



AMSTRAD

CPC.

FILE



NEWSLETTER

AMSTRAD (CPC) NEWSLETTER

ISSUE 12

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Next Issue

Going to the Printers on 29th May 1987

EDITORIAL

Hello, sorry this newsletter is later than usual but due to some people not helping out with articles, sharing their views, telling me what you think of the new format etc it was delayed. Are you trying to tell me you have no problems you want answered. So come on pull your socks up and lets make this newsletter one of the best. To be fair a few people did help with this issue and I thank them for their help.

NEW MEMBERS

If you saw our advert in Your Computer (APRIL) here are a few details about this newsletter/club.

1) Cost: £5 for 6 issues(Inland). This now includes free access to the Public Domain Software Library as long as you send a S.A.E.

2) Newsletter: The newsletter will be printed six times a year. It will have your articles in it, comments, helplines and anything else you care to send in. Remember it is your newsletter and unless we get contributions from you this newsletter will not succeed.

3) In the next few months we hope to start a book library would people get in touch if they are interested.

We invite members from abroad so if you know somebody please do let them know about us. Subscription rates are still £6.60(Europe) and £8.40p(Overseas). If people abroad want the P.D.Software they must send £1.50 towards postage and Packing.

If anybody wants to phone me for a chat please phone after 5pm during APRIL and MAY(Weekdays) and anytime at weekends (0297-20456)

Mr Chris Bryant, 11 Havenview Road, SEATON, Devon EX12 2PF.

Another CP/M transient command: PIP

PIP is a very useful command if you have at least 2 disk drives, but if, like me, you only have one, it can be useful. As far as I know, 'PIP' is an acronym which stands for 'Peripheral Interchange Program' which basically exists to copy, combine and transfer files between peripheral devices (i.e. printer, disc drive(s), screen, paper tape/card reader/punch, teletypewriter etc.).

The program may be loaded into the machine alone and will prompt you for inputs in the format <DESTINATION> = <SOURCE> (exit by CTRL+C) or can be loaded with the line PIP <DESTINATION> = <SOURCE> where the single transfer is completed and the machine returns to the CP/M 'A' prompt immediately.

In either case, the <DESTINATION> = <SOURCE> structure is the same.

Examples of these are:

```
d: ; filespec = filespec [OPTIONS]
filespec = d: [OPTIONS]
d:filename.type = filespec1, filespec2, ...
filespec ; device: = filespec [OPTIONS] ; device: [OPTIONS]
```

nb: ';' means "or"

'd:' is the disc drive reference, if not supplied, the current disk is used.

'filespec' consists of 'd:filename.type' - i.e. a standard CP/M file with disk specification.

'device:' is any logical or physical device (more about this later).

'OPTIONS' are various indicators to PIP to do "nice" things.

Options available:

Option	Description
A	Archive: copy only modified files.
Dn	Truncate files at column n.
E	Echo transfer to screen (slows down process quit a lot).
F	Filter form-feeds from source data.
Gn	Get source file from user n.
H	Test for valid .HEX format.
I	Ignore :00 hex data records, test for valid .HEX format.
L	Translate upper case to lower case.
N	Number the output lines, incrementing by 1 starting at 1.
O	Object file (.COM or .BIN) file transfer CTRL Z ignored (character &1A 's are usually taken as end-of-file markers so ignore them).

CPM Part 2: Pip Command Cont'd

Pn Set page length to n (default n=60).
 Quit

Qstring^Z Quit copying from source at string (Ctrl Z
terminates string so that other parameters may be
placed after).

R Read files that have been set to SYS (system -
hidden files not shown in directory. See STAT
Command next issue).

Sstring^Z Start copying from source at string.

Tn Expand tabs to n spaces (default = 8)

U Translate lower to upper case.

V Verify data has been written correctly.

W Write over files that have been set R/O (see STAT).

Z Zero the parity bit.

