

40p EVERY WEEK-No 83-OCT 20 1984

PERSONAL

Computer

NEWS

Now
40p

**COMMODORE'S
PLUS/4**

**121 colours and
shades of integration**



64 EXCLUSIVE

Free game from the
author of Monty Mole - p12

PANORAMIC SPECTRUM

64-column screen
utility to type in - p18

BIGGER BEEB

32K and hi-res
on one board - p38

BIG GAME HUNTING

New releases for 64,
Spectrum and BBC - p47

FREE COMPETITION
JOIN THE ELITE

An Electron computer, and 30 copies of Acornsoft's
megagame must be won!

Softstone

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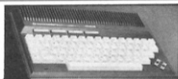


SUITE 1, 39a PADDINGTON ST. LONDON W1 01-486-5266

COVER STORY

Plus/4 on the spot

Has Commodore come up with a new block-buster? With the bundling of applications software in a low-cost 64K micro it should give buyers pause for thought.



32

OUTPUT

Commodore gremlins

A garden full of butterflies and poisonous mushrooms is the location Tony Crowther chose for this imaginative game, written exclusively for PCN.

Spritely Amstrad

We finally round off the series on creating sprites on the Amstrad with a large listing for you to hack in.

Spectrum's added columns

The humble Spectrum can print up to 64 characters per line with the machine code program by Stuart Nicholls.

Directory Enquiries

The Commodore 64's disk directory is unravelling with two utilities, one of which can be incorporated into other programs.

Oric war game

Tank Assault is an arcade style maze game with plenty of action.

Acorn memories

Monitor your micro's memory — both random access and read only.

PERIPHERALS

Raven remembers

Expand the BBC's memory by 20K and add a few commands as well with the Raven-20 expansion board.

Cheetah choice

Cheetah's version of a Spectrum keyboard looks upmarket, but does it live up to its image?

SOFTWARE

Commodore tunes in

Your Commodore can make beautiful music with the aid of Musicals — if you can figure out how it works.

Macintosh on file

Picture this — a database that uses pictures instead of labels — and you have Filevision, Apple's new package for the Mac.

Gameplay

A wide variety of adventure and arcade magic for the Commodore 64, Spectrum and BBC B.

REGULARS

Monitor

Sinclair's Spectrum Plus, this page; Jupiter Ace lives on, page 2; Basiccode goes MSX, page 3; and QL revives megagames, page 4.

PCN Charts

Follow the fates of games and micros in our weekly charts.

Random Access

Is anybody out there? We want to hear from you.

Routine Inquiries

PCN's panel of experts solves your problems.

Microwaves

More helpful hints, tips and routines.

Readout

The best of the recent books reviewed.

Dungeon

The weekly fix for adventure addicts.

Software Preview

Our weekly round-up of the latest software. Find out what you should look for in your local software store.

Billboard

The best place to pick up a bargain, or to sell one — free.

Quit

Rumours, gossip, Mollusc and more — plus forthcoming computer events.

Spectrum gets a facelift

Sinclair has dropped the veil of secrecy surrounding its home micro plans and will launch the Spectrum Plus this week.

The machine works like a Spectrum, looks like a QL and is likely to cost about £50 more than the current model. It is a 48K system said to be completely compatible with existing Spectrum software and with the Interfaces 1 and 2.

Maybe with the MSX machines in mind, Sinclair is equipping the Spectrum Plus with a 'professional' keyboard. It hasn't had to look too far to find one — the Spectrum Plus's case is in effect a cut-down QL shorn of the Microdrives.

Sinclair has gone overboard on the number of new keys wired in, possibly to make sure the Spectrum Plus outclasses any of the existing third party add-on keyboards.

The keys are full-travel, using a membrane beneath similar to that used by the QL. There is a full space-bar, with cursor

keys either side of it, QL-fashion, and punctuation, E Mode, Edit, Delete, Graphics, Break and True and Inverse Video keys have also been added.

The machine also has twin Symbol and Caps Shift keys. Sinclair wouldn't comment on internal modifications, but unless the company has done something clever the ULA may have had to be changed. Manufacturers of add-on keyboards have repeatedly run into crashing problems when they've tried to wire too many keys in.

Only two weeks ago Sinclair was denying point blank that it had any plans for a new version of the Spectrum (issue 82). Either the company has done very well to keep it a secret or it has knocked the Spectrum Plus together over a weekend to take advantage of the late MSX.

As a further sweetener the Plus will include a number of free software packages.

Prices reach new low on Eighth Day

Nervous software suppliers around the country will be reaching for the panic button as the price of games plummets again.

The first six products from a company called Eighth Day will cost a penny-pinching £1.75. They are Quill-designed adventures called collectively Games Without Frontiers; this just happens to be the translation of Jeux Sans Frontières but there's no joke intended.

"We hope we've produced £7 games for £1.75," said Mike White, one of the two directors of Eighth Day. We'll pass judge-

ment on how successful they've been in a forthcoming issue, but the games are available now via mail order from Eighth Day at 18 Flaxhill, Moreton, Wirral.

When Mastertronic made the £1.99 breakthrough earlier this year some established software suppliers scoffed. They said confidently that there weren't enough micros in the country to make possible the kind of turnover that Mastertronic would need. But the company has gone from strength to strength and has forced its competitors to look again at the prices they've been charging.



New support gives flagging Ace a boost

The Jupiter Ace, that rare and endangered species, is still alive and kicking with a number of new add-ons and software coming out for it.

A new company called MegaTechnic Computing has produced three packages for the 16K Forth veteran. Jupiter Jumpman and Paint 'n' Run are arcade style games. Ex-Forth 84 is a utility program that has new Forth words.

A spokeswoman for the company said: 'Initially we're testing the response to these packages, before we go into a big launch. But we think there'll be some demand.'

The software costs £5.50 and is available by mail order from MegaTechnic, 8 East Langham Road, Raunds, Wellingborough, Northants NN9 6LG.

In terms of support, Ace users can still count on Boldfield (0487-840740) which rescued the machine from deep waters earlier this year (issue 73). The company says that demand is still going strong for its £29.90 micro — and Boldfield has even crossed the Channel into France to buy up Aces and reconfigure them for English buyers.

Paul Downham of Boldfield said: 'We've got a full commitment to the Jupiter Ace and have produced a number of new products for users.'

On the list is a sound box with three-sound channel generator at £39, a 'professional' keyboard at £39, a joystick interface at £19.55, a video monitor connector at £12.65 and an adaptor kit at £5.98.

Buy now, pay later micros at Woolworth

If it's shortage of cash that's stopping you buying a new micro, Woolworth is out to lure you with an interest-free credit scheme.

The Woolies chain has been trying to live down the dime store tag for years, but it's still somehow appropriate that the inventor of Mix 'n' Match sweets should lead the way with Spectrums on the never-never.

Woolies' computer deals apply to a range of home micros including the Electron, Amstrad, Spectrum, BBC, Vic 20, Commodore 64 and Atari 600XL. In addition there are the Atari 2600 and ColecoVision games machines.

If you buy a 48K Spectrum, for instance, you'll get £58 worth of software in the £129.95 package. Initially, you'd have to put down a deposit of £13.95, then 11 monthly payments of

£9.66 and a final payment of £9.74 to bring you to the total credit price.

The offer is available from most Woolworth stores throughout the country and will last indefinitely. Other big retail stores such as WH Smith and Boots have no plans to follow in Woolies footsteps.

MSX software prices hit the roof

Confirming fears that MSX software will be overpriced, Micro Peripherals has announced that the games cartridges it is importing from Japan will cost £18.95.

'Well, they are 64K cartridges. That's as much memory as there is in an MSX micro,' said a company spokesman.

All this memory is swallowed up by some of the games which include a version of the arcade hit Track and Field. Actually, this game comes on two cartridges so it will cost you £37.90 if you want to enjoy it in the comfort of your living room.

Other titles include Athletic Land ('fun and games in the park'), Time Pilot, Hyper Sports, Super Cobra, Monkey Academy, Antarctic Adventure, Comic Bakery and Circus Charlie.

Micro Peripherals reckons that all this action can be very taxing on your average joystick so it is also selling a 'HyperShot' special controller for the athletic games.

Money-laden MSX users can contact the company on Basingstoke 0256-473232.

Competition winners get Commodore 64s

At last the results of PCN's Commodore 64 competition, which closed a few weeks ago. The response was overwhelming but after much digging in the hat, we've pulled out five winners.

They are: Mrs NA Junik, of Peebles; HC Li, of London SW7; Andrew Carson, of Harborne, Birmingham; AG Pereira, of London E3; and JD Gorse, of BFPO 35, Commodore 64s will be on their way shortly.

Most entrants had most of the right answers but all correct entries were a bit on the thin side. Here's what we were looking for: 1 The Kernal operating system; 2 Vic chip; 3 SID chip; 4 Institute of Electrical and Electronics Engineers; 5 5K; 6 Personal Electronic Transactor.

Acorn dampens conversion hopes

It's official. Elite will not be available for micros other than the BBC and Electron for the foreseeable future.

So says David Johnson Davies, Acornsoft's managing director. Replying to PCN's request, he demands that this addictive mega-game should be converted to run on other machines (see last week's rave review), DJD stated: 'We don't have any definite plans.'

'It would take time to convert and no work is being done on that connection. But we haven't ruled the possibility out.'

'By the end of last week we had sold 13,000 copies,' DJD said. That means within a couple of weeks it will become Acornsoft's best selling title ever.

This cuts no ice with the staff at PCN who are still queuing up to take turns at playing the game.

● Acornsoft will shortly be announcing the first monthly winner of its Elite competition. PCN can exclusively reveal that the as yet unnamed winner that has managed a score of 106,764.9 credits and achieved a 'dangerous' rating.

Software Projects wraps up pirates

Beauty is most definitely in the eye of the beholder as far as Software Projects is concerned and it's preparing a poke in the eye for any unlawful beholders.

The attractive packaging of all Software Projects games that may seem to the user as a little extra decoration should present a big headache to any would be pirates.

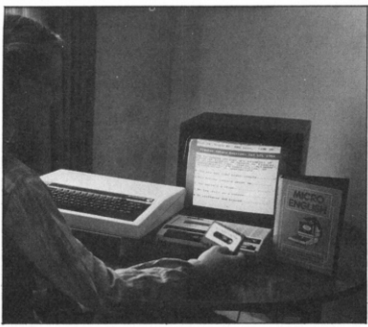
The new light blue cassette, which is probably more in keeping with the nature of the contents than the dowdy grey and black that we are used to for software, is non-standard — and must be specially ordered. In short, anybody who wishes to purchase similar blanks must buy at least 250,000. A transparent leader section on each tape has the name Software Projects printed on it.

The real deterrent, though, should be the simple security tape that binds the cellophane wrapper together, similar to those found on cigarette packets. Each tape has the company's name and logo and costs very little to produce. The sole manufacturer ensures that no one besides the original client can order duplicates.

Software Projects already holds copyright on its name and the names of all its games. It hopes to further disadvantage the pirates by introducing holograms on to the packaging. It would be impossible to make realistic copies of these without the original artwork.

Software pirates have shown themselves to be both resourceful and enterprising but these new features may require a little too much enterprise. As managing director Allan Maton says: 'If they are prepared to put all that effort into pirating why don't they make their own software.'

So keep your eyes open for features like these — if you buy a Software Projects tape that doesn't have them, the company isn't going to bale you out if anything goes wrong.



OUT OF SCHOOL — No need to go to school for 'O' Levels any more. Now you can thrill to the subtleties of comprehension, marvel at the oddities of spelling, and grapple with irregular plurals in your own home. Ludinski Computer-Assisted Learning (0784-58771) has released Micro English, which it claims is a full 'O' Level course that covers all your favourites on a pair of disks or several tapes. For the BBC, it also features a speech synthesiser to waffle through the course with you. It costs £24.50 but might prove to be priceless.

MONITOR

Chip Shop serves up MSX Basicode

A gap left in the specifications of Basicode 2+, the universal interpreter used by the BBC's Chip Shop, has been filled. In addition to Dragon, Electron, Oric and Spectrum, MSX machines can now run Basicode 2+ software.

The BBC is rubbing its hands over the provision that Kuma (07357-4335) has made for MSX. This is the first time we have been able to offer the Basicode facility for hardware in advance of it appearing in the shops,' said Trevor Taylor, producer of the Chip Shop series.

Unlike other MSX software, Basicode programs are as free as air — the BBC broadcasts them for users to download, provided they can see straight to plug their micros in at the transmission time — 5.55 am.

Commodore, BBC, Apple and Tandy owners were already catered for in the original Basicode. The translation program for Basicode 2x comes on a tape with a manual, which costs £4.95 from BBC Broadcasting Support Services.

Some readers reported difficulty contacting Broadcasting Support Services after our article on the new Chip Shop season, so here's the address again: 2 Cater Road, Bristol BS13 7TW. Telephone 0272-279494.



HIGH FLYER — Flyer Fox, which was shown along with Gandalf by Tymac at the PCW show, will be available soon at £9.95. The range is subtitled Tymac Talks because the games use the 64's sound to synthesis speech. The programs load with Novaload and the graphics are of above average quality — we'll be reviewing them both shortly. Tymac is set to import more games for the 64 and the Atari, Vic 20 and IBM PC. Tymac also imports peripherals such as Expand-0-RAM for the Vic and The Connection, a Centronics interface for the Commodore 64. Details on 021-643 8899.

Speedy Amstrad runs dot matrix printer

Amstrad has rounded off its line of micro products by launching a dot-matrix printer for the CPC464 and DDI-1 disk units.

The printer should go on sale almost immediately at £200. If there are no hitches, Amstrad will deserve another pat on the back for the pace at which it is producing add-ons for the CPC464 — look at how long it took Oric, Sinclair and others to

come up with storage systems and printer for their respective micros.

Called the DMP-1, the printer is a 50 cps 80-column dot-matrix unit. Amstrad has opted for a standard Centronics interface but the DMP-1 has instruction extensions to cope with the Amstrad micro's dot-assembler graphics.

It's characters are formed from a 5 by 7 matrix, and in graphics mode the pitch is 60 dots an inch.

IN BRIEF

The chequered career of the Bytec Hyperion has finally ended with the decision by Anderson Jacobson to drop the portable IBM clone from its list. AJ launched the Canadian micro last year, calling it the Ajile. AJ will continue to support dealers 'as long as the spares situation will permit'.

Logo is due to get its very own trade early year, on London. The event is being organised by the London New Technology Network. There's still time to get involved if you want to help plan it — LNTN (01-482 3816) wants to hear from you.

Graftek has launched a follow-up to the VP200 series of video processors that have proved such a handy add-on to IBM PC users. The new VP 201/2 dumps a colour graphics display from the PC's screen to a printer and costs £560. Telephone 0252-510200.

For a limited period Apple is knocking hundreds of pounds off the prices it charges schools and colleges. If you can twist somebody's arm before December 31 your school could pick up a Lisa for £3,099 (usual price £4,135), a IIe plus disk drive for £595 (£795 to anybody else) or a 128K Macintosh for £1,349 (down from £1,795).

HOMEFRONT



Twilight hour of the micros we know

The nearest star (apart from the sun) is more than four light years away. And, as anybody who watches Top of the Pops will know, stars come and go. When you look at the night sky and see the twinkling pinpricks of light, it's sobering to realise that the celestial body emitting that light could well have popped its clogs years ago. It's a romantic thought, in a way. The star dies but its final flickerings

struggle across infinity for years to give NASA, Patrick Moore, and lovers everywhere something to swoon over.

The Enterprise 64 has a lot in common with stars.

Putting a brave face on matters, the Enterprise has flickered intermittently — at the PCW Show last year, at a Scottish trade fair this summer, and again at the PCW Show this autumn. When it finally gets into the hands of whoever is still intent on buying it, something will have died. The smart money at the moment says that the casualty will be the market that the crippled Starship Enterprise was intended to serve. Home computers as we know them are on the way out.

Says who? Says Sinclair, Acorn, Commodore, and Market Assessment Information Services.

The big three home computer makers seem to regard Christmas 1984 as a shoot-out in the UK corral. There will be a final apocalyptic blaze of activity and the survivors will head for Re-Boot Hill as the market for

home computers leaves the traditional offerings behind.

The systems that are expected to take their place will be more serious and useful, reflecting a view that has been gathering strength all year. Market Assessment Information Services, in a survey published last week, predicts that 'as a home work station, with a link to the place of employment, computers in the home have a strong future.'

This sounds about as exciting as watching grass grow but if it's what the suppliers think, it's probably what you'll have to get used to. The survey doesn't say that home micros will be swept away overnight, but it does conclude that 'a reduction in the number of models available seems inevitable'.

Frivolity is finished — games have no future. By linking home computers to places of work, the manufacturers are putting a premium on the kind of features that haven't been prominent in the past — reliability for one.

Don't panic just yet. The

leading machines will carry on and the kind of things you do with them will be hard for the old sober-sides in high places to stomach. But they will become a side-show. You'll be on the point of annihilating the Thyroid Empire or discovering the all-important Key of Fleet Wood when a message will take over the screen: 'Pardon me while I take time out to activate the curtain closing mechanism in your office by means of the miracles of telecommunications.'

Or is the prediction just so much precious nonsense? What lies behind it is the suggestion that next year sales of home computers are going to start falling.

When all the home micros that can be sold have been sold, the manufacturers have to find something else to offer. It will probably be the same machines doing the same thing.

This being the case, there's no reason for astronomers to start re-drawing their charts. If an occasional star drops out, another is sure to take its place.

Imagine's game rises again on the QL

At last, proof that there is life after death in the microcomputer business.

Bandersnatch, the 'mega-game' that was Imagine's final undoing, has risen phoenix-like from the ashes with a Sinclair label and aimed at the QL.

And the architects behind this revival are none other than David Lawson and Ian Hetherington — former Imagine directors.

Lawson and Hetherington have bought an off-the-shelf company called Fireiron, bought the game from Imagine's liquidator and sold it to Sinclair.

Also involved with Fireiron is latter-day whizz kid Eugene Evans, the lead programmer on Bandersnatch before Imagine crashed.

What is not clear is when the game will hit the streets and how much it will cost.

In the Imagine days the suggested price-tag was around £40. The expense arises from the need to include a hardware dongle to improve the capabilities of the Spectrum and Commodore 64 micros it was originally written for.

Unfortunately, the game was

only 80 per cent complete when Imagine went under.

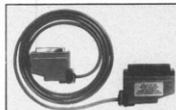
Bandersnatch existed only in prototype form on a Sage development system.

It just happens that the Sage uses a 68000 processor chip, similar to the QL 68008.

64 connections get a sight more style

Access Computer Company (061-477 6013) hopes to appeal to your sense of style with its serial printer interface and cable for Commodore micros.

Until now, the company says, 'the method of connecting an RS232 serial printer to either the Commodore 64 or Vic 20 has

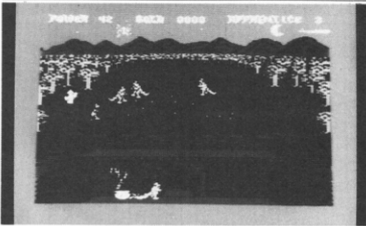


Access interface — serial with style.

been both unsightly and expensive.'

We'd dispute this. Unsightly or expensive, perhaps, but rarely both.

Either way, there's no doubt that the Access interface and cable is a slightly piece of equipment. It costs £34.95 and hooks up to most serial printers equipment. It costs £34.95 and hooks up to most serial printers.



Rodime aims to double disk store

A tasty glimpse of the future is offered in reports of disk manufacturer Rodime's blossoming profits.

The Silicon Glen firm was the world's first manufacturer of 3½in Winchester disk drives (issue 1) and says it will be reporting a 56 per cent increase in its profits this year.

The company also says it is working on a 20Mb hard disk and expects to release a 40Mb version in 1985-86.

Which can only be good news for Apricot owners and others who find the current 10Mb capacity of Rodime's existing drives just a little limiting.

TURNING 64 — Micromega is going 64. The company used to focus exclusively on Spectrum games, many of them best sellers such as *Full Throttle*, *CodeName Mat* and *Deathchase*. The authors of these games, Derek Brewster and Mervyn Estcourt, are likely to produce software for the 64 shortly but the company's first 64 release, *Jinn Genie*, was written by Hanan Samara — could she be the first female programmer of a chart-topper? This screen shot is a still from *Jasper!*, Derek Brewster's latest and the two games are due to be released on October 22. *Jasper!* will cost £6.95.

VIEW FROM JAPAN



Brits lose their way on road to Japan

As I've often written (or complained) in this column, so far as computers go, there's more smoke than fire to the myth of superior Japanese technology (excluding the technology required for manufacturing and assembly). When you stop to think, all they've really managed to come up with (or in some cases steal) are our CPUs, our languages and our operating systems. So it should come as no surprise to discover they've even borrowed some of our people. Equipped with my new toy (an acoustic coupler) and the logic of electronic mail, I conducted an electronic interview with one such person.

My choice was fortunate. Steve Bellamy is not only fore-

ign, but British, from Sheffield, with creditable credentials.

Doctorate in computer science. Research posts for both IBM and ICL. Holder of 26 patents in the computer field. Lecturer at four major universities.

Since then, he's managed to get his finger into a lot of other interesting pies. Director Mugen Associates (Computer Consultants). Director International Apple Core. Lecturer in Computer Science. Consultant to the Foreign Correspondents Club of Japan. Technical consultant to Fujitsu Research Centre. Contributing editor Byte, Infoworld. Author of books on Japan and computing.

With this background, I thought he might be able to offer some insight into how Britain's hard and software companies might get a foothold in Japan.

'British efforts in Japan have never got beyond the token representation stage. British software is good, in many ways superior to that of both American and Japanese manufacturers but the marketing is all wrong. On the one hand we have the hi-tech approach, all light and power. Good heavens, this is the land of hi-tech,

nobody's going to notice another bell-and-whistle company. Then we have the so-called joint venture company which usually means British ideas packaged with Japanese wrapping. Wrong! Wrong! Wrong! We need some defined purpose to our efforts.

'One good way would be a hardware and software blend coupled with strategic pricing to take into account the Japanese penchant for high-ticket foreign goods.

'A well-supported item, plenty of documentation, quality finish and a good marketing ploy such as IBM did with their 5550 (for which Mugen Associates can take a little credit) would really establish the UK as a viable entity over here. Any takers?

I also suggested that with MSX Basic about to burst on the scene in Britain Steve might give us an idea of what to expect. His answer was hardly encouraging.

'Frankly MSX is a dud that just doesn't want to go away. It's not a programmer's environment at all, more a packaging of a few general concepts. Unix is where we are seeing some real advances — in about two years

it will just have blown away all this non-compatible, non-expandable nonsense we have now. Alan Kay was right when he said the IBM PC was beneath comment. I can't believe that it is going to be around for another five years. Candidly, neither can IBM. Programmers have got to move up and away from this one machine, one user concept.'

Japan stands on the threshold of a breakthrough in hardware that will really stand the Americans on their heads but it's a case of so near, yet so far.

'Artificial Intelligence is all I hear recently. The software is really weak, just souped up CP/M and Cobol. It's when the hardware guys deliver: that will be the time to stand back — w-a-y-back. I like what Sony has done with its disk drives, more for less and the laser storage technology of Toshiba is awesome. Pretty soon we are going to wake up one morning and find all our much beloved equipment obsolete. That's RSN — Real Soon Now. Anyone want to buy my IBM AT?'

Now, if I can just figure out how to use this modicum to avoid going to the office... *Serge Powell*

MONITOR

Nutcracker Suite on the programme

'Asledgehammer to crack a nut' is how Lutterworth Software describes the popular word processing systems. So it calls its own the Nutcracker Suite and charges just under £50 for it.

'I've been lumbered with Perfect Writer,' said Lutterworth's John Everett, 'and it's fine for producing a manual but you try writing a four-line address with it. It can become very frustrating. And Wordstar is fine, but it's very difficult to remember all the things you need to remember.'

His verdict is that these systems are 'over-powerful' for many jobs and that they need a simple side-kick to take on the menial jobs. In the old days this would have been a typewriter, and the Nutcracker Suite is

intended to give you old technology with on-screen editing.

The version due to be released on November 1 is for the IBM PC. Everett says the next target machine is the Sirius, and later on the Epson QX-10 and the Wren portable may be cracked.

The suite — three separate programs — is supposed to operate alongside other word processing software and is designed to integrate with them. Its own text files have no control codes and so can go straight into other systems, and it can read and unscramble Wordstar document files.

It can be learnt in five minutes, says Everett. This may not be as extravagant a claim as it sounds, since all the operator needs (apart from some typing ability) is an idea of how to use cursor control keys.

The system will be available through IBM dealers.



M21 COMPLETE — Olivetti's IBM-compatible luggable, the M21, is now starting to be delivered to UK dealers and a price has been fixed for it at last. When we Pro-Tested it (issue 81) the company was still hedging its bets but it announced last week that the starting price will be £1,550, and a configuration with 128K and twin 320-360K floppies will set you back £1,889. *PCW's* verdict? 'If you want a smaller than usual unit, and if considerations of software and hardware support loom fairly large, it's certainly a machine to consider.'

STC slashes Xtra prices and range

One of the more highly fancied IBM-compatibles has come down in price but there's a hint of the way the wind is blowing in a second move from STC Business Systems.

STC, which sells the ITT Xtra in the UK, has cut the 256K Xtra 130 by just over £700 to £3,063 — this price also in-

cludes a 10Mb hard disk. At the same time it has withdrawn the 128K model, called the Xtra 125.

The reason is that the kind of software you're likely to run on an IBM-compatible business machine usually needs more than 128K. 'Hard disk systems with only 128K of memory are rapidly becoming redundant,' said STC's Stewart Goldberg ominously.



Xtra for less — but less choice of Xtras from STC.

CHARTS

As featured on Radio 1's Saturday morning Chip Shop.

GAMES

TW	LW	TITLE	PUBLISHER	MACHINE	PRICE
1	1	Daley's Decathlon	Ocean	SP, C64	£7.90
2	2	Sherlock Holmes	Melbourne	SP, C64	£14.95
3	7	Elite	Acornsoft	AC	£15.00
4	3	Beach Head	US Gold	SP, C64	£9.99
5	4	Kokotoni Wilf	Elite	SP, C64	£6.95
6	7	Avalon	Hewson	SP	£7.95
7	5	Monty Mole	Gremlin	SP, C64	£7.95
8	6	Full Throttle	Micromega	SP	£6.95
9	13	Int Soccer	Commodore	C64	£9.99
10	10	Lords of Midnight	Beyond	SP	£9.95
11	9	Sabre Wulf	Ultimate	SP	£9.95
12	11	Decathlon	Activision	C64	£9.99
13	12	Jet Set Willy	Soft Projects	SP	£5.95
14	—	Summer Games	Quicksilva	C64,	£14.95
15	16	Scrabble	Leisure Games	SP, C64, AC	£14.95
16	14	Match Point	Pison	SP	£7.95
17	20	Zim Sala Bim	Melbourne	C64	£9.95
18	—	Zaxxon	US Gold	C64, AT	£9.95
19	—	Havoc	Dynavision	C64	£9.95
20	—	Pyjamarama	Microgen	SP	£6.95

SPECTRUM

TW	TITLE	PRICE
1	Daley's Decathlon	£7.90
2	Sherlock Holmes	£14.95
3	Beach-Head	£9.95
4	Avalon	£7.95
5	Monty Mole	£7.95
6	Kokotoni Wilf	£6.95
7	Full Throttle	£6.95
8	Lords of Midnight	£9.95
9	Sabre Wulf	£7.95
10	JetSet Willy	£5.95

COMMODORE

TW	TITLE	PRICE
1	Daley's Decathlon	£7.90
2	Int Soccer	£9.99
3	Decathlon	£9.99
4	Beach Head	£9.95
5	Monty Mole	£7.95
6	Summer Games	£14.95
7	Kokotoni Wilf	£6.95
8	Zim Sala Bim	£9.95
9	Zaxxon	£9.95
10	Havoc	£9.95

MICROS

OVER £1,000

TW	MACHINE	PRICE
1	IBM PC	£2,390
2	Apricot	£1,760
3	Televideo TS1603	£2,640
4	Compaq	£1,795
5	Apple III	£2,755
6	Sirius	£2,525
7	Wang Professional	£3,076
8	HP 85	£1,917
9	NCR Dec. Mate V	£1,984
10	Kaypro	£1,604

UP TO £1,000

TW	MACHINE	PRICE
1	Spectrum	£99
2	Commodore 64	£199
3	Electron	£199
4	Amstrad	£349
5	BBC B	£399
6	Vic 20	£140
7	Amstrad	£299
8	Atari 800XL	£199
9	Memotech	£199
10	Oric	£99

These charts are compiled from both independent and multiple sources across the nation. They reflect what's happening in high streets during the week up to October 11. The games chart is updated every week. The prices quoted are for the no-frills model and include VAT. Information for the top-selling micros is culled from retailers and dealers throughout the country and is updated every month. PCN Charts are compiled exclusively for us by RAM.C, who can be contacted on 01-892 6596.



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Why Memotech came out on top



In issue 81, J Waller noted that the Memotech gets little magazine support. My own experiences may help to emphasise the injustice of this 'Catch-22' situation.

I decided to spend £300-£400 on a computer. I spent months looking and reading round; eventually shortlisting four machines: Electron, BBC B, CPC 464 and MTX 512. After isolating the strengths and weaknesses of each in relation to my own needs, I wrote to Acorn, Amstrad and Memotech.

Acorn did not reply. Amstrad was helpful, but sent me promotional literature printed in French. Memotech was equally helpful, and also supplied a list of local dealers.

