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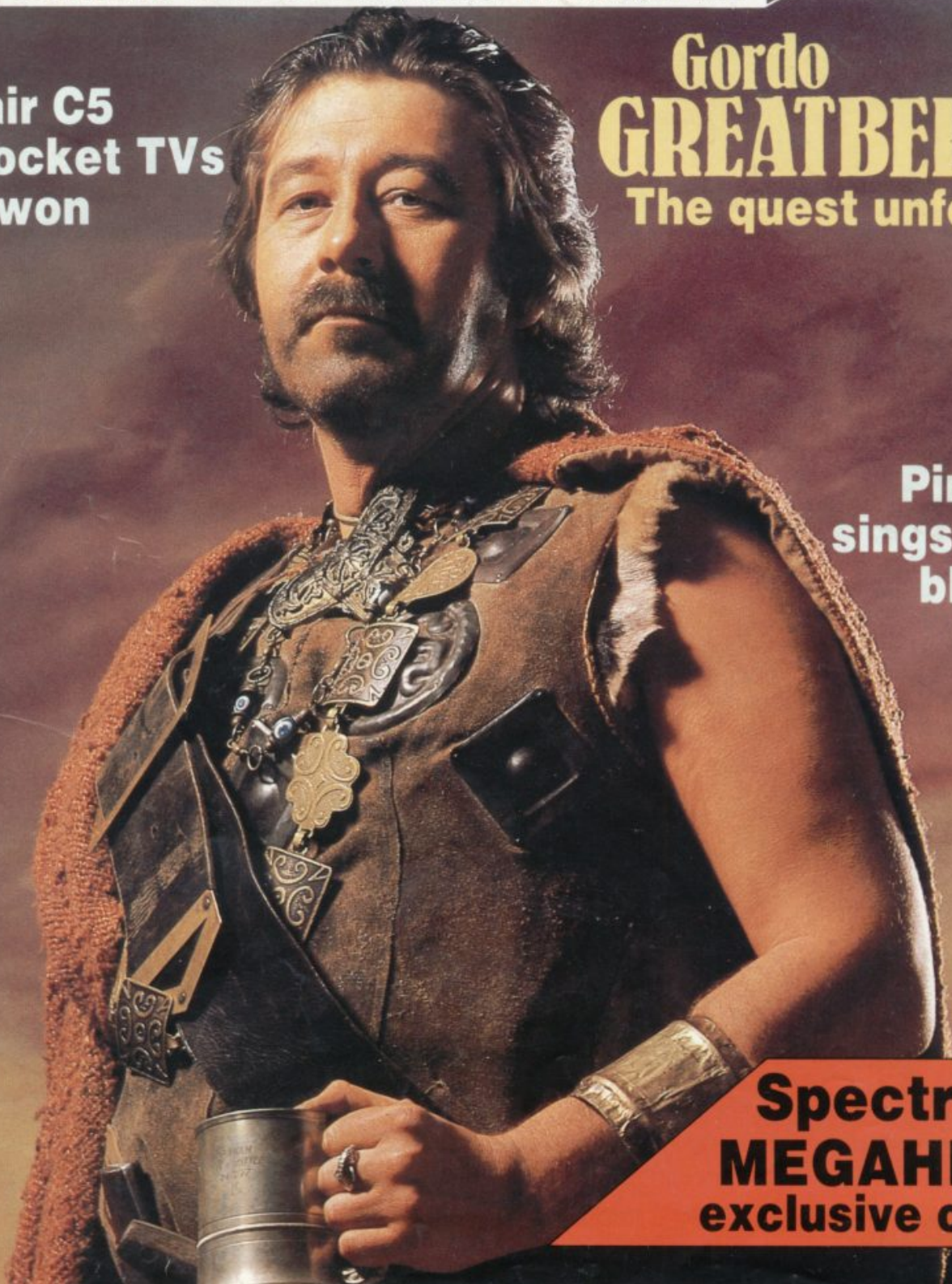
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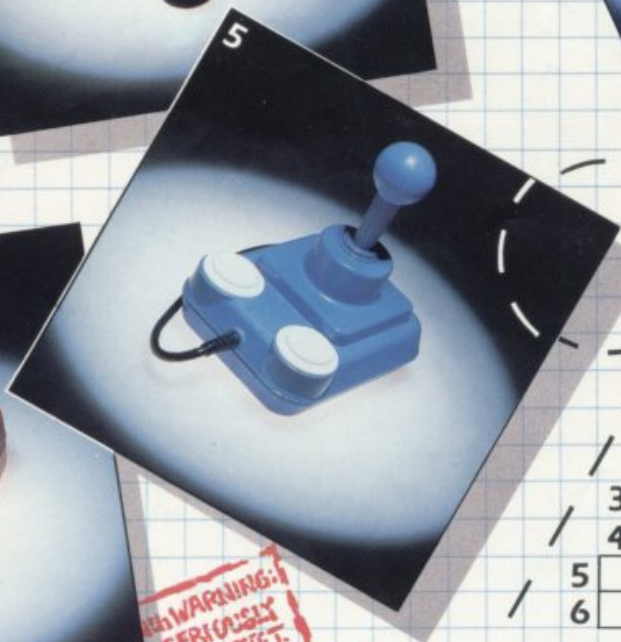
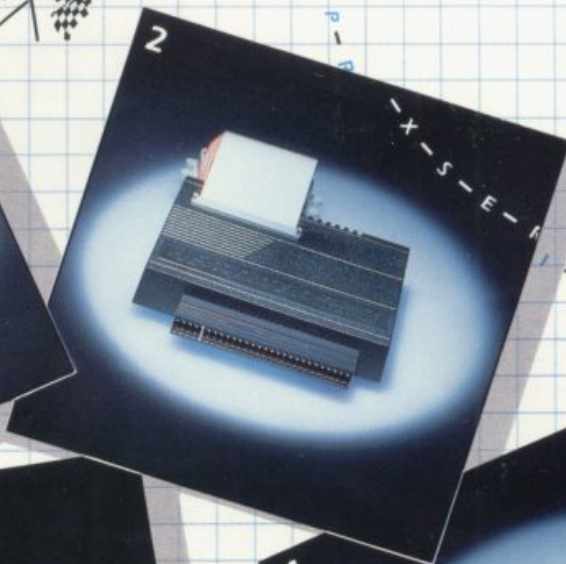
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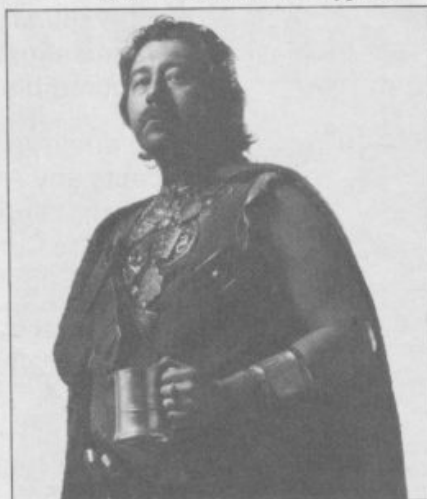


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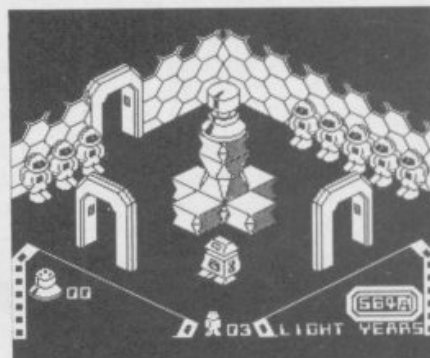
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 Original programs should be on cassette and articles should be typed. We cannot undertake to return them unless a stamped-addressed envelope is included.

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A YEAR AGO, in Sinclairvoyance, we reported on the bitter price-cutting war which had all but destroyed the home computer market in the States. Texas Instruments, Mattel Electronics and Timex withdrew entirely from the fray, counting enormous losses, while Atari carried on fighting, nursing its severely charred fingers. Commodore emerged as the victor, and went on to consolidate its position.

We predicted then that this would happen in Britain, and during the last three months the knives have been out with a vengeance.

Strangely enough, it was veteran campaigner Atari which declared war by reducing the price of its 800XL micro to £129.99, the second cut in three months, and just in time for Christmas. That move reflected the marketing aggression of Atari's new boss Jack Tramiel, ex-chairman of Commodore, and it is Atari's avowed intention to be the "number one home computer manufacturer by October 1985".

The cut did little to help Atari sales over Christmas, and any hopes for a killing in the new year were dashed when Sinclair announced a price cut of £50 on the Spectrum Plus. Beleaguered Acorn, already a loser after a £4.5 million autumn advertising drive failed to sell anything like the expected 300,000 machines, desperately tried to fight back with a £70 reduction on the Electron.

Commodore too had a difficult Christmas, and laid off 114 workers at its Corby plant. In the States the season was disastrous, with Commodore profits down from \$50 million in the last quarter of 1983 to only \$3.2 million in the same period last year. The company reacted by 'temporarily' axing 540 jobs and dropping the C64 price to \$150. It now looks set to slog it out with Atari, both companies pinning their hopes on new 68000 based machines to be launched this year.

Commodore UK has followed its rivals by cutting a massive £150 on the Plus/4 micro, a peculiar move as the Commodore 64 appears over-priced in comparison. At the time of writing, there were no plans either to reduce the price of the unsuccessful C16, still priced at £130.

While the big boys go for each other's throats, the smaller companies are finding it difficult simply staying alive. Casualties of the depressed state of the market already include R & R Electronics, Front Runner, Cambridge Computing, Fuller, Nordic, Stack Computer Systems and Currah. One-time Sinclair distributor Prism has called in the receivers, as has Oric. Among the magazines which have fallen by the wayside are *Big K* and *Personal Computer Games*.

Significant as those casualties are, they pale when compared to the reverberations heard when the giant Acorn tottered and fell.

Acorn was floated on the unlisted securities market over 18 months ago when the company was worth £135 million. At their peak Acorn shares touched 193p. The Electron price cuts caused a crisis of confidence which brought share prices falling to such an extent that trading was suspended at 28p a share. That followed the sacking of Acorn's bankers Lazard Brothers and the resignation of brokers Cazenove.

Fortunately for Acorn co-founders Hermann Hauser and Chris Curry, the seventh cavalry arrived in the shape of Olivetti, the Italian electronics combine which claims 15 percent of the European personal computer market.

Olivetti bought 49.3 percent of Acorn at only eight pence a share. A reorganisation of the company is to follow, together with 90 redundancies in addition to the 30 announced at the beginning of February.

While Acorn looks forward to "addressing the challenges and opportunities which now lie ahead", as Curry judiciously puts it, the industry is still picking up the pieces. Among those affected is Sinclair Research, which yet again has postponed its stock market flotation, planned for March. The decision was made because of the general belief in the City that the home computer boom is over, following the Acorn crisis.

That belief has been fueled by the national press, which has pounced on the Acorn, Oric and Prism difficulties with glee. 'Home computer boom is over', screeched the *Sunday Times*.

'Sales of toy computers have peaked', pompously droned the *Daily Telegraph*.

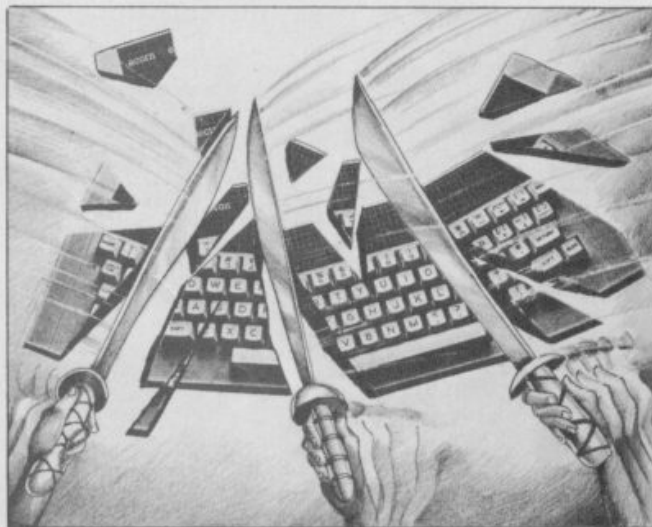
Stockbrokers Wood, Mackenzie & Co are more optimistic, predicting that "good growth in disposable incomes over the next two years should provide the basis for spending on home computers to continue to rise sharply."

Who will be the winners? It is difficult to see how Acorn, even with Olivetti's backing, can recover lost ground, while Commodore and Atari are chancing it with their proposed 68000 machines. The Enterprise might well have arrived too late, and MSX too early. Amstrad alone looks set to do well. Sinclair, as Wood, Mackenzie & Co state, "should remain at the forefront" provided the QL makes 'a bigger impact' and quality control is 'drastically improved'.

This year will be the most exciting, and the most brutal, the fledgling home micro industry has yet experienced. Look out for sparks.

Bill Scolding

## NIGHT OF THE LONG KNIVES





# AT LAST... THE AFFORDABLE ROBOT.

The Zero 2 Robot has arrived. It's the first truly micro robotic system available and remarkably it costs less than £100.

Controlled electronically through a cable from your computer, it is equipped with wheels, pen, line follower and two tone horn. It will connect easily with the Spectrum, BBC B, Acorn, Commodore 64 and all other personal computers with a standard 'D' type RS 232 connector.

The Zero 2 Robot will add a new dimension to your computer. It is capable of precision movement to accuracies of 1mm and can be fitted with bump and hole sensors.

As a teaching aid it has endless applications and for P.C. users at home it's just great fun.

With additional software and some exciting new add-ons planned for later this year, the Zero 2 Robot will open up a whole new area of applications and games.

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## Observer competition

A NATIONAL computer competition, sponsored by the *Observer* magazine, Sinclair Research and Quicksilva will be run over four weeks from 3 March in the *Observer* Sunday supplement.

The competition, open to players of all ages, will be based around Quicksilva's maze game, **Xadom**. Competitors will be required to answer three questions based on the game each week and to send in all 12 answers at the end of the fourth week.

Sixteen finalists will be chosen and the grand play-off will be held at the Metropole Hotel, London, in April where competitors will have to play two games against the clock.

Says Trevor Grove, editor of the *Observer* magazine, "We will send the 16 finalists copies of the two games before the finals for hands-on experience."

The winner will receive a QL and a two week trip to the EPCOT Center in the States, part of the Disney World complex. The three runners-up will each receive a QL, courtesy of Sinclair, and the remaining prize winners will each receive a Spectrum expansion pack and a range of games from Quicksilva.

# C5 rides the waves

PRESS reaction to the C5 has been less than enthusiastic but, judging from the massive number of order enquiries, the electric trike could be put to some exotic uses.

It has been lampooned in the nationals, criticised by motoring writers and has even become a star of *Spitting Image*, the Central Television current affairs satire show. Despite that, interest in the buggy has come from some unexpected quarters.

Bill Nichols of Sinclair Vehicles Limited confirmed more than 5,000 orders and 200,000 enquiries. "We have had enquiries from a bulk container line which is exploring the possibility of taking some C5s. At the moment tanker crews have to get around large decks using bicycles. Some tankers are more than three-quarters of a mile long so the C5 would come in very handy."

Land-based uses are just as exotic. Nicholas says, "Some seaside pier companies are showing interest as there is legislation which forbids the use of motorised vehicles on piers. As the C5 is not technically a motorised vehicle, staff could save their legs using it."

Holiday camps and chil-

dren's summer camps have also shown interest, according to Nichols. The camps could use the trike for both travel and entertainment.

The official C5 dealers are getting their fair share of enquiries. A spokesman for Lightning Distribution says, "We have had a variety of orders and enquiries from coastal towns, bicycle shops and garages. Response is looking reasonably good and we are looking forward to summer sales."

Meanwhile, the first C5 casualty was recorded when 65-year-old Lillian Keen took her grandson's buggy for a test drive and hit a kerb. The vehicle overturned and she broke her elbow.

The high-visibility mast, previously available only as an accessory, will now be part of the standard package. A spokesman for Sinclair Vehicles said the change was 'partly' due to criticism from safety organisations.

## Blight hits as home micro companies fall like flies

THE GOOD times have gone. During the last few weeks, Prism, Oric, Stack Computer Systems and Nordic Keyboards — which took over Fuller only a few months ago — are no longer with us.

A number of factors contributed to Prism's downfall. Last year Prism ventured into several new areas, which included a range of robots — *Topo* and *Fred* — which were not as successful as planned.

A large reduction in Prism's share of the Spectrum market, and distribution problems with Oric products, were also contributing factors. Sinclair ter-

minated its distribution agreement with Prism following Prism's decision to appoint a receiver.

Oric has found itself in the unenviable position of owing an estimated £5.5 million, especially to Edenspring Investments — its financial backers.

Oric's UK career has been dogged by bad luck. The Oric 1 was launched to compete with the Spectrum and failed miserably; the Atmos too did not do well in this country.

Nordic Keyboards took over Fuller six months ago when Fuller reported themselves to be in trouble, and with the Fuller range came Roy Backhouse, the man behind the Fuller Keyboard.

It now seems that Roy Backhouse is once again out of a job as Nordic has gone under, although, at the time of writing, finer details are not known other than that all telephones to Nordic are either out of order or have been disconnected.

Stack Computer Systems, manufacturers of the Stack Light Rifle, has also disappeared. No details are known at the time of going to press.

more news on page 8

## Sherlock beaten by amateur sleuths

THE FINAL mystery of Sherlock Holmes has been cracked and this time it had nothing to do with Sir Arthur Conan Doyle.

Brothers Paul and David Cunningham from Morpeth, Northumberland are the first to solve the plot of Melbourne House's intriguing game, **Sherlock**.

Paul and David — pictured from the left — were taken out to lunch at the *Sherlock Holmes* restaurant which incorporates a room



which is a faithful representation of Holmes' study — down to the dummy

which Holmes placed in the window in order to catch a villain!



# Software for Ethiopia

SOFT-AID the computer industry's answer to Band-Aid, which has raised so much for Ethiopia, was launched last month at the LET show by *Computer Trade Weekly* and *Quick-silver*.

Selling for £4.99 on the Spectrum and Commodore 64, Soft-Aid is a compilation cassette of 10 games, most of which have been in the charts at some time. Beyond's *Spellbound*, Fantasy's *The Pyramid* and Elite's *Kokotoni Wilf* will be among the games featured on the Spectrum version. Bug-Byte's *Startrader*, Virgin's *Falcon Patrol* and US Gold's *Flak* will be featured on the Commodore 64 cassette.

For every game sold about £3.00 will be sent to Ethiopia, the remainder used to offset the costs of producing the game. CTW's editor, Greg Ingham comments, "We expect it to be the biggest selling software title of all time." Sales of the game are expected to reach at least 50,000 copies each for the Spectrum and Commodore 64 which, it is hoped, will earn around

£500,000 for the charity.

Micro Dealer, one of the largest distributors in the country, will be distributing the game and already W H Smith have shown support by ordering copies and promising one metre of shelf space in each of their 250 stores.

Bob Geldof has officially endorsed the game and *Feed the World* from Band-Aid is being used as backing music.

Talking about the original idea Greg Ingham says, "We decided not to release a cassette with a new game on it as the compilation is likely to generate more interest."

He continues with a warning, "If pirating starts on this it will destroy the venture."

However, piracy should not be too much of a problem as the game has been priced low enough to enable most people to buy it.



**THE WINNER** of the prize for completing the Ket trilogy, from Incentive Software, is Tom Frost from Montrose, Scotland.

Tom, (right), was given £400 of video equipment by managing director Ian Andrew, (left), at a presentation at the company headquarters in Reading.

Readers might remember Tom as one of the winners in the *Sinclair User* 1984 Cambridge Awards.

## Sinclair relaunch in States

SINCLAIR is attempting to re-enter the North American market in May by launching the QL onto the unsuspecting American public.

The operation, headed by managing director Nigel Searle, will be based in Boston where the mail order launch will take place.

Sir Clive believes that the QL will offer "the experienced US customer outstanding value for money," and goes on to say, "I believe we have the ideal product, backed by the necessary experience and marketing skills, to spearhead our

re-entry." Charles Cotton, overseas business manager, comments, "The current drop in the pound has brought about a sizeable price reduction in the QL abroad — this means the QL is an extremely competitively priced product for the professional, educational and low-end business market."

Further launches in the States will include the introduction of the flat-screen pocket TV and the FM wristwatch radio, which was first shown in the states at the CES show in January.

Sinclair has also recently strengthened its representation in the Middle East. "Sinclair Research now has a complete network of distributors in the Arab Gulf States," comments Alan Miles, Middle East manager. "We are enjoying excellent sales of the Spectrum and anticipate similar sales levels."

Charles Cotton explains further, "With such a wide range of QL software and peripherals coming onto the market, the QL has the potential of out-selling even the Spectrum."

## Micronet matters

MICRONET'S latest venture, *Celebrity Chatline*, is launched at the end of March. It will give every Micronet member the chance to question important people in the computer industry.

Each Wednesday evening, starting at 7pm, Netters can send their queries by electronic mail to the celebrity, whose answers will be displayed on the database. As with the regular Chatline service, all communications will be visible to every Micronet member.

And, of course, no matter where in Britain the Net's three-person team of interviewer, inputter and co-ordinator manage to corner top computing people, the phone cost will still only be 40p per hour.

Another new service is **Headstart** telesoftware — software which loads into your computer down the phone line. Headstart will provide a special database of material for use in home education, specially aimed at Micronetters wanting a source of worthwhile educational programs.

As with the rest of Micronet's telesoftware, the Headstart material will either be free, or around 20 percent less expensive than the same programs in the shops.

Micronet access figures are reaching new heights. In each week of December 1.1 million accesses a week were made to Micronet pages, more than any other database on Prestel.

Net members proved to be a talkative lot, too, sending twice as many mailbox messages as other Prestel users.

*Sid Smith, Micronet news editor*



# Cartridge cuts

IN A recent unheralded move, Sinclair has slashed the price of microdrive cartridges from £4.95 to £1.99.

The move is designed to encourage software houses to develop programs on microdrive and to that end a special offer of free duplication services at Ablex continues.

Sinclair also hopes that the massive reduction will help to stimulate QL sales and encourage users of both the Spectrum Plus and QL to make fuller use of their micros.

Sir Clive Sinclair comments, "Microdrives have truly come of age now and we anticipate that this technology, exclusive to Sinclair, will continue to be the preferred method of data storage for most Spectrum Plus and QL owners... and with the new price, software houses and members of the public will be able to exploit this versatile medium to the full."

Not all software houses will be jumping onto the bandwagon as Gordon Reid from Creative Sparks de-

monstrates, "It becomes a more interesting proposition, but there will be no overnight revolution. The price of microdrives is still many times greater than cassettes."

Even with the new price of £1.99 software houses may think twice about changing to microdrives when the cost of duplicating a game on cassette is only about 40 pence.

"It all comes down to greater capabilities," says Gordon Reid, "but it's the price that is restrictive."

## Interactive television

A NEW television programme, *4 Computer Buffs*, is being transmitted on Channel 4 on Monday evenings.

Designed to interest the home user, the programme is launching the first ever light transmission of sound, an interactive bulletin board for viewers, telesoftware via audio tones and telesoftware which can be downloaded from the TV using the new 4-Data adaptor manufactured by OEL.

Aptly named, *4 Computer Buffs* is on the air for eight weeks and its regular features will include weekly news and current affairs. Each week the programme shows what computer operators can achieve with a modem and the price of a local telephone call.

A specially adapted light pen is needed to receive software by light transmission and the first few programmes are employed in teaching you how to build it. The light pen's design is published in the March issue of *Personal Computer World* and the parts are available from Maplin.

OEL's 4-Data adaptor fits neatly under the Spectrum and will allow the user to store teletext on microdrives and print the data.

## Acorn saved in Olivetti takeover

THE ailing Acorn corporation has been rescued by Olivetti, which has purchased shares priced at eight pence and acquired a shareholding in Acorn of 49.3 per cent, with an option to increase to 50.1 per cent over the next five years.

Acorn's co-founders, Chris Curry and Hermann Hauser have had their shareholdings reduced from 87.7 per cent to 36.5 per cent.

Acorn's problems started before Christmas with poor sales figures for the Electron. Its fortunes took another dive when it had to cut the price of the machine to £130 in line with the Spectrum Plus.

Shortly after the sales figures became known, the company's share price hit rock bottom at 23 pence. It dropped from £1.73 within just one week and rallied slightly to 28 pence before trading on the Stock Market was suspended.

Before the Olivetti offer was made speculation grew about the companies that might want to take on the Acorn mantle. Sinclair Research and Thorn EMI were two such contenders. Both companies deny involve-

ment although Sinclair would like to get his hands on the BBC contract held by Acorn and the development which has been done on a planned range of business machines.

Olivetti's executive vice president, Mr Elserino Piol, comments, "With our backing Acorn will be in a strong position to consolidate its position in the UK and to establish an effective presence in worldwide markets. We are looking forward to working together."

Acorn has announced a reorganisation plan which

will split Acorn Computers into four divisions. This move is planned to considerably reduce Acorn's overheads and it is expected that a further 90 redundancies will be announced following the 30 at the beginning of February.

Chris Curry says, "It is distressing that we should have to reduce the size of the company through redundancies and I regret this deeply. However, I believe the combination of reorganisation and re-financing will produce a leaner and more focussed company."

## Whom the Gods love...

THE winners of the Deus Ex Machina competition in the January issue of Sinclair User are listed below:

J Bold, Runcorn, Cheshire; J Houghton, Lytham, Lancashire; B Mawson, Slough, Berkshire; W J Platt, Porthcawl, Mid Glamorgan; Steve Edwards, Swinton, Manchester; Gillian Welsh, Kidsgrove, Staffordshire; Neil C Parker, Highbridge, Somerset; T P Dallosso, Kenley, Surrey; Jim Timoney, Glasgow; P G Crook, Trowbridge, Wiltshire; J Burgoyne, Guisborough, Cleveland; S A Flood, Huddersfield, West Yorkshire; Mick Keyes, Woking, Surrey; E Wass,

Torquay; John Yarham, Fakenham, Norfolk; Steven J Wild, Rainham, Essex; A Logie-Campbell, Cheltenham, Gloucester; Allan Wales, Northwich, Cheshire; E W Fairweather, North Hykeham, Lincoln; Darren Lear, Rochester, Kent; Barry Hilton, Polegate, East Sussex; Bob Dennis, Wirral, Cheshire; Martin Alexis, London E16; A Allauddin, Kings Norton, Birmingham; William P Bronner, Cwmbran, Gwent; G M Sellars, Preston, Lancashire; Cory Want, Loughborough, Leicester; B R Mansfield, Bath, Avon; Richard Shaw, Bridgewater, Somerset; Robin Law, Coventry; Derek Owens, RAF Gibraltar, BFPO 52; Peter J Baker, Maidstone, Kent;

Andrew Thomas, Crumlin, Newport; A J Howe, Oakham, Leicestershire; R A Houlton, St Helens, Merseyside; George McAtteer, Glasgow; Alan Palmer, Glasgow; E Bennett, Tenerife Sur, Canary Islands; P W Carver, Aston, Sheffield; Karen Groves, Wolverhampton; J Phillips, Chelmsford, Essex; John K Martin, London E8; Roger Northey, Tavistock, Devon; B J Coatesworth, Scarborough, North Yorkshire; Sue Spence, Northampton; Steinar Nohr, Valle, Norway; Gary Bentley, Enfield, Middlesex; Stephen Parkes, Mapperley, Nottingham; Stephen Wade, London E8; Philip Stanton, London NW11.

more news on page 10



# Lack of confidence in City causes Clive to get cold feet

THE STOCK Market flotation of Sinclair Research has been postponed because of a lack of market confidence in the computer industry, due largely to the Acorn crisis.

Michael Richardson of Rothschild, the merchant bank which is handling the Sinclair listing, admitted disappointment on both his and Sinclair's part. He went on to say, however, that Sir Clive was taking the delay very calmly. Even the most brilliant financial turnover and profit would not have changed the postponement.

Sinclair forstalled comments about financial problems by releasing its unaudited management accounts for the nine months ending in December 1984. Those showed that profits were in excess of the previous year. Profits in 1983 were £14.3

million on sales of £77.7 million. Sinclair is on course for a turnover of £105 million with £16.8 million in profits.

The Stock Market listing has been put off for at least

six months but the delay could be as long as a year. Sinclair Research wants to be sure that the market is stable before following the route which Acorn embarked on over a year ago.

## Apple versus Acorn

A COUP planned to strip Acorn Computers of its massive lead in the educational market is planned by the American computer corporation Apple.

The company intends to give a 50 percent discount to schools on its micros which include the Apple II, Apple IIE and, probably, the new Macintosh.

Education is the main target for the BBC micro-computer — Acorn claims 74 percent of the UK market — and Apple wants to

bolster its five percent share. The school scheme is the idea of David Hancock, the new managing director of Apple UK. It will also include a package of seminars for teachers which will show the importance of micros in schools and how to use them.

Hancock hopes to forge ahead of Acorn in the market early next year but his targets for this year are just as impressive. He hopes to have 25 percent of the market sewn up by July.

## Commodore enter fray

COMMODORE has cut the price of its Plus Four micro in half to £149.95, following the recent reductions on the Spectrum Plus, Acorn Electron and Atari 800XL.

The Plus Four has 64K RAM, typewriter-style keyboard and a suite of four business programs. It has been hailed as Commodore's answer to the QL.

The price drop has set the retail chains buzzing as there is no cut yet intended for the C16 or the 64. Some chains, such as Dixons, have cut the price of the C16 to £99.95 but Commodore refuses to state whether the 64 is in for the same treatment.

The company has, however, cut the 64 price in the United States so a similar move could be planned for the UK later this year, when the price war gathers momentum.





# New and improved Psion software

SINCLAIR has released version two of the QL bundled Psion software, and is shipping it to QLUB members as well as with new machines.

The programs, appearing 13 months after the launch of the machine, are a sufficient improvement to make the QL a convincing option as an inexpensive business machine or word processor.

Major up-grading is obvious in all four packages, with faster loading, immediate access to all commands, and some energetic debugging.

The **Quill** word processing packages now loads in 15 seconds, compared to around 40 seconds previously, and no further access to microdrive one is then necessary — the full command vocabulary being resident in RAM.

Within **Quill**, thoughtful improvements, such as the ability to swap cartridges in microdrive two without the need to re-load, and no time limit on the opening of text

for insertions, have been added. Essential up-grades include the speeding of screen writing so that the cursor now keeps pace with even the fastest typist.

However, Psion has, apparently, been unable to improve the manipulation of text already present on screen, and functions such as Copy, Margins, and Erase remain painfully slow.

Several familiar **Quill** bugs have survived. The entire program can become infected with a stubborn underline function, which is passed on to new files as

they are loaded and can only be shifted with a complete re-set. And the program still refuses to implement a deletion when carried out as part of a common sequence of CTRL and CTRL/SHIFT functions near the left-hand end of a line.

The improvements to **Quill** have, however, changed a scarcely serviceable word processor into one of professional quality. Along with similar improvements to the other three packages Psion has transformed the prospects of the QL.

## Four drive disc

A DISC system capable of supporting four 3¼in drives has been launched by Micro Peripherals Ltd.

The system has a total formatted storage capacity of more than one megabyte and operates using an interface module which can be purchased for £99. It provides several utility routines which include a screen editor, job control facilities and

file handling commands.

The first drive which you buy for the system will cost £189 but subsequent units will cost only £159.

Further information about the system and forthcoming products can be obtained from Micro Peripherals Ltd, Unit 3/4, Hassocks Wood, Wade Road, Basingstoke, Hampshire.

## Sinclair's wafer drive

A WAFER drive mass storage device is on the way from Sinclair Research.

The device, which will initially be able to hold 0.5 megabyte on silicon RAM wafers, is expected to be priced at £300. Other sizes will be available if users require them.

The QL wafer drive will run on battery power. A warning light will be incorporated in the device to inform the user if power is getting low.

Nigel Searle, managing director of Sinclair Research, is confident that the wafer drive would be reliable and would provide a good alternative to Sinclair's other pet storage device, the microdrive cartridge: "The unit is undergoing some final tests but we are confident that it is reliable and data loss will be unlikely."

The massive storage capacity puts it in the range of Sinclair's other project, the Winchester disc system. It could therefore provide an inexpensive alternative to other mass storage units now available, either floppy or Winchester, for any computer on the market.

## Real Time conversion

REAL TIME Systems has developed a package which will convert C and Pascal programs to run with QDOS and C/PM-68K.

The system is priced at £3,800 and will run on most 68000/68008 machines under the Unix operating system. It comprises C and Pascal cross-compilers with a library of runtime utilities for QDOS machines.

Quest Automation has a version of C/PM-68K running with its disc package for the QL and owners of that set-up should be able to run programs using the RTS package.

# Computers go to college

SEVEN thousand students at Strathclyde University will each have the use of a QL by 1990.

The project is being spearheaded by Professor James Alty — head of the University's Computer Science Department — whose aim is to give all students in related subjects their own personal computers for use in halls of residence as well as on the university campus.

Sinclair Research has joined forces with the university and has donated the first 525 machines together

with some peripherals and software — worth around £250,000. Andy Knott from Sinclair Research comments, "We feel that the QL is an excellent machine for this type of use and we hope this will be the first of many such projects. We're terribly excited about it."

Further support is being given by the Computer Board for Universities and Research Councils which is providing a grant of over £150,000 and Epson and MBS Data Efficiency are providing printers and col-

our monitors respectively.

Professor Alty, determined to use British hardware and software for the project, chose the QL as it "could offer the computing power, range of applications and above all, the portability at a suitable price."

Alty explains the need for more computers at the university: "The need is for a work station capable of some stand-alone functions such as local filing, editing and program compilation while being capable of linking to the campus network."

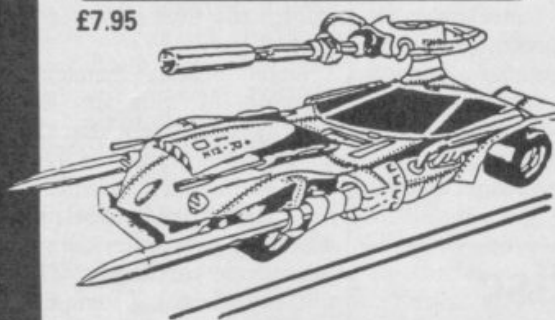
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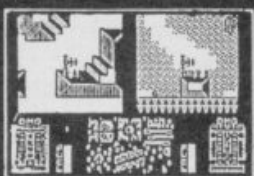


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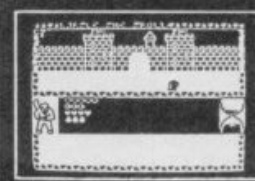


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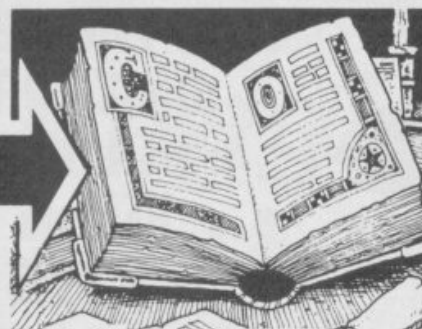
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SICK JOKE of the month was perpetrated on **Christian Penfold** of **Automata** at the Computer Trade Association dinner. **Deus Ex Machina** was voted Game of the Year despite the complete lack of support received from the self-same well-stuffed assembly when it came to actually selling the psychedelic game.

Penfold graciously thanked those distributors who had bought it . . . and read out a list of the pitiful numbers each had taken . . .

Blood continues to flow in the wake of **St Bruce**, the Svengali of the Mersey. Having joined **Tansoft** to put **Oric** on the map — **Gremlin**, February — **Everiss** promptly resigned when

is disgusting," whines **Hetherington**.

"Letters about plastic surgery and weight loss . . . it is causing distress to our families . . ."

The real power in software, transatlantic groupie **David Ward** of **Ocean**, **US Gold**, and a half-a-dozen other companies, says he wants to call a halt to his acquisitions. "I now own about 30 percent of the industry," he says. "I think that's about right. Much

# Imagine that . . .

gures like that is you never know whether they represent a fit of lunacy on the part of a tired and emotional distributor or a reflection on the tastes and intellects of the public.

Anyroad, **Wilcox** intends to continue his masterplan of buying the rights to dire American TV series and turning them into lousy arcade games with the **Dukes of Hazzard**. We are promised 100 screens of the **General Lee** performing wheelies, tumbling, jumping and ultimately, crashing? . . .

Crashing is what **Eddie Kidd**, the motor-cycle stuntman, should know a lot about. **Martech**, which produces **Eddie Kidd's Jump Challenge**, the poor man's answer to **Daley's Decathlon**, announced the winners of its longest jump competition. **Craig Billington** managed 25 cars on his **Spectrum 48K**. His prize? The unlovely **Toshiba MSX** computer. About as much use as the game is fun . . .

**Martech** is certainly going a bundle on the sweatier end of physical activity. Soon to come is **Brian Jacks' Superstar Challenge** in which the ageing athlete takes you on at arm-dips and squat-thrusts, whatever they are. If that isn't gruesome enough, try **The Living Body** and build a blood system with **Christian 'spare parts' Barnard**. **Yeucck . . .**

Talking of bad taste, fret not about the effect on **Sir Clive's** tender feelings caused by his frequent appearances on **Spitting Image**. **Gremlin** is reliably informed that **Uncle** was one of the original sponsors of



Selina gets typecast

the show, but pulled out for unknown reasons.

Reports suggest the first sketch to feature him, in which he invented the smallest version of something which cannot be printed in a family magazine, had him overjoyed with his sudden fame. "I've become a household name," he crowed, and videoed the sketch. But is it true that he insisted on playing the recording to all his staff? . . .

**Sluggo** may not be quite so happy about a new game from **Amsoft**. The game features two captains of industry hurling computers at each other. If the **Clive** lookalike loses, he gets carted off to hospital in a **C5**. What, asks **Gremlin**, happens if **Curry** is vanquished? Perhaps he ascends to heaven on an Italian typewriter . . .

For **Bob Neill**, heaven is a typewriter. He has been 'producing exquisite pictures on his typewriter for over 20 years'. He is also a hypnotist, which is presumably why **Bob Neill's Second Book of Typewriter Art** sends you to sleep.

**Bob 'quiet and charming' Neill** has had his work featured on **Radio Kent**. How in the name of **Bruce** did they broadcast the pics? The book contains instructions for producing artistic portraits of **Prince William**, the **Blue Peter** dog, **Barry Manilow**, and other horrors. No **Clive**, but we reproduce one of his partner in wax — **Gremlin** February — to whet your appetites . . .



Albert King of Welwyn — with 'moustache' — hands over the executive toilet key to Steve Currah. Can **DK'tronics**, which hoped to acquire **Currah Microspeech**, pull the chain on the deal?

**Oric** pulled out of the UK. "When I learned the facts of life at **Tansoft**," explains **God**, "I thought it prudent to get out." **Gremlin** thought **Bruce** learned the facts of life years ago . . .

Imagine folk are bursting out all over now it's spring. **Dave Lawson** and **Ian Hetherington**, **Banderbotch** programmers, have been having troubles at **Fireiron**. Their company has received a multitude of unwanted post, including fire extinguishers and rubbish skips. "Some of the personal mail

more and I would have a stifling effect on creativity. Much less and I couldn't afford to run the yacht." From the man who brought **Afghan coats** and **Loon pants** to Britain, that's very magnanimous . . .

**Brazen Backslappers** of the Month award goes to **Elite**, which is what **Richard Wilcox** started calling himself after **Blue Thunder** went to his head. A press release for the unplayable **Airwolf** rants on about selling 50,000 copies in six weeks. The trouble with fi-

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The table demonstrates the capabilities of LEONARDO against the best selling similar packages. LEONARDO'S facilities do not stop there however. In fact over 65 commands are available making this the most advanced and useful graphics package yet produced for the SPECTRUM 48K.

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## Yet more bugs found in free booklet

BROWSING through the free booklet '50 Tips for Better Sinclair Computing' I noticed an unfortunate error which may send some beginner potty.

Item 33 states that POKE 23617,8 will give you Caps Lock and the 'C' cursor. This does as you say but that's as far as it goes. Your example program will corrupt the keyboard entries and, funnily enough, disables the BREAK key.

The proper POKE to use is POKE 23658,8.

**Paul Calleja-Gera,  
Cheltenham**

THE USER-definable graphics are not always stored at address 32600 — this is true for 16K Spectrums only. The address of the first byte of UDG 'a' is found by: PRINT USR "a", which on a 48K Spectrum is normally 65368.

The simplest way of finding the amount of free memory is by using the ROM free memory routine: PRINT 65536 — USR 7962 which works for both 16K and 48K Spectrums.

**Kevin R Browne,  
Wakefield,  
West Yorkshire**

ITEM 25 was misleading when it stated that there were no codes to alter the paper colour. There is — go into extended mode and then press the number for the required colour.

Item 26 introduced programmers to character codes, but the example given was enough to put anybody off using them for life! Why print "HELLO", when you can simply type PRINT CHR\$(72) + CHR\$(69) + CHR\$(76) + CHR\$(76) + CHR\$(79) instead?

Item 50 was completely wrong. The formula

'PRINT INT (RND \* end of range) + start or range' is a load of rubbish. Any Sinclair programmer should have known that using random numbers is nowhere near as simple as the author suggests. PRINT INT (RND \* 7) + 3 does not select a number between 3 and 7 as stated, but between 3 and 9.

The correct formula is: INT (RND \* b-a) + a, where 'a' is the start of the range, and 'b' is one more than the end of range.

These major mistakes apart, I thought the booklet was very interesting.

**Simon North,  
Pontefract,  
West Yorkshire**

● We apologise for the errors in the booklet, some of which were corrected last month. Most occurred from typing the programs and then having them set, instead of using printer listings. Other problems occur with items 34, 36, 44 and 47.

Tip 34: Line 60 should read  
LET DEC = DEC + VAL(A\$(N))\*2 ↑ (x-n)

Tip 44: Line 70 should read  
LET B=B-(B/64)\*55-(B/58)\*48

Tip 47: Lines 130 and 220. The last part of both lines should read A\$(X+1, 1 TO)

Tip 36 contained a major error. It is listed in proper form below without the errors.

```
10 LET sub=1: LET dec=0
20 INPUT "hex":hs
30 LET ns=hs*(LEN hs)
40 LET ns=hs(1 TO (LEN hs)-1))
50 GO TO 120
60 IF LEN ns=0 THEN GO TO 70
65 LET sub=sub*16: GO TO 30
70 PRINT "denarys":dec
110 GO TO 10
120 LET f=CODE ns
130 IF f<50 THEN LET i=f-48
140 IF (f<71) AND (f>64) THEN
LET i=f-55
150 IF (f>96) AND (f<103) THEN
LET i=f-87
160 LET dec=dec+1*sub
170 GO TO 60
```

## Ludicrous Clivemobile

WHATEVER will Sir Clive think of next? The Spectrum was his peak but now

he is rapidly going downhill.

It started with the QL and the microdrives. We all heard of them, about a year later we saw them and now I see hardly any. Then came the Spectrum Plus. This a touch too expensive for a plastic jigsaw puzzle.

Clive's latest idiocy is the C5. This mobile deathtrap should not be allowed. It cannot be put alongside fast cars in heavy traffic. It is much too slow and small.

As for 14 year olds driving it without tax, licence or insurance, it is ludicrous.

Sir Clive reckons that by the 1990s he will have a range of 'fast, quiet, astonishing family vehicles' on the road. He is in a dream world. By the 1990s no one will have any faith in him at all.

**Dietmar Osman,  
Farnham, Surrey**

## Ghost in the machine

AS A member of the Association for the Scientific Study of Anomalous Phenomena I am interested in cases of anomalous computer effects.

Can I appeal to readers for any information, at first or second hand, no matter how bizarre, concerning unexplainable malfunction or unexpected output?

All accounts will be treated in strictest confidence.

**Roger C Morgan,  
15A Kensington Court  
Gardens,  
London W8 5QF**

## Vicious propaganda

I HAVE been a reader of *Sinclair User* for some time and I find it a very useful and well written magazine.

I was very disturbed, however, to see the advertisements on pages 14 and 109 of the February issue. That on page 14 seems a typical move to dump a load of American rubbish on the

British market and I take particular exception to the game **Raid Over Moscow**. Imagine the uproar if a Soviet firm produced a game called **Raid Over New York**.

**Afghan Attack** is equally objectionable. Perhaps Grenada or El Salvador would make good sequels?

I do not intend to buy this vicious propaganda nor the magazine it is advertised in.

**J H Leatt,  
Broadstairs, Kent**

● Rob Cameron, advertisement manager, replies: *It seems to me that such games are symptoms of an ill greater than we could put right through Sinclair User. All shoot-'em-ups are inherently violent and whether the enemy is the USSR or greenies from outer space makes little difference in the final analysis.*

● Bill Scolding, editor, replies: *Neatly side-stepped, Rob. What price scruples, eh?*

## Software turkey call

BEING a regular reader of your mag I thought it would be a good idea for people who have bought an awful game to write in.

For instance, I have purchased a game called **Auf Wiedersehen Pet** by Tyne Software. At first the graphics and playability were quite high but after reaching a score of 47000 the game just crashes in the bier keller.

I think that the companies concerned spend more time on the packaging than sorting bugs in the programs. Maybe it would be a good idea if there were a black-list of games which are just not worth the money — **Hungry Horace**, **Planetoids** and **The Black Hole**.

Games like **Booty** will give you more enjoyment at half the price.

**Billy Weir,  
George Gibson,  
Bathgate,  
West Lothian**  
*more letters on page 18*

## Are software houses missing the point?

I WOULD like to add my comments to your excellent article *Software Chainstore Massacre* — *Sinclair User*, Feb 1985.

Games in the £10 to £20 bracket are common, and whilst some are of reasonable quality, the price of many is difficult to justify.

There are other practical points which software houses seem to be missing. Games for which joystick control is advantageous should support all three of the common Spectrum interfaces. Sound effects may not suit all users all the time, so why not allow sound to be switched off? A pause facility is essential, and how about being able to save and reload league tables?

As stated in the article, software should whenever possible be in a standard cassette box, making storage easier, as well as tidying display stands in the shops. This should not be at the expense of proper docu-

mentation, however — *Fighter Pilot* shows how it should be done.

Software houses still seem to be producing what they think customers want, rather than finding out what the demand really is. In time, they must produce more original products — and not just games — at realistic prices, or more will suffer the inevitable.

**Peter Biss,**  
Weybridge, Surrey

## Christian micro users

THERE is a great need to discover the few individuals and companies producing Christian software and even more to share the expertise and ideas of the many individuals who have sought to use micros within their church activities.

Anyone sending a large SAE to the Christian Micro Users Association at the

address below will receive a sample magazine and further details.

**P A Clark, Secretary,**  
6 Walkley Street,  
Sheffield S6 3RG

## Clive is misinformed

THE remark about Indian villages made by Sir Clive Sinclair in your February issue reveals that he is not only patronising but sadly misinformed.

India's food production has been rapidly increasing over recent years and she is now a net exporter of grain. Her manufacturing base is also growing, and her people hardly need looking after.

Perhaps an 'intellectual machine' should be dropped in Camberley to teach Sinclair Research how to 'look after' their customers.

**Dr T Lewis,**  
Carmarthen, Dyfed

## How to save Columbus

MAY I congratulate Nicholas Holgate on his stimulating program *Columbus*,

published in the January issue. I did, however, have to delete line 6700 LET b(k,7)=z to get it running correctly.

As the game takes a very long time to play I have added a Save Game routine, which might be of interest to other colonists.

Change line 7900 to:  
7900 INPUT "SAVE  
GAME? (Y/N)"; x\$  
7910 IF x\$="y" THEN  
GOTO 9800

7920 GOTO 200  
and add  
9800 SAVE "Columbus"  
LINE 7000

9810 INPUT "CON-  
TINUE? (Y/N)"; x\$  
9820 IF x\$="y" THEN  
GOTO 200

9830 STOP  
— though lines 9810 and 9820 are not necessary.

To play a SAVED game, load the graphics program — Listing 1 — as usual, but when told to restart the tape, play your saved tape instead. You will be brought to the yellow 'all decisions made' page to recap on your position.

**Patricia Richardson,**  
Maidstone, Kent.

## Arcade action

### Rocketman

I HAPPENED to notice Ashley Morris' letter in the February issue about his problems with flying the vulture in *Rocketman*.

As the vulture follows the stages in which the player has to use a rocket pack — where the 'thrust' key can be depressed to provide rocket power — it seems to be assumed that the vulture will operate likewise. However, it is unlikely to be jet-propelled. The vulture, rises a little with every flap of its wings, so the more you flap the higher you fly!

The wings move downwards when the FLAP key is pressed, lifting the bird

slightly and will return to the up position when the key is released. By repeatedly pressing and immediately releasing this key the vulture can be made to happily flap around the screen.

**J N Chappell,**  
Software Farm, Bristol

### Monty Mole

IN REPLY to Alan Scott's letter on *Wanted: Monty Mole*, in February.

If you collect all the pieces of coal, including the one in the room, the wall will disappear. Also collect the axe and go up the rope until you are level with the floor and wait until the genie is just past you, then jump onto

the floor and run along and rush down the rope. If you kill the genie you cannot get past the cartwheel. Then you can get into the next screen.

**Mark Harrison,**  
Cheadle, Staffordshire

### Skool Daze

FOR ANY of you having trouble with *Skool Daze* here are the dates of some of the battles:

Hastings 1066; Waterloo 1815; San Jacinto 1265; Trafalgar 1805; Balaclava 1854; Flodden 1513; Yorktown 1781; Shrewsbury 1403; Poitiers 1356; Sedgemoor 1685; Evesham 1265; Lexington 1775; Borodino 1812; Lepanto 1571.

You often get lines for being knocked off your seat because there are too many

pupils. To stop that happening in *Geography*, follow Mr Withit to the end of the room and he will turn round and start teaching the class without noticing you. In the reading room sit at the back as no-one else tries to sit there.

There are two timetables, parts of which are detailed below:

Playtime / Map room / Revision — Library / White room / Playtime / Reading room / White room / Playtime / Dinner / Playtime /?

Playtime / Exam room / Map room / Playtime / White room / Reading room / Playtime / Dinner / Playtime / White room / Revision — Library / Playtime / White room/?

**T S Nicholson**  
Wirral,  
Merseyside



# THE REVIEWERS ARE RAVING!..

## GIFT FROM THE GOATS



Pick of the week

A gift from the Unique strategy adventure

Likely to be the big hit of 1985.

**Gift** and Rating: Gift  
**Type:** The Gods\*\*\*\*  
**Type:** Arcade adventure.  
**Computer:** Spectrum  
**48K.**  
**Format and price:**  
 Cassette, £9.95.  
**Publisher:** Ocean.  
**In brief:** Classic romp.

AN epic adventure to challenge the recent release by a group of Imaginative programmers. Set in the ancient world of Greece, it has you controlling Orestes in a labyrinth of an underground world and collect 12 pieces familiar from ideal geometry. Help comes from the spirit of Electra and Clytemnestra—your mother, no less—who steals shapes and makes a nuisance of herself. There are also snakes, spiders, three-headed serpents, spitting skulls and other horrors to deal with. Likely to be the first big hit of 1985.

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**SPECTRUM**  
**48K**  
**9.95**

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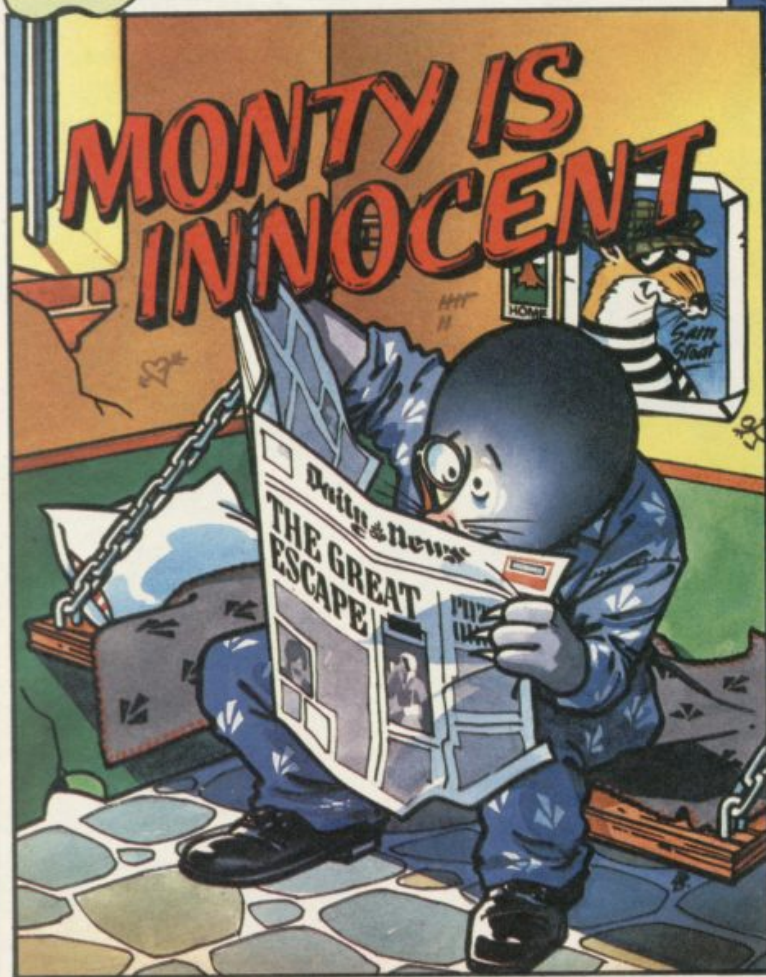
Ocean Software is available from selected branches of: **WOOLWORTH**, **WHSMITH**, **John Menzies**, **LASKYS**, **Rumbelows**, **COMET**, Spectrum Shops and all good software dealers. Trade enquiries welcome.





**IF YOU  
GREMLIN  
WHAT**

## **SAM STOAT SAFE-BREAKER**



At the dead of night Sam leaves his lair and makes for the large houses where, with the aid of some everyday tools and a good measure of cunning, there are wealth and riches for his delight (not to mention his pocket). It couldn't be easier... sneak into the house, find the safe; light the blue touch paper and stand well back. Then out into the night with the ill-gotten gains! But Sam has reckoned without one or two adversaries who are more than a little determined to get the better of him...

A cry of national outrage! Poor Monty banished for life amongst murderers, arsonists, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rodent willing to challenge death for his lifelong friend? What are the evil forces working in Scudmore Prison?

