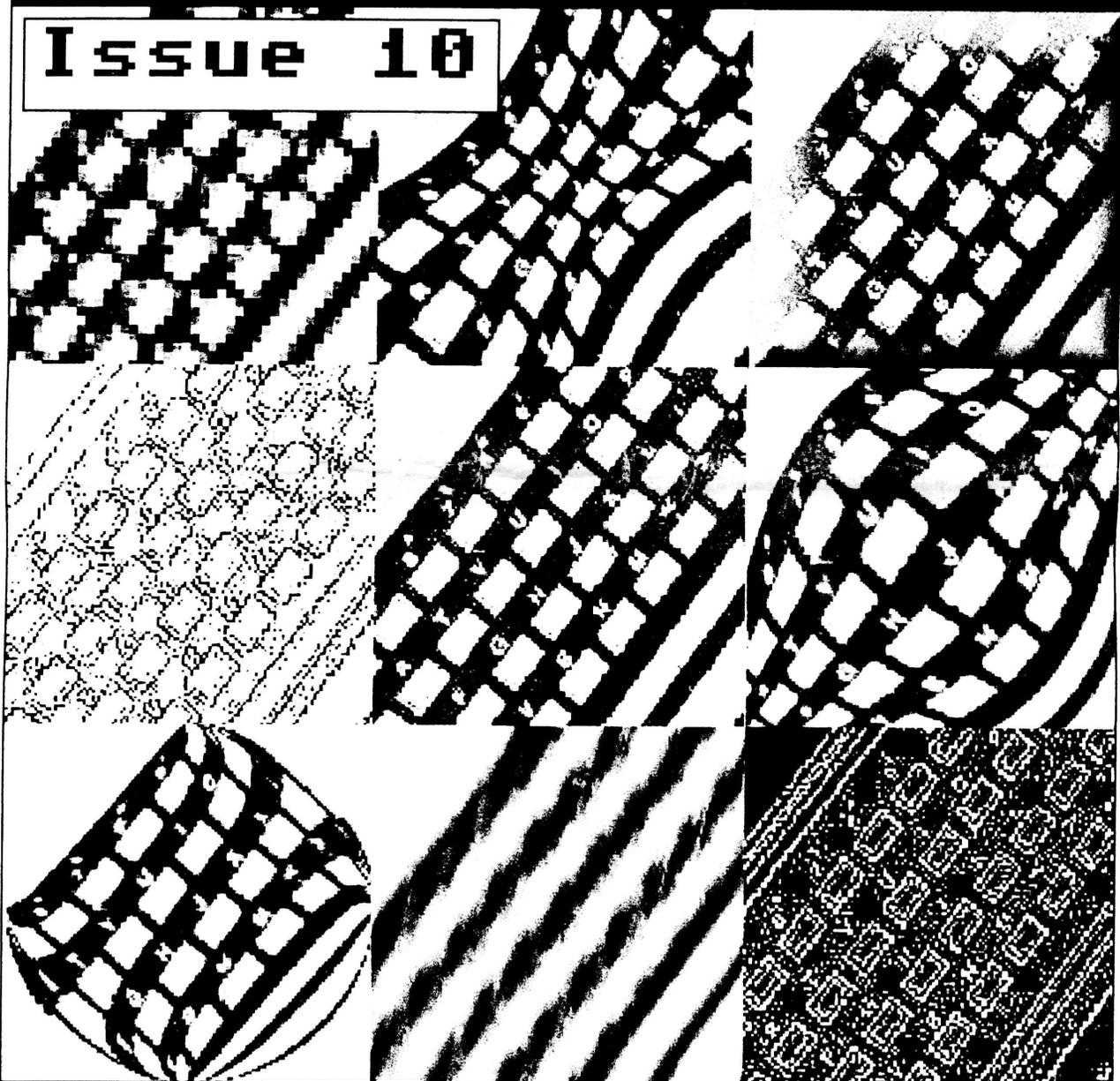


# rhetoric

Issue 10



\* Get your own Rhetoric Email address \* Manic Miner under the microscope \* Cybojudge \* Listings and other stuff....

# RHETORIC 10 CONTENTS

Hi all,

Hope you all are well. Apologies for this month's Rhetoric being late again. I've had over the past few weeks, major PC hassles of one sort or another. I'm happy to say that I am nearly back to normal now, with the PC running sort of happily, with a big desk fan blowing constantly at its CPU. Unfortunately, I have lost all my ICQ software, so I won't be able to join any of the Oric related discussions for a while, until I get everyone's ICQ ID again. Also, I would like to apologise to everyone for the constant email address changes I've had over the past few months. I've been having big problems finding a good reliable ISP, until recently. I've now signed up to LineOne, which seems to be a good deal. They charge a one off 20 quid charge, and 5 pounds a month for unlimited 24 hours a day 7 days a week internet use. You can get the 5 pounds back in phone calls also. Dialup is very fast and reliable, and works every time. Anyway, to cut a long story short, my email address is and will always be CHAOSMONGERS@YAHOO.COM which is the old one, and the one I now use all the time. I've got a 6Mb inbox, so that should now be OK.

The biggest problem for me this month has been losing MS Publisher. Having to use MS Works was a pain in the butt, and I hope I never have to use it again as a DTP package. Having said that, it's not as bad as Corel Ventura, which I have to use at work.

I'd like to thank everyone for their articles this month, and for letters from Oric owners old and new. Welcome to anyone who has just joined us. Thanks also, to those of you who filled in and returned their questionnaires. Please keep them coming in, if you haven't sent them yet. I have taken note of opinions, and am striving to give everyone what they want.

For this and forthcoming issues, I'd like to make the magazine bigger, with more of a wide ranging array of subjects. Also, it seems that Oric gaming is a favorite amongst the majority of you, so I hope you enjoy the serialization of the Ultimate Oric Cheats Guide.

It seems that small listings are also popular, so I've added a few for this month, with many more to come. Also, I will be supplying documentation for Oric utilities that is quite hard to find. This is thanks to the Muso, who has again sent me loads of useful Oric stuff.

It only remains for me to say that I hope you enjoy this month's installment, and I hope to see you all at the Oric meet, the full details of which will be available in the next magazine.

May your Orics forever CLOAD, and your PCs never have FATAL EXCEPTION errors.

--CHAOS--



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## WEBMAIL and POP3 EMAIL

**Webmail** is a general term to describe e-mail accounts that are accessible via a web browser. Two of the best known examples are Hotmail and Yahoo but there are literally hundreds of others.

