ORIC USER MONTHLY

with Oric Enthusiasts

Europe's longest running Oric magazine

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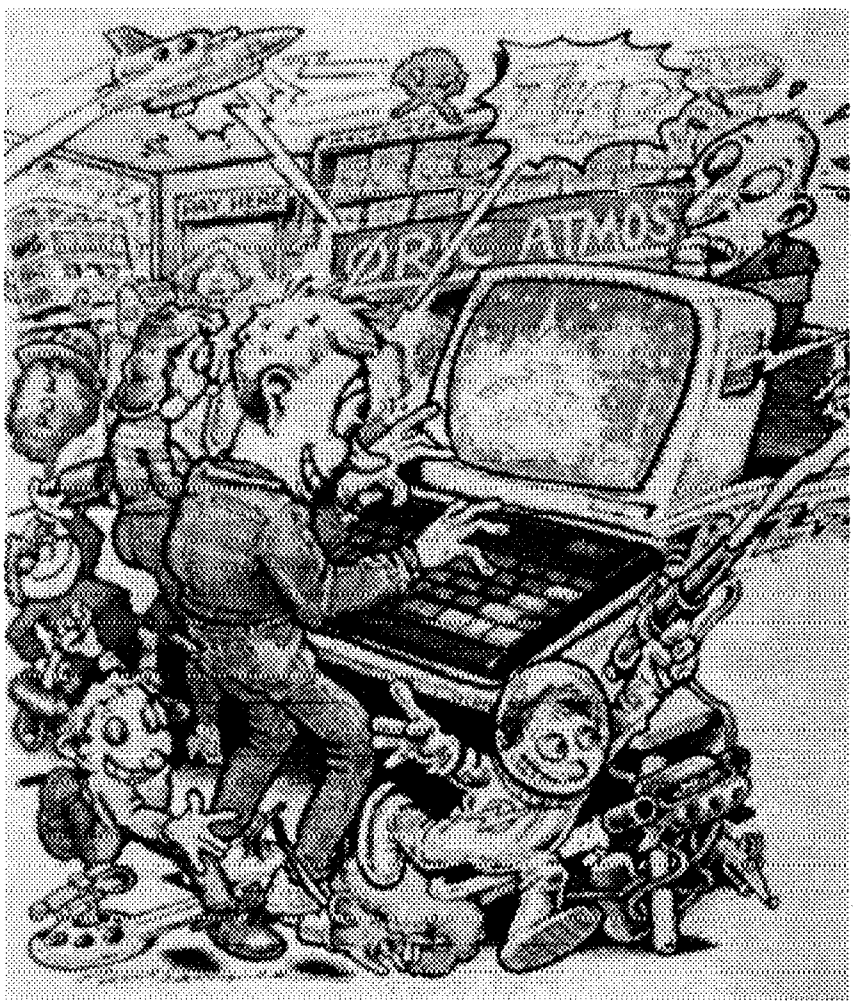

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T H E E D I T O R I A L

HELLO AND WELCOME,
TO YET ANOTHER ISSUE OF 'O.U.M'.
WE ARE BACK TO NORMAL THIS MONTH (HOPEFULLY) WITH ALL OUR REGULAR FEATURES AND PLENTY MORE BESIDES.
PLANS ARE NOW AFOOT FOR THE NEXT 'ORIC MEET' IN AYLESBURY, WHICH IS LIKELY TO BE ON SATURDAY JULY 17 th. I SHALL CONFIRM DATE AND PRICE OF TICKETS IN THE NEXT ISSUE.
MEANWHILE THE C.E.O ARE PLANNING THEIR SPECIAL 10th ORIC ANNIVERSARY MEET IN PARIS SOMETIME IN JUNE. IT IS ABOUT TIME THAT SOMEONE OTHER THAN MYSELF ATTENDED A FRENCH GATHERING. YOU WILL ENJOY IT. THE HOSPITALITY IS GREAT AND DON'T FORGET THAT MANY OF THE USERS OVER THERE SPEAK EXCEPTIONALLY FLUENT ENGLISH.
HOPEFULLY THE SECOND 'O.U.M DISK' WILL BE DISTIBUTED WITH THIS ISSUE. MATTHEW AND I HAVE BEEN BEAVERING AWAY COMPILING IT AND I THINK YOU WILL FIND IT WORTHWHILE.
DON'T FORGET THE 'ALL FORMATS FAIR' IN HEMEL HEMPSTEAD ON FEBRUARY 27th. I WILL BE THERE ALONG WITH JON HAWORTH AND SON NICHOLAS + DAVID WILKIN + CHRIS HEARN. CONTACT ME SOON IF YOU INTEND TO COME ALONG.
NOW TO WHAT YOU WILL FIND IN THIS ISSUE:

THE INDEX

PAGE 1 - ANOTHER SUPER COVER FROM JON HAWORTH (THOSE WHO SUBSCRIBED TO THE 'ORIC OWNER' MAGAZINE WILL REMEMBER IT.
PAGE 2 - THE EDITORIAL AND THE INDEX.
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PAGES 17/18 - THE ULTIMATE HI-SCORE TABLE.... YOU HAVE ASKED FOR IT AND SO IT IS!
PAGE 19 - ODDS and ENDS
PAGE 20 onwards - WHATEVER i CAN GET TYPED UP IT TIME

'ORIC ENTHUSIASTS' - AN APOLOGY

ALLAN WHITAKER HAS ASKED ME TO PASS ON HIS APOLOGIES FOR NOT BEING ABLE TO FIND THE TIME TO CONTRIBUTE TO THIS ISSUE. I KNOW HIS ARTICLES ON 'MACHINE CODE & GRAPHICS' etc. WILL BE SORELY MISSED BY MANY READERS.
ALLAN,LIKE MANY OF THE LUCKY ONES CURRENTLY EMPLOYED, IS BEING ASKED TO WORK MORE HOURS SO THAT HIS EMPLOYER AND SUBSEQUENTLY HE CAN SURVIVE.
I DO HOPE TO SEE ALLAN BACK IN PRINT NEXT MONTH.

THE NEXT ISSUE

ARTICLES FOR INCLUSION IN THE MARCH ISSUE SHOULD REACH ME BY FEBRUARY 22nd.
I KNOW IT IS EARLY,BUT SO HOPEFULLY SHOULD THIS ISSUE BE!

RE-ORGANISATION

DUE TO THE TREMENDOUS SUCCESS OF O.U.M AND IT's ANCILLARY SERVICES (software,hardware,peripherals etc.), I AM CURRENTLY RE-ORGANISING O.U.M.
IN THE SHORT TERM THIS WILL MEAN WITHOLDING CERTAIN ARTICLES SUCH AS THE A to Z OF SOFTWARE HOUSES. BRIAN's LISTS WERE SENT TO ME AS A CUT AND PASTE JOB FROM AN MCP40. I HAVE NOW SENT HIM A WORDPROCESSOR AND AS HE IS NOW DISC BASED HAVE REQUESTED THAT HE SEND ME THE RE-VAMPED ARTICLE ON DISC. I CAN THEN EDIT AND PRINT AT WILL.
ALSO IN THE OFFING IS THE USE OF A 'RONEO-VICKERS' DUPLICATING MACHINE. I HAVE TYPED UP A SAMPLE STENCIL AND WILL SHORTLY VIEW THE FINISHED PAGE. IF SUCCESSFUL YOU THE READERS WILL BENEFIT AS COST SAVINGS WILL BE PASSED ON IN SOME FORM OR OTHER. YOUNG MATTHEW WILL THEN HAVE THE ENVIABLE TITLE OF PUBLISHER AS HE WILL BE RESPONSIBLE FOR BOTH DUPLICATING AND COLLATING.

