LEN(C$)
200 X$=MID$(C$,M,1):GOSUB 300
210 IF E=1 THEN A=A+1:GOTO 260
220 NEXT
230 IF E= EVAL("&"+C$) THEN 50
240 PRINT "CHECKSUM ERROR!"
```

```
6000 :A9C0A0EA20120F4,4C6
6001 :FF20616C20480D9,38A
6002 :31F00BC934F0C9C9,4C8
6003 :35F006420C3FA9E8,280
6004 :6AA902FF204FFA9,4F2
6005 :A008A2FF204FFA9,4F2
6006 :103A2002FF204FFA9,4F2
6007 :A28220FF204FFA9,4F2
6008 :FEA2002FF204FFA9,4F2
6009 :10C2002FF204FFA9,4F2
6010 :15A20120FF204FFA9,4F2
6011 :1A7F00B99056F0DFA,394
6012 :A915A20120FF204FFA9,4F2
6013 :0C6C90F8200C6C6,34B
6014 :1F8A0008477847884,416
6015 :798478478847884,416
6016 :05D6A5200C6C6D99,468
6017 :05D6A5200C6C6D99,468
6018 :1710B8200C6C6D99,468
6019 :D0F8A0005742908,422
6020 :D0F8A0005742908,422
6021 :1065730F720C6C6,289
6022 :D008200C6C6D99,468
6023 :1065730F720C6C6,289
6024 :1065730F720C6C6,289
6025 :1065730F720C6C6,289
6026 :1065730F720C6C6,289
6027 :1065730F720C6C6,289
6028 :1065730F720C6C6,289
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6032 :1065730F720C6C6,289
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6050 :1065730F720C6C6,289
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6068 :1065730F720C6C6,289
6069 :1065730F720C6C6,289
6070 :1065730F720C6C6,289
6071 :1065730F720C6C6,289
6072 :1065730F720C6C6,289
6073 :1065730F720C6C6,289
6074 :1065730F720C6C6,289
6075 :1065730F720C6C6,289
6076 :106573
```



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# SPACE JUNK

At last, 80,000 characters after blast off, the good ship Space Junk reaches its final destination. Nalin Sharma explains.

HERE IS a reminder of the loading and game instructions for Space Junk.

Insert cassette, press Shift and Run/Stop and start your cassette recorder. Loading time is about two minutes. Put your joystick into Port 2.

Can you retrieve all 32 satellites by mastering control of your ship, which can move up, down, left and right and can also fire bullets?

However, beware of the four yellow junkies which patrol the skies. Unless you can work out how to destroy them you're in trouble! To help you there's a radar at the top of the screen which will pinpoint the junkies and any miscellaneous junk which appears from

time to time and can be retrieved for bonus points.

After every two sheets you'll get an extra life and an attempt at the challenge stage. Here you have 99 units of time to turn the four junkies into stormer — if you succeed you'll get 8000 points! Below your score is shown the number of satellites left to collect, together with the number of lives left.

Pressing F7 will freeze the game and pressing the Space-Bar will restart it. Tape copies of the program are available for £3.25 from Nalin Sharma, 35 Kitchener Road, Walthamstow, London E17 4LJ.



7328	++00101020202020	19+	74+0	04040404040404	020	7690	46449444944494	247	7850	1010040202000402	036	7a10	1d1d191919191d1d	0d8
7330	0000040404040404	020	74+0	0404040404040404	020	7690	4d49444944494249	246	7850	02081010040202008	03a	7a18	1d1d191919191d1d	0d8
7338	0404040404040404	020	74+0	0404040404040404	020	7698	4249424942494249	22c	7860	0402020810100402	036	7a20	1d1d191919191d1d	0d8
7340	0404040404040404	020	74+8	0404040404040404	020	76b0	4249424942494249	22c	7868	0200040202081010	03a	7a28	1d1d191919191d1d	0d8
7348	0404040404040404	020	7500	0404040404040410	02c	76b8	4249424942494249	22c	7870	0402020206000004	024	7a30	1d1d191919191d1d	0d8
7350	0202020202020204	012	7508	1010101010101010	080	76c0	4249424942494649	230	7878	0202020600000402	022	7a38	1919181918191819	0c7
7358	100810040081004	054	7510	1010104080adff00	29c	76c8	0046490046490046	164	7880	0202060800040202	022	7a40	1819181918191819	0c4
7360	0408100402020810	03c	7518	++00++00bd000000	2bb	76d0	4900464900464900	167	7888	0206080004020202	022	7a48	1819191919191919	0d4
7368	0402020810020202	026	7520	0000000000000400	048	76d8	4649004649004649	1ad	7890	0608000402020206	026	7a50	1d1e191919191919	0cf
7370	0208100202020208	02a	7528	4900400049004000	122	76e0	0046490046490046	164	7898	0808040404040404	028	7a58	6101010101010101	068
7378	1002020202081008	038	7530	4900480049004849	16b	76e8	4900464900000000	120	78a0	0404040404040404	020	7a60	0101010108080808	024
7380	0404040410040202	030	7538	4900484949004849	164	76f0	4648490000004648	165	78a8	0404040404040404	020	7a68	0808080808080808	040
7388	0202040202040202	014	7540	4900004949000046	126	76f8	4900000000000000	049	78b0	0404040404040404	020	7a70	0808080808080808	040
7390	0404040414100404	03c	7548	0048000046484800	11e	7700	0061++00++f2c++00	38a	78b8	0404040408040408	028	7a78	0404040404040404	020
7398	0202020204020204	014	7550	4649464946494946	23c	7708	++00++f3c++f2cbf00	424	78c0	0404080404080404	028	7a80	0404040404040404	020
73a0	0404020202060404	01c	7558	4946494649464949	23f	7710	2400101010101010	08f	78c8	0804040804040804	02c	7a88	0404040408080808	030
73a8	0202020204041804	02c	7560	4649464946494649	23c	7718	1010040404040404	030	78d0	0405040408040408	02c	7a90	0808080808081010	050
73b0	0410080404040404	030	7568	4946494649464946	23c	7720	0404040404040404	020	78d8	0404080404080202	024	7a98	1010101010101010	080
73b8	0404040404040404	020	7570	4949464946494649	23f	7728	0404040202080402	01e	78e0	0c10101002020c10	05c	7aa0	0101010101000404	068
73c0	0404040404040404	020	7578	4649494649464946	23c	7730	0208040202080802	024	78e8	101002020c101010	060	7aa8	0404040404040404	020
73c8	0404040404040404	020	7580	4946494946494649	23f	7738	02040404040401010	036	78f0	1010101000++00++	2be	7ab0	0404100404040404	02c
73d0	0404040404040404	020	7588	4649464949464946	23c	7740	0402020804040404	020	78f8	00++00++00++00d3	3d0	7ab8	0404040404040410	02c
73d8	0404040404040404	020	7590	4946494649494649	23f	7748	0402020404040404	01c	7900	++20++00++f2c1919	37b	7ac0	0404040404040404	020
73e0	0404040404040404	020	7598	4649494649464946	23c	7750	0404020204040404	01c	7908	191919191d191919	0d0	7ac8	0404040410040404	02c
73e8	0494040404040404	020	75a0	4649464949464946	23c	7758	0404040202040404	01c	7910	1d1d19191d19191d	0dc	7ad0	0404040404040404	020
73f0	0404040404040404	020	75a8	4946464946494946	23c	7760	0404040402020404	01c	7918	191d191d191d191d	0d8	7ad8	0410040404040404	02c
73f8	0404040404040404	020	75b0	4946494646494649	23c	7768	0404040408020204	01c	7920	191d191d191d191d	0d8	7ae0	0404040404041004	02c
7400	0404040402020202	018	75b8	4946494649464649	23c	7770	0404040404040202	01c	7928	191d191d191d1919	0d4	7ae8	0404040404040404	020
7408	0202020202020202	012	75c0	4649494649464946	23c	7778	0404040404040402	01e	7930	19191d191d191d191d	0c3	7af0	0404041004040404	02c
7410	0208080808080402	01a	75c8	4649464949464946	23c	7780	0204040404040404	01e	7938	0000000019000000	019	7af8	0404040404040404	020
7418	0202020202020402	012	75d0	494646494649464d	24e	7788	0202040404020204	018	7940	1919000019191919	096	7b00	0404040404040404	020
7420	0202020208080804	02a	75d8	4944494449444949	254	7790	0404040202040202	01a	7948	1d1d19191d191919	0d8	7b08	0404040404040404	020
7428	0202020202020202	010	75e0	4d494d4d494d494d	25c	7798	0204040404040204	01a	7950	1d1d19191d191d19	0d5	7b10	0404040404040404	020
7430	0402020202080404	01c	75e8	494449494649494d	258	77a0	0402020404040402	01a	7958	191d1d19191d1919	0d8	7b18	0404040404040404	020
7438	0804040402020202	01c	75f0	494d494d494d4949	254	77a8	0204040202040404	01a	7960	19161d1d19191d1d	0d5	7b20	0404040410101010	050
7440	0202020204020202	012	75f8	4d494d4d494d494d	25c	77b0	0402020404020204	018	7968	19191d1d1919161d	0d1	7b28	1010101010100202	064
7448	0208080808040202	02a	7600	494d49494d494d4d	258	77b8	0404040202040402	01a	7970	1d19191d1919191d	0d8	7b30	0e0e101010101010	07c
7450	0202020202020402	012	7608	494d494d494d4949	254	77c0	0204040404020204	01a	7978	1d1919161d191919	0d1	7b38	1010101002020e0e	060
7458	0202020808080604	02a	7610	4d494d4d494d494d	25c	77c8	0404020204020202	016	7980	1d1d19191d191919	0d8	7b40	0404040404040404	020
7460	0202020202020202	010	7618	494d494942424642	239	77d0	0204020204040202	016	7988	161d1d19191d1919	0d5	7b48	0404040404040404	020
7468	0402020202080404	01c	7620	424b424246424246	22b	77d8	0402020204020202	014	7990	191d1d1919161924	0d8	7b50	0404040404040404	020
7470	0604040404080202	024	7628	4242464242464242	222	77e0	0404020204020202	016	7998	1924192419241924	044	7b58	0404040404040404	020
7478	0202020208080202	016	7630	4642424642424642	22b	77e8	0402020204040202	016	79a0	1924192419241924	044	7b60	0404040404040404	020
7480	0202020802020202	012	7638	4246424246424246	22b	77f0	0402020202040202	014	79a8	1924192419241924	044	7b68	0404040404040404	020
7488	0202080404040802	026	7640	4244494942444949	230	77f8	0404020204020202	016	79b0	1924192419241924	044	7b70	0404040404040404	020
7490	0202020202080202	016	7648	0000424449494244	19e	7800	0204020204040202	016	79b8	1924192419241924	044	7b78	0404040404040404	020
7498	0202020208020202	016	7650	4949000042444949	1aa	7808	0402020202040202	014	79c0	1924192419240000	0b7	7b80	0404040404040404	020
74a0	0202020804040408	022	7658	4244494900004244	19e	7810	0c02020c02020c02	02e	79c8	1616000016160000	058	7b88	0404040404040404	020
74a8	0202020202080202	016	7660	4949424449490000	1aa	7818	0c02020c02020c02	02e	79d0	1d16161600001616	08b	7b90	0808080808080808	040
74b0	0202020208080202	016	7668	4244494942444949	230	7820	020c02020c02020c	02e	79d8	0000161600001d16	05f	7b98	0808080808080808	040
74b8	0202020208040404	01c	7670	0000424449494244	19e	7828	02020c02020c0202	024	79e0	1616191919191d1d	08a	7ba0	0808080808080808	040
74c0	0802020202020208	01c	7678	49490000464d494d	1bb	7830	0c02020c04020208	02c	79e8	1d1d191919191d1d	0c8	7ba8	1010101010101010	080
74c8	0202020202020802	016	7680	494649464d494d49	24a	7838	0402020810100402	036	79f0	1d1d191919191d1d	0d8	7bb0	01010101040000101	102
74d0	0202020202080404	01a	7688	4649464d494d4946	247	7840	0208040202081010	03a	79f8	1d1d191919191d1d	0d8	7bb8	0101010101010101	008
74d8	0404040404040404	020	7690	49464d494d494649	24a	7848	0402020804020208	020	7a00	1d1d191919191d1d	0d8	7bb0	0101010101010101	008
									7a08	1d1d191919191d1d	0d8			



# Program 1.

```

10 REM *****
20 REM ***** BACK UP UTILITY *****
30 REM ***** K.R.LASLETT 1985 *****
40 REM *****
50 ON BREAK GOSUB 500
60 INK 0,0:INK 1,26:INK 2,6:INK 3,24
70 BORDER 0:PAPER 0:PEN 1:ORIGIN 0,0:CLS
80 LOCATE 1,25:PRINT"LOADING PLEASE WAIT!"
90 REM *****TAPE*****
100 PLOT 120,90:DRAW 120,100,1:DRAW 170,100:DRAW 170,9
0:DRAW 250,90:DRAW 250,80:DRAW 230,80:DRAW 230,77:DRAW
250,77:DRAW 250,70:DRAW 230,70:DRAW 230,67:DRAW 250,6
7:DRAW 250,60:DRAW 200,60:DRAW 200,50:DRAW 190,50:DRAW
190,60:DRAW 180,60:DRAW 180,70
110 DRAW 170,70:DRAW 170,60:DRAW 160,60:DRAW 160,90:DR
AW 150,90:DRAW 150,60:DRAW 140,60:DRAW 140,90:PLOT 160
,90:DRAW 170,90:PLOT 170,80:DRAW 160,80:DRAW 180,77:DR
AW 170,77:DRAW 170,80:PLOT 200,80:DRAW 210,80:DRAW 210
,77:DRAW 200,77:DRAW 200,80
120 PLOT 190,90:DRAW 190,60:PLOT 220,90:DRAW 220,60:PL
OT 140,90:DRAW 120,90
130 REM *****TO*****
140 PLOT 280,90:DRAW 340,90:DRAW 340,60:DRAW 310,60:DR
AW 310,90:PLOT 310,80:DRAW 300,80:DRAW 300,60:DRAW 290
,60:DRAW 290,80:DRAW 280,80:DRAW 280,90:PLOT 320,80:DR
AW 330,80:DRAW 330,77:DRAW 320,77:DRAW 320,80
150 REM *****TAPE2*****
160 PLOT 360,100:DRAW 410,100:DRAW 410,90:DRAW 490,90:
DRAW 490,80:DRAW 470,80:DRAW 470,77:DRAW 490,77:DRAW 4
90,70:DRAW 470,70:DRAW 470,67:DRAW 490,67:DRAW 490,60:
DRAW 440,60:DRAW 440,50:DRAW 430,50:DRAW 430,60:DRAW 4
20,60:DRAW 420,70:DRAW 410,70
170 DRAW 410,60:DRAW 400,60:DRAW 400,90:DRAW 390,90:DR

```

