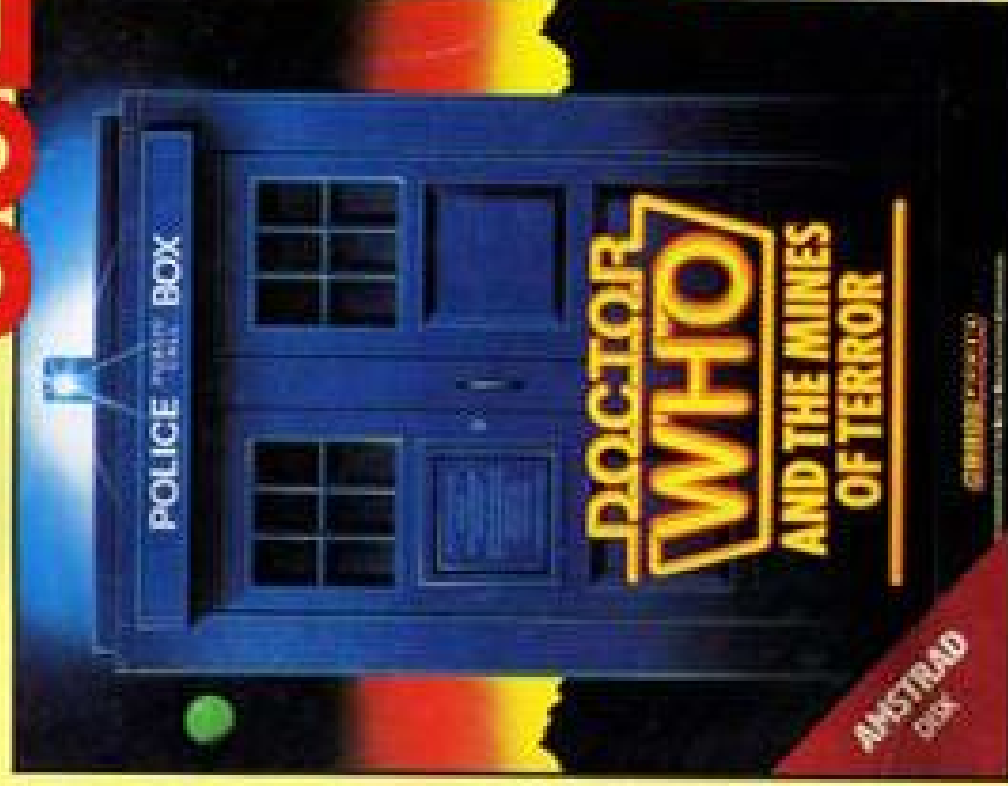


The Aussie Mag
for Amstrad owners

THE AMSTRAD USER

Issue No. 25 \$3.75

February 1987



- *Reviews on Software and the AMX Mouse for CPCs + five pages of "cheats" + Lighthouse Adventure Part 2*
- *Introduction to GSX Graphics + LocoScript Layouts + Printing tricks with CP/M + five pages of tips*
- *Type-ins for CPCs + Mail Order Software (Page 61)*

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All enquiries and contacts concerning this Publication should be made in the first instance by writing to The Amstrad User, Suite 1, 245 Springvale Road, Glen Waverley, Victoria 3150, Australia. Urgent matters can be phoned through on (03) 233 9661.

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\$37.50 for 12 issues of the magazine only, or \$80.00 for 12 issues of the magazine plus tape (for CPC range only) containing programs appearing in that issue. Postage is included in the above prices. For subscriptions to New Zealand, PNG, Solomon Islands or Vanuatu please add \$21 airmail. Other overseas prices available upon application.

Please note that whilst every effort is made to ensure the accuracy of all features and listings herein, we cannot accept any liability whatsoever for any mistakes or misprints.

Contributions are welcome from readers or other interested parties. In most

circumstances the following payments will apply to published material: Letters \$5.00, Cartoon \$5.00 and a rate of \$10.00 per page for programs, articles etc.

Contributions will not be returned unless specifically requested coupled with a suitable stamped and return address padded bag (for tapes or discs).

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THE AMSTRAD USER

G'day,

Once again I find it difficult to get "into the swing of things" after I have had a holiday. This year was no exception - made more difficult by the enormous amount of post that had accumulated during the break. It must be a record as it has taken ages to sort through it all. We'll get to your's, so please be patient!

If you are reading this magazine for the first time, welcome. If you have been with us since Issue 1, thanks. There have been a few changes during the first two years, and we enter our third year with the good news (especially to those readers living outside city areas) that, as it's our Birthday, we are now offering Software for the CPC's and PCW's on mail order. At the moment the list is short, but as things progress we intend to add to it. It is likely that we will keep to the Games, Educational and Utilities area and leave the Business area to others (although we are making Mini Office II available for the CPCs).

Also available is Year Disc 4, with a heap of Public Domain software provided free. Our thanks to Fred Robertson-Muise of the Canberra User Group for keeping us updated. Details of all of the software can be found starting at Page 61.

A final point, with nearly 700 tape subscribers, there are bound to be a few tapes that either don't get copied (our fault!) or that have read errors (machine fault!). We do check every tenth tape off the line, but clearly we cannot check them all. Quite often errors result from dirty heads, so clean them first and try again. We have an article planned for tape reader owners which may help. But if you do have a read error a or b occurring that won't go away, just send it back with a note plus your name and address and it will be replaced.

See you next month,

Ed

Letters



Happy Birthday TAU,
Congratulations, you're TWO.
We are liking what you give us,
Happy Birthday TAU.

The Cox Family, Bendigo, Vic

*Many thanks, we're glad you're happy.
Yes - we're two and out of nappy.
Celebrate and have some fun
Just turn the page to sixty one!*

About 12 months ago I bought a PCW 8256 and have been extremely satisfied with its performance in the primary role of a word processor. While I agree that it can be slow with large files, the ease with which it provides sub/superscripts, underlining, italics, greek characters etc. more than compensates. Its performance, can however, be further improved.

To enhance my system, I recently increased the RAM disc size from 112 to 368k with one of the cheap kits (£26) advertised in Britain. It was composed simply of 8 identical chips + very simple instructions on how to insert them. You can tell whether a PCW can take them by removing the back and seeing if there are 8 empty slots in a row at the bottom of the main printed circuit board. The larger RAM disc is invaluable for 1) editing large LocoScript files, 2) speeding up software packages which involve exchange of different programs or 'help' files and will not fit on the 112k disc

All correspondence published in this section earns a payment of five dollars.

Letters should be addressed to The Editor, The Amstrad User, Suite 1, 245 Springvale Road, Glen Waverley, Victoria 3150.

We regret that we cannot enter into any personal correspondence.

(eg. Supercalc), 3) keeping the operating system commands in easy reach and 4) reducing wear on disc and mechanical disc drives.

Glare induced headaches can be avoided with a fine mesh screen filter from Tandy (around A\$30) and a piece of sticky tape. This will transform the background from shimmering grey to matt black with little loss of screen brightness. The Prospell program in an excellent complement to LocoScript and simple to use. I've been told that ribbons may be recharged once or twice by spraying them with WD-40 and leaving for an hour for the ink to redistribute. I've yet to try it but then there's not much to lose.

Finally two queries. Why are local prices so high compared to Britain. DbaseII and Prospell retail here at \$395 and \$95 whereas the English discount prices are £89 and £27. With an exchange rate of about 2.2 it doesn't make sense unless its like importing books. Secondly, where do I find out how to use GSX?

David Roser, Richmond, NSW

Software, like most other imported goods, is subject to various parameters outside the control of importers. For a start, the UK software houses are not known to give preferential discounts to Australian importers (may be something to do with the amount of piracy that goes on over here). Add to this the cost of freighting the products by air (the most expensive), then Mr.

Keating's slice in import duty and a hefty 20% sales tax. Add, again, the promotional costs (not many UK companies advertise in Australian magazines, so it's left to the importer to spread the news) and also consider the postage/distribution costs within Australia. We understand that products will be available from AMSNET (through the NIX system) at a cost of about 2.7 of the UK price, which can only mean good news for the serious software buyer.

Where can you find out about GSX? Turn to page 26!

I bought the January issue of the magazine yesterday and was somewhat bemused by the CP/M Revisited, Part Three bit.

It only took a few minutes and a blank formatted disc to prove the nature of the disc directory with the program below. Your readers might like to try this to assure themselves that they need not fear the void...

One need only key in the program, slip a disc in, and run it to see what happens.

```

10 REM Program to test
    directory
11 'J.L. Elkhorne 3/1/87
20 MODE 1:CLS:PRINT
    "Creating files ":"
    PRINT
30 ON ERROR GOTO 200
99 :
100 FOR j=1 to 65
110 PRINT j
120 OPENOUT STR$(j)+"-
    FILE"
130 WRITE #9, "This is
    file ";j
140 CLOSEOUT
150 NEXT j
160 :
200 For k=1 to 900:NEXT k
210 CAT
299 :
300 END

```

J. L. Elkhorne, E. Malvern, Vic

After reading your January '87 edition I was very pleased with part two of "Wired for Sound". I also typed in the Intelligent Menu program written by Chris Collins, but it does not work on a 464.

I believe the problem lies in the delete routine - line 320.

There are two errors, the first being that there are two WHILE and WEND statements, and when erasing a disc file on the 464 you are required to have an "@" before the string name. Line 320 should read:

```

320 IF INKEY(61)=0 THEN
    LOCATE 50,23:PRINT
    "Confirm Delete Y/N";
    CHR$(7):WHILE INKEY$=
    "";WEND:IF INKEY(43)=0
    THEN JERA,@a$:RUN

```

Another point, which does not effect the operation of the program but makes it look more attractive, concerns the little pointer arrow which currently can move down to the 19th line of the window and erase one letter of the text line. My solution to avoid this is to search the screen and find the position at which the last line of characters appear. The modifications below are for the 464 only.

```

Change:
130 PRINT CHR$(22)
    CHR$(1):GOSUB 420
210 IF down<4 THEN down=
    ymax ELSE IF down>ymax
    THEN down=4
220 IF across<1 THEN
    across=61 ELSE IF
    across>61 THEN
    across=1

```

```

Add:
420 char=0:xpos1=1:
    ypos1=4
430 FOR offset=0 to 19:
    LOCATE xpos1,ypos1
    +offset:CALL address,
    @char
440 IF char<64 THEN ymax=
    (ypos1+offset)-1:
    RETURN

```

450 NEXT:RETURN

Finally, the way Mr. Collins' routine to move the arrow around the screen deserves a compliment.

Peter Douch, Rowville, Vic

I am writing to you following the article which appeared in the Aussie Made section of the December issue of The Amstrad User concerning the magazine on 3" disc known as The Gambler. As the article on Page 13 and the advertisement on Page 54 said, the disc is intended for the PCW range only. A number of people who have other machines have written to me asking if the disc will run on their machines.

Normally a PCW formatted disc will not run on a 6128. However, I believe it is possible for 6128 users to copy the files from my disc to a 6128 format using the PIP utility. I don't have access to a 6128, so I cannot experiment with this. It should be possible to download the disc as HEX, but that would be an expensive phone call.

Interest in The Gambler Magazine has been considerable, as expected. I am looking for people with more knowledge and more hardware who can copy the magazine for use on other systems. I am proposing a licence agreement under which a master copy and a mailing list would be sold for a price that would leave a healthy margin of profit.

If any one out there would like to take it on, they should contact me at the address below.

The Gambler Magazine is also available as a monthly newsletter and will be appearing on Viatel, when we get the comms problems sorted out. Barry Tucker, The Gambler Magazine, 3 Greenknowe Avenue, Potts Point, NSW
Phone: (02) 358 3221

Firstly, I would like to suggest a change to the Word Sleuth program, by Keith Saw, on page 49 of the November TAU. Delete lines 360 through 610 inclusive and insert the following equal code:

```
360 FOR A% = 1 TO 26
370 A$(A%) = CHR$(ASC("A")
+ A% - 1)
380 NEXT A%
```

This code performs the same function and would result in only a negligible increase in execution time.

Secondly, I have a Digital Research Pascal/MT+ compiler (version 5.6.1). When I compile very large programs (of up to 1000 lines), I often get confronted with the error message:

The line with the "error"
↑ Illegal Symbol

where the illegal symbol is character #87 (hex), one of the graphics symbols.

The file I use is a "simple text file" from the Locoscript "Make ASCII file" function in the MODES menu (F7). Whenever I type or print this file, no such character exists anywhere in it. The error is usually a "subtle" error. Can any of your readers help with any solutions to this problem?

Adrian Booth, Orelia, WA

driving to different galaxies making a fortune for 2 or so hours to, all of a sudden, be told "Your 1000 days are up".

Also, cheat mode for Firebird's ELITE (December '86) is great to say the least, although I have one problem. I haven't been able to master a way of escaping the sun that is "going nova". Any suggestions? Keep up the good work, it's a great user magazine to read.

S. Myers, Derrancourt, SA

I have the disc version of Amsoft's "Macrocsmica" for the CPC6128. I was wondering if any ingenious person could invent a cheat mode or suggest "tips, pokes and game busting plays" to increase the amount of time you have to play the game.

It's a bit disappointing hyper-

ADVERTISING DEADLINES

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MAKING "THE AMSTRAD CUP" WORK ON A CPC464

Modifications from Roy Lunquest

In the December issue of The Amstrad User a game called The Amstrad Cup written by Roy Lundquest was featured. Because the program was written on a CPC6128, full use was made of its extra graphics commands such as MOVE x,y,pen, FILL p and GRAPHICS PEN p. These commands are not available to the 464 and hence the program just will not run. We are all grateful to Roy for providing the following modifications which will make the program work on a 464 without reducing the enjoyment of the game. All you will miss out on is the filled in colour of the land and the water. A short machine code routine to give a FILL command to 464's was published in the March '85 English Amstrad User and keen programmers might like to incorporate that to improve the graphics.

The alterations listed below look like a lot of work because I have reproduced the entire line which requires change in each case. Actually, the modifications are small and can be easily made by EDITING each line in turn and making sure it matches the version listed here.

Some of the changes are designed to make viewing a little easier (lines 30, 50 and 530). Line 1060 should be changed by 6128 and 464 owners because this will remove a 'bug' which left the old boats sitting on the course at the start of a new race. 6128 owners could change lines 830 and 860 to give improved collision detection but leave t<>1 unchanged. All of the others have to do with the incompatible graphics commands.

The amended program was run on a 464 and worked fine.

HOW TO FIX IT

If you are typing in the program for the first time...

Use the corrected lines shown below to replace the

original lines as you go. Save a copy to tape or disc before trying anything.

If you are loading from the December TAU tape...

DO NOT RUN THE PROGRAM YET!!! JUST LOAD IT IN.

You will not be able to list some lines. A syntax error will be reported if you try to list an old line, 450 for example. Re-type all such lines using the modified version below.

Now EDIT the remaining lines to be changed so that they are exactly the same as those listed below.

When you are finished, save it!

If you are re-loading a version you typed in and saved

EDIT all of the lines listed below so that they match exactly.

IN ALL CASES...

