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Magazine  
of the Year  
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# POPULAR Computing WEEKLY

40p

21-27 June 1984 Vol 3 No 25

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★ STAR  
Brickie on  
BBC B  
see page 10  
GAME ★

## News Desk

### Thorn EMI imports from States

THORN EMI's software distribution division has begun a campaign to import American software into the UK.

It has already gained the marketing rights to Californian company HesWare's games, bringing them to Britain for the first time, and it is strongly rumoured that another Californian-based house Electronic Arts is also taking part in negotiations with Thorn EMI.

"Sixteen HesWare games will be released from Thorn EMI shortly," said Thorn's Glen McAllister. "They will include not only games but also educational programs."

"We hope to be marketing over thirty programs of HesWare's range — the next batch will be released in a couple of months."

Not included in the deal are Jeff Minter's games which HesWare market in the US. "The idea is to bring over games which have previously only been available in the States."

However, one of the first Thorn EMI releases is Minnesota Fats' Pool Challenge, which is actually a renamed version of Hustler by Bubble

continued on page 5 ▶

### From your TV to your micro

NOW, after 'computer game of the movie', comes 'computer game of the tv show'.

Twentieth Century Fox are selling the computer game rights of two successful series to software houses.

Automan (currently showing on Saturday, 5.05, BBC 1) will be converted into a game by Bug Byte, while the rights to the ITV series The Fall Guy have been sold to a new British software company.

"The deal for Automan gives Bug Byte the rights to sell the game in the UK, Europe and other English speaking coun-

tries apart from the US and Canada," said Maggie Corke Twentieth Century Fox's international sales co-ordinator.

"We have to make sure that the finished game shows Automan in his true light, but the type of game Bug Byte produces however, is entirely up to the company."

Automan is a holographic Tron-like character who can walk through walls and become invisible. Created by a computer programmer in the tv series, he is an ideal candidate for a computer game.

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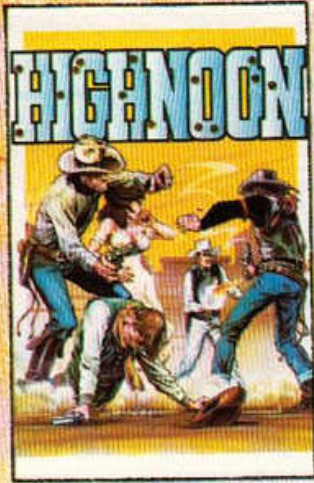
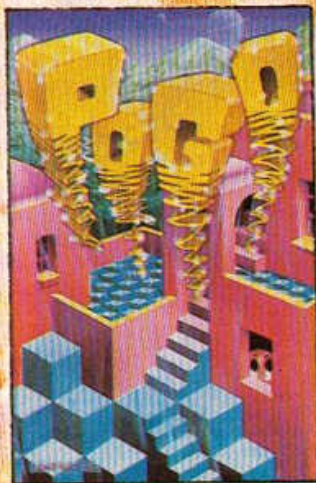
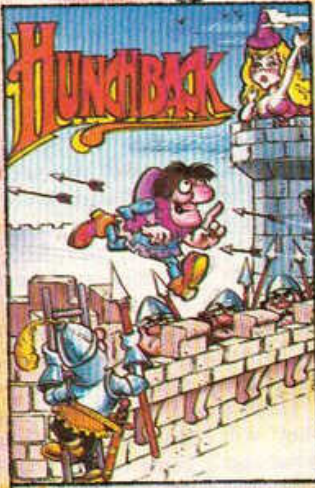
Chuck Wagner as Automan in the tv series of the same name

## ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ This Week ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

- **CES Show report** David Kelly surveys the American software scene in the second part of his report. See page 12.
- **The QL Page** Malcolm Davison winds up his review of the Psion packages with a look at Archive, the database program on page 23.
- **Spectrum** Alan Went helps you keep track of your bills with a program on page 20.
- **New Releases** Includes Sabre Wulf from Ultimate and World Cup from Artic. Page 56.



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### How to submit articles

Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

### Accuracy

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

## This Week

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## Editorial

By using Microdrives in the QL Sinclair is taking a risk that the machine may never receive proper software support.

Anyone who writes a brilliant program for the QL cannot simply trot off to the nearest duplication plant, run off a few thousand copies and start selling them because Sinclair keeps sole control of Microdrive manufacture and duplication to itself.

The result is as one would expect. So far there are four programs for the QL — the same four as there were at the start. And it is difficult to see how, even with the most ambitious publishing programme, Sinclair alone can provide the depth of software support that will make the QL a success.

The Sinclair name will no doubt help in the UK but in the US the going will be a lot tougher. What American software house is going to put itself out and start negotiating with Sinclair for supplies of Microdrive cartridges when instead it could be writing for the Apple, Commodore or IBM machines — all of which are already established?

All of which is a great pity. If the QL had a single 3 inch Hitachi or 3½ inch Sony disc drive in place of the twin microdrives then the situation would be different. With a Sony drive the QL could even have been compatible to a limited extent with the Apple and Macintosh.

But that would not be in the proper order of things. Sinclair unswervingly pursues its own idiosyncratic path. As a Sinclair spokesman commented last week: "It is not our policy to seek compatibility with other machines."

Sinclair is surely making a mistake. For the US the QL must have a built-in disc drive.

In the UK Sinclair must dramatically lower the cost of blank Microdrive cartridges and quickly open up avenues for their duplication.

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## Thorn EMI

continued from page 1

Bus, who licensed the game to HesWare to be marketed in the US. Yet *Hustler* will continue to be available in this country through Bubble Bus.

"That is the only one of the games that has been released in this country before," explained Thorn EMI's Lee Richards. "It was included in the deal because we thought it was a particularly good game."

The 16 Hes games are all available on either the Vic 20 and Commodore 64, and conversions for other machines are expected soon. All but two of the programs are produced on Turbo Tape cassettes. Turbo Tapes speed up loading considerably, so that many of the programs can be loaded in around a minute.

## TV games

continued from page 1

bought the rights to *The Fall Guy*, which stars Lee Majors, is being set up by Steve and Richard Wilcox. The company is as yet untitled; a competition to select its name will shortly be run in the magazine *Computer and Video Games*.

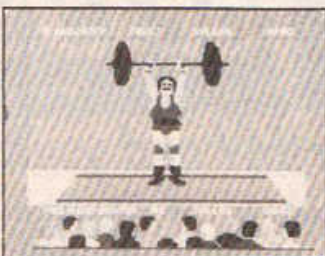
As with *Automan*, Twentieth Century Fox reserve the right to view the game's artwork and ensure the game is presented in an authentic manner.

"We're planning to concentrate on licensed titles for our games," said Steve Wilcox, "and we are working on others, all US tv series at the moment, which we want to bring out before the end of the year."

"*The Fall Guy* will be an arcade-style adventure for the Spectrum. We have the rights to the title in the UK and Europe, but not the States, where the title is owned by another company."

Spinning-off video games from tv series and films is becoming a fashionable pastime. In the US Datasoft has licensed the *Dallas* characters and Atari has recently announced its video game based in the new Spielberg produced film *Gremlins*. Parkers has recently announced *007 James Bond*, based on the successful film series.

The HesWare titles will be pricey. The cassettes range



Recent HesWare release *Hes Games*

from £9.95 to £14.95 and disc or cartridge versions will be available for some of the programs with prices starting at around £23.00.

## Micro use will foil the burglars

COMMODORE 64 and Vic 20 owners can now use their computers to stop their homes being burgled.

Micro Security has produced the Sentinel Home Security system which can connect the computers to standard burglar alarm equipment.

"The system uses an I/O interface unit which connects into the Commodore's user port," said Steve Coaker, Micro Security's managing director.

"The computer takes the place of the control panel in an ordinary burglar alarm, but it has the advantage of being able to program the system to do a variety of things, such as delaying the time between a break-in being detected and the alarm sounding, setting an automatic cut-off time for the

## The receiver steps in

CARNELL Software has called in the receiver.

The company, set up by Roy Carnell and Stuart Galloway three years ago, has produced acclaimed adventures such as *Black Crystal* and most recently, *Wrath of Magra*.

"We were having problems earlier this year," said Roy Carnell, "but hoped that sales of *Wrath of Magra* would keep us going. Unfortunately we were forced to call in the receiver."

However, the outlook for Carnell's games is hopeful.

"We're currently negotiating with several companies who have shown an interest in taking on our titles," Roy continued. "I am hoping that within

alarm, or simply programming the length of time the alarm sounds for."

The interface unit has two input channels which connect to the intruder detection devices — magnetic reed contact switches on doors and windows, pressure mats and vibration detectors.

It also has six output channels which can be used to control light switches and appliances to make it look as though the house is occupied.

The complete kit including the interface, software on tape or disc, the alarm bells and magnetic reed contacts, costs £104. A pack containing just the interface and software costs £62.45. Both options are available by mail-order only from Micro Security, PO Box 18, Havant, Hants.

## QL interest at Earl's Court

LARGE crowds turned up for the Earl's Court Computer Fair last weekend.

The Sinclair stand dominated the show and the QL's on display attracted much interest. The machines appeared without their external Eprom boards and Sinclair is claiming now to be sending out machines to customers in this form.

After Dragon's announcement that it has called in the receiver it was surprising to see the company out in force. Dragon's big stand was rumoured to have been paid for by GEC

so the Dragon may yet overcome its latest crisis.

Commodore showed its Plus/4 and C16 machines. The Vic 20 machines on the Commodore stand were outnumbered 15 to 1 by C64s.

Acorn launched its expansion unit for the Electron — the Plus 1. For £59.90 the add-on gives the Electron Centronics printer and joystick interfaces and twin Rom cartridge slots.

On the software side there was little of interest. The one exception was Psion's *Match Point* tennis game for the Spectrum.



Stuart Galloway (top) and Roy Carnell

the next two weeks an arrangement will have been made to keep the games going."

## New tape drive storage system

A NEW fast low cost tape drive storage system is soon to be launched for the Commodore 64 and Spectrum micros, with the latter device a direct competitor for the ZX Microdrive.

The system — the Wafadrive — is being manufactured in the US by Astec, a division of BSR, and will be distributed in the UK by Rotronics in High Wycombe.

The UK version of Wafadrive will be a twin tape drive unit each with a maximum storage capacity of 128K. The individual drive units are larger and more robust than their Sinclair counterpart. The tape cartridges themselves will be available in three sizes, 128K, 64K and 16K, priced at £3.95, £3.65 and £3.45 respectively. The Wafadrive unit also features built-in Centronics and RS232 interfaces.

In this country Rotronics will be including a free wordprocessor software cartridge with every Wafadrive. Graham Booth, Rotronics's sales manager said, "Hewson Consultants will be writing the Commodore word-processor and we are hoping that the Commodore system will be compatible with all the machines including the new Plus/4 and 16."

The Spectrum version will be the first to go on sale though, scheduled for August at £129.95 in major retailers. The Commodore unit will follow in October at £159.95.



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Voyage Into The  
Unknown (48K)

Bullseye (48K)

Tank Trax (48K)

Gnasher (All)

Spectipede (All)

Electron (48K)

Rifle Range (All)

## **Commodore 64**

Duck Shoot

Vegas Jackpot

Squirm

Space Walk

BMX Racers

Jungle Story

Bionic Granny

Munch Mania

Hektik

Sub Hunt

The Election Game

## **VIC 20**

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Vegas Jackpot

Phantom Attack

Sub Hunt



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# Letters

## Eye of the Star Warrior

Some readers who sent off for our *Eye of the Star Warrior* tape offer have been experiencing difficulty in getting the program to work. It appears that Line 2190 has on some tapes been corrupted in duplication.

Even though it looks OK, the line should be typed in again:

```
2190 DATA "010304050
607122224", "020710222324",
"020710222324", "06071324",
"0207102324", "06071324",
"020405061013222324",
"020405061013222324",
"060724", "0304222324",
0204060710222324",
"030414222324",
"010506071213222324",
"02030414222324",
"02030410222324",
"03040714222324", "2324"
```

Tony Bridge  
London

## Word-processor packages

Having recently read Malcolm Davidson's review of the QL's word-processor *Quill*, I found it disturbing the way he assumed that the average reader has a knowledge of expensive business word-processors.

Surely it would have been better to compare *Quill* with other packages that the readers are more likely to have come across with their own home micros — such as *Telewriter*, *Tasword* and *Wordcraft*.

Malcolm also spent time reviewing features that are not even found in *Quill*. Surely the space could have been put to better use by telling us how many pages of A4 text can be handled by *Quill*, and how many characters are displayed on the screen — it may well have 64 or 84 columns, but how many rows?

A picture of the *Quill* screen in action would have been better than the machine shot you used, too.

Not impressed with the *Quill* review, I turned to the letters page. There I found Mr Cunningham comparing QDOS and

*Quill* with CP/M and *Wordstar*. A quick look in another magazine revealed that CP/M and *Wordstar* together cost over £500. Mr Cunningham may have money to throw around, but for that money I can buy a QL with QDOS and *Quill* and still have enough change left over to buy 20 of those expensive microdrive cartridges he complains about.

I agree with the other points he makes, but purely on the grounds of economics, QDOS and *Quill* seem to have the edge.

A J Pimperton  
Gosford  
Coventry

## Dead-end clearings

Having spent just over one and a half hours battering at my squidgy keyboard, I have finally completed Ultimate's new Spectrum game *Sabre Wulf* with a score of 94 per cent and 45720 points.

The four pieces of the medalion can only be found in "dead end" clearings; ie, those with only one entrance/exit. When assembled, they depict a snarling wolf's head. Their location varies from game to game, so it is well worth making a map as you go along — like *Atic Atac* — to keep track



"Did you get the computer?"

of which clearings have been searched.

Gordon Ramsay  
Higher Polsloe  
Calthorpe Road  
Whipton  
Exeter

## Eprom cartridge

It's here! Well that's what you said when you received your QL. Yes, I too am now the proud owner of a Sinclair QL.

The only disappointing thing about the machine is the Eprom cartridge which must be inserted into the Rom slot at the rear of the computer. In a letter which I received with the QL, Sinclair have said, "As soon as the firmware is available in Rom form, we will notify you, so that you can return your QL to us for the Roms to be added to the main board inside the case, leaving the external Rom cartridge slot free".

My question is this: Is it going to cost me more money, and how long will this Rom exchange take?

Something which a friend of mine noticed was that I received my QL on the same day as the eclipse of the sun (Wednesday May 30). He also pointed out that I need not worry about the Rom exchange as that is unlikely to happen until the next eclipse we encounter.

Finally, I would like to give a plug for the The Hayes Computer Club. Anyone wishing to join, please contact me.

RF Gavin  
15 East Walk  
Hayes  
Middlesex

## Commercial piracy

I am writing in reaction to the article on GOSH (PCW June 7).

David Kelly does make some very valid points — I myself know of software swapping/home pirating circles that exist within clubs and schools, and I do not for one moment dispute Rod Cousens' claim of the commercial piracy of Quicksilver's *Fred*.

However, a distinction must be made between piracy for the monetary gain of professional pirates, and piracy through individuals finding software too expensive to buy every tape that they want. Commercial pirates should and must be stamped out, but the "socially acceptable" home pirates are a totally different case. Software houses obviously believe the blame for home taping lies only at the door of the customers. Have they never considered that they could be pricing themselves out of business?

In the article Rod Cousens said that if piracy was stopped, then prices would fall. But, as I see it, if prices dropped first, then home taping would die out because consumers would be more prepared to buy software. I certainly think that £6 to £16 is too expensive for one program.

This may sound naive, but if one software house led the way and cut prices then the others would be forced to follow or else risk being priced out of the market.

Reducing prices would also hit commercial pirates. Pirating would become less profitable and hopefully the 'professionals' would look for other ways of making their money.

Graham Stock  
60 Mortimer Crescent  
Worcester Park  
Surrey

## Vic20 pokes

I own a Vic 20 and I have come across some interesting Pokes. Here are some of the more useful ones:

Poke 808,127	disables Run/Stop
Poke 808,112	re-enables Run/Stop
Poke 37155,255	disables keyboard
Poke 37155,0	re-enables keyboard
Poke 768,255	disables error message
Poke 768,58	re-enables error message
Poke 775,0	disables list
Poke 775,199	re-enables list
Poke 650,128	key repeat
Poke 650,0	key normal
Sys 64802	resets computer
Print Chr\$(8)	disables Shift/Comm
Print Chr\$(9)	re-enables Shift/Comm

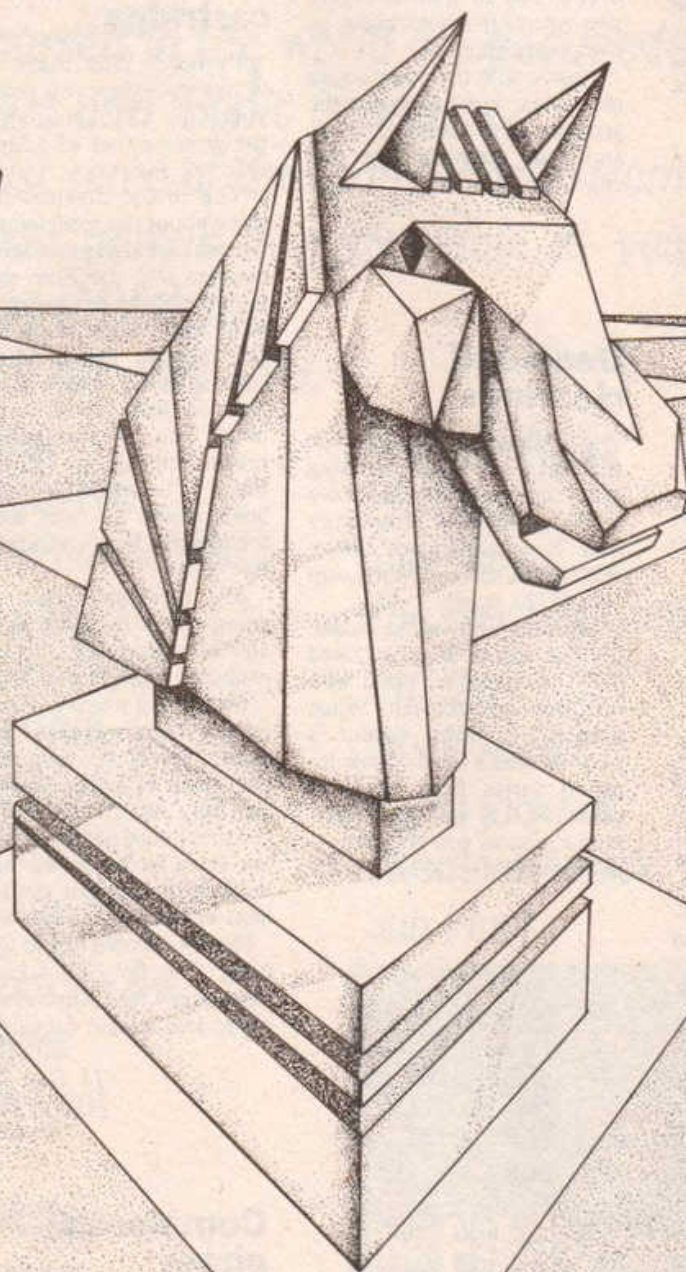
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# Brickie

Trap the monster and then watch it explode in this game for BBC B by Ian Ferguson

This game for the model *Brickie*. The idea of the game is to trap the "Monster" using building bricks until it is completely enclosed and cannot move, whereupon it explodes. This must be done within 60 seconds, or the man explodes.

There are three levels of difficulty — The game must be played either with joystick or with keyboard.

The main part of the program is a Repeat/Until loop using the "Time" pseudo-variable to count up to 60 seconds. The main procedures are as follows:

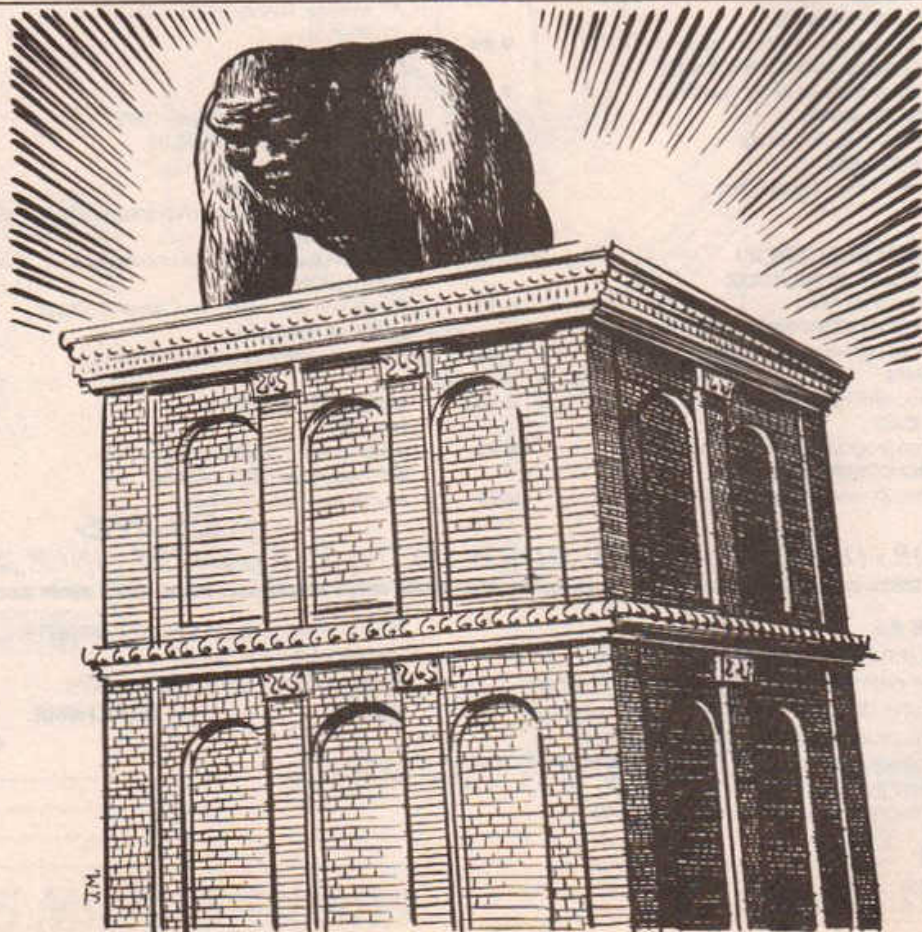
Procstart: — title page  
ProcTime: — prints remaining time  
Proccheck: — checks if alien is blocked in

Procalien: — alien movement routine  
Procdeath: — prints exploding character and plays rapidly descending scale. It also says who won.

