ØRIC

USER

MONTHLY

No. 18   Feb 1989

O U M
Oric User Monthly

Issue 18 : February : 1989 : 55p : Edited by R.Cook

No doubt you've already found your free OUM hint sheet, if not then find it
now. The sheet contains 'infinite lives' pokes for quite a few arcade games.

OUM is now at a peak, in the last month or so I've seen at least 15 new
readers, not bad at all. Within the last four or five months the OUM reader-
ship has doubled, at it's still rising at an impressive rate. I can't give
you a readership total as yet because it's always rising, but when it calms
down I'll let you know. This expansion should mean that we'll see a great
deal more contributions, including requests,hints & tips,maps,pokes & dokes,
etc. and signs of this are already in this issue.

A few computer magazines have mentioned the Alternative Micro Show. New
Computer Express recently mentioned 'The Last Warrior' and the show, and
ACE (Advanced Computer Entertainment) has got a little about it, and a bit
about the history of Oric — generally supporting the Oric for once !   This
months ACE is still available if you want to read it. This years Alternative
Micro Show will he held somewhere in Stafford (the Birmingham centre was too
small for the unexpected turnout) on April 1st (honestly !)

The fancy cover was produced by Jon Haworth on his Amstrad using Desk Top
Publishing package, expect one each month.

HGC (Mailorder) has mentioned OUM on it's price list but a couple of mistakes
slipped in. Firstly, OUM costs 55p with an A5 s.a.e. (see page 2) and not
65p. Secondly, cheques/postal orders should be made payable to : "Oric User
Monthly (R.Cook) " and not " Oric User Monthly ". Got that ?

A bit of bad news.....for a couple of months I'm not going to allow any orders
for back-issues. The flood of new readers has left me with a pile of back
issues and not enough time to do them. All orders already received will be
allowed, but no new orders should be sent. Those of you who have ordered them
may have to wait a little while for them, there are quite a few to get through
along with the normal running of O.U.M. I apologize of you're a new reader
and feel disapointed, but I'm only human.....I'll sort them out as soon as
possible and organize a method of receiving back issues without getting all
orders at the same time.

A new feature will begin next month, called " Readers Helpline ". This is
where you have the chance to ask me any question you like, be it about OUM,
software,hardware,peripherals,or any other aspect of computing. Please try
and make sure that we do have some questions, it'll be a bit embarassing
if we start of with no questions, won't it ?

So, another great issue of OUM and take a look at 'Next Month' at the bottom
of page 7 for next months features, and you may see a few surprises. It's
really a 9 page issue this month, and not a price expansion in sight.....

Robert Cook

Can YOU write software ? Could you write a program that OUM could market ?
If so then write to OUM with details about yourself and the program and send
a copy to us (still under copyright) and we can discuss marketing it,royalties
advertising,etc. See page 2 for the address to write to. Send software on
cassette in fast and slow modes.

Issue 19 will cost 55p with an A5 s.a.e. or 90p without, 1st class postage. A five month subscription costs £ 2.75 with 5 A5 s.a.e's, or £ 4.50 without them, 1st class postage.
A years subscription without s.a.e's costs just £ 10.00, 1st class P&P is included, the price is an 80p discount.
Back issues are not currently available.

All price rises throughout the year are covered in the subscriptions.
All orders for issue 19 should reach me by no later than the 23rd of February. Cheques/postal orders/cash is accepted, no stamps please. Please make payable to " Oric User Monthly (R.Cook) ".
The address is : OUM , 10 Thomson Ave , Kings Norton , B'ham, B38,8YD.

It's hear ! Our first software release is actually ready for releasing !
'The Haunt' is a brilliant adventure game that has taken over 6 months to put together. It won't be reviewed in OUM as the review would obviously be biased, so I won't even mention the realistic atmosphere, and I won't even mention the vocabulary of almost 150 words.
'The Haunt' , although great, costs just £ 1.99 inc. P&P ! This doesn't represent poor quality, I just don't want to make the same mistake as 'Your Oric' with Tyrant, and this way everybody can have a copy. It covers all costs and there are instructions that come with it. If you would prefer, just send £ 1.50 and enclose a blank cassette. You can send off now ! League Soccer should be ready soon, and already another adventure is being prepared, we plan to bring you the very best in Oric software, but future titles being released depends on the sales of the first couple, so support us and benefit yourself.

