

I . O . U

The Newsletter of the Independent Oric Users' Group

ISSUE No. 22 - Early December 1988.

EDITORIAL

Hello, my name is Paul Kersey-Smith and it is my pleasure to be editing this issue of the I.O.U. Some of you may recognize me by the fact that I tried to organize the 1st Oric User Show, but this idea unfortunately never received the support it needed and has been shelved for the time being. Now for some more bad news, Gary Ramsay has informed me that Issue 23 of the I.O.U. will be the last one that he will distribute. He hopes to be able to pass the responsibility onto someone who has the time and motivation to do a better job than he has been doing. Gary would be grateful if you could send him your views on the future of the group to see if it is worth while to keep it going. It would be a shame if the I.O.U. stopped producing its newsletter, as this would leave only one other user group that supports the Oric.

Now onto brighter things, those who couldn't make it to the recent Alternative Micro Show missed a great event for the Oric and other non-mainstream micro's. You could have picked up an Oric 1 for £25.00 or a Atmos for £30.00, software was selling for as little as £1.95. Allan Whitaker was showing some new games (see news section) - Mick Poat was demonstrating his Drum Machine (see issue 21) and believe me it was very impressive to listen to. For those who wish to attend next years event, the venue will last 2 days (11th and 12th November) and will be held at Bingley Hall, just outside Stafford, more details later on in the year.

NEWS

As mentioned in the editorial Allan Whitaker was showing some new programs he has received for evaluation, he was also showing the Last Warrior (see reveiw in this month's issue). Some of the new games being shown were as follows:-

FOOTBALL - An arcade game that allows you to play against the computer or an opponent. It features quick active colourful graphics and a choice of playing styles.

STARWIND - An arcade game involving space combat many different enemies. Uses wire frame graphics drawn at acceptable speeds. The game also includes trading at space stations for weapons etc.

WINTER GAMES - On the same lines as the versions available for most home micros, with graphics superior to the Spectrum version. The events covered are Biathlon (long distance ski-ing and shooting, Ski-jump and Speed skating). Play with the family or against the computer.

The price for Football and Starwind is £6.50, with Starwind coming with a full manual and Football provided with comprehensive instructions. No cost has been set for Winter Games as of yet. Allan has also obtained the entire IJK range of programs and they are now available on request. For further details on the new games or the IJK range or the new price list (includes info on the new Public Domain and Shareware libraries), send a S.S.A.E. to :-

HGC (Mailorder), 8 Staley Hall Road, Stalybridge, Cheshire SK15 3DT
or phone 061-303 7369

RESPONSE

John Hurley from Yeovil, Somerset has some more information about consumables for the MCP-40 printer/plotter, he says that TANDY still sell paper rolls and pens, and he has provided the relevant information about them. Paper rolls are Ref. 26-1428, priced at £7.95 for 3, and pens are Ref. 26-1408A, priced at £2.30 for a set of 4. John also says that if anyone wishes to exchange games you should contact Andre Widhani in West Germany, he has over 160 programs, some of which he has written himself. So if you are interested in exchanging games with Andre, please write to :-

Andre Widhani.
Bircholtway 15
2000 Hamburg 72
West Germany.

A reminder that Owe Franson has written a utility that allows SEDORIC to Oric DOS V1.1 files to be transferred. The program costs £5.00 if you provide the disc or £10.00 if Owe provides the disc.

CONSUMABLES

1) Perfect Data are selling 3" disc cleaners for around £6.95 and you should be able to buy them in your local computer shop - if not please contact me and I will try my best to get hold of one for you.

2) Allan Whitaker is selling a disc box which holds 12 3" or 3.5" discs. It comes complete with cases and costs £12.50 (normal price £12.95).

3) Finally beware of Wiz Discs, as they are definitely bad for your disc drives health, and they should be avoided at all costs. Stick with well known brands such as Amsoft.

I . O . U . EXCHANGE

Mr Ruben Hadekel is selling his Oric Atmos complete with power supply, manual and welcome tape, also included are the following books :- "Oric and Atmos Machine Code", "Oric Atmos and Oric1, Graphics and Machine Code Techniques" and the "Advanced User Guide", also the following programs :- Oricmon Assembler and a de-bugged version of Author.

The Atmos has a faulty chip which prevents it from powering up, but it shouldn't be too hard to get hold of, and the entire setup will cost you £15.00 (you collect) or £18.00 (computer etc posted to you). Please note that if no one wants the equipment, Mr Hadekel will scrap the lot.

GAMES REVIEW

THE LAST WARRIOR

Available from HGC at £4.99

"The Last Warrior" is the latest Graphic Adventure for the Oric Atmos, it includes a full introduction to the Adventure and offers great value for money. The program was written by two French programmers and was translated into English by "Archimedes" (who used to write articles for "Your Oric"). The program comes in two parts, the introduction and the Adventure itself - first a look at the introduction.