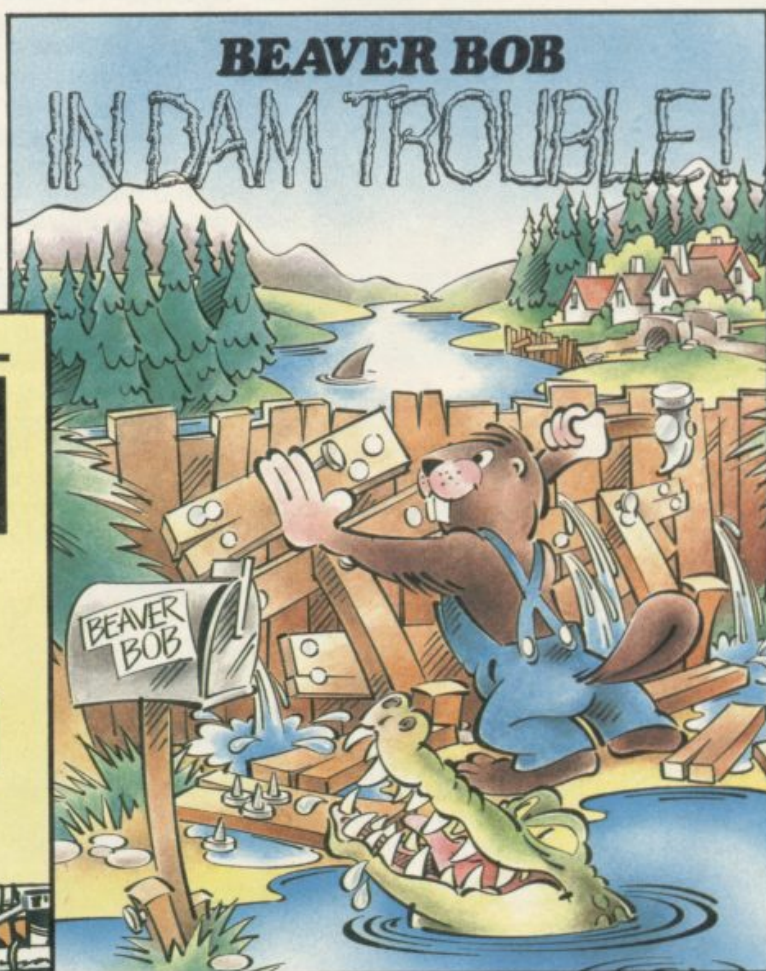
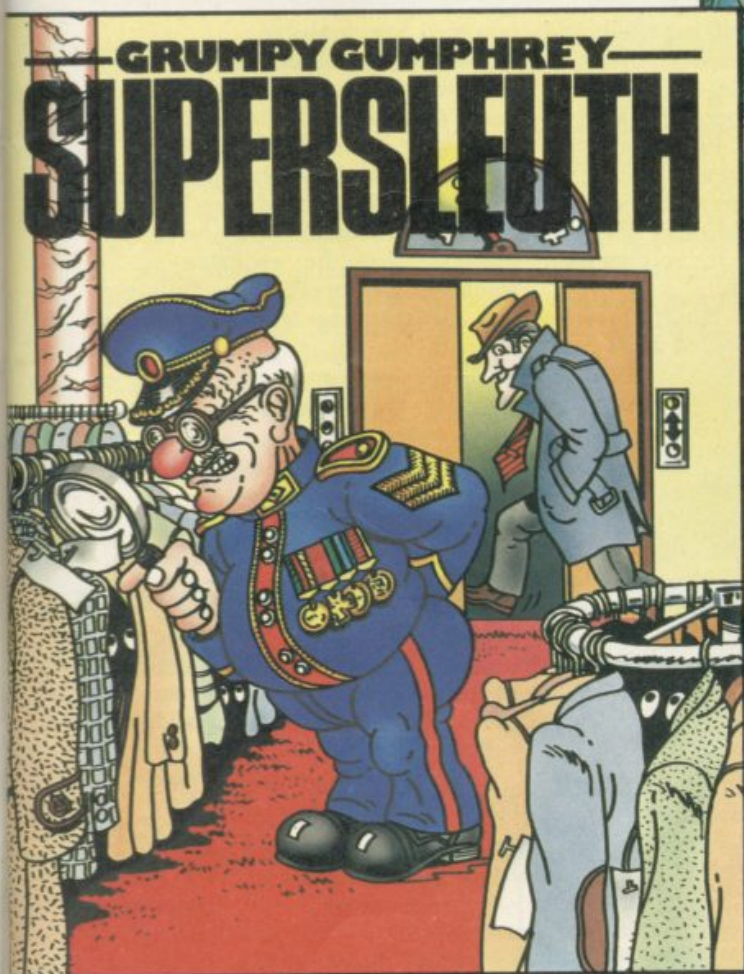
### **OTHER GREAT TITLES FROM GREMLIN:**

<b>Suicide Express</b>	CBM 64 £7.95
<b>Monty Mole</b>	CBM 64 £7.95
	Spectrum 48k £6.95
<b>Potty Pigeon</b>	CBM 64 £7.95
	Spectrum 48k £6.95



# YOU'VE NOT GOT THE CLINS, YOU DON'T KNOW WHAT YOU'RE MISSING!

Ex serviceman Gilbert Gumphrey, drummed out of the Army in 1946 because of his acute short-sightedness has been struggling to hold down his job as a store detective for the last thirty nine years. But things are hotting up for Gilbert, known to all as "Grumpy". Now that times are becoming harder and staff made redundant, he has to perform all kinds of tasks; not only catching thieves, but chasing the gorilla and tidying the warehouse, otherwise he might find himself surplus to requirements too! Can Gilbert hang onto his job? You can help him, but be warned — this is no ordinary department store!



Poor Bob! All he wants is to lead a quiet life and build his dams. But the peace is soon shattered when the local townsfolk find their taps running dry. Bob's dams are plainly to blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dams and avoid the predators that lurk in the deep.

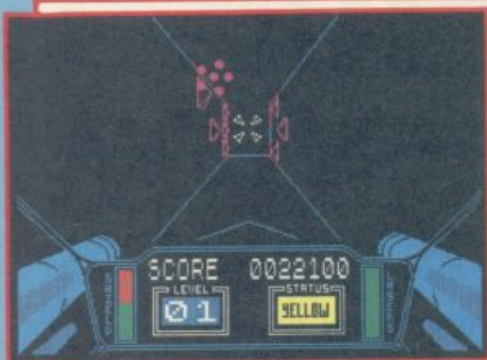
**All titles available for Spectrum 48k £6.95**

For amazing graphics and outstanding sound effects run a gremlin through your micro.

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423







## 3D Starstrike

IN THE darkness of space the Outsiders gather to launch a final attack on the free galaxies. The only way in which you can save ensure their continuing freedom is to buy a copy of **3D Starstrike** and track down these space cowboys who insist on zipping around the universe in X-wing fighters which look as though they have been high-

jacked from *Star Wars*.

By that we imply no criticism of the program. Gamers who enjoy blasting space ships, and who probably still own a copy of **Space Invaders**, will enjoy it.

Take your position in the cockpit of a Starstriker and battle through the hoardes of Outsiders, all shown in line-construction 3D which has become statutory in such games, to the star base from which they launch their sudden attacks.

Once you have entered the base you must take your ship through a narrow passage, avoiding the ground defences and destroying the tops of towers which block your way. Once past the first stage it's on to the second where you must give a repeat performance.

The only aspect of the game which changes to any notable degree is the score. Thousands of points can be

achieved, even on the higher levels, in a matter of minutes using the ultra-manoeuvrable cannons. The enemy, totally incompetent and probably blind, if the accuracy of their lazer bolts is anything to go by, happily shoot on and off the screen until they are shot down in a collection of little 3D pieces.

If **3D Starstrike** had been brought onto the market a year ago it might have taken it by storm. Unfortunately it combines elements of other turkeys such as **Terrahawks**. That is a bad selling point especially since success is usually gauged by originality or programming prowess.

John Gilbert

**3D STARSTRIKE**  
Realtime Software  
Memory: 48K  
Joystick: Sinclair, Kempston, Cursor  
Price: £5.50  
Gilbert Factor: 7

## Monty is Innocent

IN THE archives of the most notorious prison escapes is the story of one, Monty Mole, who was slammed in the jug for borrowing a bucket of coal one cold night to warm his frozen paws.

"Monty is innocent", thought Sam Stoot and so he decided to arrange his best friend's escape.

Sam scaled the high walls of Scudmore Prison and went to sniff out Monty. Had he known of the horrors in wait he would not have set out on his mad caper, for guarding Scudmore

were mad axemen, walking skulls and ghosts of past inmates.

Once inside, Sam set off to find the Governor's office where the keys to the cells were hidden. Finding the safe he picked a likely key and scampered towards the cells. More frustration followed as Sam could carry only one key and had to return for another each time he opened a cell.

The prison was a labyrinth, with some rooms to be avoided at all costs — solitary confinement cells from whose confines death was the only escape.

Eventually he found the armoury and, now armed, he despatched many guards to their graves. There was also the phenomenon of the potion, which

rendered Sam invisible.

Afterwards he confessed that he got very worried when his stomach or head disappeared, which happened every time he ran into one or two of the nasties — the surroundings flickered and merged and lost all their colour and definition. Despite that, he recommended the escapade to all would-be gaol-breakers as a pleasant way of spending a harrowing few hours.

Clare Edgeley

**MONTY IS INNOCENT**  
Gremlin Graphics  
Memory: 48K  
Price: £6.95  
Joystick: Sinclair, Kempston  
Gilbert Factor: 7

## Falklands Crisis BMX Trials

WHILE to many the Falklands war is an episode best forgotten, to others it is a heaven-sent opportunity to unleash tedious games upon a vulnerable public.

The **Falklands Crisis** is described as 'a good combination of strategy and arcade'. It is neither.

You guide a white harrier jet across some peculiarly shaped green islands, shooting up enemy aircraft and installations. If you hit them a little cloud of smoke appears. If you are hit

then you putt-putt-putt into oblivion.

You aircraft can go up and down, turn left or right. There isn't really anything else to say about it. Oh, yes, — you get three lives.

**BMX Trials** features an equally uninspiring screen display in which a red bike accelerates across a jungle landscape — well, it's green at any rate — hopping over trees, huts, ravines and arrows. There are some

bees and bubbles thrown in for good measure. If you run into anything then that object turns red, presumably from the blood of the deceased biker.

Both games are awful.

Llainlan Software can be avoided at Pontyberem, Llanelli, Dyfed.

Bill Scolding

**FALKLANDS CRISIS**  
Llainlan Software  
Memory: 48K  
Price: £9.95  
Gilbert Factor: 3  
**BMX TRIALS**  
Llainlan Software  
Memory: 16K  
Price: £6.95  
Gilbert Factor: 3





## Alien 8

THE ROBOTS are back in the latest game from Ultimate, creators of **Sabre Wulf** and **Knight Lore**. After four arcade adventures on fantasy themes, the wizards of hi-res graphics are plundering space again.

**Alien 8** puts you in charge of a large spaceship carrying deep-frozen spacemen — 'cryonauts' — to a new planet. But alien life forces penetrate the ship and threaten to de-activate the refrigeration chambers. You, as the robot, must find the thermolec valve for each chamber to re-activate it.

**Alien 8** is as close a copy of the very popular **Knight Lore** as a program can be. It uses exactly the same 'filmation' technique to show a 3D chamber in astounding definition, full of traps and objects to test and puzzles to solve. Your character can push some of the objects around, using them as platforms, and the 3D animation extends

to your character disappearing behind obstacles.

Where the game improves upon **Knight Lore** is in the plot and problems. In the earlier game objects had to be taken to a central room, whereas now you must ferry them to 24 different crychambers to win. That extends the number of potential solutions enormously. The individual problems are much more tightly constructed and offer greater variety. In some rooms you must shift blocks around extensively to construct an appropriate stairway; in others the solution is apparently impossible unless you experiment, whereupon a key move may send blocks sliding or even vanishing to reveal your goal.

The general quality of the graphics is slightly higher, although using an apparently identical system to **Knight Lore**. The character moves a little quicker as well. Fans of the earlier game will need no urging to rush out and buy it. Those who have neither

game should buy **Alien 8** now, and find out what the fuss is all about.

Chris Bourne

**ALIEN 8**  
Ultimate  
Memory: 48K  
Price: £9.95  
Joystick: Kempston, Cursor,  
Sinclair  
Gilbert Factor: 9



## Witch's Cauldron

WHY IS life so tough? There you are minding your own business, an ordinary human on the Clapham omnibus, when Hazel the witch arrives and turns you into a slimy toad.

Hazel has now imprisoned you in her island home and, naturally enough, you want to become human again and get back to Clapham. You must go through a series of transformations by using spells, potions and all other magical impedimenta lying around Hazel's dwelling. Warning — this won't be easy.

The game is a text adventure with superb location graphics. As you move around the rooms, — whether you happen currently to be a toad, cat, ape or whatever — you are shown in the position you have moved to — on top of a sofa, under the piano. In this sense the graphics are interactive.

The program is technically polished

with a large vocabulary and about 100 locations. You can type in reasonably complex English and the input is very firm, allowing fast typing.

The plot is inventive and good-natured whilst the business of finding the correct things for your next change is quite tantalising. Change too soon and you may find you've missed something you could have done only in a different shape.

**The Witch's Cauldron** should be entertaining enough for the whole family. Splendid fun!

Richard Price



**WITCH'S CAULDRON**  
Micro-Gen  
Memory: 48K  
Price: £6.95  
Gilbert Factor: 7

## Astronut

SOFTWARE Projects, a company responsible for bringing out more repeat plots than **Dynasty**, has done it again with a new space hero called **Astronut**.

He is a galatic Willy but without the bounce to get him out of trouble. His chums in the space freighter, headed for home planet CS, have thrown him out to collect resource blocks, blown from the ship in a meteor storm.

Luckily, the ship has crashed on an unknown planet, which has ladders

and levels, so you do not have to swing around in space. You can also select which level you want to enter, unlike **Manic Miner** or **Jet Set Willy**.

The monsters include jiving robots, jumping green fish and spinning rotary saws. To destroy them you drop bombs but be careful as explosions have a time delay of several seconds.

When you reach a block push it down the levels to the ground and onto the flashing transporter pad where it will be beamed over to the ship. When you have placed one block on the transporter another will appear and you repeat the process.

The game is difficult enough, and high scores are a luxury, but when first loaded there are no instructions for travelling to the various levels or for getting into the game. You are not even told how to drop bombs, though with a joystick it is easy. An attempt should have been made to include minimal instructions.

John Gilbert

**ASTRONUT**  
Software Projects  
Memory: 48K  
Price: £7.95  
Joystick: Kempston  
Gilbert Factor: 7

more software on page 24



## Spectrum Software Scene

### Alien

TERROR stalks the corridors of the spaceship *Nostromo* as the alien devours the crew members, inexorably, one after the other. If you thrilled to the haunting and genuinely scary movie, *Alien* provides an authentic recreation of the plot.

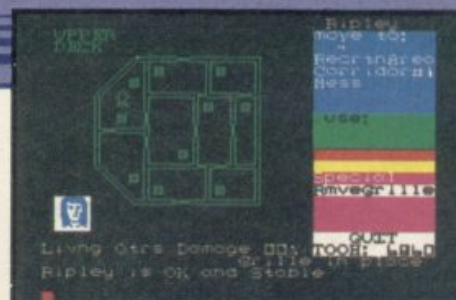
You control the crew of the *Nostromo*, by manipulating the characters through a series of menus. You can use a joystick to move the cursor to the various instructions. A plan of the three decks displays the current position of the character you are controlling, and reports beneath send messages concerning the status of characters or damage to the ship.

To win you must either herd the alien into an airlock and blow it into space, or destroy the *Nostromo* while escaping in the shuttle *Narcissus*.

As in the film, the characters have minds of their own and will behave accordingly, sometimes disobeying orders if they are too scared. Jones, the ship's cat, is an infallible guide to the nearness of the alien. Unfortunately, you cannot launch the shuttle without first rescuing Jones, and the cat only likes certain crew members.

Whenever doors or ventilation grilles are opened, there is a corresponding whoosh from the Spectrum, and an electronic tracker, when found, beeps if anything is moving in an adjacent room.

Although the graphics are symbolic,



and the representation of the alien less than frightening, there is a tremendous tension in playing the game, and scope for extremely complex tactical decisions. When all you can hear are the sounds of the alien approaching, panic can easily set in.

Chris Bourne

#### ALIEN

Mind Games

Memory: 48K

Price: £8.99

Joystick: Kempston, Protek, Sinclair  
Gilbert Factor: 7

### Lazy Jones

THE rationale behind *Lazy Jones* has you as the laziest hotel cleaner in the business, avoiding managers and lethal cleaning carts by nipping in and out of the 18 bedrooms.

But you can forget about all that, because the real rationale of this game is merely to string together as many feeble versions of ancient arcade games as the Spectrum memory will tolerate. Behind most of those bed-

room doors lurks a screen and joystick, and the next thing you know is that you're playing one of the many arcade games which you hoped never to clap eyes on again.

There are shoot-em-up games, platform games, centipede games — you name it, *Lazy Jones* has to play it. After a while you are preferring death from the hotel manager to another bout of 'Res Q' or '99 Red Balloons'.

The graphics are adequate and, to be fair, the game has a certain novelty going for it, albeit short-lived. What

really frightens is that in the not-too-distant future, Terminal Software might be encouraged to launch *Lazy Jones II* in which one of the many computer games played in those hotel rooms is *Lazy Jones I* in its entirety.

This series could run and run. Aarghh!

Bill Scolding

#### LAZY JONES

Terminal Software

Memory: 48K

Price: £6.95

Joystick: Kempston  
Gilbert Factor: 4

### Drive In

DRIVE IN from Fantasy has not, as the name might suggest, anything to do with burgers and movies — instead it is set round a drive-in garage somewhere in space.

Dezzy's space ship is disintegrating. With no spare parts she finds an old drive-in where hopefully she will be able to find some rusty replacements.

The garage is a confusing jumble of rooms and objects, half of which seem to have little to do with the game. The object is to pick up spare parts which must then be assembled in Room 189 — the only room with a number.

Some rooms contain banks, swap shops and time machines which must be used if Dezzy is to survive.

You will come across the symbols of those facilities early on in the game but identifying each takes rather lon-

ger. Objects placed in the bank are swallowed and never seen again.

Certainly a game to tax your ingenuity and patience and one which might tempt you to throw your joystick away in frustration.

Clare Edgeley

#### DRIVE IN

Fantasy Software

Memory: 48K

Price: £5.50

Joystick: Sinclair, Protek, Kempston  
Gilbert Factor: 4

### Jewels of Babylon

WOW, you think, as soon as you've loaded *Jewels of Babylon*, what faber-ooney graphics! Don't get overexcited though — there aren't that many.

The setting would do justice to *Desert Island Discs* — a remote, tropical sea-girt spot with dunes and palm trees. Somewhere in the interior lie

concealed the jewels of the title.

Promising? Possibly, but first try to get into the wee rowing boat. Enter boat? Climb down? No — it's got to be 'Climb into boat'. The interpreter is not hyper-friendly.

Once ashore you explore. There are

a few objects littered about but it is possible to wander around like a total wally for endless stretches.

Endless perserverance may well get you somewhere but personally I play games to be entertained.

Richard Pirce



#### JEWELS of BABYLON

Interceptor

Memory: 48K

Prices: £5.50

Gilbert Factor: 4

more software on page 26



Coming Soon on:—

# U.S. GOLD

STOP PRESS.

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This fast action shooting and driving game puts you in command of an almost unlimited arsenal of weapons... machine guns, oil slicks, smoke screens, heat seeking missiles! Spyhunter, already a number one in arcades across America is now presented for the Spectrum where it is sure to be a winner too!

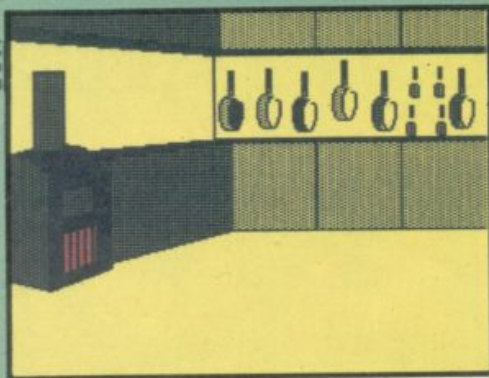
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U.S. GOLD is available from all leading computer stores, and selected branches of:  
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## The Illustrator

THE revolution in DIY adventuring begun by **The Quill** continues. Now you can add the icing to the cake and use **The Illustrator** to create location graphics which will give extra atmosphere and polish to your games.

This new utility program is specifically designed to be used in conjunction with **The Quill**.

Once the main menu appears your first task is to load the adventure database you have created on **The**

**Quill**. Doing this initialises the drawing program and gives it the necessary information about the number of possible locations required.

If you have a previously prepared or unfinished graphics file those too are loaded. Again, a demo set is provided. Selecting graphics mode on the main menu then allows you to get down to the serious business of art. You can print the current pictures to the screen or amend them — this instruction is also used to start from scratch.

You're off. Two cursors are shown: the base cursor indicates where your current line is to be drawn from and the 'rubber cursor' can be easily moved around the screen to show the end point of the line.

The cursors are controlled by eight conveniently placed keys. Other single key instructions allow you to move the cursors to new points for separate bits

of the drawing. Using this programming mode you can reduce a complex picture to a short series of key presses.

As with **The Quill** you will need to work carefully through the manual before you begin but there is a step-by-step demonstration which will convince you the program is highly user-friendly. All the processes demand no knowledge of programming — you will only need to be logical in your approach.

When you have finished all you need to do is save your database and graphics files. After that you can simply LOAD " " and auto-run your graphic adventure.

*Richard Price*

### THE ILLUSTRATOR

Gilsoft

Memory: 48K

Price: £14.95

Gilbert Factor: 9

## Brian Bloodaxe

RIGHT from the opening screens of **Brian Bloodaxe**, which simulate your Spectrum failing to load the program, you know you are entering the upper atmosphere of lunacy.

Brian is a viking, who has been frozen for centuries in a block of ice. On thawing, he decides to conquer the British, who live in 100 screens of **Jet Set Willy**-style arcade action.

Objects are scattered liberally about the screens, and you will need to engage in some pretty dubious imaginative thought to work out their purposes. Monsters range from ducks to Daleks, Mad Scotsmen to Turkish

soldiers.

Those objects, of which you can carry three at a time, can be used to block the path of monsters or to make extra platforms. They are solid, and do not fall when dropped, and thus provide a means of leaping across blank areas of the screen. Getting the correct objects to the correct places, is, however, a daunting task.

**Brian Bloodaxe** is not original in concept, but the only game we have seen based on the **Jet Set Willy** theme to match that classic. It will be months before a solution is found to the quest for the Crown Jewels, and there is much incidental pleasure to be gained from the large sprite-style graphics and colourful visual humour. **Brian**

**Bloodaxe** is a pleasant surprise in a market which has become a little turgid of late.

*Chris Bourne*

### BRIAN BLOODAXE

The Edge

Memory: 48K

Price: £7.95

Joystick: Kempston,

Cursor, Sinclair

Gilbert Factor: 8



## Weathermaster Weather Station

SINCLAIR/Macmillan's latest offering in the Science Horizons series, aimed at 8-14 year olds, is a first rate simulation of weather forecasting.

In **Weathermaster** you are presented with a map of the British Isles. Pressure systems move across the map changing at half-hourly intervals. You are then asked to provide a weather forecast for one of the regions, usually about two days in advance.

When your forecast time arrives the computer shows how accurate you were.

The main object of **Weathermaster** is to become so accurate in your forecasting that you win all the regions of the country, no mean feat as central to the acquisition of skills in this field is the realisation that weather systems change at an unpredictable rate.

Those who are interested in weather projects would find Arnold Wheaton's

**Weather Station** a useful tool for recording data. It is a dedicated database which allows you to enter data on a daily basis for up to a year.

The main strength of the program lies in its search facilities which allow detailed analysis of the data, over two fields if necessary, as well as over bands of data.

*Theo Wood*



### WEATHERMASTER

Sinclair/Macmillan

Memory: 48K

Price: £7.95

Gilbert Factor: 8

### WEATHER STATION

Arnold Wheaton Software

Memory: 48K

Price: £9.95

Gilbert Factor: 8



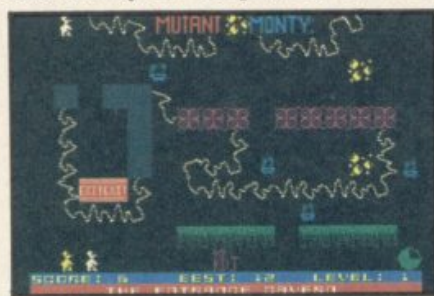
## Mutant Monty

ARTIC'S latest, **Mutant Monty**, bears a deliberately close resemblance to **Manic Miner** — a game which programmers have reproduced in almost every conceivable style and format.

The idea is to help Monty to reach the beautiful maiden, crossing the Pit of Eternal Slime and dodging innumerable aliens, sour lemons and other hostile objects, all the while scooping up piles of gold. Each screen has one exit to the next level, but all

the gold has to be collected before he will be let through.

Monty moves very quickly on the horizontal levels but tends to rise and sink slowly in comparison, as if he



were indeed swimming through slime.

Thankfully there is an on/off key for the music; the Spectrum version of the first few bars of the *The Sting* is played continuously throughout.

Completely unoriginal in concept the game is at least intriguing and frustrating to play — exactly the attributes its programmers planned.

Clare Edgeley

### MUTANT MONTY

Artic Computing

Memory: 48K

Price: £6.95

Joystick: Sinclair, Cursor

Gilbert Factor: 7

## Bazam

SOMEWHERE out there in the flatlands of video, ghostly tanks still crawl about their perpetual battlezone. **Bazam** by Alan Firminger has been launched to prove it.

In the wilderness of outline graphics, tank games have always reigned supreme. For **Bazam**, Firminger has stripped away all but the bare essentials of the game. A blue background represents the playing area,

and the obstacles are all shaped like cones. A radar display shows the position of the enemy, and information on the type of tank opposing you is also displayed. Joystick controls are scorned.

Because **Bazam** is such a simple version of the game, it does have the advantage of speed. Most Spectrum tank games suffer from incredibly slow moving weaponry, trundling about the screen like some iron-clad monstrosity from the trenches of the Somme. At least in **Bazam** it only

takes a few seconds to find your target.

Written, surprisingly, for the now almost defunct 16K Spectrum, **Bazam** is a genuine genetic throwback to an earlier age of arcade games. If you are into nostalgia, wear your best mindless arcade zombie grin and have yourself a ball.

Chris Bourne

### BAZAM

Alan Firminger

Memory: 16K

Price: £4.95

Gilbert Factor: 5

## Ziggurat

NOW here's an odd one. Is **Ziggurat** an adventure or some other sort of hybrid game? Ziggurats were the multi-storey temple towers of the ancient Middle East and the game is clearly set in some such structure, although it has modern lifts and other artefacts in it.

Reading the insert won't tell you

anything at all but it soon becomes clear that the aim is to escape unscathed from this labyrinth with as many precious objects as possible.

There is a vast number of rooms, each depicted in graphics but all looking pretty similar, except for the occasional special place.

Text is entered in verb/noun combinations and the interpreter is friendly enough.

It is not a highly verbal adventure

and cannot possibly compare with more expensive productions. Despite that it becomes gripping purely because you want to get out of the maze and back into the light. Maybe it appeals to the reviewer's claustrophobic tendencies.

Richard Price

### ZIGGURAT

Software Supersavers

Memory: 48K

Price: £2.99

Gilbert Factor: 5

## Software Star

THREE years ago Kevin Toms designed the classic **Football Manager**. Not one to rest on his laurels, he has now released **Software Star**, a simulation of running a successful software publishers.

Your task is to make a pre-tax profit of £10,000 and achieve superstar status by consistently getting your games to the top of the charts.

You must make a number of monthly decisions — six, actually — which affect productivity, sales strategy and public relations, as well as launching new titles, deleting old

ones and booking advertising space. Then you sit back and watch your games climb slowly up the Top 20.

Any resemblance between this simulation and real life is completely coincidental. You are permitted to develop and launch only one game at a time, and there is no provision for budget software or megagames.

Adverts appear to affect sales in the month that they are placed, and you cannot advertise software before it has been released!

On launching a product you are informed that the reviews have been 'appalling', 'excellent', etc; another great opportunity to lampoon the Gilbert Factor wasted! The one faint-

hearted attempt at satire is the sly digs at other software houses — Perth Hut, Sigh On and Last Games. Ho ho.

Distributors, retailers and pirates — all are conspicuous by their absence. You might as well be running a wheelk stall.

If the Toms believes that **Software Star** is an accurate portrayal of life in the cut-throat games industry, then Addictive Games might as well shut up shop now.

Bill Scolding

### SOFTWARE STAR

Addictive Games

Memory: 48K

Price: £6.95

Gilbert Factor: 3

more software on page 30





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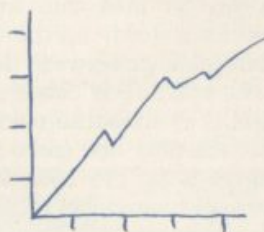
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## EPSON



## Spectrum Software Scene

### Hellfire

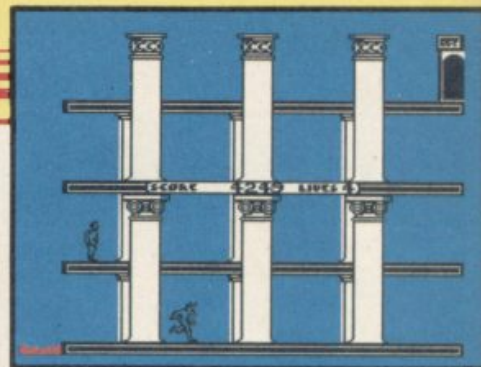
IT IS surprising that nobody thought of producing a game based upon the trials of Ulysses a long time ago.

**Hellfire** takes you from the hills at the entrance of a sacred temple, past the minotaurs which guard its inner sanctum and through a complex adventure maze where you are continually hounded and your only weapon is a mace.

The game involves three distinct tasks each of which leads into the next. On the first level you must jump

onto hills, avoiding boulders and the stony stare of Medusa. Once inside the temple you must use the trampoline to move nearer the top of the screen and dodge in between the pillars to avoid the minotaurs. Each pillar will transport you to a different level of the screen until you get the sequence correct and enter the door at the top of the temple into the labyrinth where the fireball thrower and the reptilian assassin await your arrival with glee.

The small degree of skill needed to complete the first level is sure to turn players off fairly quickly. If the early levels had been more difficult to com-



plete its graphics and plot would have made it a candidate for a number one spot in the charts.

*John Gilbert*

#### HELLFIRE

Melbourne House

Price: £6.95

Joystick: Kempston, Sinclair

Gilbert Factor: 7

### Xavior

STRANDS of DNA are firmly connected in most people's minds with biology lessons, yet PSS has succeeded in basing **Xavior** on those tiny gene carriers.

Xavior, the last surviving member of his race, must find and collect all the strands of DNA which carry the make-up of his people from a subterranean storage complex. Only when that is done can he ensure the perpetuation of his race.

The game starts at the entrance to the cavern; Xavior enters and at once sees a shimmering blue orb in a corner

of the room. He picks it up knowing that this will de-energise the doors to each room in the complex. However, the orb has only enough power to neutralise four doors, and though others can be collected en route it is wise to pick them up only when needed.

Your task is enormous — hidden in over four thousand rooms are a small number of DNA strands guarded by apparitions formed from pure energy. You have just enough time to run through each room before they materialise, but should you stop to pick up an orb or piece of DNA then they will do their best to neutralise you.

**Xavior** is the kind of game which

leaves you panting in frustration, convinced that it is impossible to find all the strands of DNA and thus complete the game. The instructions state that the player must find the secrets to the orbs — an impossible task if, indeed, any secrets exist.

However, for those that like bashing their heads against a brick wall — this is the game for you.

*Clare Edgeley*

#### XAVIOR

PSS Software

Memory: 48K

Price: £5.95

Joystick: Kempston

Gilbert Factor: 5

### Therbo

AN alternative to war is what Arcade Software calls its game **Therbo**. Picking your teeth is equally non-violent, but only marginally less boring.

You manoeuvre a jet-propelled rugby ball along a corridor while the computer attempts to force the blazing bladder into the touchlines.

In the first stage you must shoot up 'shapes that move across the screen' as the cassette insert puts it, running rapidly out of invention but scoring points for honesty. In the second stage you get to try for goal.

The action is limited to scrolling back and forth in the middle third of the screen. Even on the 'expert' level it is possible to sit back while the computer happily allows the Therbo to

wobble into its goalmouth.

'A cross between American Football and World War III' says the press release. That sounds like something worth avoiding as well.

*Chris Bourne*

#### THERBO

Arcade Software

Memory: 48K

Price: £5.50

Joystick: Kempston, Protek

Gilbert Factor: 3

### Wizard's Warriors

ALTHOUGH the blurb on the cassette insert trills enthusiastically about tyrannical wizards, stench of death, lethal minions etc, **Wizard's Warriors** by Mastertronic is a straightforward two-dimensional maze game.

Your on-screen alter ego is a small figure armed with a laser rifle. The purpose is to move him around the

grid despatching the wizard's guards who are also supplied with lasers.

When you've got rid of the visible enemies others arrive who can only be seen in direct lines of sight. The rest of the time they can be tracked on the rudimentary radar beneath the playing area. When those are all reduced to atoms an eagle must be slaughtered, then the wizard. Difficulty increases from screen to screen.

The game is an average shoot-'em-up with no great distinguishing characteristics from many others. Graphics

are pleasantly coloured but jerky. You won't need a great deal of strategic skill as the easiest thing to do is hang around with your back to a wall and wait for the rather unintelligent guards to stumble your way.

*Richard Price*

#### WIZARD'S WARRIORS

Mastertronic

Memory: 48K

Price: £1.99

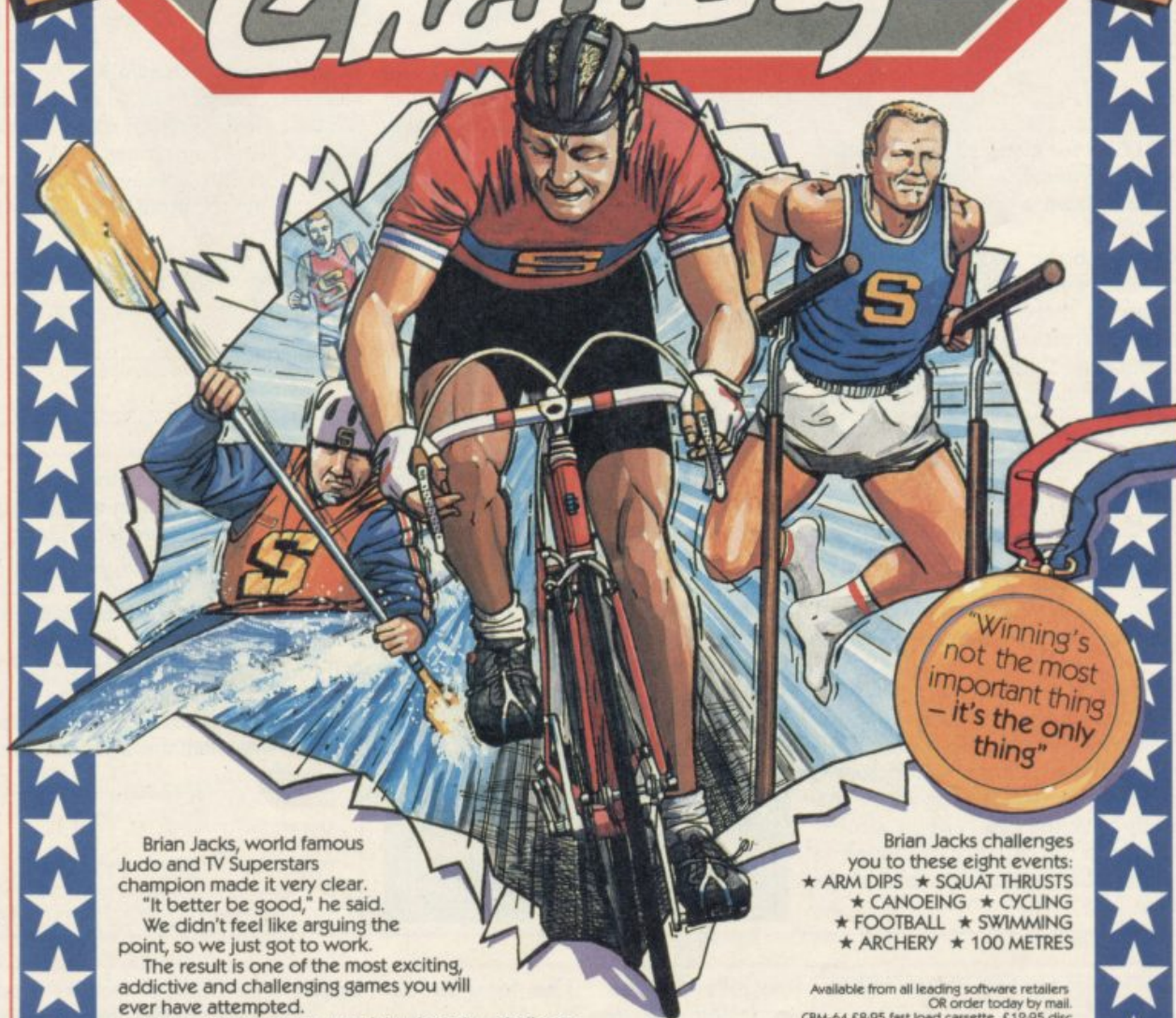
Joystick: AGF, Kempston.

Gilbert Factor: 3

more software on page 32



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thing"



## Spectrum Software Scene

### Blue Max

BLUE MAX, another dubious import from the United States, bears little resemblance to the real dogfights and bi-plane bombing missions of the First World War. You take your light aircraft up from a base which looks as if it is situated within enemy territory. The landing strips must have force fields around them as enemy attacks are sporadic and have little or no effect.

Most of the destruction wreaked upon your aircraft will occur because

of your clumsiness in taking-off, landing or keeping altitude.

Rising on the airwaves is only one of your problems. You can release bombs on enemy outposts, tanks and rivercraft by pulling the joystick back and pressing the fire key, or button. If the bombs fail to drop at the correct time you will miss a scant opportunity to gain points.

One touch of realism is the refueling exercise which you should perform every time you sight a landing strip once every four or five minutes.

The bi-plane can perform 3D movements, such as wiggling its wings and

casts a shadow on the landscape, but that shows buildings, tanks and shops to be flat as pancakes. Compared to TLL, for instance, **Blue Max** is clearly second rate.

The Commodore 64 version is impressive but the Spectrum version, although closer to the original, lacks some of its lustre.

*John Gilbert*

#### BLUE MAX

US Gold

Memory: 48K

Price: £7.95

Joystick: Sinclair, Kempston, AGF, Protek

Gilbert Factor: 6

### Bristles

NO PRIZES for guessing that **Bristles** is a painting game — yes, all right it could have been a shaving game, ho ho.

Right, grab the stick and guide the little housepainter round the house. Do it fast — there's a very tight time limit. Be careful because there are dumb buckets, flying half pints, steam pipes and sundry other aggravating

hindrances. There's also Brenda the Brat who sticks her nasty little mitts on your nice new paint and loses your score.

The house is shown in cutaway on screen with time indicators below. You use ladders and lifts to reach the various floors and the various nuisances will knock you back to the basement or deprive you of a brush if you collide with them.

Although there is nothing new about the scenario, the game is certainly

ultra-fast and demanding on your reflexes. There are eight buildings with six skill levels for each, making a total of 48 permutations.

If you're into this sort of thing then sit back, switch your brain off and get splashing.

*Richard Price*

#### BRISTLES

Statesoft

Memory: 48K

Price: £7.95

Joystick: Sinclair, Kempston, Protek

Gilbert Factor: 6

### Hunchback II

QUASIMODO has returned to the computer screen in **Hunchback II** from Ocean to rescue the beautiful Esmerelda who is imprisoned in a tower.

The game is set in arcade style, with Quasimodo battling against all odds every step of the way. He has to jump and duck flying arrows, climb ropes, ring bells, leap stretches of water and generally have the agility of an acrobat coupled with the patience of a monk to overcome the insurmountable problems set him.

There are seven screens in all, each progressively more difficult — you have to collect all the bells on each screen before moving to the next level. Movement is fast, leaving no room for hesitant players. Working out the correct route can only be done by trial



and error — timing is the key.

You have five lives in which to fulfil your task — no easy job. There are, however, one or two nice touches. Quasimodo can leap and change direction in mid-air — a great help when dodging cannon balls.

The game falls down on its graphics especially when compared to classics such as **Knight Lore** which shows exactly what can be squeezed out of the Spectrum.

*Clare Edgeley*

#### HUNCHBACK II

Ocean Software

Memory: 48K

Price: £6.95

Joystick: Kempston, Protek, Sinclair

Gilbert Factor: 5

### Curse of the Seven Faces

OH, DEAR. How many more times do us poor adventurers have to find and destroy the evil wizard?

**Curse of the Seven Faces** adopts the same old scenario by asking you to find the various items which comprise the average wizard's equipment.

The game is a text-only adventure. Tired story line apart, there are some

positive features. The location descriptions are very full. Magic is used a lot and can be used to transport you from one section of play to another. Technically, the program is well produced.

Despite that, the game has little excitement as the puzzles are easy to solve. If you try to kill the Troll King with your small knife the screen simply tells you 'Nothing exciting happens'. Well, if I was a troll king I wouldn't take too kindly to being

knifed. You begin to wonder whether the long descriptions have taken up space which could have been used for a spot of action.

All told, **Curse of the seven Faces** is disappointing but attractively produced. It could well be regarded as a beginner's adventure.

*Richard Price*

#### CURSE OF THE SEVEN FACES

Imperial Software

Memory: 48K

Price: £8.95

Gilbert Factor: 5



# THE SPECTRUM BASIC COMPILER



- ★ **BLAST!** is the first fully compatible OPTIMISING BASIC COMPILER for the Sinclair ZX Spectrum and Spectrum +.
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**BLAST!** features genuine integer variables, debugging facilities, program protection, and much more. It will operate in resident mode, or with tape or microdrive.

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**BLAST!** provides the complete BASIC programmer's package. As well as a sophisticated compiler **BLAST!** includes a comprehensive toolkit with a full range of features including renumber, single-step, search and replace, and block handling operations. Use it to test and develop your BASIC programs before compiling them with **BLAST!**

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## QL-Assembler



Software by  
GST Computer Systems Ltd.

### GST Assembler Adder Assembler

THE NEED for machine code development software has brought a glut of assemblers onto the market. Following the release of competent packages from Computer One and Metacomco, Sinclair Research and Adder Publishing have got into the act.

Sinclair has taken on the **GST Assembler**, may be as reparation for not using the Company's 68K-OS as the QL operating system. As the assembler does not have an integrated editor it has been packaged with the Metacomco full screen editor. That provides facilities for entry of any ASCII text file so you can also use it to

edit Basic programs.

The package contains a clone program to make a back-up copy but it can be used to clone any programs, unlike the clone facilities on the four Psion business packages.

If you boot up the package a command screen appears with options to load just the editor or assembler or load them into memory so that they are interchangeable.

The assembler is easy to operate once you get past the manual which is minimal and not recommended for the beginner. It is pocket-sized so you can read it anywhere — which you will need to do several times if you know little about assembler notation and the ways in which such a utility works.

The differences between the two parts of the package — editor and assembler — are distinct. At the start of both you can redefine the size and shape of the text window. Cursor control keys are used in the editor but a CON is required for the assembler.

All 68000 instructions can be used with the product which contains a series of impressive utilities to make life easier for the programmer. One such utility is the INCLUDE directive which enables you to link in other source file subroutines — macros — from microdrive as if they were part of the main source code.

The package includes facilities for conditional assembly instructions,

symbol table listings and spooling to printer or microdrive. It does not, however, include sufficient monitor capabilities, a failing for which it is not alone. Add to that the difficulties of getting started because of the manual and you can see that the package has more than one rough edge.

The same is true of the **Adder QL Assembler**, although more so. It has an integrated monitor to and from which you can switch quickly. It also contains a help page. The manual is easier to understand than the one from Sinclair, though it contains less information.

Adder provides most of utilities available with the Sinclair product but seems to have designed the assembler with the beginner in mind.

If you are a fairly competent programmer and understand the technical terms of the trade then you should go for the Sinclair package. For beginners the Adder package is the best bet. You could, however, buy neither as the Metacomco package is still the best on the market.

John Gilbert

#### GST ASSEMBLER

Sinclair Research

Price: £39.95

Gilbert Factor: 8

#### ADDER ASSEMBLER:

Adder Publishing

Price: £34.95 inc p&p

Gilbert Factor: 7

## Typing Tutor

TYPING Tutor is intended for people who want to start typing on the QL, with all eight fingers. The package provides an excellent piece of Super-Basic software which gives you tests of increasing complexity starting with the home positions on the keyboard and, in 10 lessons, moves through all types of letter combinations to the formation of simple sentences.

The main test display shows a schematic of a keyboard and, underneath, tells the typist which keys to press and a message which informs them whether they have pressed the correct key. If you press the wrong key the corresponding position on the schematic keyboard is circled and a warning beep is sounded, for those who have mastered the art of hearing QL sound.

At the end of each test you will be given a report on your speed, the

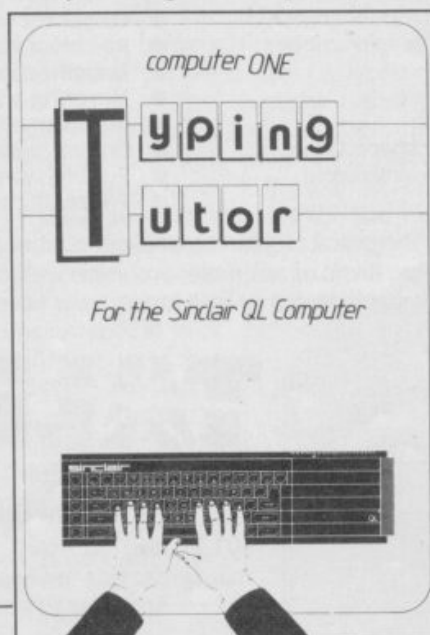
number of errors which you have made and your accuracy, worked as a percentage. The timings given may be a little suspect as the program is written in Basic and, using the system clock, cannot give a completely accur-

at word per minute calculation, but the time error is not large enough to greatly alter your chances of becoming a whizz at the keyboard.

The QL keyboard is the other disadvantage in using **Typing Tutor**. The software could be treated more seriously if it was written for a machine such as the IBM PC or even the Commodore 64, but it is good fun and probably the first addictive program for the QL. **Typing Tutor** on the QL can be compared with the popular IQ and psychology tests of which schools are so fond.

If you want a bit of fun with a reasonable piece of software buy **Typing Tutor**, but if you want to test your pinkies on a keyboard get an IBM PC or, better still, a typewriter.

John Gilbert



#### TYPING TUTOR

Computer One

Price: £19.95

Gilbert Factor: 6



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### GRAPHIQL

Create superb colour pictures on your QL with TALENT's outstanding new graphics package. It's supplied on two microdrives — the first holds the master program and a printer dump utility, the second, three demonstration pictures. Backup copies can be made. GRAPHIQL comes with a detailed, clearly-written instruction manual, outlining the program's many facilities.

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- Air-brush effect
- On-line 'help' facility
- Full file-store access
- Printer dump utility

Text can be included in pictures. The characters can be single or double height with flash and underline.

GRAPHIQL pictures can be put into BASIC or assembler programs with the sample routines provided.

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SOFTWARE FROM SCOTLAND



# Quick spinning disc

THE Computamate Q-Disk could be the definitive floppy disc interface for the QL.

The disc drives can be used as a direct substitution for the microdrives, and that includes the PSION packages. A conversion program is provided on disc for those and they can be made to work from a single drive. The new versions of the programs can be configured for discs.

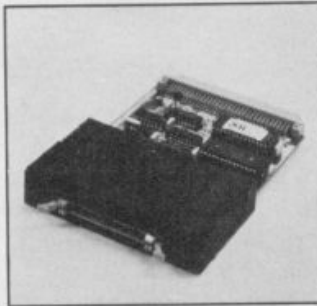
As a bonus you get a number of extras — apparently lifted from the forthcoming Sinclair Toolkit program — in the form of true random access, enhanced file handling, Basic control of jobs — provided you can get back into Basic — and Hex and Bin conversion routines. CST must have pointed its prayer mat towards Fetter Lane as the Q-Disk will be available from W H Smith, priced £149 inclusive. They will also be selling a number of combined drive and interface packages from £299 up to £574.

Fitting the interface is easy. The cover on the expansion port is removed and the interface slides in.

Up to two drives can be used, 5¼, 3½ or 3in; the software in the interface could handle more drives but the hardware is the limiting factor. Each drive can be any combination of 40 or 80 tracks, single or double-sided. You have between 354 and 1434 sectors available per drive, depending on the type of drive, or 177K to 717K bytes free, a hefty 1.5Mb possible with two drives. Compared to the 100K of the microdrives, and despite the recent price reduction of the cartridges, that is a more cost effective method of storage.

At its lowest level you

can use the interface to replace the microdrive, replacing MDV1— with FLP1— and so on. All the usual load and save commands are available for programs and code and EXEC and EXEC-W have been redefined for the drives. The disc is about



four times faster in loading and saving code but, due to the way QDOS is designed, only twice as fast saving Basic and takes almost as long as the microdrives to load it.

Where Q-Disk scores is in its file handling. You can use the normal open and

close commands, but those have the nasty habit of stopping a program running and generating an error. To overcome that you now have five new commands for opening files which, when used, return the error code in a variable. You can have a program line which says IF err=7 THEN etc.

The other disc-specific commands allow you to rename a file, truncate it, use a wild-card when obtaining a directory or deleting files and set default devices. There are four other commands, not detailed in the manual for obvious reasons which allow you direct access to individual tracks.

If you have no faith in microdrives and need the reliability of discs then go and buy one. If not, then you could do worse than to buy one anyway.

The Computamate Q-Disk is available from the larger branches of W H Smith.

## The parallel printer interface

IF YOU have a Centronics Printer and a QL you have two options, either to spend up to £70 on converting your printer or spending only £49.95 on buying the RS232/Centronics converter from Technology Research.

While other converters have appeared, some at a lower price, this has the advantage that it should be available in high street stores soon. As with other converters, one end plugs into the SER1 socket of the QL and the other, through the obligatory little black box, connects to the printer. The overall length from plug to plug is nearly three metres. It is preset to the QL default settings, 9600 baud etc., and so it can be plugged in and ignored.

Further details from Technology Research Ltd, Unit 18, Central Trading Estate, Staines, Middlesex TW18 4XE. Tel: 01-816 3547.

# Double vision endorsed

MBS Data Efficiency has the distinction of being the first hardware company to have its product officially endorsed by Sinclair. The product in question being a 12in monitor called the Vision QL.

The monitor is made by Kaga in Japan and so is full of state-of-the-Japanese-art technology. That includes 'a 90 degree deflection tube', 'Linear Amplifier' and 'an X-ray protection circuit'.

Why Sinclair should back this particular monitor is a bit of a mystery. It has a smaller picture than the usual 14in monitors and the picture, while adequate, is not outstanding. Trying to cram 85 characters onto that screen size means you have

to be closer than usual and turn the brightness up to distinguish the characters; even then they tend to blur. The monitor we were sent for review, which you would expect to be correctly set up, had the added disadvantage of having spare screen around the picture.

Unlike other monitors, however, the Vision QL has a good array of controls on the back to adjust picture

size and position so you can get the most from it. On the front is a brightness control and the on/off switch.

It is supplied with the RGB lead already attached and so is, initially, easy to set up. Also it has a black housing and so complements the overall QL style.

If it was not for the Sinclair seal of approval this monitor would not stand out from the rest. Its price of £299 inc seems to be about the average. As it is, and bearing in mind the wide service base of MBS, you can expect to see a lot of them.

MBS Data Efficiency Ltd, Maxted Road, Maylands Avenue, Hemel Hempstead, Hertfordshire.





# ■ A wealth of Peripherals for your Spectrum! ■

By RICK BRAVO

Since the 48K Spectrum was launched the opportunities it offered has attracted peripheral manufacturers throughout the world.

One of these manufacturers was bound to emerge as the "brand leader" and in the case of the Spectrum this turned out to be DK'tronics. The company is based in Saffron Walden in Essex and proudly boasts a history dating back to the ZX80. All the company's products are manufactured in England at their own factory and they have now established themselves as world leaders, exporting to over 30 countries.

Below you will find a review of their range which now includes over 16 products, all of which are available for the Spectrum and Spectrum + models.

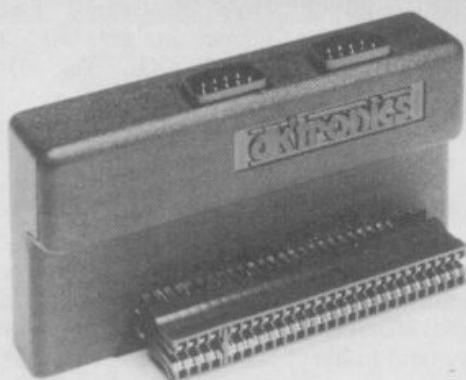
## Keyboard

The DK Microdrive Compatible Keyboard is the best selling keyboard in the world and is now used by around 10% of all U.K. Spectrum owners. It is microdrive compatible and offers more key functions than any other keyboard in its price range. The stepped keys and space bar make it even easier to use. It is constructed from high density black ABS and has 52 keys and a full width space bar. A separate numeric keypad of 12 red keys including single entry 'delete' plus single entry 'decimal point' facilitate fast numeric data entry.

From good computer shops everywhere at only £37.50 or direct from DK'tronics, add £1.50 post & packing.



## Dual Port



This highly successful Light Pen for the Sinclair Spectrum plugs neatly onto the rear of the Computer or the rear of the printer connector. The operating software now runs faster and supports 16 pre-defined instructions. You can change all the colours (Border, Paper, Ink), draw circles, arcs, boxes, lines and insert text onto the screen (ideal for diagrams etc.) Save & load completed or partly completed screens onto or from the tape.

There are also features to draw Free Hand and animate on the 48K Spectrum, you can retain and animate 5 screens.

You can also use the machine code on its own in your own programs for selecting out of a menu, playing games etc. All entry points necessary are given. The Pen works down to pixel level with pixel accuracy.

From good computer shops everywhere at only £19.95 or direct from DK'tronics, add £1.50 post & packing.

The first port simulates 6,7,8,9, & 0 Keys. The second port simulates in (31) command.

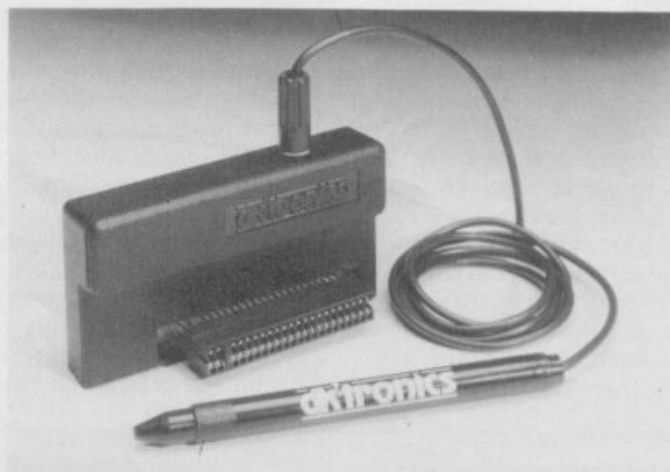
The port will accept any Atari style joystick. It will run any software. That is:-

- (a) Using Keys 6,7,8,9 & 0.
- (b) Having redefinable key instructions.
- (c) Using in (31) (i.e. Kempston).

This Dual Port interface interconnects with the existing range of DK'tronics products to form the most comprehensive range of Spectrum peripherals available from any manufacturer.

From good computer shops everywhere at only £13.00 or direct from DK'tronics, add £1.50 post & packing.

## Light Pen





From **DK'tronics®**

Saffron Walden, Essex  
CB11 3AQ tel:(0799)26350

## 3 Channel Sound Synthesizer

Any microcomputer is capable of manufacturing sound, however, in order to produce a single octave 'C' note with a frequency of 8372Hz the signal needs attention over 16,000 times per second.

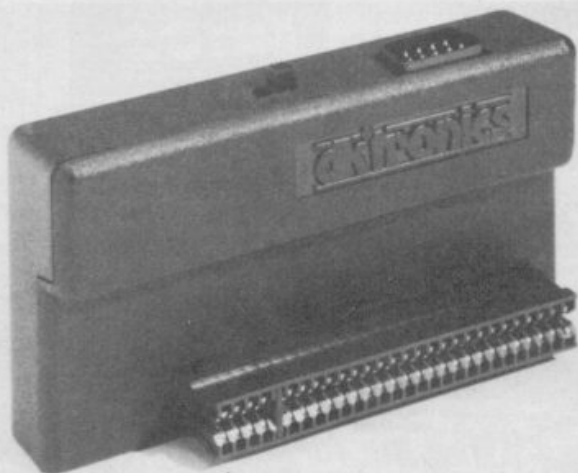
To produce software capable of performing just this one task would be difficult if not impossible, especially when you consider that to produce arcade type sound effects requires even greater attention.

The production of these sound effects without the constant attention of the processor is now possible thanks to the AY Sound Chip, its flexibility makes it essential for a wide range of applications including music synthesis and sound effects generation, continuing the monitoring and production of sound after the initial command.

More often than not realistic sounds require more than one effect and this function is provided by 3 independently controlled channels, as an example compare the sound produced by the single note of 'C' with that produced by the chord 'C' and you will know just what I mean, likewise producing the sound of an explosion using all 3 channels gives games a totally new dimension.

Add to this the ability to alter the pitch tone and shape of the sound you have produced and it's flexibility is unlimited. In simple terms, imagine the note you have produced as a calm sea, by altering the pitch and shape you can produce waves, the top of the wave corresponds with the maximum volume and pitch of the note, which like the wave itself rises and falls.

## Programmable



At last! A fully programmable joystick interface with feed through connector that really works!

Now you can run ANY software from ANY supplier with the DK'tronics fully programmable joystick interface. It comes complete with machine code software and can be programmed in seconds to give full 8 directional joystick movements plus five capabilities and will accept any Atari/Quickshot type joystick. A catalogue is now available showing the full range of products available from DK'tronics the world's leading Spectrum peripheral manufacturer. The through connector enables other add-ons to be plugged into the rear.

From good computer shops everywhere at only £22.95 or direct from DK'tronics, add £1.50 post & packing.



## Speech Synthesizer

The speech synthesizer uses the popular SL0/256 speech chip and has an almost infinite vocabulary. It is supplied with a text to speech converter for ease of speech output creation. Everything you wish to be spoken is entered in normal English, without special control codes or characters, it is therefore extremely easy to use. The voicing of the words is completely user transparent and the computer can carry on its normal running of a program while the speech chip is talking.

