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An Amiga Editorial Publication

Computing WEEKLY

No. 60
May 1-7, 1984

40p

FREE

24-page
update for
VIC-20 and
Commodore 64
users—
add-on guide,
using graphics, a
Fun VIC-20 game,
and screen
designer

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Software
reviews for:
Spectrum, BBC,
Oric, Sord, TI,
Commodore 64

Five games to
type in for
your Spectrum
and Oric

Tatung's new
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details

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U.S. Scene, news,
charts...

ARRASCO
SPECTRA TROOPAS
DI-LITHIUM LIFT
SPACE JAILER
GOLDITZ
Millypede
STREET RUGGER

Rabbit: 'We'll go on without Alon'

Heather Larson, wife of Alon Larson following Alon Savage's suicide, has vowed "We will carry on."

Rabbit's 21-year-old wife was stunned when they heard that Mr Savage, 36, had hung himself after a postwar crash. He had been driving his white Mercedes, a recently restored antique's model, when he ran a VW Pass off the MB in Beckenhamshire.

The VW crashed upside-down in a ditch, trapping and injuring a woman driver of 40 and her 13-year-old friend.

Mr Savage left on foot — leaving behind a woman friend — after an argument with the driver and police were alerted because the VW driver thought

Continued on page 4

Computers help with the cooking

In a bid to make computers more useful around the house, two companies have launched menu-planning programs.

One of them, called the Big Micro, is by husband-and-wife team John and Teriand Smith. The other, from Big Byte, Inc. The other, from Big Byte, Inc. The program, called the Spectrum, contains 60 recipes from professional dietitians.

Mrs Smith, a 33-year-old mother of two, said "Women don't use computers, so what

Continued on page 4

There has never been a...
BATH TIME
SPECTRUM ORIC SORD

ANIROG

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Flight Path 737



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Your computer as a teacher, with software for the Spectrum and One

For the fun of it 22
New games for the Ford MS and the TI-99/4A

There's a free 24-page supplement in this issue for users of the VIC-20 and Commodore 64. This is what's inside it:

- a buyer's guide to add-ons
- a Pixel-Peel screen designer for the Commodore 64
- how to create good-looking graphics for your games
- a free-to-enter competition for Bubble Bus software
- a game with a difference for the VIC-20



PROGRAMS

Spectrum 2
Three quality-scored games to type or track the Ball of Balance, set the mood and play patience

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Two games to play: find the bugs to escape... and the Mouselife to live

VIC-20 and Commodore 64
...you'll find listings for these two computers in our 24-page supplement

Readers, we welcome your programs, articles and tips — see the panel in this issue for details.
Software licenses and your software for resale to the editor.
Contact him for competition and other provisions, as well.

Editor
Paul Lewis
Assistant Editor
Lisa Dennis
Designer
Brian Armstrong
Managing Editor
P. J. Smith
Group Editor
Maggie Miller

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Advertisement Manager
John Quinn
Assistant Ad. Manager
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Printed Advertisement Manager
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Creative Advertising
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Robbit

From front page

he may have taken pills with drink.

Police searched with master dogs and Mr Savage's body was found slumped against a tree by a man walking his dog. He had been handed 'whisk' for both.

Miss Lawson revealed that Mr Savage had his stomach pumped out after an earlier attempt to kill himself with an overdose. And two other cars, a BMW and a Jaguar XJ6, had been badly damaged in motor accidents with Mr Savage in the mid-80s.

Miss Lawson said: "We had personal problems and when your mind isn't together they seem enormous. He felt his world was falling apart. I don't know if he was schizophrenic, but this is the sort of thing that happens. Perhaps the car crash was the last straw.

I had someone to look that morning but he was fine. Obviously his mind was unstable and someone checked and he just couldn't cope. It

was nothing to do with Robbit — the company is doing fine."

"His wife broke his news to me. I was obviously with a car, I couldn't be driving. I was so totally shocked that I left it."

On the surface Mr Savage seemed to have everything to look for. A few days before his death, he told IBCW editor Paul Lyons that Robbit was thriving and spoke of his personal plans. Robbit's previous main work had also included South Cape, which some felt its area covered dysfunction and linked tape operation.

Mr Savage, who trained as a communications engineer, was in the process of buying a £200,000 house in Henfield, and also planned to re-marry. He recently had a hair transplant.

Miss Lawson, formerly an assistant manager at British Home Stores, joined Mr Savage in a technical staff agency which later turned to computer consulting under the name Citrus Computers. Robbit was formed about three years ago and computer sales ended.

Now Robbit has a range of 17 titles for the Spectrum, ZX100 and Commodore 64 — about 10 products containing others available for more than one computer.

A new title, Stab 1, a comic arcade game for the Commodore 64, has just been released and Vegas, an arcade game for the Spectrum and Commodore 64, is due out in mid-May.

Miss Lawson said she owned 51 per cent of Robbit's shares and Mr Savage owned the remaining 49 per cent. A will had not yet been found, but it turned out that Mr Savage's shares went to his mother. Miss Lawson said she would raise the money and offer to buy them. Robbit's three-share board consisted of Miss Lawson, Mr Savage and Miss Lawson's father, Arthur.

Miss Lawson said: "We are a good, solid company. We are in about the middle of the stage. We are not like Image or the rest of them and we are not really at the bottom. But I don't really want to be in the big league."

Mr Savage, who lived at Witherton, was an environmentalist. As well as the Atari, the Marscode and the Jaguar-Demulc, he also drove a restored B-type Jaguar.

