



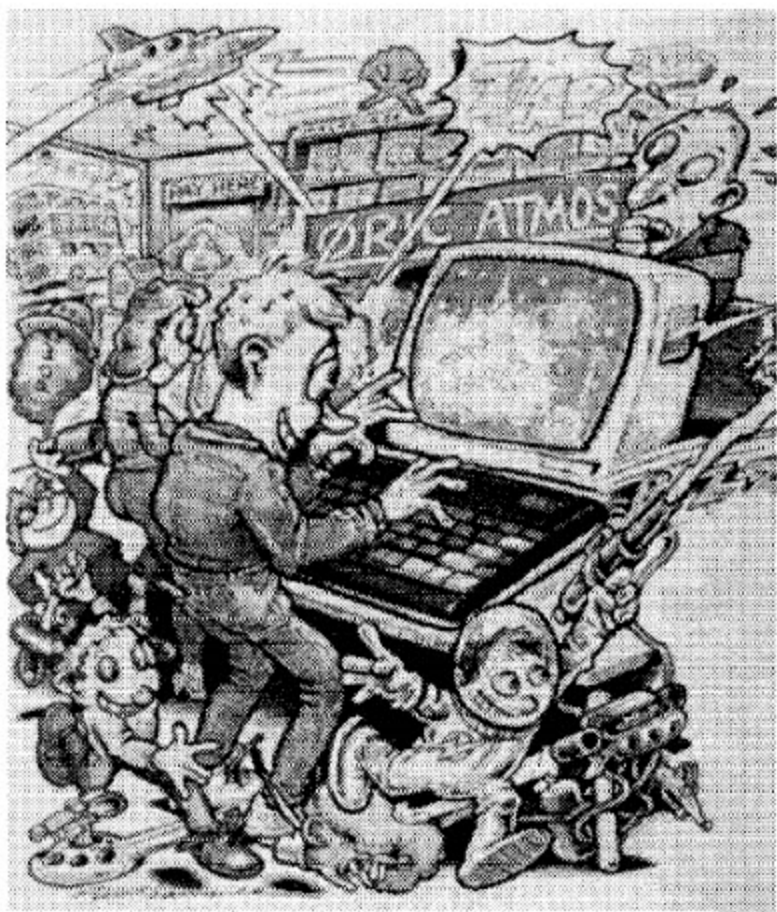
**USER
MONTHLY**

with Oric Enthusiasts

*Europe's longest running
Oric magazine*

Number 66

February 1993



Edited and Distributed by Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks HP21 9PW

THE EDITORIAL

HELLO AND WELCOME,

TO YET ANOTHER ISSUE OF 'O.U.M.'.

WE ARE BACK TO NORMAL THIS MONTH (HOPEFULLY) WITH ALL OUR REGULAR FEATURES AND PLENTY MORE BESIDES. PLANS ARE NOW AFOOT FOR THE NEXT 'ORIC MEET' IN AYLESBURY, WHICH IS LIKELY TO BE ON SATURDAY JULY 17th. I SHALL CONFIRM DATE AND PRICE OF TICKETS IN THE NEXT ISSUE.

MEANWHILE THE C.E.O ARE PLANNING THEIR SPECIAL 10th ORIC ANNIVERSARY MEET IN PARIS SOMETIME IN JUNE. IT IS ABOUT TIME THAT SOMEONE OTHER THAN MYSELF ATTENDED A FRENCH GATHERING. YOU WILL ENJOY IT. THE HOSPITALITY IS GREAT AND DON'T FORGET THAT MANY OF THE USERS OVER THERE SPEAK EXCEPTIONALLY FLUENT ENGLISH.

HOPEFULLY THE SECOND 'O.U.M DISK' WILL BE DISTRIBUTED WITH THIS ISSUE. MATTHEW AND I HAVE BEEN BEAVERING AWAY COMPILING IT AND I THINK YOU WILL FIND IT WORTHWHILE.

DON'T FORGET THE 'ALL FORMATS FAIR' IN HEMEL HEMPSTEAD ON FEBRUARY 27th. I WILL BE THERE ALONG WITH JON HAWORTH AND SON NICHOLAS + DAVID WILKIN + CHRIS HEARN. CONTACT ME SOON IF YOU INTEND TO COME ALONG.

NOW TO WHAT YOU WILL FIND IN THIS ISSUE:

THE INDEX

PAGE 1 - ANOTHER SUPER COVER FROM JON HAWORTH (THOSE WHO SUBSCRIBED TO THE 'ORIC OWNER' MAGAZINE WILL REMEMBER IT.

PAGE 2 - THE EDITORIAL AND THE INDEX.

PAGE 3 - NEWS...NEWS...NEWS

PAGE 4 - "ENCHANTED" - A REVIEW OF DAVID GOODRUM'S NEW ADVENTURE. WE WELCOME PETER THORNBURN AS GUEST REVIEWER.

PAGE 5 - BITS 'n' BOBS

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PAGE 7 - THE GAMESTER

PAGE 8 - THE HISTORY OF 'CLUB EUROPE ORIC' AS TOLD BY VINCENT TALVAS.

PAGE 9 - MORE BITS 'n' BOBS - INCLUDES HELP WITH 'ZEBULON'.

PAGES 10/11/12 - MACHINE CODE FOR THE ATMOS - PETER BRAGG CONTINUES HIS TEACH-IN.

PAGES 13/14 - READERS LETTERS - THE POSTBAG IS BRIMMING!

PAGES 15/16 - RAMBLING IN THE ROM - JON HAWORTH CONTINUES HIS EPIC SAGA.

PAGES 17/18 - THE ULTIMATE HI-SCORE TABLE.... YOU HAVE ASKED FOR IT AND SO IT IS!

PAGE 19 - ODDS AND ENDS

PAGE 20 onwards - WHATEVER I CAN GET TYPED UP IT TIME

'ORIC ENTHUSIASTS' - AN APOLOGY

ALLAN WHITAKER HAS ASKED ME TO PASS ON HIS APOLOGIES FOR NOT BEING ABLE TO FIND THE TIME TO CONTRIBUTE TO THIS ISSUE. I KNOW HIS ARTICLES ON 'MACHINE CODE & GRAPHICS' etc. WILL BE SORELY MISSED BY MANY READERS.

ALLAN, LIKE MANY OF THE LUCKY ONES CURRENTLY EMPLOYED, IS BEING ASKED TO WORK MORE HOURS SO THAT HIS EMPLOYER AND SUBSEQUENTLY HE CAN SURVIVE.

I DO HOPE TO SEE ALLAN BACK IN PRINT NEXT MONTH.

THE NEXT ISSUE

ARTICLES FOR INCLUSION IN THE MARCH ISSUE SHOULD REACH ME BY FEBRUARY 22nd.

I KNOW IT IS EARLY, BUT SO HOPEFULLY SHOULD THIS ISSUE BE!

RE-ORGANISATION

DUE TO THE TREMENDOUS SUCCESS OF O.U.M AND IT'S ANCILLARY SERVICES (software, hardware, peripherals etc.), I AM CURRENTLY RE-ORGANISING O.U.M.

IN THE SHORT TERM THIS WILL MEAN WITHHOLDING CERTAIN ARTICLES SUCH AS THE A TO Z OF SOFTWARE HOUSES. BRIAN'S LISTS WERE SENT TO ME AS A CUT AND PASTE JOB FROM AN MCP40. I HAVE NOW SENT HIM A WORDPROCESSOR AND AS HE IS NOW DISC BASED HAVE REQUESTED THAT HE SEND ME THE RE-VAMPED ARTICLE ON DISC. I CAN THEN EDIT AND PRINT AT WILL.

ALSO IN THE OFFING IS THE USE OF A 'RONEO-VICKERS' DUPLICATING MACHINE. I HAVE TYPED UP A SAMPLE STENCIL AND WILL SHORTLY VIEW THE FINISHED PAGE. IF SUCCESSFUL YOU THE READERS WILL BENEFIT AS COST SAVINGS WILL BE PASSED ON IN SOME FORM OR OTHER. YOUNG MATTHEW WILL THEN HAVE THE ENVIABLE TITLE OF PUBLISHER AS HE WILL BE RESPONSIBLE FOR BOTH DUPLICATING AND COLLATING.

=====

THE TELESTRAT

SOME OF YOU MAY OF BEEN CONTEMPLATING BUYING A 'TELESTRAT' FROM FRANCE. TO NEWCOMERS TO THE GROUP IT IS THE 'ALL SINGING ALL DANCING' MACHINE FROM 'ORIC FRANCE'. ORIGINALLY TO BE KNOWN AS THE 'STRATOS' or IQ164 WHEN ORIC STILL EXISTED IN BRITAIN, MANY OF THE IDEAS AND IN FACT THE MOTHERBOARD ITSELF WERE USED IN THE FINISHED PRODUCT.

I NOW HAVE TO HAND FURTHER INFORMATION ON TWO OF THE NON-FEATURES WITH REGARD TO THE TELESTRAT.

FIRSTLY - GETTING A PICTURE WITH A T.V. IF YOU HAVE A MONITOR THEN THERE IS NO PROBLEM....IF YOU HAVE A T.V WITH A SCART CONNECTION THEN AGAIN NO PROBLEM (UNLESS LIKE ME YOU HAVE A T.V WITH A SCART CONNECTION, WHICH IS ACTUALLY NOT SET-UP)..... WITH A PLAIN T.V YOU NEED TO FIT A MODULATOR (AKIN TO THE ONE IN YOUR ATMOS AND AVAILABLE QUITE EASILY FOR A COUPLE OF POUNDS). I AM TOLD THAT IN FACT THE MOTHERBOARD STILL HAS MARKINGS SHOWING WHERE THIS WAS TO BE IF IT HAD BEEN BRITISH AND ALL THAT IS NEEDED IS TO FIT IT IN PLACE OF THE MIDI CONNECTION. PERHAPS OUR FRIENDS IN FRANCE COULD BE PERSUADED TO SHIP AS REQUIRED WITH THIS MOD. CARRIED OUT.

ITEM TWO IS THE 'MIDI' CONNECTION, WHICH WE HAVE NOW DISPOSED OF AS FAR AS T.V USERS ARE CONCERNED. REASON BEING IS THATEVEN THOUGH ALL THE HARDWARE IS THERE WITH CONNECTIONS MADE TO THE CORRECT INPUTS; THERE IS NOTHING THAT YOU CAN DO WITH IT. THE ONE IMPORTANT THING MISSING IS THE SOFTWARE.

NOW IF SOMEONE WERE TO WRITE THE SOFTWARE! BUT NO THEN WE WOULD HAVE TO GET RID OF THE OLD T.V!

I'M SURE THERE MUST BE SOMEONE OUT THERE CAPABLE OF SUCH A TASK. COULD WE CALL IT THE SHAW/BRISTOW FILE?

BULL ELECTRICAL

BULL ELECTRICAL OF HOVE IN SUSSEX HAVE JUST SENT ME THEIR 1993 CLEARANCE PRICE LIST, AND WHAT SOME BARGAINS THERE ARE. THE RANGE OF PRODUCTS IS REMARKABLE. EXAMPLES ARE : 1) ADAPTER BUGS BUILT INTO A STANDARD 13 amp MAINS PLUG. PICKS UP A CONVERSATION ANYWHERE IN THE ROOM OR PALACE AND TRANSMITS TO A STANDARD FM RADIO. I HAVE TRIED THESE OUT MYSELF AND HAVE SENT TAPES OF A CONVERSATION BETWEEN ONE JON HAWORTH AND THIERRY BESTEL TO AN AUSTRALIAN ORIC MAGAZINE. IN THE TAPE JON CAN QUITE CLEARLY BE HEARD TO SAY: "ORIC I LOVE YOU!".