Usage examples:

Copy from disk to disk

B: = A:DRAFT.TXT
or B:DRAFT.TXT = A:

Copy a file and rename it

B:NEWDRAFT.TXT = A:OLDDRAFT.TXT
or NEWDRAFT.TXT = OLDDRAFT.TXT

Copy multiple files

B: = *.TXT [AV] - Copy all .TXT files archiving and verifying
or B: = *.COM [RW] - Update B disk ignoring file attributes status
or B: = C:DRAFT.* - Copy all DRAFT files on C disk to B disk
or B: = *.* - Copy all files on current disk to B disk
or C: = B: *.* - Copy all files on B disk to C disk

Combine multiple files

B:NEW.DAT = FILE1.DAT, FILE2.DAT

Copy, rename and get from user 1

NEWDRAFT.TXT = OLDDRAFT.TXT [G1]

Copy to/from logical devices

B:FUNFILE.SUE = CON: - Copy file from keyboard
or LST: = CON: - Copy to printer from keyboard

or LST: = B:DRAFT.TXT [T8] - Copy file to printer, expanding &09's
to 8 &20's

CPM Part 2: Pip Command cont'd

or PRN: = B:DRAFT.TXT - Copy file to printer using standard 8-space tabs and 60 lines per page

The logical devices

The following four devices are mapped in the IOBYTE using STAT and must be defined in BIOS.

CON: Console device (keyboard)
LST: List device (Printer)
PUN: Punch device (card or tape)
RDR: Reader device (" " ")
INP: Patched character input
OUT: Patched character output
PRN: Like LST; tabs on 8th character, page breaks on 60th line; numbers lines.
EOF: Generates Ctrl Z (end-of-file).
NUL: Generates 40 nulls for PUN device.

The physical devices

TTY: Console, terminal, reader, punch, teletypewriter
CRT: Console, terminal, CRT device (screen)
RTR: Paper tape or card reader
RTP: Paper tape or card punchr
LPT: List device, line printer
UC1: User-defined console
UR1: User-defined reader
UR2: User-defined reader
UP1: User-defined punch
UP2: User-defined punch
UL1: User-defined listing device

On the whole, the best way to use PIP is to ignore 90% of the stuff until you find a use for it and just remember the basics. I have used PIP with a four drive system and, take my word it, it was the most used file on the disk.

The Arnold Connection:

Fitting a 5" Second Disc Drive

by Stuart Williams

Many people have wondered why Alan Sugar decided on fitting 3" drives to the Amstrad range of computers. The main reason, as usual, was probably cost. It has been rumoured that he made a deal with Hitachi to buy them in at around £12-£14 each! Another reason is size, they make a much more compact design possible, and it's obvious the intention was to go completely disc within 2-3 years. Fortunately for us, the buyers, the 3" disc is technically superior medium, as well as being much more durable than the old 5" floppy.

There has been many commercial attempts to fit 5" drives to the Amstrad, mostly vastly overpriced. It should be pointed out, however, that if you want to increase storage space over that available on the standard 3" 40 track single sided drive, supplied as standard, that unless you are a machine code and CP/M wizard, the only option currently available is a commercial one, such as that provided by Timatic's, since the resident DOS (disc operating system) Amsdos, and the Amstrad implementations of CP/M will not recognise double sided or 80 track drives. Timatic's 80 track double sided system is reasonable value in that it gives a considerable increase in storage space (from 356K per disc to 720K) and includes the necessary software upgrade to make this possible.

This leaves us with the do-it yourself option of fitting your own 5" drive. Unfortunately, it is necessary to have the disc interface fitted to the computer before being able to fit any drive. This means our 5" option will have to be a second drive. Connection of such a unit as a second drive to the Amstrad CPC range of computers is a relatively simple task, assuming that the drive you have is compatible. Drives with the Chinon chassis seem to be the best and easiest to use. Opus (famed for their Beeb drives) often use these as their 40 track single sided drive. Some Dragon drives and Alps drives have also been found to work, but I have had no success with the Cumana CSX100L. I have heard that older, full-height drives, and some early Shugart types, are likely to be incompatible, but I have not tried these. I advise you to test any drive before parting with cash if possible.

