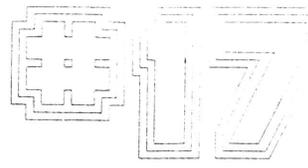


rhetoric™



SP What you say is to
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MULTIMEDIA

Move ZIG REV 2.6

Oh no... That lunatic cannibal man 'o' the fens is back

NICE TO SEE YOU TO SEE YOU NICE...

Hello all, it's me 'Chaosmõnger' - I'm back! You've probably all forgotten about me by now, but I'm Rhetoric's mild mannered Janitor, and after a nice summer break, I'm ready and take back over the editing of the magazine again.

Well - actually - not really take over, but now sharing responsibilities with Cumbria's fiery bad-tempered saxophonophile Steve Marshall, who has done a great job at taking care of things, and breathing some new life into the magazine for the past three issues. Seriously - thanks Muso.

It looks like we will be sharing editing responsibility 50/50 in future, which will be great I think for all of you readers.

Getting back into the stride of things, it suddenly dawned on me that this is the seventeenth issue - I can honestly say that I didn't really expect us to get this far - but the fact that we have shows that there support is still there.

It is with a hint of sadness, that in this issue, it's reported that the Electron User Group looks on the verge of closing down. I urge any readers with an interest in the Electron to get in contact, and hopefully save this group from closure. It seems that lack of input from group members, whether it be Oric or Electron, can spell the death of any remaining support for a format. Show your support, and give the guy some encouragement.

At this end, things seem to be going OK anyway. I've recently finished work, so I can concentrate on the EBAY auctions full-time, which will also leave me some time for all things Oric related - maybe a bit of programming too.

Just a small point on the cover of the last Rhetoric - Is that screen shot of a Pac-man type game an actual Oric game? It looks suspiciously like a mock-up to me. Those chunky graphics look very 'Mattel Aquarius' or perhaps 'Atari 2600'. Also - the kids in the picture look like they're not enjoying themselves at all, - you'd have to go a long way to find a more 'un-enthusiastic' Orician.

Mind you - if I looked like that kid in the picture, I'd be pretty depressed too. How about a picture of a big smiling heavy metal fan like Jim Groom happily playing RAT

SPLAT on a giant projection TV?

Right - as none of you are reading this anymore, it's time to get on with the mag.

Bye for now,

Simon (Chaosmõngers)



Our Co-editor

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DON'T BE DEAD

As EUG begins to close down, Dave Edwards discusses the Herculean task of running an 8bit user group and how it is always ultimately the readers who seal its fate

AS A reader glancing through your local user group magazine, it's hard to appreciate just how much work you're looking at. As a reader for many years of, and now ultimately the editor of, 8-bit magazine EUG (for the BBC series computers), such a bold statement comes from experience. Although it hardly seems necessary to point it out, the past decade with its PCs, internet and bawls that 8-bits are dead has left an all-pervasive legacy for the coming millennium: original boxed machines from ZX80s to Amiga 1200s are now being snapped up by collectors desiring to preserve the meagre machine capacities that once were the norm in mothballs and antiquity; machines in use irreparably break down; and user groups supporting them go to the wall.

Unfortunately, and despite being around for over ten years, the ELECTRON USER GROUP (EUG) is so doomed. When the glossies gave up on the BBC series in 1991, it was established, producing bimonthly disc-based magazines carefully formatted to work on the BBC B, B+, Master 128 and Acorn Electron computers. I was one of the 200+ readership it boasted on conception and although, being the work of only a small number of contributors, it could never quite produce as broad a range of articles geared to the machine as its professional predecessors, nonetheless on it ploughed. Much the same as your quarterly Rhetoric.

Although the BBC series are very different machines to the Oric family, sharing only the same 6502 processor, each comes complete with its own chequered history of the boom and bust forever just behind the shoulders of all UK 8-bit manufacturers. Acorn Computers Ltd exported not to France but instead Germany, New Zealand, Australia and even America.

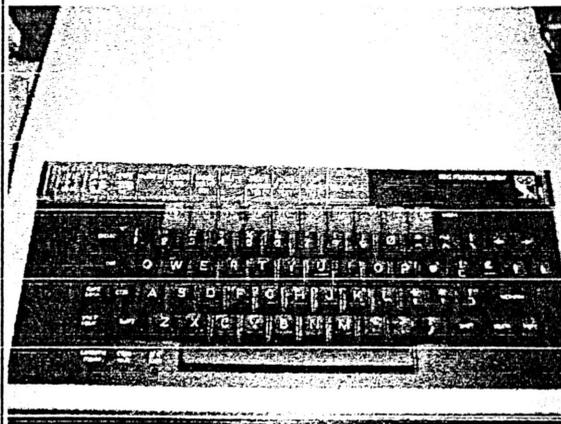
In the UK its BBC Bs and Masters became familiar sites in classrooms up and down the country. The amazingly flexible BBC BASIC language, the huge numbers of educational programs available and the active promotion by BBC television were the selling points when Acorn rode high. The bad idea to release

a cut-down BBC (the Acorn Electron (Elk)), the inability to meet orders for it, the fact that the claims of compatibility over all machines were dubious and finally the non-downwardly-compatible BBC Master Compacts (and Archimedes) were their poisoned chalices.

At Christmas 1983, Acorn Computers planned to stock up the high streets of the UK with expensive BBC As and Bs and the cheaper new Acorn Electron to rival the prevalent, but ill-reputed (due to the difficulty of programming earlier versions), Oric 48K. The Oric, in a desperate attempt to clear stocks, was the cheapest of the bunch weighing in almost a hundred pounds less than the 16K Model A (a computer outdated almost before it was released by the Model B!).

But demand for each machine, or at least so the Acorn newsgroups tell us, was unparalleled and Acorn Computers never forgave themselves for the sales they lost. Personally that Christmas, I wandered (as a youngster) between aisles piled high with BBCs, Elks, Orics, Spectrums and Amstrads while my parents listened to, and accepted, misinformed sales-talk that BBC software, because it was written in the standardised BBC BASIC language for a similar 32K machine, would work on an Electron too. Similar stories cross all formats. Even now, computer manufacturers are lax about producing downwardly-compatible machines. Invariably, a glut of software produced before each later release refuses to work on new machines.

That said, lots of software did become available in time and the literature published on programming the BBC machines could fill a small castle. Much as many Oric owners reading this will, so had BBC and Elk owners an affinity with their own machines which they had patiently learned how to program. When the professional packages stopped being produced, not



many immediately sold their computer in order to buy a replacement. In fact, with BBC Masters (and

with the help of a plug in cartridge all Acorn Computers' machines) having immediate access to a very powerful word-processor, there was very little to upgrade for. Typing a three letter command and <RETURN> was infinitely preferable to waiting ten minutes for the Archimedes or 386 PC to retrieve its own version from hard disc. It was here that at least the three BBC user groups - 8BS, EUG and SOLINET - were at their height, inundated with letters calling such machines The Emperor's New Clothes and utilities that did the same as these 'stronger' machines - and did it much faster! 8-bit was far from dead in 1995.