The primary advantage here is that you can read your mail from any computer that has internet access and a browser. The facilities available vary a lot but you can often organise your messages in multiple folders on the provider's mail server, maintain an address book and set up automatic reply and forwarding systems. The disadvantages are that there is usually a limit on the amount of space you can use (to store the messages you have sent and received) and it's not always easy to download messages to keep a permanent copy. Plus, you have to be on-line to read and write messages.



With POP3 e-mail you can log in to the mail server using an e-mail client program (like MS Exchange, Outlook, Eudora or OricMail) and download messages from your mailbox so that you can read them off-line. Most of the main UK service providers offer POP3 mail. The main advantage of this approach is that you don't have to be online to read and write your e-mail, plus you get to keep a permanent copy of your messages on your own computer. The down-side is that, if you want to read messages when away from your normal computer you may have to configure a client program on another computer with your user name, password and the internet address of your mail server (although there are alternatives, as described below). Also, many POP3 mail providers require you to dial in using their own 0845 number in order to send, and in some cases, receive messages (which is reasonable since they get much of their revenue from calls to their number).

Hybrid Services. While many users will be happy with one or other of these options, there are ways of getting the best of both worlds. For example, some webmail services will also allow you to download mail using a POP3 client and some POP3 e-mail providers will allow you to access their servers via a page on their own website. There are also some websites (e.g. [www.twigger.com](http://www.twigger.com)) that will allow you to read mail from almost any POP3 mailbox, by entering the mail server name along with your user name and password. One e-mail service that I often make use of is [talk21.com](http://talk21.com) (operated by BT) which combines webmail with POP3 access and the provides the facility to import messages from other (POP3) mail servers.

### Cool E-mail addresses from Rhetoric

How would you like to have a genuine Oric or Rhetoric e-mail address? Well, believe it or not, now you can. What if you don't have a PC? Well, with the (we hope) imminent arrival of Fabrice's OricMail program, you may even be able to do the whole thing without being unfaithful to your Oric. Interested? Then read on.

The majority of Rhetoric subscribers are already on the net so I don't really need to explain what e-mail is. In case anyone is still a bit vague about it, the general idea is that you can write a message on your computer, press a button and it disappears off down your phone line, eventually arriving at the computer of the person to whom you sent it. That's the theory anyway and it works most of the time. See 'Webmail vs. POP3' for a description of the two main types of e-mail and a few other useful snippets.

For most of us, we get an e-mail address from our employer or by setting up an account with an Internet Service Provider (ISP). The problem with this is that, unless we can afford to register our own domain name (that's the bit to the right of the @ symbol) we have to accept what we are given. In order to have an address like [matt@oric.net](mailto:matt@oric.net), I would have to pay someone to register and host the oric.net domain for me. That's assuming that

## WEBMAIL and POP3 EMAIL

someone else hasn't snapped it up already (which in fact they have - it belongs to an IT recruitment firm based in London). It's also becoming increasingly difficult even to get your own name to the left of the @ symbol. There must be a few thousand John Smiths registered with AOL by now and only one of them can have john.smith@aol.com. And unless you have a really unusual name or go with one of the less popular ISPs, the same is likely to apply to most of us.

But don't despair. All is not lost. We may not all be able to have our own domain, but there are a number of companies out there who offer free subdomains which, together with the right set of tools, can be almost as good. What's a subdomain? Well, it's a bit that can be tagged onto the left of the domain name to locate a specific Internet resource more precisely. For example, if you have a FreeServe account, you will have been allocated a subdomain so that your e-mail address might look something like matt@idiot23.freeserve.co.uk. Here, the domain name is freeserve.co.uk and the subdomain is idiot23 (obviously 22 other people got there before me). Personally I don't like this approach very much since it results in unnecessarily long and complicated e-mail addresses. On the other hand, when used in conjunction with a nice short domain name, subdomains can provide some very interesting possibilities.

Enter Mail Forwarding Services. These are (generally free) services which exist purely to forward mail on to another e-mail account. When you register with one of these service providers, you choose a subdomain and any mail sent to that subdomain will be forwarded on to a mail box of your choice. This approach has two main advantages. Firstly, because these services are generally not so oversubscribed, you can usually choose an address which is pretty close to what you might choose if you could have your own domain name. Second, and more importantly, once you have started using this address you can take it with you wherever you go. If you have to change your main ISP for some reason or if you want to switch to another account temporarily, you don't have to tell everyone you know what your new address is. All you do is to redirect incoming messages to your new account, which can normally be done in just a few seconds through a website.

For example, I have registered a rhetoric subdomain with a forwarding service called cjb.net. This means that any e-mail sent to matt@rhetoric.cjb.net, gets redirected to another mailbox (at present this is matt.coates@bigwig.net) from which I can download it to my PC. What's more (and this is the really clever bit) it is possible to specify several different mail destinations within the same subdomain, depending on the name that appears to the left of the @ symbol. This means that I could give you all an address @rhetoric.cjb.net, which would redirect your messages to any other mail box you chose. All you need to do is tell me what you want to the left of the @ symbol (which can be anything you like as long as it hasn't already been picked by someone else) and to which address you want your mail forwarded.

The mail forwarding approach works equally well if you are using a POP3 mailbox or webmail. If you prefer the webmail option there is still another alternative. The ZapZone Network (zzn.com) offer a different service which allows individual users to set up a webmail account within a previously-defined subdomain. I have registered two subdomains with them. To use these, simply point your browser at either oric.zzn.com or rhetoric.zzn.com (your choice), enter your name in the 'Make a New Account' section and fill in all of the usual details. You can then give everyone your cool new address and log in from the same page to read your mail. Just one word of warning. The zzn service seems to be a little sensitive to browser settings and I have had some problems accessing it from home, although it's been fine from my machine at work.

This stuff is all very well if you use a PC or a Mac, but what about all of you dedicated Atmos users who want to get in on the action? Well, it's all theoretical at the moment but here's what you would do:

### Step 1

Get hold of a modem and make up a cable as described in the December issue of Rhetoric.

### Step 2

Get a copy of OricMail from the fabulous Fabrice Frances (right now this could be a bit of a problem since it isn't actually available yet, but we live in hope).

## WEBMAIL and POP3 EMAIL

### Step 3

Set up a dial-up account with one of the free service providers. If you don't have access to the internet, just let me know and I will do it for you.

### Step 4

Tell me what e-mail address you want (e.g. yourname@rhetoric.cjb.net) and I will arrange for your mail to be forwarded to your dial-up account.

### Step 5

Send your first message to me!  
Just imagine it. E-mail on your Oric. You can join the Oric mailing list, write messages to the editor of Rhetoric praising him on the high standards of his prose, complain to your MP and even catch up with your long lost cousin in Tazmania, all without having to wait 15 minutes for Windoze to boot up. Personally, I can't wait.