Although there are only 26 letters in the alphabet, letters have a totally different sound when used in different words. For example, the 'a' in Hay is much longer and softer than in Hat. When you speak you automatically make adjustments because you know just how a word should sound. Not quite so easy with a computer. After looking at other speech synthesizers we decided that it was essential that the DK'tronics Spectrum Speech would offer a simple system that would enable the user to produce realistic speech that was instantly recognisable.

The solution to the problem was extremely complicated, it required hours of programming to enable the computer to look at the individual letters that make up each word and compare their relative position to each other before deciding on the appropriate sound.

I consider this to be the best Spectrum Speech Synthesizer on the market. From good computer shops everywhere at only £24.95 or direct from DK'tronics, add £1.50 post & packing.

## Centronics

The new Dk'tronics Parallel Centronics Interface will link your Spectrum to any printer with a standard centronics input. As the choice is vast, you can select the printer exactly suited to your needs.

Features of the interface include: Runs all parallel centronics type printers: Controlling software fully relocatable; Interfaces with any software using the printer channel e.g. Tasword Dev Pack etc; LList Lprint recognised. High res screen dumps; All control codes allowed through to printer; Fully microdrive compatible.

Supplied with full instructions and controlling software. From good computer shops everywhere and sensibly priced at only £39.95 or direct from DK'tronics, add £1.50 post & packing.



# ...LET US BROADEN YOUR

HORIZONS

SPECTRUM

## Digital Sound Sampling Technology.

**NOW Available on your Spectrum**

Complete unit and Software Package  
**£49.99** POST FREE



• Digital Sound Sampling has only previously been available for large micros and costing at least 10 times the amount. • The Sound Sampler allows you to record 'Digitally' any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped etc. • Supplied complete with Software package to facilitate the above operations, plus on screen 'Voice Prints'. • Frequency Plotting. • With on screen keyboard + drum kit a whole symphony could be produced from a single Sample Sound. • This is a professional unit featuring 8 Bit D to ADC converters as used in Digital equipment now sweeping the music world. • Although the unit is not a toy, giving truly astounding results for the musically inclined, we have incorporated a games interface to allow you to use Sound Sampling in your own games etc., so the Sound Sampler would be of interest to everyone.

SPECTRUM

**NOW! You can connect your Spectrum to a full sized printer...**

ONLY **£34.99** POST FREE



• The Datal Interprinter is a Centronics Interface which allows the Spectrum to be connected to a whole range of full sized printers. • Comes complete with connecting cables and 36 way plug to fit most printers including Epsoms, Seikoshas, Star, Tandy, Shinwa etc. • Complete with software to generate text copys plus additional software to facilitate hires screen dumps. • The Interprinter plugs straight into the expansion port. • Available Now!

SPECTRUM



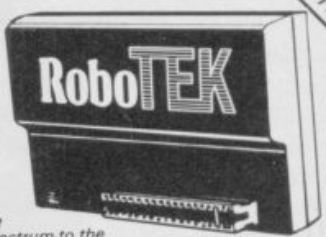
ONLY **£34.99** POST FREE  
**THE ULTIMATE SPEECH SYNTHESIZER**  
Plus built in Joystick Interface

• Easily program any word from a unlimited vocabulary. • Joystick Interface accepts any standard type (Kempston compatible) including Rapid Fire. • Also boosts Spectrums sound through your TV. • All in one unit, no messy wires. • Available Now!

SPECTRUM

**NOW! ROBOTICS + MODEL CONTROL**  
MADE EASY FOR YOUR SPECTRUM

ONLY **£29.99** COMPLETE POST FREE



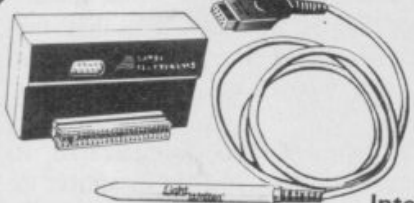
• The Datal Robotek is an all in one controller which connects your Spectrum to the outside world. • 4 independantly controlled outputs can be connected to robots, models etc. to give full direction control. • 8 independant sensing channels give constant "feedback" to your micro making possible "artificial intelligence" and the ability to adjust to its environment. • Programming is very easy using only a few basic commands. • Other applications including sophisticated security and domestic uses are endless. • Supplied complete with connecting cables & full instructions. • Available Now!

SPECTRUM

Now you can create Superb Graphics easily with the New

**Lightwriter**

ONLY **£16.99** POST FREE  
Lightpen comes complete with



Interface & Software

• Just plug in the Datal Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours. • Save your results into memory (48K) and use in animation or save onto tape to use in your own games. • All functions selected from screen menu with the lightpen. • Unbeatable value. • Nothing more to buy.

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

SPECTRUM

**NEW ALL SYSTEMS GO!! SWITCHABLE JOYSTICK INTERFACE**

With built in Sound Booster for "On Screen" sound  
ONLY **£22.99** POST FREE



UNBEATABLE VALUE MULTI-FEATURE UNIT!  
The TURBO ACE gives maximum joystick compatability by simply switching through all systems ie, Kempston, Cursor, Interface 2. • The all in one unit also features an Amplifier which delivers the sound from your games etc., directly through your T.V. (also gives keyboard click which helps when typing data etc.). • These features make the TURBO ACE the number one add on for the games player. • Accepts any 'Atari' compatible joystick. • Available now.

SPECTRUM



The ultimate add on for the keen games player!  
**Joystick Interface Plus Spectrum Soundbooster**  
Actually Amplifies through your TV Speaker

ONLY **£17.99** POST FREE

FEATURES INCLUDE

• Joystick interface compatible with a huge range of games (Kempston system) • Compatible with any Atari type joystick including auto rapid fire models. • Amplifies Spectrums 'Beep' into a roar through your TV speaker! (fully controllable). • Stylish all in one unit, no messy wires. • Available Now!

SPECTRUM

At last, the first joystick that puts the firing button where it should have been in the first place.



**THE TOP AMERICAN JOYSTICK IS NOW AVAILABLE IN THE U.K....**

**£19.99** ONLY POST FREE

• Including Interface to plug straight into the Spectrum. • The first Joystick to give you "Arcade" feel and control. • "Jet Style" heavy duty, diamond cut grip. • Fire Trigger placed under your index finger... the finger with the fastest reflex action. • Self centering, 360° action. • Compatible with most of the latest Software (Kempston system).



Also available for Commodore/Atari **£9.99**

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**Dealer Pack NOW!**

24 HRS CREDIT CARD  
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# Timex disc drives arrive

THE latest in the growing number of disc systems for the Spectrum has been launched recently by Timex (Portugal) Ltd.

It offers the use of up to four drives, each of which can access up to 140K; only uses two bytes of Spectrum memory — unused ones in the system variables; has a very versatile filing system; features two, independent, RS232C ports and could, in theory, be used to run CP/M programs. It uses Hitachi 3in drives and the figures given relate to those, but 5¼ and 3½in can also be used. On paper, at least, Timex is on to a winner.

The hardware is supplied in a number of separate, stackable, units. An interface, complete with a handy reset switch, plugs in the back of the Spectrum and is connected, via a cable, to the controller at the base of the stack. Onto that are placed the drives, and on top goes the mains power supply. Although the controller can handle four drives the power supply can only handle two, and so with a full complement of drives you will need two power supplies.

When formatted each disc has 160K of space per side and as the drives are single-sided the disc has to be turned over to access the other side. Of that 160K, 16K is taken up by the operating system and a further 4K by the directory leaving just 140K. On power up the operating system is transferred to memory in the controller leaving the Spectrum memory free.

One of the features rarely mentioned in these pages is the manual which accompanies most items of hardware. Some are good and some are not so good. The Timex manual is very bad.

The writer assumes a

great deal of background knowledge about the system and therefore tells you what keys to press but not why you are pressing them.

To use the system all the



normal load, save and merge commands are used, in the usual manner, including MERGE not auto-running.

The microdrive keywords are also used so CAT \* will display the current directory; current in that you can have eight levels and up to 15 directories. Similar files can be kept in separate directories and directories can be kept in other directories.

The whole thing is arranged in the form of a tree. At the base, or root, are the two RS232 channels and the names of all the discs in the drives. Each disc name can hold a number of different directories and

files, each directory can hold further files and directories, and so on up the tree.

As can be seen the directory structure is rather complex, possibly unnecessarily so on such a small machine with limited disc space. You can use just one level of directory which may make life easier.

The filing system offers two sorts of files. Both use the microdrive OPEN # and CLOSE # with the type defined using DIM. With the first sort strings are PRINTed to the file and can then be subsequently INPUT back into strings in the same sequence. The second sort is based on a record. That is a string of fixed length, up to 256 characters, which is PRINTed to the file as before. Up to a maximum of 65535 of such records can be sent to the file.

The system is supplied with a demo disc which contains, in addition to some simple Basic programs, utilities to make backup copies of discs, set an RS232 port to use LPRINT and LLIST, transmit and receive over the RS232 lines and dump a file to a printer in Hex.

The demo highlighted one of the problems with the system; because of the odd directory system it takes quite a time to discover how

to load most of the programs. Once that is done it can be timed using the program:

```
10 for n=1 TO 30
20 SAVE *"test"+STR$
n CODE 32000,200
30 NEXT n
```

SAVEing was a little slow at 1.16 minutes while loading and erasing were slightly better than average at 19 seconds and 23 seconds respectively.

All in all, Timex has produced a good system which is capable of doing most of the things you need from a disc. All it needs to do now is produce a manual which tells you how to use it.

Due to its complexities the price is high — £269 inc — but, in theory, if you change computer all you would need to change would be the interface, which should be quite cheap. The ability to run CP/M may also be useful but Timex will have to supply programs converted for the system.

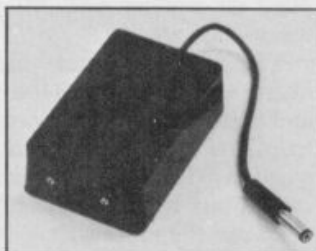
The 3in discs used by the system are gaining popularity with home computer users but, with the drop in microdrive cartridge price, they are expensive at £4-£5. For further information on prices of add-on drives — expected to be around £100 — and power supplies contact Micro Interface on 01-340-0310.

## Colourful reset switch

FOLLOWING last month when we looked at two reset switches for the Spectrum, this month, for a change, we only looked at one. It is from Rainbow Electronics and if, like me, you are one of the — unlucky? — ones without a Spectrum Plus, and are too lazy to make your own switch, it is nicely made and a useful addition.

It consists of a little black

box into which the lead from the power supply is plugged. On top is an on/off switch and LED and from



the side a lead goes to the power socket of the Spectrum. While it is not a substitute for a mains on/off switch it can save a lot of wear and tear on the socket.

Details from Rainbow Electronics, Glebe House, South Leigh, Whitney, Oxfordshire OX8 6XJ. Tel: 0993-5432. The switch is priced £4.95 inc.

more hardware on page 42



# Miraculous modem

THE WS2000 modem from Miracle Technology has been a popular addition for the BBC for some time. Recently, however, it has received the coveted British Telecom approval so it can now be legally connected to the telephone lines. I wonder what users did with them before.

Spectrum users are now catered for as well with the aptly named ZX Interface and software which connects the computer to the modem. Unlike the VTX5000 the WS2000 offers a complete range of transmission and reception rates so it can be used to access other modems around the world.

Those rates are the standard 1200/75, used to access Prestel and Micronet 800, 75/1200 so you can pretend to be your own Prestel, 1200/1200 or 600/600 half and 300/300 full duplex.

As transmission standards vary it is normally set to CCITT V21, as used in Britain. Because of the BT regulations the CCITT V23 setting should only be used off-line to test equipment and the BELL 103/113/108 and BELL 202 settings can be used only if you remove a small pin.

The WS2000 can also have auto-dial and auto-answer boards fitted but neither the ZX interface nor the software support them at the moment.

The interface plugs into the Spectrum user port and joins the modem via a cable. It has six switches on the back which are used to set the transmit and receive baud rates, which can be 75, 300 or 1200.

The software is remarkably easy to use. Once loaded from tape you are given seven options. The first is to enter your personal ID number; one of the other options is to make a back-up

copy of the software and that would automatically save the ID with it. That SAVE is the one annoying feature of the software; it will only save to tape, although you can subse-

easily used by someone with little, or no, experience. It is also remarkably short considering it contains the complete Prestel character set. The manual is helpful too, the only omission being a



quently transfer it by hand to microdrive.

The other options are Viewdata mode, as used on Prestel; Teletype mode, as used on the 300/300 bulletin boards; the ability to change the transmission format from a wide selection; a frame processor and a Mailbox Editor.

Overall it is an impressive piece of software; it offers enough facilities for most applications, and could be

list of the Prestel characters.

The snag with all this is the price. The modem costs a whopping £149.44 and the ZX Interface a further £45.94. While this is possibly the only modem you will ever have to buy, considering the recent price reduction of the VTX5000, it is nevertheless too high.

If you want more information contact Miracle Technology (UK) Ltd, 10-12 St Peter Street, Ipswich IP1 1XB. Tel: 0473 51785.

## Sound and television

CHEETAH Marketing has solved the problem for those of you who have trouble hearing the Spectrum BEEP. Its latest product, Mega-Sound, simply amplifies it through the TV.

All you have to do is plug the unit into the back of the Spectrum — or Plus — and a lead into the MIC socket. Turn up the volume on the TV and you can deafen the neighbours. There is a small potentiometer inside which you can adjust — they even provide a screwdriver — to tune the unit to the TV and a through port on the back for other add-ons.

Unfortunately, Mega-Sound will only work if you have an Issue 3, or later Spectrum as it uses lines which on the earlier models were not taken to the edge connector. Also it can cause a slight degradation of the display, but the Spectrum display tends to be so bad that this is barely noticeable.

It is obtainable in retail shops, priced £10.95. Cheetah Marketing Ltd, 24 Ray Street, London.

## Part of the furniture

TO MANY people the idea of a computer table will seem unnecessary.

The Computable from Dixonmyne is available in a number of finishes — mahogany, teak or, to order, yew, walnut or burr elm. The frame, legs and top are solid wood while the sides are veneered chipboard. As supplied all you have to do is screw the legs on.

The overall sizes are height 19in, width 34<sup>3</sup>/<sub>4</sub>in and depth 19<sup>1</sup>/<sub>2</sub>in. For Spectrum owners a matching wooden load/save on/off switch box is also available.

In use the table is surpris-

ingly handy. It is just the right height for you to sit in the armchair in front of the TV. All the wiring can be stored inside and when others insist that everything be put away you can just pop everything out of sight in the drawer.

The price, £105 plus

£6.00 p&p, seems high but for a solid table it is reasonable. The load/save switch is an extra £12 and a mains adaptor £8.00. Longer legs can also be supplied.

Dixonmyne, Unit 51, Lower Goods Yard, Trafalgar Street, Brighton BN1 4FQ. Tel: 0273-201568.





# If you're into program writing...

If the programs you are writing involve sophisticated graphics, you have two choices, a severe headache or Touchmaster.

Obviously you'll want to consider the matter, so in the mean time send away for your free Touchmaster literature and find out more about the best value/performance graphics tablet available... or take two pain killers!

**TOUCHMASTER**



Touchmaster Limited, PO Box 3,  
Port Talbot, West Glamorgan, SA13 1WH.

SINCLAIR USER April 1985

To Touchmaster Limited, FREEPOST, Port Talbot, West Glamorgan, SA13 1ZZ.  
*Please send me free Touchmaster literature.* SU 4/85

Name

Address

Make of  
computer

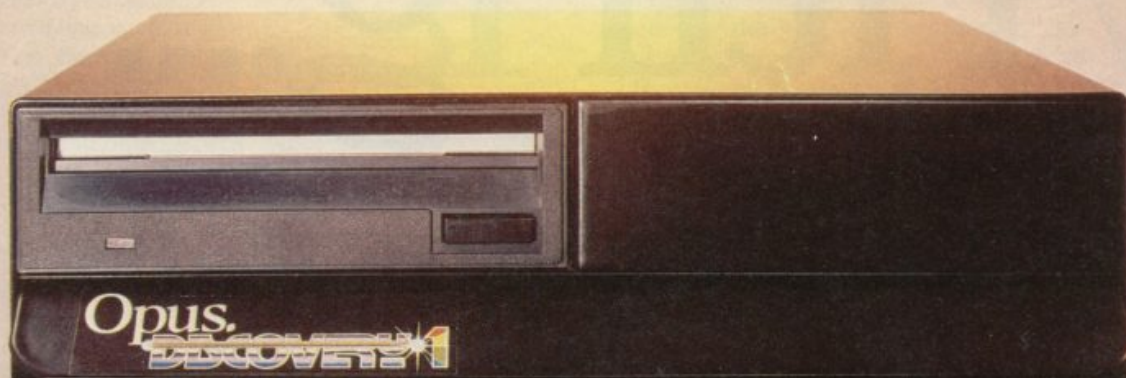


# The Dawn of a new beginning for your Spectrum

Introducing Discovery 1 – quite simply the most advanced and comprehensive disc drive unit yet developed for the Spectrum and Spectrum + computers.

Discovery is the breakthrough in design, performance and price which promises to make other Spectrum solutions obsolete. Just look at its advanced features:

- The very latest 3½ inch disc drive unit
- Peripheral through connector
- Parallel printer port
- Joystick interface
- Video monitor port
- On-board power supply



**But the biggest discovery of all is the price – just £199.95**

Upgrading to a dual-drive system is simple with the 'Discovery +' upgrade package – £139.95, or choose a purpose-built twin-drive unit, 'Discovery 2' – £329.95.

#### THE DISCOVERY RANGE

- Available exclusively through larger branches of Boots and supported by a brand new range of popular 3½ inch disc software.

#### AVAILABLE FREE

- Memorex disc twin-pack + five free discount vouchers.

Further product information is available from

**Opus.**  
Opus Supplies Ltd.,

158 Camberwell Road,  
London SE5 0EE  
01-701 8668, 01-703 6155



**Acute add-on allergy?  
Chronic hardware headaches?  
Don't suffer in silence —  
write to Sinclair Surgery.**

**Sinclair Surgery**

## Wafadrive compatible with most Spectrums

MY Spectrum is housed in a Fuller FDS keyboard. I recently ordered a Rotronics Wafadrive with the view to upgrading it later to a centronics printer, but found that the Wafadrive would not initialise. I kept getting the famous question mark every time I tried to enter NEW\*.

Suspecting a duff Wafadrive I tried it on a friend's, only to see it burst into life and work normally.

I have been led to believe that Wafadrives, and indeed microdrives, are incompatible with early Spectrums — mine appears to be an issue two.

**R C Ross,  
Grantham,  
Lincolnshire.**

● The Wafadrive should be compatible with all Spectrums, and only the very latest interface ones will not be compatible with an issue one.

Your best bet would be to replace your Spectrum in the original keyboard and try the Wafadrive again. If it still does not work then contact Rotronics as the timing in the Spectrum may be slightly off.

If you are still unhappy with the Wafadrive, then have a look at the fast storage series — Sinclair User, issues 33-35 — and keep an eye out for new drives.

## Beating the bugs in ROM

MY Spectrum Plus prints 2.3283064E-10 for 0 when I enter the following:—

```
10 LET S=1
20 FOR N=1 TO 10
30 BEEP .5,N
(OPTIONAL)
```

```
40 PRINT S; " "
50 LET S=S-.5
60 NEXT N
```

This is an extract from a longer listing I was compiling for a game, where 'S' was the most important value, and I was getting nowhere.

If I enter 0.5 - 0.5 I get the expected result 0.

**C L Baker,  
Chesterfield.**

● You have found one of the famous Spectrum Bugs. The Spectrum does not realise that  $\frac{1}{2}=0.5$ . You can get round it by adding the line

```
45 IF S=1 THEN LET S=.5: GOTO 60
```

For another interesting bug try PRINT INT -65536.

As the Spectrum Plus has the same ROM as the ordinary Spectrum it still has all the bugs. For further bugs read Understanding Your Spectrum or The Complete Spectrum ROM Disassembly by Melbourne House.

## Alternatives for RAM upgrade

I OWN a Spectrum 16K which is now out of guarantee, and I would like to upgrade to 48K.

Can you please suggest a supplier whose product would make my computer similar in all ways to the machine currently available.

**G S Sandeis, Newcastle,  
Staffordshire**

● The upgrade you suggest requires you to put some extra chips inside the Spectrum. Nearly all the upgrade kits from the various advertisers in Sinclair User use the same chips and so there is little to

choose between them.

One of the Spectrums which we use has an upgrade from East London Robotics Ltd, price £27.00 with a Beyond Horizons tape. We have heard good reports of the upgrade from Fox Electronics Ltd, 35 Martham Road, Hemsby, Great Yarmouth, Norfolk, priced at £23.00.

## A change in character

I WOULD like to change my printer from 32 characters to 80 characters. Any suggestions where I could acquire this information would be appreciated.

**L R Flacke  
Marshfield,  
near Cardiff**

● At best the Sinclair printer can only print up to 64 characters across. You will need to buy a full-sized printer and interface.

## Auto-fire makes happy fingers

I USE a Quickshot II joystick with the Protek switchable interface and I find that when on auto-fire, it does not fire as rapidly as when you hold down the fire button. Auto-fire appears to fire at about half the normal auto-repeat speed.

Because of this my friend tried holding down the fire button for long periods of time. After a while, the button stopped working and I don't want my joystick to go the same way.

**Dales Pearce,  
Leeds**

● The Protek interface is not designed to use the auto-rapid fire feature. The only one we know of which does is the AGF Protocol 4 which left a little to be desired.

## A cure for eye-strain

RECENTLY there have been some advertisements about new TVs which have a monitor input plug — such as the Hitachi Prisma. Please could you advise me where I could get a lead for my Spectrum so I can use it with these TVs.

**Lee Morgan,  
Shrewsbury, Shropshire**

I have recently purchased a Spectrum but find my enjoyment spoiled by eye pain and tiredness even after minimal use.

Although I am partially sighted I have not found the same problem from small figure work in my employment or from watching TV.

I would appreciate any recommendation which could help.

**P Gillett  
Brighton**

CAN I buy a special socket for an RGB monitor?

**Peter Nesarajah,  
Warrington,  
Cheshire**

● Ordinary TVs are not designed to be used with computers so the picture you get is far from ideal. The best answer is to use a monitor or one of the new combined TV monitors.

A composite video monitor can be connected to the Spectrum user port — issue three onwards — but if you want to use RGB — colour — you will need an interface. The only company currently making a general RGB interface for the Spectrum is Adapt Electronics, 20 Starling Close, Buckhurst Hill, Essex IG9 5TN. Microvitec, Futures Way, Bolling Road, Bradford BD4 7TU sell a monitor with interface.





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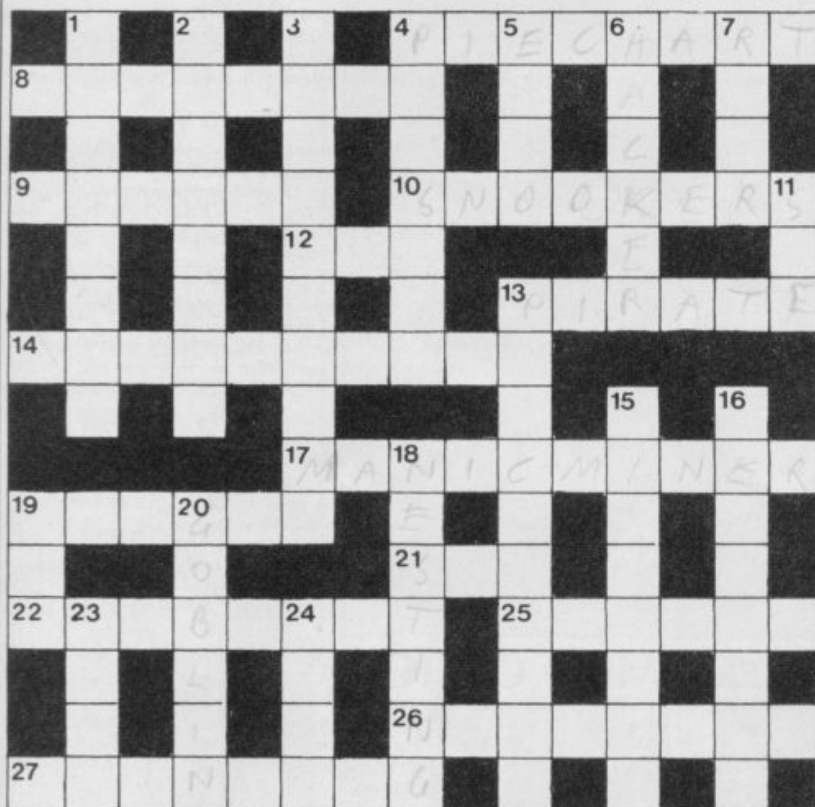


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# ZXWORD *by Henry Howarth*



## Across

4. Statistical diagram used in the meat trade? (3,5)
8. Top color scheme needed for communication between systems (8)
9. Enter C disassembled in the middle (6)
10. Beats Steve Davis at his own game? (8)
12. Shocking treatment of some Spectrum owners (3)
13. Swashbuckling software thief (6)
14. It changes the form of energy and Cathode Ray Tube user (10)
17. Underground hit-man in crime (5,5)
19. Start the computer with the car door open? (4,2)
21. Distress signal when Gestapo surround ring (3)
22. Change data representation after ROM fault (8)
25. Access to tape is real problem (6)
26. BIN 00010011 (8)
27. Indecent exposure of colours on the blink (8)

## Down

1. How to arrange oak, ash, elm etc. in order? (4,4)
2. Positions terminals (8)
3. Program to copy monitor display to printer (6,4)
4. Spectrum keyboard? — clasp it uneasily (7)
5. SIGNAL signal or SOUND sound? (4)
6. Journalist, with hesitation, becomes computer freak (6)
7. CHR\$66 + CHR\$65 + CHR\$67 + CHR\$75? (4)
11. Heard to understand C (3)
13. Sorting data and raw materials (10)
15. Tactful description of digital information (8)
16. When in a tangle, they take a long time to decode! (8)
18. Bird(bird(bird behaviour)behaviour)behaviour? (7)
19. Ban this code on goods? (3)
20. Tea and buns for adventure game nasties (5)
23. Live up to the powers of darkness (4)
24. Rise of one obscure musical interface (4)

Solution on page 142

## Explore the world of Sinclair

Sinclair User, the monthly magazine, will ensure that all ZX81, Spectrum and QL users get the most from their computers.

Every month we include exciting games programs, reviews on the latest software, bench tests on hardware and peripherals, as well as technical advice and development news on Sinclair products.

Sinclair User interviews key people within Sinclair Research, authors of top selling games plus regular features on the developments in the fast moving computer industry.

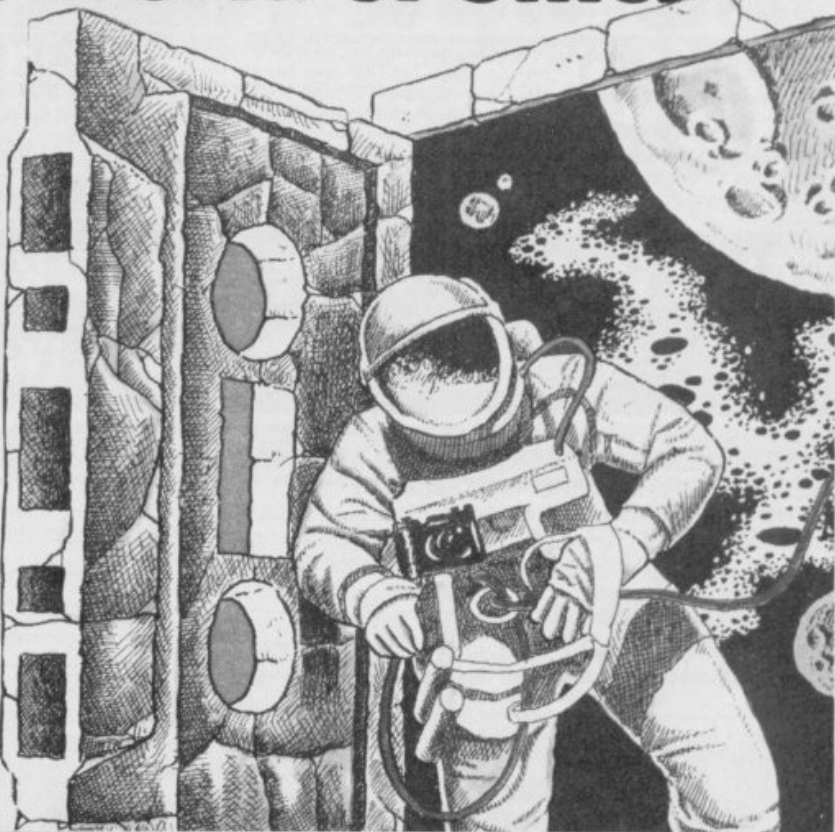
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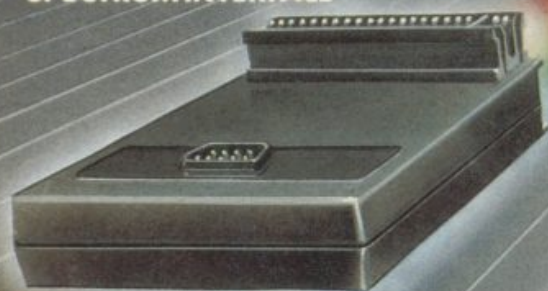
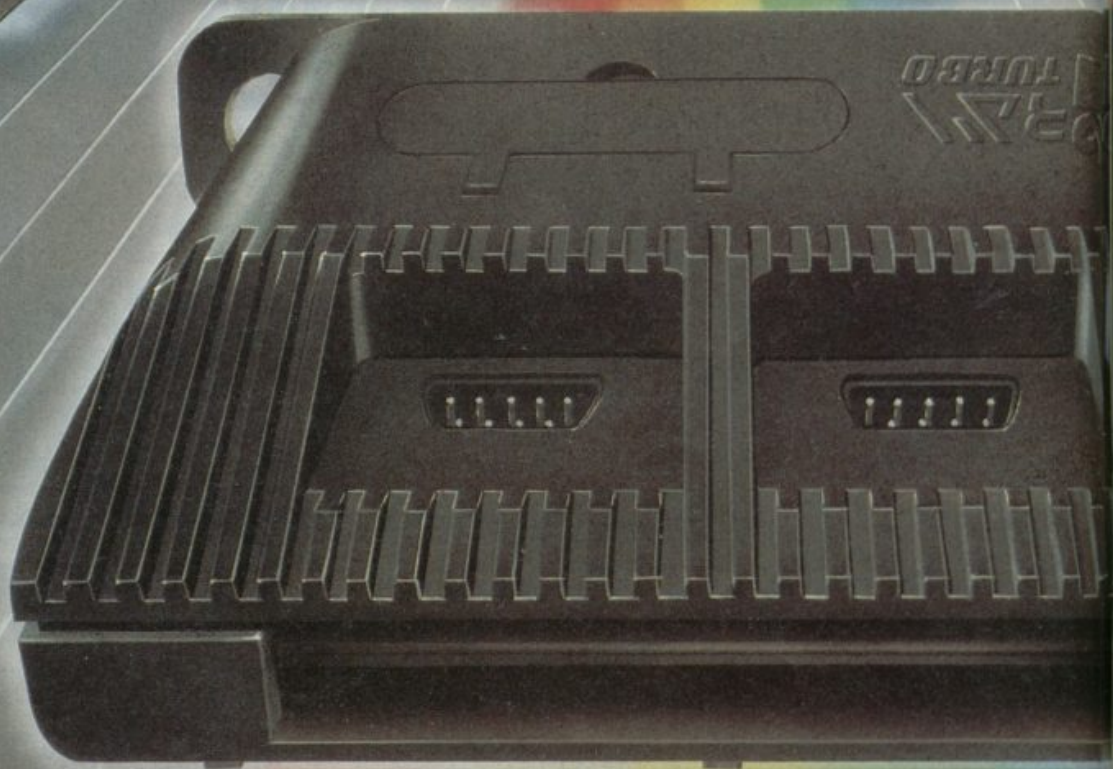
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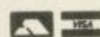
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# Golden oldies

CHOOSING software is increasingly difficult, whether you are looking for games or serious applications. There is so much on the market that new users, in particular, may often miss the best buys altogether. If you read magazines such as *Sinclair User* regularly you can keep up with the new releases, but what about all the old stuff which was reviewed long before you bought a micro?

The *Which? Software Guide*, published by Hodder and Stoughton with the prestigious Consumers' Association, attempts to remedy the situation with reviews and ratings of more than 1000 programs. The software is for the BBC, Spectrum and Commodore computers, and grouped in categories by alphabetical order.

Written by John Walker, the reviews tend to be on the kind side, and you will

probably spot many favourite turkeys among them. As a comparative guide to the quality of programs the ratings are generally acceptable, but although the book refers to the launch of the Spectrum Plus in October 1984, most of the software released after May of that year does not appear.

The bulk of reviews are for games, with the Spectrum badly represented in the business sections. The style is solid and readable. Walker has clearly played some games rather more thoroughly than others, and a few inconsistencies emerge. There seem to be remarkably few errors of fact for so many reviews, and those we spotted are fairly trivial.

Walker says he has not included products from 'firms which may only be in business a month or so'. Oddly enough, he includes several games from Imagine and Rabbit, companies no longer in business at all and which went down long before the book was published.

For Spectrum owners a more serious factor is the inclusion of games for more than one machine. The rating may well reflect the

quality of graphics or sound on the Commodore version with the Spectrum game much less impressive. Occasionally that is pointed out; more often than not it is ignored. It would help if the book pointed out which version was the original.

On the plus side, there are a number of illuminating paragraphs on the origins of various types of game. A list of software houses and their addresses is an extra bonus.

At £7.95, the Guide is expensive. The introduction snipes at magazine reviewers for giving little detail about games; we disagree, naturally, but do not believe you will get a great deal more information from the reviews in the book. As a means of obtaining reliable information on what has already been published, however, the book can be recommended. It is certainly the sort of publication that newcomers will want if they intend to build up a library of commercial games software.

Chris Bourne

## The mighty QL at play

TIM Hartnell is one of the grand old men of letters in the world of Sinclair books, having produced a prolific supply since the early days of the ZX-81. *QL Games Compendium* is a collection of fairly standard entertainments, more suited to those for whom the QL is their first computer.

The book contains 25 programs of varying length. Among old standards like Eliza — where the computer plays psychiatrist — Simon and Reversi you will find a couple of original adventures, a poetry generator, Draughts, and Stockbroker.

Although none of the games make any startling use of the QL facilities, and seem to have been adapted in the main from earlier programs for the Spectrum, they are good examples of simple programming which should appeal to novices. Hartnell also includes a chapter on other games, giving brief summaries of the rules as suggestions for readers' own programs.

The listings are reproduced from printer output, but are clear and easy to follow. There are few, if any, bugs, although Eliza started to behave strangely after a while. Perhaps that was due to perverse inputs

rather than the programming itself.

Although Hartnell's collection is the best we have yet seen for the QL, there is room for programs of a much higher quality. It really is about time programmers turned their attention to games a little more original than Othello.

Chris Bourne

**QL Games Compendium**  
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You don't own a freezer? Well, there are a lot more exciting things to do with your micro explained in *Practical Uses for the Microcomputer in the Home* by David Hole. David has written 14 staggering programs

for bored technophiles seeking a more credible way of justifying their computer.

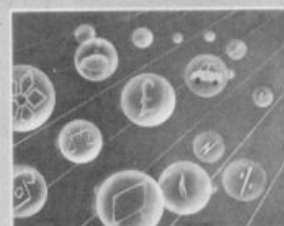
How about a television directory? Enter in the times and channels of your

favourite television programmes. There are some excellent magazines such as *Radio Times* and *TV Times* which print those. Buy the magazines, type in the data, and then whenever you want to know when Wogan is on the box you can turn off the telly, plug in your Spectrum, and find out, liberating the magazines you bought for use as cat litter.

On the other hand, you might want to use the book for cat litter and keep the magazines.

Chris Bourne

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# Spectrum makes the grade: cramming in 48K

**A**T ABOUT this time of year those facing the ordeal of O Level and CSE exams start thinking about revision. Perhaps mock results were not too brilliant or were even disastrous. And, of course, your study notes seem to be an impenetrable mass.

Before computers the tried and tested method of aided revision was revision notebooks. Those were inexpensive and divided the subject matter into topics relative to examination questions. Computer programs can help in this area but also they can test your performance and give grades.

Science topics lend themselves more readily to this treatment, for at O and CSE Level factual learning is paramount; equations and formulae have to be learnt and their operation understood if a student is to have a chance of passing. That is not quite the case in a subject such as English Literature where although knowledge of text is necessary, that alone will not ensure a high grade; opinion and interpretation become more important.

Rose Software has produced a program to aid O Level Physics, called **Light and Heat**, and it deals with those areas which appear on most syllabuses. The four programs break up the subject matter in easily digested pieces, with clear instructions and diagrams.

Multiple-choice questions test knowledge of a section and if the answer is incorrect a short explanation will be given. Formulae pertaining to the subject matter are indicated also. One possible drawback is that questions are not random; once answered there is no opportunity to practise application of knowledge.

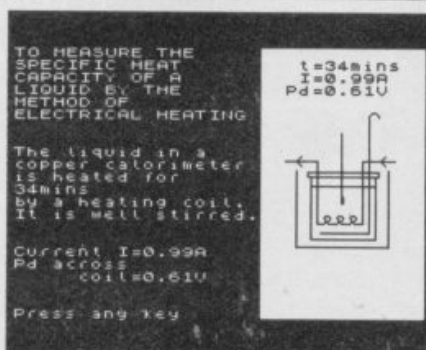
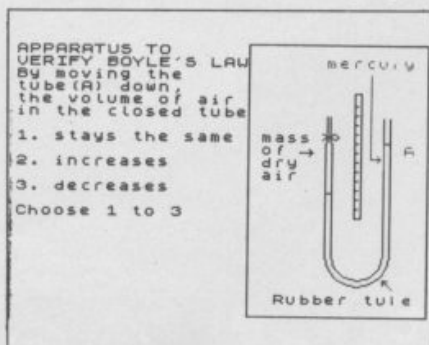
The Scisoft study program **Physics** concentrates on testing with five programs of random questions. That can be useful if a student has already mastered the subject and only requires constant practice at using the knowledge. It is aimed at O Level, and the more able CSE, student.

Maths is another subject which lends itself to this treatment, but **Maths** produced by GCE Tutoring cannot be recommended. Obviously a product of the cottage software indus-

## Theo Wood does some revision and looks at examination aids for O and CSE level

try, the package is little different from an average textbook. All the main subjects are covered in eight programs but little effort has been made to simplify and instruct, unlike the Rose Software program.

In many cases the accompanying



*Light and Heat: Rose Software*

text would be of little help to a student floundering with the subject. No explanation is given, in some cases, when the incorrect answer is ENTERed, which means ignorance can well persist.

In contrast, the larger publishing firms have developed alternative methods of study. A review of two Longman packages, **French** and **Biology** appeared in *Sinclair User* in January and its other programs follow the same pattern.

Physics comprises five programs, including **Text**, a database which covers all the main topics breaking them

down into more accessible pieces; **Formulae** which tests the formulae required; and **Light** which enables the student to set up screen experiments using mirrors, lenses and prisms.

Longman win a prize for originality but they are not the best available. Rose Software must be congratulated on the way it presents the instructional sections, drawing heavily on the experience of the author. At the end day, however, all these packages have their shortcomings, being only study aids to certain parts of the syllabus or lacking in originality of approach.

Hill McGibbon has teamed up with Pan Books to provide the most comprehensive physics revision software packages on the market. Due to be published shortly, Pan Course Tutors cover the entire syllabus combining 25 study modules — two tapes — with a paperback book covering the course in more detail.

Diagnostic tests are taken first, rather like examination papers, followed by an analysis of answers and time taken, shown in graph form against a target time. Reports are then generated as to which modules would be useful.

Review copies were not available at time of writing, but the packages were displayed at the recent Computers in Education Exhibition and they suggest that Hill McGibbon is to be congratulated. At £14.95 the programs are almost twice the price of the others, but compared with the cost of hiring a private tutor the cost is not prohibitive.

Other software houses concentrate on the arts subjects and here Penguin Study Software has produced a most comprehensive collection of revision aids for English Literature, at both O and CSE Level. **The Merchant of Venice** package is representative, as all programs follow the same format. There is the conventional method of studying the play, where you can choose either to run through the acts alone, or ENTER plot, and a brief description of the plots will be given. Another feature is the facility to follow a character's development throughout the play by ENTERing, for example,

*continued on page 56*



continued from page 55

Shylock — all the relevant acts, and speeches will be indicated and questions asked. The answers are not given.

Penguin has adopted an original approach in that key words form a database menu and that can be used to examine key themes. That, however, can be confusing as the key words relate to references in the text only, and when studying a Shakespeare play it is useful to develop themes overall. ENTERing 'flesh', 'Shylock' and 'revenge' will return the message, 'I have found nothing, perhaps what you were looking for was insignificant'. In *The Merchant of Venice*? A good knowledge of the text would be a prerequisite of gaining the full advantage from this type of software.

Akadamias Software is a group of lecturers at the University College of North Wales who have adopted the more conventional approach. The program *Antony and Cleopatra* illustrates the format used throughout the range. A notebook is included which contains numerous examination-type questions. The program is divided into different sections covering plot, background, language, characterisa-

tion, imagery, themes and dramatic effects.

In the revision mode a question appears on the screen with an answer. The test mode operates on four levels, differentiated by the time allowed, in the form of multiple choice questions; you have only to press Y or N as relevant. Grades are given as each question is answered and 'behind time' messages appear on the screen.

Dr Margarette Smith's approach to *Antony and Cleopatra*, one of the more complex of Shakespeare's later tragedies, is impressive and she produces an easily comprehensible format and guide to the main problems of interpretation.

Akadamias Software has also produced a range of programs covering History topics, using the same format

of revision and testing. Those encompass whole chunks of history, for example the Stuart period, or British History 1714-1815.

Although critics decry the use of a computer as a revision aid, those who are having difficulty with a subject or have missed some course work the programs reviewed can be extremely useful. The publishers mentioned supply programs covering a range of courses so it is worth checking for availability.

**Rose Software** 148 Widney Lane, Solihull, West Midlands. Tel 021-705-2895.

**Scisoft**, 5 Minster Gardens, Newthorpe, Eastwood, Nottingham.

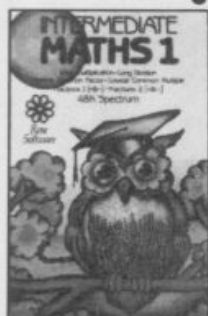
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**Penguin and Hill McGibbon** available through most bookshops.

**Akadamias Software**, University College of North Wales, Bangor, Gwynedd LL57 2DG.

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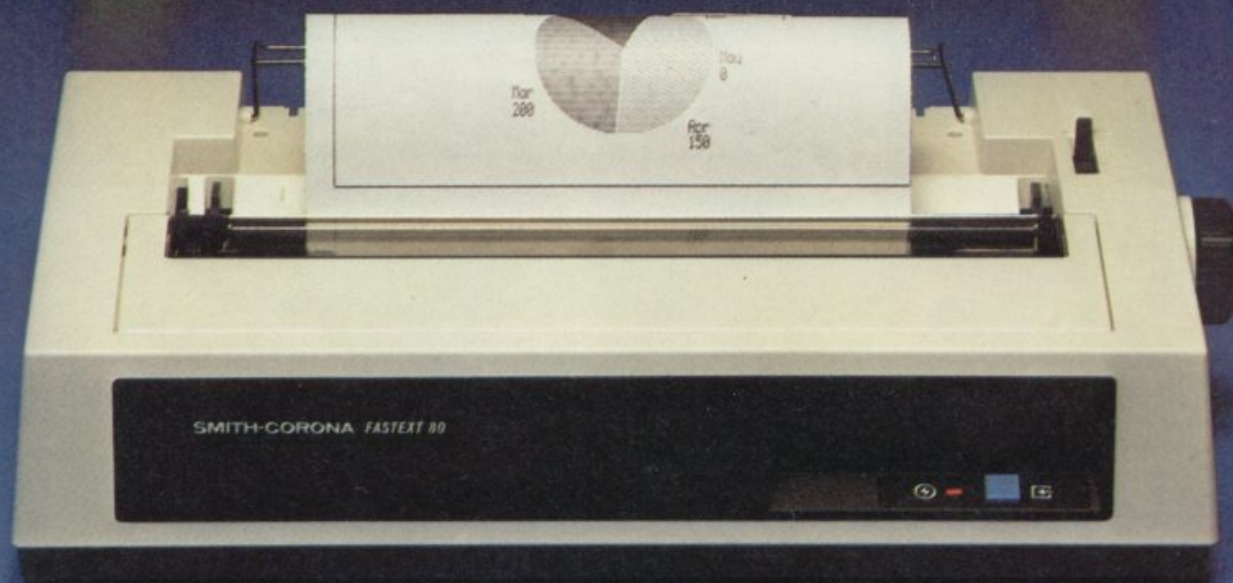
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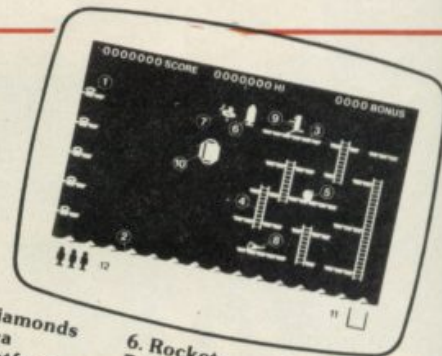
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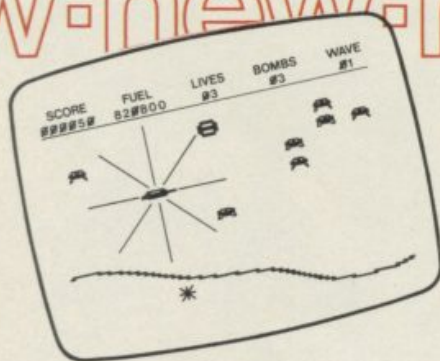
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5. Fuel Cans
6. Rocket
7. Vulture
8. Leg of Lamb
9. Player
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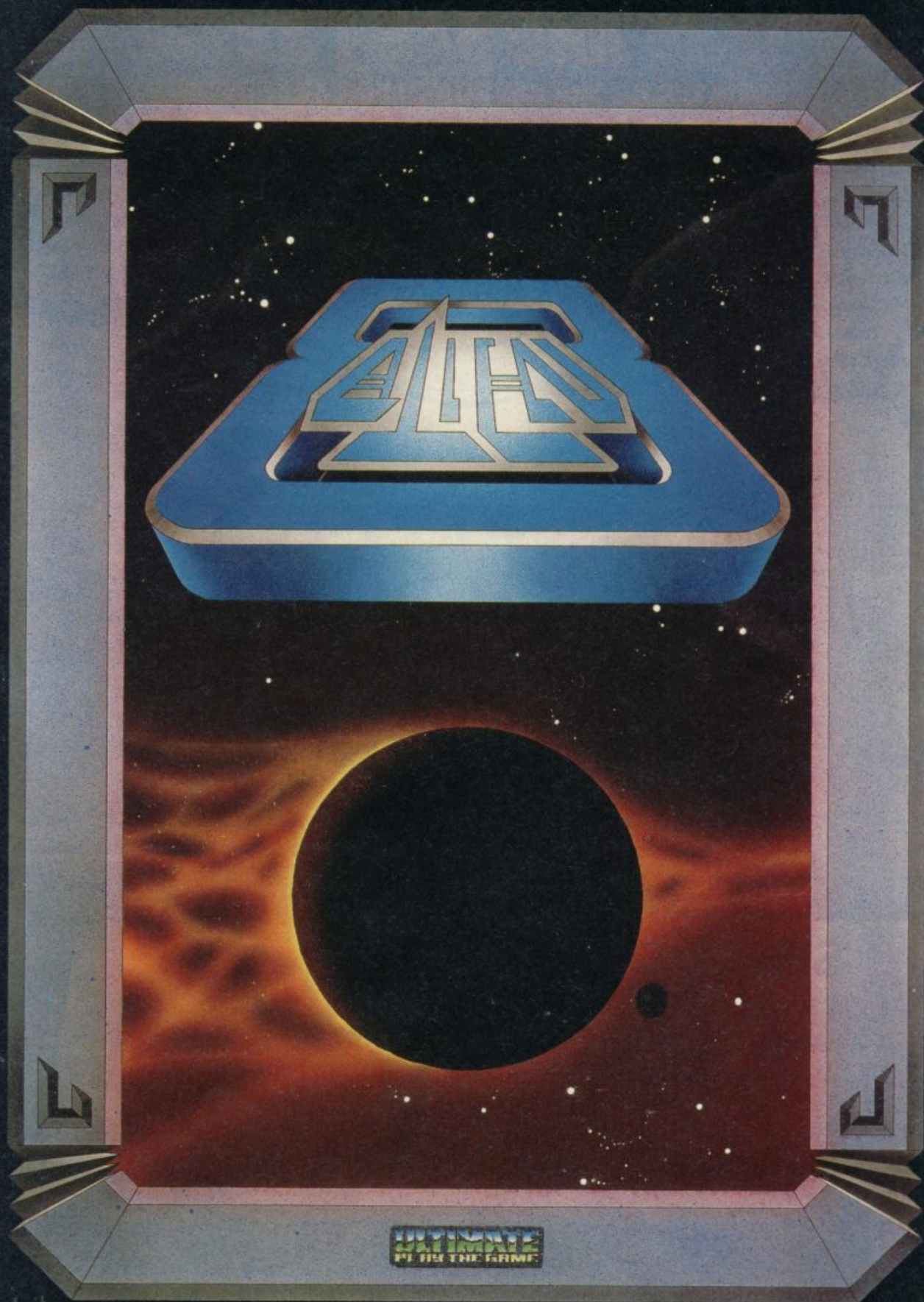
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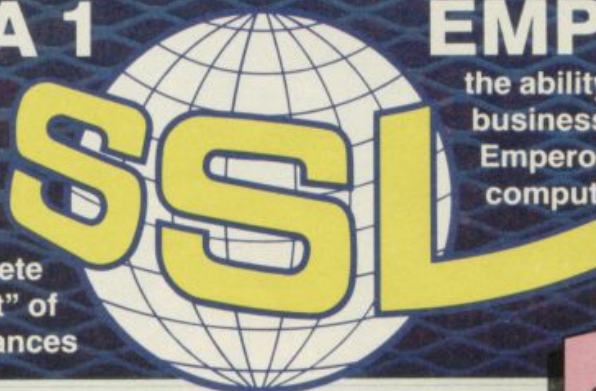
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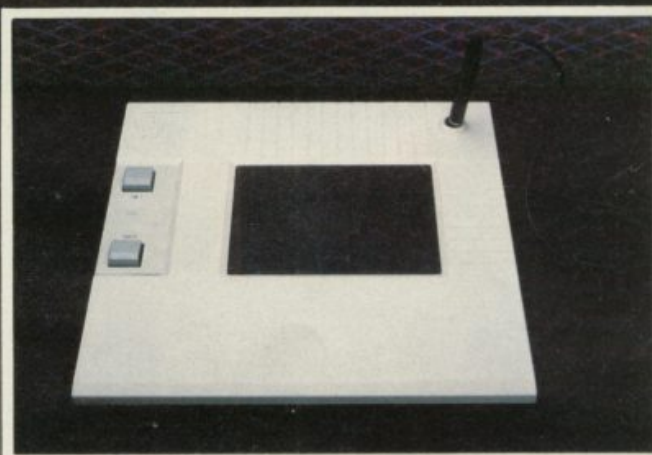
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**L**AST MONTH, in a preface to this series, we gave a rundown of information and equipment you will need to get your Spectrum up and running. You may have found already that being a beginner in the computer world is rather like learning to use a road atlas. You must identify all the correct route colours and outlines before travelling down them, and you must know where you are going.

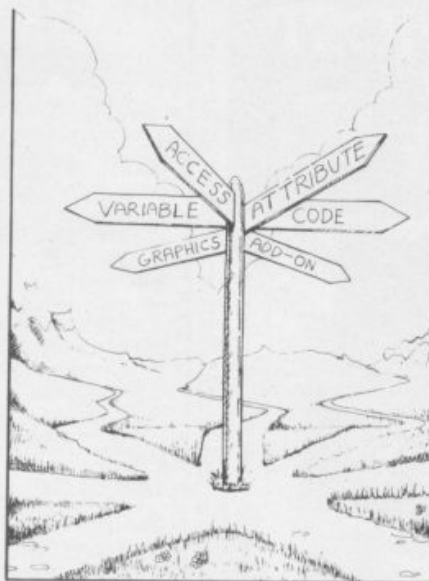
That analogy can be applied right down the line with computers, from surface skills, such as exploring the keyboard and typing in commands, to a knowledge of Basic and programming techniques. If you follow the routes described in Entry Point you will have no trouble in getting to your destination — the heart of the Spectrum.

This month we locate that destination and trace some of the routes which lead there — the concepts of, and commands which achieve, input and output to and from your machine.

Input is a simple term which means the feeding of information into the computer where it is processed. Such processing may be addition and subtraction of numbers or storing information such as text. On the basic machine information is entered using the keyboard. When you press a key a series of operations takes place which ends in the computer receiving the character which you typed. Having said that, the computer cannot understand characters such as A,B,C. It can only understand patterns of numbers such as 11011010. So when you press, for example, key 'A' the keyboard sends out a number which is associated with that key. The number is a unique signal and tells the computer that the 'A' key has been pressed.

The signal is sent from the keyboard as an electrical charge, and is stored in Random Access Memory, or RAM, for as long as the power is on. Like the human brain, the computer RAM is able to retrieve information quickly in a random way. It can go straight to it using a pointer, explained later, which tells it where the specific piece of information, or data, which you need is stored. You would think your brain odd — and slow — if it had to look through every piece of information or experience to get to one specific cell.

When using the Basic language information is stored using cells within RAM, called variables. The values within those cells can be changed by



## The right route

John Gilbert  
points the way  
to the world  
of better Basic

you or by the Spectrum during a program.

Two types of statement can be used to change the values of those variables. The first is LET and is used within a program to assign a value. The program gets to the LET statement and automatically takes account of the new value.

The INPUT instruction, which is also used within a program, is more flexible than LET. The computer will stop when it encounters an INPUT command and ask you to enter a value which it will then put into a variable store.

There are two types of variable, string and numeric. String variables store words and letters. They will also store numbers if you do not want to perform any mathematical operations with them. The name of a string variable must consist of only one character, which must be non-numeric, and is suffixed with a '\$' symbol. Therefore A\$ is permissible but ABLE\$ is not.

When entering a string using INPUT or LET the whole entry is enclosed within quotation marks. If you wanted to store MANIC in A\$

using LET you would type:

```
10 LET A$="MANIC"
```

The '=' symbol tells the Spectrum to put MANIC into A\$. If you also wanted to store MANIC in another variable, called B\$, you could make a copy of it using A\$.

```
20 LET B$=A$
```

Line 20 will transfer a copy of A\$ to the new variable. You do not need to use quotation marks as you have already set up the string in A\$.

Although you cannot perform mathematical operations on numbers in strings you can add strings together. You may have two strings stored in variables A\$ and B\$. A\$ contains the word SINCLAIR and B\$ contains USER. All you have to do to make one string is to add them together, using the '+' symbol, and store the result in a third variable, C\$.

```
10 LET C$=A$+B$
```

The same effect can also be achieved by:

```
10 LET C$="SINCLAIR" + "USER"
```

but do not forget the quotation marks.

