

60p

# YOUR COMPUTER

DECEMBER 1982

BRITAIN'S BIGGEST-SELLING HOME COMPUTER MAGAZINE

Vol.2 No.12

**Free ZX-81,  
Spectrum  
and Vic  
flexidisc  
games**

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BBC, Dragon,  
MZ-80K, Vic,  
Spectrum and  
ZX-81 games**

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# YOUR COMPUTER

## YOUR LETTERS

Waiting for Sinclair; BBC control keys; disabled computer library; bug-free Spectrums.

## NEWS

Sharp's new micros; *Your Computer* software top 10; Lynx and Oric updates.

## COMPUTER CLUB

Finding out what mainframes and micros have in common at the Thames Valley club.

## FLEXIDISC

Bill Bennett shows you how to make the most of this month's free flexidisc games.

## SORD M-5



Exclusive review of the £100 colour micro which the Japanese think will storm the British market.

## VIC SOFTWARE

The many faces of Vic software reviewed by Neville Ash.

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## GAMES SPECIAL

### Spectrum Flight Simulator

This month's cover game puts you at the controls of a modern high-performance jet.

### Atari Chicken

Why did the chicken cross the road? Find out with this Atari game.

### Dragon Nightmare Holiday

Brave the hazards of a holiday drive in the comfort of your own home.

### Sharp Coup d'Etat

You are in charge of a desperate band fighting to free a banana republic.

### ZX-81 Probe

Match the right key to the right lock in the minimum time and become a crackman.

### Vic Breakout

John Cullen skilfully mixes Basic and machine code to produce a top-class Breakout game for the Vic.

### BBC Maze Muncher

Your chance to use those expensively acquired arcade skills on your BBC.

### Atom Quest

A goblin is behind you, a pit fiend threatens; your mission — to recover the magic chalice.

### ZX-81 CHESS

Part 1 of David Horne's series on building a working chess game in just 1,000 bytes.

### ATOM ACCOUNTS

Check your solvency at the touch of a button.

## BBC MUSIC

Chris Melville on keyboards.

## ZX-81 GAMES WRITING

Stuart Nicholls makes it look easy.

## BASIC DICTIONARY

Tony Edwards' Basic lexicon.

## ZX-81 FORTH

Simulating Forth on a ZX-81.

## CONTROL



John Dawson reviews Multitech's multi-purpose controller, the MPF-I.

## RESPONSE FRAME

Your technical enquiries answered.

## FINGERTIPS

Our pocket computer and calculator column.

## SOFTWARE FILE

Nine pages packed with programs for the ZX-81, Vic, BBC, Atom and Spectrum.

## COMPETITION CORNER

The result of October's Enigma Code and a new £15 Christmas Box. Atari competition falls between pages 18 and 19.

Cover photograph by Stephen Oliver.

ABC

MEMBER OF THE ASSOCIATION OF PUBLISHERS

## EDITORIAL

THE FAIRY LIGHTS are going out all over Europe this Christmas as computing's over-zealous yuletide recruits find that such seasonal fripperies as Christmas trees take up too much valuable socket space. This year home computers will shatter the traditional Noel idyll. Families will no longer cluster around roaring hearths opening presents and arguing about which of the four channels to watch — from now on it will be channel 36 or thereabouts. For the first time, this Christmas, people have a real choice of machines for less than £200 and an even wider selection if they can afford to go as high as £350.

But those who have decided to treat themselves or a member of their family to a micro will know that choosing a computer involves a selection process which makes the rest of the Christmas shopping almost look like fun. Few of those who emerge from this ordeal clutching a gift-wrapped micro will have given any real thought to what they want it for — most will be only too pleased to have found one at all in time for Christmas. The first discovery the would-be buyer makes is that only half of the dozen or so most attractive machines advertised are readily available. Having swallowed this unpalatable fact the next question must be: "Do I really need a micro for Christmas? Would a machine like the Lynx or the Oric — both unlikely to be seen in volume this side of the Feast of Stephen — better suit my needs and my budget?"

Waiting a few months for a machine which has already been launched can be a wise decision — but only if you are sure that it really fits your bill. What you should never do is put off buying a micro because you are convinced a wonder-machine is just round the corner. At the rate that microcomputer technology is accelerating, you will just defer your entry into computing indefinitely. Talk to someone who already has a machine and decide which features you most want to have on your micro. When you have shortlisted some candidates with the power, flexibility and software you require and which are available when you want them, your next major consideration must be price. Minimum outlay can mean minimal computing but on the other hand there is no point spending hundreds if you are not sure how long your interest in micros will last.

The final word must, regrettably, be a word of warning. If you want a micro by Christmas Day, make sure that the machine can be supplied on time and get it in writing. After all, children believe in Santa Claus; adults believe in delivery dates.



# THE HOBBIT



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THE HOBBIT also allows you to talk to the other characters! At last you can answer the questions they may put to you, or more importantly, you can suggest to them what you would like them to do!

THE HOBBIT program follows closely the plot of the book, and so a copy of the book is included as part of THE HOBBIT package at no extra charge.

THE HOBBIT brings to you the future of microcomputers in an exciting and challenging fantasy. A super-program that is a milestone in computer software.

Other cassette software includes PENETRATOR, a 48K state-of-the-art arcade game—£6.95 including VAT.  
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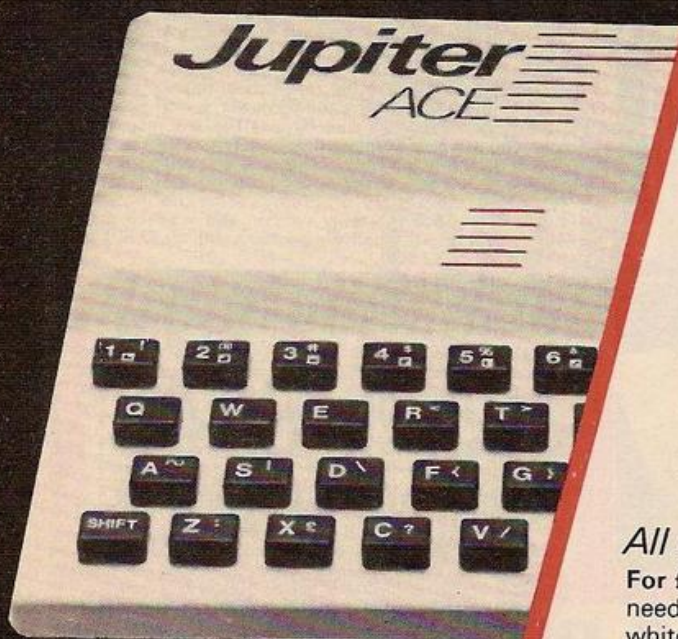
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YC1282 — Your Computer — December 1982



# Jupiter ACE



"The Ace is  
an excellent way  
of using  
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*Popular Computing Weekly*

"FORTH is  
an easy  
language"

*Byte*

The Jupiter Ace personal computer runs in FORTH, an easily understood language, typically four times as compact and ten times as fast as BASIC. Before the Ace all personal computers used BASIC and FORTH was only available to a privileged few.

The Jupiter Ace also features a full-size moving-key keyboard, high-resolution graphics, sound, floating point arithmetic, a fast and reliable cassette interface and 3K of RAM.

If you own a personal computer you will be aware of the limitations of BASIC. You know how slowly your programs run and how quickly your computer's memory gets filled. The Jupiter Ace is your answer.

If you already know FORTH, the Jupiter Ace closely follows the FORTH 79 standard with extensions for floating point, sound and cassette. It has a unique and remarkable editor that allows you to list and alter words that have been previously compiled into the dictionary. This avoids the need to store screens of source, allowing the dictionary itself to be saved on cassette. Comprehensive error checking removes the worry of accidentally crashing your programs.

## *All inclusive price*

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

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

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

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

The Jupiter Ace is backed by a full 12 month warranty.

## *Available soon*

### **Plug-on parallel printer interface.**

For around £20.00 this will connect your Jupiter Ace to anything from high-speed dot matrix to letter-quality daisy wheel printers.

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For around £30.00 you will increase the memory of your Jupiter Ace to 19K giving you instant access to enormous amounts of information.

### **Software**

A catalogue will be sent with every machine, and includes, initially, programs for education and entertainment.

## **FORTH Finishes First!**

Speed Comparison Chart showing times in seconds to perform one thousand operations.

Type of Operation	Jupiter Ace	BBC Micro	Vic 20	Spectrum	ZX81
Empty loop	0.12	0.67	1.3	4.2	17.7
Print a number	7.5	13.5	26	19	430
Print a character	0.62	1.3	3.1	7.5	24
Add two numbers	0.45	1.4	5.5	7.5	28
Multiply two numbers	0.9	1.6	6.5	7.5	32

Because of the difficulty in devising exactly equivalent programs, these measurements should only be taken as a guide.



only £89.95

## Designed by Jupiter Cantab

Computer Designers Steven Vickers and Richard Altwasser played a major role in creating the ZX Spectrum and then formed Jupiter Cantab to develop advanced ideas in personal computing. The Ace is the result, another all-British computer to lead the world.

## Technical Information

### Hardware

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

### Keyboard

40 Moving-key keyboard with auto repeat on every key and Caps Lock.

### Screen

Memory mapped 32 column x 24 line flicker-free display with upper and lower case ascii character set.

### Graphics

Chunky graphics (64 x 46 pixels) may be plotted, unplotted or over-plotted (XOR operation). Also, the entire character set (128 characters and their video inverses) may be redefined allowing intricate shapes to be drawn with a resolution equivalent to 256 x 192 pixels.

### Control Structures

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

### Cassette

Programs and data in the compact dictionary format may be saved, verified, loaded and merged. Blocks of memory can be saved, verified, loaded and relocated. All tape files are named. Running at 1500 baud, the Ace will connect to most portable tape recorders.

### Expansion Port

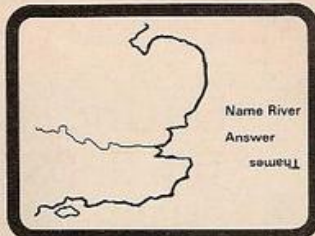
Contains D.C. power rails and full Z80 Address, data and control signals. May be used to connect extra memory and other peripherals. IN and OUT words allow port-based peripherals to be addressed.

### Data Structures

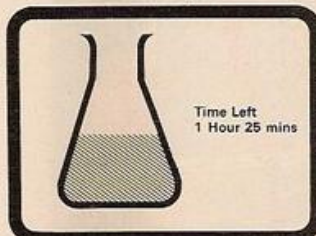
Integer, Floating point and String data may be held as constants, variables or arrays with multiple dimensions and mixed data types. There are no restrictions on names.

### Sound

Internal loudspeaker may be programmed to operate over the entire audio spectrum.



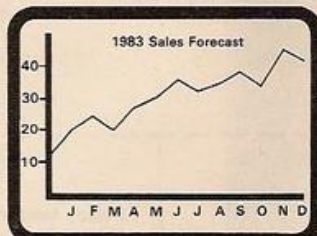
**In Schools** Teachers already know how quickly children take to computing, and the Jupiter Ace is an ideal introduction. FORTH is an easy and important language to learn and by making learning fun, the Ace can help to teach science, music and many other subjects.



**In Laboratories** For monitoring and controlling experiments, the Jupiter Ace has many advantages. The language is perfect, even the Jodrell Bank Radio Telescope is controlled in FORTH. The Ace expansion port enables it to be interfaced to almost anything, and the built in quartz timer allows experiments to run all weekend.



**At Home** The Jupiter Ace is powerful enough to play games as complex as Chess and with sound and high resolution graphics, action games written in FORTH will stretch your reaction speeds to their limits.



**In the Office** Stock control, Accounts and Financial forecasts are all possible on the Jupiter Ace. With a printer and extra memory attached you can do word processing as well.

"FORTH is very flexible"

"FORTH is compact"

*Electronics and computing*

"FORTH is in general very much faster than BASIC"

*Computing Today*

## Programming in FORTH

### Programming in FORTH

FORTH programs are constructed without line-numbers, as words which are defined in terms of other words that already exist. Consider the following definition of the word STARS. Comments are in parenthesis and have no action.

```
(: starts word definition)
" *** " (print 3 asterisks)
200 100 BEEP (play a note for 100 mSecs)
;
```

The semi colon at the end finishes the word definition. Now, whenever you say STARS the computer will print out 3 asterisks and sound a short tone. (Notice how the word BEEP comes after the numbers it uses, 200 and 100. This characteristic occurs throughout FORTH so that you write, for instance, 28 76 + instead of 28 + 76.)

The Jupiter Ace already has 140 FORTH words defined in ROM.

The Jupiter Ace is available only by mail order. Please allow up to 28 days for delivery.

Send cheque or postal order with the form to:—  
JUPITER CANTAB, 22 FOXHOLLOW, BAR HILL,  
CAMBRIDGE CB3 8EP



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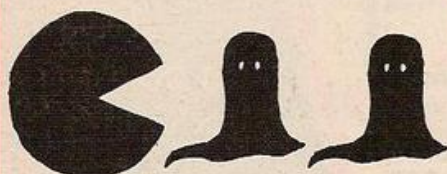


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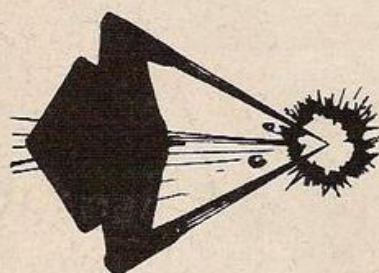
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date .....

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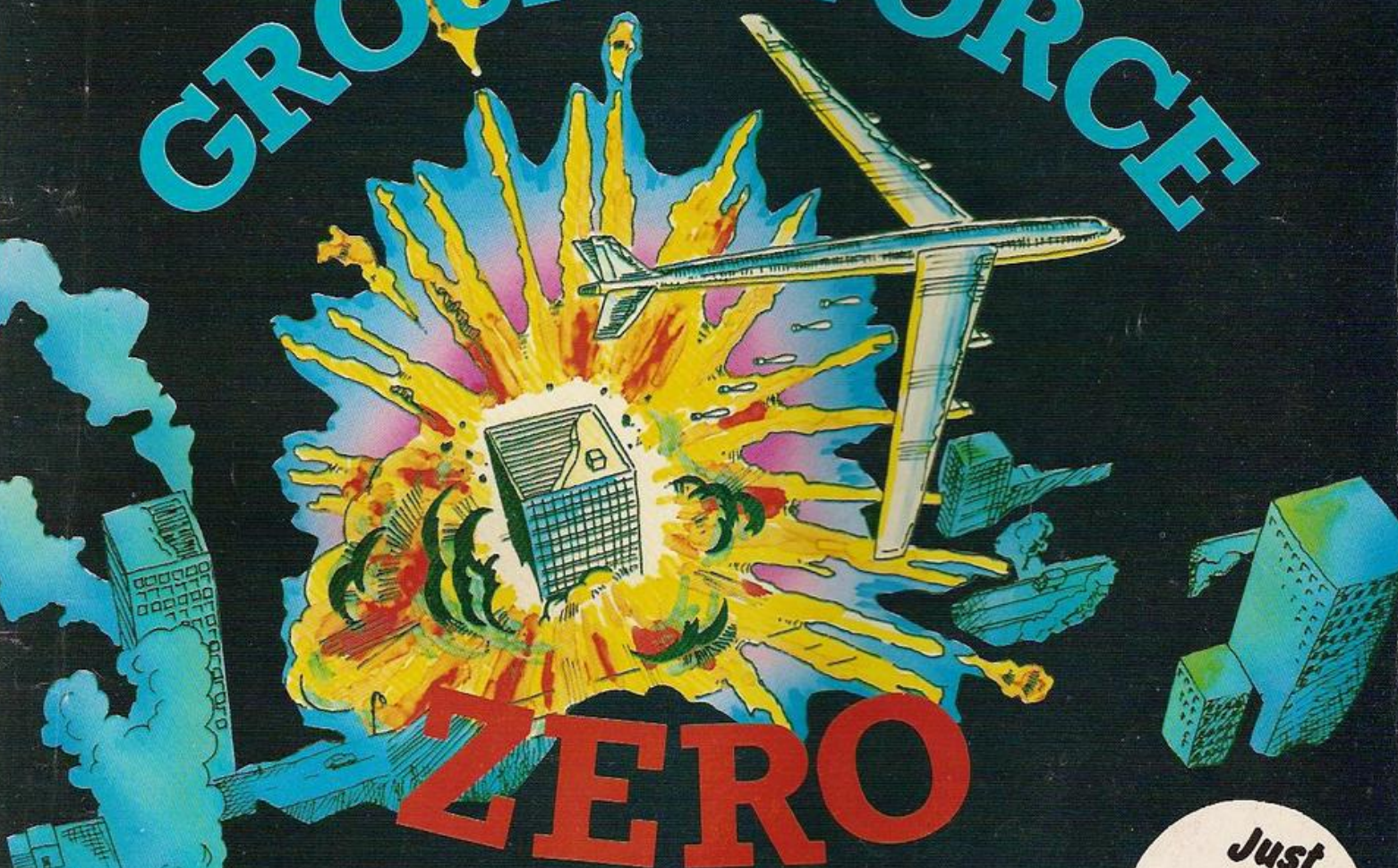


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ORIC-1 48K RAM		£ 169.95	
ORIC Communications Modem		£ 79	
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TOTAL		£	5.95





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When you want to learn to

program for yourself, the TI 99/4A is ready too. TI BASIC is built in. The programming manual is easy to understand, easy to follow every step of the way. You will be amazed

to discover how much fun programming can be.

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## TEXAS INSTRUMENTS

### WHAT THE PROFESSIONALS LOOK FOR IN A HOME COMPUTER

Feature	Texas Instruments TI 99/4A
Microprocessor	TMS 9900 16 BIT
Graphics	16 colour, high resolution
Languages	TI-BASIC (built-in), extended BASIC, UCSD-PASCAL, TI-LOGO, Assembler
Memory	16K RAM standard—expandable to max ROM/RAM of 110K
Keyboard	Full size, standard typewriter style
Software	1000 programs to choose from worldwide
Solid State	Yes
Speech Capability	





ZX Spectrum

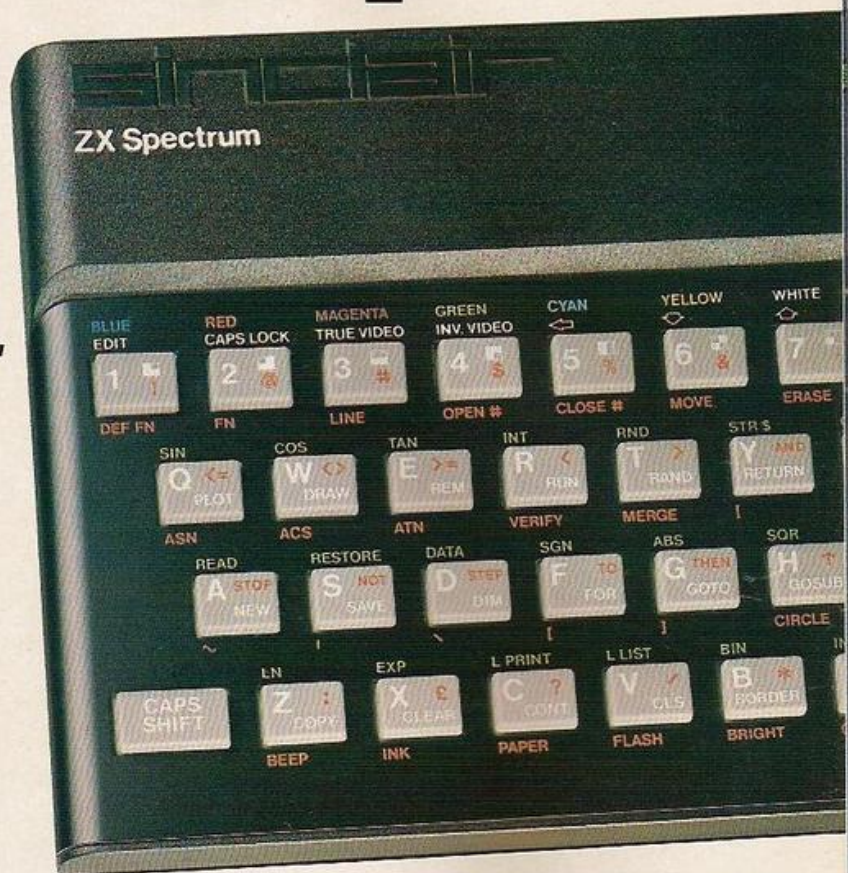




# Sinclair ZX Spectr

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

**From only  
£125!**



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

Then, the ZX81. With up to 16K RAM available, and the ZX Printer. Giving more power and more flexibility. Together, they've sold over 500,000 so far, to make Sinclair world leaders in personal computing. And the ZX81 remains the ideal low-cost introduction to computing.

Now there's the ZX Spectrum! With up to 48K of RAM. A full-size moving-key keyboard. Vivid colour and sound. High-resolution graphics. And a low price that's unrivalled.

## Professional power— personal computer price!

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

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

You have the facility to support separate data files.

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

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

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

## Ready to use today, easy to expand tomorrow

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

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

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

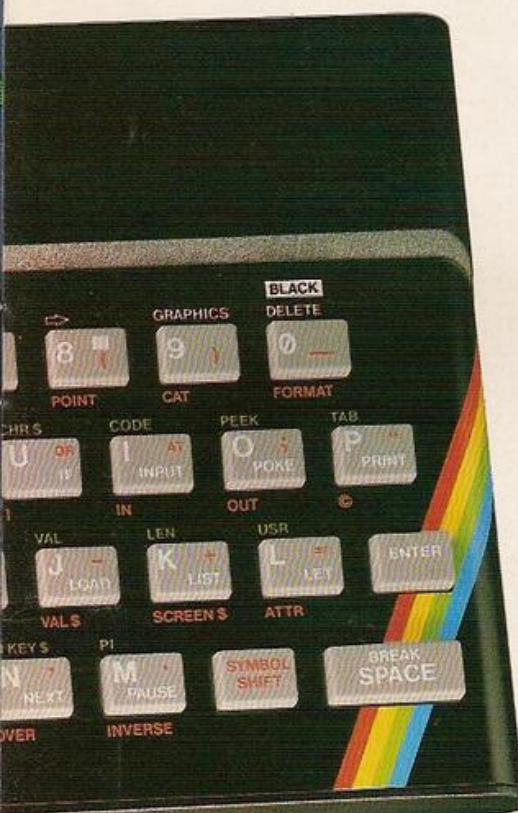


## Key features of the Sinclair ZX Spectrum

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



# um



## The ZX Printer—available now

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

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

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



## The ZX Microdrive—coming soon

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

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

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

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

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



## ZX Spectrum software on cassettes—available now

The first 21 software cassettes are now available directly from Sinclair. Produced by ICL and Psion, subjects include games, education, and business/household management. Galactic Invasion...Flight Simulation...Chess...History...Inventions...VU-CALC...VU-3D...47 programs in all. There's something for everyone, and they all make full use of the Spectrum's colour, sound and graphics capabilities. You'll receive a detailed catalogue with your Spectrum.

## RS232/network interface board

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

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

# sinclair

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

## How to order your ZX Spectrum

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

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Order

Qty	Item	Code	Item Price £	Total £
	Sinclair ZX Spectrum—16K RAM version	100	125.00	
	Sinclair ZX Spectrum—48K RAM version	101	175.00	
	Sinclair ZX Printer	27	59.95	
	Printer paper (pack of 5 rolls)	16	11.95	
	Postage and packing: orders under £100	28	2.95	
	orders over £100	29	4.95	
			Total £	

Please tick if you require a VAT receipt ☐

\*I enclose a cheque/postal order payable to Sinclair Research Ltd for £

\*Please charge to my Access/Barclaycard/Trustcard account no.

\*Please delete/complete as applicable

Signature

PLEASE PRINT

Name: Mr/Mrs/Miss

Address

YOC812

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



# Sinclair ZX Spectrum-technical data.

## Dimensions

Width	233 mm
Depth	144 mm
Height	30 mm

## CPU/ memory

Z80A microprocessor running at 3.5 MHz.  
16K-byte ROM containing BASIC interpreter and operating system.

16K-byte RAM (plus optional 32K-byte RAM on internal expansion board) or 48K-byte RAM.

## Keyboard

40-moving-key keyboard with full upper and lower case with capitals lock feature. All BASIC words obtained by single keys, plus 16 graphics characters, 22 colour control codes, and 21 user-definable graphics characters. All keys have auto repeat.

## Display

Memory-mapped display of 256 pixels x 192 pixels; plus one attributes byte per character square, defining one of eight foreground colours, one of eight background colours, normal or extra brightness and flashing or steady. Screen border colour also settable to one of eight colours. Will drive a PAL UHF colour TV set, or black and white set (which will give a scale of grey), on channel 36.

## Sound

Internal loudspeaker can be operated over more than 10 octaves (actually 130 semitones) via basic BEEP command. Jack sockets at the rear of computer allow connections to external amplifier/speaker.

## Graphics

Point, line, circle and arc drawing commands in high-resolution graphics.  
16 pre-defined graphics characters plus 21 user-definable graphics characters. Also functions to yield character at a given position, attribute at a given position (colours, brightness and flash) and whether a given pixel is set. Text may be written on the screen on 24 lines of 32 characters. Text and graphics may be freely mixed.

## Colours

Foreground and background colours, brightness and flashing are set by BASIC INK, PAPER, BRIGHT and FLASH commands. OVER may also be set, which performs an exclusive-or operation to overwrite any printing or plotting that is already on the screen. INVERSE will give inverse video printing. These six commands may be set globally to cover all further PRINT, PLOT, DRAW or CIRCLE commands, or locally within these commands to cover only the results of that command. They may also be set locally to cover text printed by an INPUT statement. Colour-control codes, which may be accessed from the keyboard, may be inserted into text or program listing, and when displayed will override the globally set colours until another control code is encountered. Brightness and flashing codes may be inserted into program or text, similarly. Colour-control codes in a program listing have no effect on its execution. Border colour is set by a BORDER command. The eight colours available are black, blue, red,

magenta, green, cyan, yellow and white. All eight colours may be present on the screen at once, with some areas flashing and others steady, and any area may be highlighted extra bright.

## Screen

The screen is divided into two sections. The top section – normally the first 22 lines – displays the program listing or the results of program or command execution. The bottom section – normally the last 2 lines – shows the command or program line currently being entered, or the program line currently being edited. It also shows the report messages. Full editing facilities of cursor left, cursor right, insert and delete (with auto-repeat facility) are available over this line. The bottom section will expand to accept a current line of up to 22 lines.

## Mathematical operations and functions

Arithmetic operations of +, -, X, ÷, and raise to a power. Mathematical functions of sine, cosine, tangent and their inverses; natural logs and exponentials; sign function, absolute value function, and integer function; square root function, random number generator, and pi.

Numbers are stored as five bytes of floating point binary – giving a range of  $+3 \times 10^{-39}$  to  $+7 \times 10^{38}$  accurate to  $9\frac{1}{2}$  decimal digits.

Binary numbers may be entered directly with the BIN function. =, >, <, >=, <= and <> may be used to compare string or arithmetic values or variables to yield 0 (false) or 1 (true). Logical operators AND, OR and NOT yield boolean results but will accept 0 (false) and any number (true).

User-definable functions are defined using DEF FN, and called using FN. They may take up to 26 numeric and 26 string arguments, and may yield string or numeric results.

There is a full DATA mechanism, using the commands READ, DATA and RESTORE.

A real-time clock is obtainable.

## String operations and functions

Strings can be concatenated with +. String variables or values may be compared with =, >, <, >=, <=, <> to give boolean results. String functions are VAL, VAL\$, STR\$ and LEN. CHR\$ and CODE convert numbers to characters and vice versa, using the ASCII code.

A very powerful string slicing mechanism exists, using the form a\$(x TO y).

## Variable names

Numeric – any string starting with a letter (upper and lower case are not distinguished between, and spaces are ignored).  
String – A\$ to Z\$.

FOR-NEXT loops – A-Z.

Numeric arrays – A-Z.

String arrays – A\$ to Z\$.

Simple variables and arrays with the same name are allowed and distinguished between.

## Arrays

Arrays may be multi-dimensional, with subscripts starting at 1. String arrays, technically character arrays, may have their last subscript omitted, yielding a string.

## Expression evaluator

A full expression evaluator is called during program execution whenever an expression, constant or variable is encountered. This allows the use of expressions as arguments to GOTO, GOSUB, etc.

It also operates on commands allowing the ZX Spectrum to operate as a calculator.

## Cassette interface

The ZX Spectrum incorporates an advanced cassette interface. A tone leader is recorded before the information to overcome the automatic recording level fluctuations of some tape recorders, and a Schmitt trigger is used to remove noise on playback.

All saved information is started with a header containing information as to its type, title, length and address information. Program, screens, blocks of memory, string and character arrays may all be saved separately.

Programs, blocks of memory and arrays may be verified after saving to confirm successful saving.

Programs and arrays may be merged from tape to combine them with the existing contents of memory. Where two line numbers or variables names coincide, the old one is overwritten.

Programs may be saved with a line number, where execution will start immediately on loading.

The cassette interface runs at 1500 baud, through two 3.5 mm jack plugs.

## Expansion port

This has the full data, address and control busses from the Z80A, and is used to interface to the ZX Printer, the RS232 and NET interfaces and the ZX Microdrives.

IN and OUT commands give the I/O port equivalents of PEEK and POKE.

## ZX81 compatibility

ZX81 BASIC is essentially a subset of ZX Spectrum BASIC. The differences are as follows.

FAST and SLOW: the ZX Spectrum operates at the speed of the ZX81 in FAST mode with the steady display of SLOW mode, and does not include these commands.

SCROLL: the ZX Spectrum scrolls automatically, asking the operator "scroll?" every time a screen is filled.

UNPLOT: the ZX Spectrum can unplot a pixel using PLOT OVER, and thus achieves unplot.

Character set: the ZX Spectrum uses the ASCII character set, as opposed to the ZX81 non-standard set.

ZX81 programs may be typed into the ZX Spectrum with very little change, but may of course now be considerably improved. The ZX Spectrum is fully compatible with the ZX Printer, which can now print out a full upper and lower case character set, and the high resolution graphics; using LLIST, LPRINT and COPY. ZX81 software cassettes and the ZX 16K RAM pack will not operate with the ZX Spectrum.

# Sinclair ZX Spectrum



## NOT A BUG

Concerning the "Spectrum Bugs" in the October *Your Computer* letter from Mr Dixon. He says that

CLS : PRINT CHR\$ 8; "X"

produces two black squares. If he reads his manual the instruction CHR\$ 8 means back space. Back spacing at the beginning of a line means moving into the address held for Newline. This corrupts the display file.

Secondly, when asked by the program Scroll?, normally one is expected to reply Yes or No, not with a Caps Shift. It is like saying my motor car has a bug, because although the road turns to the left I turn the wheel to the right and I do not make it round the corner!

I have found the Spectrum to be a good machine for its price.

B G Cornhill,  
Aylesbury,  
Buckinghamshire.

## LOSS OF FAITH

It seems simple enough:—"Number on waiting list/weekly production = time in week of despatch". How, then, is it possible that the pioneer of the electronic calculator is unable to provide sensible delivery dates for the Spectrum?

My own order, after more than 16 weeks, is now cancelled. A telephone query after 14 weeks elicited "Any time now". After 15 weeks, I was back to "About another three weeks". After nearly 17 weeks, I was still at "2 to 3 weeks".

Like Mr Bloxham — *Your Computer*, October — I elected to order the Spectrum because of the expected Microdrive; also the wish to retain the use of my ZX Printer. Unlike Mr Bloxham, I do not believe in Sinclair any more, and the thought of going through the same hassle when the Microdrive is launched is too much.

Your leader postulating the possible decline of the British computer industry — in the same issue — is unfortunately both accurate and timely.

E R Keavy,  
Pulborough,  
West Sussex.

## HANDICAP AID

We are a Cheshire Home for the physically handicapped and are building a library of programs for disabled computer users. We already have a number of Apple, Pet and TRS-80 programs. All of these programs will become available to anyone sending a stamped addressed envelope to the address below.

Most of the programs we have are operated using a two-switch system. For example: with the Apple we use the two switches on the games paddles. These switches can be used to mean anything from Yes/No to selecting from a menu where a

flashing cursor scans from item to item and you press one button when the cursor is over the item you have selected. The other button can be used to correct errors or Escape.

If a scanning system is used the speed of scanning must be selectable.

Where possible one button should be available to Gosub to a scanning Help menu.

Any program you write must be easy for you to operate. Try it out on one or two friends first.

We would like to see any programs from adventure to chess, from databases to educational. The scope is unlimited, but please bear in mind that many handicapped operators have restricted vision and the display needs to be extremely clear.

If you have any programs to add to our Library or want a catalogue of the programs we have to date, or would like some further guidelines on how to write programs for the handicapped, please write, enclosing a stamped addressed envelope, to:

Robin Nixon,  
Seven Springs Cheshire Home,  
Pembury Road,  
Tunbridge Wells,  
Kent TN2 4NB.

## WORD PUZZLES

I particularly liked the Word Puzzles program by Chris Callender on page 94 of your October issue. It has many educational applications. However there were a few errors in the program.

The following lines should be inserted to get it to run correctly:

43 SCROLL  
45 PRINT T  
75 SCROLL

it is also enhanced if line 530 reads

PRINT T\$, "FIND THE FOLLOWING HIDDEN WORDS"

Missing from line 620 is -1 which should appear as shown here:  
620 IF S\$(A)<>" THEN PRINT AT INT (A/16), A -16\*INT (A-16) -1;  
CHR\$(CODE S\$(A) + 128)

The program also takes an interminable time to produce its letter grid. This can be speeded up considerably by adding the following lines.

185 FAST  
585 SLOW

J Bourne,  
Bexhill on Sea,  
Sussex.

## THE REAL STORY

I think it's about time you got the record straight. Contrary to popular belief, the BBC Model A can have eight colours on the screen at once. This is proved by the following program:

1 MODE 7: FOR I = 129 TO 135  
10 PRINT CHR\$(I); "Your Computer":  
Next

In the new almost-legendary Sinclair pamphlet, there is a table showing a list of computers and their specifications. This has to be the

most biased and untrue table of all time. It states that the BBC can only have up to 32K RAM. This is not true. It can have 96K RAM via a second processor.

It states that the Vic and BBC do not have user-definable graphics; they do. The Vic can also have high-res graphics via a software routine. The BBC does have merge and verify facilities, which are under different names to the Spectrum.

The pamphlet does not state that the BBC has a built-in assembler, ROM expandable to 256K, a Plot command with 43 different functions, high-res graphics with 163,840 different points, a Pling command, and a microprocessor running up to five times the speed of the Spectrum.

J V Price,  
Chorley,  
Lancashire.

## ZX-81 START

I have a 16K RAM ZX-81 and I have found the starting and finishing addresses for the screen. They are:

START 49340  
FINISH 50066

Poke 49340, 38 would be the same as

PRINT AT 0, 0; "A"

Patrick Couser,  
Berkhamstead,  
Hertfordshire.

## BBC FACTS

In Tim Langdell's article concerning the use of control keys on the BBC computer he says that where a VDU statement takes several bytes after it, the control version does not produce readily predictable results. It is not as bad as his article suggests. Consider his example, VDU19,1,4,0,0,0 which changes logical colour 1 to show blue. First the CTRL solution, then the understanding.

Get something on the screen using logical colour 1. For example:

MODE4:COLOUR1 return  
PRINT "This is logical colour 1" return

Now holding CTRL down while all of the next six keys are pressed, type SAD@@@. Nothing will appear on the screen, but as soon as the third @ is pressed the colour change takes place.

To know what to press after the first letter, use the left-hand two columns of figure 1 in the article: CTRL A has generated the 1, CTRL D the 4, the CTRL@, the 0.

Now the understanding. It will be helpful to find the diagram for keyboard codes on page 497 of the new manual and to type each of the following statements:

PRINT "01AB"  
PRINT CHR\$(48);CHR\$(49);CHR\$(65);  
CHR\$(66)  
VDU 48,49,65,66  
PRINT CHR\$(830);CHR\$(831);  
CHR\$(841);CHR\$(842)  
VDU 830,831,841,842

Compare these hexadecimal codes with those in the keyboard code diagram. All these have the same

screen effect as typing 01AB — with-out return — on the keyboard.

The reason is that whatever code is produced by the keyboard, it is sent to the VDU drivers. Codes 32(&20) to 126(&7E) cause the ASCII characters to be displayed. Codes 0(&0) to 31(&1F) are interpreted as control codes. However, if a control code needing extra bytes has just been received then the next keyboard codes received will be treated as the data bytes rather than their usual meaning.

CTRL S, 1, 2, of the article, then, is equivalent to VDU 19,44,49,44,50,44 — that is VDU &13,&2C,&31,&2C,&32,&2C. No wonder the VDU driver is confused and not producing readily predictable results! Notice the commas — code 44 — are treated as data, and those dummy zeros for later expansions are now far from 0.

What we needed was to create data of 1,2,0,0 and 0. Looking at the keyboard codes shows CTRL A creates 1, CTRL B creates 2 and CTRL @ creates 0. Because CTRL S always has five data bytes, the VDU driver knows to treat the CTRL A etc. as data — rather than the usual printer meanings.

For VDU statements with no data, Tim is correct, the CTRL equivalent is quick and easy; for VDU statements where data is always below 31, the left-hand two columns of figure 1 of the article enables predictable results with little effort; where data can go beyond 31, the keyboard code diagram — or the ASCII tables before it — and a knowledge of hexadecimal is needed: for data larger than 127, life can be even more difficult, though later operating systems allow Shift-Function, CTRL-Function, and Shift-CTRL-Function combinations to create whatever codes you like — see \*FX225 to \*FX229; page 439.

The principal advantage of these is for getting teletext control codes — ASCII 128 to 159 — input directly from the keyboard without wasting \*Key definitions, rather than Print and Copy required by OS 0.1 users.

Finally, a couple of other points. Remember when defining a function key, the split vertical line preceding a capital letter indicates a CTRL code, so B is "enable the printer". To get a teletext code use the fact that ! adds 128 to the next code so !!B is code 128+2=130, that is, "use green letters".

Codes 0 to 31 cannot generate user-defined graphics characters, but Acorn has used the syntax for re-defining character 0 to give the user access to the registers in the CRT — typical Acorn design philosophy — permitting custom-built modes, paged screens and more — see *BBC Micro Revealed* by Jeremy Ruston for more details.

P K Chilvers,  
Milton Keynes,  
Buckinghamshire.



## Christmas tidings cheer those micro Scrooges

PLUMMETING HARDWARE prices are a phenomenon of the micro market. *Your Computer* checked out just how cheaply you could buy a home computer this Christmas. All prices include VAT.

The Texas TI-99/4 is an extreme example. In 1980 it cost £750 — today it can be obtained for £150 under a cash-back scheme. Apart from its 16-bit processor and typewriter keyboard, the Texas has much in common with the Atari 400: both have 16K, three-tone sound, 16 colours, sprite graphics and plug-in software. The 400 is now £200. By shopping around you could find a 3.5K Vic-20 for less than £140 rather than £200 earlier in the year. Even Mettoy's 32K, 9-colour Dragon 32 costs £180 from some



stores, instead of the £200 official price. The 16K Colour Genie is still £200.

Multitech's MPF II Apple-impersonator costs £270 for 64K. Also chiming in at 64K is the £350 Commodore 64 although delivery before Christmas could not be guaranteed. Computers' £225 Lynx which has 48K and will be capable of running CP/M will also be available in numbers in the new year as will the £100 16K Oric, one of the first machines to break the £100 colour and sound barrier. Sanyo's PHC-25 20K Spectrum basher is unlikely to be in the stores until February, while the Spectrum itself is still good value at £125 for 16K or £175 for 48K.

If you still see the world in black and white, Jupiter's monochrome Ace runs fast as a purpose-built Forth machine for £90, and of course the ZX-81 now costs £50 made-up or £40 as a kit for a truly basic approach to programming.

## Cunning Lynx avoids mail-order snares

YOU WILL NOT have to wait much longer for the Lynx. Sales Director Riva Gould is confident that at least 1,000 computer enthusiasts will wake up on Christmas morning to find Computers' new £225 machine in their stockings. This is just as well because Dick Greenwood, Computers' General Director describes the Lynx as "a modern-day train set plus the Encyclopaedia Britannica." Just the thing for Christmas.

So far Computers has resisted the temptation to sell the machine by mail order, partly because of the bad reputation that computer mail order has for late deliveries. The Lynx will go on sale in selected High Street stores later this month. In the spring Computers will make available disc drives and CP/M for owners who want to upgrade their machines so that they can run packages like VisiCalc. Greenwood envisages owners building up to a complete system of computer, printer, disc drive, light pen, modem, and software for around £1,000 all told.

Rather than using a Microsoft Basic, Computers used a custom-built language by Davis Jansons. Jansons modestly describes his creation as "maybe not the best in the world" and points out its shortcomings. "It does not scroll and



it has no string arrays." On the other hand Davis Jansons is confident that the ease with which his language can be adapted to the needs of particular users, the machine-code monitor, and what he describes as "maths overkill" makes the Basic more useful than on any comparable machine. He is also working on an extended Basic and a Forth, which will be available for the Lynx from the Spring.

## Love on a hot ZX-81

LOVE ON A ZX-81 sounds quite uncomfortable, but this Love is an adventure game with a difference for machines with the 16K RAM pack. It is written by women for women. Remsoft, the distributors, maintain it will take men a while to get the hang of it.

The scene is set at a country house in Devon where you encounter Tom, your lifelong heart-throb. The game proceeds on the basis of your emotional response to people and situations. The authors say they have written Love for people who are more interested in playing than winning. It is available at £5.95 post paid from Remsoft, 18 George St, Brighton BN2 1RH. Telephone 0273 602354.

## Now Forth speakers will be able to consult the Oric in their own tongue

ORIC EXPECTS to break the £100 colour and sound barrier this month by delivering 1,000 16K machines before Santa gets his boots on.

Demand has greatly exceeded Oric Products' expectations.

Plans to sell 50,000 units in the first year have been redrafted after receiving orders for 30,000 in the first two months.

Cynics might expect this to produce Sinclair-style delivery delays but Steven Mountford, Oric's U.K. sales manager says "We are going to be very careful not to oversell".

Prospective buyers will be encouraged by Oric's latest language packages, Forth and Extended Basic. Forth will be offered free on cassette with every 48K Oric. It loads into RAM and takes up around 10K.

The Extended Basic comes in a ROM chip which will replace the existing Basic. It will be launched in January together with the modem and the free telesoftware service and will cost £34.50.

Peter Halford who has written the new Basic says that it is at least as powerful as BBC Basic. Like David Simons who has written Simons Basic for the Commodore 64, he has included all the commands found in other Basics plus some extra features such as a built-in assembler and

disassembler. Full information from Oric Products International, Cosworth Park, London Road, Ascot. Telephone 0990 27641.

## Wait for it — here comes the Microdrive

THE GOOD NEWS is that Spectrum delays are shrinking to reasonable limits, the bad news is that now you will have to wait even longer for the Microdrive. Despite repeated announcements that the Microdrive and RS-232 board for the Spectrum would be available by the end of this year, they are now unlikely to be launched before February 1983. The arrival of the first Spectrum Prestel adaptor of Spring is now not expected until the middle of 1983.

This news may confirm the view of some people that Sinclair Research operate on a different time scale from the rest of us. In Sinclair Time 28 days can embrace a period stretching from one to three or even four months.

Sinclair has recently been rapped on the knuckles by the Advertising



Standards Authority for consistently failing to deliver Spectrums within the advertised 28-day limit. The ASA was inundated with an unprecedented number of letters complaining about delays.

## YOUR COMPUTER TOP 10

Game	Machine	Company
■ Flight Simulation	ZX-81	Psion
■ 3D Defender	ZX-81	JK Greye
■ Gulp 2	ZX-81	Campbell Systems
■ Orbiter	Spectrum	Silversoft
■ Meteor Storm	Spectrum	Quicksilver
■ Vic Panic	Vic-20	Bug-Byte
■ Amok	Vic-20	Audiogenic
■ Planetoids	BBC	Acornsoft
■ Defender	Atari	Atari
■ Ghost Attack	Dragon	Dragon



## Artic has cracked it

RICHARD TURNER of Artic gives a wry smile if you try to make him give away the secret of Krakit — the Toronto based £10,000 competition which has caught the imagination of Sinclair computer riddlers in Britain and America.

The puzzle consists of 12 riddles, each of which contains the name of a country, a date, and a city. Richard Turner gives an example of how the riddles work.

"Look up 'Tour'. When was it first seen? No rhyme for hour but a rhyme for dance." The rhyme for dance is France, the 'Tour' is the Eiffel Tower in Paris and it was first seen when it was constructed — in 1889.

At £10.00 a copy, whoever wins, Richard Turner of Artic — which is distributing Krakit — is not going to lose.

## Sharp sends PC-1251 to front line but keeps MZ-700 in reserve

SHARP PLANS to sell 250,000 a year of the new MZ-700 home computer launched this month in Japan. Sharp intends selling the MZ-700 worldwide but no date has been set for the 64K RAM colour computer's British launch yet. The price is unlikely to be as low as the £180 quoted in Japan where an optional colour plotter/printer costs £100.

Meanwhile in Britain Sharp is launching a new range of pocket computers distinguished by an optional integrated printer and microcassette recorder. The PC-1251 features an 8-bit CMOS CPU, 4K RAM and extended Basic for around £80. What makes the PC-1251 more interesting than most pocket computers though is the CE-125 printer and microcassette recorder which transforms it into an



low-power lost-cost rival to the Epson portable computer. The

whole unit is only 8in. wide, 6in. deep and 1in. high.

## First glimpse of Acorn's Electron — the 32K £150 Spectrum rival

ACORN'S EAGERLY AWAITED Electron has joined the select band of micro-computers which are already late before they are even officially launched.

Until last month Acorn was still confident that the 32K Spectrum basher with full BBC graphics capabilities would be on sale before Christmas. Now the familiar ULA problems which have haunted Acorn in the past are again holding up production of the £150 Electron.

Acorn hopes to launch the machine early in the new year but if it becomes necessary to update the specification — for instance the single-channel sound capability or



the relatively slow processor, further delays cannot be ruled out. The cream-coloured machine has a real typewriter keyboard and measures 13in. wide, 6in. deep, and 2in. high.

## Chart-topping software makes games hit parade

AS THE SOFTWARE industry becomes more like the music business — complete with album covers for cassettes, *Your Computer* publishes its first Top 10, in no particular order based on sales from shops and manufacturers all over Britain.

Top of the list for the ZX-81 are Psion's Flight Simulation, JK Greye's 3D Defender and Monster Maze, Trader from Pixel, and Campbell System's Gulp 2. Adventure games are steady sellers, in particular those from Artic and Phipps. Former high-flier Mazogs from Bugbyte is said to be slipping down while DJL's Frogger is tipped for a place in next month's top five.

In the Spectrum range chart leaders are Bug-Byte's Spectral Invaders, Silversoft's Orbiter and the Quicksilver games, Meteor Storm

and Space Invader. New entry, Escape from New Generation Software looks promising. Also selling well are Chromasoft's Adventure 1 and Startrek from Abersoft.

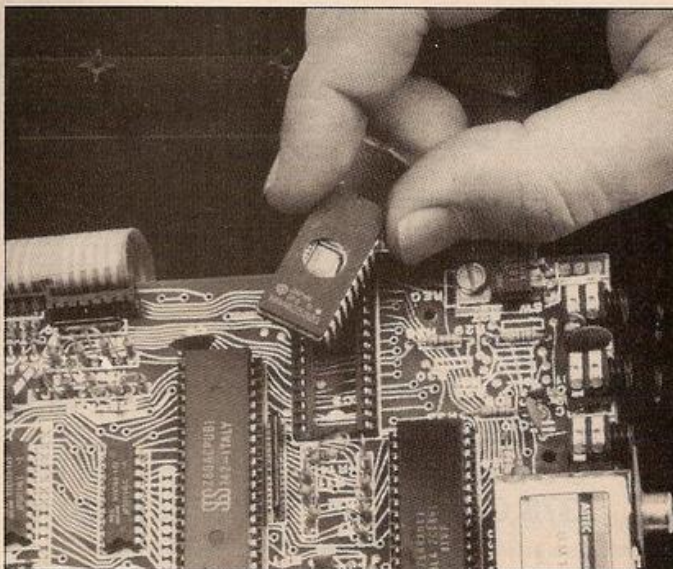
Top of the Vic-20 stakes were Vic Panic, Cosmiads and Another Vic in the Wall from Bug-Byte, and Bonzo and Amok from Audiogenic. Also selling well was Commodore's Blitz.

Dragon software is thin on the ground at the moment although Dragon's own programs, Ghost Attack and Berserk are moving up the charts. On the BBC front Acornsoft's programs are still the most popular especially Snapper, Planetoids and Monsters. Defender is taking over from Pac-Man as Atari's topper seller.

Stay with us next month for a new top 20 survey.

*New ROMs for old is a common cry in computing. This Aszmic chip replaces the ZX-81/80's Basic ROM inside the case. Comprosys claims it turns the ZX-81 into an Assembly Language Program Station. As well as a Z-80 assembler it supplies many other features, including an extensive screen editor, file handling system, and 255 by 144 graphics resolution.*

Capital Computers, Comprosys agent in this country, is developing a board which will take both the Aszmic and Basic ROMs and allow switching with a comprehensive manual from Capital Computers, 1 Branch Road, Park St, St. Albans AL1 4RJ. Telephone 0727 72917.





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## FLEXIBLE RIBBONS AND LEADS

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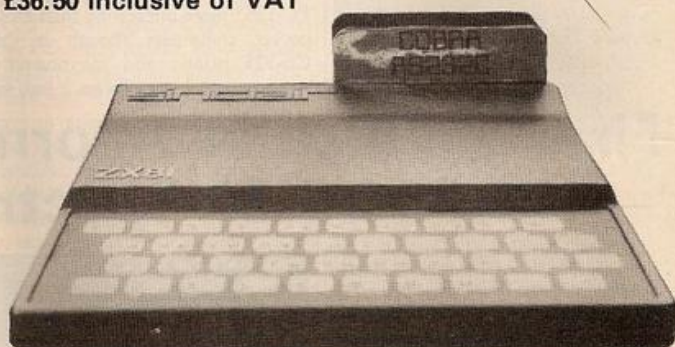
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The Cobra Power Supply Buffer prevents such occurrences.

It is fitted between the Sinclair power supply and the ZX81. During any loss of power to the ZX the buffer will continue to supply 9 volts to the computer for up to half an hour (with a fully charged battery). The unit will recharge itself during normal power conditions. When a mains loss situation occurs, a red light emitting diode will warn the user of loss of electricity supply.

£12.50 inclusive of VAT

## COMING SOON!

Watch this space  
for details of the  
**Spectrum Microdrive**  
interface for the  
2x 81 and others





# COMPUTER CLUB

Computer Club is here to encourage you to start your own local computer club or, if one already exists, to join it and become involved. We would like to hear of anything which has made your club a success, or of any projects or programs you are developing.

## THE READING CONNECTION

Simon Beesley finds the missing link between simple Sinclairs and the mighty Cray 1, at the Thames Valley Computer Club.



CAMBRIDGE MAY BE the hub of the micro-computer world but the Thames Valley has claim to be England's Silicon and Software Valley for mainframe and minicomputers. Scattered around Reading and Bracknell are many of the leading computer manufacturers.

This concentration is reflected in the membership of the Thames Valley Computer Club. Tim Moore, club chairman, estimated that almost 85 percent of the members work in the computer industry.

The club meets upstairs at the Griffin,

Caversham, just a few yards from the Thames itself.

As the members powered upstairs at 7.30pm, pints in hand, *Your Computer's* representative was impressed by a turnout of at least 50 people. The club can be said to be in the heavy-weight division of computer clubs. Meetings are very well organised.

They start with RAM time — a random access session in which anyone can offer or request information or advice. On the evening *Your Computer* visited the club a newcomer

asked if there were any other Sharp owners — there were — while someone else mentioned that he had been offered a job lot of "really rather sexy" Pericom terminals, going cheap.

Following RAM time Dr Ron Mount gave an entertaining talk entitled "WB-1 to Cray 2½". The WB-1 — the Weeny Bitter One — was a home-brewed computer Dr Mount built with the ACC way back in 1975. His theme was that improvements in computing power were largely a matter of clever technique rather than new technology. From the WB-1 via the PDP-11 to array processors, he showed their hardware architecture to be recognisably similar and the technology almost the same. Yet while the WB-1 could perform 100,000 operations per second and the latest PDP-11s a million instructions a second — matched by some micros — array processors can handle up to 12 million a second.

Dr Mount finished by describing the Cray-1 which performs 167 million operations a second.

As many people attend the club's Special Interest Groups as their main meeting. These meet elsewhere on other days and include groups for the Z-80 and the 6502 processors. The Z-80 group has been working on a cassette interface to enable programs to be passed between different machines like the Nascom and TRS-80.

There is also a basic Basic group for beginners. Details from Phil Warn on Reading 594874 or Roger Bird on Newbury 43855. ■

## Local society news

### ZX-Aid Walsall

ZX-81 AND Spectrum owners are invited to attend the meetings of ZX-Aid, a Sinclair users' club which meets on the first and third Thursdays of the month in a local church hall. Plans are afoot to for competitions, machine-code courses and hardware projects. Telephone Conrad Roe on Walsall 25465 after 6pm for details.

### Bangor and District

BANGOR and District Microcomputer Users' Group meets fortnightly at the Bangor Community Centre, High Street, Bangor. Details from Dilwyn Jones, Fodol Farm, Hafod Lane, Bangor.

### Micros in Perth

THE PERTH and District Amateur Computer Society has been formed recently and meets on the third Tuesday of each month at Hunters' Lodge Motel, Bankfoot. Meetings start at 7.30pm and include a talk or demonstration. Contact Alastair MacPherson on 0738-29633 for more information.

### West Midlands group

THE WEST Midlands Computer Group was set up in August this year and has already produced two issues of their magazine, *Databus*. They will be holding monthly meetings in Birmingham. Details from Steve Walker on 021-422 7405.



# HOW TO GROW UP TO A REAL COMPUTER



If you're enthusiastic about microcomputing, sooner or later you'll ask yourself the question... "where do I go from here?"

## How BASICARE build into a complete computing package.



This is particularly true if you own a micro with limited expansion and hardware peripheral options... like the ZX81.

Now your question can be answered in three short words:

## BASICARE MICRO SYSTEMS

BASICARE are the inventors, developers and manufacturers of a totally unique microcomputing upgrade system.

It's the sort of system others have dreamed about... a series of separate modules that

perform a whole range of microcomputing functions that simply (and firmly) stack together.

If you're confused... don't be... you only have to think of it in terms of the way Hi-Fi equipment has evolved.

You buy the hardware you want and add to the system! Each module may have a separate function or integrate functions. And when you want more... you add more!

In short you can develop a whole range of hardware options that fit together to form a complete package... "Computing" in the real sense of the word!

## And what a package!

Apart from its good looks and stability under working conditions, BASICARE MICRO SYSTEMS offers a fantastic range of micro options for ZX81 users.

Of course, such a system needs a starting point from which to expand. The heart of BASICARE'S system is a unique computer interface which we call PERSONA.

This one unit simply plugs into your ZX81 without modification and acts as the "brains" of the whole operation.

Thereafter you choose how you want to expand your micro by simply plugging-in more modules.

## Look at the choice you have:

**PERSONA** — An interface module to enable an ORGANIC MICRO to grow on the ZX81.

**MINIMAP** — A memory mapping device to extend the address space of the ZX81 from 64K bytes to 1M bytes.

**RAM 08** — A low cost, low power memory expandable from 2K to 8K.

**RAM 16** — 16K Add on memory at remarkably low cost.

**RAM 64** — A TRUE 64K Add on memory.

**DROM** — Ultra low power memory backed by rechargeable battery for non-volatile storage of programs and data.

**TOOLKIT** — A module fully socketed to take up to 8K bytes of utilities in EPROM/ROM.

**PERICON a** — A general purpose, user programmable device providing 24 lines of input/output.

**PERICON b** — 24 lines of heavy duty output to access and control the outside world.

**PERICON c** — A module to drive 80 column printer with Centronics type parallel interface.

**USERFONT option** — User definable characters available for RAM 08, DROM and TOOLKIT.

Of course, there's lots more BASICARE Modules under development including joysticks, EPROM Programmer, Floppy Disc Controller and much more.

BASICARE is the sort of system that GROWS when you grow... and remember, when you change your micro, you will be able to change to a PERSONA unit to suit your new equipment!

**In short, BASICARE will serve you forever... no matter how big you want to grow!**

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PERSONA	@ £30.25	DROM(2K)	@ £39.50
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Options: USERFONT @ £8.00

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## BASICARE MICRO SYSTEM



# FLEXIDISC



Three games are included on this month's *Your Computer* flexidisc, one for the ZX-81, one for the Spectrum and one for the Vic-20. Bill Bennett keeps you on the right tracks.

THE FEEDBACK we received after the first *Your Computer* flexidisks revealed two facts. First, we discovered that you wanted us to provide software for a wider variety of microcomputer. We regret that it is just not possible to provide a disc for every machine on the market, but our latest disc does cater for three of the most popular home computers, the ZX-81, Spectrum and Vic-20.

The second revelation concerned people who could not get the first flexidisc to load: often they had not read the instructions. Some

had even played the record upside down. This, then, is the first point to check. The software is recorded on the other side of the disc to the writing — so turn the disc over.

Make sure you select the right track for your computer. The first, and longest track is the ZX-81 game. To load it, you must have a 16K RAM pack. The program lasts over six minutes and is an adventure game based on *The Hitch-hiker's Guide to the Galaxy*.

At the end of the first two tracks is a special lock-groove. This is a groove which traps the

stylus, and stops it from moving any further in towards the centre of the disc. The reason for this lock-groove is that it stops the accidental loading of the next track on the disc, which could have chaotic consequences.

To load either the second or third track, you must first position the stylus before letting the turntable move. On modern equipment, the best technique is to raise the recording arm, start the turntable and gently lower the arm into place. On older equipment try locating the stylus while holding the turntable still with your other hand.

If you decide to record to tape from the record player, rather than loading directly — the first option is the wiser — the best method is to turn the tape recorder on early. After you have recorded the software on to tape, wind it back and then listen to it. Make a note of where the actual program starts, rewind a fraction and load from there.

Having successfully loaded the program into your computer, you should once again copy it, to provide a back-up version.

The second two programs both last less than one minute. It is important that the instructions regarding locating the grooves are followed correctly, otherwise the program will not load. The Spectrum program loads in two halves, and is called *Night Racer*, the Vic program is called *Antispace 2*.

To load the Vic program, you must have the Commodore cassette unit.

Be prepared to spend some time loading the tapes; it is doubtful that you will get everything right first go.

## Sleeve notes

- The disc has been cut in mono. If you can, transfer it to a mono tape recorder. If this is not possible, record on one track only of a stereo recorder by turning one channel right down.
- Ensuring that the level is right is perhaps the most difficult stage. If your equipment has VU meters, set one channel right down, and the other to a point less than zero dB.
- Remember the speed is 33 rpm.
- If you can use a mono stylus then do.
- Record the software from the disc with the same tape recorder you intend to use for loading the computer with. Sometimes recording heads on different cassette records do not actually line up, and so many

sounds do not play back exactly as recorded.

