

POPULAR Computing WEEKLY

16 September 1982 Vol 1 No 22

35p

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Published by Sunshine Publications Ltd.

Typesetting, origination and printing by
Chesham Press, Chesham, Bucks

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

© Sunshine Publications Ltd 1982

Subscriptions

You can have *Popular Computing Weekly* sent to your home: the subscription rate is £19.95 per year, for addresses in the UK, £37.40 overseas.

How to submit articles

Articles which are submitted for publication should not be more than 1000 words long.

All submissions should be typed and a double space should be left between each line.

Programs should, whenever possible, be computer printed.

At present we cannot guarantee to return every submitted article, so please keep a copy.

Accuracy

Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

This Week



Cover illustration by Stuart Hughes

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Editorial

In a week when they found George Washington's teeth, and a boy who is allergic to Scunthorpe, Commodore announced a £30 cut in the price of its Vic20. From September 28 the Vic20 will cost £169.99 including VAT.

This move, which had been rumoured ever since Sinclair launched the ZX Spectrum in April, is an attempt to undercut some of the other low-cost micros on the market. The Dragon 32, the TI 99/4A, the Atari 400 and now the Lynx, are all priced around the £200 mark.

With more micros likely to appear in the near future — they seem to be averaging almost one a week at the moment — the market is becoming increasingly price sensitive.

Commodore has the advantage of an established user base and a wide range of software. But price is still a crucial factor for prospective buyers.

In the past two months, Sinclair has dropped the price of its ZX81 by £20, to £49.99, and Texas Instruments and Atari have cut more than £100 off the price of their micros. Now Commodore has followed suit.

If this competition among micro manufacturers continues, prices may yet drop further.

Next Week



Life at the top is no joke in Kong's Revenge — a new game for ZX81

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Vic20 price drops by £30

COMMODORE has announced two moves to boost sales of the Vic20 range of products and software.

The price of the Vic20 is to be cut by £30 to £169.99 including VAT, from September 28. This drop takes the machine out of the competitive £200 region and places it between the two versions of the ZX Spectrum.

Over 55,000 Vic20 machines have been sold in the eight months since its launch, compared with over 40,000 Sinclair machines since Spectrum's April launch.

In the second move, Commodore has set up a Vic20 owners club, Vic-Soft, which will send the first issue of its new quarterly magazine to more than 25,000 Vic20 owners who completed and returned their guarantee cards. A Commodore spokesman explains "Vic-Soft will be a place where owners will be first to find out about new things for their machines."

Further issues and special offers will be available to those who join and pay the club's £5 membership fee.

Prestel database for micros

PRESTEL is making a determined effort to capture the home computer market. A 30,000 page database is being set up just for micro users.

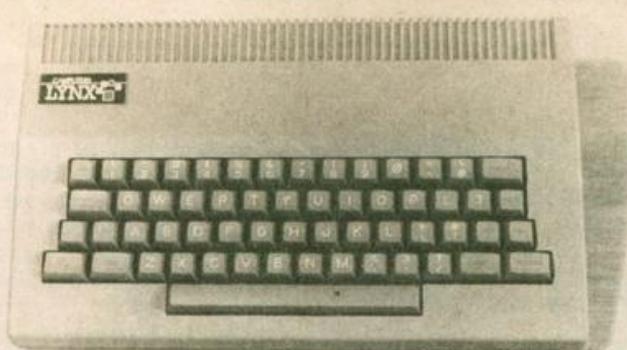
This scheme, known as Micronet, will be launched in January. The database will contain games, programs and information about computers and user groups.

As an added incentive, Prestel plans to reduce its charges for evenings and weekends.

Croydon venue for microfair

CROYDON Home Computer Fair will be held in the Greyhound Halls, Park Lane, Croydon on Saturday, September 25.

Over 40 exhibitors will be there, entry will be £1 and 50p and the show will be open from 10 am to 8 pm. More details from Ron Vogt, Computer Fairs, 359 The Strand, London WC2.



Computers' Lynx has 48K Ram and high resolution colour graphics.

Lynx unsheathes its claws

MORE details have emerged about the Computers' Lynx (*Popular Computing Weekly*, September 9).

Based around the Z80A microprocessor, the Lynx has 48K Ram, expandable to 192K, and 16K Rom. It has 24 lines x 40 characters display and a colour resolution of 248 x 256.

The 48K Ram leaves 16K available to the user in the high resolution colour mode. With additional memory expansion, the display can be boosted to 24 lines x 80 characters with a colour resolution of 248 x 512.

An enhanced form of Basic, specially developed for the Lynx by Davis Jansons, takes up 10K of Rom. The remaining 6K is used for the keyboard, monitor and screen driver.

Other features of the Lynx

include a typewriter keyboard, an internal speaker and an RS232 port. To avoid any possibility of overheating, the power supply will be external.

Though the Lynx is designed primarily for the home user, it has CP/M file management compatibility.

The hardware for the Lynx was designed by John Shirreff of G W Design Services, a Cambridge electronics firm. Finance for the project was provided through the government's small firms loan guarantee scheme.

The 48K Lynx, originally priced at £150 plus VAT, will now be sold for £225 including VAT. It will be launched officially in late October.

Computers Ltd has moved from its old address in Hills Road, Cambridge. The firm is now based at 33A Bridge Street, Cambridge CA3 4AB.

Programming award competition winners

POPULAR *Computing Weekly's* Programming Award Scheme Competition winners have been selected.

First prize goes to Phillip Brain of Crookesmoor, Sheffield, for his program *Odyssey*. He wins a Sinclair ZX Spectrum and a ZX printer.

The winners were selected last week by Brendon Gore, Editor of *Popular Computing Weekly*, and Jeremy Ruston, author and programmer.

Jeremy Ruston commented: "The competition received so many entries of a high stan-

dard that it was very difficult to decide on the winners."

Odyssey was also the winning program in the Games category.

Malcolm Davison won the Educational/Scientific section with the best presented program, *Spelling* for the 16K Spectrum.

D Swindell won the Utilities section with his impressive *ZX81 Assembler*.

Christopher Copper won the Business/Office section with *Business Accounts* for the 16K ZX81.

BBC users in independence squabble

A ROW has broken out between the two main BBC micro user groups concerning their independence.

In a letter to the magazine *Microcomputer Printout*, Sheridan Williams — co-founder of Beebug — has accused rival group Laserbug of ties with a retail outlet. He alleges "Laserbug are run by a shop called Computers For All and cannot represent their members in a truly independent way. As far as I know, the only truly independent user group is Beebug."



Sheridan Williams.

Paul Barbour, new editor of *Laserbug*, in a written reply to the letter says "Laserbug is and always has been independent of all outside bodies. While Mr Williams claims he is completely independent, I would like to know how, in the mail-out by Acorn (which supplied the guarantee card to every owner of the BBC micro) he managed to get a sheet publicising his own group."

Beebug currently has a membership of 8,500. *Laserbug* now has over 2,000 members.

Commodore 64 goes on sale

THE new Commodore 64 microcomputer will go on sale in the UK during the third week of September.

It will cost £299 plus VAT. At over a hundred and fifty pounds more than the Vic20, it nears the price of the 64 selling in the US at \$599.

A Commodore spokesman said: "There is an enormous perceived demand for the new machine in the UK. The initial batch will be manufactured in Santa Clara, imported, and sold through selected high street retailers."

Letters

write to Letters, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2

Is this misplaced enthusiasm?

There were a couple of inaccuracies in my program Screenprint which was published in *Popular Computing Weekly* July 29. The Rem statement in line 10030 should say that TS=4096 on Vics with more than 8K of memory and not 10.24. Also, in the accompanying text the calculation for NL should read:

```
NL=INT((PEEK(36866) AND 127)/2)
```

I did send in an alternate listing but this was obviously misplaced.

Ken Clark
22 Napier Avenue
Southend-on-Sea
Essex SS1 1LZ

Please help me Mister Postman

I wonder whether any of your readers can help me to obtain a copy of *PCW* April 29 (Planet Ruler issue). This will then enable me to complete my set of issues of your magazine.

Ian Fensome
7 Brussels Way
Luton
Bedfordshire LU3 3TQ

Penitents' stool

I have spent hours trying to make your *Meltdown* program work (*Popular Computing Weekly* July 29). I now realise that at least lines 6500 and 7000 are omitted with possible errors in lines 7 and 70.

Can you please advise of these and any other corrections for this program. I must say the very small print made other sections almost unreadable. A great pity as I believe that, errors excepted, the magazine is very good value for money.

M Farrant
49 Waterer Gardens
Tadworth
Surrey

You are correct, there are a couple of errors in the *Meltdown* program. The original program worked fine when we played it in our office. Unfortu-

nately, our cassette recorder missed out a couple of lines when we printed out the program.

To correct the program, type in line 6500 RETURN and 7000 REM MELTDOWN.

You pays yer money and . . .

I am writing to reply to Mr S Stratford's letter in *Peek & Poke* (July 22). It will soon be possible to download telesoftware from teletext on the BBC microcomputer — production of the unit begins in October. If Beebusers can't wait, then programs appear on Ceefax along with a telesoftware newsletter (page 705).

Ian Beardsmore's reply to Mr Stratford said that a ZX Spectrum Prestel adaptor would not be possible ". . . let alone feasible . . .". However, I was delighted to read in the following issue (July 29) that Sinclair are to build such an adaptor likely to cost from £50 — or less. Production starts on a similar adaptor for the BBC micro in early 1983.

Before investing in Prestel it must be remembered that, unlike teletext, it is not free. British Telecom charge on a time-basis for using (a) the telephone line, and (b) the Prestel computer. Some information providers also charge you to look at their pages. Prestel is a brilliant British invention but it is too expensive for the home-user at the moment, just like *Popular Computing Weekly*.

Andrew Wiseman
Hartford Post Office
68 Mayfield Road, Hartford
Huntingdon
Cambridgeshire PE18 7NJ

A partially populated b

I wish to comment on the letter "To b or not to be, that is . . ." in July 29.

The model A can be fully upgraded to model B standard for around £130 if done by an Acorn dealer, and around £75 if you fit them yourself.

The only part of the tube that the model A does not have is the connector which can easily be soldered to the board — the model A board is just a partially populated model B board.

Matthew Newman
3 Harvest Bank
Hyde Heath
Amersham
Buckinghamshire

Cubic rethink . . . WHOOPEE

In your competition page I (July 15) you mention errors encountered on comparing cubes, eg: IF 3**3=27 THEN PRINT "WHOOPEE" will fail. However, PRINT 3**3 gives "27" so I thought of using STR\$, eg: IF VAL STR\$ 3**3=27 THEN PRINT "WHOOPEE" will give a happy response every time.

S Haydock
61 Gordon Street
Wigan
Lancashire

Backslashing answer

Ian Beardsmore's reply to D Whittaker's query about Vic20 inverse graphics (July 22 issue) was somewhat less than helpful.

The character in question was, in fact, an inverse (or reverse) video backslash. This is not found in the Vic20 character set but does appear in the character set of the larger CBM machines. When Vic20 programs are listed using a printer on one of the larger CBMs, this character is printed in place of the inverse video £ which denotes *Ctrl red* on the Vic. An example of this appears in Appendix M (page 153) of the booklet *Personal Computing on the Vic20*. Your correspondent should have received a copy of this booklet with his machine.

The reason for this, at first apparently strange effect, is that machines such as the CBM 3000/4000 do not have a £ sign in their character set. There are also slight differences in the versions of the ASCII code employed on the

different machines. On the Vic20 the code for the inverse video £ is 220, on the CBM 3000/4000 this code corresponds to the inverse video backslash.

There should be no confusion with the inverse video diagonal given by shifted M, since the backslash has a vertical ascender/descender at each end.

During his discussion of this problem, Ian Beardsmore also reveals an alarming lack of appreciation of the operation of the reverse video controls on the Vic. If you have opened a print statement and then type *Ctrl rvs on*, an inverse video *r* will appear on the display, but all subsequent characters will appear as normal until the program is run (or RETURN is pressed in the immediate mode). Then, and only then, will the characters appear in reverse video. Deleting the inverse video *r* will cancel the command, but the inverse video *r* will return once you "start again".

On the other hand, in the immediate mode without a print statement, typing *Ctrl rvs on* will not cause an inverse video *r* to appear and deleting will not cancel the command — all subsequent characters will appear on the screen in reverse video until *Ctrl rvs off* is entered.

J Meardon
15 Brightwell
Reabrook
Shrewsbury
Salop SY3 7TQ

Manual error in Sinclair

Thank you for such a wonderful magazine.

The reason why I have put pen to paper is to tell readers that I have spotted a mistake in the Sinclair manual. It only becomes dangerous when using machine code. It is the character on page 184, code 135. The character should be "Shift Graphic 3" and not "Shift Graphic E".

Keith Driscoll
53 Melville Road
Bootle
Merseyside

Street Life

Jupiter Ace — the making of a micro

*David Kelly returns to
Foxhollow in pursuit of the
Jupiter Ace.*

Now the Jupiter Ace has arrived (*Popular Computing Weekly*, September 9) the tongues of Altwasser and Vickers have been untied and they can talk about their new micro, the machine that is not afraid to speak Forth.

The two co-designers of the Spectrum left Sinclair five months ago to develop the machine.

"I first thought in November last year that it would be a good idea to build a microcomputer," says Richard.

"I knew that I couldn't do the whole thing on my own. I can't write machine code — at least, I can't write it like Steve can.

"I turned the idea over for some time but it wasn't until January that I mentioned anything to Steve.

"I didn't know how Steve would feel about setting up on his own. I had always thought Steve was a fairly cautious sort of chap and I wasn't sure if he would be interested."

"As we talked it became clear that Steve was prepared to be adventurous — and it became clear to him that I was prepared to be adventurous — and there you are."

Both Richard and Steve wanted to do something different, so they decided that their micro should run Forth rather than Basic.

"We'd been talking before Christmas about Forth," explained Richard. "We had both independently read an article that was printed in the magazine *Byte* — and we both got quite excited about it".

Having decided to build a new micro that would run Forth, the two designers began to sort out the details of the new machine.

"We spent the last weekend in January sitting down trying to work out the basics of the Ace. We both know the Z80 processor inside out so we really had to use it, and at that stage I already had an architecture in mind.

"The Ace had to be fairly inexpensive for two reasons. You can always make a small computer bigger by hanging a selection of peripherals on it — which makes the small micro a better commercial proposition. And we obviously know so much more about making small computers.

"We agreed to spend a month evaluating the project. We both joined FIG, the



Steve Vickers (left) and Richard Altwasser, co-designers of the Jupiter Ace.

Forth Interest Group. Steve went off and bought lots of books and I started making enquiries of component manufacturers."

By mid-March they were still not making much progress and they realised that, if they were going to see the venture through, they would have to leave Sinclair. There was only one time to do that — immediately after the Spectrum launch.

"We couldn't possibly leave before, and, if we waited long after we would more than likely be headlong into another of Clive's projects," says Richard. "So we left and went headlong into one of our projects instead."

By this time the first draft of the hardware was already working.

"If you look at all the new computers coming out they all have new hardware — ours was to have entirely new software as well. Writing the Forth was a huge task for Steve.

"While he was doing that I redrafted the hardware and designed the printed-circuit board. Mixed in with this I was sorting all the components — looking around the factories for someone to build it. We also approached the bank to try to get a three-month loan.

"Forth is a very well documented language. We decided on Forth 79 Standard, with some modification, and Steve built it all up from scratch.

"To say Basic is becoming the standard language for micros is very misleading — you show me two machines that run the same version of Basic. Forth is a better language. It is about ten times faster than Basic. It is more compact — we could easily do a 1K *Space Invaders* in Forth on the Ace.

"Forth is easier to learn, as the first language. Changing from Basic to Forth is

a bit like going on the continent and driving on the right: You quickly get into the way of it, but in the first 20 minutes you risk your life so many times."

The Jupiter Ace will get its full launch at the *Personal Computer World Show* when the first production run machines will be on display.

"We will build and ship 500 computers in September which will get us off the ground — production will ramp up from there according to demand.

