



**USER
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TETRIS

de Vagin GERRASIMOV Faculte de MOSCOW
adaptation RTMOS Daniel DUEFRAN ©1989

Available now on disc only from C.E.O.

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If you read last months issue of OUM then you'll know that our new software label 'Electric Software' got off to a less than brilliant start by my one and only Oric Atmos packing up on me, leaving me unable to copy cassette versions of the software titles. As I type this I haven't as yet got a replacement Atmos but I should luckily have one by the time this issue reaches you. Therefore unless you read otherwise in this issue, we can now supply cassette versions of the 'Electric Software' software range again

There's plenty to read in this months issue, such as the hints & tips, help with SEDORIC users, plenty of interest in RAMbling in the ROM and Dave's DATA, and there is also plenty of fascinating material coming in issues in the near future. Such as ? Well, there is the graphics course that has been mentioned from time-to-time, plus an OUM special interview with the programmer Geoff Phillips who wrote such excellent games back in Orics early days, including Zodiac, Oric-Munch, House Of Death, Multi Games, Trouble In Store, the magnificent Atmos demo-tape, and many many more. All that and more for future issues.

Keep those contributions coming and we'll be able to fill more pages !


Robert Cook

Editor: Robert Cook

RAMbling In The ROM: Jonathan Haworth

Dave's Data/Reviews: Dave Dick

Cover design and disk-drive matters/queries: Jonathan Haworth

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B38, 8YD.

To help to compile the OUM software charts please send us a list of your favourite three programs and also name the piece of software you most dislike.

- * Last issue you read about how 'Electric Software' got off to a bad start by my Atmos giving up on me. Well, there's some good and bad news here. The good news is that the software is definately up and running again (as you can see in this months editorial). The bad news is that we have run into some problems concerning the name 'Electric Software'. There is already a company called Electric Distribution which also incorporates the name 'Electric Software'. After some thought and suggestions we will now be calling the software house 'Oric Software UK'.
- * 'Krystal Worlds' (our planned adventure release) was set back some weeks but the suspension of our software house but it's now back on the development line. I will be working ~~at KW~~ **very** hard now in an attempt to get it on the market with the next two months - promise.
- * Alistair Way (author of such great games including 'Football', 'Grand Prix' and 'Cricket') is working on his latest software project which has been described as "well weird". It is called 'Grendel' and should prove to be good fun - don't expect to see it for a couple of months though.
- * The Oric Users Meeting is still open to new attendants. Tickets cost £ 1.5 from Dave Dick. The meeting will be held at a Sports & Social Club in Aylesbury, Bucks. A big attraction (apart from myself being there) is the possibility that both Geoff M. Phillips (ye great programmer from Orics early days) and Paul B. Kaufman (used to be MD of Tansoft) will be there. For details contact:

Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks., HP21, 9PW.

Dave has also promised lots of 'surprises' - you've been warned !

- * Last months news section told of my Oric campaign which was launched with two major intentions. Firstly it aimed at finding new subscribers to OUM including those people who had lost contact with Oric products and owners when organisations such as Oric International, Tansoft and Oric Owner ceased to function. The second main aim of the campaign was to find more software and information for Oric owners.

Now - one thing that I've learned from the campaigns' first month is that such a project is very expensive ! The stamps are costing me a fortune and I just can't wait for the 'phone bill ! Anyway, hopefully the results will be worth the effort.

What are the results so far ? They're quite mixed really. I haven't had a resounding success in the way of new subscribers, but what has been a success is the way that I've managed to find software & information. I've found both Paul Kaufman (who believe it or not works for 'Electric Software' the 'proper' one) and Geoff M. Phillips, plus Dr Paul Johnson who of course designed our wonderful little micro. Therefore new software is heading your way, which leads me on nicely to....

- * 'Oric Software UK' is going to be more than just a software house that brings out new titles, we have got plans to release great Oric software that never managed to reach the shops or mail-order companies. Therefore it is almost 100% certain that within the next three to four months we will be releasing 'Insect Insanity'. This pure excellent arcade-game (written by John Marshal, author of 'The Ultra' & 'Ratsplat') was ready for release when Tansoft ceased trading. It was reviewed in 'The Oric Games Guide' and was given a 98% rating and it is generally agreed that it is the best Oric game that has ever been written, what better opinion can we give ? It's also professionally produced and is joystick-compatible, it'll be available (if everything goes fine) for both Atmos and Oric-1 48k. We've had the authors permission and we're currently sorting-out legal details.

