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POPULAR Computing WEEKLY

Only 50p.

22-28 May 1986

Vol 5 No 21

Spectrum clones to be imported?

● Spectrum compatible machines may be about to be brought into the UK.

● Sinclair export distributor MCI won't comment, but promises an announcement soon.

Full details below and inside

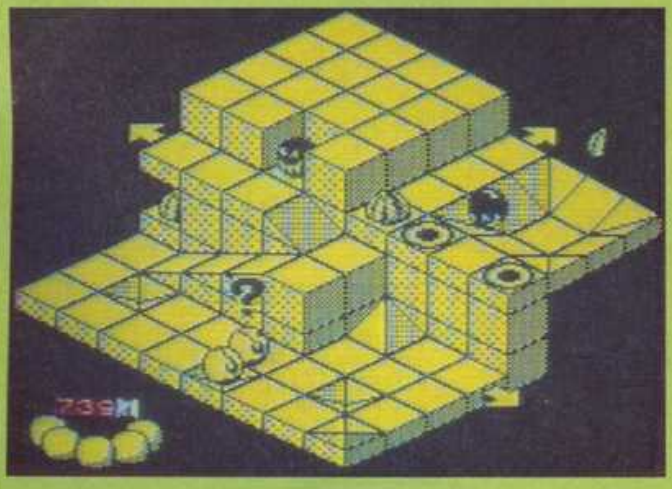
MCI, the company which became the leading export distributor of Sinclair products immediately prior to Amstrad's Sinclair deal, is currently searching for stocks of Sinclair machines. It is thought MCI could be about to import the Brazilian Micro Digital Spectrum compatible machine, but the company would not comment specifically on this matter.

Although MCI was, until the crash, purely involved in export of Sinclair products, a spokesman would neither con-

continued on page 4 ►

SPECIAL SUPPLEMENT THE SPECTRUM

- *Word processing*
- *Spectrum 128 – specific software*
- *Exclusive review – Bobby Bearing from The Edge (below)*



COLOUR FEATURE

Time Bandit on Atari 520ST

Review – see page 16

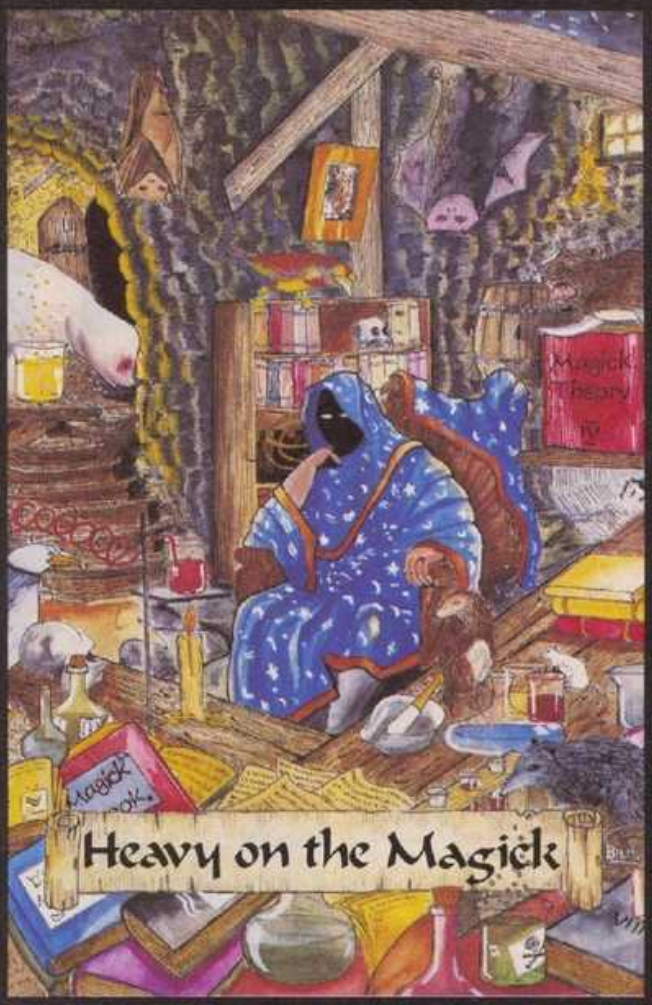
THIS WEEK'S NEWS

- *Amstrad succeeds in selling off surplus Spectrum stocks*
- *Shogun and Dan Dare games on the way*

Heavy on the Magick

CONVERSATIONS WITH APEX

THE DOUBT OF RABAK



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Contents

◀HARDWARE

10 Thor – the 'new' QL?

CST unveiled a new micro based on the QL at the recent ZX Microfair. John Lettice takes a detailed look at Thor, and gives his verdict

SOFTWARE▶

12 Laser Genius

The latest bumper package from Ocean IQ. *Laser Genius* comprises an assembler, monitor and interactive debugger. Peter Worlock waxes lyrical

Psion Finance Pack

Software for the Organiser II. John Cook puts his accounts in order with the Finance Pack

Special Supplement
The Spectrum

In this week's pull-out supplement:

i ZX Microfair show report

iv Word processing *Tasword 3, Last Word* and *The Writer:* all highly acclaimed on the Spectrum

vi The future for Spectrum owners

x Spectrum 128 games round-up

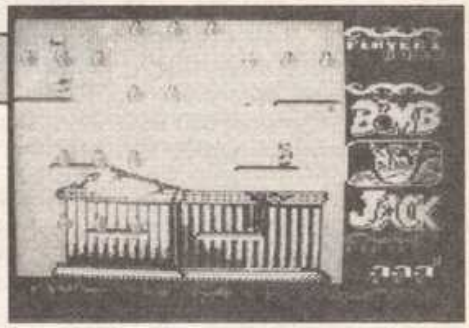
xiv Exclusive preview: Bobby Bearing from The Edge

GAMES▶

16 Time Bandit

Part adventure, part arcade, part spoof on a number of genres – Microdeal's *Time Bandit* for the Atari ST plus colour monitor

14 Reviews
19 Arcade Action
20 Adventure Corner
21 Adventure Helpline



◀PROGRAMMING

22 Amstrad
Print characters of any size on your screen

26 QL
Continuing our maze program – you've had the theory, now here's the practice

28 Spectrum
Friendly data entry – use this routine with your database

29 Commodore 128
Keep a good account of yourself on the C128

32 Bytes & Pieces

35 Peek and Poke

REGULARS▶

4 News Desk

8 Letters, Puzzle

24, 25 Readers' Survey
If you missed it last week, here's a second chance. Fill in our survey, and help War on Want at the same time

36 Communications
More answers to queries from David Wallin's postbag

44 New Releases

46 Charts, Hackers

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ABC

How to submit articles Articles which are submitted for publication should not be more than 2000 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. We cannot guarantee to return your programs – so please do not send your only copy. **Accuracy** *Popular Computing Weekly* cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

Amstrad offloads its 48K Spectrum stocks overseas

AMSTRAD has succeeded in selling its surplus stocks of Sinclair machines to export house PST. The stocks involved are thought to be 20,000 QLs, 17,000 48K Spectrums and 14,000 16K Spectrums, leaving Amstrad with only the Spectrum Plus and the Spectrum 128 for sale in the UK.

PST is said to have paid £2.6m for the 51,000 machines – this averages out at £50 per unit, but considering the relative unsaleability of the 16K and 48K Spectrums in this country the unit price of these must have been much less. It is, in any event, a condition of the deal with Amstrad that PST sells the machines outside the UK.

Although the deal leaves Amstrad free to maintain the price of the Plus and 128 pending the launch of the Amstrad

The Plus – now minus a stable-mate

version of the Spectrum in September, it does nothing to help Sinclair dealers here, who have been experiencing supply problems with Sinclair machines and with Sinclair published software.

"Alan Sugar has built up a lot of enmity for himself," said one dealer, who didn't wish to be named. "I want to buy QL software, but I'm told the person he's sold it to has been instructed to sell out of the UK." This makes it difficult for smaller dealers to get hold of machines – particularly QLs – and well nigh impossible for them to obtain any of the software that was published by Sinclair.

Some of the software houses involved in Sinclair publishing deals are now sorting out a return to solo publishing, but it's still likely to be a month or so before the supply situation is sorted out.

Repairs to Sinclair machines are also a problem, as Amstrad is insisting that users take faulty Sinclairs back to the original dealer, and is then charging dealers for the repairs done. This is likely to discourage dealers from returning machines for repair, and will, therefore, make it more difficult for customers to have faults corrected.

Tape levy slammed

THE Government's plans for a 10 per cent levy on the retail price of blank audio tapes has come under fire from the tape manufacturers and – less predictably – the software industry.

Guild of Software Houses (GOSH) chairman Mike Meek said he couldn't comment in his GOSH capacity until after a meeting on the subject later this month, but said that he personally opposed the levy. "It's almost a licence to copy – and I wouldn't like such a licence to exist for the software trade," he said.

The levy is intended to take a share of the sales revenue of the tape manufacturers and give it to the music and software companies, but a large slice of this revenue will go on administration fees, and as the software industry is much smaller than the music industry, Meek's fear is that little or no money will come through.

His alternative proposal is to attack piracy at source, rather than give people a licence to copy. "Software piracy is very definitely against the law, and we should therefore be prosecuting the pirates."

Spectrum clones imported?

◄ continued from page 1

firm nor deny suggestions that it was about to reverse the process and bring machines back into the UK. He did say, however, that an announcement was due in the next few weeks.

The new distributor arrangements at Amstrad have meant that a number of companies previously involved with Sinclair have been left out in the cold (see separate story). This has fuelled speculation that some of them will be involved in the production of Spectrum compatible machines along the lines of Micro Digital's. Although a surge of compatibles would follow in the tradition of the IBM PC, which spawned a host of imitators, a Spectrum compatible begs a number of questions that don't apply to the PC.

Disc-based machines like the PC can be compatible with one another because their on-board BIOS is relatively small, and the operating system can be licensed from software houses such as Microsoft. The Spectrum, however needs to have full-blown operating system on board, and the original is now owned by Amstrad.

In addition much Spectrum software uses Rom calls, and it would be difficult to get it to work on a compatible without infringing Amstrad's copyright.

CST's Thor

Second QL mark two

TONY Tebby's rival to the Thor (see review page 10) now exists in prototype form, although it is far from being a saleable QL mark 2.

Tebby has completed a circuit board design which will operate with QL Rom chips, but the machine still awaits keyboard, disc and various interfaces. The machine is intended for Autumn launch at £499, but further development of the 68000 system depends on further finance for the project.

Meanwhile, it appears that a third 'Son of QL' machine is being mooted by QL add-on supplier Sandy.

Is Sinclair's Loki fated to stay in Limbo?

THE Loki Super Spectrum games machine under development at Sinclair Research immediately prior to Amstrad's purchase of the rights to Sinclair machines stands little if any chance of seeing the light of day.

The Loki was intended to have 128K of Ram, and would use a souped-up version of the Z80 processor running at 7MHz plus two custom chips and dual ported Ram (allowing two things to access it at once) in order to speed it up. The intention was to produce the machine as a £200 version of the amiga, and the blueprint is now in Amstrad's hands. However, it is thought that the project was not very advanced at Sinclair.

According to one Amstrad insider, however, Amstrad has no intention of doing anything with the machine, and the sums involved in producing the Loki would be too great for anyone but Amstrad – even if Amstrad's agreement could be obtained – to produce it.

The problems involved are based on the twin custom chips and the wealth of I/O connections, which consist of practically anything you'd ever want on a micro.

The custom chips require a heavy financial commitment in terms of development, while the I/O ports, if they can be included for £200 at all, would require massive sales.

"It could work, but it would have required Sinclair to put in a lot of investment", says Spectrum expert Andy Pennell. He feels that the custom chips and dual ported Ram would allow the machine to run fast despite the relatively slow processor, but suggests that the complexity of the project would probably have meant Sinclair killing it in the end anyway.

The MTX 500 – due for rescue?

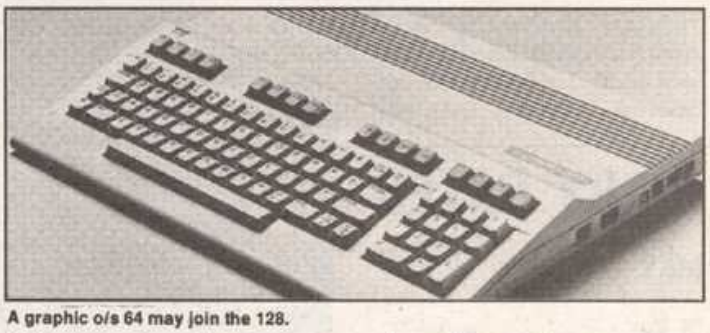
Memotech rescue plan due to be finalised this week

AN announcement on the future of Memotech was expected as *Popular Computing Weekly* went to press.

The company is currently in liquidation, but Geoff Boyd, one of Memotech's original founders, has formed a new company, Memotech Computers, with a view to continuing production of the company's MTX series of machines.

A spokesman for the new company said that, pending a meeting to be held this week, he couldn't confirm what Boyd's plans were, but Memotech Computers is thought to be negotiating the purchase of Memotech's assets.

In addition to the MTX series of microcomputers these will probably include the new Memotech machine currently under development.



A graphic o/s 64 may join the 128.

Commodore grabs De luxe packs from Ariolasoft

COMMODORE has hijacked Electronic Arts' *Deluxe* range of programs for the Amiga from Ariolasoft, and is to offer them bundled with the Amiga. Ariolasoft announced the release of *Deluxe Video*, *Paint* and *Print* in this country at the end of March, before the Amiga was even launched here. Commodore, however, seems to have outbid the company.

"The contract with Electronic Arts allows them the option of doing OEM products over a certain amount", said an Ariolasoft spokeswoman, "and the *Deluxe* products fall into this category." Ariolasoft will, however, continue to sell Electronic Arts' entertainment software.

Commodore UK's acting general manager Chris Kaday wouldn't confirm the bundling deal, but said there would be an announcement shortly. He also refused to comment on suggestions that the repackaged Commodore 64 (see *Popular Computing Weekly*, 15-21 May 1986) would include a Rom-based version of Berkeley Software's Geos graphic operating system. "I can't deny we're looking at options", he said, "and there may well be future developments to the system."

Shogun's to show, but Dan still suffers delays

IF you thought that the *Shogun* and *Dan Dare* games were just a figment of Virgin's imagination, think again.

The two long-awaited titles are now nearing completion and *Shogun*, at least, is scheduled for release at the end of this month.

Shogun will be available for Amstrad and Commodore machines and involves you, as any one of a number of characters, gathering loyal followers in order to become shogun of ancient Japan. The game will cost £9.95 on cassette, £12.95 on Commodore disc and £14.95 on Amstrad disc.

Dan Dare is being programmed on Spectrum, Commodore and Amstrad machines, but Virgin has not decided on a release date yet, and may hold it back until the autumn. On the Spectrum, *Dan Dare* will be a graphically sophisticated arcade game, on the Commodore, a 'no-text' adventure, with the Amstrad version offering more in the way of a mainstream arcade adventures.

Kuma produces a guide to the ST

KVMA Computers has produced its first book on the Atari GT, *The Atari ST Explored*, by John Braga. Topics covered include Gem, TOS, the ST's BIOS and Logo. A guide to 68000 assembly code is also included, along with details of system variables.

There are also chapters linking the machine to peripherals. The book is available now, price £8.95.

Product News

Prospero produces Pascal and Fortran for ST series

TWO MORE language implementations have been announced for the Atari ST range of 68000 processor-based microcomputers. Prospero Software has launched Pro Pascal and Pro-Fortran-77, both compiled ANSI-standard versions.

Both languages offer full support for GEM and ST graphics, allowing programmers to create stand-alone applications conforming to the GEM standard. Both are priced at £148.

Details from Prospero Software, 190 Castlenav, London SW13 9DH (01-741 8531).

Tasman gets set for PCW word processing package

TASMAN SOFTWARE is to launch a PCW8256 and 512 version of its Tasword word processing program at next month's Amstrad show. The new version will be called Tasword 8000, will have a 90 × 32 character screen and Two fonts. and will sell for £24.95.

Details from Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN (0532 438301).

Hisoft C's niche for new compiler

HISOFT has released HiSoft C 1.3, a new version of its Spectrum C compiler. Version 1.3 is smaller, allowing larger programs to be compiled, and runs around 25 per cent faster than the previous version. It also includes a code optimiser which makes compiled programs smaller and faster, and has more Unix System 3 library functions added. These allow Spectrum C programs to be ported across to other machines running HiSoft compilers fairly easily.

Details from HiSoft, 180 High Street North, Dunstable, Beds LU6 1AT (0582 696421).

MicroPro gives Astron business support

BUSINESS software publisher MicroPro is launching SuperScript, its word processing package for the Commodore 64 and 128, on Astron Rom card in July.

The company will be selling the credit card sized Astron card together with manual and an adaptor to plug into the micro's I/O port for under £100. Upgrades will be available for existing SuperScript users.

Details from MicroPro UK, Haygarth House, 28-31 High St, London SW19 5BY (01 879 1122)

Seven Stars launches NLQ printer driver

QUALITAS is a printer driver utility from Seven Stars that allows Tasword to print in near letter quality (NLQ) on printers compatible with the Epson RX80.

Five fonts are supplied, and these can be redesigned using the font editor supplied in the packages, allowing foreign accenting or even non-Roman alphabets to be designed.

The package uses two passes of the printhead with quadruple density graphics plus micro linefeeds to achieve NLQ.

The Tasword 2 version is out now, price £7.95, while the Tasword 3 model will be available in June, price £8.95.

Details from Seven Stars Publishing, 34 Squirrel Rise, Marlow, Bucks SL7 3PN.

DIARY DATES

MAY

31 May
Dragon Computer Show
Ossett Town Hall, Yorkshire
Details: Hardware and software support for the Dragon.
Organiser: John Penn, 04203 5970.

JUNE

10-12 June
Comdex International in Europe
Nice, France
Details: Business exhibition covering computers, printers, peripherals and software. Trade only.
Organiser: Interface Group, 01-734 7282.

13-15 June
The Amstrad Computer Show
Novotel, London
Details: Hardware, software and peripherals for Amstrad micros.
Price: £3 adults, £2 children, £1 discount for advance sales.
Organiser: Database Publications, 061-456 8383.

24-26 June
Computer '86
G-Mex Exhibition Centre, Manchester.
Details: Business and industry computer show, formerly known as the Northern Computer Show.
Price: Free entry by business registration.
Organiser: Reed Exhibitions, 01-643 8040.

JULY

16-18 July
PC User Show
Olympia, London
Details: Hardware and software for IBM machines and their compatibles.
Organiser: EMAP, 01-608 1161.

24-27 July
Acorn User Exhibition
Barbican Centre, London
Details: Hardware, software and peripherals for the Electron, BBC micro and Master machines. Trade only 10am-1pm on 24 July.
Price: £3 adults, £2 children, £1 discount for advance sales.
Organiser: Editionscheme, 01-349 4667.

SEPTEMBER

3-7 September
Personal Computer World Show
Olympia, London
Details: Software and hardware for home, educational and business computer users.
Price: £2.
Organiser: Montbuild, 01-487 5831.

13-14 September
Commodore Horizons Show
UMIST, Manchester
Details: Commodore hardware, software and peripherals.
Price: £3 adults, £2 children, £1 discount for advance booking.
Organiser: Database Publications, 061-456 8383.

26-28 September
Electron and BBC Micro User Show
Details: Software, hardware and peripherals for the Electron, BBC micro and Master machines.
Price: £3 adults, £2 children, £1 discount for advance booking.
Organiser: Database Publications, 061-456 8383.

Prices, dates and venues of shows can vary, and you are therefore strongly advised to check with the show organiser before attending. *Popular Computing Weekly* cannot accept responsibility for any alternations to show arrangements made by the organiser.

CLIFF HANGER

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Both versions of Cliff Hanger cost £7.95. Please make cheques and postal orders to Virgin Games Limited and post to the address below. Please do not post money.

Virgin Games Ltd, 2/4 Vernon Yard, 119 Portobello Road, London W11 2DX

Letters

An interest

Thank you for the nice reviews of our products in your 8 May issue, Education Supplement. It is very pleasing to see the popular computer press taking an interest in educational software.

David Atherton
Software Manager
BBC Publications

Unfair criticism

Since I started the correspondence concerning bugs in Atari ST Basic, perhaps I might be allowed to reply to Mr Rosenvold's defence of the machine (Letters, 8th May).

Although not disputing that the Atari Basic is so badly flawed as to be unusable, Mr Rosenvold says that criticism is 'fundamentally wrong' because the machine can run 'better' languages such as Pascal or Forth. If Mr Rosenvold prefers these he is entitled to his view, but most purchasers will expect to be able to use the 'powerful' Basic supplied with the Atari. Fancy buying a new car, only to find that it doesn't work because of incurable faults with its 'powerful' petrol engine, and that you are expected to go out and buy a diesel engine!

Mr Rosenvold is most fortunate in getting the right answer every time when running Mr Hewsons's program; I get the wrong one more often than not, and Atari have told me that the bug which causes this is present in every machine. The criticism of Mr Hewson's programming style is both unfair and misplaced. Unfair because the form was probably only adopted as the simplest means of demonstrating the fault, and misplaced because the use of string variables is not only permissible but indeed, with random file handling, the only method possible.

David Loverseed
Bramhall
Stockport

Delayed service

Spectrum owners are not the only ones having trouble with repair delays. My five month old CPC 464 recently went to be repaired under guarantee, and came back seven weeks and three days later.

