

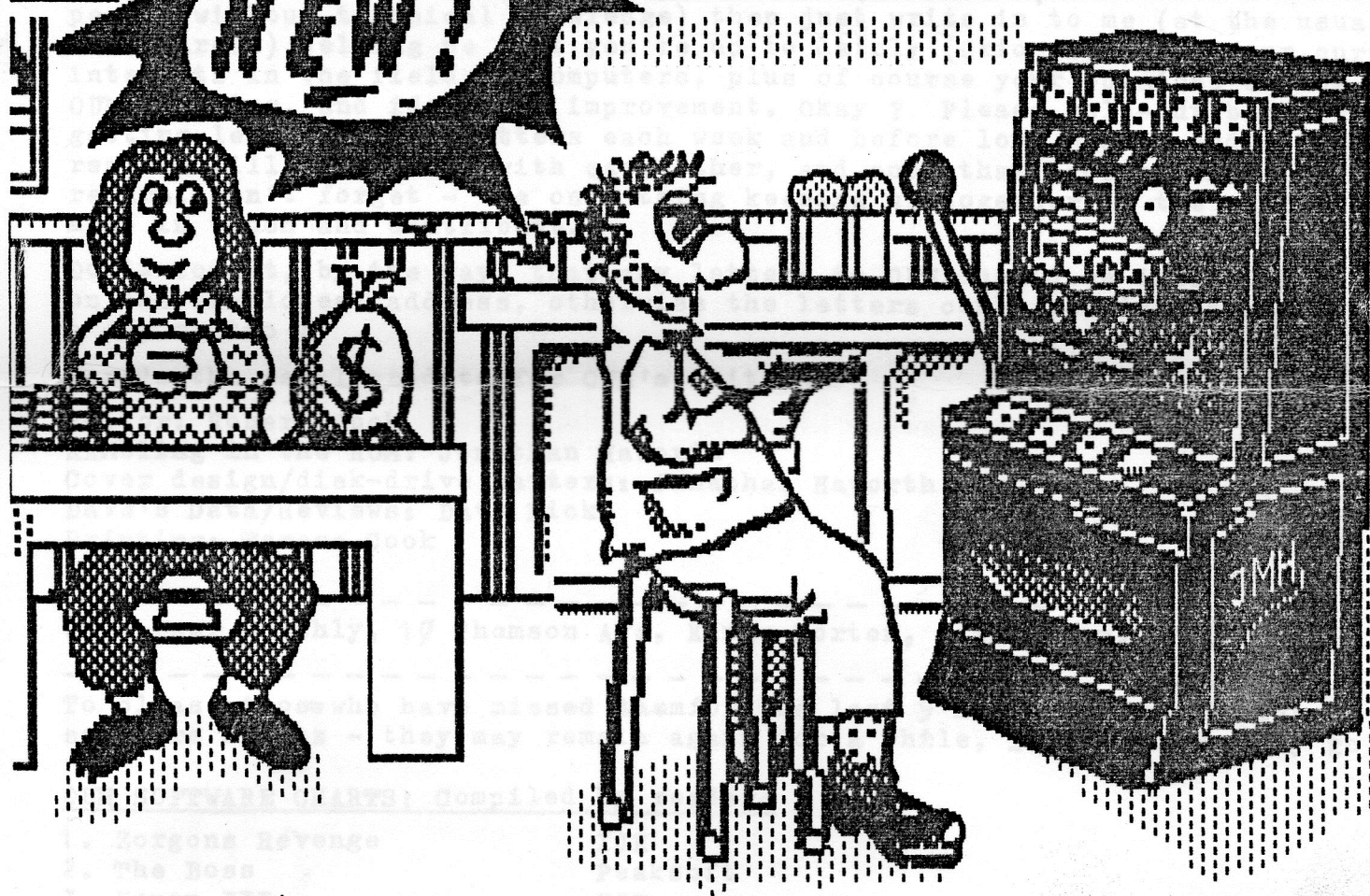
ORIC

**USER
MONTHLY**

Number 32

April 1990

NEW!