Matt Coates  
matt@rhetoric.cjb.net

## I've got worms... Have you got 'em?

Well, strictly speaking, I had a worm, but I've been cured by the web doctor. What am I talking about, you may ask? Well.. this is the story!

On Saturday 1st of July, I switched on the my PC at about 6pm, only to find a window pop up on my desktop which says.. 'Kagou-Anti-Kro\$oft says not today', with the statement DriverMemory Error. This is followed by the PC automatically resetting itself.

As I'd recently reinstalled my printer after reformatting the hard drive a few weeks ago, I assumed that this may be something to do with that, so I uninstalled the driver. Still, when booting up, the error occurred again.

Bootting up in safe mode, I went onto the net to try and see if anyone else has had this problem. It turns out that I've got a WORM. I'm not very knowledgeable about these things, but I've found out that it's a type of virus, that you can get extremely

easily through using the net - and without doing anything risky, like opening unusual email attachments. This virus is spread via email, but instead of being an attachment in the usual way, it's embedded in the signature part of an email. This worm looks to see if you are an English or French user of Microsoft Outlook Version 5.0

In Outlook V5.0, there is an omission in the software that allows email HTML code to alter files on your computer! This is bad news, as this nasty thing embeds itself into your AUTOEXEC.BAT file. When you have this virus, and send an email to someone using Outlook V5.0, and use a non-raw text email, you are passing the virus onto everyone else. By the way - If I've passed this virus onto anyone, please accept my apologies.

The good news, is that it doesn't do any real harm, only prevents you from using your computer on the first day of every month, after 5.00PM!

There is a patch available from Microsoft, that will close this loophole in Outlook, and I thoroughly advise everyone to check to see if they have Outlook 5.0, and if they have, get the patch!

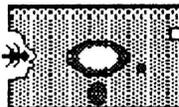
To see if you have the virus (it lays dormant most of the time), check your autoexec file, for something like:

```
@echo  
off>c:\windows\STARTM~1\Programs\StartUp\kak.hta  
del c:\windows\STARTM~1\Programs\StartUp\kak.hta
```

If this is present, I'm afraid you've been infected!

Although no harm has been done this time, it opened my eyes to the fact that you can get virii in other ways than opening suspicious looking email attachments.

### CHAOSMONGERS



## IN THE SPOTLIGHT...

# MANIC MINER

Way back in 1983, the home computer scene was booming. Everyone was in on the scene, and there were few times in computing history, when it was more exciting to own a home computer. And there was no better time for the average 'man in the street', or 'boy in the bedroom' to write a best-selling game and make a fortune.

While there was certainly no shortage of different computers around, and no shortage of software, there was a distinct lack of decent original software around. Of course, these were the days before the Spectrum, Commodore 64 and Amstrad dominated the 8-bit market, and you were pretty much as likely to own a Spectrum, as you were a Dragon 32, or Oric, or Vic 20 or Atari 400/800 - and whilst the home computer industry was in its infancy, so was the software industry. The majority of software around was direct conversions of arcade favorites - such as Pacman, Space Invaders, Frogger, etc.

If you were lucky enough to own an Atari 2600, or Colecovision, you could play the official Pacmans, Space Invaders, or Froggers (at a price). The rest of us made do with tactically named 'Space Raiders', 'Munchmans', and 'Hoppers'. Where these games lacked originality in gameplay, they made up for with imaginatively thought up titles that didn't infringe copyright.

The remaining minority of original software, that wasn't derived from the arcades, was for the most part, of poor quality, or just plain 'uninteresting'. Of course, in those early days, there were great games, but none that would have the impact of the subject of this article.

Manic Miner, was originally devised and programmed by the mysterious 'Matthew Smith', and released in '83 on the Bug Byte label, on the Spectrum 48k computer. There wasn't a lot of advertising of this game around at the time, but it wasn't needed. A quick trip down to WH Smith on a Saturday, was all the advertising a game could need. Gangs of kids crowding round a Speccy all awestruck by this great game. It seems bizarre by today's standards I know.

Manic Miner was the game to own. What nearly all previous software had lacked was depth. When you completed a level of Space Invaders, all your reward would be was another level of the same - only harder. Manic Miner was different, as it had 20 different games in one. Twenty screens of, (what seemed like at the time), deviously arranged platforms and objects, which required pixel perfect gameplay to negotiate.



The Original Spectrum  
Bug Byte Packaging

### THE GAME

Miner Willy, the character of the game, was to collect all of the objects scattered around 20 abandoned underground caverns, avoiding moving assorted nasties, and poisonous items, whilst avoiding running out of air.

The first few caverns are pretty straightforward. You start your journey in the initial 'Central Cavern', just collect the keys, whilst avoiding the bushes, icicles and robot, and working your way across conveyor belts and collapsible platforms. Each of the screens involve you working out how you are going to complete the level - before you play. An with a lot of trial and error to begin with, you can successfully complete each screen. Each screen requires pixel perfect jumping and perfect timing.



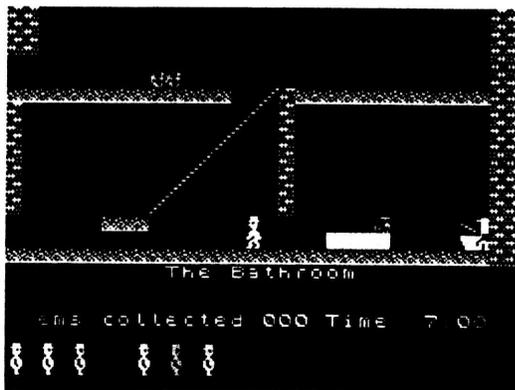
Later into the game, you are rewarded with a taste of Matthew Smith's somewhat warped sense of humor. There are loads of obscure references to find. Whether it be the 'Attack of the Mutant Telephones' - a fun poke at Jeff Minter, or the infamous 'Eugene's Lair' screen. A more caustic dig at Imagine software's Eugene Evans. (For the anoraks amongst you, Imagine was situated next to Bug Byte in Liverpool, so there was a lot of rivalry there. It has also been said that Imagine's 'whizzo' new programmer Eugene, couldn't in fact program very well, and used to spend most of the time hiding in the toilet). Whether or not you get the meaning of some of the 'in-jokes' is really irrelevant. Who couldn't find the sight of loads of great big crappers zooming around with their seats flapping funny?



### SOFTWARE PROJECTS

Well - onto the next stage of the story. Matthew Smith began to realize that, although he had one of the biggest ever games on his hands, he wasn't getting the financial rewards that were coming to him, and he took the game to another Liverpool software house, Software Projects.

Software Projects remarketed the game, and were responsible for a milestone in gaming history.... The codecard.