Asked if personal relationships could have led to the tragedy, Miss Lawson said: "Alan had been a partner for a long time and a lot of people passed through his life. There's no blame to put on anybody."

Pressing matters to him, she said: "OK, he had a tremor, could be he was a sugar person. A lot of people lived for him."

"We had a bear for the business. He gave a lot to Robbit and he got a lot of enjoyment out of it. He had everything to live for but

because of his mental state he could not get it."

Robbit's software director, Terry Goss, said: "I was disappointed. Everyone here at Robbit had an all getting on with our work."

Cooking

From front page

can you do or attract them?

"At first I thought of a recipe book, but you can't take a computer into the kitchen. Then I thought: 'What is the most boring job you have to do?' That's deciding what to cook."

"Most women have 200 or 300 recipes in their minds, but you forget them and get up having things every day."

"What's to buy", an answer for £2.95 and a disc version to £3.95, is designed to plan meals for overnight and for special occasions. When the choice is made — from a classified 20,000 possible combinations — the menu is displayed, ingredients listed and a shopping list produced.

The program was written largely by Mr Smith with data from his wife, based on five years of cooking for the family.

Mr Smith, 54, a former electronics engineer, and Mrs Smith, a former civil servant, also produce business software. They call themselves Shareware Associates. Mr Smith and Shareware were first listed in a southwest Area magazine.

Mr Smith's Computer Cookbook is a 120-page paper book — one for the main and the other for the recipes — and costs £9.95.

Mr Elliott said his program started with a request from a friend for a popular recipe. He said: "As a joke, I tried to put the recipe into the computer."

After months of work, and the promise of a BigEye contract, he had finished a program which now contains more than 80-of his recipes in improved or revised programs and for any number of people up to 200. What is accompanying the dishes are also given.

Mr Elliott said the program is more than just a cooking book. Using the menu you could, for example, tell the computer you had some pork in the fridge and the program will select suitable recipes.

It will also list recipes by category, such as steaks and desserts, simplicity and economy of ingredients.

Shareware Associates, 12 Middle Ct, Merton, Bucks MK27 2JF.

Big-Eye, Mulberry Hill, Canning Place, Liverpool L1 8AB.

You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.

- Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in IBCW. Articles most likely to be published will help our readers make better use of their micro by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.

- Tips are short articles, and brief programming routines. Your hints can aid other computer users.

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates.

Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can. All work for consideration should be sent to:

Paul Upton, Home Computing Weekly, No. 1 Gordon Square, London WC1H 8AJ

Help for your budget

Now available for the IBM 64 Cash Controller, to help you with budgeting and banking. These areas of finance are covered for by this program, bank accounts, budget and mortgage. Percentages of accounts and budgets are possible and data may be saved to cassette or disk.

Richard Shepherd Software has converted the program from the Spectrum, and both IBM 64 and Spectrum versions cost £9.95. Commodore disk version costs £8.95.

Richard Shepherd Software, Elm Grove, 25-29 Stothard Lane, Chippenham, Wilt, BA13 2BZ.

THE NAME IN VIDEO GAMES

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0000000000000000

Hall of Mirrors by David Nowotnik

Here's a game for all Spectrum users which should be both fun and educational. The main purpose is to demonstrate the principles of reflection in mirrors. And the you'll have to group quality of your answers to achieve high scores.

When the game starts, the hall of mirrors is drawn and the computer gives you an aerial view. The walls of the building are lined with mirrors which are arranged to approximate as the distance they face. More mirrors will appear inside the hall, some will always appear in the same place, while others are placed randomly, so each game is different.

There is a dot on in the hall, at the top of the screen. By the dot is a colour scale, which is your target. The object of the game is to direct a beam of light such that it eventually hits one of the coloured boxes. If you can, you will obviously go for the green box for the maximum score.

On the screen you'll see a flashing "greater than" symbol on the left of the hall. This is the point from which the beam of light will emerge. It starts off going horizontally across the screen. You have to place a number of mirrors so the beam path is deflected the light onto the target box.

How it works
 00-100 mirror character set from ROM
 044 10144444 CHIA for
 070-100 define own characters
 080-090 machine code to block main entrance for
 1000-1000 set up the board
 1001-1000 position on mirror
 1100-1100 position random mirror
 1200-1210 mirror positions and place mirror onto the board
 1400-1400 code to copy the mirror file
 1500-1500 draw the light beam
 1501-1500 reflect on light beam
 2000-2000 score counter
 3000-3000 light beam placing routine

You can place up to five mirrors in the hall. To place a mirror, you'll need to enter the horizontal and vertical co-ordinates, and the direction of the mirror.

Main variables
 x,y BEAM variables
 and mirror dist.
 x,y INPUT variables for mirror type
 x,y INPUT for horizontal position of mirror
 x,y,y mirror characters
 x,y the number of dots to be placed
 screen the starting point
 x,y INPUT for vertical position of mirror
 x,y co-ordinates of the random position dot on
 x,y,x and y position random dot
 x,y a memory variable used when calling random code



Tackle the Hall of Mirrors, sort the mail and play

A treat for Spectrum owners — three games to type in. Two of them are by new regulars and the third is from a

To help you with the no collisions, start six letters along the sides of the hall, and the inside of the hall is mapped out like a chess board. So, decide where you want to place a mirror, enter the co-ordinates of that position when you get the screen prompt, and tell the computer which mirror type you want. The game will double surface mirrors, that is,

they will reflect on both sides. Once you have placed all the mirrors you want (up to a maximum of five) the light beam will be "sent". Be sure you see what happens. I have deliberately reduced the speed of light! The beam will take a trial so let you see where it has been.