After further research, and a visit to MEP in Manchester, I reduced my shortlist to two machines: CPC464 and MTX512. I was then able to be much more specific about my requirements and queries.

Consequently I wrote once again to Amstrad and Memotech, and also to Kuma whose Logo package for the CPC464 looked interesting. I also asked Amstrad for an English version of its leaflets.

Neither Amstrad or Kuma replied. Memotech replied promptly (this time my queries were answered by its technical advisor) and put me in touch with a local user group.

Memotech is clearly committed to supporting its products with an effective before and after sales service. Dealerships — although rather too thin on the ground — appear to be well informed and expert.

PCN is right: it is a 'chicken and egg' situation. But don't ignore Memotech just because of weak support in magazines. It's largely up to you. Send in those listings.

Alan Sturges,
Keighley, Yorks.

Dongling a solution to piracy ...

The most popular topic of discussion in PCN — right from issue one has without doubt

been software piracy; in fact, I was one of the first people to correspond on the subject. However, although I condemn software piracy in all its manifestations, I have recently had much less sympathy with the software companies.

What is the only sure method to prevent both commercial and home software piracy, and yet allow the user to make back-up copies of his own software? The answer is, of course, the fabled 'dongle', which — for the uninitiated — is a small piece of hardware attached to your computer, without which software is unable to run.

'Aha!' argue the software companies, 'dongles are much too expensive to produce — they would increase the price of software and thus reduce the amount sold.' But I thought Nick Alexander said in issue 80 that 'all forms of piracy cost the industry £100 million last year'.

If this were the case, surely this money could be saved by 'dongling' all software, (which would cost only a fraction of the 'lost' £100 million).

James Mortleman
South Woodford, London E18.

... but slapped wrists to us

After reading the article in PCN (issue 80), regarding software piracy, I was somewhat amazed to see a blatant advert in the classified columns for pirated software. The advert in question:

BBCB, radio cassette,
b/w TV, 150 games
(mostly copies), m/c
book vgc £600 ... etc.

It does not take any intelligence to see that this person is openly offering pirated software for sale. I often see adverts for copied software in your magazine and I object to paying for a magazine that carries this sort of advertising. I am fed up with reading about loss of revenue due to piracy but to read about it and then to see an advert in the same magazine is a little too much.

Perhaps I am a little unusual in not having any copied software, but I believe that if I want a program badly enough I will pay for it. I object to paying inflated prices for my software due to piracy etc and feel that it should be stopped. Your magazine could help by not allowing



ANY adverts of this kind to appear in PCN.

Ian White,
Reigate, Surrey.

Dear Angry of Reigate, we try to stop that kind of thing appearing in Billboard but they do occasionally slip through. You're absolutely right, however ... you are a little unusual — Ed.

Auction prices were not high — Crocker

We object to Mr Phillips' comments (issue 82) that the reserves at our recent auction, were '... ridiculously high'.

In the first place, the majority of lots were sold. Second, we know what prices the equipment should make. If there was no-one among the bidders who could bid £800 for a brand new Macintosh sealed in the maker's box, with MacPaint and MacWrite, the fault is not with the reserve prices.

If a lot is entered as brand new, and it is still sealed, we do not open it. If we did, it would have to be classed as a demo/second-hand unit. This is why we issue a technician's report on most items that are not new. This goes further than any other caution that we know of to help the would-be buyer.

We are glad to note that Mr Phillips intends to come to our next sale, at the Bonington Hotel on November 27 — (entries still being accepted).

RE Nicklin
Crocker Computer Auctions,
London W1.

Are you a forgotten Star winner?

Due to an administrative slip-up, we have cheques outstanding to the following winners of the Star Letter award. If the authors would send us their addresses, we'll be happy to send off the cheques immediately. The same applies to contributors to other sections of the magazine, particularly Microwaves.

Roy Tipping, of Blunham, Bedford; J Skidmore, of Trowell, Notts; R K Nicholls, of Sevenoaks, Kent; G K Mallinson, of Maesteg, Glamorgan; B Reid, of Newport-on-Tay, Fife; and M Jeanes, of Formby, Merseyside.

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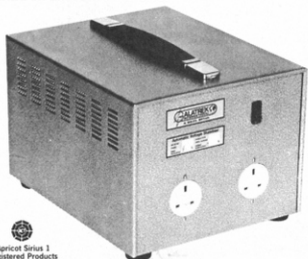
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Don't blame the equipment- it's most likely the mains!

In a perfect world, with a perfect power supply you'd have a right to expect perfect results from your computer, word processor, VDU or other electronically controlled equipment. Sadly, this is not always the case, due to mains borne interference. Even a dedicated line is only a partial solution because interference is generated by other equipment being used around you, typewriters, copiers, fluorescent lights and even the office 'fridge.

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ROUTINE ENQUIRIES



Poor connection is at root of problem

QI have a slight problem with my 48K Spectrum. It's to do with the power supply — every time I move the connection at the back of the computer the whole thing crashes.

I would have taken the computer back to where I bought it from but the guarantee is void as I fixed a 'real keyboard' to it. I phoned Sinclair and it will cost £30 to repair that small item.

Could you tell me first where I can get insurance against my computer going wrong, and second, where I can get it fixed locally?

J Mayo,

Great Yarmouth.

A Getting someone else to repair it may not be necessary, as from the sound of it you've only got a very small problem. If it's only crashing when you move the jack plug then it's the connection that's wrong.

This could be one of two things. If you look inside the power input, you'll see a little spring which holds it in place, and if this has worn out you'll get a bit of wobble, cutting the power at inopportune moments. It might be worth your while soldering it in (making sure you don't short out the two terminals on the jack plug) and just using the wall switch to cut out the power.

Alternatively, the jack itself could be malfunctioning (if it still fits snugly this is probably your problem). This is cured by putting a new jack plug onto the end, and again you don't need a degree in electronics to fit it.

If you're wary of doing any of this, a local electrical shop might help you out if you explained the problem. We don't know of any repair services in your area, but you could try phoning the Hemel Computer Centre on Hemel Hempstead 212436, Trident Enterprises on Slough 48785, or Mancomp on 061-224 1888.

We reckon it's difficult to justify insurance for a micro as cheap as the Spectrum. The Micro Repair Club on 01-946 7777 will guarantee you repairs for £24.95 for the first year and £14.95 a year thereafter, and cover for more expensive machines can be arranged by Geoffrey Hoodless & Associates, Woking 61082.

If something we've said has outraged, amused or impressed you, this is your chance to answer back. To celebrate the new-look PCN we decided to give our 'star' contributors a pay rise — the best letter of the week will now earn you £15. So send in your contributions to: Random Access, Personal Computer News, Evelyn House, 62 Oxford Street, London W1A 2HG.

Searching for the elusive Aquarius

Q Please could you tell me my nearest stockist of Aquarius Software, as I've been searching everywhere for a shop with no luck. Brett Emms, Rainham, Essex.

A Your chances of finding someone who regularly stocks anything from Aquarius, never mind software, are strictly limited. The machine's never been a big enough hit to appear in many shops, and even with the launch of the Aquarius 2 that's unlikely to change.

Fortunately, Radofin, the manufacturer of the machine, seems to be doing the decent thing. The company is handling support by organising an Aquarius User Group. If you want to make the most of your Aquarius your only option is to contact it on 01-205 0044.

Meanwhile, if there are any dealers out there who support the Aquarius on a regular basis PCN would be pleased to hear from them.

The business of winning the pools

Q I'm thinking of buying a Commodore 64 for business use, and I'd like it to assist me in doing football pools. Can you tell me what I would need to use for this? P Bush, Lyndhurst, Hants.

A There are football pools programs available for most of the major micros, but as it's not really mass-market, you're unlikely to find a major manufacturer doing them. All you really need is a tape of the program, and you should find ads for these in the back pages of most micro magazines.

But a word of warning. The general idea is that the programs should come with an up-to-date database covering the form of the various teams in all the divisions. What you have to do, each week of the season, is sit down and hack in the results of all the matches.

This will take a long time, and unless you're prepared to do it every week (and bring it up to date, as we're well into the season already) it'll be worthless.

Dutch choices for home computer

Q I'm very interested in buying a home computer. I want to do my correspondence and my home finances on it, and in the future I'd like to extend it with a modem. Considering that in Holland the software market isn't as huge as in the UK, I'm thinking of three machines: the Enterprise; the Sony Hi Bit HB75; and the Spectravideo 328 MkII.

I can get any information about the first two in Holland, so could you tell me a little about them? Do you know if Enterprise is planning to join the MSX market, and is there a particular data recorder for the machine? R Vermond, Holland.

A The Enterprise's launch has been put back until next spring. Apparently there are a couple of nearly finished prototypes doing the rounds, but in light of the number of changes that have been made to its specifications since the first announcement in autumn, 1983, PCN won't be reviewing it until we're sure it's the finished product.

We'll answer your other two queries when we see it.

As for the Sony, it's an MSX machine of a sort. And with any MSX we'd advise you to buy the cheapest machine you can find with a good keyboard and 64K RAM. Best bids so far are the Goldstar (reviewed in next week's issue) and the Spectravideo 728.

Now our question. What's a Spectravideo 328 MkII? If it's a 728 then that's OK, but if it's a 328 with the legendary MSX adaptor installed, please write.

Mail order house is out of stock

Q In January 1984 my wife bought a Biztec Pad electronic diary/computer via a mail-order catalogue. In the instructions a 'print out' machine is mentioned, and the mail order people put me in touch with the distributors, Domirect.

I have written to them four times and phoned once, and they have not as yet replied to my enquiry about purchasing this printer.

Can you help me? Does the printer exist?

Gary French, Clacton-on-Sea, Essex

A The way the mail order trade works — excluding Sir Clive — means that it isn't usually a very good idea to try to buy a range of compatible items by mail order at different times.

In the main, the way these firms operate is to buy in a quantity of cheap and quite often little known products and sell them at a good price. They don't usually sell a set range of products for any length of time, so if you're trying to get add-ons for a specific product you'll all too often find yourself on a wild goose chase.

In the case of the Biztec you may be luckier than most. Domirect tells us that it should be in stock by the beginning of next year, so if you sit tight, all should be well.

64 or Plus/4 which is the better machine?

Q I was on the verge of buying a Commodore 64. Now after reading several reviews of the Plus/4, I find it suitable for my needs. However, I am worried by the fact that the Plus/4 has dropped the sprite and sound capabilities of the 64, making it a less likely choice for games software.

Will the popular games be converted to run on the Plus/4 and will the 64 die out as a direct consequence?

Vincent Tuckwood, Watford, Herts.

A You'll have Commodore eating its words, Mr Tuckwood. The company has always claimed that the machines are aimed at different markets. Sounds like it missed.

You're right about one thing, though. The Plus/4 isn't half the games machine the 64 is... or to put it another way, it isn't half the music machine.

Many of the best games around run on machines that don't offer sprites, so that isn't a big problem. However, it takes a while for any machine to attract a range of software and peripherals, so you won't see much for the Plus/4 this side of spring '85.

The only valid reason for preferring the Plus/4 over the 64 is if you think you can make real use of the former's integrated word processor and database, as opposed to buying similar or better independent programs for the 64.



'Getting the most from your BBC Micro' by Clive Williamson, published by Penguin at £8.95 (paperback, 208 pages).

A committed user with a journalist's training should be an ideal choice to write something that is intended to go with an official User Guide. With this book you might find it replacing the User Guide rather than sitting alongside it on your shelf.

Rightly deciding that there is no point covering BBC Basic with the thoroughness of Acorn's publication, Mr Williamson concentrates on the subjects that the BBC User Guide leaves alone.

The book makes a stuttering start; there is some lip service to The People's Friend, Sir Clive,

and a series of drawings to show you what you've bought and how it fits together. The first notes on programming aren't encouraging either — if anybody ever patented the flow-charts for making a cup of tea or starting a car they'd have made a fortune by now.

But at least it offers more on programming than merely listing and explaining the commands. The book also delves inside the machine to explain exactly what it is doing, laying the groundwork for later chapters on advanced techniques.

From this point, Mr Williamson assumes more computer expertise than you'll have picked up from the opening chapters — not that his writing is jargon-ridden or obscure, but the concepts introduced could easily deter anyone not fully committed to making the most of their BBC micro. **DG**



'Commodore 64 Data Files' by David Miller, published by Prentice/Hall at £8.95 (paperback, 428 pages).

You never thought anyone could come up with more than

400 pages of things to say about file-handling on the 64, did you? Well, neither did I. We were wrong — Mr Miller has done just that, and without a trace of padding anywhere.

Everything you ever wanted to know about files and data handling is here... program files, sequential files, those tricky little random access files, even more tricky bits of sequential filing, even a chapter on DIF files (you didn't know about DIF files? Then this is the book for you).

Of course, not every right-thinking 64 owner is going to want this much detail on planning and creating a database, but those who do are not going to find a better guide. **PW**



'The Wordstar User's Reference Manual' by Valerie Hancorn, published by Duckworth at £12.50 (paperback, 204).

It is truly remarkable how a piece of software can continue to sell in large quantities long after the technology it was designed to work on has been superceded.

Wordstar was the among the

first, full-function word processing programs for microcomputers.

It has gone through its own transformations and is now available on a wide range of machines including 16-bit machines like the IBM PC.

This reference guide is aimed squarely at the IBM PC user with only passing reference to CP/M machines. Thus the screen illustrations feature the bottom status line, detailing the purpose of the IBM's function keys — a luxury not available to most owners of 8-bit CP/M micros.

It is difficult to assess the real value of the book. In places it is patronising and seems to be directed at the absolute beginner who knows nothing about micros and has to be told what a byte is.

As a reference manual, I have my doubts. There is little in the book that is not also in Micro-Pro's comprehensive Wordstar manual. And the layout and structure of the book is little better.

As a regular Wordstar user I would find little time for this book and would suggest that most users would be better off sticking with their Wordstar manuals. At least they come free with the program! **RB**

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GREMLIN'S GARDEN

Tony Crowther's latest game is a challenging variation of an old favourite.

Here's something you can't afford not to type in — a game for the Commodore 64 by Tony Crowther, author of such best-sellers as *Monty Mole*, *Potty Pigeon* and *Suicide Express*.

Gremlin's Garden features some brilliant sprite animation and user defined graphics, and the action is machine code controlled for speed and smooth motion.

It's an update of an old favourite, *Snake*—in which you guide a caterpillar round a garden, collecting butterflies and avoiding mushrooms. To complicate matters, every time you pick up a butterfly, another mushroom grows and if that isn't tough enough, you have the option of adding an extra hazard in the form of a bird which sets after you in non-stop pursuit.

Average scores should be around 4,000 points — high scorers should look for 8-10,000 points.

How it works

0 Sets screen and border colours to blue, sets up four user defined graphics for the

mushrooms. Calls set-up routine at line 3050.

1-9 Switch to user defined graphics, set volume to maximum, select multicolour sprites and set sprite pointers.

10 Sets all sprite positions to 0, calls title screen.

11-16 Set initial positions.

18 Prints mushroom and updates score

20 Calls machine code routine for movement.

30 If nothing happens then loop.

35 If butterfly collected then update score, print another mushroom.

40-110 Print collision message, check for high score and update, restart game.

500-711 Data for redefined characters and sprites.

800-853 Data for machine code routines.

1000-1004 Define screen and colour strings and take a slice for random positions.

2110-2130 Get input for bird option and check joystick for start.

3000-4001 Set up sprites and machine code.



Program listing

```

0 POKES3280,6:POKES3281,6:FORI=0TO31:REA
DA:POKE12288+192*8+I,A:NEXT:GOTO3050
1 SYS49152:POKES3248+24,29:POKES3275,255
2 PRINT"(CLR)":POKE54296,15
3 POKES3286,0:POKES3285,1
4 POKE2040,201:FORI=0TO4:POKE2041+I,200:
NEXT:POKE2047,210
5 POKES3248+21,255
6 POKES3264,0
7 POKES3248+28,255
8 POKES3288,3:POKES3289,5:POKES3290,3:PO
KES3291,5:POKES3292,3
9 POKES3287,2
10 SYS49225:FORI=0TO11:POKES3248+I,0:NEX
T:GOSUB2000
11 POKES3262,150:POKES3263,150
15 A=RND(1)*200+40:POKE2046,209:POKES329
3,2
16 B=RND(1)*170+50:POKES3260,A:POKES3261
,B
17 FORI=1TO10:A=PEEK(53278):A=PEEK(53279
):NEXT
18 GOSUB1000
20 SYS49253
30 IFPEEK(1022)=0THEN20
35 IFPEEK(1022)=2THENGOSUB150:GOTO15
40 PRINT"(HOME)(CUR DN)(CUR DN)(CUR DN)(
CUR DN)(BLK) YOU ARE HIT"
50 FORI=0TO100:POKE54276,0:POKE54273,I:P
OKE54277,2:POKE54276,33:NEXT
60 GOTO100
100 IFSC>HITHENHI=SC

```

```

105 PRINT"(HOME)(CUR DN)(WHT)(CUR DN)(CU
R DN)(CUR DN)(CUR DN)(CUR DN)(CUR DN)(CU
R DN)(CUR DN)"TAB(31)HI
110 GOTO9
150 POKES4276,0:POKES4273,200:POKES4277,
27+32:POKES4276,17:RETURN
500 DATA3,15,15,31,31,31,63,63
501 DATA192,240,240,248,248,248,248,252,252
502 DATA29,1,1,3,3,7,28,0
503 DATA184,128,128,192,192,192,96,184,0
600 DATA0,0,0,2,160,0,10,168
601 DATA10,168,0,42,170,0,42
602 DATA170,0,42,170,0,42,170,0
603 DATA10,168,0,10,168,0,2,160
604 DATA0,0,0,0,0,0,0
605 DATA0,0,0,0,0,0,0
606 DATA0,0,0,0,0,0,0
607 DATA0,0,0,0,0,0,0
608 DATA0,0,0,48,3,0,14,172
609 DATA0,11,184,0,42,170,0,42
610 DATA170,0,42,170,0,37,150,0
611 DATA41,154,0,10,168,0,2,32
612 DATA0,0,0,0,0,0,0
613 DATA0,0,0,0,0,0,0
614 DATA0,0,0,0,0,0,0
615 DATA0,0,0,0,0,0,0
616 DATA0,48,0,2,176,0,10,176
617 DATA0,38,184,0,41,170,0,38
618 DATA175,192,42,154,0,10,102,0
619 DATA42,168,0,2,160,0,2,0
620 DATA0,0,0,0,0,0,0
621 DATA0,0,0,0,0,0,0

```



622 DATA0,0,0,0,0,0,0,0
 623 DATA0,0,0,0,0,0,0,0
 624 DATA0,0,0,2,160,0,10,168
 625 DATA192,10,107,0,41,110,0,10
 626 DATA170,0,10,170,0,41,110,0
 627 DATA16,107,0,10,168,192,2,160
 628 DATA0,0,0,0,0,0,0,0
 629 DATA0,0,0,0,0,0,0,0
 630 DATA0,0,0,0,0,0,0,0
 631 DATA0,0,0,0,0,0,0,0
 632 DATA0,0,0,2,0,0,2,160
 633 DATA0,42,168,0,10,102,0,42
 634 DATA154,0,38,175,192,41,170,0
 635 DATA38,184,0,10,176,0,2,176
 636 DATA0,0,48,0,0,0,0,0
 637 DATA0,0,0,0,0,0,0,0
 638 DATA0,0,0,0,0,0,0,0
 639 DATA0,0,0,0,0,0,0,0
 640 DATA0,0,0,2,32,0,10,168
 641 DATA0,41,154,0,37,150,0,42
 642 DATA170,0,42,170,0,42,170,0
 643 DATA11,184,0,14,172,0,48,3
 644 DATA0,0,0,0,0,0,0,0
 645 DATA0,0,0,0,0,0,0,0
 646 DATA0,0,0,0,0,0,0,0
 647 DATA0,0,0,0,0,0,0,0
 648 DATA0,0,0,0,32,0,2,160
 649 DATA0,10,170,0,38,104,0,41
 650 DATA170,0,254,166,0,42,154,0
 651 DATA11,166,0,3,168,0,3,160
 652 DATA0,3,0,0,0,0,0,0
 653 DATA0,0,0,0,0,0,0,0

654 DATA0,0,0,0,0,0,0,0
 655 DATA0,0,0,0,0,0,0,0
 656 DATA0,0,0,2,160,0,202,168
 657 DATA0,58,104,0,46,90,0,42
 658 DATA168,0,42,168,0,46,90,0
 659 DATA58,104,0,202,168,0,2,160
 660 DATA0,0,0,0,0,0,0,0
 661 DATA0,0,0,0,0,0,0,0
 662 DATA0,0,0,0,0,0,0,0
 663 DATA0,0,0,0,0,0,0,0
 664 DATA3,0,0,3,160,0,3,168
 665 DATA0,11,166,0,42,154,0,254
 666 DATA166,0,41,170,0,38,104,0
 667 DATA10,170,0,2,160,0,0,32
 668 DATA0,0,0,0,0,0,0,0
 669 DATA0,0,0,0,0,0,0,0
 670 DATA0,0,0,0,0,0,0,0
 671 DATA0,0,0,0,0,0,0,0
 672 DATA0,0,0,12,12,0,43,58
 673 DATA0,150,229,128,149,149,128,149
 674 DATA149,128,37,150,0,37,150,0
 675 DATA9,152,0,37,150,0,150,37
 676 DATA128,150,37,128,40,10,0,0
 677 DATA0,0,0,0,0,0,0,0
 678 DATA0,0,0,0,0,0,0,0
 679 DATA0,0,0,0,0,0,0,0
 680 DATA0,0,0,0,0,0,0,0
 681 DATA0,0,32,0,0,32,0,0
 682 DATA84,0,4,84,64,21,17,80
 683 DATA21,85,80,85,85,84,85,85
 684 DATA84,81,85,24,64,84,4,0
 685 DATA84,0,0,16,0,0,16,0

How to write for Personal Computer News

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programs to illustrate the article.

If you've written a program we require a working version, on tape for any machine, or on disk if you prefer for Commodore 64, Atari, BBC or Apple. We'd also like notes on how the program

works, what it does, and any special features that you've included. A printed listing would be nice but isn't essential — on the other hand we can't consider listings without a working copy on tape or disk.

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Program listing continued

```

686 DATA0,84,0,0,84,0,0,68
687 DATA0,0,0,0,0,0,0,0
688 DATA0,0,0,0,0,0,0,0
689 DATA0,0,32,0,0,32,0,0
690 DATA84,0,4,84,64,5,17,64
691 DATA21,85,80,21,85,80,21,85
692 DATA80,17,85,16,16,84,16,0
693 DATA84,0,0,16,0,0,16,0
694 DATA0,84,0,0,84,0,0,68
695 DATA0,0,0,0,0,0,0,0
696 DATA0,0,0,0,0,0,0,0
697 DATA0,0,32,0,0,32,0,0
698 DATA84,0,4,84,64,5,17,64
699 DATA5,85,64,5,85,64,5,85
700 DATA64,5,85,64,4,84,64,4
701 DATA84,64,0,16,0,0,16,0
702 DATA0,84,0,0,84,0,0,68
703 DATA0,0,0,0,0,0,0,0
704 DATA0,0,0,0,0,0,0,0
705 DATA0,0,32,0,0,32,0,0
706 DATA84,0,0,84,0,1,17,0
707 DATA5,85,64,5,85,64,21,85
708 DATA80,17,85,16,16,84,16,0
709 DATA84,0,0,16,0,0,16,0
710 DATA0,84,0,0,84,0,0,68
711 DATA0,0,0,0,0,0,0,0
800 DATA120,169,51,133,1,169,0,133
801 DATA250,169,204,133,251,169,0,133
802 DATA252,169,44,133,253,160,0,152
803 DATA41,7,201,5,144,8,177,250
804 DATA10,145,252,76,54,192,201,2
805 DATA176,8,177,250,74,145,252,76
806 DATA54,192,177,250,145,252,200,208
807 DATA222,230,251,230,253,165,255,201
808 DATA50,208,210,169,55,133,1,88
809 DATA96,162,0,169,50,157,80,195
810 DATA169,150,157,81,195,232,232,224
811 DATA100,208,240,96,1,2,4,8
812 DATA100,208,240,96,1,2,4,8
813 DATA1,2,240,3,206,80,195,173
814 DATA0,220,41,1,240,3,238,80
815 DATA195,173,0,220,41,4,240,3
816 DATA238,81,195,173,0,220,41,8
817 DATA240,3,206,81,195,173,0,220
818 DATA73,127,24,141,255,3,234,234
819 DATA234,162,100,189,79,195,157,81
820 DATA195,202,208,247,162,0,160,0
821 DATA185,80,195,157,1,208,185,81
822 DATA195,157,0,208,232,232,152,24
823 DATA105,12,168,224,12,208,233,173
824 DATA255,3,240,40,160,201,201,2
825 DATA240,31,200,201,6,240,26,200
826 DATA201,4,240,21,200,201,5,240
827 DATA16,200,201,1,240,11,200,201
828 DATA9,240,6,200,201,8,240,1
829 DATA200,140,248,7,76,241,192,0
830 DATA234,238,239,192,173,239,192,201
831 DATA3,144,54,162,0,142,239,192
832 DATA173,0,208,56,237,14,208,141
833 DATA252,3,173,1,208,56,237,15
834 DATA208,141,253,3,201,128,144,6
835 DATA206,15,208,76,33,193,238,15
836 DATA208,173,252,3,201,128,144,6
837 DATA206,14,208,76,49,193,238,14
838 DATA208,173,239,192,201,1,208,15
839 DATA238,255,7,173,255,7,201,214
840 DATA144,5,169,210,141,255,7,169
841 DATA0,141,254,3,173,30,208,141
842 DATA251,3,41,128,240,13,173,251
843 DATA3,41,64,208,6,169,1,141
844 DATA254,3,96,162,200,160,230,200
845 DATA208,253,232,208,248,173,251,3
846 DATA41,64,240,13,173,251,3,41
847 DATA128,208,6,169,2,141,254,3
848 DATA96,173,31,208,141,249,3,41
849 DATA128,240,9,173,249,3,56,233
850 DATA128,141,249,3,173,249,3,41
851 DATA64,240,9,173,249,3,56,233
852 DATA64,141,249,3,173,249,3,240
853 DATA6,169,1,141,254,3,96,76,101,192
1000 A#=(RVS DN)(^)(^)(CUR DN)(CUR L)
(CUR L)(^)(^):B#=(CUR RT)(CUR RT)(CUR
RT)(CUR RT)(CUR RT)(CUR RT)(CUR RT)(CUR
RT)(CUR RT)(CUR RT)(CUR RT)(CUR RT)(CUR
RT)(CUR RT)(CUR RT)(CUR RT)(CUR RT)(CUR
RT)(CUR RT)(CUR RT)
1001 D#=(HOME)(CUR DN)(CUR DN)(CUR DN)(
CUR DN)(CUR DN)(CUR DN)(CUR DN)(CUR DN)(
CUR DN)(CUR DN)(CUR DN)(CUR DN)(CUR DN)(
CUR DN)(CUR DN)(CUR DN)(CUR DN)
1002 C#=(OR)(BRN)(LT RED)(GY 1)(GY 2)(LT
TRN)(GY 3)(LT BLU)(BLK)(WHT)(RED)(CYN)
(PUR)(GRN)(YEL):A=INT(RND(1)*14)+1:PRIN
TMID#(C#,A,1)
1003 A=INT(RND(1)*12)*2:PRINTLEFT$(D#,A+
1);
1004 A=INT(RND(1)*14)*2:PRINTLEFT$(B#,A+
1);A#=(HOME)
1005 SC=SC+(L*10):L=L+1
1006 PRINT"HOME)(CUR DN)(CUR DN)(CUR DN
)(CUR DN)(CUR DN)(CUR DN)(WHT)*TAB(31)SC
1010 RETURN
2000 POKE53269,0:GOSUB3000:L=0:SC=0:POKE
198,0
2010 PRINT"GRN) GREMLIN'S GARDEN
2020 PRINT"CUR DN)(WHT) WRITTEN BY A
.CROWTHER
2030 PRINT"CUR DN)(CUR DN)(CUR DN)(YEL)
COLLECT BUTTERFLIES
2040 PRINT"AVIOD MUSHROOMS AND BIRD
2050 PRINT"CUR DN)(LT BLU) OPTIONS
"A" "B"
2060 PRINT" BIRD YES NO"
2065 PRINT"CUR DN)(CUR DN)(CUR DN)(CYN)
JOYSTICK PORT J"
2070 PRINT"HOME)(CUR DN)(CUR DN)(CUR DN
)(CUR DN)(CUR DN)*TAB(32)"(BLK)SCORE"
2080 PRINTTAB(31)(CUR L)
2090 PRINTTAB(32)"(CUR DN)HISCORE"
2100 PRINTTAB(31)HI
2110 GETA#
2111 IF(PEEK(56320)AND16)=0:THENA#="A"
2120 IFA#="A"THENPOKE53269,255:L=20:GOTO
3000
2130 IFA#="B"THENPOKE53269,127:GOTO3000
2135 GOTO 2110
3000 PRINT"HOME)";
3001 A#=""
3002 FORI=1TO24:PRINTA#:NEXT:PRINTA#"HO
ME)"
3003 RETURN
3050 PRINT"CLR)LOADING DATA FOR PROGRAM
"
3060 PRINT"PLEASE WAIT!!"
4000 FORI=0TO895:READA:POKE12800+I,A:NEX
T
4001 FORI=0TO433:READA:POKE49152+I,A:NEX
T:GOTO 1
READY.

```

LOADING MORE TO YOUR BASIC

In the final part of our series, Keith Hook gives the two remaining listings which will enable you to get more from your Amstrad Basic.

