

# POPULAR Computing WEEKLY

7 October 1982 Vol 1 No 25

35p

FREE COMPUTER BUY/SELL SERVICE  
**COMPUTER SWAP**  
SEE PAGE 24

**Vic20 Adventure  
games tested**

**Spectrum ellipse**

**Boxing clever  
on ZX81**

**Machine code**

**Cover Story:  
Laserchase on Spectrum  
by Simon Lane**

**Win a Jupiter Ace in our  
Better than Basic  
competition**





# ATOM

## THE ATOM MAGIC BOOK

By Mike Lord. A wealth of games and other programs; storing speech in your ATOM, converting programs written in other BASICs, and many more useful software & hardware tips. £5.50

## GETTING ACQUAINTED WITH YOUR ACORN ATOM

By Tim Hartnell & Trevor Sharples. 80 programs including draughts. £7.95

## PRACTICAL PROGRAMS FOR THE BBC COMPUTER & ACORN ATOM

By David Johnson-Davies £5.95

## ATOM CASSETTES

We stock a selection of the best: our latest being CAAD: Muncher + Mancala + Target + LIFE 7K. 4 great programs on one cassette for only £6.00

## RAM FOR YOUR ATOM (Or other 1MHz 6502/68XX machine)

16 or 32 Bytes; expand your ATOM to 28 or 38K RAM, ideal for Word Processing, Chess programs & Business software. Compatible with other Atom software & hardware including the disc drive. To fit inside the ATOM or Eurocard rack mounting. Some types run from a single +5V supply. S.a.e. for details.

**NEW!! ATOM ROAM BOARD MZ165** .... £35.00 inclusive  
Allows software switching between up to 3 utility ROMs and also 4K RAM fitted so you can load your own 'utility' programs from tape or disc. Simple plugs into sockets on ATOM board.

All prices inclusive of U.K. P & P & VAT where applicable. Overseas customers please add £1.50 surface mail.

**TIMEDATA Ltd.** Dept F

57 Swallowdale, Basildon, Essex SS16 5JG  
Tel: (0268) 411125 (Mon-Fri)



# Computer Books from NELSON

Nelson now publish a wide range of computing books and accompanying software. The books cover a wide range of interest levels and offer something for both the complete beginner to the subject and the reader with a more advanced knowledge of computing.

*For further details of our computing books please write to:*

The Promotions Department PCW,  
FREEPOST,  
Thomas Nelson & Sons Ltd.,  
Nelson House,  
Walton-on-Thames,  
Surrey KT12 4BR

# POPULAR Computing WEEKLY

HOBHOUSE COURT, 19 WHITCOMB STREET WC2

## WHY NOT TAKE OUT A SUBSCRIPTION?

You can have *Popular Computing Weekly* sent to your home for £19.95 a year. This will cover the cost of the magazine, postage and packing.

Fill in the coupon below and keep yourself up to date week by week.

I would like to take out one..... subscription(s) to *Popular Computing Weekly*.

Name SIMON BRAY.....

Address 40 ROCK RD.....

CAMBRIDGE CB1 4NF.....

Tel No. 240371.....

I enclose £..... for one..... subscription(s).

Please make cheques payable to Sunshine Publications Ltd.



# POPULAR Computing WEEKLY

## The Team

### Editor

Brendon Gore

### Reporter

David Kelly [01-930 3271]

### Sub-editor

Ninette Sharp

### Editorial Secretary

Theresa Lacy

### Advertisement Manager

David Lake [01-839 2846]

### Advertisement Executive

Alastair Macintosh [01-930 3840]

### Managing Editor

Duncan Scot

### Publishing Director

Jenny Ireland

*Popular Computing Weekly*,  
Hobhouse Court, 19 Whitcomb Street,  
London WC2  
Telephone: 01-839 6835

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

<b>News</b>	<b>5</b>
New Spectrum pcb.	
<b>Letters</b>	<b>7</b>
Screen clearing.	
<b>Laser Chase</b>	<b>8</b>
A new game for Spectrum by Simon Lane.	
<b>Street Life</b>	<b>11</b>
David Kelly reports on micro shows in London and Birmingham.	
<b>Reviews</b>	<b>12</b>
A beginner's guide to Vic20 adventures.	
<b>Open Forum</b>	<b>14</b>
Five and a half pages of your programs.	
<b>Better than Basic</b>	<b>19</b>
Win a Jupiter Ace.	
<b>Spectrum</b>	<b>20</b>
Malcolm Davison explains how to draw ellipses quickly.	
<b>Programming</b>	<b>21</b>
Boxing clever on ZX81.	
<b>Machine Code</b>	<b>22</b>
Z80 architecture.	
<b>Peek &amp; poke</b>	<b>23</b>
Your questions answered.	
<b>Competitions</b>	<b>26</b>
Puzzle, Arthur.	

## Editorial

Sinclair's decision to redesign the Spectrum's printed circuit board is not altogether surprising, in view of the production troubles which have plagued the Spectrum since its launch in April this year.

What is surprising is Sinclair's failure to announce that it had redesigned the Spectrum pcb.

A whole host of companies have grown up around the ZX80/81 and now the Spectrum. They have provided hardware and software support that Sinclair either could not, or would not, supply. These companies have played no small part in establishing Sinclair as the No 1 micro manufacturer in the UK.

Some of these companies, such as DK'tronics, Downsway and East London Robotics, have produced Ram expansion boards to enable 16K Spectrum owners to upgrade their machines to 48K. These expansion boards are not compatible with the redesigned pcb.

It would have been politic for Sinclair to let both his customers and the rest of the industry know what was happening. They found out soon enough anyway.

## Next Week



Can you blast  
your way through  
a meteor storm? Find out in *Asteroids*  
— a new game for ZX Spectrum.



# C.P.S. GAMES

## ADVENTURES

### HASHA THE THIEF

Try to enter the Potala and steal the golden teapot of the Dalai Lama. There are not only traps and pitfalls but even some magic trying to stop you from getting to the private rooms.

### THE WIZARD OF SHAM

If you can reach his hide-out, then he will give you the elixir of life. Travel through the jungle, the ghost town of Sham and find the secret entrance to the temple in which the wizard hides. Once in the temple you will need all your skills and determination to avoid the dangers awaiting you. You may meet the wizard in the end, but we doubt it...

### THE FOURTH KIND

Can you manage to communicate with the extra-terrestrials and obtain from them the universal medicine for eternal life? This is not only an adventure but will test also your skills in trying to overcome what would seem to be impossible communication problems.

### THE 7 CITIES OF CIBOLA

These famous cities, where the Spanish Jesuites found their gold, are situated somewhere in the South-American jungle. Their whereabouts have been lost for several centuries, and nobody has found them ever since. Can you survive in this exhausting climate and find at least some treasure? And, if you find it, will you still be strong enough to get back with your gold? There is not only the climate; indians, poisonous animals, secret religious sects and many more.

### THE DOMED CITY

You are travelling through unmapped territory and your way is blocked by a giant ant heap. By a freak mutation these ants are as big as you and there is only one way open; through the ant's lair. Some ants are friendly, others are aggressive, and your weapons are not much help: your survival depends on skill, anticipation and cunning. Will you succeed?

### THE TOWER OF BRASHT

One member of your expedition has been taken prisoner by the Kharrs, a cruel tribe living near the edge of civilisation. You must choose a few companions from your team, and try to get the prisoner out. Success or failure will depend on whom you choose and how they are equipped. This D&D type adventure is difficult and will take you some time to play. It can be used as a roleplaying adventure, with as many players as there can be members of the team.

### THE GHOST OF RADUN

In the old, half ruined castle of Radun, a large treasure is buried. Many have tried to find it, but none have ever returned to tell the tale. It is rumoured that the treasure is guarded by a ghost, who appears when least expected, and makes sure that the treasure hunter can no longer return. This adventure is definitely not for the weak-hearted and we strongly advise not to play it after nightfall, especially not when you are alone in the house.

### ADVENTURES FOR THE VERY YOUNG:

There is no longer any need for very young children to gaze wistfully at a computer they are not allowed to touch.

This new series of adventures is mainly based on graphics, but follows the traditional pattern of an adventure game. There are some elementary instructions for which a bit of help from the grown ups may be needed. If you want to see some little eyes light up...

### PETER RABBIT AND THE MAGIC CARROT

Peter Rabbit goes on a quest for the magic carrot. It is rumoured that any rabbit taking one bite of that carrot gets an extra twenty years of life. Peter has to go through the big forest, meets nice (and not so nice) friends, deals with a dwarf, gets help from old man oak, etc... Will he get to the cave and find the magic carrot?

### PETER RABBIT AND FATHER WILLOW

Father Willow has been damaged by vandals, and is now in a bit of a state. Peter Rabbit goes in pursuit of the vandals. They know and try not only to escape but to stop Peter Rabbit from following them. Luckily the latter gets help from the other trees, who heard about the story. But will he find the vandals and have them locked up?

### PETER RABBIT AND THE NAUGHTY OWL

Jimmy the Owl has been unsufferable of late. The Council of the Meadows sends Peter Rabbit on an expedition to find the Master of the Owls, in order to have Jimmy taught some manners. The Master lives very far away and its quite an adventure getting there. Will Peter Rabbit come back without having seen the Master and thus Jimmy remain a nuisance?

It now transpires that the Peter Rabbit Adventures can be dangerously addictive to grown ups...

### TUMMY DIGS

Complementing the Peter Rabbit series, a new series on Tummy Digs, a little dwarf: As with the Peter Rabbit games, the adventures are very easy (basically a maze) with graphics and it is up to the kids to invent the story themselves, after an introduction has been given.

### TUMMY DIGS GOES SHOPPING

Make a shopping list, walk out of the forest and shop in town. You must find the shops, pay for your purchases and make sure that you can carry it all. Also, don't run out of money...

### TUMMY DIGS GOES WALKING IN THE FOREST

Have a pleasant but adventurous walk in the forest. Meet some animals and plants, have a chat, and make sure you are home in time for bath and dinner.

### WAR GAMES

All with full graphics of the battle field, and inclusive of manual.

### KING ARTHUR

Britain in the sixth century... THE ANGLES AND SAXONS are marauding through the Country, leaving behind a trail of blood and devastation. In the South a man is gathering troops and fitting them out. His name is Arthur. You take his role in this fascinating wargame. Will you be able to win all the battles he won and free Britain from the plundering marauders? How good are you at commanding troops, finding the enemy and bring him to battle, sifting information, seeing through the fog of war, deploying your troops and many more similar skills?

### BATTLE OF THE BULGE

Ardennes, 1944. The famous "von Rundstedt" offensive.

### BATTLE OF THE RIVER PLATE

A simulation of this well known sea battle.

### CONVOY

You are the commodore of a convoy under attack from submarines. Instant decisions are required and if you hesitate too long the damage might be worse. Try and locate the enemy and destroy him. Not easy... Again graphics, but combined with verbal information.

All these games are available for ATARI 16K and SPECTRUM 16K. Some of the games will load different programs successively and are thus much larger than 16K.

All C.P.S. Games, except those for children, are priced at £9.50. The Peter Rabbit and Tummy Digs games are now £4.50.

C.P.S. 14 Britton St., London EC1M 5NQ (01-251 3090)

# REDDITCH ELECTRONICS

21 FERNEY HILL AVENUE  
REDDITCH  
WORCS B97 4RU

## ZX81 HARDWARE

(Postage 40p under £4)

Keyboard kit £17.00 Built £20

In/out port Kit £16.95 Built £18.95

Music board Kit £16.95 Built £18.95

Female connector 23 way £2.50

Male connector 23 way £1.60

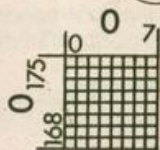
Plus books,  
motherboards, cables, etc.

## SPECTRUM HARDWARE

Connectors etc. See catalogue.  
Send SAE for Free Catalogue.

### SOFTWARE & IDEAS FOR THE

## SPECTRUM & BBC MICROS



### FOR SPECTRUM

Hi Res Graphics Plotting Pad. Full 256+176 pixel resolution. Semi-transparent to aid copying. Supplied with fixel ruler and full instructions — £2.90 (50-sheet pad)



### FOR SPECTRUM AND BBC (32K)

Shape — a shape drawing routine with a library of shapes — including skeleton: provides the ability to easily construct your own designs. Many facilities including expand, rotate, mirror and shift. Full instructions — £4.50.

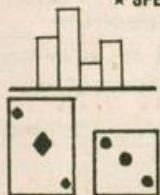
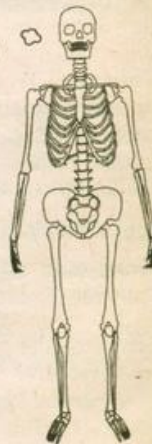
★ SPECIAL OFFER — GRAPHICS PAD+SHAPE PACKAGE — £6.00 ★

### FOR SPECTRUM

Chart draw — chart and graph drawing package. Draws pie charts, bar charts and graphs. Provides auto scale labelling and division. Full instructions — £5.00.

### FOR SPECTRUM AND BBC

Compendium of Card and Dice Games, includes Snap — with snapability rating. Superb graphics. Dice allows you to pit your wits against the computer — £4.00.



★ Coming soon — for Spectrum and BBC. The Skeleton — Guess a Bone Game!  
★ Wanted — Spectrum Games. High royalties paid.

Please make cheques payable to Keyboard and send to: 28 Forest View Road, Walthamstow, London E17 4EL

SOFTWARE IN ASSOCIATION WITH INTELLIGENCE (GB) LTD.



# Spectrum plugs in new sockets

SOME memory expansion adds-on already being manufactured for the ZX Spectrum are no longer compatible with machines now being sent out.

In order to solve some of the production difficulties which have plagued the Sinclair machine since its launch, the main printed-circuit board has now been redesigned. The main feature is the incorporation of the Ram expansion sockets into the main board, rather than as a plug-in auxiliary board.

This change has caused problems for those companies who already manufacture Spectrum Ram expansion boards, since their products are no longer compatible. The three companies concerned

are East London Robotics, DK'tronics and Downsway.

All three plan to adapt and produce two types of Ram expansion kits.

Mark Vellacott of East London Robotics said that his company would continue to produce its present 32K and 64K plug-in boards for £32 and £50. However, he is now also selling both sizes of up-grade suitable for use with the new boards. The new 32K version now consists of just the 12 memory chips which plug directly into the new boards and costs £25. The 64K expansion now bolts on rather than plugging in and will still cost £50.

A spokeswoman for DK'tronics admitted: "The

new board caused a few hiccups here — because we weren't at first aware of it — but we shall just change our design."

Downsway's Martin Dare said that he was aware of the Spectrum design change. "As soon as we can get hold of one of the new machines," he said, "we shall be able to produce a modified version of our Ram expansion but, like so many others, we still have machines on order. Our present 32K expansion costs £42.50 and we hope the new one will be even cheaper."

Machines with the new and old boards can be distinguished, without taking them apart, by looking at the expansion ports. The conducting strips on the printed-circuit, visible at the port, were about the same width as the gaps between them in the original. The gaps on the new pcb are much narrower than the conducting strips.



More than 45,000 visitors attended the fifth Personal Computer World Show, held in the Barbican Centre Exhibition Halls from September 9 to 12. See show report, page 11.

## Self-financing move by IT centres

A high-resolution graphics board for the ZX81 has been launched by the country's Information Technology Centres in a move to make them partly self-financing.

The boards, for use with the 16K ZX81, will cost £27.50 and will be designed and built by the IT centres at Notting Dale in London, and at Telford.

It is hoped that up to 100 IT centres will be set up, financed in part by £30m from the Manpower Services Commission and the Department of Industry. The remainder of their running costs has to be found by the IT centres themselves.

## Dragon breathes fire into software market

METTOY has followed up the launch of its Dragon-32 micro-computer with a range of software cartridges and cassettes.

It is now offering seven new games cartridges and a selection of games and utility cassettes. The cartridges are *Berserk*, *Meteoroids*, *Cosmic Invaders*, *Ghost Attack*, *Cave Hunter*, *Starship Chameleon* and *Astroblast*. They all cost £19.95 except *Ghost Attack* which is £24.95.

The cassettes are a *Compendium of Games*, a *Compendium of Applications*, five adventure games — including *Dragon Mountain*, *Madness and the Minotaur* and *Quest* — a *Personal Finance Package*, a *Graphic Animator*, a

*Computer Voice* and a maze game, *Flag*. All the cassettes cost £7.95.

Andy Redman, Dragon Data's Software Development Manager, said: "We are obviously looking to get into the domestic and educational software markets. We think the market is as much to do with the software as the hardware — but you cannot sell the petrol until you have sold the car!"

"Now that the Dragon-32 is selling so well we are stepping up the software development side of the company. Not only that — when we get the disc drives for the Dragon its potential for software will be increased enormously."

## Crawley IT exhibition

CRAWLEY Information Technology Exhibition takes place on October 13 to 16.

It will feature more than 30 stands. Admission is free. On Wednesday the emphasis will be on schools and on the educational aspects of micro-computers. Thursday and Friday will concentrate on business users and Saturday will be aimed at the home user and games player.

On Wednesday and Saturday the exhibition will be open from 9.30 am to 5 pm; Thursday until 8.30 pm.

The IT show will be held at Crawley College, College Road, Crawley. For further information contact Robin Green on Crawley 25686.

## ZX81 software price cuts

IN what could be just the start of a price-cutting avalanche Quicksilver has dropped the price of its best-selling ZX81 software.

The cost of its *Asteroids* and *Scramble* programs has been cut from £5.50 to £4.95.

Quicksilver's Mark Eyles said: "We have cut the costs of the cassettes to keep the ZX81 market going. There was certainly a lull in software sales after the Spectrum launch so these price drops should make it a bit more healthy."



Timex Challenger.

## Space attack held at arm's length

NOW you need never be separated from the world of the video game.

Timex now offers a wrist watch, The Challenger, that plays a version of *Missile Attack*.

The object of the game is to pilot your space-craft across the screen to the safety of the

mothercraft, whilst avoiding the succession of enemy missiles which are trying to annihilate you at every opportunity.

As well as enabling you to fight an avalanche of missiles accompanied by simulated firing noises, the instrument tells the time. Its liquid-crystal display also functions as a 24-hour chronograph.

The Challenger is available from most Timex stockists, price £19.95.



**CURRAH**

WILL BE ANNOUNCING NEW PRODUCTS VERY SOON

(COMPATIBLE WITH VIC 20)

OHIO

AIM 65

Tangerine

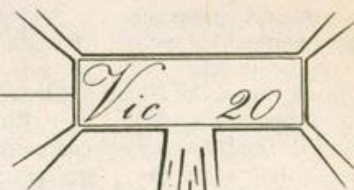


ENQUIRIES FOR THESE INNOVATIVE PRODUCTS WELCOMED

PRICES FROM  
£149

— 220 M — Micro Digital Storage

- THIS UNIT HAS NO OTHER COMPETITORS IN THE FIELD
- THE PRICE OF FLOPPY DISKS
- FAR HIGHER DATA INTEGRITY COUPLED WITH RELIABILITY
- ALL YOUR GAMES ON ONE TAPE?



220m  
**129.99**  
(ex. vat)

INFORMATION/DATA SHEETS ARE AVAILABLE



Phone

» » » » 0429 72996  
REF 46/102/1**CURRAH**COMPUTER  
COMPONENTS LTD.GRAYTHORP IND. EST.  
HARTLEPOOL,  
CLEVELAND TS25 2DF

## MICRO-LINK

The home of A &amp; F Software

WE STOCK A FULL RANGE OF  
SOFTWARE AND HARDWARE FORMost  
Major  
Software  
Companies  
representedBBC  
Atom  
ZX81  
Spectrum  
Dragon 32  
Vic20  
Sirius  
+ many moreWhy wait  
for mail  
order?  
Try us  
firstOFFICIAL DRAGON 32 DEALERS  
Also  
ACT, SIRIUS 1 AGENT

## MICRO-LINK

830 HYDE ROAD, MANCHESTER M18 7JU  
Tel: 06-122 36201FOR THE FIRST TIME  
ANYWHERE IN THE WORLD!

## ASTROLOGY ON YOUR SINCLAIR ZX81 COMPUTER (16K)

USER PROMPTING PROGRAMS: merely key in birth information as requested by the computer — READ OUT (and/or PRINT OUT) what is normally the result of many hours of painstakingly tedious and complex mathematical calculations using tables, ephemeris, etc.