Hello again, and welcome. Have you got your tickets yet for the ORIC meeting on June 23rd? If not, why not?
A few reviews this time, including "ARROW OF DEATH II" being scrutinised by Alistair (have you got GRAND PRIX) May.
Next month a look at the compilation Pack from Norway and the third game on the CEDSOFT 3 release.

Last month I looked at TETRIS, so this month off the CEDSOFT 3 mix is OTHELLO.

This is sometimes known as REVERSI, and is one of many versions available for the ORIC. You can Play 2D or 3D. The computer will show you the best move. Various other options which are already included in games like 'LORICIEL's' release of CHAMPION REVERSI. A nice addition if you haven't already got this type of game. As you also get TETRIS & MIZAR on the Pack, it's worth paying out.

MLUCH

Henry from Portsmouth, bought CEDSOFT 2 some while ago and is hooked on MLUCH.

He has however found the following bugs on his cassette version and he found them on my disk copy. You are Permitted to end Phases 13 & 17 with 1 flag remaining. After Phase 19 a "Mismatch Error" occurs and the Program blows out. Has anyone else had this Problem or haven't you got that far?

EASYTEXT

A little tip for users of 'Easytext'.
The use of CTRL = allows you to view the line number that you are currently on. Unfortunately if you do this before you have formatted your document, the resultant figure is not correct. To alleviate this Problem, just do as follows:

- a) Format the text with CTRL X
- b) Use CTRL = to toggle status line
- c) After you have noted the line number - CTRL = again.
- d) Unformat the text with CTRL Y

MULTIFILER

Recently I have been transferring the ORIC A to Z onto Multifiler, which was the Program used for the contact list on Club Europe Oric's - JED 4. I came across Problems in Alphasing and Printing. After many hours I Found the answers and here they are.
This applies only to readers with the disc (Have I spelt it right, Jon?) version and who have SEDORIC.

- 1) Boot-up your Sedoric master.
- 2) Insert JED 4 in drive.
- 3) Type in - !QUIT;!BOOT
- 4) Alpha sort will now work.
- 5) When you wish to Print your work, answer 'Y' to the Prompt: 'Display On Screen'.

If you do not display to screen, then it will not Print.

TETRIS HINT

To get the BIG Points, you need to get a row of the same shape. On disk, the random first shape that falls when first loaded, is always the same. Just go for a row of these. Next game re-boot and you can try again. You will Pass 1000 Pts. in less than 20 moves.

Title: Arrow of Death Part II
 Publisher: Channel 8
 Supplier: HGC (Mailorder)
 Price: £3.50

Yet another game from the 'Mysterious Adventures' series, this title has recently become available from HGC. The only thing particularly 'mysterious' about the rather formulaic series of adventures was the designers' strange decision to inflict such an abysmally slow input routine on the player, but apart from that they're all reasonably playable. Response times (after you've eventually entered your command) are very quick, and the screen layouts are always nicely done. Arrow of Death Part II is a typical example - it has around 60 locations, all accompanied by well drawn pictures, and a well-judged level of difficulty. It's not a classic however, for a start the vocabulary is poor - although in theory it recognises about 70 verbs, it is very inflexible in their use, and many eminently sensible suggestions are dismissed with the response 'I Don't Understand You'.

Also a few of the problems are of an unsatisfyingly random nature. For example, I eventually found the flintstone (vital for lighting the lamp) by typing 'DIG' on one of the several indistinguishable 'barren plain' locations - this surely has more to do with guessing than proper adventuring. There are some better problems though, for example, in order to remove the grating you attach the rope to it, and tie the other end to the mule (which you have to tame first!).

To conclude, this isn't a bad adventure at all. It does have some annoying faults, but it's got plenty of depth and is enjoyable to play.

RATING: 65%

A.WAY.

Title: CHESS MADNESS Machine: ORIC 1/ATMOS Price: about £5.00
 Publisher: D.N. Software Supplier: A.Isaksen (Norway).

Had to use my trusty ACORN datacorder to load this. If you haven't got the new Rom ATMOS, you will have to load in the '*' (error free) Program first.

A nice colourful screen header and the game is loaded in one minute. The idea of the game is to move your 'Knight' around a chess board and to: a) Eat the Pills, b) Take the other chess pieces before they take you, c) avoid falling down a black hole or falling off the edge of the board.

You choose your move from the options shown at the top of the screen and then validate them.