- 2) 3.5mm JACK SOCKETS 100 FOR 1 POUND
- 3) 5 PIN DIN PLUGS - 25 FOR A POUND.
- 4) 2 PADDLES FOR AN APPLE FOR JUST A POUND.
- 5) JOYSTICKS FOR THE DRAGON - 2 FOR A POUND.
- 6) SPEAKER WIRE - 1500 METRES FOR 30 POUND OR 100 FEET FOR 2 POUNDS.
- 7) CASSETTE GAMES FOR THE 464 - 12 FOR 5 POUND.
- 8) AMSTRAD VGA MONO MONITORS - 49 POUNDS.
- 9) 5.25" DISC CLEANING SYSTEMS - 1 POUND EACH
- 10) FAULTY CAMERAS - CUSTOMER RETURNS TO 'BOOTS' - GET 3 CAMERAS FOR 8 POUNDS.

FOR THE FULL LIST TELEPHONE: 0273 203500

PRICES EXCLUDE V.A.T AND YOU NEED TO ADD 3 POUND CARRIAGE PER ORDER (NO MATTER HOW BIG OR SMALL). - CALLERS WELCOME

ORIC - THE STORY SO FAR

JON HAWORTHS LATEST PUBLICITAION IS PROVING VERY SUCCESSFUL. AFTER ONLY ONE MONTH OF RELEASE SALES HAVE REACHED 16.

IF YOU HAVEN'T GOT YOUR COPY YET THEN SEND 5 POUND TO JON.
AN EXCEPTIONAL READ AND WELL REVIEWED IN THE 'CEO MAG'.

=====

R E V I E W P A G E

Title: ENCHANTED (THE JOURNEY TO THE MORNING SUN).
 Author: DAVID GOODRUM Software House: MIRAGE
 Format: SEDORIC DISC ONLY (3"/3.5"/5.25")
 PRICE: 4.50 ON 3", 3.50 ON 3.5/5.25"

After finally laying rest to the Turkey, and becoming a major shareholder in 'JOHN SMITHS'; I could at last get around to reviewing 'ENCHANTED' for the second time, as the first review is probably being passed around from sorting office to sorting office.

When 'booted up' the title screen claims that it is "a bizarre adventure strategy game", and I must agree with Dave; the sideways writing is pretty bizarre. I was tempted to tap the Space bar until it went away (the game loads a section at a time as you press the Space bar), but I thought I had better read it in case it lent some clue as to how to solve the adventure. The writing itself, although sideways on, is in a different colour per paragraph while messages of thanks scroll across the top of the screen, not quite as fast as Dave saw it. The writing mentions a 'Walker', who will guide you on your adventure, but nothing else that might be useful; so into the game.

At this point you are asked if you wish to load a saved game and lists at the bottom of the screen the command keywords that can be used. All you have to do is type in the highlighted key letter, which is nearly always the first letter of said word - what could be easier?

You start outside your room and go North onto a tree-lined road where a number 61 bus passes by (a la Kilburn Encounter?). Moving on you are given a choice of directions with locations to find e.g. the theatre, wine museum, bank, pizza bar and 2 maze type locations, namely the Figure of Eight and the Grid; where rumour has it, there is treasure. There are lots of objects, including some photos, a candlestick, some flowers and even some rubbish to pick up on the way, but you do have a limit as to the amount you can carry. Most of the objects are linked to locations, and it is up to you to decide where and how the objects are used, thus gaining about 5% per correct decision.

My first impressions of the game were a bit negative, because of the sideways writing (pain in the neck), but when the adventure proper began I found having the commands listed a great help (it saves trying lots of words with the same meaning) and would make it easier for a beginner at adventures to play. There are over 160 locations and it can take a bit of time getting round them all, but it is quite easy to map out as long as you use a large piece of paper, as the locations are widespread and the first map I drew ended up on 3 separate sheets of paper. I then tried using some of the objects that I had collected, exchanging them for others and had managed to score 15% in no time at all (some of the objects/locations are a bit obvious), but there were hidden messages to read and the other objects/locations are harder to find.

The 'Walker', who guides you, seems to have an abundance of cryptic but useless messages, when 'Help' is pressed. Then again, I wasn't really stuck when I tried pressing it.

You can save to disk at anytime in the game, which I found useful, but I had to use a completely different filename each time I saved, as otherwise it came up with an 'error' message.

OVERALL OPINION: A VERY GOOD ADVENTURE WITH LOTS OF LOCATIONS AND OBJECTS TO FIND.

- PETER THORNBURN

D O N ' T P A N I C

Author: Jonathan Bristow Software house: Mirage/JCB
 Format: 3"/3.5"/5.25" Price: 4 pound on 3", 3 pound on 3.5/5.25"

The scenario of Jonathan's "DON'T PANIC" was given in the last O.U.M. After getting thoroughly addicted to it, I've now managed to score 1188 points and didn't use the Pause function once.

This is destined for number 1. Eat your heart out Whitney Houston fans!

- DAVE DICK

NOW THAT'S WHAT I CALL NAFF!

We all know that 3" cheapo discs can be found. They are quite alright if you are prepared to grow your finger nails to a length of 3" so that you can extract the discs from your drive when they get stuck. If you are using a word processor akin to EASYTEXT and don't mind getting errors when you try to overwrite file that you have already started.

GET A LIFE! - stick with Maxell or Amsoft discs. The quality outweighs the cheapness and also stops me from swearing a lot when you send me programs to evaluate.

- DAVE

COMPETITION TIME

BRIAN KIDD of "i'm on the wagon" fame has set a competition for readers this month.

God knows why! I get more letters from DRAGON 32 users than I do competition entries, and that is a FACT!

Don't be put off Brian if you get no entries. After all, when was the last time you replied to one of my competitions?

Anyway, Brian wrote a little program for this one (Ta mate for the disc - not a naff one). I had to tweak the end. The program gave an error in line 340. Probably due to all those !!!!!s at the end of the line. I think Sedoric was looking for a file that didn't exist.

Come on readers and prove me wrong. Get those entries into Brian Kidd at : ~~123 HOLLAND ROAD, LEVERSHULME, MANCHESTER M9 1 1P~~

BRIAN'S PRIZE PUZZLE # 1

Hello and welcome to this the 1st of many puzzles that will appear in future editions of O.U.M.

Your task for this month is simple - Just tell me :

- A) What is the next number in the sequence at the foot of this column.
- B) Name the special term for these numbers.

Solutions to ME (Dave doesn't know the answer himself yet). Mark your envelope 'COMPETITION #1'.

THE PRIZES :

- 1st prize - 5 issues of O.U.M. free.
- 2nd prize - 'PAINTER' by A & F softw.

THE SEQUENCE : 0,1,153,370,371,???

ANSWER/WINNERS IN THE NEXT ISSUE.

340 LPRINT:LPRINT"DON'T FORGET - PROGRAMME IT..!!!!"

! YOU CAN TELL WHEN I HAVE HAD
! A BAD DAY.

! SEE HOW MANY SARCASTIC PHRASES
! THAT YOU CAN SPOT ON THIS PAGE?
! - DAVE (NO HOLDS BARRED) D
! ICK

~~~~~

#### ANOTHER ADDITION

RAUL HAKLI from Helsinki is another of our University lads. Congratulations to Raul and his wife who gave birth to their first child on December 23rd. As yet the girl is un-named. Now that would be a great competition. How about ORICA!

#### CHANGE OF ADDRESS

STAN ELLISON HAS RECENTLY MOVED. HE CAN NOW BE FOUND AT: ~~FLAT 6, 20 CROMWELL ROAD, LEVERSHULME, MANCHESTER. TELEPHONE NUMBER 181 541 885 885~~, but DO NOT tell the TAX MAN!

#### TURBO TAPE

One Stephen Meachen from Rotherhithe has been corresponding with Brian Kidd recently. Stephen is developing a TURBO TAPE routine. I suppose living in Rotherhithe is like living in a tunnel! Anyway, at some time some I'll test it out to compare it with the TURBO TAPE that I've had for years!

ZIP TAP TAP WENT THE TAPPERS

ZIP ZIP ZIP WENT THE ZAPPERS

THE LISTINGS PAGE

PAGE 6

AN ADAPTION OF THE OLD MATCHSTICK GAME FROM BRIAN KIDD FOR ALL YO  
'TAPPERS' OUT THERE.

BRIAN TELLS ME THAT HE WAS WORKING ON A 'BASIC' PROGRAM AND NEEDED TO  
RENUMBER IT. DUE TO HIS FAULTY KEYBOARD HE ENTERED : RENUM 100,0, WHICH  
IS ALLOWABLE IN SEDORIC. AS BRIAN SAYS: "BUT BOY OH BOY - IT DON'T HALF  
COCK-UP LINE LINKS!"

```
100 REM MATCHSTICK GAME
110 REM FOR OUM TAPPERS
120 REM (C) B.KIDD/OUN - 01/93
130 REM REMS CAN BE OMMITTED
140 :
150 CLS:PAPER0:INK7
160 POKE#BBA4,0:POKE#26A,10
170 PRINT"We start the game with 21 matches."
180 PRINT"We will alternate turns removing"
190 PRINT"matches - up to 4 per turn."
200 PRINT"Whoever picks up the last match loses.":PRINT
210 N=21
220 PRINT"PRESS ANY KEY TO PLAY"
230 A$=KEY$:GETA$
240 CLS:PRINT
250 PRINT"MATCHES LEFT = ";N:PRINT:PRINT
260 PRINT"How many will you take ?";
270 T$=KEY$:GET T$
280 T=ASC(T$)-48
290 IF T<1 OR T>4 THEN PING:GOTO 270
300 PRINTT:PRINT:PRINT
310 N=N-5
320 PRINT"OK - I will take ";5-T;"matche/s"
330 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
340 A$=KEY$:GETA$
350 IF N>1 THEN 240
360 CLS:PRINT
370 PRINT"MATCHES LEFT = ";N:PRINT:PRINT
380 PRINT"Oh dear - 1 left for you to pick up."
390 PRINT"That means you lose the game.":PRINT:PRINT
400 PRINT"TRY AGAIN (Y/N) ?"
410 A$=KEY$:GETA$
420 IFA$="Y" THEN RUN
430 IFA$<>"N" THEN PING:GOTO410
440 HIRES:TEXT:END
```

=====

A TWO - LINER

NON-SUBSCRIBERS TO THE CEO-MAG WILL HAVE MISSED THIS INTERESTING 2  
LINER FROM BRUNO DOSSIER,WHICH USES A BUG OF THE ATMOS 'CIRCLE'  
COMMAND.

SEE IF YOU CAN GUESS THE MESSAGE FULLY BEFORE THE PROGRAM ENDS.