- Look at the patterns on the screen when loading to Sinclair computers. You should be able to judge if the level is too high or too low.
- It is easier to type LOAD "" on the Spectrum and ZX-81, and just LOAD on the Vic-20.
- Finally, remember that the Spectrum program runs directly from Load. Also, expect the ZX-81 screen to go blank for a while as soon as it is run. If nothing happens after a minute, Break and look at the listing. Sometimes individual bits of the program can be corrupted on loading, but these are easily debugged once the program has been loaded.



# REVIEW



## SORD M-5

Made in Japan, but can Sord's £100 colour and sound micro make it over here. Tim Langdell tests its mettle.

HARD ON THE HEELS of the Sanyo PHC range we reviewed in October comes this new micro from Sord — Japan's fastest growing computer manufacturer. The M-5 is a Z-80A based micro with 8K of internal ROM, 4K of user RAM, and 16K of video RAM. It can produce up to 32 different colours on the screen at once, with a variety of resolutions from 32 by 24 up to 256 by 196. All this for £100 sounds almost too good to be true.

Externally the M-5 is beautifully designed and made to the high standards expected of Japanese electronics. It measures 10.5in. wide, 7.25in. deep, and 1.5in. high, which makes it slightly bigger all round than the Spectrum. The two-tone grey plastic casing opens to reveal a bright yellow back, which houses the ROM cartridge slot.

### Stable and portable

The M-5 is heavier than it looks which makes it extremely stable whilst still being very portable. The keyboard is similar to the rubber matting of the Spectrum, but feels better. The keys are dark-grey with the letters and numbers sharply contrasted in white. Graphic characters are in bright yellow on each key, and have been designed to be easily visible without making the keyboard seem too cluttered.

There are two shift keys — one on each side — and these, along with a space and return key, are all larger than the other keys on the board.

The keyboard also boasts a control key, a function key and a reset key. Looking more

closely it becomes apparent that most keys have a Basic keyword on them in small light-grey letters. These are difficult to see, which might be a problem for the first-time user but the keyboard is easy to use once learnt.

On the negative side, the keys are not placed at typewriter pitch as the Spectrum's are — but are about three-quarters typewriter size. This undoubtedly makes typing harder — although considerably easier than on the calculator-style keyboards of pocket computers. The keys also do not have very much travel, making key presses a little less positive than they might be. An automatic keyboard beep partly makes up for this, but does nothing to remedy the lack of a full-size spacebar.

The Sord M-5 has single-key entry like the Sinclair. However, this is not its usual mode of operation, and far from all the keywords it recognises are on the keys. The M-5 responds like most micros, putting the letter or number on the key on to the screen rather than a keyword with the first key press. But single-key entry is quite easy by holding down the function key as the other key is pressed. The M-5 thus offers the best of both worlds.

What is puzzling, though, is why Sord has failed to put some keywords on the keyboard. For is there but To is not. Little-used keywords such as Auto, Renumber and Call are there, but If and Then have to be typed in.

The M-5 has 32 graphics symbols in ROM which speeds up games programming particularly.

The Sord's Basic is reasonably powerful



supporting all the major keywords, as well as Read, Data and Restore, Renumber, Auto line numbering, Joy to read the joysticks, and Hex\$ which converts decimal numbers to Hex. The Basic is supplied on a ROM cartridge rather than being resident inside the machine. This has the advantage that future enhancements can be sold in the form of a new Basic cartridge, but has the disadvantage that the unit is useless without a cartridge plugged in.

The Basic is more fussy than in Sinclair or





Microsoft-based computers such as the Dragon. Syntax checking is not done until the program is Run, and the error reports are very brief and hard to understand at first. They are of the form

ERROR 2 IN LINE 1

The keywords usually need a space after them, when Sord could have made the Basic automatically put them there. Let is understood but not necessary. However, it is added when a List is pulled. If you omit a space in a crucial spot the M-5 may assume it

is dealing with a Let statement and insert Let in the program. This could be rather confusing for a beginner.

Minor criticisms aside, the Sord performed very well, being one of the fastest Z-80A-based micros I have seen in anything like this price range. The screen handling seems considerably faster than the Spectrum's for instance, and the demonstration ROM's fast-moving graphics confirmed this impression. One program showed an entire screen, full of information being smoothly scrolled at a fair

rate, and large spacecraft being moved fast and smoothly across the screen which is not easy on many computers — even in machine code.

The Sord has at least two screens which can be written to independently. Up to 32 graphic shapes or sprites can also be defined and called at will to create cartoon effects and very smooth graphic movement. The M-5 has four modes of operation in addition to the sprite mode. The sprite mode allows the super-

(continued on next page)



(continued from previous page)

imposition of screens so that one is seen through another. In this manner the demonstration program showed a constant background of Mount Fuji with the letters comprising Sord moving smoothly around the screen.

The other four modes are:

- Text-only mode with no colours and a 40 by 24 screen display, each character made up of eight by eight character squares. This mode appears to be teletext-compatible in its format but not in its availability of colour.
- Graphics 1 mode in which the screen is mapped in eight by eight pixel character squares on a 32 by 24 grid with a possible 32 colours available.
- Resolution of 64 by 48 with 16 colours available. Each character square is a four by four dot matrix.
- Graphics 2 mode in which one has full graphics with a resolution of 256 by 192 and up to 32 colours. However, only two colours are available in any given character square.

There is only 4K of internal RAM, while the memory map is labelled in the Japanese manual with most of the remaining area as extra external RAM/ROM — which implies that Sord has extension RAM cartridges in mind. Certainly other languages such as Pips, Sord's equivalent of VisiCalc, are available on ROM.

The M-5 seems well equipped for the games player with joysticks and plug-in ROM games, but also well suited to the more serious user if the memory can be expanded. It has both a television output at the rear and a video and sound output. The joysticks simply plug into tiny DIN sockets, and there is a port for a Centronics printer. The power supply is external and rather cumbersome.

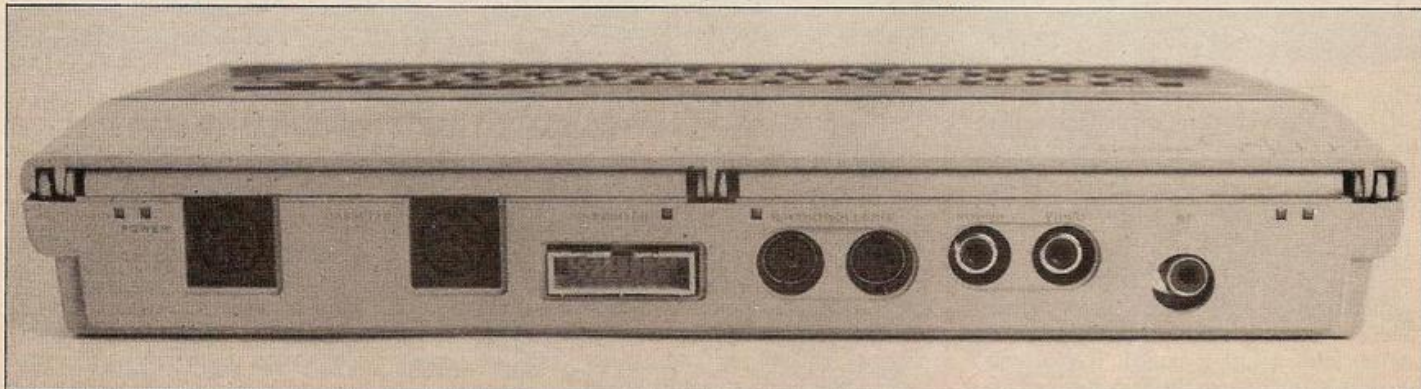
The M-5's sound capabilities are better than those on, say, the Dragon or the Spectrum. The Sord has three independent sound channels which can produce a variety of music and synthesised sounds. Again the demonstration cartridge showed off by depicting three animals on screen playing tunes in three voices complete with the striking of piano keys and bowing of a violin. The sound benefits from being sent via the TV or video system rather than from an internal speaker.

The M-5 supports Inp and Out in Basic to control Z-80A ports, but has no obvious connector to the external world other than the ROM cartridge slot into which the Basic must be inserted. This makes it unlikely that it could support a disc-drive or control equipment via I/O ports unless a custom-made unit will be made available to sit in the ROM socket.



## CONCLUSIONS

- For £99.99 the Sord M-5 will be a strong contender in the home computer market when it becomes available next month.
- Stylish appearance and compact design could make it look attractive on the High Street.
- Games players will be attracted by plug-in software, joysticks, and definable sprites.
- The more serious user may be attracted by a fast Basic which has many useful characteristics such as Renumber and Auto, and by the presence of a Centronics interface and video outputs.
- 4K of internal RAM is inadequate. Sord would be well advised to consider a RAM upgrade cartridge to compete with the bigger memories of the Spectrum, Oric and the other colour micros in the £100 range. ■





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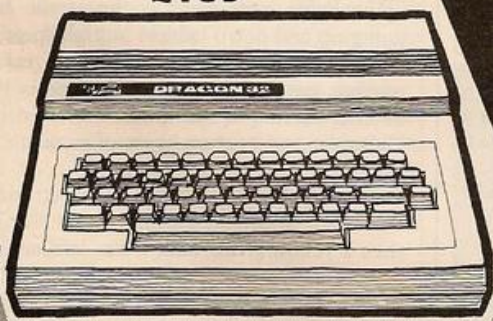
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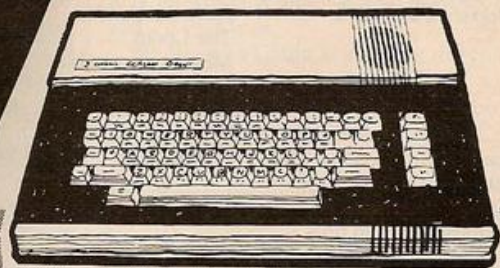
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# SURVEY VIC SOFTWARE

Neville Ash provides a yuletide round-up of all that is best in Vic-20 software

PROGRAMS FOR THE Vic come in two main types: cassettes which range in price from £5 to £10 and have the slight drawback of slower loading, or cartridges which give almost-instant loading — but can cost up to four times more than a cassette.

What about floppy discs for the Vic? They

are available at just a couple of pounds more than cassettes, so they appear the perfect choice. The only problem is the price of a Vic disc drive — around twice the price of the computer.

However, once 3in. and 3.5in. discs arrive on the market, companies like Commodore

may be forced to reduce the price of their disc drives in order to compete.

Audiogenic's games are supplied in both cartridge and cassette form and we had samples of games in each form. Three cartridges were supplied — one would not fit until pushed very hard into the slot at the back of the Vic; in fact it started to come apart. Even so its performance was not affected.

The three games supplied were Renaissance, a joystick version of the popular game Othello; Satellite, a game similar to Asteroids with excellent graphics; and Meteorite, similar to Defender but a well-implemented example of this type of game.

Audiogenic also supplied four games in cassette form. Cosmic Kamikaze, a game similar to Invader 4 — Space Invaders with mountains — is available in two versions, one for an extra 3K and the other for an extra 8K. This is a slow game that records the number of shots as you fire.

Amok is similar to Super Robots: you have to clear the space station of dangerous robots. You appear coloured purple and all the robots are green. It starts very simply, but once you reach the fourth level it is really difficult to win. Star Wars involved moving your space ship to the centre, then firing — not very challenging — and the last game — Alien — took longer to load than almost any other game and was still merely average.

Bug-Byte provided five different games in cassette form. Backgammon has three levels, with a realistic throwing of the dice, and could prove quite compulsive: good value.

Vic Panic is as good as the arcade game, going up and down ladders at high speed and digging holes. It is very effective, a real fast-moving game. Bug-Byte's Cosmiads is really another version of that tried and tested game Galaxians and as these types of game go, it is slow.

Another Vic in the Wall is yet another version of Breakout, starting with a blue wall, then a yellow/green wall, it has left and right keyboard operation and paddles. Initially it seems far too slow, but as you progress it really speeds up. Asteroids is another old friend and is a good example.

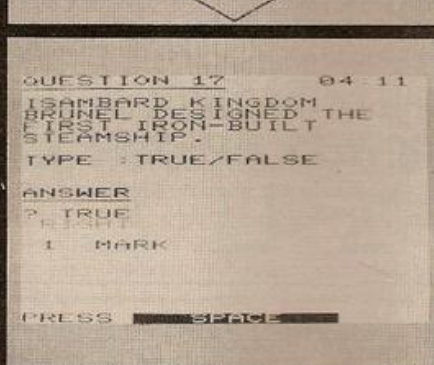
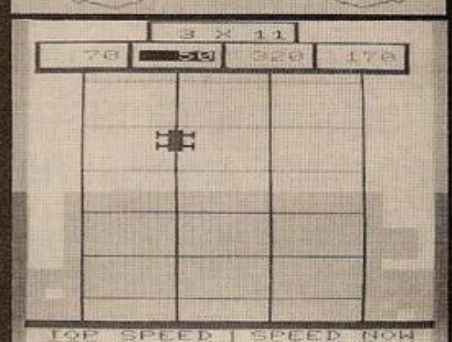
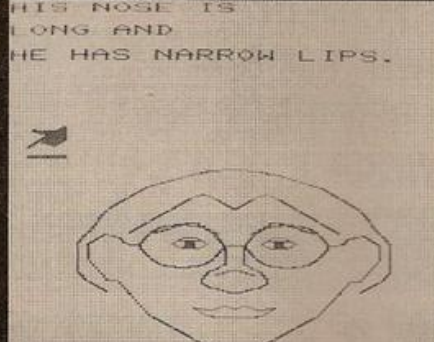
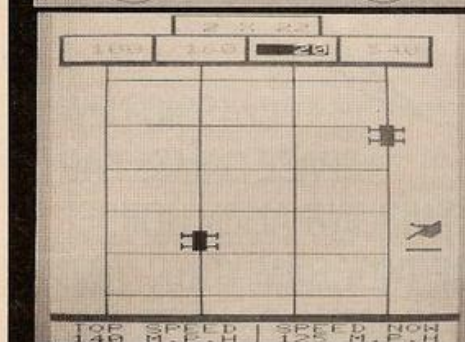
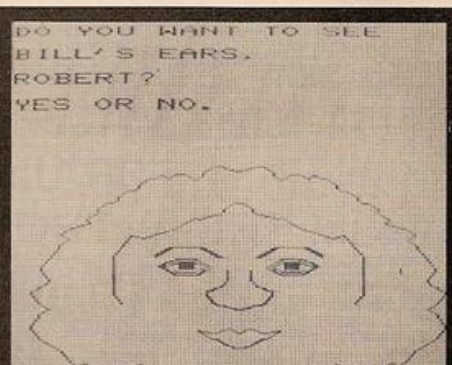
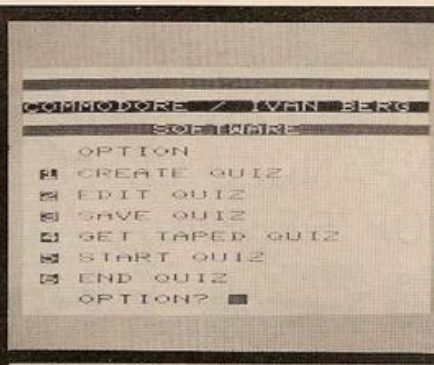
Commodore itself had recently started promoting a wide range of packages for the Vic and we obtained a wide range, including three in cassette form and five in cartridges.

All the cartridges were Adventure games: Adventureland, Pirate Cove, Mission Impossible, Voodoo Castle and the Count. Each one gives you full instructions for saving a game, as you are unlikely to finish one the first time.

More important, you are given details of mapping — a logical approach to checking your progress by producing a flow chart. Mapping saves time and lets you complete a game in a shorter amount of time.

Company	Program	Cassette	Cartridge	Extra memory	Price
Applied Systems Knowledge London House, 42 Upper Richmond Road, London SW14 8DD.	Facemaker	Yes	No	16K	£8.95
	Number Chaser	Yes	No	16K	£8.95
	Number Gulper	Yes	No	16K	£8.95
	We Want to Count	Yes	No	16K	£8.95
	Twister	Yes	No	16K	£8.95
	Rainbow Towers	Yes	No	16K	£8.95
Audiogenic Ltd, PO Box 88, Reading, Berkshire.	The Alien	Yes	No	3K	£7.99
	Amok	Yes	No	None	£6.99
	Kosmic Kamikaze	Yes	No	3K	£7.99
	Star Wars	Yes	No	None	£6.99
	Renaissance	No	Yes	None	£24.99
	Meteor Run	No	Yes	None	£24.99
Bug-Byte, 98-100 The Albany, Old Hall Street, Liverpool L3 9EP	Satellite and Meteorite	No	Yes	None	£24.99
	Asteroids	Yes	No	None	£7.00
	Another Vic in the Wall	Yes	No	None	£7.00
	Backgammon	Yes	No	3K	£7.00
	Cosmiads	Yes	No	None	£7.00
	Panic	Yes	No	None	£7.00
Commodore, 675 Ajax Avenue, Slough Trading Estate, Slough, Berkshire SL1 4BG.	English Language	Yes	No	8 or 16K	£9.99
	Mastermind	Yes	No	8 or 16K	£9.99
	— plus subject tapes	Yes	No		£1.99
	Quizmaster	Yes	No	8 or 16K	£8.00
	Adventureland	No	Yes	None	£24.95
	The Count	No	Yes	None	£24.95
	Mission Impossible	No	Yes	None	£24.95
	Pirate Cove	No	Yes	None	£24.95
Llamasoft, 49 Mount Pleasant, Tadley, Hampshire RG26 6BN.	Voodoo Castle	No	Yes	None	£24.95
	Grid Runner	Yes	No	None	£5.00
Postern, PO Box 2, Andovers Ford, Cheltenham, Gloucestershire GL54 5SW.	Siege	Yes	No	None	£6.99
	Shadowfax	Yes	No	None	£6.99
Rabbit Software, 380 Station Road, Harrow, Middlesex HA1 2DE.	Hopper	Yes	No	None	£9.99
	Myriad	Yes	No	3K	£9.99
	Nightcrawler	Yes	No	None	£9.99
	Space Phreeks	Yes	No	None	£9.99
	Space Storm	Yes	No	None	£6.99
Romik Software, 24 Church Street, Slough SL1 1PT.	Mind Twisters	Yes	No	None	£9.99
	Multisound	Yes	No	None	£9.99
	Synthesiser	Yes	No	None	£9.99
	Sea Invasion	Yes	No	None	£9.99
	Shark Attack	Yes	No	None	£9.99
	Martina Raider	Yes	No	None	£9.99





Commodore Mastermind is almost the same as the program, without Magnus Magnusson. Especially as extra cassettes are available for other specialised subjects. We were supplied with General Knowledge 4 and three specialised subjects: Sport and Games; Film and TV; Wine, Food and Music. Up to four people can play.

You first load the operating tape and start. You are asked how many players are involved, and their names and occupations — just like on TV. When they state their specialised subject, you must load the appropriate tape. After this part you repeat the process for each contestant.

The game comes complete with two cassettes, one for the operating system and the second for general knowledge questions. So if you want to play with four people, it is best to buy the extra specialised subjects cassettes which are only £1.99 each. An ideal family Christmas present.

Vic Quizmaster lets you create your own quizzes for teaching or your own entertainment. It comes complete with a data cassette demonstration and gives you a number of choices. A question with matched answer, true/false, multiple choice or if you want to create your own type of quiz just enter the last option. By creating your own quizzes this program could let you produce your own versions of Mastermind. Very good value.

English Language for the Vic, is squarely

aimed at people who are facing GCE O-Level and CSE examinations. It does its job well. There is a choice of composition, spelling, grammar, general, summary and comprehension. Further options available are a timed test, questions and answers, or answers left until the end. You are supplied with two



cassettes, the program and a data cassette. When you need to rewind the data cassette an instruction appears on the screen.

ASK stands for Applied Systems Knowledge, and this company produces a range of six tapes for learning and fun at home. Each one needs a 16K RAM pack and the loading time is clearly stated on each cassette.

Facemaker is an interactive program with three levels of difficulty. It is intended to improve spelling and vocabulary, plus sharpening up observation. You actually draw the faces on the screen and the graphics are of an

extremely high standard. Intended for 5-12 year olds, we showed it to some 10 and 12 year olds and they found it fun; they learnt too.

Number Chaser, as the name implies, improves skills that could have lapsed through the use of calculators — and micros. There are four levels. This one was also liked by the 10 and 12 year olds.

We Want to Count is aimed at the youngest audience — three-year-olds upwards and has excellent graphics with a four-part program that the children can use on their own.

Twister is a problem-solving program where a geometric puzzle must be rearranged so that no column or row contains a repeated colour. You can have from three to 10 columns and if you get stuck, there is a help facility. Once you have mastered Twister, then you can try Super Twister on the same tape.

Last of the six programs from ASK, Rainbow Towers, is a game concerning six towers, three of them with discs to be moved to the other ones. The discs are of different sizes and as they move the colours change. You must end up with each tower having a disc of a single colour arranged in a specific order.

It can be considered to be another version of the classic Towers of Hanoi, a puzzle which appears very simple in theory, but not in practice. Designed for eight-year-olds upwards; however, this game is one which would appeal to older people too.

(continued on page 33)



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#### BOMBER (16K)

Yes, a full feature version of the popular game 'Blitz', supplied for the 16K or 48K Spectrum. For only £2.95 + 50p P&P.

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Blast the falling meteors as they invade your planet, cruise missiles are your only defence in this world of disaster. If they break through the crust of your planet then your life support systems will fail. A very addictive game with fast action and great graphics. 16K or 48K Spectrum only £2.95 + 50p P&P.

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The idea of this new game is to bounce "Sid", the space invader, around the screen into the power pods, keeping away of course from the devil who chases you around the screen. Steer with your Deflex shields, but beware the mines or you may be buried alive! Superb graphics and fantastic sound on the 48K Spectrum only. Only £4.95 on cassette + 50p P&P.

### VIC-20

#### ANDES ATTACK

Fly your ramjet fighter over the Andes mountain range and protect your llamas from kidnap by hostile UFOs. Features 5 kinds of UFO, controls include up, down, reverse, fire, thrust and smart bomb. Entirely machine code. Requires 8K expansion and joystick. £8 + 50p p&p.

#### TRAXX M/C 8K+ EXPANSION

This is the VIC 20 version of the brand new arcade game 'Amidar', a cross breed between the now famed 'Pacman' and the game 'Quix'. All in machine code, fast and fun with joystick controls, uses Hi-Res colour graphics. 8K or larger memory expansion needed. Only £8.00 + 50p P&P complete with instructions.

### RATMAN!

Another amazing game from Llamasoft!! You are the man under attack by the deadly rats as they fall from the sky. You must dodge the arrows to get to the rats and then squash them with your hammer before they dig under the platform on which you stand, and mutate into devils. Fast action with really fun graphics to make an extremely addictive game. 8K or larger memory expansion needed. Uses Hi-Res colour graphics, in machine code. Only £5.00 + 50p P&P complete with instructions.

### BREAKOUT/DEFLEX

Unexpanded package a full feature version of the popular arcade Breakout plus a new concept in computer games, Deflex!! Both programs on one cassette only £3.95.

### BLITZKRIEG (3.5K)

As seen at the Commodore show and reviewed by the Daily Telegraph. Fly your Vulcan Bomber over the enemy city and destroy the buildings. 25 levels of play, uses Hi-Res colour graphics and plays Rule Britannia between waves. Only £4.95 complete with instructions.

### GAME GRAPHICS EDITOR

Create your very own custom characters for the unexpanded VIC 20, up to 64 characters with facilities such as reflect and save on cassette etc.

### SOFTKEY 24

This program, designed to run on the VIC 20 with any memory size gives you the facility of 24 key words on your function keys. Key words include peek, poke, run, save, list, for next etc. Both programs on one cassette only £6.00 + 50p P&P with full documentation.

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### ZX81

#### CENTIPEDE (16K ZX 81)

The ORIGINAL game from the ORIGINAL author. This is the identical program to that being sold by other companies for three times our price. The game has received ecstatic reviews in the computing press. Program has 30 speed levels and ever increasing Centipede hordes. Tables top 10 scores and their names. Why wait to pay more? Only £1.95 + 50p P&P.

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(continued from page 31)

Llamasoft provided just the one game — Gridrunner — in cassette form. The lowest-priced of all the software in this feature, Gridrunner is one of the most interesting games, being a version of Caterpillar with a red grid. You have to try to chop the caterpillar into tiny pieces until it is destroyed. A very fast game and really effective use of graphics.

Postern Software provided two games in cassette form, Siege and Shadowfax. Siege is another popular game available in similar versions on other brands of micro. The idea is to try to stop the hordes of infidels climbing up the wall of your stronghold and taking over. In this version you throw blue objects down at the increasing numbers of infidels and when you think you are winning, they increase and move faster. A good value game.

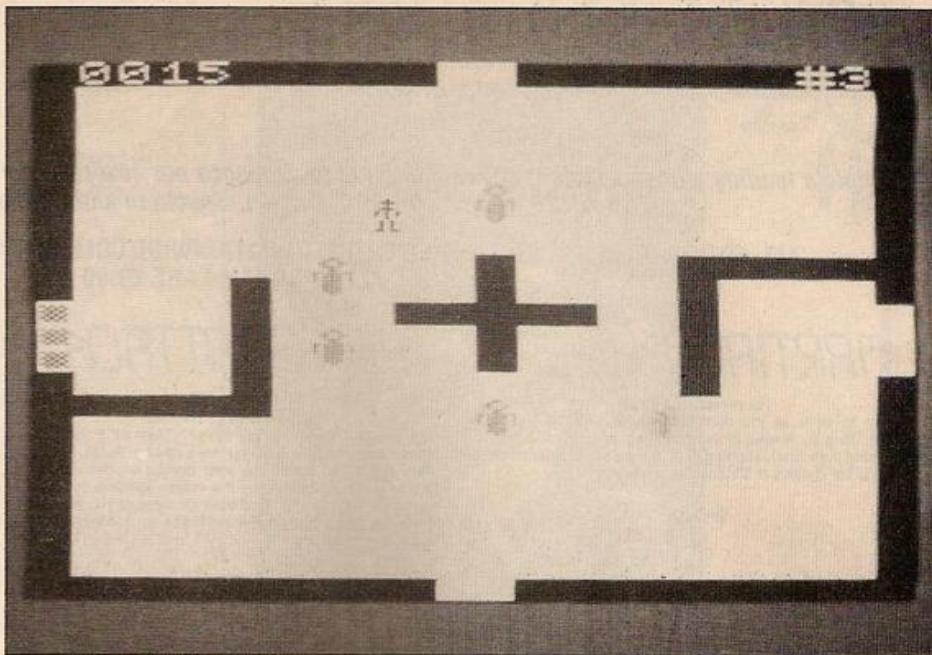
The second game from Postern, Shadowfax, is completely different from any of the games in this feature. You have two sets of horses and riders — one white, the other black — riding towards each other on a green background. A nice change from the versions of Space Invaders and Galaxians.

Rabbit Software of Harrow supplied five games on cassette and one of them stood out as being far better than most of the other games reviewed. Called Myriad, it needs an extra 3K and is one of the fastest-operating space games available. While lots of games have four, six or even ten levels, Myriad has almost 200 and a fantastic range of hazards — from ordinary bricks dropped by a builder to lethal bombs.

You can be attacked by a virus, but it takes three attacks to kill you. Dangerous reflectors send your beam back towards you, so you can wipe yourself out by mistake. On your side are shields, which last for just four and a half seconds and you get three of them for every 10,000 points — a compulsive keyboard or joystick-operated game.

Space Phrecks from Rabbit has 15 different phases before it repeats. You need to shoot down different types of alien and as you progress through the phases it becomes far more difficult.

Rabbit's Nightcrawler is a game like Centipede — a version of the one with the worm. Here you have 39 levels and you have to chop



up this night crawler and destroy it. A version of Pac-Man goes across the screen at the same time to destroy it. This is a very fast game.

Hopper gives you the problem of crossing a busy motorway, then over a river full of logs running along it. You must dodge through the traffic, avoid being knocked down, then use the logs to cross the river. Another fast game.

Rabbit's Space Storm is really intended for young children. You are in space and must destroy the incoming aliens. You are given a long range view to see what will be coming towards you and if you are hit, a damage report in percentage terms is shown at the bottom of the screen. As you destroy the aliens the speed rapidly increases and you are given three lives.

Romik Software supplied five programs all designed to be used with the unexpanded Vic. Shark Attack sets you the objective of trapping the sharks before they can cause any damage. You control the net and the entire screen can be filled with nets. Your primary task is to separate each shark into its own space. The simplest way is to produce a lattice framework over the screen. Quite different from any of

the other games, but quite simple.

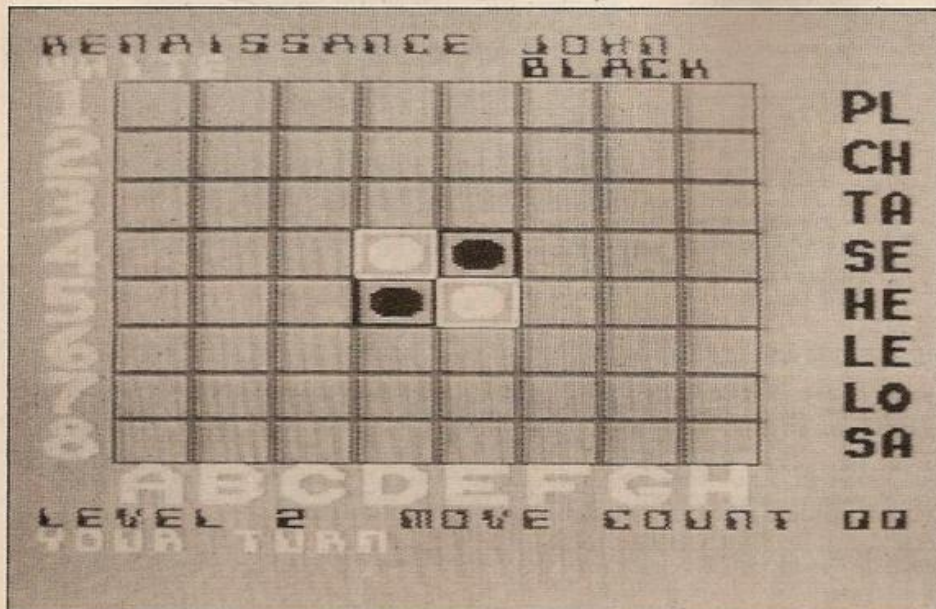
Sea Invasion from Romik frankly looked just like Space Invaders apart from the description on the cover of the cassette. A good example of this type of game, but nothing really different.

Martian Raiders would not load with the tape recorder and Vic I was using, so I gave it to someone else to use on their machine. Still no joy. The screen showed error 17184 plus run out of memory, but I could not see any indication of any extra memory being needed.

Mind Twisters shared the same problem as Martian Raiders. This one was also checked on another Vic, but still no luck.

Out of all the Romik tapes the best one of all must be the Music Synthesiser. Using the controls from Q to \* and A to = it is possible to make music very quickly. You will be surprised how fast you can produce music for yourself.

Both Shark Attack and Martian Raiders have "Be Champion of the World" written across the packaging, so you have free entry to an exciting competition. It is a pity two of the programs would not run; however when lots of tapes are being copied you can find the odd ones that just do not copy properly.



## CONCLUSIONS

- Owners of the Commodore Vic-20 have one of the most popular micros in this country. Out of literally hundreds of games available we have looked at a cross-section of 39 — these span the range from Space Invaders derivatives to the thinking man's Adventure games, not forgetting the educational packages.
- Cassettes have the edge in price over cartridges: discs are almost as cheap, but it may be wise to see if the prices of disc drives fall radically as the market alters.
- Price is no indication of quality: cassettes costing £5 stood up very well against far more expensive programs.
- Beware of super graphics on the packaging, it is rare for them to look the same on the screen of your Vic.



# ROMIK SOFTWARE

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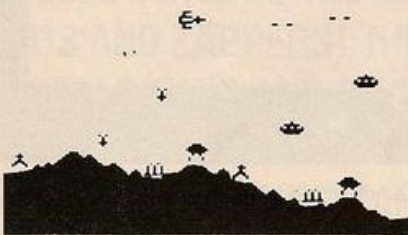
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## MARTIAN RAIDER

For unexpanded Vic20

Skim as close as you dare to the surface of the planet, devastating the Martian cities, destroying ammunition dumps (gaining more time), shooting down the ground-to-air missiles and UFOs, dodging or blasting the meteorites.



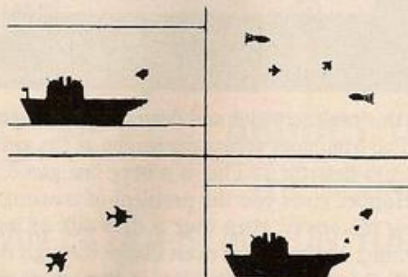
"A real action shot of the game"

## AIR-SEA ATTACK

For expanded Vic20

You can use 3K or 16K RAM

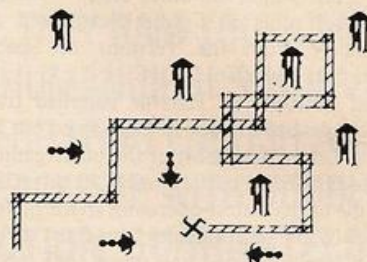
Can you plot a modern jet fighter? Take off from your aircraft carrier and engage enemy aircraft in battle. Shoot them down and then drop your bombs on the enemy aircraft carrier. Watch out — the enemy fighter is trying to do the same! If he gets past your air defence you are left to defend your own carrier with sea-air missiles. You each have three jets.



## SHARK ATTACK

For unexpanded Vic20

You are in shark-infested waters after being thrown overboard from a pirate ship. Your only protection being an atomic net which you trail behind you, trying to cover all the visible ocean and ensnare the sharks at the same time. Beware of stopping or covering your tracks for too long, if you do, then the sharks will escape and come after you. Watch out for the ever increasing deadly octopi (sometimes the sharks will eat part or all of one!)



"A real action shot of the game"

## MIND TWISTERS

For unexpanded Vic20

Four games to stretch your brain

Blackjack, Decipher, Four Thought and Teaser are our computerised versions of very popular home games and will test your mental agility and skill for many a long hour.

### BLACKJACK

You start with £1,000, the objective being to break the bank, to do this you have to win (including your starting money) £20,000.

**Instructions.** You have to score nearer (but not over) 21, than the computer does. The computer deals your first card, you then place your bet and hit the return key, the computer then deals your second card. If you want another card hit the "C" key, if not hit the "S" key.

**Points.** Ace 1 or 11, Jack, Queen, King 10.

Scoring 21 points with 2 cards — you automatically win.

Scoring 21 points or less with 5 cards — you automatically win.

Draw — the computer wins.

Your kitty is automatically adjusted win or lose. If you lose all your kitty — game over.

### DECIPHER

You have to guess what combination of colours the computer has selected — to enter a colour just hit the colour button on the computer, when you have entered your five choices of colour, the computer will display (a) Nothing at all — none right; (b) Black or white squares or both — for every black square you will have a correct colour in the correction position, for every white square you will have a correct colour in the wrong position. If you cannot find the complete combination, it will be displayed when you have had twelve attempts.

### FOUR THOUGHT

You have to make a line of four squares — horizontally, vertically or diagonally BEFORE the computer does, taking turns to take a square (squares can only be placed at the bottom of the grid or on top of another square). **Keys.** Hit the number key of the column you want your square dropped in, then hit the return key.

### TEASER

The aim of the game is to score "15" BEFORE the computer does, using any combination of three boxes. If you cannot score "15" then you must try and stop the computer from doing so and force a draw. **Keys.** Hit the number key of the box that you want (you can only select an empty box).

## MULTISOUND SYNTHESIZER

For the unexpanded Vic20

The Vic Multisound Synthesiser is very flexible and can be played in more ways than can ever be explained here, to create music and special effects. For example, create any tune, up to 255 notes (after following appropriate instructions), then press "F1" or "F3", then key "9" and enjoy the added effect. Now hit "+", listen to the difference. For a surprise — hit "=". Now add a melody over the top — hit key "8" then "7" — now play a melody, or experiment. *Have fun!*

NEW NEW NEW

### MOONS OF JUPITER

For expanded Vic20, 3K, 8K or 16K

## SEA INVASION

For the unexpanded Vic20

Fight off the attacking sea creatures for as long as you can. Shoot the whale for a surprise score, watch out for the crabs, starfish and octopi.

You are a commander of a fleet of destroyers. Looking on from the safety of Mother Ship, you send in one destroyer at a time to blast a passage through the

### MOONS OF JUPITER.

Your destroyers have to dodge and blast the UFOs... Watch out for the Gologs, they can smash your destroyers, but you cannot harm them.

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**SPACE ATTACK** is a game of skill. You as the pilot of an intergalactic battleship have to fight your way through wave after wave of various alien spaceships.

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For the unexpanded Vic20

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# SOFTTEK



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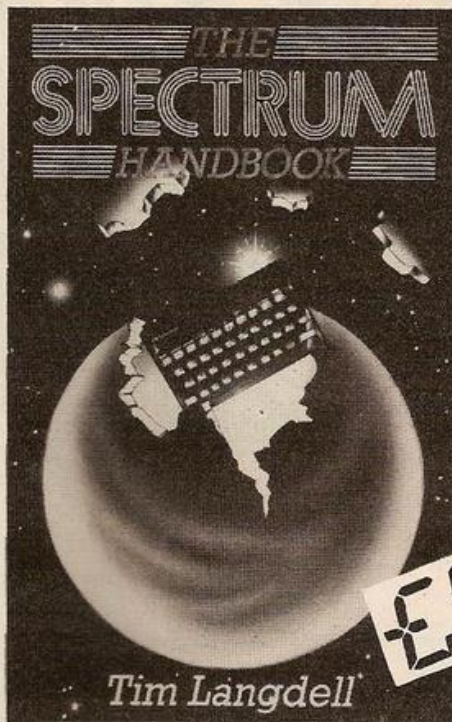
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Just out from CENTURY PERSONAL COMPUTER WORLD and written by Tim Langdell — writer for Your Computer, ZX Computing, Practical Computing and Popular Computing Weekly. Whether you're a beginner or experienced in computing, if you're a Spectrum owner then this is the book to buy. The Spectrum Handbook is the most complete guide to the machine on the market — taking you from first principles in programming through graphic art, education, business and games writing to an introduction to machine code and hardware modifications. Packed with over 80 exciting programs and routines — including 3D plotting, a filing system and a maze game and offering a host of hints and tips.



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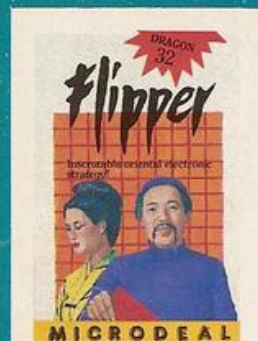
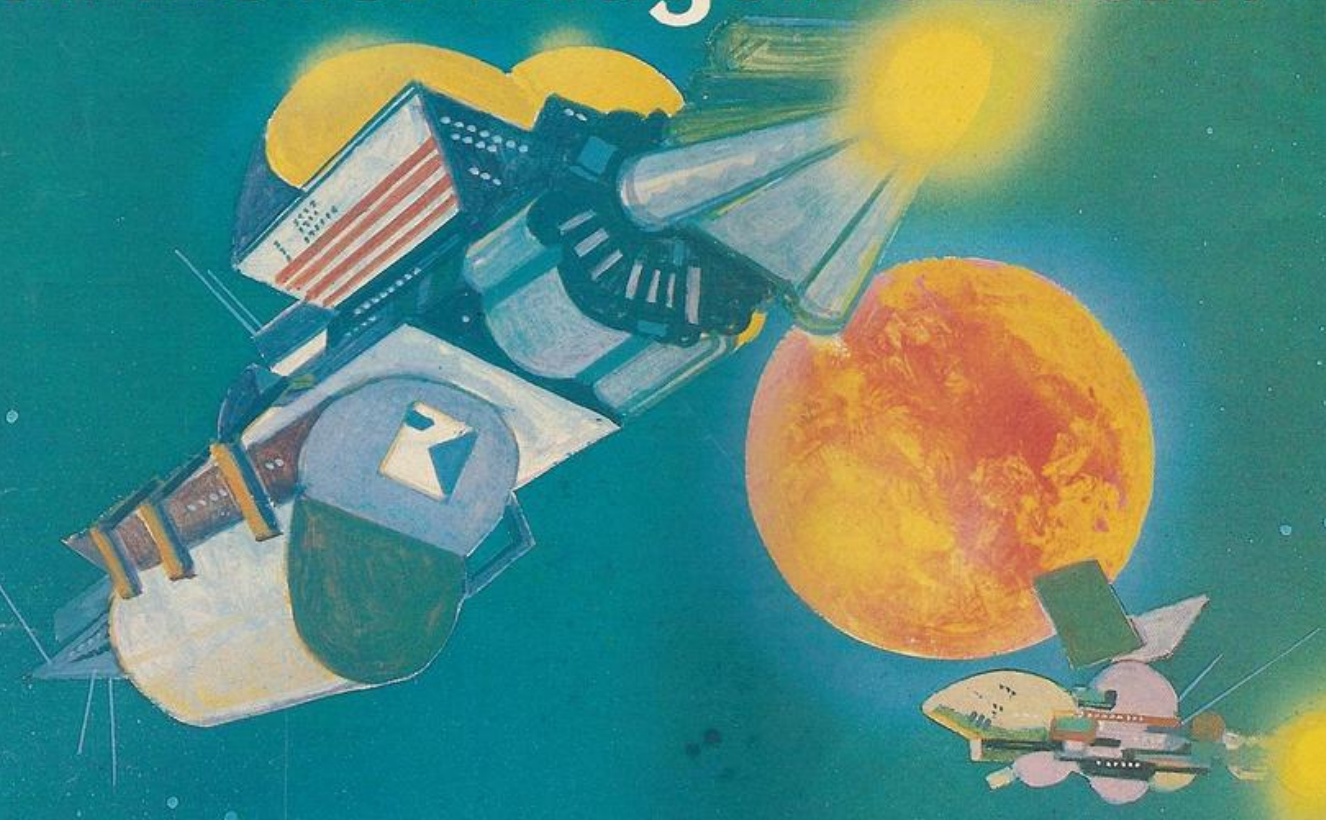
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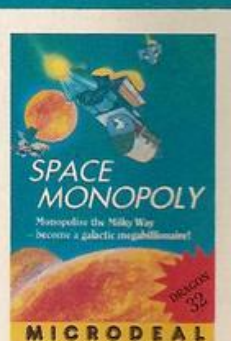
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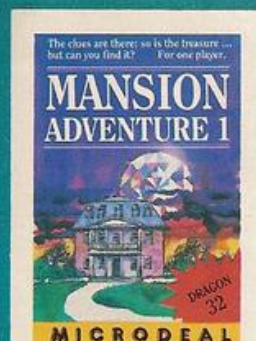
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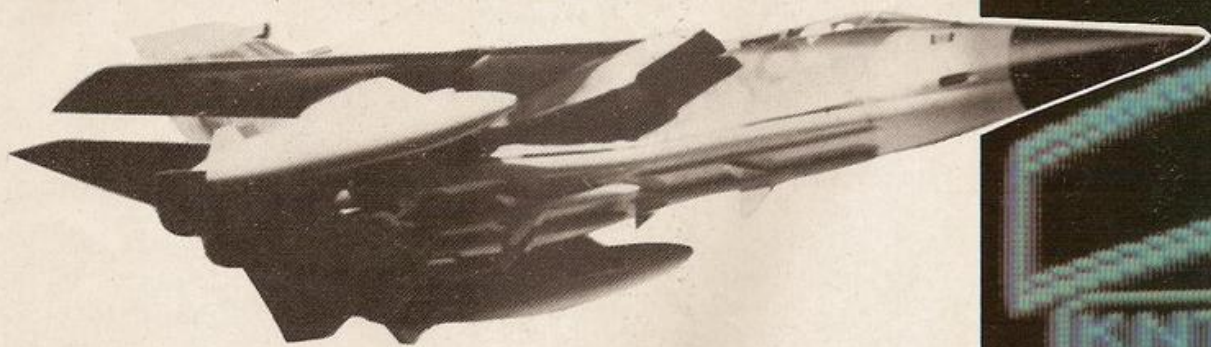
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# GAMES SPECIAL



Rod Hopkins applies his knowledge of multi-million pound pilot trainers to produce the most realistic simulator ever published for a home computer.

THIS FLIGHT simulator is a fairly elaborate program leaving little memory to spare in a 16K Spectrum. In consequence, a methodical approach to some resolute typing is demanded of the would-be pilot.

Firstly, type in the main program, listed in figure 1, Saving it in auto-run mode:

SAVE "BA 111" LINE 1

Having verified the recording, turn to the machine-code dump in figure 2. Enter this code by way of a short routine such as the following:

```
9990 FOR N=1 TO 236:PRINT 23295+n;:INPUT
"Enter byte";i:POKE 23295+n,i:
PRINT i:NEXT n
```

This procedure allows checking of each byte as entered. Once complete, the code should be saved immediately following the main program on tape:

SAVE " " CODE 23296,236

Again, verify the recording. Leave the tape set at the end of the code and type in the screen-plotting routine listed in figure 3.

Now type Run, switch the recorder to record, press Enter, and the display will be saved. In future, the screen will be loaded directly from tape by the main program; but to be on the safe side, save the plotting routine elsewhere.

Next, a little guidance on using the program. In the first place, do not expect flying an aircraft to be too easy. Figure 4 enumerates the controls used — familiarise yourself with them before running. Note that the method of keyboard decoding used means that a single, brief key-press will be read. Notice also that some controls operate as on/off switches.

Shortage of RAM precludes any attempt at making the program completely bombproof, though most of the silly possibilities which delight bug-hunters have been foreseen. For example, the undercarriage cannot be raised on the ground, and the brakes will not work in the air! Figure 5 gives a concise chart of the area around Edinburgh Airport, the arena of



# ZX SPECTRUM FL

Figure 6. Program breakdown.

From	To	Function
5	240	Main flying loop
2000	2070	Flap
2100	2108	Power
2110	2116	Roll
2120	2129	Attitude
2500	2515	Gear
2520	2546	Map
2580	2595	Update variables
8500	8810	Landing routine
9000	9020	Brakes
9500	9502	Head-up
9510	9511	Beacon
9520	9522	Out of control
9530	9545	Artificial horizon
9550	9560	Take-off set-up
9640	9644	Fuel
9650	9665	Initialising subroutine
9680	9682	Exit/messages
USR	23296	Clear monitor during landing
USR	23391	Update instruments
USR	23483	Print plane

the simulation, showing beacons and two runways. This chart is available on a CRT monitor in the cockpit during run time. Navigation is by means of the beacons, which provide two types of information. First, radial: this is your bearing from the beacon in use; and secondly, DME: distance from the beacon — Distance Measuring Equipment.

Beacons EDN and UWB must be used to approach the runways. Radial and DME are displayed on the central panel of the cockpit, to the right of which a head-up display indicates the direction of the beacon by a flashing cursor in relation to the plane's heading.

The CRT monitor mentioned serves three purposes: it defaults to an artificial horizon display, the plane being viewed from the rear over a horizon which swings in proportion to roll, attitude, lift. Secondly, map: this gives beacon positions, and that of the plane if within the boundaries of the display — a dot within a flashing square. The latter is not updated

Figure 4. Keyboard decoding.

Keypress	Function
B	Brakes on/off
C	Change beacon
D/U	Down/up
R/L	Right/left
J(-)/K(+)	Less/more flap
P	Power increase, stop decrease
O	Power decrease, stop increase
M	Map on/off
G	Gear up/down

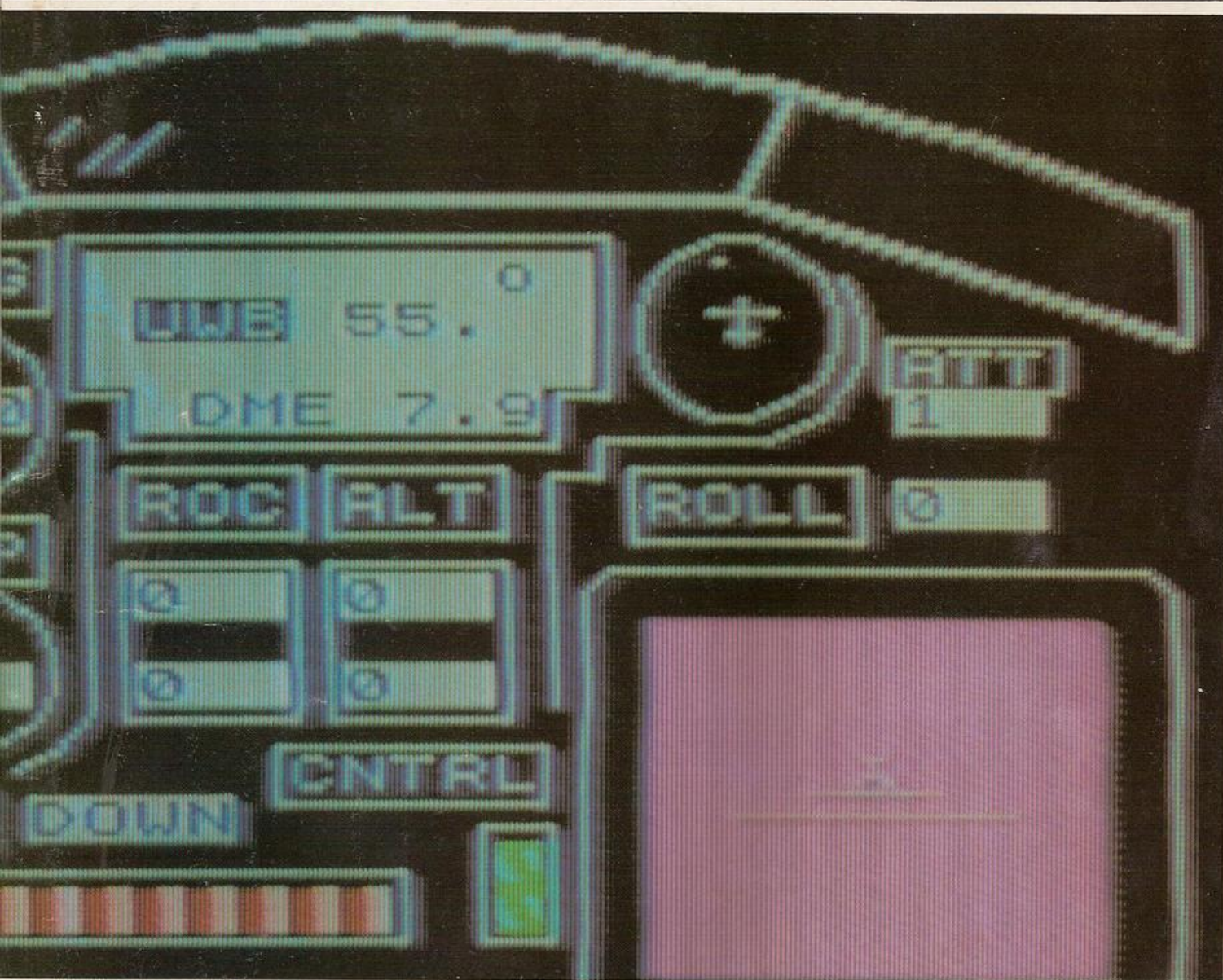
while the map is accessed. Third, a view of the runway while landing.

Some final points about the cockpit. Warning lights are provided for brakes on, gear up when landing, emergency fuel, plane descending — Rate of Climb becomes Rate of Descent — and plane approaching out-of-control condition.

In connection with the last mentioned, remember to increase power/speed/flap, to

(continued on page 41)





# FLIGHT SIMULATOR

Figure 3. Screen construction.

```

1 REM BA 111 SCREENS
5 BORDER 0: PAPER 0: INK 9: CLS
10 PLOT 0,120: DRAW 70,25: DRAW 114,0: DRAW 71,-25: DRAW 0,23: DRAW -
127,32,3: DRAW -128,-32,3: DRAW 0,-23: PLOT 2,125: DRAW 0,16: DRAW
56,19,-2: DRAW 8,-13: DRAW -66,-24
12 PLOT 70,145: DRAW -10,18: PLOT 184,145: DRAW 10,18: PLOT 80,150: D
RAW 6,6: PLOT 84,150: DRAW 5,5: PLOT 75,155: DRAW 3,3
14 FOR n=5 TO 7: PRINT AT n,10: INVERSE 1:
7 TAB 11: INVERSE 1:
16 CIRCLE 20,60,16: CIRCLE 18,102,16: CIRCLE 58,62,16: CIRCLE 58,107,
16: CIRCLE 182,122,16
17 DATA 14,1,9,1,8,6,14,6,12,11,14,11,10,26,8,26,12,15,14,15
20 RESTORE 17: FOR n=1 TO 10: READ a,b: PRINT AT a,b: INVERSE 1:
41 NEXT n
22 DATA "0",19,18,"0",19,18,"GAS",20,4,"",19,4,"BR",18,1,
"PHR",12,1,"KNT",7,1,"HBO",6,6,"FLP",12,6,"GEAR",17,4,"RDC",10,11,"R
OLL",10,21,"ATT",7,26,"BCN",6,11,"CNTRL",17,14,"ALT",10,15
24 FOR N=1 TO 14: READ A$,A$: PRINT AT A$,A$: LET X= LEN A$:B=4: P
LOT (8-1)*B+6,(22-A)*B+1: DRAW X,0: DRAW 0,-10: DRAW -X,0: DRAW 0,10
: NEXT N
26 PLOT 85,81: GO SUB 100: PLOT 116,81: GO SUB 100
28 PLOT 158,4: DRAW 4,-4: DRAW 84,0: DRAW 4,4: DRAW 0,72: DRAW -4,4:
DRAW -84,0: DRAW -4,-4: DRAW 0,-72: FOR N=13 TO 20: PRINT AT N,21:
PAPER 3:
41 NEXT N
30 PRINT INVERSE 1: AT 8,12:"DME": AT 5,18:"a": AT 17,9:""
32 PLOT 86,101: DRAW 87,0: DRAW 0,8: DRAW 9,0: DRAW 0,30: DRAW -84,0:
DRAW 0,-30: DRAW 8,0: DRAW 0,-8
36 DATA 1,1,255,1,1,1,7,1,0,0,254,0,0,0,192,0
38 RESTORE 36: FOR N=0 TO 7: READ A: POKE USR "K"+N,A: NEXT N: FOR N
=0 TO 7: READ A: POKE USR "L"+N,A: NEXT N: PRINT AT 6,22:"KL"
40 PLOT 78,103: DRAW 3,0: DRAW 0,-42: DRAW -14,-17,-1,2: PLOT 200,130
: DRAW -18,-29,-1,95: DRAW -24,0: DRAW 0,-8: DRAW -6,0: DRAW 0,-44
99 SAVE "BA111 SCREENS": STOP
100 DRAW 29,0: DRAW 0,-28: DRAW -29,0: DRAW 0,28: RETURN

```

Figure 2. Machine code dump.

23296	175	33	129	92	54	1	33	20	79	6
23306	7	197	229	6	8	14	11	36	229	119
23316	35	13	32	251	225	16	244	225	17	32
23326	0	25	193	16	252	33	129	92	190	200
23336	119	6	3	33	180	71	24	219	32	33
23346	34	193	72	32	10	207	64	18	18	33
23356	72	32	15	139	72	22	12	203	72	22
23366	10	6	72	27	16	90	72	7	14	198
23376	72	27	10	143	72	18	12	207	72	18
23386	10	16	72	17	16	62	12	50	145	92
23396	6	11	42	75	92	17	8	0	25	221
23406	33	51	91	197	229	33	131	92	6	2
23416	221	126	0	221	35	35	119	221	126	0
23426	221	35	35	119	35	35	16	238	225	6
23436	3	126	221	229	229	197	215	193	225	221
23446	225	35	16	243	193	16	212	175	50	145
23456	92	201	0	0	0	0	0	0	0	1
23466	255	16	124	16	16	124	198	69	255	0
23476	0	0	0	0	0	0	254	0	253	203
23486	2	134	33	163	90	34	54	92	33	24
23496	80	34	132	92	33	9	8	34	136	92
23506	1	3	0	17	48	91	205	60	32	33
23516	24	90	6	3	54	31	35	16	251	33
23526	0	60	34	54	92	201	0	0	0	0



# THE REAL INVESTMENT

**NEW:  
THE X-ROMCARD  
FOR YOUR ZX81**



**WHAT IS SO  
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THE  
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## WHAT IS SO SPECIAL ABOUT AUDIO'S 16K SPECIAL RAM PACK?

THE SPECIAL RAM PACK (16K) is the latest design of its kind, following at least a dozen similar products. It has many of the good points of its predecessors, including packs manufactured by Sinclair Research, Memotech, Bygbyte and Econotech to cite a few of the best known.

With the experience we have gained with memories both for the ZX 81 and a wide range of other Micros, we are also able to offer some **exclusive new features**:

**THE CASE:** The SPECIAL RAM PACK has been designed to overcome the infamous 'wobbling' problem associated with many other packs, and does not resort to temporary solutions such as Velcro, Blutak, adhesive strip or a huge, unsightly case. It clamps positively to the ZX 81 by means of a special built in ridge aided by a resilient spring effect in the connection socket (see figure 1).

**EXPANSIBILITY:** The SPECIAL RAM PACK is not only compatible with all software and hardware produced for the ZX 81, such as the ZX printer, but it also has the edge over other packs with its **expansibility**. You will find it interesting that the keyboard sounder option is already included in the SPECIAL RAM PACK. It also has **expansion pins**, ready to receive — in the same case — the most advanced add-on ever designed for the ZX 81 — the X ROM CARD (see figure 2).

## WHAT DOES THE X-ROM CARD OFFER?

1. The X-ROM CARD has a built in autostart ROM. Programs can be run automatically every time the ZX 81 is switched on. This will result in a huge increase factor for ROM based software, since all software houses are currently very aware of copyright piracy problems.

2. The X-ROM CARD has a built in printer interface, necessary if you wish to use a printer other than the ZX printer. This is invaluable for any serious applications, including word processing, where careful presentation is of the utmost importance.

3. The X-ROM CARD has a built in EPROM burner. This means that you can save Basic or Machine code programs onto silicon chips and play them back at any time.

4. You may of course buy the X-ROM CARD to use with other Ram Packs such as the Sinclair Ram Pack. However, when you purchase the X-ROM CARD with the SPECIAL RAM PACK, you will have the advantage of lower cost, greater reliability and neatness, since the whole system is nicely housed within a single case.

**IN CONCLUSION,** The SPECIAL RAM PACK, is the **best immediate investment** for your ZX 81. The availability of the X-ROM CARD opens the way to new software development such as **languages programming** and is the guarantee that your system will never be obsolete.