Try running the program. You will probably have some minor errors to sort out but nothing disastrous should happen. (Murphy's law: There is always one more bug). Check the program for typos and edit where necessary. When you have it running error-free, make sure you save it again.

GOOD SAILING!!!

THE LINES TO BE MODIFIED

```

30 YACHT1=26:YACHT2=0
50 SAND=16:WATER=1
180 READ X,Y:MOVE X,Y
200 DRAW X,Y,1:COTO 190
440 MOVE 30,180:DRAW 30,270:DRAW 20,260:MOVE
    30,270:DRAW 40,260
450 MOVE 25,300:TAC:PRINT "N";
500 MOVE 300,360
510 MOVE 340,320: DRAW 340,360,1
530 WINDOW#1,15,30,8,16:PAPER#1,0:CLS#1
600 X2=345:Y2=340+(start-1)*20:grpen= turn+1
620 CLS#1:PEN#1,turn+1:PRINT#1, YLS(turn) ;
    grpen-turn+1
830 t=TEST(xx+hstep*3,yy+vstep*3) : IF t<>0 and
    t<>turn+1 THEN 860
840 PLOT ROUND (xx),ROUND (yy),grpen:
    x(turn)-xx:y(turn)=yy
860 x- ROUND (xx:hstep*3):IF (x=340 OR x-
    341) AND yy<370 AND yy>330 THEN 950
990 COSUB 1070:SOUND 1,1000,100,15:SOUND

```



```

1,1,30,1:SOUND 1,1000,100,15:MOVE 340,330:
DRAW 340,370,turn+1 '***** sound foghorn
and redraw finish line ****
1060 IF k$="y" THEN RESTORE: GOTO 140
1100 gipen=0
1110 FOR x=x1-1 TO x1+1:FOR y=y1-1 TO y1+1:
PLOT x,y,gipen:NEXT y,x
1120 FOR w=-1 TO 1:FOR z=-1 TO 1:MOVE x1+w,
y1+z:DRAW x2+w,y2+z,gipen: NEXT z,w
1130 gipen=turn+1
1140 FOR x=x2-1 TO x2+1:FOR y=y2-1 TO y2+1:
PLOT x,y,gipen:NEXT y,x

```

THE CHANGES

- Line 30 - better colours for the yacht dots on the map
- Line 50 - better background and boundary colours
- Line 180 - MOVE x,y replaces MOVE x,y,1
- Line 200 - DRAW x,y,1 replaces DRAW x,y
- Line 440 - MOVE 30,180 replaces MOVE 30,180,1
- Line 450 - delete GRAPHICS PAPER 0
- Line 500 - take out the FILL 1 command
- Line 510 - DRAW 340,380,1 gives a visible finish line
- Line 530 - PAPER#1,0 replaces PAPER#1,1 to make text easier to read
- Line 600 - gipen=start+1 replaces GRAPHICS PEN start+1
- Line 620 - gipen=turn+1 replaces GRAPHICS PEN turn+1
- Line 830 - t<>0 replaces t<>1 to work with new background colour
- hstep*3 and vstep*3 give improved collision detection
- Line 840 - PLOT ROUND (xx),ROUND (yy),gipen - add in the ,gipen
- Line 860 - hstep*3 to match line 830
- Line 990 - MOVE 340,330 replaces MOVE 340,330,turn+1
- DRAW 340,370,turn+1 replaces DRAW 340,370
- Line 1060 - replace 580 with RESTORE:GOTO 140 (remove bug)
- Line 1100 - gipen=0 replaces GRAPHICS PEN 1 (that's right!)
- Line 1110 - PLOT x,y,gipen replaces PLOT x,y
- Line 1120 - DRAW x2+w,y2+z,gipen replaces DRAW x2+w,y2+z
- Line 1130 - gipen=turn+1 replaces GRAPHICS PEN turn+1
- Line 1140 - PLOT x,y,gipen replaces PLOT x,y

Tape subscribers will find the above modified version on this month's tape entitled AMCUP464.

User Group Contact List

Please note that the following names are listed as contacts for new user groups and should NOT be viewed as a problem solving service. See also Nationwide User Groups list.

NSW	Chris Craven	Canowindra	(063) 44 1150
	Trevor Farrell	Coolah/Mudgee area	(063) 77 1374
	T.J. Webb	Glossodia	(045) 76 5291
	David Higgins	Inverell	(067) 22 1867
	Paul Wilson	Moruya	(044) 74 3160
	Frank Humphreys	Murrumbidgee	(086) 64 7290
	Bob Hall	Newcastle	(049) 52 6915
	Stephen Gribben	Singleton	(065) 72 2732
	Ken Needs	St. Ives	(02) 449 5416
	Chas Fletcher	Toongabbie	(02) 631 5037
	Nick Bruin Snr.	Tweed Valley	(066) 79 3280
Vic	Stuart McLean	4/304 Albert St. Sebastopol, 3356	(053) 31 2058
	Brian Russell	Ballarat	(053) 313 983
	C. van de Winckel	Burwood	(03) 29 4135
	David Carbone	Camperdown	(055) 93 2262
	Rod Anderson	Heathmont	(03) 729 8657
	Paul Walker	Horsham	(053) 82 3353
	Terry Dovey	Leongatha	(056) 62 3694
	Andrew Portbury	Manangatang	(050) 35 1402
	Sue Kelly	Mt. Evelyn	(03) 736 1852
	Angela Evans	Numurkah	(058) 82 2069
	Keith McFadden	Wandin North	(059) 64 4837
	Lindsay Parker	Warnambool	(055) 67 1140
	Maureen Morgan		
QLD	Debbie Topp	Bribie Island	(075) 48 1688
	Steven Doyle	Caloundra	(071) 91 3147
	Mick O'Regan	Gladstone	(079) 79 2548
	Kylie Telford	Goondiwindi	(076) 76 1746
	D.F. Read	Ingham	(weekends only)
	Tim Taxken	Isoswich	(077) 77 8576
	Alan Laird	Maryborough	(071) 22 1982
	Graeme Annabell	Rockhampton	(079) 27 4915
	R.C. Waiterton	Toowoomba	(075) 35 4305
SA	Lindsay Allen	Murray Bridge	(085) 32 2340
	Michael Spurrer	Murray Bridge	(085) 32 6984
	Mrs. S. Engler	Penola	(087) 36 6029
WA	Dave Andersen	6 Kitchener Rd Merredin, 6415	(09) 341 5211
	Graeme Worth	Scarborough	(095) 33 1179
	P.M. Nuyens	Waroona	
TAS	Conal McClure	Scottsdale	(003) 52 2514

If your name appears in the above list, then please drop us a line (if you haven't already done so) to let us know how things are proceeding.

GILTRONIC - a dealer with ambition and drives.

A long time ago in a small flat in Richmond, Victoria, a small group of people with newly acquired AMSTRAD computers sat and looked at each other.

The reason for this meeting was soon to become apparent, nobody knew how to work the things from the U.K. and so it was decided to form the user group later to be known as C.A.U.S. (the Central Amstrad User's Society in Victoria).

This was the first stepping stone for Fred Gillen, one of the founding members of C.A.U.S., in the establishment of the Amstrad mail order company GILTRONIC AUSTRALIA. Fred had been involved in computers for some years, in fact he had one of the first Tandys in Australia and progressed to complete

microprocessor courses at various colleges in Melbourne. It all started when Fred realised the 5.25" drives could be interfaced to the AMSTRADs as second drives. He connected one to his machine and a lot of his fellow Amstrad users figured it was such a good idea they wanted one too. This led to the now well known GILTRONIC 5.25" drives which save people a lot of money on discs. (3" discs retail around \$10.00 as opposed to 5.25" for \$1.50).

So from supplying extra drives to his friends, Fred and his wife Geraldine established the mail order outlet to give other Amstrad Users access to the vast range of software and hardware available. The reaction was so good over the last year or so that just before Christmas GILTRONIC

AUSTRALIA opened a retail outlet at Bonbeach, Victoria, (that's between Chelsea and Carrum) to cater for Amstrad users. Fred intends to offer the full range of software and hardware but if the item you require is not in stock he will get it for you, if it is available in Australia.

At the moment Fred is negotiating with overseas companies to obtain better prices on hardware etc. so keep your ear to the ground for specials from GILTRONIC. Being president of C.A.U.S. this year, he is also more than willing to try and help with any problems you might have with your AMSTRAD. If he can't help chances are he can put you in contact with someone who can.

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Tuition available in Queensland

Computercraft had its birth on 4th August 1986 at Margate in the fair bayside city of Redcliffe, a few kilometres north of Brisbane. Ed Squire purchased "The Wicker basket", a thriving cane furniture and accessory retail outlet, and a decision was made to diversify. In order to make the best use of Ed's 30 years in the communication industry (Telecom) he chose the Computer sales area.

The last 18 years of his service

with Telecom was in their Technical Training Centres (Melbourne, Ballarat and Brisbane) so, what better incentive to buyers than to provide FREE with any computer purchased, a 12 hour training course. The course is also sold to others, and is quite successful in itself, as well as being a great indicator to the kind of back up offered to customers of Computercraft. Ed also provides personal tuition at competitive

rates for the Amstrad machines. Computercraft carry the full range of Amstrad machines and a selection of software, books etc. applicable to Amstrad, and, of course, supplies of The Amstrad User.

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All items for inclusion in this section should be addressed to:
The Editor (News Items),
The Amstrad User, Suite 1,
245 Springvale Road,
Clon Waverley, Vic 3150

20 mb Hard Disk plug-in card and Acceleration card for Amstrad PC1512

Verbatim has introduced DataLife DataBank - a 20 megabyte hard disc plug-in card for increased internal storage on personal computers; and DataLife CPU-Card for improved performance. These two new products are designed for the IBM PC, XT, AT and compatible computers including the new Amstrad PC1512.

The DataLife DataBank is one of the first 20 megabyte plug-in cards available. It occupies one full and one half expansion slot on most systems or only one slot if Slot 1 is available. Access time is 78 milliseconds (thousandth of a second) while power consumption is less than 13 watts.

The DataLife CPU-Card gives a six-fold increase to the system speed of a standard IBM PC making it 20% faster than the IBM PC/AT. The card occupies half a slot.

It replaces the IBM PC's Intel 8088 microprocessor with the more powerful and faster Intel 80286. The AT uses the same chip. Combined with a DataBank hard disk plug-in card, the DataLife CPU-Card upgrades the performance of the PC to an internal clock speed of 7.2 MHz or 20% faster than the IBM PC/AT. Together the DataBank and CPU-Card occupy two expansion slots. DataLife DataBank operates

AMSNET going on-line with NIX

Something exciting is now available for all Amstrad owners. It's called "NIX". And what is NIX?

Well, it stands for Network Information Exchange and that means that if you have a 1200/75 baud modem and Viatel software you will be able to call up the new Amstrad Bulletin Board on Viatel #6423 and log on.

What can you do? For starters, if you want to get some information about your computer, just leave an open message on the BBS and someone else who has the information will leave a message for you. Simple isn't it.

Also, you will be able to browse through the many pages of info on the latest offerings from Amsnet and others. What are this month's specials? Where can I get this and that? You will be able to look up The Amstrad User Index (currently in preparation) and see which issue carried what, the latest product for your computer and ask why a certain program doesn't run the way you expected.

NIX is destined to help you get information fast. It's an

information Bulletin Board, not a chit-chat board. We are hopeful that all computer users will want to use it so they can see how best to run a program or get a fix on a bug.

Each month we want to be able to print in this magazine "The Best of Nix" in an easily read format so those without modems can see how a Bulletin Board can help them.

Anyone with the right equipment will be able to access the public section of NIX, but if you want the deep down info, then you best join the Amsnet User Club and then you will gain access to the closed user section, plus super-duper discounts on lots of goodies for your computer, plus the ability to order virtually any product from overseas with the knowledge that your money is still safe in Australia.

If you don't have a modem yet, don't worry because Amsnet can supply you with modems and programs for any Amstrad model. Anyone buying a modem and software will automatically be granted membership of the all new Amsnet User Club for one year... a saving of \$45.

AMSNET can be contacted on Viatel #6423 or by phone on 075 531734/321465.

with IBM compatibles and is also compatible with the Xenix operating system.

DataBank uses a 3.5 inch hard disk with automatic locking making it resistant to shock and more readily transportable. The unit is pre-formatted but an easy-to-use formatter is also supplied.

The new Verbatim unit allows a standard dual floppy IBM PC to be upgraded to the storage capacity of an XT without taking any desk space required by an external hard disk. The board's control logic can either replace or work alongside an XT or AT hard disk controller.

DataLife DataBank carries a replacement warranty for the first 6 months of service with an extended service warranty for an additional 6 months.

Verbatim manufactures flexible diskettes in Australia and markets them with other products through a network of resellers. It is a subsidiary of Verbatim Corporation - an operating unit of Eastman Kodak Company.

VERBATIM AUSTRALIA
49-53 Hotham Parade, Artarmon,
NSW 2064
Phone: (02) 437 6477

Gossip from the U.K.

Our "spy" returns with some meaty rumours from Amstrad

◆ One of the main reasons for the success of the Amstrad range of computers must be attributed to the price structure - it's really good value when you compare them with others. But news has just broken, and confirmed by Amstrad themselves, that extensions to the PCW and PC range are currently under development and due for release in the UK towards the third quarter of 1987 at prices even cheaper than current models. This

is apparently due to the fact that more components designed by Amstrad will be incorporated rather than expensive third party components. Rumour has it that Amstrad are also developing their own hard disc drive and controller, replacing the third party Tandon, and an enhanced graphic adaptor card for higher resolution and more colours on the PC1512. Prospective PCW owners may like to know that an improved PCW including a

INSIDE I.S.D.

ISD (International Software Distributors) was established in July 1984 by Joe Pilz and Luke Hardy who felt that there was a gap in the market for an efficient service oriented company.

Until this point there was very little choice for the retailer in terms of where and what could be bought and service from some distributors was less than adequate. It would frequently take 4 to 12 weeks to obtain products and coupled with pricing problems, the retailer was forced to sell software at almost unsaleable prices.

Due to ISD's policy to provide 24 hour delivery, their ability to obtain stock from overseas suppliers within 10 days and their very competitive pricing, ISD has grown into one of the largest suppliers of Leisure/Entertainment Software. Because of this success many 'exclusive' agreements have been obtained with UK software houses. Amongst these are

Firebird, Mastertronics, Electric Studio, Database, Rainbird, Gremlin - the list goes on.

ISD maintains a staff of 16 people at Head Office in Melbourne. Victoria is administered from Head Office, while all other states (bar Northern Territory) have a minimum of 2 people to sell the products and service customers.

With the advent of the Amstrad PCW and PC machines, ISD has now set up a new Business Division. Here the emphasis is to import products at a low price but of high standard. It is also essential that the products are well documented and user friendly. A full range for these machines is planned for January 1987 covering Databases, Spreadsheets, Word Processors, Accounts and more.