"In addition we are going to provide a memory expansion, although with a little adaptation any Z80 peripheral can be connected because all the Z80 busses appear at the back of the Ace.

"We will be writing our own software for the machine and we are working closely with several companies who have written good things for the ZX81 and have expressed a wish to write for us.

"Most people buy a micro to learn about computers. They spend a week getting into Basic and discover they cannot produce the kind of games they are used to without learning to program in machine-code. That isn't easy so they resort to buying ready-made machine-code games. The manufacturer is selling a Basic machine to run machine-code. What the Ace does is to provide machine-code speed in an easily understood language.

"Learning to program should be easy. If you buy a car it should be as easy to drive as possible. Why should a computer be different? It is the job of designers to produce machines that my grandmother would find easy to use.

"I think," says Richard, "that the introduction of Forth is a major step in that direction. We know we are right to produce the Ace — all we have to do is convince everyone else of that."

COVER STORY

Swarm

A new game for 16K Spectrum
by Simon Lane

An experimental research station at Porton Down is working on a hush-hush project. In a quest to invent a new weapon, to match the Super Powers' terrifying nuclear arsenals, the research team is altering the genetic DNA patterns of various insects.

Black widow spiders, their poisonous bite enhanced a thousand fold, are kept under close observation. Killer ants, bred for size and ferocity, are encased in specially constructed titanium alloy cases. Even beetles, their skins toughened to withstand almost any shock, are being used as instruments of destruction.

The research team's most successful experiment has resulted in a species of hybrid bee. These bees have wingspans of 12 ft, with bodies to match. They are carnivorous and need to feed almost constantly.

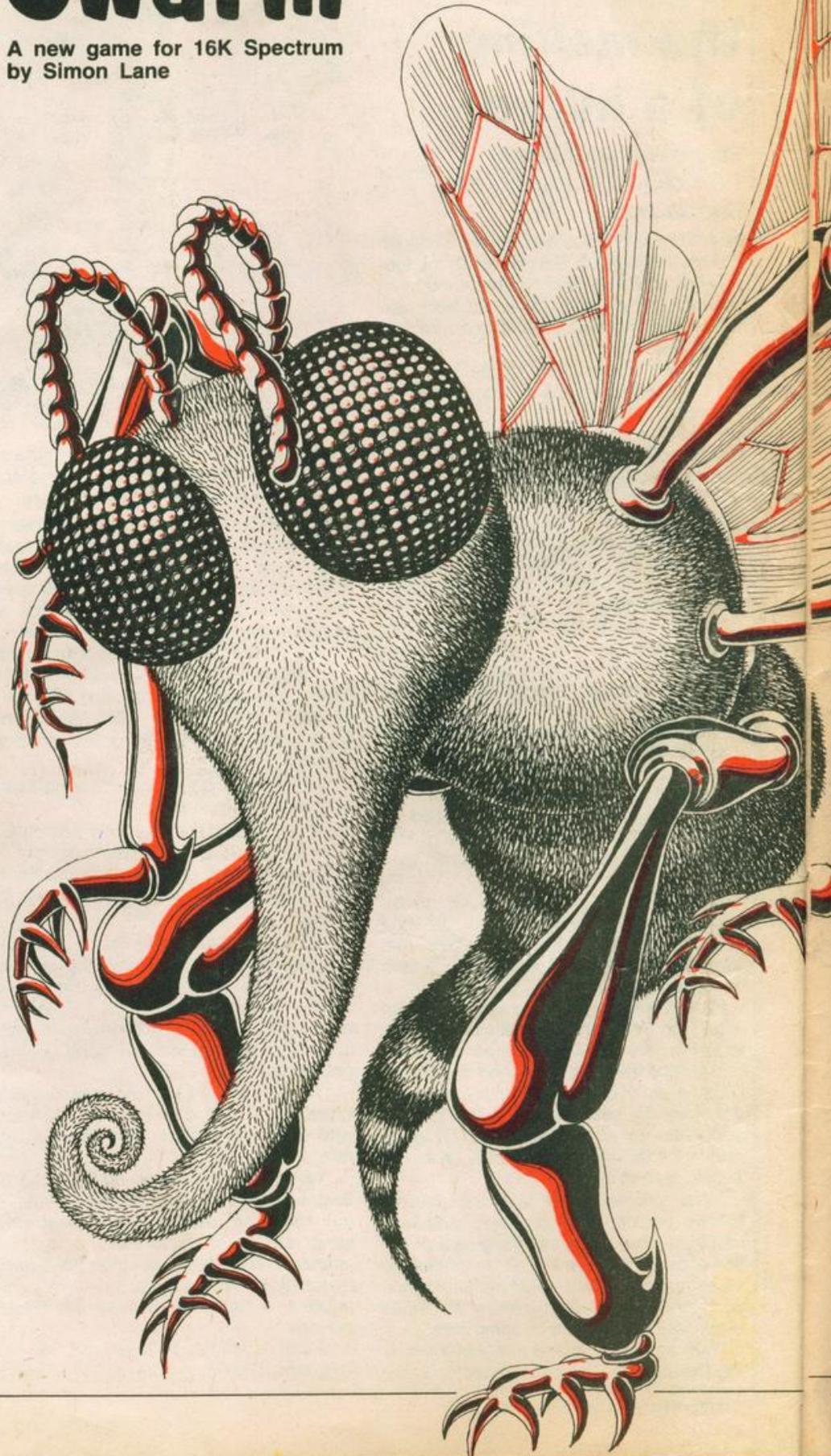
Unfortunately, a swarm of the bees escaped from one of the hives. The bees are approaching a nearby city, looking for food.

You are part of an artillery unit called up to deal with the menace. Your rocket launcher is one kilometre away from the swarm, but you only have enough ammunition for one shot at each bee.

When run, the program displays rows of the giant bees on the screen. Using the keys 5, 6, 7 and 8 you must position your sights directly over each bee. Enter 0 to fire.

Full instructions are contained in the program.

User defined graphics are present in lines 80-240, 310, 320, 1087 and 1260.





```
1 REM Swarm
2 REM © Simon Lane, 1982
3 REM -----
4 LET h=0
5 RESTORE
6 FLASH 0: BRIGHT 0: OVER 0
7 INVERSE 0: BORDER 0
8 PAPER 0: INK 6: CLS
9 LET a$="abcdefghijklmnopqrstuvwxyz"
10 FOR i=1 TO 15 STEP 2
11 FOR j=0 TO 7: READ n: POKE USR a$(i)+j
12 NEXT j: NEXT i
13 PRINT AT 21,0: POKE 23492,255: PRINT AT 21,0:
14 PRINT " IJABIJ AB AB
15 MNEFEF"
16 PRINT " KLCKKL CD CD
17 OPGH"
18 PRINT " AB AB AB
19 AB"
20 PRINT " CD CDICD
21 CDEFEF"
22 PRINT " AB ABKLAB
23 IJGH"
24 PRINT " CD CD CD
25 KL"
26 PRINT " AB AB AB
27 IJEF"
28 PRINT " CD CD CD
29 KLGH"
30 PRINT " MN IJ IJ MNEF M
31 NEF AB AB"
32 PRINT "MNOP KL KL OPGH O
33 PGH CDICD"
34 PRINT "OP IJ IJ IJ IJ E
35 F EF ABKLAB"
36 PRINT "MNEF KL KL KL KL G
37 H GH CD CD"
38 PRINT "OPGH IJ IJ IJABIJ H
39 NEF AB AB"
40 PRINT " EF KLAKL KLCKL O
41 PGH CD CD"
42 PRINT "EFGH IJCDIJ IJ IJ E
43 F IJ AB AB"
44 PRINT "GH KL KL KL KL G
45 H KL CD CD"
46 PRINT "TAB 9: BY SIMON LANE
47
48 FOR i=1 TO 7: INK i
49 BEEP .1,RND*24: FOR j=0 TO
50 19: PRINT AT j,0: OVER 1:TAB 31:
51 NEXT j: NEXT i
52 FOR a=USR "a" TO USR "u"+7:
53 READ n: POKE i,n: NEXT i
54 DIM b$(19,21): FOR i=1 TO 4:
55 LET a$=CHR$(15+CHR$(3+(2 R
56 ND i=2)+(3 AND i*2)))
57 LET b$(i-2,1)=a$+ " AB AB AB
58 AB AB AB
59 CD CD
60 CD CD CD C
61 D
62 NEXT i
63 LET r=24: LET s=0: LET a=12
64 LET b=24: LET i=0: LET p=30
65 LET d=20: LET a=0: LET z=1
66 LET t=0: LET x=1
67 BRIGHT 0: PRINT AT 21,0:
68 PRINT "A swarm of giant
69 mutant bees is attacking a c
70 ity by night. You have a rock
71 et launcher
72 positioned one kilo
73 meter away, but only enough a
74 munition to allow you one sho
75 t at each. Use the keys "5"
76 "6" "7" and "8" to mo
77 ve your sights, and "0" to
78 fire.
79 Type "Enter" to
80 start.
81 IF INKEY$(CHR$(13) THEN BEE
82 P .05,RND*48-24: GO TO 1050
83 CLS
84 PRINT "Score:0000 High:":0
85 00:1 TO 4-LEN STR$(h):h: Rocke
86 ts:24"
87 LET p$="UUUUUUUUUUUUUUUUUU
88 UUUUUUUUUUUUUUUUUUUUUUU
89 PRINT AT 21,1:p$
90 IF a=0 THEN GO TO 1100+c*10
91 0
92 IF z=0 THEN BEEP .12,-35: G
93 O TO 2000
94 LET t=x
95 IF t=9 OR t=13 THEN LET x=-
96 x
97 PRINT AT 1,t:bs(1):AT 2,t:b
98 $(2):AT 4,t:bs(3):AT 5,t:bs(4):A
99 T 7,t:bs(5):AT 8,t:bs(6):AT 10,t
100 :bs(7):AT 11,t:bs(8)
101 GO TO 2000
102 LET d1=4: LET a1=1
103 IF bs(d1+2,a1+3)="C" THEN
104 GO TO 1240
105 LET a1=a1+1: IF a1=7 THEN L
106 ET a1=1: LET d1=d1-1
107 GO TO 1210
108 LET d2=d1+3-2
109 LET a2=a1+3-2+t
110 PRINT AT d2,a2: BRIGHT 1:bs
111 (d1+2-1,1 TO 2):AB:AT d2+1,a2:
112 "CD"
113 BEEP .01,22-32
114 GO TO 1900
115 PRINT AT d2,a2: BRIGHT 1:bs
116 (d1+2-1,1 TO 2):EF:AT d2+1,a2:
117 "GH"
118 BEEP .07,21-d2
119 GO TO 1900
120 PRINT AT d2,a2: BRIGHT 1:bs
121 (d1+2-1,1 TO 2):IJ:AT d2+1,a2:
122 "KL"
123 BEEP .07,20-d2
124 PRINT AT d2,a2:
125 LET d2=d2+1
126 PRINT AT d2,a2: BRIGHT 1:bs
127 (d1+2-1,1 TO 2):IJ:AT d2+1,a2:
128 "KL"
129 IF d2=19 THEN LET c=c+1
130 BEEP .07,20-d2
131 GO TO 2000
132 PRINT AT d2,a2: BRIGHT 1:bs
133 (d1+2-1,1 TO 2):MN:AT d2+1,a2:
134 "OP"
135 BEEP .07,-1
136 GO TO 1900
137 PRINT AT d2,a2: BRIGHT 1:bs
138 (d1+2-1,1 TO 2):AB:AT d2+1,a2:
139 "CD"
```

```
1710 LET p=p-(p$1a2)="U")-(p$1a2
1711 +1)="U")
1712 IF p$(a2)="U" OR p$(a2+1)="
1713 U" THEN BEEP .01,20: BEEP .01,24
1714 :BEEP .01,27
1715 IF NOT p THEN GO TO 2000
1716 LET p$1a2="U" a2+1: PR
1717 INT AT 21,a2:
1718 GO TO 1900
1719 PRINT AT d2+1,a2:
1720 LET d2=d2-1
1721 PRINT AT d2,a2: BRIGHT 1:bs
1722 (d1+2-1,1 TO 2):AB:AT d2+1,a2:
1723 "CD"
1724 IF d2=d1+3-2 THEN LET a=INT
1725 (b/2+.5): LET z=1
1726 BEEP .05,20-d2
1727 GO TO 2000
1728 LET c=c+1
1729 IF a THEN LET a=a-z: LET z=
1730 1-z: IF NOT a THEN LET z=0: LET
1731 c=1
1732 LET d=d+(INKEY$="6")-(INKEY
1733 $="7")
1734 LET a=a+(INKEY$="8")-(INKEY
1735 $="5")
1736 LET d=d+(d=0)-(d=21)
1737 LET a=a+(a=-1)-(a=32)
1738 PRINT AT d,a: OVER 1: INK 6
1739 : PAPER 0: BRIGHT 0: "+"
1740 BEEP .0,001,50
1741 PRINT AT d,a: OVER 1: INK 6
1742 : PAPER 8: BRIGHT 8: "+"
1743 IF ! THEN GO
1744 TO 3000
1745 IF INKEY$(CHR$(0) THEN GO TO 1
1746 000
1747 LET dd=d: LET aa=a
1748 LET f=f+1
1749 IF f/8 THEN GO TO 3500
1750 PRINT AT dd,aa:"00RRSST"(f
1751 )
1752 GO TO 1000
1753 IF f=10 THEN GO TO 3800
1754 PRINT AT dd,aa:"+"
1755 IF a=0 THEN IF (dd=d2 OR dd
1756 =d2+1) AND (aa=a2 OR aa=a2+1) TH
1757 EN GO TO 3550
1758 IF dd/11 OR dd/3=INT (dd/3)
1759 THEN GO TO 1000
1760 IF aa=(1 OR aa)+17 OR (a-t
1761 /3)=INT ((a-t)/3) THEN GO TO 100
1762 0
1763 LET d3=INT (dd/3)+2+1
1764 LET a3=INT ((aa-t)/3)+3+4
1765 IF (d3-1)/2+1=INT (a3-4)
1766 /3+1=INT THEN GO TO 1000
1767 IF bs(d3,a3)="+" THEN GO TO
1768 1000
1769 LET bs(d3,a3 TO a3+1)=" "
1770 LET bs(d3+1,a3 TO a3+1)=" "
1771 LET s=s+20+(10 AND d3=2)+(2
1772 0 AND d3=1)
1773 GO TO 3750
1774 PRINT AT d2,a2: "":AT d2+1
1775 a2: LET a=INT (b/2+.5): LE
1776 t=z+1
1777 LET s=s+40+(20 AND d1=2)+(4
1778 0 AND d1=1)
1779 LET bs(d1+2-1,a1+3+1 TO a1+
1780 3+2)=" "
1781 LET bs(d1+2,a1+3+1 TO a1+3+
1782 2)=" "
1783 BEEP .01,40: BEEP .01,44: B
1784 EEP .01,47
1785 LET b=b-1
1786 PRINT AT 0,6:"000"( ( TO 4-LE
1787 N STR$(s))
1788 GO TO 1000
1789 IF SCREEN$(dd,aa)="e" THEN
1790 PRINT AT dd,aa:""
1791 LET r=r-1
1792 PRINT AT 0,30:1"0" AND r<10
1793 ):r
1794 LET f=0
1795 IF r THEN GO TO 1050
1796 FOR i=1 TO 100: NEXT i
1797 CLS
1798 IF b THEN GO TO 4200
1799 PRINT "You have killed a l
1800 l the bees. The bees killed
1801 :30-p: people. Score:":s
1802 GO TO 4200
1803 PRINT "You have used up a
1804 ll your rockets, with :b: b
1805 ees left. The bees killed :3
1806 -p: people. Score:":s
1807 PRINT " :bs(5):15 pe
1808 r bees"
1809 PRINT " :-(30-p)+2,"
1810 (2 per corpse.)
1811 LET s=s-b*5-(30-p)*2...
1812 PRINT "Final score:":s
1813 IF s<h THEN GO TO 4500
1814 PRINT "Well done!"
1815 PRINT "You have the HIGH SCORE!"
1816 LET h=s
1817 PRINT "Type "Enter" to
1818 play again."
1819 IF INKEY$(CHR$(13) THEN GO
1820 TO 4505
1821 CLS : GO TO 10
1822 FOR i=1 TO 100: NEXT i
1823 CLS
1824 PRINT "The bees have kill
1825 ed all the people. You have f
1826 3124" : Score:0"
1827 GO TO 5000: NEXT i
1828 CLS : GO TO 10
1829 DATA 6,1,11,7,3,23,11,17
1830 DATA 96,126,205,224,192,232
1831 208,136
1832 DATA 35,71,135,159,103,11,1
1833 1,9
1834 DATA 196,226,225,249,230,20
1835 6,208,144
1836 DATA 12,16,17,8,232,30,127,
1837 255
1838 DATA 0,0,0,160,66,41,125,25
1839 4
1840 DATA 0,0,0,5,34,148,190,127
1841 9070 DATA 46,72,106,16,25,120,25
1842 4,255
1843 DATA 0,56,84,146,254,146,84
1844 56
1845 DATA 0,0,56,84,124,84,56,0
1846 DATA 0,0,0,15,56,16,0,0
1847 DATA 0,0,0,15,0,0,0,0
1848 DATA 16,56,16,254,16,15,40,
1849 68
```

Reviews

software

Winged Avenger

Work Force, 140 Wilsden Avenue, Luton, Bedfordshire.
Spectrum, 16K or 48K.
Price: £6.95 inclusive.

