

# POPULAR COMPUTING

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70p

WEEKLY

## GREAT NEWS!

Next week, Computer Gamesweek will be merged with *Popular Computing Weekly*, giving us a brilliant full colour centre section that will be brimming with leisure software coverage. We're pleased to say that this will have no effect on the cover price - next week's super soaraway 72-page issue will simply include a 24-page games section in addition to the normal fare, plus an A2 poster of *Dragonscape*. Order your copy now.

## KONIX CONSOLE

What are the chances for this beast? Gamesweek's arcade ace John Cook, ex-development manger at Mirrorsoft, gives his view.

## SEGA SPECIAL

A page on what's new for Sega owners: *Golvellius*, *Captain Silver*, *Rambo III* and *Lord of the Sword*.

## MIDI REPORT

Tony Sacks reports from the Frankfurt Music Fair.



## ATARI ST

Want to dissect the boot sector of your ST discs? Catch *Bytes and Pieces*, page 43, for a listing. Kenn Garroch explains joystick control from the C language.

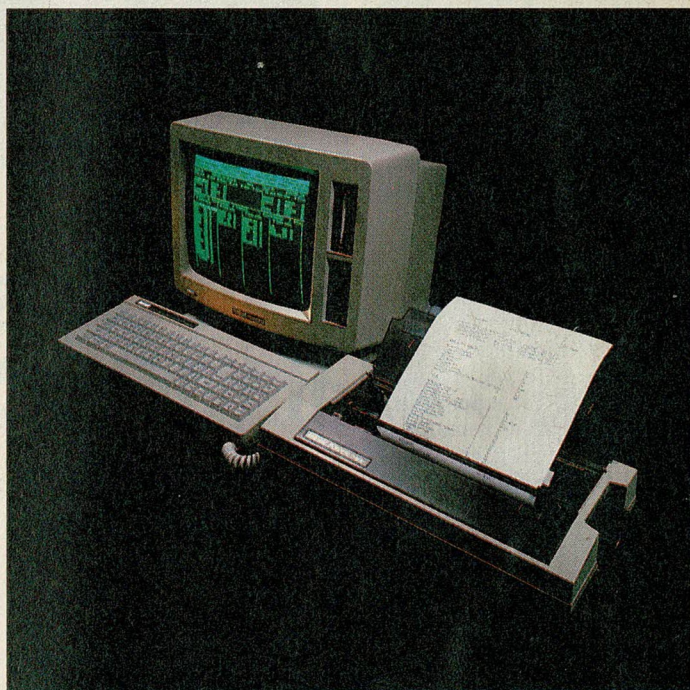
# MONITORS CONDEMNED FOR RADIATION OUTPUT BY FoE

## EXCLUSIVE

A SURVEY of computer radiation emissions commissioned by environmentalist group Friends of the Earth concludes that a number of monitors in popular usage emit "totally unacceptable" levels of non-ionising, low-frequency radiation. The report comes at a time when interest in VDU hazards is increasing.

The Amstrad PCW, which has sold more than one million, comes in for particularly scathing criticism. Other monitors investigated are Hyundai, Fair, Philips, Compaq and Olivetti. Only Olivetti and Compaq come out with anything near satisfactory emission levels, according to FoE.

There are currently no legal limits to electromagnetic emissions from computers. Electric field strengths outside the monitor of five volts per metre are being pressed for by trade unions. In practice, levels of up to 25V/m are considered acceptable. The FoE study looked particularly at the



Amstrad PCW: one of the machines slated as "unacceptable" in the report commissioned by FoE.

extra low 50Hz and very low 15-20KHz frequencies.

Almost all monitors looked at in the FoE investigation had electric

as opposed to magnetic - field strengths in excess of 250V/m. At various points in space around the continued on page 5 ►

## Whistle blown on inside job

ALLEGATIONS of insider trading have surfaced about a series of deals which preceded the £11 million takeover bid for Personal Computers, the IBM systems house, from P & P plc, the computer systems company, on Wednesday February 8.

Two market-makers in Personal Computers shares, Kleinwort Grievson and Phillips & Drew, were swamped by orders for more than

15,000 shares from a number of provincial stockbrokers at the price of 143 pence, the day before the announcement. The sudden enthusiasm for the shares was unexpected, particularly in view of the fact that one of the firms had not transacted a deal in Personal Computers shares since November 1988. The bid from P & P on February 8, valued Personal Computers shares at 228 pence each,

which left purchasers with an overnight profit of 85 pence a share.

Another cause for concern was the fact that Phillips & Drew brokers lost money on an acquisition deal being negotiated by the same company's corporate finance department. Phillips & Drew had no statement to make. "It is not company policy to make a comment when an investigation is taking place."

The Stock Exchange authorities

continued on page 3 ►



## IN BRIEF

## Activision boosted

After a slump in sales last year, Activision is on the road to recovery with strong business reported in the Christmas quarter. Sales are up 62 percent on the same quarter last year - this was attributed by Activision boss Bruce Davis to sales of *Last Ninja II*, *SDI* and *Afterburner*.

## Gloves off

Toymaker Mattel has adapted the remote glove used to manipulate hazardous chemicals and nuclear fuels so that a cheap version can now operate Nintendo computer games. The Power Glove will replace the Nintendo joystick in appropriate games and will sell in the U.S. for \$100. Games control enters a new ball park conceptually - to stop a car, the user pushes out an open hand; to steer you just move your hand in the appropriate direction. A boxing game, *Bad Street Brawler*, is being written for the device by Mattel.

## Stocking trade

NASA reports that 70 percent of computer faults in its various facilities are attributable to overheating caused by static electricity from nylon stockings. As a result, the oh-so-sound *London Evening Standard* had a cartoon in which a flummoxed computer repair man says to a passing woman: "Well, let's see if it works if you take your knickers off."

## Life in the sun with Ada

Programmers, do you fancy a little sunshine? Australia is short of 100 programmers in the Ada language. So short, in fact, that a \$3.6 billion over-the-horizon radar project has been delayed until said programmers can be found and no doubt showered in dollars.

## Everest balloon sponsored by Star

ON April 3, 1933, the Marquess of Clydesdale and Flight-lieut. D. McIntyre became the first men to fly over the summit of Mount Everest in Westland PV3 and Wallace bi-

planes. Now that feat is to be attempted for the first time by a hot air balloon sponsored by printer maker Star Micronics and piloted by Per Lindstrand and

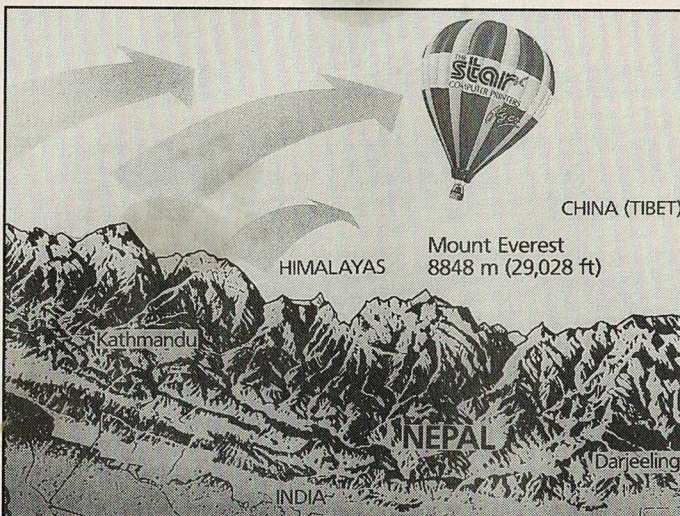
mountaineer Chris Bonnington.

Readers will recall Lindstrand as the pilot of Richard Branson's Virgin Atlantic Flyer balloon in July, 1987, in which the pair flew from the U.S. to Ireland.

Bonnington is taking part as a mountain survival specialist, in case the balloon has to ditch in the mountains. Accompanying the pair will be cameraman Mark Jarrold.

The flight, due to last five hours - eight hours' fuel will be carried in case of emergency - is planned to take place between September and October.

The balloon, the Star Flyer, has been made by Lindstrand's company, Thunder and Colt. When fully-inflated it will stand more than 90ft. high. Designed to carry less weight, the Star Flyer is capable of climbing to very high altitudes. In addition to sponsoring the event, Star has supplied the on-board weather data printer, a standard NL-10.

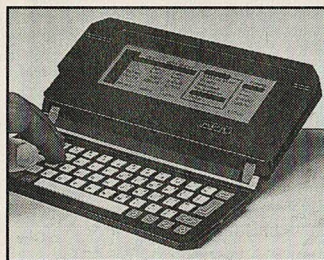


Artist's plan of the proposed route.

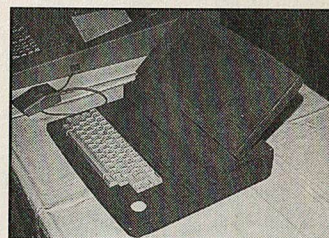
## Atari picks pockets at Which Computer?

BOTH the Atari ST portable and Pocket PC will be exhibited at the Which Computer Show from February 21-24, according to Atari technical manager Les Player. Whether the ST portable will be the mock-up shown at Comdex or an early prototype is not known. Says Player: "All activity with the portable was taken out of our hands after we finished the design of the chips. Its up to the U.S. operation now."

The Pocket PC will be available



Atari Pocket PC (above) - sample quantities soon and the ST portable (right) - will they show a prototype or a mock-up?



in sample quantities in "three to four weeks", according to Atari and will eventually sell in two versions, at £199 and £299.

In May the ST Plus and the ST portable should become available, according to Player. The ST Plus will be based on a 68000 - not a 68020 as has been rumoured - and will include a bit block transfer device, or blitter, as standard.

## Database release ST Mini modules

DATABASE Software is to launch the highly-successful *Mini Office Professional* software package on Atari ST format later this month.

The new software makes use of the complex ST features and offers more facilities than previous formats and, according to the company, some which cannot be found on more expensive packages.

To be sold as a series of modules as opposed to a complete package, each will cost £24.95 and are supplied with a range of desk-top accessories. Initially, there will be just two modules - available from February 21 - the spreadsheet and communications modules. Three more will become available within a few months; they will be a document processor, presentation graphics and a database.

Sometime during the summer Database plans to release all five modules as a complete package. Further information can be obtained from Database Software on 0625 878888.

## Colour fax

StarSignal, a start-up company in California, has invented the world's first colour fax machine. Costing \$20,000, the colourfax has 256,000 colours but is the size of a household washing machine, according to Newsbytes West Coast correspondent Wendy Woods.

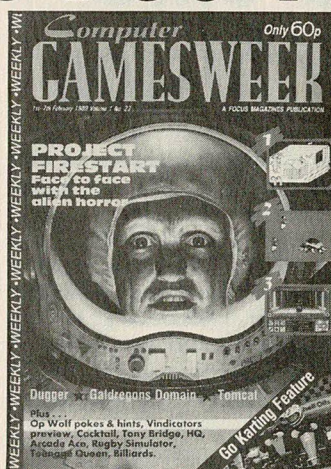
-Why so big? It includes a colour scanner, colour printer and a colour copier. A StarSignal spokesman said the machine is a bargain, considering its nearest competitor, from Canon, costs three times as much.



# DYNAMIC DUO TO MERGE

THE great news for games fans is that Focus Magazines is merging *Computer Gamesweek*, its weekly computer games magazine, with *Popular Computing Weekly*. The move is designed to offer readers better value for money, while providing advertisers in each magazine with a wider audience.

From February 23, *Computer Gamesweek* will appear as a brilliant full colour stand-alone centre section within *Popular Computing Weekly*. Initially, *Gamesweek* will form a 24-page colour section in a new 72-page issue of *Popular*. The cover price of 70p will remain unchanged. The launch issue will also contain a free colour poster of the *Software Horizons* game *Dragonscape*.



Andrew Jackson, Marketing Manager at Focus, explained the move: "After looking at these mar-

kets, we decided we need to offer both readers and advertisers more. *Computer Gamesweek* is an exciting, colourful publication with its own advertiser and reader following. However, the markets of these magazines undoubtedly overlap. In keeping *Computer Gamesweek* as a separate publication within *Popular Computing Weekly*, we can still provide specialist games editorial for enthusiasts, whilst providing a news and feature magazine for everyone."

Mark Evans, who has moved across from Focus Magazines title, *Amstrad Computer User*, will be *Gamesweek* editor on *Popular Computing Weekly*. In an unrelated move, Billy MacInnes joins *Popular* as News Editor.

## NEC off the hook

INTEL last week won the war but lost the battle in its long-running chip cloning dispute with the Nippon Electric Company. A federal judge in San Francisco ruled that the microcode in a microprocessor is copyrightable but that NEC has not copied the data in the microcode ROM of the Intel 8088 and 8086 in its V-series microprocessors. The judge reasoned that Intel had forfeited the copyright on its 8088 and 8086 chips because it did not mark the devices adequately with copyright notices; a disappointed Intel told *Popular Computing Weekly* that its second sources had released many of the 808X chips without ID and copyright labelling - amounting to about 10 percent of those shipped to date.

## Ton a minute for IBM U.K.

DURING 1988, money poured into the swollen coffers of IBM U.K. at the rate of £123 per second - or £7,370 every minute. This represents year - end sales of a phenomenal £3,874 million, up 11 percent on the previous year. IBM U.K. employed 660 new staff in 1988 - a rate of 1.8 per day.

Tony Cleaver, IBM's U.K. chief, said record exports were recorded for the PS/2 range of personal computers.

## Code Masters - solid as a rock?

CODE Masters announced its next full-price title today. *Rock Star* for the Spectrum, Amstrad CPC and Commodore 64 puts a player in the position of forming a rock band and pushing them all the way to stardom, through the use of various publicity stunts, one of which involves the consumption of a hamster. Is this a case for the RSPCA?

Also announced were four budget titles at the new standard price of £2.99. *Rally Cross Simulator* for the Commodore 64, *Grand Prix 2*, Spectrum and Amstrad CPC, *Fast Food* - eat as much as you can - Spectrum and CPC and *Twin Turbo* for the Amstrad. Also on the cards is *BMX Simulator 2* for the three 8-bit computers.

Rock Star will retail for £9.99

C64 and CPC versions and £8.99 Spectrum version. No fixed release date as yet although an Easter release is certain.

*Chase*, the ST game by Australian programmer Tony Barker, has finally turned up on the Mastertronic label after an original 1987 *Code Masters* agreement fell through.

Barker originally agreed with the company at the 1987 PCW Show at Earls Court, after hunting for a publisher. *Chase*, a vector graphics game which could easily be mistaken for a Star Wars clone, was planned for a Christmas release, although it never appeared because of a communications breakdown between the two parties, possibly because Code Masters had changed its address.

## Whistle blown on inside deal

◀ continued from front cover  
have launched an investigation into the dealings. David Morton, the Stock Exchange press officer, told *Popular Computing Weekly* that the Stock Exchange did not comment on individual investigations: "No one is allowed to trade on price-sensitive information without telling the market. Our computers trawl through the transactions every day, pulling out any unusual trading. In cases such as this, there would be an investigation as a matter of course. If things are discovered, the information is passed on to the Department of Trade and Industry, which then decides whether or not to prosecute."

Steve Brooker, P & P marketing director, says of the investigation: "Although we have not been contacted by the Stock Exchange, we know that the inquiry is going ahead. We are totally confident that P & P as a group is totally clean in this matter. We are as interested as anyone else in finding out the result."

David Southworth, chief executive of P & P, finds it difficult to believe that anyone could have been stupid enough to try an inside deal in the current climate, a view shared by Stewart Lakey of Personal Computers, who was quoted as saying: "It must be a very naive person."

## THIS WEEK

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A report from the music industry's most prestigious annual event - loads of new software and hardware for MIDI fans
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We review the new £149 MT-81 printer from Mannesman Tally, which was launched with great fanfare last week

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# Microprose secures UMS II after contract confusion

MICROPROSE is in the news again. The company has signed the world-wide rights to *Universal Military Simulator II*. Complications have arisen because U.S. Gold claimed to have acquired the world-wide distribution rights to the game in January.

A prepared statement from MicroProse reads; "After recent preemptive publicity in the computer press concerning the signing of UMS II to another software house, MicroProse is pleased to set the record straight and announce formally the signing of world-wide rights to Universal Military Simulator II."

Martin Moth of MicroProse says all contracts between MicroProse and Intergalactic Development Incorporated, developer of the game, were signed and completed on February 2.

The original press release from U.S. Gold stated: "U.S. Gold is pleased to announce that it has reached agreement with Intergalactic Development Incorporated of Davenport, Iowa for the world-wide distribution of its follow-up to the massively successful Universal Military Simulator."

If the contracts had not been exchanged, why did the company make such an announcement? Was it a misunderstanding? If so, why was no announcement made correcting the mistake?