The first thing to do, then, is to get yourself a 40 track single sided 5" drive. You will need one with a built-in power supply, as the Amstrad computer itself cannot power the second drive. Many BBC Micro drives come without the PSU (power supply unit), since the Beeb has a power socket for disc drives. If you have one of these, be sure to get the correct power supply for it. On no account try to connect such a drive direct to the mains, as you will blow up the drive, the computer, and yourself!

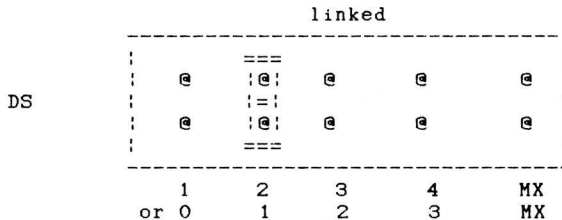
Once you have your drive, it's time for a little work with the screwdriver. Making sure that the computer and drive are unplugged from the mains, remove the drive casing. At the rear of the drive you will find a PCB (printed circuit board) edge connector, probably gold plated. This is the same 34 way connector on the back of the micro. This is where things differ from the Amstrad 3" drive.

To connect the 5" drive, you must have a 34 way ribbon cable, not more than 2 feet long, with a 34 way IDC edge connector at each end. This is simple to make up yourself, but not exactly cheap, around £10. The

Fitting a 5" second drive to Amstrad

parts are available from Tandy store if you can't find anywhere cheaper! Amstrad's own second drive cable is not suitable, as it has a different plug at one end.

Now you have your cable, fit one end to the PCB edge connector at the rear of the drive. This is an easy push fit. Make a note as to which way around the cable is. Often one edge of the ribbon is a different colour to help you do this. You will need to know this later. Next, look along the printed circuit board near the edge connector. You should see a set of linking pins, or 'jumpers' in a row of two's. Usually these will be marked with DS 1234 MX or DS 0123 MX on the PCB. There may be others on some drives, but these are the main ones. If your drive has been set up as the second drive at the factory, as it should be, one pair of pins will be linked at 2 in the 1234 configuration, or at 1 in the 0123 type. You may find in some cases that MX is also linked. Usually, it will be necessary to remove this link, this is easily done by hand, as it just pulls up off the pins. See the diagram below for the correct links you should normally use.



Once you have set the links as shown, you can put the case back on the drive. With the computer and the drive still switched off, you are ready to connect them together. At this point, refer to your note of the cable orientation. You must fit the 34 way connector at the computer and UPSIDE DOWN in relation to that at the drive end. If you don't do this, the drive will whirr continuously and not be recognised by the micro. Assuming that you've connected everything correctly, you may now switch on, first the drive, then the computer.

For the computer to recognise the second drive, it must have a disc in it when called. To format the 5" disc, you must now boot up CP/M. Insert the system disc in drive A, and your new disc in drive B. Type !CPM <ENTER>. In CP/M Plus, as it boots up, it will say '2 disc drives'. CPM 2.2 will just boot up as normal. CP/M 2.2 users will have to use COPYDISC to copy the format of a disc in drive A to the disc in drive B, as the 2.2 FORMAT utility cannot format in the second drive. CP/M Plus users have it easy, as DISCKIT3 will format in A and B. See your manual for details of these utilities. When in Amsdos, it is also necessary to have a disc in Drive B when changing to that drive. Likewise when changing from B to A, there must be a disc in A. Use !A or !B to swap drives in Amsdos, or A: or B: in CP/M

It only remains for me to say once again that both computer and drive should be disconnected from the mains at all times while the drive case is open. Remember not to plug the drive into the computer while either is switched on, as this may damage the drive and/or computer. Finally, I CANNOT ACCEPT RESPONSIBILITY FOR ANY CONSEQUENCES OF FITTING DRIVES AS SHOWN HERE, NOR I GUARANTEE THAT ANY DRIVE WILL WORK WITH YOUR COMPUTER.