The Oric P.D. Library

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

~ O * U * M ~

Oric User Monthly:-32

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Over the last few months I've found that slowly but surely I'm receiving less and less contributions, letters, etc. from OUM readers. I know I've had a bit of a moan about lack-of-contributions a couple of times before but I think that I've got enough reason to do so. The purpose of running OUM is foremost to give the readers and interesting newsletter (although I've always tried to make OUM more varying in content than just news) but also to bring Oric owners together, for assistance and general information swapping, and this can only work well if readers are prepared to make an effort in contacting other users. How? Just send in any contributions you may have including hints & tips, POKE's, DOKE's, CALL's, programs, ~~charts~~, etc. Now if that sounds a bit tricky to come up with (and it could well be for most people without technical knowledge) then just write in to me (at the usual OUM address) telling me what you're up to lately (Oric-wise) and your current interests in the field of computers, plus of course your opinions on how well OUM is going, and ideas for improvement. Okay? Please help-out because I'm getting less and less letters each week and before long myself and all OUM readers will lose touch with each other, and once that happens there is no return. Don't forget - the only thing keeping us together is the will to keep in touch and contribute.

Don't forget, by the way, that any letters to OUM should be including 'OUM' on the envelopes' address, otherwise the letters could remain unopened for a day or two!

Here's the usual credits for OUM's writers:

Editor: Robert Cook

RAMbling in the ROM: Jonathan Haworth

Cover design/disk-drive matters: Jonathan Haworth

Dave's Data/Reviews: Dave Dick

Printing: Teresa Cook

Oric User Monthly, 10 Thomson Ave, Kings Norton, Birmingham, B38, 8YD.

To please those who have missed them for the last 9 months, here are the software charts - they may remain again for a while, I'll see how they go!

OUM SOFTWARE CHARTS: Compiled by readers

- | | |
|-------------------------------|----------|
| 1. Zorgons Revenge | IJK |
| 2. The Boss | Peaksoft |
| 3. Xenon III | IJK |
| 4. The Ultra | PSS |
| 5. Insect Insanity | Tansoft |
| 6. Defence Force | Tansoft |
| 7. Don't Press The Letter 'Q' | IJK |
| 8. Maze Rally | FGC |
| 9. The Hellion | Orpheus |
| 10. Karate | Gasoline |

To help compile the charts, send in a list of your favourite three games and also note your worst title, please try to consider newer releases as well.

OUM costs 65p with an A5 s.a.e. or £ 1.00 without the s.a.e.

A five month subscription costs £ 5.00 inc. P&P.

No yearly subscriptions for the moment please !

Back issues are available (no.'s 1-31) for £ 1.00 each.

Oversea's five month subscriptions cost: Europe - £ 5.90, inc. P&P
World - £ 6.65, inc. P&P.

Where P&P is included in the price OUM will be sent by ~~first class~~ postage.

Cash accepted, postal-orders/cheques made payable to: " O.U.M. R.COOK "

'The Oric Games Guide' - an OUM booklet (containing 27 UK game reviews) that costs just £ 1.00 inc. P&P.

* . HINTS+TIPS *

Still finding new 'infinite lives' cheats is not easy, and 'Spooky Mansion' certainly had me stumped ! Yet, four hours later I had cracked it, and here is what you need to do ~~for~~ infinite lives on 'Spooky Mansion':

- (i) Start to load the game as normal ;
- (ii) When the screen goes blank stop the tape and turn-off the computer ;
- (iii) Turn the Oric back on and type:

HIMEM 10000:HIRES:CLOAD"":CLOAD"":CLOAD""

- (iv) Continue the tape; the loading-screen will now be drawn as normal ;
- (v) When loaded, play the game as normal but lose all 3 lives once 1000 points are earned (when you reach screen two) ;
- (vi) When you are asked to enter your name on the high-score table press the CONTROL & C keys to break into the game ;
- (vii) Type GOTO 880 - you now have infinite lives !