PCs still boot much more slowly than an 8-bit. Word processing is still governed by the speed of your fingers, not that of the processor. People still love their old machines. What happened? The answer is the internet. Several enthusiasts of each machine began collating their software collections, writing emulators and putting them on line. Nowadays, the connected BBC or Electron owner has a smorgasbord of games, utilities, demos, articles and mailing lists available to him. As the population has hooked up to the world wide web, it has waned them from original machine to software emulator on their PC's hard drive. BBC and Electron emulators operate flawlessly and most are completely free to download. A few mouse-clicks and your PC becomes your old retro friend, another few clicks and you have the convenience of a quick response to any question you may have on the BBC scene from the excellent noticeboards run by and for enthusiasts. You can see all those professional games you could never afford plus hundreds you have never even heard of. You can even get hold of all those fingerbreaking type-ins from each paperback metaphorically stuffed into the small castle earlier.

It's not easy to imagine that any aspiring retro computer owner is now dissuaded from writing to or for an 8-bit user group using their original machine. It is inconvenient and unnecessary to have two computers instead of one. Most ideas for games have already been done, been done well and are now instantly playable. Enthusiasts like myself have even worked through early programs incompatible with all machines and rewritten them so they no longer have any problems. The answers to most questions are out there in each-to-reach parts of cyberspace.

The editor of any user group is challenged with dragging his on-line readers out of the apathy and good fortune the PC emulation format offers them. To do this, he needs a constant stream of submissions, be they articles, letters or programs. Each issue of every user group magazine I have ever seen has appealed for them. Most have failed due to

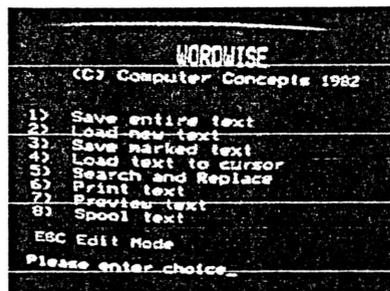
lack of them. Some have even failed because the editor has succumbed to the apathy himself and folded the magazine. My own take was to offer free issues in return for submissions, a healthy smattering of brand new articles, reviews, programs and demos in each EUG magazine, a regular bimonthly publication date and the continuing cheap price of £1.30 per issue. But I couldn't even tempt the enthusiasts who run the BBC and Electron software archive web sites!

Has all life really been wrung from such machines? In contrast, mass-advertising on the internet (in early 1999) quadrupled membership overnight. Yet almost none of these new readers contributed anything despite all appeals. As editor number three, I also expected submissions from the ex-editors well aware of how hard running the user group was. Ditto. Rhetoric is in a similar situation and this is my own contribution in response to *their* appeal. Without input, the only means of sustaining the quality of the magazine is by the editor doing the majority of the work alone. This means scouring the internet for news, many hours at a keyboard typing, page-setting and programming and finally spending a day writing and mailing envelopes. Getting no feedback from readers can be the icing on the cake if all this work is already under-appreciated by falling subscription rates.

Despite this however, EUG remains liable to a last-second reprieve from my sentence of death if interest can be stirred up within the next six months. Perhaps you will read this and disagree with some points. Maybe it will help to emphasise how precariously a user group walks the tightrope of existence. Possibly you will even be interested in the BBC and Electron computers. Hopefully, you will send something to either EUG or Rhetoric to stimulate further discussion. If not, then perhaps 8-bit really is dead.

Dave Edwards

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Editors Response

Thanks Dave, for the interesting and slightly saddening article. I think your words echo what the majority of us have been thinking, or at least worrying about for a while.

I agree that, at times, it's very difficult to carry on, especially with the apparent (to the editor anyway) lack of interest or motivation of the 8-bit community to actively support publications such as ours. In this day and age, with the advent of information and software on demand via the internet, then maybe the age of the printed magazine, and social user group has had it's day, rather than the machines themselves. Of course, there will always be a few die-hard supporters of long-forgotten formats, but I fear that more casual users will never be interested enough in actually subscribing to/paying for/contributing to conventional user groups and magazines. After all, if you have a collection of 10 or more different computers...as many of us do – it's hard to justify spending a lot of money on information and software, when it can be obtained and downloaded for free, and with minimal effort. I guess that we have become overwhelmed and spoilt for choice in the availability of resources. A few years ago, before internet access became available to me, then I would scour shops, car boot sales, markets etc. looking for old Oric titles – and very rarely would I find them, but any that were available, I would snap them up quickly. In those days, any software that you could lay your hands on would be played to death, and really appreciated. Now, just by browsing eBay, you can find a good selection of titles every week, or even download the software for free..

On the subject of machines falling into the hands of collectors, then it has it's plus points and negative points. Recently, there was a Telestrat machine on eBay for sale. There are genuine Oric group members that would love to get their hands on a machine like that – and as there are so few of these machines about – that these things are eventually obtainable (at a price). (Incidentally, I am really surprised that the seller of the machine isn't in contact with the group). I agree that it's sad that some machines are just being archived and won't be used by people that appreciate them, and are just now regarded as 'collectibles'. It would be hypocritical of me to say too much against the retro-collecting market, as this is how I personally make my living – so I guess I'm guilty of this myself. I suppose taken as a whole world market, there are more machines and articles of software around than there are people that want to enthusiastically use them, so

in that respect, preservation has it's plus points.

A strange thing happened to me a few weeks ago. I found a copy of Knight Lore on the Spectrum. As I sell old machines on eBay, I decided to load it up in order to test the game and the machine before selling it. After waiting 3 or 4 minutes for it to load, I found myself playing it for a good hour, and really enjoying myself too. True – I have a Spectrum emulator, and the Knight Lore file on my PC, which will load and play in 2 seconds – and it's just as good as the original version – though playing on the emulator just isn't any fun. It's just like playing a really bad PC game, instead of a really great Spectrum game. A lot of the enjoyment of 8-bit machines for me, is the anticipation of playing, seeing something which is impressive for it's format, finding something that is rare, and has been hunted down – not something I can get for free, and just give 10 seconds of attention to. If we can get people to go back to their original machines, and to put up with the inconvenience of using cassette/floppy drives, TVs as monitors, etc. then we are halfway there. It's only a small step from powering up an old machine and playing a few games, to start writing, programming and getting back into it.

I really hope that your article actually prompts people to think about what you (and we) do, in the hope of hanging on to what we've built up, and the friends that we've made along the way.

If EUG or Rhetoric is no more, then the time will come when there is no new software for people to obtain, there is no knowledgeable group members to ask when you need some advice on programming or repairs, or no news of progress, or developments.

I think personally, that if we can, we should make the internet work more for us, rather than against us. After all, I doubt that you'd heard of the Rhetoric group before we communicated to each other via email, so maybe there is hope.

Good luck with the group, and long may it continue.