Movement of the player is via *Proclleft*, *-right*, *-up*, and *-down*. The main variables are *XM%* and *YM%* for the player's position, to which are added *XM1%* and *YM1%* to make it move. *XA%* and *YA%* are used for the alien's position, to which are added *XA1%* and *YA1%* for movement.

```
10*TV255
20MODE5
30VDU19,3,12:0:
40PROCSTART
50VDU23,230,223,223,0,251,251,251,0,255
60VDU23,231,24,60,90,165,195,102,60,24
70VDU23,232,90,60,90,231,195,102,60,90
80VDU23,233,0,94,91,62,102,125,0,1
90VDU23,234,1,72,32,66,232,128,64,129
100VDU23,235,1,72,64,128,0,32,6,1
110CLOUR1
120PRINTSTRING$(20,CHR$230):
130FORA=1TO19
140PRINTTAB(0,A):CHR$230:TAB(19,A):CHR$230:
150NEXT
160PRINTSTRING$(20,CHR$230):
170FORB=0TO((4-DX)*30)
180X=RND(18)
190Y=RND(19)
200PRINTTAB(X,Y):CHR$230

210NEXT
220XMZ=1:XM1Z=0:YMZ=1:YM1Z=0
230XAX=18:YAX=19:XA1Z=0:YA1Z=0
240CLOUR2:PRINTTAB(XMZ,YMZ):CHR$231
250CLOUR3:PRINTTAB(XAX,YAX):CHR$232:PRINTTAB(XAX,YAX-1):
260TIME=0
270REPEAT
280PROCTIME
290IF INKEY(-98) OR ADVAL(1) DIV 64>900 PROCLLEFT
300IF INKEY(-67) OR ADVAL(1) DIV 64<200 PROCRIGHT
310IF INKEY(-88) OR ADVAL(2) DIV 64>900 PROCUP
320IF INKEY(-104) OR ADVAL(2) DIV 64<200 PROCDOWN
330PROCHECK
340PROCALIEN
350UNTIL TIME=6000
360PROCDEATH
370DEFPROCRIGHT
380XM1Z=XM1Z+1:IF XMZ+XM1Z=19 THEN XM1Z=0:ENDPROC
390IF POINT(((XMZ+XM1Z)*64)+32,1008-((YMZ+YM1Z)*32))<>
1THEN GOTO480
```





```

400XM1%=XM1%+1:IF XM%+XM1%=19 OR XM%+XM1%=XAX AND YM%=
YAX THEN XM1%=0:ENDPROC
410IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))
=1 THEN 400
420REPEAT COLOUR1:PRINTTAB(XM%+XM1%,YM%+YM1%);CHR#230
430XM1%=XM1%-1
440UNTIL XM1%=1
450PRINTTAB(XM%,YM%);" " :XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=
0;YM1%=0:COLOUR2:PRINTTAB(XM%,YM%);CHR#231
460PROCSOUND
470ENDPROC
480PRINTTAB(XM%,YM%);" " :XM%=XM%+XM1%;XM1%=0;YM%=YM%+YM1
%;YM1%=0:COLOUR2:PRINTTAB(XM%,YM%);CHR#231;

PROC SOUND:ENDPROC
490DEFPROCLEFT
500XM1%=XM1%-1
510IF XM%+XM1%=0 THEN XM1%=0:ENDPROC
520IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))<>1
THEN 600600
530XM1%=XM1%-1:IF XM%+XM1%=0 OR XM%+XM1%=XAX AND YM%=YAX
THEN XM1%=0:ENDPROC
540IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))=1
THEN 530
550REPEAT COLOUR1:PRINTTAB(XM%+XM1%,YM%+YM1%);CHR#230
560XM1%=XM1%+1
570UNTIL XM1%=1
580PRINTTAB(XM%,YM%);" "
590XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=0;YM1%=0:COLOUR2:PRINT
TAB(XM%,YM%);CHR#231:PROCSOUND:ENDPROC
600PRINTTAB(XM%,YM%);" " :XM%=XM%+XM1%;YM%=YM%+YM1%;COLOUR2
:PRINTTAB(XM%,YM%);CHR#231:PROCSOUND:XM1%=0;YM1%=0:ENDPROC
610DEFPROCUP
620YM1%=YM1%-1:IFYM%+YM1%=0 THEN YM1%=0:ENDPROC
630IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))<>1
THEN 710
640YM1%=YM1%-1:IFYM%+YM1%=0 OR YM%+YM1%=YAX AND XM%=XAX
THEN YM1%=0:ENDPROC
650IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))=1
THEN 640
660REPEAT COLOUR1:PRINTTAB(XM%+XM1%,YM%+YM1%);CHR#230
670YM1%=YM1%+1
680UNTIL YM1%=1
690PRINTTAB(XM%,YM%);" "
700XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=0;YM1%=0:COLOUR2:PRINT
TAB(XM%,YM%);CHR#231:PROCSOUND:ENDPROC
710PRINTTAB(XM%,YM%);" " :XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=0;
YM1%=0:COLOUR2:PRINTTAB(XM%,YM%);CHR#231:PROCSOUND:ENDPROC
720DEFPROCDOWN
730YM1%=YM1%+1
740IF YM%+YM1%=20 THEN YM1%=0:ENDPROC
750IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))<>1
THEN 830
760YM1%=YM1%+1:IFYM%+YM1%=20 OR YM%+YM1%=YAX AND XM%=
XAX THEN YM1%=0:ENDPROC
770IF POINT(((XM%+XM1%)*64)+32,1008-((YM%+YM1%)*32))=1
THEN 760
780REPEAT COLOUR1:PRINTTAB(XM%+XM1%,YM%+YM1%);CHR#230
790YM1%=YM1%-1
800UNTIL YM1%=1
810PRINTTAB(XM%,YM%);" "
820XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=0;YM1%=0:COLOUR2:PRINT
TAB(XM%,YM%);CHR#231:PROCSOUND:ENDPROC
830PRINTTAB(XM%,YM%);" " :XM%=XM%+XM1%;YM%=YM%+YM1%;XM1%=0;
YM1%=0:COLOUR2:PRINTTAB(XM%,YM%);CHR#231:PROCSOUND:
ENDPROC
840DEFPROCALIEN
850COLOUR3
860IF XM%=XAX AND YM%=YAX THEN PROCDEATH
870IF XM%>XAX THEN XA1%=XA1%+1 ELSE IF XM%<XAX THEN
XA1%=XA1%-1
880IF YM%>YAX THEN YA1%=YA1%+1 ELSE IF YM%<YAX THEN
YA1%=YA1%-1
890IF POINT(((XAX+XA1%)*64)+32,1008-((YAX+YA1%)*32))<>1
THEN PRINTTAB(XAX,YAX);" " :XAX=XAX+XA1%;YAX=YAX+YA1%;XA1%
=0;YA1%=0:PRINTTAB(XA
YAX);CHR#232:ENDPROC
900IF XA1%+YA1%=2 THEN XA1%=XA1%-1:GOTO940
910IF XA1%+YA1%=0 THEN XA1%=-XA1%;YA1%=-YA1%;GOTO940

920IF XA1%+YA1%=1 THEN XA1%=XA1%-1;YA1%=YA1%-1:GOTO940
930IF XA1%+YA1%=-2 THEN XA1%=XA1%+1:GOTO940
940IF POINT(((XAX+XA1%)*64)+32,1008-((YAX+YA1%)*32))<>1
THEN PRINTTAB(XAX,YAX)" " :XAX=XAX+XA1%;YAX=YAX+YA1%;PRINT
TAB(XAX,YAX);CHR#232;XA1%=0;YA1%=0:ENDPROC
950XA1%=0;YA1%=0
960JAX=RND(1):IF JAX>0.5 THEN XA1%=XA1%+1
970JBX=RND(1):IF JBX>0.5 THEN YA1%=YA1%+1
980IF POINT(((XAX+XA1%)*64)+32,1008-((YAX+YA1%)*32))<>1
THEN PRINTTAB(XAX,YAX)" " :XAX=XAX+XA1%;YAX=YAX+YA1%;PRINT
TAB(XAX,YAX);CHR#232;
XA1%=0;YA1%=0:ENDPROC
990XA1%=0;YA1%=0:ENDPROC
1000DEFPROCDEATH
1010COLOUR2
1020FOR G=253 TO 49 STEP-4
1030SOUND 1,-15,G,1
1040NEXT
1050IF TIME>=6000 THEN XD%=XM%;YD%=YM%;GOTO1070
1060IF XM%=XAX AND YM%=YAX THEN XD%=XM%;YD%=YM% ELSE XD%
=XAX;YD%=YAX
1070PRINTTAB(XD%,YD%);CHR#233:FORT=0T0500:NEXT
1080PRINTTAB(XD%,YD%);CHR#234:FORT=0T0500:NEXT
1090PRINTTAB(XD%,YD%);CHR#235:FORT=0T0500:NEXT
1100IF TIME>=6000 THEN PRINTTAB(6,24);"YOU LOST":GOTO1120
1110IF XM%=XAX AND YM%=YAX THEN PRINTTAB(6,24);"YOU LOST"
ELSE PRINTTAB(6,24);"YOU WON"
1120FORT=0T03000:NEXT
1130FX15,1
1140 RUN
1150ENDPROC
1160DEFPROC SOUND
1170SOUND 0,-15,241,1
1180ENDPROC
1190DEFPROC TIME
1200COLOUR2
1210PRINTTAB(3,21);"OXYGEN " ;TAB(10,21);60-INT(TIME/100)
1220VDU30
1230ENDPROC
1240DEFPROC CHECK
1250IF POINT(((XAX+1)*64)+32,1008-((YAX+1)*32))<>1 THEN
ENDPROC
1260IF POINT(((XAX+1)*64)+32,1008-((YAX-1)*32))<>1 THEN
ENDPROC
1270IF POINT(((XAX-1)*64)+32,1008-((YAX-1)*32))<>1 THEN
ENDPROC
1280IF POINT(((XAX-1)*64)+32,1008-((YAX+1)*32))<>1 THEN
ENDPROC
1290IF POINT(((XAX+1)*64)+32,1008-((YAX+1)*32))<>1 THEN
ENDPROC
1300IF POINT(((XAX-1)*64)+32,1008-((YAX+1)*32))<>1 THEN
ENDPROC
1310IF POINT(((XAX+1)*64)+32,1008-((YAX+1)*32))<>1 THEN
ENDPROC
1320IF POINT(((XAX+1)*64)+32,1008-((YAX+1)*32))<>1
THEN ENDPROC
1330PROCDEATH
1340ENDPROC
1350DEFPROC START
1360COLOUR129:COLOUR2:CLS:PRINTTAB(0,1);" BRICKIE
1370PRINT" By Ian Ferguson"
1380PRINT" Use Joystick"
1390PRINT" Or use Keys"
1400PRINT" Z = Left X = Right"
1410PRINT" ; = Up . = Down"
1420PRINT" You ";CHR#231;" must push the";
1430PRINT" Bricks ";CHR#230;" to block"
1440PRINT" Spike ";CHR#232;" in ."
1450PRINT" You have 60 seconds"
1460PRINT" to do it!"
1470PRINT" Difficulty level"
1480INPUT TAB(18,24);DX
1490IF DX<1 OR DX>3 THEN PRINTTAB(19,24);" :GOTO1480
1500PRINT" <SPACE> To Start"
1510A$=GET$
1520IF A$<>" " THEN GOTO1510
1530COLOUR128:CLS
1540ENDPROC

```



## Chicago top ten

David Kelly looks at the new software on show at CES in Chicago

Looking at the new software on parade at CES it is clear that games still rule the roost.

The predicted upsurge of 'serious' applications packages for home micros has taken place, but to a much lesser extent than expected. The 'zap' game is now well and truly dead and the emphasis is on graphics, cartoon type animation, simulation and adventure games.

And some of the results are breathtaking. In a moment I shall select a personal top ten from the show, but first some of the other highlights.

To start with, the hardware manufacturers. Atari showed its first products from its agreement with Lucasfilm — two titles, *Ballblazer* and *Rescue on Fractalus*. Sad to say neither proved to be earth shattering. Atari previewed its latest collaboration with Lucas cohort Steven Spielberg — a game based on the latest Spielberg-produced film, *Gremlins*.

Finally from Atari, a real weirdy: The Mindlink System. Mindlink is a combined headband and infra-red transmitter linked to a receiver connected to the computer. Using special software a game can be controlled with the headband instead of joystick — just by tensing and relaxing the muscles in the forehead. The system will cost around \$80 and be launched in September.

Attention at the Commodore stand focussed on the hardware — the Plus/4, 16 and the new disc drive and printer. But there were one or two interesting pieces of software on show — most notably *The Hulk* — a joint venture with Scot Adams, Adventure International and Marvel Comics, and *Just Imagine*.

Romox, the electronic software distribution system launched in a blaze of publicity a year ago — and taken up by Prism in the UK — seems to be floundering. After test marketing in 20 stores last October, it still has yet to be launched in final form.

Which brings us to the independent software houses. At

first sight the US houses seem much more developed than the British ones. They all had extravagant stands. Electronic Arts, for example — a comparative newcomer to the US scene — had a glittering white edifice with a huge Greek pillared portico. It is only on closer inspection that it becomes obvious that the companies are every bit as disorganized as their UK counterparts. The difference is only that the American houses are all set up with venture capital backing — big bucks.

Unlike the British companies, the US houses have for the most part gained their backing at the expense of losing control to the guys in the grey suits.

Looking at the US houses in no particular order:

Infocom was disappointing. One point of interest, though — all its titles will shortly be available for the Apple Macintosh.

Sierra announced an agree-

ment with Disney to develop four educational games featuring the Disney characters. First out will be *Donald Duck's Bakery* for Apple and C64. Then comes *Winnie the Pooh Lost in the 100 Acre Woods*. The second BC and the Wizard of Id game was on show — *Grog's Revenge*. Also a clever boxing simulation — *Championship Boxing*. Choose from 50 boxers to play the computer or a friend. Or, design your own boxer. Set your strategy for each round and watch the outcome, or play each round blow by blow. All for the Apple II and C64. *Grog's Revenge* also for the Atari, Adam and IBM.

Broderbund showed some first class material and appeared to be one of the more organized of the American houses. Nearly all their material is for the Apple II, though.

Electronic Arts showed a basket ball simulation — *One-on-One* — for the Apple with Atari and C64 to follow soon. *Financial Cookbook* presented a new twist to home finance — DIY recipes for success — for the Apple II, IBM, C64 and Atari.

Spinnaker is spreading into

bookware. Windham Classics — a new division of the company — has developed graphic and text adventures based on classic children's stories — *Swiss Family Robinson*, *Wizard of Oz*, *Gulliver's Travels*, *Treasure Island* and *Wind in the Willows*. All will be available later this year for the Apple II, Commodore, Atari and IBM machines.

Yet another new division of Spinnaker is Trillium which is developing software based on science fiction titles by well known authors — either published or soon to be published. These include *Rendezvous with Rama* by Arthur C Clarke, *Fahrenheit 451* by Ray Bradbury and *Amazon* by Michael Crichton. These titles are on disc for the Apple II and Commodore 64.

Imagic is another company moving into software based on well known works of fiction. It has adventures based on H G Wells' *Time Machine* R A MacAvoy's *Damiano Trilogy* set in 15C Italy and Conan Doyle's *Sherlock Holmes* books. Where the Sherlock Holmes title leaves Melbourne House which has announced a similar idea is not clear. These titles are available in October/November for the Apple II, IBM and C64.

Parker showed 007 *James Bond* for the C64 and Atari. *Montezuma's Revenge* — rather like *Manic Miner* — and *Frogger II Three Deep* (a C64 cartridge) featuring 'Sega's fearless amphibian!'

Activision's new products were rather disappointing. The company concentrated on getting its Atari titles across to the C64 with 12 titles for the Commodore machine. Activision also announced a distribution and marketing agreement with an interesting Santa Barbara-based house — Gamestar. Gamestar specialises in sport simulations for the C64, Atari and Apple II.

CBS appeared to be making a big push into the software market — good quality material, often with an educational twist.

Other companies of interest included Datasoft, HesWare (which sells Jeff Minter's titles in the US), First Star, Mindscape, Creative and Random House (with a range of educa-

CES is not just about computers. The whole field of consumer electronics is represented.

A number of themes are being hotly pursued — stereo video with hi-fi sound is going to be big. Cellular radio is very much in evidence. At least 25 companies demonstrated low-cost transportable satellite receiving stations. One dish was only 18 inches across. Canon showed a video editing machine for home use. Pioneer made a lot of noise with its high quality laser disc video juke box. All the major electronics companies were pushing Compact Disc records for all they are worth. Coleco showed Private Call — a personal telephone for kids which remembers the



numbers of the most important people in your life — it can be locked up, keeping your secrets safe. Robots seemed less interesting this year. Hubot includes a built-in radio and cassette player — for \$3495 (over £2000).

And so to the star of the show. On the Hattori stand, Seiko showed its pocket colour tv. The device features a very high quality true flat-screen liquid crystal display and is about the size of an ordinary paperback. It beats the Sinclair flat screen tv out of sight. It costs \$550 (around £400) but prices are bound to fall. It would appear Sinclair made a mistake to go for a conventional tube in his device. Liquid crystal is better.



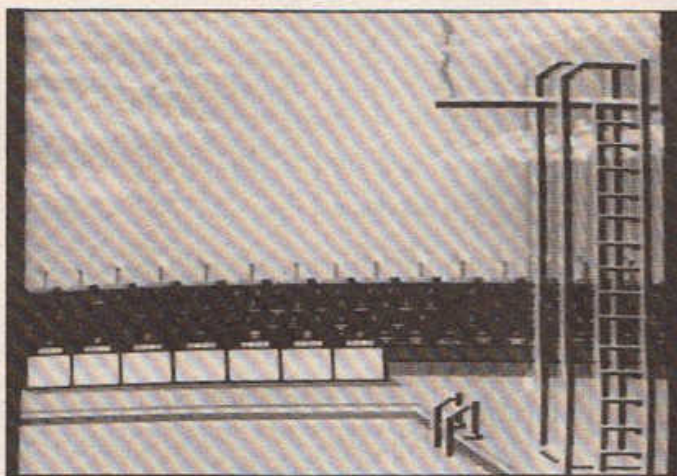
# CES Show report

tional titles featuring the Peanuts cartoon characters).

So what about the UK software houses at CES? All in all it was a dismal showing. Only Quicksilver/Virgin and Mastertronic took stands. Virgin's *Falcon Patrol* was selected by the CES organisers as one of the top 100 titles at the show. Quicksilver also attempted to hold a press breakfast to launch new titles — but it didn't entirely go as planned. Rod Cousens didn't make it, the video presentation was delayed because the video cassette proved to be incompatible with the recorder and the 1920s bus specially hired to take people from the breakfast to the show broke down.

Aside from QS/Virgin nobody else had the nerve or resources to challenge the US houses. A goodly number of UK people were skulking round the show, though.

And so to my top Ten.  
**10 The Hulk.** Straight in at number 10! This is the first in



**Summer Games from Epyx.**

things which could be available on the QL, for example.

**8 Dinosaur Dig.** An educational program from CBS (written by Neosoft). As one buyer at CES commented: "Educational software is great — it just doesn't sell." He may be right, but *Dinosaur Dig* is a fascinating program. It animates each of the dinosaurs, shows how

they lived and shows maps together with how conditions changed and made them extinct. For the Apple II, IBM and C64, all on disc.

**7 Dallas Quest.** From Data-soft. What can one say? Sue Ellen

pointer towards the sort of micro. No indication of availability. One of two JVC games which links the JVC VHD BD-7550 video disc player to the computer giving real video footage in a game. You choose the iron and the strength and direction of shot, and then you get to see how you did on a real golf course, with real players and spectators.

