

Rhetoric

Issue # 11/12

An Aternative Front Cover

~~The Meet~~ — oops!



Happy Halloween

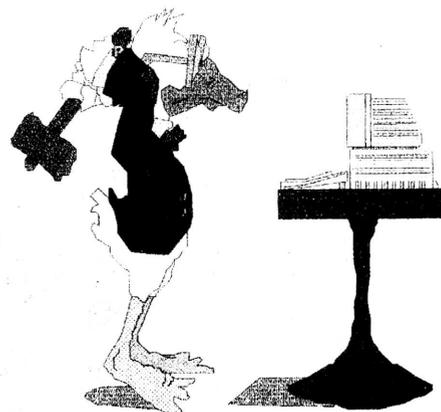
Happy Xmas



Happy New Year

*Just in case it's late in future,
lets be early.*

Brian's Puzzle Page



Issue # 11/12

I'm back

Hello and welcome to what will hopefully become a regular feature to Rhetoric magazine .

For this to happen though , participation from you , the readers , is required . It takes time and effort to produce a page , let alone a magazine . Subscription was your first step - active participation , should be your second .

As with OUM , I am willing to put up some rewards for your participation . I would like to see entries to the puzzles set , but correspondence alone , will also put you in line for a reward . Correct or incorrect answers - it doesn't matter - its the effort made that counts . If more than one reward is available , then state your choice . Why not even let me know what rewards you would like to see .

To start the ball rolling , I have available , a desktop clock , and a loony tunes 3.5" disk wallet .

The Puzzles :

1) Find a three letter word that completes all three words on the left-hand side , and prefixes all three on the right-hand side

ROT	_____	ANT
BAT	_____	DON
FAT	_____	ON



2) What number comes next , in this sequence ?

12 , 23 , 35 , 47 , 511 , 613 , 717 , 819 , 923 , 1029 , ????

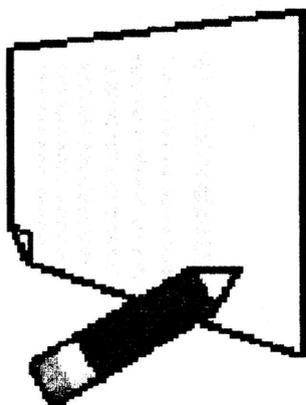
3) This year is represented by just two Roman numerals , namely , M M . Which year in the past 2000 years has the most Roman numerals ?

4) A train travelling at 75mph , enters a tunnel that is 2.5 miles long. The length of the train is 0.25 miles . How long does it take for all the train to pass through the tunnel , from the moment it enters , till the moment the rear exits

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Newport .
South Wales . NP20 5GJ



Rhetoric Issue 11/12

Hi All,

Firstly, news of the meet is here. Full details can be found on the following page, as to when, where and how. I'm looking forward to it, and I really hope as many of you as possible can make it. It's guaranteed to be a fun day out!

I've included a map, so if you can find SAWTRY - you should find where you're supposed to be.

Secondly, this is a double issue. It's a fair bit bigger than previous issues, so I hope you like it. It was getting harder and harder to get Rhetoric out on time each month... it was always late (and still is a bit :(... At least I've caught up by a month anyway. As I'm really busy at the moment, the MUSO has come up with a great idea of having alternative editors some months. This would be great for me, as it would give me some time to get all those jobs sorted out, and give you the reader a bit of a change.

The biggest major change is that we will be going bi-monthly in future, so a 12 issue subscription will last you for 2 years instead of one. This will give you a better magazine, I hope, and really take the pressure off.

We still need articles by the way. Keep the letters, emails and articles coming in.

Until next issue and the meet - take care,

CHAOS

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IT'S WHAT YOU'VE BEEN WAITING FOR....

RHETORIC

ORIC MEET

Saturday 7 October 2000

**The Old School Hall
Green End Road
Sawtry
Huntingdon
Cams**

SEE NEXT
PAGE FOR
MAP!

COST – £2.00
10am – 4pm

Programmer's Challenge - Write a game, demo or utility and bring it to the meet. The program must be entirely written between now and the day of the meet. Prizes will be awarded for the best and worst offerings.

All Day Game Tournament - Test your game skills with some classic Oric games.

Oric Demo Screening - The biggest collection of old and new Oric demos ever brought together in one place.

Oric Swapshop - Buy, sell and swap hardware, software, books, etc.
Plus ... The 1st Annual Rhetoric Awards Ceremony

Location/Travel Details:

Sawtry is located just off the A1(M) between Peterborough and Huntingdon. 30 minutes by bus from Peterborough or Huntingdon Rail Stations. Location Map:

For further information about local travel & accommodation

contact:

Matt Coates

27 Cavendish Close

Sawtry

Huntingdon

Cams

PE28 5TP

01487 830345

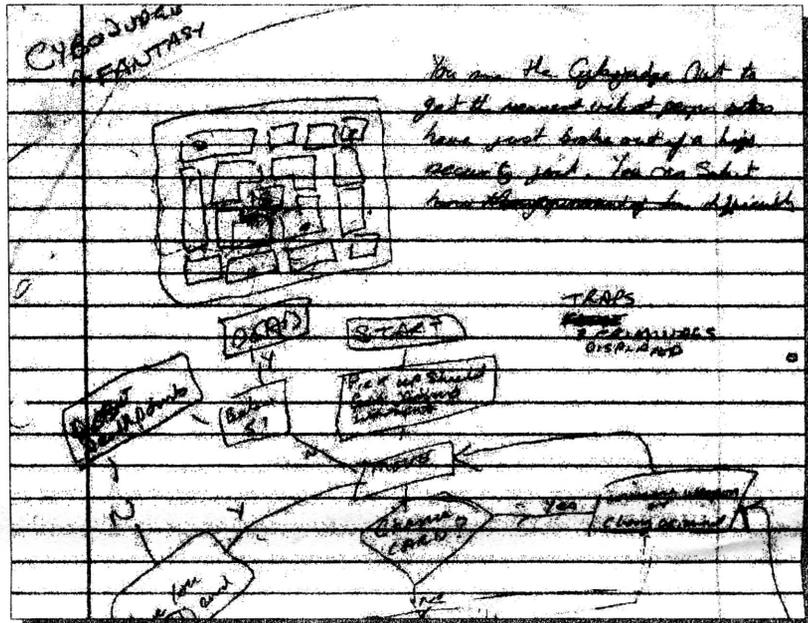
matt@rhetoric.cjb.net

CYBOJUDGE

Summary. We have had a look at the basic idea and started looking at ways to achieve this. The idea is one thing putting your idea into practice is another thing altogether.

Previous Ideas. I've scanned in some of my original sketches and workings showing a rough flow chart. On the flow-chart picture you can see a sort of maze. this is one of the original ideas for the playing screen. I wanted more than just a simple maze, so that is an idea that wasn't dropped, but was altered to suit my program.

In the corner is a rough scenario. This is handy to keep your mind on what you are trying to do. It is so easy to let your mind wander, having ideas change and change. At some point you have to stick with a workable plan and get some programming done.



The flow chart is one of several I did. This one was working out how the game could work, i.e. what actions and decisions would occur as you played the game, rather than a flow chart of how the program code would function. This helps with the actual program as well as just thinking through the game plan.

Graphics. The other screens are previous ideas for the main character. I said I wanted to have different 'body parts', having greater attributes, e.g. body armour to protect against enemy attacks, bigger and more powerful weapons, stronger/ faster legs. I still like the idea but my programming 'skills' just weren't up to it so I just used one of the later drawing as the main character and kept the idea of changing the gun status. At this stage I just used an 'X' to display the character hoping to find a better design later.

so this is the set of redefined characters I had at present:

```

1040 REM *** DEFINE CHARACTERS ***
1060 FORWC=46856 TO 47023
1080 READA:POKEWC,A
1100 NEXTWC
1120 DATA1,6,12,25,17,35,39,39:'a
1140 DATA32,24,12,38,34,49,57,57:'b
1160 DATA39,39,35,17,25,12,6,1:'c
1180 DATA57,57,49,34,38,12,24,32:'d
1200 DATA39,39,39,39,39,39,39,39:'e
1220 DATA57,57,57,57,57,57,57,57:'f
1240 DATA63,0,0,63,63,63,63,63:'g
    
```

Editor's note:
 Apologies for the OCR font – it was the only non-proportional font I could find. It's better than trying to work out how many spaces to put in with the text in the Times font! - You'll see what I mean on the next page. Just imagine you're reading a 1970s COBOL program ;-)