Simon Ulliyatt
Rhetoric co-editor
Chaosmongers@yahoo.com



THE MAILBAG

First off is a copy of an email sent to me via Steve.

Hi Steve,

So I just received the Rhetoric mag and Disk and read your opening page and decided to do something about it!!! I would like to make a suggestion. How about I do one page of Oric rantings and ravings about what I do with my Telestrat and you could call it "A letter from America" as in the song (me being Scottish I kinda like the song as well. I could take some digital photos of my setup and print them out for you if you wanted. How many copies of Rhetoric go out each month as I could print the page off at work (I have a colour laser printer) and send it to you to add to the mag?

Of course I would send you a draft copy first to approve for entry into the mag. So what do you think?

Let me know but Its time I did more than just sit and read the mag you and the other people work so hard on.

PS I prefer to receive the Mag in Oric format as I don't have a PC (am a Mac mad man!!)

Kind regards

Bob

Although Steve will have got back to you, it's nice to hear from some new voices – especially from the other side of the world. Sound's great – please send your contributions in! We welcome everything! The idea of some colour in the magazine sounds great too. Take care and we hope to hear from you very soon,

Simon

Hi Steve,

Just got Rhetoric #16 through the post. Great Front cover! Loved the Lettering.

1.) Regarding Feedback on the Page that's never read: Did you have to swear in it?

Also, What a great idea about a full review of a game. So why doesn't Jim get on it!!

And about some feedback again, why not mention some first names, that might budge a few?

2.) It's a little confusing to know who wrote the original letter (John Hurley maybe?).

Anyway regarding the Slide Show. If you are referring to the multicolour slide show, the correct method of conversion is given below...

Take 1 multicolour PC image.
Reduce it to 240*200 resolution
Duplicate it to display three separate images.
Take the first image and convert it to its Red component.
Take the next, and convert it to its Green component.
Take the third and convert it to its Blue component.
Then convert all three to monochrome (Black and White) and save them as .TIF images.
Load up Symoons PCHIRES utility and convert each one to a HIRES image called RED.TAP, GREEN.TAP and BLUE.TAP respectively. Store Tape images in the Tape directory in your Euphoric Folder.
Now load up Euphoric.

You will now need to write a small utility.

This is what the utility must do...
Set HIMEM at #3FFF
Go into HIRES
CLOAD the red image.
Every three lines, the program must delete the second and third all the way down the screen.

Then Save the new image as RED.HRS to disc (ESAVE will do). HIRES again and load the Green image.

Every three lines, the program must delete (Fill 1,40,0 for each line) the first and third all the way down the screen. Then Save the new image as GREEN.HRS to disc (ESAVE will do). HIRES again and load the Blue image. Every three lines, the program must delete the first and second all the way down the screen.

Now Force load GREEN.HRS into #6000 (LOAD"RED.HRS",A#6000)

Now you need to write a small loop that takes the contents of #6000 to #7F67 and if each byte is more than zero, poke it to the screen at #A000 onwards (Start of HIRES). Once done, Force load RED.HRS into #6000 and repeat the loop above.

The program must now plot Red, Green and Blue ink (In this order) in the left-most column for every three lines down the screen. Finally after admiring your colourful workmanship, ESAVE the new image to disk and send it to Steve Marshall for inclusion in the next Rhetoric Disk!!

3)
For the third letter from Simon, Simon who?, I guess Simon Ulliyatt but his full name is not mentioned. Kind of a good idea wouldn't it? However, since some people may not wish their names in Print, why not Simon.U?

4)
Are you only printing Letters, not Emails?

Respect
Twilghte

PS:Print this in the next mag, go on!

MUSO REPLIES...

1.) No I didn't. What are you referring to ? the 'bloody' ? I think that's OK. You can remove the bloodies when you do the editing !

2.) OK, my mistake, or maybe something more graphical might be a good idea, something like separate columns for letters/ emails. Just an idea, and probably needs a lot more explaining?! Muso

Hi,

A very little something for the next mag.

FaxSmuldar@aol.com is looking for Fishy Business by Salamander (aren't we all?). I don't think he will have found by the time the next mag (i.e. the one after the one about to arrive) is out!

Regards,

Jim Groom

--
Currently listening to: Nothing, but thinking he really must get on with some Rhetoric articles now he is back in the saddle!

**Hello Jim -
Long time no hear. I'm glad that you're now concentrating on producing some more fine articles. Hope to hear from you soon,**

Simon

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My name is Frank Woodcock and, thanks to Jim Groom for rekindling my interest in 8 bit computing, I have an interesting story to tell about the Oric but more of that later.

I have built all of my PC's starting with the Microtan 65 in 1980 as a kit from Tangerine Computers. The set up consisted of a mainboard with its 6502 processor and 1k of memory. It was very tricky soldering all the components, especially all the DIL socket pins that are millimetres apart.

I still remember switching it on, fingers crossed hoping that there would be no smoke as I tuned in an old dual standard TV (UHF and VHF) to channel 36.

Needless to say there was little software around and it was very much 'hands on' and cutting edge. I bought a few books on 6502 programming and set about doing some chunky graphics. I did Dr Jekyll and Mr Hyde where the face alternated between the two. By today's standards, it was very primitive but then no one else had done that.



The second board added was the Tanex expansion for the BASIC and Tanbug Roms and expansion to 8K of memory. To get a feel of what was involved, have a look at Fabrice's site http://oric.ifrance.com/oric/microtan/tanex_manual.html

Eventually I progressed and wrote a series of games and utilities that I advertised in the Tansoft Gazette. I liked the Moonlander simulation and like NASA you could almost believe that you were there;)

I still have the old Microtan 65 board and Tanex and more importantly the cassette master tapes with things like DUMCO, whatever that was, and a host of other goodies waiting for that precious commodity - time.

As sound on the Microtan 65 was possible, I thought it would great if it could come from the TV speaker and developed the 'Telesound' ©

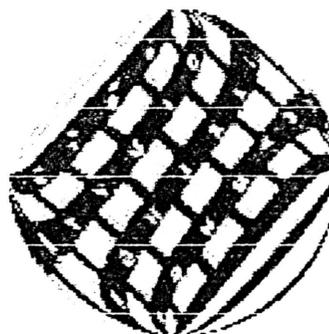
which in it's final version in 1983 was the world's smallest sound modulator. It is about the size of the Alt key on a PC keyboard and had only three leads - Sound In, RF Modulated Sound Out and Ground. There was no 5-volt power lead as the unit took power from Sound In. It was great for playing music cassettes through the TV that attracted a lot of interest at Computer Fairs.

After writing for the Microtan 65, I was approached by Paul Kaufman who asked me to write some software for a 'new computer' that was needed within 3 months. He swore me to secrecy about what turned up in the post - an Oric 1 16k.