**4 Summer Games.** From Epyx. Every self-respecting software house showed an Olympics game and this was arguably the best. *Summer Games* for the C64 features eight different events — including running, pole-vaulting, swimming, diving, shooting and gymnastics. Epyx has been caught somewhat on the hop by recent events and is now having to promote *Summer Games* as the games the Russians did attend. The flag is definitely in

gram at the show. It allows you to fit together your perfect dwelling from a series of pictorial menus with the help of a joystick. Each piece is selected, coloured and moved into place. Other titles with a similar theme included Epyx's C64 *Barbie's Boutique* based on the Barbie doll character which you have to dress up and another is *Just Imagine* from Commodore for the C64 and Plus/4 with a choice of backdrop (jungle, western etc) which you can populate with animals and people. Commodore's title includes trivia, too — did you know that the fastest growing animal is the blue whale?

**2 The Ugly Duckling.** Software Movies has seemingly an entirely new idea here. On the Atari they have cleverly linked a voice/effects track to software running on screen using a synchronisation pulse. What this means is that characters can actually be made to speak, moving their lips in sync with the voice from the other stereo track. The effect is remarkable and is genuinely a step nearer to software movies. The company has it working on the Atari and will shortly announce titles for the C64.

**1 Karateka** from Broderbund for the Apple II. Tremendous graphics in a great arcade game. This is a martial arts fighting game. A succession of adversaries are sent at you and each must be beaten with the fast reaction punches and kicks



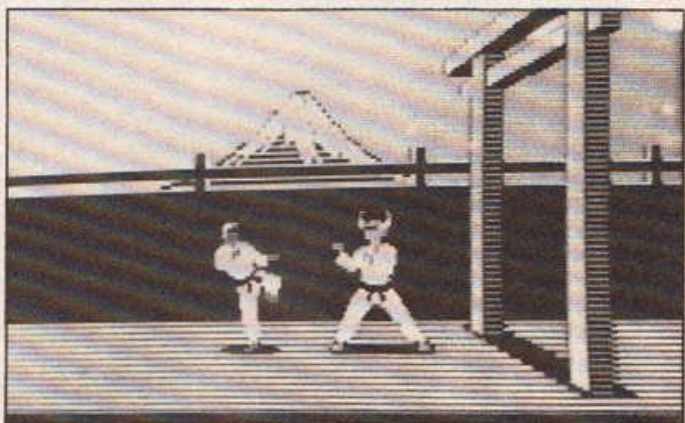
**Dallas Quest from Datasoft.**

the Questprobe/Scot Adams adventures featuring the Marvel comic book heroes. *The Hulk* is a graphic adventure released in collaboration with Commodore for the C64 and Plus/4. Nice graphics.

**9 King's Quest.** Another adventure, this time from Sierra. What makes King's Quest special is that it is animated. You move the hero, Sir Grahame, through the adventure using a joystick. There is also text input. Use of the joystick adds another dimension with arcade-like fights and you have to be careful when moving around the screen not to make mistakes like falling into the river. Dozens of locations. Memory problems mean this is only for 128K Apple IIs and the IBM PC. Nevertheless, it is a

hires you as the best detective in Texas to find the map of the oil fields so she can gain independence from JR. Great adventure, great graphics. I tried to shoot the cat — all that happened was a flag appeared which said 'Bang'. Apple II, Atari, C64, IBM PC.  
**6 Spy v Spy.** An arcade game from First Star, based on the zany Mad comic cartoon strip. The game is for one player against the computer or two players. You are trying to escape from the embassy with the plans, money, airline tickets and passport. The snag is, so is the other guy. You can plant bombs behind cupboards and in safes, though, to deter your opponent. Twenty rooms. C64 and Apple II.

**5 JVC Golf.** For the JVC MSX



**Karateka from Broderbund.**

there. Watch out for a rash of Olympics programs in the UK.  
**3 The House that Jill Built** from CBS (written by Joyce Hakansson Associates) for the Apple II and C64 both on disc. Another popular type of pro-

of a kung fu hero. All this with some of the best animation yet seen. A beautiful piece of programming with compelling gameplay. The title is rumoured to have been licenced for the UK machines by Quicksilver.



PREPARE FOR A TEST  
OF ENDURANCE...



...an Olympiad spectacular from  
**Software STUDIOS**



# A fine day for tennis on your Spectrum

This is Wimbledon.

The home of British tennis, enjoying Britain's fine weather.

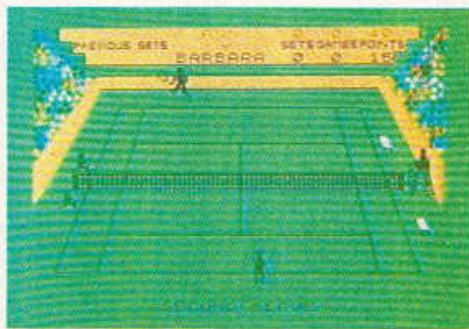
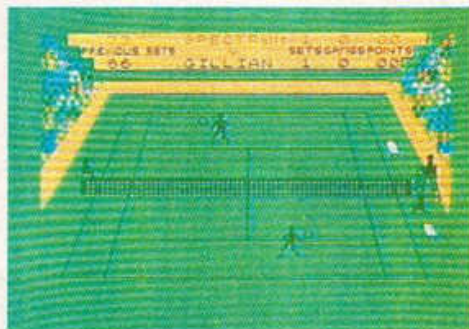
But this summer, things will be different. If rain stops play on court, you'll be able to carry on playing – with Sinclair's 'Match Point'.

'Match Point' is one of six new, all-action programs for your Spectrum. It lets you play tennis against the computer, a friend, or just sit back and watch an exhibition match.

Enjoy all the features of tennis – backhand and forehand shots, lobs, drop-shots, volleys, a scoreboard... even ball boys are on-call.

But good tennis strokes aren't everything. To win the Match Point Open Championship you'll need skill *and* tactics.

Luckily, though, you won't have to rely on the weather!



'Match Point' has been developed by Psion, one of the UK's top software houses.

You'll find it alongside Sinclair's other new titles – Stop the Express, Bubble Buster, Zipper Flipper, Eric and the Floaters and Driller Tanks – in the shops, today.

At £7.95, it's a real winner!

Selected Sinclair software lines are available from W.H. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.

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**sinclair**



## Galaxy of stars

Here's your opportunity to have a Planetarium in your own home.

Considering there is no sound involved in this program and the only visual display could be interpreted as "white dots on a blackground"; I found *Constellation* to be one of the most fascinating programs for a computer I have seen. Superior Software's *Constellation* allows you to view the stars from any point, and at any time on the Earth. You are asked for the latitude and longitude of your position, the month and date and the Greenwich mean time you wish to view. From then on the sky truly is the limit.

Your telescope can be ele-

vate up, down, left and right. It can even zoom in on particular constellation. If you don't recognise the star formations you are viewing, you can switch to a display where each constellation is shown by letter formation.

Quite honestly, it was the sheer complexity of the program itself that I found most fascinating. Here is a marvelous use of a home computer which doesn't involve fast action or killing or brilliant colour, normally associated with software. It's both educational and absorbing, whilst giving you the opportunity to see "The Sky at Night" at any time.

Fred Short

**Program Constellation Price** £6.95 **Micro Electron Supplier** Superior Software, Regent House, Skinner Lane, Leeds 7.

## Cloud of dirt

Slinky is a sort of cousin of *Qbert*.

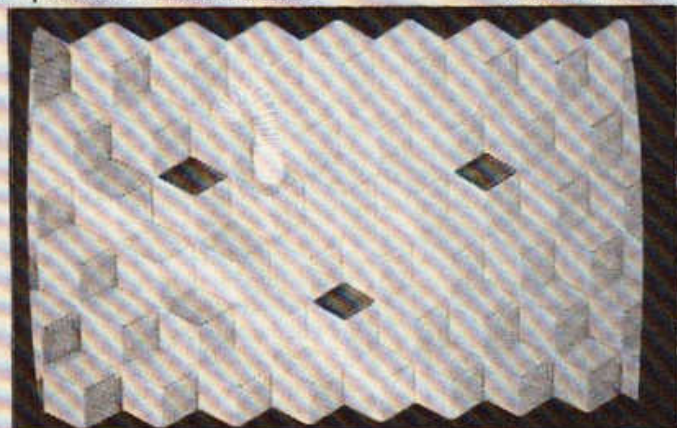
You have to hop Slinky (which looks like the toy of the same name — a metal coil which can climb up and down steps) around a pile of coloured cubes, the tops of which change colour when Slinky lands on them. Only when all the cubes have changed colour can you go on to the next level.

However, the game is not as simple as that. There is a cloud

which can pick Slinky up and unceremoniously drop it off the edge of the cubes, losing you one of your five lives. At some of the higher levels the cubes can change colour back and forth each time Slinky lands on them which makes planning your moves pretty tricky. Later on still other characters appear and the action speeds up making an already quite difficult game almost impossible.

Although the idea of the game is far from new, this is an enjoyable variation which requires both sharp reactions and good planning.

Richard Corfield



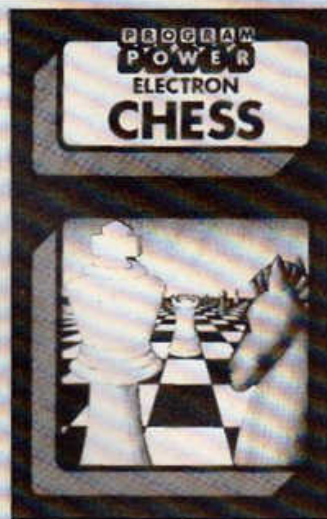
of dirt — well that's what it looks like — which occasionally floats across the screen and this causes Slinky problems. A magnet sometimes appears

**Program Slinky Price** £12.95 (disc) £8.95 (cassette) **Micro Commodore 64 Supplier** Audiogenic, PO Box 88, Reading, Berks.

## Player v player

Program Power have converted their popular version of *Chess*, for the Electron. This computer version of *Chess* must rank amongst the best, both for display and playing power. Once the game is loaded you are offered nine options, plus player versus player, player versus computer of computer versus computer. You can analyse your move, choose a fixed time limit after which you forfeit your move, continue a game after it has been re-loaded from tape, modify the display colours, choose from nine levels of play (level nine taking up to two hours for the computer to make its move), or replay a previous game. Such options do not allow you to play an expert game of *Chess* but do put the facilities of the computer to full use, thus making for more enjoyable play.

Personally I find computer



chess both enjoyable and frustrating enjoyable to be able to choose the ability of your opponent but frustrating to find an opponent almost infallible. I am very pleased however, to find a good game of *Chess* for what is still a relatively new computer to the market.

Fred Short

**Program Chess Price** £7.95 **Micro Electron Supplier** Micro Power Ltd, 8/8a Regent Street, Chapel Allerton, Leeds LS7 4PE

## Life or death

It is refreshing to see British software on the market for the Atari computers as the Americans seem to have dominated this machine. A new Atari house to appear is System 3 software of London, which has just released a title called *Colony 7*.

Imagine yourself at the controls of an ADV (armoured defence vehicle) on which is mounted a device capable of delivering instant death to marauding pirates. You are just protecting the colony's food supplies when, all of a sudden, pirates zoom down from the heavens. It is now a matter of life or death to protect the food supplies...

Sounds familiar? The old blast-them-up-with-no-way-to-win complex? You guessed it. This game entails no more than dodging bombs (slow ones at that!), blasting aliens (crude player missile graphics) and protecting 24 canisters (12 either side of the screen). On

the plus side the background graphics are quite good. Done in Graphics Mode 9, they give a true impression of 3-D.

The game itself, unfortunately, is nothing special. The pirates move too fast to hit (unless you're lucky!) and their bombs fall far too slowly. If you are shot on your last life you have to wait until the pirates have carried off the last of the food canisters until you are allowed to have another game — an unnecessary and frustrating pause. Also there is no high score feature; only one player is allowed and there are no skill options.

The program itself is only about 6K long, the rest being taken up by the screen data.

All in all I found this game rather uninteresting and would much rather play *Xenon Raid*, by English Software. However I am sure System 3's obvious graphic-creating talents will be used to better effect.

Gary Radburn

**Program Colony 7 Price** £9.95 **Micro Atari 400/800/XL Supplier** System 3 Software, 10 Marshalsea Road, London SE1 1HL



## Freezing

**P**engi is an ingenious combination of existing games ideas in which a monster-maze chase (eg. Snapper type game) is mixed in with a (literally) sliding block puzzle. The central character in the game is an agreeable little penguin who having been locked in a freezer attempts to rearrange its contents, namely blocks of ice, whilst avoiding the freezer's other inhabitants, the snow bees. The ice blocks are slid around with the aid of a hefty kick from the penguin, or alternatively may be selectively melted. Actually, given my frenzied activities whilst attempting to out-manoeuvre the bees, indiscriminately melted might be more apt.

The game comprises ele-

ments of skill in controlling the movements of Pengi, and strategy, avoiding the snow bees whilst at the same time trying to line up the special diamond ice blocks. In addition, those seeking gratuitous violence are satisfied by attempting to crush the snow bees beneath the moving blocks of ice, or alternatively, stomping them, having first stunned them using an electrified fence which surrounds the freezer. This too requires activating by means of a swift kick from Pengi.

The games high quality graphics and excellent sound provide a most pleasing overall effect, generally comparable with other versions, eg. Postern's *Pengwyn* in this respect.

**Simon Wilson**

**Program Pengi Price £5.95 Micro BBC Supplier** Visions, 1 Billington Street, Liverpool, L17 7AD

## Quick sort

**T**he market for Spectrum database programs is a tough one, dominated by *Master File*, with *Vu-File* in a good second place. *Multifile* fails to get near these two programs in any of the areas that really matter.

The library case contains the program tape (which I found quite difficult to load) and a blank tape for recording data. There is also a short instruction book. The program is written in Basic, which means that it is very slow at times; sorting the file into order (using "a very

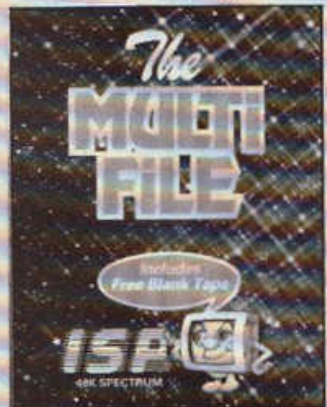
limited to ten data fields of no more than 19 characters and one display format, and because the program uses fixed length fields in an array (rather than a data compression technique) you can have no more than 105 records.

The program does contain a form of security coding, but even a beginner would not find it difficult to penetrate this: the program is not even break protected. There is a *Clone* function, unique to *Multifile*, which will copy a particular data field from one record onto a given number of others; but this does little that could not be achieved using the *Copy* facilities of *Vu-File* or *Masterfile*. There is no microdrive compatibility built in, nor any advice about this in the manual, though the program would be straightforward to convert for microdrive use. Free membership of a users club and a telephone "Hot-Line" don't make up for the deficiencies in the program.

In short, this program is not one I'd recommend: either of the front runners offers better facilities and value for money.

**Simon Springett**

**Program Multifile Price £9.95 Micro Spectrum Supplier** ISP Marketing, Crown House, 386 High Street, Godalming, Surrey



advanced sorting algorithm called 'Quick Sort') takes about two minutes! You are

## Flexible system

**A**uthor is a versatile word processor from Tansoft, written by John Dawson. The program loaded first time, at the fast baud rate, on both the



Atmos and Oric-1, as did all the tape operations within the program.

It starts with a menu of major commands which cover the three main activities; writing and editing, saving and retrieving, and printing text. Oric's message line at the top of the screen is used by *Author*

as a reminder of the command in force, what input is expected and how to exit from it. Selection of the major commands is made by using the initial letter of the command. It may take four or five sessions to master the full capabilities of the editor, but the comprehensive 38 page manual leads you gently into using *Author*.

I would rather the *Move* command, which relocates sections of text, was a *Copy* command so that repetitive text may be easily entered. I also found that as a poor typist, frequent switching between *Write* and *Edit* modes became tiresome.

The printer installation table, printer macros, and the ability to include printer control codes within the text, makes *Author* a very flexible system that can cope with any printer capable of being attached to the Oric printer port.

**Vic Fielder**

**Program Author Price £14.50 Micro Oric, Atmos Supplier** Tansoft, Units 1 & 2, Cambridge Techno-Park, Newmarket Road, Cambridge CB5 8PB

## Pot black

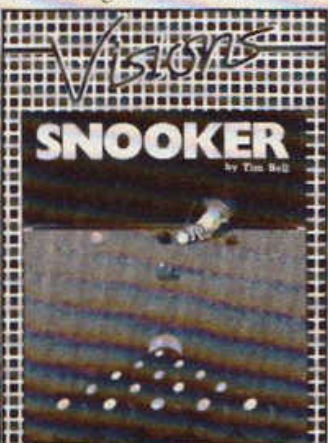
**T**he potential of a computer for playing games would seem to know no bounds. It has become well established as an admirable opponent in Chess, and not quite so well known for such games as Draughts, Othello, and Four-in-a-row.

However, for games requiring a greater degree of physical participation, I was not so sure that the computer had much to offer. Therefore when I saw Vision's *Snooker* I was not very optimistic.

I was mistaken. Having loaded up the tape, two hours later I was hooked. Not, I hasten to add, on playing snooker on a computer; more, learning to use a computer to play a type of snooker — a big difference.

I was fascinated how near to the 'real' thing this was and especially how all the colours of the balls could be shown very nearly exact. The cue is replaced by a movable cross, yet the game allows a variety of

shots, including putting spin on the cue ball and determining the strength of the shot. You



can decide to play solo or with a partner and to have a 15 or 10 ball game.

Having been sceptical to begin with, I ended up being fascinated, both by the computer's interpretation of snooker and my own keenness to want to play.

**Fred Short**

**Program Snooker Price £8.95 Micro Acorn Electron Supplier** Vision (Software Factory) Ltd, 1 Felgate Mews, Studland, St., W6 9JT



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PCW 21/6



# An electric effect

Alan Went presents a simple program for the 16 or 48K machine that keeps track of gas and electricity bills

This program was written with two aims in mind, firstly to allow a regular check on the use of electricity and gas within my home, presenting a weekly cost of both items to allow budgeting, and secondly as a demonstration of the way in which a computer can be used to present the same data in various forms.

Gas and electric meter readings are entered for each week, together with any changes in price. The user can then present this information as a Line Graph showing ever week's use, as a Bar Graph showing the use for the current year, or as a week by week list with details of usage — cost and % change from previous week or year.

The program is written as a series of subroutines, so that it can be adapted and altered to suit other uses. The main data is

stored in array  $B(x,y,z)$  where:  
a2x = Week (160 in 48K, 105 in 16K)

x = 1 = Electric  
y = 2 = Gas

z = 1 = Units Used  
z = 2 = Cost

The last entry position is stored in variable Last, ie,  $B(LAST,1,1)$  = Units of Electric used in last week entered.

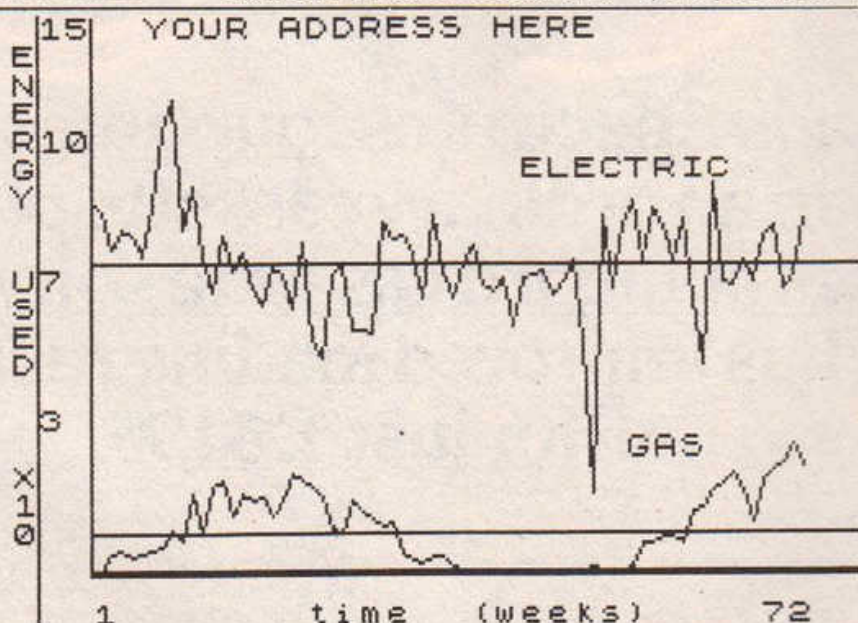
## Notes:

- 100 Main Menu and Selection. Selection is made by pressing the space key until required option is highlighted and then pressing Enter.
- 500 Save Program with Data.
- 1000 Draw axis and scale accordingly, on entry MAX should hold maximum value to be plotted, this routine will then return 2 variables — SCALE — data to be plotted will be multiplied by this figure to ensure plot stays on screen and — APART — distance apart points should be plotted to fill x

- scale (plotting 1 to LAST).
- 3000 Plot Line Graph.
- 4000 Work out average use of Electric and Gas.
- 5000 Print list to screen or printer. Note, in first year shows % change from last week, in subsequent years % change from previous year.
- 6000 Input Weekly Meter Readings. Entering a 0 for Electric reading will return to main menu.
- 7000 Change Prices. Electric is entered as pence per unit, and gas as pence per Therm and Calorific Value, this is converted to a price per unit. (All figures can be found on the appropriate bill). Figures in Line 9996 for initial settings are the current figures for Eastern Region.
- 8000 Bar Graph, Shows use and averages for current year.
- 9000 Re-entry point after break or on loading.
- 9990 Initialise and Clear data. Only used normally on first run.