```

AW 390,60:DRAW 380,60:DRAW 380,90:DRAW 360,90:DRAW 360
,100:PLOT 400,90:DRAW 410,90:PLOT 410,80:DRAW 420,80:D
RAW 420,77:DRAW 410,77:DRAW 410,80:PLOT 430,90:DRAW 43
0,60:PLOT 460,90:DRAW 460,60
180 PLOT 440,80:DRAW 450,80:DRAW 450,77:DRAW 440,77:DR
AW 440,80
190 REM *****CASSETTE*****
200 PLOT 90,320:DRAW 100,330:DRAW 290,330:DRAW 300,330
:DRAW 300,210:DRAW 290,200:DRAW 100,200:DRAW 90,210:DR
AW 90,320:PLOT 120,200:DRAW 130,230:DRAW 260,230:DRAW
270,200:
210 PLOT 150,220:DRAW 158,220:DRAW 158,213:DRAW 150,21
3:DRAW 150,220:PLOT 240,220:DRAW 240,213:DRAW 232,213:
DRAW 232,220:DRAW 240,220:PLOT 170,287:DRAW 220,287:DR
AW 220,275:DRAW 170,275:DRAW 170,287
220 PLOT 330,320:DRAW 340,330:DRAW 530,330:DRAW 540,32
0:DRAW 540,210:DRAW 530,200:DRAW 340,200:DRAW 330,210:
DRAW 330,320:PLOT 360,200:DRAW 370,230:DRAW 500,230:DR
AW 510,200:PLOT 390,220:DRAW 398,220:DRAW 398,213:DRAW
390,213:DRAW 390,220
230 PLOT 480,220:DRAW 480,213:DRAW 472,213:DRAW 472,22
0:DRAW 480,220:PLOT 410,287:DRAW 460,287:DRAW 460,275:
DRAW 410,275:DRAW 410,287
240 PLOT 100,310:DRAW 110,320,2:DRAW 280,320:DRAW 290,
310:DRAW 290,240:DRAW 100,240:DRAW 100,310:PLOT 340,31
0:DRAW 350,320:DRAW 520,320:DRAW 530,310:DRAW 530,240:
DRAW 340,240:DRAW 340,310
250 PLOT 140,290:DRAW 250,290:PLOT 250,260:DRAW 140,26
0:PLOT 380,290:DRAW 490,290:PLOT 490,260:DRAW 380,260
260 REM *****LOGO*****
270 PLOT 70,340,3:DRAW 60,350:DRAW 60,380:DRAW 70,390:
DRAW 100,390:DRAW 110,380:DRAW 110,350:DRAW 100,340:DR
AW 70,340:PLOT 100,350:DRAW 80,350:DRAW 70,360:DRAW 70
,370:DRAW 80,380:DRAW 100,380:DRAW 100,370

```

# AMSTRAD TAPE BACK

How MANY times have you sat there waiting for what seems to be forever for a program to Load? Well type in this program and make back up copies of your slow loading software that will then Load at twice the normal speed. Alternatively, just make security copies at the reliable normal speed.

A problem that I have encountered with the Amstrad is the way in which the speed of cassette mechanisms vary from machine to machine. Some software will only successfully load one in three attempts which is another reason for making one or maybe two back up copies of that brand new game.

Software recorded on your machine will always be pin sharp and reliable to load successfully even at the fast rate. I generally make two copies of my valuable software, one on a C15 at the fast rate and the other on a C90 at normal speed, just in case.

To use the program type in program 1, check it and save it to tape with

SAVE "AMSTRAD BACK UP"

Now type in program 2, check it and again save it to tape with

SAVE "AMSTRAD BACK UP"

Lastly, type in program 3. Before running save the Basic to another cassette with

SAVE "Data"

Check it carefully then Run it. Insert your first tape with the first two programs on and Save the resulting code.

Reset computer with Ctrl/Shift/Escape. Rewind tape press Ctrl/small Enter and the program will auto run.

The program is user-friendly in that not many instructions are necessary. If all goes well in the loading the computer will beep at you, and ask Save Speed, just press 1 for Fast or 0 for

Normal. You will now be presented with Press Play then any key: which is the standard message you see when you load any program. So why not rewind this tape and make a back up copy of this program just to test it? It copies a program section by section. This program is

made up of three sections.

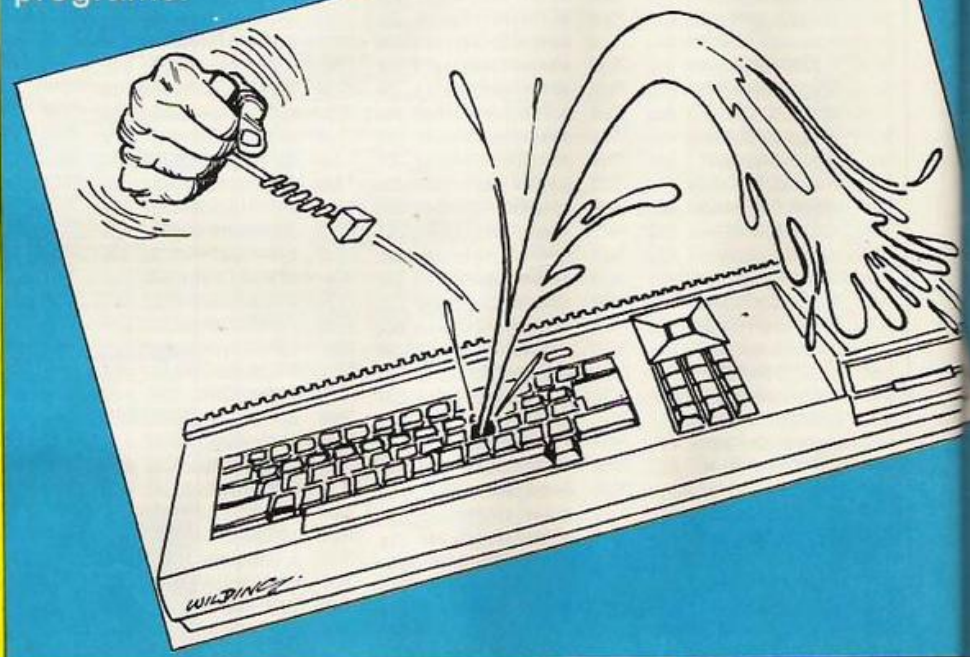
1st section 3 blocks

2nd section 1 block

3rd section 1 blocks

If all is going well, the bottom of the screen should read Loading Amstrad Back Up Block

KR Laslett with a quick and easy way to take extra copies of precious programs.





```

260 DRAW 80,370: DRAW 80,360: DRAW 100,360: DRAW 100,350:
PLOT 120,340: DRAW 120,390: DRAW 140,390: DRAW 140,380: DR
AW 150,390: DRAW 230,390: DRAW 240,370: DRAW 240,390: DRAW
290,390: DRAW 300,380: DRAW 300,390: DRAW 310,390: DRAW 3
10,340
290 DRAW 290,340: DRAW 280,350: DRAW 280,340: DRAW 250,34
0: DRAW 250,370: DRAW 230,340: DRAW 210,380: DRAW 190,380:
DRAW 190,370: DRAW 200,370: DRAW 200,360: DRAW 190,360: DR
AW 190,350: DRAW 210,350: DRAW 210,340: DRAW 150,340: DRAW
140,350
300 DRAW 140,340: DRAW 120,340: PLOT 170,390: DRAW 170,34
0: DRAW 150,360: DRAW 170,390: PLOT 210,390: DRAW 210,380:
PLOT 230,390: DRAW 250,370: PLOT 270,390: DRAW 270,340: PL
OT 330,340: DRAW 330,390: DRAW 350,390: DRAW 350,360: DRAW
370,340
310 DRAW 380,390: DRAW 400,390: DRAW 410,360: DRAW 420,36
0: DRAW 410,370: DRAW 410,390: DRAW 470,390: DRAW 470,360:
DRAW 490,360: DRAW 490,390: DRAW 610,390: DRAW 610,370: DR
AW 600,370: DRAW 600,340: DRAW 580,340: DRAW 580,370: DRAW
560,370
320 DRAW 560,340: DRAW 540,340: DRAW 540,370: DRAW 530,37
0: DRAW 530,380: DRAW 510,380: DRAW 510,370: DRAW 520,370:
DRAW 520,360: DRAW 510,360: DRAW 510,350: DRAW 530,350: DR
AW 530,340: DRAW 400,340: DRAW 400,350: DRAW 380,350: DRAW
380,340
330 DRAW 330,340: PLOT 370,360: DRAW 370,340: PLOT 390,37
0: DRAW 380,360: DRAW 400,360: DRAW 390,370: PLOT 450,390:
DRAW 450,340: PLOT 450,350: DRAW 430,370: DRAW 450,370: PL
OT 410,360: DRAW 410,340: PLOT 490,360: DRAW 490,340: PLOT
530,390: DRAW 530,380
340 PLOT 570,390: DRAW 570,370
350 REM *****ARROW*****
360 PLOT 250,150: DRAW 270,165: DRAW 250,180: DRAW 350,16
5: DRAW 330,190: DRAW 380,165: DRAW 330,140: DRAW 350,165:

```

```

DRAW 250,150
370 REM *****CIRCLES*****
380 PLOT 250,260: DRAW 250,260,2
390 FOR A=0 TO 67: DEG: ORIGIN 245,275: PLOT 16*COS(A), 16
*SIN(A): NEXT: ORIGIN 0,0
400 FOR A=292 TO 360: DEG: ORIGIN 245,275: PLOT 16*COS(A)
, 16*SIN(A): NEXT: ORIGIN 0,0
410 FOR A=0 TO 67: DEG: ORIGIN 485,275: PLOT 16*COS(A), 16
*SIN(A): NEXT: ORIGIN 0,0
420 FOR A=292 TO 360: DEG: ORIGIN 485,275: PLOT 16*COS(A)
, 16*SIN(A): NEXT: ORIGIN 0,0
430 FOR A=112 TO 257: DEG: ORIGIN 145,276: PLOT 16*COS(A)
, 16*SIN(A): NEXT: ORIGIN 0,0
440 FOR A=112 TO 257: DEG: ORIGIN 385,276: PLOT 16*COS(A)
, 16*SIN(A): NEXT: ORIGIN 0,0
450 R%=10: X%=150: Y%=275: DEG: ORIGIN X%,Y%: FOR I%=1 TO 4
5: A%=R%*COS(I%): B%=R%*SIN(I%): PLOT A%,B%,1: PLOT -A%,B%
: PLOT A%, -B%: PLOT -A%, -B%: PLOT B%,A%: PLOT -B%,A%: PLOT
B%, -A%: PLOT -B%, -A%: NEXT
460 R%=10: X%=240: Y%=275: DEG: ORIGIN X%,Y%: FOR I%=1 TO 4
5: A%=R%*COS(I%): B%=R%*SIN(I%): PLOT A%,B%,1: PLOT -A%,B%
: PLOT A%, -B%: PLOT -A%, -B%: PLOT B%,A%: PLOT -B%,A%: PLOT
B%, -A%: PLOT -B%, -A%: NEXT
470 R%=10: X%=390: Y%=275: DEG: ORIGIN X%,Y%: FOR I%=1 TO 4
5: A%=R%*COS(I%): B%=R%*SIN(I%): PLOT A%,B%,1: PLOT -A%,B%
: PLOT A%, -B%: PLOT -A%, -B%: PLOT B%,A%: PLOT -B%,A%: PLOT
B%, -A%: PLOT -B%, -A%: NEXT
480 R%=10: X%=480: Y%=275: DEG: ORIGIN X%,Y%: FOR I%=1 TO 4
5: A%=R%*COS(I%): B%=R%*SIN(I%): PLOT A%,B%,1: PLOT -A%,B%
: PLOT A%, -B%: PLOT -A%, -B%: PLOT B%,A%: PLOT -B%,A%: PLOT
B%, -A%: PLOT -B%, -A%: NEXT
490 PAPER 0: RUN: "I"
500 ORIGIN 0,0: STOP

```

# BACK-UP

1 etc, to Block 3. Afterwards, automatically the computer responds with Press Rec and Play then any key, which instructs you to place your back up tape into the machine, press appropriate buttons and any key.

A powerful feature on this program is the Save again option which when your three blocks have been Saved should appear on the bottom of the screen. Simply press Y for yes or N for no. Upon pressing Y the section will be Saved again, on pressing N the program will go back to Press Play then any key in which case carry on with the next section etc.

The program as it stands will transfer a section up to about 22 blocks in length which in most cases will be sufficient. You should become accustomed to this program very quickly as it's very easy to use and the screen always tells you what's going on.

If you get the message "read error a" or a similar message which tells you there's a tape loading error, don't despair press Escape, rewind the tape and load the section again. I've tried to make the program as crash-proof as possible ie, if Escape is pressed during Loading the program will call a routine to reset the cassette manager and call the load routine once more.

If the program hasn't operated as described then re-load the machine code loader, if you save it separately on a tape — program 3 — and check the data carefully. Then re-Save the resultant code. Then try again.

If anybody doesn't want the task of typing in the program, tape copies are available with full instructions from: Mr. K.R. Laslett, 12 Wintour House, Loweswater Close, Wembley HA9 8UF at £3.00 per copy.

## Program 2.

```

5 REM *****
10 REM ***** BASIC CONTROL PROGRAM *****
15 REM ***** K.R.LASLETT *****
20 REM *****
25 MEMORY 42999: LOAD: "I"
30 WINDOW 1,40,24,25: CALL &BC65: CLS: PRINT CHR$(7): PRIN
T "INPUT SAVE SPEED": PRINT "0-NORMAL OR 1-FAST."
40 A$=INKEY$: IF A$="" GOTO 40
50 IF A$="1" THEN SPEED WRITE 1
60 CLS: PRINT CHR$(7): CALL 43000
70 CLS: PRINT CHR$(7): PRINT "SAVE AGAIN": PRINT "YES OR NO
"
80 B$=INKEY$: IF B$="" GOTO 80
90 IF B$="Y" OR B$="y" THEN 110
100 GOTO 60
110 CLS: PRINT CHR$(7): CALL &AB23: GOTO 70

```

## Program 3.