Cassette I ZODIAC I ONLY £10.00  
makes truly AVAILABLE AT YOUR FINGERTIPS  
THE SIDERAL TIME OF BIRTH.

THE ASCENDANT AND MIDHEAVEN in Sign, Degrees, Minutes, and Seconds for EQUAL HOUSE SYSTEM.

THE SIGNS AND POSITIONS OF THE HOUSE CUSPS in Sign, Degrees, and Minutes for the PLACIDEAN SYSTEM.

THE SUN AND MOON POSITIONS in Sign, Degrees, Minutes and Seconds.

ALL THE PLANETS POSITIONS in Sign, Degrees and Minutes. THE LUNAR NODE — THE PART OF FORTUNE — THE VERTEX, AND A HOST OF OTHER BIRTHCHART INFORMATION AT THE TOUCH OF A KEY.

Cassette II ZODIAC II ONLY £8.00  
GIVES YOU THE ASPECTS

Other programs in course of preparation include: PROGRESSING THE HOROSCOPE; RECTIFICATION OF THE BIRTH TIME, etc.

## STELLAR SERVICES

8 FIR TREE VALE, LEEDS LS17 7EY  
Tel: (0532) 692770



# Letters

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

## A Sassenach's error

May I take you to task. I mean forgive errors in programs. It is interesting to put them right.

But, glancing through PCW July 8, I saw an article entitled "Up among the highlands". Good, I thought, but no — another clanger. Please note Edinburgh is not in the highlands.

E Miller  
15 Elmgrove  
Achareidh  
Nairn  
Scotland

## Spectrum's secret passageways

I have had my Spectrum for a month and I have begun to look deeper at one or two of its secrets.

One point which may be of interest is that over 1K of the 15K Rom apparently has nothing in it. To be precise, addresses 14446 to 15615 contain FF-HEX (the character set starts at 15616).

That means that 1169 bytes are unused. If that is the case, why could Sinclair not provide us with a Renumber routine, or additional commands such as *If — Then — Else* and *Repeat — Until*.

David Poole  
28 Cuttys Lane  
Stevenage  
Hertfordshire SG1 1UN

## Soft landing on Jupiter

It did not seem possible to soft-land on Jupiter in the Voyager program (PCW July 22). The additional procedure below allows this fairly easily, but although any key will re-launch, only one allows much chance of getting away. The additional slight changes limit mission time and add a few more velocity restraints; but why does one sometimes go into outer space when attempting to get off Jupiter — unintended, can anyone explain?

```
1640 DEF PROCsoft-land
1650 UI%=0:UJ%=1
1660 VDU28,0,3,19,1:PRINT
    "Welcome to Jupiter","Lift off
    for Saturn":VDU28,0,31,31,39,
    28
1670 XS%=XS%+70:YS%=YS%
    +70
1680 Z=GET:DRAWXS%,YS%:B%
    =POINT(XS%,YS%)
```

```
1690 UJ%=10:UI%=0:SOUND
    0,-15,7,10
1700 ENDPROC
Other changes:
105 TIME=0
110 REPEAT
120 PROCnew-coor c/s
130 UNTIL(B%<>0)AND
    B%<>3)ORAB$(
    ((UI%+UJ%/10)*UJ%)
    >30)OR TIME>6000
135 IF B%=1 AND A$BS(UI%+UJ%)
    <5 THEN PROCsoft-land ELSE
    140
136 GOTO 110
140 IFB%=-1 THEN PROCmissd
    ELSE 150
145 GOTO 180
150 IFB%=2 THEN PROCland
    ELSE 160
155 GOTO 180
160 IFB%=1 THEN PROCjupiter
    ELSE 170
165 GOTO 180
170 IF ABS(UI%+UJ%/10)*UJ%
    >30 THEN PROCoverdrive
    ELSE 175
172 GOTO 180
175 VDU26:PRINT TAB(5,5);
    "WHERE ARE YOU?"
390 N=.6E16 (otherwise you never
    get off Jupiter)
940 SOUND0,-15,7,10 (the motors
    go off after a time on Jupiter)
1060 SOUND17,0,(UI%+UJ%/10)
    *UJ%+10,255
1065 SOUND0,-15,7,10
1320 VDU26
Delete 1330
1260 VDU 26
Delete 1270
```

J H Powell  
49 Meadowhead  
Sheffield  
South Yorkshire

## One man's meat is another's poison

Being an ex-owner of an Atari Videopac computer system — due to the extortionate cost of its cassette games — I am dismayed at the news that Atari is taking action against software companies who are producing games similar to its own.

I am now a proud owner of a BBC model B and wish to purchase a *Pucman* game for it. But if Atari (who, on past experience, appear just to be interested in making as much profit as possible) goes through with its threats, there will be no chance for me to buy this program.

Of course, I could go and stand in a queue for the machine at the pub, but that is not my idea of a good night out.

PS The Saturn program was great.

Claire Hallworth  
Charlston  
Shay Lane  
Halebarns  
Altrincham  
Cheshire

## Speeding up screen clearing

I am 14 years old and the proud owner of a ZX81. I am part way through designing a "3D Lunar Lander" game which includes the use of the *Scroll* function. All very well, but a problem came when clearing the screen after *Scrolling*. I found out, as I know many other ZX-users have, that it can take up to 25 seconds to clear the screen after the *Scroll* function has been used. I found out that if *Poke* 16389,76 was added at line 1 of the program the problem was solved — the screen cleared instantly when told to do so. For example, try this short program:

```
Lines
1 POKE 16389,76
10 PRINT AT 21,RND * 31 ; "*"
20 SCROLL
30 IF INKEY$ = "9" THEN GOTO 50
40 GOTO 10
50 CLS
```

After a few seconds of *Scrolling*, press the "9" key and watch carefully to see how fast the screen clears. Another advantage is that it speeds up character movement on-screen. For example, type in this routine:

```
Lines
1 POKE 16389,76
10 FOR F = 0 TO 30
20 PRINT AT 10,F;"(space)*"
30 NEXT F
Fast, isn't it?
```

One more thing, this command is not affected by *New*. Deleting it from your program will not have any effect once the program has been run. To erase it from your memory you will have to take the drastic step of disconnecting the lead from your computer.

I hope these hints have been of value to all you ZX81 owners.

Simon Brewer  
55 Scott Avenue  
Baxenden  
Accrington  
Lancashire BB5 2XA

## An abundance of errors

I was very interested to read the letter by Ian Logan in your latest issue (*Popular Computing Weekly*, September 9) regarding bugs in the Spectrum Rom. I have discovered two more — it thinks that *Int*-65535.5=-1E-38 and *Input* statements do not actually require any variables.

As an example, enter:

```
10 INPUT "This is a bug"
20 GOTO 10
```

There are also a lot of misprints in the manual. On page 152, exercise 1, the *Sin* program mentioned is in chapter 17, not 19, and on page 170, negative numbers are represented by the number +65536, not 131072.

The program on page 176 works fine on the ZX81, but for the Spectrum line 20 should be *Print Peek* (*Peek* 23627+256+*Peek* 23628+n) in the first example and *Print Peek* (*Peek* 23635+256+*Peek* 23636+n) in the second. On page 184, *Chr*\$47 is actually "\", not "/", and on page 202 the command *Delete* "filename" is mentioned, despite the fact that it does not exist.

Both the Rom and the manual were written by Steve Vickers, so let's hope the Rom in his new Jupiter Ace has fewer bugs (even his photo on page 13 of your magazine was printed backwards).

As a final point, on *Peek* and *Poke* in the same issue, you say that the Microdrive routines are contained in the Spectrum Rom. They are not, only the facility for them is there. There is a 2K unused sector in the Rom, so this is where the routines are likely to go, in a new Rom supplied with the Microdrive, hopefully bug-free.

Andrew Pennell  
14 Sweyn Road  
Cliftonville  
Kent

**Mea Culpa.** The photograph of Steve Vickers was reversed, though it takes a keen eye to spot it.

You are also correct in saying that the Microdrive routines are not contained in the Spectrum Rom, just the potential for their inclusion. We expect the Microdrive, when it finally appears, will contain its own Rom.

If you have an opinion you want to express, or have spotted an error that needs correcting, write to: Letters, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2.



## Laser Chase

A new game for 16K Spectrum  
by Simon Lane

**Y**ou were designed for the Laser Chase. That is your purpose, your life, your future.

It is 2047. You have been genetically synthesised as a player in the game. And that is all. All there is. The game.

Only earth members, Stratum 1 can watch you as you win or die. Other orders are prohibited. But you can be sure that all those who can will be there. The holographic auditoriums are certain to be packed.

As an android you have been brilliantly designed. The emotions you have been allowed are sufficient to make you want to win. To not die. And go forward to the next Laser Chase.

All that you can conceive, all that you can ever be aware of, is contained within The Pen.

Inside The Pen there is only you and your adversary. When the Laser Chase begins you have been conditioned to move. There is no choice. Life for the Chaser Android is compressed to five decisions only: four directions and a choice of speeds. As you move a genetically constructed wall is cultivated in your wake — and this construction drains your energy and saps your life material.

To win is to play again. You win by forcing your opponent to strike either your

wall or the perimeter of The Pen. Both are secreted with a deadly poison which unravels your central nervous system.

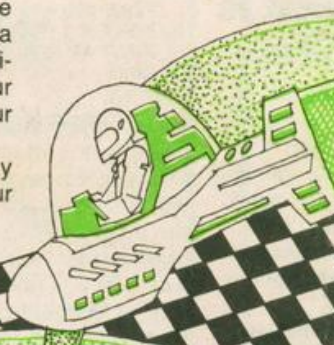
If you collide with the rival android's wall or the sides of The Pen you lose one of your eight lives.

As your life banks become drained by production of the wall you may replenish from the fuel dumps. Care must be taken not to restore at high speed — saturation of your genetic storage zones is fatal.

Allow yourself no emotion. Concentrate on the game. Many incorrectly programmed Chasers have sensed freedom outside The Pen and have been ceased-out as they tried to escape.

The next Laser Chase will include you if you can survive eight rounds in The Pen.

Laser Chase is a game for two players on the 16K Spectrum. Further instructions will be transmitted to you as the game begins.





```

10 REM Laser Chase
20 REM © Simon Lane, 1982
25 REM
30 RANDOMIZE : FLASH 0: OVER 0
40 INVERSE 0: BRIGHT 0: INK 7
50 BORDER 0: PAPER 0: CLS
55 RESTORE 8000
60 FOR i=0 TO 7: READ n: POKE
USR "a"+i,n: POKE USR "c"+7-i,n:
NEXT i
70 FOR i=0 TO 7: READ n: POKE
USR "b"+i,n: NEXT i
80 FOR i=0 TO 23: READ n: POKE
USR "d"+i,n: NEXT i
90 FOR i=0 TO 7: READ n: POKE
USR "g"+i,n: POKE USR "h"+7-i,n:
NEXT i
100 FOR i=0 TO 7: READ n: POKE
USR "j"+i,n: POKE USR "i"+7-i,n:
NEXT i
102 FOR i=0 TO 7: READ n: POKE
USR "k"+i,n: NEXT i
105 DIM s(4,4): FOR i=1 TO 4:
FOR j=1 TO 4: READ n: LET s(i,j)
=CHR$ n: NEXT j: NEXT i: LET c=
1
110 GO SUB 6000
120 PRINT " Each player must
drive his laser chaser around
the grid without hitting a las
er wall or the other player. C
ollect extra"
130 PRINT " fuel ("; INK 6; FLAS
H 1; CHR$ 154; FLASH 0; INK 7;)"
by colliding with it at "slow sp
eed to avoid explosion."
140 INPUT " ENTER to continue."
LINE a$
150 CLS: GO SUB 6000
160 PRINT " Controls are: Up
Dn Lt Rt Fast"
170 PRINT "Player 1 ("; INK 1;
PAPER 7; CHR$ 149; CHR$ 149; CHR$
145; PAPER 0; INK 7;"): 4 D E
R 3"
180 PRINT "Player 2 ("; INK 2;
PAPER 7; CHR$ 149; CHR$ 149; CHR$ 1
45; PAPER 0; INK 7;"): 0 L O
P 9"
190 PRINT " The first to scor
e 8 wins."
200 INPUT " ENTER to start."
LINE a$
210 DIM s(2): DIM x(2): DIM y(2)
: DIM f(2): DIM d(2): DIM v(2):
DIM o(2)
220 PAPER 7: CLS
230 PRINT PAPER 1; " PLAYER SCOR
e: "; s(1); " PAPER 2; " PLAYER S
core: "; s(2); "
240 PRINT PAPER 1; " ONE Fuel:
"; PAPER 2; " TWO Fuel:
";
250 LET f(1)=f(1)+500: LET f(2)
=f(2)+500
260 LET f=1
265 LET m=1
270 LET d(1)=1: LET d(2)=1
280 LET x(1)=21: LET y(1)=0
290 LET x(2)=21: LET y(2)=31
295 LET o(1)=1: LET o(2)=1
300 FOR i=1 TO 2: PAPER 8: PRIN
T AT 1,i*16-5;"000" ( TO 4-LEN ST
R$ f(i));f(i): PAPER 7: PRINT IN
K i; AT x(i),y(i); CHR$ (143+d(i)):
NEXT i
310 IF f(1)=0 OR f(2)=0 OR (x(1)
)=x(2) AND y(1)=y(2)) THEN GO TO
2000
330 IF f THEN FOR i=12 TO 0 STE
P -1: FOR j=24 TO 12 STEP -2: BE
EP 0.01,i+j: NEXT j: NEXT i: FOR
j=12 TO 36 STEP 2: BEEP 0.01,i:
NEXT i: LET f=0
340 LET x$="1" AND (IN 63486=2
47 OR IN 63486=243))+("2" AND IN
64510=247))+("3" AND IN 65022=25
1))+("4" AND IN 64510=251))
350 IF LEN x$=1 THEN LET d(1)=V
AL x$
360 LET x$="1" AND (IN 61438=2
54 OR IN 61438=252))+("2" AND IN
57342=254))+("3" AND IN 49150=25
3))+("4" AND IN 57342=253))
370 IF LEN x$=1 THEN LET d(2)=V
AL x$
380 LET v(1)=IN 63486=251 OR IN
63486=243
390 LET v(2)=IN 61438=253 OR IN
61438=252
400 FOR i=1 TO 2: LET x=x(i): L
ET y=y(i): IF v(i) THEN BEEP .01
,i*2+40: BEEP .01,i*2+41: GO TO
420
410 IF NOT v THEN FOR z=i*2+30
TO i*2+38 STEP 2: BEEP .01,z: NE
XT z: GO TO 1000
420 LET x(i)=x(i)+(d(i)=3)-(d(i)
)=1): LET y(i)=y(i)+(d(i)=2)-(d(i)
)=1)
430 IF x(i)>21 OR x(i)<2 OR y(i)
>31 OR y(i)<0 THEN LET x(i)=x:
LET y(i)=y: LET f(i)=0: GO TO 80
0
440 IF ATTR (x(i),y(i))=57 OR A
TTR (x(i),y(i))=56 THEN LET f(i)
=0: GO TO 800
450 IF ATTR (x(i),y(i))<>134 TH
EN GO TO 800

```

```

460 IF NOT v(i) THEN LET f(i)=f
(i)+250: GO TO 800
470 LET f(i)=0
800 PRINT AT x,y: INK i; s(o(i)
,d(i))
810 LET o(i)=d(i)
1000 LET f(i)=f(i)-2-v(i)*2: IF
f(i)<0 THEN LET f(i)=0
1010 NEXT i: LET m=1-m
1020 IF RND>.025 THEN GO TO 300
1030 LET x=INT (RND*20+2): LET y
=INT (RND*32): IF SCREEN$ (x,y)<
">" THEN GO TO 1030
1040 PRINT AT x,y: FLASH 1; INK
6; PAPER 0; CHR$ 154: GO TO 300
2000 IF x(1)=x(2) AND y(1)=y(2)
THEN GO TO 2500
2010 FOR i=1 TO 2: IF f(i)>0 THE
N GO TO 2400
2020 PRINT AT 1,i*16-5; FLASH 1;
PAPER i;"0000"
2030 FOR j=1 TO 40
2040 PRINT AT x(i),y(i); INK i; C
HR$ (143+d(i))
2050 BEEP .05/j,50
2060 PRINT AT x(i),y(i); " "
2070 BEEP .05/(41-j),46
2080 NEXT j
2090 LET s(3-i)=s(3-i)+1
2400 NEXT i
2410 GO TO 3000
2500 LET m=1
2505 FOR j=1 TO 40
2510 PRINT AT x(1),y(1); INK m; C
HR$ (143+d(m))
2520 BEEP .05/j,50
2530 PRINT AT x(1),y(1); " "
2540 BEEP .05/(41-j),46
2550 LET m=3-m: NEXT j
2560 LET s(1)=s(1)+1
2570 LET s(2)=s(2)+1
2580 LET f(1)=0: LET f(2)=0
3000 IF s(1)<8 AND s(2)<8 THEN G
O TO 220
3010 PRINT AT 0,14; FLASH 1; PAP
ER 1; s(1); AT 0,30; PAPER 2; s(2)
3020 FOR i=0 TO 40: BEEP .01,i:
BEEP .01,40-i: NEXT i
3030 PAPER 0: CLS: GO SUB 6000
3040 IF s(1)>s(2) THEN PRINT "
PLAYER ONE IS THE WINNER!"
3050 IF s(2)>s(1) THEN PRINT "
PLAYER TWO IS THE WINNER!"
3060 IF s(2)=s(1) THEN PRINT "T
AB 9; "IT IS A DRAW!"
3070 INPUT "Another go (y/n)? ";
LINE a$
3080 IF a$="" THEN STOP
3090 IF a$(1)="y" OR a$(1)="Y" T
HEN RUN
5999 STOP
6000 RESTORE
6005 INK c
6010 READ x,y: PLOT x,y+35
6020 READ x: BEEP .01,RND*40
6030 IF x=-1 THEN GO TO 6100
6040 IF x=999 THEN GO TO 6010
6050 READ y: DRAW x,y: GO TO 602
0
6100 PRINT AT 14,9;"by Simon Lan
e"
6110 INK 7
6120 LET c=c+1
6130 RETURN
7000 DATA 1,139,0,-48,48,0,999
7010 DATA 52,91,24,48,24,-48,999
7020 DATA 64,115,24,0,999
7030 DATA 151,139,-48,0,0,-24,48
,0,0,-24,-48,0,999
7040 DATA 202,139,-48,0,0,-48,48
,0,999
7050 DATA 154,115,48,0,999
7060 DATA 205,91,0,48,48,0,0,-24
,-48,0,999
7070 DATA 229,115,24,-24,999
7080 DATA 49,61,-48,0,0,-48,48,0
,999
7090 DATA 52,81,0,-48,999
7100 DATA 52,57,48,0,999
7110 DATA 100,81,0,-48,999
7120 DATA 103,33,24,48,24,-48,99
9
7130 DATA 115,57,24,0,999
7140 DATA 202,81,-48,0,0,-24,48,
0,0,-24,-48,0,999
7150 DATA 253,61,-48,0,0,-48,48,
0,999
7160 DATA 205,57,48,0,-1
8000 DATA 24,24,60,60,126,126,10
2,66
8010 DATA 0,240,124,63,63,124,24
0,0
8020 DATA 0,15,62,252,252,62,15,
0
8030 DATA 66,66,66,90,90,66,66,6
6
8040 DATA 0,255,0,24,24,0,255,0
8050 DATA 66,67,64,88,88,64,127,
0
8060 DATA 66,194,2,26,26,2,254,0
8070 DATA 24,36,102,153,153,102,
36,24
9000 DATA 148,151,148,152
9010 DATA 153,149,152,149
9020 DATA 148,150,148,153
9030 DATA 150,149,151,149

```





# READ-OUT

READ-OUT FOR  
SOFTWARE  
& BOOKS

## THE FIRST IN A NEW SERIES FOR FIRST TIME USERS

JUST  
AVAILABLE

**Learning to Use the PET Computer** by Garry Marshall is the first title in a new series of books which introduces newcomers to the most widely used micros in the marketplace.