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fig. 1



fig. 2

## TECHNICAL SPECIFICATIONS:

- **SPECIAL RAMPACK:**
  - Memory capacity: 16K bytes.
  - Maximum speed: 200 ns access time.
  - Power requirement: Use exclusively Sinclair PSU.
- **X-ROMCARD:**
  - Autostart ROM: 4K byte, exchange for 8K bytes and software switch possible. Displays memory size, checks for byte "00" (identifies ZX basic) @ 2000H. Loads program if found, checks for byte "C3" and jumps (2000H) if found. Checks for presence of ROM in socket n.3 and ROM catalog, displays catalog if found. Contains also machine code monitor and printer utility.
  - Preprogrammed ROM: Catalog available on request. Use only 2732 or 2764 ROM/EPROM.
  - Blank EPROM: Use only 2764 — 8K bytes per device — in socket n.3. 3 x 9V, PP3 size batteries are needed to burn EPROM.
  - Printer connection: 16 pin DIL output, use standard IDC ribbon cable. Outputs include DO to D7, Strobe, Reset, Inputs include No-fault and Busy.
  - Documentation: Schematic diagram included, full listings of Autostart ROM extra (only for X-ROMCARD user, £1.50 + large SAE)

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SPECIAL RAMPACK 16K		£19.95	
X-ROMCARD		£14.95	
Preprogrammed ROM		free	
BLANK EPROM 2764		£ 9.95	
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increase lift. Both ROC and ALT meters show thousands of feet in the top window, feet in the lower.

Take-off will not be achieved at speeds less than 100 knots, or with an altitude less than 10. For Landing, bearings are given on the chart. Try to approach on a glide path — insurance against engine trouble — losing height at around 6-800 feet a minute. The CRT will not

indicate permission to land, that is when the runway is shown, unless your angular approach is viable  $\pm 10^\circ$  of ideal. Once committed to landing, the attempt must be seen through. To practise landing, define your location at the prompts with:

Beacon?= "EDN" ; Radial?= 70 ; Heading?= 250 ; DME?= 2. Increase flap angle to maintain lift as speed falls, and do not forget to brake fairly quickly after touchdown, when


the altimeter shows 10 feet, as the runway is not indefinitely long.

Figure 6 gives a breakdown of the components of the program.

For the interested who do not have the stamina or the time to type in the simulator themselves, a cassette of the complete program is available for £3 from the author, Rod Hopkins, at 116 Pilmuir Street, Dunfermline, Fife, Scotland.

Figure 1. The main program.

```

5  LOAD "X CODE" : BORDER 0: PAPER 0: INK 7: CLEAR : LOAD ** SCREENS :
DIR $S(11:39): GO SUB 9630
8  INPUT "TAKE-OFF? (Y/N) " : $X$: IF $X$="Y" THEN GO TO 9550
9  INPUT "OK...STARTING ALTIMETER? " : $AL$: LET AL=AL+P: INPUT "WIND DIR
ECTION? " : $WD$: LET HD=HD+RAD: INPUT "WINDSPEED? " : $WS$: LET WS=WS/253:
25 INPUT "HEADW? " : $X$: FOR $B$=7 TO 7: IF $X$=$B$ THEN GO TO 28
26 NEXT $B$ GO TO 25
28 LET $B$=7: LET $R$=47*(8-0): GO SUB 9510: INPUT "RADIAL? " : $RD$: LET
RD=RD+RAD
30 INPUT "HEADING? " : $HD$: LET HD=HD+RAD: INPUT "DME? " : $DM$: LET $S$=DM*
COS RD: LET $W$=DM*SIN RD
40 LET $S$=8+88: COS HD+WS: COS WD: LET $W$=W+SF* SIN HD+WS* SIN WD: LET
DM= $OR$ ($S$=HMM+KX: LET RD= ACS ($W$)/M: IF $W$=0 THEN LET RD=Y* PI -RD
50 LET HD=HD+RL/(SF+1.564): IF $W$=DEG/360 THEN LET HD=HD-Y* PI
55 IF HD<0 THEN LET HD=HD+Y* PI
60 IF C AND DM<6 THEN LET $B$=7: GO TO EX
65 LET $G$=-(PR+20)/PI: IF $G$=500 THEN GO SUB 9644-M1
70 LET $G$=4+10 TO $G$1/3
80 IF C THEN LET $AL$=0: LET $RC$=0: LET $E$=PR: LET $KN$=KN+E: GO TO 105
90 LET $I$=24/$XN$: IF $J$ < $I$ AND NOT M THEN GO SUB 9530: LET $J$=1
92 LET $RC$=AT/$XN$/GO-$T$20: LET $E$=PR-(FL*$KN$/4E3)-(GR*$KN$/400)-RC/PI: LET
$KN$=KN+2*$KN$*(KN/4E3 OR $GN$E-1): IF $KN$ (1.5E3/FL*$P$) THEN GO SUB
9520: GO TO 108
93 LET $T$=0: POKE 23054.7: GO TO 109
95 IF $T$=78 THEN LET $C$=0: GO TO 102
11 LET $F$=KN/2532: PRINT AT 19,D: PAPER Y:0$: LET $A$=0: LET $AL$=$RC
3*/Y: LET $P$=$KN/2E4$: GO SUB 2580
46 RANDOMIZE USR 23391: GO SUB 9500: IF TH THEN GO SUB 2085+TH*5
100 IF PEEK 23580/65 THEN GO TO 218
102 LET $I$= PEEK 23580-64: IF $I$=0 AND $I$<22 THEN GO SUB $S$($I$)
115 POKE 23580.0
116 IF C THEN GO TO 40
129 IF $AL$=3 THEN LET $W$=Y: GO TO EX
130 IF $B$=Y OR ABS $S$.4 OR ABS $W$.4 THEN GO TO 40
136 IF $B$=T AND ($H<4.19 OR HD<4.54) THEN GO TO 40
138 IF $B$=Y AND (HD<0.15 OR HD<1.4) THEN GO TO 40
140 GO TO 8500
900 IF FL<30 THEN LET FL=FL+5
905 GO TO 2015
910 IF FL<30 THEN LET FL=FL-5
915 LET $S$($B$)= $STR$ FL: RETURN
920 RETURN
921 IF TH=Y THEN LET TH=0: RETURN
922 IF PR<42 THEN LET PR=PR+D: LET TH=T: RETURN
925 IF TH=T THEN LET TH=0: RETURN
927 IF PR>20 THEN LET PR=PR-D: LET TH=Y: RETURN
930 RETURN
931 IF LA THEN LET $C$=C+Y: GO TO 2117
932 IF NOT C THEN LET $RL$=RL+$P$*(AL/$G$)
933 GO TO 2116
934 IF LA THEN LET $C$=C-Y: GO TO 2117
935 IF NOT C THEN LET $RL$=RL-$P$*(AL/$G$)
936 GO SUB 9530: RETURN
937 LET HD=HD+C/65
938 IF C=T OR A<-D THEN RETURN
942 LET $AT$=T: GO TO 2127
943 IF (KN<1E3 AND NOT LA) OR $AT$=0 THEN RETURN
946 LET $AT$=T
947 PRINT AT 8,26: INVERSE $T$: $AT$+T: " : IF M OR LA THEN RETURN
948 GO SUB 9530: RETURN
949 IF GR AND NOT C THEN PRINT AT 17,$T$: INVERSE $T$:UP " : LET GR=0
950 IF NOT GR AND NOT C THEN M+4001 THEN PRINT AT 17,9: INVERSE $T$:
DOWN": POKE 23076.7: LET GR=T: RETURN
951 RETURN
952 IF M THEN GO TO 2545
953 LET $M$=T: POKE 23560.0: RESTORE 9680: FOR $=0 TO 7: PRINT AT 13,$=,
21: PAPER 1: $=, NEXT $
954 PRINT "HEADER 1: AT 20,25: $M$": AT 18,22: "FKK": AT 18,21: "unb": AT
16,25: "eda": AT 18,27: "aa": AT 13,25: "eh": AT 15,23: "db"
955 LET $I$=198: LET $Z$=40
956 FOR $=0 TO 6: PLOT 0.1,0.2
957 IF $=0 THEN LET $I$=1: LET $Z$=2: LET $I$=1+$I$/1.2: LET $Z$=2+$Z$/
1.2: IF $I$<258 AND $Z$>78 AND $Z$>T AND $I$>160 THEN PLOT FLASH $I$:
958 READ $S$($G$+T),J,: LET $I$=0.1-1/1.2: LET $Z$=0.2-J/1.2: NEXT $=: RETURN
959
960 IF $P$=T THEN LET $P$=0: PLOT OVER T: FLASH 0.1,$P$
961 LET $M$=D: FOR $=0 TO 7: PRINT AT 13,$=,21: PAPER 3: FLASH 0: "
962 : NEXT $=: GO TO 9535
963 LET $AL$=RD: LET $AL$= INT (AL/IE3)+T: $GN$ $AL$-T): LET $S$($B$)= $STR$
ALL: LET $AL$= INT (AL-AL/IE3): LET $S$($P$)= $STR$ ALL+AL*P
964 LET $S$($3$)= $STR$ (KN/$P$)
965 LET $S$($Y$)= $STR$ (DEG+RD)
966 LET $S$($6$)= $STR$ (DEG+HD)
967 LET $S$($7$)= $STR$ RL
968 LET $S$($11$)= $STR$ DN
969 LET $S$($T$)= $STR$ (PR+110)
970 LET $S$($D$)= $STR$ ( INT (RC/100)+T: $GN$ RC-T): LET $S$($5$)= $STR$ (
INT ($RC-VAL $S$($D$+IE3))
972 IF $S$=RC-T THEN LET $S$($5$)= $S$($Y$ TO 3)+*0: PRINT FLASH $T$: AT
$P$,13:"D": FLASH 0: RETURN
974 PRINT AT $P$,13:"C"
975 RETURN
976 LET $G$=T: PRINT AT $P$,15:"HGT": LET $S$($D$)=* " : LET $S$($5$)=* " :
LET $LA$=T: LET $E$=E
978 LET $S$($Y$)=8E3: LET $S$($3$)=2070
979 LET $N$=$P$: LET $X$=N: LET $E$=2E23: LET $W$=1E3E: LET $=50: LET $AL$=$L$
-RND $=
979 LET $C$=HD+DEG-250+180*(8-35)/5
980 LET $Z$=0: LET $X$=204: LET $X$=3: LET $J$=D+$P$: LET $M$=$J*$P$: FOR $G$=0 TO 7:
PRINT AT 13,0,21: " : NEXT $: IF NOT OR THEN POKE 23076,$
94
980 LET $F$=KN/354: LET $E$=E-F: LET $W$=W-F: LET $S$=C/$P$: LET $N$=200: IF
$AL$>B THEN LET $AL$=$AL$+D*AT: GO TO 8645
983 LET $AL$=0: PRINT AT $P$,13:"C": LET $S$($D$)=* " : LET $S$($5$)=* "
984 IF $KN$<100 THEN LET $KN$=0
985 LET $M$=M+5: LET $AL$= $M$+5/$W$-C+: LET $U$=M/ND-6+C+: LET $I$=M/$S$-(C+C+)
986 : LET $U$=M*AL/$U$+YAT+C: LET $T$=$M$+AL/$U$+YAT+K
987 IF ABS (R-X)/J THEN LET $R$= $GN$ RL+X
988 IF ABS (U-X)/J THEN LET $U$= $GN$ U+$J$X
989 IF $L$<X/J THEN LET $L$=X-J
990 IF $L$>X/J THEN LET $L$=X+J
991 IF ABS (T-X)/J THEN LET $I$= $GN$ I+$J$X
992 IF ABS (T1-X)/J THEN LET $T1$= $GN$ T1+$J$X
993 IF ABS (U-X)/X THEN LET $U$= $GN$ U*$X+$
994 IF $U$ > 35 AND $KN$ THEN LET $U$=30: LET $T1$=35
995 RANDOMIZE USR 23286: PLOT 159,D: DRAW D,B:0: DRAW $B$,0: DRAW D,D
710 PLOT $R$,0: DRAW $L$,0: PLOT $L$,0: DRAW $I$,0: PLOT $T1$,0: DRAW $U$,0
711 : PLOT $T1$,0: DRAW $U$,0
712 IF $I$<2E3 THEN GO TO 8723
722 IF $C$>AL AND $C$Y THEN PRINT AT 16,21:  (nine character

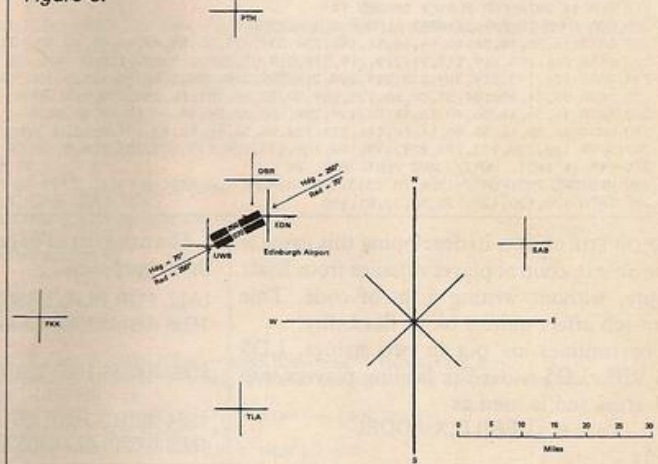
```

```

8724 IF NOT AL THEN LET RC=AL: GO TO 8730
8725 LET RC=Y+K*KN+120: LET E1=PR-FL*KN/4E3-GR*KN/500-RC/PI: LET KN=KN+
      1-2E3/KN
8730 IF AL#B THEN LET AL=E1*P: GO SUB 2590: LET AL=AL/P: GO TO 8734
8732 GO SUB 2292
8734 LET S*(Y)*= "": LET S*(11)*= "
8735 RANDOMIZE USR 23391
8736 IF G#T THEN GO SUB 9010
8737 IF H THEN GO SUB 2095+T#*5
8741 IF AL<20 THEN GO TO 8750
8742 IF KN<(1.2E3-FL*P) THEN GO SUB 9520: GO TO 8747
8745 POKE 23054,8: LET ST=0
8750 GO SUB 8750
8750 LET S1=PEEK 23560-64: IF S1=0 AND S1<22 THEN GO SUB S(S1)
8770 POKE 23560,0
8780 IF W#X THEN LET W=X: IF #<2E3 THEN GO TO 8830
8800 IF AL<20 AND NOT Z THEN GO TO 8570
8810 GO TO 8840
8830 IF AL#P OR KN THEN LET B=T: GO TO EX
8840 LET B=D: GO TO EX
9000 LET G=G: POKE 23105,7+177*(G#T)
9010 IF AL#P THEN RETURN
9018 IF KN>100 THEN LET KN=KN-100: RETURN
9020 LET KN=C: RETURN
9300 LET R#R# PI: LET A1#D#P: PLOT OVER T1:X,Y1: DRAW OVER T1:T,0
9502 LET X3=182-1# SIN A1: LET Y1=122-1# COS A1: PLOT X3,Y1: DRAW T1:0
      : RETURN
9510 LET S#S+A(8): LET W#W+B(8): LET B#B+T: IF B#B THEN LET B=T
9511 PRINT AT 5,11;#(8) : RETURN
9520 IF C#H OR AL<0 THEN RETURN
9521 LET ST=ST+T: POKE 23054,184: IF ST<20 THEN RETURN
9522 LET B#D+T: GO TO EX
9525 DATA "OUT OF RNNY...","NOSE DIVE...","NICE WORK CAP'NI","OUT OF C
CONTROL...IMPACT BEFORE RNNY","CRASH R OF RNNY","IMPACT L OF RNNY","
UNHAPPY...LANDING TOO STEEP","OUT OF FUEL..."
9530 IF M THEN RETURN

```

Figure 5.



```

9531 PLOT OVER 180,AM: DRAW OVER T:46,AY
9533 LET AY=28+1-AT-RL/2: LET AY=RL
9540 RANDOMIZE USP 23483
9542 IF AM<9 THEN LET AY=9
9545 PLOT:180,AM: DRAW 46,AY: RETURN
9550 GO SUB 9851: LET M=-.0: LET S=0: LET FL=P: LET C=T: LET KN=T/P: LE
T I=0: LET GT=T: LET AT=0: LET RL=AT
9551 PRINT AT 17,P-T: INVERSE T:"DOWN"
9552 LET PR=0: PRINT INVERSE T: AT 14,T:" "
9553 LET WS=0: LET WD=0: LET B=T: GO SUB 513)
9554 LET BD=X20=RAD: LET SF=1E-10
9560 GO TO DAF
9570 IF 95E3 THEN LET B=D+Y: GO TO EX
9575 IF C<20 THEN LET B=Y: GO TO EX
9580 IF N>180 THEN LET B=D+D: GO TO EX
9585 IF NOT GR THEN LET B=9: GO TO EX
9590 IF AT<-3 THEN LET B=P: GO TO EX
9625 LET Z=T: LET A=10: GO TO B640
9640 LET T=12490: LET M=Y: PRINT AT 21,D: FLASH T:P: RETURN
9644 LET B=P+T: GO TO EX
9650 LET P=10: DIM G(12): LET EX=B680: LET C=0: LET D=C: LET RT=C: LET
P3=C
9651 LET LA=0: LET FL=D: LET TH=0: LET M=0: LET ST=0: LET X3=0: LET Y1=
0: LET RC=0: LET PR=0: LET RL=C: LET AT=D: LET E=1: LET Y+E
+J:Y=J: LET J=0: LET M1=0: LET GR=0: LET DEG=180/P: L: LET RA
D1/DEG: LET G=12490: LET A=X*: POKE 23558,D: LET B=
INT ( RAND *E)+E
9652 LET T=0: LET SF=.05: LET M=X2500: LET S= RAND *P: LET W=- RAND *P: L
ET D=RD+AD: RAND *360)
9654 .RESTORE 9660: DIM A(7): DIM B(7): DIM M(7,3): FOR G=1 TO 7: READ
M(G),D1,D2,D3,D4,D5,D6,D7
9655 DIM S(12): FOR G=1 TO 21: LET S(G)=2070: NEXT G: LET S(3)=9510: LE
T S(6)=2120: LET S(7)=2500: LET S(P)=2010: LET S(P+1)=2E3: LET S(P+Y
)=2131: LET S(13)=2520: LET S(18)=2115: LET S(12)=2125
9656 LET S(18)=2100: LET S(18)=2115: LET S(12)=2125
9657 FOR G=0 TO D=D: PRINT AT 13,G,P+P:
D: DRAW D=D: DRAW BS=D: DRAW D=D: FOR G=0 TO D=D-T: PRINT AT 13,G
,P+P+T: PAPER Y+T:
NEXT G: PRINT AT 13,G,P+T,D
9660 DATA "EDN",4.8,-8.4,"UMH",-1.50,2,"SAB",27.8,44.38,"PLA",-83.1,-1.8
,"PTH",48.30,-6.8,"FKK",-22.4,-32.3,"DBR",5.1,-1.8
9661 GO SUB 9535: GO SUB 513) GO SUB 2500
9662 PRINT AT 8,2E1: INVERSE T:" " IF NOT AT THEN RETURN
9663 LET RT=0: GO TO D=Y
9660 .RESTORE 9525: FOR G=1 TO 8: READ X: NEXT G: PRINT AT P,15:"ALT":
AT 21,0: FLASH T:X: INPUT "ANOTHER G?" :X: IF X=X*Y THEN LET R=
T: LET C=G: PLOT T:G: DRAW T:X3,Y: DRAW OVER T,T,0: POKE 23105,D+D-T
: POKE 23054,Y: POKE 22076,Y
9661 IF X=X*Y THEN LET P=3: GO TO 9651
9662 PRINT AT 21,0: INVERSE T:" " ROGER AND OUT "": STOP

```



```

2 REM *****
4 REM ** CHICKEN **
6 REM ** S.O. 12-81 **
8 REM *****
10 OPEN #1,4,0,"K":DIM L$(20),S$(20),C$(20)
15 ? "INITIALIZING ..."
20 REM ** PAGE 6 ROUTINES AND DATA **
40 FOR I=1536 TO 1587:READ A:POKE I,A:NEXT I
41 REM ** VERTICAL BLANK ROUTINE **
42 DIM VB$(210):FOR I=1 TO 210:READ A:VB$(I)=CHR$(A):NEXT I
43 REM ** LOAD PLAYER ROUTINE **
44 DIM LD$(73):FOR I=1 TO 73:READ A:LD$(I)=CHR$(A):NEXT I
47 REM ** INSERT ADDRESS OF ROUT. IN PAGE 6 **
48 A=ADR(VB$):B=INT(A/256):POKE 1540,B:POKE 1538,A-256*B
50 DATA 104,160,52,162,6,169,7,76,92,228,104,160,98,162,228,169,7,76,92,228
52 DATA 120,120,120,120,30,57,81,105,15,15,15,0,0,0,0,52,53,54,55,2,2,3,4,12,15,15,15,11,1
1,11
54 REM ** LINE 56 - CHANGE 24 TO 56 TO SKIP ORTHO. **
55 REM ** LINE 56 - CHANGE 28 TO 34 FOR CONT. MOV. **
56 DATA 72,138,72,152,72,162,0,189,120,2,29,44,6,160,15,24,176,32,201,15,240,28,201,14,208,2,160
13,201,13
57 DATA 208,2,160,14,201,11,208,2,160,7,201,7,208,2,160,11,192,15,240,6,61,48,6,157,28,6,152,61,
44,6,157,44,6
58 DATA 232,224,4,144,195
60 DATA 162,0,189,32,6,133,203,189,36,6,133,204,189,40,6,133,209,198,209,16,7,232,224,4
65 DATA 144,232,176,91,189,28,6,133,207
70 DATA 70,207,176,28,188,24,6,192,1,240,19,208,1,200,177
75 DATA 203,240,6,136,145,203,200,208,245,136,145,203,222,24,6,70,207,176,29,188,24,6,200,192,25
4,176,21
80 DATA 177,203,208,247,136,177,203,240,6,200,145,203,136,208,245,200,145,203,254,24,6,70,207,17
6,3,222,20
85 DATA 6,70,207,176,3,254,20,6,189,20,6,157,0,208
90 DATA 24,144,154,162,4,189,11,208,240,5,169,0,157,39,6,202,208,243,104,168,104,170,104,76,98,2
28
100 DATA 234,234,234,104,104,104,170,189,32,6,133,186,189,36,6,133,187,104,133,213,104,133,212
110 DATA 189,24,6,133,195,169,0,168,192,255,176,35,196,195,240,5,145,186,200,208,243,162,0,161,2
12,240,11
120 DATA 145,186,230,212,200,192,255,176,11,208,241,169,0,145,186,200,192,255,144,249,96,234,234
150 REM ** CAR COLOR DATA **
160 FOR I=1 TO 20:READ A:C$(I)=CHR$(A):NEXT I
170 DATA 24,60,218,68,90,186,70,150,54,232,74,168,88,154,21,252,200,76,228,28
190 REM ** DEFINE PM AREA - SINGLE LINE RESOL. **
200 A=PEEK(106)-16:POKE 54279,A:PM=256*A
205 REM ** PLAYER MISSILE POINTERS **
210 FOR I=4 TO 7:POKE 1568+I,A:I=NEXT I
212 FOR I=1568 TO 1571:POKE I,0:NEXT I
218 REM ** DATA FOR PLAYER IMAGES **
220 FOR I=PM TO PM+121:READ A:POKE I,A:NEXT I
230 DATA 16,56,16,56,40,16,16,16,146,254,254,124,56,56,40,40,40,40,108,0
232 DATA 126,195,219,219,91,219,219,219,219,91,219,219,195,126,0
234 DATA 126,195,219,219,218,219,219,219,219,218,219,219,195,126,0
236 DATA 33,34,150,84,57,30,60,123,159,30,52,86,151,36,194,193,0
238 DATA 16,56,16,56,40,16,16,56,124,254,186,56,56,40,40,40,44,32,96,0
240 DATA 16,56,16,56,40,16,16,146,214,124,56,56,40,40,40,104,8,12,0
242 DATA 126,255,173,173,239,199,199,199,199,199,239,173,173,255,126,0
270 REM ** INIT. HORIZ. AND VERT. POS. **
280 RESTORE 282:FOR I=1556 TO 1563:READ A:POKE I,A:NEXT I
282 DATA 120,120,120,120,30,57,81,105

```

ONE OF THE objects in developing this game is to be able to control player missiles from Basic simply, without writing a lot of code. This approach offers quite a bit of flexibility.

The routines are put in two strings, LD\$ and VB\$. LD\$ is used in loading players into PM areas and is used as

A=USR(LD,X,ADDR)

where

LD=ADDR(LD\$)

X is the player number, 0-3, and ADDR is the address where player data is located. Data must end with a 0. VB\$ is a routine inserted in the vertical blank routine. It is quite complicated and uses a number of locations in page 6. I will try to describe the approach used.

Each joystick is associated with one player. If you do not want to use the joystick to move a certain player, that player can be masked out. Individual directions of movement can also be masked. For example, a player can be made to respond only horizontally or only vertically to a joystick. Orthogonal movement — only vertical or horizontal — is also an option.

The orthogonal movement can be such that a player moves only when the joystick is pushed or the joystick can be used only to change directions of moving objects. Beyond movement by joystick, a continuous movement in a certain direction can be forced with or without joystick control on top of this background movement. Finally, the speed of the object can be controlled by Poking a single byte.

Here is a list of page 6 reserved locations and their purpose:

(ALL FOR PLAYERS 0 TO 3 IN ORDER)	
1556 (0614)-1559 (0617)	HORIZONTAL POSITIONS
1560 (0618)-1563 (061B)	VERTICAL POSITIONS
1564 (061C)-1567 (061F)	DIRECTION BYTES
1568 (0620)-1571 (0623)	LOW-BYTE PLAYER AREA POINTER
1572 (0624)-1575 (0627)	HIGH-BYTE PLAYER AREA POINTER
1576 (0628)-1579 (062B)	REPETITIONS (SPEED)
1580 (062C)-1583 (062F)	MASKS FOR JOYSTICKS
1584 (0630)-1587 (0633)	FORCED DIRECTIONS

Direction bytes are like those produced by the joysticks. They could be Poked directly into locations 1564-1567. Values other than 15 give motion in the direction indicated. Position is updated every vertical blank period so at the slowest speed a player will cross the screen in about three seconds. To move faster Poke increasing numbers in the speed bytes. Motion can also be stopped by Poking zero in the speed byte.

Masks are Ored with bytes from the joysticks. Since a 1 bit represents a No for a particular direction, a 15 — hexadecimal 0F — will cut out all directions, that is, eliminate that joystick. Other useful masks are:

12 — ONLY VERTICAL MOTION  
3 — ONLY HORIZONTAL MOTION  
0 — NO RESTRICTIONS ON MOTION



Directions are also Anded with forced-direction bytes. Zeros represent Yes directions, so a 15 has no effect, and other directions are as those produced by the joystick.

Orthogonal movement cannot be handled by masks alone so a routine is included for this option. Line 54 tells the change necessary to skip this option. Also, when in the orthogonal mode, you can choose continuous motion with the joystick used only to change directions. Line 55 has the change required.

Working with interrupts is tricky. To ensure no conflicts, our VBI routine should be taken out before doing machine language routines other than single Pokes. A routine to do this is located in page 6

A=USR(1546)

A=USR(1536) inserts our VBI routine again. For sake of speed, the load player routine contains these other two routines at the beginning and end. This means loading the player routine automatically inserts our VBI routine.

I found out the hard way that a Load of players has to follow initialisation of PM graphics. In PM, graphics (line 370) has to follow any graphics mode change.

When getting out of the program to Basic, use the Reset key to take out the VBI routine. If you use the break key and do anything else before hitting Reset the system will crash.

Necessary page 6 data — masks, speeds, pointers, etc — could be read in as in lines 45-55 but some of this will depend on size of



# CHICKEN RUN

Why did the chicken cross the road? Play this game for the Atari written by Stan Ockers and you will find out. Be among the first to break into Atari Basic games-writing.



## SPECIAL

memory and should be initialised separately as in lines 210-212. The pertinent sections — roughly lines 10-290 and 370-390 — can be Listed to cassette and Entered when starting a new program. If no player is required, it is still a good idea to clear the player area with

```
A=USR(LD,X,ADDR)
```

where ADDR points to a zero data byte.

Collision routines are meant to be placed at the end of our VBI routine. As it stands only a very simple routine is provided. More complex routines are in the works. The routine provided simply stops both players that collide by setting their speed to zero. Detection of collision — line 510 — and resetting of the collision register and speed bytes is done in Basic.

Enough of this heavy stuff — what about the game?

Why does a chicken cross the road? To score points of course! Just move him with joystick 0, watching out for passing cars. The car speed goes roughly with difficulty — DIF — and DIF will increase each time you get across. DIF will decrease each time you are hit.

You start with 50 points and that score is increased by 10 times the DIF value each time you cross the road. Each time you are hit your score decreases by 20 points. You have about two minutes to start — each count is about four seconds — and 40 seconds will be added for each 300 points you score. Be the first in your clique of Atari gamers to reach 10,000 chicken points!

```
288 REM ** INIT COLORS **
290 DIF=3:BONUS=300:POKE 704,40:CP=0:FOR I=1 TO 3:POKE 704+I,ASC(C$(CP+1)):NEXT I:CP=3:BPOS=5
295 REM ** DRAW ROADS - SET PRIORITY **
300 GRAPHICS 17:FOR I=1 TO 20:L$(I)="" :NEXT I
305 FOR I=2 TO 20 STEP 2:S$(I)="" :S$(I-1)="" :NEXT I
310 POSITION 0,2: ? #6;L$:POSITION 0,11: ? #6;L$:POSITION 0,13: ? #6;L$:POSITION 0,22: ? #6;L$
312 POSITION 0,5: ? #6;S$:POSITION 0,8: ? #6;S$:POSITION 0,16: ? #6;S$:POSITION 0,19: ? #6;S$:POKE 7
10,90
340 REM ** INIT. AND PRINT INFO. - RESET TIMER **
350 SCORE=50:POSITION 3,1: ? #6;"score" time " :POSITION 3,23: ? #6;"dif" high " ;
360 POSITION 3,0: ? #6;SCORE:POSITION 15,22: ? #6;HIGH:POKE 77,0:POKE 19,0:POKE 20,0
365 REM ** INIT. PM GR. - FLAGS **
370 POKE 559,62:POKE 53277,3:11=68:12=88:FL=11
375 REM ** LOAD PLAYERS - SET COLORS - PLAYER SIZES **
380 LD=ADR(LD$):A=USR(LD,0,PM):A=USR(LD,1,PM+21):A=USR(LD,2,PM+21):A=USR(LD,3,PM+21)
385 A=USR(1536):REM ** INSERT VBI ROUTINE **
390 POKE 53257,1:POKE 53258,1:POKE 53259,1:POKE 623,1
395 REM ** INIT. SPEEDS **
395 POKE 1576,2:FOR I=1577 TO 1579:POKE I,RND(0)*DIF+1:NEXT I
398 POSITION 4,22: ? #6;DIF
400 REM ** IF CARS OFF SCREEN, CHANGE LANES **
410 IF PEEK(1557)<15 AND PEEK(1561)=57 THEN POKE 1561,193:A=USR(LD,1,PM+36):POKE 1585,7:GOSUB 10
00:POKE 705,C
420 IF PEEK(1557)>240 AND PEEK(1561)=193 THEN POKE 1561,57:A=USR(LD,1,PM+21):POKE 1585,11:GOSUB
1000:POKE 705,C
430 IF PEEK(1558)<15 AND PEEK(1562)=81 THEN POKE 1562,169:A=USR(LD,2,PM+36):POKE 1586,7:GOSUB 10
00:POKE 706,C
440 IF PEEK(1558)>240 AND PEEK(1562)=169 THEN POKE 1562,81:A=USR(LD,2,PM+21):POKE 1586,11:GOSUB
1000:POKE 706,C
450 IF PEEK(1559)<15 AND PEEK(1563)=105 THEN POKE 1563,145:A=USR(LD,3,PM+36):POKE 1587,7:GOSUB 1
000:POKE 707,C
460 IF PEEK(1559)>240 AND PEEK(1563)=145 THEN POKE 1563,105:A=USR(LD,3,PM+21):POKE 1587,11:GOSUB
1000:POKE 707,C
465 REM ** PRINT TIME - CK. FOR TIME UP **
470 TIME=30-PEEK(19):POSITION 15,0: ? #6;TIME; " :IF TIME<=0 THEN 910
472 REM ** RESET SOUND - HORN ROUTINE **
473 SOUND 0,0,0,0
475 IF RND(0)>0.5 THEN SOUND 1,0,0,0
480 IF RND(0)<0.05 THEN SOUND 1,7,12,10
482 REM ** CHICKEN STOMP **
485 P=PEEK(1564):IF P>15 OR P<13 THEN 500
490 IF P=15 THEN A=USR(LD,0,PM):GOTO 500
492 IF FL=11 THEN FL=12:SOUND 0,16,6,8:GOTO 496
494 IF FL=12 THEN FL=11:SOUND 0,22,6,8
495 REM ** CK. FOR REACHING BOTTOM **
496 A=USR(LD,0,PM+FL)
500 IF PEEK(1560)>230 THEN 810
505 REM ** CK. FOR COLLISION **
510 IF PEEK(53260)=0 THEN 410
515 REM ** SPLAT **
520 A=USR(LD,0,PM+51):FOR J=1 TO 3:SOUND 0,RND(0)*255,8,8:SOUND 1,RND(0)*255,8,8
525 POKE 704,PEEK(704)+8:FOR I=1 TO 30:NEXT I:NEXT J:SOUND 0,0,0,0:SOUND 1,0,0,0:POKE 704,40
527 REM ** DECREASE SCORE - CK FOR 0 **
530 SCORE=SCORE-20:POSITION 3,0: ? #6;SCORE; " :IF SCORE<=0 THEN 702
533 REM ** MOVE UP - RELOAD BIRD - RESET COLL. **
535 POKE 1560,PEEK(1560)-24:A=USR(LD,0,PM):IF DIF>1 THEN DIF=DIF-1
590 POKE 53278,0:GOTO 395
700 REM ** SCORE = ZERO **
701 REM TYPE IN INVERSE VIDEO
702 POSITION 3,2: ? #6;"CHICKEN'S DEAD"
704 REM ** AMBULANCE **
705 C=1
706 IF PEEK(1576+C)=0 THEN C=C+1:GOTO 706
707 IF C>3 THEN C=1
713 POKE 1576+C,1:POKE 1560+C,PEEK(1560):POKE 1556+C,220:A=USR(LD,C,PM+107)
715 FOR J=1 TO 6:FOR P=60 TO 40 STEP -2:SOUND 0,P,10,8:FOR I=1 TO 6:NEXT I
716 NEXT P:FOR P=40 TO 60 STEP 2:SOUND 0,P,10,8:FOR I=1 TO 6:NEXT I:NEXT J:SOUND 0,0,0,0
718 REM ** NEW HIGH SCORE? **
720 A=USR(1546):IF SCORE>HIGH THEN HIGH=SCORE:POSITION 15,22: ? #6;HIGH
730 POSITION 2,6: ? #6;"press FIRE button":POSITION 4,7: ? #6;"to play again"
732 FOR I=53248 TO 53251:POKE I,0:NEXT I:SOUND 0,0,0,0:SOUND 1,0,0,0
735 REM ** WAIT FOR BUTTON **
740 IF STRIG(0)=1 THEN 740
745 REM ** PM GRAPHICS OFF **
750 POKE 53278,0:POKE 53277,0:A=USR(1546):GOTO 280
800 REM ** BK TO TOP - STOP MOVEMENT OF BIRD **
810 POKE 1560,30:A=USR(LD,0,PM):POKE 1576,0
815 REM ** SIGNAL AND INCREMENT SCORE **
820 FOR I=1 TO 5:FOR J=10 TO 5 STEP -1:SOUND 0,J,14,8:SOUND 1,J,2,8:NEXT J:SOUND 0,0,0,0:SOUND 1
,0,0,0
825 A=USR(LD,0,PM+68):FOR J=1 TO RND(0)*30:NEXT J:A=USR(LD,0,PM+88)
830 SCORE=SCORE+DIF*2:POSITION 3,0: ? #6;SCORE; " :NEXT I
840 IF DIF<9 THEN DIF=DIF+1
841 REM ** CK FOR BONUS **
842 IF SCORE<BONUS THEN 850
844 SOUND 0,25,10,10:BONUS=BONUS+300:P=PEEK(19):IF P<11 THEN POKE 19,0:GOTO 848
846 POKE 19,P-10
848 POSITION BPOS,13: ? #6;" :BPOS=BPOS+1
850 GOTO 390
900 REM ** TIME'S UP ROUTINE **
910 POSITION 5,2: ? #6;"TIME'S UP"
920 GOTO 720
990 REM ** CHANGE CAR COLOR SUB. **
1000 CP=CP+1:IF CP=20 THEN CP=1
1010 C=ASC(C$(CP)):RETURN
```



With Keith Brain's Dragon disaster game you can blithely relish all the catastrophes that plague the holiday motorist without even setting foot on the ferry.

Your joystick allows you to steer to left and right, accelerate and brake, whilst the fire

Here are some notes to explain the program construction and these will allow you to modify the program to include your own particular holiday terrors. Care must be taken when printing due to the automatic screen scroll on the Dragon. Remember to put the Print position back to where you want to print a new road section and that Poking does not

Line 140 Pokes random colours in random positions on to the next road section. Line 150 Pokes the car on to the screen near the centre.



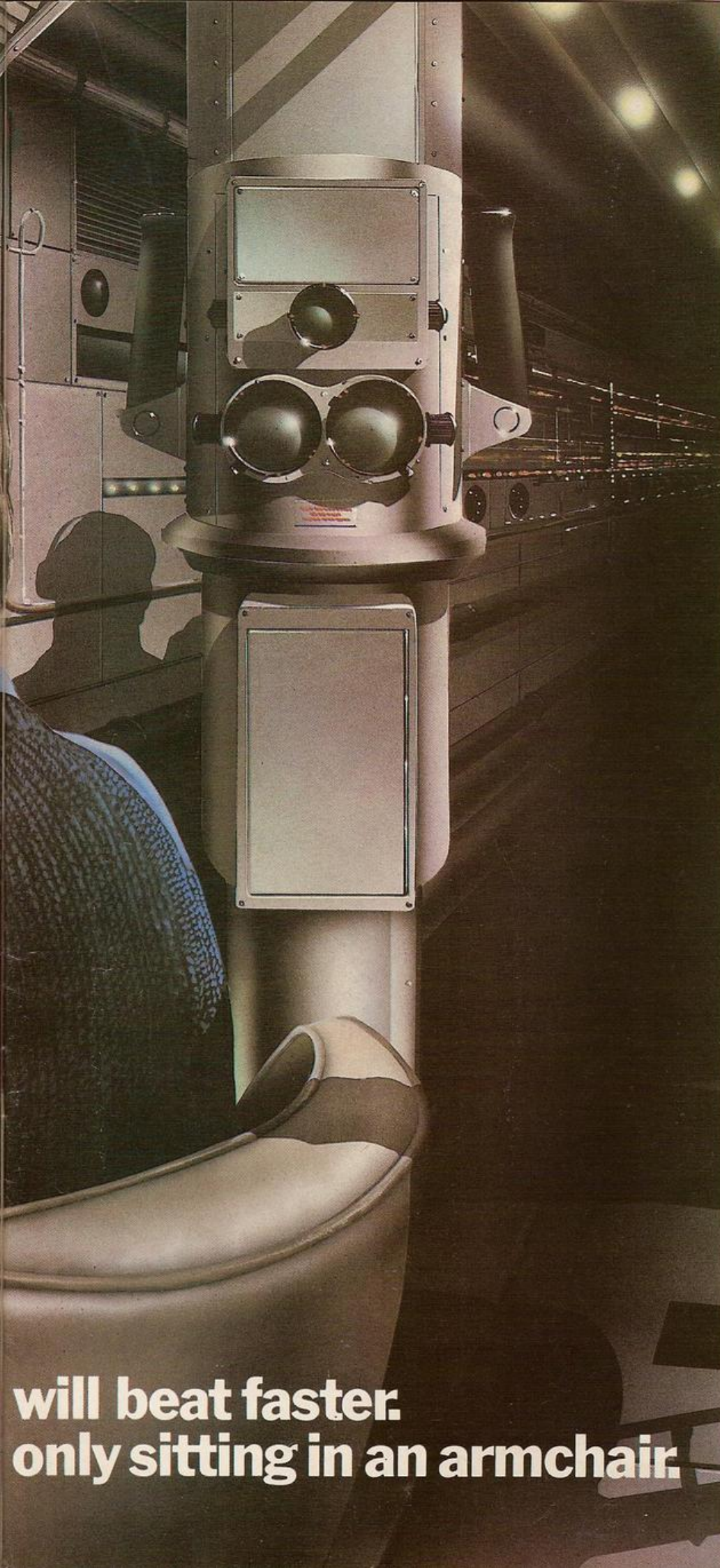






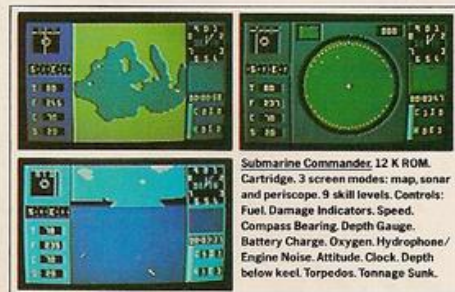
**Your hands will sweat. Your heart  
Your oxygen might run out. And you're still**





At seventy fathoms the only light comes from your Sonar, steadily tracking the advancing enemy fleet.

Suddenly they're above, dropping depth charges. You could dive. But how close is the sea bed? You could attack. But how many torpedos are left? And your oxygen. Isn't it dangerously low?



Submarine Commander. 12 K ROM. Cartridge. 3 screen modes: map, sonar and periscope. 9 skill levels. Controls: Fuel. Damage Indicators. Speed. Compass Bearing. Depth Gauge. Battery Charge. Oxygen. Hydrophone/Engine Noise. Attitude. Clock. Depth below keel. Torpedos. Tonnage Sunk.

'Submarine Commander' is one of 21 challenging new home computer games from THORN EMI, for use with Atari 400/800 or Commodore VIC 20. Like our 'Jumbo Jet Pilot' it's more a real-life simulator than a game.

But our programs aren't all work and no play. 'River Rescue', 'Kickback' and 'Soccer' are all-action games. 'Pool' and 'Darts' will suit armchair sportsmen.

And whilst budding Beethovens play the 'VIC Music Composer', would-be Chancellors can work on their budgets with 'Home Financial Management'. We also have educational puzzles for children that will puzzle adults at higher skill levels.

But there's one simple idea behind all our titles. They're designed for players who expect more of a challenge from a video game than creatures from outer-space can provide. Now, are you sitting comfortably?



**The world's greatest TV games.**



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Available from all branches of Laskys (Nationwide), Micro C at Currys, and all other leading Computer software outlets.

**will beat faster.  
only sitting in an armchair.**



## Seize power in your own banana republic with Boylen and Harvey's game of subversion for the Sharp.

EL SHAPIRO is an independent country situated somewhere in the Caribbean. The capital, Diaz, is the only city.

The country is run by an evil dictator, Dr Emmanuel Jesus Ratok who runs the country for his own benefit. Ratok grows richer and the country grows even poorer.

He rules with a fist of iron in a glove of steel; all opposition is crushed by his sadistic army and police.

As leader of the newly-formed El Shapiro Liberation Organisation — ELO — you have vowed to rid your homeland of this evil dictator and hold free elections for the first time ever.

As Dr Ratok has made himself president for life the only way to get rid of him is to stage a coup and depose him. To do this you must capture the army barracks and get a bazooka to knock out the only tank that guards his palace. To capture the barracks you must have automatic weapons and enough men to use them. The only place with the number of weapons you need is the police station. You must liberate the freedom fighters languishing in the state jail to get the number of men you need.

You can also capture the TV station and the bank. Until you capture the bank the president can use its funds to hire mercenaries. All these buildings are ringed by guard towers and it is very risky to attack the building without destroying its guard tower first.

To destroy the guard towers you need to buy some dynamite from your friendly, rich dealer in death and destruction, Adam Khagosschi.

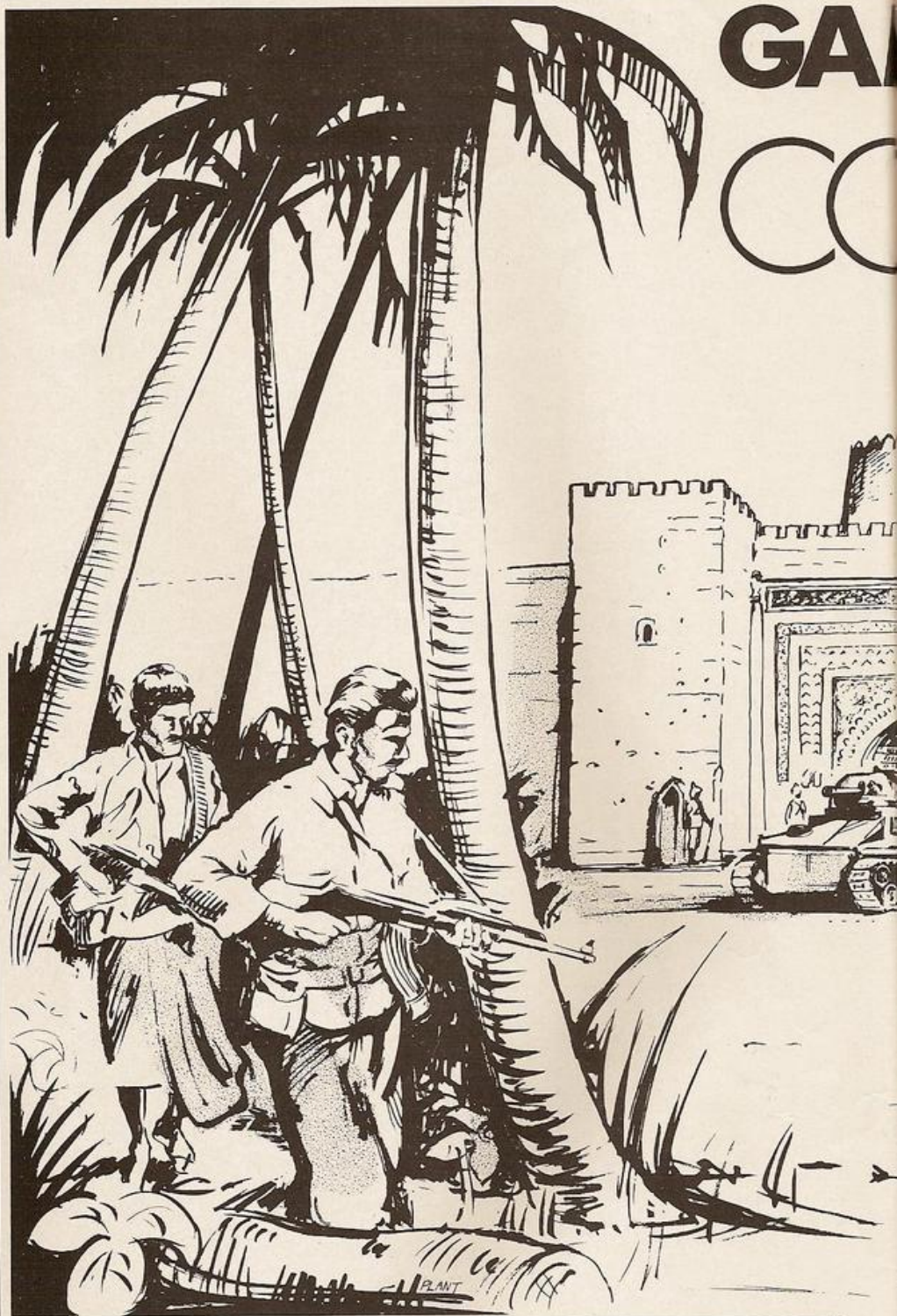
The towers are randomly numbered and, with luck, you may just get a quick look at a secret map with locations on it. It may help you get some of your men out of prison if you have a boat. You can also free some of your captured lieutenants who are held in the top-security wing by buying a helicopter if you can afford it. If you attempt an escape by sea a rope may come in handy.

Kidnapping is another way to free your friends and increases the fighting fund. If your popularity, U.S. backing, ELO membership or number of lieutenants fall below one your coup d'état has failed.

The opposition consists of: Dr Ratok — the president; General Jung — the chief of staff; Lt Lapidus — chief interrogator; and Sgt Sadoul — the executioner. There may be other characters that may become involved — they may help you or they may help the enemy.

ELO membership is restricted to a maximum of 300 until you liberate your men from prison. You may not have more than 20 lieutenants. The maximum number of safe houses is 30. You may purchase hand-guns and rifles, but the minimum order is 300 — in order to get your discount. These will increase your attacking power. You may not visit the same location twice in a row — bad for security.

You and your men face a powerful and ever-vigilant enemy, the fight will be long and hard with little chance of success. We, the people, wish you luck.

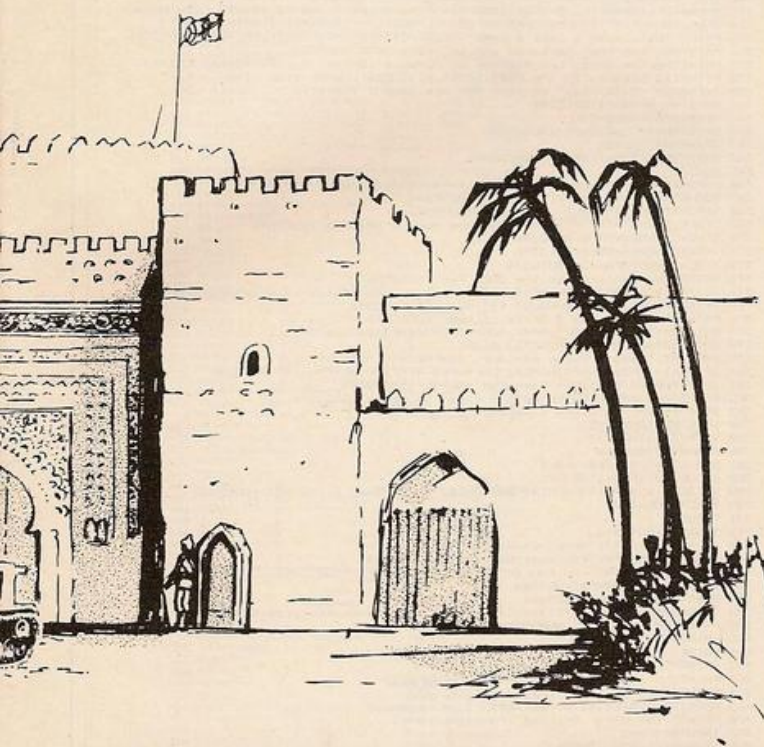


### The main variables.

BZ	Bazooka	PR	Prison
BA	Bank	PS	Popular support
BT	Boat	MP	Map
DT	Dynamite	MO	Input move
DY	RND. Price of dynamite	MY	ELO fighting fund
EL	ELO membership	MV	Number of moves taken
ES	Enemy strength	NL	Number of lieutenants
FA	Failure flag	NS	Number of safe houses
FO	Food	NX	Saves number of last move
GA	Prison guards	RI	RND. Price of rifles
GB	Gold bars	RD	Radio station
HA	RND. Price of hand-guns	RP	Number of ropes
HD	Helicopter damage	RS	Ransom
HE	Helicopter	TK	Tank
HS	Hostages	TV	TV station
JP	Jeep	UF	United States friendship
LO	Location	VR	Video recorders
PH	Police station	Y	Poke to screen
PL	Police numbers	Z	Tabset then variable used to Poke screen address — introduction



# MES SPECIAL COUP D'ÉTAT



```

61 PRINT:PRINT " No. of Lieutenants: ";NL
62 PRINT:PRINT " Fighting Funds: ";MY; " Dollars"
63 PRINT:PRINT " No. of Safe Houses: ";NS
64 PRINT:PRINT " Type of Weapons: ";TW (W)
65 FORA=0T07000: NEXT
66 IF (NL<1)+(EL<1)+(PS<1)+(UF<1) THEN 747
67 IF (BT=0) * (EL<300) THEN EL=300
68 IF ES<0 THEN ES=0
69 IF UF<100 THEN UF=100
70 IF FL<0 THEN FL=0
71 IF PS<100 THEN PS=100
72 IF NL<20 THEN NL=20
73 PRINT "#####"
74 PRINT "#####"
75 PRINT "#####"
76 PRINT "#####"
77 PRINT "#####"
78 PRINT "#####"
79 PRINT "#####"
80 PRINT "#####"
81 PRINT "#####"
82 PRINT "#####"
83 PRINT "#####"
84 INPUT M: IF (M=NX) * (M>1) THEN PRINT M: "has just been there": GOTO 84
85 IF M=0 THEN 87
86 IF M=1 THEN 81
87 NX=M: MY=MV+1: IF M=2 THEN 99
88 IF M=3 THEN 117
89 IF M=4 THEN 134
90 IF M=5 THEN 157
91 IF M=6 THEN 175
92 IF M=7 THEN 216
93 IF M=8 THEN 253
94 IF M=9 THEN 280
95 IF M=10 THEN 324
96 IF M=11 THEN 338
97 IF M=12 THEN 378
98 PRINT "Press the right Button EL DUMB!!": GOTO 84
99 GOSUB 63: A=FNA(6): DNAGOTO 102, 104, 107, 111, 112
100 IF TV=0 THEN GOSUB 424: PS=PS-FNA(8): 2: GOTO 396
101 GOTO 111
102 S=INT (FNA(3) * PS) / 10: PRINTS: "New Recruits ask to Join the E.L.D."
103 EL=EL-S: GOTO 396
104 S=FNA(40): GOSUB 800: PRINT M: "been Ambushed by the Army": EL=EL-S
105 GOTO 396
106 S=FNA(10)
107 IF D>0 THEN PRINT "Your People give Food to the Poor": PS=PS-S: GOTO 110
108 PRINT "The People are not too chuffed that You Haven't BROUGHT any FOOD"
109 PS=PS-S: GOTO 396
110 FD=FD-1: GOTO 396
111 S=FNA(14): PRINT "One of Your Men Robs A U.S. Reporter": UF=UF-S: GOTO 396
112 IF TR(13)=0 THEN 99
113 PRINT "Your Truck is Searched on the Bridge": Y=FNA(2)
114 IF Y=1 THEN PRINT "They Couldn't Find an ELEPHANT": GOTO 396
115 IF D>0 THEN PRINT "They Confiscate Your Food": FD=0: GOTO 396
116 PRINT "They Arrest the Drivers": EL=EL-S: GOTO 396
117 GOSUB 680: A=FNA(3): DNAGOTO 122, 123
118 K=FNA(7): IF (BA=0) * (K<3) * (ES<8) THEN PRINT "The Bank has Been RECAPTURED": K=9
119 IF K=9 THEN EL=EL-BA: BA=0: GOTO 396
120 IF K>5 THEN PRINT "You've Been Given Some Cash": MY=MY+FNA(4): PS: GOTO 396
121 PRINT M: "Still can't get a loan": GOTO 396
122 GOTO 797
123 S=INT (ES/6): EN="Soldiers": GOSUB 466
124 IF S="N" THEN 396
125 LD=BA: N=4: LT="Bank": RS=0: MS=FNA(1200): M=FNA(5): T=10
126 GOSUB 398: IF FA=1 THEN FA=0: GOTO 396
127 IF AC=2 THEN ES=ES-S: GOTO 396
128 IF AC=1 THEN BA=2: MY=MY+MS: GOTO 396
129 IF AC=3 THEN ES=ES-S: GOTO 396
130 IF AC=4 THEN 396
131 IF AC=5 THEN M=MS
132 PRINT "They Take": M: "Dollars, You Get": MS
133 MY=MY+MS-M: GOTO 396
134 GOSUB 556
135 A=FNA(6): DNAGOTO 151, 145, 143, 152, 154
136 K=FNA(7)
137 IF (K=4) * (ES>10) * ((TR(13)=1) + (TR(12)=1)) THEN 139
138 GOTO 140
139 GOSUB 800: PRINT M: "DIDN'T Get Past The Tower": NL=NL-1: GOTO 396
140 IF K>5 THEN PRINT "You've got A Contribution": MY=MY+FNA(4): PS: GOTO 396
141 IF (K=1) * (RD=0) THEN PRINT "Your Mans Found A Crate of Radics": RD=1: GOTO 396
142 PRINT "Water Looks Dirty": GOTO 396
143 IF TV=0 THEN GOSUB 424: GOTO 396
144 GOTO 135
145 IF B=1 THEN 135
146 PRINT M: "Sees A Motor Boat At The Quay"
147 PRINT "Would You like to BORROW it?": GOSUB 468
148 IF A="N" THEN 396
149 S=FNA(6): IF S=2 THEN PRINT "Nice Boat You've got there": RD=1: GOTO 396
150 PRINT "Unfortunately": M: "forgot he CAN'T TOW THE SWIM": NL=NL-1: GOTO 396
151 GOTO 434
152 IF TR(12)=1 THEN GOTO 797
153 PRINT "Not Much Doing": GOTO 396
154 PRINT M: "is Shot at": GOSUB 800: A=FNA(2)
155 IF A=1 THEN PRINT "THEY MISSED": GOTO 396
156 IF A=2 THEN PRINT "GOOD SHOT Unfortunately": NL=NL-1: GOTO 396
157 GOSUB 700
158 A=FNA(5): DNAGOTO 171, 159, 160, 168, 172
159 HD=FNA(PS/4): IF (SH(HD)=0) * (PS>55) THEN SH(HD)=1: GOTO 167
160 LD="The Square"
161 PRINT LD: "has Been SURROUNDED by Troops": GOSUB 801
162 PRINT M: "Must Go To A Safe House"
163 PRINT "Choose From 1-30": GOSUB 471: INPUT H
164 IF (HD<0) + (HD>30) THEN PRINT "I realise illiteracy is common here BUT": GOTO 163
165 IF SH(HD)=0 THEN PRINT "The House as Been BETRAYED": NL=NL-1: GOTO 396
166 PRINT "PHEW That was Close": GOTO 396
167 PRINT "You have GAINED A Safe House": NS=NS+1: GOTO 396
168 IF (HE=1) * (HD=1) THEN PRINT "A Box of Helicopter Spares have Fallen": GOTO 170
169 GOTO 158
170 PRINT "off the Back of A Lorry, NUDGE! NUDGE!": HD=0: GOTO 396
171 GOTO 434
172 PRINT M: "Meets A Shady Looking Trader"
173 IF (FD=0) + (RD=1) + (VR=1) + (GB=1) + (JP=1) THEN 455
174 PRINT "Who sells him some DIRTY Postcards": GOTO 396
175 GOSUB 19: A=FNA(5): DNAGOTO 182, 191, 194, 197
176 K=FNA(7)
177 IF (TV=0) * (K<3) * (PL=TV) THEN PRINT "The T.V. Station as Been RECAPTURED": K=9
178 IF K=9 THEN EL=EL-TV: TV=0: GOTO 396
179 IF K>5 THEN PRINT "You've Been given A Contribution": MY=MY+FNA(4): PS: GOTO 396
180 IF (K=1) * (VR=0) THEN PRINT M: "Finds Some VIDEO RECORDERS": VR=1: GOTO 396
181 PRINT M: "gets a part in STRATOK STREET": GOTO 396
182 S=INT (PL/4): EN="Police": GOSUB 466
183 IF A="N" THEN GOTO 396
184 LD=TV: N=4: LT="T.V. Station": RS=0: P=FNA(5): M=FNA(5): T=4
185 GOSUB 398: IF FA=1 THEN FA=0: GOTO 396
186 IF AC=2 THEN EL=EL-S: GOTO 396
187 IF AC=1 THEN Y=2: PS=100: GOTO 396
188 IF AC=3 THEN EL=EL-S: GOTO 396
189 IF AC=5 THEN PRINT "The Police Take": M: "Each and You Broadcast": PS=PS+P
190 MY=MY+MS: GOTO 396
191 Y=FNA(2): PRINT M: "has Been SHOT by Guards": GOSUB 800
192 IF (Y=1) * (TR(3)=1) + (TR(4)=1) THEN PRINT "Stone DEAD!": NL=NL-1: GOTO 396
193 PRINT "Only winged him": GOTO 396
194 S=FNA(2): PRINT M: "is Shot at by Soldiers": GOSUB 800
195 IF S=1 THEN PRINT "They Couldn't Hit A BUS": GOTO 396

```

(continued on next page)



# COUP D'ÉTAT

YOUR COMPUTER, DECEMBER 1982



YOUR COMPUTER, DECEMBER 1982 51



# GAMES SPECIAL

# FIND

The object of this game is to fit seven keys in seven locks in as few goes as possible. How good a cracksman are you?

shown in figure 2. However, if all the keys are to be fitted, the correct key must be found for each lock.