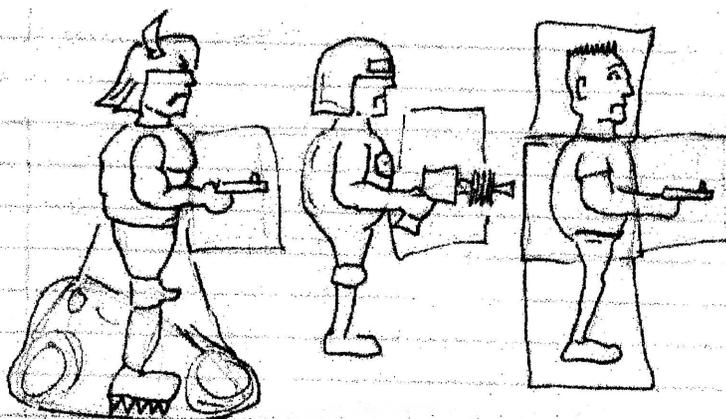
CYBORGEE

```

1260 DATA63,63,63,63,63,0,0,63:'h
1280 DATA4,14,14,14,21,21,0,0:'i
1300 DATA0,0,4,14,31,31,14,4:'j
1320 DATA0,0,10,31,31,31,14,4:'k
1340 DATA12,30,12,63,12,12,18,51:'l
1341 DATA0,8,14,31,31,31,30,61:'m
1342 DATA0,4,14,63,63,63,15,15:'n
1343 DATA0,4,12,62,62,63,63,63:'o
1344 DATA25,59,59,57,28,30,31,7:'p
1345 DATA63,56,48,62,54,14,62,46:'q
1346 DATA63,7,3,31,31,30,30,30:'r
1347 DATA15,7,7,3,1,0,0,0:'s
1348 DATA38,48,57,63,63,63,31,4:'t
1349 DATA28,60,56,56,48,32,0,0:'u

```

You'll notice that I used a REM to display the character after the data. This helps keep track of which is which. I tried to use REMS as much as I thought necessary, but making sure the program didn't jump to any lines that were just REM statements, so that I could delete them later. REMs just slow things down so are bad news in BASIC which is already slow. They are a great help to the programmer though, so don't be afraid to use them!



Screens. Last time I described how screen could be saved to disk. This is the original code though;

```

1380 REM *** DRAW BORDER ***
1400 TP=2:BT=24:CLS
1420 FORA=3T038
1440 PLOTA,TP,"g":PLOTA,BT,"h"
1460 NEXTA
1480 FORB=2T024
1500 PLOT3,B,"e":PLOT38,B,"f"
1520 NEXT
1540 PLOT3,2,"a":PLOT38,2,"b":PLOT3,24,"c":PLOT38,24,"d"
1559 REM *** PLOT SCORES ETC ***
1560 PRINT@5,0;CHR$(129);"SCORE";CHR$(135);SC
1570 PRINT@20,0;CHR$(129);"HEALTH";CHR$(135);H
1580 PRINT@5,1;CHR$(129);"MONEY";CHR$(135);M0
1590 PRINT@20,1;CHR$(129);"AMMO";CHR$(135);AMMO
1600 REM *** PLOT SCREEN ***
1610 POKE#26A,10
1620 : PLOT12,3,"chhhhd"           e           f"
1640 : PLOT5,4,"agggb"           agb e           f"
1660 : PLOT5,5,"e f agg ggggggb e f e"           f"
1680 : PLOT5,6,"e e f e f e fh he"           f"
1700 : PLOT9,7,"f e f e c d c d"
1720 : PLOT5,8,"e f chhhhhhhhd e f cd"           cd"
1740 : PLOT5,9,"chhd"           chd"
1760 : PLOT29,10,"aggggggb"

```

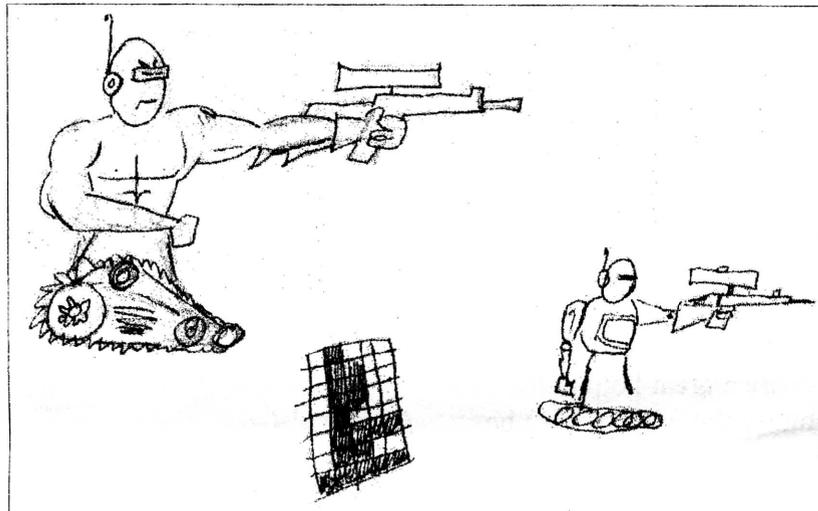
CYBOJUDGE

```

1780 : PLOT8,11,"aggb agggggb agg ggb e"
1800 : PLOT5,12,"ab e f e f e f chhhhhhd"
1820 : PLOT5,13,"cd e e agb f e f"
1840 : PLOT8,14,"e f e e f f agggg gb"
1860 : PLOT5,15,"agge f e e f f e f e f"
1880 : PLOT5,16,"e e f e e f f e f e f"
1900 : PLOT5,17,"e f e e f chh hhd ch hhhhd"
1920 : PLOT5,18,"chhe f e e f f"
1940 : PLOT8,19,"e f e chd f agggggggggb"
1960 : PLOT8,20,"e e f e f"
1980 : PLOT4,21,"ggb e f chh hhd e f"
2000 : PLOT6,22,"f chhd ch hhhhhhd"
2020 : PLOT13,23,"agggggb"
2040 PLOT32,3,"W"
    
```

Everything done in BASIC !
 First drawing a border, plotting the scores area above the main playing area and then the walls of the buildings within the playing area. (Notice those REMs ! The later idea of saving the file to disk is much better, but this is good for small progs. All for now.

== MUSO ==



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 Amstrad CPC,
 Gameboy, Lynx, etc.

steve@stevhopps.netlineuk.net

Please note that the Disc Systems are the Interface Box, PSU for it and Ribbon cable to the ORIC. Steve Hopps cannot supply the Disc Drive/s or D/D PSU or Ribbon Cable for them. These must be Bought seperately.

It is recommended that 3.5" Drives should be used nowadays as standard.

**ORIC CAD - COMPLETE DOCUMENTATION MANUAL. IN TWO PARTS...
PART ONE OF TWO.****ORIC CAD, BY ANDREW ZUNTZ, RELEASED BY TANSOFT IS A THREE DIMENSIONAL
GRAPHICS DISPLAY AND DESIGN PACKAGE****1. Introduction**

Oric-CAD is a sophisticated 3-D design package, offering many of the features of full-scale Computer Aided Design Systems.

With Oric-CAD you can create wire frame 3-D objects, and view them from any angle or distance. You can, with most objects, remove the hidden lines, those are the lines which are round the back of the object, and you can have the object shaded as though illuminated by a light shining from a specified direction.

Once the object has been created, you can edit the screen image, adding text or further graphic elements. When you are satisfied, the final product can be printed on the Oric Printer or saved on cassette for later recall.

Oric-CAD is an entertaining, interesting educational tool, with practical applications. Possible uses include:-Teaching children the nature of 3-D solid objects. Teaching the nature of perspective to Art classes. Producing simple architectural and engineering drawings. Designing images for computer games and packages. Designing logos and motifs for advertising purposes. Demonstrating the use of computers in industry and design.

Largely, however, we think you will find that Oric-CAD is an enjoyable and entertaining graphics package which will bring you many hours of pleasure.

2. Loading the Program

- a. Before using Oric-CAD you must load it into your Oric. There are 2 versions supplied, one on each side of the tape. Side 1 contains a version of the program saved at normal speed; try this first: Place the tape in the cassette player, (rewound to the start), type CLOAD " " , press the 'Return' key, then start the cassette player. Make sure the record button is not on! The message "Searching" will appear on the top left of your screen. This should soon change to "Loading" and you must now wait while the program loads. You can use this time to think out the designs for your Oric-CAD to implement! When the loading is complete, a title page will appear, followed by the instruction screen.
- b. If the program should fail to load, you will have to use the slow recording on the other side of the cassette. Turn the cassette over, re wind to start, type CLOAD " " , S press the "Return" key and the operation will now proceed as described above.