```

10 REM MACHINE CODE LOADER
20 MEMORY 42999
30 FOR address=43000 TO 43095
40 READ byte: POKE address,byte
50 NEXT address
60 SAVE "AMSTRAD BACK UP",B,43000,96
65 END
100 DATA &06,&00,&21,&E8,&03,&11,&28,&04
110 DATA &CD,&77,&BC,&D2,&4C,&A8,&22,&EA
120 DATA &03,&ED,&53,&EC,&03,&ED,&43,&EE
130 DATA &03,&32,&F0,&03,&21,&28,&0C,&CD
140 DATA &B3,&BC,&D2,&4C,&A8,&22,&F1,&03
150 DATA &CD,&7A,&BC,&06,&10,&2A,&EA,&03
160 DATA &11,&28,&04,&CD,&8C,&BC,&D2,&52
170 DATA &AB,&22,&F3,&03,&21,&28,&0C,&ED
180 DATA &5B,&EE,&03,&ED,&4B,&F1,&03,&3A
190 DATA &F0,&03,&CD,&9B,&BC,&D2,&52,&AB
200 DATA &CD,&8F,&BC,&C9,&CD,&7D,&BC,&C3
210 DATA &F5,&A7,&CD,&92,&BC,&C3,&FB,&A7

```



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# TOP TIPS

## LISTER

This short machine code program formats the listing so that each statement is printed on a new line and indented. Since Basic regards If... Then as two statements these are also separated.

The routine it can be saved to tape with:

SAVE "lister" 65368,66

To use the routine:

PRINT: RANDOMIZE USR

address to LIST to the screen or by

PRINT =3: RANDOMIZE USR  
address to send to the Printer.  
Alan Mynett.

```
100 REM "LISTER"
101 RESTORE 1000
102 READ ADDRESS, LISTING
103 PRINT TAB(20); "Listing Code"
104 FOR I=1 TO LISTING
105 READ LINE
106 IF LINE="" THEN GOTO 104
107 IF LINE="IF... THEN" THEN
108   PRINT TAB(20); LINE
109   GOTO 104
110 IF LINE="END" THEN
111   PRINT TAB(20); LINE
112   GOTO 104
113 IF LINE="FOR... TO" THEN
114   PRINT TAB(20); LINE
115   GOTO 104
116 IF LINE="NEXT" THEN
117   PRINT TAB(20); LINE
118   GOTO 104
119 IF LINE="WHILE... WEND" THEN
120   PRINT TAB(20); LINE
121   GOTO 104
122 IF LINE="DO... LOOP" THEN
123   PRINT TAB(20); LINE
124   GOTO 104
125 IF LINE="REPEAT... UNTIL" THEN
126   PRINT TAB(20); LINE
127   GOTO 104
128 IF LINE="FOR... NEXT" THEN
129   PRINT TAB(20); LINE
130   GOTO 104
131 IF LINE="WHILE... WEND" THEN
132   PRINT TAB(20); LINE
133   GOTO 104
134 IF LINE="DO... LOOP" THEN
135   PRINT TAB(20); LINE
136   GOTO 104
137 IF LINE="REPEAT... UNTIL" THEN
138   PRINT TAB(20); LINE
139   GOTO 104
140 IF LINE="FOR... NEXT" THEN
141   PRINT TAB(20); LINE
142   GOTO 104
143 IF LINE="WHILE... WEND" THEN
144   PRINT TAB(20); LINE
145   GOTO 104
146 IF LINE="DO... LOOP" THEN
147   PRINT TAB(20); LINE
148   GOTO 104
149 IF LINE="REPEAT... UNTIL" THEN
150   PRINT TAB(20); LINE
151   GOTO 104
152 IF LINE="FOR... NEXT" THEN
153   PRINT TAB(20); LINE
154   GOTO 104
155 IF LINE="WHILE... WEND" THEN
156   PRINT TAB(20); LINE
157   GOTO 104
158 IF LINE="DO... LOOP" THEN
159   PRINT TAB(20); LINE
160   GOTO 104
161 IF LINE="REPEAT... UNTIL" THEN
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966   PRINT TAB(20); LINE
967   GOTO 104
968 IF LINE="FOR... NEXT" THEN
969   PRINT TAB(20); LINE
970   GOTO 104
971 IF LINE="WHILE... WEND" THEN
972   PRINT TAB(20); LINE
973   GOTO 104
974 IF LINE="DO... LOOP" THEN
975   PRINT TAB(20); LINE
976   GOTO 104
977 IF LINE="REPEAT... UNTIL" THEN
978   PRINT TAB(20); LINE
979   GOTO 104
980 IF LINE="FOR... NEXT" THEN
981   PRINT TAB(20); LINE
982   GOTO 104
983 IF LINE="WHILE... WEND" THEN
984   PRINT TAB(20); LINE
985   GOTO 104
986 IF LINE="DO... LOOP" THEN
987   PRINT TAB(20); LINE
988   GOTO 104
989 IF LINE="REPEAT... UNTIL" THEN
990   PRINT TAB(20); LINE
991   GOTO 104
992 IF LINE="FOR... NEXT" THEN
993   PRINT TAB(20); LINE
994   GOTO 104
995 IF LINE="WHILE... WEND" THEN
996   PRINT TAB(20); LINE
997   GOTO 104
998 IF LINE="DO... LOOP" THEN
999   PRINT TAB(20); LINE
1000   GOTO 104
```

## UTILITY PROGRAM

I find this short machine code program extremely useful when writing large programs involving printing control characters.

To enable the program, type SYS 5E4 (50000). This has to be typed after typing New because the IRQ vector is reset. This also occurs after pressing Run/Stop and Restore.  
Matthew Wilkes.

```
100 RESTORE
110 FOR I=50000 TO 50012
120 READ D:POKE I,D
130 NEXT
140 FOR I=49152 TO 49197
150 READ D:POKE I,D
160 NEXT
170 REM TYPE 'SYS 5E4'
180 REM TO ENABLE
190 DATA 120,169,0,141,20
200 DATA 169,192,141,21
210 DATA 88,96,32,159
220 DATA 255,166,198,208,3
230 DATA 76,49,234,202,189
240 DATA 119,2,201,133,208
250 DATA 8,169,0,141,212,0
260 DATA 76,49,234,201,134
270 DATA 240,3,76,49,234
280 DATA 169,255,141,212
290 DATA 8,169,0,141,198
300 DATA 76,49,234
```

# RESPONSE

*Frame*

## 'CHEQUE BOOK'

I recently bought an adventure game set in space for my Amstrad. The program used normal text printout, but all the numbers on the screen were like those seen at the bottom of cheques. I have looked all through the character set, including getting my Amstrad to printout the characters from 128 to 255, and I cannot find these "cheque numbers". How did the people who wrote the adventure do it?

Martin Wiaba,  
Witham,  
Essex.

IT IS LIKELY that the standard numbers in the Amstrad character set were redefined, using the Symbol command. The following routine, which you can use in combination with any programs, will produce numbers as requested by you.

```
10 REM "Cheque-book" numerals
20 SYMBOL AFTER 40
30 SYMBOL 40,0,60,66,66,98,98,98,60
40 SYMBOL 49,0,0,0,12,12,12,12
50 SYMBOL 50,0,124,2,2,60,96,96,62
60 SYMBOL 51,0,124,2,2,60,6,6,126
70 SYMBOL 52,0
```



# Spitfire

# 40

## CHOCKS AWAY!

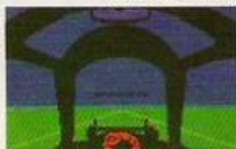
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# SOFTWARE

*File*

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## Vampire and priest

Adam Murray,  
12 AD Regt.,  
BFPO 20.

*Amstrad*

VAMPIRE AND PRIEST is a two-player game for the Amstrad CPC-464 and occupies just over 8K. It makes use of both sound and graphics with the latter being in Mode 0 — low resolution with 15 colours.

The game itself is written entirely in Amstrad Basic and is explained with the use of remark statements which can be left out when typing in the program.

Full instructions of how to play the game are provided within the program as is an option to change the skill level.

Provisions have been made for each player to use a joystick but with a few simple changes any keyboard/joystick layout is possible. This is how you do it.

Turn to appendix III page 16 of the user manual which should show a picture of the keyboard with appropriate values written on the individual keys.

Now look at lines 110 and 120. These hold the values of the keys to be used, and can be changed to your own choice. Initially they are set to use joysticks. The variable names are short but meaningful, e.g. VU% = key to use to move vampire up, PF% = key to use as fire for priest etc.

The routine between 560-630 is a simple fill routine and could be placed outside the program if the following parameters are passed: x%-X co-ord to start filling from. y%-Y co-ord to start filling from. c%- the colour to use in filling the area. In this case it must be the same as the outline of the shape. This could easily be changed to suite your own purposes.

I have used this routine to fill the church and castle at the start of the game and although slow does not need to be repeated after every game.

If all is well there should be a tuneful version of Greensleeves playing in the background. This is achieved simply by using the interrupts in the form of ON SQ(?) Gosub.

I think this program demonstrates what can be done with Locomotive Basic and without special techniques.

```

10 *****
20 ***** PRIEST AND VAMP. *****
30 ***** 1985. *****
40 ***** FOR THE *****
50 ***** AMSTRAD CPC464. *****
60 ***** WRITTEN BY *****
70 ***** ADAM MURRAY. *****
80 *****
90
100 MODE 0
110 VU%=48:VDX=49:VLX=50:VRX=51:VF%=52
    'KEYS FOR VAMP
120 PUZ=72:PDZ=73:PLX=74:PRZ=75:PFZ=76
    'KEYS FOR PRIEST
130 NOZ=0:GOTO 100
140 NOZ=NOZ+1:IF NOZ=39 THEN RESTORE
150 NOZ=0
150 READ DZ,NZ:SOUND 1,NZ,DZ,15,1,4:RE
    TURN
160 DATA 25,568,50,478,25,426,37,379,1
    2,358,25,379,50,426,25,506,37,638,12,5
    68,25,506,50,478,25,568,37,568,12,602,
    25,568,50,506,25,602,50,758,25,568
170 DATA 50,478,25,426,37,379,12,358,2
    5,379,50,426,25,506,37,638,12,526,25,5
    06,37,478,12,506,25,568,37,606,12,677,
    25,638,75,568,50,568,0,0
180 BORDER 11
190 SKX=500
200 ENV 1,10,-1,2
210 FOR IX=0 TO 15:INK IX,IX:NEXT
220 SYMBOL AFTER 229
230
240 'define graves
250
260 SYMBOL 230,0,0,24,60,110,94,255,25
    5
270
280 'define priest
290
300 SYMBOL 232,60,60,255,60,60,24,255,
    255
310 SYMBOL 233,255,189,189,189,189,126
    ,126,126
320 SYMBOL 234,126,126,126,126,228,4,4
    ,7
330 SYMBOL 235,126,126,126,39,32,32,22
    4
340
350 'define vampire
360
370 SYMBOL 236,112,249,61,63,15,15,3,3
380 SYMBOL 237,14,143,188,252,240,240,
    192,192
390 SYMBOL 238,1,1,7,31,63,57,48,32
400 SYMBOL 239,128,128,224,240,252,156
    ,12,4
410
420 'DEFINE WINDOWS
430
440 SYMBOL 240,0,0,24,52,82,82,145,145
450 SYMBOL 241,255,145,145,145,145,145
    ,145,255
460
470 'DEFINE GRASS
480
490 SYMBOL 242,32,34,148,72,42,26,40,1
    6
500
510 GOSUB 2460:instructions
520 GOTO 810
530
540 'FILL ROUTINE
550
560 XO=X:YO=Y
570 XO=X:YO=Y
580 WHILE TEST(X,Y)<>C%:PLOT X,Y,C
    %:X=X+4:WEND
590 X=X-4
600 WHILE TEST(X,Y)<>C%:PLOT X,Y:
    X=X-4:WEND
610 X=X+4
620 IF TEST(X,Y+2)<>C% THEN Y=Y+2:
    GOTO 580
630 RETURN
640
650 IF TEST (XVZ+32,YVZ-16)<>6 THEN RE
    TURN
660 SOUND 4,200,3,7:TAGOFF:PRINT CHR$(
    23)+CHR$(0):TAG
670 PLOT -10,0,10:MOVE (XVZ+16),(YVZ+8
    ):PRINT CHR$(230):MOVE (XVZ+16),(YVZ-
    8):PRINT CHR$(143):
680 TAGOFF:PRINT CHR$(23)+CHR$(1):TAG
690 PLOT -10,0,9
700 WC=WC-1:IF WC=0 THEN VOPWZ=1
710 RETURN
720
730 IF TEST (XPZ+16,YPZ-32)<>10 THEN R
    ETURN
740 SOUND 4,100,3,7:TAGOFF:PRINT CHR$(
    23)+CHR$(0):TAG
750 PLOT -10,0,6:MOVE XPZ,(YPZ-16):PRI
    NT CHR$(230):MOVE XPZ,(YPZ-32):PRINT
    CHR$(143):
760 TAGOFF:PRINT CHR$(23)+CHR$(1):TAG

```

```

770 PLOT -10,0,8
780 WC=WC+1:IF WC=24 THEN VOPWZ=1
790 RETURN
800
810 BORDER 11:INK 0,13
820 FOR IX=1 TO 15:INK IX,IX:NEXT
830 PRINT CHR$(23)+CHR$(0)
840 A$=CHR$(230)+" "+CHR$(230)+" "+CHR
    $(230)+" "+CHR$(230)
850 B$=CHR$(143)+" "+CHR$(143)+" "+CHR
    $(143)+" "+CHR$(143)
860
870 'set skyline
880
890 INK 13,26
900 PEN 2:LOCATE 1,1:PRINT STRING$(C%,
    143)
910 PEN 14:LOCATE 1,5:PRINT STRING$(80
    ,143)
920 PEN 13:LOCATE 1,9:PRINT STRING$(60
    ,143)
930 FOR IX=1 TO 20:LOCATE IX,11:PAPER
    13:PEN 12:PRINT CHR$(242):NEXT
940 FOR IX=1 TO 3
950 PEN 0:LOCATE 3,0+IX:PRINT STRING$(
    4,143):LOCATE 14,0+IX:PRINT STRING$(3,
    143)
960 NEXT
970 MOVE 0,225:DRAWR 640,0,0
980
990 'draw castle
1000
1010 RESTORE 1040
1020 MOVE 66,226
1030 FOR DRZ=1 TO 45:READ XZ,YZ:DRAWR
    XZ,YZ:NEXT
1040 DATA 0,55,-10,10,-10,0,0,24,-4,16
    ,-10,0,0,34,14,4
1050 DATA 0,-14,14,0,2,12,16,0,0,-6,12
    ,-2,6,0,14
1060 DATA 18,0,0,-30,-10,-10,16,-4,0,-

```