Title: Discovery Plus
Type: Back-up utility
S/W House: Siren Software
Price: £14.99 (disc only)

Discovery Plus is probably the most polished SIREN product to date and they have produced yet another excellent product. The original DISCOVERY had a program that would transfer to disc only normal loading programs and the odd SPEEDLOCK program now siren have futher developed the program but have now split DISCOVERY into several programs rather than the original one program. The SPEEDLOCK option has been expanded and now more programs can be transferred using the new program.

Also notable is the program called TD which is a program which will load a program then when you touch the control key it will transfer the program automatically to disc.

TD1 is a program which will transfer headerless file programs and does quite a good job on say BOULDERDASH. Simply done by loading the whole program and then is transferred by pressing the ESC key.

Also provided is the old DISCOVERY less the SPEEDLOCK option. For programs that DISCOVERY PLUS won't transfer there is an update by SIREN. To use certain programs Discovery Plus must be used to load them.

The programs I've found that won't transfer are 180, GREAT ESCAPE, FRANK BRUNO, and many other programs.

Overall an excellent package and truly worthy of the 8 out of 10 marks for disc transferring. 10 out of 10 will come for the package that will transfer any program.

Stephen Miller

Title: The Image System
Type: Graphics package
S/W House: CRL Group PLC
Price: £14.95 tape £19.95

I was playing with the disc version so obviously it was much more fun probably than the tape version.

The program has so many features that I can't possibly explain individual functions, the functions just the ones I've found are colour choice, fill area, load and save picture, draw mode, various filters, transparent colouring, border and paper colour, circle, texture, storage of pictures, home cursor, wipe screen, zoom etc.

Pictures can be saved as a screen or as a compressed picture which is a much better idea up to eight pictures can be stored in memory.

The fill is the best I have ever seen and I can only say a wonder compared to anything like Screen Designer which seems to take ages. You also fill a circle by pressing shift and 'C'.

The program uses a very nice system of key controls, icons, menus and being partially written in BASIC can be adjusted by yourself if you have a specific addition you want.

You are mean't to be able to manipulate the program using a BASIC extension program which allows you to rotate areas, spin it, etc.

Last but not least a printer dump is also available.

So overall a nice complete program, no apparent bugs perhaps a few bits could have been added so overall 9 out of 10, best yet undoubtedly.

Stephen Miller

Title: The Great Escape
Type: Arcade/Adventure
S/W House: Ocean Software
Price: £8.95

Well great expectations of this programs although I was wary, it being OCEAN produced an all.

As always it is Speedlocked, nice loading screen then the main program loads. Once loaded you are shown a screen with a flagpole and a menu. When the game starts there you are a little chap whose got to escape sounds logical, but how lord knows I spent several hours walking around getting caught.

The graphics although sort of NIGHTSHADE'esque were extremely monotonous in monochrome, the sound was diabolical to say the least. Putting it mildly the thing I'll say is NICE PACKAGE SHAME ABOUT THE PROGRAM, at a push 2 out of 10.

Stephen Miller

Second View: The Editor

When I received this program from Ocean I thought GREAT. I then loaded it up, I liked the opening screen and again thought This was going to be very good and well written. I spend about two hours going around the screen trying to find what to do and getting killed. In the end I gave in and send it to Stephen Miller to see what he thought. I give this program 2/10. To make this a fair review we have ask Carl Wright to give his opinion on it as he has a colour monitor.

Third View: Carl Wright

There are a lot of bugs in this program. The instructions do not match the program. I beleive it is prototype of the program and is therefore unreviewable. Marks out of 10: 0 (ZERO).

For further comment we will wait to hear from Ocean Software.