3. Demo Object

To help you get used to the facilities Oric-CAD offers we have included a demo object in the program. You can only access this function from the instruction screen, by pressing D for Demo. An image of a Gazebo, the Demo object will appear on the screen. You can manipulate this object, using the major commands of Oric-CAD : CSR UP, CSR DOWN, CSR LEFT, CSR RIGHT, C, D and R. These are described fully in section 9 "Viewing the Objects".

4. Using the System

Oric-CAD offers a variety of different options which are either accessed through the menu, a display which looks like this:

Create, View, Load, Save,
Edit. Display, Print, Quit

or which are accessed as the natural consequence of the previous option eg:—

Shade, Finish

Options are always invoked by pressing the key corresponding to the initial letter of the option. To highlight this the initials are always printed in capita! letters in the list of options displayed on the screen. You cannot invoke an option whose name is not displayed on the screen.

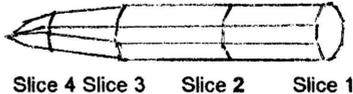
You do not have to press 'Return' after selecting your option. The only time that ' Return' is needed is when you have input a number in response to the prompts "How many sides to the polygon?" or "What distance between this and the previous slice?"

5. Creating an Object**a. INTRODUCTION**

The 3-D figures in Oric-CAD are designed in terms of slices, or cross sections. Before starting to design your object therefore, you must consider carefully in which direction you propose to take these slices. You then define these slices one by one, and then Oric-CAD will connect them to form a wire frame object, which will stand 'vertically' on the screen, for you to view from any angle.

Let us go back to the slices which make up the object. These are defined using either the cursor controls, or the 'Regular Polygon' facility. The latter has been included to simplify matters, as many objects are made up of regular slices. As you will see, however, Oric-CAD is very flexible, and allows you to amend the slices produced using either facility in a variety of ways. We shall demonstrate this by preparing a sketch of a pencil, similar to the one on the Oric-CAD box. Our first consideration must be to decide where to take the slices of the pencil. You should always take the slices across the line of symmetry of the object. With the pencil, for example, we should slice across the pencil, not along it, as this will enable us to define the object in as few slices as possible.

Slice 5



The first, second and third slices will all be identical, slice 4, the point where the lead emerges, will be a shrunken down version of these other slices, and at slice 5, it is of course shrunk to a point.

So how do we set up these slices?

FIRST

Enter 'Create' by typing 'C' from the menu screen. You are presented with two choices, to draw the first slice as a regular polygon, or to draw it using the cursor controls. To select, press 'P' or 'C'.

In our example, we shall be drawing a pencil with a regular hexagon as its cross section, so we select P, for Regular Polygon. (Do not be put off using Regular Polygon if the initial slice is not entirely regular. Using the 'Amend' functions you can vary the shape limitlessly).

b. POLYGON

Clears the screen, sets up the X-Y axis, and asks for the number of sides to the polygon. Enter the number of sides; in our example 6, and press Return. The display will now show the options

← → ↓ ↑, start.

The cursor control keys, will now shift a dot about the screen (The dot normally moves at a fast speed, to slow it down, press 'Shift' whilst pressing the cursor buttons. The dot will move one point at a time.) ; this dot will be one of the corners of the polygon. When you are happy with the position of the dot, press S for start, and the appropriate polygon will be drawn, centered on the point where the axes cross, with one corner on the dot. At this point the command line will display

← → ↓ ↑ Amend, Shrink, Enlarge, Finish these being the options available at this stage.

c. CURSOR

Before going on to look at these commands, let us see how we could arrive at this point through the use of CURSOR. Had we pressed C after entering 'Create' this would take us into the function "Cursor" where the display gives us the X-Y axis, and the options

← → ↓ ↑ Start, Join, Finish 'Cursor' is very simple; you can draw any figure on the screen, using the cursor control keys. First, move the dot until you have reached the desired starting point. Press 'S' for start. Further use of the cursor controls will move the dot around the screen.

'J' for Join connects the current dot position with the start position just set. Continued use of the cursor controls and 'J' will draw any figure required.

When you have drawn all but the last line of the slice, the key 'F' for 'Finish' will close up the figure, and return to the command line as above.

NOTES FOR EXPERTS

If you press 'Z' while in the Create Menu, you can alter the 'ZS', that is, the point on the Z axis at which the first slice is drawn. It is set at 50 when Oric-CAD arrives. You can reset it to alter the position of the image. Experiment will show possible settings.

If you are intending to use the 'Remove Hidden Line' function all figures must be a) convex and b) entered using 'Cursor' in a clockwise direction, or by using 'Polygon'.

6. Altering a Slice

a. Introduction

These options, known collectively as 'Alter' enable you to alter the figure in a variety of different ways.

← → ↓ ↑ Amend, Enlarge, Shrink, Finish Let us look at them one at a time, with reference to our slice of pencil'.

The functions are accessed in the usual way, by pressing the key of the initial letter, as the cursor control keys.

b. ~~Amend~~ ← → ↓ ↑

The cursor keys simply move the whole object around the screen. Try it, the figure will move in the direction indicated. You may use this to alter the position of the first slice, or to alter the position of subsequent slices relative to earlier ones.

c. Enlarge 'E' for Enlarge magnifies the slice by 10%.

d. Shrink

'S' for Shrink reduces the slice by 10%. Both Shrink and Enlarge can cause some distortion of the slice. You can use the next command 'Amend', to rectify this.

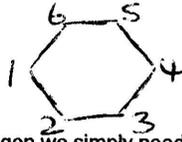
e. Amend

'A' gives you the opportunity to completely change the shape of the slice. You can use it whether you created the shape using 'Polygon' or 'Cursor'. For example, you may have created a shape using 'Polygon' when what was really needed was a non-regular polygon: use 'Amend' to change the shape. Press 'A' to enter the facility, and the command line

CSR keys, Leave, Finish

comes up, and one of the corners of the figure starts to flash. The cursor keys will now move that corner, taking the adjacent sides with it. When you are satisfied with the position, or if you do not wish to move that corner press 'L' for 'Leave' and the next corner will flash, ready for a repeat of the procedure. You can continue right round the figure.

In our example of the pencil, let us imagine, not a regular cross-section, but a flattened shape, like some artists' pencils.



To produce this shape from our regular hexagon we simply need to bring close together points 2 and 6, and 3 and 5, using 'Amend'. Point 1 needs no amendment, so we press 'L' for Leave. Point 2 now flashes and can be moved using the cursor control, Press 'L' for Leave, and amend point 3 to correspond to point 2. Press 'L' for Leave to move on to point 4, which needs no amendment. Press 'L' again and continue till all points are correct. If you find you need to go round again, simply use Amend again.

If at any stage you are satisfied that you have the final figure, press F for finish, and you will return to the command line.

~~Amend~~ Amend, Shrink, Enlarge, Finish, ← → ↑ ↓

You can continue to use these facilities until you are quite satisfied with your figures size and shape. When you have finished altering the slice, press 'F' for Finish, and that slice of your figure is permanently fixed.

7. Subsequent Slices

On completion of each slice you will see the command line

Do you want to plot another slice, View the figure, or add a figure? Type P, V or A.

Select P for plot another slice (the other options will be described below)

You will then be asked what distance you want between the slices. Experience will show you what kind of spacing you want. The value you give will of course depend on the figure you are plotting, and on the range from which you intend to view the figure. In our example we shall set this spacing to 50. Enter 50, and press return.

The first slice you drew will remain on the screen, and you will be presented with the command line

CSR KEYS Amend, Enlarge, Shrink, Finish

You now use these commands in the same way as for the first slice. In our example, our second slice will be the same as the first, but this will not always be the case. For example with a pyramid, the first slice will be a square, and the second will be that square shrunk to a point. A cube will have 2 slices the same. Often more complex figures will have a variety of different shapes. Experimenting with the commands, especially 'Amend' and '<- ^ t' will reveal the limitless range of possibilities. Since we have decided to have our second slice of the pencil identical to the firsts we can proceed immediately to the next slice, by responding to the command line

~~Amend~~ Amend, Shrink, Enlarge, Finish by pressing 'F' for Finish ← → ↑ ↓

Slice 3 of the pencil will also be plotted a further 50 units away, so enter '50' and press 'Return'. Progressing to slice 4, the spacing will be smaller, so this time enter '10' and press 'Return'. Slice 4 can be plotted simply using the option 'S' for Shrink. If you go too far, try 'E' for Enlarge. Type 'F' for Finish when you are satisfied, and progress to slice 5. This time use '5' for the separation, and shrink the figure until all points converge into one.

Our five slices are now completed, and the image of our pencil is safely stored, ready, to be viewed.

Before moving on to view the objects here is a brief description of the option 'Add' which is a third option at this stage.