In the last two parts, Keith Hook showed you how to create your own Basic Extension and take the first steps to creating your own real-time game. Here he completes the process.

It is essential for a sprite to move

around the screen without destroying the background design, and as it is more or less impossible to PEEK the 464's screen, a routine must be devised to overcome this. With the help of the new Basic commands (PCN, issue 81) you

will be able to find many new ways of using your Amstrad. Here we show you just one possibility. Simply type in listing 2 and save it to tape. Then type in listing 3, save it, and then run the program.

Listing 1

```

1 *** LISTING TWO ***
2 'Sprite_loader.Bas
5 SYMBOL AFTER 32
10 MEMORY 69C39
20 FOR AOD = 80C40 TO 80E19
30 READ UL:POKE AOD,UL
40 NEXT
50 CALL 89C40
100 DATA 801,849,89C,821,8AE,890,8CD,8D1,8EC
110 DATA 854,89C,8C3,863,89C,8C3,85E,890,853,88E,890
120 DATA 850,855,8D4,843,852,853,850,8D2,853,843,852
130 DATA 8CE,800,800,800,80D,87E,882,832,882,890,8CD,84D,89D
140 DATA 8FD,87E,888,8FE,8FF,8C8,8D0,87E,800,8FE,800
150 DATA 8CA,8F4,890,8FE,889,8D8,8FD,877,882,8CD,878,888
160 DATA 822,888,890,8FD,85E,800,8FD,86E,801,8E5,8CD,875,888
170 DATA 8FD,87E,804,8FE,800,82D,818,83E,8FE,8FD,877,804
180 DATA 8CD,89F,88B,8CD,893,88E,832,84D,89D,8FD,87E,803
190 DATA 8CD,898,88B,8E1,8C3,81D,880,8FD,87E,805,8CD,85D,88B
200 DATA 83E,8FE,8CD,89F,88B,8CD,893,88E,832,84D,89D
210 DATA 8FD,87E,805,8CD,898,88B,8E1,8FD,87E,802,8FE,801
220 DATA 828,81D,8FE,802,828,825,8FE,803,828,818,8FE,804
230 DATA 828,825,8FE,805,828,818,8FE,806,828,821,8FE,807
240 DATA 828,80E,8FE,808,828,811,8C9,825,818,817,824
250 DATA 814,82D,818,811,82C,818,88E,82D,825,818,800
260 DATA 82C,825,818,806,82D,824,818,802,82C,824,87C,8FE,801
    
```

```

270 DATA 838,822,8FE,829,838,81E,87D,8FE,801,838,819
280 DATA 8FE,818,83D,815,8FD,875,800,8FD,874,801
290 DATA 8FD,86E,801,8FD,86E,800,8CD,875,88B,8CD,868,888
300 DATA 8FD,877,805,8FE,866,801,8FD,86E,800,8CD,875,888
310 DATA 8FD,87E,886,8CD,85E,88B,82A,848,89D,8CD,875,888
320 DATA 83E,800,8CD,89F,88B,83A,84D,89D,8CD,898,888
330 DATA 8C9,83A,882,890,83D,807,807,807,84F,806,800
340 DATA 8C9,821,8E5,890,8FD,889,8C9,8CD,87E,808,8FE,809
350 DATA 888,832,882,890,8CD,84D,89D,8CD,87E,882,8FD,877
360 DATA 880,80D,87E,884,8FD,877,881,8CD,87E,800
370 DATA 8FD,877,883,80D,87E,806,8FD,877,806,83A,882,890
380 DATA 8FD,877,805,8FE,866,801,8FD,86E,800,8CD,875,888
390 DATA 86F,800,87E,882,867,87C,8FE,801,806,8FE,829,89D
400 DATA 87D,8FE,881,80D,8CD,875,88B,8CD,868,888
410 DATA 832,8F3,890,8C9,800,800,800,800,800,800,800,800
420 DATA 800,800,800,800,800,800,800,800,800,800,800,800
430 DATA 800,800,800,800,800,800,800,800,800,800,800,800
440 DATA 800,800,800,800,800,800,800,800,800,800,800,800
450 DATA 800,800,800,800,800,800,800,800,800,800,800,800
460 DATA 800,800,800,800,800,800,800,800,800,800,800,800
470 DATA 8CD,878,88B,822,84E,89D,8FD,86E,800,8FD,866,801
480 DATA 8CD,875,88B,87E,805,8CD,85D,88B,83E,8FF
490 DATA 8FD,877,880,8AF,8FD,877,804,82A,848,89D,8CD,875
500 DATA 88B,8C9,800
    
```

Listing 2

```

1 **** LISTING 3 ****
2 ' Demo_Prog.Bas
3 ' Only all REM statements.....
4 ' SET UP PARAMETERS *****
5 RANDOMIZE TIME:CLS:BORDER 9,91:AOD = 80603 ' Start of SPRITE
6 INK 3,19
75 PK = 80F32
50 FOR I = 0 TO 56 STEP 8
65 POKE AOD+1,8FF
75 POKE AOD+14,0
80 NEXT
95 BUL = 0:INIB = 0:LIVES = 3:SCORE = 0
100 'DEFINE CHARACTERS *****
115 SYMBOL 249,881,842,83C,85A,86E,82C,842,881
125 SYMBOL 250,83C,83C,83C,83C,87E,87E,87E,8FF,8FF
135 SYMBOL 251,818,818,818,818,818,818,818,818
145 SYMBOL 252,818,818,818,818,818,818,818,818
155 PEN 11 FOR I = 3 TO 25
165 FOR J = 1 TO 24X = INT(RND*25+1)
175 LOCATE X,1
185 PRINT " "
195 NEXTJ:NEXTI
205 ICRSPR = 1,249,16,2,3
215 ICRSPR = 2,249,16,2,3
225 ICRSPR = 3,249,23,2,3
235 ICRSPR = 4,249,20,2,3
245 ICRSPR = 5,250,20,24,2
255 GOSUB 855:GOSUB 865
275 'Main Program Loop *****
285 FOR I = 1 TO 51:PRINT " "
295 IF FL # 11 THEN GOSUB 775:GOTO 315
305 IF FL = 13 THEN GOSUB 815:GOTO 315
315 IF INKEY(0) = 0 THEN 325
325 IF INKEY(1) = 0 THEN 375
335 IF BUL (<) 0 THEN 385
345 IF INKEY (47) = 0 THEN 725
355 GOTO 385
365 IPUT,5,1:GOTO 385
375 IPUT,5,1:GOTO 385
385 IF INIB (<) 0 THEN 455
395 B = INT(RND*4+1)
405 B#B=11:INIB=(B*8)+1 ' Align to correct sprite reference
415 B = PEEK(B):IF PEEK(B)=18:GOTO 565 ' Horizontal pos of in
425 ICRSPR = 6,252,4,1,1:PUT,6,7
435 'char human 8:1:1
445 INIB = 1:GOTO 565
455 ON=PEEK(8566):CHK=1:PEEK(8566):IF CHK >=25 THEN IPUT,6,6:INIB #0:GOTO 565
    
```

```

465 CH = CHR(1)
475 ICRSN,CHR1,CHK:IF PEEK(PK)<=250 THEN 505 ELSE IF PEEK(PK)=251 GOTO 495
485 IPUT,6,7:GOTO 565
495 IPUT,7,0:IF IPUT,6,0:INIB#0:UL = 0:GOTO 285
505 IPUT,5,0:IF IPUT,7,0
515 INIB = 0:UL = 0:IF IPUT,6,0
525 LIVES = LIVES - 1:GOSUB 855:IF LIVES = 0 THEN GOTO 875
535 ICRSPR = 5,250,20,24,2:IF IPUT,5,1
545 GOTO 285
555 ICRSPR, POSH, POSH
565 IF PEEK(8566)>1:POSH=PEEK(8566):IF POSH=1 THEN BUL#0:IF IPUT,7,0:GOTO 285
575 ICRSPR, POSH, POSH
585 IF PEEK(8566)>249 THEN 645 ELSE IF PEEK(PK) = 252 THEN 635
595 POSL = POSL - 1
605 ICRSPR, POSH, POSH
615 IF PEEK(PK)>249 THEN 645 ELSE IF PEEK(PK) = 202 THEN 635
625 IPUT,7,3:GOTO 285
635 IPUT,7,0:IF IPUT,6,0:INIB#0:INIB#0:GOTO 285
645 FOR I = 0 TO 48 STEP 8
655 IF PEEK(8566)=11 <> PEEK(8564) THEN INIB=1:GOTO 285
665 TRF = TRF+1
675 INIB = INIB
685 IPUT,7,0:IF IPUT,INIB,0
695 ICRSPR=SCRE+20:GOSUB 865
705 IF SCRE = 80 THEN 875
715 BUL = 0:GOTO 285
725 BUL = 1:INIB = 0
735 V#0
745 V#PEEK(856D)-1:V#PEEK(856D)
755 ICRSPR,7,251,V,X,2:IF IPUT,7,3
765 GOTO 285
775 FOR I = 1 TO 4
785 IPUT,1,5
795 NEXT I
805 RETURN
815 FOR I = 4 TO 1 STEP -1
825 IPUT,1,1
835 NEXT I
845 RETURN
855 LOCATE 1,25:PRINT "LIVES="LIVES:RETURN
865 LOCATE 30,25:PRINT "SCORE="SCORE:RETURN
875 BORDER 5,6:FOR I = 1 TO 18:NEXT I
885 BORDER 3,17
895 CLC
905 LOCATE 2,13:PRINT "PRESS 'Enter' for a new game..":
915 INPUT X
925 B = INT(RND*23+1):BORDER B,B
935 RUN
    
```



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CHR. ie no "?" as in the normal Spectrum PRINT)

PRINT CHR\$ 8; = cursor left (with corrected backspace to top line error that occurs in the normal print mode). If at position, 0,0; this will scroll the whole screen down and print at 0,63;

PRINT CHR\$ 9; = cursor right. If at position 23,63; then the screen scrolls up and printing will continue at 23,0;

PRINT CHR\$ 10; = cursor down. If on line 23 the screen will scroll up.

PRINT CHR\$ 11; = cursor up. If on line 0 the screen will scroll down.

PRINT CHR\$ 12; = delete character behind the present print position and it will scroll down if at 0,0;

PRINT CHR\$ 13; = new line.

PRINT CHR\$ 14 and 15 = no print

PRINT CHR\$ 16 to 21 as the Spectrum codes ie INK to OVER. But note that INVERSE has no effect.

PRINT AT (CHR\$22) line, col; allows line, col values of 0 to 255, but line values greater than 23 and column values greater than 63 will wrap around after the screen ie PRINT AT 25,70; = PRINT AT 1,6; PRINT TAB (CHR\$23); allows values of 0 to 255 but see above for 63.

PRINT CHR\$ 24 to 31 : new graphics characters (not available from the keyboard).

All Spectrum characters will PRINT including graphics, UDGs and keywords. Also embedded print control

codes are acceptable.

INPUT will use the normal edit lines and print 32 characters per line.

ERROR messages will print on line 22 in 32 character mode. Programs can be edited normally.

Lprint commands

COPY: this will work in the normal way, copying the first 22 lines. However a new routine is included to copy all 24 lines or a block of screen lines:

LPRINT CHR\$ 1;CHR\$ line start; CHR\$ line end;

Line start and end must be in the range 0 to 23. For example, to copy lines 3 to 10 inclusive use LPRINT CHR\$ 1;CHR\$ 3;CHR\$ 10; note the semicolons must be used.

PRINT CHR\$ 3; = clear printer buffer without printing and set the LPRINT tab to 0.

PRINT CHR\$ 6 or LPRINT, as the PRINT, command.

PRINT CHR\$ 8; as PRINT CHR\$ 8; if at tab 0 this will be ignored.

PRINT CHR\$ 9; as PRINT CHR\$ 9; If at tab 63 this will cause a printout of the buffer and the new tab will be 0.

PRINT CHR\$ 12; as PRINT CHR\$ 12; (but see LPRINT CHR\$ 8;)

PRINT CHR\$ 13; = LPRINT contents of the buffer then empty the buffer and set tab to 0.

PRINT CHR\$ 14 to 20 = NO LPRINT

PRINT CHR\$ 21; = LPRINT OVER (either 0 or

1 as the PRINT command)

PRINT AT/TAB (both have the same effect) see PRINT AT/TAB for range and wrap-around effect.

All characters will LPRINT including graphics, UDGs, keywords and the new CHR\$ 24 to 31.

LLIST will produce a printout of 64 characters per line of a Basic program on the ZX printer.

You may wish to redefine characters. The new character generator starts at address 63501 with CODE 24 and continues to CODE 164.

The start address of a particular character form can be found using ((CODE-24)*8) + 63501. Each character is made up of 8 bytes and comprises a left and right character, for examples 'A' appears as:



and starts at address ((65-24)*8 + 63501 + 63829).

Figure 1 is a screen dump showing all the characters from code 24 to code 255.

Listing 2, for the Assembly language programmers among you, is my assembly listing. Note that the code is from FB#4 to FF#40 the character generator and UDGs occupying the rest of the code.

```
FC85 CA 2B FE DB CD 29 FD FE = BC
FC8D 1B DD 1B FD 21 1B FC 5F = 9B
FC15 1A 08 19 5E 19 05 C3 29 = 77
FC1D FD 73 11 2B 4A 5A D4 = 6C
FC25 0C 8A 09 7E 7D 7C 7A = 8B
FC2D 79 73 72 C9 FD CB 01 4E = 3E
FC35 28 08 CD CD 0E 0E 43 21 = 4D
FC3D 08 5B C3 21 FD 4C CD = 5A
FC45 1F FE 05 C3 F2 FD 0C 3E = 1E
FC4D 44 B9 20 15 FD CB 01 4E = 49
FC55 26 04 0E 43 18 0B 04 0E = B2
FC5D 04 3E 19 8B 20 03 CD 7C = 7F
FC65 FE C3 F2 FD C3 FE CD = 4B
FC6D CB 01 4E C8 05 20 06 C5 = CA
FC75 CD 2B FE C1 04 C3 F2 FD = 4D
FC7D FB CB 01 4E C8 04 3E 19 = 32
FC85 B8 2B 06 C5 CD 7C C1 = AB
FC8D 05 C3 F2 FD 7F D6 03 4E = EF
FC95 0F C3 EF FC 11 B3 FC 32 = 4F
FC9D 8F C5 18 08 11 99 C8 18 = AC
FCAD 03 11 B3 FC 32 0E 5C 2A = 89
FCB5 51 5C 73 23 72 C9 11 F4 = 83
FCBD 8F CD AC FC 2A 0E 5C 57 = 5F
FC8D 7D FE 16 DA 11 22 20 21 = DF
FCC5 7A E6 3F 4F 3E 3F 91 C6 = C2
FCCD 04 4F FD CB 01 4E 20 0E = 98
FCD5 7C D6 18 3F CD 20 02 C6 = 86
FCD9 18 47 1E 18 98 47 C3 F2 = 41
FCED FD 7C CD 29 FD 01 D6 03 = C6
FCFD E6 3F C8 57 CD FE FD 15 = 01
FCF5 28 FA C9 D9 3A 91 C5 F5 = D8
FCFD FD 36 57 08 3E 08 07 3E = 05
FD05 28 D7 3E 08 D7 F1 32 91 = C8
FD0D 5C D9 C9 CD 3F FD CB = CF
FD15 01 4E 20 0E ED 43 7A FE = 1F
FD1D 22 7E FE C9 ED 43 3D FF = CD
FD25 22 3F FF C9 FD CB 01 4E = 4D
FD2D 28 08 ED 4B 7A FE 2A 78 = 7A
FD35 FE C9 ED 4B 3D FF 2A 3F = 4A
FD3D FF C9 FE 98 38 1D D6 A5 = 1B
FD45 38 05 CD 18 0C 18 DD C6 = E1
FD4D 15 C5 ED 4B 78 5C 18 84 = 05
FD55 C5 01 4D F7 EB 26 08 6F = 8A
```

```
FDD5 29 29 29 09 C1 EB 79 D6 = 7F
FDD5 83 CE 43 20 18 05 4F DB = 05
FDD6 CB 01 4E 20 08 D5 CD 31 = 1D
FDD7 FC D1 79 18 06 B9 D5 CC = BE
FDD8 1F FE D1 C5 E5 FD CB 01 = 61
FDD9 4E 20 05 3A 7A FE 18 03 = 40
FDDA 3A 3D FF 06 F0 0E 0F CB = 54
FDDB 47 20 03 41 0E F0 3A 91 = 74
FDDC 5C B8 47 28 02 0E FF 3E = E3
FDD5 08 A7 FD CB 01 4E 20 05 = F3
FDDA FD CB 38 CE 37 08 1A 08 = BF
FDD5 F5 7E A1 77 F1 4E 77 08 = A9
FDD8 38 17 24 13 3D 20 0E 25 = F6
FDD5 FB CB 01 4E 20 03 CD DB = E2
FDD6 0B C1 C1 08 CB 41 CB 23 = B1
FDD5 C9 08 3E 20 05 6F 08 18 = 43
FDD6 E2 D5 D9 3A 91 C5 F5 3E = EA
FDD5 28 FD 36 57 08 F1 F7 32 = A5
FDD6 91 5C D9 D1 C9 FD CB 01 = 29
FDD5 4E 20 05 21 08 58 18 05 = 14
FDD6 C5 CD 0E FE C1 3E 43 91 = 71
FDD5 08 3F 5F 16 00 19 C3 13 = 6E
FDD6 FD 3E 18 98 57 0F 0F 0F = 67
FDD5 E6 08 6F 7A E6 18 F6 40 = E3
FDD6 F7 C9 FD CB 01 4E C8 11 = 18
FDD5 F2 FD 58 78 A7 C8 FD CB = 6B
FDD6 01 4E C8 21 2B 40 06 08 = 9E
FDD5 05 08 03 C5 EB 21 E0 FF = A6
FDD6 19 0B 01 08 ED 08 00 7D = 3F
FDD5 A7 20 F1 21 28 07 19 C1 = DA
FDD6 08 C5 20 0E AF 06 28 12 = C7
FDD5 13 18 FC C1 E1 24 18 DB = CD
FDD6 21 20 58 11 08 58 01 0E = E3
FDD5 82 ED 08 3A 8D 5C 06 28 = E8
FDD6 12 13 18 FC 21 00 40 01 = 93
FDD5 43 01 C9 06 50 43 05 FD = 02
FDD6 CB 01 4E C8 21 DF 57 06 = 37
FDD5 08 E5 0E 03 C5 EB 21 20 = EF
FDD6 19 EB 01 20 08 ED 08 = CA
FDD5 7D C8 20 F1 7C D6 07 67 = 8A
FDD6 C1 0C C5 28 EE AF 06 28 = 76
FDD5 12 1B 18 FC C1 E1 25 18 = 10
FDD6 D8 21 DF 5A 11 FF 5A 01 = 9D
```

```
FE85 E0 02 ED B8 3A 8D 5C 06 = B0
FE8D 20 12 18 10 FC 21 1F 40 = D9
FE95 01 04 18 C9 FD CB 01 4E = FD
FE9D C8 11 04 FE C3 AC FC 11 = 27
FECD DD FE 32 0E 5C C3 AC FC = E2
FEED 11 F4 FB CD AC FC 4F 3A = FE
FE85 0E 5C 47 FE 18 D8 79 98 = A0
FE8D D8 57 78 CD 11 FE F1 3C = 4E
FEED AF 17 17 17 47 F3 C3 02 = 9B
FF05 08 FD FC 0B 01 4E 20 21 = 21
FF0D 36 08 ED B8 23 13 01 FF = A9
FF15 02 3A 08 5C 77 ED 08 01 = 3A
FF1D 43 19 21 00 40 C3 F2 FD = 6E
FF25 21 08 58 22 3F FF AF 07 = 2C
FF2D 77 23 18 FC FD CB 38 0E = 2D
FF35 01 43 00 ED 43 3D FF C9 = 79
FF3D 43 00 08 58 52 0C 02 5C = 5A
FF45 0E C8 57 71 0E F3 0D 21 = C5
FF4D 17 C6 1E 0C F8 76 1B 03 = 93
FF55 13 00 3E 00 22 55 57 77 = 94
FF5D 55 55 00 08 66 55 66 55 = 28
FF65 55 66 00 08 33 44 44 44 = 98
FF6D 44 33 00 08 66 55 55 55 = BC
FF75 55 66 00 08 77 44 66 44 = 28
FF7D 44 77 08 08 77 44 66 44 = 28
FF85 44 44 00 08 33 44 44 55 = 98
FF8D 44 44 00 08 55 55 77 55 = FE
FF95 55 33 00 08 77 22 22 22 = 87
FF9D 22 77 08 00 11 11 11 11 = DD
FFA5 11 66 08 00 55 66 55 55 = DC
FFAD 55 55 08 00 44 44 44 44 = BA
FFB5 44 77 08 00 55 77 77 77 = 75
FFBD 55 55 08 00 66 55 55 55 = 0F
FFC5 55 55 08 00 22 55 55 55 = CB
FFCD 55 22 08 08 66 55 55 66 = ED
FFD5 44 44 08 00 22 55 55 55 = A9
FFDD 77 33 00 08 66 55 55 66 = 28
FFED 55 55 08 00 33 44 22 11 = 54
FFFD 11 66 08 00 77 22 22 22 = 54
FFFD 22 22 08 00 55 55 55 55 = 98
FFFD 55 33 00 = 88
```

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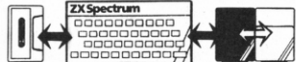
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0001	TVDTA	EGU	23566	2370	PUSH	AF	3760	RET	NZ	
0002	CURCH	EGU	23633	2380	AND	C, (HL)	3780	LD	HL, 57DFH	
0003	TEMP	EGU	2211H	2390	LD	HL, A	3790	LD	B, 8	
0004	FLAGS	EGU	23611	2400	LD	(HL), A	3800	DWN1	LD C, 3	
0005	PFLAG	EGU	23697	2410	XOR	HL	3810	PUSH	B, C, 3	
0006	UDG	EGU	23675	2420	POP	(HL)	3820	LD	HL, DE	
0007	ATTR	EGU	23695	2440	EX	AF, A'F'	3840	DWN2	DE, HL	
0008	ATTRP	EGU	23693	2445	EX	C, #5	3850	ADD	HL, 32	
0009				2450	INC	H	3860	POP	HL	
0010				2460	INC	NZ, D	3870	DWN3	LD BC, 32	
0011				2470	DEC	A	3880	LD	LD, 1	
0012				2480	INC	DE, W3	3890	INC	A	
0013				2490	DEC	H	3900	INC	A	
0014				2500	BIT	1, (IY+1)	3910	JR	NZ, DWN2	
0015				2510	LD	#4	3920	LD	HL, 1	
0016				2520	CALL	00DBH	3930	SUB	7	
0017				2530	POP	HL	3940	LD	H, A	
0018				2540	POP	BC	3950	LD	HL, 1	
0019				2550	DEC	BC	3960	DEC	C	
0020				2560	BIT	0, C	3970	JR	PUSH BC	
0021				2570	RET	2	3980	JR	NZ, DWN3	
0022				2580	INC	HL	3990	XOR	A	
0023				2590	RET	AF, A'F'	4000	LD	B, 32	
0024				2600	EX	AF, A'F'	4010	LD	DE, 1	
0025				2610	LD	B, 32	4020	DEC	DE	
0026				2620	ADD	L	4030	DWN4	LD BC, 32	
0027				2630	LD	L, A	4040	LD	LD, DWN4	
0028				2640	LD	L, A	4050	POP	BC	
0029				2650	JR	NZ, A'F'	4060	LD	HL, 1	
0030				2660	PSPC	PUSH	DE	4070	DEC	H
0031				2670	LD	A, (PFLAG)	4080	DWN5	DJNZ DWN1	
0032				2680	PUSH	AF	4090	DWN6	LD HL, 5AFFH	
0033				2690	LD	A, 32	4100	LD	DE, 5AFFH	
0034				2700	LD	(IY+07), 1	4110	LD	BC, 736	
0035				2710	RET	16	4120	LD	LD, 1	
0036				2720	POP	AF	4130	DWN7	LD HL, 1	
0037				2730	LD	(PFLAG), #	4140	LD	DE, 32	
0038				2740	EXX		4150	LD	LD, 1	
0039				2750	RET	DE	4160	DEC	DE	
0040				2760	SETCL	BIT 1, (IY+1)	4170	DJNZ	DWN5	
0041				2770	PUSH	HL	4180	RET	HL, 491FH	
0042				2780	LD	HL, 5800H	4190	LD	BC, 180AH	
0043				2790	JR	SET2	4200	RET	Z, 1, (IY+1)	
0044				2800	CALL	ADDR	4210	RET	Z	
0045				2810	POP	BC	4220	LD	DE, CP2	
0046				2820	LD	A, 67	4230	LD	DE, 1	
0047				2830	SRL	A	4240	CP1	LD DE, CF1	
0048				2840	LD	D, 0	4250	LD	DE, 2	
0049				2850	ADD	HL, DE	4260	LD	DE, CP2	
0050				2860	JR	STORE	4270	LD	DE, 1	
0051				2870	ADDR	LD 24	4280	CP2	LD DE, PRINT	
0052				2880	SUB	B	4290	LD	DE, PRINT	
0053				2890	ADDR1	LD D, A	4300	LD	DE, C	
0054				2900	RRCA		4310	LD	C, A	
0055				2910	RRCA		4320	LD	(IY+1)	
0056				2920	AND	224	4330	LD	B, A	
0057				2930	LD	L, A	4340	CP	24	
0058				2940	LD	L, A	4350	LD	A, C	
0059				2950	AND	18	4360	SUB	B	
0060				2960	OR	4	4370	LD	HL, 16384	
0061				2970	LD	H, A	4380	LD	HL, 16385	
0062				2980	RRCA		4390	LD	HL, 16386	
0063				2990	RRCA		4400	LD	HL, 16387	
0064				3000	SCRL	BIT 1, (IY+1)	4410	LD	HL, 16388	
0065				3010	LD	B, 8	4420	LD	HL, 16389	
0066				3020	LD	B, 8	4430	LD	HL, 16390	
0067				3030	LD	C, 3	4440	LD	HL, 16391	
0068				3040	PUSH	BC	4450	LD	HL, 16392	
0069				3050	LD	C, 3	4460	LD	HL, 16393	
0070				3060	PUSH	BC	4470	LD	HL, 16394	
0071				3070	LD	A, 6	4480	LD	HL, 16395	
0072				3080	LD	A, 6	4490	LD	HL, 16396	
0073				3090	LD	A, 6	4500	LD	HL, 16397	
0074				3100	LD	A, 6	4510	LD	HL, 16398	
0075				3110	LD	A, 6	4520	LD	HL, 16399	
0076				3120	LD	A, 6	4530	LD	HL, 16400	
0077				3130	LD	A, 6	4540	LD	HL, 16401	
0078				3140	LD	A, 6	4550	LD	HL, 16402	
0079				3150	LD	A, 6	4560	LD	HL, 16403	
0080				3160	LD	A, 6	4570	LD	HL, 16404	
0081				3170	LD	A, 6	4580	LD	HL, 16405	
0082				3180	LD	A, 6	4590	LD	HL, 16406	
0083				3190	LD	A, 6	4600	LD	HL, 16407	
0084				3200	LD	A, 6	4610	LD	HL, 16408	
0085				3210	LD	A, 6	4620	LD	HL, 16409	
0086				3220	LD	A, 6	4630	LD	HL, 16410	
0087				3230	LD	A, 6	4640	LD	HL, 16411	
0088				3240	LD	A, 6	4650	LD	HL, 16412	
0089				3250	LD	A, 6	4660	LD	HL, 16413	
0090				3260	LD	A, 6	4670	LD	HL, 16414	
0091				3270	LD	A, 6	4680	LD	HL, 16415	
0092				3280	LD	A, 6	4690	LD	HL, 16416	
0093				3290	LD	A, 6	4700	LD	HL, 16417	
0094				3300	LD	A, 6	4710	LD	HL, 16418	
0095				3310	LD	A, 6	4720	LD	HL, 16419	
0096				3320	LD	A, 6	4730	LD	HL, 16420	
0097				3330	LD	A, 6	4740	LD	HL, 16421	
0098				3340	LD	A, 6	4750	LD	HL, 16422	
0099				3350	LD	A, 6	4760	LD	HL, 16423	
0100				3360	LD	A, 6	4770	LD	HL, 16424	
0101				3370	LD	A, 6	4780	LD	HL, 16425	
0102				3380	LD	A, 6	4790	LD	HL, 16426	
0103				3390	LD	A, 6	4800	LD	HL, 16427	
0104				3400	LD	A, 6	4810	LD	HL, 16428	
0105				3410	LD	A, 6	4820	LD	HL, 16429	
0106				3420	LD	A, 6	4830	LD	HL, 16430	
0107				3430	LD	A, 6	4840	LD	HL, 16431	
0108				3440	LD	A, 6	4850	LD	HL, 16432	
0109				3450	LD	A, 6	4860	LD	HL, 16433	
0110				3460	LD	A, 6	4870	LD	HL, 16434	
0111				3470	LD	A, 6	4880	LD	HL, 16435	
0112				3480	LD	A, 6	4890	LD	HL, 16436	
0113				3490	LD	A, 6	4900	LD	HL, 16437	
0114				3500	LD	A, 6	4910	LD	HL, 16438	
0115				3510	LD	A, 6	4920	LD	HL, 16439	
0116				3520	LD	A, 6	4930	LD	HL, 16440	
0117				3530	LD	A, 6	4940	LD	HL, 16441	
0118				3540	LD	A, 6	4950	LD	HL, 16442	
0119				3550	LD	A, 6	4960	LD	HL, 16443	
0120				3560	LD	A, 6	4970	LD	HL, 16444	
0121				3570	LD	A, 6	4980	LD	HL, 16445	
0122				3580	LD	A, 6	4990	LD	HL, 16446	
0123				3590	LD	A, 6	5000	LD	HL, 16447	
0124				3600	LD	A, 6	5010	LD	HL, 16448	
0125				3610	LD	A, 6	5020	LD	HL, 16449	
0126				3620	LD	A, 6	5030	LD	HL, 16450	
0127				3630	LD	A, 6	5040	LD	HL, 16451	
0128				3640	LD	A, 6	5050	LD	HL, 16452	
0129				3650	LD	A, 6	5060	LD	HL, 16453	
0130				3660	LD	A, 6	5070	LD	HL, 16454	
0131				3670	LD	A, 6	5080	LD	HL, 16455	
0132				3680	LD	A, 6	5090	LD	HL, 16456	
0133				3690	LD	A, 6	5100	LD	HL, 16457	
0134				3700	LD	A, 6	5110	LD	HL, 16458	
0135				3710	LD	A, 6	5120	LD	HL, 16459	
0136				3720	LD	A, 6	5130	LD	HL, 16460	
0137				3730	LD	A, 6	5140	LD	HL, 16461	
0138				3740	LD	A, 6	5150	LD	HL, 16462	
0139				3750	LD	A, 6	5160	LD	HL, 16463	
0140				3760	LD	A, 6	5170	LD	HL, 164	

DIRECTORY ENQUIRIES

Disks without tears: access the Commodore 64 directory easily with Peter Worlock's programs.