```
1 HIRES:PRINT:PRINT"R^Y...":POKE#26A,10:FOR Y=143 TO 199
2 CURSET126,Y,0:CIRCLE113,2:NEXTY:PRINT"I love you!":POKE26,96
```

A NEW SUBSCRIBER TO O.U.M IS DENNIS REDFORD.  
DENNIS HAS EXTRA ORIGINALS OF CERTAIN CASSETTE TITLES, NAMELY : XENON 1,  
GUBBIE, HANGMAN and HARRIER ATTACK.  
DENNIS HAS KINDLY OFFERED THESE SURPLUS TITLES TO O.U.M SO THAT WE CAN SELL  
THEM AND PUT MONIES IN THE KITTY. MOST APPRECIATED DENNIS, BUT I AM GOING TO  
ASK YOU TO DEAL WITH IT AS IT WILL SAVE ON POSTAGE TO SEND ITEMS ONCE AND NOT  
TWICE.  
PERHAPS YOU THE READERS HAVE CORRUPTED YOUR ORIGINALS OR LIKE SOME ARE STILL  
AT SCHOOL/UNIVERSITY AT CAN'T AFFORD TO BUY MUCH.  
ANYWAY JUST WRITE TO DENNIS WITH YOUR OFFER AND HE WILL DECIDE WHO GETS WHAT.  
IF IT MEANS THAT AFTER POSTAGE THAT THERE IS NONE OVER FOR O.U.M, THEN SO BE  
IT. IF YOU ARE HAPPY - THEN WE ARE HAPPY.  
"AND IF YOU WANNA BE HAPPY FOR THE REST OF YOUR LIFE. NEVER MAKE A PRETTY  
WOMAN YOUR WIFE" - JIMMY SOUL

DENNIS CAN BE FOUND AT : 15 CROWN ROAD, WILKINSON ROAD, LANCERS.  
AND MAIL TEL: 0704 870000

=====

### TEN LITTLE INDIANS

-----

Peter Thornburn would like help on the adventure "TEN LITTLE INDIANS". He  
wants to know how to get off the train.

=====

### ONE IN THE EYE FOR G.B

-----

New to the group is Kieron Smith from Portswood in Southampton.  
With the aid of his MCP 40 and ATMOS he has been working on his final year  
project at Southampton Univ. He is to predict the aerodynamic performance of  
a balloon on the moon of Saturn - Titan.

Now for the IMPORTANT bit as written in his footnote, and I quote: - "P.S.  
I HAVE JUST SCORED 8740 (LEVEL 20) ON RATSPLAT, SO THAT'S ONE LESS FOR GRAEME  
BURTON (I HOPE!!)."

=====

### BACK IN STOCK

-----

I HAVE BEEN WADING THROUGH THE NEW STOCKS OF CASSETTE SOFTWARE THAT HAVE  
ARRIVED RECENTLY.

PRICES INCLUDE POSTAGE - NO MINIMUM ORDER CHARGE - DEDUCT 50 pence IF YOU  
ORDER 2 OR MORE TITLES.

PANIC (NO MANS LAND) - A NICE LADDER GAME WITH APPLES - 1.50  
LAND OF ILLUSION (TANSOFT) - A PLEASING GRAPHICS ADVENTURE - 1.50  
RATSPLAT (TANSOFT) - FUN IN THE SEWERS - 1.25  
ORIC MUNCH (TANSOFT) - THE BEST PACMAN AROUND - 1.25  
CW MORSE (NO MANS LAND) - FOR SERIOUS TAPPERS - 1.25  
ELEKTROSTORM (PSS) - THE ATMOS VERSION! - 1.50  
SUPER METEORS (SOFTEK) - ATMOS VERSION - 1.50

=====

### MORE GALLIC HUMOUR FROM JEAN

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A FEW ITEMS OF INTEREST FROM OUR RESIDENT FRENCH WIT; JEAN BOILEAU.  
OVER TO YOU JEAN.  
"THE CEO MEETING WENT WELL. ATTENDEES APPRECIATED 'ZEBULON' AND 'SQUEEK 2'.  
ADDITIONS TO BRIAN KIDD'S A TO Z ARE 'CHAOS - CHASM' AND '5 - ALIKE' FROM  
PASE.  
I HAVE NO IDEA IF 'MELLOWSOFT' EVER RELEASED A 'MILKMAN DAVE'.  
THE C.E.O HAS 5 OR 6 JOYSTICK INTERFACES LEFT. I MADE ONE MYSELF. YOU JUST  
NEED 10 DIODES, 2 x 9 - pin JOYSTICK SOCKETS, AND A 10 - pin PRINTER PLUG.  
P.S. I HAVE A CASSETTE TITLED "BRIDGE PLAYER" FROM CP SOFTWARE. THE  
INLAY SAYS : 'PLAYS LIKE CP SOFTWARE SPECTRUM BRIDGE'. WHAT IF I HAVE NO  
SPECTRUM?"

=====

THE GAMESTER IS A DAVE DICK PRODUCTION.

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# C L U B E U R O P E O R I C

PAGE 8

Recently Brian Odurny asked for some background to the C.E.O, which is our 'sister' group in France.

Vincent Talvas, President of the C.E.O and famed target for pigeons in the Eiffel Tower area, has sent in his article. Thanks to Vincent and here is what he has to say:-

I HAVE JUST RECIEVED THE DECEMBER ISSUE OF 'O.U.M' AND WOULD LIKE TO YOU HELP YOU WITH YOUR DESIRE FOR WRITING AN ARTICLE ABOUT THE 'CEO' AND ITS PREDECESSORS.

BUT I WOULD LIKE TO GIVE YOU FIRST THE TWO HI-SCORES THAT I HAVE BEATEN: 'INSECT INSANITY' - 38,600 and 'CHOPPER' - 69,950. I WILL TRY HARD TO BEAT OTHERS AND WILL LET YOU KNOW THE RESULT OF MY EFFORTS.

TO LOOK AT THE HISTORY OF THE 'CEO' UP TO NOW. THE IDEA OF THE CLUB WAS BORN IN 1987; THE IDEA WAS TO CREATE A STRUCTURE, WHICH WOULD HAVE ALLOWED ORIC OWNERS TO EXCHANGE PROGRAMS AND GET THE FAMOUS 'JOURNAL ELECTR'ORIC', A NEWSPAPER TOTALLY REALIZED ON THE COMPUTER'S SCREEN. THE FIRST APPEARANCE OF THIS CLUB WAS IN THE 'HEBDOGICIEL' MAGAZINE AND THE CLUB WAS THEN CALLED 'CLUB ORIC INTERNATIONAL'.

STEPHANE SARLANDE WAS THEN THE GUY IN CHARGE OF IT. I SUBSCRIBED TO IT, AS DID OVER 100 OTHER ORIC OWNERS IN FRANCE. I HELPED STEPHANE WITH THE RUNNING OF THE CLUB BY DEALING WITH THE 'VPC SECTION' (MAIL ORDER).

AT THE END OF 1987, JEAN-CLAUDE TALAR REQUIRED US TO CHANGE OUR NAME, CONSIDERING THAT 'ORIC INTERNATIONAL' WAS A TRADE MARK. WE THEN DECIDED TO CALL IT 'CLUB DISC'ORIC', SINCE WE HAD ABANDONED THE 'JEO' ON CASSETTE A FEW MONTHS BEFORE.

FOR PROFESSIONAL REASONS, STEPHANE SARLANDE WISHED TO NO LONGER BE IN CHARGE OF THE CLUB. I DECIDED THEN TO REPLACE HIM.

IN MARCH 1990 THE CLUB BECAME A LEGALIZED NON-PROFIT MAKING BODY UNDER FRENCH LAW. MY FIRST AIM WAS REACHED. THE SECOND ONE WAS TO EXTEND OUR STRUCTURE TO OTHER EUROPEAN COUNTRIES. I MUST SAY THAT JON HAWORTH REALLY HELPED US IN THAT PART OF THE 'CEO' HISTORY. TO ALLOW NON-FRENCH SPEAKING PEOPLE TO SUBSCRIBE TO OUR CLUB; WE DECIDED TO TRANSLATE INTO ENGLISH THE 'JEO' AND THE LITTLE NEWS SHEET WE SENT EACH MONTH. THIS WAS A SUCCESS, SINCE MORE THAN A THIRD OF OUR MEMBERS LIVE IN OTHER EUROPEAN COUNTRIES.

HOWEVER, THE RELEASE OF THE 'JEO' WAS STOPPED DUE TO LACK OF TIME. WE DECIDED THEN TO CONCENTRATE OUR EFFORT ON THE PAPER SHEET WHICH BECAME A REAL MAGAZINE THANKS TO ALAIN WEBER, WHO BECAME THE EDITOR AT THE BEGINNING OF 1991; WHEN LAURENT CONTINUED TO TRANSLATE THE MAG. INTO ENGLISH.

SINCE 1990 WE HAVE RELEASED A WIDE CATALOGUE OF GOOD QUALITY SOFTWARE (CEO SOFTWARE); WE ORGANISE MEETINGS IN PARIS EVERY 4 MONTHS, AND WE REGULARLY EXTEND OUR SERVICES TO OUR MEMBERS.

## SOME DATA ABOUT CLUB EUROPE ORIC

Founded in march 1990 by: Laurent Chiacchierini, Daniel Duffau and Vincent Talvas:

Members of the Board of Directors:  
Vincent Talvas - President  
Jean-Marie Hoy - Vice - Presidency  
Laurent Chiacchierini - secretary  
Alain Weber - treasurer  
Roger Barbier - member  
Jean Boileau - member  
Bruno Dossier - member

SUBSCRIPTION RATES HAVE ONLY INCREASED FROM 200 TO 220 FRENCH FRANCS SINCE 1986.

MEMBERSHIP IN 1986 WAS ABOUT 130 AND SINCE THEN HAS BEEN BETWEEN 100 and 120.

(NOTE FROM DAVE DICK : PERHAPS VINCENT COULD EXPLAIN WHY IN 1986 THAT 130 PEOPLE PAID 200 FRANCS EACH TO SUBSCRIBE TO A CLUB THAT WAS NOT BORN UNTIL 1987 - SOUNDS LIKE A REAL MONEY SPINNER TO ME!).

NEXT MONTH WE WILL LOOK AT CEO SOFTWARE, WHAT THE CLUB OWNS AND DELVE A LITTLE FURTHER, PERHAPS WITH THE HELP OF JON HAWORTH.

- VINCENT

## CURRENT CEO SUBSCRIPTION RATES

1 YEAR (12 ISSUE) SUBSCRIPTION TO MAGAZINES ONLY - 11 pounds.

4 QUARTERLY SOFTWARE DISCS + 12 MAGS - 22 pounds.

FORMS AVAILABLE FROM O.U.M OR JON HAWORTH, 2 MACHINLEY ROAD, LONDON NW11 1JH

## MORE BITS 'n BOBS

## 3" DISCS

KEN EVANS INFORMS ME THAT 'OFFICE WORLD', WHO HAVE BRANCHES ALL OVER THE PLACE, ARE CURRENTLY SELLING MAXELL 3" DISCS AT 8 pounds + V.A.T FOR 5 off.

## AMSTRAD 464

CAN ANYONE OUT THERE ADVISE IF AN MCP 40 CAN BE COUPLED TO AN AMSTRAD 464 TO PRODUCE LISTINGS etc.  
SOMEONE (I CAN'T REMEMBER WHO) SET THIS POSER AND IF I GET ANY REPLIES THEN I WILL PRINT THEM.

## FOR SALE

WHILST ON THE SUBJECT OF THE MCP40, THERE IS CURRENTLY ONE FOR SALE. IN ATMOS COLOURS AND WITH PAPER, BUT NO PENS (THESE ARE READILY AVAILABLE FROM THE O.U.M MAIL ORDER SECTION).

PRICE INCLUDING POSTAGE IS 30 pounds. OFFERS CONSIDERED.

VENDOR IS PAUL BAKER of : ~~THE OXFORD COMPUTER CLUB, 100, ST. JOHN'S STREET, OXFORD, OX1 1JH.~~

## O.U.M DISC Number 1.

THE FIRST O.U.M DISC WENT OUT TO 34 READERS.  
AS NO ONE WROTE TO SAY THAT THEY DIDN'T WANT THE SECOND ONE, THEN IT LOOKS LIKE THE SECOND DISC WILL ALSO BE A SUCCESS.

## ZEBULON

JONATHAN BRISTOW'S INTRIGUING GAME 'ZEBULON' HAS CERTAINLY CAUSED SOME HEADACHES FOR READERS.

TO HELP WITH THEIR PLIGHT I SET YOUNG MATTHEW THE TASK OF SHOWING ME ROUND SOME OF THE MORE DIFFICULT SCREENS. ESPECIALLY FOR RICHARD FARRELL, CHRIS HEARN AND OTHERS IS THE ANSWER TO YOUR PROBLEMS.

## SCREEN 10

THE 3 SWITCHES UNDER EACH OTHER IN THE MIDDLE OF THE SCREEN SHOULD BE SET AS FOLLOWS - TOP = FACING LEFT, MIDDLE = FACING LEFT, BOTTOM = FACING RIGHT.

THEN GO TO BOTTOM LEFT OF SCREEN, MOVE IN RIGHT AND FLICK SWITCH TO RIGHT. CARRY ON AND GET THE KEY. RETURN TO BOTTOM MIDDLE OF SCREEN (JUST BEFORE SWITCH) AND GO UP. DO NOT ATTEMPT TO GET THE KEY ABOVE YOU AS THIS IS A RED HERRING. WEND YOUR WAY RIGHT TO GET THE BOLT AND THEN UP TO OPEN DOOR WITH KEY AND THEN TO FLOWER TO BE TRANSPORTED TO NEXT SCREEN.

## SCREEN 12

TITLED "ZORKS GOT A MATE"; THIS IS ONE WITH SLIDING WALLS.  