That's not good enough. A spin dryer costing around a quarter as much again was repaired under guarantee the next day, and it didn't have to be carted miles.

The sooner the industry gets some form of service contract going (as with domestic items), the better.

F E Lane
Wootton Bassett
Wilts

Ultimate Basic

I have two points to make following articles and letters in your magazine.

1. If Jack Tramiel intends pushing his ST machines into the educational market, he must first rewrite a new Basic, He should learn a lesson from the IS Basic on the Enterprise computer, which is widely regarded as the ultimate Basic amongst reviewers. His Basic contains little of the features needed to make a good structured program with good use of the machine's flexibility. Enterprise has.

2. I was amazed when I read the editor's reply to A D Ponting's letter in issue No 19. It says "we cannot print articles for which we have no copy". I recently had a program sent back from your reviewer with a letter saying, "I've been hanging on to this to see if there'd be any demand for Enterprise listings – alas not". Proof that you do receive copy.

Can I assure the computer industry that a demand does exist in greater numbers than you would expect. Also I'd like other computer manufacturers to learn from Enterprise in how to treat and give service to their customers.

Chris Moore
Dartmouth
Devon

User group

I am starting a user group for Electron owners, and would be grateful if you could publish my full address so that potential members can contact me.

While based in Cheshire, I would welcome enquires from

Star Letter

A difference

Can I bring to the attention of your readers a new computer user group – but one with a difference.

The Spectrum Unemployed User Group is for Spectrum owners who are currently unemployed. Membership is free and in addition to help with computer problems (and in dealing with the DHSS), we publish a monthly tape-based magazine containing games and utility programs.

The only cost is postage for the magazine and 5p to cover the production costs. Please not that membership is open only to the unemployed. If members find a job, we throw them out.

Anyone interested should write to the address below.

M Sleight
Spectrum Unemployed User Group
109 The Avenue
Bentley
Doncaster DN5 0PS

Sounds like a good idea, but why only Spectrum owners? There must be plenty of other computer owners in the same position.

Puzzle

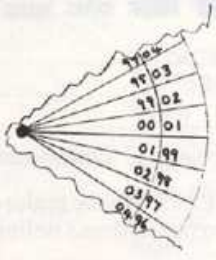
Puzzle No 209

Take a piece of card and cut out two circles, one slightly larger than the other. Now draw equally spaced radii to divide the discs into one hundred sectors. Using a fastener through the centres of both discs, fasten the smaller disc on top of the larger so that it can rotate freely.

Each of the sectors on the smaller disc should be numbered from '00' to '99' in sequence in a clockwise direction. Similarly, the larger disc should also be numbered, but in an *anticlockwise* direction.

The diagram shows a part of such an arrangement. At any given setting the discs will display 100 numbers. For example, those shown in the diagram are 9803, 9902, 0001, 0199, 0298, 0397, etc. By rotating the smaller disc to each of the 100 positions, different sequences of numbers will be generated.

At what position should the disc be set in order to produce the maximum number of primes? For your answer please state which number on the *outer* disc should be adjacent to the '00' on the inner disc, and state the number of prime so obtained.



(Note that the value 1 is considered prime in this puzzle.)

Solution to Puzzle 204

In carrying out the operation as described, the most primes are produced when the top card is 91. In this case 24 out of the 100 numbers will be prime.

The program tests each of the 100 possibilities which result with the different start positions in the pack. Each successive total is summed and is tested to determine if it is prime in the subroutine (lines 500 to 560). As each prime is encountered the array variable whose subscript corresponds to the start value of the pack, is incremented by one.

At the end of execution of the program, the array is scanned to determine the number of primes obtainable with each run-through of the pack.

Winner of Puzzle No 204

The winner is Martin Fisher of Marston Moreteyne, Beds, who will receive £10.

Rules

The closing date for Puzzle No 209 is 17 June.

anywhere, as the group will be postal. There are no fees, the idea being to encourage contact and help between members. I will probably produce a cheap but informative newsletter to which members will contribute.

Finally, could I ask that enquirers enclose a stamped addressed envelope for a reply.

Michael O'Donnell
5 Worthington Close
Runcorn
Cheshire
WA7 2QG

Still waiting

If K Sanders of Worcs and D Scott of Hawick think they've got problems with their Spectrums now that Alan Sugar has taken over, then mine beats the lot.

Last January I ordered a new casing for my 464. I sent my postal order for the amount agreed and waited . . . and waited. I have rung them several times and variously been told that it's on its way, that it's out of stock, that a shipment was expected, it might be on the next shipment.

I have now written to them and I am still waiting.

P Clarke
Sneinton
Nottingham

Strange excuses

Some strange excuses have been put forward for computer design faults, but that offered by Kristian Rosenvold in respect of the problem with the Atari ST – Basic is only provided so that you will buy the machine, you aren't expected to actually use it – must be the most outrageous yet.

Norway has perhaps been singled out for special versions of the Atari, because I have run Mr Howson's program on all the 520s I could find on dealers shelves, and they all give the wrong answer on the second and subsequent iterations.

Mr Rosenvold is however quite right that string variables take longer to process; with the wholly numeric version of the program listed below the Atari is much faster at getting the wrong answer. However it is still very slow – further checks with a counting loop added showed that the Amstrad PCW ran ten times as fast (and got the right answer).

"So Thor, Odin and Loki aren't members of Abba after all!"

```
10  defdbl a-b
20  a=99999999999:b=a
30  open"O",1,"test":print#1,
    a:close
40  open"I",1,"test":input#1,
    a:close
50  print a-b
```

P Cuthbert
Cambridge

PS It would be unfair to dealers if everyone went round trying display models to see what answer the Atari comes up with – it gives minus 8192.

Star letters

Every week *Popular Computing Weekly* offers prizes for Star letters. The most intelligent, pertinent, helpful, or simply interesting item in our postbag each week will win the writer a free year's supply of exclusive *Popular Computing Weekly* binders.

Here is your chance to clear up that pile of old *Populars* under the bed and file them neatly, so get writing today.

Send your thoughts to Letters, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

Thor – god of thunder?

John Lettice takes a close look at CST's Thor micro, based on QL technology, and evaluates its chances of success

Rumours of the death of the QL were, it would seem, greatly exaggerated. A few weeks back, even as Alan Sugar was knocking the machine firmly on the head, work on its successor was in progress.

Son of QL, produced by Stevenage-based QL add-on manufacturer CST, now exists in prototype, and is scheduled for launch at the *Personal Computer World* show, in September.

The machine is the Thor, and it will be available in two basic versions, one sporting a single 720K floppy and costing £550, and the second equipped with one floppy and one 20Mb hard disc for £1,300. The casing of the machines has been subject to a radical redesign, and now houses a wealth of I/O slots along with the original QL circuit board. Microdrives are conspicuous by their absence.

The Thor is actually the QL mark two – the machine that has been subject to Sinclair's on-off plans for the QL's successor.

This project was repeatedly cancelled and re-adopted in the year prior to Sinclair's sale to Amstrad, but while its future with Sinclair was never certain, CST, to which Sinclair had subcontracted the development work, continued work on the machine that was to become the Thor.

Thor is essentially a radical repackaging of the QL. It consists of a compact steel box housing main circuit board, Ram expansion to 640K, ports for the QL's standard I/O plus Centronics and mouse ports. Production machines will also sport four Rom slots internally.

The disc drives and interfaces are housed in the front right hand side of the box – the whole shebang is decidedly full up and crowded, but the QL's expansion bus has been re-routed round to the back, and really serious expandaholics will be able to buy an expansion box to plug into it from CST.

New keyboard

The keyboard is one of the more interesting points about the current prototype. Sinclair's wobbly Scandinavian designed keys have been thrown out of the window (CST's neighbours will be complaining about the mess in the back garden if the Thor really takes off) and have been replaced by one compatible with the IBM PC AT.

The layout of this differs from the QL layout, but most of the IBM-specific keys have been wired in, and the rest will be dealt with on the production machines. These will include IBM's *Print Screen* key, which will actually have a screen dump routine patched into it rather than simply dumping the characters from the screen, as it does on IBM machines.

The feel of the keyboard is streets ahead of the standard Sinclair feel, and although I personally didn't feel it matched the classiest of IBM compatibles it's still good, and at this level feel is largely a matter of taste.

Because the Thor is still essentially a QL there should be no problem with running software – provided it's on a 3½ inch disc, that is.

David Oliver of CST says he's been looking at the Microdrive transfer problem, and proposes to operate some kind of data transfer facility for users who are upgrading their machines.

Program software is a little trickier, firstly because it may be protected and secondly because copying it from microdrive to disc is illegal, but CST will be asking software houses for some kind of blanket permission to transfer programs, and the incentive should be there.

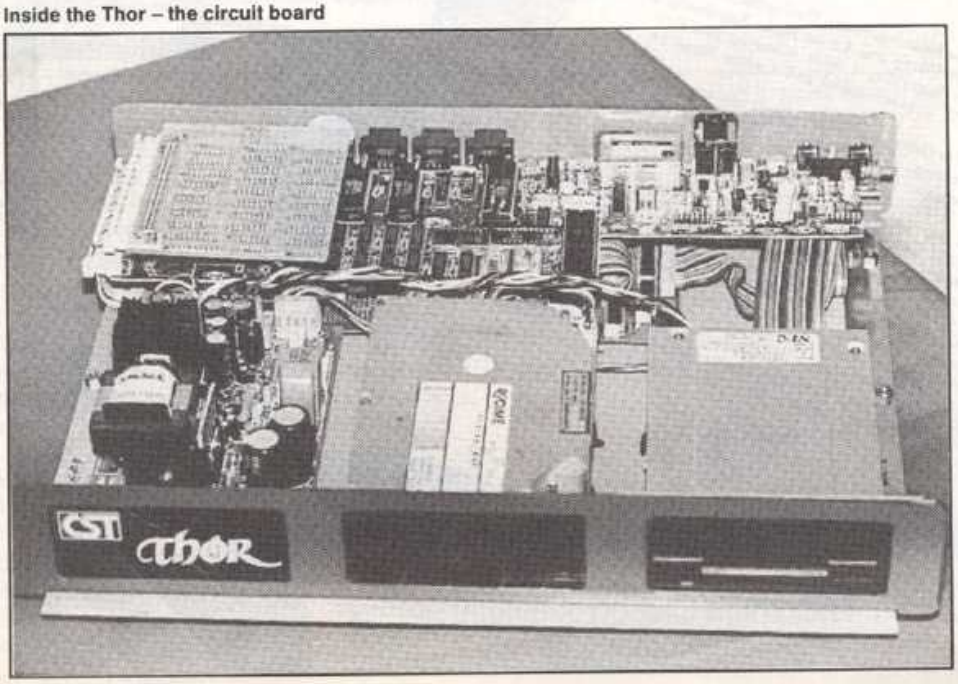
The company has some ammunition that should help it secure this permission, in the shape of 'water marking' of machines.

This will be analogous to a 'dongle' in many respects. Each machine will have its own individual code number which will be transferred to applications software discs before the application can be used.

Individual disc programs can therefore only be used by the machine they were installed for – or to be more precise, one machine in 256 – and there's therefore no need for further copy protection. Users can therefore take as many backup copies as they like, because they'll only work on their machine.

CST also intends to put window/icon software on the machine to run with the mouse. This wasn't installed on the machine I saw, but marks a change from Sinclair's earlier resistance to the idea of windowing front ends.

Inside the Thor – the circuit board



Multitasking

It may seem illogical for CST to develop its own system when Digital Research's Gem, which runs on the Atari ST, is available off the peg, but Oliver points out that Gem currently won't multi-task, and that it's important that the QL's multitasking capability is maintained both from the point of view of existing users and from the point of view of future developers.

But CST isn't ignoring the ST altogether, and is considering development of some kind of emulator allowing the Thor to run some Atari software.

The Thor's status is slightly confusing, in that it's part new machine and part upgrade.

CST will be offering it as an upgrade to existing QL users, but will also want to produce complete units for new purchasers, both corporate and individuals sever-

The Thor system – note the new keyboard

al of whom already exist.

Oliver says he's already been approached by both individuals and organisations, one Eastern Bloc would-be purchaser in particular, is making noises about 20,000 units over five years. The latter's chances of getting a hi-tech machine like the QL through export controls are, it must be admitted, somewhat dubious, but the request is an indication that CST's eventual production target of 1,000 machines a month errs, if anything, on the modest side.

Circuit board supply

But where are the circuit boards to come from? CST needs to get its hands on a steady supply of these, and Amstrad, which gives the impression of preferring export to Rockall to discount in Dixons as a fate for the QL, isn't a likely source. CST, however, says it has identified a source willing and able to supply circuit boards for the foresseeable future, and says this source isn't subject to any right of veto by Amstrad.

The next step for CST, the QL mark three, is already being planned. This should appear in 1987, and will use the Motorola 68020 processor, which is the fully 32-bit version of the QL's 68008. It will almost certainly incorporate hard discs, as CST predicts price reductions in this even in the next year or so.

This variant sounds very much like the QL the world briefly thought Sinclair had launched two years ago.

Its hardware will incorporate multitasking, which means text windows won't be overwritten by other windows, and will all remain active, changing even when they aren't on view, and will initially incorporate 1Mb of Ram made up of 256K chips.

The sockets for these, however, will be wired to accept 1Mb chips, so although the first machines will be able to have a 'mere' 4Mb of Ram on board, fitting 1Mb chips will allow you a much roomier 16Mb.

Will it succeed?

Because the multitasking will be hardware rather than software the system software will also be upgraded to produce much more sophisticated windowing than on the current Thor.

But will it succeed? When the original QL was launched in 1984 many people, including myself, pegged it as the next micro breakthrough.

Its conspicuous failure to shape up as the world-dominating micro we thought it would be in the intervening period surely proves that it was after all a daft idea, best dead, best forgotten.

We've all been a little sensitive about earth-shattering wonder machines since that particular debacle.

That's one way of looking at it. But look at the way the micro market has gone since then, with the launch of 68000-based machines like the Atari ST and Amiga, and think a little about where the software and hardware support is going to be over the next couple of years.

There's now so much 68000 experience around that any half-way decent machine based on this processor, and selling for a reasonable price, stands some chance of carving out a section of the market for itself, now that the programme are there.

Magic in the name

Now think about the QL. It hasn't achieved the success of the 64, the Spectrum or the Amstrads, but it has a decent sized user base, and the magic of the Sinclair name (if somewhat faded now) means that it still has the support of many competent hardware and software support companies.

The QL is therefore at the right price, and with the right amendments, poised to take advantage both of existing support and of the impending 68000 boom. Now it would probably be just plain foolhardy to expect the QL in any form to sell 500,000 units at this stage in its life, which is why Amstrad isn't interested, but although Sinclair probably thought ruefully that 50,000 units over two years is pretty small potatoes, volume sales do not necessarily a successful machine make.

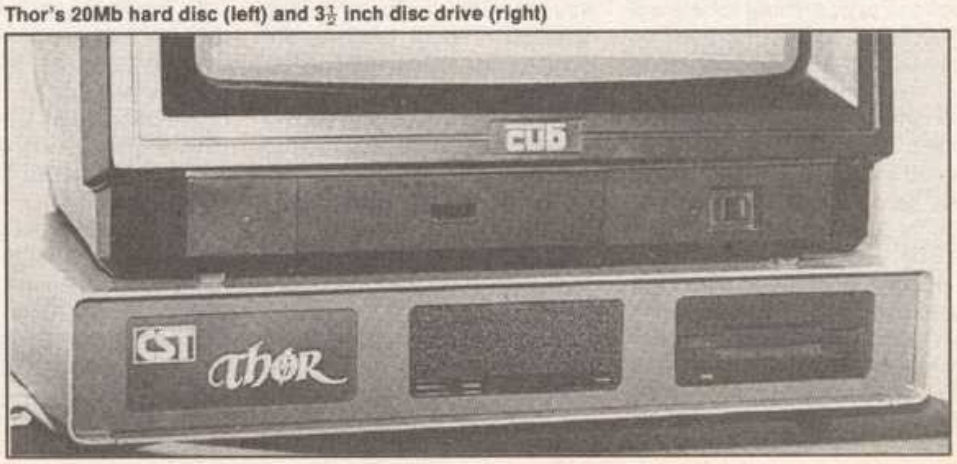
CST accepts this, and is gearing its production to cater for a small but steady number of sales.

No way has the company either the resources or the inclination to start making Tramielish noises about world domination, but because of its experience producing low runs of add-ons it is actually well placed to make a success, if only a moderate one, of the Thor.

Thor is planned for launch at the PCW show in September at the prices quoted above. CST can be contacted at 24 Green Street, Stevenage (0438 352150).

John Lettice

Thor's 20Mb hard disc (left) and 3½ inch disc drive (right)



Plenty of features, facilities and options

There have been so many "machine code development systems" consisting of no more than a simple assembler and monitor that it's a pleasure to find a product truly deserving of the title.

Laser Genius is the latest from Ocean's IQ range, developed by Oasis Software of White Lightning/*Laser Basic* fame. *Laser Genius* originally started life as Oasis' own in-house programming tool, so it was written specifically for professional use – and it shows.

In terms of features, facilities and options *Laser Genius* is flawless. It comes as two programs, although it can be thought of as three modules – assembler, monitor and analyser.

The first program is the assembler/monitor. This includes a first-class editor featuring auto-number, renumber, find, and search-and-replace functions. The assembler is a full, two-pass macro assembler, and source files can be assembled in memory or to disc/tape. If the latter option is chosen, separate files can be linked and assembled.

Having the monitor co-resident in memory is ideal as it allows you to examine memory, move or compare blocks and so on. This makes machine-code programming a good deal more interactive than is usual.

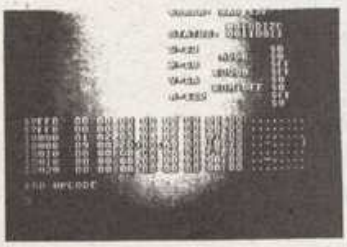
The assembler supports 14-character labels which makes programming a delight since you can use labels like Screenbase and Commandloop instead of Scrnbse and Loop1, for example. With sensible and widespread labelling, *Laser Genius* turns assembler into something approaching a high-level language.

This impression is reinforced by some of the other features, notably the macro support, the ability to merge previously debugged subroutines, and conditional assembly.

The monitor/analyser is a dream. In addition to standard monitor features, the analyser greatly simplifies the debugging of your programs.

The screen is split into four windows showing all 6502 registers, a disassembly of your program together with the analyser stack, a memory dump in hex and ASCII, and a command window showing your commands and analyser messages.

The analyser itself is a Forth-based program with too many features to discuss here. However, it allows you to do an automatic slow run of your program, or single step, with or without trace. Multiple stop conditions can be set to allow the examination of registers



and memory locations.

If there had to be one criticism, it would be the documentation. Although it's comprehensive in the sense of a reference guide, I'd have loved a "walk through"; one example program demonstrating the editor and assembler, through to saving and examining the subsequent object code. The analyser, perhaps because it's different, is treated in this helpful way.

That aside, *Laser Genius* lives up to its name. Obviously something this complex is not going to be mastered in a few hours, but once you've got the hang of it, it will do everything but write your programs.

Anyone who is serious about machine-code programming on the 64 should rush out and grab a copy.

Peter Worlock

Program *Laser Genius* **Micro** Commodore 64 **Price** £19.95 (disc) £14.95 (cassette) **Supplier** Ocean, 6 Central Street, Manchester M2 5NS.

Green fingers

Now that summer is here with the usual dodgy weather, it's time to come in from the garden and put your computer to good use. *The Planter's Guide* from Phoenix Publishing is a database of plants, complete with soil and light conditions. The program is menu-driven, and the initial menu offers the options of searching for a plant (heather, conifer, shrub or climber) to suit the conditions in your chosen spot, or the conditions to suit your chosen plant. Once the database has found all the plants that will fit the parameters, the user may flip through the selection.

The accompanying booklet runs to 130 pages of about ten entries on each page (though a few pages are devoted to very useful information on planting, soil testing and so on) – it is to these entries that the user is referred (don't lose the book, because no on-screen references are made to the plant names).

An endearing feature of this friendly and easy-to-use program, is that the authors have not protected the listing from perusal, thus allowing the user to alter the program to taste or save it to disc: it is a pity, however, that there is no easy way to add entries to the database. Though the program is not as fast as, say *Masterfile*, it's quite adequate for the browsing gardener, and should prove a very useful addition to the trowel and manure.

Tony Bridge

Program *The Planter's Guide* **Micros** Amstrad, BBC, Spectrum, Commodore (all on one tape) **Price** £14.95 **Supplier** Phoenix Publishing, 14 Vernon Road, Bushey, Herts WD2 2JL.

Organised finances

Well, now you've got your Psion Organiser II, you might as well attempt to get your finances organised. At least, that is the aim of Psion's *Finance Pack*, for the Organiser II (both CM and XL models).

The package consists of a Datapak containing the finance programs, which simply slides into one of the drive slots and on power up, a new item, *Fins*, appears on the options menu. On selecting this, you are presented with a sub-menu from which you can select the following seven functions: expenses, bank, NPV, IRR, compound interest, bond, mortgage and APR.

Of those seven, maybe only three or four are going to be of everyday use (net present value, internal rate of return and redemption rates of corporate gilts are not generally things you'd come across this side of Threadneedle St).

The expenses option is obviously going straight for the middle management niche – it allows you to enter and date business expenses under different categories (meals, travel, petrol, etc) into your Organiser.