Masterfile 3 review by CPL S.Richardson

Price: £39.95p for CPC6128 or CPC464 with 64K Ram Expansion

Masterfile 3 is the latest update to the range of database programs produced by Campbell systems. It is disc based and as it is a direct upgrade of Masterfile 6128 is only suitable for machines with 128K or more. File handling is straightforward and very flexible, being controlled by pull-down menus and prompts. Files can be sorted alphabetically or numerically and by any of the files in use. Thus a record containing names, addresses and telephone numbers or postal towns. Records can be de-selected or purged to amend the database as required. The search facility is in itself very comprehensive, allowing searches to be made by various methods on any of the data fields. As the program is disc based the load/save menu offers just about everything necessary to manage disc files including options to delete back up files, save files to tape and CATalogue discs. The maximum size of the file is 64K with the file held in the top bank of the 6128's memory.

In use Masterfile 3 can appear daunting, but once the user has got to grips with the process of generating new report formats then the database is relatively simple, the manual only being needed for reference. Adding and amending records is very simple and is aided by the logical layout and the comprehensive pull-down menus. Masterfile supports printers in two ways, ASCII printer dumps and Epson compatible screen copies (DMP2000 but not DMP-1). Pressing P whilst in display mode will send the whole file to the printer, in whatever format it is viewed in minus the ruled lines and headings. The second method, for Epson compatible printers is to press control (O) and the current screen is dumped to the printer as a graphic dump, warts and all. Printer control codes can be sent directly from the main menu, a process that one or two other programs could do well to follow.

As my copy of the program is an upgrade of the original Masterfile 128 then the documentation is in two parts, although complete. I have been led to understand that the new versions have completely new manual. The manual leads by example and is written for the average computer user and not the expert hacker. It does however lead the user into the involved uses of databases ie: parent - child records and data merging. For experienced users the manual supplies a short guide to the operation of the program and its machine code. This allows users to write their own user basic to manipulate data handled by masterfile. Short examples are provided along with call addresses for the various machine code routines.

If masterfile can be said to have any faults, the slowness of the sort mode is one of them, and the manual could have done with a decent index. However, all said and done I have been using it for six months and these are minor quibbles, which are offset by the ease of use and general flexibility of the database. Masterfile 3 costs £39.95p.

I have tried to answer as many likely questions as possible but it is probable that some readers will have questions still unanswered about the program and its capabilities. I will be glad to reply to any reader who wishes to write and ask.

F8137811 CPL S.Richardson, 25 Squadron C. Flight,

RAF WATTISHAM, IPSWICH, SUFFOLK IP7 7RA.

HOW TO RE-INK YOUR AMSTRAD DMP RIBBON

You will have read before in our pages of the fabulous re-inking service offered by Aladdink. They have now asked us to pass on this important announcement:

HOW YOU CAN SAVE EVEN MORE CASH

If you have a DMP 1 or DMP 2000, you can save money & time by re-inking your own ribbons! Your type of ribbon cannot be re-inked on ALADDINK's machines, and has to be done by hand. Provided you are reasonably dextrous, have a sharp knife and a small work-space available, there is no reason why you could not do this yourself. Since most of ALADDINK's charge (£2.15) for re-inking this type of ribbon is for things like labour, postage, packing and so on, rather than the actual cost of the ink, the saving to you would be considerable. However, it is important to use the correct, specially formulated ink - the wrong ink could ruin your cassette!

For the price of less than five re-inkings done by ALADDINK, we will supply enough ink to re-ink your cassette many times. We cannot say exactly how many, for the economics of mail-order re-inking require us to put as much ink as possible into your ribbon (often resulting in some "splash" at first). However, if you do your own, it will be economic for you to apply rather less ink each time, but do it a little more often. You will certainly get twenty full re-inkings from one bottle, probably many more.

Together with the ink, of course, we will supply full instructions on how to re-ink your ribbon. To order, please complete and return the form below, together with payment of £9.95.

To: ALADDINK, (Dept CBR), 4 Hurkur Crescent, Eyemouth, Berwickshire, TD14 5AP.

Please supply ink and instructions for home re-inking of the type of ribbon cassette specified below. I enclose payment of £9.95.

Name:..... Date:.....

Address:.....
.....
.....
.....

.....Postcode:.....