```

16,40,0,0,12
1070 DATA 10,10,0,10,-10,10,0,20,12,6,
    0,-14,9,0
1080 DATA 9,18,10,0,0,-18,14,0,0,16,14
    ,0,-4,-60,-16,0
1090 DATA -14,-20,0,-85,-19,0,0,47,-96
    ,0,0,-47,-14,0
1100
1110 'draw church
1120
1130 RESTORE 1160
1140 MOVE 400,226
1150 FOR DRZ=1 TO 11:READ XZ,YZ:DRAWR
    XZ,YZ,15:NEXT
1160 DATA 0,90,35,80,35,-90,100,0,20,-
    20,0,-60,-75,0,0,47,-100,0,0,-47,-10,0
1170
1180 'fill castle
1190
1200 CZ=3
1210 FOR IX=1 TO 7:READ XZ,YZ:GOSUB 56
    0:NEXT
1220 DATA 71,229,101,359,40,355,193,31
    8,220,375,169,375,180,229
1230
1240 'fill church
1250
1260 CZ=15
1270 FOR IX=1 TO 3:READ XZ,YZ:GOSUB 56
    0:NEXT
1280 DATA 411,229,432,334,516,229
1290 RESTORE 160
1300 LOCATE 3,4:PEN 0:PAPER 3:PRINT CH
    R$(240)+CHR$(8)+CHR$(10)+CHR$(241)
1310 LOCATE 18,8:PAPER 15:PRINT CHR$(2
    40)+CHR$(8)+CHR$(10)+CHR$(241)
1320 PAPER 0
1330
1340 'set up graves
1350

```

(continued on page 103)



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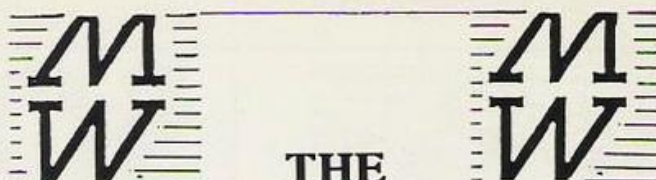
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(continued from page 101)

```

1360 INK 10,20:INK 6,24
1370 FOR y%=14 TO 22 STEP 4
1380 LOCATE 2,y%:PEN 10:PRINT a$
1390 LOCATE 2,y%+1:PEN 10:PRINT b$
1400 NEXT
1410 FOR y%=14 TO 22 STEP 4
1420 LOCATE 13,y%:PEN 6:PRINT a$
1430 LOCATE 13,y%+1:PEN 6:PRINT b$
1440 NEXT
1450 '
1460 'set up variables
1470 '
1480 xp%=416:yp%=270 'co-ord of priest
1490 xv%=80:yv%=246 'co-ord of vampir
1500 '
1510 wcz=12
1520 '
1530 'start of main game
1540 '
1550 TAG
1560 PLOT -10,0,8
1570 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(234);
1580 PLOT -10,0,9
1590 MOVE xv%,yv%:PRINT CHR$(236)+CHR$
(237);
1600 TAG
1610 '
1620 '
1630 'main game loop
1640 '
1650 time=TIME+SKZ:INT (RND*1000)
1660 WHILE time>TIME AND vopw%=0
1670 IF (XP%-XV%)=16 AND (YP%-YV%)=24
THEN vopw%=1
1680 PLOT -10,0,8:MOVE xp%,yp%:PRINT C
HR$(232);:MOVE xp%,(yp%-16):PRINT CHR$
(233);:MOVE xp%,(yp%-32):PRINT CHR$(23
4);
1690 IF xp%<320 AND yp%>200 THEN 1710
1700 IF INKEY(PUX)=0 AND TEST(xp%+16,y
p%+30)=0 THEN yp%=yp%+32
1710 IF INKEY(PDX)=0 AND yp%>48 THEN
yp%=yp%-32
1720 IF INKEY(PLX)=0 AND TEST(xp%-4,yp
%)<15 AND xp%>32 THEN xp%=xp%-32
1730 IF INKEY(PRX)=0 AND TEST(xp%+32,y
p%)<15 AND xp%<560 THEN xp%=xp%+32
1740 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(234);
1750 '
1760 PLOT -10,0,9
1770 MOVE xv%,yv%:PRINT CHR$(236)+CHR$
(237);
1780 IF xv%>320 AND yv%>200 THEN 1800
1790 IF INKEY(VUX)=0 AND TEST(xv%+28,y
v%+30)=0 THEN yv%=yv%+32
1800 IF INKEY(VDX)=0 AND yv%>32 THEN y
v%=yv%-32
1810 IF INKEY(VLX)=0 AND TEST(xv%-4,yv
%)<35 AND xv%>32 THEN xv%=xv%-32
1820 IF INKEY(VRX)=0 AND TEST(xv%+64,y
v%)<35 AND xv%<530 THEN xv%=xv%+32
1830 MOVE xv%,yv%:PRINT CHR$(238)+CHR$
(239);
1840 ON SQ(1) GOSUB 140
1850 PLOT -10,0,8:MOVE xp%,yp%:PRINT C
HR$(232);:MOVE xp%,(yp%-16):PRINT CHR$
(233);:MOVE xp%,(yp%-32):PRINT CHR$(23
5);
1860 IF INKEY(PFX)=0 AND tod=1 THEN GO
SUB 730
1870 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(234);
1880 PLOT -10,0,9
1890 MOVE xv%,yv%:PRINT CHR$(238)+CHR$
(239);
1900 IF INKEY(VFX)=0 AND tod=2 THEN GO
SUB 650
1910 MOVE xv%,yv%:PRINT CHR$(236)+CHR$(

```

```

237);
1920 WEND
1930 IF vopw%=1 THEN GOTO 1970
1940 SOUND 2,150,3,7,0,0,10
1950 IF tod=1 THEN INK 14,21:I
NK 13,19:BORDER 18:INK 0,0:tot=2:GOTO
1610
1960 INK 2,2:INK 14,14:INK 13,26:BORDE
R 11:tot=1:INK 0,13:GOTO 1610
1970 IF tod=2 THEN GOTO 2010 ELSE GOTO
2180
1980 '
1990 'vamp win
2000 '
2010 TAGOFF
2020 PRINT CHR$(23)+CHR$(0);
2030 TAG
2040 PLOT -10,0,8
2050 MOVE xp%,yp%:PRINT CHR$(143);:MOV
E xp%,yp%-16:PRINT CHR$(143);:MOVE xp%
,yv%-32:PRINT CHR$(143);
2060 TAGOFF
2070 PRINT CHR$(23)+CHR$(1);
2080 PEN 15
2090 FOR r%=12 TO 24
2100 INK 0,RND*26
2110 LOCATE 6,r%:PRINT"Evil wins"
2120 SOUND 1,r%*10,1,7
2130 NEXT:INK 0,0:RESTORE 2310
2140 GOTO 2380
2150 '
2160 'priest win
2170 '
2180 TAGOFF
2190 PRINT CHR$(23)+CHR$(0)
2200 TAG
2210 PLOT -10,10,0
2220 MOVE xv%,yv%:PRINT CHR$(143);:MOV
E xv%+32,yv%:PRINT CHR$(143);
2230 TAGOFF
2240 PRINT CHR$(23)+CHR$(1);
2250 FOR r%=12 TO 24
2260 INK 0,RND*26
2270 LOCATE 6,r%:PEN 8:PRINT"Good wins
"
2280 SOUND 1,r%*10,1,7
2290 NEXT:INK 0,0:RESTORE 2310
2300 FOR dx=1 TO 26:READ n%:SOUND 1,n%
*4,20,7:SOUND 2,n%,20,7:NEXT
2310 DATA 60,53,47,45,60,0,45,47,45,40
,53,0,53,0,53,47,45,36,40,45,45,47,
53,47,60
2320 FOR ix=0 TO 13:LOCATE 1,1:PRINT C
HR$(11);NEXT
2330 GOTO 2350
2340 '
2350 'another go
2360 '
2370 INK 1,1+RND*26
2380 LOCATE 3,7:PRINT "Another go Y/N?"
"
2390 IF INKEY(43)=0 THEN no%=0:RESTORE
1600:GOTO 2420
2400 IF INKEY(46)=0 THEN RUN
2410 GOTO 2370
2420 FOR ix=0 TO 13:LOCATE 1,26:PRINT
CHR$(8);NEXT
2430 GOTO 1330
2440 NEXT
2450 '
2460 'instructions
2470 '
2480 INK 0,26:INK 13,3,8
2490 LOCATE 5,1:PEN 12:PRINT"****Instr
uctions****"
2500 LOCATE 3,10:PEN 13:PRINT"press sp
ace to cont."
2510 LOCATE 3,18:PEN 9:PRINT"press S t
o start."
2520 IF INKEY(60)=0 THEN CLS:RETURN
2530 IF INKEY(58)=0 THEN GOTO 2540 ELSE
GOTO 2520
2540 GOSUB 3060
2550 LOCATE 1,8:PEN 3:PRINT"*****Vamp
ire*****"

```

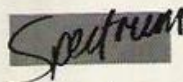
```

2560 LOCATE 9,10:PRINT CHR$(238)+CHR$(
239)
2570 LOCATE 2,13:PEN 9:PRINT "up down
left right"
2580 LOCATE 5,15:PEN 11:PRINT "joy sti
ck 1"
2590 IF INKEY(58)=0 THEN 2590
2600 GOSUB 3060
2610 LOCATE 1,8:PEN 6:PRINT"*****Prie
st*****"
2620 LOCATE 10,10:PEN 4:PRINT CHR$(232
);CHR$(10);CHR$(8);CHR$(233);CHR$(10);
CHR$(8);CHR$(234)
2630 LOCATE 2,14:PEN 9:PRINT "up down
left right"
2640 LOCATE 5,16:PEN 11:PRINT "joy sti
ck 0"
2650 IF INKEY(58)=0 THEN 2650
2660 GOSUB 3060
2670 IF INKEY(58)=0 THEN 2670
2680 MODE 1:INK 1,0:INK 2,7,8
2690 PRINT"THE PRIEST MUST CHANGE ALL
THE CYAN"
2700 PRINT"GRAVES TO YELLOW AND THE VA
MPIRE SHOULD"
2710 PRINT"DO THE OPPOSITE."
2720 PRINT
2730 PRINT"THE PRIEST MAY ONLY CHANGE
GRAVES"
2740 PRINT"DURING THE DAY AND THE VAMP
IRE"
2750 PRINT"MAY ONLY CHANGE GRAVES DURI
NG"
2760 PRINT"THE NIGHT."
2770 PRINT
2780 PRINT"NIGHT IS INDICATED BY A SH
ADED GREEN"
2790 PRINT"SKY WHEREAS DAY IS INDICATE
D BY A"
2800 PRINT"SHADED BLUE SKY."
2810 PRINT
2820 PRINT"GRAVES ARE CHANGED BY POSIT
IONING YOUR"
2830 PRINT"PLAYER OVER THE TOP AND PRE
SSING "FIRE"
2840 PRINT"ON THE JOYSTICK."
2850 PRINT
2860 PEN 2:PRINT" PRESS SPACE TO
CONTINUE."
2870 IF INKEY(58)=0 THEN GOTO 2870
2880 CLS
2890 PEN 2:LOCATE 15,2:PRINT"WARNING."
2900 PRINT
2910 PEN 3:PRINT"DURING HIS OWN PLAYIN
G PERIOD A"
2920 PRINT"PLAYER MAY CAPTURE HIS OPPO
NENT FOR"
2930 PRINT"AN IMMEDIATE VICTORY."
2940 PRINT
2950 PRINT"*****"
2960 PRINT
2970 PRINT:PRINT:PRINT" INPUT SKILL
LEVEL (1 TO 20)"
2980 PRINT" 1-HARD 20-EASY ";
2990 INPUT SKZ
3000 IF SKZ<1 OR SKZ>20 THEN SOUND 1,5
0,10,7:GOTO 2970
3010 SKZ=(SKZ*100)
3020 PRINT:PEN 2:PRINT" PRESS SPA
CE BAR TO PLAY."
3030 IF INKEY(58)=0 THEN 3030
3040 MODE 0
3050 RETURN
3060 FOR ix=1 TO 23:LOCATE 1,1:PRINT C
HR$(8);NEXT
3070 FOR ix=1 TO 23:LOCATE 1,26:PRINT
CHR$(11);NEXT
3080 BORDER 0:SOUND 1,100,10,7
3090 FOR dx=1 TO 100:NEXT
3100 BORDER 26:SOUND 1,200,10,7
3110 FOR dx=1 TO 100:NEXT
3120 LOCATE 3,19:PEN 13:PRINT"press sp
ace to cont."
3130 RETURN

```

## Busy bee

Tony Wye,  
Hayes,  
Middlesex.



This programme is called Busy Bee and runs on the Spectrum 16 and 48K. It's a maze type game where you have to cut the grass on a lawn avoiding the bees who are attracted to you because of the lawn mower noise.

Upon loading, the game auto runs and the instructions are displayed and the keys to be used — cursor keys — then P must be pressed to play. The screen is set up and you must

move around the flower beds and cut the grass avoiding the bees who are moving about. When all the grass is cut you leave the screen via the bottom and then your bonus is added according to the time you took to clear the grass. Then you go on to the differently shaped screen 2.

This carries on with the screens 1 and 2 in turn and each stage the bees are attracted more and more to you until it is nearly impossible to get away from them. By then all your lives will have been used up. When all three lives are used the game over sign will be displayed and tell you if it is a low high score.

## The hex loader.

```

10 DEF FN h(h$)=16+(CODE h$(1)
-48-(7 AND h$(1)>"9")+CODE h$(2)
)-48-(7 AND h$(2)>"9")
20 INPUT "Start "s
30 INPUT "Fin:sh "f
40 FOR n=s TO f STEP 6
50 LET tot=0: PRINT n:
60 INPUT h$: PRINT h$:
70 LET x=0
80 FOR b=1 TO LEN h$ STEP 2
90 LET z=FN h(h$): LET tot=tot
+z
100 POKE n+x,z
110 LET h$=h$(3 TO ): LET x=x+1
120 NEXT b
130 PRINT " = "; INPUT t: PRIN
T t
140 IF tot<t THEN PRINT "input
error - try agn:n": GO TO 50
150 NEXT n
160 REM enter stop to stop

```



(continued from previous page)

## Program 1.

```
10 PAPER 0:BORDER 0:INK 6:
CLS
20 PRINT AT 10,7: FLASH 1:
"BUSY BEE IS LOADING"
30 LOAD "CODE"
40 PRINT USR 31495
9997 REM SAVE ROUTINE
9998 SAVE "BUSY BEE" LINE 10
9999 SAVE "BUSY CODE"CODE 29
625,4525
```

## The hex dump.

