

THE tenth

# WACCI

July 1987

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## WACCI ON-LINE

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HAS  
GONE  
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PAGE 32

## REVIEWS

INCENTIVE  
DOUBLE GOLD

BARBARIAN

KRAKOUT

T.A. BALLOON  
CHALLENGE

CHERRY PAINT

MAXAM II

ANNALS  
OF ROME

HYDROFOOL

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# ADVENTURE PROBE

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A MONTHLY MAGAZINE FOR ADVENTURERS

**REVIEWS** These cover games both old & new, with lots of coverage on budget adventures that are only available by mail-order from small software companies. The reviews are mainly written by readers.

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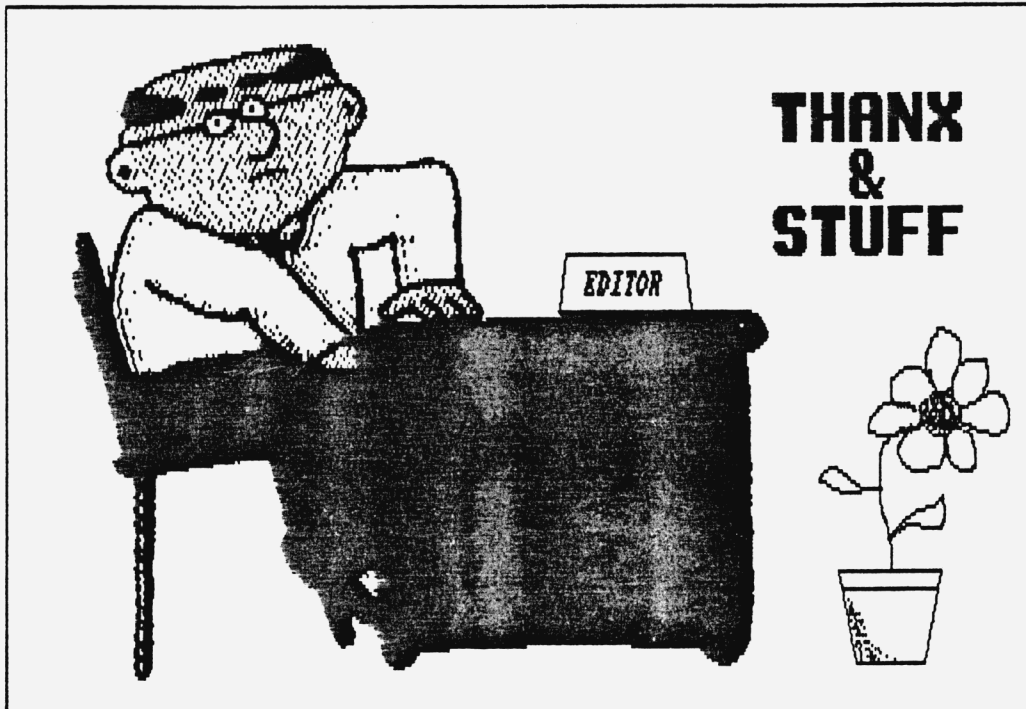
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*CHEQUE/PO SHOULD BE CROSSED AND MADE PAYABLE TO ADVENTURE PROBE*







almost entirely on reader feedback, which was poor to say the least. I did warn you all a couple of months back that it was in danger of extinction. Never mind though; hopefully Bryan will bounce back with something else - once he gets over the inevitable depression of being scrapped, that is. Sorry, Bryan; but take solace in the fact that William Golding's *Lord Of The Flies* was turned down by over 20 publishers before it got published - a book that is now recognised as part of Britain's literary heritage!

**BIGGER AND BIGGER**

Better update you on the state of membership I suppose.

Since I last spoke to you on the subject back in May, we have

Hi, gang! Everyone have a good June? We did! On the whole. I mean, technically we had a good month; financially things aren't so bright. More about that later. First the Thank.

Thank this month go to SIREN, INCENTIVE, MASTERTRONIC, IMAGINE, FTL, PALACE, ARNOR, and VIRGIN for sending software reviewed in this issue. You pay us a great compliment, and WACCI's great success is partly due to the trust you, and others, have placed in us. Thank you.

Special Thank to Sandra Sharkey for the advice, and for making me smile again.

Tons of Thank to Steve Williams for climbing aboard the roundabout, and for feeding the beast when its tummy started rumbling. Nuf said.

