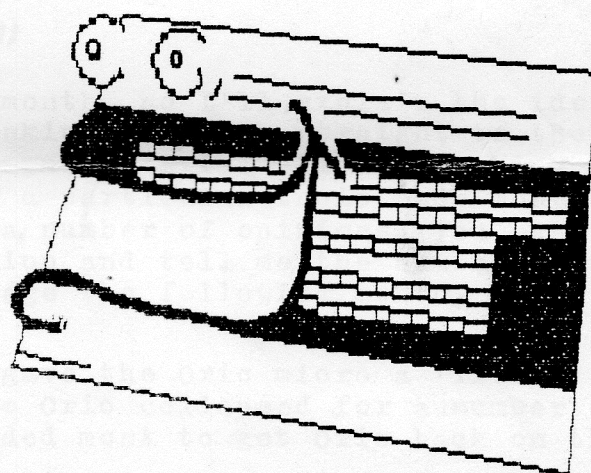
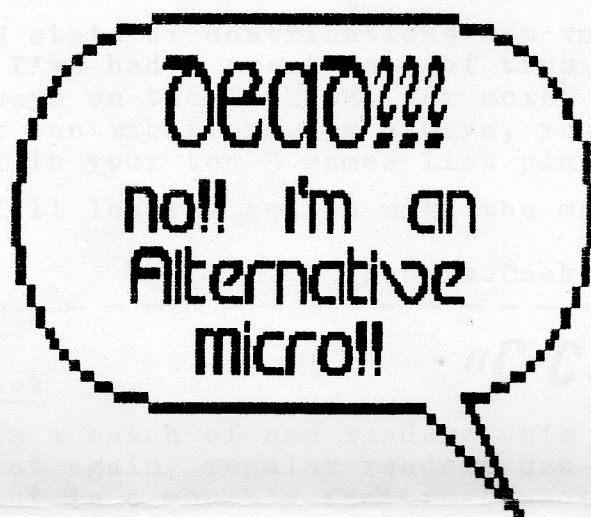




**USER
MONTHLY**

11/3/89



No. 19 March 1989

Edited and Distributed by Robert Cook, 10 Thomson Ave., King's Norton, Birmingham B38 8YD

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Oric User Monthly

Issue 19 : March 1989 : 55p

This is OUM's first 9 pages issue, I can't really see OUM expanding very much further, if any more at all, as OUM is now really at a maximum size for the financial income from subscriptions.

'The Haunt' (our own software release) has now been out for a month. I was pleased to see how eager readers were for new software, and received at least three or four orders by return of post from OUM being sent out ! If you would like a copy of 'The Haunt' then send £ 1.99 or £ 1.50 with a blank cassette (any size) and you'll receive your copy within 7 days maximum.

The OUM state of contributions has vastly improved as the readership rapidly rises. I've had a great deal of tips & hints and other contributions, but I'm always on the look-out for more, so if you want your name in print send in your contributions. As always, you can help to compile the charts by sending in your top 3 games list plus the name of the game you dislike most. Well, I'll let you get on with the magazine. Best Wishes.

Robert Cook

"C-C"

Chit-Chat

There is a batch of new readers this month, so I'll explain the idea of Chit-Chat again, regular readers can skip it and go straight to the topic. Chit-Chat is a monthly feature (space and material allowing) which allows YOU, the reader, to air your views on a particular topic each month. I will tell you what the topic is, and give a number of opinions. You must decide which option best suits your own opinion and tell me the number of it, the results are then printed as a percentage the following month, along with a new topic, got that ?

Topic: a few magazines have recently gave the Oric micro a 'little' coverage which will, with any luck, expand. The Oric collapsed for a number of reasons, but what would be really needed most to get Oric back on the road ?

Option 1: Oric now needs new software. Good utilities and games would improve the reputation and give the Oric much needed new blood, what's a computer without the software ?

Option 2: Oric needs more computers sold, to gain publicity through magazines and software houses would begin to take notice of the Oric. Therefore, either or both the Atmos and Telestrat needs to be sold at shows and to new micro owners.

So, which is YOUR view ? Let me know, also let me know if you have a different view to those shown. New ideas for future Chit-Chat are also welcomed.

'The Oric Games Guide': OUM's great booklet which includes over 25 reviews of British games, now revised and in a new format. Just £ 1.00 inc. P&P.

Issue 20 will cost 55p with an A5 s.a.e. or 90p without one, 1st class postage. A 5 month subscription costs £ 2.75 with 5 s.a.e's or £ 4.50 without them, 1st class postage included.