The book assumes absolutely no knowledge about computers and the reader is shown even the most fundamental operations such as "switching on" and "loading a program". The book leads the reader through simple programming and then on to graphics, with several programs which show how to achieve pictures and even animation!

The user friendly approach is consistent throughout the text – not only are program listings clearly shown, but, in many cases, a photograph is included to show what the program looks like when actually loaded and run! £5.95 (incl. postage) **Gower – A Read-Out Publication**

**Other titles in the series due August/September 1982**

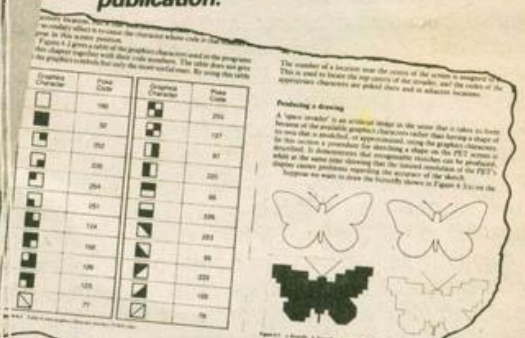
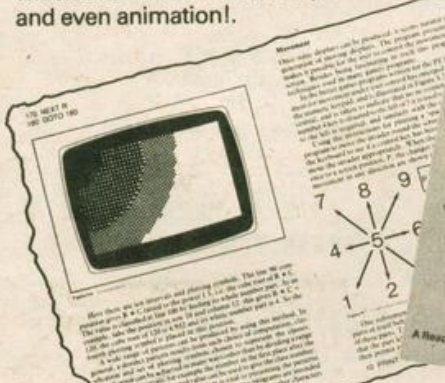
**Learning to Use the ZX Spectrum** by Robin Bradbeer £5.95 (incl. postage)

**Learning to Use the BBC Microcomputer** by P. M. Dane £5.95 (incl. postage)

**Learning to Use the VIC-20** by Ron Greere 5.95 (incl. postage)

**Learning to Use the ZX81** by Robin Bradbeer £5.95 (incl. postage)

**Reserve your copies today! Complete the order form below and your order will be reserved and sent on publication.**



**READ-OUT PUBLISHING COMPANY LTD**

8 Camp Road, Farnborough, Hampshire, GU24 6EW Telephone: 0252 510331/2 Telex 858001 GOWER G

**READ-OUT PUBLISHING COMPANY LTD**

8 CAMP ROAD, FARNBOROUGH, HAMPSHIRE GU24 6EW.  
24 hour answering service. Telephone: 0252 510331/2

Name \_\_\_\_\_

Address \_\_\_\_\_

Make cheques payable to Read-Out Publishing Company Ltd.

I enclose my cheque for £.....

Please debit my Access ☐

Number

Signed \_\_\_\_\_

Date \_\_\_\_\_

Please send me : \_\_\_\_\_ copy/ies of :  
All prices include postage.

- ☐ Learning to Use the PET Computer @ £5.95
- ☐ Learning to Use the ZX Spectrum @ £5.95
- ☐ Learning to Use the BBC Microcomputer @ £5.95
- ☐ Learning to Use the VIC-20 @ £5.95
- ☐ Learning to Use the ZX81 @ £5.95

PCW 4



## Barbican and Bingley show their wares

*David Kelly reports on the Personal Computer World and Microscene shows*

Like a whirlwind the 5th *Personal Computer World* show has come and gone. According to an independent survey conducted by the organisers, over 45,500 people attended the giant exhibition spread over four days from September 9 to 12.

It was one of the first events to be staged at the new purpose built Barbican Centre exhibition halls — and pretty claustrophobic it was too. On the upper floor the ceiling was within easy reach and, despite the fact that the air-conditioning was going full blast, the temperature soared.

Still, if you could put up with the free sauna and were prepared to push your way through the crowds, there was plenty to see.

All the major companies were represented. Some — like Atari and Commodore — displayed their range with a flare bordering on the overdone. Rotating plinths and back-lit screens sell micro-computers.

Sadly, however, many of the smaller home micro companies did not attend — probably because of cost. Stands were charged at £92 per square metre, with the minimum size costing over £450.

Several new machines made their first public appearances at the show. The Lynx, Jupiter Ace and Colour Genie were all on display and attracted a good deal of interest. It was also the first time Mettoy had exhibited the Dragon-32 and its stand drew big crowds. Attention was paid to the new Commodore 64, due to go on sale in the UK towards the end of September.

The show was also notable for its absentees. Neither the Acorn Electron nor the Sinclair Microdrives put in an appearance.

The Sinclair stand was besieged by customers waiting for their ZX Spectrums. Those working on the stand spent almost more time dealing with delivery enquiries than they did selling the machine or promoting the new range of Sinclair Spectrum software. They also advised waiting customers against buying non-Sinclair plug-in Ram boards — the Spectrum printed-circuit board is once again being modified.

Most software companies had new material — among them Artic, Bug-Byte, Quicksilver, Silversoft and JRS. Macronics displayed its new disc drive for the ZX81.

One or two American agents were seen at the show, trying to tie up deals to market and distribute software in the US for the Timex Sinclair 1000. This 2K version of the ZX81 went on sale through retail outlets in the US in September.



*Between micro-enthusiasts the generation gap is a thing of the past.*

The main drawback with the *Personal Computer World* show is its scale. Visiting all the stands would have been an impossible marathon. Also, since the stands ranged from selling purely business applications to selling micro games, some of the exhibitors found that only a small proportion of those visiting their stand were interested in their products.

Jenny Kin, the show's publicity manager, was however clearly delighted: "It has had the largest audience of any micro-computer show in the world. That is obviously a reflection of the strength of the industry in the UK."

"In 1981 we had 16,000 visitors. Now we have had over 45,000. The last five years has seen the show grow with the industry, and it will continue to do so. "As far as the exhibitors go, the cost of being at the *Personal Computer World* show is less than some others. You get what you pay for. You pay for the audience — and we spent a lot of money getting that audience in."

The next *Personal Computer World* show juggernaut is already at an advanced stage of planning. It will be held in September 1983, once again in the Barbican Centre.

### Microscene Brum

Out of the hot-house atmosphere of the Barbican and up to the relative calm of Birmingham's Bingley Hall and Microscene Brum 82.

This show, on September 11, occupied only a small part of this vast draughty venue. The remaining three-quarters of the hall was left to form a spacious rest area.

Even though a large number of enthusiasts attended there was still plenty of room to get around and see what the 60 exhibitors had to offer.

The event had a strong ZX and educational flavour since its organiser, Eric

Deeson, also runs EZUG, the Educational ZX Users Group. Several Spectrums and one Dragon-32 were on display, as was the Macronics ZX81 disc drive.

On the whole, those exhibitors with ZX81 material did well and those with Spectrum wares did not. One company, in the latter group, took less than £10 the whole day. This was because, for some reason, very few Spectrums have so far been delivered in the Birmingham area.

Most people however, exhibitors and visitors alike, rated the fair a success. Said Eric Deeson: "We expected a thousand people to turn up. We hoped for 2000 and we got 3500. We ran out of tickets at midday so, yes, it went very well."



*Alleys at the Barbican.*



# An amalgam of Vic20 adventures

# Reviews



## **Novice adventurer: Mike Grace puts the bite on Dracula.**

Adventure games are claimed to be among the most popular games available for microcomputers. Having spent an exhausting weekend trying to escape the bite of the dreaded Dracula, exploring a Voodoo castle, racing against time to discover a timebomb ticking away in a nuclear plant, and several other equally amazing feats of daring, I can quite see why.

For those people who don't know exactly what an adventure game is, or have heard the term but never seen a game in action, I will attempt a brief explanation. Adventure games are really computerised versions of role playing games, the best known of which is *Dungeons and Dragons* (abbreviated to *D&D* by those in the know). Unlike games such as Monopoly, there is no board as such. Instead, the players assume the roles of various characters in a fantasy story, for example a wizard, dwarf, witch or princess.

The players then have to carry out certain tasks, usually rescuing someone or finding some treasure. At the same time, the players have to cope with sundry nasty attempts by evil magicians, dragons or powerful spirits to remove them from the game. To try and help the characters in their quest, they can acquire magic spells and useful weapons along the way.

The real essence of the game is the preparation of a plot, and a series of labyrinthine tunnels or rooms, the exact location of which are known only by the

'dungeonmaster'. Thus, to take an example, the game could start with the dungeonmaster telling his group that they are in the grounds of a castle. There is a door in the wall ahead of them, and a huge ogre pursuing them with a club in his hand to smash them to pulp.

One of the group tries to open the door in the castle wall. The dungeonmaster replies that it is locked. Another of the group reveals that he has a magic key (acquired earlier in the game) which he tries in the lock. The dungeonmaster explains that the key fits, but will not turn. And so the game progresses.

Over the last 10 years or so *D&D* has built up a cult following. With the advent of the microcomputer it was obvious that someone would transfer the game into the sphere of machine-code language. Perhaps the best known of adventure game writers is Scott Adams. Five of his adventures have now been transferred onto cartridges by Commodore for the Vic20, hence my exhausting weekend.

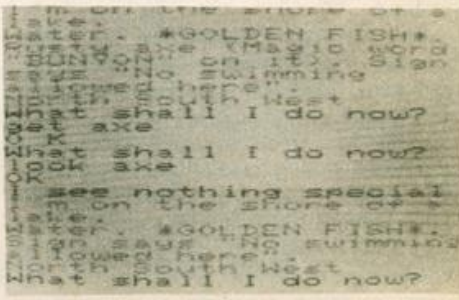
I had heard about Scott Adams, but had never seen a game in action. So it was as a relatively green player that I sat down to the first game in the series — *Adventure Land*.

The packaging was more attractive than most games I have seen, (a sleeping dragon looking as if it should be adorning the cover of Tolkien's *The Hobbit*). I inserted the cartridge into the slot in the back of my expansion unit, and switched on. The first problem, that it did not work, was soon solved by removing the extra 16K of Ram that I usually keep permanently in my expansion unit — it might have

been helpful if Commodore had added that precaution to their instructions — and I typed Sys 32592 to start.

In an adventure game the computer takes on the role of the dungeonmaster (or organiser). There are no graphics at all in these adventures, a feature I thought might spoil the game, but I can safely say that the fascination of trying to outwit the adventure more than compensates for the lack of pictures. In fact I was hooked almost instantly into the style of the game and quickly began to appreciate its versatility compared with the *Pacman*/Space Invaders type.

Having inserted the cartridge and keyed in the Sys command, the computer asks first if you want to restore a previous game. One of the features of these cartridges is that they allow you to save a game part-way through and then load it back from the tape so that you can start where you left off. This is very valuable as the more skilled you become the longer it takes to try and solve the puzzle, (I should point out that I have not yet managed to solve any of the Commodore adventures completely).





I typed in *No* and up came the welcome note plus the instructions (in green to help clarify your situation) that I was in a forest with trees, and the words North, South, East, West. This was followed by the instruction "What shall I do now?" I gazed at the screen, perplexed for a moment, and returned to the instruction manual.

One of the notes of advice was to use instructions to the computer of two words only, with words like *Climb*, *Drop*, *Enter*, *Examine* and *Take* to give the Vic a command. I also discovered that if I typed *N* for *Go North* or *S* for *Go South*, using the key letters for the direction, then the computer would move me to a new location.

I returned to the screen and sat in slow thought for a few moments wondering which way to go — when inspiration struck me. If I climbed a tree perhaps I would see which way was best. So I typed *U* for up and was abruptly informed "Can't go that way!". After a few abortive attempts to move in various directions I was suddenly inspired to write *Climb Tree* whereupon I was given a further instruction which told me ... but that would spoil your fun.

As I moved through the game I began to get the hang of the main flaw in using a computer as a dungeonmaster, instead of as a real person: it has a very limited dictionary so a lot of the time you are struggling to find the appropriate word. I also found it very hard to keep my instructions down to two words, the first of which must be a verb.

Whenever I was really stuck I would type *Help* — sometimes it *would* help and sometimes it would remain infuriatingly unhelpful.

An example of this can be seen if I take the fifth adventure — called *The Count* and obviously inspired by Dracula. I was in his castle and had found a dumb-waiter which I was sure would take me to a new part of the adventure, but when I typed *Climb In* (or something like that — I'm not telling you everything) all I was told was that I was inside a dumbwaiter. I tried typing *Up* and *Down* to no avail. I was told "You can't go that way".

Eventually, I typed *Help* and had to smile at the response which came back — "I know how to *Raise* and *Lower* this thing." True enough, once I had keyed in *Raise Dumbwaiter* I was off into the adventure again.

There are five adventures in this series. The first, *Adventureland*, is a true dungeons and dragons saga where the object is to discover 13 treasures and store them in a safe place. The game starts in the forest, as I said, but soon moves underground — if you go wrong you can end up in hell itself. The second game, *Pirate Cove*, is another treasure hunt on a pirate island. But this time you start inside a flat in London where there are several strange items in a room upstairs, and a knowledge of carpentry can be of help(?).

In the third, *Mission Impossible*, you are plunged into a race against time as a bomb threatens to explode in a nuclear power station. This game comes complete with the tape-recorded instructions that the tv programme 'Mission Impossible' used to

start with including "... this tape will self-destruct ...", and is an ingenious and quite frustrating game. The fourth, *Voodoo Castle*, I have not yet managed to even start to crack as yet (I know I can do it, but all attempts have failed miserably, and I've been destroyed whenever, so far, I've attempted it), and involves trying to rescue a character called Count Christie from an evil curse. And the fifth, simply called *The Count*, is a chase story with Dracula trying to get you before you can get him.

There is a delightful sense of humour running throughout the games, and the computer's response often made me laugh out loud. I was particularly amused in the nuclear power plant when, at a crucial moment, a piece of paper fluttered to the floor. When I picked it up and read it, I was told to look for Adventure Number 4 at my favourite computer store.

I found another advertisement in *Pirate Cove* and doubtless have others still to discover. But the games can also be very frustrating, as in the case of being told an envelope contains a map and some keys but on writing *Open Envelope* I met with no success.

My overall impression of the games is

that they are extremely stimulating, far more addictive than any I have seen, and well worth the money. I have heard the criticism that once you have worked them out they have lost all value. This may well be true, but as far as I can see, it will be a very long time before I will have completely solved a game, so I have many hours of pleasure ahead. And I would imagine that after a year of so it should be possible to return to the game and start afresh.

My children aged 8 and 12 have both become addicted. It is pleasurable to sit in a family group around the screen and play together, a factor missing from many computer games, sadly so, in my opinion. To have the combined meeting of minds adds to the fun.

My advice to the novice is to draw a map as described in the instructions right at the start — and to turn the game off and on again if stuck, as the second time around it is surprising what new paths you can uncover. More than that I will not say — it is up to you to find it out.

I must return to *Castle Dracula*, for evening is drawing in and soon the Count will awake, and I'm still stuck in that dumbwaiter ...



Instruction booklets for the Vic20 adventure series.



# 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.

## Superposition

on ZX81

Superposition is a program which runs comfortably in 4K of Ram on a ZX-81. The program demonstrates the physical principle of superposition, which is concerned with wave motion and is a basic part of any physics 'A' level course and of some 'O' level courses.

The program starts by defining the principle of superposition and proceeds with instructions on how to use the program to generate graphs of super-imposed waves and their corresponding data on the ZX-printer (if available). The user is then invited to tell the computer how many waves he wishes to super-impose and how many points he wishes to be plotted. The relevant data for each wave is then entered, one wave at a time.

The data for each sine wave are the amplitude (the height of the wave), the

frequency of the wave (the number of oscillations per second), and the phase angle (the value of the angle corresponding to the left-hand side of the screen).

When all the data has been entered, the computer performs the kind of operation for which computers were originally designed, that is a massive amount of tedious number-crunching in a relatively short period of time (even on a ZX81). The result is a graph representing the effect of super-imposing the effects of each wave.

This is an ideal example of how computers can be used in education and can be used to demonstrate the concepts of interference, beats (by taking waves of similar frequency), or simply wave motion in general.

When the graph has been produced the user has the option of Copying the graph to the printer, Listing the data for the waves on the printer, or repeating the program with different data.

The program has been written as concisely as possible in order to suit users who may only have 4K of Ram at their disposal. This involves using all of the usual byte-saving techniques, but only in areas of the program which can afford the extra time consumed by using Code and Val etc. (i.e. not in the graph plotting routine).

Lines 0 to 35 are the explanation of how to use the program

Lines 40 to 70 Input the number of waves and the number of plot points.

Lines 75 to 135 are a For-Next loop which take in the data for one wave every time a loop is made. Note the use of Sgn Pi=1 in Line 75.

Line 145 Puts the computer into Fast mode for speed if more than 100 points are to be plotted.

Lines 150 to 190 are the routine which takes all of the wave data from array A and turns it into a graph.

Lines 195 to 225 deal with what the user decides to do when the graph has been finished. (Copy graph, List data, Stop or Run again).

Lines 230 to 235 Copy the graph and return for another input.

Lines 240 to 280 List the data to the ZX-printer.

Lines 285 to 300 are the 'wait until the next key is pressed' routine, called during the introduction at the beginning of the program.

The data for the waves is stored in a number of array 'A', by lines 75 to 135. The data is stored in sections, the first third of the array storing amplitudes, the second third storing frequencies and the last third

storing phase angles. This means a multi-dimensional array is not needed.

Line 175 checks that the y-coordinate of the plot point is in the range of the screen; if not then the point is not attempted to be plotted: one irritating feature of the ZX81 is that it will not ignore out-of-range Plot coordinates.

```

5 REM *****SUPERPOSITION*****
10 REM (C) DAVID H. WEBB, 1982
15 SLOW
20 PRINT "THIS PROGRAM ILLUSTRATES THE PHYSICAL PRINCIPLE OF SUPERPOSITION, WHICH STATES THAT: 'THE NET DISPLACEMENT AT A GIVEN PLACE AND TIME CAUSED BY A NUMBER OF WAVES WHICH ARE TRAVERSING THE SAME SPACE IS THE SUM OF THE DISPLACEMENTS WHICH WOULD HAVE BEEN PRODUCED BY THE INDIVIDUAL WAVES SEPARATELY.'"
25 GOSUB VAL "285"
30 PRINT "A GRAPH WILL BE DRAWN OF THE RESULTANT DISPLACEMENT AGAINST TIME OVER AN INTERVAL OF ONE SECOND. THE SCREEN COVERS THE RANGE 21 TO 23 CENTIMETRES. WHEN THE GRAPH IS FINISHED, INPUT 'C' TO COPY, 'S' TO STOP, 'N' TO CONTINUE."
35 GOSUB VAL "285"
40 PRINT "NUMBER OF WAVES=";
45 INPUT U
50 PRINT U
55 PRINT "NUMBER OF PLOT POINTS=";
60 INPUT N
65 PRINT N
70 DIM A(U*INT PI)
75 FOR A=SGN PI TO U
80 CLS
85 PRINT "NUMBER ";A;" OUT OF ";U;" WAVES:"
90 INPUT A(A)
95 PRINT A(A)
100 PRINT A(A)
105 PRINT "FREQUENCY (HERTZ)=";
110 INPUT A(A+U)
115 PRINT A(A+U)
120 PRINT "PHASE ANGLE (RADS.)=";
125 INPUT A(A+U*2)
130 PRINT A(A+U*2)
135 NEXT A
140 CLS
145 IF N>VAL "100" THEN FAST
150 FOR X=SIN PI TO N-SGN PI
155 LET P=X/(N-1)
160 LET Y=0
165 FOR A=1 TO U
170 LET Y=Y+A(A)*SIN (2*PI*A(A+U)*P+A(A+U))
175 IF ABS Y>21.75 THEN GOTO 19
180 NEXT A
185 PLOT P*63,21.75+Y
190 NEXT X
195 SLOW
200 INPUT I$
205 IF I$="C" THEN GOTO VAL "23"
210 IF I$="D" THEN GOTO VAL "24"
220 IF I$="S" THEN STOP
225 RUN CODE "2"
230 COPY
235 GOTO VAL "200"
240 LPRINT "U=";U;" WAVES ARE SUPERPOSED."
245 LPRINT "N=";N;" POINTS WERE PLOTTED."
250 FOR A=SGN PI TO U
255 LPRINT "DATA FOR WAVE ";A;":"
260 LPRINT "AMPLITUDE=";A(A);
265 LPRINT "FREQUENCY=";A(A+U);
270 LPRINT "PHASE ANGLE=";A(A+U*2);
275 NEXT A
280 GOTO VAL "200"
285 IF INKEY$="" THEN GOTO VAL "285"

```



# Open Forum

PROGRAM OF THE WEEK

```
200 IF INKEY$="" THEN GOTO VAL
200
205 CLS
300 RETURN
```

THIS PROGRAM ILLUSTRATES THE PHYSICAL PRINCIPLE OF SUPERPOSITION, WHICH STATES THAT: "THE NET DISPLACEMENT AT A GIVEN PLACE AND TIME CAUSED BY A NUMBER OF WAVES WHICH ARE TRAVERSING THE SAME SPACE IS THE SUM OF THE DISPLACEMENTS WHICH WOULD HAVE BEEN PRODUCED BY THE INDIVIDUAL WAVES SEPARATELY."