The Commodore 1541 disk drive is a vast improvement on using cassettes for storage, but it's not without problems. Despite having its own built-in DOS the operating system lacks a few of the niceties that users of other disk systems enjoy. Not least of these is a `DIR` or `CAT` command to read the directory.

You can load the directory into memory but the 64 treats it as any program file with the disconcerting side-effect of obliterating whatever program you had in memory at the time. To get round this Commodore now supplies a DOS utility disk free with every drive and this features a `DIR` emulator. However, this solves only part of the problem; you can't incorporate the routine into your own programs, nor can you store the directory for manipulation later.

These two utilities solve both problems. Program 1 can be incorporated into your own programs. It reads the directory and prints it to the screen. Program 2 is a utility program in its own right, and uses a modified version of the routine to read and store a disk directory in an array. The directory is then available for manipulation in two ways: you can scratch a file, or load and auto-run another program.

How it works

Directory Enquiries is made up of a number of routines, with the directory-read at its heart. This starts at 1115 with a call to the disk command channel to initialise the drive. Though the repeated `GET#` commands look like sloppy programming, it's the simplest way to get past data on the disk that you don't want.

Lines 1145 to 1195 do the work of reading in the directory data character by character. They actually compile three separate sets of information, stored in the two arrays set up in line 1000. `FL` is the file length, while `FL$` holds the file name in `FL$(x,0)` and the file type — program, sequential, relative etc — in `FL$(x,1)`.

`ST` is the system 'status' variable, used to check for end-of-file markers on the disk.

With the directory read into the arrays, the program lists them to the screen. If there are more entries than will fit on one screen, you can pause the listing by hitting the space bar.

The Repeat command begins the directory listing from the beginning.

Scratch wipes out a file from the disk, while Load lets you read in a new program which auto-runs.

The auto-run uses the dynamic keyboard feature of Commodore computers. Lines 1220 to 1230 print the LOAD

Program 1: £ =

```

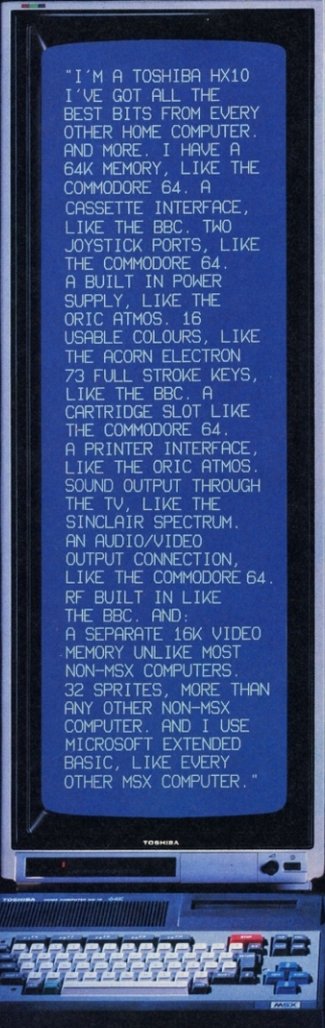
50000 OPEN15,8,15,"10":CLOSE15
50005 PRINTCHR$(147)
50010 OPEN1,8,0,"*"
50015 GET#1,A$,B$
50025 GET#1,A$,B$
50030 GET#1,A$,B$
50035 IFB$<"*":GOTO1170
50040 PRINT:TAB(5);"THENC=C+ASC(B$)*256
50045 GET#1,B$;IFST<>0 THEN50060
50050 IFB$<CHR$(34) THEN50060
+B$;GOTO50055
50060 C$="":GET#1,B$;IFB$<CHR$(34) THENIN$=IN$
060
50065 C$=C$+B$;GET#1,B$;IFB$<CHR$(32) THENIN$=IN$
5
50070 PRINTIN$:TAB(22)C$
50075 IFST=0 THEN50020
50080 PRINT"BLOCKS FREE"
50085 CLOSE1
    
```

and `RUN` commands on screen, then `POKE` a number of carriage returns to the keyboard buffer.


Program 2

```

1000 DIMFL(145),FL$(145,1)
1005 PRINTCHR$(147)CHR$(30):POKE53280,0:
POKE53281,0
1010 PRINTTAB(10)CHR$(18)"DIRECTORY ENDU
RIES"
1015 PRINT:PRINTTAB(5)"PRESS <SPACE> TO
STOP LISTING"
1020 PRINT:PRINTTAB(8)"THEN <F7> FOR COM
MANDS"
1025 PRINT:PRINTTAB(8)"OR <SPACE> TO CON
TINUE"
1030 PRINT:PRINT:PRINT"READING DIRECTORY
...PLEASE WAIT..."
1035 GOSUB1115:PRINTCHR$(147)
1040 FORI=1TOFF-1
1045 PRINTI;TAB(5)FL$(I,0)TAB(22)FL$(I,1)
TAB(33)FL(I)
1050 GET#1:IFA#<"*" THENI070
1055 GET#1:IFA#"" THENI055
1060 IFA#"" THENI070
1065 IFA#<CHR$(136) THENI=DP-1
1070 NEXT
1075 PRINTTAB(4)FL$(FP)"BLOCKS FREE"
1080 PRINT:PRINT"L: LOAD"TAB(9)"S: SCRATCH"
TAB(21)"R: REPEAT"TAB(32)"O: QUIT"
1085 GET#1:IFA#"" THENI085
1090 IFA#<"R" THENPRINTCHR$(147):GOTO1040
1095 IFA#<"O" THENPRINTCHR$(147):END
1100 IFA#<"L" THENI200
1105 IFA#<"S" THENGOSUB1235:GOTO1035
1110 END
1115 OPEN15,8,15,"10":CLOSE15
1120 FP=0
1125 OPEN1,8,0,"*"
1130 GET#1,A$,B$
1135 GET#1,A$,B$
1140 GET#1,A$,B$
1145 C=0:IFA#<"*" THENC=ASC(A$)
1150 IFB$<"*" THENC=C+ASC(B$)*256
1155 FL$(FP,0)=C:IN$=""
1160 GET#1,B$;IFST<>0 THENI1195
1165 IFB$<CHR$(34) THENI1160
1170 GET#1,B$;IFB$<CHR$(34) THENIN$=IN$+
B$;GOTO1170
1175 C$="":GET#1,B$;IFB$<CHR$(32) THENI17
5
1180 C$=C$+B$;GET#1,B$;IFB$<"*" THENI180
1185 FL$(FP,0)=IN$:FL$(FP,1)=C$:FP=FP+1
1190 IFST=0 THENI135
1195 CLOSE1:RETURN
1200 PRINTCHR$(147)
1205 INPUT"LOAD WHICH FILE NO.:";N$
1210 N=VAL(N$)
1215 IFN=FF-1 THENPRINT:PRINT"LAST FILE =
";FP-1:PRINT:GOTO1205
1220 PRINTCHR$(147)CHR$(17)CHR$(17)"LOAD
"CHR$(34)FL$(N,0)CHR$(34)"",B$
1225 FORI=1TO4:PRINTCHR$(17):NEXT:PRINTC
HR$(17);"RUN"CHR$(19);
1230 POKE631,13:POKE632,13:POKE198,2:END
1235 PRINTCHR$(147)
1240 INPUT"SCRATCH WHICH FILE NO.:";N$
1245 N=VAL(N$)
1250 IFN=FF-1 THENPRINT:PRINT"LAST FILE =
";FP-1:PRINT:GOTO1240
1255 PRINT:PRINT"SCRATCHING ";FL$(N,0)
1260 OPEN15,8,15
1265 PRINT#15,"S0";FL$(N,0)
1270 CLOSE15:RETURN
READY.
    
```



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TANK ASSAULT

Program notes and listings: (all £ signs should be # signs.)

0	Sets cursor speed to normal	70	Sets width of maze	440-480	Tune for lost life
1	Initialises hi-score	80-100	Draw borders of maze	490	Decrements lives?
5	Subroutine to start game	105-200	Draw maze	510-515	Display the number of lives you have left
6	Speeds up the computer	210	Tank coordinates	520	Branches back if you have any lives left
10	Sets hires mode	220-280	Count down	521-535	Signal that you have lost all your lives
20-30	Define the tank character	400-430	Main loop to move tank		
35-50	Initialise variables	435	Have you completed the screen?		
60	Sets up hires screen				

```

0 HIMEM£97FF:POKE775,39
1 HS£="ORIC-1":HS=500
5 RESTORE:GOSUB2000
6 POKE775,255
10 HIRES
20 FORN=39928TO39935:READD:POKEN,D:NEXT
30 DATA0,31,28,62,63,30,0,0
35 SC=0:LI=3
40 LX=120
50 LY=100
60 HIRES:FILL200,1,0
70 SX=18-(SK*40):SY=5X
80 PRINT:PRINTCHR£(27)"N          SETTN
  6 UP MAZE"
90 CURSET6,0,3:FILL8,39,21:FILL184,1,146
  :FILL8,39,21
100 CURSET234,0,3:FILL184,1,21
105 FORM=8TO199-SYSTEP5X
110 FORN=18TO233-SXSTEP5X
115 CURSETN,M,3
120 R=INT(RND(1)*3)
130 IFR=0THENDRAW5X,SY,1
140 IFR=1THENCURMOV0,SY,1:DRAW5X,-SY,1
200 NEXT N,M
205 CALLEE807
210 X=12:Y=104
220 A£="(JCOUNT-DOWN COMMENCING":GOSUB900
221 PLAY3,0,0,0
225 FORC=INT((5-SK)*10)TO0STEP-1
230 SOUND1,C,10:SOUND2,200-C,10
240 CURSET X,Y,3:CHAR 127,0,1:K=PEEK(735)
  )AND127
250 CHAR127,0,2:Y=Y+(K=11)-(K=10)
260 NEXTC
270 PLAY0,0,0,0
280 CLS
400 REPEAT:SC=SC+1:IFRND(1)<SKTHENGOSUB1
  000
410 CURSET X,Y,3:CHAR 127,0,1:K=PEEK(735)
  )AND127:IFK<9ORK=11THENK=9
430 CHAR127,0,2:X=X-(K=9):Y=Y+(K=11)-(K=
  10):UNTILPOINT(X+5,Y+1)DRPD
  INT(X+5,Y+5)
435 IF X>228 THEN GOTD 3000
440 PLAY1,0,0,0
450 FORM=3TOS
460 FORN=-PTO0STEP.13:SOUND1,INT(SIN(N)
  *25+25)*M*50,9
470 NEXTN,M
480 WAIT100:PLAY0,0,0,0
490 LI=LI-1

```

```

510 A£="J          YOU HAVE "+STR£(LI)+" L
  I"
512 IFLI=1THENA£=A£+"FE"ELSEA£=A£+"VES"
513 A£=A£+" LEFT"
515 GOSUB900:WAIT150
520 IF LI<>0 THEN 210
521 PLAY3,0,0,0
525 FORN=500TO2000STEP50:SOUND1,N,9:SOUN
  D2,N+1,9
530 CURSET0,0,3:FILL200,1,RND(1)*8
535 NEXT
540 A£="J          YOUR SCORE IS "+STR£(SC)
  +" POINTS"
550 GOSUB900
560 IFSC<HSTHEN700
570 A£="N          THAT'S A NEW HI-SCORE!"
580 GOSUB900
590 A£="J PLEASE ENTER YOUR NAME : "
595 GOSUB900
600 LH=0:HS£=""
610 REPEAT
620 GETK£
640 IF K£>=" "THENHS£=HS£+K£:LH=LH+1
650 PRINTK£:PLAY0,7,1,200
660 UNTIL K£=CHR£(13) OR LH=6
670 HS=SC
680 GOTD740
700 A£="J          THE HI-SCORE IS "+STR£
  (HS)
710 GOSUB900
720 A£="J          AND IS HELD BY "+HS£
730 GOSUB900
740 A£="J          ANOTHER GAME (Y/N)"
744 K£=KEY£
745 GOSUB900:GETK£
750 IF K£="Y" THEN 5
760 TEXT:PAPER7:INK0:PRINTCHR£(4):
765 POKE775,39
770 END
899 REM MESSAGES
900 CLS:PRINT:PRINTCHR£(27):
910 SOUND1,0,0:SOUND2,0,0:SOUND6,29,0
930 FORN=1TOLEN(A£)
940 PRINTMID£(A£,N,1):
950 PLAY0,7,1,200
960 WAITB
970 NEXT
980 WAIT120
990 RETURN
999 STOP
1000 R=INT(RND(1)*2):EXPLODE

```

On a routine mission in the countryside you are suddenly confronted with an electrified maze which stands between you and your objective.

Tempted to turn and flee, you find that your tank has been damaged and the reverse gear is not operating so you have no choice but to take a chance on this tortuous route.

You must drive extremely carefully as touching the electrified walls with the front of your tank will destroy the tank and you with it. The maze is rather

complex and you will find that some clever manoeuvring is necessary.

As if this isn't problem enough you are also being fired at from an enemy above. The bombs dropped are creating giant craters in the maze and if you don't avoid these you will crash into them and will be unable to recover your tank. The bombs do also make an occasional direct hit but there is little you can do to avoid this so all you can do is hope for the best as you dodge between the electrified walls and the craters.

This game for the Oric 1 written by Paul Emms from Tonbridge in Kent has some rather nice finishing touches. All the prompts and scores are printed out letter by letter with a sound like a machine gun and there is a terrifying wailing noise when your tank is hit.

The tank is moved using the cursor keys and your objective is to reach the right-hand side of the screen without losing one of your three lives. There are four skill levels. The hardest is a more complex maze with more bombs. ▶

540-550 Display your score
570-680 If high score, enter name and record new high score
700-730 Display hi-score and holder
740-770 Option of a new game
900 Subroutine to display double height characters one at a time

1000 Random bomb or bombs near tank
1005 Bombs to destroy tank or maze
1020-1110 Display bomb
1120 Record last position of tank
1130 Return from subroutine
2000-2100 Title screen

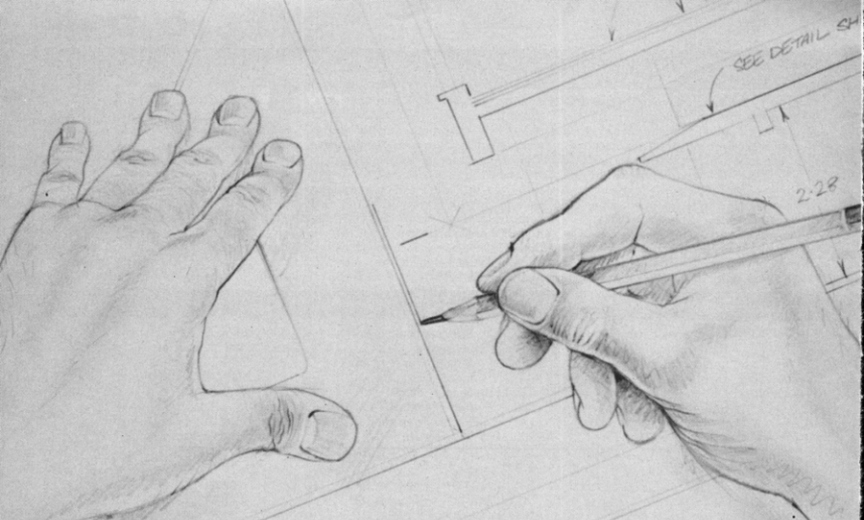
2300-2365 Play opening tune
2380-2400 Ask for instructions
2410-2610 Display instructions
2900-2940 Ask for skill level
3000-3010 Display 'bonus 200'
3020 Add to skill level
3050 Add bonus to score
3060 Go back to main loop

```

1005 F=INT(RND(1)*3)+1:IF F>1 THENF=0
1020 CURSET LX+(RND(1)*10-5),RND(1)*159+
20,F
1030 IF R=1 THEN 1110
1090 CURSET (219-X)*RND(1)+X,RND(1)*159+2
0,F
1110 CIRCLE1,F:CIRCLE2,F:CIRCLES,F:CIRCL
E4,F:CIRCLES,F:CIRCLE6,F:CI
RCLE7,F
1120 LX=X:LY=Y
1130 RETURN
2000 TEXT:PAPER0:INK5:CLS
2005 POKEE26A,10
2010 FORN=1T04:PRINT:NEXT
2020 FORN=1T04
2040 PRINTSPC(10)CHR$(147)CHR$(132)SPC(1
6)CHR$(144)
2050 NEXT
2060 PLOT0,5,4:PLOT0,6,4:PLOT12,5,14:PLO
T12,6,14
2070 PLOT14,6,"TANK ASSAULT"
2080 PLOT14,5,"TANK ASSAULT"
2090 PRINT:PRINTSPC(8)CHR$(96) PAUL & S
TEPHEN EMMS"
2100 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
TO MOVE UP,DOWN AND
TO THE RIGHT"
2300 REM TUNE
2310 T$="2352*5466466235235466466767646
6466"
2320 PLAY7,0,0,0
2330 FORN=1T0LEN(T$)
2340 NT=ASC(MID$(T$,N,1))-48
2350 SOUND1,NT*40,10:SOUND2,NT*40+1,10:S
OUND3,NT*40+2,10
2355 WAIT13
2360 NEXTN
2365 PLAY0,0,0,0
2370 PRINT:PRINT:PRINT:PRINT
2380 PRINTSPC(7)"DO YOU WANT INSTRUCTION
S?"
2390 GETK$
2400 IFK$="N"THEN2790
2410 CLS:PAPER0:INK2
2420 PRINT:PRINTCHR$(4)CHR$(27)"S"SPC(10
)CHR$(27)"A":
2430 PRINTCHR$(27)"J INSTRUCTIONS"CHR$(4
)
2440 PRINT:PRINT:PRINT:PRINT:PRINT
2450 PRINT" While roaming the country-
side in "
```

```

2460 PRINT"your tank you come across a c
omplex:
2470 PRINT"electrified maze,which stands
between"
2480 PRINT"you and your objective."
2490 PRINT
2500 PRINT" Unfortunately your tank is d
amaged "
2510 PRINT"and you cannot reverse or tou
ch the "
2520 PRINT"maze with the front of your t
ank."
2530 PRINT
2540 PRINT" However,the enemy has spotte
d you and";
2550 PRINT"are bombarding the maze.Some
bombs "
2560 PRINT"will destroy you ,others will
destroy"
2570 PRINT"the maze.You have 3 lives and
a choice";
2580 PRINT"of 4 skill levels."
2590 PRINT:PRINT:PRINT:PRINT
2600 PRINTCHR$(27)"T"CHR$(27)"L"SPC(6)"P
RESS ANY KEY TO CONTINUE"
2610 GETK$
2790 PRINTCHR$(30)::PLAY3,0,0,0
2800 FORN=0T026
2805 WAIT7
2810 PRINTCHR$(14)
2820 SOUND1,N*30+20,9 :SOUND2,N*30+21,9
2830 NEXT
2835 PRINTCHR$(4);
2840 PLAY0,0,0,0
2850 INK6:CLS
2860 FORN=0T010:PRINT:PRINT:PRINT:PRINT
2900 PRINTCHR$(27)"J ENTER SKILL LEVEL
(0-3) 3 HARDEST"
2910 GETK$
2920 IFK$<"0"ORK$>"3"THENSOUND1,3000,0:P
LAY1,0,1,500:GOTO2850
2930 SK=(ASC(K$)-48)/20
2940 RETURN
3000 A$="N BONUS 200"
3010 GOSUB900
3020 SK=SK+.05
3030 A$="J WELL IT WON'T BE THAT EASY TH
IS TIME"
3040 GOSUB900
3050 SC=SC+200
3060 GOTO60
```



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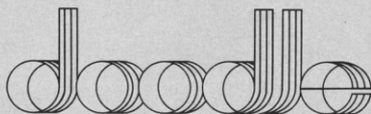
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HAPPY MEMORIES

This Memory Monitor by Stephen Pate allows BBC and Electron users to view the 64K RAM and ROM.

Those of you who've used the earlier Commodore machines will be familiar with the machine language monitor (TIM), and will have mourned its loss on today's machines (even the Commodore 64). The Memory Monitor presented here allows BBC and Electron users to view their machines, 64K RAM and ROM.

The display is similar to TIM's, but the method used to alter the contents of memory is somewhat different. Once you've typed the program in and saved it, type O, which will display the monitor options as follows:

M displays the contents memory. Type in the start address either in decimal or in hex (preceded by & and four digits long). Input must be in the range 0-65536 (&FFFF). After each screenful press the space bar to continue scrolling, or one of the other option keys. If you press M at this point you will be asked for another address.

The I option allows you to insert hex digits into memory. First type the address (four digits and in hex) followed by a space, then type in the data as follows:

```
&81DF 1F-2031-0
```

All digits are in hex. In the example I've typed, the address 81DF followed by a space, then followed by the relevant data.

Pressing return places 1F in location 81DF, location 81E0 is left unchanged, 20 is placed in 81E1, and so on.

You can insert around 170 bytes at any one time.

X exits from the program and returns to Basic.

To save and load blocks of memory you should exit from the program and use *SAVE and *LOAD commands. To re-run simply type RUN.

Example screen dump

```
.C000 00 00 00 00 00 00 00 00
.C008 18 18 18 18 18 00 18 00
.C010 6C 6C 6C 00 00 00 00 00
.C018 36 36 7F 36 7F 36 36 00
.C020 0C 3F 68 3E 0B 7E 18 00
.C028 60 66 0C 18 30 66 06 00
.C030 38 6C 6C 38 6D 66 3B 00
.C038 0C 18 30 00 00 00 00 00
.C040 0C 18 30 30 18 0C 00 00
.C048 30 18 0C 0C 18 30 00 00
.C050 0C 18 7E 3C 7E 18 00 00
.C058 00 18 7E 18 18 00 00 00
.C060 00 00 00 00 00 18 30 00
.C068 00 00 00 7E 00 00 00 00
.C070 00 00 00 00 18 18 00 00
.C078 00 06 0C 18 30 60 00 00
.C080 3C 66 6E 7E 76 66 3C 00
.C088 18 38 18 18 18 18 7E 00
.C090 3C 66 06 0C 18 30 7E 00
.C098 3C 66 06 1C 06 66 3C 00
.C0A0 0C 1C 3C 6C 7E 0C 0C 00
.C0A8 7E 60 7C 06 06 66 3C 00
.C0B0 1C 30 60 7C 66 66 3C 00
```

```
.COBB 7E 06 0C 18 30 30 30 00
.CO00 C9 01 F0 1F 60 EA 60 0E
.CO08 01 42 41 53 49 43 00 28
.CO10 43 29 31 39 38 32 00 41
.CO18 63 6F 72 6E 0A 0D 00 00
.CO20 80 00 00 A9 B4 20 F4 FF
.CO28 86 06 84 07 A9 83 20 F4
.CO30 FF B4 18 A2 00 86 1F 8E
.CO38 02 04 8E 03 04 CA 86 23
.CO40 A2 0A 8E 00 04 CA BE 01
.CO48 04 A9 01 25 11 05 0D 05
.CO50 0E 05 0F 05 10 D0 0C A9
.CO58 41 85 0D A9 52 85 0E A9
.CO60 57 85 0F A9 02 8D 02 02
.CO68 A9 B4 8D 03 02 58 4C DD
.CO70 BA 41 4E 44 80 00 41 42
.CO78 53 94 00 41 43 53 95 00
.CO80 41 44 56 41 4C 96 00 41
.CO88 53 43 97 00 41 53 4E 98
.CO90 00 41 54 4E 99 00 41 55
.CO98 54 4F C6 10 42 47 45 54
.C0A0 9A 01 42 50 55 54 D5 03
.C0A8 4F 4C 4F 4F 55 52 FB 02
.C0B0 43 41 4C 4D 02 43 48
.C0BB 41 49 4E D7 02 43 48 52
```

Listing

```
10 REM*****
20 MODE 81:GUS:=CL:PRINT "Electron H
onitor""S.D.Pate 1984":GOTO 720
30 REM*****
40 PRINT "Invalid entry":GOTO 720
50 EX:=AS:EX:=EX+CX:VDJ 15
60 PROC1:INPUT "Start Address (DEC.
or HEX) "A$:
70 IF LEFT$(A$,1)="" GOTO 40
80 IF AS="" GOTO 140
90 IF VAL A$ AND LEFT$(A$,1)="" GOTO 40 ELSE IF LEFT$(A$,1)="" GOTO 40
100 IF VAL A$ AND LEN(STR$(VAL A$)) <
LEN AS GOTO 40 ELSE IF VAL A$ THEN A$
=VAL A$:GOTO 140
110 EX:=EX+AS:AS=AS+PROCHEX:calc
120 IF VLX=99999 GOTO 40 ELSE AS=VLX
130 REM*****
140 PRINT"
150 CX=0
160 PROCN1
170 REPEAT
180 IF AS=65530 PRINT "Out of range !
:GUS:=GOTO 720
190 PROCdata_line:CX=CX+1
200 UNTIL CX=24
210 REM*****
220 *FX1,0
230 AS=GET$
240 IF AS="" GUS:=GOTO 50
250 IF AS="" THEN PRINT "Program Exit
t*****:PROC1:END
260 IF AS="" GUS:=GOTO 500
270 IF AS="" GUS:=GUS+PROCoptions:GOTO 7
20
280 IF GUS=1 GOTO 150 ELSE GOTO 220
290 REM*****
300 DEF PROCdata_line
310 IF AX<16 TX=3 ELSE IF AX<256 TX=2
ELSE TX=1
320 IF AX<4096 PRINT " "LEFT$( "000",T
X)*AX" : ELSE PRINT " "AX" "1
330 LOCAL CX:CX=1
340 REPEAT
350 SEX=TX
360 IF SEX<16 PRINT " 0":SEX: ELSE PR
INT " "SEX:
370 AS=AS+CX:CX=CX+1
380 UNTIL CX=9
390 PRINT"
400 ENDPROC
410 REM*****
420 DEF PROCHEX_calc
430 DX=1
440 BS="0123456789ABCDEF":VLX=0
450 PSX=INSTR(BS,MID$(AS,CX,1)):1
460 IF PSX=0 VLX=99999:GOTO 490
470 VLX=VLX+(PSX-1)*(65536/(16-DX)):1
480 DX=DX+1:EX=EX+1:IF EX <=65536 GOTO 4
50
490 ENDPROC
500 REM*****
510 PROC1:INPUT "Insertion (address-
first)""A$:
520 IF MID$(AS,5,1)="" GOTO 610
530 BS=AS:EX:=EX+2:PROCHEX:calc
540 IF VLX=99999 PRINT "Incorrect hex
":GOTO 510
550 PSTX=0
560 IF PSTX=LEN AS GOTO 720
570 IF MID$(AS,PSTX,1)="" GOTO 600
580 IF INSTR(BS,MID$(AS,PSTX,1))=0
R INSTR(BS,MID$(AS,PSTX+1,1))=0 GOTO 6
10
590 VLX=VLX+1:PSTX=PSTX+1:GOTO 560
600 PRINT "Invalid data ":GOTO 720
610 REM*****
620 DEF PROCoptions
630 DEF PROCoptions
640 PRINT "ELECTRON MONITOR OPTIONS"
650 PRINT"-----
660 PRINT"X - monitor memory"
670 PRINT"Y - insert bytes"
680 PRINT"X - exit from program"
690 PRINT"D - display options"
700 ENDPROC
710 REM*****
720 GUS:=PROCn1
730 PRINT"Option ?":GOTO 220
740 DEF PROC1
750 VDU 23,1,0:0:0:1
760 ENDPROC
770 DEF PROCn1
780 VDU 23,1,0:0:0:1
790 ENDPROC
```

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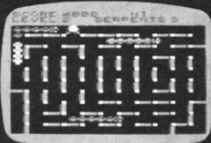
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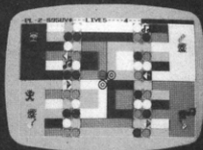
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

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MERRIE ENGLAND

Mike Gerrard takes a time trip back to 13th century England and becomes emmeshed in the world of Robyn Hode, Maid Marion and the evil Sheriff of Nottingham. Now read on . . .