NB. 16K users must omit all Rems and Line 8015, and change Line 9991 as indicated. To save memory, variable  $i$  is used for 1, and  $t$  for 2 throughout the program.

Up to two years data can be entered on the 16K version, and three years on 48K, although this can be increased by altering line 9990 and adding checks for subsequent years, after line 8015.



```

1 REM *****
2 REM ENERGY
3 REM ALAN D. WENT APRIL 1984
4 REM 25 Lucy Close, Stanway, Colchester.
5 REM *****
7 REM
10 DEF FN A%(A,B)=STR$( (B-A)/A*100)+
15 REM
20 REM B(X,1,1)=ELECTRIC USED
   B(X,1,2)= COST OF ELECTRIC
21 REM B(X,2,1)=GAS USED      B(X,2,2)= COST OF GAS
30 REM RUN 9990 ON FIRST USE
40 REM USE GOTO 9000 TO RE-COMMENCE AFTER A BREAK
90 REM MAIN MENU
100 CLS : PRINT AT C,10:"ENERGY"
104 PRINT &i:"SPACE = Select: ENTER = accept"
105 FOR A=1 TO 14 STEP 1
110 PRINT AT 4,0:"ENTER WEEKLY FIGURES"
   "LIST FIGURES (Screen)  " "LIS
   "T FIGURES (Printer)  " "LINE GRAPH  " "BAR GRAPH
115 PRINT "ADJUST PRICES"      "SAVE DATA
120 PRINT OVER 1: BRIGHT 1:AT a+t,0:
122 IF INKEY#="CHR# 13 THEN GO TO 130

125 IF INKEY#=" " THEN NEXT a: GO TO 105
126 GO TO 122
130 RESTORE : CLS : FOR B=1 TO A/1: READ C:
   NEXT B: GO SUB C: GO TO 100
140 DATA 6000,5000,4990,3000,8000,7000,500
300 REM SAVE
510 SAVE "ENERGY" LINE 9000: GO TO 100
1000 CLS : REM draw axis
1005 PRINT BRIGHT 1:AT 0,5:"YOUR ADDRESS HERE "
1010 LET apart=INT (221/last)
1020 IF apart=1 THEN LET apart=1,4
1030 PLOT 24,16: DRAW 230,0
1040 PLOT 24,15: DRAW 230,0
1050 PLOT 24,16: DRAW 0,158
1060 PRINT AT 21,3:"1          time (weeks)"
1065 LET scale=150/max: PRINT AT 0,1:INT
   (max/10):AT 4,1:INT (max/15):AT 9
   ,1:INT (max/20):AT 14,1:INT (max/40)
1070 FOR A=1 TO 20: PRINT AT A,0:B%(A): NEXT A
1075 PLOT 8,0: DRAW 0,175
1080 REM LET D=8: FOR A=19 TO 0 STEP -1:
   PRINT AT A,1:INT (D/10): LET D=D*16: NEXT A

```



```

1090 PRINT BRIGHT 1; AT 5,19: "ELECTRIC "; AT 15,23:
    "GAS ": RETURN
2990 REM *****
2995 REM LINE GRAPH
2999 REM *****
3000 GO SUB 1000: PRINT AT 21,28: LAST: PLOT 24,
    (b(i,1,1)*scale)+16
3010 FOR a=2 TO last: DRAW apart, (b(a,1,1)-b
    (a-1,1,1))*scale: NEXT a
3020 PLOT 24, (b(i,t,1)*scale)+16: FOR a=t TO last:
    DRAW apart, (b(a,t,1)-b(a-1,t,1))*scale: NEXT a
3030 GO SUB 4000: PLOT 24, electric*scale+16:
    DRAW 230,0: PLOT 24, gas*scale+16: DRAW 230,0
3040 PRINT &i: "C = COPY : OTHER = MENU"
3050 IF INKEY$="" THEN GO TO 3050
3060 IF INKEY$="C" OR INKEY$="c" THEN COPY
3070 OVER 0: INK 0: PAPER 7: CLS : RETURN
4000 REM average use
4010 LET electric=0: LET gas=0
4020 FOR a=1 TO last: LET electric=electric+b
    (a,1,1): LET gas=gas+b(a,t,1): NEXT a
4030 LET electric=INT (electric/last*10)/10:
    LET gas=INT (gas/last*10)/10: RETURN
4950 REM *****
4960 REM PRINT OUT LIST
4970 REM *****
4990 OPEN &t, "p"
5000 CLS
5005 LET I$=""
5010 PRINT BRIGHT 1: WK Electric Gas
5015 PRINT BRIGHT 1: Graphic A use
    Change Graphic A use Change
5020 FOR a=1 TO last: PRINT a: TAB 3: "Graphic A":
    b(a,1,1): TAB 8: b(a,1,t):
5022 IF a>1 THEN IF b(a,1,1)=0 OR b(a-1,1,1)=0
    THEN GO TO 5040
5025 IF a>52 THEN LET I$=FN A$(B(A-52,1,1),
    B(A,1,1)): ( TO 6): IF VAL I$>0
    THEN LET I$="+": I$: GO TO 5035
5030 IF a>1 THEN LET I$=FN A$(B(A-1,1,1), B(A,1,1))
    ( TO 6): IF VAL I$>0 THEN LET I$="+": I$
5035 LET I$=I$ ( TO 4): "X": PRINT TAB 13: I$:
5040 PRINT TAB 18: "Graphic A": b(a,t,1): TAB 22:
    b(a,t,1):
5041 IF a>1 THEN IF b(a,t,1)=0 OR b(a-1,t,1)=0
    THEN PRINT : NEXT a: GO TO 5080
5045 IF a>52 THEN LET I$=FN A$(B(A-1,t,1), B(A,t,1))
    ( TO 6): IF VAL I$>0
    THEN LET I$="+": I$: GO TO 5060
5050 IF a>1 THEN LET I$=FN A$(B(A-1,t,1), B(A,t,1))
    ( TO 6): IF VAL I$>0 THEN LET I$="+": I$
5060 LET I$=I$ ( TO 4): "X": PRINT TAB 27: I$
5070 NEXT A
5080 GO SUB 4000: PRINT "Average Cost per Week:-"
    "Electric ":INT (electric*epprice*100)/100:
    ("Electric" Units) "Gas ":INT
    (gas*gprice*100)/100: ("Gas" Units)
5085 CLOSE &t
5090 INPUT "ENTER FOR MENU": A$: CLS : RETURN
5999 REM *****
6000 REM Input Weekly Figs.
6001 REM *****
6010 PRINT "Last Entries" Electric Meter :emt:
    Gas :gmt
6020 PRINT "Week No. ":last+1: INPUT "Electric Meter?
    (0=END) ":a: IF a=0 THEN CLS : RETURN
6030 LET f=a-emt
6040 PRINT "Electric Used=" :f: "Meter =" :a:
    INPUT "Gas Meter?":b: LET g=
    b-gmt: PRINT " Gas =" :g: "Meter =" :a
6050 INPUT "Correct? (Y OR N)":c$
6060 IF c$="Y" OR c$="y" THEN LET last=last+1:
    LET b(last,1,1)=f: LET b(last,1,t)=INT
    (f*epprice*100)/100: LET b(last,t,1)=g: LET b
    (last,t,t)=INT (g*gprice*100)/100:
    LET emt=a: LET gmt=b
6065 IF f>max THEN LET max=f
6066 IF g>max THEN LET max=g
6070 GO TO 6020
6999 REM *****
7000 REM SET PRICES
7001 REM *****
7010 CLS : PRINT "ADJUST PRICES"
7015 PRINT &i: "SPACE = Select: ENTER = accept"
7020 FOR a=1 TO 8 STEP 1
7025 PRINT AT 3,0: "No Changes" "Electric price per Un
    it = " :epprice*100: "p"
7030 PRINT "Gas price per therm = " :gpth: "p"
7040 PRINT "Calorific Val (B.t.u./ft)= " :cal:
7050 PRINT "Gas per Unit = " :gprice*100: "p"
7060 PRINT OVER 1: BRIGHT 1: AT a+t,0:
7070 IF INKEY$="" THEN GO TO 7070
7080 IF INKEY$=CHR$ 13 THEN GO TO 7100
7090 IF INKEY$="" THEN NEXT a: GO TO 7020
7100 IF a=1 THEN RETURN
7110 IF a=3 THEN INPUT "New Price (pence per Unit)
    ":b: LET eprice=b/100: GO TO 7000
7120 IF a=5 THEN INPUT "New Gas Price pence per
    Therm ":pth: GO SUB 7500: GO TO 7000
7130 IF a=7 THEN INPUT "New Calorific Value ":
    cal: GO SUB 7500: GO TO 7000
7500 LET gprice=((cal/1000)*pth)/100: RETURN
7970 REM *****
7980 REM BAR GRAPH (CURRENT YEAR)
7990 REM *****
8000 GO SUB 1000: PLOT 23,15: DRAW 23,0:
    PLOT 23,15: DRAW 0,159
8010 LET year=0: IF last=104 THEN
    LET year=104: GO TO 8016
8015 IF last>52 THEN LET year=52
8020 PRINT AT 1,20: "YEAR ":INT (year/52)+1
8030 INK 1: FOR A=4 TO 208 STEP 4: FOR B=1 TO 1:
    PLOT 24+(A+B),16: DRAW 0, B((A/4)+year,1,1)
    *scale: NEXT B: NEXT A
8040 FOR A=4 TO 208 STEP 4: FOR B=2 TO 4:
    PLOT 24+(A+B),16: DRAW 0, B((A/4)
    +year,t,1)*scale: NEXT B: NEXT A
8050 GO SUB 4000: PLOT 24, electric*scale+16:
    DRAW 230,0: PLOT 24, gas*scale+16: DRAW 230,0
8060 GO TO 3040
9000 REM *****
9001 REM RESTART POINT
9002 REM *****
9005 FOR a=0 TO 7: POKE USR "A"+a,32: NEXT a
9010 LET B$="ENERGY USED X10 ": GO TO 100
9970 REM *****
9975 REM INITIALISE AND START
9980 REM *****
9990 DIM b(160,2,2): LET last=0
9991 REM for 16K machine DIM b(105,2,2)
9995 INPUT "Starting Electric Meter Reading":emt:
    PRINT "Electric Meter =" :emt: INPUT "Starting
    Gas Meter Reading":gmt: PRINT "Gas Meter
    Reading ":gmt: INPUT "Correct? (Y or N)":
    LINE a$: IF a$<>"Y" AND a$<>"y" THEN GO T
    O 9995
9996 LET gprice=.362: LET cal=1032:
    LET pth=35.2: LET eprice=.483
9997 LET i=1: LET t=2: LET max=150
9999 GO TO 9000

```



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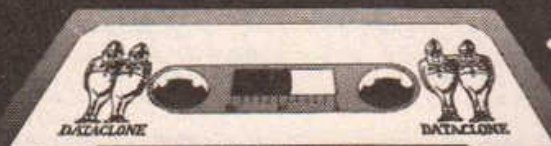
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## Calculating frame

Malcolm Davison concludes his review of the Psion QL packages with a look at Abacus

Of the four QL application packages, the one I enjoy using the most is *Abacus*. This is a splendid addition to any software library, particularly since it is an integral part of a matching and inter-communicating set of business software.

With an outline knowledge of the use of just eight commands (in addition to the *Print* and *File* commands), the complete novice should be able to create spreadsheets for the majority of applications, without continually referring to the manual.

Psion has added some nice touches — a label feature allows any text entered on the spreadsheet to be used as a column or row identification. Text handling is improved to such an extent that the concept of a spreadsheet being used for just calculation has to be reconsidered. Text sorting, substretch search, justification, comparison, a repeat function to duplicate a character across a number of character positions and data entry make this ideal for tabular information.

The program allows you to key in text that is wider than the column width and will allow the text to run over the number of columns it needs. This is an advantage over *Visicalc*, which insists that you move the cursor to the next cell before continuing the text entry.

### Repetitive layouts

One of the advantages of a spreadsheet over word processors is the ability to alter a layout of text and figures. Areas of text and numbers may be moved, duplicated or deleted, while additional columns or rows of information can easily be added or removed. The *Copy* command simply moves blocks of cells to a specified location, while *Echo* continues a theme set in a single cell in a whole row or column. These commands make the creation of repetitive layouts very straightforward. All cell references are automatically updated as the amendments are incorporated — the number of calculations to add a blank column in the middle of a spreadsheet can be large and yet the user is hardly aware of how busy the program can be on the most trivial amendment.

The commands *Unit*, *Justify* and *Grid* give the user a very high degree of control over the final appearance of the spreadsheet. Both text and numbers can be right, centre or left justified simply by specifying the initial letters *R*, *C* or *L*. The only problem is if you right justify or centre headings for neatness you then cannot use them as row or column labels.

The *Grid* command allows you to add or delete rows or columns and to affect column width over a specified range. The *Unit* command offers a simple way to offer an useful range of numeric formats.

Accountants will be pleased to have both a percent option, and a pound sign option. For those who deal in thousands of pounds, there is an option to display integers, that is whole numbers with no decimal places. They will also welcome the inclusion of Net Present Value and Internal Rate of Return.

One feature lacking is the facility to execute a series of spreadsheet merges under "program control". Also, corporate planners might want to know what the maximum size of sheet is that the memory

A wide range of functions are offered. You can count, sum, average and find the maximum and the minimum of any range of cells. A number of mathematical and scientific options are catered for, including determining the sum, the square root and the numeric value of a string and turning numeric data to a string. Logarithms, sines, cosines, tangents, the angle in radians from a tangent quotient, converting degrees to radians, finding the value of pi and establishing the sign of a numeric value are also available.

I had fun working out the number of days to Christmas using the *Days* function, which returns the number of days from 1 January 1583, the start of the Gregorian calendar. A month name will be returned using the function *Month*, given a numeric value of one to twelve. When the system clock has been set, you can also establish the time, which can be added to your listing.

For those familiar with programming concepts, the *IF* statement offers a powerful logical analysis option. This further complemented by an option to input data at run-time using *ASKN* or *ASKT*, depending on whether the data is numeric or text. So, a simple turn-key system can be evolved to solve particular problems.

The window feature allows the user to compare the contents of one area of a spreadsheet with another, which might otherwise be off the screen — the two areas can 'pan' along together, or one can remain

in a fixed position. This feature will only allow the cursor to move within one portion of the spreadsheet and is locked out of the other, which is an annoying hindrance.

It was a disappointment to me that you could not protect the cells from inadvertent keyed entry and that there was no facility to remove the grid border from the screen — which by the writer's own efforts can be made redundant through using the text referencing to cells. The exclusion of the border can then give the casual observer the belief that the application was not even developed on a spreadsheet and just looks like a normal computer data entry screen, and all the neater for the lack of alphabetic and numeric border intrusion.

The *Print* option allows you to print selected areas of the spreadsheet and also allows you to print out all the formulae. In the latter option, it rationalises all the formulae to a list of numbered alternatives and prints them out in the form:

F26 :sum(C[+O]R[-44]:C[+O]R[-2])

The column and row references need a little deciphering, and tend to confuse what really is a simple *Sum* command operating

### Full help facilities

over a range of cells which might have been printed in the form *sum(C8:C10)*. Since the object of keeping a hard copy of the formulae is to enable you to re-enter them, this presentation only hinders the task. Other spreadsheets on the market show the formulae replacing the data, in situ alongside the text, which is helpful.

Full help facilities on all aspects of the program are available, after a short delay to access the Microdrives. The documentation is adequate, with worked examples, but for a spreadsheet of this power one might expect more detail.

I was a little perturbed when I succeeded in crashing *Abacus*. I had created a dotted line over a number of columns, using the *Echo* command, and had issued a command to *Rubout* when the program bombed out. This should obviously not happen and is indicative that there is at least one bug still in the program. To put this in perspective, it was only one occasion in many hours of successful and trouble-free use. Data entry, on-screen cursor movement and the option to go directly to a specified location work very well, but moving the cursor downward beyond the current cell display causes a considerable delay in re-creating the screen.

The best features of Microsoft's *Multiplan*, Sorcim's *Supercalc* and Visicorp's *Advanced Visicalc* seem to have been recognised and the familiar '/' found in many spreadsheets has happily gone. My overall feeling is that *Abacus* is an excellent spreadsheet. I just wonder why Psion didn't go all the way to making this the spreadsheet of the decade!

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## The right note

Mark Harrison presents a short program to turn the Dragon into a musical organ

This program produces a tremolo sound of two different notes in a minute fraction of a second. In addition, the note is

maintained for as long as the key is depressed.

I am a keen musician and I recently

bought a musical box, but it played all the wrong chords. To get round this problem on the Dragon, I have added the facility for a minor version of each major chord where necessary.

The left arrow switches to the major scale while the right arrow switches to the minor scale. The keys on the second row (↑ to @) represent the notes C to G.

```

10 REM*****
20 REM* "CHORD ORGAN" *
30 REM* BY MARK HARRISON *
40 REM* 12TH NOVEMBER 83 *
50 REM* FOR THE DRAGON *
60 REM*****
70 CLS0
80 M=1
90 DIM P$(2,15),Q$(2,15)
100 LET P$(1,1)="02C":LET Q$(1,1)="02E"
110 LET P$(1,2)="02D":LET Q$(1,2)="02F"
120 LET P$(1,3)="02E":LET Q$(1,3)="02G"
130 LET P$(1,4)="02F":LET Q$(1,4)="02A"
140 LET P$(1,5)="02G":LET Q$(1,5)="02B"
150 LET P$(1,6)="02A":LET Q$(1,6)="03C"
160 LET P$(1,7)="02B":LET Q$(1,7)="03D"
170 LET P$(1,8)="03C":LET Q$(1,8)="03E"
180 LET P$(1,9)="03D":LET Q$(1,9)="03F"
190 LET P$(1,10)="03E":LET Q$(1,10)="03G"
"
200 LET P$(1,11)="03F":LET Q$(1,11)="03A"
"
210 LET P$(1,12)="03G":LET Q$(1,12)="03B"
"
220 FOR I=1 TO 12
230 LET P$(2,I)=P$(1,I):LET Q$(2,I)=Q$(1,I)
240 NEXT I
250 LET P$(2,3)="02E-"
260 LET P$(2,6)="02A-"
270 LET P$(2,10)="03E-"
280 LET Q$(2,1)="02E-"
290 LET Q$(2,4)="02A-"
300 LET Q$(2,8)="03E-"
310 LET Q$(2,11)="03A-"
320 CLS3
330 PRINT"          CHORD-ORGAN"
340 PRINT
350 PRINT"^ Q W E R T Y U I O P @ <- ->"
360 PRINT
370 PRINT"D R M F S L T D R M F S MS MS"
380 PRINT"O A E A O A E O A E A O AC IC"
390 PRINT"H Y   H H H   H Y   H H JA NA"
400 PRINT"                                OL OL"
410 PRINT"                                RE RE"
420 POKE65495,0
430 PLAY"L255"
440 PRINT@352,"
";
450 I=0:GOSUB 510
460 PRINT@340,A$;:PRINT @336,B$;:PRINT@332,C$;:C$=B$:B$=A$
470 PRINT@94+I*2,"*"
480 PLAY P$(M,I)+Q$(M,I)+P$(M,I)
490 PRINT@94+I*2," "
500 IF PEEK(337)=255 THEN GOTO 450 ELSE
470
510 POKE 337,255:POKE 329,1:A$=INKEY$
520 IF A$<>" " THEN A=ASC(A$)
530 IF A>7 AND A<10 THEN M=A-7
540 IF A=94 THEN I=1
550 IF A=81 THEN I=2
560 IF A=87 THEN I=3
570 IF A=69 THEN I=4
580 IF A=82 THEN I=5
590 IF A=84 THEN I=6
600 IF A=89 THEN I=7
610 IF A=85 THEN I=8
620 IF A=73 THEN I=9
630 IF A=79 THEN I=10
640 IF A=80 THEN I=11
650 IF A=64 THEN I=12
660 IF A$="" THEN 510
670 IF A$=CHR$(8) OR A$=CHR$(13) THEN A$="" :RETURN ELSE RETURN

```



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Mike and Peter Gerrard are regular contributors to *Which Micro?* and *Personal Computer News*. Peter Gerrard is the author of many titles in the Duckworth Home Computing list, including the Exploring Adventures series, and contributes to *Popular Computing Weekly*, *Commodore Horizons* and *Micro Adventurer*.



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**"BURNER"** fast-loading system for commodore 64 programs.

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Author: D. Turner



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## A contrary view

Robert Morgan shows how to determine the inverse of any 3\*3 matrix

This program should be useful for anyone studying A-level maths. The program calculates the inverse of any 3\*3 matrix, providing the inverse exists. The program shows how two dimensional arrays can be used to simulate matrices on a

computer. The inverse is calculated using the co-factor, adjoint method.

