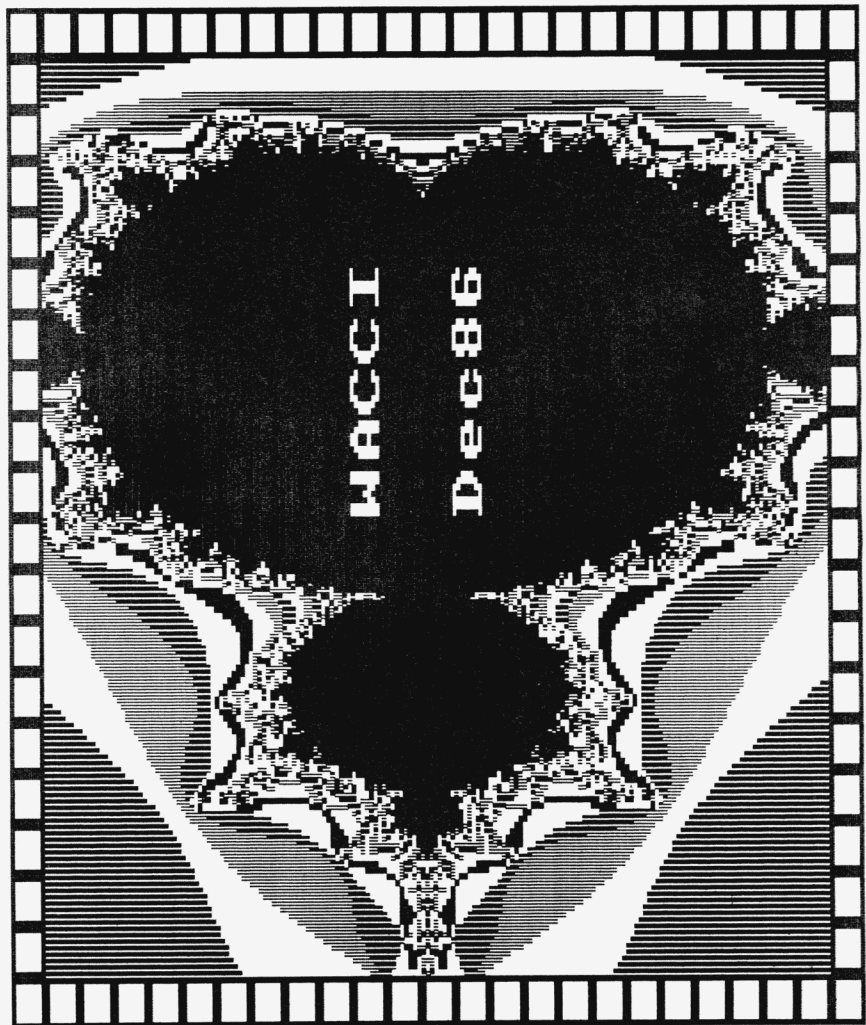


THE EUROPE-WIDE AMSTRAD CPC USERS CLUB

ISSUE 3 £0.0003
DECEMBER 1986



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WACCI

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First off, I must thank all the contributors to what I consider is our best effort yet. As I think you all know by now, WACCI has grown out of all proportion to what I originally imagined. Membership is growing slowly, but very steadily, and I am rapidly reaching the point where a spare-time hobby is turning into a full-time job.

Because of this I've had to sit down and do some serious thinking as to where WACCI goes from here. The main problem is, I simply haven't the time or equipment to produce any more tape/disc copies of the newsletter. On average, taking into account checking for read errors, rewinding the tapes, addressing and securing the packages, it takes about 30 to 40 minutes for each tape copy (*which is what most of you send, even some of the 6128 owners*). I have no way of doing more than one at a time, and a machine that does this is way beyond the scope of my very limited purse.

A few members have already offered to take some of the load, but I really can't see this working. Apart from the extra expense of me having to send bundles of jiffy bags all over the place, there's always the question of what do I do if two or three of you suddenly decide to call it a day? But then, just when I was beginning to despair, a idea started to germinate....

I think you're all acquainted with the name Alex Aird by now. Alex, who has already helped me immensely in many ways, has once again offered his services. Over the past few weeks, Alex and I have been discussing possible ways to expand the club. As usual, expansion means changes, and this, as far as we can see, is the only way forward:

WACCI goes print only. That means the tape/disc copy will be scrapped in favour of a professional looking magazine produced, eventually, by one of the latest desk-top publishing packages. Alex is in a position to be able to reproduce, relatively inexpensively, as many copies as we require, but by no means will it be as inexpensive as the current production costs. To offset this extra expense, WACCI will solicit for advertisers, and any advertisements published will



be as well as, not instead of, the normal content of the newsletter.

All your favourite columns will still be there (*and maybe a few more*), and the FSW library will probably continue as normal. I'm not going to ask any current tape/disc subscribers for any more money. WACCI will have to absorb the loss somehow. But when your membership runs out, I'm afraid it will mean an increase for you in subscription fees (*I can almost hear all those screams of anger - but please read on*).

That fee will be the same as the current printed copy subscription fee. Along with this there will be an option to buy one copy at a time, but you won't be registered as a member unless you actually subscribe for 6 or 12 months. This is to protect the exclusiveness of the FSW library and subscribers' offers. The Recruit-A-Friend scheme was a partial success, so I will be extending it indefinitely. If you think about it, this means that you may never need to subscribe again. Just keep on recruiting new members, and I'll extend your membership by one month for every one you introduce. One enterprising member is actually splashing out 20p per month on an

advert in his local computer store. Make sure you print your name on the subscription form somewhere, though, or I can't extend you. On the top will do nicely.

Right, back to the desk-top publishing scheme. This will open up all sorts of new possibilities in respect to newsletter content. Listings are the most obvious, but also there's the fact that you will be able to include pictures, photos, diagrams, and tables to illustrate your articles. In fact, the sky really will be the limit! What I really need is your opinions. After all, this is your club, and it wouldn't be correct to go ahead with all this if the majority of you are happy with the club remaining as it is. That means, by the way, a bar on new members. I can only take about 8 or 9 more before I'm at absolute full capacity. If you remember, I've got a disabled parent to look after as well.

So, don't delay, let me know what you think. If no-one objects, we're planning to change over for the January issue. But please send your tapes and disc anyway, just in case there's any problems. Right, on with the show....

HOT GOSSIP

FROM SCOOP

This month has seen a remarkable lack of decent news on the CPC front. The big story is most noticeable by its conspicuous absence, but, short of making something up (I did consider it!), there was nothing about. However, I was still able to find a few little gems for you.

Elite (biggies of the software industry) are releasing five new games, while Selec (not-so biggies of the software industry) are launching their sequel to Poolswinner. I'd like to thank Jeff and Richard Burton for forwarding press releases they'd received, enabling me to write these two stories.

CHAMPIONSHIP

The annual National Computer Games Championship has once again been played and won: Hot Gossip has a full report. Other interesting little ditties this month include a bent bit of plastic which has won a national award, and some startling new evidence about the Arnold's joystick port!

Starting from next month, hopefully, Hot Gossip will have a new look, a new name, will feature headlines, photos, diagrams, and, if you're really lucky, possibly a picture of me (worth the subscription fee alone!). Anyway, all that's in the future, let's get on with what's happening now.

ELITE'S FAMOUS FIVE

Elite Software, the coin-op kings, seem to be planning on slashing their name all over the Xmas mags, and, as such, are releasing five new games. Well, when I say "new", all five are either a sequel, a coin-op conversion, a TV tie-in, or a combination of all three!

The TV tie-in is STRINGFELLOW HAWKES NEW AIRWOLF (why do the Yanks insist on giving their offspring such stupid first names?). The blurb on the press release describes the game as "a thundering new action adventure starring Stringfellow Hawke as the pilot of the awesome aerial weapon - Airwolf". Using my two-way Hype---

English dictionary, I discovered that what this actually means is "a game very similar to Airwolf 1 starring a Yank with a silly name as the pilot of a very chunky helicopter!". However, I shouldn't really knock it until I've seen it. I haven't, so I won't... Let's hope Elite can prove my suspicions wrong.

SEQUELS

Two of Elite's hits (Bomb-jack and Commando) have also got sequels coming to them. The imaginatively named BOMB-JACK II looks to be in the same vein as its predecessor - good mindless fun. COMMANDO 86 promises simultaneous 2-player mode, as well as the more standard simultaneous 1-player mode, and if it reaches anything like the success of Commando it should make a certain West Midlands bankmanager very happy indeed.

--<<WACK THREE>>---

Also featuring this method of simultaneous 2-player action will be IKARI WARRIORS. For those of you who have missed this down at your local arcade (I know I have), it looks to be yet another kill-a-commie game, which, to my mind, is why the Reykjavik summit broke down!

Last, but not least, is SPACE HARRIER. It was excellent in the arcades, where it featured, amongst other things, a hydraulically operated chair. Elite will have to draw on all their experience to get it anywhere near as good on a home computer. All these games will be available on tape (£8.95) and disc (£14.95) respectively, and should be released in the near future.

FIREWORKS AT THE SAVOY

Remember, remember, the fifth of November, gunpowder, treason, and the National Computer Games Championship. Once again, ten men went into battle over a hot joystick at the Savoy hotel for God knows how long, and eventually David Litherland was proclaimed the UK champion. David, aged 17, from Horwich in Lancashire, smashed the rest of the battlers for six by scoring a magnificent 27,150. He entered the competition through Popular Computing Weekly, and took home £200 plus a flashy trophy - not bad for a day's work. His nearest rival was Chris Kenney, aged 16 from Ipswich (representing the East Anglian Daily Times) who scored 21,600. This is the second time this paper's rep has finished runner-up. To me it seems amazing that a newspaper with such an enormous readership as this has never had a winner!!!

The championships were organised by Mikro-Gen, and to prevent any of the competitors having the advantage of practice, Mikro-Gen unveiled a new game called COP-OUT. As far as I know, the game is a good ole shoot-em-up, and puts you in the role of a twenties' mobster. This game is also included in the Mikro-Gen special offer (see THANX & STUFF), which is well worth taking advantage of. Thank you, Mikro-Gen.

The finalists were Mark Beaumont (14 from Enfield), James Ashbourne (14 from Lymington Spa), David Morley (15 from Droitwich), Geoff Spick (15 from Derby), Paul Smith (17 from Colchester), David Litherland (17 from Horwich), James McNiven (12 from Gosport), Christopher Kenney (16 from Ipswich), Derek Pruitt (17 from Stoke-on-Trent), and Bryan Hulme (the old man of the championship at 24 from Runcorn).

All the finalists were given a qualifying medal and their own copy of Cop-Out. So, get in training with

your Arnold and, you never know, next year you could be WACCI's entry in the 1987 Championships.

THE THING ABOUT THINGi

Visitors to any of the recent Amstrad User shows will undoubtedly have heard of THINGi. Described as an 'ergonomic computer copy holder', it is really a piece of plastic with paper clip at one end, a twist in the middle, and a Velcro fastener at the other. However, despite its simplicity, it has been named Business Idea of the Year by such distinguished people as British Telecom, Marconi, The Listening Bank, and a crack team of BBC producers trying to poach some new ideas for things for Simon Groom to make in the new omnibus edition of Blue Peter on Sunday mornings.

THINGi is one of those simple, but brilliant, ideas which are so obvious that it makes you wonder why nobody thought of it before. It sits on top of your monitor and lets the document you are typing out dangle down by the side of your screen, thus preventing you waking up in the morning with a stiff neck from all that looking down. *<Ahem! This is supposed to be a family show!- Ed>*. But nobody has invented it before, so that gives Overbase (176a Conway Street, Birkenhead) the right to charge the strange sum of £8.04 for it (Ahhh - I've got it!!! £8.04 = £6.99 + VAT).

Anyway, Overbase must be on to a winner if they can keep up their advertising campaign which, so far, includes such awful slogans as "VDU OPERATORS DO IT WITH A THINGi", and the low of lows, "DON'T STRUGGLE ANY MORE. GRAB YOUR THINGi NOW!!!" (Aaaarrghhhh!!!).

LOOK, ROY! IT'S FOOTBALL FOLLOWER!

Are you one of those people who spend hours entering football results into a poolswinner program only to find out that, yet again, you've failed to win a million? You are? Well, at last, thanks to FOOTBALL FOLLOWER from Selec Software, all that information that you've wasted your time typing in can be put to some sort of reasonable use. The program is basically a statistics database which can answer such mind-boggling questions as, when was the last time Man. Utd. won at home

(1962?), who did Tranmere play last month, what were the scores, which team has gone the longest without winning, and who cares?

BELEAGUERED

The league structure can be altered to anything you require. For example, if your hobby is following Australian Football, well, apart from seeing a shrink, you could alter the structure to that of the Foster's League and follow all those wonderful teams like Abbo Argyle, Kangaroo County *<and Wanga Wanga Nookie Kookachee United - Ed>*. Any part of the program can be dumped to a printer; fixtures, results, league tables, the real answers to the above (and similar) brain-numbing questions, and anything else that I've forgotten to mention.

Football Follower is compatible with the other Selec stuff, Fixgen and Poolswinner, which means that you only have to go through the laborious job of entering all the results once a week, the saved files will load into both progs. It is available from Selec (37, Councillor Lane, Cheadle, Cheshire), priced £15 (ouch!!). It will arrive fully updated (no searching through millions of past Sunday papers) on cassette (with automatic transfer to disc) by return post (Ha ha).

P.S. Make cheques payable to SELEC, and mention WACCI when ordering!

ARNOLD ON ALIENS' SIDE

Now here's a story you won't read in Popular Computing Weekly - the reason being to protect the establishment from being told the gruesome truth about the Amstrad's I/O port.