Level 1 has you opposing 2 Pawns, which move across a horizontal plane & can only take you diagonally. Level 2 has 4 Pawns and some black holes - black holes with Pills are safe but empty one's are not.

Level 3 is fast; the bishops attack from the start. There is a 'J' for game jump, but this appears to do nothing.

Initially I played this with my wife, as we found 2 pairs of eyes were needed to get used to it. After about 5 attempts we were at screen 3 and scored 780 Pts. There are supposedly 20 screens.

Stale Eikebraaten (the guy who wrote it - at least I suppose he's male), has a wicked mind to design a game like this. It is fast!! Colour is nice and I think I could get hooked on it, but only if I can get the rest of the family away from TETRIS for a few minutes.

SOUND: 6 GRAPHICS: 7 ADDICTIVENESS: 7 OVERALL: 7

D.D

RAMBLING IN THE ROM - 14Envelope

Thanks to those who have taken the trouble to write recently, a lively correspondence is manna to a column writer! John Haly wrote me a long letter detailing the results of his explorations of 'Easytext' and 'Multifiler' on the JEO No. 4 disc from Club Europe Oric. Firstly, the fix for the notorious 'How do I change to MY printer' bug. To make CTRL-6 work correctly, alter line 700 of the program to:

700 TEXT:EASYTEXT:GOTO 430

'Multifiler' is the program used for the Contact file on the C.E.O. discs. It's a very versatile filing program with many other possibilities. It does have one or two bugs in the disc version, and John is well on the way to sorting them - more in due course.

Club Europe Oric

As I write this I am inspecting the French version of J.E.O. 1, so members should have the English version within a couple of weeks. The flipside contains the Contact list, musically 'A Whiter Shade of Pale' from Procul Harum, and three games.

I must trumpet the fact that 'Tetris' is now available - on disc only, can I stress - from the Club. It is the most addictive "game" ever on the Oric, and can be thoroughly recommended. A couple of tips may be in order. A line of identical shapes scores a 1000 point bonus, which given the fact that the best scores without bonuses are around 5000 points, is an important factor. Three keys can adjust parameters before starting a game. Volume and level are straightforward. The 'E' key sets levels of screen blocks that can be inserted to increase the difficulty of the game. And finally, if you have 'Nibble', you can alter the data in the High Score table!

'Tetris', together with 'Mizar' and 'Othello' (a splendid version of the board game) is £8.99 on disc including p.& p.

I should add that C.E.O. software is now only available to members because of the official charitable status of the Club. If you don't want the disc/tape magazine, but would like to be able to buy the software, you can join the Club for only £6.00 per year. Disc sub is £21.00, cassette £16.00. The U.K. membership of C.E.O. is now about 40% of the total membership, so we're an important part of the Club.

Sedoric

A fully detailed English Sedoric manual has now been completed by Allan Whitaker and myself, and is available from Allan. Contact him at H.G.C. for details.

Poking in the Library

The P.D. library is proving very popular, do keep sending in your own or anonymous programs (or improvements of existing programs) for inclusion. New this month are the following:

- CPD-26 - Minescape (6k) - cross the minefield using your mine detector to avoid the hidden mines
- CPD-27 - Painter (5k) - traverse the screen with your paintbrush, refilling from paintpots and avoiding the obstacles - I've yet to discover the highest level it will go to!
- CPD-28 - Jet Attack (18k) - an above average shoot 'em up

Full details of the library from me at the usual address.

Where are they now...?

I was surprised and delighted to receive a phone call from Paul Kaufman the other day. He still lives in Cambridge, and I shall be meeting him soon. Who is Paul Kaufman? Tut tut, send off immediately for 'Oric - The story so far', £2.00 inc. p.&p. from all good bookshops and 3, Madingley Road. Paul joined Tangerine back in the mists of time, was editor of the 'Tansoft Gazette', fully involved in the creation of Oric (he wrote the sound commands in the Oric ROM), editor of 'Oric Owner', and at the end co-owner of Orpheus software with Geoff Phillips. The best tit-bit already gleaned is that the prototype Oric computer was coloured mock teak and apple green - and Paul has a photograph to prove it!

Our thanks are due to New Computer Express for printing Robert's letter that Paul saw (he still works in computers) and which led to the contact.

Once again I seem to have filled up my two pages with news and gossip, next time I'll try and get back to the technical stuff - perhaps with an explanation of why the Oric always suffered tape loading difficulties unknown to most similar home computers. Is your appetite whetted or is it not?! O.K., we'll also have another poke in the library (hmmm..) - keep the letters coming.