Numeric variable names have the same length restriction as that of strings. You do not, however, have to put the '\$' suffix onto numeric names. Quotation marks are also not required so, to enter a LET statement which puts the value 20 into the variable C you type:

```
10 LET C=20
```

You can manipulate the values stored within numeric variables using any of the mathematical operators available on the Spectrum — +, -, /, \*. If, for example, you wanted to add 10 to the value stored in C, above, you would enter:

```
20 LET C=C+10
```

You could also have put the value 10 into a variable and added that to C.

```
20 LET C=C+D
```

The other type of input is achieved using a command of the same name — INPUT. A variable name should always be present on the INPUT line and it is within that variable that any information you type in will be stored. Type in the line

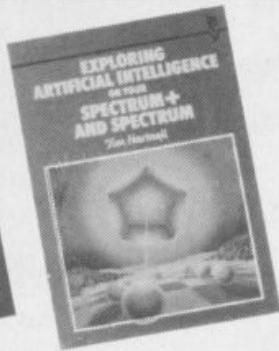
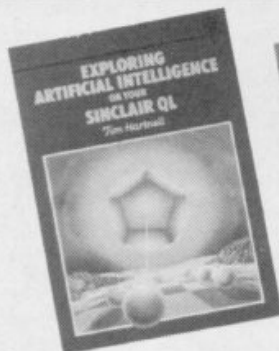
```
10 INPUT A$
```

Press the RUN key and ENTER. At the bottom of the screen you will see a flashing cursor. If you type a few characters the cursor will move putting them between the quotes. Press ENTER and the information, or characters, will be stored in RAM for later use. The quote marks show that the

*continued on page 64*



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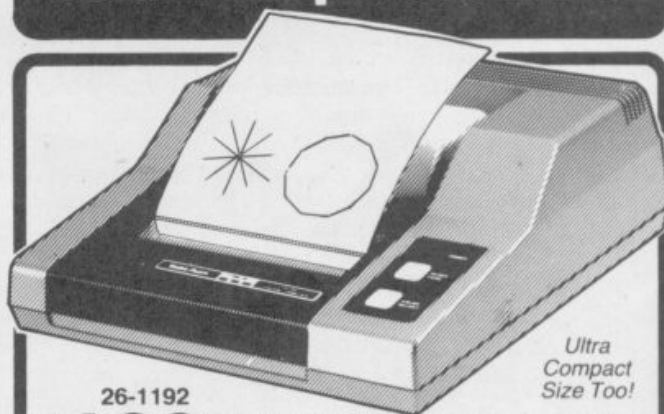
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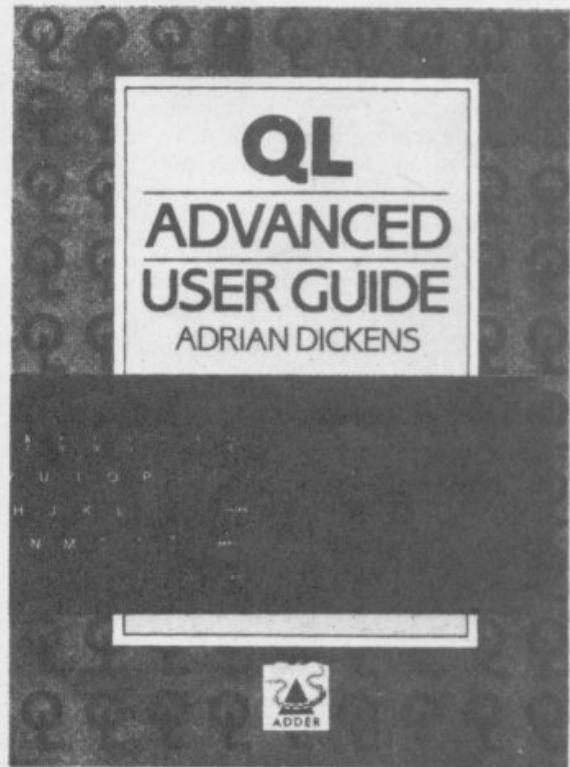
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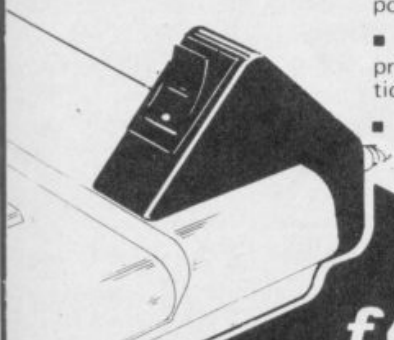
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# Entry Point

continued from page 61

computer is waiting for you to enter a string. They are not particularly conspicuous so you may want to add a line of text before the quote marks to explain what type of input is required. For instance, typing

10 INPUT "ENTER A WORD", A\$  
would display at the bottom of the screen

ENTER A WORD " "

You can put any text before a variable name such as A\$, just by enclosing it within the usual quotes. The comma separates the text from the variable in which the string is to be stored and should always be included as part of such a line.

All types of string and numeric variables are shown in listing one at lines 10 to 20. The variable L is used in a special way. At line 10 it is given the value 20. It is then used in GOTO lines 80, 130 and 160 instead of numbers. On all those lines the program will go the line whose value is in L.

Output on the Spectrum usually means display, which involves the machine obeying one of your program instructions and putting the result on the screen. The process is complex and involves the memory pointer referred to earlier.

The Spectrum brain is the Z-80A microprocessor. The number is a code which identifies it to programmers so

they know which language to use when trying to communicate with it. Those machine languages, or codes, are beyond the scope of these articles so suffice it to say that all computers have their own special number language. You may be surprised to learn that computers cannot understand your Basic programs and the Z-80A needs some help from a special program, written in its own language, which translates Basic into the same machine language.

That program is an interpreter and is stored in Read Only Memory, ROM. ROM is similar to RAM but anything which you store in it will not disappear when you switch off the power. It is permanent storage, rather like the print on this page.

The interpreter will take each line of your Basic program and translate it. Then it will carry it out. For instance, line 150 in listing one has the statement

PRINT "THE ENGINE STOPS"

The computer will see that the task it has to carry out is a PRINT to the screen. It takes the string between the quotation marks and prints it onto the screen.

The screen is made of two parts. You can print on the top 21 lines, using the PRINT statement, or display your messages on the bottom two lines which are normally reserved for editing programs and displaying error messages.

It is possible for you to select which part of the screen you want by using the Spectrum channels. Those are pathways within the Spectrum through which information travels into and out of the machine. Each is given a code number which you can use in PRINT statements to identify a channel.

The channel for the lower part of the screen is '1' and to use it in a PRINT statement you must prefix the number with a hash mark #. For example, if you wanted to print HELLO on the bottom of the screen you would type.

10 PRINT # 0, "HELLO":  
PAUSE 0

If you run the line after clearing the screen HELLO will be printed. PAUSE 0 is added to line 10 as HELLO will be wiped from the screen when the Spectrum finishes the program and prints 0 OK 10:2 over it.

The output sections of this month's program are contained in lines 25, 150, and 180. Line 25 prints a result of the calculations done within the program while the other two lines print simple messages which show the status of those calculations.

Next month I will continue the theme of input and output but show how you can convert characters into their code numbers and how to compress information in memory. The Entry Program of the month will be a simple text compression routine.

**Listing 1: The routine simulates a petrol tank. Petrol goes through a pipe to the engine, the flow increasing until it is at maximum. You can fill up the tank when requested or, by pressing ENTER, continue to run the engine. When the tank is empty a warning sign is given on the screen.**

**Line 5** clears the screen while **line 10** sets up all the variables which are to be used in the program. T=petrol in tank. F=flow of petrol from tank which increases each turn by 0.2 until a full five units is flowing.

**Line 20** asks whether you want to refill the tank. **Line 25** clears the screen again and prints at position 10, 10 the number of petrol units in the tank.

**Line 30** transfers control to line 90 if a\$ contains a 'y', YES, response from line 20.

**Line 40** starts the main processing of information within the program. It checks if the petrol in the tank is less than or equal to 1.2. If it is, the tank is empty and control is transferred to line 140. **Line 50** adds 0.2 to the fuel flow going up the pipe from the tank. **Line 60** checks to see if the pressure is more than five units per square inch and if it is readjusts the value to the maximum five.

**Line 70** subtracts the amount which has flowed from the tank in that turn. Control is then transferred to line 20 via line 80.

**Line 90** starts the routine which refills the tank to your specifications. **Line 100** asks you to INPUT the number of units of fuel you require in the tank and puts it in U. **Line 110** checks if the total in the tank, plus the extra you are going to put in, is more than can be accepted and if so then go to 170 where you are informed that the tank is full. If the tank will not be filled by the new input add it to the contents of the tank and, at line 130, go to line 20.

**Line 150** ensures that the tank is empty in order that the result of refilling it is correct — we don't want any residue — and then informs you of the fact.

**Line 180** informs the user that the tank is full. The message is displayed AT position 10,10 on the screen.

```

5 CLS
10 LET t=0: LET s=0: LET f=0:
LET l=20
20 INPUT "Fill ? ",a$
25 CLS : PRINT AT 10,10;"Tank=
";t;" units "
30 IF a$="y" THEN GO TO 90
40 IF t<=1.2 THEN GO TO 140
50 LET f=f+0.2
60 IF f>5 THEN LET f=5
70 LET t=t-f
80 GO TO 1
90 REM refill
100 INPUT "How many units",u
110 IF t+u>20 THEN GO TO 170
120 LET t=t+u
130 GO TO 1
140 REM empty
150 LET T=0: PRINT "The engine
stops"
160 GO TO 1
170 REM full
180 PRINT AT 10,10;"Tank full"
190 GO TO 40

```



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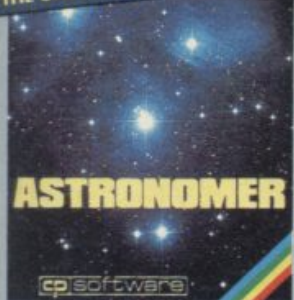
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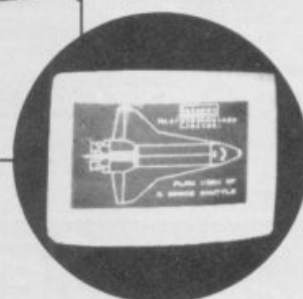
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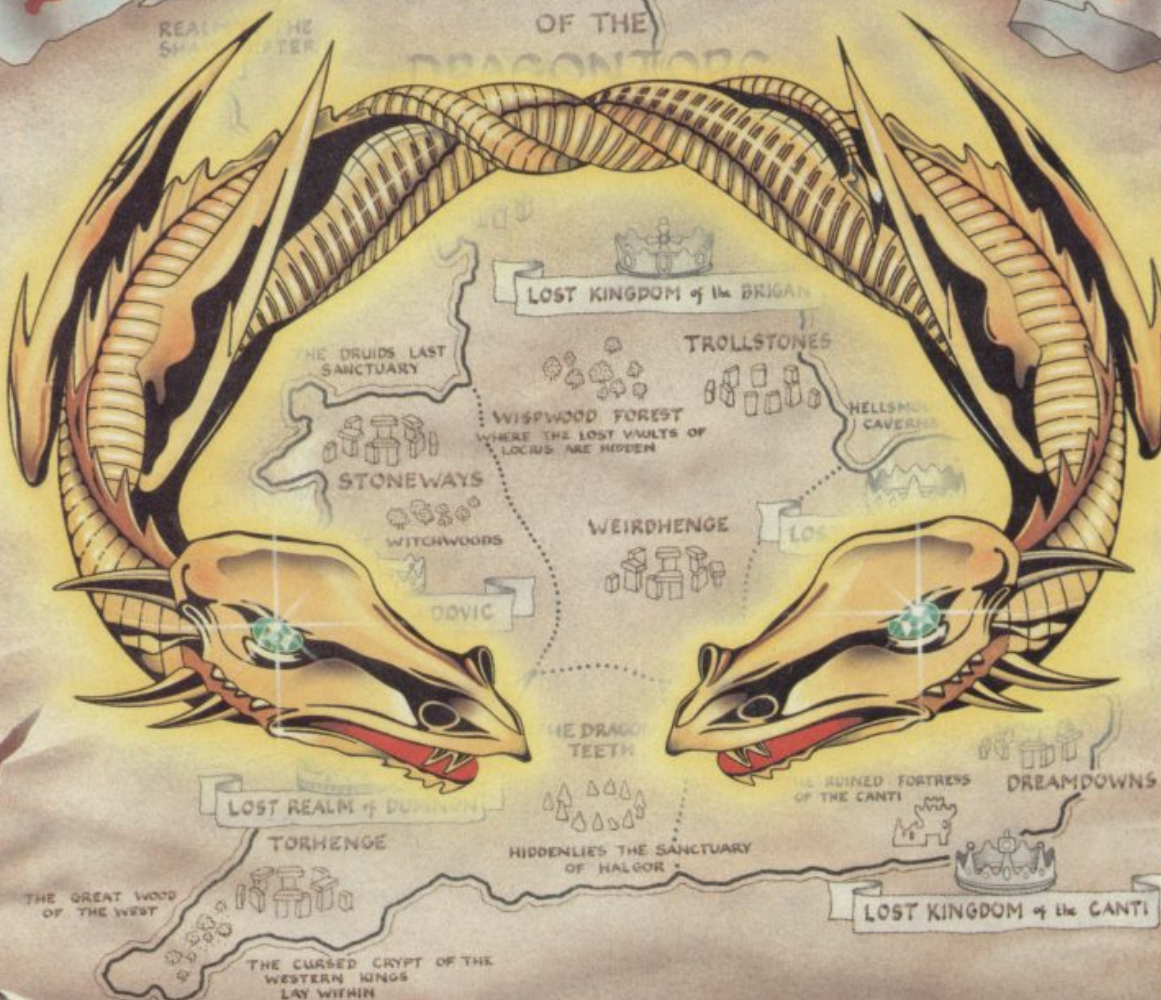


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# Fantastic landscapes

Quill liberates  
the imagination  
of adventurers.  
Richard Price  
meets its master

**W**HEN THE QUILL appeared in late '83 it soon became clear that the utility was a milestone in the popularisation of adventure gaming. Before Quill only buffs with extensive programming experience and knowledge of machine code could hope to produce large, fast and responsive home-made adventures.

Quillpower put an end to that. Amateurs and small one-horse companies now churn out truckloads of games written with its aid. Even big software firms, always with an eye on mass appeal and the main chance, will gladly market well-Quilled adventures — **Hampstead** is one of the most recent and notable.

Budding game designers who buy **The Quill** find they are given all they need to produce text adventures which can be compared in style with Artic's 'Alphabet' series. User-defined graphics are also provided with the utility but those are limited. Those who want to add more complex location graphics to their games can now turn to Gilsoft's recently released **Illustrator**. That is fully compatible with Quilled games and allows locations to be drawn with a cursor-controlled sketchpad.

**The Quill** is menu-driven. Each section covers one aspect of the data needed in adventures. Descriptions,

vocabulary, objects, messages, movements and the rest can be easily inserted, amended or edited. Complete or partial games can be reloaded into the main program for further work. You will find everything you need to produce a polished and professional-looking game.

The manual is very full. At first you may be a little daunted by its occasionally heavy style but if you work through it carefully and use the mini adventure provided as a teaching aid, you will soon pick up the routines used. You won't need any in-depth knowledge of either Basic or code programming before you begin — though some familiarity with concepts like Flag functions should help a lot.

All this programming power uses up about only 7K of RAM so there is a lot of memory left for your own data — just the way it should be. You can create adventures with up to 200 locations if you are feeling energetic.

What about copyright? Well, if you try to sell your game Gilsoft's only request is that you give them due credit and mention **The Quill**. Some games don't do that and there's no justifiable excuse for this discourtesy as it costs nothing. Finding the reference can even form part of the game — in **Project X — The Microman** you may well discover a box hidden in some foliage. Open it up and out pops Gilsoft and **The Quill**.

Generally, then, you will be able to recognise a Quilled adventure from the credit but there are other standard

features which make it distinctive.

The interpreter operates on the classic verb/noun input and understands only the first four letters of each word. All your entries can thus be abbreviated for speed's sake. Confusion will only occur if there are two words or more in the vocabulary with similar openings. The whole screen scrolls up as you enter text and the location descriptions will disappear bit by bit. Typing Redesc or R will call it back and clear the screen for you. The more familiar Look command operates rather like Examine does on other interpreters.

There are a bundle of preprogrammed messages within the system including a very distinctive Quit routine featuring a yes/no interlude asking you if you really want to end it all. Up to now those messages could not be changed but Gilsoft have issued an upgrade of the original program which will allow everything to be edited.

You will also come across other inbuilt routines which can be used to produce introductory title screens or the dreaded limited move sequence. Game after game employs that to warn you that you are getting hungry, weak or thirsty. In **Denis Through The Drinking Glass** you are given only ten moves to locate a drop of the hard stuff — right at the beginning.

Surviving in such situations can be tricky and nerve racking. In Rune-soft's curious **Paradox** you not only have to cope with an apparently random location system but also find some water within the time limit, again at the very start of the adventure. The system can be used more subtly than that — for instance, a journey on a train can be given a definite duration.

Gilsoft, the company behind **The**



**Quill**, is owned and run by Tim Gilberts, a soft spoken twenty-year old Welshman. Tim is a product of the whizz-kid era and left school early to get into computing.

"Gilsoft started mainly as a pocket money venture. I bought myself a Spectrum when it came on the market and pretty soon had a full-scale business on my hands. I suppose I could have gone to university and ended up working for some big company but I haven't got any regrets about that. I'm doing what I enjoy and it all helps to pay for my beer and a car." Not a Porsche, he adds wryly.

His philosophy is to turn out quality products with a long life, not to rely on flash-in-the-pan megagames or the like. "We all know where that leads. You only have to look at all the firms collapsing because they can't pay their advertisers and suppliers. We do some advertising but it's far too expensive these days — we have to rely a lot on people getting to know about us. We may not make big money but it's better to have a regular business."

**The Quill** came along almost accidentally. Graham Yeandle, a friend of Tim and a systems analyst by profession, mentioned one day that he had been swapping adventures he'd written in machine code — including **The Magic Castle** in the current Gilsoft Gold series of games.

Tim borrowed the basic program, looked it over and did some debugging. "After that, Graham and I talked it over and decided it was worth trying to develop an adventure writing program based on it. Graham went off and I didn't hear much from him for a few months. He's a pretty dedicated programmer and when he came back he had what amounted to a pre-production copy."

Graham and Tim spent nearly a year developing the system to its current state. Because Graham was working as a freelance and lived some way away, much of the business was done on the phone.

How did **The Quill** reach its present form? It adopts a fairly 'classic' style in some ways and does not have features like full sentence analysis or 'interactive' character capability.

"I think you've got to remember what it was designed for. We wanted to encourage non-programmers to write their own games and it was specifically intended for the amateur or semi-professional. If we'd made it more complicated and fancy it would

have meant that you'd find it far more difficult to produce a decent game. The whole object would have been defeated."

Tim is not particularly keen on highly complex interpreters in adventure anyway. "In some ways that kind of thing can actually limit communication. You'll often have to spend time working out the right phrase to use before a character will respond or you get the action you want. Even then you will find that some dwarf will only end up singing about gold or you just get another free lunch. The 'English' used in games like **The Hobbit** can be quite quixotic and difficult to fathom. I really do prefer to play games with the usual verb/noun entry."

In the main Tim feels that any

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***'Distributors  
don't seem to be  
interested in  
anything but  
fairly mindless  
reflex games.'***

---

increase in the sophistication of the interpreter would have meant a trade-off against memory space — always of prime importance for large atmospheric adventures.

Whilst admitting there are some limitations he still considers **The Quill** to be the most advanced adventure writing system available for home computers.

One of its major attractions is that Gilsoft expect no royalties on adventures written with it. Now that firms like Melbourne House have started to sell such games does Tim have any doubts about the wisdom of that decision?

"Not at all. I think it's great. It backs our product up. It shows that **The Quill** can produce top-quality adventures and isn't just some kind of toy. Look at it this way — when you go into a shop and buy a Black and Decker drill you pay your money and take it home. You can then drill as many holes as you like. That's what tools are for — you wouldn't expect to have to send off money every time you put in a rawlplug."

Tim reserves his disapproval only for those who copy and pirate the editor itself. "Nobody's making millions out of **The Quill** and the writer deserves his rewards. Copying the

editor is just the same as someone breaking into Graham's house and stealing his cash box. There are pirated versions around that are just appalling — and it's so difficult to do anything about it. It's worst abroad. I'm scared even to send samples to places like Spain or Portugal."

**The Quill** has kept Gilsoft busy. There have been conversions for quite a number of other machines including the Commodore 64 and the Amstrad. What about the QL? "Well, the QL is a brave attempt to take the hardware somewhere but Sinclair should really have used a disc-based system. It's possible we'll do a 68000 version but this'll depend a lot on QL sales and the popularity of the microdrive."

In the future Tim hopes that the firm may be able to produce a text compressor which could help to overcome some of the Spectrum memory limitations. A subroutine editor is also a possibility.

"We'd like a new product if possible, something that hits like **The Quill**. Mind you we're working full tilt now but you never know how the market will go. I'd like to see programs that have a lot more content than the average arcade game but the distributors don't seem to be interested in anything but fairly mindless reflex games."

What's certain is that Gilsoft will continue to support adventure software at a reasonable price. At £1.99 the Gold range is good value even if some of the games vary in quality.

The company is also collaborating on a range of bargain price 'Double Play' adventures. Those should soon be available at £2.50 or thereabouts. Each cassette will feature two entirely separate games. Tim hopes that they will be sold like paperbacks in newsagents and other smaller outlets — "A bit like Mills and Boon, good value and good entertainment for the same sort of price as a book."

**The Quill** has definitely helped to keep the adventure alive in the face of stiff competition from the arcade market and uninterested distributors. The last word should go to Gilsoft: "Anyone who wants to write can produce a novel without technical knowledge. You may not create great art but there's nothing to stop you trying. **The Quill** has opened up the same kind of opportunity to those who enjoy adventuring. We've tried to provide the computer equivalent of pen and paper."





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# At the sign of THE DANCING OGRE

Gordo Greatbelly embarks upon his quest, picking up hints and tips for adventurers along the road.

**W**E SET off on our road to the fleshpots of Maru, laden with many provisions and weapons. Zul and Zel were nowhere to be seen until a final search revealed them sleeping behind the manure heap in the stables. There were tearful farewells, the greatest and the wettest being between myself and my strongbox — now protected with many strong curses.

I confess I was worried as to whether Uginnuk, the troll I captured and house-trained many years ago, would be capable of caring properly for my customers instead of eating them — he is not always totally reliable in this way and old habits die hard. Let us hope my clients will be stringy in the main and not tempt him!

We headed over the moors towards the southern passes. Meeting a group of adventurers we camped for the night. Having befriended them I sold them a keg of wine and listened to their tales.

One Olaf the Storyteller from Clophill talked of his travels with **The Hobbit** in Middle Earth. He has found a way to engender dissension amongst friend and foe alike. While wearing the Ring of Power, thus invisible, he found himself in the company of Elrond, Gandalf, Thorin, Gollum and a disgusting goblin. When Olaf struck Gandalf, half in fun. I suppose, Gandalf assumed Thorin had done this deed and hit him back. A sharp slap administered to Thorin set the whole company ablaze and a giant brawl resulted. You may try this yourself to enliven the long journey to the dragon's lair.

Others, as is so common, related their woes and problems in this land. Martin the Campbell, a valiant Scot from Lesmahagow, could not slay the dragon Smaug. Listen, I said to him, first find Bard the archer and carry him with you. When the set-to begins Bard will shoot Smaug if instructed. At this, Nick 'The Knuckle' Rogers, a little maudlin with the wine, confessed his utter inability to escape the Elven King's cellar. He had gone so far as to slay the poor butler in his rage! If I understood him correctly I tell him now not to enter a barrel. Let the butler throw one in the stream and then jump upon it. That may be best for all — especially the butler.

And so the talk came round to **Ket**, favoured by many. Puncher Parsons has had regular encounters with the Zombie who prevents exit from the mountain caverns. There were many voices in reply. Our solution was that he should drop all but his sword and magic staff and, after donning his armour and ring, should go on.

The river of lava which interrupts the road to the **Temple of Vran** blocks Axeman Wood's path — he hails from Abingdon. If he can find the stepladders at the base of the great cliff and uses them with a trampoline, he may achieve his object. But first he must descend the cliff...

There were more tales from Orcslayer Fletcher of Gloucester, who had much advice on **Eureka** within whose time zones he had journeyed long. In the Roman time he obtained the swamprose by going to the south gate. From there south, east, southwest, east and south again. The travellers, slightly foxed by now, were more amazed by the means to gain the Arthurian magic ring. Mentioning a minstrel, Elvis by name, he told us to play the harp and then, when asked for a tune, to strum out Jailhouse Rock, whatever that may be!

Orcslayer will answer questions on the prehistoric and the Arthurian ages for anyone who cares to write to him at 64 Barnwood Road, Gloucester — so long as they pay the price for the courier's return trip! Help him if you can blow up the bridge without destroying yourselves in the process.

**Espionage Island** featured large in our conversations again. Red Nicola of Worcester has always been foiled by that dark bundle which, I verily believe, is the parachute. I suggested to her that maybe she should unstrap herself from it. Her companion, Goblinsbane Gould from Leicester suffered too. The crevasse always bars his way. If he has a stick he may find that dropping it renders him unstuck. Directions past the swamp may be given in some stitching. Perhaps he gets my drift?

Crusher Barles of Redcar has attempted to break into the safe for many moons and is awash with numbers. Scrawled graffiti elsewhere will unlock this little



problem for him if he read them right.

He had another puzzle I could not solve for him — maybe you all can help. In the arcane depths of the **Dungeon Adventure**, one of Level 9's spells, he can gain all nine gems needed to escape from the central dungeon of the Demon Lord but cannot carry those and the Branch. When he passes through the door without the Branch he perishes. Write to Crusher care of Dungeon No One, 37 Broadway West, Dormanstown, Redcar, Cleveland. He will be eternally grateful and can give help in return on Artic's A, B and C and the first two quests of Ket.

As I browsed through my letters by the dying torchlight I found a number from warlocks trapped within **System 15000**, including Knifer Boon of Maldon, Stunner Johns of Houston and the doughty Pugh of Twyford. To help is difficult in this ritual since it is hard to know exactly how much you understand already. So... I will provide some numbers.

Calling Routledge will give important advice on those behind the swindle. Also Perry's specific code is VIN 15 — instead of INFRA — and will give further routes for your investigation. SELCRA will not reveal all about every company but follow the track of some large fruit and you may pip 537 at the post! Surely this is clear enough?

One thing more. My deepest thanks to the Lady Marion, Guardian of the Barbican, for her encouragement and wise counsel. I shall wear her favour on my sleeve throughout this perilous quest and treasure it on my safe return.

And so we all fell asleep with Zul and Zel on guard, I had a peaceful night except for their waking me to tell me my snores were frightening the horses. Until next moon my friends. Ride safely.

**Gordo Greatbelly, Landlord.**

If you have a tale to tell, or are in need of a helping hand, write to the Landlord of the Dancing Ogre c/o Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 5BH.



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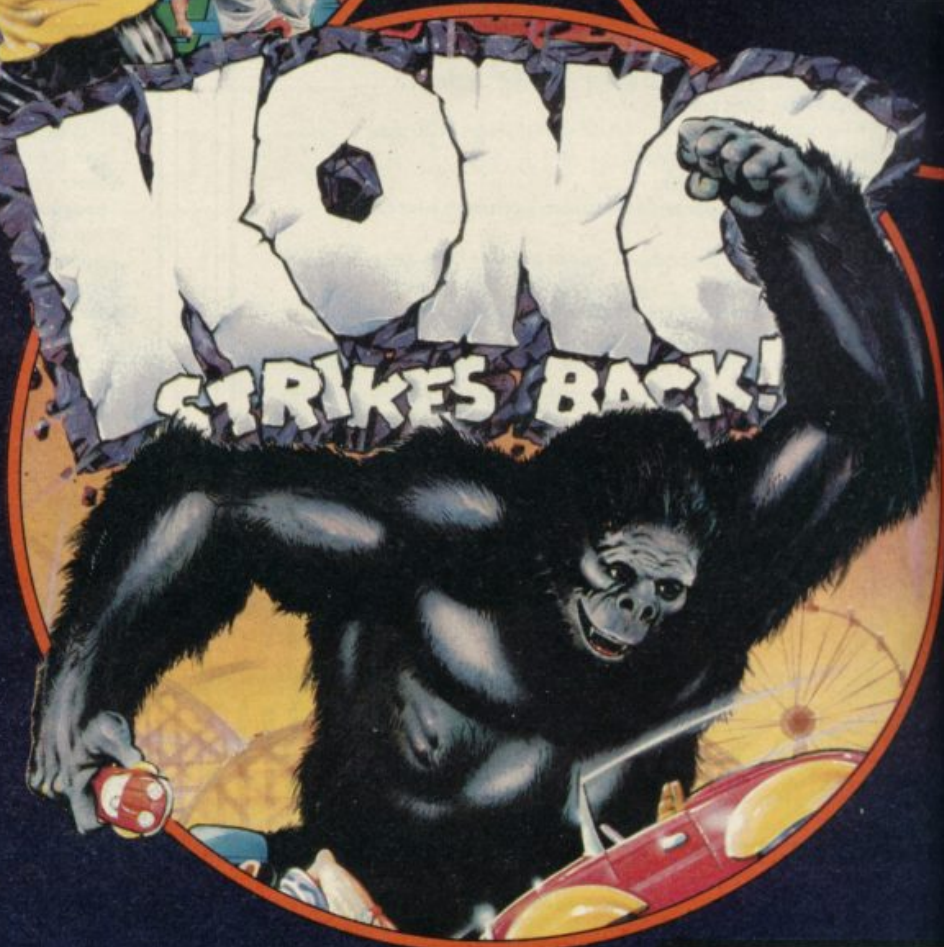


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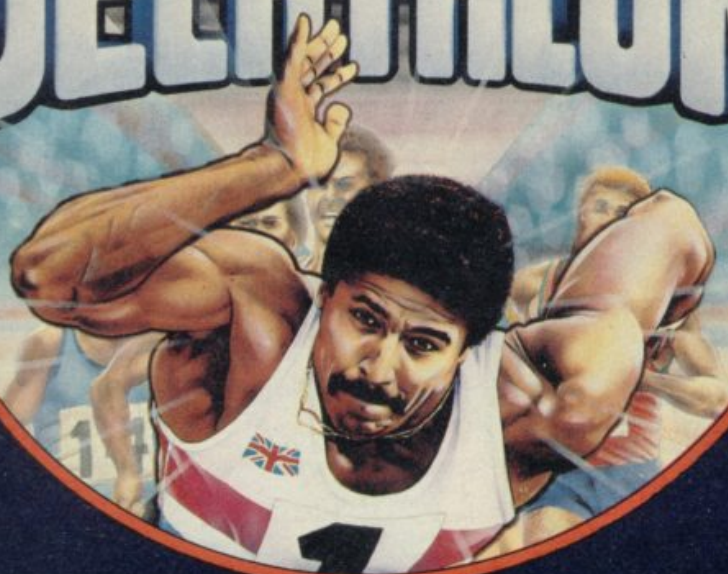


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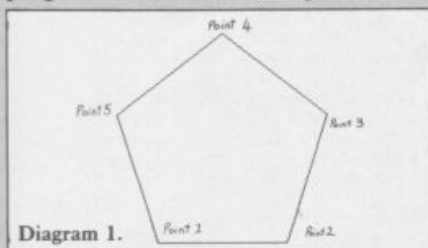
# Plotting the right changes

Mark Jarrard brings the Spectrum to life with a point-by-point graphic display

Fed up with all those stationary graphics? Want a little animation, easily? Well, this is it. All you have to do is type in the program as given, plot the points for a few pictures, and let the program do the rest.

The idea can be seen clearly in diagrams one to four. The pentagon in the first diagram consists of five points, labelled 1 to 5, which are joined in sequence. In other words: point 1 is joined to point 2; point 2 is joined to point 3; and so on until point 5 is joined to point 1.

The fourth diagram consists of the same points, joined in the same way, but in different positions. Give the program the start and end positions of



each point, and tell it which points are joined. The program will then transform the points from the first picture to form the second, with real-time motion on the screen. Diagrams two and three show a couple of the steps in the transformation from the pentagon into the pentangle. In reality, you specify how many steps the transformation will take, so you can produce smooth on-screen motion.

The program can be typed in and run as listed. The shape data included from line 860 will spell out SINCLAIR. It does that by plotting a shape resembling an 'S', then transforming it into an 'I', and so on. When it reaches the end of the sequence it loops around to start again.

The program will keep looping through the shapes, but if you want to stop it after a complete cycle, change line 830 to a STOP. Having plotted each shape — not the transformations between shapes — the program waits

for a moment so that you can see it. If you don't want that, then just delete line 810.

Before you try this out, a word of warning. The program contains a machine code loader routine, which has a checksum incorporated. If you have made an error when typing in all that data, the program will stop and tell you. In the unlikely event that you have made an error, but the checksum does not spot it, then it is possible you could find the machine code overwriting your program, so save the program to tape first.

Having tried out the demonstration shape data, you are probably itching to experiment with your own shapes. First you have to plot the shapes you want to draw. That is best done on a piece of graph paper, but notice that the program uses a slightly different coordinate system than you would normally expect on a Spectrum. To make the machine code calculations a little easier, the origin is placed at the top-left of the screen — diagram five. Next, the data can be entered, in the following order.

First, the number of steps to transform from one shape to the next. If the number of steps is large, the coordinate change from one point to the next is likely to include fractions. In this program, those have been rounded to the nearest integer, and that can cause a small jerk in the picture when it reaches its target shape.

*continued on page 78*

## Picture transformation program.

```
10 REM *** PICTURE TRANSFORMATION PROGRAM ***
20:
30 REM ** Clear area for machine code and tables **
40 CLEAR 45055
50 REM ** Load the machine code into memory (8000h upwards)
60 GO SUB 1110
70 RESTORE 870
80 READ steps,points,lines,shapes
90 LET m=2*shapes
100 REM ** Byte tables start at C000h
110 LET s=49152
120 LET c=s+m*points
130 LET l=c+m*points
```

```
140 LET p=1+2*lines
150 LET n=p+2*points
160 LET steps=steps-1
170 LET points=points-1
180 LET lines=lines-1
190:
200 REM ** Poke the table start locations
210 POKE 45065,INT (l/256):POKE 45064,INT (l-PEEK (45065)*256)
220 POKE 45067,INT (n/256):POKE 45066,INT (n-PEEK (45067)*256)
230 POKE 45069,INT (p/256):POKE 45068,INT (p-PEEK (45069)*256)
240 POKE 45074,lines+1
250 POKE 45075,points+1
260 POKE 45077,INT (c/256):POKE 45076,INT (c-PEEK (45077)*256)
270 POKE 45079,m
280:
290 REM ** Read the coordinates for points in each shape
300 FOR i=0 TO points
310 FOR j=0 TO shapes-1
320 READ x,y
330 POKE (s+m*i+2*j),x
340 POKE (s+m*i+2*j+1),y
350 NEXT j: NEXT i
360:
370 REM ** Calculate offsets between shapes for each point
380 FOR i=0 TO lines
390 READ pt1,pt2
400 POKE (l+2*i),pt1
410 POKE (l+2*i+1),pt2
420 NEXT i
430:
440 FOR i=0 TO points
450 FOR j=0 TO shapes-1
460 LET k=j+1: IF k=shapes THEN LET k=0
470 LET cx=(PEEK (s+m*i+2*k)-PEEK (s+m*i+2*j))/steps
480 LET cy=(PEEK (s+m*i+2*k+1)-PEEK (s+m*i+2*j+1))/steps
490 POKE (c+m*i+2*j),INT (cx+0.5)
500 POKE (c+m*i+2*j+1),INT (cy+0.5)
510 NEXT j: NEXT i
520:
530 REM ** Set previous shape number to zero
540 LET y=0
550:
560 REM ** Set the next shape points to zero for first plot
570 FOR i=0 TO points
580 POKE (n+2*i),0
590 POKE (n+2*i+1),0
600 NEXT i
610:
620 CLS
630:
640 REM ** MAIN SHAPE LOOP **
650:
660 REM ** x=present shape; y=next shape
670 LET x=y
680 POKE 45078,x
690 LET y=x+1: IF y=shapes THEN LET y=0
700 REM ** Set start coordinates for shape x
710 FOR i=0 TO points
720 POKE (p+2*i),PEEK (s+m*i+2*x)
730 POKE (p+2*i+1),PEEK (s+m*i+2*x+1)
740 NEXT i
750:
760 REM ** Main transform shape loop
770 FOR k=0 TO steps
780 REM ** Call machine code
790 RANDOMIZE USR 45080
800 REM ** Delay loop at start of transformation
810 IF k=0 THEN FOR j=1 TO 200: NEXT j
```



# Picture Transformation

continued from page 77

There are two ways of avoiding that, the first being to adapt the routines to handle floating point numbers. An easier method is to ensure that the coordinate changes for every point are divisible by a particular number. In the data given in the program, all the coordinates are multiples of 10, and the number of steps is

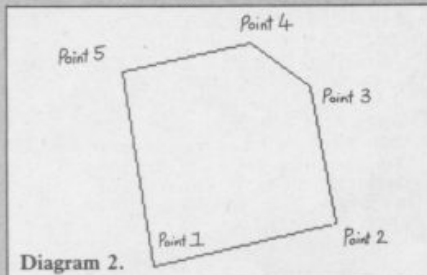


Diagram 2.

set to 11 — that is, the first shape and 10 steps.

Second, the next two figures should be the number of points, followed by

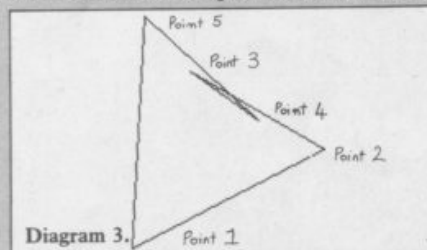


Diagram 3.

the number of lines. In the example data, those are both the same. Including more points than lines would be pointless(!) but there is no reason why

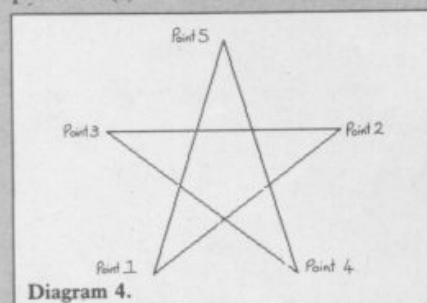


Diagram 4.

each of, say, four points should not be joined to all the rest, giving six lines.

There is also no reason for all the points to be joined into a circular sequence — the middle 'hole' in the 'A' and the 'R' show that quite nicely, being three points separated from the rest. Those are normally plotted at location (0,0) and brought onto the main screen when needed. That has a tendency to plot a small dot in the top left hand corner, but you can easily avoid that by plotting the points entirely off the screen.

If you need a large number of points for one shape, but fewer for other

continued on page 80

```

820 NEXT k
830 GO TO 670
840:
850:
860 REM ** SHAPE DATA **
870 DATA 11,19,19,8
880 DATA 50,130,150, 10, 50,10
0,150,130, 70, 30, 50,150,150, 1
0, 50,150
890 DATA 100,150, 50, 10, 50,15
0,140,110, 70, 10, 50,150, 50, 1
0, 70,150
900 DATA 150,130, 50, 30, 70,15
0,100,130, 50, 10, 60,150, 50, 3
0, 70, 90
910 DATA 150, 90, 90, 30, 70,10
0, 70, 90, 50, 30, 70,150, 90, 3
0,100, 90
920 DATA 100, 70, 90, 50, 70, 4
0, 70, 70, 50, 50, 70,150, 90, 5
0,130,150
930 DATA 70, 50, 90,100,130,15
0,100, 30, 50,100, 80,100, 90,10
0,150,150
940 DATA 100, 30, 90,130,150,15
0,140, 50, 50,150, 90,100, 90,13
0,120, 90
950 DATA 140, 50, 50,130,150,10
0,150, 30,100,150,110,100, 50,13
0,140, 80
960 DATA 150, 30, 50,150,150, 5
0,130, 10, 130,150,120,100, 50,15
0,150, 50
970 DATA 100, 10,150,150,150, 1
0, 90, 10,150,150,130,150,150,15
0,150, 50
980 DATA 50, 30,150,130,130, 1
0, 60, 30,150,130,130,150,150,13
0,150, 40
990 DATA 50, 70,110,130,130,10
0, 50, 60,130,130,140,150,110,13
0,140, 20
1000 DATA 100, 90,110,100,130,12
0, 50,100,100,130,150,150,110,10
0, 80, 10
1010 DATA 130,110,110, 50, 70, 1
0, 60,130, 70,130,150,150,110, 5
0, 50, 10
1020 DATA 100,130,110, 30, 50, 1
0, 90,150, 70,100,110, 10,110, 3
0, 50, 50
1030 DATA 60,110,150, 30, 50, 5
0,130,150, 70, 50, 90, 10,150, 3
0, 50,100
1040 DATA 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0,100, 50, 0,
0, 70, 70
1050 DATA 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 90, 80, 0,
0,130, 50
1060 DATA 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0,110, 80, 0,
0, 70, 30
1070 DATA 0,1,1,2,2,3,3,4,4,5,5,
6,6,7,7,8,8,9,9,10
1080 DATA 10,11,11,12,12,13,13,1
4,14,15,15,0
1090 DATA 16,17,17,18,18,16
1100:
1110 REM ** Machine code load ro
utine
1120 LET loc=45056
1130 LET check=0
1140 CLS : PRINT AT 10,10;"PLEAS
E WAIT"
1150 RESTORE 1230
1160 READ n
1170 IF n>=0 THEN POKE loc,n:L
ET loc=loc+1: LET check=check+n:
GO TO 1160
1180 IF check=29989 THEN RETURN
1190 PRINT "Checksum is ";check;
" "
1200 PRINT "Should be 29989."
1210 PRINT "Check program and re
run."
1220 STOP
1230 DATA 0,0,0,0,0,0,0,0,0
1240 DATA 0,0,0,0,0,0,0,0,0
1250 DATA 0,0,0,0,0,0,0,0,0
1260 DATA 58, 18,176
1270 DATA 42, 8,176
1280 DATA 34, 14,176
1290 DATA 42, 10,176
1300 DATA 34, 16,176,245
1310 DATA 205, 68,176
1320 DATA 42, 12,176
1330 DATA 34, 16,176
1340 DATA 205, 68,176
1350 DATA 42, 14,176, 35
1360 DATA 35, 34, 14,176
1370 DATA 241, 61, 32,225
1380 DATA 205,238,176,201
1390:
1400 DATA 237, 91, 14,176
1410 DATA 26,203, 39, 22
1420 DATA 0, 95
1430 DATA 42, 16,176, 25
1440 DATA 70, 35, 78,197
1450 DATA 237, 91, 14,176
1460 DATA 19, 26,203, 39
1470 DATA 22, 0, 95
1480 DATA 42, 16,176, 25
1490 DATA 70, 35, 78,225
1500 DATA 205,109,176,201
1510:
1520 DATA 197,205,199,176
1530 DATA 193, 17, 1, 1
1540 DATA 120,148, 48, 4
1550 DATA 21, 21,237, 68
1560 DATA 71,121,149
1570 DATA 48, 4, 29, 29
1580 DATA 237, 68, 79,176
1590 DATA 200,121,184,229
1600 DATA 98,107
1610 DATA 34, 4,176
1620 DATA 46, 0, 56, 4
1630 DATA 101,107, 72, 71
1640 DATA 34, 6,176
1650 DATA 96,120,203, 63
1660 DATA 111,125,129
1670 DATA 56, 3,184
1680 DATA 56, 8,144,111
1690 DATA 237, 91, 4,176
1700 DATA 24, 5,111
1710 DATA 237, 91, 6,176
1720 DATA 227,124,130,103
1730 DATA 125,131,111,197
1740 DATA 205,199,176,193
1750 DATA 227, 37, 32,220
1760 DATA 225,201
1770:
1780 DATA 125,230,192
1790 DATA 31, 55, 31
1800 DATA 15,173,230,248
1810 DATA 173, 87,124, 7
1820 DATA 7, 7,173
1830 DATA 230,199,173, 7
1840 DATA 7, 95,124
1850 DATA 230, 7, 71, 4
1860 DATA 62,254, 15
1870 DATA 16,253, 71, 26
1880 DATA 168, 47, 18,201
1890 DATA 58, 19,176
1900 DATA 245,245, 61,203
1910 DATA 39, 22, 0, 95
1920 DATA 42, 12,176, 25
1930 DATA 126, 42, 10,176
1940 DATA 25,119, 19
1950 DATA 42, 12,176, 25
1960 DATA 126, 42, 10,176
1970 DATA 25,119,241, 61
1980 DATA 27,213, 95
1990 DATA 58, 23,176
2000 DATA 33, 0, 0
2010 DATA 6, 8, 41, 23
2020 DATA 48, 1, 25
2030 DATA 16,249,237, 91
2040 DATA 20,176, 25,237
2050 DATA 91, 22,176
2060 DATA 22, 0,203, 35
2070 DATA 25, 68, 77
2080 DATA 42, 12,176,209
2090 DATA 25, 10, 63,134
2100 DATA 119, 35, 3, 10
2110 DATA 63,134,119,241
2120 DATA 61, 32,172,201
2130 DATA -99: REM ** Dummy end
of data value

```



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## Picture Transformation

continued from page 78

shapes, simply hide some of the points along the lines joining the points in the new shape. Those will show up as tiny dots where the machine code performs OVER 1 plotting. That has been done in the demonstration data, because 16 points are needed for shapes such as 'S' and 'C' but far fewer for 'L'.

Then comes the number of shapes in the sequence — nothing complicated here.

The point coordinates themselves take up the most room. If we label the shapes  $s_1, s_2, s_3, \dots$  and the coordinates  $(x_1, y_1), (x_2, y_2), (x_3, y_3), \dots$ , then the coordinates of the third point in the first shape would be  $s_1(x_3, y_3)$ . Based upon that notation, the data should be as follows:  $s_1(x_1, y_1), s_2(x_1, y_1), s_3(x_1, y_1), \dots, s_n(x_1, y_1); s_1(x_2, y_2), s_2(x_2, y_2), s_3(x_2, y_2), \dots, s_n(x_2, y_2);$  and so on until  $s_1(x_p, y_p), s_2(x_p, y_p), s_3(x_p, y_p), \dots, s_n(x_p, y_p)$ ; where 'n' is the number of shapes and 'p' is the number of points.

Finally comes the data to inform the program which points are connected. It is not necessary to have the first point connected to the second, the second to the third, and so on, as long as the number of line data items is

twice the number of lines given. One further note, the points are listed as: point 0 to point (number of points — 1) and not point 1 to point (number of points).

This sort of program is limited only by your imagination. A company title could suddenly transform into the company logo at the start of a title page, large wire-frame animation could be produced to show simple movies, or you could simply use it to draw pretty pictures. The more technically minded will no doubt want to alter and improve the program. One improvement which has already been mentioned is to implement floating-point arithmetic to ensure greater accuracy when transforming one pic-

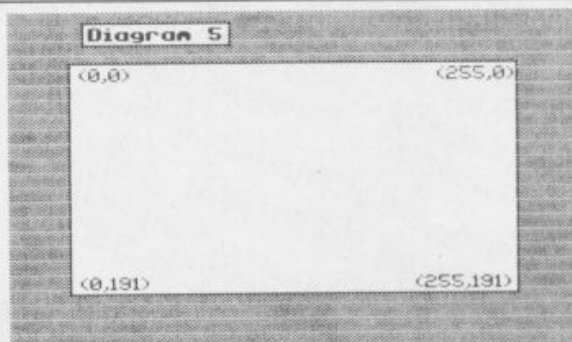
ture to the next.

Another alteration which may appeal to some is to implement 'line transformation'. The routine described here produces 'point transformations', in that each point travels in a straight line to its new destination.

With line transformation, all the lines are of the same length in each shape. To move a line, its mid-point travels in a direct line to the mid-point in the new shape, and the gradient changes as it goes. That has the effect of moving the points from one shape to the next in an arc.

That is somewhat akin to the Channel 4 symbol, where all the lines remain the same length, and spin into their correct positions.

Diagram 5.



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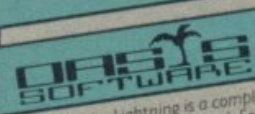


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Up to 255 sprites, each with its own user defined dimensions, can be scrolled, spun, reflected, enlarged or inverted with amazing speed and smoothness. Sprites can even stretch across several screens so scrolling landscapes are easy to achieve. Sinclair's own sound and graphics commands such as CIRCLE, DRAW and BEEP are fully supported.

**MULTI-TASKING** Without doubt White Lightning's most innovative feature is its use of interrupts to effectively run two programs at once. This means that while one program smoothly scrolls a landscape in the background, a second can animate the characters.

**SPRITE DESIGN** White Lightning comes complete with a separate 20k program for developing sprites used in the main system. Not only can you use this to design your own sprites from scratch, it also comes complete with 168 pre-defined characters covering games like Asteroids, Pac-Man, Assault Course, Defender, Space Invaders, City Bomber, Lunar Lander, Frogger, Centipede, Donkey Kong and many, many more. These characters are ready to use or can be enhanced. And sprites can be saved to tape between editing sessions before being finally loaded into the main program.

Machine Lightning is an advanced games writing utility which includes a full Macro Assembler, a Monitor/Disassembler, a Sprite Generator Program and the object code for the White Lightning graphics routines which have almost 100 documented entry points in 3k of code. The comprehensive manual explains how to use two copies of the object code to run machine code routines concurrently using the Z80 interrupts. Games written using Machine Lightning can be marketed with no restrictions.

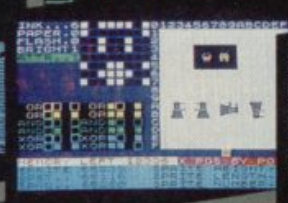
**THE MACRO ASSEMBLER** This is arguably the most comprehensive assembler yet available for the Spectrum 48k. It supports Macros, conditional assembly and a full screen editor, and occupies 16k of memory.

**THE MONITOR/DISASSEMBLER** As well as all the usual monitor features, Spectre-Mac allows up to 10 breakpoints in ROM or RAM, has front panel display and single stepping.

**THE SPRITE GENERATOR** This is the same Sprite Designer/Editor supplied with White Lightning and can be used to design up to 255 sprites, up to a maximum of 12k.

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# Ballad of the Pi man

Has the dream gone sour on Automata? Chris Bourne meets the happy family

**M**ANITAS de Plobo pulls up at the station in his long-snouted 1950s raven-black jalopy, the Automata equivalent of other men's Porsche Turbos. Manitas de Plobo is one of the many real names assumed by the otherwise fictional character Mel Croucher. It means lead-fingers and when Croucher plays flamenco in Spanish bars Manitas de Plobo is what you get.

Take a look at Croucher as he drives through windy acres of dull drizzling Portsmouth to the warm haven of Dorothy's Wool Shop, heart of Automata and de facto embassy of Piland. He hunches over the wheel and begins to resemble Groucho himself, leaner perhaps, certainly quieter. Croucher



*The Piman with his customary salute*

makes his noise in the real world, a world of Pimaniacs and multitudes of singing whales swimming free in untroubled oceans. The rest of us live in a monstrous dream decked out in thrilling shades of grey.

Mel Croucher and Christian Penfold, his partner in spreading the word of Pi beyond the bounds of reality, were working together long before they had the fatal idea of selling computer software. Mel describes himself as "An architect. A musician. A painter. Lots of things."

Christian admits to having once

been a used-car salesman.

"I also did plant hire. Have this lovely geranium. And I used to drive a TDC6 International Harvester. What a way to start life. I never went to school. I'm illegitimate."

He laughs, a sound to turn bone marrow into raspberry ripple. Or was it another demand for food from Lurch, the office parrot? At least, they think he's a parrot.

"That's why we're here," says Christian. "To feed Lurch. He gets really stropy if you don't feed him."

In those bleak days before the coming of Pi the two met and moved into radio together. They produced a show for the Independent Radio Authority called *Whitbread Quiz Time*, the drinking man's answer to *Mastermind*. "And," says Mel, already getting bored with ancient and fictitious history, "We published for Sealink, British Airways, Intasun..." Travel guides. That was what Automata started as, a publishing company doing travel guides. Then it moved from travel guides to audio guides on cassette.

In late 1981 Automata Cartography created the unforgettable Portsmouth Tapes. "Hello there," begins the commentary, "And welcome aboard this pleasure cruise to the fascinating city of Portsmouth... Our journey will take about one hour and we'll be

cruising at a speed of 17 1/2 in per second... my name is Charles Dickens..."

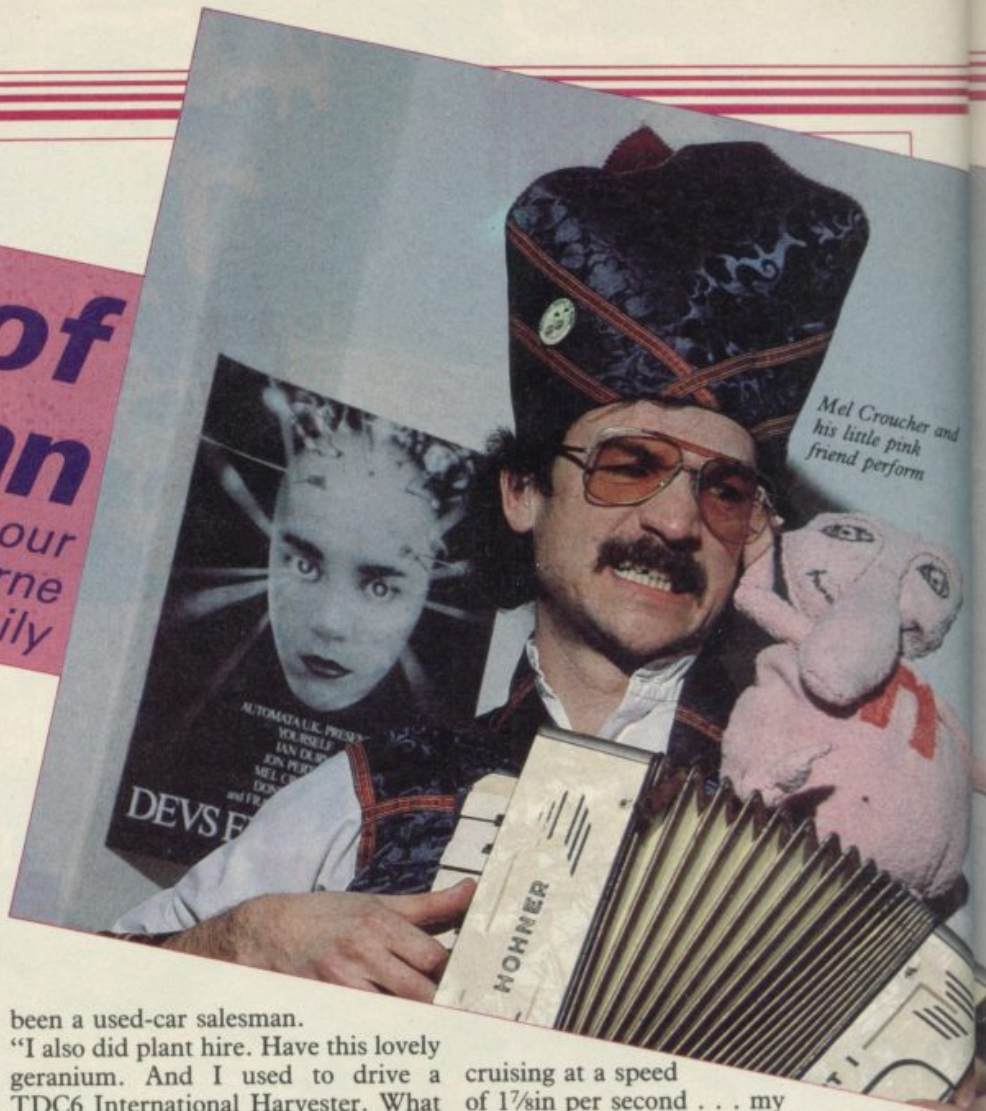
Automata the software house was born in the middle of the English Channel. "We were doing a guide for Sealink to the Channel Islands," says Mel. "Christian was putting the guide together, and I told him I had bought a ZX-81. He was totally scornful."

On the boat back the first program was written out on 20 sheets of paper. It was supposed to fit into 1K of RAM. "It was bloody great," says Mel. "It was a meeting of film and book."



*Lady Clair, ravishing in green velcro*

The first commercial programs were *Can of Worms* and *The Bible*. "Good family games with no violence



*Mel Croucher and his little pink friend perform*



in the best of taste." And then came the Piman, and nothing was ever going to be the same again.

"We're very interested in artificial insemination," says Christian. "The Piman was not conceived in a test-tube but in a pint mug." Or, as Mel puts it, "He's very big Down Under."

The little pink tearaway with the vast proboscis made his first appearance in **Pimania**, the text adventure game which appeared in early 1983, with its quest for the golden sundial of Pi, which "really exists. We've got it in a bank somewhere all covered in assay marks. Nobody has cracked the puzzle yet but we bet they'll say Eureka! when they do..."

The Piman's rapidly developing ego was apparent even then. On side two of the cassette the infamous disco smash-hit-wallop **Pimania**, as recommended by leading South American torturers, began a series of musical statements which has led magazine reviewers of all ages to be very careful which side of an Automata game is put on the cassette deck first.

"You stole my deaf-aid and I want it back," were the Piman's first immortal words on tape. Or, as his inconstant companion Lady Clair Sinclive says, "Wow, a saxophone. I've always wanted to be in show-biz."

"**Pimania** is really a mirror of what we are," says Mel. "If you read the wonderful sales figures in the press it was 100,000. When we sold a thousand copies we thought bloody hell's teeth, this is wonderful... it struck a chord, obviously."

But greed transformed the happy family. For months Penfold and Croucher had been creaming vast profits off the business, paying themselves £24.49 a week and hiring extravagant trestle tables at ZX Microfairs.