On Showreel 86 (at 11.35pm, Tuesday 11th. Nov), Mike Smith tried to introduce a short amateur Sci-Fi video called 'Visitor', which had been entered in the Showreel Young Film Makers competition. However, unbeknown to Smitty, the two cameramen, and a whole host of BBC producers (who were sensibly in bed asleep at the time), a trainee technician had, in fact, inserted the wrong video tape into the VTR. Instead of seeing some plastic monsters battle it out on a faraway planet, what viewers actually saw was a top secret scientific research film which shouldn't have been shown to anybody

with less than Grade A security clearance. (WARNING: YTS really screws you up!).

This research film (by a strange coincidence also called 'Visitor') showed startling evidence that, not only will the CPC464 I/O port not accept the auto-fire option present on many joysticks, but also that, with the correct lead, it can be used to revitalise comatose aliens (the lead - the ET-RS232 - can be bought from all leading computer stores priced £9.95). The whole incident was, of course, completely hushed up by the Prime Minister herself, but, after two sleepless nights, I realised that there was no way I could keep it to myself any longer.

After walking into my local Barclays shouting, "I just want to talk to someone!", and being politely told to push off, it occurred to me that the only avenue of hope left was to tell you, the discerning readers of WACCI, about the experience.

I cannot stress strongly enough the importance of preventing the ET-RS232 lead from getting into the wrong hands. Please, if you should see anyone who looks the in least bit shady (moustaches and sunglasses are usually a sign of shadiness) trying to buy this piece of hardware, inform the police. Do not, under any circumstances, approach them - they could be armed and dangerous - but make sure, at whatever cost, that they do not slip out of the shop with the lead.

I leave you with this chilling thought. If the aliens get a strong foothold in this country, we may find that Channel 4 will start showing many Martian soap-operas on prime-time TV, Panorama may produce yet another documentary about illegal aliens entering the country, and the government may even make one head of the Coal Board!

OP PRESS...STOP PRESS...STOP
PRESS...STOP PRESS...STOP PRESS...STOP

A man has been arrested and charged with suspicious behaviour in the Woolwich branch of Boots after having allegedly enquired about where he could find the new ET-RS232 lead.

When asked where he was being taken, a police spokesman refused to say.

WACCI PROGRESS REPORT

— Late News —

One of the new members this month, Ken Walker, is starting a regular column for simulation enthusiasts. Ken (no relation), who comes from Darlington, was introduced to the club by the newsletter review published in the Teeside Evening Gazette.

Other new members this month are Green, whose weird and wonderful

stories you will have read in Auntie John's column last month, and Glenn Carey, who many of you might have seen in Amtix magazine taking part in the Amtix challenge (he lost). Glenn will be starting his own regular general interest column next month, beginning with the SID awards (I'm not telling you - you'll have to wait). And after lengthy, and sometimes difficult,

negotiations with Wilfried Claus of Schoenberg, WACCI will now be read every month in West Germany.

Finally, I've managed to put together the new subscription form in time for this issue. Please use this form to order whatever you require (including FSW stuff), and destroy any old subs forms you may have left. Photocopy it if you wish.

BLAST FROM THE PAST

By Scoop

DECEMBER 1985

The show reports had finally crept into the hallowed pages of the Amstrad mags, and both Amstrad Computer User and Amstrad Action were leading on this very topic. The show itself was greeted with almost universal acclaim, with the most noticeable niggle being that of overcrowding (5000 perspiring people in one small hall is hardly pleasant!!). It was moved to a larger hall for subsequent shows and is now spread over two floors. Ah, the power of the press!

Amstrad announced a record annual profit of £20.1 million, which was up 122% on 1984's figures. As you may have read in last month's WACCI, this year's figures were even better, the 1986 profit being a gi-gooby £75 million. What will he aim for next?

Once again, opinion was divided as to the game of the month. ACU plumped for 3D Grand Prix, while AA preferred Marsport. Personally I would have thought 3D Grand Prix would have appealed more to AA (think about it), but I suppose all this racing about at 200mph is a bit dangerous!! Other

games of note reviewed this month were Formula One Simulator (which has been in the charts ever since), Dynamite Dan, Cauldron, Herbert's Dummy Run, and the infamous World Series Rounders (Question: how can it be a world series if only the yanks and primary school kids play the game??).

PUNCH LINES

Strangely, this month, there wasn't the usual crop of instantly forgettable games (if there was, I've forgotten about them), and it was left to 3D Boxing (3D???) to show what can be done with a Z80, a firmware guide, and very little effort. Actually, it wasn't that bad, just the worst of a good bunch. << or should that be punch - Ed>>.

Way Of The Exploding Fist was inevitably topping the charts at the time, selling almost twice as many copies as its nearest rival, Frank Bruno's Boxing. Mastertronic's trio (Non-teraqueous, Chiller, and Finders Keepers) were third, fourth, and fifth respectively. On the software planned/launched side of things there

was actually very little. Activision released Barry McGuigan's Boxing, CRL launched the highly original Juggernaut, and Tasman reeleed a speeling cheker.

TAKEOVER

Last December was also D-Day...oh, all right... D-Month for Beyond. They were taken over by Firebird. The previous owners, EMAP (publishers of Sinclair 'We-Love-Beyond' User, and Commodore 'What's-Wrong-With-Superman?' User) decided it was not politically wise to own a software company and write reviews on their own games. So they ditched the least profitable subsidiary, and it was bye-bye Beyond and don't go playing on too many railway lines.

Finally, continuing the 'Impossible Mission' saga, in all the US Gold adverts this month, the game was described as "Out Now!", when, in actual fact, it was still, launch: T minus 9 months and counting!!! Oh, and in the same advert Dambusters was descibed as "Out Soon!" --And that was December 1985.

FAIR COMMENT

Edited by Jeff Walker

If you've got a bone to pick, a statement to make, a point to put across, if you want to comment on anything you've read in this or any newsletter, if you want to sing somebody's praises or tell them what you think of them, or even if all you want to do is just let off steam or ask a simple question, then this is the place to do it, no holds barred. Everyone, they say, has a right to their own opinion. This column, hopefully, stretches that statement to its limits and finds out just how true it really is.

UNFOUNDED COMMENTS

First of all, may I add my voice to those already defending WACCI's honour against the infamous S.D.Glover of Stafford. Many of his comments were both hasty and unfounded. For example, he had a go at George Fontanini for not getting software houses to send him free software. I happen to know that George is getting in touch with the companies, and also know (through personal experience) that it's easier to cancel a Reader's Digest subscription than it is to get anything for free off most software houses!

As for the title screen, I thought that it was very good. And, considering nothing of the kind was promised, it was a pleasant surprise. Although his (Glover's) idea to hold a competition for title screens was a good one, was it really necessary to be so scathing about the original one? He should remember that everybody who works for WACCI does so voluntarily in their own spare time. They should not be criticised 'out of hand' for something they have obviously put a lot of effort into.

Now I've got that off my chest, I'd like to make couple of suggestions myself. First off, the FSW library. It was a good idea to split the software into groups of three or four, but it seems to have been done using a funny system whereby groups are

classified mainly by author rather than type. Wouldn't it be better to separate them into games and utilities rather than a group of programs by one author which are often a mixture of both? This would mean that games players would just get the games they wanted, rather than having to waste time and cassette space on utilities that they would never use. It would also mean a better distribution of good and not-so-good programs.

And finally, the hi-score table. Why not make it for games in the FSW library rather than for commercial games, as the latter would probably take up too much valuable space. Hi-score tables, in my opinion, are usually pretty boring, but having one related to WACCI's own games would give it a bit of individuality, as well as promoting the FSW itself.

S.Grainger
Billingham

<<I've got a feeling that whatever sort of groups I put the FSW into, somebody's going to have a moan. I hear what you're saying, Steve, and will bear it in mind, but if you take a close look at the packages you'll see that there are only two (mine and Gary Burn's) which are, in fact, mixtures. At 20p a throw, I think you can afford to chuck away what you don't want. And, by the way, there aren't any good or not-so-good programs in the FSW, they are all absolutely brilliant! On the question of the hi-score table, see The Mad Moonie Club. Mr Glover seems to have calmed down a bit now that he's been offered the Add-Ons editor job, but here he comes again - Ed>>

MORE FOOD FOR THOUGHT

First of all may I say how much I enjoyed the second newsletter. If the reviews editor would stop moaning about me, and get on with the job he's got, we might see some more good reviews(I'm no creep - I just tell the truth). I must say he did a good job

(Yes, I will give justice where it's due), and also ask if the bargepole can be removed. Do not think I have been tamed by WACCI High Command - I haven't. But I was very impressed by Issue 2, and hope to be impressed again. There's plenty of good talent out there, let's all join forces and make WACCI a household name.

S.D.Glover
Stafford

<<Confucius say, Mr S.D.Glover like the bamboo shoot, he bend to the wind. Confucius also say, beware of Giant Pandas - Ed>>

AND FOR MY NEXT---

I'm honoured! I shall look forward to my copy each month with keen anticipation.

Actually I was, seriously, very impressed by the newsletter, which seemed lively, informative, and well presented. Some of the letters were a little more... er... robust than I'd be allowed to broadcast, but watterhell... Hope you can keep it up!

I've forwarded the copy you sent me to Keith Hazleton, who writes our "Paper Round" features - I'm sure he'll want to give you a mention. I'm always looking for material for NEXT, so if you or your members have anything which needs a national audience, do get in touch.

Martin Cooper
BBC Ceefax

<<No robust letters this month thank goodness, but if someone has a go at you in Fair Comment, then I guess you have the right to defend yourself as robustly as, say, Alf Garnett or Alas Smith and Jones would. Thanks, Martin, for your kind words. It's always nice to receive a compliment from a professional. I'm afraid I haven't got a Teletext TV (yet), so I won't know when or if Keith Hazleton (I thought he was a water-skier) gives us a mention. If anyone out there sees us mentioned in "Paper Round", I'd be

grateful if they'd drop me a line to let me know so I can go down my local Dixons and pretend to be a millionaire again (never fails) - Ed>>

YES !!

Thanks for sending me Issue 1 which I thought was well written and produced. A promising start. I have sent a £3.00 cheque to David Halligan for my sub to include October.

Ray Hughes
Bristol

<<Welcome to the club, Ray. Please note that, in future, any monies should be sent to myself, at WACCI HQ, and not to David - Ed>>

WACCI INVADES SER DEUTCHLAND

Many thanks for your soon reply and for sending my disc back with the programs. Your programs are very good. I have all understand what you do explain in your letter and now I know how that works. Now I have decided to start up WACCI in Germany. I am sending a disc and please save the newsletter onto it and send it back to me. I keep you updated about how our branch is doing.

We here, others and I, are also interested for used DMP2000, CPC464, DDII, CPC6128, original software and

others. We must pay here 14% import VAT also for used goods when costs for that are more than, at present, 120 DM <<which is about £40 so second-hand software is ok>>. WACCI's Market Stall page can be interesting for us.

Wilfried Claus
West Germany

<<WACCI sends many thanks and a big welcome to Wilfried and his friends in ser Deutschland. Advertisers on the Market Stall should remember to include their address if they want a Europe-wide shop window for their goods - Ed>>

MORE GLOVER BOVVER

May I congratulate you on an excellent first two issues. The content was 1st Class, especially Hot Gossip, Auntie John, Alex Aird Says, and the Reviews column, contrary to the extremely unpopular minority views ... of our dear friend, Mr Glover. What a letter! It had the interest and content of an uncleaned pig-sty. Nag nag this! Nag title-screen, nag that! Hell fire, what a load of tripe! As George rightly pointed out, I'd like to see his efforts at attempting a title screen. When it comes to programming or drawing a picture on a computer screen, it's goodbye me! I hope that this Glover person can do these things, but, if he can't, who is

he to criticise? After all, he hadn't (except for THE letter) contributed to the newsletter. Bloody cheek!

Oh, and if Auntie John's listening <<listening ??? - Ed>>, if you use Rich Tea biscuits instead of choccy ones, you get more free K. And they cost less! Isn't A.J. great! He's wonderful!! We need more like him. Sparkling wit and humour, keep it up, John!!!

Bryan John Parry
Gwenedd

<<That 'Glover person' has indeed taken up the gauntlet we slung at him, and is currently writing an article. He also sent me a title screen which was, I suppose, at least as good as my first effort. The trouble is he stuck a date on it and I had already decided on December's. Still, it probably won't matter any more (desk-top publishing, and all that).

If anyone is really keen on computer art, perhaps they could design some loading screens for the programs in the software library. If you don't happen to own any art software, send me your designs on paper and I'll try to turn them into screens for you.

Finally, can I just point out that congratulations should be aimed at the contributors, not me. All I do is just slave over a hot keyboard for hour after hour working my fingers to the bone, and what do I get for it? All together now... Boney fingers - Ed>>

FOUL PLAY By Richard Burton

Cor blimey and bless my soul if it ain't Foul Play again. In this month's bit there's a fairly strong smell of adventure in the air, and thanks go to Anon of Absolutely Nowhere for a bundle of tips (if you send in tips, please put your name on your scribbings somewhere so I can credit them to you). This month, tips for Starion, Mordon's Quest, Warlord, Helichopper, Bombscare, Heavy On The Magick, Spindizzy, The Hobbit, Finders Keepers, and Tempest (gasp!).

STARION

Four more grid solutions from David Downing, who forgot the grid passwords last issue, and has now sold his Arnold for a Speccy <<So that's why he never became a member - Ed>>.

BLOCK 1, GRID 1

PASSWORD: Redbreast

--<<WACK THREE>>--

BLOCK 1, GRID 2

PASSWORD: Spacewalk

BLOCK 1, GRID 3

1547: Ivan
1783: Ballast
1879: Lamp
1889: Eiffel
1901: S
1919: Treaty
1924: Hitler
1942: Atom
1982: Spectrum

BLOCK 1, GRID 4

BC 2222: Umbrella
1565: Tobacco
1789: Cakes
1840: Penny
1888: Rubber
1896: Aerial
1953: Everest
1983: Avon
1986: Halley

PASSWORD: Establish PASSWORD: Parachute

BLOCK 1, GRID 5 BLOCK 1, GRID 6

BC 0219: Alps	BC 0064: Nero
BC 0035: Asp	0079: Vesuvius
1885: Petrol	1897: Electron
0982: Eric	1869: Table
1895: Gillette	1871: Ribbons
1898: Radium	1867: Alaska
1949: Nato	1944: D
1959: Hawaii	1945: Uranium
2001: Odyssey	1999: Eclipse

PASSWORD:Orphanage PASSWORD:Adventure

And here's a quick triplet to help you on your massive task. Try keeping the fire button pressed down before a ship appears. When it does appear - KABOOM!! - bits of debris float around in space.