PRESS ANY KEY.

A GRAPH WILL BE DRAWN OF THE RESULTANT DISPLACEMENT AGAINST TIME, OVER AN INTERVAL OF ONE SECOND. THE SCREEN COVERS THE RANGE 21 TO -21 CENTIMETRES. WHEN THE GRAPH IS FINISHED, INPUT "C" TO COPY, "D" TO LIST DATA, "S" TO STOP, N/L TO CONTINUE.

PRESS ANY KEY.

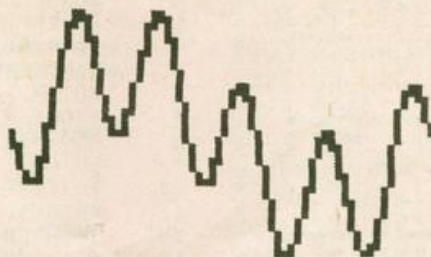
NUMBER OF WAVES=2  
NUMBER OF PLOT POINTS=500

NUMBER 1 OUT OF 2 WAVES:

AMPLITUDE (CM.)=10  
FREQUENCY (HERTZ)=1  
PHASE ANGLE (RADS.)=0

NUMBER 2 OUT OF 2 WAVES:

AMPLITUDE (CM.)=10  
FREQUENCY (HERTZ)=5  
PHASE ANGLE (RADS.)=3.1415927



2 WAVES ARE SUPERPOSED  
500 POINTS WERE PLOTTED

DATA FOR WAVE 1:  
AMPLITUDE=10 CM.  
FREQUENCY=1 HZ.  
PHASE ANGLE=0 RADS.

DATA FOR WAVE 2:  
AMPLITUDE=10 CM.  
FREQUENCY=5 HZ.  
PHASE ANGLE=3.1415927 RADS.



2 WAVES ARE SUPERPOSED  
2000 POINTS WERE PLOTTED

DATA FOR WAVE 1:  
AMPLITUDE=10 CM.  
FREQUENCY=17 HZ.  
PHASE ANGLE=0 RADS.

DATA FOR WAVE 2:  
AMPLITUDE=10 CM.  
FREQUENCY=20 HZ.  
PHASE ANGLE=3.1415927 RADS.

Superposition  
by David Webb

## League Table

on BBC Micro

For all the football enthusiasts this listing is for the Football League Division One. It can be adapted for any football league. All that need changing are the team names in the Data statements in lines 730-760.

These should be placed in alphabetical order and based on this order the teams

are numbered from 0 on (league total). In line 30 J% is set the number of teams in the league less one.

The names given to the files in lines 130 and 600 can be changed to suit. The title can be changed in line 430. The variable names are mainly self-explanatory. The original name *Draw* had to be substituted by D, because of the confusion with the command word *Draw*.

When entering the team numbers and

scores in lines 270-290, a check is kept that duplicate team numbers are not entered and the program allocated points and goals scored to the correct teams. These are sorted before printing out the new league tables. Should a printer not be available then lines 420, 440 and 520 will not be required.

The team statistics are sorted back into alphabetical order ready for reading back into the program on the next run.

```
5 MODE 0
10 INPUT "IS THIS THE FIRST RUN OF THE PROGRAM ? - TYPE Y FOR
YES AND N FOR N":IF I$="N" OR I$="Y" GOTO 20 ELSE GOTO 10
20 JX=21
30 INPUT "HOW MANY RESULTS TO RECORD?"CX
40 DIM TN(JX),PLAYED(JX),WON(JX),D(JX),LOST(JX),GF(JX),GA(JX),
PTS(JX),H(JX),NAME$(JX)
60 IF I$="Y" PROCINIT:GOTO 250
110 *FX 137,1
120 *FX 7,3
130 X=OPENIN ("LEAGUE1")
140 FOR NX=0 TO JX
150 TN(NX)=BGETEX:PLAYED(NX)=BGETEX:WON(NX)=BGETEX:D(NX)=
BGETEX:LOST(NX)=BGETEX:GF(NX)=BGETEX:GA(NX)=BGETEX:PTS(NX)=
BGETEX:NEXTNX
240 CLOSEX
245 *FX 137,0
250 FOR NX=0 TO JX:READ NAME$(NX):H(NX)=0:NEXTNX
260 FOR NX=1 TO CX
270 INPUT "HOME TEAM NUMBER AND SCORE "TM1,SC1
280 IF H(TM1)=1 THEN 270 ELSE H(TM1)=1
290 INPUT "AWAY TEAM NUMBER AND SCORE "TM2,SC2
300 IF H(TM2)=1 THEN 290 ELSE H(TM2)=1
301 PLAYED(TM1)=PLAYED(TM1)+1:PLAYED(TM2)=PLAYED(TM2)+1:GF(TM1)=
GF(TM1)+SC1:GA(TM1)=GA(TM1)+SC2:GF(TM2)=GF(TM2)+SC2:GA(TM2)=
GA(TM2)+SC1
310 IF SC1>SC2 PROCWIN:GOTO 340
320 IF SC1=SC2 PROCDRAW:GOTO 340
330 PROCLOSE
340 NEXTNX
350 SX=0:SZ=0
360 REPEAT
370 IF PTS(SX)<PTS(SX+1) PROCSSWITCH:GOTO 390
380 IF PTS(SX)=PTS(SX+1) PROCDEC
390 SX=SX+1
400 UNTIL SX=JX
410 IF SX=1 GOTO 350
420 VDU2,1,27,1,14
430 PRINT "LEAGUE DIVISION ONE"
440 VDU1,27,1,15
450 PRINT "GOALS"
460 PRINT "TEAM NAME P W D L F A PTS"
470 FOR NX=0 TO JX
480 NX=TN(NX)
490 PRINT:INX+1;TAB(6);NAME$(NX);TAB(24);PLAYED(NX);TAB(28);
```

```
WON(NX);TAB(31);D(NX);TAB(34);LOST(NX);TAB(37);GF(NX);TAB(40);
GA(NX);TAB(44);PTS(NX)
510 NEXTNX
520 VDU3
530 SX=0:SZ=0
540 REPEAT
550 IF TN(SX)<TN(SX+1) PROCSSWITCH
560 SX=SX+1
570 UNTIL SX=JX
580 IF SX=1 GOTO 530
585 *FX 137,1
590 *FX 8,3
600 X=OPENIN ("LEAGUE1")
610 FOR NX=0 TO JX
620 BPUTEX,TN(NX):BPUTEX,PLAYED(NX):BPUTEX,WON(NX):BPUTEX,D(NX):
BPUTEX,LOST(NX):BPUTEX,GF(NX):BPUTEX,GA(NX):BPUTEX,PTS(NX):NEXTNX
710 CLOSEX
715 *FX 137,0
720 END
730 DATA "ARSENAL","ASTON VILLA","BIRMINGHAM","BRIGHTON",
"COVENTRY","EVERTON"
740 DATA "IPSWICH","LIVERPOOL","LUTON","MAN.CITY","MAN.UTD",
"NORMICH"
750 DATA "NOTT.FOREST","NOTTS.COUNTY","SOUTHAMPTON","STOKE
CITY","SUNDERLAND"
760 DATA "SWANSEA","TOTTENHAM","WATFORD","WEST.BROM","WEST.HAM"
770 REM *****
780 DEFPROCWIN
790 WON(TM1)=WON(TM1)+1:PTS(TM1)=PTS(TM1)+3
840 LOST(TM2)=LOST(TM2)+1
880 ENDPROC
890 REM *****
900 DEFPROCDRAW
910 D(TM1)=D(TM1)+1:PTS(TM1)=PTS(TM1)+1
960 D(TM2)=D(TM2)+1:PTS(TM2)=PTS(TM2)+1
1010 ENDPROC
1020 REM *****
1025 DEFPROCLOSE
1030 LOST(TM1)=LOST(TM1)+1
1070 WON(TM2)=WON(TM2)+1:PTS(TM2)=PTS(TM2)+3
1115 ENDPROC
1120 REM *****
1130 DEFPROCSSWITCH
```

to next page



## POPULAR COMPUTING WEEKLY



## 17



## Minipro

on BBC

This program sets up the user definable keys of a BBC microcomputer so that it can be used as a simple word processor. Text is entered into a program so that the existing editing facilities of the computer can be used to make corrections. Text can be printed by *Running* it to the printer and *Saved* on cassette.

Far from idiot proof it is intended for the computer hobbyist as a useful aid to letter writing, or as here, to writing program documentation.

### Program notes:

Lines 60 to 150 set up the red keys:—

KEY0 removes the program, starts the auto line numbering, and inserts the first print statement so that typing can commence after a single keystroke.

KEY1 enables the move to a new line as easily as if you were pressing the carriage return on a typewriter.

KEY2 is used instead of KEY1 if the next line requires a Tab.

KEY3 enables the Tab arising from KEY2 to be closed with a single key.

KEY4 is used when you want to start editing and after *Escaping* from the text program. After pressing this key you edit as you would any program on the BBC micro.

The listing is in page mode, and you therefore have to use *Escape* before editing, and *Shift* to scroll. If you want to restart the text program use *Auto* and the appropriate line number followed by *Print*.

When finished it is best to make sure the printer is off (KEY6), and *Run* the text program to see on the screen precisely how it will eventually appear on paper. KEY4 will then re-enter edit mode if required.

KEY5 is used to print the text, so make sure the editing is complete and the printer is correctly set up before you press it.

KEY6 switches the printer off. Make sure you press this after printing is finished otherwise you may get some unwanted additions to your text when you next use the keyboard.

KEY7 is pressed after *Escaping* from the text program to see how much memory is left.

KEY8 gives 10 spaces for convenient starts to new paragraphs etc.

KEY9 gives 55 spaces for convenient addressing at the top R.H.S. of letters.

Mode 3 is used to get a relatively easy visual indication of the line length for the 80-column printer being used.

Lines 170 to 200 print a reminder of the key definitions and set up a full width text window for the display.

Line 210 speeds up the cursor for editing purposes.

### Main difficulty

The main difficulty is in deciding when to use a new line. You can get three full printed lines on each program line before the *Beep* tells you the line is full. Then you can delete the last word and use KEY1 or KEY2 to start the new line. Easy enough, but the full program line cramps your style on editing. It is probably best to have 2 lines of print for each program line.

Any ideas for improvements would be welcome. It would be interesting to see how many extra features can be added without using any *Ram*. There could be scope for machine code routines down in the operating system area.

To operate Minipro simply *Load* and *Run*. If you are starting a new text, commence with KEY0, otherwise *Load* the text program you intend to modify and commence with KEY4. If you are not using a monitor and find the *Mode3* text difficult to read accurately, you can always do a final check-run in *Mode7* before printing.

L.

```

10REM ***MINIPRO***
20REM MINIATURE WORD PROCESSOR
30REM BY C.R.WOODINGS
40REM VERSION 1.1 / 30 AUGUST 1982
50REM NEEDS A MODEL B BBC MICROCOMPUTER
60*KEY0 NEW:M:CAUTO:MP."
70*KEY1 """:MP."" "
80*KEY2 """:MP.TAB("
90*KEY3 )"
100*KEY4 :C:NLIST:M
110*KEY5 :ORUN:B:M
120*KEY6 :C
130*KEY7 V.11:DIMP%-1:P.(HIMEM-P%);" BYTES LEFT
":M
140*KEY8 " "
150*KEY9 " "
160MODE3:COLOUR0:COLOUR129:CLS
170PRINT"
180PRINT" f0=Start; f1=Newline; f2=Newline with Tab;
f3=CloseTab; f4=Edit; f5=Print"
190PRINT" f6=Printer Off; f7=Available Memory;
f8=TAB(10); f9=TAB(55)"
195PRINT" *****
*****"
200VDU 28,0,24,79,5
210*FX 12,3
220END
    
```

## Minipro

by Chris Woodings

## Tennis

on Spectrum

This is a two-player game which will run on a 16k Spectrum. The idea of the game is to destroy as many bricks as possible in your opponent's wall with the ball during each rally whilst protecting your own wall.

Each rally lasts for twenty strokes and there are six rallies to one game. Returning the ball safely scores five points and destroying one brick scores ten.

If the ball returns from the wall through your bat then part of your bat will disappear. It will return when the bat is moved. Instructions showing how to move the bats are given in the program.

In order to detect the bat and the bricks the program uses the *Attr* function and so if any changes are made to the colours used in the program then it may be necessary to change the corresponding *Attr* functions.

### Program notes.

Lines  
10-40 Set up the user defined graphics for the bricks and the ball.  
50-150 Set up the playing area with each brick having a random colour.  
210 Reverses the direction of entry of the ball for successive rallies.  
240-250 Put the ball into play in a random direction from a random position near the centre of the screen.  
900-940 Read the keyboard using the *in* function in order to move the bats. This command, unlike *Inkeys*, will still work if more than one key is depressed on the keyboard. Thus, both players can move their bats simultaneously.  
1000-1090 Decide at which of the three possible

angles the ball will rebound from the bat. This depends on where the ball hits the bat. If the ball misses the bat it will carry on to the wall.

1200-1350 Determine whether the ball has hit a brick in the wall and if so will remove it and increment the score.

2000-2350 Move the bats up and down according to the input as read from the keyboard.

### Graphics Notes.

Lines  
10 Graphics "A"  
20 Graphics "B"  
30 Graphics "C"  
90 Graphics shifted "8"  
150 Graphics "5" and graphics shifted "5"

```

1 REM
2 REM
3 REM
4 REM
5 BORDER 5
10 FOR X=0 TO 7: READ A: POKE
USR "A"+X,A: NEXT X
120 FOR X=0 TO 7: READ A: POKE
USR "B"+X,A: NEXT X
30 FOR X=0 TO 7: READ A: POKE
USR "C"+X,A: NEXT X
40 DATA 0,126,126,126,126,126,
126,126,126,126,126,126,126,126,
126,0,24,60,126,126,60,24,0
41 GO TO 4000
45 LET Y=1: LET Lscore=0: LET
Rscore=0
50 FOR X=1 TO 6
60 PRINT AT 0,2:Lscore;AT 0,12
: "RALLY "X;AT 0,27:Rscore
90 PRINT AT 1,0: INK 5;"
100 FOR A=2 TO 20 STEP 2
105 INK (RND*4)+4: PAPER RND*4
110 PRINT AT A,31;"A";AT A+1,31
115 INK (RND*4)+4: PAPER RND*4
120 PRINT AT A,0;"A";AT A+1,0;"
B"
125 NEXT A
130 PAPER 7: INK 0
140 LET bleft=11: LET bright=bl
2ft
150 FOR A=10 TO 12: PRINT AT A,
2: INK 1;"I";AT A,29: INK 1;"I":
NEXT J
210 LET Y=-Y
220 LET INTX=Y
230 LET INTY=INT (RND*3)-1
235 LET RALLY=0
240 LET BALLX=INT (RND*10)+11:
LET BALLY=INT (RND*10)+5: BEEP .
2,10
250 PRINT AT BALLY,BALLX;"C"
255 GO SUB 900
260 IF BALLX=3 AND INTX=-1 THEN
GO SUB 1000
    
```



# Open Forum

```

261 IF ballx=26 AND intx=1 THEN
GO SUB 1050
265 IF ballx=1 THEN GO SUB 1200
266 IF ballx=30 THEN GO SUB 130
270 LET ballx=ballx+intx: LET b
ally=ally+inty
275 IF bally<2 OR bally>21 THEN
GO SUB 1100
280 PRINT AT bally-inty,ballx-i
ntx:
290 IF rally=20 THEN GO TO 300
300 GO TO 250
309 STOP
310 IF IN 64510=254 THEN GO SUB
2000
310 IF IN 65022=254 THEN GO SUB
2100
320 IF IN 57342=254 THEN GO SUB
2200
330 IF IN 49150=253 THEN GO SUB
2300
340 RETURN
1000 IF bally=bleft THEN LET int
y=0
1010 IF bally=bleft+1 THEN LET i
ntx=1
1020 IF bally=bleft-1 THEN LET i
nty=-1
1025 IF ATTR (bally,ballx-1)=56
THEN GO TO 1035
1030 LET intx=intx: BEEP .03,30
: LET lscore=lscore+5: PRINT AT
0,2,lscore
1035 LET rally=rally+1
1040 RETURN
1050 IF bally=bright THEN LET in
ty=0
1060 IF bally=bright+1 THEN LET
intx=1
1070 IF bally=bright-1 THEN LET
inty=-1
1075 IF ATTR (bally,ballx+1)=56
THEN GO TO 1085
1080 LET intx=intx: BEEP .03,30
: LET rscore=rscore+5: PRINT AT
0,2,rscore
1085 LET rally=rally+1
1090 RETURN
1095 STOP
1100 LET inty=-inty
1110 LET bally=bally+2*inty
1120 RETURN
1200 IF ATTR (bally,0)=56 THEN G
O TO 1240
1210 LET hit=ballx
1220 IF hit/2-INT (hit/2)<.1 THE
N LET hit=hit+1
1230 PRINT AT hit,0: " ";AT hit-1
0:
1235 BEEP 1,-20: LET rscore=rs
core+10: PRINT AT 0,2,rscore
1240 LET intx=-intx
1250 RETURN
1300 IF ATTR (bally,31)=56 THEN
GO TO 1340
1310 LET hit=ballx
1320 IF hit/2-INT (hit/2)<.1 THE

```

```

N LET hit=hit+1
1330 PRINT AT hit,31: " ";AT hit-
1,31:
1335 BEEP 1,-20: LET lscore=ls
core+10: PRINT AT 0,2,lscore
1340 LET intx=-intx
1350 RETURN
2000 IF bleft=3 THEN GO TO 2050
2010 LET bleft=bleft-1
2020 FOR a=bleft-1 TO bleft+1: P
RINT AT a,2: INK 1: " ": NEXT a:
PRINT AT bleft+2,2: " ":
2050 RETURN
2100 IF bleft=20 THEN GO TO 2150
2110 LET bleft=bleft+1
2120 FOR a=bleft-1 TO bleft+1: P
RINT AT a,2: INK 1: " ": NEXT a:
PRINT AT bleft+2,2: " ":
2150 RETURN
2200 IF bright=3 THEN GO TO 2250
2210 LET bright=bright-1
2220 FOR a=bright-1 TO bright+1:
PRINT AT a,29: INK 1: " ": NEXT
a: PRINT AT bright+2,29: " ":
2250 RETURN
2300 IF bright=20 THEN GO TO 235
0
2310 LET bright=bright+1
2320 FOR a=bright-1 TO bright+1:
PRINT AT a,29: INK 1: " ": NEXT
a: PRINT AT bright+2,29: " ":
2350 RETURN
3000 FOR f=1 TO 10: FOR g=14 TO
16: BEEP .01,g: NEXT g: NEXT f
3010 PRINT AT 5,8: "END OF RALLY
":X:AT 9,7: "PRESS ANY KEY TO";AT
11,11: "CONTINUE"
3020 IF INKEY$="" THEN GO TO 302
0
3025 CLS
3030 NEXT x
3040 PRINT AT 10,0: "DO YOU WANT
TO PLAY AGAIN? (y/n)"
3045 IF INKEY$="" THEN GO TO 304
5
3050 IF INKEY$="y" THEN GO TO 39
0
3060 STOP
3990 CLS
4000 PRINT AT 5,0: "The idea of t
he game is to destroy your op
ponent's wall...with the ball wh
ilst protecting...your own by de
flecting the ball...with your ba
t. Each game...consists of six
rallies each...of twenty strokes"
4010 PRINT AT 14,0: "Q -bat up
P -bat up;AT 16,0: "A -b
at down
L -bat down"
4020 PRINT AT 20,6: "press any ke
y"
4030 IF INKEY$="" THEN GO TO 403
0
4040 CLS : GO TO 45

```

Tennis  
by Colin Leach

## Bad Feature

on Dragon

One bad feature of the Dragon is that if a key is held down for any length of time, the function *Inkey\$* will start to return a null string after a short interval. This can be a nuisance when testing for key presses in games programs etc. but can be overcome by using *Peek* (337) instead.