The object of the game, therefore, is to fit each key into its correct lock. The game is initially set up on the screen like this. First, the keys are set out in sequence along the bottom of the screen and each one is numbered from 1 to 7. Next, the locks are shuffled by the computer, layed out across the centre of the screen, and then covered by a grid or shield so that the player cannot see the sequence. The beginner's game leaves the shield off.

A prompt — K? — appears at the bottom left-hand corner of the screen, asking for the number of the key to be played.

This is followed by a prompt asking which

Figure 1. Top line shows two of the keys, bottom line shows two of the locks.

PROBE is a game program for the ZX-81 with 16K RAM that requires equal measures of luck and skill for it to be completed in the minimum number of moves. The essence of the game is to fit seven keys, which are all different, into the correct locks in the minimum number of moves.

The game is original, and was first developed as a board game to rival the popular game of Mastermind. In its original form the keys consisted of a combination of pins mounted on a shaft, which were tried at various positions on the board to penetrate the locks which consisted of plates with holes in designed to fit specific keys. Its advantage over Mastermind is its self-scoring ability, that is, a passive opponent is not required to report the success or failure of each move.

A second version of the board game was also devised so that a second player could actively participate. This version had locks on the opponent's side of the board that were the reciprocal of the player's own locks. Unfortunately the screen size on the ZX-81 is too small for this second version of the game.

The basis of ZX-81 Probe is that a key with up to three pins on it, can have a possible seven combinations.

If we have seven keys we only need seven locks to complete the elements of a board game.

If it is imagined that the keys are pins and that the locks are holes, it will be seen that most keys will fit into more than one lock, as

- C(H) A counter used to locate the printing of copies of the key above the lock when it has fitted.
- K(H) A counter used to locate the printing of copies of the key below the lock when it was tried and failed to fit.
- F(P) Flag to indicate whether a particular key P has been placed on the board.
- H(H) The number of the lock in position H.
- P(H) The number of the key in position H.
- L(P) The last location of key P.
- H The lock position.
- P The key position.

Variables used.

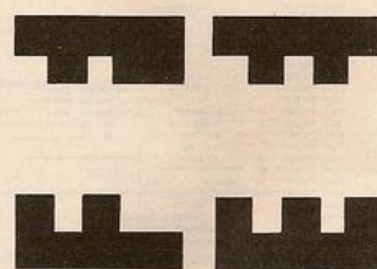


Figure 2. As you can see, some keys would fit more than one lock.

lock the key is to be tried in — L?. If the key fits — and remember it need not necessarily be the correct fit — the display will change as shown in figure 3.

If a key does not fit, the key stays put.

Several moves later you may conceivably get to the stage where, say, key 2 has been fitted into lock 1 and key 3 into lock 6. Key 4 has failed to fit in any of the remaining unoccupied locks.

To find a home for key 4 it is necessary to move one of the other keys which must be occupying key 4's proper lock. The best chance of fitting key 4 is to try locks 1 or 6. Let us therefore try it in lock 1. To do this we must first move key 2 somewhere else, say lock 7. Therefore input:

K? 2 L? 7

This fits and therefore leaves lock 1 free to try key 4 in it. Therefore input:

K? 4 L? 1

The game continues in this manner until all seven keys have been housed. When this point

```

0001 REM "PROBE"
0002 PRINT AT 10,10;"PROBE"
0003 PRINT AT 12,10;"BY B.R.LAW."
0004 PRINT AT 14,10;"22/1/82"
0005 PRINT AT 16,10;"DO YOU WANT"
0006 PRINT AT 18,10;"BEGINNERS GAME Y/N?"
0007 INPUT I$
0008 CLS
0009 FAST
0010 DIM H$(7,3)
0011 DIM F(7)
0012 DIM K(7)
0013 DIM C(7)
0014 DIM L(7)
0015 DIM H$(7)
0016 DIM P(7)
0017 DIM P$(7,3)
0018 DIM M$(7,4)
0019 LET P$="1"
0020 LET P$="2"
0021 LET P$="3"
0022 LET P$="4"
0023 LET P$="5"
0024 LET P$="6"
0025 LET P$="7"
0026 LET P$="8"
0027 LET P$="9"
0028 LET P$="0"
0029 LET P$="A"
0030 LET P$="B"
0031 LET P$="C"
0032 LET P$="D"
0033 LET P$="E"
0034 LET P$="F"
0035 LET P$="G"
0036 LET P$="H"
0037 LET P$="I"
0038 LET P$="J"
0039 LET P$="K"
0040 LET P$="L"
0041 LET P$="M"
0042 LET P$="N"
0043 LET P$="O"
0044 LET P$="P"
0045 LET P$="Q"
0046 LET P$="R"
0047 LET P$="S"
0048 LET P$="T"
0049 LET P$="U"
0050 LET P$="V"
0051 LET P$="W"
0052 LET P$="X"
0053 LET P$="Y"
0054 LET P$="Z"
0055 LET P$=" "
0056 LET P$="."
0057 LET P$=","
0058 LET P$=";"
0059 LET P$=":"
0060 LET P$="@"
0061 LET P$="#"
0062 LET P$="$"
0063 LET P$="%"
0064 LET P$="&"
0065 LET P$="'"
0066 LET P$="("
0067 LET P$=")"
0068 LET P$="{"
0069 LET P$="}"
0070 LET P$="["
0071 LET P$="]"
0072 LET P$="\"
0073 LET P$="|"
0074 LET P$="_"
0075 LET P$="="
0076 LET P$="+"
0077 LET P$="-"
0078 LET P$="*"
0079 LET P$="/"
0080 LET P$="^"
0081 LET P$="~"
0082 LET P$="!"
0083 LET P$="?"
0084 LET P$="&"
0085 LET P$="&"
0086 LET P$="&"
0087 LET P$="&"
0088 LET P$="&"
0089 LET P$="&"
0090 LET P$="&"
0091 LET P$="&"
0092 LET P$="&"
0093 LET P$="&"
0094 LET P$="&"
0095 LET P$="&"
0096 LET P$="&"
0097 LET P$="&"
0098 LET P$="&"
0099 LET P$="&"
0100 LET P$="&"

```



# THE KEY TO ZX PROBE

is reached your score is printed at the top of screen; the lower score the better.

You cannot place a key into a lock that is already occupied. Keys always retain the number they are given at the start of the game, they do not adopt the number of the lock they are fitted into.

A key must always have a home either at the bottom of the board or in the board, it cannot be pulled out of a lock and left out, it must find a new lock to fit into before vacating its current position.

As for the program itself, lines 20 to 160 put the key, mask and lock shapes into their respective strings. Lines 170 to 190 allocate a position to each of the locks before they are shuffled by lines 200 to 250 into a random sequence. After shuffling they are sent off for the printing of the board, and all the keys, locks and key numbers.

Line 253 jumps the printing of the screen over the locks if the beginner's game is being played. Lines 500 to 520 ask you to enter the number of the key to be moved and the number of the lock it is to be tried in. Line 525 stops you trying to fit a key into a lock that is already occupied.

Lines 530 to 590 are a logic gate and judge the compatibility of key and lock. If they are compatible then you jump to line 620. Lines 600 and 610 are used, if the key and lock are not compatible in which case a counter K(H) is incremented by two so that the not-fit marker is printed in the correct position.

Line 620 increments the fit marker for printing. Line 630 checks the flag F(P) to see if the key P has previously been fitted. If it has, a different print routine has to be used. Line

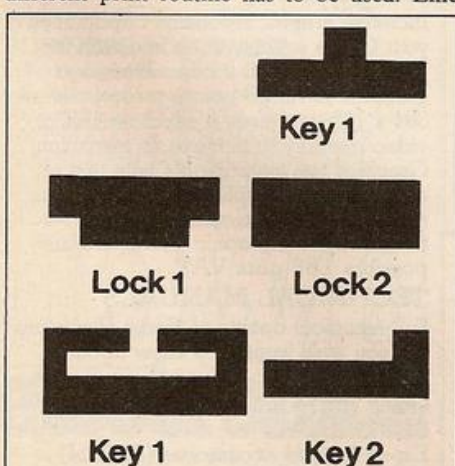
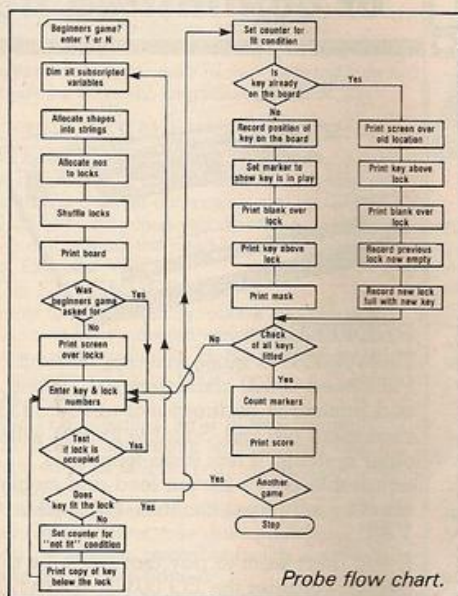


Figure 3. Key 1 is shown above lock 2 which is blanked off to show that a key has been fitted.



Probe flow chart.

640 sets the variable L(P) equal to the board position for key P.

Line 650 sets the flag F(P) equal to 1 for key P showing that from now on that key is in play. Lines 1010 to 1050 print the locks, keys and key numbers. Lines 1100 to 1125 are used when a key has been fitted. Line 1105 prints a solid blank over the lock to show that it is now occupied.

Line 1110 prints the key over the lock using counter C(H). Lines 1120 and 1125 print a mask in place of the key that was at the bottom of the board. Line 1130 sends off for checking to see if all the keys have been fitted.

Lines 1200 to 1220 are used when a key was tried and failed to fit, in this case line 1210 prints a copy of the key below the locks to show that it was tried and failed. Lines 1300 to 1337 are used when a key is moved and fits into another lock on the board. Line 1310 prints a screen over the vacated lock to show that it is now empty.

Line 1320 prints the key above the new lock. Line 1330 prints a solid blank over the new lock to show that it is occupied. Line 1335 sets the variable P(L(P)) to 0 indicating that no key is fitted in that location.

Line 1337 sets the variable L(P) to the value of key P. Line 1500 to 1515 tests to see if all the locks are occupied. Line 1502 is used to update P(H) with its new key. Lines 1505 to 1515 checks each lock in turn.

Lines 1517 onwards count the number of goes taken by adding up the counters C() and K() and dividing by two. Remember the counters are increased by two each time.

```

0
0550 IF K(H)=3 AND P=3 THEN GOTO 62
0
0560 IF K(H)=4 AND P=2 OR K(H)=4
AND P=3 OR K(H)=4 AND P=4 THEN
GOTO 620
0570 IF K(H)=5 AND P=1 OR K(H)=5
AND P=2 OR K(H)=5 AND P=5 THEN
GOTO 620
0580 IF K(H)=6 AND P=1 OR K(H)=6
AND P=3 OR K(H)=6 AND P=6 THEN
GOTO 620
0590 IF K(H)=7 THEN GOTO 620
0600 REM NO MORE KEYS
0610 LET K(H)=K(H)+2
0620 GOTO 1200
0630 REM NO MORE KEYS
0640 LET C(H)=C(H)+2
0650 IF F(P)=1 THEN GOTO 1300
0660 LET L(P)=H
0670 LET F(P)=1
0680 GOTO 1100
1000 REM INITIAL BOARD DISPLAY
1010 FOR X=1 TO 7
1020 PRINT AT 9,(X*4)-2;H$(H(X))
1030 PRINT AT 19,(X*4)-2;P$(X)
1040 PRINT AT 21,(X*4)-1;X
1050 NEXT X
1100 RETURN
1110 REM NEW-MOVED SUCCESS
1115 PRINT AT 9,(H*4)-2;" "
1120 PRINT AT 9-C(H),(H*4)-2;P$(P)
1125 PRINT AT 19,-2+(P*4);N$(P)
1130 PRINT AT 20,-2+(P*4);" "
1135 GOTO 1500
1200 REM NEW-FAILED UNOCCUPIED
1210 PRINT AT 9+K(H),(H*4)-2;P$(P)
1220 GOTO 500
1300 PRINT AT 9,(L(P)*4)-2;" "
1310 PRINT AT 9-C(H),(H*4)-2;P$(P)
1320 PRINT AT 9,(H*4)-2;" "
1335 LET P(L(P))=0
1337 LET L(P)=H
1340 GOTO 1500
1500 REM YES-TO SEE IF ALL
LOCATIONS ARE FILLED
1502 LET P(H)=P
1505 FOR H=1 TO 7
1510 IF P(H)<>H(K) THEN GOTO 500
1515 NEXT H
1517 REM ADD UP THE NUMBER OF GOES
TAKEN
1520 LET S=0
1530 FOR X=1 TO 7
1540 LET S=S+C(X)/2+K(X)/2
1550 NEXT X
1560 PRINT AT 0,0;"SCORE ";S;" ANOTH
ER GO Y/N?"
1570 INPUT G$
1575 LET I$="N"
1580 IF G$="Y" THEN GOTO 2
1590 STOP
2000 SAVE "PROBE"
2001 GOTO 1

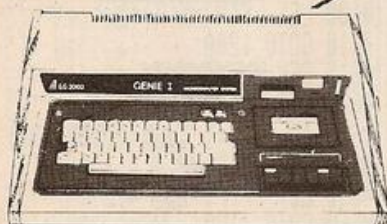
```



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Tried and trusted! - The Genie I is still one of Britain's best-selling small computers, with over 14,000 sold, and it's easy to see why! Software compatibility with Level 2 BASIC means there are literally 1000's of programs on the market ready to run on the Genie, including educational, leisure and small business applications. It's easy to expand, with a vast range of accessories to perform many functions - you only have to read this ad! Genie I is the ideal computer for the first time buyer, to use at home, at school or at work. The simple BASIC language enables you to write your own programs with ease, and the Microsoft Extended BASIC offers many powerful extra features. So, if you are not lucky enough to own a Genie I, or if you have a less powerful small computer and want to upgrade, go along to your local Genie dealer, or phone us for advice. It could be your first step into the enthralling world of microcomputers.

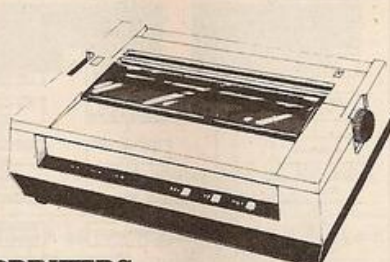


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Equally popular and totally reliable! - The Genie II is a breakthrough for small business computers. Harnessing all the advantages of the Genie I, including its low price, Genie II adapts perfectly to commercial functions with the addition of the following features:

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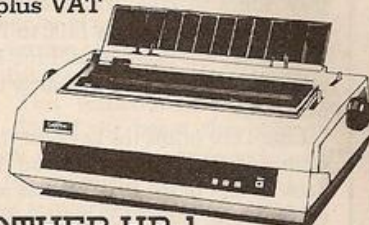
Genie II is an ideal, first-entry, computer for the small business. Corner shops, professional practices and small manufacturers can all benefit from a Genie II business system. For further advice, see your local dealer, or contact us direct!



## PRINTERS

The EG 3085 is quiet, fast and efficient. Printspeed is 100 characters per second and printing is bi-directional at 80 or 136 characters per line. Suitable for use with other systems, it has three typestyles, adjustable pin or friction feed and single sheet or roll paper facilities. £425 plus VAT.

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## BROTHER HR-1 Daisywheel Printer

You can now buy a superior daisywheel printer for a price only previously associated with dot matrix models.

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**£650 - VAT**

## EQUIPMENT COVERS

Beat the dirt, coffee spills and sticky fingers when your computer and monitor are not in use with these top quality black leather covers.

Genie CV1 £5 plus VAT.

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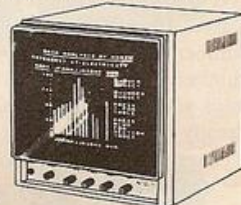


## GENIE MONITORS

Two good performance, low priced 12" monitors, either to match your Genie or compatible with a wide range of other systems. Good resolution and band width and, of course, they free your television set for the other type of programmes you like to watch!

The EG 100 12" in black & white costs £69 plus VAT.

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Available in 9" and 12" sizes, with white, green or amber display, Lowe A.V.T. monitors are sturdy, attractive, easy to operate and feature an easy view screen with smoked anti-glare display filter. Compatible with most popular micros on the market. From £75 plus VAT.

## HIGH RESOLUTION GRAPHICS

Increase graphic resolution capabilities on your Genie seventy-three fold with the LE18 HI-RES unit. It offers bit image graphics of 73,728 points, a resolution of 384 x 192, and uses a separate 16K of video memory to achieve its resolution. Graphics are intermixable with text or existing pixel graphics, and animation, reverse video displays and use of programmable graphic characters are possible. £86 plus VAT.

## TECHNICAL MANUALS

Full technical details of Genie Hardware (all you ever wanted to know about Genie).

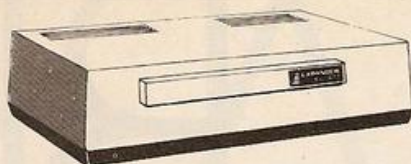
Genie I/II Technical Manual

£10 - No VAT.

Expander and accessories (EG3014)

£10 - No VAT.

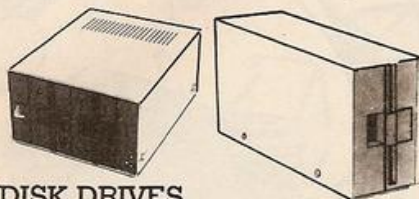




### EXPANDER BOX

The updated EG 3014 expander box allows for up to four disk drives with optional double density. It connects to a printer, or RS 232 interface, or S100 cards. Not bad value at **£190 plus VAT** (16K version) or **£200 plus VAT** (32K version)

\*The EG 3014 will work with TRS 80 by using the EG 3023 Tandy Adaptor.



### DISK DRIVES

If you want fast, reliable program storage, true random access file handling and access to many computer languages, we can meet your needs. The EG 400T provides storage of up to 184320 bytes per floppy disk and comes complete and tested, in a stylish colour matched cabinet. **£220 plus VAT.**

The EG 401 AT offers dual disk drive with 368640 bytes of useable storage and comes complete with a power supply ready to connect to an expander box. **£365 plus VAT.**

### DOUBLE DENSITY ADAPTOR

Allows the use of standard minidisk drives in double density, with virtually double the storage capacity. The EG 3021 is equally at home in the Genie or TRS-80 expander boxes.

A double density disk operating system will be needed, such as smallDOS provides. **£72 plus VAT.**

### smallDOS

Powerful, yet reasonably priced, the Genie smallDOS contains 21 library commands, 7 utilities, LBASIC, disk basic and bags of information, including a reference manual and 40 page beginners guide to disk usage. **£35 plus VAT.**

### BUSINESS SOFTWARE

Specifically written for the Genie II computer, with disks and a suite of packages from the renowned house TRIDATA. The suite includes SALES LEDGER, PURCHASE LEDGER, PAYROLL and STOCK CONTROL. Each package is a very reasonable **£175 plus VAT.** Full details on request.

### EG 3203 TANDY-BASHER

If you are a TANDY user, read on! The EG 3203 is bus converted to allow Genie peripherals to be used with Tandy Model I computers. **£18.40 plus VAT.** (Just in case there might be a few strange souls who want to convert in the opposite direction, there is the 50/40 converter which generates a Tandy compatible 40 way bus from a Genie.) **£34 plus VAT.**

### FRED MUSIC SYNTHESISER

Beethoven might well roll over at this stereo music synthesiser, it can produce six simultaneous notes over the whole audio range and provide sound effects. FRED comes complete with a software compiler, full instructions and a demo tune. It is simply plugged onto the Genie 50 way bus and has two outputs for an audio amplifier. **£51 plus VAT.**

### EG 3016 PARALLEL PRINTER INTERFACE

The EG 3016 is a simpler interface allowing a Centronics parallel compatible printer (EG 603, EG 3085) to be connected directly to the Genie keyboard without the need for an expander box. **£38 plus VAT.**

### BUS EXTENDER

A most useful accessory, allows two bus using devices to be connected simultaneously to the Genie - when using the Hi Res and expander for instance. **£21 plus VAT.**

### EP1, EP3

Genie I and Genie II have ROMs offering 13.5K BASIC are custom written extensions contained in EPROMs. You can change these as follows:

**EP1** Adds all Genie I software facilities to other Genies, lower case driver, machine language monitor, renumber facility, keyboard repeat and screen print.

**EP3** Has HI-RES driver software with 10 extra HI-RES commands which prevent need to load HI-RES software from tape. All at **£12 plus VAT.**

For Video Genie Systems, the LE-19 connects direct to the Genie bus and allows one of these EPROMs to be fitted externally. **£26.50 plus VAT.**

### SYSTEMS DESK

Even a compact modular computer system like the Genie benefits from being used on a custom designed system desk. The SD1 system desk is designed to accommodate a complete Genie System and has a special upper shelf to support the display monitor at the best level. The desk is flat packed for easy delivery and finished in attractive teak and charcoal colours. **£81.40 plus VAT.**



### SPECIAL TECHNICAL GENIE

**HOT - LINE ON 0629 4995**

for all your technical advice and service back-up on any aspect of the Genie system direct from the experts!



Colour Genie is the latest piece of personal computer magic from Lowe Electronics. Remarkably compact in design, Colour Genie is a powerful piece of new technology which combines all the best features of the popular Genie I; 16K RAM, 16K BASIC ROM, and full size typewriter keyboard, with the addition of vivid colour, high resolution graphics, 3 channel sound and 40 x 24 screen format - a new dimension in home computing!

Put one in your living room, connect it to a standard colour T.V., and you will be amazed at the worlds that open up for you and your family!

For children and adults, Colour Genie provides an ideal introduction to computer programming. If you fancy a spot of intergalactic travel, or a battle for the planets, Genie will lay on the transport. When you get tired of the kids beating you at Space Invaders, you can always turn their attention to schoolwork. Genie makes that fun too! You can learn typing, a foreign language, or simply keep your household accounts in order.

Of course, Colour Genie is only one of a number of home computers you could consider buying; however, the £199 price tag gets rid of some of the opposition, as do the 64 present and 128 programmable graphic characters! 8 exciting colours leave a few more standing, and four function keys with a built in power supply put Colour Genie way out in front!

### ACCESSORIES

Colour Genie can be supplemented by a large range of optional extras. There is an attractive matching cassette recorder on which to store your own programs, or play pre-recorded software. Joysticks are available for popular video games, and a position-detecting light pen to heighten your colour-graphic creations. If you want to put your machine to work in your business, it can be expanded by a 16K RAM card, and connected to a quality matrix printer via the printer interface and cable.

### SOFTWARE

Colour Genie uses a Z80 central processing unit, and is fully programmable in Microsoft colour BASIC, the most popular home computer language in the Western World!

### MUSIC

Colour Genie contains a FULL MUSIC SYNTHESISER, which will generate a remarkable range of musical sounds through your T.V. speaker, in a variety of pre-settable tempos.

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YC.12.82



IN THIS VERSION of Breakout, a machine-code subroutine has been used to move the bat. The mnemonics for the machine code are included so that if anybody wants to convert the game, they should be able to. Peeks and Pokes are all explained in this program.

The screen starts at location 7680 and finishes at 8185. The top right corner is 7701, and the bottom left corner is 8164. The colour memory map starts at 38400 and goes on to 38906. The top right location is 38421 and the bottom left location is 38884.

If any other Vic owners have memory expansion above the 3K RAM from Commodore, then they will know that the screen relocates to 4096. This means that using the character generator is not possible. To overcome this you must type the following:

```
POKE 648,30:POKE 642,32:POKE 36869,240:
POKE 36866,150:POKE 0,108:POKE 1,0:
POKE 2,192:SYS(0)
```

This relocates the screen to 7680, and Basic starts above it. This leaves the space from 4096 to 7679 free for the character generator. SYS58276 resets all variables including the memory pointers without altering the program.

In line 1, Gosub 4200 initialises the machine code: 0 and 1, the free locations in the zero page, contain the value of the key pressed. Location 673 contains a routine which checks for all the bricks gone. At 674 is the last position of the bat. The 675, 676 Pokes indicate the key pressed — 675 for Z key, 676 for C key. Peek (197) returns value of key pressed.

In line 2, R1 to R4 are screen control registers. The S3 designates voice number 3, V is for volume. In line 5, V + 1 sets screen and border colour to orange and red. The sixth line's T(I) colours the layers of bricks: it can be altered for random colours. Goto 2000: this is the start of instructions.

In line 10, Y gives the vertical position of the ball; DY gives direction, that is, -1 is up, 1 is down, SC is score and HI is high score. In line 11, SC is reset. The level prompt indicates the number of bats; level 1 is one bat and level 4 is four bats. A null input sets the level to 4. At line 12, C is the counter for the number of bats used. The top left-hand corner of the screen is 7680. Character 224 is a reversed space, that is 96 + 128. The border around the screen is dealt with in 13. A reverse graphic is indicated by 208. A% is used for random colour. Location 38400 is the first colour location on the screen. Graphic 207 is a reverse space.

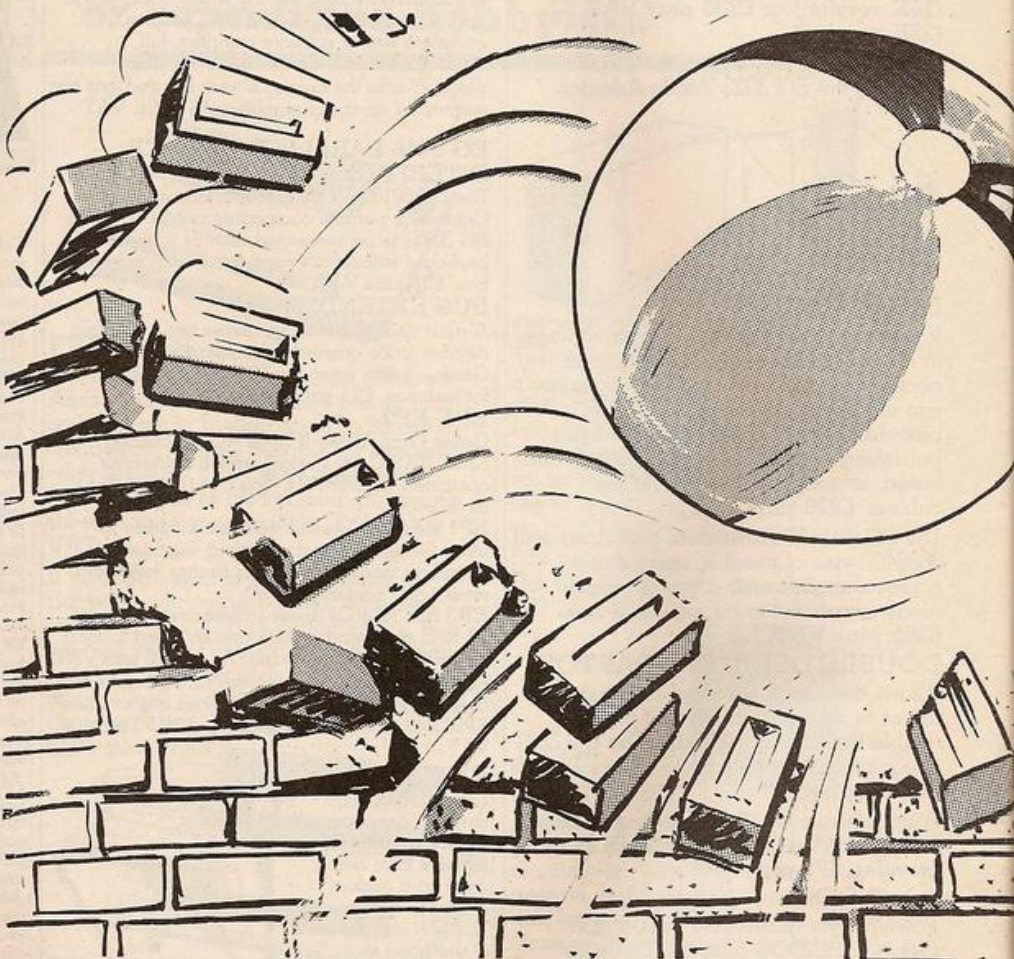
In line 15, 8164 is the bottom left-hand location of the screen. The corresponding colour memory map is given by 38884. In line 19, the loop I determines how many layers of bricks and their position; in this case five layers starting four lines down from the top of the screen. The loop J determines how many bricks in each line, in this case 20. At line 30, the graphic character 204 is a reversed space. In line 75, X is the horizontal position of the ball — graphic 81 — and Y is the vertical position. The Y value is multiplied by 22, because the screen is 22 characters wide.

In line 110, SYS 680 calls the machine-code subroutine to check which key, if any, has been pressed, and if so, move the bat. Line 180 rubs out the ball. The lines from 190 to 220

# GAMES SPECIAL

You have to stay on the ball if you want to break through to higher scores in John Cullen's Vic-20 version of the famous arcade game.

# BR



work out the new position of the ball; line 200 checks if the ball is at either side of the screen, and if so, reverses direction. Line 220 checks whether or not you have missed the ball. Line 230 checks new position to see if it is occupied by a brick. Line 240 checks if the ball has hit the bat or got to the top of the screen. Line 250 turns off the sound. Line 255 checks to see if

all the bricks have gone with SYS 736, the second machine-code routine. If all the bricks have gone, then location 673 will contain 1, otherwise a 0. Line 260 calls machine code to move the bat. The speed of the bat is controlled by the number of SYS 680 commands between lines 75 and 260. Line 300 controls sound effects if the ball is missed.

```
LDY# $02A2
LDA# 32
STA($1FCD),Y
STA($1FCE),Y
STA($1FCF),Y
LDX# 00
LDA(I),X
CMP$0A3
BNE A
CPY# 02
BEQ A
```

```
DEY
LDA(I),X
CMP$02A4
BNE B
CPY# 19
BEQ B
INY
LDA# 224
STA($1FCD),Y
STA($1FCE),Y
STA($1FCF),Y
```

```
STY$02A2
RTS
```

```
LDX# 00
LDA($1E00),X
CMP# 204
BEQ A
INX
CPX# 255
BNE B
LDA# 01
STA$02A1
RTS
```

NB: Numbers after the hash are decimal  
Mnemonics for the machine code.



# BREAKOUT



Line 310 takes one off the counter and if you still have a bat, Resets direction counters Y and DY, X and DX. Line 320 gives control to line 465, when all the bats are gone. Lines 400 to 418 control the display if you get all the bricks. The registers R1 to R4 are used here, to give a display. P% is the extra bonus you get, depending on level and final score. Line 470 clears the input buffer — 198 — and lines 471 and 472 check your answer to the prompt.

Line 1000 generates random X and DX values. If DX equals -1, ball goes left, if DX equals 1, the ball goes right. The instructions are at lines 2000 to 2085. Line 3000 calculates the score per brick and can be altered to give different values as wanted. Data containing machine-code routines in hexadecimal are contained in lines 4000 to 4015. Lines 4200 to 4265 are the Basic loader for machine code. Machine code is stored in free memory locations from 680 to 755. Locations 673 to 767 can be used to hold short machine-code routines.

```

1 GOSUB4200:POKE0,197:POKE1,0:POKE673,0:POKE674,10:POKE675,33:POKE676,34
2 XX$="0000000000000000":R1=36864:R2=R1+1:R3=R2+1:R4=R3+1:S3=36876:V=S3+2:S2=S3-1
5 PRINT"J":POKEV+1,138
6 FORI=3T07:T(I)=I:NEXT:GOTO2000
10 POKEV+1,138:POKEV,15:V=20:DV=-1:GOSUB1000:PRINT"J":IFSC>HITHEHNI=SC
11 SC=0:INPUT"LEVEL":L:IFL<1ORL>4THENL=4
12 C=L:PRINT"J":FORI=7680+22*2T07680+22*2+21:POKEI,224:NEXT
13 FORI=3T022:POKE7680+22*I,208:R2=RND(1)*7+1:POKE38400+22*I,R2:POKE7701+22*I,2
07
14 POKE38421+I*22,R2:NEXT
15 FORI=0T021:POKE8164+I,207:R2=RND(1)*7+1:POKE38884+I,R2:NEXT
19 FORI=3T07:FORJ=1T020
30 POKE7680+22*I+J,204:POKE38400+22*I+J,T(I):NEXTJ,I
75 POKE7680+X+22*Y,81
80 PRINT"J":SCORE:"SC:PRINT"J":HI:"J":CHANCES"C
110 SYS680
180 POKE7680+X+22*Y,32
190 X=X+DX
200 IFX<20R>19THENDX=-DX:POKE3,220
210 Y=Y+DY
220 IFY=22THEN300
230 IFPEEK(7658+X+22*Y)=204THENDY=1:POKE3,230:POKE7658+X+22*Y,32:GOSUB3000
240 IFPEEK(7702+X+22*Y)=224ORPEEK(7658+X+22*Y)=224THENDY=-DY:POKE3,240
250 POKE3,0
255 IFSC>190THENSYS736:IFPEEK(673)=1THEN400
260 SYS680:GOTO75
300 POKEV,15:FORI=230T0160STEP-.15:POKE2-1,I:NEXT:POKE2-1,0
310 C=C-1:IFC>0THENV=20:DV=-1:GOSUB1000:GOTO75
320 GOTO465
400 PRINT"J":POKEV+1,27:FORI=160T0240STEP.5:POKE3,I:R2=RND(1)*505+1
405 POKE7680+R2,160:POKE38400+R2,INT(RND(1)*7)+1
410 NEXT:POKE3,0:P%=(SC/L*3)+.5:I=0:J=0
412 J=J+1:FORI=0T022:POKE1,12+I:POKE2,38+I:POKE3,150-I:POKE4,174-I*2:POKE3
,220+I
413 NEXT
414 FORI=22T00STEP-1:POKE1,12+I:POKE2,38+I:POKE3,150-I:POKE4,174-I*2:POKE3
,220+I
415 NEXT:IFJ<5THEN412
417 POKE3,0:PRINT"J":YOU GET A BONUS OF"P%":SO YOUR SCORE IS"SC+P%:SC=SC+P%
418 FORI=0T0400:NEXT
450 PRINT"J":CONGRATULATIONS YOU'VE MADE IT.YOUR SCORE WAS"SC".
452 IFSC>HITHEHNI:YOUR SCORE IS THE BEST SO FAR.WELL DONE!!"
455 GOTO470
465 PRINT"J":CHANCES"C:POKE3,0:POKE2,0
470 POKE198,0:PRINTXX$:" ANOTHER GO(Y,N)":
471 INPUTA$:IFLEFT$(A$,1)<>"Y"ANDLEFT$(A$,1)<>"N"THEN500
472 IFLEFT$(A$,1)="Y"THEN10
474 PRINT"J":BYE FOR NOW THEN!!!!!!":END
500 PRINT" J SAID Y OR N..... OR ARE YOU BLIND?!!?"
505 FORTT=1T0400:NEXT
507 GOTO471
1000 X=INT(RND(1)*20)+1:IFX<20R>19THEN1000
1010 DX=INT(RND(1)*3)-1:IFDX=0THEN1010
1030 RETURN
2000 PRINT" THIS IS BREAKOUT BY JOHN CULLEN.TO PLAY YOU MUST ";
2010 PRINT"KNOW ALL THE BRICKS FROM THE WALL.EACH LAYER OF BRICKS "
2020 PRINT"SCORES MORE POINTS THAN THE LAST."
2030 PRINT" HIT ANY KEY"
2031 GETA$:IFA$="":THEN2031
2032 PRINT" THE SCORING SYSTEM IS AS FOLLOWS: "
2035 PRINT" EACH LAYER OF BRICKS SCORES POINTS "
2036 PRINT" LAYER 1:- 2 POINTS - LAYER 3:- 4 POINTS LAYER 5:- 6 POINTS"
2038 PRINT" LAYER 1:- 2 POINTS - LAYER 3:- 4 POINTS LAYER 5:- 6 POINTS"
2058 PRINT" HIT ANY KEY"
2060 GETA$:IFA$="":THEN2060
2070 PRINT" BEFORE YOU START YOU WILL BE ASKED WHICH LEVEL YOU WANT."
2071 PRINT" THE LEVEL INDICATES THE NUMBER OF BATS YOU GET:-"
2072 PRINT" LEVEL 1- ONE BAT..... LEVEL 2- TWO BATS..... ETC."
2075 PRINT" HIT ANY KEY TO START"
2080 GETA$:IFA$="":THEN2080
2085 GOTO10
3000 SC=SC+(10-Y):RETURN
4000 DATA R2,02,A9,20,99,CD,1F,99,CE,1F,99,CF,1F,A2,00,A1,00,CD,A3,02,D0,07
4005 DATA C0,02,F0,03,88,A1,00,CD,A4,02,D0,05,C0,13,F0,01,C8,A9,E0,99,CD,1F,99
4010 DATA CE,1F,99,CF,1F,8C,A2,02,60,YF,A2,00,BD,00,1E,C9,CC,F0,0A,E8,E0,FF,D0,F
4,A9,01
4015 DATA D,A1,02,60,YF
4200 I=I+1:READA$:IFA$="Y"THENI=0:GOTO4250
4205 A=ASC(A$)-48:B=ASC(RIGHT$(A$,1))-48:IFA>16THENA=A-7
4210 IFB>16THENB=B-7
4215 POKE679+I,A#16+B:GOTO4200
4250 I=I+1:READA$:A=ASC(A$)-48:B=ASC(RIGHT$(A$,1))-48:IFA>16THENA=A-7
4255 IFB>16THENB=B-7
4260 IFA$="Y"THENRETURN
4265 POKE735+I,A#16+B:GOTO4250

```



# GAMES SPECIAL

```

9 DIMGX(6),GY(6),DG(6),SC(20,32):HSC=0:H#="NOBODY"
10 ENVELOPE1,1,1,-1,5,5,25,127,-4,0,-2,127,60:ENVELOPE2,1,10,20,-30,10,5,1
5,127,-2,0,-1,127,100:MODE 7:PROCINSTR:MODE 2:VDU 23:8202:0:0:0:SC1%=0:LX=1:SC
%=0:MAN%=0:SHEET%=1
11 LIFE%=3:NGX=1:DBGX=0:DBGY=0:PROCMAZE:PROCSETUP
12 PROCMEN
13 COLOUR2:PRINTTAB(0,0):"SHEET ";SHEETX:COLOUR7:PRINTTAB(0,1):"SCORE ";SC%;
14 *FX 11 8
15 *FX 12 1
16 FORV%=0TONGX:FORN%=1TO12-SHEETX:PROCMAZE:IFMAN%=1PROCSPURT
17 NEXT:PROCMAZE:IFLIFE%=0GOTO82
18 GOTO16
19 DEFPROCSETUP
20 FLAX=0:GHX=254:DX=0:DY=0:FOR V%=0 TO NGX:GX(V%)=12-VX:GY(V%)=12:DG(V
%)=247:NEXT:GX(NGX+1)=12:GY(NGX+1)=12
21 VDU 23,254,60,126,15,7,15,126,60,23,253,60,126,240,224,240,126,60,2
3,252,0,66,195,195,231,255,126,60,23,251,60,126,255,231,195,195,66,0,23,245,56,
124,254,146,218,254,254,146
22 X%=2:Y%=3
23 ENDPROC
24 DEFPROCMAZE:IFLIFE%=0ENDPROC
25 SC%(X%,Y%)=" ":A#="INKEY$(0)
26 *FX 15 0
27 IFA#="N"DX%=-1:GHX=254
28 IFA#="M"DX%=1:GHX=253
29 IFA#="A"DY%=-1:GHX=252
30 IFA#="Z"DY%=1:GHX=251
31 IFDX%+X%<0THEN39
32 TT%=ASC(SC%((X%+DX%),(Y%+DY%)))
33 IFTT%=246THEN45
34 IFTT%=245THENPROCEND:ENDPROC
35 IFTT%=247SOUND1,1,ASC(A#),1
36 IFTT%=ASC("M")MAN%=1:SOUND3,2,10,100:VDU19,4,7,0,0,0:FORDELX=1TO100:NEXT:
VDU19,4,COLOUR,0,0,0:IFSHEETXDIV5=SHEETX/SFLAX=1:TIME=0:VDU19,4,4,0,0,0
37 IFFLAX=1ANDTIME=500FLAX=0:VDU19,4,0,0,0,0
38 IFTT%=247ORTT%=ASC("M")NDX=NDX-1:IFNDX=0THENPROCSHEET:ENDPROC
39 IFDX%<>0ORDY%<>0PRINTTAB(X%,Y%):" "
40 X%=X%+DX%:Y%=Y%+DY%
41 IFY%<2Y%=29
42 IFY%>29Y%=2
43 IFX%<0X%=19
44 IFX%>19X%=0
45 DX%=0:DY%=0:COLOUR3
46 PRINTTAB(X%,Y%):CHR$(GHX):S%=(10*(TT%=247))-(100*(TT%=ASC("M"))):SC%=SC%
+S%:SC1%=SC1%+S%:COLOURND(7):PRINTTAB(6,1):SC%;
47 ENDPROC
48 DEFPROCMAZE
49 IFLIFE%=0ENDPROC
50 SOUND2,1,10,1
51 IFV%>NGXENDPROC
52 SC%(GX(V%),GY(V%))=CHR$(DG(V%)):PROCMAZE:COLOUR1:IFDG(V%)=246COLOUR4
53 PRINTTAB(GX(V%),GY(V%)):CHR$(DG(V%)):IFGX(V%)+DBGX=X%ANDGY(V%)+DBGY=
Y%THENPROCEND:ENDPROC
54 GX(V%)=GX(V%)+DBGX:GY(V%)=GY(V%)+DBGY:DG(V%)=ASC(SC%(GX(V%),GY(V%))
):COLOURV%+9:PRINTTAB(GX(V%),GY(V%)):CHR$(245):SC%(GX(V%),GY(V%))=CHR$(245
):ENDPROC
55 DEFPROCMAZE
56 VDU23,247,0,0,0,24,24,0,0,23,246,255,255,255,255,255,255,255:COLOUR
2:FORV%=0TO29:FORX%=0TO19:SC%(XX%,YY%)=CHR$(247):NEXT:PRINTTAB(0,YY%):STRING$
(20,CHR$(247)):NEXT:COLOUR4:IFSHEETXDIV5=SHEETX/SFLAX=0
57 VDU19,4,COLOUR,0,0,0:COLOUR4:RESTORE:FORZ=1TO66:READX%,Y%:GOSUB63:Y%=31-Y
%:GOSUB63:NEXT
58 DATA0,2,1,2,2,2,3,2,4,2,5,2,6,2,7,2,8,2,0,3,0,4,0,5,0,6,0,7,0,8,0,9,0,10,
0,11,0,12,0,13,0,14,2,4,3,4,4,4,6,4,8,3,8,4,8,5,2,5,3,5,4,5,6,5,1,14,2,14,2,7,3
,7,4,2,9,2,10,2,11,2,12,6,7,7,8,7,9,7,9,8,9,9,4,8,4,9,4,10,4,12,4,13,4,14
59 DATA4,15,5,10,7,9,7,15,9,13,7,11,6,12,8,14,8,15,9,14,9,15,7,14,8,11
60 NDZ=291:COLOUR14:FORAB=1TO4:READX%,Y%:PRINTTAB(X%,Y%):"X":TAB(0,0):SC%(X,Y)="
X":NEXT
61 DATA1,4,18,4,1,27,18,27
62 ENDPROC
63 GOSUB64:X%=19-X%
64 PRINTTAB(X%,Y%):CHR$(246):SC%(X%,Y%)=CHR$(246):RETURN
65 DEFPROCX:DBGX=(X%+GX(V%))-(X%+GX(V%)):ENDPROC
66 DEFPROCY:DBGY=(Y%+GY(V%))-(Y%+GY(V%)):ENDPROC
67 DEFPROCLOOK:TT%=ASC(SC%(GX(V%)+DBGX,GY(V%)+DBGY)):ENDPROC
68 DEFPROCMOVE:DBGX=0:DBGY=0
69 PROCX:PROCLOOK:IFTT%=245DBGX=0
70 PROCY:PROCLOOK:IFTT%=245DBGY=0
71 ENDPROC
72 DEFPROCEND:SOUND 0,-15,4,10:PROCCOL:CLS:IF SC1%>10000 LIFE%=LIFE%+1:SC1%=
SC1%-10000
73 V%=0:LIFE%=LIFE%-1:IFLIFE%=0ENDPROC
74 SHEETX=SHEETX+1:PROCMAZE:PROCSETUP:PROCMAZE:COLOUR2:PRINTTAB(0,0):
"SHEET ";SHEETX:COLOUR7:PRINTTAB(0,1):"SCORE ";SC%;ENDPROC
75 DEFPROCEND:IFSC1%>10000LIFE%=LIFE%+1:SC1%=SC1%-10000
76 V%=0:CLS:SHEETX=SHEETX+1:SCX=SCX+(1000*(SHEETX-1)):SC1%=SC1%+(1000*(SHEET
X-1)):COLOUR8:PRINTTAB(7,10):"BONUS":COLOUR15:PRINTTAB(6,12):SHEETX-1:" X 1000"
:FORA=1TO10000:NEXT
77 PROCMAZE:PROCSETUP:PROCMAZE:COLOUR2:PRINTTAB(0,0):"SHEET ";SHEETX:
COLOUR7:PRINTTAB(0,1):"SCORE ";SC%;ENDPROC
78 DEFPROCMAZE:IFLIFE%=0ENDPROC
79 COLOUR3:FORA=2TO10:IFX%>19:CHR$(254):TAB(0,0):NEXT:ENDPROC
80 DEFPROCCOL:FORC=0TO15:FORN=1TO100:NEXT:VDU 19,4,C,0,0,0:NEXT:VDU 19,4,4,0,0

```



THE GAME in this article is a very enjoyable, and addictive, game for the 32K BBC Model B. It is slightly different from the arcade implementation in that there are only two ghosts who can go through walls and the function of the power pills is to stop the ghosts chasing the Muncher for a few seconds, giving him a chance to eat more dots and so get to the higher sheets. The player gets bonuses by totally clearing a sheet.

Every fifth maze is an invisible one, but the player must remember the pathways, in order to follow them. When playing such a sheet, the maze is made visible for about 10 seconds, when a power pill, or thunderbuster, is eaten. The following keys are used to move: A to go up, Z to go down, N to go left and M to go right. 10 points are given for the dots that it eats all the time and 100 points are given for\*, which are thunderbusters.

A bonus of the value 1,000 multiplied by the number of sheets is given every time a sheet is totally eaten, thus 1,000 points are awarded for clearing the first maze and 13,000 points for clearing maze number 13.

An extra Muncher is given every time you score 10,000 points: you have three lives to begin with.

To begin with, you may think that the game is very easy, as the ghosts move very slowly, but they get faster every sheet, until they become half your speed on sheet 11, from then on their speed remains constant. Here are a





# HERE COMES THE MAZE MUNCH

A deceptively easy game to start with, this BBC version of a well known arcade game written by David Griffin is definitely worth getting your teeth into.

few hints. It is a good idea to clear as much of the maze as you can without using the thunderbusters. On the lower sheets move straight to the middle of the maze, and clear that area first, as it is the most difficult.

When the ghosts are moving the fastest, clear the outer regions of the maze first, reserving the thunderbusters to help in clearing the centre. Try not to leave individual dots, but clear large areas of the maze at once. Don't hesitate or panic, it is quite easy to get out of most situations.

If you want to change the number of ghosts, change the value of NG% in line 11. I would advise against conversion to other computers because this program uses many special functions of the BBC. But in case anyone wants to try here is a list of some of the BBC peculiarities used in this implementation.

Envelope defines the envelope used in the Sound command — this can be ignored. Mode changes the display mode, Mode 7 is a teletext display 40x25, Mode 2 is a high-resolution display, with characters on a 20x32 grid.

VDU 23 defines characters on an eight-by-eight grid. The first parameter is the character number, the following eight define the shape row by row, with the decimal equivalent of the binary number representing the character row. The VDU in line 10 stops the cursor flashing.

Proc calls a procedure defined by DefProc; this should be replaced by a GOSUB command on other computers.

Colour sets the current text colour. Print Tab (X,Y) positions the cursor at position X,Y on the screen. All the \*FX commands can be ignored.

VDU 19 X1, C2, 0, 0, 0 sets colour C1 to colour C2; this is used in making the maze invisible.

RND gives a random integer between 1 and the number inside the brackets. Sound A, B, C, D plays a note on channel A, of volume B, of pitch C, for duration D. Div signifies integer division.

The command Get\$ waits for a key to be

pressed and puts the string value of that key in the suitable variable.

Inkey\$(n) waits for n cycles of the clock or until a key has been pressed, and puts the string value of that key in the suitable variable. The program puts the whole screen into array SC\$ and can use this array to see if the man is trying to go into a wall, or has eaten something.

The highest score so far attained is 10,154,250 — achieved after playing continuously for several hours, and reaching sheet 999.

```

0,0:ENDPROC
81 DEFPROCSPURT:FORSP%=1TO(RND(100)+20):PROCMAN:NEXT:MAN%=0:ENDPROC
82 MODE7
83 *FX 15 0
84 *FX 11 0
85 PRINTTAB(10,5);CHR$(141);CHR$(136);"YOU'RE DEAD!!";TAB(10,6);CHR$(141);CHR
R$(136);"YOU'RE DEAD!!"
86 PRINTTAB(8,10);"YOU SCORED ";SC%
87 IFSC%>HSC%:PRINTTAB(8,12);"THE HIGHEST SO FAR"ELSEPRINTTAB(4,12);"THE BEST
WAS ";HSC%:" BY ";H%
88 IFSC%>HSC%:INPUT"" YOUR NAME "H%:HSC%=SC%
89 PRINTTAB(5,22);CHR$(129);CHR$(141);"ANOTHER GAME ?";TAB(5,23);CHR$(129);C
HR$(141);"ANOTHER GAME ?"
90 REPEAT$=GET$:UNTIL$="Y"ORA$="N"
91 IFA$="Y"THEN10
92 END
93 DEFPROCINSTR
94 PRINTTAB(2,0);"MUNCHER(C) David Griffin 26:6:82"
95 PRINT" In this game you must move a man around a maze, eating dots
as you do so.He is being pursued by two evil ghosts who can only be stopped b
y eating a flashing thunderbuster, and even then for a short while only!"
96 PRINT" After clearing the maze of dots and thunderbusters, a new one i
s given. Every fifth maze is invisible, just to add extra interest and dif
ficulty."
97 PRINT" An extra man is given every 10,000 points." To move use
the following keys : "-", " " 'A' to go UP", " " 'Z' to go DOWN", " "
'N' to go LEFT", " " 'M' to go RIGHT"
98 PRINT"" PRESS ANY KEY TO PLAY... " :REPEAT$=GET$:UNTIL$<>
99 ENDPROC

```



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```

2A=0
6dD=90;K=0;V=0;M=0;@=3;I=0;L=0;S=1;W=0;C=0;B=0
15J=£9500;H=£8400;£23=£9100;P=£2800
20DIMCC(11),BB(105),DD(15)
25 P.#12
30?18=£82;G.e
70hF.F=0T0760;J7(F)=0;N.;CC11=0
75F.F=1T010;CC(F)=0
80D=(F*4+(R.*3))*10;J7(D+8)=F
90C=(F*7+(R.*3))*10;J7(C+9)=F
95E=C;N.F;G.p
100oP." " "OPTIONS-" " IFV>0P."bRIBE,"
101IFI=10RW=10RX?8=3DRX?8=10P."tAKE,"
102IFW=1P."cAST SPELL,"
104P.$BB101;Y=(10-X?9)*20
105JF=0;DOLI.DDO;WAIT;F=F+1;U.?£80<>320RF=Y
106Q=7£80;IFF=Y IFX?9<11 IFX?9>0 IFX?9*4Q>D.G.a
107IFF=Y.G.j
110P." IFQ=65P."YOU ATTACK";G.a
120IFQ=66IFV>0P."BRIBE " ;G.b
125IFQ=67P."SPELL";G.w
130IFQ=76P.$12"LOOK";R=0;G.f
140IFQ=84IFW=10RI=10RX?8=3 DRX?8=10P.$12"TAKE";G.t
150IFQ=78P."NORTH";N=2;G.c
160IFQ=83P."SOUTH";N=3;G.c
170IFQ=87P."WEST";N=5;G.c
180IFQ=69P."EAST";N=4;G.c
190IFQ=85P."UP";N=6;G.c
210IFQ=68P."DOWN";N=7;G.c
220IFQ=77P.$BB102;G.j
230IP." " "OUCH!" " $BB105;D=D-10;G.o
240E IFX?N=1 G.l
245IFK=10RB=16.m
250IFX?N>9IFK=0P." " "YOU CAN'T IT'S LOCKED";G.o
260m IFN=6IFD<100P." " "YOU CAN'T YOU ARE TOO WEAK";G.o
270IFN=2L=L-50;G.p
280IFN=3L=L+50;G.p
290IFN=4L=L+10;G.p
300IFN=5L=L-10;G.p
310IFN=6L=L-250;G.p
320IFN=7L=L+250;G.p
500wIFW=1B=1;P." " "SPELLED";IFD<200D=200
510IFX?9<100IFX?9>0G.s
520G.o
1000P.F.F=1T099;WAIT;N.;@=3;?£E1=0;CLEARO;P.$30
1004iX=J+L
1005P=L-250; IFD<200D=D+10
1006IFL<250X?6=1;P=L
1007IFL>490X?7=1;P=L-500
1010IFP<50X?2=1
1030IFP>190X?3=1
1040IFP?50=40X?4=1
1050IFP?50=0X?5=1
1080Z=1000;?X=L/10;F=1
1085kN=X?F;IFF>7G.q
1090IFN=0N=S;S=S+1;IFS>12S=1
1100IFF>5IFN>7N=1
1110qX?F=N;Z=Z+200
1120IFN<>0G.(Z)
1125rF=F+1;IFF<10G.k
1130IFX?9=10IFW=0G.s
1135IFCC11=11IFD>80D=D-50;IFL=0G.7400
1140B=0;G.o
1200IFL=0P." $BB95,$BB(N+2)" IF "$BB80" $BB54;G.r
1210P." $BB2,$BB(N+2)" ;G.r
1400IF(L-50)>0IFX?-47=0X?-47=N
1405P." $BB15,$BB(15+N);G.r
1600IF(L+50)<750IFX?52=0X?52=N
1605P." $BB28,$BB(N+15);G.r
1800IF(L+10)<750IFX?15=0X?15=N
1805P." $BB29,$BB(15+N);G.r
2000IF(L-10)>0IFX?-6=0X?-6=N
2005P." $BB30,$BB(15+N);G.r
2200IF(L-250)>0IFX?-243=0X?-243=N
2205IFN>6N=1
2210IFN>1P." $BB(29+N)
2220G.r
2400IF(L+250)<750IFX?256=0X?256=N
2405IFN=7G.x
2410IFN>1P." $BB(34+N)
2420G.r
2470x IFL>490ORI=10RW=16.r
2475LI.DD1
2480P." $BB41;L=L+250;D=D-50;J?(L+6)=1;J?(L+7)=1;S=1;G.i
2600IFI=10RW=10RX?8=3DRX?8=10RX?8=16.u
2601G.r
2605uR=(A.R.*7+1)*10;P." $BB42
2610IFX?8=16.v
2620IFX?8=6P.R
2630P.$BB(43+N);G.r
2690vP.$BB43;S=1;IFW=16.r
2695P." $BB44;L=(A.R.*70)+5)*10;LI.DD5;G.p
2800P." $BB55
2802IFN>100P."DEAD " ;P.$BB(N-45);G.o
2805P.$BB(55+N);IFN>20>D;IFN<>10 G.a
2810IFW=0IFN=10G.s
2820G.r
3610sR=(L+(R.*5*10));IFJ?(R+9)<>00RR>7400RR<0G.s
3612LI.DD5
3615P." " "THE " $BB(55+X?9),$BB66
3620IFV=0IFJ?(R+8)=0J?(R+8)=5
3622IFJ?(R+8)=0J?(R+8)=6
3625IFX?9=10;E=R;J?(R+8)=6
3630J?(R+9)=X?9;X?9=0;G.o
4000aIFN=0 P." " "WHAT";G.o
4001G=(A.R.*10+1)-(D/50)+N+(M/3))*10;IFB>100B=100

```

(listing continued on page 65)





# GAMES SPECIAL

## ATOM QUEST

Beyond the drooling ghouls you'll find economy and complexity in Colin Comber's Atom labyrinth as you seek the chalice.

QUEST IS AN Adventure/Labyrinth game. The object of the game is to become strong enough to find and overcome an evil sorcerer, recover the magic chalice and return to the starting position. There are items scattered through the cells which may help in the Quest. Moves are made by typing the initial letter of the selected option. With luck the number of options will increase.

A magic wand is visible, but a lamp must be found before the other items can be seen. The keyboard scan is associated with a countdown which permits you to move, providing your reaction is faster than the reaction of the monster in that cell.

Using an article in *Your Computer* by Derek Haslam — Software File October 1981 — on storing strings in a string array enabled me to fit the game into the Atom's memory.

Strings can be stored in the upper text space using line numbers. To access the upper text space type

?18 = # 82

The string start locations are read into array BB, which is also stored in the upper text space. !21 = # 9100 — line 15 — moves all arrays from Top where arrays are normally stored to where you decide to store them.

In this case it is # 9100, a safe distance above the last string.

Routine 950-995 reads the first character of string \$?H into array BB. To identify the strings take the line number, divide by 10

and take way 100. Here are two examples:  
\$BB1 = line 1010

and

\$BB105 = line 2050

The data for the cells in the Labyrinth is arranged in a 75 by 10 matrix. A conventional word array would consume too much memory, but it is possible to store the data in a byte vector since all the values are smaller than 255 and can be stored in single bytes. This matrix is represented using a one-dimensional array, and the position of an array variable is then calculated by J?n.

The Labyrinth array J?0 to J?749 is also stored in the upper text space J = # 9500 — line 15.

A move north, east, west, south, up or down modifies variable L, J?L=X, and the nine features of a cell are stored thus:

X?0 = Cell number = L/10	
X?1 = Cell description	\$BB 3-14
X?2 = North exit	\$BB16-26
X?3 = South exit	\$BB16-26
X?4 = East exit	\$BB16-26
X?5 = West exit	\$BB16-26
X?6 = Up exit	\$BB31-35
X?7 = Down exit	\$BB36-41
X?8 = Object in cell	\$BB43-54
X?9 = Character in cell	\$BB56-65

Initially all the cell features are zeroed — line 70. As a cell is explored, routine 1005-1050 checks for external walls and inserts stone walls to prevent the Adventurer falling out of the Labyrinth and being struck down by a Space Invader.

The internal walls, exits and stairs are generated by the routine 1085-1110, which takes a number from the sequence 1-12. This means cell features are determined by the Adventurer's exploration so, although the Labyrinth remains stable and retraceable, each Quest can be unique.

### The variables.

A	Adventurer count
B	Spell flag
C	Character seed
D	Defence factor
E	Sorcerer's location
F	For-Next counter
G	Pseudo On-Goto variable
H	String counter H = # 8400
I	Lamp flag
J	Start of byte vector J = # 9500
K	Key flag
L	Location variable
M	Monster counter
N	Dummy variable in p routine
O	Object seed
P	Dummy variable in p routine
Q	?# 80

R	Random number
S	Seed for pseudo-randomise in p routine
T	Take counter in t routine
U	
V	Gold pieces
W	Wand flag
X	X = J?L
Y	Keyboard scan counter
Z	1000+ in p pseudo On-Goto

### Outline of the program.

2-95	Set variables zero array s J-J?749 and CC Seed objects
	Character seed
100 o	Options keyboard scan
105 j	If character present, countdown, Goto a — attack routines
1000 p	Describe cell
	Describe object
2820	Describe character
3600 s	Character magically disappears
4000 a	Attack routine
5000 t	Take object
5200 f	List objects, display strength
5300	Drop-object option
6000	Sorcerer defeated: find chalice
7000 b	Bribe option
7060	Bribe for sorcerer's location
7400	Chalice safe: quest successful
?18 = # 82	
890	Keyboard scan, assembler source code
910	Sound effects, assembler source code
940	If strings have been read once
	Goto 1.text p
950	Read string starts into array BB
1000	Goto 1.text p
1010	First string
2050	Last string

The memory map is as follows:

# 2800	Keyboard scan
	Sound effects
# 2900	Main program
# 3C00	Main program
# 8200	Assembler source program
	assembled to # 2800
	String-reading routine
	String data
# 8E00	String data
# 9100	Arrays BB,CC,DD
# 9500	Byte array J?0
# 97EE	to J?749

To test the program without continually getting killed off, Run the program. When the first cell has been described, press Escape, and then type

K = 1;W = 1;D = 1000;G.p;RETURN.ESCAPE,G.p which is quite a useful way of cheating. Until the program has been cleared of typing errors, Save the program as two separate files with different names.

When the program is running it can be saved as one complete file. It is possible to load this 8K program in one go using the \*FLoad command.

\*SAVE"QUEST"2900 3D00

When it has completed, rewind and \*Cat until 3B00 is displayed; allow this entire memory block to pass the recording head of your cassette recorder, listening for the brief carrier tone between memory blocks and stop the recorder before the header of 3C00 is displayed. Now Break, Old and \*Save"Quest" 8200 8E00 and record, erasing the dummy memory block and replacing it with the upper text data. This fools the Atom into loading similarly named files to separate loading addresses.



## ABACUS CONTROLLER



Developed to eliminate tedious swapping of plugs when LOADING or SAVING programs on cassette.

**ZX SPECTRUM CONTROLLER:** Single switch selection of SAVE, LOAD & AMP modes. Built in amplifier and loud-speaker boosts Spectrum sound output. Price **£14.95**

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All items in this advertisement can be viewed before buying at the Buffer Micro Shop, London, and Jay Dee Communications, Water Street, Port Talbot.

## AVENGER



**AVENGER:** This all action arcade-style game written in MACHINE CODE for the ZX Spectrum is fantastic! You are flying over a mountainous planet terrain. Your mission is to attack, using lasers and bombs, launch pads, buildings and missile silos. Alien craft attack you with missiles; guided missiles launched from the ground hunt you out. But what ever you do don't hit the atomic power stations!! Continuous display of time, score, shields and laser temperature. Five levels of play and high scores.

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**BATTLE:** Destroy missile sites while avoiding mines and the computerised enemy tanks that are out to get you.



**ANDROID:** Rescue the miners before they are trapped in the flooding mines.



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(under 14). Please make  
cheque, P.O. payable to ZX  
Microfair.

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a very happy ZXMAS!





(listing continued from page 62)