8. Adding Further Objects

'Add' enables you to create up to 3 figures simultaneously on the screen. If you select 'Add' when a figure has been completed you will return to 'Create', while retaining the display of the existing figure. A further figure can then be created. This figure will be displayed and manipulated along with those already created. Be careful not to overlap figures unintentionally.

9. Viewing the Objects

The hard work is now over. We can now manipulate the object(s). At the command line:

Do you want to plot another slice? View the figure or Add another figure? Type P, V or A?

respond by pressing 'V' for View. Oric-CAD will respond with the command line

CSR KEYS Small, Large, Close Distance, Remove, Finish Dist 1000 Mag 750 Lat 45 Long 45

**PART TWO OF TWO, IN NEXT MONTH'S RHETORIC
THANKS MUSO FOR THE DOCUMENTATION.**

THE ORIC CHEATS DIRECTORY

D TO G

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.

Dambuster by IJK

The program is in BASIC. Simply wind past the loading screen. CLOAD it, LIST it and make any changes you wish.

Damsel In Distress by IJK

To choose a screen, press Q D 5 V 8 L ' together, and then 1-0 for screens 1-10 or Q-P for screens 11-20.

For infinite lives use the following program:

```
10 FOR I = 1 To 9:READ A$
20 POKE #22I+I,VAL('#'+A$):NEXT
30 DATA 48,A9,03,8D,07,AE
40 DATA 6B,4C,22,EE
50 DOKE #245,#221
60 CLOAD "" : REM LOAD DAMSEL NOW
```

Defence Force by Tansoft

For infinite lives, load the program, inhibit its auto-run and enter: DOKE#3F98,#EAEA: DOKE#3EE0,#EAEA

Dinky Kong by Severn Software

For infinite lives, load the program, inhibit its auto-run and enter: DOKE#5IFC,#90

Doggy by Loricieles

For infinite lives (or just 255?), load the program, inhibit its auto-run and enter: POKE#1EF,255 (may be POKE#1EF1,255 or even POKE#1EFE,255) - anyone know which it is?)

Don't Press The Letter Q by IJK

Choose the multi-player option (2-9 Players depending on how many attempts you want on each screen). In response to 'How many games will you try?', type a non-integer number eg. 2.5 . After each game the program will check that the required number of games have been played, but as you will never have played 2.5 games you can go to the end of the Pathways. Unfortunately 'The Beacons' do not appear, so cannot be mapped and the program crashes at the end.

For lots of Q-Jumpers, first select a two player game. Then for player ones name enter '1978 WAS FUN'. The screen will now turn black. Type INK 7 and press RETURN. Then EDIT 1009 and press CTRL-D, change the final POKE to POKE 638F,255. RUN and you'll start the game with 255 Q-jumpers allowing you to reach the 30th beacon and finish the game.

Driver by ??????

For more lives, enter & run the following program before loading the tape.

```
10 CLOAD""
20 POKE#6333,234
30 DOKE#6334,#1A9
40 CLOAD""
```

Fantasy Quest by IJK

To pass the Feather Monster, carry the feather. To pass the web, cut it with the knife. The Wizard will only be in if you are carrying the scroll. He will only let you by if you are carrying the wand.

Fireflash by No Mans Land

For infinite lives, load the program , inhibit its auto-run and enter: DOKE#48C8,#EAEA

Football Manager by Addictive Games

To build up a players energy, try to sell but answer 'N' in response to 'Do you wish to sell?'. The player should now be injured, if not repeat the process. When you play the

THE ORIC CHEATS DIRECTORY

game he should be up to near fitness. If you do this straight after an old game has been loaded, the player will remain injured.

Frag Chase by ??????

For infinite lives, load the program, inhibit its auto-run and enter: POKE#2F71,#EA:DOKE#2F72,#EAEA:CALL#2F05

Franklin's Tomb by Salamander Software

Can't find the last object you need? Have you read your horoscope this morning?!

Frelon by Loricels

The following pokes are for the second block of code.

DOKE#7385,#EAEA:DOKE#7387,#EAEA:POKE#7389,234

Frigate Commander by IJK

When a sub comes on the radar, face the opposite direction to it, then alter speed to -500. You will then get over the sub very quickly.

Ghost Gobbler by IJK

For infinite lives, load the program, inhibit its auto-run and enter: POKE#16EE,I6:POKE#10,127 or try: DOKE#16ED,#EAEA:DOKE#16EF,#EAEA

The following effects are available in HIRES mode:

CALL#16C8 - Returns control after 3 lives are spent.

CALL#3000 - Displays the scenery.

CALL#127B - Displays the Gobbler & the ghosts.

CALL#3300 - Displays the ghosts.

CALL#3140 - Displays the Gobbler.

CALL#3200 - Increases the score.

CALL#3006 - Clears the HIRES screen in TEXT mode.

CALL#1F20 - Scrolls colours around the screen.

Grendel by Mirage Software

To stop bullets killing you, play the first game as normal. When finished, you are asked to press any key to play again. Now press 'SHIFT' and '+' and you won't die from being shot. After finding 3 keys and 4 of the 5 weapons find the red door, past the Grendel sign and arrows. Shoot the door with the keys until it explodes. Go through and get the fifth weapon which is the one which will kill Grendel. To get the key segment on the screen with the 'King' on the left and 6 'Faces' on the right, try one of the following 2 solutions.

1. Get the big gun, which resides in the second gun bay. The other gun isn't fast enough for this screen. With gun no. 2 at the ready, enter the screen by dropping into it from the centre of the one above. As you drop, keep as far right as possible, facing right, in the squat position and firing all the time. It's important to kill the first 'Face' before he shoots. There are 6 of these 'Faces', so keep hammering the fire button. Whilst you're blasting away, the 'King' is getting ready to shoot you in the back. So, after you have taken care of the first 2 'Faces', stand-up and start walking right (still firing) so that you drop onto the lower platform. When the 'King' moves up far enough, turn to the left, fire a couple of shots and then turn right again for the remaining 'Faces'. You are now safe to pick up the key segment. To do this, drop down onto the little step to the left of the key, then creep towards the key until you can pick it up. Then you retrace your steps and go out the way you came in.

2. Jump up from the passage-way at the bottom of the screen, which achieves the objective but involves sacrificing a life. However, method 1 is risky so this second method may be the safest course of action.

To help on the screen with the spiked face lying on the ground, which makes it tricky to jump off the lamp post safely, try: POKE#43F7,25 to move the face a little to the right, or POKE#43F9,19 to turn the face into a harmless bush.

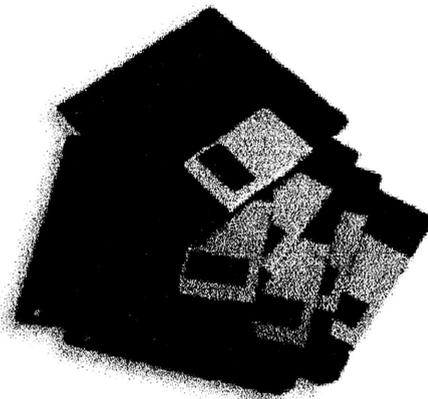
The Golden Baton by Channel 8 Software

To pass the crab, get the slugs and the salt. FEED SLUGS & they will shrivel up. Go to the crab and type FEED CRAB.

Rhetoric disk No. 4

Those of you who ordered the disk, should have it in your mitts with this issue. I hope you find something of interest. We've had very little in the way of comments about the disk so I don't know if love it or hate it. Let us know .

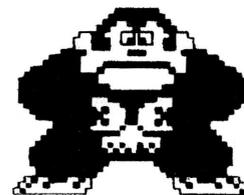
You may make a copy to use in an emulator and/or as a backup. Emailing or passing on copies by any other means is strictly prohibited. Please don't abuse this system - or we'll send round Big Baz to abuse you ! (I kid you not). Let's have a look what's on the disk then.



Krazy Ape

This wasn't intended to go on the disk, but the program I had lined up turned out to be an Oric-1 only version (of Dig Dog) and had to be dropped. (Anyone got an Atmos version of Dig Dog for me ?).

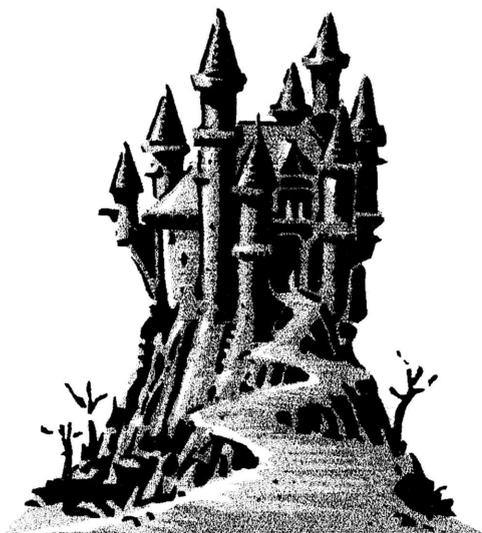
This version of the old Kong game was written by G. Bailey. It is difficult. This is partly due to the lack of being able to jump whilst moving left, or right. Things are a bit basic, with poor sound, so it ain't great; but it is another to add to your collection.