Interface Publications (see issue 17 for address) have got copies of "Dynamic Games for the Oric" for sale. This is the only Oric book that they sell, but it's a giveaway at just £ 0.50, plus 55p P&P.

The 'Oric Supporters Group' was set up a few years ago, and could well be of interest to you. They can try to answer any enquiries you may have and have a very interesting software list available, which lists about 500 Oric titles (I can't remember the exact number) and their rating, plus a little about the type of game it is. It holds regular meetings so it could be ideal for meeting other Oric owners and exchanging ideas and thoughts. If you wish to know more about the group, then either phone: (0253)-66576 and ask for David, or write to him at : Oric Supporters Group, Mr D.Hall, 38 Colwyn Avenue, Blackpool, Lancashire, FY4-4EU.

Starwind & Winter Games should now be available from HGC (Mailorder), I'm not totally sure when Football will be out, but I'll let you know when I hear anything. Both games mentioned cost £ 6.50, P&P included.

Underline For sale/wanted

For sale : Oric Munch £ 2.00   Xenon 1 £ 3.00   The Ultra   £ 3.00
All original copies. All for £ 7.00, enquiries to OUM.

Oric 1 computer for sale (no power pack) with leads and cassette recorder. Micro is boxed, 48K memory with a few games. Just £ 30.00.

Enquiries to OUM.

Software for sale (originals) : Dinky Kong (Oric-1 only) = £ 1.00
                                Oric calc with manual   = £ 2.00
                                Optimum   = £ 1.00

Also, software to be swapped/exchanged with other Oric owners. Send your own software list and s.a.e. if you are interested. In either case of buying or swapping, send enquiries to: Mathew Shakeshaft, 47 Newton Rd, Ashton-on-Ribble, Preston, Lancashire, PR2,1DY.

DAVE'S DATA

Game: Goldmine
Supplier: F.G.C.
Price: £ 6.95 (cass) : £ 3.50 (cass) from H.G.C. / £ 6.10 (disk)from H.G.C.

Written by David Yipp, this strategy game can keep you glued to the screen
for hours as you battle through 20 sheets. One fault I found was the colour,
sometimes it was hard to spot where you were because you tend to blend in
with the background.
You control a little 'man' who must collect a number of gold nuggets without
being crushed by boulders. You can push boulders to the side to stop yourself
from being trapped,if you wish. If you do get trapped then you can press the
'ESC' key to commit suicide, which loses a life.
On each sheet there is a nugget which has to be taken last, as it leads
into a dead end.
There is a cheat mode which took a while to ascertain, due to the lack of
instructions on the old F.G.C. packaging. To cheat you must be on the
instructions sheet. Every time you press 'RETURN', the level moves up one.
Definitely one for thinkers. Forget the fact that it looks a bit 'naff' and
get hooked,just like my kids who have just pushed me off the chair and are
going 'goldmining'.

Graphics: 5   Sound: 6   Addictiveness: 9   Overall: 8

Game: Light Cycle
Supplier: P.S.S.
Price: £ 6.50 (RRP) / HGC (cass) £ 2.99 / Software Cellar (cass) £ 2.80 +
        £ 1.85 P&P / Capri Marketing LTD (cass) £ 1.99 + 50p P&P.

I loaded the Oric-1 version into my Atmos with no problems, this is a fast
loader. After setting the volume you can choose to play against the computer
or an opponent. You set the speed and off you roar.....

In this grid game, you start from a random position and your objective is
to race and trap your opponent by blocking him until he crashes into the
edge of the grid or a laser trail. ROM towers appear every so often, these
have to be avoided.
Each screen is a different colour and at the end of 5 lives, the victor will
enter his/her name amongst the "Light Cycle Heroes".