If you want to jump a particular screen then follow steps 1-4 as above (or follow right through to step 7 if you want infinite lives too) then:

- (i) Use CTRL-C to break into the game ;
- (ii) Type POKE 1033,required screen-1 ;
- (iii) Type GOTO 880.

So, if you wanted to start on screen 4 you would type POKE 1033,3.

Here are some POKE's from Karl James from Birmingham:

POKE 618,2 - gives no cursor
POKE 618,11 - gives no keyclick
POKE 618,10 - gives no cursor & keyclick
POKE 618,3 - gives keyclick & cursor as normal

Here is a tip that makes re-setting the Oric easier:

POKE#2F5,##F430

From now on (until you turn the Oric off !) just press ! and RETURN to reset.

Help is offered on the following adventures: Waxworks, Wizard of Akyrz, The Hobbit, Time Machine, Zodiac, The Hobbit, A View To A Kill, The Haunt, Velnors Lair, Golden Baton, plus many more.

Hi everyone, lots to get through this month, so straight on. I have got Chris Bryant from Devon to review ARROW of DEATH PT II (review copy courtesy of Alan at HQS); Neil Terry, is a teenager who runs a Speccy & an Amstrad and whose dad has just got an Atmos. Neil is reviewing GRAND PRIX for us. I will look at Jon Haworth's PD software & give a sneak Preview to KRYSTAL WORLDS from the Pen of Robert Cook. But firstly, some odds and ends.

I met up with Pete Weisner of Rylesbury recently. He runs SOFTBACK's version of 'ACCOUNTS BOOK' Package linked to 'ORIC CALC' from TANSOFT on disk. Pete lent me 4 issues of the French magazine 'THEORIC'. I'll see what goodies there are in the way of listings that can be re-produced.

The ORIC USERS MEETING is set to roll. It will be in Rylesbury on Sat. 23rd. June from 10.00 a.m till 5 P.m. Already lined up to appear are Jon, Robert, Alistair, Paul (like the inlays) Moxon, and special guest of honour is the successor to my old Ford Cortina. Bros and JASON couldn't make it - eat your hearts out girls!!! There will be loadsa MEM software for sale and lotsa surprises - more details as and when. Tickets from me are £1.50. Let me know if you need routes etc..

Lucky man of the month is new subscriber Brian from Plymouth. Brian's Atmos was damaged in the post, his BMX was stolen & his leather jacket nicked. Police are looking for a Postman in a leather jacket riding a BMX mountain bike who is thought to be a Speccy owner. ROCK on BRIAN!!!

Jon's PD is proving very Popular, so I'll take a look at some of the titles.

1) ORICORGAN - a synthesiser allowing you to Play music on the top 3 rows of your Atmos.

2) MONOPOLI - a neat version of the board game by Nicholas Haworth with save game facilities, up to 8 Players, view of Positions & odd comments such as: "WAKE UP, we're starting!!"

3) FISHERSAM - a kiddies game that reminds me of these games they Play on that Quiz show called 'BEG or STEAL'. Hook the fish, miss the sharks & don't fall in.

4) SCRABBLE - I've seen this version before. There is no word dictionary, BUT still a Pleasing game for up to 4 Players.

5) LAS VEGAS HIGH - is a colorful fruit machine with nice Gamble features.

6) TAPDIR - a tape directory to screen or Printer which shows: Filenames, Addresses, and types.

7) WSL - is a text only adventure in which you explore an enormous building, after being greeted to the sounds of the "DEATH MARCH".

Title: GRAND PRIX

Supplier: O.U.M Price: £3.99 cass. & £5.30 disk.

This is a good Demolition Derby game. What do you mean, it's a racing game? It certainly looks like a demolition job. The cars are not that easy to control & if you crash you can be stuck in one Place for a long time. If it happens in a tunnel you cannot see what's going on. The tracks look good, but not much like a GP circuit. The chance to choose cars & set up characteristics is good, but if you don't pick the Formula 1 car, it is not easy to see which is yours. It's handy though to be able to set up your opponent's car so that you can win. You can choose how many laps, which track & go for a full championship. Dave's Cortina looks beaten up before the race & you should see it afterwards. Anyway, certainly a different approach to GP racing & a fairly good game.