PICK UP THE BOLT AT THE BOTTOM. KILL THE FIRST ZORK, GET THE FOOD AND THE PUZZLE PIECE. GO TO THE BOTTOM RIGHT AND THE WALL FALLS DOWN AFTER YOU. GO UNDER THE SECOND ZORK AS YOU HAVE NO BOLTS LEFT TO KILL HIM. THEN COLLECT THE FLOWER AND ON YOU GO TO SCREEN 13.

## SCREEN 13

FLIP OVER THE BOTTOM LEVER AND GET BOTTOM PUZZLE PIECE. STAND UNDER BOULDER, WHICH IS BELOW THE PUZZLE IN THE MIDDLE. MOVE LEFT AND THE WALL BOULDER FALLS. GET THE SECOND PUZZLE PIECE. MOVE RIGHT AND MORE BOULDERS FALL. WEND YOUR WAY UP AND RIGHT TO PUSH OTHER LEVER. IGNORE THE ZORK AND GET THE FLOWER.

IF YOU ARE STILL STUCK THEN SEND AN S.A.E TO O.U.M AND WE WILL LET YOU KNOW THE NAME OF THE ISLAND THAT WILL ALLOW YOU TO CHEAT!



### The Story so far

----- We have looked at the basic requirements for machine code programming on the Oric. Recently, we have looked at sub-routines and other ways to make programming easier. We then went on to look at instructions that increment and decrement, that is add or subtract one (01) from Register or memory location contents and the reason why that is so useful.

The last issue, in particular used a short routine to demonstrate how one item in the Accumulator could be copied and duplicated to fill a whole line or more, by using a simple "indexed" instruction, controlled by the contents of Register X or Register Y.

It has been some time since our last look at the instruction set. Since then, we have added three new operations, plus Register Y so now might be a good time to update our "small" instruction set. The new updated instruction set appears at the end of this article and the first thing you will probably notice about it is, that it has grown much larger.

The reason for the considerable expansion is that operations such as "indexing" can be applied to many of the instructions that we have used earlier in the series. Those instructions can be "indexed" in exactly the same way as the instruction STA was "indexed" for the demo routine, in the last article (Part 21). The extra instructions mean that you can now not only store, but also fetch, modify and test data in fairly large quantities. The "indexed" instructions still do the same jobs as their non-indexed counterparts, it is just that the address used in the "indexed" version is a base address and the final address actually used, can be set and controlled by the contents of the appropriate Register, making it easy to set up a simple loop for repetitive operations.

Hopefully, this will also show you, how understanding a single operation like "indexing", can make a large number of extra instructions available to you, without too much effort. You will find that this applies throughout the Instruction Set. There are a large number of instructions, in the Set, but in fact they only use a relatively small number of operations. It is much easier to concentrate on understanding those few operations, rather than trying to memorise all of labels and codes in the Instruction Set. When you are programming in any language, it is the operation that you need, the instruction set labels and codes are simply there to tell you what is available and how to use it.

To illustrate this point, look at the set of Transfer instructions, in the table below. You will see that there are four listed. This is the first time that we have seen any of them. They all operate in the same way. The first instruction is labelled TAX and it is a single byte instruction (code AA), whose label is short for "Transfer a copy of the Accumulator into Register X". It copies the contents of the Accumulator into Register X. I should emphasise that this is a copy operation, not a swap operation. Both Register X and the Accumulator end up with the same value, after the instruction's operation.

With that information in mind, it should be fairly easy to work out what the other three instructions in the set do. As they all operate in the same way, it should not be necessary to describe them in detail, their labels and the above description should make any further description, unnecessary (although I have noted what they do in the listing, anyway).

Each time this small Instruction set has appeared, I have tried to keep to the same layout so that the additions are easier to follow. The only real changes to the layout so far, are the addition of a quick reference column on the right and the use of "v" and "h" to show data and address (operands). The latter change was made to avoid confusion with Registers X and Y.

### 6502 Instruction Subset

|                                                |                      |                      |                                          | Info can be found in |
|------------------------------------------------|----------------------|----------------------|------------------------------------------|----------------------|
| <u>Accumulator Instructions</u>                |                      |                      |                                          |                      |
| Load Accumulator                               | Absolute<br>instruct | code<br>LDA AD vv hh | Immediate<br>instruct code<br>LDA# A9 vv | - Part 3             |
| Store Accumulator                              |                      | STA BD vv hh         |                                          |                      |
| Add with Carry                                 |                      | ADC 6D vv hh         | ADC# 69 vv                               | - Part 6             |
| Subtract with Carry                            |                      | SBC ED vv hh         | SBC# E9 vv                               |                      |
| Compare Accumulator                            |                      | CMP CD vv hh         | CMP# C9 vv                               | - Parts 5/6          |
| <u>Register "X" Instructions</u>               |                      |                      |                                          |                      |
| Load Register "X"                              | Absolute<br>instruct | code<br>LDX AE vv hh | Immediate<br>instruct code<br>LDX# A2 vv | - Part 16            |
| Store Register "X"                             |                      | STX BE vv hh         |                                          |                      |
| Compare Register "X"                           |                      | CPX EC vv hh         | CPX# E0 vv                               |                      |
| <u>Register "Y" Instructions</u>               |                      |                      |                                          | - Part 19            |
| Load Register "Y"                              | Absolute<br>instruct | code<br>LDY AC vv hh | Immediate<br>instruct code<br>LDY# A0 vv |                      |
| Store Register "Y"                             |                      | STY BC vv hh         |                                          |                      |
| Compare Register "Y"                           |                      | CPY CC vv hh         | CPY# C0 vv                               |                      |
| <u>Transfer Instructions</u>                   |                      |                      |                                          | - Part 22            |
| Copies Accu into Reg X                         | instruct             | code<br>TAX AA       | no operand/data                          |                      |
| Copies Accu into Reg Y                         |                      | TAY AB               | no operand/data                          |                      |
| Copies Reg X into Accu                         |                      | TXA 8A               | no operand/data                          |                      |
| Copies Reg Y into Accu                         |                      | TYA 9B               | no operand/data                          |                      |
| <u>Increment Instructions</u><br>(add 01)      |                      |                      |                                          | - Parts 19/20        |
| Contents of Address                            | instruct             | code<br>INC EE vv hh | addr operand                             |                      |
| Register X contents                            |                      | INX EB               | no operand                               |                      |
| Register Y contents                            |                      | INY CB               | no operand                               |                      |
| <u>Decrement Instructions</u><br>(subtract 01) |                      |                      |                                          | - Parts 19/20        |