THE TELESTRAT

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

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

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

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

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

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

BULL ELECTRICAL

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

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

FOR THE FULL LIST TELPHONE: 0273 203500
PRICES EXCLUDE V.A.T AND YOU NEED TO ADD 3 POUND CARRIAGE PER ORDER (NO MATTER HOW BIG OR SMALL). - CALLERS WELCOME

ORIC - THE STORY SO FAR

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

IF YOU HAVEN'T GOT YOUR COPY YET THEN SEND 5 POUND TO JON.

AN EXCEPTIONAL READ AND WELL REVIEWED IN THE'CEO MAG'.

==========

R E V I E W P A G E

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

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

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

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

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

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

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

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

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

- PETER THORNBURN

D O N ' T P A N I C

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

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

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

- DAVE DICK

B I T S ' n ' B O B S

NOW THAT'S WHAT I CALL NAFF!

We all know that 3" cheapo discs can be found. They are quite alright if you are prepared to grow your finger nails to a length of 3" so that you can extract the discs from your drive when they get stuck. If you are using a word processor akin to EASYTEXT and don't mind getting errors when you try to overwrite file that you have already started.
GET A LIFE! - stick with Maxell or Amsoft discs. The quality outweighs the cheapness and also stops me from swearing a lot when you send me programs to evaluate.

- DAVE

COMPETITION TIME

BRIAN KIDD of "i'm on the wagon" fame has set a competition for readers this month.
God knows why! I get more letters from DRAGON 32 users than I do competition entries, and that is a FACT!
Don't be put off Brian if you get no entries. After all,when was the last time you replied to one of my competetions?
Anyway,Brian wrote a little program for this one (Ta mate for the disc - not a naff one). I had to tweak the end. The program gave an error in line 340. Probably due to all those !!!!'s at the end of the line. I think Sedoric was looking for a file that didn't exist.
Come on readers and prove me wrong. Get those entries into Brian Kidd at : 23 HOWARD CLOSE,NEWPORT,GWENT NP9 9RF

BRIAN'S PRIZE PUZZLE # 1

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

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

A) What is the next number in the sequence at the foot of this this column.

B) Name the special term for these numbers.

Solutions to ME (Dave doe'nt know the the answer himself yet). Mark your envelope 'COMPETITION #1'.

THE PRIZES :

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

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

ANSWER/WINNERS IN THE NEXT ISSUE.

YOU CAN TELL WHEN I HAVE HAD A BAD DAY.

SEE HOW MANY SARCASTIC PHRASES THAT YOU CAN SPOT ON THIS PAGE?

- DAVE (NO HOLDS BARRED) DICK

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

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

CHANGE OF ADDRESS

STAN ELLISON HAS RECENTLY MOVED.
HE CAN NOW BE FOUND AT: FLAT 6, 38 OSBORNE ROAD, LEVENSHULME, MANCHESTER. TELEPHONE NUMBER IS: 061 225 8607 , but DO'NOT tell the TAX MAN!

TURBO TAPE

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

THE LISTINGS PAGE

AN ADAPTION OF THE OLD MATCHSTICK GAME FROM BRIAN KIDD FOR ALL YO 'TAPPERS' OUT THERE.
BRIAN TELLS ME THAT HE WAS WORKING ON A 'BASIC' PROGRAM AND NEEDED TO RENUMBER IT. DUE TO HIS FAULTY KEYBOARD HE ENTERED : RENUM 100,0 , WHICH IS ALLOWABLE IN SEDORIC. AS BRIAN SAYS: "BUT BOY OH BOY - IT DON'T HALF COCK-UP LINE LINKS!"

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

NON-SUBSCRIBERS TO THE CEO-MAG WILL HAVE MISSED THIS INTERESTING 2 LINER FROM BRUNO DOSSIER,WHICH USES A BUG OF THE ATMOS 'CIRCLE' COMMAND.
SEE IF YOU CAN GUESS THE MESSAGE FULLY BEFORE THE PROGRAM ENDS.

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

SEEMS LIKE A NICE MAN

A NEW SUBSCRIBER TO O.U.M IS DENNIS REDFORD.
DENNIS HAS EXTRA ORIGINALS OF CERTAIN CASSETTE TITLES,NAMELY : XENON 1, GUBBIE,HANGMAN and HARRIER ATTACK.
DENNIS HAS KINDLY OFFERED THESE SURPLUS TITLES TO O.U.M SO THAT WE CAN SELL THEM AND PUT MONIES IN THE KITTY. MOST APPRECIATED DENNIS, BUT I AM GOING TO ASK YOU TO DEAL WITH IT AS IT WILL SAVE ON POSTAGE TO SEND ITEMS ONCE AND NOT TWICE.
PERHAPS YOU THE READERS HAVE CORRUPTED YOUR ORIGINALS OR LIKE SOME ARE STILL AT SCHOOL/UNIVERSITY AT CAN'T AFFORD TO BUY MUCH.
ANYWAY JUST WRITE TO DENNIS WITH YOUR OFFER AND HE WILL DECIDE WHO GETS WHAT.

IF IT MEANS THAT AFTER POSTAGE THAT THERE IS NONE OVER FOR O.U.M, THEN SO BE IT. IF YOU ARE HAPPY - THEN WE ARE HAPPY.
"AND IF YOU WANNA BE HAPPY FOR THE REST OF YOUR LIFE. NEVER MAKE A PRETTY WOMAN YOUR WIFE" - JIMMY SOUL

DENNIS CAN BE FOUND AT : 15 CROWN GROVE, HIGHER FOLD ESTATE,LEIGH. LANCS. WN7 2UG. TEL: 0942 670644

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TEN LITTLE INDIANS

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

==========

ONE IN THE EYE FOR G.B

New to the group is Kieron Smith from Portswood in Southampton.
With the aid of his MCP 40 and ATMOS he has been working on his fianl year project at Southampton Univ. He is to predict the aerodynamic performance of a balloon on the moon of Saturn - Titan.
Now for the IMPORTANT bit as written in his footnote,and I quote: - "P.S. I HAVE JUST SCORED 8740 (LEVEL 20) ON RATSPLAT, SO THAT'S ONE LESS FOR GRAEME BURTON (I HOPE!!).