Jet Set Willy (Software Projects, 1984)

The codecard was a grid of color printed squares that acted as a reference every time the game was loaded. The game would state a random grid location when loaded, and the user would look up the square on the codecard, and enter a four color code in order to start the game. Of course, this was intended to stamp out piracy, as the card couldn't be photocop-



ied, so you had to buy the game. In theory this was a good idea, but in reality, those who wanted to pirate the game, or those that had lost their codecard, just spent their Geography lessons copying the damn thing out with 4 different colored pens.

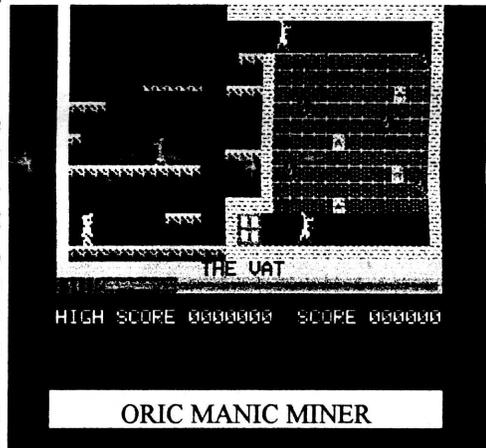
The year was 1984, and hot on the trails of Manic Miner came Jet Set Willy, Matthews new game, which was arguably the most famous Spectrum game ever written, and would stand alongside all time classics such as Knight Lore and Elite. Jet Set Willy was a vast improvement on Manic Miner in some respects, as it wasn't linear in gameplay, and you could happily go around a massive mansion picking up objects in any order you liked. JSW, although great, was also dogged by bugs however, and the game was completely impossible to complete due to these problems. Anyone remember the Attic bug? Or the unobtainable items?

JSW is another story however, so back to Manic Miner...

Due to the success of JSW, Software Projects set to work on conversions of Manic Miner to nearly all the available systems of the day. The Dragon, MSX, BBC, Atari 800 and our friend the Oric all got a version. Even the archaic Vic 20 got a Willy related game title 'The Perils Of Willy'. Which now brings us to the Oric version:

Although the Orics display is perhaps not the most suited to a conversion of this game, as the Oric's 6x8 characters were different to the original machines 8x8 display, the authors of this game managed to cut the size of the graphics slightly, to make them fit into these character spaces, whilst still retaining the all-important pixel perfect gameplay.

And - this is the best bit - Oric owners got a bonus! There are 16 more levels in the Oric version as there are in the original. These levels, whilst graphically uninspired, are a welcome addition to the original - and are bound to add to the longevity of this great game. Graphically, the game is good. Of course, some of the original detail is lost, due to the sprites being smaller, but one of the more serious points is the screen coloring. The screens tend to all have a blue background. This makes the game look quite a bit different from the original, where the majority had a black background. I just got the impression that this was unnecessary, and a black screen would have been much more authentic. There is some sprite flicker and color clash too, which makes the screen look a bit messy at times, but these are really cosmetic gripes. Gameplay is what matters, and this game has bags of it.



So, that really winds up our Manic Miner story. Sadly, whilst some of the other machines saw a version of the later Jet Set Willy, the Oric didn't - which is a shame. After the great version of Manic Miner, JSW would have been a great progression for the programmers. Matthew Smith more or less disappeared into obscurity following JSW. There was a follow-up JSW II, released on the Speccy, but this wasn't by Matthew, and various sites on the web have cropped up asking 'Where is Matthew Smith?'. He's been found now, but sadly seems to be a shadow of his former self. But all credit to him for coming up with a game idea which would change the gaming scene for the good. For those of you wanting to play more modern versions of these games, as well as the Oric version, just search for Manic Miner PC, or Jet Set Willy PC on Yahoo! - There are great remakes by Andy Noble on there, which take the same unmodified gameplay, while just improving the game with more color and better sound.



-CHAOS-



# CYBOJUDGE 1

*by The Muso*

I always liked BASIC but never managed to get very far with it. What we used to do was learn simple little programs - like how to program the computer to generate the times table. Then we would add to that. For instance, if you generate all the multiplication's using numbers from 1 to 12 then some are repeated. So how do you take out those so there are no repeats? Difficult that one!

I was always interested in games though. Most of what a computer does can be done with a pen and paper. The thing that I found was new and interesting about computers was that you could interact with them. The way you played a game like Space Invaders could not be reproduced on paper. Using BASIC was heralded as an easy way to write your own games. People learnt it wasn't so easy once they tried and so they went off and played with the games they bought for their Speccies. I couldn't afford a Speccy and when I got hold of an Oric I couldn't afford to buy the tapes which I couldn't find anyway. So back to BASIC it was.

One program I liked playing around with was "Random 1000". Basically because the game part was so easy to program. It's that one where you guess a number between 1 and 1000 and the computer tells you whether to go higher or lower. You can build it up and add colour. You can add graphics. Have an arrow



point up or down. You can have sound instead or as well as the visual clues and build up a program that is quite appealing even though it is still a simplistic game underneath. I fancied doing a program a bit more complicated that I could do this with.

The idea for Cybojudge came about with two basic ideas. I decided to base the game on a board game. There were several that had been done on computers. I wanted one that was less well known than, say Monopoly. And I wanted a game that could be animated and expanded on.

The game I decided to use was Kojak. This had a set of buildings. On the roll of the dice cars were moved around to try and get at criminals who moved around the different buildings at the end of each round. You had to get a warrant before attempting to arrest a criminal and you had to pick up your badge from the HQ before getting the warrant. It seemed like the sort of idea that could come to life on a computer.

The trouble with animation is it can be difficult. Also that we call collision detection is a bit tricky to program. I need a bit of inspiration and that came from a program that I got with my Oric -1. "Whoops!" featured on the first Rhetoric disk. It is a simple little game that had a character moving around and was quite fun to play. This essentially was what I based Cybojudge on.

So where do you start? All the books on programming tell you to plan things on paper first so I thought with this project I would try it, (for a change). I drew out a flow chart of what I wanted and worked out how things could work. This is great for showing how complicated an idea can be and is great for working out how things need to be organised.

Some ideas were pretty clear - like I knew the main character would move around the screen until they bumped into a criminal. Other ideas were not so fixed. I knew that the criminal, and the main character could have differing attributes as the game progressed. A bigger gun or a bigger suit of armour was

# CYBOJUDGE

something I intended to be displayed on a HIRE screen. I wanted to be able to build up a picture of the character using different parts rather like those old things where you get a waitress with a rugby players torso and a gorillas legs. You know what I mean, don't you ? (Anyone got "Metal Masters" on the ST or AMiga ? This was the sort of thing I was after. Different body parts stuck together to make a mean fighting machine).