The program displays all the matrices in a readable way, as they would appear on paper. The program only requires the matrix to be entered at the beginning, in the

way it would be written down.

### Notes

- 100-445 Entering and checking matrix. Initialisation
- 450-600 Calculating & displaying co-factor matrix
- 610-650 Check matrix has determinant: if so determinant is calculated
- 700-820 Calculate & display adjoint matrix
- 830-950 Display inverse of matrix

The program is written in standard Basic and should be easily converted to other micros.

```

100 REM *****
101 REM *
102 REM *      MATRICES 3*3      *
103 REM *
104 REM *      BY      *
105 REM *
106 REM *      ROBERT MORGAN      *
107 REM *
108 REM *      (C) JAN 1984.      *
109 REM *
110 REM *****
111 PRINT "ENTER VALUES FOR THE MATRIX"
120 DIM A(3,3), AI(3,3), AA(3,3), TA(3,3)
125 FOR F=1 TO 3
130 PRINT "*****"; INPUT A(F,1)
140 PRINT "*****"; INPUT A(F,2)
150 PRINT "*****"; INPUT A(F,3)
160 NEXT
250 PRINT "THE MATRIX IS AS FOLLOWS :-"
260 PRINT "000"
270 FOR F=1 TO 3
280 PRINT TAB(10)A(F,1)TAB(15)A(F,2)TAB(20)A(F,3)
300 NEXT
400 PRINT "***** IS THIS CORRECT ? (Y/N)"
410 POKE198,0
420 GETA$: IFA$="" THEN 420
430 IFA$="N" THEN RUN
440 IFA$="Y" THEN 450
445 GOTO 410
450 REM CALCULATE CO-FACTOR MATRIX
460 AA(1,1)= ((A(2,2)*A(3,3))-(A(2,3)*A(3,2)))
470 AA(1,2)= -((A(2,1)*A(3,3))-(A(2,3)*A(3,1)))
480 AA(1,3)= ((A(2,1)*A(3,2))-(A(2,2)*A(3,1)))
490 AA(2,1)= -((A(1,2)*A(3,3))-(A(1,3)*A(3,2)))
500 AA(2,2)= ((A(1,1)*A(3,3))-(A(1,3)*A(3,1)))
510 AA(2,3)= -((A(1,1)*A(3,2))-(A(1,2)*A(3,1)))
520 AA(3,1)= ((A(1,2)*A(2,3))-(A(1,3)*A(2,2)))
530 AA(3,2)= -((A(1,1)*A(2,3))-(A(1,3)*A(2,1)))
540 AA(3,3)= ((A(1,1)*A(2,2))-(A(1,2)*A(2,1)))
550 PRINT "***** THE CO-FACTOR MATRIX IS :-"
560 PRINT "000"
570 FOR F=1 TO 3
580 PRINT TAB(10)AA(F,1)TAB(15)AA(F,2)TAB(20)AA(F,3)
600 NEXT
610 REM CALCULATE THE DETERMINANT
620 D=(A(1,1)*AA(1,1))+(A(1,2)*AA(1,2))+(A(1,3)*
*AA(1,3))
625 IF D=0 THEN PRINT "000 MATRIX HAS A ZERO DETERMINAT
- INVERSE DOES NOT EXIST."
627 IF D=0 THEN 910
630 PRINT "000"
640 PRINT "THE DETERMINANT OF THE MATRIX IS :-"
650 PRINT "000" TAB(10)"1 / "D
700 REM CALCULATE ADJOINT MATRIX
710 FOR F=1 TO 3
720 FOR G=1 TO 3
730 TA(F,G)=AA(G,F)
740 NEXT NEXT
750 PRINT "000 THE ADJOINT MATRIX IS :-"
760 PRINT "000"
770 FOR F=1 TO 3
780 PRINT TAB(10)TA(F,1)TAB(15)TA(F,2)TAB(20)TA(F,3)
800 NEXT
810 PRINT "000 HIT ANY KEY TO CONTINUE 000"
820 POKE198,0: WAIT198,1: POKE198,0
830 PRINT "000 THE INVERSE OF THE MATRIX IS :-"
840 PRINT "000"
850 FOR F=1 TO 3
860 PRINT TAB(9)TA(F,1)TAB(19)TA(F,2)TAB(29)TA(F,3)
870 PRINT TAB(9)"-----"TAB(19)"-----"TAB(29)"-----"
880 PRINT TAB(9)DTAB(19)DTAB(29)D
890 PRINT "000"
900 NEXT
910 PRINT "***** ANOTHER MATRIX ? (Y/N)"
920 GETA$: IFA$="" THEN 920
930 IFA$="Y" THEN RUN
940 IFA$="N" THEN PRINT "000": END
950 GOTO 920

```





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## A cross to bear

**Jonathan Ingleton** presents a simple two-player game of noughts-and-crosses

In this program, for the model B, the boxes on the screen are numbered from one to nine. To enter a nought or a cross in a particular box, simply type in the

number of the box.

For ease of use, player one always uses noughts and player two uses crosses.

## Notes

10-100	Title display
120-140	Input players' names
160-190	Draw grid
200-230	Draw numbers
270-280	Draw sequence
310-440	Circle move
450-560	Define circle
600-680	Define cross
860-950	Check for winner
960-990	Output winner

Escape at line 40  
 >L\_

[illegible]

```

630 MOVE x,y
640 DRAW x+100,y-100
650 MOVE x,y-100
660 DRAW x+100,y
670 go=1
680 ENDPROC
690 A$=GET$
700 REM **CROSS MOVE**
710IF A$="1" THEN x=390:y=800:VDU7
720IF A$="2" THEN x=600:y=800:VDU7
730 IF A$="3" THEN x=800:y=800:VDU7
740IF A$="4" THEN x=390:y=600:VDU7
750IF A$="5" THEN x=600:y=600:VDU7
760IF A$="6" THEN x=800:y=600:VDU7
770IF A$="7" THEN x=390:y=400:VDU7
780IF A$="8" THEN x=600:y=400:VDU7
790IF A$="9" THEN x=800:y=400:VDU7
800 A=VAL (A$)
810 IF B(A)>999 THEN B30
820 GOTO 690
830 B(A)=2
840 PROCcross
850 GOTO 260
860 REM **CHECK FOR A WINNER**
430 GOTO 300
440 B(A)=1
450 DEF PROCcircle(r,x,c,yc)
460 GCOL 0,1
470 r=70
480 MOVE -r+x,c,yc
490 FOR xx=-r TO r STEP 4
500 ht=SQR(r^2-xx^2)
510 DRAW xx+x,c,ht+yc
520 NEXT xx
530 FOR xx=r TO -r STEP -4
540 ht=SQR(r^2-xx^2)
550 DRAW xx+x,c,yc-ht
560 NEXT xx
570 go=2
580 GOTO 260
590 REM
600 DEFPROCcross
610 GCOL 0,2
620 x=x-50:y=y+50
630 MOVE x,y
640 DRAW x+100,y-100
650 MOVE x,y-100
660 DRAW x+100,y
670 go=1
680 ENDPROC
690 A$=GET$
700 REM **CROSS MOVE**
710IF A$="1" THEN x=390:y=800:VDU7
720IF A$="2" THEN x=600:y=800:VDU7
730 IF A$="3" THEN x=800:y=800:VDU7
740IF A$="4" THEN x=390:y=600:VDU7
750IF A$="5" THEN x=600:y=600:VDU7
760IF A$="6" THEN x=800:y=600:VDU7
770IF A$="7" THEN x=390:y=400:VDU7
780IF A$="8" THEN x=600:y=400:VDU7
790IF A$="9" THEN x=800:y=400:VDU7
800 A=VAL (A$)
810 IF B(A)>999 THEN B30
820 GOTO 690
830 B(A)=2
840 PROCcross
850 GOTO 260

```

continued over the page



```

860 REM **CHECK FOR A WINNER**
870 IF B(1)=B(2) AND B(1)=B(3) THEN 980
880 IF B(4)=B(5) AND B(4)=B(6) THEN 980
890 IF B(7)=B(8) AND B(7)=B(9) THEN 980
900 IF B(1)=B(4) AND B(1)=B(7) THEN 980
910 IF B(2)=B(5) AND B(2)=B(8) THEN 980
920 IF B(3)=B(6) AND B(3)=B(9) THEN 980
930 IF B(1)=B(5) AND B(1)=B(9) THEN 980
940 IF B(3)=B(5) AND B(3)=B(7) THEN 980
950 G=G+1:IF G=10 THEN PRINT"A DRAW":FOR Z=1 TO 2000:NEXT Z:GOTO 1060
960 REM **OUTPUT WINNER**
970 GOTO 290
980 PRINT:PRINT:PRINT:IF 3-go=1 THEN PRINT nam1$ " has won.": ELSE PRINT nam2$
  " has won."
990 FOR Z=1 TO 2000:NEXT Z
1000 MODE7
1010 REM **GAME OVER**
1020 CLS:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINTTAB(10);CHR
  $(141);"GAME OVER"
1030 PRINT TAB(10);CHR$(141);"GAME OVER"
1040 REM **ANOTHER GAME?***
1050 PRINT:PRINT:PRINT:PRINT:PRINT "ANOTHER GAME (Y/N):":INPUT C$:IF LEFT$
  (C$,1)="Y" THEN RUN ELSE IF LEFT$(C$,1)="N" THEN GOTO1060 ELSE 1020
1060 CLS
1070 FOR X=1 TO 5
1080 PRINT " N O U G H T S-&-C R O S S E S"
1090 NEXT X
1100 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT TAB(10)"-A- FOR ANOTHER GO"
1110 A$=GET$
1120 REM **ANOTHER GAME?***
1130 IF A$="A" THEN RUN ELSE 1110
  
```

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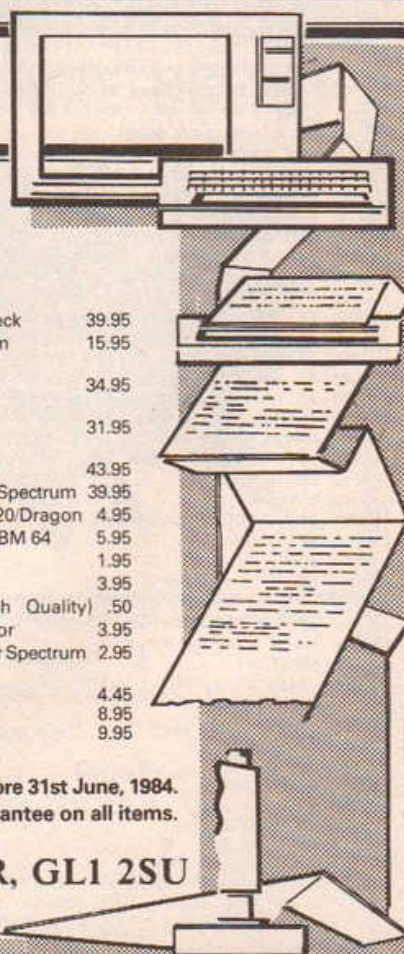
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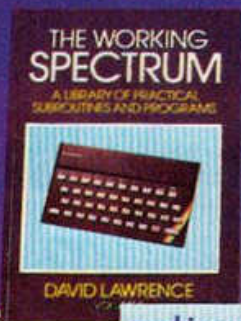


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# Open Forum

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed.

## Sound FX

### on Spectrum

The Spectrum is not renowned for its good sound facilities. Compared with the four

voices of the BBC computer the one voice sound seems rather crude. However, some very spectacular sound effects can be programmed in machine code. The listing below consists of several sound programs (and one graphics program) all of which

can be relocated anywhere in Ram by just changing the *Usr* address. Each program is held in a separate data statement (lines 100-160).

The programs themselves repeatedly calls the *Beep Rom* routine to produce the sound effects. It is possible to change the initial value of the HL and DE register to change the initial pitch and duration of the notes.

```
10 CLEAR 32381: LET c=0: FOR a=32382 TO 32572: POKE 23692,-1: READ b: POKE a,b
: LET c=c+PEEK a: PRINT a,"=",PEEK a: NEXT a

20 IF c<>19779 THEN PRINT "Error in Data statements": STOP

30 RANDOMIZE USR 32382: REM Colour/Paper change.

40 RANDOMIZE USR 32402: REM border change.

50 RANDOMIZE USR 32424: REM sliding tone.

60 RANDOMIZE USR 32451: GO TO 60: REM Siren.

70 RANDOMIZE USR 32495: REM Explosion!

80 RANDOMIZE USR 32521: REM Squeal.

90 RANDOMIZE USR 32545: GO TO 90: REM Phasor.

100 DATA 62.8,33,255,87,17,0,88,1,0,3,119,237,176,60,254,127,32,239,201

110 DATA 6,40,14,255,62,0,211,254,60,254,20,32,249,13,121,32,243,5,120,32,237,2
01

120 DATA 1,0,3,33,100,1,17,1,0,229,213,197,205,181,3,193,209,225,35,35,11,120,2
54,0,32,239,201

130 DATA 1,94,1,33,144,1,17,3,0,229,197,205,181,3,193,225,35,11,120,254,0,32,23
9,1,94,1,17,3,0,197,229,205,181,3,225,193,11,43,120,254,0,32,239,201

140 DATA 17,1,0,1,0,0,38,0,10,111,229,213,197,205,181,3,193,209,225,3,120,254,7
,32,239,201

150 DATA 1,244,1,33,44,1,17,1,0,229,197,205,181,3,193,225,35,11,120,254,0,32,23
9,201

160 DATA 1,127,0,33,170,0,17,1,0,213,197,229,205,181,3,225,
193,209,3,35,35,35,1,20,254,1,32,238,201
```

Sound FX  
by N Osborn

## Encryption

### on BBC

This program allows you to make your own codes and decode them. It is menu driven

and self explanatory — all the sections are clearly delineated by *Proc* statements.

```
10REM *****
20REM *** ENCODER/DECODER ***
30REM *** (C) COLIN PRYKE ***
40REM *** MARCH 14th 1984 ***
50REM *****
60MODE7
70A$=""
80PROC MENU
90END
100DEFPROC MENU
110CLS
120PRINT
130PRINTCHR$130:CHR$141:"ENCODER/DECODER"
140PRINTCHR$130:CHR$141:"ENCODER/DECODER"
150PRINT
160PRINT
170PRINTCHR$131:"1...ENCODE MESSAGE"
180PRINT
```

```
190PRINTCHR$131:"2...DECODE MESSAGE"
200PRINT
210PRINTCHR$131:"3...EXIT"
220PRINT
230PRINTCHR$132:"Input your choice"
240REPEAT
250B$=INKEY$(0)
260UNTIL B$="1" OR B$="2" OR B$="3"
270IF B$="1" PROCENCODE
280IF B$="2" PROCDECODE
290IF B$="3" PROCEXIT
300ENDPROC
310DEFPROC ENCODE
320CLS
330PRINT
340PRINTCHR$130:CHR$141:"ENCODE MESSAGE"
350PRINTCHR$130:CHR$141:"ENCODE MESSAGE"
```



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# Open Forum

```

360PRINT
370PRINT
380PRINTCHR$131;"1... INPUT MESSAGE"
390PRINT
400PRINTCHR$131;"2...SCRAMBLE MESSAGE"
410PRINT
420PRINTCHR$131;"3...MAIN MENU"
430PRINT
440PRINTCHR$132;"Input your choice"
450REPEAT
460B$=INKEY$(0)
470UNTIL B$="1" OR B$="2" OR B$="3"
480IF B$="1" PROCINPUT
490IF B$="2" PROCSCRAMBLE
500IF B$="3" PROCMENU
510PROCENCODE
520ENDPROC
530DEFPROCINPUT
540CLS
550PRINT
560PRINTCHR$130;CHR$141;"INPUT MESSAGE"
570PRINTCHR$130;CHR$141;"INPUT MESSAGE"
580PRINT
590PRINT
600PRINT
610PRINTCHR$131;"Input your message"
620PRINTCHR$133;:INPUTA$
630FOR A=1 TO LEN(A$)
640IF MID$(A$,A,1) <CHR$64 OR MID$(A$,A,1) >CHR$90 THEN PROCINERR
650NEXT
660ENDPROC
670DEFPROCINERR
680IF MID$(A$,A,1)=CHR$32 THEN ENDPROC
690PRINT
700PRINTCHR$135;"Input Error!!!"
710PRINT
720PRINTCHR$135;"A-Z + @ ONLY!!"
730PRINT
740PRINTCHR$132;"Hit any key"
750REPEAT
760B$=INKEY$(0)
770UNTIL B$ <> ""
780PROCINPUT
790ENDPROC
800DEFPROCSCRAMBLE
810CLS
820PRINTCHR$130;CHR$141;"SCRAMBLE MESSAGE"
830PRINTCHR$130;CHR$141;"SCRAMBLE MESSAGE"
840PRINT
850PRINT
860PRINT"1...RANDOM SCRAMBLE"
870PRINT
880PRINT"2...USER DEFINED SCRAMBLE"
890PRINT
900PRINT"3...MAIN MENU"
910PRINT
920PRINTCHR$132;"Input choice"
930REPEAT
940B$=INKEY$(0)
950UNTIL B$="1" OR B$="2" OR B$="3"
960IF B$="1" PROCRCR
970IF B$="2" PROCDSCR
980IF B$="3" PROCMENU
990ENDPROC
1000DEFPROCRCR
1010C=INT(RND(26)+64)
1020IF C<66 OR C>90 THEN PROCRCR
1030PROCSCRMES
1040ENDPROC
1050DEFPROCDSCR
1060CLS
1070PRINT
1080PRINTCHR$130;CHR$141;
"USER DEFINED SCRAMBLE"
1090PRINTCHR$130;CHR$141;
"USER DEFINED SCRAMBLE"
1100PRINT
1110PRINT
1120PRINTCHR$131;"Input character to be A"
1130REPEAT
1140B$=INKEY$(0)
1150UNTIL B$ <CHR$64 AND B$ <CHR$91
1160C=ASC(B$)
1170PROCSCRMES
1180ENDPROC
1190DEFPROCSCRMES
1200CLS
1210PRINT
1220PRINTCHR$130;CHR$141;
"SCRAMBLING MESSAGE"
1230PRINTCHR$130;CHR$141;
"SCRAMBLING MESSAGE"
1240PRINT
1250IF A$="" PRINTCHR$135;"NO MESSAGE!!":
TIME=0:REPEAT UNTIL TIME)100:PROCENCODE
1260MES$=""
1270MES$=CHR$(C)
1280C=C-64
1290FOR A=1 TO LEN(A$)
1300C$=MID$(A$,A,1)
1310D=ASC(C$)
1320IF D=32 MES$=MES$+" ":NEXT
1330D=D-64
1340IF D+C)26 THEN E=(D+C)-26 ELSE E=(D+C)
1350E=E+64
1360C$=CHR$(E)
1370MES$=MES$+C$
1380C$=""
1390D=0
1400E=0
1410NEXT
1420PRINT
1430PRINT
1440PRINTCHR$131;"Encoded Message="
1450PRINT
1460PRINTCHR$132;MES$
1470PRINT
1480PRINTCHR$131;"Do you want it printed"
1490REPEAT
1500B$=INKEY$(0)
1510UNTIL B$="Y" OR B$="N"
1520IF B$="Y" THEN PROCPRINT
1530ENDPROC
1540DEFPROCPRINT
1550VDU2
1560PRINTMES$
1570VDU3
1580ENDPROC
1590DEFPROCEXIT
1600CLS
1610PRINT""
1620PRINTCHR$131;" Byeee!!!!!!!!!"
1630END
1640ENDPROC
1650DEFPROCDECODE
1660CLS
1670PRINT

```

continued on page 39 ▶



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Send us the program listing, written in BASIC (not machine code), preferably on a cassette.

Include a short synopsis of the object of the game or puzzle, a brief description of what should happen when the program is run and an indication of the level of difficulty.

All entries will be acknowledged, and must be received by July 30th. Those entries included in the books will carry the names of the authors and remain their copyright.

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These two books will be published  
by Times Books and Sidgwick & Jackson  
on 31st October 1984.