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BACK IN STOCK

I HAVE BEEN WADING THROUGH THE NEW STOCKS OF CASSETTE SOFTWARE THAT HAVE ARRIVED RECENTLY.
PRICES INCLUDE POSTAGE - NO MINIMUM ORDER CHARGE - DEDUCT 50 pence IF YOU ORDER 2 OR MORE TITLES.
PANIC (NO MANS LAND) - A NICE LADDER GAME WITH APPLES - 1.50
LAND OF ILLUSION (TANSOFT) - A PLEASING GRAPGICS ADVENTURE - 1.50
RATSPLAT (TANSOFT) - FUN IN THE SEWERS - 1.25
ORIC MUNCH (TANSOFT) - THE BEST PACMAN AROUND - 1.25
CW MORSE (NO MANS LAND) - FOR SERIOUS TAPPERS - 1.25
ELEKTROSTORM (PSS) - THE ATMOS VERSION! - 1.50
SUPER METEORS (SOFTEK) - ATMOS VERSION - 1.50

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MORE GALLIC HUMOUR FROM JEAN

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

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THE GAMESTER IS A DAVE DICK PRODUCTION.

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

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

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

I HAVE JUST RECIEVED THE dECEMBER ISSUE OF 'O.U.M' AND WOULD LIKE TO YOU HELP YOU WITH YOUR DESIRE FOR WRITING AN ARTICLE ABOUT THE 'CEO' AND ITS PREDECESSORS.
BUT I WOULD LIKE TO GIVE YOU FIRST THE TWO HI-SCORES THAT I HAVE BEATEN: 'INSECT INSANITY' - 38,600 and 'CHOPPER' - 69,950. I WILL TRY HARD TO BEAT OTHERS AND WILL LET YOU KNOW THE RESULT OF MY EFFORTS.

TO LOOK AT THE HISTORY OF THE 'CEO' UP TO NOW. THE IDEA OF THE CLUB WAS BORN IN 1987;THE IDEA WAS TO CREATE A STRUCTURE,WHICH WOULD HAVE ALLOWED ORIC OWNERS TO EXCHANGE PROGRAMS AND GET THE FAMOUS 'JOURNAL ELECTR'ORIC',A NEWSPAPER TOTALLY REALIZED ON THE COMPUTER'S SCREEN. THE FIRST APPEARANCE OF THIS CLUB WAS IN THE 'HEBDOGICIEL' MAGAZINE AND THE CLUB WAS THEN CALLED 'CLUB ORIC INTERNATIONAL'.
STEPHANE SARLANDE WAS THEN THE GUY IN CHARGE OF IT. I SUBSCRIBED TO IT,AS DID OVER 100 OTHER ORIC OWNERS IN FRANCE. I HELPED STEPHANE WITH THE RUNNING OF THE CLUB BY DEALING WITH THE 'VPC SECTION' (MAIL ORDER).
AT THE END OF 1987, JEAN-CLAUDE TALAR REQUIRED US TO CHANGE OUR NAME, CONSIDERING THAT 'ORIC INTERNATIONAL' WAS A TRADE MARK. WE THEN DECIDED TO CALL IT 'CLUB DISC'ORIC',SINCE WE HAD ABANDONED THE 'JEO' ON CASSETTE A FEW MONTHS BEFORE.
FOR PROFESSIONAL REASONS,STEPHANE SARLANDE WISHED TO NO LONGER BE IN CHARGE OF THE CLUB. I DECIDED THEN TO REPLACE HIM.
IN MARCH 1990 THE CLUB BECAME A LEGALIZED NON-PROFIT MAKING BODY UNDER FRENCH LAW. MY FIRST AIM WAS REACHED. THE SECOND ONE WAS TO EXTEND OUR STRUCTURE TO OTHER EUROPEAN COUNTRIES. I MUST SAY THAT JON HAWORTH REALLY HELPED US IN THAT PART OF THE 'CEO' HISTORY. TO ALLOW NON-FRENCH SPEAKING PEOPLE TO SUBSCRIBE TO OUR CLUB;WE DECIDED TO TRANSLATE INTO ENGLISH THE 'JEO' AND THE LITTLE NEWS SHEET WE SENT EACH MONTH. THIS WAS A SUCCESS,SINCE MORE THAN A THIRD OF OUR MEMBERS LIVE IN OTHER EUROPEAN COUNTRIES.
HOWEVER,THE RELEASE OF THE 'JEO' WAS STOPPED DUE TO LACK OF TIME. WE DECIDED THEN TO CONCENTRATE OUR EFFORT ON THE PAPER SHEET WHICH BECAME A REAL MAGAZINE THANKS TO ALAIN WEBER,WHO BECAME THE EDITOR AT THE BEGINNING OF 1991; WHEN LAURENT CONTINUED TO TRANSLATE THE MAG. INTO ENGLISH.
SINCE 1990 WE HAVE RELEASED A WIDE CATALOGUE OF GOOD QUALITY SOFTWARE (CEO SOFTWARE);WE ORGANISE MEETINGS IN PARIS EVERY 4 MONTHS, AND WE REGULARLY EXTEND OUR SERVICES TO OUR MEMBERS.

SOME DATA ABOUT CLUB EUROPE ORIC

Founded in march 1990 by: Laurent Chiacchierini,Daniel Duffau and Vincent Talvas:
Members of the Board of Directors:
Vincent Talvas - President
Jean-Marie Hoy - Vice - Presideny
Laurent Chiacchierini - secretary
Alain Weber - treasurer
Roger Barbier - member
Jean Boileau - member
Bruno Dossier - member

SUBSCRIPTION RATES HAVE ONLY INCREASED FROM 200 TO 220 FRENCH FRANCS SINCE 1986.
MEMBERSHIP IN 1986 WAS ABOUT 130 AND SINCE THEN HAS BEEN BETWEEN 100 and 120.

(NOTE FROM DAVE DICK : PERHAPS VINCENT COULD EXPLAIN WHY IN 1986 THAT 130 PEOPLE PAID 200 FRANCS EACH TO SUBSCRIBE TO A CLUB THAT WAS NOT BORN UNTIL 1987 - SOUNS LIKE A REAL MONEY SPINNER TO ME!).
NEXT MONTH WE WILL LOOK AT CEO SOFTWARE,WHAT THE CLUB OWNS AND DELVE A LITTLE FURTHER,PERHAPS WITH THE HELP OF JON HAWORTH.
- VINCENT

CURRENT CEO SUBSCRIPTION RATES

1 YEAR (12 ISSUE) SUBSCRIPTION TO MAGAZINES ONLY - 11 pounds.
4 QUARTERLY SOFTWARE DISCS + 12 MAGS - 22 pounds.
FORMS AVAILABLE FROM O.U.M OR JON HAWORTH, 3 MADINGLEY ROAD,CAMBRIDGE CB3 OEE

MORE BITS 'n BOBS

3" DISCS

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

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AMSTRAD 464

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

FOR SALE

WHILST ON THE SUBJECT OF THE MCP40,THERE IS CURRENTLY ONE FOR SALE. IN ATMOS COLOURS AND WITH PAPER,BUT NO PENS (THESE ARE READILY AVAILABLE FROM THE O.U.M MAIL ORDER SECTION).
PRICE INCLUDING POSTAGE IS 30 pounds. OFFERS CONSIDERED.
VENDOR IS PAUL BAKER of : 14 CARNATION CLOSE,WESTON COYNEY,STOKE-ON-TRENT. ST3 6QG. Tel: 0782 320718

O.U.M DISC Number 1.