Five games in 12 weeks was pushing it and I was on the last lap when crash bang wallop - I skidded my car on a bend, hit a tree and ended up in hospital with broken ribs and internal injuries. I explained to the nursing staff that I had important work to finish and asked if could use my computer. After some head scratching they agreed and then after hearing ZAPs PINGs and EXPLODE's decided to give me a side room. I was programming courtesy of the National Health Service! The painkillers worked wonders because I now have to think very hard to understand the program code.

The games got there in time and were packaged as Tansoft 'Multigames 2' and given away with the Oric 16k machines. I wrote one more game "Mole Capture" before concentrating on the Telesound and doing 'Blockbuster' for the (wash my mouth out) Spectrum... but that's another story.

FRANK



A new command for the Oric

In the dim and distant past, I wrote an extended BASIC program for the Oric, which, for the most part, mirrored that done by Severn Software. One of the commands included in that program was a scroll command that scrolled any part of the (text) screen in any direction, with or without wrap. Documentation of that was lost many years ago, although I did find a scrap of paper recently that detailed the other commands (mostly to do with sound and graphics). A long time has passed, and I wanted to see if I could retrace some of the steps and re-write the scroll routine, and the result is shown below.

It's by no means on the league of Twilghte or Geoff Phillips etc, but I'm quite proud of it. Mention must go to Geoff for the list of ROM routines in his book, and also Leicester Whewell's excellent Advanced User Guide. Some of the routines may seem positively enormous to more experienced programmers, and I'm sure they could be made more efficient. The up and down routines for instance can be a bit slow when moving large sections of screen; any suggestions for programmers out there are most welcome.

Anyway, I wrote this routine for future use in games, but at the moment, I'm not too sure what type of games - Frogger (Hopper, Green X Toad) springs to mind, but there must be many other uses.

Right I've said my bit now, I'll continue programming - my next program will be an assembler/disassembler/monitor written in BASIC (ooooff !!) - I'm nearly there - the thing holding me up is the labels on the two-pass system, but we'll get there in the end.

Bye for now,

Peter Finan
8/7/01

STOP PRESS...STOP PRESS....

I have, however spotted an error (Yikes !!)

Clever people will have spotted that the start address in the line-by-line explanation is NOT the one doked into #2F5 - the reason is that the line-by-line listing you have is the second-to-last version, and by this time I had discovered that I needed to preserve the accumulator before the add and subtract routines; this meant putting a 'PHA' at the start and a 'PLA' at the end of both routines, thus pushing the real start address along by 4 bytes, hence #9420.

Sorry !! Bye for now, Peter Finan

Scroll routine for Oric-resides in memory from \$9400-9542

Command : !X₁,Y₁,X₂,Y₂,D,C

Start address will have to be Doked into #2F5

X₁,Y₁ - Top left of Area to be scrolled

X₂,Y₂ - Bottom right of area to be scrolled

D - Direction of scrolling : 0=up, 1=right, 2=down, 3=left

C - character to fill gap left by scroll. If =0 then it will effect wraparound

By the way LSB is an abbreviation for Least Significant Byte, or the lower down in memory of a two-byte value. Similarly MSB is an abbreviation for Most Significant Byte, or the higher up in memory of a two-byte value.

Zero Page addresses utilised and their uses

\$00 - contains fill/wrap character

\$01 - contains scroll direction (0-3)

\$02 - contains Y₂

\$03 - contains X₂

\$04 - contains Y₁

\$05 - contains X₁

\$06 - LSB address top left of scroll box

\$07 - MSB address top left of scroll box

\$08 - copy of \$06 for temp. storage

\$09 - copy of \$07 for temp. storage

\$0A - horizontal width of scroll box

\$0B - vertical depth of scroll box

\$0C - counter for parameter-getting routine

Errors if: (in this order)

X₁/X₂ <0 or >39

Y₁/Y₂ <0 or >26

X₂ <= X₁

Y₂ <= Y₁

D > 3

ROM calls used:

\$CF17 - used to evaluate an expression and place it into the floating point accumulator. For V1.0 ROMs use \$CE8B

\$D92C - converts floating point accumulator into two bytes; LSB in Y, MSB in A. For V1.0 ROMs use \$D871

Also used - zero page routine at \$00E2 - this routine looks for punctuation in an expression, and points the program counter to the character after it.

<These two subroutines are used to add or subtract 40 from the screen counter address>

| | | | |
|--------|-----------|-------|--------------------------------|
| \$9400 | CLC | 18 | clear carry flag for addition |
| \$9401 | LDA \$06 | A5 06 | get LSB top left |
| \$9403 | ADC #\$28 | 69 28 | add 40 |
| \$9405 | STA \$06 | 85 06 | put it back |
| \$9407 | LDA \$07 | A5 07 | get MSB top left |
| \$9409 | ADC #\$00 | 69 00 | add 0 plus any carry |
| \$940B | STA \$07 | 85 07 | put it back |
| \$940D | RTS | 60 | return from subroutine |
| \$940E | SEC | 30 | set carry flag for subtraction |
| \$940F | LDA \$06 | A5 06 | get LSB top left |
| \$9411 | SBC #\$28 | E9 28 | subtract 40 |
| \$9413 | STA \$06 | 85 06 | put it back |
| \$9415 | LDA \$07 | A5 07 | get MSB top left |
| \$9417 | SBC #\$00 | E9 00 | subtract 0 plus any carry |
| \$9419 | STA \$07 | 85 07 | put it back |
| \$941B | RTS | 60 | return from subroutine |

<This first real routine evaluates the parameters and stores them. The start address of this routine is the one that should be Doked into #2F5>

| | | | |
|--------|------------|----------|--|
| \$941C | LDA #\$05 | A9 05 | set parameter counter at 5 |
| \$941E | STA \$0C | 85 0C | store it in \$0C |
| \$9420 | JSR \$CF17 | 20 17 CF | evaluate expression and put it in F.P.A |
| \$9423 | JSR \$D92C | 20 2C D9 | convert F.P.A to two byte value (Y=LSB, A=MSB) |
| \$9426 | LDX \$0C | A6 0C | get parameter offset |
| \$9428 | STY \$00,X | 94 00 | store value in Zero Page |
| \$942A | JSR \$00E2 | 20 E2 00 | skip punctuation (if not present, then Syntax Error) |
| \$942D | DEC \$0C | C6 00 | decrement parameter counter |
| \$942F | BNE \$9420 | D0 EF | if not zero then go back and get another argument |
| \$9431 | JSR \$CF17 | 20 17 CF | evaluate last argument (fill character) |
| \$9434 | JSR \$D92C | 20 2C D9 | convert into two bytes |
| \$9437 | STY \$00 | 84 00 | store this value in \$00 |