RATINGS --- Graphics - 7 Sound - 6 Addictiveness - 7 Overall - 7

(Continuation)

Unfortunately, Chris couldn't get ARROW of DEATH to load. I had no problems. He will have to clean his heads (GARGOYLE). Review will be next issue and done by Alistair May. Those of you who subscribe to C.E.O may wonder what the Program is that they use for their contact list. It is called "MULTIFILER" & was released by NO MANS LAND. It is an excellent Program. Just recently I have organised a Roadrunning Race for the local athletics club. I used my trusty ATMOS, Printer and "BASE PLUS" to record the entries & work out the results. "BASEPLUS" is a German Program from MOZYSYSTEMS & is extremely easy and fast to use.

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T E T R I S

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TETRIS has arrived, and that is the reason that I am late in finishing off my article. It is AMAZING, ADDICTIVE, BRILLIANT and I dare not leave the Atmos to go to the loo for fear of one of the family loading it in. Graphics/colour are simply stunning. Just what you would expect from Daniel Duffau of 'WILLY' fame. This is a Russian strategy game to be found on many of your inferior computers i.e. Speccy & Amstrad. PAUSE, whilst I take the knives out of my back. Basically the game is as follows: Shapes (similar to Jigsaw Pieces) fall from the top, you rotate them as desired and slot them into each other to make horizontal rows. Make a row & you free some space. Make a row of the same shape and you get a bonus. If the columns mount to the top you are beaten. Various levels and on the disk version is a really novel feature. If you make the "High score table", your name is actually written away to the disk. When you load the game later, your name is there. Also on CEDSOFT 3 are OTHELL & MIZAR, and I'll look at those next month along with the software from NORWAY. We are certainly being spoilt for new releases this year.

By the way, this month I'm using EASYTEXT for my article. I find it extremely easy to use. One of the beauties of it is that you don't have to format the text until after you have finished it.

+++++

PREVIEW

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'KRYSTAL WORLDS' by Robert Cook.
Soon to be released by D.U.M

This is an enormous text only adventure. You must investigate the worlds of KRYSTAL & return home to Earth. I picked up a book and tried to read it, but the pages were blank. I read the note and got a really helpful message, which read: "PTOX MAX PTGN AXKX". I checked it up in my S.A.S code-book and lo & behold, it translates to: LIVERPOOL - 6, ASTON VILLA - 0, HAT-TRICK FOR BARNES. I tried 'Help' and was instructed to save the game and think often!! Wandering about the scenario, I decided to see if there was a 'Message' for me. There was, it said: "KRYSTAL WORLDS was one heck of a P19 to finish. During the time I slaved away at the Oric, I listened to the music of several artists for continued inspiration, here is a list of the artists: Beatles, Madonna, The Marines, Billy Joel etc. etc. etc." What I want to know is: who the hell are 'The Marines' and do they play at Eastney Barracks. I spoke to the Goblin and gave him a gold bar and he said he would help me later - big deal!! In the cellar I found a sign which read: "PTBM AXKX MPBUX" - impossible - Villa had equalised. After 43 moves, having picked up various items, I checked my score. It was a STUNNING ZERO PERCENT. In all honesty, I am not too keen on text adventures, but I found this to be quite interesting and certainly intend to crack it. Well done Robert, a nice effort, even if you are a Villa fan. Still it's not as bad as being an Ipswich supporter like Alistair!

RAMBLING IN THE ROM - 13Intro....

Now that the dissection of Oric disc formats is complete, it's a suitable opportunity to sit back and take stock of events since the turn of the year. From my own particular position, I see very little sign of any falling-off of the loyalty of Oric owners to their favourite computer. Of course, as Robert said in last month's leader, many of us will own or have access to a second computer, and may well use that to play the latest games or do serious work. But that doesn't seem to mean that people abandon their Oric, rather it becomes a real hobby, something done for pure enjoyment. The sum of this really is that I don't see any question of the Oric disappearing; there remains now a core of users who, as long as there is a means of communication with others of like mind, will continue to enjoy their hobby. Which brings me neatly on to....