This is one of the first machine code games available for the Spectrum. It is a colour and sound version of a game previously released for the ZX81.

The cassette loaded with no problems from two different machines and is recorded three times on the tape. It consists of a short *Basic* program followed by a large chunk of bytes, so it is important not to switch off the machine the first time the screen no longer shows the loading pattern, as there is no warning on the display. As the auto-load stops, there is a brief description of the control keys and a choice of difficulty levels (0 to 6).

In order to discover how well this program emulates its big brother, I set off one dark night into the nether regions of my local fair, armed only with my courage and a pocket full of 10p pieces. The original game, *Phoenix*, sends squadrons of cosmic eggs at you that later hatch into almost indestructible vultures. The vultures pursue you relentlessly, even when their wings have been blown off by your laser cannons.

Smashing opportunity

After this Hitchcockian nightmare, there is the opportunity to smash the control craft which contains smart weapons that lock onto your base (I confess I could not get past this stage).

Work Force's version is one of the best Sinclair games so far. It covers all the stages of the arcade original — the arrival of the mother ship is particularly good. It is certainly a game to come back to again and again.

My one criticism would be that the shield control protects you too well. Kami-kazi birds that reach the bottom line hurl themselves to destruction with little damage to the home base.

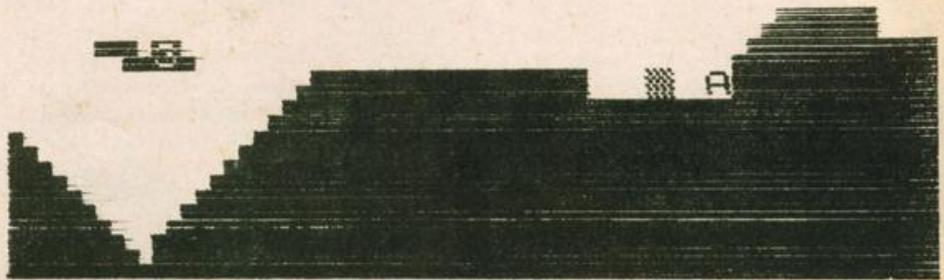
In all other respects, *Winged Avenger* seems to offer good entertainment, although £6.95 does seem a little high when compared with games like Bug-Byte's *Spectral Invaders* — which is almost £2 cheaper.

Summary

A well-written high-speed action game that uses the potential of the Spectrum fairly well. Perhaps a little over-priced, but in the long run cheaper than the arcade version — and you might even win!

JS

```
6-DOWN 7-UP 9-FIRE 0-SOME
FUEL 967 SCORE 0050 HIGH 0000
```



QS Scramble

QS Scramble
Quicksilva, 92 Northam Road,
Southampton
ZX81, 4K, cassette
Price: £5.50.

At any ZX fair a certain amount of indifference toward humankind is called for when moving from stand to stand.

The Quicksilva stand always attracts impenetrable crowds. Their stand is justly popular — their software and hardware is always first class.

Scramble, their new release, follows the QS tradition of concentrating on the classic arcade games.

The game has the same feel as QS's well-known *Defender* — your spaceship cruises above a changing mountainous landscape, shooting at aliens swooping down from space, and rockets being fired from the ground. In addition, you may drop bombs on the fuel dumps scattered among the mountains. Points, of course, are scored for all of these operations. With the aid of a little insert card, you may change several of the parameters to give a personalised game. You will want to make the game harder after playing a couple of times, as the basic one soon becomes too easy.

The package displays the usual high-quality artwork and the cassette itself is neatly printed with the title of the program. The tape contains, as is usual QS practice, software for the QS character and sound generators.

Summary

"Amazing", "fantastic", and other original observations from neighbouring arcade game fans were enough to convince me that Quicksilva have another worthy addition to their small but select range.

TB

Airline/Autochef

CCS, 14 Langton Way, London SE3.
ZX81, 16K cassette.
Price: £4.75 each — £8.00 both.

One of the most successful types of boardgame has been the business simulation, witness *Acquire*, *Monopoly*, et al. The ZX81 is admirably suited to this type of game — more so, in my opinion, than to the graphic arcade game, excepting the efforts of a very small, distinguished minority.

Airline puts you in the managing director's seat. Your task is to build the company into a viable business, with the help of bar charts, histograms and vicarious news flashes. You must use this information, on crewing levels, freighting profits and so on, to make decisions. As in real life, well laid plans are affected by outside events, in this case hi-jacks and crashes.

The program is broadly realistic. For instance, until capital has been built up to a reasonable level, airplanes cannot be bought, but only leased. Details such as this help to build a convincing insight into the business world.

Autochef is not some new cooking device, but the name of a restaurant chain. Again, you are in charge, and given information relevant to your business. This time you decide what type of establishment to run, what to charge for meals, whether to give your staff pay rises and so on.

Summary

Both programs feature attractive layouts and give the player a good sense of being in control of a big business. Although not detailed enough for the serious student of Business Affairs, the games are an ideal simulation for the interested teenager, and good plain fun for everybody.

TB

Reviews

hardware

Disc drive for ZX81

Macronics, 26 Spiers Close, Knowle, Solihull, West Midlands B93 9ES.

Price: £90.85 for the interface card.
£182.85 for the floppy disc drive.

This is the first disc drive to be demonstrated for use on the ZX81. It can store up to 48K of programs or data on its single sided, single density, discs. The loading speed of 24 seconds per 16K program is slow by normal disc standards, but is 21 times faster than the tape speed.

The user can either supply his own standard disc drive or buy a 5¼ inch disc drive from Macronics (mini-discs will be available soon).

The interface card (5 × 5½ inches) plugs into a motherboard, so that a 16K Ram pack can be used as well as the printer. The motherboard simply plugs into the ZX81 and the drive is connected up via a 21-inch ribbon cable. The drive must be powered up first, but there is no indication on the drive supplied that this has happened.

The board contains a 2K Rom (soon to be expanded to 4K to cope with three drives and a Copy disc routine) which provides the 11 disc commands. There is also 2K of Ram for use by the system as workspace.

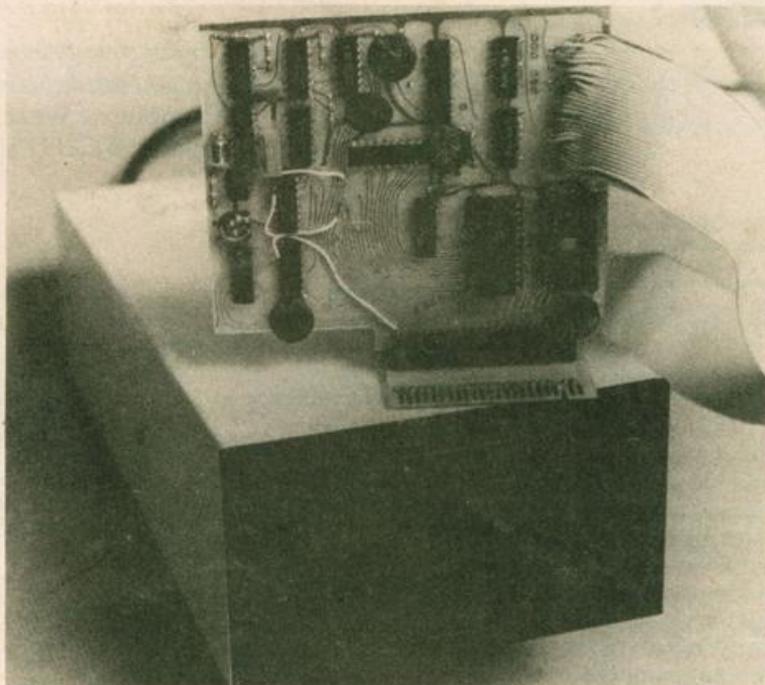
The commands can be written into any program by having the first line as LET E = USR9999. This stores all the numbers as variables so that LET E = USR DSAVE etc can be used. The variable E will then return an error code which can be checked for operator or disc errors.

Although E is used all the way through the documentation as a way of calling these machine code routines, it is not listed as a reserved variable. Variables used by the system are the commands (which take up 240 bytes of variable storage), *Dir*, *Dsave*, *Dload*, *Stat*, *Write*, *Read*, *Create*, *Kill*, *Newd* and the transfer parameters *F\$*, *R\$(128)* and *R*.

Dir provides a directory (which takes up the whole of the first track of the disc) of programs and data in the form of file names. These file names consist of nine letters — six letters of the name of the file (no spaces) and three letters giving the file type separated by a full stop. The user inputs both when creating the fixed length data array which acts as a file on the disc.

Each file must be in multiples of 1.28K, as it can only be stored in whole tracks. Each track is divided into 10 sectors of 128 bytes which can be *Written* to or *Read* from by using *R\$* to transfer the data from one sector in or out of memory.

F\$ carries the name of the file and *R* is used to tell the disc operating system which sector to use. There are up to 390



Macronics disc drive for the ZX81 can store up to 48K on single sided, single density discs. It has a loading speed of 24 seconds per 16K program.

sectors available on a 48K (40 track) disc. All of this is done in *Fast* mode with the screen blank.

Files cannot be overwritten and must be *Killed* to get rid of them. Thus copying a file must be done by giving it a new name.

Newd prepares a new disc for use by checking it and installing the directory track. *Stat* will either give the number of free sectors on the disc or the length of the file named in *F\$*. *Dload* and *Dsave* will load or save programs to disc and will allow programs to auto-run as well.

The documentation is good, but I would have liked to see a list of commands on one page as quick reference guide. Also, using a one dimensioned string array ie

DimR\$(1,128) instead of *DimR\$(128)* would mean that the string could be *Input* and thus save on memory.

It is a pity that larger Ram packs cannot be used as a full 48K of Basic memory would make better use of the disc. At the moment all 48K Ram packs also overlay the 8K—16K space with Ram which stops the operation of the disc's Rom.

Conclusion

This system will only work on the ZX80 and ZX81. It's greatest challenger will be Sinclair's microdrive. When you compare the cost, it is cheaper to buy a 48K Spectrum and a Microdrive. But ZX81 users may not want to rewrite software. **SA**

Thermal printer

Computer Keyboards, Glendale Park, Fernbank Road, Ascot, Berkshire.
Price: £110.97 inc VAT and postage.

This is a thermal printer for the ZX81 and ZX80 with 8K Rom. It provides three commands similar to *Lprint*, *List* and *copy* via *Usr* routines located in a 2K Rom contained in the CAI/O black box.

There is a port located in the 14K-16K area of the box's memory map and the three Eprom sockets are mapped into the 8K-14K space. There are also a number of empty sockets on the board, which allow you to upgrade to a RS232 two way modem interface.

The CAI printer is considerably larger than the Sinclair printer (10½ × 7½ × 4 ins) and comes in a white box with three controls, plus a flip up cover for the paper

roll. The controls are *Power on*, *Paper advance* and a lever to lift up the printing heads for inserting paper. The paper roll is twice the length of the Sinclair paper and half the price (£1.30 a roll).

All the commands for the printer are in the form of *Let I=Usr(xxx)* and the only variable used in *p\$*, which contains the string to be *Lprinted*. The printer will stop with a error code if it is not in *Fast* mode (which has to be set by the user), if *p\$* has not been set or the printer is faulty.

Conclusion

This alternative to the Sinclair printer is four times cheaper on paper and is cheaper than spending £200-£300 on a paper printer. It is expensive, but don't forget you also get a 16 line port and the option to add an RS232 interface as well. The cost of the extra components I understand will be about £40. The *fast* mode must be specified by the user which is annoying. **SA**

Open Forum

Open Forum is for you to publish your programs and ideas.
It is important that your programs are bug free before you send them in. We cannot test all of them.
Contributions should be sent to: Popular Computing Weekly, Hobhouse Court,
19 Whitcomb Street, London WC2H 7HF.

How to contribute

Each week the editor goes through all the programs that you send to Open Forum in order to find the Program of the Week.

The author of that program will qualify for **DOUBLE** the usual fee we pay for published programs.
(The usual fee is £10.)

Presentation hints

Programs which are most likely to be considered for the Program of the Week will be computer printed and accompanied by a cassette.

The program will be well documented, the documentation being typed with a double spacing between each line.

The documentation should start with a general description of the program and then give some detail of how the program has been constructed and of its special features.

Listings taken from a ZX Printer should be cut into convenient lengths and carefully stuck down on to white paper, avoiding any creasing.

Please enclose a stamped, self-addressed envelope.

Super Expander

on Vic-20

I am sure there are a large number of Vic20 owners who have the Super Expander cartridge. I have not yet seen your magazine publish any programs which make use of it.

Here are four short programs, each of which should be run with the cartridge plugged in.

String & nails

This program shows how curves can be created by using straight lines. The program repeats in seven different colours, and then restarts. The listing is straight-forward.

Line 5 Begins the loop to change the colours, clears the screen (scnclr), and sets the colour.

Lines 10-40 Draw the outer pattern.

Lines 50-80 Draw the inner pattern with a short delay at the end of line 80.

Circle cones

This program draws two cones over each other to show how multiple circles can draw straight lines. The program repeats in seven different colours.

Line 15 Is the loop for the seven colours and sets the colour.

Lines 20-40 Draw the first cone.

Lines 50-70 Draw the second cone.

Line 70 Also clears the screen for the next colour.

Tunnel vision

This program gives the effect of looking down a tunnel with an object coming towards you and then going away. The program repeats in seven different colours.

Line 10 Is the loop for the seven colours and changes graphic modes for effect.

Lines 30-35 Is the object going away from you.
Lines 40-50 Is the object coming towards you.

Wine glass

This program draws a wine glass and then 'paints' the background and fills the glass with colour. Note that graphics mode 1 must be used to use the colours here:

Line10 Sets a white border, white background, blue characters and light yellow for the auxiliary colour.

Lines 20-30 Draw the top of the glass.

Lines 40-50 Draw the stem of the glass.

Lines 60-70 Draw the base of the glass.

Line 80 Fills the glass. Then paints the background in the auxiliary colour. The colour is then changed to yellow border and green characters.

