

I.O.U.

The Voice of the Independent Oric Users' Group

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EDITORIAL

Well we've made it into 1986 which seems to me to be proof that there's no need to throw your micro into a cupboard and forget about it just because the manufacturer goes bust. Unfortunately inflation has finally caught up with us and I've been forced to increase the price of I.O.U. - for details see Newsflash. The good news is that the first program supplement will be out soon, again details are given later in the issue.

Now I have a question for you - what do you want to see in I.O.U. ?. A number of you have written to me with suggestions but, naturally, your suggestions show a strong bias towards your own particular interests. In order to be fair I'm calling upon all of you to express your opinion by rating each of the following in order of importance from 1 to 5 (1=most important):-

- A) Programming features, tips etc. .
- B) Games reviews.
- C) Articles relating to peripherals - disc drives, modems etc. .
- D) An adventure help feature.
- E) Other software reviews, book reviews and general articles.

Simply write your name on a slip of paper and then write the letters A to E vertically downwards and then write the appropriate number next to each one (please rate each category differently).

About your contributions. I am very glad to receive your contributions because without them there would be no I.O.U.. However I must ask you not to take offence if I don't use your contribution or if I take a long time to use it. It's a very difficult task trying to get a good mix in each issue whilst fitting everything into the available space. I like to give precedence to new items so reviews of old games and the like are held in reserve to be used whenever there is a space of suitable size to be filled. When writing a review of a game you should say what the game is about, what you have to do, and how you have to do it as well as commenting on such things as addictiveness, graphics and sound. Many of the reviews sent to me are very short, have very little detail and in some cases are virtually copied from the label of the program's case. If you want confirmation of whether I am likely to use your contribution either before or after you send it then tell me.

For those of you wondering why you got a price list from MGC with your last issue the reason is this. Ken Smalldon rang me up after I had already taken issue 6 to be photocopied and asked if I thought that any members would be interested in his up to date list. Since I thought that it might save some of you the trouble of writing for one I said yes and he sent me 60 copies - which turned out not to be enough for all of you.

Thankyou to those of you that sent me a Christmas card and/or your good wishes for the New Year. I hope that you all have a good 1986.

Gary Ramsay

NEWSFLASH

The new price of I.O.U. is 40p. The price rise was forced upon me when I found that the print shop that I had been using had ceased trading. The cost per issue at the next cheapest printers worked out to be more than 35p even with the standard discount for bulk copying. I was able to avoid a personal financial loss by using money from the fighting fund to make up the difference between your payments and the actual cost. The price of 40p makes a small profit (of less than two pence) per copy likely. Any such profit will be used to pay for my copy of the issue and all of the remainder will go into the fighting fund. The new price was chosen both for convenience and since it should provide a buffer in the event of a future rise in costs. In relation to subscribers the period of subscription has been reduced from six to five issues for all subscribers. Issue 6 has been charged at 35p, the price from this issue is 40p until further notice. Anyone wanting a refund of excess subscriptions should write to me enclosing a suitable s.a.e. if you want your A5 s.a.e. returned.

Trevor Shaw sent in some info. just in time for this issue:-

The Preview Software Club has