And if you've placed the positions of your mirrors well, the light beam should

eventually hit one of the coloured boxes. However, if you find that all your plans have gone wrong, then you can start again by pressing CAPS SHIFT and S.

After a few games you should be able to achieve the maximum score more times. And you should have grasped the essential physics principle, that "the angle of incidence equals the angle of reflection".



PRIM bnp

There are two small pieces of machine code in this game, so once you've entered the binary into your Spectrum, do **SAVE** on tape before you attempt to **RUN** it, just in case. You only need one slight mistake with machine code to give you a crash, from which the only recovery is to pull out the plug — and lose the program!

Screen dump of Hall of Mirrors

• In every old game, the **CAPITALS** or **PRINT** statements should, unless text, be covered by **GRAPHICS** mode. In *Patience* these are indicated by an asterisk.



The Sorting Room by A.C. Bird

Your job as a Post Office employee is to direct the mail to the sorting rooms.

Due to wear and tear on the conveyor belt, however, sorting mail does tend to get harder and harder. But as a grateful employee you must do your best.

How it works

- 10 Keyboard **ENTER**
- 20-60 Controller
- 100-170 Mail items, part of conveyor stopped
- 180-190 Show loop
- 200-240 Mail and address on belt
- 250-300 Show state
- 400-500 Mail loop for letter's journey
- 700-730 Information for letter shows state
- 1000-1100 Horizontal movement on conveyor
- 2000-2100 Vertical bar chart
- 2400-2500 End of game routine
- 3000-3100 Introductory graphics
- 3000-3100 Graphics

Variables

- ak, ab, ba and fa:to: second and third conveyor belts
- bc: day
- bcj: letter no. on belt
- bcj:bc: returning numbers
- bcj:bcj: position of letter in state loop
- bc: pair of conveyor stopped
- bc: belt no. and show movement
- bc: state drop
- bc: counter for state drop
- bc: curved horizontal screen

Patience by Tim Lang

This is a version of *Patience* which demonstrates the use of strings and arrays to set up a pack of cards, shuffle and deal and keep track of the play.

Here the use of the built-in *discovery* to print into the lower portion of the screen instead of using **PRINT** which requires the **ENTER** key to be pressed after each entry.

How it works

- 100 Introductory — typed on lines 100
- 1100 **DISCOVERY** string and call **subroutine** to 1050 to set up 52-card pack
- 1200 shuffle and deal cards
- 1300 main loop
- 1350 check last card
- 1370 check a wrong entry and loop back
- 1400 **DISCOVERY** to change **PO** on line numbers
- 1500 calculator score and offer new game

Living for Hall of Mirrors

```

10 REM Hall of Mirrors
20 REM by David Rowland
30 REM Feb. 1984
40 REM
50 REM Installation
60 REM
100 CLEAR 30000
110 FOR i=31000 TO 31810
120 READ a: POKE i,a
130 NEXT i
140 DATA 33,0,61,37,0,104,0,0,3,237,176,281
150 LET x=USR 31000
160 POKE 23607,133
170 LET a=.5: LET s=32496
180 FOR i=0 TO 7
190 LET a=a*2: LET b=128/a
200 POKE i+1,a: POKE i+10,b
210 NEXT i
220 LET a=CHR$ 126
230 LET s=CHR$ 127
240 FOR i=30000 TO 30600
250 READ a: POKE i,a: NEXT i
260 DATA 33,0,00,37,140,107,1
270 DATA 0,3,237,176,280
280 DATA 33,140,117,17,0,00,1
290 DATA 0,3,237,176,280
300 REM Score
310 LET score=0: LET round=1
320 REM Set up the board
330 PAPER 7: INK 8: BORDER 7: CLS
340 PRINT TAB 8;"HALL OF MIRRORS"; Round 'round'; Score 'score'
350 PRINT AT 4,4: FOR s=1 TO 12: PRINT INK 1; s; INK 2; s; NEXT s
360 FOR s=0 TO 10 STEP 2
370 PRINT AT 1,4: INK 2; s; AT s+1,4: INK 1; s
380 PRINT AT 1,27: INK 1; s; AT s+1,27: INK 2; s
390 NEXT s
400 PRINT TAB 4: FOR s=1 TO 10: PRINT INK 2; s; INK 1; s; NEXT s
410 PRINT AT 4,12: " "
420 BRIGHT 1
430 FOR s=0 TO 10STEP 2
440 FOR j=0 TO 26 STEP 2
450 PRINT AT 1,3: " s; AT s+1,j+1: "
460 NEXT j: NEXT s
470 BRIGHT 0
480 PRINT
490 PRINT TAB 5;"ABCDEFHIJKLMNOPQRSTUVWXYZ"
500 PRINT AT 3,10:
510 FOR j=0 TO 4: PRINT PAPER j: " ". NEXT j
520 FOR j=0 TO 1 STEP -1: PRINT PAPER j: " ". NEXT j
530 PRINT AT 2,12:"12344321"
540 FOR j=0 TO 10
550 PRINT AT 1,20:CHR$ j+60
560 NEXT j
570 PRINT AT 16,3: FLASH "!"
580 PRINT AT 0,21: INK 1:CHR$ 126;AT 0,20: INK 2:CHR$ 127;AT 0,19: INK 1:CHR$ 126
590 INK 1:CHR$ 126
600 PRINT AT 10,14: INK 2:CHR$ 127;AT 10,17: INK 1:CHR$ 126
610 PRINT AT 12,10: INK 1:CHR$ 126;AT 12,10: INK 2:CHR$ 127
620 FOR s=0 TO 12
630 LET v=S*INT (RND*7)
640 LET y=1+INT (RND*10)
650 IF SCREEN < y,y<)" " THEN GO TO 1200
660 LET a=INT (RND*1.5): PRINT AT ",y: INK a:CHR$ (25+a)
670 NEXT s
680 REM Main Routine