The bank option, on the other hand, could be of more genuine use. This lets you set up a complete record of all your banking transactions – and it's got quite a few nice touches. Cheque numbers are automatically incremented as you enter them, and as with expenses, you can enter a short text description. Standing orders are automatically dealt with, via access to the system clock. If kept up to date, this program will give you an immediate theoretical balance reading.

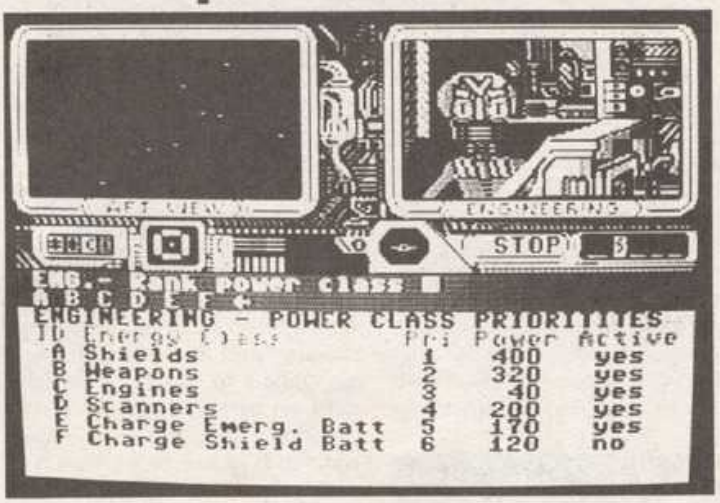
Psion recommends that the bank files are kept on Datapak – and that a 32K pack should hold about three years worth of transactions. Note, however, that there is no kind of security at all on these files.

If you already own an Organiser II and are using it for your phone numbers, then it might be worth the money to add these extra features to your machine. But, this package is not reason enough alone to make the purchase.

John Cook

Program *Finance Pack* **Micro** Psion Organiser II **Price** £29.99 **Supplier** Psion Ltd, Psion House, Harcourt Street, London W1H 1DT.

Reach for the tranquillisers



Having run out of new kinds of games, many software companies are now merging two or more existing types for their latest releases. The *Psi-5 Trading Company* is one of these.

Courtesy of Accolade/US Gold, *Psi-5* is a hybrid of the old space shoot 'em up, a flight simulator, and a trading game, in which you play the part of the captain of an interstellar freighter.

Your mission begins by selecting five crew members from 30 applicants to handle various shipboard functions like weapons, navigation, engineering, repairs and scanning. With crew in place, you load up a cargo, select a destination and head out for the wild (really wild) blue yonder.

Your crew members have different strengths and weaknesses, and some have a low boredom threshold so if you don't keep an eye on your weapons specialist, he/she/it may start blasting friendlies for the hell of it.

You'll have your hands full just keeping track and issuing orders to the various departments, making sure you don't slip behind schedule (your cargo will otherwise perish and you lose money).

When the hostiles arrive things really get interesting. You must switch rapidly between scanning and weapons, ranking targets in changing priorities and making sure you don't zap innocent bystanders (their governments sue for compensation).

As the screens start shaking under missile and blaster impacts, and various departments jam your communicator with incoming messages, and as you have to start including damage control in your plans, you'll find yourself stabbing the pause key and reaching for the tranquillisers.

The graphics are wonderful, and gameplay is fast and furious. I don't know much about the trading aspect because I never once survived long enough to sell anything. This would be one (minor) complaint – the easiest mission should provide a more encouraging introduction.

The major complaint is about the documentation – it's lousy. Not only is it sketchy on some fairly crucial aspects of play, it's printed in tiny type, made worse because it's printed dark blue on black. US Gold should have their white sticks broken for this one.

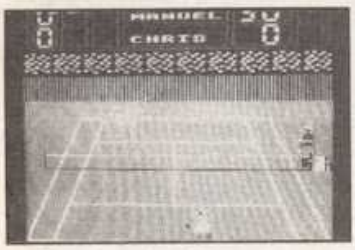
But if you like a game that will bend your mind to breaking point, *Psi-5* is the one.

Peter Worlock

Program *Psi-5 Trading Company* **Micro** Commodore 64 **Price** £9.95 (cassette) £14.95 (disc) **Supplier** US Gold, Unit 10, Parkway Industrial Centre, Heneage St, Birmingham B7 4LY.

Three set points

Crumbs, it's almost Wimbledon time again – ah, the glorious sound of thwack of leather on willow . . . no, that's something else isn't it, rather, the thwang of furry



individuals rushing around the court, the obscenities uttered by the circuit stars.

The latter can be simulated very realistically when it takes four attempts to load the game – for now it is *Tennis* by Bug Byte we are talking about.

This is definitely a cheapie, and for that I can forgive the flickering ball and relatively slow action.

The game is one player only, in that you play against a variety of computer controlled opponents with silly names (that is, you start off with Manuel Fawlty, who nips around the court with considerably more skill than he ever waited at table down in Torquay.)

Controls are simple (left/right, up/down, fire) but there are the extra options to freeze the screen and switch off the music. Other nice touches are the ball boys who zoom on and off court to pick up the stray shots. I found myself quite enjoying *Tennis*. If I could only find a way to balance the strawberries and cream on the keyboard . . . .

John Cook

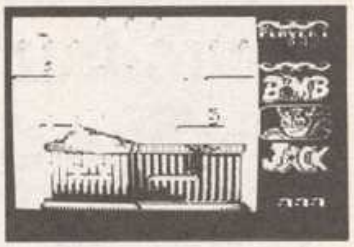
Program *Tennis* **Micro** BBC B/Electron **Price** £2.99 **Supplier** Bug Byte, Liberty House, 222 Regent Street, London W1R 7DB.

A little miracle

This is the conversion of the popular arcade game, and makes a pleasant change from the current trend toward ever more exotic plots and complex riddle-solving. There's not much to the game: set against beautifully-drawn backdrops depicting sights from around the world (nothing whatever to do with the action taking place in the foreground), the game is simple and refreshingly old-fashioned – avoid the usual alien blobs, do your best to pick up the energy blobs and survive as long as possible while traversing the screen by the most score-producing route as possible.

The only thing missing is your laser cannon-zapping is not the name of this game: it's all down to reactions and will you need them! Your little figure must clear the screen of all the bombs: there aren't many of them to a screen, but they're not easy to get at. None of the screens is particularly exacting, and the bombs can be cleared in any order – but there is a best way to handle each screen, and it is this that makes the game so addictive.

May not have been well-received in general, but, although it hasn't the depth of some of the more recent ar-



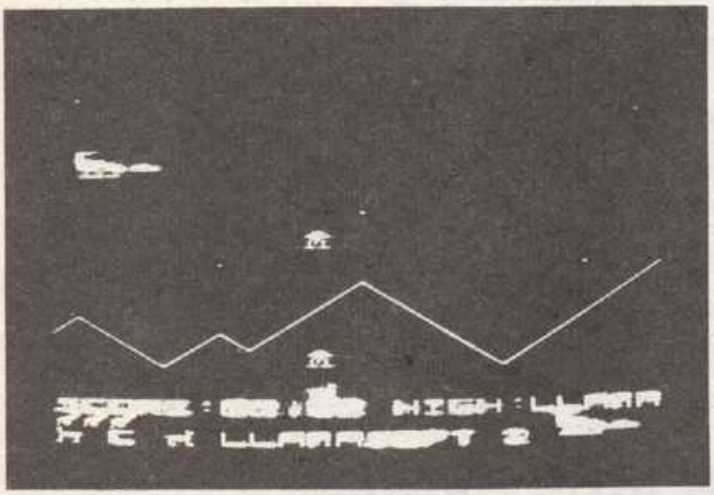
cade adventures, it is one of those little miracles which get loaded in to the computer at seven o'clock on a Friday night – just after a long week's work, when the eyes and mind want nothing more than to hand over to the joystick for a couple of hours. Neat graphics, good colour, lots of plink-plonk sound, lots of high-scoring . . . great fun!

Tony Bridge

Program *Bombjack* **Micro** Amstrad CPCs **Price** £8.95 **Supplier** Elite Systems, Anchor House, Anchor Road, Walsall, West Midlands.

Fast, loud and awesome

In the fullness of time, when the chips are down and everyone stands up to be counted, and various ideas are run up the flagpole to see who salutes them, the Vic 20 will probably be decided to have been a GOOD THING. Archaic by today's standards, with its minute memory, limited screen display and lack of sprites or sophisticated sound, it was nonetheless the first affordable colour, sound, expandable home micro, and a decent little games machine.



Jeff Minter's *Viva Vic* collection, a compilation of the eight Llamasoft Vic games, underlines just how marvellous the Vic 20 must have appeared to owners of silent, monochrome ZX-81's and the like. Minter's unique head-banging programming style ensures that these games are FAST, LOUD and AWESOME – so don't throw that Vic out yet.

Andes Attack is a jolly Defender clone with the appropriate amount of zapping and exploding. *Traxx*, a huge success in its day, is one of those where you have to "paint" a screen by moving your tracer around a grid until all the squares are filled in, while avoiding progressively faster malevolent weeblies.

Gridrunner is a sort of "Space Centipede" where droids, pods, energy bolts and X/Y zappers gang up on you in an unsurpassed extravaganza of blasting. *Abductor* is an ingenious sort of non-scrolling Defender, in which you must defend humanoids from nasties using your plasma cannon. *Laserzone* requires a unique form of hand-eye coordination to control two lasers, on the x and y axes, firing diagonally if necessary to wipe out the baddies, while *Matrix* returns to the theme of *Gridrunner* with more skill levels and the addition of hallucinogenic cameloids.

The superbly-titled *Metagalactic Llamas Battle at the End of Time* is another one with a tricky control method, by which you must use a force shield to bounce your llama's energy-spit into the attacking spideroids.

Lastly, *Hell Gate*, possibly the fastest and most mid-blowing zap game ever, in which things move so fast that you have to just react without thinking to co-ordinate the fire of four gunships in wiping out hordes of muties. Don't hit the goats!

Unmitigated fun, a wonderful history lesson (full notes are provided), and a bargain for any owners of Vics with 8K or 16K expansion. Get it instantly.

Chris Jenkins

Program *Viva Vic* **Micro** Vic 20 **Price** £6.50 **Supplier** Llamasoft, 49 Mount Pleasant, Tadley, Hants.

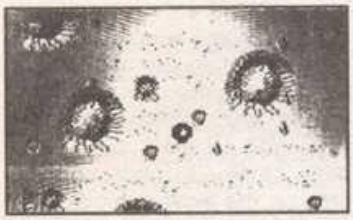
Electro-frazzle

Power up the 64, plug in your joystick and turn your brain off. You're about to encounter *Ollo*.

The scenario may sound a touch familiar: fly your spaceship through the waves of enemy defenders to reach the planet surface, operating on the premise that anything that moves should be zapped.

Flip the tape over, load side two, and you're confronted by a new scenario: fly over the planet surface knocking out the defending ships and dodging the surface gun emplacements. Here your strategy needs to be more sophisticated in that things that don't move should be zapped as well.

Graphically, *Ollo* is supremely adequate, the sound is suitably electro-frazzle, and the action is fast, though not quite furious.



If you're the kind of gameplayer who can get locked into deadly high-score combat with yourself, *Ollo* will keep you happy for a while. The rest of you can rest assured that you're not missing one of life's sublime experiences if you ignore it.

Peter Worlock

Program *Ollo* **Micro** Commodore 64 **Price** £2.95 **Supplier** Bug-Byte, Liberty House, 222 Regent Street, London W1R 7DB.

Crime prevention

The desk sergeant was pretty well at the end of his tether. It was a pity about the tether, but frankly if I hadn't tied him up he'd have been well away. The local Conservative Association was shouting the station down after I'd accidentally turned loose the Police Constable's Reserve (a fairly unreserved mob, by all accounts) on their leafy suburb, while the shopkeepers around the football ground had some queries about my decision to control a 30,000 crowd with one police dog handler.

"The trouble with you, superintendent, is that you're unreliable," said the sergeant. High praise this – my previous attempt at *The Force* had only netted me a rating of incompetent.

The Force is actually one of the most complicated strategy games around and has now been converted to the Spectrum from the Commodore. You play the role of police superintendent of Middletown, controlling four police stations, each of which is further subdivided into four geographical areas.

You have a fixed amount of resources, consisting of beat officers, cars, dogs and horses at your disposal, and you have to allocate these by area over three daily shifts – crime patterns vary depending on time of day – on a weekly basis. In addition you have have the aforementioned Police Constable's Reserve – which fixes crime fast but ruins your popularity.

Once you've sorted this little lot out, it's a case of sitting back, advancing the time clock one week and watching events unfold. You'll get a detailed picture of crimes you're currently observing, and reports of major heists throughout Middletown, followed by an appraisal of your performance.

Although the game can be entertaining once you've got to grips with it, I'm unsure about its addictive qualities, as the screen displays are so complex, and the time lag before anything actually happens so long that I suspect all but the most died in the wool strategy fan will lose interest.

But from a programming point of view *The Force* is nicely executed, and if you are a strategy hard-case it will probably provide you with weeks of engaging frustration.

John Lettice

Program *The Force* **Micro** Spectrum **Price** £8.95 **Supplier** Argus Press Software, Liberty House, 222 Regent Street, London W1R 7BD

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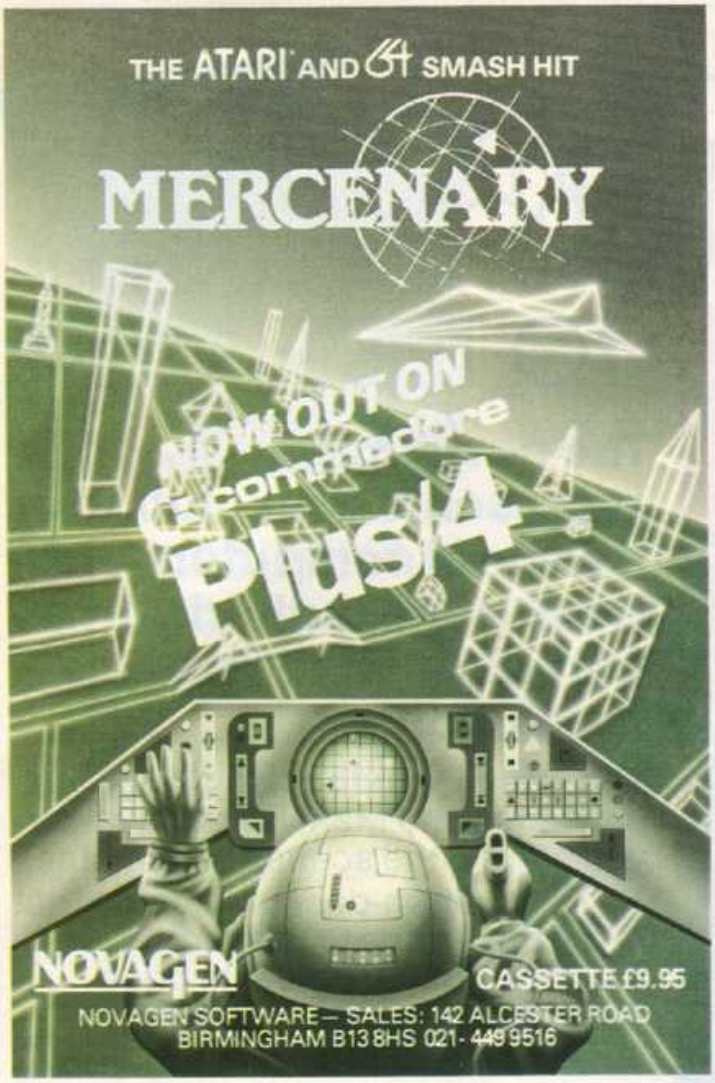

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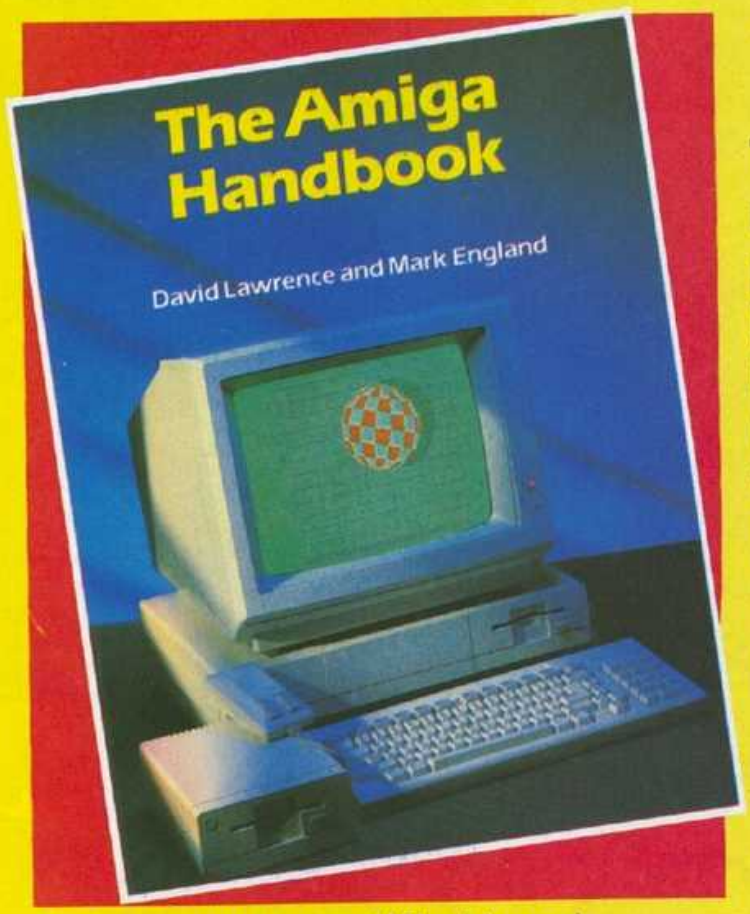

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Fast monsters on the Amstrad

Tony Kendle makes a plea for tips for games on newer machines, and the Marsport solution takes shape

I can't remember the last time I ever wrote about being captivated by a QL arcade game, indeed if I ever was. It has taken a long time, far too long for Sinclair's sake, but the quality and frequency of QL programs is now ironically, quite respectable, sufficiently so to make the incredibly cheap offers in the High Street stores worth a second look.

The game that has caught my eye in particular is *3D Slime* which is like a cross between *Erburt* and *Marble Madness* but with a marvellously comical and cartoonlike piece of jumping slime as the main character. It not only looks good for the QL, but has just the right mix of addictiveness and challenge to make it a classic.

Even so, the QL is most attractive for some simple dedicated use such as Basic programming or the Psion suite. The only 68000 range machine that is really living up to its promised performance in this country is of course the Atari ST, and Rainbird software, pioneer of state-of-the-art programming, is promising some new arcade/simulations that will match the superb standard of releases such as the adventure *The Pawn*. More details soon.

In the meantime we are still waiting in vain for the first tips for ST games in the column.

For instance, *Brattacas* has been around for quite a time now and there must be lots to say – I would like to hear from any ST owners out there.

Infuriating bounder

It is impossible to avoid the question of games conversions these days. Almost everything that comes out is released for several machines over a very short time. This makes a lot of sense: one lot of advertising covers all machines, it fits in well with the team design philosophy of many large companies – it is often easier to program a game than it is to come up with good ideas – and there is often only one set of independent reviews. I wouldn't like to say that companies deliberately send in just one version of a game for review, but attempts to persuade them that they should let us see *every* copy meet with very little enthusiasm.

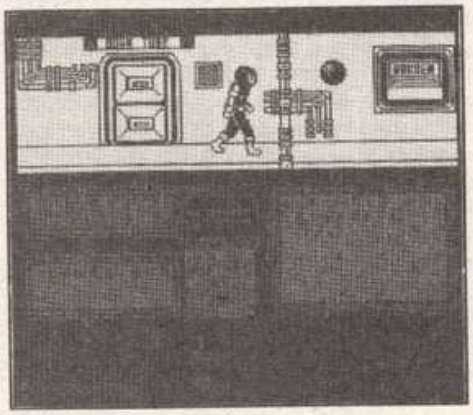
If you find a game that you have seen recommended which turns out to be rubbish on your machine, please write in and let me know.

Two companies that seem to go to great lengths to ensure that owners of all machines receive a quality product are Gremlin Graphics and Mikro-Gen. Both of these have recently sent through games that have become great favourites of mine.

Gremlin has lately had a lot of acclaim for the graphically excellent *Way of the Tiger*, but I actually prefer the infuriating and wickedly addictive *Bounder* which was deservedly popular on the Commodore and has lately appeared on Amstrad and Spectrum. Don't bother buying it if you don't have a joystick and let's have some pokes *please!*

Fast monsters

Mikro-Gen has a new game that, so far, is available on Amstrad only. Called *Equinox*, it's one of the few releases that makes Amstrad multicolour mode look intricate and fascinating, and which plays like a cross between a platform game and *Defender* – lots of satisfying zaps and explosions and some fast monsters together with just enough strategy to keep it interesting.



***Marsport* from Gargoyle Games**

Mikro-Gen has provided some tips and after a decent interval we will print a selection of these.

Before we get on with more *Marsport* tips, can I just give a quick mention to a nice Fanzine-type mag, *High Score*, available at £1 per issue from Anthony Marshall,41 Loders Green, Eastfield, Scarborough, North Yorkshire, Y011 3LB.