Bob Malin, manager of SSI at U.S. Gold, maintains: "The terms had been agreed between the two companies. We received a letter from Ezra Sidon, the head of Intergalactic Development Inc,

ment Incorporated had signed the contract for UMS II with MicroProse."

There is some speculation, however, that the U.S. Gold announcement was made to pressure Intergalactic and Sidon, the author of the original UMS, into signing a deal with the company.

Commenting on the deal, Sidon said: "I am very excited over the fact that we are working with

## U.S. GOLD GAINS WORLD DISTRIBUTION RIGHTS FOR U.M.S. II : NATIONS AT WAR

How U.S. Gold announced the contract it thought it had won.

agreeing this but there was no contract. U.S. Gold sent Sidon our standard contract to enable us to act as a licensee.

"There seemed to be some confusion, on Sidon's side, over the terms of the contract. After we had sorted out as much of the confusion as possible we sent him a final contract with a formal offer but heard nothing. The next thing we knew Intergalactic Develop-

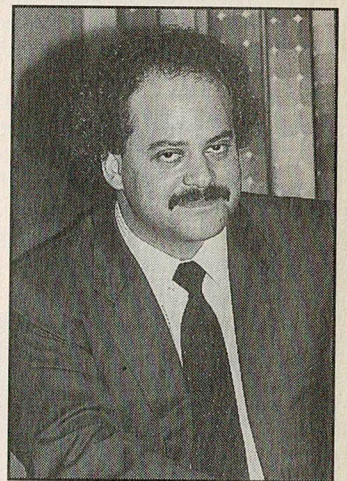
MicroProse, without doubt the best simulation company in the home entertainment market."

Ironically, Telecomsoft, the company from which publisher Paul Hibbard and development managers Steven Perry and Peter Moreland were poached by MicroProse, owns the European rights to the first UMS program but decided not to take up its option on the sequel.

## Now Atari sues Nintendo over monopoly

NINTENDO has another adversary in the U.S. courts, Atari Corporation, which has joined its unrelated namesake Atari Games to sue Nintendo for anti-competitive behaviour.

Unlike Atari Games, however, Atari Corp is seeking damages of \$250 million, more than twice that sought by the former. The new complaint alleges that Nintendo has effectively cornered 80 percent



Sam Tramiel, Atari president: seeking more than twice as much as Atari games.

of the world's \$2.3 billion market for computer games.

In its lawsuit, Atari says that U.S. games developers are faced with a stark choice - either sell their games to Nintendo or not sell at all. Nintendo counters that the Atari Corp allegations are without foundation. Atari president Sam Tramiel offered no comment.

Most non-Nintendo games sold in the U.S. run on the PC or Mac, with a lesser number on the ST and Amiga. The real money is to be made by selling Nintendo-compatible games; the catch is that Nintendo was until recently the only source of the cartridges in which the software is packaged.

In December, 1988, however, Atari Games announced it had reverse-engineered the Nintendo games cartridge, at the same time as it sued Nintendo for \$100 million for operating a monopoly.

*Popular Computing Weekly* predicted at the time that it would result in a patent infringement suit from Nintendo. On January 31 Nintendo issued a writ charging Atari Games with patent violation.

## Flat-bed printer eradicates paper jamming

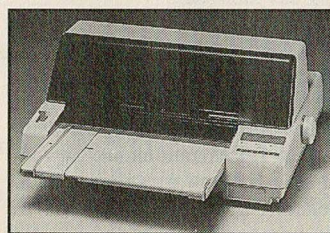
SMALL business tired of documents and invoices being damaged while feeding through a printer can obtain trouble-free printing from the C.Itoh new flat-bed multi-colour printer.

The 24-pin machine, the C-610, will print on thick paper of up to three sheets for triplicate copies, which is very useful for invoices and other legal documents. Being a flat-bed unit, documents are less likely to become jammed and bending is almost impossible.

The C-610 is supplied with a tractor feed so that fanfold paper can be loaded, as well as postcards and envelopes. A cut-sheet feeder is also available as an optional extra.

The printer is equipped with Centronics parallel and serial RS232 interfaces. The two standards allow the C-610 to work well with the majority of computers.

Designed to emulate an Epson LQ-2500 and IBM Proprinter XL, the C-610 runs at 200cps draft and 66cps in near letter quality. It retails for £680 C.Itoh can be contacted on 0895 811902.



C.Itoh 24-pin C-610 flat-bed printer.

## High res. dot matrix claims laser quality

PRINTER pioneer Epson has announced the world's first dot matrix printer with a higher resolution than a standard laser unit. The TLQ4800 is a heavy-duty 48-pin - another global first. For £2,199 you could own a printer which provides a resolution of 360x360dpi, whereas many lasers will print only at 300x300dpi.

The printer will handle single and multiple sheet paper simultaneously, using a paper parking method. Users have a choice of 10 typefaces which are printed at 300cps in draft mode and 100cps in letter quality, both at 12cpi.

The TLQ4800 will be available in the U.K. from March 1. Further information can be obtained from Epson, 0442 61144.



## Dismissive

It appears we were misled by both sides in our story last week about Telecomsoft publisher Paul Hibbard leaving for Microprose.

"Hibbard did not leave Telecomsoft, he was dismissed - and you can quote me on that," said Telecomsoft managing director Paula Byrne the morning our story appeared. Why was that not mentioned when we spoke to Byrne the previous week: "Well, we had settled things with Paul and did not want to stir things up." What was that about being hoist with your own petard? In any case, we are happy to set the record straight.

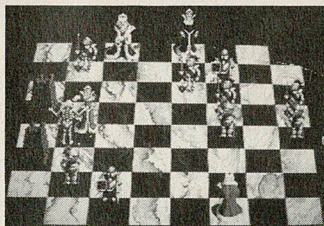
THE companies which make chess computers may well be in for a massive sales slump as millions of prospective customers are realising that their game is not good enough to beat the electronic opponent.

One company, Fidelity International Inc, was compelled to withdraw a electronic *Reversi* game in 1986 when the product flopped due to its unbeatable playing techniques.

The chess computer scene as well as other electronic board games, is approaching a very tight and extremely vicious circle as various manufacturers strive to produce machines which have a greater game-playing ability to improve its position in the competitive technological field. The fight

## Chess computers checked, mate

to the top is a difficult one, made more difficult by companies proving that they can produce better machines than their competitors.



● Chess software is selling, dedicated hardware is too clever.

This practice is standard for all companies, whether electronic, engineering or otherwise, although in this case the price for being top-of-the-form is high, as nobody wants to compete in a losing battle.

So the easier and in many cases older machines are more successful as people find they are more able to play the games.

In November an unmarketed chess computer, *Deep Thought* beat the renowned Dane grandmaster, Bent Larsen, in a tournament in California.

## MONITORS CONDEMNED FOR RADIATION EMISSION

◀ continued from front cover

monitors, the Amstrad PCW had low frequency emissions of between 500 and 750V/m, the Hyundai 500V/m, the Fair 250V/m and the Philips 250 to 500V/m. The report recommends that all these machines "should not be considered for future purchasing".

While not displaying with a PCW in its London office, an FoE spokesman said that the organisation had now screened all its machines and had placed a "bio-hazard" sign on its office PCW. While this may seem melodramatic, there is a growing body of "suggestive evidence" that low-frequency electromagnetic radiation is harmful. Emissions from the flyback transformer and deflection coils in the monitor may be linked to clusters of, for example, miscarriages in office workers.

In a conference of the Industrial Society in London last week, David Rice of the white collar union Apex reported that clusters of miscarriages has occurred at British

Telecom, BP, DVLC in Swansea, the Department of Employment computer centre at Runcorn, and Manchester's fire control room. These could, said Rice, be related to posture, workstation design or stress; he added that VDU radiation cannot be ruled out as a possible cause: "Our main concern is the welfare of our members, and on the basis of this information there are too many unexplained incidents," said Rice.

### "unexplained incidents"

Speaking for the Health and Safety Executive, Dr Colin MacKay told the conference there did appear to be a correlation between spontaneous abortion and increasing numbers of hours worked on VDUs. In a sample of 3,799 pregnancies, 5.7 percent doing no VDU work suffered miscarriages, against 8.2 percent for 15 hours VDU work and 9.3 percent for more than 15 hours.

In the U.S., health care company

Kaiser Permanente performed a study which found that in a sample of 1,583 pregnant women, the rate of miscarriage was 80 percent higher in those working with VDUs. The rate was 100 percent higher than in women who did not work at all - indicating that contributions to stress and the workplace in general are also significant.

Even in the face of such suggestive evidence, many hardware

manufacturers are reluctant to admit that there is any problem. Yet the remedies, according to experts, will "cost pennies" to implement. The VDU Workers Rights Campaign, based in London, is pressing for compulsory shielding of all VDUs to eliminate electromagnetic radiation. One way of doing this would be to create a conductive "Faraday cage" round offending circuitry - like coils and transformers - by building a metal

box or conductive mesh screen round them. Since electromagnetic waves have both electric and magnetic components, the screening will only stop the electric part escaping the monitor. The effects of the pulsed magnetic field are under as much scrutiny as the electric.

Friends of the Earth is shielding its equipment with speaker grille wire on the outside, by spraying offending circuitry with conductive nickel aerosols - not CFC free yet - and by installing conductive screen filters.

There are currently 100 MPs pressing for legislation about the use of VDUs. Unfortunately, not one is from the Conservative benches. For more information, contact the VDU Workers Rights Campaign on 01-608 1338.

● BBC journalists at the World Service headquarters are threatening to strike unless a demand that pregnant women should not have to use a VDU is met.

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Editor Paul Marks Production Editor Michael Johnson Chief Sub-editor Harold Mayes MBE Staff Writer Adrian Pumphrey  
Art Assistant Paul Ellis Assistant Advertising Manager Tim Owen Display Executive William Saville  
Classified Executives Elizabeth Solanke, Nicholas Carr Managing Editor Brendon Gore  
Publishing and Commercial Director Paul Coster BSc Chief Executive Richard Hease Financial Director Brendan McGrath

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## Sheer poetry

I realise that your publication is not slanted towards poetry, as such but I should be obliged if you would consider the enclosed article, Compuworld, as a novel addition to the letters page.

## COMPUWORLD

Computers now are all the rage,  
New technology of our age,  
They help us learn, work and play,  
They even calculate our pay.

An accepted part of our society,  
Computers placid in sobriety,  
Do we rule them, or do they rule us?  
The human race, aside they brush.

Artificial intelligence once given,  
Be it disc or menu-driven,  
Computers have the power to 'think',  
A power from which mere mortals shrink.

The world they have in their control,  
Defence and economy as a whole,  
The global issues with which they deal,  
No bitterness nor compassion feel.

Efficient rulers they could be,  
No time-off or breaks for tea,  
But human interest would be lost,  
Is it really worth that cost?

*Stuart Low*

## ★ STAR LETTER ★

### Gizmo located

Further to the letter from G. Ballantyne of Clydebank, the gadget he is looking for may be the Currah Micro-Speech, a gizmo which plugs into the expansion slot in the back of the Spectrum.

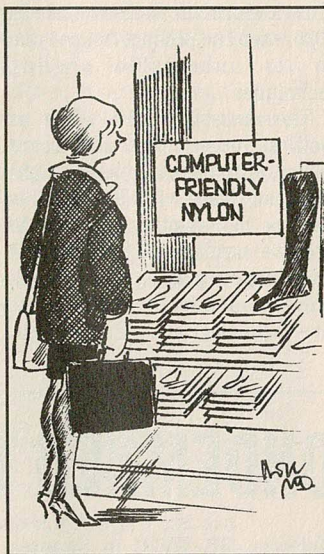
As well as allowing the computer to output sound through the TV it can add speech to programs in Basic but I have no idea which chip is used, although it has an American accent, as you would expect.

From the instruction book it seems the main chip was made by General Instrument Microelectronics and the device has a copyright date of 1983. It is complete with a sample game of the adventure variety.

Having upgraded recently to a bigger machine I have no further need of this add-on and if you would pass my address to Ballan-

tyne I will send it for the cost of the postage.

*Alan Mackie,  
4 Skerrington Mains,  
Hurlford,  
Kilmarnock,  
Ayrshire KA1 5JB.*



## Well spotted . . .

I would like to draw attention to a small anomaly in your four-page pull-out guide 'Welcome to your machine' - December 15-21 1988.

The Archimedes processor is called RISC - Reduced Instruction Set Computer. The RAM can vary for different models - A305, 512K; A310, 1,024K; A410, 2MB; A440, 4MB.

In addition all the 400 series have a podule backplane and fan fitted as standard. The Archimedes can display 256 colours on-screen at one time from 4,096.

You also state that the price starts at £800. It starts at £699 and can be more than £2,000. Please note, however, that the lowest price is for the basic computer without a monitor.

In all other respects, however your magazine is one of the best I have seen.

*Martin Webster,  
Littleborough,  
Lancs.*

## Half a dozen on Twelve

I have just seen a copy of Tony Sacks' review of the Steinberg's Twelve and I must say I was rather disappointed. Although perhaps this is a case of shutting the door after the horse has bolted, I think we must draw attention to the following points:

We do not sell software directly. This comment will offend our dealer network. We are distributors, as you state correctly and have a wide-based dealer network which does an excellent job for us.

The review gives the impression that the Twelve Midi channels are

pre-set in relation to the track numbers. You can address all Midi channels and can assign any channel number to any track. Most amateur/semi-pro users will be limited by their systems to no more than nine or 10 channels and anyone finding this a problem would generally have a professional set-up and consequently use a higher level software solution.

The statement that repeated patterns will save memory space is not correct. Only pattern-copy with data copy or arrange-song will do this. It is incorrect to say that the Arrange Song has to be referenced to a separate empty track. It can be any one of the tracks. The track

and pattern system is not a complication. The layout is a linear tape-like device but, with the editing and copying advantage of pattern segments, works in the way the majority of people involved in contemporary music production operate.

As you state, the Twelve is being bundled by Atari with 1040 STs from participating dealers. It is true that its product is to be packaged differently from the Steinberg/Evenlode distributed program but in no way should you consider the Atari manual to be inferior. In fact, at the time of writing the review you could not have seen the Atari originated

manual/packaging.

I feel that the main and most damning part of the review - and the most unfair - are the comments on the manual. Foremost in peoples' mind is the thought "Will I be able to understand the manual?" The review castigates the idea of a step-by-step approach to the workings of Twelve without finite explanations of what you are doing. No piece of software can be all things to all men but we feel that the Twelve really is a superb entry-level piece of software for anyone interested in Midi recording.

*David Crombie,  
Evenlode Soundworks.*

Tony Sacks replies: I stand by my original conclusion the Twelve is not an ideal sequencer for the beginner. It is too complex and the manual fails to explain it adequately.

So far as they go the worked examples are satisfactory but, by themselves, are insufficient. For a program as complex as Twelve the manual should not be a mere tutorial but should be a reference work, allowing users to refer to it when problems arise, as no doubt they will. For this you need an index or, at the very least, a contents page - and should not have to plough through worked examples which may not deal with your particular problem in an attempt to find

an answer. Curiously, the advanced users' chapter provides the kind of succinct explanation which is missing elsewhere in the manual but concentrates on some of the more obscure functions.

One of the strangest aspects of the manual is that it deals almost exclusively with step-time programming. I can find only two pages - of more than 130 - which cover real-time entry even though, for most musicians, this will be the usual form of input. The difference between the two forms of input is not made clear, nor is the "auto-rec" function explained. I am sure this will baffle many newcomers and leave them with a distorted view of what sequencing is about -

and of Twelve capabilities.

Turning to some of your specific points:

I did not intend to give the impression of pre-set channels. The 12-channel limit could be felt even by the owner of low-budget system based on, say, a Kawai K1 with a Cheetah multi-timbral expander. More important, perhaps, the 12-track restriction means that you cannot record as many alternative lead or rhythm tracks as most of the cheaper sequencers allow you to do.

I am sorry if I implied that Twelve makes better use of the ST memory than it does. I did not say that the arrange song has to be referenced to a separate empty track. The track and pattern

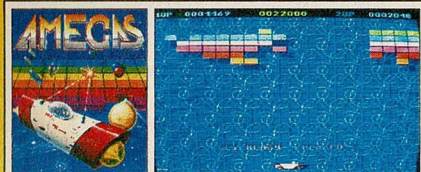
system as implemented in Twelve is complicated. It is interesting to note that in its new top-of-the-range sequencer, Cubit, Steinberg has adopted a far simpler visual arrangement system.

If, as it seems, the Atari manual is essentially the same as that of Evenlode, the same criticisms apply. In conclusion, let me repeat that my criticisms are aimed not so much at the program but at its suitability for beginners, especially with its present manual.