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

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ZEBULON

JONATHAN BRISTOW's INTRIGUING GAME 'ZEBULON' HAS CERTAINLY CAUSED SOME HEADACHES FOR READERS.
TO HELP WITH THEIR PLIGHT I SET YOUNG MATTHEW THE TASK OF SHOWING ME ROUND SOME OF THE MORE DIFFICULT SCREENS. ESPECIALLY FOR RICHARD FARRELL, CHRIS HEARN AND OTHERS IS THE ANSWER TO YOUR PROBLEMS.

SCREEN 10

THE 3 SWITCHES UNDER EACH OTHER IN THE MIDDLE OF THE SCREEN SHOULD BE SET AS FOLLOWS - TOP = FACING LEFT, MIDDLE = FACING LEFT, BOTTOM = FACING RIGHT.
THEN GO TO BOTTOM LEFT OF SCREEN,MOVE IN RIGHT AND FLICK SWITCH TO RIGHT.
CARRY ON AND GET THE KEY. RETURN TO BOTTOM MIDDLE OF SCREEN (JUST BEFORE SWITCH) AND GO UP. DO NOT ATTEMPT TO GET THE KEY ABOVE YOU AS THIS IS A RED HERRING. WEND YOUR WAY RIGHT TO GET THE BOLT AND THEN UP TO OPEN DOOR WITH KEY AND THEN TO FLOWER TO BE TRANSPORTED TO NEXT SCREEN.

SCREEN 12

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

SCREEN 13

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

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

Machine Code for the Oric Atmos (Part 22) Peter N. Bragg

The Story so far
---------- We have looked at the basic requirements for machine code programming on the Oric. Recently, we have looked at sub-routines and other ways to make programming easier. We then went on to look at instructions that increment and decrement, that is add or subtract one (Ø1) from Register or memory location contents and the reason why that is so useful.

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

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

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

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

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

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

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

6502 Instruction Subset

	Absolute instruct	Absolute code	Immediate instruct	Immediate code	Info can be found in
Accumulator Instructions					
Load Accumulator	LDA	AD vv hh	LDA#	A9 vv	- Part 3
Store Accumulator	STA	8D vv hh			
Add with Carry	ADC	6D vv hh	ADC#	69 vv	- Part 6
Subtract with Carry	SBC	ED vv hh	SBC#	E9 vv	
Compare Accumulator	CMP	CD vv hh	CMP#	C9 vv	- Parts 5/6
Register "X" Instructions	Absolute instruct	Absolute code	Immediate instruct	Immediate code	
Load Register "X"	LDX	AE vv hh	LDX#	A2 vv	- Part 16
Store Register "X"	STX	8E vv hh			
Compare Register "X"	CPX	EC vv hh	CPX#	E0 vv	
Register "Y" Instructions	Absolute instruct	Absolute code	Immediate instruct	Immediate code	- Part 19
Load Register "Y"	LDY	AC vv hh	LDY#	A0 vv	
Store Register "Y"	STY	8C vv hh			
Compare Register "Y"	CPY	CC vv hh	CPY#	C0 vv	
Transfer Instructions	instruct	code			- Part 22
Copies Accu into Reg X	TAX	AA	no operand/data		
Copies Accu into Reg Y	TAY	A8	no operand/data		
Copies Reg X into Accu	TXA	8A	no operand/data		
Copies Reg Y into Accu	TYA	98	no operand/data		
Increment Instructions (add 01)	instruct	code			- Parts19/20
Contents of Address	INC	EE vv hh	addr operand		
Register X contents	INX	E8	no operand		
Register Y contents	INY	C8	no operand		
Decrement Instructions (subtract 01)	instruct	code			- Parts19/20
Contents of Address	DEC	CE vv hh	addr operand		
Register X contents	DEX	CA	no operand		
Register Y contents	DEY	88	no operand		
Flag Instructions	instruct	code			- Part 4
Clear Carry Flag to 0	CLC	18	no operand/data		- Part 6
Set Carry Flag to 1	SEC	38	no operand/data		

6502 Instruction Subset (continued)

Conditional Branch Instructions

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

- Part 5
- Part 6

Jump Instructions

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

- Part 10
- Part 10
- Part 3 &10

IMMEDIATE (#) instructions supply the required data byte as the operand "vv". - Part 5

ABSOLUTE instructions on the other hand, don't include the data byte, instead they give the address of a memory location which holds it. The addresses are written in reverse order, low part in "vv" and high part in "hh". - Part 5 & 8

- Part 3

INDEXED instructions also use an absolute address as above. However, it is a base address. The final address actually used is controlled by adding the contents of the Register indicated in the instruction label, (eg. LDA X uses Register "X"). Indexed versions of frequently used intructions are listed below. - Part 21

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

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

Useful Operating System Calls

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

- Part 11
- Part 15

READERS LETTERS

DEAR DAVE,
I ENJOYED THE JANUARY ISSUE OF 'O.U.M' AND NEEDLESS TO SAY WAS PARTICULARLY INTERESTED TO SEE COLIN COOK's DIGITIZER. IT IS A VERY INGENIOUS SYSTEM.
COLIN MAY BE INTERESTED TO KNOW ,THAT SOME YEARS AGO,THERE WAS A SYSTEM ON THE MARKET,PRODUCED BY 'TECHNOMATIC',I THINK,FOR DIGITIZING IMAGES USING A FLAT BED PRINTER/PLOTTER. A PHOTOCELL WAS USED IN PLACE OF THE PLOTTER PEN AND THE IMAGE WAS READ INTO THE COMPUTER USING THE 'ACK' LINE ON THE PRINTER PORT.
NEEDLESS TO SAY THAT AS IT WAS A "ONE BIT AT A TIME" SCANNER,IT WAS VERY SLOW,BUT IT CERTAINLY SEEMED TO WORK.

PETER BRAGG (SUTTON)

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

- DAVE

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

- RON KEY (BANGOR)

DEAR RON,
I'M GLAD TO HEAR THAT YOU ARE FINDING THINGS OF INTEREST. THANKS GO OUT TO OUR MANY CONTRIBUTORS.
TO THOSE READERS WHO HAVE NOT YET GOT THEIR INDEX - GET IT NOW FROM 'O.U.M'. IT IS ONLY 1 pound and 50 pence INCLUDING POSTAGE AND O.U.M FUNDS BENEFIT BY 50 pence FOR EACH COPY SOLD. AT A GUESS;I WOULD SAY THAT WE HAVE ALREADY SOLD NEARLY 30 OF THEM.