Hiscore: Get past the first screen and you'll be doing well. I was managing around 3500 but didn't play too much.

House of Death

Geoff Phillips gets spooky. A graphic/ text adventure from Tansoft for you to play around with. Instructions and so on are in the game. Explore !



Zebulon

A classic from Jonathan Bristow. Nice sounds and graphics. (I remember my first impression - Speccy graphics on an Oric !) A simple plot finds you being challenged by progressively harder to solve puzzles. As with games such as 'Chips Challenge' on other platforms, learn as you play is the theme.

I still like this one lots.

RHETORIC DISK 4

Rescue

This is a bit of a rare game from CRL. Here's what it says in the inlay:-
How can we summarise in short an adventure that requires a special program to detail it's rules?
Your quest, put simply, is to rescue an imprisoned Princess who is held captive by a hostile force. On your quest you must find the Map and Radio, plot your route and monitor patrols as they scour the 40+ locations you travel through. If you have the right equipment you can cross the secret territory in search of the Castle containing the imprisoned Princess. If you can find it and gain entrance there are many teasing trails and perilous hazards. If you can release the princess, your task is still not over, . . . You must return to your base.
Controls are prompted by the computer.

Cribbage

One of my favourite card games put on your Oric by the nice chaps at IJK. normally you need two players but the computer can be your opponent here, so you don't have to persuade the wife.

Instructions and rules are within the game, so I'll move on to ...

Space Crystal

Another rarity. (Aren't we good to you ?) An exciting game with animated 3D graphics, (the inlay says). Travel through space in search of an Illudium Crystal. Trade minerals and fuel on the planets you encounter in your travels. If you are skillful enough in your trading to acquire the Crystal, you must return to save your planet from destruction.

Beware of black holes, watch out for hostile aliens and try to pass undamaged through meteor storms. You may be fortunate and find abandoned alien space craft with minerals and fuel for the taking, but be warned of the space pirates who will attempt to rob you.

Various skill levels allow you to play the game as an intellectual challenge or purely for fun.

Scorbutt

A nice game from the French. Some may not have seen this one yet even though it has been around for a few years now. At the time a screen was made for each member of CEO. Simple yet challenging. Bet you can't do half of the screens !



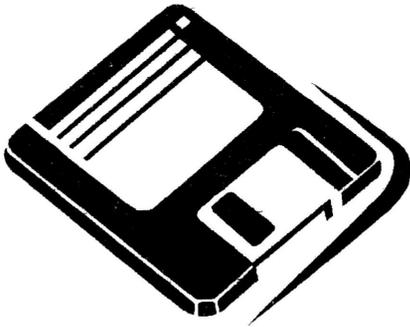
Doggy

Another one of my favourites and another example of good graphics by the French. (Eric Chahi this time, who did other stunning games, like 'Another World').

Here you move your doggy, (look at his little ears flap in the wind !), along a road from hell. Jump and dodge the obstacles picking up food when you can. There is a hidden bit that jumps you 3/4s of the way through the game - but I won't tell you about that just now.

Controls are listed in the game.

RHETORIC DISK 4



Disk monitor

I thought we needed a few more utilities on the disk so I put this one from Harry Peters on. It is pretty much like Nibble but I think has a bit more to it. Be careful what you do with this ! It could muck up your disks. I suggest copying it across on to another disk to play with.

Animation

Remember Spherical Mirrors ? The program I typed in from The'Oric which found it'd way onto an OUM disk ? Oh well. this is a program by Colin Cook that takes several screen shots from that program and animates them to give the impression of a bouncing sphere.

LISP

Fabrice Frances LISP. Apparently there is a big manual for this. I don't know how to program LISP and couldn't begin to tell you what to do. If you do know what to do you should like this.

Atmos Monitor

A machine code monitor for the Atmos. I don't have any instructions for this either, so if anyone out there does, please send it in so we can tell people what to do with this.

Hires screen

A picture I had lying around. We in no way endorse this product, just the one used to produce the image.

Well that's it for this time. I hope there is something there to amuse you. Write in with any requests/suggestions for future disks. In the meantime, send in your tips/ help/ maps.

Please send me any rare titles, type-ins and new software for the disk

MUSO

CYBOJUDGE

PART THREE

Summary. We have had a look at the basic idea and started looking at ways to achieve this. The idea is one thing put putting your idea into practice is another thing altogether.

Previous Ideas. I've scanned in some of my original sketches and workings showing a rough flow chart. On the flowchart picture you can see a sort of maze. this is one of the original ideas for the playing screen. I wanted more than just a simple maze, so that is an idea that wasn't dropped, but was altered to suit my program.

In the corner is a rough scenario. This is handy to keep your mind on what you are trying to do. It is so easy to let your mind wander, having ideas change and change. At some point you have to stick with a workable plan and get some programming done.

The flow chart is one of several I did. This one was working out how the game could work, i.e. what actions and decisions would occur as you played the game, rather than a flow chart of how the program code would function. This helps with the actual program as well as just thinking through the game plan.

Graphics. The other screens are previous ideas for the main character. I said I wanted to have different 'body parts', having greater attributes, e.g. body armour to protect against enemy attacks, bigger and more powerful weapons, stronger/ faster legs. I still like the idea but my programming 'skills' just weren't up to it so I just used one of the later drawing as the main character and kept the idea of changing the gun status. At this stage I just used an 'X' to display the character hoping to find a better design later.

so this is the set of redefined characters I had at present:

```
1040 REM *** DEFINE CHARACTERS ***
1060 FORWC=46856 TO 47023
1080 READA:POKEWC,A
1100 NEXTWC
1120 DATA1,6,12,25,17,35,39,39:'a
1140 DATA32,24,12,38,34,49,57,57:'b
1160 DATA39,39,35,17,25,12,6,1:'c
1180 DATA57,57,49,34,38,12,24,32:'d
1200 DATA39,39,39,39,39,39,39,39:'e
1220 DATA57,57,57,57,57,57,57,57:'f
1240 DATA63,0,0,63,63,63,63,63:'g
1260 DATA63,63,63,63,63,0,0,63:'h
1280 DATA4,14,14,14,21,21,0,0:'i
1300 DATA0,0,4,14,31,31,14,4:'j
1320 DATA0,0,10,31,31,31,14,4:'k
1340 DATA12,30,12,63,12,12,18,51:'l
1341 DATA0,8,14,31,31,31,30,61:'m
1342 DATA0,4,14,63,63,63,15,15:'n
1343 DATA0,4,12,62,62,63,63,63:'o
1344 DATA25,59,59,57,28,30,31,7:'p
1345 DATA63,56,48,62,54,14,62,46:'q
```

```

1346 DATA63,7,3,31,31,30,30,30:'r
1347 DATA15,7,7,3,1,0,0,0:'s
1348 DATA38,48,57,63,63,63,31,4:'t
1349 DATA28,60,56,56,48,32,0,0:'u

```

You'll notice that I used a REM to display the character after the data. This helps keep track of which is which. I tried to use REMS as much as I thought necessary, but making sure the program didn't jump to any lines that were just REM statements, so that I could delete them later. REMs just slow things down so are bad news in BASIC which is already slow. They are a great help to the programmer though, so don't be afraid to use them!