MORDEN'S QUEST

These tips are especially for Alex. Hope they're of some help, and can anyone help him with his underwater breathing?

- 1) A blanket's useful if you come across quicksand.
- 2) If the pigmy gets up your nose, use a blowpipe (if you can't find one, make one).
- 3) The deadly plant likes dead pigmies.
- 4) To get past the waterfall, sacrifice the frog at the altar with the dagger.
- 5) A password for the time-machine is 1611.

BOMBSCARE

The Teleports

- 1) Zepha 2) Xylem 3) Crypt 4) Astra
5) Ytron 6) Delta 7) Nitro 8) Quart

Tools Required To Defuse The Bomb.

Pliers, Wrench, Screwdriver, Mallet.

WARLORD

More adventure tips. Thanks to Anon for these.

- 1) To get past the bear in the forest you need a shield and a sword.
- 2) To get past the wolves, throw them some meat.
- 3) To get past the guard at the causeway, try wearing the helmet.
- 4) To get the jewellery, tie up the Roman and give him to the Druid.
- 5) Don't let the wild ox get loose!

HELICOPTER

Thanks to Tony Beckwith of Firebird for his help.

When the title screen appears, press the numbers 5, 6, 7, and 0 down repeatedly until you get the 'Enter Password' message. Type in 'screen'. It'll show you some blurb and then go back to the title screen. Press the numbers down again, and for the password type a number between 1 and 23 to start on any of the 23 screens.

HEAVY ON THE MAGICK

- 1) To become a Zelator, go to the room called Secunda Porta and say "Door, silence", and click!
- 2) To get past the waterfall, say "Water, fall" (obvious, really).
- 3) To kill the Medusa, get the mirror and walk into her.
- 4) To kill the slugs, find some pellets.
- 5) To slay a werewolf, get a nugget.
- 6) There are 4 demons in the game which are of help, but to invoke one of them you need to have a certain object & to be a certain grade:
To invoke Astarot...sword and Neophyte
To invoke Magot.sunflower and Neophyte
To invoke Belezba...mantis and Zelator
To invoke Asmodee.ruby and Philosophus
- 7) To open the Quadra Porta door, if you get that far, say to the door

"Door, Soronros" (look at the sign to find the Soronros bit). 8) The transfusion spell is handy. You can swap 5 experience points for 10 stamina points (useful if you're knocked out).

SPINDIZZY

Not so much a tip, as a bit of fun. When the title screen appears press the keys F and X to see some effects! You can control the graphics by using the keypad. The space-bar holds the graphics, and the space-bar plus DEL clears the screen. Fiddle around - it's fun!!!

--<<WACK THREE>>--

FINDERS KEEPERS

Thanks, again, to Anon for these.

- 1) To complete the game, all you have to do is collect the Magic Flame, the Charcoal, and the Sulphur. Drop these in front of the cat to blow it up.
- 2) If you get the Sage's Stone and the Lead Bar, you'll end up with a gold bar.
- 3) The model Cutty Sark and the Empty Bottle give a valuable ship in a bottle.
- 4) The Broken Sword and the Blacksmith produces Excalibur.

THE HOBBIT

A common problem is not being able to escape from the Yellow Goblin's dungeon, so here's how it's done. Wait for Thorin (if he's not already there), and when he arrives, say to Thorin, "Open window". If he doesn't keep at him, he'll crack. Then say to Thorin, "Carry me". Finally, say to Thorin, "Go through window", et voila - tis done. Another common problem is the bulbous eyes. To get past them, just wait twice in each location.

--<<WACK THREE>>--

TEMPEST

Here's a jolly good tip to get a mega-high score on Electric Dream's brilliant game (in fact, it's my favourite). After you've lost your last life, keep your finger down on the Enter key. You should start the game again as normal, but with half your previous score!!

Seeya next month.....

WHAT THE OBJECTS DO

Shields/Bottles.....	Restore power to full
Guns.....	Restore shots to full
Bombs/Dynamite.....	Kill nasties when used (1,000 pts)
Stars.....	Kill nasties when used (10,000 pts)
Diamond shaped objects.....	Teleport you to exit
Pyramid shaped objects.....	Teleport you to start
Small robots.....	Extra life
Clocks.....	Stop time for a while

WRITING

By Jeff Walker

FOR WACCI

This article is not aimed at those members who are already writing or editing articles for the newsletter, although they, too, may find it of some interest. Rather, it is aimed at all those frustrated writers out there who have written or phoned to say, "I'd love to write an article for WACCI, but I don't know how to", and, even more, to all those frustrated writers out there who are too afraid to ask.

SUBJECTS

The first obstacle you hit after having decided to write an article is the subject. It's all been done before, you say to yourself - and so it has. What you have to do is take a familiar subject and approach it from a different angle. That's what journalism is all about. If you can come up with something new in the process, then so much the better, but, from a readers point of view, there's nothing more boring than reading a clone of something you've already read before.

Unfortunately, that first obstacle is probably the most difficult to overcome. Unless your name is David Frost or something, ideas don't come easy, but there are a few 'tricks of the trade' that can help you out. In the first place, think of yourself. Which parts of computing interest you the most? What people do you know who live and breath computers? What computer shows have you been to? What other hobbies do you have where computers come in handy? Dozens of ideas will spring from your answers to these questions, and the more you think about them, the more you will discover in the way of ideas.

ANGLES

But what about the different angle aspect? Well, let me use an unrelated subject as an example - Sport. Let us consider cricket for a moment, and see how this subject might be approached. What is cricket played with? Bats and balls. Okay, why not write an article

describing how cricket balls are made, with a follow-up article on how the bats are made? And what about choosing a bat? There are surely several tips here which could be passed on to beginners. Where and when was cricket first played? Have the rules changed much? Is it played differently in any countries abroad? That's four articles already. Need I go on?

PRESS-EDENTS

Another, and the most obvious, source of ideas is the computing press. When you've finished reading whatever magazines you buy, go through them again, making a note of every paragraph which suggests an idea. If any of them seem to offer immediate possibilities, follow them up without delay before the idea gets cold.

One of the best sources of ideas I've found is "Micro Live" on BBC 2. The people who put this show together dare not put out 'old' news, but they have very little time in their half an hour per week to cover a subject sufficiently well. Why not take one of their ideas and expand on it? It's not stealing. Believe me, it's perfectly normal practice. Your daily newspaper does it every day. Just look how the 'bingo' game idea has spread and diversified into a myriad of different forms. The one thing the copyright laws of this country make perfectly clear is that you cannot copyright an idea. If you could, the bloke who thought up Space Invaders would be suing every software company in the world.

PRACTICE MAKES PERFICK

Okay, now you've got your idea, how do you go about putting it onto paper? Well, with practice this becomes easier and easier the more you write. Obviously you can't expect your first attempt to be a masterpiece, but by sticking to the following advice, your articles will turn out far better.

When you first sit down to compose an article, after you've finished all your research, don't try to write the finished thing straight off. Just scribble down all the ideas that come into your head in whatever order they come. This process may take a few hours, or it may take a few days. When you think you've just about covered everything, that is the time to compose the 1st draft of your article.

ANYONE FOR DRAFTS?

For this first draft, bring all your ideas together into a cohesive form. This is where a word processor helps - if you haven't got one it means having a good supply of paper, pencils and rubbers. When you've finished your first rough draft, read it over, make any obvious corrections, put it away in a drawer somewhere, and forget it. Leave it there for at least a week! By that I mean don't go near it at all. During this week, more ideas will probably come to mind. They will either be completely new ones, or better ways to express what you have already written. Write these down in a notebook, and keep this, and a pencil, on you at all times. You'll be suprised at the strange places and times these ideas will come to you. With me it always happens at 4 o'clock in the morning, so I keep a pencil and notepad by my bed always.

After 7 days, re-read your first draft. At this stage you'll probably wince at what you've written.

Don't worry, it's an occupational hazard. Anyway, now's the time to prepare your second draft. This will obviously be a mixture of your first draft, and whatever new ideas you've thought of over the week. Once again, when it's finished, read it through, make any obvious corrections, and put it away again. But this time, just for a couple of days. If you get any more ideas over this period, write them down in your notebook. When the two days are up, take out your second draft, read it through, include your new ideas (if any), and sit down to write the third draft.

END GAME

This time, when you're done, don't read it through, but put it away until the next day. This (the next day) is when you should read it. All your mistakes and errors will be glaringly obvious at this stage. Correct them (if any) and sit down, for the final time, to write the finished article. When it's complete, once again, put it away overnight, and read it through the next morning. If everything's hunky dory, stick it in an envelope (with an SAE) and send it to me. If not, repeat this final stage until you're satisfied with it.

Now, I know this sounds like a long process, and it is, but it is the only way to write good articles. Eventually, with a lot of practice, you will be able to bring the first 'leave-it-alone' period down, or even cut it out completely. But that, I assure you, will take years!

TECHNICAL STUFF

Presentation. I don't insist at all that you send me your articles in the format that commercial magazines demand (ie: printed or typed, and double-spaced with wide margins). But there are a few things you can do to help me. First, if you haven't a printer or a typewriter, then

handwritten will do. Bear in mind, though, that if I can't read it, then I can't publish it.

If you've got a word processor or text editor, then send me your article on disc or tape. It doesn't matter which format your piece of software uses to save files, the software I've got will load both binary and ASCII, along with most special format files. This, obviously, will save me a lot of time at the keyboard. Don't worry too much about setting it out, I'll probably have to change that anyway. If, on top of that, you also own a printer, then please send a printed hardcopy as well. It helps me to get an overall view of the size of the article, as well as being an indispensable aid when it comes to editing time.

EDITOR'S DISCRETION

Now, I'm not a very discerning editor. In fact, I cut out very little indeed. Most of my editing is cosmetic (ie: to make it fit into the space I want it to fit into). This usually means re-wording a sentence or paragraph without actually changing the intrinsic meaning of it.

Occasionally, very occasionally, I will add or alter something, but only when I think it will improve your article, or if a mistake needs to be corrected. So far, I haven't turned anything away. Unfortunately there is a limit to the economical size of WACCI, and, when it reaches that (which it almost has), I'm afraid I'll have to start picking and choosing. If I do happen to reject your article, I'll try to make a point of telling you why (if you send an SAE), enabling you to re-submit it after you've done some more work on it. That usually means altering the length, or correcting it.

COPYRIGHT

Copyright remains solely yours until somebody pays you for it. WACCI, being

non-commercial, cannot afford to pay you for any contributions. However, if you discover that something published in WACCI has been stolen, we will back you up all the way with regards to any action you may wish to take. You can protect your articles if you wish by adding your own copyright message. Put '(c)Fred Bloggs' in your title instead of 'By Fred Bloggs'.

SIZE AND TITLE

As far as size goes, 2000 words, is about the maximum. However, rules were meant to be broken, and you won't find me turning away any ten page masterpieces (which could probably be turned into a series). The important thing is for you to write the article. Let me worry about fitting it in. One of the most important parts of article writing is getting the title right. When you size up a member of the opposite sex, the first thing you look at is the face, and where you go from there depends on whether you like what you see. The same applies here. If you're stuck for a catchy title then MOTHER will come to your aid. What's that? Oh, MOTHER stands for My Original Title or Heading Emergency Reproducer.

Every now and then she breaks down and comes out with a really naff one, but mostly they're - well - fairly original. So, if you're stuck, shout for MOTHER and she'll come running.

AND FINALLY...

And that about says it all, except that the absolute deadline is, here on my desk by the 16th of the month for consideration for the following month's newsletter.

Oh, and just one more thing. You should make sure that whatever you're writing about hasn't been covered by WACCI before, or, at least, not in the recent past. If you haven't got copies of all the newsletters, then write or phone me before you start.

WRITING REVIEWS

IF ANYONE WOULD LIKE TO SEND ME REVIEWS OF PROGRAMS THEY HAVE USED, I WOULD BE MORE THAN HAPPY TO INCLUDE THEM IN THE REVIEW COLUMN. THE ADDRESS TO SEND THEM TO IS: WACCI REVIEWS, 7 BUCKNILL HOUSE, EBURY BRIDGE ROAD, LONDON SW1W 8SR. PLEASE ENCLOSE AN SAE IF YOU WANT ANYTHING RETURNED.

BILLY BOOKWORM

INTRO

This month I've been chewing my way through four books with that enormously mis-used word 'Advanced' somewhere on their covers. So far I've discovered that it means:

SERIOUS APPLICATIONS. A hernia truss that doesn't laugh much
UNUSUAL PROGRAMMING AIDS. Eeek! Not recommended.

TECHNIQUES THAT THE PROFESSIONALS USE. Sliding down
bannisters- or was that Starsky & Hutch?

PROGRAMS THAT ARE NOT SUITABLE FOR ANY PARTICULAR
APPLICATION. Work that one out!

However, not one to be put off by publishers' cryptic
phrases, your intrepid page-chewer got stuck in, and this
is what he found...