Cassette type: DMP 1 or DMP 2000 Colour: BLACK S/R: CBR

AMX MOUSE AND DART LIGHTPEN REVIEW

by Alan Cordell

Long before the advent of the Amstrad computer, when I owned a Spectrum, I had my first glimpse of a graphics aid, a light pen. I was eager to try the new device, but when I did, I was disappointed. It was a little more than a toy. It was over sensitive to stray light and was only capable of a childish scrawl. Recently, I ordered an AMX Mouse. The supplier, a friend of mine, loaned me a Dart Light Pen, suggesting that I could compare the two. I set them up, (on two computers!) and did just that.

There is, of course, a price difference, but more on that later. I was immediately impressed by the screen layout, I became even more impressed. There were a wide variety of facilities available, once one became used to the somewhat brief instructions in the manual, Spray, line, paint, fill, rubber banding and so on. The facilities that made may be selected and enlarged. Then the user has full control over every single pixel. This makes possible the creation of extremely professional looking art work, equal to any screens on games software, if you have the patience and imagination. The results can be saved and used in your Basic or Machine Code programs. This last facility baffled me, for a while, as the manual had to be perused several times before it is achieved, I did say the manual was rather brief in some explanations.

Somewhat reluctantly, I turned my attention to the Dart Pen, it loaded OK, but I searched in vain for any instructions and all I had was one spot on the screen. A quick phone call and my friend apologised. He had been reading them and forgotten to replace them in the box. I put away the Dart for the time being and return to the Mouse. The many features available are illustrated by means of Icons (little symbols!) and these are at either side of the main screen. Moving the arrow to select the required function and pressing the correct button on the front of the mouse, brought it into operation. The complete set of Icons is revealed by scrolling the column up or down as required. The simplicity of this operation has to be seen to be appreciated. However, the instructions for the Dart arrived and I transferred my attentions to the other CPC464. With the instruction leaflet in front of me, I tried again. Firstly, I must say that the pen was much better than the one I tried a couple years ago!

It was a little disconcerting to have to switch over to the full screen menu, every time I wanted to change something, but the pen has many of the AMX Mouse features, at a lower price. I may be a little unfair on my assessment of the Dart, possibly due to the instructions. Some of these had been provided on a scrap of paper, seemingly as an afterthought. Maybe this was a pre-production issue. I realise that there is a price difference between the two, but for my money, the mouse is well worth the extra cost. Having said that, the pen is perfectly adequate for general use, if you do not require the full accuracy of the mouse. Both are great fun!

A handy little tip if you do buy a Mouse. Find a very smooth and flat piece of wood, or chipboard (about 10" X 15") and cover it with a smooth textured material. (I used a scrap of fablon). This gives a greater control, as the control ball in the mouse tends to skid on a polished surface. I believe that a later version has a nylon ball which is claimed to be more responsive

Ambiguous Algebra

by 'S'

Readers of the "Guardian" will be aware of the interesting articles published in the "Computer Guardian" section each Thursday. Those with an interest in mathematics will probably have tried out some of the puzzles outlined by Keith Devlin. Twice recently (18.12.86 and 6.1.87) Keith has mentioned the equation $x^2 = 2y^4 - 1$, which, he said, has two and only two, whole number solutions.

One is the trivial $x=1, y=1$, and he suggested that a computer search should yield the other answer fairly easy. So, out comes the Amstrad, and in goes the simple program:

```
10 y=2
20 x=SQR (2*y*y*y*y-1)
30 IF FIX(x)=x THEN GOTO 60
40 y=y+1
50 GOTO 20
60 PRINT y
70 PRINT x
80 STOP
```

Which, at first sight, should work nicely. Sure enough, after about 1 1/2 minutes it produces the solution $y=2373, x=7963619$.

The only snag is that this is wrong (The correct solution is $x=239, y=13$) so, to trace what went wrong, we try adding:-

```
23 PRINT FIX(X)
26 ?X
```

Things grew markier. The program, in due course, printed out 239 239 and then carried on, if permitted, to $y=2373, x=796319$. Why was it not recognising 239 as 239?