Adventures are becoming as well-researched as thrillers these days. After visiting the Holy Land in *Jericho Road*, you can now take a time trip to the 13th century of *Robyn Hode*, complete with 13th century spellings, but done courtesy of the very 20th century *Quill* adventure generating program, and the people at Runesoft deserve to be called scurvy knaves for not acknowledging the fact anywhere in the program or accompanying leaflet.

Ye storry so farre is that the Sherryffe of Notyngnam has imprisoned Maid Marion in Notyngnam Castle and charged her with treason for aiding an enemy of King John . . . that's you, Robyn Hode himself, and very fetching you look in your suit of Lincoln green, which is all that you have when you start this adventure. If you find the authentic spellings a little off-putting, don't panic (to borrow a well-known 13th century expression) as they don't appear very much in the program itself, apart from the proper names. The spellings and geographical facts have been thoroughly researched, with thanks being given to everyone from the Robin Hood Society to the Doomsday Book.

The adventure is text-only, though rumour has it that a graphics version of *Quill* is on the way. The historical accuracy of the descriptions adds to the game, and there is at least some attempt to give atmosphere to the text. But don't expect a screen full of purple, or even Lincoln green prose, as there are about 200 locations in each part of this adventure: reach the end of the first part successfully and you will be given a code to enable you to commence part two, which is on the other side of the cassette. This allows you to enter the castle, through Nottingham's famous caves, find Maid Marion and escape.

Marion's arrest

First things first. You begin outside the inn where news of Marion's arrest has just been brought to you by Much, the Miller's son: 'To the Southeast, the North road runs almost straight to Newerc. Bernesdale forest stretches to the South, towards Scherwode and Notyngnam.' It won't be long before you meet a rich nobleman, and you don't need a degree in Medieval History to know what Robin Hood would do to him . . . or what he would do with the proceeds.

The tasks do get a little harder, which is just as well, but the hundreds of locations aren't exactly littered with

objects. It's difficult to strike a good balance in an adventure between having the player trip over axes, dwarfs and dragons every time they make a move, and travelling endlessly without ever finding anything. *Robyn Hode* is towards the travelling endlessly side of the scale. You spend a lot of time wandering round forests, and the traditional maze isn't exactly difficult.

Nevertheless there are some perplexing problems. In several locations you are attacked by the Sherryffe's soldiers, sometimes being mortally wounded (when Lytell John arrives to carry you to Kirkless Priory, where you fire your last arrow to mark your burial place), and sometimes thrown into a damp, dark, smelly dungeon. You can sleep here in the comfortable straw, and the guard brings you a hearty breakfast regularly, but I haven't yet found a way of overcoming the guard and obtaining a key which will open the locked cell door.

There are also plenty of natural hazards, with holes, wells and cliffs to fall down if you're not careful, and apart from being pounced on by the soldiers (you soon learn where this happens, as it isn't done randomly), I like the way you're usually given sufficient warning of any situation where your life may be at risk. It's not the kind of game where inexplicable holes appear in the middle of the street or rocks fall out of the sky.

Robyn Hode's an enjoyable adventure, but hardly one you need to rush out and buy this very instant, particularly as it is rather highly priced at £9.95: although there are, in effect, two adventures, both written using *Quill* and only occupying one cassette. Spectrum software pricing

is very competitive, and it has to be an adventure that's something special to justify charging almost twice the price.

Making progress

Runesoft is one of the smaller software houses, and I'd also like to quickly mention its adventure *Paradox*, which came out a few months ago. There's definitely a vivid imagination at work here. You don't even know what your quest is, apart from progress and survival. Progress is through four different but connected divisions of the realm of Dream, the first being The Tunnel. As you leave your comfortable cottage behind you and enter into the network of tunnels, you become thirsty. It transpires that you have just 17 moves, in which to find a drink (shades of *Dennis Through the Drinking Glass*, though in this case water will be quite sufficient). You find a pool of water, but if you drink from it direct you are poisoned. Just beyond is a flask, but as you take this way back to the pool is cut off.

Paradox is also *Quill*-generated, but shows how different you can make adventures using this system if you try. After The Tunnel comes The Gameboard, made up of 56 squares which you have to cross to reach the Palace, each square having its own vivid description and many of them containing riddles that you have to solve in order to move on. Not that you've much idea which way you're moving, or which way you ought to be moving. Several hours of play later I'm still stuck there, and intrigued. Worth watching out for in the shops, or from Runesoft at 67 Lower Parliament Street, Nottingham NG1 3BB.



PLUS 4

ON THE SPOT

Commodore is set to aim its Plus/4 at first-time buyers for serious home and introductory business use. Barry Miles reports on the moves behind this release.

Offering fundamentally the same operating system as the Commodore 16 (recently reviewed in *PCN*), the Plus/4 is aimed at the first-time buyer, for serious home use and introductory business use. Priced at £299.95, it competes on price with the Commodore 64 (£199 in most places), MSX machines at around £200 and the Sinclair QL at £400.

The Commodore 16, which has the same operating system, but one quarter of the memory, is bundled with a cassette unit (retail £44), Introduction to Basic Part I (£13.95) and four games.

For serious use, you need at least the cassette unit, making the Plus/4 look rather expensive at £350. Clearly Commodore is following its usual pattern of high prices to begin with, and progressive reductions over time.

This is a marketing method proven by its profits and the world-wide sales, currently said to be two million Vics, already; a similar number of 64s is expected to be sold by the end of 1984.

A design approach, similarly tried and tested by Commodore, is to say in effect: 'We are the volume producers, so our design is the standard.' Accordingly we have non-standard cassette connections, and cassette units, non-standard joystick connections, and serial disk connection.

A whole range of peripherals, including a fast disk drive and a new monitor is planned for the machine, all in the same tasteful shade of charcoal grey, and rather attractive too, according to the photographs.

So will it sell, at the price quoted? I think so. The sales of the Vic are against

the natural law of the market. It is astounding that a machine with under 4K of memory has continued to sell, against a market background of 16-bit, and perhaps 32-bit machines, with memories of 128K and 256K becoming commonplace. But is it so strange really? Now salesmen are told, 'sell benefits, not features'.

Persistent but unconfirmed rumours allege that a 128K version of the 64, capable of full 64 emulation, and with 128K addressable from Basic, with switching between 40 and 80 columns is on the way but Commodore maintains a dignified silence. If this machine really is planned then it will hit the Plus/4 market hard.

Features

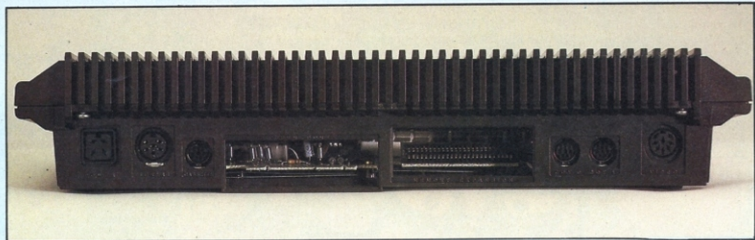
So what is the 'unique selling point' of the Plus/4? It is the integral software which gives the machine its character. A word processor, spreadsheet, filing system, and graphics package are available on power-up. Known as 3 Plus 1 (four packages), this selection offers windows, and genuine integration and a form of multi-tasking.

You can transfer files from your spreadsheet directly to your word processor, in RAM, immediately, with the window (split screen) showing both documents at once!

The Plus/4's appearance is definitely in its favour. It resembles the lap portables in size and shape, and the keyboard slopes pleasantly down to a low profile nose. The function keys have a positive 'click-feel', which tells you very effectively when the keys have registered. The Help key, which takes



The keyboard is similar to that on the SX64 and the cursor keys are conveniently placed.



All connections are clearly marked on the rear of the machine.

the place of F8, is a great added convenience.

The keyboard is noisier than on the 64, but more gently sprung. It is very pleasant to use, and lacks only the shift-lock warning light to be as attractive as the portable 64's. The cursor control keys, four of them, are attractive and large. It is a little frustrating to have no numeric keypad, especially since the 364 alternative model, with such a pad, is to be marketed elsewhere.

The power connection has at last been removed to the back of the machine out of harm's way. Typically with Commodore, the plug is a new design. Also the cartridge or memory expansion slot is slightly narrower.

The joystick ports are different again. The Atari-type D-connector has given way to a new Commodore design. However, Commodore's own joystick will be analog.

The connection of disk drive to the computer is through the hated slow serial port. The effect is as before — user frustration. We can only hope that the 'fast-disk drive' turns out to be really fast. Connection to a television or monitor is provided for.

The new reset button is on the side of the machine and reasonably out of the way of accidental resetting.

Commodore's new Basic 3.5 has taken account of all the criticisms previously aimed at Commodore machines.

Structured programming is available, and proper control of sound and graphics is provided by new, and self-explanatory keywords. A good machine code monitor is provided, including the display of the ASCII equivalents.

The trade-off for all these extras is that sound has been cut to two voices compared with three on the 64, while the main reason for the 'serious home user' tag would appear to be the absence of sprites. Presumably writing games is not 'serious'.

Software

On the Plus/4 hitting F1 followed by the return key gets you immediately operational, in the word processor.

Commodore has paid attention to the statistical law about 80 per cent of the

value being in 20 per cent of the items. This implies that most people use only a fraction of the facilities to be found in these common packages.

Thus the field was wide open for packages which, while not providing all the bells and whistles of the fully-fledged software, would nevertheless offer most of what most people needed. Approaching all four packages in this way enabled them to fit into the 32K ROM.

Word processor

The word processor has a good range of commands. It works with the 40-column screen acting as a window onto a document which is a maximum of 77 characters wide. The major limitation is that the maximum length of a document is 99 lines — 22 lines appear on the screen at any one time. Unfortunately, you cannot quickly change to 40 characters width for rapid editing of the document, as you can in Vizawrite on the Commodore 64, for example. You can of course change the document width to suit you, and reset it for printing.

Word wrapping does not take place on the screen, although it does when you print the document.

For the first time Commodore has recognised that people may use non-Commodore printers with a Commodore computer. Accordingly you can send reverse field control codes from within your text, so as to take advantage of your printers' more esoteric capabilities, like elite, or italic compressed or double-width characters.

Also a special command, 'other', reverses the character set to standard ASCII, which should solve many interfacing problems. Some of the facilities in the word processor are very impressive.

Mail-merge can take place, and there's text movement and copying. Most of the instructions will be pretty easy to remember. All of these instructions are inserted into text in reverse video (obtained by hitting Control 9), following by the appropriate mnemonic code and Control 0.

Pressing Return takes you to a new paragraph. It also deletes the remainder of the line beyond the cursor. This is bad

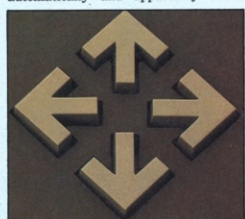
news for experienced users of Commodore's screen-editor in Basic, who are accustomed to using Return anywhere in a line, to enter it as a Basic line. They will, on occasion accidentally delete lines which they wish to retain. However, help is at hand! There is what in trans-Atlantic parlance would no doubt be called an 'Oops' buffer.

Putting the cursor at the point where the accidental deletion occurred, and hitting the Commodore logo key followed by @, will restore the missing line!

Block insertion, deletion and movement are available. Blocks of text can be up to 16 lines long. This is not a major constraint, bearing in mind that the maximum document length is 99 lines. For insertion, you set a pointer at the end of the text already typed in, using the SP (Set Pointers) command. Then you move the cursor above this point and type in your block of text for insertion. You now have the end of the block indicated, but not the beginning.

To define this, you position the cursor at the start of the block and use the Create Block command. You then move the cursor to the place where the block is to be inserted, and use the Insert Block command followed by Return. The insertion occurs above the current cursor position line, but not at the current cursor position in the line.

Although easier to do than to describe, this is pretty clumsy compared with the Insert mode of operation common to other word processors, which open-up the text, and creates space for inserted text automatically and apparently effort-



Cursor style: new to Commodore.

37 lessly! Deleting the block which has been identified is accomplished by the DB command.

For moving a block, having identified — by Setting a Pointer, and Creating a Block, you use Insert Block (IB) to make your move.

The small maximum document length — 99 lines — means that linking files will be essential for work of any magnitude. The Linkfile command is

place, using a special file, 'tw' — temporary workspace.

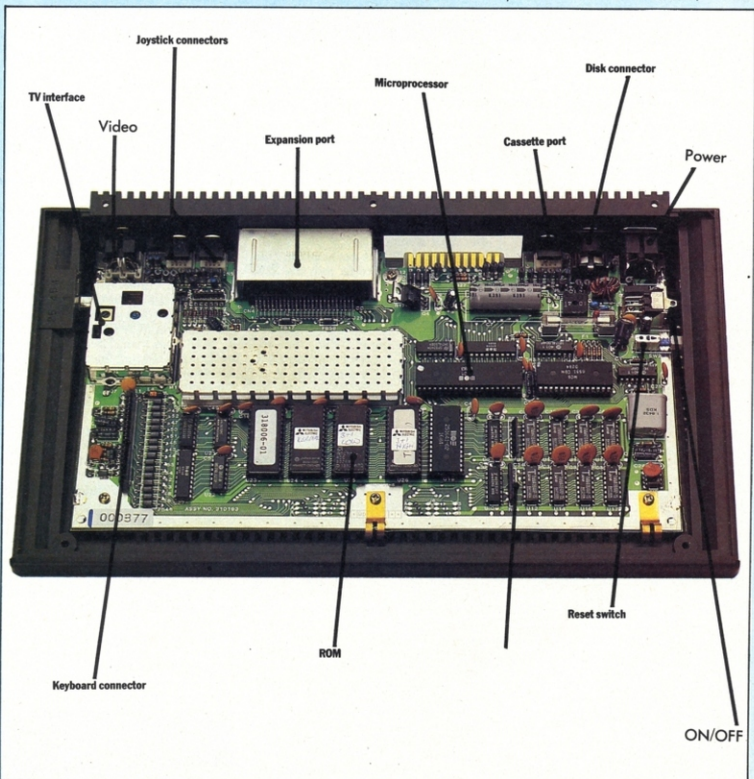
As soon as this has been done you can load any file you wish, and start work on it. You can set up a continuous printing operation, using a whole disk-full of linked files. A pause instruction at the end of the last file enables you to switch disks and carry on!

You may also be given an instruction that the printing should pause after

will send out the appropriate control codes to your particular printer.

Spreadsheet

On the spreadsheet, the cell locations are described by two numbers rather than by the almost universal combination of letters and numbers for rows and columns. This is a pity, because it leaves the way open for you to forget which comes first — row or column, — when



put at the end of any document, to enable the next part to be loaded in, and so on.

The Merge command is a disappointment. Simple enough to use, it appends the incoming text at the foot of the document. Of course you can then move it about, but that is a rather clumsy way of doing things. If you give the command PR, your document will be saved to disk automatically, before printing takes

printing of each page.

Free Cursor movement is a feature of this package. F1 Function key takes you to the left margin, F2 to column 41, Home to the top line of text, and Shifted "=" acts as a TAB key. There are no commands for boldfacing, double strike, underline, or similar special printer activities. For these you will have to use the ASCII function, which

you are giving cell references. When you are copying formulae into cells, this is particularly dangerous. You cannot point to cells by means of cursor movements, when making up formulae, but on the other hand, you can use labels for data instead of cell-references, which is a very good feature.

Function keys F1 and F2 are used to move from cell to cell, leftwards, and

rightwards and you can edit any cell-contents, using the left and right arrow keys.

The command to get to the top lefthand corner of your sheet is achieved in a roundabout way. You hold down the CBM logo key, and press 'C' followed by typing 'home'. I would have been much happier with the use of a Function key for this very frequent activity. Similarly the GOTO command must be typed out in full too.

The spreadsheet is comparatively small — 50 rows by 17 columns. You can move about the sheet by using the cursor up and down keys. The spreadsheet is not intelligent in deciding whether you are typing in numbers, text or formulae; you must tell it.

For copying the contents of a cell, hold down the CBM key, hit c, then type 'copy', followed by the cell whose contents you want to copy, into the cell where the cursor is. The repeat command, done by holding down the CBM/key and hitting Q, will enable you to copy the same data into a number of cells, such as with underlines.

Replicating formulae relatively is given the unusual name 'fit'. To copy a formula into a number of cells, you must use the repeat command, CBM Q.

Commodore offers windowing for the various elements in this set of packages. However, the window turns out to be a horizontally-split screen, with the ability to pass data from the spreadsheet or graphics package to the wordprocessor. You use the block map command to pass data from spreadsheet to wordprocessor, setting a rectangle to be transferred. The amount transferred is 11 characters per cell. Up to 36 characters per cell can be transferred by using the Map command. This will also enable you to transfer the formulae themselves into the wordprocessor, so that they can be printed out. This latter is a slower process, because you must proceed row by row.

The usual variety of formats is available for your number cell by cell. You cannot give a command to format globally throughout the sheet in integers for example.

The sum command works on rows and columns of data. Formulae are evaluated from left to right. This is common on spreadsheets, but some prefer the correct use of the hierarchy, as in Basic. But if you inset column or rows, the formulae require adjustments.

It is possible to copy rows or columns. This is not as helpful as we might hope: data only is copied, not formulae.

You can label a cell, and refer to it by label. This is a big advantage since the numeric system is capable of causing confusion. The use of IF True, with a number of operators, enables you to proceed conditionally. This feature will permit you to modify the order of calculation.

You can freeze and unfreeze values in cells, which is all to the good. You can

also left-justify numbers in a cell.

Numeric constants must be preceded by a hash sign. This comes more naturally to Americans than to us.

The spreadsheet requires rather more work, and alertness to use than more sophisticated ones. However, it has many useful features. The graphics are merely low resolution bar graphs and point graphs of any row of data on your spreadsheet. However, the graphs will print on any Commodore printer.

Graphs can be transferred into the wordprocessor for labelling and printing. The graphs are scaled automatically, which avoids the most tedious aspect of graphing. But the point graphs are created by eliminating all but the highest point in each bar of the bar graph.

Although the graphics are primitive, they serve a useful purpose. The whole package, wordprocessor, spreadsheet graphics and file manager are in a single 32K block of memory! So it is absurd to expect too much in the way of facilities.

File Manager

The File Manager is also the sort of cut-down version which you would reasonably expect. Nonetheless, you can have records containing up to 17 fields, with up to 38 characters in each field. A separate disk must be maintained for your data, because the Filer does not use the Commodore relative file system.

Random access to a record is not by key. You must either know the record number of the record (bad news!) or use a searching process, whereby your string of characters is looked for in any field of any record. This is not the fastest of processes. The maximum number of records on a disk is 999.

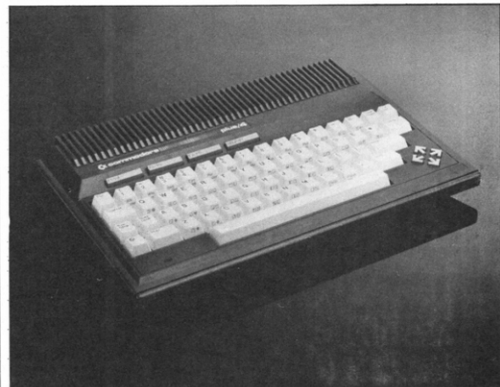
A faster Review command enables you to scan through the records more quickly, starting with any record you choose (by number). Reporting is done from within the wordprocessor, using special commands. An EOF command enables you to continue the report through the file, or the selected section of it which you have selected by your own criteria.

The Pick command carries out your selection of records, matching up to 38 characters. The Picked file can then be used for sorts or reports. You can use a delimiter of the Highrc Highrecord command. This enables you to specify the record at which the Sort, Pick, Search, Review or Reporting function is to stop.

The file manager will serve as a useful introduction to this type of operation.

Verdict

The Plus/4 is an interesting machine with a lot of good features. As with all designs, there are compromises. However, there is enough of everything to keep most purchasers very happy. Perhaps it is a little pricey. Time will tell. ■



SPECIFICATIONS

Price	£299.95	ette port, monitor socket,
Processor	7501	bus
ROM	32K + 32K for Plus/4	Language Basic
RAM	64K	Software Wordprocessor, Spreadsheet, Database, Graphics package
Text	40*25	in ROM
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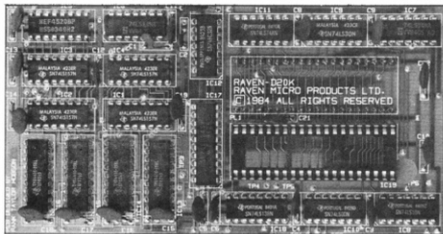
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RAVEN REMEMBERS

Want 20K of extra RAM to fly out of your BBC B? Then this £70 extension pack may be a reasonable solution, says Kenn Garroch.



The Raven is designed to solve your BBC software problems, but it creates one or two more.

The biggest drawback with the BBC micro is its lack of memory, especially when using high resolution modes 0 to 3. The Raven-20, from Raven Micro Products, is a RAM expansion that gives you 20K of extra RAM.

The RAM is placed behind what would normally be the screen memory for modes 0 to 3, that is, from &300 to &7FFF. All the system screen commands are redirected to switch in the Raven, plot it, and switch it out again. This leaves all the memory that would normally have been used by the screens available for Basic and machine code programs.

Setting up

The Raven consists of the expansion board, the documentation, and a sideways ROM.

Fitting of the board was fairly simple, if a little worrying. First of all, the 6502 processor is removed from its socket (pretty worrying), and placed into the Raven board. One detail that the documentation doesn't mention is which way round everything goes. After a little thought, I discovered a notch at the top of the Raven's 6502 socket. The 6502 notch was matched to this.

Then the Raven board was placed into the BBC with the same notch facing towards the back of the machine.

The documentation also says that the 6502 should be placed into the Raven board after the board is plugged into the BBC. I found that it was better to put it into the Raven before inserting the board. Since the sockets are offset this makes things wobble a bit if it's done the other way round.

The last thing to be put in was the sideways ROM. Raven says that the Basic ROM should be put in the right

hand ROM socket and the Raven ROM in any other spare socket (if you've got any). What the firm actually means is that the Boot ROM should be put in the right-hand socket. Since I needed a Torch MCP ROM to write this with, I left it there.

On reassembling the BBC, the next thing to do was to switch on (very nerve-shattering). Bingo! it worked. Entering the *ROM command turned on the extra memory, and *RTEST tested the board with no problems.

In use

Five commands are available from the Raven ROM:

- *RON to turn on the extra memory, followed by Break to initialise it.
- *ROFF to turn off the Raven although the manual recommends that the Break is used to do this since not all the pointers are reset.
- *SSAVE allows a screen to be saved to the current filing system. This is possible even if the board is in the off state.
- *SLOAD allows you to load a previously saved screen.
- *RTEST tests the Raven board and associated RAM.

Other commands available to control the Raven basically turn it on and off from machine code; *FX 111.1 turns it on, without the need to press Break, and *FX 111.0 turns it off.

The other method to turn on is with &D000=0 and off with &C000=0. These latter commands can cause some rather odd effects which seems to be due to the system intercepting only the plot and print VDU commands. The flashing cursor still appears at the same position as on the other screen and the logical colours are also common to both screens.

After fiddling with the other VDU

commands, I came across a bug. If the Raven is turned on, with any of the 'on' commands, and then a VDU 21 is used to turn off the screen, every time Return is pressed, a line feed is sent to the printer (presuming it has been turned on with *FX 5 1). VDU 6 stops this happening and turns on the screen again.

The easiest cure is to use *FX 5 0 to select a printer sink, as long as you don't want to use a printer at the same time as the screen is off.

The *SSAVE and *SLOAD commands enable screens to be saved from the Raven's RAM. These are of standard format, and can be loaded to the screen with the Raven board switched off (*SLOAD 1fn). Alternatively, if you have a high-resolution screen that has been saved from the normal screen RAM, it can be loaded into the Raven RAM with *SLOAD 1fn.

What you can't do is switch between the two screen areas to achieve animation effects. This is a shame since most other micros allow some kind of facility for doing this with two high-resolution screens held in the computer's memory at one time.

Documentation

The booklet with the Raven is very light on the details of how the system works. All that you get is a general description, the fitting instructions, the commands available from the ROM and a note at the back that tells you to fill in your registration form so that you can be notified of software updates.

There is also a note stating that upgrade ROMs are available if you send your EPROM plus £1.00 to Raven. This is due, according to Raven, to the fact that there is lots of space left on the ROM and they might as well fill it with something (and also repair the bug).

Verdict

The Raven does solve the memory problem for the BBC, it gives you back all the memory that is normally allotted to the screen. Fitting is easy, even for those of us without waldo fingers. Its only problems are lack of technical details on the system, and one rather insignificant bug.

If you feel that you are suffering from lack of memory then the Raven is quite a good buy.

On the other hand, it will be almost completely incompatible with virtually any piece of software you are likely to buy. ▣

REPORT CARD 1 TO 5

Features	●●●●●
Documentation	●●●●●
Performance	●●●●●
Overall value	●●●●●

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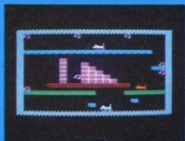
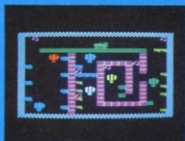
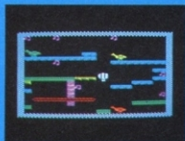
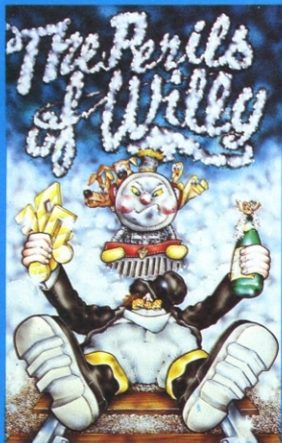
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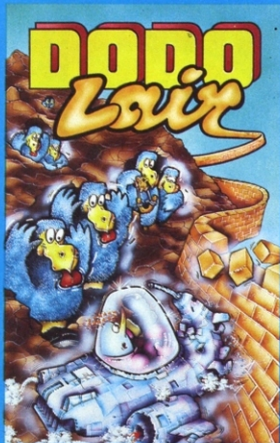
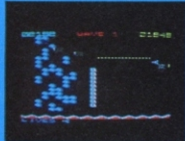
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Its army to enormous dimensions, soon its attack on mankind will commence. Exploring the outer regions of a weird landscape, your secondhand 'ground skimmer' has only a single laser in its armoury. Discovering the Dodo's secret means you must destroy as many beings as possible, as the Dodo will try anything in its power to prevent the secret getting out. The game has 9 attack waves with progressive difficulty and speed. There's a bonus life every 10,000 points and bonus points after every wave, dependant on which level you are on (Bonus = Wave Number x 1000). After the wave bonus the Dodo must be hit 12 times, by bringing the number on the right of the score from 99 to 100. The number of 'Mults', 'Waltys' and 'Bulldaws' is also dependant on the wave number.

WARNING: 'Mults' are not affected by laser fire, but in fact, feed on it. The 'ground-skimmer' can be destroyed on collision with any enemy or enemies weapons, or by letting the 'BBS' (purple coloured enemy) getting to the far right of the screen.

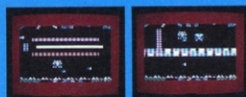
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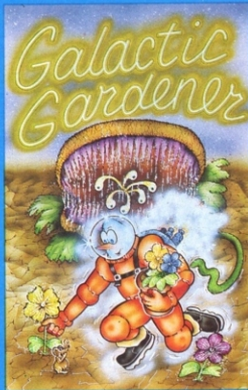
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Deep in the kitchen of one of the towns first class restaurants amongst the hustle and bustle, Little Thwifty Thwilly has just been selected from the aquarium as a customers main course ... panic ... sitting in the oven his first thought is survival and how to escape. As the oven is ignited and the flames start to rise he realises his only hope is to collect the dripping condensation from the pipe at the top of the oven and try to extinguish the flames. It's going to be tough, he must survive through ten different ovens and face added hazards such as the rotating spit, spinning food debris, oven foam and the restaurants pet dog, Fatty Schizo Henry, who by the way often enjoys a snack from the restaurants aquarium. Can you help him?

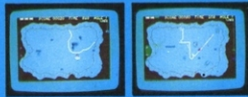
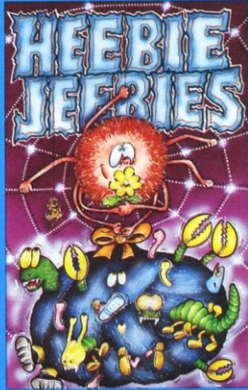
Available on the unexpanded VIC 20



Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up. The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks.

If anything is touched other than a pot, beans, fuel dumps for re-fuelling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

Available on the Commodore 64



You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

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CHEETAH CHOICE

The latest add-on keyboard for the Spectrum has the feel of a professional about it, although praise for the Cheetah might be somewhat muted because of its strange layout. John Lettice runs his fingers over the new keyboard and compares it with the Transform.

A Spectrum keyboard that makes your machine look like its deadliest rival, provoking outraged cries of 'Strewth, it's a Commodore' from your friends, may not immediately seem the smartest of ideas. And in a favourable light, the Cheetah 68FX1 looks a dead ringer for a mysterious new deal of the 64's.

But wait before you pass by on the other side. One of the intriguing things about the Cheetah keyboard is that it could easily pass for a commercial micro, and in this sense it's leaving behind the more or less hacker-style cases we've been used to uptill now. The professional look of the Cheetah is a sign that the add-on keyboard market is growing up.

couldn't get the arrangement to fit properly inside the case, and anyway the screw holes seemed to be in the wrong position, so I gave up, noting along the way that there didn't seem to be any provision for a ribbon cable to the Microdrive anyway.