And the best selling titles for 1986? Topping the list was Database's "Mini Office II" with Firebird's "Elite" coming second.



better quality printer is likely to be released late Summer (that's your Winter). My last bit of gossip from Amstrad is that they are planning to market a number of printers to be used on Amstrads as well as other machines. Looks like a busy 1987 for Alan Sugar and the gang!

◆ I've seen a working version of the long awaited AMX Pagemaker (by Advanced Memory Systems). It's very impressive. Although developed by the people who produced the mouse, it will still work with joystick or keyboard. It comes on disc and requires a 6128, or a 664 with 64k expansion ram or a 464 with 64k expansion ram and a disc drive. The list of features is long - you can create a complete A4 newspaper style page with powerful text, paste and graphics facilities. Text and graphics can be mixed at any point on the screen; text produced with various word processors can be loaded into Pagemaker and then formatted to your own design. Four character sets are included and a complete Art package, and you can also use a Vidi (picture digitiser). You've got to see it to believe it.

◆ Depending upon your standards you may feel that some computer games are becoming excessively violent. There now exists here in the UK, a system whereby software houses can submit their latest offerings to the film censors for a rating which, when "awarded", suggests to the retailer whether or not he can sell it to a person under the age of 15 or, at worst, whether it should be banned altogether. The first to get a rating is Dracula from CRL. I can't see the system working though - after all, hands up those people who have sneaked in to an movie they weren't supposed to see? I thought so!

CHEAT MODE

Some more Tips,
Pokes and Game
busting ploys to
improve your scores.
Don't be shy - send
yours in to share with
all of us.

POKE METHODS

This is the section where we explain how to input the majority of *Cheat Mode* pokes. There are two different methods - the instructions for each poke tell you which one to use. If you have a 664 or 6128, you'll have to type 1 tape before using either.

Method 1: Make sure that you've rewound the game tape to the beginning. Now type in the poke listing then type RUN and press the 'Enter' key. (Don't use the key marked 'CTRL' or 'CONTROL', that will stop the poke from working.) Press the PLAY key on the cassette deck, and hit any key on the main keyboard - the space bar will do nicely. The tape should now start to play through in the normal way.

Method 2: For this method, you have to skip the first bit of the game program. To do that, start by rewinding the game tape to the beginning. Now type in the listing. Then type CAT, and press the 'Enter' key. Start the tape by pressing PLAY and hitting a key, and then watch the screen.

After a little while you'll get the message "Found SOMETHING block 1". It doesn't matter what the SOMETHING actually is - this will vary from one game to another. If the instructions with the poke just tell you to skip the first block you should stop the tape here. If the instructions tell you to skip several things, stop the tape when the "Found" message comes up for the last thing you're trying to skip.

Once you've stopped the tape press the ESC key, type RUN, and press the 'Enter' key. Now press PLAY on the tape deck, and hit a key on the keyboard to start the tape running.

CONQUEST

Some quick, but very informative, tips for the Mastertronic game from a reader who didn't put his or her name on the bit of paper concerned - we tend to shuffle separate pieces of paper so put your name on every single thing.

1. The grey book teaches you to use magic wands. Use it then drop it.
2. The same applies to the book of potions.
3. The magic axe kills all slow-moving creatures.
4. The grey wand kills red creatures and the red wand kills grey creatures.
5. Both wands kill green creatures.
6. If you're touched by a green creature you're poisoned and should drink a potion.
7. Small keys open chests.
8. Large keys open doors to other sections of the castle.
9. Ornate keys open cupboards.
10. All keys must be the same colour as the object to be opened.
11. To pass through the fire-place carry the poker.
12. The sounds make sense. Going in the right direction carrying the right object causes a particular sound, as does a decrease in energy.
13. Coins can be used on the vending machines.

GREEN BERET

This poke is for the disc version of the game and gives you up to 255 lives. You just have to type it in and run it, then every time the game loads you are asked how many lives you want. Note that the poke does write to the disc, so make sure the write-protect tab is off and that you have typed the listing in very carefully.

```
1 'Green Beret
2 'Amstrad User Feb87
10 OPENOUT "Y" :MEMORY &1000
20 MODE 1 : LOAD"data1"
30 INPUT "How many lives ? ",lv
40 IF lv<0 OR lv>255 THEN 30
50 POKE &137B, lv
60 SAVE"data1",b,&1040,&3 EC0
70 RUN"BERET"
```

STARQUAKE

Nicholas Pavis brings us a Method 1 poke for the Bubble Bus game. It gives you infinite lives

```
1 'Starquake
2 'Amstrad User Feb87
10 LOAD"!tload",&A2A2
20 MODE 1 : INK 0,0:BORDER 0:INK 1,6:INK
  2,20:INK 3,26
30 FOR a=&A57F TO &A587
40 READ a$
50 POKE a,VAL("&"a$)
60 NEXT
```

```

70 POKE &A202,&7F
80 POKE &A2D3,&A5
90 CALL &A2A2
100 DATA 21,f6,1c,36,00,cd,6b,a5,c9

```

LIGHT FORCE

Pokes for both tape and disk versions of the game here. The Method 1 tape poke comes from Mark Bennett and gives 255 lives. Save the disk poke to the game disk under any name, then run it to automatically load the game.

```

1 'Lightforce (disk)
2 'Amstrad User Feb87
10 OPENOUT"Y":MEMORY &500
20 MODE 1:LOAD"DISC"
30 FOR t=&641 to &65B
40 READ a$:POKE t,VAL("&"ta$)
50 NEXT t
60 INPUT"How many lives ? ",lv
70 IF lv=0 THEN 60
80 POKE &64E,lv
90 CALL &5D0
100 DATA 21,B8,1C,CD,83,BC,CD,7A
110 DATA BC,21,0D,76,36,FF,0E,FF
120 DATA 21,31,73,CD,16,BD,00,00
130 DATA 00,00,C9

```

```

1 'Lightforce (tape)
2 'Amstrad User Feb87
10 OPENOUT"d":MEMORY 1499
20 LOAD"lightforce"
30 FOR n=&63F TO &643:READ a$
40 POKE n,VAL("&"ta$)
50 NEXT
60 CALL 1500
70 DATA 21,0d,76,36,ff

```

APPRENTICE

Peter Featherstone has a poke that gives infinite lives, time, ammo and also speeds up the game (causing some extra flickering as well). It's entered using Method 1. The second poke comes from David Germain who not only does what Peter did (except for speeding the game up) but allows you to set the number of rings to collect as well and turn the title tune off.

```

1 'Apprentice 1
2 'Amstrad User Feb87
10 BORDER 0:INK 0,0:MODE 1
20 OPENOUT "d":MEMORY 4600
30 LOAD ""
40 FOR f=1024 TO 2000
50 READ a:IF a=999 THEN GOTO 80
60 POKE f,a

```

```

70 NEXT
80 POKE 4704,12:POKE 4705,4
90 CALL 4608
100 DATA 67,111,112,121,32,111,102,32,
65,65,33,255
110 DATA 175,50,158,145
120 DATA 175,50,95,139
130 DATA 175,50,123,137
140 DATA 62,118,50,25,189,62,201,50,
26,189
150 DATA 33,0,4,17,165,136,1,12,0,
237,176
160 DATA 195,122,158,999

```

```

1 'Apprentice 2
2 'Amstrad User Feb87
10 FOR b=&BF00 TO &BF2C:READ a$:POKE b,
VAL("&"ta$):NEXT:DATA cd,ab,bb,21,
0f,bf,7e,b7,c8,cd,5a,bb,23,18,f7,0f,
02,1f,09,19,48,41,43,4b,45,44,20,42,
59,20,44,47,20,20,2d,20,30,35,2f,30,
39,2f,38,36,00
20 MODE 2:INPUT"Rings 1-10";a:IF a<1 OR
a>10 THEN 20 ELSE c$="3e"+HEX$(a,2)
+"32f89d"

```

```

30 CLS:INPUT"Infinite livesY/N": a$:a$=
UPPER$(a$):IF a$="Y" THENc$=c$+
"3e00329e91"ELSE CLS:INPUT"No. of
lives 1-99":a:IFa<1 OR a>99 THEN 30
ELSE c$=c$+"3e"+"328792"

```

```

40 CLS:INPUT"Turn off title tune Y/N",
a$:a$=UPPER$(a$) : IF a$="Y" THEN
c$=c$ + "3ec9323d94"

```

```

50 CLS:INPUT"Infinite lightning Y/N";
a$:a$=UPPER$(a$) : IF a$="Y" THEN
c$=c$ + "3e00325f8b" ELSE
c$=c$+"3eff328c92328d92"

```

```

60 CLS:INPUT"Stop clock Y/N";a$:
a$=UPPER$(a$) : IF a$="Y" THEN
c$=c$+"3e00325f8b" ELSE
c$=c$+"3eff328c92328d92"

```

```

70 c$=c$+"c37a9e":ad=&BE00:FOR b=1 TO
LEN(c$) STEP 2:POKE ad,VAL
("&"MIDS(c$,b,2)):ad=ad+1:NEXT

```

```

80 OPENOUT "d":MEMORY &11FF:LOAD"!the
apprentice":POKE &1251,&CD:POKE
&1252,0:POKE &1253,&C3:POKE &125F,
&C3:POKE &1260,0:POKE &1261,&BE:CALL
&1200

```

GALVAN

These tips for the Imagine coin-op come from Jonathan Newcombe, who obviously didn't have much trouble with it.

One of the main things is to keep on the move. When

the game starts, immediately go right and up the first set of steps to get a power pyramid. You'll then be able to fire the arc-blaster. As you lose power your weapon is degraded to a gun and then you are down to fists, which are virtually useless, so you should search for another power pyramid immediately. You can shoot the rotating triangle, but it will paralyze you if touched. The balls that roll along and the sparkling drops all have the same effect and can all be shot.

When you reach the three-headed demon you will need an arc-blaster. The best attack is to jump up and down firing rapidly, then stand still and shoot until the hands blow off. You will probably have only a gun by now with which to kill off the two heads.

On the next level you'll find a few red power pyramids which give you the Blue Bolt Neutralizer. This is a devastating weapon and makes life a lot easier. The demon is easier to eliminate with this weapon. Once onto the next level you'll find many more robots. There are only a few variations on the levels and there is a certain path through each one. Once learnt it becomes a lot easier.

CLASSIC AXIENS

A neat little job has been done on the new Bubble Bus game. Enter the poke using Method 1, then experiment to see what each item does.

```

1 'AxienS
2 'Amstrad User Feb87
10 FOR t=&8000 TO &800B
20 READ a$: POKE t,VAL("&"a$)
30 NEXT t : CALL &8000 : MODE 2
40 INPUT"How many lives ? ",lv
50 IF lv<0 OR lv>200 THEN 40
60 POKE &478C,lv
70 PRINT"Strs (Y/N) ?"
80 a$=UPPER$(INKEYS):IF a$="" THEN 80
90 IF a$="N" THEN POKE &4AE8,&C9:GOTO
120
100 IF a$="Y" THEN 120
110 GOTO 80
120 PRINT"Invisible aliens "(Y/N) ?"
130 a$=UPPER$(INKEYS):IF a$="" THEN
130
140 IF a$="Y" THEN POKE &433F,&C9 :
GOTO 170
150 IF a$="N" THEN 170
160 GOTO 130
170 PRINT"Stop aliens flying/dropping
bombs (Y/N) ?"
180 a$=UPPER$(INKEYS):IF a$="" THEN 180
190 IF a$="Y" THEN POKE & 2DEF,&C9 :
GOTO 220

```

```

200 IF a$="N" THEN 220
210 GOTO 180
220 PRINT"Stop energy decreasing
(Y/N) ?"
230 a$=UPPER$(INKEYS):IF a$=""THEN 230
240 IF a$="Y" THEN POKE & 49B0,&C9:
GOTO 270
250 IF a$="N" THEN 270
260 GOTO 230
270 CALL &2000
280 DATA 21,00,20,11,00,53
290 DATA 3E,16,CD,A1,BC,C9

```

ELITE

Another anonymous tip, from an absentminded reader who forgot to give name and address, but an important one. When using the cheat featured in Issue 23 (December) never save your games onto the *Elite* disc, because the cheat corrupts them. Abject apologies to anyone who found out the hard way.

DAN DARE

PILOT OF THE FUTURE

This is a great little tip from Mark Baldwin. It opens up a few more screens on the *Virgin* game and even allows you to collect the second bridge block before the first!

All you have to do is get to the screen that is one right and one up from where Digby is. Walk to the edge of the platform and jump to the right. You'll fall onto what looks like the death screen. But as you fall towards the bottom of it, jump again to the right and you'll appear in an interesting new section. From there on you can experiment for yourself.

REVOLUTION

Tony Hoyle has been at it again and produced a Method 1 poke for the *Vortex* game. Ignore the screen corruption on loading and the fact that the death sequence won't occur as before. You'll find you've got infinite lives and time.

```

1 Revolution
2 'Amstrad User Feb87
10 x=&8000
20 READ a$:IF a$<>"xx" THEN POKE x,VAL
("&"a$) : x=x+1 : GOTO 20
30 CLS : CALL &8000
40 DATA cd,37,bd,06,00,11,00,c0
50 DATA cd,77,bc,eb,cd,83,bc,cd
60 DATA 7a,bc,3e,f7,32,e4,39,3e
70 DATA c3,32,30,00,21,25,80,22
80 DATA 31,00,c3,af,39,f3,21,40
90 DATA 00,11,00,bb,01,f3,02,3e
100 DATA 8d,cd,67,80,21,4a,bb,11
110 DATA 4a,bb,01,a9,02,3e,a6,cd

```

120 DATA 67, 80, 21, 00, a0, 22, f1, bd
 130 DATA 21, 00, c0, 22, 69, bd, 21, 5c
 140 DATA 80, 11, 00, a0, 01, 0b, 00, ed
 150 DATA b0, c3, 7d, bd, 3e, a7, 32, 1a
 170 DATA 07, 32, d8, 2a, c3, 9a, 04, 32
 180 DATA a0, 3a, 80, 80, ae, 77, ed
 190 DATA 32, 80, 80, c6, 0a, cb, ff
 200 DATA xx

INFILTRATOR

These tips should prove useful for anyone just starting out on the game.

Mission 1: Fly to the enemy HQ and photograph secret documents and war plans. Always try to communicate with jets before they communicate with you, because it forces them to identify themselves. Pay close attention to the identification: if the name sounds sinister it's probably the enemy, and you should take appropriate action. Never start a fight unless you have a really clear shot because jets always fight back to the death.

Always fly above 200 feet. This allows you to avoid enemy ground detection before landing and stops you from crashing too often. Flying too high - over 2,000 feet - isn't a good idea either, as it takes a long time to get to the ground from that altitude.

Use your turbo as much as possible. It allows you to stretch out the fuel supply and reduces the time to reach the destination. Watch the oil temperature: if it gets too hot the engine will fail.

The heat-seeking missiles are your best weapon, so don't waste them. Wait for the enemy jet to fly into your path and then hit the fire button. It's best not to try to force the jet into your sights.

Concentrate on keeping the helicopter flying towards its destination. Always use the automatic direction-finder in the cockpit. It's best to program it immediately on takeoff.