```
29625: 0018242424241800 = 192
29633: 0010301010103800 = 168
29641: 0018240400103C00 = 148
29649: 0038043804043800 = 188
29657: 002020202020C800 = 204
29665: 003C203804043800 = 212
29673: 0018203824241800 = 208
29681: 003C040808010100 = 112
29689: 0018241824241800 = 180
29697: 001824241C040400 = 132
29705: 1F64A0A90A0890B1 = 922
29713: F066225125009501 = 551
29721: 81091509215226F8 = 569
29729: 81A000A48A44601F = 994
29737: FF20522502102810 = 480
29745: 40A4A0A20C0202FF = 705
29753: 90B8972858290A89 = 1177
29761: 41A5A80521512101 = 458
29769: 091A08A0A4A0A000 = 342
29777: 3C7EFFE77F7F7E3C = 1344
29785: 0000020080000000 = 146
29793: 00000101017F4141 = 260
29801: 0000F00101F13D3D = 619
29809: 411417F010101000 = 260
29817: 3D3DF10101F00000 = 619
29825: 00007F00808FBCBC = 902
29833: 00000000808FEB28 = 898
29841: BCBC8FB0807F0000 = 902
29849: 8282FEB080800000 = 898
29857: 000704040404043F = 98
29865: 00E02020202020FC = 636
29873: 242427272727270F = 283
29881: 2424E4E4C4C404F8 = 1172
29889: 1F20232327272424 = 283
29897: F804C4C4E4E42424 = 1172
29905: 3F04040404040700 = 98
29913: FC2020202020E000 = 636
29921: 1C1C083E4F0801414 = 247
29929: 040A11020604153A = 122
29937: 205080406020A05C = 700
29945: 393F1C0F08070201 = 181
29953: 9CFC38F010E0A000 = 1088
29961: 000021005801E002 = 348
29969: 113F751AF4E42805 = 590
29977: 3E327718033E2077 = 471
29985: 23130B7FE0020E0B = 706
29993: 79F0020E06C90001 = 839
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30105: 4444444444440414 = 537
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30129: 4444444444444444 = 544
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30377: 4444444444444444 = 544
```

```
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32377: 3E20D73E16D73E00 = 670
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32737: 7085FE0220053E01 = 601
32745: 3273850007083215 = 515
32753: 003C321B80793216 = 586
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32769: 85111380010000CD = 516
32777: 3C203E001327185C3 = 646
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32857: 0132738578328380 = 728
32865: 3C32898079328480 = 806
32873: 328A80ED43668511 = 872
32881: 81800101000CD3C2 = 566
32889: 3E01327185C33D7F = 742
32897: 06160A0A494A2016 = 249
32905: 80BC484C20ED4B66 = 620
32913: 85040478F616C239 = 788
32921: 6179FE0F0C239812A = 941
32929: 60857DFE98C27CF7 = 1218
32937: 7CE01C27C7FCD5F7 = 1116
32945: 85C0D78524A47E7C = 924
32953: FE020005DFE0028 = 710
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32969
```



# SOFTWARE *File*

```

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33257: 32738579321A8232 = 675
33265: 1F82322482783219 = 572
33273: 823C321E823C3223 = 545
33281: 82ED436689111762 = 839
33289: 011000CD3C203E01 = 377
33297: 327185C33D7F0616 = 707
33305: 0A0A5152160A0A53 = 308
33313: 54160A0A20202600 = 228
33321: 6816005929292929 = 379
33329: 2919110058197EC9 = 523
33337: 78E618C40677B07 = 994
33345: 87878787816F1100 = 797
33353: 02197EC900000000 = 354
33361: 0000000002A5182ED = 490
33369: 485382ED43518222 = 837
33377: 53823A4F82473A50 = 689
33385: 82324F8278325082 = 769
33393: 3A4D82473A4E8232 = 652
33401: 40827B324E823A51 = 724
33409: 82473A52824FCD1B = 782
33417: 7D3A327DFEC83027 = 899
33425: 3E09324082CD1B7D = 685
33433: 3A327DFE00300C5A = 741
33441: 6785882806D25983 = 896
33449: 3C70843A6685928 = 957
33457: EEDACFB3CE883CD = 1556
33465: 187D3A327DFE4038 = 759
33473: 0DFE80DA5983FEC0 = 1279
33481: DAE8B3C370842A51 = 1143
33489: 820DCD2782FE28D2 = 1021
33497: 4C7E04CD2782FE28 = 874
33505: D24C7E04CD2782FE = 1060
33513: 2823FE1C281FFE11 = 699
33521: 281BFE38281BFE08 = 830
33529: 2813FE13280FFE0A = 779
33537: 2808FE1E2807FE3A = 694
33545: 280332708505CD39 = 605
33553: 82FE022823FE1C28 = 783
33561: 1FFE38281BFE1128 = 719
33569: 17FE882813FE1328 = 785
33577: 0FFE8A2808FE1E28 = 782
33585: 07FE3A2803327085 = 657
33593: 3A4D82FE01CA4C7E = 924
33601: 3E03324D82CDF784 = 906
33609: 3A52823D32238532 = 599
33617: 2A85325282C31A85 = 785
33625: 040478FE16CA4C7E = 908
33633: CD2782FE28D24C7E = 1080
33641: 0CCD2782FE28D24C = 966
33649: 7E0C3982FE022823 = 849
33657: FE1C281FFE38281B = 730
33665: FE112817FE882813 = 783
33673: FE13280FFE8A280B = 771
33681: FE1E2807FE3A2803 = 686
33689: 3270850DCD3982FE = 954
33697: 022823FE1C281FFE = 684
33705: 38281BFE112817FE = 711
33713: 882813FE13280FFE = 777
33721: 8A2808FE1E2807FE = 774
33729: 3A28033270853A4D = 531
33737: 82FE02CA4C7E3E04 = 856
33745: 324D82CDF7843A51 = 980
33753: 823C325182322285 = 668
33761: 3C322985C314850C = 644
33769: 0CCD2782FE28D24C = 966
33777: 7E04CD2782FE28D2 = 1008
33785: 4C7E0C3982FE0228 = 890
33793: 23FE1C281FFE3828 = 738
33801: 1BFE112817FE8828 = 791
33809: 13FE13280FFE8A28 = 779
33817: 08FE1E2807FE3A28 = 694
33825: 0332708505CD3982 = 695
33833: FE022823FE1C281F = 684
33841: FE38281BFE112817 = 711
33849: FE882813FE13280F = 777
33857: FE8A2808FE1E2807 = 774
33865: FE3A28833270853A = 708
33873: 4D82FE03CA4C7E3E = 930
33881: 01324D82CDF7843A = 908
33889: 52823C3252823223 = 619
33897: 85322A85C3148505 = 711
33905: CD2782FE28D24C7E = 1080
33913: 0CCD2782FE28D24C = 966
33921: 7E0C3982FE022823 = 849
33929: FE1C281FFE38281B = 730
33937: FE112817FE882813 = 783
33945: FE13280FFE8A280B = 771
33953: FE1E2807FE3A2803 = 686
33961: 3270850DCD3982FE = 954
33969: 022823FE1C281FFE = 684
33977: 38281BFE112817FE = 711
33985: 882813FE13280FFE = 777
33993: 8A2808FE1E2807FE = 774
34001: 3A28033270853A4D = 531
34009: 82FE04CA4C7E3E02 = 856
34017: 324D82CDF7843A51 = 980
34025: 823C325182322285 = 668
34033: 3C322985C314850C = 644
34041: 82322285C3322985 = 631
34049: 3A5282322385322A = 580
34057: 05112085010F000C = 536
34065: 3C20C91120850112 = 494
34073: 00CD3C20C34C7E06 = 700
34081: 1612181501565716 = 281
34089: 1318585916001E15 = 293
34097: 0011010021E803CD = 491
34105: 8503C90610C53A48 = 734
34113: 5C0F0F0F100F3D3 = 621
34121: FE0E104310FE1C20 = 905
34129: 6F6BC110E0C90614 = 1165
34137: 6069C5110400CDB5 = 805
34145: 03C110F4C900 = 657

```

```

5 GO TO 1000
10 L=INT(RND(1)*3+5):REM NO. OF
MINES
20 P=INT(RND(1)*60+40):REM NO. O
F WORKERS
30 M=INT(RND(1)*50+10)*P:REM
UNT OF MONEY
40 FP=INT(RND(1)*40+80):REM PRIC
E OF FOOD
50 CE=INT(RND(1)*40+80):REM ORE
PRODUCED/MINE
60 C=0:REM SETS ORE IN STORAGE T
O ZERO
70 S=1:REM SETS SATISFACTION FAC
TOR TO ZERO
80 Y=1:REM SETS YEARS TO ZERO
90 LP=INT(RND(1)*2000+2000):REM
BUYING/SELLING PRICE FOR MINES
100 CP=INT(RND(1)*12+7):REM SEL
LING PRICE FOR ORE.
110 REM CURRENT STATE AFFAIRS OF
COLONY
120 PRINT "L"
130 PRINT "YEAR";Y
140 PRINT
150 PRINT "THERE ARE";P;"WORKERS
IN THE COLONY."
160 PRINT "YOU HAVE";L;"MINES,AND
$";M
170 PRINT "SATISFACTION FACTOR IS
";S
180 PRINT
190 PRINT "YOUR MINES PRODUCED";C
E;"TONS EACH."
200 C=C+CE*L
210 PRINT "AMOUNT OF ORE IN STORE
IS";C;"TONS"
220 PRINT
230 PRINT "SELLING PRICE";
240 PRINT "—"
250 PRINT "ORE SELLING PRICE IS $
";CP;"PER TON"
260 PRINT "MINE SELLING PRICE IS
$";LP;"PER MINE"
270 REM ASKS HOW MUCH ORE TO SEL
L
280 PRINT "HOW MUCH ORE DO YOU WI
SH TO SELL?"
290 INPUT CS
300 IF CS<0 THEN 290
310 REM TAKES AWAY SOLD ORE
320 C=C-CS
330 REM ADDS TO MONEY SUPPLY
340 M=M+CS*CP
345 CS=0
350 REM ASKS HOW MANY MINES TO S
ELL
360 PRINT "HOW MANY MINES DO YOU
WISH TO SELL"
370 INPUT LS
380 IF LS<0 THEN 370
390 REM TAKES AWAY MINE(S)
400 L=L-LS:IF L<1 THEN 340
405 LS=0
410 REM ADDS TO MONEY SUPPLY
420 M=M+LS*LP
430 PRINT "YOU NOW HAVE $";M
440 PRINT "BUYING PRICE"
450 PRINT "—"
460 REM ASKS HOW MUCH TO SPEND O
N FOOD
470 PRINT "HOW MUCH TO SPEND ON F
OOD (APPR.$100 EA.)"
480 INPUT FB
490 REM CHECKS IF THERE'S ENOUGH
MONEY
500 IF FB<0 THEN 480
510 REM ADJUSTS MONEY SUPPLY
520 M=M-FB
525 FB=0
530 REM ADJUSTS SATISFACTION FAC
TOR
540 IF FB/P>120 THEN S=S+.1
550 IF FB/P<80 THEN S=S-.1
560 REM ASKS HOW MANY MINES TO B
UY
570 PRINT "HOW MANY MINES DO YOU
WISH TO BUY?"
580 INPUT LB
590 IF LB<0 THEN 580
600 REM INCREASE NO. OF MINES IF
NEEDED
610 L=L+LB
620 REM ADJUST MONEY SUPPLY AGAI
N
630 M=M-LB*LP
635 LB=0
640 REM CHECKS SATISFACTION FACT
OR
650 IF S<.6 THEN 880
660 IF S>1.1 THEN CE=CE+INT(RND(1)*
20+1)

```

## Mineral Rights

GN Woodhead,  
Wyke,  
Bradford.

CBM-64

THIS IS AN adventure-type game. You are the leader of a mining colony in outer space and have to make decisions concerning the welfare of the planet. Full instructions are included within the program.

```

670 IF S<.9 THEN CE=CE-INT(RND(1)*2
0+1)
680 REM CHECK IF 10 WORKERS/MINE
690 IF P/L<10 THEN 980
700 IF S>1.1 THEN P=P+INT(RND(1)*10
+1)
710 IF S<.9 THEN P=P-INT(RND(1)*10+
1)
720 REM IF THERE IS MORE THAN 30
WORKERS
730 IF P<30 THEN 700
740 IF RND(1)>.01 THEN 780
750 REM RADIOACTIVE LEAK..WORKER
S HALVED
760 PRINT "RADIOACTIVE LEAK.....
.....MANY DIE!"
770 P=INT(P/2)
780 IF CE<150 THEN 820
790 REM MARKET GLUT..PRICE HALVE
D
800 PRINT "MARKET GLUT.....P
RICE DROPS!"
810 CE=INT(CE/2)
820 REM ADD 1 TO YEARS
830 FOR R=1 TO 200:NEXT R
840 Y=Y+1
850 GO TO 90
860 PRINT "THE WORKERS REVOLTED!"
870 GO TO 2000
900 PRINT "YOU'VE OVERWORKED EVER
YONE!"
910 GO TO 2000
920 PRINT "YOU'VE NOT ENOUGH WORK
ERS LEFT!"

```

(continued on next page)



(continued from previous page)

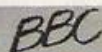
```
930 GOTO2000
940 PRINT"NO MORE MINES...GAME
OVER."
950 GOTO2000
999 REM ROUTINE FOR TITLE
1000 PRINT"TITLE"
1001 POKES3280,0:POKES3281,0:REM
MAKE SCREEN BLACK
1002 JS="C":MINERAL RIGHTS"
1003 FORM=1T02
1010 FORM=0T010
1015 FORMG=1T0100:NEXTHG:REM PAU
SE LOOP
1020 PRINTTAB(H);JS
1030 NEXTH
1035 PRINT"*****"
```

```
1040 JS="C":NEXTHG
1050 NEXTH
1070 PRINT"YOU ARE THE NEWLY
ELECTED LEADER OF A"
1080 PRINT"MINING COLONY ON TH
E PLANET GASTRON."
1090 PRINT"ALL DECISIONS CON
CERNING THE SALE"
1100 PRINT"OF ORE TO INTERGALA
CTIC TRADERS,FOOD"
1110 PRINT"PURCHASES AND BUYIN
G & SELLING OF"
1120 PRINT"MINES ARE MADE BY Y
OU!"
1125 PRINT"THERE MUST BE AT L
EAST 10 WORKERS/MINE"
1130 PRINT"*****PRESS
```

```
ANY KEY?"
1140 PRINT"*****"
1150 GETRS:IFRS=""THEN1150
1160 GOTO10
1999 REM 'GAME OVER' SEQUENCE
2000 PRINT"GAME OVER"
2010 PRINT"YOU LASTED:"Y;"CY
EARS"
2020 PRINT"WOULD YOU LIKE TO
HAVE ANOTHER GAME?"
2030 PRINT"(Y/N)"
2040 GETRS
2050 IFRS="N"THENSTOP
2060 IFRS="Y"THENRUN10
2070 GOTO2040
READY.
```

## BBC colours

R. Watson,  
Athersley South,  
Barnsley.



ON BBC MICROS with Basic II, the filling command Plot 77 is available and is also pretty well known. A lesser known relative of this command is Plot 76, which does not draw a line, but just makes the cursor movements, which may be read using OSword with A=&D.

When the command Plot 77,x,y is given, the graphics cursor travels left until the pixel at that position is a non-background pixel, i.e. a different colour to the origin. This co-ordinate is then noted, the cursor then scans right until a similar pixel is found, and a line is drawn between these two points.

When using Plot 76, similar cursor movements are made, but without any line been drawn between points. Therefore it is possible to use this command to create your own fill routine, as I have done.

A method of obtaining new colours on the BBC which has received a lot of publicity lately is pixel "Dithering". What that means is mixing two or more colours to form a pattern similar to a chess board, the idea being that from normal viewing distance a screenful of such a pattern, say with alternating red and yellow pixels, would look orange. This is what my program sets out to do.

The only things that may need explaining in the program are the OSword call, and the method of pixel dithering. The OSword call with A=&D is used to read the last two sets of graphic co-ordinates. First of all an area must be allocated somewhere for the routine to dump its data — I have used eight locations on the zero page. After the call, the information is laid out like this — as given in the Advanced User Guide.