| Contents of Address                            | instruct             | code<br>DEC CE vv hh | addr operand                             |                      |
| Register X contents                            |                      | DEX CA               | no operand                               |                      |
| Register Y contents                            |                      | DEY BB               | no operand                               |                      |
| <u>Flag Instructions</u>                       |                      |                      |                                          | - Part 4             |
| Clear Carry Flag to 0                          | instruct             | code<br>CLC 18       | no operand/data                          | - Part 6             |
| Set Carry Flag to 1                            |                      | SEC 3B               | no operand/data                          |                      |

## 6502 Instruction Subset (continued)

Conditional Branch Instructions

- Part 5

| Condition                   | instruct | code  | Flag set by -   |
|-----------------------------|----------|-------|-----------------|
| Branch if Carry Flag = 0    | BCC      | 90 vv | No Carry        |
| Branch if Carry Flag = 1    | BCS      | B0 vv | Carry           |
| Branch if Zero Flag = 0     | BNE      | D0 vv | Result Not Zero |
| Branch if Zero Flag = 1     | BEQ      | F0 vv | Result Zero     |
| Branch if Negative Flag = 0 | BPL      | 10 vv | Result Plus     |
| Branch if Negative Flag = 1 | BMI      | 30 vv | Result Minus    |

- Part 6

Jump Instructions

|                             | instruct | code     |                 |
|-----------------------------|----------|----------|-----------------|
| Jump                        | JMP      | 4C vv hh | (address hhvv)  |
| Jump saving return address  | JSR      | 20 vv hh | (address hhvv)  |
| Return/jump from SubRoutine | RTS      | 60       | no operand/data |

- Part 10

- Part 10

- Part 3 &amp; 10

IMMEDIATE (#) instructions supply the required data byte as the operand "vv".

- Part 5

ABSOLUTE instructions on the other hand, don't include the data byte, instead they give the address of a memory location which holds it. The addresses are written in reverse order, low part in "vv" and high part in "hh".

- Part 5 &amp; 8

- Part 3

INDEXED instructions also use an absolute address as above. However, it is a base address. The final address actually used is controlled by adding the contents of the Register indicated in the instruction label, (eg. LDA X uses Register "X"). Indexed versions of frequently used instructions are listed below.

- Part 21

| instruct | code     | instruct | code     | instruct | code     |
|----------|----------|----------|----------|----------|----------|
| LDA X    | BD vv hh | LDA Y    | B9 vv hh | LDX Y    | BE vv hh |
| STA X    | 9D vv hh | STA Y    | 99 vv hh | LDY X    | BC vv hh |
| ADC X    | 7D vv hh | ADC Y    | 79 vv hh | INC X    | FE vv hh |
| SBC X    | FD vv hh | SBC Y    | F9 vv hh | DEC X    | DE vv hh |
| CMP X    | DD vv hh | CMP Y    | D9 vv hh |          |          |

Apart from "indexing" all have the same operation as their non indexed counterparts.

Useful Operating System Calls

| Call     | JSR  | Operation      | Effect produced is -           |
|----------|------|----------------|--------------------------------|
| "GTORKB" | EB78 | 20 78 EB 10 FB | Puts Key code into Acumulator. |
| "VDU"    | F77C | 20 7C F7       | Displays a code from Reg "X".  |

- Part 11

- Part 15

## READERS LETTERS

DEAR DAVE,

I ENJOYED THE JANUARY ISSUE OF 'O.U.M' AND NEEDLESS TO SAY WAS PARTICULARLY INTERESTED TO SEE COLIN COOK'S DIGITIZER. IT IS A VERY INGENIOUS SYSTEM.

COLIN MAY BE INTERESTED TO KNOW, THAT SOME YEARS AGO, THERE WAS A SYSTEM ON THE MARKET, PRODUCED BY 'TECHNOMATIC', I THINK, FOR DIGITIZING IMAGES USING A FLAT BED PRINTER/PLOTTER. A PHOTOCCELL WAS USED IN PLACE OF THE PLOTTER PEN AND THE IMAGE WAS READ INTO THE COMPUTER USING THE 'ACK' LINE ON THE PRINTER PORT.

NEEDLESS TO SAY THAT AS IT WAS A "ONE BIT AT A TIME" SCANNER, IT WAS VERY SLOW, BUT IT CERTAINLY SEEMED TO WORK.

PETER BRAGG (SUTTON)

DEAR PETER,

THANK YOU FOR THE INFORMATION, WHICH I AM SURE WILL BE OF INTEREST, AS INDEED WAS COLIN'S ARTICLE. I DO NOT KNOW HOW QUICK COLIN'S METHOD IS, THOUGH I WOULD ASSUME IT TO BE QUITE SLOW. I HAVE ASKED CHRIS HEARN TO TRY THE PROGRAM OUT.

- DAVE

DEAR DAVE,

VARIOUS USEFUL ITEMS HAVE BEEN MENTIONED IN 'O.U.M' RECENTLY. I SHALL BE VERY GLAD TO HAVE A COPY OF THE 'O.U.M' INDEX, AS ALTHOUGH I INVARIABLY READ THE MAGAZINE AVIDLY AS IT ARRIVES; I HAVE A BIT OF BACK READING TO DO TO FOLLOW UP SOME OF THE USEFUL ITEMS THAT I KNOW WERE PRINTED - AS SOON AS TIME PERMITS.

- RON KEY (BANGOR)

DEAR RON,

I'M GLAD TO HEAR THAT YOU ARE FINDING THINGS OF INTEREST. THANKS GO OUT TO OUR MANY CONTRIBUTORS.

TO THOSE READERS WHO HAVE NOT YET GOT THEIR INDEX - GET IT NOW FROM 'O.U.M'. IT IS ONLY 1 pound and 50 pence INCLUDING POSTAGE AND O.U.M FUNDS BENEFIT BY 50 pence FOR EACH COPY SOLD. AT A GUESS; I WOULD SAY THAT WE HAVE ALREADY SOLD NEARLY 30 OF THEM.

- DAVE

DEAR DAVE,

I HAVE JUST COMPLETED 'ZORGONS REVENGE' WITH A SCORE OF 14,750.

- PAUL HUTTON

DEAR PAUL,

A GOOD EFFORT PAUL, BUT NOT ONE FOR THE HALL OF FAME. ONE E. TOLLEMER FROM FRANCE CLAIMED 155,830. HE MUST OF COMPLETED IT QUITE A FEW TIMES IN ONE SITTING AND PROBABLY ENDED UP WITH A SORE 'DERRIERE'!

- DAVE

DEAR DAVE,

IN THE DECEMBER ISSUE OF 'O.U.M', SOMEONE WAS ASKING ABOUT CONNECTING A MONITOR. I DIDN'T KNOW THE REQUIREMENTS OF MINE EITHER, BUT SIMPLY USED TRIAL AND ERROR BY SOLDERING SMALL PINS (NAILS) TO THE WIRES RATHER THAN A PLUG. YOU KNOW 'SYNC' IS RIGHT WHEN THE IMAGE IS STABLE AND THE RIGHT SIZE. RED, GREEN AND BLUE CAN BE TESTED USING 'INK' AND 'PAPER'. I BELIEVE THE VOLTAGES ARE SO LOW THAT YOU CAN'T DO ANY HARM BY THIS METHOD. I DID IN FACT KNOW THAT THE MONITOR WAS COMPATIBLE, AS IT WAS ADVERTISED AS WORKING WITH THE BBC MICRO, AND I HAD ALREADY CONNECTED MY OLD ORIC-1 TO A BBC COMPATIBLE MONITOR (I WORKED ON THE BBC MODEL - B WITH DISC FOR 18 MONTHS AND IT WAS FRUSTRATINGLY SHORT OF MEMORY).

THE MONITOR WAS A 'PHILIPS'. IT WAS REFURBISHED AND COST 120 pounds INCLUDING INSURANCE/DELIVERY.

ALL THE BEST, AND I HOPE THAT 'O.U.M' CONTINUES TO THRIVE.

- DAVID J MACKENZIE (HAWICK)

DEAR DAVID,

THANKS FOR THE TIPS.

I CERTAINLY MISS MY OLD MONITOR. THE CLARITY WAS SO MUCH BETTER THAN THE PORTABLE TELEVISION THAT I NOW USE.

IF YOU STILL HAVE THE 'BBC B' THEN WHY NOT USE THE DRIVE WITH YOUR ATMOS. 'CUMANA' DISC INTERFACES ARE STILL AVAILABLE FROM STEVE HOPPS FOR AROUND 45 pounds.

- DAVE

HELLO DAVE,  
AM HAVING PROBLEMS WITH USING THE 'TAKE' COMMAND TO GET  
'DATA' ON SEDORIC DOS.

-ARTHUR CRAWFORD ( BILLERICAY)

WELL ARTHUR,

THIS WAS A COUPLE OF MONTHS AGO NOW AND HOPEFULLY THE  
PROBLEM WAS RESOLVED. IT WASN'T A LETTER YOU SENT ME ,BUT IT WAS A PHONE  
QUERY. I KNOW I COULDN'T HELP YOU DIRECTLY,BUT REMEMBERED THAT JUDY SIMMS  
HAD EXPLAINED THE USAGE TO ME OVER THE PHONE. I HOPE YOU HAVE NOW  
RESOLVED THE PROBLEM. MEANWHILE PERHAPS JUDY COULD DROP ME A LINE SO THAT  
I CAN PRINT HER INTERPRETATION SO THAT IT MAY BE OF BENEFIT TO SEDORIC  
USERS.

- DAVE

DEAR DAVE,

IN THE NOVEMBER ISSUE OF 'O.U.M' THERE WAS A 'BASIC' LISTING  
OF THE PROGRAM 'DISKMON'. BUT THAT LISTING WAS INCOMPLETE. TO OPERATE  
THE PROGRAM YOU NEED ALSO SOME MACHINECODE. THAT CODE IS MERGED TO THE  
BASIC FILE AND AT LOADING OF THE PROGRAM IS LOCATED AT #9000-#9100 AND  
#B800-#B900. THE 'DMON' PROGRAM IS AN EXTENDED VERSION OF 'DISKMON'.  
BEST WISHES FOR 1993 AND A GOOD 'ORIC' YEAR.

- HARRY PETERS (NETHERLANDS)

DEAR HARRY,

OOPS!

ONE OF OUR REGULAR READERS ALSO SPOTTED THAT SOMETHING WAS MISSING.  
ANY READER WANTING THE FULL PROGRAM SHOULD JUST SEND ME A DISC AND I  
WILL TRANSFER IT FOR THEM.

- DAVE

DEAR DAVE,

I FEEL VERY GUILTY AT THE MOMENT,BECAUSE ON CHRISTMAS EVE MY  
FAMILY GAVE ME A NEW COMPUTER FOR XMAS. WOULD YOU BELIEVE - AN ALL  
SINGING,ALL DANCING P.C. (486 x 33LL. HARD DRIVE 5.25",3.5" etc>etc.).  
TOO MUCH TO TAKE IN!!

I HAVEN'T GOT A LOT OF TIME TO COMPUTE THESE DAYS,BUT THERE'S A LOT TO  
FIND OUT ABOUT.

MY FIRST THOUGHTS WERE TO KEEP BOTH MACHINES UP AND RUNNING,BUT AT THE  
MOMENT THAT'S IMPOSSIBLE;SO I'V PUT THE 'ATMOS' AWAY FOR THE TIME BEING.  
I WOULD LIKE TO KEEP MY SUBSCRIPTION GOING,BECAUSE THE 'ORIC' HAS BEEN AN  
IMPORTANT AND MOST ENJOYABLE PART OF MY LIFE FOR THE LAST 10 YEATS, AND  
SO IT WAS WITH GREAT REGRET THAT I STOWED IT AWAY TEMPORARILY (HOPEFULLY).

I'VE PROBABLY SAID THIS BEFORE, BUT NOBODY IN THE 'ORIC' WORLD HAS BEEN  
ANYTHING BUT MOST FRIENDLY AND HELPFUL TO ME, BUT I MUST SINGLE OUT YOUR  