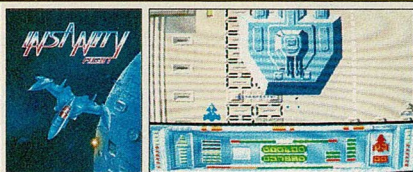
Finally, a note of warning for potential purchasers. The copy-protection system used on Twelve means that it will not run on some ST disc drives. Try before you buy.



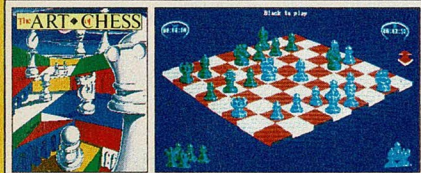
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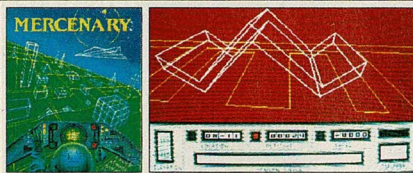
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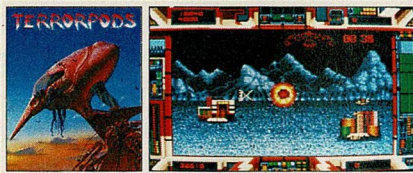
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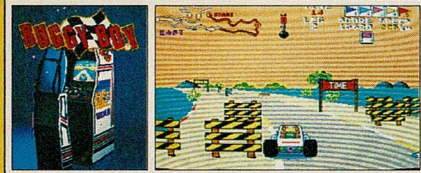
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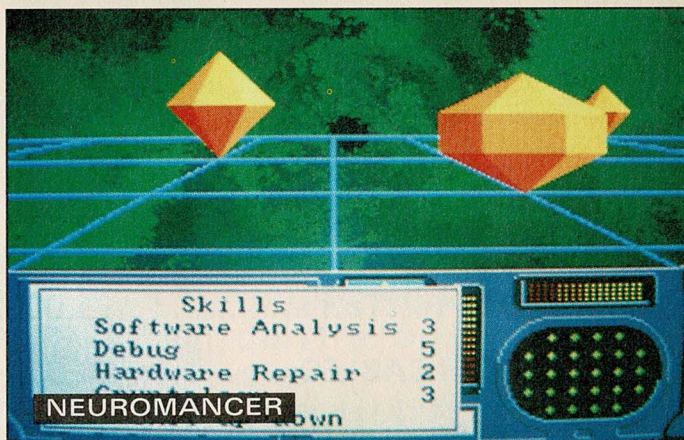
## HOTLINES

It is almost 3am and I am sitting on my bedroom floor watching a program about a murderous computer and am giving serious thought to a steaming cup of coffee. Microprose is famed for its simulations and just to show that it is still on the ball – pun intended – is releasing two new simulations, one about tanks and another about 16th century Japan.

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In feudal Japan, career opportunities for the dedicated young warrior are enormous. Where else after a few years of dedicated service would you be given the opportunity to lead your own real-time armies and indulge in a little one-on-one combat? The role-playing side of this game is important as you have to fit with the Japanese ethic while attempting to advance both as a warrior and a politician.

There is a snag when you realise that the other characters in the game have the same idea as you, so do not be surprised if the knock on your door one night



ble exception of the WW-II mission, where you must fight your way through nine missions to return

day/night encounters with 3D graphic terrain perspective. Abrams Battle Tank will be available from Electronic Arts in March on the PC for £24.95.

I am not all that sure as to which is the better piece of news – that *Neuromancer* will soon be available on the Amiga or the fact the book is being made into a film. So start sharpening those fingernails.

*Neuromancer* is available now from Electronic Arts and will retail for £24.95.

Adrian Pumphrey

## ...a truly accurate simulation...

of a 60-ton MI Abrams tank, the latest toy of the U.S. Army. Set for summer release on the PC, this as yet unnamed tank simulator promises loads of action riding on the back of a truly accurate simulation.

yields an opponent bearing gifts and concealing daggers.

What is this, another tank simulation? It certainly looks like it. *Abrams Battle Tank* is set in the near future, with the possi-

home with all the glory. A full mixture of weaponry is available in this action-based simulation – but beware, the enemy also has an impressive array of advanced weaponry.

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## SHOWTIME

### FEBRUARY

#### Which Computer? Show

National Exhibition Centre  
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Tel: 01-891 5051

*Gargantuan business computing showcase. Has the now obligatory CAD village, plus DTP and Networking sections and computer aids for the disabled.*

Feb. 21-24

### APRIL

#### The European Computer Trade Show

Business Design Centre  
Islington

London N1

Nearest tube: Angel (Northern Line)

Organiser: Database

Tel: 0625 878888

*Miffed at the number of non trade visitors at the September PC Show, a number of exhibitors have lent support to this trade-only show. It is strictly business to business and entry is by invitation only.*

April 16-18

### MAY

#### PC User & PC CAD Show

Olympia  
London

Tube: Earls Court and Special to Olympia

Organiser: EMAP Exhibitions

Tel: 01-404 4844

*The attempts to pull in CAD vendors into the general shows continues here, with a CAD village turned into a show-within-a-show by EMAP.*

May 9-11

### JUNE

#### Commodore Computer Show

Novotel Hotel

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June 2-4

#### Atari User Show

Alexandra Palace

London

Tube: Wood Green (Piccadilly Line)

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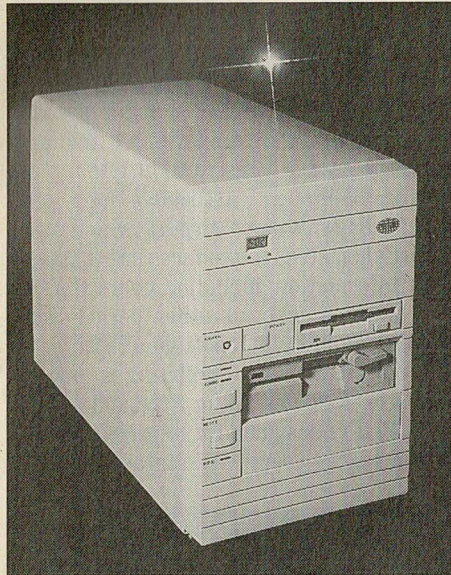
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# Business in Brum



The 80386 DeskTower from Digital Matrix.

The growth of the Which Computer Show has been extraordinary as it has developed from "the winter show in Birmingham" to become the business show and is set to overtake the PC Show in this capacity. So next week the doors open at the National Exhibition Centre - February 21-24 - to reveal the whole range of professional computing, including new hardware and software and an expanded CAD village reflecting the enormous growth in CAD/CAM applications and, of course, a DTP centre.

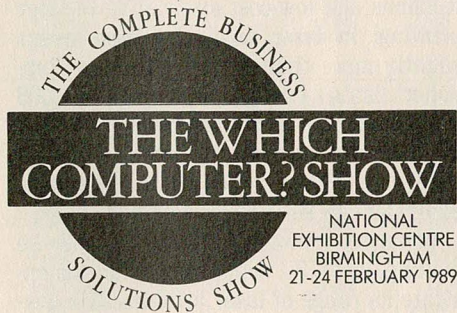
The 1989 show will be opened by keen Z-88 user, Social and Liberal Democratic Party leader Paddy Ashdown, the latest in a line of computer-literate politicians to appear at such events. Lord Young opened last year's show and Labour's Bryan Gould did the honours at the PC User Show. Apart from the obvious public relations implications, this also shows the importance now attached to new technology. The technology on show will be exhibited by more than 500 businesses to an estimated 60,000 visitors.

## Hardware

Commodore and Atari, leaders in the home computer market, are planning their biggest-ever stands, which will mean the return of the Commodore mausoleum housing the lecture theatre which towered over everything at the PC Show.

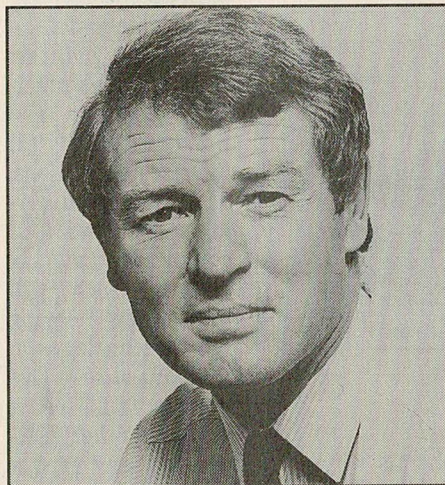
It will be far from a repeat performance, as both companies mean business. Commodore will present a dual attack based on its PC and Amiga ranges and will show the Amiga 2500 launched at CES in Las Vegas which operates through Workbench 1.4, uses a 68020 processor and is designed to house the Unix card and the AT bridge-board, which will also be on view.

The PC40 Series III machines are the latest addition to the Commodore PC range



which also features the PC1, the cheapest entry-level PC at only £315. This new range aims to offer PC power which will leave a smaller footprint.

Atari will be concentrating on its high-end Mega STs which will be seen demon-



Z88-user Paddy Ashdown will open the show.



Amstrad PC 2386: features 20 MHz Intel 80386 MPU and 65 Mb hard disc.

Which new or upgraded products can the businessman expect to find at this year's show? Alastair McCann sets the scene for next week.

strating DTP software and 8088, 80286 and 80386 PCs. There will also be the first commercially-available version of the Atari transputer-based workstation which was formerly known as the Abaq.

Amstrad, now recognised as one of the main players in the PC market, will show its 2086, 2286 and 2386 range of PCs, as well as the recently-launched SM2400 modem, Amstrad Local Area Network and range of business software.

New machines are also promised by Tulip - new AT-386sx; NCR - PC316sx; Elonex - 386 computer; Gandlake Software - Factotum PC III portables and desk-top PCs; Husky - unnamed new portable; Digital Matrix - the £999 80386 DeskTower micro; and from Sharp, a range of lap-tops - PC-5541 AT-286, PC-4641 XT and PC-4602.

There will also be something of a rush of high-performance workstations, including the Apricot Qi series of PS/2-compatible, 32-bit-based workstations and the first showing of two new Hewlett-Packard HP RS Vectra PC technical workstations, the Acorn Archimedes R140 Unix-based workstation and, of course, the Atari ATW.

The increase in the top end of the business market is also reflected in the growth in CAD/CAM software and the subsequent increase in the size of this year's CAD village which apparently attracted 26 percent of last year's visitors. The CAD village will house more than 14 of the leading CAD manufacturers, including Autodesk, Autocim, Taxan, Pink Software, Instagraphic, Desktop Engineering and 3-Com, each armed with new computer-aided design solutions such as market leader Autodesk with its range of AutoCAD, AutoSolid, AutoShade, AutoSketch and AutoFlix systems.

Perhaps the Mitsubishi stand, above all others, typifies the style of the show, as it

continued on page 12 ►



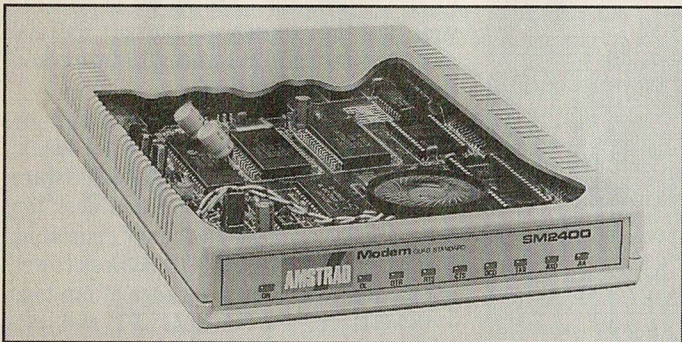
◀ continued from page 11

is set to launch five new products and display its existing range of software and peripherals, including hand-held scanners, colour scanners, monitors, colour printers and a new generation of fast-access optical drives. The new products include a 386 SX desk-top computer, a 286 lap-top, a 68000 Unix workstation, a modular EPOS terminal for high street applications and a fast-access WORM drive.

## Peripherals

Printers demand far more than peripheral interest for visitors as they often form the backbone of a business system. To add to confusion, four major manufacturers have new ranges to add to the already bewildering array which will face any potential printer purchaser.

Leading the charge is Star Micronics with its Welsh-built Multifont LC-10 and LC24-10 printers. The LC-10 costs only £259 - £299 for the colour version - and offers eight resident fonts and is now also available in a special Commodore version to interface with C64 and C128 computers.



Amstrad SM2400 modem: functions with RS232 socket-equipped computers.

The recently-launched LC24-10 is a high-quality, 24-pin printer with a graphics resolution of 360dpi, supports print variations such as shadow, outline and shadowed outline, and costs £399.

Citizen will supplement its full range of laser, dot matrix and daisywheel printers with its new Overture 112 12-pages per minute laser printer; the Swift 24, sub-£400 24-pin dot matrix printer; and the



Qume CrystalPrint WP Series II: claimed to match laser printer quality.

180E 9-pin printer, as well as publicise its sponsorship of the World Wide Fund for Nature nation-wide schools competition. Will this also start a trend for green computing?

Qume will be offering its latest addition to the Crystalprint range of printers which it claims is a low-cost alternative to laser printing; in laser terms low-cost means slightly more than £1,000. The new Publisher is a PostScript-compatible LCS printer running at six pages a minute and will join the range which produces output at 300 x 300dpi which Qume claims is equivalent to laser printer quality.

Japanese newcomer Kypcera will be making its U.K. debut and will demonstrate its range of laser printers. The low-end F-1000 has a print speed of 10 pages per minute, 512K of RAM, seven standard emulations, 79 resident fonts, the Prescribe printer control language providing graphics capability and an IC ROM card for storing graphics, timesteps and business forms and will cost £2,180.

That is only the tip of the iceberg, as the following are also set to launch new printers. Epson will be launching the 48-pin TLQ-4800, an ink-jet printer and a laser page printer; Brother, Gestetner, NEC, Seiksha and Honeywell-Bull all promise new editions, with Honeywell giving a debut its 4/68 colour dot matrix printer which will use its new "moving ruby" technology.

Alongside the printers will be a range of other peripherals which together meet any need a computer user may have and range from Microvitec, NEC and Wyse Technology monitors to PC graphics cards, disc drives, data analysers and even non-interruptible power supplies.

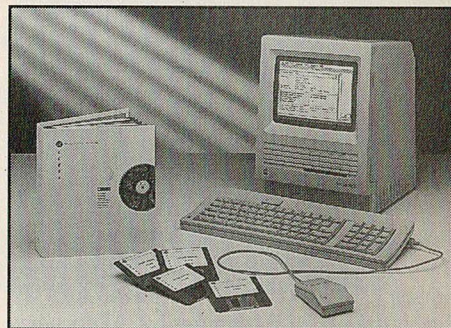
## Software

Software at the show will fall into many categories, ranging from business applications including the LAN version of the Micropro *Wordstar 5* to support for vertical markets such as the FCS *Fleetplan* fleet management software and will almost guarantee there will be something to satisfy every business palate.

Mirrorsoft will again exhibit the ubiquitous *Fleet Street Editor*, the life-saving *File Rescue Plus* and will launch *Personal Assistant*, a new friendly front-end to e-mail, Telex, fax and remote database services.

Computer Associates will unveil *SuperCalc 5*, the latest release in the SuperCalc series, which it claims is full of advanced features such as linked multiple spreadsheets, *Lotus 1-2-3* compatibility, two and 3D graphics and presentation quality reporting. Computer Associates will also release *Superproject Expert* which uses SuperCalc macros to produce time management information, including hours worked on a daily, weekly or other period basis utilising an in-built report generator.

Compsoft will be exhibiting a duo of database packages, *Delta Five* and *Debut*. *Delta Five* is designed for experienced and inexperienced users with features such as



Access Accounting from Oyster Business Systems: a powerful Mac-package.

on-line help screens, simple form fill techniques, relational structure which allows any number of databases to be linked, a powerful applications builder, 16 indexed fields and sophisticated processing and report facilities.

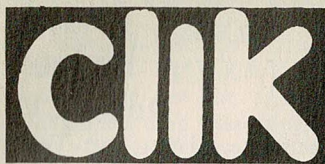
*Debut* is an exceptional data-gathering, analysis and presentation program which uses a 3D Rubik's cube-style matrix to collate many pages of information in a single file. *Debut* can extract data from unlimited sources according to pre-defined selection criteria and collate it in such a way that users can achieve an "at-a-glance" overview of, say, a company's investment performance, sales records and projected turnover in a fraction of the time it would take by conventional means.

As with *Delta Five*, *Debut* offers three levels of on-line help screens and is driven by menus and definable command sequences to automate commonly-used commands.

Finally, two interesting stands to look for are the trade commissions from Australia and California which will contain goods and details representing a variety of companies on a single stand.