Fortunately, the Spectrum PCB fits well to the back of the Cheetah, so you can still use Interface 1 externally, although it spoils the typing angle.

You certainly can't get the power supply inside the case, but trying to fit one can all too often be a bed of nails, so this is no bad thing.

Keyboard

The keys are laid out in two sections —

they're to be used for later amendments.

Considering the fact that a couple of extra keys have been added, it's puzzling that the Cheetah doesn't have separate punctuation keys. With the addition of these it would be a reasonable option for word processing, but without them its scope is severely limited.

Verdict

The basic concept of the Cheetah is good, but the execution lets it down badly. Some keys have been added for no good reason, while the keys that could have made it a good buy have been omitted. Of course there are other cases around that it outclasses, but it's expensive, and in its chosen price bracket it's competing against the Transform model.

Sure the Cheetah makes the Transform look unwieldy, but the latter does have the extra punctuation keys, and the layout is considerably more sensible. Similarly, although the Transform's



Construction

The top of the case is moulded in stiff black plastic, and a metal base fits snugly into this. The whole set-up is solid and robust without giving the impression, as so many Spectrum keyboards do, of being a throw-back to the 'build your own micro' days.

The quality of the printing on the keytops reinforces this impression — the legends are clear and easy to read and gentle scraping with a fingernail failed to make any impression on them, so they look to be fairly durable.

The Spectrum's printed circuit board bolts onto the Cheetah's metal base, using a series of nuts, bolts and metal pillars. The review model came with eight washers to facilitate this, and no matter how I puzzled over it, the instruction sheet seemed to require 12, but it seemed to fit well together with what I had.

Fitting Interface 1 was more of a problem. The instructions tell you to take off the base of Interface 1 then 'marry Interface 1 to 28 position slot of Cheetah'. Having done this, I found I

the main keyboard and a 15 key numeric pad. The feel of the keys is good, but the space bar has just a little too much of a rattle and, in my view, the layout is weird.

The basic Spectrum layout is used, but at the bottom right of the main section there are four extra cursor keys, an extra shift, and a RUN key. I don't see the utility of the latter at all as, although single-key entry may be a useful addition to other micros, it's a bit pointless considering the Spectrum already has it.

The end result of the additions is that the symbol shift is lost among the rest of the keys (you keep hitting the extra shift instead) and the Enter key is displaced up to the second top row. There's an extra graphics shift key next to Enter, and at the top right are Edit, Delete and Break keys. Delete is useful, but Edit is limited by being mixed up in the body of the keys again, and considering Break duplicates the space bar, it's probably the most useless key ever to grace a keyboard.

Apart that is from the three blank keys on the Cheetah we reviewed. I could find no role for these, and imagine

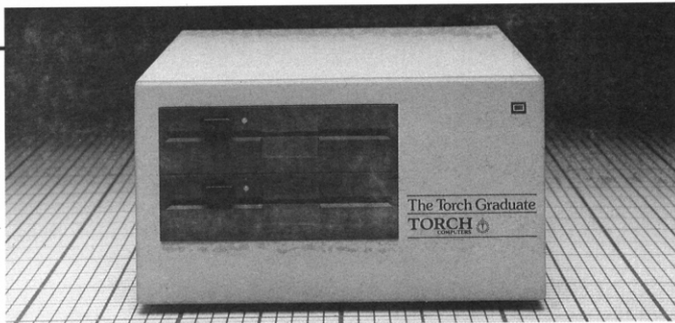
insides have something of a Heath Robinson aspect to them when filled with PCB, Interface 1 and power pack, at least there's no question that you can get them all in!

Having said that, the Cheetah is certainly of a quality to allow it to take its place among the great extension keyboards of our time, and with the caveat that wiring in too many extra keys to a Spectrum can cause considerable problems, rearranging layouts and wiring up different keys is only a minor expense for keyboard manufacturers. So if I'm right about layout problems' it would seem likely that the Cheetah will be amended and will be a more worthwhile buy.

REPORT CARD 1 TO 5

Features	●●●●
Documentation	●●●●
Performance	●●●●
Overall value	●●●●

Product Cheetah 68FX1 Price £5.95
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SOFTWARE PRE-VIEW

We take a peek at the new software packages, and give you a taste of things to come. Note to software publishers: If you wish your company's product to be included, please send only the very latest releases to Bryan Skinner, Software editor, PCN, 62 Oxford Street, London W1A 2HG. Please don't forget to include prices and telephone numbers.

AMSTRAD



Ghoulies, an example of how the standard of Amstrad software is rocketing now, is a very competent translation of Micro Power's BBC and Electron game. It's a platform affair with Pacman overtones, but the graphics are very well done.

ASK's latest educational program, **Number Painter** is

designed to improve mental arithmetic. Players move Mr Painter up and down ladders to collect numbers, trying to prevent him from falling down.

If you've ever fancied yourself as a landlord, **Country Cottages** should interest you. It's a property game—you buy and rent cottages, struggling against hazards such as burglars, fires and ghosts, the aim being to reach a specified target of capital.

Ghoulies	£6.95	Micro Power 0532 458800
Number Painter	£8.95	ASK 01-874 6046
Country Cottages	£7.95	Sterling Software 01-258 0066

SPECTRUM



Fancy a bit of martial arts? Well, **Kung-Fu** is just for you. The game features wire-frame pugilists, movement is smooth and there's an option to see a slow motion replay of winning strikes. Played against Oriental backdrops, you take on another player or your Spectrum. The theme's novel, nicely done and deserves to do well. Bug-Byte's other release, **Turmoil** is a platform game with neat graphics and a good theme. Your task is to fill a car with oil—you must collect an oil can, then stand under an oil tank from which oil drops descend. Then you take the filled can to the car. Life isn't made easy by the sword-wielding Arabs, nor by the screen layout, nor by having to stand on moving walkways. Fortunately, there's a training mode.

Setting a time limit to adven-

tures is unusual, but that's the name of the game in **Assignment East Berlin**. It's a text-only adventure, with a noun-verb only phrase analyser.

Eclipse continues to turn out astronomical programs. Latest is a computer version of a globe. Continents are drawn in outline, any point on the planet's surface can be at screen-centre and you can rotate the globe in one or 15 degree (hourly) intervals. Expensive at £7.45, but interesting.

Want to get to know yourself? **Life-Line**, it's claimed, presents a fascinating new way of analysing your character, distinguishing between the personality you project and your real self. Fun and instructive as they are there's an argument that computer questionnaires are worse than those in magazines, as people tend to believe what the computer tells them. **Life-Line** categorises you into a personality type, such as Leader, Coordinator or Researcher.

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BBC



Castle of Gems features Bertie Bear trying to collect gems, and stay one jump ahead of gem gobblers, gremlins and trees. The scenarios are Escher-type staircases, but the perspective can be more than a bit strange. Gems are scattered around, and as with Pacman, walking over them collects them, with an additional bonus if you get the last one on the screen. Some antagonists can

be despatched easily, but others are immune to your efforts. Graphics are quite well done, but there's barely anything else to it.

LSJ Logo is a 16K EPROM, hence the price, and is the result of two years' development by Catsolf, the company commissioned by the DTI for the feasibility of a BBC Logo. Written entirely in assembler it takes Logo away from the primary school image it seems to have acquired, offering floating point arithmetic and list processing.

Logo	£59.00	Logo Software 01-891 0989
Castle of Gems	£5.70	MRM 0472 44304
Felix meets the Weevils	£6.95	Micro Power 0532 458800
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European Knowledge	£6.95	Micro Power 0532 458800
Number Painter	£9.95	ASK 01-874 6046

COMMODORE 64



Good news for 64 owners is the recent deluge of 64 software. Even better news is that the majority is pretty good. Quicksilver's **Summer Games**, from Epyx is probably the definitive Olympic games program, way ahead of even Daley's **Decathlon**, **Micro Olympics** and **Decathlon**. **Doodle** looks to be a very nice piece of graphics software.

So you thought straight Invaders' shoot-em-ups were dead? Mr Micro's **Ad Infinitum** shows there's life in the old dog yet.

What with all these literary and mythical games—**Pegasus**, **Atalon**, **Gandalf** etc, it's not

surprising that someone's gone back to the Greek classics and come up with an adventure based around Orpheus. In your travels through the 120 screens, you encounter fireballs, deadly birds, poisonous plants and the like, while new lives are gained by touching the 'Sterling' logo. Treasures are collected for points.

Catastrophes is a curious mix of game-styles. Your task is to manoeuvre your helicopter to collect bricks and build as tall a building as possible. Hazards include low-flying aircraft, storms, earthquakes and flood. In **Star Egg** you must first overcome the Guardians, and enter the hatchery to kill off newly-hatched aliens. The hatchery is a network of levels, ladders and lifts.

Orpheus in the Underworld	£6.95	Sterling Software 01-258 0066
Ad Infinitum	£7.50	Mr Chip 0492 79026
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Summer Games	£14.95	Quicksilver 0703 20169

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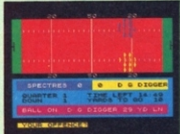
AMERICAN FOOTBALL

After you've finished watching American Football on Channel 4, you can flick round to channel 36 on your Spectrums (and soon I understand, your Commodore 64s) and play the game yourself, minus the bruises.

There are probably two ways to design a game based on the Gridiron. One I played years ago on a Tandy (of course) required you to take direct charge of one of the players using a joystick. As soon as the whistle went the screen was a mad blur of stick men running in all directions.

Those primitive days are over — technology forges on. *American Football* from Argus Software casts the player as coach. Your job is to choose the offensive or defensive 'play' most likely to succeed under the prevailing circumstances of the game. Once you've issued instructions, your team of minions gets on with it.

The outcome seems to hinge on a combination of mostly luck and a little good judgment. You obviously don't know which play your opponent is going to choose and there seems to be a random element built in to the outcomes of identical offensive/defensive plays don't produce predictable results.



I imagine much careful coding has gone into this. The screen action is very good — all the little figures do a remarkable job of running about at the same time. Argus has thankfully provided a fairly comprehensive rules and strategy guide as a primer to the finer points of the game. It's not exactly action-packed, as you spend a fair bit of time just sitting there waiting for your team to take up positions. But I suppose you could always resort to hot dogs and popcorn to fill in the odd moments, just as you would at a real match.

American Football is well designed with a nice HELP facility and a scoreboard. It would have been a good touch to include those inane little phrases of organ music that come over the speakers at the real thing, but there you go.

Rating: 8/10
Price £9.99 Publisher Argus
 01-437 0626 Ian Scales

HIT

COMMODORE 64

FALCON PATROL II

Your VTOL jet (that's Vertical Take-Off and Landing to the uninitiated) seems to have got right up the enemy's nose. You have gained the upper hand in the war and they are about to launch their final, all-out attack on your shattered town. So FPII is the follow-up to the original Falcon Patrol.

Being a VTOL jet the Falcon is a pretty nippy little aircraft. It's highly manoeuvrable but requires considerable slowing down before you can hover or change direction to chase the enemy. But the enemy is no pushover. Its helicopter attack squadron contains colour-coded transports which, although unarmed, drop flak batteries and radar jammers, and there are gunships designed to lure you into making mistakes. Once dropped, the flak batteries release their deadly contents into the air and the radar jammers distort your radar screen which indicates the position of the enemy helicopters. Blasting the radar jammers will deactivate them.

Fully fuelled and fully armed, the Falcon carries 100



missiles but these won't last for ever. At times you will need to both refuel and rearm in order to carry on the battle. To do this you will need to drop in on one of the strategically located landing pads. But beware — those which have sustained more than 75 per cent damage will be out of action and you may find yourself grounded. That'll teach you not to fire indiscriminately.

An audible warning sounds when fuel gets close to danger level. There are 16 levels to proceed through and you gain an extra life at every fifth level you crack. Not surprisingly, the further you proceed, the heavier the enemy forces seem to get. Time to get stuck in, I think. Very good. Keith Mason

Rating: 7/10
Price £7.95 Publisher Virgin
 Games 01-221 7535

HIT

SPECTRUM

HAMPSTEAD

I thought climbing the social ladder would be a piece of cake — but after playing *Hampstead* I've had second thoughts.

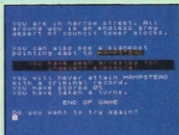
Because you've got to climb up, you naturally have to start at rock bottom. So here I am sitting in the lounge of a smelly council flat in North West London, watching '3-2-1'.

To move in a direction, it's a single letter command, so I went East. There I hit the kitchen where there's a pile of dirty plates and take away cartons. Being a house-proud person I decide to 'Wash Plates' (as I thought that this was the kind of thing you'd have to do to attain *Hampstead*). The response I got was: 'You Can't Do That'.

Anyway, I go further East, and there's a backyard with a locked shed and a closed gate. After several attempts I get the gate open and go down a narrow street towards the dole office to get my money.

In the distance is the sign post to *Hampstead*. But alas, I've forgotten to get dressed and get nabbed for indecent exposure. Then I'm told I'll never attain *Hampstead* with a criminal record.

Next time round I explore more of the flat where I come



across live fungi on the bedroom walls and the remains of last night's vindaloo and chips in the bathroom. I can't imagine why this distasteful description should add to the game — it just made me feel sick.

In the bedroom I find a tracksuit and work my way back to the gate, to once again tread the short and narrow path to *Hampstead*. But my luck ran out when I got mugged by a gang of thugs. Oh, well, *Hampstead* was just never meant for me.

This is quite a good game in terms of a challenge. There's no graphics to add to the text — on second thoughts, I don't think I'd like to see the remains of chicken vindaloo. But the documentation is well done, setting the scene and giving a few hints. Sandra Grandison

Rating: 7/10
Price £9.95 Publisher Melbourne
 House 01-940 6064

HIT

COMMODORE 64

ZIM SALA BIM

If you've always wanted to star in one of those Turkish delight advertisements but have never been asked, here's the game for you as the sole survivor of the Sultan's vicious raid on the village of *Zim SalaBim*. There's no money left and there's no food, so it's been left up to you to break into the Sultan's palace and recover the gold he pillaged. After that you have to find the secret cave and give the gold back to the village elders. What could be easier? You've only got to get across the burning desert to the palace walls, break in and grab the loot.

But with marauding nomads intent on robbing you and leaving you for the vultures, there's also the problem of running out of water. Believe me, there are no Perrier bottles out there.

So you've reached the palace walls and carefully avoided the guards only to be faced with the pitiful sight of a poor beggar slap bang next to the food stall. If like me you're chivalrous, you'll try to get food for him —



but beware Islamic law. Even when you get inside the palace you are nowhere near safe and dry. One little slip up and there you are — slung in a damp, dark dungeon, life slipping away and nostrils assailed by the smell of rotting food. If there's a way out of here, I couldn't find it.

The graphics on this game are amazing. Wherever you travel on this scrolling screen, you can see your immediate surroundings in full colour. All the objects you have to collect are there to see and the obstacles are only too obvious. And all accompanied by the most atmospheric Eastern music.

Rating: 8/10
Price £9.95 Publisher Melbourne
 House 01-940 6064 Keith Mason

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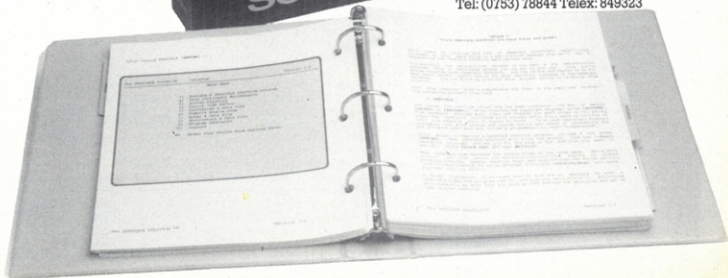
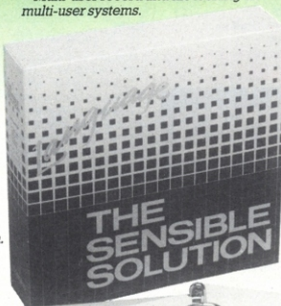
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SPECTRUM

HUSTLER

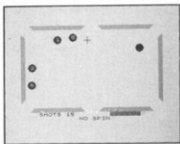
Hustler is a pool simulation, but don't unpack your trunks—the weather's terrible and it's the other sort of pool.

On loading, you're treated to a wonderful rendition of some purdy tune while you browse through the game options menu or the high score table. Actually, the music's great.

There are six game variations for one or two players: for the single player—any ball in any pocket, balls in order and ball in its pocket; two players—score the pockets, mini pool and lowest and highest.

Score the Pockets involves getting a numbered ball into its correspondingly numbered pocket. Mini pool is just like club pool, but instead of potting spots and stripes, you pot numbers one to three or four to six depending on who pots what first. Lowest and highest simply involves player one potting balls one to three while player two pots four to six; last one out's a sissy.

Built into *Hustler* is a remarkably diligent referee who not only keeps score, but spots fouls and awards extra shots to the opposition accordingly. Another nice feature is the spin option. Besides hitting the



cue ball with varying force, you can also add top, bottom, left or right spin, with a touch that ranges from ever-so subtle to quite devastating. Theoretically, at least, some nifty shooting should be possible here.

I say theoretically not because of some fault with this particular game, but more a failing with all versions of computer pool. None of them even attempt to transpose the real 3D, sideways on view of a pool table in the simulation. Even with the smooth graphics, it's not a simulation at all and it's a rather boring way to spend your time.

As far as computer pool goes this is a very good version, but it just doesn't go far enough.

Roger Howarth

Rating: 5/10
Price £6.99 Publisher
Bubble Boy (0732) 355962

48K SPECTRUM

KENTILLA

In the footsteps of the great warrior Ashka you trudge round Caraland looking for the evil Grako. Ashka, sadly deceased (and foul play is suspected), is no help at all except that he has left you his sword. Nobody else is much help either; the main feature of the evil Grako's kingdom is frustration.

You have to sort out friend from foe; at the same time you have to navigate through the arid plains and dense forests by means of direction commands that don't always make sense. North and East are treated at one point as opposite directions, and there is more confusion when Ups and Downs come into play. Then there are the objects to be collected, but that's only half the story; finding out what to do with them is another matter.

So far, so familiar. There are 29 commands at your disposal to help you grope around Caraland, and the game includes an editing feature to let you recall and overwrite the last command.

None of this is much help when the Urga-Mauls descend on you in strength. These, you'll find, are the worst of the early



obstacles; the Cavezats fight only in self-defence but need to be bribed to part with any objects; the Rattling Quarg is a run-of-the-mill adversary; and Ogeron, though friendly, is a man of few words. For example, he tells you that Grako is in the Black Tower but stays silent when asked where it is.

Elva, a creature you'll meet again and again as the Urga-Mauls overpower you, appears totally inert until you learn how to get on his right side.

The text is sprinkled with pictures to cover most of the locations.

As the frustration builds, so does the sense of satisfaction in making progress. It seems a perverse way of enjoying yourself.

David Guest

Rating: 7/10
Price £6.95 Publisher
Micromega, 01-223 7672

COMMODORE 64

TERRORIST

It could be the railway station, the airport, the telephone exchange or something more mundane... whatever it is one thing is for sure, the town has got a serious case of the terrorist attacks.

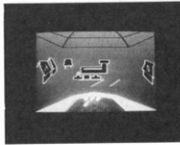
The authorities have called in Red Leader and the anti-terrorist squad.

You have the option of four skill levels: private, sergeant, captain or colonel and doubtless egotism will rule here. As you rush to the main trouble spot, you're given a map of the area.

The longer you take looking at this, the more points you lose from your initial allocation of a million.

To transport you around the attack zone you have the choice of a police car, a boat and a helicopter gunship. You can transfer from one to another by pressing the relevant function keys. They each have their uses, the boat for discovering the rivers on the map, the car for uncovering the roads and the helicopter for rushing to the scene of a terrorist attack as well as transporting the boat and the car to other locations.

Points are scored for uncovering the roads, rivers and the attack locations and lost for



going in the wrong direction or not moving at all.

But in doing all this you have to watch your fuel levels very carefully.

Fuel can be transferred from the helicopter to the boat and the car but don't let the helicopter run out, you have only three at your disposal. All attack areas are indicated by a shell burst and as you reach them the screen changes to show the area in more detail. Silhouettes of the terrorists will appear but you must be sure to shoot them before one of your men does. At the end of the battle the casualties are totted up and the area declared either safe or in enemy hands. How does it end? Well, it's a fight to the death. Excellent.

Keith Mason

Rating: 8/10
Price £7.95 Publisher Virgin
Games 01-221 7535.

COMMODORE 64

MAGIC MICRO MISSION

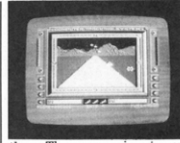
Although based on Central Television's new programme, this one from Quicksilva turns out to be just a couple of old refashioned games, neither of which is up to much.

The first is a Buck Rogers type of affair. Looking down a highway towards some distant mountains, you move a cross-sight to pot oncoming flying saucers. The highway's moving bands of colour do nothing to give the game a sense of movement or depth. If a saucer gets too close, the screen just freezes.

The saucers are stubby, stylised representations and, look more like shopping baskets than intergalactic vessels. While the sound effects are not bad, six screens of pretty much the same fare is tame stuff by today's standards.

Movement is a bit stiff on the second game and the maze is smallish and uninspired. Again, the graphics are fairly crude. The idea is to move Zog, your robot, around the channels dodging the RAM chips and resistors that patrol the area.

The title page is splendid but the game selection instructions disappear off the screen before you have the chance to read



them. The program is not even crash-proof: pressing RESTORE and RUN/STOP together doesn't, as with many programs, restart the game but plunks you back into Basic.

No amount of typing RUN will get it going again.

Both games are old hat and look as if they have been written in Basic. They have been done much better elsewhere.

Two for the price of one, even with a splendid title page, is no bargain in this case.

Quicksilva has infinitely superior programs to offer, and it's hard to see why they should want to damage their excellent reputation by pushing this turkey on to an unsuspecting public.

Bob Chappell

Rating: 2/10
Price £7.95 Publisher Quicksilva
0703 20169

STAR GAME



COMMODORE 64

BOULDER DASH

If there's a game that'll get you hooked it's *Boulder Dash* with its brilliant graphics and sound. You search caves and collect as many jewels in as short a time as possible to get through each mysterious tunnel to the next level.

If this sounds easy, you're in for a shock.

What you need to master this game is strategy and planning — these will help you to detect where boulders are going to fall. And with 16 caves and five difficulty levels you're bound to

be kept busy. If you want to see how to play there's a demo that'll give you a hint.

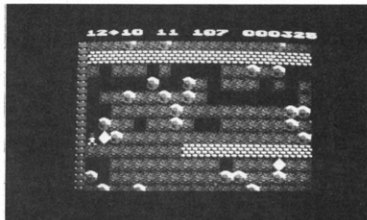
I started in cave A, level one. Then, to a bubbly tune, the screen scrolled backward with boulders and jewels appearing randomly. As if by magic, Rockford appeared with his hands on his hips, blinking his eyes and tapping his foot as if to say: 'Well let's get moving'.

At the top of the screen a tally is kept on your running score, the number of jewels you have to collect to go through the escape tunnel and a timer that starts at 150. You start off with three lives.

Controlling Rockford is just a matter of good joystick control. As he trunches along, shifting boulders with the strength of Atom Ant, the screen scrolls smoothly, vertically or horizontally, in whatever direction you want to go.

You have to work out carefully which of the brown boulders to shift because if you're not careful you'll find that they'll all come tumbling down sending the unfortunate Rockford to an early grave.

The next proved to be a killer, so I paused the action to plan a strategy. But this was to no avail because a warning sound



came on to tell me I was running out of time.

Tackling other caves at various levels was an even greater challenge. In some you have to fight against deadly fireflies, in others there are enchanted walls, butterflies and more. In all Rockford has a lot to keep him busy, when he has to outmanoeuvre fireflies, black growing amoebae, transform butterflies and overcome other obstacles. If you're good you'll get a bonus try for every 500 points.

Completing caves D, H, L and Pentiles you to play a 'playable intermission'. Here you have to zap through four short interactive puzzles — if you complete

them successfully you get a bonus Rockford.

The graphics in each cave are colourful and superbly done. As for the scrolling — well, it gets top marks, it's so smooth. The sound is also done well, and it's faithful to the action on the screen. For instance, when the boulders come crashing down it actually sounds as if an earthquake is about to begin.

Boulder Dash will give you plenty to do, there's lots of choice and a variety and some of the caves are really difficult to master.

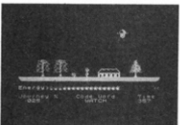
Sandra Grandison

Rating 10/10

Price £8.95 Publisher Statesoft
0438-316561

SPECTRUM

TROUBLE BREWIN' / SUPER MUTT



This tape is like an old 45, with an A side and a B side. *Trouble Brewin'* is definitely the B side, for in *Super Mutt* Silversoft has created a character to rival Jeff Minter's battling sheep.

Super Mutt flies, leaps, and jumps vertically. Ears pinned back he skims the roof-tops in a quest for energy-giving green apples; defying gravity he vaults from ledge to ledge collecting floating letters that will give him the password to rescue his friend the Pup at the end of the game.

At the same time his remarkable (and energy-sapping) agility comes in handy for dodging various airborne hazards. He lacks fire-power, relying on nimble paw-work to reach his goal, but the letter collection makes this an agreeably educational game that doesn't need any mayhem to be enjoyable.

The graphics throughout are

fine; the quest takes in 24 rooms and 60 landscapes, with a variety of adversaries for the paranormal dog. The game needs patience and a certain amount of ingenuity; the margins for error as you try to keep the dog's energy levels up are slight, and although some of the green apples are easy targets, the aerial bombs in many different disguises are all over the place.

Trouble Brewin' is similar in style, the aim being to collect ingredients and utensils and use them to make wine. There are five stages, all more or less the same — they differ only in the items you have to collect and the nasties you have to avoid.

The brewer jumps, climbs and waddles, but he has none of Super Mutt's charm. Once you've seen one screen full of ladders and ledges, you've seen them all unless there's something outstanding about the graphics. But Super Mutt may be demanding enough to make *Trouble Brewin'* a source of relaxation, especially as you can stay on the five practice screens instead of taking on the whole game.

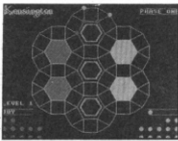
David Guest

Rating 8/10

Price £5.95 Publisher Silversoft
01-748 4125

BBC B

KENSINGTON



About a year or so ago, a new board game, *Kensington*, was a runaway success. It has now been converted for playing on your BBC B or Commodore 64.

Chess and Scrabble apart, board game conversions have not always fared well. *Kensington* is a happy exception, not least because the game itself is so engaging.

It is simple to pick up but can make high demands of the players' strategic skills.

The board consists of a series of triangles and squares, so arranged that they interconnect to form several hexagons. Each hexagon is either red, blue or white.

The contest is between two players, each of whom has 15 counters, blue or red.

The counters are placed in turn on the points of the shapes and thereafter slid along to adjoining points.

Capturing a square or triangu-

le allows you to put the boot in by shifting one of your opponent's counters to any point on the board.

The winner is the first player to capture all points of either a white hexagon or one of their own colour.

It may not sound much but in practice the game is gripping.

The board is attractively represented on screen, the counters being fairly large blobs of colour.

You can use the program to play against another player or pit your wits against the computer on any one of three skill levels. It plays a mean game.

Placing of your counters can only be accomplished using a set of keys as cursor controls — joystick movement would have been better. There are a variety of options including sound effects and being able to watch the computer 'thinking' at any of ten speeds.

Kensington is an excellent game, extremely easy to learn but not one to tire of easily. There are hidden depths to this apparently simple game. If you want to give those grey cells a shake out, this is the one to go for.

Bob Chappell

Rating 8/10

Price £12.95 Publisher Leisure
Genius 01-935 4622

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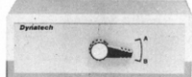
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All you have to do is identify the film stills below. They're culled from smash science fiction films featuring space travel and computers. To make things a little easier we've listed eight movies — just pick the correct six and match them to the numbered pictures.

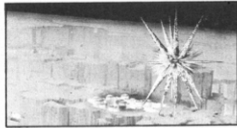
The first all-correct entry out of the hat wins the first prize. The next 30 correct entries win copies of Elite. All entries must be received by Friday, November 23.



1



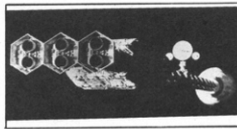
3



5



2



4



6

The films:

Superman
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Alien
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Entry Form

1 2

3 4

5 6

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PLAY THAT TUNE

Peter Worlock turns his 64 into a music synthesiser with a complex package and produces sounds to rock to all night long.

The Commodore 64 has enjoyed a spate of graphics packages recently; now it appears that the sound synthesiser is about to take the spotlight.

The need for extensive software support is obvious after a glance at the specification of SID — the 64's Sound Interface Device — which features three sound channels, fully programmable ADSR envelopes, four waveforms, full filtering and a range of special effects such as ring modulation and synchronisation.

Any software intended to fully control the complexities of SID is likely to be complex too.

Such is the case with Musicalc. The documentation claims: 'It takes minutes to learn, a lifetime to master.' Possibly, though most of us reckon that many minutes in hours and days.

However, the demonstration pieces on the disk prove that it's worth persevering.

Features

There are two main aspects to Musicalc and they allow you to use the 64 as a music synthesiser and as a sequencer. A sequencer allows you to edit and store a sequence of notes and play them back.

In either mode you have full control over all of SID's features with on-screen displays showing the values for attack, decay, sustain, release, and tempo.