```

PROGRAMS

```

1510 FOR i=1 TO 5
1520 INPUT AT 0,0:"Warning "i;": Enter horizontal coordinates (A to W) :";
LINE 0;
1540 IF LEN h<>1 THEN GO TO 1530
1550 LET h=CODE h%: IF h>96 THEN LET h=h-32
1560 IF h<65 OR h>96 THEN GO TO 1530
1570 LET h=h-64
1580 POKE 23160+h,104
1590 INPUT AT 0,0:"Warning "i;": Enter vertical coordinates (A to H) :";
LINE 0;
1610 IF LEN v<>1 THEN GO TO 1590
1620 LET v=CODE v%: IF v>96 THEN LET v=v-32
1630 IF v<65 OR v>96 THEN GO TO 1590
1640 LET v=v-64
1650 POKE 23206+v*32,104
1660 LET att=ATTR (v,h)
1670 IF SCREEN% (v,h)=SCREEN % THEN GO TO 1700
1680 PRINT @;:"This square is already occupied"
1690 PAUSE 200
1710 POKE 23160+h,56: POKE 23206+v*32,56
1710 GO TO 1530
1720 PRINT AT v,h: FLAG% 1; " "
1730 PRINT AT 21,0:"Warning "i;": Enter cursor "
1740 INPUT (" type "CHR% 124;" @", "CHR% 127;" @"); LINE 0;
1750 IF LEN c<>1 THEN GO TO 1740
1760 LET c=CODE c%-64: IF c<1 OR c>2 THEN GO TO 1740
1770 PRINT AT 21,0;" "
1780 PRINT AT v,h: IN% c;D% h% (c=125)
1790 POKE 23160+h,56: POKE 23206+v*32,56
1800 IF c<5 THEN INPUT "Any more errors (y/n) "; LINE 0; IF c<="n" OR c<="N" THEN GO TO 1815
1810 NEXT i
1815 LET sp=USR 32002
1820 H% 1,1: LET h=0: LET v=0: INK 1
1830 LET y=0: LET x=1: LET y=0
1840 FOR i=33 TO 29

1920 PLOT 1,y: NEXT i: LET x=1
1940 IF 1920<=0 THEN PAUSE 200: GO TO 1880
1970 LET sp=USR 32014: LET att=ATTR (v,h): IF att=56 OR att=128 THEN GO TO 1960
1980 IF att=97 OR att=56 THEN GO TO 1960
1990 GO TO 32000
1990 PRINT AT v,h: BRIGHT (att=128); " "
1990 LET n=h%: GO SUB 32000: LET h=h+1: LET v=v+1
1990 GO TO 1860
1990 INK att=56: LET n=h%: GO SUB 32000
1990 LET m=h%: LET x1=y%: LET y1=n%
1990 IF att=56 THEN LET x1=m+1: LET y1=n+1
1990 GO SUB 32000: POKE 32028+h*32+v,att
1990 LET h=h+1: LET v=v+1: GO TO 1860
32000 REM increment score
32010 LET score=score+att/8
32020 PRINT @;:" Your score in round "round;" was "jatt/8
32040 PAUSE 400
32050 IF round<5 THEN LET round=round+1: GO TO 1860
32060 G% 1: PRINT AT 0,0:"Your total was "jscore;" points."
4990 STOP
5000 FOR i=1 TO n
5010 PLOT x,y
5020 LET x=x+1: LET y=y+1
5030 NEXT i
5040 RETURN

```

SPECTRUM PROGRAMS

Listing for The Sorting Room

```

1000  REM ***** THE SORTING ROOM *****
1010  REM ***** BY GUY WOOD *****
1020  REM *****
1030  REM *****
1040  REM *****
1050  REM *****
1060  REM *****
1070  REM *****
1080  REM *****
1090  REM *****
1100  REM *****
1110  REM *****
1120  REM *****
1130  REM *****
1140  REM *****
1150  REM *****
1160  REM *****
1170  REM *****
1180  REM *****
1190  REM *****
1200  REM *****
1210  REM *****
1220  REM *****
1230  REM *****
1240  REM *****
1250  REM *****
1260  REM *****
1270  REM *****
1280  REM *****
1290  REM *****
1300  REM *****
1310  REM *****
1320  REM *****
1330  REM *****
1340  REM *****
1350  REM *****
1360  REM *****
1370  REM *****
1380  REM *****
1390  REM *****
1400  REM *****
1410  REM *****
1420  REM *****
1430  REM *****
1440  REM *****
1450  REM *****
1460  REM *****
1470  REM *****
1480  REM *****
1490  REM *****
1500  REM *****
1510  REM *****
1520  REM *****
1530  REM *****
1540  REM *****
1550  REM *****
1560  REM *****
1570  REM *****
1580  REM *****
1590  REM *****
1600  REM *****
1610  REM *****
1620  REM *****
1630  REM *****
1640  REM *****
1650  REM *****
1660  REM *****
1670  REM *****
1680  REM *****
1690  REM *****
1700  REM *****
1710  REM *****
1720  REM *****
1730  REM *****
1740  REM *****
1750  REM *****
1760  REM *****
1770  REM *****
1780  REM *****
1790  REM *****
1800  REM *****
1810  REM *****
1820  REM *****
1830  REM *****
1840  REM *****
1850  REM *****
1860  REM *****
1870  REM *****
1880  REM *****
1890  REM *****
1900  REM *****
1910  REM *****
1920  REM *****
1930  REM *****
1940  REM *****
1950  REM *****
1960  REM *****
1970  REM *****
1980  REM *****
1990  REM *****
2000  REM *****

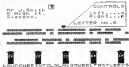
```

```

2010  REM *****
2020  REM *****
2030  REM *****
2040  REM *****
2050  REM *****
2060  REM *****
2070  REM *****
2080  REM *****
2090  REM *****
2100  REM *****
2110  REM *****
2120  REM *****
2130  REM *****
2140  REM *****
2150  REM *****
2160  REM *****
2170  REM *****
2180  REM *****
2190  REM *****
2200  REM *****
2210  REM *****
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2990  REM *****
3000  REM *****

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THE SORTING ROOM.



Screen dump of The Sorting Room

Listing for Password

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1000  REM *****
1010  REM *****
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1960  REM *****
1970  REM *****
1980  REM *****
1990  REM *****
2000  REM *****

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— two games to
you emerge with
Pyramid? And
the deadly attack
Spikes!

Loading the Pyramid