The Which Computer Show is more than a launching pad for new products; it provides a giant shopwindow for businesses looking to invest in or upgrade computer systems. It also provides a platform for the various branches of computing, including the CAD village and DTP centre. □





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Operation Wolf	24.99	16.50	Mini Golf	19.99	18.50	Advance Ruby Sim	19.99	13.50
After burner	24.99	16.50	Night Hunter	24.99	17.50	Crazy Cars II	19.99	13.50
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## SOFTWARE LIST

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Barbarian	24.99	16.50	Knight Orc	19.95	13.50	Scenery Disc 7	19.99	13.50
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Bards Tale 1	24.99	17.50	Knightmare	19.99	13.50	Scenery Disc European	19.99	13.50
Better Dead Than Alien	19.95	13.50	Las Vegas	9.99	7.50	Scenery Disc Japan	19.99	13.50
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# GAME OF THE WEEK: ZAK McKRAKEN AND THE ALIEN MINDBENDERS

**Z**ak McKraken and the Alien Mindbenders is an interesting title for a game which certainly conjures some unusual thoughts, but whatever thoughts may cross your mind I can guarantee they will be nowhere near so weird as the game.

For a start the world is under threat of alien invasion by a group of beings who are using the national telephone network to produce intelligence-sapping sonics and an alien fun park has been found on Mars. You may be wondering how Zak fits into this rather bizarre picture but when I tell you he belongs to that high-minded group known as tabloid journalists, all will, I hope, become clear.

As Zak chases a story about a vicious two-headed squirrel he becomes involved, like it or not. There was a slight clue to this pre-ordained greatness as, just after the animated sequence showing the editor dishing out the assignment, Zak had a rather unusual dream about a strange alien device and a rather attractive woman named Annie who is into ancient artefacts.

Two things really make this

game stand out from the crowd, apart from the outrageous humour, and they are the large animated characters and the control system which allows you to play the entire game without once touching the keyboard. This control system is extremely easy to use, as you point and click. By using a selection of commands at the bottom of the screen you find that you can manipulate any object or person you encounter easily. Things are speeded considerably by the fact that there is



## Zak the hack

no need to be near an object to manipulate it; clicking on the object and telling the computer what you wish to do with that object is sufficient to set Zak and his companions in motion.

The companions, like Zak, are controlled directly by you. Apart from Annie there are Melissa and Leslie, currently on Mars exploring the so-called alien leisure complex. The need for multiple characters arises because many of the problems require co-operation between the characters and each of the characters has a different personality, so one may do what the other can or will not.

Several other characters inhabit this game but by far the most important two are the aliens. Every now and again you will see these two rather unusual specimens as they act out a little scene, often producing clues, always entertaining.

Rather than limiting the game to a small number of locations, Zak and Co are required to wander all over the world to collect

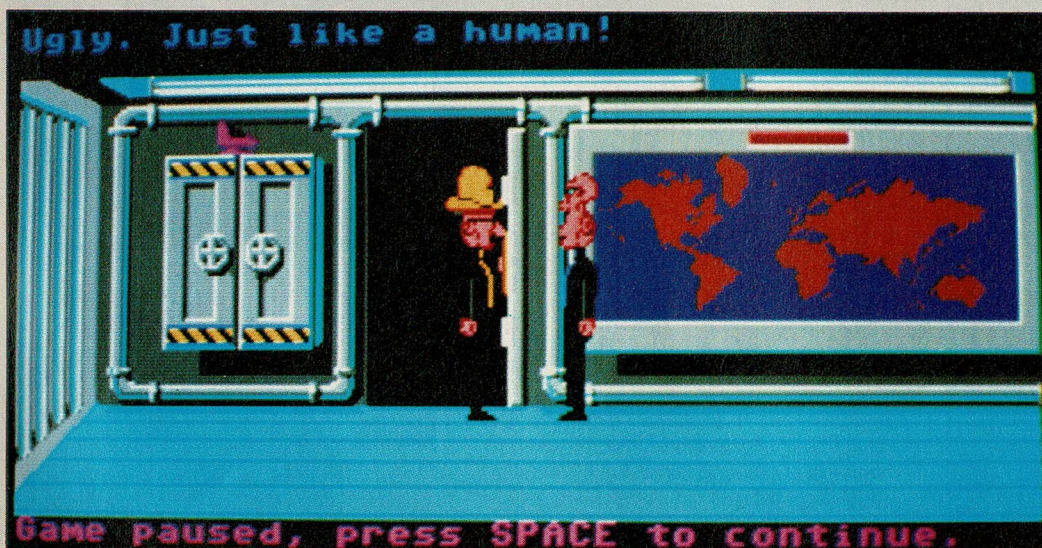
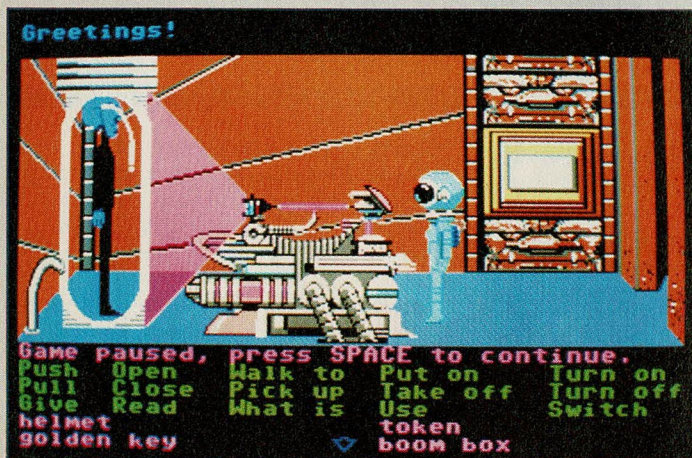
the parts needed to build the alien device. Travel round the world is via the local air service. You may have noticed that I did not say friendly, as the stewardess is far from helpful - your every attempt to explore your surroundings is foiled by her keen eye and short temper.

Revenge is sweet for it is not long before she is incapacitated and you have the freedom you need to do those things all good adventurers enjoy.

Before you start your epic adventures it is wise to read the copy of the National Inquisitor, as it holds many clues to help you progress through this most unlikely of situations. If the newspaper was not sufficient there is always that telephone call from mum, where she imparts her worldly wisdom to point you in the proper direction.

The humour is very strong. Within minutes of booting this game I managed to kill the goldfish sushi twice, once by electrifying it in the lamp, thus making fish chowder and once by sending the fish down the waste disposal unit, a nerve-grinding experience for the poor fish.

You cannot help but like this game as it delights constantly with its off-beat humour and although the puzzles are well hinted, they still remain a challenge, although I hope you like making maps, since it is no fun getting lost in the jungles of Peru or the pyramids of Egypt.



**Reviewer:**  
Zak McPumphrey  
**Machine:** ST  
**Price:** £24.99  
**Supplier:** Lucasfilm Games  
**POPULAR RATING**  
**Graphics:** 84  
**Sonics:** 78  
**Gameplay:** 96  
**Overall:**

94



## Time Bandit - PC

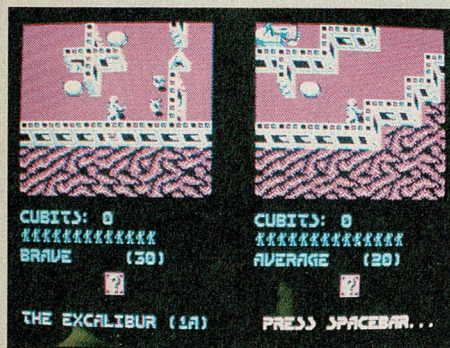
Some adventures last only a few months - others mere minutes - but this one stretches before you as a lifetime's endeavour, a challenge of the guardians.

Being dabblers in time, the guardians have quite a set-up and when they find that some unscrupulous time bandit has been using their gateways to loot the loot they were going to loot, they became a little miffed. The challenge they lay before you is to use their time gates, either alone or with a friend, to enter 16 lands and there, in combat, the inhabitants solve the puzzles encountered and return with the six ancient treasures.

"No sweat," you exclaim, but beware - the puzzles are fiendish and the inhabitants are extremely hostile and, to cap it all, most of the lands have 16 levels.

One-player mode is fun but with two players the ability to back-stab enhances gameplay, as missiles from your weapon are capable of inflicting grievous damage on friend and foe. In two-player mode if a player dies accidentally he returns as a shadow. The shadow is capable only of combat and, if hit, is only stunned instead of destroyed. It is beyond doubt a massive game and thankfully a save option gives you a reasonable chance of completing it.

Some of the timescapes involve considerable thought, as you must contend not only with the nasties but you must also solve the



adventure-like puzzles encountered. Not all the timescapes contain puzzles; some rely solely on a fast trigger finger.

Each time you escape from a timebase its level increases. This means that the next time you visit it it may just be a little larger and certainly much more difficult.

The size and addictability of this program make it good value, as you will undoubtedly still be blasting away at the monsters and testing your brain with the puzzles months after purchase.

**Reviewer:** Adrian Pumphrey

**Price:** £19.95

**Supplier:** Microdeal  
**POPULAR RATING**

**Graphics:** 82

**Sonics:** 15

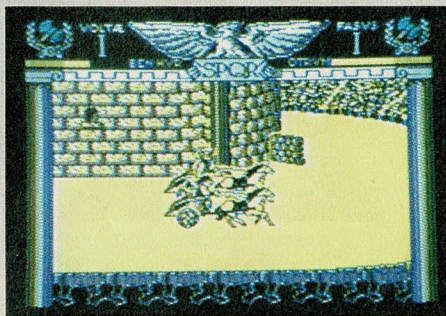
**Gameplay:** 79

**Overall:**

**81**

## Colosseum - Spectrum

It is so tough being rich, bright and handsome so I can sympathise with this guy and his troubles. Life can be a little unjust, especially when the chief of the Praetorian Guard is envious of the attentions a beauty named Calia is heaping on you. Things degenerated so far that Nerio branded you a coward and a traitor. Your only means of



redemption is the *Colosseum*, where you can enter a chariot race, risking life and limb for fame and glory.

The game appeared on the screen and I was stunned. The first thing I did was to check it was a Spectrum connected to the monitor and then I launched into the fray, wheels-a-spinning and arms-a-chopping. To validate his honour and prove his courage Benurio must survive four laps on each of the four deadly courses.

The race starts and the fun begins. As you

## SAS Combat Simulator - Amstrad CPC

Less of the breakfast, on with the slaughter, as 4mm. high SAS Commando goes on the rampage, blasting his way past multi-coloured troops, trains and a host of other organic and mechanical machines of death. Blowing away the humans is relatively easy when they stand still but for some reason they refuse to co-operate and continue to weave round the screen spraying bullets and lobbing grenades.

If that was not bad enough some of them have the temerity to snipe from concrete bunkers; a grenade soon wipes the smile off their faces.

Initially it all seems a little too much as the hail of bullets and constantly-mobile troops provide an effective barrier against further progress. The shoe is on the other foot when your little killing machine runs over a Code Masters symbol. That grants you a bonus - be it rapid fire, an extra life or a jeep. The vehicle really turns the tables on your hostile friends as it renders you vulnerable only to their grenade attacks, which are easily avoided.

About halfway through the first level the scrolling changes from horizontal to vertical. Once past the first level, courtesy of the jeep, the gameplay changes completely. Not only is your man much larger but he is walking along a horizontally-scrolling landscape. As he

tear along the circuit, avoiding the casually-placed boulders and walls, you encounter your fellow competitors. Talk about Sunday drivers - these guys are lethal. If they are not trying to bury the hatchet in your head they are going fender-to-fender trying to force you into the nearest immovable object.

Of course, this cuts both ways and you are capable of putting on the pressure to bring about an early demise. If ramming is not your style you can slug it out with your currently-held weapon. They change with each competitor you kill, increasing gradually in strength until you possess the coveted throwing weaponry.

The deadlier weaponry really is needed, for as you slug it out your opponent is returning the shots and if his weapon is the more powerful there is a fair chance that your energy level will be depleted before his.

The graphics are truly remarkable, with the sequences when the chariots go round the corners a true feat of programming; as the objects in the distance rotate and grow as you hurtle to victory accompanied by frenzied hoof beats.

**Reviewer:** Adrian Pumphrey

**Price:** £2.99

**Supplier:** KIXX

**POPULAR RATING**

**Graphics:** 87

**Sonics:** 75

**Gameplay:** 81

**Overall:**

**80**

wanders along, enemy troops meander up to him and stick him with their knives. Your only defence is to do it to them before they do it to you - a tricky business as timing is crucial as you have only one chance per victim.

Not the best shoot-'em-up around as the gameplay fluctuates from ridiculously difficult to boringly easy with frightening regularity.



**Reviewer:** Adrian Pumphrey

**Price:** £2.99

**Supplier:** Code Masters

**POPULAR RATING**

**Graphics:** 68

**Sonics:** 45

**Gameplay:** 50

**Overall:**

**53**



## Captain Silver

It is a yo-ho-ho and a bottle of rum as our intrepid hero sets off to find buried treasure against incredible odds. There are four levels and they take our hero through the city to a pirate-infested ship and on to a jungle where he will find the treasure mountain of *Captain Silver*.

In the city, Silver must use his sword to deadly effect against giant teddy bears and grinning cats. By collecting the letters left behind by those demised characters he can earn cash bonuses; he can also choose the direct approach and find the gold on the streets.

With the gold and a key, Silver can enter the shop where he can buy enhanced weaponry and other bonus items. Once he



reaches the ship he must explore its decks for treasure chests while engaging the pirates. If he manages to defeat the pirate captain it is off to the jungle for more adventures.

The graphics are a little too childlike for my liking but this only makes it an ideal game for children, as the gameplay is simple and the characters comic. □

# SEGA SPECIAL

## Rambo III

John Rambo, the one with the over-developed deltoids and the under-developed brain, is on the rampage in Afghanistan. Grabbing his light phaser, Rambo causes havoc among the enemy forces as he battles his way through level after level of Soviet troops to rescue his POW friend Colonel Trautman.

Naturally, the enemy troops are a little



hostile and not above shooting back. It is therefore advisable to fire a few rounds in their general direction before your energy level becomes too critical.

Rambo is armed with a machine gun; rapid fire is achieved by holding down the trigger; when empty it reverts to single shots. Rambo also carries a grenade - which is activated by shooting the symbol at the bottom of the screen - and a healing drink which replenishes his diminishing energy levels.

Apart from the troops, various items can be shot. If you are lucky, shooting an item may reward you with extra ammunition or free a prisoner.

The game is very simple to play; all you are required to do is pay close attention to the slowly-scrolling landscape, loosing bursts of automatic fire at the defending troops. The graphics are good and the resounding bark of the Kalashnikov is very atmospheric. □

## Lord of the Sword

Adventure unlimited as a lone hero sets forth with sword and bow to battle the evil inhabitants of the land and complete the three tasks which would prove him worthy of being king.

As the hero traverses this horizontally-scrolling land he will encounter many strange foes, some of which require a skilful bow shot since getting any closer is inadvisable. Occasionally he will encounter

a town where he may call up a map of the land and/or seek guidance from the inhabitants. This takes the form of shelter or advice, or even the odd item or two to aid our traveller.

There is no shortage of combat as the lands are fraught with difficulty but a little thought is also needed to use the villagers' gifts wisely. The graphics are reasonably good and colourful and the monsters fade away rather than explode in a shower of blood. □

## Golvellius, Valley of Doom

Cute graphics abound as our hero sets forth to rescue a fair princess from the clutches of the evil king *Golvellius*.

The green-haired hero Kelesis must battle through valley and cave to defeat the seven great demons standing between him and a final confrontation and unrequited love. Kelesis starts the adventure unarmed but before he can get into any serious trouble a wise old woman gives him a sword and a pair of boots.

To reach Golvellius and free his love Kelesis must pass through seven valleys, each guarded by a demon. Each valley comprises several screens and plenty of monsters. In each of the screens a small cave entrance can be found; the entrances are often hidden and you invariably have to fight off a monster for a random period before the entrance appears.

On entering the caves Kelesis will encounter various friendly characters. The wise woman will sell equipment to aid in the quest; the fairy will offer advice and a host of other beneficial characters will help Kelesis - for a price.

In one of the caves Kelesis will encounter a horizontal or vertical scrolling cave



section which he must battle through to encounter the guardian demons or exit to a new valley.