This will return a value for each key as long as that key is held down, or 255 if no key is being pressed. To find out which values are produced by which keys, enter the program line

10 ? peek (337) : GOTO 10  
and make a note of the value produced for each key by pressing different keys down. E.g. "A"=251, "7"=254, "8"=253.

Some of the values are duplicated for separate keys, so it may be necessary to use the 8 bytes after 337, e.g. to test for the cursor control keys

↑ gives PEEK (341)=223  
↓ gives PEEK (342)=223  
← gives PEEK (343)=223  
→ gives PEEK (344)=223

As an example of use in a program, instead of

10 IF INKEY\$="A" THEN GOTO 100

USE

10 IF PEEK (337)=251 THEN GOTO 100

Also, *Peek* (135) will return the Ascii value of the last key pressed, even if that key has since been released.

by Bill Clancy

## Better than Basic

Can you program in a computer language other than Basic?

Enter this challenging new competition and win a Jupiter Ace.

Basic, for all its advantages, is slow. Programs written in Basic tend to look rather pedestrian when compared to programs written in some other languages such as machine code.

We want something different, something faster than Basic. It could be machine code, Forth, Lisp, Pascal or Fortran. In fact, your entry can be written in anything that is not Basic. And the best non-Basic program, be it game, utility or other, will win the Jupiter Ace.

Entries to the award scheme must be accompanied by four of the numbered coupons published in *Popular Computing Weekly* throughout October. The closing date for the competition is November 18. The winning entry will be announced in the issue published on December 23.

### 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 November 18, 1982.
3. The names of the winners will be announced in the December 23 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 Better than Basic Competition

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

NAME: .....

ADDRESS: .....

.....  
.....  
.....





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

## Plotting the implications of a fast draw

**Malcolm Davison** explains how you can draw ellipses without slowing down.

If you like writing your own programs, and particularly if they are games programs, the chances are that at some point you will want to draw an ellipse. If you have tried plotting the formula for an ellipse which is:

$$\frac{y^2}{n^2} = 1 - \frac{x^2}{m^2}$$

(where  $m$  and  $n$  are half the length of the major and minor axes, respectively) you may have found that it is not quite as straightforward as you would have wished.

If you apply equally stepped values of  $x$  to evaluate  $y$ , the ellipse will not be complete, unless the increments are very small and the plotting, as a result, painfully slow. A more satisfactory solution is to first evaluate  $y$  using increments of  $x$ , and then evaluate  $x$  using increments of  $y$  or:

$$y = \sqrt{\frac{n^2 - n^2 x^2}{m^2}} \text{ and } x = \sqrt{\frac{m^2 - m^2 y^2}{n^2}}$$

Now if you try the 'ellipse' program you will find the quadrants are plotted separately (see the diagram). The points where the curves meet are determined by setting the *For*...*Next* loops (lines 90 and 130) to values so that there is neither overlap — nor a gap in the curve.

When it comes to producing a solid ellipse, simply drawing along the  $x$  or  $y$  axes between pairs of points plotted on the ellipse, even if done for both  $x$  and  $y$  axes, will still produce a hole in the middle. So in ellipse 2 I have filled the central area as a separate operation, and at the point where the formula has been switched from values of  $x$  to  $y$ .

Notice how convenient the *Define Function* feature is when lengthy formulae are used. The use of *Gosub* and *Return* also help keep the mainline routines simple and allow the subroutines to be re-used elsewhere in your programs.

So now we have drawn a good ellipse, but because of the enormous amount of calculation and the lethargic pace of the Spectrum, it takes 30 or more seconds to complete. This is where 'ellipse 3' comes in — this first draws an ellipse, but then looks within the general confines of the ellipse and line by line notes the location of the circumference of the ellipse in a number array. The program then clears the screen and shows how quickly an ellipse can be drawn when the calculations have already been done (lines 700 — 730).

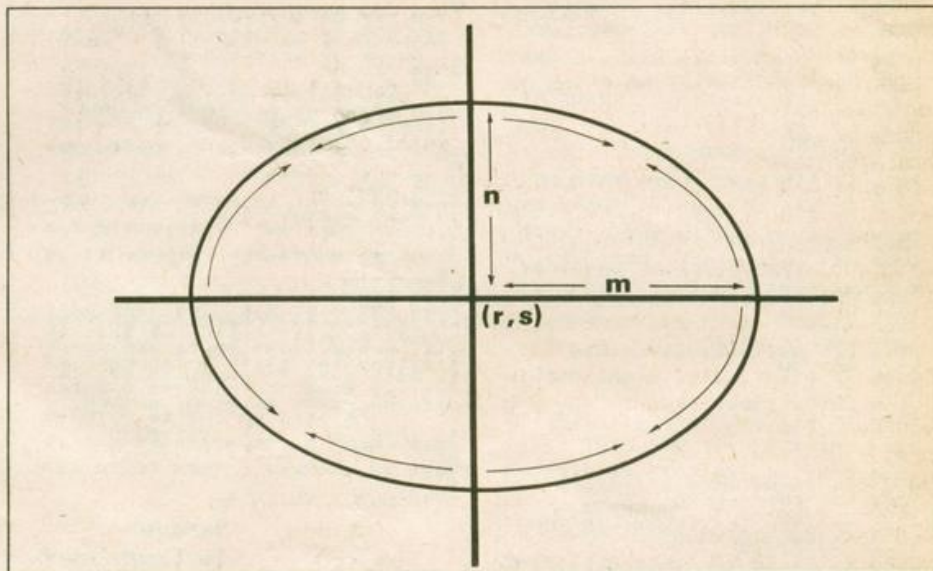
The program searches for the ellipse in

lines 600-655, using the *Point* statement. Actually, it only looks for the top left corner of the ellipse and reconstructs it, assuming symmetry on both axes. Just to show off, I have added lines 750 to 760 so that you can save the array on tape and verify it.

Once you have the array stored on tape, which you can then feed into your program, remember to start the program with a *Goto* statement rather than *Run* (which will

cheerfully clear the array you have just loaded). When you *Save* the program the arrays will be stored with it.

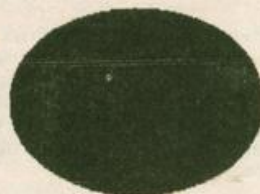
Suppose you want to send your program to *Popular Computing Weekly*? Well, the best way to pass this data on in listing form would be to store it in a *Data* statement and access it in the usual way using *Read*. To help you do this, lines 800 and 801 list the values in the array.



```

1 REM "ellipse"
2 DEF FN v(n,m,a)=INT SQR ((m
+2)-(m+2/n+2)*(a+2))
70 DEF FN w(n,m,a)=INT SQR ((n
+2)-(n+2/m+2)*(a+2))
80 LET m=32: LET n=24: LET r=5
27: LET s=67
90 FOR a=0 TO 30 STEP 1
100 LET y=FN v(m,n,a)
110 GO SUB 400
120 FOR a=14 TO 0 STEP -1
140 LET x=FN w(m,n,a): GO SUB 5
00
150 STOP
400 PLOT r-a,s-y: PLOT a+r,s+y
410 PLOT r-a,s+y: PLOT a+r,s-y
420 NEXT a: RETURN
500 PLOT r-x,s-a: PLOT r+x,s+a
510 PLOT r-x,s+a: PLOT r+x,s-a
520 NEXT a: RETURN

```



```

1 REM "ellipse2"
2 PAPER 2: INK 3: BORDER 2: C
LS
60 DEF FN v(n,m,a)=INT SQR ((m
+2)-(m+2/n+2)*(a+2))
70 DEF FN w(n,m,a)=INT SQR ((n
+2)-(n+2/m+2)*(a+2))
80 LET m=76: LET n=55: LET r=1
27: LET s=87
90 FOR a=0 TO 54 STEP 1
100 LET y=FN v(m,n,a)
110 GO SUB 400
120 FOR z=1 TO 76
130 PLOT r-a,s+y-z: DRAW 2*a,0
140 NEXT z
150 FOR a=43 TO 0 STEP -1
160 LET x=FN w(m,n,a): GO SUB 5
00
350 STOP
400 PLOT r-a,s-y: DRAW 2*a,0
410 PLOT r-a,s+y: DRAW 2*a,0
420 NEXT a: RETURN
500 PLOT r+x,s-a: DRAW 0,2*a
510 PLOT r-x,s-a: DRAW 0,2*a
520 NEXT a: RETURN

```

```

1 REM "ellipse3"
2 PAPER 0: INK 7: BORDER 2: C
LS
550 REM *****
560 REM *****
570 REM *****
580 REM *****
590 REM *****
600 DEF FN v(n,m,a)=INT SQR ((m
+2)-(m+2/n+2)*(a+2))
70 DEF FN w(n,m,a)=INT SQR ((n
+2)-(n+2/m+2)*(a+2))
80 LET m=32: LET n=24: LET r=1
27: LET s=67
90 FOR a=0 TO 20 STEP 1
100 LET y=FN v(m,n,a)
110 GO SUB 400
120 FOR z=1 TO 35
130 PLOT r-a,s+y-z: DRAW 2*a,0
140 NEXT z
150 FOR a=23 TO 0 STEP -1
160 LET x=FN w(m,n,a): GO SUB 5
00
350 GO TO 600
400 PLOT r-a,s-y: DRAW 2*a,0
410 PLOT r-a,s+y: DRAW 2*a,0
420 NEXT a: RETURN
500 PLOT r+x,s-a: DRAW 0,2*a
510 PLOT r-x,s-a: DRAW 0,2*a
520 NEXT a: RETURN
530 REM *****
540 REM *****
550 REM *****
560 REM *****
570 REM *****
580 DIM z(87)
590 FOR a=1 TO n
600 FOR b=1 TO m
610 FOR c=(r-m) TO r
620 IF POINT (a,s+n-b)=1 THEN G
O TO 650
640 NEXT a
650 LET z(b)=a
660 NEXT b
670 NEXT c
680 REM *****
690 REM *****
700 REM *****
710 REM *****
720 REM *****
730 REM *****
740 REM *****
750 REM *****
760 REM *****
770 REM *****
780 REM *****
790 REM *****
800 REM *****
810 REM *****
820 REM *****
830 REM *****
840 REM *****
850 REM *****
860 REM *****
870 REM *****
880 REM *****
890 REM *****
900 REM *****
910 REM *****
920 REM *****
930 REM *****
940 REM *****
950 REM *****
960 REM *****
970 REM *****
980 REM *****
990 REM *****
1000 REM *****
1010 REM *****
1020 REM *****
1030 REM *****
1040 REM *****
1050 REM *****
1060 REM *****
1070 REM *****
1080 REM *****
1090 REM *****
1100 REM *****
1110 REM *****
1120 REM *****
1130 REM *****
1140 REM *****
1150 REM *****
1160 REM *****
1170 REM *****
1180 REM *****
1190 REM *****
1200 REM *****
1210 REM *****
1220 REM *****
1230 REM *****
1240 REM *****
1250 REM *****
1260 REM *****
1270 REM *****
1280 REM *****
1290 REM *****
1300 REM *****
1310 REM *****
1320 REM *****
1330 REM *****
1340 REM *****
1350 REM *****
1360 REM *****
1370 REM *****
1380 REM *****
1390 REM *****
1400 REM *****
1410 REM *****
1420 REM *****
1430 REM *****
1440 REM *****
1450 REM *****
1460 REM *****
1470 REM *****
1480 REM *****
1490 REM *****
1500 REM *****
1510 REM *****
1520 REM *****
1530 REM *****
1540 REM *****
1550 REM *****
1560 REM *****
1570 REM *****
1580 REM *****
1590 REM *****
1600 REM *****
1610 REM *****
1620 REM *****
1630 REM *****
1640 REM *****
1650 REM *****
1660 REM *****
1670 REM *****
1680 REM *****
1690 REM *****
1700 REM *****
1710 REM *****
1720 REM *****
1730 REM *****
1740 REM *****
1750 REM *****
1760 REM *****
1770 REM *****
1780 REM *****
1790 REM *****
1800 REM *****
1810 REM *****
1820 REM *****
1830 REM *****
1840 REM *****
1850 REM *****
1860 REM *****
1870 REM *****
1880 REM *****
1890 REM *****
1900 REM *****
1910 REM *****
1920 REM *****
1930 REM *****
1940 REM *****
1950 REM *****
1960 REM *****
1970 REM *****
1980 REM *****
1990 REM *****
2000 REM *****
2010 REM *****
2020 REM *****
2030 REM *****
2040 REM *****
2050 REM *****
2060 REM *****
2070 REM *****
2080 REM *****
2090 REM *****
2100 REM *****
2110 REM *****
2120 REM *****
2130 REM *****
2140 REM *****
2150 REM *****
2160 REM *****
2170 REM *****
2180 REM *****
2190 REM *****
2200 REM *****
2210 REM *****
2220 REM *****
2230 REM *****
2240 REM *****
2250 REM *****
2260 REM *****
2270 REM *****
2280 REM *****
2290 REM *****
2300 REM *****
2310 REM *****
2320 REM *****
2330 REM *****
2340 REM *****
2350 REM *****
2360 REM *****
2370 REM *****
2380 REM *****
2390 REM *****
2400 REM *****
2410 REM *****
2420 REM *****
2430 REM *****
2440 REM *****
2450 REM *****
2460 REM *****
2470 REM *****
2480 REM *****
2490 REM *****
2500 REM *****
2510 REM *****
2520 REM *****
2530 REM *****
2540 REM *****
2550 REM *****
2560 REM *****
2570 REM *****
2580 REM *****
2590 REM *****
2600 REM *****
2610 REM *****
2620 REM *****
2630 REM *****
2640 REM *****
2650 REM *****
2660 REM *****
2670 REM *****
2680 REM *****
2690 REM *****
2700 REM *****
2710 REM *****
2720 REM *****
2730 REM *****
2740 REM *****
2750 REM *****
2760 REM *****
2770 REM *****
2780 REM *****
2790 REM *****
2800 REM *****
2810 REM *****
2820 REM *****
2830 REM *****
2840 REM *****
2850 REM *****
2860 REM *****
2870 REM *****
2880 REM *****
2890 REM *****
2900 REM *****
2910 REM *****
2920 REM *****
2930 REM *****
2940 REM *****
2950 REM *****
2960 REM *****
2970 REM *****
2980 REM *****
2990 REM *****
3000 REM *****
3010 REM *****
3020 REM *****
3030 REM *****
3040 REM *****
3050 REM *****
3060 REM *****
3070 REM *****
3080 REM *****
3090 REM *****
3100 REM *****
3110 REM *****
3120 REM *****
3130 REM *****
3140 REM *****
3150 REM *****
3160 REM *****
3170 REM *****
3180 REM *****
3190 REM *****
3200 REM *****
3210 REM *****
3220 REM *****
3230 REM *****
3240 REM *****
3250 REM *****
3260 REM *****
3270 REM *****
3280 REM *****
3290 REM *****
3300 REM *****
3310 REM *****
3320 REM *****
3330 REM *****
3340 REM *****
3350 REM *****
3360 REM *****
3370 REM *****
3380 REM *****
3390 REM *****
3400 REM *****
3410 REM *****
3420 REM *****
3430 REM *****
3440 REM *****
3450 REM *****
3460 REM *****
3470 REM *****
3480 REM *****
3490 REM *****
3500 REM *****
3510 REM *****
3520 REM *****
3530 REM *****
3540 REM *****
3550 REM *****
3560 REM *****
3570 REM *****
3580 REM *****
3590 REM *****
3600 REM *****
3610 REM *****
3620 REM *****
3630 REM *****
3640 REM *****
3650 REM *****
3660 REM *****
3670 REM *****
3680 REM *****
3690 REM *****
3700 REM *****
3710 REM *****
3720 REM *****
3730 REM *****
3740 REM *****
3750 REM *****
3760 REM *****
3770 REM *****
3780 REM *****
3790 REM *****
3800 REM *****
3810 REM *****
3820 REM *****
3830 REM *****
3840 REM *****
3850 REM *****
3860 REM *****
3870 REM *****
3880 REM *****
3890 REM *****
3900 REM *****
3910 REM *****
3920 REM *****
3930 REM *****
3940 REM *****
3950 REM *****
3960 REM *****
3970 REM *****
3980 REM *****
3990 REM *****
4000 REM *****
4010 REM *****
4020 REM *****
4030 REM *****
4040 REM *****
4050 REM *****
4060 REM *****
4070 REM *****
4080 REM *****
4090 REM *****
4100 REM *****
4110 REM *****
4120 REM *****
4130 REM *****
4140 REM *****
4150 REM *****
4160 REM *****
4170 REM *****
4180 REM *****
4190 REM *****
4200 REM *****
4210 REM *****
4220 REM *****
4230 REM *****
4240 REM *****
4250 REM *****
4260 REM *****
4270 REM *****
4280 REM *****
4290 REM *****
4300 REM *****
4310 REM *****
4320 REM *****
4330 REM *****
4340 REM *****
4350 REM *****
4360 REM *****
4370 REM *****
4380 REM *****
4390 REM *****
4400 REM *****
4410 REM *****
4420 REM *****
4430 REM *****
4440 REM *****
4450 REM *****
4460 REM *****
4470 REM *****
4480 REM *****
4490 REM *****
4500 REM *****
4510 REM *****
4520 REM *****
4530 REM *****
4540 REM *****
4550 REM *****
4560 REM *****
4570 REM *****
4580 REM *****
4590 REM *****
4600 REM *****
4610 REM *****
4620 REM *****
4630 REM *****
4640 REM *****
4650 REM *****
4660 REM *****
4670 REM *****
4680 REM *****
4690 REM *****
4700 REM *****
4710 REM *****
4720 REM *****
4730 REM *****
4740 REM *****
4750 REM *****
4760 REM *****
4770 REM *****
4780 REM *****
4790 REM *****
4800 REM *****
4810 REM *****
4820 REM *****
4830 REM *****
4840 REM *****
4850 REM *****
4860 REM *****
4870 REM *****
4880 REM *****
4890 REM *****
4900 REM *****
4910 REM *****
4920 REM *****
4930 REM *****
4940 REM *****
4950 REM *****
4960 REM *****
4970 REM *****
4980 REM *****
4990 REM *****
5000 REM *****
5010 REM *****
5020 REM *****
5030 REM *****
5040 REM *****
5050 REM *****
5060 REM *****
5070 REM *****
5080 REM *****
5090 REM *****
5100 REM *****
5110 REM *****
5120 REM *****
5130 REM *****
5140 REM *****
5150 REM *****
5160 REM *****
5170 REM *****
5180 REM *****
5190 REM *****
5200 REM *****
5210 REM *****
5220 REM *****
5230 REM *****
5240 REM *****
5250 REM *****
5260 REM *****
5270 REM *****
5280 REM *****
5290 REM *****
5300 REM *****
5310 REM *****
5320 REM *****
5330 REM *****
5340 REM *****
5350 REM *****
5360 REM *****
5370 REM *****
5380 REM *****
5390 REM *****
5400 REM *****
5410 REM *****
5420 REM *****
5430 REM *****
5440 REM *****
5450 REM *****
5460 REM *****
5470 REM *****
5480 REM *****
5490 REM *****
5500 REM *****
5510 REM *****
5520 REM *****
5530 REM *****
5540 REM *****
5550 REM *****
5560 REM *****
5570 REM *****
5580 REM *****
5590 REM *****
5600 REM *****
5610 REM *****
5620 REM *****
5630 REM *****
5640 REM *****
5650 REM *****
5660 REM *****
5670 REM *****
5680 REM *****
5690 REM *****
5700 REM *****
5710 REM *****
5720 REM *****
5730 REM *****
5740 REM *****
5750 REM *****
5760 REM *****
5770 REM *****
5780 REM *****
5790 REM *****
5800 REM *****
5810 REM *****
5820 REM *****
5830 REM *****
5840 REM *****
5850 REM *****
5860 REM *****
5870 REM *****
5880 REM *****
5890 REM *****
5900 REM *****
5910 REM *****
5920 REM *****
5930 REM *****
5940 REM *****
5950 REM *****
5960 REM *****
5970 REM *****
5980 REM *****
5990 REM *****
6000 REM *****
6010 REM *****
6020 REM *****
6030 REM *****
6040 REM *****
6050 REM *****
6060 REM *****
6070 REM *****
6080 REM *****
6090 REM *****
6100 REM *****
6110 REM *****
6120 REM *****
6130 REM *****
6140 REM *****
6150 REM *****
6160 REM *****
6170 REM *****
6180 REM *****
6190 REM *****
6200 REM *****
6210 REM *****
6220 REM *****
6230 REM *****
6240 REM *****
6250 REM *****
6260 REM *****
6270 REM *****
6280 REM *****
6290 REM *****
6300 REM *****
6310 REM *****
6320 REM *****
6330 REM *****
6340 REM *****
6350 REM *****
6360 REM *****
6370 REM *****
6380 REM *****
6390 REM *****
6400 REM *****
6410 REM *****
6420 REM *****
6430 REM *****
6440 REM *****
6450 REM *****
6460 REM *****
6470 REM *****
6480 REM *****
6490 REM *****
6500 REM *****
6510 REM *****
6520 REM *****
6530 REM *****
6540 REM *****
6550 REM *****
6560 REM *****
6570 REM *****
6580 REM *****
6590 REM *****
6600 REM *****
6610 REM *****
6620 REM *****
6630 REM *****
6640 REM *****
6650 REM *****
6660 REM *****
6670 REM *****
6680 REM *****
6690 REM *****
6700 REM *****
6710 REM *****
6720 REM *****
6730 REM *****
6740 REM *****
6750 REM *****
6760 REM *****
6770 REM *****
6780 REM *****
6790 REM *****
6800 REM *****
6810 REM *****
6820 REM *****
6830 REM *****
6840 REM *****
6850 REM *****
6860 REM *****
6870 REM *****
6880 REM *****
6890 REM *****
6900 REM *****
6910 REM *****
6920 REM *****
6930 REM *****
6940 REM *****
6950 REM *****
6960 REM *****
6970 REM *****
6980 REM *****
6990 REM *****
7000 REM *****
7010 REM *****
7020 REM *****
7030 REM *****
7040 REM *****
7050 REM *****
7060 REM *****
7070 REM *****
7080 REM *****
7090 REM *****
7100 REM *****
7110 REM *****
7120 REM *****
7130 REM *****
7140 REM *****
7150 REM *****
7160 REM *****
7170 REM *****
7180 REM *****
7190 REM *****
7200 REM *****
7210 REM *****
7220 REM *****
7230 REM *****
7240 REM *****
7250 REM *****
7260 REM *****
7270 REM *****
7280 REM *****
7290 REM *****
7300 REM *****
7310 REM *****
7320 REM *****
7330 REM *****
7340 REM *****
7350 REM *****
7360 REM *****
7370 REM *****
7380 REM *****
7390 REM *****
7400 REM *****
7410 REM *****
7420 REM *****
7430 REM *****
7440 REM *****
7450 REM *****
7460 REM *****
7470 REM *****
7480 REM *****
7490 REM *****
7500 REM *****
7510 REM *****
7520 REM *****
7530 REM *****
7540 REM *****
7550 REM *****
7560 REM *****
7570 REM *****
7580 REM *****
7590 REM *****
7600 REM *****
7610 REM *****
7620 REM *****
7630 REM *****
7640 REM *****
7650 REM *****
7660 REM *****
7670 REM *****
7680 REM *****
7690 REM *****
7700 REM *****
7710 REM *****
7720 REM *****
7730 REM *****
7740 REM *****
7750 REM *****
7760 REM *****
7770 REM *****
7780 REM *****
7790 REM *****
7800 REM *****
7810 REM *****
7820 REM *****
7830 REM *****
7840 REM *****
7850 REM *****
7860 REM *****
7870 REM *****
7880 REM *****
7890 REM *****
7900 REM *****
7910 REM *****
7920 REM *****
7930 REM *****
7940 REM *****
7950 REM *****
7960 REM *****
7970 REM *****
7980 REM *****
7990 REM *****
8000 REM *****
8010 REM *****
8020 REM *****
8030 REM *****
8040 REM *****
8050 REM *****
8060 REM *****
8070 REM *****
8080 REM *****
8090 REM *****
8100 REM *****
8110 REM *****
8120 REM *****
8130 REM *****
8140 REM *****
8150 REM *****
8160 REM *****
8170 REM *****
8180 REM *****
8190 REM *****
8200 REM *****
8210 REM *****
8220 REM *****
8230 REM *****
8240 REM *****
8250 REM *****
8260 REM *****
8270 REM *****
8280 REM *****
8290 REM *****
8300 REM *****
8310 REM *****
8320 REM *****
8330 REM *****
8340 REM *****
8350 REM *****
8360 REM *****
8370 REM *****
8380 REM *****
8390 REM *****
8400 REM *****
8410 REM *****
8420 REM *****
8430 REM *****
8440 REM *****
8450 REM *****
8460 REM *****
8470 REM *****
8480 REM *****
8490 REM *****
8500 REM *****
8510 REM *****
8520 REM *****
8530 REM *****
8540 REM *****
8550 REM *****
8560 REM *****
8570 REM *****
8580 REM *****
8590 REM *****
8600 REM *****
8610 REM *****
8620 REM *****
8630 REM *****
8640 REM *****
8650 REM *****
8660 REM *****
8670 REM *****
8680 REM *****
8690 REM *****
8700 REM *****
8710 REM *****
8720 REM *****
8730 REM *****
8740 REM *****
8750 REM *****
8760 REM *****
8770 REM *****
8780 REM *****
8790 REM *****
8800 REM *****
8810 REM *****
8820 REM *****
8830 REM *****
8840 REM *****
8850 REM *****
8860 REM *****
8870 REM *****
8880 REM *****
8890 REM *****
8900 REM *****
8910 REM *****
8920 REM *****
8930 REM *****
8940 REM *****
8950 REM *****
8960 REM *****
8970 REM *****
8980 REM *****
8990 REM *****
9000 REM *****
9010 REM *****
9020 REM *****
9030 REM *****
9040 REM *****
9050 REM *****
9060 REM *****
9070 REM *****
9080 REM *****
9090 REM *****
9100 REM *****
9110 REM *****
9120 REM *****
9130 REM *****
9140 REM *****
9150 REM *****
9160 REM *****
9170 REM *****
9180 REM *****
9190 REM *****
9200 REM *****
9210 REM *****
9220 REM *****
9230 REM *****
9240 REM *****
9250 REM *****
9260 REM *****
9270 REM *****
9280 REM *****
9290 REM *****
9300 REM *****
9310 REM *****
9320 REM *****
9330 REM *****
9340 REM *****
9350 REM *****
9360 REM *****
9370 REM *****
9380 REM *****
9390 REM *****
9400 REM *****
9410 REM *****
9420 REM *****
9430 REM *****
9440 REM *****
9450 REM *****
9460 REM *****
9470 REM *****
9480 REM *****
9490 REM *****
9500 REM *****
9510 REM *****
9520 REM *****
9530 REM *****
9540 REM *****
9550 REM *****
9560 REM *****
9570 REM *****
9580 REM *****
9590 REM *****
9600 REM *****
9610 REM *****
9620 REM *****
9630 REM *****
9640 REM *****
9650 REM *****
9660 REM *****
9670 REM *****
9680 REM *****
9690 REM *****
9700 REM *****
9710 REM *****
9720 REM *****
9730 REM *****
9740 REM *****
9750 REM *****
9760 REM *****
9770 REM *****
9780 REM *****
9790 REM *****
9800 REM *****
9810 REM *****
9820 REM *****
9830 REM *****
9840 REM *****
9850 REM *****
9860 REM *****
9870 REM *****
9880 REM *****
9890 REM *****
9900 REM *****
9910 REM *****
9920 REM *****
9930 REM *****
9940 REM *****
9950 REM *****
9960 REM *****
9970 REM *****
9980 REM *****
9990 REM *****
10000 REM *****