Let us try adding:-

```
28 PRINT X-FIX(X)
29 IF X=239 THEN GOTO 80
```

We then see that $x-\text{fix}(x)$ appears as $5.96046E - 08$ or 0.0000000596046 , which looks very much like the sort of error which we could expect to be introduced by the floating point arithmetic of the micro.

To check this out, let us assume that the maximum errors which can occur on a single number held in the memory are $1/2$ in 10^8 . We are not dealing with negative numbers, so we can forget these, and the maximum error in dealing with twice the fourth power of a number is presumably $2 * 4 * 1/2$ in 10^8 .

```
10 y=2
20 x=SQR (2*y*y*y*y-1)
30 v=FIX(x)
40 u=x/v
50 w=u-1
60 IF w<0.0000004 THEN GOTO 90
70 y=y+1
80 GOTO 20
90 PRINT y
100 PRINT x
110 STOP
```

and this gives the correct answer 13 239. However if we force things by re-running with 10 y=14, we soon come up with another false answer .242 82822.003 and with 10 y=243 we get 484 331288.012.

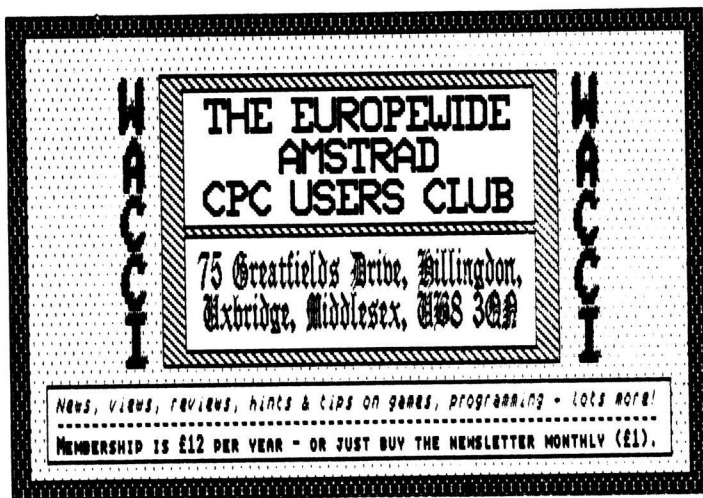
So although I have cracked the original problem, my best program so far still throws up dud answers with y in the low hundreds

Can anyone offer a short program which behave better?

CLUBS

Carl Wright, who writes our CPM series would like to form a club in the Leicester area. At the time of printing this newsletter Carl was unable to give a venue but the first meeting will be on April 7th 1987. Please contact him on 0533 709079.

Carl Wright, 30 Edward Road, Clarendon Park, Leicester LE2 1TF.



A D V E N T U R E C O R N E R

WITH FALANTINI

Not that many new adventures have appeared for the Amstrad recently, but the few that have are fairly good.

THE PAWN from Rainbird Software is at last available for the Amstrad, but unfortunately only on disc for the PCW. The Pawn has been around for some time now on other computers and this version is just as well produced.

The graphics, which of course are in green/black only, are equal in standard to the ones I saw on the Atari ST. Very highly recommended, but difficult. The saying 'examine everything very carefully' really does apply to this adventure.

DODGY GEEZERS from Melbourne House is by the same team that produced Terrormolinos and Hampstead. If you liked these, I think you will like Dodgy Geezers even more. The plot concerns a cockney villain, recently released from jail, and trying to plan his next caper. Unfortunately, I saw this adventure on a Spectrum, the Amstrad version is late as usual, and I would class it as difficult. It is very important to complete the first few moves, at the start, correctly. Otherwise, much later in the adventure, you will experience serious problems and the only way to solve them will be to start again.

SILICON DREAMS from Rainbird Software is not new, but excellent value for money. The cassette, or disc, contains the Level 9 adventures SNOWBALL, RETURN TO EDEN, & THE WORM IN PARADISE, but all three have been re-programed in a similar way as their previous release 'Jewels of Darkness'.
Not really suitable for the novice adventurer - all very hard.