"We were mother and father to the Piman," says Mel. "We love all the little Pi-people. Morris, Rastapiman, Swettibitz — he's an intergalactic used-car salesman currently customising Rasta's C5. We were talking to Gremlin Evans the other day and he thinks their personalities are probably more rounded than ours." Gremlin Evans is the cartoonist responsible for the weekly comic strip published on the back page of Another Computer Magazine every week.

Penfold and Croucher apologise for the Piman not being present at the interview. But they insist that he is real. "You think he's one of us, don't you? But he's not. He exists."

Christian tells how a five-year-old boy telephoned and said his father had told him the Piman wasn't real. "I got the kid's father on the phone and had a go at him. I told him to stop breaking the kid's illusions. Then I told the boy to come along to the Microfair and bring his father along to meet the Piman. I want people to have trust in their software house."

Lady Clair, in whip-cracking form in her new role as a member of the Defect Police, takes time off from duplicating copies of **Deus Ex Machina** to bring more cups of coffee. "We're not sexist," says Mel. "If I were a skivvy I'd be making cups of coffee." Lady Clair snorts, and curls her thong.

As the afternoon lengthens the shadows of the present loom darker. Most of the games since **Pimania** have been programmed freelance, many arriving as unsolicited tapes which are then slotted into the Piman legend. **Pimania** itself was written by Christian, but designed by the two of them together. Mel's ambitions to fit 20 page programs onto the ZX-81 died on the ferry.

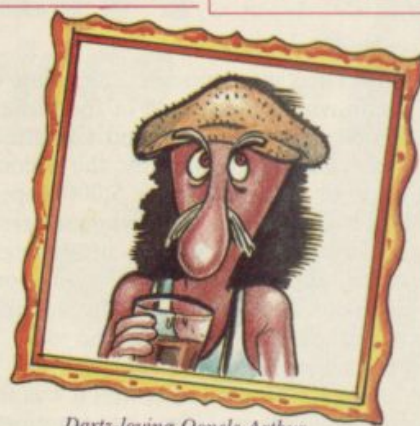


The ebullient Rastapiman

Between the launch of **Pimania** and the creation of the ill-fated and incredible **Deus ex Machina** the company became known for its espousal of non-violent game concepts, weird cartoons, surreal appearances at ZX Microfairs, and increasingly vocal opposition to what Penfold and Croucher see as the depredations of the middlemen, software distributors and retailers, on the industry.

Automata has always been essentially a mail-order business, and insists that wholesalers pay for what they buy when they order it, the same as other customers.

"We have to instil into people's brains that Automata cherishes its mail-order customers," says Christian. "When you buy something mail-



Dartz-loving Ooncle Arthur

order you put a cheque in the envelope and you know you are going to be charged. Wholesalers are reluctant to say 'We want a product. We will sit down and write a cheque.'"

Penfold and Croucher have been bitterly disillusioned by the lack of response to **Deus ex Machina**. **Deus** is an epic 'computer movie', a game/film/LP with stars like Ian Dury and Jon Pertwee on a synchronised music sound-track. It was written and largely performed by Mel and traces the life of a biological accident in a futuristic machine-world governed by defect police and propaganda. It received excellent reviews in the computer press and was taken up by the national media. Mel was interviewed by Barry Norman; the *Sunday Times* put it top of its list of games to buy for Christmas. Wholesalers treated it as if it were a plague-carrier.

"**Deus** truly was the first original audio-visual entertainment since the computer revolution," says Mel. "It didn't come from a bunch of programmers. It was treated like a film, with story-boards painted with felt-tip pens from beginning to end. Then the programmers said, 'it isn't possible.' Six months later it was done."

Everything except the lead vocals was mixed in Dorothy's Wool Shop. A London studio was hired for the vocals at great expense. One incident involved Jon Pertwee, former scarecrow and Time Lord.

"The studio was costing x pounds a minute," says Christian, "and Pertwee was late. He phoned after half-an-hour and said 'Terribly sorry dear boy, I'm going to be late.' I thought that was very arrogant. Then an hour late he walked in wearing a crash helmet and leathers and said 'I've just fallen off my Harley-Davidson.' He was bruised all down one side, but he went into the recording booth with his script and did the job."

continued on page 84



# Hit Squad

continued from page 83

So Deus was launched, the game of the movie of the record of the poster, to enormous acclaim. And Christmas came and went, and by the second week of February only 5,000 copies had been sold to major wholesalers.

Christian, becoming increasingly bitter as the afternoon wears on, explodes in quiet fury on his friend's behalf. "I am tone-deaf," he says. "I can understand the concept but I cannot follow it all. For Mel it was the crescendo of an idea, an emotional achievement. On my side, I have been flattened by the lack of response and sales despite the wonderful things said about it. I sit here and feel heart-broken at the pathetic way the wholesalers have handled it.

"I really wonder whether it's all worthwhile. Mel is a creative genius. He put more in and took more out of the Spectrum than anybody has done before.

"But because of our company policy of a fair deal for all, wholesalers have not put it into the shops. It was a wonderful idea, and beautifully packaged, and to be treated in the way it has been . . ."

Suddenly it is an ugly, bitter world. The Piman, who stole in to take part in the photo-session, sits on Mel's desk idly picking at a tape deck with his screwdriver. Christian's voice sinks lower. "My part is to try and get these bastards to part with some money. Our response to mail-order has proved people want it. The wholesalers could not have asked for more backup.

"We play by honourable rules. But



Lady Clair's daughter Piana

**Pimania** has not been through any major wholesaler. Thorn EMI, Microdealer, Lightning, Websters . . . they have not handled **Pimania**."

The Piman looks up from his tape-deck and says, sadly, "You think it's fun, being a bit of a cult, trying to

spend your time spreading joy and happiness through the planet? It's lonely in here you know, waiting for human contact and the opportunity to shine for an hour or two."

Plans for the future? Well, the Piman has already decided to release the first **Ten Pack**, ten Piman games for £10.00 on a single cassette. And Automata has reduced the price of Deus from £15.00 to £10.00 in disgust. "Why give the discount to the wholesalers if they won't buy enough copies to justify it? We're giving the discount to the public.

"What is the point of doing another one — another six months of my life?" asks Mel. "We are still waiting for the public to pick up on Deus. If the



Swettibitz, intergalactic salesman

**Piman's Greatest Hits Too**, available mail order from etc etc.

"Hello everybody, especially Pimaniacs . . . another year older, but no wiser I fear . . . all in all, not a very good year for our pals in the computer



cut-off figure is achieved then we'll release what we've had on the stocks for the last six months. We've got plenty of good cheap games for Ten Packs if that's what they want."

Even Lurch seems depressed. He hasn't moved for forty minutes. Christian, sounding anything but, says, "We do it for the bloody love of it. We don't work here. We just come in for fifteen hours a day. We do it for the people who buy mail-order, and for those letters from the kids. We are fortunate that Mel's wife and my young lady are good wage-earners."

Time to go, to trust life and limb to Mel's old black buggy. Croucher and Penfold apologise for the lack of jokes and jollity.

Lady Clair manages a smile. But the final words should go to the Piman, last champion of a world which should be real but somehow gets lost in all the sweat and tears of business. Here's his Christmas message, as heard on *The*

business was it? Talk about bankrupt stock . . . here's to absent friends (hic). We weren't in competition you know. Still, what with software piracy, or should I say Theft of Software by all of you out there . . . what did you expect?

"Then there's all those stupid advertising rates . . . think of a number, double it, add your telephone number . . .

"And what with wholesalers taking 50 or 60 percent and not wishing to part with their pennies for several weeks . . . (hic)

"Goodbye. Goodbye to all the 87 software houses who are no longer with us . . . hello multinationals with your contract lawyers and your cut-price rotten little programs . . .

"Goodbye everybody . . ."

END OF TAPE . . .

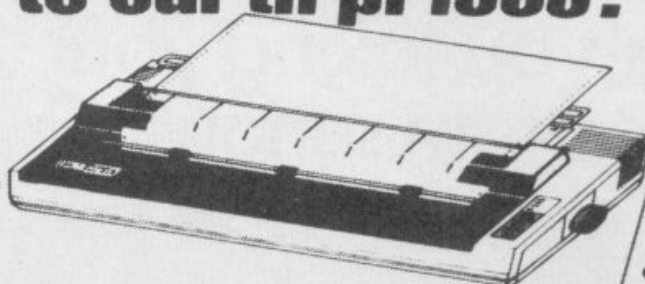
(hic)



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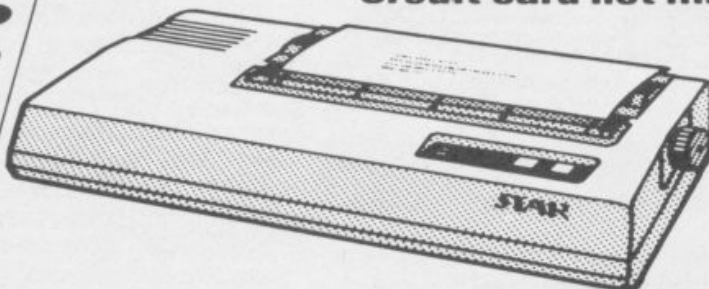
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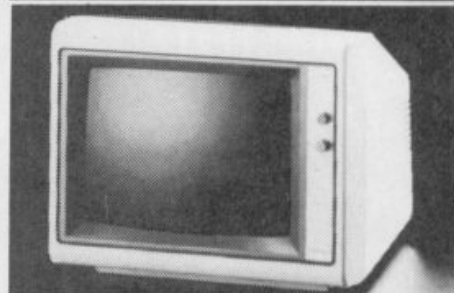
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# Tasprint sets the style

The new extension to Tasword II adds variety to the appearance of the text

**I**F YOU use your Spectrum for writing letters or preparing drafts then there is a very good chance that you use **Tasword II**, the best-selling word processor from Tasman Software. If in addition you also use a dot matrix printer then Tasman's latest offering is for you.

**Tasprint** is a program which can be used with your own programs or merged with **Tasword**. It extends the capabilities of your printer to give an extra five character types — fonts. Of those five you will probably only want to use three; Median and Lectura Light are both fonts which could be used for business letters, while **Compacta** is ideal for sections which need to stand out.

Palace Script is described as distinctive and flowing, though I find that it

highlights the deficiencies of dot matrix printers. The fifth, **Data-Run**, looks like a refugee from the bottom of a cheque book with letters which cannot make up their mind whether they wish to be thick or thin.

In addition to the five extra fonts **Tasprint** enables you to underline, box and print inversely white letters on black backgrounds. Those extra facilities have been paid for by having to use letters which are twice the normal height.

While the manual is adequate to merge **Tasprint** with **Tasword II**, it is unclear in some parts. True to form Tasman also includes in the manual a section of technical details to allow you to make the most of the program. If there are any faults in the way the program works then they lie, firstly,

with the fact that the control codes — instructions to the printer shown as graphics characters on the screen — are interpreted as spaces when printing and, secondly, with not being able to change fonts in the middle of a line. That first drawback can be compensated for and there are very few occasions when you would actually want to use different fonts in one line.

Although the gain from adding such facilities can be great it must be remembered that they replace the **Tasword** option to define the graphics characters as printer control codes.

The brochure which Tasman is currently including with its products is printed using **Tasword II** and **Tasprint** and is an excellent illustration of the quality which can be achieved. In the past few months there have been a couple of pretenders to Tasman's place as the producer of the best word processor for the Spectrum. The addition of **Tasprint** must surely put Tasman firmly back in the lead.

Tasman Software, 17 Hartley Crescent, Leeds LS6 2LL.

Mike Wright

**TASPRINT**  
Tasman Software  
Memory: 48K  
Price: £9.90  
Gilbert Factor: 8

*This is printed normally in Tasword II but if I change to Lectura Light then it looks like this, while Median looks like this Compacta looks like this DATA RUN IS LIKE THIS AND FINALLY for those long flowing letters we have Palace Script and with any of these can be used underlining boxing, or even inverse printing*

**B**ANKER from Andic Software is a program which can be used not only to keep track of, but also to forecast, future balances in your bank account. It works on the simple idea that every transaction can be thought of as a standing order, even if it is a one-off. Such orders can then be applied to the balance in an account for future months and so forecast the balance in the account.

The orders are set up with the usual details of description, type, amount and date — year, month and days. In addition the period, or number of months, of the order can be specified.

In order that the best use can be made of the program the manual suggests that around 50 or 60 orders be set up, including one for expecting

## The silicon banker looks into the future

Keep your accounts in order and then get a projection for future balances. But can the banker beat his rivals?

the 'unanticipated expense'. Once the details have been set up they are updated onto the 'Order file', and then amended or deleted with ease. With payments being noted by a minus sign one of the nice features of the program is the provision for changing the sign of an amount by

pressing the 'j' key.

Modelling the account for future income and expenditure is done simply by specifying the starting date for the modelling, the balance in the account and the length of the model in months. The amount of output, which

*continued on page 88*



continued from page 87

can be printed either on screen only or on the printer only, is controlled by the level and graph options. The Level can be set to 1 — monthly summaries only; 2 — summaries also showing amended daily balances only; or 3 — summaries and full details of all transactions.

In addition you can also have a line graph for each month showing the daily closing balances — option one — or a bar chart of daily balances for the whole period — option two — or both together — option three. Alternatively you need have no graphs at all. Since the line graphs have no scale and the

DESCRIPTION	salary
TYPE	dd
YEAR	65
MONTH	00
DAY	01
PERIOD	000
AMOUNT	548.83
SELECT ACTION	
f=fetch order	u=update order
s=scratch order	a=set amount
=set name	t=set type
=set year	m=set month
=set day	p=set period
=alter sign	e=exit

#### Banker

bar chart, which is printed sideways, is lengthy, that is probably the best option to use.

The manual, six photocopied A4 sheets, is well written and makes using the program relatively easy. However, Andic's claim that **Banker** is "one of the few genuinely useful and practical" programs available for the Spectrum is way off target. If you want the program to keep track of individual items of expenditure it can be done but the printout is cluttered and difficult to read. You would soon run out of space with a maximum of 200 orders.

My main dislike of the program is that the modelling is linear — only the standing orders as they are set up are applied. There is no easy way of allowing for, say, a five percent pay or RPI increase in the model. **Finance Manager** from OCP will keep track of your accounts more efficiently and easily. It can also be used for modelling in the same way as **Banker**. The only thing it does not do is draw the graphs.

Andic Software 17 Gypsy Lane, Marlow, Buckinghamshire.

Mike Wright

**BANKER**  
Andic Software  
Memory: 48K  
Price: £8.50  
Gilbert Factor: 5

# How do you rate for personality power?

## Can the Lifeline test add to your self-knowledge? Mike Wright doubts it

**I**F YOU are about to take on a new employee or branch out into a new job yourself then **Lifeline**, a self-analysis and career counselling program from William Stuart Systems could be what you are looking for. Written by a psychologist it is designed to highlight a person's particular strengths and on the basis of these give a character analysis.

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The program is easy to use and once you have entered your name and read the introduction page you are off. **Lifeline** is in two stages. The first is a question and answer session followed by the analysis. The session consists of 24 sets of four words. For each set you are asked to select which word is most like you and which is least like you. Even if you think that none of them are appropriate the choice must still be made. Your choice is made by pressing keys 1 to 4.

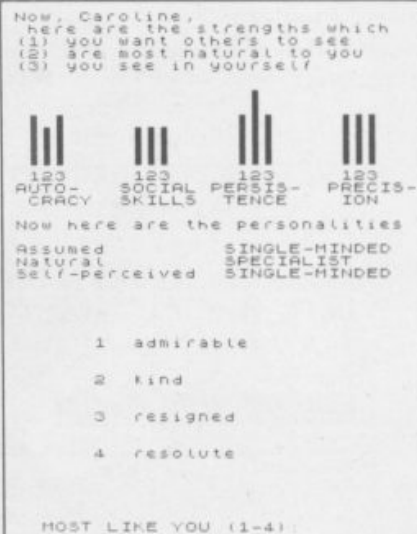
Once the selections have been made the program matches the responses to its inbuilt character types before displaying the results. It takes about a minute before that is completed and you can sit down with the booklet and work out where your strengths lie.

The results take the form of a series of bar charts which show relative strengths for four main characteristics. These are autocracy, social skills, persistence and precision. For each characteristic three bars are used to show the strength of the projected, the true and the self-perceived. Finally, a personality type is given for each of the three personalities with a choice to copy the screen to the printer. The printing option is intended for use with a ZX printer or other that supports the COPY command, although it was not too difficult to break into the program and change it to work with a full-sized printer.

In the first section the booklet lists the main tendencies of high characteristics, followed by advice on which occupational areas you may do well in. The second section explains the personality types, and includes advice on more specific occupations which are suited to that type.

In all sections the advice is very general and consists of the obvious; for example, "Convincer . . . . ability to use friendly persuasion to get others to move in your direction. Sales and Marketing . . . . suit you well."

This program could have a place in careers counselling and personnel work. Written 'tests' like this are



#### Lifeline

already used. I feel however, that results from computer 'tests' are likely to be less accurate because fear of computers, which is still prevalent in the vast majority of this country's workforce, will lead to a lack of seriousness and bias the results.

William Stuart Systems, Quarley Down House, Cholderton, Nr Salisbury, Wiltshire SP4 0DZ.

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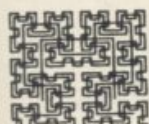
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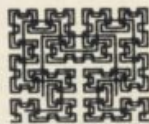
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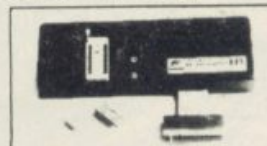


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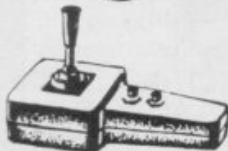
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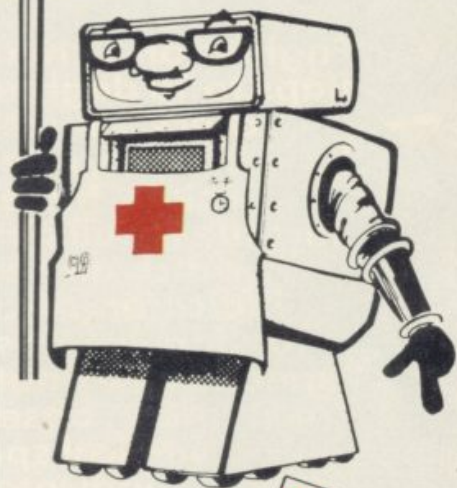
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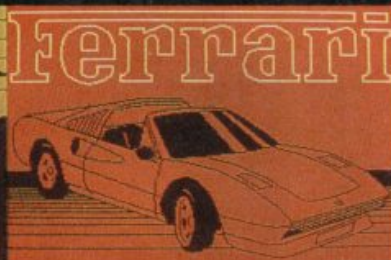
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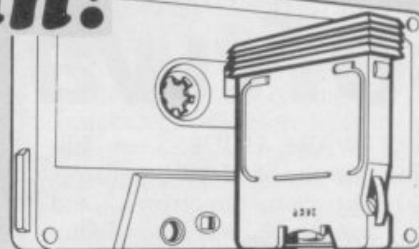
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In the last part of an investigation into the software industry, Clare Edgeley talks to the distributors

## Trapped in a software vice

**S**OFTWARE HOUSES are falling into the hands of liquidators like there's no tomorrow — and in many cases there isn't. They do not know where the money for their next game is coming from, and when they do produce a game there is a high chance that it won't even reach the public. They blame the distributors — the middlemen in the industry — for creating this climate.

The distributors claim the fault is not theirs. They, too, are suffering cash flow problems and those problems are irritated by delayed programs, cancelled launch dates, limited shelf space in shops and poor quality games. They are caught in a vice with the software houses on one side and retail outlets on the other.

It is the distributors' job to evaluate the games sent by the software houses and then sell the best into as many shops as possible. Shelf space in shops is limited for the huge number of games available and so distributors can choose only a small number for their catalogues. John Forrest from Thorn EMI explains, "We are selling into an amount of space so we have to decide what game is going to move fastest", and adds, "the retailer can't evaluate and order from dozens of small publishers — he wants to buy from as few suppliers as possible." The same can be said of the software houses — they do not have the resources to contact each shop separately.

However, the job the distributor has to perform is not as cut and dried as buying from one area of the market and selling to another.

Last Christmas, the high point of the seasonal market, distributors were inundated with software to evaluate. Loretta Cohen, from Lightning Records & Video, distributors, explains that they couldn't cope with the number of games coming in for evaluation. "We experienced a lot of rudeness

from software houses about the evaluations — but the volume was almost too much. If they sat on this side of the fence. . ."

If, as John Forrest suggests, software houses had presented the games earlier in the year, some companies would have succeeded in winning one of those much prized places on the shop shelves.

Distributors are very cautious about the games they take on as each game constitutes a risk and the gamble is in choosing the one piece of software which will sell better than others of the same ilk. If a mistake is made the shops will not buy and the distributor is left with unwanted software on his hands.

Clive Digby-Jones, of Websters, states, "In the past software houses sent us a tape and expected us to send an order in advance. We are now at a point where we see a product and try it out on people first." That attitude is shared by most distributors. One recent exception concerned Legend's **The Great Space Race**.

Months before release, adverts for the game littered the computer press warning of its impending arrival. "The Great Space Race was hyped to such an extent that demand for the product was coming in from the public before the stores had got the game", reveals Loretta Cohen. "The retailers phoned us and we didn't have it as Legend kept changing the launch date. Demand was so great we had to order copies without seeing the game. It hasn't sold. We won't ever take on a game without first seeing it".

Terry Blood Distribution also got its fingers burnt in this incident and Joe Wood sums up, "It is assumed that distributors manipulate the market, but in fact it is probably the other way round and the market manipulates the distributors. The market dictates — if the software produced is of poor quality it won't sell, no matter

how many copies are bought by the distributors and sold to retailers".

Before last Christmas, Websters received around 400 games a month and from that number chose 50 — a frightening waste of time and effort on the part of the software houses. "We look at a game and decide if it is a copy and whether a game similar to it is doing well. If that is the case there is no point in removing it to make way for another of the same", says Clive Digby-Jones.

The rapidly decreasing number of software houses is also a cause for concern. It has been pointed out that one of the reasons behind the demise of many software houses is the huge discounts they have to give the distributors on their games — as much as 60 percent in some cases — and the long payment terms when those games have been accepted — up to 45 days.

It is true that those terms are creating cashflow problems for small software houses, yet the blame cannot be laid at the distributors' door alone.

On that issue the distributors are caught firmly in the middle. The retailers demand a discount of up to 40 percent when taking on a game. The distributor needs payment for handling that game and will ask for a







## Software Report

might even get less.

Distributors are more business conscious now that the industry is going through a shake-up than they were two years ago. The market is carefully evaluated and different ranges of games are sold into different sectors. Clive Digby-Jones explains Websters' policy, "We have the responsibility to pick the best sellers first and tailor our range to fit different customer bases. For example, Boots is a predominantly female store relying on family purchases and is more likely to take on a range of best sellers. Their range differs from newsagents who will take on the budget ranges, others will take only chart toppers. We try to meet the needs of each outlet".

Loretta Cohen adds, "We don't encourage the shops to order large numbers of games — in that way they should never be embarrassed with overstock. If we feel they are ordering too much we'll tell them".

All are agreed that they would like to see a standard release date from each company — as in the record business. Tiger's Adrian Fisher comments, "Launch dates which have been moved around cause a problem when selling into the shops."

When the games industry started four years ago, there were few distributors in evidence and business was mostly by mail order. As computer games increased in popularity, large chain stores like W. H. Smith and Boots entered the market. Small, independent computer shops sprouted and suddenly distributors were necessary. Andrew Denning of Lazer points out, "Some businesses wouldn't exist if they weren't with us as very small retailers demand about five of each product and software houses, like Ultimate, wouldn't be able to cope with small orders like that".

Briefly, then, the system works for some and not for others. Whether it is the best system in the circumstances is arguable, and something that the months and years ahead might decide. At the very least, it allows publishers, distributors and retailers to lay the blame for occasional blunders at each other's doors.

One last point — did you notice how often you, the customer, figured in the arguments detailed in this article? Why not add your still small voice to the debate by writing to *Sinclair User* with your opinions on the marketing of software? We look forward to hearing from you.

discount of between 50-60 percent from the software houses, keeping only 15-20 percent.

Those margins have to be met. As Joe Wood puts it, "If the margins on a game aren't sufficient it won't get into a distributor".

A similar situation arises with payment terms. "We pay 30 days from the end of the month after receipt of goods — that is, on average, 45 days", explains John Forrest, "We buy and sell on those terms".

Automata's *Deus Ex Machina* is an example of the failure of this system; — the game has been widely acclaimed and yet Automata experienced great difficulty in getting it into the shops. Automata insisted on payment when the distributors' orders were placed, and consequently many distributors refused to handle the program as they would be out of pocket while waiting to be paid by the retailers. Of course, the system as it exists means that the software publishers are often out of pocket while they wait to be paid by the distributors.

As there is no standard discount, the software houses are able to negotiate terms on each game. John Forrest states, "If the retailer is taking a larger

volume he can sometimes demand a larger discount. If the publisher has a fantastic product he might suggest a lower margin because of the greater quantities sold".

The packaging of a game can be one of the deciding factors in its selection to a distributor's catalogue. Games in cassette-sized packaging tend to stand a better chance of being chosen than a similar game in a large library-style case. Though the larger case is certainly more eye-catching, some retailers are loath to take such products when they could display two or three smaller ones in the same space.

Andrew Denning of Lazer Distribution agrees, "I've seen it happen, retailers take fewer copies of a game when they find out the size of the packaging." However, Adrian Fisher from Tiger Distribution disagrees, "So long as a game's packaged well, we haven't refused to take less because of its size. Games packaged well, sell well and with a good retailer it shouldn't stop a library-case packaged game getting onto the shop shelves".

Nevertheless, games do suffer from unwieldy large packaging and software houses must take that into consideration, and realise that far from gaining more visual coverage, they



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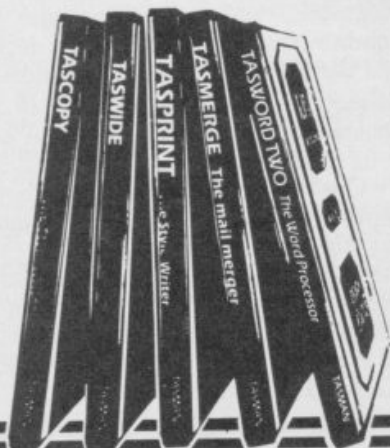
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CURSOR CONTROL CODES allow  
strings to have complex shapes  
DEF KEY user definable keys  
DELETE a block of lines  
DO-LOOP structure  
DPOKE double poke  
EDIT specified line  
ELSE used with IF THEN  
EXIT leave DO-LOOP

FILE enclosed area with specified ink  
or paper  
GET wait for keypress  
JOIN two program lines  
KEYIN a string  
KEYWORDS new keywords on/off  
LISTLIST line TO line  
USED used with GOTO, GOSUB  
ON ERROR trap errors  
(with LINE, STAT and ERROR)  
PLOT a string may contain cursor  
control codes  
POKE a string  
POP Basic's stack  
PROC, DEF PROC, END PROC  
(for named procedures)

RENUM variable renumber  
ROLL all or part of screen in any  
direction by specified number of  
pixels, with or without attributes  
SCROLL like ROLL, but without wrap  
round  
SORT arrays (very fast)  
SPLIT program lines  
TRACE program execution  
UNITS used with DO or LOOP  
USING used with PRINT  
WHILE used with DO or LOOP  
XOS, YOS move PLOT origin  
XRG, YRG change PLOT scale

### FUNCTIONS

AND (bit-by-bit)  
BINE decimal to binary  
CHAR number to 2 characters  
CODE fast cosine  
DEC hexadecimal to decimal  
DPOKE double PEEK  
FILL fill area

HEX hex decimal to hexadecimal  
INSTR string search  
MEM free memory  
MEMORY% all of memory as a string  
MOD modulus  
NUMBER 2 characters to number  
OR (bit-by-bit)

RNDG fast RND  
SCREEN recognises user graphics  
SINE fast sine  
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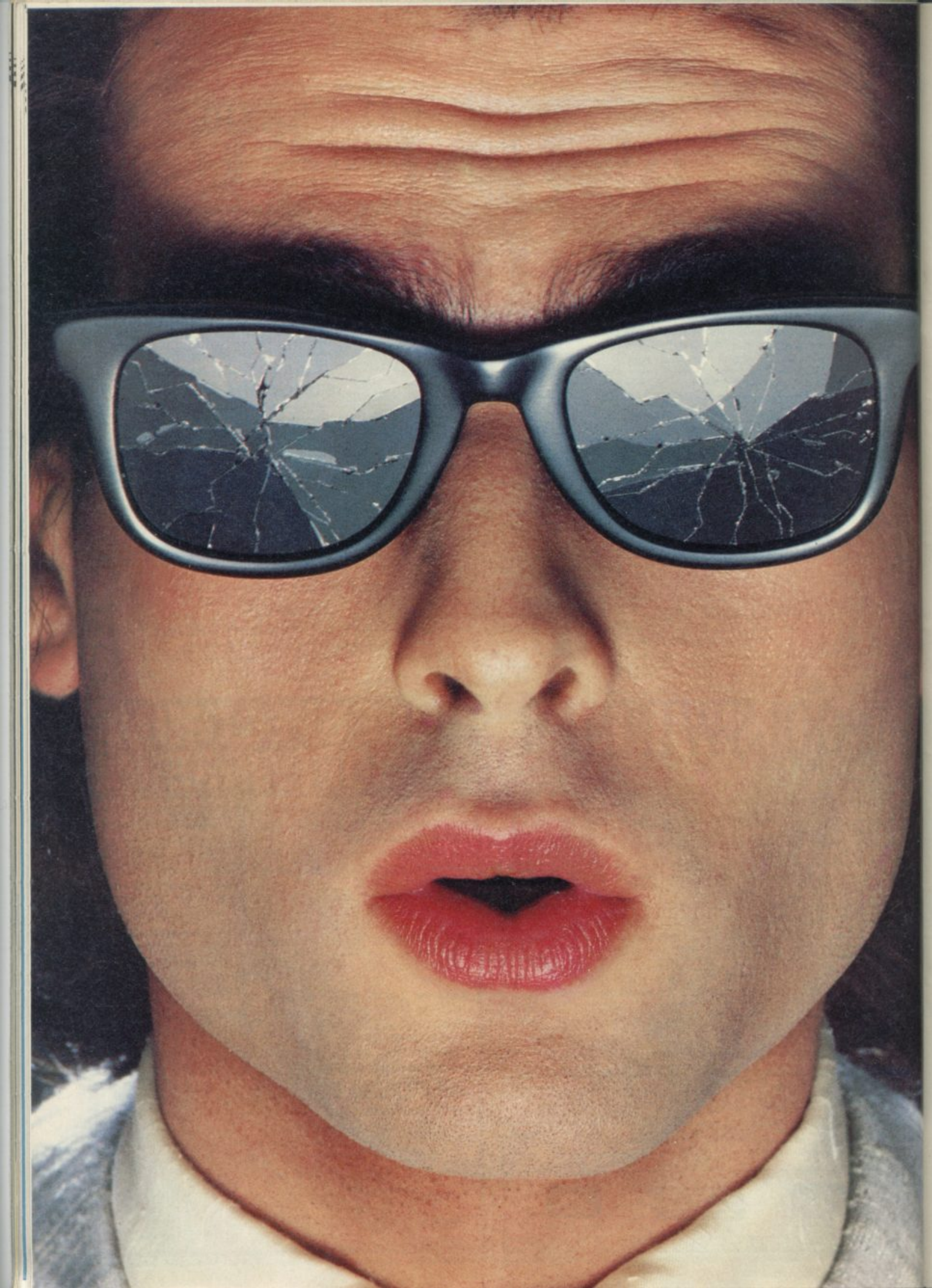
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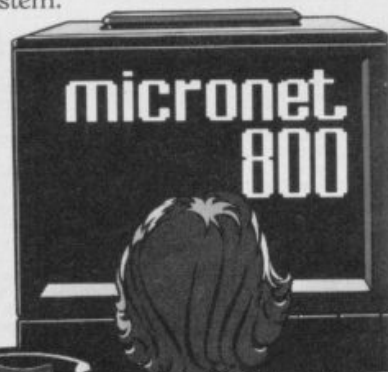
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**Lewisham.** Laskys, 164 High Street. Tel: 01-852 1375.  
**SE15.** Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.  
**EC2.** Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.  
**N14.** Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.  
**N22.** Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.  
**NW3.** Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.  
**NW4.** Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.  
**NW7.** Computers Inc, 86 Golders Green. Tel: 01-209 0401.  
**NW10.** Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

## MANCHESTER

**Bolton.** Computer World UK Ltd, 208 Chorley Old Road. Tel: 0204 494304.  
**Manchester.** Boots, 32 Market Street. Tel: 061-832 6533.  
**Manchester.** Laskys, 61 Armdale Centre. Tel: 061-833 9149.  
**Manchester.** Laskys, 12-14 St. Marys Gate. Tel: 061-833 0268.  
**Manchester.** Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-2248117.  
**Manchester.** NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.  
**Manchester.** Walters Computers, Kendal Milne, Deansgate. Tel: 061-832 3414.  
**Oldham.** Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.  
**Swinton.** Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

## MERSEYSIDE

**Heswall.** Thornguard Computer Systems, 46 Pensby Road. Tel: 051-342 7516.  
**Liverpool.** Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.  
**Liverpool.** Laskys, Dale Street. Tel: 051-236 3298.  
**Liverpool.** Laskys, St. Johns Precinct. Tel: 051-708 5871.  
**St. Helens.** Microman Computers, Rainford Industrial Estate, Mill Lane Rainford. Tel: 0744 885242.  
**Southport.** Central Studios, 38 Eastbank Street. Tel: 0704 31881.

## MIDDLESEX

**Enfield.** Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.  
**Harrow.** Camera Arts, 42 St. Anns Road. Tel: 01-427 5469.  
**Harrow.** Harrow Micro, 24 Springfield Road. Tel: 01-427 0098.  
**Hounslow.** Boots, 193-199 High Street. Tel: 01-570 0156.  
**Southall.** Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.  
**Teddington.** Andrews, Broad Street. Tel: 01-997 4716.  
**Twickenham.** Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.  
**Uxbridge.** JKL Computers, 7 Windsor Street. Tel: 0895 51815.

## NORFOLK

**Norwich.** Adams, 125-129 King Street. Tel: 0603 22129.

## NOTTINGHAMSHIRE

**Sutton in Ashfield.** HN & I Fisher, 87 Outram Street. Tel: 0623 54734.  
**Nottingham.** Laskys, 1-4 Smithy Row. Tel: 0602 413049.

## OXFORDSHIRE

**Abingdon.** Ivor Fields Computers, 21 Stern Street. Tel: 0235 21207.  
**Banbury.** Computer Plus, 2 Church Lane. Tel: 0295 55890.  
**Oxford.** Absolute Sound & Video, 19 Old High Street, Headington. Tel: 0865 65661.  
**Oxford.** Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

## SCOTLAND

**Aberdeen.** Boots, 133-141 Union Street. Tel: 0224 585349.  
**Edinburgh.** Boots, 101-103 Princes Street. Tel: 031-225 8331.  
**Edinburgh.** Laskys, 4 St. James Centre. Tel: 031-556 1864.  
**Glasgow.** Boots, 200 Sauchiehall Street. Tel: 041-332 1925.  
**Glasgow.** Boots, Union Street and Argyle Street. Tel: 041-248 7387.  
**Glasgow.** Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.

## SHROPSHIRE

**Shrewsbury.** Clairmont Enterprises, Hills Lane. Tel: 3647 52949.  
**Shrewsbury.** Computerama, 13 Castlegate. Tel: 0743 60528.  
**Telford.** Computer Village Ltd, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.  
**Telford.** Telford Electronics, 38 Mall 4. Tel: 0952 504911.

## STAFFORDSHIRE

**Newcastle-under-Lyme.** Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.  
**Stafford.** Computerama, 59 Foregate Street. Tel: 0785 41899.  
**Stoke-on-Trent.** Computerama, 11 Market Square Arcade, Hanley. Tel: 0782 268524.

## SUFFOLK

**Bury St. Edmunds.** Boots, 11-13 Cornhill. Tel: 0284 701516.  
**Bury St. Edmunds.** The Computer Centre, 1-3 Garland Street. Tel: 0284 705503.  
**Ipswich.** Brainwave Micros, 24 Crown Street. Tel: 047 330965.

## SURREY

**Bagshot.** P & H Electronics, 22-24 Guildford Road. Tel: 0276 73078.  
**Croydon.** Laskys, 77-81 North End. Tel: 01-681 8445.  
**Croydon.** The Vision Store, 53-59 High Street. Tel: 01-686 6362.  
**Croydon.** The Vision Store, 96-98 North End. Tel: 01-681 7539.  
**South Croydon.** Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.  
**Epsom.** The Micro Workshop, 12 Station Approach. Tel: 0372 721533.  
**Guildford.** Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.  
**Wallington.** Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.

## SURREY

**Woking.** Harpers, 71-73 Commercial Way. Tel: 0486 225657.

## SUSSEX

**Bexhill-on-Sea.** Computerware, 22 St. Leonards Road. Tel: 0424 223340.  
**Brighton.** Boots, 129 North Street. Tel: 0273 27088.  
**Brighton.** Gamer, 71 East Street. Tel: 0273 728681.  
**Brighton.** Laskys, 151-152 Western Road. Tel: 0273 725625.  
**Crawley.** Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.  
**Crawley.** Laskys, 6-8 Queensway. Tel: 0293 544622.  
**Eastbourne.** Boots, 15 Eastbourne Arndale Centre. Tel: 0232 31291.

## TYNE & WEAR

**Gateshead.** DP Supplies, St. Andrews House, Westfield Terrace. Tel: 0632 785068.  
**Newcastle-upon-Tyne.** Boots, Eldon Square. Tel: 0632 329844.  
**Newcastle-upon-Tyne.** Laskys, 6 Northumberland Street. Tel: 0632 617224.  
**Newcastle-upon-Tyne.** RE Computing, 12 Jesmond Road. Tel: 0632 815580.

## WALES

**Aberdare.** Inkey Computer Services, 70 Mill Street, The Square, Treccynon. Tel: 0685 881828.  
**Aberystwyth.** Aberdara at Galloways, 23 Pier Street. Tel: 0970 615522.

**Cardiff.** Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.  
**Cardiff.** P & P Computers, 41 The Hayes. Tel: 0222 26666.  
**Swansea.** Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.

## WARWICKSHIRE

**Coventry.** Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.  
**Coventry.** Impulse Computer World, 60 Hertford Street Precinct. Tel: 0203 553701.  
**Coventry.** JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.  
**Coventry.** Laskys, Lower Precinct. Tel: 0203 27712.

**Leamington Spa.** IC Computers, 43 Russell Street. Tel: 0926 36244.  
**Leamington Spa.** Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.

**Nuneaton.** Micro City, 1a Queens Road. Tel: 0203 382049.  
**Rugby.** O.E.M., 9-11 Regent Street. Tel: 0788 70522.

## WEST MIDLANDS

**Birmingham.** Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.  
**Birmingham.** Laskys, 19-21 Corporation Street. Tel: 021-632 6303.  
**Dudley.** Central Computers, 35 Churchill Precinct. Tel: 0384 238169.  
**Stourbridge.** Walters Computer Systems, 12 Hagley Road. Tel: 0384 370811.

**Walsall.** New Horizon, 1 Goodall Street. Tel: 0922 24821.  
**West Bromwich.** DS Peakman, 7 Queens Square. Tel: 021-525 7910.  
**Wolverhampton.** Laskys, 2 Wulfrum Square. Tel: 0902 714568.

## YORKSHIRE

**Bradford.** Boots, 11 Darley Street. Tel: 0274 390891.  
**Leeds.** Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.  
**Sheffield.** Laskys, 58 Leopold Street. Tel: 0742 750971.  
**York.** York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.

**Bradford.** Boots, 11 Darley Street. Tel: 0274 390891.

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**York.** York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.





# PROGRAM PRINTOUT

## GRAPHICS INSTRUCTIONS

IN GENERAL, graphics abbreviations are enclosed in brackets, which should not be entered. A string of the same graphics character is represented in the form (3\*A) which would be entered as AAA, where A is the graphics character. A space, where it is important to have the correct number of spaces, is indicated by (sp). Spaces in text will not normally be indicated. Where several graphics characters are used, they are separated by commas, which should not be entered. With Spectrum and QL listings the letter I has a flat top and the numeral 1 has a sloping top.

The above applies to all Sinclair machines. The following instructions are for specific machines.

**ZX-81:** ZX-81 listings are generally reproduced as they appear when you enter them, spaces and all. Where extensive graphics are used, REM statements will be inserted to provide a guide to the position of each character.

**Spectrum:** User-defined graphics are represented by underlined letters, without brackets. Type the appropriate letter while in graphics mode. The underline does not appear on the screen. Inverse characters have the letter i before them, e.g. iZ, iA, iP. Block graphic characters are indicated by g followed by the number of the appropriate key: g4 would mean the block graphics on key 4, ig4 the inverse of that graphic.

Control codes are indicated by cc before the character, and are obtained by pressing CAPS SHIFT while in extended mode. They do not appear on the screen but may change the colour of the cursor and will affect what is printed after them: cc3,i\* would thus have the effect of printing an inverse asterisk in red.

**QL:** User-defined graphics on the QL are indicated by a description of the keys pressed to obtain them, underlined and in brackets. Thus (CTRL + 9) means press CTRL and 9 together. The same applies for unusual characters within the QL character set, which our printer is unable to reproduce.

## CITY DEFENCE

**D**EFEND the citizens of your planet against invading aliens in *City Defence* by Robert Eva of Truro in Cornwall. Wave upon wave of enemy craft must be destroyed before you get the chance to enter Hyperdrive and defeat the foe in space itself.

*City Defence* uses substantial machine-code routines, and you must therefore take great care when entering the DATA statements at the beginning. Full instructions are included within the game which runs on any 48K Spectrum.

*City Defence* uses our special abbreviations for graphics characters, so please read the instructions above before typing in the program.

```
10 FOR f=65368 TO 65535: READ
a: POKE f,a: NEXT f
20 DATA 24,24,255,255,189,189,
255,255
30 DATA 0,248,216,255,223,253,
223,255
40 DATA 0,0,0,0,0,85,255
50 DATA 0,0,3,15,63,255,255,25
5
60 DATA 60,60,255,255,85,255,8
5,255
```

```
70 DATA 0,0,3,15,13,63,53,255
80 DATA 0,255,129,255,129,255,
129,255
90 DATA 255,255,165,255,165,25
5,165,255
100 DATA 16,16,16,16,16,19,255,
255
110 DATA 0,0,0,7,31,149,255,255
120 DATA 231,255,165,231,165,23
1,165,255
130 DATA 24,60,24,60,24,255,255
,255
140 DATA 0,24,24,60,255,219,255
,255
150 DATA 0,15,15,13,253,255,181
,255
160 DATA 0,224,248,168,248,168,
255,170
170 DATA 0,0,48,48,38,62,62,255
180 DATA 0,0,0,118,84,126,76,78
190 DATA 254,97,255,255,127,121
,112,255
200 DATA 224,248,156,135,254,24
0,0,128
210 DATA 0,7,30,252,31,7,0,3
220 DATA 192,240,62,126,252,188
,14,255
300 CLEAR 39999: FOR f=40000 TO
40737: READ a: POKE f,a: NEXT f
305 DATA 17,224,255,58,80,195,1
11,58,81,195,103,6,8,26,119,19,3
6,16,250,58,80,195,60,111,58,81,
195,103,6,8,26,119,19,36,16,250
```

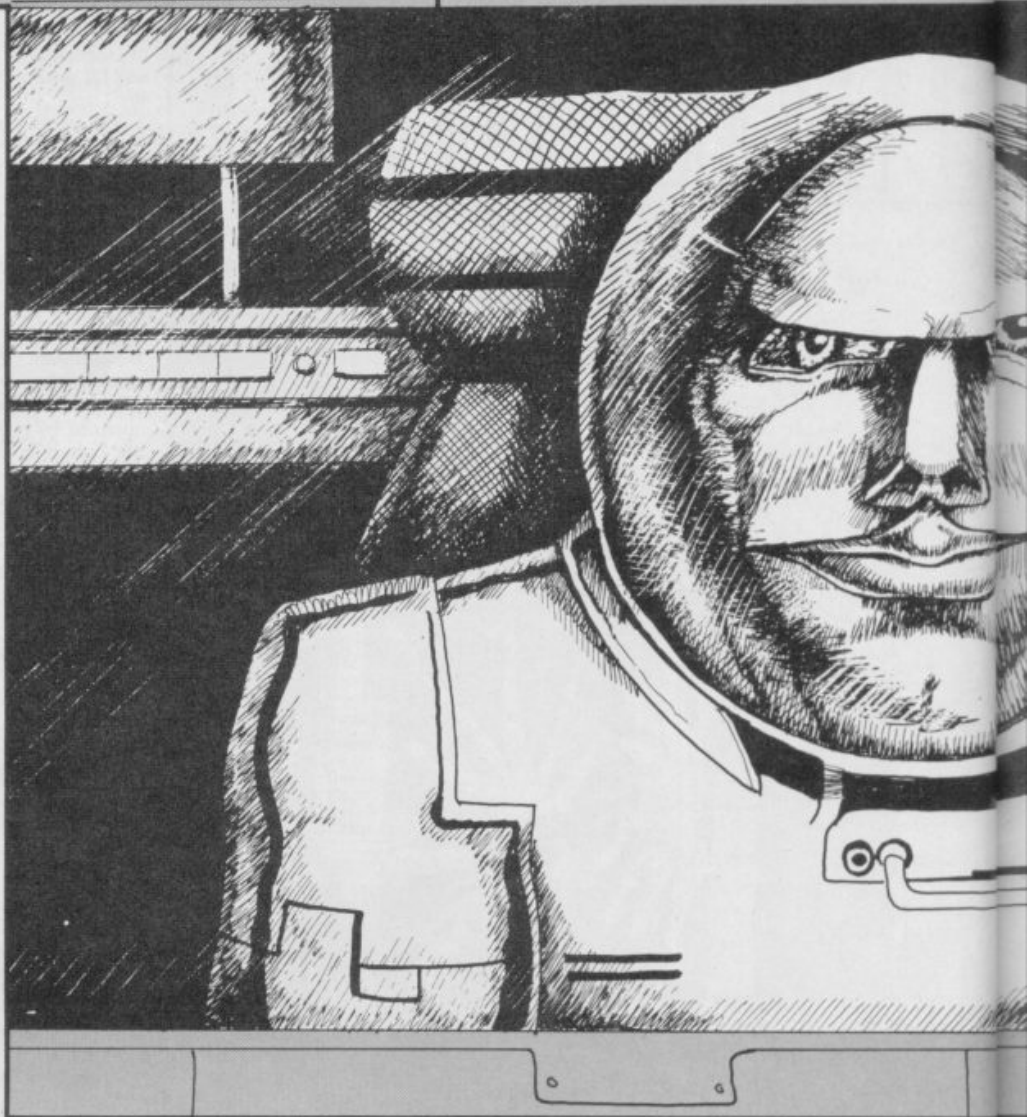
```
310 DATA 6,2,197,22,64,33,0,0,1
22,50,107,156,14,20,203,38,48,2,
14,0,35,6,31,203,38,48,3,43,52,3
5,35,16,246,43,121,254,10,48,1,5
2,122,60,87,122,254,72,32,213,62
,32,50,106,156,193,16,201,62,0,5
0,106,156
320 DATA 33,49,64,17,31,80,6,8,
126,254,128,56,15,197,62,170,6,8
,18,20,16,252,6,8,21,16,253,193,
36,123,30,32,131,95,16,228
330 DATA 33,17,64,17,30,72,6,8,
126,254,127,56,29,197,229,33,240
,255,6,8,126,18,20,35,16,250,6,8
,21,16,253,28,6,8,126,18,20,35,1
6,250,225,193,36,123,30,32,131,9
5,16,213
350 DATA 33,244,1,17,1,0,6,19,2
29,213,197,205,181,3,193,209,225
,43,43,16,243
400 DATA 17,120,195,58,80,195,1
11,58,81,195,103,6,8,26,119,19,3
6,16,250,58,80,195,60,111,58,81,
195,103,6,8,26,119,19,36,16,250
550 DATA 33,1,72,6,8,128,197,6,31
,126,43,119,35,35,16,249,43,54,0
,35,35,193,16,238
570 DATA 58,80,195,60,111,58,81
,195,103,126,254,0,40,6,62,255,5
0,96,234,201,24,3,0,0,0
571 DATA 33,0,72,6,8,126,254,0,
32,9,125,46,32,133,111,16,244,24
```



```

,23,58,84,195,61,50,84,195,254,0
,32,6,62,255,50,96,234,201,198,4
7,215,62,8,215
573 DATA 205,191,2,254,255,202,
64,156
574 DATA 58,85,195,254,0,40,56
575 DATA 205,191,2,254,79,32,49
,58,85,195,61,50,85,195,33,0,72,
6,128,197,6,32,126,254,170,40,2,
54,255,35,16,246,193,16,240,33,0
,72,6,128,197,6,32,126,254,170,4
0,2,54,0,35,16,246,193,16,240
590 DATA 205,191,2,254,65,32,38
,58,81,195,254,80,40,20,58,80,19
5,254,224,32,13,62,0,50,80,195,6
2,80,50,81,195,195,64,156,58,80,
195,198,32,50,80,195,195,64,156
600 DATA 205,191,2,254,81,32,46
,58,81,195,254,72,32,19,58,80,19
5,254,0,202,64,156,58,80,195,222
,32,50,80,195,195,64,156,58,80,1
95,254,0,32,241,62,224,50,80,195
,62,72,50,81,195,195,64,156
610 DATA 205,191,2,254,80,40,34
,195,64,156
620 DATA 17,1,0,33,64,156,6,75,
77,126,237,121,38,0,111,229,213,
197,205,181,3,193,209,225,38,136
,105,44,16,234,201
625 DATA 33,0,0,17,1,0,6,110,22
9,213,197,205,181,3,193,209,225,
35,16,244
630 DATA 58,80,195,60,60,111,58
,81,195,60,60,60,103,6,30,126,25
4,0,32,37,54,85,35,16,246,1,0,15
,11,120,254,0,32,250,58,80,195,6
0,60,111,58,81,195,60,60,60,103,
6,30,54,0,35,16,251,195,64,156
640 DATA 205,61,158,58,80,195,6
0,60,111,58,81,195,60,60,60,103,
6,30,126,254,85,32,5,54,0,35,16,
246,58,81,195,254,80,202,64,156
650 DATA 37,37,37,6,8,54,0,36,1
6,251,6,8,37,16,253,44,6,8,54,0,
36,16,251,58,80,195,87,14,0,33,1
3,64,6,8,121,186,40,7,14,32,129,
79,36,16,245,126,254,0,32,3,44,2
4,248,203,38,48,252
655 DATA 58,83,195,61,200,50,83
,195,195,64,156
660 DATA 33,0,64,6,192,197,6,32
,203,62,35,16,251,193,16,245,201
700 LET H$="----": LET H=0
715 POKE 65528,192: POKE 50000,
0: POKE 50001,0: POKE 40183,24:
POKE 40184,19: POKE 40263,201: P
OKE 60000,0: BORDER 0: PAPER 0:
INK 6: CLS
720 POKE 40037,2: POKE 40244,12
0
730 PRINT AT 2,10: BRIGHT 1: IN
K 4: "CITY DEFENCE"
770 PRINT AT 4,0: INK 3: "Up....
...[q]": AT 4,20: INK 4: "Down....
...[a]": AT 5,0: INK 5: "Fire....[p
]": AT 5,20: INK 7: "Smart....[o]"
780 PRINT AT 1,0: INK 0: "CITY D
EFENCE--by--R.EVA 1984--"
785 FOR f=0 TO 25: PLOT INK 0:
INT (RND*256),INT (RND*7)+160: N
EXT f
786 PRINT INK 7: BRIGHT 1: "RS
Press any key to begin TU"
790 RANDOMIZE USR 40000
800 IF INKEY$="" THEN GO TO 79
0
801 FOR F=0 TO 12: RANDOMIZE US
R 3583: RANDOMIZE USR 40509: NEX
T F
802 POKE 40183,33: POKE 40184,2
44: PRINT AT 21,0: INK 6: BRIGHT
1: "INSTRUCTIONS ? (y/n)"
804 LET a$=INKEY$: IF a$="" THE
N GO TO 804
806 IF a$="Y" OR a$="y" THEN G
O SUB 2500: GO TO 810
808 IF a$<>"n" AND a$<>"N" THEN
GO TO 804
810 POKE 40263,58: PRINT AT 21,

```



```

21: INK 4: "NO": FOR F=1 TO 3: RA
NDOMIZE USR 40509: RANDOMIZE USR
3583: NEXT F
830 PRINT AT 21,0: INK 7: BRIGH
T 1: "Level 1 OR 2..."
840 LET A$=INKEY$: IF A$="" THE
N GO TO 840
850 IF A$="1" THEN PRINT AT 21
,21: INK 4: "LEVEL:1": LET W=5: L
ET X=1: LET Y=2: LET Z=7: POKE 6
5520,0: GO TO 875
860 IF A$="2" THEN PRINT AT 21
,21: INK 4: "LEVEL:2": LET W=0: L
ET X=0: LET Y=0: LET Z=0: POKE 6
5520,1: GO TO 875
870 GO TO 840
875 FOR F=1 TO 4: RANDOMIZE USR
40509: RANDOMIZE USR 3583: NEXT
F: PRINT INK 7: BRIGHT 1: AT 20
,0: "P=PRACTICE OTHER-(15*sp)WISE
ANY OTHER KEY"
877 IF INKEY$<>" " THEN GO TO 8
77
880 IF INKEY$="" THEN GO TO 88
0
890 IF INKEY$="1" THEN POKE 65
520,0: POKE 65528,0: PRINT AT 21
,21: INK 4: "PRACTICE": GO TO 950
900 PRINT AT 21,21: INK 4: BRIG
HT 1: "REAL"
950 FOR F=1 TO 4: RANDOMIZE USR
40509: RANDOMIZE USR 3583: NEXT
F: PRINT #0: INK 5: BRIGHT 1: TA
B 5: " #PRESS 'S' TO BEGIN #"

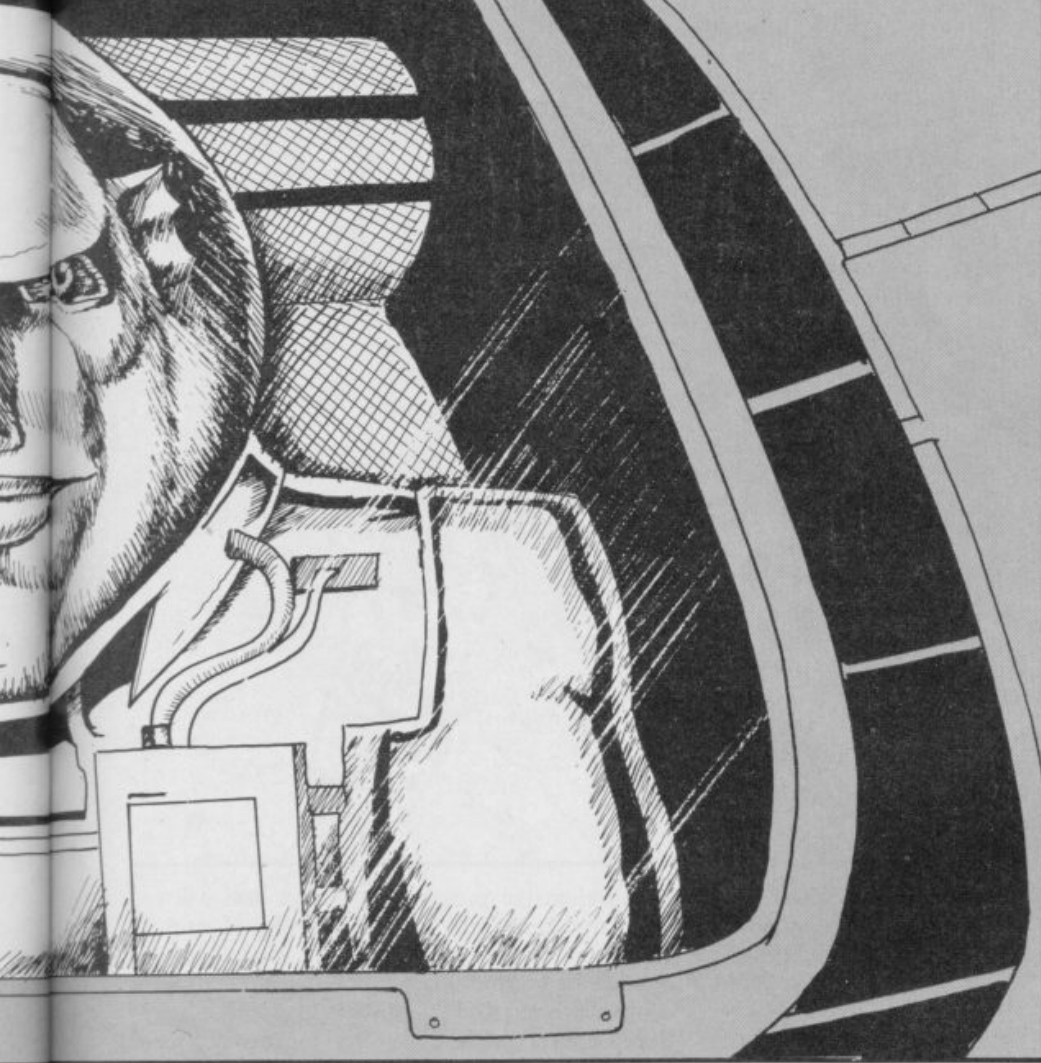
```

```

960 IF INKEY$<>" " THEN GO TO 9
50
970 IF INKEY$<>"S" THEN GO TO
970
980 FOR F=0 TO 23: RANDOMIZE US
R 40509: RANDOMIZE USR 3582: NEX
T F
1000 LET J=0: LET SO=0
1005 LET L=3: POKE 50005,5: LET
V=20: POKE 40190,19
1008 POKE 23658,255: POKE 50003,
V+1: IF J<>1 AND PEEK 65528<>0 T
HEN PRINT AT 3,23: INK 4: "SCREE
N ": FLASH 1: BRIGHT 1: V/4-4: GO
TO 1020
1009 IF PEEK 65528<>0 THEN PRIN
T AT 3,22: FLASH 1: "HYPERSPACE":
GO TO 1020
1010 PRINT AT 3,24: FLASH 1: "PRA
CTISE"
1020 PLOT 0,159: DRAW 255,0: PLO
T 0,158: DRAW 255,0: PLOT 0,114:
DRAW 255,0: PLOT 0,115: DRAW 25
5,0: PLOT 0,116: DRAW 255,0
1030 INK W: IF J=0 THEN FOR f=0
TO 31: PRINT AT 1,f:CHR$ (INT (
RND*16)+144): NEXT f
1040 FOR f=0 TO V: LET A=INT (RN
D*256): LET B=INT (RND*256)
1042 LET A=INT (RND*256): LET B=
INT (RND*8)+168
1045 IF POINT (A,B)=1 OR POINT (
A,B-1)=1 THEN GO TO 1042
1050 PLOT A,B: NEXT F: INK 6
1060 FOR f=0 TO 1: PRINT AT f,0:

```





```

INK W; PAPER X; BRIGHT 1; OVER
1;"(32*sp)";AT f,13; PAPER Y; IN
K Z;"(4*sp)"; NEXT f
1070 PRINT AT 6,0; INK 7; BRIGHT
1;"Score ";S0
1080 FOR F=8 TO 15: PRINT AT F,2
; INK INT (RND*6)+2; PAPER 0;"(3
0*sp)"; NEXT F
1090 PRINT AT 6,12; INK 3;"Hi-sc
ore "; INK 4;H; INK 5;" by "; IN
K 0; PAPER 3;H$
1100 POKE 50004,6: POKE 50000,96
: POKE 50001,72: PRINT AT 3,0;"(
9*sp)"; PRINT AT 11,0;"(5*sp)";
PRINT AT 3,0; INK 2; BRIGHT 1;"R
S RS RS "( TO L*3): PRINT AT 3,1
1; INK 7; BRIGHT 1;"PASS-5";CHR$
8; LET MC=USR 40000: IF PEEK 6
0000<>255 THEN GO TO 2000
1110 POKE 60000,0: POKE 40723,72
: POKE 40725,128: FOR f=0 TO 7:
LET MC=USR 40509: LET MC=USR 407
21: NEXT F: POKE 40723,64: POKE
40725,192
1115 PAUSE 60
1120 LET L=L-1: IF L>0 THEN GO
TO 1100
1130 PRINT AT 10,9; INK 5; BRIGH
T 1;"--GAME OVER--"; INK 4; PAPE
R 1; ""(3*sp)Press any key to r
e-start(4*sp)"
1140 IF INKEY<>" " THEN GO TO 1
140
1150 IF INKEY$="" THEN GO TO 11
50

```

```

1160 IF SO<H THEN GO TO 1190
1170 POKE 40263,58: INPUT "Initi
als (max 3 characters) "; LINE N
$
1180 IF LEN N$>3 THEN LET N$=N$
( TO 3)
1190 LET J=0: POKE 40244,128: PO
KE 40037,2: GO TO 715
2000 FOR F=0 TO 6: LET MC=USR 40
721: LET MC=USR 40509: NEXT F: C
LS: LET V=V+4: LET S=PEEK 40190
: LET S=S-2
2005 IF INKEY$="X" THEN GO TO 7
15
2010 IF S<=0 AND J=1 THEN POKE
40183,24: POKE 40184,19: LET S=1
2020 IF V>=60 THEN LET V=8: LET
J=1: POKE 40037,1: POKE 40244,6
4: LET L=3: LET S=PEEK 50005: LE
T S=S+1: POKE 50005,S: LET S=25
2040 POKE 40190,S
2045 IF PEEK 65528=0 THEN GO TO
1000
2050 LET SO=SO+(L+PEEK 50005*10+
(50-S))*(J+1)
2060 GO TO 1000
2500 CLS: RANDOMIZE USR 40509
2510 PLOT 0,159: DRAW 255,0: PLO
T 0,158: DRAW 255,0: PLOT 0,114:
DRAW 255,0: PLOT 0,115: DRAW 25
5,0: PLOT 0,116: DRAW 255,0
2520 FOR f=0 TO 31: PRINT AT 1,f
;CHR$(INT (RND*16)+144): NEXT f
2530 FOR f=0 TO 20: LET A=INT (R
ND*256): LET B=INT (RND*8)+167:

```

```

PLOT A,B: NEXT F
2540 FOR f=0 TO 1: PRINT AT f,0;
INK 5; PAPER 1; BRIGHT 1; OVER
1;"(32*sp)";AT f,13; PAPER 2; IN
K 7;"(4*sp)"; NEXT f
2550 PRINT AT 3,20; FLASH 1;"INS
TRUCTIONS";AT 3,11; FLASH 0;"PAS
S-5"
2560 PRINT AT 3,0; INK 2;"RS RS
RS"
2565 LET L$="(9*sp)#REPORT START
#": GO SUB 3000
2570 LET L$="WARNING-RED ALERT-D
ANGER AREA:- :CITY OF THRAAL:"
: GO SUB 3000
2580 LET L$="UNIDENTIFIED FLYING
VEHICLES REPORTED SIGHTED FR
OM VARIOUS LOCATIONS AROUND CI
TY...NUMEROUS SHOT DEAD...": GO S
UB 3000
2590 LET L$="COMMANDING OFFICER.
.DO YOUR BEST": GO SUB 3000: LET
L$=" #REPORT END#"
2600 GO SUB 3000: LET L$="": GO
SUB 3000
2610 LET L$=" BRIEF FLYING INS
TRUCTIONS ": GO SUB 3000
2620 LET L$=" SCANNER
": GO SUB 3000
2630 LET L$="SHOWS POSITIONS OF
BUILDINGS & ALIENS.PATCH OF CON
TRASTING COL-OUR IN CENTRE SHOWS
SCREEN AREA VISIBLE.DOTS SHOW A
LIENS...": GO SUB 3000
2640 LET L$=" LASER
": GO SUB 3000
2650 LET L$="OPERATED USING KEY
'P':UNLIMITEDPOWER:DESTROYS OUTR
IGHT AN ALIEN IN ITS DIRECT PATH.
...": GO SUB 3000
2660 LET L$=" SMART BOMB
": GO SUB 3000
2670 LET L$="OPERATED USING KEY
'O':LIMITED TO 5:USE SPARINGLY-
AS LAST RES-ORT ONLY.DESTROYS A
NY ALIEN ON SCREEN - NOT ON SCA
NNER -": GO SUB 3000
2675 LET L$="
2680 LET L$="AFTER 10 WAVES OF P
ROGRESSIVE DIFFICULTY, YOU WILL
ENTER HYPER-SPACE:THE FULL MIGH
T OF THE ALIEN EMPIRE IS NOW
UNBOUNDED BY THE FORCES OF GRAVI
TY AND SPEED UP CONSIDERABLY.THE
BUILDINGS WILL NOT APPEAR..."
: GO SUB 3000
2685 LET L$="
2690 LET L$="THE PASS NUMBER IS
DECREASED BY THE CURRENT LEVEL E
VERY TIME AN ALIEN SLIPS BY YOUR
SHIP IF IT DECREASES PAST ZERO
A LIFE WILL BE LOST...": GO SUB
3000
2695 LET L$="
2700 LET L$="AVOID CRASHING INTO
THE CITY, AGAIN-YOU WILL LOSE
A LIFE...": GO SUB 3000
2710 LET L$="
2800 LET L$="WHEN YOUR 3 LIVES H
AVE BEEN LOST THE GAME IS OVER.HO
WEVER ENTER- ING HYPERSPACE REPL
ENISHES YOUR STORE AND IT WILL R
ETURN TO 3...": GO SUB 3000
2900 LET L$="": GO SUB 3000
3000 LET A=1: LET C=0: FOR F=1 T
O LEN L$
3010 PRINT AT 21,C;L$(A): RANDOM
IZE USR 40509: LET A=A+1: LET C=
C+1
3020 IF C<=31 THEN NEXT F
3030 RANDOMIZE USR 3583: LET C=0
: NEXT F
3040 FOR F=1 TO 4: RANDOMIZE USR
3583: RANDOMIZE USR 40509: NEXT
F: RETURN
9998 STOP
9999 CLEAR: SAVE "CITY" LINE 1:
RUN

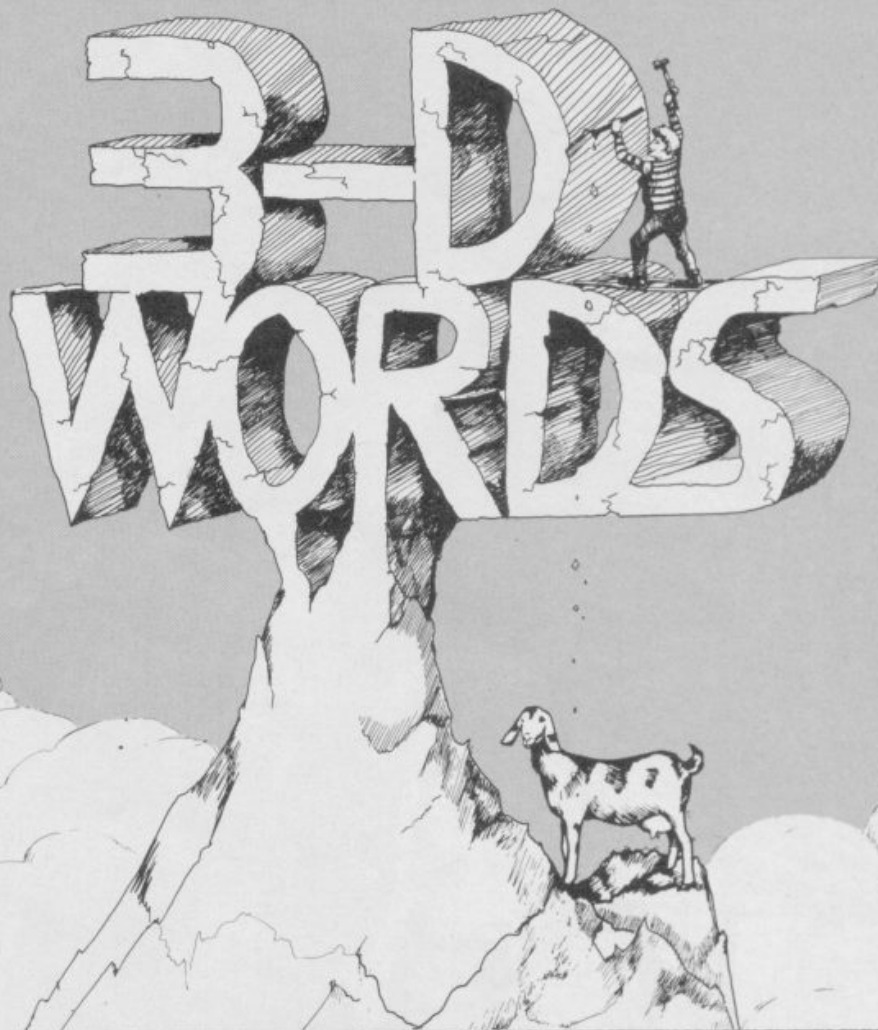
```



```

2 RANDOMIZE
3 BORDER 7: PAPER 7: INK 0: C
LS
4 PRINT AT 10,12;"3D WORDS"
5 PRINT AT 21,4;"PRESS SPACE
TO CONTINUE"
6 RANDOMIZE USR 1316
8 POKE 23609,30
9 BORDER 7: PAPER 7: INK 0: C
LS
10 PRINT AT 0,10; INK 2; PAPER
6;"MAIN MENU"
11 PRINT AT 2,0;"1.Change Size
of letter."
12 PRINT "2.Instructions."
13 PRINT "3.PRINT 3D Words."
14 PRINT "4.LPRINT Menu."
15 PRINT "5.NEW program."
16 PRINT "6.LPRINT Instruction
s.": PRINT "7.LOAD """" SCREEN$
": PRINT AT 18,0;"Program is in
MEDIUM size letter
mode."
17 IF INKEY#="1" THEN GO TO 3
00
18 IF INKEY#="2" THEN GO TO 2
00
19 IF INKEY#="3" THEN GO TO 4
5
20 IF INKEY#="4" THEN COPY :
GO TO 10
21 IF INKEY#="5" THEN STOP
22 IF INKEY#="6" THEN GO TO 2
00
23 IF INKEY#="7" THEN GO TO 6
00
24 GO TO 17
45 CLS
50 PRINT " PAPER 0; INK 7; AT
0,1;"Now please follow the promp
ts."
64 PRINT AT 21,4; INK 7; PAPER
2;"PRESS SPACE TO CONTINUE"
65 RANDOMIZE USR 1316
67 BORDER 7: PAPER 7: INK 0: C
LS
70 CLS : FOR n=0 TO 10: BEEP .
02,n: NEXT n
80 INPUT "Pixels from top((igB
)=8 pixels)";p
90 INPUT "Letters (7 max) ";a
#: IF LEN a#>7 OR LEN a#<1 THEN
BEEP 1,-30: GO TO 90
91 INPUT "Colour (0-6)";p#
92 IF p#="1" THEN INK 1
93 IF p#="2" THEN INK 2
94 IF p#="3" THEN INK 3
95 IF p#="4" THEN INK 4
96 IF p#="5" THEN INK 5
97 IF p#="6" THEN INK 6
98 IF p#="0" THEN INK 0
99 IF p#="7" THEN INK 7: IF p
#>"7" OR p#<"0" THEN GO TO 91
100 LET a=LEN a#: PRINT INK 7;
AT 21,0;a#: BEEP .1,1: BEEP .1,2
: BEEP .1,3: BEEP .1,4: BEEP .1,
5: BEEP .1,6
110 FOR f=0 TO 8*a-1: FOR n=0 T
O 7
120 IF POINT (f,n)=0 THEN GO T
O 160
130 PLOT f*4,n*4+135-p: DRAW 4,
0: DRAW 0,4: DRAW -4,0: DRAW 0,-
3: DRAW 3,0: DRAW 0,2: DRAW -2,0
: DRAW 0,-1: DRAW 2,0: DRAW -2,-
2
140 DRAW 5,5: DRAW 0,4: DRAW 0,
-4: DRAW 4,0: DRAW 0,4: DRAW 0,-
4: DRAW -5,-5
150 DRAW 0,4: DRAW 5,5: DRAW -4
,0: DRAW -5,-5
160 NEXT n: NEXT f
170 IF a#="3D WORD" THEN PAUSE
50: GO TO 40
180 INPUT "Write some more ? (y
/n)";w#
181 IF w#="n" THEN GO TO 240
182 IF w#="y" THEN GO TO 185
185 INPUT "Clear Screen ?";t#
186 IF t#="y" OR t#="Y" THEN C
LS : GO TO 80
187 IF t#="n" OR t#="N" THEN G
O TO 80
188 GO TO 185

```



**3D** WORDS is a comprehensive program to design and print display lettering on any Spectrum. Written by John Hunton of Whitely Bay in Tyne and Wear, it converts phrases into 3D lettering in the colour and size of your choice.

The program can be saved by entering GOTO 700 after typing it in. There are facilities to SAVE and LOAD SCREEN\$ so you can work on previous displays or add lettering to your own pictures to make attractive title pages or even commercial shop window displays.

*The program uses our special abbreviations for the graphics characters, so please read the instructions on the first page of Program Printout before entering the listing.*

```

200 CLS
202 PRINT AT 0,0; INK 2; PAPER
6;"JOHN HUNTON -- 3D WOR
DS"
204 PRINT AT 2,0;"This Program
allows you to "
205 PRINT "generate 3D letters
on your "
206 PRINT "Z.X.Spectrum."
208 PRINT
209 PRINT "First you must selec
t the size "
210 PRINT "that you want your l
etters to be"
211 PRINT "then type your lette
rs in and "
212 PRINT "the computer will do
the rest"
213 PRINT
215 PRINT ; INK 2;"Size 1 = Sma
ll 20 pixels high."
216 PRINT ; INK 2;"Size 2 = Med
ium 30 pixels high."
217 PRINT INK 2;"Size 3 = Larg
e 40 pixels high."

```

```

218 PRINT
219 PRINT INK 1;"Size 1 = 9 ch
aracters per line."
220 PRINT INK 1;"Size 2 = 7 ch
aracters per line."
221 PRINT INK 1;"Size 3 = 5 ch
aracters per line."
223 PRINT AT 19,0; INK 4;"R=RET
URN Z=COPY"
224 IF INKEY#="r" OR INKEY#="R"
THEN RUN 10
225 IF INKEY#="z" OR INKEY#="Z"
THEN PRINT AT 19,0;"(32*sp)":
COPY : GO TO 200
226 GO TO 224
240 BORDER 7: PAPER 7: INK 7:
250 INPUT "Copy to Z.X.Printer?
";s#
251 IF s#="y" OR s#="Y" THEN G
O TO 260
252 IF s#="n" THEN GO TO 270
260 INPUT "How Many Copies ?";a
#
261 IF a#="1" THEN COPY : GO T
O 180

```





```

262 IF a$="2" THEN COPY : COPY
263 IF a$="3" THEN COPY : COPY
: COPY
264 IF a$="4" THEN COPY : COPY
: COPY : COPY
265 GO TO 270
270 INPUT "Save SCREEN$ ?";a$
271 IF a$="y" THEN GO TO 273
272 IF a$="n" THEN GO TO 275
273 SAVE "3D"SCREEN$
275 INPUT "Return to Menu ?";w$
276 IF w$="y" OR w$="Y" THEN G
O TO 9
277 IF w$="n" OR w$="N" THEN G
O TO 180
278 GO TO 275
300 BORDER 7: PAPER 7: INK 0: C
LS
301 PRINT AT 0,0: INK 2: PAPER
6:"JOHN HUNTON - 3D WOR
DS"
302 PRINT AT 2,0:"With this pro
gram you can "
303 PRINT "have three different
sizes of"
304 PRINT "letters."
305 PRINT
306 PRINT "(Refer to Instructio
ns.)"
307 PRINT
308 PRINT INK 2:"Enter Size Of
Characters Require"
309 PRINT
310 PRINT INK 4:"1.Small"
311 PRINT INK 4:"2.Medium"
312 PRINT INK 4:"3.Large"
313 INPUT "Size 1,2 OR 3. ?";q$
314 IF q$="1" THEN CLS : GO TO
400
315 IF q$="2" THEN CLS : GO TO
45
316 IF q$="3" THEN CLS : GO TO
500
317 GO TO 313
400 INPUT "Pixels from top ((ig
8)=8 pixels)";p
402 INPUT "Letters (9 max) ";a
$: IF LEN a$>9 OR LEN a$<1 THEN
BEEP 1,-30: GO TO 402
404 INPUT "Colour (0-6)";p$
406 IF p$="1" THEN INK 1
407 IF p$="2" THEN INK 2
408 IF p$="3" THEN INK 3
409 IF p$="4" THEN INK 4
410 IF p$="5" THEN INK 5
411 IF p$="6" THEN INK 6
412 IF p$="0" THEN INK 0
413 IF p$="7" THEN INK 7: IF p
$>"7" OR p$<"0" THEN GO TO 404
420 LET a=LEN a$: PRINT INK 7:
AT 21,0;a$: BEEP .1,1: BEEP .1,2
: BEEP .1,3: BEEP .1,4: BEEP .1,
5: BEEP .1,6
421 FOR f=0 TO 8*a-1: FOR n=0 T
O 7
422 IF POINT (f,n)=0 THEN GO T
O 430
424 PLOT f*3.5,n*4+140-p: DRAW
4,0: DRAW 0,4: DRAW -4,0: DRAW 0
,-3: DRAW 3,0: DRAW 0,2: DRAW -2
,0: DRAW 0,-1: DRAW 2,0: DRAW -2
,-2
426 DRAW 5,5: DRAW 0,4: DRAW 0,
-4: DRAW 4,0: DRAW 0,4: DRAW 0,-
4: DRAW -5,-5
428 DRAW 0,4: DRAW 5,5: DRAW -4
,0: DRAW -5,-5
430 NEXT n: NEXT f
432 INPUT "Write Some More ? (y
/n) ";w$
433 IF w$="n" THEN GO TO 445
434 IF w$="y" THEN GO TO 436
436 INPUT "Clear screen ?";t$
437 IF t$="y" OR t$="Y" THEN C
LS : GO TO 400
438 IF t$="n" OR t$="N" THEN G
O TO 400
439 GO TO 436
440 CLS

```

```

445 INPUT "Copy to Z.X.Printer ?
";s$
446 IF s$="y" OR s$="Y" THEN G
O TO 448
447 IF s$="n" THEN GO TO 460
448 INPUT "How Many Copies ?";a
$
449 IF a$="1" THEN COPY : GO T
O 180
450 IF a$="2" THEN COPY : COPY
452 IF a$="3" THEN COPY : COPY
: COPY
453 IF a$="4" THEN COPY : COPY
: COPY : COPY
460 INPUT "Save SCREEN$ ?";a$
461 IF a$="y" THEN GO TO 465
462 IF a$="n" THEN GO TO 470
465 SAVE "3D"SCREEN$
470 INPUT "Return to Menu ? ";w
$
471 IF w$="y" OR w$="Y" THEN G
O TO 9
472 IF w$="n" OR w$="N" THEN G
O TO 432
473 GO TO 470
500 INPUT "Pixels from top ((ig
8)=8 pixels)";p
502 INPUT "Letters (6 max) ";a
$: IF LEN a$>6 OR LEN a$<1 THEN
BEEP 1,-30: GO TO 502
505 INPUT "Colour (0-6)";p$
506 IF p$="1" THEN INK 1
507 IF p$="2" THEN INK 2
508 IF p$="3" THEN INK 3
509 IF p$="4" THEN INK 4
510 IF p$="5" THEN INK 5
511 IF p$="6" THEN INK 6
512 IF p$="0" THEN INK 0
513 IF p$="7" THEN INK 7: IF p
$>"7" OR p$<"0" THEN GO TO 505
515 LET a=LEN a$: PRINT INK 7:
AT 21,0;a$: BEEP .1,1: BEEP .1,2
: BEEP .1,3: BEEP .1,4: BEEP .1,
5: BEEP .1,6
516 FOR f=0 TO 8*a-1: FOR n=0 T
O 7
517 IF POINT (f,n)=0 THEN GO T
O 522
518 PLOT f*5,n*5+140-p: DRAW 4,
0: DRAW 0,4: DRAW -4,0: DRAW 0,-
3: DRAW 3,0: DRAW 0,2: DRAW -2,0
: DRAW 0,-1: DRAW 2,0: DRAW -2,-
2
520 DRAW 5,5: DRAW 0,4: DRAW 0,
-4: DRAW 4,0: DRAW 0,4: DRAW 0,-
4: DRAW -5,-5
521 DRAW 0,4: DRAW 5,5: DRAW -4
,0: DRAW -5,-5
522 NEXT n: NEXT f
523 IF a$="3D WORD" THEN PAUSE
50: GO TO 40

```

```

525 INPUT "Write some more ? (y
/n)";w$
526 IF w$="n" THEN GO TO 535
527 IF w$="y" THEN GO TO 500
530 INPUT "Clear screen (y/n)";
t$
531 IF t$="y" OR t$="Y" THEN C
LS : GO TO 500
532 IF t$="n" OR t$="N" THEN G
O TO 500
533 GO TO 525
535 INPUT "Copy to Z.X. Printer
?";s$
536 IF s$="y" OR s$="Y" THEN G
O TO 540
537 IF s$="n" OR s$="N" THEN G
O TO 550
538 GO TO 535
540 INPUT "How Many Copies ? ";
a$
541 IF a$="1" THEN COPY : GO T
O 550
542 IF a$="2" THEN COPY : COPY
543 IF a$="3" THEN COPY : COPY
: COPY
544 IF a$="4" THEN COPY : COPY
: COPY : COPY
545 GO TO 540
550 INPUT "Save SCREEN$ ? ";a$
551 IF a$="y" THEN SAVE "3D"SC
REEN$: GO TO 560
552 IF a$="n" THEN GO TO 560
553 GO TO 550
560 INPUT "Return to Menu ? ";a
$
561 IF a$="y" OR a$="Y" THEN G
O TO 9
562 IF a$="n" OR a$="N" THEN G
O TO 525
563 GO TO 560
600 CLS : PRINT AT 0,3: INK 1:
PAPER 5:"SCORPIO SOFTWARE 3D WOR
DS"
601 PRINT AT 3,0: INK 1: FLASH
1:"LOAD """" SCREEN$ MODE"
602 PRINT AT 5,0:"Change to siz
e of print required"
603 PRINT "then LOAD the SCREEN
$ you want"
604 PRINT "to work on."
605 PRINT AT 12,0: INK 2:"R=Ret
urn to menu J=LOAD SCREEN$"
606 IF INKEY$="r" OR INKEY$="R"
THEN GO TO 9
607 IF INKEY$="j" OR INKEY$="J"
THEN CLS : LOAD ""SCREEN$ : BE
EP .1,0: GO TO 80
608 GO TO 606
700 SAVE "3D WORDS" LINE 1
701 VERIFY "3D WORDS"
702 RUN

```



**T**HE TEMPERATURE is rising down at the building site as Fred the fireman attempts to control the blaze. **The Big Heat** was written by Martin Kirkwood of Bexleyheath in Kent and runs on any Spectrum.

Freddy must jump up the platforms, avoiding the debris that tumbles down, to get the fire hose at the top. Then he goes along the conveyor belt, dodging the spider, to put out the fire at the bottom.

*The Big Heat uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout before typing in the program.*

```

10 LET hi=0
15 LET sc=0: LET li=3: LET le=
1
20 GO SUB 500: REM Intro
30 GO SUB 1000: REM Initialise
40 GO SUB 2000: REM Screen
50 PRINT AT y2,x2;"(sp)";AT y2
-1,x2;"(sp)"
55 IF INKEY#="s" THEN GO TO 3
0
60 PRINT AT y1,x1: INK 3;a#;AT
y1-1,x1: INK 4;b#
70 LET x2=x1: LET y2=y1
71 PRINT AT s2,20;"(2*sp)";AT
s1,20;"UL"
72 LET s2=s1: LET s1=s1+d: IF
s1>3 OR s1<1 THEN LET d=-d
80 LET x1=x1+(INKEY#="x")-(INK
EY#="z")
86 IF INKEY#="(sp)" AND j=1 TH
EN GO SUB 150: REM Jump
90 IF x1>x2 THEN LET b#="C":
LET a#="L": LET dir=1
100 IF x1<x2 THEN LET a#="R":
LET b#="B": LET dir=-1
105 IF SCREEN# (y1,x1)<>"(sp)"
THEN LET x1=x2: LET y1=y2
110 IF SCREEN# (y1+1,x1)="(sp)"
THEN LET y1=y1+1: LET j=0: GO
TO 125
115 IF x1<0 THEN LET x1=0: IF
x1>31 THEN LET x1=31
120 LET j=1
125 PRINT AT 21,6;"Score:";sc
132 IF b<>0 THEN GO TO 3500: R
EM Move ball (L)
135 IF RND*25<=1 THEN GO SUB 3
000
137 IF x1=a AND y1=b THEN GO T
O 4000: REM Hit by ball (P)
140 IF x1=5 AND y1=4 THEN GO T
O 5000: REM Stepped on conveyer
belt
142 IF y2>17 AND x2>27 THEN GO
TO 4000: REM Fell in fire
145 GO TO 50
149 REM Jump up through hole
150 IF SCREEN# (y1-2,x1)<>"(sp)"
THEN GO TO 210
155 LET x2=x1: LET y2=y1
156 FOR f=1 TO 3
160 PRINT AT y2,x2;"(sp)"
170 PRINT AT y1,x1: INK 3;a#;AT
y1-1,x1: INK 4;b#
180 LET y2=y1: LET y1=y1-1
185 BEEP .01,f*10
190 NEXT f
195 LET sc=sc+1
200 LET x1=x1+dir
205 IF x1<0 THEN LET x1=0: IF
x1>31 THEN LET x1=31
210 RETURN
499 REM Intro
500 PAPER 0: BORDER 0: INK 7: C
LS
510 PRINT "(4*E,sp,E,sp,3*E,2*sp,

```

```

p,4*E,sp,E,3*sp,E,2*sp,2*E,2*sp,
E,2*sp,2*E,4*sp,E,sp,E,2*sp,E,sp
,E,4*sp,2*E,sp,2*E,sp,E,2*sp,E,s
p,2*E,sp,2*E,4*sp,E,sp,3*E,2*sp,
3*E,2*sp,E,sp,E,sp,E,sp,4*E,sp,E
,sp,5*E,2*sp,E,sp,E,2*sp,E,sp,E,
4*sp,E,3*sp,E,sp,E,2*sp,E,sp,E,2
*sp,2*E,4*sp,E,sp,E,2*sp,E,sp,4*
E,sp,E,3*sp,E,sp,E,2*sp,E,sp,E,2
*sp,2*E,27*sp,E,2*sp,E)"
520 PRINT "(E,30*E,S)"
530 PRINT "(sp)By (32*sp)M.KIR
KWOOD"
550 PRINT "(2*sp)CONTROLS ARE-
(33*sp)Z.....LEFT(18*sp)X...
.....RIGHT(17*sp)'SPACE'....JUMP
"
560 PRINT "''''(3*sp)PRESS ANY
KEY TO CONTINUE"
565 LET e=0
570 RESTORE 6000: FOR f=1 TO 33
: READ p,d: BEEP d/80,(p-53)/4
580 IF INKEY#<>" " THEN LET f=3
3: LET e=1
590 NEXT f
595 PAUSE 10
600 IF e=1 THEN GO TO 620
610 GO TO 570
620 CLS
630 PRINT TAB 12;"FIREMAN"
640 PRINT "(2*sp)You are Fredd
ie the fireman.Itis your job to
put out the fire at the bottom o
f the screen."
650 PRINT "(2*sp)You must get
to the top of thescreen to colle
ct the hosepipe. Watch out for t
he spider above(2*sp)the conveyo
r belt."
660 PRINT "(2*sp)Move Freddie

```

```

using...(25*sp)Z.....Left(18
*sp)X.....Right(18*sp)'Space.
...Jump"
670 PRINT AT 21,6;"Press Any Ke
y To Start"
680 PAUSE 0
690 RETURN
999 REM Initialise
1000 RESTORE : FOR f=USR "a" TO
USR "u"+7
1010 READ a: POKE f,a
1020 NEXT f
1030 DATA 60,126,126,255,66,226,
20,116,28,42,107,235,106,60,200,
252
1040 DATA 60,126,126,255,66,71,4
0,46,56,84,214,215,86,60,19,63
1050 DATA 0,64,127,70,71,71,79,6
0,0,0,0,127,127,255,255,0,28
,8,156,159,252,220,192
1060 DATA 127,127,97,76,158,158,
12,0,255,255,254,252,253,253,0,0
,255,253,28,206,236,232,192,0
1070 DATA 0,249,249,249,0,159,1
59,159
1075 DATA 228,186,121,229,20,18,
10,8
1076 DATA 0,0,0,0,BIN 11000000,3
2,16,16,16,16,16,16,16,16,16
1077 DATA 16,16,8,7,0,0,0,0,0,0
,0,255,0,0,0,0,56,56,56,56,56,56,
56,16
1078 DATA 63,66,153,165,165,153,
66,63,252,66,153,165,165,153,66,
252,255,0,0,0,0,0,0,255
1079 DATA 39,93,150,167,40,72,80
,16
1080 LET z=0: LET x1=1: LET y1=1
9: LET x2=x1: LET y2=y1
1090 LET b=0: LET j=1: LET fuel=

```

# THE BIG HEAT



```

0: LET a#="L": LET b#="C": LET d
ir=1
1100 POKE 23562,1: LET s1=1: LET
s2=s1: LET d=1e/10
1110 RETURN
2000 INK 2: PAPER 0: BORDER 0: C
LS
2005 PRINT AT 5,0: PAPER 6: "(5*E
)": INK 5: PAPER 0: AT 5,5: "(E,2I
*E,2)": PAPER 6: INK 2: "E"
2010 FOR f=8 TO 17 STEP 3: FOR g
=0 TO 28
2020 PRINT AT f,g: PAPER 6: "E"
2030 NEXT g
2040 NEXT f
2047 PRINT AT 2,0: PAPER 6: "(2*E
)"
2050 PRINT AT 0,0: "EFC": AT 1,0: "
HI"
2055 LET z=0
2060 FOR f=8 TO 17 STEP 3
2064 LET z1=z
2065 LET z=2+INT (RND*25)
2066 IF z1=z OR z1-z=1 OR z1-z=-
1 THEN GO TO 2065
2070 PRINT AT f,z: "(2*sp)"
2080 NEXT f
2085 PRINT AT 5,0: "(2*sp)"
2090 FOR f=255 TO 237 STEP -1
2100 PLOT f,0
2120 DRAW INK 2:0,RND*24
2130 NEXT f
2135 FOR f=237 TO 255: PLOT INK
6: OVER 1:f,RND*24: PLOT OVER
1:f,RND*24: NEXT f
2140 PRINT PAPER 6: AT 20,0: "(29
*E)": AT 21,0: "(29*E)"
2145 FOR f=1 TO 11: PRINT AT 21,
f: "E": NEXT f: PRINT AT 21,20: "H
1":hi
2200 RETURN
3000 LET a=0: LET a2=a: LET b=16
-(INT (RND*4)*3): LET b2=b
3010 PRINT AT b,a2: "(sp)": AT b,a
: "P"
3020 RETURN
3500 PRINT AT b2,a2: "(sp)": AT b,
a: "P": LET a2=a: LET b2=b: LET a
=a+1
3505 IF SCREEN# (b+1,a)="(sp)" T
HEN LET b=b+1
3510 IF a=28 THEN PRINT AT b2,a
2: "(sp)": LET b=0: GO TO 137
3515 IF SCREEN# (b+1,a)="(sp)" T
HEN LET b=b+1
3520 GO TO 137
4000 BEEP 1,4: BEEP 1,-4
4010 LET 11=11-1: IF 11=0 THEN
GO TO 4030
4020 GO TO 30
4030 PRINT AT 10,10: FLASH 1: IN
K 5: PAPER 2: "Game Over"
4035 RESTORE 4070
4040 FOR f=1 TO 11
4050 READ p,d: BEEP d/40,(p-53)/
4
4060 NEXT f
4070 DATA 41,30,41,20,41,10,41,3
0,53,20,49,10,49,20,41,10,41,20,
37,20,41,40
4080 IF sc>hi THEN LET hi=sc: P
RINT AT 15,9: "N E W H I": FOR
f=1 TO 10: FOR g=1 TO 10: BEEP .
01,g: NEXT g: NEXT f
4090 FOR f=1 TO 200: NEXT f
4100 GO TO 15
5000 REM hose
5010 PRINT AT 0,3: "H": AT 1,3: "N"
: AT 2,3: "L": AT 3,3: "H": AT 4,3: "O"
5015 PRINT AT 4,x2: "E": AT 2,5: "(
sp)": AT 3,4: "(sp)"
5020 LET x2=x1: LET x1=x1+1
5030 FOR f=1 TO 23
5035 IF x2=20 AND s2>2 THEN GO
TO 4000
5040 PRINT AT 4,x2: "E": AT 3,x2: "(
sp)": AT 4,x1:a#: AT 3,x1:b#
5045 PRINT AT s2,20: "E": AT s1,2
0: "H": LET s2=s1: LET s1=s1+d:
IF s1>3 OR s1<1 THEN LET d=-d
5050 LET x2=x1: LET x1=x1+1
5055 FOR g=0 TO 5: NEXT g
5060 NEXT f
5070 PRINT AT y1,x1: "E": AT y1+1
,x1+1: "O"
5075 INK 5
5090 FOR f=6 TO 20: PRINT AT f,3
0: "H": NEXT f
5100 FOR f=0 TO 50: NEXT f
5130 FOR f=6 TO 20: PRINT AT f,3
0: "(sp)": NEXT f
5135 INK 0
5140 FOR f=237 TO 255 STEP 2
5150 PLOT f,0: DRAW 0,24
5160 FOR g=0 TO 10: NEXT g
5170 NEXT f
5180 LET le=le+1: LET sc=sc+(le*
100): FOR f=1 TO 3: FOR g=0 TO 1
0: BEEP .02,g: NEXT g: NEXT f
5200 GO TO 30
6000 DATA 33,10,33,15,41,5,33,10
,53,10,49,10,41,10,33,30
6010 DATA 25,20,25,10,21,20,21,1
0,13,10,5,10,13,10,21,30,21,20
6020 DATA 33,10,33,15,41,5,33,10
,53,10,49,10,41,10,33,30
6030 DATA 25,20,25,10,21,20,21,1
0,13,10,5,10,13,10,5,40

```

**B**EAT the robbers at their own game by stealing their loot in **Robber's Lair** by Jason Moody of Thornton Heath in Surrey. You must find your way through the cave system using the cursor keys to move, and collect, as many of the dollars as you can. If you hit any part of the maze you are dead.

An attractively programmed game, **Robber's Lair** runs on the unexpanded ZX-81.

```

7 LET D=VAL "10"
8 LET S=VAL "0"
10 LET D=D+(INKEY$="8")-(INKEY
$="5")
12 PRINT AT 10,D:
13 LET A=VAL "PEEK (PEEK 16398
+256*PEEK 16399)"
14 IF A=VAL "8" THEN GOTO VAL
"20"
15 IF A=VAL "13" THEN LET S=S+
VAL "10"
16 PRINT "8": AT 15,0: "
": AT 15,RND*19: "": A
T 15,RND*19: "": AT 15,RND*17: "
": AT 15,RND*14: "
18 SCROLL
19 GOTO VAL "10"
20 PRINT AT 19,0: "SCORE $",S

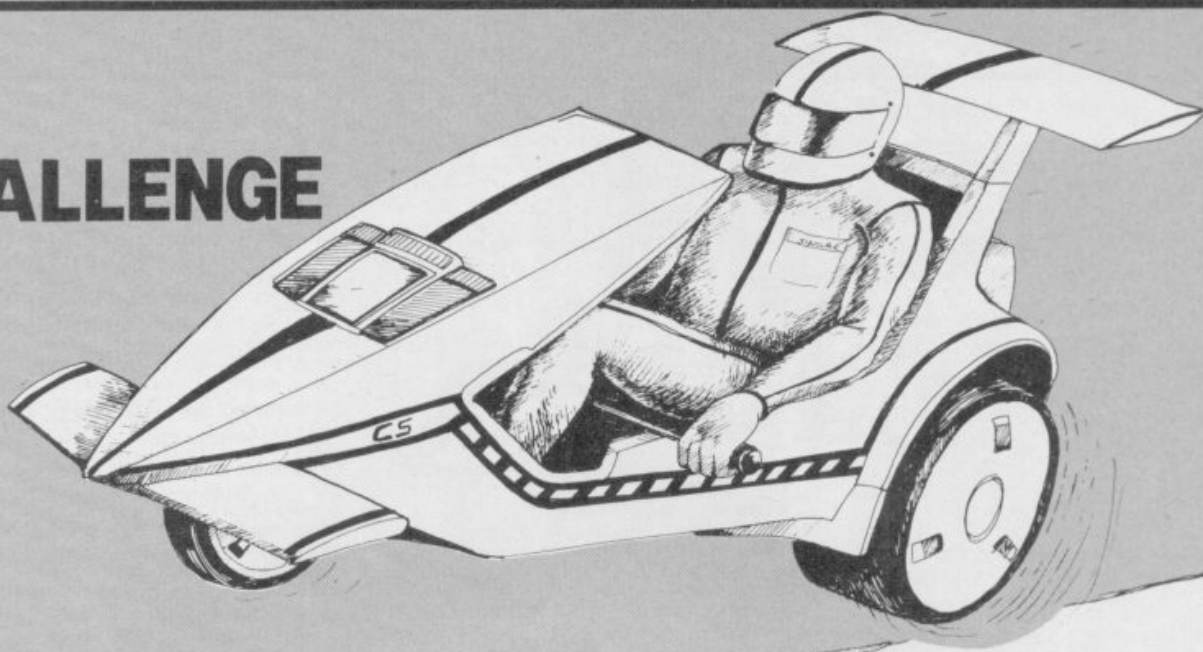
```

## ROBBER'S LAIR





# C5 CHALLENGE



**T**EST DRIVE the Sinclair C5 in what must be the first computer game based on Uncle Clive's electric buggy. C5 Challenge was written by Jason Moody of Thornton Heath in Surrey for any Spectrum.

You must test a prototype over six circuits of a track, jumping over spikes and praying your battery does not run out.

*The program uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout before entering the listing.*

```

8 RESTORE
9 REM DEFINE GRAPHICS
10 FOR N=0 TO 71: READ A: POKE
USR "A"+N,A: NEXT N
20 DATA 0,0,0,0,0,128,224,240,
248,220,190,127,253,237,146,12
30 DATA 0,0,48,28,15,7,1,0,15,
255,1,254,255,255,255,0
40 DATA 32,112,112,32,112,124,
112,158,224,127,127,63,191,63,79
,128
50 DATA 0,0,4,6,7,15,23,23,47,
44,24,9,11,9,4,3
55 DATA 45,82,0,192,3,0,74,137
70 LET HI=0
95 PRINT AT 5,6:"INSTRUCTIONS
(Y/N)"
97 INPUT I$: IF I$="Y" THEN G
O SUB 1000
100 IF I$="N" THEN GO TO 102
101 GO TO 90
102 PRINT AT 5,0:"ENTER SKILL L
EVEL 1=EASY 2=FAST 3=SU
PER FAST"
103 INPUT SK: IF SK<1 OR SK>3 T

```

```

HEN GO TO 103
105 LET FF=0: LET EF=8.5: LET S
C=0: LET A=11: LET F=1200
107 FOR G=5 TO 0 STEP -1
110 LET A$="(19*sp)": FOR N=0 T
O 75: LET A$=A$+"^" AND RND*10>
=EF)+"(2*sp)": NEXT N: LET A$=A$
+A$+"(33*sp)"
112 PRINT AT 14,12:"LEVEL ": (5-
G)+1: PAUSE 50
115 BORDER 0: PAPER 0: CLS: BR
IGHT 1: INK 7
120 PRINT INK 5: AT 0,0:"SCORE
: ";SC: AT 2,0:"HI SCORE: ";HI
125 PRINT AT 4,0:"BATTERY: "
130 PRINT PAPER 4: AT 13,0:"(33
*sp)"
155 FOR L=1 TO LEN A$
160 LET SC=SC+1: LET F=INT (F-.
2)
165 PRINT AT 0,8:SC: AT 4,10: FL
ASH FF;F: FLASH 0:"(3*sp)"
170 PRINT AT 12,0:A$( TO 31)
175 IF INKEY$="7" THEN LET A=A
-1: BEEP .01,10: LET F=F-10
177 IF F<200 THEN LET FF=1: IF
F<1 THEN GO TO 400
180 FOR C=0 TO 11: IF SCREEN$ (
12,C)="^" AND A=11 THEN GO TO 4
00: NEXT C
190 PRINT AT A,8:"GECA": AT A+1,
8:"HFDB"
195 FOR N=1 TO G: NEXT N
200 PRINT AT A,8:"(4*sp)": AT A+
1,8:"(4*sp)"
203 LET A=11
205 LET A$=A$(1+SK TO )
207 IF LEN A$<=31 THEN GO TO 2
30
210 BEEP .001,30: BEEP .001,20
220 NEXT L
230 CLS
235 PRINT AT 3,14:"BONUS": TAB 1
4:"(5*g3)"
240 PRINT AT 7,0:"BATTERY X 10
: ";: LET BB=F*10: PRINT BB
270 LET SC=INT (SC+BB)
280 LET F=1200
282 LET FF=0

```

```

283 LET EF=EF-.3
285 PAUSE 200
300 NEXT G
310 PAUSE 200: CLS
315 PRINT "WELL DONE YOU HAVE C
OMPLETED ALL THE CIRCUITS BONUS 5
000"
320 LET SC=SC+5000
330 PRINT AT 10,7:"FINAL SCORE
= ";SC
340 GO TO 410
400 FOR N=1 TO 50: BEEP .001,N:
PRINT INK RND*8: AT 11,8:"BDCE"
: AT 12,8:"GHFA": NEXT N
410 PAUSE 300
420 IF SC<HI THEN GO TO 500
430 CLS
435 PRINT AT 3,2:"WELL DONE YOU
HAVE BEATEN THE HIGH SCOR
E OF TODAY"
440 LET HI=SC
500 PRINT AT 16,0:"ANOTHER GO ?
(PRESS ANY KEY)"
510 PAUSE 0
511 CLS
520 GO TO 90
1000 PAPER 7: CLS: INK 0: BORDE
R 7
1020 PRINT ,,"As a close friend
of Sir Clive Sinclair,he wants
you to test his new invention
:THE C5 CAR "
1030 PRINT "As this is the proto
type there has been no more mad
e and that means if you crash t
hen your game is over"
1040 PRINT ,,"You have to comple
te a circuit 6 times at differe
nt speeds. You use key 7 to j
ump over the spikely spikes (↑)
, but hitting one causes you to
crash You must also watc
h your battery power as when this
reaches 0 then your game is
over"
1080 PRINT "THERE ARE MORE SPIKE
S EVERY LEV."
1900 PAUSE 0: CLS
2000 GO TO 102

```



```

10 FOR f=0 TO 47: READ d: POKE
USR "a"+f,d: NEXT f
20 DATA 254,254,254,0,239,239,
239,0,254,254,0,239,239,0,254,25
4,170,85,170,85,170,85,170,170,8
5,170,85,170,85,170,85,170,2,6,4
,56,72,88,176,192,255,145,145,14
5,145,145,153,255
30 BORDER 4: PAPER 6: CLS : PR
INT "(9*sp),(cc3,BB), BUILDER (
cc3,BB)" (9*sp),(cc2,AA),(9*sp)
,(cc2,AA)" " "USE KEYS:" " "5,6,7
,8 to lay bricks" "CAPS SHIFT to
remove bricks"
40 PRINT "PRESS KEYS:" " "1 t
o 4 to change brick type" "W for

```

**B**UILDER is a simple but original game for the 16K Spectrum. Written by M J A Turner of Gately in Cheshire it allows you to build structures on the screen using different types and colours of bricks. These can range from semis in suburbia to cottages in the countryside.

The program uses our special abbreviations for graphics and control codes explained on the first page of Program Printout.

```

windows" "D for doorways" "Z to
COPY to your printer" "X to Cle
ar screen & start again"
50 PAUSE 0: CLS
60 LET x=0: LET y=0
70 LET k=49: GO TO 150
80 PAUSE 1: PRINT AT x,y: INK
1;"(cc1,E)"
90 PAUSE 0: LET k=CODE INKEY$
100 BEEP .01,k/4: PRINT INK i;
PAPER p; BRIGHT b; AT x,y;a$
110 IF k=8 OR k=9 OR k=10 OR k=
11 THEN PRINT AT x,y;"(sp)"
120 LET x=x+((k=54 OR k=10) AND
x<21)-((k=55 OR k=11) AND x>0):
LET y=y+((k=56 OR k=9) AND y<31
)-((k=53 OR k=8) AND y>0)
130 IF k=122 THEN POKE 23658,8
: INPUT "Please Enter Title ";t$
: PRINT#0;AT 1,0;t$: POKE 23658
,0: LPRINT "": COPY : LPRINT 't$
'
140 IF k=120 THEN CLS : GO TO
60
150 IF k=49 THEN LET a$="A": L
ET i=2: LET p=7: LET b=0
160 IF k=50 THEN LET a$="B": L
ET i=3: LET p=7: LET b=1
170 IF k=51 THEN LET a$="C": L
ET i=4: LET p=6: LET b=0
180 IF k=52 THEN LET a$="D": L
ET i=4: LET p=6: LET b=1
190 IF k=119 THEN LET a$="E":
LET i=0: LET p=5: LET b=1
200 IF k=100 THEN LET a$="(isp
)": LET i=0:
210 GO TO 80

```

# BUILDER





```

100 address=RESPR(1000):PAPER 0:
hi=0:hi$='Newby'
110 RESTORE :FOR f=address TO ad
dress+287 STEP 2:READ a:POKE_W f
,a
111 screen:CSIZE 2,1:AT 3,12:INK
6:UNDER 1:STRIP 2:PRINT 'Toweri
ng Inferno ':INK 5:STRIP 1:UNDER
0:AT 5,11:PRINT 'By P. S. Newby
1985'
112 STRIP 0:REPEAT 1:AT 10,0:INK
RND(6)+1:cprint'Press any key f
or the instructions.':OVER 1:CUR
SOR 3,201:INK RND(6)+1:cprint'Pr
ess any key for the instructions
.':OVER 0:IF INKEY$='' THEN NEXT
1:ELSE EXIT 1
113 CLS:INK 6:PAPER 2:CSIZE 3,0:
UNDER 1:PRINT'Instructions.':UND
ER 0:INK 4:PAPER 0:CSIZE 2,0:PRI
NT' The object of this game is t
o save the lives of 42 people t
rapped on a burning building.'
\' You control your stretcher be
arers with the (CTRL+V)(CTRL+J)
keys or a joystick in CTL1.'\' T
he SKILL level controls the spee
d the building burns.'\' Good lu
ck...'
118 STRIP 0:CSIZE 2,1:REPEAT 1:A
T 10,0:INK RND(6)+1:cprint'Press
any key to play.':OVER 1:CURSOR
3,201:INK RND(6)+1:cprint'Press
any key to play.':OVER 0:IF INK
EY$='' THEN NEXT 1:ELSE EXIT 1
119 display
120 DATA 0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0
130 DATA 0,0,0,0,2570,2570,41120
,41120,170,170,130,0,60,255,255,
60
140 DATA 2570,2570,41120,41120,0
,0,515,515,170,170,170,170,40,40
,0,0
150 DATA 27668,27668,170,150,150
,150,150,170,170,130,0,60,25
5,255,60
160 DATA 0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0
170 DATA 10815,10815,43262,43262
,33002,33002,43262,43262,43775,4
3775,33475,0,60,255,255,60
180 DATA 43516,43516,10943,10429
,169,169,10429,10429,43775,43775
,43775,43775,10300,10300,0,0
190 DATA 45136,45136,41200,8304,
8304,10879,10879,10879,43775,437
75,33475,0,60,255,255,60
200 DATA 10300,43775,60,60,60,60
,43520,43520,10240,10240,20,85,8
5,65,65,65
210 Define PROCEDURE g(a,x,y)
220 addr=a+16+address
230 FOR d=0 TO 15
240 poss=131072+(x+d)*128+y
250 POKE_W poss,PEEK_W(addr+d*
2)
260 END FOR d
270 END Define
280 Define PROCEDURE tri (x1,y1,
s1)
290 PENDOWN:FILL 1:POINT x1,y1
300 TURNT0 0:MOVE 2*s1
310 TURN 135:MOVE s1*SQRT(2)
320 TURN 90:MOVE s1*SQRT(2):FIL
L 0
330 END Define
340 Define PROCEDURE screen
350 OPEN#1:con:_OPEN#2:con_
360 WINDOW 502,240,5,6:INK 7:80
RDER 1,2,6,3:SCALE 238,0,0
370 INK#2;4
380 MODE 8
390 END Define
400 Define PROCEDURE display
410 STRIP 0:INK 5:REPEAT 1:INPU
T 'Skill ?(1 to 5)';s$:IF LEN(s$
)<>1 THEN NEXT 1:ELSE IF s$>'0'
AND s$<'7' THEN skill=s$:EXIT 1:
ELSE NEXT 1
420 screen

```

# INFERNO

```

430 FOR f=0 TO 70:BEEP 0,RND(50
)+200:INK RND(1 TO 7):POINT RND(
502),RND(50 TO 100)*2.38
435 INK 6:FILL 1:ARC 30,198 TO 3
0,218,-PI:ARC 30,198 TO 30,218,-
4:FILL 0
440 FOR x=2 TO 6 STEP 2,33 TO 3
8 STEP 2
450 IF NOT RND(10) THEN NEXT x
460 a=RND(2):FOR y=a TO RND(a+
1 TO 7)
470 AT 15-y,x:STRIP 1:INK 5:P
RINT '[':BEEP 0,255-(x*7+y)*2.8
480 END FOR y:INK 2:tri x*7.5/
2*2.38,(y+8)*10+8,7.5/2*2.38
490 END FOR x
500 STRIP 7:INK 0:FOR f=6 TO 18
:AT f,8:PRINT TO 28;'(sp)':BEEP
0,f*14
501 OVER 1:FOR h=8 TO 29:FOR f=
6 TO 7:AT f,h:PRINT '(CTRL+SHIFT
+Z)':NEXT f:NEXT h
502 FOR h=8 TO 29:FOR f=6 TO 7:
AT f,h:PRINT '(CTRL+8)':NEXT f:N
EXT h:OVER 0
510 INK 7,0,3:FILL 1:LINE 71,17
8 TO 259,178 TO 293,202 TO 108,2
02 TO 71,178:FILL 0
520 INK 7,0,2:FILL 1:LINE 259,4
8 TO 293,72 TO 293,202 TO 259,17
8 TO 259,48:FILL 0
530 INK 0:FOR f=8 TO 29:LINE f*
7.5/2*2.38,4*10+8 TO f*7.5/2*2.3
8,15*10+8:BEEP 0,f*8

```

```

540 INK 0:FOR f=4 TO 17:LINE 8*
7.5/2*2.38,f*10+8 TO 29*7.5/2*2.
38,f*10+8 TO 123*2.38,f*10+8+23.
8:BEEP 0,f*15
550 BEEP 0,205,50,63,-8:
570 g 2,180,2
580 g 4,180,4
590 g 6,180,6
600 FOR f=0 TO 3*7.5/2*2.38
610 FOR h=17,18:AT h,8:PAN 2,3
:PAN -1,4
620 NEXT f
630 BEEP 0,1,1,1,7,15,15
640 INK 5:FOR f=0 TO 7.5*2.83 S
TEP 2
650 FOR h=2 TO 4 :POINT 5.8*7.
5/2*2.38+f,62+SQRT(f)*h
660 NEXT f:INK 2
670 g 16,200,50:g 16,200,60:FOR
f=-1 TO 1:ARC 147+f,37 TO 173+f
,37,1
680 x=17:fpos=20*2.38+1:sc=0:ju
mpers=0:y$=FILL$('(CTRL+SHIFT+.)
',21):floor=2
690 game
700 END Define
710 Define PROCEDURE game
720 IF jumpers=21 THEN floor=1:
y$=FILL$('(CTRL+SHIFT+.)',21)
730 IF jumpers=42 THEN burnt
740 REPEAT loop:jx=5+floor:jy=R
ND(8 TO 28):BEEP:IF y$(jy-7)='(C
TRL+SHIFT+.)' THEN y$(jy-7)='(sp
)':EXIT loop

```





**F**RED Astaire and assorted movie stars are once more trapped on the upper floors of a blazing hotel. You must rescue them from the building by catching them in stretchers as they plummet.

*Inferno* was written by P S Newby from Oldham in Lancashire, for the QL. The program demonstrates the use of graphics on the QL both for text and simple animation. It also uses sound effects. Full instructions are included in the game.