Screens. Last time I described how screen could be saved to disk. This is the original code though;

```

1380 REM *** DRAW BORDER ***
1400 TP=2:BT=24:CLS
1420 FORA=3T038
1440 PLOTA,TP,"g":PLOTA,BT,"h"
1460 NEXTA
1480 FORB=2T024
1500 PLOT3,B,"e":PLOT38,B,"f"
1520 NEXT
1540 PLOT3,2,"a":PLOT38,2,"b":PLOT3,24,"c":
PLOT38,24,"d"
1559 REM *** PLOT SCORES ETC ***
1560 PRINT@5,0;CHR$(129);"SCORE";CHR$(135);SC
1570 PRINT@20,0;CHR$(129);"HEALTH";CHR$(135);H
1580 PRINT@5,1;CHR$(129);"MONEY";CHR$(135);MO
1590 PRINT@20,1;CHR$(129);"AMMO";CHR$(135);AMMO
1600 REM *** PLOT SCREEN ***
1610 POKE#26A,10
1620 : PLOT12,3,"chhhhd          e          f"
1640 : PLOT5,4,"aggb          agb e          f"
1660 : PLOT5,5,"e f agg gggggb e f e          f"
1680 : PLOT5,6,"e          e          f e f e fh he f"
1700 : PLOT9,7,"f e          f e c d c d"
1720 : PLOT5,8,"e f chhhhhhhhd e f cd          cd"
1740 : PLOT5,9,"chhd          chd"
1760 : PLOT29,10,"aggggggb"
1780 : PLOT8,11,"aggb agggggb agg ggb e"
1800 : PLOT5,12,"ab e f e          f e          f chhhhhhd"
1820 : PLOT5,13,"cd e          e agb f e          f"
1840 : PLOT8,14,"e f e e f f          agggg gb"
1860 : PLOT5,15,"agge f e e f f e          f e          f"
1880 : PLOT5,16,"e e f e e f f e          f e          f"
1900 : PLOT5,17,"e          f e e          f chh hhd ch hhhhd"
1920 : PLOT5,18,"chhe f e e f f"
1940 : PLOT8,19,"e f e chd f aggggggggb"
1960 : PLOT8,20,"e          e          f e          f"
1980 : PLOT4,21,"ggb e f chh hhd e          f"

```

2020 : PLOT13,23,"aggggggb"
2040 PLOT32,3,"W"

Everything done in BASIC ! First drawing a border, plotting the scores area above the main playing area and then the walls of the buildings within the playing area. (Notice those REMS ! The later idea of saving the file to disk is much better, but this is good for small

Progs. All for now. - MUSA -

KRAZY APE LISTING

I've been sifting through your replies to the earlier Rhetoric questionnaire, and it seems that a lot of you like to see long listings that you can get stuck into, so I've been hunting high and low for a version of Donkey Kong on the Oric - and now I've found one that was originally published in Your Computer, in March 1984, and written by G. Bailey. Hope it works! On with the description as stated in the original magazine...

The object of Krazy Ape is to rescue the princess from the clutches of the angry ape at the top of the platform. To do this you must climb up the platforms using the ladders. This may sound easy, but the ape rolls barrels down to stop your attempt. You must jump over these barrels to stay alive by the means of the space bar or the fire button on a joystick. You have 3 lives to start with. You move your man (oh... Just call him Mario @ !! - Ed) by the 4 cursor keys or by the joystick. On the way he can collect objects which offer bonus points. When all your lives are exhausted, the game ends and a highscore table is shown. The program takes up nearly 12K and is a combination of Basic and machine code. The machine code is used to move the barrels and to give the effect of the ape rolling a barrel down a platform. The technique used in this effect is a two picture technique. UDG's make up a picture of the ape holding and rolling a barrel. There are 64 UDG's in the program. Nearly 30 of these go to make up both apes.



```
NOTE: FOR ' ' READ FOUND SIGN
0 HIMEM#9800
1 REM *** KRAZY APE (C) G.Bailey ***
2 GOSUB9000 'MACHINE CODE & UDG'S
3 GDSUB 2000
4 DOKE#0229,#996D
5 LL=3:SK=45:LV=1
8 GDSUB 1000
10 GOTO 100
49 REM ** JOYSTICK **
50 PK=PEEK(#BFFF)
51 IFPK>76ANDPK<96ANDGH=0THEN560
52 IF PK=111 ANDUP=1THEN540
54 IF PK=111 ANDGH=0ANDSCRN(X,Y-2)=77THEN540
56 IF PK=125ANDGH=0THEN520
58 IF PK=126ANDGH=0THEN500
60 IF PK=119ANDGH=0THEN580
62 GOTO 300
100 REM ** LOOP **
110 CALL#400
120 BO=800
150 X=6:Y=24
160 GOTO200
199 PLOT 27,9,66:A=0:CALL#400:GOTO280
200 REPEAT
205 PLOT4,25,32:PLOT3,24,96
215 PLOT29,2,7
250 CALL#9800
270 A=INT(RND(1)*50):IFA>SKANDSCRN(30,9)<>50 THEN199
272 IF A>SKTHENCALL#400
278 IF SCRN(X,Y+1)=66THENPING:GOTO700
279 IF JOY=1 THEN 50
280 K$=KEY$
288 IFK$=CHR$(10)ANDGH=0THEN580
290 IF K$=CHR$(8)ANDGH=0THEN500
292 IF K$=CHR$(9)ANDGH=0THEN520
293 IF K$=CHR$(11)ANDUP=1THEN540
294 IF K$=CHR$(11)ANDGH=0ANDSCRN(X,Y-2)=77THEN540
296 IF K$=" "ANDGH=0THEN560
300 IF GH=1 THEN JM=JM+1
310 IF JM=3 THEN 570
320 PLOT9,2,STR$(SC)
325 BO=BO-1:PLOT22,2,STR$(BO)
400 REM
410 UNTIL SCRN(18,5)=87ORBO=0
420 IF BO=0THEN700
421 ZAP:ZAP
425 SK=SK-2:IFSK=33THENSK=35
430 SC=SC+BO:LV=LV+1
440 WAIT300:UP=0:NB=0:GH=0:JM=0
450 GOTO8
499 END
500 IFSCRN(X-1,Y+1)<>32ANDSCRN(X-1,Y)<>77THEN400
501 IF SCRN(X,Y+2)=32THENPING:GOTO700
502 PLOT X,Y,32:PLOTX,Y+1,32:X=X-1:PLOTX,Y,"P":PLOTX,
(listing continued on page 111)
```