The introduction tells of Morgoth the Terrible stealing the Statue of the villagers Prayers, and it is up to you, the Last Warrior to find it and return it to the villagers. All the above information is displayed after an excellent opening screen which splits "The Last Warrior" in large colourful letters, while scrolling various messages (copyright etc). Eventually the words "The Last" scroll off the screen in opposite directions to be replaced with the "Last Warrior" himself holding a huge battle axe. The axe then drops on the word "WARRIOR", which then dissolves away leading to the introduction proper.

While the introduction is being scrolled up the right hand side of the screen, a colourful picture of the village harbour is displayed on the left hand side. After this screen the intro tells you that there are over 70 rooms and some 106 words recognized in the Adventure, and then goes on to list them all. Finally you are asked if you want to play the Adventure - so onto the Adventure itself.

The Adventure starts with you standing outside an entrance - not for long, soon you are inside with your exit blocked off. The screen consists of the main display in the centre with various other displays around it. A compass is always displayed on the top left hand side of the screen with the available directions displayed in green and your current direction displayed in red. Below the compass is a description of any objects you may come across. At the bottom of the screen is the description of what you can currently see. On the top right hand side of the screen are 3 options, Load or Save your current position or Quit the Adventure and below this is a display showing your current strength on a scale 0-99%. The rooms are displayed in 3-D graphics superior to TYRANN, now and then you will run into several characters such as the "Hardened Warrior" and the "Elf", who more than often end up killing you. The graphics are the strong point of this Adventure and make up for the lack of speed when waiting for the computer to respond to your input, although the computer does print up messages such as "Wait a mo' I'm working like a navvy" when processing your input. So far I haven't managed to

get half way through the Adventure, as I always manage to get killed by various methods, so it's upto some intrepid person to complete "The Last Warrior" and then tell us all how to do it.

All together "The Last Warrior" is an excellent Adventure, let down only by the slowness of the computers response, but it is well worth the £4.99 being charged, and is a definite must for anybody who likes playing Adventures.

P O K E S

Since it's nearly Christmas, here's some more POKES for your favourite games. POKES sent in by "Archimedes" and M Brown of Coventry.

MANIC MINER

Infinite lives :

DOKE £683,£EAEA:DOKE £611,£EAEA

To suppress the grill:

POKE £6A83,£4C:DOKE £6A84,£600

To select screen:

POKE £5540, (No of screen-1)

ACHERON'S RAGE

To slow down the game:

DOKE £306,£950 : CALL £900

LONE RAIDER

Infinite lives:

DOKE £8E86,£EAA9:POKE £8E88,3 : CALL £6A02 : CALL £91E0

ZORGON'S REVENGE

DOKE £836,£EAEA:POKE £838,234:DOKE £855,£EAEA:POKE £857,234:DOKE £98B,£EAEA:POKE £98D,234

DAMSEL IN DISTRESS

To choose screen:

Press Q D 5 V 8 L together, and then 1-0 for screens 1-10 or Q-P for screens 11-20

Infinite lives:

```
10 FOR I=1 TO 9:READ A$
20 POKE £221+I,VAL("£"+A$):NEXT
30 DATA 4B,A9,03,8D,07,AE
40 DATA 6B,4C,22,EE
50 DOKE£245,£221
```

XENON III

Infinite lives:

Before loading the last program type POKE £7139,127

DEFENCE FORCE

Infinite lives:

DOKE £3F98,£EAEA:DOKE £3EE0,£EAEA

DOGGY

Infinite lives:

POKE £1EF1,255

Remember all the above POKES require the program to be auto-stopped by a suitable program.

ISSUE 23

Gary is aiming to distribute issue 23 between the 14th and 28th of January 1989. Cost is 40p. Either send cash (2 x 20p pieces only, please) or a cheque/P.O. payable to I.O.U.G, plus an A5 s.s.a.e. to Gary at :-

I.O.U.G, c/o Mr G Ramsay, 1 Kingsway Crescent, Burnage, Manchester M19 1GA.

NB. A5 envelopes are approx. 228 x 162mm or 9 x 6.5 inches. Please do not send envelopes smaller than this.

SUBSCRIPTIONS

All subscriptions start from issue 21 and run for 5 issues, production costs and other circumstances permitting. Cost is £2.00 plus 5 s.s.a.e's stamped at the standard 60g rate. Cheques/P.O.'s only, payable to I.O.U.G

BACK ISSUES

These are available for 50p each plus the appropriate postage in stamps from :-

Matthew Shakeshaft, 47 Newton Road, Ashton, Preston, Lancashire PR2 1DY.

Paul Kersey-Smith.