The magazine is aimed at Spectrum owners but the tips and high scores may be of interest to others. If you do buy it, please don't plagiarise anything for this column.

Now then, in *Marsport* you should have the earmuffs from the safety room in Joly. Now get the empty tank from Alba and the oxygen from the chemists and make them into an air tank.

The next step is to get the calculator machine from level B and get the lift down to Gill. On Gill, to get through the danger room, you need to take the bomb and use it as a key – after this every time you pass through you must put each new bomb in the refuse.

To get past the next danger room you need the earmuffs to protect you from the sonic bomb. This will give you access to a lift to level C where you will find some steps. The danger room on this level is a vacuum and the air tank lets you survive. Go down to Farr and enter the gas room that contains the clue "The game is the key . . .". In case you haven't guessed, the calculator (adder) and steps combine to make snakes and ladders. It is on this level that the third key to M-central will be found.

Important clues

Getting through the games room will give you access to hale level at last (where all the computers, etc, are).

On this level you will find three key slots – two outside the door to M-Central and one in the control room. Put a key in each and you will have completed the first part of the game.

You will receive two important clues on this level – "I'm the sentry . . .", gives you the method to the solution of part two, ie, you have to solve five clues given by five vidtex machines.

The answer to each leads you to combine two objects, many of which you have already used. The clue about the heralds knowing all that is alien is an important pointer to the value of certain items you will find.

When you leave Hale you will find that all previously restricted doors will now be open and you will have access to some more of the game. With the new objects that you find you will be able to open the remaining danger rooms.

The first one to solve is the virus room on Level C, where you need an antidote. To make this on the Amstrad version (I understand the syringe is not necessary on the Spectrum version), you need the insect from Gill (ant), the tea from the bar (ti) and the pointe from the Oratory (pointe is dot plus "e", ie, dote).

From the Amstrad – to the Atari

Tony Bridge looks at the first Quill'd *adventure for the Atari, The Quest of Abraham Smee*

The Quill, as Corner readers will be well aware, has become the standard adventure-writing utility on the Spectrum. It has engendered many great games – and, it has to be said, some awful ones too – so I'm always amazed that it does not seem to have done so well on other machines. Now that Gilsoft have released *The Quill* for the BBC, maybe we will see a new source of adventures: though the utility is not easy to use well, I urge any Beebers to investigate the program and try their hand.

A couple of weeks ago, I looked at *The Lost Phirious*, the first Quill'd adventure for the Amstrad and now, Laurie Power has sent me another first, his Atari *Quill'd* game, *The Quest of Abraham Smee*.

The title is rather evocative: as to the story, there's not a lot of information. This is the first screen: "Sickness was upon you when you stumbled to this valley. As you thrash about in troubled sleep you hear the voice of the Wise. 'He no longer plays in he North so evil plays in the land. Go north, Abraham' As you wake, all memory fades" How you remember what was said to you by the Wise (what?) is not made clear, and this scene-setting is spectacularly unhelpful – but you awake in the attic of a house and it is here that the inevitable problems start.

Sudden death

For the most part, *Smee* is standard-issue *Quill*, with white text on blue paper and a rather attractive 'fade-up' to each screen. There is the obligatory 'sudden-death': in most *Quill'd* adventures, this takes the form of hunger or thirst, but Laurie has used a little more imagination in devising a band of black raiders who thunder in to the house and kill you unless you avoid them in the correct way. The natural inclination of most adventurers, I suspect, is to err on the side of caution: so, at the start of a quest, short forays into the opening locations are undertaken to pick up useful objects and generally get the lie of the land. That'll do no good in *Smee*! Yes, you'll find a way of avoiding the clutches of the Riders, but then you'll find yourself scuppered later, as they lock the door of the house behind them – you must get the key before they do! It's easily done, but I guarantee that you will die several times before finding the solution. You must leave the safety of the house and find a useful object before nipping back inside to escape the Riders.

Imaginative

In fact, though the problems are not on the whole difficult and largely of the 'build boat from wood, nails and hammer/examine everything for useful objects' variety, they are managed throughout with flair and occasionally, a great deal of imagination. Desmond ('some legendary character') makes an hilarious appearance singing, not of gold this time but hey-nonny-no, and many of the descriptions are atmospheric giving just the right amount of information and the spur to get you hunting for the next location. It is small details like Desmond that add interest to any adventures, and *Quill'd* games in particular – in fact, it's the *Quill'd* variety above all others that requires the little touch of originality such as Laurie brings to *Smee*.

I'll forgive Laurie his sacriligious comments regarding Level 9 and their 'lack of feel and game logic' (are you playing the same games, Laurie?), and agree with his thought that puzzles should make sense within the world of the adventure. He is offering *Smee* at the price of just £2 (tape) or £3 (disc), which is the bargain of the year for novice players – Atari owners, send off right now! Write to Laurie Powers, 8 Hall Road, Rusholme, Manchester 14.

Now, from Quills to an adventure for the BBC machines. *Project Thesius* is the second in the Rick Hanson series from Robico. It's written by Robert and Mike O'Leary using Robert's Message Compression System, *Midge*. K has assigned a dangerous mission to you, Rick: middle name Danger. That's all that you're told, and the game starts with you on a desolate beach.

Location descriptions are long, consisting largely of exit descriptions, which certainly makes a refreshing change from "Exits: N,E". The problems to start with are not very difficult (soft sand in a cave exists solely for the adventurer to dig in!), but wrong moves tend to end with sudden, unannounced death, though the reasons for your demise make sense with hindsight. So you'll slowly progress through the first couple of dozen locations finding the traps until you become well and truly stuck at the first really swinish problem.

Good addition

This is the kind of adventure that I like, and the whole thing is helped along by a very fast display and a good vocabulary. Commands such as 'Get All' (still not recognised by the majority of programs) are possible, and though much of the game is run along Matchword lines (for example, to start with you are dripping wet and a towel is at hand: eventually you'll find the combination of 'DRY WITH TOWEL', but that's not glaringly obvious, though it *is* frustrating), I found it very addictive and compulsive. Although Robico's packaging is, as usual, rather austere and uninspiring (none of the usual waffle here!), I'd recommend *Project Thesius* as a good addition to the Beeber's adventure library.

The program will set you back £9.95 on tape (BBC B or Electron), £11.95 on disc (state 40 or 80 track) – although these prices come down to £8.46 and £10.46 respectively if you join Robico's Discount Club . . . Fairland Close, Llantrisant, Mid-Glamorgan, CF7 8QH.

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The Hulk on Spectrum. I've protected myself from the ants, How do I get to Antman? Brett Norris, Rama, Martins Close, Keevil, Trowbridge, Wiltsire BA14 6NJ.

Castle of Terror on C64. How do you get out of the room where the treasure is kept? Mark Gidden, 3 Fallowfield, Orton Wistow, Peterborough, Cambs.

Lord of the Rings on Spectrum. What use does the green elf stone have? How do you use it? Mr J Nasir, 6 Fairfield Avenue, Hendon, London NW4 3TN.

Sphinx Adventure on Electron. I can't find the mouse or the boat. Joseph McQuade, 2 Etterick Road, Blantyre, Glasgow G72 0QR.

Heroes of Karn on Amstrad. I can't get started at all, and would be glad of any help. C Taylor, 44 Heydale Road, Liverpool L18 5JQ.

Subsunk on Spectrum. How do you get the yoghurt from the fridge? Stephen Philip Chaney, 7 Plas Islwyn, Northville, Cwmbran, Gwent.

Lord of the Rings on Spectrum. I can't get further than the forest of Lothlorien. Can't climb the tree. K Matthews, 86 Holbein Walk, Grange Park, Swindon Wiltshire, SN5 6DS.

Sphinx Adventure on electron. I can't get across the lake. Jason Ross, Catalan, Southsea Avenue, Minster, Isle of Sheppey, Kent ME12 2NH.

Hitchhikers Guide to the Galaxy on Tatung Einstein. 1) How do I open the screening door? 2) How do I get the particle? 3) What do I do on the presidential speedboat? Philip Wheatley, Highfields, Trowell Moor, Trowell, Notts, NG9 3PQ (Tel: 0602 283610).

Gremlins on C16/Plus 4. How can I kill the gang of gremlins when attacked? Alan Leach, 35 Hadfield Crescent, Ashton-under-Lyne, Lancs OL6 8HP.

Spiderman on Spectrum. How do I get past the fan? How do I make the web? Each time I try it says I've got baby formula. Brett Norris, Rama, Martins Close, Keevil, Trowbridge, Wiltshire BA14 6NJ.

Castle of Terror on C64. I cannot get out of the secret panel with the treasure. J Biddulph, 151 Brookside, Newtown, Carlisle, Cumbria CA2 7JX.

The Neverending Story on C64. Part 1 – I've collected everything and gone everywhere – what next? Clive Tomes, 19 Pre De Chenes, St John, Jersey, Channel Islands.

Crystal Frog on C64. I have fixed the Load bug, but I can't get out of the ventilation flue. J E Barber, 138 Oak Tree Lane, Selly Oak, Birmingham B29 6HU.

The Pawn on QL. How do I pass the massive boulder blocking the track jn the foothills? John Bows, 1 St Leonards Court, Bledington, Oxford.

Murder at the Manor on Spectrum. How do I get out of the sand pitand keep the sheep inthe pen? Miss D Thompson, 96 Symonds Road, Preston PR2 3DJ.

Lord of the Rings part 1 on Spectrum. How do you manage to cross the last bridge without being caught by the black riders? Mr J Nasir, 6 Fairfield Avenue, Hendon, London NW4 3TN.

Twin Kindgom Valley on C64. How do you get the staff of gold from the witch in the east tower? Clive Tomes, 19 Pre des Chenes, St John Jersey, CI.

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CHARACTER EXPANSION

by Brian Cadge

An advantage of the Amstrad's bit mapped display is that text can be mixed with graphics in any of the three display modes. However, it would often be useful to be able to alter the size of the text characters displayed, for use in title screens, menus, and other displays. This is the facility that this program gives you, via two new commands.

Type in, save and run the Basic Loader program, taking care with the Data statements. If you haven't made any mistakes entering the code you will get a message informing you that the new commands have successfully been loaded.

Now type in the short demonstration program, to get an idea of what the commands can do. This demo program simply displays the letters 'PCW' in all possible sizes in all three modes.

The two new RSX commands are called CSIZE and DISPLAY, the syntax of them is as follows:

|CSIZE,xmag,ymag

Where *xmag* is the horizontal magnification factor, and *ymag* is the vertical magnification factor. So to get triple height, double width characters you would type *|CSIZE,2,3*. Note the '|' before the command name, this tells Basic that the command is an external RSX command ('|' is obtained using Shift @).

Also note that there is a comma immediately after the command name. *Xmag* and *ymag* must be in the range 1 to 7. Obviously, using *|CSIZE,1,1* would give characters of the normal size.

Once you have set the size of characters, a string is printed using the |DISPLAY command. So if *X$* is a string containing the message to be printed, the syntax of the command is:

|DISPLAY,@X$

The '@' is necessary before the string variable name to pass the string descriptor (containing the length and start address of the string) to the machine code routine. The string is displayed from the current cursor position, so you can use the normal *LOCATE* command to position the text. The characters are printed with their top left hand corners at the cursor position. Take care not to cause the screen to scroll within a *|DISPLAY* command, ie, do not try to print the expanded characters too low down the screen, otherwise each section of the expanded character will be printed on a separate line.

There are no restriction on the use of the new commands, they can operate in all modes, and the characters in the string can be user-defined if you wish – using the normal *SYMBOL* command. The character size set by *|CSIZE* is with respect to the normal character size for the current screen mode. So *|CSIZE2,1* will give mode 1 size characters in mode 2, and mode 0 size characters in mode 1. The characters are displayed in the current pen and paper colours. One point to note is that the program uses character number 255 – *chr$(255)* – internally, so this must always be a user-definable code, codes 0-254 can be Rom based. Also there is no point in trying to use *CHR$(255)* in your own programs as the routine redefines it to display the expanded characters.

The assembly language listing is included to show how the program actually operates, and this is fully commented. The main routine is called *PRTCH:* this prints an expanded character at the current cursor position. The routine first copies the matrix for the required character from Rom or Ram into its own workspace, next it expands it vertically by the current value of *MULTY* (set by *|CSIZE)*. Finally, it expands each byte horizontally and defines *chr$(255)* as part of the expanded character – this is then printed using the normal Rom print routine. This process of defining *chr$(255)* and printing it goes on until the whole of an expanded character has been built up and printed.

Once a character has been printed, the cursor position is updated to be ready for the next character. So successive *|DISPLAY* commands, without using *LOCATE* between them will cause each string to be printed one after another. Note that control codes cannot be used within a *|DISPLAY* string.

The *|CSIZE* routine forces the *xmag* and *ymag* parameters to lie in the range 0-7 by an *AND 7* command, and then ignores the result if it is zero. Bigger sizes could have been used with only a little more memory, but characters seven times their normal size should be big enough for anyone!

```
10 ' Basic loader program for Character Expander
20 MEMORY 41000
30 FOR i=41001 TO 41408
40 READ a$:v=VAL("&"+a$)
50 cs=cs+v:POKE i,v
60 NEXT i
70 IF cs<>51405 THEN PRINT"DATA ERROR - Check listing";CHR$(7):STOP
80 CALL 41001:CLS:PRINT"|CSIZE and |DISPLAY commands loaded -  You can now
 NEW this program."
90 END
100 DATA 01,3B,A0,21,C2,A1,CD,D1,BC,3E,02,32,CA,A1,32,CB,A1,C9,43,A0,C3,94
110 DATA A1,C3,A7,A1,43,53,49,5A,C5,44,49,53,50,4C,41,D9,00,CD,A5,BB,CD,06
120 DATA B9,01,08,00,11,CC,A1,ED,B0,CD,09,B9,3E,00,32,E0,A1,32,E1,A1,CD,78
130 DATA BB,22,DC,A1,22,DE,A1,DD,21,E2,A1,CD,0D,A1,21,E2,A1,3A,E1,A1,B7,28
140 DATA 07,01,08,00,09,3D,18,F6,EB,06,08,FD,21,D4,A1,C5,3A,CA,A1,47,1A,DD
150 DATA 21,1A,A2,CD,25,A1,21,1A,A2,3A,E0,A1,4F,3E,00,47,09,7E,FD,77,00,FD
160 DATA 23,13,C1,10,DE,3E,FF,21,D4,A1,CD,A8,BB,2A,DC,A1,CD,75,BB,3E,FF,CD
170 DATA 5D,BB,3A,DD,A1,3C,32,DD,A1,3A,CA,A1,47,3A,E0,A1,B8,28,06,3C,32,E0
180 DATA A1,18,9D,3A,CB,A1,3D,47,3A,E1,A1,B8,28,19,3C,32,E1,A1,3A,DF,A1,32
190 DATA DD,A1,3A,DC,A1,3C,32,DC,A1,3E,00,32,E0,A1,C3,79,A0,3A,DE,A1,6F,3A
200 DATA DD,A1,67,25,CD,75,BB,C9,06,08,21,CC,A1,C5,3A,CB,A1,57,7E,DD,77,00
210 DATA DD,23,15,20,F7,23,C1,10,EE,C9,32,C1,A1,78,32,C9,A1,3E,80,32,C6,A1
220 DATA 32,C7,A1,3E,00,DD,E5,DD,77,00,DD,23,10,F9,DD,E1,3A,C9,A1,32,C8,A1
230 DATA 3A,C6,A1,47,3A,C1,A1,A0,28,22,3A,C7,A1,47,DD,7E,00,B0,DD,77,00,CD
240 DATA 7E,A1,3A,C8,A1,3D,32,C8,A1,20,E9,3A,C6,A1,CB,3F,32,C6,A1,30,CF,C9
250 DATA 3A,C9,A1,47,CD,7E,A1,10,FB,1B,EA,3A,C7,A1,FE,01,28,07,CB,3F,32,C7
260 DATA A1,18,07,DD,23,3E,80,32,C7,A1,C9,DD,7E,00,E6,07,C8,32,CB,A1,DD,7E
270 DATA 02,E6,07,C8,32,CA,A1,C9,DD,6E,00,DD,66,01,7E,B7,C8,23,5E,23,56,F5
280 DATA D5,1A,CD,50,A0,D1,F1,13,3D,20,F4,C9
```

```
10   Demo Program for Character Expander
20 ON ERROR GOTO 130
30 a$="PCW"
40 FOR m=0 TO 2
50 MODE m:WINDOW #1,1,80,2,25
60 FOR y=1 TO 7
70 FOR x=1 TO 7
80 CLS#1:LOCATE 1,1:PRINT USING "Mode #
 X=#   Y=#";m,x,y:|CSIZE,x,y
90 LOCATE 1,12:|DISPLAY,@a$
100 FOR d=1 TO 500:NEXT
110 NEXT x,y,m
120 CLS:END
130 IF ERR=28 THEN PRINT"Run the Basic l
oader before this program" ELSE PRINT"Er
ror";ERR;"at line";ERL
140 END
```

```
10 ;
20 ; Character Expander for Amstrad
30 ;
40         ORG  41001
50         ENT  $
60         LD   BC,DESPAT
70         LD   HL,OSBUF
80         CALL #BCD1          ;Setup RSX commands
90         LD   A,2            ;Default Magnification
100        LD   (MULTX),A      ;Save in X Mag
110        LD   (MULTY),A      ;Save in Y Mag
120        RET
130 DESPAT DEFW CMDS
140        JP   CSIZE
150        JP   DISPLY
160 CMDS   DEFM "CSIZ"
170        DEFB "E"+128
180        DEFM "DISPLA"
190        DEFB "Y"+128
200        DEFB 0
210 PRTCH  CALL #BBA5          ;Get adrs of char matrix
220        CALL #B906          ;Enable lower ROM
230        LD   BC,8           ;Number of bytes in matrix
240        LD   DE,MATRIX      ;Address to store it
250        LDIR
260        CALL #B909          ;Disable lower ROM
270        LD   A,0
280        LD   (XCHR),A       ;Zero Column count
290        LD   (YCHR),A       ;Zero Row count
300        CALL #BB78          ;Get cursor Position
310        LD   (YPOS),HL      ;Save it
320        LD   (OYPOS),HL     ;Save again
330        LD   IX,FREE1       ;Adrs of Y Mag RAM
340        CALL EXPDY          ;Expand char vertically
350 XLOP   LD   HL,FREE1       ;Top adrs of char
360        LD   A,(YCHR)       ;Get Row count
370 PTTY   OR   A              ;Is it zero ?
380        JR   Z,POTAT        ;Yes then Jump
390        LD   BC,8
400        ADD  HL,BC          ;Skip down 8 bytes
410        DEC  A              ;Row count -1
420        JR   PTTY           ;Go test again
430 POTAT  EX   DE,HL          ;Put adrs in DE
440        LD   B,8
450        LD   IY,MATX2       ;Adrs of temp matrix
460 DOX    PUSH BC             ;Save BC register
470        LD   A,(MULTX)      ;Get X mag factor
480        LD   B,A            ;Put it in B
490        LD   A,(DE)         ;Get byte from char matrix
500        LD   IX,FREE2       ;Adrs of X expand RAM
510        CALL EXPAND         ;Expand the byte in A
520        LD   HL,FREE2       ;Adrs of 1st expanded byte
530        LD   A,(XCHR)       ;Get column count
540        LD   C,A            ;Put in C
550        LD   A,0
560        LD   B,A
570        ADD  HL,BC          ;Point the req byte
580        LD   A,(HL)         ;Get byte
590        LD   (IY+0),A       ;Put in temp matrix
600        INC  IY             ;Move down a byte
610        INC  DE             ;Move down a byte
620        POP  BC             ;Restore BC register
630        DJNZ DOX            ;Another line in matrix ?
640        LD   A,255          ;Character code to define
650        LD   HL,MATX2       ;Adrs of temp matrix
660        CALL #BBA9          ;Define the character
670        LD   HL,(YPOS)      ;Get cursor Position
680        CALL #BB75          ;Set cursor Position
690        LD   A,255          ;Char to be Printed
700        CALL #BB5D          ;Print the character
710        LD   A,(XPOS)       ;Get column Pos
720        INC  A              ;Increase by 1
730        LD   (XPOS),A       ;Update column Pos
740        LD   A,(MULTX)      ;Get X mag factor
750        LD   B,A            ;Put it in B
760        LD   A,(XCHR)       ;Get column count
770        CP   B              ;Are they same ?
780        JR   Z,NEWLN        ;Yes, then start new line
790        INC  A              ;Add one to column count
800        LD   (XCHR),A       ;Update column count
810        JR   XLOP           ;Go do another character
820 NEWLN  LD   A,(MULTY)      ;Get Y mag factor
830        DEC  A
840        LD   B,A            ;Put it in B
850        LD   A,(YCHR)       ;Get row count
860        CP   B              ;Are they same ?
870        JR   Z,FINPT        ;Yes, then finished char
880        INC  A              ;Add one to row count
890        LD   (YCHR),A       ;Update row count
900        LD   A,(OXPOS)      ;Get original X Pos
910        LD   (XPOS),A       ;Restore it
920        LD   A,(YPOS)       ;Get row Pos
930        INC  A              ;Add one to it
940        LD   (YPOS),A       ;Update row Pos
950        LD   A,0
960        LD   (XCHR),A       ;Zero column count
970        JP   XLOP           ;Go do another char
980 FINPT  LD   A,(OYPOS)      ;Get original row Pos
990        LD   L,A            ;Put it in L
1000       LD   A,(XPOS)       ;Get column Pos
1010       LD   H,A            ;Put it in H
1020       DEC  H              ;Subtract one
1030       CALL #BB75          ;Set cursor Pos here
1040       RET
1050 EXPDY LD   B,8            ;This routine expands
1060       LD   HL,MATRIX      ;a character matrix starting
1070 EPYL  PUSH BC             ;at MATRIX, by the Y mag
1080       LD   A,(MULTY)      ;factor, and stores it at
1090       LD   D,A            ;the adrs in IX onwards
1100 COP2  LD   A,(HL)
1110       LD   (IX+0),A
1120       INC  IX
1130       DEC  D
1140       JR   NZ,COP2
1150       INC  HL
1160       POP  BC
1170       DJNZ EPYL
1180       RET
1190 EXPAND LD   (DATA),A      ;This routine expands a
1200       LD   A,8            ;byte stored in the A reg
1210       LD   (MULT),A       ;horizontally by the
1220       LD   A,128          ;factor in the B reg
1230       LD   (MASK),A       ;And stores the result
1240       LD   (MASK2),A      ;from IX onwards
1250       LD   A,0
1260       PUSH IX
1270 CLR   LD   (IX+0),A
1280       INC  IX
1290       DJNZ CLR
1300       POP  IX
1310 ELP1  LD   A,(MULT)
1320       LD   (MCNT),A
1330       LD   A,(MASK)
1340       LD   B,A
1350       LD   A,(DATA)
1360       AND  B
1370       JR   Z,BITZR
1380 ELP2  LD   A,(MASK2)
1390       LD   B,A
1400       LD   A,(IX+0)
1410       OR   B
1420       LD   (IX+0),A
1430       CALL SHMS2
1440       LD   A,(MCNT)
1450       DEC  A
1460       LD   (MCNT),A
1470       JR   NZ,ELP2
1480 NXTBT LD   A,(MASK)
1490       SRL  A
1500       LD   (MASK),A
1510       JR   NC,ELP1
1520       RET
1530 BITZR LD   A,(MULT)
1540       LD   B,A
1550 MOV   CALL SHMS2
1560       DJNZ MOV
1570       JR   NXTBT
1580 SHMS2 LD   A,(MASK2)
1590       OR   1
1600       JR   Z,NEWBY
1610       SRL  A
1620       LD   (MASK2),A
1630       JR   DNBIT
1640 NEWBY INC  IX
1650       LD   A,128
1660       LD   (MASK2),A
1670 DNBIT RET
1680 CSIZE LD   A,(IX+0)       ;Get Y mag factor
1690       AND  7              ;Make it legal
1700       RET  Z              ;Quit if zero
1710       LD   (MULTY),A      ;store it
1720       LD   A,(IX+2)       ;Get X mag factor
1730       AND  7              ;Make it legal
1740       RET  Z              ;Quit if zero
1750       LD   (MULTX),A      ;store it
1760       RET
1770 DISPLY LD   L,(IX+0)      ;Get LSB of string desc
1780       LD   H,(IX+1)       ;Get MSB of string desc
1790       LD   A,(HL)         ;Get length of string
1800       OR   A              ;Is it zero ?
1810       RET  Z              ;If yes then Quit
1820       INC  HL             ;Point to adrs
1830       LD   E,(HL)         ;Get LSB of string start
1840       INC  HL
1850       LD   D,(HL)         ;Get MSB of string start
1860 PLOP  PUSH AF             ;Save character left to Print
1870       PUSH DE             ;Save adrs of current char
1880       LD   A,(DE)         ;Get char to Print
1890       CALL PRTCH          ;Print expanded char
1900       POP  DE             ;Restore adrs of string
1910       POP  AF             ;Restore chars left
1920       INC  DE             ;Point to next char
1930       DEC  A              ;Decrement chars left
1940       JR   NZ,PLOP        ;If more to Print, go again
1950       RET
1960 DATA  DEFS 1
1970 OSBUF DEFS 4
1980 MASK  DEFS 1
1990 MASK2 DEFS 1
2000 MCNT  DEFS 1
2010 MULT  DEFS 1
2020 MULTX DEFS 1
2030 MULTY DEFS 1
2040 MATRIX DEFS 8
2050 MATX2 DEFS 8
2060 YPOS  DEFS 1
2070 XPOS  DEFS 1
2080 OYPOS DEFS 1
2090 OXPOS DEFS 1
2100 XCHR  DEFS 1
2110 YCHR  DEFS 1
2120 FREE1 DEFS 7*8
2130 FREE2 DEFS 10
```