I just couldn't work out how to do this. I worked it all out on paper how to have different guns and different bodies and heads but displaying them on screen beat me. I couldn't find out how to load up a head and print it to screen and then do the same with another part without the head being lost. If anyone can work out how to do this let me know !

Having dropped this idea I decided to use just a single HIRE picture. This fitted in with one of my aims which was to use the disk drive capability as much as possible.

I had an Atari ST and they were forever accessing the disk to get information for a game, with many games requiring a lot of disk swapping. It occurred to me that the Oric disk drive had never been used in that way. It would also make doing this sort of game easier as I didn't really know how to hold bits of information in memory to get when needed. If I could stick it on disk and just read in bits whenever I needed then that would make things easier for me - which is always a good idea I feel.

All this plotting and planning was going off with out any programming being done. I really wanted to make sure I had a workable scheme before I plunged in. It was my first game on this scheme and my first completely original game, (albeit based on other things). My next stage was to draw out the main playing area for which I was going to use the text screen. I got some graph paper and drew the Oric screen and then worked out a playing area. From previous experience I knew that Orics could be a bit difficult when you got close to the edge of the screen. Some computers let you plot off screen but the Oric just threw error messages at you -

or scrolled down ,losing your careful screen disappearing off the top of the screen. Whoops used a neat trick to counter this. A border was drawn all the way around the playing area. Encounter this and you get no further ! Seemed good, so all my screens were enclosed in a walled area.

Using the definable characters I worked out how to make a smooth curved surround using 4 defined corner pieces and 4 edges. Using these pieces I could make the inner rooms that would be in place of the building of the Kojak board game.

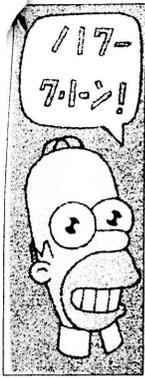
This all meant the program was defining itself in a way. I would have to redefine the character set. Then plot the characters in predefined positions and then plot my players in which would have to be moved and then interact in what ever way was necessary.

I decided to keep the warrant as part of the game. Having to go fetch that before proceeding further could add something to the game play. I also wanted to keep the chance cards that always seemed to appear in board games. I thought on a computer there could be places you stepped on that would give a random response. Doing this could be avoided but it may be necessary to achieve a more powerful player which would be more able to progress through the game. So you had to make disicions about whether it was worth the risk or not. All these little things can add up to make a decent game. What I didn't realise until later was how heavily I has relying on the random element which doesn't make for a good game. It can become too open to chance and has little to do with the players skill. After 3 or so years of programming I realised what a mistake I'd made which only goes to show that you can't do enough planning on paper before you get into the programming stage.

We will learn more of what went wrong - and right next time !



Muso



# THE MAIL bag!

WITH SPECIAL GUEST... Mr. SPARKLE

GREETINGS FROM THE LAND OF THE RISING SUN. I HAVE TAKEN A BREAK FROM MY QUEST TO BANISH DIRT TO THE LAND OF WIND AND GHOSTS, AND BEING A MAGNET FOR FOODSTUFFS - TO PRESENT THIS PAGE. THIS PAGE IS NO PLACE FOR LOAFERS... JOIN ME OR DIE! FOR LUCKY BEST WASH, USE MR. SPARKLE!

## ORIC BOOKS

Hi Simon,

Had a couple of letters from Vince Apps regarding his Oric books. Thought it might make an interesting letter for the mag, so here they are. Vince is happy to have them printed.

The first:

"Just wanted to let you know I was the author of the Oric 1 Program Book, which you have online, as well as 50 Educational games for the Oric Atmos. I'm a little astonished that anyone still owns an Oric, let alone publishes a web page! How many visitors do you get?"

I'm afraid I've long since disposed of my original Oric - it languished unused in a cupboard for years before being sent to a local auction.

Vince Apps."

And the second:

"Hi Jim,

Nice to hear from you. I believe I hold the copyright to the book although the publishers can claim an interest. Since they went out of business in 1987, I'm sure they no longer care! I'm happy for it to remain on line as long as the copyright notice is there.

The Oric Program Book was actually the second book I wrote, the first was for the Texas TI99/4A (remember that one? (Jims note: The Texas Program Book, published by Phoenix). I used to write programs and articles for home computer magazines in 82/83 and Phoenix wrote to me asking if they could publish some of the programs as a book. I agreed, and we ended up working on 13 titles in all, published by Phoenix and Granada, for a range of home computers. I also had my own software company, (Jim again - Apex, known more for their Ti-99/4a software than anything else) producing games

for the TI99/4A, Dragon 64 and Color Genie. Both business and royalties died when the home computer boom was replaced with the IBM PC.

I haven't worked on Basic for years - I ended up switching to Oracle and C in the mid 80's and have been with that ever since. Currently I find myself being a middle manager in a small Texas software company and hardly programming at all apart for some web page stuff, although HTML isn't "real" programming! I'm maintaining <http://www.bigprizesweepstakes.com> and <http://www.a1-free-stuff.com> amongst others.

Regards,  
Vince."

Regards,

Jim

--

Currently listening to: Father Ted.

## NEWS FROM MATT

Hi guys

I thought I ought to let you all know what I've been up to for the last few weeks. As you know we finally moved house on May 5th and I immediately went off to work in sunny Swansea for the next half week, leaving Liz and the girls to start unpacking without me. The following three weeks were also very busy work-wise so I didn't get chance to do much beyond putting up a few shelves and rebuilding some flat-packed furniture.

I'm ashamed to say that I didn't even get around to reading the last two issues of Rhetoric until last week.

All this is supposed to constitute some kind of lame excuse for not doing anything Rhetoric-related for the last month (pathetic isn't it). I would also like to apologise to Brian for not getting his cheque out to him as soon as I should have. It's quite a shock dealing with a distributor who actually knows how much it cost them to produce the magazine (no offence, Jon ;-).

Hopefully I'll be able to start being a bit more useful now that things are beginning to get back to normal (notwithstanding the big hole in the landing wall, the leaky garage roof and the dodgy prehistoric lighting circuits that need replacing).

**MORE MAIL...**

**SPEAKEASY**

Hi,

I wonder if you could help me.

I purchased a "Speakeasy" box many years ago, for the Oric Atmos. It was manufactured by a firm called JAMAR Ltd, Bradford. It plugs into the printer port, and uses "allophones" to produce speech. I still have the manual which is actually a dictionary, but the manual doesn't tell you how to program the Oric to produce the words. Have you ever heard of this box?, and if so, do you have any idea on how to write programs for it?

I would appreciate your help.

Thanks

Chris Doyle  
<chris@doyle1701.freemove.co.uk>

**CHAOS REPLY:**

Sorry Chris ... I'm afraid I can't help. Anyone have any ideas?