If you make it to the enemy base you can select various items to help you: sleeping gas, gas grenades, papers, camera, explosives etc. A general point to remember when exploring the complex is that if the room you enter is grey in colour, it's important. Search it carefully.

You should gas any guard in rooms which you want to photograph. The security car and janitor's uniform are in a building in screen two. Screen one contains the security control centre. Maps and documents to be photographed can be found in screens four, five and six.

If you finish the ground mission and set off an alarm you'll attract a maniac jet which you'll have to blow up. If you find an electronic key when searching in the chests in the buildings you can turn the alarm off.

Mission 2: To get the scientist off the base you have to make him invisible. You'll find an invisibility pill in a cabinet in the laboratory. Give it to him and he will disappear and follow you outside. To save time give him the pill before planting explosives under his desk in the laboratory.

Turn on the mine-detector before leaving or entering the area where the helicopter has landed, because you're surrounded by mines. Also remember to stay away from guards while wearing the janitor's uniform.

STAINLESS STEEL

Here's some playing tips from Neil Brown and Keith Weller.

Zone 0: The helicopters need to be hit twice, so make it count. If hit only once they fly all over the place making them difficult to hit. To shoot them just position yourself facing across the road as they approach on the scanner. When they are nearly on the screen, fire a continuous line of bullets across the screen and you should get the necessary two hits. Always use the scanner before venturing up the left side of a row of cars.

When dealing with the metal eyes, try to get them just showing at the top of the screen where they won't normally fire on you. Don't forget that to enter the car at the end of the zone you have to touch the right side of it.

Zone 1: You have to watch your fuel carefully here since the desert section has to be negotiated quite slowly. Stay around at the start for a while picking off the missiles, and keep careful watch on your scanner to see when a missile may be coming up behind you. When you reach the first barrier don't forget to shoot the square droid because you have to destroy all of the enemy to complete the zone.

You can sneak by on the right side of the first barrier and over the starfish on the right of the second barrier. Don't forget you've got to shoot everything and can't get past the wall at the end of the zone.

Zone 2: Bomb the subs until the planes arrive and then pick them off. Try to pick just one sub to keep bombing so you can hit it accurately. When you come across fuel leave it until you really need it because you'll need a lot.

Zone 3: It's much like Zone 0 so just progress through it in the same way.

SOUTHERN BELLE

Andrew Duff of Tain has some tips on the Hewson steam-locomotive game that should help you stay on time.

Firstly as an overall tip it's best to use accelerated time during each journey, as this makes the whole

journey from Victoria to Brighton last 12 to 15 minutes instead of an hour.

Starting off is easy, pressing C four times to put the cut-off full on and whistling, then putting the regulator half on (pressing R twice). After a few seconds you will pull out of the station. When your speed is higher than 4 you should press R twice gain to put the regulator full on.

Once a speed of around 30-40 is achieved you can ease down on the cut-off, pressing Control-C twice to put it at half. When going downhill very fast put the regulator on half and the cut-off on its lowest position but not off; return to previous settings for normal travel. When climbing gradients the regulator should be full on and the cut-off about half or more.

Slowing down is best done with light or medium braking, but putting on the blower and closing the regulator will also slow you down quite fast. Before entering a tunnel put the blower on and whistle a second or two before entering the tunnel.

Try to conserve as much coal and water as possible throughout the journey, although it isn't easy. As a general rule having no coal and water at 2 or above at Clayton tunnel should see you through to the end.

If you are going very fast (over 70) at Clayton or Patcham tunnels it is best to use light or medium braking, ready for going slowly into Brighton. If you hit the buffers at Brighton at a high speed you will crash. You must stop within 60 feet of the end of the platform - this is tough and you'll need practice to achieve it.

Remember to observe the speed limits and to use the blower and whistle for the tunnels.

BOMB JACK

This is a Method 1 poke from Stephen Basford which allows you to set the number of bombs that have to be collected to move on to the next screen, as well as the number of lives.

```

1 'Bombjack
2 'Amstrad User Feb87
10 MEMORY 5999:MODE 0:BORDER 0:FOR c=0
   TO 15:READ d:INK c,d:NEXT: LOAD"
   !bjscreen.bin",49152 :LOAD"!bjcode.
   bin",6000
20 MODE 1:INPUT "Infinite lives? y/n:
   ";e$:IF e$="y" THEN POKE 6648,0 ELSE
   INPUT "Enter no. of lives : ",a :
   POKE 6144,a
30 INPUT "Alter no. of bombs to collect?
   y/n:";e$: IF e$="y" THEN INPUT "No.
   of bombs to collect 1-24 :";n:IF n<1
   OR n>24 THEN n=24 ELSE POKE 6237,n
40 MODE 0:CALL 6000

```

```

50 DATA 1,0,26,8,24,13,11,6,15,16,5,
   2,6,3,20,10

```

STAINLESS STEEL

(Yes - another one!) Stephen Basford has also come up with this poke which lets you start on any level of the Micro-Gen shoot-em-up, and also gives infinite lives and fuel. Use Method 1.

```

1 'Stainless Steel
2 'Amstrad User Feb87
10 INPUT "Level 0-3:";a:IF a<0 OR a>3
   THEN 10
20 MEMORY &3FFF : CLS : LOCATE 7,12 :
   PRINT "Play tape from the start"
30 LOAD"!steel"
40 POKE &400B,143 : POKE &400C,1 :
   POKE &4084,158 : POKE &4085,254
50 FOR c=&415E TO &4184:READ d:POKE c,d
   :NEXT:POKE &415F,a:CALL &4000
60 DATA 62,0,50,232,191,175,50,125
70 DATA 20,50,126,20,50,127,20,50
80 DATA 128,20,50,129,20,62,195
90 DATA 50,216,6,175,50,161,8,50
100 DATA 162,8,50,163,8,195,22,1

```

MELTDOWN

Now for some interesting news from Nicholas Pavis on the Alligata game for the 6128 on disk. Take it away, Nicholas...

I completed Meltdown a month ago, and was presented with a certificate on which was a number. I rang this number and it turned out to be the author: Ross Goodley. He told me I was the first to finish and he presented me with a cheat mode - a game editor! This seemed to be an obvious cheat mode, for it is contained in one of the passwords.

The cheat is to type in 663605 during the game, which gives you the editor. This is how to use it. Caps Lock must be on. Type HELP and you're given a list of variables. The rest is up to you, but I'll leave you with an example:

```

SET LIFT 1
SET LEVEL 2
SET OX 3
SET SPRITE 3
GAME

```

Send your "cheats" and tips to:
Cheat Mode

The Amstrad User, Suite 1
245 Springvale Road
Glen Waverley, Vic. 3150

THE AMX MOUSE

A review by Michael Toussain

QUOTE: "If man's best friend is his dog, then the Computer Users' best friend must surely be the humble mouse! "

The AMX mouse brings to the Amstrad a peripheral device which enhances the graphics capabilities of the machine by introducing user friendliness normally found on machines with a higher price tag.

First an explanation of the mouse environment which is not a place where those small furry rodents live, but in computer terminology is represented by the letters WIMP. This stands for Windows, Icons, Mouse and Pull-down-menus, and was created to make the computer more user friendly.

The Mouse itself is used as a pointing device, and can be used on any horizontal level surface. It's movement controls a pointer on the screen which can take any shape to represent the device being used. Menu's and Icons can be pulled-down from the screen and selection is executed by means of pressing a button the mouse. An Icon is a 2 character x 2 character pictorial representation of a function.

In this way a program can be executed simply by moving the mouse and pressing a button. It eliminates the time consuming task of typing commands and using

cursor keys to move around the screen. In fact the keyboard need never be used, except for text insertion.

The AMX Mouse is produced by Advanced Memory Systems Ltd. and retails at the time of writing for \$149.00

The package includes the Mouse, with connector and cable, Mouse Interface and Software consisting of AMX Control, AMX Art, ICON Designer and Pattern Designer.

The software is supplied on cassette only, with instructions for transferring to disc. This is where I had my first bug. Using these instructions to transfer the files to disc, I found that the sequential files on the tape were not in the same order as the files given in the instructions. As a result there was a lot of winding backwards and forwards, (providing you remembered to set the counter first) to successfully transfer the tape. On the other hand if Transmat or a similar program was used the transferred files had to be renamed before the program would run.

INSTALLATION

Connecting the mouse to the computer was fairly simple. The interface plugs into the joystick port, the mouse connector cable plugs into the interface and the power supply lead from the monitor connects into the mouse power supply lead. This lead is then connected back into the keyboard socket. The mouse is now ready to be used.

Incidentally, the mouse can be

left-connected when not in use, but if the joystick is required, the mouse interface is simply unplugged from the keyboard and replaced by the joystick. The power supply remains untouched, and if the mouse is required again, merely unplug the joystick and plug in the mouse interface - simple.

OPERATION

To operate the system, AMX control must first be run. This program sets up control codes ready for AMX Art, Icon Designer or Pattern Designer.

When the AMX Control program is installed, the available memory is just over 29k. This seems sufficient for the most complex work of art that can be produced, given the resolution of the screen.

AMX ART

The art screen consists of five main areas. The drawing area of course is in the middle of the screen and takes up most of the area. The top section is a pull-down menu area, the left hand has the selectable patterns and the right hand side the mode icons.

To activate any command requires the movement of the pointer to the required position.

The PULL-DOWN menu consists of four selections:

1. The File Menu - This gives you the option of loading or saving your masterpiece, output to an Epson printer, load fills produced by the Pattern Designer or call up a directory of your files.
2. The Option Menu - This menu

gives you the choice of clearing the screen, selecting the movement of the pointer in steps, switching the filing system over to tape or disc as required, a copy facility, fast, medium or slow movement of the mouse pointer, a paint mode, which gives you a choice of colours using either of two pens, and a zoom option.

3. **The Text Menu** - This menu gives you the various text options available.

4. **The Lines Menu** - This gives you the choice of black, white or invert options as well as selection of pen 2 and 3 in the paint mode for your colour output.

MODE ICONS

There are eight mode icons available, and each has its individual purpose:-

1. **The Pencil Mode** - This is used, as you can imagine, for drawing single lines. By the use of Move, Execute or Cancel buttons on the mouse, accurate placement of lines is possible.

2. **The Spray Gun Mode** - This mode has many uses and is used generally to 'spray' a pattern onto the screen. Any of 12 spray sizes can be used simply by selecting the appropriate design.

3. **The Rubber Mode** - This mode is used to rub out any errors made. Any of the spray sizes may be used for the purpose.

4. **The Paint Roller Mode** - This is similar to the spray mode in operation and pattern selection.

5. **The Fill Mode** - This mode is used to fill a shape with any selected pattern or colour.

6. **The Frame Box, Filled Box and Circle Mode** - These modes are used to create boxes, either framed or filled, or framed circles. The rubber banding effect means that the size can be enlarged or reduced to suit your requirements.

7. **The Text Mode** - This mode in conjunction with the text menu, gives a choice of six styles of text.

8. **The Pattern Window** - This Window gives access to 32 various patterns, which can be used as fills or used with the spray or paint roller option. In addition, further patterns can be created using Pattern Designer.

HANDS ON EXPERIENCE

These comments are my feelings on the use of the mouse, given the limited use I have had to the present time.

As mentioned earlier, connecting the mouse up to the computer is quite straightforward. Once the program is loaded the disc is not accessed unless you are saving or loading your own files. Free memory of just over 29k should be sufficient for the most complex artwork the Amstrad can produce on the screen.

The mouse requires a clear desk space for its movement. The surface should not be too slippery, or there would not be sufficient friction between the ball and the desktop to operate successfully. A reasonable length of connecting cable is provided to get far enough away from the screen if required.

There are three buttons on the mouse. They are not labelled and the illustration in the manual has them identified incorrectly. The buttons each have a separate function. They are Move, Execute and Cancel. When first using the mouse it is hard to remember which button does what, but with experience this becomes second nature. However, a single or two button mouse could be more user friendly.

I was disappointed with the quality of the buttons. They seem very flimsy and indeed it was the non operation of one of these buttons which caused me to get a replacement mouse. As it stands, the plastic buttons can be easily removed and the small loose metal contact inside can then be misplaced or lost. The

manufacturers should take note of this and rectify the problems in future models.

The other problem I had was transferring the files on to disc. This has been mentioned before, so I will not dwell on it again, except to say that it should be rectified in future manuals.

Operation of the mouse is very simple and straightforward. The pull down menus, and pattern and icon selection are very easy to get used to and operate.

If you are a budding artist and have a steady hand, the pencil mode shouldn't be too much trouble. For those not so experienced, drawing accurate lines can present a problem. However, this soon improves with use, and good results can be achieved after a few tries. The spray gun and paint roller modes are very useful when covering a large area, and 12 spray sizes are available to cover any situation.

The rubber mode is also easy to use, although you have to be very careful when 'rubbing out' in the smallest of corners (see comments on fill mode).

To draw boxes or circles is easy. Simply select the icon, move pointer to the required position and press Execute. This gives the center position. The size can then be rubber banded, (enlarged or reduced) to the required dimensions and by pressing the Move button the shape is drawn on the screen.

With the circle command, the initial shape is a framed square. The circle is drawn within the box frame at the press of the move button. Very handy if you want to know exactly where the circle is going to lie.

The text mode I found was somewhat restrictive. There are two styles, plain or italic, and these are selectable in either normal, bold or very bold printings, giving six styles in all. There is no provision for enlarging or reducing

the size. A few other styles and sizes would be a great advantage, but I suppose price and memory availability have something to do with this.

There are other programs coming available which will alleviate this problem, I hope.

Once you have done the outline, it is time to fill the various areas with a pattern or colour to give your masterpiece depth and character. The fill mode is easy to operate and is fast. In some shapes the fill has to be used a few times in the same area because of the 'shadow' effect you may have made with another shape.

A note of caution. Do not leave any gaps in your artwork, particularly in the line drawing (pencil mode). If even one pixel is left open, your fill will 'leak' into the adjacent area and you are in trouble. If this happens, pressing the Cancel button before moving on will 'un-fill' and give you a chance to plug the gap.

This is where the zoom facility is handy. When the zoom option is selected, about half the screen is changed to a 14 x 14 pixel box. A zoom window appears in the normal screen area and this window is represented on a pixel by pixel basis in the zoom area. Any gaps can then be picked up and corrected by moving the pointer to that position and pressing Execute.

The copy facility is also very handy. Any shape that needs to be repeated elsewhere can be copied and this saves a lot of time and effort.

Unfortunately there is no mirror or rotate feature, and these two options would, to my mind, be fairly essential for any drawing operation.

Three other basic shapes missing, in my opinion, are the ellipse, rectangle and triangle. These are very useful shapes to have and their inclusion could be justified to make this drawing program more

versatile.

The drawing screen for AMX Art, when printed, only covers approximately half an A4 sheet. This does seem a pity. If there was a screen scrolling command, a larger picture could be drawn to utilize a full A4 sheet. However, these extra facilities would necessitate the use of more memory and a greater price. As these are important considerations when producing a useful program, something had to be excluded.