This is a huge game which is ideal for those wishing to spend a little time and effort idling away the hours. Thankfully there is a code word which can be entered to restart at the same level. □





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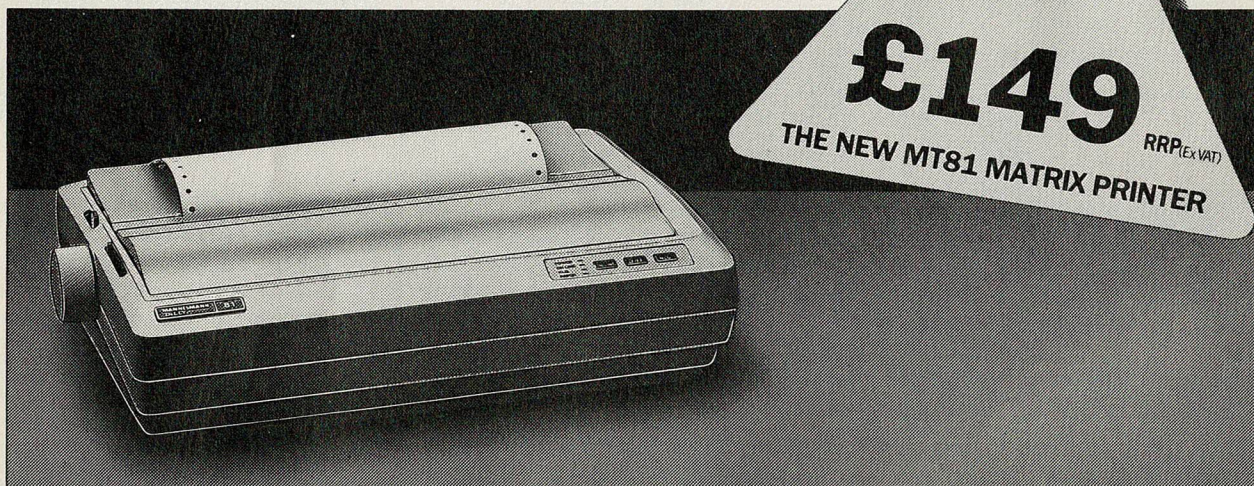
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# SAND AND GEMS

Thanks to Sid Hancock for sending me a mbx to tell me about Sandie's Beach - 0905 774477 - V21 /22/22bis/23 - 24 hours a day, system closed for mail 0230-0330 daily. After a refreshingly uncomplicated registration procedure I was allowed into this scrolling board and was presented with a menu for some 27 echoes.

Echoed conferencing is what Sandie's Beach is primarily about, although there are some file areas attached to some of them. Among the list of echoes available from this extensive list are Penpals around the world; Special interest groups for Amstrad, Apricot and Archimedes computers; hardware; music; science fiction and fantasy; and even cookery.

## ABLED echo

The Beach also has a section called ABLED which is an echo designed for disabled users. It is one of my convictions about comms that it has a great deal of potential for usefully interfacing the disabled and ablebodied. In the case of housebound people comms could radically expand their sphere of communication and social life.

At the front end of the board I was informed that Sandie will be getting a hard drive in the next two weeks. This will mean that downloading should be much faster, as she will not need to use the TUG 2 download database. Sandie is, of course, Sandie Franchi, who is co-sysop of TUG 2 with her husband Pete. TUG 2 is on 0905 775191 - V21/22/22bis/23-24 hours. The sysop is John Laffey and his wife Dawn is co-sysop. The BB has been on-line for only about four weeks but is already showing signs of becoming a lively and interesting log-on.

It lists its specialisms as MG cars and nursing - an odd mix, you may think, but explained easily when you discover Laffey's passion for MGs and his wife's career as a nurse. This BB has obviously set out to be a partnership.

Originally Dawn had only her own section in the bulletins, the Medical Den, but now, apart from almost dominating the message area, she has established a file area entitled Health. There you will find a growing number of textfiles covering health subjects, including detailed but readable and helpful information on AIDS. Dawn is keen to hear from other female comms enthusiasts.

An inventively-displayed section, especially for a scrolling board, is The Wall of Fame. It is essentially a textfile comprising what used to be called typewriter art -



pictures composed of ASCII characters - depicting a wall on which quotes and graffiti are short story textfiles which can be <T>yed to the screen and read, or downloaded by other users.

## Trivia Quiz

Midget Gem is also to be the base for a Trivia Quiz which will have its elements scattered on as many BBs as John can become involved. If each sysop displaying a part of the quiz were to donate £1 a fairly substantial prize could be offered to the user who managed to answer the questions and follow the bulletin board treasure trail

across Britain. John reckons that participation would mean at least one new caller per month for each BB on the trail's list. Sysops wishing to take part, contact John.

Finally I want to tell you about a new BB set for a meteoric rise to stardom in the BB firmament. I would say that, as I am the sysop. If you want to make direct contact to contribute news, views, board recommendations or brickbats for inclusion in this column you can now log-on to The Owl Service - 0532 605876 - V21/23 - 2100-1400 hours at present but 24 hours from March 1. Or use Prestel MBX 011112661. See you on-line. □

Malcolm Arnold



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PALACE SOFTWARE



# Will young guns go for it?



An alternative view of the new Konix Multi-System from ex-Mirrorsoft man John Cook.

"The Toy Industry", commented a friend as we wandered round a rather subdued Toy Fair at Earls Court, "is run exclusively by 60-year-olds and they all live in Leeds." If it is not true it certainly feels like it.

I did not get the feeling many people were having fun; toys are obviously serious business, yet an oasis of joviality and optimism was to be found on the Konix stand on which the idea of the new Multi-System was launched to an expectant trade.

The press has, predictably, gone crazy about it. New hardware is thin on the ground and there is always the possibility that new enthusiasm and new readers might be just round the corner.

So the Multi-System has, before a production version has come off the line or even the development system is completely finished, been hailed as "The Ultimate Games Machine".

Far be it for anyone to suggest that acclaim might be a little premature but the hardware of the machine has failed to excite many of the programmers I have quizzed.

They point to the inadequate 128K on-board memory, particularly for a machine with a 50K screen. Double buffer that for vectors and there is no memory for the code. Go for Sprites and memory is eaten just as fast. Not much there for sampled sound, either.

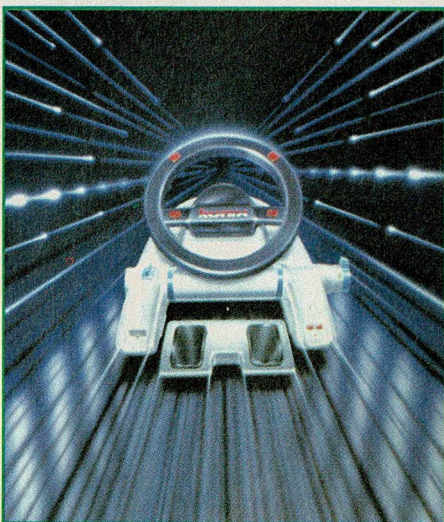
One other downer and a source of concern is the launch of a powered chair to be sold alongside the system for an extra £150. Considering powered arcade units sell for something in the region of £9,000 new, can the Konix chair be anything other than a flimsy gimmick?

These are all negatives and no doubt, with time and effort, if programmers get down to it - that assumes the software houses can be persuaded to play ball - good, perhaps great games can be produced for the system. After all it does outspecify all the 8-bit console opposition - and perhaps the chair is only an example of misplaced zeal.

This is all irrelevant to the men who sign the cheques. They know that the only two things which will make the Konix sell is the fact that it will cost slightly less than £200 retail and it looks nothing like a computer. In fact, Wyn Holloway has designed a piece of equipment which is something out of a teenies' dream.

Do you want to be a racing driver? Ride a motor bike, fly an F-16? Konix will be dangling those temptations in front of children and you would have to be strong-willed not to go for it.

In fact, the Multi-System is the correct



The control unit can be adapted to car steering wheel, aircraft controls or bike handlebars.

machine at the proper time. The mini-recession of last autumn has meant that the mass junking of Spectrums in favour of 16-bit computers did not occur at Christmas - again. To pay £300 or £400 with the prospect of £20-30 software afterwards you need to be a very enthusiastic enthusiast, it seems. Yet Spectrum owners still

shuffle discontentedly in front of their TV sets. They want more.

Sega and Nintendo could have supplied the goodies with their 8-bits but have not chosen to divert resources to the European market. A cheap Atari ST console might fulfil the needs of the nation's youth and there are always rumours of the Commodore cut-down Amiga: both would have the significant advantage of a huge software base.

Konix has a machine here and now - well, almost - and looks like playing most its cards right. Styling and lack of competition will make it one in a field of one this year and congratulations to everyone involved, in advance.

Yet something still niggles about the future of the System beyond 1989. With serious competition, would Sega and Nintendo, with far more muscle than Konix, just turn belly up? Or would they finally take Europe seriously, perhaps even with the new 16-bit consoles? What about high-specified future developments which would compete head-on with the Konix, like the hand-held games machine rumoured from Epyx?

My guess is at that time we will all be looking back at the system and those gushing headlines and reaching the only possible conclusion - it's good but not *that* good. □



A 3½ inch disc drive unit is included with a 'game safe' facility and also a Konix joystick.

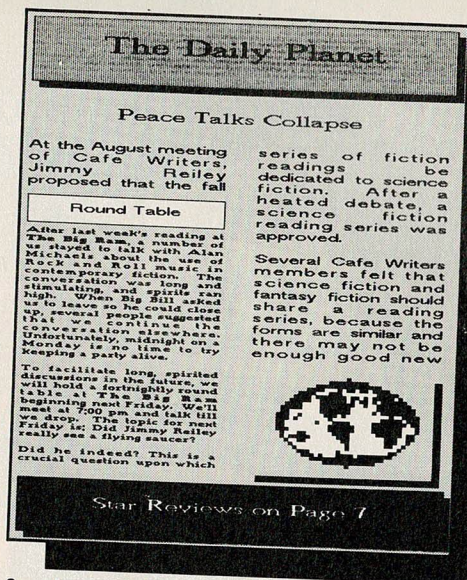


# DTP UPDATE

The C64 has always had its fair share of DTP packages but they have been aimed at specific users. The AMS *Stop Press* is linked to its mouse and *GeoPublish* runs only in the GEOS operating system. Now software importer FSSL is set to import copies of *PaperClip Publisher* and broaden the scope of C64 desk-top publishing.

It is certainly a package with a pedigree; its box lists three of the biggest names in C64 software - Batteries Included, which produced the original PaperClip word processor; Gold Disk Inc, author of the Amiga package *Professional Page*; and Electronic Arts, listed as the publisher. According to EA it has no plans of importing PaperClip Publisher to the U.K., so FSSL stepped in.

PaperClip Publisher is a powerful page layout program which features a built-in text and graphics editor and an icon and



Sample newsletter created in about thirty minutes.

## PaperClip Publisher

Tony Hetherington reviews the latest C64 DTP package from across the pond.

pull-down, menu-controlled page layout utility which is easy to use and effective.

The program is box-orientated; it allows its use to fill the page layout with any number of box shapes and then fill them with text and graphics to create the finished page. This means that the box menu is by far the most important aspect of the program as, either through default settings or user-defined settings, you can determine the style of the contents of box.

You can decide to level in blank or shade it with a selection of 26 patterns, have a single, double or thick line border, add a drop shadow for added effect, magnify its text or graphics contents by adjusting X and Y factors and even select text fonts and point sizes and determine whether the text will be centred or left- or right-justified.

Once you have adjusted the default box for most of your needs other minor settings such as changes in point sizes can be done quickly by adjusting the settings for the current box.

Icons down the right-hand side of the screen are used to activate many of the program functions, such as a magnifier to check minor detail like the positioning of headings, a quick text editor to add headings and captions and others to pour in text and graphics into selected boxes.

One particularly useful application is that boxes can be linked so that if there is no room for a whole document file in one box it can run on to another on the same page or even on to another page.

Editing a page layout with which you are dissatisfied could not be easier, as boxes can be moved, re-shaped and re-sized to create the desired effect. Over-laying boxes on top of each other can produce some interesting effects to im-

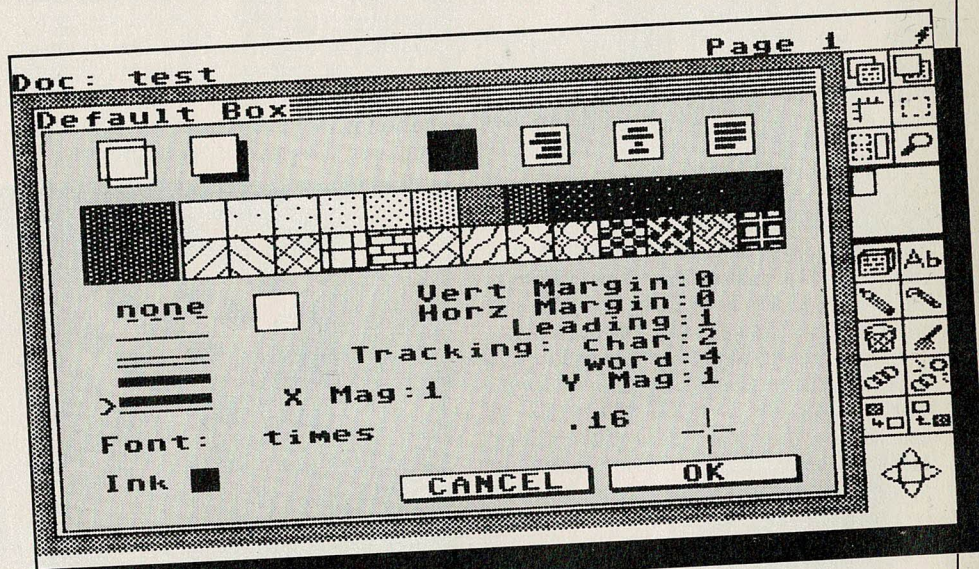
This box approach to page layout has its good and bad points as, although it is fast and simple to use, it means that text cannot flow round the contours of an irregularly-shaped drawing, something used to great effect in other packages such as *Stop Press*. On the plus side, boxes can be linked and given different settings to allow even a novice access to fonts, point sizes, text justifying and drop shading after only a 30-minute run through the helpful tutorials included in the manuals.

As with *GeoPublish*, a PaperClip Publisher user is not restricted to the fonts and clip-art supplied on the disc as utilities are supplied to use clip-art from programs such as *Stop Press*, *Newsroom*, *PrintShop* and *Printmaster*. A utility can read in data from GEOS fontpacks.

Text can also be borrowed from other word processors but the list is more limited than that of *GeoPublish*, which can read any C64 word processor file and centres on other Batteries Included products such as PaperClip. Others will have to use a spellchecker and thesaurus.

Graphics can be drawn in the program and then sized to fit almost any space to add to the visual appeal of the result.

Finally, your masterpiece can be saved on disc as a template for future newsletters or printed-out. The program supports most C64 printers, including the 1525, 1526, MPS 801, 802, 1000, Epson FX, LX and MX, Okimate 20 and Star NP-10 and NX-10. It must be defined when the program is



Default box screen: defines everything from text justification to picture enlargement.

prove the appearance of your letter, CV, newsletter or flysheet by adding shaded borders to headings. This is surprisingly simple and involves defining a box shaded in one of the patterns and then creating on top of it a clear box in which you type your heading.

loaded for the first time as it affects the shape of the page on which you can work.

At times PaperClip Publisher runs at little more than snail's pace - for example, when it is pouring in text - but this should prove a useful tool and costs £34.95 - disc only - and is available from FSSL on 0386 553153. □







**M**idi is becoming a victim of its own success. When it surfaced six years ago, Midi was designed to allow different electronic instruments to chat to one another. Although the possibility of linking the instruments to computers was envisaged, nobody could have foreseen the way the Midi software industry has mushroomed.

Now there are hundreds of Midi programs, ranging from basic sequencing, voice-editing and score-writing packages to specialist applications such as stage lighting and sound mixing control. With the increase in functions there has been the growing problem of musicians wanting to run several Midi applications on their computers without having to quit a program and boot a new one each time a new function is needed.

A variety of solutions to the problem from software vendors was a dominant theme at the annual jamboree, the Frankfurt Music Fair. As we reported previously, two companies - Steinberg of Germany and The Digital Muse of Britain - have turned to multi-tasking operating systems as the answer. The Steinberg M.ROS - Midi Real-time Operating System - was demonstrated on an ST with a pre-release version of the new Cubit "desk-top Midi recording system" running at the same time as a mixer controller called Mimix and a voice editor for the Korg M1 synthesiser. Elsewhere on the stand a sophisticated sound sample processing and a resynthesis program called Avalon, also running under M.ROS, was being put through its paces.

Cubit should be available in the U.K. next month for about £500. The PC and Mac versions, which were not on show at Frankfurt, should follow about two months later. For the moment, at least, Steinberg will continue to market and support Pro-24 and has just produced an Amiga version of this industry-standard program.

Karl Steinberg, the company founder, says he has not yet decided whether to release M.ROS as a separate program. If the company wants M.ROS to become the standard musical multi-tasking operating system it will have to make details available to other producers.