**NEW ON THE WEB  
UPDATE**

**ANDREWS ORIC PAGE**

<http://www.apgardner.karoo.net/oric.html>

Andrew has added more of his Oric programs to the site. Updated 10th July.

**DR RAY'S ORIC PAGE**

<http://cicero.shu.ac.uk/~cmsrm2/ORIC/ORIC.HTM>

This page is no longer available at this address. I have not been able to find its new home (if any) yet.

**GEOFF MACDONALDS HOMEPAGE**

<http://www.geoff.org.uk/?microtan>

Here you can find lots of information on the Microtan 65, the grandfather of the Oric.

**MARCS PAGE**

<http://mapage.cybercable.fr/marcpage/homegb.htm>

The old address is no longer valid, the new one is above. This site now has a fresh new look and a new name - "Hit The Marc!". Drop in for a look at whats going on.

**MICROTAN 65 EMULATOR**

<http://www.zillion.freeuk.com/cs/tann/tan65.html>

A new Microtan 65 emulator is available here - something which should be of interest to those interested in the Oric's ancestor.

**PASCAL'S ORIC PAGE**

<http://pleclerc.free.fr/Oric/OricPage.html>

A new V1.21 ROM for the Atmos is available from here. It is faster and has an enhanced DRAW function.

**PEACERS ORIC PAGE**

<http://oric.cjb.net/>

This URL is no longer valid. Further details of the new address to follow.

**SWEDISH ORIC HOMEPAGE**

[http://www.algonet.se/~hakan\\_k/index.html](http://www.algonet.se/~hakan_k/index.html)

Plouf! is the latest Oric program to be added to the archive, in both English and French versions.

JIM GROOM

# PROGRAM LISTING: RENUMBER

THIS PROGRAM is a machine code renumberer which was written on a 48K machine. The program will renumber any size BASIC program. It has been designed to renumber the whole of a BASIC program of lines not greater than 64000. It will handle GOTO, GOSUB, THEN and ELSE and ON GOTO/GOSUB commands. After typing the BASIC program which POKES the machine code, it should be saved as a BASIC program so it can be checked later if necessary. After Saving the BASIC, type RUN. Now type NEW, followed by CSAVE "RENUMBER",A#9A00,E#9D40 This now saves the code directly. When you want to renumber a BASIC program, type: HIMEM #99FF and CLOAD"" the machine code. Now two variables have to be set. The first is at which line number the BASIC will be renumbered and the size of increment between each line. An example is:

```
DOKE #400,(new starting line of program)
DOKE #402,(increment)
```

To get the machine code going, CALL #9A00

```
1 REM ** RENUMBER **
2 REM ** J.BULL **
3 REM ** 29/1/84 **
4 N=#9A00
5 REPEAT
6 READD#
7 C=VAL("#"+D#):POKEN,C
8 N=N+1:UNTILD#="??"
9 DATA00,00,04,48,AD,01,04,48,AD,02,04,48,AD,03,04,48,
AS,9A,85,46,AS,9B,85
10 DATA47,A0,00,B1,46,DO,05,C8,B1,46,F0,2B,A9,01,BD,0
0,04,A9,FA,8D,01,04
11 DATAA9,01,BD,02,04,A9,00,8D,03,04,20,53,9A,68,8D,0
3,04,68,8D,02,04,68
12 DATA8D,01,04,68,8D,00,04,20,53,9A,60,68,68,68,6
0,DB,A9,00,8D,07,04
13 DATA8D,08,04,AS,9A,85,46,AS,9B,85,47,38,AD,00,04,E
D,02,04,8D,11,04,AD
14 DATA01,04,ED,03,04,8D,12,04,A0,00,B1,46,AA,C8,B1,4
6,AB,DO,04,E0,00,FO
15 DATA30,AS,46,CD,07,04,DO,07,AS,47,CD,08,04,FO,22,1
8,AD,11,04,6D,02,04
16 DATA8D,11,04,AD,12,04,6D,03,04,8D,12,04,AS,46,85,4
8,AS,47,85,49,84,47
17 DATAB4,46,4C,77,9A,A0,02,B1,48,8D,09,04,AA,C8,B1,4
8,8D,0A,04,20,C6,9C
18 DATAA2,05,BD,13,04,9D,0B,04,CA,10,F7,A0,02,AD,11,0
4,91,4B,AA,C8,AD,12
19 DATA04,91,48,20,C6,9C,AS,9A,85,46,AS,9B,85,47,AS,4
8,8D,07,04,AS,49,8D
20 DATA08,04,A0,04,B1,46,F0,23,10,1D,C9,97,F0,0C,C9,9
8,FO,08,C9,C8,FO,04
21 DATAC9,C9,DO,06,20,44,9B,4C,1A,9B,C9,B4,DO,03,20,1
7,9C,C8,4C,F7,9A,A0
22 DATA00,B1,46,AA,C8,B1,46,85,47,86,46,DO,C9,E0,00,D
0,C5,AD,11,04,CD,00
23 DATA04,DO,08,AD,12,04,CD,01,04,FO,03,4C,5C,9A,60,C
8,20,2E,9D,8C,06,04
24 DATA20,9C,9C,90,04,88,4C,16,9C,AE,08,04,EC,19,04,D
0,F5,CA,30,0A,BD,0C
25 DATA04,DD,1A,04,DO,EA,FO,F3,38,A2,00,AD,13,04,ED,1
9,04,8D,04,04,10,02
26 DATAA2,FF,8E,05,04,18,98,65,46,85,40,AS,47,69,00,8
5,41,18,AS,40,6D,04
27 DATA04,85,44,AS,41,6D,05,04,85,45,AS,9C,85,42,AS,9
D,85,43,20,35,9C,AS
28 DATA46,85,48,AS,47,85,49,A0,00,18,B1,48,08,6D,04,0
4,91,48,AA,C8,B1,48
29 DATA08,6D,05,04,91,48,28,FO,08,28,85,49,86,48,4C,A
A,9B,28,DO,F6,A9,00
30 DATA91,48,88,91,48,AS,47,CD,08,04,90,07,AS,46,CD,0
7,04,B0,13,18,AD,07
31 DATA04,6D,04,04,8D,07,04,AD,08,04,6D,05,04,8D,08,0
4,18,AS,9C,6D,04,04
32 DATA85,9C,AS,9D,6D,05,04,85,9D,AC,06,04,A2,00,BD,1
4,04,91,46,C8,EB,EC
33 DATA13,04,DO,F4,8B,60,C8,B1,46,DO,02,88,60,C9,97,F
0,04,C9,9B,DO,F1,20
34 DATA44,9B,C8,20,2E,9D,B1,46,C9,2C,FO,F3,88,60,98,4
8,A0,00,AS,41,C5,45
35 DATA90,20,AS,40,C5,44,90,1A,B1,40,91,44,E6,44,DO,0
2,E6,45,20,91,9C,DO
36 DATA03,68,AB,60,E6,40,DO,EA,E6,41,DO,E6,38,AS,42,E
5,40,AA,AS,43,E5,41
37 DATA48,18,8A,65,44,85,44,68,65,45,85,45,B1,42,91,4
4,AS,44,DO,02,C6,45
38 DATAc6,44,20,91,9C,FO,CE,AS,42,DO,02,C6,43,C6,42,4
C,75,9C,AS,40,C5,42
39 DATA80,04,AS,41,C5,43,60,A2,00,B1,46,20,22,9D,B0,2
0,C8,9D,1A,04,EB,A9
40 DATA04,8D,19,04,B1,46,20,22,9D,B0,0A,C8,9D,1A,04,E
8,CE,19,04,DO,EF,8E
41 DATA19,04,8B,18,60,8D,05,04,8E,04,04,A2,00,8E,13,0
4,A0,00,A9,05,8D,06
42 DATA04,A9,30,9D,14,04,38,AD,04,04,F9,37,9D,8D,04,0
4,AD,05,04,F9,38,9D
43 DATABD,05,04,90,05,FE,14,04,DO,E6,AD,13,04,DO,07,B
D,14,04,C9,30,FO,04
44 DATAEB,EE,13,04,18,AD,04,04,79,37,9D,8D,04,04,AD,0
5,04,79,38,9D,8D,05
45 DATA04,C8,C8,CE,06,04,DO,B7,60,C9,30,90,06,C9,3A,B
0,02,18,60,38,60,B1
46 DATA46,C8,C9,20,FO,F9,88,60,10,27,EB,03,64,00,0A,0
0,01,60,"??"
```