```

1 REM *****
2 REM *****
3 REM *****
4 REM ***P Y R A M I D***
5 REM *****
6 REM *****
7 REM *****
8 REM*      S.RODRIG      *
9 REM*****
10 PAPER0:16:7:CLR
11 PRINTER0(20):CHR(17):CHR(16)
12 RESTORE
13 DOSUB 3000
14 DOSUB 3500
15 X=4:Y=25:R0=23:RY=0:R0=0000
16 CLR
17 PLOT00,2,"1k"
18 PLOT10,3,"11k"
19 PLOT10,4,"1  k"
20 PLOT17,5,"1  3k"
21 PLOT17,6,"1  3k"
22 PLOT16,7,"100  3k"
23 PLOT16,8,"10  3k"
24 PLOT15,9,"10  3k"
25 PLOT14,10,"00000000  3k"
26 PLOT13,11,"00  3  3k"
27 PLOT12,12,"00  3  3k"
28 PLOT12,13,"00  3  3k"
29 PLOT11,14,"000  3  3k"
30 PLOT11,15,"000  3  3k"
31 PLOT10,16,"0000  3  3k"
32 PLOT10,17,"0000000000  3k"
33 PLOT9,18,"100  3  3k"
34 PLOT8,19,"1000  3  3k"
35 PLOT7,20,"10000000  3k"
36 PLOT6,21,"100000000  3k"
37 PLOT5,22,"100000  3  3k"
38 PLOT4,23,"1000000  3  3k"
39 PLOT3,24,"000000000000  3  3k"
40 PLOT3,25,"  3k"
41 PLOT2,26,"0000000000000000000000000000000000000000"
42 PLOT27,0,"BONUS"
43 PLOT27,1,"SCORE"
44 PLOT27,2,"LEVEL"
45 PLOT32,0,STR$(R0)
46 PLOT32,1,STR$(R0)
47 PLOT32,2,STR$(L1):R0=KEY$
48 IF R0=0 THEN L000 ELSE R0=00-25
49 PLOT3,9," "
50 IF SCRNI(X-1,Y)=005 THEN SC=SC+100:D=0-1:Y=Y-1:GOTO4
51
52 IF R0=CHR$(0) AND SCRNI(X-1,Y)=100 THEN X=X-1:GOTO40
53
54 IF SCRNI(X+1,Y)=100 THEN SC=SC+100:D=0-1:Y=Y+1:GOTO4
55
56 IF R0=CHR$(0) AND SCRNI(X+1,Y)=100 THEN X=X+1:GOTO40
57
58 IF SCRNI(X,Y)=1=100 THEN SC=SC+100:D=0-1:Y=Y+1:GOTO4
59
60 IF R0=CHR$(0) AND SCRNI(X,Y)=1=100 THEN Y=Y+1:GOTO40
61
62 IF SCRNI(X,Y)=1=100 THEN SC=SC+100:D=0-1:Y=Y-1:GOTO4
63

```



keys
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```

390 IFX=CHR(11)AND SCRN(X,Y)=100 THEN Y=Y+1
400 IFY=7THEN GOSUB 2000
410 IFX=1 THEN S=2
420 PLOTX,Y,"R"
430 PLOTX,MY," "
450 IFY=Y AND SCRN(X,MY)=1100THEN MY=MY+1:GOTO410
460 IFX=X AND SCRN(X,MY)=1100THEN MY=MY+1:GOTO490
470 IFY=Y AND SCRN(X,MY)=1100THEN MY=MY+1:GOTO490
480 IFX=X AND SCRN(X,MY)=1100THEN MY=MY+1
490 IFX=X THEN X=X+1
510 PLOTX,MY," "
520 IFSCRN(X,Y)=33 THEN 1900
530 GOTO510
1800 PLOTX,Y,"a":GOSUB2000
1810 LI=LI+1:IFLI<=7THEN 2100
1820 CLS:PLOTY,13,"YOUR SCORE HAS RUN OUT":WAIT50
1830 PLOT11,15,M:WAIT50
1835 GOSUB2000
1840 GOTO5
1900 PLOTX,Y,"a":GOSUB2000
1910 LI=LI+1:IFLI<=7THEN 2100
1920 CLS:PLOTY,13,"THE MONSTER GOT YOU":WAIT50
1930 PLOT11,15,M:WAIT50
1935 GOSUB2000
1940 GOTO5
2000 JFO=0 THEN 2020
2010 Y=0:RETURN
2020 IF LI<3 THEN LI=LI+1
2030 LI=LI+1:SC=SC+50:GOSUB 2000
2035 CLS
2040 PLOTY,13,CHR(142)+* CONGRATULATIONS*
2050 PLOTY,14,CHR(142)+* CONGRATULATIONS*
2060 PRINT:PRINT"YOU HAVE GOT "L" PARTS OF THE LEGS!"
:PRINT
2070 PRINTSPC(14)"TREASURE":WAIT50
2080 PRINT:PRINTSPC(13)M:WAIT50
2090 GOTO5
2100 CLS
2110 PRINT"YOU HAVE NO MORE LIVES LEFT":PRINT
2120 PRINT"YOUR SCORE IS "SC:PRINT
2130 PRINT"YOU HAVE "L" PART(S) OF THE LEGS! TREASURE
:PRINT
2135 PRINT:PRINT"GET READY FOR ANOTHER GAME"
2140 WAIT 2000:GOTO 27
2200 FORT=12 TO 5 STEP-1:WAIT10
2230 MUSIC(,S,T,30
2240 NEXTT:P140
2250 WAIT100
2260 RETURN
2400 IF SC=10000 THEN S=5 ELSE S=4
2410 IF SC=14000 THEN S=6
2420 IF SC=24000 THEN S=7
2430 RETURN
2770 REM GRAPHICS = VARIABLES
3000 FORT=44344 TO 44351:READ0:POKET,S:NEXTT
3010 FORT=44376 TO 44391:READ0:POKET,S:NEXTT
3020 FORT=44712 TO 44719:READ0:POKET,S:NEXTT
3030 FORT=44720 TO 44727:READ0:POKET,S:NEXTT
3040 FORT=44728 TO 44735:READ0:POKET,S:NEXTT
3050 FORT=44736 TO 44743:READ0:POKET,S:NEXTT
3060 FORT=44744 TO 44751:READ0:POKET,S:NEXTT
3070 FORT=44752 TO 44759:READ0:POKET,S:NEXTT
3100 DATA 00,40,0,00,00,00,34,34
3110 DATA 0,1,3,15,30,40,40,63,0,0,32,36,40,60,60,60