Line 90 There are 20 half density blocks here. The Char command is the same as the Print at statement as on the ZX81.

```
2 REM STRING AND NAILS USING THE SUPER EXPANDER CARTRIDGE BY A.HORRELL
5 GRAPHIC2:FORA=1T07:SCNCLR:COLOR0,0,A,0
10 FORY=0T01023STEP40:DRAW2,0,YT01023-Y,0:NEXT
20 FORY=0T01023STEP40:DRAW2,Y,1023T00,Y:NEXT
30 FORY=0T01023STEP40:DRAW2,Y,1023T01023,1023-Y:NEXT
40 FORY=0T01023STEP40:DRAW2,1023,1023-YT01023-Y,0:NEXT:FORU=1T0500:NEXT
50 FORY=0T0512STEP40:DRAW2,512,YT0512+Y,512:NEXT
60 FORY=0T0512STEP40:DRAW2,Y,512T0512,512-Y:NEXT
70 FORY=0T0512STEP40:DRAW2,Y,512T0512,Y+512:NEXT
80 FORY=0T0512STEP40:DRAW2,512,1023-YT0512+Y,512:NEXT:FORU=1T0999:NEXT:NEXT:RUN
```

READY.

```
5 REM CIRCLE CONES USING SUPER EXPANDER CARTRIDGE BY A.HORRELL
```

```
10 GRAPHIC2
```

```
15 FORC=1T07:COLOR0,0,C,0
```

```
20 A=320:FORU=280T0812STEP20
```

```
30 CIRCLE2,U,512,A*.7,A
```

```
40 A=A-12:NEXT
```

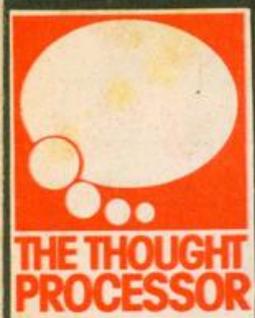
```
50 A=320:FORU=280T0812STEP20
```

```
60 CIRCLE2,1023-U,512,A*.7,A
```

```
70 A=A-12:NEXT:FORP=1T01000:NEXT:SCNCLR:NEXT
```

READY.

to next page



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For Squash practice game
16771, 0 normally 133
16529, 133 normally 14
16537, 0 normally 24

```

16514 2A 0C 40 23 05
16519 41 00 00 20 10
16524 FB 03 0E 14 36
16529 0E 03 06 0E 20
16534 10 FD 36 16 06
16539 10 03 10 FD 20
16544 0E 03 09 00 20
16549 EA 06 20 36 03
16554 23 10 FB 2A 0C
16559 40 06 FE 29 10
16564 FD E5 E1 54 5D
16569 3A 3C 40 01 01
16574 28 07 05 21 13
16579 10 FD 15 05 06
16584 21 15 10 FD 3A
16589 3D 40 10 01 28
16594 02 13 13 1B 1A
16599 FE 0E 20 05 3A
16604 40 40 77 C9 FE
16609 83 20 07 3E 00
16614 32 3C 40 18 3E
16619 FE 05 20 07 3E
16624 01 32 3D 46 15
16629 01 FE 03 20 07
16634 3E 01 03 20 0C
16639 18 55 FE 85 30
16644 07 3E 00 32 3D
16649 40 18 AD 3A 40
16654 40 77 1A 32 40
16659 40 3E 80 12 82
16664 6B EB 3A 25 40
16669 0B EB 00 0D 3A
16674 3E 40 FE 01 28
16679 04 3D 3E 40 40
16684 18 0F CB 47 FE
16689 0B 3A 3E 40 FE
16694 12 28 04 3C 32
16699 3E 40 3A 25 40
16704 CB 57 20 0D 3A
    
```

```

16709 3F 40 FE 01 28
16714 04 30 02 3F 40
16719 15 05 0F 7F 40
16724 05 05 0F 40 30
16729 03 28 04 3C 30
16734 03 FF 40 0C 40
16739 05 07 23 10 FD
16744 3A 3E 40 4F 06
16749 09 03 10 FD 00
16754 20 01 7E FE 06
16759 03 06 35 06 06
16764 03 06 21 25 10
16769 FD 36 85 0D 20
16774 FE 06 21 03 10
16779 FD 7E FE 03 28
16784 02 36 00 0C 00
16789 4D 06 1A 40 10
16794 FD 3A 3F 40 10
16799 05 05 10 7E FE
18004 03 20 03 06 00
18009 83 20 02 05 00
18014 0E 03 06 01 20
18019 10 FD 36 05 00
18024 20 00 F6 06 00
18029 10 FD 7E FE 00
18034 25 02 02 00 00
18039 0A 20 06 10 00
18044 0D 20 06 10 00
18049 40 40 06 10 00
    
```

```

4 RAND
5 POKE 16446,10
6 POKE 16447,10
7 POKE 16448,0
8 POKE 16410,0
9 PRINT AT 23,3;"0";TAB 28;"0"
10 LET S1=0
11 POKE 16410,2
12 POKE 16561,175
13 POKE 16694,21-PEEK 16764
14 POKE 16729,21-PEEK 16615
15 IF PEEK 16529=14 THEN PRINT
    AT 0,4;"PLAYER 1";TAB 20;"PLAYE
16 PRINT AT 1,0;"
20 LET S2=0
2001 LET A=USR 16514
2002 GOTO 80
2003 POKE 16446,0
2004 POKE 16410,0
2005 PRINT AT 23,3;S1;TAB 28;S2
2006 POKE 16410,1
2007 IF S1=15 OR S2=15 THEN PR
    INT AT 11,11;"GAME OVER";HALT
2008 LET A=USR 16557
2009 IF PEEK 16445=1 THEN GOTO 1
40 LET S1=S1+1
100 POKE 16561,INT (RND*5+2)+33
+INT (RND*6+(PEEK 16791-9))
110 POKE 16445,1
120 GOTO 25
140 LET S2=S2+1
150 POKE 16561,INT (RND*5+2)+33
+INT (RND*6+PEEK 16740+1)
160 POKE 16445,0
170 GOTO 25
    
```

PROGRAM OF THE WEEK

Tennis
by Brian Cadge

Aeroplane

on Spectrum

An aeroplane from which you drop bombs to destroy an alien city, flies across the screen. If you manage to destroy the city you can go on to the next city and continue to build up your score.

You can run out of fuel (level displayed at the top of the screen), you can run out of bombs or you can crash.

To make the game harder you can reduce the number of bombs (v) in Line 5, or you can make the fuel run out faster in Line 605 (eg Let f=f-0.5). You can only have one bomb dropping at a time. To load the program LOAD "Aeroplane".

The variables of the program are as follows:

- s = Score
- v = Number of bombs remaining
- f = Fuel
- a,b = Co-ordinates of buildings
- x,y = Co-ordinates of plane
- p,q = Co-ordinates of bomb
- d = Number of building blocks in the city

Line 10 Asks if you want instructions. Instructions are from Line 8999 to 9160.

Lines 70 to 95 set up user graphics

- graphic a — exploding building
- q — bomb
- p — building

Lines 97 to 130 print a random city — obtained by graphic p

Line 125 counts the number of buildings

Line 140 prints the fuel gauge

Lines 200 to 470 set up user graphics

- graphic o — tail of plane
- i — body of plane
- l — nose of plane

Line 600 prints plane

To do this use "space, graphic o, graphic i, graphic l".

Line 601 finds out if the space in front of the plane is a building (ATTR = 50). If it is then GOTO 710 (plane explodes and program re-starts)

Line 605 reduces the fuel, f if the plane flies across y co-ordinate 5.
Line 606 prints a space on the fuel gauge at f decreases
Line 607 When fuel runs out (f=5) the plane crashes. (Line 8000)
Line 610 moves plane up when Key"7" is pressed
Line 620 moves plane down when Key"6" is pressed
Line 645 prints Score
Line 647 prints Bombs left
Line 648 prints High Score
Line 650 drops a bomb when key"0" is pressed and finds out if no bombs are left (ie GOTO 900)
Line 655 finds if a bomb has been dropped. If it has not (ie p=0 q=0) then it jumps the bomb dropping.
Line 660 drops the bomb
Line 667 finds if bomb has hit building (ATTR=50), prints exploding building, resets p and q to 0 and adds 10 to the score. The explosion is obtained by a graphic a.

Line 670 prints the bomb — obtained by a graphic q
Line 690 finds if the buildings have been destroyed. If they have (ie d=S/10) then GOTO 800
Line 710 prints exploding plane, obtained by "graphic a, graphic a, graphic a, graphic a"
Line 730 Game restarts
Line 800 gives instructions at the end of a city
Line 805 introduces a variable, j for a series of beeps
Line 820 Game restarts
Line 900 gives instructions after running out of bombs
Line 8000 prints plane crashing after running out of fuel. Plane is obtained by "space, graphic o, graphic i, graphic l"
Line 8002 prints plane crashing if it hits the ground. Explosion is obtained by "graphic a, graphic a, graphic a"
Line 8030 finds if falling plane crashes into building (ATTR=50)
Lines 8990 to 9160 print instructions.

```

4000: BORDER 1
4001: LET H=0
4002: LET S=0
4003: PAPER 1
5 LET S=0: LET V=400
6 INK 6
7 LET F=31
8 LET D=5/10
9 CLS IF S>0 THEN GO TO 13
10 PRINT AT 10,1;"Do you want
instructions? (y/n)"
11 INPUT Y$
12 IF Y$="Y" THEN GO SUB 8999
13 CLS
70 POKE USR "a",BIN 10010001
71 POKE USR "a"+1,BIN 01001010
72 POKE USR "a"+2,BIN 00100100
73 POKE USR "a"+3,BIN 01011001
74 POKE USR "a"+4,BIN 10011010
75 POKE USR "a"+5,BIN 00100101
76 POKE USR "a"+6,BIN 01010010
77 POKE USR "a"+7,BIN 10001001
80 POKE USR "a",BIN 0
81 POKE USR "a"+1,BIN 00000000
82 POKE USR "a"+2,BIN 10011110
83 POKE USR "a"+3,BIN 11111111
84 POKE USR "a"+4,BIN 11111111
85 POKE USR "a"+5,BIN 10011110
86 POKE USR "a"+6,BIN 00000000
87 POKE USR "a"+7,BIN 0
88 POKE USR "p",BIN 11111111
89 POKE USR "p"+1,BIN 11111111
90 POKE USR "p"+2,BIN 11111111
91 POKE USR "p"+3,BIN 11000011
92 POKE USR "p"+4,BIN 11000011
93 POKE USR "p"+5,BIN 11000011
94 POKE USR "p"+6,BIN 11111111
95 POKE USR "p"+7,BIN 11111111
97 IF S=30 THEN GO TO 135
98 LET A=A+1
99 FOR B=01 TO INT (S+RND*11)
STEP -1
100 PRINT ; INK 2; PAPER 6; AT B
,a;" "
120 NEXT B
125 LET D=D+(21-B)
130 GO TO 97
140 PRINT INK 3; AT 0,0;"FUEL:"
200 POKE USR "o",BIN 0
210 POKE USR "o"+1,BIN 00110000
220 POKE USR "o"+2,BIN 01111000
230 POKE USR "o"+3,BIN 01111100
240 POKE USR "o"+4,BIN 01111110
250 POKE USR "o"+5,BIN 01111111
260 POKE USR "o"+6,BIN 01111111
300 POKE USR "i",BIN 0
310 POKE USR "i"+1,BIN 0
320 POKE USR "i"+2,BIN 0
330 POKE USR "i"+3,BIN 00011111
340 POKE USR "i"+4,BIN 11111111
350 POKE USR "i"+5,BIN 11111111
360 POKE USR "i"+6,BIN 11111111
370 POKE USR "l",BIN 0
400 POKE USR "l",BIN 0
410 POKE USR "l"+1,BIN 0
420 POKE USR "l"+2,BIN 0
430 POKE USR "l"+3,BIN 11111000
440 POKE USR "l"+4,BIN 11000000
450 POKE USR "l"+5,BIN 11111110
460 POKE USR "l"+6,BIN 11111110
470 POKE USR "l"+7,BIN 0
490 LET X=0: LET Y=0: LET P=0
LET Q=0
    
```

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```

600 PRINT INK 5; AT x,y; " "
BEEP .009,-10
601 IF ATTR (x,y+4)=50 THEN GO
TO 710
605 IF y=5 THEN LET f=f-.3
606 PRINT AT 0,f; " "
607 IF f<=5 THEN GO TO 600
610 IF INKEY$="7" THEN PRINT AT
x,y; " "
LET x=x-1: IF x<=1
THEN LET x=1
620 IF INKEY$="6" THEN PRINT AT
x,y; " "
LET x=x+1
621 IF x>=21 THEN LET x=21
630 LET y=y+1
635 PRINT INK 3; AT 0,0; "F"
640 IF y=29 THEN PRINT AT x,y; "
"
LET y=0
645 PRINT AT 1,20; "Score ";s
646 LET s=s
647 PRINT AT 1,5; "Bombs left
";at
648 PRINT AT 2,10; "High Score "
h
650 IF INKEY$="0" THEN LET p=x:
LET q=y: LET v=v-1: IF v=0 THEN
GO TO 900
655 IF p=0 AND q=0 THEN GO TO 7
00
660 LET p=p+1: LET q=q+1: IF p>
=22 THEN GO TO 700
665 IF q>=32 THEN LET q=0
667 IF ATTR (p,q)=50 THEN PRINT
FLASH 1; INK 5; PAPER 2; AT p,q;
"X"
BEEP .009,50; FLASH 0; PRIN
T AT p-1,q-1; " "
LET p=0: LET q
=0: LET s=s+10: IF h<s THEN LET
h=s: GO TO 671
670 PRINT INK 4; AT p,q; " "
LET p
=1: LET q=1: BEEP .009,p*s
675 IF q=31 THEN PRINT AT p,q; "

```

```

"; GO TO 681
675 IF p=21 THEN PRINT AT p,q; "
"; GO TO 681
690 IF d=s/10 THEN GO TO 800
700 GO TO 608
710 PRINT PAPER 5; FLASH 1; AT x
y; "X"
720 BEEP 2,-25+RND
725 PAUSE 400
730 GO TO 3
735 PRINT FLASH 1; AT 10,0; "You
have done so well that you "
PRINT FLASH 1; "can now go on to t
he next city "
805 FOR j=50 TO -50 STEP -1: BE
EP .1,j: NEXT j
810 PAUSE 400
820 GO TO 4
900 PRINT AT 10,0; FLASH 1; "Har
d luck you ran out of bombs "
PRINT "Do you want another go? (
y/n)"
910 INPUT y$
920 IF y$="y" THEN GO TO 3
9300 PRINT INK 5; AT x,y; " "
LET x+1,y+1; " "
9001 IF y+4=38 THEN LET y=0
9002 IF x=20 THEN PRINT PAPER 5;
INK 5; AT x+1,y+1; "X"
GO TO
710
9003 PRINT FLASH 1; AT 0,0; "
out of fuel"
9010 LET x=x+1: LET y=y+1
9020 BEEP .1,3*x: BEEP .1,3*x+1:
BEEP .1,3*x+2: BEEP .1,3*x+3: B
EEP .1,3*x+4
9030 IF ATTR (x-1,y+4)=50 THEN G

```

```

O TO 710
8050 GO TO 8000
8099 CLS
9000 PRINT AT 21,0; "The aim is t
o destroy the alien "
9010 PRINT "city before running
out of fuel "
9015 PRINT " "
9020 PRINT "To do this drop bomb
s using "
9021 BEEP 2,RND*50
9030 PRINT " "
9040 PRINT "Move the plane up us
ing "
9041 BEEP 2,RND*50
9050 PRINT " "
9060 PRINT "Move the plane down
using "
9061 BEEP 2,RND*50
9070 PRINT " "
9080 PRINT " If a bomb is dro
pped when "
9081 BEEP 2,RND*50
9100 PRINT "another is still fal
ling then "
9101 BEEP 2,RND*50
9120 PRINT "that bomb will stop "
9121 BEEP 2,RND*50
9130 PRINT " "
9140 PRINT " Press any key
for game "
9141 BEEP 2,RND*50
9150 PAUSE 500
9160 RETURN

```

Aeroplane
by Paul Haigh

Bomb Alley

on Spectrum

The objective of the game is to demolish a city of skyscrapers using an aircraft equipped with bombs and short-range missiles.

The aircraft with its 100 bombs and 200 missiles flies from *Print Position* 0,0 to *Print Position* 21,31.

A bomb will demolish the top four storeys of a building directly below, and a missile the top storey of a building at the same height. Flying the aircraft into a building will end the game. The first two skyscrapers must be destroyed by bombs to complete the game. Flying next to them will explode the aircraft.

Points are scored as the plane moves towards 21,31 and for each storey demolished by a bomb. At the end of each game a score is given with the highest score attained so far.

Program notes:

- Line 1000 User defined graphics for aircraft.
- Line 1500 Instructions.
- Line 2000 Flight of aircraft and weapon controls.
- Line 3000 Fire missile.
- Line 4000 Drop bomb.
- Line 8000 End of game and scores.
- Line 9000 Draw random city of 32 skyscrapers.

DELETE Lines 2070 and 2090 to increase aircraft speed.
Change LINES 2020 and 8030 to alter scoring method.
INKEYS '0' to fire missile.
INKEYS '1' to drop bomb.
All Q's are graphic.