GOODSELF AS THE CRITERIA AND HOPE YOU CAN GO ON RUNNING THE CLUB AND  
MAKING IT THRIVE EVEN IF SOME OF US FALL BY THE WAYSIDE.

- PETER WOOLLEY (PORTSMOUTH)

DEAR PETER,

FOREVER ONWARD!

I'D LIKE TO WISH YOU MANY FRUITFUL YEARS WITH YOUR NEW MACHINE,AND I'M  
SURE IF YOU HAVE ANY PROBLEMS WITH IT THAT WITHIN OUR FRATERNITY WE HAVE  
SOMEONE WITH A SIMILAR MACHINE WHO HAS BEEN THROUGH THE SAME LEARNING  
CURVE. OF COURSE BY BUYING A MORE MODERN MACHINE YOU WILL PROBABLY FIND  
MANY USERS IN YOUR VICINITY.

I MUST HEARTILY AGREE THAT PEOPLE IN THE 'ORIC' WORLD ARE A VERY  
FRIENDLY AND HELPFUL BUNCH. MY LIFE WOULD CERTAINLY BE OF POORER QUALITY  
WITHOUT THEM. AS WELL AS TALKING 'ORIC', I HAVE ENJOYED MANY PLEASANT  
SOCIAL OCCASIONS WITH THEM AND DAVID WILKIN EVEN BOUGHT ME A DRINK ONCE,  
THOUGH I DID HAVE TO LEND HIM THE MONEY TO DO SO. ONLY JOKING DAVID - YOU  
DIDN'T BUY ME A DRINK!

- DAVE



## RAMBLING IN THE ROM - 37

### Rambling on....

#### '!' (COMMAND)

CC89 JMP (02F5)      CD13 JMP (02F5)      Continue to user address....

#### 'TRON' (COMMAND)

Irritant:                      on V1.0, the flag is set to 0 at each 'Ready'

Programming:                SEC: BYT #24: CLC: ROR 02F4 would have been better.

|              |              |                           |
|--------------|--------------|---------------------------|
| CC8C LDA #80 | CD16 LDA #80 | set TRON flag             |
| CC8E BYT #2C | CD18 BYT #2C | and jump next instruction |

#### 'TROFF' (COMMAND)

|               |               |                |
|---------------|---------------|----------------|
| CC8F LDA #00  | CD19 LDA #00  | set TROFF flag |
| CC91 STA 02F4 | CD1B STA 02F4 | and save it    |
| CC94 RTS      | CD1E RTS      |                |

#### Treating READ/GET/INPUT errors

READ ends up here when, after a variable, it finds neither a ',' (another data item to read) nor the end of the instruction.

|                 |                 |                                  |
|-----------------|-----------------|----------------------------------|
| CC95 LDA 2C     | CD1F LDA 2C     | Take flag                        |
| CC97 BEQ CCAA   | CD21 BEQ CD36   | jump if INPUT                    |
| CC99 BMI CC9F   | CD23 BMI CD29   | jump if READ                     |
| CC9B LDY #FF    | CD25 LDY #FF    | GET: simulate direct mode        |
| CC9D BNE CCA3   | CD27 BNE CD2D   | unconditional: error             |
| CC9F LDA AE     | CD29 LDA AE     | READ                             |
| CCA1 LDY AF     | CD2B LDY AF     | recover the READ line            |
| CCA3 STA A8     | CD2D STA A8     |                                  |
| CCA5 STY A9     | CD2F STY A9     | which is the true current number |
| .....           | CD31 LDX #A8    | 'TYPE MISMATCH ERROR' for V1.1   |
| CCA7 JMP \$CFE4 | CD33 JMP \$C47E | and 'SYNTAX ERROR' for V1.0      |
| CCAA LDA #F9    | CD36 LDA #85    | INPUT                            |
| CCAC LDY #CD    | CD38 LDY #CE    | AY points to 'REDO FROM START'   |
| CCAE JSR \$CBED | CD3A JSR \$CCB0 | and display the message          |
| CCB1 LDA AC     | CD3D LDA AC     |                                  |
| CCB3 LDY AD     | CD3F LDY AD     | recover TXTPTR                   |
| CCB5 STA E9     | CD41 STA E9     |                                  |
| CCB7 STY EA     | CD43 STY EA     | and restart the INPUT            |
| CCB9 RTS        | CD45 RTS        |                                  |

## 'GET' (COMMAND)

### Principal:

The GET is treated as a READ. The DATA pointer is at #0036, where a 0 is placed. READ will detect an empty data item and treat it differently as a GET, by seeking a character from the keyboard to put in #0035 and then read it as a data item. TXTPTR must be manually adjusted to #0035 since if the space bar is pressed it is ignored by the routine at #00E8.

As usual, passing via the READ routine enables several instructions to be treated together and thus saves space.

Bug: On V1.0 the apostrophe was not correctly programmed and produced a syntax error on a JSR #00E8.

|                 |                 |                                       |
|-----------------|-----------------|---------------------------------------|
| CCBA JSR \$D419 | CD46 JSR \$D4D2 | Verify program mode                   |
| CCBD LDX #36    | CD49 LDX #36    | set start of data item                |
| CCBF LDY #00    | CD4B LDY #00    | and mark the end of the entry         |
| CCC1 STY 36     | CD4D STY 36     | by a 00                               |
| CCC3 LDA #40    | CD4F LDA #40    | code for GET (not nul and b7=0, b6=1) |
| CCC5 JSR \$CD03 | CD51 JSR \$CD8F | do a READ                             |
| CCC8 RTS        | CD54 RTS        | JMP would have been better            |

## 'INPUT' (COMMAND)

### Principal:

INPUT leads to a READ where the data to be read will be in the keyboard input buffer. The only special thing is therefore the treatment of errors (EXTRA IGNORED etc....)

Note: On leaving this specific INPUT routine, Y is #00. This is the code for INPUT. You then jump to the second byte of LDA #98 which is in fact a TYA code. Neat!

|                 |                 |                                    |
|-----------------|-----------------|------------------------------------|
| CCC9 LSR 2E     | CD55 LSR 2E     | inhibit Ctrl O                     |
| CCCB CMP #"     | CD57 CMP #"     | is INPUT followed by a message?    |
| CCCD BNE CCDA   | CD59 BNE CD66   | no, jump                           |
| CCCF JSR \$CF99 | CD5B JSR \$D025 | yes, evaluate the string           |
| CCD2 LDA #';    | CD5E LDA #';    |                                    |
| CCD4 JSR \$CFDB | CD60 JSR \$D067 | require a ';                       |
| CCD7 JSR \$CBF0 | CD63 JSR \$CCB3 | display the string                 |
| CCDA JSR \$D419 | CD66 JSR \$D4D2 | verify program mode                |
| CCDD LDA #','   | CD69 LDA #','   | take comma                         |
| CCDF STA 34     | CD6B STA 34     | to simulate a data separator       |
| CCE1 LDA #00    | CD6D LDA #00    |                                    |
| CCE3 STA 17     | CD6F STA 17     | initialise Ctrl C mode             |
| CCE5 JSR \$CCF4 | CD71 JSR \$CD80 | fill the buffer (YX becomes #0034) |
| CCE8 LDA 35     | CD74 LDA 35     | has data been entered?             |
| CCEA BNE CD02   | CD76 BNE CD8E   | yes, ok                            |
| CCEC LDA 17     | CD78 LDA 17     | no, is it because of a Ctrl C?     |
| CCEE BEQ CCE1   | CD7A BEQ CD6D   | no, start entry again              |
| CCF0 CLC        | CD7C CLC        | yes, BREAK                         |
| CCF1 JMP \$C94E | CD7D JMP \$C980 |                                    |
| CCF4 JSR \$CC10 | CD80 JSR \$CCD7 | display '?'                        |
| CCF7 JSR \$CC0D | CD83 JSR \$CCD4 | display ''                         |
| CCFA JMP \$C5A2 | CD86 JMP \$C592 | and take a command in the buffer   |



## THE ULTIMATE HI-SCORE TABLE

YOU ASKED FOR IT AND HERE IT IS.  
 SINCE WE LAST PUBLISHED THE HI-SCORE TABLE THERE HAS BEEN MUCH MOVEMENT IN THE RANKS. GAMESTERS HAVE BEEN BUSILY TRYING TO EMULATE SOME OF GRAEME BURTON'S FEATS,WHILST GRAEME HAS BEEN BUSY BUILDING UPON HIS SUCCESS. MANY OTHERS HAVE GONE FOR MORE OBSCURE TITLES TO GET THEIR NAMES IN LIGHTS. AS FOR ME - WELL I HAVE BEEN HAMMERING AWAY AT "DON'T PANIC" (THE LATEST FROM JONATHAN BRISTOW). I THINK I HAVE COME UP WITH A WORTHWHILE SCORE. UNTIL OF COURSE GRAEME OR HENRY MARKE GET INTO ONE OF THEIR ALL NIGHT SESSIONS.  
 AND SO WITHOUT FURTHER ADD WE PUBLISH THE 'ULTIMATE HI-SCORE TABLE'.  
 - DAVE DICK

3D FONGUS - 18,100 - GRAEME BURTON  
 3D STARTER - 26,970 (1st/7th LAP) - GRAEME BURTON,WHO WILL NOW BE SHOWN AS G.B.  
 ATLANTID - 13,990 (DUREE 62) - MATTHEW DICK - GO ON MY SON!  
 A.T.M - 67,990 - ROBERT COOK - FAMED EX-EDITOR OF 'D.U.M' AND NOW SELLING INSURANCE.  
 ARENA 3000 - 302,800 (ARENA 22) - CLINT THOMPSON - ONE HALF OF THE 'YOUR ORIC' TEAM  
 ATTACK OF THE CYBERMEN - 380 - DAVE DICK - SURELY THAT'S BEEN BEATEN  
 ANTICS/SINGERIE - 131,372 - PETER THORNBURN  
 BOMBYX - 23,030 - G.B.  
 BOZY BOA - 1,740 - DAVE DICK  
 BERING - 168 DAYS - G.B.  
 CHUCKFORD - 185,050 - ROBERT COOK  
 CENTIPEDE - 30,820 - JAMES GROOM  
 CHOPPER - 69,950 - VINCENT 'THE PIGEONS FRIEND' TALVAS  
 DAMSEL IN DISTRESS - 4,860 - G.B.  
 DEFENCE FORCE - 1,268,020 - TIM COLGATE  
 DON'T PRESS THE LETTER Q - 972,140 - TIM COLGATE  
 DRACULAS REVENGE - 13,600 - G.B.  
 DOGGY - 7,260 - PETER THORNBURN  
 DELTA FOUR - 6,920 - LAURENT DELHORBE  
 DRIVER - 66,500 - J-YVES BRUN  
 DON'T PANIC - 1822 - DAVE DICK  
 ELEKTROSTORM - 25,600 - TIM COLGATE  
 FRIGATE COMMANDER - 504 - KEITH 'YOUR ORIC' THOMPSON  
 FIREFLASH - 59,210 -  
 FRELON - 8952 (LEVEL 3) - SIMON DICK  