Readers' survey

If you missed last week's Reader's Survey, well, here's a second chance to tell us what you think of us, and help War on Want at the same time.

You can help us by filling in the survey printed below, and for every completed questionnaire we receive, we'll donate 10 pence to WOW. The money will go to its general fund which goes to help fight poverty in the Third World, just as does money spent on WOW's compilation tape for the Spectrum.

Please note that the survey runs over TWO pages. Once you've removed our special pull-out supplement, you'll find that the Survey can also be pulled out, without damaging your copy of the magazine.
Send your completed survey off to Readers' Survey, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP, to reach us by Monday, June 16. We will publish the results in a future issue of the magazine.

1 Which of the following computers do you own?

Acorn BBC	☐	Acorn Electron	☐
Amstrad 464/664/6128	☐	Amstrad PCW 8256/ 8512	☐
Atari ST	☐	Atari 400/800	☐
Commodore 64	☐	Commodore C16	☐
Commodore 128	☐	MSX	☐
Sinclair Spectrum	☐	Sinclair QL	☐

Other (please specify).....

2 When did you buy your first computer?

Within last six months	☐	Six months to 1 year ago	☐
1-2 years ago	☐	More than 2 years ago	☐

3 How long have you had your current computer?

Less than six months	☐	Six months to 1 year	☐
1-2 years	☐	More than 2 years	☐

4 Do you plan to buy a new computer this year?

Yes	☐	No	☐

If yes, please specify model .....

5 Which of the following peripherals do you own?

Monitor	☐	Printer	☐
Disc drive	☐	Modem	☐
Microdrive	☐		
Light pen	☐	Graphics tablet	☐
Plotter	☐	Mouse	☐

Other (please specify).....

6 Which of these peripherals do you plan to buy this year?

Monitor	☐	Printer	☐
Disc drive	☐	Modem	☐
Light pen	☐	Graphics tablet	☐
Plotter	☐	Mouse	☐

7 How much do you spend on software each month?

Up to £10	☐	£10-20	☐
£20-30	☐	More than £30	☐

8 How much time do you spend at your computer each week?

Less than 2 hrs	☐	2-10 hrs	☐
10-20 hrs	☐	More than 20 hrs	☐

9 What is the main use of your computer (tick one only)?

Programming	☐	Games	☐
Word processing	☐	Communications	☐
Graphics	☐	Music	☐

Other (please specify).....

10 Do you progam in any of the following languages?

Basic	☐	Machine Code	☐
Pascal	☐	Forth	☐
Logo	☐	Lisp	☐
C	☐	Fortran	☐

Other (please specify).....

11 How often, on average, do you buy *Popular Computing Weekly?*

Subscriber	☐	Buy every week	☐
Buy every other week	☐	Buy once a month or less	☐

12 Do any other people read your copy of *Popular Computing Weekly?*

None	☐	1-2	☐
3-5	☐	More than 5	☐

13 What is your main reason for buying *Popular Computing Weekly (tick one only)?*

News	☐	Games reviews	☐
Other software reviews	☐	Hardware reviews	☐
Arcade Action	☐	Adventure Corner	☐
Programming features	☐	Advertisements	☐

14 Please rate the following features according to whether you would like more, about the same or less coverage.

	More	Same	Less
News	☐	☐	☐
New Products	☐	☐	☐
Letters	☐	☐	☐
Competitions	☐	☐	☐
Hardware reviews	☐	☐	☐
Games reviews	☐	☐	☐
Other software reviews	☐	☐	☐
Arcade Action	☐	☐	☐
Adventure Corner	☐	☐	☐
Programming features	☐	☐	☐
New Releases	☐	☐	☐
Communications	☐	☐	☐
Peek & Poke	☐	☐	☐
Bytes & Pieces	☐	☐	☐
Games charts	☐	☐	☐
Computer Swap	☐	☐	☐
Advertisements	☐	☐	☐

15 How interested are you in the following subjects?

	Not at all interested	Somewhat interested	Very interested
Computer books	☐	☐	☐
Computer languages	☐	☐	☐
DIY hardware projects	☐	☐	☐
Computers in business	☐	☐	☐
Computers in education	☐	☐	☐
New technology (eg CD-Roms)	☐	☐	☐

16 Which of the following magazines do you buy regularly?

Crash	☐
Your Sinclair	☐
Sinclair User	☐
ZX Computing	☐
Zzap 64	☐
Your Commodore	☐
Commodore User	☐
Commodore Computing International	☐
Amtix	☐
Amstrad Action	☐
Amstrad Computer User	☐
Computing with the Amstrad	☐
Atari User	☐
QL World/QL User	☐
Personal Computer World	☐
Your Computer	☐
Byte	☐

Other (please specify).....

17 Please give one way in which you think *Popular Computing Weekly* could be improved.

.....

.....

18 Name ..... **Age** .....

Occupation.....

Address .....

.....

.....

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JUKI 5510

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MAZE

by Dilwyn Jones

Following on from last week this second program is a simple 3D maze game using both the *Make A Maze* routine and a *MAP* routine. The object of the game is to find your way through the maze in as short a time as possible. At any time you may ask for a map of the maze if you lose your way, but this wastes valuable seconds! The controls are:

N – move or turn to face North
E – move or turn to face East
S – move or turn to face South
W – move or turn to face West
M – Help!! I need a map!!
ESC – I give up . . . get me out of here . . . (ie, Quit)

When you eventually find the exit, the program tells you how long it took and asks if you want another game. The size of the maze is set from two to ten across or down at random and is different for every game (random number generator permitting). The maze creation routine may take several seconds to make the maze, in common with other routines of this type.

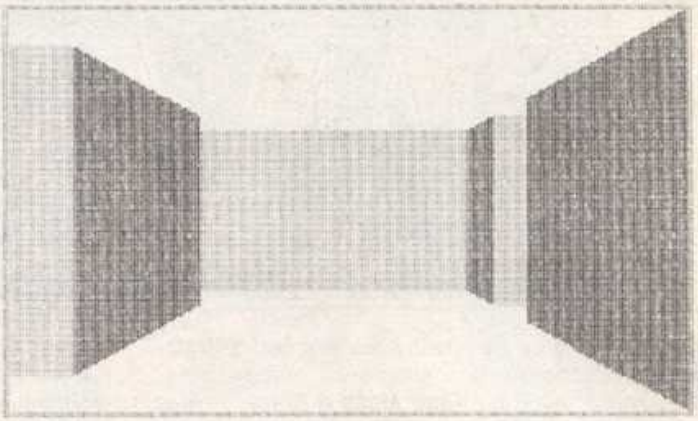
The view you are given is a 3D perspective effect, looking down the corridor, with openings shown as appropriate. It's slightly slow due to the use of *fill*, so leave out these commands if you want to speed it up a little.

There is no limit to the size of the maze except available memory and how long you're prepared to wait for a maze to be generated – remember that a ten by ten maze will take more than twice as long as a five by five maze.

If anyone would like copies of both programs, send £2.50 plus a formatted microdrive cartridge/floppy disc (5¼" or 3½") to: Dilwyn Jones, 4 The Crescent, Bangor, Gwynedd LL57 2AA.

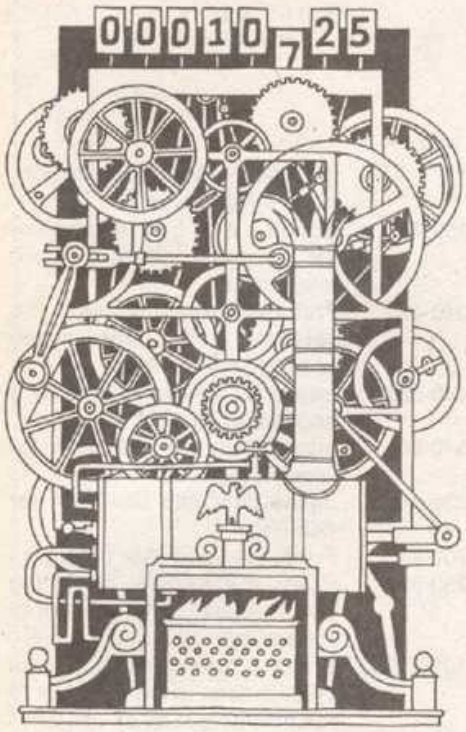
```
100 REMark 3D Maze using maze generator
and mapper
110 REMark by Dilwyn Jones, February 198
6
120 INIT
130 REPeat program
140  across=RND(2 TO 10):down=RND(2 TO 1
0)
150  PRINT#0,'Please wait-designing a ';
across;'x';down;' maze':MAKE_A_MAZE:x=in
x:y=iny:direc$='e'
160  DISPLAY:BEEP 2000,20:tme=DATE
170  REPeat play_game
180   REPeat loop
190    key$=INKEY$(-1):action=key$ INSTR
 ('neswm'&CHR$(27))
200    IF action>0 THEN EXIT loop
210   END REPeat loop
220   IF action=6 THEN CLS#0:PRINT#0,'Qu
it-';:EXIT play_game
230   IF key$==direc$ THEN
240    IF y=outy AND x=outx AND direc$='
e' THEN CLS#0:PRINT#0,'Out of the maze i
n ';DATE-tme!'seconds'\\:EXIT play_game
250    SELect ON action
260     =1:IF y>1 AND (maze(y,x)&&1)=1 T
HEN y=y-1:DISPLAY:ELSE OUCH_NO_EXIT 1
270     =2:IF x<across AND (maze(y,x)&&2
)=2 THEN x=x+1:DISPLAY:ELSE OUCH_NO_EXIT
 2
280     =3:IF y<down AND (maze(y,x)&&4)=
4 THEN y=y+1:DISPLAY:ELSE OUCH_NO_EXIT 4
290     =4:IF x>1 AND (maze(y,x)&&8)=8 T
HEN x=x-1:DISPLAY:ELSE OUCH_NO_EXIT 8
300    END SELect
310   ELSE
320    SELect ON action
330     =1:direc$='n'
340     =2:direc$='e'
350     =3:direc$='s'
360     =4:direc$='w'
370     =5:MAP_MAZE:PRINT#0,'Press any k
ey to continue...':IF INKEY$(-1)=CHR$(27
) THEN CLS#0:PRINT#0,'Quit-';:EXIT play_
game
380    END SELect
390    DISPLAY
400   END IF
410  END REPeat play_game
420  PRINT#0,'Would you like another gam
e?'
430  IF INKEY$(-1)=='n' THEN EXIT progra
m
440  CLS:CLS#0
450 END REPeat program
460 STOP
470 DEFine PROCedure DISPLAY
480  IF direc$='n' THEN NORTH
490  IF direc$='e' THEN EAST
500  IF direc$='s' THEN SOUTH
510  IF direc$='w' THEN WEST
520 END DEFine DISPLAY
530 DEFine PROCedure NORTH
540  CLS:CLS#0:PRINT#0,'Going northwards
...'
550  SETVARS
560  REPeat loop
570   CELL 8,2
580   IF (maze(noy,nox)&&1)=0 OR noy=1 T
HEN EXIT loop
590   noy=noy-1
600  END REPeat loop
610  IF (maze(noy,nox)&&1)=0 THEN WALLEX
IT:ELSE OPENEXIT
620 END DEFine NORTH
630 DEFine PROCedure EAST
640  CLS:CLS#0:PRINT#0,'Going eastwards.
..'
650  SETVARS
660  REPeat loop
670   CELL 1,4
680   IF (maze(noy,nox)&&2)=0 OR nox=acr
oss THEN EXIT loop
690   nox=nox+1
700  END REPeat loop
710  IF (maze(noy,nox)&&2)=0 THEN WALLEX
IT:ELSE OPENEXIT
720 END DEFine EAST
730 DEFine PROCedure SOUTH
740  CLS:CLS#0:PRINT#0,'Going southwards
...'
750  SETVARS
760  REPeat loop
770   CELL 2,8
780   IF (maze(noy,nox)&&4)=0 OR noy=dow
n THEN EXIT loop
790   noy=noy+1
800  END REPeat loop
810  IF (maze(noy,nox)&&4)=0 THEN WALLEX
IT:ELSE OPENEXIT
820 END DEFine SOUTH
830 DEFine PROCedure WEST
840  CLS:CLS#0:PRINT#0,'Going westwards.
..'
850  SETVARS
860  REPeat loop
870   CELL 4,1
880   IF (maze(noy,nox)&&8)=0 OR nox=1 T
HEN EXIT loop
890   nox=nox-1
```

```
900  END REPeat loop
910  IF (maze(noy,nox)&&8)=0 THEN WALLEX
IT:ELSE OPENEXIT
920 END DEFine WEST
930 DEFine PROCedure SETVARS
940  nox=x:noy=y:xxx=0:rx=200:yyy=0
950  yinc=9:xinc=20:ht=100:shrink=1.25
960 END DEFine SETVARS
970 DEFine PROCedure CELL (l,r)
980  yy=yyy+yinc:xx=xxx+xinc:rxx=rx-xinc
:hht=ht-yinc-yinc
990  IF (maze(noy,nox)&&l)=1 THEN LSIDEO
PEN:ELSE LSIDEWALL
1000  IF (maze(noy,nox)&&r)=r THEN RSIDE
OPEN:ELSE RSIDEWALL
1010  xxx=xx:rx=rxx:yyy=yy:ht=hht:yinc=y
inc/shrink:xinc=xinc/shrink
1020 END DEFine CELL
1030 DEFine PROCedure LSIDEOPEN
1040  INK 5:FILL 1:LINE xxx,yy TO xx,yy
TO xx,yy+hht TO xxx,yy+hht TO xxx,yy:FIL
L 0
1050 END DEFine LSIDEOPEN
1060 DEFine PROCedure LSIDEWALL
1070  INK 1:FILL 1:LINE xxx,yyy TO xx,yy
 TO xx,yy+hht TO xxx,yyy+ht TO xxx,yyy:F
ILL 0
1080 END DEFine LSIDEWALL
1090 DEFine PROCedure RSIDEOPEN
1100  INK 5:FILL 1:LINE rx,yy TO rxx,yy
TO rxx,yy+hht TO rx,yy+hht TO rx,yy:FILL
 0
1110 END DEFine RSIDEOPEN
1120 DEFine PROCedure RSIDEWALL
1130  INK 1:FILL 1:LINE rx,yyy TO rxx,yy
 TO rxx,yy+hht TO rx,yyy+ht TO rx,yyy:FI
LL 0
1140 END DEFine RSIDEWALL
1150 DEFine PROCedure OPENEXIT
1160  INK 2:LINE xxx,yyy TO rx,yyy TO rx
,yyy+ht TO xxx,yyy+ht TO xxx,yyy
1170 END DEFine OPENEXIT
1180 DEFine PROCedure WALLEXIT
1190  INK 5,5,3:FILL 1:LINE xxx,yyy TO r
x,yyy TO rx,yyy+ht TO xxx,yyy+ht TO xxx,
yyy:FILL 0
1200 END DEFine WALLEXIT
1210 DEFine PROCedure OUCH_NO_EXIT (di)
1220  IF (maze(y,x)&&di)=di THEN
1230   BEEP 1000,25:PRINT#0,\'* NO EXIT
THAT WAY *':PAUSE 10:BEEP 1000,60
1240  ELSE
1250   BEEP 1000,50:PRINT#0,\'*** OUCH!
- A Wall! ***'
1260  END IF
1270 END DEFine OUCH_NO_EXIT
1280 DEFine PROCedure MAP_MAZE
1290  CLS:CLS#0
1300  FOR dn=1 TO down+1:BLOCK 14*across
+2,1,14,11*dn,7
1310  FOR ac=1 TO across+1:BLOCK 2,11*do
wn+1,ac*14,11,7
1320  FOR dn=1 TO down
1330   FOR ac=1 TO across
1340    IF (maze(dn,ac)&&2)=2 THEN BLOCK
 2,10,14*(ac+1),11*dn+1,0
1350    IF (maze(dn,ac)&&4)=4 THEN BLOCK
 12,1,14*ac+2,11*(dn+1),0
1360   END FOR ac
1370  END FOR dn
1380  BLOCK 2,10,14,11*iny+1,0
1390  BLOCK 2,10,14*(across+1),11*outy+1
,0
1400  INK 5:CURSOR 2,11*iny+1:PRINT CHR$
(189)
1410  CURSOR 14*(across+1)+2,11*outy+1:P
RINT CHR$(189)
1420  PAPER 2:INK 7:CURSOR 14*x+2,11*y+1
1430  IF direc$=='n' THEN PRINT CHR$(190
)
1440  IF direc$=='e' THEN PRINT CHR$(189
)
1450  IF direc$=='s' THEN PRINT CHR$(191
)
1460  IF direc$=='w' THEN PRINT CHR$(188
)
1470  PAPER 0
1480 END DEFine MAP_MAZE
```



```
Going northwards...
```

```
1490 DEFine PROCedure MAKE_A_MAZE
1500  DIM maze(down+1,across+1)
1510  inx=1:iny=RND(1 TO down)
1520  x=inx:y=iny
1530  maze(y,x)=maze(y,x)!!32
1540  outy=RND(1 TO down):outx=across
1550  FOR ac=1 TO across:maze(0,ac)=32:m
aze(down+1,ac)=32
1560  FOR dn=1 TO down:maze(dn,0)=32:maz
e(dn,across+1)=32
1570  maze(iny,inx)=maze(iny,inx)!!8
1580  maze(outy,outx)=maze(outy,outx)!!2
1590  REPeat outer
1600   IF (maze(y,x+1)&&48)<>0 AND (maze
(y,x-1)&&48)<>0 AND (maze(y+1,x)&&48)<>0
 AND (maze(y-1,x)&&48)<>0 THEN
1610    maze(y,x)=(maze(y,x)&&239)!!32
1620    IF (maze(y-1,x)&&20)=20 THEN y=y
-1:NEXT outer
1630    IF (maze(y,x+1)&&24)=24 THEN x=x
+1:NEXT outer
1640    IF (maze(y+1,x)&&17)=17 THEN y=y
+1:NEXT outer
1650    IF (maze(y,x-1)&&18)=18 THEN x=x
-1:NEXT outer
1660    EXIT outer
1670   END IF
1680   REPeat inner
1690    rand_no=RND(0 TO 9)
1700    newx=x+(rand_no=0 OR rand_no=1)-
(rand_no=5 OR rand_no=6)
1710    newy=y+(rand_no=2 OR rand_no=3 O
R rand_no=4)-(rand_no=7 OR rand_no=8 OR
rand_no=9)
1720    IF (maze(newy,newx)&&48)=0 THEN
EXIT inner
1730   END REPeat inner
1740   maze(newy,newx)=maze(newy,newx)!!
16
1750   SELect ON rand_no
1760    =7,8,9:maze(y,x)=maze(y,x)!!1:ma
ze(newy,newx)=maze(newy,newx)!!4
1770    =0,1:maze(y,x)=maze(y,x)!!2:maze
(newy,newx)=maze(newy,newx)!!8
1780    =2,3,4:maze(y,x)=maze(y,x)!!4:ma
ze(newy,newx)=maze(newy,newx)!!1
1790    =5,6:maze(y,x)=maze(y,x)!!8:maze
(newy,newx)=maze(newy,newx)!!2
1800   END SELect
1810   x=newx:y=newy
1820  END REPeat outer
1830  maze(outy,outx)=(maze(outy,outx)&&
239)!!32
1840 END DEFine MAKE_A_MAZE
1850 DEFine PROCedure INIT
1860  MODE 8
1870  WINDOW 512,256,0,0:PAPER 0:CLS
1880  WINDOW 456,164,28,14:BORDER 2,4:IN
K 7:CLS
1890  WINDOW#0;456,54,28,183:BORDER#0;2,
6:PAPER#0;0:INK#0;7:CLS#0
1900 END DEFine INIT
```



DATA ENTRY

by Tony Dexter

One activity that is common to almost all data processing is the need to enter, display and update or correct records. To do this in Sinclair Basic one can use the obvious method of prompting for each item of data in turn with a line such as:

10 INPUT "Type the letters of your NAME, then Press ENTER";I$

You then follow with some form of error checking routine. There are disadvantages with this method, since errors, realised after the Enter key has been pressed, cannot be corrected. It is also difficult to know just where you are unless previous entries are displayed.