The TDM rival to Cubit, Virtuoso, has the possible advantage of basing its multi-tasking abilities on a standard system, OS/9. Virtuoso uses a regular screen layout into which functions such as the sequencer, score-writer and voice-editors will fit as page-sized modules. The program being shown was unfinished but looks full of innovative ideas.

TSM admits it faces an uphill struggle against established names such as Steinberg and C-Lab but believes its product is strong enough to succeed.

A great deal will depend on the pricing, which has yet to be decided. If successful,

an Archimedes version may follow. Two of the big American producers, Dr T's and Hybrid Arts, think that multi-tasking is unnecessary and that switcher programs will do. Dr T's MPE - Multi-Program Environment - switcher and data exchange system, for example, can support up to eight programs.

Dr T's has finally succumbed to GEM and was showing a pre-release version of a \$150 graphics interface, Tiger, for its Keyboard Controlled Sequencer.

Hybrid Arts was demonstrating several programs running under its Hybriswitch system which handles up to 16 programs simultaneously, if you have the memory. The complete package of interacting HA programs is now being marketed under the Total Control banner.

One major software producer which has not yet turned either to multi-tasking or to switcher programs is Passport Designs. The company's Greg Lee argues that it is for the computer makers to provide standard multi-tasking systems for their machines.

Passport was showing version 3 of its Master Tracks Pro sequencer at Frankfurt. The program now supports two separate Midi outputs, giving access to 32 channels, and has enhanced synchronising features for film and video work. Initially, MTP 3.0 will be available for the Macintosh but ST, Amiga, Apple II and PC versions will follow later this year.

One particular aspect of the multiple-program problem is that most electronic musicians now have several synthesisers, each of which needs a separate but often similar voice-editing package. At Frankfurt there were at least three "generic voice editors" which use the same program to edit and store voice data for different synthesisers. Each of the three used its own solution to the problem.

Steinberg has a generic editor for the ST called X-

## Noting dev

Tony Sacks returns from Frankfurt with the latest news from the software industry here

Syn which consists of a main program, costing around £56 in Germany, to which the user adds appropriate modules, costing £17 for each synth. Modules are available for the Yamaha DX synths and FB01 module, the Casio CZ series, and the Roland JXBP synth and MT32 module. The Steinberg U.K. distributor, Evenlode Soundworks, does not intend to market X-Syn in Britain.

Dr T's is adopting a different approach for its generic editor, probably to be called Orchestrator. It will allow patches for at least a dozen of the most popular synthesisers, including the Kawai Ki and the Roland D110 module, to be edited and stored from the one program but will restrict the number of parameters which can be altered on each instrument to about eight. The program is due in April at a cost



Scenes from the fair: (clockwise from top left) Cheetah's hardware-based Sequencer-Plus; Steinberg's multi-tasking Cubit Sequencer; a trio of Yamaha CIs; EMR's Studio 24 Plus for



## elopments

om the Frankfurt Music  
ws on what the music  
as in store for 1989.

of \$149. A third approach to generic editing is from Hybrid Arts, whose £250 GenEdit program will allow users to custom-design editing pages for their own synthesisers using graphics tools supplied with the package. This ST program, which uses an operating system said to be much faster than GEM, is due by mid-year.

Other trends were also evident. Score-writing packages seem to be in vogue this year with at least half-a-dozen new or improved contenders. Probably the most costly is the Erato Music Manuscriptor, which uses a \$700 dedicated graphics tablet and was being demonstrated on a \$4,200 gas plasma display. The software for a PC costs another \$1,200.

More affordable are the Comus Proscore package - around £150; the Sonus £200 Superscore; the Steinberg unpriced Mas-

terscore version 2; and the Art of the Few \$229 Beethoven - all for the ST. For the IBM, Passport was showing a \$200 program called Escort which allows the company's score package to transcribe sequences recorded using Master Tracks Pro and other sequencers.

There were few all-new sequencers, other than Cubit and Virtuoso, but Intelligent Music was showing its first program of this type, Real-Time. As you would expect from IM, it is not a conventional sequencer; it lets you change or edit almost anything as the music is playing or being recorded on any of its 256 tracks. The £199 package is a companion piece to the IM composing package, called M.

Two budget sequencers made their debut. One is a £75 package for the ST and the Amiga from French company Comus. The sequencer, Track 24, is a cut-down version of the company's £155 Studio 24 package, dispensing with Studio 24 scoring facilities and interface for the £170 Big Band composing program. Both these original programs are available for the Amiga as well as the ST.

The second low-cost sequencer is a £55 ST-only package called First Track from the German producer O C Geerdes. The U.K. is the only country in Europe without a Geerdes distributor, which is unfortunate, because the company is probably the only serious musical software producer still supporting the Commodore 64. It has a portfolio of more than 20 C64 programs, most of them synthesiser voice editors. The latest and perhaps the last of these, for the Korg M1, made its debut.

If the C64 was making a last-ditch stand at Frankfurt, there were signs that other machines - particularly PC-compatibles, the Amiga and even the Archimedes - are starting to challenge the stranglehold on the music software industry held by the Atari ST and the Apple

Macintosh. The PC challenge has been given impetus by the arrival of the Yamaha portable AT-compatible, the C1. A U.K. price of £2,999 has been set for the C1, which will have a 20MB hard disc and a 400-track sequencer.

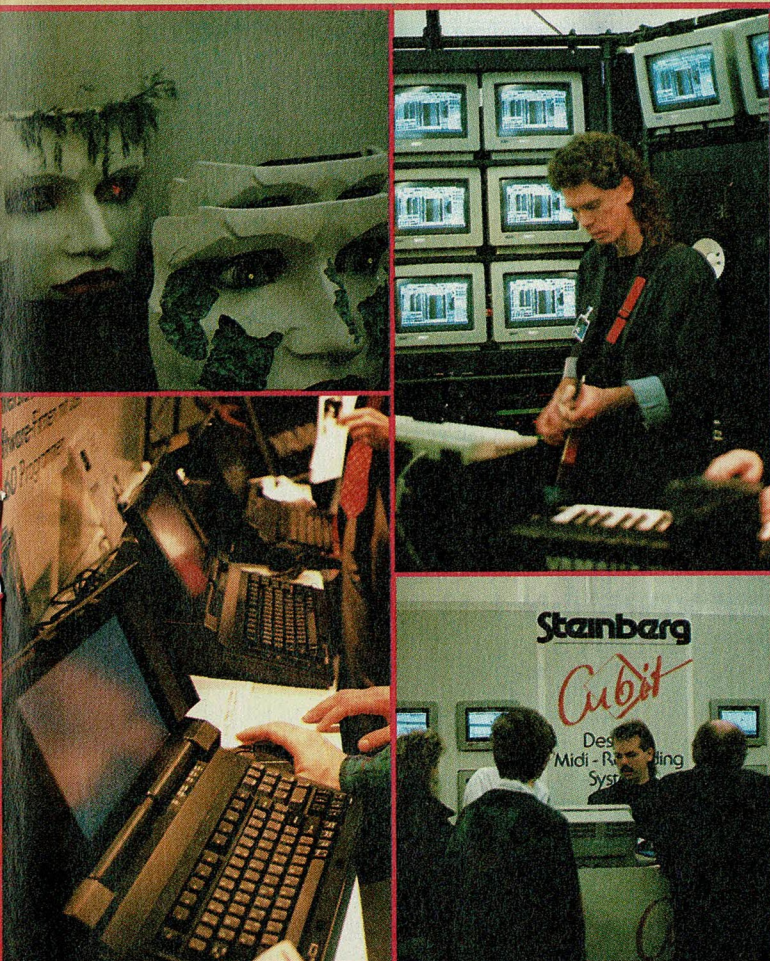
More than 40 software companies are now said to be supporting the C1 with more than 60 programs already available. Perhaps the biggest eye-opener for German computer enthusiasts at Frankfurt was the Acorn Archimedes which is not available officially in Germany. Mike Beecher of Electromusic Research was showing elements from his company's Arpeggio music system for the Archimedes. It now includes the £50 Soundsynth to create sounds for the eight internal voices; the £99 Studio 24 Plus sequencer; the £574 Scorewriter with a laser driver; and the £30 Handimusic which allows disabled musicians to create music using only one control.

Other EMR programs in the pipeline include a £30 Rhythm Box drum package; the £20 Vu-Music which interprets music graphically; and a device which will scan printed scores and turn them into sequences. EMR is still supporting other computers including the Amstrad PCW for which it recently released a £60 16-track sequencer.

Near EMR, Armadillo Systems was demonstrating its high-quality 16-bit sampling package for the Archimedes. The Archimedes still represents a small sector of the musical micro market which the Mac and the ST will continue to dominate for some time. One particularly impressive example of the power of these computers is the Turbosynth package from the American supplier Digidesign.

The package, originally for the Mac and shown at Frankfurt in a new £235 ST version, simulates a synthesiser in software on the computer. The user "constructs" a sound by connecting various modules such as oscillators and filters depicted on the computer screen. The computer then generates the data to produce that sound when it is played back through a sampler.

The show was dominated by hardware, without which Midi software would not exist. Equipment on the way includes a new version of the Kawai best-selling K1 budget synthesiser with a new drum section and a built-in reverb; a £250 hardware sequencer, including powerful echo simulations and other affects, from joystick maker Cheetah; a new £200 version of the Casio digital horn, of which 10,000 have been sold in the U.K., with a built-in accompaniment section; and a box called Proteus contain 4MB of stunning 16-bit sampled sounds, 32 of which can play simultaneously. The price is around £600. □



... keyboards putting a brave face on it; C-Lab's Notator keeping pace with a guitarist; the Archimedes; Dr T's stand included the Orchestrator generic editor.



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# Cryptic cards for Valentine

Romeo Ron is into alphamatics, which is why he sent out his Valentine cards this year bearing the following cryptic message:

√VALENTINE = ?

Each of the objects of his affection, to whom the cards were addressed, was fortunately mathematically minded and was able

to set to and solve the puzzle. Just in case of difficulty he included the answer with the card. For instance one young woman received the following:

√541679076 = 23274

As can be seen by comparing each of the digits of the nine-digit value with the word 'VA-

LENTINE', each similar letter is represented by the same digit, different letters by different digits. Of course, the square root works out exactly to a whole number.

Now it so happened that each young woman received a different solution. There were just sufficient solutions to go round.

Obviously, each solution involved a different substitution. For example, in the number given above the 'V' represented the digit '5', in other solutions it would not necessarily do so.

Can you say how many Valentine cards Romeo Ron sent to the young women? □

## PUZZLE SOLUTION

### Solution to puzzle of February 9-15

**Answer:** The multiplication was 13,029 times 7 equals 91,203.

**Solution:** The initial number before multiplication must be in the range of 10,000 to 14,285. The higher of the two limits is found by dividing 99,999 by 7 and taking the

integral part of this answer. This is therefore the highest five-digit number which can be multiplied by 7 and still have only five digits.

Taking each starting position in turn, this value is transferred to a string variable (N\$). The five individual digits are each extracted in turn and are placed in variables A\$ to E\$ - lines 120 to 160. It can

be seen that the result of switching the positions of the digits as described is the same as re-arranging the digits in the order E\$+A\$+D\$+C\$+B\$ - line 170. The string produced is converted to its numeric equivalent and a test is carried-out to check if this value is 7 times the start value - line 190. □

```
100 FOR N=10000 TO 14285
110 N$=STR$(N)
120 A$=MID$(N$,1,1)
130 B$=MID$(N$,2,1)
140 C$=MID$(N$,3,1)
150 D$=MID$(N$,4,1)
160 E$=MID$(N$,5,1)
170 Z$=E$+A$+D$+C$+B$
180 Z=VAL(Z$)
190 IF Z=N*7 THEN PRINT N$;"
";Z$
200 NEXT
```

Did you receive or treat yourself to a new computer for Christmas? This will either have been an exciting or a totally frustrating time, depending on whether you could understand the manual or not and if any of the software would load.

Appalling documentation is common at all levels of computing and it is a symptom of the pace of the industry. By the time a full manual, with examples and self-teaching sections, is released, the product could well be antique.

Many suppliers leave it to independent authors to support their product properly, assuming that if the product sells there will be a wide market for the book. If the computer is a flop it is tough luck on the early buyers.

Before the arrival of the Digital Research CP/M operating system, microcomputers were bought as a system - there was no standard operating system. The great popularity of CP/M and the way that software could be transferred from machine to machine over serial links using the PIP function created a different market. Users bought a CP/M-compatible system - or they went to Apple or Commodore.

The computer was just a vehicle for the operating system and application software and there were many such systems available; some companies came and went

## COMPUTING WITH MARTIN WHITBREAD

overnight, others survive, such as North Star and Rair.

Some years later, IBM produced the PC but it remained in the IBM office computing market for several years before the great PC clone explosion and MS-DOS took over where CP/M left off. Although IBM now wants to control this market by producing an IBM-only situation, with Micro Channel Architecture and OS/2, it seems doubtful that users will take any real notice until more applications software is there to be used but some people are convinced that empty matchboxes, sprayed blue and lettered with a combination of IMB, would sell well in the U.S.

So computers can be exciting things when they are new products but at the start there is little software and very poor documentation. The useless manual is a problem yet to be solved easily but suppliers of applications software can now turn round products very quickly, once a compiler for their source language - often C - is available.

The Acorn Archimedes got its C compil-

er off the ground very quickly and Helios, the operating system for the Atari transputer system also has a C compiler. Fortran, too, is needed, for computers which are to be used in science and engineering. Much engineering applications software is still written in Fortran or rather programs written, perhaps some time ago, in Fortran are still in use today.

The first model of a new product range is often too tempting. The bells and whistles are the envy of your friends. The trouble is that the first model often reveals design flaws and later versions may be fundamentally different. Cars are the same; there is often an unpopular Mk1 model on the second-hand market for which there is little demand as the engine/gearbox/suspension were completely redesigned in the Mk2. The Austin mini and many other models have been through this cycle. Mk1 creates the market and Mk2 is the product.

If you have a Mk1 computer, enjoy the novelty; if it is a good system it may create its own following. Those who have played safe and opted for an established market, Mk2 or beyond, will have a wide choice of support, including a reasonable manual but will have done much for innovation in microcomputer design.