The other two programs available for the mouse are Icon Designer and Pattern Designer. Up to the time of writing I have not tried these programs, so these are just basic comments.

The Icon Designer - This program gives the designer the ability to design up to 320 different icons in memory for use within your own programs. Once designed, they can be stored on a disc or tape file and used as required.

The Pattern Designer - AMX Art is supplied with 32 different patterns to be used on the screen. There is often the case when none of these patterns are suitable for your purpose.

This is where Pattern Designer comes in. This program gives the designer the opportunity of creating a further 32 patterns at any one time. These new patterns can then be saved to disc or tape and used as required in your design or drawing.

MANUAL

The accompanying 35 page manual is quite comprehensive and explains the use of the various operations well. The discrepancies mentioned earlier regarding program transfer to disc is however a black mark against it.

Explanation of the Art program is well covered, complete with sample pictures. From this the user can launch straight into creating a design with the minimum of fuss.

Explanation of the pattern Designer and Icon Designer leave little bit to be desired, being only 3 and 4 pages long respectively. A bit more detail and examples would not go astray here. I can see the use of these programs to be a vital part in developing the mouse environment to its fullest extent. Perhaps when I get some time to use these programs in the future, things will fall into place.

There is an eleven page technical section and appendix which deals with commands and their related syntax, with example programs. This gives the user the ability to use AMX Control in other programs.

FUTURE

More and more programs are now being developed to make use of the mouse environment, and I suppose the time will come when every computer will be supplied with a mouse as standard.

As an example, the new Amstrad IBM Compatible has a mouse and WIMP. I believe they are selling like hot cakes over in England.

CONCLUSION

Overall, a very good package. The construction of the mouse buttons need to be more secure, and the mistakes in the manual need to be cleared up.

Installation and operation is simple, and the drawing program can bring out the artist in even the most inexperienced of users.

Michael Toussaint is the President of the Southside Amstrad User Group in Queensland.

PCW Owners will be interested to know that a review of the Electric Studio Mouse is planned for next month.

GALLIMAUFERY

A selection of short programs

To save you rushing to your dictionary, the title of this article means "hotchpotch" or in our sense a mixture of programs which will demonstrate some of the clever graphics capabilities of the CPCs. But before we get on to the pretty pictures, we present a program from Steven Miles which expands the capacity of the function keys from 100 characters to untold limits - well almost!

KEY EXPANDER: Steven Miles

This routine is a modification of one which appeared in the Popular Computer News a couple of years ago. It is self explanatory (most of the program consists of printed instructions). When typing in, the "X" looking characters in line 95 are achieved with CTRL and X which will produce inverse characters. The routine is meant to be incorporated into your own programs.

```
10 MODE 2:INK 0,1:INK 1,26:BORDER 1
20 PAPER 0:PEN 1
30 LOCATE 1,1:PRINT "      The Amstrad's 1
  00-character limit on function key expan
  sions can be changed to a much greater v
  alue by allocating a new buffer using th
  e firmware entry  KM_EXP_BUFFER."
40 LOCATE 1,5:PRINT"The following progra
  m sets up a 1000-character buffer - the
  1000 figure could be changed to any othe
  r value in the range 12 to 32000 or more
  ."
50 LOCATE 1,8:PRINT" Since the patch to
  invoke KM_EXP_BUFFER is overwritten by t
  he buffer itself you can only run this c
  ode once."
60 LOCATE 1,11:PRINT"  The function key
  s are reset to their default state, but
  it is now possible to store up to 1000 c
  haracters on them, though you will find
  each expansion token is limited to 255 c
  haracters, not the default state of 32 c
  haracters."
70 LOCATE 1,15:PRINT"The program is for
  incorporation into an existing program a
  nd does not generally affect the behavio
  ur of commercial programs loaded into th
  e CPC464/664/6128."
80 LOCATE 1,18:PRINT"  The loading pro
  cess resets the machine into an initial
  state which discards patches such as the
```

```
ones given above."
90 LOCATE 1,21:PRINT" Since the program
  alters HIMEM, care must be taken to alte
  r SYMBOL AFTER first if it is necessary.
  "
95 LOCATE 30,23:PRINT"X Locomotive Softw
  are Ltd, Dorking, Surrey. X"
100 LOCATE 6,25:PRINT"Press [ SPACE ] to
  Run."
```

```
110 a$=INKEY$:IF a$=" " THEN 110
120 IF a$<>" " THEN 110 ELSE 130
130 length=1000+32
length allows for red tape
140 MEMORY HIMEM-length
allocate space for buffer
150 POKE HIMEM+1,&21
LD HL, length
160 POKE HIMEM+2,&FF AND length
170 POKE HIMEM+3,INT(length/256)
180 POKE HIMEM+4,&11
LD DE, HIMEM+1
190 POKE HIMEM+5,&FF AND UNT(HIMEM+1)
200 POKE HIMEM+6,INT((HIMEM+1)/256)
210 POKE HIMEM+7,&C3
JP KM_EXP_BUFFER
220 POKE HIMEM+8,&15
230 POKE HIMEM+9,&BB
240 CALL HIMEM+1
250 CLS:NEW
```

SNOW STORM: Shaun Garrad

Unless you live in Tasmania, it seems, you are unlikely to experience a White Christmas. To make up for this here is a program which should be run with the air conditioning at maxi-cool for greatest effect.

```
1 'Snowstorm
2 'Shaun Garrad
3 'The Amstrad User Feb87
10 INK 0,0:BORDER 0:INK 1,26:MODE 0
20 FOR a=1 TO 640 STEP 15
30 c=2+INT(RND*14)
40 FOR b=400 TO 1 STEP -4:PLOT a,b,c
50 PLOT a,b-2,c:c=c+RND*2
60 IF c>15 THEN c=2
70 NEXT b:NEXT a:FOR b=0 TO 400 STEP 2
80 FOR x=1 TO 2:FOR a=2 TO 15:INK a,26
90 CALL &BD19:INK a,0:NEXT a:NEXT x
100 PLOT 0,b,1:DRAW 640,b,1:NEXT b
110 WHILE INKEY$="" :WEND
```

STAINED GLASS: Alistair Scott

This fine offering shows of the powerful FILL command on version 1.1 of Locomotive Basic (for 664 and 6128 owners only).

The program itself takes several minutes drawing everything up; the wait is well worth it though!

```

1 'STAINED GLASS - 664/6128 only
2 'Alistair Scott
3 'The Amstrad User Feb 87
4
10 DEFINT a-z:DEG:RANDOMIZE TIME
20 MODE 0: BORDER 0: INK 0,0
30 ORIGIN 320,200
40 FOR a=0 TO 360 STEP 20
50 MOVE 0,0
60 FOR b=0 TO 360 STEP 20
70 DRAW 35*SIN(a+b),35*COS(a+b),1
80 NEXT b,a
90 FOR a=0 TO 360 STEP 12
100 FOR b=0 TO 170 STEP 12
110 MOVE b*SIN(a),b*COS(a)
120 FILL INT(RND*14)+2
130 NEXT b,a
140 CLEAR INPUT:WHILE INKEY$<>CHR$(13)
150 INK INT(END*14)+2,INT(RND*26)+1
160 WEND:MODE 1: CALL &BC02:END

```

HYPNOTIC: Simon Tully

Now you can go for a spin while remaining in your chair! The resulting display of this program is nothing short of hypnotic. We accept no responsibility for any ill effects from misuse of this program.

```

1 'hypnotic
2 'Simon Tully
3 'The Amstrad User Feb87
10 ENT -1,40,-1,3,40,1,3
20 ENV 1,10,-1,100,10,1,100,10,-1,100,10
,1,100
30 ON BREAK GOSUB 250
40 DEFINT a,b:MODE 0:ORIGIN 320,200
50 FOR a=a TO 15: INK a,26:NEXT
60 c=0:INK 0,0: BORDER 0
70 WINDOW #1,1,1,1,25
80 WINDOW #2,40,40,1,25
90 PRINT#1,"Watch closely and you"
100 PRINT#2,"Will soon be in my grasp"
110 FOR k=-4 TO 2 STEP 0.5:c=c+1
120 FOR f=0 TO 4*PI STEP PI/50
130 x=20*f*COS(f-k):y=20*f*SIN(f-k)
140 IF f=0 THEN MOVE x,y
150 DRAW x,y,c
160 NEXT f,k:FOR a=0 TO c:INK a,0:NEXT
170 CLS #1:CLS #2:ON SQ(1) GOSUB 230
180 WHILE 1:FOR a=c TO 1 STEP -1
190 IF a=c THEN INK 1,0 ELSE INK a+1,0
200 CALL &BD19:IF a=c THEN INK 1,0
210 INK a+1,0:INK a,26
220 FOR b=1 TO 35:NEXT b,a:WEND
230 SOUND 1,500,4000,15,1,1
240 ON SQ(1) GOSUB 230:RETURN
250 INK 1,26:PEN 1:MODE 1

```

PYRAMID: Adrian Still

This was originally a one-liner, but has been split u to make it more legible. It is an interesting routine, it shows what is capable with the minimum of commands.

```

10 'pyramid
20 'Adrian Still
30 'The Amstrad User
40 MODE 2:LOCATE 38,3
50 PRINT "PYRAMID":INK 1,6,24
60 SPEED INK 4,4
70 FOR i=1 TO 640 STEP 3
80 PLOT 320,350:DRAW 639-i,0
90 DRAW 0,399:PLOT 320,100
100 NEXT i

```

FOR AMSTRADS RUNNING CP/M

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SOFTWARE REVIEWS

Games reviewed by Darren Robinson
Utilities reviewed by Chris Collins

ACTIVATOR - Cascade/ISD \$37.50 cass; \$49.95 disc

Space port Antari has been drifting lifeless for many years. Your task here is to reactivate the vessel by collecting 7 different fuel-rods and return each to the Reactor Room. To make life difficult, the port consists of a large scale maze - to map this is essential if you expect to progress anywhere, and also a hoard of resident aliens which are hell bent on draining the Remote Activator Pod's energy supply.

In this fast moving 2D maze game you are given a real-time limit of 30 minutes and 9 lives to complete the mission. Using either keyboard or

joystick, the Pod may carry up to 3 objects at once, is highly manoeuvrable and has ultra smooth movement in all directions.

Once a bullet is located and picked up most aliens can be shot fairly easily. This is the fun part because they don't shoot back, although they can still drain energy until they've stopped dying and completely disappeared. I didn't have the heart to shoot some of the stationary ones 'cos they looked so cute! When your power level decreases to nil a life is lost. The enemy comes in many

forms including ghosts, robots, hairy blobs with big eyes and electricity bolts.

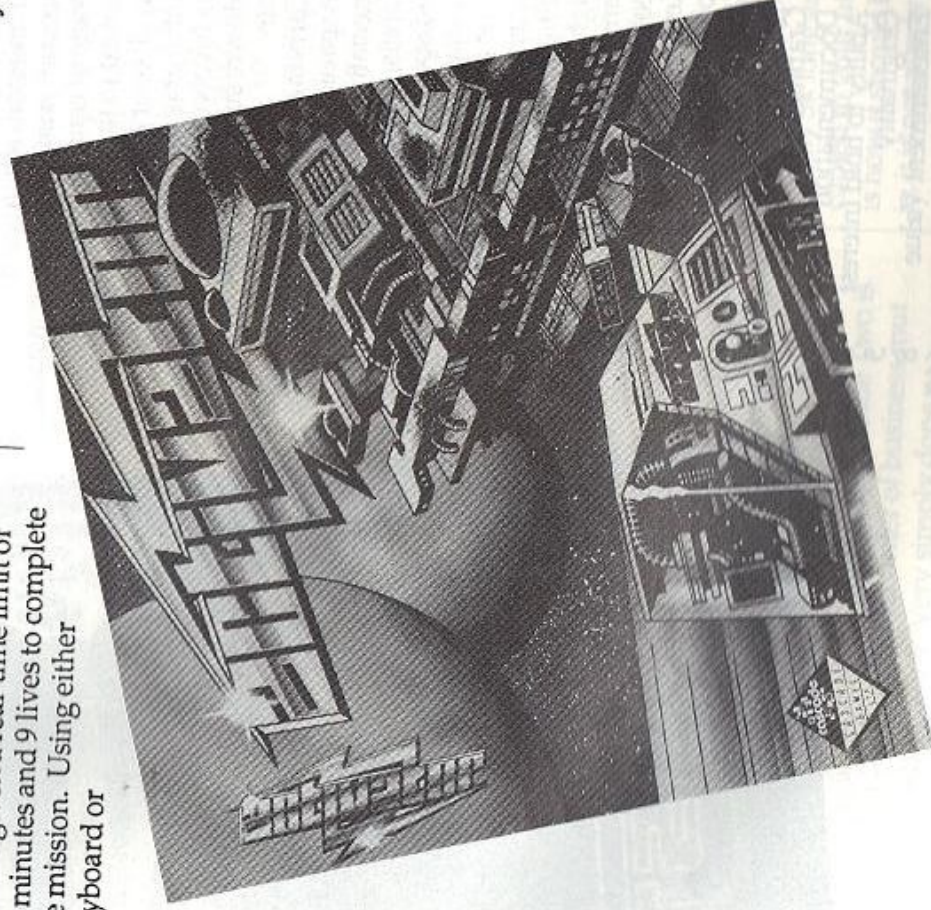
To gain access to the outer sections of the space port you need to be holding certain lettered keys which unlock a corresponding doorway. Once a door is open, it only stays that way for the time you possess the key, so when travelling to a particular room think a bit and and be carrying the correct objects.

The bottom of the screen shows information such as the score, time remaining, number of lives remaining, power left in current life, objects carried and current room number. The use of colour and graphics is quite good; all sprites are of a good size and well designed whereas sound is limited to firing, explosions and the odd blip.

Other features are demonstration mode, game pause music - 'Don't give up your day job'.

Activator is a very playable maze game in the same genre as Sabrewulf and Survivor. If your not into mapping large games Activator is an essential purchase.

Originality	2
Documentation	2
Entertainment Value	4
Graphics	4
Ability to hold interest	5
Ease of use	6
Speed	6
TAU Index	52%





QUESTOR - Cascade/ISD \$37.50 cassette; \$49.95 disc

Have you ever flown on a magic carpet before? Not lately? Well, climb aboard and become the Questor. So what is your quest, you may ask. Explore the catacombs. Garr, find the giant key, kill the guard and defeat Garr in order to save the daughter of Nawab. I'm not sure if she's good looking, but the doco tells us (in 4 languages) that she's a princess, so at least the girl's rich.....

Anyway in this 2D maze game up to 3 objects may be carried at once. Certain objects are needed to pass locked doors, although unlike Activator this doesn't appear to be much of a problem. Mapping is certainly recommended when you are able to penetrate further into the game.

Some screens are pretty tough to get through because of the creatures flying back and forth, but the program retains good speed, even when 4 sprites are after you.

Remaining lives are shown in the form of 3 diamonds which show your energy. These gradually crumble away but hitting the wrong sort of creature may cost a whole diamond. Your enemies include rising lemons, bats, eyes, mosquitoes and others which are too weird to describe.