All in all, quite an amusing game. Once you are familiar with the speed
booster you can defeat the computer at the slower levels and can then get
to grips with the faster levels.
H.G.C. have only a few in stock, although you can also get "Snake Venom"
(a fiercer grid game) for just £ 3.50

Graphics: 6   Sound: 5   Addictiveness: 7   Overall: 6
- -

Software bargains at Capri Marketing LTD, phone (06285)-31244 and HGC
(Mailorder), phone (061)-303-7369.

TYRANN (NML) OR-1/ATMOS

LEVEL 1

```
N
W←↑→E
S

START          0 1 2 3 4  5 6 7 8  9 10 11 12 13 14 15 16 17 18 19 20 21 22 23
 @
0,0        0  X S                                M                      X
           1  X X X X X X X X X     X X X   X    X X X X X X       X
           2  X   X     D       M X     X M X         X       M X     X
           3  X   X       M       X   X M X   X X X X X X D     X
           4  X   D   M M X X X X X     X   X M           M   X     X
           5  X   X X X X   X       D       X   X X         X       X
           6  X     X     X     M X       Tc X       X D X X       X
           7  X   X   X X X X X X X     X     D       X X     M     X
           8  X   X   X     X     X     D   X X X X X       X X X   X
           9  X     X   D     X M   X   Tc X M       X X X     X   X
          10  X     X M X M   X Tc M X       X X         D   M M X M X
          11  X     X X X D X X X X     X X D X Tc X       X X X     X
          12  X                       M X             X M               X
          13  X   X X X X X X       X   X X M         X X           X
          14  X   X   M D           X X X X X X X X   X               X
          15  X     M M   X       X M   X       X X X X M X           X
          16  X X X D X X   M X     D   X               X X X X       X
          17  X       M   X       X                               X
          18  X   X       X M       X X X X X X X X X X X X X       X
          19  X M X     X Tc M       X X S         M   X X         X
          20  X X X X X X X X X X X X X X X X X X X X X X X     X X     X
          21          X Tc X                   M                 X   X
          22       D M   D   D   X X X X X D X X X X X X X     X
          23  ↑      X   X             M   X
        UNFINISHED   X X X X X X X X X X X X  X X X X X X X X X
           AREA
```

Tyrann map

Level 1.

Mapped by

Matthew

Shakeshaft.

CO-ORDINATES USED BY LEVEL 2 MAGICIAN SPELL "KADEO" (LOCALIZATION)	KEY:-	S - STAIRS GOING UP	LEVEL 1 SPELLS
		M - MONSTERS	DRUID - "ASEKO"
		D - DOOR	(FIRST AID)
		Tc - TREASURE CHEST	MAGICIAN - "YPAFET"
		X - WALL	(PUTS MONSTERS TO SLEEP)

Here, along with the above map, is a tip from Matthew Shakeshaft, for Tyrann. Using this tip will allow you to obtain 'infinite wealth', or more than you could spend anyway. Equipt the magician (you can choose a character) and inspect him, and then select the Give gold option. When asked how much, type in a large NEGATIVE number, for example, - 1,000,000. This will give the magician 1,000,000 gold coins, from whoever was chosen to be given gold. Matthew says that in this example, it would have been better to equip the magician fully and then choose all other members of the group to give gold gold to the magician negatively, making the magician poor. Doing this will give you a greater chance of success, and will allow you to have a field day in the Emporium ! Thanks Matthew, nice map too.

Here's a tip from myself, which is pretty rare. When playing 'Zebbie', collect 5 bottles and move on to the bonus screen, then kill yourself. You will then be awarded 10 to 20,000 extra points. This is best used with 'infinite lives' as it will rapidly drain your lives otherwise.

Here is a technical tip from John McKay (the name should be familiar to older readers), which is useful if your power pack has kicked the bucket. Instead of paying way over £ 10.00 for a new one, buy a cheaper Spectrum power pack and reverse the polarity. This can be done yourself, or you could buy one already reversed from Phil Blythe, his address can be found in a recent issue. Anyway, to reverse it yourself cut the wires that lead to the jack plug and cross them over before rejoining. John also noticed that the Spectrum power pack is easier to obtain and remains cooler during use.

