

## I.O.U.

The Voice of the Independent Oric Users' Group

ISSUE No. 7 - mid January 1986

### 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

new proprietor in Mr Brian Ketchell and a new address of Preview Software Club, Forest Road, New Ollerton, Newark, Notts. NG22 9PL (ed. I think that Trevor may have omitted the number of the building) tel. (0623) 835 164.

Greenwold Electronic Components, 443 Millbrook Rd, Southampton SO1 OHX tel. (0703) 772501/783740 have 'Exploring Adventures on the Oric 48K for £2.95 + 60p p+p.

Micropride Ltd. (see issue 4 for address) have the following:- Oric/IJK Joystick Interface £9.95, Oric Joystick £5.00, Oric Modem Interface £15.00 and Oric Prestel Software on cassette for £2.95. tel. (0206) 304 957/8

Barry H. Drake from Southend-on-Sea informed me of a sale by Hiresoft. They have Xenon 1, Oric Trek, Atmos Extended Basic and Ghostman at £2.50 each and Warlord, Oric Mon (by PSS) and Hopper at £1.00 each. Post and packing is 50p.

Hiresoft, 113 Broomfield Road, Marsh, Huddersfield. HD3 4QJ

James E. Blair has made a couple of price changes on his JESOFF programs (see issue 5). Home Accounts is now £1.99 and Race Analysis is now £1.75.

#### RESPONSE

Mark Greenwood has completed Manic Miner upto 'The Warehouse' and is willing to help anyone who is stuck and would like help from anyone who has got further.

39 Anchorage Lane, Sprotborough, Doncaster, South Yorkshire. DN5 8DX

Paul Sparks has told me that some extra alterations are necessary for 'Creep Castle' (Your Computer Mar '85) both for the Atmos and for conversion for the Oric 1:-

A line 2602 IF X\$ = "" THEN X\$ = " ' " is needed . If this doesn't work try X\$ = "" as Paul's letter doesn't make this clear.

The following alterations are needed for the Oric 1:-

```
25 DOKE 1024, DEEK(£9C): DOKE 1026, DEEK(£9A)
32 DOKE £9C, DEEK(1024): DOKE £9A, DEEK(1026): CLEAR
2115 RQ = ASG(MIDS(A$,I,1))-48
2120 POKE £41B-I, RQ
4040 POKE £7800, 76: POKE £7803, 76: POKE £7806, 76
4520 DOKE £7807, £EBF1
```

For £ read Hash (shift 3). Remember when saving CASTLE 3 A6192 should read A6912.

Ronald Croft from Glasgow has an unusual problem. When he tries to load a program into his Atmos when it is connected to a 26 inch Ferguson CTV by a 12 foot coax cable he finds that he cannot succeed at any level. However if he loads with the computer connected to his old 11 inch mono TV with the 3 foot coax and then changes over to the CTV with the 12 foot coax then everything is o.k.. Any answers?.

Trevor Shaw recommends Astrocalc's range of programs for Oric 48K owners interested in Astrology - Astrocalc, 67 Peascroft Road, Hemel Hempstead, Herts. HP3 8ER. tel (0442) 51809. He also has a question - he would like to contact Dr A.K. Black the author or publisher of 'ORIGSCOPE'. This was distributed by a Malvern (Worcs.) company called either Multisoft or Oric Software or Tomorrows World or Nu-Tech which seems to have disappeared without a trace. 43 Matlock Road, Dawley Telford. TF4 2PL

M. Bateman would like to know if he can run a mono monitor (he has access to a Zenith model) from the R.G.B. socket. 25 Henry Road, Aylesbury, Bucks. HP20 1NP

R. Henderson from Penkridge, Staffs. says that to correct the 'Cabbage Patch' program from PCT for the Atmos you should DOKE the address of the Atmos sound routines into the locations mentioned, not POKE as it said in the mag (ed. £FA86 is the value you need, I think). To correct the error in the listing; POKE £1659, 15

Alan Northcott would like to know if it would be possible to connect an old electric typewriter keyboard to the Oric 1 to 'replace' its own keyboard. 464 Reading Road, Winnersh, Wokingham, Berkshire RG11 5ET

Ian Brown would like to know if anyone knows how to use the program which comes with the Atari joystick interface (which simulates the Pase). 28 Russell Rd., Toddington, Beds.

LU5 6DA

### Program Supplement

The first program supplement will be distributed between the 15th and 22nd of February, price 90 pence. To get a copy send payment - cheques/P.O.'s should be made payable to Independent Oric Users' Group - plus a s.a.e. between A5 and A4 in size by the 8th of February.