```

Pyramid by Sean Rogers

You have just had the misfortune of being transported to the inside of a pyramid from which there seems to be no escape.

How to win

88-89 on colour, turn off caps, cursor and key-echo, press DEL+A, power

88-88 touch to user-defined graphics and instructions at the variables

88-17 on top screen

88-148 about the ground forms - check for best, plus joy on screen

88-118 move monster and check if you have been killed

188-184 cursor for when bonus runs out and the value the monster gets you

888-888 check if you have enough keys if you make it to the top

188-188 message when all keys gone

188-188 wait

888-888 cursor to set how many keys are needed

888-1772 user-defined graphics

188-1790 main operation

888-888 instructions

You then run around and collect the required number of keys and then make your way to the top to get a piece of the Loban treasure.

Do this as fast as possible and you'll get a good bonus.

By the way, watch out for the monster!

Main variables

X,Y: your position
 80: bonus
 1: lives
 80: score
 DEL,MY: monster's position

Movement is by the cursor keys.

The program might look a bit like a Christmas tree, but it needed the space.

When your bonus drops below 1,000 the fourth sign will stay at 0 and so on. This will make it harder to notice when your bonus is low.

Size of program

PLOT is One 8.5K; it is the same as PRINT AT. The Oric max is 4 x 8 and far international (256K) compared with the 8 x 8 of most other computers.

```

3120 DATA 12,18,12,15,15,20,34,51
3130 DATA 2,18,14,18,2,2,7,7
3140 DATA 63,63,63,63,63,63,63,63,63
3150 DATA 32,40,40,56,60,60,60,60
3160 DATA 1,3,3,7,15,31,31,63
3170 DATA 4,4,33,4,4,4,14,31
3180 SC=SCUL=338=4
3190 MH="HERE WE GO AGAIN"
3200 RETURN
3240 CLS:PRINTSPC(11)"P Y R A M I D"
3250 PRINT:PRINT:PRINT
3260 PRINT"THE OBJECT OF THE GAME IS TO GET ON":PRINT
3270 PRINT"THE FIRST GAME AT LEAST 4 KEYS FROM":PRINT
3280 PRINT"THEN ON EVERY 5000 POINTS YOU NEED":PRINT
3290 PRINT"ONE EXTRA KEY UNTIL YOU NEED ALL 7.":PRINT
3300 PRINT"YOU THEN GO TO THE ROOM AT THE TOP":PRINT
3410 PRINT"OF THE PYRAMID TO GET A PART OF THE":PRINT
3420 PRINTSPC(11)"LOBAN TREASURE"
3430 PLOT13,24,"PRESS A KEY"
3450 GETA:RETURN
  