```

2190 PRINT AT 21,31; INK 7; "Q"
2200 GO TO 8035
3000 REM XXXXXXXXXXXXXXXXXXXX
3010 IF missiles=0 THEN RETURN
3020 FOR n=x+2 TO x+3
3030 LET missiles=missiles-1
3040 IF n>31 THEN GO TO 3110
3050 PRINT AT y,n; BRIGHT 1; INK
4; PAPER 1; "X"
3060 PRINT AT y,n-1; INK 1; "█"
3070 NEXT n
3080 PRINT AT y,n-1; INK 1; "█"
3090 RETURN
3110 PRINT AT y,31; INK 1; "█"
3120 RETURN
4000 REM XXXXXXXXXXXXXXXXXXXX
4010 IF bombs=0 THEN RETURN
4020 LET bombs=bombs-1
4030 LET z=1
4040 FOR n=y+2 TO 21
4050 IF z=5 THEN GO TO 4110
4060 IF ATTR (n,x)=7 THEN LET z=
z+1
4070 LET r=r+1
4080 PRINT AT n,x; PAPER 1; INK
2; " "
4090 PRINT AT n-1,x; PAPER 1; " "
4100 NEXT n
4110 PRINT AT n-1,x; PAPER 1; " "
4120 PRINT AT y,x; INK 1; "█"
4130 LET x=x+1
4140 RETURN
8000 REM XXXXXXXXXXXXXXXXXXXX
8010 PRINT AT y,x; INK 6; FLASH
1; PAPER 2; "X"
8020 PRINT AT y,x-1; INK 1; "█"
8030 LET score=(y-4)*32+x+r-bo
mbs-missiles
8040 IF score<0 THEN LET score=0
8050 PRINT AT 0,0; INK 6; "YOUR S
CORE "
8060 IF score>highest THEN LET h
ighest=score
8070 PRINT AT 0,20; INK 6; "HIGHE
ST "
8080 INPUT ; FLASH 1; "Another tr
y"
8090 IF B$(1)="n" OR B$(1)="N" T
HEN STOP
8100 CLS : GO TO 2000
9000 REM XXXXXXXXXXXXXXXXXXXX
9010 LET H(1)=INT (RND*15)+4
9020 FOR n=2 TO 32
9030 LET H(n)=INT (RND*15)+2
9040 IF H(n)=H(n-1) THEN GO TO 9
030
9050 NEXT n
9060 FOR b=0 TO 31
9070 FOR h=(b+1) TO 0 STEP -1
9080 PRINT AT h,b; INK 1; "█"
9090 NEXT h: NEXT b
9100 RETURN

```

Bomb Alley
by Ken Rylett

```

100 REM 0 0 BOMB ALLEY 0 0
110 REM
120 REM © K.C.RYLETT
130 REM Manchester
140 REM 12/8/82
150 REM
1000 REM XXXXXXXXXXXXXXXXXXXX
1010 POKE USA "0",BIN 11111000
1020 POKE USA "0",+1,BIN 00110000
1030 POKE USA "0",+2,BIN 00011000
1040 POKE USA "0",+3,BIN 01111111
1050 POKE USA "0",+4,BIN 01111111
1060 POKE USA "0",+5,BIN 00011000
1070 POKE USA "0",+6,BIN 00110000
1080 POKE USA "0",+7,BIN 11111000
1090 RANDOMIZE
1100 LET highest=0
1500 REM XXXXXXXXXXXXXXXXXXXX
1510 DIM H$(32,21): DIM H1$(2)
1520 BORDER 6: PAPER 6: INK 6: C
LS
1530 PRINT AT 0,10; "BOMB ALLEY"
1540 INPUT : FLASH 1; "Do you want
to play?"
1550 IF B$(1)="n" OR B$(1)="N" T
HEN GO TO 1990
1560 CLS
1570 PRINT "Your task is to dest
roy a city and also make a safe
landing. PRINT
1580 PRINT "To achieve this you
have
1590 PRINT "100 bombs & 200 miss
iles.
1600 PRINT "Use '1' to drop a bo
mb.
1610 PRINT "and '0' to fire miss
ile"

```

```

1620 PRINT " "; INK 2; "BEWARE "
1630 PRINT " "; INK 2; "BOMBS 0 MISS
ILES 200"
1640 PRINT " "; INK 2; "SCORE 0000"
1650 PRINT " "; INK 2; "HIGHEST 0000"
1660 PRINT " "; FLASH 1; "GOOD LUC
K "
1665 IF INKEY$="" THEN GO TO 166
0
1990 BORDER 1: PAPER 0: INK 7: C
LS
2000 REM XXXXXXXXXXXXXXXXXXXX
2010 GO SUB 9000
2020 LET r=300
2030 LET bombs=100: LET missiles
=200
2040 FOR y=0 TO 21
2050 FOR x=0 TO 31
2060 IF ATTR (y,x)=7 THEN GO TO
8000
2070 PAUSE 1
2080 IF ATTR (y,(x OR x-1))=7 TH
EN GO TO 8000
2090 PRINT AT y,x-1; INK 1; "█"
2100 PAUSE 1
2110 PRINT AT y,x; PAPER 1; INK
2; " "
2120 IF INKEY$="0" THEN GO SUB 3
000
2130 IF INKEY$="1" THEN GO SUB 4
000
2140 NEXT x
2150 PRINT AT y,31; INK 1; "█"
2160 NEXT y
2170 CLS
2180 PRINT AT 10,3; "WELL DONE "

```

```

1 REM (C) 1982
2 REM N. ECKERSLEY
3 GOSUB15000
4 PRINT "I" : SC=0
5 FU=100
6 POKE36879,39
7 SH=7896: I=7855: J1=7723: J2=8164
10 IFPEEK(4096)=32 THEN SH=4302: I=4271: J1=4139: J2=4500
1599 PRINT "SCORE " : "SC" : FUEL " : "FU" : "
2000 PRINT " "
2001 FOR J=0 TO 20
2002 PRINT TAB(1) CHR$(20)
2003 NEXT
2005 FU=FU-1: DI=DI+1
2006 IFFUD=0 THEN GO TO 2101
2007 PRINT "OUT OF FUEL" : PRINT "BUT YOU MANAGED TO"
2008 PRINT "DESTROY " : "SC" : "POINTS"
2009 PRINT "WORTH OF THE ENEMY"
2010 PRINT "AND YOU DELVED " : "INT(DI/10)"
2011 PRINT "MILES INTO THE PLANET"
2012 PRINT "PRESS 'P' TO PLAY AGAIN"
2013 GET# : IFR# : "P" THEN 2013
2014 GO TO 2
2101 J=INT(RND(1)*4)
2110 O=INT(RND(1)*4)+4
2111 VB=INT(RND(1)*15)+1
2112 NM=32
2113 IFVB<0 THEN NM=30
2114 IFVB<4 THEN NM=5
2115 IFVB<2 THEN NM=88
3001 FORRT=J1 TO I+(J*22) STEP 22 : POKERT, 160 : NEXT
3002 FORRT=I+(J*22) TO I+(J*22)+(O*22) STEP 22 : POKERT, 32 : NEXT
3004 FORRT=I+(J*22)+(O*22) TO J2 STEP 22
3008 POKERT, 160 : NEXT : IFPEEK(SH+2) < 32 THEN I=0000
3140 POKESH, 127 : POKESH+1, 121 : POKESH+2, 111 : POKESH-1, 32
3142 POKEI+(J*22)+(O*22)-22, NM : IFO=99, 99 THEN RETURN
3143 IFZ=48 THEN POKESH+22, 32 : POKESH+23, 32 : POKESH+21, 32
3144 IFZ=17 THEN POKESH-22, 32 : POKESH-22, 32 : POKESH-21, 32
3146 IFR=99, 99 THEN I=0000
3150 Z=PEEK(203)
3151 IFZ=32 THEN S=0000
3160 IFZ=64 THEN I=9998
3170 IFZ=48 THEN GOSUB 9500 : SH=SH-22
3190 IFZ=17 THEN GOSUB 9500 : SH=SH+22
3201 IFZ=32 THEN S=0000
3210 GO TO 1998
5000 FORSL=SH+3 TO SH+13
5001 IFPEEK(SL)=32 THEN S=0000
5002 GO TO 8002
5003 POKESL, 46 : FORIU=1 TO 20 : NEXT
5011 POKESL, 32
5012 NEXT : FO=0 : GO TO 1998
8002 IFPEEK(SL)=30 THEN SC=SC+10
8003 IFPEEK(SL)=65 THEN SC=SC+20 : FU=FU+20
8004 IFPEEK(SL)=88 THEN JK=(INT(RND(1)*5)+1)*10 : SC=SC+JK
8005 IFPEEK(SL)=160 THEN DO=-1
9001 CM=81 : GOSUB 9002 : CM=87 : GOSUB 9002 : CM=46 : GOSUB 9002 : CM=32 : GOSUB 9002 : DO=0 : GO TO 1998
9002 POKESL+DO, CM : POKE36878, 15 : FORAL=1 TO 5 : POKE36877, 250 : NEXT : POKE36878, 0 : RETURN
9500 IFPEEK(SH-22) < 32 THEN HI=99, 99
9501 IFPEEK(SH-20) < 32 THEN HI=99, 99
9502 IFPEEK(SH-21) < 32 THEN HI=99, 99
9504 RETURN
9500 IFPEEK(SH+22) < 32 THEN HI=99, 99
9501 IFPEEK(SH+23) < 32 THEN HI=99, 99
9502 IFPEEK(SH+24) < 32 THEN HI=99, 99
9503 RETURN
9700 IFPEEK(SH+3) < 32 THEN HI=99, 99
9701 RETURN
10000 CB=81 : GOSUB 11000 : CB=87 : GOSUB 11000 : CB=46 : GOSUB 11000 : CB=32 : GOSUB 11000
10001 PRINT "YOU WERE DESTROYED " : "FOR A SCORE OF " : "SC"
10002 PRINT "PRESS 'S' FOR ANOTHER " : "GAME"
10003 GET# : IFR# : "S" THEN 10003
10004 CLR : GO TO 3
11000 POKESH, CB : POKESH+1, CB : POKESH-1, CB : POKESH+22, CB : POKESH+22, CB : POKESH-22, CB
11001 POKESH+23, CB : POKESH-23, CB : POKESH-21, CB : POKESH+21, CB
11002 POKE36878, 15 : FORJ=1 TO 10 : POKE36877, 220 : NEXT : POKE36878, 0 : RETURN
12110 FORJ=1 TO 0B+D STEP 22 : POKEJ, 160 : NEXT
15000 PRINT "YOU ARE THE CAPTAIN OF A SPACE SHIP, WHO HAS BEEN GIVEN THE TASK"
15002 PRINT "OF DESTROYING A PLANET, BUT FIRST YOU MUST DELVE DEEP INTO THE"
15003 PRINT "PLANET, BY THE MEANS OF A TUNNEL"
15004 PRINT "CONTROLS OF THE SHIP" : PRINT "UP - 0"
15005 PRINT "DOWN - A" : PRINT "FIRE - SPACE BAR"
15010 PRINT "PRESS SPACE TO CONT."
15011 GET# : IFR# : " " THEN 15011
15012 PRINT " " : SCORING
15013 PRINT " " : "1...10 PTS"
15014 PRINT " " : "4...10 MYSTERY"
15015 PRINT " " : "4...20 PTS"
15016 PRINT " " : "+30 UNITS OF FUEL"
15017 PRINT "PRESS SPACE TO START"
15018 GET# : IFR# : " " THEN 15018
15019 RETURN

```

Scramble
by Neil Eckersley

Scramble

Vic20

This is a version of the popular arcade game. Your sector has been given the task of destroying the planet Lomillialor. The other ships have been destroyed by surface nuclear missiles. The mission is in your hands.

Your spies have managed to disable the tunnel's defensive system, so all you have to do is destroy as much as possible in the tunnel. The tunnel is made up of cliffs and valleys which makes some things impossible to destroy.

Although there is a safe path through the tunnel you must guide your ship, so that you can destroy the vital fuel dumps and so you can continue on your mission a little while longer.

At the top of the screen the running score and amount of fuel remaining is shown. The best score for the game so far is 820.

All keyboard directions are shown in the instructions. The program runs on the unexpanded Vic, but can be used without any modification with any amount of memory.

Program notes:

- Lines
- 6-10 Set-up of variables according to amount of memory
 - 1998-2006 Move screen by one space to the left
 - 2007-2014 End of program
 - 2101-3146 Create the landscape
 - 3150-3210 Check which key is pressed
 - 8002-9002 Explosion when hit occurs, and adjust score
 - 9500-9701 Check if ship crashes
 - 10001-10004 End of program
 - 11000-12110 Explosion of ship
 - 15000-15019 Instructions

```

10 REM *****
** Planet By D.Elliott **
*****
20 MODE 2
30 VDU 23,0,11,0;0;0;0;
40 PRINTTAB(1,2)::PROCstring("
****Planet****")
50 REM Plot stars and redefine
flashing colours.
60 FOR XX=8 TO 15
70 VDU 19,XX,7;0;
80 GCOL 0,XX
90 FOR YX=0 TO 10
100 PLOT 69,RND(1279),RND(1023)
110 NEXT
120 NEXT
130 VDU 19,1,2;0;:GCOL 0,1
140 MOVE0,0:DRAW1279,0:DRAW1279,1023:
DRAW0,1023:DRAW0,0
150 REM Draw bottom half of planet
160 GCOL 0,1
170 PROCcircle(640,512,-200)
180 REM Draw rings
190 FOR XX=600 TO 350 STEP -50
200 PROCring(640,512,XX)
210 NEXT
220 REM Draw top half of planet
230 GCOL 0,1
240 PROCcircle(640,512,200)
250 REM Animate drawing
260 PROCcycle
270 VDU23,0,11,8;0;0;0;
280 END
290
300 Draw one Half of the planet.
310
320 DEF PROCcircle(XZ,YZ,RZ)
330 LOCAL AX,BX,CZ:CZ=RZ*RZ
340 FOR AX=0 TO RZ STEP SGNRZ
350 BX=SQR(CZ-AX*AX)
360 MOVEXX-BX,YZ+AX
370 DRAWXX+BX,YZ+AX
380 NEXT
390 ENDPROC
400
410 Draw rings.
420
430 DEF PROCring(XZ,YZ,RZ)
440 LOCAL A,BX,CZ,DX
450 DX=8
460 FOR A=0 TO 2*PI STEP PI/24
470 BX=SIN(A)*RZ+XZ:CZ=(BX-XZ)
DIV6+COS(A)*RZ DIV3 +YZ
480 GCOL 0,DX:DX=DX+1:
IFDX>15 THEN DX=8
490 IF A=0 THEN MOVEBX,CZ
ELSE DRAW BX,CZ
500 NEXT
510 ENDPROC
520
530 Cycle through colours setting
one to black each time
540
550 DEF PROCcycle
560 LOCAL AX,BX,CZ,TX
570 REPEAT
580 FOR AX=8 TO 15
to next page

```

Planet

on BBC Micro

This program produces an animated picture of Saturn by revolving the rings. The program starts by drawing stars followed by Saturn itself, then after the drawing is finished the program animates the rings.

The program works by redefining the flashing colours in mode 2. The program starts by drawing random stars (Lines 50 to 120) and setting the flashing colours to white.

Then the lower half of Saturn is drawn (Line 170) using *Proccircle*. The rings are then drawn using *Procring*, which draws a 48 sided ellipse containing all the flashing colours in sequence.

The top half of Saturn is drawn, which also erases the rings behind Saturn. The animation is then produced by *Proccycle* which cycles through all the flashing colours setting one to black and the rest to white.

Since the rings are drawn using these colours in sequence, black bands will be seen to circle the planet.

Open Forum

from previous page

```

590 FOR BX=2 TO 15
600 IF BX=AX THEN VDU19,BX,0;0; ELSE
IF BX>7 THEN VDU 19,BX,7;0; ELSE
VDU 19,BX,(BX+CX)MOD6+2;0;0;
610 NEXT
620 TX=TIME:REPEAT UNTIL
TIME>TX+25
630 CX=CX+1
640 NEXT
650 UNTIL INKEY(0)<>-1
660 ENDPROC
670 Print string in set of
colours
690
700 DEF PROCstring(A$)
710 LOCAL AX
720 FOR AX=1 TO LEN(A$)
730 COLOUR AX MOD 6 +2
740 PRINTMID$(A$,AX,1);
750 NEXT
760 ENDPROC
770
780 Print Screen onto the printer
790
800 DEF PROCscreen
810 CALL dump
820 ENDPROC
830
840 Assemble routines
    
```

Planet
by David Elliot

Morse

on Spectrum

"Morse" is intended for practice. Phrases may be continuously repeated, giving the operator a chance to learn combinations of words or characters.

The morse symbols are printed along-

side each letter and the whole message is reprinted.

Line 70 can be readily changed to suit the working speed, 0.5 being as slow as a beginner would require.

Line 320 ensures no stopping when the screen fills — ie it is an auto-scroll. Line 140 ensures that only capital Ascii codes are used.