```
XY + 0 previous x,low
1 previous x,high
2 previous y,low
3 previous y,high
4 current x,low
5 current x,high
6 current y,low
7 current y,high
```

The pixels are dithered by using the Basic command Eor, and also swapping the colours — 0 and 1. What Eor does is give the opposite of 1 or 0, in fact reverses it, so 1 Eor 1 = 0, and 1 Eor 0 = 1.

The program therefore toggles between the

colours as it moves across the screen by first using colour 0, then swapping to colour 1 for each alternate pixel.

The pixels are dithered up the screen by swapping the colours in a similar way to which numbers are swapped in a sorting routine.

How to use the routine.

First:

Set colour 0 by ?fc = desired colour

number (0-15)

Set colour 1 by ?sc = desired colour number (0-15)

Second:

Call the procedure by PROCfill (x,y), where x is middle of shape, and y is base of shape + 4.

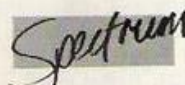
Do not attempt to fill in any shape which does not have a black background.

```
10MODE 7
20PRINT"DEMONSTRATION (Y/N) :":
30REPEAT:KZ=GET:UNTILKZ=70BOKZ=89
40IFKZ=70 CLS:END
50ONERRORPROCexample:REPEAT UNTIL
GET=32:MODE7:END
60MODE2
70VDU23:8202:0:0:0:
80block=370
90fc=500:sc=501:dc=502
100osword=8FFF1
110SCZ=0:FCZ=0
120FORAXZ=0TO1200STEP80
130FORAYZ=1000TO1000STEP-80
140MOVEAXZ,AYZ:GC0L0,7
150PLOT1,64,0:PLOT1,0,-64
160PLOT1,-64,0:PLOT1,0,64
170FCZ=FCZMOD16:SCZ=SCZMOD16
180?fc=FCZ:?sc=SCZ
190PROCfill (AXZ+16,AYZ-60)
200FCZ=FCZ+1:NEXT:SCZ=SCZ+1:NEXT
210REPEAT UNTIL GET=32
220PROCexample
230END
330DEFPROCfill (AXZ,AYZ)
340FX=0
350FZ=0
360XZ=block MOD 256
370YZ=block DIV 256
380REPEAT
390PLOT76,AXZ,AYZ
400CALL osword:REM read coordinates
410NX=block?0+256*block?1
420EX=block?4+256*block?5
430FOR SZ=NX TO EX STEP 8
440GC0L 0,fc?FZ:REM colour 0 or 1
450FZ=FZOR1:REM dither pixel colour
460PLOT69,SZ,AYZ
470NEXT
480REM swap colours
490?dc=?fc:?fc=?sc:?sc=?dc
500FZ=0
510AYZ=AYZ+4
520UNTILPOINT (AXZ,AYZ)<0
530ENDPROC
540REM *****
550:
560DEFPROCexample
```

```
570CLS
580GC0L0,7
590MOVE640,260:DRAW660,340
600DRAW660,640:DRAW640,700
610DRAW630,640:DRAW630,340
620DRAW640,260
630?fc=1:?sc=3
640PROCfill (640,280)
650GC0L0,7
660MOVE630,640:DRAW680,790
670MOVE660,640:DRAW690,790
680MOVE630,560:DRAW500,700
690DRAW400,600:DRAW500,460
700DRAW630,540
710MOVE660,560:DRAW790,700
720DRAW890,600:DRAW790,460
730DRAW660,540
740?fc=5:?sc=7
750PROCfill (500,464)
760PROCfill (790,464)
770GC0L0,7
780MOVE660,540:DRAW800,400
790DRAW740,340:DRAW660,340
800MOVE630,540:DRAW500,400
810DRAW550,340:DRAW630,340
820?fc=4:?sc=7
830PROCfill (616,344)
840PROCfill (660,344)
850PROCcirc (500,600,50)
860PROCcirc (800,600,50)
870?fc=5:?sc=4
880PROCfill (800,554)
890PROCfill (500,554)
900PROCcirc (500,600,20)
910PROCcirc (800,600,20)
920?fc=3:?sc=7
930PROCfill (500,584)
940PROCfill (800,584)
950REPEAT UNTIL GET=32:ENDPROC
960:
970DEFPROCcirc (XX,YZ,RZ)
980GC0L0,0
990MOVEXZ,YZ
1000FORM=0T02+P1+.1STEP.1
1010MOVEXZ,YZ
1020X=COSSN*RZ+XZ:Y=SINN*RZ+YZ
1030PLOT85,X,Y:NEXT
1040ENDPROC
```

## Multiborder

Campbell Black and  
Alasdair Hobbs,  
Juniper Green,  
Midlothian.



ENHANCE YOUR Spectrum screen displays with a multicoloured border. This machine-code routine can be called instead of using a Pause0. It can be customised by your program to give between two and six coloured borders.

Carefully type in and save the Basic loader

— listing 1. Run the program. If you have entered it correctly, the code will have been poked into memory and you can save it.

Now type in and save the demonstration program — listing 2. Run the program. You should now see some examples of the routine's spectacular possibilities.

Using the routine in your own programs is straightforward. First

CLEAR 64999

The routine should then be loaded into memory. Your own program can then be load-



ed or entered. A few pokes are required before calling the routine. Poke 65089 with the number of colours required in the border. Poke 65081 with the number corresponding to the first colour, Poke 65082 with the number corresponding to the second colour, and so on.

Finally, call the routine with  
RANDOMIZE USR 65000  
The border will remain multicoloured until a key is pressed. The addresses are summaris-

Table 1.

Start address	65000
No. of Colours	65080 Poke with a number between 2 and 6
1st colour	65081 Starting here, poke the required
2nd colour	65082 number of addresses with a number
3rd colour	65083 in the range 0-7
4th colour	65084
	0 = black 1 = blue 2 = red 3 = magenta 4 = green 5 = cyan
5th colour	65085
	6 = yellow 7 = white
6th colour	65086

ed in table 1.

Examine the demonstration listing to see how all the above was achieved from within a Basic program.

If you are saving and loading from Microdrive, change the syntax of the relevant lines in listings 1 and 2.

Listing 3 is the routine in assembly

```

10 REM
20 REM ==MULTI: border demo==
30 REM
100 CLEAR 64999
110 LOAD "mborder"CODE
120 LET a$="Pokes required for
this border"
130 BORDER 7: INK 0: PAPER 7: C
L
140 LET s=65000
150 FOR a=1 TO 2
160 FOR n=2 TO 6
170 CLS: PRINT TAB 10;"MULTIBO
RDER"
180 PRINT a$
190 POKE s+80,n
200 PRINT CHR$(244);s+80;CHR$
44:n
210 PRINT
220 LET c=n
230 FOR b=1 TO c
240 READ x
250 POKE s+80+b,x
260 PRINT CHR$(244);s+80+b;CHR$
44:x
270 NEXT b
280 PRINT "PRESS A KEY"
290 RANDOMIZE USR s
300 NEXT n
310 NEXT a
1000 DATA 1,2

```

language. You will find this useful if you have an assembler and wish to incorporate it into a larger machine code program. If you want to relocate the routine, simply change the Org address. Note that the routine will only run in the top 32K of memory. Num is the variable holding the number of colours, Col is for the actual colours.

```

1010 DATA 0,4,6
1020 DATA 0,4,5
1030 DATA 0,4,1
1040 DATA 0,4,3,1
1050 DATA 0,4,3,2,1
1060 DATA 0,4,3,2,1
1070 DATA 0,4,3,2,1
1080 DATA 0,4,3,2,1
1090 DATA 0,4,3,2,1
1100 REM ==MULTI: border loader==
1110 LET c=0
1120 FOR n=65000 TO 65086
1130 READ x
1140 POKE n,x
1150 LET c=c+x
1160 NEXT n
1170 IF c<8507 THEN PRINT "ERRO
R IN DATA": STOP
1180 SAVE "mborder"CODE 65000,87
1190 DATA 0,50,254,95,211,1,71,
33,48,254,220,1,33,103,254,35,16,25
3,78,221,110,1,1,103,254,105,221,
110 DATA 0,50,254,35,103,254,105,221,
119,0,110,0,0,0,0,0,0,254,120,211,2
54,221,70,0,0,0,0,0,0,79,1,10,32,253,1
6,124,179,219,200,54
120 DATA 47,230,31,192,35,21,32
,231,24,224,0,0,0,0,200,165,167,
102,191,9,6,4,3,2,0,0,0,0,0,0,0,0
0,0

```

## Sultan's Tower

Remko Blakenburgh,  
Leiden,  
Holland.

ZX-81

SULTAN'S TOWER is an original, fast-moving action game which consists for the most part of machine-code. The scene is laid in Arabia in the middle ages. Fatima, the girl-friend of the Arabian prince Achmed, has been kidnapped by the wicked Sultan of Bahrain and put in his harem. She is detained on the upper floor of a tower, which consists of 10 floors.

You play the part of Achmed, who would rather keep his girl for himself. You must save Fatima but, to do so, you must reach the ninth floor starting off from the ground level. Each floor is divided into six parts which lie above each other. You must start off from the bottom part and ascend using ladders and ropes.

At the left of the upper part there is a doorway leading to the floor above you. When you have reached the upper part of the ninth floor you must grasp Fatima and run back downward. You can use slides to move down quickly. To descend to a floor below you, you should use the doorway at the left of the lower part of the floors.

When you have reached the ground level, you can leave the tower by walking through the exit at the left of the lower part and have a happy life together with Fatima. Unfortunately, it's rather difficult to save girls from harems. On every floor, harem-guards are busy chasing you. You had better beware of them because you will be sentenced to imprisonment for life if they get you.

As you progress, more harem-guards will be employed by the ugly sultan to make life hard for you. Each time you reach another floor, two more guards will try to make an end of your freedom.

Sometimes the harem-guards fall into holes. In that case, a guard can't harm you very much but after some time he will climb down

to the part below him using a rope. You can use this rope later to climb up or down.

Your time to complete your mission is limited. If you run out of time, a pretty big bomb at the bottom of the tower will explode, destroying the tower with you and your girl.

The keys used to control the game are:

I — up/jump  
J — down  
Y — right  
T — left  
O — hold

If you are not pleased with these key controls you can change them by poking:

16830, code of key for hold  
16838, code of key up  
16845, code of key down  
16852, code of key left  
16859, code of key right

You can abandon a game by pressing Shift on its own.

The machine-code is held in one large Rem-statement with line number zero. Before entering the machine-code, you must obtain this line. To do so, enter a line

1 REM

followed by 128 characters — that's four full lines. Then, edit this line and change the line number to 2. Continue this procedure until you have lines 1-11. Finally, enter a line

12 REM

followed by 77 characters.

You can check whether your lines have the correct length by entering:

PRINT PEEK 16396 + 256 \* PEEK 16397  
— 16509

You should get the number 1557. If not, check your lines and correct them where necessary. Now enter as direct commands, in succession:

POKE 16510,0  
POKE 16511,17  
POKE 16512,6  
POKE 16514,118  
POKE 16515,118

You now have a massive Rem-statement of

1551 characters long with line number 0. Type in the hex-loader and enter the hex codes. I advise you to save the program at regular intervals in order to prevent you from losing all your work when a crash occurs.

After having entered the hex-codes, delete the hex-loader and type in the Basic program. Now save the program by entering:

RUN 9900

The way in which the program is saved may seem a bit cumbersome, but it is actually a means of reducing saving and loading time. It works like this: before saving, the system variable Ramtop is set to 0, whereby the display-file is reduced to its minimal size. Now the program is shortened for about 750 bytes, so loading time is considerably reduced. After saving, Ramtop will get back its previous value, 128, which causes the display-file to take its normal size.

I am aware of the fact that typing in machine-code programs can be rather tedious. Therefore, I will send you a tape version of my game if you send £3 to Remko Blakenburgh, Korenbloem 34, 2317 KX Leiden, Holland.

### The hex loader.

```

99 REM HEX LOADER
100 PRINT "START ADDRESS"
110 INPUT S
120 PRINT "FINISH ADDRESS"
130 INPUT F
140 FOR N=S TO F STEP 2
150 LET T=0
160 PRINT N;" - ";
170 INPUT A$
180 PRINT A$;" = ";
190 INPUT TOT
200 PRINT TOT
210 LET Z=0
220 FOR K=1 TO LEN A$ STEP 2
230 LET C=CODE A$(K)-28*16+CO
DE A$(K+1)-28
240 LET T=T+C
250 POKE N+Z,C
260 LET Z=Z+1
270 NEXT K
280 IF TOT=T THEN GO TO 310
290 PRINT "ERROR - PLEASE INPUT
AGAIN"
300 GO TO 150
310 NEXT N

```



(continued from previous page)

## Program 1.

```

100 POKE 26415,0
120 CLS
130 PRINT "***** S U L T A N *****"
T O W E R *****
*****
140 PRINT "CHARACTERS."
150 PRINT "Y = YOU", "X = YOU"
+ FATIMA", "Y = FATIMA", "S = HAR
EM-GUARD"
160 PRINT "K E Y S : "
EFT "Y=RIGHT", "I=UP/JUMP", "J=
DOWN", "O=HOLD", "SHIFT=STOP GAM
E"
200 PRINT "PLEASE CHOOSE GA
ME LEVEL (1-3)", "GAME LEVEL =
?"
210 LET K$=INKEY$
230 IF K$="1" OR K$="3" THEN GO
TO 210
240 PRINT AT 21,13;K$
250 POKE 16527,17-2*VAL K$
260 PRINT "PRESS ANY KEY
TO PLAY"
265 IF INKEY$="" THEN GOTO VAL
"265"
270 IF INKEY$="" THEN GOTO VAL
"270"
CLS
RAND USR 16516
CLEAR
FOR D=0 TO 130
NEXT D
RUN
FAST
POKE 16389,0
CLS
PAVE "S"
POKE 16389,128
CLS
SLOW
RUN

```

## The hex dump.