<text bit checks for parameter errors and calculates screen addresses/offsets>

| | | | |
|--------|------------|----------|---|
| \$9439 | LDX \$05 | A6 05 | put X ₁ into X |
| \$943B | LDY \$03 | A4 03 | put X ₂ into Y |
| \$943D | TXA | 8A | put X ₁ into accumulator |
| \$943E | BPL \$9443 | 10 03 | if greater than zero, then do next check |
| \$9440 | JMP \$D336 | 4C 36 D3 | 'Illegal Quantity Error' |
| \$9443 | CMP #\$27 | C9 27 | compare X ₁ with 39 |
| \$9445 | BPL \$9440 | 10 F9 | if greater, then error |
| \$9447 | TYA | 98 | put X ₂ into accumulator |
| \$9448 | BMI \$9440 | 30 F6 | if minus then error |
| \$944A | CMP #\$27 | C9 27 | compare X ₂ with 39 |
| \$944C | BPL \$9440 | 10 F2 | if greater, then error |
| \$944E | SEC | 38 | set carry flag for subtraction |
| \$944F | SBC \$05 | E5 05 | do X ₂ minus X ₁ |
| \$9451 | BMI \$9440 | 30 ED | if minus, then error |
| \$9453 | STA \$0A | 85 0A | store X offset/horizontal scroll width |
| \$9455 | CLC | 18 | clear carry flag for addition |
| \$9456 | LDA \$05 | A5 05 | get X ₁ value |
| \$9458 | ADC #\$A8 | 69 A8 | add X offset to screen start address LSB |
| \$945A | STA \$06 | 85 06 | store LSB screen start address |
| \$945C | LDA #\$BB | A9 BB | put MSB top left screen address into A |
| \$945E | STA \$07 | 85 07 | store this value |
| \$9460 | LDY \$04 | A4 04 | put Y ₁ into Y |
| \$9462 | LDX \$02 | A6 02 | put Y ₂ into X |
| \$9464 | TXA | 8A | put Y ₂ into accumulator |
| \$9465 | CMP #\$1A | C9 1A | compare Y ₂ with 26 |
| \$9467 | BPL \$9440 | 10 D7 | if greater, than error |
| \$9469 | SEC | 38 | set carry flag for subtraction |
| \$946A | SBC \$04 | E5 04 | do Y ₂ minus Y ₁ |
| \$946C | BMI \$9440 | 30 D2 | if minus then error |
| \$946E | STA \$0B | 85 0B | store Y offset/vertical scroll depth |
| \$9470 | LDA \$04 | A5 04 | Get Y ₁ start |
| \$9472 | BEQ \$9485 | F0 11 | if zero, we don't need to add multiples of 40 |
| \$9474 | TAY | A8 | transfer Y ₁ value to Y for loop counter |
| \$9475 | CLC | 18 | clear carry flag for addition |
| \$9476 | ADC #\$28 | 69 28 | add 40 |
| \$9479 | STA \$06 | 85 06 | store it |
| \$947C | LDA \$07 | A5 07 | get MSB top left scroll box |
| \$947E | ADC #\$00 | 69 00 | add 0 plus any carry |
| \$9480 | STA \$07 | 85 07 | store it |
| \$9482 | DEY | 88 | decrement loop counter |
| \$9483 | BNE \$9475 | D0 F0 | go back and add another 40 if not at end of loop |

<This next bit checks which direction the scroll is going to be and branches to the appropriate routine>

| | | | |
|--------|------------|-------|--|
| \$9485 | LDA \$01 | A5 01 | get scroll direction |
| \$9487 | BNE \$94BD | D0 34 | if it's not 0, then skip the up scroll routine |

<here is the scroll up routine>

| | | | |
|--------|--------------|----------|---|
| \$9489 | LDA \$06 | A5 06 | get LSB top left |
| \$948B | STA \$08 | 85 08 | put it in temporary storage |
| \$948D | LDA \$07 | A5 07 | get MSB top left |
| \$948F | STA \$09 | 85 09 | put it in temporary storage |
| \$9491 | LDY \$0A | A4 0A | get horizontal width into Y |
| \$9493 | LDX \$0B | A6 0B | get vertical depth into X |
| \$9495 | LDA (\$06),Y | B1 06 | get on-screen byte into A |
| \$9497 | PHA | 48 | save it in case we need to wrap |
| \$9498 | JSR \$9400 | 20 00 94 | go down a line on screen |
| \$949B | LDA (\$06),Y | B1 06 | get the byte there |
| \$949D | JSR \$940E | 20 0E 94 | go back up a line on screen |
| \$94A0 | STA (\$06),Y | 91 06 | put the byte on screen |
| \$94A2 | JSR \$9400 | 20 00 94 | go to the next line |
| \$94A5 | DEX | CA | decrement depth counter |
| \$94A6 | BNE \$9498 | D0 F0 | if not zero then go back and do the next byte |
| \$94A8 | PLA | 68 | get the first byte back again |
| \$94A9 | TAX | AA | put in into X for the moment |
| \$94AA | LDA \$00 | A5 00 | get the fill value |
| \$94AC | BNE \$94AF | D0 01 | if it's not zero then use this value to fill |
| \$94AE | TXA | 8A | if it is zero, get the wrap value back again |
| \$94AF | STA (\$06),Y | 91 06 | put the fill character on screen |
| \$94B1 | LDA \$08 | A5 08 | get back original top left LSB |
| \$94B3 | STA \$06 | 85 06 | put it back in the usual counter |
| \$94B5 | LDA \$09 | A5 09 | get back original top left MSB |
| \$94B7 | STA \$07 | 85 07 | put it back in the usual counter |
| \$94B9 | DEY | 88 | decrement Y counter (move left on the screen) |
| \$94BA | BPL \$9493 | 10 D7 | if greater than 0 then go back and do next column |
| \$94BC | RTS | 60 | back to Basic |
| \$94BD | CMP #\$01 | C9 01 | are we doing a right scroll? |
| \$94BF | BNE \$94E1 | D0 20 | if not then skip the right scroll routine |

<here is the scroll right routine>

| | | | |
|--------|--------------|----------|--|
| \$94C1 | LDX \$0B | A6 0B | get vertical depth into X |
| \$94C3 | LDY \$0A | A4 0A | get horizontal width into Y |
| \$94C5 | LDA (\$06),Y | B1 06 | get wrap character |
| \$94C7 | PHA | 48 | save it |
| \$94C8 | DEY | 88 | go left one character |
| \$94C9 | LDA (\$06),Y | B1 06 | get the byte there |
| \$94CB | INY | C8 | go right one character |
| \$94CC | STA (\$06),Y | 91 06 | store the byte here |
| \$94CE | DEY | 88 | go left one character ready for the next one |
| \$94CF | BNE \$94C8 | D0 F7 | if not zero then go do it again |
| \$94D1 | PLA | 68 | retrieve wrap character |
| \$94D2 | TAX | AA | save for the moment |
| \$94D3 | LDA \$00 | A5 00 | get the fill value |
| \$94D5 | BNE \$94D8 | D0 01 | if not zero then use this value to fill |
| \$94D7 | TXA | 8A | put the wrap character back in A |
| \$94D8 | STA (\$06),Y | 91 06 | put it on screen |
| \$94DA | JSR \$9400 | 20 00 94 | point to the next line |
| \$94DD | DEX | CA | decrement line counter |
| \$94DE | BPL \$94C3 | 10 E3 | if greater than 0 then go back for next line |
| \$94E0 | RTS | 60 | back to Basic |
| \$94E1 | CMP #\$02 | C9 02 | are we doing a down scroll ? |
| \$94E3 | BNE \$9521 | D0 30 | if not, all that's left is left !! |