TITLE : *Amstrad Graphics (The Advanced User Guide)*

AUTHOR : *Robert Ransom.*

PUBLISHER : *Sigma Press.*

PRICE TAG : *£7.95*

BB RATING : *00/20*

BILLY SAYS: *I hate people who don't line their programs
in steps of 10.*

Oh dear, oh dear, oh dear. I'm afraid I gave up half way
through this one. I will stake my very short life that
this book was originally written for another computer and
that the author has never even been near an Amstrad. For
instance, one of the first things we're told is that
we don't have to worry which machine we've got
(464/664/6128). Then, in the very first example
listing, Mr Ransom hits us with a GRAPHICS PEN
command, rendering the listing useless on a 464. The
same mistake is made in the 2nd, 3rd, and 4th
listings, and then the documentation for the 5th listing is
wrong in telling us to look at a particular line to find a
particular statement. The author then goes on to tell us
how to locate text on the screen (very advanced stuff!),
and how wonderful the Amstrad DMP1 printer is
(Zzzzzzzz!), followed by an advert for Tascopy and a
listing to draw a rectangle with a little cross in the
centre of the screen. Here endeth Chapter 1.

Chapter 2 begins with a listing for one of those
ultraboring interference pattern things, goes on to explain
the MASK command (464 owners are presented with a 27 line
program to draw a dotted line between two points), and
then we hit the old GRAPHICS PEN trouble again,
followed by a program with an innocent looking FRAME
command in it. To be fair, the author does suggest
running the program without it, but he doesn't mention that
the 464 has no such command. Next comes a program to draw
Fractals which Mr Ransom compares to the computer graphics
in Star Wars. When I managed to climb back onto the shelf
(I fell off laughing), I turned the page.

Enter Chapter 3, in which a Sketch program that I
couldn't get to work is forced upon us. I was left

scratching my head as to how Mr Ransom managed to draw his
pretty jet plane and decapitated map of Britain, and how
he had the nerve to compare his program to a £20,000
digitiser (now you have one for the cost of a joystick,
he says). Rotation, Translation, and Scaling is the subject
of the next chapter, which includes some very suspicious
looking routines with keywords printed in lower case. The
chapter finishes with a Zoom program. I couldn't get it to
work, so I zoomed on to Chapter 5.

Business Graphics, said the title. Oh, no! said I. Pie
charts, line graphs, bar graphs, and a 3D graph listing
with a very important line missing. The line in question is
line 850, and is a FOR statement. I'm afraid unless you you
can guess FOR who equals what TO how much, this one won't
work either. Oh yes, and GP strikes again (wearing a MASK).
Chapter 6 is all about an impressive looking computer-
aided design program. Yes, now it can be told. With the aid
of your Amstrad you can draw a wire-frame picture of
your garden and move little trees and bushes around to your
heart's content. And if that doesn't appeal to you, you
can, if you take the author's advice, create your own
weather map and cover it with clouds, wonky looking suns,
and FOG.

Next (in Chapter 7) we are treated to a lesson in
perspective, followed (in Chapter 8) by yet another
Sketch program. I couldn't stand it, I went straight on
to Chapter 9, saw the title (Drawing Molecules), and
fainted. I think there's a couple of Appendixes at the back.
Sorry chaps, you'll have to find out yourselves. You can
have my copy if you want.

TITLE : *Amstrad Advanced Users Guide*

AUTHOR : *Daniel Martin*

PUBLISHER : *Glentop*

PRICE TAG : *£8.50*

BB RATING : *19/20*

BILLY SAYS: *Not for the faint hearted!*

This book is exactly what it says it is, a guide - a guide
around the inside of your computer. At first sight it seems
poor value for £8.50, especially as it only contains 160
pages, but on those pages are some very interesting
pieces of information that I have never seen collected
between only two covers before. There are wiring diagrams
for your connectors and chip pinouts, a table of port
addresses, and tables of what is stored in absolutely every
memory location possible (464, 664, and 6128). The usual
(full) list of internal software (firmware calls) is
supplied, with all the entry and exit conditions, along
with some (unusual) disassembly tables. And there's a list
of keywords and their associated codes (the tokens used by
the Amstrad to store them) as well as a list of the
addresses of main system variables. In the Hints and Tips
department is a very quick Basic replacement for INKEY\$,
lower and upper ROM Hex and Ascii dumps, and an example of
how to put a machine code routine into a comment line.

TITLE : *Advanced Programming Techniques on the Amstrad*
: *CPC 464.*
AUTHOR : *Keith Hook.*
PUBLISHER : *Phoenix.*
PRICE TAG : *£7.95*
BB RATING : *16/20*
BILLY SAYS: *Strictly for 464 owners!*

I can't tell you much about the listings, I'm afraid, coz most of them didn't work on my 6128. There is, however, a terrific Connect 4 prog. These usually bore the pants off me, but this one actually beat me every time until I sussed it out. As well as Basic listings there's a lot of machine code stuff, assembly listings and all, including a sprites prog that I was busting to see, but kept crashing (not incompetence - incompatibility), and a program that sets up some new sound RSXs that I did get to work (all that stuff's in the same place on the

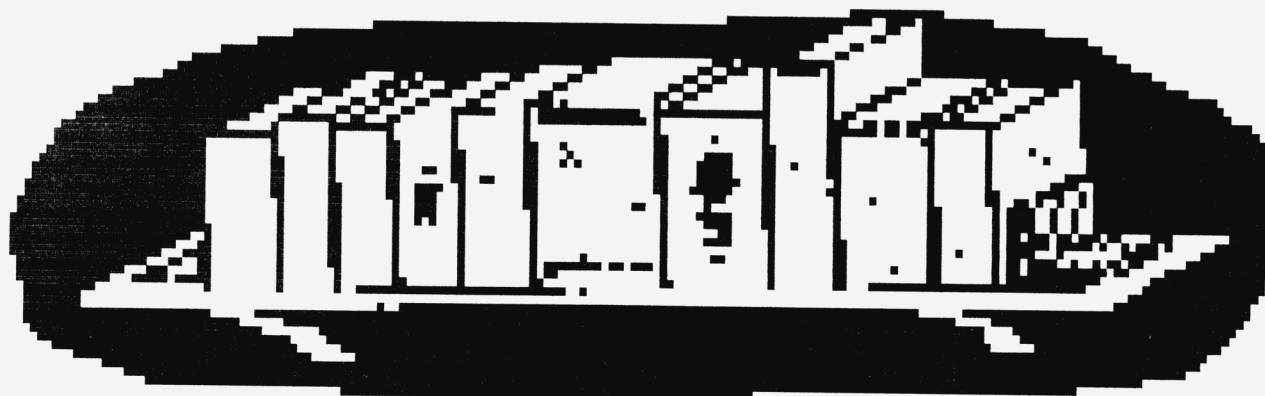
6128). You know the wheeeeeee boooooom on Beach Head? Well, now I can do it, thanks to Mr Hook, who, by the way, makes PEEKing and POKEing around seem like child's play. My only complaint is that he doesn't take us far enough, but, there again, as I've already said, the book was released very soon after the computer and I guess we were all still digging about then. The only other probby was the fact that a few of the listings crashed due to lines or commands being missing. Very easy ones to spot though, if you're an advanced user that is.

TITLE : *Amstrad Advanced Programming Techniques*
 AUTHOR : *David Lawrence*
 PUBLISHER : *Sunshine*
 PRICE TAG : *£6.95*
 BB RATING : *06/20*
 BILLY SAYS: *Ho-hum. At least it's a cheaper rip-off than usual.*

The first half of this book (literally) is pretty basic stuff, not very advanced at all. The author first gives us a lecture on modular programming, and then tells us that it is very good practice to send control of your programs to REM statements at the head of subroutines. Tut tut, Mr Lawrence, you really should know better. Apart from slowing execution down, this will cause enormous problems if you one day decide to remove all your comments to speed things up. Anyway, after this there's chapters on de-bugging, strings, inputting, error trapping, and file handling. As I said, all pretty basic stuff. Then, on page 81 of 145, we come on to sorting, and never really get off the subject. The linked list and pointer examples are quite interesting, but poorly documented, as is the short final chapter on searching.

Billy Bookworm

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--BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOO
OKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM---BILLY BOOKWORM



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THE WACCI REVIEWS

By George Fontanina

This month's honours go to 'Scoop', and Alex Aird, plus our very own Richard Burton and B.J. Parry, whose reviews, due to lack of space, will appear next month. Also, I've decided on a deadline. If you wish to send a review, then it must reach me by the 10th of the month, otherwise it will be carried over to the next month. Why? Well, the fact is that I'm a lazy bugger who can't type at the speed of light.

LIGHTFORCE

from FTL. Tape £7.95

The REGULAS colonies are in danger (tell me about it!), and the GEM council orders ALL Lightforce fighters on deep space patrol into action. You swoop down and prepare to attack.... The gameplay is viewed from above. You are at the bottom of the screen and can move left, right, forwards, backwards and diagonally. You are in the first section known as the Asteroid belt.

Suddenly large round droids begin their run at you, some take their time, others swoop down very quickly. You may dodge or shoot these droids. After this you fly over space stations which contain control centres, shoot a specified number of these, and get an extra life. The aliens begin their formation attacks.

These can EASILY be shot or dodged. But just as you thought the going was easy, more droids. Ha, easy, you say, as you try to dodge one and find the damn thing homes in on you. If you get past these you reach the end of the first level and stop. The computer counts the control centres you have hit and if it is appropriate merits you with another life.

But no rest, you must save the jungle planet (sorry, Tarzan is on holiday). When you enter it, those blasted homing-in droids appear from the bottom of the screen, go to the top, and swoop back down on you. Miss one and you're dead meat. On clearing

these you fly over the planet, the use of stunning colour and graphics is amazing. And here you meet all sorts of nasties, some can be shot, others only dodged. The gameplay is much the same as the first level, only faster and almost everything homes in on you. When this is cleared the same process as level one takes place, that is, the counting of control centres left and the moving on to another level.

Orbit level is probably the easiest and the shortest, but don't put yourself in a false sense of security as the gameplay is fast and furious and split second reactions are needed to clear the level. You thought I was going to say the gameplay is much the same as levels one and two, didn't you? Well, it is!!

At last the ICE planet. It's only here that the gameplay starts to change. Yes, the meanies are still there, but if you shoot a ground base you may be lucky enough to find special weapons or even a temporary shield. Special weapons are activated by hitting the spacebar. Be warned that on this level special weapons, shields, and a keen eye are absolutely necessary, so if you are a bored shoot-em-up fan, go and buy this!!!

LIGHTFORCE was reviewed by George Fontanini.

THE VIRGIN ATLANTIC CHALLENGE GAME

from Virgin Tape £8.95

Not so long ago, Old Rich (Mr Branson to those of you who don't know him personally), 'flew' across the Atlantic, and to commemorate this his software company, have written a game. You play Mr Branson, who seems to be doing it single handed this time, and your aim is to try to break the record for crossing the Atlantic. While doing this, you must avoid rather large icebergs and those bloody fishing boats. To help you, you have a map and radar, these will help you find refuelling posts, and keep you on course. As

fog draws in, though, visibility is reduced (no I can't see where we are going, Eric), therefore if you don't slow down you'll hit something. Other dangers include stress (probably to the craft), and not eating enough, which makes you ill and slows down your performance.

Being Mr Branson, business never ceases, and occasionally a Telex comes through requiring immediate attention and decisions. These decisions will effect the money Virgin has lost or gained throughout the journey. First impressions suggest a reasonable game, graphics are good in, particularly, the Telex messages, but then suddenly it hits you - what a load of old.....

THE VAC GAME was reviewed by Stephen Grainger.

AVENGER

from Gremlin Graphics Tape £9.95

In this follow up to Way Of The Tiger, your foster father, Naijshi, has been murdered, and the scrolls of Ketsuin stolen. You have sworn to the great god Kwon to avenge Naijshi's death and recover the scrolls which are in the Great Keep. You have to obtain keys to open the many doors and, along the way, do battle with a varied selection of monsters such as monks, blue spiders, and Frankenstein lookalikes.

At the start you have 10 Shuriken (star-shaped throwing weapons) along with your skills as a Ninja to overcome your enemies and succeed in your quest. The battles are not difficult, they just consume energy, and you have to call on the great god Kwon for more. He doesn't like being disturbed, though, and after 3 calls he gets very angry and bumps you off. Further Shuriken can be found lying around along with keys, and scrolling messages from Kwon provide clues to help you in the search.

It is more of a puzzle to solve than a Kung-Fu type game, with the combat being secondary to the plot.

P = up, L = down, W = right, Q = left,
DEL = pause, 2 = call for energy,
SPACE = fight, CTRL+SHIFT+ESC = abort
game.

Technically the game is very good. The scrolling graphics are well done, with no hint of flicker, and they are very colourful. A nice tune accompanies the opening menu, but there is very little in the way of sound during the actual playing of the game. I found this a very enjoyable game to play, but was annoyed at the amount of times I opened a wrong door, so wasting a key. Sometimes I had to quit because of this. Still, it is a very compulsive game which should keep you hooked for a long time.

AVENGER was reviewed by Alex Aird.