- DAVE

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

- PAUL HUTTON

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

- DAVE

==========

DEAR DAVE,
IN THE DECEMBER ISSUE OF 'O.U.M',SOMEONE WAS ASKING ABOUT CONNECTING A MONITOR. I DIDN'T KNOW THE REQUIREMENTS OF MINE EITHER,BUT SIMPLY USED TRIAL AND ERROR BY SOLDERING SMALL PINS (NAILS) TO THE WIRES RATHER THAN A PLUG. YOU KNOW 'SYNC' IS RIGHT WHEN THE IMAGE IS STABLE AND THE RIGHT SIZE. RED,GREEN AND BLUE CAN BE TESTED USING 'INK' AND 'PAPER'. I BELIEVE THE VOLTAGES ARE SO LOW THAT YOU CAN'T DO ANY HARM BY THIS METHOD. I DID IN FACT KNOW THAT THE MONITOR WAS COMPATIBLE,AS IT WAS ADVERTISED AS WORKING WITH THE BBC MICRO,AND I HAD ALREADY CONNECTED MY OLD ORIC-1 TO A BBC COMPATIBLE MONITOR (I WORKED ON THE BBC MODEL - B WITH DISC FOR 18 MONTHS AND IT WAS FRUSTRATINGLY SHORT OF MEMORY).
THE MONITOR WAS A 'PHILIPS' . IT WAS REFURBISHED AND COST 120 pounds INCLUDING INSURANCE/DELIVERY.
ALL THE BEST,AND I HOPE THAT 'O.U.M' CONTINUES TO THRIVE.

- DAVID J MACKENZIE (HAWICK)

DEAR DAVID,
THANKS FOR THE TIPS.
I CERTAINLY MISS MY OLD MONITOR. THE CLARITY WAS SO MUCH BETTER THAN THE PORTABLE TELEVISION THAT I NOW USE.
IF YOU STILL HAVE THE 'BBC B' THEN WHY NOT USE THE DRIVE WITH YOUR ATMOS. 'CUMANA' DISC INTERFACES ARE STILL AVAILABLE FROM STEVE HOPPS FOR AROUND 45 pounds.

- DAVE

HELLO DAVE,
AM HAVING PROBLEMS WITH USING THE 'TAKE' COMMAND TO GET 'DATA' ON SEDORIC DOS.
-ARTHUR CRAWFORD (BILLERICAY)

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

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

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

==========

DEAR DAVE,
I FEEL VERY GUILTY AT THE MOMENT,BECAUSE ON CHRISTMAS EVE MY FAMILY GAVE ME A NEW COMPUTER FOR XMAS. WOULD YOU BELIEVE - AN ALL SINGING,ALL DANCING P.C. (486 x 33LL. HARD DRIVE 5.25",3.5" etc>etc.). TOO MUCH TO TAKE IN!!
I HAVEN'T GOT A LOT OF TIME TO COMPUTE THESE DAYS,BUT THERE'S A LOT TO FIND OUT ABOUT.
MY FIRST THOUGHTS WERE TO KEEP BOTH MACHINES UP AND RUNNING,BUT AT THE MOMENT THAT'S IMPOSSIBLE;SO I'V PUT THE 'ATMOS' AWAY FOR THE TIME BEING. I WOULD LIKE TO KEEP MY SUBSCRIPTION GOING,BECAUSE THE 'ORIC' HAS BEEN AN IMPORTANT AND MOST ENJOYABLE PART OF MY LIFE FOR THE LAST 10 YEATS, AND SO IT WAS WITH GREAT REGRET THAT I STOWED IT AWAY TEMPORARILY (HOPEFULLY).

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

DEAR PETER,
FOREVER ONWARD!
I'D LIKE TO WISH YOU MANY FRUITFUL YEARS WITH YOUR NEW MACHINE,AND I'M SURE IF YOU HAVE ANY PROBLEMS WITH IT THAT WITHIN OUR FRATERNITY WE HAVE SOMEONE WITH A SIMILAR MACHINE WHO HAS BEEN THROUGH THE SAME LEARNING CURVE. OF COURSE BY BUYING A MORE MODERN MACHINE YOU WILL PROBABLY FIND MANY USERS IN YOUR VICINITY.
I MUST HEARTILY AGREE THAT PEOPLE IN THE 'ORIC' WORLD ARE A VERY FRIENDLY AND HELPFUL BUNCH. MY LIFE WOULD CERTAINLY BE OF POORER QUALITY WITHOUT THEM. AS WELL AS TALKING 'ORIC', I HAVE ENJOYED MANY PLEASANT SOCIAL OCCASIONS WITH THEM AND DAVID WILKIN EVEN BOUGHT ME A DRINK ONCE, THOUGH I DID HAVE TO LEND HIM THE MONEY TO DO SO. ONLY JOKING DAVID - YOU DIDN'T BUY ME A DRINK!
- DAVE

==========

Rambling on...

'!' (COMMAND)

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

'TRON' (COMMAND)

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

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

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

'TROFF' (COMMAND)

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

Treating READ/GET/INPUT errors

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

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

'GET' (COMMAND)

Principal:

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

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

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

'INPUT' (COMMAND)

Principal:

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

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

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

Next month – the full 'READ' disssembly

Jon Haworth

THE ULTIMATE HI -SCORE TABLE

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

3D FONGUS - 18,100 - GRAEME BURTON
3D STARTER - 26,970 (1st/7th LAP) - GRAEME BURTON,WHO WILL NOW BE SHOWN AS 'G.B'
ATLANTID - 13,990 (DUREE 62) - MATTHEW DICK - GO ON MY SON!
A.T.M - 67,990 - ROBERT COOK - FAMED EX-EDITOR OF 'O.U.M' AND NOW SELLING INSURANCE.
ARENA 3000 - 302,800 (ARENA 22) - CLINT THOMPSON - ONE HALF OF THE 'YOUR ORIC' TEAM
ATTACK OF THE CYBERMEN - 380 - DAVE DICK - SURELY THAT'S BEEN BEATEN
ANTICS/SINGERIE - 131,372 - PETER THORNBURN
BOMBYX - 23,030 - G.B
BOZY BOA - 1,740 - DAVE DICK
BERING - 168 DAYS - G.B
CHUCKFORD - 185,050 - ROBERT COOK
CENTIPEDE - 30,820 - JAMES GROOM
CHOPPER - 69,950 - VINCENT 'THE PIGEONS FRIEND' TALVAS
DAMSEL IN DISTRESS - 4,860 - G.B
DEFENCE FORCE - 1,268,020 - TIM COLGATE
DON'T PRESS THE LETTER Q - 972,140 - TIM COLGATE
DRACULAS REVENGE - 13,600 - G.B
DOGGY - 7,260 - PETER THORNBURN
DELTA FOUR - 6,920 - LAURENT DELHORBE
DRIVER - 66,500 - J-YVES BRUN
DON'T PANIC - 1822 - DAVE DICK
ELEKTROSTORM - 25,600 - TIM COLGATE
FRIGATE COMMANDER - 504 - KEITH 'YOUR ORIC' THOMPSON
FIREFLASH - 59,210 -
FRELON - 8952 (LEVEL 3) - SIMON DICK
FLY FOR YOUR LIFE - 172 - G.B
GUBBIE - 90,860 - G.B
GRAVITOR - 4,129 - G.B
GHOSTMAN - 17,680 - G.B
GALACTOSMASH - 50 - MATTHEW COATES
GALAXIANS - 69,600 - ROBERT COOK & NICHOLAS MENOUX
GHOST GOBBLER 32,505 - STEFFAN JACOBSSON
GRID WARRIORS - 55,494 - G.B
GOLDMINE - 60,900 (GAME COMPLETED) - HENRY MARKE
HARRIER ATTACK - 82,200 - STAALE EIKBRAATEN
HELLION 257,550 - MATTHEW GREEN
HONEY KONG - 11,436 (LEVEL 11) - PETER THORNBURN
HUNCHBACK - 750,200 - BENEDICTE GAREAU
HOPPER - 27,140 - JAMES HEVILLARD
ICE GIANT - 14,680 - PETER THORNBURN - I WON'T TELL YOUR WIFE PETER,THAT YOU HAVE BEEN HAMMERING THE ORIC WHILST YO WERE SUPPOSED TO BE BABY SITTING!