A years subscription can be bought for the discount price of just £ 10.00, including 1st class postage & packaging.

Back issues will resume availability next month, same rates as before. All price rises throughout the year (such as stamp cost increase) are covered in the subscription costs.

Cheques/postal orders made payable to: "Oric User Monthly (R.Cook)".

Payment in cash/postal order/or cheque, no stamps please.

All orders to reach me by no later than March 23rd please, anything arriving after that deadline will be sent forward for issue 21.

Address: OUM, 10 Thomson Ave, Kings Norton, Birmingham, B38, 8YD.

NEWS

News is all important this month, some good-some bad. Bad news is that the IOUG has finally ended. Gary Ramsay (original editor) was going to pass it on to anyone else who wanted to take it over, but then decided to just cease publication totally. Gary found that he didn't have the time or support to continue the IOUG. Back issues still available though, via M.Shakeshaft.

By the time you receive next months issue the 'Alternative Micro Show' will have been held in London. It'll be at the New Horticultural Halls on April the 1st (typical), between 10am and 5pm. Can I get there? I don't know but if I can then you'll see our stand at the show. Unfortunately I work on Saturdays and it'll a very long way from me. Time will tell, more details about the show from:

Emsoft Ltd,
Poplar Lane,
Copdock,
Ipswich,
IP2, OBA.

Tel: (0473) 690729

HGC probaly won't be at the show. Be at the show, it promises to be great. Talking of HGC, they now have more titles planned for the future. I've got news of what they could be, but nothing is certain just yet. They've also got datarecorders for sale. They sell the Acorn Alf03 for £ 17.00 inc. P&P, it is highly recommended for reliable loading on the Oric. It comes with a modified lead necessary. You can modify the lead yourself by sending £ 10.00 + £1.50 P&P to:

J&N Bull,
Dept. MM,
250 Portland Road,
Hove,
Sussex,
BN3, 5QZ.

Tel: (0273)-734648

Quote: Ref. IOP53

OUM Software is still under way. The Haunt is still selling fairly well. Being our first release, it wasn't stunning quality-although it was certainly a challenging adventure, very good value at £ 1.99. 'League Soccer' is STILL being programmed and is still expected to be out by April 1989. Many readers have expressed their interest in the game and it promises to be excellent. Two more OUM releases are still on the way.

I've saved the best news till last, read on to find out more.....

News (cont:)

Remember when the Telestrat was released and we were all excited? Well, those times are probably about to return. Ordieleg (French based company, in Lyons) tried to buy the rights to the stocks of Oric International, but had alot of difficulty in communicating with them. However, good guy's IRI were more approachable and don't include any of the management of Oric Int. IRI are the company responsible for disposing of Oric International and have dealt with Orics left over goodies, totaling to some £ 40,000 worth ! Ordieleg decided to try to buy substantial stocks from this, and actually pulled the deal off successfully ! They have got hold of MANY Oric spares to be able to run a full repair service for the future. Sounding good ? It gets better ! Providing there is a continued demand for Oric products, then Ordieleg plan to purchase the name of Oric, and then relaunch the Telestrat, but not quite the same micro-it'll be a new, more professional version.

So, brilliant news which just goes to show that Oric does have an eternal life, and using Tansofts logo, let's hope that Oric now 'comes with age'. Ordieleg seem to be better marketers than Eureka, let's cross our fingers and hope.....

More exciting news in 'French Leave', with the chance to grab your own French software titles. Many thanks to J.Haworth & Dave Dick for news help this month.

DAVE'S DATA

Due to a hitch, "Starwind" cannot be reviewed this month. It will hopefully be available for review next month- OUM deadlines are awful things ! It has been replaced by a look at a couple of others.

Game: Chuckford

Supplier: FGC

Price: £ 6.95 (cass) : HGC = £ 3.50 (cass) / £ 6.10 (disk)

I am writing this review just 2 feet away from my young son who is playing Chuckford, and driving me crazy with that most unoriginal of tunes, yes, 'The Entertainer'. On this platform game he is moving his little character around screen 41 ! You have guessed right, I have shown him the cheat mode. The game itself is quite harmless. You run around at a frantic speed, the colour is OK, but the graphics are just ordinary. You collect eggs before the chickens get you- at least I think that they're chickens ! At least I think

I've seen alot better, but also alot worse.