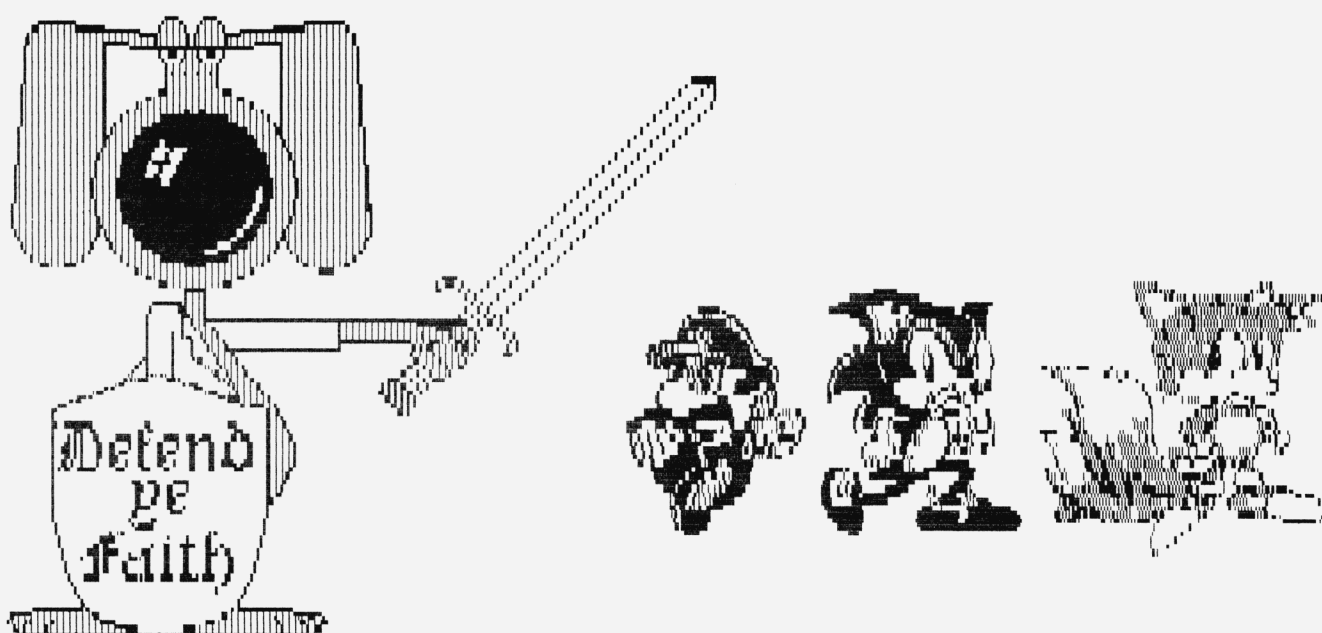
from Creative Sparks Price unknown

Briefly, the evil Baron Silas Greenback is trying to manufacture 100 whoopee cushions, one for each seat in the United Nations. You, as Danger Mouse, must stop him before his dastardly deed is complete.

In the maze you'll encounter various things, the first of which will be trolls. They all have one thing in common, you must give them the object they want before they'll let you pass. To help you to find out what object they require, drive up to them and they'll give you a clue - usually witty, often very devious.

You will also encounter gas and electricity stations (basically one-sheet platform sub-games), which will have to be completed before the station you're at will be deactivated.

DM in MAKING WHOOPEE was reviewed by
Stephen Grainger.



THE WACCI REVIEWS...THE WACCI REVIEWS...THE WACCI REVIEWS...THE WACCI REVIEWS...THE WACCI REVIEWS...THE WACCI REVIEWS...
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SIM-SPOT

By Ken Walker

Welcome, readers, to a corner of the newsletter intended to provide a change from the usual arcade variety of finger-on-the-button shoot-em-up games, and how I saved the world before lunch routines. Not that I don't enjoy an occasional zap at aliens, but the aim of this column is to provide an insight into simulation and strategy games, which require an abundance of co-ordination skills, and, often, nerves of steel, to successfully complete the objective (I also intend to include war games in this category as they are a simulation of sorts).

Most simulations available on the Amstrad tend to be on flying, and choice is somewhat limited, but there are others around if you bother to look. As a general guide, I've listed below some of the features which I believe should be included in a good simulation. These are the things I look for before I part with my money...

1) A comprehensive description of the available controls and layout of equipment - an important part of the presentation all too often

neglected by some companies. 2) A demo mode - invaluable to get some idea of how it is done. 3) Sufficient levels of difficulty, with an easy option to get you started - all too often the game is spoiled because the programmer assumes you are an ace, leaving you in a pile of twisted metal seconds after take-off. 4) Background notes - including historical information to give you some idea of what it's all about.

Often I provide myself with the essential controls and panel layout on a pasted-up card for quick reference during the game. Most of the details are taken straight from the instructions provided, with a few hints gathered from watching the demo. Our first example satisfies all the above points, providing a simulation guaranteed to keep you occupied for hours...

The instructions for SOUTHERN BELLE (Hewson C's), at first sight, appear to be rather complicated, which, I suppose, is what you would expect a 1930's locomotive to be. The demo, however, does provide a clear view of

all the available controls - speed, time, next station, and the signals are always on view, and use of the keyboard provides additional information on the gradient, position, timetable, and an assessment of your performance so far. All the essential controls are included, and there's an option to let the computer take over some of them for you. That way you can gain valuable experience before you decide on total control of the engine.

It's a testing exercise for all would-be engine drivers, with a lot of detail included on the famous journey from London to Brighton. Progress along the line, however, is a bit jerky, and the line vector drawings appear, to me, to be rather primitive. Most of the programming, I presume, has gone into operating the locomotive, which, I suppose, is the most essential feature. Nevertheless, it's a rewarding experience, and recommended at a price (from most mail-order outlets) of around £6.

Next month we take to the air - hope to see you then.

HARDWARE REVIEW

MULTIFACE TWO from Romantic Robot. By Alex Aird.

This hardware add-on copies any program. Yes, ANY program! Protection systems are irrelevant as the unit works after the program has loaded. Just press the red button, select SAVE from the menu, and your program is saved to tape or disc. I haven't found anything it can't copy, and the method it uses probably means that there aren't any games around that'll beat it.

That said, there is one condition: Multiface Two must be connected when the program is re-loaded so you can't go around giving pirated

copies away to your friends. Indeed, if you have a 6128 and your friend has a 464 the program probably won't run even with the unit present. I found that the majority of programs copied on a 6128 would not run on my 464, even with the unit in place, particularly Basic programs. They need to be copied using the 464 in the first place.

So, after all your games are transferred to disc, then what? Well, there's more to Multiface Two than just copying. Even if you don't want to copy a single game it

may be worth buying. For a machine code programmer it could prove to be one of his most used tools. If, for example, a program you are developing gets itself stuck in an endless loop, the usual thing is to switch off.

Not a nice prospect if you forgot to save the source code. But help is at hand. Press the red button, then select the toolkit option. Press W to display a window, and you have a Basic machine code monitor. Insert a RETURN in the offending loop - assuming you know where it's stuck - then return to your assembler!

The menu options are... hang on while I press the button to check... Return, Save, Tool, Jump, and, on the 6128, Clear.

RETURN - is back to the program currently running.

SAVE - takes you to a second menu where you can save either the whole program, or just the present screen. Saving is to disc, or tape at twice Speed Write 1.

JUMP - allows you to jump to any address in RAM or ROM, but not return. This seems to disable Multiface 2 until you switch off.

CLEAR - wipes the banked 64K on the 6128, enabling you to save smaller sized programs (Multiface Two saves the second 64K as well).

TOOL - takes you to menu where further options are available. From

here you can.....

Poke any address (using hex or decimal).

Get information on the CRTC chip, ROM setting, whether or not interrupts are enabled, interrupt mode, RAM page, etc. Some of these are really hard to decipher even with a firmware manual.

Select a bank of RAM to examine (6128 only).

Display and change the contents of all the registers, including the alternative set.

Display a window which contains a Hex and Ascii dump of the memory, displayed 56 bytes at a time. Great for cheating at adventures! The display can also show the contents of the 8K Multiface RAM.

Change the colours of a game, but not easily. Also the colours don't stay changed. In games like Get Dexter, with a lot of screen switching, the game itself resets the colours every time you go to a different screen,

and others, like Spindizzy, just reset the colours immediately.

The display shows hardware numbers, not the ink numbers we are used to, so you will have to get a firmware manual (£19.95) to find these out (They are not mentioned in my 464 user manual). For example, ink 0 is black, but the hardware number is 20, and hardware number 0 turns out to be white!!! It's a pity a list of these were not provided with the instructions.

Indeed the documentation is pretty basic all round, just giving the bare essentials on one single piece of card in hard to read tiny print. For £46.95 I would have expected better. They do provide a phone number, though, for you to ring if you have any problems. But if all you want to do is copy games, then you don't need any instructions, the menus give all the information you need. All round, though, it lives up to the advertising and is well worth buying.

COMPO NUMBER ONE AGAIN!

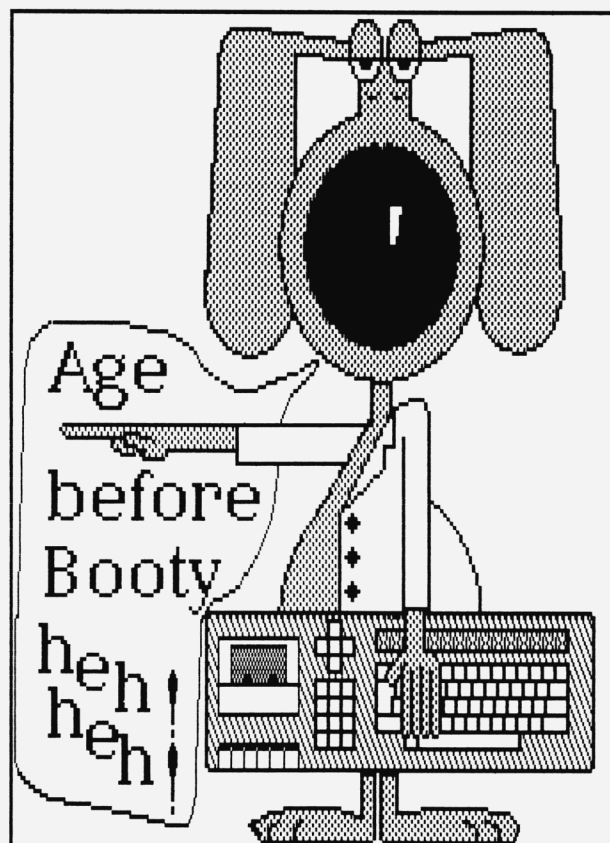
Brilliant, unbelievably brilliant. The first competition was won outright by... (rips open gold envelope)... what??? Absolutely no-one!

So, what does this mean? The end of the world as we know it? Nah, that's next week. It means there's another chance to win Sam Fox Strip Poker, and seeing that Christmas is just around the corner, I'm going to add Bombscare to the prize as well.

Many of you wrote in saying the compo was a little hard. Well, I just wanted to suss out how brainy you were, and, by the looks of it, between us we've got the IQ of an under-educated baked potato. Anyway, this month only one question, and it's dead simple to answer.