Tail-ender

There is a chance that Paul and Geoff Phillips might be at the meeting in June, as well as two or three of our French friends from C.E.O. It looks as though its going to be a splendid occasion - see you there!

Jon Haworth

The SEDORIC system is certainly a great enhancement over the original Oric DOS but there are still a number of aspects of SEDORIC that are worth mentioning for those who use it.

Using a second drive 3.5" double-sided with 80 tracks Oric DOS would give you $2*80*16=2560$ sectors. SEDORIC on the other hand gives you a maximum of 1920 sectors on a disk. This will give something like $2*56*17=1904$ sectors. This is 75% of Oric DOS capacity, not very impressive in comparison.

The reason for this is the way they store the information about available tracks and sectors. Track 20, sector 2 is reserved for this purpose and it is called the BITMAP. The first 16 bytes tell you how many free sectors there are, how many files there are and how many tracks and sectors. The remaining 240 bytes are used to inform the computer which sectors are available for use. Each bit equals one sector, so $240*8=1920$ sectors all together. Track 20 sector 3 is reserved but isn't used in V1.006 so possibly this could be used for side 2 of the disk. There is another problem with this though, the software for the INIT command is very 'crammed', making it very difficult to add the necessary code. One would also have to change both LOAD and SAVE routines to take into account that the BITMAP has been spread over two sectors. Have you ever heard of this being done? It is most likely that it is possible but as yet it doesn't appear to have been completed by anyone.

Another peculiar feature is found when you INIT a double-sided disk. If you answer 'Y' to the question "FORMAT 'Y/N'?" then the DOS will format the disk properly but will mark it as a single-sided disk. This will be shown when you give a DIR command.

There is actually a way around this, after you have formatted the disk type INIT again and answer 'N' to the question "FORMAT 'Y/N'?". This will mark the disk properly and you will see 'D' for double-sided disk.

You may know about the 'TAKE' bug and wanted to find a solution, here it is. Numbers are held in memory in two different formats. In the memory and on the disk the numbers are stored in a sign packed 5 byte format but in the floating point accumulators (FAC1 and FAC2) they are held in an unpacked 6 byte format, where the six byte is the sign byte.

When you give the 'OPEN' command a buffer (256 bytes long) is assigned to the logical number. All work goes through this buffer. The 'TAKE' command reads the information into the buffer until it is full. The information is then moved to the place in memory pointed to by the variable pointers and packed. Because the unpacking never took place when the numbers were moved into the FAC1 the sign bit was lost! The solution was then obvious, find a routine which unpacks the numbers when you put it in the FAC1. Luckily the routine is easily found and the whole remedy only needs 12 bytes of changed code.

In SEDORIC \$02 and \$03 are the registers for the bufferpointer and the \$D0 - \$D4 are the FAC1 registers. This is exchanged for a move/unpack routine (JSR \$D2BA) which is pointed to by \$02 and \$03.

The code is situated between #F5FE and #F609 and it looks like this:

```
F5FE: A0 04      LDY  #04
F600: B1 02      LDA  ($02),Y
F602: 99 D0 00   STA  $00D0,Y
F605: 88         DEY
F606: 10 F8      BPL  $F600
F608: 30 16      BMI  $F620
```

Exchange it for the following:

```
F5FE: A5 02      LDA  $02
F600: A4 03      LDY  $03
```



F602: 20 BA D2	JSR \$D2BA
F605: 4C 20 F6	JMP \$F620
F608: EA	NOP
F609: EA	NOP

The following disks can be provided at £ 2 each inc. P&P:

SEDORIC V1.007 update
ORIC DOS V1.13 update

The following program can be supplied for £ 5 (customer provides disk in this case) or for £ 10 (the disk isn't needed to be provided).

SEDORIC → V1.1 File transfer utility

You must also send a disk with the £ 2 for the first two updates.

To order or obtain more details write to:-

Owe Fransson, Gullrands vag 199, S-145 66 Norsborg, Sweden.

Many thanks to Owe Fransson who did the research for this feature and made it possible.

For Sale/Wanted

Wanted: 'Painter' by A&F Software.

Contact: Matthew Shakeshaft, 166 Cowlersley Lane, Huddersfield,
West Yorkshire, HD4, 5UK.