The P.D. Library

Response to this has been nothing short of spectacular. There was obviously a real need for a central collection of home-grown Oric software available at low cost and open to all. It's perhaps an opportune moment to state the philosophy behind the library. The idea is that the programs are genuinely available to all, with no conditions on their use. In other words, you may copy them at will for others, amend and (hopefully!) improve them, resubmit improved versions to the library, and so forth. Above all, do please submit programs you have of your own or which are anonymous for inclusion in the library.

A word on the anonymous programs. There are a significant number of these in circulation, and it is quite impractical to try now to track down the authors. Rather than consign them to history, the library is an opportunity to make them widely available. Behind this is of course the fact that a program not carrying a copyright notice on its face is not subject to copyright law. Hence the rule that if an author recognises his program, he can claim copyright, and then either remove the program from the library or donate it formally. Any programs in the library carrying the author's name are included with his permission.

I hope the library will prove to be an important link between Oric owners.

A couple of final points. All programs in the library are Atmos compatible. I cannot, however, vouch for their use with the Oric-1, although many should be O.K. Remember, however, that none are protected in any way, so they should be readily convertible. If you do convert one that you find is not compatible, do send it in! Definitely Atmos only are Monopoli and Twister. Also, CPD-6, Editplus, has been withdrawn. It is available only to CEO members under the terms of Isosoft's permission, as with Nibble and BDDISK - a title which... (these links are getting too easy)

Disc or disk...??

I've noticed a fairly indiscriminate use of the two spellings of disc/disk in O.U.M. as well as the computer press in general. Which is correct? I went to the 1988 Chambers' Dictionary for help. It gives 'disc drive' and 'disc file' as computer-related words. It also gives 'diskette', defined as a computer disc. I wonder if 'disk' has crept in as a shortened word for 'diskette'? So, for me it will remain a 'disc', or a 'diskette', and not a 'disk', not least since its written that way on the front of my disc drives.

A Sedoric bug...!

While copying the PD programs from tape to disc under Sedoric, I came across a bug which affects the CSAVE command. If you CSAVE while in Sedoric direct command mode, it takes forever! The answer is to QUIT, after which all works as normal. It just shows how little we disc users save to cassette - it's taken me two years to discover this one.

Club Europe Oric

Again the response has been excellent, with many of you sending me subscriptions to the Club. French law and bureaucracy is no different to our own, and the Club still awaits its formal legal approval, expected by the time this appears in print. As soon as I receive Journals or bulletins from France, rest assured they'll be distributed in this country. And don't forget the good quality software available, from 'Willy' to 'Nibble', the disc sector editor. Details from me at the usual address.

And finally...

It seems a good idea for me to give a few more details of some of the programs in the P.D. Library as space permits, so here goes.

STD Codes is a program I wrote myself using Sedoric's ability to create and read random access files. For that reason it is very fast. It contains every STD code in use, so that entering the code will instantly tell you the area the code represents. I find it very useful when wanting to know where an advertiser who only gives his phone number lives. It's 38k, so 50p on Sedoric format disc only.

Supertron - a smashing little utility (2k - 10p!!) which not only puts the current line numbers on the status line so the screen is not corrupted as usual, but also enables you to run the program (Basic of course) at any chosen speed from normal to snail-like.

Crusher is a 5k (25p) arcade game, with a very nice sense of humour. At the price, it beats a number of the old full-price games.

Just a brief taste, but in future I'll keep you up-to-date with additions and amendments to the library each month - I suppose 'Poking in the Library' it will have to be!

Cheers

Jon Haworth

For the sixth time, welcome. If you are still having problems with just what the various DATA statements means, or what notes are played with which numbers, you should be ready to enter your own creations by the time you have read this months page.

Last months feature came with the free chart for use when working out the appropriate DATA values, and there is another one free this month, but this time it is filled-in with the DATA statements that will play last months example bar. Did you find out which song it came from ? It was 'Foolish Beat' by Debbie Gibson.