```

4002F.F=1T050;WAIT;N.;IFG<106=10
4004IFN>100P."CORPSE MUTILATOR";G.o
4005P."THE ",$BB(N+55)" "$BB67
4006P."$BB68
4007P."THE ",$BB(N+55)" ";G.(G+4000)
4010P.$BB69;D=D+20;M=M+1
4011IFN=10 G.6000
4012YR=(A.R.Z70+2)*10;IFJ?(R+9)<>0G.y
4013J?(R+9)=X79
4015X79=(X79)+100;N=X79;G.o
4020R=(A.R.Z9+1)*10;P.$BB70,R,$BB49" AND ";CC6=6;V=V+R;G.s
4030IFV>0P.$BB71;D=D+50;V=0;CC6=0;CC5=0;G.s
4040P.$BB72;D=D+30;G.a
4050P.$BB73;D=D+20;G.a
4060P.$BB74;D=D-10;G.a
4070P.$BB75;D=D-20;G.a
4080P.$BB76;D=D-10;G.o
4090P.$BB77;D=D/2;G.o
4100IFD>10IFW=1IFN<>10G.4090
4105F.F=1T099;WAIT;N.
4110P.$12"THE "$BB(N+55)" "$BB78";LI.DD5;G.7500
5000t=X78;IFT<2 P."$BB79;G.o
50103=2;CC(T)=T;X78=0;G.(T*10+5000)
5020K=1;G.f
5030I=1;G.f
5040D=D-200;G.f
5050V=V+999;D=D-300;CC6=6;G.f
5060V=V+R;R=(A.R.Z75+1)*10;J?(R+8)=6;G.f
5070G.f
5080D=D+200;G.f
5090D=D+300;G.f
5100W=1;G.f
5110IFCC10=10 CC10=0;W=0;B=1;LI.DD5;P."THE MAGIC WAND "$BB66
5200fP."$BB80;R=V;T=0
5210F.F=2T011
5220IFF=6IFF=CC(F)P.R" "
5230IFF=CC(F)P.$BB(43+5)" ";T=1
5235N.;IFT=0P." "$BB81
5240G=D/100;IFG>68=6
5250IFG<18=1
5255IFFC7=7P."$BB96,J?L
5260P."YOU ARE "$BB(82+8);IFT=0G.i
5300P."$BB99"ANYTHING"$BB100'
5310 DO LI.DD0;U.?E80<>32
5315 IF?E80<>89 G.i
5320F.F=2T011;IFCC(F)<>F G.n
5330P.$BB99$BB(CC(F)+43)"$BB100'
5340 DO LI.DD0;U.?E80<>32
5345 IF?E80<>89 G.n
5350IFX78=0G.5390
5360R=(A.R.Z72+2)*10;IFJ?(R+8)<>0G.5360
5370J?(R+8)=X78
5380P."THE "$BB(43+J?(R+8))$BB66
5390X78=CC(F);CC(F)=0
5400IFF=2K=0
5410IFF=3I=0
5420IFF=4D=D+200
5430IFF=5V=0;CC6=0;D=D+200
5440IFF=6V=0;CC5=0;D=D+200
5450IFF=8D=D-200
5460IFF=9D=D-300
5470IFF=10W=0
5480N.;G.i
6000X79=0;X78=11;P."$BB42'$BB54'$BB82;G.o
7000bIFX79=0P."BRIBE WHO?";G.o
7005IFX79>11 P."DEAD "$BB(X79-45)"?";G.o
7010P."$BB80 V,$BB49
7020 P."FOR",X79*10" "$BB49" THE "$BB(X79+55)"$BB89'"
7040P."AGREED?"$BB100
7041DOLI.DD0;Q=?E80;U.Q<>32
7042IFQ<>89ORV<(X79*10)G.a
7045P."$BB90;V=V-(X79*10)
7050IFX79>40RCC7<>76.7090
7060P."FOR",X79*10" "$BB49" THE "$BB(X79+55)
7070P."$BB103" THE "$BB65
7080P."AGREED?"$BB100
7081DOLI.DD0;Q=?E80;U.Q<>32
7082IFQ<>89ORV<(X79*10)G.a
7085V=V-(X79*10);P."THE "$BB65$BB104,E/10
7090M=M+1
7100P."THE "$BB(X79+55)"$BB66;X79=0;G.o
7400 LI.DD1;LI.DD1;P.$12
7402P.$BB54" IS SAFE"
7405IFV>0P."AND YOU FOUND"V,$BB49
7410P."$BB97";IFV>0P.$BB98
7415G.7515
7500P."$BB91
7510A=A+1
7515P."$BB92,M'$BB93,A'$BB94';LI.EFFE3;G.d
7520 END
718=E82
890eP.$21;F.F=1T02
895 F.F=1T02
900E:DD0 JSR EFE71;TYA;ADC @32;STA E90;RTS
910:DD1 LDA @1;STA E81
920:DD2 LDY @10;DD3 LDA E8002;EOR @4;STA E8002;LDX E81
930:DD4 INX;BNE DD4;DEY;BNE DD3;INC E81;BNE DD2;RTS
931:DD5 LDA @191;STA E82
932:DD6 LDY @64
933:DD7 LDX E82
934 LDA E8002;EOR @4;STA E8002
935:DD8 DEX;BNE DD8
936 DEY;BNE DD7;LDY E82
937:DD9 NOP;DEY;BNE DD9
938 LDA E82;SEC;SBC @E3;BCC DD10;STA E82;JMP DD6
939:DD10 RTS
940J;N.;P.$6;IF?BB1=89 G.g
950 DOH=H+1;U.?H=13ANDH?3=100
960 F.F=1T0105
970DOH=H+1;U.H?4=13
980BB(F)=H
990IFF=1LI.DD5;P.$BB1
995N.
1000g718=E29;G.h
1010dYOU ARE BEING TRANSPORTED TO A MYSTERIOUS PLACE
1020 YOU ARE IN A
1030 COLD CELLAR
1040 DARK PANELED ROOM
1050 MISTY CAVE
1060 DARK ECHOING SPACE
1070 SMALL CHAMBER
1080 CRAMPED ANTEROOM
1090 DARK VAULT
1100 LOW CHAMBER
1110 HIGH VAULTED HALL
1120 DUSTY ROOM
1130 COLD DAMP ROOM
1140 COLD MISTY CHAMBER
1150 NORTHWARDS IS A
1160 STONE WALL
1170 DARK CURTAIN
1180 NARROW DOORWAY
1190 DARK ENTRANCE
1200 DARK ARCHWAY
1210 DARK DOORWAY
1220 DOOR
1230 LOW ARCH
1240 GLOOMY PORTAL
1250 THICK DOOR
1260 WOODEN DOOR
1270 RUSTY IRON GATE
1280 SOUTHWARDS IS A
1290 TO THE EAST IS A
1300 WESTWARDS IS A
1310 A STAIRCASE LEADS UPWARDS
1320 A LADDER LEADS UPWARDS
1330 A ROPE IS HANGING FROM ABOVE
1340 STEPS LEAD UP
1350 SPIRAL STAIRS WIND UPWARDS
1360 A STAIRCASE LEADS DOWN
1370 A LADDER LEADS DOWN
1380 A ROPE HANGS DOWNWARDS
1390 STEPS LEAD DOWN
1400 SPIRAL STAIRS WIND DOWN
1410 OOF!!YOU HAVE FALLEN DOWN A HOLE
1420 ON THE FLOOR YOU CAN SEE
1430 YOU'VE TRODDEN IN THE MAGIC TURD
1440 WHICH TRANSPORTED YOU
1450 A BUNCH OF KEYS
1460 AN OLD BRASS LAMP
1470 A SMALL SCARLET FISH
1480 A HEAVY CASKET
1490 GOLD PIECES
1500 A SCRAP OF PAPER
1510 A MAGIC SHIELD
1520 A MAGIC SWORD
1530 A THIN IRON ROD
1540 THE$magic$chalice$
1550 BEHIND YOU IS A
1560 GOBLIN
1570 MALIGNANT DWARF
1580 WRAITH
1590 TROLL
1600 THRAGG
1610 DROOLING GHOUL
1620 KOBOLD
1630 GERYON
1640 PIT FIEND
1650 SORCERER WITH THE chalice YOU SEEK
1660 MAGICALLY DISAPPEARS
1670 SMITES YOU MIGHTILY
1680 YOU STRIKE BACK BRAVELY
1690 EXPIRES MESSILY
1700 SCREAMS,THROWS
9902 SNATCHES YOUR GOLD AND
1720 SMITES YOU LIGHTLY
1730 IS STUNNED
1740 INJURES YOU
1750 STUNS YOU , YOU FALL BACK
1760 INJURES YOU SEVERELY
1770 SMITES YOU MIGHTILY
1780 KILLS YOU
1790 PICK UP WHAT?
1800 YOU ARE CARRYING
1810 NOTHING
1820 TAKE THE chalice AND FLEE
1830 WEAK
1840 NOT VERY STRONG
1850 STRONG
1860 QUITE STRONG
1870 VERY STRONG
1880 ALMOST INVINCIBLE
1890 WILL LEAVE YOU IN PEACE
1900 THAT WILL DO NICELY
1910 YOU DIDN'T MAKE IT-TOUGH
1920 HUMANS
1930 MONSTERS AND THINGS
1940 IF YOU'D LIKE TO TRY AGAIN PRESSRETURN
1950 YOU CAN ONLY RETURN TO THE REAL WORLD THROUGH THIS
1960 THE MAP SHOWS YOU'RE IN ROOM
1970 WHAT A BRAVE ADVENTURER
1980 YOU WON YOU CAN KEEP THE GOLD
1990 DO YOU WANT TO DROP
2000 (YES/NO)
2010 LOOK,ATTACK OR MOVE ?
2020 DIRECTION-nORTH,sOUTH,wEST,eAST,uP OR dOWN ?
2030 WILL TELL YOU WHERE TO FIND THE
2040 IS IN ROOM
2050 NO EXIT IN THAT DIRECTION DUMMY!

```



# ZX KEY

Our new cased keyboard has 52 keys, 12 of these are used for the numeric pad. The numeric pad offers some useful features; you can cursor with one hand and it will be a boon for anyone who enters a lot of numeric data. The case measures 15 x 9 x 2½. The computer (ZX81 or



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#### NOTE

The keyboard is connected to your computer by a ribbon cable and this has connectors fitted which simply push into the Sinclair connectors. It is a simple two minute job and requires no electronic skills or any soldering.

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# dk'ronics



# BOARD



## 4K GRAPHICS ROM £29.95

The DK Graphic module is our latest ZX81 accessory. This module unlike most other accessories fits neatly inside your computer under the keyboard.

The module comes ready built, fully tested and complete with a 4K graphic ROM. This will give you an unbelievable 448 extra pre-programmed graphics, your normal graphic set contains only 64. This means that you now have 512 graphics and with their inverse 1024. This now turns the 81 into a very powerful computer with a graphic set rarely found on larger more expensive machines. In the ROM are lower case letters, bombs, bullets, rockets, tanks, a complete set of invaders graphics and that only accounts for about 50 of them, there are still about 400 left (that may give you an idea as to the scope of the new ROM). However, the module does not finish there, it also has a spare holder on the board which will accept a further 4K of ROM/RAM. This holder can be fitted with a 1K/2K/RAM and can be used for user definable graphics so you can create your own custom character sets.

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PROGRAM 1 WILL enable two people to play chess on an unexpanded ZX-81. The program, which uses Slow mode and Sinclair ROM routines, is not suitable for the ZX-80 or a new ROM Z-80.

This part deals with the general details of the production of the board. The program, which was part of a technical exercise to see how much could be squeezed into the Sinclair pint-pot, ended up with a playing 1K game of chess.

Follow the instructions carefully; with a machine-code program an error will cause the system to crash and you may need to switch the machine off and on to regain control, before reloading the program from tape. Always Save prior to running any new version of a machine-code program for the first time.

Figure 1 shows the playing board. It gives a nice, easily-read display. The first problem is to produce a Rem line containing 574 spaces. It is best to make one Rem statement and edit the line number to give Rems 1 to 5. You will have to type clear before you edit the lines.

Do not forget to use Fast mode. Next type in Rem 6, see figure 3. If this has been done correctly then Peek 17087 will give 32 and Peek 17088 will give 118. Now type in lines 9

# CHESS

to 15. Next type list 1 Newline and now: POKE 16510,0 prevents you from editing first line POKE 16511,64 POKE 16512,2

Then Save 1. As the production of a Rem statement of the correct length appears to be a major problem, let me explain what happens in a bit more detail.

The way Sinclair presents each Rem line is as follows: two bytes contain the line number, two bytes contain the subsequent number of bytes in the line, one byte stores the code for the keyword Rem, 100 is the number of bytes in line, one byte contains the line end. This gives  $2+2+1+100+1$  and provides 100 bytes of free space, but any subsequent Rem statement to be combined will be able to use all the

bytes for data, thus  $2+2+1+100+1 = 106$  bytes.

We only need one line end, one number of bytes in a line and one line number, thus in our case we have:

1st	Rem Statement	100 bytes usable
2nd	.. ..	106
3rd	.. ..	106
4th	.. ..	106
5th	.. ..	106
6th	.. ..	50
		574

Now if we want 574 bytes in a line, plus one Rem code and one end-of-line code — that adds up to a total of 576 — we change the

Figure 7.

16514	55 51 39 48 54 39 51 55	PIECE TABLES	CALL NN	205 173 64	
	183 179 167 176 182 167 179 183		LD B N	6 4	SPACES
16530	PUSH BC	197	POP HL	225	
	PUSH AF	245	INC H	36	
	CALL NN	205 245 8	PUSH HL	229	
	POP AF	241	PUSH BC	197	
	RST 16	215	XOR A	175	
	POP BC	193	CALL NN	205 173 64	
	INC A	60	POP BC	193	
	RET	201	POP HL	225	
16540	CALL DP2	205 140 65	DJNZ DIS	16 245	
	LD B N	6 90	INC H	36	BLACK PAWNS
	LD A (HL)	126	PUSH HL	229	
	CP N	254 0	LD A N	62 181	
	JP NZ DIS	32 2	CALL NN	205 173 64	
	LD (HL) N	54 128	POP HL	225	
	INC HL	35	INC H	36	BLACK PIECES
	INC HL	35	LD B H	68	
	DJNZ DIS	16 245	LD C L	77	
	RET	201	CALL NN	205 245 8	
	PUSH AF	245	LD DE NN	17 138 64	
	PUSH HL	229	LD BC NN	1 8 0	
	POP BC	193	CALL NN	205 107 11	
	CALL NN	205 245 8	LD A N	62 38	LETTERS
	LD B N	6 8	LD BC NN	1 9 14	
	POP AF	241	CALL NN	205 146 64	
	RST 16	215	INC C	13	
	DJNZ DIS	16 253	CP N	254 46	
	RET	201	JP NZ DIS	32 248	
16570	LD BC NN	1 0 2	LD A N	62 29	NUMBERS
	PUSH BC	197	LD BC NN	1 12 4	
	CALL NN	205 245 8	CALL NN	205 146 64	
	LD A N	62 8	INC B	4	
	LD B N	6 14	CP N	254 37	
	RST 16	215	JP NZ DIS	32 248	
	DJNZ DIS	16 253	CALL B/W	205 156 64	
	POP BC	193	RET	201	
	INC B	4			DISPLAY POINTERS
	LD A N	62 15			DP2
	CP B	184	LD C N	14 34	
	JP NZ DIS	32 238	JR DIS	24 10	
	LD BC NN	1 2 4	LD C N	14 15	DP1
	CALL NN	205 245 8	JR DIS	24 6	
	LD DE NN	17 130 64	LD C N	14 180	DP4
	LD BC NN	1 8 0	JR DIS	24 2	
	CALL NN	205 107 11	LD C N	14 195	DP5
	LD HL NN	33 2 5	LD B N	6 0	
	PUSH HL	229	LD HL (NN)	42 12 64	
	LD A N	62 53	ADD HL BC	9	
			RET	201	







```

10 REM*ACCOUNT*
20 REM*Copyright N.HAUGHTON August 1982*
30 X=31*4;Y=25*4
40 F=#8200;G=F+Y;H=G+Y;I=H+Y;J=I+X;Q=J+X;C=Q+Y
50 F.N=OTO Y=4 S.4;C=C+11;Q1N=C;SQ1N="";N.
60 F.N=OTO Y S.4;F1N=0;G1N=0;R1N=0;N.
70 F.N=OTO X S.4;I1N=0;J1N=0;N.
80 D=C+11;E=D+9;U=E+9;V=U+26;W=V+9;B=W+21;L=B+11
90 $D="";$E="";$U="";$V="";$W="";$B="";
100 $B="";$L="-----"
110 DIM O41,Z5
120 $O="ABCDEFHGHIJKLMNPOQRSTUVWXYZ0123456789./:~"
130 $Z="cder""
150 DIM LL8,RR5;F.N=OTOS;LLN=-1;N.;F.N=OTOS;RRN=-1;N.
155 P.$21;F.N=1TO2;DIM P-1
160 [:LL0 LDA@#40;LDY@0
170 :LL1 STA(@#6);Y;INY
180 CPT@9A;BNE LL1;RTS
190 :RR0 LDY@0
195 :RR1 JSR@FFE3;CMP@CH"0";BNE RR2
200 JSR LL0;LDA@#0;STA@#0
205 LDA@7;JSR@FFF4;JMP RR0
210 :RR2 LDY@254
215 :RR3 INX;CPX@8L.0;BEQ RR4
220 CMP O,X;BNE RR3
225 STA U,Y;JSR @FFF4
230 INY;JMP RR1
235 :RR4 LDY@254
240 :RR5 INX;CPX@8L.X;BEQ RR1
245 CMP Z,X;BNE RR5
250 STA U,Y;LDA@13;INY
260 STA U,Y;RTS
310 :LL2 LDY@32;LDX@0
320 :LL3 LDA(@#90);Y;STA(@#90,X)
330 CLC
340 LDA@#90;ADC@1;STA@#90
350 LDA@#91;ADC@0;STA@#91
360 LDA@#90;CMP@#92;BNE LL2
370 LDA@#91;CMP@#93;BNE LL2
380 JSR LL0;RTS
381 :LL4 LDA@#80;STA @#90;STA @#91
382 LDA@#5F;STA @#92;LDA@#81;STA @#93
383 LDY@0;LDY@32
384 :LL5 LDA(@#92,X);STA (@#92),Y
385 LDA @#92;CMP @#90;BNE LL6
386 LDA @#93;CMP @#91;BNE LL6;JSR LL0;RTS
387 :LL6 SEC
388 LDA @#92;SBC @1;STA @#92;SCS LL5
389 LDA @#93;SBC @0;STA @#93;JMP LL5
390 :LL7 JSR@FFE3;CMP@CH"r";BEQ LL8;CMP@CH"e";BNE LL7
391 :LL8 STA U;RTS;]
392 N.;P.56
393 P.$12;?#E1=0;P.$B"bank"$255"account"$255'"$B$1+4
395 R=64
400 GOS.f;?#E1=0
410 GOS.a
420 DO :#DE=#81A0;?#9A=26;?#96=#81A6;?#80=6
430 P."entry?";LI.LL0;LI.RR0
435 IF $U="";IF R;GOS.1;U.0
436 IF R=0 OR R=32;R=96;GOS.1
440 IF$U="a"G.b
450 IF$U="r"GOS.g;GOS.a;U.0
460 K=L.U;Y=U*(K-1);IFY<CH"c"IFY<CH"d"IF P.$7; U.0
470 GOS.b
480 U.0
490h$E=$0;GOS.e
500 END

510aP.$12;?#E1=0;?#E0=9;?#8000=#40;P."statement"$255"data"

```

```

520 P. ""DATE CREDITS DEBITS BALNCE""$L$
530 B=7
540 F.X=68T0963.4
550 P.$QIX;T#D=11;P.FIX,CIX,RIX
560 N.
570 P.3L$L
580 GOS.v
590 R.

600bc=-1;A=C;$w=""
610r=DO C=C+1;U.U7C=CH", "OR C=R
620 DO A=A+1;U.(U7A)CH"9"AND U7A"CH"(")OR A=R
630 IF C=0;$U=$U+1;K=R-1;GOS.r;R.
640 IF C<K $V=$U+C+1;$U+C="" ;IF A<C;IF A;$w=$U+A;$U+A=""
650 IF C<K;IF A=0;$w=$U;$U=$D
660 IF C<KSD=$U;N=4*V.D;N=4*V.E;IF A=0;IF A<C;N=N-4

```

[illegible]

```

      STANDING ORDERS
      DATE: TRANSFERS: S. ORDERS
      -----
      10                0      21883
      22                0      975
      24                0      889
      25      45000      9016
      -----
      REVISE S. O'S      END S. O'S
  
```

The terminating code ^C or ^D signals that the value is to be treated as a transfer credit or standing order debit respectively. Note that although entered in pounds, all amounts are displayed in pence. For example, to replace



# ACCOUNT

STATEMENT DATE 10/9

DATE	CREDITS	DEBITS	BALANCE
31/8:501	0	3000	29524
2/9:502	0	2000	27524
4/9:503	0	1240	26284
4/9:S*CARD	0	1500	24784
8/9:504	0	2000	22784
10 S.D	0	24186	-1402
10/9:505	0	568	-1970
10/9:CDRR	2303	0	333

ENTRY?

REVIEW S.O'S    END SESSION

Figure 3. Statement page.

STATEMENT DATE 10/9

DATE	CREDITS	DEBITS	BALANCE
31/8:501	0	3000	29524
2/9:502	0	2000	27524
4/9:503	0	1240	26284
4/9:S*CARD	0	1500	24784
8/9:504	0	2000	22784
10 S.D	0	24186	-1402
10/9:505	0	568	-1970
10/9:CDRR	2303	0	333

ENTRY 26/9 SUZY, 5.10

REVIEW S.O'S    END SESSION

Figure 4. Suzy's cheque.

the amount credited on the 10th of the month with £10.50, type

[10,10.5^N^C]

To increase the amount debited on the 23rd of the month by £15.25, type

[23,15.26 D]

To overcome an error, type <@> and re-do the entire entry. The erroneous entry will be ignored.

To review the table of standing orders and transfers at any time, type ^E, as figure 2. Type ^R again to resume entering SOs and transfers. When all standing orders and transfers have been entered to your satisfaction, type ^E repeatedly until the statement page is once again displayed on the screen.

Answer the initial prompt Play Tape by starting playback of the appropriate data tape and immediately pressing an alphanumeric key. After a few moments the statement page previously saved will be displayed as in figure 3. Note again that all amounts are displayed in pence. New entries may now be typed in — note that entries must be in chronological order as the month number is not significant, and no sorting of the day numbers is done. For example, if an entry for 20/3 is typed in after an entry for 21/3, the 20/3 will be taken to refer to the following month and any standing orders or transfers between the 21st and the following 20th will be inserted in the statement.

Entries are made in the formats.  
{Day of month/{Month number}{Note}[amount in pounds]}[C or D]  
or  
[amount in pounds][C or ^D]  
No <return> is necessary.

If the optional date is omitted, the current statement date at the top RHS of the statement, which is also the date of the last entry made, will be adopted as the new date. This format should be used when a number of transactions are to be entered with the same date. The date and note together are truncated to 11 characters in total — allowing five or six characters for the note. If the optional date and note are both omitted, the second format should be used.

The terminating codes ^C or ^D signal whether the amount is a credit or a debit respectively.

For example, if you paid Suzy a cheque for £5.10 on July 26, type;

[26/7 SUZY, 5.1^D]

as in figure 4. Or if you do not wish others to know about Suzy, type

[26/7, 5.1^D]

If the previous entry was already dated the 26/7, type

[SUZY, 5.1^D]

or

[5.1, ^D]

respectively, instead.

Typing a <@> character signals that the entry typed so far contains an error and is to be ignored. A beep will sound and the entry will be erased — retype the entry from the beginning. If you complete an entry containing a syntactical error it will either be trapped and ignored — a beep will sound and the entry erased — or the entry will be entered on to the statement as a dummy zero amount with no effect on the balance.

Any standing orders or transfers encountered on the SO table between the previous and new entry dates will be inserted on the statement page before the entry just made.

You may review and revise the table of standing orders and transfers at your leisure by following the prompts at the bottom of the screen.

The screen window may be scrolled up the imaginary statement in blocks of eight entries at a time, by typing ^ . This is cyclic — that is, the window will be scrolled past the earliest entry on the statement back to the latest entry and then back to where you started from. A beep will sound to remind you that you are once again viewing the working page. If a new entry is made while an earlier portion of the statement is in the window, the screen will automatically revert to the working page before dealing with the new entry.

When the last entry has been made, type ^E to save the displayed statement and the table of standing orders and transfers on tape.

In answer to the prompt Record Tape, start the tape at the point where you wish to save the data and press an alphanumeric key. The values associated with the statement page and standing orders table will be recorded on tape and the message Statement Page Saved printed at the foot of the statement on the screen. ■

```

670 IF C<K;IF A;GOS.D
680 IF C<KSV=>SU;SD=>SD
690 !#DE=#8017;P.SDSB+3
700 $Q100=>SU;$Q100+LEN(Q100)=>W;$Q100+11=""
710 Y=V*(L.V-1);XV=100*V.V
720 IF Y=CH"e"Q100=0;F100=XV;H100=H196+F100
730 IF Y=CH"d"Q100=0;G100=XV;H100=H196-G100
740 F.X=4T096S.4;T=X+4;$Q1X=>QIT;F1X=F1T;G1X=G1T;H1X=H1T;N.
760 !#90=>#8080;!#92=>#8160;!#96=>#92;T#9A=11;T#80=6
770 WAIT;LI.LL2
780 !#DE=#8160;P.$Q196;T#80=11;P.F196;G196;H196
790 R.
800 P.$12;T#81=0;P.SB+2"standing"$255"orders"
810 P.$15L
820 DO
830 P."DATE,AMOUNT<d/c>?";!#80=1#DE;GOS.u;!#DE=1#80
840 !#96=1#DE+17;T#9A=15;T#80=17;LI.LL0;IF$U="e";G.J
850 C=0;DO C=C+1;U.UIC=CH";"OR C=L.U
860 IF C=L.U;U.O
870 $V=>SU+C+1;SU+C=""
880 N=4*V.U;T=L.V-1
890 IF V1Y=CH"d"11N=11N*(V1Y-1)<CH"n")>+1(100*V.V)
900 IF V1Y=CH"e"11N=11N*(V1Y-1)<CH"n")>+1(100*V.V)
910 J.U.$U="e"
920 P.$12;T#81=0;P.SB+2"STANDING ORDERS""$B+4"DATE:TRANS-
    FERS:"
930 P." S.ORDERS""
940 P.$15L
950 @=10;F.N=4T0124S.4;IF 11N OR J1N;P.'N/4,J1N,11N
960 N.;P.'$15L
970 GOS.x
980 LI.LL7
990 IF$U=CH"e"U.G.C
1000 GOS.x
1010 R.
1020 DO
1030 DO N=N+4;IF N/4>31 N=4
1040 U.11N OR J1N OR (N=N);IF 11N=0 AND J1N=0 G.K
1050 F.X=4T096S.4;T=X+4;$Q1X=>QIT;F1X=F1T;G1X=G1T;H1X=H1T;N.
1070 G196=11N;F196=J1N;H196=H192-11N+J1N
1080 STR N/4,Q196;$Q196+2="">;IF N<10;$Q196+1=""
1090 IF J1N;$Q196+L.(Q196)="" TFR"
1100 IF 11N;$Q196+L.(Q196)="" S.O"
1110 !#90=>#8080;!#92=>#8160;!#96=>#92;T#9A=11
1120 WAIT;LI.LL2
1130 !#DE=1#92;P.$Q196;T#80=11;P.F196;G196;H196
1140 KU.N=N;SE=SD
1150 R.
1160 GOS.s;!#DE=#80081A0
1170 S=FO.""
1180 SP.S.D;F.N=4T0124S.4;PUT S,11N;PUT S,J1N;N.
1190 F.N=4T096S.4;SP.S.Q1N;PUT S,F1N;PUT S,G1N;PUT S,H1N;N.
1200 P.$11"statement"$255"page"$255"saved";R.
1210 F!#DE=#80080AB;T#8036=>#40
1230 S=F.""
1240 S.S.E;F.N=4T0124S.4;11N=G.S;J1N=G.S;N.
1250 F.N=4T096S.4;S.S.Q1N;F1N=G.S;G1N=G.S;H1N=G.S;N.
1260 IF V.E=0 DOSE=9(E+1);U.V.E
1270 $D=>SE
1280 R.
1290 F!#DE=#81E0;P."REVIEW S.O'S"$255+2;R.
1300 F!#DE=#81E0;P."REVIEW S.O'S" eND SESSION";R.
1310 F!#DE=#81E0;P."REVISE S.O'S" eND S.O'S";R.
1320 F!#96=>#81A0;T#9A=96;WAIT;LI.LL0;R.
1400 I@=7;T#9A=11;T#96=>#8080
1410 F.N=R TO R-28 S.-4
1420 !#DE=#8080;LI.LL4
1430 P.$Q1X;T#80=11;P.F1X;G1X;H1X
1440 N.
1450 R=R;R.

```



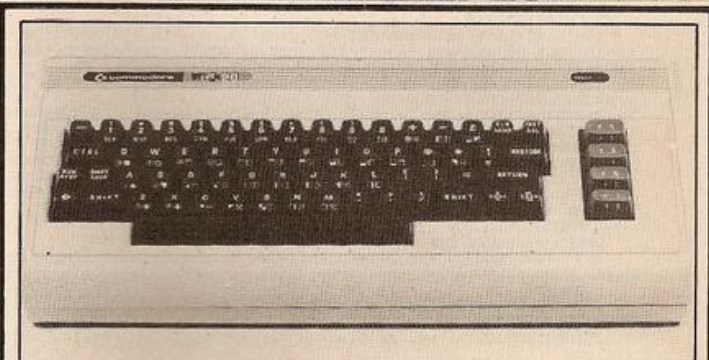
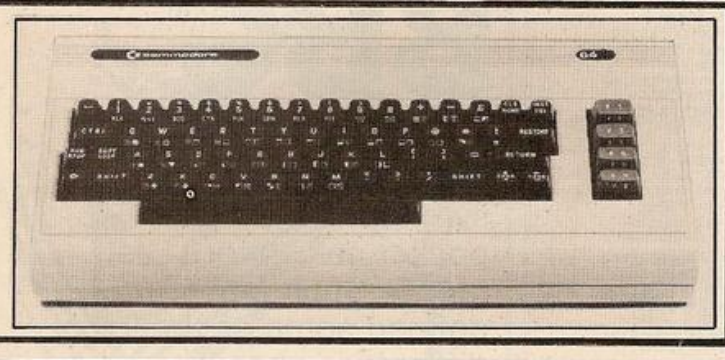




# CREDIT

## Dragon 32 computer hardware

(Subject to approval  
which can take up to 48  
hours) (APR = 0%)



### ATARI SOFTWARE continued

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Pacific Coast Highway	-1C-16K-BG13P £24.95	Master Memory Map	-XH57M £4.00
Pacific Coast Highway	-1D-16K-BG14Q £24.95	De Re Atari	-WG56L £16.95
Chicken	-1C-16K-BG12N £10.95	Operating System User's Manual & Hardware Manual	-WA46A £16.95
Chicken	-1D-16K-BG28F £21.80	Atari Basic-Learning By Using Games For The Atari	-WA47B £4.45
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Bug Attack	-1D-40K-BG37S £23.95	Your Atari Computer	-WA40T £13.45
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Canyon Climber	-1D-16K-BG45Y £24.95	Advanced 6502 Interfacing	-WA41U £11.45
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Haunted Hill	-1C-16K-BG38R £16.95	Computers For People	-WA00A £8.25
Haunted Hill	-1D-16K-BG39N £19.95	Analog: The Magazine For Atari (6 issues) Annual Subscription	-GG24B £9.00
Time Bomb	-1C-16K-BG40T £10.95	Send see now for our new software leaflet with details of all the above programs.	
Time Bomb	-1D-24K-BG41U £12.95	Order As XH52G - Issue 3.	
Tank Trap	-1C-16K-YL34M £9.95	Key: C = Cassette, D = Disk, E = Cartridge.	
Tank Trap	-1D-32K-YL35Q £12.95	2C = 2 Cassettes etc. 8K, 16K shows minimum memory requirement.	
Thunder Island	-1C-16K-BQ37S £10.95	Notes: Order codes shown in brackets. Prices correct at time of going to press. (Errors excluded).	
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Ricochet	-1C-16K-BG47B £14.95		
Ricochet	-1D-32K-BG48C £14.95		
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### VIC20 COLOUR COMPUTER

<b>Hardware</b>			
VIC20 Console	(AF47B) £169.99	Simplicast Cassette (+16K)	(AC93B) £19.95
C2N Cassette Unit	(AF48C) £44.95	VIC Stock Control Cassette (+8K)	(AC94C) £19.95
VIC Printer	(AF49D) £230.00	VIC File Disk (+16K)	(AC95D) £24.95
VIC Disk Drive	(AF50E) £396.00	VIC Writer Disk (+8K)	(AC96E) £24.95
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8K RAM Cartridge	(AF52G) £44.95		
16K RAM Cartridge	(AF53H) £74.95	<b>Education (CSE &amp; GCE 'O' Level Revision)</b>	
		All cassette based and require at least 8K expansion memory.	
<b>Joysticks and Paddles</b>		English Language	(AC98G) £9.99
Single Joystick	(AC53H) £7.50	Mathematics 1	(AC99H) £9.99
Pair of Joysticks	(AC37S) £13.95	Mathematics 2	(BC00A) £9.99
Le Stick	(AC45Y) £24.95	Biology	(BC01B) £9.99
Pair of Paddles	(AC30H) £13.95	Chemistry	(BC02C) £9.99
		Physics	(BC03D) £9.99
<b>Programming Aid Cartridges</b>		Computer Studies	(BC04E) £9.99
Super Expander. 3K RAM and Hi-res graphics	(AC54J) £34.95	Geography	(BC05F) £9.99
Programming Aid. Additional commands. function Key programming etc. (AC55K)	£34.95	History	(BC06G) £9.99
Machine Code Monitor	(AC56L) £34.95	Arithmetic for 9 to 11 year olds	(BC07H) £9.99
		Reading for 9 to 11 year olds	(BC08J) £9.99
		General Knowledge for 9 to 11 year olds	(BC09K) £9.99
		Spelling for 9 to 11 year olds	(BC10L) £9.99
<b>Software (all 3K unless stated)</b>		<b>Home Programs</b>	
Introduction to BASIC Cassettes		All cassette based and require at least 8K expansion memory.	
Part 1	(AC57M) £14.95	Quizmaster	(BC11M) £9.99
Part 2	(AC58N) £14.95	Know Your Own IQ	(BC12N) £9.99
		Junior IQ	(BC13P) £9.99
<b>Game Programs</b>		Know Your Own Personality	(BC14Q) £9.99
Avenger Cartridge	(AC59P) £19.95	The Robert Carrier Family Menu Planner	
Star Battle Cartridge	(AC60Q) £19.95	VIC Money Manager	(BC15R) £9.99
Super Slot Cartridge	(AC61R) £19.95	VIC Road User & Highway Code	(BC16S) £9.99
Jelly Monsters Cartridge	(AC62S) £19.95	Garden Planner	(BC17T) £9.99
Alien Cartridge	(AC63T) £19.95	Interior Designer	(BC18U) £9.99
Super Lander Cartridge	(AC64U) £19.95	BBC "Ask The Family"	(BC19V) £9.99
Road Race Cartridge	(AC65V) £19.95	BBC "Mastermind"	(BC20W) £9.99
Rat Race Cartridge	(AC66W) £19.95	BBC "Mastermind" additional General Knowledge	
Blitz Cartridge	(AC67X) £4.99	Data 1	(BC22Y) £2.50
Mole Attack Cartridge	(AC68G) £24.95	Data 2	(BC23A) £2.50
Adventureland Cartridge	(AC68T) £24.95	Data 3	(BC24B) £2.50
Pirate Cove Cartridge	(AC64F) £24.95	Data 4	(BC25C) £2.50
Mission Impossible Cartridge	(AC68U) £24.95	"Mastermind" additional Specialist Knowledge	
Voodoo Castle Cartridge	(AC69V) £24.95	Wine & Food	(BC26D) £2.50
The Count Cartridge	(AC69W) £24.95	Music	(BC27E) £2.50
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VIC Men Cassette	(AC82D) £7.00	VIC Graphics	(WA48C) £10.00
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```

1 ON ERROR GOTO149
2*TV255
3MODE7:PROCINITIALISE:PROCINST:PROCPICTURE
4PROCUCSOR
5ON 0X-48 GOTO 7,9,14,29,37,45,48,52,67,78
6REM ** ENTER KEY ROUTINE **
7SOUND0,-10,2,4:PROC SHADEKEY (KEY%,146):N%N%+1:N% (N%)=LOWCX+(OCTAVE%*12-13+K
EY%)
8PROCINFO:PROCWAIT (50):GOTO4
9REM ** DELETE KEY ROUTINE **
10IF N%<0 SOUND0,-10,1,4:PRINTTAB (0,21):VDUI41,136:PRINT "No key to delete":IT
AB (0,22):VDUI41,136:PRINT "No key to delete":PROCWAIT (400):PROCWIPE:GOTO4
10SOUND0,-10,2,4:N%N%+1:FOR I% = 10 TO 18:PRINTTAB (30,1%):SPC9:NEXT:PROCINFO
11PRINTTAB (0,21):VDUI41,136,131:PRINT "Last entered key has been deleted":TAB
(0,22):VDUI41,136,131:PRINT "Last entered key has been deleted":X=INKEY (300)
12PROCWIPE:GOTO4
13REM ** COPY A SECTION ROUTINE **
14IF N%<0 SOUND0,-10,1,4:PRINTTAB (0,21):VDUI41,136:PRINT "No notes to copy":IT
AB (0,22):VDUI41,136:PRINT "No notes to copy":PROCWAIT (400):PROCWIPE:GOTO4
15SOUND0,-10,2,4:PRINTTAB (0,21):"You can now copy a section of previously ente
red notes onto your current position by specifying the nos. of the bounding note
s":X=INKEY (400)
16PROCWIPE
17INPUTTAB (0,22)"NO. OF FIRST NOTE (INCLUSIVE) ?":DX:IFDX>N% OR DX<1 PROCWIPE
:GOTO17
18INPUTTAB (0,22)"NO. OF SECOND NOTE (INCLUSIVE) ?":EX:IFEX>N% OR EX<1 OR EX<D
% PROCWIPE:GOTO18
19 IF N%+EX-BX+1>MAXNOTES% PROCWIPE:SOUND0,-10,1,4:PRINTTAB (0,21):VDUI41,136
:PRINT "Out of storage range":TAB (0,22):VDUI41,136:PRINT "Out of storage range":P
ROCWAIT (400):PROCWIPE:GOTO4
20PROCWIPE:SOUND0,-10,2,4:PRINTTAB (0,21):VDUI41,136:PRINT "COPYING":TAB (0,22)
:VDUI41,136:PRINT "COPYING"
21FOR I% = DX TO EX:CKEY% = (N% (I%) - LOWCX) MOD 48 DIV 4 + 1:COCTAVE% = (N% (I%) - LOWCX) DIV 48 + 1
22PROC SHADEOCTAVE (COCTAVE%,130,131):PROC SHADEKEY (CKEY%,146)
23SOUND1,-15,150,2:PROCWAIT (30)
24IFCKEY%=2 ORCKEY%=4 ORCKEY%=7 ORCKEY%=9 ORCKEY%=11 PROC SHADEKEY (CKEY%,148)
ELSEPROC SHADEKEY (CKEY%,150)
25PROC SHADEOCTAVE (COCTAVE%,134,134)
26N%N%+1:N% (N%) = N% (I%):PROCINFO:NEXT I%
27PROCWIPE:GOTO4
28REM ** BLOCK DELETE ROUTINE **
29IF N%<0 SOUND1,-15,30,4:PRINTTAB (0,21):VDUI41,136:PRINT "No notes to delete
":TAB (0,22):VDUI41,136:PRINT "No notes to delete":PROCWAIT (400):PROCWIPE:GOTO4
30SOUND1,-15,100,4:PRINTTAB (0,21):"You can now delete a block of previously en
tered notes. Specify the two bounding notes by their numbers.":X=INKEY (500)
31PROCWIPE
32INPUTTAB (0,22)"NO. OF FIRST NOTE (INCLUSIVE) ?":DX:IFDX>N% OR DX<1 PROCWIPE
:GOTO31
33INPUTTAB (0,22)"NO. OF SECOND NOTE (INCLUSIVE) ?":EX:IFEX>N% OR EX<1 OR EX<D
% PROCWIPE:GOTO33
34IF EX=N% N% = DX-1 ELSE FOR I% = EX+1 TO N%:N% (DX+I%-EX-1) = N% (I%):NEXT: N% = N%-EX+
DX-1
35FOR I% = 10 TO 18:PRINTTAB (30,1%):SPC9:NEXT:PROCWIPE:PROCINFO:GOTO4
36REM ** SOUND LAST NOTE **
37IF N%<0 SOUND0,-10,1,4:PRINTTAB (0,21):VDUI41,136:PRINT "No last note to sou
nd":TAB (0,22):VDUI41,136:PRINT "No last note to sound":PROCWAIT (400):PROCWIPE:G
OTO4
38PRINTTAB (0,21):VDUI41,136,131:PRINT "Sounding last note":TAB (0,22):VDUI41,
136,131:PRINT "Sounding last note"
39CKEY% = (N% (N%) - LOWCX) MOD 48 DIV 4 + 1:COCTAVE% = (N% (N%) - LOWCX) DIV 48 + 1
40PROC SHADEOCTAVE (COCTAVE%,130,131):PROC SHADEKEY (CKEY%,146)
41SOUND1,-15,N% (N%),20:PROCWAIT (200)
42IFCKEY%=2 ORCKEY%=4 ORCKEY%=7 ORCKEY%=9 ORCKEY%=11 PROC SHADEKEY (CKEY%,148)
ELSEPROC SHADEKEY (CKEY%,150):PROC SHADEOCTAVE (COCTAVE%,134,134)
43PROCWIPE:GOTO4
44REM ** SOUND CURSOR NOTE **
45PRINTTAB (0,21):VDUI41,136,131:PRINT "Sounding cursor":TAB (0,22):VDUI41,136
,131:PRINT "Sounding cursor"
46SOUND1,-15,LOWCX+(OCTAVE%-1)*48+(KEY%-1)*4,20:PROCWAIT (120):PRINTTAB (0,21):
SPC80:GOTO4
47 REM ** SELECT SOUND OPTION**
48PRINTTAB (0,21):"Hit C if you want the cursor to produce a beep every note-c
hange, or S to ensure its silence unless you use F5":
49REPEAT:F% = GET$:UNTIL F%="S" OR F%="C"
50PRINTTAB (0,21):SPC (120):GOTO4
51REM ** REVIEW ROUTINE**
52IF N%<0 SOUND1,-15,30,4:PRINTTAB (0,21):VDUI41,136:PRINT "No notes to review
":TAB (0,22):VDUI41,136:PRINT "No notes to review":PROCWAIT (400):PROCWIPE:GOTO4
53SOUND1,-15,100,4:PRINTTAB (0,21):"REVIEW FUNCTION-hit one of the following F,
M, S-Fast, Medium or Slow run through of notes, with accompanying sound R-
you tap the Rhythm on RETURN key":FX15,0
54REPEATG% = GET$:UNTILG%="F" ORG%="M" ORG%="S" ORG%="R"
55IFG%="F" H% = 0 ELSE IF G%="M" H% = 50 ELSE IF G%="S" H% = 100 ELSE H% = -74
56PROCWIPE:PRINTTAB (0,21):"Hit V for visual only" S for sound only"
B for both" Note that V or B will be more sluggish"
57REPEAT:H% = GET$:UNTIL H%="S" ORH%="B" ORH%="V"
58PROCWIPE:PRINTTAB (0,21):CHR$131:CHR$141:CHR$137:"Reviewing notes":TAB (0,22)
:CHR$131:CHR$141:CHR$137:"Reviewing notes"
59FOR I% = 1 TO N%:IFH%="S" GOTO61 ELSECKEY% = (N% (I%) - LOWCX) MOD 48 DIV 4 + 1:COCTAVE% = (N
% (I%) - LOWCX) DIV 48 + 1
60PROC SHADEOCTAVE (COCTAVE%,130,131):PROC SHADEKEY (CKEY%,146)
61PROCINFO:IF H%<>"V" SOUND%11,-15,N% (I%),10
62REPEAT:X% = INKEY (H%):UNTILX%<>0
63IFH%="S" GOTO65 ELSEIFCKEY%=2 ORCKEY%=4 ORCKEY%=7 ORCKEY%=9 ORCKEY%=11 PROC
SHADEKEY (CKEY%,148) ELSEPROC SHADEKEY (CKEY%,150)
64PROC SHADEOCTAVE (COCTAVE%,134,134)
65NEXT:PRINTTAB (0,21):SPC80:PROCWAIT (100):GOTO4
66 REM** INSERT ROUTINE **
67IF N%<0 SOUND0,-10,1,4:PRINTTAB (0,21):VDUI41,136:PRINT "Nowhere to insert":
TAB (0,22):VDUI41,136:PRINT "Nowhere to insert":PROCWAIT (400):PROCWIPE:GOTO4
68SOUND0,-10,2,4:PRINTTAB (0,21):"INSERT MODE :- you may now insert notes into
those already entered.":X=INKEY (300):N%N%+1
69PROCWIPE:PRINTTAB (0,21):"Enter the note after which you want to insert mor
e notes (give its position in the sequence)":INPUTDX:IF DX>N% ORDX<0 GOTO69
70PROCWIPE:INPUTTAB (0,21)"Enter position within octave of new note (1-12, or 0
to finish inserting)":NKEY%:IFNKEY%<0 OR NKEY%>12 GOTO70
71IFNKEY%=0 PROCWIPE:PRINTTAB (0,20):SPC38:PROCINFO:GOTO4
72INPUTTAB (0,23)"Enter octave of new note ":NOCTAVE%:IFNOCTAVE%<0 OR NOCTAVE%>
5 GOTO72
73IFNOCTAVE%=0 PROCWIPE:PRINTTAB (0,20):SPC38:PROCINFO:GOTO4
74FOR I% = N% TO DX+1 STEP=1:N% (I%+1) = N% (I%):NEXT:N% = N%+1:N% (DX+1) = LOWCX+(NOCTAVE%
-1)*48+(NKEY%-1)*4
75PRINTTAB (0,20):CHR$134:"Next one in at":CHR$131:DX+1:TAB (22,20):CHR$134:"N
o. inserted":CHR$131:N%N%+1
76PROCINFO:DX=DX+1:GOTO70
77 REM ** TUNE-UP ROUTINE **
78SOUND0,-10,2,4:PRINTTAB (0,20):"TUNE-UP :":CHR$135:"You can tune the compute
r by changing the pitch produced by the left-most note, C (1). This is initially
set at 5 units (this produces middle-c at C (2)). (KEY TO GO ON...)":
79X=GET
80PRINTTAB (0,20):SPC198:TAB (0,20):"C (1) can be given an integer value of be
tween 0 and 17 (note that 4 units=one semitone). You can move the cursor and us
e F5 (Sound cursor) to compare a note to another instrument. (KEY....)":
81X=GET

```

# MORE FROM BBC

Tired of composing symphonies on your pocket calculator? Last month Chris Melville defined some of the initial difficulties encountered in turning the BBC into a musical instrument. This month, his program takes the tedium out of tickling the keys.



NEARLY EVERYONE has seen a pocket calculator-cum-keyboard which allows the user to enter a tune and play it back at various speeds. Of course, to get the BBC Micro to play a tune the process would be much more laborious. First you have to define an envelope if required then each musical note must be changed to a corresponding integer for use in the pitch part of the sound statement. Next, each musical note must be given a duration parameter, as well as some number telling the computer when to sound it. All of these numbers need to be keyed-in by hand. The computer also needs a routine to sound the correct note at the correct time.

This is all very boring, repetitious and error-prone since the BBC Micro has no musical keyboard and all notes have to be entered as numerical data. To produce a tune-playing



# MUSIC THE



computer without all of these problems, I have written the program Keyboard included in this article. The instructions are again separate. The user can enter the notes comprising the tune by means of a cursor which can be moved up and down a musical keyboard drawn in colour on a Mode 7 screen.

Once all of the notes have been entered, the user taps out the rhythm of the tune on function key. One can change the speed if required. This is useful for entering fast bits which would be hard to tap out correctly at the right speed. The computer matches up the notes to the rhythm and, at the touch of a button, plays the whole tune at the correct spacings and speed.

Because Keyboard uses Mode 7, thus only 1K video RAM, it will run on a Mode 1A,

(continued on page 77)

```

82PRINTTAB(0,20):SPC198:TAB(0,21):CHR$134"Current value of C (1):":CHR$131:L0
WCX
83INPRTTAB(0,23)" Choose new value " NLOWCX:IF NLOWCX>17 OR NLOWCX<0 GOTO82 E
LSE LOWCX=NLOWCX
84PROCWAIT(50):PRINTTAB(0,20):SPC198:GOTO4
85DEF PROC SHADEOCTAVE(OCTAVE%,A%,B%):PRINTTAB(OCTAVE%-1)*7+1,1):VDUA%,157,B
%:PRINTTAB(OCTAVE%-1)*7+1,2):VDUA%,157,B%:ENDPROC
86DEF PROCPICTURE:FORI=1 TO2:PRINTTAB(0,I):CHR$141
87 FORJ=1 TO29 STEP7:PRINTTAB(J,I):
88 VDU134,157,134,JXDIV7+49,JXDIV7+49,JXDIV7+49,158:NEXT:VDU158,156:NEXT
89FORI=5 TO13:PRINTTAB(0,I):
90VDU153,150,255,158,148,158,150,158,148,158,150,255,158,150,255,158,148,158,
150,158,148,158,150,158,148,158,150,255,255,159:NEXT
91FOR I=14 TO19:PRINTTAB(0,I):CHR$153:CHR$150:
92FOR J=2 TO26 STEP4:VDU255,255,150,150:NEXT:PRINTTAB(29,I):CHR$159:NEXT
93PRINTTAB(1,0):VDU130,157,136,135:PRINT"Present octave is:":SPC14:CHR$156
94PRINTTAB(2,4):CHR$(131):"C CED DE E F FEG GEA AE B"
95ENDPROC
96DEF PROCINITIALISE:LOCAL I%
97*KEY0 1
98*KEY1 2
99*KEY2 3
100*KEY3 4
101*KEY4 5
102*KEY5 6
103*KEY6 7
104*KEY7 8
105*KEY8 9
106*FX4 1
107OCTAVE%=1:KEY%=1:LOWCX=5:N%=0:MAXNOTES%=200:F%="C":RESTORE:DIM COLPOS%(12),
WNOTE$(12),NX(MAXNOTES%)
108FORI=1 TO12:READCOLPOS%(I),WNOTE$(I):NEXT
109DATA101,"C",400,C2,605,"D",800,D2,1009,"E",1313,"F",1600,F2,1817,"G",2
000,G2,2221,"A",2400,A2,2625,"B"
110VDU231:8202:0:0:0:ENDPROC
111DEF PROC SHADEKEY(KEY%,SHADE%):LOCAL I%
112FOR I=5 TO13:PRINTTAB(COLPOS%(KEY%):DIV100,I):CHR$(SHADE%):NEXT
113FOR I=14 TO19:IF COLPOS%(KEY%):MOD100 <>0 PRINTTAB(COLPOS%(KEY%):MOD100,I):
CHR$(SHADE%)
114NEXT:ENDPROC
115DEF PROC CURSOR
116PROC SHADEOCTAVE(OCTAVE%,129,131)
117LASTKEY%=KEY%:LASTOCTAVE%=OCTAVE%
118IF F%="C" SOUND%11,-10,LOWCX+(OCTAVE%*12-13+KEY%)*4,5:PROC SHADEKEY(KEY%,149)
) ELSEPROC SHADEKEY(KEY%,149)
119REPEAT:FX15,1
120OZ=GET:UNTIL OZ=137 OR OZ=136 OR (OZ>48 AND OZ<59)
121IF OZ<59 ENDPROC
122IF OZ=136 GOTO125
123IF KEY%<>12 KEY%=KEY%+1 ELSE IF OCTAVE%=5 SOUND1,-15,30,3:GOTO119 ELSE KEY%
=1:OCTAVE%=OCTAVE%+1:SOUND1,-15,100,2:PROC SHADEOCTAVE(LASTOCTAVE%,134,134):PROC S
HADEOCTAVE(OCTAVE%,129,131)
124GOTO126
125IF KEY%<>1 KEY%=KEY%-1 ELSE IF OCTAVE%=1 SOUND1,-15,30,3:GOTO119 ELSE KEY%
=12:OCTAVE%=OCTAVE%-1:SOUND1,-15,100,2:PROC SHADEOCTAVE(LASTOCTAVE%,134,134):PROC S
HADEOCTAVE(OCTAVE%,129,131)
126IF LASTKEY%=2 OR LASTKEY%=4 OR LASTKEY%=7 OR LASTKEY%=9 OR LASTKEY%=11 PROC SHAD
EKEY(LASTKEY%,148) ELSEPROC SHADEKEY(LASTKEY%,150)
127 GOTO117
128DEF PROC INFO:LOCAL I%
129PRINTTAB(30,5):CHR$131:"NOTES NOW":TAB(30,6):CHR$131:"ENTERED:":TAB(32,7):
CHR$134:NZ%=""
130FOR I=N% TO NX-2 STEP-1
131 IF I=0 I=N%-2 ELSE PRINTTAB(30,10+(NX-I)*3):CHR$131:"NOTE ":I%:"":TAB(
32,11+(NX-I)*3):CHR$134:WNOTE$(NX(I)-LOWCX):MOD48:DIV4+1):" (" :NX(I)-LOWCX)DI
V48+1):"
132 NEXT:ENDPROC
133DEF PROC WAIT(C%):TIME=0:REPEAT:UNTIL TIME=C%:ENDPROC
134DEF PROC WIPE:PRINTTAB(0,21):SPC158:ENDPROC
135DEF PROC INST
136PRINT
137CLS:PRINT"PLAYMUSIC program by Chris Melville '82 *****
*****"
138PRINT:CHR$131:"This program is in 2 parts,this is the":CHR$131:"first part
-which deals with setting up":CHR$131:"of an array containing (in order) the":C
HR$131:"notes to be played."":CHR$134:
139 PRINT"The next part,which deals with entering":CHR$134:"the rhythm of the
tune and playing it":CHR$134:"back,should be recorded on tape after":CHR$134:"th
is one since this one CHAINS it."
140PRINT:CHR$130:"Full instructions are in the article to":CHR$130:"save space
"
141PRINT:CHR$129:"Be sure you have finished entering all":CHR$129:"the notes
before going on to the next":CHR$129:"part (by pressing ESCAPE) since you ":CHR$
129:"cannot return to it intact."
142PRINT:CHR$133:CHR$136:" Hit a key to go on....":I=X:GET:CLS
143PRINT"The functions available are:"":CHR$131:"F0:-enters the note on which
the purple":CHR$131:" cursor is on as one to be played":CHR$134:"F1:-deletes
the last note entered":CHR$130:"F2:-repeats a section of notes"
144PRINTCHR$129:"F3:-deletes a block of notes":CHR$133:"F4:-sounds the last n
ote entered":CHR$132:"F5:-sounds the position of the cursor":CHR$131:"F6:-enab
les/disables the cursors beep":CHR$134:
145PRINT"F7:-audio/visual review of notes so far":CHR$130:"F8:-can insert note
s into list":CHR$129:"F9:-used to 're-tune' computer":CHR$136:"Hit a key to st
art....":I=X:GET:CLS
146PRINTTAB(10,21):VDU129,141,136:PRINT"Remember:":TAB(10,3):VDU129,141,136:F
RINT"Remember:":TAB(0,10):CHR$131:"At the moment you are only entering the":CHR$
131:"notes,the rhythm/tempo comes in part 2":
147PRINTTAB(0,17):CHR$134:"The purple key-cursor is moved by using":CHR$134:"t
he right + left cursor keys":PROC WAIT(800):CLS
148ENDPROC
149CLS:PRINTCHR$131:"Going on to next program":CHR$130:"Start your cas
sette player now":CHR$134:CHR$136:""
150HIMEM=HIMEM-N%:FOR I=1 TO NX:?(HIMEM+I-1)=NX(I%):NEXT:PROC WAIT(250)
151M%=MAXNOTES%:CHAIN""
>RUN
10 ON ERROR MODE7:END
11DIM NZ(M%),TX(M%),DX(M%),AX(6),PX(6):FOR I=1 TO NX:NZ(I%)=?(HIMEM+I-1):NE
XT:I=0
12RESTORE:FORI=1 TO8:READ PX(I%):NEXT:FOR I=1 TO6:READ AX(I%):NEXT:IF PX(2)
=0 PX(1)=PX(1)+127
13DATA1,1,0,0,0,1,1,1,126,0,0,-20,126,126
14*KEY0 1 16*KEY2 3
15*KEY1 2 17*KEY3 4
18NEVELOPE1,PX(1),PX(3),PX(4),PX(5),PX(6),PX(7),PX(8),AX(1),AX(2),AX(3),AX(4)
,AX(5),AX(6)
19CLS:PRINT"CHR$136:" You can now use F0,F1,F2,F3....":CHR$131:"
F0) enter rhythm":CHR$133:" F1) auto playback":CHR$134:" F2)
choose voice for F1":CHR$129:" F3) change speed of F1"
20PROC WAIT(200):SOUND0,-12,2,4:FX15,1
21PRINT"CHR$136:CHR$130:CHR$141:" C H O O S E N O W .....":CHR$136:C
HR$130:CHR$141:" C H O O S E N O W .....":FX15,1
22REPEAT:OZ=GET-48:UNTIL OZ>0 ANDOZ<5:CLS:SOUND0,-15,2,4:ONDZ GOTO 23,32,36,6
(continued on page 77)

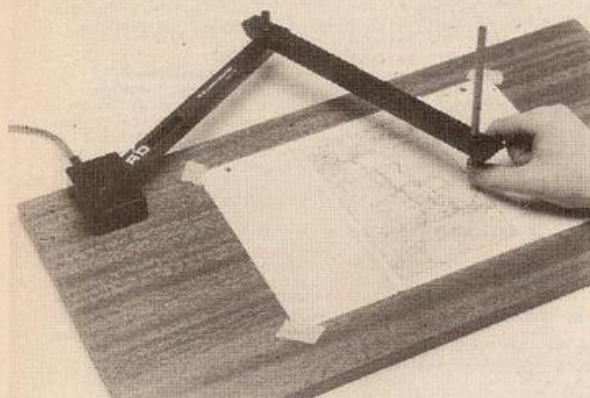
```



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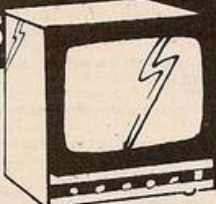
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(continued from page 75)

although it cannot store as many notes as a Mode 1B. Note that Keyboard is in two parts, the first of which Chains the second — they must thus be recorded consecutively on tape.