 FLY FOR YOUR LIFE - 172 - G.B.  
 GUBBIE - 90,860 - G.B.  
 GRAVITOR - 4,129 - G.B.  
 GHOSTMAN - 17,680 - G.B.  
 GALACTOSMASH - 50 - MATTHEW COATES  
 GALAXIANS - 69,600 - ROBERT COOK & NICHOLAS MENOUX  
 GHOST GOBBLER 32,505 - STEFFAN JACOBSSON  
 GRID WARRIORS - 55,494 - G.B.  
 GOLDMINE - 60,900 (GAME COMPLETED) - HENRY MARKE  
 HARRIER ATTACK - 82,200 - STAALE EIKBRAATEN  
 HELLION 257,550 - MATTHEW GREEN  
 HONEY KONG - 11,436 (LEVEL 11) - PETER THORNBURN  
 HUNCHBACK - 750,200 - BENEDICTE GAREAU  
 HOPPER - 27,140 - JAMES HEVILLARD  
 ICE GIANT - 14,680 - PETER THORNBURN - I WON'T TELL YOUR WIFE PETER,THAT YOU HAVE BEEN HAMMERING THE ORIC WHILST YO WERE SUPPOSED TO BE BABY SITTING!  
 INSECT INSANITY - 40,000 - G.B.  
 INVADERS (IJK) - 17,700 - ALEX KRAUSS  
 INVADERS (PSS) - 4,430 - PETER THORNBURN  
 IMAGO - 2,850 (LEVEL 3) - DAVE DICK - WELL I HAD TO TRY THE OBSCURE ONES!  
 JIMMY POUBELLE - 11,440 - PETER THORNBURN  
 KRILLYS - 28,290 - G.B.  
 KINGDOM - 109 - G.B.  
 KROKATILE WALTZ - 10,025 - G.B.  
 KARATE - 12,300 - G.B.  
 LOKI - 62,675 - TIM COLGATE  
 LOCHNESS MONSTERS - 14,683 - G.B.  
 LONE RAIDER 13,775 - G.B.  
 LUNAR MISSION - 13,129 - G.B.  
 LIGHT CYCLES - 3,709 - PETER DO I HEAR THE BABY CRYING? THORNBURN  
 MANIC MINER - 38,156 (AT THE CENTRE OF THE EARTH) - G.B.  
 MANIC MINER with infinite lives - 115,583 - ROBERT COOK  
 MUSHROOM MANIA - 471,420 - TIM COLGATE

CONTINUED ON NEXT PAGE



## THE ULTIMATE HI-SCORES (Contd.)

MACADAM BUMPER - 169,660 - G.B.  
 MIDNIGHT FEAST - 1,070,330 - HENRY MARKE  
 MINED OUT - 4,100 - G.B.  
 M.A.R.C - 1,560 - G.B.  
 MAZE RALLY - 88,920 - G.B.  
 MAHJONG - 16,200 (LEVEL 5 CLEARED TWICE TO GIVE 6 LEVELS) - HENRY MARKE  
 MLUCH - 22,000 (ALL 18 LEVELS COMPLETED AND 7 LIVES LEFT) - HENRY MARKE  
 MR.WIMPY - 6568 - PETER THORNBURN  
 OPERATION GREMLIN - 22,617 - G.B.  
 ORION - 49,950 - DAVID DEVIN  
 ORIC MUNCH - 895,439 - MICHEL LECLERC  
 OLIVE AND POPEYE - 69,570 - RENE MARKE  
 PASTA BLASTA - 34,480 - MATTHEW COATES  
 PLAYGROUND 21 - 92,000 - TIM COLGATE  
 PSYCHIATRIC - 11,200 - MATTHEW COATES  
 PROBE 3 - 2,399 - S.G DUTTON  
 PANIC - 823 - PETER THORNBURN  
 PAINTER - 103,850 - J-PHILLIPE MERC  
 PAINTER (with 255 lives) - 143,310 - PETER THORNBURN  
 PROTECTOR - 99,594 - THIERRY AVANNIER  
 QUARKFLIGHT - 709 - G.B.  
 Q\*BERT - 15,470 - DAVE DICK  
 QUACK A JACK - 95,671 - COLIN COOK  
 RABBIT - 169,760 (LEVEL 29) - PETER THORNBURN  
 RATSPLAT - 8,740 - KIERON SMITH  
 STYX - 194,600 (WAVE 18) - G.B.  
 STANLEY 23,280 - PETER THORNBURN  
 SUPER JEEP - 81,723 - G.B.  
 SUPER METEORS - 364,700 - G.B.  
 SNAKE VENOM - 28,840 - S.G DUTTON  
 SPOOKY MANSION - 1100 - LOUISE AND DAVE DICK  
 SURVIVOR - 345 - LOUISE DICK  
 STOCKMARKET - 82,936 - G.B.  
 TROUBLE IN STORE - 1,060,758 - G.B.  
 TWO GUN TURTLE - 5,890 - G.B.  
 TRIATHLON - 2,919 - G.B.  
 TETRIX - 2411 - HENRY MARKE  
 TETRIS - 9983 - JON HAWORTH  
 TRICKSHOT - 1044 - S.G DUTTON  
 TRIDENT NEPTUNE - 7,200 - DAVE DICK  
 TALISMAN - 3697 (4 KEYS) - SIMON DICK  
 ULTIMA ZONE - 148,860 - STAALE EIKBRAATEN  
 ULTRA - 35,780 (LEVEL 32) - PETER THORNBURN  
 VIDEO FLIPPER - 55,350 - G.B.  
 XENON I - 117,230 - ERIC EDUEZI  
 XENON III - 3,491 - MATTHEW COATES  
 ZOOLYMPICS - 13,677 - G.B.  
 ZEBBIE - 726,110 - JOHN GIDDENS  
 ZORGONS REVENGE - 155,830 - E.TOLLEMER  
 ZEBULON - ALL SCREENS COMPLETED IN 8 MINUTES

HEY....WAKE UP....O.U.M IS NOW LOADING!

WELL DON'T EXPECT ME TO TYPE THAT LITTLE LOT OUT AGAIN IN A HURRY. I THINK THE NEXT TABLE WILL BE PUBLISHED IN THE SUMMER. KEEP THOSE SCORES COMING IN AND LET ME KNOW IF I HAVE MISSED ONE OF YOURS.

IN ALL WE HAVE COVERED 105 TITLES.

NOT BAD FOR A 'DEAD' MACHINE THAT WAS LACKING IN SOFTWARE!

AMONGST THE ZAPPERS ARE 12 CURRENT O.U.M READERS AND MANY MORE READERS WERE NOT QUITE ZAPPY ENOUGH TO MAKE THE HI-SCORES. SO, THOUGH THE SERIOUS COMPUTING PEOPLE MAY FROWN UPON THIS AS 2 PAGES WASTED; IT DOES PROVE THAT OLD ADAGE - "TO EACH HIS OWN".

OF THE LIST OF TITLES OVER 70% ARE READILY AVAILABLE VIA OUM AND CEO, EITHER BY MAILORDER OR ON BACK ISSUES OF THR CEO JED DISCS.

YOU WILL FIND 'LONE RAIDER' ON OUM DISC Nr.2 - GO ON BEAT GRAEME BURTON'S SCORE!

P.S. - "GOVERNMENT HEALTH WARNING" - TOO MUCH GAME PLAYING CAN SERIOUSLY DAMAGE YOUR HEALTH.





THERE NOW FOLLOWS A MISHMASH OF ANSWERS AND SOME PROBLEMS FOR YOU TO RESOLVE

LOKI

Those of you wanting to run your ORIC 1 version of 'LOKI' have 3 options:-

- a) Load in the '\*' program first.
- or b) When loaded just type CALDEEK(#2A9) and press RETURN.
- or c) When loaded type CALL 16384 and press RETURN.

Start and End addresses of Machine Code files on the ATMOS are stored at #2A9 and #2AB.

To ascertain them just do PRINTDEEK (#2A9) and PRINTDEEK(#2AB) respectively.

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MESSAGE TO TREVOR SHAW

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Trevor - you may remember that last August you sent me a disc containing the corrected HPLANS program (now on P.D). Also on the disc was a BIORHYTHM program converted for the ORIC by John Rushton with print facility for the MCP40.

Well I sent the disc to Rob Kimberley, who did the conversion of HPLANS. In September Rob wrote to me saying: "I tried to run the BIORHYTHM program, but it is not obvious to the user how the date of birth should be entered. So after a few tries of the usual ways I gave up in disgust".

Come on Trevor PLEASE give us a clue!

I really am up to date with my mail!

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JOYSTICKS

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Recommended for use with the ORIC by Chris Hearn is the PRO 500. Also check out the new ATARI type ones.

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LORIGRAPH

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Nicol Blount writes to say that in the November issue of O.U.M that it was stated that "PICTURE DESIGNER" from OPEL was not as good as the French design aid "LORIGRAPH"; yet has the 'free-hand' facility which he has not yet discovered in LORIGRAPH.

Nicol asks for tips. I must admit that I just use it for downloading pictures and subsequent editing. Are there any seasoned LORIGRAPH users out there who can PLEASE help?

I know that Robert Cook drew many nice pictures with it e.g. GOOFY and DEBBIE.

There now follows a sketch to show Nicol's problem



POSSIBLE WITH LORIGRAPH



BUT THIS ?  
WITHOUT DRAWING (& DELETING)

NUMEROUS CIRCLES OR

'ELASTIC' TANGENTS/CHORDS



MORE BITS 'n' BOBS and GOS AND EADS

### THE PATTERN OF TINY FEET

A NEW RELEASE PLANNED FOR MARCH FROM THE FRENCH OUTLET OF 'LAURENT and ANNE'. THIS PROMISES TO BE A 'SCREAMER'. CONGRATULATIONS TO THEM. BY THE WAY LAURENT, MY WIFE SAYS SHE WILL KNIT SOMETHING.

### OUM DISC Nr.2

YES IT IS HERE - THE SECOND O.U.M DISC.  
PRICE IS 3.50 AND MANY OF YOU WILL RECEIVE IT WITH THIS ISSUE.  
ON THE DISC ARE : - 'LONE RAIDER' - THE CLASSIC SKRAMBLE GAME FROM SEVERN SOFTWARE (WORKS WITH THE ALTAI/PASE JOYSTICK INTERFACE), 'GO SNOW' - A NICE WINTER SCENE FROM JONATHAN BRISTOW, 'DON'T PANIC' - JUST THE LOADING SCREEN OF OUR LATEST RELEASE (YOU WILL HAVE TO BUY IT TO PLAY IT), 'TAPEDISK' - A TAPE TO DISC UTILITY (I'M AFRAID 'SUPERCOP' HAS BEEN FOUND TO BE BUGGED), 'ORIC-CAD' - THE DESIGN AID FROM TANSOFT FULLY ADAPTED FOR DISC BY HARRY PETERS AND COMPLETE WITH THE OFFICIAL MANUAL, 'SPANISH LESSONS' - 4 MORE LESSONS FROM FRANK BOLTON.

IS THAT ALL????

NO THAT IS ONLY THE FIRST SIDE - YOU WILL HAVE TO BUY IT TO SEE WHAT ELSE YOU GET AND AT 3.50 - WHAT A BARGAIN!

### FROM THE ARCHIVES

I HAVE BEEN GLANCING THROUGH AN OLD ISSUE OF THE 'TANGERINE USERS GROUP (TUG)' NEWSLETTER AND FOUND ONE OF THEIR REGISTRATION FORMS. HOW MANY OF YOU BOUGHT THE PENS AT 95 pence OR THE TEE SHIRTS AT 7.50? AMONGST THE SECTION TITLED 'WHAT OUR MEMBERS HAVE TO SAY' WAS THE FOLLOWING QUOTE FROM B.BULL OF WILTSHIRE - "KEEP UP THE EXCELLENT STANDARDS YOU HAVE SET". COULD THAT BE BRIAN BULL; ONE OF OUR NEWER READERS!

ADVERTS IN THE ISSUE WERE FOR 'VIKING RAIDER' - THE BIGGEST EVER ADVENTURE - A HISTORICAL BLOOD AND LUST ADULT ADVENTURE FOR THE MICROTAN 65 AND ORIC - 1 - COMING SOON! DID YOU EVER SEE IT? ALSO ADVERTISED WAS 'PALLIDA MORS' - AN ADVENTURE FOR THE ORIC -1 AND FOR THE PRINCELY SUM OF 12 pounds YOU GET 'HELLS TEMPLE'.

### 'ORIC OWNER' MAGAZINES

WE HAVE SOME OF THE ABOVE MAGAZINES FOR SALE (ALL EXCEPT ISSUE 8) OF THIS 10 ISSUE SET. THANKS TO BRIAN KIDD AND OTHERS FOR DONATING THEM TO 'O.U.M' FUNDS. PRICE PER ISSUE INCLUDING POSTAGE IS 1 pound EACH. WRITE OR RING FOR CONFIRMATION OF ORDER. YOU CAN PHONE ME ON 0296 26050 AFTER 12 NOON, BUT PLEASE NOT THURSDAY OR FRIDAY.