```

Listing for Electric Eel

```

1 REM ELECTRIC EEL by Sean Overy
10 SCOR=0000
20 TEXT:CLS:PAPER:INKEY
31 PRINTSPC(50);CHR$(4);CHR$(27);
32 PRINT"ELECTRIC EEL";CHR$(4)
33 SOUND1,37,8;SOUND2,75,0
34 PLAYS,0,1,5000
35 PLOT13,18,"By Sean Overy's HAIT300
40 SCUL=100:GOSUB7000:GOSUB5000
50 SCUL=000:GOSUB4000
70 IFY0="Y"THEN40
75 F0H4823,7;CLS:EXPLODE:END
160 CLS:PAPER:PRINTSPC(24)
170 PRINT,"You are an ELECTRIC EEL "
180 PRINT,"and must swim around the "
190 PRINT,"aquarium eating M0ULDFISH"
200 PRINT,"( I ) but avoiding SPERE "
210 PRINT,"FISH \ |, the glass sides "
220 PRINT,"and your own tail! "
230 PRINT," A loud noise indicates "
240 PRINT,"that you must swim to the "
250 PRINT,"top before your oxygen "
260 PRINT,"runs out.Once you are "
270 PRINT,"fully oxygenated you can "
275 PRINT,"either turn left or right "
276 PRINT,"You can only surface when "
280 PRINT,"in need of oxygen .":PRINT
285 PRINT" HINT:Spahefish have side suction '??' "
290 FORI=170:G24:PLOT1,1,21:NEXTI
300 PLOT2,17,"SCORING="
310 PLOT9,21,"The deeper the better!"
320 PLOT2,23,"ARROW KEYS TO MOVE"
330 PLOT8,25,"Hit any key for a swim...":GETK0
340 FORI=1:TO18:SOUND1,T(1)+10,0
350 SOUND2,T(1)+100,0:SOUND3,T(1)+200,0
360 PLAY 7,0,1,2000:WAIT35:NEXTI
370 RETURN
  
```

Electric Eel by Simon Overy

You are an eel in a large aquarium and you have five more years before eating the last of fish but avoiding the other type.

How it works

00-01 eel
00-08 instructions
00-09 fish
000-000 end of game
000-050 main game routine
000-070 display start screen
000-080 set game variables
000-090 coordinates and set defined graphics

A load message tells you that you are then of oceans and move them to the surface unless a certain time.

The deeper the Moolfish are the more points you will score for eating them. The sea becomes in depth every two to ten seconds.

The game ends when either your oxygen runs out, you are hit — or caught eventually — by a Squidfish, or there are no Moolfish left.

Variables

SC points score
HE high score
OX info, sea oxygen needed
MC counter for oxygen lost
FX fish position of eel
FX0X from back of eel
MY1 is position of Moolfish
MC counter for Moolfish hit
SLAY distance of eel
TD time delay

Notes on conversion

Letters of the FORTRAN and sea your own computer's font. Use double quote (") for a and 2) and change 000-010 to sea your sea eel.

FORTRAN 000-010 uses CAPS off
FORTRAN 000-010-010 uses off
for eel and eel
DOING 000-010-010 uses eel

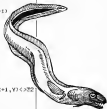
CHAR 91, 92 and 93 are the sea graphics

```

4000 FOR I=100T000MSTEP2
4010 SOUND 1,1,10
4020 NEXT I
4030 CLD:PAPERS:INK4:PRINTCHR(4):ZAP
4040 PRINTSPC(160):CHAR(27):"JIS C O F E 1 ";STRM(SC)
4050 IF SC>HE THEN H=SC:HE=HE+ENTR+ENTR(SC):LEN+STRM(SC)
1-1)
4060 PRINTCHR(4)
4070 PLOT1,30,"H" "Y" for play , any other to stop."
4080 KK=KEYB:GETTR:RETURN
0000 DONE&30,1&00
0000 REPEAT
0010 RH=PHD(1)
0015 IF RH=0,0 THEN GO TO BTHEND0=1:XC=0
0017 IF GO=1 THEN GO SUB 0000
0020 SS=SCRN(EP,EP,1),EP(EP,2)
0030 IF GO=2 THEN GO SUB 0020:GO TO 0000
0040 IF GO=3 THEN GO SUB 0030:GO TO 0000
0050 GO=1:PLDTEP(EP,1),EP(EP,2),93
0055 UNTIL RC=0 OR SS=1 OR XC=55
0060 RETURN
0070 PLOT(EP,1),EP(EP,2),93
0080 PLOT(EP,1),EP(EP,2),32
0090 EP=EP+1:EP=EP+1
0100 IF EP=40 THEN EP=1:WP=399:GO TO C5120
0110 IF EP=40 THEN EP=1
0120 WP=-1
0125 KK=KEYB:IF KK > " THEN GO SUB 0000
0130 EP(EP,1)=EP(EP+WP,1)+EX:EP(EP,2)=EP(EP+WP,2)+EY
0140 IF GO=160 THEN GO TO BTHEND170
0150 PLOT(EP,1),EP(EP,2),32:RC=RC-1
0160 DONE&30,1&00
0170 RETURN
0180 PLAY 7,0,1,2000
0190 SOUND 1,100,0
0200 SOUND 2,200,0
0210 SOUND 3,999,0
0220 SC=SC+1000EP(EP,2)+GO SUB 0000
0230 FOR I=1 T0MC
0240 IF RH(I,1)=EP(EP,1) AND RH(I,2)=EP(EP,2) THEN I=1
0250 NEXT I
0260 PLOT(EP,1),EP(EP,2),32
0270 X=INT URND(1)+30)+24Y=INT URND(1)+32)+3
0280 IF RC=0,X,Y < 0 THEN GO 270
0290 EP(1,1)=3+EP(1,1),2)=Y+PLOT(X,Y,91
0300 IF RH=3 THEN GO=3
0310 I=90:DOING&30,0&00(6300+350
0320 RETURN
0330 K=ASC(CHR)
0340 IF K=0 THEN EX=-1:EY=0
0350 IF K=9 THEN EX=1:EY=0
0360 IF K=10 THEN EX=0:EY=1
0370 IF K=11 THEN EX=0:EY=-1
0380 RETURN
0390 EP(EP,2)=EP(EP,2)+1
0400 TT=DEDC(6300):GETTR:GO SUB 0000:DONE&30,TT
0410 EP(EP,1)=EP(EP,1)+EX
0420 EY=0:EX=0:XC=0
0430 RETURN
0440 IF EP(EP,2)=C THEN GO 700
0450 SOUND 1,1000,0: SOUND 2,300,0: PL,93,0,1,2000
    
```