The contents will be as follows: a golf simulation; a simulation of a puzzle - rotate the rings to return the balls to their original position; a program for using the Oric/IJK joystick interface from BASIC; and an article plus assembly language demo. program showing how to read the keyboard without using the Orics' routines - essential for detecting multiple key presses.

### ISSUE 8

will be out between the 15th and 29th of March, expected cost 40p. People ordering it individually should send payment plus an A5 s.a.e. (approx 210 x 148mm or 6.5 x 8 inch) by March 8th to:-

Mr Gary Ramsay,  
1 Kingsway Crescent,  
Burnage,  
Manchester.  
M19 1GA

### REVIEWS

The Quill - from Gilsoft (Oric 1/Atmos)

I ordered this from Gilsoft back in September and have been playing with it for some time now. After working my way through the manual I started to write my own adventure, which I hope to release soon (plug, plug).

The Quill comes in a large video case with an A5 manual and the cassette inside. The manual gives you examples to work through in creating a small, 6 location adventure. Soon you feel confident enough to start writing your own adventures and the manual is helpful in this.

The Quill uses a pseudo language to set up problems etc. such as NOTAT, AT and GOTO. These can give you the option of stating whether an object needs to be carried or worn or if you need to drop something there to keep off the ravenous monster!! .

Sound is also included but takes the complicated form of MUSIC X,Y,Z,A . Some sounds such as an explosion are shown in the manual. Unfortunately graphics are not catered for but if enough copies are sold Gilsoft are thinking of converting the Illustrator.

All in all I think that The Quill is a very good buy for those who, like me, cannot face all the coding. I'd give it five stars.

Ian Brown

Xenon III - from IJK (Oric 1/Atmos) Keyboard or Oric/IJK or PASE joystick.

Once again IJK responded to my letter very rapidly and sent me a copy of their latest release. In this third program in the Xenon trilogy they have come up with another quality game. The scenario is that the war between the Xenon and Xorgan battle fleets has caused radiation to reach fatal levels on the planet Radon. Due to this the animal life has become almost extinct and so your mission is to visit neighbouring planets and collect animal species with which to restock Radon.

The game comes in the usual colourful video case and loads reliably, also as usual. On completion you are presented with the starting screen complete with scrolling credits at the bottom and a warning that illegal copying may cause damage to your computer - I don't believe this myself. This brings me to my main criticism which is lack of documentation. There is nothing to say how you select the options with which to alter/select skill level, volume, music on/off and start. In fact this is done using the control keys or joystick.

On selecting the start option you are presented with a choice of six planets of which you can only choose from five, the sixth being Radon which you must return to for the last leg of your mission. Once you have made your choice of planet you must get there by doing a

hyperspace jump in your space ship. To do this you must increase your speed to between the maximum and minimum required to start the hyperspace engines and maintain it between these limits until the hyperspace engines engage. You are hindered by meteors which slow you down quite drastically when you bump into them. Once the hyperspace engines have started failure to maintain the correct speed loses one of your four lives.

The mission which goes with each planet changes as in Zorgons Revenge. The missions take one of four types. One involves trying to teleport animals as they move in different directions across five levels with the aim of collecting two of each species. You control the horizontal and the teleport (ie fire) controls whilst the vertical pointer cycles downwards. This is quite difficult because as well as keeping track of the animals and the vertical pointer there is an extra hazard to avoid.

Another type involves manoeuvring animals through a type of maze with the aim of collecting two of each species in the boxes on the right hand side whilst avoiding getting two different ones in a box, which loses a life. You do this by swivelling the barriers in the maze since the animals change direction when they bump into them.

The next type takes the form of launching a steerable boomerang at objects as they come down the screen at you. There are two sections involving this method but the only one that I've met upon involves chopping the heads off snakes as they squirm downwards !?.

The fourth type is the Zorgon Storm, a variation on the old fashioned meteor storm. This time the Zorgons come rushing towards you with a pseudo 3-D effect and you must avoid collision.

The graphics are good with good use being made of colour, and the sound is back to the high standard (and option of high volume) of Xenon 1. The game doesn't have the immediate appeal of Xenon 1 or the graphical appeal of the animation in Zorgons Revenge but is still sure to be a hit with people that appreciate a game that will take them some time to master even at the lowest skill level. My rating is 8 out of 10.