```

15514: 7676FD362105FD36 = 888
15522: 4800FD367C0DCDEA = 955
15530: 4ED07346402A3440 = 708
15538: 232240C0DF540C92 = 1013
15546: 41C08544C0B141C0 = 11209
15554: 2245CDE843A2D5B78 = 10500
15562: 40C04B433A2E40FE = 825
15570: F2D0E9ED7B4640C9 = 1214
15578: 0100FFFFDFF2100 = 1022
15586: 2B31343437001C00 = 279
15594: 0000000000000000 = 0
15602: 0000000000000039 = 57
15610: 2E322A121E11C105C = 334
15618: 2A0C402311C440C0 = 841
15626: D043C92A0C401164 = 724
15634: 000E050620193680 = 255
15642: 2310F80D20F50E0A = 610
15650: C077437FEF8020F8 = 1179
15658: 0604112100352D19 = 184
15666: 10FB0D20EB2A0C40 = 665
15674: 116400190E05EB06 = 402
15682: 02C05343E61F8F26 = 767
15690: 00197FEF8020FE5 = 1036
15698: 05110FFF19D17EE1 = 1293
15706: R720E6368A10E221 = 890
15714: 840019EB0D20D80E = 667
15722: 05C077432B2B2B06 = 531
15730: 057FEF8020F32310 = 839
15738: F62B2B0604112008 = 393

```

```

16746: 36181910F80D20E1 = 640
16754: 2A0C40110700197FE = 2993
16762: 113C00193684FE25 = 627
16770: 2002363E11940219 = 342
16778: 3656FE10C03693C0 = 1112
16786: 210000223C402A0C = 2455
16794: 4011B7023A4640C8 = 693
16802: 4728031143300192 = 2957
16810: 3E407E324840C9FE = 660
16818: 4B2540793C2804C0 = 696
16826: BD077FEF10C0B443 = 1055
16834: 210000FE2E200321 = 401
16842: DFFFEF2F20032101 = 800
16850: 00FE32200321FFFF = 839
16858: FE32200321010022 = 419
16866: 3C402A3E407FEF24 = 708
16874: CR6442112100193A = 533
16882: 4040FE0E2019FE2D = 740
16890: 28177FEF280FF13 = 934
16898: 03FEFF2804E05330 = 941
16906: 407EA72014267FEF = 932
16914: 18200E3A4040FE13 = 939
16922: 2007112000ED5330 = 939
16930: 4D2B3E403A404077 = 939
16938: 28433C30839FEF7 = 939
16946: 283BFE2400C0C3FE = 939
16954: 40223E400380473A = 939
16962: 4840CB47F8230233 = 939
16970: BDE53A3C404770C8 = 939
16978: E10B3E3FE64284FE = 1346
16986: B62347FE30F5C0C3 = 11006
17000: 43F1FE93C003A484 = 105
17010: CB4F063C003A3E40 = 782
17020: 18CA050711002038 = 342
17030: BD0C4B43303A40C8 = 908
17040: 4310F40608110014 = 375
17050: CDA343C04B43410F = 1046
17060: 118A2C0232344392 = 651
17070: 2A0E002C3430003E = 319
17080: 347A214640C8B6FE = 934
17090: B4F5C03744F1FE04 = 1434
17100: 5644A0C040101070 = 265
17110: 1934F1280C383521 = 504
17120: 4840C0C823214034 = 719
17130: ED7B4640C0383401 = 917
17140: 0080C0C4B43C0D7A = 670
17150: 2A0C4011740119E5 = 505
17160: 111143C0D0430506 = 813
17170: 0A11000FC0D4B43C = 594
17180: A34310F801E12B0C = 1176
17190: D043ED7B4640C038 = 1023
17200: 3433C0C3783639A3 = 404
17210: 260392C343378322 = 460
17220: 380392C343378322 = 353
17230: 320392C343378322 = 377
17240: 110010363C0D04B4 = 495
17250: 366C0C4B43410F42 = 884
17260: 4840C0C823214034 = 1093
17270: C9D031B7A0C0380F = 1234
17280: C9E5D0E23A3C40C8 = 1160
17290: 54E23224071020E0 = 407
17300: 19223224071020E0 = 982
17310: C5473A2E071020E0 = 1082
17320: C10C0C33C07F0D05 = 1111
17330: C06B43E607FE0530 = 800
17340: F46F8600C029354D = 526
17350: 29223224071020E0 = 347
17360: 0019E0580040119D = 656
17370: 53435E1F8F180010 = 1093
17380: C90535FEF0D47110 = 1093
17390: 05C04B43303A40C8 = 750
17400: D1C3FE2A0C401105 = 750
17410: 033232311F43C0C0 = 950
17420: 43E13A2E003C020A = 784
17430: 3A2E40303C0F0CDD = 936
17440: 43F1C92D03C31690 = 888
17450: 8080C01ACB77C0B7 = 1182
17460: 7723132876C092A0 = 714
17470: 40112000197FEF12 = 536
17480: C8FF433D77FE180C = 1177
17490: 36252B18F00E0208 = 420

```

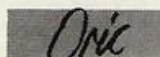
```

17410: 1E3E1F90ED471100 = 592
17420: 04C04B43410F30D2 = 605
17430: EE111844180B3E34 = 496
17440: 3A0027312A3C002E = 294
17450: 79D5C0D7A442A0C4 = 891
17460: 11750119D1C0DD43 = 862
17470: ED7B4640C09061C5 = 920
17480: 2A0C4011800319E5 = 416
17490: 11DFFF13C1010502 = 846
17500: EDB8110008C0D4B4 = 793
17510: C110E4C030617C52 = 906
17520: 0C4011210019E519 = 405
17530: D101D803EDB0E0B5 = 1080
17540: 2023366010F81100 = 405
17550: 08C04B43C110D0F0 = 938
17560: 2A0C400E18062023 = 829
17570: 360010FE3C0D02F5 = 646
17580: C03A2140472A1040 = 549
17590: E2A0C40C0D6A43CD = 930
17600: 5343C0B3F5F16003 = 591
17610: 214068208C8130B = 754
17620: 12C813C812197EA7 = 779
17630: 20DFF5112100157E = 685
17640: EFEE8020D4E8F173 = 1426
17650: 2372233600233600 = 327
17660: 2336002336002336 = 558
17670: C2406875F1600155 = 829
17680: 2356C94F3A43C0E5 = 820
17690: FC47C05343C0B477 = 1072
17700: 2602C0C732434077 = 746
17710: 214340C856C8C896 = 1006
17720: F3C2444070C9E823 = 966
17730: 2140472A10405E3A = 419
17740: E52323232323E35A = 849
17750: E52E1E1E3280510E = 1070
17760: C33C7A28267FE1C3 = 1015
17770: 3A2140472A1040C5 = 545
17780: E5114140010500ED = 818
17790: B03A4340C0B5F280C = 715
17800: 21454035C02704621 = 841
17810: 4340C856C8A040A7 = 845
17820: 2226FE1132820504 = 440
17830: 730D4C0D0142841 = 1045
17840: 40197E08BFF53D73 = 1045
17850: 280410E0130A473A = 459
17860: 4340E5F703032434 = 970
17870: 3A4340E5F7030324 = 904
17880: 2A14013EFE80920 = 736
17890: 0A473A4440FE8078 = 690
17900: 04D04FE0C0CDD44 = 1246
17910: FEA4C0D0442A4140 = 1082
17920: 112100197FEF8A28 = 833
17930: 0EA7280BF18200F = 557
17940: 3A4340C85672803A = 835
17950: 4340F803243407E = 887
17960: FE0202A3A4440FE = 311
17970: 20281F3A4340E003 = 536
17980: FE020203C0D04416 = 311
17990: 0FC0E53430C84728 = 692
18000: 3A4340F803324340 = 610
18010: 3A4440FE0202022A = 506
18020: 4140112100197FEF = 584
18030: 20281F3A4340E003 = 536
18040: FE0303C0D04416 = 812
18050: 11C0E53430C84728 = 696
18060: 3A4340C8567C8CF3 = 987
18070: 43403A4440FE8020 = 745
18080: 182A414036A43E0E = 489
18090: 324440214340C0D6 = 763
18100: C0E1E1324540D16 = 724
18110: 4A2A41403A444077 = 554
18120: 3A4340E5F7030324 = 1065
18130: 44E1197FEF762811 = 873
18140: 47A4040FE847520 = 843
18150: 1247C8BF5E3D7320 = 950
18160: 0A3A4340E0013243 = 555
18170: 4018CEFE24C00045 = 857
18180: E5214340C856E128 = 947
18190: 023E0E3244403624 = 350
18200: 224140E1E8214140 = 785
18210: 010500E0E0E0E0C0 = 852
18220: 322945C9C33C7A75 = 1000
18230: 00011900EA303400 = 360

```

## Battle Tank

David Yip,  
Carlisle,  
Cumbria.



THE AIM of the game is to destroy the enemy tank. In order to do so, you must shoot away the blocks between you and your enemy first — the number of blocks varies. It sounds simple but the catch is that you can only fire a maximum of three shots and a minimum of one shot. You and the other tank will fire at the blocks alternately. The game can be played by one or two players.

**One player:** You play against the computer and you have five lives. Every time you destroy an enemy tank, you get one point and the computer's intelligence level increases.

## 10 REM \*\*\* BATTLE TANK \*\*\*

```

20 TEXT:CLS
30 PAPER 0:INK7
40 REM >> REDEFINE CHARACTERS <<
50 FOR X=46856 TO 46975
60 READ A
70 POKE X,A
80 NEXT X
90 DATA 0,1,3,1,15,31,10,7
100 DATA 0,56,63,60,63,63,42,63
110 DATA 0,0,62,0,0,48,32,0
120 DATA 0,0,12,0,0,0,0,0
130 DATA 30,30,30,30,30,30,30,30
140 DATA 0,0,31,0,0,3,1,0
150 DATA 0,7,63,15,63,63,13,63
160 DATA 0,32,48,32,60,62,20,56
170 DATA 0,0,0,0,0,12,18,18
180 DATA 0,0,0,1,0,2,1,1
190 DATA 0,0,30,12,51,33,30,12
200 DATA 0,0,0,32,0,16,32,32
210 DATA 1,4,1,10,5,34,15,8
220 DATA 0,18,12,51,12,45,18,51
230 DATA 32,8,32,2,40,17,44,8
240 H=0
250 REM >> TITLE <<
260 CLS
270 FOR X=E8B8 TO E8C97 STEP 40

```

```

280 POKE X,22
290 NEXT X
300 PRINT CHR$(4)
310 PRINT SPC(7);CHR$(27);"A";CHR$(27);
"JB A T T L E T A N K"
320 PRINT CHR$(4)
330 PRINT SPC(12);CHR$(27);"@";CHR$(96)
;" DAVID YIP"
340 PRINT:PRINT:PRINT:PRINT
350 PRINT:PRINT:PRINT:PRINT:PRINT
360 GET A$
370 IF A$="1" THEN P=1:GOTO 400
380 IF A$="2" THEN P=2:GOTO 400
390 GOTO 360
400 PRINT A$
410 S=0:G=0
420 T(1)=5:T(2)=5
430 L=4
440 REM >> SCREEN LAYOUT <<
450 FOR X=E8E28 TO E8EC7 STEP 40
460 POKE X,22
470 NEXT X
480 POKE E8D80,18
490 PLOT 15,14,"BLOCK ="
500 PLOT 0,17,0

```

(continued on page 110)



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YC6



(continued from page 108)

```

510 PLOT 6,17,"PLAYER 1          SCO
RE"
520 PLOT 1,10,3
530 PLOT 20,18,P-1
540 PLOT 2,18,"abc abc abc"
550 PLOT 29,18,"0"
560 IF P=1 THEN 590
570 PLOT 23,18,"fgh fgh fgh fgh"
580 PLOT 27,17,"PLAYER 2"
590 POKE £268,7:PRINT
600 IF P=2 THEN PRINT:GOTO 620
610 PRINT SPC(11) CHR$(27):"AHI SCORE =
":H
620 PRINT"
630 PRINT:PRINT:PRINT
650 REM >> BLOCKS <<
660 PLOT 2,12,"
"
665 PLOT 1,12,3
670 PLOT 2,12,"abc"
680 PLOT 32,12,"fgh"
690 FOR X=6 TO 31
700 PLOT X,12,1
710 NEXT X
720 BL=INT(RND(1)*9)+17
730 X=INT((27-BL)/2)
740 PLOT 4+X,12,4
750 FOR Y=5+X TO 4+BL+X
760 PLOT Y,12,"e"
770 NEXT Y
780 PLOT 22,14,STR$(BL)
790 PLOT 22,14,7:G=6+1
800 REM >> GAME BEGINS <<
810 IF 6/2=INT(6/2) THEN 1120
820 POKE £268,21:PRINT
830 PRINT"PLAYER 1":PRINT
835 PLOT 24,23,"
"
840 PRINT" HOW MANY SHOTS (1-3) :";
845 A$=KEY$:KEY$=KEY$
850 GET A$:A=VAL(A$)
860 IF A>3 OR A<1 THEN 845
870 PRINT A$
880 A=A-1:X=5
885 GOTO 930

890 PLOT X,12,1
900 X=X+1
910 IF SCRN(X,12)=101 THEN 950
920 IF SCRN(X,12)=102 THEN 1010
930 PLOT X,12,"d"
940 GOTO 890
950 SHOOT:BL=BL-1
960 PLOT X,12,4
965 PLOT 23,14,"
"
970 PLOT 22,14,STR$(BL)
980 PLOT 22,14,7
990 IF A=0 THEN 1120
995 WAIT 20
1000 GOTO 880
1010 GOSUB 1520
1020 IF P=2 THEN 1080
1030 S=S+1
1040 PLOT 28,18,STR$(S)
1050 PLOT 28,18,0
1060 L=L+1
1070 GOTO 650
1080 T(2)=T(2)-1
1090 PLOT T(2)*4+19,10,"
"
1100 IF T(2)>0 THEN 650
1110 W=1:GOTO 1660
1120 POKE £268,21:PRINT
1130 IF P=1 THEN 1210
1140 REM >> PLAYER 2<<
1150 PRINT"PLAYER 2":PRINT
1160 PLOT 24,23,"
"
1170 PRINT" HOW MANY SHOTS (1-3) :";
1175 A$=KEY$:KEY$=KEY$
1180 GET A$: A=VAL(A$)
1190 IF A>3 OR A<1 THEN 1175
1200 PRINT A$:GOTO 1290
1210 REM >> COMPUTER <<
1220 PRINT" ORIC : ":PRINT
1230 A=INT(RND(1)*3)+1
1240 IF BL<1 THEN 1280
1250 IF (BL+1)/4=INT(BL/4)+1 THEN 1280
1260 A=((BL+1)/4-INT(BL/4))*4
1280 PRINT"I FIRE "A;"SHOTS
"
1285 WAIT 50
1290 A=A-1:X=31
1300 GOTO 1350