Graphics: 6

Sound: 6

Addictiveness: 7

Overall: 6

Toolbox Two

Looking through my filing system, I came across a write up of 'Toolbox Two'. I haven't got a copy because I don't have a disk-drive yet. However, I must not digress, 'Toolbox Two' was written by Ken Ward of 2 Tollgate Terrace, Catchgate, Stanley, Co. Durham. and I've never seen it on sale anywhere. It is "a highly recommended advanced icon-driven graphics design program for the Atmos, with 3 " drive & optional printer/plotter feature.

The program itself is well over 57k long, and is complete with documentation on disk in the form of help pages".

Has anybody seen it for sale ? Has anybody tried it ???

Capri Marketing, "bargain budget Oric software", see them at the Alternative Micro Show, contact: (06285)-31244.

Top Ten: Compiled by readers

CHARTS!

<u>Title</u>	<u>Company</u>	<u>Last month</u>
1. Zorgons Revenge	I.J.K.	1
2. Xenon III	I.J.K.	2 *
3. The Boss	Peaksoft	4 * (F)
4. The Hellion	Orpheus	7
5. Maze Rally	EGC	3 *
6. Defence Force	Tansoft	5
7. Karate	Gasoline	6 * (F)
8. The Ultra	PSS	8 *
9. Don't press the letter Q	I.J.K.	NE
10. Frelon	Loricieles	RE * (F)

Comment: Quite a bit happening this month in the charts. The Boss continues to rise, now at number three. It has climbed each month since entering a few months ago, and looks possible to move the top 2. The Hellion rises another 3 places and two new entries appear at the bottom, although we've seen Frelon there before. When will we see the new HGC titles enter?

* : Reviewed in OUM (F): French software and/or hard to obtain in GB
 NE : New entry RE : Re-entry

 Last month's issue included two regular features, errors ! The first of these mistakes was in the program on page 6, line no. 140. The first batch of issues that were sent out omitted the key for 'down', which was the / sign. It should have read:

140 IF V\$ = " / " AND D\$ 11 THEN D=D-1

Error number two was on page four, in Matthew Shakeshafts 'Tyrann' cheat. I forgot to print the fact that using this cheat will very often cause the game to crash when saved, which I'm sure a few of you reluctantly discovered, sorry.

 Advertising is free in OUM, up to a maximum of 45 words excluding your name and address, but please ensure that all software for sale/exchange is made up of original copies. Please state whether or not you wish to have your name + address printed, or if you wish OUM to pass on all enquiries.

 If you missed last month's free hint sheet but don't wish to ask for pokes, then this sheet of 'infinite lives' pokes & dokes can be obtained by sending your address and 10p to OUM. If you don't wish to have it sent with your next issue/order then please enclose a s.a.e.

'The Oric Games Guide' can still be bought in its old format, if you want one then please send 50p + an A5 s.a.e. or 65p without one.

 Coming soon in OUM: Reviews of all HGC software releases, machine-code lessons, an interview with the author of 'Don't Press the letter 'Q'', and much more.

READERS HELPLINE

5

Well, last months request for your problems seems to have worked fairly well. I have had five problems sent in, so I'll try to answer all I can each month. If I fail to answer your problem this month, then I'll try to get around to it as soon as possible. If YOU see that you could answer a problem that I can't then put pen-to-paper and help out fellow Oric owners.

Send your problems to : Oric User Monthly, Readers Helpline, 10 Thomson Ave, Kings Norton, Birmingham, B38,8YD.

Name: Arnt Erik Isaksen from Norway

Problem: " How can you receive response for more than one key being pressed at the same time ? For example ; in a game where 'Z' is left, and 'X' is right, how would you detect a 'X' (for right) and also a key for the jumping, such as the character in Zorgons Revenge.

Reply: Well, what a wonderful start ! First problem and I'm baffled already. The problem you have encountered is one that I come up against a while ago, and couldn't solve. It isn't easy to do at all, and probably is impossible to do in BASIC, as the `KEY$` command won't allow it. Of course there are a couple of things you can do, so I won't turn you away without an answer. Method one is fairly obvious, you could use Z & X keys for left + right, and add two keys (probably very close to Z & X) and use them for left/jump and right/jump. Method no. 2 is more along the lines of what you really want. Before the main program you should enter a line as `PRINT CHR$(29)` which will put all input as lower case characters, as in `CTRL-T`. You can then take 'z' and 'x' for left and right, but if you want jumping then press `SHIFT` (either of them) and the response will now be in upper caps, ie. Z and X. Therefore, you can jump left and right or just move left & right. If you do decide to use this method then it would be a good idea to use the right `SHIFT` key and the `<` and `>` keys for left and right, it is much better set-out. Can anybody else throw light on exactly Arnt wanted ? I hope that the answer is of some use.