*The program uses our special abbreviations for graphics characters, so please read the instructions on the first page of Program Printout before entering the listing.*

```
,50:g 16,200,60:x=17:INK 2:FOR h
=-1 TO 1:ARC 147+h,37 TO 173+h,3
7,1:NEXT h:INK 7:BEEP 0,255:del
ay 10
1020 BEEP 0,205,50,63,-8:FOR f=
jy1 TO 40
1030 FOR h=21,22:AT h,0:PAN 12
,3
1040 delay 50
1050 NEXT f:AT 20,0:CLS 2
1060 fpos=fpos+RND(skill/5):INK
2,6,RND(3):LINE 30*2.38+1,fpos
TO 108*2.36+3,fpos TO 123*2.38,f
pos+23.8:IF INT(fpos)>=INT(67*2.
38) THEN IF floor=2 THEN jumpers
=21:floor=1:ELSE IF INT(fpos)>=I
NT(72*2.38) THEN jumpers=42:burn
t
1070 game
1080 END Define
1090 Define PROCEDURE burnt
110 BEEP 0,0,255,1,1,15,15,15:
111 STRIP 0:CURSOR 10,227,-2,-
3:INK 1:PRINT 'Saved..':sc;'(2*s
p)':INK 2:CURSOR 179,227,-3,-3:P
RINT 'Dead..':jumpers=sc;'(2*sp)
'
1112 OVER 1:INK 5:AT 1,1:PRINT
'Saved..':sc;'(2*sp)':INK 6:AT
1,20:PRINT 'Dead..':jumpers=sc;
'(2*sp)':jumpers=jumpers+1:OVER 0
:STRIP 0
1120 FILL 1:INK 2,6:LINE 71,48
TO 259,48 TO 293,72 TO 293,202 T
O 108,202 TO 71,178 TO 71,48:FIL
L 0
1130 FILL 1:INK 7,0:LINE 71,48
TO 259,48 TO 293,72 TO 293,202 T
O 108,202 TO 71,178 TO 71,48:FIL
L 0
1140 INK 0:FOR f=1 TO 150:LINE
70,48 TO 70+f,204:LINE 294,72 TO
294-f,204
1150 INK 5:FOR f=0 TO 22.5*2.83
STEP 2
1160 FOR h=2 TO 4:POINT 5.8*7
.5/2*2.38+f,62+SQR(f)*h
1170 NEXT f:delay 2000
1180 endgame
1190 END Define
1200 Define PROCEDURE delay (f):
FOR del=0 TO f:NEXT del:END Defi
ne
1210 Define PROCEDURE endgame
1220 BEEP:PAPER 0:CLS
1225 flag=sc>hi
1230 CSIZE 2,1:AT 3,0:INK 2:cpri
nt 'You scored '&sc:IF flag THEN
INK 1:print 'You have beaten '
&hi%'s high score.':INK 4:cpri
nt 'Please type your name. (max.
10 chars.)'
1231 CURSOR 3,61:OVER 1:INK 3:cp
rint 'You scored '&sc:IF flag TH
EN INK 5:CURSOR 3,81:cpri
nt 'You have beaten '&hi%'s high scor
e.':INK 6:CURSOR 3,101:cpri
nt 'P lease type your name. (max. 10 c
hars.)':OVER 0:REPEAT 1:AT 8,15:
INPUT hi$:IF LEN(hi$)>10 OR LEN(
hi$)<1 THEN NEXT 1:ELSE hi=sc:EX
IT 1
1240 IF NOT flag THEN INK 1:AT 4
,0:cpri
nt "You didn't beat "&hi$
%'s high score."
1241 IF NOT flag THEN OVER 1:INK
5:CURSOR 3,81:cpri
nt "You didn'
t beat "&hi$%'s high score.':OV
ER 0
1250 REPEAT 1:AT 10,0:INK RND(6)
+1:cpri
nt 'Press any key to play.
':OVER 1:CURSOR 3,201:INK RND(6)
+1:cpri
nt 'Press any key to play.
':OVER 0:IF INKEY$="" THEN NEXT
1:ELSE EXIT 1
1260 display
10000 Define PROCEDURE cprint (a
$)
10010 a=LEN(a$)/2:PRINT TO (20.
5-a);a$
10020 END Define
```

```
741 STRIP 0:CURSOR 10,227,-2,-3
:INK 1:PRINT 'Saved..':sc;'(2*sp
)':INK 2:CURSOR 179,227,-3,-3:PR
INT 'Dead..':jumpers=sc;'(2*sp)'
750 jx1=jx:jy1=jy:AT jx,jy:INK
0:STRIP 7:PRINT '(CTRL+SHIFT+.)'
:OVER 1:INK 5:AT 1,1:PRINT 'Sav
ed..':sc;'(2*sp)':INK 6:AT 1,20:
PRINT 'Dead..':jumpers=sc;'(2*sp
)':jumpers=jumpers+1:OVER 0:STRI
P 0
760 Repeat play
770 AT jx1,jy1:INK 7:OVER -1:P
RINT '(CTRL+SHIFT+.)'
780 AT jx,jy:OVER -1:PRINT '(C
TRL+SHIFT+.)':OVER 0:jx1=jx:jy1=
jy
790 jx=jx+1:IF jx=21 AND (x=jy
OR x=jy-1 OR x=jy-2) THEN caught
t
800 IF jx=21 THEN missed
810 fpos=fpos+RND(skill/5):INK
2,6,RND(3):LINE 30*2.38+1,fpos T
O 108*2.36+3,fpos TO 123*2.38,f
pos+23.8
820 a$=INKEY$
830 IF a$=CHR$(192) AND x>8 TH
EN x=x-1:FOR f=19,20:AT f,0:PAN
-12,3:NEXT f:IF jx1=19 OR jx1=20
THEN jy1=jy1-1
840 IF a$=CHR$(200) AND x<29 T
HEN x=x+1:FOR f=19,20:AT f,0:PAN
13,3:NEXT f:IF jx1=19 OR jx1=20
```

```
THEN jy1=jy1+1
850 END Repeat play
860 END Define
870 Define PROCEDURE caught
880 AT 18,0:CLS 2
890 sc=sc+1:BEEP 0,200:g 16,200
,INT(x*3/2)*2:g 16,200,INT(x*3/2
)*2+10:INK 2:FOR f=-1 TO 1:ARC x
*7.5/2*2.38+f,37 TO x*7.5/2*2.38
+26+f,37,1
900 BEEP 0,0:delay 50
910 fpos=fpos+RND(skill/5):INK
2,6,RND(3):LINE 30*2.38+1,fpos T
O 108*2.36+3,fpos TO 123*2.38,f
pos+23.8:IF INT(fpos)>=INT(67*2.3
8) THEN IF floor=2 THEN jumpers=
21:floor=1:ELSE IF INT(fpos)>=IN
T(72*2.38) THEN jumpers=42:burnt
920 game
930 END Define
940 Define PROCEDURE missed
950 INK 2:FILL 1:CIRCLE jy1*7.5
/2*2.38+3,238-(jx1*10+8)+5,4,4,0
:INK 7:FILL 0
960 BEEP 0,205,50,63,-8
970 g 10,220,2:g 12,220,4:g 14
,220,6
980 FOR f=0 TO jy1-1
990 FOR h=21,22:AT h,0:PAN 12,
3
1000 delay 50
1010 NEXT f:BEEP 0,150:FOR h=19
,20:AT h,0:CLS 3:NEXT h:g 16,200
```



[illegible]



TEN GAMES for the price of two, and every one a hit, in an unbeatable offer to our readers!

**Mega Hits** is a selection of ten smash games, compiled under licence from the original software houses.

**3D Starstrike** is a hair raising shoot-em-up with full 3D graphics from Realtime Software.

**Blue Thunder** from Elite takes you and your jetcopter on a dangerous rescue mission. **Fall Guy** from the same company follows the exploits of Colt Seavers, of the popular TV series.

Alligata's **Son of Bagger** is a levels and ladders game in which Slippery Sid tries to find the golden keys in the Security HQ.

Wally Week is the now infamous star of **Automania** from Mikrogen. Wally has six cars to assemble in his garage, but finds his shelves less than reliable – and what about those bouncing tyres?

Quiksilver produces **Bugaboo**, in which the cosmic flea leaps from ledge to ledge to escape the hungry monster.

**Psytron** combines arcade action with complex strategy in the most challenging space game of 1984. Beyond's game contains advanced graphics with split screen display and simulated windows.

Or try **Wheelie** from Microsphere, and drive the Zedexaki 500 bike into a world of giant hedgehogs and sudden death.

In **Blade Alley** the aliens are back again, and you must pilot your interceptor through the defensive trench to trigger the photon disruptors.

Finally, **Penetrator** from Melbourne House is still one of the nastiest, toughest, fastest arcade games around.



If you bought them separately, the ten games would cost you well over £70 in the shops. Beau Jolly have put all 10 on two cassettes, with each recorded in fast-load for

extra ease of playing. The package will retail at £19.99, but readers of *Sinclair User* can save £3.50 and buy it for £16.49, including postage and packing. Just fill out the coupon below.

To: **Mega Hits Special Offer, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

BLOCK CAPITALS PLEASE

Please send me:

Qty			Total
	Mega Hits	@ £16.49	

I enclose a cheque/postal order for £..... made payable to Sinclair User magazine.

Please debit my Access/Visa account no.  for £.....

Signed ..... Date .....

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Offer applies to UK readers. Allow 28 days for delivery. Offer applies while stocks last.



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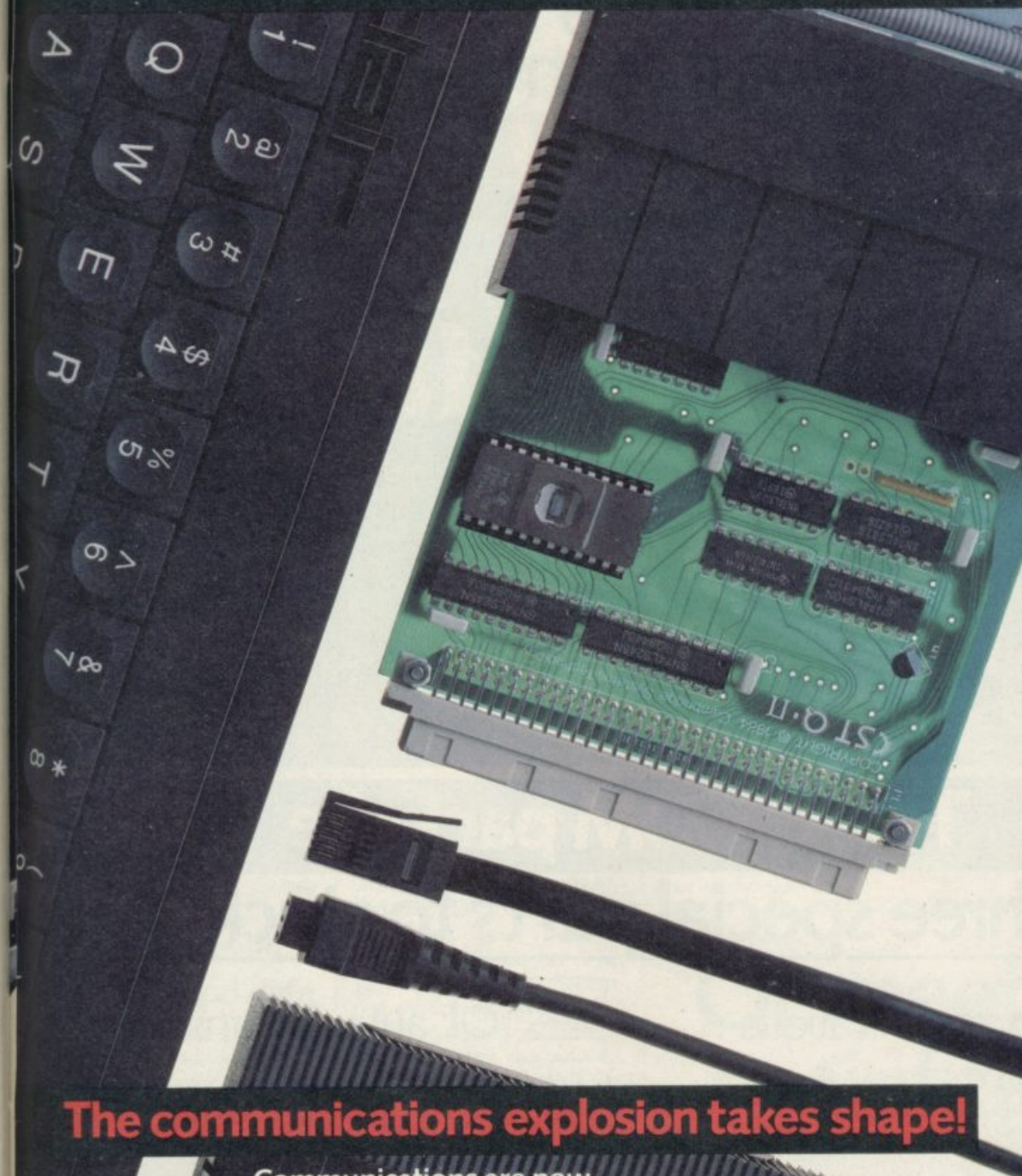
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**News from the world of  
Sinclair QL computing.**

# QL NEWS



## **The communications explosion takes shape!**

Communications are now  
the most exciting, essential part of any computer.

In the past six months alone, over 150,000  
modems have been sold in the UK.

Now, the QL's own communications explosion is  
taking shape ... and it has the potential to make  
more of communications than any other micro!

Read on and discover exciting new ways to use  
your QL ... with the QL modem ... telephony  
unit ... and powerful interface options.





# DAVID KARLIN

## Why Q COM is everything you could wish for in communications.

The QL is now communicating – via Q COM! This exciting three-part peripheral presents QL users with a multitude of ways to exploit the world of communications.

Once connected to the QL, Q COM allows you to access the considerable number of phone-in databases, such as Prestel and QNet.

Q COM enables you to communicate with other computer users. Its facilities include electronic mail, data transfer from Microdrives and bulletin boards.

Through it you can link your QL to larger minicomputers. Q COM has full capability in this area, and allows the QL to talk to powerful mainframes.

Q COM's automatic dialling

and call acceptance facilities, together with the storage of messages from other modems, will revolutionise the way you use your telephone.

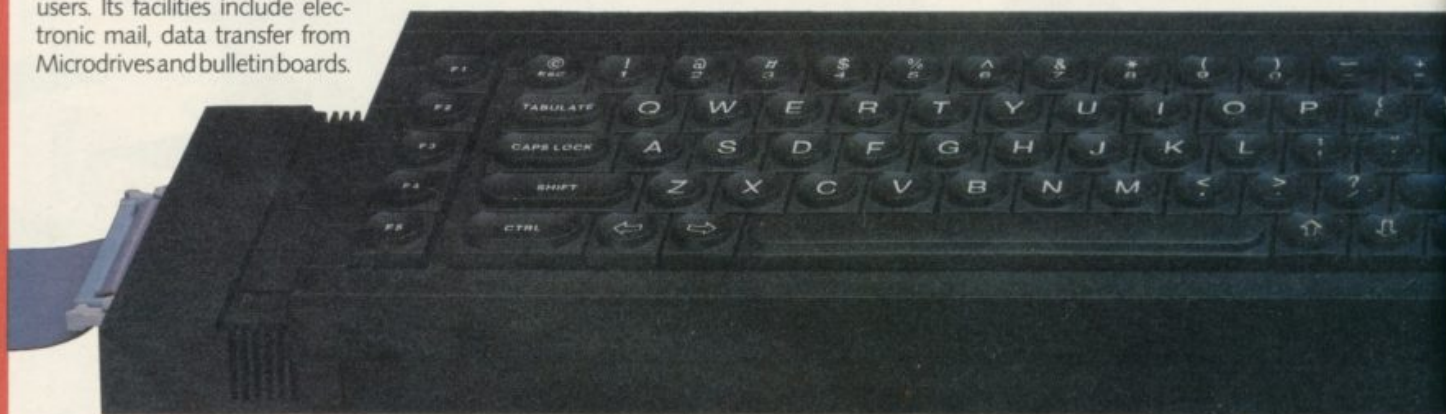
The next few pages of QL News tell you much more.

It's enough for me to say here that with the QL and Q COM,

you'll be exploring new openings in communications for some time to come!

*David Karlin*

David Karlin,  
Chief Design Engineer.



## The Q COM package

### Three special parts to stack!

#### QL communications interface

This multi-speed interface contains the sophisticated software used to set up QL communications – and to control the Q CALL and Q MOD units.

Q CON also comes complete with Microdrive-based software. This enables the QL to link to larger computers using VT100 and viewdata protocols.

The software will also run any standard modem – connected via Q CON's built-in RS-232-C port.

Most importantly, Q CON allows the QL to transmit and

receive at rates switchable from 75 to 9600 baud (encompassing the widely-used 75/1200 Prestel rates, and 1200/1200 half duplex rates for user-to-user exchange).

Q CON is specially styled to suit your QL – with similar fluting and ribs – and forms the base module of a vertical-stacking system.

It's supplied with full instructions, software on Microdrive cartridge, and connecting leads.

#### QL auto dial/answer unit

Q CALL gives every QL user something out of the ordinary.

It's a module which links directly to your telephone, and allows auto-dialling at the push of a single key. In the same way, it will permit incoming calls to be

accepted automatically... and even trigger pre-programmed activity from the QL!

Q CALL is the central unit of the package. It plugs directly into Q CON – so there are no connecting cables to worry about.

#### QL modem

Q MOD has all the powerful facilities expected of a modem, in a neat and simple unit.

It uses either V23 75/1200 or 1200/1200 baud rates, for Prestel, Micronet 800 and all the

viewdata services described alongside.

It also incorporates a telephone extension socket for manual dialling.

Q MOD is the top unit of



# Exploring the world of QNet, Prestel, Micronet and more!

Thousands of QL users already enjoy the excitement of linking to a nationwide mainframe.

Q COM turns your QL into an intelligent terminal, allowing you to access many thousands of pages of information, software and communications facilities.

The services brought to you through Prestel can include Micronet 800, Viewfax 258 and QNet, the new QL database.

Membership of QNet will bring you free software, QL news and features, and all the wide-ranging services of viewdata!

If armchair shopping is more

your style, that's easy too. It's often possible to place a direct order using your QL! For dedicated QL owners, there's a daily selection of software reviews, chart toppers... and all the facts and figures you need to make buying peripherals simple.

With Q COM you can also 'download' software from the system directly into your QL and either use it immediately, or store it on Microdrive cartridge.

In fact the only problem you'll face with a viewdata service is finding enough time to explore its many features!

You can find out how to join QNet by phoning 01-278 3143.



News... information... banking services and QNet. And only a fraction of the QL's new viewdata capability.

Q COM, and comes with a 9' built-in telephone cable.

All three units are available from Sinclair on (0276) 685311 and from selected Sinclair stockists.

## The QL hooked on voice and data

The QL can now act as your personal address book and telephone operator!

Q COM allows you to store hundreds of personal or business numbers.

You can store lengthy passwords and account numbers – and recall them – at the touch of a single key.

And any information that's sent to you from other modem-owners can be gathered and stored on Microdrive cartridge, or incorporated into your QL Quill documents!

# QL meets the mainframes!

The Q CON unit of Q COM turns your QL into a VT100 terminal, providing instant access to in-house computing services, both mainframe and mini.

Whether you are using your QL at home or at work, Q COM gives you access to electronic bulletin boards which provide help and advice 24 hours a day. You can leave messages or notices for friends or business contacts and even hold live discussions with them.

Additional benefits for the QL business user include easy access of in-house company software, and the interrogation of other data bases around the country.

There's also the opportunity of linking to British Telecom Gold – the widely-publicised and popular messaging service.

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# QL Hardware

## Microdrive cartridge

### price cut to only £1.99!



Sinclair Microdrive cartridges – up to 100K of programs and data on a medium so compact you can pop it into your pocket.

On February 1, the cost of Microdrive cartridges came down from £4.95 to £1.99 each.

Microdrive cartridges are the QL's own unique storage medium. Each stores up to 100K of information (that's 40 pages of A4 text), on a cartridge no bigger than a book of matches!

Over 500,000 cartridges are now being used throughout Britain.

You can store up to 50 different data files per cartridge, identified by titles of your own choice.

And QL Microdrives themselves are standard equipment on the new ICL One Per Desk micro, and British Telecom's new Merlin Tonto.

## IEEE-488... the instrument connection

IEEE-488 is the interface standard set by the Institute of Electronic and Electrical Engineers for instrumentation control.

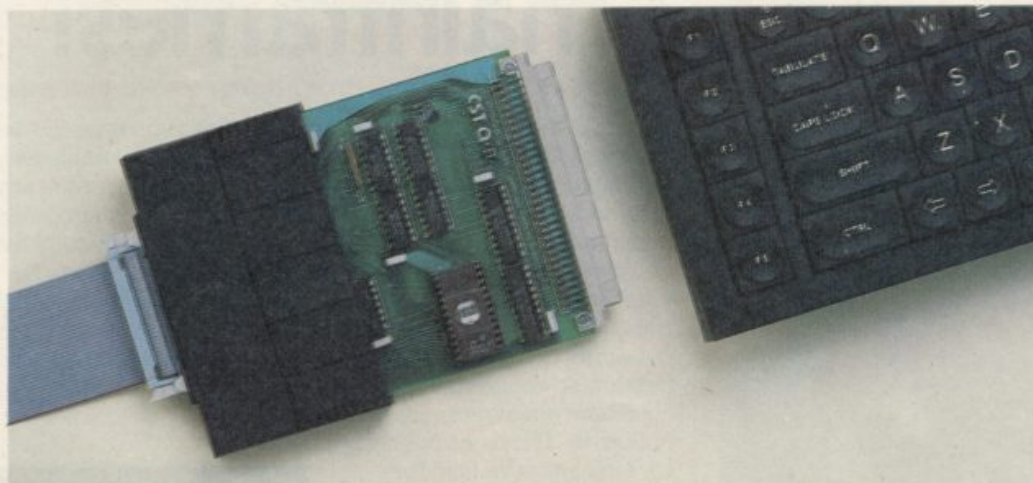
IEEE-488 – or General Purpose Instrumentation Bus – is a parallel interface specifically designed for high speed data transfer between a number of

different types of device.

It is commonly used for controlling instrumentation via a computer, allowing the creation of laboratory data acquisition systems, industrial control schemes, etc.

The QL now has a fully-fledged IEEE-488 interface from CST. It plugs neatly into the QL's RAM expansion port, and can control up to 16 instruments simultaneously.

It's available from CST on (0223) 323302.



An IEEE-488 interface slips discreetly into place.

## New inter 3 1/2" or 5 1/4"

With new Q-Disk, you can transform the QL into a powerful small business system – comprising QL, monitor, disk interface, twin disk drives and printer.

Q-Disk upgrades the QL to disk storage. Fitting easily into the QL's left hand RAM expansion port, without the need for a special expansion box, it contains a Western Digital disk controller chip. Software is held in an on-board EPROM (so little of the QL's RAM is used).

Plug in Q-Disk, and the QL accepts one or two disk drives, sized 3 in, 3 1/2 in, 5 1/4 in, either 40 or 80 track, single or double-sided. Even when two drives are used, they can be different types!

Q-Disk offers up to 1.6 Mbytes of quick, reliable storage with a compatible disk drive.

It's made by Computamate, who also offer a full range of





## QL to link students

Strathclyde University, in Glasgow, plans to have a campus network of 7,000 QLs linked to a central VAX minicomputer.

That's one QL for every student... a major investment project in a university which is now a leading centre for artificial intelligence work.

Sinclair is giving support worth £250,000 to the project. And it's likely that QL users

everywhere will benefit – the students plan to develop AI programs to run on the QL!

The QL has impressed Prof. James Alty of the University's Computer Science Department, who says *'only the QL could offer the computing power, range of applications, and above all the portability, at a realistic price.'*

## Interface to connect 3 1/4" disk drives

complimentary QL disk drives.

To contact Computamate, phone (0782) 811711.



Single disk unit fitted with 3 1/4 inch drives and (inset) the Q-Disk controller.

# The QL's high-tech spec

### Dimensions

138 x 46 x 472mm  
(5 3/8" x 1 3/4" x 18 3/4")

### Weight

1388 gms (3.055 lbs)

### RAM

Massive 128K standard RAM, externally expandable to 640K. Extra RAM is available in 64K, 128K, 256K and 512K units, from third-party suppliers.

### ROM

48K, containing Sinclair SuperBASIC and the Sinclair Qdos operating system.

### CPU

Motorola 68008 (running at 7.5 MHz) for all principal functions. (Architecturally, the 68008 is a 32-bit processor with an eight-bit data bus. One megabyte of non-segmented address space is available.)

In addition, an Intel 8049 controls the keyboard, generates the sound, and acts as an RS-232-C receiver.

### Operating system

Qdos (developed by Sinclair Research) is a single-user multi-tasking, time-sliced system using Sinclair SuperBASIC as a command language with display handling for multiple screen windows; and device-independent input-output.

### Language

Sinclair SuperBASIC, with the advantages of procedure structuring; extendability (including syntax); interpretation speed independent of program size; clean machine code interface; operating system facilities accessible from SuperBASIC; equal capability for strings and arrays; and full error-handling facilities.

### Microdrives

The QL incorporates twin QL Microdrives, each with a minimum 100K capacity, 3.5 seconds average access time. Typical loading rate of machine code programs is 2-3K per second.

### Video

High resolution graphics capability with colour or monochrome monitor (or TV) in two modes – 512 x 256 pixels (four

colours available) and 256 x 256 pixels (eight colours available). Normal character display format of up to 85 x 25 with choice of character sets available (TV format of up to 40 to 60 columns depending on the software).

### Keyboard

Full-size, 65-key QWERTY keyboard featuring a space bar, left- and right-hand shift keys, five function keys and four cursor control keys. The keyboard can be angled by means of detachable feet.

### Expansion

Excluding RGB monitor, power socket and TV port, eight peripheral/expansion ports are provided – one internal expansion, one Microdrive expansion, one ROM cartridge, two serial and two control channels, and the local area network.

### Serial

Two standard RS-232-C communications interfaces for printers, modems, etc. Transmission at rates from 75-19200 baud or full duplex transmit/receive at seven rates up to 9600 baud.

### LAN

For up to 64 QL computers. Data transmission over the net can be achieved at 100K baud.

### Power supply

9V DC at 1.8A, 15.6V AC at 0.2A.

### Joysticks

Provision for one or two devices for games or cursor control.

### Applications Software

QL Quill – word processor  
QL Abacus – spreadsheet  
QL Easel – graphics  
QL Archive – database  
All four packages supplied with the QL.

### Price

£399 including VAT, QL programs, full A4 manual, power supply, 4 blank cartridges and free Helpline service.

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# QL Software

## Updated versions of Psion software now available!

QL Abacus, Archive, Easel and Quill are the four Psion programs supplied with every QL. They're now converted to 100% machine code, and as a result they load from Microdrive cartridge much faster.

The overlays present in Version One software have been removed, resulting in noticeably quicker on-screen performance.

With the compactness of machine code, there's a big saving in QL memory too – all four programs now cope with larger, more professional applications!

Version Two software is now supplied with every new QL. Existing QLUB members – see back page.

### QL-Quill

QL Quill makes it easy to type in, correct and store your letters, memos and reports.

No training is needed – a beginner can be using QL Quill for word-processing within minutes!

QL Quill has the facilities of professional word processing packages: including word wrap, search and replace, justification, page headers and footers.



### QL-Abacus

QL Abacus is a powerful, yet easy-to-use spreadsheet.

The program allows you to manipulate the contents of whole rows and columns by the names you assign them. There's no need to depend on confusing letters and numbers.

QL Abacus also incorporates a range of functions which let you carry out rapid 'what if' analyses on your data.

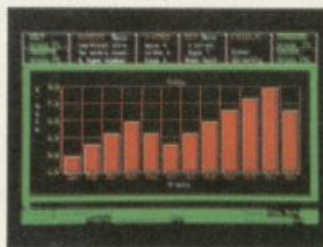


### QL-Easel

QL Easel allows you to create graphs, bar charts and pie charts – at the touch of a key.

The program handles anything from lines and shaded curves to overlapping or stacked bars.

QL Easel designs and scales automatically or under your control. Text can be added and altered as simply as data.



### QL-Archive

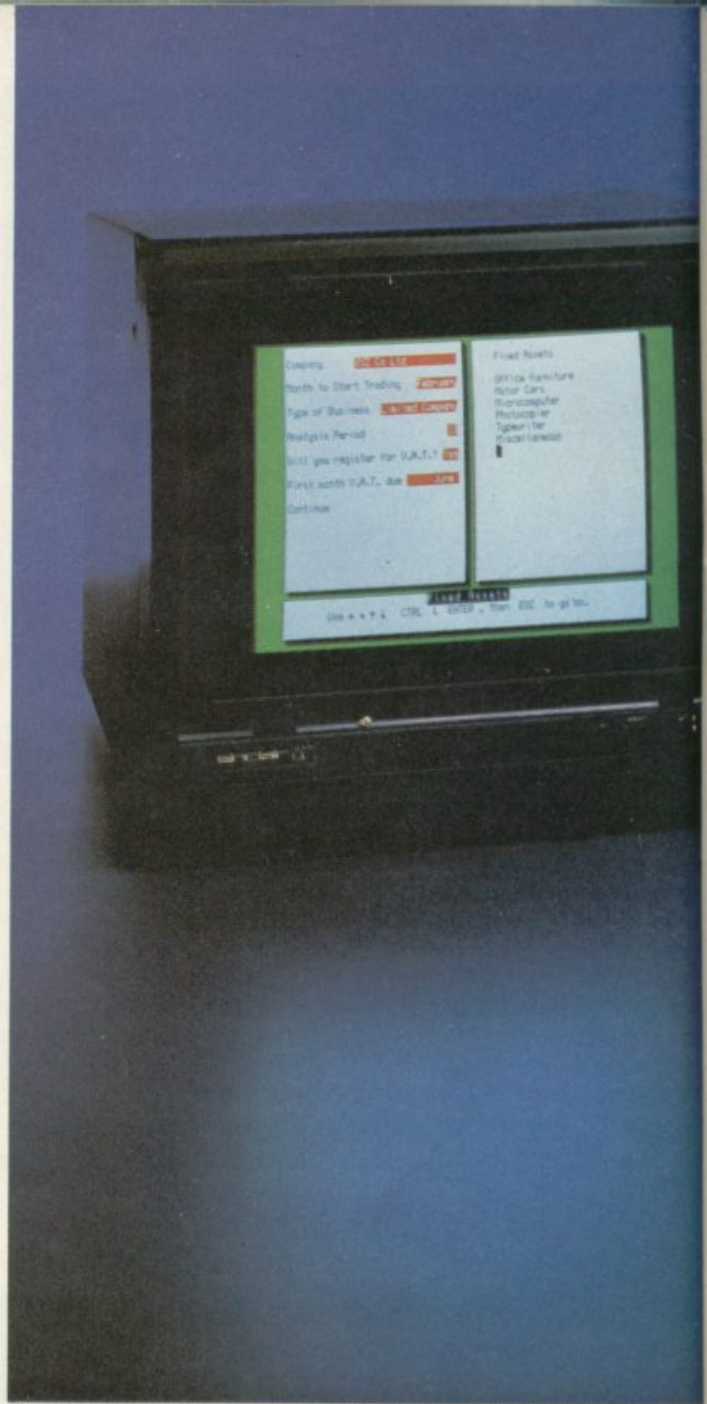
QL Archive is a sophisticated, powerful database program.

It includes a screen editor which allows you to design your own screen and format your reports, and a procedure editor which lets you tailor QL Archive to your own requirements.

QL Archive is ideal for all database uses, yet it's powerful enough to be used by many software houses to generate specific database applications.



Non-members of QLUB can purchase new versions of the above software for £15 per title, or £50 for all four programs. Phone (0276) 686100 for details.



(Left to right) QL Entrepreneur, QL Project Planner and QL Decision Maker from Sinclair.

## Coming soon- QL-Entrepreneur, QL-Project Planner, QL-Decision Maker!

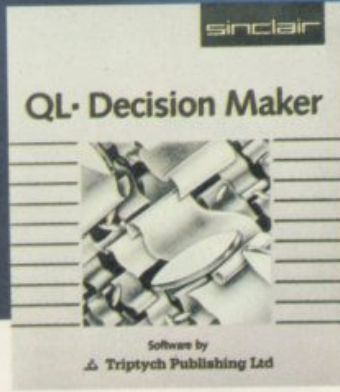
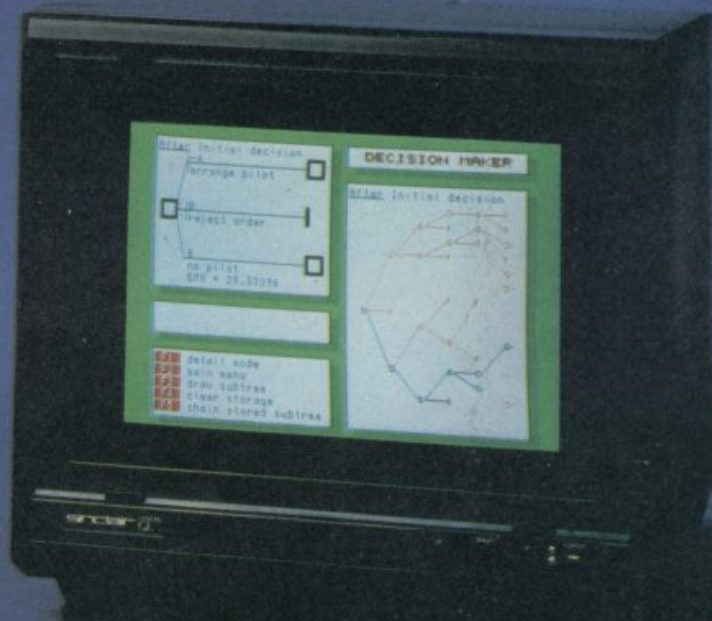
Three new QL business programs – with a difference!

QL Entrepreneur, QL Project Planner and QL Decision Maker train you to apply new and exciting management skills – through original and powerful means!

An interactive teaching program gives you a thorough and enjoyable understanding of each subject – backed by a text-book and 'self-test' facilities – and an applications program helps you to use your new expertise for specific problems and projects.

All three titles will increase your understanding and extend your control – making involved subjects easy, stimulating and useful!





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# Now, buy a QL and you're a member of the QLUB-free!

QLUB is the special Users Bureau for Sinclair QL owners.

Already, there are well over 10,000 QLUB members . . . enjoying a whole range of information and advisory services.

Until now, joining QLUB cost £35 per year. From March 4, every new QL

owner can become a member – free of charge!

With your new QL, you'll find a post-paid form. Complete and mail it, and you'll soon be a member of the fastest growing computer club in the country.

And you'll enjoy all the helpful services listed here!

## Special discounts

QLUB members also receive a range of special discounts, with savings of at least 20% on selected software products.

There are also special subscription rates for Personal Computer News and QL User.

## Free Helpline service from Psion

All QLUB members are entitled to 12 months special assistance from Psion.

They're at the end of the telephone to answer any questions on using the QL Abacus, Archive, Easel and Quill programs supplied with the computer.

Help is also available on any aspect of using Sinclair SuperBASIC, Qdos, or linking your QL with major peripherals.

Psion will normally answer any queries within 48 hours.

*QL program updates are no longer available free to QLUB members. They will be sold separately.*

## What QLUB membership offers you

### Regular newsletters delivered to your door

One of the most important QLUB benefits is the special news magazine, appearing six

times a year. The magazine provides a forum for QL owners to exchange views and keep in

touch with all the latest developments.

Each issue is packed with updates on QL hardware and software, tips on applying the four QL programs, and news of how other people are using the QL.



## Good news for existing QLUB members too!

As one of the first members of QLUB, you should already have received one free update of each of the four QL programs – and a letter with your new membership details.

If for any reason you haven't, you should ring (0276) 686100.

## You're a QL owner, but not a QLUB member?

Then joining QLUB is easy and free! Ring (0276) 685311 for full details. You can be a full QLUB member within a few days.

## Where to find the QL

The Sinclair QL is available at selected branches of Dixons, WH Smith, John Lewis Partnership, Currys, Greens in Debenhams and Ultimate, and larger branches of Boots, John Menzies and specialist computer stores nationwide.

\* Sinclair, QL, QLUB, Qdos, and SuperBASIC, are Trade Marks of Sinclair Research Ltd. Quill, Easel, Archive and Abacus are Trade Marks of Psion Ltd.

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# Complete Game Control From

# agf



The ZX Spectrum and Spectrum + both lack the facility for direct connection of joysticks. Now the Protocol system has the solution to all your game control needs.

Only three fixed game control standards are widely recognised: AGF (sometimes called Protek or Cursor), Kempston and the less common ZX Interface 2. These standards cover some 80% of games currently available. Some classics and many other games, however, offer only keyboard control. That is why 'programmable' interfaces have proved so popular. Now AGF can bring you a Protocol interface system to suit your needs and fit your purse, allowing any joystick or trackball to be used with any Spectrum or ZX81.

All AGF 'Protocol' interfaces include a Reset to clear the computer between games, an expansion connector for printers etc., and leave the keyboard fully operative at all times. Protocols use high speed logic to ensure rapid response, come with full instructions and 18 months guarantee. The unique Customcard system for Protocol 3 + 4 allows total flexibility of use. Individual cards can be stored or easily re-programmed.

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PROTOCOL 2 Only £10.95 + £1.00 p&p  
Fixed interface for Kempston compatible games.

PROTOCOL 3 Only £19.95 + £1.25 p&p  
Programmable interface for all games via keyboard option. With a programmable Customcard and 10 Quick Reference Cards.

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N.B. All products are offered subject to availability and on 14 days approval. Please allow 28 days from receipt of your order. You can obtain AGF products from many local suppliers. Please ask for them by name.

AGF Hardware, 26 Van Gogh Place,  
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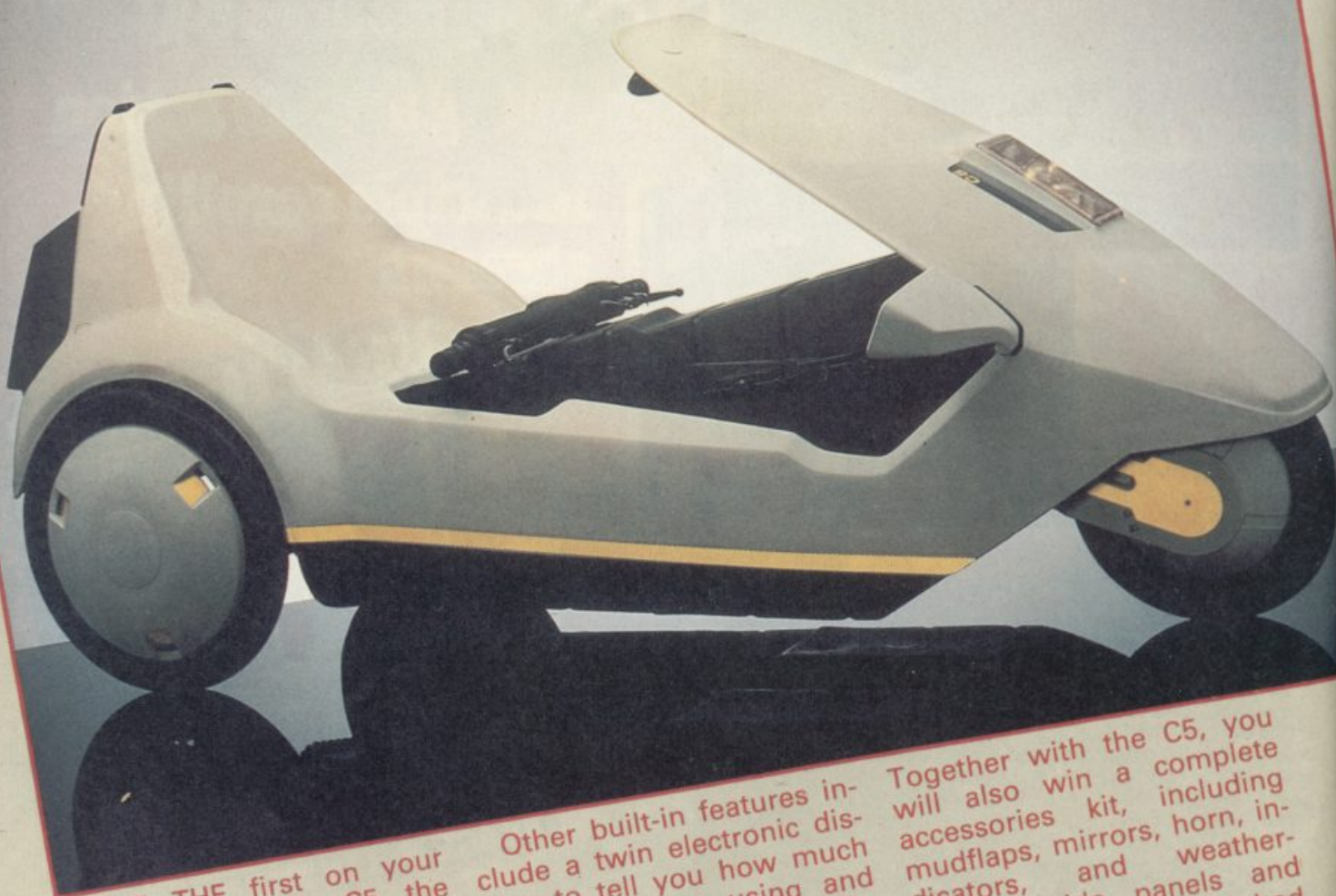
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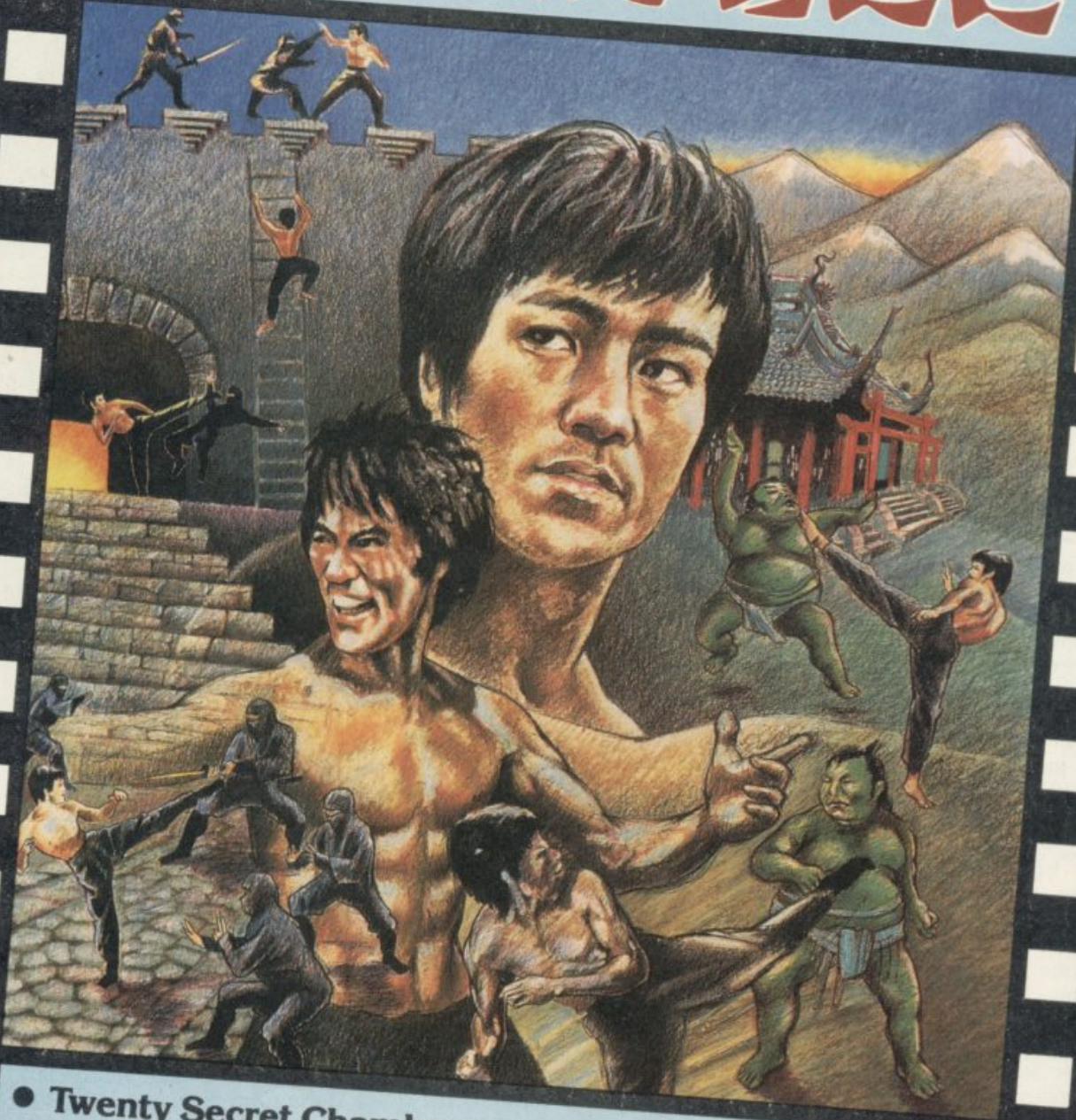
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# Teach a hero how to fight

John Gilbert adds the spice of violence to his master-brew for intelligent adventuring

**D**efining characters is only the beginning of a long process to make them interact with each other.

In the previous instalment of this series we set up the second section of an example adventure, called **The Crysan Incident**, in which an atomic clock which controls the timeflow of the universe was stolen. Three adventurers, Kagan, Marla and Morris have come in search of the yacht in which it was whisked away. They find it at the bottom of the ocean and Kagan and Marla dive only to find that the boat is guarded by two monsters, Boreel and Genghis. There is a sword behind one of the monsters and it looks as if a fight will take place.

Fighting has always been an important element in adventure games but one in which setting the scene and building tension have played little part. Using some artificial intelligence — (AI) — techniques it is possible to make the interaction which occurs between characters in fights more realistic, and the outcome more dependent on characters rather than circumstance.

The general approach to interaction strategy within an AI adventure should be firstly to see whether a fight is desirable — you would not want one if the characters were having a party, for instance. Then you must define the boundaries of interaction, to discover who is involved and whether one more of those characters has an advantage — a weapon or magical object. Only then can the fight take place.

Each phase is dependent on the one before it. The computer will decide if a fight is advisable. That would involve looking at the scenario and the

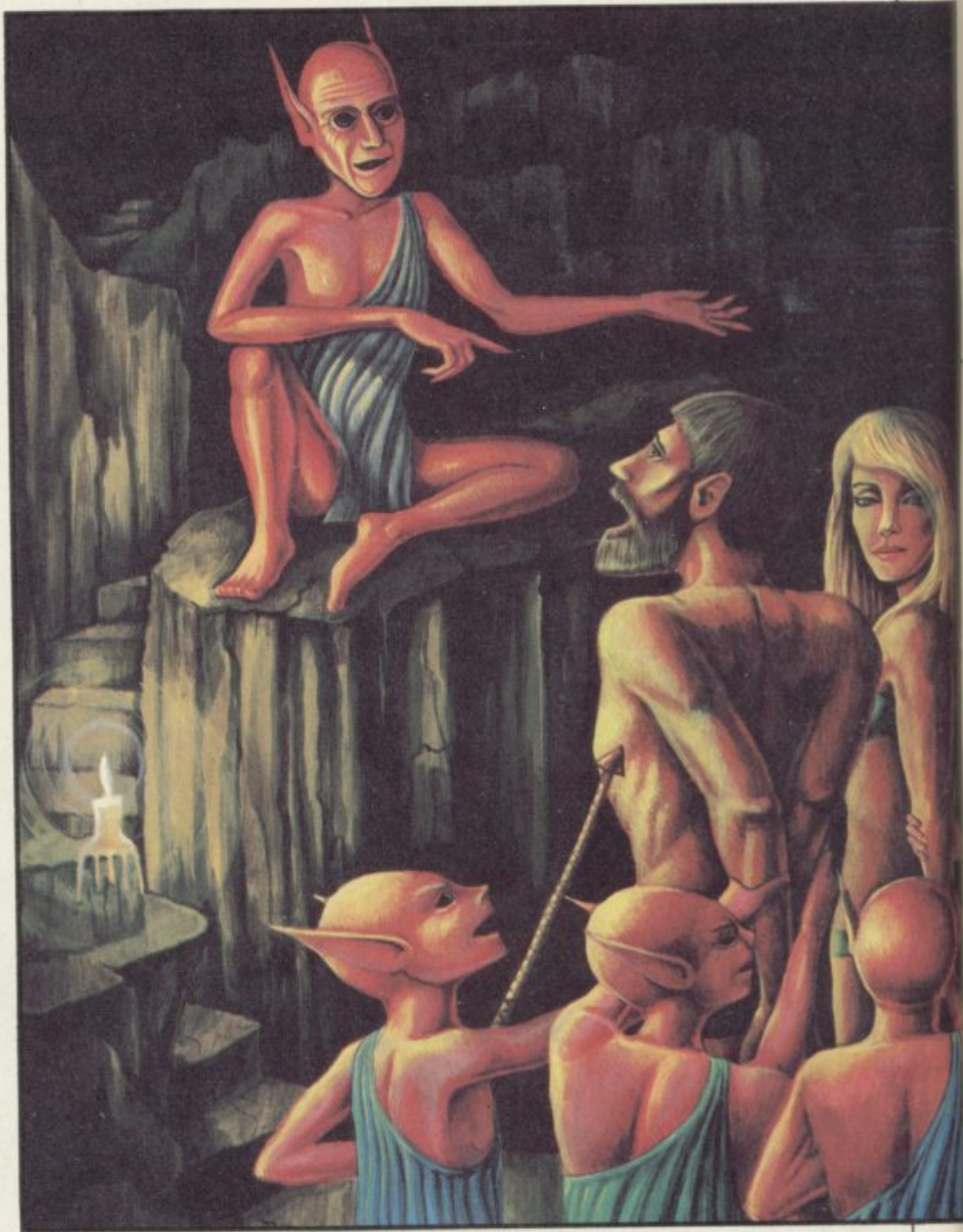
state of the characters, then defining the two, or three, sides; for instance, Kagan would hardly stab his best friend Marla in the back while they are battling the monsters. It makes sense, therefore, to ensure that such a situation cannot take place. You can either build some code into the program to stop it happening or tell the computer to ignore any command from a player which goes against a character's personality traits.

In our example a fight is desirable as the adventure will not continue until the creature, or creatures, have been defeated. There are two aspects of AI adventure theory which must be examined before a fight sequence can be coded, such as the simple fight in listing one.

The first aspect is Limited Event

Patterns and it has to do with psychology. The second is the construction of formulae which will ensure a fair fight — those form the main body of listing one.

Limited Event Patterns take their form from the psychology of expectation. Within an adventure the player is expected to make certain moves and, with a little provocation, make decisions. The subroutine in your programs which deals with the fight must take into account six such decisions: 1 — Have the two heroes gone into battle? 2 — How many monsters are there? 3 — Strength ratios between characters (illustrated in listing one); 4 — Is either side carrying weapons? 5 — Ways out of the fight; 6 — Consequences of winning (illustrated in listing one).





The first two factors were dealt with last month when the characters decided whether they wanted to fight. The strength ratios, mentioned in factor three, depend upon the character attributes, also discussed last month.

New formulae for attributes such as cowardice, hatred and agility can be formed from emotion, strength, stress, intelligence, ego and IQ. The formula needed in the fight sequence are anger, courage, agility, ego and strength. Anger is a combination of prime factors stress, intelligence and strength. Courage is formed from stress, strength and ego.

Using the attribute range, between (-10) and (+10), Kagan, Marla and the monsters may have the attributes shown in figure one. Kagan has no negative attributes so is reasonably fit to fight. Marla is not so lucky. She may have the ego of Liberace but she's got the courage and strength of a pencil.

The failings of Marla are, however, balanced when we take into account the two monsters, Genghis and Boreel. They are two mega-wimps, unlikely to win any fight.

The program in listing one is a simplified battle routine. The production of formulae related to the routine, such as Anger and Courage, should be done in another subroutine, before combat. The program line for anger in that routine would use the formula:  $LET\ ANGER = (INT(STRESS + INTELLIGENCE + STRENGTH) / NOATT)$

The formula finds the average of the three attributes between the brackets, NOATT being the variable number of attributes. As there are three attributes between brackets NOATT would contain '3'.

The INT function is used at the beginning of the formula to round the result, which would be 3.666, to an integer value. There is a deliberately designed bias in the Spectrum which rounds such numbers down. If, however, you do not want this bias you should add 0.5 to the end of the formula.

An example of its use within a program would be:  
 $ANGER = (INT(5+4+2) / 3)$   
which would equal '3' when rounded down.

Once all of those attributes have been set up you can move into the scenario which uses them. The example in listing one has been designed to

stand alone and uses the attributes shown in figure one. Those are entered into an array, C, which is set up in the subroutine between lines 1 and 90. As was explained last month, by setting the data up in this way computer time and memory is saved.

If you used dozens of separate small arrays for each character Spectrum memory would quickly be eaten up and it is precious if you are programming a game such as The Crysan Incident. You may get confused with all the data when you start programming with the one array technique but you will soon get used to working with it.

The IF... THEN statements at lines 110 and 120 decide whether Kagan and Marla have sufficient strength to fight the two monsters. They use 'less than' and 'more than' conditional operators to achieve the effect.

Genghis and Boreel have no such options but you could alter the program to include more checks on the monsters.

Variable N\$ on 110 and 120 acts as a status pointer which, until those lines are reached, contains nothing and was set up in line 2. If either of the two heroes are wounded and have strength levels below -9 their names will be put into N\$ and passed through to the subroutine at line 2000. The monsters will then have a chance to kill them, depending upon their attributes.

Skipping line 125 for a moment, we move on to the short routine at line 130. The line shows an alternative method of representing and combining lines 110 and 120. Both monsters are tested on strength using an OR conditional operator to separate them. If one of the monsters has a rating below -9 the program passes control to the subroutine at 3000.

Again we skip line 140 to look at a complex routine which starts at 160 and ends at 190. Line 160 compares anger, strength and agility of Kagan and the monster Boreel. If Kagan has stronger attributes then he wins the round and the LET statements at the end of that line are executed so that his anger is increased and his strength and agility are decreased. Control is then transferred to line 180 to test the other fighting pair.

If Boreel wins the encounter then control is transferred to line 170 where the monster's attributes are changed. Line 190 is used to change the attributes of Genghis if Marla loses her

```

1 REM FIGHT SCENE SUBROUTINE
2 LET N$=""
5 RESTORE 40
10 DIM C(4,6)
20 FOR K=1 TO 4
30 FOR M=1 TO 6
40 READ C(K,M)
50 NEXT M: NEXT K
60 DATA 5,3,7,9,4,3: REM KAGAN
70 DATA 9,2,-4,9,-3,4: REM MAR
LA
80 DATA 9,7,-2,-7,7,-3: REM BO
REEL
90 DATA 6,7,-3,-7,5,-3: REM GE
NGHIS
110 IF C(1,5)<-9 THEN PRINT "K
AGAN CAN GO ON NO LONGER": LET N
$="KAGAN": GO SUB 2000: REM KAGA
N FINISHED OFF ?
120 IF C(2,5)<-9 THEN PRINT "M
ARLA CAN GO ON NO LONGER": LET N
$="MARLA": GO SUB 2000: REM KILL
OFF MARLA ?
125 LET G$=""
130 IF C(3,5)<-9 OR C(4,5)<-9 T
HEN GO SUB 3000: REM MONSTER KI
LL
140 IF G$="STOP" THEN STOP
160 IF C(1,2)<C(3,2) AND C(1,3)
>C(3,3) AND C(1,5)<C(3,5) AND C(
1,6)<C(3,6) THEN LET C(1,2)=C(1
,2)+1: LET C(1,5)=C(1,5)-1: GO T
O 200
170 LET C(3,2)=C(3,2)+1: LET C(
1,5)=C(1,5)-1
180 IF C(2,2)<C(4,2) AND C(2,3)
>C(4,3) AND C(2,5)<C(4,5) AND C(
2,6)<C(4,6) THEN LET C(2,2)=C(2
,2)+1: LET C(2,5)=C(2,5)-1: LET
C(2,6)=C(2,6)-1: GO TO 200
190 LET C(4,2)=C(4,2)+1: LET C(
4,5)=C(4,5)-1: LET C(4,6)=C(4,6)
-1
200 GO TO 100
2000 REM MONSTER KILL
2010 IF C(3,5)>4 AND C(3,6)>5 AN
D C(3,6)>4 THEN PRINT "BOREEL F
INISHES OFF ":N$: LET N$=N$+"X"
2020 IF C(4,3)>4 AND C(4,4)>5 AN
D C(4,6)>4 THEN PRINT "GENGHIS
KILLS ":N$: LET N$=N$+"X"
2030 IF N$="KAGANX" THEN LET C(
2,1)=C(2,1)-2: LET C(2,2)=C(2,2)
+2: REM MARLA'S ATTRIBUTES CHANG
E AS KAGAN DIES
2040 IF N$="MARLAX" THEN LET C(
1,1)=C(1,1)-2: LET C(1,2)=C(1,2)+
2
2060 RETURN
3000 REM MONSTER KILL
3010 IF C(3,5)<-9 THEN PRINT "B
OREEL IS DEAD"
3020 IF C(4,5)<-9 THEN PRINT "G
ENGHIS IS DEAD": LET G$="STOP"
3030 RETURN

```

## Listing One

battle. Once all that has been sorted out the program loops back to line 100 where the whole process is run through again.