### A NOTE FROM BRIAN KIDD

DEAR READERS, A NEW FEATURE IN O.U.M IS TO BE MY PRIZE PUZZLE PAGE. THE PROBLEMS RANGE FROM VERY EASY TO EXTREMELY DIFFICULT. HOWEVER, ALL CAN BE SOLVED BY USING YOUR ORIC -1/ATMOS AND A LITTLE BRIAN POWER. PRIZES WILL VARY FROM FREE O.U.M SUBS. TO SOFTWARE TO THE OCCASIONAL BOTTLE OF SOMETHING.

IT IS, HOWEVER, UP TO YOU TO DECIDE IF IT CONTINUES. PREVIOUS COMPETITIONS HAVE HAD POOR RESPONSE, AND SO WERE FEW AND FAR BETWEEN. NOW'S YOUR CHANCE TO SHOW ME THAT YOU ENJOY THEM.

ANSWERS SHOULD ALWAYS BE DIRECTED TO ME, AS DAVE HAS TO WORK OUT THE ANSWERS HIMSELF.

WHERE POSSIBLE ALSO SEND COPIES OF YOUR SOLUTION, BE IT ON PAPER, 3.5" DISC, OR TAPE. THIS IS MY WAY OF SEEING HOW YOU SUBSCRIBERS TICK. WHERE DISCS/TAPES ARE SENT, THEN THESE WILL BE RETURNED WITHIN A WEEK.

WINNERS WILL BE NOTIFIED BY POST AND THROUGH O.U.M.

CLOSING DATE FOR COMPETITIONS WILL ALWAYS BE THE SAME AS THE DATE PUBLISHED FOR ARTICLE INCLUSIONS FOR O.U.M.

GOOD LUCK - AND PLEASE, PLEASE, PLEASE - ENTER!

- BRIAN KIDD (PUBLICITY OFFICER), ~~100 HENRY STREET, LONDON, W1P 9LW,~~

### NOTE FROM THE EDITOR:

- I WOULD LIKE TO WISH BRIAN A SPEEDY RECOVERY TO HIS LIVER COMPLAINT. IT APPEARS THAT IT WILL NOT BE FULLY FUNCTIONAL FOR SOME YEARS AND TO MAKE IT WORSE - THE 'BOOZE' IS A DEFINITE NO, NO! I'LL DRINK TO YOUR HEALTH!

END ON END ON

MANY MANY LITTLE ITEMS THIS TIME AROUND - PLEASE HELP IF YOU CAN!

## IJK BACKGAMMON

IAN BRADBURN FROM MIDDLESBROUGH HAS A PROBLEM WITH HIS CASSETTE VERSION OF 'BACKGAMMON' FROM IJK.

HE SAYS - "EVERY GAME I HAVE PLAYED, IT ALWAYS STARTS THE GAME BY ME STARTING FIRST AND THE SEQUENCE OF DICE IS THE SAME FOR EVERY GAME, WHEN SURELY THE ROLL OF THE DICE SHOULD BE RANDOM. IF I QUIT THE GAME IT WILL NOT RE-RUN THE PROGRAM FOR A NEW GAME, WHICH EVER KEY I PRESS."

WELL IAN, I LOADED MY DISC VERSION AND FOUND THAT ON EACH OCCASION THAT THE ORIC WENT FIRST AND INITIALLY MOVED FROM 'A' TO 'C'. PERHAPS RANDOM TO IJK WAS TO HAVE EACH COPY SOLD STARTING DIFFERENTLY! I THINK YOU WILL FIND THAT A PROTECTION IS BUILT INTO THE GAME TO STOP YOU FROM LISTING IT ONCE YOU HAVE QUIT. YOU WILL NEED TO USE AN AUTO-STOP ROUTINE TO GET INTO THE PROGRAM. TRY THE ONE I SENT YOU TO ALLOW POKES FOR INFINITE LIVES.

GLANCING THROUGH THE PROGRAM I FOUND THE RANDOM SET-UP TO BE AT LINES 29,000 ONWARDS. IN MANY TITLES THE RANDOM IS ALWAYS THE SAME ON FIRST LOADING PROGRAM. THIS IS BECAUSE ORIC'S RANDOM IS NOT TRULY RANDOM. A TRAIT THAT HAS BEEN WELL DOCUMENTED. PLAYERS OF 'TETRIS' FROM FRANCE WILL HAVE SPOTTED THIS. IT IS QUITE EASY TO GET 1000 PTS. BY MEMORISING THE INITIAL SEQUENCE. HOWEVER PLAYERS OF 'TETRIX' FROM GERMANY WILL FIND A TRULY RANDOM GAME.

IN A RECENT ISSUE OF O.U.M I SEEM TO REMEMBER PUBLISHING A TRULY RANDOM PROGRAM, WHICH I WILL SEND ON TO YOU FOR YOU TO TRY AND INSTALL INTO THE PROGRAM.

## DATA PLUS

'DATA PLUS' IS A PROGRAM ON THE PUBLIC DOMAIN AND EDMUND WISNIEWSKI RAISES A QUERY - "I FIND THE PROGRAM VERY INTERESTING.... JUST A SLIGHT PROBLEM IN THAT IT SEEMS TO AUTOMATICALLY PUT A COMMA AFTER EVERY SECOND ENTRY (e.g. ST, AR, TN, OW, IF, YO, UW, AN, T)..... ARE THERE SOME MEANS OF ALTERING THIS." ANSWERS PLEASE TO O.U.M

## "MASQUE D'OR"

ILLUSTRIOUS ADVENTURER PETER THORNBURN WOULD LIKE TO KNOW IF ANYONE HAS DONE A MAP FOR "MASQUE D'OR". IF YOU HAVE THEN PLEASE SEND IT TO O.U.M AND WE WILL PUBLISH IT. PERHAPS OUR FRENCH COLLEAGUES CAN HELP.

## CEO-MAG

THE JANUARY ISSUE OF THE CEO-MAG DULY ARRIVED AND CONTAINED SOME INTERESTING ARTICLES; NAMELY - AN EXCELLENT ARTICLE FROM GILES BOUSSARD GIVING HIS OPINION OF THE 10th ANNIVERSARY OF THE ORIC, A REVIEW OF JON'S NEW BOOK, A REVIEW OF SEDORIC V2.0, THE HISTORY OF THE ORIC THROUGH FRENCH ADVERTS AND A GAMESTERS DICTIONARY, WHICH LISTS 100 BASIC WORDS TRANSLATED FROM FRENCH TO ENGLISH TO HELP YOU WITH YOUR FRENCH TITLES. IF YOU ONLY EVER BUY ONE ISSUE OF THE 'CEO-MAG' THEN THIS HAS GOT TO BE THE ONE. CONTACT JON HAWORTH NOW!

## GISSA JOB

A COUPLE OF MONTHS BACK I HAD A LETTER FROM THE CEO PRESIDENT - VINCENT TALVAS, WHO IS CURRENTLY STUDYING AT THE GRADUATE SCHOOL OF BUSINESS IN NANCY.

THERE NOW FOLLOWS PART OF THE LETTER FROM VINCENT - PERHAPS YOU CAN HELP OUT! - "AS I AM IN A SCHOOL OF BUSINESS, I HAVE TO BE IN TOUCH WITH OTHER COUNTRIES AND CIVILIZATIONS IN ORDER TO BE A GOOD MANAGER. THAT IS THE REASON WHY I HAVE TO DO SOME SERIOUS RESEARCH ABOUT FOREIGN COMPANIES AND FIND A SUMMER JOB IN THE COUNTRY I CHOOSE. AS YOU KNOW, I LIKE ENGLAND VERY MUCH. THEREFORE I WOULD LIKE TO WORK AND VACATE IN ENGLAND. I NEED TO FIND OUT INFORMATION ABOUT PRIVATISED FIRMS UNDER MARGARET THATCHER'S GOVERNMENT (BRITISH TELECOM, BRITISH GAS, BRITISH RAIL THE POST OFFICE... THAT IS TO SAY ALL 'PUBLIC' SERVICES IN TELECOMMUNICATIONS, TRANSPORT AND SERVICES) OR TO FIND A SUMMER JOB IN ENGLAND. THESE TASKS ARE VERY DIFFICULT IF YOU DON'T LIVE IN ENGLAND."

WELL READERS ANOTHER TASK FOR YOU. EVEN IF THE POST OFFICE AND BRITISH RAIL HAVE NOT BEEN HIVED OFF YET, I AM SURE VINCENT WOULD STILL LIKE INFO. ON THEM. PLEASE SEND ANYTHING YOU HAVE TO O.U.M AND I WILL PASS IT ON TO VINCENT.

REGARDING A SUMMER JOB FOR VINCENT - WELL I AM SURE VINCENT WOULD BE HAPPY TO DO ANYTHING, BUT SO UNFORTUNATELY WOULD ABOUT 3 MILLION BRITONS! IF YOU CAN HELP THEN PLEASE LET ME KNOW.

AND SO TO THE END OF ANOTHER ISSUE, WHICH IF NOTHING ELSE IS DIFFERENT!  
 THE BACKLOG OF ORIC MATTERS CONTINUES TO THRIVE!. OR IN THE LYRIC FROM AN  
 OLD TEMPTATIONS SONG: - "LIKE A SNOWBALL ROLLING DOWN THE SIDE OF A SNOW-  
 COVERED HILL - IT'S GROWING". THEY DON'T WRITE SONGS LIKE THAT ANYMORE.  
 JUST WHEN I THOUGHT I HAD NEARLY CAUGHT UP, SO ANOTHER POSTBAG OF  
 ORDERS/QUERIES ARRIVED. WE WILL GET THERE - PLEASE BE PATIENT.

TO ROUND OFF THIS ISSUE I THINK I WILL PERHAPS FIND A LITTLE LISTING FOR  
 YOU.

AND THEN I WILL RELAX BY TRYING TO BREAK THE 2000 POINT MARK ON "DON'T  
 PANIC"!

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100 REM *****
102 REM ** SUPER REVERSE **
104 REM *****
106 REM ** BY BRIAN KIDD **
108 REM *****
110 REM ** AN OUM **
112 REM ** TAPPER PROG **
114 REM *****
116 :
118 G$="ABCDEFGHIJKLMNOPQRSTUVWXYZ":W$=G$
120 DIM B(LEN(G$)+1)
122 T=LEN(G$)
124 :
126 TEXT:PAPER0:INK7
128 POKE #26A,10
130 POKE48036,0
132 GOTO 138
134 CLS:FOR F=1 TO 2:PLOT3,F,F:PLOT4,F,14:PLOT13,F,"SUPER REVERSE":NEXT
136 PRINT:PRINT:PRINT:RETURN
138 GOSUB 134
140 :
142 PRINT* I will show you a string made up*
144 PRINT*of the 26 letters of the alphabet.*
146 PRINT:PRINT* It is your job to sort this string into alphabetical order.*:
PRINT
148 PRINT*At prompt, enter a number (1 - 26 ).*
150 PRINT*This number being the number of ltrs.*
152 PRINT*that have to be reversed from the "
154 PRINT*left hand side.*
156 PRINT* To make things more difficult,*
158 PRINT*after each turn I will also reverse*
160 PRINT*the centre 6 letters.*
162 PRINT
164 PRINT* Can you sort out this array ?*:PRINT:PRINT
166 A$=KEY$
168 PRINTCHR$(4)CHR$(27)"B"CHR$(27)"N PRESS ANY KEY....."CHR$(4)
170 REPEAT
172 A=RD(1)
174 UNTILKEY$<>"
176 GOSUB134
178 PRINT* MIXING STRING -"CHR$(27)"PLEASE WAIT":PRINT
180 B(1)=INT(RND(1)*T)+1
182 FOR F=2 TO T
184 B(F)=INT(RND(1)*T)+1:J=0
186 FOR G=1 TO F-1
188 IF B(G)=B(F) THEN J=J+1
190 NEXT G:IF J<0 THEN 184
192 NEXT F
194 Z$=""
196 FOR F=1 TO T
198 Z$=Z$+MID$(G$,B(F),1)
200 NEXT:PING
202 GOSUB 134
204 Z=0
206 PLOT 14,09,"THE STRING."
208 FOR F=11 TO 12
210 PLOT 2,F,F-8
212 PLOT 3,F,10
214 NEXT
216 PLOT 14,15,"GO No.:"
218 FOR F=15 TO 16
220 PLOT 21,F,10:PLOT22,F,F-9:NEXT F
222 REPEAT
224 Z=Z+1
226 FOR F=11 TO 12:PLOT7,F,Z$+PLOT22,F+4,STR$(Z):NEXT
228 PRINT:PRINT @ 10,24;"ENTER No. TO REVERSE ";
230 PLOT 11,25,"ENTER 'I' TO QUIT."
232 G$="":A$=KEY$
234 GETV$
236 IFV$="I" THEN316
238 IFV$<"0"ORV$>"9" THEN234
240 IFV$="2" THENG$=V$:GOTO258
242 IFV$="0" ANDG$=" " THEN234
244 G$=G$+V$:PRINTV$;
246 A$=KEY$:GETV$
248 IFV$=CHR$(127) THENPRINTCHR$(127):G$="":V$="":GOTO228
250 IFV$=CHR$(13) THEN258
252 IFV$<"0"ORV$>"9" THEN246
254 IFG$="2" ANDV$="6" THEN234
256 G$=G$+V$
258 G=VAL(G$)
260 PRINTV$:WAIT10
262 S$=RIGHT$(Z$, (LEN(Z$)-G))
264 D$=LEFT$(Z$,G):E$=""
266 FORF=G TO1STEP-1
268 E$=E$+MID$(D$,F,1)
270 NEXTF:D$=E$
272 Z$=D$+S$
274 REM NOW TO SWOP MIDDLE
276 H=(T/2)-2
278 S$=LEFT$(Z$,H-1)
280 D$=RIGHT$(Z$, (LEN(G$)-(H+5)))
282 F$=MID$(Z$,H,6)
284 G$=""
286 FORF=LEN(F$) TO 1 STEP-1
288 G$=G$+MID$(F$,F,1)
290 NEXT
292 Z$=S$+G$+D$
294 PLOT29,24," "
296 UNTIL Z$=G$
298 FORF=11 TO12:PLOT7,F,Z$:NEXT
300 FORF=1 TO3:PING:WAIT30:NEXT
302 PRINT @ 07,24;"WELL DONE - SUCCESS AT LAST"
304 PRINT @ 11,25;"ANOTHER GO (Y/N) ?"
306 PLOT 9,25,12:PLOT10,25,4
308 A$=KEY$:GETA$
310 IF A$="N" THEN CLS:END
312 IF A$="Y" THEN RUN
314 GOTO 308
316 HIRES:TEXT:POKE#26A,3
318 PRINT:PRINT"YOU QUIT - NEVER MIND"
320 END
322 :
324 REM I'VE DONE IT IN 57 MOVES!

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