Name: Matthew Shakeshaft from Lancashire.

Problem: " With infinite lives, on Manic Minor how would you auto-stop the game ? Also, have you got POKE's for infinite lives on Trickshot, Probe 3 and Snake Venom ? "

Reply: I can see where Manic Minor would puzzle you. It loads in four blocks and therefore I expect that each block must be stopped from auto-running and the POKE's entered after each, then the next section CLOADED. That would ensure that you have found the block that deals with lives remaining, and should work fine.

The reason for my unsure answer is that my own version of Manic Minor is modified to load in one long block, therefore I simply enter the POKE's at the end of it. On my copy I can load it and when it says that you should press `RETURN` (the very first screen, just before the colour-coding section) I can press the reset button (under the Oric), enter the POKE's and then restart it with `CALL` commands. It should work on all versions.

I have no cheat POKE's for any of the three games that you mentioned, but tips for Snake Venom & Trickshot have appeared in back-issues of OUM. I expect that I can find POKE's for at least one of the games mentioned, so don't give up just yet. Of course, if other readers have them then I'd be happy to receive them. When I do find the POKE's I'll print them in OUM.

FRENCH LEAVE FINALE

Those of you who were avid (!) readers of 'Your Oric' will recall that dear old Archimedes was cut off in his prime when the newsletter ceased publication. Thanks are therefore due to Robert Cook for giving me the opportunity to wind up the series properly. I had in fact written the copy for Issue 9, but it never saw the light of day.

It was as long ago as August, 1987 that I wrote Issue 8's French Leave. All was then still well with the world of Oric in France, with vigorous advertising by Eureka, new software being produced, and the monthly magazine, 'Theoric' in full flow. By the time Issue 8 appeared, in December, 1987, all was changing, as the front cover foretold.

In September, 1987 Theoric announced that as from January, 1988 it would be published on subscription only, and that if 4000 subs were not received in time, it would cease publication altogether. Unfortunately only some 750 subscriptions were received before the deadline, and the December, 1987 edition was the last! So died what was undoubtedly the best magazine ever dedicated to the Oric.

I am assured by the publishers, Soracom, that their decision had nothing to do with the next major event - Oric France going into receivership. I had written to Oric in October, 1987, but unusually received no reply.....all was explained in December when news of the receivership filtered through. However, for many months thereafter the future of Oric hung in the balance.

Is it not curious how history repeats itself? The first sign we had of Oric UK going under was the non-publication of Oric Owner, closely followed by the crash of Oric. Events repeated themselves in France almost to the day two years later.

I have now had it reliably confirmed that Oric International has been finally wound up. It is, in other words, the end! The shop in Paris has closed, and the on-line database no longer responds. The telephone number is an answering machine. A separate Company has been formed to dispose of remaining stocks. Once that has been done, all activity will finally cease. The address to write to if you are interested is:

I.R.I.
16 rue des Vignes
93500 PANTIN
FRANCE.

Why did all this happen? There were numerous mistakes made in production and marketing (a familiar story to the English?!), but there are also rumours of a contretemps with the French tax authorities. At the end of the day, Oric France suffered from relying too much on the new Telestrat, and failing to realise early enough that they should still have been supporting the Atmos. Anyone who uses Sedoric DOS will understand what I mean.

Oric as a company is now therefore finally gone for ever. What remains in France? There is one shop selling software - Ordividuel in Paris, and one shop carrying spares and providing a

full repair service - Ordielec in Lyon. And there is Club Disc'Oric (formerly Club Oric International). They continue to thrive, having recently produced their fourth magazine, Electr'Oric - on cassette or disc!! The mag contains some 60 'pages', with news, comment, hints and tips, and free software with each issue. It is international, and indeed is proposing to produce the magazine in English from issue 5. They are very keen to hear from English Oric users. For further details, write to:

CLUB DISCORIC
M. Vincent TALVAS
58, rue des sculpteurs
93240 STAINS
FRANCE

Monsieur Talvas, incidentally, writes very good English!

There are still some excellent programmes being written in France - witness 'The Last Warrior', which in the humble view of the translator is one of the most sophisticated adventure games we have seen on this side of the Channel. It remains to be seen whether this quality of programming will persist.