1310 PLOT X,12,1
1320 X=X-1
1330 IF SCRN(X,12)=101 THEN 1370
1340 IF SCRN(X,12)=99 THEN 1420
1350 PLOT X,12,"d"
1360 GOTO 1310
1370 SHOOT:BL=BL-1
1375 PLOT X,12,4
1376 PLOT 23,14,"
"
1380 PLOT 22,14,STR$(BL)
1390 PLOT 22,14,7
1400 IF A=0 THEN 820
1405 WAIT 20
1410 GOTO 1290
1420 GOSUB 1500
1430 T(1)=T(1)-1
1435 IF T(1)=0 THEN 1460
1440 PLOT T(1)*4-2,18,"
"
1450 GOTO 650
1460 W=2
1470 IF P=2 THEN 1660
1480 GOTO 1600
1490 REM >> HIT <<
1500 X=2:PLOT 1,12,1
1510 GOTO 1530
1520 X=32
1530 PLOT X,12," i "
1540 EXPLODE
1545 WAIT 30
1550 PLOT X,12,"jk1"
1560 EXPLODE
1565 WAIT 50
1570 PLOT X,12,"mno"
1580 WAIT 300:RETURN
1590 REM >> GAME OVER <<
1600 PLOT 1,9,1:PLOT 1,10,1
1610 PLOT 2,9,14:PLOT 2,10,14
1620 PLOT 11,9,"G A M E O V E R"
1630 PLOT 11,10,"G A M E O V E R"
1640 IF S>H THEN H=S
1650 WAIT 1000:GOTO 250
1660 POKE £268,21:PRINT
1665 PRINT"WELL DONE PLAYER ";W:PRINT
1670 PRINT"YOU HAVE WON BY ";T(W);"TANK
(S)"
1680 WAIT 1000:GOTO 250

```

## Header reader

H.V. Smith,  
Brecon,  
Powys.

*Amstrad*

I HAVE WRITTEN a program similar to ones published previously for other computers e.g. the ZX Spectrum or the Amstrad CPC-464. It is a program written in Basic with a short accompanying Z-80 machine-code routine which reads the header at the beginning of a file on tape and interprets this to give the user the information recorded there, which is normally inaccessible to the user.

On running, the program first returns the screen display to its default conditions as at startup when switching on. This is achieved by the two calls to the firmware jumpblock: Call &BBFF and Call &BB4E. Using these two simple calls avoids having to reset all the separate aspects of the screen display i.e. the Mode, Pen, Paper, Ink settings etc. These two calls are in fact quite useful in any program at the beginning to make sure that the effect of printing on the screen can be entirely predictable.

It then calls the subroutine at line 230 and onwards which simply pokes in the short machine code routine at 41000 onwards. It also lowers Himem to 39999 to give space for the routine and for the storage of the data obtained from the header, the amount of space allocated being in fact more than adequate, though this fact is unlikely to mean that there is insufficient memory left for use by any program residing in memory, mainly because it is unlikely that any program other than the header reader would be in the memory.

The program then calls the machine code routine which starts the tape and searches for the header at the beginning of a file. Since the routine uses quite a low level Rom routine

```

10 REM *****
20 REM ** {c} Howard V. Smith 1985 **
30 REM *****
40 CALL &BBFF:CALL &BB4E
50 GOSUB 230
60 POKE 40030,0:CALL 41000:IF PEEK(40030)=253 THEN PRI
NT"ESCAPE pressed...":PRINT:GOTO 210 ELSE IF PEEK(4003
0)<>0 THEN PRINT"Tape Er
ror":PRINT:GOTO 210
70 PRINT SPACE$(7);"Tape Header Reader ":PRINT CHR$(2
2);CHR$(1);CHR$(11);SPACE$(7);STRING$(18,"_");CHR$(22
);CHR$(0)
80 PRINT:PRINT:PRINT"Filename : ";:t=0:FOR a=40000 TO
40015:PRINT CHR$(PEEK(a));:t=t+PEEK(a):NEXT:IF t=0 THE
N PRINT"Unnamed File";
90 PRINT:PRINT:PRINT"Block Number :";PEEK(40016)
100 PRINT:PRINT"Last Block ? : ";:IF PEEK(40017)=0 THE
N PRINT"No."ELSE PRINT"Yes."
110 PRINT:PRINT"File Type : ";:a=PEEK(40018)
120 a$=BIN$(a,8)
130 t=VAL(MID$(a$,5,3)):IF t=0 THEN PRINT"BASIC Progra
m"ELSE IF t=1 THEN PRINT"Binary File"ELSE IF t=2 THEN
PRINT"Screen Image"ELSE
IF t=3 THEN PRINT"ASCII File"ELSE PRINT"Unknown."
140 PRINT:PRINT"Protected ? : ";:IF VAL(RIGHT$(a$,1))=
1 THEN PRINT"Yes."ELSE PRINT"No."
150 PRINT:PRINT"Length Of Data In Block :";PEEK(40019)
+256*PEEK(40020);"Bytes"
160 PRINT:PRINT"Address From Which Written :";PEEK(400
21)+256*PEEK(40022)
170 PRINT:PRINT"First Block ? : ";:IF PEEK(40023)=0 TH
EN PRINT"No."ELSE PRINT"Yes."
180 PRINT:PRINT"Total Length Of File :";PEEK(40024)+25
6*PEEK(40025);"Bytes"
190 PRINT:PRINT"Entry Address : ";:a=PEEK(40026)+256*P
EEK(40027):IF a THEN PRINT a ELSE PRINT"N/A"
200 LOCATE 1,25
210 PRINT"Continue...?":k$="":WHILE k$=""k$=INKEY$:WE
ND:CLS:IF LOWER$(k$)<>"n"THEN 60
220 END

```

(continued on facing page)



## 111







# A GREAT PACKAGE DEAL!

For serious users of the BBC Computer.

A professional trio which can be integrated to produce an information management system of exceptional power.

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June 1984 \$5

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## ELECTRONICS & Wireless World

The leading magazine for electronics engineers.





*State of the Art Software*

This whole page was printed in just one run, using the special commands contained in the latest and most sophisticated printer utility ever written for the Commodore 64!

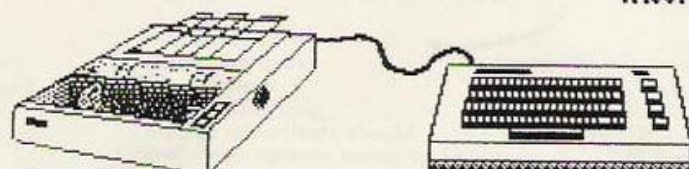
NOW, YOU CAN BE THE MASTER OF YOUR PRINTER WITH,

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The Advanced

**Commodore 64-CENTRONICS**

Interface / Printer Utility



## COMPATABLE HARDWARE - CABLES

The printer is connected to the 64 via the user port. Pins A to M are used - (PA2 to strobe and FLG to Acknowledge. A proper shielded multi-core cable is supplied (if needed) rather than ribbon. It works fine with 'EASY SCRIPT'.

**SOFTWARE** - This program is fitted a disposable Auto-Relocator which enables it to Co-exist with most other utilities. You can, if desired, specify an address on loading. Another feature to put you in control!

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THIS PROGRAM HAS BEEN TESTED WITH BOTH DOT MATRIX AND DAISY WHEEL TYPE PRINTERS WITH EXCELLENT RESULTS

## VERSATILE

As stated at the top of the page, this whole page was printed out in just one run and not just 'stuck together' for the benefit of this advert! Proof of what is possible when using 'CENTPEDE'. So far I have mixed hires with the printers' own font. There's more:-



Above... I have taken a piece of hires screen, and by using a simple FOR-NEXT loop, have dumped it here using each of the modes available on my printer. I even have a choice of 4 ROTATIONS! (The 4th can be for shading). The rotation can be used in both low and hi-res and, can be either a whole screen or just one character square. There are over 20 commands, and 255 secondary addresses, giving the user plenty of freedom to make his printer perform whatever tricks it was designed to, (and perhaps a few the makers hadn't thought about!). The writer has even made some amendments to the operating system of the 64, just to make life a little easier. You can print... **Control codes** Or maybe... **Control codes** Or if you're just not in the mood for opening and closing files, then you can use the **\*\*** command which does it all for you! Generally, the use of ESC codes has been cut to the minimum so you may enjoy using your printer to the maximum. Of course, you can still use this utility as though the extra features didn't exist... We don't want to change tradition... too much. Whichever way you want to use your printer. You'll find the way with 'CENTPEDE'.

USE THIS UTILITY TO DUMP PICTURES FROM 'DOODLE' & 'KOALA PAD', for just:

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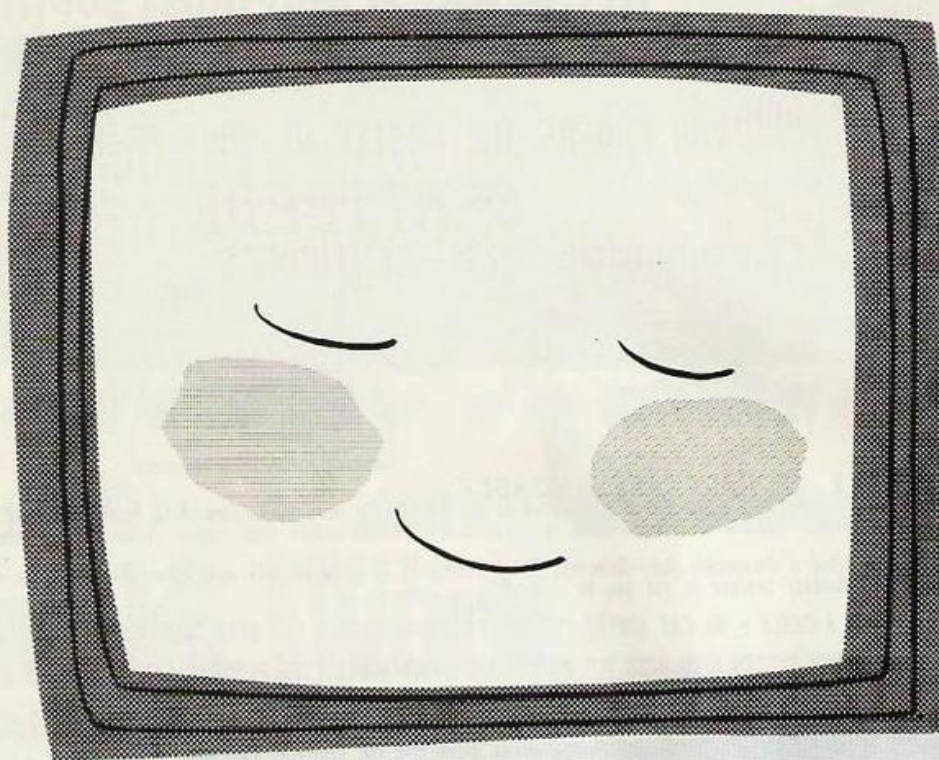
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# 01- 661 3036

Contact: Susan Platts

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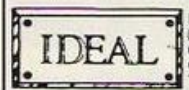
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The exhibition takes place at Olympia 2 from July 2-4. More information available from EMAP Business and Computer Publications on 01-837 3694.

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Quanta Learning Systems of Guildford has been awarded a contract by ICI to produce the training manual for the recently launched Agviser Information Service. The guide is for use by British Farmers and Agricultural Merchants who have access to the service.

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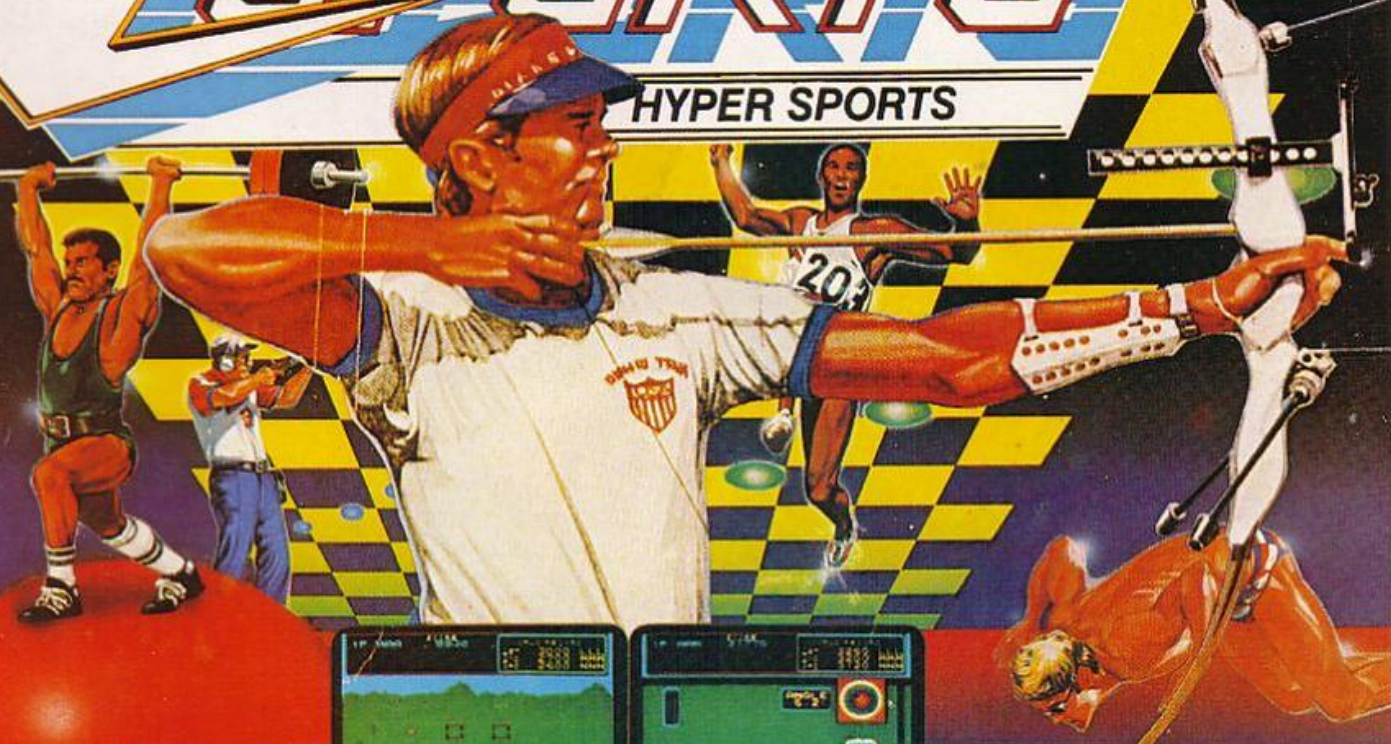
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