A more desirable method would display all data prompts and the associated fields on the screen at the same time. Editing would be possible for any of the fields, at any time.

This program shows that friendly input can be achieved on the Spectrum, and it is intended that this program could form a party of any larger program where multiple data entry is required. It provides the following features:

1) All Input fields are displayed on the screen, together with prompts and instructions.
2) When Enter is pressed the cursor skips to the start of the next field.
3) Any Data in any field may be altered, either at the time of entry, or after all fields have been filled.
4) Editing employs the cursor keys for speedy alteration.
5) Overtyping, Backspace, Delete and Space are permitted.
6) The program protects against over-long Data entries.
7) The Data saved is displayed when entry and editing is completed.
8) Data may be re-displayed and the program put in Edit mode to allow minor corrections and updating to take place.

The listing should prove simple to follow, and is well peppered with Rem statements to explain the various phases. It should be noted that the layout of the screen and the number and lengths of data strings may be altered.

For the sake of illustration it has been assumed that this routine is part of a program which requires the entry of Names, Address and Date of Birth. Obviously this could be any other information: Club Membership Records; Customer Sales Details, etc.

For editing and error trapping reasons all entry is by String$ Input and numbers are entered as numerical characters. If your program required numerical processing then the relevant string$ can easily be transferred to numeric variables or to a numeric array by means of the *VAL* function.

Although this program has been written specifically for the Spectrum, it can readily be adapted by users of other machines.

```
100 REM  FRIENDLY DATA ENTRY
110 REM  THIS LISTING CAN BE INCORPORATED IN ANY PROGRAM WHICH REQUIRES
FREQUENT ENTRY OR UPDATING OF INFORMATION.
120 REM  IT FEATURES INPUT AT ANY POSITION ON THE SCREEN TOGETHER WITH F
ULL SCREEN EDITING.
130
140 PAPER 6: INK 0: CLS : LET UPDATEFLAG=0
150 DIM N$(10,15): REM NUMBER                    OF DATA INPUTS
160 POKE 23658,0
170 PRINT "TYPE IN THE APPROPRIATE LETTERS.   PRESS THE (ENTER) KEY AFTE
R          AFTER EACH ENTRY."
180 PRINT AT 5,0;"FIRST NAME:";TAB 16;N$(1) "LAST NAME:";TAB 16;N$(2) "Y
EAR OF BIRTH";TAB 16;N$(3) "MONTH OF BIRTH";TAB 16;N$(4) "DATE OF BIRTH";
TAB 16;N$(5) "HOUSE NUMBER";TAB 16;N$(6) "STREET";TAB 16;N$(7) "TOWN";TAB
16;N$(8) "COUNTY";TAB 16;N$(9) "POSTCODE";TAB 16;N$(10)
190 REM  THESE ITEMS OF DATA ARE ONLY EXAMPLES. ANY TEXT OR NUMERIC DATA
CAN BE SIMILARLY PROMPTED, ENTERED, EDITED AND STORED.
200
210 IF UPDATEFLAG=1 THEN  LET J=11: LET UPDATEFLAG=0: GO TO 520
220 LET FLAG=0: LET L=5: LET C=15
230 FOR J=1 TO 10: REM NUMBEROF DATA INPUTS
240 REM  THE ARRAY N$() HAS BEEN DIMENSIONED TO ACCEPT A SERIES OF 10 SE
PARATE DATA ENTRIES, EACH OF UP TO 15 CHARACTERS IN LENGTH.
250
260 PRINT AT L,C+1; FLASH 1;CHR$ 3
270 IF INKEY$<>"" THEN  GO TO 270
280 LET I$=INKEY$: IF I$="" THEN  GO TO 280
290 IF FLAG=0 THEN  LET C=C+1 AND C<31
300 LET FLAG=0
310 IF CODE I$=13 THEN  PRINT AT L,C;" ": GO TO 360
320 IF CODE I$=12 THEN  LET I$=CHR$ 18+CHR$ 1+CHR$ 32+CHR$ 18+CHR$ 0+CHR
$ 32: LET C=C-(C>16): LET FLAG=1
330 PRINT AT L,C;I$
340 IF FLAG=0 THEN  PRINT AT L,C+(1 AND C<31); FLASH 1;CHR$ 32
350 GO TO 270
360 FOR I=16 TO C-1: LET I$=SCREEN$ L,I: LET N$(J,I-15)=I$: NEXT I
370 LET C=15: LET FLAG=0: LET L=L+1: NEXT J
380 PRINT "TO CORRECT ANY ERRORS POSITION  THE CURSOR WITH THE CURSOR K
EYS     (CAPS SHIFT 5,6,7 or 8)        THEN TYPE IN YOUR CORRECTION    ": I
NVERSE 1;"PRESS (ENTER) WHEN ALL CORRECT"
390 LET LINE=3+J: LET X=LINE: LET Y=30: PRINT AT X,Y; FLASH 1;CHR$ 143
400 PAUSE 250
410 IF INKEY$<>"" THEN  GO TO 410
420 LET I$=INKEY$: IF I$="" THEN  GO TO 420
430 POKE 23561,100
440 REM  SLOW DOWN KEY REPEAT FOR EASE OF EDITING.
450
460 IF PEEK 23560=13 THEN  GO TO 590
470 REM  CHECKS THE KEY BEING PRESSED TO SEE IF IT IS THE ENTER KEY.
480
490 LET KEY=PEEK 23560: LET X=X+(KEY=10 AND X<LINE)-(KEY=11 AND X>5): LE
T Y=Y+(KEY=9 AND Y<30)-(KEY=8 AND Y>16)
500 REM  ESTABLISH VARIABLE (KEY) TO HOLD CODE OF THE LAST KEY PRESSED
510
520 PRINT AT X,Y; FLASH 1;CHR$ 143: LET KEY=PEEK 23560
530 IF KEY=9 AND Y<16 THEN  PRINT AT X,Y-1;N$(X-4,Y-16);  REM  RIGHT
540 IF KEY=8 AND Y<30 AND Y<>16 THEN  PRINT AT X,Y+1;N$(X-4,Y-14); REM L
EFT
550 IF KEY=10 AND X<5 THEN  PRINT AT X-1,Y;N$(X-5,Y-15); REM  DOWN
560 IF KEY=11 AND X<LINE THEN  PRINT AT X+1,Y;N$(X-3,Y-15); REM  UP
570 IF (CODE I$>=48 AND CODE I$<=122) OR CODE I$=32 THEN  PRINT AT X,Y;I
$: LET N$(X-4,Y-15)=I$: LET Y=Y+(Y<30)
580 PRINT AT X,Y; FLASH 1;CHR$ 143: GO TO 410
590 POKE 23561,35
600 REM  SET KEY REPEAT TO NORMAL
610
620 CLS : LET I$=N$(1): GO SUB 710: PRINT I$;" ";N$(2): FOR I=5 TO 3 STE
P -1: LET I$=N$(I): GO SUB 710: LET I$=I$+(", " AND I>3): PRINT I$;: NEXT
I: PRINT
630 LET I$=N$(6): GO SUB 710: PRINT I$;",";: FOR I=7 TO 10: PRINT N$(I);
NEXT I
640 PRINT "   IF YOU WISH TO UPDATE THIS      INFORMATION OR MAKE ANY
     ALTERATIONS THEN PRESS (U)"
650 IF INKEY$<>"" THEN  GO TO 650
660 LET I$=INKEY$: IF I$="" THEN  GO TO 660
670 IF I$="U" OR I$="u" THEN  CLS : LET UPDATEFLAG=1: GO TO 160
680 REM  THIS SHOWS HOW YOU CAN UPDATE AN ENTRY.
690 STOP
700 REM  THIS IS THE POINT WHERE YOU WOULD CONTINUE WITH THE REST OF A L
ARGER PROGRAM, AFTER FIRST ASSIGNING THE DATA, JUST COLLECTED IN N$(),TO
THE MAIN DATA ARRAY.
710
720 FOR J=10 TO 1 STEP -1: IF I$(J)<>" " THEN  RETURN
730 LET I$=I$( TO J-1): NEXT J
740 REM  SUBROUTINE TO STRIP BLANK SPACES FROM N$()
```

BANKING

by Richard Tanner

This program is designed to help you keep track of your bank or building society account, on the C128 in 80 column mode.

Type in the program as shown making sure that you are in Business (lower case) mode. The REMs should be typed in exactly as they are, otherwise, as I have found out, the C128 seems to corrupt the line.

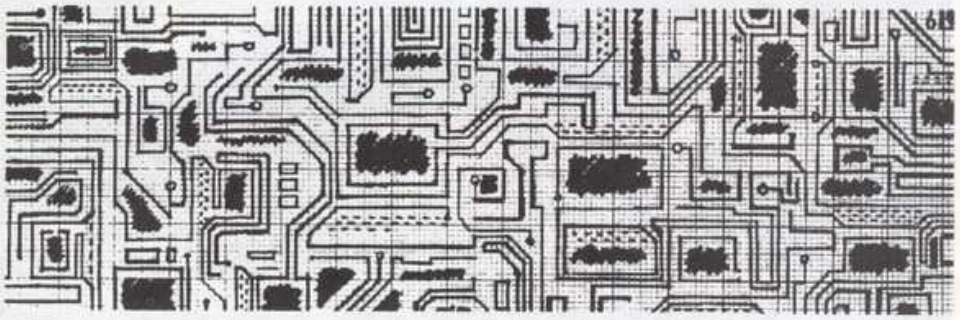
When you have finished typing in the program insert a formatted disc, save the program with *Dsave banking*. When that has saved type *GOTO 240*. When the menu appears select '1' (save the data so far) this creates an empty sequential file from which the program can read when it boots. Don't forget to save the data after you have updated it.

Program Notes

50-130	This sets up the screen in black and white (reversed) and 80c1m. Also the character set is set to lower.
150-220	Opens a disc file, reads all of the previous data and puts it into arrays.
240-430	Prints up the menu, takes the selection and jumps to the required subroutine.
440-520	Saves all the bank data to a sequential file BANKFILE.
540-600	Inputs data into the bank for crediting.
620-680	Inputs data into the bank for debiting.
700-730	Prints the up to date balance.
750-990	Prints a statement of all the occurrences in the account to the screen.
1010-1220	Prints a statement of all the occurrences in the account to the printer (set as device 4).

```
10 rem "BANKING"
20 rem "BY RICHARD TANNER 1.2.86"
30 rem "FOR THE C128 IN 80clm MODE WITH DISK
   DRIVE"
40 rem "SET UP SCREEN AND COLORS"
50 graphic 5,1:color 6,2:color 5,1
60 fast
70 cr$=chr$(13)
80 print chr$(14)
90 scnclr
100 print "  Date       Receipts   Withdrawals
    Balance        Purpose of transaction"
110 print"____________________________________
          ____________________________________
          ____________"
120 print "@@@@@@@@@@@@@@@@@@@@@";"
    ACCOUNT NO. (type in own no.)  ACCOUNT NA
ME  (type in own name.    )"
130 gosub 980
140 rem "READ FILE OFF DISK"
150 dopen#1,"bankfile"
160 input#1,ct
170 dimd$(ct+100),mi(ct+100),mo(ct+100),ex$
    (ct+100)
180 input#1,am
190 for a=1 to ct
200 input#1,d$(a),mi(a),mo(a),ex$(a)
210 next
220 dclose#1
230 rem "PRINT MENU AND GET SELECTION"
240 restore 300
250 f$=ds$:if f$<>"" then print f$
260 for a=1 to 6
270 read a$
280 print:printa;". ";a$
290 next
300 data "Save The Data So Far","Input Some
    Money","Take Out Some Money","Check On
    Balance","Print a Statement","Output
    Statement to Printer"
310 print
320 print"Please Select an Option ";
330 getkey a$
340 if a$<"1" or a$>"6" then goto 330:else
    goto 360
350 print"Fault In Program Please Check It
    Out":end
360 gosub 980
370 if a$="1" then gosub 440
380 if a$="2" then gosub 530
390 if a$="3" then gosub 610
400 if a$="4" then gosub 690
410 if a$="5" then gosub 740
420 if a$="6" then gosub 1000
430 goto 240
440 rem "SAVE FILE TO DISK"
450 dopen#1,"@bankfile",d0,u8,w
460 print#1,ct
470 print#1,am
480 for a=1 to ct
490 print#1,d$(a);cr$;mi(a);cr$;mo(a);cr$;
    ex$(a)
500 next
510 dclose#1
520 return
530 rem "INPUT SOME MONEY INTO FILE"
540 print:input"What Date Was The Money Put
    In ";a$
550 print:input"How Much Did You Put In ";m
560 print:input"Where Did The Money Come From
    ";f$
570 print:printa$;" . +";m;" . ";f$
580 print:input"Is This OK ";b$
590 if b$<>"y" and b$<>"yes" then window
    0,2,79,22,1:goto 540
600 let ct=ct+1:am=am+m:d$(ct)=a$:mi(ct)=m:ex$
    (ct)=f$:window 0,2,79,22,1:return
610 rem "TAKE SOME MONEY FROM THE FILE"
620 print:input"What Date Was The Money Taken
    Out ";a$
630 print:input"How Much Did You Take Out ";m
640 print:input"Why Did You Take It Out ";f$
650 print:printa$;" . -";m;" . ";f$
660 print:input"Is This OK ";b$
670 if b$<>"y" and b$<>"yes" then window 0,2,
    79,22,1:goto 620
680 let ct=ct+1:am=am-m:d$(ct)=a$:mo(ct)=m:ex$
    (ct)=f$:window 0,2,79,22,1:return
690 rem "CHECK ON THE BALANCE"
700 print"Balance Enquiry"
710 print"You Have £";am;"  In your Account"
720 getkey a$
```

```
730 gosub 980:return
740 rem "PRINT A STATEMENT TO THE SCREEN"
750 my=0
760 c=0
770 for a=1 to ct
780 if mi(a)>0 then my=mi(a)+my
790 if mo(a)>0 then my=my-mo(a)
800 if len(d$(a))<8 then d$(a)=d$(a)+"
    ":goto 800
810 print;"|  ";d$(a);"| £ ";
820 if mi(a)=0 then print"        ";:else goto
    840
830 goto 850
840 print using"####.##";mi(a);
850 print " | £ ";
860 if mo(a)=0 then print"        ";:else goto
    880
870 goto 890
880 print using"####.##";mo(a);
890 print " | £ ";
900 print using"####.##";my;
910 print "  |  ";ex$(a);
920 print tab(79)"|"
930 c=c+1:if c>19 then getkey a$:c=0:print"▒"
    :print"▒";
940 next a
950 getkey a$:gosub 980:return
960 end
970 rem "THIS BIT DRAWS THE WINDOW"
980 window 0,2,79,22,1
990 return
1000 rem "PRINT A STATEMENT TO THE PRINTER
    (DEVICE 4)"
1010 open 4,4,7
1020 print#4,"  Date       Receipts
    Withdrawals    Balance
    Purpose of transaction"
1030 my=0
1040 c=0
1050 for a=1 to ct
1060 if mi(a)>0 then my=mi(a)+my
1070 if mo(a)>0 then my=my-mo(a)
1080 if len(d$(a))<8 then d$(a)=d$(a)+"
    ":goto 1080
1090 print#4,"|  ";d$(a);"| £ ";
1100 if mi(a)=0 then print#4,"
    ";:else goto 1120
1110 goto 1130
1120 print#4,using"####.##";mi(a);
1130 print#4," | £ ";
1140 if mo(a)=0 then print#4,"
    ";:else goto 1160
1150 goto 1170
1160 print#4,using"####.##";mo(a);
1170 print#4," | £ ";
1180 print#4,using"####.##";my;
1190 print#4,"  |  ";ex$(a)
1200 next a
1210 close4
1220 getkey a$:gosub 980:return
```

TOOLBOX

by Paul Murray

Just when you thought it was safe to go back to the keyboard . . . Those of you who were trying to get Paul Murray's *Error* Toolbox command to work from the code published in Vol 5 No 18 will find the listing below of great interest.

Yes – it's the real code, not the series of random numbers previously printed, that by amazing coincidence bore a striking resemblance to the *Header* code shown the week before.

Our apologies.

```
64163  62   1    24   1    175
64168  50   252  250  237  115
64173  176  92   237  123  61
64178  92   51   51   33   190
64183  250  229  237  123  175
64188  92   201  253  203  1
64193  126  202  3    19   253
64198  126  0    254  8    202
64203  3    19   42   93   92
64208  229  33   28   251  34
64213  93   92   205  178  40
64218  235  225  34   93   92
64223  235  218  3    19   253
64228  126  0    60   167  202
64233  3    19   35   17   146
64238  92   1    5    0    237
64243  176  239  224  56   33
64248  190  250  229  62   1
64253  167  32   5    205  103
64258  30   24   3    205  237
64263  30   253  126  0    60
64268  50   27   251  253  54
64273  0    255  24   11   0
64278  0    0    0    0    0
64283  21   76   73   78   61
64288  62   127  219  254  31
64293  48   249  195  118  27

CHECKSUM=14684
```

Handy Hints on Amstrad

by K H Denham

Here are two short but handy tips for the Amstrad computers.

The first establishes whether or not a disc drive is attached to a CPC464, which can be used to determine the type of file handling facilities to be offered and whether or not instructions for operating the cassete recorder controls need to be displayed at the appropriate times.

The second is a machine code routine which makes a test for whether or not a printer is on-line. This is very useful since if no printer is attached any attempt to send data to the printer stream causes the computer to "hang". Using this routine a program can check for the presence of a printer before printing and can produce a suitable warning message if necessary.

```
10 ON ERROR GOTO 50:!DISC
20 IF TAPE=1 THEN PRINT "NO DISC ATTACHED" EL
SE PRINT "DISC ATTACHED"
30 END
50 IF ERL=10 THEN TAPE=1:RESUME NEXT:ELSE ON
ERROR GOTO 0
```

```
10 MEMORY 39999:rem routine can be loaded to a
ny suitable address
20 FOR X=1 TO 13:READ X$:POKE 39999+X,val("&"+
X$):NEXT
30 DATA CD,2B,BD,D0,DD,6E,00,DD,66,01,36,01,C9
40 a%=0:CALL 40000,@a%
50 IF a%=0 THEN PRINT "Printer not on-line" EL
SE PRINT "Printer OK"
60 END
```

Flash Load on CBM 64

by D W Light

Flash Load is designed to boot your own programs from tape and produce flashing bands of colour during loading.