# Open Forum

```

1680PRINTCHR$130;CHR$141;"DECODE MESSAGE"
1690PRINTCHR$130;CHR$141;"DECODE MESSAGE"
1700PRINT
1710PRINT
1720PRINT
1730PRINTCHR$131;"1...INPUT MESSAGE"
1740PRINT
1750PRINTCHR$131;"2...DECODE MESSAGE"
1760PRINT
1770PRINTCHR$131;"3...MENU"
1780PRINT
1790PRINTCHR$132;"Input choice"
1800REPEAT
1810B$=INKEY$(0)
1820UNTIL B$="1" OR B$="2" OR B$="3"
1830IF B$="1" PROCINPUT
1840IF B$="2" PROCDECODE
1850IF B$="3" PROCMENU
1860PROCDECODE
1870ENDPROC
1880DEFPROCDECODE
1890CLS
1900PRINTCHR$130;CHR$141;"DECODING"
1910PRINTCHR$130;CHR$141;"DECODING"
1920PRINT
1930PRINT
1940IF A$="" THEN PRINT"No message!!!":

```

```

TIME=0:REPEAT UNTIL TIME>100:PROCDECODE
1950MES$=""
1960B$=MID$(A$,1,1)
1970C=ASC(B$)
1980C=C-64
1990FOR A=2 TO LEN(A$)
2000IF MID$(A$,A,1)="0" THEN MES$=MES$+"
":NEXT
2010D$=MID$(A$,A,1)
2020D=ASC(D$)
2030D=D-64
2040IF D-C<1 THEN E=(D-C)+26 ELSE E=(D-C)
2050E=E+64
2060B$=CHR$(E)
2070MES$=MES$+B$
2080NEXT
2090PRINTCHR$131;"Decoded message=:"
2100PRINT
2110PRINTCHR$132;MES$
2120PRINT
2130PRINTCHR$131;"Do you want it printed"
2140PRINT
2150REPEAT
2160B$=INKEY$(0)
2170UNTIL B$="Y" OR B$="N"
2180IF B$="Y" PROCPRINT
2190ENDPROC

```

**Encryption**  
by David Pryke

## Microradio

GW6JJN



### Portable station

**M**icroradio has recently devoted a great deal of time to software and, to keep the balance, this week and next week will deal with hardware. A very special and highly desirable piece of hardware. The Tandy TRS-80 Model 100 portable computer.

Mr V Moore of the Tandy Corporation, Tameway Tower, Bridge Street, Walsall, West Midlands, kindly loaned Microradio their new Model 100 in order to explore the possibilities of using the machine in Radio Computing.

This is obviously an aspect that is close to their heart, because Tandy are also a supplier of radio equipment and aerials, etc.

Although the Model 100 is a portable computer, its facilities are not limited. In fact, there are very few home computers around that can match its power. But, a machine like this comes into its own when it's out and about. One of the things about operating a portable station on top of a mountain, either during a contest or just for the sheer fun of operating, is the tedium involved in keeping a note of the log. I was quite prepared to write a program for the Model 100 to do this for me. No need. In the software that comes in Rom is a program called *Address*. This is a database where names and call-signs can be entered and referred to immediately.

The next most useful thing

to have in a contest is a 'duper' program. That is a program into which I can enter the call-sign of a station to see if he has been contacted before, ie, a duplicate. As the Model 100 has a very good Microsoft Basic in Rom, this was no real problem. Once the program has been written, it remains resident in the computer. So does the information entered. The machine has a cassette interface, but I never needed to use it once. The machine on loan was a 32K.

Another facility available is the inbuilt word processor called *Text*. I am using it now to write the column and, to be perfectly honest, I don't know how I'll get on without it. Have to start saving the £645 that the Model 100 costs.

When one is out on a mountain, there is always a chance of dropping the thing. I must admit that I didn't test this aspect of the Model 100 for ob-

vious reasons, but I'm assured that it is a very rugged machine.

So far, I've covered the data processing aspect of computing for radio users as far as the Model 100 is concerned. Next week, I'll cover the interfacing and special unit that can be attached to it so that direct radio communications can be made.

At this point I must mention an urgent plea from Dave West G4SHQ of 129 Old Stoke Road, Aylesbury, Bucks, HP21 8DG, who would very much like to hear from Memotech 500/512 users interested in radio.

**Ray Berry GW6JJN**

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



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# Open Forum

## Merge

### on Dragon

This program gives the Dragon a *merge* command. The command is used to

combine two programs together. Once routine is loaded it can stay in the Dragon until turned off. The command is used as follows:

Load routine and execute & h2220 if not already done.

Load program A. Type "MO", ENTER.  
Load program B, with the line numbers greater than the highest in program A Type "MF", ENTER.  
LIST.

PAGE 11 MERGE

0001				NMI	MERGE	
0002	2220			ORG	#2220	
0003	2220	CC	2226	LDD	#2226	
0004	2223	DD	A3	STD	#A3	
0005	2223	33		RTS		
0006	2226	B1	4D	CMPS	#77	
0007	2228	26	23	BNE	END	
0008	222A	DC	A6	LDD	#A6	
0009	222C	C3	0001	ADD	#1	
0010	222F	DD	A6	STD	#A6	
0011	2231	A6	3F	LDA	[#A6]	
0012	2235	B1	4F	CMPS	#73	
0013	2237	26	0C	BNE	OFF	
0014	2233	36	1B	LDA	#1B	
0015	2236	37	13	STA	#13	
0016	223D	36	1C	LDA	#1C	
0017	223F	00	02	SUBA	#2	
0018	2241	37	1A	STA	#1A	
0019	2243	0E	3F	JMP	#3F	
0020	2245	B1	46	CMPS	#76	
0021	2247	26	0A	BNE	END	
0022	2243	06	1E	LDA	#30	
0023	2248	37	13	STA	#13	
0024	224D	00	01	LDA	#1	
0025	224F	37	1A	STA	#1A	
0026	2251	0E	3F	JMP	#3F	
0027	2253	7E	BB26	END	JMP	#BB26

Merge  
by R Newby

## Arcade Avenue

### Test of time

When you pay for a program how do you decide what is worth buying? Do you go by the reviews, the packaging, the reputation to the company, the recommendation of friends or because you have seen the game in action somewhere? The problem with the first three at least is that the quality of computer software is progressing by leaps and bounds. How can we predict the life span of a game or be sure that it's really worth buying several months after its initial launch? This is especially true of the long staying programs, such as the apparently evergreen *Football Manager*, which sometimes reappear on different computers months or even years after their original release. Occasionally therefore, I intend to look back at some of the great games that have been released to see how they have stood the test of time.

For the next couple of issues I'm going to concentrate on the range of cassettes offered by

Ocean. Although rarely given the critical acclaim of the likes of Ultimate or Matthew Smith, Ocean have had an outstanding run of success with one or two of their releases appearing in every software chart for many months. Although they have a collection of lesser known games hidden in their past, doubtless scrappy versions of *Frogger* and *Centipede* amongst them, Ocean first made a real impact on the software scene with their release of the more ambitious *Kong*.

*Donkey Kong* was possibly the first reasonably complex multi-screen arcade game to be transferred to the Spectrum. As is the way with unoriginal games, many software companies issued versions at the same time but in the charts Ocean won hands down. *Kong* remained in the Spectrum top ten for many months. The success was based on reasonably slick pixel scrolling graphics (the exception rather than the rule at the time) and a faithful reproduction of most of the elements of the original. This was a formula that Ocean have improved and

built upon since.

However, looked at in retrospect *Kong* is a rather dated program. I don't think Ocean themselves would deny that a definitive version for the Spectrum is yet to appear, indeed if Ocean were to do it again they would spend a lot more time on the graphics if nothing else. The biggest disappointment is the small stick man size of Mario and I am waiting with interest for the Atarisoft version to see what they can do. Still with a likely cost of £15 I don't think Ocean's sales department will lose much sleep.

The next release from Ocean was *Mr Wimpey*, based on *Burgertime*, and fully reviewed in an earlier issue of PCW. This program gave the first clue of the sheer quality of the copies that Ocean were to produce and remains one of my favourite games. Realising the goldmine of this formula, *Mr Wimpey* was soon released for other micros namely the CBM 64 and BBC. As is to be expected the graphics in the Commodore version are slightly better than in the Spectrum as is the sound, although unfortunately the op-

portunity for adding a full musical soundtrack has not been taken up.

By the time *Hunchback* was released, the customers were waiting with bated breath and it leaped into the number one spot. In many ways this is the epitome of Ocean's art — as perfect a copy as you could ever hope to achieve on the Spectrum. The Commodore version is better still, due to the inclusion of the wonderful opening screens where Quasimodo hops along the bottom of the wall — something that would be difficult to achieve on the Sinclair machine because of the colour resolution problems.

Next week I will continue this look at the more recent games released by Ocean including some original games.

Tony Kendle

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



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POPULAR COMPUTING WEEKLY



# Tony Bridge's Adventure Corner



## Phases of the moon

**N**ews this week of two long-awaited adventures. The first is from Carnell Software. At last, *Wrath of Magra* has begun to be shipped to the first of 10,000 advance customers.

The price of £12.95 seems very fair, including as it does, three large programs in a stout box, with an instruction booklet, and on top of all this, the 158-page *Book of Shadows*. In writing this, Stuart Galloway and Roy Carnell have expanded on the Legend of the Third Continent which was started in *Volcanic Dungeon* and continued in *The Black Crystal*.

The book makes exciting and involved reading, with stunning illustrations by Emmanuel, and is required reading if you wish to play the adventure to full effect. The later part of the book includes ingredients for spells which you will have to make up during your struggles against the evil forces. There is also a Grimoire of Fantastic Monsters that you will meet in the mines beneath the Black Mountains, as well as a glossary of Enchanted Treasures.

*Wrath of Magra* is in three episodes. The first part is taken up with your search for equipment, treasures and spell ingredients. The customary adventure format is followed, with the location being shown in graphics, and text scrolling up beneath the picture. On the right of the screen is a table of important information which remains on-screen during all three episodes. It includes details of your strength, both physical and spiritual, the number of wounds you have sustained in combat, and the time, which is an important variable in *Magra*.

Passing time is also represented by a display of the phases of the moon — you'll need to keep an eye on these all the time you're playing. The pictures at each location also reflect the time of day.

After the first part of the adventure, the player can move on to the mines beneath the Black Mountains, where spells can be cast and one or ten monsters fought, while building up faith for the third and hardest

part.

The latter episodes will be familiar to devotees of *Volcanic Dungeon*, and as in that program, maps are supplied to help the player around the caves and chasms of Magra's Kingdom.

The package is impressive, and the game is a good one which will keep the player occupied for many weeks. Graphics are very quickly drawn, the routines being written in compact machine-code, though the text processing is rather slow. The wrong part of this has been speeded-up — that is, key "auto-repeat" is set to ultra-fast, and I found myself having to backspace far too often to delete mis-typed letters.

However, *Wrath of Magra* can be heartily recommended; and there is even a competition for four Enterprise computers with colour TV! — and a pile of colour TVs waiting for the runner-ups. Not only this, but the player gets several examples of the Carnell Spelling Errors!

The other important adventure release this month, and one which should last for several more months, is *Lords Of Midnight*, from Beyond Software. This package, too, is enhanced by excellent documentation,

red a technique called "Landscaping", his term for the graphics used. As your character walks around the land of Midnight, the landscape changes constantly, just as if you were actually walking through the countryside — to achieve this, no less than 32,000 different panoramic views have been created. You, the player, may choose to control any one, or all, of four characters.

The game is a graphic adventure, and is a little similar to *Valhalla*. There are no puzzles to be pondered over — only four main commands have to be mastered: *Look* will display the scene as it looks to the character you are controlling, and movement is accomplished by the usual N, S, etc. *Move* will keep the players going in the present direction. While the graphics are on-screen, there is only a small space available for information to the player, and the *Think* command clears the screen to allow more detailed data about the player's character to be shown.

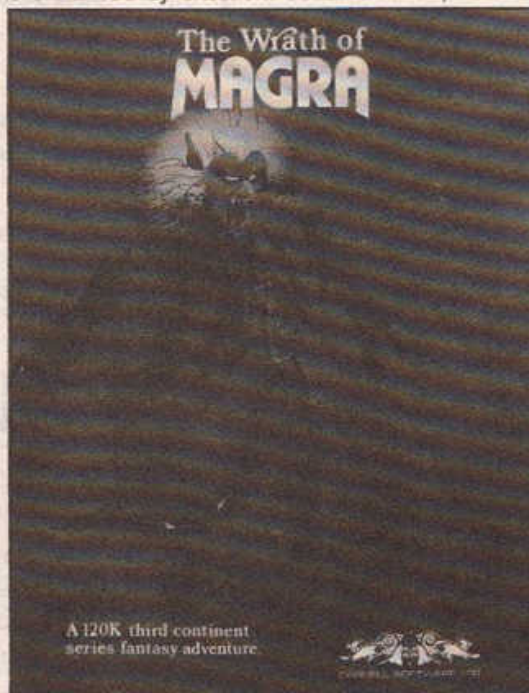
*Choose*, the final command, presents the player with a list of special options not available with the other commands. These options will reflect the basic personality of the character being controlled; thus, a cowardly character is unlikely to be able to perform brave deeds, although they may occasionally be offered.

The mechanics of the game are rational — that is, movement through a forest will be slower than across a plain. Castles may offer shelter or harbour enemies and mountains will prove exhausting to cross. There are many other such features dotted about the landscape, and each will possess its own unique properties. Although there are several items to be picked up, each of which may be of help in the Quest, the basic premise of the adventure is combat with the enemy armies.

The Grand Elf has only seen a "super-demo" so far, which doesn't include the whole game, but the graphics are superb, with heraldic devices being shown on-screen for each character, and a beautiful Olde-English script. It's

obviously going to be an outstanding success.

*The Wrath of Magra* and *Lords of Midnight*, with their exciting packaging and epic scenarios, are going to make this summer a very busy one!



as in all Beyond programs, which takes the form of a 30-page booklet. This is in two parts — the instructions and 19 pages from *The Book Of Midnight*. As with *Magra*, this sets the scene for the game.

The novel is part of a "novel" prize! A copy may be taken on a printer of each screen along the way to the defeat of Doomdark, and the first player to achieve this feat may have his screen copies incorporated into the first-ever computer-generated novel.

*Midnight* is written by Mike Singleton, a well-known figure on the British Play-by-Mail scene, and author of several games for Postern. In this adventure, he has pioneered

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



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# Peek & Poke



## AMSTRAD MONITOR

Paul Smith of Cheam, Surrey writes:

**Q** My problems may seem a little strange since they concern the new Amstrad computer which has yet to be launched, but I hope from the information available about it you can help me.

- 1) What size is its monitor?
- 2) May other computers work with its monitor?
- 3) Can the Amstrad work with conventional T.V's?
- 4) What is Amstrad's address?

**A** I hope that you found the review of the new Amstrad computers in the April 25th issue useful. Although this machine is not yet launched it does seem destined for a good future in the UK market.

It has a 14" monitor which is an integral part of the machine. As far as I know there are no plans to sell the Amstrad computers without the monitors. It is therefore unlikely that you would want to interface it to a standard TV set, although you could if you needed to. For further information on this range of computers you should write to: Amstrad Consumer Electronics, Brentwood House, 169 Kings Road, Brentwood Essex CM1 4EF.

## COLOURED CIRCLES

Kevin Whitley, of Pendine Park, Gwernsylvllt writes:

**Q** About three months ago I bought a Sinclair Spectrum 48K computer. Can you tell me how to colour in

circles quickly without using User-defined graphics?

**A** The lack of a *Fill* command on the Spectrum is one of the most annoying features of the machine. The most common method of achieving a solid circle in Basic is to either draw a number of circles (raising the radius by 1 each time until the correct size is reached), or to *Poke* the appropriate bytes in the attributes file with the required *Paper* colour.

Games which employ static pictures, such as the *Hobbit*, use machine code routines to achieve the rapid filling that you have no doubt seen.

My advice to you would be to look for a book containing a machine code *Fill* routine such as *Supercharge Your Spectrum* published by Melbourne House.

## DIFFERENT SCREENS

Ian Deacon of Thurmaston, Leicester writes:

**Q** I am right in the middle of writing a program which features 20 different screens, each of which needs 4 UDG's to build up that particular brand of alien, this is a total of 80 in all. Then I need a further 45 UDG's for explosions, backgrounds etc. This is a total of 125 UDG's.

My problem is that the Spectrum only supports 21. I have heard that it is possible to have 55 different sets of UDG's in memory at once, by *Pokeing* them into different areas of memory, then by *Pokeing* to that address you can switch between any of your sets, thus allowing up to 1155 UDG's in memory at any one time. As I only need 125 this should present no problems, but how do I go about *Pokeing* in these characters and then switching between them? Finally, how much memory would 15 UDG's roughly take up?

**A** Let me answer your questions in reverse order. Each UDG takes up 8 bytes of memory, one byte for each row of pixels defined. Therefore, 15 UDG's would take up 120 bytes of memory.

The method of setting up an User Defined Graphic on the

Spectrum is well known, what is less well known is the method of extending the UDG facility in the way you require.

As you require a total of 125 UDG's, you will need to reserve 1000 bytes of memory to store them in. You do this by using *Clear*, as you would if you were using a machine code subroutine. To set up your UDG's you follow the same procedure as normal, except that the bounds of the *For...Next* loop refer to the memory locations in which you are going to store the graphic characters, ie, if you are going to store your UDG's in locations 63000 to 63999. Then the code might look like this

```
For i = 6300 TO 6399: Read a:
Pore i,a: Next i
```

This assumes that you have your UDG's defined in *Data* statements in the normal way. Then when you want to use one of your graphic sets you would like *Poke* 23675 and 23676 with the start address of the particular set you wanted, eg, set 1 would be at address 63000, set 2 at address 63168 (if there were 21 of them), and so on. In your case you will need to organise your graphic sets carefully as you will still only be able to access 21 UDG's at any one time. Best of luck with the game.

## OUT OF SERVICE

J Van Hecke of Eeklo, Belgium writes:

**Q** I have recently purchased a Simon's Basic package for my CBM64. I am quite pleased with it, but I discovered that some programs, particularly those containing machine code, do not work when the package is plugged in. I wonder whether there is any way of taking the package out of service without having to remove it every time, since fre-

quent removal and refitting won't do the cartridge contacts any good.

**A** The only answer I can give is no. It seems a common feature of cartridge Rom software, interfaces, and sideways Roms that there are almost always problems associated with running machine code programs. This is normally because the programmer has used a piece of memory reserved for the interface, or superseded by the extra *Rom*. I am afraid that you will have to keep on removing your cartridge when you want to play these games.

## PRICE REDUCTION

Ian Davies of Sutton Coldfield writes:

**Q** I have owned a Dragon 32 for some time, and am now intending to buy either an Electron or a BBC 'B'.

I have heard that these machines are to be reduced in price, to £130 and £250 respectively. Do you know if this is true? Secondly, will I be able to use the same printer on the Acorn machine that I do now with my Dragon?

**A** I haven't heard of the price drop you mention. I don't think such a cut is likely to occur soon... but that probably means it will happen the day after this is published.

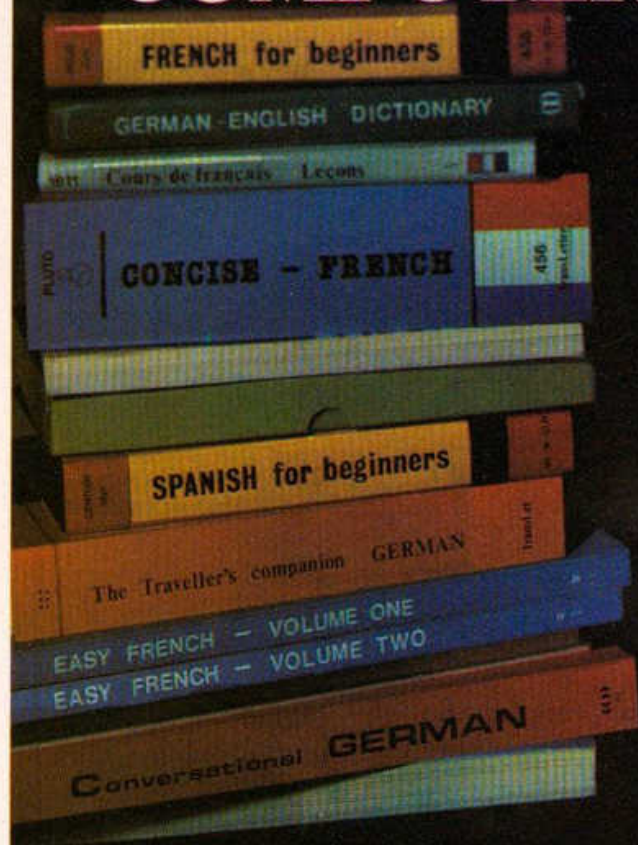
The amount of advertising that Acorn are giving to the Electron does not indicate an immediate price drop is in prospect.

You will be able to connect a printer to the Model B. Tandy printers are compatible with both the Dragon and the BBC 'B'. The Electron itself has no printer interface, but Acorn has announced its Plus-1 add-on unit for the Electron — it includes a Centronics interface. Acorn says it is available now: price £59.90.

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**SPECTRUM S/W** The Black Hole, cassette 50. Tel: 0259 60 840 after 6pm.  
**48K SPECTRUM** 2 pieces of s/w Loner Jetman, volcanic. Full documentation 2 weeks old. £120. Tel: 021 551 6178 Barry Eaton.

**SPECTRUM TAPES** for sale or swap. Valhalla, Games designer, urban upstart, Arcadia, Atic Atac, Armagedon, Pharaoh's Tomb, Zoom, Jet Set Willy and more send s.a.e. with list all tapes are original (perfect).

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**VIC 20**, 16K Ram pack Super Expander. £70 cassette software, 5 cartridge games and 2 games book. Only £130 ono. All in excellent condition. Telephone Mark on 021-421 2115.

**VIC 20** software for sale. £4 each or £30 the lot. Arcadia, Wacky Waiters, Catcha Snatcha, Bewitched, Traxx, Asteroids, Multisound Synthesizer, Crazy Kong, Quest of Merravid (also CBM 64). Tel: Aylesbury 24813.

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**VIC 20** including recorder, manuals, Joystick, s/w. Will sell for £140 or swap for 48K Spectrum. Tel: 021-523 8473 Nigel.