<here is the scroll down routine>

| | | | |
|--------|--------------|----------|--|
| \$94E5 | LDA \$06 | A5 06 | get LSB top left |
| \$94E7 | STA \$08 | 85 08 | put in temporary storage |
| \$94E9 | LDA \$07 | A5 07 | get MSB top left |
| \$94EB | STA \$09 | 85 09 | put in temporary storage |
| \$94ED | LDY \$0A | A4 0A | get horizontal width into Y |
| \$94EF | LDX \$0B | A6 0B | get vertical depth into X |
| \$94F1 | JSR \$9400 | 20 00 94 | go to next line..... |
| \$94F4 | DEX | CA | decrement line counter |
| \$94F5 | BNE \$94F1 | D0 FA |until we reach the bottom line to be scrolled |
| \$94F7 | LDA (\$06),Y | B1 06 | get the character there |
| \$94F9 | PHA | 48 | save it in case we need to wrap |
| \$94FA | LDX \$0B | A6 0B | get the depth counter back into X |
| \$94FC | JSR \$940E | 20 0E 94 | go back up a line |
| \$94FF | LDA (\$06),Y | B1 06 | get the character there |
| \$9501 | JSR \$9400 | 20 00 94 | go down a line |
| \$9504 | STA (\$06),Y | 91 06 | and store the character on screen there |
| \$9506 | JSR \$940E | 20 0E 94 | back up a line ready for the next character |
| \$9509 | DEX | CA | decrement depth counter |
| \$950A | BPL \$94FC | 10 F0 | if not 0 then do some more |
| \$950C | PLA | 68 | get the wrap character back |
| \$950D | TAX | AA | save it in X for the moment |
| \$950E | LDA \$00 | A5 00 | get the fill value |
| \$9510 | BNE \$9513 | D0 01 | if not zero then use this value to fill |
| \$9512 | TXA | 8A | put wrap character back in A |
| \$9513 | STA (\$06),Y | 91 06 | store fill character on screen |
| \$9515 | LDA \$08 | A5 08 | get back original top left LSB |
| \$9517 | STA \$06 | 85 06 | put it back in the usual place |
| \$9519 | LDA \$09 | A5 09 | get back original top left MSB |
| \$951B | STA \$07 | 85 07 | put it back in the usual place |
| \$951D | DEY | 88 | decrement width counter |
| \$951E | BPL \$94EF | 10 CF | if greater than 0 then go back for another column |
| \$9520 | RTS | 60 | back to Basic |

<here is the scroll left routine>

| | | | |
|--------|--------------|----------|--|
| \$9521 | LDX \$0B | A6 0B | get vertical depth into X |
| \$9523 | LDY #\$00 | A0 00 | set column pointer to 0 |
| \$9525 | LDA (\$06),Y | B1 06 | get the byte on screen in case we need to wrap |
| \$9527 | PHA | 48 | store it for the moment |
| \$9528 | INY | C8 | go to the right |
| \$9529 | LDA (\$06),Y | B1 06 | get the character there |
| \$952B | DEY | 88 | go back to the left |
| \$952C | STA (\$06),Y | 91 06 | and store the character on screen |
| \$952E | INY | C8 | point to the next character to the right |
| \$952F | CPY \$0A | C4 0A | is Y the same as the width pointer we stored earlier ? |
| \$9531 | BNE \$9528 | D0 F5 | if not go back and do the next character |
| \$9533 | PLA | 68 | get the wrap character back |
| \$9534 | TAX | AA | save it in X for the moment |
| \$9535 | LDA \$00 | A5 00 | get the fill value |
| \$9537 | BNE \$953A | D0 01 | if not zero then use this value to fill |
| \$9539 | TXA | 8A | otherwise use the wrap character |
| \$953A | STA (\$06),Y | 91 06 | put the fill character on screen |
| \$953C | JSR \$9400 | 20 00 94 | point to the next line down |
| \$953F | DEX | CA | decrement depth counter |
| \$9540 | BPL \$9523 | 10 E1 | if greater than zero then go back and do the next line |
| \$9542 | RTS | 60 | back to Basic |

THE Oric's ARCHIVE

After a bit of a break, we're delving into the deep recesses of Muso's drawers to come up with some old tidbits of information from them old magazines that he found discarded under a bush. He lovingly dried them out with a (borrowed) hairdryer, and although some of the pages were stuck together, he salvaged these bits of knowledge from the 1980s.

MESSAGE WINDOW

This machine code routine for the Oric-1 creates a window near the bottom of the screen and scrolls this window one space to the left each time it is called.

```
10 MC=#400
20 FOR L=0 TO 43
30 READ B:POKE MC+L,B
40 NEXT L
50 DATA #A2,#03,#A9,#A0,#85,#40,#A9,#BE,#85,#41
60 DATA #A0,#08,#B1,#40,#48,#C8,#B1,#40,#88,#91
70 DATA #40,#C8,#C0,#20,#D0,#F5,#68,#91,#40,#18
80 DATA #A9,#28,#65,#40,#85,#40,#90,#02,#F6,#41
90 DATA #CA,#D0,#DF,#60
100 CLS:PLOT 9,21,"ORIC GROOVY MESSAGE!!!"
110 CALL(MC):WAIT 10:GOTO110
```

ALTERNATIVE ORIC SCREEN

When investigating the Oric's screen attributes, an unknown person came across what could be called a new screen mode. The routine will enable you to use the Oric's hi-resolution commands in text mode.

Lines 100-270 give a demonstration of this modem producing the effect of passing through a 3D tunnel. The effect is achieved by first setting the computer to HIRES, then displaying the 50Hz text attribute. The screen size and starting position are then changed accordingly, and finally the character set is moved to where it would be in text mode.