```



# Programming

## Boxing clever for the court in 30 bytes

John Durst presents a program for drawing boxes on your ZX81.

Many games played on a computer take place on some kind of "court"; many programs can be enhanced if results are displayed on a nicely divided format. Writing these "boxes" into a program in the normal way can use up a lot of memory. To hold a full screen in a program uses nearly 700 bytes — a lot to sacrifice, even when you do have the full 16K.

But here is a program, in machine code, which will let you draw pretty well any box shape you want in just 49 bytes. You can easily get it into 1K. You will have to supply it with data — but even quite a complicated box will only use another 20 or 30 bytes.

The idea is quite straightforward, but you have to know and understand the rules. I will try and make them as simple and clear as possible.

First, the operating program itself. This is placed in a Rem statement in line 1 of your program (I am assuming that you have at least a rough idea of machine code programming). Fig 1 shows how to enter the machine code. The actual program is in line 10, in hexadecimal. Line 1 is set up with exactly 49 figures (the actual figures do not matter, but I find it convenient to enter them a line at a time — that way I know I've got exactly 32 bytes for each digit).

If you enter the program exactly as shown in Fig 1 and then Run it, you should get Fig 2. Line 1 will change into gobbledegook, but do not worry — it is still only using 49 bytes.

Now you can scrap line 10, which has done its job, and get it ready for a new lot of data. You should also change the address in line 40, as you want to Poke the data to line 2 of your program. Finally, you must set up a new Rem statement in line 2, as a home for the data we have talked about. I suggest a full line of "1"s (32 in all).

Before I explain how to code the data, why not type in line 10 in Fig 3, just to convince yourself that it works. Type in lines 100 and 110 too — and then Run 10.

Now the mystery formula for entering the data. The code works like this: A byte is expressed in hex notation as two hex digits (0 through F). The code uses the first hex digit to show how many times you want a character repeated, ie if you want a line of 10 characters, you would enter it as "A". The second hex digit gives the character to be printed in that line, as shown in Fig 4, "Normal line".

So, if you want to rule a line 10 characters long you enter "A3" (you'll find that in positions 5 and 6 in line 10 of Fig 3). "AO"

gives 10 blanks and "17" gives a right-handed corner — you will find them at the start of line 10.

Now comes the clever bit. When you want to end a line, you use the hex digits from 8 to F, in the second position of the byte. This will give an inverse video character, as shown in Fig 4, and signals the program to start a new line.

The first digit you enter in this byte gets a different job, as well. Instead of determining how many times the character is repeated, it signals how many times the next line is to be repeated. In line 10 of the program, you will find "3C" — character "C" (the left-handed corner) for the end of the line and "3", to give 3 blank lines with vertical edges (the upper part of the box). This line is coded as "A0 15 A0 1D".

The "1", in "1D", means the next line (the line of dots) will only appear once. If it were "2D", it would be printed twice. You

probably realise that the opening "A0" in each line is there to displace the figure into the centre of the screen.

One final thing: the last two digits of data must be "00". This tells the program to stop. Also, the top line of any box (the first line of data) will only be printed once. This is set up in the program and you cannot change it easily.

Once you get the hang of it, you will find this little program can be very versatile. Fig 5b is derived from Fig 5a by changing just a couple of values. I reckon you could set out a complete tennis court in 36 bytes of data.

This program is particularly pleasing for computer buffs who are really into machine code. It gives them the chance to use instruction RRD (ED67) — rotate right decimal — which must be the fanciest in the instruction set, but hard to find a use for.

Fig 1

```
10 REM 11111111111111111111111111111111
11111111111111111111111111111111
10 LET A$="0E0111B940212140D51
A773E00BE2002D1C9ED67CB5F200746D
710FD1318EAE88D73E7600D70D2803D
118DC4E13E118D4"
20 FOR J=1 TO LEN A$/2
30 LET X=J*2
40 POKE 16513+J,CODE A$(X-1)*1
5+CODE A$(X)-476
50 NEXT J
```

Fig 2

```
10 REM :*)RRND55RNDSTR$,7Y,4
*SGN TAN GOSUB ?ACS ?4?NOT (CL
EAR </ REM INPUT NOT Y
215 *SGN />=?< LPRINT /USR
10 LET A$="0E0111B940212140D51
A773E00BE2002D1C9ED67CB5F200746D
710FD1318EAE88D73E7600D70D2803D
118DC4E13E118D4"
20 FOR J=1 TO LEN A$/2
30 LET X=J*2
40 POKE 16513+J,CODE A$(X-1)*1
5+CODE A$(X)-476
50 NEXT J
```

Fig 3

```
1 REM :*)RRND55RNDSTR$,7Y,4
*SGN TAN GOSUB ?ACS ?4?NOT (CL
EAR </ REM INPUT NOT Y
215 *SGN />=?< LPRINT /USR
2 REM 11111111111111111111111111111111
1111111111
10 LET A$="A017A33CA015A01DA01
5A13CA015A01DA0A32300"
20 FOR J=1 TO LEN A$/2
30 LET X=J*2
40 POKE 16513+J,CODE A$(X-1)*1
5+CODE A$(X)-476
50 NEXT J
100 PRINT AT 7,0;
110 RAND USR 16514
```

CODING FOR BOX

NORMAL LINE	END LINE
0	□
1	◻
2	◻
3	◻
4	◻
5	◻
6	◻
7	◻
	8
	9
	A
	B
	C
	D
	E
	F

Fig 4

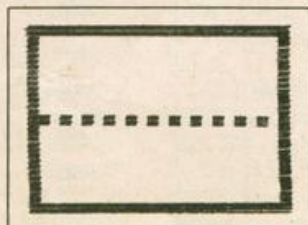
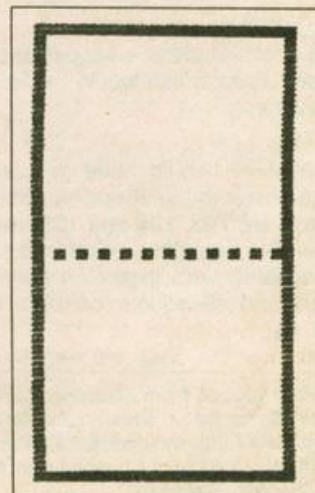


Fig 5a

Fig 5b





# Machine Code

Ian Stewart and Robin Jones present a new series for beginners

## Mneme and the micros

What can be held in a memory word? Well, any pattern of 16 bits, but those 16 bits can mean anything we want them to mean. If we want them to mean a 2's complement coded integer, then a word holds a number in the range — 32768 to 32767. If we want them to mean a positive integer with no sign bit then the number is in the range 0 to 65535. If we want, we can split the word into two 8-bit fields, each of which represents an alphabetic, punctuation or graphics symbol. As Tweedledee (or was it Tweedledum?) said: "When I use a word, it means just what I choose it to mean — neither more nor less." Perhaps Lewis Carroll was ahead of his time.

Now for the special-purpose A-register. This is used every time you do any arithmetic. The result of any sum you ask the machine to do is put into the A-register (sometimes it's called the *accumulator*). Most arithmetic operations work on two values — it's no good asking the machine to work out 3+, you need to say what 3 is to be added to. One of these values must be in the A-register before the addition operation is executed. So you can write an instruction such as:

ADD (1A3)

and the machine takes that to mean:

- 1) Add the contents of memory location 1A3 to the contents of the A-register (the brackets round 1A3 indicate that it is the *contents* of 1A3 and not the *number* 01A3 which is to be added).
- 2) Put the result back in the A-register.

We have just written our first machine level instruction. It's not actually in machine code, but it's close. Look at its general form. It consists of an operation code. *Add* and an address (1A3). Many instructions will look like that.

Incidentally, life is too short to say "operation code" too often. Everybody shortens it to *opcode*.

### An addition program

Let's think about a sequence of machine instructions which would model the Basic statement:

LET R = B + C

First we would have to assign actual addresses to *R*, *B* and *C*. Suppose that these are 103, 104 and 105, respectively. We have to get the contents of 104 into the A-register. Let's invent an *LD* (load accumulator) instruction to do this:

LD (104)

Reproduced from *Machine Code and better Basic*, by Ian Stewart and Robin Jones (price £7.50), by kind permission of Shiva Publishing Ltd, 4 Church Lane, Nantwich, Cheshire CW5 5RQ.

and add the contents of 105

ADD (105)

and finally we need a way of storing the A-register's contents back in 103. So we'll invent a "store" instruction:

ST (103)

Now we have a simple machine level program consisting of 3 instructions:

LD (104) [load B into A-register]  
ADD (105) [add on C]  
ST (103) [put the result in R]

How do we get the machine to run such a program? We are used to the idea that a program is stored in the machine *before* it's executed. After all, if you wrote the Basic statement:

10 PRINT "HELLO WORLD"

you'd be somewhat disconcerted if, as soon as you hit *Newline*, the message "HELLO WORLD" were displayed. You expect it to be held until you need it. So, by the same token, a machine level program has to be stored first. Where more natural to store an instruction than in a memory word (a word means what you want it to mean — remember)? Of course, that implies that the opcodes *Ld*, *Add* and so on have to be coded as bit patterns, but all we have to do is invent a table of bit patterns in a quite arbitrary way like this:

Opcode mnemonic	Binary code
ADD	0000
LD	0001
St	0010

and every time we think of a new opcode that's needed, we add it to the table.

This assumes that all opcodes have a 4-bit binary code. That allows 16 different patterns and therefore 16 distinct instructions. This is a small instruction set by modern standards but it will do for our hypothetical toy computer. We've got 16 bits in the word altogether, so 12 are left for the address portion of the instruction.

So *Ld* (104), once inside the machine looks like:

0001 000100000100  
opcode address (104 hex converted to binary)

Once you've seen one bit pattern, you've seen them all. From now on we'll write the hex versions of instructions. It's marginally less tedious.

Suppose we store our 3-instruction program from location 0FF onwards

	0FE
1104	0FF
0105	100
2103	101
	102
	103
	104
	105
	106

Now we need a way of saying to the machine: "Kick things off by executing the instruction in 0FF, then do the one in 100, then one in 101." That's what the PC-register, or *program counter*, is for. It acts as a kind of bookmark for the computer. We run the program in initialising the PC to the address of the first instruction. While the machine is obeying this instruction, the PC is automatically updated by 1, so that when the system returns to examine the PC, it will go and obey the next instruction, and so on.