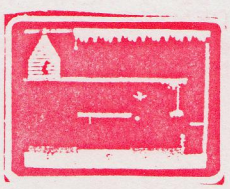
INSECT INSANITY - 40,000 - G.B
INVADERS (IJK) - 17,700 - ALEX KRAUSS
INVADERS (PSS) - 4,430 - PETER THORNBURN
IMAGO - 2,850 (LEVEL 3) - DAVE DICK - WELL I HAD TO TRY THE OBSCURE ONES!
JIMMY POUBELLE - 11,440 - PETER THORNBURN
KRILLYS - 28,290 - G.B
KINGDOM - 109 -G.B
KROKATILE WALTZ - 10,025 -G.B
KARATE - 12,300 - G.B
LOKI - 62,675 - TIM COLGATE
LOCHNESS MONSTERS - 14,683 - G.B
LONE RAIDER 13,775 - G.B
LUNAR MISSION - 13,129 - G.B
LIGHT CYCLES - 3,709 - PETER 'DO I HEAR THE BABY CRYING?' THORNBURN
MANIC MINER - 38,156 (AT THE CENTRE OF THE EARTH) - G.B
MANIC MINER with infinite lives - 115,583 -ROBERT COOK
MUSHROOM MANIA - 471,420 - TIM COLGATE

CONTINUED ON NEXT PAGE

THE ULTIMATE HI -SCORES (Contd.)

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

HEY....WAKE UP.... O.U.M IS NOW LOADING!
WELL DON'T EXPECT ME TO TYPE THAT LITTLE LOT OUT AGAIN IN A HURRY. I THINK THE NEXT TABLE WILL BE PUBLISHED IN THE SUMMER. KEEP THOSE SCORES COMING IN AND LET ME KNOW IF I HAVE MISSED ONE OF YOURS.
IN ALL WE HAVE COVERED 105 TITLES.
NOT BAD FOR A 'DEAD' MACHINE THAT WAS LACKING IN SOFTWARE!
AMONGST THE ZAPPERS ARE 12 CURRENT O.U.M READERS AND MANY MORE READERS WERE NOT QUITE ZAPPY ENOUGH TO MAKE THE HI-SCORES. SO ,THOUGH THE SERIOUS COMPUTING PEOPLE MAY FROWN UPON THIS AS 2 PAGES WASTED; IT DOES PROVE THAT OLD ADAGE - "TO EACH HIS OWN".
OF THE LIST OF TITLES OVER 70% ARE READILY AVAILABLE VIA OUM AND CEO, EITHER BY MAILORDER OR ON BACK ISSUES OF THR CEO JEO DISCS.
YOU WILL FIND 'LONE RAIDER' ON OUM DISC Nr.2 - GO ON BEAT GRAEME BURTON's SCORE!
P.S. - "GOVERNMENT HEALTH WARNING" - TOO MUCH GAME PLAYING CAN SERIOUSLY DAMAGE YOUR HEALTH.



O D D S a n d E N D S

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

LOKI

Those of you wanting to run your ORIC 1 version of 'LOKI' have 3 options:-
a) Load in the '*' program first.
or b) When loaded just type CALLDEEK(#2A9) and press RETURN.
or c) When loaded type CALL 16384 and press RETURN.
Start and End addresses of Machine Code files on the ATMOS are stored at #2A9 and #2AB.
To ascertain them just do PRINTDEEK (#2A9) and PRINTDEEK(#2AB) respectively.

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MESSAGE TO TREVOR SHAW

Trevor - you may remember that last August you sent me a disc containing the corrected HPLANS program (now on P.D). Also on the disc was a BIORHYTHM program converted for the ORIC by John Rushton with print facility for the MCP40.
Well I sent the disc to Rob Kimberley,who did the conversion of HPLANS. In September Rob wrote to me saying: " I tried to run the BIORHYTHM program,but it is not obvious to the user how the date of birth should be entered. So after a few tries of the usual ways I gave up in disgust".
Come on Trevor PLEASE give us a clue!
I really am up to date with my mail!

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JOYSTICKS

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

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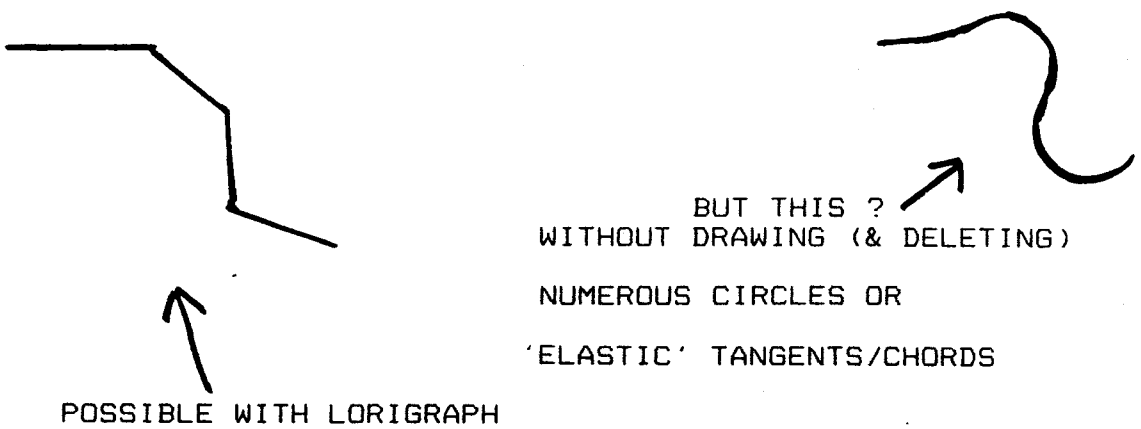
LORIGRAPH

Nicol Blount writes to say that in the November issue of O.U.M that it was stated that "PICTURE DESIGNER" from OPEL was not as good as the French design aid "LORIGRAPH"; yet has the 'free-hand' facility which he has not yet discovered in LORIGRAPH.
Nicol asks for tips. I must admit that I just use it for downloading pictures and subsequent editing. Are there any seasoned LORIGRAPH users out there who can PLEASE help?
I know that Robert Cook drew many nice pictures with it e.g. GOOFY and DEBBIE.
There now follows a sketch to show Nicol's problem



COME ON READERS - PLEASE HELP WHERE YOU CAN.