The chart you received this month and last month has eight columns to it, which are: O1 (Octave 1), N1 (Note 1), O2 (Oct. 2), N2 (Note 2), O3 (Oct. 3), N3 (Note 3), Bar (which bar it is) and Note (which note it is; from 1 up to 16 for a 4/4 time signature, it would be 1 to 12 for 3/4).

Although there are columns for three-sound channels, after the first note (which actually takes up half of the bar it is so long) only two notes at the most are played at the same time. First we need to select which notes will be played by which of our three channels (although Orics actually have six channels - more about that in a future section). Last month we said that we would use channel 1 for the main melody, the beginning 'A' then the following notes in that bar on the treble-clef. Channel 2 will play the lower note in the treble-clef (the 'C', at octave 3) and channel 3 will carry out the bass-line, or 'background' on the bass clef.

Looking at this months chart (go on then !) you can see that there is a single 3,10 in channel 1 (an A at octave 3) and then for the rest of that half of the bar it is simply 9,0 all the way. As you may remember, 9,0 (well, 9 followed by anything you like, but 0 is sensible) is the number that tells your Oric to continue playing the previous note instead of you entering the same values again & again. Channel 2 carries out the C in the treble-clef, then falls silent for the final part of the bar.

As you may have noticed, the bars contain (grab last months page if you can't remember) some notes that were 'tied' with bent lines. In music playing it makes a small difference to the piece, but not to the actual melody (the tune), just that the tied notes are played as one - both played in a single note (this is difficult to explain) instead of having one note end before the second is played..You don't even need to bother yourself with tied notes (unless you know how to enter them) but I just needed to tell you what they were.

So finally, the DATA for the 'Foolish Beat' bar is:

```
200 DATA 3,10,3,1,1,10,9,0,9,0,9,0,9,0,9,0,9,0,9,0,9,0
210 DATA 9,0,9,0,2,10,9,0,9,0,9,0,9,0,9,0,1,10,9,0,9,0,9,0
220 DATA 4,1,0,0,9,0,3,12,0,0,9,0,3,10,0,0,9,0,3,12,0,0,9,0
230 DATA 3,12,0,0,1,10,4,1,0,0,1,12,3,10,0,0,2,1,9,0,0,1,10
```

The values required for the program in part 3's lines 30 & 40 are:

W=10 : L=16 : V1=15 : V2=15 : V3=12

Enter the lines, RUN the program and off you go !

Next month one example piece and we're almost done.

Things are pretty quiet this month - must be the hot weather !

* 'Krystal Worlds' is still being developed, it definitely won't be released next month, but with any luck we'll see it soon after.

* Dave Dick is still looking for interested potential attendants to an Oric meeting on the 23rd of June in Aylesbury. Anyone interested should write to: Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks., HP21, 9PW.

* OUM has split the organisation into two separate sections. The first and most important section is 'Oric User Monthly' - the magazine itself, and the second section is 'Electric Software' - the software house half which was previously called 'OUM Software'. This split won't cause any major differences to you, the reader, but it makes it easier at this end. Both sections are still run by myself at the usual OUM address.

'Electric Software' has taken on all five of the software titles that we have already released. Anyone with any queries about the split should contact us.

* I have launched a campaign to join together and re-unite all the Oric owners who lost contact with other users when Eureka and 'Your Oric' (the magazine) closed down. It is possible that some of these previously active Oric owners have sold-up, but I put together an address list of almost fifty potential new subscribers, who have never heard of OUM. I tried out a couple of these addresses as an experiment and the results were very encouraging, the people contact were extremely interested in OUM and had no idea that anything remained for Oric owners ! They had lost contact in 84 - 86 and had little use of their Oric since then.

This campaign promises to bring-in dozens of new people who could bring in new programs and hints & tips with them.

Another way to help in this campaign could be done by yourself, an idea posed by Dave Dick last month. Dave suggested an excellent idea that we all visit our local library and slip a note giving Oric details (of OUM and HGC Mailorder, plus your own address if you want a local Oric contact) inside any Oric books you find there. If you do take part in this then add to the note that it was written in 1990, or they may think that anything you write is probably from years ago and now useless.