Although the BBC's Envelope and Sound statements allow it to produce a wide variety of sound, the tonal quality of these sounds is not rich. This is because the sound chip fitted, SN76489, produces only square waves. These are the fundamental working signals inside your computer.

I have used my micro to produce sawtooth, sine, triangular waves. This involves a little bit of electronics. Roughly speaking, the problem is to create a voltage, external to the computer, which varies in a wave-form the same as that which we want to hear and, since the user port gives eight-bit digital output, all that is needed is an eight-bit digital-to-analogue converter (DAC) connected to the eight PB lines of the user port.

The user port is memory-mapped at location &FE60 so if we place the correct numbers here, then the digital-to-analogue converter will produce the voltage wave-forms needed to drive a speaker circuit. So the overall method is as follows: first work out the values that are to be fed to the user port and use byte in direction to store them consecutively in a spare page of memory. This can be done in Basic since speed is not important and functions such as sine can be used. Next use a machine-code routine to cycle through the relevant page of memory byte by byte, outputting to &FE60 as it goes. Then, the eight-bit DAC and the odd OA will do the rest and the resultant wave-form will be heard.

Program Keyboard for 16 or 32K provides the BBC Micro with a facility which enables it to learn a tune as a series of notes with their correct rhythm, and then play it back at a selected speed — all at the touch of one key.

The program is in two parts. The first, which deals with entering the notes, should be typed in and then Saved on tape. The second part should then be Saved after it, since it calls the second part using a Chain command. Stop the tape machine after loading the first program, if it does not have computer control.

The program functions in three parts: first, enter all notes — this is a routine, with useful editing features, which sets up an array containing the codes of all of the notes to be sounded, and in the correct order. The method of entry is to move a cursor up and down a musical keyboard on the Mode 7 screen and use the function keys to perform miscellaneous operations to make the job easier. This is contained in the first listing.

Next, enter rhythm — the user now merely taps out the tune using key F0 and/or F1 and the computer matches up each note with its position and timing information in real time.

The third part, auto-sound, enables selection of a voice and the computer plays the tune in that voice.

The tune is restricted to one note at a time, no chords. The use of the function keys is as follows:

#### Program 1

- F0 Enter note Enters the note currently covered by the cursor on to the list of notes to be played.
- F1 Delete note Deletes the last note to be entered from the list.
- F2 Repeat over Enables a block of notes already in the list to be repeated again at the end of the list.
- F3 Block Delete Enables a block of notes already entered to be deleted.
- F4 Echo Echoes the last note to have been entered.
- F6 CSR Beep Enables/disables the cursor

- F7 Review from echoing its position at every move. Will show and/or sound all notes thus far entered.
- F8 Insert Enables notes to be inserted between others already in the list.
- F9 Re-tune Used to tune the BBC to a different instrument.
- Escape Key Sends you on to the next recorded program.

#### Program 2

- F0 Enter Rhythm; F0 and F1 then become input keys.
- F1 Commence auto playback.
- F2 Select voice F3 — adjust duration of tune.

The maximum number of notes possible is set by the variable Maxnotes % in line 110. You can adjust this value in accordance with the amount of RAM you have.

(continued from page 75)

```

2
23RZ=-1:PRINT CHR$129:CHR$141:" Rhythm entering":CHR$129:CHR$141:"
Rhythm entering":CHR$148:" :STRING$(16,CHR$124):"
24 PRINTCHR$134:"You must now tap out the tune on F0/F1:CHR$134:"The compute
r will match the taps with":CHR$134:"the notes you have already entered.In":CHR$
134:"the interests of accurate timing,the":CHR$134:"computer will not pause to":
25PRINT "sound out":CHR$134:"the notes corresponding to your taps."CHR$134:"
You will have to hum them in your head":CHR$134:"as you go !":CHR$136:CHR$1
33:" T A P A W A Y ! ! !....."
26IX=1:FX11,0
27 TX(1)=0:FX15,0
28REPEAT:UNTIL INKEY(-33) ORINKEY(-114):TIME=0:REPEAT:UNTIL NOTINKEY(-33) AND
NOTINKEY(-114):DX(1)=TIME
29REPEAT:IX=IX+1:REPEAT:UNTIL INKEY(-33) ORINKEY(-114):TX(IX)=TIME:REPEAT:UNT
ILNOTINKEY(-33) AND NOTINKEY(-114):DX(IX)=TIME-TX(IX):UNTIL IX=NZ
30FORIX=1 TO NZ:DX(IX)=INT(DX(IX)/5+.5):IFDX(IX)/254 DX(IX)=255:NEXT ELSEIFDX(
IX)=0 DX(IX)=1:NEXT ELSE NEXT
31PRINT "CHR$131:CHR$141:" NOTE LIST ENDED":CHR$131:CHR$141:" N
OTE LIST ENDED":SOUND1,-10,100,4:X=INKEY(400):GOTO19
32IF FNNORHYTHM GOTO19 ELSEPRINTCHR$133:CHR$141:" Auto-playback":CHR$
133:CHR$141:" Auto-playback":CHR$145:" :STRING$(13,CHR$96):"CHR$
134:"Hit RETURN to start the auto-playing of":CHR$131:"your tune."
33IX=0: REPEAT:UNTIL INKEY(-74):TIME=0
34REPEAT:IX=IX+1:REPEAT:UNTILTIME=TX(IX):SOUND2,1,NZ(IX),DX(IX):UNTILIX=NZ
35GOTO19
36PRINT "CHR$133:CHR$141:" Select voice":CHR$133:CHR$141:" Se
lect voice":CHR$145:" :STRING$(12,CHR$96):"CHR$131:"You may now choos
e (by number) either":CHR$131:"predefined pitch and amplitude sounds":CHR$131:
37 PRINT"or define your own."CHR$134:"The pitch section comes first,select
by":CHR$134:"typing the appropriate number":CHR$130:"HIT A KEY TO START....":X
=GET
38CLS:PRINT "CHR$133:CHR$141:CHR$136:" Amplitude selection.....":CHR$133:CHR$136:
39PRINTCHR$136:" Amplitude selection.....":CHR$148:CHR$136:" :STRING$(20,CHR$
96):"CHR$134:"Select (by number) one of these:"
39PRINTCHR$130:"0) sharp attack / gentle decay":CHR$129:"1) sharp attack / sh
arp decay":CHR$132:"2) gentle attack / sharp decay":CHR$133:"3) gentle attack /
gentle decay":CHR$134:"4) gentle attack / no decay"
40PRINTCHR$131:"5) sharp attack / no decay":CHR$131:"6) define own amplitude section
":CHR$130:"7) keep present amplitude section":CHR$136:" waiting....."
41REPEAT:XX=GET-47:UNTIL XX>0 AND XX<9:IF XX=8 GOTO48
42 IF XX<7 GOTO46 ELSE CLS:PRINT "CHR$131:"Enter the six amplitude paramete
rs in":CHR$131:"the order:":CHR$131:"1) amp./step for attack (0-126)":CHR$131:
or decay (-126 to 126)":CHR$131:"3) amp./step for sustain (0 to -126)"
43PRINT "4) amp./step for release (0 to -126)":CHR$131:"5) target level for attack (
0-126)":CHR$131:"6) target level for decay (0-126)"
44FOR IX=1 TO6:REPEAT:PRINTTAB(0,10+IX*2):SPC58:TAB(0,10+IX*2):CHR$(128+IX):"
Enter parameter":IX:CHR$(135-IX):INPUTX(IX)
45UNTIL ((IX=5 ORIX=6)AND(AZ(IX)=0 AND AZ(IX)<127) OR (IX=4 OR IX=3)AND(AZ(IX)
<1 AND AZ(IX)>127) OR (IX=2 AND AZ(IX)<127 AND AZ(IX)>127) OR (IX=1 AND AZ(IX)
>0 AND AZ(IX)<127)):NEXT:GOTO48
46RESTORE47:FORIX=1 TO6:FOR JX=1 TO4:READAX(JX):NEXT:JX
47DATA120,-1,-1,-2,120,119,120,-1,0,-126,120,119,2,2,0,-126,50,120,2,2,-1,-1,
50,120,2,0,0,50,120,20,20,0,0,60,120
48CLS:PRINT "CHR$133:CHR$141:CHR$136:" Pitch selection.....":CHR$133:CHR$14
1:CHR$136:" Pitch selection.....":CHR$148:CHR$136:" :STRING$(16,CHR$96):"CHR$
134:"Select (by letter) one of these:"
49PRINTCHR$130:"A) warble":CHR$129:"B) plain":CHR$132:"C) plain with fast,
heavy vibrato":CHR$133:"D) plain with slow,heavy vibrato":CHR$134:"E) plain wi
th medium vibrato":CHR$131:"F) slide effect":CHR$131:"G) sci-fi (1)"
50PRINTCHR$130:"H) sci-fi (2)":CHR$129:"I) sci-fi (3)":CHR$132:"J) sci-fi
(4)":CHR$133:"K) define own pitch envelope":CHR$134:"L) leave pitch envelope u
nchanged"
51REPEAT:XX=GET-64:UNTIL XX>0 AND XX<13:IF XX=11 GOTO55 ELSE IF XX=12 GOTO60
52RESTORE53:FORIX=1 TOX:FOR JX=1 TO8:READP(JX):NEXT:JX
53DATA1,1,1,-1,1,1,1,1,0,0,0,0,0,3,1,2,-2,2,1,2,1,6,1,-2,2,1,2,1,4,1,
1,-1,1,2,1,1,0,0,1,-1,20,15,15,1,48,48,48,2,2,2,3,1,48,48,2,3,4,1,1,48,48
,48,2,3,4,1,1,49,-47,51,10,10,10
54GOTO60
55CLS:PRINT "CHR$131:"Enter the seven pitch parameters in":CHR$131:"the order
":CHR$131:"1) length of a 'step' (1

```

```

3) pitch/step for stage1 (-127 to 127)"
56PRINT "4) pitch/step for stage2 (-127 to 127)":CHR$131:"5) pitch/step for stage3 (
-127 to 127)":CHR$131:"6) no. of steps in stage1 (0 to 255)":CHR$131:"7) no. of steps in stage
2 (0 to 255)":CHR$131:"8) no. of steps in stage3 (0 to 255)"
57FOR IX=1 TO3:REPEAT:PRINTTAB(0,12+IX*2):SPC58:TAB(0,12+IX*2):CHR$(129+IXMOD7):"
Enter parameter":IX:CHR$(135-IXMOD7):INPUTX(IX)
58UNTIL (IX=1 AND PX(IX)>0 AND PX(IX)<128) OR (IX=2 AND PX(IX)=0 OR PX(IX)=1
) OR (IX=3 AND PX(IX)>0 AND PX(IX)<127) OR (IX=5 AND IX=9 AND PX(IX)=0 AND PX
(IX)<256):NEXT
59IF PX(2)=0 PX(1)=PX(1)+127
60ENVELOPE,FX(1),PX(3),PX(4),PX(5),PX(6),PX(7),PX(8),AX(1),AX(2),AX(3),AX(4)
,AX(5),AX(6):SOUND1,-10,100,4:PROCWAIT(100):GOTO19
61DEFPROCWAIT(X):TIME=0:REPEAT:UNTIL TIME=GX:ENDPROC
62IF FNNORHYTHM GOTO19 ELSEPRINTCHR$134:CHR$136:CHR$141:" Alter timing
of tune....":CHR$134:CHR$136:CHR$141:" Alter timing of tune....":CHR$146:CHR$
136:SPC7:STRING$(20,CHR$96)
63PRINT "CHR$133:"You can alter the speed at which the":CHR$133:"tune is play

```

```

ed back by altering the":CHR$133:"time taken for it to be completely":CHR$133:"p
layed back.This time interval is":CHR$133:"given by you pressing RETURN twice"
64PRINTCHR$133:"the time in between your two presses":CHR$133:"being the new
length of the tune.So":CHR$133:"the first press of RETURN corresponds":CHR$133:
to the first note in the tune and the":CHR$133:"second press corresponds to the"
65PRINT"last."CHR$129:"SO PRESS RETURN TO START TIMING..":FX15,0
66REPEAT:UNTIL GET=13:TIME=0:PRINT "CHR$134:CHR$136:"NOW AWAITING SECOND RETUR
N":FX15,0
67 REPEAT:UNTIL GET=13:LX=TIME
68 DX(1)/TX(NZ)-TX(1)
69FORIX=1 TOX:TX(IX)=INT(TX(IX)*D+.5):DX(IX)=INT(DX(IX)*D+.5):IF DX(IX)=0 DX
(IX)=1
70IF DX(IX)>254 DX(IX)=255:NEXT:ELSE NEXT
71 GOTO19
72 DEF FNNORHYTHM:IF RX=-1 THEN =0 ELSEPRINT"YOU HAVE NOT DONE THE RHYTHM":P
ROCDWAIT(200):=-1

```



### Program 1.

```

16775 3E 80      LD A, 80
      06 20      LD B, 20
      D7         RST 10
      10 FD      DJNZ -3
      2A 0C 40   LD HL(D/F) 16396/7
      06 20      LD B, 20
      23         INC HL
      36 17      LD(HL), 17
      36 80      LD(HL), 80
      10 F9      DJNZ -7
      C9         RET

```

10 RAND USR 16775.

CHR \$ 128  
Set up top row with 32 black squares

Get start of D-File  
Add 1 to D-F address

Print CHR\$ 23  
Erase it.  
Move to next position and repeat until B = 0  
Return to Basic.

### Program 3.

```

16775 3E 1C      LD A, 1C
      06 20      LD B, 20
      D7         RST 10
      3C         INC A
      10 FC      DJNZ -4
      2A 0C 40   LD HL(D/F)
      23         INC HL
      7E         LD A(HL)
      FE 76      CP 76
      C8         RETZ
      F5         PUSH AF
      36 80      LD(HL), 80
      11 00 10   LD DE 1000
      1B         DEC DE
      7A         LD A, D
      B3         OR E
      20 FB      JRNZ -5
      F1         POP AF
      77         LD(HL), A
      18 EC      JR -20

```

10 RAND USR 16775

Print top row of characters 0 to 9, A to V.

Get start of D-File add 1 to point to 0,0;

Check for end of line character 118

RET TO BASIC, end of line  
Store value  
Print square.  
Delay

Retrieve value and print over black Chr.

### Program 4.

```

16775 3E 1C      LD A, 1C
      06 20      LD B, 20
      D7         RST 10
      3C         INC A
      10 FC      DJNZ -4
      0E 20      LD C, 20
      2A 0C 40   LD HL(D/F)
      23         INC HL
      7E         LD A,(HL)
      F5         PUSH AF
      06 1F      LD B, 31
      23         INC HL

      7E         LD A,(HL)
      2B         DEC HL
      77         LD(HL), A
      23         INC HL
      10 F9      DJNZ -7
      F1         POP AF
      77         LD(HL), A
      11 00 10   LD DE 10 00
      1B         DEC DE
      7A         LD A, D
      B3         OR E
      20 FB      JRNZ -5
      OD         DEC C

      20 E4      JRNZ -28
      C9         RET

```

10 RAND USR 16775

Print top row 0 to V

Roll left 32 times  
Get start of D-F, move to position 0,0

Get first CHR and store it

Get next character in line and put it into  
display file one place left

Move back to original position  
Repeat 31 times  
Get stored CHR and put on end of line

Delay Loop

Reduce C by 1 and if not zero then repeat  
Roll

Ret to Basic

### Program 5.

```

16775 AF         X or A

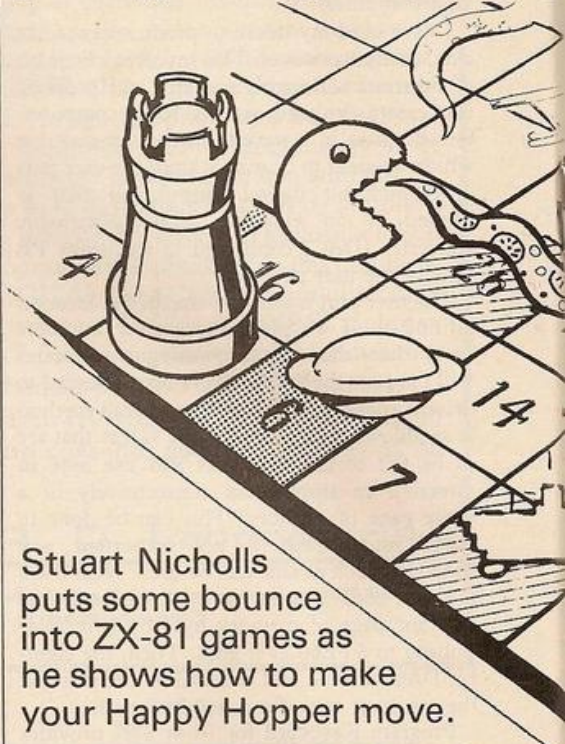
      D7         RST 10
      06 06      LD B, 06

```

AF loads A with 0 and resets carry flag in  
1 byte  
Print a space  
Print six 9s

(listing continued opposite)

# GAMES V HAPPY



Stuart Nicholls  
puts some bounce  
into ZX-81 games as  
he shows how to make  
your Happy Hopper move.

LAST MONTH'S article left you with the Frogger display on the screen but how do you make it move?

First of all, the simple problem of moving a character one square at a time along the top row of the display: program 1 shows how this can be done.

If you have saved on tape the program from last month's issue then reload and use it to Poke the program into the line 2 REM statement. To run each of the demonstration programs change line 10 to

RAND USR 16775

and delete lines 20 to 90.

If you now Run program 1 you will realise how fast machine code really is. Did you see the asterisk move along the top row? You will now see that we need something to slow the computer down. The easiest way to do this is to tell it to count down from a high number to zero, which will take a second or two. This is similar to a For/Next loop in Basic. A high

### Program 2.

To vary the speed of movement the value held in DE is changed.

```

16775 3E 80      LD A, 80
      06 20      LD B, 20
      D7         RST 10
      10 FD      DJNZ -3
      2A 0C 40   LD HL,(D/F)
      06 20      LD B, 20
      23         INC HL
      36 17      LD(HL), 17

```







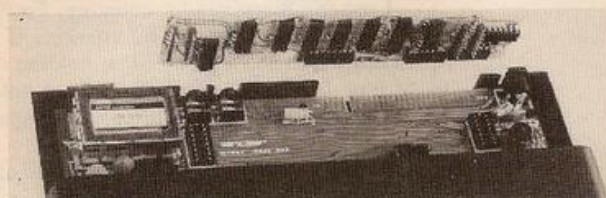
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\* Reviewed in ZX Computing Aug/Sept 1982 and Popular Computing Weekly 22/7/82.

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# BASIC DICTIONARY

This dictionary, compiled by Tony Edwards, will explain the function of common Basic words as used in popular machines, enabling you to work out your own machine's equivalent. A useful complement to our recent series on Basic dialect translation.

## BASIC DICTIONARY

**ENDPROC** A BBC statement denoting the end of a procedure, see PROC. It causes all local variables to be restored and returns control to the line after the calling statement.

**ENVELOPE** A BBC Basic statement from the extended set. It has 14 parameters which are used as individual machine-code bytes by the operating system to control the sound generator.

**EOF** A function to test for the end of a file. The argument is the file channel-number and the function returns logical true, -, if the file has ended, otherwise 0.

**EOR** A logical operator producing the bit-wise integer logical exclusive OR between two 32-bit integers. It appears in BBC Basic's extensions.

**EQ** An equivalent of the = sign.

**ERL** A function which returns the line number in which an error occurs once it has occurred. It retains the line number value until the next error occurs. Its normal use is during debugging.

**ERR** A Microsoft Basic function which returns the Error code of the last error which occurred. Its normal use is in debugging.

**ERROR** This word can be used as a statement or a command. It has the effect of simulating an error. The specific type of error simulated is controlled by the argument following the statement. It is usually used during debugging to check error-trapping routines, but can also be used within a program to print out uncalled-for error messages.

**EVAL** This is a statement which applies the interpreter's expression-evaluation routine to the characters held in the string indicated by the argument. Its use is to allow a program user to input a function into a program by simply inputting a suitable string.

**EXAM** The function used by some computers to read the contents of a memory location specified by the argument. It is the equivalent of PEEK.

**EXP** A function returning  $e$  to the power of the argument. It is the inverse of the LOG function.

**EXT** A function returning the length, in bytes, of a file whose channel number is the argument.

## F

**F** An abbreviation for FOR used by Microsoft Level 1, and Palo Alto Tiny Basic.

**FALSE** A BBC function which returns the logical false that is, 0.

**FETCH** A function used by some computers to read the contents of a memory location specified by the argument. It is the equivalent of PEEK.

**FILL** A function which places its second argument in the memory location identified by its first argument. It is equivalent to PEEK.

**FIX** A function which removes the decimal part of a variable's value. With positive numbers this rounding down is identical to the INT function. However, with negative numbers it rounds them up by making them less negative.

**FLASH** A statement used in Apple-II Basic to cause the VDU display to flash.

**FN** The reserved letters to be placed at the start of a function name. It must first be defined following a DEF statement. Then it can be invoked as can any of the machine's built-in functions.

**FOR** The initialising statement of a For...To (NEXT) statement which is used universally to assign a range of numbers between two specified values to the specified variable. The loop is terminated by the NEXT statement. An ANSI standard word.

**FRE** A function which returns the number of bytes of unused string space available within the computer's reserved memory stack. The argument is a dummy with no significance. The same word is used on some other computers to return the total amount of unused memory available.

**FREE(0)** A function used to report the total amount of file memory available. Equivalent to the MEM function.

## G

**G** An abbreviation for GOTO used by Microsoft Level 1 Basic.

**GCOLOR** A statement used in BBC Basic to set the graphics foreground and background colours.

**GE** The TI-99 equivalent of the "greater than or equal to" sign.

**GET** A function which inputs a key input without requiring a Newline or Enter. On some machines execution will stop, awaiting a key depression, for example Apple, but on others the execution continues, unless a key is pressed.

**GET#** A function used in Pet and Atari Basic to read a character from a data tape.

**GOS** Used as an abbreviation of GOSUB on Atom, and Microsoft Level 1 machines.

**GOSUB** The ANSI standard statement to cause a branch to a subroutine.

## BASIC DICTIONARY

**GOT** A PDP-8E abbreviation of GOTO.

**GOTO** The ANSI standard statement to cause a jump to another part of the program. Also used in the form GO TO.

**GOTO...OF** A multiple-branching GOTO. The control will be passed to the line number following the OF which is in the numerical position of the argument, that is:

GOTO X OF 10,20,30

will branch to 10, 20 or 30 if X has the values of 1, 2 or 3. Some computers expect a space between GO and TO.

**GR** A function or statement in Apple II Basic which switches the screen display between different modes.

**GT** The equivalent of a "greater than" sign.

## H

**HCOLOR** An Apple II command which, following HGR, identifies which colour is to be used.

**HGR** The Apple II command which sets the screen for hi-resolution graphics mode.

**HIMEM** A pseudo-variable which holds the address of the highest-numbered memory location available for use by the interpreter. Higher numbered addresses are effectively non-existent, as far as Basic is concerned, but can be filled with data or machine code which can be jumped to from Basic. Similar to MEM SIZE? and READY?

**HLIN...AT** An Apple II graphics command which draws a horizontal line from the first argument to the second, at the vertical position indicated by the third argument.

**HOME** A command which clears the screen and returns the cursor to the upper left corner of the screen. Identical to CLS.

**HPlot** This command sets a high-resolution graphic block on the Apple II.

**HTAB** The command in the Apple II set which moves the next print position horizontally. Identical to TAB.

## I

**I** Used in TRS-80 Level 1 and Palo Alto Tiny Basic as an abbreviation for INT.

**IF** Part of a multiple branching statement. For details of full statements see below. An ANSI standard statement.

**IF...G** Used in TRS-80 Level 1 and Palo Alto Tiny Basic as an abbreviation for IF...GOTO.

**IF...GOS** Used in TRS-80 Level 1 and Palo Alto Tiny Basic as an abbreviation for IF...GOSUB.



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This is a Forth simulation by R C Ranson for the ZX-81 enabling you to try out this structured language.

# FORTH DIMEN

ESSENTIALLY, FORTH is a high-level language which retains much of the flexibility associated with assembly language. Program development time is short because of its interactive, modular construction and very simple program test arrangements.

In execution, Forth is fast because individual program elements are semi-compiled on entry and then linked together by a very fast address

interpreter routine. However, unlike other compiled languages, for example Pascal, a Forth system is very compact — a complete Z-80-based system with compiler and dictionary could reside in 8K of ROM.

This article describes a ZX-81 Basic program designed to simulate some features of Forth so that you can try it out on a terminal. It illustrates the unconventional Forth syntax and the

principle involved in the semi-compiled code operation. But do not mistake this for the real thing. Because it operates in Basic it is relatively slow and does not have the same flexibility as a dedicated Forth implementation.

Forth is a structured language in which the elementary programming units are words separated by spaces. Each word is defined in the system in a list — called the dictionary — by combining the operation of previously-defined words. Programs are developed in a top-down fashion writing words to do individual tasks, then words which combine these tasks and so on until the whole program is just one word.

At each stage the interactive nature of Forth allows words to be tested and debugged.

During execution the Forth system calls each address in turn, thus performing the desired task in terms of previous tasks. In principle there is no limit to the depth of this task subdivision process. The Forth system keeps track of each level of nested words by means of a return address stack just like calling subroutines within subroutines in Basic. Thus, words are defined in terms of other words within the dictionary, until words are encountered which actually perform machine-coded instructions. These lowest-level words are called primitives and a typical Forth system containing 400 words could have as few as 50 primitives.

All this nesting and stack work is performed by the address interpreter which in Z-80 code is only 20 bytes long and so very fast in operation.

The other main feature of Forth is the parameter stack which is used for data communication between words. For example, Forth words do not have formal parameter lists; each word operates on stack data, so the syntax follows reverse-polish notation popularised by Hewlett-Packard calculators. There is what is also known as postfix notation, for example  $2+2$  becomes  $2\ 2\ +$  where the spaces are significant as they define the end of each entry. In this example the word  $+$  takes two items off the stack.

The stack orientation is very flexible and means that very few named variables are defined; values are merely Pushed on to the stack by one word and Popped off by the next. It is however essential to keep track of the stack entries in order to ensure that the right values are passed on. In practice all this stack use is highly efficient in machine terms and also easy to use as Forth includes many powerful stack operators.

In the simulation program the Basic text is equivalent to the machine-code system, including primitives, and the line numbers are equivalent to addresses.

It contains three distinct blocks of code which roughly correspond to features in a real Forth system. Lines 10 to 450 contain the text interpreter which scans the input string  $IS$ , picks out individual words and executes them in sequence.

```

0010 REM *****
0020 REM *FORTH SIMULATION IN*
0030 REM *ZX81 BASIC, R. RANSON*
0040 REM *****
0050 PRINT "BASIC FORTH V.2"
0060 DIM P(10)
0070 DIM Q(10)
0080 DIM R(10)
0090 DIM S(10)
0100 LET Z=300
0110 REM INITIALISE
0120 PRINT
0130 GOTO 200
0140 PRINT "IS: ";
0150 GOTO 200
0160 PRINT "OK"
0170 GOTO 200
0180 PRINT "STACK EMPTY AT: ";
0190 LET S(1)=0
0200 LET M=1
0210 LET N=1
0220 LET K=1
0230 LET I=""
0240 INPUT IS
0250 LET I=0
0260 LET Q(K)=LEN IS
0270 LET L=P(K)
0280 LET N=N+1
0290 IF N=1 THEN GOTO 100
0300 IF Q(K)=Q(K-1) THEN GOTO 410
0310 LET B$=IS(Q(K))
0320 IF B$=" " THEN GOTO 310
0330 LET A$=B$
0340 LET Q(K)=Q(K-1)+1
0350 IF Q(K)=P(K) THEN GOTO 460
0360 LET B$=IS(Q(K))
0370 IF B$=" " THEN GOTO 460
0380 IF B$=" " THEN GOTO 460
0390 LET A$=A$+B$
0400 GOTO 350
0410 IF K=2 THEN GOTO 160
0420 LET K=1
0430 LET I$=IS(Q(K))
0440 LET P(K)=I$
0450 GOTO 310
0460 PRINT "DEFINITION: ";
0470 REM USER DEFINED DICTIONARY
0480 IF A$="ABS" THEN GOTO 600
0490 LET I$=I$+A$
0500 LET I$=I$+A$
0510 LET I$=I$+A$
0520 LET I$=I$+A$
0530 LET I$=I$+A$
0540 LET I$=I$+A$
0550 GOTO 270
0560 IF A$="COUNT" THEN GOTO 700
0570 LET I$=I$+A$
0580 LET I$=I$+A$
0590 GOTO 270
0600 IF A$="POLY1" THEN GOTO 800
0610 LET I$=I$+A$
0620 LET I$=I$+A$
0630 LET I$=I$+A$
0640 LET I$=I$+A$
0650 GOTO 270
0660 IF A$="POLY2" THEN GOTO 900
0670 GOSUB 830
0680 GOTO 270
0690 GOSUB 830
0700 GOSUB 830
0710 GOSUB 830
0720 GOSUB 830
0730 GOSUB 830
0740 LET I$=I$+A$
0750 GOTO 270
0760 IF A$="POLY2" THEN GOTO 900
0770 GOSUB 830
0780 GOTO 270
0790 GOSUB 830
0800 GOSUB 830
0810 GOSUB 830
0820 GOSUB 830
0830 GOSUB 830
0840 GOSUB 830
0850 GOSUB 830
0860 GOSUB 830
0870 LET I$=I$+A$
0880 GOSUB 830
0890 GOSUB 830
0900 GOSUB 830
0910 GOSUB 830
0920 GOSUB 830
0930 GOSUB 830
0940 GOSUB 830
0950 GOSUB 830
0960 GOSUB 830
0970 GOSUB 830
0980 GOSUB 830
0990 GOSUB 830
1000 REM SYSTEM DICTIONARY
1010 IF A$="." THEN GOTO 1200
1110 GOSUB 1130
1120 GOTO 2
1130 PRINT S(N);
1140 LET N=N+1
1150 RETURN
1160 IF A$="?" THEN GOTO 1300
1170 GOSUB 1230
1180 GOTO 2
1190 FOR Y=0 TO N-1
1200 PRINT S(N-Y);
1210 NEXT Y
1220 RETURN
1230 IF A$="EMIT" THEN GOTO 1400
1240 GOSUB 1330
1250 GOTO 2
1260 PRINT CHR$(S(N));
1270 LET N=N-1
1280 RETURN
1290 IF A$="SPACE" THEN GOTO 1500
1300 GOSUB 1430
1310 GOTO 2
1320 PRINT " ";
1330 RETURN
1340 IF A$="OR" THEN GOTO 1600
1350 GOSUB 1530
1360 GOTO 2
1370 PRINT
1380 RETURN
1390 REM STACK INSTRUCTIONS
1400 IF A$="DUP" THEN GOTO 2100
1410 GOSUB 2030
1420 GOTO 2
1430 LET N=N+1
1440 LET S(N)=S(N-1)
1450 RETURN
1460 IF A$="DROP" THEN GOTO 2200
1470 GOSUB 2130
1480 GOTO 2
1490 LET N=N-1
1500 RETURN
1510 IF A$="SWAP" THEN GOTO 2300
1520 GOSUB 2230
1530 GOTO 2
1540 LET S(N+1)=S(N-1)
1550 LET S(N-1)=S(N)
1560 LET S(N)=S(N-1)
1570 RETURN
1580 IF A$="OVER" THEN GOTO 2400
1590 GOSUB 2330
1600 GOTO 2
1610 LET N=N+1
1620 LET S(N)=S(N-2)
1630 RETURN
1640 IF A$="1" THEN GOTO 2500
1650 GOSUB 2430
1660 GOTO 2
1670 LET N=N+1
1680 LET S(N)=R(M)
1690 RETURN
1700 REM ARITHMETIC AND LOGIC
1710 IF A$="+" THEN GOTO 3100
1720 GOSUB 3030
1730 GOTO 2
1740 LET N=N-1
1750 LET S(N)=S(N-1)+S(N-1)
1760 RETURN
1770 IF A$="-" THEN GOTO 3200
1780 GOSUB 3130
1790 GOTO 2
1800 LET N=N-1
1810 LET S(N)=S(N-1)-S(N-1)
1820 RETURN
1830 IF A$="*" THEN GOTO 3300
1840 GOSUB 3230
1850 GOTO 2
1860 LET N=N-1
1870 LET S(N)=S(N-1)*S(N-1)
1880 RETURN
1890 IF A$="/" THEN GOTO 3400
1890 GOSUB 3330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1)/S(N-1)
1890 RETURN
1890 IF A$="MOD" THEN GOTO 3500
1890 GOSUB 3430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) MOD S(N-1)
1890 RETURN
1890 IF A$="AND" THEN GOTO 3600
1890 GOSUB 3530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) AND S(N-1)
1890 RETURN
1890 IF A$="OR" THEN GOTO 3700
1890 GOSUB 3630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) OR S(N-1)
1890 RETURN
1890 IF A$="XOR" THEN GOTO 3800
1890 GOSUB 3730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) XOR S(N-1)
1890 RETURN
1890 IF A$="NOT" THEN GOTO 3900
1890 GOSUB 3830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT S(N-1)
1890 RETURN
1890 IF A$="NAND" THEN GOTO 4000
1890 GOSUB 3930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) AND S(N-1))
1890 RETURN
1890 IF A$="NOR" THEN GOTO 4100
1890 GOSUB 4030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) OR S(N-1))
1890 RETURN
1890 IF A$="XNOR" THEN GOTO 4200
1890 GOSUB 4130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) XOR S(N-1))
1890 RETURN
1890 IF A$="EQ" THEN GOTO 4300
1890 GOSUB 4230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1)=S(N-1)
1890 RETURN
1890 IF A$="NE" THEN GOTO 4400
1890 GOSUB 4330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) NOT= S(N-1)
1890 RETURN
1890 IF A$="GT" THEN GOTO 4500
1890 GOSUB 4430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > S(N-1)
1890 RETURN
1890 IF A$="LT" THEN GOTO 4600
1890 GOSUB 4530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < S(N-1)
1890 RETURN
1890 IF A$="GE" THEN GOTO 4700
1890 GOSUB 4630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= S(N-1)
1890 RETURN
1890 IF A$="LE" THEN GOTO 4800
1890 GOSUB 4730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= S(N-1)
1890 RETURN
1890 IF A$="BGT" THEN GOTO 4900
1890 GOSUB 4830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BLT" THEN GOTO 5000
1890 GOSUB 4930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BGE" THEN GOTO 5100
1890 GOSUB 5030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BLE" THEN GOTO 5200
1890 GOSUB 5130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BAND" THEN GOTO 5300
1890 GOSUB 5230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) AND B
1890 RETURN
1890 IF A$="BOR" THEN GOTO 5400
1890 GOSUB 5330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) OR B
1890 RETURN
1890 IF A$="BXOR" THEN GOTO 5500
1890 GOSUB 5430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) XOR B
1890 RETURN
1890 IF A$="BNAND" THEN GOTO 5600
1890 GOSUB 5530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) AND B)
1890 RETURN
1890 IF A$="BNOR" THEN GOTO 5700
1890 GOSUB 5630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) OR B)
1890 RETURN
1890 IF A$="BXNOR" THEN GOTO 5800
1890 GOSUB 5730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=NOT (S(N-1) XOR B)
1890 RETURN
1890 IF A$="BEQ" THEN GOTO 5900
1890 GOSUB 5830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1)=B
1890 RETURN
1890 IF A$="BNE" THEN GOTO 6000
1890 GOSUB 5930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) NOT= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 6100
1890 GOSUB 6030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 6200
1890 GOSUB 6130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 6300
1890 GOSUB 6230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 6400
1890 GOSUB 6330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 6500
1890 GOSUB 6430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 6600
1890 GOSUB 6530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 6700
1890 GOSUB 6630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 6800
1890 GOSUB 6730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 6900
1890 GOSUB 6830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 7000
1890 GOSUB 6930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 7100
1890 GOSUB 7030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 7200
1890 GOSUB 7130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 7300
1890 GOSUB 7230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 7400
1890 GOSUB 7330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 7500
1890 GOSUB 7430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 7600
1890 GOSUB 7530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 7700
1890 GOSUB 7630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 7800
1890 GOSUB 7730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 7900
1890 GOSUB 7830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 8000
1890 GOSUB 7930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 8100
1890 GOSUB 8030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 8200
1890 GOSUB 8130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 8300
1890 GOSUB 8230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 8400
1890 GOSUB 8330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 8500
1890 GOSUB 8430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 8600
1890 GOSUB 8530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 8700
1890 GOSUB 8630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 8800
1890 GOSUB 8730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 8900
1890 GOSUB 8830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 9000
1890 GOSUB 8930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 9100
1890 GOSUB 9030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 9200
1890 GOSUB 9130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 9300
1890 GOSUB 9230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 9400
1890 GOSUB 9330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 9500
1890 GOSUB 9430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 9600
1890 GOSUB 9530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 9700
1890 GOSUB 9630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 9800
1890 GOSUB 9730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 9900
1890 GOSUB 9830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 10000
1890 GOSUB 9930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 10100
1890 GOSUB 10030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 10200
1890 GOSUB 10130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 10300
1890 GOSUB 10230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 10400
1890 GOSUB 10330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 10500
1890 GOSUB 10430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 10600
1890 GOSUB 10530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 10700
1890 GOSUB 10630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 10800
1890 GOSUB 10730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 10900
1890 GOSUB 10830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 11000
1890 GOSUB 10930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 11100
1890 GOSUB 11030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 11200
1890 GOSUB 11130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 11300
1890 GOSUB 11230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 11400
1890 GOSUB 11330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 11500
1890 GOSUB 11430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 11600
1890 GOSUB 11530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 11700
1890 GOSUB 11630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 11800
1890 GOSUB 11730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 11900
1890 GOSUB 11830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 12000
1890 GOSUB 11930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 12100
1890 GOSUB 12030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 12200
1890 GOSUB 12130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 12300
1890 GOSUB 12230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 12400
1890 GOSUB 12330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 12500
1890 GOSUB 12430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 12600
1890 GOSUB 12530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 12700
1890 GOSUB 12630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 12800
1890 GOSUB 12730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 12900
1890 GOSUB 12830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 13000
1890 GOSUB 12930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 13100
1890 GOSUB 13030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 13200
1890 GOSUB 13130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 13300
1890 GOSUB 13230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 13400
1890 GOSUB 13330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 13500
1890 GOSUB 13430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 13600
1890 GOSUB 13530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 13700
1890 GOSUB 13630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 13800
1890 GOSUB 13730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 13900
1890 GOSUB 13830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 14000
1890 GOSUB 13930
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 14100
1890 GOSUB 14030
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 14200
1890 GOSUB 14130
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 14300
1890 GOSUB 14230
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 14400
1890 GOSUB 14330
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 14500
1890 GOSUB 14430
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1890 RETURN
1890 IF A$="BL" THEN GOTO 14600
1890 GOSUB 14530
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) < B
1890 RETURN
1890 IF A$="BG" THEN GOTO 14700
1890 GOSUB 14630
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) >= B
1890 RETURN
1890 IF A$="BL" THEN GOTO 14800
1890 GOSUB 14730
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) <= B
1890 RETURN
1890 IF A$="BG" THEN GOTO 14900
1890 GOSUB 14830
1890 GOTO 2
1890 LET N=N-1
1890 LET S(N)=S(N-1) > B
1
```



## 85



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S11. **SPECCHES** Clever graphics produce beautiful chessmen. From Artic, who gave you the best chess program for the ZX81, Specchess has 7 play levels, all legal moves, position analysis for solving chess problems and recommended move option. 48K only. Artic. £9.45.

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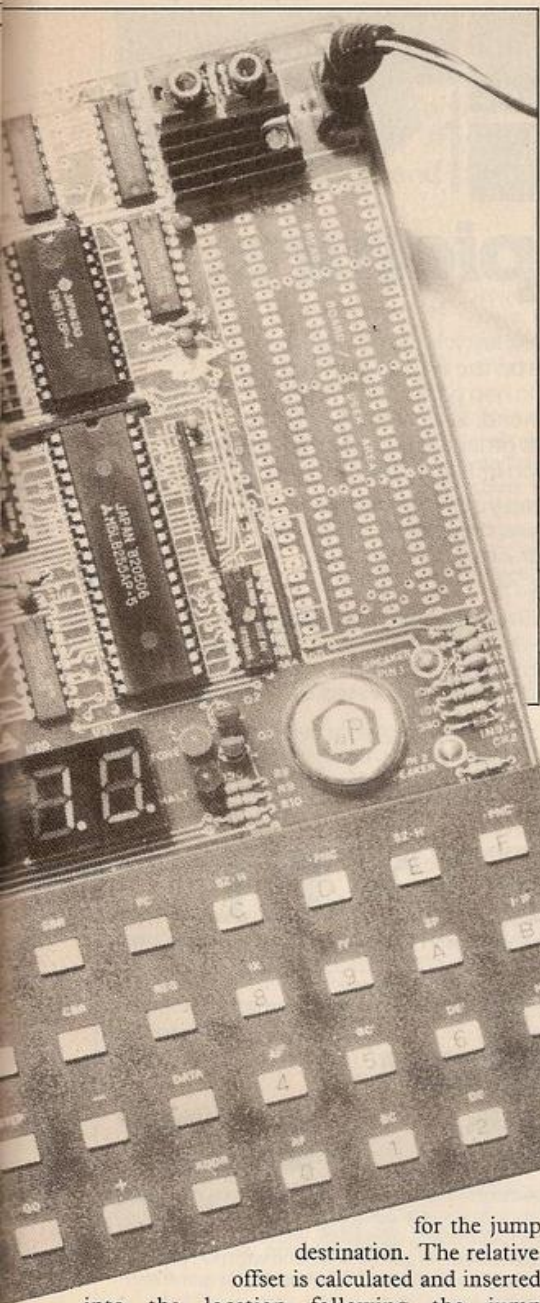
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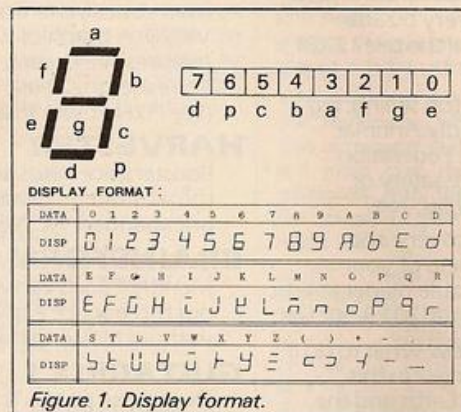


you have loaded a tape file you simply press Go and the computer executes the program.

The monitor is easy to use and allows good access to the Z-80 flags and registers. For example, most of the other computers I have used print the CPU flag register as a hexadecimal value — E5 would be typical.

The Micro-Professor presents information about the flags in exactly the form you want it — in binary — 01100010, so that you can tell whether a flag is Set or Reset.

The Basic is pretty basic. I understand that it was added to the monitor EPROM in order



to counter criticism about machine-code programming for young people. Well, it does that and it has two instructions that make it very useful for controlling the PIO and CTC chips.

Two variables are reserved to access the Z-80 ports and RAM locations:

LET M 3477 = 750

stores the value 750 at the decimal address 3477. The instruction works the other way in this form:

LET A3 = M 3991

which will get the value stored at RAM location 3991 decimal and store it in variable A3.

There are similar instructions for the P variable which relate to the Z-80 port addresses. The Micro-Professor instruction is only a convenient Deek and Doke alternative but the P instruction is an original and useful idea.

When you are programming in Basic the machine takes a single keystroke as the input for a whole instruction. The keywords are printed on to a template which slips over the original keyboard.

There are three manuals for the Micro-Professor computer and a fourth which describes the Tiny Basic. The Micro-Professor manuals total 300 pages of information about the hardware, the software, and a series of experiments and other programs. What is there left to say about Oriental English?

The Micro-Professor manuals are no worse than many others and it is usually possible to figure out what the author intended to say. They are unsuitable for a first-time user who needs the constant reassurance of accurate documentation if she or he is to cope with unfamiliar and complex concepts.

The monitor listing is a fully-commented source listing and it would be very easy to modify the monitor by changing bytes here and there before "blowing" it into another EPROM.

The listing takes 51 pages for 2K and most

of the useful subroutines start with a description of the function of the routine, a note of the input that is required, the output in various conditions, which of the Z-80 registers are corrupted and which other subroutines are called. The monitor and its documentation is up to the standard of one of the original Intel evaluation kits — very good.

The Experiment Manual covers the software and hardware and includes a full description of the CTC chip and its use. The Japanese English is much less severe in this book and I think that large sections have been written for native English speakers. The Users' Manual includes a full set of circuit diagrams for the computer and an adequate and reasonably well set-out explanation for each of the monitor commands.

One of the options for the Micro-Professor computer is an EPROM programmer board. The board is constructed to the same high standards as the main computer. A 40-way flat cable connects the EPROM board to the Micro-Professor and there is an extension socket on the second board to allow the Z-80 bus, now fully buffered, to be connected to additional equipment. The EPROM programmer will handle six types of EPROM and changes to the pin functions are made by the software — there are no "customising" plugs to lose. Clearly, once you have written and debugged your program, you can fix it in an EPROM and plug that into the spare socket on the main board. The programmer has a separate PSU for both the ordinary 5V supply and the 25V used for programming the EPROM chip.

## CONCLUSIONS

■ The Micro-Professor hardware is excellent, provided you can manage with the single-location, six-character display.

■ The Z-80 CPU is a good micro-processor to program in machine code as the high-level instructions for Block Move and Compare operations, and the 16-bit register operations, allow more productive programming than the 6502.

■ The plug connecting the 5V supply to the board became intermittent a couple of times and I would want to replace that with something more solid. With that exception I have nothing but praise for the hardware.

■ Someone must be writing a Tiny Forth for the Micro-Professor. Rather than attempt to fit a limited and elementary Basic into the remaining space in the monitor I would like a series of useful subroutines — delays, PI/O control, printer interface, interrupt-driven timers working in the CTC, simple maths operators using RPN, and so on — which could be linked to form more complex modules within a user's programs.

■ The Micro-Professor is both a serious tool and a lot of fun for anyone with an interest in low-level, real computing. I hope to buy a Micro-Professor and use it, battery-operated, on my commuter train. ■

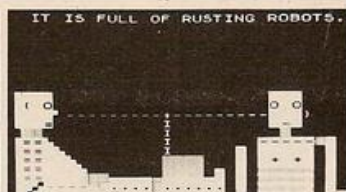
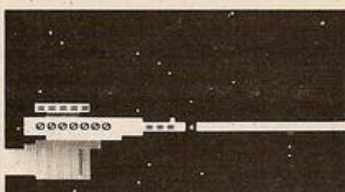
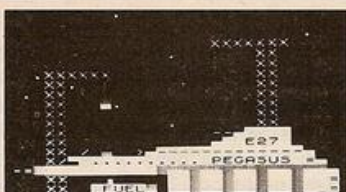
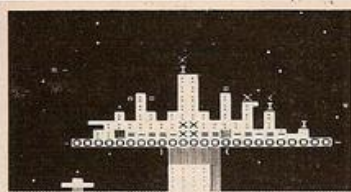
for the jump destination. The relative offset is calculated and inserted into the location following the jump instruction. If the jump is outside the range that the Z-80 can handle an error message is displayed. There is no consistent way of recovering from errors except to reset the computer; this is acceptable in the Micro-Professor as the Reset key does not destroy existing programs or data.

The tape Read and Write commands are easy to use and the method of setting the start and end addresses for the block you wish to save is consistent with other block commands in the monitor.

The level control for the tape recorder is excellent; there is either sufficient signal from the tape recorder or not enough. When the output level from the tape recorder is high enough, a Schmitt trigger in the computer operates and the input signal can be heard on the loudspeaker. When the volume is low, the trigger does not operate and there is no sound and no input to the computer memory.

Programs that you save on tape may have file names consisting of a number between 0 and 255, and the monitor will search through a tape until it finds the correct program. When





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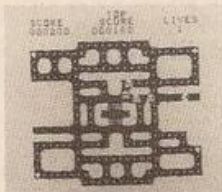


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# RESPONSE FRAME

Do you have a problem? Your manual is incomprehensible or you just cannot get the hang of that programming trick you tried — whatever it is, Tim Hartnell will do his best to answer your queries. Please include only one question per letter and mark them "Response Frame".

## ATOM UPGRADE

■ I am the owner of an Acorn Atom, and I am thinking of upgrading it to BBC Basic. If I did this, what could be done about the great difference in the keyboard?

Would the upgraded Atom then be able to use BBC software, and above all, how much does it cost and is it worthwhile?

Andrew Barlow,  
Wardle,  
Leicestershire.

THE FIRST THING to remember is that adding a BBC Basic ROM to your Atom will not turn it into a BBC Microcomputer. The ROM will not allow your Atom to load BBC software, and is not compatible with BBC graphics and sound. It costs around £50, and whether it is worth it or not depends on if you wish to use the computer primarily for things like games, where sound and graphics are important, or if your interests are more in the line of things which will be catered for by BBC Basic. The upgrade ROM does not demand a BBC keyboard, but is designed to use the standard Atom keyboard.

## HARD TIME

■ I have been trying to work out a program for my ZX-81 to determine the time difference between two times such as 9.17 am and 3.34 pm, to work out which is earlier or later. I would be pleased if you could suggest an approach.

Malcolm Young,  
Dunedin, New Zealand.

IT IS IMPORTANT to remember, in any program in which you are comparing quantities which are made up of units with different values such as pints and gallons, or hours and minutes, that the values to be compared must be rendered down to a single unit. You must also establish a common input format, so the computer knows what to expect. This can be done fairly easily with the ZX-81, because of its simple string handling. My suggested program follows. It needs input in the form 09.37 am or 12.04 pm. It then — line 40 — works out the value — as a number with a decimal point — of the time, adds 12 to the whole number to the left of the decimal point if the seventh element of the input string is a P, and then converts the number into minutes, comparing the two minutes' totals. The original strings are then used to

print out the final information. A similar approach can be used when comparing quantities made up from units which are not exact multiples of 10 of each other. You will see that this program also allows you to work out the difference in minutes between two times, simply by subtracting one A(Z) from the other, and taking the ABS of the difference. Here is the program:

```
10 DIM A$(2,8)
15 DIM A(2)
20 FOR Z=1 TO 2
30 INPUT A$(Z)
40 LET A(Z)=VAL(A$(Z) (TO 5))
50 IF A$(Z,7)="P" THEN LET A(Z)=A(Z)+12
60 LET B=INT(A(Z))
70 LET A(Z)=60*B+100*A(Z)
80 NEXT Z
90 IF A(1)>A(2) THEN PRINT
  A$(1); " IS LATER THAN ";
  A$(2)
100 IF A(1)<A(2) THEN PRINT A$(1); " IS EARLIER THAN "; A$(2)
```

## LOOSE PLUG

■ In the August 1982 Response Frame, a letter was published from P Bradbery of Kent who wanted to know what to do about the loose 9V dc input plug on his Sinclair ZX-81. I have encountered this problem before, and solved it by opening up the computer and bending the metal strips on the input socket, so that the plug will fit into the socket. This repair will need to be carried out every few months, but is much quicker than buying a new socket as was suggested. I would also recommend that the plug should only be pulled out of the socket when necessary, because the more the plug is removed, the more often this repair will need to be carried out.

David Bluxton,  
Lesbury, Alnwick.

THANKS FOR THE suggestion, which we are pleased to pass on to other readers who may be facing the loose input plug problem. But remember, this may infringe your guarantee.

## PET TO ZX-81

■ I am trying to convert a program written for the Pet to run on my ZX-81. However, I have come across the following problem with a multi-line statement:

```
240 IF T=1 GOTO 270: L2 L*PC:
    LET L1=MB2
```

How would this be translated

into ZX-81 Basic, taking into consideration the possibility that the answer may be true or false. What happens?

Martyn Brinton,  
Harwich, Essex.

IF THE FIRST statement — the If — is found to be false, the computer moves automatically to the next line, so the rest of that line is not executed. You can solve this by either having a string of If/Thens, repeating the condition before each one, or by inverting the statement, so it reads:

```
IF T<>1 THEN LET L2=L*PC
IF T<>1 THEN LET L1=MB2
```

You could also follow through the line, working out what each element does in response to the first If/Then, and jump over the non-operative statements with the first If/Then. For example, your Pet program might read:

```
20 IF T=1 THEN Z=4: X=5
30 Y=2*Z+X
The ZX-81 version could be:
20 IF T<>1 THEN 25
21 Z=4
22 X=5
25 Y=2*Z+X
```

## NO JOY

■ I bought a Commodore joystick to use with my Vic-20, but to my disappointment, there was no information on how to use it with the stick. I went back to the dealer, but he was not able to help me. How do I rewrite my programs to use the joystick? I am unable to break into commercial software programs to see how they do it.

Andrew Cunningham,  
Coundon, Coventry.

COMMODORE HAS recently released a book, the *Programmer's Reference Guide* which explains on pages 246, 247 how the joystick works. It also gives a seven-line routine which reads the joystick, converting its output into numbers which you can add to Poke locations to move things on the screen. The book, which costs around £10, includes a wealth of other information, and would be a worthwhile purchase for anyone who is interested in serious programming on the Vic.

## ADVENTUROUS

■ Would you please recommend a book on writing Adventure games. I would also like to know if the ZX Spectrum, which I intend to buy, would be suitable for this type of game, and if it is really suitable for a first-time user?

Gerard Hayes,  
Finglas East, Dublin.

I DO NOT KNOW about any books primarily on writing Adventure games, although *Your Computer* runs articles on associated topics from

time to time. However, there is one recently-published book *Dicing with Dragons* which explains the mechanics of role-playing games very well, and will give you many tips which you can convert to computer games. Other useful sources of ideas include the Puffin book *The Warlock of Firetop Mountain*, and the specialist magazines *The Gamer* and *The War Machine*. The latter is not a glossy magazine like *Your Computer*, but is photocopied each month, and you can get details from Emjay, 17 Langbank Avenue, Rise Park, Nottingham, NG5 5BU. The Spectrum 48K machine enables quite elaborate Adventure games to be constructed. The computer is suitable for a first-time user, so long as he or she is willing to take things slowly for the first few hours in finding his way around the keyboard.

## VIEWDATA QUERY

■ I have recently ordered a ZX Spectrum and would like to know if I can receive Oracle and Ceefax on it. If so, how much would it cost?

A J Bolam,  
Ryton, Tyne and Wear.

YOU CANNOT GET the BBC and ITV services that are transmitted along with the picture, via an external computer, without an extremely complex, and therefore unreliable and expensive, arrangement. There is little chance that anyone would bother trying to produce such a device, as you first need to receive the broadcast signal, interrupt it to extract and decode the Ceefax information, then feed it back into your television set. If, however, you are interested in Prestel, which is Ceefax-like information sent from a computer over the telephone lines, then the answer is "Yes, shortly". A number of firms, including Sinclair, are working on Prestel units.

## COMBAT DURATION

■ Could you please tell me how to access the timer on the ZX-81, so it can be used in games to work out how long, for example, a player has managed to fight off the aliens?

John Maddock,  
Holsworth, Devon.