For sale: 5 years of computer collection (all Oric) of hardware and software. A total of 180 5 $\frac{1}{4}$ " disks and 50 3" disks filled with software and over 200 programs, with backups on all disk sizes. Everything must go. No reasonable offer turned down. The prices listed are an indication only, the best offers will secure.

Example of sale:

Atmos with PSU, leads, manual, 10 assorted tapes and joystick interface, £ 30.00.

Atmos with PSU and leads, etc. manual and 10 assorted tapes (no TV lead), £ 20.00.

Atmos computer (not working) with PSU, £ 10.00.

Oric-1 computer (not working), £ 5.00.

Sanyo remote tape-recorder with Atmos lead VV, £ 20.00.

Atmos computer with leads ; Atmos microdrive 3" inc. PSU, leads, manual ; V1.13 DOS ; RANDOS ; V1.1 and ~~SUPER~~ 2 ; SEDORIC DOS + utilities (translation 12 disks of software - over 100 programs (mixed, inc. tape to disk transfer programs) ; books ; joystick interface ; early Oric magazines, etc. , £ 140.00.

Drive lead (microdrive to 2nd drive), £ 4.00.

" " (" " 2nd + 3rd drive), £ 5.00.

Software includes 'Delta 4', 'Insect Insanity', 'Formule 1', etc.

Much much more for sale, write or phone for more details.

Contact: Geoffrey N. Heynes, 26 Midway Avenue, Bridlington, N. Humberside,
YO16, 4NU

(0262)-672171 any-time.

MUSIC - Pt 6

Issue 31's C.A.D. program seems to have proved quite popular and James Groom from Halesowen in the West Midlands has sent in a program which adds a couple of features to the program.

James found that he wanted to draw circles on the screen, and also draw a line from one selected pixel-point to another, without having to draw the line pixel by pixel. This way, it is possible to select two locations on the screen and they will be connected with a straight line. The program is:

```
316 IF V$ = "C" THEN GOSUB 2000
2000 CLS : INPUT "ENTER RADIUS (1-99)";C
2001 IF C<1 OR C>99 THEN 2000
2002 CIRCLE C,1
2003 RETURN
```

That short routine is the circular function. When using the program (don't forget that you need to have entered the main body of the program from issue 31 - get a back issue of issue 31 if you haven't got it) press 'C' to activate the circular feature.

If you get a bit carried away and draw a great whacking circle that half goes off the screen then you'll get a ?SYNTAX ERROR or the like. Should this happen (as you may well have intended to have a half-circle) then simply type GOTO 301 and the program will continue.

Now, the point-to-point drawing feature needs this program added:

```
317 IF V$ = "D" THEN GOSUB 3000
3000 X1=A : Y1=D : CURSET A,D,1
3009 R=POINT (A,D):CURSET A,D,1 : WAIT 1 : CURSET A,D,0 : IF R=-1 THEN CURSET
A,D,1
3010 V$ = KEY$
3020 IF V$ = "Z" THEN A=A-1
3030 IF V$ = "X" THEN A=A+1
3040 IF V$ = ":" THEN D=D-1
3050 IF V$ = "/" THEN D=D+1
3060 IF V$ =CHR$(8) THEN A=A-10
3070 IF V$ =CHR$(9) THEN A=A+10
3080 IF V$ =CHR$(10) THEN D=D+10
3090 IF V$ =CHR$(11) THEN D=D-10
3091 IF D<1 THEN D=1
3092 IF D>198 THEN D=198
3093 IF A<1 THEN A=1
3094 IF A>238 THEN A=238
3100 IF V$ = "I" THEN GOTO 3200
3110 GOTO 3009
3200 X2=A : Y2=D
3210 CURSET X1, Y1, 1
3220 DRAW X2-X1, Y2-Y1,1
3230 RETURN
```

To use this particular function manoeuvre the 'cursor' to the spot where you want the line to begin, then press 'D' to activate the feature. A small 'dot' will appear as a reference. Move the cursor to the position where you want the line to end, then press 'I' and the line will be drawn.

So there you go, a couple of invaluable additions to C.A.D. and ones that will allow you to create much better drawings. Don't forget to send your works of art into OUM for us to have a look at.

Are there any other additions possible ? FILL ? Typing ? If you manage to add even more features then please send a listing in for us to print.

Okay, where have we got to then? We had just given out a chart containing all the values for an example piece of music, plus the matching DATA statements. Unless your IQ is less than 4 you should have realised that to work out the DATA values from the chart you should follow it horizontally until you have six values, where you should have reached the end of the line. At this point drop to the next line and take the next 6 values, and so on.