CHARTS

Top Ten: Compiled by readers

Title	Company	Last month
1. Zorgons Revenge	I.J.K.	1
2. Xenon III	I.J.K.	2 *
3. Maze Rally	F.G.C.	4 *
4. The Boss	Peaksoft	8 * (F)
5. Defence Force	Tansoft	3
6. Karate	Gasoline	5 * (F)
7. The Hellion	Orpheus	7
8. The Ultra	P.S.S.	6 *
9. Fireflash	No Mans Land	10 *
10. Gubbie	I.J.K.	NE *

Comment: The Boss takes another dive to the top, now only being in the chart for two months & it's already at number 4 ! The top two seem to be 'stuck' and it seems very unlikely that Xenon III can regain it's top spot. Gubbie enters at the bottom, giving leave to Loriciels' 'Frelon'. Keep the lists coming in.

* : Reviewed in OUM   (F) : French software and/or not available in GB
NE: New entry   RE : Re entry

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Game: Stanley
Supplier: Loriciels
Price: £ 8.50 (cass) : The price has varied alot since being released.

Stanley has been mentioned briefly before in OUM, but not fully reviewed, and my opinion of it, if different, is better. You control a weird sort of robot called Stanley and find yourself on the screen with several poles going down the screen (like firemens poles) and above each is a little button. If you run over to a pole and press the botton then a large round disk will appear on the pole, which you must jump on to drop it. The poles allow you to jump from one to the other to move around. The object of Stanley is to drop a certain number of disks onto each pole, rising with the level.
All the time, however, you must avoid the enemy robots & creatures. Chasing after you are three or four types of robots which are all independently controlled, each looking different. There is also a fat slug-ish creature which patrol's the buttons by marching along the tops of the poles.
If you complete a level then you will see a brilliant full screen graphical picture of Stanley on the pole holding a 500 points bonus, stunning graphics. Throughout the whole game I was totally addicted and it has to be one of the best games ever written for the Oric (and would make a good conversion onto any other micro).
The graphics in Stanley are clear and smooth, and uses excellent animation of each creature. The sound effects are also great, there are brilliant sound effects for each action.
The game includes full details of each creature, although they're in French. There is also an option to make the game easier, but altering the speeds of yourself and the enemies, very useful.
Overall, excellent arcade action. British readers may feel more than a little jealous reading this, but I'm currently trying to get copies, keep your fingers crossed.

Graphics: 8   Sound: 8   Addictiveness: 9   Overall: 8

Here is a program that will bring back a few memories, do you remember a little plastic toy that has a number of counter in it, and you had to slot them around trying to get them into the right order, and there was always one empty spot in the toy so that you could move them around ? No ?   Well it doesn't matter then !

Still, then produces a good little game, type it in and run it. To move a counter into the gap, place the * over the letter of your choice (there must be the gap next to it, either above, below, or to the right/left) and press the SPACE bar and it will move into the gap.The idea is to sort all the mixed up letters into alphabetical order. If you wish to, you can alter lines 25 to 40 and make up your own arangement, or re-define them to make a picture and the keys to move the * are:

| Z : LEFT | X: RIGHT | ' : UP | / : DOWN | SPACE: MOVE SHAPE | Q: QUIT |

```
0 REM  *** Letter Puzzle ***
3 REM  * For ORIC USER MONTHLY,Feb '89 *
4 REM  * * *
5 PAPER 0 : INK 7 : CLS : POKE #26A,#A
10 FOR ZX= 1 TO 5 : READ B$(ZX): PRINT @ 14,9+ZX;B$(ZX)
20 DATA "..........." : REM 10 dots
25 DATA ".ABOHJVID."
30 DATA ".GLPTKUEQ."
40 DATA ".MRNSCWF ."
50 DATA "..........." : REM 10 dots
60 'Letters can be altered if wished
100 REM *** MAIN PART OF PROGRAM ***
105 V$=KEY
110 IF V$="Z" AND A>15 THEN A=A-1
115 IF V$="X" AND A<22 THEN A=A+1
120 IF V$="Q" THEN CLS: PING : PRINT CHR$(17):END
130 IF V$="'" AND D<13 THEN D=D+1
140 IF V$="/" AND D>11 THEN D=D-1
145 IF V$=" " THEN GOSUB 200
199 GOTO 100

107 S=SCRN(A,D):PLOT A,D,"*": WAIT 1:PLOT A,D,CHR$(S)

200 Q=SCRN(A-1,D)
205 IF Q=32 THEN PLOT A,D," ":A=A-1:PLOT A,D,CHR$(S):RETURN
210 Q=SCRN(A+1,D)
215 IF Q=32 THEN PLOT A,D," ":A=A+1:PLOT A,D,CHR$(S):RETURN
220 Q=SCRN(A,D-1)
225 IF Q=32 THEN A,D," ":D=D-1:PLOT A,D,CHR$(S):RETURN
230 Q=SCRN(A,D+1)
235 IF Q=32 THEN PLOT A,D," ":D=D+1:PLOT A,D,CHR$(S):RETURN
240 RETURN
```

Note: Yes, the line in the middle IS line 107, but it wasn't noticed until half way through, but it doesn't matter whether you enter it in the right order (ie. after line 105) or not.
- -
If you have any programs that you would like published in OUM then please send them/it on a blank cassette with full loading and operating details. If you prefer, please remember that you can send it already printed, and it can be put straight into OUM, although in this case small print is prefered. Alternativly, just write/type it out and send it in.
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"The Quill" : Just £ 4.49. Unlimited copies, contact OUM for details.

Soon: THE ORIC USER MONTHLY GUIDE TO THE QUILL.

PSS have released a number of titles on the Oric, mostly arcade. They are still around today, and doing quite well. They now though, prefer to stay with the more popular micros (CBM 64 & Amstrad) and almost only ever release strategy war games. Probably their most popular title is 'The Ultra', an under-rated arcade game.

Titles reviewed in OUM: Centipide, The Ultra, Hopper and Light Cycle.

Titles released: Centipide, The Ultra, Hopper, M.A.R.C. , Invaders, Elektrostorm, Light Cycle, Oric Mon and Machine-code monitor.

Titles hard to obtain outside France: Machine-code monitor.

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Chit-Chat results

Last months topic..........Why did the Oric User Show fail to attract enough attenders ?

(i) Did you not know ?
(ii) You were not interested ?
(iii) Wrexham was the wrong location ?
If (iii), then would you be interested in a show at London,Birmingham, Manchester, or Aylesbury ?

Result:

Topic option no.	%
1	17%
2	0 %
3	83%

Quite a convincing victory, it seems that everybody was actually interested, and those who said number three would really attend a show at any or most of the given example locations. Many thanks to all those to voted.

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Answers to last months questions (page 4).....

OPEL = Oric Products Exports Limited
WYSIWYG = What you see is what you get
PSS = Personal software services
GIGO = Garbage input...garbage output

IQUG=Independant Oric User Group
ASCII=American Standard code for Information Interchange
BASIC = Beginners all-purpose symbollic instruction code

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Advertising is free, up to a maximum of 45 words exc. name + address. Please include details of whether it is wanted or for sale, and tell us if you want your address printed or if you would prefer for us to pass on any enquiries.

- -

' The Oric Games Guide ' booklet. Over 25 reviews of GB software, just £ 1.00.

If you can design adventure games for us to program in machine-code, then please get in touch now.

- -

There hasn't been room for a new topic for Chit-Chat or the answers to the crossword from last month, but they can wait until next month.....

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Next month: Chit-chat topic, "Starwind" reviewed , French Leave , News , COMPUTER FILE , more free issues on offer, news of how the OUM software is selling , 'Readers Helpline' , Hints & Tips , Charts , and alot more, just 55p.

It's most likely that next issue will be 9 pages long, see you in March.