THRUST - Firebird/ISD \$9.98 cassette only

A budget version of 'Lunar Lander' atop the U.K. software charts? Incredible as it may seem, that's what happen in Dec. 86, and it's called Thrust.

In this game your task is to collect a Klystron Pod from the depths of a mine shaft and escape to outer space in order to progress to the next mission. This is achieved by careful manoeuvring and activating the tractor beams, but first you must destroy the enemy cannons. The spacecraft has adequate firepower for this, but lining up shots can be quite tricky. Fuel depots are scattered around each planet and you'll need to utilise them before going for the pod.

Also on each planet is a nuclear reactor. Shooting this repeatedly will temporarily disable the deadly cannons, allowing you more of a chance to blast them first.

It is permissible to ignore the Klystron pods altogether and progress through each mission quickly by just destroying the reactor. About 20 shots will send it to critical stage; this begins a 10 second countdown to the whole planet's destruction. It should be

noted that this is not the way to get a high score.

After an extremely hazardous sixth mission, where your spacecraft is subjected to a constant barrage of cannon fire, you are returned to the easiest planet to start all over again, but now reverse gravity is encountered. This involves floating up instead of down; suddenly you're a novice again.

Carrying a pod makes controlling the spacecraft very difficult, especially in the long narrow tunnels, where a wildly swinging load spells certain doom. A bonus is awarded for a successful escape.

The graphics in Thrust are simple but effective, the only complaint being that the spaceship flickers slightly. Music plays while the game is loading, there is a high score table and a pause mode. Keyboard only.

Speed	4
Ease of use	5
Graphics	4
Documentation	3
Ability to hold interest	7
Originality	5
Entertainment Value	8
TAU Index	64%



Some are vulnerable to attack, but all will drain energy upon contact. Timing is of the essence when deciding to make a dash through a group of creatures, as there is little margin for error. The chubby man on his carpet is relatively large and therefore rather an easy target in the narrow tunnels and shafts.

Other game features include demonstration mode, pause and hi-score table. In the display area at the bottom of the screen are shown the score, objects carried, accrued bonus points and the remains of your 3 energy diamonds. Joystick or keyboard may be used. Sound is sparsely utilised except during pause when there is a high pitched annoying noise like an electronic alarm.

One interesting point is that your man won't fall in straight line. He drops either to the left or right depending on direction faced. It's good to see the programmers have done their background research on flying carpets!

Questor can be distinguished from other games of this type by the large variety of objects to collect and higher level of manual skill required to negotiate obstacles.

Originality	3
Entertainment Value	3
Documentation	3
Use of graphics	4
Ability to hold interest	4
Speed	5
Ease of use	6
TAU Index	50%

PRINTER PAC II - Pride/Pacronics - \$39.95

Not a very well packaged disc. Only came to me with a plastic case, the disc and a piece of paper describing the product. Not very good at all, however, I don't believe that this is usual for this range of utilities. But, seeing as this is a review of the program as delivered, it can only be judged as such.

It's a very small program, occupying only 6k of space on the disc. I found no trouble transferring these two programs to another disc. I don't know how you look after your utilities, but I like all of mine to be on the one disc, and if I can't transfer a utility to that disc, I'm not sure that I want it.

A small sheet of paper accompanies the disc, listing only what the program is supposed to do, how to load the program and the RSX commands that are available to use the program. Side One of the disc contains the only copy of the program, and Side Two is unformatted, therefore the first order of business must be to make a back-up copy. Very simply done.

After running the program, you are shown a title screen, then taken to another screen with a menu of printer types for you to choose from. These include two types of Epson compatible printer and also the DMP-1. You are then asked if you wish to use a printer buffer in RAM, and what size you would like it to be. Maximum size is 16k. Another screen now pops into view with the new RSX commands listed and the new HIMEM shown. After looking at this screen, pressing any key will return you to mode 1 and a clear screen for you to work with.

As far as the graphics dump is concerned, Printer Pac II offers a shaded dump that will print across the width of a quarto sheet. The quality of the dumps is quite reasonable, however if this is the reason that you are buying the program, then forget it. There have been better screen dumps printed in the various Amstrad magazines at odd times. I've already got two or three others that do better jobs.

From what I can see of the buffer, it looks like a very good idea, but for the life of me I couldn't get it to work. The best idea seemed to be to set the buffer at 16k and use the 1k buffer in my printer to allow me to dump a screen to the printer and then have command returned to me almost immediately. I tried various combinations of the commands but all to no avail. It still would not work. Maybe there was a combination that I missed.

There are also two commands that allow the echo of whatever is printed by the computer on the screen to be printed at the printer. Very similar to CONTROL-P as used under CP/M. Most of the commands that are available under this program come in two's, an ON command and an OFF command. This is true except for ITEXT and I DUMP.

After comprehensively testing this program, I must say that I am rather disappointed with the end result, as it doesn't really do anything any better than a couple of other graphics dumps that I already have. Its only redeeming feature would appear to be the multi-size buffer, but I'm afraid that I couldn't get it to work.

I have included a couple of copies of dumps done by the program (*sorry, no room to print them - Ed*), however the quality of the dumps doesn't make up for the other shortcomings of the program.

SYSTEM X - Pride/Pacronics - \$39.95

The same comments concerning packaging made about Printer Pac II, apply to this product.

Only 5k long and in two parts, the program can be copied to your utilities disc without any trouble. This is how it should be, but with piracy the way that it is, it is not overly surprising that manufacturers are protecting their software by various devious means.

After running the program, I thought that I was loading a game with the amount of noise that the title screen produced. After the title screen, comes another screen listing the new RSX commands that are available to be used by the owner. You really do need to read the little booklet that comes with the program to understand what some of the commands are for. Some of them are self explanatory, but most are not. Also, although there is a help command, it only lists the commands that are there for you to use, it doesn't show you the parameters that some require to operate correctly.

Now to the new commands:

There are four new ways of clearing the screen, up, down, left and right. The problem is that they will only clear one line or one character from the screen, depending on whether you are going up/down or left/right. The easiest way around this is a simple loop that will call the command the required number of times. Could make for some interesting screen clearing displays.

Two other commands exist to control the CAPS LOCK key from within a program. Seems to be no more useful than using POKE 46642,255 and POKE 46642,0 as used on the 6128. In fact could be less useful, as SYSTEM X must be in memory for these commands to work.

The visibility of the cursor and the screen are controlled by four of the other commands that are in the package. Can't really see much use for any of these commands, but you might be able to use them. For machine code programmers, there are three extra commands to keep you happy. These include a command to PEEK into the memory space occupied by a ROM. The other two commands allow you to do a double PEEK or double POKE into two consecutive memory locations in RAM.

Further to these commands are I PROTEC and I DEPRO, which would seem to me to be rather self explanatory. I think most of you should be able to figure out what they will do.

To help 464 owners make much better use of their machines, there are three special commands. Two of these are special graphics commands such as I CIRCLE and I FILL, whilst the third is a command that virtually upgrades the machines to the ROM 1.1 standard as used in the disc drive machines.

To further help 464 owners, there is also I ZIP. This is a command to allow you to change the recording speed of the Dataorder in your machine. Similar to the TOMCAT utility also produced by Pride.

The printer can also be controlled by two of the new commands. These are similar to CONTROL-P as used by CP/M and are different to the commands used by Printer Pac II.

A help command is also provided, although this only provides a list of commands, not parameters as required by those commands to operate properly. Further commands still exist in this package, but I won't go into those.

Whether you will find this program useful will depend on what you want it to do. There was a tool program a little while ago in APC that offered a lot of the commands that are available with SYSTEM X, and a few more besides. Its only problem was that it would only work with a 464, not the disc drive machines, whereas SYSTEM X works quite well on a 6128.

I enjoyed playing with the product, but as with all reviews, the question remains, "Would I buy this program?". Unfortunately, I don't believe that I would.

It doesn't really offer anything that I couldn't do myself. For those of you out there that are not really into programming, it could be very useful. Although I would say that if you have a 464, try to get hold of the copy of APC with the toolbox by Justin Moffitt. Try to have a look at the program before you decide to buy it.

Just one last thing if you do decide to buy any of the PRIDE UTILITIES range, buy them on cassette if possible and then use PRIDE'S own TRANSMAT to transfer them across to disc. I don't believe that this breaks copyright and it will save you some money. PRIDE should be congratulated for having the gumption not to protect their software and hurt the legal owners of the software to the extent that they are not able to make a back-up copy. WELL DONE, PRIDE.

UPDATE ON DISC DEMON

Beebugsoft/Pacronics - \$69.95

For those of you that read my review of Disc Demon a couple of months ago, I must bring you up to date on its further usage of this marvellous package. To date, it is the fastest disc copier and disc formatter that I have come across. To copy a standard format disc from drive A to drive B takes only four changes of the disc. This is better even than DiscKit3 on the 6128. Disc Demon reads in the first twenty tracks and then prompts for a change of disc and writes them out. It then does the second twenty the same way. As for formatting a disc, it offers a choice of three formats, DATA, SYSTEM and IBM. It will not ask for a system disc to read the system tracks as with most other formatters, but simply prompts you to change the disc and then formats a side of a disc in 17 seconds. Ultra quick. DiscKit3 takes 33 seconds to do the same job. The only problem is that SYSTEM is CP/M 2.2 not CP/M 3.1. If you don't have a copy, GET ONE!!!

CP/M Revisited

A Primer for Beginners - Part Four from Fred Robertson-Mudie

This month we will continue the discussion of Public Domain CP/M 2.2 Transient Programs by considering one of the more useful ones available, namely NSWEEP.COM and its associated Document file NSWEEP.DOC.

There are various versions and variants of this program, including NUSWEEP, SWEEP and CWEEP, but discussion here will be confined to NSWEEP Version 2.07, a copy of which is due to appear on The Amstad User Year Disc No. 4, as this version is one of the later ones and covers most, if not all, of the facilities contained in other variants.

NSWEEP is a very useful utility which allows for either individual or mass manipulation of files. Using the program is quite simple as the command menu can be accessed during use. One of the main uses for the program is to "squeeze" and "unsqueeze" files on a disc, regardless of the type of file. However, straight ASCII files, e.g. text or document files, will squeeze a lot more than binary files, e.g. COM files. This facility can be very useful for storing, or archiving master files as it can save up to 50% of the disc space used. For example, a 40k text file might squeeze down to 20k, though a 40K COM file might only squeeze down to 35K (the amount of squeezing will vary from file to file. BASIC, ASM etc. files can also be squeezed with this program).

To use the program, simply type NSWEEP at the prompt, and hit the enter key, i.e.:

```
A>NSWEEP [Enter]
```

and (depending on what is on your disc) the following will be displayed, including details of the first file on the disc:

```
NSWEEP - Version 2.07 07/17/1984
(c) Dave Rand, 1983, 1984
Edmonton, Alberta
```

```
Drive #0:9999999.999 168K in 46 files. 1K free.
```

```
1. #0: BITMAP .COM 1K : ?
```

The cursor will remain at the colon following the first file (PIP.COM in this example) waiting for instructions. Then type ? (i.e. a question mark) and the command menu will be displayed as shown in the box in the next column.

Full details of the various commands are contained in the DOC file for the program so comment here will be confined to a couple of important points. To display each file on the disc, one by one, the carriage return or

```
NSWEEP - Version 2.07 07/17/1984
(c) Dave Rand, 1983, 1984
Edmonton, Alberta
```

```
A - Retag files
B - Back one file
C - Copy file
D - Delete file
E - Erase T/U files
F - Find file
G - Log new disk/user
H - Mass file copy
I - Print file
J - Exit to CP/M
```

```
Q - Squeeze/unsqueeze tagged files
R - Rename file(s)
S - Check remaining space
T - Tag file for mass
U - Untag file
V - View file
W - Wildcard tag of files
X - Set file status
? - Display this help
CR, SP - Forward one file
```

```
168K in 46 files. 1K free.
tagged files = 0K ( 0K).
```

```
1. #0: BITMAP .COM 1K : #
```

space bar should be keyed. The X command will exit to CP/M, and a ? will display the command menu as above. To squeeze a file, it is simply a case of moving down through the files on disc, using the space bar, until the relevant file is displayed, then enter T to tag the file, followed by Q to instruct the program that you wish to either squeeze or unsqueeze it. The program will ask which by displaying the following:

```
Squeeze/Unsqueeze/Reverse (S/U/R)
```

After entering your instruction, i.e. S to squeeze the file, the program will then ask for the Drive/User for the destination file. If, for example, you are on Drive A and wish the squeezed file to go to Drive B, just enter B/O. The program will then process the file which, if it is a very long file, may take up to a minute and, when finished will return to the file list.

The squeezed file will now be on Drive B and will have a filename extension with a Q as the middle letter, e.g. a BAS file will be BQS, a DOC file will be DQC, a COM file will be CQM etc. A file can be unsqueezed in the same manner. A squeezed text file can be viewed, without unsqueezing it, by using the V command. A binary file, e.g. a COM file, cannot, of course, be viewed either squeezed or unsqueezed.

Files can also be copied, erased, squeezed, unsqueezed etc., either individually or en masse, depending on whether they are tagged or not, and the program can be used to set the status of files to Read Only or System.

As can be seen, NSWEEP can be a very useful program, particularly if there are a lot of ASCII files on disc taking up a lot of valuable space.

Finally, please read the document file (NSWEEP.DOC), and copy the program onto a blank disc, along with a number of other assorted files, and practice with it for a while. Under normal circumstances nothing can go wrong, but, hitting the wrong key at the wrong time could cause the mass erasure of all the files on the disc!

ADVENTURER'S ATTIC

by Philip R

A DIFFERENT POINT OF VIEW

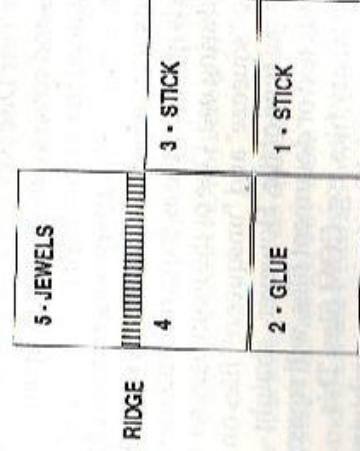
This month I have decided to feature a letter and listing sent in by Danny Liebke, aged 15, from Ocean Shores in N.S.W. It reads:

!! Please find enclosed both a listing and a copy on disc of an adventure base, ie. a program which can serve as the basis for writing adventures. Written below is an explanation of how to create an adventure, using this program, in nine easy steps:

1. Type in (or load in) the base program
2. Draw your map and work out the problems to be solved (refer to previous Amstrad Users if necessary) and number the rooms.
3. Starting from BASIC line number 10000 type in the data for the rooms in the following manner:- <line number> DATA <room description>, <room number to north>, <room number to east>, <room number to south>, <room number to west>. Try to use as much detail as possible in your room description.
4. Continue on to the object data in the following manner:- <line number> DATA <object>, <object description (what you would see if you EXAMINED it)>, <room which the object starts in>. If the object doesn't start in any room then consider it starting in room 0. Once again, use plenty of detail in your description.
5. Adjust the variables, rooms and objects, in line 30 to the appropriate number of rooms and objects.
6. Now the fun begins. You must add your own commands to get past problems that you have designed. Starting from line 300 add these commands in the following manner:- <line number> IF verb\$ = <first three CAPITAL letters of command> THEN <line number to goto to process command>.
7. Now the tricky part. Starting from line 1190 you must write a routine to process the command. Depending on what you want to do you must process it in different ways:
 - a) If you have to be in a certain room to process this command you must put in IF p=<room number> THEN object (<object number>)=255 THEN
 - b) If you have to have a certain object you must type in IF These commands may be combined by using AND.
 - c) From here you must work out the results of this command. If it opens a new passage through to another room you must type THEN map(<room number to change>,<direction number 1-N,2-E,3-S,4-W>)=<new room number>
 - d) After all this you must type <line number> GOTO 100.
8. Test run the program.
9. Save the program.