KRAZY APE - CONCLUSION

-0-000000000000000000

```
2050 PRINTSPC(10) " $$$ $$$"
2055 PRINTSPC(10) " $ $ $ $ "
2060 PRINTSPC(10) " $ $ $ $ "
2065 PRINTSPC(10) " $$$ $$$ $$$"
2066 PRINTSPC(10) " $ $ $ $ "
2068 PRINTSPC(10) " $ $ $ $ "
2070 PRINTSPC(10) " $ $ $ $$$"
2075 C=1: FORT=5T09: PLOT3, T, C1: PLOT10, T, C+1: PLOT17, T, C+
21: PLOT24, T, C+3
2080 PLOT31, T, C+4: NEXT
2090 PLOT10, 24, CHR$(8) + "By G. Bailey"
2095 PLOT9, 24, 5
2100 WAIT300
2102 PRINTCHR$(12): PAPER0: INK3
2105 PLOT13, 2, CHR$(1) + "KRAZY APE": FORT=1T04: PRINT: NEX
T
2110 PRINT "You have to rescue the princess from"
2115 PRINT "the clutches of the angry ape who is"
2120 PRINT "rolling barrels down the platforms to"
2125 PRINT "try and stop you. You must dodge these"
2130 PRINT "barrels by jumping over them."
2135 PRINT: PRINT "Extra points ..."
2140 PLOT1, 14, CHR$(5) + CHR$(9) + "UTS": PLOT3, 15, CHR$(9) +
"V" + CHR$(8)
2142 PLOT8, 15, "... 100"
2144 PLOT20, 14, CHR$(9) + CHR$(6) + "YIZ": PLOT22, 15, CHR$(9
)+ "I" + CHR$(8)
2146 PLOT27, 15, "... 200"
2148 PLOT2, 19, CHR$(9) + CHR$(1) + "\ ... 300": PLOT7, 19,
B
2150 PLOT21, 19, CHR$(7) + CHR$(9) + "R ... 500": PLOT27, 1
9, B
2152 FORT=1T010: PRINT: NEXT
2154 PRINT "Use the cursor key to move, and the ";" s
pace bar to jump."
2156 PLOTS, 24, CHR$(12) + CHR$(2) + "Press SPACE to play"
2158 REPEAT: UNTILKEY$=" "
2160 CLS
2165 PLOTS, 13, "JOYSTICK CONTROL (Y/N)"
2170 REPEAT: KE=KEY$: UNTILKE$="Y" ORK$="N"
2175 IF KE$="Y" THEN JOY=1 ELSE JOY=0
2180 RETURN
2199 END
9000 REM *** UDG's ***
9010 FORT=#B00+ (B=36) TOT+495
9020 READ D: POKET, D: NEXT T
9030 DATA 63, 12, 12, 18, 18, 33, 33, 63
9040 DATA 0, 0, 0, 0, 32, 48, 48, 60, 63, 51, 24, 20, 40, 48, 32
9045 DATA 0, 0, 0, 0, 0, 0, 32, 16, 48, 24, 60, 31, 63, 63, 63
9050 DATA 63, 63, 31, 63, 14, 0, 0, 1, 0, 0, 32, 16, 40, 36, 35, 7
9055 DATA 13, 34, 63, 63, 63, 63, 61, 63, 53, 42, 21, 42, 31, 11, 2
1, 63
9060 DATA 14, 17, 32, 35, 20, 32, 0, 1, 18, 36, 9, 51, 15, 55, 15, 1
5
9065 DATA 31, 31, 63, 63, 60, 60, 56, 1, 0, 0, 0, 1, 1, 3, 28, 32
9070 DATA 32, 31, 16, 8, 4, 3, 0, 0, 0, 30, 33, 29, 5, 29, 33, 30
9075 DATA 0, 0, 0, 0, 48, 56, 60, 62, 62, 62, 61, 61, 61, 61, 58, 4
9080 DATA 56, 0, 0, 0, 0, 0, 32, 48, 0, 0, 0, 63, 15, 23, 11, 5
9085 DATA 57, 3, 63, 63, 31, 31, 31, 63, 52, 3, 60, 40, 22, 42, 53,
63
9090 DATA 0, 28, 34, 1, 20, 1, 62, 0, 63, 0, 29, 62, 63, 63, 63, 62
9095 DATA 29, 0, 63, 33, 33, 0, 0, 0, 0, 0, 63, 56, 53, 40, 16
9100 DATA 15, 32, 63, 62, 61, 61, 61, 62, 47, 56, 15, 15, 26, 21, 4
3, 63
9105 DATA 0, 0, 0, 0, 3, 7, 15, 31, 31, 31, 47, 47, 47, 39, 23, 8
9110 DATA 7, 0, 0, 0, 0, 1, 3, 12, 30, 59, 55, 47, 61, 30, 12
9120 DATA 0, 0, 48, 56, 60, 56, 24, 52, 2, 60, 48, 58, 36, 40, 48, 6
3, 48, 48, 56, 56, 56, 60, 0, 32
9125 DATA 0, 0, 7, 7, 15, 8, 9, 41, 56, 57, 9, 9, 7, 7, 15, 15, 15,
31, 31, 31, 63, 6, 7
9130 DATA 0, 0, 0, 34, 62, 34, 0, 0, 0, 0, 62, 32, 62, 32, 62, 0, 0, 3
2, 32, 32, 32, 62, 0
9135 DATA 62, 33, 33, 62, 32, 32, 32, 32
9140 DATA 33, 33, 63, 33, 33, 63, 33, 33
9150 DATA 62, 63, 30, 31, 30, 12, 30, 54, 55, 48, 63, 30, 30, 12, 1
2, 14
9155 DATA 31, 63, 30, 62, 30, 12, 30, 27, 61, 1, 63, 30, 30, 12, 12
, 28
9160 DATA 12, 12, 30, 63, 63, 30, 12, 12
9165 DATA 0, 32, 48, 56, 60, 62, 63, 15, 30, 51, 51, 51, 33, 0, 51,
12
9170 DATA 0, 1, 3, 7, 15, 31, 63, 60, 4, 4, 4, 4, 36, 36, 24
9175 DATA 0, 30, 63, 63, 63, 30, 30, 63, 63, 63, 63, 30, 30, 12, 12
, 12
9180 DATA 31, 31, 25, 25, 25, 25, 25, 31, 62, 62, 38, 38, 38, 38, 3
8, 62 "HAMMER"
9185 DATA 12, 12, 12, 12, 12, 12, 0, 51, 51, 63, 63, 30, 30, 12
, 0
9190 DATA 63, 63, 63, 63, 63, 63, 63, 63
9200 DATA 42, 38, 25, 63, 31, 31, 32, 46, 42, 42, 46, 32, 31, 3
1, 63
9210 DATA 25, 55, 34, 63, 62, 62, 1, 41, 41, 41, 41, 45, 1, 62, 62,
63
10000 REM **** MACHINE CODE ****
10005 FORT=1T079: READD: POKEMEM, D: NEXT
10010 DATA #A2, #00, #BD, #CB, #AF, #9D, #DF, #BC, #EB, #E0, #5
```

```
, #D0, #F5
10015 DATA #A2, #00, #BD, #CD, #AF, #9D, #07, #BD, #EB, #E0, #5
, #D0, #F5
10020 DATA #A2, #00, #BD, #D2, #AF, #9D, #2F, #BD, #EB, #E0, #5
, #D0, #F5
10025 REM *** MOVE DATA ***
10030 DATA #A2, #00, #BD, #CB, #AF, #9D, #FO, #AF, #EB, #FO, #F
, #D0, #F5
10035 DATA #A2, #00, #BD, #DC, #AF, #9D, #CB, #AF, #EB, #E0, #F
, #D0, #F5
10040 DATA #A2, #00, #BD, #FO, #AF, #9D, #DC, #AF, #EB, #E0, #F
, #D0, #F5, #60
10050 FORT=0T014: READD: POKEMEM, D: NEXT
10055 FORT=0T014: READD: POKEMEM, D: NEXT
10060 DATA #30, #2D, #2A, #27, #20, #31, #2E, #2B, #2B, #23, #32
, #2F, #2C, #29, #26
10065 DATA #3F, #3C, #39, #36, #33, #40, #3D, #3A, #37, #34, #41
, #3E, #3B, #38, #35
10068 FORT=0T0364: READD: POKEMEM, D: NEXT
10070 DATA #A2, #17, #A0, #00, #BD, #15, #BD, #AB, #C0, #42, #F
0, #B, #CA, #E0, #00
10072 DATA #D0, #F3, #4C, #22, #98
10074 DATA #A9, #20, #9D, #15, #BD, #9B, #CA, #9D, #15, #BD, #C
A, #4C, #0D, #9B
10076 DATA #AE, #23, #BD, #E0, #20, #FO, #3
10078 DATA #4C, #31, #9B
10080 DATA #A9, #4D, #BD, #23, #BD
10082 DATA #AE, #15, #BD, #BE, #B5, #BD, #A2, #20, #BE, #15, #B
D
10084 DATA #A2, #00, #A0, #00, #BD, #B5, #BD, #AB, #C0, #42, #F
0, #B
10086 DATA #EB, #E0, #1F, #D0, #F3 '76
10088 DATA #4C, #5E, #98
10090 DATA #A9, #20, #9D, #B5, #BD, #9B, #EB, #9D, #B5, #BD, #E
B, #4C, #49, #98
10092 DATA #AE, #B7, #BD, #E0, #20, #FO, #3
10094 DATA #4C, #6D, #98 '103
10096 DATA #A9, #4D, #BD, #B7, #BD
10098 DATA #AE, #D4, #BD, #BE, #74, #BE, #A2, #20, #BE, #D4, #B
D
10100 DATA #A2, #1F, #A0, #00, #BD, #55, #BE, #AB, #C0, #42, #F
0, #B, #CA, #E0, #00
10102 DATA #D0, #F3, #4C, #9A, #98 '139
10104 DATA #A9, #20, #9D, #55, #BE, #9B, #CA, #9D, #55, #BE, #C
A, #4C, #B5, #98
10106 DATA #AE, #72, #BE, #E0, #20, #FO, #3
10108 DATA #4C, #A9, #98 '163
10110 DATA #A9, #4D, #BD, #72, #BE
10112 DATA #AE, #55, #BE, #BE, #F5, #BE, #A2, #20, #BE, #55, #B
E
10114 DATA #A2, #00, #A0, #00, #BD, #F5, #BE, #AB, #C0, #42, #F
0, #B
10116 DATA #EB, #E0, #1F, #D0, #F3 '196
10118 DATA #4C, #D6, #98
10120 DATA #A9, #20, #9D, #F5, #BE, #9B, #EB, #9D, #F5, #BE, #E
B, #4C, #C1, #98
10122 DATA #AE, #F7, #BE, #E0, #20, #FO, #3
10124 DATA #4C, #E5, #98 '223
10126 DATA #A9, #4D, #BD, #F7, #BE
10128 DATA #AE, #14, #BF, #BE, #B4, #BF, #A2, #20, #BE, #14, #B
D
10130 DATA #A2, #1F, #A0, #00, #BD, '95, #BF, #AB, #C0, #42, #F
0, #B, #CA, #E0, #00
10132 DATA #D0, #F3, #4C, #12, #99
10134 DATA #A9, #20, #9D, #95, #BF, #9B, #CA, #9D, #95, #BF, #C
A, #4C, #FD, #98 '273
10136 DATA #AE, #B2, #BF, #E0, #20, #FO, #3
10138 DATA #4C, #21, #99
10140 DATA #A9, #4D, #BD, #B2, #BF
10142 DATA #AE, #FB, #BC, #E0, #20, #FO, #3
10144 DATA #4C, #30, #99
10146 DATA #A9, #4D, #BD, #FB, #BC
10148 DATA #AE, #BF, #BD, #E0, #20, #FO, #3
10150 DATA #4C, #3F, #99 '313
10152 DATA #A9, #4D, #BD, #BF, #BD
10154 DATA #AE, #4A, #BE, #E0, #20, #FO, #3
10156 DATA #4C, #4E, #99
10158 DATA #A9, #4D, #BD, #4A, #BE
10160 DATA #AE, #CF, #BE, #E0, #20, #FO, #3
10162 DATA #4C, #5D, #99
10164 DATA #A9, #4D, #BD, #CF, #BE
10166 DATA #AE, #BA, #BF, #E0, #20, #FO, #3
10168 DATA #4C, #6C, #99
10170 DATA #A9, #4D, #BD, #BA, #BF
10175 DATA #60
10198 REM *** JOYSTICK ***
10199 :
10200 DATA #48, #AD, #01, #03, #48, #AD, #03, #03, #48, #A9, #C
0
10202 DATA #BD, #03, #03, #A9, #B0, #BD, #0F, #03, #AD, #0F, #0
3, #BD, #FE, #BF
10204 DATA #A9, #40, #BD, #0F, #03, #AD, #01, #03
10206 DATA #BD, #FF, #BF, #6B, #BD, #03, #03, #6B, #BD, #0F, #0
3, #6B, #4C, #03, #EC
10208 MEM=#996D
10210 READD: POKEMEM, D
10212 IF D<>#EC THEN MEM=MEM+1: GOTO10210
11000 RETURN
```