THE FOLLOWING PROGRAM will emulate a stopwatch, and print the minutes and seconds elapsed. You can use parts of the program wherever needed. Note that the first two lines reset it, and must be included.

```
10 POKE 16436,255
20 POKE 16437,255
30 LET TIME=(65536-PEEK 16436-256)*PEEK 16437/50
40 PRINT AT 11,12:INT(TIME/60);
  ":",INT(TIME-INT(TIME/60)*60);
  "60";
50 GOTO 30
```



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# FINGERTIPS

Fingertips is our regular calculator column covering calculator news, programming hints and examples of unusual applications. The column is written and compiled by calculator enthusiast David Pringle who is glad to hear of any of your ideas. *Your Computer* pays £6 for each of your contributions published.

method of finding the general solution to a diophantine equation  $ax + by = c$ , but that is another story.

An intriguing calendar program has been written for the Casio 602 by D Cass of Stockport. The user operates the program by pressing P0. A prompt "Year?" is displayed and the user enters the year

required. Pressing EXE sets the ball rolling and you are advised to go and have a cup of tea as printing takes about nine minutes.

The program works like the calendars found on watches. A fixed format, as shown in figure 1, is used and the days of the week adjusted accordingly. The 31, 30 or 29 on the

(continued on next page)

LAST MONTH saw the first large scale meeting of the newly-formed U.K. branch of the Hewlett-Packard PPC users' club. As many of you know, the PPC users' club has been very active in the States for quite a few years. It seems appropriate that HP-nuts now have an avenue for venting their energy. I hope to report some titbits from the day-long meeting in the next issue. But, be warned: the conversation became very esoteric at points.

Until then, if you are interested in the club and its newsletter, the man to contact is: D M Birch, Astage, Rectory Lane, Windlesham GU20 6BW.

My request for a larger variety of programs getting away from the war games idea has caused a welcome flood of more novel approaches. Long may it continue.

Firstly, canny scot Andrew Simpson from Perth feels that the program we published in the October issue was a bit naive. This was an attempt to approximate any irrational number by a series of more and more accurate fractions of rationals.

The following TI-58 program generates successive convergents of the development of  $R = a/b$  as a continued fraction, according to Euclid. To run it, enter R, press RST R/S.

For each convergent, the program displays the actual error E. To see a and b, press RCL 04 RCL 05. To see q, the next element of the continued fraction, press RCL 07. To continue, press R/S.

Note that R represents Real. In this respect, Roy Sirl's program is, of course, a misnomer. Whatever the value of the input number, it is by definition a rational number — even the Cray 2 can handle only rational approximations to irrational numbers — and it may well be equally important to know, for example, that:

$R = a/b = 21649/513239 = 3/71$  with an error of  $7.2393/10^5$ .

Note:  $a.b = (10^{11} - 1)/9$ . So, the idea that, in computer terms, irrationals are somehow different, is erroneous and generally misleading.

Incidentally, the Euclidean algorithm is ideal for finding the HCF of two integers a,b; the following program uses only one register. To run it, enter a, press RST R/S, enter b, press R/S (a and b may be entered in any order):

```
LOC
000 STO 1 2/CP ISBR
004 ( CE - ( CE ÷ RCL 1 )
      2/INT × RCL 1 )
018 2/X = T 0 26 2/EXC 1 GTO 0 04
026 RCL 1 R/S RST
```

For example, (958 581 817, 543 065 519) → HCF = 47293, 12 seconds. It is also the basis of a

Source: The Universal Encyclopedia of Mathematics (Pan)

Euclid's Algorithm: Every rational number  $a/b$  can be developed as a continued fraction:

$$a/b = q_0 + \frac{1}{q_1 + \frac{1}{q_2 + \dots + \frac{1}{q_{n-1} + \frac{1}{q_n}}}}$$

$$\begin{aligned} \text{where: } a &= q_0 \cdot b = r_1 \\ b &= q_1 \cdot r_1 = r_2 \\ r_1 &= q_2 \cdot r_2 = r_3 \\ r_{n-2} &= q_{n-1} \cdot r_{n-1} = r_n \\ r_{n-1} &= q_n \cdot r_n = 0. \end{aligned}$$

i.e. for all rational numbers — and all rational approximations to irrational numbers — the remainder tends to 0.

The Program:

Part 1 (000-015) initialises the variables:

$$\begin{aligned} R_{00} &= R ; R_{01} = a_{n-2} = 0 ; R_{04} = a_{n-1} = 1 \\ R_{02} &= b_{n-2} = 1 ; R_{05} = b_{n-1} = 0 \\ R_{03} &= r_{n-2} = R ; R_{06} = r_{n-1} = 1 ; R_{07} = q_{n-1} \end{aligned}$$

Part 2 (016-035) evaluates the nth term of Euclid's algorithm:

$$r_n = r_{n-2} - q_{n-1} \cdot r_{n-1} \quad \text{where: } q_{n-1} = \text{INT}(r_{n-2}/r_{n-1})$$

Part 3 (036-064) evaluates the elements of the nth convergent:

$$a_n = a_{n-2} + q_{n-1} \cdot a_{n-1} ; b_n = b_{n-2} + q_{n-1} \cdot b_{n-1}$$

Part 4 (065-end) calculates and displays the actual error of the nth convergent:

$$E_n = (a_n/b_n) - R.$$

The generations are updated during processing, i.e.  $a_n$  and  $b_n$  are in  $R_{04}$  and  $R_{05}$ ,  $r_n$  is in  $R_{06}$ . The nth term of the continued fraction,  $q_{n-1}$  is in  $R_{07}$ .

Note that if  $R < 1$ ,  $q_0 = 0$ .

and that  $b > r_1 > r_2 > r_3 > \dots > r_n > 0$

TI-58 Euclidean convergence program by A M Simpson.

(Evaluates successive convergents  $a_n/b_n$  for Real number R)

KEY	LOC	CODE	KEY	LOC	CODE
STO	000	42	(	036	53
0	001	00	RCL	037	43
STO	002	42	1	038	01
3	003	03	+	039	85
CLR	004	25	RCL	040	43
STO	005	42	4	041	04
1	006	01	STO	042	42
STO	007	42	1	043	01
05	008	05	×	044	65
1	009	01	RCL	045	43
STO	010	42	7	046	07
2	011	02	)	047	54
STO	012	42	STO	048	42
4	013	04	4	049	04
STO	014	42	÷	050	55
6	015	06	(	051	53
RCL	016	43	RCL	052	43
3	017	03	2	053	02
-	018	75	+	054	85
(	019	53	RCL	055	43
CE	020	24	5	056	05
÷	021	55	STO	057	42
RCL	022	43	2	058	02
6	023	06	×	059	65
)	024	54	RCL	060	43
2nd INT	025	59	7	061	07
STO	026	42	)	062	54
7	027	07	STO	063	42
×	028	65	5	064	05
RCL	029	43	-	065	75
6	030	06	RCL	066	43
=	031	95	0	067	00
2nd EXC	032	48	=	068	95
6	033	06	R/S	069	91
STO	034	42	GTO	070	61
3	035	03	0	071	00
			16	072	16



# FINGERTIPS

(continued from previous page)

rightmost column are removed according to the month being printed and whether the year is a leap year or not.

1.	08	15	22	29
2.	09	16	23	30
3.	10	17	24	31
4.	11	18	25	
5.	12	19	26	
6.	13	20	27	
7.	14	21	28	

Figure 1.

Zeller's Congruence is used to find the day of January 1, knowing the year. Knowing this P9 prints out the name of the day. The data for the printing of the actual month itself is held in memories 10-16. Each memory holds the information to print one row; there are seven rows in all — see figure 1.

The data is decoded by masking the integer part of the number, printing it, removing it from the original number, then multiplying by 100 to reveal the next number. For example, the first row is held in memory 10, that is, M10 = 1.08152229. Removing the integer part gives 1, subtracting from the original number leaves 0.08152229. The 1 is printed, and the remainder multiplied by 100, giving 8.152229. The process is repeated until zero is reached, and the next day and row dealt with. P2 takes care of the removal of the 29, 30 and 31 from memories 14, 15 and 16 respectively — depending on the month. Copies of memories 14, 15 and 16 are held in 17, 18 and 19 so the original contents can be replaced at the start of printing each new month. P6 and P7 takes care of printing the names of each month. P0 handles all the dirty work.

Finally, Albert Bale of Warrington appears relieved that we have programs for the more modest CBM PR-100.

This normal distribution program computes the area under a normal distribution curve from k to infinity, where k can take any value above or equal to the mean of the distribution. Since the curve is symmetrical about  $\mu$ , and since the total area is 1, any area can be found.

If the distribution of interest has a mean and standard deviation, and the value from which the area is required is k as above, then load the program and calculate manually

$\left(\frac{k-\mu}{\sigma}\right) \times \frac{331}{2} + 165$  Enter the fractional part in M1 and the integer part in M2. Enter  $4.3756634 \times 10^{-2}$  in M3. This is  $\frac{C_{166}}{2331}$  the distribution using  $(\frac{1}{2} + \frac{1}{2})^{331}$  — the values chosen to give the best accuracy without overflowing the machine capacity.

Run from 00. The required area is displayed when the program stops. If the required area was that up to k from -00 then subtract the result

```

PROGRAM LIST
M00-19,F-1F 512steps

*** P0
0 Min09
"YEAR ?"
HLT
" CALENDER :#"
GSBP4
÷ 2 10% = Min03 INT
Min04 M-03
MR03 × 2 10% = Min03
- ( MR03 ÷ 4 ) INT ×
4 = x=0 GOT03
MR04 - ( MR04 ÷ 4 )
INT × 4 = x=0 GOT03
1 Min1F GOT04
LBL3
0 Min1F
LBL4
1 M-03
29 + MR03 + ( MR03 ÷
4 ) INT + ( MR04 ÷ 4
) INT - 2 × MR04 =
Min00 - ( MR00 ÷ 7 )
INT × 7 = Min01
1 Min02
LBL5
GSBP6
MR09 +
GSBP1
GSBP2
10 Min00
LBL6
GSBP9
IND MR00 Min06
LBL7
INT
" :## "
M-06
MR06 × 2 10% = Min06
x=0 GOT08
GOT07
LBL8
" : "
GSBP4
1 M+00 M+01
GSBP1
MR00 - 17 = x=0
GOT09
GOT06
LBL9
1 M+02
MR02 - 13 = x=0
GOT00
GOT05
LBL0
...176steps

*** P1
MR01 = ÷ 7 = FRAC x
7 = Min01
...011steps

*** P2
3 Min09
MR17 Min10
MR18 Min11
MR19 Min12
MR02 - 2 = x=0 GOT04
MR03 - 31 = x=0 GOT05
GOT03
LBL5
3 Min09 GOT01
LBL4
MR1F x=0 GOT02
1 M-09
2.9 EXP 7 +/- M-10
LBL2
1 M-09
3 EXP 7 +/- M-11
LBL3
1 M-09
3.1 EXP 7 +/- M-12
LBL1
...059steps

*** P4
SAVE invEXE
...003steps

*** P6
" "
GSBP4
" "
10 MinF
MR02 x=0 GOT00
IND GOT02
LBL1
...054steps

" :January"
31 MinF GOT00
LBL2
" :February"
28 MinF GOT00
LBL3
" :March"
31 MinF GOT00
LBL4
" :April"
30 MinF GOT00
LBL5
" :May"
31 MinF GOT00
LBL6
" :June"
30 MinF GOT00
LBL7
" :July"
31 MinF GOT00
LBL8
" :August"
31 MinF GOT00
LBL9
" :September"
30 MinF
MR02 x=0 F
GSBP7
" : "
GSBP4
" : "
GSBP4
...154steps

*** P7
9 M-02 IND GOT02
LBL1
" :October"
31 MinF GOT00
LBL2
" :November"
30 MinF GOT00
LBL3
" :December"
31 MinF
LBL0
9 M+02
...054steps

*** P9
140 GOT01
LBL0
"Sun"
GOT09
LBL1
"Mon"
GOT09
LBL2
"Tue"
GOT09
LBL3
"Wed"
GOT09
LBL4
"Thu"
GOT09
LBL5
"Fri"
GOT09
LBL6
"Sat"
GOT09
LBL9
...052steps

MEMORY LIST
M00-19,F-1F 512steps
M00= 17.
M01= 3.
M02= 13.
M03= 81.
M04= 19.
M05= 3.141592654
M06= 0.
M07= 3.141592654
M08= 3.141592654
M09= 3.
M0F= 31.
M10= 1.08152229
M11= 2.0916233
M12= 3.10172431
M13= 4.111825
M14= 5.121926
M15= 6.132027
M16= 7.142128
M17= 1.08152229
M18= 2.0916233
M19= 3.10172431
M1F= 1.

```

D. Cass of Stockport's calendar program.

from 1. For a standard normal distribution  $\mu=0$  and  $\sigma=1$  so  $\frac{k-\mu}{\sigma} = k$

The program is generally accurate to four places of decimals.

A population of manufactured items has weights which are normally distributed about a mean of 100gm., with a standard deviation of 10gm.

Find the proportion of items which have weights between 70gm. and 80gm.

Now the program only computes areas for values above the mean, but since normal distributions are symmetrical, a similar area lies between 120 and 130gm. So we compute the areas from 120gm. to 00 and from 130gm. to 00, and the required area is the difference between these areas.

For the first value, 120gm.,  $k = 120$ , so computing

$$\left(\frac{k-\mu}{\sigma} \times \frac{\sqrt{331}}{2} + 165\right)$$

gives 183.1934. The fractional part goes in M1 and the integer part in M2. A useful key sequence is M1 F INT M2 MR 1 F FRAC M1 Store  $4.3756634 \times 10^{-2}$  in M3 and run from 00. An area of 0.02277 is given. Repeating for 130gm. — no need to reload M3 or Goto 00 manually, the program does this — gives an area of 0.00134. Values far from the mean take a long time to run. Hence the required area is 0.0214, that is, a proportion of 2.14 percent.

Albert Bale's normal distribution program.

	0-	1-	2-	3-	4-	5-	6-	7-
-0	1	6	2	F	6	MR	0	9
-1	6	MR	÷	M-	6	3	MR	
-2	5	1	(	2	=	-	9	
-3	-	X	MR	=	SKIP	.	GOTO	
-4	MR	(	2	M	GOTO	5	1	
-5	2	3	+	9	6	=	3	
-6	=	3	1	MR	1	±	MR	
-7	SKIP	1	=	2	MR	R/S	1	
-8	GOTO	-	+	-	9	GOTO	GOTO	
-9	6	MR	1	1	X	0	4	



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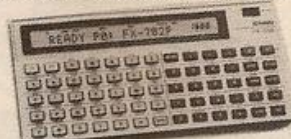
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## Three games

C G Brown,  
Sutton Coldfield,  
West Midlands.

2K-31

HERE ARE three programs, Raid, Freedom, and Escape. Documentation and explanations on how each program runs, what to do and the object of each game, appear after the program's listing. They are all 1K games.

First, Raid:

```
1 LET S=0
2 LET Z=13
3 LET L=2
4 LET C=1
5 LET B=20
10 CLS
20 PRINT AT B,Z;"**";AT L,C;"Graphic
  Shift R,G,E";AT 21,Z-1;"Graphic
  Shift W,F,Q";AT 17,10;"Graphic Shift
  7,7,7,7,7,"
30 IF INKEY$="0" AND B < 17 THEN STOP
40 IF INKEY$ <> "0" THEN LET B=B-1
50 IF B < 0 THEN LET B=20
60 IF C=29 THEN GOSUB 200
70 LET C=C+1
80 IF B=L AND C+1=Z THEN GOSUB 190
90 IF L = > 19 THEN PRINT AT 0,0;S
100 IF L = > 19 THEN STOP
110 GOTO 10
190 LET S=S+1
195 LET B=20
200 LET L=L+1
210 LET C=0
220 RETURN
```

When the game starts, you must press 0. When you release 0, your missile will rise to the top of the screen. It will then reappear at the bottom of the screen. The object is to shoot each invader, so you have a high score when the invader finally reaches the bottom of the screen. You must not press 0 after your missile has passed the Graphic Shift 7s, or the game will stop. The game takes a fair amount of practice, before you know exactly when to release your missile, represented by an \*. The second game is called Freedom.

```
1 LET L=10
2 LET C=13
3 LET A=RND*21
4 LET B=RND*28
5 LET S=0
10 CLS
15 PRINT AT A,B;"Graphic Shift A,D,A,"
20 PRINT S
25 LET S=S+1
30 LET C=C+(INKEY$="8") -
  (INKEY$="5")
35 LET L=L+(INKEY$="6") -
  (INKEY$="7")
40 IF RND>.5 AND (L=A-1 AND C=B
  +1) THEN STOP
50 PRINT AT L,C;"Inverse:"
55 IF L=A AND C=B+1 THEN GOSUB 100
60 GOTO 10
100 PRINT "SUCCESS"
110 STOP
```

You have been sent to rescue your leader, who has been taken captive by the enemy. He

has been brought to the enemy's floating palace, the entrance to this being at the top. Press the arrows above the keys 5 to 8 to move. You must enter at the top in the middle. Finally, Escape.

```
1 LET L=VAL "15"
2 LET C=L
3 LET A=VAL "3"
4 LET B=VAL "12"
5 LET S=PI-PI
20 PRINT AT VAL "15",VAL "10";"
  (11 Inverse Spaces)"
30 PRINT AT SGN PI,VAL "13";"Graphic
  Shift E,7,7,R"
40 PRINT AT L,C;"Inverse 0"
50 LET L=L+(INKEY$="6")
60 LET C=C+(INKEY$="8") -
  (INKEY$="5")
70 LET L=L-SGN PI
80 LET S=S+SGN PI
90 IF L < SGN PI THEN LET L=PI-PI
100 PRINT AT A,B;"Graphic Shift A,H,A,
  H,A,H,";AT A+1,B;"Graphic Shift
  H,A,H,A,H,A,"
110 LET I=INT(RND*5)+SGN PI
120 LET A=A+(I=1)-(I=VAL "2")
130 LET B=B+(I=VAL "3")-(I=VAL
  "4")
140 IF A > VAL "12" THEN LET A=VAL
  "13"
150 IF L=A OR L=A+1 AND (B=C OR C=
  B+1 OR C=B+2 OR C=B+3 OR C=
  B+4 OR C=B+5) THEN STOP
160 PRINT AT PI-PI,PI-PI;S
170 IF L=SGN PI AND C > VAL "13" AND
  C < VAL "16" THEN STOP
180 CLS
190 GOTO 20
```

You must escape through the goal at the top of the screen. You must dodge the set of characters moving randomly. You automatically move up. To counteract this you must press 6.

## Sub attack

Paul Sellin,  
Bristol,  
Avon.

SPECTRUM

THIS PROGRAM takes 6.8K RAM including variables, and so will fit easily into the smaller version of the Spectrum. The object of the game is to steer the submarine through a narrow channel, with the use of the cursor left and cursor right keys.

You have five lives and must avoid the guns on either bank. Anti-submarine booms appear at random — it is occasionally possible to slip through them. Fuel is consumed at the rate of one unit per screen length. A lot is lost if you run aground, or if you are hit. The game will end when the fuel runs out.

In an emergency you can stop the sub, by using the cursor down key: number 6. This also uses up a lot of fuel. The player wins the game by travelling for 10 miles.

The small user-defined graphics loader program can either be run separately, or can be made a part of the main program. Lines 90-99 can be omitted, as can lines 5000-5300 which are only an introduction. If, when Saving, "Line 99" is typed after the program name, the program should auto-start on Loading.

```
10 REM User Graphics loader
  for Submarine Attack
12 REM XS
14 REM
16 REM
18 REM
20 FOR f=1 TO 3
25 READ Z
30 FOR n=0 TO 7
35 READ a
40 POKE USR (CHR$ Z)+n,a
45 NEXT n
50 NEXT f
55 DATA 144,66,60,60,60,90,24,
  24,24
60 DATA 145,24,24,24,90,60,60,
  60,66
65 DATA 150,153,90,60,255,255,
  60,60,153
90 REM ** Submarine Attack **
92 REM
93 REM (First load User Graphics)
94 REM (XS)
95 REM
96 REM
99 GO SUB 5000
100 BORDER 0: PRINT AT 11,7;"An
  y key to start": PAUSE 0: CLS:
  LET h=0: LET v=0: LET x=15: LET
  r=60: LET b=0: LET b1=0: LET d
  i=0: LET t=1: LET t=1: LET
  x105=0: LET t=0: LET scr=0: LET
  t=4: LET fuel=0: LET gun=0: L
  et gunr=1: LET gunl=1: LET orh
  d=0: LET orndr=0: LET boom=0
  101 DIM G$(2): DIM f$(3): LET f
  $="200"
107 DIM T$(2,12): LET T$(1)="GU
  N TO LEFT": LET T$(2)="GUN TO RI
  GHT"
108 LET S$="BOOM AHEAD"
109 LET g$(1)="A": LET g$(2)="B"
110 PLOT tos,r+1: DRAW 15,0
120 PLOT tos,r: DRAW 15,0
130 PLOT tos,r-1: DRAW 15,0
150 PLOT 0,120: DRAW 255,0
151 FOR n=121 TO 126
152 PLOT 0,n: DRAW 255,0
153 NEXT n
160 PRINT AT 1,0;"FUEL:
  HAZARDS"
165 PRINT AT 3,0;"MILES:"
170 PRINT AT 1,0;"f$
  220 FOR n=7 TO 9
225 INK 4: PRINT AT n,0;"
  230 NEXT n
235 FOR n=19 TO 21
240 PRINT AT n,0;"
245 NEXT n: INK 0
1010 IF tos<=1 THEN GO TO 1015
1011 IF POINT (tos+13,r+2)=1 THE
  N GO TO 3000
1012 IF POINT (tos+14,r+2)=1 THE
  N GO TO 3000
1013 IF POINT (tos+15,r+2)=1 THE
  N GO TO 3000
1014 IF POINT (tos+12,r+2)=1 THE
  N GO TO 3000
1015 LET boom=boom-1: LET tot=t0
  t+1: IF tos>210 THEN LET tos=1:
  LET scr=scr+1: LET x105=1: LET f
  uel=fuel-1: LET otos=tos
1020 IF INKEY$=" " THEN LET p=r:
  GO TO 1045
1030 LET t=VAL INKEY$
1032 LET p=r
1033 IF t=196 THEN LET t=0
1034 IF t=5 THEN LET r=r+6
1035 IF r=93 THEN LET r=r-6: GO
  TO 1045
1036 IF t=8 THEN LET r=r-6
1041 IF r<=29 THEN LET r=r+6
1042 IF t=6 THEN LET tot=tot-1:
  LET tos=tot-15: LET fuel=fuel-S:
  GO TO 1000
1045 IF x105=1 THEN OVER 1: PLOT
  otos,p: DRAW 15,0: PLOT otos,p-
  1: DRAW 15,0: PLOT otos,p+1: DRA
  W 15,0: OVER 0
1046 OVER 1: PLOT tos,p: DRAW 15
  ,0: PLOT tos,p-1: DRAW 15,0: PLO
  T tos,p+1: DRAW 15,0: OVER 0
1048 PLOT tos+15,r+1: DRAW 15,0: P
  LOT tos+15,r-1: DRAW 15,0: PLOT
  tos+15,r: DRAW 15,0
1049 IF tos>195 THEN OVER 1: PLO
  T tos+15,p: DRAW 15,0: PLOT tos+
  15,p-1: DRAW 15,0: PLOT tos+15,p
  +1: DRAW 15,0: OVER 0
1200 INK 2: PRINT AT 1,6;f$: INK
  2
1210 IF x105=1 THEN LET h=(INT (
  tot/32))/2: PRINT AT 3,6;"
  PRINT AT 3,6;h
1250 IF gunl<1 AND gunr<1 THEN G
  O TO 1255
1251 LET gunl=gunl-1: LET gunr=9
  unr-1: GO TO 1275
1255 IF gunl=0 OR gunr=0 THEN GO
  TO 1300
1256 LET rnd=RND: IF rnd>.4 THEN
  GO TO 1260
1257 GO TO 1500
```

(continued on next page)



(continued from previous page)

```

1260 IF RND>0.7 THEN PAPER 4: LE
T GUN1=0: LET ORND=RND*20+5: PR
INT AT 8,ORND,9$(1): PAPER 7: G
O TO 1500
1265 PAPER 4: LET ORND=RND*20+5
: PRINT AT 20,ORND,9$(2): LET 9
UN1=8: PAPER 7
1270 GO TO 1600
1275 IF GUN1>0 THEN LET RND=RND
*5+10: PRINT AT RND,ORND,9$(1)
1277 IF GUN1>0 THEN LET RND=RND
*5+13: PRINT AT RND,ORND,9$(2)
1279 GO TO 1500
1280 INK 4: PRINT AT 8,ORND,9$(1)
: PRINT AT 20,ORND,9$(2): INK 0
1300 IF GUN1=0 THEN FOR N=1 TO 5
: PRINT AT N*9,ORND,9$(1): NEXT N
: LET GUN1=-1: INK 4: PRINT AT 8
,ORND,9$(1): INK 0
1310 IF GUN1=0 THEN FOR N=1 TO 5
: PRINT AT 12+N,ORND,9$(2): NEXT
N: LET GUN1=-1: INK 4: PRINT AT
20,ORND,9$(2): INK 0
1505 IF BOOM=0 THEN IF RND>0.75
THEN LET BOOM=10: GO TO 1520
1510 GO TO 1550
1520 LET BM=RND*200+40: LET BM1=
RND*40+10
1530 LET DIR=RND
1535 IF DIR>0.5 THEN PLOT BM,25:
DRAW 0,BM1: GO TO 1600
1540 PLOT BM,95: DRAW 0,-BM1
1545 GO TO 1990
1550 IF BOOM=0 THEN GO TO 1570
1555 GO TO 1990
1570 IF DIR>0.5 THEN PLOT BM,25:
DRAW 0,BM1: OVER 1: PLOT BM,25:
DRAW 0,BM1: OVER 0: GO TO 1600
1580 PLOT BM,95: DRAW 0,-BM1: O
VER 1: PLOT BM,95: DRAW 0,-BM1: O
VER 0
1600 FLASH 0: PRINT AT 2,14,"
": PRINT AT 3,14,"
1610 IF GUN1=0 THEN FLASH 1: PR
INT AT 2,16,9$(1)
1620 IF GUN1>0 THEN FLASH 1: PR

```

```

INT AT 2,16,9$(2)
1630 IF BOOM=0 THEN FLASH 1: PR
INT AT 3,16,9$(1)
1700 IF R<37 OR R>83 THEN GO TO
1720
1710 GO TO 1990
1720 LET U=RND: IF U>0.5 AND U<0
THEN GO TO 4500
1990 FLASH 0: INK 0: LET T=0: LE
T TOS=TOS+15
1992 IF VAL F$<1 THEN GO TO 3500
1993 IF H>10 THEN GO TO 4000
1995 IF XTOS=1 THEN LET FUEL=(VA
L F$)+FUEL: LET F$=STR$ FUEL: LE
T XTOS=0: LET FUEL=0
1999 GO TO 1010
3000 BEEP 5,12
3005 LET U=U+1
3007 PRINT AT 2,14,"
3010 FLASH 1: PRINT AT 2,16," C
RASH!"
3020 IF V<5 THEN PRINT AT 3,16,"
FUEL LOST: LET FUEL=20
3030 IF V<5 THEN PRINT AT 3,16,"
SUB SUNK!": GO TO 3530
3035 FOR F=1 TO 200: NEXT F
3036 FLASH 0
3037 PRINT AT 2,14,"
": PRINT AT 3,14,"
3040 PRINT AT 21,0,"LIVES LEFT="
: S-V: GO TO 1015
3500 BEEP 5,12
3510 PRINT AT 2,14,"
": PRINT AT 3,14,"
3520 FLASH 1: PRINT AT 2,18,"NO
FUEL": FLASH 0: PRINT
3530 PRINT AT 9,6," GAME OVER
": FLASH 0
3535 FOR N=24 TO 12 STEP -0.5: B
EEP 0.1N: NEXT N: FOR N=1 TO 30
0: NEXT N: CLS: GO TO 100
3540 FOR F=1 TO 300: NEXT F
4000 FOR N=1 TO 24: BEEP 0.005,N
: NEXT N
4010 INK 4: PAPER 1: FLASH 1: PR
INT AT 9,6,"MISSION ACCOMPLISHED
"
4020 BEEP 5,24
4030 FLASH 0: PAPER 7: INK 0: PR

```

```

INT AT 11,4," YOU ARE PROMOTE
D- TO ANOTHER MISSI
ON!"
4035 FOR N=1 TO 200: NEXT N"
4040 RUN
4500 BEEP 0.5,24
4510 PRINT AT 2,14,"
": PRINT AT 3,14,"
4520 FLASH 1: PRINT AT 2,16,"RUN
AGROUND"
4530 PRINT AT 3,16," LOSE FUEL
"
4535 LET FUEL=FUEL-20
4536 FOR N=1 TO 200: NEXT N
4537 FLASH 0: PRINT AT 2,14,"
": PRINT AT 3,14,"
4540 GO TO 1990
5000 BORDER 1: CLS
5010 LET D$=" SELLIN SOFTWARE
PRESENTS:"
5020 FOR F=29 TO 1 STEP -1
5030 LET E$=D$(F TO 29)
5040 INK 3: PRINT AT 10,0,E$
5045 FOR G=1 TO 10: NEXT G
5050 NEXT F
5060 FOR F=10 TO 2 STEP -1
5065 PRINT AT F,0,E$
5070 PRINT AT F+1,0,"
5075 PAUSE 10: NEXT F
5080 LET D$=" SUBMARINE ATTA
CK"
5085 FOR F=1 TO 29
5090 LET E$=D$(1 TO F)
5100 INK 2: PRINT AT 10,32-F,E$
5110 NEXT F
5120 FOR N=12 TO 21
5125 PAPER 5: PRINT AT N,0,"
5130 NEXT N
5140 INK 7
5150 PLOT 30,20: DRAW 175,0: DR
AW 2,2: DRAW 0,11: DRAW -60,5: DR
AW -30,0: DRAW 0,15: DRAW -1,1:
DRAW -3,0: DRAW -1,-1: DRAW 0,-1
5: DRAW -25,0: DRAW -60,-5: DR
AW -11: DRAW 2,10: PLOT 115,54:
DRAW 0,5: DRAW 1,0
5160 PAPER 7: INK 0
5170 FOR N=1 TO 400: NEXT N
5300 GO TO 100

```

## Sorcerer's castle

Stuart Sly,  
Walsall,  
West Midlands.

BBC

THIS PROGRAM is a fairly simple but impressive demonstration of some of the sound and graphics capabilities of the BBC Micro.

The program draws a castle on a hill which,

by use of the VDU19 command, is made to appear instantly. There is first a thunderstorm which illuminates the castle with lightning. At midnight the old clock chimes out the hours disturbing a bat which flies out of one of the towers.

Finally ProcEnd gives a dramatic sonic and graphic finale to the program but if you have enough memory you could extend the program.

Lines 40-110 draw out the castle but by setting all the colours to blue in line 30 this

cannot be seen. Line 120 sets the normal colours and the castle appears as if by magic.

The VDU19 command is used again for the effects during the lightning. Line 160 uses sound channel 0 to give the thunder. Line 170 sounds the clock's chimes using the envelope defined in line 10.

Lines 180-290 give the logic for the bat's flight. Lines 300-360 are subroutines for the bat, the flashing light and the lightning. Both programs were written on a BBC Model A but should run easily on a Model B.

```

10ENVELOPE4,4,0,0,0,0
,0,0,126,-5,-3,-1,126,11
0
20MODE5:L=0:A=409:B=6
40BAT=1
30VDU19,0,4,0,0,0,19,
3,4,0,0,0,19,2,4,0,0,0,1
9,1,4,0,0,0:GCOL0,3
40MOVE100,0:DRAW1150,
0:PLOT85,330,400:PLOT85,
900,400:MOVE1000,200:DR
AW1040,240:PLOT85,1080,80
50MOVE1060,80:DRAW200
,280:PLOT85,220,200:GCOL
0,3:MOVE370,590:DRAW330,
400:PLOT85,510,590:PLOT8
5,600,400
60MOVE870,590:DRAW900
,400:PLOT85,730,590:PLOT
85,600,400:DRAW720,560:P
LOT85,520,560:MOVE390,59
0
70DRAW490,590:PLOT85,
440,760:DRAW440,800:MOVE
750,590:DRAW850,590:PLOT
85,800,760:DRAW800,800

```

```

80MOVE680,560:DRAW580
,560:PLOT85,620,820:DRAW
620,870:GCOL0,2:MOVE420,
440
90DRAW420,500:PLOT85,
460,440:PLOT85,460,500:M
OVE780,440:DRAW780,500:P
LOT85,820,440:PLOT85,820
,500:MOVE790,620:DRAW790
,660:PLOT85,810,620
100PLOT85,810,660:MOVE
430,620:DRAW430,660:PLOT
85,450,620:PLOT85,450,66
0:MOVE620,700:DRAW620,73
0:PLOT85,630,700:PLOT85,
630,730
110MOVE620,460:DRAW620
,360:MOVE620,460:DRAW660
,420:DRAW660,360:MOVE620
,460:DRAW580,420:DRAW580
,360:DRAW660,360
120VDU19,1,3,0,0,0,19,
3,0,0,0,0,19,2,3,0,0,0:T
IME=0:REPEATUNTILTIME>20
0
130FOR K=0TO2
140FOR M=1 TO4
150GCOL0,1:PROCLIGHTNI

```

```

N5:VDU19,3,7,0,0,0,19,2,
0,0,0,0:GCOL0,0:PROCLIGH
TNI:VDU19,3,0,0,0,0,19
,2,3,0,0,0:NEXT M
160SOUND0,-15,6,30:FOR
S=-15 TO 0:SOUND 0,S,6,
2:NEXTS,K
170PRINTTAB(4,2);"MIDN
IGHT!!!":GCOL0,1:VDU19,1
,14,0,0,0:PROCLIGHTNI:FOR
L=1 TO 12:SOUND2,4,5,20
:TIME=0:REPEATUNTILTIME>
200:NEXT L
180GCOL0,3:SOUND1,-10,
RND(5)+245,5:IF BAT=0 GO
SUB300
190FORT=0TO300:NEXT
200GCOL0,0:GOSUB300
210GCOL0,3
220A=A-24:B=B-10:IF A=
-23 THEN PROCend
230IF BAT=1 GOSUB310
240FORT=0TO300:NEXT
250GCOL0,0:GOSUB310
260GCOL0,3:MOVE420,680
:DRAW390,590:PLOT85,420,
590:GCOL0,2:PROCLIGHTNI

```



```

270GCOL0,3
280A=A-24:B=B-10:IF A=
-23 THEN PROCend
290GOTO100
300MOVE A,B: DRAW(A+15)
,B:BAT=1:RETURN
310MOVEA,(B+12):DRAW(A
+7),B: DRAW(A+15),(B+12):
BAT=0:RETURN
320DEFPROCWINDOW:MOVE4

```

```

30,620: DRAW430,660: PLOT8
5,450,620: PLOT85,450,660
:ENDPROC
330DEFPROCend:VDU19,0,
19,0,0,0:FOR5%=1TO255:SO
UND1,-15,5%,2:SOUND2,-15
,5%+100,3:SOUND3,-15,255
-5%,4:NEXT:STOP:ENDPROC
340DEFPROCLIGHTNING
350MOVE1200,1000: DRAW1

```

```

020,900: DRAW860,730: MOVE
900,750: DRAW960,860: DRAW
920,570: MOVE930,800: DRAW
890,590
360MOVE1080,930: DRAW10
50,760: DRAW1080,690: MOVE
1060,800: DRAW1000,750: DR
AW980,700: MOVE1000,870:D
RAW810,820: MOVE830,820:D
RAW830,790:ENDPROC

```

## Bomber

K A Mair,  
Tattershall,  
Lincolnshire.

VIC-20

THIS PROGRAM runs on unexpanded Vic-20 in about 2K. All instructions are included in the program, shown on the right.

## The real world

Michael Johnson,  
London N16.

ZX-81

EVER SINCE I bought my ZX-81 and 16K RAM earlier this year I have been interested in discovering ways of using it to help me with the routine calculations and figure work associated with my job.

I have found that a number of routines and programs have proved to be very useful indeed: carry-outs, cash-flow projections and sales analyses are all much less of a chore than they used to be.

This routine may be of use to those who are interested in real world applications for the ZX-81. This routine allows you to enter any quantity of data as part of a single string.

The bits of data are separated by commas, following the convention of Data statements found in other Basic dialects. The machine uses the commas to identify the bits of data ready for subsequent operations.

The input as a string seems to me to have two advantages: there is no need to wait for the cursor to reappear before inputting the next piece of data, and secondly, the string assignment allows direct inputting of an expression such as \*7 or /25 which can be applied to the original data. Of course this routine is only one building block in what can be developed into a customised "Intelligent Calculator" program. One suggestion which I would make is to convert the broken-up bits of string into a dimensioned array for later re-use.

I should point out that this use of concatenated strings in the handling of numerical data does present certain pitfalls for the unwary. The routine I have mentioned is in fact derived from a mini-routine which can be used to explore and experiment with strings and numbers:

```

10 INPUT A$
20 INPUT B$
30 PRINT A$,B$
40 PRINT VAL (A$+B$)
50 RUN

```

Note that 2 followed by +2 gives 4. A\$ =

```

1 REM*BOMBER*
5 GOSUB2000
10 POKE36879,3:DEFN(X)=INT(RND(1)*X)+1:PRINT"Q"
19 REM*DRAW BUILDINGS*
20 FORR=8142TO8163:BD=102
30 FORRE=RTOR-FNA(X)*22STEP-22
40 POKERE,BD:NEXTRE,B
50 FORRF=8164TO8185:FORBQ=38884TO38905
60 POKERF,160:POKEBQ,6:NEXTBQ,BF
99 REM*A/C*
100 A=7680:AC=62:SP=32
110 POKER,AC:POKER,1,SP
115 IF FEK(A+1)=102THEN1500
116 IFA=8163THEN2500
119 REM*CHECK FOR BOMB*
120 GETR$:IFR$="F"THENGOSUB1000
130 A=A+1:FORW=1TO100:NEXTW:GOTO110
999 REM*DROP BOMB*
1000 C=A+22:CB=46
1010 POKER,AC:POKER,1,SP:POKEC,CB:POKEC-22,SP
1015 IFPEK(A+1)=102THEN1500
1020 A=A+1:C=C+2
1025 F RW=1TO100:NEXTW
1030 IFC8164THEN1010
1035 POKER,1,SP
1040 RETURN
1499 REM*CRASH*
1500 POKE36879,42:POKER,42:POKER+22,35:POKER-22,35
1510 POKE36877,220:FORL=15TO0STEP-1:POKE36879,L:FORM=1TO300:NEXTM,L:POKE 5677,0:
POKE36878,0
1515 POKE36879,27:PRINT"Q"
1520 PRINT"ANOTHER GAME(Y/N)?"
1530 GETR$:IFR$="Y"THEN1500
1540 IFR$="Y"THENS
1550 END
2000 REM*INTRODUCTION*
2005 POKE36879,11:PRINT"Q*****BOMBER"
2010 PRINT"*****":PRINT
2020 PRINT"THE OBJECT OF THE":PRINT"GAME IS TO CLEAR A"
2030 PRINT"LANDING STRIP FOR YOUR":PRINT"PLANE BY BOMBING THE"
2040 PRINT"BUILDINGS, PRESSING":PRINT"KEYS RELEASES YOUR":PRINT"BOMBS."
2050 PRINT:PRINT"ENTER YOUR SKILL LEVEL":PRINT
2060 PRINT"IN THE RANGE 5(EASY)":PRINT"TO 20(SUICIDAL)"
2070 INPUTSK:IFSK<5ORSK>20THEN2060
2075 X=SK
2080 PRINT"HIT ANY KEY TO START."
2090 (GOTO:IFC$=""THEN2090
2095 GOTO10
2499 REM*A/C LANDED*
2500 PRINT"*****CONGRATULATIONS":PRINT:PRINT"WANT TO TRY AGAIN(Y/N)"
2510 GETR$:IFR$="Y"THEN2510
2520 IFR$="Y"THENS
2530 END

```

"25", B\$ = "/2" gives 12.5. A\$ = "23+2", B\$ = "-5" gives 20. Care needs to be taken with priorities and with bracketing. For example, A\$ = "(4)", B\$ = "+4)/2" gives 4. As a point of interest, someone may care to ponder for a moment why A\$ = "2+3", B\$ = "3" results in 35 and A\$ = "7+1", B\$ = "4" results in 21.

```

10 REM INITIALISE DATA, M. JOHNSON
20 SCROLL
30 PRINT "INPUT DATA, SEPARATED BY
  COMMAS"
40 INPUT A$
50 SCROLL

```

```

60 PRINT A$
70 LET A$ = A$+",*"
80 LET B=1
90 LET C=1
100 SCROLL
110 PRINT "ENTER OPERATION AND
  EXPRESSION"
120 INPUT B$
130 CLS
140 PRINT AT 6,0;"DATA ";A$(TO LEN
  A$-2),, B$
150 PRINT
160 FOR N=1 TO LEN A$
170 IF A$(N) <> " " THEN GOTO 220
180 IF A$(N) = "*" THEN GOTO 230

```

(continued on page 101)





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# SOFTWARE FILE

(continued from page 99)

```
190 LET C=N
200 PRINT VAL (A$(B TO C-1)+B$)
210 LET B=C+1
```

```
220 NEXT N
230 GOTO 80
```

To conserve memory, delete lines 20,50, and 100, and change line 140 to Print B\$.

The input for A\$ needs to read for example "20,456,783,12.5,3". The input for B\$ needs to be something like "\*5" or "+200" or "/100\*25".

## Gripe cure

Julian Vincent,  
Reading,  
Berkshire.

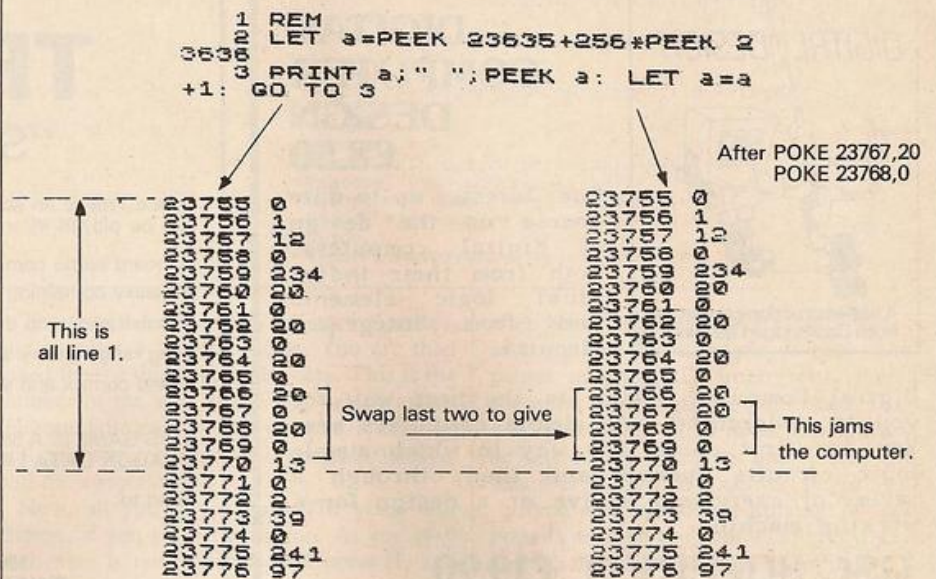
**SPECTRUM**

I HAVE JUST solved a problem which has been plaguing me on my Spectrum. It occurred after editing lines which ended in the inverted video mode. Occasionally I would edit such a line only to find that the Spectrum belched as if it were full and refused to list any more of the program. Also the cursor was very sluggish.

The answer seems to be due to the way Inv Video and True Video act. Inv Video puts 20, 1 into two memory locations in the line, although of course there is nothing on the screen to show this. If you press either key several times you fill up that program line two locations at a time.

If you happen to end an inverse video line with two presses of the True Video control, that is, 20,0,20,0 in RAM and make a hash of editing it later, you can end up with 20,0,0, at the end of the line, which the Spectrum does not like.

It is easily corrected but caused me some problems until I sorted it out.



If you POKE 23767,0, everything works. You must have 20,0,0.

## The hawk

Roy Pincott,  
Mansfield.

**ATOM**

FLY AFTER the aliens, shoot them down and score 50 points. Try and beat the top score. Move left or right at the same time as you move up or down and fire.

Do not crash into the aliens or into the stratosphere. You have to land to be able to reload your laser guns. All the controls are explained in the program itself.

```
21F 0>610;0=0
31F 0<>0 G.10
50=0
106.1000
15DIM AA(10),Q(7)
20C=0;D=0;E=1;T=0;P=48
25M=110;L=100;S=£8000
306.100
48!Q=£2A26221C;Q!4=£1C2232;R.
49!Q=£08081808;Q!4=£1C0808;R.
50!Q=£1C02221C;Q!4=£3E2020;R.
51!Q=£0C02221C;Q!4=£1C2202;R.
52!Q=£3E140C04;Q!4=£040404;R.
53!Q=£023C203E;Q!4=£1C2202;R.
54!Q=£3C20201C;Q!4=£1C2222;R.
55!Q=£0804023E;Q!4=£202010;R.
56!Q=£1C22221C;Q!4=£1C2222;R.
57!Q=£1E22221C;Q!4=£1C0202;R.
100CLEAR4
110A=£B0DF;?A=£DF
120F.U=£B1E0 TO £B1FF;?U=£FF;N.U
140F.X=1T010
150R=A.R.£15FF+£B200
160AA(X)=R
165IF ?AA(X)=£1B;X=X-1;IF X<1;X=1
170?AA(X)=£1B
180N.X
300F.B=1T05;?£B000=?£B000 &£F0 +B
310B?£7F=?£B001 &B;N.B
400IF ?£B0=0;L=L-12;IF L<0;L=0
410GDS.0
420F.Z=1T010
500IF L<1;G.520
510IF ?£B0=0;F.W=1T06;?£B002=?£B002;4;N.W;GDS.e
520IF ?£B1=0 GDS.d
530IF ?£B2=0 GDS.c
540IF ?£B3=0 E=1;?A=£DF;GDS.r
550IF ?£B4=0 E=2;?A=£FB;GDS.r
630N.A.R.£10+1
632IF E=1;G.640
634IF E=2;G.645
636G.650
640IF ?AA(N)=£1B;?AA(N)=£00;AA(N)=AA(N)+£1;GDS.i;?AA(N)=£1B
642G.650
645IF ?AA(N)=£1B;?AA(N)=£00;AA(N)=AA(N)-£1;GDS.i;?AA(N)=£1B
650N.Z
660M=M-1;GDS.p
670IF M=0;G.2000
999G.300
1000CLEAR0
1010P.£12'
1020P." the hawk"" BY roy pincott""
1100P."C FLY LEFT B FLY RIGHT""
1110P."E CLIMB D DESCEND"" F FIRE""
1120P." LAND TO RELOAD""
1130IF 0>-1;IF 0<610;P."TOP SCORE "0"
1200LINK £FFE3
1999G.15
2000CLEAR0;P.£12'
2020IF M>0;0=M
2030P."TOP SCORE "0"
2050P."SCORE "M""
2199E.
7100bX=A.R.£EFF
7120?A=£00;A=A+£20;?A=X
7130IF A=£97FF;G.2000
7140G.b
7200cIF ?A=£DF;?A=£00;A=A+£20
7205IF ?A=£FB;?A=£00;A=A+£20
7207IF A>£97FF;A=A-£20;L=L+10;GDS.k
7208IF L>600;L=600
7210GDS.8000
7215R.
7300dIF ?A=£DF;?A=£00;A=A-£20
7305IF ?A=£FB;?A=£00;A=A-£20
7307IF A<£B200;A=A+£20;G.b
7310GDS.8000
7315R.
7400eIF E=2;B=A;F.X=1T06;B=B+£1;GDS.f;?B=£FF;N.X
7430IF E=2;B=B-6 ;F.X=1T06 ;B=B+£1;?B=£00;N.X
7450IF E=1;B=A;F.X=1T06;B=B-£1;GDS.f;?B=£FF;N.X
7460IF E=1;B=B+6 ;F.X=1T06 ;B=B-£1;?B=£00;N.X
7499R.
7500fIF ?B=£1B;F.W=1T0 90;?£B002=?£B002;4;N.W;M=M+50;GDS.g
7505IF D=10;G.2000
7510R.
7800iIF ?AA(N)=£1B;G.7802
7801G.7805
7802IF ?A=£DF;AA(N)=AA(N)-1
7803IF ?A=£FB;AA(N)=AA(N)+1
7805IF ?AA(N)=£DF;G.b
7810IF ?AA(N)=£FB;G.b
7820IF AA(N)<£B200;AA(N)=£97FF
```

(continued on page 103)



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#### THE AMAZING 3-D MAZE GAME. £4.99 inc. p&p.

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- Moving wall to add on the excitement.
- Hi score displayed on screen.

### PLANET SOFTWARE

10 Norton Drive, Eaton, Norwich, NR4 6JD



(continued from page 101)

```
7830IF AA(N)>£97FF;AA(N)=£B200
7890R.
8000IF E=2 G.8050
8005IF ?A=£00;?A=£DF
8010IF ?A=£18;?A=£00;G.b
8040R.
8050IF ?A=£00;?A=£FB
8060IF ?A=£18;?A=£00;G.b
8080R.
8100IF T<-8;G.8150
8120IF ?A=£DF;?A=£00;A=A-1;GOS.s;?A=£DF;T=T-1
8150IF T>8;G.8250
8220IF ?A=£FB;?A=£00;A=A+1;GOS.s;?A=£FB;T=T+1
8250R.
8300IF ?A=£18;G.b
8310R.
9000K=92;K=J
9002IF L<100;J=93;K=J
9005F=L
9020GOS.q
```

```
9070R.
9100QJ=64;K=J;D=D+1
9105F=M
9120GOS.q
9170R.
9400QJ=92;K=J
9405F=L
9410IF F<100;J=92;GOS.CH"0";GOS.1;J=K+1;K=J
9420GOS.q
9470R.
9500QJ=64;K=J
9505F=M
9510IF F<100;J=64;GOS.CH"0";GOS.1;J=K+1;K=J
9520GOS.q
9570R.
9620QSTR F,P
9630IF F<10 GOS.CH"0";GOS.1;J=K+1;K=J
9640GOS.(P?0);GOS.1;J=K+1;K=J
9650IF F>9 GOS.(P?1);GOS.1;J=K+1;K=J
9660IF F>99 GOS.(P?2);GOS.1;J=K+1;K=J
9670R.
9700IF V=0T07;S7=Q?V;J=J+32;N.V;R.
```

## Vic synth

Kevin Boyd,  
Dreghorn,  
Ayrshire.

**VIC-20**

FOR THE UNEXPANDED Vic-20, this program will convert your keyboard into a synthesiser. When the program is run it asks which voice you require from 1-4.

The first three are the Vic's normal voices, and number 4 is white noise. You are then asked for the duration of the note. This is the number of the step in the loop which makes the sound die away — so if you pick 1, the note will die away very quickly; if you pick 0.001, it will die away slowly.

Now, all you do is play. The voice will change, if you press the button. As you play each note is remembered. Just press fl, and

after being asked to select a voice, you will hear your composition played back with all pauses removed. To insert rests, press the space bar when entering your tune. You can only have a tune of 99 notes, though this can be altered by changing line 1 and 135 to whatever number of notes you require.

If you wish to reset the duration of the note press 0, and the program will erase your tune and ask for voice and duration of note.

```
1 CLR:DIMP(100)
2 POKE36879,A
5 PRINT"J"
6 PRINT"J"
10 PRINT"VIC-20 SYNTHESIZER"
20 INPUT"WHICH VOICE";S
30 IF S(10RS)4 THEN 20
40 S=INT(S)+36873
50 POKE36878,15
51 DIMP(100)
55 PRINT"DURATION OF NOTE"
56 INPUTSP
57 IF SP>10RSP<0.001 THEN 56
60 READN:IF N=0 THEN 80
70 READR(N)
75 GOTO 60
80 GETA$:IF A$="" THEN 80
81 IF A$="0" THEN RUN
85 IF A$="1" THEN 1000
86 IF A$="2" OR A$="3" OR A$="4" THEN GOSUB 180:GOTO 80
90 N=ASC(A$)
95 IF A$="0" THEN N=79
97 IF A$="N" THEN N=78
120 FOR T= T010: NEXT
130 POKE36879, A(N)
131 FOR R=15T00STEP-SP:POKE36878,B:NEXT:POKE36878,15
135 X=X+1:P(X)=A(N):IF X=99 THEN RUN
140 GOTO 80
180 POKE36878,K=VAL(A$):S=K+36873:RETURN
200 DATA 1,135,87,143,69,147,82,151,84,159,1,3,163,85,167,73,175
210 DATA 79, 79,80,183,64,187,42,191,92,195,65,199,83,201,68,203
220 DATA 70,207,71,209,72,212,74,215,75,217,76,219,58,221
230 DATA 59,223,61,225,13,227,90,228,88,229,67,231,86,232,66,233
240 DATA 79,235,77,236,44,237,46,238,47,239,17,240,29,24,0
1000 PRINT"MEMORY REPLAY"
1001 POKE36878,9,8
101 INPUT"WHICH VOICE ";R
1020 IF R(10RR)4 THEN 1010
1021 POKE36878,15
1030 FOR F=1T0X
1031 FOR R=15T00STEP-SP:POKE36878,B:NEXT:POKE36878,15
1040 POKE36873+R,P(F):PRINT"J":POKE36879,P(F)
1050 NEXT F
1051 FOR R=15T00STEP-SP:POKE36878,B:NEXT:POKE36878,15
1060 POKE36879,A
1065 PRINT"WHAT NEXT:"
1070 PRINT"1:PLAY TUNE AGAIN?"
1080 PRINT"2:RETURN TO KEYBOARD?"
1090 GETF$:IF F$="" THEN 1090
1100 IF F$="1" THEN 1000
1110 IF F$="2" THEN 1
1111 GOTO 1090
```

## 3-D bar chart

J Meech,  
Stockport,  
Cheshire.

**BBC**

THIS PROGRAM is for Model B users — for conversion to Model A change lines.

10 MODE 7  
115 MODE 5

It is a variation on a bar graph, but each

column is viewed in perspective, giving a three-dimensional appearance.

The user types in data which the program draws as a pie chart, giving the data as fractions of 360. The percentage is also given, along with the corresponding colour.

```
>LIST
10 REM **** J MEECH ****
20 MODE 1
30 PRINT"TAB(10)"3-D BAR CHART""PLEASE TYPE IN THE NUMBER OF""ENTERIES (2-10)"
40 INPUT S:IF S<2 OR S>10 THEN 30
50 DIM A(S)
60 X=100
70 PRINT"PLEASE TYPE ENTRIES FOLLOWED""BY RETURN"
80 FOR I=1 TO S
90 INPUT Y
100 A(I)=Y
110 NEXT I
120 PRINT"THE ENTRIES WILL BE AUTOMATICALLY""SCALED - THE MAXIMUM & AVERAGE D IS PLAYED"
```

(continued on page 105)

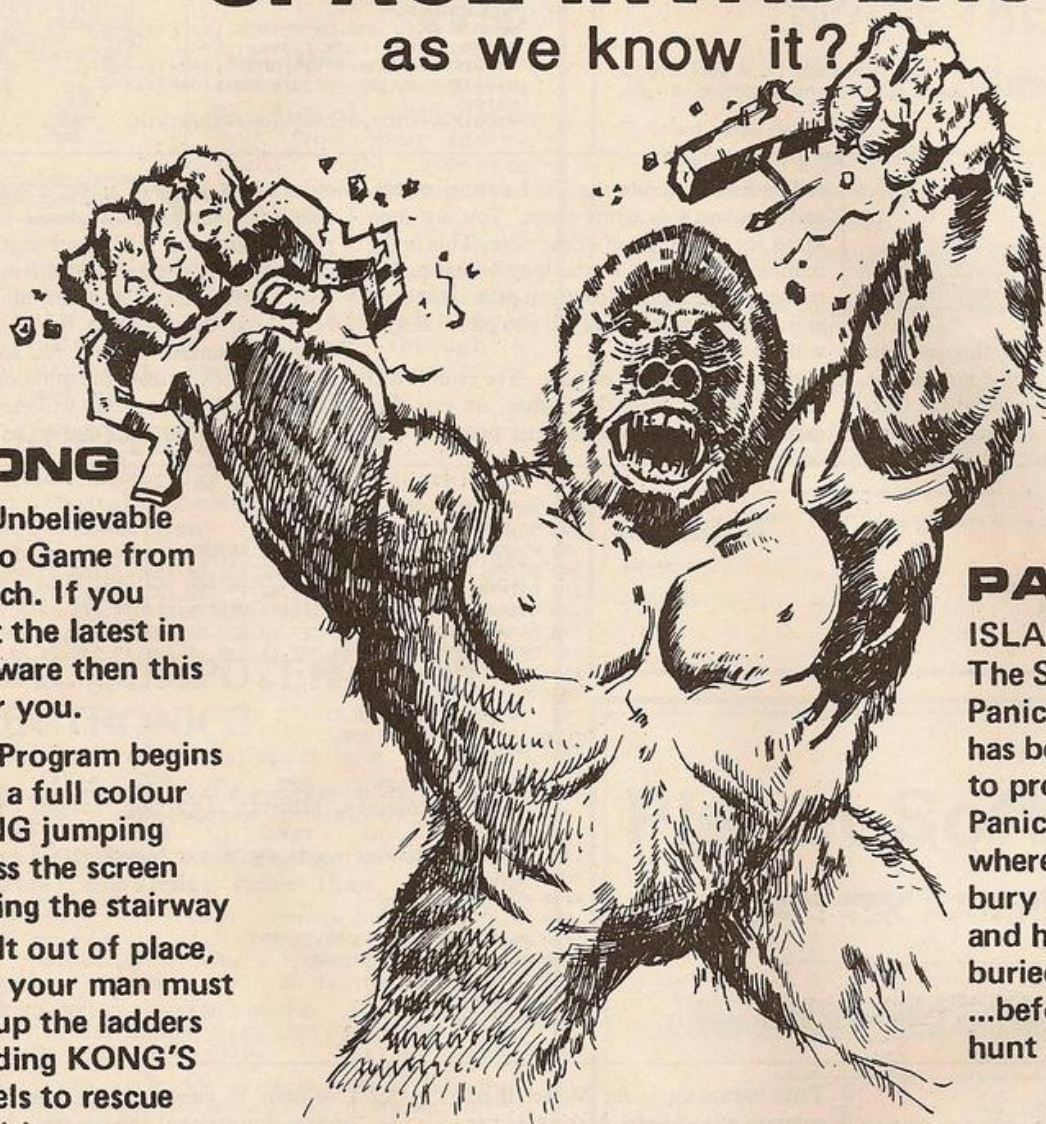


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across the screen  
causing the stairway  
to tilt out of place,  
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run up the ladders  
avoiding KONG'S  
barrels to rescue  
his girl.