Confused? I don't blame you. That's why I've prepared a short example:-

1. I've loaded it in
2. Map:-



3. 10000 DATA You are at the entrance to the dungeon. A soft breeze blows your hair a dungeon is waiting for you. This simply room stinks of rotting orcs.,3,0,0,2 represents no room to go to in that dire 10010 DATA this small filthy room is reasonably dark. The only light comes from glint to the north.,4,0,1,0 10020 DATA This large room has hundreds small holes. These holes however are too for anyone to fit through.,0,0,1,4 10030 DATA This room has a deep crevice north and is impossible to get across. The a pity because there are thousands of pieces of gold over there.,0,3,2,0 10040 DATA This is a little room and has sign on the wall reading 'A Curse on Any Who Steals My Money',0,0,0,0 'You can't find anywhere from this room. 10050 DATA Small Stick, This small stick appears to be half of a longer stick,1 10060 DATA Pot, This pot has got Dwarven in it.,2 10070 DATA Little Stick, This little stick appears to be half of a longer stick,3 10080 DATA Large Stick, This stick has been crudely glued together,0 'This object only used once you have glued the two little sticks together 10090 DATA Gold Coins, These coins appear to be very valuable,5
- 4.

```

5. 30 rooms=5:objects=5
6. 300 IF verb$="GLU" THEN 1190 'If you try
   to GLUE the sticks together
   310 IF verb$="COV" THEN 1210 'If you try
   to COVER the crevice
7. 1190 IF object(1)=255 AND object (2)=255
   AND object (3)=255 THEN object (4)=255:
   object(1)=0: object(2)=0 ELSE 100 'If
   you have the 1st object (Stick), 2nd object
   (Pot),3rd object(Stick) then you get object
   4 (The big stick) but lose object 1 and 2
   (set to 0). If you don't have one of these
   things then you go back to 100
   1200 GOTO 100 'go back to 100
   1210 IF p=4 AND object (4)=255 THEN
   map(4,1)=5:room$(4)="This small room is
   connected to the room to the north via a
   large stick":object (4)=0 ELSE 100 'If
   you are in room 4 and have object 4 then
   you create a passageway from room 4 to the
   north, room 4's description is changed and
   the stick disappears. If you don't satisfy
   these conditions then go back to 100
   1220 GOTO 100 'go back to 100
   *320 IF object (5)=255 THEN PRINT "You have
   won" : END 'Check for winning state. The
   5th object (treasure) must be had.

```

This small adventure hopefully has shown you how to write more complex adventures by using these procedures. Danny Liebke. //

I am always interested in looking at other people's methods for writing adventures and although I probably won't use the entire system I have certainly seen at least one part of it that I will use in my own adventure base from now on. Everybody has their own base that they use, but no matter how good that base is, you can always find ways of improving it by looking at how other people tackle various problems.

As I mentioned before, I am always interested in other peoples ideas. This column is not just here to help you solve the adventures that you have bought, we would also like to hear from you if you have a point to make on programming an adventure. So keep those letters coming in. Talking about letters, our Editor has obviously had a good holiday because he has given us more than our normal space for the column this month. This gives me a chance to print the long letter of answers (and some questions) sent in by Adrian Booth of WA. It reads:

To Philip Riley, Adventurer's Attic
Some answers for:
Clinton Willis - *Mordori's Quest*
To get past the pygmy, get the pipe, the berries (they're

```

1 'Adventure Base
2 'Danny Liebke
3 'The Amstrad User Feb87
4 ,
10 POKE 46642,255
20 MODE 2:INK 0,14:INK 1,0:BORDER 14:PEN
   1:PAPER 0
30 rooms=5:objects=20
40 DIM room$(rooms),map(rooms,4),objects
   (objects),object(objects),examine$(objec
   ts),direction$(4)
50 direction$(1)="North":direction$(2)="
   East":direction$(3)="South":direction$(4)
   ="West"
60 RESTORE 10000
70 FOR a=1 TO rooms:READ room$(a):FOR b=
   1 TO 4:READ map(a,b):NEXT b,a
80 FOR a=1 TO objects:READ object$(a),ex
   amine$(a),object(a):NEXT a
90 p=1
100 CLS
110 PRINT room$(p)
120 PRINT "I can see: ";FOR a=1 TO objec
   t$:IF object(a)=255 THEN PRINT object$(a)
   ):flag=1
130 NEXT a:IF flag=0 THEN PRINT"Nothing"
   ELSE flag=0
140 PRINT"I can go: ";FOR a=1 TO 4:IF ma
   p(p,a)>0 THEN PRINT direction$(a)
150 NEXT a
160 PRINT:PRINT:INPUT"What now?":orders$
170 length=LEN(orders$)
180 FOR a=1 TO length:IF MID$(orders$,a,1)
   )=" " AND flag=0 THEN space=a:flag=1 ELSE
   E IF MID$(orders$,a,1)=" " AND flag=1 THE
   N space2=a
190 NEXT :flag=0
200 IF space2=0 THEN space2=space
210 IF space2=0 THEN verb$=orders$:GOTO 2
   30
220 verb$=LEFT$(order$,space-1):noun$=EI
   GHT$(order$,length-space2)
230 space=0:space2=0
240 verb$=LEFT$(verb$,3):noun$=LEFT$(now
   n$,3)
250 IF verb$="INV" THEN 1000
260 IF verb$="GET" OR verb$="TAK" OR ver
   b$="PIC" THEN 1030
270 IF verb$="DRO" OR verb$="PUT" THEN 1
   060
280 IF verb$="GO" OR verb$="N" OR verb$=
   "NOR" OR verb$="S" OR verb$="SOU" OR ver
   b$="E" OR verb$="EAS" OR verb$="W" OR ve
   rb$="WES" THEN 1090
290 IF verb$="EXA" OR verb$="SEA" THEN 1
   160
990 PRINT"I don't understand":GOTO 100
1000 PRINT"I have: ";FOR a=1 TO objects:
   IF object(a)=255 THEN PRINT object$(a):f
   lag=1
1010 NEXT a:IF flag=0 THEN PRINT"Nothing
   " ELSE flag=0
1020 GOTO 100
1030 FOR a=1 TO objects:IF LEFT$(object$

```

```

(a),3)=noun$ AND object(a)=p THEN object
(a)=255:GOTO 1050
1040 NEXT a:PRINT"You can't"
1050 GOTO 100
1060 FOR a=1 TO objects:IF LEFT$(object$,
(a),3)=noun$ AND object(a)=255 THEN obje
ct(a)=p:GOTO 1050
1070 NEXT a:PRINT"You can't"
1080 GOTO 100
1090 IF verb$="GO" THEN direction$=noun$
ELSE direction$=verb$
1100 direction$=LEFT$(direction$,1)
1110 IF direction$="N" AND map(p,1)>0 TH
EN p=map(p,1):GOTO 1150
1120 IF direction$="E" AND map(p,2)>0 TH
EN p=map(p,2):GOTO 1150
1130 IF direction$="S" AND map(p,3)>0 TH
EN p=map(p,3):GOTO 1150
1140 IF direction$="W" AND map(p,4)>0 TH
EN p=map(p,4):GOTO 1150
1150 GOTO 100
1160 FOR a=1 TO objects:IF LEFT$(object$,
(a),3)=noun$ AND (object(a)=p OR object(
a)=255) THEN PRINT examine$(a):GOTO 1180
1170 NEXT a:PRINT"You can't"
1180 GOTO 100

```

poisonous) and the long thorns, and type MAKE BLOWPIPE. (Think of the Amazon Indians). Go to the pygmy and type USE BLOWPIPE. Take the pygmy to the plant and type GIVE PYGMY TO PLANT. A word of advice... if you want to spend THREE MONTHS trying to solve the next puzzle (as I did), then ignore the HELP advice. If you don't.....

James Edmondson - *The Hobbit*

Beron does not come with you. If the goblins dungeon turns dark, QUIT... it seems to be all you can do. If the 'get the dragon from Beron' is not a misprint, then your game has a bug. If you mean 'get TO the dragon from Beron', go to Running River. YOU NEED THE RING. If the elf doesn't capture you (that's the easiest way), LOOK ACROSS (RIVER); (you see a boat); THROW ROPE ACROSS until it LANDS IN THE BOAT, PULL ROPE. CLIMB INTO the boat, CLIMB OUT. Cut through the Webs CONTINUALLY, and eventually get to the magic door. WAIT until an elf comes out of the door, then enter. CLIMB INTO BARREL (some versions use JUMP ON/IN/INTO BARREL). WAIT until the Butler throws the barrel out the trapdoor. Then WAIT until you come to Long Lake. You see Bard, depending upon the version either TAKE BARD (!) or SAY TO BARD "FOLLOW ME". Follow the river until "the current is too strong to go further". Go UP. GOOD LUCK!!!

Please note: I played these games on a COMMODORE-64; they should still be the same, right???

Some Questions on: (lots!)

1. In EMPIRE OF KHAN, how do I find the other (green?) potion? I have the one I found under the flagstone. How do I get the diamond from the snake?
2. In MORDON'S QUEST, how do I get past (or even to) the

octopus? I always run out of air (yep, I got the aqualung). The Roman city has me completely stumped. How did I get out of the Arena? What is the significance of the keyhole with the steam coming out? HIEP! What can I do in the future city? I have fixed the reactor and got the globe. How do I get through the Invisible Barrier? What do I say in the Tele-Vidoo room to the sales robot? What does the ingot do? Is there anything you can do at the farm apart from the battery? I love this game!

Lots of questions! In return, some more hints:

Mordon's quest

1. At the quicksand, you can either DROP BLANKET or, as Classic Adventurers may have guessed, just type QUICKSAND (QUIC).
2. If you haven't even found the jungle, you aren't even TRYING. Climb the drainpipe and Mordon will appear to you in the house.
3. The dagger is not a treasure. Put it as subtly as you like, Phil; you get the jewelled dagger, and use it to SACRIFICE the frog that Tarzan gives you. (Sacrifice it at the altar).
4. One of the recorded messages on the phone is "all that glitters is not gold". (DIAL 1134?) sorry... I don't remember the number!
5. The reactor. First, go to the futuristic city, take the geiger counter. Go to the Roman time, go to the farm, not the city. Go into the barn... your geiger counter clicks. LOOK or SEARCH... you find a Nuclear battery. Go back to the city. Go to the droid, type (half an hours work gave me the right word) INSERT BATTERY. The droid's eyes light up. Go to the reactor control room. press 1,3,2,4. (Is that right?). Anyway, you want to (1) close the control room door, (2) activate the droid, (3) open the reactor doors (the droid enters and fixes it), and finally, (4) decontaminate the reactor. Simple isn't it? Go into the reactor, go up in the lift (TOUCH PLATE) get the globe, go back out.
6. The shingle beach. Go N,N,NW. You see a rowboat! WITH AN AQUALUNG! Get in, or whatever. It sinks, go down get aqualung. Go north and then down. (Why do I get the feeling that's not right?)

Empire of Khan:

1. It is all pretty straightforward in this game. One thing you might miss... where the "cat sits gazing hungrily into the sea"... get the powder-keg (next location)... make sure you're where the cat is... LIGHT KEG and then (My God) PUT KEG IN SEA. ??? Surprise, surprise, a fish is washed up on to the dock. Give it to the cat. Take the cat. Kill the mouse with the cat. (It's in the sewers). Go to the Widow's house. Drop the mouse. She runs out screaming. Take the key. Go to the trapdoor. (pyramid) Open it. Use the plank from the ship... put plank in crack. Look... an archway opens in the wall!!! WOW! Go through it. See the sarcophagus, open it. A mummy leaps out. Kill it with the flaming torch (you did pick it up, didn't you). Take the ruby. Go down. Go west. Take the sapphire. Drop the chest. Sit on the chest. You float up through the trapdoor.

2. The fortune teller Shanet says SEEK IN THE TOWER OF THE MOON. I haven't found anything there. The carpet the Weaver gives you is magic: say 'sim zalabim' and it flies... when you are ready. I am not. I don't know why not. By the

way, I found out these on a Commodore 64 by using a machine language disassembler, and from BASIC poking the screen value of every memory location.

3. Take the flagstone in the Apothecary's shop. Take the potion. The cheat method described above have two interesting phrases... 'your strength builds' and 'the potions save your life'. I have the blue potion. Say TAKE POTION and it says THE GREEN POTION IS NOT HERE. So, there are 2 potions. Drink them both to beat the snake, I s'pose.

4. Give the date to Krizcokz. BEWARE... cheating reveals that Lizni, while he will help to start, is a true servant of the evil king! You still need the bottle... it gets filled with poison. Put the poison into the stewpot. Oh... You have to climb a tree! I don't know where.

PLEASE HELP!!!

I know, I know, I know it's old and common... I cannot find the last treasure (the one in the maze) in Classic Adventure! (I have the C-64 version). I know everything else, including how to get out, and even what happens when the game finishes. Please, Please someone help! Hope that I've been more of a help with the hints than a bother with the questions.

Adrian Booth - Orelia, W.A.

Year Disc 4 is now available for CPC owners

Now you can get all the programs which appeared on Issues 21 to 24 of The Amstrad User tapes in one hit.

Flip forward a few pages for more details.

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The Australian Amstrad User Club

Turn to page 46 to join.