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**VIC 20**, 16K, C2N, intro to basic I, quickshot j/s, lots of s/w, wanted, £125. Tel: Plymouth (0752) 260166 (6pm).

**COMMODORE 64** address book and mailing labels program, uses tape or disc, £5. Also word processor on plug-in

Rom cartridge, £25. Phone: 0491 39497.

**VIC 20 Starter Pack**, 16K switchable RAM pack, beginners assembly language course, with machine code monitor, lots of games, joystick, books and chess cartridge, £180 ono. Tel: 07356 4032.

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**TANDY CGP-115** printer with BBC interface, cost over £150. Swap for any BBC disk drive, preferably TEAC, LVL or Cumana. Must be in good condition. Tel: Coventry 614924.

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**ZX81 + 16K** Ram £15. ZX81 in need of repair. Computer mags, and software for sale write for details. Mrs A. Pollet, 80 Cock Road, Kingswood, Bristol.

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**ZX81 PRINTER** with 5 rolls of paper: interface for VIC 20 or CBM 64 £40.00. Tel: 01 478 7868 after 6pm.

**16K ZX81**. Alpha Probe game swap for adventure game for same computer. Tel: 051 334 9696. Mr D.J. Lay.

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**SELL ZX81** software mags, ZXAS, flight simulation, history, english, cass 4 (Orwin), Night Gunner, ZX scramble 1K brakout. Worth over £45. sell for £20 or £2 each. Ring Bristol (0272) 560126, Adrian.

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**DRAGON 32**. 8 months old, joystick, magazines & s/w inc. Chukie Egg, King and Frogger etc. £100 or swap for Spectrum 48K & s/w if possible. Tel: Mansfield (Notts) 845461.

**DRAGON 32** with cassette recorder, joysticks, lots of s/w, £99. Tel: 202 7694 (Hendon), Jason Minsky.

**DRAGON 32**. 3 joysticks, lots of mags., 1 300/c, £150; s/w, £165. Tel: Hitching (042) 812 526.

**DRAGON 32** & disk unit, disk joystick cartridges, tapes, £300. Tel: Windsor 51750 (eves.)

**DRAGON 32**, 5 months old, £135 s/w, 2 joysticks, tape recorder & mags. £286 o.n.o. Tel: 021 556 0635.

**DRAGON 32**, boxed, as new, joysticks, cartridge, all Dragon users, light pen. Software includes Chukie Egg, Ugh,

Leggit, Danger Ranger, Shuttle, King, Frogger, Crazy Painter and more, £150. Tel: Bolton 691389.

**DRAGON/ORIC SOFTWARE WANTED**. We will pay excellent royalties for games, adventures, utilities. No obligation. Send cassette to: Oron Software, 64 Prince Street, Rochdale, Lancs. Make money with your game!!

**DRAGON 32**. For sale, still boxed as new. All manuals, magazines plus joystick quick sale £140. 4 The Green, Cheadle Hulme, Stockport. Tel: 061-485 8688.

**BOXED DRAGON 32K** with Microcare's 64K RAM upgrade, includes forth language. Runs cartridge programs on cassette tape, Joysticks, four books, extensive software £200 or nearest offer includes delivery 0978 356840.

**DRAGON 32**, Joysticks, dustcover, light pen, £100 of software including Donkey King, Juniors Revenge, Frogger, £130. Buyer collects or sell software separately at half price. Tel: Haywards Heath (0444) 413687.

**DRAGON 32** + 1 Joystick + Cassette Recorder. Only 6 months old. Still under guarantee. Load of cassette software including Frogger, UGM Mined out, The King etc. Lots of magazine software. In superb condition easily worth £350 will sell for £180 ono. Telephone Stevenage 355256.

**POKES + ROUTINES** for Dragon 32 to make programs unlistable, unsavable, unbreakable, unseeable and a whole lot more. Send cheque/PO for £1 to A. J. Wass, 19 Fernwood, marple Bridge, Stockport, SK6 5BE.

**DRAGON 32**. No pirated s/w, joysticks, light pen, assorted s/w + books and manuals, £180 the lot. Tel: 01-906 2062 (lan).

**DRAGON PROGRAMS** for sale or swap. Tapes by Microdeal, Salamander etc. Write Mavis, 35, Leng Road, Newton Heath, Manchester M10 6NX.

**DRAGON 32 TAPES**. Twelve original cassettes for sale, or swap other Dragon software. Titles by Microdeal, Salamander, etc. Phone 061 682 5024 (after 7pm please).

**DRAGON SOFTWARE**, Alcatraz, Frogger, Calixto Island, Night Flight, Cuthbert Goes Digging. For sale or swap. Half price. Ring Phil, Peterborough 269748.

**DRAGON 32** 2 Joysticks 13 tapes (games). 2 cartridges (games). All leads and software in good condition. £200 ono. Fareham (0232) 283764.

**£100 OF S/W** for Dragon 32, Joystick, Books and cartridge. Sell for £50 ono. Tel: Woverhampton 732679.

**DRAGON 32**, still boxed, under guarantee. £30 of s/w. £90 ono. (04948) 3342.

**DRAGON 32** disc drive, unused. Bought in error. £220.00 Tel: 01 840-1271 after 6pm.

**DRAGON 32**, tape, Joystick, four Microdeal games, manual as assembly language programming. 3 years membership of a s/w club. One year subscription to Dragon user. £140 ono. Crawley (31830) 5pm.

**DRAGON 32** 9 months old. Good condition. £120 of s/w. Joystick ie: Donkey, Android, Stock Control tape. Any realistic offers. 01-748 3231. Colin Newman.

## Wanted

**ZX PRINTER WANTED** Swap for Chess, Intruders, Missile, Planetoids, H. Horace, Androids, Cruising Jackpot, Derbyday, T. Tower, Meteors, 3D-Tanx, Softalk 2 and Sorcerers Castle: or sell £3.00 each. Ring Rochdale 50246 after 6pm.

**WANTED**, ZX Spectrum at reasonable

price of £100 in Merseyside area. Preferably on the Wirral. Phone 051 342-6376.

**SWAP SPECTRUM** educational software for four to eight year olds. Will swap any within age group for Pathfinder, ABC, Lift-off, Alphabet, Hot Dot, Spotter etc. etc. 01-800 6767.

**SPECTRUM** swap Level Nine 9, Lords of Time for any other Level Nine 9, Golden Baton for any other mysterious adventure. Phone Coalville 38229 after 4pm. Bob.

**VIC-20**, person will swap Vic-20 games with others. Telephone G.C.M.O. on (0222) 33588 (evenings except Wednesday). I am definitely not swapping my software company programs for typed in magazine efforts!

**WANTED**. 16K Ram pack for Commodore VIC 20. Phone Bob Wilson on Swansea (0792) 468063.

**GOOD AS NEW** (ie. still boxed) Aquarius computer, mini-expander, 16K memory, logo cartridge, manuals, burger time and adventure cartridges plus four games. 16K Spectrum wanted, with software (still boxed). Tel: 01-904 3661.

**SWAP**. Original Spectrum software 2200M games designer, Scrabble, Racing Manager, Jetset Willy, Countries of the World. Wanted education programs or Kempston conversion tapes. Phone 0226 710119 (after 6).

**SWAP**. Cyrus chess, Cookie, Jetpac, Psion Flight, Ant Attack and Knot in 3D for £25, or micro prolog. Also for sale, mastering machine code on ZX80, ZX81, £4 or L.Jetman. K. Sullivan, 20 Stewarts Town Avenue, Belfast, Northern Ireland.

**WANTED TO SWAP**. Education programs or Kempston conversion tapes for Zzoom, Games Designer, Hunter Killer, Scrabble, Jet Set Willy, Racing Manager, Countries of the World. Phone Barnsley 710119 (after 6).

**ORIGINAL SPECTRUM SOFTWARE** for swap, Games Designer, Hunter Killer, Scrabble, Zzoom, Racing Manager, Jet Set Willy, Countries of the World. Wanted Kempston conversion tapes or education programs. Phone 0226 710119 (after 6).

**I HAVE CARTRIDGE GAMES**, Munchman and Video Games 1 for T19914A. Worth £25, to swap for the Hobbit or Valhalla for the ZX, Spectrum. Tel: Alan (0997) 43367.

**SWAP THE QUILL**, boxed. Unwanted gift for H.U.R.G. Phone 01-556 1874 (any time).

**SPECTRUM 48K** with Cambridge joystick, interface and joystick. £70 worth of software including Kong, Aticacat and Splat. Still under guarantee, excellent condition, good bargain for £142. Tel: Bookham 58711 (evenings).

**WANTED**: M/C Monitor, 16K Rampack, Super Expander for VIC20. Will pay £15 for each. Write to T.P. Chadwick, St. Catherine's College, Oxford.

**SWAP** Valhalla and Ocean's Kong for Quickshot or TAC 2 joystick. Send offers to: 15 Pounds Close, Brushford nr. Dulverton, Somerset TA22 9AL.

**SWAP** National Z1MHz amateur transceiver SSB/CW, 10/2W output digital readout mobile rig, value approx. £130. For best Dragon 32 outfit offered ring Duncan MK 0908 563839.

**CBM 64** software to swap. Many titles (all letters answered). Write Andre, Boite Postale No.116, Liegex, Belgium.

**CURRAH SPEECH** will swap for the Quill & Documentation and the Alchemist or will swap with Kempston joystick for a proper Spectrum keyboard. S. Burd, 60 Broadlea Oval, Bramley, Leeds 13. W13 2SU

**ZX MICRODRIVE** + interface 1, brand new, unused. £99 ono. Tel: 01 995 6282.



**ZX PRINTER** and paper for swap with a quality stereo cassette player with two sets of headphones. Send or write to P. Abley, 37 Saint John's Gardens, Sunnyside, Crook, Co. Durham, DL15 0LU.

**SPECTRUM SOFTWARE.** To swap or sell, Chequered Flag, Firebirds, Royal Birkdale, J.S.W., Manic Miner, Fred, Android 2. Over 150 other titles available. Send SAE to H.D.C.R., 33 Muirhead Road, Glasgow, Scotland. (List will be sent).

**ZX81 WANTED.** With leads, telephone Dunblane B24299 evenings/weekends.

**SWAP SPECTRUM** educational originals. ABC Lift-off, Pathfinder, Alphabet and Hot Dot Spotter for similar age group. 01-800 6767 after 7pm or weekends.

**WANTED 48K Spectrum** with recorder and books/s/w. Pay £135 cash. Weller, 49 Haylett Gardens, Surbiton Crescent, Kingston, Surrey, KT1 2ER. Must be in immaculate condition. Collect within London area.

### For sale

**ORIC 48K** games worth £70, mags and books over £150. MLP 40 colour printer plotter £140 or £290 the lot. Buyer collects. Tel: Wisbech 63516. Eves.

**SHARP MZ-80K 48K** Home Computer, built-in monitor and cassette deck + wp keyboard includes software (languages + games + utilities), manuals and dust cover, £210 o.n.o. Phone: Warrington (0925) 56861 evenings (Peter).

**JET SET Willy, Alchemist, Hurg, Urban Upstart, Zaxxon, Scope, Omega Run, FP compiler, Birds and the Bees** etc for sale. Phone: 061 881 3651. Tony.

**SUPER EXPANDER CARTRIDGE** plus Vic Graphics Book for Vic 20, £25. Chess, £6. Pools Forecaster, £5. Colonel's House Adventure, £5. Pool, £4. Telephone: 0702 529431.

**COMPUTER** (popular make) with Ram 64K, printer and business software in good condition. Please send particulars and price expected to Mr SP, 24 Clarendon Road, Harrow HA1 1BL.

**HORNBY** Railway for sale. Ideal for computer control or adding to existing layout. 6' x 4' double loop + many sidings and carriages. Only £70, absolute bargain! Phone: Chris on Rugby (0788) 832468.

**ARCADIA, ASTEROIDS, A.V.I.T.W.** and lots more top selling titles to swap for other Vic 20 software. Tel: (0228) 28554 after 5 pm

**GOING FOR CHEAP PRICES!** Adventure cartridges Commodore's 'Voodoo Castle', £7. 'The Count', £6 and swap 'Adventureland' for 'Pirate Cove' or 'Mission Impossible'. Phone Now, 0558 822509 (Please hurry) (Help).

**SHARP MZ-80A.** Good as new, all original Sharp software, leads, manuals + dust cover + extra professional games worth over £500. Only £299. Tel: Walton-on-Thames 244758.

**REGENT 200** with 90 key keyboard, built-in monitor RS232 (19200 BAD) centronics, manual etc, etc. Exchange for Spectrum, CBM 64 or why phone 061-432 4538 evening or weekend.

**CB5 COLECO** for sale with Donkey Kong and Zaxxon, £80 or exchange CBM 64 cash ads. B. Levkin, 25 Stokesley Walk, Great Lever, Bolton, Lancs BL3 2TD.

**FOR SALE.** A crack shot joystick + games for Spectrum. Tel: Cranbourne 207 after 4 pm

**48K LYNX** with starter, speech synthesiser. Lots of Spectrum s/w to swap. No reasonable offer refused. Tel: 0274 727985 (after 6 p.m.)

**IMP DOT MATRIX PRINTER.** Tractor or friction feed, 60 cps and double width characters, RS 232, ideal for Spectrum

with Interface I. £100. Tel: 01-337 1623.

**SHARP MZ 711** with data deck. Cost £300, accept £175 or swap for Spectrum 48K with s/w. Tel: 01-708 3269.

**ORIC COMPUTER** for sale. Nearly new with software, books and magazines. Unwanted gift, excellent condition. Best offer secures. Tel: (0473) 822284 (evenings).

**CURRAH SPEECH** unit for Spectrum computer. New — unwanted gift. Bargain at £20. Tel: c.o. Durham 0388 814717.

**TEXAS TI99/4A** extended Basic cartridge for sale £33 ono. Genuine reason for sale. Phone Derick Carter, Swindon (0793) 692123 or write 18 Dart Ave., Greenmeadow, Swindon, Wilts SN2 3LA with s.a.e.

**THE CHIP** with Archiver Editor software. New — unwanted gift. Fits Atari 810 disk drive. £80 ono. Tel: 0272 611011 after 4.30pm.

**SAKER Z80** data entry pad. As new. Retail £689; only £250 or swap BBC B or other micro, or printer, VDU, DOS, other Hardware. Various operating software available. Details 0491 874117.

**NASCOM 48K Ram, 64K Rom,** contains Pascal, Pilot, Zeap, NAS-DIS, Debug, NAS-PEN. 6000 Baud digital cassette drive. All documentation £300 ono. Tel: Sellwood 0235 21900, ext 5357, office hours only.

**INTELLIVISION** video game system, includes games console, Intellivoice module and 18 games cartridges complete in boxes. Very good condition, £140. Phone Farnham 2456 evenings.

**FOR SALE.** One A.G.F. programmable joystick interface with Quickshot two! joystick. Unwanted present. Both under guarantee until December. For quick sale £25 (no offers). Phone Barry on High Wycombe (0494) 20282.

## ADVENTURE HELPLINE

**Micro: ZX Spectrum**  
**Adventure: Artic Advent A — Planet of Death**  
**Problem: How to operate the computer after coming down the pit,**

## Diary

Event	Venue	Dates	Admission	Organisers
Micro Trade 84 (Trade only)	Barbican London	July 4-6 10.00am-6.00pm	Free	Montbuild Ltd, 11 Manchester Sq, London W1 01-486 1951
The Graig Microfair	Graig School Pwll Llanelli Dyfed	July 7 11.00am-5.00pm	50p	Graig School Parents Association, c/o 5 Warborough Close Llanelli, Dyfed SA15 3LH
What Micro? Computer Show	Battersea Park London	July 14-15 10.00am-7.00pm	£1.50	VNU Business Publications Evelyn House 62 Oxford Street London W1A 2HG 01-636 6890
Electron and BBC Micro User Show	Alexandra Palace London	July 19-21 10.00am-6.00pm July 22 10.00am-4.00pm	£3.00 adults £2.00 children	Database Publications 68 Chester Road Hazel Grove, Stockport 061-456 8383
Scottish Personal Computer World Show	Assembly Halls George Street Edinburgh	July 26-27 9.30am-8.00pm July 28 9.30am-5.00pm	as yet unfixed	Scottish Industrial and Trade Exhibitions 8a Charlotte Square Edinburgh EH2 4DR 031-225 5486

*past the green man, and along the tunnel*

**Name: Stuart Crawford**

**Address: 16 Magheralave Road, Lisburn, C. Antrim, N. Ireland**

**Micro: 48K ZX Spectrum**

**Adventure: Knights Quest**

**Problem: How do I operate the compass in the deserted wastelands and am I on the right trade**

**Name: Simon Bennett**

**Address: 46 North Way, quintrell Downs, Newquay, Cornwall. TR84LA**

**Micro: Commodore 6L**

**Adventure: Hobbit**

**Problem: We cant get any further than the river on it gets boring going to the same place and stoping. P.S. Please help.**

**Name: Gareth Lloyd**

**Address: 20 Chevin Close, Little Hare Scott Lane, Shrewsbury, Shropshire**

**Micro: Sinclair ZX Spectrum**

**Adventure: Smugglers Cove**

**Problem: I cannot get past the trench stream, oak door, or waterfall, I have all the objects available but cant find key word.**

**Name: Mr. M. F. Maxey**

**Address: Furze Cottage, Plaistow Rd., Kirdford, West Sussex RH14 0LA**

**Micro: Spectrum (48k)**

**Adventure: Espionage Island (Adventure D)**

**Problem: I can't get past the first bit. Where I am in the plane under attack.**

**Name: George Howard**

**Address: 31, Springfield Road, Windsor, Berkshire SL4 3PP**

**Micro: ZX Spectrum 48k**

**Adventure: The Hobbit**

**Problem: I can't get out of the goblin dungeon**

**Name: Nicholas Harrison**

**Address: 33 Mount Drive, Nantwich, Cheshire**

**Micro: BBC**

**Adventure: Quest for the Holy Grail**

**Problem: I am unable to pass the black, or blue knight also the oak tree, so I am unable to get any further**

**Name: John Lapham**

**Address: 68 Friars Walk, Southgate, London N14 5LN**

**Micro: Cic 20**

**Adventure: Pirates Cove**

**Problem: I, where to find keys, how to build a boat to treasure island**

**Name: Anthony Gay**

**Address: 418 Retford Road, Sheffield, S13 9RD**

## DOCTOR HOG'S

TEXAS TI 99/4	SPECTRUM	£
HIGHER LOWER.....	JET SET WILLY.....	5.25
DRAUGHTS.....	MANIC MINER.....	5.25
WOMBAT WASHERS.....	XENO II.....	4.99
SHOOT OUT.....	GLUG GLUG.....	4.99
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EXTENDED BASIC	COMMODORE 64	£
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	3D TIME TREK.....	4.99

Please add 50p p&p to all orders. Send S.A.E. for full list of over 100 games to: (Dept.15).

**22 St. Albans Tower, Iris Way, Chingford, London E4 8RG.**



## CUP FINAL

You may have seen Commodore's *International Soccer* cartridge in which you get to play a fairly convincing game of football. The program 'lit' the man who was currently under joystick control.

The same thing has been achieved on the Spectrum by



Artic Software, although the graphics are obviously not the equal of the Commodore game.

*World Cup Football* allows you to pick your team (from a choice of 40 international sides) and play the world cup final — either against the machine or another player.

There are some nice touches — continuous football type music and cheering fans amongst other things. You can also play out the rounds of the cup and lead up to the final match; the cup itself is presented at the end, of course. Within the limitations of Spectrum graphics, an excellent game.

**Program** *World Cup*  
**Price** £6.95  
**Micro** *Spectrum*  
**Supplier** *Artic Computing*  
*Main Street*  
*Brandesburton*  
*Driffild*  
*YO25 8RL*

## VERB, NOUN

Mosaic's Bookware is a great idea — mixing books and adventure games so that the latter is enhanced by the former, both by clues contained in the book and by a greater sense of provided by the extra detail it

can hold, has to be a good idea.

But I don't think Mosaic have really cracked it yet — the adventures are simply not good enough. The latest release illustrates this well; *The Width of the World* is a neat package consisting of the book of that name and an adventure that is a kind of 'sequel' to the story.

The adventure game is described as 'dramatic' and 'illustrated' — in fact, it is simple verb noun entry with very simple graphics apparently drawn in Basic — people familiar with *Hobbit*, *Valhalla* or even *Knight's Quest* will find it pretty silly.

Maybe it's intended for young kids and is deliberately simple, if so I can only suggest that the kids are unlikely to thank Mosaic. It appears that

nearly all the program is written in Basic as I discovered by judiciously pressing a few keys.

**Program** *The Width of the World*  
**Price** £9.95  
**Micro** *Spectrum*  
**Supplier** *Mosaic Publishing*  
*187 Upper Street*  
*London N1 1RQ*

## REPRESSIVE

Could this be the beginning of a new age of puritanism, can guilt and misery once more be rearing their repressive heads? God knows. But we're getting lots of programs featuring hell and demons these days. Most recently a program called *Mr Mephisto* from a new company called Euro-Byte.