Gary Ramsay

#### I.O.U. EXCHANGE

##### ON OFFER

Sell or exchange software titles include Don't Press .. Q, Zebbie, Dambusters and many more. Joseph Gleeson, Flat 2, 4 Marine Tse, Bray, Co. Wicklow, Ireland

Various Oric 1/Atmos software plus books from £4.00 downwards inc. p+p. Matthew Shakeshaft, 47 Newton Road, Ashton, Preston, Lancashire. PR2 1DY

Oric Atmos plus one game and one book. All in mint condition. Mr J.Hutchinson, 13 Banbury Avenue, Sholing, Southampton SO2 8GH - price £50.00

Oric 1/Atmos software to swap. I have over 100 titles. tel. 01 - 572 5470 after 6 pm or write including list to Mr R.Cox, 70 Cambridge Close, Hounslow, Middlesex. TW4 7B7

Adventure games to swap - Waxworks by Channel 8 and Death Satellite by A&F. Ian Brown - address in Response.

Chess II £3.00 (Oric 1/Atmos) and Flight £1.25 both by Tansoft. Trevor Shaw (0952) 501 967

##### WANTED

PCN NOS. 1-70 and 90-100, copies of Tansoft Gazette and Oric Owner. David Goodrum tel. (0603) 868 232.

Are any of you interested in compiling future issues of I.O.U. for me to have copied and distributed. Dave Cheeseman has kindly offered and will probably be doing issue 9. Access to a typewriter or word processor is essential. Write to me or phone me on (061) 431 4160 after 6.15 pm and before 8.15 pm. Only contact me if you wont take offence if your offer is not accepted. G.R.

By the way, the details of subscription as from this issue are:-

first class posting - £2.85

second " " - £2.65

In both cases also send five A5 self-addressed (no stamp) envelopes. Covers five issues .

## LOAD@

This routine will CLOAD a block of memory or machine Code program to any desired memory area.

Before it can be used the following information must be set:-

1. FILENAME
2. TAPE SPEED
3. NEW START ADDRESS

The simplest way to do this is to enter <CSAVE"",A0,E1 (,S)> followed by <DOKE0, (ADDRESS)>. The routine can then be CALLED.

Some possible uses for this routine are:-

- For M/C programmers to load general purpose sub-routines to specific addresses.
- To allow M/C programs to be loaded above BASIC disassemblers
- To allow pre-saved user defined graphics to be loaded to different areas of memory.

Whilst BASIC programs can be loaded with this routine, the end of BASIC pointer at #9C is not set.

```
100 REM ---          LOAD@          ---
110 REM ---          by A T Norris   ---
120 REM ---          for the Oric Atmos ---
130 CLS:INPUT"Where do you want 'LOAD@' to be stored";S:A=S
135 REPEAT:READA$:POKEA,VAL ("@"+A$):A=A+1:UNTILA$="HALT"
140 PRINT:PRINT"START RECORDING AND PRESS KEY TO SAVE":PING:GETA$
145 CSAVE"LOAD@",AS,EA
150 DATA 20,6A,E7,20,7D,E5,20,AC,E4,38,AD,AB,2,ED,A9,2,8D,AB,2,AD,AC,2
160 DATA ED,AA,2,8D,AC,2,18,A5,0,8D,A9,2,6D,AB,2,8D,AB,2,A5,1,8D,AA
170 DATA 2,6D,AC,2,8D,AC,2,20,9B,E5,20,E0,E4,20,3D,E9,60,"HALT"
```

### LOAD@

#400	JSR	#E76A	#20	#6A	#E7
#403	JSR	#E57D	#20	#7D	#E5
#406	JSR	#E4AC	#20	#AC	#E4
#409	XEC		#38		
#40A	LDA	#2AB	#A0	#AB	#2
#40D	SBC	#2A9	#ED	#A9	#2
#410	STA	#2AB	#8D	#AB	#2
#413	LDA	#2AC	#A0	#AC	#2
#416	SBC	#2AA	#ED	#AA	#2
#419	STA	#2AC	#8D	#AC	#2
#41C	CLC		#18		
#41D	LDAZ	#0	#A5	#0	
#41F	STA	#2A9	#8D	#A9	#2
#422	ADC	#2AB	#6D	#AB	#2
#425	STA	#2AB	#8D	#AB	#2
#428	LDAZ	#1	#A5	#1	
#42A	STA	#2AA	#8D	#AA	#2
#42D	ADC	#2AC	#6D	#AC	#2
#430	STA	#2AC	#8D	#AC	#2
#433	JSR	#E59B	#20	#9B	#E5
#436	JSR	#E5E0	#20	#E0	#E5
#439	JSR	#E93D	#20	#3D	#E9
#43C	RTB		#20		