This mode does have its drawbacks. You can only use HIRES commands and print, and only 23 of the 28 text lines can be addressed using CURSET. DRAW and CIRCLE will not function properly but FILL does work extremely quickly and correctly. PAPER and INK work but should not be used as they will overwrite the character set further down in RAM.

```
0 CLS
10 TEXT
20 PAPER 0
30 INK 7
40 HIRES
50 FILL200,40,16
60 DOKE 621,47960
70 POKE623,28
```

```
80 PRINT " CHR$(27)"Z";
90 CALL #F89B
100 CURSET0,175,3:FILL12,40,22:
FILL12,40,19
110 FOR N=0TO5
120 CURSET N*18,175+N*2,3
130 FILL (6-N)*4,3,32
135 CURSET227-(N*18),175+N*2,3
136 FILL(6-N)*4,3,32
160 NEXT N
190 FOR ST=21 TO 20 STEP-1
200 CO=ST
210 FOR N=0 TO 5
220 CURSET N*18,175+N*2,3
230 FILL(6-N)*4,1,CO
235 CURSET 227-(N*18),175+N*2,3
236 FILL(6-N)*4,1,CO
240 CO=CO-1:IF CO<20THENCO=21
260 NEXT N,ST
270 GOTO 190
```

MEMORY MOVE ROUTINE

There is a memory move routine in ROM at #ECOC. Three parameters are needed to use it. First comes the address of the start of the source (the memory to be moved). This is DOKED to #200. Next the address to which it is to be moved, which is DOKED to #202. Then the number of bytes to move is DOKED to #204. Now a CALL #ECOC will move the memory. The program here demonstrates this by moving 3 lines of 'A's starting at the top of the screen down to the tenth line of the screen. The routine could be used to move the normal character set and put in one of your choice, and then with the help of a subroutine, move from one set to the other. Another use would be for moving objects rapidly around the screen.

```
10 CLS
15 REM FILL 1ST 3 LINES WITH A'S
20 FOR I=48040 TO 48040+119
30 POKE I,65
40 NEXT
50 DOKE #200,48040: REM START ADDRESS
60 DOKE #204,120: REM MOVE 120 BYTES
70 DOKE #202,48440: REM MOVE TO HERE
80 CALL #ECOC
```

AUTO REPEAT ALTER

Here's one you probably know, but here goes anyway. Increase the auto-repeat rate of keys by POKEing 839 with a suitable value (16 is a good start). To reset, POKE 839,39



Oric is back !

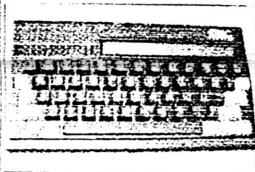
Certaines personnes se rappellent, avec émotion, de précédentes visus qui réunissaient péniblement neuf passionnés. Pour l'édition du 9 juin, pas moins de 25 personnes se sont bousculées à l'entrée près de la gare de l'Est à Paris. La petite bécane rouge et noire n'a pas dit son dernier mot !

Cette fois encore, on a pu voir des choses vraiment étonnantes. Fabrice Francès (l'auteur de l'émulateur *Euphoric*) a amené au meeting son Oric portable ! Ce dernier est en réalité un Oric Atmos auquel il a ajouté un écran LCD, quatre piles et une Ram Flash. Cette dernière sert de mémoire de masse, Fabri-

ependant il rencontre de petits problèmes dus à des incompatibilités entre les



émulateurs SNES et la véritable console. Fabrice est un puriste, ses cartouches Super-Nintendo de test sont programmées à l'aide

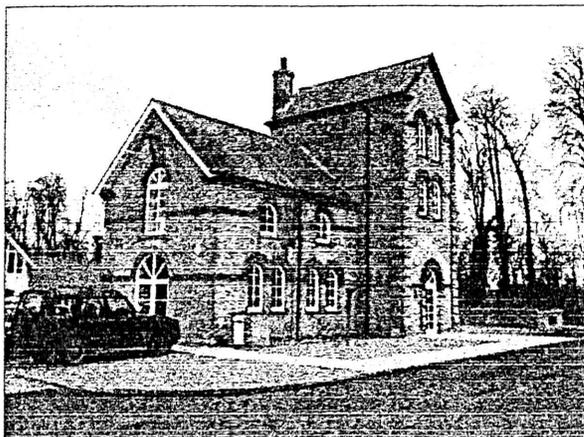


ce a ainsi 512 Ko de disponible pour sauvegarder ses programmes ! Les plans permettant de monter cette petite merveille figurent dans le magazine CEO-Mag (édité par le Club Europe Oric - Jean Boileau - 33, avenue Henri Barbusse - 93140 Bondy). Fabrice prépare également un émulateur Oric pour SNES,



d'un Oric ! Dbug est venu avec de nouvelles exploitations de son mode vidéo particulier. Cette fois on a pu voir une animation pré-calculée avec 3DS sur nos écrans.

Comme d'habitude, il est impossible de raconter en quelques lignes tout ce qui s'est déroulé au cours du meeting. Vous voulez en savoir plus ? Rendez-vous dans six mois à la prochaine visu !



I think it was Geoff that posted this - cant remember exactly, but this is a picture of the Orpheus HQ.

Some people remember (with emotion) previous meets that hardly reached nine fans. During the June 9th edition, not less than 25 persons hurried to reach the door, near "Gare de l'Est" in Paris. the little red and black thing has not said its last word.

Once again, we could see really astonishing things. Fabrice (author of *Euphoric*) brought his "laptop Oric".

This is an Atmos with a LCD display, four batteries and a Ram Flash. The last one is used as mass-storage, there are 512 free Kb to save programs. The schemes were published in the CEO-Mag.

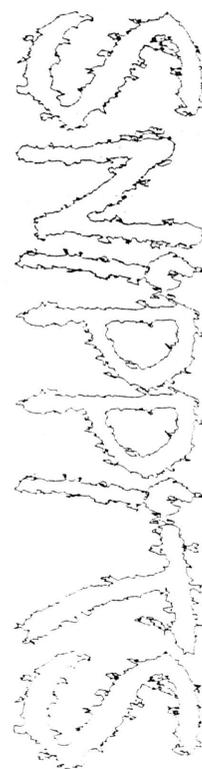
Fabrice is working on an Oric emulator for Super Nintendo, for the moment he has difficulties due to incompatibilities between SNES emulators and the real machine. Fabrice programs his test cartridges on an Oric.

Dbug came with new versions of his personal video mode. we had some demo(e)s of his 3D animations.

As usual, it is impossible to tell in a few lines all what we saw during this meet. If you need more explanations, the next meet will take place in six months !

Jean 'Stick & Fix' Boileau

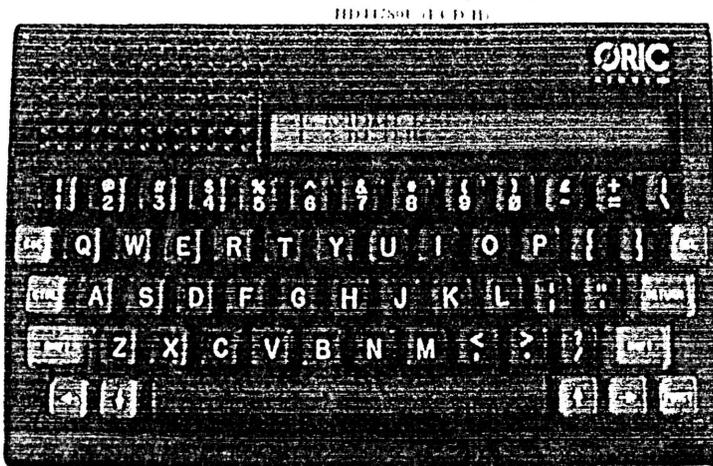
SEE NEXT PAGE FOR LARGER PICTURES! (ed)



Here is a new bit featuring all the bits and bobs that I could fit in in other places. Got anything interesting to share with us?