## WARMBOOTING AN ORIC/ATMOS

This short routine can make the Oric/Atmos function key work as if it were the warm boot button on the underside of the computer.

Once the program has been loaded and run, the function key causes a jump to a non-maskable interrupt routine (\*). To avoid looping, it first clears the patch at address #24A. Once the key has been used, the direct command POKÉ #24A,#4C must be entered to re-enable the routine. (R.F. Harvey)

```
10 FOR N=0 TO 17
20 READ D: POKÉ #400+N,D:NEXT N
30 DOKE #24B,#400:POKÉ #24A,#4C
40 PRINT "LOADED":END
50 DATA #48,#AD,#09,#02,#C9,#A5
60 DATA #F0,#02,#68,#40,#A9,#40
70 DATA #8D,#4A,#02,#4C,#B2,#F8
```

# THE ORIC CHEATS DIRECTORY PT 1

## FROM A TO C...

Welcome to the first of a regular section in Rhetoric. This section is a serialization of Jim Grooms web cheat directory, printed out for you. No need to go online to find out how to get those infinite lives! Thanks to Jim for permission to use the info. ENJOY....

To find the CALL's necessary to RUN a program after inhibiting it's autorun, use CALLDEEK (#2A9) and the actual CALL address can be found by PRINTDEEK(#2A9), which is the start address of the program. The end address is found with PRINTDEEK(#2AB). POKE#500,I is also a good way of inhibiting autorun.

### 3D Munch by Loricels

For infinite lives, load the program, inhibit its auto-run and enter: DOKE#68DC,#EAEA:  
POKE#68DE,#EAEA

### Acheron's Rage by Softek

To slow down the game, load the program, inhibit its auto-run and enter:  
DOKE#306,#950:CALL#900

### Adventureland by Adventure International

View the MAP.

The complete solution is as follows:

E, E, GET AXE, N, GET OX, SAY BUNYON, SWIM, S, GO HOLE, GET FLINT, U, W (At this location, you may get bitten by the chiggers, if so you will need to GET MUD), W, GET FRUIT, GET OX, GET AXE, E, CLIMB TREE, GET KEYS, D, CHOP TREE, DROP AXE, GO STUMP, DROP OX, DROP FRUIT, GET LAMP, D, GO HOLE, UNLOCK DOOR, DROP KEYS, GO HALL, LIGHT LAMP (if it ever runs out of fuel, you will need to FILL LAMP with the oily slime), D, S, GET BLADDER, N, U, U, UNLIGHT LAMP, U, GET RUBIES, U, DROP RUBIES, U, GET GAS, GO STUMP, GET BOTTLE, D, GO HOLE, GO HALL, LIGHT LAMP, D, S, U, DROP BLADDER, LIGHT GAS, GO HOLE, JUMP, YELL, GO THRONE, GET CROWN, W, GET MIRROR, JUMP, W, GET BRICKS, D, N, D, N, W, N, D, DAM LAVA, DROP BRICKS, POUR WATER, U, GET RUG, SAY AWAY (make sure the mud has dropped off!), S, GO STUMP, UNLIGHT LAMP, DROP RUG, DROP MIRROR, DROP CROWN, GET RUG, SAY AWAY, LIGHT LAMP, D, GET NET, GET FIRESTONE, U, SAY AWAY (again, make sure the mud has dropped off), E, UNLIGHT LAMP, DROP NET, S, W, GET MUD (you need the mud to survive the bees, if it falls off before you get them then you will need to go back for more), GO STUMP, DROP FIRESTONE, D, GO HOLE, GO HALL, LIGHT LAMP, D, N, N, GET HONEY, CATCH BEES (if the bees die, you'll have to go back for more), SAY AWAY, DROP MUD (if it hasn't already dropped off), SAY AWAY, RELEASE BEES, GET EGGS, S, (the bees may kill you here, so it may take several goes), GO STUMP, DROP HONEY, DROP RUG, DROP EGGS, UNLIGHT LAMP, RUB LAMP, RUB LAMP, DROP LAMP, U, E, N, GET NET, GET WATER, GET FISH (if they escape, you'll have to go back for more), S, W, GO STUMP, LEAVE FISH, LEAVE NET, SCORE.

### Ankhsenamom by Club Europe Oric

Only some of the treasures need to be collected, these being indicated by the scrolls. To decode the scrolls you will need to work out the symbols used in writing which appears on the walls of some of the rooms. These change with each game.