And that really is the end, time to say adieu and take my final (French) Leave of you. Thankyou to all who took an interest in my ramblings. As a postscript, here is my list of the best fifteen French programmes for the Oric (in no particular order), which you should try to see at all costs!

Vortex word processor
Lorigraph art package
L'Aigle d'Or graphic 3D adventure
Le Diamant de L'Ile Maudite adventure
Triathlon sports simulation
Formule 1 motor racing simulation
Cobra Pinball machine
Editeur Musical music package
Logor logo implementation
Super Jeep arcade
Doggy arcade
Meurtre a Grand Vitesse adventure
Roland Garros tennis simulation
Edit Plus full screen editor
Frelon arcade

And one more - Willy - , the final programme released by Oric France, a superb platform game, and a fitting tribute to the efforts of the French to keep alive our favourite computer.

Adieu!

Archimedes

P.S. Any significant news from France will appear in future in O.U.M.'s News section.

X DOOR OPENED BY
 X BULLET
 X

DOOR OPENED BY
 KEY

DOOR OPENED BY
 PASS

DOOR OPENED WITH
 SAFE CODES

CUPBOARD CONTENTS:-

GREEN - NOTHING

YELLOW - NOTHING

PURPLE - CODE 4 - DOOR KEY CRAW, DYNAMITE

RED - CODE 3 - TORCH, DYNAMITE

CYAN - CODE 1

BLUE - CODE 9 - SAFE CODE RIGHT

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ROOM															
FLOOR															
1				S	BLUE CUPBOARD X DOOR X PASS X YELLOW		GUN	(START)	DOOR KEY BLUE	CUPBOARD KEY GREEN	BULLET X BULLET X BULLET X	S	BULLET	DOOR KEY PURPLE	CROW BAR
2				T	CUPBOARD KEY YELLOW		BULLET CUPBOARD KEY BLUE		SAFE CODE LEFT	DOOR KEY YELLOW X X	X GREEN X CUPBOARD	T	BULLET BULLET	TIRE	X BULLET X BULLET X FIRE X HOSE
3			CYAN CUPBOARD	A	BULLET BULLET	COIN	DOOR PASS CYAN X X X			YELLOW CUPBOARD	DOOR PASS WHITE	A	BULLET		SEIGER COUNTER
4	CUPBOARD KEY CYAN			I	X DOOR X KEY X GREEN	COIN	X DOOR X PASS X GREEN	BULLET	CODE 6 CUPBOARD KEY PURPLE	DOOR PASS PURPLE	I	X X X X		CUPBOARD KEY RED	
5	CODE 7 BULLET BULLET COIN DOOR KEY WHITE	X X X X		R	DOOR PASS BLUE PURPLE CUPBOARD	BULLET	X X X X X		BULLET X BULLET X BULLET X		R	RED CUPBOARD			

Above is the map for 'A View To A Kill', in the first game. The map was sent in by Chris Williams, thanks Chris.

John McKay has sent in another tip for Oric owners, he has this time wrote in to tell Oric owners how to have easier access to the reset button. He says to "cut a small piece from an india rubber, 2cm long approx. and glue it to the reset button." You can now operate the button by finger without poking a pencil into the Oric, and it saves lifting the Oric up.

More infinite lives pokes brought to you by OUMs readers:

David Hall (of the Blackpool user group) sent in this poke for Centipede;
POKE #12BA,255

Jonathon Haworth sent the following:

Hopper: POKE #794,255

Doggy: POKE #1EF1,255

3D Fongus: POKE #28C8,44: POKE #279A,44

'For sale/wanted' isn't in this issue, neither is C.O.M.P.U.T.E.R. F.I.L.E. or the free issues offer, as there simply isn't enough room for them. I've received loads of maps, programs, hints, etc. so please be patient for yours to be printed. Late news: OUM will have a stand at the Alternative Micro Show, run by Dave Dick. There will be software for sale, back-issues, booklets, etc. plus the launch of League Soccer, with a free demonstration. It's on April the 1st at the New Horticultural Hall, Greycoat Street, London. Be there, it promises to be a brilliant show, and an even better OUM stand.

Next month: Hints & Tips, 'Starwind' reviewed, RAMbling in the ROM, plus so much more, just for 55p.

Edited by R.Cook
Reviews by Dave Dick

Printing by T.Cook
Cover & Design by Jon Haworth

March 1989.....March 1989.....March 1989.....March 1989.....March 1989.....Mar