--<<WACK THREE COMPO>>--

All you have to do is guess the date of my birthday (not the year, just the day and month). So now there's no excuse for anyone not to enter. All entries, on a postcard or stuck-down envelope, to reach me by 12th December. If nobody guesses the exact date, then next month the prize will grow again, and I'll hit you all with another mind-bending question that's got absolutely nothing to do with anything.



```

10 REM We Wish You A Merry Christmas
20 MODE 1:PRINT "WE WISH YOU A MERRY CHRISTMAS"
30 DEFINT a-i:ENT 1:ENV 1,1,15,10,4,-1,6,1,0,10,10,-1,12
40 t=3:s=1.1
50 WHILE NOT SICK.OF.THE.BLOODY.TUNE
60 ON SQ(1)GOSUB 70:WEND
70 READ a,b,c,d,e,f,g,h,i:IF a=0 THEN RESTORE 100
80 SOUND a,b/t,c*s,,1,1:SOUND d,e/t,f*s:SOUND g,h/t,i*s,,1,1
90 RETURN
100 DATA 49, 0, 1, 42, 0, 1, 28, 0, 1
110 DATA 1, 358, 30, 1, 268, 30, 1, 0, 1
120 DATA 1, 268, 15, 1, 239, 15, 1, 268, 15
130 DATA 1, 284, 15, 1, 319, 30, 1, 0, 1
140 DATA 1, 319, 30, 1, 0, 1, 1, 319, 30
150 DATA 1, 239, 30, 1, 0, 1, 1, 239, 15
160 DATA 1, 213, 15, 1, 239, 15, 1, 268, 15
170 DATA 1, 284, 30, 1, 358, 30, 1, 0, 1
180 DATA 1, 358, 30, 1, 213, 30, 1, 0, 1
190 DATA 1, 213, 15, 1, 201, 15, 1, 213, 15
200 DATA 1, 239, 15, 1, 268, 30, 1, 319, 30
210 DATA 1, 358, 15, 1, 0, 1, 1, 358, 15
220 DATA 1, 319, 30, 1, 239, 30, 1, 284, 30
230 DATA 1, 268, 60, 17, 358, 30, 10, 358, 15
240 DATA 2, 402, 15, 17, 268, 30, 10, 426, 15
250 DATA 1, 0, 1, 2, 478, 15, 17, 268, 30
260 DATA 10, 536, 15, 2, 478, 15, 49, 236, 30
270 DATA 42, 426, 15, 1, 0, 1, 28,1073, 30
280 DATA 2, 379, 15, 49, 284, 60, 42, 358, 60
290 DATA 28, 716, 30, 4, 0, 1, 4, 716, 30
300 DATA 49, 284, 30, 42, 338, 30, 28, 851, 30
310 DATA 49, 268, 30, 42, 319, 30, 28, 638, 30
320 DATA 49, 284, 30, 42, 358, 30, 28, 478, 30
330 DATA 4, 0, 1, 49, 319, 30, 42, 379, 30
340 DATA 28, 478, 15, 4, 536, 15, 49, 358, 60
350 DATA 42, 568, 60, 28, 716, 60, 49, 239, 30
360 DATA 42, 358, 30, 28, 568, 30, 2, 0, 1
370 DATA 49, 213, 30, 42, 358, 30, 28, 536, 30
380 DATA 2, 0, 1, 49, 239, 15, 42, 358, 15
390 DATA 28, 568, 15, 49, 0, 1, 42, 0, 1
400 DATA 28, 0, 1, 49, 239, 15, 42, 358, 15
410 DATA 28, 568, 15, 49, 268, 15, 42, 379, 15
420 DATA 28, 638, 15, 49, 0, 1, 42, 0, 1
430 DATA 28, 0, 1, 49, 268, 15, 42, 379, 15
440 DATA 28, 638, 15, 49, 179, 30, 42, 284, 15
450 DATA 28, 716, 30, 2, 319, 15, 4, 0, 1
460 DATA 49, 358, 30, 42, 358, 30, 28, 716, 15
470 DATA 4, 804, 15, 49, 358, 15, 42, 358, 15
480 DATA 28, 851, 15, 49, 0, 1, 42, 0, 1
490 DATA 28, 0, 1, 49, 358, 15, 42, 358, 15
500 DATA 28, 851, 15, 49, 319, 30, 42, 402, 30
510 DATA 28, 804, 15, 4, 851, 15, 49, 239, 30
520 DATA 42, 319, 15, 28, 956, 30, 2, 358, 15
530 DATA 2, 0, 1, 49, 284, 30, 42, 358, 30
540 DATA 28, 716, 30, 49, 268, 60, 42, 358, 60
550 DATA 28, 536, 60, 2, 358, 30, 2, 268, 30
560 DATA 2, 0, 1, 2, 268, 15, 2, 239, 15
570 DATA 34, 268, 15, 20, 536, 30, 2, 284, 15
580 DATA 34, 319, 30, 20, 402, 30, 34, 0, 1
590 DATA 20, 0, 1, 34, 319, 30, 20, 402, 15
600 DATA 4, 358, 15, 2, 0, 1, 34, 319, 30
610 DATA 20, 402, 15, 4, 426, 15, 34, 239, 30

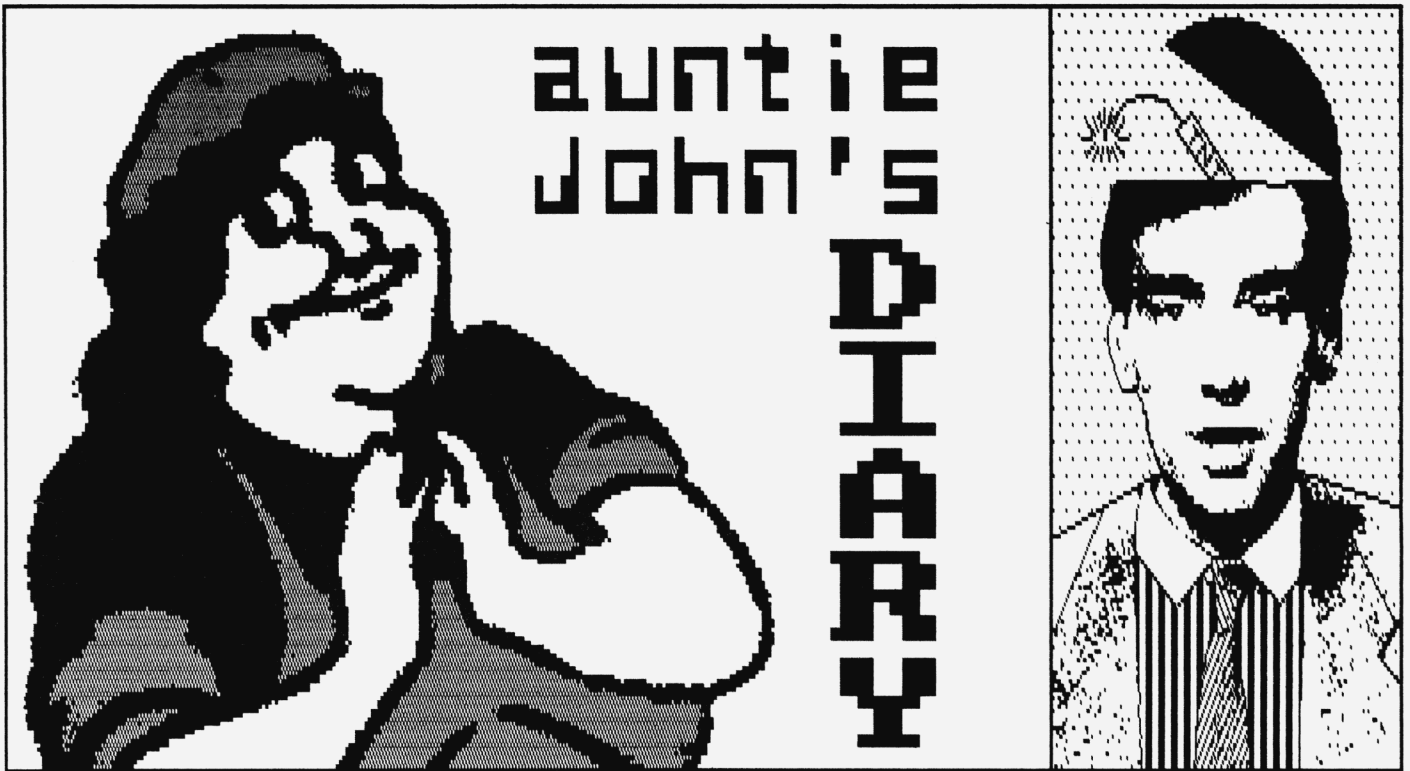
```

```

620 DATA 20, 478, 30, 34, 0, 1, 20, 0, 1
630 DATA 34, 239, 15, 20, 478, 30, 2, 213, 15
640 DATA 34, 239, 15, 20, 379, 30, 2, 268, 15
650 DATA 34, 284, 30, 20, 358, 30, 4, 0, 1
660 DATA 34, 358, 30, 20, 358, 15, 4, 319, 15
670 DATA 34, 358, 30, 20, 358, 15, 4, 402, 15
680 DATA 34, 213, 30, 20, 426, 15, 4, 379, 15
690 DATA 2, 0, 1, 34, 213, 15, 20, 338, 30
700 DATA 2, 201, 15, 34, 213, 15, 20, 426, 30
710 DATA 2, 239, 15, 34, 268, 30, 20, 319, 45
720 DATA 2, 319, 30, 4, 358, 15, 34, 358, 30
730 DATA 20, 402, 15, 4, 426, 15, 34, 319, 30
740 DATA 20, 402, 15, 4, 426, 15, 34, 239, 30
750 DATA 20, 478, 30, 34, 284, 30, 20, 358, 30
760 DATA 34, 268, 60, 20, 536, 60, 49, 358, 30
770 DATA 42, 478, 30, 28, 402, 30, 49, 268, 30
780 DATA 42, 358, 15, 28, 426, 15, 34, 402, 15
790 DATA 20, 478, 15, 1, 0, 1, 49, 268, 30
800 DATA 42, 426, 15, 28, 536, 15, 34, 402, 15
810 DATA 20, 478, 15, 1, 0, 1, 49, 268, 30
820 DATA 42, 358, 15, 28, 426, 15, 34, 638, 15
830 DATA 20, 402, 15, 49, 284, 60, 42, 478, 60
840 DATA 28, 358, 15, 4, 319, 15, 4, 358, 15
850 DATA 4, 402, 15, 17, 0, 1, 10, 0, 1
860 DATA 49, 284, 30, 42, 478, 30, 28, 426, 15
870 DATA 4, 478, 15, 49, 268, 30, 42, 358, 30
880 DATA 28, 426, 30, 49, 284, 30, 42, 478, 15
890 DATA 28, 478, 30, 2, 451, 15, 49, 319, 30
900 DATA 42, 379, 30, 28, 478, 15, 4, 536, 15
910 DATA 49, 358, 60, 42, 478, 30, 28, 568, 30
920 DATA 34, 536, 30, 20, 638, 30, 49, 239, 30
930 DATA 42, 358, 30, 28, 568, 30, 2, 0, 1
940 DATA 49, 213, 30, 42, 358, 30, 28, 536, 30
950 DATA 49, 239, 15, 42, 358, 15, 28, 568, 15
960 DATA 49, 0, 1, 42, 0, 1, 28, 0, 1
970 DATA 49, 239, 15, 42, 358, 15, 28, 568, 15
980 DATA 49, 268, 15, 42, 402, 15, 28, 638, 15
990 DATA 49, 0, 1, 42, 0, 1, 28, 0, 1
1000 DATA 49, 268, 15, 42, 402, 15, 28, 638, 15
1010 DATA 49, 179, 30, 42, 284, 15, 28, 716, 30
1020 DATA 2, 319, 15, 4, 0, 1, 49, 358, 30
1030 DATA 42, 358, 30, 28, 716, 15, 4, 804, 15
1040 DATA 1, 0, 1, 49, 358, 15, 42, 536, 15
1050 DATA 28, 851, 15, 49, 0, 1, 42, 0, 1
1060 DATA 28, 0, 1, 49, 358, 15, 42, 536, 15
1070 DATA 28, 851, 15, 49, 319, 30, 42, 402, 30
1080 DATA 28, 804, 30, 49, 239, 30, 42, 319, 30
1090 DATA 28, 956, 30, 49, 284, 30, 42, 358, 30
1100 DATA 28, 716, 30, 2, 0, 1, 49, 268, 90
1110 DATA 42, 358, 90, 28,1073, 90,128, 0, 1
1120 DATA 0, 0, 0, 0, 0, 0, 0, 0, 0
1130 '-----
1140 'If we can just get a bit philosophical here a moment.
1150 '
1170 'Xmas is a supposed to be a time of goodwill to all
1180 'men; please, before you tuck in in to your turkey
1190 'this christmas, spare a thought for those not as
1200 'fortunate as yourselves - a small gesture could save
1210 'a life.
1220 '
1230 '-----

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Jeff Walker - Christmas 1986



AUNTIE JOHN'S PROBLEMS PAGE PLUS LITTLE GREEN BITS

Welcome once again to Auntie John's Problem Page - the only problem page where the Agony Aunt has more problems than the general public. This month Auntie John has been looking at mice, trying to get to grips with CP/M and listening to Pink Floyd <<Ticking away the moments that make up a dull day/You fritter and waste the hours in an off-hand way>>. The usual warning that these pages may contain silly bits still stands of course, but I will try to keep the Chocolate Biccies to a minimum.

Well, Christmas is coming and what new toys, I mean peripherals, are worth getting from Santa? Your Aunt recently got his first grant cheque so the first thing he did was to rush out and buy an AMX Mouse for his 6128. My first impression was of disappointment. That was because it was broken. My goodness! £69.99 and the flaming thing didn't even work! Should I get on the train to my local computer shop and ask for my money back? No! Never to be out-done by technology your intrepid Aunt unscrewed the mouse and perused its workings (Ugh!).

This proved quite useful. I discovered 1) it was Swiss, and 2) a small widgeon had slipped stopping the tracking ball from tracking. Having fixed this I put the mouse back

together, and looked at the manual. Next problem - the software described in the manual was not the same as the software they had given me on cassette. This meant I could not copy it to disc using the method listed in the back of the manual. For a start the first program was protected! I loaded it, it vanished, I tried to save it... Pretty pointless to say the least. So! Out with the home-made copy programs, and 10 minutes later a working disc version... almost. The software I was supposed to have used colour and had a ZOOM feature, and some other things - the software I actually had didn't. But it was still rather neat and consisted of:

AMX Control:

Used by all the other programs or can be used by the user to write his/her own. Consists of a set of RSX's. Very good - but heavy on the memory.

AMX Art:

The program that had the ZOOM stuff, but didn't, if you see what I mean. Nevertheless, a splendid example of WIMP software and probably the best fun I've had on a computer since - well, I'm not telling YOU.

Pattern Designer:

Used to design patterns to Fill with in AMX Art. Very pretty.

Icon Designer:

Not used by churches to make statues, but more WIMP stuff to make Icons (pictures) that you can use from AMX CONTROL.

Using AMX Control and Icon Designer I soon had a very pretty WIMP program running which gave me a simple Disc menu system. So overall, is the AMX Mouse good value for money? Well, don't ask me because I'm only a student and don't know the real value of money, but:

ADVANTAGES

Incredible fun, easy-peasy to draw cool pictures, gives your programs that WIMP look! (OK! WIMP stands for Window Icon Mouse Programming environment. All the Big Boys have them - even the new Amstrad PC).

DISADVANTAGES

£69.99 is a lot of Big Drinks if you catch my drift. The software I got didn't do all it was supposed to - it was only one colour for a start. To be fair, I went back to the shop and they telephoned AMS while I waited (for hours and missed my train) and a bloke said he would send out a disc straight away. I'll tell you about the new software when I get it. The Screen displays saved by AMX ART are not standard! Ok, so they take up 6K.

But what is the bloody point of spending hours designing a screen if you can't use it from within your own programs? Again I fixed this myself with a (*swagger*) WIMP based machine code program - but it should have been done by AMS!

(*Especially for £69.99*).

OVERALL

I would recommend getting one (*for Heaven's sake get a disc one if you can - and see the program with ZOOM running*) if you like graphics. A Graphics Tablet is more accurate (*you can also trace*) but a mouse is simply FUN! The other AMX programs all look very interesting (*and expensive*) and with a mouse you really will be stretching your Amstrad to the limits of what it can do graphically.

What other add-ons are worth a look? Personally, I have always fancied a Video Digitiser. Rombo, as mentioned in last month's WACCI, have released VIDI for £89.95. Using its own 16K framestore this seems remarkable value for money and if you get one I'd really LOVE to see it! (*I'll show you my mouse if you want*). All the other framestores and digitisers I've seen in Electronics magazines cost more than this, and that's not including any interface. A digitiser, by the way, takes an image from your Video Recorder (*what do you mean you haven't got one?*), or Uncle Harry's Video camera, and dumps it to the computer screen where you can do all sorts of weird and wonderful things to it. Imagine - using VIDI, a mouse and a little imagination you could write your own graphic games.

For example, Terry Wogan Strip Poker! Everytime you win he puts more clothes on! (*Oh by the way, Rombo - if you want to lend me a VIDI for review my address is at the end of the newsletter slurp slurp crawl*).

MORE GOODIES

A modem will open up a whole new world to you - if you are not afraid of phone bills. Remember you will need a RS232C interface to use some modems - a fact not mentioned in the glossy ads. Check before buying! The good old lightpen is quite fun, for half the

price of a mouse in some cases - but make sure it will work with your monitor, and in a graphics mode you will use. A speech synthesiser is different - but look (*or listen*) to the software ones first. ROM software in a speech add-on is probably a good idea - no user RAM taken up, and of course most hardware add-ons will amplify the sound in glorious STEREO! Other sound add-ons include drum synths, samplers and MIDI links. Remember, you will become VERY bored playing nothing but a drum kit for days on end. So will your neighbours.

All these are worth considering if you have more money than sense, or equipment to make use of it. (*ie: a good tape-recorder and a band. Watch out for Harry - he may switch the tapes! Bit of East-end humour there. Got to be topical!*). That only leaves ROM boards, RAM packs and Silicon Discs. Well, if you think you need these you know enough not to listen to anything I may say. Just watch the power ratings!

Ok. What can you do if Santa didn't leave any toys like those above? Well, if you have a disc drive you could use, yes wait for it, CP/M! So what the bloody hell is CP/M? What does it even stand for? CP/M stands for Control Program for Micros (*or sometimes Control Program/Monitor*). Feel better? No? Ah well, back to the beginning....

ARE YOU SITTING COMFORTABLY?

Once upon a time there was this bloke called Gary Kildall. One day, in a shed in his back garden, he wrote a program to use his recently aquired 8" disc. Disc drives were even more of a luxury in those days. This one wasn't even new - he'd got it from work after it had been used for 'equipment life testing' (it was knackered). Anyway, this was about 1973, and micros were relatively new. Some micro manufacturers decided to use Kildalls program or Operating Software - in their machines because it would save a lot of time and bother (*and money*).

The next thing that happened is the great unsolved mystery in computing - he called it CP/M. Not 'Garys Operating System' or 'GKWT' (*Gary Kildall Wrote This*) but CP/M.

Those three letters and a slash have been striking fear into hearts of programmers ever since.

So what has all this to do with you? Well, those micros that used CP/M became rather popular, and so more used CP/M, and so CP/M became more popular. And because they all used about the same version of CP/M, a program written on one make of machine stood a very good chance of running on another. It was one of those great moments in computer history - a standard was born! Next month, I'll tell you what CP/M can actually do and how you can use it (*apart from just formatting discs*). Oh yes, and another great moment in history - why did IBM not use CP/M? The answer next month....

I have also been listening to Pink Floyd this month. I am not ashamed to say I think they are brilliant. I had never heard of them until last year when, after a stroke of madness, I bought 'The Dark Side of the Moon' <<*And if the dam breaks open many years too soon/And if there is no room upon the hill/And if your head explodes with dark forbodings too/I'll see you on the dark side of the moon*>> and I have never looked back since (I hurt my neck carrying the record home).

Ok, I promised not to go on as long as last month (*Oi! Stop cheering! I spend a lot of time writing this garbage*) so I'll try to finish before this page runs out. Right, after completely failing to get a member of the opposite sex to talk to me, I have written a program, called CHAT, based on the classic Eliza. It should be available as almost-freeware-well-20p-isn't-much at the back. This program is a Basic AI experiment and holds a very simple conversation with you (*a bit like talking to Green*). It is easily expanded to talk about certain subjects that may interest you (*no, not that, Green. Well, okay, if you must*) and if certain responses seem to appear too often you can change the random bias with a little bit of fiddling.

That reminds me, I really must say hello to Fiona. I really must. Perhaps next week sometime. I'll just swagger casually up and say 'Hi, you little colour blind midget. I'm

Auntie John, do you want to know about C/PM?' Hah! Who said I can't be interesting! Shut up Green or I'll tell them about the chair-leg and the half pound of margarine. Uh oh! Running out of space! I forgot to say, if anyone wants a copy of a program to convert AMX ART screens to

Amstrad standard, or if you have a problem, no matter how small, please let me know! After all, I'm here to waffle on for hours... er... I mean help. See you all next month.

P.S. I must thank George and Jeff for standing up on my behalf to some

criticism in the last newsletter. Cheques in the post, boys!

And congratulations to Green for finally getting a subscription to WACCI. I think that's two free years for me, eh Jeff?

Your Auntie John

MACHINE CODE

By Steve Anderson

Last month we looked at the binary number system and briefly at the CPU and memory. This month we will write our first program which will do nothing more elaborate than take two numbers, add them together and put the result in memory.

Inside the CPU is a special little box called the Accumulator (or A register). This box can hold one of our 8 BIT numbers (ie: not greater than 255). We can also use this box to add, subtract, and carry out logical functions. Therefore, before we can write our program, we must learn how to use the accumulator. If we wanted to add 12 and 7 we would have to carry out the following steps. *Fig. 1.*

--<<MC CODE>>--

The statement in line 1 means Load (LD) the Accumulator with 12. Statement 2 adds 7 to the Accumulator. Statement 3 Loads memory location &9000 with the value held in the Accumulator. The RET command in statement 4 simply means Return from the machine code subroutine back into Basic. Statement 5 is a Basic command and would be typed in direct mode at the keyboard. The line numbers, by the way, aren't

Fig. 1.

- 1) Place 12 in the Accumulator.
- 2) Add 7 to what's in the Accumulator (ie: 12).
- 3) Put the result, which is held in the Accumulator, into a memory location so we may examine it.
- 4) Return to BASIC after executing the program.
- 5) Examine the result with a Basic PEEK statement.

In machine Assembly Language the above steps would look like this...

- 1) LD A,&0C ;Place 12 in the Accumulator.
- 2) ADD A,&07 ;ADD 7 to the Accumulator
- 3) LD (&9000),A ;Place the contents of the Accumulator into memory location &9000
- 4) RET ;Return to Basic after executing the coded program
- 5) PRINT PEEK(&9000) ;Check that the result given is correct.