### Arrow Of Death Part 2 by Channel 8 Software

The complete solution:

EXAMINE COURTYARD, EXAMINE MESSENGER, W, W, EXAMINE BED, TURN COAT, TURN COAT, TURN COAT, GO PASSAGE, GET SWORD, W, GET PILLOW, CUT PILLOW, DROP PILLOW, EXAMINE PURSE, GET COINS, GET ARMOUR, E, S, E, EXAMINE KITCHEN, GET HOOK, N, N, E, TIE ROPE (TO HOOK), GET ROPE, N, GIVE COINS, GET NOTE, READ NOTE, DROP NOTE, GET ORB, N, N, HOOK ARMOUR, GO LEDGE, PULL ROPE, DROP ROPE, GET ARMOUR, WEAR ARMOUR, RUB ORB, RUB ORB, GO CAVE, KILL SERPENT, KILL SERPENT, KILL SERPENT, GET ARROWHEAD, S, REMOVE ARMOUR, DROP ARMOUR, D, E, E, S, S, GET

AMULET, N, E, WAIT, N, GIVE AMULET, WAIT, S, E, CUT CHAINS, S, S, U, MOVE BOULDER, GO CAVE, READ SCROLL, N, DROP ORB, D, N, GET TOADSTOOLS, E, N, GO COOKHOUSE, DRUG BROTH, N, GO BUILDING, CLIMB LADDER, GET LOG, W, GO FLUME, WAIT, GO BEACH, U, PLUCK FEATHERS, N, N, N, N, N, GO HUT, EXAMINE HUT, EXAMINE DWARF, GET SPECTACLES, S, N, W, N, EXAMINE DEBRIS, GO TRAPDOOR, OPEN CHEST, GET HOOK, WEAR SPECS, READ BOOK, DROP BOOK, U, S, E, S, GO HUT, GET MEDALLION, S, N, I, GO MARSH, E, N, THROW MEDALLION, CUT WILLOW.

### Bombyx by Dialog Informatique

For infinite lives and access to the table of your choice, at level 0 press 'CTRL C', then POKE121,250:POKE127,I (where I is the table of your choice). Then type CONT

### Bozy Boa by CDS

For infinite lives, change line 550 to:

550 IFPEEK(48058)=42THENPOKE(48058),42:GOTO 1000

### Breakout by IJK

For infinite lives, load the program, inhibit its auto-run and enter: POKE#0DAC,#32:

POKE#0DAD,#32 or try:

POKE#132D,#EA:DOKE#132E,#EAEA

### Cabbage Patch by ?????

Load the program and inhibit its auto-run. Then try the following:

POKE#2198,#30 to reset the high-score to zero.

POKE#1D31,I (where I = no. of lives).

### Captains Log by Chymesoft

Map is in Oric User Monthly Magazine Issue 56.

### Centipede By PSS

Using the Downsway Joystick Interface, occasionally causes the game to slow down, making the game far easier.

For infinite lives, load the program, inhibit it's auto-run and enter: POKE#12BA,255

### Chopper by Severn Software

For infinite lives, load the program, inhibit its auto-run and enter: DOKE#280B,#EAEA:RUN or DOKE#280B,#EAEA:POKE#280D,#EA

### Crowley's House by Oric Computing/Oric User Group

Having trouble getting into the shed in the garden? The key to the problem lies in the cellar, with a little Christmas spirit you can sweep your troubles away!

Stuck in the cellar? Push your problem out of the way, or have you read the Paper?

If you are generally stuck, brush up on your Dennis Wheatley novels!

### Chuckford by FGC

The following will allow you to start at any screen and access one that's not normally in the game.

1. Move the tape past the title screen section.

2. Type POKE #B4,x where x is found according to the table overleaf...

Screen	Value of X
1 to 9	1 to 9
0	10
10 to 19	16 to 25
1	26
20 to 29	32 to 41
2	42

After this, the cycle repeats, e.g. for screen 11 you must use POKE #B4,17. CLOAD "" and play the rest of the tape in.

Alternately, CLOAD as normal and when the game has loaded, hold down ESC, CTRL, both SHIFT keys, DEL, RETURN, and P. You will then see on the top right of the title screen an invitation to start on any screen. Use 2 digits e.g. for screen 4 type 04.

### The Count by Adventure International

The complete solution:

OPEN COFFIN, EXAMINE COFFIN, W, GO FIREPLACE, GET IDOL, DUST IDOL, OPEN FLUE, S, E, S, W, S, E, GET SHIELD, GET SWORD, W, N, E, E, N, GET HEADS, DROP HEADS, DROP SWORD, E, E, GET CHEMICALS, MIX CHEMICALS, DRINK CHEMICALS, W, W, S, W, W, S, GO DOOR, EXAMINE GRAVE, GET CLOVER, GET SAW, E, N, GO CELL, GET LEAFLET, READ LEAFLET, DROP LEAFLET, SAW BARS, E, GET GLASS, E, MOVE KETTLE, GO HOLE, GET FOOT, U, W, N, GET RING, E, WAVE RING, DROP RING, GO CHUTE, GET PLAQUE, GO HOLE, SUMMON MEDIUM, EXAMINE BALL, W, W, GO FIREPLACE, DROP IDOL, GO FLUE, READ PLAQUE, DROP PLAQUE, D, GET IDOL, DROP GLASS, S, E, S, E, N, DIAL 38, DIAL 33, EXAMINE SAFE, GET HAMMER, S, W, N, W, GO FIREPLACE, GO FLUE, PULL NAILS, PULL BOARDS, SAW GRATING, PRESS BUTTON, PUSH SWEEP, D, D, S, E, READ PAPER, DROP PAPER, S, CLIMB STAIRS, GAY ZAP, LISTEN, D, E, N, E, E, DROP GRATING, DROP NAILS, DROP BOARDS, DROP HAMMER, GET BAG, W, DROP SHIELD, OPEN BAG, EXAMINE BAG, GET BOOK, GET STICK, W, S, W, N, E, GO CHUTE, WAVE BAG, GO CRACK, GET PAGE, READ PAGE, S, GO HOLE, EXAMINE BALL, GET KNIFE, W, DROP FOOT, ON MAN, N, GO WINDOW, GET DOLL, S, S, CIRCLE COFFIN, WAVE STICK, YELL CHANT!

### Crypt Show by Norsoft

The complete solution:

N, N, N, N, E, PREND BAGUE, O, S, S, S, O, N, N, E, N, PREND CROIX, S, O, O, N, N, ARAISSE MANETTE, 1, N, N, E, N, N, E, N, OUVRE CERCUEIL, PREND CARTE, S, O, S, S, O, S, S, S, S, E, S, S, E, N, N, N, O, N, N, O, O, O, S, S, E, N, APPUIE BOUTON, ENTRE TELEPORTEUR, O, PREND TRESOR, O, Y, U, W, T, press spacebar.

## ORIC MEET 2000

**The Rhetoric Oric Meet (ROM)  
Will be going ahead. The date  
Has been finalised as  
Saturday October 7th  
FULL INFORMATION NEXT ISSUE**