ORIC ON THE MOVE

In these hectic days of commerce and big business, then what high flyer can be without these two gadgets to get you through a hard day's work on the stockmarket?



First up, we have a very clever addition to the Atmos – an LCD screen, for Oric-ing whilst on the move!

Enough to make any 'NEWBRAIN' owner seethe with jealousy

So what does today's busy executive need more than anything else in this day and age?

3rd Generation mobile phone?

Satellite Navigation?

Forget it.... It's the ability to play ORIC MUNCH, any time and any where.

This is the latest Oric emulator for the handheld Casio thingy.

Looks damned good too!



Oric Chess by Tansoft

How to beat the Oric in just 4 moves at level one: E2-E4 , D1-F3 , F1-C4 , F3-F7.

Oric Munch by Tansoft

Load the program, inhibit its auto-run and enter:

DOKE#CD9,#EAEA:DOKE#1004,#EAEA:DOKE#1026,#EAEA

1. Once they have appeared, the prizes will not vanish until collected.
2. When you eat two ghosts the remaining two will speed up . Using this cheat you will also speed up allowing you to keep away from them. For more effects try:

DOKE#1674,#EAEA:DOKE#1679,#EAEA

which gives another 2 features.

1. You have infinite lives.
2. When you eat the first power-pill, the effects never wear off.

Painter by A & F Software

For infinite lives, load the program, inhibit its auto-run and enter: POKE#8FC,#X (where X is less than 128).

Pirate Adventure by Adventure International

View the MAP.

GET SACK, GET SNEAKERS, GET RUM, GO STAIRS, GET BOOK, GO PASSAGE, E, GET BAG, GET TORCH, OPEN BAG, DROP BAG, GET MATCHES, SAY YOHO, SAY YOHO, E, GO HACK, DROP SACK, DROP RUM, W, DROP BOOK, E, CLIMB HILL, GO CRACK, LIGHT TORCH, GO SHED, GET HAMMER, GET WINGS, GET SHOVEL, N, DROP SHOVEL, GO CRACK, UNLIGHT TORCH, D, W, DROP TORCH, DROP MATCHES, GET BOOK, W, DROP WINGS, SAY YOHO, GO WINDOW, D, PULL NAILS, GET RUG, DROP RUG, GET KEYS, GO STAIRS, GO PASSAGE, E, GET BOTTLE, WAKE PIRATE, SAY YOHO, SAY YOHO, DROP HAMMER, DROP BOOK, DROP NAILS, DROP SNEAKERS, E, GO SHACK, UNLOCK CHEST, EXAMINE CHEST, EXAMINE CHEST, GET MAP, GET PLANS, GET SACK, GET PARROT, W, W, DROP MAP, GET WINGS, DROP PLANS, DROP SACK, DROP PARROT, DROP KEYS, GO LAGOON, N, GET WATER, GET FISH,

S, S, GET KEYS, DROP WINGS, E, GET TORCH, GET MATCHES, E, GO CAVE, LIGHT TORCH, D, DROP FISH, DROP BOTTLE, UNLOCK DOOR, GO HALL, E, GET SAILS, GET LUMBER, GET SHOVEL, W, GO PIT, U, W, W, W, DROP TORCH, DROP MATCHES, GET WINGS, GO

LAGOON,

DIG (you may need to wait for the tide to go out), GET ANCHOR, S, MAKE BOAT, DROP WINGS, GET MAP, DROP KEYS, GET HAMMER, GET SACK, GET PARROT, GO SHIP, WAIT (for tide to come in), SET SAIL, GO SHORE, DIG, S, E, PACE 30, DIG, OPEN BOX, GO MONASTARY, RELEASE PARROT, GET DUBLEONS, GET PARROT, W, DROP HAMMER, GET STAMPS, W, WAKE PIRATE (assuming he has had the rum from the beach - if he hasn't then wait at the beach till he does, then come to the graveyard to wake him), N, GO SHIP, SET SAIL, GO SHORE, DROP MAP, DROP SHOVEL, GET SNEAKERS, GET BOOK, SAY YOHO, GO WINDOW, D, DROP STAMPS, DROP DUBLEONS, SCORE.

Playground 21 by IJK

For infinite lives, load the program, inhibit its auto-run and enter:

OKE#5A84,#EA:DOKE#5A82,#EAEA

Enter CALL DEEK (#2A9) to restart the game.

Psychiatric by Sprites

For infinite lives, load the program, inhibit its auto-run and enter:

DOKE#7839,#EAEA:POKE#783B,234

Brian's Poser Page

Rhetoric# 17

Brian Kidd (b.kidd@ntlworld.com)

49 Harlequin Drive , Allt-yr-yn, Newport , S. Wales. NP20 5GJ

Answers to last issues posers on the next page . Henrik - I'm sorry , with the last issue, you had your long awaited prize . Hope you liked it ! No entrants last issue , another prize just waiting for whoever ?

1) Grid Fit

Place the letters into the grid to spell five 5-letter words. Five letters have already been placed . Clues are given , but not necessarily in the correct order .

| | | | | |
|--------------|--------------|--------------|--------------|---|
| K | K | A | A | E |
| G | G | H | K | L |
| L | M | M | M | M |
| N | O | P | P | |
| T | U | U | V | Y |

| | | | | |
|---|---|---|---|---|
| T | | | | |
| | A | | | |
| | | M | | |
| | | | P | |
| | | | | A |

Clues :

Fleshy part of the throat

A dance

Tidy

Pure Water

A pasty or doughnut mass

2) In common .

What have the following words got in common ?

Try , Viable , Able , Vision

During, Grave , Shrine , Sign

3) Is to ?

If 3694 is to 97 , and 5382 is to 54 , what number is to 83 ?



Rhetoric# 16

Brian Kidd (b.kidd@ntlworld.com)

49 Harlequin Drive , Allt-yr-yn , Newport. S.Wales . NP20 5GJ

1) Concentration .

F (Try starting from the end)

2) Polling day .

Add $23,968 + 1026 + 2822 = 34,244$.

Divide this by 4 = 8561 = number of votes for winner.

Second placed received 7535 votes (8561 - 1026) .

Third placed received 5739 votes (8561 - 2822) .

Fourth placed received 2133 votes (8561 - 6428) .

3) Just how many ?

Take the letters of the English alphabet . Now using these only once in any word , how many words of 4 letters or more can you make , while not allowing plural words or hyphenated words , eg cats & what's .

No takers with this puzzle - I wonder why . My crossword puzzle maker type programme listed dozens (Ok - hundreds) of words - too many to list here .

So lets make it easier , change the 4 to 5 and have words beginning with A-E inclusive . No spell checkers to be used , just your brains . Be honest , and the person who sends the largest list of words created , can have an extra six issues of Rhetoric , courtesy of me . This prize is in addition to the ever present Mystery Prize . So what are you waiting for ?