Run-Stop and *Run-Stop/Restore* are both disabled and *List* is scrambled giving some measure of program protection.

To use, type in Lines 3-35 and save at the beginning of a blank tape. Now load your own program. When loaded, add line: 0 SYS 49183 (this turns off the flashing colours and also allows your program to poke M/Code routines into SC000 (49152) upwards, if required).

Finally, resave your program immediately after the 'Flash Load' program. Rewind the tape, pressing Shift/Run Stop will load and run 'Flash Load' which in turn will load and auto-run the next program.

```
100 REM++++ SAVE LINES 300-350 ON TAPE FOLLOWED BY  ++++
110 REM++++ YOUR OWN PROGRAM IMMEDIATLY AFTERWARDS. ++++
120 REM++++ PRESSING SHIFT/RUN STOP RUNS THE M/CODE ++++
130 REM++++ ROUTINE WHICH THEN LOADS AND AUTO-RUNS  ++++
140 REM++   YOUR PROGRAM COMPLETE WITH FLASHING     ++++
150 REM++++ BANDS OF COLOUR.                        ++++
160 REM++++ RUN-STOP & RUN-STOP/RESTORE ARE BOTH    ++++
170 REM++++ DISABLED. LIST IS ALSO SCRAMBLED.       ++++
180 :
190 REM++++    ........... IMPORTANT ...........    ++++
200 :
210 REM++++ PROGRAM LOADED MUST START WITH LINE :-  ++++
220 :
230 REM++++ 0 SYS 49183                             ++++
240 :
250 REM++++ THIS ROUTINE ALTERS THE KERNAL STOP     ++++
260 REM++++ VECTORS LOCATED AT $0328 & $0329        ++++
270 :
280 :
290 :
300 A=49152:FORD=0TO41:READC:POKEA+B,C:D=D+C:NEXT
310 IFD<>5028THENPRINTCHR$(147)"DATA ERROR":STOP
320 SYS49152
330 DATA 169,020,141,040,003,169,192,141,041,003,169,131
,141,119,002,169
340 DATA 001,133,198,096,162,016,208,032,208,202,208,253
,076,234,246,169
350 DATA 234,141,040,003,169,246,141,041,003,096
```

Circle Routine on Spectrum

by P I Berry

As the Sinclair circle routine is so slow, inaccurate and cannot draw circles only partly on the screen, I have developed my own algorithm.

It is approximately twenty times faster than the built-in function, draws perfect circles and it can cope with plotting partly off the screen.

The routine is set up using the Def Fn, with the start address of the code located at 23296. The program is called by FNC with three parameters (x, y, radius). Lines 1-5 set up the routine by poking data into the printer buffer. Lines 55-9 are a short demo – a series of circles are drawn, but the plotting can be skewed left or right using keys O and P.

```
  5 REM      CIRCLE  PROGRAM
  6 REM        by  P.BERRY
  7 REM

 10 FOR f=23296 TO 23296+72
 20 READ a
 30 POKE f,a
 40 NEXT f
 50 DEF FN c(x,y,r)=USR 23296
 55 LET x=127
 60 FOR r=1 TO 87 STEP 1.2
 70 LET x=x+(INKEY$="p")-(INKEY$="o")
 80 LET l=FN c(x,87,INT r)
 90 NEXT r
100 DATA 221,42,11,92,221,110,4,221,102
,12,221,70,20,14,0,80,203,58,213,205,38,
91,209,12,122,145,87,48,4,122,128,87,5,1
20,185,48,237,201,205,41,91,120,65,79,20
5,47,91,120,237,68,71,125,129,212,59,91,
125,145,216,197,79,229,124,128,71,254,17
6,220,223,34,225,193,201
```

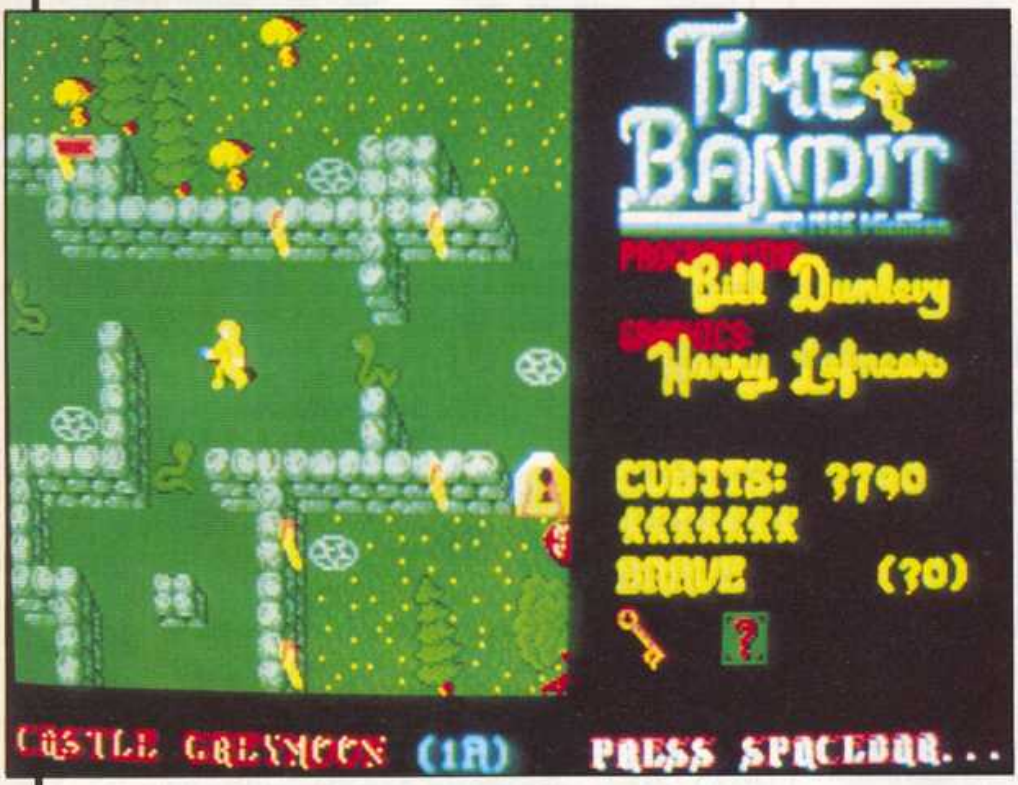
Time is of the essence

Chris Jenkins does battle with renegade time lords in the new package from Microdeal

If you've seen three or four avid players huddled around a large cabinet game in the arcades recently, chances are they've been playing *Gauntlet*. Microdeal's *Time Bandit* is of the same style and a very impressive package for the powerful Atari 520ST.

The ST facilities of large memory, fast detailed graphics manipulation and great colour are all used to excellent effect in *Time Bandit* – so much so that the game doesn't support mono monitors.

If it's scenario you want, *Time Bandit* has it aplenty. Writers Bill Dunlevy and Harry Lafnear of MichTron USA are obviously D & D fans; the accompanying booklet includes a verse worthy of the legendary William McGonagall ("The Lords of Time did not interfere,/Afraid that ghastly effects would appear") and an explanatory storyline.



The guardians, renegade time lords who have used the fabled time gates for their own ends, have hidden their treasure in mazes spread throughout the time zones. The creators, inventors of the time gates, want you to retrieve these treasures, and have offered you mucho cash to do so.

The first screen allows you to select one or two player mode, keyboard or joysticks, and to examine the high-score records which are saved to disc.

You can also watch a helpful demo before you begin, although it's much more fun if you leave everything a mystery!

Each leg of the adventure begins from a time gate. Simply move your bandit into it and he will be transported into a maze.

You might have seen many games which resemble the maze sections, but none with this much imagination and detail.

Your bandit moves through deserts, forests, ghost towns, starships and various mysterious blacknesses, firing rockets at a host of enemies – snakes, spiders, lizards, lions, aliens, roving eyes and spooks.

In many of the mazes there are ladders which transport you to other levels, and transporter discs to skip to other locations. In most, there are keys which have to be found in order to get through locked doors, and treasures which give you bonus points on collection.

Look out, too, for scrolls which can give you clues to mystery bonuses. You can leave a maze at any time (if you can find your way to the exit!) but it won't be finished until you have found all the treasures.

There are also one-way doors which will only allow you to pass in a certain direction, so some map-making may be necessary.

Since you can't hope to out-run or outshoot all the baddies, you must go for life bonuses (for every 1000 points). Remember that if you act in a heroic manner, moving quickly and shooting fast, you will earn a higher Manner rating.

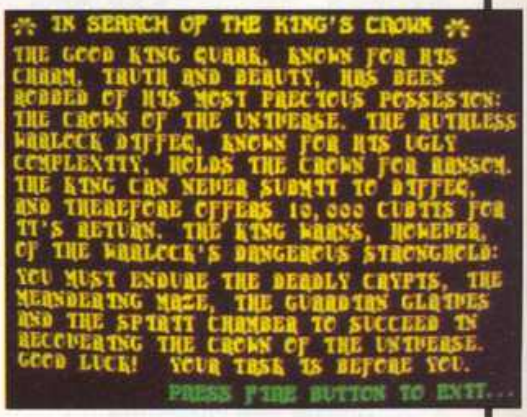
Incredible though it may seem, there are 16 time gates, each of which has 16 levels of difficulty, and all of which you must defeat before reaching The End. Goodness knows how long it would take!

The best thing about *Time Bandit* is that it sends up many of the arcade and adventure games it purports to imitate. There's a Pac-Man section set in a 2-D maze, one part is set on the Starship Enterprise, and somewhere in there is a hidden Space Invaders game!

Another good feature is the two-player mode, in which there are two screen displays (in the same time gate). The two bandits can either work together, or shoot it out between them. The first to die becomes a shadow, which can help or hinder the remaining bandit, shoot creatures and steal treasure, although the score will not advance.

There's also a text adventure section, in which you have to make the correct verb-noun responses in order to find the treasure and escape.

The authors of this program have obviously had fun writing it; don't deny yourself the fun of playing it!



***Time Bandit* is available from Microdeal, at 41 Truro Road, St Austell, Cornwall (0726 68020), licensed from MichTron in the US. It costs £29.95, but, beware, it will only work on the 520ST with a *colour* monitor.**

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VISA

Programming: Peek & Poke

Design background

R Gleaves, of Bromley in Kent, writes:

Q I have a Spectrum Plus, and wonder if you could explain how I can incorporate my graphic design in my Basic program using the design as a background, or perhaps suggest a book that would cover the subject. I must also explain that I am not very technical.

A As you don't say what purpose the background is going to serve, it is difficult to be specific. However, if you create your design with a utility such as *Melbourne Draw*, you can then drop into Basic and save the design to tape using

```
SAVE "filename" SCREEN$
```

This will save whatever you have on the screen at the time. You can then *Load* it back from your Basic program using the reverse process. Alternatively, you can save the screen to memory using the following routine:

```
10 CLEAR 58430
20 FOR N=58431 TO 58450
30 READ B: POKE N,B: NEXT N
40 DATA 33,0,64,17,83,228,24,6,6,
   33,83,228,17,0,64,1,0,27,237,
   176,201
50 NEW
```

The above program pokes a machine code routine into memory, and can be called the *LET SCREEN=USR 58431*, which pokes your screen into memory. Now clear the screen, and type *LET SCREEN=USR 58439*. Neat, huh?

Legal position

P L Adcock, of Norwich, writes:

Q Twelve months ago I purchased a Bud Interstate 31 joystick interface which has an 18 month guarantee. Unfortunately it has now developed a fault and despite writing and phoning Bud Computers, I cannot contact them. I bought it directly from them so I cannot take it back to a shop. Please could you tell me 1) How to get the interface fixed under its guarantee? 2) What is the legal position the consumer is in when a company goes bust. Does the guarantee have to be honoured?

A You have my deepest sympathy. Your guarantee is basically worthless if Bud Computers have ceased trading. Therefore, there is no way of getting the interface repaired under the guarantee. As a consumer you have no redress against any company which ceases trading, as far as guarantees go. Basically the company is bust and no longer exists. In *Popular Computing Weekly*, May 1, an article on repairing simple joystick faults was published. If your problem goes beyond this, then your only possible way out is to try to get your interface repaired (at your expense I am afraid) by one of the repair companies such as those which regularly advertise in Popular.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem *Peek* it to Kenn Garroch and every week he will *Poke* back as many answers as he can. The address is *Peek & Poke, PCW*, 12-13 Little Newport Street, London WC2R 3LD

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The DOCTOR continues his quest . . .

Just above the LH monorail he climbs a series of levels to the Greenhouse. Avoiding controllers he finds a bucket of Chemicals and a Cloth. Nearby is a tank of chemicals of a different colour! Further up is another CSC and also the Anti-Gravity map. Full pockets are now causing him some difficult decisions on which objects to retain. He finds an airlocked exit and discovers why he should have kept the Oxygen handy!

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Any questions?

David Wallin delves into the depths of his mailbag – plus information on terminal software for a variety of machines

This week I'll be sorting out a few more answers to some or your questions.

Firstly, Ian Highton of London wishes to know how to use his Pace modem and Commstar software to access a 1200/75 Bulletin Board, rather than a viewdata board. Well Ian, I contacted Pace itself about this and they came up with this answer: basically, it is the same as with a 1200/75 viewdata board but there are a few alterations to make to the commstar configuration.

Turn on and connect up as per usual. Then go to the initialise section and select the menu. You select 1200/75 baud, in chat mode.

Now you just continue as if it were a viewdata board. According to Pace this is all you have to do. I assume that the Protocol (word length, parity, stop bits) will be set up automatically. If it doesn't work then I would advise playing around with the settings. Most boards give the protocol when you first log on.

A letter received back in March from Mike Barnes of Morden, Surrey, pointed out some semi-mistakes from previous articles (thanks a bunch, Mike):

1) Modem speed is written transmit/receive. But apparently this was printed once as receive/transmit. 1200/75 means both receive and transmit at 300 bps.

2) Baud/Bps are not the same, Mike points out. This is of course quite true, but there is no visible difference at lower speeds. Bps stands for bits per second. The baud rate of a modem is in fact its modulation rate. Mike writes the actual definition of baud is 'the number of signal elements changes per second'. There may be any number of bits-per-modulation rate of 1600 baud on a 4800 bps modem (tribit/baud).

This is really quite complicated which is why I have not tried to explain it before. Why do so many people think the two terms are the same?

Well; partly because people like me say they are to keep things simple, and also because lower speeds, ie, 300 or 1200 have one-bit-per-baud resulting in equal bps and baud rates.

From now on, I'll be more pedantic. There have been a number of letters about CCITT, (which incidentally stands for The International Consultative Committee for Telegraph and Telephone – why CCITT? The actual definition is French and reads Committee Consultative Internationale de Telegraphique et Telephonique), asking for a list of more of the more common CCITT standards. They're those awkward V (and X) numbers. X numbers refer to data networks and are not applicable here but will be mentioned in the future. For those people, here are some of the other numbers:

V series – these are regulations regarding Data Transmission over telephone circuits.

V3*	–	International Alphabet number 5 (ASCII).
V21	–	300/300 bps
V22	–	1200/1200 bps
V22bis	–	2400/2400 bps, 600 baud
V23	–	1200/75 bps or 75/1200 bps
V24	–	RS 232 interface
V25	–	Intelligent modem (one with a built-in cpu and firmware. Usable with any computer with a full RS232 and some with an RS432. Most V25 modems are auto dial/answer. If you're interested in intelligent modems, Hugo Cornwall's *Hacker's Handbook* (Century) goes into it in more detail).

I have had a number of letters asking for details of Bulletin Boards in a particular area. If you wish to know of boards of a certain speed or format in either a certain area, or the whole country for that matter, then send me an SAE (to the address below) giving firstly, the speeds (1200/75 viewdata, 1200/75, 75/1200, 300/300, 1200/1200 VTX 5000 Spectrum format, 1200/1200 full duplex or Bell speeds) you are interested in; secondly, the area(s) in the country (Scotland, South East, South West, Wales, Northern Ireland, Midlands, London, the North, Channel Islands), and thirdly, anything else you feel may be important.

As all the boards I know are held on a database, I will be able to look up the boards that comply to your requirements in seconds and get a printout sent off. But please enclose that SAE, as postage costs are high.

Lastly for today, Terminal Software. I have had a few letters about terminal software for a modem, particularly the Protek 1200. If you don't have that much money, then look in any good communications book and you may find a listing. *The Hacker's Handbook* for the BBC (this is not *The Hacker's Handbook* by Hugo Cornwall, but by Geof Wheelwright and Ian Scales, and published by Longmans at £4.99), includes a good piece of BBC terminal software.

This book is also available for the Spectrum and Commodore 64/128. If you are prepared to spend more money then read on:

- CP/M machines (PCW, CPC, Einstein etc.) – Comm Plus (Modem House) approx £65.
- Spectrum 128 – Modem House is apparently developing a new piece of terminal software for the 128. News on that when it is released.

Spectrum 48K plus VTX 5000

- Spectrum 48K + VTX 5000/RS 232 port plus modem – Stephen Adams has written software for both of these. Look in the back of some of your older PCWs for information. Approx £5 or £6.
- Others – Modem House (again) produces complete packs of software and hardware for everything from a QL to a Mimi 805 to a Zorba. So it may be able to help you. Modem House can be contacted on 0392 213355.

Lastly, the gremlins have been at this column again: a few weeks ago there was the article on FBBS (Finchley Bulletin Board Software), and somewhere along the line the MusicTel number was changed from 01-455-0843 to 01-458-0843. Apologies to whoever the wrong number belongs to. MusicTel is on 01-455-0843 and is 1200/75 (bps) and 300/300.

If you have any queries, tips or comments to make about any aspect of micro communications, David Wallin would love to hear from you.

Write to him at *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2H 7PP.

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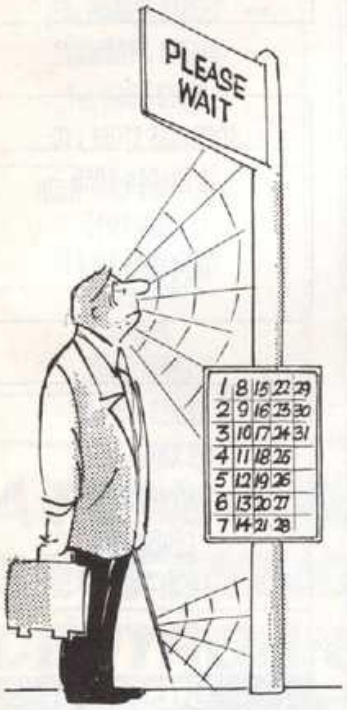

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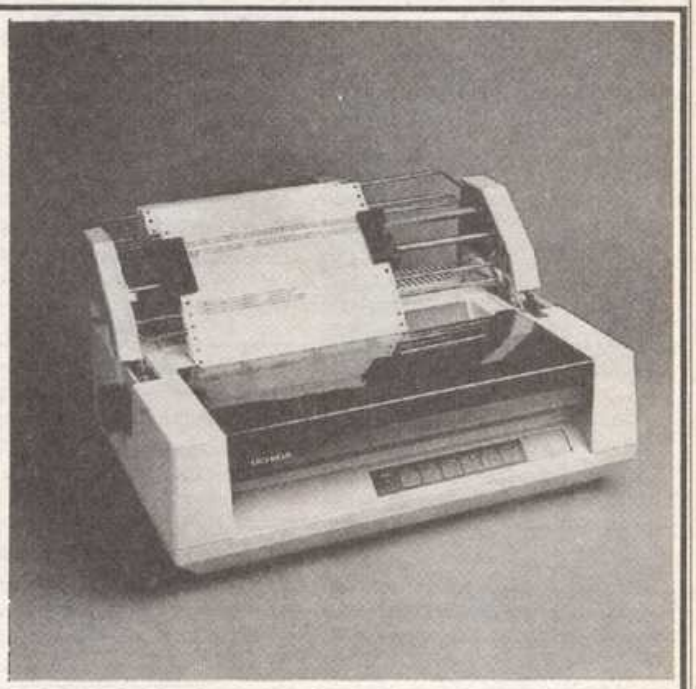

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New Releases

John Cook looks through this week's new arrivals

Amstrad

Program *Tank Commander* **Type** Arcade **Micro** Amstrad **Price** £9.95 **Supplier** Amsoft, Victoria House, PO Box 10, Sunderland, SR1 3AV.

Tank Commander has been out on disc for quite a bit – in fact, the instruction manual still tells you to type 'Run "Disc" ' to load the program. But now that it's on tape, a lot more people are going to be able to play this quite enjoyable little game.

If, say, *Masterfile II* is the meat and two veg of the Amstrad market and *Get Dexter* the patê de fois gras, then *Tank Commander* is a couple of Big Macs and large fries. The scenario has you controlling a tank in enemy infested territory – your task, to rescue friendly agents without getting blown up.

There are three screen displays – an overall map, showing you the location of your agents, a tactical map showing your immediate whereabouts (this is the screen you move around on) and a Battle screen. If you need to hang a label on it, this part is a cross between *Beachhead* and *Battlezone*.

Great use is made of colour (lots of pastoral green) and, although the action isn't going to get the pulse racing way over 160, it's an agreeable enough combination of gentle strategy and colourful arcade. I wish Amsoft would knock a couple of quid off their prices, though.