THE MAIL BAG

THE MEET

Hi All,
We (Stato, Lothlin and myself) recently had an Unofficial Rhetoric Brainstorming session on ICQ (Last Friday), with the biggest conversational point on ROM, the Rhetoric Meet in October. We were trying to think of things to be happenin on the day. Ideas raised....

Rhetoric Award Ceremony to be held on the day of ROM

This would consist of some/all of the following catogories...

- Most irritating argument
- Crappiest Game written just before meet
- Best Website
- Worst Oric Scoundrel
- Worst Oric Soundtrack
- Best Demo of all time
- Best Game of All time
- Best newcomer Award
- Best Oric Gamesplayer Award
- Award to the most enthusiastic supporter of the Oric
- A special award to the most long-standing supporter of the Oric (Dave Dick)

As for prizes, they ought to be silly ones, things like a packet of refreshers or half a pint of bitter.

As for other events during the day, we came up with...

Swapshop

A swap shop to allow Oric users to swap/buy peripherals and software at the meet.

Demo's

Lothlin is currently compiling a list of all the demo's ever produced for the Oric, from the Oric-1 Demonstration Cassette to the latest incarnation from me. All of which will then be shown throughout the day at ROM (Using a Video Projector hired by Stato) and then an award will go out to the best one.

ROM Challenge

How good are you at a head to head with your favourite Oric Game?
Throughout the day, there will be challenges set, and maybe challenges met, to find the best Oric games player of the year and then, when found, will be given an award.

If you have any other ideas of how to make ROM even better, maybe another award, maybe another feature or maybe something completely different, then tell us All (Primarily Stato (Matt)).

Hope to hear from you soon,

Twilichte

Hi Jonathan,

Sounds great. Seriously, I'm really looking forward to the meet, as I was unlucky enough to miss all of the O.U.M. ones. Hope everyone can make it, and I look forward to meeting everyone. CHAOS

ANOTHER TWILIGHTE LETTER

Hi Si,

I found a snazzy way to get from HIRES mode to TEXT mode without that really naff flash of @ symbols on the screen.

ETTERS...

The @ symbols are generated because the default contents of every byte on a HIRES screen is 64.

When returning to TEXT mode, HIRES is switched off but just before the screen is cleared, a couple of frames display the text representation of 64, which is the @ symbol.

One easy way to avoid this is to FILL the whole HIRES screen with zeroes before returning to TEXT mode
(Eg. CURSET 0,0,3:FILL200,40,0).

Now there's somat to stick in ya mag!

Respect Twilghte

PS: Coming soon... HIRES Imploding!

Cheers...it's in! -CHAOS-

WELCOME !

Dear Simon,

Please find enclosed the completed survey form. I must apologise for not writing sooner, but I haven't done anything worthy of writing to Rhetoric about in the last year.

I haven't used my 8 bit systems in over a year. This has been mainly due to lack of space. My computer system is set up in a very small space under the stairs. This space has natural light, and is carpeted and has an electricity supply, and is ideal for leaving my computer system set up, but it doesn't have a lot of space. Until recently, this space has been filled with a PC system, but about 2 weeks ago, I gave my PC monitor and motherboard to my nephew, so now I have the space to set up my 8-bit systems. First of all, I intend to set up a BBC system with colour monitor, disk drives and printer. I also have an EPROM programmer for the BBC, but it will need the software re-writing to include larger EPROMS. There may also be space to include an Oric system.

There are a few projects that I want to complete on my 8-bit systems and they are summarised below;

1. A program that will print out a program listing on to a printer, breaking the listing up in to pages, with each page having a heading and a page number.

2. Improving the software that came with my EPROM programmer, so that I can write to larger EPROMS,

3. Disassembling a variety of roms, including roms from Nintendo video games (see below), car microprocessor systems (my Volvo has 3 microprocessor systems including one which can play 5 seconds of Spanish Flea on an internal loudspeaker when going through its testing routine) and CB radio roms (the roms determine the frequency of the channels).

4. A hardware and software project that will allow me to connect an Oric to a BBC and transfer software from BBC to Oric. This has been done before and was written about in OUM.

5. Rewriting and updating some machine code programs that I wrote a few years ago, and storing them in a sideways EPROM on the BBC.

In the last year I have aquired some new pieces of hardware. A few years ago, I was given a Psion II organiser. It had no documentation and I couldn't do much with it at the time. I gave it away as a prize in the OUM raffle some time ago. Since then I decided to get another and learn how to program it. After many months of searching, I found one, with a manual, at a car boot sale for £2. It was one of the older models with a 2 line display. I found the Psion II site on the internet and downloaded a complete set

LETTERS...

Of their manuals and printed them at work on a laser printer. A few weeks later I found a Comms link to connect to a PC, but I also had to buy 2 more Psion Iis (the POS version with fewer keys and specialised software). Since then, I have also bought one of the newer models with the 4 line display. The Psion II has an 8-bit processor (HD6303) and I'm hoping to learn machine code programming on it. This won't conflict with using my other computers as the Psion is portable and I can use it at lunch times at work and when I'm away from home. I would like to write a disassembler for it and possibly get it to control an EPROM programmer..

My other pieces of new hardware is a games machine. Although I'm not a games player, I recently bought a Nintendo NES games machine. I had read that it is based around the 6502 processor and has a small operating system in ROM. The machine code in ROM is about 2K long. I have already desoldered this ROM and I intend to put it in my EPROM programmer and disassemble it.

Over the last 4 years, I have been working with PC systems (building, upgrading and repairing), but recently I have been doing more electronics repairs on monitors etc. This has led to an increase in my interest in electronics and especially in the older small single board computers (mainly the Microtan 65 and the MK14). I have seen sites on these machines on the internet.

Over the last few weeks, I have managed to get a few hours time on the internet. I have visited several Oric sites, including Geoff Philips site, where I downloaded his book, and have printed it out. Other sites have included the Rhetoric site.

Yours faithfully,

Robert Crisp

Hello Robert,

It really is great to hear from you. We certainly don't receive enough contact with the Oric users that were so active with OUM.

I have an interest myself with the older games consoles. I am very interested in programming software for the Nintendo gameboy, as there are lots of development tools around that are freely downloadable on the internet, for making new software on this system. Although the Gameboy is Z80 based, it is easily programmable in C, and 'rom' files are easily made, which can be used with the emulators, or if your lucky enough to own EPROM hardware... on the real thing.

I've been acquiring various bits and pieces of hardware too, that are in various stages of disrepair. I bought an Apple Mac Powerbook, and a desktop 68000 based Mac, a Sinclair pocket TV, QL, Spectrum +3, MSX, & Aquarius. I've also set up a nice Sega MD system, with Mega CD, 32X, and import converter. The pride and joy though is the Japanese Sega Saturn – Got about 70 software titles too!

Hope we get to see you at the meet – but if not, please don't leave it so long next time before writing in,

All the best,

-CHAOS-

Email us:
Chaosmongers@yahoo.com

Or write us:
Simon Ulliyatt, 32 Peter Paine Close,
Butterwick, Boston, Lincs. UK