Enclosed you will find yet another freebie, a complete chart for an example piece of music, the values are on the chart so you'll know what the delay, volume, etc. is.

And to finish off, a couple of points I need to clear up. Firstly, when you enter your pieces you may find that some parts of the music all appear to have grouped together, ie. two notes that are the same are played as one continuous note. This happens because if you were playing the piece on a piano or keyboard the first note would fade away before the second is played. Therefore, if you feel the change is necessary alter the last values of the notes to be 0,0 making a small rest before the next note is played. This small alteration has been used at times to improve the piece on the enclosed chart. For those in-the-know, I'm talking about the lack of 'decay'.

If anybody is totally puzzled by how to make music now, I can only advise you to write to me and state your problems, please include an s.a.e, all letters to:

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

Before I go, I did mention earlier in this series that the Oric actually has got six channels. This is possible because MUSIC will take up three channels and PLAY will take three others. Unfortunately PLAY seems to distort MUSIC effects in my own personal experience so I can't talk about it much, let me know if you do any better.

If you actually manage to produce your own music piece then I'd be very willing to take a look at it, any readers who have found this series useful can write to me and give their views and opinions.

If you use the Oric utility 'Composer' you may be interested in obtaining soundtracks that I have entered with the utility, there are almost 40 pieces that I've arranged and entered and include various artists, for example: Debbie Gibson, Erasure, Compilations, Pet Shop Boys, plus many others and a selection of classical pieces.

And this finally is the end, get those tapes in with your own arrangements and original pieces, I'd love to hear them.

Robert Cook

Top Ten Software Charts: compiled by readers

1. Zorgons Revenge	IJK	1
2. The Boss	Peaksoft	2
3. The Ultra	PSS	4
4. Xenon III	IJK	3
5. Insert Insanity	Tansoft	5
6. Don't Press The Let.Q	IJK	7
7. Defence Force	Tansoft	6
8. Maze Rally	FGC	8
9. The Hellion	Orpheus	9
10. Football	HGC	NE

Late News

- * Dave Dick has managed to obtain some of the official hint sheets for a few of Level 9's brilliant adventures. He has got them for 'Snowball', 'Lords Of Time' and 'Colossal Adventure'. They cost 50p each, or £ 1.00 for 3 of them. Both prices include P&P and orders should be sent direct to:

Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks., HP21, 9PW.

- * One, or maybe two or three members of the French tape/disk based magazine 'Club Europe' Oric' (CEO) will be attending the Oric Users Meeting mentioned this issue on page. This should prove to be quite an interesting event and one any dedicated Oric user shouldn't miss.
- * Taking on 'Insect Insanity' is a big move for Oric software, and we want to ensure that it sells well before making the final decision to put it onto the market. Therefore we are taking orders for it right now, and when it becomes available (probably within two to three months) you will be sent your copy. If, for any reason, we cannot market the game then you will receive your full refund.

To encourage you to buy in advance you will also receive a £ 1.00 discount voucher for usage on any other 'Oric Software UK' or 'OUM Software' software title. Plus, of course, you shouldn't forget the most important incentive that 'Insect Insanity' is a pure-perfect arcade game.

Yet again proving that we keep costs to a minimum, we're retailing 'Insect Insanity' at £ 3.99 inc. P&P. Payment can be in cash, cheque or postal-order form and ordering this title now will certainly show us that it worth our while obtaining similar quality software previously unavailable.

You can order as soon as you like. Note:- should you order and receive your free software voucher then it will be valid for use even if 'Insect Insanity' is not marketed and you receive a full refund.

Don't forget that our system is still available allowing you to buy our software titles by telling us to deduct issues from your subscription equal to the value of the order, each deducted issue being worth £ 1.00. This system is only available for another two months.

Wanted: Technical advise on a musical matter for the Oric/Atmos. Anyone thinking they can help out would be thanked for contacting OUM soon.

Well, that's it for another month. This month we've got 12 pages, quite a bit more than our early issues of 5 pages. However, this has meant that unfortunatly we haven't been able to include the free music sheet that is mentioned on page 11. If you want one then please send a s.a.e. to us and we'll send a copy flying (depending on the abilities of your postie) to you as soon as possible.

More next month (plus 'Did You Know ?' facts) - and it'll be quite a special issue next month. Why ? You'll have to read it to find out.

Best wishes.

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