There's a snag, though. While the last instruction (in 101) is being dealt with, the PC will be updated by 1 as usual, and so when the machine looks at it again, it will find 102, and leap off to execute the instruction there. What instruction? We didn't put one in 102. Ah! But there has to be a bit pattern in 102 left by a previous program, or just set up when the machine was switched on. So the machine will interpret this pattern as if it is an instruction, because that's what we've asked it to do. And then it will roll on through locations 103, 104 and 105 and that's where we're storing data. So if the number in 104 is 20FF, for instance, the machine will interpret this as:

ST (0FF)

which will copy the contents of the A-register into 0FF, thereby destroying the first instruction of our program! Obviously what we need is a "halt" instruction (we will use the mnemonic *HLT*) which stops the updating of the PC in its tracks. So the program now reads:

LD (104)  
ADD (105)  
ST (103)  
HLT

There's an important point to remember here. Precisely because we are using words to mean different things at different times, we have to keep a very careful eye on the implications the machine will draw from what we tell it to do. If we request it to *ADD* the contents of a location to the A-register, then it will assume that that location holds a number. It will make no tests; it cannot — any bit-pattern could represent a number. Similarly, any bit-pattern could represent an instruction, so if the PC points to a location, its contents will be executed as an instruction.

The rule is: *keep data and programs firmly apart*. If you don't, you can expect to be totally mystified at regular intervals. A whole program can disappear without trace while it is running.

To be continued next week

If you have any machine code sub-routines/tips/games, please send them to: *Machine Code, Popular Computing Weekly*, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.



# Peek & poke

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

## BINATONE WE KNOW NOT

Barry Keating of Harlow, Essex, writes:

**Q** After reading your news item about the Binatone (*Popular Computing Weekly*, July 15), I decided to wait for it. But, recently neither you nor anyone else has carried any information on the Binatone for some time. Do you know when it is going to come out? Failing this, have you any details on the Oric 1? Is it worth waiting, or should I go ahead and order a computer that is already on the market, such as the new Commodore 64, or ZX Spectrum?

**A** My advice is to go ahead and look for a computer that is available now. We have tried to follow up the Binatone story, but we have no new information. The only two new micros liable to appear in the next few weeks are the Jupiter Ace and the Lynx. Both these machines were at the Barbican show, September 9-12.

## WAITING, WAITING

James Knights of Badger Bank, Ipswich, Suffolk, writes:

**Q** I have been waiting for my Spectrum for many months and I am now very frustrated. I have been thinking about getting another computer and have been looking around for one. I am quite interested in buying an Atari 400, and I wonder if you could answer a few questions about it for me.

Does it have a *Verify* command, does it have a flashing ability and how many colours can it display at once? Also, the Spectrum leaflet says that you cannot define your own graphics. Is this true?

**A** If you want a computer which is geared to playing games, then the Atari is a computer to consider. But, keep in mind the cost of Atari cartridges.

I would also check if you can get your money back from Sinclair. You might find that after all this time it is going to be quicker to get your Spectrum, rather than cancelling

your order and reclaiming your money. It does seem at last as if some of the large backlog of orders is being cleared.

The Atari does not have a *Verify* command, nor a flashing ability. It can only display five colours, and does not have a user defined graphics function as such. To go some way towards compensating for these defects, the Atari has a higher resolution than the Spectrum and much better sound. Each of the colours has a 'luminance', which is essentially a Bright/Dim level that has 15 different variations.

User defined graphics are also possible, either by using a *Poke* command or else by using a character set generator module (16K) with a joystick.

## NO VINTAGE PROBLEM

H Marsland of Broomfield Close, Chelford, Macclesfield, Cheshire, writes:

**Q** I have just bought a ZX81 and, though I have two degrees (1935 vintage), I am finding the manual difficult to understand. I am now at the stage where I can *Save* a program onto tape, and then get it to go back on to the computer.

Today I bought *Popular Computing Weekly* and found it full of discussion on the ZX Spectrum. I wondered if you had any further details, and whether or not you think it advisable to buy one.

**A** Do not worry about not understanding the ZX manual. Many people who have degrees of far more recent vintage than yours have found difficulty with the manual. The books I usually advise to help out are *Getting Acquainted with your ZX81* by Tim Hartnell, from Interface, 44/46 Earls Court Road, London W8 and *Byteing Deeper into your ZX81* by Mark Harrison, from Sigma Press, Alton Road, Wilmslow, Cheshire SK9.

If you have read further issues of *Popular Computing Weekly*, you will probably have gained an idea as to what this latest Sinclair computer can do. As to whether or not you think that you should buy one, my advice is to wait until

you have a good understanding of your ZX81. A Spectrum can do everything a ZX81 can do, and a lot more besides.

## LINKUP EARMIC

David Heath of Bagley Close, Kennington, Oxford, writes:

**Q** I am wondering if it is possible to link two ZX81s together via the Ear and Mic sockets? Then programs could be played from one computer to another, without having to *Save* and *Load* cassettes. I would be very grateful if you could give me any advice.

**A** It is worth trying, but I cannot tell you what would happen as I do not know of this being tried. However, it could not be done directly, because of the signal levels of the Mic and Ear sockets.

I would suggest that you put the computer with the program, into *Save* mode, so the signal is going down the Mic lead. The output of this socket is very low, so a small amplifier would be needed to boost the signal up to the 4-6 volts required by the Ear socket.

Next, put the computer that is receiving the program into *Load* mode. This is the only way that I could see you succeeding. If you try it, please let me know the results, whatever the outcome.

While on this subject, J R Patterson of Pembroke Avenue, Great Yarmouth, wants to know if a ZX81 can be used with his Sony TC 630 reel to reel tape recorder. And Robert Fender of Castle Lea, Newport, Gwent, wants to know about using the Spectrum with his Phillips N2210 which has Din standard plugs.

In both cases it is a matter of checking the output of the sockets, which must be 4-6 volts. If the reel to reel runs directly off the mains and does not have a transformer then it will probably output at 240 volts, which will not do your 4-6 volt computer input a lot of good.

Din standard plugs on the other hand tend to work on a very low output, usually less than two volts. This would be insufficient and, as mentioned earlier, some sort of amplifier would be needed.

## I'VE FINISHED WAITING

Jane Kennedy of Newton Mearns, Glasgow, writes:

**Q** I have just got my BBC micro, after weeks and weeks of waiting, and I think that it will be worth the delay. I have been told by someone that it is possible to specify your own modes on the BBC computer. Is this correct? If so, can you give me a listing, or a book, that will explain it to me?

**A** It is possible to specify your own modes by altering register six of the 6845 chip. This is the register that sets up the number of character rows in a frame. It can have a value from 0 to 127, though there are some important limitations which can lead to parts of the line being displayed off the screen, or lines being repeated. The book that deals with this subject in detail is *The BBC Micro revealed* by Jeremy Ruston, available from Interface publications.

## ONE BITE OF AN APPLE

Simon Harriss of Greencroft, Brampton, Cumbria, writes:

**Q** I have had considerable experience on the Apple II micro. I have recently bought a BBC micro and would like to think that I have got to grips with it. One thing still puzzles me. Can you tell me, simply, how to save and record data on cassette file? I cannot make sense of the provisional user guide instructions.

**A** By now you should have your guide. I have not seen it yet, but I hope it is clearer than the provisional guide.

You open a file with:

A=OPEN OUT ("name")

where A is the variable, and *Open out* can be replaced with *Open in*. This is then followed by:

PRINT #A, data

or

INPUT #A, data

The file must be closed with

CLOSE #0.



# Classified

## BOOKS FOR DRAGON 32 AND TANDY COLOUR COMPUTER

101 Colour Computer Programming Tips and Tricks £6.95  
55 Colour Computer Programmes, Home School, Office £6.95  
55 more Programmes, Home, School, Office £6.95

The Colour Computer Songbook 40 songs £5.95  
My Buttons are Blue (Poetry Generator) £3.95  
Colour Computer Graphics £7.95  
Other books for: PC1211, PC1500, Casio FX702 and Apple  
Please add 50p per book post and packing maximum £1.50

Sole UK agents. Dealer enquiries welcome

## ELKAN ELECTRONICS

Free post (No stamp required)  
28 Bury New Road, Prestwick,  
Manchester M25 6L2  
Tel: 061 798 7613. Prestel No. 258 2022

## SPECTRUM CHARACTER GENERATOR.

Modify selected characters or re-define the complete character set with an 8X magnification display. Save your character sets on tape for later use. If you need specialist alphabets or graphic characters for games then this program is a must. Cassette with full instructions £3.45. J. Taylor, 28 Azalea Close, London W7 3QA.

**ZX81 GAMES KEYPAD.** Cased unit connects simply to computer. Enhances programs greatly. £9.99. G Christy, 9 Indells, Hatfield, Herts.

**SPECTRUM SOFTWARE.** Five Arcade type games, including Planet Base Alpha (using hi-res). All original for £3.95. D. Roberts, 27 Reabrook Avenue, Shrewsbury.

**ZX81 16K plus software and workcentre.** £110 ono. Oswestry (0691) 4635 evenings.

**VIC20 Lightpen.** £8; 44 columns £5 + arcade quality software (M/C). List: Grabosch, Rubensstr, 10 Hanover, Germany.

**ZX81 PROGRAMMERS' exchange:** "Basic Tricks" and program. Sae + 10p stamp. Nick Godwin, 4 Hurkur Crescent, Eyemouth, Berwickshire.

**ACORN ATOM 12K + 12K, 4K ROM.** Toolkit, tapes, books, £175. Also O.U. Hektor, with units, £100. 232 Kingsway, Burnage, Manchester 19.

**2K RAM ZX81,** 5 games £5. 2K RAM upgrade £6.50. Mr T. Webb, 194 Hagden Lane, Watford, Herts.

**ADVENTURE FOR VIC20 + 3K on C60 cassette only** £4.95. G. Allick, 6 Amesbury Crescent, Middlesbrough TS8 9HR. Tel: (0642) 590048.

**SPECTRUM Munchman, Monster Maze, Othello, Zombies, Ski, Dictator, Mastermind.** £3.95 each. A. Shaw, 8 Yeadon Drive, Southowram, Halifax, W. Yorks HX3 9QX.

**SPECTRUM 48K Fruit Machine** nudge hold gamble facilities on cassette with Roadrace only £1.50. A. Haigh, 70 Bradford Road, Guiseley, Leeds LS20 8LA.

**WANTED.** April issue of Laserbug Newsletter. Write: W. Thompson, 2 Sandown Close, Sandy, Beds, SG19 1QT.



## NEW GENERATION SOFTWARE

from the author of  
**3D MONSTER MAZE**  
and **3D DEFENDER**  
for the ZX81 comes a game for the 16K

### SPECTRUM

**ESCAPE** — Can you escape from the maze inhabited by five dinosaurs including a TRICERATOPS, who hides behind the hedges and a PTERANODON, who soars over the maze to swoop down on you?

Please send £4.95 to:  
**NEW GENERATION SOFTWARE (Dept PCW)**  
FREEPOST (no stamp required)  
OLDLAND COMMON, BRISTOL BS15 6BR

**BBC "TESS".** Are you bursting with imagination and flare for graphic designing or just wanting a completely different type of program? TESS is for you. Design a shape, choose colours, pattern and size, then watch the screen fill with copies of your design interlocking together. Model B only, £8.50 inc. Cheque/PO/Transcash no.61 413 1707 H&H Software, Dept. W, 53 Holloway Run-corn, Cheshire.

**ZX81 1K manuals, PSU, leads, tape, books,** £25. 0294 54301.

**ZX81 16K Sinclair built,** including manual, £60. Tel: Wilmslow (0625) 525669.

**TRS.80 L11 16K PSU,** green screen monitor, £200 of software, only £175. 0294 54301.

**SPECTRUM PROGRAMMES CASSETTE.** Assassin, Maze, Tanks, Hunted, Battleships, Breakout, Graphics, Arithmetic, £3.25. Cheque or PO to A Hippack, 43 Folgate Road, Heacham, Norfolk.

**MEMOTECH 64K MEMOPAK** — brand new, unopened and unused — unwanted prize, just arrived. £65, immediate delivery. David Stevenson, Fairmile, Brookfield Crescent, Stran-raer DG9 0HY.

**VIC20 plus 3K Ram, Joystick,** plus £30 worth of programs, including Packman and Invader Fall plus VIC Revealed, worth over £270, will accept £160 ono. Tel: 061 225 9315, 6—7 pm.

**ZX-SPECTRUM AND SHARP MZ-80K SOFTWARE LIBRARY.** Low cost weekly hire from only 50p. Send stamp for free catalogue. Kernow Software, 55 Eliot Drive, St Germans, Saltash, Cornwall.

**VIC20, cassette, 3K Ram pack, Joy-stick, software, etc,** excellent condition, £220. Hastings 440150 after 5 pm.

**ZX81 16K SOFTWARE** five games-machines code: 'Meteor' and 'Death Star' (includes MC list/write). Basic games: 'Snake', 'Maze' and 'Dragon Maze' only £4.95 from M. Sudworth, 17A Crowell Road, Oxford.

**ZX81 VIDEO INVERTER.** Saves your eyes, increases safe level, displays sharp white characters on solid black background screen. Kit £4, built £5 (includes VAT and P&P, instructions). Reviewed in Popular Computing Weekly, August 26. Send cheque/postal order to D. Finch, 6 Stanton Road, Thelwall, Warrington, Cheshire WA4 2HS.

**ZX80 8K ROM 16K RAM, manuals, programs,** £60. Northwich 3906.

## SPECIAL OFFER!!

### the new DRAGON 32

Get switched on to a 6809E colour cpu with hi-res graphics and quality keyboard!

Just £195 inc VAT (+ delivery £2)

OR  
Send your working ZX81 and £175 to us instead, before Clive cuts the price again (?)

### H. COOMBS

4 Northgate Drive, Camberley, Surrey GU15 2AP

## BBC SOFTWARE

**Educational and Leisure programs**  
Space Academy 32K, Driving Test 32K, Goldmine 32K, England 32K, Battle Ships 32K, Film Buffs 32K, and more. Programs £4 inc. 2 for £6 inc S.A.E. for details.

Sent by return of post after cheques/POs cleared. Mail order only.

### SWIFT LINK SOFTWARE

118-120 WARDOUR STREET, W1V 4BT

**STACK STOREBOARD** for Vic, 3K+, 16K Ram. Cost £89, sell for £65 ono. Tel: 0740 53133.

**FOR PC-1211.** Six listings including Calendar for any year (needs printer), only £1 to R. Haydon, 21 Manchester Mansions, London N19 3SW.

**ZX81 VENTURE.** Genuine 16K adventure type game. Fantastic screen effects on cassette £5. Bobker, 29 Chadderton Drive, Unsworth, Bury, Lancs.

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

**CHEMISTRY,** 4 different programs covering formulae, moles, calculations, volumes (for ZX81 or Spectrum). Programs £5 each with extensive notes or send SAE for details.

**16K SPECTRUM, Air-Raid, Simon, Lunar-Lander.** All for £1. Send SAE plus reword cassette to R. S. Allen, Up-way Corner, Upway, Chalfont St Peter, Bucks, SL9 0AG.

**DAI,** used demonstration only, plus joystick, Adventure cassette and handbook. Bargain, £590. Everyman Computers, Edward Street, Westbury, Wilts. Tel: 0373-864644.

**VIC20 COMPUTER,** Datasette, Arfon expansion unit. 16K RAM, 3K RAM, super expander, and programmer's aid cartridges. 5 games cassettes. Several books. Only £395. Telephone (0732) 850513.

**SPECTRUM OZ CONNECTOR.** No more plug pulling, load save, inbuilt mic/speaker, jackplug to amplify beep, £18, see for details. J. Incledon, Long Beach, Warren Road, Blean, Somerset. Tel: 027-875477.

**ZX81 1K.** 12 superb games, including Breakout and Invaders. Original games. Original graphics. No quibble money back guarantee. £5. On quality cassette. Living Software, 3 Woodstock Close, Wordsley, Stourbridge, West Midlands DY8 5HZ.

**UNIX VIC20 SOFTWARE.** Pacman, Space Shoot-out, Space Raiders, Missile Defence, all in hi-res graphs. All on one cassette, £5.50. 0706 85 3325.

## WANTED DRAGON SOFTWARE

We will buy outright or pay a good royalty for any first class Dragon 32 Software.

Phone (0279) 52401

Or write to:

**GEM SOFTWARE**  
22 PRESTWICK DRIVE  
BISHOPS STORTFORD  
HERTS

**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.

## Computer Swap

**SPECTRUM 48K,** unused, in original packing, £175. Call Justin 01-499 0980, 9am to 5 pm.

**GENIE 1 16K,** as new. Software + books. £180 ono. Tel: Bristol (0272) 276953.

**VIC20 3.5K,** unwanted present, only six months' old. In full working order, still under guarantee, £140. 061-789 4120.

**FULLER 16K ZX81 + all leads and manual.** Worth over £140. Mint condition. Will accept £90. Tel: 051-526 3327 for details.

**UK 101,** cased, 8K RAM, monitor 2, soundboard, 300/600 Baud, £130. Tel: 01-455 7544.

**COMMODORE PET,** 2001 series, new ROM, 32K, tool-kit, superchip, green screen, £400 ono. Mr Newman, 01-953 7320 (day or evening).

**SPECTRUM 48K,** brand new, best offer for immediate delivery. Crowthorne (03446) 3475 (day or evenings).

**VIC20, CASSETTE DECK,** 8K RAM cartridge, books etc. Cost £320. Sell for £200. D. Yardley, 48 Park Road, Chandlers Ford, Hants. Tel: Chandlers Ford (85) 4532.

**VIC20 COLOUR COMPUTER,** 20K RAM, hi-res graphics ROM RS232 interface. Cassette player, joystick, manuals and software, £250. Kidderminster 515285.

**ZX81 16K,** £65. Mr Chiv, 59 Shaw Road, Heaton Moor, Stockport. Tel: Stockport 431 9075 after 5 pm.

**SHARP MZ 80K.** 48K + 2 basic extensions, £250. Buyer to collect. Ring Malcolm on Barnsley 43789 after 5 pm.

**ACORN ATOM 12K RAM 8K ROM,** several Bug-Bye games, £130 or swap for Vic20, Mr Kimmis, 50 Leamington Road, Ainsdale, Southport, Merseyside. 0704 78533.

**VIC20** with cassette unit and 3K RAM, £180. Telephone 0264 82283 before 5 pm.

**ZX81 16K RAM,** 7 months old, £65 including £35 worth of software. Andrew Norris, 10 Shaa road, London W3. Tel: 743 6968.



**ZX81 16K**, in/outport, keyboard, software, 9 books, bargain at £85 ono. Mr D Jewitt, 28 Earls Court Gardens, London SW5. 01-373 2760.

**TI/59 WITH PRINTER** — swap for Vic20 or TI/99 or similar micro. Tel: Mr Thiru 01-580 0055 ext 28 (daytime).

**VIC20 WITH CASSETTE UNIT**, 3K + 16K RAM cartridges, super expander cartridge, monitor, prog. aid + software, flags, books. Worth £520. Yours for under £400. Mr De Rosa 01-882 0083.

**VIC20 SYSTEM** complete with tape unit and disk drive, 20K RAM expansion plus games cartridges and cassettes, also joystick. 3 months old, £500 ono. Tel: Romford 24957.

**CASIO FX602P**. Boxed, almost new with manuals. Offers invited. Phone Hull (0482) 781517 after 5.30 pm (not Sundays, Tuesdays, Wednesdays).

**ZX81 PLUS 16K RAM** and £150 worth of software. Yours for only £150. Phone Neil Caldwell on 061-773 5242 after 6 pm.

**ZX80 PLUS 8K ROM** slow (Comp Shop simulator) + 16K RAM for £75. Phone Tony Honnor on 0462 834433.

**ATARI TV GAME SYSTEM** with Combat and Space Invader cartridges rarely used. Very good condition, £80 ono. Tel: Medway (0634) 70145.

**VIDEO GENIE 16K RAM** with selection of software, £180. Contact G Turner, 6 Vale Avenue, Bury, Lancs. Tel: 061-764 6417.

**16K ZX81** plus programs, 4 months old, £60.00. F. Ford, 6 Shelley Crescent, Southall, Middlesex.

**ZX81 SINCLAIR 16K** + manuals and lead, also book and mags, £60. Tel: Codsall 5891. Simon Darksides, 12 Bromley Gardens, Copsall, Nr Wolverhampton, Staffs WV8 1BE.