```

10 REM "morse"
20 REM @ARTLAW
30 REM to change rate adjust v
40 LET W$=" " : REM graphic
50 LET Q$=" " : REM graphic
60 DIM A(43,5)
70 LET d=0.1 : REM Dot Value
80 LET s=4*d : REM Dash Value
90 FOR J=1 TO 43
100 FOR K=1 TO 5
110 READ A(J,K)
120 NEXT K
130 NEXT J
140 POKE 23655,8
150 LET f=32 : REM Frequency
160 CLS : PRINT : PRINT "*****
***** PRINT "ONLY CAPITALS & nume
rels": PRINT "*****"
170 INPUT "enter message",a$: C
180 LET l=LEN a$
190 FOR J=1 TO l
200 LET b$=a$(J) : LET b=CODE b$
210 IF b<32 THEN GO TO 410
220 LET b=b-47
230 FOR k=1 TO 5
240 LET c=a(b,k)
250 IF c=-1 THEN GO TO 310
260 BEEP c,f
270 IF c=d THEN PRINT Q$;
280 IF c=s THEN PRINT W$;
290 NEXT k
300 PRINT " " : b$
310 POKE 23692,255
320 NEXT J
    
```

```

340 PRINT A$;
350 PRINT
360 PRINT "Another Message" : G
370 IF INKEY="N" TO STOP : C TO R
380 IF INKEY="n" OR INKEY="N"
390 THEN CLS : POKE 23655,0 : STOP
400 IF INKEY="C" THEN CLS : GO
410 GO TO 160
420 PAUSE 20 : GO TO 330
430 REM Data section **must rem
440 DATA s,s,s,s,s,-1,d,s,s,s,s
450 DATA s,s,s,s,s,-1,d,d,s,s,-1,d
460 DATA d,d,s,-1 : REM 0 to 4
470 DATA d,d,d,d,d,-1,s,d,d,d,d
480 DATA -1,s,s,d,d,d,-1,s,s,s,d,d,-1,s
490 DATA s,s,s,d,-1 : REM 5 to 9
500 DATA s,s,s,s,s,-1,d,d,d,d,d
510 DATA s,s,s,s,s,-1,d,d,d,d,d
520 DATA s,s,s,s,s,-1,d,d,d,d,d
530 DATA s,s,s,s,s,-1,d,d,d,d,d
540 DATA s,s,s,s,s,-1,d,d,d,d,d
550 DATA s,s,s,s,s,-1,d,d,d,d,d
560 DATA s,s,s,s,s,-1,d,d,d,d,d
570 DATA s,s,s,s,s,-1,d,d,d,d,d
580 DATA s,s,s,s,s,-1,d,d,d,d,d
590 DATA s,s,s,s,s,-1,d,d,d,d,d
600 DATA s,s,s,s,s,-1,d,d,d,d,d
610 REM end of data section
    
```

Morse
by Len Winsor

A GREAT NEW COMPETITION WORTH £THOUSANDS TO THE WINNER

Whizz-Kid '82

Fancy your chances?
We're looking for a bright young thing who can out-shine all the commercial software houses and come up with a sparkling new program that can be marketed commercially. We want you to prove you can write a selling program and if you win the competition you'll be well on the way to making big money. The winner will receive:

1. A Dragon 32 computer.
2. Advice from *Popular Computing Weekly* on how to market and sell the winning software and how to form and finance the company to do so.
3. £2,000-worth of free advertising in *Popular Computing Weekly*.



The winner will be the author who submits the most commercially viable program together with a written outline of the author's own proposals on how he would run his software house and why he would like to do it. The judge will be *Popular Computing Weekly* editor, Brendon Gore.

If a number of equally good and commercially viable programs are submitted the decision of the overall winner will be based on the best accompanying written outline of the author's proposals for running a software house.

Entries to the award scheme must be accompanied by at least four out of five of the numbered coupons published in *Popular Computing Weekly* throughout September. The closing date for the competition is October 18. The winning entry will be announced in the issue published on November 18.

- Rules**
1. There is no limit on the number of entries you can send in, but each entry must be accompanied by four differently numbered competition coupons.
 2. Closing date for entries is October 18, 1982.
 3. The names of the winners will be announced in the November 18 issue of *Popular Computing Weekly*.
 4. The Judges' decision is final.
 5. No employees of Sunshine Publications Ltd, or their families, will be eligible to enter the competition.

Popular Computing Weekly Whizz-Kid '82 Scheme

Fill in this coupon. When you have collected four differently numbered coupons, send them with your program to: *Popular Computing Weekly, Whizz-Kid '82*, Hobhouse Court, 19 Whitcomb Street, London WC2.

NAME:

ADDRESS:

.....

.....

.....



Spectrum

In this new slot various contributors explore different aspects of the ZX Spectrum.

Function line displayed in 3-D graphics

Ian Reynolds gives a three dimensional view of plotting.

This program runs on a 16K or 48K Spectrum. It produces a three dimensional view of the function held at line 1010. You can input any function at line 1010 to produce stunning effects on the screen.

There is a simple, but very effective, "hidden line removal" routine comprised of lines 5, 10, 1022, 1023, 1026, 1050 and 1060.

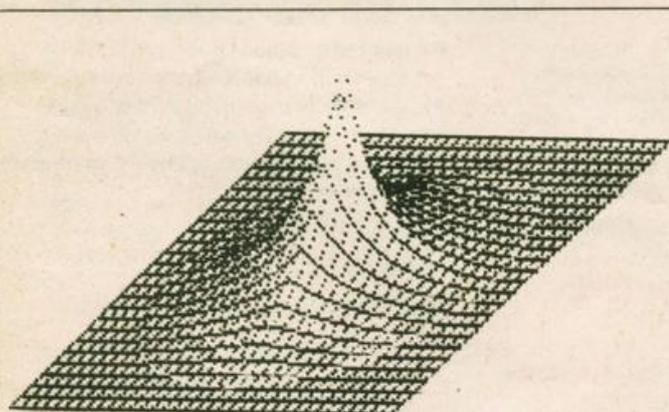
When run, the program will request "resolution", which determines the spacing between the points plotted. A value of four gives a detailed plot, 10 gives a reasonable plot and 20 produces a fast but crude display. A resolution of four takes between 15 and 25 minutes, depending on the function at line 1010.

Experimenting with different functions and resolutions will give you some idea of the Spectrum's graphics capabilities. The following examples produce interesting displays:

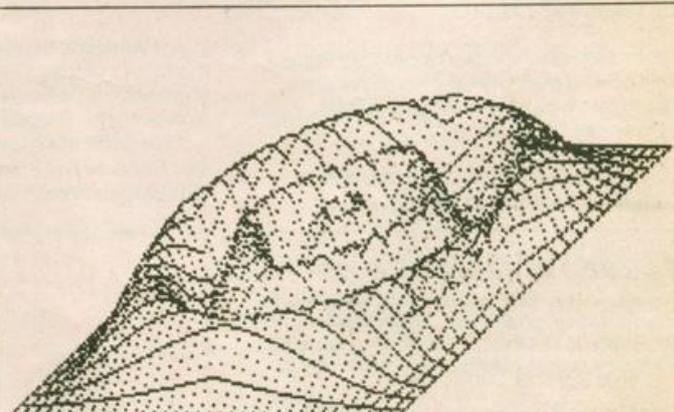
Resolution	Line 1010
4	LET t = EXP t/80
10	LET t = (SIN(t*3)+COS t)/4
5	LET t = LN ABS COS t/10
10	LET t = SGN COS (4*t)/10
5	LET t = -SIN t*(1-COS t)/2

```

1 BORDER 0: PAPER 0: CLS
3 INPUT "resolution" s
5 DIM p(250,2)
10 FOR f=1 TO 250: LET p(f,2) =
255: IF f > 140 THEN LET p(f,2) = f
12 NEXT f: BEEP .5,30
15 FOR f=-50 TO 50 STEP s
20 LET a=f
25 LET b=50-ABS f
30 FOR g=-70 TO 70
35 LET c=70-ABS g
40 GO SUB 1000
50 NEXT g
55 IF f=50 THEN STOP
60 FOR a=f+1 TO f+s-1
65 LET b=50-ABS a
70 FOR g=-70 TO 70 STEP s
75 LET c=70-ABS g
80 GO SUB 1000
90 NEXT g
100 NEXT a
110 NEXT f
1000 LET t=b*c/800
1005 LET r=a+g+121
1010 LET t=-EXP t/80
1020 LET t=INT (80+a-t*50)
1022 IF f=-50 THEN LET p(r,2)=t
1023 IF t(<=p(r,1)) THEN GO TO 1050
1025 INK 6
1026 LET p(r,1)=t
1027 IF t<0 THEN LET t=0
1028 IF t>175 THEN LET t=175
1035 PLOT r,t
1040 RETURN
1050 IF t>=p(r,2) THEN RETURN
1060 LET p(r,2)=t
1070 INK 5
1080 GO TO 1027
    
```



1010 LET t = -EXP t/80



1010 LET t = COS (t*4)/6

Sound & vision



Sounding in the generation gap

This program, which runs on an unexpanded Vic20, produces sound using all four sound generators.

On running, the screen displays the letters A to D (left) and W to Z (right). After each letter, you must input a series of numbers eg A 128 255 1. The first and second sets of numbers can have any value between 0 and 255, providing the second number is larger than the first. The third number is the *Step* between the first two numbers.

After entering the program, press "2". This will produce a demonstration of a sound routine contained in lines 3999-4150.

Having listened to the demonstration sound, press any key. This will produce the response "Sound 0 or 1 or 2". Pressing 0 or 1 will allow you to hear the sounds produced by the inputted numbers. To change the sound, simply enter "Y" and input the numbers of your choice.

John Ingham

You can share your own favourite Sound or Vision programs with other readers by sending lists with explanations to us at *Popular Computing Weekly*.

WRITE TO: Sound & Vision, Popular computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

```
1 READIN$, I2$
6 DATA "ABCD", "WXYZ"
11 FORT=1T04: B(T)=255: A(T)=128: D(T)=128: E(T)=255: F(T)=1: G(T)=1: NEXT: GOSUB281
16 A=A(1): B=B(2): C=C(3): D=D(4)
21 W=D(1): X=D(2): Y=D(3): Z=D(4): POKE36878, 15
26 IFU%=1THEN56
31 POKE36874, PEEK(36874)+RANDW
36 POKE36875, PEEK(36875)+RANDX
41 POKE36876, PEEK(36876)+RANDY
46 POKE36877, PEEK(36877)+RANDZ
51 GOTO76
56 POKE36874, PEEK(36874)ANDDORW
61 POKE36875, PEEK(36875)ANDBORX
66 POKE36876, PEEK(36876)ANDCORY
71 POKE36877, PEEK(36877)ANDDORZ
76 GETE$: IFB$="S" THENGOSUB281
81 IFPEEK(197) <> 64 THEN141
86 A=A+F(1): B=B+F(2): C=C+F(3): D=D+F(4)
91 W=W+G(1): X=X+G(2): Y=Y+G(3): Z=Z+G(4)
96 IFA>B(1) THENA=A(1)
101 IFB>B(2) THENB=A(2)
106 IFC>B(3) THENC=A(3)
111 IFD>B(4) THEND=A(4)
116 IFW>E(1) THENW=D(1)
121 IFX>E(2) THENX=D(2)
126 IFY>E(3) THENY=D(3)
131 IFZ>E(4) THENZ=D(4)
136 GOTO26
141 IFPEEK(197) <> 64 THEN141
146 POKE36878, 0: FORI=0T04: POKE36874+3, 0: NEXT
151 GETB$: IFB$="" THEN151
156 FORT=1T04: IFB$=MID$(IN$, T, 1) THENPRINTB$: D$=B$: B$="" : GOTO176
161 IFB$=MID$(I2$, T, 1) THENPRINTB$: D$=B$: B$="" : GOTO196
166 NEXT
171 GOTO141
176 GOSUB221: PRINT"ENTER START": INPUTA(T)
181 PRINT"ENTER FINISH" : INPUTB(T)
186 PRINT"ENTER STEP": INPUTF(T)
191 GOSUB221: GOTO16
196 GOSUB221: PRINT"ENTER START": INPUTD(T)
201 PRINT"ENTER FINISH" : INPUTE(T)
206 PRINT"ENTER STEP": INPUTG(T)
211 GOSUB221: GOTO16
216 REM DISPLAY
221 PRINT"0": D$="000": FORI=1T04
226 A$=STR$(A(I)): A$=RIGHT$(A$, LEN(A$)-1): A$=LEFT$(D$, 3-LEN(A$))+A$
231 B$="000"+MID$(IN$, I, 1)+"000"+A$
236 A1$=STR$(B(I)): A1$=RIGHT$(A1$, LEN(A1$)-1): A1$=LEFT$(D$, 3-LEN(A1$))+A1$: A$=A$+" "+A1$
241 A1$=STR$(F(I)): A1$=RIGHT$(A1$, LEN(A1$)-1): A1$=LEFT$(D$, 2-LEN(A1$))+A1$
246 A$=A$+" "+A1$
251 A1$=STR$(D(I)): A1$=RIGHT$(A1$, LEN(A1$)-1): A1$=LEFT$(D$, 3-LEN(A1$))+A1$
256 A$=A$+"000"+MID$(I2$, I, 1)+"000"+A1$
261 A1$=STR$(E(I)): A1$=RIGHT$(A1$, LEN(A1$)-1): A1$=LEFT$(D$, 3-LEN(A1$))+A1$: A$=A$+" "+A1$
266 A1$=STR$(G(I)): A1$=RIGHT$(A1$, LEN(A1$)-1): A1$=LEFT$(D$, 2-LEN(A1$))+A1$: A$=A$+" "+A1$
271 PRINTA$: NEXT
276 RETURN
281 POKE36878, 0: GOSUB221: POKE198, 0
286 PRINT"SOUND 0 OR 1 OR 2"
291 GETB$: IFB$="" THEN291
296 IFB$="0" ORB$="2" THEN281
297 IFB$="2" THENGOSUB3999: GOSUB221: GOTO281
301 UX=VAL(B$): WAIT197, 64: POKE198, 0: GOSUB221: POKE36878, 15: RETURN
3999 POKE198, 0: W=128: X=128: Y=128: Z=128: PRINT"XXXXXXXXXXXXXND E M 0"
4000 POKE36878, 15: POKE36874, PEEK(36874)AND128ORW
4010 POKE36875, PEEK(36875)AND700RX
4020 POKE36876, PEEK(36876)AND600RY
4030 POKE36877, PEEK(36877)AND500RZ
4090 A=A+F(1): B=B+F(2): C=C+F(3): D=D+F(4)
4100 W=W+1: X=X+1: Y=Y+1: Z=Z+1
4105 GETB$: IFB$="" THENRETURN
4110 IFW>255 THENW=128
4120 IFX>255 THENX=128
4130 IFY>255 THENY=128
4140 IFZ>255 THENZ=128
4150 GOTO4000
```

READY.

Programming

Dots and dashes fall for beeps

Paul Newman presents a morse code trainer for the Spectrum.

This short program will allow the Spectrum to BEEP morse characters as they are typed on the keyboard. The character speed as given is quite slow and may be altered to suit by a simple change to line 35. In-code comments should explain most lines, except for line 10 where the morse characters are coded into a Data statement.

The morse dots and dashes are represented as binary 0 and 1 respectively. Thus the character "L" which is dot, dash, dot, dot, in morse code, may be represented as the binary notation 0100. In order that successive division by two (effectively binary division) may "strip" each binary digit off in the correct order, the notation is reversed — viz 0010. Finally, the binary notation is given a "guard bit" to form the complete binary representation of "L" — 10010 — which is binary for 18.

The data statement in line 10 contains the representation for 0—9 and A—Z. Note that they are given in the order groupings recommended by the Radio Society of Great Britain (EISH / TMO etc) which are specially designed to assist in the learning of morse code. I have done it this way to help the user to design his own morse code tutor.

When learning morse code, it is fruitless learning the 'dots and dashes'. The only way of becoming proficient at morse is to learn how each letter sounds.

When altering line 35, remember to preserve the 1:3 dot:dash ratio. If you are seriously learning morse, alter line 35 to BEEP .13+.26*(x=1),0 to give you a reasonably slow character speed. Factors of .07 and .14 will produce a character speed of about 12 words per minute, which is the Radio Amateurs examination speed requirement. Text should be typed in lower case.

Most of the remaining details of the program are indicated in the Rem statements.

The Spectrum can be connected to a radio transmitter using a simple one-chip interface and I/O port.



Paul Newman, founder of the Sunclair Amateur Radio User Group.

Paul Newman is the founder of SARUG UK, the Sinclair Amateur Radio Users Group. He has long been an amateur radio enthusiast. During 1980 he became interested in using microcomputers to control radio equipment. Early in 1981 he became the first British member of ASARUG, the American Sinclair radio enthusiasts group. In November 1981 he formed the present UK group, SARUG UK. Mem-

bers of the group keep in touch over the air and through the pages of the SARUG newsletter which he edits. The group now has 175 members. Membership is £5 and is open to all amateur radio licence holders or anyone with a proven interest in amateur radio. For further information contact Paul Newman (G4 1NP), 3 Red House Lane, Leiston, Suffolk.