The routine at line 2000 decides whether the monsters kill a character whose strength has gone below -9. If such a killing is made an 'X' is added to the character name stored in N\$. Lines 2030 and 2040 use the new version of N\$ to change the attributes of the character who remains alive. In the example he becomes more angry and his ego is deflated. Such interaction is simple but shows off the

*continued on page 126*



# Adventure Programming

continued from page 125

potential of the system where an effect on one character can have a knock-on effect on others.

The last routine, starting at line 3000, checks on the monsters to see if they should die. The same depletion of strength which can kill the human characters will also kill off the monsters.

The G\$ variable, first defined at line 125, comes into play in this sub-routine. G\$ is set to STOP if Genghis dies and on return to the main body of Basic code the computer will end the program at line 140 if the monster is dead. Once past the monsters you will be able to guide your character into the yacht.

Although listing one includes many examples of character interaction techniques it can be improved. At the moment, for example, lines 110 and 120 will only put sentence of death on a character if strength is below -9. You could, however, also include agility in that IF... THEN statement using an OR condition. Life chances would then ebb away as both strength and agility left the body of the hero.

One aspect which has not been included, but was discussed last month, is the sword which lies beside the doorway of the yacht, behind the monster. The only two possibilities in the encounter, using LEP, are that one of the characters will cause a diversion while the other grabs the sword, or that they will get the sword after the two monsters have been defeated.

A simple addition to the Basic listing, will take care of the first possibility. All you have to do is test both characters on strength and agility. If one has values which lie at the top end of the scale, +5 to +10, they could go for the sword while the other diverts the monster. Adding those lines and a few PRINT statements into the program will give an intelligent feel to the adventure. It will also give Kagan and Marla a better chance of killing the monsters.

Objects such as the sword are easy to store and can be moved around in the keeping of adventurers with relative ease. Listing two shows one way of storing objects before they are picked up by players. Each scene will have a series of objects stored in a variable, which we will call b\$. As the scene changes so does the contents of the variable. If there are no objects in a location an empty string will result.

	Kagan	Marla	Boreel	Genghis
Agility	+5	+9	-3	-3
Anger	+3	+2	+7	+7
Ego	+5	+9	+9	+6
Intelligence	+9	+9	-7	-7
Courage	+7	-4	-2	-3
Strength	+4	-3	+7	+5

Figure 1. New character traits.

Putting objects in one string instead of storing them in an array saves Spectrum memory. The format used is easy to understand and can be handled with a few lines of code by the computer.

The first part of an object entry within the string is an asterisk. It tells the computer that a new object follows. The second part is a one character key which tells the computer what type of object has been found. W means weapon, O means general object, and M means monster — if you want to treat monsters as objects. The first three characters are used to store the object so, for instance, sword would be 'SWO'.

Listing two sets up a string at line 10. the input at line 20 is concatenated to a three-character input so that the computer can search for objects in the string. If a '\*' is found by line 50 a new object entry has been found; if not a loop is made to line 90 where the scan of the string continues character by

character.

Line 100 compares object entries when found and passes the entry to the routine at lines 120 to 140 where a test is made for the type of object and the user informed of that type. If an object is not found 60 informs the user and returns for the input of another object name.

Once Kagan and Marla have found the object and passed the monster they go through the doorway. A brilliant white light engulfs them and they find themselves in the underground kingdom of Kelros. They are captured by a party of Kelrosians and have to talk their way out of a sticky situation as they approach the Kelrosian city, Carvad.

Which brings me to the subject of the next article: communication. Next month I will introduce ways in which the Spectrum and QL can understand English sentences and how other characters, played by the computer, can talk back.

```

10 LET b$="*wsw*oorb*orope*mG
enghis*mBoreel"
20 INPUT a$
25 LET c$=a$(1 TO 3)
30 LET k=1
50 IF b$(k)="*" THEN GO TO 90
60 IF k=LEN (b$) THEN PRINT "
Not found": GO TO 20
70 LET k=k+1
80 GO TO 50
90 LET m=k+2: LET c=m+2
100 IF c$=b$(m TO c) THEN GO T
O 120
110 GO TO 70
120 IF b$(k+1)="w" THEN PRINT
a$;": ":" You have found a weapon
"
130 IF b$(k+1)="o" THEN PRINT
A$;": ":" You have found an objec
t."
135 IF b$(k+1)="m" THEN PRINT
a$;": ":" A monster stands before
you."
140 GO TO 20

```

Listing Two



# If at first you don't succeed...

Learning machine code is not as simple as you might think. Andrew Hewson explains

**J**OHAN PRATT of Exeter writes: I am trying to learn about Spectrum machine code programming. I notice that appendix one of the manual lists numeric codes for each Basic keyword. If I poke those codes into memory will I get a machine code program instead of a Basic one?

Definitely not! Appendix one is misleading for the newcomer because it lists the decimal numbers 0 to 255 against their hexadecimal equivalents, the Basic keywords and ASCII and graphic characters, and the Z80 assembly language mnemonics. Therefore it is not surprising that some people, like John, expect the various items to be interchangeable.

The interpretation of the contents of a memory location can be any of the things listed in appendix one — and a few more besides — and the correct interpretation depends on the context in which the contents occur.

A single memory location can contain a single whole positive number lying in the range 0 to 255 inclusive. Sometimes, in the correct context, the computer may interpret the contents in just that fashion — a simple whole number. In another context it might be interpreted as the code for a keyword, in yet another it might represent a part of a Basic line number and it might even represent an instruction in a machine code program. The context is all important in determining which interpretation is correct.

As users of the English language we should not be surprised at this. We are all adept at selecting which of the three meanings is implied when the words "two", "to" and "too" are uttered. In speech those words sound more or less identical but we automatically select the correct version in any given sentence from the context of the word. We also manage, when reading text, to distinguish words which have the same spelling and similar meanings but are pronounced differently.

Peter Wainwright of Winchester writes: I am interested in machine

code programming and I have bought some books on the subject but I am finding it hard to get started. Have you any advice?

Most people find they are able to develop a reasonable proficiency at Basic by studying the manual and by reading books and magazine articles. Not surprisingly they assume that machine code programming is only a little more difficult and it comes as a nasty shock when they find that they get bogged down very early on.

I think that the reason for that is that it is not generally appreciated that machine code is as different from Basic as English is from the Morse Code. The structures of the languages are completely different because they have different reasons for existence.

```
10 FOR I=0 TO 767
20 POKE 22528+I,INT(I/3)
30 NEXT I
100 LET A=22528
110 LET B=23295
120 LET D=1
130 FOR I=A TO B STEP D*32
140 LET S=PEEK I
150 FOR J=I TO I+D*30
160 POKE J,PEEK (J+D)
170 NEXT J
180 POKE I+D*31,S
190 NEXT I
```

Table 1. A Basic program to scroll the Spectrum attributes from right to left.

To scroll the attributes from left to right alter lines 100, 110 and 120 as follows:

```
100 LET B=22528
110 LET A=23295
120 LET D=-1
```

Basic is a so-called high level language and is specifically designed to use words taken from the English language and use them in a context which is similar to English. Basic shares some features with other high level languages like Fortran, Pascal and Algol and a programmer trained in one language can usually transfer to another with reasonable ease.

In a sense, Basic, Fortran, Algol and Pascal are as closely related to one another as English, French, Spanish and Italian.

In contrast, machine code is not a human-like language at all. Rather it is



● Please address problems and queries to Andrew Hewson, Helpline, Graham Close, Blewbury, Oxfordshire.

the fundamental patterns which force the microprocessor to perform a given instruction. Some of those tasks resemble commands in high level languages in which case a word or two is borrowed to produce a mnemonic for the machine code. For example the code '201' causes the Z80 microprocessor to retrieve an address stored previously and take its next instruction from that address. In a sense this is like the RETURN command in Basic in which a previously stored Basic line number is retrieved and execution continues from that line number. Because of that similarity the assembly language mnemonic for '201' is "ret", an abbreviation of 'return'.

Hence the best advice when tackling machine code programming for the first time is to approach the subject with an open mind and not give up if the subject appears to be tougher than you expected.

Joseph Bonefante of Gibraltar writes: I want to find out how to scroll the Spectrum screen either in Basic or machine code. Can you suggest a method?

The Spectrum display is bit mapped from the 6K display file to the screen that is, the screen is divided into  $256 \times 192 = 49152$  pixels and each bit of

continued on page 134



continued from page 133

each of the bytes in the display file determines whether one pixel is illuminated. There are eight bits in each byte, 6144 bytes in the display file and  $8 \times 6144 = 49152$  so for each bit there is one corresponding pixel.

The display file is held at the bottom of RAM between addresses 16384 to 22527 inclusive. If the number 255 is POKEd into a location in that area of RAM a short horizontal line appears on the screen. For example

```
POKE 16384,255
```

causes a line to appear at the top of the first character position at the top left-hand corner of the screen. There are no breaks in the line because all the eight bits are set in a memory location containing 255. Thus the length of the line is

1 byte = 8 bits = 8 pixels

Any other number POKEd into the display file will cause a broken short horizontal line to appear on the screen. A regular broken line can be produced by POKEing 170 or 85.

The order in which the mapping takes place from the display file to the screen can be seen using a loop of the form:

```
10 FOR I = 16384 TO 22527
20 POKE I,255
30 NEXT I
```

This loop POKes 255 into each memory location in the display file in turn. When it is RUN the screen fills with horizontal bars which gradually cover the screen as the loop proceeds.

The first line appears at the top of the screen, the second appears eight locations below it and so on until there are eight bars in the screen. The ninth bar appears below the first, the tenth bar below the second .... and finally the seventeenth appears below the tenth. That method of stepping down the screen is repeated until the top third is completely filled. The second third and the final third are drawn in the same way.

The same effect can be seen if a copy of the display is LOAded from cassette using the SCREEN\$ command.

The display file only controls the illumination of each pixel. The colour information is held in the attributes file which occupies locations 22528 to 23295 inclusive in RAM. Thus the attributes file immediately follows the display file. POKEing a number into the attributes file will cause the status of the INK, PAPER, FLASH and/or

BRIGHT of a entire character position to alter. The following routine fills the screen with characters and then sets them one by one to flash in magenta on red:

```
10 FOR I = 1 TO 22
20 FOR J = 1 TO 32
30 PRINT CHR$(J + 47);
40 NEXT J
50 NEXT I
60 FOR I = 22528 TO 23295
70 POKE I,147
80 NEXT I
```

The order in which the attributes are mapped to the screen is, as one might expect, starting at the top left and working from left to right down the screen. Thus it is a straightforward matter to write a Basic program to scroll the attributes. An example is shown in table one. Scrolling the Spectrum display file is rather more difficult and whilst it is quite possible to write routines in Basic they would have little practical value because the large number of memory locations to be manipulated would make them very slow. Hence machine code routines are more or less essential.

If a fast but rather jerky scroll is acceptable then each byte of a display line can be transferred to left or right in an analogous manner to the method used for scrolling the attributes. Remember however that eight bytes are used to determine the form of each character position.

If a smooth scroll is required then the contents of each byte must be rotated, one bit at a time, to right or left. After each rotation the final bit is displaced altogether and can be transferred to the next byte via the carry flag. Fortunately the Z80 machine language is well supplied with suitable byte rotation instructions.

Thus there are at least 12 ways of scrolling the Spectrum display — both the attributes and the display file can be scrolled character by character, and the display file can also be scrolled pixel by pixel. Each mode can also be scrolled in all four directions and by calling two routines one after the other diagonal scrolling can be achieved.

It is not practical to list all 12 routines so I have included just two examples as listed in table two. The examples were written by my colleague John Hardman and they illustrate the basic principles.

The routines can be loaded using an assembler or a simple decimal loader such as the following which POKes each number in turn into the printer buffer:

```
10 LET I = 23296
20 INPUT J
30 PRINT I,J
40 POKE I,J
50 LET I = I + 1
60 GOTO 10
```

To call the routine enter:  
RAND USR 23296

Assembly code	Numbers to enter	Comment
ld hl,22527	33 255 87	Right scroll by one character
ld d,0	22 0	End of display
ld a,192	62 192	No of lines
ld b,31	6 31	32 characters per line
dec hl	43	Previous byte
ld e,(hl)	94	into e
inc hl	35	and back to
ld (hl),e	115	display
dec hl	35	Repeat for entire
djnz -7	16 249	line
ld (hl),d	114	Fill final byte
dec hl	43	Repeat for
dec a	61	each line
jr nz,-14	32 242	
ret	201	Return
ld hl,22527	33 255 87	Left scroll by one pixel
ld c,192	14 192	End of display
ld b,32	6 32	No of lines
or a	183	32 characters per line
rl (hl)	203 22	Clear carry
dec hl	43	Rotate left
djnz -5	16 251	Previous byte
dec c	13	Next byte
jr nz,-11	32 245	
ret	201	Next line
		Return

Table 2. Two machine code routines to scroll the display file right by one character and left by one pixel respectively.



# SOFT AID

*Feed The World*



Spellbound — Beyond  
 Starbike — The Edge  
 Kokotoni Wilf — Elite  
 The Pyramid — Fantasy  
 Horace Goes Ski-ing — Melbourne House/Psion  
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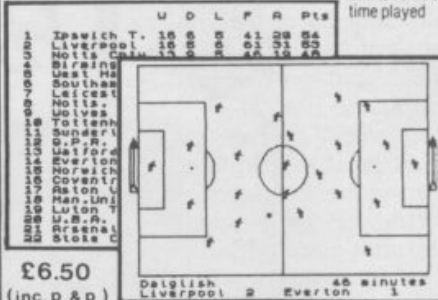
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# THOUGHTS & CROSSES

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File	Company	R.R.P.	Days	File	Company	R.R.P.	Days	File	Company	R.R.P.	Days	File	Company	R.R.P.	Days
Designers Panel	Artic	14.95	13.50	Handicap Golf	CHL	3.95	-	Nightlife	Hewson	7.95	6.95	Auto Traffic Control	Micro Gen	9.95	8.95
Edwards	Artic	14.95	13.50	Highway Code	CHL	3.95	-	3D Lunar Attack	Hewson	7.95	6.95	Auto Traffic Control	Micro Gen	9.95	8.95
Grand Builders	Artic	9.95	13.50	Magical Roundabout	CHL	3.95	-	Dev Pac 3	Hewson	7.95	6.95	Auto Traffic Control	Micro Gen	9.95	8.95
Grand Builders	Artic	9.95	13.50	Sargun Secrets	CHL	3.95	-	Pascal	Hewson	7.95	6.95	Auto Traffic Control	Micro Gen	9.95	8.95
Grand Builders	Artic	9.95	13.50	Leviathan	CHL	3.95	-	Ultimate	Hewson	7.95	6.95	Auto Traffic Control	Micro Gen	9.95	8.95
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Grand Builders	Artic	9.95	13.50	Leviathan	CHL	3.95	-	Ultimate	Hewson	7.95					





If we have reviewed a program we have given it a rating known as the Gilbert Factor, named after our Software editor, John Gilbert. That factor includes clarity of instructions, speed of operations, ease of use, originality, lasting appeal, use made of graphics and sound, and success in accomplishing stated aims.

## ZX-81

### Adventure

Adventure	Bug-Byte	6
Adventure	Gavin Barker	6
Black Crystal	Mastervision	7
Espionage Island	Artic	
Greedy Gulch	Phipps	7
Inca Curse	Sinclair	
Lost Island	JRS	
Magic Mountain	Phipps	
Merchant of Venus	Crystal	
Pharaoh's Tomb	Phipps	
Pimania	Automata	6
Secret Valley	New Soft	
Serpents Tomb	Vortex	7
Ship of Doom	Artic	
Time Bandits	New Soft	
Trader Trilogy	Quicksilva	6
Volcanic Dungeon	Mastervision	5
World of Illusions	Contrast	4

### Arcade

Alien Dropout	Silversoft	8
Asteroids	Silversoft	
Asteroids	Software Farm	6
Bank Robber	Romik	6
Bears in the Wood	Unicorn	6
Bubble Bugs	Romik	6
Byter	Protek	
Cassette 1	Orwin	7
Cassette 2-5	Orwin	7
City Patrol	Sinclair	7
Damper	Quicksilva	7
Defenda	Quicksilva	8
Door Slammer	Cathedral	7
Forty-Niner	Software Farm	9
Froggy	DJL	7
Full-screen Breakout	New Generation	
Galactic Trooper	Romik	
Galaxians	Quicksilva	6
Galaxy Jailbreak	Romik	6
Games Tape 1	J K Greye	
Games Tape 2	J K Greye	
Games Tape 3	J K Greye	
Gamestape 1	Fawkes Computing	7
Glooper	Quicksilva	7
Gloops	Quicksilva	5
Gobbler	Software Farm	
Grand Prix	dk'tronics	
Hang Glider	S Electronics	6
Hickstead	CCS	5
Invaders	Bug-Byte	5
Invaders	Selec	7
Krazy Kong	PSS	
M. Mouse goes de-bugging	Lothlorien	7
Maze Death Race	PSS	
Mazogs	Bug-Byte	
Micro Mouse	Lothlorien	
Namtar Raiders	Artic	
Night Gunner	Digital Integration	5

Rocket Man	Software Farm	7
Sabotage	Sinclair	6
Space Raiders	Sinclair	
Space Trek	JRS	
3D Monster Maze	New Generation	9
Three Games Cassette	McGraw Hill	8
Zuckman	DJL	
ZX Invasion Force	Artic	
ZX Panic	Selec	
ZX-81 1K Games Pack	Crystal	9
ZX-81 Pocket Book	Phipps	

### Business

Accounts (Limited company)	Hestacrest	
Accounts (Sole Trader)	Hestacrest	
Business Bank Account	Transform	
Critical Path Analysis	Hilderbay	
Draft	Myrmidon	
Mailing List	Hestacrest	
Payroll	Hilderbay	
Payroll	Soft Tech	
Payroll	V&H Computing	
Personal Banking System	Hilton	
Purchase Ledger	Hestacrest	
Sales Day Book	Transform	
Sales Ledger	Hestacrest	
Text	Contrast	

### Education

Binary Brains	Pooter	5
Four Rules of Number	Micro Master	
Integration	University	
Intermediate English 1-2	Rose	8
Language Devel. Series	Glasson	
Language Devel. Series	Micro Master	
Linear Programming	University	
Matrix Operations	University	
O Level Chemistry	Calpac	
O Level French Revision	Rose	
O Level Maths Revision	Rose	
Primary Arithmetic	University	
Regression	Anvil	
Self teach Program		

### Language

Forth	Sinclair	
ZX Forth	Artic	

### Practical

Ephemeris	Bridge	
Poolster	Naigram	

### Puzzle

Nowotnik Puzzle	Phipps	
Word Fit	Ram Writer	

### Simulation

Flight Simulation	Sinclair	
Pilot	Hewson	
Print Shop	CCS	

### Strategy

Airline	CCS	7
Auto Chef	CCS	7
Battleships	JRS	
Conflict	Martech	7
Cyborg Wars	Stratagem	7
Dallas	CCS	6
Dictator	Bug-Byte	7
Fighter Pilot	Digital Integration	5
Football Manager	Addictive Games	7
Fort Apache	Contrast	8
Galaxy Conflict	Martech	8
Ocean Trader	Quicksilva	7
Pioneer Trail	Quicksilva	7
Racehorse Trainer	G Barker	6

### Traditional

Do Not Pass Go	Work Force	
Lynchmob	Bridge	
ZX 1K Chess	Artic	
ZX Compendium	Mastervision	
ZX-Chess 1	Artic	

### Utility

Graphics	IPA	
Graphics Toolkit	JRS	
HI Resolution	CRL	
Machine Code Test Tool	OCP	
MCoder	PSS	
Programme Enhancement		
Re-number Delete	Work Force	

Trace	Texgate	7
ZX Compiler	Silversoft	*
ZX Screenkit	Picturesque	*
ZX-Bug	Artic	*
ZXAS	Bug-Byte	*

## SPECTRUM 16K

### Adventure

Android One	Vortex	*
Escape	New Generation	8
Moria	Severn	*
Planet of Death	Artic	6
Secret Valley	New Soft	*
The Great Western	New Soft	*
Time Bandits	New Soft	*

### Arcade

Aquarius	Bug-Byte	6
Arcadia	Beau Jolly	5
Arcadian	J K Greye	6
Assassin	Spectrasoft	*
Avenger	Abacus	5
Baron	Temptation	*
Black Hole	Quest	6
Blind Alley	Sunshine	7
Caterpillar	CDS	*
Cavern Fighter	Bug-Byte	4
Centi-Bug	dk'tronics	*
Children's Compendium	Dymond	*
City Defence	Mikro-Gen	*
Colour Clash	Romik	4
Cookie	Ultimate	*
Cosmic Guerilla	Crystal	8
Crazy Cranes	Voyager	5
Creepy Crawler	Mikro-Gen	*
Crevasse and Hotfoot	Microsphere	7
Cruising	Sunshine	4
Cyber Rats	Silversoft	7
Death Chase	Micromega	6
Demolition	Comp. Rentals	*
Destroyer	Winters	*
Di-lithium Lift	Hewson	3
Doombugs	Work Force	8
Dymonoids	Dymond	*
Earth Defence	Artic	5
Ed-On	Add-On	4
Eskimo Eddie	Ocean	*
Family Games Pack	Hornby	*
Fireflash	Abacus	5
Fruit Machine	dk'tronics	6
Galactians	dk'tronics	*
Galactic Trooper	Romik	3
Galactic Warriors	Abacus	6
Galaxians	Artic	6
Ghost Hunt	PSS	*
Gnasher	Mastertronic	4
Gobble-a-Ghost	CDS	*
Gobbleman	Artic	*
Godzilla and Martians	Temptation	7
Ground Attack	Silversoft	6
Gulpman	Campbell	*
Haunted Hedges	Micromega	6
Hopper	PSS	6
Horace and the Spiders	Sinclair	8
Horace Goes Skiing	Sinclair	8
Hungry Horace	Sinclair	8
Invasion Force	Artic	8
It's the Wooluf	Crystal	5
Jet Pac	Ultimate	8
Luna Crabs	Micromega	7
Magic Meanies	CDS	2
Maze Chase	Hewson	8
Meteor Storm	Quicksilva	7
Meteoroids	dk'tronics	7
Meteoroids	Softek	6
Micro Mouse	Lothlorien	6
Millypede	Add-on	7
Mined Out	Quicksilva	7
Moon Buggy	Visions	6
Mr Wong's Loopy Laundry	Artic	6
Muncher	Silversoft	6
Nanas	Mikro-Gen	*
Orbiter	Silversoft	7
Ostron	Softek	*
Pengy	Micromania	4
Planetoids	Sinclair	8
Proteus	Abacus	5
Rapedes	Visions	*
Repulsar	Softek	*



Rider  
Road Toad  
Robot Panic  
Sam Spade  
Santa  
Sentinel  
Shark Attack  
Sheer Panic  
Sir Lancelot  
Slippery Sid  
Space Intruders  
Space Raiders  
Space Zombies  
Spec. Invaders  
Spec. Scramble  
Spectipede  
Spectral Invaders  
Spectral Panic  
Spectres  
Strike Four  
Styx  
Sub  
Tank Battle  
3D Monster Chase  
Train Game  
Trom  
Vortex  
Winged Warlord  
Yomp

Virgin  
dk'tronics  
Soft Mill  
Silversoft  
Artic  
Abacus  
Romik  
Visions  
Melbourne House  
Silversoft  
Quicksilva  
Sinclair  
Mikro-Gen  
Artic  
Work Force  
Mastertronic  
Bug-Byte  
Hewson  
Bug-Byte  
Spectresoft  
Bug-Byte  
Romik  
dk'tronics  
Romik  
Microsphere  
dk'tronics  
JK Greye  
CDS  
Virgin

## Business

Finance Manager  
Masterfile 16  
Matcalc  
Micropen  
Vu-Calc  
Vu-File

OCP  
Campbell  
Work Force  
Contrast  
Sinclair  
Sinclair

## Education

Alphabet Games  
Apostrophe  
Ballooning  
Calpac 1-3  
Car Journey  
Cargo  
Chess Tutor  
Counting  
Education One  
Educational  
Estimator Racer  
Firework Music  
40 Educational Games  
Four Rules of Number  
French Voc Test  
Hidden Letters  
Hot Dot Spotter  
Integration  
Intermediate English 1-2  
Know Your Tables  
Language Devel. Series  
Learn Basic  
Marks Book  
Maths Invaders  
Matrix Operations  
Money  
Night Sky  
Number Painter  
O Level Maths  
O Level Physics  
Paddington's Shopping Mix-up  
Pathfinder  
Polynomials  
Primary Arithmetic  
Punctuation Pete  
Regression  
Self-teach Program  
Shape Sorter  
Special Agent  
Spellbin

Sinclair  
Sinclair  
Heinemann  
Calpac  
Heinemann  
Sinclair  
Artic  
Widget  
Lerm  
Startersoft  
Psion  
Soft Cottage  
Granada  
Micro Master  
Tutorial  
Poppy  
Longman  
University  
Rose  
Collins  
Micro Master  
Logic 3  
Lerm  
Stell  
University  
Poppy  
Bridge  
Psion  
Homestudy  
Homestudy  
Collins  
Widget  
University  
Rose  
Heinemann  
University  
Anvil  
Widget  
Heinemann  
Startersoft

## Language

Beta Basic

## Practical

Biorhythms  
Countries of the World  
Cycle Planner  
Map of the UK  
Spectrasoft

Betasoft  
Spectrasoft  
Hewson  
Medidata  
Kuma  
Spectradraw

## Puzzle

6 Flippit  
7 Hanoi King  
1 Lojix  
5 Nowotnik Puzzle  
7 Quazar

## Simulation

7 Air Traffic Controller  
8 Airliner  
7 Golf  
6 Golf  
\* NightFlite  
\* Print Shop  
7 Pro-Golf

Hewson  
Protek  
R & R  
Virgin  
Hewson  
CCS  
Hornby

## Strategy

5 Auto Chef  
6 Big Match Soccer  
4 Dallas  
7 Dictator  
\* Football  
8 Heathrow

CCS  
Winters  
CCS  
dk'tronics  
Winters  
Hewson

## Traditional

9 Backgammon  
5 Bridge Tutor  
6 Bridgemaster  
7 Challenge  
\* Gambling Tape  
Las Vegas  
9 Othello  
\* Pinball  
\* Pool  
\* Reversi  
7 Spec. Microchess  
8 Super Play 1  
Tennis

Hewson  
CP Software  
Serin  
Temptation  
Dymond  
Temptation  
CP Software  
Winters  
Bug-Byte  
Sinclair  
Artic  
Video Soft  
Winters

## Utility

7 Aspect  
\* Audio Sonics  
\* Auto Sonics  
\* Basic Utilities  
\* Character Generator  
7 Dietron  
\* Disassembler  
\* Display  
\* Editor/Assembler  
8 Extended Basic  
\* FP Compiler  
\* Friendly Face  
\* Keysounder  
\* Letterfont  
\* Machine Code Test Tool  
8 Master Toolkit  
\* MCoder  
\* Micropen  
\* Print Utilities  
\* Renumber Delete  
\* Slow Loader  
\* Sound FX  
7 Spec. Editor/Assembler  
7 Spec. Monitor  
\* Spectrasoft  
7 Spectrasound  
\* Supercode  
\* Taswide-64  
\* Trace  
\* TT-S  
\* ZX Spectrum Assembler  
ZXED

Bug-Byte  
Work Force  
Buttercraft  
Jaysoft  
Spectrasoft  
Custom  
dk'tronics  
Work Force  
Picturesque  
CP Software  
Softex  
Monitor  
S and G  
Allanson  
OCP  
PSS  
Contrast  
Sinclair  
Work Force  
ELR  
dk'tronics  
Picturesque  
Picturesque  
Nectarine  
PDQ  
CP  
Tasman  
Texgate  
Timedata  
McGraw Hill  
dk'tronics

## SPECTRUM 48K

## Adventure

\* Abyss  
\* Ace in the Hole  
Adventure 1  
Alchemist  
Arcane Quest  
Arrow of Death (1 & 2)  
Assignment East Berlin  
Atlas Assignment  
\* Black Crystal  
8 Black Planet  
4 Buffer Adventure  
7 Castle  
4 Castle Blackstar

CCS  
Add-on  
Abersoft  
Beau Jolly  
Add-on  
Channel 8  
Sterling Software  
Virgin  
Mastervision  
Phipps  
Buffer Micro  
Bug-Byte  
SCR

Circus  
Classic Adventure  
Colditz  
Colossal Caves  
3 Danger Mouse in The  
7 Black Forest Chateau  
4 Demon Lord  
Detective  
Diamond Quest  
Diamond Trail  
6 Doomdark's Revenge  
7 Dragonsbane  
7 Dungeon Master  
5 Dungeons of Doom  
8 Erik the Viking  
7 Espionage  
Espionage Island  
\* Eureka  
\* Everest Ascent  
6 Eye of Bain  
\* Faerie  
\* Fantasia Diamond  
8 Flight from the Dark  
Frog Face  
Ghoulies  
\* Golden Apple  
8 Gorgon  
9 The Great Space Race  
\* Halls of Things  
\* Hampstead  
5 Here comes the sun  
\* Hobbit  
\* Horror Atoll  
7 Ice Station Zero  
8 Inca Curse  
\* Inferno  
\* Invincible Island  
\* Island  
Island  
Jericho Road  
5 Jungle Adventure  
4 Kentilla  
5 King Arthur's Quest  
6 Knight's Quest  
\* Legend  
6 Leopard Lord  
7 Lords of Midnight  
\* Lords of Time  
8 Lost Over Bermuda  
7 Mad Martha  
9 Mad Martha II  
7 The Magic Sword  
\* Mountains of Ket  
8 Murder at Manor  
7 Mysterious Fairground  
7 Odyssey of Hope  
8 Oracle's Cave  
\* Orc Slayer  
7 Paradox  
\* Perseus and Andromeda  
9 Peter Pan  
6 Pimania  
7 The Prince  
8 The Prisoner  
2 Project X  
8 Quest  
\* Quetzalcoatl  
8 Return to Eden  
8 Roundsby Incident  
4 Runes of Zandos  
\* The Sandman Cometh  
Satan's Pendulum  
Se-Kaa of Assiah  
Sherlock  
Ship of Doom  
Solaris  
6 Spoof  
\* Superspy  
6 System 15000  
\* Temple of Vran  
6 Terror from The Deep  
3 The Final Mission  
7 The Wild Bunch  
7 Tir Na Nog  
7 Titanic  
6 Tower of Despair  
\* Transylvanian Tower  
7 Twin Kingdom Valley

Channel 8  
Melbourne House  
Phipps  
CP Software  
Creative Sparks  
MCE  
Arcade  
CCS  
Gilsoft  
Beyond  
Quicksilva  
Crystal Comp.  
Temptation  
Level Nine  
Modular Resources  
Artic  
Domark  
Shepherd  
Artic  
8th Day  
Hewson  
Hutchinson  
Positive Image  
IMS Software  
Artic  
Phipps  
Legend  
Crystal Comp.  
Melbourne House  
Alligata  
Melbourne House  
Add-on  
8th Day  
Artic  
Shepherd  
Shepherd  
Crystal  
Virgin  
Shards  
CCS  
Micromega  
Hill MacGibbon  
Phipps  
Century Software  
Add-on  
Beyond  
Level Nine  
Add-on  
Mikro-Gen  
Mikro-Gen  
Database Pubs  
Incentive  
Gemtime  
Buffer Micro  
Martech  
Doric  
Gamma Software  
Runesoft  
Channel 8  
Hodder &  
Stoughton  
Automata  
CCS  
Spoof Software  
Compass Software  
Hewson  
Virgin  
Level Nine  
Add-on  
Dorcas Software  
Star Dreams  
Minatron  
Mastervision  
Melbourne House  
Artic  
Softel  
Runesoft  
Shepherd  
Craig  
Communications  
Incentive  
Add-on  
Incentive  
Firebird  
Gargoyle  
R&R  
Games Workshop  
Shepherd  
Bug-Byte



Urban Upstart	Shepherd	* H. Dumpty and the F.	Tank Trax	Mastertronic	3	
Valhalla	Legend	7 Wuzzies	Technician Ted	Hewson	7	
Vampire Village	Terminal	4 Havoc	Dynavision	CRL	5	
Velnor's Lair	Quicksilva	8 Harry Goes Home	Pulsonic	PSS	6	
Volcanic Dungeon	Mastervision	6 Hickstead	CCS	Fantasy	7	
War of the Worlds	CRL	4 High Noon	Work Force	Quicksilva	8	
Waydor	IMS Software	3 House of Living Dead	Phipps	Cheetahsoft	6	
Width of the World	Mosaic	4 Hunchback	Ocean	Hewson	6	
Ziggurat of Dread	Add-on	* Invasion Body Snatch.	Crystal	Hewson	5	
		Jack and the Beanstalk	Thor	Add-on	1	
		Jackpot	Comp. Rentals	3D Tank Duel	Real Time	6
Ad Astra	Gargoyle Games	8 Jasper	Micromega	3D Tunnel	New Generation	9
Adven. of a St Bernard	Mastertronic	7 Jet Set Willy	Software Projects	Tiler Tim	Microwish	6
Airwolf	Elite	3 Jump Challenge	Martech	Time Gate	Quicksilva	8
Alcatraz Harry	Mastertronic	3 Killer Knight	Phipps	Timebomb	CDS	7
Android Two	Vortex	* Knight Lore	Ultimate	Tobor	Add-on	7
Ant Attack	Quicksilva	8 Knight Rider	Hewson	* Tornado Low Level	Vortex	8
Antics	Bug-Byte	8 Kokotoni Wilf	Elite	6 Tranz Am	Ultimate	*
Arena 3000	Microdeal	5 Kosmic Kanga	Micromania	5 Trashman	New Generation	8
Armageddon	Silversoft	3 Krakatoa	Abbex	8 Travel with Trashman	New Generation	7
Astroplanner	Romik	2 Krazy Kong	PSS	* Traxx	Quicksilva	7
Atic Atac	Ultimate	8 Kung-Fu	Bug-Byte	6 Tribble Trubble	Software Projects	8
Automania	Micro-Gen	6 Laser Zone	Quicksilva	8 Trom	dk'tronics	4
Avalon	Hewson	9 Laserwarp	Mikro-Gen	6 Turtle Timewarp	Softstone	4
Backpacker's Guide to the Universe	Fantasy Software	6 Les Flics	Contrast	* Tutankhamun	Micromania	8
Base Invaders	Work Force	6 Lode Runner	PSS	6 Two-Gun Turtle	Lothlorien	7
Battle Zone	Quicksilva	5 Loony Zoo	Software Projects	6 Underwulde	Ultimate	8
Beach Head	US Gold	8 Lunar Jetman	Phipps	6 Warlock of Firetop		
Bear Bover	Artic	8 Magic Roundabout	Ultimate	8 Mountain	Penguin	*
Bewarehouse	Positive Image	4 Manic Miner	CRL	4 Wheelie	Microsphere	7
Birds and Bees	Bug-Byte	8 Matrix	Bug-Byte	9 Worm Attack	Pulsonic	2
Black Hawk	Creative Sparks	7 Maze Death Race	Salamander	7 Worse Things Happen at Sea	Silversoft	7
Blade Alley	PSS	6 Maziacs	PSS	* Wrath of Magra	Mastervision	8
Blue Thunder	Foundry Systems	6 Metagalactic Llamas	dk'tronics	8 Xadom	Quicksilva	4
Booty	Firebird	7 Mission Impossible	Salamander	8 Zenji	Activision	8
Boulder Dash	Front Runner	5 Mission Omega	Silversoft	6 Zig-Zag	dk'tronics	7
Bubble Trouble	Arcade	* Monkey Biznes	Pulsonic	4 Zipper Flipper	Sinclair	4
Bugaboo	Quicksilva	7 Moons of Tantalus	Artic	7 Zombie Zombie	Quicksilva	7
Butterfly	Pulsonic	4 Mr Wimpey	Cornhill			
Buzz Off	Electric	5 Mummy Mummy	Ocean			
Caesar the Cat	Mirrorsoft	7 Munnery's Mergatroids	Lothlorien			
Carnival	Eclipse	5 New Cylon Attack	Abacus			
Carpet Capers	Terminal	7 Night Gunner	A'N'F			
Cavelon	Ocean	7 1994	Digital Integration			
Centipoid Plus 3	Orwin	5 Olympimania	Visions			
Chequered Flag	Sinclair	8 Orion	Automata			
Chinese Juggler	Ocean	5 Pedro	Software Projects			
Chuckie Egg	A & F	8 Penetrator	Beau Jolly			
Chuckman	CCI/Add-on	8 Pi-Balled	Melbourne House			
Close-In	Pulsonic	4 Pi-Eyed	Automata			
Codename Mat	Micromega	9 Pingo	Automata			
Corridors of Genon	New Generation	9 Pitfall II	Profisoft			
Cruise Attack	Mikro-Gen	* Potty Pigeon	Activision			
Crusoe	Automata	5 Psi-Spy	Gremlin Graphics			
Cyber Zone	Crystal	* Pssst	Postern			
Cyclone	Vortex	8 Psytion	Ultimate			
Daley Thompson's	Ocean	8 Pyjamarama	Beyond			
Decathlon	Creative Sparks	8 Pyramid	Mikro-Gen			
Dangermouse in Double	Artic	8 Raider Cursed Mine	Fantasy			
Trouble	Interstella	8 Rapsallion	Arcade			
Death Chess 5000	Mikro-Gen	7 Reactor	Bug-Byte			
Defenda	Incentive	2 Rescue	Gemini			
Defendar	K-Tel	* Rescue	Comp. Rentals			
Defusion	Mansfield	6 Revenge of the Killer	Ocean			
Defusion/Worms	Automata	3 Tomatoes	Visions			
Demon Chase	Mastertronic	4 Rider	Virgin			
Deus Ex Machina	Artic	9 River Rescue	Creative Sparks			
Devil Rides In	Postern	7 Robot Riot	Silversoft			
Dimension Destructors	Phoenix	8 Rommels Revenge	Crystal			
Dinky Digger	Virgin	4 Sabre Wulf	Ultimate			
Dodge City	Cheetahsoft	7 Skooldaze	Microsphere			
Dr Franky and the Monster	Sinclair	6 Scuba Dive	Durrell			
Dragonfire	Elm	5 Security Shelter	Add-on			
Driller Tanks	Sinclair	3 Select 1	Computer Records			
Energy 30,000	Sinclair	6 Skull	Various			
Eric and the Floaters	Ocean	4 Snowball	Games Machine			
Eskimo Eddie	Firebird	3 Sorcery	Level 9			
Exodus	PSS	7 Space Station Zebra	Virgin			
Frank N Stein	Quicksilva	6 Spectron	Beyond			
Fred	Silversoft	* Spellbound	Virgin			
Freez Beez	NTD Software	5 Splat	Beyond			
Froot Loop	Sunshine	4 Sports Hero	Incentive			
Galaxy Attack	Activision	7 Stagecoach	Melbourne House			
Ghostbusters	Positive Image	4 Starbike	Creative Sparks			
Ghost Rider	Thor	3 Stop the Express	The Edge			
Giant's Revenge	Ocean	6 Strangeloop	Sinclair			
Gift from the Gods	Ocean	6 Submarine Strike	Virgin			
Gilligan's Gold	CRL	6 Tachyon Command	Pulsonic			
Glug Glug			Century Software			
<b>Business</b>						
			Accounts (Limited Company)	Hestacrest	*	
			Accounts (Sole Trader)	Hestacrest	*	
			Address Manager	OCP	7	
			Bank Account System	K Gouldstone	8	
			Bank Verifier	SD Micro	*	
			Business Bank Account	Transform	*	
			Cash Controller	Shepherd	7	
			Collector's Pack	Sinclair	7	
			Critical Path Analysis	Hilderbay	*	
			Database	Microl	7	
			DIY Book-keeping	RAMTOP	*	
			Electric Office	Fisher Software	4	
			Heathplanner	Heath Computing	7	
			Home Budget	Kuma Computers	5	
			Investment, Insurance, Information	Inform	5	
			Invoicing/Accounting	Transform	8	
			Keyfile	Keysoft	7	
			* Masterfile	Campbell	8	
			Micropen	Contrast	5	
			Money Manager	Creative Sparks	6	
			* Multi-File	ISP	6	
			* Omnicalc	Microsphere	9	
			Payroll	Transform	*	
			Personal Banking System	Hilton	*	
			Personal Financ.			
			Profile 2	McGraw-Hill	6	
			Projector 1	McGraw-Hill	8	
			Management Syst.	Fulwood	*	
			Sales Day Book	Transform	*	
			Sales Ledger	Hestacrest	8	
			Small Business Accounts	Sinclair	*	
			* Spectext	McGraw Hill	7	
			Spreadsheet	Microl	7	
			Stock Control	Hilderbay	*	
			Stock Control	Transform	*	
			Tasword	Tasman	8	
			Tasword II	Tasman	9	
			Utility File	SD Micro	*	
			VaETrack	Morley Davies	7	
			Word Processor	Quicksilva	2	
<b>Education</b>						
			ABC Liftoff	Longman	*	
			Angle	Chalksoft	5	
			Angle Turner	Arnold Wheaton	7	
			Astro Maths	Scisoft	6	
			Biology	Longman	7	
			Blockbuster	Compusound	7	



Castle	L'Ensoulelado	7	Beamscan	9	Plunder	8	CCS	8
Castle of Dreams	Widget	7	Computer Cookbook	5	Red Weed	7	Lothlorien	7
Castle Spellorous	Sinclair	8	Crickit Averages	7	Reichswald	3	MW Gamesworld	3
Chess Tutor 1	Sinclair	7	Diet	*	Scatterbrain	3	Manor	3
Clown	Englefield Software	4	Diet Master	6	Sheepwalk	7	Virgin	7
Cortes	L'Ensoulelado	4	Dietician	4	Special Operations	8	Lothlorien	8
Countabout	Longman	*	First Aid	4	Spectreall	6	Runesoft	6
Disease Dodgers	Sinclair Research	9	Football Pools	6	Star Trader	6	Bug-Byte	6
Dyslexia Beater	Dunitz	8	How Long have you got?	7	Stonkers	9	Beau Jolly	9
Eiffel Tower	Chalksoft	6	I Ching	6	Super-League	6	Cross	6
Electronic Learner's Guide			I Ching	*	Viking Raiders	6	Firebird	6
No. 1	ETST	6	Know Your Own	6	War 70	8	CCS	8
French	Longman	8	Personality	5	Whodunnit	8	CCS	8
French is Fun	CDS	5	Love Oracle	5	Willfred the Hair	2	Microbyte	2
French Voc Test	Tutorial	*	Microfitness	8				
Friend or Foe	Longman	6	Spectadraw 2	8	<b>Traditional</b>			
Firebird	Longman	6	Star Gazer	8	Arcturus	7	Visions	7
CDS	Firebird	8	The Complete Guide to	4	Backgammon	7	CP Software	7
Kosmos	CDS	7	Medicine	7	Brag	7	Turtle	7
Harlequin	Kosmos	*	Vega-Table	7	Bridge Master	7	Serin	7
Harlequin	Harlequin	*			Bridge Player	8	CP Software	8
Learning Systems	Harlequin	6	<b>Puzzle</b>		Bullseye	4	Mastertronic	4
Englefield Software	Learning Systems	5	Arcturus	7	Derby Day	5	CRL	5
Chalksoft	Englefield Software	5	Computaword	2	Do Not Pass Go	6	Work Force	6
Widget	Chalksoft	8	Flix	7	Double Dealer	5	MFM Software	5
Chalksoft	Widget	5	Hanoi King	7	Draughts	7	CP Software	7
Clever Cloggs	Chalksoft	*	Hareraiser	3	Go To Jail	*	Automata	*
Scisoft	Clever Cloggs	*	Jumbly	6	Grid run/Pontoon	*	Arcade	*
Sinclair	Scisoft	7	Mazecube	7	Mind Games	7	Oasis	7
Jimjams	Sinclair	6	Stuart Henry's Pop Quiz	8	Pontoon	3	Contrast	3
Silversoft	Jimjams	7	3D Strategy	8	Roulette	*	Dymond	*
Mirrorsoft	Silversoft	7			Scrabble	8	Sinclair	8
			<b>Simulation</b>		Snookey	*	Visions	*
Sinclair Research		6	American Football	7	Super Bridge	7	Buffer Micro	7
Sinclair Research	Sinclair Research	8	Ashes	7	Superchess II	8	CP Software	8
Sinclair	Sinclair	*	Combat Lynx	8	Superchess III	9	CP Software	9
Sussex	Sinclair	7	Crickit Captain	6	The Turk	8	OCF	8
Griffin	Sussex	7	Fighter Pilot	6	Voice Chess	9	Artic	9
MDA Assoc.	Griffin	7	Flight Simulation	8	Yatzi	*	Work Force	*
Ebury	MDA Assoc.	7	Full Throttle	6	Yatzee	5	CP Software	5
Mirror	Ebury	7	Golf	8	ZX Draughts	7	CP Software	7
Sinclair	Mirror	6	Heathrow Int ATC	8	ZX Reversi	7	CP Software	7
Sussex	Sinclair	8	Howzat	8	ZX-Chess II	*	Artic	*
Sinclair Research	Sussex	8	Match Day	8				
Calpac	Sinclair Research	8	Match Point	9	<b>Utility</b>			
Think Tank	Calpac	*	New Birkdale	8	Allsort S-1	7	A Firminger	7
C. Tutor	Think Tank	*	Olympics	8	Assembler	6	Artic	6
Widget	C. Tutor	7	Royal Birkdale	6	Beyond Basic	5	Sinclair	5
Chalksoft	Widget	7	Steve Davis Snooker	8	Building Price	6	J Redman	6
Longman	Chalksoft	7	Strike Attack	7	Compiler	6	Softek	6
Mirrorsoft	Longman	7	Super Soccer	4	Composer	2	Contrast	2
Longman	Mirrorsoft	6	Test Match	4	FP Compiler	9	Softek	9
Longman	Longman	7	The Forest	6	Games Designer	7	Quicksilver	7
Chalksoft	Longman	5	Troon	8	HURG	8	Melbourne House	8
Longman	Chalksoft	8	United	4	Keyword Extension	8	Timedata	8
Chalksoft	Longman	*	World Cup Football	7	Linked Software:			
S and G	Chalksoft	*			Information Handling	3	McGraw Hill	3
Sinclair	S and G	7	<b>Strategy</b>		Make Music	8	Buffer Micro	8
Image Systems	Sinclair	5	Airline	7	Melbourne Draw	7	Melbourne House	7
Scisoft	Image Systems	6	Angler	6	Monitor/Diss.	8	Sinclair	8
Widget	Scisoft	7	Atram	5	Music Maker	3	Bellflower	3
Longman	Widget	6	Battle 1917	8	Paintbox	8	Print & Plotter	8
B Farris	Longman	8	Battle of Britain	7	Print Utilities	7	Sinclair	7
Sullis	B Farris	7	Brewery	8	Quill	9	Gilsoft	9
Wiley	Sullis	*	British Lowland	8	Screen Machine	7	ISP	7
Soft Cottage	Wiley	*	Caribbean Trader	7	Softalk 1-2	8	CP Software	8
Scisoft	Soft Cottage	*	Confrontation	7	Spec. Assembler	*	Artic	*
Chalksoft	Scisoft	6	Master Programme	7	Spec. Compiler	7	Softek	7
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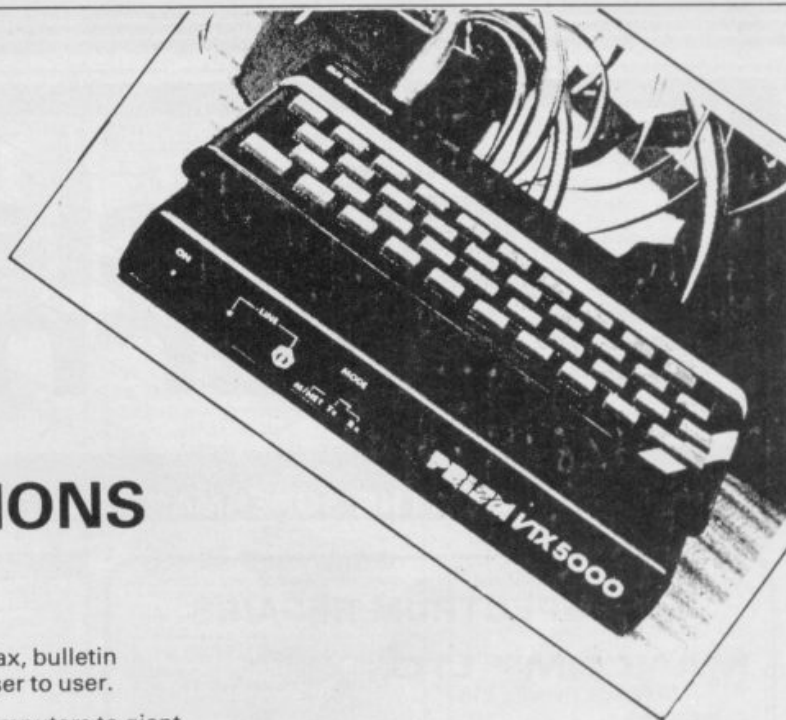
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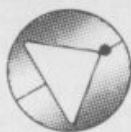
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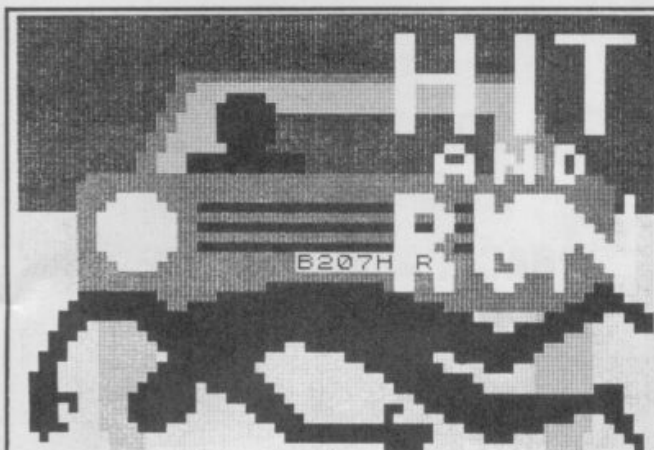
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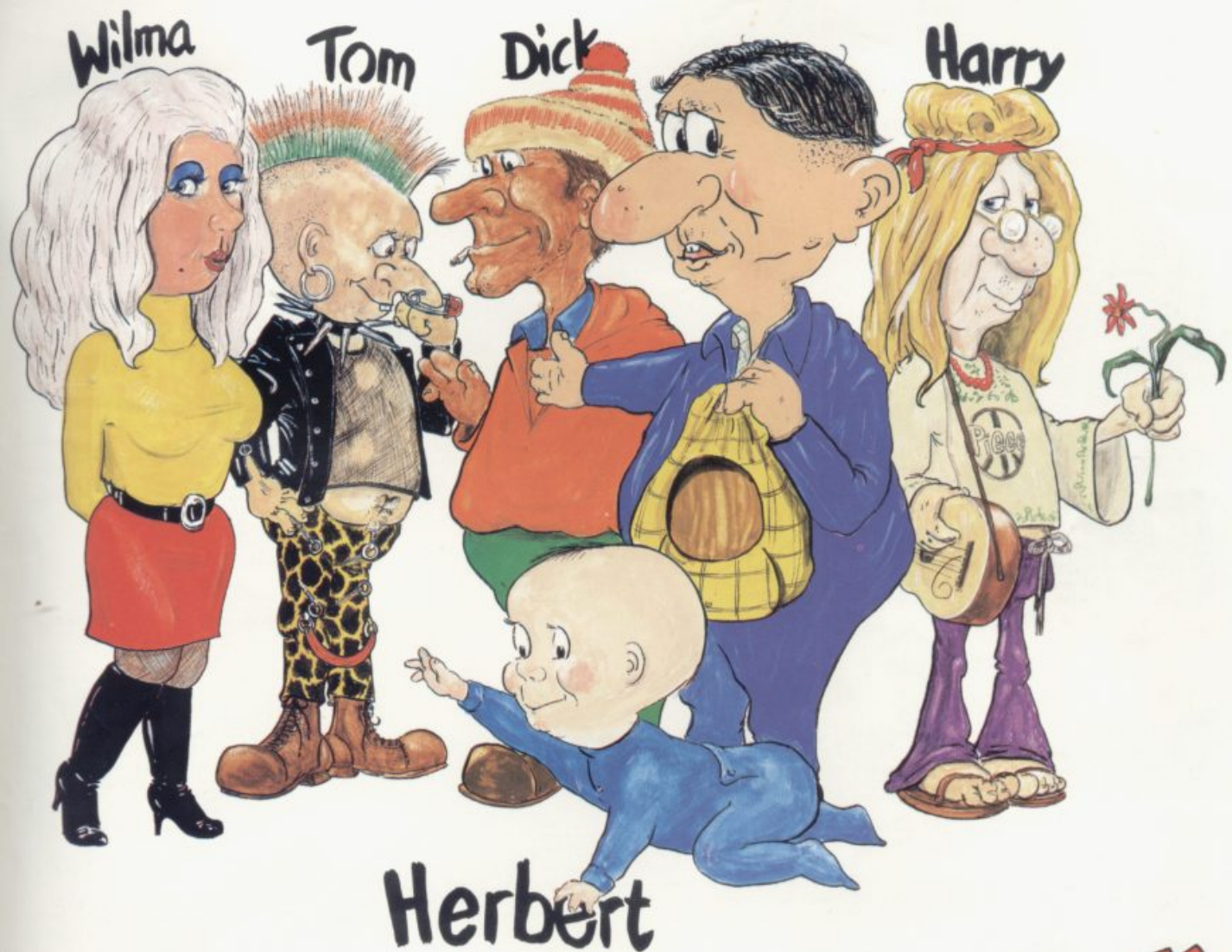
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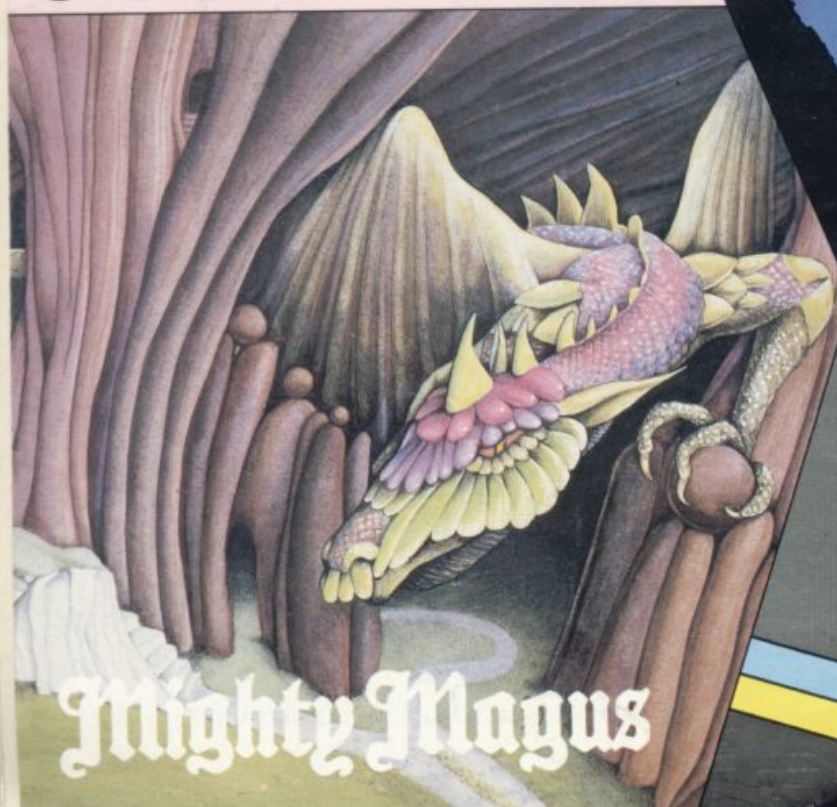
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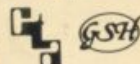
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