Using the editing modes you can recreate natural sounds or imitate an enormous range of musical instruments. The package comes complete with a set of 32 ready-to-use disk files that give you a built-in orchestra from guitars, pianos, drums, harpsichords and violins to all those weird electronic noises adorning the hits of our times.

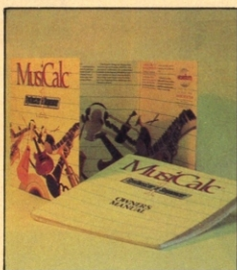
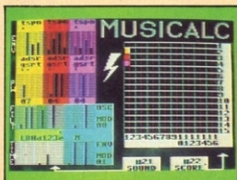
Added to this are 32 music files offering simple jingles and longer classical pieces which you can use, play along to, or change.

Documentation

Given the immense complexity of the subject, the documentation is a model of clarity. After starting with an overview of the package, it gets straight down to business with step-by-step instructions on booting up the program, finding your way round the controls and putting them into practice.

By following the booklet and working through the examples you'll get a good grounding in how to operate Musicalc.

The main 72-page manual is supplemented by a fold-out leaflet touring



the main features, and thankfully there is a glossary and handy guide to the controls — all 114 of them.

In use

This is the crunch — in their attempts to relieve the complexity of SID the programmers have largely substituted one morass of complication for another. Anyone who has used Wordstar will know and loathe its web of control codes and menus. Musicalc suffers from exactly the same problem. For example, the simple task of clearing one voice involves no less than six instructions.

What makes things worse is that for most operations the screen display remains the same, the tunes carry on playing and the only indicator that you are in some particular mode is the border colour. At the same time a multitude of keys perform similar or different tasks, depending on which mode you're in.

Once you've developed some familiarity with the controls you can create some remarkable music. In synthesiser mode you can start from any of the present sounds and tunes and simply add your own accompaniment over the top, or change any facet you like. For example, take a Bach piece. Change one of the

instruments, alter the tempo, add a samba beat, or put in a percussion line — you can do whatever you want. Alternatively, you can start from scratch and set up your own sounds.

Sequencer mode is just as powerful, and complicated. You are allowed up to 255 notes split between up to three voices. In other words, you can have all voices play a piece of about 85 notes, or two voices playing 127 notes, or a bass and percussion track of perhaps 16 notes, with a 240-note melody.

You have a full range of eight octaves to play with. Once the initial set-up routines have been performed, creating the music is fairly simple. The sequence is set out as a 15x16 grid filled in using a combination of cursor and function keys. The bonus is that the voices constantly 'scan' across the grid, so as each slot is filled-in you can hear immediately how your music sounds. If you strike a sour note, simply cursor back and try again.

Those set-up routines are involved but not difficult and allow you to define the start and end point for each of the three voices, giving you immense flexibility in setting up melody line, harmonies, backing tracks, etc.

The real joy of Musicalc comes in combining sequencer and synthesiser modes. For example, you can define a 200-note backing track using two voices as bass and percussion, then switch to synthesiser mode and while the 64 plays the backing, you can play melody.

Verdict

Musicalc is without doubt the most powerful program around for making music on the 64. Sadly, the complexity of using it is directly proportional to its power. Lots of practice will make things easier but it is never going to become second nature.

Its only failing is that there appears to be no way to use the music files you create. Beyond that, Musicalc and your 64 will allow you to experiment, compose and play music until your family and friends beg for mercy. ■

REPORT CARD 1-5

Features	●●●●●
Documentation	●●●●●
Performance	●●●●●
Overall value	●●●●●

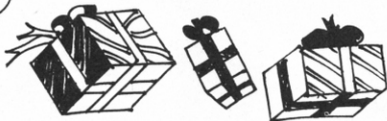
Price £45 Publisher Musicalc UK 01-241 2448

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SOFTWARE PRO TEST: MACINTOSH

PICTURE THIS, MAC

Apple's Filevision for the Mac files by using pictures. Sounds childish? Geoff Wheelwright says it works very well.

When Apple's Macintosh first appeared, there were great pronouncements about how many companies were going to be producing software for the machine and how the Mac would be setting the 'next' software standard.

As it happened, many software companies still hadn't finished with the 'old' one (PCDOS on the IBM PC) and the Macintosh had to learn to co-exist in a multi-standard world. The very fact of this multi-standardness meant that the first few software packages to appear on the Mac were conversions of successful IBM PC programs — and thus were not necessarily designed with the idea of making the most of the Mac.

Programs such as Microsoft's *Multiplan* (financial planner) and *Word* (word processor) were no doubt powerful programs, but they were not designed exclusively for the Mac. The question was always, 'how can we make more of this PC feature on the Mac?' — instead of building the system from the ground up.

Despite all the companies offering software support for the machine, the most inventive program to take advantage of the machine's unique talents so far has been Apple's own *MacPaint* — the painting program which comes with the machine.

Mac users have been waiting for months for the next 'MacPaint' — a piece of software that will truly exploit the high-resolution graphics and the 68000 that lies at the heart of the machine. Well, you'll be happy to know that a product which claims to do just that has

now arrived. It's 'a picture-oriented database' known as *Filevision*.

Features

Filevision is a database that looks nothing like a database. Its closest relative is the cardbox program developed on the touch-screen HP-150, where you are shown a screen-representation of a card file and you point at the card you want — but Filevision goes one step beyond that.

A traditional database has field names and records which are contained in each of those field names. Filevision uses 'field pictures' instead — each represents a category of information and can be accessed simply by moving the on-screen pointer to the appropriate picture and clicking the mouse button.

In use

As with all Californian products, the first example database on Filevision is 'Mellow'. It involves using the program to keep track of all those lovely bottles of Californian wine in the wine cellar (of course you've got one, hasn't everybody?).

When you open the 'Tour' file, you're presented with a MacPaint-style screen that contains drawing icons down the left-hand side of the screen and a wine-cellar pictured in the middle, complete with racks and wine bottles.

Each of the wine bottles, the wine bins and the wine cellar itself is considered an 'object' in Filevision parlance. So to get information about a given bottle of wine, you first use the pointer to choose 'wine' from the 'object types pull-down menu' and then select a wine bottle with the 'object selector' arrow.

There are two types of on-screen arrows, the object selector and the

element selector. An object is a picture, which can be made up by a number of elements (if you've drawn a house, for instance, you might have the roof and door as separate elements in the 'house' object). It sounds complicated for a supposedly user-friendly package, but when you're using it all does, in fact, make sense.

Getting back to the bottle of wine (the one on the screen) — once you've selected the wine bottle, a title for the wine will appear on the bottom of the screen and you can get more information on it (ie the whole record) by clicking the mouse button twice. You'll then see a standard cardbox-style card with information about the wine's colour, year, price, how many bottles of the plonk you've bought and other necessary information.

Filevision has all the standard sort of database mixing, matching and report facilities, but its biggest strength lies in letting you easily develop graphic symbols to represent groups of bits of information. Aside from the standard collection of lines, boxes, polygons, letters and patterns (as with MacPaint) you also get a whole range of pre-defined shapes through a 'Symbols' menu that contains 20 sprite-style characters including a telephone, a bicycle, a skier, a car and a pith helmet (or maybe it's a birthday cake — it's hard to tell). There is also a strange 'typeface' called Cairo which contains an additional set of shapes ranging from funny faces to standard household appliances.

Verdict

Filevision is a wonderfully inventive package that offers the opportunity to change the way people think about databases.

My only concern has more to do with the Macintosh than the package itself. Because the Filevision pictures in database files take up lots of disk storage and need lots of memory, the average 400K single-drive Mac with 128K will have trouble making the most of it. Filevision would, however, be a superb database to use with the 512K 'Big Mac' and a hard disk system.

As it stands, however, Filevision will easily handle the organisation of wine cellars (and other similar jobs) up and down the land — whether they're stocking Californian wines or not.

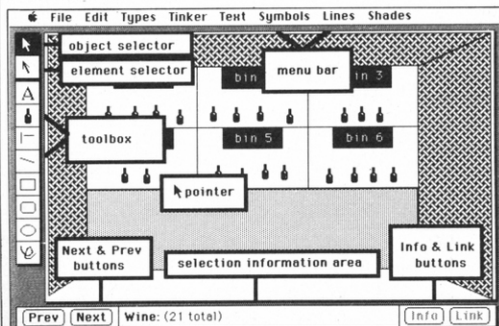


Diagram of the Filevision screen: functions and facilities.

REPORT CARD 1 TO 5	
Features	●●●●●
Documentation	●●●●●
Performance	●●●●●
Overall value	●●●●●
Manufacturer Apple Price £183 Availability dealers.	

Acorn

BBC B 1.205, Cumana S/S 100K drive, Acorn interface, joysticks; all boxed. Plus serious/games software (cost £115), leads. Excellent condition. £650.00. Tel: 01-864 2361 (Harrow—evenings).

BBC (Acorn) disk interface kit. Unused. £10.50. Suitable for use with Acorn, Watford, Amcom, DFS, Eproms, etc/75.00. Tel: 0532 679319.

Acorn Electron as new. Manuals, leads, 25 recorder and 12 games + all Electron users and other mags. £185.00. Tel: Saxmundham 3281.

BBC software for sale originals Philoquest, Quest, Socrates, Colonial Adventure, Adventure Quest, Arcadians, Arcade Action, Jet Power pack, £4 each. Tel: Rugby 812940 (evenings)

BBC B with DFS & Wordwise, £380.00. Acorn Teletext adaptor, as new, £175.00. Cumana dual disk drives, own psu. Under warranty. £295.00. Tel: evenings 0227 756060.

BBC disk software (Games)—database, Beeball, Beeplot, boxed as new £12 each. Paion Yu-Call, Yu-File cassette/disk £7 each. Tel: 01-659 1303 after 7pm.

BBC OS 1K2, 1982 Basic, DFS, £350. Canon 1005 disk drive (own power supply), £110. Sanyo colour monitor, £150. All V.G.C. Tel: 01-659 1303 (7pm).

BBC prism acoustic model for sale, + ROM software, £40.00. Tel: Giuseppe 01-672-4212 (after 6pm).

BBC drive (Cumana) dual disk 40-track half-height with own PSU. Under warranty £295.00. Acorn Teletext adaptor, ROM & manual, include cassette, £175.00. Tel: 0227 756060.

Microbit Cub RGB monitor, 14" screen, standard resolution for BBC micro, £130. Tel: Mr R Jones (09803) 8865.

BBC B + Basic 2 in good condition wanted + DFS if possible. Tel: (0202) 529787, evenings.

Used BBC A 52K, via, ADC, £250 of software, data recorder, leads, books, offers above £250, letters to R. Anderson, 50, Gainsborough Gardens, Gillingham, Kent. Tel: 0464 4928.

BBC B latest specs, manuals, leads, disk drive, + DOS fitted, + 11 disks, games, utilities 3 blank, will accept £450 for the lot. Tel: Lindsey 051-562-4928.

BBC B 1.2 OS, Acorn DFS and Cumana 100K disc drive, also several programs + books. Buyer must collect. £500.00. Tel: (0272) 20850 after 7pm (Bristol).

Acorn disk interface kit, new, £85, including fitting instructions and postage. Jui 6100 daisywheel printer, immaculate, boxed, £315.00. Tel: Canterbury 756060 evenings and weekends.

Acorn Electron, boxed, joystick interface, Quickshot 2, all leads & Acorn's A&F Micropower, Imagine Games, £250.00. Tel: Bedlington (0670) 824379.

BBC B software for sale, or to swap, include Twin Kingdom, Vortex, 2000, Ghouls, Tel: Dean, Stevenage 351272.

BBC B OS 1.20, Acorn data recorder, two joysticks and 15 original software titles, £100 + £50.00. Excellent condition (still in box) — £350.00. Tel: Runcom (09285) 76670 evenings.

BBC B, 1100 of software, will accept £70 for whole lot. Tel: 01-399 6141, ask for Mathew.

BBC 40 track 100K Cumana disk drive, half height, includes power supply and leads, 4 months old, will accept £110.00. Tel: 01-202 9451.

Atari

Atari 400/500 software for sale: Gorf cartridge, £10; Canyon Climber and Ghost Hunter cassettes, £5 each. Originals. Will swap all for Tracball. Tel: 01-341 0464 evenings.

Atari 1100 musical keyboard for Atari 1020 printer or a dot Matrix printer or sell £100.00. Tel: 0283 46415.

Atari Basic Cart II. Ghost Town, Mystery Fun House, Slime, Protector, Touch Typing, £5. Wanted assembler editor, Action, Basic XL, American hardware W.H.Y. Tel: Rotherham 876306.

Shlows CP80 dot-matrix printer and Atari interface wanted. For sale: complete set Computer and Video Games software, cash waiting. Tel: 01-341-0464 evenings.

Wanted: Atari: Touch-Tabl, Tracball, 800 interface and Atari/Synapse Synthesizer + Database disk, cash waiting. For sale: Le Stick joystick, £10. Tel: 01-341-0464 evenings.

Atari 800XL program recorder and video joystick, software includes Pole Pong, Donkey Kong, boxed as new, £199. Tel: (01) 550-5075, after 5pm.

Atari 400 16K including cassette recorder, games, Zaxxon, Preppie, Pacman, Star Raiders, Shamus, Donkey Kong, Dart, Jumbo Jet Pilot, Galaxian etc, including books, basic, £190.00. Tel: 02223 55405.

Atari 400 £40 + 410 recorder + Basic + manuals + Paddles + joystick + over £200 original software includes Defender, Pacman, Soccer all for only £100. Tel: (02070) 649 0037.

Atari software for sale: Multiboot Polycopy, DOS Polycopy, label printer, address label printer, Multicart/Pill controller, Emergency menu, Pill Menu II. Tel: Slough 28029.

Atari owner would like to swap and sell games on disk. Tel: (073128) 262 (Jon).

Atari software for sale, Star Raiders, 1.01 Drive Attack, J10 Jumblelot/pill. £9. 150 plus disks and cassette software. Tel: Iver 654785.

Atari 400, eight carts, lots of tapes, two joysticks, 1010 recorder, all newly serviced, and books, £160.00. Tel: (04862) 67469 after 5pm.

Atari software, swap/disk, Raster, Asteroids and Crystals of the Underdark, cassettes: ACE, Airstrike 2, Fireflight, Preppie 1, Gridrunner, Flight Simulator, Financial Management. Tel: 0225 225277.

Atari 800 48K, many games, £140.00. Tel: West Wratting 022 029 830.

Atari software for sale: War in Russia, Carrier Force, Combat Leader, Paris in Danger, Reflexer 88, Flight Simulator II. Tel: 01-941 6163.

Atari 600XL computer, with printer, tape recorder and £200 software (including Star Wars, Pacman, Defender, Star Raiders, Computer War, £220.00. Tel: (064 73) 3392 anytime.

Atari KCS for sale, includes 17 games, plus all types of controllers available. Cost £350, sell for around £95.00. Tel: Weybridge (0932) 55203 eves.

Atari 800 48K, Basic cartridge, tape recorder and joysticks, superb machine, excellent condition, £240.00. Tel: (0454) 316836.

Atari 400 16K -cassette recorder, Basic, Defender, Position, Defender, Star Raiders + cassettes, joysticks, manuals including De-De Atari, cost £500, sell £195.00. Tel: Stephen (0474) 3104.

Commodore

150 16K switchable RAM Intro to Basic and 2, joystick, mags, books. Tel: Derek 950 0885 after 5pm.

TV monitor with remote control, composite video and sound inputs, suitable for Commodore 64, only £299. Tel: 01-567 6872 after 6pm, ask for Mathew.

150 32K RAM switch CN2 and joystick. Games: Bengo, Jet-Pak, Computer-War, Matrix + magazines, £195.00. Tel: Epping 73754.

CBM 64, C2N cassette recorder, Simons Basic, joystick, 12 games, including Huntchuck, 100 educational software, manuals, leads, all good condition £300.00. Tel: Adl, 01-677-6272 after 5pm.

20 starter cassette, joystick, many good games, £100. Tel: 01-441 5906 evenings.

20 C2N 16K switchable, RAM Huntchuck, 2000, 2000, 2000, reference guide, Sargon II, chess, 14 tapes, literature, £200.00. Tel: Paul 01-644 8710 evenings.

Commodore 64 unwanted present, hardly used, offers around £150, cassette deck £25. Tel: Romford (0708) 760000.

20 C2N cassette deck, Quickshot joystick, Basic, part 1, books, mags, joystick, £110.00. Tel: Matt 01-393 0119.

CBM 1520 printer plotter £70, original software to swap or sell. Tel: 0904 707699.

20, cassette deck, 16K RAM, manuals, books, covers, £65. Games, joystick £120.00. Tel: Aldridge 54484 after 6pm.

64 software for sale: Jumpman (cassette) II, Pharaoh's Curse, £8, Protector II, £8, Soccer £5. Tel: Waterlooville 266855 after 6pm.

20 computer with cassette recorder, 16K switchable RAM, 40-column screen converter, books, and software, only £90. Tel: 01-952 7855.

20 starter packs, 32K, + joystick + cassette recorder + electronics interface + original software, accept £180. Tel: 01-807 1724.

20 80-column screen expander with 2000 program and present on disk £95.00. Tel: 01-907 0208 after 7pm.

Commodore 64 C2N cassette recorder, twelve software, Quickshot, two joysticks, magazines, all £230. Tel: Esher 86620.

Commodore 64 plus cassette drive, Basic and software, worth £250, will accept £300 or offers. Tel: 01-572 1869 daytime.

Commodore 64 O'level history, Maths '2', £12.00 the two, brand new, also software to swap on disk or tape. Tel: 051 423 5483 after 6.30pm please.

Commodore 64 software sale, half price, all originals, write to A Jmel, 7 Holly Road, Northampton NN1 4QL.

20 starter includes tape player, 11 cartridges, Quickshot joystick, cassette, large number of games all excellent condition, £200.00. Apply: R Chamberlain, Tel: Milton Keynes 583076.

20 computer with printer plotter, cassette Simon's Basic, joysticks, books and software for BBC B or Memotech MTX512. Tel: (0245) 37492, will sell £340.00.

Simons Basic 30K, Scrabble, £8, lots of others, Hobbit, Soccer, Miner etc, for cash or swaps for EPROM blower etc. Tony 0474-5241502 after 7.30pm.

Commodore 4023 dot matrix printer, friction and tractor feed, very good condition, worth £400, selling for just £250.00. Tel: (0272) 736666 after 4.0pm.

Commodore 64, about 1070 worth inc Simons Basic and Soccer Cart. Cash or swaps for CBM64 EPROM blower. Tel: 01-730 6300.

Wanted 1541 disk drive for CBM 64, must be excellent condition plus extras including manuals, disks and any software, price negotiable. Tel: (0438) 359583.

20 + C2N good condition, 16K switchable, cartridges including Gorf, Superstar Adventure land + Mang-cassettes including Skyhawk, Donkey Kong, 2 books. £110.00. Tel: Deeping 342249.

20 computer, 10 games, super-expander, joystick 3 books intro set, cassette recorder, £150, also printer, £120. Tel: Ferndown (0202) 873739.

20 starter pack, 16K RAM, 12 TV, Quickshot joystick, 40 tapes, mags,azines, Vic replaced, £250. Tel: 0279 336887 after 6pm.

Dragon

Wanted disk drive for the Dragon 32 (will consider ultra drive) reasonable price carriage and paid. Tel: Brierley Hill 74308.

20 + joystick, 190 software, mags, cassette recorder + leads + manuals sell, £100, + DASM/Demon assembler monitor + 2M/Books, sell, £25. Tel: 04745 0026.

Dragon software for sale: Sprite Magic, Pettigrew Diary, UGH! Eight Ball, Skrambe, Ring of Darkness, Chess

cartridge, plus microdial joystick, £40. Write to: 60A Hartuff Rd, Hall, HU5 4LJ.

Dragon 32, joystick, user magazines, duster and software, £110. Seiksook, 1910A, printer and lead, £130, both for £230 boxed and hardly used. Tel: 0622 62650.

Dragon 32 under guarantee, boxed as new, complete with accessories, including duster — £120. Dasm/Demon cartridge, £30 — games £5-£7 each plus books. Tel: 01-571-0634.

Dragon 32, guaranteed boxed plus leads, manual, various books, magazines, software — £75 (buyer collects), £83 p/p/d. Tel: Glasgow 952 6136 Mon-Fri evenings. Ask for John.

Dragon 32, joystick, joystick, mags, £100 of original software, worth over £370, just £90.00. Contact Richard on Ramsbottom (07662) 2025.

Memotech

Memotech MTX-500 + tape deck, £125. Tel: (0253) 403994.

MTX 512 64K computer. Software tapes, books, nearly 1000 titles, £150.00. £280.00. Tel: 01-607 4835.

Memotech MTX512 80K RAM fitted Newword word processor ROM and Memotech D10 S500 ROM based manuals, £500 — all consider super computer plus cash. Tel: Southend 529169.

Memotech MTX 512, 64K, tape recorder, five games, book, guarantee £265, also Vic-20 starter pack, £80. Tel: Dudley (0384) 57360.

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Newbrain Ad c/w green monitor, complete cassette, software incl. Database, Pascal, Textwriter, Home Budget and games. Manuals, guide, leads, £220.00. Tel: Cheltenham (0242) 522518.

Newbrain Ad, tape recorder, technical manual, database, much software and Newbrain literature (software). £250. Tel: Medway 6342 evenings only.

Newbrain Ad, very little use, also tape recorder, printer, cable, spare plausp, all mounted on one board, optional manual, £100 or £325. Tel: Brighton (0273) 556184.

Oric

Oric Atmos 48K, New, still boxed, £100. Tel: Tonbridge (0732) 364185.

Oric 14K with Quickshot joystick, £80 software including, Hobbit, Xenon, Zargon's Revenge. All originals, MCP, 40 printer, £190. Tel: 01-466 9334 evenings.

Oric 148K in vgc, complete with software including Zorgens Revenge, 2-Gun Turf, Leads and manual, £89. Tel: 01-642 9603.

Oric 148K Hobbit, Wordprocessor, £6, Chess, Toolkit, £4, Xenon, Loli, Centipede, Starfighter £3. All originals. Tel: John Wright Ripley 866653.

Oric 148K plus software including Zorgens Revenge, Huntchuck etc. £110.00. Tel: Fleet, 28394.

Oric 148K excellent condition + software including Zorgens, Xenon, Huntchuck, Hobbit plus tape recorder only, £150. Tel: Jamie, Newquay (06373) 5130.

Oric 48K in good condition, plus £50 worth software, leads and book £90.00. Tel: 041-952 6589 evenings.

Last chance to buy my Atmos, 4 months old, still in box plus some extras, phone for an and cassette tape recorder. Tel: Sumbury-on-Thames 84039 (evenings).

Oric 148K includes cables for RGB printer and Byte Drive 500 disk drive basic, £100 + cassette tape recorder. Tel: Sumbury-on-Thames 84039 (evenings).

Oric Atmos 48K, perfect condition plus £5 worth of software including The Hobbit, £100 + cassette tape recorder, 9 months guarantee remaining, £130. Tel: 021-429 6056.

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Oric Atmos Hobbit, Xenon 1, etc, worth over £270, will sell for £130. (01)-876-4332 (eves).

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Sharp M200N 48K, monitor, cassette recorder, £400 of software, Pascal, Fort, Xtal, assembler and 100 games, user notes good condition, £325. Tel: (0282) 692278.

Sharp MX30A one year old worth, £450 new, plus £100 software and monitor, tape recorder, 15 blank tapes, £200 one, w/2 split. Tel: Tony on Cardiff (0222) 842948.

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Sharp MZ700, 11 months old, excellent condition with £70 s/w, data recorder, manuals and magazines, split £200 one, w/2 separate. Tel: (0282) 865821 evenings.

Sinclair

Prism VTX 5000 modem for Spectrum, best condition with box, instructions etc, £60. Tel: (01) 886 4797.

Software Spectrum, sold or scrapped Peison Chess 48K, The Hobbit, Spectrum Forth, all guaranteed originals Tel: (0273) 725650.

Spectrum 48K, Prism VTX 5000 modem, CPD 8300 Data Recorder, £62 original software, all £200. Tel: (051) 678 7261.

48K Spectrum interface 1, microdrive, three cartridges, lightpen, joystick interface, joystick, ZX printer, paper, sound board, over £100 worth tapes, and books Only £325 ono. Tel: Guildford 65644.

48K Spectrum with printer, sound amplifier, dust cover and software and magazines, only £165. Tel: Slough 41066.

48K Spectrum interface 1, microdrive cartridges, WH Smith tape recorder, programmable interface and joystick plus software including White Lightning. £325. Tel: (0943) 863028 after 5.30pm.

48K Spectrum, Kempston interface + Quickshot 2 joystick, cassette recorder, DK Tronics keyboard, lots of mags. All for £220. Tel: (0279) 20045.

Spectrum 48K, Fuller Box, Quickshot, Interface Kempston/Cursor, 170 users, books mags, £180 ono. Casio PT30 keyboard, £40. Tel: (0494) 443184.

48K Spectrum, Microdrive, interface 1, Alphabet printer, software, cartridges, perfect condition, with manuals, all for £280. Tel: after 6pm, (0267) 234719.

Spectrum 48K, ZX printer, B/W tape recorder, joystick and interface, Currah n speech, software, books and magazines, £199, may split. Tel: Huddersfield 656886.

ZX11 (16K) + full size keyboard cassette player, B/W NEC TV. Lots of software: Rocketman, Fortyniner, Night Gunner + manual and leads, £172, bargain at £95. Tel: (0272) 744277.

ZX11 16K 5 games, all leads and manuals, £20 ono. Write to: Robin Jones, Morlan Bangor Road, Caernarfon, Wales.

48K Spectrum Alphabet printer plus books, selection of software. Value over £200, accept offers over £150. Tel: 01450 5278 (evenings).

48K ZX Spectrum tape recorder + over £200 of software, joysticks + interface guarantee, £180 ono. Swap for Electron, BBC-B cash adjustments may be taken.

For sale offers? Also Epson MX100 printer to suit. Tel: Gerrards Cross (0753) 882266.

For sale offers? 1 + 2 microdrives and RS232C cable + five microdrive cartridges and cartridges hold all leads + manual, worth about £200, sell for £130. Tel: 1-35045055.

Spectrum 48K interface 1, two microdrives, DK Tronics keyboard, ZX printer III, ZX printer, Tasword 2 wordprocessor plus software, books and manuals, best VCG £270. Tel: 01-898 0482.

48K Spectrum, Currah speech, light pen, software, lots of mags, sell for, £220 or swap for Commodore 64, joystick, cassette recorder, software. Tel: 01-207 1806.

48K Spectrum, RAM Turbo, joystick + cartridge interface, Quickshot II joystick, ZX printer, 4 rolls of paper, DK Tronics light pen, tape recorder, books, magazines, software, £250 ono. Tel: Feltham 0753) 241354.

48K Spectrum + Alphabet printer (hardly used) + 5 rolls printer paper, software, magazines. Sell for £200 ono, buyer collects, York area. Tel: 03477 571 after 5pm.

48K Spectrum plus recorder nine months old, hardly used, lots of games including Jet Set Willy, Stonkers, and books. Only £110 ono. Tel: 01-735 6094.

Spectrum 48K, DK Tronics keyboard, interface one, microdrive, Alphabet printer, Currah speech, RAM Turbo, joysticks plus software, half price, £550 ono. Dave Tel: 0702 552249.

ZX11 16K RAM, power supply in custom case with Magnin keyboard, software, books, £50 ono, or part exchange. Tel: Belbroughton (0562) 730 197.

48K Spectrum, ZX printer, Competition joystick and interface, nine games, one utility, all leads, five books, £50 ono. Wolverhampton/Birmingham area. Tel: (09073) 75200 for quick sale.

48K Spectrum, Kempston interface and joystick, lots and lots of software including the latest, mags, book £120 ono. Computer one month old! Tel: Michael on 01-340 2830.

48K Spectrum, black and white television, Kempston joystick and interface, cassette recorder and leads, books, 10 B/S Hurd, Trans-Am, £163 complete. Tel: Ipswich (0473) 49025.

Spectrum 48K, interface 1, Microdrive, Sega recorder, Kempston printer interface, £250 of software, may split, for details and offers ring (0377) 42803 after 7pm.

Spectrum software half price, Transform keyboard, £25, Fox programmable joystick interface, £25. Will deal for ZX printer and paper and for Currah Microscope. Tel: 01-951-0007 after 6pm.

48K Spectrum tape recorder, stack, light rifle, 2 books, lots of games, offers. Tel: Steve 0203 418809, won't split!

48K Spectrum £50; interface, £30; Microdrive, £25; Spectrum printer, £15; Seikooha GP-1004 printer, Kempston interface, £180; carriage extra, offers to Hinds. Tel: (0782) 95688.

Texas Instruments

T190/4A mini memory £38, editor assembler £40, Basic cartridge, £7. P+P extra. Tel: 0245 72572 after 6.00pm.

Texas TI 99/4A bargain package. Console + extended Basic + several modules and cassettes, TI cassette + speech + joysticks + books + colour TV, £220 ono, buyer must collect. Tel: Fens (0202) 670072.

Wanted T190/4A extended Basic module with manual, will pay max. £25. Casio VL-10 mini keyboard for sale, £15. Tel: 04011 5015 after 6pm.

T190/4A boxed, all leads, extra, personal record keeping, Parsec, Wumpus, Blasto, Tombstone City, cassette, books, magazines, all for, £150 ono. Tel: (0303) 44653 after 7pm.

T190/4A computer, 3 cartridges, including extended Basic and Parsec, with speech synthesiser, manuals, magazines and cassette lead. £200 ono. Tel: 01-904 3382.