MORE BITS 'n' BOBS and BITS AND ENDS

THE PATTER OF TINY FEET

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

OUM DISC Nr.2

YES IT IS HERE - THE SECOND O.U.M DISC.
PRICE IS 3.50 AND MANY OF YOU WILL RECIEVE IT WITH THIS ISSUE.
ON THE DISC ARE : - 'LONE RAIDER' - THE CLASSIC SKRAMBLE GAME FROM SEVERN SOFTWARE (WORKS WITH THE ALTAI/PASE JOYSTICK INTERFACE), 'GO SNOW' - A NICE WINTER SCENE FROM JONATHAN BRISTOW, ' DON'T PANIC' - JUST THE LOADING SCREEN OF OUR LATEST RELEASE (YOU WILL HAVE TO BUY IT TO PLAY IT), 'TAPEDISK' - A TAPE TO DISC UTILITY (I'M AFRAID 'SUPERCOP' HAS BEEN FOUND TO BE BUGGED), 'ORIC-CAD' - THE DESIGN AID FROM TANSOFT FULLY ADAPTED FOR DISC BY HARRY PETERS AND COMPLETE WITH THE OFFICIAL MANUAL, 'SPANISH LESSONS' - 4 MORE LESSONS FROM FRANK BOLTON.
IS THAT ALL????
NO THAT IS ONLY THE FIRST SIDE - YOU WILL HAVE TO BUY IT TO SEE WHAT ELSE YOU GET AND AT 3.50 - WHAT A BARGAIN!

FROM THE ARCHIVES

I HAVE BEEN GLANCING THROUGH AN OLD ISSUE OF THE 'TANGERINE USERS GROUP (TUG) ' NEWSLETTER AND FOUND ONE OF THEIR REGISTRATION FORMS. HOW MANY OF YOU BOUGHT THE PENS AT 95 pence OR THE TEE SHIRTS AT 7.50? AMONGST THE SECTION TITLED 'WHAT OUR MEMBERS HAVE TO SAY' WAS THE FOLLOWING QUOTE FROM B.BULL OF WILTSHIRE - " KEEP UP THE EXCELLENT STANDARDS YOU HAVE SET". COULD THAT BE BRIAN BULL; ONE OF OUR NEWER READERS!
ADVERTS IN THE ISSUE WERE FOR 'VIKING RAIDER' - THE BIGGEST EVER ADVENTURE - A HISTORICAL BLOOD AND LUST ADULT ADVENTURE FOR THE MICROTAN 65 AND ORIC - 1 - COMING SOON! DID YOU EVER SEE IT? ALSO ADVERTISED WAS 'PALLIDA MORS' - AN ADVENTURE FOR THE ORIC -1 AND FOR THE PRINCELY SUM OF 12 pounds YOU GET 'HELLS TEMPLE'.

'ORIC OWNER' MAGAZINES

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

A NOTE FROM BRIAN KIDD

DEAR READERS, A NEW FEATURE IN O.U.M IS TO BE MY PRIZE PUZZLE PAGE . THE PROBLEMS RANGE FROM VERY EASY TO EXTREMELY DIFFICULT. HOWEVER,ALL CAN BE SOLVED BY USING YOUR ORIC -1/ATMOS AND A LITTLE BRIAN POWER.
PRIZES WILL VARY FROM FREE O.U.M SUBS. TO SOFTWARE TO THE OCCASIONAL BOTTLE OF SOMETHING.
IT IS,HOWEVER,UP TO YOU TO DECIDE IF IT CONTINUES. PREVIOUS COMPETITIONS HAVE HAD POOR RESPONSE,AND SO WERE FEW AND FAR BETWEEN. NOW'S YOUR CHANCE TO SHOW ME THAT YOU ENJOT THEM.
ANSWERS SHOULD ALWAYS BE DIRECTED TO ME,AS DAVE HAS TO WORK OUT THE ANSWERS HIMSELF.
WHERE POSSIBLE ALSO SEND COPIES OF YOUR SOLUTION,BE IT ON PAPER,3'5" DISC,OR TAPE. THIS IS MY WAY OF SEEING HOW YOU SUBSCRIBERS TICK. WHERE DISCS/TAPES ARE SENT,THEN THESE WILL BE RETURNED WITHIN A WEEK.
WINNERS WILL BE NOTIFIED BY POST AND THROUGH O.U.M.
CLOSING DATE FOR COMPETITIONS WILL ALWAYS BE THE SAME AS THE DATE PUBLISHED FOR ARTICLE INCLUSIONS FOR O.U.M.
GOOD LUCK - AND PLEASE ,PLEASE,PLEASE - ENTER!
- BRIAN KIDD (PUBLICITY OFFICER), 23 HOWARD CLOSE, ROYAL OAK, NEWPORT,GWENT. NP9 9FR.

NOTE FROM THE EDITOR:

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

AND ON AND ON

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

IJK BACKGAMMON

IAN BRADBURN FROM MIDDLESBROUGH HAS A PROBLEM WITH HIS CASSETTE VERSION OF 'BACKGAMMON' FROM IJK.
HE SAYS - " EVERY GAME I HAVE PLAYED,IT ALWAYS STARTS THE GAME BY ME STARTING FIRST AND THE SEQUENCE OF DICE IS THE SAME FOR EVERY GAME ,WHEN SURELY THE ROLL OF THE DICE SHOULD BE RANDOM. IF I QUIT THE GAME IT WILL NOT RE-RUN THE PROGRAM FOR A NEW GAME,WHICH EVER KEY I PRESS."
WELL IAN, I LOADED MY DISC VERSION AND FOUND THAT ON EACH OCCASION THAT THE ORIC WENT FIRST AND INITIALLY MOVED FROM 'A' TO 'C'. PERHAPS RANDOM TO IJK WAS TO HAVE EACH COPY SOLD STARTING DIFFERENTLY! I THINK YOU WILL FIND THAT A PROTECTION IS BUILT INTO THE GAME TO STOP YOU FROM LISTING IT ONCE YOU HAVE QUIT. YOU WILL NEED TO USE AN AUTO-STOP ROUTINE TO GET INTO THE PROGRAM. TRY THE ONE I SENT YOU TO ALLOW POKES FOR INFINITE LIVES.
GLANCING THROUGH THE PROGRAM I FOUND THE RANDOM SET-UP TO BE AT LINES 29,000 ONWARDS. IN MANY TITLES THE RANDOM IS ALWAYS THE SAME ON FIRST LOADING PROGRAM. THIS IS BECAUSE ORIC'S RANDOM IS NOT TRULY RANDOM. A TRAIT THAT HAS BEEN WELL DOCUMENTED. PLAYERS OF 'TETRIS' FROM FRANCE WILL HAVE SPOTTED THIS. IT IS QUITE EASY TO GET 1000 PTS. BY MEMORISING THE INITIAL SEQUENCE. HOWEVER PLAYERS OF 'TETRIX' FROM GERMANY WILL FIND A TRULY RANDOM GAME.
IN A RECENT ISSUE OF O.U.M I SEEM TO REMEMBER PUBLISHING A TRULY RANDOM PROGRAM,WHICH I WILL SEND ON TO YOU FOR YOU TO TRY AND INSTALL INTO THE PROGRAM.