```
1 REM morse keyboard program
  for SPECTRUM 16k P NEWMAN
10 DATA 6,17,21,9,2,20,11,16,4
,30,13,18,7,5,15,22,27,10,8,3,12
,24,14,25,29,19,53,62,60,56,48,3
2,33,35,39,47,63: REM morse char
acter data
11 DIM z(36): REM storage for
cw characters
20 FOR j=1 TO 36: READ n: LET
z(j)=n: NEXT j: REM store them i
n array z
21 CLS: PRINT AT 0,0; FLASH 1
;"morse keyboard ready"
22 LET a%=INKEY$: IF a%="" THE
N GO TO 22: REM get a key press
23 IF a%="" THEN PRINT " ":
GO TO 22
24 LET p=CODE a%-96: IF p>=-48
AND p<=-39 THEN LET p=p+75: GO
TO 26: IF p<1 OR p>122 THEN GO T
O 22: REM only valid keys 0-9,a-
z
26 PRINT a%: LET n=z(p): REM
find data
29 LET x=n-INT (n/2)*2: REM bi
nary division
35 BEEP .10+.20*(x=1),0: REM x
=1 is dash,beep .3.Dot=0 so beep
1
50 LET n=INT (n/2): REM more d
ivision
70 GO TO 29-7*(n<=1): REM get
another key if n<2
```

Peek & poke

Peek your problems to our address. Ian Beardsmore will poke back an answer.

TO REVERSE

John Grain of Mill Street, Witney, Oxford, writes:

Q Could you please tell me if there is any way of using a statement to reverse a number just input into the computer (ZX Spectrum), for example to change 1472 to 2714?

I am writing a business program and need this operation to help me with an index code that I am developing. I hope you can help.

A This has already been done. This neat solution was developed by Jeremy Ruston:

```
10 INPUT A$
20 LET B$ = ""
30 FOR T = 1 TO LEN(A$)
40 LET B$ = A$(T) + B$
50 NEXT T
60 PRINT B$
```

TRANSMITTER LINK-UPS

Sean Connelly of Valley Road, Macclesfield, Cheshire, writes:

Q I will soon be getting a ZX Spectrum. As a great radio enthusiast, I would like to connect my two channel radio transmitter to my computer. Could you suggest an input/output port to do the job? Would a digital/analogue converter be suitable? I would be able to do any such modification myself if necessary.

A The direct answer is that I do not know how to connect a Spectrum to a two way transmitter. If you have access to a copy of our July 1 edition you will see it featured a whole page about SARUG UK, the Sinclair Amateur Radio Users Group in the United Kingdom.

To link a ZX81 to a transmitter, the group reckons that you need a 356 byte program and a I/O port with a single chip interface. For further information contact Paul Newman, (G4INP), 3 Red House Lane, Leiston, Suffolk.

If you find that you still need help, try Stephen

Adam's book *20 Simple Electronic Projects For the ZX81 and other Computers*. One of the programs in there is an A/D converter. The book is available from Interface, 44-46 Earls Court Road, London W8 6EJ.

SHARP'S THE WORD

David Hale of Mushoka Avenue, Bents Green, Sheffield, writes:

Q I am looking for a hand held computer that can be used to assist me in my model car racing. It's task would be to take lap times to 1/100th of a second — times taken by hand operated press button — then to time a second car in the same way. The information would be used to immediately calculate where the two cars should be in relation to each other in a given period of time or number of laps, given various speeds.

It would be useful if it could emit sounds instead of necessarily displaying the answer on a screen. I have considered the Sharp PC 1211, but it can only work to 1/10th of a second and it does not have sound.

Last November, Panasonic had a hand held computer at the NEC Birmingham, which could work to 1/50th of a second and had a range of eight octaves. The problem is that it is as yet only available in the US and I do not know if it will do the job. Should I try to import one? Alternatively, could you advise me of another hand held micro that would do the job?

A I have held this letter for a few weeks, vainly waiting a reply from National Panasonic. The company over here know very little. The only information they have is a glossy sales leaflet that they promised to send me some weeks ago. It still has not arrived.

All I can add to what you already know is that it is due for launch over here sometime in mid-1983. I would not advise you to import one on such little knowledge.

As for an alternative, the only one that springs to mind is the new Sharp PC 1500. It is hand held, and does have a tone generator on board. The company to contact, not only about the Sharp but about hand held micros in general, is: Tempus, 38 Burleigh Street, Cambridge CB1 1DG.

EXORCIST'S SUCCESS

Miles Clarke of Worcester Road, Oxford, writes:

Q I am trying to write a program on my Vic20 that will store information. I want to enter numbers and other facts on tape, for use at a later time. However, when I Load the tape and Run it, the information disappears, even if it was on the screen. How do I store information on a tape?

A The Run command clears all variables and starts the program again from scratch. You do not say how you input the information, but I presume that you are using something like Input A\$. This can be overcome by using the Goto command.

You do not give details of the size of your program, nor how many variables you use for other things. All I can do is give a small sub-routine for storing information in a single string, which can be added to. Run the program initially, and thereafter always use Goto 30. This is true whether you want to add more information now, or at a later date after Loading. Of course, you can use Run if you want to clear the variable and start again.

```
10 INPUT A$
20 PRINT A$
30 INPUT B$
40 A$ = A$ + B$
50 PRINT A$
```

PROBLEMS OF TEMPERAMENT

Eric Smith of Lime Street, Grangemouth, Stirlingshire, writes:

Q I have a ZX81 and printer. I have noticed that the printer does not feed the paper very well and quite often

stops altogether. This problem only occurred when I started using paper ordered from Sinclair. Is there any answer to this or am I stuck with having to pull the paper through while printing?

While on this subject do you know if it is possible for the Sinclair printer to be interfaced with the TI158 calculator? The cost of the Texas Instruments printer is prohibitive.

A Problems seem to be cropping up with the ZX printer at the moment. Whether this is just a case of one bad batch, or an as yet undiagnosed design fault, I cannot say. I know that my printer has given me no problems whatsoever, though I have had to deal with a temperamental one here in the office.

First, check that the printer is clean and set up correctly. This may sound obvious, but dirt does build up and if it clogs the rubber roller it will stop the paper moving.

Another alternative is to slightly tighten the two springs that hold the lower roller in place. Finally, you can slightly widen the Vs in which the paper roll spindles are located, though I would not advise this unless all else has failed.

When pulling the paper through, do not pull it very hard. A firm even pressure is what is needed. If this does not work, then wiggle the paper from side to side. If the machine is not sparking, this will often get it going, though I do not know why.

I do not know if the Sinclair can be interfaced directly to the TI158, but I would doubt it. Your best bet is to get in touch with Microtanic Software of 235 Friern Road, Dulwich, London. They make a 'Printerface' which allows the ZX printer to be used with several computers.

● Stop agonising over that problem. Write to Ian Beardsmore, Peek & Poke, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

Classified

DRAWING BOARD 16K ZX81

Save, recall, scroll (4 ways), merge pictures using machine routines. Draw using pixels (black/white) or any character, cursor control. Pictures can be used in your program and DB deleted. Only £4.20.

DATABASE 16K ZX81 or Spectrum

Business or home. Telephone numbers, addresses, stock control, etc. With demo program — steam loco numbers. Only £4.95.

CADSOFT, 24 ST JAMES STREET
CHELTENHAM, GLOS GL52 2SH

ACORN ATOM Floating Point EPROM, £15.00; Utility EPROM, £18.00. Bargain price, £30.00 pair. Davidson, 109 Highgate Lane, Farnborough, Hampshire.

BBC MICRO Pools Predictor. Model A or B. Easy data entry. Uses powerful mathematical and statistical forecasting model. User tunable facility. On cassette with full instructions, £4.99. Mayday Software, 181 Portland Crescent, Stanmore, HA7 1LR.

VIC20 SOFTWARE (unexpanded). Two hi-res action games: "Meteors" and "Toader" for £4.00. Two easy to play beginners/younger children's games: "Fruit Gatherer" and "Spade-man" for £4.00. S & T Lepojevic, 2 Piccadilly Way, Cheltenham, GL52 5DQ.

ZX81 16K plus software and magazines. £70.00. Tel 691 3294 after 4.30 pm.

ZX81 Machine Code Loader. Enter the exciting world of machine code. 1K and 16K versions supplied. Both include Hex loading, saving, editing, running etc. Includes cassette and documentation. Only £1.95 from Chris Davison, 67 Seymour Road, Newton Abbot, Devon, TQ12 2PX.

DK TRONICS 4K. Graphic ROM board with 1K U.D.G. RAM, £25. Telephone Chesterfield 201263 evenings.

BYTE-MAN, with Star-Fighter and Bomber — three quality fast moving machine code games for the price of one, for the ZX81 16K. Why pay more for less? Only £2.95. "Mindseye" 12 North Grove Drive, Leeds LS8 2NJ.

BBC MICRO MODEL B (avoid the queue), various software and hardware, £380 ono. Tel: Horley (029-34) 4405.

SPORTING FORECASTS

Professor Frank George's well-known Football Pools Forecasting program is now available on the

SINCLAIR ZX81 16K
and 8 other micros

A Horse-Race Forecast Program in preparation.

Write to: Professor F.H. George
Bureau of Information Science
Commerce House, High Street,
Chalfont St. Giles, Bucks.

SPECTRUM GAMES CASSETTE: Zombie, Life, Balloon, Hanoi, £4. M. Chambers, 6 Beresford Close, Parkstone, Poole, Dorset BH12 2HF.

VIC20 for sale plus cassette deck. Super Expander joystick and software, as new, £220, worth £280. Phone Trowbridge 61409.

ACORN ATOM 12/12K including Joystick, software and books, £160. Tel: (0632) 666120.

VIC HANGMAN, good graphics, entry checks, sound effects, music, many other features, £2.75. A. Lambert, 19 Cedar Road, Marple, Cheshire.

A1 SOFTWARE presents a multigame cassette for the Sinclair ZX Spectrum. Blitz, Dropout, Breakout, Racer and a UDG generator all on one tape for £9.95 or separately for £3.95. For details send a stamped addressed envelope to Mouse Hall, Bolney, Sussex RH17 5 RY.

SPECTRUM PROGRAMS. Word processor — screen editing, insert, replace, delete, word-wrap, justification, file-handling, £15. L-game, new, different, testing, £5. Graphics Generator makes it easy, £5. All include cassette plus instructions. Brian Hebbes, 6a Newlands Avenue, Southampton.

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ZX81 16K Ram plus keyboard graphic Rom and software, £100 ono. Tel: Sheffield (0742) 368577.

ZX SPECTRUM MISSILE COMMAND. Hi-res, colour, sound, fast moving graphics, bargain, only £2. P. Darling, Mill Lodge, Mill Green, Stonham Aspal, Stowmarket, Suffolk.

STARTING FORTH by Leo Brodie, £13.75 including p & p. Access/Barclaycard 0923-23324. Come and browse or send sae for lists. Watford Technical Books, 105 St Albans Road, Watford, Herts.

WANTED. Spectrum 16/48K system, software, after 10 pm or anytime Sunday. 01-5802181.

ZX81 (CONVERTED 80) 16K Ram. Complete with pack, pocket books, cassette, £60 ono. 01-5802181.

ZX SPECTRUM GAMES: Ten Minutes To Live, Air/Attack, Lasered Staircase and Monster Maze, on cassette, £4.75. B. Baker, 87 Murray Avenue, Bromley, Kent BR1 3DJ. Sae for more details.

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VIC20 and cassette unit plus Vic Revealed, joystick, invaders, Pacman, £150. Telephone Clitheroe 24516.

PLAY DOMINOES against your ZX81. Different 16K game every "RUN" computer printed listing £1. P. Aitken, 1 Clochbar Avenue, Milngavie G62 7JW.

MINI MICRO COMPUTER for sale. DEC data system, digital PDP 11/23 including two disc drives, also separate VDU (VT100) and printer (DEC Writer 111), £5,000 ono. Contact Rullion UK Ltd., 061-228 2582.

WINGED AVENGER

Mk 2. Spectrum and ZX81 16K 3 Waves, seven skill levels. Mother ship, Re-fueling, Smart Bombs, Rapid Firing, Laser Shield, High Score and Replay. Machine Code. Arcade action. From now to Christmas only £4.50 inc.

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BBC MODEL A 32K, 2 months old with books and software, £315. Tel: Martin Crawley, 01-730 4544, ex 321 (office hours).

T199/4A SOFTWARE on tape, from £1.95. Sae list ATL, 115 Crescent Drive South, Brighton, BN2 6SB.

Swapshop

01-930 3266

Are you one of the thousands of owners of an old computer? Do you want to sell it? Why not sell it through Swap Shop?

In each issue between now and the end of October we will publish a FREE entry in Swap Shop for anyone who has a computer to sell. All you have to do is phone Swap Shop on 01-930 3266 and tell us your name, address, telephone number, the type and specification of the computer you have to sell, and the price you want for it.

Swap Shop is limited to private individuals who have one computer to sell. No more than 20 words may be booked and the information you supply must be limited to the computer. You may not include information about accompanying software or hardware.

If you would prefer to write in with your copy for Swap Shop, please mark your letter clearly as Swap Shop, Popular Computing Weekly, Hobbhouse Court, 19 Whitcomb Street, London WC2 7HF.

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Here's my classified ad.

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

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CAN	VIC	ROM	

Please continue on a separate sheet of paper

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

Name

Address.....

Telephone

Please cut out and send this form to: Classified Department, Popular Computing Weekly, Hobbhouse Court, 19 Whitcomb Street, London WC2

Competitions

Puzzle No 22

Here is the second of the Ancient Algorithms where cavemen rearrange piles of stones into other piles of stones in interesting ways.

What is being calculated this week?

Tony Roberts

Rules

The winner of the puzzle will be the reader who, in the opinion of *Popular Computing Weekly*, has submitted the best and most imaginative solution.

Envelopes containing entries should be clearly marked 'PUZZLE'.

The closing date for the competition is Tuesday, September 28.

Solution to Puzzle No 18

To find the number of cars on each occasion use the formula $N \times (N + 1)/2$ to find successive triangular numbers, T . This expression can then be used in a program like the one shown here to find the answers:

```

10 LET C = 0
20 LET N = 2
30 LET T = N * (N + 1) / 2
40 LET X = SORT
50 IF ABS (X - INT (X + 1E - 8)) < 0.000001 THEN
  GOSUB 100
60 LET N = N + 1
  
```

```

70 GOTO 30
100 PRINT
110 LET C = C + 1
120 IF C = 3 THEN STOP
130 RETURN
  
```

Line 50 checks to see if the square root of each T is an integer (or near enough, allowing for the accuracy of the square-root function). If the T value is a square it is printed out and the program will stop after three such numbers, when $C = 3$.

On the first day there were 36 cars in the park.

1. PUT A HEAP OF STONES ON THE GROUND PICK ONE UP AND PUT IT ON A HANDY LEDGE.



2. THEN PUT AS MANY STONES AS ARE IN THE HEAP INTO SMALL PILES EACH AS BIG AS THERE ARE STONES ON THE LEDGE.



3. AND PUT ONE STONE FROM EACH PILE ONTO THE LEDGE TOO.



4. NOW THROW HALF THE STONES ON THE LEDGE AWAY!



NB. 1/2 A STONE IS STILL A STONE!



5. COUNT THE STONES ON THE LEDGE. IF THERE ARE NOW AS MANY AS LAST TIME YOU COUNTED ... STOP. IF NOT, THEN GO BACK TO 2.

Q. WHAT HAVE YOU BEEN CALCULATING?

TONY ROBERTS ETC

Two weeks later there were 1225 cars present. The next possible number that is both a square and a triangle is 41,616. This is 204 squared so the car park is 204 spaces square. Since each space is 12 x 6 feet the car park is 2448 feet long and 1224 feet wide.

Winner of Puzzle No 18

The winner is P Rankilor, Rue Sauvage, St Sampsons, Guernsey, Channel Islands, who receives £10. He adds: The last answer is more cars than in the whole of Guernsey!

ARTHUR KEEPS FIT

IF YOU SAY THIS

IF YOU SAY THAT

IF WHITE MAN FRIEND

IF WHITE MAN EN

IF SAY THIS IS

IF SAY THIS WAS

IF MAN FRIEND DOG

IF MAN FRIEND MACH

IF THIS IS ON

IF THIS IS OFF

IF FRIEND MACH DIG

IF FRIEND MACH AN

IF IS ON WHITE

IF IS ON BLACK

IF MACH DIG ARTH

IF AN DIG AL

IF ON WHITE MAN

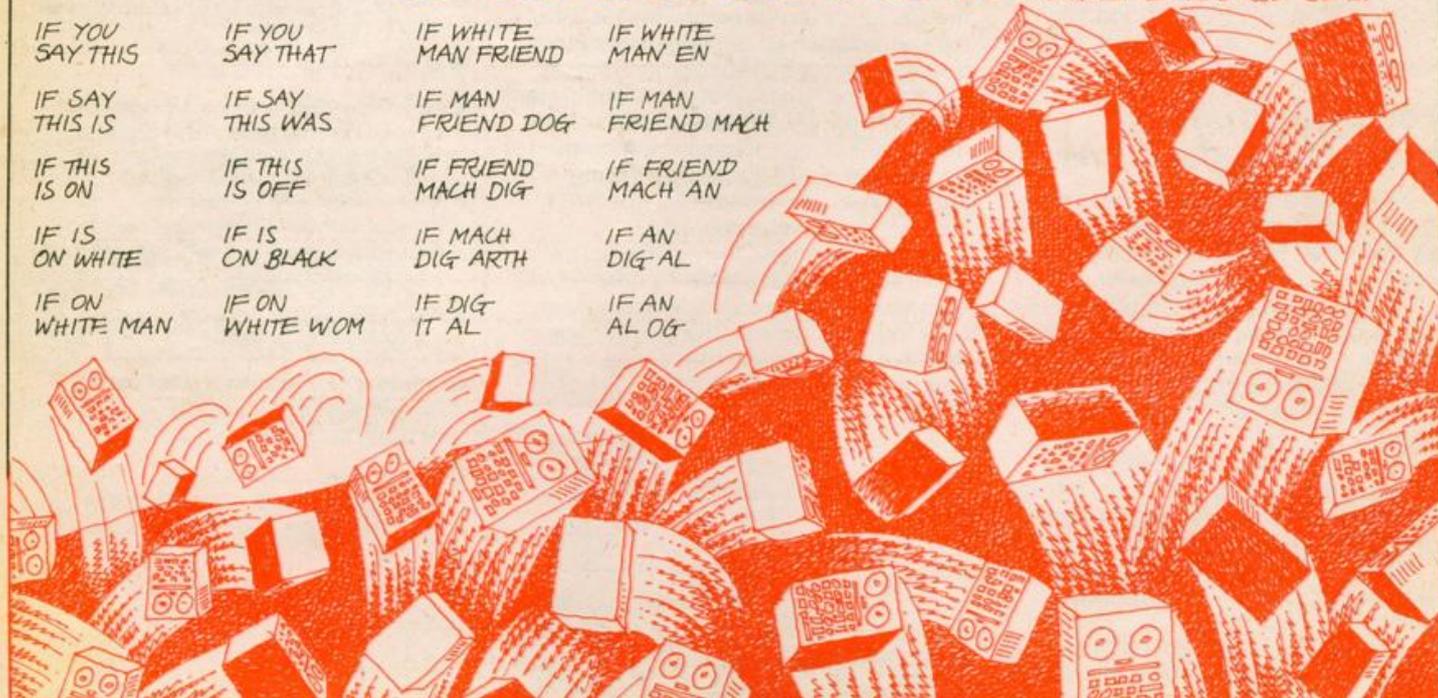
IF ON WHITE WOM

IF DIG IT AL

IF AN AL OG

A.R.T.H.U.R.

Laurence Lerner & James Macdonald
PUBLISHED BY THE HARVESTER PRESS, 16, SHIPPS
BRIGHTON, TEL. 0273 72301 & 2.95.



Sinclair ZX Spectrum

**16K or 48K RAM...
full-size moving-
key keyboard...
colour and sound...
high-resolution
graphics...**

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First, there was the world-beating Sinclair ZX80. The first personal computer for under £100.

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The ZX Spectrum incorporates all the proven features of the ZX81. But its new 16K BASIC ROM dramatically increases your computing power.

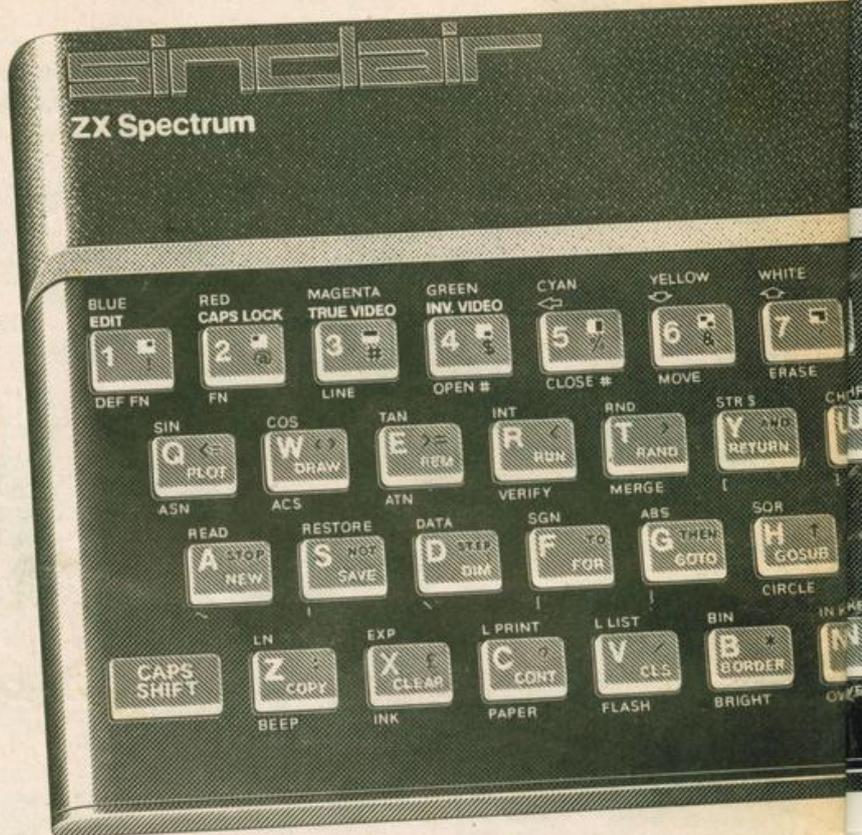
You have access to a range of 8 colours for foreground, background and border, together with a sound generator and high-resolution graphics.

You have the facility to support separate data files.

You have a choice of storage capacities (governed by the amount of RAM). 16K of RAM (which you can update later to 48K of RAM) or a massive 48K of RAM.

Yet the price of the Spectrum 16K is an amazing £125! Even the popular 48K version costs only £175!

You may decide to begin with the 16K version. If so, you can still return it later for an upgrade. The cost? Around £60.



Ready to use today, easy to expand tomorrow

Your ZX Spectrum comes with a mains adaptor and all the necessary leads to connect to most cassette recorders and TVs (colour or black and white).

Employing Sinclair BASIC (now used in over 500,000 computers worldwide) the ZX Spectrum comes complete with two manuals which together represent a detailed course in BASIC programming. Whether you're a beginner or a competent programmer, you'll find them both of immense help. Depending on your computer experience, you'll quickly be moving into the colourful world of ZX Spectrum professional-level computing.

There's no need to stop there. The ZX Printer—available now—is fully compatible with the ZX Spectrum. And later this year there will be Microdrives for massive amounts of extra on-line storage, plus an RS232 / network interface board.



Key features of the Sinclair ZX Spectrum

- Full colour—8 colours each for foreground, background and border, plus flashing and brightness-intensity control.
- Sound—BEEP command with variable pitch and duration.
- Massive RAM—16K or 48K.
- Full-size moving-key keyboard— all keys at normal typewriter pitch, with repeat facility on each key.
- High-resolution—256 dots horizontally x 192 vertically, each individually addressable for true high-resolution graphics.
- ASCII character set—with upper- and lower-case characters.
- Teletext-compatible—user software can generate 40 characters per line or other settings.
- High speed LOAD & SAVE—16K in 100 seconds via cassette, with VERIFY & MERGE for programs and separate data files.
- Sinclair 16K extended BASIC—incorporating unique 'one-touch' keyword entry, syntax check, and report codes.

um



The ZX Printer – available now

Designed exclusively for use with the Sinclair ZX range of computers, the printer offers ZX Spectrum owners the full ASCII character set – including lower-case characters and high-resolution graphics.

A special feature is COPY which prints out exactly what is on the whole TV screen without the need for further instructions. Printing speed is 50 characters per second, with 32 characters per line and 9 lines per vertical inch.

The ZX Printer connects to the rear of your ZX Spectrum. A roll of paper (65ft long and 4in wide) is supplied, along with full instructions. Further supplies of paper are available in packs of five rolls.



The ZX Microdrive – coming soon

The new Microdrives, designed especially for the ZX Spectrum, are set to change the face of personal computing.

Each Microdrive is capable of holding up to 100K bytes using a single interchangeable microfloppy.

The transfer rate is 16K bytes per second, with average access time of 3.5 seconds. And you'll be able to connect up to 8 ZX Microdrives to your ZX Spectrum.

All the BASIC commands required for the Microdrives are included on the Spectrum.

A remarkable breakthrough at a remarkable price. The Microdrives are available later this year, for around £50.



RS232/network interface board

This interface, available later this year, will enable you to connect your ZX Spectrum to a whole host of printers, terminals and other computers.

The potential is enormous. And the astonishingly low price of only £20 is possible only because the operating systems are already designed into the ROM.

ZX Spectrum

Available only by mail order and only from

sinclair

Sinclair Research Ltd,
Stanhope Road, Camberley,
Surrey, GU15 3PS.
Tel: Camberley (0276) 685311.

How to order your ZX Spectrum

BY PHONE – Access, Barclaycard or Trustcard holders can call 01-200 0200 for personal attention 24 hours a day, every day. BY FREEPOST – use the no-stamp needed coupon below. You can pay by cheque, postal order, Access,

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FREEPOST – no stamp needed. Prices apply to UK only. Export prices on application.

Probably the fastest microcomputer in the universe the **JUPITER ACE** only £89.95.



All inclusive Price

For £89.95 you receive your Jupiter Ace, a mains adaptor, all the leads needed to connect to most cassette recorders and T.V.s (colour or black and white), a software catalogue and a manual.

The manual is a complete introduction to the world of personal computing and a course in FORTH programming on the Ace.

Even if you are a complete newcomer to computers, the manual will guide you step by step from first principles to confident programming.

The price includes postage packing and V.A.T.

Available soon

● 16K memory expansion for around £35.00. This will increase the memory of the Ace to 19K.

● A parallel printer interface for around £25.00. This will convert the Ace to anything from fast dot matrix to letter quality daisy wheel printers

Key Features

- Revolutionary microcomputer language FORTH.
- Full-size moving-key keyboard.
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- Fast cassette interface.
- Upper and lower case ascii character set.
- 24 x 32 character flicker-free display.

The Jupiter Ace uses FORTH

The Ace is set apart from all other personal computers on the market by its use of a revolutionary language called 'FORTH'. Some computer languages are easy for humans to understand, others are easy for computers; FORTH is most unusual in being both. Its underlying principles are so simple that it takes even a newcomer to computers only a few minutes to learn how to do calculations on the Ace, yet the very same principles are powerful enough to allow you to invent your own extensions to the language itself.

At the same time, the memory-saving coded form used to store your programs inside the Ace allows it to obey them very fast — typically in less than a tenth of the time it would take to do the same thing using a different language. Amongst other things, this makes the Ace ideal for games.

FORTH's unique combination of speed, versatility and ease of programming has already made it a prime choice for professional applications as diverse as pub games and radio telescopes, and gained it an enthusiastic national user group. Now the Jupiter Ace can bring this addictive language into your own home.

Designed by Jupiter Cantab

Leading computer Designers Richard Altwasser and Steven Vickers have a reputation for pushing technology forwards. After playing the major role in creating the ZX Spectrum they formed Jupiter Cantab to develop their latest brainchild the Jupiter Ace.

Technical Specification

Hardware.

Processor/Memory

Z80A running at 3.25 MHz.
8K bytes ROM 3K bytes RAM.

Input

40 moving-key keyboard with auto-repeat on every key.

Output

Memory-mapped 32 x 24 character display with high resolution user graphics. Output to drive normal UHF TV set on channel 36.

Sound

Provided by internal loudspeaker.

Cassette

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Software, FORTH

Data Structures

Integer, Floating point and String data may be held as constants, variables or arrays with multiple dimensions and mixed data types.

Control Structures

IF-THEN-ELSE, DO-LOOP, BEGIN-WHILE-REPEAT, BEGIN-UNTIL, all may be mixed and nested to any depth.

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