If you have a Mk1 car, give it to a museum or put a match to it. □

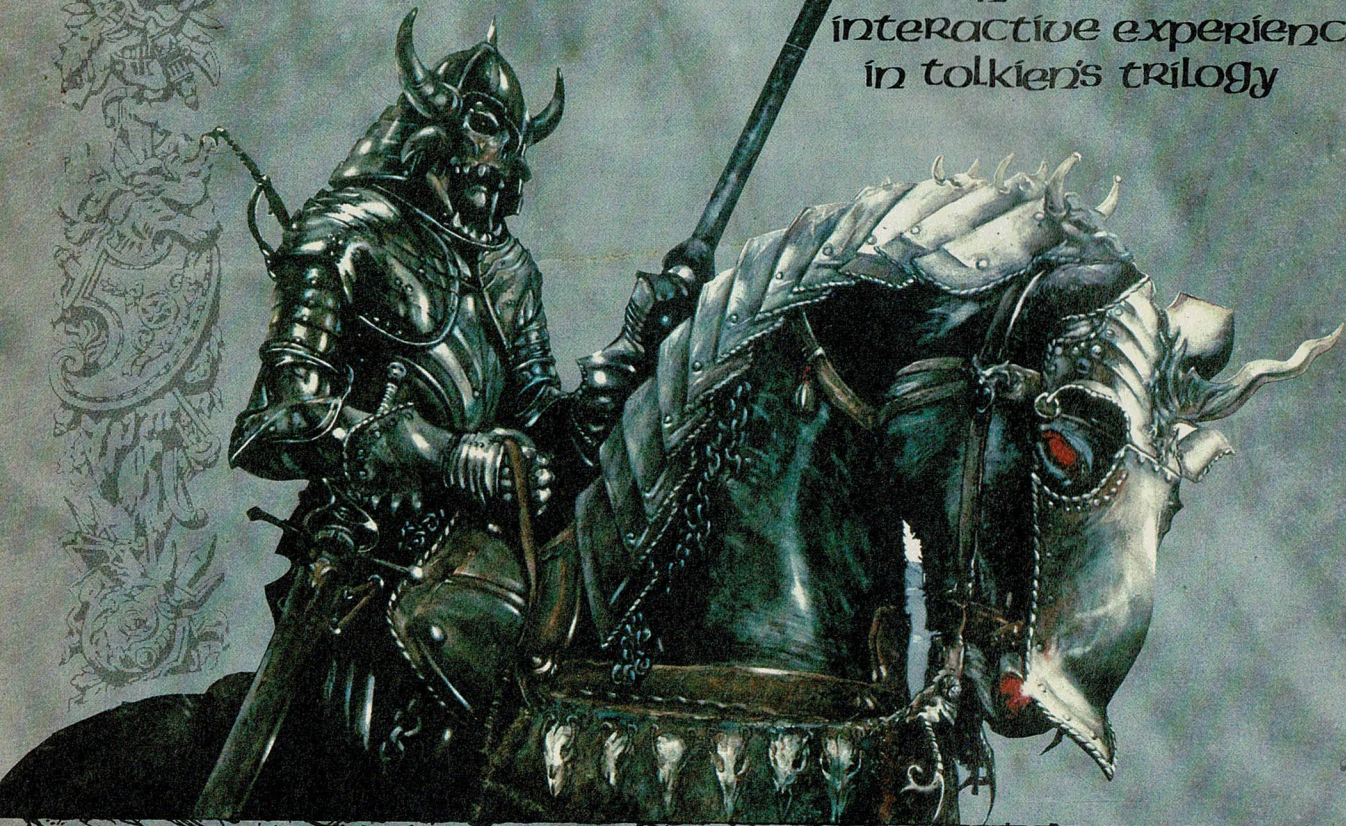




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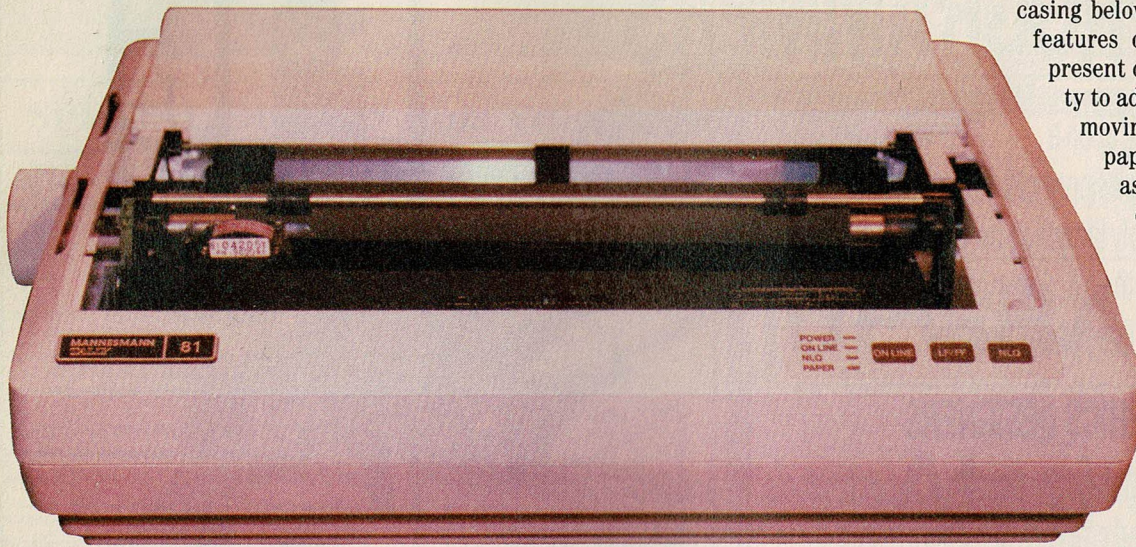
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present they connect to the metal casing below. One of the most-used features of most printers is not present on the MT-81. The facility to adjust the print density by moving the head closer to the paper is a notable absentee, as is the lack of a calibrated bail bar. This is most annoying, as it assists users in aligning paper to give a constant margin on both left and right sides of the paper.

The MT-81 is loud but not when printing. Hidden somewhere in the machine is an ear-piercing piezo transducer which sounds at the merest thing, including pressing the line feed button while the printer is on-line. If the paper has run out you certainly know about it.

Equipped with a parallel Centronics interface, the Epson FX-85 compatible unit also offers IBM Proprinter compatibility, with all the regular features, including nine print and printer options available from the front panel of the machine.

*The printer is full-featured, offering 130cps in draft quality and 24cps in near letter quality mode, using a 9-pin printhead on 80-column paper.*

On a final note, I found the manual to be a small and flimsy effort, providing all the necessary information in a somewhat incomprehensible way, which baffled me. I would hate to think what a newcomer would make of it.

The printer is good value, although some of the bare essentials have either been missed or simplified to save cost. □

# Top of the form

Andrew Banner tests the new Mannesman Tally low-priced MT-81 printer.

The printer pricing war has raged on and off for years, with manufacturers releasing a new model every so often. Each model, according to the makers, offers special facilities which can be found on no other in that particular price range.

The new Mannesman Tally product has the same boast made for it, but is this machine truly worth the praise the company is giving it?

Launched in the U.K. only one week ago, the MT-81 offers good value at £149 plus VAT. The printer is full-featured, offering 130cps in draft quality and 24cps in near letter quality mode, using a 9-pin printhead on 80-column paper.

Until now that is fairly much run of the mill, as is paper handling; it can use single-sheet, friction-fed paper as well as fanfold paper via the integral tractor feed. That is also a standard of today's printers, although paper parking is also included in this machine, allowing you to have single and fanfold paper loaded at once.

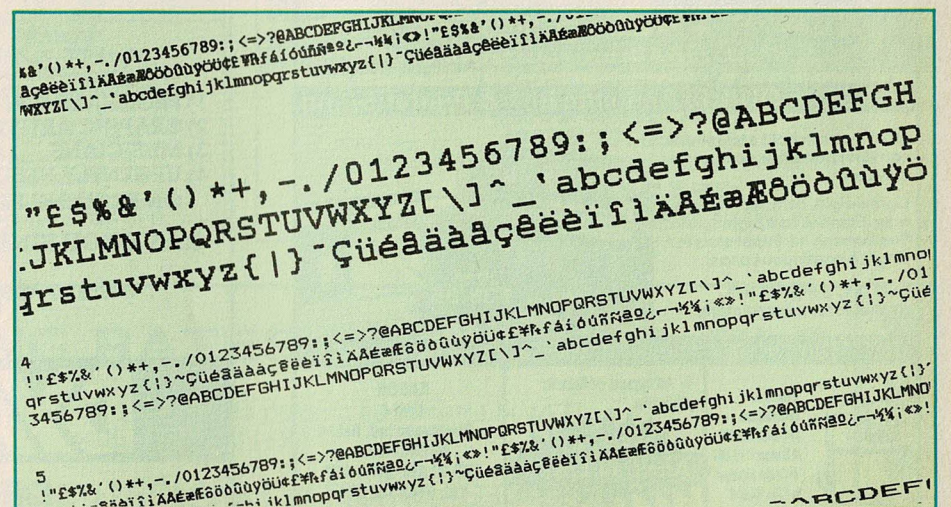
## Paper positioner

The main body of the printer is protected by a two-piece plastic cover. The front part covers the printhead, ribbon and half of the platen, while the rear half covers the remainder of the roller and the rear-mounted tractor feed unit. This part also acts as a paper positioner and has three fitting positions to give optimum paper feed depending on which type you are utilising at the time.

One of my first thoughts when I used the machine was how awkward it would be to keep removing the cover to feed the new sheets of paper, which is required because of the roller and bail bar being located underneath.

Looking inside, the paper detection switch is certainly one of the crudest I have seen on any recent machines and it is there we get the first inkling how the printer has been made so cheaply. The switch takes the form of a 1.5in. long plastic arm situated in front of the tractor unit.

On the end of the arm is a mechanical switch with two metal prongs protruding from it downwards. When there is no paper



Self-test sample displaying some of the various print options.



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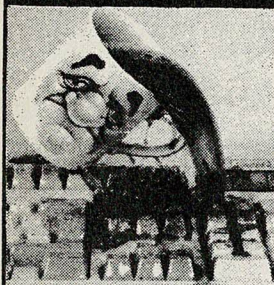
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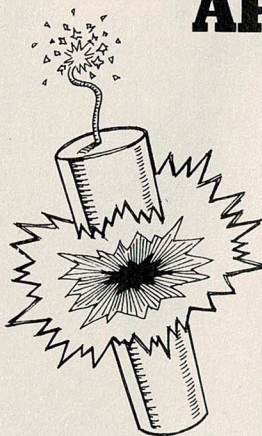
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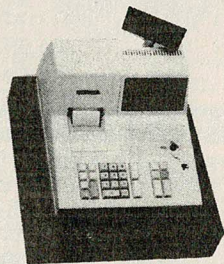
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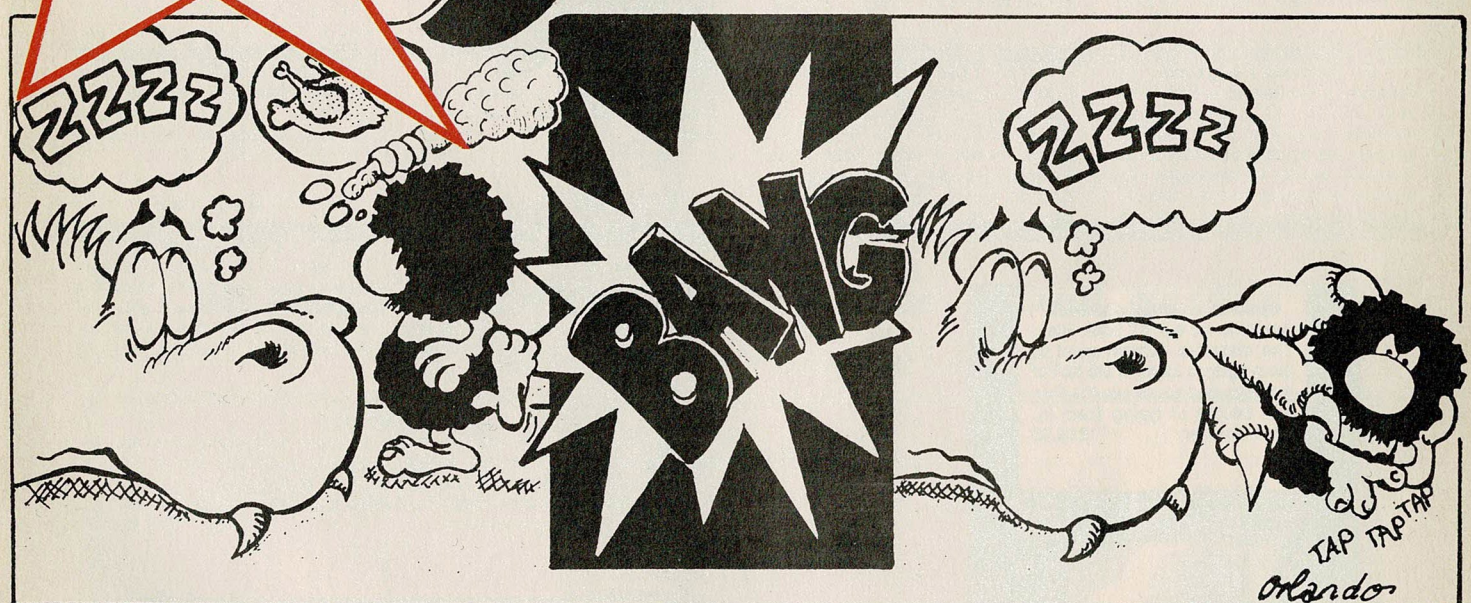
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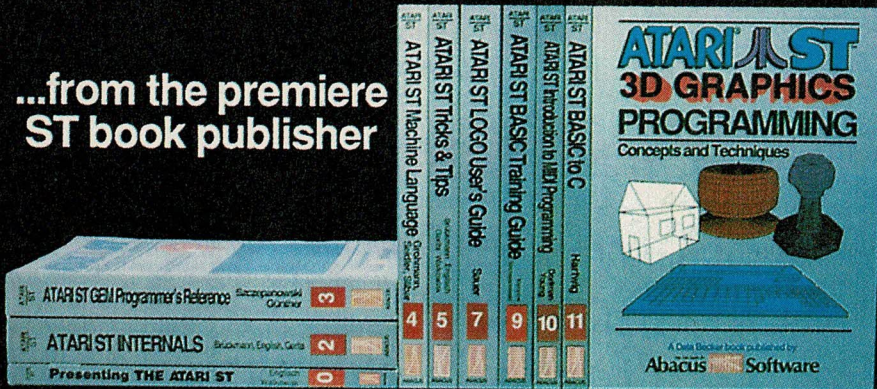
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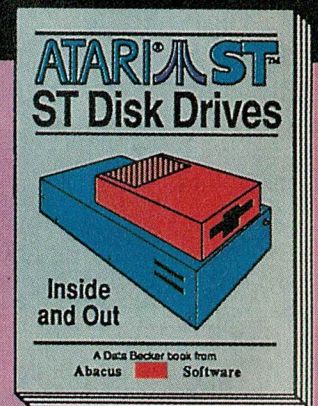
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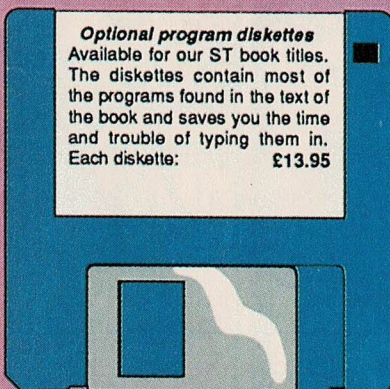
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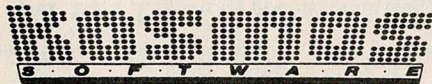
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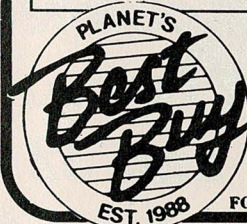
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## 4x4 Plot - C64

J Consadine

In the good old days when there was only the Pet and high resolution was only a dream in the eye of the computer designer, it could be a pain trying to design pictures with low-res characters on a 40 x 25 grid. It was possible to improve the resolution to 80 x 50 by using a simple program enabling more precise graphs and pictures to be drawn. I have adapted this technique to run on a C-64 which uses the quarter-block characters, each one being 4 x 4 pixels.

The program works by arranging the codes for the 16 double-density graphics in such a way that if the position of the code already on the screen is ORED in binary with the position in the array of the code you want to put on the screen, the resulting position will give the code containing both the characters you want to plot.

Array S contains the list of all the 16 codes and array T is used for decoding the PEEK code from the screen into a position for use with array S.

Lines 10 and 11 should be included at the beginning of the program which is to use the double-density feature; they initialise the two arrays required.

The plotting section - the last three

lines - can be called by GOSUB 10000 during the program run, after an X and Y value has been specified. The X value should be between 0 and 79 and the Y value between 0 and 49.

Assigning 0 to both X and Y will produce a dot in the bottom left-hand corner of the screen; 40 for X and 25 for Y will produce a dot in the middle of the screen; 79 for X and 49 for Y gives a dot at the top right.

This is not the fastest plotting routine as it is in Basic but it is simple to use, can easily be added to any program and can produce a multitude of designs, just like Ceefax. Colour could be added with a little experiment but just changing the background colour can produce dramatic effects as in the demonstration. □

```

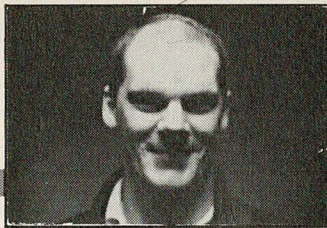
1 REM*****
2 REM
3 REM 4X4 PIXEL PLOT
4 REM
5 REM J. CONSADINE
6 REM
7 REM
8 REM*****
9 :
10 DIMS(15),T(255):FORT=0T015:READS(T):T(S(T))=T:NEXT
11 DATA32,123,126,97,108,98,127,252,124,255,226,236,225,254,251,160
12 :
13 PRINT"☐":POKE53281,0:POKE53280,0:REM DRAW SINE WAVE
14 FORZ=1T080:Y=25+INT(20*SIN(Z/π)):GOSUB10000:X=X+1:NEXT
15 PRINT"☐ HIT ANY KEY TO CONTINUE"
16 GETA#:IFA#=""THEN16
17 PRINT"☐":POKE53281,3:REM DRAW COCKTAIL GLASS
20 Y=1:FORX=31T047:GOSUB10000:NEXT
30 Y=2:FORX=32T046:GOSUB10000:NEXT
40 Y=3:FORX=33T045:GOSUB10000:NEXT
50 X=39:FORY=4T015:GOSUB10000:NEXT
60 X=39:FORY=15T028:GOSUB10000:X=X+1:NEXT
70 X=39:FORY=15T028:GOSUB10000:X=X-1:NEXT
80 Y=26:FORX=28T050:GOSUB10000:NEXT
90 X=38:FORY=20T042:GOSUB10000:X=X-1:NEXT
95 DATA39,21,38,20,38,19,39,19,39,20,38,21,37,20,37,19,38,24,41,22,44,24
96 FORZ=1T011:READX,Y:GOSUB10000:NEXT
100 FORZ=1T015
110 X=INT(RND(0)*51):IFX<28THEN110
120 Y=INT(RND(0)*49):IFY<28THEN120
130 GOSUB10000:NEXT
135 FORDEL=1T03000:NEXT:POKE53281,0
140 GOTO140
150 REM
9999 REM PLOT ROUTINE
10000 A=X-40:B=Y-24
10001 S=1524+(A/2)-INT(B/2)*40:IFS>2024THENPRINT"OUT OF RANGE!":END
10010 POKES,S(T(PEEK(S))OR(2↑((A/2-INT(A/2))*4+(B/2-INT(B/2))*2)↑2)):RETURN
    
```







# KENN GARROCH



Your technical queries answered

## ST 'C' access

Howard Jones, of Bracknell, Berkshire, writes:

**Q** Writing a Boulderdash-type game for the ST, while getting the main rock-falling and mud-digging procedures working satisfactorily, I have encountered the following problems:

1, Although your recent explanation of the joysticks was all very well for machine code freaks, I use C and could not see how it worked. Is the same possible in Lattice C? I need a routine like that on the C64 so I can read the joystick when I need to do so.