```
10 'MACHINE CODE ADD
20 '
30 FOR address=&7530 TO &7537
40 READ byte: POKE address,byte
50 NEXT address
60 DATA &3E,&0C,&C6,&07,&32,&00,
    &90,&C9
```

part of the instruction - they're just

there to enable me to refer to each instruction easily.

Now copy the following program onto a piece of paper, and type it in when you have finished reading this month's mag.

Save this program with Save "CODETEST.1" and next month we will run the program and learn how to convert our machine code instructions into the numbers we see in the Basic DATA statement.

---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BACK NUMBERS---BAC

BACK NUMBERS

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£1.00 (U.K.) - £1.50 (Europe) - £2.00 (Overseas)

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DR LOCO'S SURGERY

Hi, Dr Loco here with another trip into the realms of Basic programming - well, it would be if I'd gotten any response to last month's introduction article. Anyway, I only started one issue ago, so let's make this issue count. As usual, if you do have any programming, or any other relevant questions, then give me an idea of what you want answered, and the type of equipment you're using.

DOUBLE HEIGHT CHARACTERS

This month's library routine is a double height character printer. As it stands it will produce SOLID double height characters, but with a few minor changes it can give some wide and varied results. NB: For the program to work, the SYMBOL AFTER 32 command must be present at the start of the program to position the symbol table correctly. *See Fig. 1*

Here's a brief rundown of what the program is actually doing:

Line 20 - Takes the data that makes the characters in ROM, and places them in RAM, where they can be changed
Line 30 - This is the string of text that has to be printed.

Line 40 - Sets up the parameters and calls the subroutine.

Line 1000 - This is the address in memory of the start of the symbol table (starting at CHR\$(0)). 6128 owners should note that their symbol table will start at &9EFC. Both these addrs presume that you have no memory hungry add-ons fitted.

Line 1010 - Start of a loop to work on one char of text\$ at a time.

Line 1020 - This is the address in memory of the character we are going to redefine and use for the top half of each letter. 6128 owners should change it to &A6EC.

Line 1030 - This expression calculates the address in memory of each of the chars in text\$ in turn so we can copy it.

Line 1040 - 1080. This loop pokes the new char data into memory.

Fig. 1

```
20 SYMBOL AFTER 32: CLS
30 h$="This is printed in double height"
40 text$h$: x=5: y=3: gosub 1000
50 LOCATE 1,24: END
995 :REM**SUBROUTINE: To print a string at double height
997 :REM*Entry conditions: text$ holds the text to be printed.
998 :REM*           x and y hold the coordinates to print to.
1000 cs=&A400
1010 FOR char=1 TO LEN(text$)
1020   cp=&ABF0
1030   pe=ASC(MID$(text$,char,1))*8+cs
1040   FOR do=1 TO 7
1050     POKE cp,PEEK(pe+do)
1060     POKE cp+1,PEEK(pe+do)
1070     cp=cp+2
1080   NEXT do
1090   LOCATE x,y
1100   PRINT CHR$(254);CHR$(8);CHR$(10);CHR$(255)
1110   x=x+1
1120 NEXT char: RETURN
1130 :REM Try replacing lines 1050 and 1060 with one of the following:
1050 POKE cp,PEEK(pe+do):REM For lower density characters.
1060 POKE cp+1,0

1050 POKE cp,PEEK(pe+do):REM for a 3D effect (Best for text only)
1060 POKE cp+1,PEEK(pe+do)/2

1050 POKE cp,PEEK(pe+do):REM for underlined solid characters
1060 IF do=7 THEN POKE cp+1,255 ELSE POKE cp+1,PEEK(pe+do)

1050 POKE cp,PEEK(pe+do):REM for underlined low density characters
1060 IF do=7 THEN POKE cp+1,255 ELSE POKE cp+1,0

1050 POKE cp,PEEK(pe+do):REM for 3D underlined characters
1060 IF do=7 THEN POKE cp+1,255 ELSE POKE cp+1,PEEK(pe+do)/2

1050 POKE cp,255-PEEK(pe+do):REM for inversed solid characters
1060 POKE cp+1,255-PEEK(pe+do)

1050 POKE cp,255-PEEK(pe+do):REM for inversed 3D characters
1060 POKE cp+1,255-PEEK(pe+do)/2

1050 POKE cp,255-PEEK(pe+do):REM for inversed low density characters
1060 POKE cp+1,255
```

Line 1070 - increases 'cp' to point at the character we are going to redefine for the bottom half of each letter in text\$.

Line 1090 - Moves to the x,y coordinates.

Line 1100 - Prints the top half

(CHR\$(254)), backspaces, goes down one line, & prints the bottom half (CHR\$(255)) of each letter.

Line 1110 - Increases the x coordinate by one.

Line 1120 - Ends the loop started in 1010, and exits the subroutine.

ALEX AIRD SAYS

Don't be afraid of machine Code

Headerless files are a useful way of saving large chunks of memory in one go rather than as a lot of individual blocks, which can be very useful when saving screens etc. And they do have a header of sorts, but it is just a small leader. All programs on tape have this leader so the computer can tell the difference between programs, and taped music, for example.

Most of the leader is of no concern to us, we need only worry about one byte, the SYNC byte. Recommended SYNC bytes are &2C for headers and &16 for the main part of the block. You can, of course, use other values for the SYNC byte, but they must be the same when saving and loading. If you forget the SYNC byte, you won't be able to load the program. This forms the basis of a common protection system.

By using CAS WRITE (&BC9E) you can write a unique save routine of your own, and read files saved by it back in by using CAS READ (&BCA1). There isn't much to it, just a very short piece of code. The following is an example of how to save, then load back a screen. Use a WACCI screen, or a screen from a game if you like. (Please see Fig. 1)

BETTER SAVE THAN SORRY!

Type NEW when the Basic program has been run (save it first!!). The Basic loader will disappear but the machine code will remain. Then try running these short demonstration programs.

SCREEN SAVER

```
10 'Save a screen as a headerless
    file
20 LOAD"!WAC-8611.SCN",&C000
30 CALL &BB18:' wait for keypress
40 CALL &A000:' call save routine
```

The screen will now be saved to tape as a headerless file. As it's a

Fig. 1

THE MACHINE CODE

Saves a screen as a headerless file...

	ORG &A000	Our program will be loaded to &A000
21 00 C0	LD HL,&C000	The addr from which to start saving.
11 00 40	LD DE,&4000	The amount of memory to save.
3E 16	LD A,&16	The SYNC byte.
CD 9E BC	CALL &BC9E	CALL CAS WRITE
C9	RET	RETurn (to Basic)

...in Basic this becomes: 100 DATA 21,00,C0,11,00,40,3E,16,CD,9E,BC,C9

This next bit loads a headerless file into the screen memory...

21 00 C0	LD HL,&C000	The address to load the program to.
11 00 40	LD DE,&4000	The length. There's no need to load all of it. Load less if you want.
3E 16	LD A,&16	The SYNC byte.
CD A1 BC	CALL &BCA1	CALL CAS READ
C9	RET	RETurn (to Basic)

...in Basic this becomes: 200 DATA 21,00,C0,11,00,40,3E,16,CD,A1,BC,C9

Use an assembler, if you have one, or type in this program...