I'll let you know how this campaign goes - you never know, you could be seeing many familiar names from old in OUM !

* Anyone interested in advanced Oric sound effects and music should send me a blank tape and an s.a.e. (A5 sized please) and I'll return it containing programs that play digitised music on the Oric (both Oric-1 & Atmos). When I say 'digitised', I really mean it - the music soundtracks contain the instruments, drums and vocal (!) singing, in other words, your very own Oric plays music you'd believe was on a tape recorder, it really does sound identical to the song itself. Not convinced ? Just try and be amazed, there is no cost and no hardware required other than the Oric itself.

* OUM is attempting to find stocks of Oric software that are not being sold, I'll also consider buying the licence to the games if there is enough demand. Companies so far targeted include P.S.S., Arcadia, and Durell. This plan, if it is successful, could include obtaining the rights to software titles that never reached the shelves, such as The Gauntlet and Combat Lynx. I'll keep you informed on any progress made.

As you can see, I'm very busy trying to find more availability for all Oric owners - hopefully the efforts will pay-off!!!

Late News...

There has been a very unfortunate start to 'Electric Software' (OUM's software branch) - my last remaining working Atmos has just packed-up and hit the pile of broken Atmoses. Therefore until next month we cannot accept software orders for tape copies, but disk copies are still available from Dave Dick.

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I've received a preview copy of HGC Mailorders next price-list. As ever it continues to provide very cheap prices (for almost every title the price is the cheapest you'll find anywhere) plus the benefit of added titles and items. Additions to the new list include demonstration software, music software, utilities, adventurers, hardware, books (and plenty of them too !)

All that remains to say is, if you want Oric software or any other items then HGC has to be your best bet. You can get in touch with HGC at:

HGC (Mailorder), 8 Staley Hall Road, Stalybridge, Cheshire, SK15, 3DT.
Tel: (061)-303-7369 : outside office hours for personal attention.

For sale/wanted

Wanted: Atmos manual. Reasonable price offered or swap for "40 educational games for your Oric".

Contact: Mr John McKay, 21 Holme Drive, Sudbrooke, Lincoln, LN2, 2QL.

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Wanted: Any of the following titles (reasonable prices please !) - 1815, Terminator, The Pits, The Jester, The Clone, Dracula (Mr Micro) and Krokatile Waltz.

Contact: OUM, 10 Thomson Ave, Kings Norton, B'ham, B38, 8YD.

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If your ad. ~~hasnt~~ appeared this month then it'll be in next months issue.
All ads. are free of charge.

Did You Know ?

Fascinating and pretty irrelevant facts....

'Xenon III' was originally titled "The Final Conflict", it was later changed to 'The Genesis Probe'.

'Insect Insanity' was released as the sequel to 'Ratsplat'.

Birmingham University used to run a course on Oric Graphics techniques.

'Trouble In Store' (Orpheus) was originally called 'Hartridges' (Tansoft).

More wonderful facts next issue !

See you next month - keep writing.

Edited and Distributed by Robert Cook, 10 Thomson Ave, Kings Norton, Birmingham B38 8YD

O-U-M. (32)
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FOOLISH BEAT

Debbie Gibson.

O1	N1	O2	N2	O3	N3	NOTE	BAR
3	10	3	1	1	10	1	1
9	0	9	0	9	0	2	↑
9	0	9	0	9	0	3	
9	0	9	0	9	0	4	
9	0	9	0	2	10	5	
9	0	9	0	9	0	6	
9	0	9	0	1	10	7	
9	0	9	0	9	0	8	
4	1	0	0	9	0	9	
3	12	0	0	9	0	10	
3	10	0	0	9	0	11	
3	12	0	0	9	0	12	↓
3	12	0	0	1	10	13	
4	1	0	0	1	12	14	
3	10	0	0	2	1	15	
9	0	0	0	1	10	16	1