Texas TI-99/4A, cassette unit, leads, adventure software, and 3 Scott Adams adventures, TI-pilot and Blood-Bank £80 ono. Tel: 021-743 5203 after 6pm, Dave.

Peripherals

Kempston competition joystick and interface for Spectrum, 3 months old only, £15 ono. Tel: 01-883-0776.

DOT matrix printer, prints in colours, solid condition, fast 125cps, parallel interface, £250 ono. Tel: 0865 750006 evenings.

Wanted simple working terminal with RS232C interface or IBM A/c coop, preferably VDU type, may consider teletype will pay around, £50. Tel: (0903) 42013 WABBS.

Alphasmic 32 thermal printer plus one note of paper, only five months old, Spectrum compatible, no interface required. £43. Tel: Shrewsbury 02795.

Quem 330 daisy-wheel printer, 30CFS, perfect condition, 16-bit parallel bus with wheels and ribbons, interface and software for Nascom II if req, will demonstrate, £200. Tel: 061-236-8406 (day).

Seikooha GP1004 printer, BBC cable, 5 spare ribbons and paper, £145. Also BBC software: AcoraSoft, Micro-Power, etc. Originals, £3 each. Tel: Richard 01-236 6840.

Others

Flight simulator II user group (UK), having problems? phone us, diagrams of approach and advice, monthly air Tel: Ray Jones (09803) 8865.

Video Games I built-in cassette, Centronics printer interface, software Tandy compatible, £80 one. Tel: after 6pm 0459 75036 or will exchange for Texas Extras an mini-memory.

Dice software for Apple 2, Flight Simulator 2, £30, Blade of Blacklope, £12. CBM 64 cassette software from £1, all original, as new. Tel: Slough 71352.

Colour Games EG2000, 32K RAM, boxed and complete with demo and manuals, immaculate, unwanted gift, accept £120. Tel: Dave, Southampton (0703) 897116.

Sharp MZ-80K 48K computer with built in monitor and tape recorder, Basic and software tapes, will sell for £350. Tel: 0202 672669.

Swap Sharp MZ80A, 100+prog 4 languages, wanted Commodore 64 with C2N cassette, and TV monitor. Tel: 0202 672669 (independent please). Tel: (0202) 672669.

Adam owners join the independent users club, P.O. Box 9, Towcester, Northants, NN12 7QG.

Lynx 48K, boxed as new, manual leads, demo tape, plus Level 9 assembler, Lynx User magazines, plus extra, bargain, £80 ono. Tel: 061-962 5964, NN12 7QG. Will exchange with trade — only test issue. £10 the lot. Tel: Windsor 51963.

For Sale: Vextrex with original boxing (excellent condition) 4 cartridges A9 for £130 or exchange for 48K Spectrum. Tel: Joseph 01-672 6382.

Swap Has International Puma 120 software, 100+ prog, cassette, £120, swapped at £130, for computer and accessories of equal value. Tel: Andrew (0294) 57184.

PC16 Atari with 4 cartridges A9 for £130 or exchange for 48K Spectrum. Tel: Barmley (0226) 285703.

Lynx 48K boxed plus LYNX computing and software, £60 ono, owner upgraded to 96K. Tel: Tony on Warrington 812014.

Sirius £2,347.55 plus Wordstar disk (no manual) MS-DOS, CPM86 Aprioc, £1,919.75 plus Wordstar disk (no manual) MS-DOS, Basic, Supercalc. Tel: 01-883 1681.

48K Spectrum software worth over £245; Kempston interface with joystick, blank tapes, £200. Tel: 01-808 5575 any time. Tel: £200. Tel: 01-808 5575 any time.

Spectrum 48K ZX printer + 5 rolls paper, joystick interface 2, Ferguson tape recorder, plus £500 of software worth £700, under guarantee, sell for just £200 ono. Tel: 0254 55564.

Quickshot for sale. No dongles. Tel: 01-802 7798.

48K Spectrum, ZX printer, tape recorder and software worth over £300, total value, £490; sell for £150. Tel: Miguel 01-354 2979 after 5pm.

48K ZX Spectrum + joystick and interface + tape recorder, £180 ono or swap for BBC B or Electron. Cash adjustment maybe. Tel: 01-995 1874 after 3.30pm.

Digital Circuit Design Program (48K Spectrum), £8. Lords of Time, £5. Adventure Quest £5. Write to: D. Hawkins, 107 Butts Hill Road, Woodley, Reading, Berkshire. Tel: 0734 698094.

Spectrum 48K brand new with software, unused, £180. Will sell for £60, also one year guarantee, £120 includes delivery. Tel: 01-636 9636.

Interface 1 and microdrive for sale. £120. Will sell for £60, also £130 of software top titles offers. Tel: Atherton, Manchester 878707.

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Address:

Telephone:

Acorn

BBC disk drive 100K (Shugart 405R) utilities disk and head cleaner. £125. Tel: (evenings) 01-777 0357.

Acorn DFS 0.90 kit with fitting instructions. £75. High Wycombe. Tel: 0494 45163, evenings/wed. **BBC software tapes** for sale, from Frank! to Planetoid, only £2.50 each. Or all 20 to £40. Originals. Tel: Gary on 0852 76549.

BBC ROM software: View 40, Comstar 830, Screendump, £15. As new, boxed with manuals. Tel: 021-449 8355.

BBC A as new, unwanted gift. Memory upgraded to BBC B, 32K. Value £320, will accept £250. Tel: Southend 5871085 after 6pm. Ask for John.

BBC B, DFS, Sanyo Data recorder and associated software and books, eight months old, immaculate, hardly used. £425. Tel: 01-858 6804/01-987 4418.

Swap Acorn Atom software—write to 1. Durleston Park Drive, Gt. Bookham, Surrey OR Tel: Bookham 59621 and ask for Paul Huntley.

Acorn Electron cassette recorder, leads, some books and software, three months old, unwanted, hardly used. £140. Tel: Halstead 0787 473930 (evenings).

Acorn Electron 22 months guarantee remaining, excellent condition with Sanyo cassette recorder, leads, software, and Electron. Users bargain at £210 now. Tel: 061-442 0770.

Elite Elite disk, 4.3B Digger, 3 Grand Prix (software inventory), 9 Acorn, Hobbit and 10 others from other manufacturers. All for only £50. Tel: 05827 69119.

BBC original cassettes for sale. No pirates. Very reasonable. Approx 70-80 tapes write. 503, 23 Heathrow Road, Oaklands, Welwyn, Herts AL6 0QG. Tel: Welwyn 4523.

Acorn Electron. All leads, under guarantee, plus £50 worth software, titles like Micro Olympics, Chuckie Egg, worth £25. Only £110 now. Tel: 01-659 4324, after 6pm (William).

BBC complete Tandy LPVII printer plus cable and screen dump. Can be seen working on BBC. Only £99. Tel: John Southend 0702 341505.

BBC Z80 brand new. Boxed and unused complete with full set of manuals. Tel: 01-428 21337.

Disk interface kit, Acorn 0.90. Around £75. 6116-LP3 CMOS RAM, new in original packaging. £15 each plus postage. Tel: 01-202 64410 after 6pm, Mr Vekaria.

Yaseu FT101 ZDFM Mk3, many extras, swap for BBC B with DFS and disk drive or monitor. Phil Bridges 0703 (Surrey) 89197.

Wanted: disk interface for BBC Micro, any make. Tel: 0755252100 after 6pm.

Upgraded BBC A, OS1.2, 32K VIA, DAC, joystick, £250 worth of games, software, books, cassette recorder. Offers to Mr R. Anderson, 50 Gainsborough Gardens, Golder's Green, London NW1.

Wanted BBC B in good working order for approx. £200 cash. Collection may be possible if in West Midlands. Tel: 0203 6784.

BBC Toolkit ROM from Beebugsoft, original with manual, £20. Cumana dual 100K/407K disk drives with own PSU, cables, manual, under warranty. £285.00. Tel: Canterbury 751100.

BBC B plus DFS, disk drive, tape recorder, speakers, disk doctor, graphics ROMS, £400 software, joysticks, mint condition. Worth £1,200, sell for £720. Tel: Accrington, Lancs. Tel: 0254 397074.

BBC Acornsoft games, 12 of them, all originals, £5 each or £55 the lot. Planetoid, Snapper, Meteors, Snooker, Arcadians, Rocket Roid and more. Tel: 01-858 7729.

BBC ROMS, Worstcase, Watford DFS, Atari recorder, wordprocessor, £20. Games and database disks, £9. Juki daily wheel printer, £275. All boxed as Tel: 01-369 2390 evenings.

BBC DFS cassette, joystick, 3 months of games, spreadsheet, £390. Sanyo 13in TV, £150. Tel: 01-48610515 (work) or 01-825 5011 (home).

BBC Z80 + 800K condition, £1,200 software, Epson RX80, BBC-B and £100 + software of more. Offers, must sell. S. Gill. Tel: 01-485 6922.

For BBC, Torch Z80 plus £1,000 of software, £225, plus RX80 printer all for £400. Offers, must sell. S. Gill. Tel: 01-485 6922.

BBC B 1.2 OS DFS, disk drive, four colour plotter, speech synthesiser and software collection, £650 now. Jupiter Ace 16K, £35. Tel: Linton 574631.

Amstrad

Amstrad CPC464, swap my colour monitor for monochrome monitor with or without MCI module, plus cash adjustment. Tel: Yeovil 26151 Ext 228, office hours.

Amstrad CPC 464 colour, one month old offer, £50 of software, joystick, mag, etc. As new gift at £320. Tel: 01-908 1460 after 6pm.

Amstrad CPC-464 for sale (b/w monitor). £180 now. Also concise firmware and Basic guides, £10 each. Depvac. £12. Tel: Pete, Teversham 02205 3584 (evenings).

Apple

Apple Macintosh wanted, Tel: 0795 02924 after 6pm. Monday week or at weekends. Ask for Dave.

Apple II Europlus 64K including 16K RAM card, 15" green monitor + manuals. £350 ovno or swap. Tel: 01-602 1530.

All II v music card and software for Apple. £65. Cass PB100, boxed with manuals. £25. David Bailey, Tel: Leeds 0532 55077 (evenings).

Atari

Atari software Asteroids cartridge, £10. Pilot language cartridge, student manual, etc. £40. Tel: 0332 557784.

Atari 400 32K, 1010 program recorder, basic manuals, and many games including two ROMS. Bruce Lee, Raster Blaster, only £100. Tel: Northwood 09274 22750.

Atari 400 recorder + Basic + Manual including + £200 worth of tapes. Zaxxon, Airstrike, Shamus, Preppice, Galaxians, Soccer, and Snooker, sell £140. Tel: 01-467 8854.

Atari 400 disk drive, recorder, manuals, literature, software club membership, loads software, keyboard optional (minor repairs), highest offer. Tel: 278 498.

16K Atari 400 computer with power pack, Basic cartridge, and Basic book. Never been used. Swaps. Will be considered. £60. Apple IIc + cash. Tel: 01-654 6828, after 6pm.

Wanted Atari 1010 or 410 cassette, also 850 in preference. If you can help, Tel: 0249 817077 evenings.

Atari software to swap disc and cassette. Good selection. Tel: Brian 648436 after 6pm or write Brian Benton, 17 Crescent Grove, Mitcham, Surrey.

Atari 400 disk computer plus 410 cassette recorder, Real Keyboard, Basic, joystick, software all boxed. Excellent condition. £150. Tel: A. Anderson 0232 822550.

Atari 800 XL (64K), 1050 disk drive, joystick, blank disks, much ROM. Software books, magazines, etc. Sell £300. Tel: 01-761 4329, Tel: London, 01-761 4329 (evenings).

Wanted Atari Letter Perfect and Data Perfect. Also other serious software. Tel: 0692 20694 (Urbidge Wells).

Commodore

Commodore 64, cassette deck, programmer reference guide, using the 64, manuals, Grandmaster Chess, games, tapes. Perfect. Over £300 new. Sell £150. Offers? M. King. Tel: 01-403 5053.

VIC 20 16K RAM Introduction Basic Part 1. Over £100 software. C2N recorder, worth over £280. Will accept £150. Tel: 01-486 10515 (work) or 01-825 5011 (home).

Vic 1541 disk drive for CBM 64 or Vic 20 with easycrypt and games software. £150. Also two joysticks, £10. Guildford 574540.

Commodore

CBM 64 Software sell or swap Solo £7.50; Beach Head, £6; Cessar, Hunchback, Flight, £1.50; Revenge, £5 each. Write: A. Van, 20E Bromley Road, Oxford OX2 6QP. Tel: 0865 54084.

VIC 20 cassette, approx 25 games, 16K RAM 1 cartridge, 3 O level cassettes, 7 books and Introduction to Basic. All boxed, £150. Tel: Preston 0772734627.

Commodore 1541 Disk Drive, five months old, £130. Also disk based games and cassette games. Tel: 0233 28464 after 6pm weekdays.

CBM 64 tape deck, joystick, spare leads, reference guide chemistry and physics O level revision, other software. All boxed, guaranteed, only £300. Tel: 01-853 4416.

Commodore 1541 disk drive with disk software, spreadsheet, database, word processor and assembler. Under one year old, £180 now. Tel: 01-934 5962 daytime £225 14 4655 evenings.

Vic 20 + C2N cassette, Quick Shot II joystick, cartridges and cassette magazines etc sell for £110 now. Tel: Martyn on 01-907 3108.

Commodore 64 disk drive, C2N, portable colour cartridge, and over 30 disks with over 300 games worth £1,000 +. Sell for £500. Tel: 05827 69152.

CBM 64 tape software for sale. Titles include: Actix Challenge Booga-Boo, Skramble and Moon Buggy. Tel: 0703 558375 and ask for Dean after 6pm.

Commodore 64 disk drive, cassette recorder, portable colour TV, joystick, cartridges and over 30 disks of business and games software. All for only £500. Tel: 05827 69152.

Vic 20 plus C2N cassette, Basic part 1. Games swap for T199/4A or Atari games console. G. Faces, 33 Lower Ellacombe, Church Road, Torquay, Devon.

I would like to join a Commodore 64 users club within 5 miles of Stretford, Manchester. Please contact Gary Knowles, 50 Norway Street, Stretford, Manchester.

Commodore SX64, new, best offer over £460 secure. Tel: 061-941 3102 (Medford).

Commodore 64, cassette recorder, 22 games for £180, only seven month old. Micko assembler £45, only 15 weeks old. Tel: Fleet 02514 5395.

Dragon

Dragon 32, Dragon disk system, 2 joysticks, hi-res cartridge, dam, 4 books, 30 dragon users, printer cable. Excellent condition. All boxed, £190 now. Tel: M. Swanson 0790 52120.

Dragon 32, joysticks, £135 of software including graphics, books manuals, cassette lead. All perfect. Bargain, £195 now. Tel: Watford 24011 after 4pm.

Dragon 32 with Tandy GP115 and connecting lead, screen dump software, books, games, plus hires and sound cartridges. Two joysticks. Only £200. Tel: 01-061-422 2752.

Dragon 32 cassette recorder, printer lead, £350 + software, books, listings. Dragon User magazines, disc cover, joysticks. Sell for £300 now. Tel: 01-472 8537.

Dragon user group (Romey and Southampton). Meets every weekend. New members welcome. Write for details (S&E) to: A. Adams, "St. Elmo", Slab Lane, West Wellow, Romey, Hants SO5 0BY.

Lynx

Wanted Lynx peripherals and software including joystick, interface, disk drives, word processor, Zen, etc. Contact: Tony Warrington, 12014.

Lynx disk drive or arrangement. Under around £150 to £170 to be paid. Tel: 0323 24921 after 5pm and ask for Gary.

Swap Lynx 96K parallel printer and joystick interface books, articles + software, all boxed as new, for Atari 48K + disk drive. Tel: 0733 236914.

Oric

Oric 1 software over £100 worth, mainly adventure, although some arcade only £45. Tel: Wickford 62943 evenings only ask for Tony.

Oric Atmos 48K, two months old, perfect condition, £100 only. Under guarantee. Includes all leads manuals etc. Tel: Ashford (Middle): 59326 (evenings and weekends).

Oric 1 48K mint condition, all necessary software and Power supply. All boxed, 26 games including Hobbit, Voice Chess and books, only £165 now. Tel: Vernon on Bowmansgreen 0727 25986.

Oric 1 48K for sale. More than 100 games (Hobbit, Woylder, Drive, H'Bert, Composer, Fire Flash, T-Comp, etc. ...) Colledani Olivier, 77 Rue du Travail 67640, Fegersheim, France.

Oric 1 48K plus Hobbit, Zenon, Ultra, Centipede, Harrier Attack, Recorder and books. Worth over £200, only £99. Good condition, boxed. Tel: 01-440 3263.

Oric 1 48K books, lots of software, magazines and joystick interface. Excellent condition, £70 now. Tel: Olive Wood 6300. Tel: 01-904 3267.

Oric Atmos 48K cassette recorder, £160 worth software, books, joystick and interface, cassette leads, etc. Cost £260. Sell for £135. Tel: 0734 29157, after 4pm.

Oric 1 16K, Oric printer, cassette recorder, all leads, also Mushroom £100 worth software. Sell for £110 now. Tel: 01-368 8468.

Oric Atmos, 2 weeks old (with guarantee card), printer/plotter, cassette recorder, software, books etc. £200. Tel: 01-507 6176 (evenings).

Oric 1 48K, BW TV, cassette recorder, books, cassette leads and software including Xenon-1 and Battle Flight. Will accept £149 now. Tel: Bookham 57570.

Oric Atmos 48K including cassette recorder plus £90 of software, £130 worth software, £100 worth books. Tel: Hargrave 0423 65270 (evenings).

Swap Oric 48K for any interesting computer, peripherals, working or not. Oric with cover tape, software and manuals. Tel: Hargrave 0423 65270 (evenings).

Oric Atmos, 3 months old, plus 9 books, 13 tapes, joystick, interface, 2 folders, many mags, £140 now. Lea Valley 01191297.

Oric 1, tape recorder, £50 of books, £40 of software, 10 editions of Oric Owner, plus other goods. Offers over £60 considered. Tel: 699 8354.

Oric 1 48K, 15 games including Hobbit, Chess, Pasta Blaster, plus all leads, etc. Plus two books, £140. Tel: 0273 53078.

Oric 1 48K software for sale. Tansoft's Oric Flight, new £4, Microdata's Space Shuttle, unused. £4. Tel: Ian 0296 33678.

Wanted Pen-pal to exchange information about machine code for Oric 1 or Atmos, or any other information. Roy Lewis, 22 Lymington Avenue, Wood Green, London N22 4JL.

Oric 1 48K plus cassette recorder. All leads, transformer, manual + £50 worth of games software including Guinness. Excellent condition, £100. Tel: 01-949 932 after 7pm.

48K Oric 1, £250 of software, boxed with all leads and manual, good condition. £80 now. Tel: Paignton 521239 after 5.30pm.

Sharp

Sharp MZ 700 printer built-in cassette and OS/2 to A. Adams, "St. Elmo", Slab Lane, West Wellow, Romey, Hants SO5 0BY.

Sharp X630K computer (48k) with printer twin floppy disk. Software including FDS/complied Basic/Forth. Immaculate condition. £495. Tel: Brighton 34430.

Sharp MZ71 (48k) Colour Recorder. S1W, for £100 plus Spectrum outfit plus s/w. Write to: 214 Horningford Rd., Sheffield S5 65G any time.

Sharp MZ 700 computer, £280. Worth £550 when new, 1 year old, hardly used, immaculate condition, plus £100 worth of software. Tel: Tony on 0222-842948.

Sharp MZ-QL 48K computer with built-in monitor and cassette deck plus software. Will part with for £360 one. Tel: 01-373 4156.

Sinclair

£100's worth of good original Spectrum software for sale. Includes Hobbit, Games Designer Ant Attack Cascade 50 cassette. £32 (one). Tel: Peter 01-422 7583 evenings.

Interface 1 with Microdrive, four cartridges, program copy utility by trans-express, also Melbourne House microdrive book, boxed, as new, £100 one. Tel: Matlock 4371.

48K Spectrum: printer, interface, microdrive joystick, amplifier £100. Software, books, Scramble Hobbit. Micro-Prodlog etc with cassette recorder £190. Tel: Sunbury-on-Thames 61329.

Spectrum 48K 6 weeks old with W H Smith data recorder quickshot joystick £80 software £130. Tel: Kingswood 296823 Stourbridge, West Midlands area.

Spectrum 48K, interface 1 and microdrive, VTX5000, modem, cartridges, various software, also Kempston joystick and interface and sound amplifier. £275 one. Tel: 01-590 5004 evenings only (will sell separately).

48K Spectrum £40 nearly new offers to Tel: Godalming 21679 after 8pm.

128K QL for sale, includes 8 microdrive cartridges, 4 software packs, RS232-12, manual etc. Brand new, also boxed £330 one. Tel: (0602) 255067 after 5.30pm.

Stenochip programmable joystick interface. Spectrum swap for interface two. Tel: Maidenhead 35576 evenings. **ZX81** and 16K Memopak + 3 software cassettes, £28 one. Write to 22A Wentworth Road, Bridlington, N. Humberside, YO14 4AB.

Sinclair Spectrum manuals introduction, basic programming and software lists offers? Atari software for sale tape disk and ROM from £5. Tel: 01-584 1151.

Sinclair ZX81 + 16K and Spectrum style rubber keyboard, 12 games, leads, manual, still boxed, plus everything £40. Tel: 01-543 0599 after 4.30pm.

48K Spectrum Kempston interface with joystick + 41 games worth £300. Altogether worth about £450 under guarantee. Sell for £220. Tel: 01-808 5575 about 4pm.

Spectrum 48K with free tape recorder. Almost new some software as well £90 for quick sale. Software £20. Evenings only. Tel: 01-807 6631. Good offer considered.

Spectrum 48K + Interface 1 + Microdrive + printer + cassette. Also over sixty programmes eg Vallhalla, Hobbit, Quill, Hunchback, Alchemist, plus many others. £600 as cost £250 one. John Tel: 01-373 2934 after 12pm. **Spectrum software** for sale, 120 games arcade adventure and other types. Must sell computer broken. Tel: (0702) 61705 after 9pm.

48K Spectrum, cassette recorder, 25 original software titles, + 3 machine code books. Also Starches computer game. All vgc. £145 one. Tel: 0236-33142.

Spectrum Adventures. Quest, Golden Baton, Circus, Arrow Death Part 1, Wizard Akryz, Mountains of Ket,

Lords of Time, Invincible Island. All half price. Tel: (0336) 2401.

ZX Spectrum 48K, over 1100 of games, tape recorder cost £240, accept £175. Tel: Sheffield 0742-684897.

Spectrum 48K plus daisywheel printer, interfaces, joystick, light-pen, original software, etc. All under one year old. Cost £450. Sell £350. Tel: Tony (0602) 705471.

Wanted Spectrum Games, originals, may swap or buy 200+ games for swapping or sale. Tel: Stephen 220265 (Rossendale) after 4pm.

Fuller box for sale — £20, with joystick — £10. Both as new and boxed. Games Cost £500. Tel: Stephen 220265 (Rossendale) after 4pm.

Spectrum 48K plus software, cassette recorder, magazines, books — £120 or swap for Commodore 64. Tel: (Hemel Hempstead) 0442-68626, Steve after 6.30pm.

ZX ZX81, Ricoll typewriter keyboard, £100 software including Graphics Cost £500. Tel: Stephen 220265, £60 mags, Cheetham Sweet-talker and introduction tape — £85 one. Tel: Greig — 01-892 2166.

48K Spectrum, for sale Sinclair programs, Sinclair users, and some Input — 25p each one. Tel: Johnny on 0706-77988 (Rochdale).

48K Spectrum, interface 2, joystick, cartridges, and stacks of software, all for £150. Tel: (05827) 69152 now.

48K Spectrum, Ferguson cassette recorder, Cambridge programmable joystick, interface, joystick, games (Lords of Midnight, Matchpoint etc), dust cover — £180. Tel: 01-573 5156.

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Scottish user wants back issues of PCW: January, February, April 1983, in good condition — £1.50 each plus p+p. Tel: Graham (0334) 53290 after 6pm.

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Current Spectrum Software

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On the other end of the line

Every now and then a magazine editor has a bright idea. In most cases the assembled minions gratefully frame it, but sometimes this idea is fairly easy to implement, and it therefore makes it into the paper.

One hardy perennial (we didn't say they had to be original ideas) is the list of useful statistics/phone numbers. 'Think of all those readers with bent machines out there,' cries Scoop excitedly. 'If we printed a list of the phone numbers of the major home micro companies they'd be eternally grateful.'

And so it comes to pass. But what Scoop doesn't realise is that those phone numbers are a bit like fresh vegetables — they go off.

Step forward *Your Computer*, proprietor of 'Hot lines,' which has apparently remained unchanged since it was unearthed along with the ten commandments.

This handy little tool for the readers lists numbers for ten micro manufacturers. These include Dragon Data (gone bust, number unobtainable); Computers (ditto); Commodore (number unobtainable, but

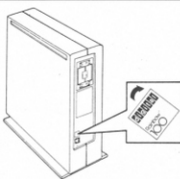
rumoured to be still trading); Texas Instruments (line still works, but has gone a lot cooler since the company pulled out of home micros) and Atari (number perpetually engaged when we tried).

Prizes go to Acorn, Sharp and Tandy, who still answer their phones, and if it helps the hard-pressed staff of YC the new number for Sord is 01-631 0787. Sinclair's new number is 0276-685311, and sub-editors should be made aware that the dialing code is Camberley, not Cambridge.

Have you heard the one about...

PCN's Lidless Eye department spotted a bizarre snippet in the US magazine *Popular Computing* the other day. Apparently our American cousins are getting into a lather about possible MSX invasions, and the good people at *Popular* consulted a number of companies, Spectra-Video among them.

Here we pass the story over to the Oh, What's Whopper department. A Spectra-Video executive told the paper that while the machines hadn't gone down too well in the States, the company had a 15 per cent market share in every European country.



In the forefront of micro fashion

A copy of Digital Equipment's Rainbow installation guide dating from January 1983 should probably start 'First find your Rainbow,' but page 48 is the really interesting one for followers of micro fashion.

In issue 79 we hailed IBM's swivelling logo as a major step forward in micro design. You can't win them all — DEC was there first. Thanks to Mr Heinrichs of Wokingham for pointing it out.

The real breakthrough, of course, will come when pioneering manufacturers like DEC and IBM are able to offer swivelling disk drives so that when you tilt the unit to stand upright on the floor none of the data will drop off your floppies.

SYNTAX ERROR

In last week's review of Py-jamarama we mistakenly gave the name of the publisher as Automata. It is, of course, Mikro-Gen (0344-427317).

Last week's look at the Microsound 64 Keyboard for the Commodore 64 ended cryptically 'Price to be announced.' To put your minds at rest, it's £169. The official distributor is Auto-graphics on 0491-575469 — Tomorrow's World Today is a toakstick.

In Monitor we quoted a Microsoft spokesman as saying: 'Microsoft in the UK was never intended to play a major part in the promotion of MSX.' We acknowledge that a word got lost, and that what he actually said was: 'Microsoft in the UK was never intended to play a major part in the promotion of MSX machines.'

NEXT WEEK

MSX lands

Toshiba and Goldstar have won the race to bring MSX micro to Britain. We Pro-Test both of them in a loose-coupled double header.

Gamesmanship

Maybe you didn't win an Amstrad from us at the PCW Show, but here's another chance to play the popular PCN game.

Output

There's a mastermind program for Spectrum owners, football on the Commodore 64, and the concluding part of the Amstrad sprites implementation in our DIY section.

PAL2000

by Mollusc



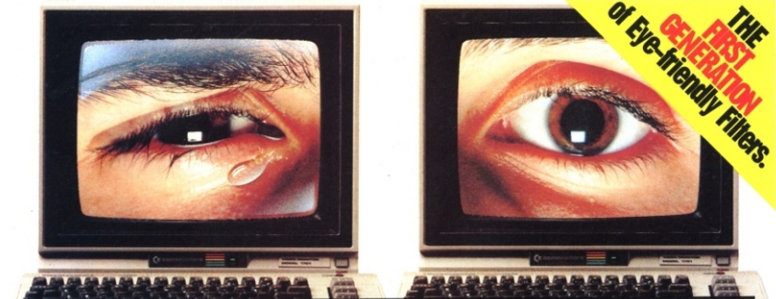
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Event	Dates	Venue	Organisers
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Electron & BBC Micro User Show	October 25-28	Alexandra Palace, London	Database Publications, 061-456 8383
Home Tech '84	October 26-29	Exhbn Complex, Bristol	Nationwide Exhibitions, 0272-650465/15
Computer Security Conf & Exhbn	October 29-30	Conf Centre, Nottingham	Elsevier Int Bulletins, 0865-612242
Computers in Action	Oct 30-Nov 1	Anderson Centre, Glasgow	Trade Exhibitions, 0764-4204
Personal Computer Fair	Oct 30-Nov 1	Town Hall, Bournemouth	Mike Schofield Promotions, 0202-36899
Computer Conf & Exhbn — Mini/Micro West	Oct 30-Nov 2	Anaheim, USA	Electronic Conventions Inc, 8119 Airport Blvd, Los Angeles, CA 90045
Texas Instruments Owners Conv	November 3	Ritz, Manchester	T199/4A Exchange UK, 0273-503968
Australian Computer Exhbn	November 6-9	Sydney, Australia	Riddell Exhbn Promotions Pty Ltd, 137-141 Burnley Street, Richmond 3121, Australia
COMDEX	November 14-18	Las Vegas, USA	Interface Group Inc, 300 First Ave, Needham, MA, 02194, USA
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