KAYLETH from US Gold. I have not seen this science-fiction adventure myself but a friend of mine rates it, very highly. Written by Steve Ufnowski who produced Rebel Planet.

Unfortunately, this is the last time I shall be writing the Adventure Column. I have decided to upgrade my computer and very few of the new Amstrad adventures are available for the PC. Therefore, it would be impossible to write an up to date column or give assistance with new adventures

**Any volunteers to take over
** contact Chris ****

As a parting piece, I decided to change the format of my 'Adventure Answers Section' and concentrate on Infocom's ZORK I, ZORK II, & ZORK III.
On the next page you will find the solution to the opening part of each quest.

The idea being to enable a newcomer to get started on the correct path, but not to spoil the enjoyment too much. As Zork I is the first of the trilogy, more detail is given. For Zork II & Zork III just the basic moves are given and you will still need to read the text carefully at each location.

Be warned, before turning to page 2, the answers are printed in normal type.

Anyone requiring further help, with either Zork or earlier adventures, covered in the Newsletter, please still write in. Enclose a stamped addressed envelope and I will do my best to answer the problem.

A D V E N T U R E C O R N E R

PAGE TWO

ZORK I

At the start there are 16 locations outside the House, which are very difficult to map, but should be visited before entering the House. Climb the Tree and get the Egg. (Keep the Egg with you until the Thief steals it-very important in order to finish the Quest.) Also outside is a Grating and pile of dead Leaves which you should examine. If you look around outside the House you will find a Window slightly ajar. Open this and climb in. Examine all rooms in the House carefully and collect the objects to be found. The Trophy Case is for storing your treasure in - but don't miss the sword to be found above it. Move the mat and you will find a Trap Door. This leads to the Underground Kingdom. Don't worry about it slamming shut after you enter. Go South and get the Painting. Also in the Studio you will find a Chimney, this is the way back to the Trophy Case. Unfortunately, you can only take two items with you. Just carry the Lamp and Treasure (painting) and climb Chimney. Go back down the Trap Door and then go North. Your Sword is glowing blue and this warns you of danger. Attack Troll with the Sword and keep attacking until you win. Take the Axe. To the West lies the Great Maze and this requires careful mapping. For a quick tour of the maze, which will get you the coins, go: W,W,W,UP, N,W,S,E. To the East (from the Troll) is the main part of the Empire. About now the Thief may appear. Do not try to kill him yet. Wait until you have more experience. Don't forget to save the game a regular intervals.

ZORK II

Starting in the Tunnel. Get everything and light the Lamp. South,South,South, South West,South,South East,enter Gazebo,get Teapot,leave Gazebo,North,North East Get Water. South,Southeast,South,South,West,Southeast. Exit until you get to the Riddle room. Answer to riddle 'A Well'. East. Get Necklace. East. Get in the Bucket. Pour Water. Get out of Bucket. East. Get red,blue,& green Cakes. Eat green Cake. East. Throw Red Cake in pool. Get Candies. West. Eat Blue Cake. Northwest. Get & read Paper. Tell Robot to go East. East. Tell Robot to push Triangle. Tell Robot to go South. South. Get Sphere. Tell Robot to lift the Cage.....
... and now you're on your own.

ZORK III

At the Start, get the Lamp and switch it on. South. At Lake drop Lamp and jump in. Swim West. South. At Scenic Vista get Torch. Wait until no.II appears. Touch Table and get Glue Repellant. East. Wait until number changes to III. Touch Table and you are a Damp Passage. Drop Torch. Wait until you are back at Scenic Vista. North. At Shore save the game (there is a hungry fish about), jump into lake and go to the bottom. Get everything. Surface. Go to South Shore. Use the Repellant on yourself. South to Dark Place. South. East. At Key room get Key. Open Manhole Cover and go down. North. At Water Slide go down
... and once again you're on your own

In all the Quests don't forget to switch off your Lamp when in locations which have light available. Also, remember to save you game position frequently.

AMSTRAD (CPC) COMPUTING NEWSLETTER AND PCW FILE

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