ORIC PROGRAMS



```

5910 80=80+1:RETURN
5920 PLOT18,26,RISHH+(STR#ASC),LEN(STR#ASC)-1
5930 RETURN
6000 TEXT:CLR:PAGE4:INP2
6010 FOR1=HTUS:FOR2=1TO30:PLOT3,1,20:NEXT2,1
6020 PLOT1,26,23:PLOT2,26,8
6030 PLOT3,26,"BCR90:"
6040 PLOT30,26,"HIGH:";PLOT26,26,H14
6050 FOR1=3TO24
6060 PLOT1,1,148:PLOT30,1,148
6070 NEXT1
6080 FOR1=1TO30:PLOT1,20,148:NEXT1
6090 FOR1=1TO10
6100 X=INT(RND*(3+30)+4):Y=INT(RND*(3+19)+4
6110 IFSCRN(X,Y) < 320:SCRN(X,Y) < 320:SCRN(X,Y) < 320
THEEND
6120 PLOTX-1,Y,SP4
6130 X=INT(RND*(3+30)+2):Y=INT(RND*(3+19)+4
6140 IFSCRN(X,Y) < 320:THEEND
6150 PLOTX,Y,SP1:IF(1,1)=X:SP(1,2)=Y
6160 NEXT1
6170 RETURN
7000 SC=8:EP=2:EB=1:EX=8:EY=-1:MC=10
7010 EP=18,17=2:EP=18,21=24:RETURN
7020 D=PEP+488,21,7(15)
7030 FORK=20,10:POKE488,0
7040 FOR1=45000TO4501
7040 READ:POKE1,0
    
```

```

9050 NEXT1
9060 SF=CHR$(1)+",":CH$(2)
9070 FOR1=1TO15:READ:TI=J:NEXT1
9080 RETURN
9090 DATA 12,12,18,20,33,33,45,10
9100 DATA 8,10,45,12,12,45,10,0
9110 DATA 12,18,33,45,45,33,10,12
9120 DATA 8,15,20,18,0,9,10,5,15,
20,15,0,12,14,20
    
```

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U.S. SCENE

Sales slow for IBM micro

Let's start this week's column with a few items of general interest. On a somewhat contradictory note, IBM has announced that it expects to increase production of its personal computers for about 50% per cent this year. At the same time, dealers selling the new PC's, have noted that their sales have been falling far below expectations. I just the main reason for this is a contradiction between the price of the unit and its capabilities.

For obvious reasons, IBM did not want to make the machine compatible with its big brother the PC. For most dealers find that they could not sell more of the machines if they came with a better keyboard, more memory expansion capability, and a second disc drive. With all these limitations, coupled with an over-\$1,000 price tag, the machine seems to be suffering from a complete market image. Dealers were told it is to be used as a small business computer, for the Apple II's or the Kingpin (to give her the examples) cost less while offering more. On the other hand, in its most basic form, the machine is still very expensive and based on performance compared with other units shipped for use in the home.

Apparently IBM has been of the machines running shipments in various warehouses. In order to improve sales, some dealers have been discussing its systems at much as \$300 down from the \$1,700 list price, and including up to four free software packages. Other dealers are offering the 5860 machines in its most basic form for just a few dollars less a complete system. It appears as though IBM is willing to let the marketplace decide who will order the machine and its, and is also willing to let other forms of software be developed for it. This is so because at this is exactly the same approach it used when the PC was introduced.

One thing is for sure, with such a fabulous marketing budget and the new IBM behind it, the firm will not produce the best product in order to survive. We shall certainly see what happens.



I always wanted to know exactly how much money schools were spending on computers — and now I have a fairly good idea. A recent study, called *Microcomputer: Markets and Software in the 80's* by Mark, 1987-87 has just been completed by Knowledge Industry Publications, of Blue Plains, New York. The study finds that elementary and the 16 schools for junior and high schools, for the year.

Among other interesting statistics, we learn that these schools bought 144th worth of microcomputer equipment last year of which only \$15m was spent on software. Indeed purchased about 180,000 microcomputers, bringing the total in use to approximately 400,000. The study points out that this number total could rise to an amount as high as one for the end of 1987. Apparently more than two-thirds of all schools have at least one desktop computer.

So what is in use? Apple, Radio Shack (Toony to you), and Commodore supplied 87 per cent of all computers purchased by schools last year. No surprise there, I suppose. This study, by the way, did not measure either the number of items or the dollar value of computers and software that has been donated to schools. Now that would be an interesting statistic!

That's all for this week.

Neil Cox, Fairfield, California

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| 7 | Demons Knight | Amrod | Spectrum 11 |
| 8 | Goatlock | Amrod Books | Spectrum 11 |
| 9 | The Wizard | Microimage | Spectrum 10 |
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COMMODORE 64

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DRAGON 32

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Compiled by M. H. Smith and Associates. Figures in brackets are last week's positions.

VIC-20

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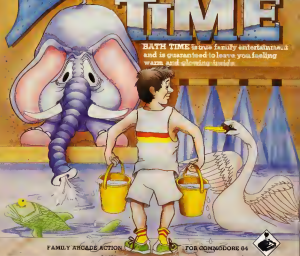
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