2, Getting the sound chip to work correctly. I have read 'ST Internals' and your article and in a separate program I have got Dosound to work but, in the game program, it is called for spot effects like rocks crashing. The program produces a big stacked-up racket of crashes which continues after the program has stopped and gone back to the desk-top.

In the command list for the

sound chip I have used a wait command (S84) to make the sounds the proper length. Is this the problem?

I would be interested to see what you have to say and hope the problems can be solved in C rather than resorting to the GST.

**A** The first part was not easy to find but I think the following might do what you want; it is not ideal and there may be a better way. You should be able to access both RAWCONIO, raw console input/output and IKBDWS, intelligent keyboard send from C. With the second send the following bytes:

\$19,2,2,10,10,1,1

The first is the code to make the system use the joystick instead of the cursor keys. It works only with joystick input 0, so far as I can see, and returns the usual codes \$4B - left, \$4D - right, \$48 - up, \$50 - down, and \$74 for fire - equivalent to control right cursor. Of the six bytes following the \$19, I am not sure what the first two do; the second set the delay before the stick input repeats and the last two set the repeat speed, for x and

y directions respectively in tenths of a second. Diagonals can also be sensed, since the key numbers are returned alternately, i.e., \$4B, \$48, \$4B, \$48 and so on for left and up.

The system seems to be reading the joystick inputs all of the time but not returning them in a readable format, apart from the foregoing. As you say, from machine code it is possible to re-direct the appropriate vector and use a fast routine to decode the data packages sent from the keyboard microprocessor. This is not very easy from C and would probably require some in-line sequences.

The problem you have with the Dosound command seems to involve the delay, as you say. I cannot get this to work properly and I suspect that the best way to circumvent the problem is to design your own sound chip access routines. It should be possible to get at the various registers directly from C. One thing of which to make sure is that you turn off the keyboard click, since this changes some sound chip settings when a key is pressed. Memory location \$484 bit 0 should be cleared for the keyclick and bit 2 cleared for the bell.

## More Spectrum fractals corrections

Fred Fee, of Raynes Park, London, writes:

**Q** Thank you for the Mandelbrot and Julia programs in the January 5-11 issue. To get them to run, they need a slight alteration.

In lines 130, 150, 260 and 280 of the Julia, the variable nx should be changed to n and in lines 140, 160, 260, and 270, ny should be changed to z.

The Mandelbrot requires the same changes but for np and nq in lines 110, 130, 260, 280, and 120, 140, 260, 270 respectively.

To improve the resolution on a black and white TV you can try changing line 250 in each program to the following:

```
250 IF c>0 THEN IF C/2=INT(c/2) THEN PLOT n,z and delete line 260.
```

**A** Thank you for the tips - I am sorry about the errors, including the % in line 220 of the Julia plot, which should be removed.

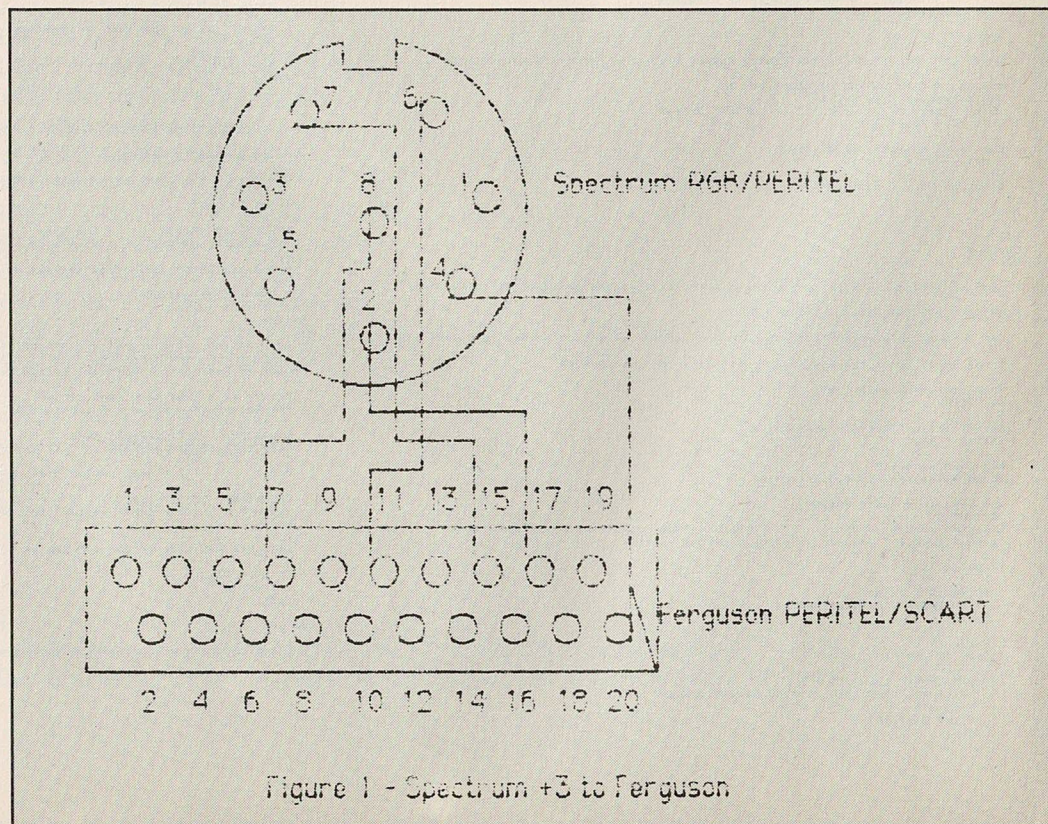
## Spectrum to Ferguson

H. Loveday, of Batley, West Yorks, writes:

**Q** I have a Spectrum +3 and a Ferguson MC05 TV. When using the normal aerial connection, everything is satisfactory. Using the Ferguson lead MA17 - for QL and Spectrum 128 to MC01 - I get no picture and, in fact, no signal on the TV. This signal can be measured on the computer RGB/Peritel socket.

The TV worked through the RGB socket with the Spectrum + using the Ferguson interface MA20. Can you help?

**A** It looks as if you are using the wrong lead. The Spectrum needs to be connected to the SCART (Peritel) connector on the Ferguson. Try the connection shown in the figure; I cannot guarantee it will work since I do not have a Ferguson TV.





## C64 lightpen

David Hughes writes:

**Q** I have a Commodore 64 and have built the Maplin lightpen in the hope that I can write programs for it. The trouble is that I am confused as to the port with which the pen can be used. According to the schematic

drawing in the Programmers' Reference Guide it is control port 1 but according to the guide's memory map the address 56320 is for the lightpen and by testing a joystick at those ports I find that the address 56321 is control port 1.

When I peek these addresses, 56320=127 and 56321=255, which suggests that the lightpen is on port 1. It appears that the

information on the memory addresses is crossed.

Could you enlighten me and point me in the proper direction to tie the lightpen input at address 56321 with the raster 53266, the lightpen x at 53267, the lightpen y at 53268, the interrupt reg 53273, and any other requirements in machine code or Basic?

**A** The lightpen connects to control port 1 but only the position, which the Vic II chip stores in registers 53267 for horizontal and 53268 for vertical, is of interest. A simple demonstration program is shown which should allow you to follow an object (X) round the screen. The Vic II chip has an input connected to the lightpen which gives a pulse when the pen is over a light portion of the screen. When this coincides with the raster scan position the Vic chip can find the position of the pen. From your circuit diagram, the push button on the pen comes in at joystick North position - read memory location 56321 least significant bit (0).

For more advanced usage it should be possible to use the pen to generate an interrupt (IRQ) but this scarcely seems necessary, since the position can be read at almost any time. It would be better to do the whole thing in machine code, since this will give much greater speed and allow more sophisticated programs to be written.

More information on the subject can be found in *Programming the Commodore 64* by Rae West, published by Level Computer Publications, PO Box 438, Hampstead, London NW3 1BH.

```

10 X=PEEK(53267)
20 Y=PEEK(53268)
30 X=(X-30)/160*40
40 Y=(Y-50)/200*25
50 PRINT "[HOME]";FOR T=1 TO X:PRINT "[RIGHT]";:NEXT
60 FOR T=1 TO Y:PRINT "[DOWN]";:NEXT:PRINT "X";:GOTO 10
    
```

Figure 1 - C64 Light Pen demo

## Which ST monitor?

D. Ainslie, of Sheffield, writes:

**Q** These questions concern the Atari STF8 512K model. First, which monitor would you suggest I buy? Obviously I want one which will give me the best of both - all three? - worlds, i.e., low, medium and high resolution - to maximise the software base. Does such a monitor exist?

Second, I have a friend who is willing to lend me a Commodore colour monitor, model 1701, which he uses with a C64 machine. It has front phono inputs - audio and video - and rear inputs - luma, chroma and audio. Could this be connected to the ST and, if so, how?

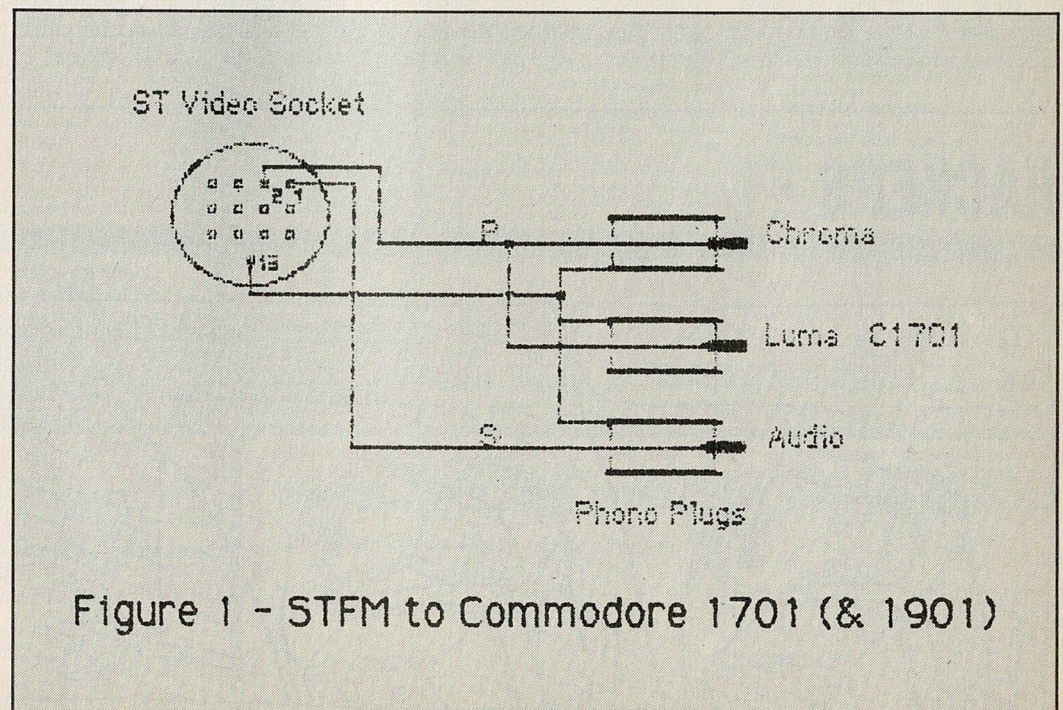
I bought a lead which did not work and fell apart in my hands. Perhaps the connectors were faulty. It appears to have some kind of resistor soldered into the 13-pin plug. Is this resistor necessary and could I use the lead, resoldered of course, to connect my ST to the 1701?

**A** The type of monitor for which you are looking is a multi-sync. There are two on

the market, the most famous probably being the NEC. By checking the frequency of the incoming signal it sets up its display appropriately, i.e., it will operate well with low, medium, and high resolution (70Hz). The lead you bought will probably work with the 1701,

though you will need to modify it. Fortunately, the STF8 sends a composite colour picture signal which should be acceptable to the 1701. If you follow the diagram you should be able to get things working. I am not too sure what the resistor is for but it seems likely

that it is being used to reduce the intensity of either the sound or picture signal. If you wire the lead initially without it, you will see whether the picture is too bright, or the sound too loud, and be able to insert the resistor in the appropriate wire - S or P in the diagram.





Two months ago, I visited another country. Not overseas. All I did was visit the Atari Users' Exhibition in London. The difference is I am female.

An assistant said, "Sorry, Madam, I thought you were with him." I gritted my teeth, snarled and moved to another stand. The lads behind the counter were too engrossed to realise I was there. I realised that the object of their attentions was a strip poker game and that the subject of their conversation was the fact that it was a bit of a rip-off.

The graphics were not very good and, "she doesn't take off enough, anyway." At which point I stopped saying "Excuse me" and left. I do not think they even noticed they had lost a sale.

It was then that I realised how deeply lost in that other country women in hobby computing are - and the things which have occurred to me are not, perhaps, the most obvious.

I find the Maria Whittaker *Barbarian* advertising deeply offensive; I would find it offensive if it was used to sell baked beans - but it would not be. The reason? Baked beans are perceived as selling to everybody. Computers are not. The male-dominated advertising industry takes its brief from the male-dominated computer industry and aims soft-porn advertisements at

men. Then both claim that they are merely reflecting market forces.

Another thing I have noticed is the way computer magazines are marketed. I was in a branch of WH Smith. A sign said Computers and there were the shelves of computer magazines - but not the top shelf. That was full of *Playboy*, *Penthouse* and *Mayfair*. So women are not targeted as computer purchasers and cannot buy a magazine about them without a faint

trilogy but I can think of no other heroines in computer games. Ingrid in *Gnome Ranger*? Same company, funny - but I can think of none in an arcade game.

Then there is the vexed question of being taken seriously in shops. Women, of course, do not like computers. So a woman in a computer shop must be with one of the male customers. When one is served, it usually involves being condescended to by some 16-year-old boy who does not know where the on/off switch is, let alone the difference between a parallel port and parallel processing. Regardless of whether they do or not, the assumption is that you do not. Women are not into computing right?

The trouble is, of course, that it is a male-dominated industry. So the marketing men cannot see the problem with the scantily-clad females on the

advertising and the design boys cannot see the problem with strip poker games and the chap in retail cannot see you at all if you are a woman.

All that is why computing is another country. So I have one question for all businessmen. Why are you prepared to get up the noses of 52 percent of your potential market so that you can pander to the vanity, machismo and chauvinism of the other 48 percent?

## A woman's cry from Man's-land

By Liz Holliday

sense of embarrassment.

Of course, some software houses try to appeal to women. The problem with that idea is that mostly they assume that we want knitting patterns and recipe databases. Either that or show-jumping simulations and romantic adventure games. God forbid that a woman should harbour an ambition to make *Right On Commander in Elite*. Sure, there was Kim Kimberley in the Level 9 *Silicon Dreams*

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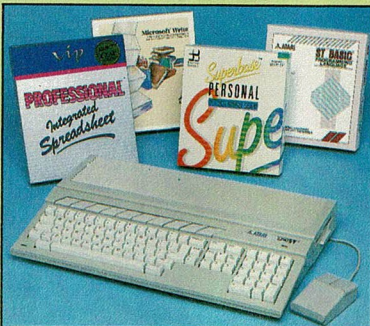
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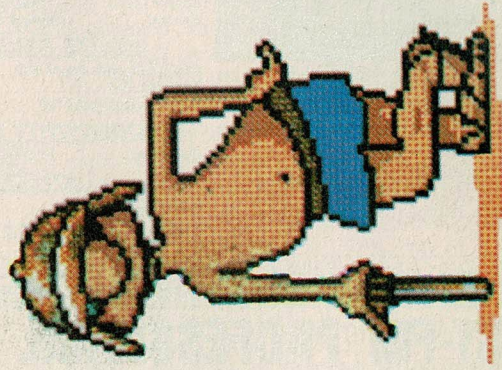
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