Plotwise, it's a case of Dante eat your heart out — you are trying to ascend to heaven and as we all know this is fraught with difficulties. These take the form of hoards of devils and other denizens of the underworld that run about pushing you off the escalators, that are your passport to heaven, into the fires of hell — I thought it was supposed to be your moral worth that determined that.

The way out of each level is a ring or other object you must reach at the top of the screen, grasp it and a doorway may open. There are several screens of purgatorial action and a gothic sound track. Not only good fun but undoubtedly full of moral lessons for us all.

**Program** *Mr Mephisto*  
**Price** £6.95



## HIGH ENERGY ORCHIDS

Ultimate has now released *Sabre Wulf*, its follow up to *Atic Atak* — a follow up for more than historical reasons — the game continues in the same vein of mixing arcade and adventures.

However, there is one significant difference between *Sabre Wulf* and all the games that have preceded it from Ultimate — it comes in a special box and costs £9.95. Being an Ultimate game ensures that it's going to be slick and graphically superb, but is it worth the extra money?

Although it comes with a fold out glossy booklet, *Sabre Wulf* features the usual veil of silence over what the hell you're supposed to do in the game beyond the general information that you should collect four pieces of an amulet and find the exit.

A few clues may be deduced from the lengthy 'features' list indicating all the wonderful things the game contains since some of these are 'blue super high energy orchids' and 'white cure orchids' you can guess the orchids are not just there for decoration.



The layout of the game is a leafy, tropical maze over dozens of screens. You move an explorer through the maze, picking up all kinds of useful objects and fighting off/running away from animals which bounce, slither, creep and, in the case of Hippos and Rhinos, charge at you without the slightest provocation. The graphics both for the maze and the animals are excellent.

After playing the game all weekend, I came to the conclusion that the orchids, which I

had been avoiding, are actually helpful to get through bits of maze very quickly without being beset by beasts — I also discovered there is essentially only one route to get anywhere in the maze. My Maximum score was 16%.

*Sabre Wulf* is extremely impressive, possibly even Ultimate's most impressive game. I don't think that it's £4.45 better (the difference between the price of this and of previous games), but then Ultimate could always argue that by the industry standards those games were cheap anyway. Curiously enough, for people into trivial details, it has the worst loader screen of any Ultimate game — let that one slip through the net, eh lads? Oh yes — see how long it takes you to find out how to get extra lives. See you in the *Underworld*.

**Program** *Sabre Wulf*  
**Price** £9.95  
**Micro** *Spectrum*  
**Supplier** *Ashby Computers & Graphics*  
*The Green*  
*Ashby de la Zouch*  
*Leicestershire*  
*LE6 5JU*



# New Releases

**Micro Supplier** Commodore 64  
Euro Byte  
Churchill House  
Ockford Road  
Godalming  
Surrey  
GU71QY

## QUICK RESPONSE

The idea of Spanish software may sound pretty strange but it could be that if you're a Spectrum owner you'll find yourself buying some pretty soon. A Spanish company called Ventamatic is planning to distri-



bute games for the Spectrum (and other machines) in this country.

For some doubtless highly jingoistic reason this idea did not, at first, fill me with much enthusiasm. In fact, the games are very good, featuring all the current trappings of large sprites, pixel movement, etc.

*Escalador Loco* - which I suppose will get its name changed to Mad Climber or something over here - has graphics of almost Ultimate quality and the quick response game to end all quick response games.

You control a man who is climbing up the side of a building - large graphics, the man is about a third of a screen tall. You move him left arm, right arm, feet up, left, right, trying to get him to the top of the building. This is difficult because various angry bearded men (actually they look like Tony Bridge) appear at the windows and drop flower pots on you; additionally, and possibly even more painfully, window shutters occasionally drop

on your hands. The end result of this is you plummet back to the beginning again. It is horribly addictive.

**Program** *Escalador Loco*  
**Price** £5.95  
**Micro** Spectrum  
**Supplier** Various suppliers

## BUDGET

*Account Book* is a personal finance program for the Oric or Atmos machines. It enables you to keep, update and analyse personal financial records - up to 33 accounts can be used at any one time.

Although such programs tend to be much of a muchness, this one does have a few extra features - a budget facility enables you to compare your spending against a planned model (a depressing experience) both as a total and as a percentage.

**Program** *Account Book*  
**Price** £12.50  
**Micro** Oric  
**Supplier** Softbacks  
PO Box 257  
Watford WD1 3Q

## PLASMA BOLTS

In support of those people who still love their ZX81 and won't trade it in for another machine no matter what, here is good news in the form of another independent supplier still issuing software for it.



Unicorn Software has just released *Climber* - an arcade game requiring 16K. Basically, what you do is climb, avoiding guardian droids and plasma

bolts whilst collecting power batons.

The game has some nice touches like a key redefine that lets you save your new choice of keys and an option to radically change the speed and difficulty of the game.

**Program** *Climber*  
**Price** £3.95  
**Micro** ZX81 (16K)  
**Supplier** Unicorn Micro  
Systems  
312 Charninster Road  
Bournemouth  
BH89RT

## LINE GRAPHICS

Another version of the classic *Battlezone* game for the Spectrum. This time from Realtime Software whose *3D Tank Duel* is one of the best variants I've seen.

The simple idea of the game is to move your tank around a bleak landscape shooting enemy tanks and occasional UFOs; obviously the enemy tanks are going to shoot back.

What makes the game special is the way all objects are drawn in 3D using line graphics - this gives a real sense of perspective and depth - you can sneak up behind an enemy tank or hide behind an object. Mainly you blast away, but as you get more skillful so tactics play a more and more important part in the game. If you want a version of *Battlezone* for the Spectrum, at the moment this looks like the one to buy.

**Program** *Tank Duel*  
**Price** £5.50  
**Micro** Spectrum  
**Supplier** Realtime Software  
Prospect House  
32 Sovereign Street  
Leeds LS1 4BJ

## COLOUR CODE

Finsbury Computers are a new company (to me anyway) doing software for a range of computers. *Astrocode* for the Spectrum is, in fact, a disguised version of *Mastermind*.

The disguise takes the form of a little scenario which explains that what you are really doing is seeking the four colour

coded pieces to complete a damaged circuit which will enable you to complete your repairs and fly your spaceship away from a meteor storm.

Beyond that, there is little to say except that if you don't have a version of *Mastermind* it's quite a good one.

**Program** *Astrocode*  
**Price** £4.99  
**Micro** Spectrum  
**Supplier** Finsbury Computers  
25/27 Stroud Green  
London N4 3EF

## MUSIC BUFFS

*Pop Quiz* is a computer game based on Stuart Henry's well known program on Radio Luxembourg in which you have



to answer pop questions and try to guess the notes of a mystery tune.

Obviously, there are no great programming feats in this one - the only real effort involved must have been compiling (and typing in) the hundreds of questions available. Still, it is good fun for pop music buffs and a section of the profits go to fight Multiple Sclerosis.

**Program** *Pop Quiz*  
**Price** £5.75  
**Micro** Spectrum  
**Supplier** Bellflower Software  
6 Rosewood Avenue  
Greenford  
Middlesex

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.



## Vic 20

- 1 (1) Duck Shoot (Master Tronics)
- 2 (3) Tank Commander (Thorn EMI)
- 3 (10) Tower of Evil (Thorn EMI)
- 4 (5) Snooker (Visions)
- 5 (5) Computer War (Thorn EMI)
- 6 (4) Chariot Race (Micro Antics)
- 7 (1) Vegas Jackpot (Master Tronics)
- 8 (1) Phantom Attack (Master Tronics)
- 9 (1) Sub Hunt (Master Tronics)
- 10 (1) Games Designer (Galactic)

(Figures compiled by Boots/Websters)

## ZX81\*

- 1 (9) Alien Rain (CRL)
- 2 (2) Krypton Ordeal (Novus)
- 3 (4) Planet Raider (Novus)
- 4 (3) Walk the Plank (Novus)
- 5 (7) Black Crystal (Carnell)
- 6 (8) Flight Simulation (Psion)
- 7 (1) Mothership (Psion)
- 8 (1) Reversi (Psion)
- 9 (1) Sabotage (Psion)
- 10 (1) City Patrol (Psion)

\* All 16K (Figures compiled by Boots/Websters)

## BBC

- 1 (1) Chuckie Egg (A+F)
- 2 (1) Blagger (Alligata)
- 3 (4) Fortress (Face)
- 4 (1) Q Man (M R M)
- 5 (9) Twin Kingdom Valley (Bug Byte)
- 6 (1) Dambusters (Alligata)
- 7 (1) Eagles Wing (Invasion)
- 8 (1) 1984 (Incentive)
- 9 (1) Legion (Software Projects)
- 10 (2) Aviator (Acornsoft)

\*All model B (Figures compiled by Micro Management)

0473 59181)

## Dragon 32

- 1 (1) Buzzard Bait (Microdeal)
- 2 (2) Cuthbert in Space (Microdeal)
- 3 (1) Dragon Chess (Oasis Software)
- 4 (5) Hungry Horace (Melbourne House)
- 5 (1) Bug Diver (Master Tronics)
- 6 (4) Eightball (Microdeal)
- 7 (1) Sprite Magic (Knight)
- 8 (1) Dungeon Raid (Microdeal)
- 9 (8) Skramble (Microdeal)
- 10 (1) Mr Dig (Microdeal)

(Figures compiled by Boots/Websters)

## Books

- 1 (4) Commodore 64 Programmers' Reference Guide, Commodore (Pitman)
- 2 (3) 60 Programs for Commodore 64, Erskine et al (Pan)
- 3 (6) Guide to playing the Hobbit, Elkan (Melbourne House)
- 4 (5) Step by Step Programming Spectrum Book 1, Graham (Dorling Kindersley)
- 5 (9) Easy Programs for Commodore 64, Stewart and Jones (Shiva)
- 6 (1) Creepy Computer Games, Erskine et al (Usborne)
- 7 (2) Step by Step Programming Spectrum Book 2, Graham (Dorling Kindersley)
- 8 (1) Sinclair QL Companion, Allan (Pitman)
- 9 (7) Spectrum Sound and Graphics, Money (Granada)
- 10 (1) 40 Educational Games for Commodore 64, Apps (Granada)

(Figures compiled by Bookwise)

## Atari\*

- 1 (1) Incredible Hulk (Adventure International)
- 2 (1) Solo Flight (English)
- 3 (7) Airstrike 2 (English)
- 4 (6) Slinky (Cosmi)
- 5 (2) Rally Speedway (Adventure International)
- 6 (1) Jetboost Jack (English)
- 7 (1) Zaxxon (Datasoft)
- 8 (8) Captain Sticky's Gold (English)
- 9 (3) Warlock (Calisto)
- 10 (1) Flak (Funsoft)

\*48K Disc †32K Cassette \*Cartridge (Figures compiled by Calisto Computers)

021 632 6458)

## Spectrum\*

- 1 (1) Jet Set Willy (Software Projects)
- 2 (6) Trashman (New Generation)
- 3 (1) Paytron (Beyond)
- 4 (7) Chequered Flag (Psion)
- 5 (1) Jack and the Beanstalk (Thor)
- 6 (2) Zaxxon (Starzone)
- 7 (1) Zig Zag (DK Tronics)
- 8 (4) Blue Thunder (Foundry Systems)
- 9 (1) Fighter Pilot (Digital Integration)
- 10 (1) Scrabble (Psion)

\* All 48K

(Figures by WH Smith and Son, London)

## Commodore 64

- 1 (2) BMX Racers (Master Tronics)
- 2 (5) Space Walk (Master Tronics)
- 3 (1) Manic Miner (Software Projects)
- 4 (1) Beach Head (Centresoft)
- 5 (1) Snooker (Visions)
- 6 (3) Black Hawk (Thorn EMI)
- 7 (1) Colossus Chess (CDS)
- 8 (4) Space Pilot (Anirog)
- 9 (1) Chuckie Egg (A & F)
- 10 (1) Revelation (Softek)

(Figures compiled by Boots/Websters)

## PSEUDO ARRAYS

Graphic Adventures for the Spectrum 48K is a book consisting almost entirely of listings. More than that, since this is graphic adventures we're talking about it's a book consisting almost entirely of vast listings.

That being said, I think these look like programs that might produce games which are worth playing, many of them have machine code subroutines to speed up the response times and the length suggests that they won't be too easy to solve.

In all there are seven complete programs with names like *Nightmare Park* and *3D Maze*; supposedly each one illustrates a different programming technique like pseudo arrays or memory saving — anyway, if you like adventure listings this will do fine.

**Book** *Graphic Adventures*

**Price** £5.95

*for Spectrum 48K*

**Micro** *Spectrum*

**Supplier** *MP Micropress*

*Castle House*

*27 London Road*

*Tunbridge Wells*

*Kent TN1 1BX*

## DISC FILING

*Getting More from your BBC and Electron Computers* is one of those books you read right after the 'simple basic on' but before the 'introduction to machine code on'. It's a nebulous area for books and they can vary widely between the diabolical and the very good. Fortunately, this belongs in the latter camp.

The book is packed with detailed information about everything from multiscreen graphics to disc filing and databases. The book is also liberally scattered with useful programs and exercises.

**Book** *Getting More from your BBC and Electron Computers*

**Price** £6.95

**Micro** *BBC Electron*

**Supplier** *Sigma Technical Press*

*5 Alton Road*

*Wilmslow*

*Cheshire*

*SK9 5DY*

# This Week

Program	Type	Micro	Price	Supplier
Drum Kit	Ut	BBC B	£9.95	Quicksilver
Gulp	Arc	BBC B	£6.95	Peaksoft
Ossie	Arc	BBC B	£6.95	Peaksoft
3D Tunnel	Arc	Commodore 64	£7.95	New Generation
Count with Oliver	Ed	Commodore 64	£7.95	Mirrorsoft
Cyberton Mission	Arc	Commodore 64	£6.95	Micropower
Escape	Arc	Commodore 64	£7.95	New Generation
Felix in the Factory	Arc	Commodore 64	£6.95	Micro Power
Figaro 64	Ut	Commodore 64	£75.00	Saxon
Ghouls	Arc	Commodore 64	£6.95	Micro Power
Harrier Attack	Arc	Commodore 64	£6.95	Durrell
Jungle Trouble	Arc	Commodore 64	£6.95	Durrell
Look Sharp	Ed	Commodore 64	£7.95	Mirrorsoft
Swoop	Arc	Commodore 64	£6.95	Micro Power
Tales of the Arabian	Arc	Commodore 64	£7.00	Interceptor
Trashman	Arc	Commodore 64	£7.95	New Generation
Valhalla 64	Ad	Commodore 64	£14.95	Legend
Electron Art	Ut	Electron	£14.95	Quicksilver
Gatecrasher	S	Electron	£6.95	Quicksilver
Mined Out	S	Oric	£6.95	Quicksilver
Velnor's Lair	Ad	Oric	£6.95	Quicksilver
Beaky and the Egg				
Snatches	Arc	Spectrum	£6.50	Fantasy
Dartz	Arc	Spectrum	£5.00	Automata
Dragonstar Trilogy	Ad	Spectrum	£4.95	Delta 4
Misfits	Arc	Spectrum	£5.95	Eclipse

Gatecrasher	S	Spectrum	£5.95	Quicksilver
Moder 80	Ut	Spectrum	£6.95	Seven Stars
Sherwood Forest	Ad	Spectrum	£4.50	Delta 4
Star Searcher	Ad	Spectrum	£1.99	Scorpio
The Code Book Caper	Ad	Spectrum	£1.99	Scorpio
The Hulk	Ad	Spectrum	£9.95	Adventure International
Tornado Low Level	Arc	Spectrum	£5.95	Vortex
War of the Worlds	Ad	Spectrum	£7.95	CRL
3D Defenda	Arc	ZX81	£2.85	James Paton
Caveman Panic	Arc	ZX81	£3.95	James Paton
Flower Power	Arc	ZX81	£2.50	James Paton
Pengi	Arc	ZX81	£2.50	James Paton
Strike Force	Arc	ZX81	£2.50	James Paton
Turbo Bar	Arc	ZX81	£2.50	James Paton

Key: Ad — adventure/Arc — arcade/Ed — education/  
S — strategy-simulation/Ut — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.





## A fab review

Having written a few books, and having had some of them reviewed, I am interested in how reviews are carried out.

As a reader of book reviews, I have noticed an increasing tendency to perform "front and back" (fab) reviews. Fab reviews are those reviews which are obviously written on the basis of the (so called) reviewer reading the front pages, the back pages, and possibly the odd bit in between.

Exactly the same procedure may be followed with software — one quick look at the title screen and on to the next.

The pressures on reviewers to perform fab reviews are great. In many circumstances it seems that the quality of the review does not count, for what is really important is the need to fill space in the magazine, and/or to produce the review in as little time as possible.

In general, there are two main styles of review: the first type merely gives the reader an indication of what the author and publisher consider is in the book, while the second type attempts to give a considered evaluation of the worth of a book. We can term the first style the "outline" review and the second style as the "critical" review.

In *Popular Computing Weekly*, for example, the New Releases and book reviews are unattributed (that is, the reader does not know who wrote the review). Such use of anonymous reviews is perfectly acceptable for outline reviews, but once an outline review becomes a critical review the reviewer should be named.

If I read a critical review of a piece of software or a book, and I do not know who wrote the review, how can I ever build up a picture of the

reviewer. One is always trying to find a reviewer with whom one consistently agrees.

Having had a go at *Popular Computing Weekly* for its unattributed reviews, it is only fair to examine other computer magazines which fair no better.

Fab reviews are usually very light on the actual content of any book being reviewed and large on irrelevant comment, with the addition of the odd quote to add a touch of respectability.

With a fab review, the first thing to remember as a reviewer is that you talk in generalities as much as possible, with particular emphasis on life, the universe, and everything. Taking a random sample:

**Review 1:** "However, perplexed by the quantity of \*\*\*\*\* books winging into the office . . ."

**Review 2:** "Hardly a week goes by without another great book from \*\*\*\*\* whacking onto the doormat . . ."

A useful fab ploy is to accuse the book of being a "formula" book, which is an interesting accusation seeing that the whole concept of a fab review involves writing to a formula.

**Review 3:** "... we compared the chapter headings with another in the series . . ."

**Review 3:** "[this book] follows \*\*\*\*\*'s traditional format by having plenty of listings for you to hack in . . ."

And it's not just books. Magazine software reviews are often just as shallow.

Without wishing to be unkind, anybody could have written that review in five to ten minutes, not having seen the book before. Look at some reviews for yourself and work out to what extent they are fab.

The point that I am trying to make from all this is that any reviewer is being asked to put an opinion into print where others will invest it with some significance.

And as such the reviewer has a responsibility to both the readers and the company whose product is under scrutiny to take the time to do the thing justice.

People are obviously going to be influenced by any comments — favourable or not. Otherwise what is the point of the whole exercise?

An uncaring review can be very damaging to the reputation of a company whose product has been too lightly considered.

Boris Allan

## Your starter for . . .

### Puzzle No 112

Arlene, Darlene and Marlene were this week's contestants in the general knowledge quiz show. Each contestant was asked 20 questions and at the end of the programme the scoreboard showed the amount that each had won.

Arlene ..... £466  
Darlene ..... £481  
Marlene ..... £202

At the beginning of the program they were each given a balance of £100. Thereafter every easy question that they answered correctly won them £24, and every difficult question won £30. But, if they got an answer wrong, £15 was deducted.

From the final scores can you say how many of each type of question were answered correctly, and how many wrong answers each competitor gave?

### Solution to Puzzle 107

The problem involves finding hexadecimal numbers that consist of the same digits — though differently arranged — as their decimal equivalents. As a fair proportion of 'hex' numbers contain letters, which need not be considered, the program takes those hex numbers which consist only of digits and converts them to their decimal counterparts. The results are then compared to determine if the same digits are present.

```
10 LET H = 10 20 LET HS = STR$ H 30 LET D = 0 40
LET POWER = LEN (HS) - 1 50 FOR F = 1 TO LEN
(HS) 60 LET D = D + ((VAL(MID$(HS,F,1)) + 16
POWER)) 70 POWER = POWER - 1 80 NEXT F 90
LET DS = STR$ (D) 100 IF LEN (HS) <> LEN (DS)
GOTO 220 110 LET PD = 1 120 LET SD = 0 130 LET
PH = 1 140 LET SH = 0 150 FOR Q = 1 TO LEN (DS)
160 LET PD = PD * VAL (MID$(DS,Q,1)) 170 LET SD =
SD + VAL (MID$(HS,Q,1)) 180 LET PH = PH * VAL
(MID$(HS,Q,1)) 190 LET SH = SH + VAL
(MID$(HS,Q,1)) 200 NEXT Q 210 IF PD = PH AND SD
= SH THEN PRINT DS,HS 220 LET H = H + 1 230
GOTO 20
```

This reveals — apart from the single digit numbers 1 to 9 — two other possible sets of figures: 371 decimal which is equivalent to 173 hex and 913 decimal which is equivalent to 391 hex.

### Winner of Puzzle No 107

The winner is DJA Carr, Setterfield Road, Margate, Kent, who receives £10.

### Rules

If the puzzle can be sensibly solved using a computer then the winner will have included a listing of the program used to find the correct answer. The closing date for entries to Puzzle No 112 is July 6.

## The Hackers





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