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# SOFTWARE FILE

(continued from page 103)

```
130 PRINT "PRESS RETURN TO START": INPUT Q$:CLS
140 PROCSCALE
150 PRINT "AVERAGE ";J;"MAXIMUM ";R
160 MOVE 100,0: DRAW 100+(S*100),0
170 FOR I=1 TO S
180 Y=A(I)
190 PROCDRAW(Y)
200 NEXT I
210 END
220 DEFPROCdraw(Y)
230 REM **** DRAW TOP ****
240 GCOL 0,1
250 MOVE X,Y: DRAW X+100,Y
260 PLOT85,X+130,Y+100
270 DRAW X+30,Y+100: DRAW X,Y
280 PLOT 85,X+130,Y+100
290 REM ****DRAW LINES TO BASE ****
300 GCOL 0,2
310 MOVE X,Y: DRAW X,0
320 MOVE X+100,Y: DRAW X+100,0
330 MOVE X+130,Y+100: DRAWX+130,0
```

```
340 MOVE X,Y: MOVE X+100,Y: PLOT 85,X,0
350 MOVE X+100,0: PLOT 85,X+100,Y
360 X=X+100
370 ENDPROC
380 DEF PROCSCALE
390 J=0
400 FOR I=1 TO S
410 J=J+A(I)
420 NEXT I
430 J=J/S
440 FOR I=2 TO S
450 IF A(I)>A(I-1) THEN R=A(I)
460 NEXT I
470 K=-1
480 IF R<400 THEN K=2
490 IF R<200 THEN K=4
500 IF R<100 THEN K=9
510 IF R>900 THEN K=.5
520 IF K=-1 THEN ENDPROC
530 FOR I=1 TO S
540 A(I)=A(I)*K: NEXT I
550 ENDPROC
```

## Visual recall

A J Hynd,  
Hayling Island,  
Hampshire.

BBC

THIS PROGRAM allows the contents of memory to be displayed and examined. I have used this on my BBC Model A to recover programs, which have become corrupted when saved or loaded, by examining the line numbers and line lengths in the stored Basic program.

Errors can be calculated and then corrected by Poking new data into the appropriate addresses.

The start addresses can be entered in either decimal or hexadecimal form, but all displayed values are in hex. Lines 20 and 30 set page mode and print format, and line 130 resets these on Escape.

The input procedure first checks to see if the entry is a hex number otherwise it checks for valid decimal inputs.

I found the EVAL function very useful for converting the string input to a hex number.

The Shift key is used to give further pages of display, and the Escape key to exit.

The program has to be entered so as not to overwrite the memory contents you wish to examine. First Load the program to be examined but do not Run, then enter

PAGE = TOP + 8100

Then Load this program which can be Run without affecting your first program; to reset enter

PAGE = 8E00

which is where Basic programs are normally stored for conventional purposes.

```
2 REM MEMORY CONTENT
5 MONITOR
10 ON ERROR GOTO 130
20 MODE 7:VDU14
30 @% = &A04
40 PROCinput
50 REPEAT
60 PRINT~address;
70 FOR J = 1 TO 8
80 PRINT,~?address;
```

```
90 address=address+1
100 NEXT
110 PRINT
120 UNTIL FALSE
130 VDU!%*%=&A0A:END
140 DEFPROCinput
150 *FX15,0
160 CLS: INPUT"START ADDRESS "A$
170 IF LEFT$(A$,1)="#"
```

```
THEN address=EVAL(A$):ENDPROC
180 FOR K=1 TO LEN(A$)
190 IF ASC(MID$(A$,K,1))<48 OR ASC(MID$(A$,K,1))>57 THEN K=LEN(A$):VDU 7:GOTO 160
200 NEXT
210 address=VAL(a$)
220 ENDPROC
```

## New quirk

Deryck Brown,  
Kilmarnock,  
Ayrshire.

ZX-81

I DO NOT mean one of the frequently publicised ZX-81 quirks but a brand new one. Believe it or not the ZX-81 accepts the following commands quite happily:

```
10 LOAD "ANYNAME" (THEN) REM COMMENT
or 10 SAVE "ANYNAME" (THEN) REM COMMENT
```

The Then is in brackets as it can be deleted if wished after typing Rem or left in—it makes no difference. Possibly there are other statements which behave like this but I have not found any.

This additional Rem not only saves bytes but does not, of course, have to refer to the Save or Load instruction. This would be particularly useful in adventure games where the program may be saved from inside so that it restarts automatically or used when chaining programs. String variables can also replace the program name:

10 SAVE A\$ (THEN) REM COMMENT

## Bit bandit

S P Elliot,  
Middlesbrough,  
Cleveland.

ATOM

A SIMPLE "one-armed bandit", this program for the Acorn Atom requires 32K RAM. Floating point is not required. Instructions are included in the program. Note that, in the printout, £ means #.

```
1 REM bandit BY S.P.ELLIOT: 31.1.82
2 GOS.i;CLEAR0;P.$30;@=0;K=0
3 P."$$$ = 1000"'"$- = 100"'"x- = 50"'"&- = 50"'"
4 P."££- = 50"'"$-- = 40"'"x-- = 20"'"&-- = 20"'"
5 P."£-- = 20"'"SCORE"'"
6 GOS.a
7 G.v
10 P.K" "
12 A=£A3;B=£A6;C=£A9
```

(continued on next page)



# SOFTWARE FILE

(continued from previous page)

```

15 D=0;E=A.R.X13+15;F=E+A.R.X9+5
16 G=F+A.R.X9+3;H=1;J=E002;O=0
30 IF D<E GOS.b
40 IF D<F GOS.c
50 IF D<G GOS.d
51 ?J=?J:4
52 D=D+1
57 IF D>58 G.e
60 G.30
200=MOVE21,5;DRAW21,32;DRAW36,32;DRAW36,5;MOVE36,20
210 DRAW39,20;DRAW39,30
220 FORI=0TO6;I?E14B=EFF;N.
230 FORI=0TO6;I?E16B=E66;N.
240 FORI=0TO6;I?E18B=ED9;N.
250 FORI=0TO6;I?E1AB=E7F;N.
255 ?E80E=E3E;?E80F1=E3C
260 ?E80CC=E82;?E80CE=E81;?E80D0=E8E;?E80EC=E84;?E80EE=E89
265 ?E80F0=E94;?E810C=E84;?E810E=E84;?E8110=E84;?E811=0
270 R.
300=WAIT;?E80CC=A;GOS.z;WAIT;?E80EC=A;GOS.z;WAIT;?E810C=A
302 A=A-1
305 IF A=E82 A=E8B
306 A=A-1;IF A=E82 A=E8B
307 A=A-1;IF A=E82 A=E8B
310 GOS.w;R.
350= WAIT;?E80CE=B;GOS.y;WAIT;?E80EE=B;GOS.y;WAIT;?E810E=B
351 B=B+1
353 IF B=E8C B=E83
355 B=B+1;IF B=E8C B=E83
357 B=B+1;IF B=E8C B=E83
360 GOS.w;R.
400= WAIT;?E80D0=C;GOS.x;WAIT;?E80F0=C;GOS.x;WAIT;?E8110=C
402 C=C-1
403 IF C=E82 C=E8B
405 C=C-1;IF C=E82 C=E8B
407 C=C-1;IF C=E82 C=E8B

```

```

410 GOS.w;R.
450= IF D>F H=14;G.455
451 IF D>E H=9;G.455
455 F.I=1 TO(D*X);N.;R.
500= C=C+1;IF C=E8C C=E83
505 R.
520= B=B-1;IF B=E82 B=E8B
525 R.
550= A=A+1;IF A=E8C A=E83
555 R.
600= IF?E80EC=E84 AND?E80EE=E84 AND?E80F0=E84 GOS.f;G.v
605 IF?E80EC=E84 AND?E80EE=E84 GOS.g;G.v
610 IF?E80EC=E84 AND?E80EE=E84 GOS.h;G.v
615 IF?E80EC=E84 AND?E80EE=E84 GOS.h;G.v
620 IF?E80EC=E84 AND?E80EE=E84 GOS.h;G.v
625 IF?E80EC=E84 GOS.j;G.v
630 IF?E80EC=E84 GOS.k;G.v
635 IF?E80EC=E84 GOS.k;G.v
640 IF?E80EC=E84 GOS.k;G.v
645 C.v
750= D=100;GOS.1;K=K+100;R.
800= D=10;GOS.1;K=K+100;R.
820= D=5;GOS.1;K=K+50;R.
840= D=4;GOS.1;K=K+40;R.
850= D=2;GOS.1;K=K+20;R.
900= P.#13,K" ;LINKFEF3;K=K-10;P.#13;G.10
9501 FORI=1TO30;WAIT;N.
955 F.I=1TO 0;WAIT;WAIT;WAIT;F.L=1TO25;?J=?J:4;N.L;N.I;R.
10001 P.#12" Instructions for bandit""
1005 P."PRESS ANY KEY TO RUN BANDIT,"""
1007 P."SCORE IS REDUCED BY 10"
1010 P." EACH GO.""
1015 P."WINNINGS ARE ADDED TO SCORE.""
1020 P."PRESS ESC.WHEN BANKRUPT!""
1025 P." press any key""
1050 LI,EFE3;R.

```

## Vic stick

Andrew Tuck,  
Westcliff on Sea,  
Essex.

**VIC-20**

THIS SHORT PROGRAM allows the user to draw in high resolution using a joystick on the

unexpanded Commodore Vic-20 machine.

The first line sets the screen size to 16 by 10 and changes the Screen and Border combination to black.

Lines 1 to 4 set up the screen and draw a box around it to show the user the limits of the screen.

Line 10, which must be entered using

Shifted keywords, converts the joystick port to X and Y values.

Line 20 allows the point to move and draw by pressing the fire button. Lines 50 and 60 plot and calculate the point.

There are approximately 2,500 points to plot, quite adequate for most drawings although not true high resolution.

```

0 POKE36879,8:POKE36867,21:POKE36864,17:POKE36865,45:POKE36866,144:POKE36869,253
1 PRINT"J":FORA=1TO16:FORN=1TO10:POKE7663+16*N+A,N+10*A-11:NEXTN,A
2 FORA=5120TO7679:POKEA,0:NEXT:POKE37154,127:X=64:Y=80
3 FORA=5120TO7679STEP160:POKEA,255:POKEA+159,255:NEXT
4 FORA=5121TO5278:POKEA,128:POKEA+2400,1:NEXT
10 A=PEEK(37137):X=X+((AAND16)=0):Y=Y+((AAND4)=0):Y=Y-((AAND8)=0):X=X-((PEEK(371
52)AND128)=0)
20 F=-((AAND32)=0):IFF=1THEN60
50 Y1=Y+5120+160*INT(X/8):POKEY1,PEEK(Y1)OR2↑(7-XAND7):GOTO10
60 Y1=Y+5120+160*INT(X/8):POKEY1,PEEK(Y1)ANDNOT2↑(7-XAND7):GOTO10

```

## List self-starters

Gino Gracin,  
Rijeka,  
Yugoslavia.

**ZX-81**

PROGRAMS THAT start automatically after Loading, and that are fully in machine code, like ZX Chess, can not be easily Listed. Here is a program which enables this.

Before writing in or loading this program POKE 16389,127/NEW must be done. After inputting program name, the ZX-81 starts looking for the program.

When the program is Loaded, C/170 will appear, and the program is ready for further manipulation.

```

1 FAST
10 LET A=32513
20 POKE A,17
30 POKE A+1,8
40 POKE A+2,127
50 POKE A+3,205
60 POKE A+4,67
70 POKE A+5,3
80 POKE A+6,201
100 PRINT "PROGRAM NAME?"
110 INPUT N$
120 IF LEN N$=1 THEN GOTO 160
130 FOR I=1 TO LEN N$-1
140 POKE 32519+I,CODE N$(I)
150 NEXT I
160 POKE 32519+LEN N$,CODE N$(L
EN N$)+128
170 RAND USR A

```

## Tape salvage

Paul Mudditt,  
Jarrow,  
Tyne and Wear.

**BBC**

IN ANSWER to many a BBC Micro owner's prayers I offer my own version of a tape salvage program. As many BBC owners will know the 0.1 operating system has two bugs in the cassette filing system. This program attempts to salvage a program which has had

Block 0 corrupted due to one of these bugs. According to Acorn this bug would corrupt on average Block 0 of one program in 16.

There is now a well-publicised machine-code fix for both of these bugs, but these have

(continued on page 108)





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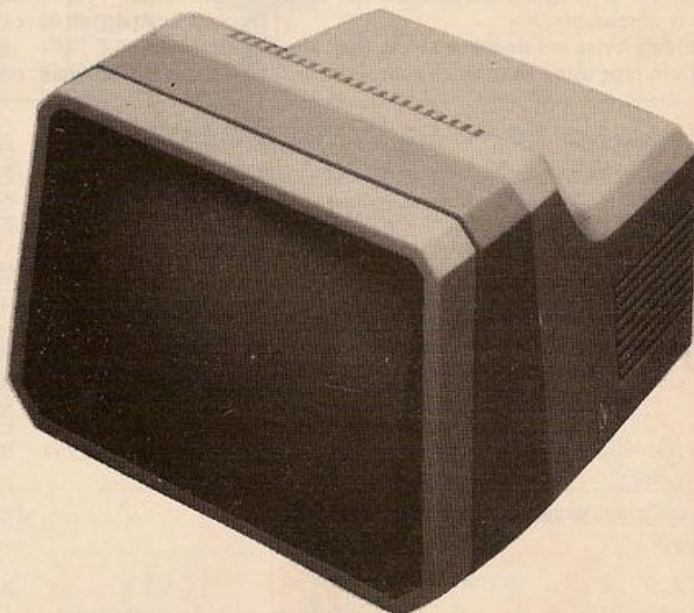
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# SOFTWARE FILE

(continued from page 106)

arrived too late for many users.

My program will attempt to read in as many Basic lines as possible starting from any block number until the end of the program is reached. Errors in the format of the data coming from the tape will simply mean a missing line of Basic which the user will have to re-enter but at least you will not have to retype 10K of program lost because the first block is unreadable.

The data bytes are de-tokenised as they are read from tape using the crunch subroutine in

the Basic ROM converting single bytes to Basic keywords so that a check can be made of the lines coming in. However I am de-tokenising all but the line number and the line length and consequently characters within quotes and Goto/Gosub statements will appear to be incorrect when in fact they are intact.

I suggest that the machine-code fixes are chained in before loading this program to ensure when you resave your salvaged program you do not have to repeat this process unnecessarily.

To use the program, type Run and position

your cassette to just before the program to be salvaged.

Then, the program will list to the screen as it is found on tape and is stored above this program in memory. When the end of the program is reached or Escape is pressed the program will reset page to the start of the salvaged program. Typing List will display the salvaged program which can be saved in the usual way.

If you are not satisfied with the salvaged program, type Break then Old <CR> and repeat the process.

```

10 ON ERROR PRINT "REPORT:PRINT" error at line ";ERL:GOTO 310
20 CRUNCH=1853A:REM THIS SUBROUTINE DETOKENISES BASIC
   OR PRINTS THE ASCII OF A%
30 REM SELECT SHORT MESSAGES
40 *OPT 1,2
50 REM MAKE COMPUTER IGNORE ALL TAPE ERRORS
60 *OPT 2,0
70 page=(TOP DIV 256)*256+256:REM SELECT NEW PAGE VALUE TO LOAD
   PROGRAM INTO.
80 index=0:REM page OFFSET POINTER
90 X=OPENIN(""):REM LOAD ANYTHING ON THE TAPE
100 REM SELECT NO TAPE MESSAGES FROM NOW ON
110 *OPT 1,0
120
130 REPEAT A%=BGET#X:UNTIL A%=0:PRINT:REM WAIT HERE UNTIL WE FIND THE START
   OF A NEWLINE OF BASIC TEXT.
140 PROCPOKE(A%):REM POKE IN 000 'CR' CHARACTER TO START PROGRAM STORAGE
150
160 REPEAT:Lastnewline=index
170 Lh%=BGET#X:PROCPoke(Lh%):REM 1st BYTE IS HIGH PART OF LINE NUMBER
180 Lh%=BGET#X:PROCPoke(Lh%):REM 2nd BYTE IS LOW PART OF LINE NUMBER
190 Lh%=BGET#X:PROCPoke(Lh%):REM LENGTH OF BASIC LINE
200 PRINT TAB(20);Lh%*256+Lh%:REM DISPLAY LINE NUMBER
210
220 REM THIS PART LISTS BASIC LINE TO SCREEN AND STORES IT IN MEMORY
230
240 REPEAT
250 A%=BGET#X:PROCPoke(A%)
260 IF A%<32 OR A%=127 THEN PRINT " "; ELSE CALL CRUNCH
270 UNTIL A%=0:PRINT
280
290 UNTIL EOF#X
300
310 CLOSE#X
320 PRINT
330 index=Lastnewline:PROCPoke(0FF):REM FINAL BYTE IN ALL BASIC PROGRAMS MUST
   BE 0FF SO INSERT THIS FOLLOWING LAST RECORDED <CR>
340 REM RESET DEFAULT MESSAGES
350 *OPT
360 PAGE=page:REM SET PAGE TO START OF SALVAGED PROGRAM
370 END
380
390 DEF PROCPOKE(B%)
400 page?index=B%
410 index=index+1
420 ENDPROC

```

## Error fix

C Cytera,  
Mangotsfield,  
Avon.

ATOM

HERE IS A way of removing an irritating quirk of the Acorn Atom. I am referring to the error message produced whenever a control code is used. The Escape key can, of course, be pressed after any control code is executed, but this should not be necessary.

The program works by intercepting OSRDCH. Routine LL0 saves the previous address of OSRDCH in location #90 and #91. It then installs the address of routine

LL2 in #20A and #20B. This means that LL2 is called whenever the Atom requires an input from the keyboard. LL2 firstly calls the usual routine to obtain the ASCII code of the key pressed. If this represents a character, or one of the control codes representing Escape, Cancel and Carriage Return, an exit occurs with the code retained in the accumulator.

This is necessary because other sections of the operating system must take action on these codes. If it is any other control code, the program loops back, executes it by calling OSWRCH, and waits for another key to be pressed.

The error remover resides in an otherwise unused area of memory: from #28D1

to #28FF. Once assembled it is executed by LINK #28D

The machine code, which should be \*Saved with the mnemonics discarded, can be reloaded and executed with \*Run. The Plot commands in graphics mode 0 can be made to operate in grey instead of white simply by filling the screen with character #C0 after a Clear 0 command.

FOR S = #8000 TO #81FF STEP 4:IS = #C0C0C0:NEXT S

Black-on-grey plotting can be achieved by FOR S = #8000 TO #81FF STEP 4:IS = -1:NEXT S

The usual plot-in-black commands, for example, Plot 15, should be used there.

```

10 DIM LL4
20 FORZ=0 TO 4:LLZ=-1:
NEXT
30 PRINT#21
40 FORN=1 TO 2
50 P=#28D1
60 C
70 :LL0 \ INIT.
80 LDA #20A
90 STA #90
100 LDA #20B
110 STA #91
120 LDA @LL2:#FF
130 STA #20A
140 LDA @LL2/256:#FF
150 STA #20B
160 RTS
170:LL1 JSR #FFF4 EXEC
UTE IT
180:LL2 JSR LL4 GET KE
Y
190 CMP @#1B ESC
200 BEQ LL3
210 CMP @#18 CAN
220 BEQ LL3
230 CMP @#D
240 BEQ LL3
250 CMP @#20
260 BCC LL1
270:LL3 RTS
280:LL4 JMP (#90)
290J
300 NEXTN
310 PRINT#6
320 ENDPROC

```



## Music notation

Ashley Robinson,  
Monks Risborough,  
Buckinghamshire.

ZX-81

FOR THOSE who have a limited 1K ZX-81 here is a little program which helps you to learn

notes in music. It does not play the notes, but displays them on a treble stave.

When Run it shows a treble stave with a random blob or note somewhere on it. You have to press the correct note on the keyboard. It will then tell you whether you are right or wrong and if you press another key it will display another note.

It works by taking a random number and Printing At that number on the Y co-ordinate, a graphic square. It finds the answer by taking the code of that number, adding 34, and finding the CHR\$, which should be a letter from A to G.

For those with 16K RAM packs you could make it play the note and display it.

```

1 LET A=7
8 PRINT
9 PRINT
10 FOR B=1 TO 5
20 FOR N=0 TO 10
30 PRINT "-";
40 NEXT N
45 PRINT
46 PRINT
50 NEXT B
60 PRINT AT 0,0; "███"
70 PRINT
80 PRINT
90 PRINT
100 PRINT
110 PRINT
120 PRINT
130 PRINT
140 PRINT

```

```

150 PRINT "███"
160 PRINT "███"
170 PRINT "███"
180 PRINT "███"
190 PRINT "███"
200 LET B=INT (RND*11)+1
210 PRINT AT B,A;"███"
215 IF B>=8 THEN LET B=B-7
220 LET B=(11-B)+34
230 PRINT AT 15,10;"YOUR GUESS?"
240 INPUT A$
250 IF CODE A$<>B THEN PRINT AT
15,10;"WRONG"
260 IF CODE A$=B THEN PRINT AT
15,10;"RIGHT"
270 PAUSE 4E4
275 CLS
280 RUN

```

## Long line

Andrew Houston,  
Manchester.

ATOM

THIS PROGRAM will allow Acorn Atom users to edit lines up to 160 characters long — five lines on the Atom's screen. Copy, Delete, Repeat can be used as usual.

When the program is Run, or whenever Link Q is entered — for example, after pressing Break — the prompt will look like this:

#>

indicating that all is well.

The machine code can be assembled at any desired address by altering Q in the first line. By forgoing the cancel facility, Control-X, and omitting lines 150 and 160, the code will even fit into the free space at #21C.

The program works by tricking the Atom's input routine, located at #CD0F, into believing that there is always just one more space available in the input buffer. If anyone should want to experiment with even longer lines, try changing line 130.

```

10 Q=#2800
20 DIM EE(3)
30 FOR J=0 TO 3: EE(J)=Q: NEXT
40 FOR K=1 TO 2
50 P=Q
60 [
70 :EEO LDA @EE1&#FF; STA #20A
80 LDA @EE1/256; STA #20B
90 LDA @CH"#"
100 JMP (#208)
110 :EE1 JSR #FE94
120 CPY @63; BCC EE3
130 CPY @161; BCS EE3
140 CMP @127; BEQ EE3
150 CMP @24; BNE EE2
160 LDY @#FF; STY #52
170 :EE2 INC #52
180 :EE3 RTS
190 ]
200 NEXT K
210 LINK Q
220 END

```

## Quick Peek

Alan Potter,  
Glasgow.

ZX-81

IN MANY BASIC 1K games there is a line similar to:

```
LET A=PEEK(PEEK 6398+256*PEEK 16399)
```

This line tests to see if the next position in the display file to be Printed has anything in it, and, if so, what it is.

```
(PEEK 16398+256*PEEK 16399)
```

gives the address of the next position to be Printed, and this line Peeks into that address to see what is there.

This is a useful line, but time-consuming and heavy on memory. I have written a machine-code routine which duplicates this function, and is faster while using less memory, which, as any 1K user knows is a great help. This routine is:

Decimal	Hex	Mnemonic
42	2A	ld hl, (NN)
14,64	0E,40	16398
78	4E	ld c,(hl)
6,0	06,00	ld b,0
201	C9	ret

When this routine is called by a USR function, on return it will give the equivalent of the earlier Peek. To enter the routine, first of all write a Rem statement with seven characters. Then enter, as direct commands:

```

POKE 16514,42
POKE 16515,14
POKE 16516,64
POKE 16517,78
POKE 16518,6
POKE 16518,6
POKE 16519,0
POKE 16520,201

```

This will cause the Rem line to change, and the routine will be directly addressable using USR 16514. For those experienced in machine code, the routine may be stored anywhere since it contains no jumps.

I have written a short program to demonstrate this routine:

```

1 REM (machinecode)
10 LET P=9
20 LET S=PI-PI
30 SCROLL
40 PRINT AT 12,P;
50 LET U=USR 16514
60 IF U<0 AND U<118 THEN GOTO
VAL "200"
70 PRINT AT 12,P;"V"
80 LET P=P+(INKEY$="P" AND
P<25)-(INKEY$="Q" AND P>0)
90 PRINT AT 21,(RND*25)+1;" "
100 LET S=S+1
110 GOTO 30
200 PRINT "SCORE:";S

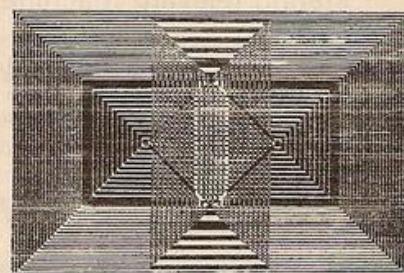
```

## Strange patterns

James Southgate,  
Colchester,  
Essex.

SPECTRUM

THIS SHORT program makes good use of colour high-resolution graphics on the Spectrum. When the program is run a pattern is drawn on the screen. This pattern continuously changes in shape and colour.



```

10 LET V=INT (RND*70)+100: LET
X=INT (RND*80): LET Z=INT (RND*
3)+4
20 FOR F=Y TO X STEP Z
30 PLOT F,F: DRAW 0,175-2*F
40 DRAW 255-2*F,0
50 DRAW 0,-175+2*F
60 DRAW -255+2*F,0
70 INK RND*5
80 OVER 1
90 NEXT F
100 GO TO 10

```



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# COMPETITION CORNER

A £15 book token will be awarded to the first correct solution drawn from the competition bag. All entries must be at the *Your Computer* offices by the last working day in December. The name of the winner, the solution, and a competition report will be published in the February, 1983 issue of *Your Computer*.

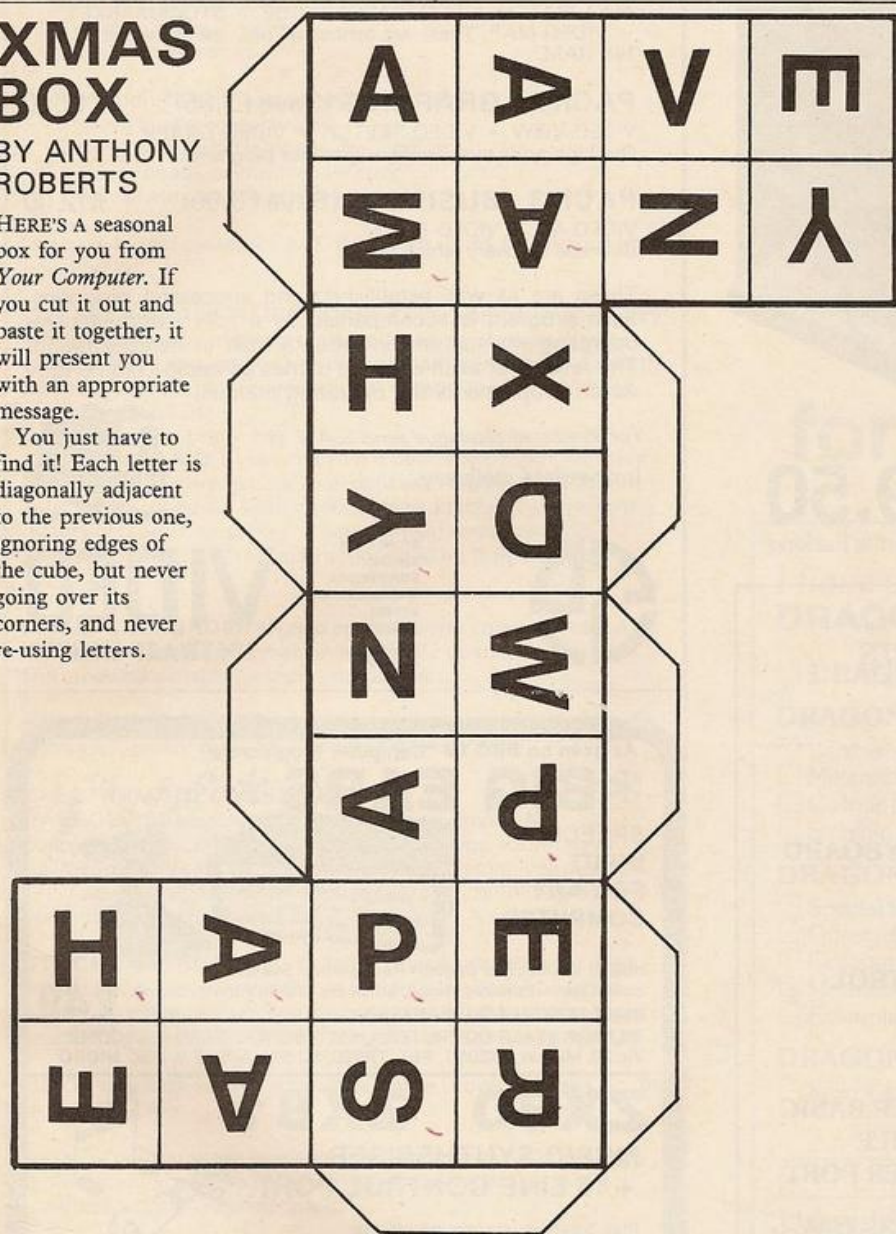
If you want to set a competition for Competition Corner, remember that the simplest solution should be calculable by a short program rather than by any other form of reckoning.

## XMAS BOX

BY ANTHONY ROBERTS

HERE'S A seasonal box for you from *Your Computer*. If you cut it out and paste it together, it will present you with an appropriate message.

You just have to find it! Each letter is diagonally adjacent to the previous one, ignoring edges of the cube, but never going over its corners, and never re-using letters.



## Competition results

OUR PRIZE for the October competition, a Sanyo PHC-25, attracted a disappointing bunch of entries. The imminent Japanese invasion of the home-computer market was clearly not enough to release people's creative juices. Perhaps there was some confusion about the product. P McKenna said that he would use a Sanyo PHC-25 "to shave with".

With due apologies for picking yet another punster, we have awarded the prize to D Blakemore, 141 Bottleacre Lane, Loughborough, Leicestershire, who sounded a sceptical note with "take a Peek to see if it was a flash in Japan".

R Craig hoped to "get a PHD in hi-fi nance" and J Douglas wanted to "fulfil my yen for colour and sound".

We thought it was the Chinese, and not the Japanese, who are supposed to be unable to pronounce the letter "r"; but a number of people like C Hewitt thought otherwise. He



Solution to the October crossword.

suggested using a Sanyo to "refresh the ports that no other micro can leach".

Finally, Elizabeth Wright took a more personal line than most with her "bring a little colour into J Conway's life".

Many people found it easy to crack the Enigma Code for our October puzzle. The deciphered message read: "Beware gunpowder treason plot fifth November Parliament cellars". Only a few programs were submitted so we gave the £15 book token to the first entry picked from the bag, from C Davis, 31 Avondale Road, Palmers Green, London N13 4DX.

Here is Anthony Roberts' own explanation of the puzzle: "Each character is represented by three symbols, each of which may be in three states — missing, outline or black — so there are  $3^3$  possible codes — one for the letters A-Z and one for space. The instructions say that the codes and letters are in strict sequence, so all that remains is to see in which order to take the symbols and the three states. A simple group of nested For statements tried out in turn against the code would soon reveal the message: there are  $3! \times 3!$  that is, 36 possibilities, only one of which gives the message".

No-one supplied a program to print all 36 possibilities but the program on the left from previous winner A Smith, could easily be adapted to do so.

A B Smith's program to solve the Enigma Code problem.

```
10 REM CODEBREAKER BY A.B.SMITH 10/10/82
20 DIMA$(64),B$(64),C(26),D(26)
30 FORI=1TO64:A$(I)="-":READB$(I):IFB$(I)=""000" THENA$(I)=""
40 NEXT
50 DATA100,102,112,200,010,102,000,201,012,122,221,021,112,202,102,010
60 DATA000,110,010,102,200,210,021,122,000,221,022,021,110,000,001,020
70 DATA001,110,101,000,122,021,212,102,222,100,102,010,000,221,200,010
80 DATA022,020,200,222,102,122,110,000,002,102,022,022,200,010,210,000
100 I=0:FORX=0TO2:FORY=0TO2:FORZ=0TO2:C(I)=X*100+Y*10+Z:I=I+1:NEXT:NEXT:NEXT
110 FORI=1TO64:FORJ=1TO26
120 IFVAL(B$(I))=C(J) THEND(J)=D(J)+1
130 NEXT:NEXT
140 FORI=1TO26:IFI=20 THENSTOP
150 PRINTC(I),D(I):NEXT:STOP:GOTO500
200 PRINT"Q":FORI=1TO64:PRINTRIGHT$(STR$(I),1):NEXT:PRINT
210 FORI=1TO64:PRINTA$(I):NEXT:PRINT:RETURN
500 GOSUB200:PRINT:INPUT"ENTER LOCATION":X:PRINT:INPUT"DESIRED LETTER":D$
510 A$(X)=D$:D$:FORI=1TO64:IFB$(I)=B$(X) THENA$(I)=D$
520 NEXT:GOTO500
READY.
```



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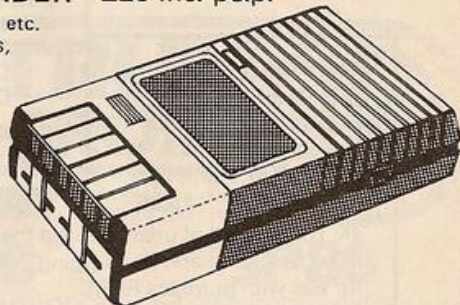
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STANDARD RAM SIZE	32K	16K	8K	5K	16K	16K
STANDARD AVAILABLE RAM FOR HIGH RESOLUTION GRAPHICS	26K	9K	N/A	N/A	14K	3K
EXTENDED MICROSOFT BASIC AS STANDARD	YES	NO	NO	NO	NO	NO
PROFESSIONAL-TYPE KEYBOARD	YES	NO	YES	YES	YES	YES

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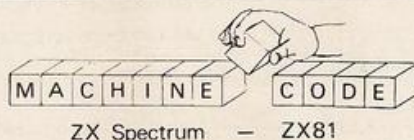
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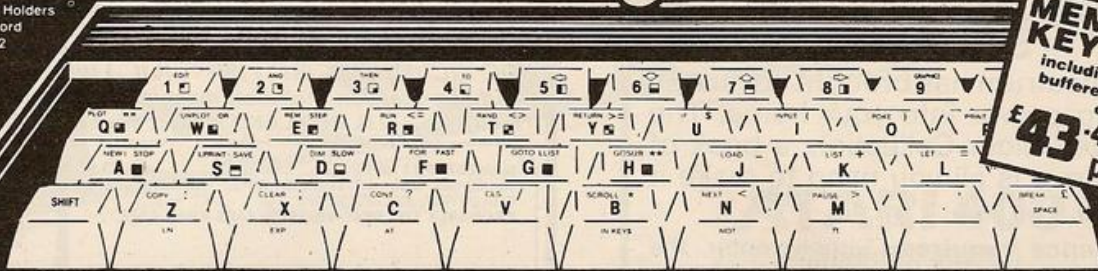
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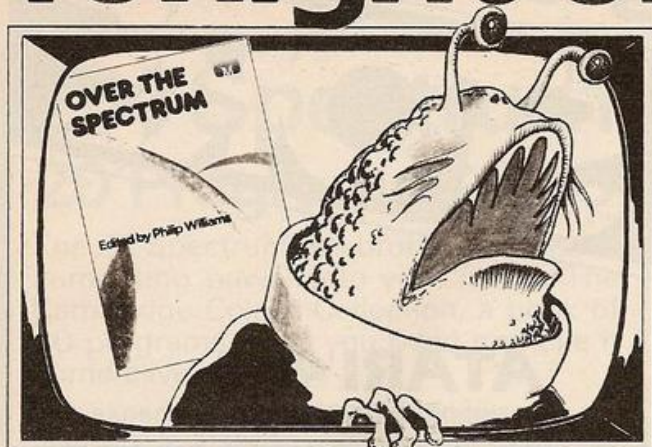
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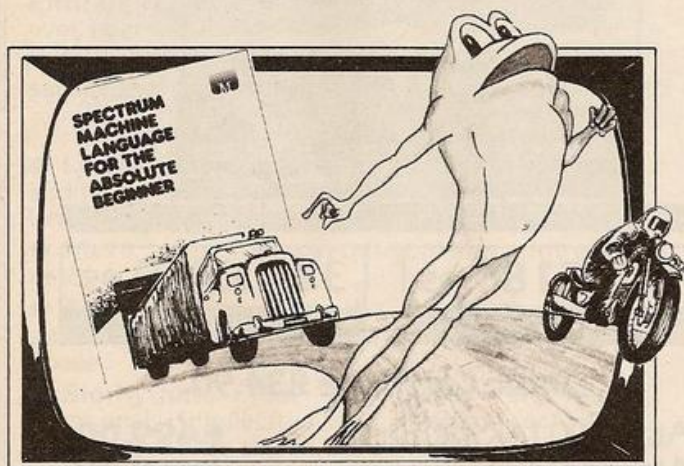


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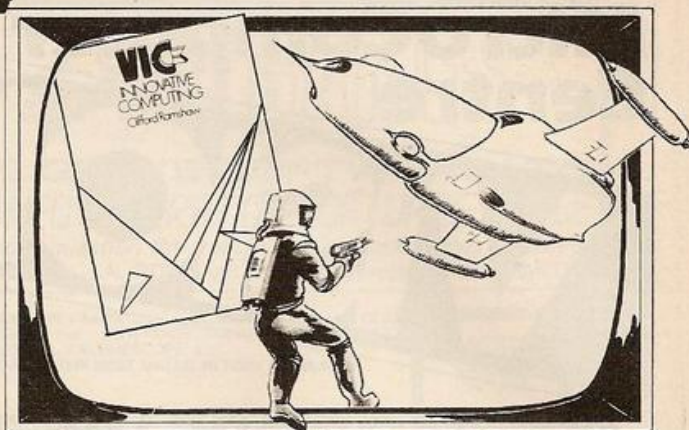
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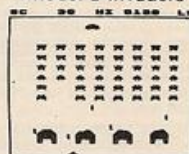
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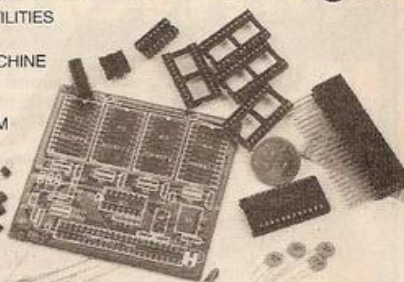
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With this board it's no longer necessary to place your machine language routines in REM statements, in string variables, or beyond RAMTOP. You can build up a resident library of machine utilities for use by your BASIC system.

Once your system utilities and other machine language routines are established you can, if you wish, replace the 6116P CMOS RAM's with 2716 or 2732 EPROM's.

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The board can be jumper programmed to occupy any one of the four 8K blocks of memory in the first 32K. You can, for example, modify the SINCLAIR operating system. Alternatively the board can be used as system/user RAM.

### ASSEMBLY

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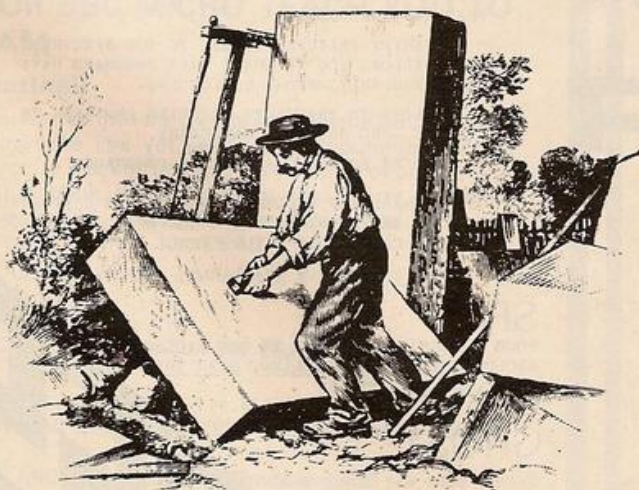
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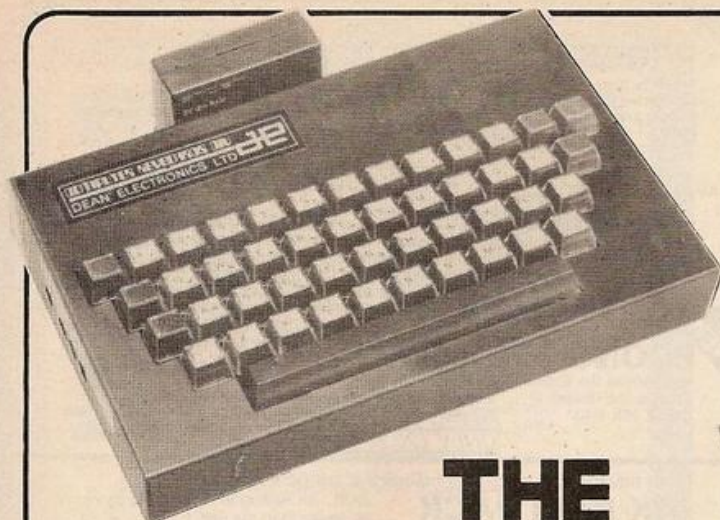
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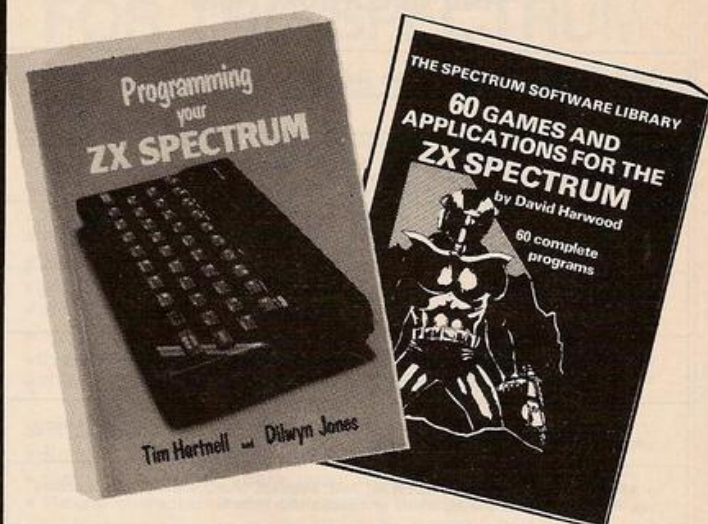
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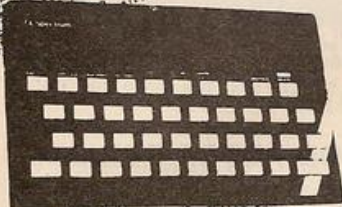
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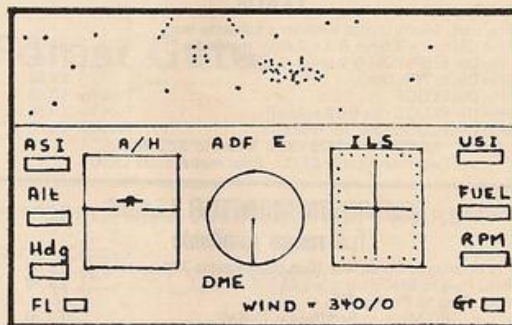
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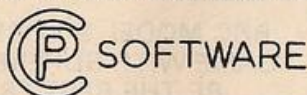
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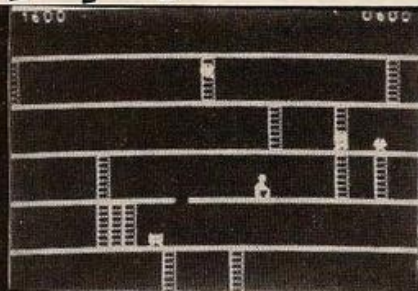
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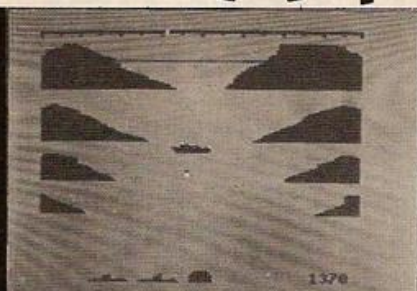
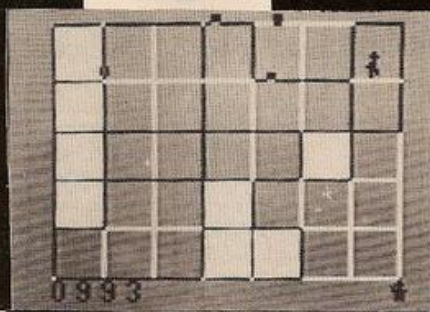
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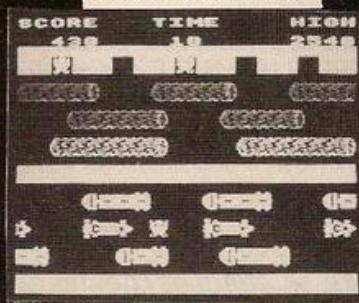
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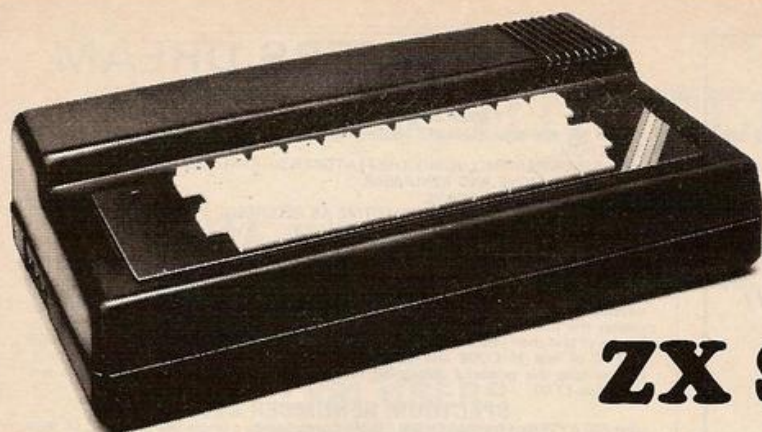
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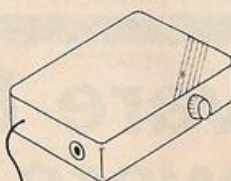
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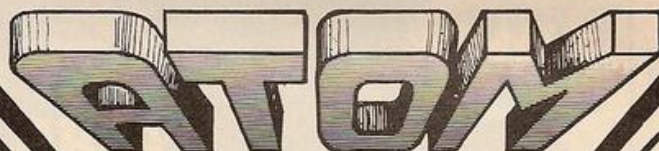
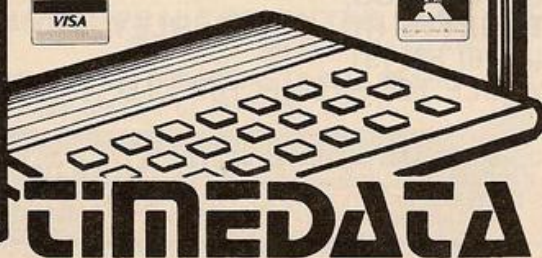
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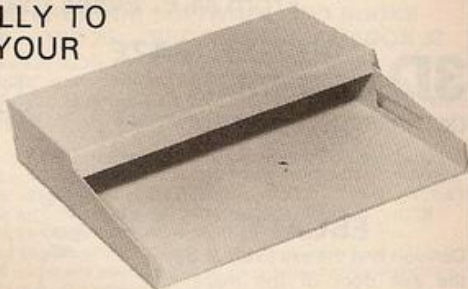
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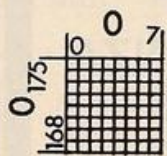
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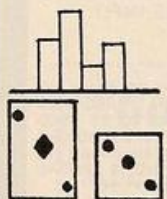


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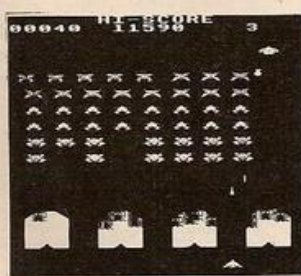
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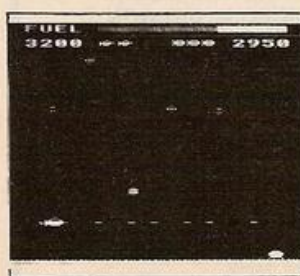
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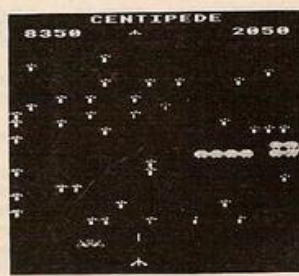
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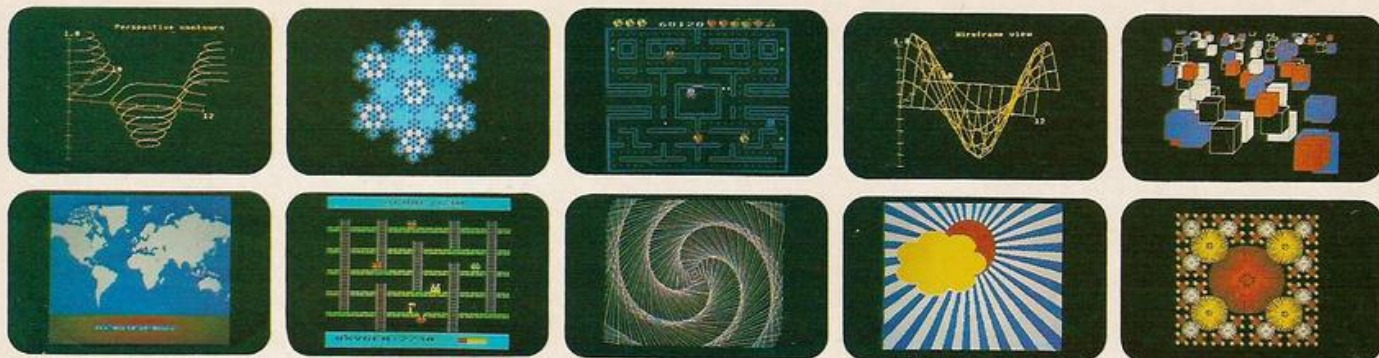
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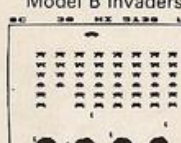
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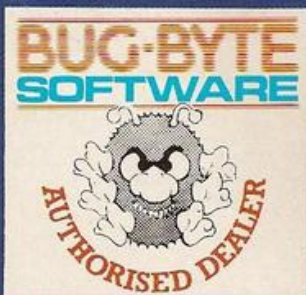
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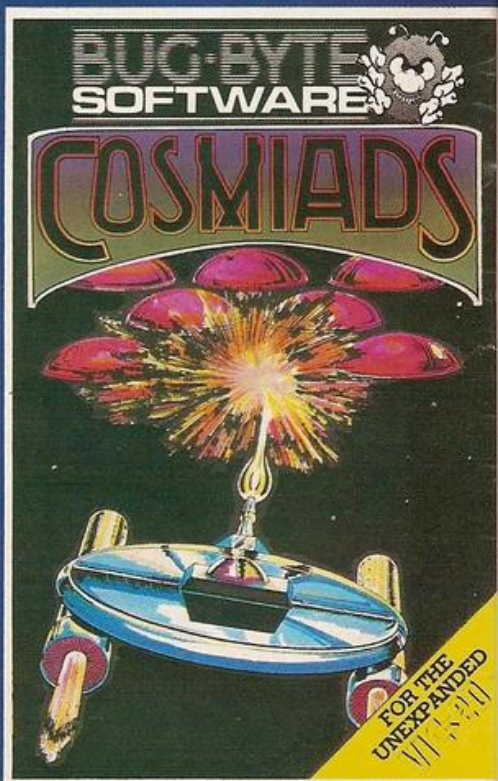
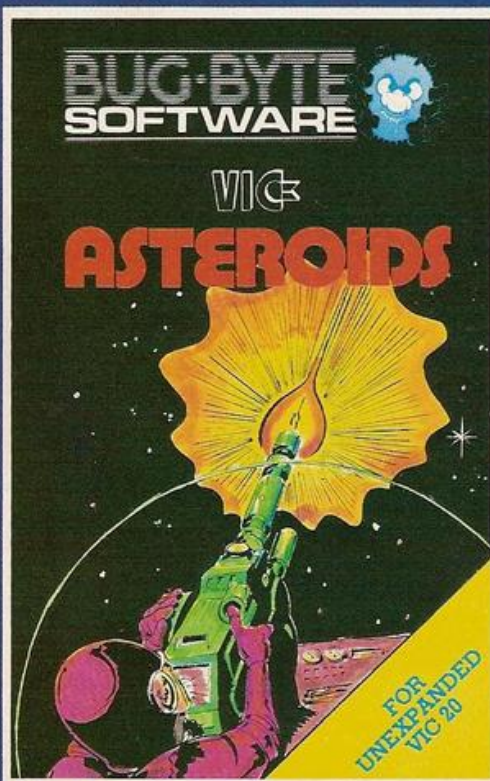
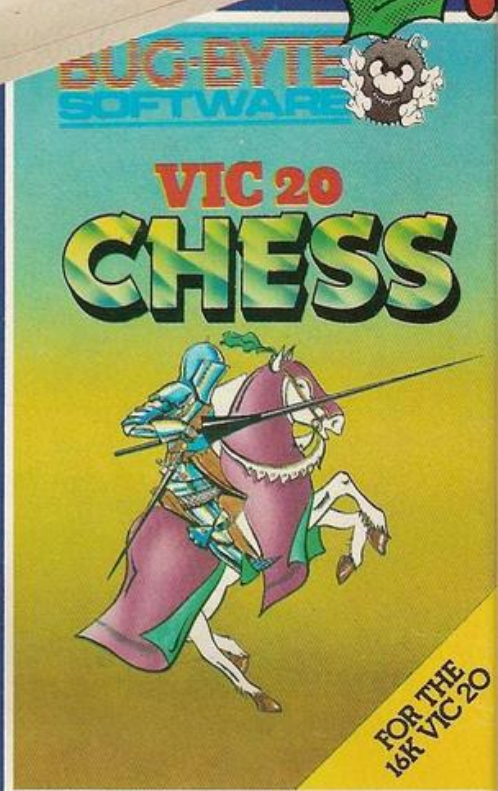
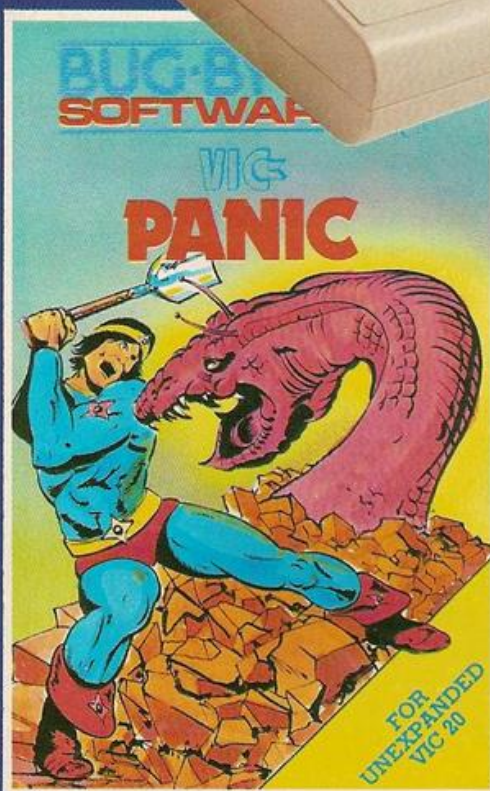
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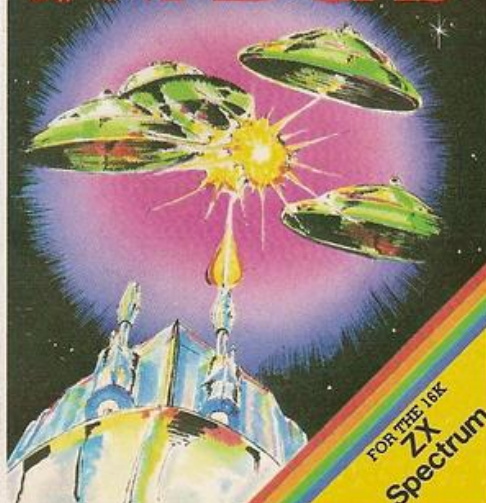
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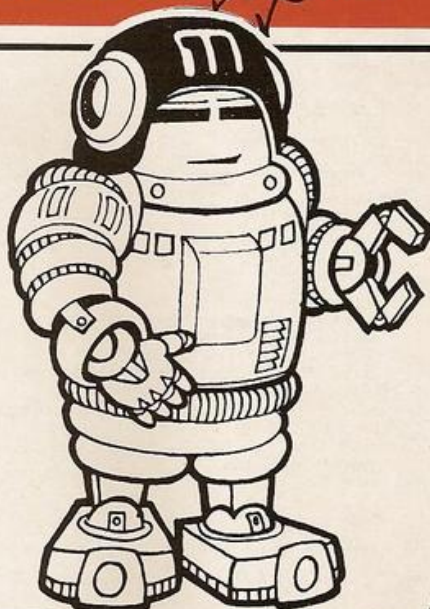
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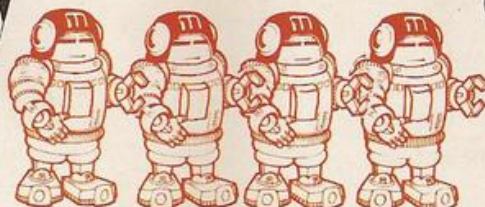
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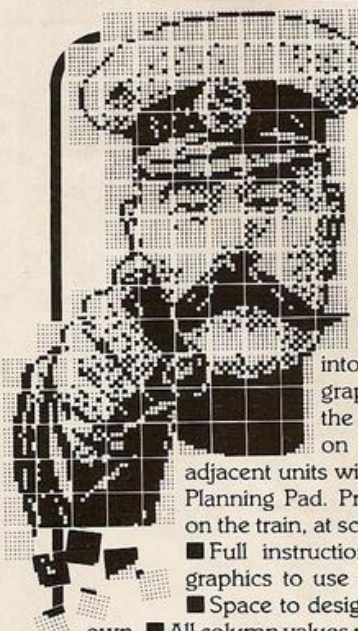
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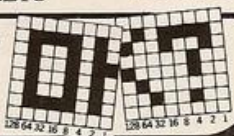
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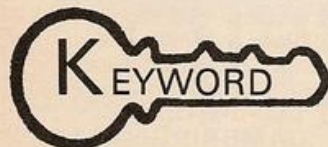
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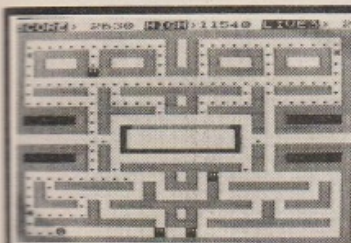
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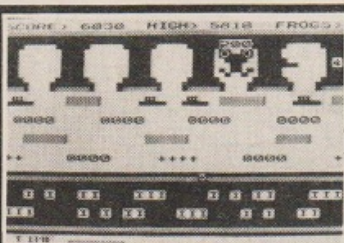
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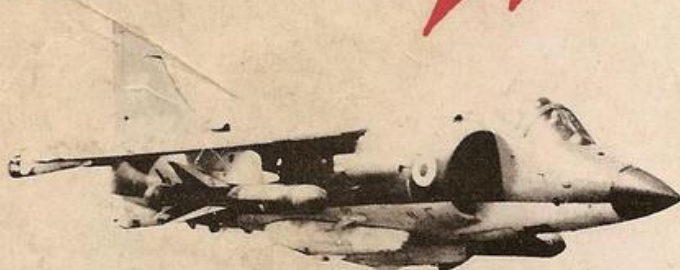
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