**ZX81**, 16K RAM pack, Haven keyboard with keyboard repeat and sounder, inverse video, plus case. Yours for £130. Mr P Deusi, 36 Timber Croft Lane, London SE18. Tel: 01-854 5854.

**UK 101 32 x 48**, New basics 1345 Segman, tool kit, sound board, cased, 7 amp power supply, PSU originally £300+, offers around £100. Mr Barker 0773 853258.

**DAI PERSONAL COMPUTER**, 48K six months old, cost £684. Bargain at £390. Phone 0295 4947.

**VIC20 UNEXPANDED**. Perfect condition, £200 ono. G. Williamson, 12 Trafford Road, Willerby, Hull. Tel: (Hull) 650825.

**ZX81 SINCLAIR BUILT**, unused, fully guaranteed, boxed with leads and manual and 16K; £50 ono. Preferably collected. Phone 01-555 1367 anytime.

**PET, SERIES 2001**, 8K, external cassette deck plus many programs, £220. Tel: 01-940 2077 after 4 pm.

**WANTED 16K RAM PACK**, around £15. Tel: Battle (04246) 2717.

**TRS-80**, Level 1, 4K Ram, £115 ono. G. Carrott, Newcastle-upon-Tyne (0632) 852003.

**VIC20**, cassette deck, basic learner I, £180. S. Robinson, 01-736 3889 (evenings).

**UK101**, 8K, cased, 14K Rom, assembler in Eprom, basic 5 and sound, £100 ono. Tel: 01-941 0730

# POPULAR Computing WEEKLY

## BACK NUMBERS

MAKE SURE OF A  
REAL COLLECTORS' ITEM —  
THE FULL SET OF PCW

We will mail any of the numbers you're missing from Issue 1 to the latest — for just **50p** an issue, including p & p.

(We have no more copies of Issues 2, 6, 7 or 11)

Send cheques/Postal Orders to:

**Back Numbers**  
**Popular Computing Weekly**  
**Hobhouse Court**  
**19 Whitcomb Street**  
**London**  
**WC2 7HF**

## COMPUTER SWAP 01-930 3266

Do you want to buy or sell a microcomputer? You can do it **FREE** in Computer Swap, a new regular service for *Popular Computing Weekly* readers.

All you have to do is phone Computer Swap on 01-930 3266 and give us details of your computer, the price you want for it, your name, address and telephone number.

Computer Swap entries are limited to a maximum of 30 words. They will be published in the first available issue.

# POPULAR Computing WEEKLY

## CLASSIFIED ADVERTISING

Computer Swap — Free/Private reader — 10p a word/Trade Advertisement — 20p a word/Semi-display — £5 a single column centimetre, minimum two-column centimetres.

**Computer Swap** — buy or sell your computer for free through Computer Swap. See box on left for details.

**Private readers** — other advertisements from private readers cost 10p a word.

**Trade advertisements** — cost 20p a word.

**Semi-display** — why not make your advertisement more substantial by choosing the semi-display rate. It is only £5 a single column centimetre.

Send your classified entries to Classified Department, *Popular Computing Weekly*, Hobhouse Court, 19 Whitcomb Street, London WC2. For semi-display enquiries call Alastair Macintosh on 01-930 3840.

### Here's my classified ad.


Please continue on a separate sheet of paper

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

**Name**.....

**Address**.....

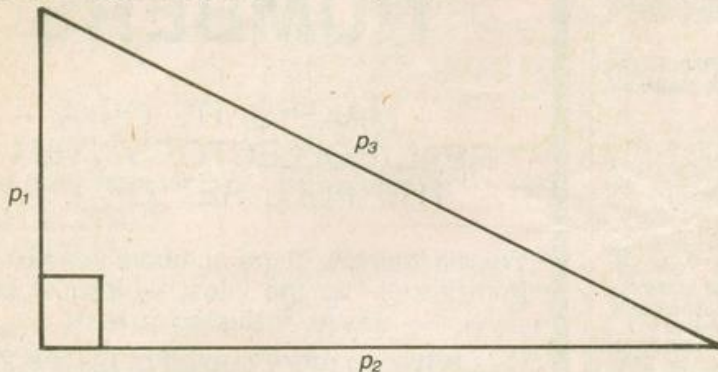
**Telephone**.....



## Primordial thinking

by Gordon Lee

The last of these columns looked at prime numbers, leaving you with the proof of why it is impossible for a right-angled triangle to have all three sides both integers and prime.



By Pythagoras' theorem,  $p_1^2$  plus  $p_2^2$  equals  $p_3^2$ . Apart from 2 (the lowest prime), all primes are odd, so both  $p_2$  and  $p_3$  (the two larger sides of the triangle) must be odd. The square of any odd number is also odd, so  $p_1$  must be even since the sum of two odd numbers is always even. Therefore,  $p_1$  must be 2. But from Pythagoras  $p_2$  and  $p_3$  must have squares that have a difference of 4 and a quick examination of a table of squares shows that such a triangle is impossible. If  $p_1$  equals  $p_2$ , irrespective of whether they are both odd or even, the sum of their squares, and so  $p_3$ , is even. This also cannot be.

Primes are difficult to identify and it is not surprising that, for centuries, mathematicians have tried to find a simple formula to generate them. The French mathematician Fermat believed in 1640 that he had succeeded with the formula:

$$2^{2^n} + 1 = \text{prime.}$$

These Fermat numbers progressed as follows:

$$\begin{aligned} n = 0 & 2^{2^0} + 1 = 2^1 + 1 = 3 \\ n = 1 & 2^{2^1} + 1 = 2^2 + 1 = 5 \\ n = 2 & 2^{2^2} + 1 = 2^4 + 1 = 17 \\ n = 3 & 2^{2^3} + 1 = 2^8 + 1 = 257 \end{aligned}$$

Unfortunately, the sixth Fermat number, 4,294,967,297, is not prime. Its factors 641 and 6,700,417 were not identified for over a hundred years, so Fermat died not knowing that his

formula had failed.

There is no limit to the number of primes. No matter how high we go, there will always be a higher prime. The proof is quite simple. Multiply together all known primes up to a certain value, say  $N$ . Add one to the total. This number,  $N + 1$ , is either a prime or a composite number with one prime factor larger than  $N$ .

In 1978 two American teenagers reported that  $2^{21701} - 1$  is a prime. This number, with 6533 digits, is thought to be the largest known prime.

## Puzzle No. 25

There are 168 primes between 0 and 1000. Between 1000 and 2000 there are considerably fewer. As is often the case with primes, there is however no recognisable pattern.

How many primes are there under 10,000? Present the results in the form of a table listing

the number of primes in each successive range of 1000 integers — 0 to 1000, 1000 to 2000 and so on.

## Solution to Puzzle No 21

In the program to find the solution the cards are assigned an order from 1 to 52 in the Dim statement  $A(N)$ . Lines 80 and 90 simulate the rearrangement of the cards during one shuffle — and the new order is lodged in the dimensioned  $B$  array. This is then transferred back to  $A$  (Lines 120 to 140). When card  $N$  corresponds to  $A(N)$  then the cards will be back in order (Line 160).  $S$  keeps a record of the number of shuffles.

```
10 LET S = 0
20 DIM A(52)
30 DIM B (52)
40 FOR N = 1 TO 52
50 LET A (N) = N
60 NEXT N
70 FOR N = 2 TO 52 STEP 2
80 LET B (N-1) = A(26 +(N/2))
90 LET B (N) = A(N/2)
100 NEXT N
110 LET S = S + 1
120 FOR N = 1 TO 52
130 LET A (N) = B(N)
140 NEXT N
150 FOR N = 1 TO 52
160 IF A (N) <> N THEN GOTO 70
170 NEXT N
180 PRINT "NUMBER OF SHUFFLES IS "; S
```

For a pack of 54 cards all values of 52 in the program are changed to 54, and the value 26 (in Line 80) is increased to 27.

Using the program it takes 52 shuffles to restore a pack of 52 cards to its original order and, strangely, only 20 shuffles are needed to restore a pack of 54 cards.

## Winner of Puzzle No 21

The winner is: Dave Woolcock, Bank Place, Ashton, Preston, who receives £10.

THE CHROMOSOME HAS PROBLEMS

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

Laurence Lerner & Jones Mueschuld  
PUBLISHED BY THE HARVESTER PRESS, 16, SHIP ST.,  
BRISTOL. TEL: 0271 723031. £2.45

WHICH HE FEELS ARTHUR WILL UNDERSTAND

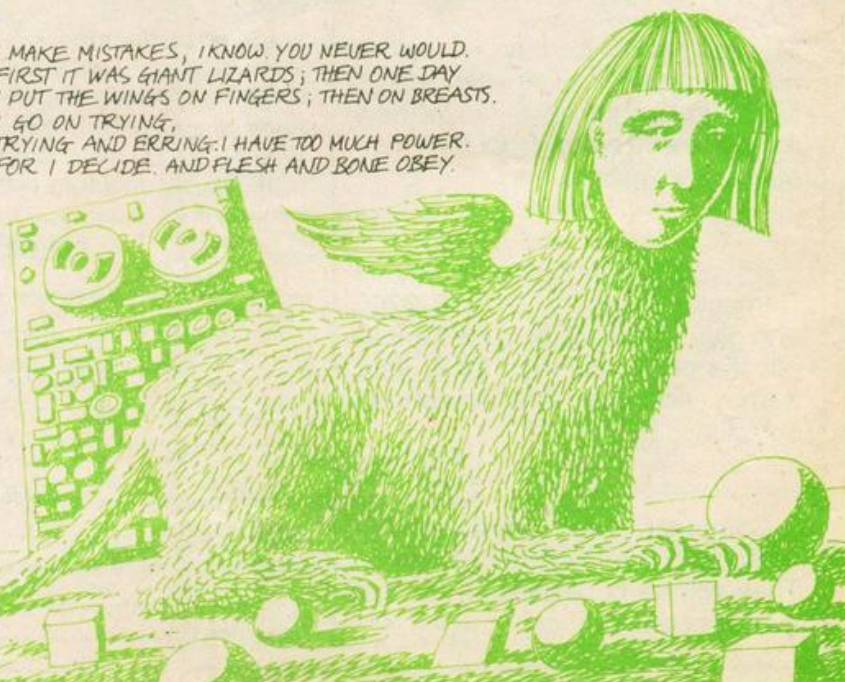
I DO MY BEST. IT ISN'T EASY, THOUGH.  
FLESH IS SO STUPID.  
NOT THAT WAY — NOT FINE.  
LIFT THEM, AND FEEL; IT'S DRY; IT'S AIR.  
YOU LEFT THE SEA TEN MILLION YEARS AGO!

ARMS. WRISTS. THUMBS. REMEMBER  
YOU HAVE TO HOLD BRANCHES, HANDS,  
KNIVES, SHEEP, PENS, LAND.  
YOU HAVE TO PLANT, KILL, WEIGH. EVENTUALLY  
DISCOVER ME.

AND AS FOR TEETH, REMEMBER  
DOWN IN YOUR BELLY THERE ARE DARK MACHINES  
GRIND MEAT TO PULP AND BLOOD.  
YOU DON'T EAT FUR, OR BONES;  
YOU COOK YOUR FOOD.

HAVE YOU FORGOTTEN? THINK  
THAT DOMED SKULL IS FOR BRAIN.  
A HUNDRED THOUSAND MILLION CELLS NEED ROOM.  
STRETCH WIDER. ARCH. REACH HIGH.  
TO THINK OF THE STUPIDITY OF BONE.

I MAKE MISTAKES, I KNOW YOU NEVER WOULD.  
FIRST IT WAS GIANT LIZARDS; THEN ONE DAY  
I PUT THE WINGS ON FINGERS; THEN ON BREASTS.  
I GO ON TRYING,  
TRYING AND ERRING. I HAVE TOO MUCH POWER.  
FOR I DECIDE. AND FLESH AND BONE OBEY.





# 100 FREE PROGRAMS

## FROM SILICA SHOP — WITH EVERY PURCHASE OF AN

# ATARI 400/800




### ATARI PRICES REDUCED!

We at Silica Shop are pleased to announce some fantastic reductions in the prices of the Atari 400/800 personal computers. We believe that the Atari at its new price will become the U.K.'s most popular personal computer and have therefore set up the Silica Atari Users Club. This club already has a library of over 500 programs and with your purchase of a 400 or 800 computer we will give you the first 100 free of charge. There are also over 350 professionally written games and utility programs, some are listed below. Complete the reply coupon and we'll send you full details. Alternatively give us a ring on 01-301 1111 or 01-309 1111.

**ATARI 400** £199  
with 16K

**ATARI 400** £248  
with 32K

**ATARI 800** £449  
with 16K

## 400/800 SOFTWARE & PERIPHERALS

Don't buy a T.V. game! Buy an Atari 400 personal computer and a game cartridge and that's all you'll need. Later on you can buy the Basic Programming cartridge (£35) and try your hand at programming using the easy to learn BASIC language. Or if you are interested in business applications, you can buy the Atari 800 + Disk Drive + Printer together with a selection of business packages.

Silica Shop have put together a full catalogue and price list giving details of all the peripherals as well as the extensive range of software that is now available for the Atari 400/800. The Atari is now one of the best supported personal computers. Send NOW for Silica Shop's catalogue and price list as well as details on our users club.

### THE FOLLOWING IS JUST A SMALL SELECTION FROM THE RANGE OF ITEMS AVAILABLE:

<b>ACCESSORIES</b> Cables Cassettes Diskettes Joysticks La Stick - Joystick Misc Supplies Paddles	Mountain Shoot Rearguard Star Flite Sunday Golf	<b>BUSINESS</b> Calculator Database Management Decision Maker Forest Fire Invoicing Librarian Mort & Loan Anal Nominal Ledger Payroll Personal Finl Mgmt Purchase Ledger Sales Ledger Statistics 1 Stock Control Tetelink 1 Visicalc Weekly Planner Word Processor	<b>DYNACOMP</b> Alpha Fighter Chompelo Crystals Forest Fire Intruder Alert Monarch Moonprobe Moving Maze Nominos Jigsaw Rings of The Emp Space Tilt Space Trap Stud Poker Triple Blockade	Maths-Tac-Toe Metric & Prob Solvg Mugwump Music Terms/Notatin Musical Computer My First Alphabet Number Blast Polycalc Presidents Of U.S. Quiz Master Starware Stereo 3D Graphics Three R Math Sys Video Math Flash Wordmaker	Scream States & Capitals Touch Typing	<b>EMI SOFTWARE</b> British Heritage Cribbage/Dominos Darts European Scene Jg Hickory Dickory Humpty Dumpty Jumbo Jet Lander Snooker & Billiards Submarine Command Super Cubes & Tilt Tournament Pool	Castle Centurion Checker King Chinese Puzzle Codecracker Comedy Diskette Dice Poker Dog Daze Domination Downhill Eastern Front Galahad & Holy Grl Graphics/Sound Jax-O Jukebox Lookahead Memory Match Midass Touch Minotaur Outlaw/Howitzer Preschool Games Pro Bowling Pushover Rabbottz Reversi II Salmon Run 747 Landing Simul Seven Card Stud	Sleazy Adventure Solitaire Space Chase Space Trek Sultans Palace Tact Trek Terry Wizards Gold Wizards Revenge	Jawbreaker Mission Asteroid Mouskattack Threshold Ulysses/Golden Fl Wizard & Princess	<b>PROGRAMMING</b> AIDS from Atari Assembler Editor Dasmber (APX) Microsoft Basic Pascal (APX) Pilot (Consumer) Pilot (Educator) Programming Kit		
<b>ADVENTURE INT</b> Scott Adams Adv No 1 Adventureland No 2 Pirate Adv No 3 Mission Imp No 4 Voodoo Cast No 5 The Count No 6 Strange Ody No 7 Mystery Fun No 8 Pyramid of D No 9 Ghost Town No 10 Sav Island 1 No 11 Sav Island 2 No 12 Golden Voy Angle Worms Deflections Galactic Empire Galactic Trader Lunar Lander	<b>AUTOMATED SIMULATIONS</b> Crush Crumble Cmp Dates of Ryn Dragons Eye Invasion Orion Rescue at Rigel Ricochet Star Warrior Temple of Apsai Upper Reaches Aps	<b>BOOKS</b> Basic Ref Manual Compute Atari DOS Compute 8k Atari Compute Magazine De Re Atari DOS Utilities List DOS2 Manual Misc Atari Books Op System Listing Wiley Manual	<b>CRYSTALWARE</b> Beneath The Pyram Fantasyland 2041 Galactic Quest House Of Usher Sands Of Mars Waterloo World War III	<b>EDUCATION from APX</b> Alpicalc Atlas of Canada Cubbyholes Elementary Biology Frogmaster Hickory Dickory Inst Compng Dem Lemonade Letterman Mapware	<b>EDUCATION from ATARI</b> Conv French Conv German Conv Italian Conv Spanish Energy Czar European C & Caps Hangman Invit To Prog 1/2/3 Kingdom Music Composer	<b>ENTERTAINMENT from APX</b> Alien Egg Anttank Avalanche Babel Blackjack Casino Block Buster Block 'Em Bumper Pool	<b>ENTERTAINMENT from ATARI</b> Asteroids Basketball Blackjack Centipede Chess Entertainment Kit Missile Command Pac Man Space Invaders Star Raiders Super Breakout Video Easel	<b>ENTERTAINMENT from ATARI</b> Asteroids Basketball Blackjack Centipede Chess Entertainment Kit Missile Command Pac Man Space Invaders Star Raiders Super Breakout Video Easel	<b>PERIPHERALS</b> Centronics Printers Disk Drive Epson Printers Program Recorder RS232 Interface Thermal Printer 16K Memory RAM 32K Memory RAM	<b>SANTA CRUZ</b> Basics of Animation Bobs Business Display Lists Graphics Machine Kids 1 & 2 Horizontal Scrolling Master Memory Map Mini Word Processor Page Flipping Player Missile Gr Player Piano Sounds Vertical Scrolling	<b>PERSONAL INT from APX</b> Adv Music System Banner Generator Blackjack Tutor Going To The Dogs Keyboard Organ Morse Code Tutor Personal Fitness Prg Player Piano Sketchpad	<b>SILICA CLUB</b> Over 500 programs write for details
										<b>ON LINE SYSTEMS</b> Crossing Pines Froger		

## FOR FREE BROCHURES - TEL: 01-301 1111

### FREE LITERATURE

I am interested in purchasing an Atari 400/800 computer and would like to receive copies of your brochures and test reports as well as your price list covering all of the available Hardware and Software:

Name .....

Address .....

Postcode .....

DEPT PCW 1082

# SILICA SHOP

For free brochures and reviews on our range of electronic products, please telephone 01-301 1111. To order by telephone, just quote your name, address, credit card number, and order requirements and leave the rest to us. Post and packing is FREE OF CHARGE in the UK. Express 24 hour delivery available at an additional charge.

● **SHOP DEMONSTRATION FACILITIES** — we provide full facilities at our shop in Sidcup, Monday to Saturday 9am to 5.30pm (closing Thursday 10pm, Friday 8pm).

● **MAIL ORDER** — we are a specialist mail order company and are able to supply goods direct to your door.

● **MONEY BACK UNDERTAKING** — if you are totally unsatisfied with your purchase, you may return it to us within 15 days. On receipt of the goods in satisfactory condition we will give you a full refund.

● **PART EXCHANGE/SECOND HAND MACHINES** — we offer a part exchange scheme to trade in many makes of T.V. game for personal computers.

● **COMPETITIVE PRICES** — our prices, offers and service are very competitive. We are never knowingly underpriced, and will normally match any lower price quoted by our competitors.

● **HELPFUL ADVICE** — available on the suitability of various computers.

● **AFTER SALES SERVICE** — available on all computers out of guarantee.

● **FINANCE** — all prices quoted above include VAT at 15%.

● **CREDIT FACILITIES** — we offer credit over 12, 24 or 36 months, please ask for details.

**SILICA SHOP LIMITED**  
DEPT PCW 1082, 14 The Mews, Hatherly Road, Sidcup,  
Kent DA14 4DX. Telephone 01-301 1111 or 01-309 1111