Program *Music Box* **Type** Utility **Machine** Amstrad **Price** £9.95 (cassette) £16.95 (disc) **Supplier** Electric Studio, PO Box 96, Luton, Beds LUS 2JP

Program *Heavy on the Magik* **Type** Adventure **Machine** Amstrad **Price** £13.95 (disc) **Supplier** Gargoyle Games, 74 King St, Dudley, West Midlands

Program *The Pace Compilation* **Type** Arcade **Machine** Amstrad **Price** £2.95 **Supplier** Pace Software, 40 Bainton Grove, Clifton, Nottingham NG11 8LG

Program *Masterfile II* **Type** Utility **Machine** Amstrad **Price** £33 (disc) **Supplier** Amsoft, Victoria House, PO Box 10, Sunderland SR1 3AV

Program *Strangeloop* **Type** Arcade **Machine** Amstrad **Price** £13.95 **Supplier** Amsoft, Victoria House, PO Box 10, Sunderland SR1 3AV

Program *Shogun* **Type** Strategy **Machine** Amstrad **Price** £9.95 (cassette) £14.95 (disc) **Supplier** Virgin Games, 2 Vernon Yard, 119 Portobello Road, London W11.

Atari ST

Program *Menu+* **Type** Utility **Machine** Atari ST **Price** £19.95 **Supplier** Metacomco, 26 Portland Square, Bristol BS2 8RZ

Atari

Program *Racing Construction Set* **Type** Arcade **Machine** Atari **Price** £14.95 **Supplier** Ariolasoft UK, 68 Long Acre, London WC2

Program *Savage Pond* **Type** Arcade **Machine** Atari **Price** £2.99 **Supplier** Bug Byte, Liberty House, 222 Regent Street, London W1R 7DB

Program *Kikstart* **Type** Arcade **Machine** Atari **Price** £1.99 **Supplier** Mastertronic, 8-10 Paul Street, London EC2

Commodore 128

Program *Kikstart* **Type** Arcade **Machine** Commodore 128 **Price** £4.99 **Supplier** Mastertronic, 8-10 Paul St, London EC2 4JH.

Program *The Last V8* **Type** Arcade **Machine** Commodore 128 **Price** £4.99 **Supplier** Mastertronic, 8-10 Paul St, London EC2 4JH.

If my memory serves me correctly, this week sees the first Commodore 128 dedicated games software hitting the streets – from, of all places, Mastertronic.

Both the above releases are 'enhanced' versions of existing 64 programs: *Kikstart* and *The Last V8*. The former, loosely based on the similarly named occasional TV series, equally loosely based on off-road motor-cycling, will only appeal to real Clumsy Colin *Action Biker* headbangers.

The Last V8, however, is worth more than a passing look and a passing listen in fact, because, as before with the 64 version, the best things about the 128 version are the graphics and the sound.

Rob Hubbard's soundtrack is as excellent as it ever was (accept no imitators) and the screens are colourful and detailed.

If you want to impress aged relatives that computers really are fabby, then this is still the program to put up. However, instead of the single 'race against time' senario, this version has three. The first has you driving your V8 round the surface of Mars, picking up fuel rods (15 of them), avoiding craters (judging by the number of potholes, the gas board has been very active on Mars recently) – then off to Earth, for the second section.

This part is the most similar to the original game. Lastly you race around avenues under the Earth city, avoiding radiation areas (a bit like going on a Russian coach tour, I suppose) to reach the HQ.

Well, it's all good clean fun, but it's still basically as unplayable as ever. And there's still that annoying little flicker on the bottom of the play screen. Still, with both titles going for £4.99 a piece, most complaints are going to be drowned out by the ringing of cash registers. Great value, at least as far as *Last V8* is concerned.

Pick of the week

Cauldron II

Program *Cauldron II* **Type** Arcade **Machine** Commodore 64 **Price** £8.99 **Supplier** Palace Software, 275 Pentonville Rd, London N1 9NL.

Palace may not be the most prolific software house in the world – but when it does produce something, it's always worth looking at. *Cauldron II* is no exception. A clue to the scenario can be gleaned from the sub-title, *The Pumpkin Strikes Back*.

Remember last time (*Cauldron 1*) when you were the witch, trying to defeat the evil pumpkin? Well, this time, you play the last surviving pumpkin, trying to do the dirty on the now all-powerful witch queen. Tough at the top, isn't it?

It is your yellow tumescent pumpkin's task to bounce around the 100-odd roomed witch's castle, collecting important articles (you know they are important because they flash) avoiding nasties, zapping every now and then, in order to cut a lock of hair from the witch's head and then drop it in a cauldron in the bowels of the castle to destroy her power.

The game departs from *Cauldron 1* in that it lacks the scrolling landscape which was one of its major features. Now you bounce along from screen to screen – again very nicely designed by Steve Brown – and it's really quite fun.

Somehow it reminded me of *Underwurlde* and *Thing on a Spring*, with better graphics than the former but without the continuous soundtrack of the latter. As a sequel, it stands up quite well.

C16/Plus 4

Program *Kikstart* **Type** Arcade **Machine** C16/Plus 4 **Price** £1.99 **Supplier** Mastertronic, 8-10 Paul Street, London EC2

Program *Return of Rockman* **Type** Arcade **Machine** C16/Plus 4 **Price** £1.99 **Supplier** Mastertronic, 8-10 Paul St, London EC2

Program *Hektik* **Type** Arcade **Machine** C16/Plus 4 **Price** £1.99 **Supplier** Mastertronic, 8-10 Paul Street, London EC2

Program *Mercenary* **Type** Arcade **Machine** Plus/4 **Price** £9.95 **Supplier** Novagen, 142 Alcester Road, Birmingham, B13 8HS.

No doubt there are a lot of pretty disgruntled Plus/4 owners out there at the moment. What with the heavy discounting around Christmas in the big electrical chains, the fact that the built in software is only disc compatible (however, there is now an add-on to make it work with tape), and almost all the games are 'C16 and Plus/4' . . . . . that is, stuff that runs on the C16, so it will also run on its Big Brother, it's no surprise.

But now there's some good news for Plus/4 owners – go out and treat yourself to *Mercenary*.

You've seen it on the Atari, you've seen it on the 64 – well now Novagen has taken the bold step of converting it for the Plus/4 in the hope that quality starved owners will flock to it in their thousands.

Novagen claims that the game play is exactly the same – and I've yet to find anything to disagree with that. The same 3D vector graphic combination of flight simulator arcade adventure with the same stranded-on-Targ plot; it looks nice, more like the Atari version if anything.

Still, back at the Plus/4, it may well be the most expensive piece of software that you've yet bought for your machine, but I'd be surprised if you were disappointed.

Commodore 64

Program *Southern Belle* **Type** Strategy **Machine** Commodore 64 **Price** £7.95 **Supplier** Hewson, Hewson House, 56B Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX

Program *Max Headroom* **Type** Strategy **Machine** Commodore 64 **Price** £9.95 **Supplier** Argus Press Software, Liberty House, 222 Regent Street, London W1R 7DB

Program *Ollo I & II* **Type** Arcade **Machine** Commodore 64 **Price** £2.99 **Supplier** Bug Byte, Liberty House, 222 Regent Street, London W1R 7DB.

Program *Shogun* **Type** Strategy **Machine** Commodore 64 **Price** £9.95 (cassette) £12.95 (disc) **Supplier** Virgin Games, 2 Vernon Yard, 119 Portobello Road, London W11.

Program *Standing Stones* **Type** Adventure **Machine** Commodore 64 **Price** £14.95 (disc) **Supplier** Ariolasoft, UK, 68 Long acre, London WC2

Program *Cal-Kit* **Type** Utility **Machine** Commodore 64 **Price** £34.95 **Supplier** Ariolasoft UK, 68 Long Acre, London WC2

Program *BI Graph* **Type** Utility **Machine** Commodore **Price** £29.95 **Supplier** Ariolasoft UK, 68 Long Acre, London WC2

BBC & Electron

Program *Enthar Seven* **Type** Adventure **Machine** BBC B **Price** £17.95 (40 track disc) £16.95 (80 track disc) **Supplier** Robico Software, 3 Fairland Close, Llantrisant, Mid Glamorgan CF7 8QH

Program *Savage Pond* **Type** Arcade **Machine** BBC/Electron **Price** £2.99 **Supplier** Bug Byte, 222 Regent St, London W1R 7DB

Program *Jack Attack* **Type** Arcade **Machine** BBC/Electron **Price** £2.99 **Supplier** Bug Byte, Liberty House, 222 Regent Street, London W1R 7DB

Spectrum

Program *Redhawk* **Type** Adventure **Machine** Spectrum **Price** £8.95 **Supplier** Melbourne House, 60 High Street, Hampton Wick, Kingston-Upon-Thames, Surrey KT1 4DB

Program *The Force* **Type** Strategy **Machine** Spectrum **Price** £9.95 **Supplier** Mind Games, Liberty House, 222 Regent Street, London W1R 7DB

Program *Pace Compilation* **Type** Arcade **Machine** Spectrum **Price** £2.95 **Supplier** Pace Software, 40 Bainton Grove, Clifton, Nottingham NG111 8LG

Program *The Planets* **Type** Arcade **Machine** Spectrum **Price** £9.95 **Supplier** Martech, Martech House, Bay Terrance, Pevensey Bay, East Sussex BN24 6EE

The Planets is a program of impressive scope, using, it is claimed, over 125K and loaded in several sections. I had some doubts about it because it is one of those programs which claims to be simultaneously, a state of the art arcade game and of great educational value. Usually such programs are poor examples of both types.

The educational aspect of *The Planets* is its detailed presentation of the main features of the solar system.

The game involves travelling to each of the eight planets in the solar system, landing and then finding a capsule, each capsule may be unlocked by a code word, you are told the first but must discover the others for yourself. All this is somehow linked to the playing of a strange alien game and the ultimate salvation of earth.

In terms of actual play, landing on the planets is really a sort of *Lunar Lander* where you have gravitational pull against thrust power and directional jets to reduce your speed on landing to a safe level.

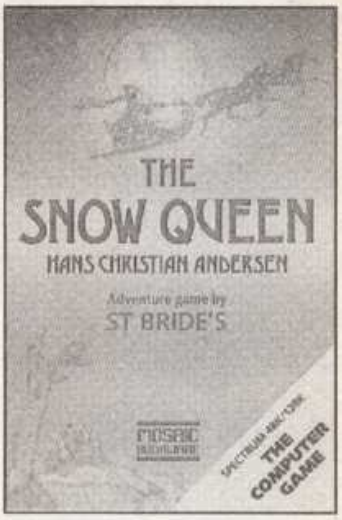
However, it's the alien game that had the office hooked – what do you do? What does it mean? Try it.

Program *The Price of Magik* **Type** Adventure **Machine** Spectrum **Price** £9.95 **Supplier** Level 9 Computing, PO Box 39, Weston-Super-Mare, Avon BS24 9UR

Program *Character Designer* **Type** Utility **Machine** Spectrum **Price** £4.50 **Supplier** GAP Software, 17 St John's Terrace, London E7 8BX

Program *Designer* **Type** Utility **Machine** Spectrum **Price** £8.95 **Supplier** GAP Software, 17 St John's Terrace, London E7 8BX

Program *Snow Queen* **Type** Adventure **Machine** Spectrum **Price** £9.95 **Supplier** Mosaic Bookware



Program *Mantronix* **Type** Arcade **Machine** Spectrum **Price** £7.95 **Supplier** Probe Software, 155 Mitcham Road, London SW17 3LN

Program *Sword and Shield* **Type** Strategy **Machine** Spectrum **Price** £5.95 **Supplier** Black Night Computers, PO Box 132, Chiselhurst, Kent BR7 6LJ

MSX

Program *Journey to the Centre of the Earth* **Type** Adventure **Machine** MSX **Price** £2.99 **Supplier** Bug Byte, Liberty House, 222 Regent Street, London W1

Sharp

Program *Pace Compilation* **Type** Arcade **Machine** Sharp MZ700 and Sharp MZ800 **Price** £2.99 **Supplier** Pace Software, 40 Bainton Grove, Clifton, Nottingham NG11 9LG

VIC

Program *Viva Vic* **Type** Arcade **Machine** Vic 20 **Price** £6.50 **Supplier** Llamasoft, 49 Mount Pleasant, Tadley, Hants

Charts

Top Twenty

1	(2)	Thrust *(C64)*	**Firebird**
2	(3)	Spindizzy *(Sp, C64, Ams)*	**Electric Dreams**
3	(1)	Batman *(Sp, Ams)*	**Ocean**
4	(12)	International Karate *(Sp, C64)*	**System 3**
5	(5)	Formula One Simulator *(Various)*	**Mastertronic**
6	(9)	Kik Start *(Sp, C64, C16)*	**Mastertronic**
7	(4)	Commando *(Various)*	**Elite**
8	(7)	They Sold 2 *(Sp, C64, Ams)*	**Hit Squad**
9	(–)	Vegas Jackpot *(Various)*	**Mastertronic**
10	(6)	Bomb Jack *(Elite)*	**Elite**

11	(8)	Spellbound *(Sp, C64,* Ams*)*	**Mastertronic**
12	(10)	Green Beret *(Sp, C64)*	**Imagine**
13	(15)	Way of the Tiger *(Sp, Ams, MSX)*	**Gremlin**
14	(–)	Quazatron *(Sp)*	**Hewson**
15	(–)	Hektik *(Sp, C64, Vic20, C16)*	**Mastertronic**
16	(–)	Bounder *(Various)*	**Gremlin**
17	(–)	Turbo Esprit *(Sp, Ams)*	**Durell**
18	(11)	V *(Sp, C64)*	**Ocean**
19	(14)	Superbowl *(Sp, C64, MSX)*	**Ocean**
20	(13)	The Last V8 *(C64, Ams, Atari)*	**Mastertronic**

All figures compiled by Gallup/Microscope

Top Tens

Amstrad

1	(2)	Get Dexter	**(PSS)**
2	(7)	Spindizzy	**(Electric Dreams)**
3	(1)	Batman	**(Ocean)**
4	(–)	Tomahawk	**(Digital Int)**
5	(3)	Commando	**(Elite)**
6	(6)	They Sold (2)	**(Hit Squad)**
7	(9)	Turbo Esprit	**(Durell)**
8	(–)	Bomb Jack	**(Elite)**
9	(5)	Into Oblivion	**(Mastertronic)**
10	(4)	Last V8	**(Mastertronic)**

Commodore 64

1	(1)	Thrust	**(Firebird)**
2	(3)	Int Karate	**(System 3)**
3	(2)	Spindizzy	**(Electric Dreams)**
4	(8)	Form One Sim	**(Mastertronic)**
5	(6)	Spellbound	**(Mastertronic)**
6	(5)	Bomb Jack	**(Elite)**
7	(7)	They Sold (2)	**(Hit Squad)**
8	(4)	Psi-5 Trading	**(US Gold)**
9	(–)	Breakdance	**(Americana)**
10	(–)	Meltdown	**(Mastertronic)**

Atari

1	(2)	Vegas Jackpot	**(Mastertronic)**
2	(7)	New York City	**(Americana)**
3	(8)	Scooter	**(Americana)**
4	(1)	The Last V8	**(Mastertronic)**
5	(4)	One Man . . .	**(Mastertronic)**
6	(6)	Ollies Follies	**(Americana)**
7	(5)	Action Biker	**(Mastertronic)**
8	(10)	Fighter Pilot	**(Digital Int)**
9	(8)	Shamus	**(Americana)**
10	(–)	Steve Davis Snooker	**(CDS)**

BBC

1	(1)	Commando	**(Elite)**
2	(3)	Winter Olympics	**(Tynesoft)**
3	(2)	Bruce Lee	**(US Gold)**
4	(–)	Tennis	**(Bug Byte)**
5	(–)	Cosmic Battle Zones	**(US Gold)**
6	(8)	Strike Force	**(Mirrorsoft)**
7	(–)	Computer Hits (2)	**(Beau Jolly)**
8	(6)	Karate Combat	**(Superior)**
9	(–)	Mini Office 2	**(Database)**
10	(4)	Moon Cresta	**(Incentive)**

Spectrum

1	(1)	Batman	**(Ocean)**
2	(2)	Green Beret	**(Imagine)**
3	(5)	Quazatron	**(Hewson)**
4	(–)	The Planets	**(Martech)**
5	(4)	Starstrike 2	**(Realtime)**
6	(3)	Heavy on the Magick	**(Gargoyle)**
7	(8)	Way of the Tiger	**(Gremlin)**
8	(–)	Shrinking Fireman	**(M'tronic)**
9	(–)	Spindizzy	**(Electric Dreams)**
10	(–)	Bounder	**(Gremlin)**

NEXT WEEK

Popular Computing Weekly, May 29, will be full to brimming with all the news, reviews and features of the moment

● All about compilers

What do compilers actually do, and would you find one useful? David Ridge explains all, and discusses some currently on the market

● Shogun

You've read the book, seen the TV series, worn the kimono, now you can play the game and read the review

● Screen dumps

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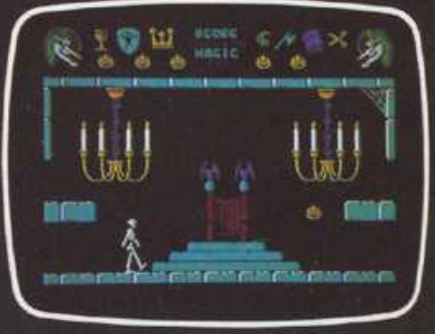
The Hackers

If you go down to the woods today...
you're sure of a swift demise...

CAULDRON · II

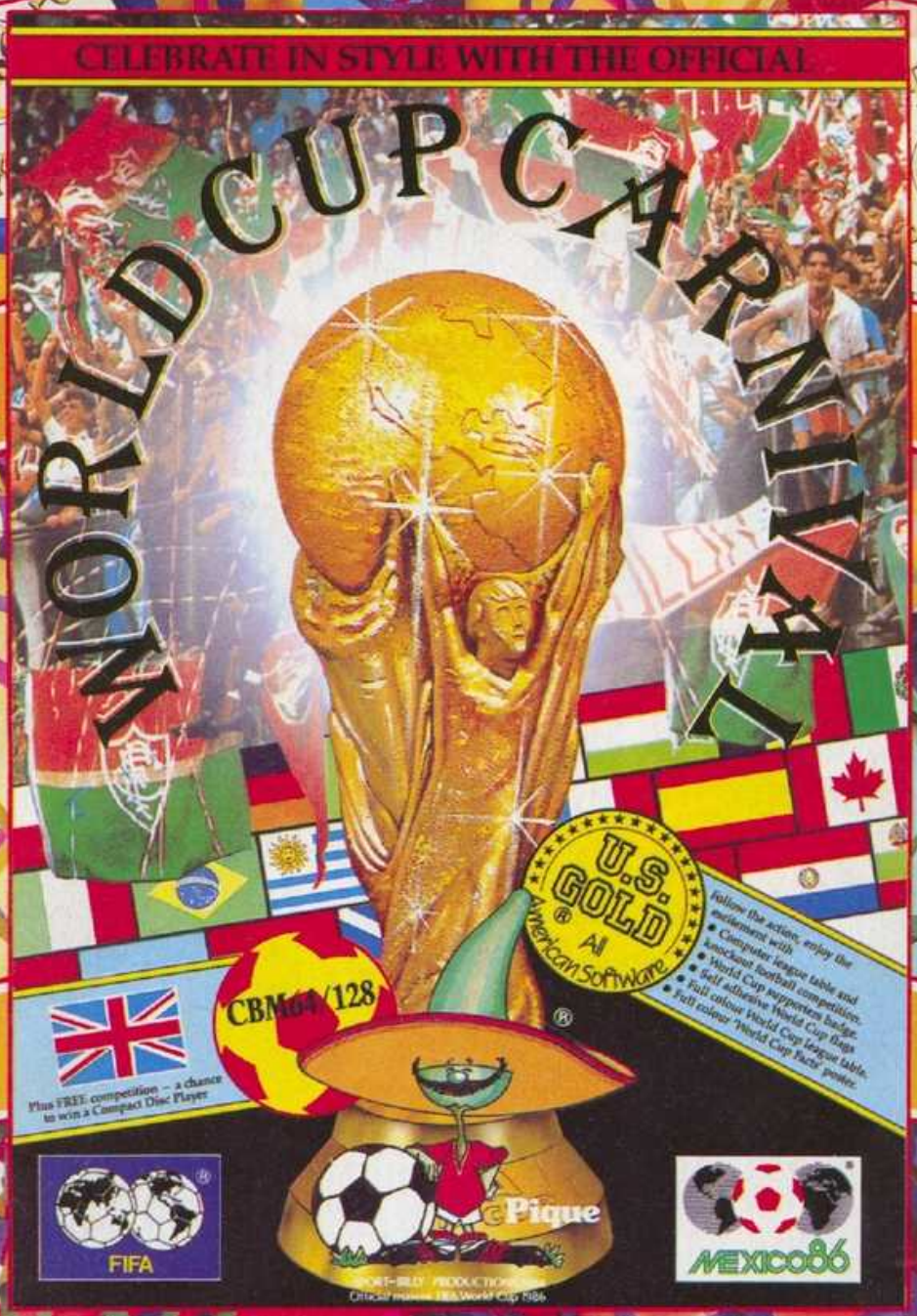
THE PUMPKIN STRIKES BACK



Actual screen shots from the Commodore

PALACE
software

CELEBRATE IN STYLE WITH



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Amstrad
Tape £9.95
Disk £14.95

Spectrum 48K
Tape £9.95

Commodore 16
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