THE LIGHTHOUSE

A Text Adventure Game - Part Two

by Philip Riley

For longer than anyone can remember the old lighthouse has stood on the Island of Lost Souls just off the coast of Southern England. But everyone knows its grim history.... that is, if you read last month's issue! Here's a bit more to test your typing accuracy - the last part comes next month.

```
1210 PRINT"YOU ARE IN A SMALL CAVERN THA
T HAS A RATHER LOW ROOF. IF YOU WERE
ANY TALLER YOU WOULD PROBABLY KNOCK YOUR
HEAD. YOU SEE EXITS TO THE NORTH, SOUTH
AND EAST.":GOTO 1550
1220 PRINT"YOU ARE IN A SMALL CAVERN LO
OKING AROUND YOU SEE EXITS TO THE N
ORTH, SOUTH AND EAST.":GOTO 1550
1230 PRINT"YOU HAVE ENTERED A SMALL CAVE
RN THAT HAS A SMALL POOL OF OIL IN THE MI
DDLE OF THE FLOOR. THE ONLY EXIT IS TO TH
E NORTH.":GOTO 1550
1240 PRINT"YOU ARE IN A LARGE CAVERN THA
T HAS AN EXTREMELY HIGH ROOF. STANDING
IN THE MIDDLE OF THIS CAVERN YOU CAN
NOT SEE ANY OF THE EXITS.":GOTO 1550
1250 PRINT"YOU ARE IN A SMALL CAVERN. YO
U CAN SEE EXITS TO THE NORTH, EAST AND
WEST.":GOTO 1550
1260 PRINT"YOU ARE IN A SMALL PASSAGE TH
AT RUNS NORTH AND SOUTH. YOU CAN FEEL
A COOL BREEZE BLOWING FROM THE NORTH
":GOTO 1550
1270 IF :7=1 THEN PRINT"YOU EMERGE FROM
THE CAVES ONTO A NARROW ROCK LEDGE THAT
IS ON THE SIDE OF A SHEER CLIFF. YOU
CAN SEE THE REMAINS OF A ROPE BRIDGE BE
ING SMASHED AGAINST THE ROCKS HUNDREDS O
F FEET BELOW YOU.":GOTO 1550
1280 PRINT"YOU HAVE EMERGED FROM THE CAV
ES ONTO A NARROW LEDGE THAT IS PART OF
SOME SHEER CLIFFS IN A GORGE. 200 FEET B
ELOW THE SEA CRASHES AGAINST THE ROCKS
A ROTTING ROPE BRIDGE SPANS THE GORGE.
":GOTO 1550
1290 IF :17=0 THEN PRINT"YOU CROSS THE BR
IDGE. IT SWAYS AND CREAKS AS YOU CR
OSS. YOU JUST MANAGE TO GET TO THE OTHER
SIDE BEFORE IT
":GOTO 2251-2
1300 PRINT"YOU ARE IN A SMALL NARROW PAS
SAGE THAT RUNS NORTH AND SOUTH. YOU CAN
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FEEL A COOL BREEZE BLOWING FROM THE
SOUTH.":GOTO 1550
1310 PRINT"YOU HAVE ENTERED A SMALL CAVE
RN WITH EXITS TO THE SOUTH AND WEST.
":GOTO 1550
1320 PRINT"YOU ARE IN A SMALL CAVERN THA
T HAS THOUSANDS OF BATS CLINGING TO
THE ROOF. THE SQUEAKING NOISE FROM THEM
IS ALMOST DEAFENING. YOU CAN MOVE NORTH
OR WEST.":GOTO 1550
1330 PRINT"YOU HAVE ENTERED A SMALL CAVE
RN WITH EXITS TO THE NORTH AND EAST.
":GOTO 1550
1340 IF :18<>2 THEN PRINT"YOU WALK ALONG
AN EAST-WEST PASSAGE UNTIL YOUR WAY
IS BLOCKED BY MANY LARGE COBWEBS. LOOKIN
G AT THE COBWEBS TO THE WEST YOU SEE TH
AT THEY ARE CRAWLING WITH HUNDREDS OF TIN
Y SPIDERS.":GOTO 1550
1350 PRINT"YOU ARE IN A NARROW EAST-WEST
PASSAGE. THE TATTERED REMAINS OF HUNDR
EDS OF COBWEBS HANG FROM THE WALLS.
":GOTO 1550
1360 PRINT"YOU WALK ALONG A NARROW PASSA
GE UNTIL YOU REACH A SHARP TURN. YOU C
AN MOVE TO THE SOUTH OR WEST FROM HERE.
":GOTO 1550
1370 PRINT"YOU WALK ALONG A SHORT TUNNEL
UNTIL YOU REACH A CORNER. YOU CAN MOVE
TO THE NORTH OR EAST FROM HERE.":GOT
O 1550
1380 IF :15=0 THEN PRINT"YOU WALK ALONG A
SHORT, NARROW TUNNEL UNTIL YOU REACH
A DEAD END. LOOKING AROUND YOU NOTIC
E THAT THE WALL TO THE NORTH IS NOT MAD
E OF STONE, IT IS A BRICK WALL.":GOT
O 1550
1390 PRINT"YOU ARE AT THE BOTTOM OF A FL
IGHT OF STAIRS THAT LEAD UPWARDS INTO
DAYLIGHT.":GOTO 1550
1400 PRINT"YOU ARE AT THE SOUTH WEST COR
NER OF THE ISLAND. THE SEA CRASHES AGAIN
ST THE ROCKS 300 FEET BELOW YOU TO TH
E SOUTH AND WEST. NOT MUCH ELSE CAN B
E SEEN IN THE MIST.":GOTO 1550
1410 PRINT"YOU ARE AT THE SOUTH END OF T
HE ISLAND. TO THE SOUTH YOU CAN SEE THE
SEA CRASHING AGAINST THE ROCKS 300
FEET BELOW. NOT MUCH ELSE CAN BE SE
EN IN THE THICK MIST.":GOTO 1550
1420 PRINT"YOU ARE AT THE SOUTH EAST END
OF THE ISLAND. THE SEA SMASHES AGAIN
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ST THE ROCKS 300 FEET BELOW YOU TO T
HE SOUTH AND EAST. NOT MUCH ELSE CAN B
E SEEN THROUGH THE THICK MIST.":GOTO
1550
1430 PRINT"YOU ARE AT THE TOP OF THE CLI
FFS ON THE WESTERN SIDE OF THE ISLAND. 3
00 FEET BELOW YOU TO THE WEST THE SEA
CRASHES AGAINST THE ROCKS. NOT MUCH E
LSE CAN BE SEEN THE THICK MIST.":GOTO 15
50
1440 PRINT"YOU ARE ON TOP OF THE ISLAND.
YOU CANNOTSEE MUCH THROUGH THE THICK MI
ST THAT SHROUDS THE ISLAND, BUT YOU C
AN SEE A FLIGHT OF STONE STEPS THAT LE
AD DOWN INTO THE ISLANDS MANY CAVES. "
:GOTO 1550
1450 PRINT"YOU ARE ON TOP OF THE ISLAND.
YOU CANNOTSEE MUCH THROUGH THE THICK MI
ST THAT SHROUDS THE ISLAND.":GOTO 155
0
1460 PRINT"YOU ARE AT THE TOP OF THE CLI
FFS ON THE EASTERN SIDE OF THE ISLAND. I
OOKING OVERTHE EDGE OF THE CLIFFS TO THE
EAST YOU CAN SEE THE SEA CRASHING AGAI
NST THE CLIFFS 300 FEET BELOW YOU. NO
T MUCH ELSECAN BE SEEN IN THE MIST.":GOT
O 1550
1470 PRINT"YOU ARE AT THE NORTH WEST COR
NER OF THE ISLAND. LOOKING DOWN YOU CAN
SEE THE SEACRASHING AGAINST THE ROCKS 30
0 FEET BELOW YOU. NOT MUCH CAN BE SE
EN IN THE MIST, BUT YOU CAN SEE A LARGE
PILE OF STONES.":GOTO 1550
1480 PRINT"YOU ARE AT THE NORTHERN END O
F THE ISLAND. SHEER CLIFFS STOP FUR
THER PROGRESS NORTH. NOT MUCH CAN
BE SEEN IN THE MIST.":GOTO 1550
1490 PRINT"YOU ARE AT THE NORTH EAST COR
NER OF THE ISLAND. YOU CANNOT MOVE EAST
OR NORTH DUE TO THE SHEER CLIFFS THAT
PLUNGE 300 FEET DOWN TO THE SEA. YOU CAN
NOT SEE MUCH IN THE THICK MIST THAT S
HROUDS THE ISLAND.":GOTO 1550
1500 PRINT"YOU ARE ON THE TOP OF THE ISL
AND. NOT MUCH CAN BE IN THE MIST, BUT
YOU CAN SEETHE OPEN DOORWAY TO THE LIGHT
HOUSE.":GOTO 1550
1510 PRINT"YOU ARE INSIDE THE LIGHTHOUSE
ON THE GROUND FLOOR. LOOKING AROUND
YOU CAN SEETHAT THIS IS THE KITCHEN AREA
. YOU CAN SEE STAIRS THAT LEAD UP TO TH
E NEXT FLOOR.":GOTO 1550
1520 PRINT"YOU ARE ON THE FIRST FLOOR OF
THE LIGHTHOUSE. THIS ROOM IS EMPTY
Y EXCEPT FOR SOME BROKEN BITS OF FURNI
TURE AND STONE STEPS THAT LEAD UP AND
DOWN TO OTHER FLOORS.":GOTO 1550
1530 PRINT"YOU ARE ON THE SECOND FLOOR O
F THE LIGHTHOUSE. LOOKING AROUND TH
E ROOM YOU CAN ONLY SEE STAIRS LEADING D
OWN. YOU SEE NO WAY OF REACHING THE TO
P FLOOR OF THE LIGHTHOUSE. IT IS THEN TH
AT YOU LOOKUP AND SEE A HOLE IN THE ROOF
.":GOTO 1550
1540 PRINT"YOU ARE ON THE TOP FLOOR OF T

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HE LIGHHOUSE. YOU CAN SEE THE L
AMP LOCKED BEHIND A STRONG WIRE GRILL. "
1550 PRINT"
VISIBLE OBJECTS
":o=0
1560 FOR t=0 TO 21:IF it(t)=n THEN PRINT
it$(t):o=1
1570 NEXT:IF o=0 THEN PRINT"NOTHING "
1580 GOTO 160
1590 PRINT"YOU ARE DEAD. PERHAPS YOU WOU
LD LIKE TO TRY YOUR LUCK AGAIN <Y OR N>"
1600 a$=LOWER$(INKEY$):IF a$="y"THEN RUN
1610 IF a$="n"THEN:CLS:END
1620 GOTO 1600
1630 IF it(0)<>500 THEN PRINT"You don't
have a key.":GOTO 160
1640 IF n=41 AND t1=0 AND c=31 THEN PRIN
T"You unlock the grill.":t1=1:GOTO 160
1650 IF n=136 AND c=25 AND it(0)=500 AND
t8=0 THEN PRINT"You unlock the door wit
h the key. But the key breaks in the l
ock.":t8=1:it(0)=0:yh=yh-1:yp(136)=1:GOT
O 160
1660 IF n=268 AND c=25 AND t8=0 AND it(0
)=500 THEN PRINT"It is the wrong key.":G
OTO 160
1670 PRINT"You have nothing that you can
unlock.":GOTO 160
1680 IF it(8)<>500 AND n<>204 THEN PRINT
"You have nothing to fill it with.":GOTO
160
1690 IF it(8)=500 AND it(3)=500 AND c=3
THEN PRINT"You fill the lantern with oil
. It flaresup briefly then dies down to
the level that it was to begin with.":i
t(8)=0:s1=1:GOTO 160
1700 IF n=41 AND t1=1 AND c=29 AND it(8)
=500 THEN PRINT"You fill the lamp with o
il.":t1=2:GOTO 160
1710 IF s1=1 AND n=204 AND c=9 AND it(9)
=500 AND it(8)=204 THEN PRINT"You fill t
he barrel with oil.":it(8)=500:yh=yh+1:s
1=2:s4=1:GOTO 160
1720 IF it(9)<>500 AND c=9 THEN PRINT"Yo
u have no barrel.":GOTO 160
1730 IF s1=0 AND c=9 THEN PRINT"The barr
el is already full.":GOTO 160
1740 PRINT"You have nothing to fill.":GO
TO 160
1750 IF it(10)<>500 THEN PRINT"You have
nothing to strike.":GOTO 160
1760 IF c=10 AND t2=0 THEN PRINT"You str
ike the match and it flares up. You now
have a lighted match.":t2=1:GOTO 160
1770 PRINT"You can't strike that.":GOTO
160
1780 IF c=29 AND n=41 AND it(10)<>500 TH
EN PRINT"You have nothing to light it wi
th.":GOTO 160
1790 IF c=10 AND t2=0 AND it(10)=500 THE
N PRINT"You light a match.":t2=1:GOTO 16
0
1800 IF t2=1 AND c=10 AND it(10)=500 THE
N PRINT"The match is already alight.":GO
TO 160

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1810 IF c=29 AND t1=2 AND t2=1 AND n=41
AND it(10)=500 THEN PRINT"Well done you
have managed to light the lamp. The whole
town will celebrate this grand event. But
at I wonder if you will still be alive
in the morning to join in the celebratio
ns.":END
1820 IF c=29 AND n=41 AND t2=0 THEN PRINT
T"You have no matches.":GOTO 160
1830 PRINT"You have nothing to light.":G
OTO 160
1840 IF it(17)<500 THEN PRINT"You don't
have a ";its(17);" to climb.":GOTO 160
1850 IF n=56 AND c=17 THEN PRINT"You eli
mb the ";its(17);" to the top floor.":n=
41:GOTO 450
1860 IF n=41 AND c=17 THEN PRINT"You cli
mb down the ";it$(17);".":n=56:GOTO 450
1870 PRINT"Climbing that won't help you.
"*GOTO 160
1880 IF it(1)<500 AND it(9)<500 THEN P
RINT"You don't have anything to empty.":
GOTO 160
1890 IF t3=0 AND c=1 THEN PRINT"You empt
y the ";its(1);" and find a ";it$(0);".
:it(0)=n:t3=1:GOTO 1550
1900 IF (t3>0 AND c=1) OR (s1=1 AND c=9)
THEN PRINT"It is already empty.":GOTO 1
60
1910 IF s1=0 AND c=9 THEN PRINT"You empt
y the rum out of the barrel.":s1=1:GOTO
160
1920 IF s1=2 AND c=9 THEN PRINT"You empt
y the oil out of the barrel and it runs
down a small hole in the floor.":s1=1:yh
=yh-1:it(8)=0:s4=0:GOTO 160
1930 PRINT"Emptying that won't help you.
":GOTO 160
1940 IF it(1)=500 AND t3=0 AND c=1 THEN
PRINT"It is full of tea.":GOTO 160
1950 IF it(1)=500 AND c=1 THEN PRINT"It
is empty.":GOTO 160
1960 IF n=173 AND c=26 AND s5=0 THEN PRI
NT"You look down the hole and find a ";i
t$(0);".":s5=1:it(0)=173:GOTO 1550
1970 IF it(9)=500 AND c=9 AND s1=0 THEN
PRINT"It is full of rum.":GOTO 160
1980 IF s1=1 AND it(9)=500 AND c=9 THEN
PRINT"It is empty.2:goto 170
1990 IF it(9)=500 AND s1=2 AND c=9 THEN
PRINT"It is full of oil.":GOTO 160
2000 IF it(5)=500 AND c=5 AND s3=0 THEN
PRINT"It is full of weedkiller.":GOTO 16
0
2010 IF it(5)=500 AND c=5 AND s3=1 THEN
PRINT"It is empty.":GOTO 160
2020 IF it(6)=500 AND c=6 THEN PRINT"It
is full of treasure. This could make you
a rich man.":GOTO 160

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