DATA PLUS

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

"MASQUE D'OR"

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

CEO-MAG

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

GISSA JOB

A COUPLE OF MONTHS BACK I HAD A LETTER FROM THE CEO PRESIDENT - VINCENT TALVAS,WHO IS CURRENTLY STUDYING AT THE GRADUATE SCHOOL OF BUSINESS IN NANCY.
THERE NOW FOLLOWS PART OF THE LETTER FROM VINCENT - PERHAPS YOU CAN HELP OUT!
- " AS I AM IN A SCHOOL OF BUSINESS,I HAVE TO BE IN TOUCH WITH OTHER COUNTRIES AND CIVILIZATIONS IN ORDER TO BE A GOOD MANAGER. THAT IS THE REASON WHY I HAVE TO DO SOME SERIOUS RESEARCH ABOUT FOREIGN COMPANIES AND FIND A SUMMER JOB IN THE COUNTRY I CHOOSE. AS YOU KNOW,I LIKE ENGLAND VERY MUCH. THEREFORE I WOULD LIKE TO WORK AND VACATE IN ENGLAND. I NEED TO FIND OUT INFORMATION ABOUT PRIVATISED FIRMS UNDER MARGARET THATCHER'S GOVERNMENT (BRITISH TELECOM,BRITISH GAS,BRITISH RAIL THE POST OFFICE... THAT IS TO SAY ALL 'PUBLIC' SERVICES IN TELECOMMUNICATIONS,TRANSPORT AND SERVICES) OR TO FIND A SUMMER JOB IN ENGLAND. THESE TASKS ARE VERY DIFFICULT IF YOU DON'T LIVE IN ENGLAND."
WELL READERS ANOTHER TASK FOR YOU. EVEN IF THE POST OFFICE AND BRITISH RAIL HAVE NOT BEEN HIVED OFF YET,I AM SURE VINCENT WOULD STILL LIKE INFO. ON THEM. PLEASE SEND ANYTHING YOU HAVE TO O.U.M AND I WILL PASS IT ON TO VINCENT.
REGARDING A SUMMER JOB FOR VINCENT - WELL I AM SURE VINCENT WOULD BE HAPPY TO DO ANYTHING,BUT SO UNFORTUNATELY WOULD ABOUT 3 MILLION BRITONS! IF YOU CAN HELP THEN PLEASE LET ME KNOW.

T H E B A C K P A G E

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

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

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

```
100 REM ####################
102 REM ## SUPER REVERSE ##
104 REM ####################
106 REM ## BY BRIAN KIDD ##
108 REM ####################
110 REM ##    AN OUM    ##
112 REM ##  TAPPER PROG  ##
114 REM ####################
116 :
118 Q$="ABCDEFGHIJKLMNOPQRSTUVWXYZ":W$=Q$
120 DIM B(LEN(Q$)+1)
122 T=LEN(Q$)
124 :
126 TEXT:PAPER0:INK7
128 POKE #26A,10
130 POKE48036,0
132 GOTO 138
134 CLS:FORF=1TO2:PLOT3,F,F:PLOT4,F,14:PLOT13,F,"SUPER REVERSE":NEXT
136 PRINT:PRINT:PRINT:PRINT:RETURN
138 GOSUB 134
140 :
142 PRINT"   I will show you a string made up"
144 PRINT"of the 26 letters of the alphabet."
146 PRINT:PRINT"   It is your job to sort this string into alphbetical order.":
PRINT
148 PRINT"At prompt , enter a number ( 1 - 26 )."
150 PRINT"This number being the number of lttrs."
152 PRINT"that have to be reversed from the "
154 PRINT"left hand side."
156 PRINT"   To make things more difficult ,"
158 PRINT"after each turn I will also reverse"
160 PRINT"the centre 6 letters."
162 PRINT
164 PRINT"   Can you sort out this array ?":PRINT:PRINT
166 A$=KEY$
168 PRINTCHR$(4)CHR$(27)"B"CHR$(27)"N PRESS ANY KEY....."CHR$(4)
170 REPEAT
172 A=RND(1)
174 UNTILKEY$<>""
176 GOSUB134
178 PRINT"    MIXING STRING -"CHR$(27)"LPLEASE WAIT":PRINT
180 B(1)=INT(RND(1)*T)+1
182 FOR F=2 TO T
184 B(F)=INT(RND(1)*T)+1:J=0
186 FOR G=1 TO F-1
188 IF B(G)=B(F) THEN J=J+1
190 NEXT G:IF J<>0 THEN 184
192 NEXT F
194 Z$=""
196 FOR F=1 TO T
198 Z$=Z$+MID$(Q$,B(F),1)
200 NEXT:PING
202 GOSUB 134
204 Z=0
206 PLOT 14,09,"THE STRING."
208 FOR F=11 TO 12
210 PLOT 2,F,F-8
212 PLOT 3,F,10
214 NEXT
216 PLOT 14,15,"GO No.:"
218 FOR F=15 TO 16
220 PLOT 21,F,10:PLOT22,F,F-9:NEXT F
222 REPEAT
224 Z=Z+1
226 FOR F=11TO12:PLOT7,F,Z$:PLOT22,F+4,STR$(Z):NEXT
228 PRINT:PRINT @ 10,24;"ENTER No. TO REVERSE ";
230 PLOT 11,25,"ENTER '*' TO QUIT."
232 G$="":A$=KEY$
234 GETV$
236 IFV$="*"THEN316
238 IFV$<"0"ORV$>"9"THEN234
240 IFV$>"2"THENG$=V$:GOTO258
242 IFV$="0"ANDG$=""THEN234
244 G$=G$+V$:PRINTV$;
246 A$=KEY$:GETV$
248 IFV$=CHR$(127)THENPRINTCHR$(127):G$="":V$="":GOTO228
250 IFV$=CHR$(13)THEN258
252 IFV$<"0"ORV$>"9"THEN246
254 IFG$="2"ANDV$>"6"THEN234
256 G$=G$+V$
258 G=VAL(G$)
260 PRINTV$:WAIT10
262 S$=RIGHT$(Z$,(LEN(Z$)-G))
264 D$=LEFT$(Z$,G):E$=""
266 FORF=GTO1STEP-1
268 E$=E$+MID$(D$,F,1)
270 NEXTF:D$=E$
272 Z$=D$+S$
274 REM NOW TO SWOP MIDDLE
276 H=(T/2)-2
278 S$=LEFT$(Z$,H-1)
280 D$=RIGHT$(Z$,(LEN(Q$)-(H+5)))
282 F$=MID$(Z$,H,6)
284 G$=""
286 FORF=LEN(F$) TO 1 STEP-1
288 G$=G$+MID$(F$,F,1)
290 NEXT
292 Z$=S$+G$+D$
294 PLOT29,24,"      "
296 UNTIL Z$=Q$
298 FORF=11TO12:PLOT7,F,Z$:NEXT
300 FORF=1TO3:PING:WAIT30:NEXT
302 PRINT @ 07,24;"WELL DONE - SUCCESS AT LAST"
304 PRINT @ 11,25;"ANOTHER GO (Y/N) ?"
306 PLOT 9,25,12:PLOT10,25,4
308 A$=KEY$:GETA$
310 IF A$="N" THEN CLS:END
312 IF A$="Y" THEN RUN
314 GOTO 308
316 HIRES:TEXT:POKE#26A,3
318 PRINT:PRINT"YOU QUIT - NEVER MIND"
320 END
322 :
324 REM I'VE DONE IT IN 57 MOVES!
```