```
10 MEMORY &9FFF: FOR a=&A000 to &A017: READ B$
20 POKE a,VAL("&"+b$): NEXT
100 DATA 21,00,C0,11,00,40,3E,16,CD,9E,BC,C9
200 DATA 21,00,C0,11,00,40,3E,16,CD,A1,BC,C9
```

screen being saved, there are no prompts so you must work blind. CAS WRITE doesn't give messages anyway. Change tapes when the screen has loaded and the cassette has stopped. Then press REC and PLAY, followed by any key, to save it again as a headerless file.

Disc users can leave out line 30 so long as a tape is in the recorder and the REC and PLAY keys are pressed. There is no need to use the !TAPE command first, as CAS WRITE only works with tapes anyway.

Now rewind the tape and run this prog to load the screen back. Don't reset the computer though or the machine code at &A000 will vanish!

SCREEN LOADER

```
10 BORDER 21: INK 0,11: INK 2,25:
    INK 3,10: INK 4,26: INK 5,0
20 INK 9,9: INK 14,15: MODE 0:'or
    whatever...
30 PRINT "Press PLAY then any key"
40 CALL &BB18:' wait for any key to
    be pressed
50 CALL &A00C:' call the load
    routine
60 GOTO 60:' prevent the Ready
    message appearing.
```

The program doesn't have to be loaded to &A000 you can load it somewhere else if you want. Just change all the references to &A000 and the calls to suit yourself. Easy this machine code, isn't it!

--<<MC CODE>>--

Finally, here is another idea for those who have the tape version of WACCI. This following program will allow you to read the newsletter files, starting from whichever one you choose. Just position the tape at the start of the file you want to read. There are no prompt messages, and the screen display will pause to load a block in some awkward places

```
100 OPENIN"!"
110 WHILE a$<>"STOP"
120 IF a=20 THEN GOSUB 140 ELSE
    LINE INPUT#9,a$:PRINT a$
130 a=a+1: WEND: CLOSEIN: GOTO 100
140 a=0: PRINT"Press a key for
    more": CALL &BB18: RETURN
```

at times, but you can't have everything.

The counter (a) displays 20 lines at a time then pauses until you press a key. Blocks will be fetched from tape constantly as you are reading WACCI, so leave the PLAY key pressed. For disc users wanting to do the same

the program needs to be a few lines longer, ie:

```
10 OPENIN"WAC-8612.NLA":GOSUB 100
20 'etc. for as many files as there
    are on the disc
30 'and change the GOTO 100 in line
    130 to RETURN.
```

Thats all for this month. Next month, RSX's and other things. If anyone has a particular subject they would like me to cover, please feel free to write, and I'll try to accommodate you.

Alex Aird

THE SOAP BOX

Ho hum, another month, another Soap Box. No replies, unfortunately, but that was predictable after only 2 months. Well, after this month's mini epic, if you agree whole heartedly, or if you've never been so taken aback, do write to the address at the foot of the page and give me your onions... oops... opinions. Write (Ho! Ho! Pun!! Two humorous pieces in one line! Oh well, please yourselves) into the fray.

<<Weird, man!!! Will somebody please explain? -Ed>>

COMPUTER GAMES:

FUN, FACTUAL, OR FRIGHTENING?

In the last year or so, computer games have had more and more visual violence inserted into them. Take 'Rambo' and 'Green Beret' for example.

--<<WACK THREE>>--

In both of these games you can stab, shoot, and generally maim the enemy, and in Green Beret you can actually transform the opposition (who are they, I wonder? Russians? No, Heaven forbid!) to cinders with a great walloping flame-thrower ("Frying Tonight", as AA called it).

Great fun for everyone, but does it influence the younger children who might have bought this game? After all, we forbid children to play with matches; could this intice them to have a go? Maybe not, but should software companies take the risk?

--<<WACK THREE>>--

And there is also another side to this story. An excellent game, in my view, is 'Theatre Europe'. It's not actually violent, being a pseudo educational game of a kind, showing the result of a thermo-nuclear war in Europe. But should games like this and Rambo be made available to young children? Should they be marked with a certificate rating denoting suitability for age-groups etc.?

EDITOR'S COMMENTS

<<Okay, seeing as Bryan's sent me yet another miniscule article, I'm going to borrow his soap-box for a few lines. Society today, in my opinion, has become overly infatuated with violence, and war in particular. The idea that either superpower is going to launch a

nuclear attack against anybody is utterly ridiculous. Nuclear weapons are not manufactured to serve as a deterrent, but rather to provide employment for millions of people.

--<<WACK THREE>>--

Take a look at your history books and you'll see that war machines have been manufactured since the year dot, and each one, according to the society of that period, was the ultimate deterrent to anybody attacking them. Conflict is the mother of invention. If the USA declares war on the Soviets (or vice-versa) you can bet your bottom dollar that, before the first nuclear missile has been launched, someone will have come up with a machine that will catch the damn thing, disarm it and lob it harmlessly back to whoever sent it with a propaganda poster pasted to it. It's a shame that so much money and attention is lavished on such a destructive subject. It cannot but influence the minds of some of the younger just as TV soap-operas influence the lives of a lot of adults.

Jeff Walker

MAD MOONIE CLUB

>>> A totally irrelevant column for show-offs <<<

I don't want any letters telling me the following high-scores are impossible to get. What IS impossible is to be a WACCI member AND a fibber, so I won't even bother to say NO CHEATING. If you can beat any of the following, write to The Mad Moonie Club, c/o WACCI HQ.

GAME	HIGH-SCORE	MAD MOONIE
BOMBSCARE (Firebird).....	117,090 points.....	R.Burton
BOUNDER (Gremlin Graphics)..	202,000 points.....	R.Burton
GHOSTS & GOBLINS (Elite)....	105,000 points.....	R.Burton
KNIGHTYME (Mastertronic).....	100 percent.....	R.Burton
LIGHT FORCE (FTL).....	132,900 points.....	G.Fontanini
NINJA MASTER (Firebird)....	128,000 points.....	R.Burton
PONTOON (Wacci Software)....	55,786 wonga.....	J.Walker
WIZARD'S LAIR (Bubble Bus)...	64,000 points.....	G.Fontanini

THE MARKET STALL

One advert per member per month, and your advert must be no longer than 50 words including your address and/or phone number. There is, of course, no charge for this service. (Who says it pays to advertise?).

Your advertisement can be for pen-pals, lonely-hearts, items for sale, items wanted, items for swap, and the odd silly one wouldn't go amiss either. No naughty words or bogus phone numbers, though, and absolutely no adverts for lists of software for sale.

FOR SALE. 50p each or £5 the lot - Roland In The Caves, Airwolf, Roland On The Ropes, 3D Stunt Rider, The Prize, Tombstowne, Xanagrams, The Scout Steps Out, Roland Ahoy, The Key Factor, Quack-A-Jack, Nomad, 2122 AD, 3D Boxing. Phone George on 01-730-5886 after 4.30pm.

FOR SALE. Datex Gunshot joy-ball controller (souped up micro-switch joystick). Still boxed, perfect condition, £10 or will swap for Mach 1 or similar. Phone Scoop on 0642-550001.

A COLLECTION OF TAPES for sale in good condition. Now surplus to requirements (ie: I need the money). The Wild Bunch £1, Speed King & Kane £1.50 each, Alien Break-In £2, T.L.L. £4, Sorcery £4, or these 6 plus 5 more for £18. Phone Ken on 0325-480270 for details.

NOTE:

THIS COLUMN MUST NOT BE USED FOR THE SALE OR SWAPPING OF PIRATED SOFTWARE. THIS IS HIGHLY ILLEGAL, AND WOULD DAMAGE YOUR CLUB SEVERELY! WACCI CANNOT ACCEPT RESPONSIBILITY FOR, NOR GUARANTEE THE CONDITION OR SERVICABILITY OF ANY ITEM OFFERED FOR SALE OR SWAP ON THE MARKET STALL.

DISCOUNT SOFTWARE

Special software prices for WACCI subscribers.

I have great pleasure, this month, in informing you that the club is now in a position to sell you all the latest games and utilities at a special discount price. We're talking about original stuff here, by the way, not second-hand. Basically, we can supply you with just about anything to do with computers at a 20% discount (including VAT and P&P). The only exceptions are the budget games priced at £1.99. These are available, but at the same price plus P&P (£2.25).

EXAMPLES

Tape software (normally £ 8.95)...£ 7.15
Tape software (normally £ 9.95)...£ 7.95
Disc software (normally £14.95)...£11.95
Disc software (normally £39.95)...£31.95
Rom software (normally £39.95)...£31.95

In other words, just knock 20% off whatever price it sells for in the shops, and that is what it will cost.

Peripherals (joysticks, lightpens, mice, etc.) can also be supplied. Discounts may vary on hardware, however, so please phone for details.

SPECIAL OFFERS

While stocks last only.

Lord of the Rings on disc - £12.95

Nightshade -
Knight Lore -
Alien 8 -> £1.99 each on tape
Gunfricht -
Quest Probe -

Blank Amsoft CF2 discs - £ 3.75 each or £33.00 for Ten

----<<WACK THREE>>----

ORDERS

Orders will be dispatched within seven days of receipt, and your cheque/p.order (made out to WACCI) should be sent with your order.

Phone if you are not sure how much to send, and when ordering, state clearly the software's title, your name, full address, and whether you require the software on tape or disc, on the new subs & offers form.

THE WACCI FSW LIBRARY

To obtain any of this free software you should send a formatted CF2 disc or blank cassette, together with return P&P to the Main Club Address, quoting the reference number (FSW-???) and name of each program wanted. Please note that there is a copying charge of 20p per FSW program. Programs with "+Doc" after the filename have an instruction file with them. These are in pure ASCII format and printed copies are available upon request. See the relevant FSW CATALOGUE for printout prices. Please make your cheque/p.order out to WACCI.

FSW CATALOGUES

FREE ON TAPE/DISC. PRINTOUTS 75P INC P&P.

CAT-001: 17k Ascii Detailed catalogue of FSW-001 to FSW-021
CAT-100: 17K Ascii Detailed catalogue of FSW-100 to FSW-116

PUBLIC DOMAIN SOFTWARE (464/664/6128) CP/M DISC ONLY

FSW-001: ADVENT.....101K - Version of Classic Adventure.
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FSW-003: OTHELLO.....22K - Simulation of the board game.
FSW-004: GOLF.....26K - A text-only round of golf.
FSW-005: NSWP+Doc....37K - Disc maintenance utility.
FSW-006: BIO.....14K - Biorythmn calculator.
FSW-007: CAL.....6K - Calendar generator (1753/4001).
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FSW-010: NEWPUZ.....25K - Big word-search puzzle creator.
FSW-011: BINCALC.....10K - A handy expression calculator.
FSW-012: SMALLC+Doc..161K - A version of C (+ZMAC & ZLINK).
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FSW-014: ZLINK+Doc...17K - Linkage editor for ZMAC.
FSW-015: NULU15+Doc...82K - Library creation utility.
FSW-016: DU+Doc.....44K - A versatile disc sector editor.
FSW-017: LBRDISK+Doc..16K - Another library creator.
FSW-018: EBASIC+Doc...84K - Basic compiled language.
FSW-019: CHECK+Doc....5K - Used to check disc quality.
FSW-020: DISPLAY+Doc...5K - Reads Ascii files both ways.
FSW-021: LOOK.....12K - Edits Ascii and Binary files.

WACCI SOFTWARE (for all CPC models, tape/disc, as stated)

FSW-100: MASTERS.....(v1) S.Anderson -Graphic Adventure.
FSW-101: AMSIG.....(v1) J.Walker -The Mandelbrot Set.
FSW-104: THE WORLD.....(v1) J.Kennedy -Animated Globe Map.
FSW-105: CHAT.....(v1) J.Kennedy -AI based on Eliza.
FSW-109: MEMORY UTILITY.(v1) S.Anderson -4K Mini Monitor.

FSW-110

A:CHARDES.....(v1) G.Burns 22K total. Three games and
B:FRUIT WORM.....(v1) G.Burns two utilities. CHARDES is
C:OTHELLO.....(v1) G.Burns particularly impressive in
D:FOUR IN A ROW..(v1) G.Burns the way it lets you build
E:HEADER READER..(v1) G.Burns up very large characters.

WACCI SOFTWARE continued....

FSW-111

A:BOMBER.....(v1) S.Grainger 22K total. 4 games for
B:HOT RODS.....(v1) S.Grainger a rainy day. A joystick
C:LOCK'n'KEY....(v1) S.Grainger will be needed to play
D:TUNNEL DIVE... (v1) S.Grainger games B, C, and D.

FSW-112

A:HEAD.....(v2) A.Aird 8K total. 3 utilities to
B:MEMDATA+.....(v1) A.Aird save you time. HEAD reads
C:KEYDEF.....(v1) A.Aird both tape and disc headers.

FSW-113

A:PONTOON.....(v2) J.Walker 42K total. One game, one
B:HELPING HAND...(v1) J.Walker utility & one inbetween.
C:PROGDOC+Doc....(v3) J.Walker Add 20p for a Doc p/out.

FSW-114

A:STAR CHASE.....(v1) C.T & J.K 63K total. 3 games from
B:UFO ESCAPE.....(v1) C.Turner the north-eastern bit
C:JIGSAW.....(v1) J.Kennedy of The Emerald Isle.

FSW-115

A:DARTS.....(v1) S.Anderson 16K total. Two games
GRID WARRIOR.....(v1) S.Anderson from Bonnie Scotland.

FSW-116

BANKMAN.BIN.....(v?) A.M.Strad 18K total. Text Editor
A:EDDY+Help.\$\$\$..(v3) J.Kennedy and File Scanner for
B:SCANNER.....(v1) J.Kennedy the CPC 6128 only.

IMPORTANT NOTE:

IF YOU'RE SENDING FOR PUBLIC DOMAIN (PD) SOFTWARE, YOUR DISC MUST BE SENT CP/M SYSTEM FORMATTED. EITHER VERSION WILL SUFFICE. PLEASE MARK YOUR DISC CLEARLY WITH "PD SOFTWARE" TO AVOID CONFUSION.

IF YOU'VE WRITTEN A PROGRAM, NO MATTER HOW SMALL OR SILLY, AND WANT TO ADD IT TO THE LIBRARY, SEND IT ON DISC/TAPE (AT SLOW SPEED) ALONG WITH A SMALL DESCRIPTION OF WHAT IT DOES/IS TO "FSW +++", AT THE MAIN CLUB ADDRESS. PLEASE DON'T FORGET AN SAE IF YOU WANT ANYTHING RETURNED.

IF YOU'VE ENHANCED OR FOUND ANY BUGS IN ANY OF THE ABOVE PROGRAMS, PLEASE DO SEND THEM IN SO THAT THE OLD VERSIONS CAN THEN BE UPDATED.

IF YOU HAVE ANY PROBLEMS RUNNING OR USING THESE PROGRAMS, WRITE TO FSW PROBLEMS, AT THE MAIN CLUB ADDRESS ENCLOSING A SAE IF YOU WANT A PERSONAL REPLY. ALTERNATIVELY, PHONE 0895-52430 BETWEEN 6PM and 8PM.

THE BACK PAGE

Contributions may be typed, printed, or neatly handwritten and must reach the club by the 16th of the month for consideration for the following month's newsletter. Anything sent to WACCI HQ will reach the correct person if you are in any doubt as to where to send it.

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