Thank to Alastair Scott for almost doubling the size of our Homegrown FSW single-handed; and Thank to AJ for being such a nice guy (grovel grovel). LOVE Dripzone, by the way.

Thank to *Your Computer* and *Personal Computer World* for the mentions. You two, and *Popular*, seem to be the only magazines left who are brave enough to plug WACCI. Even *ACU* has deserted us. Ah well, such is life...

**MISSING COLUMNS**

Some regular columns are missing from this month's issue; mostly victims of the exams.

Blast From The Past is one of them, although Scoop did manage to get some ProperGander to us just in time. He's off to Spain for a couple of weeks at the moment as well, but promises Blast will be back next month.

Dr. Loco has also fallen foul of the time of year. Gary is working on a pretty natty routine as well, which didn't help matters. Back to normal next month though.

Soapbox has finished. Unfortunately this column depended

grown in membership by over 20%. A little hiccup a while back threw me into what seemed like a interminable depression, but we're back on the rails now. And can I just welcome all the new members we've attracted over the past couple of months. Forgive me for not writing back to you all personally - I managed as many as I could.

On average we are growing at just under 17% a month, but that figure is falling slightly due to the fact that most magazines won't plug us any more. I am currently searching out new ways of getting publicity, of which there are surprisingly few that don't cost a fortune. But one idea we will be putting into action this month has to do with this next bit...

**THE BIG MEET AT THE AMSTRAD SHOW**

WACCI will be at Alexandra Palace on Sunday July 12th. By that I mean, I'll be there, Alex will be there, Steve Williams will be there, George Fontanini will be there, and Auntie John, Green and Scoop might be there. There are one or two others as well, but I'm not too sure about them yet.

Anyway, this is the crack: Hopefully I will get to the show as it opens (10am) to have a look around. Spot me if you can; but if you can't I will be at the refreshment bar at high noon. I will stay there for at least half an hour. I will be wearing a yellow hat - or maybe a red hat, or maybe both - but whatever I'll be wearing on my head, I'll be carrying a copy of WACCI in my hands (be patient - I'm still working on the tee-shirt idea!). You can't miss me; just look for a 5ft tall beard.

I guess we'll meet up then; but in case you miss me, or you arrive late, I'll be back at the refreshment bar again at 2pm for 15 minutes. Okay? Good. See you there!

**ADV COMPO RESULTS**

You surprise me - shock me even. I didn't think anyone would get it right, but two of you did.

As you can see, the face belonged to that very silly person, Keith Chegwin.



Wrong guesses included Terry Wogan, Paul Daniels, Douglas Adams, Bones, and Checkov; all of which were pretty boring and didn't make me laugh at all. Somebody did though:

Richard Burton thought it was Zippy off Rainbow. For making me chuckle he came third and wins his second choice prize of *The Quill*.

Second was David Halligan who got it right, even if he did spell Keith wrongly. Well done David, your second choice prize is on its way: *The Original Genesis*. I'm sure CAMEL will upgrade you for a small price if you want.

But the honours go to Gary Burns, who also couldn't spell Keith (Hmmm... that smacks of corruption!?!). Your first choice prize of *Genesis Level 2* will be with you soon.

Thanks and commiserations to the losers; better luck next time - you know what makes me laugh now.

**USE YOUR CLUB - PLEASE!**

Earlier on I hinted that club finances weren't doing so well. You see, the sort of production you are used to by now costs rather more than the usual A5 or single A4 fanzine format. I am doing my best to get some advertising in to pay for it, but small companies are hard to convince. Most have been caught before in the 'fanzine trap'; they simply don't believe what I tell them.

This is partly our own fault for being so successful. One of the rules of life is: *Fanzines do not get big and do not last*. WACCI is unfortunately being tarred with the same brush as previous failures, and it may take a few more months to establish ourselves in their eyes. We've done it with the software houses, so there's no reason why we can't do it again with these small advertisers.

In the meantime we need funds. Now I'm not asking you to GIVE me any money; all I want is for ALL of you to use your club. We've set up a discount mail-order software service but very few of you actually use it. No doubt you are suspicious of mail-order companies, so let me tell you how ours works...

You send me some money and an order for software. I put the money in WACCI's bank account and Alex goes to get the software, which he then posts to you. This usually takes between 2 and 4 days. If the software is very old or very new there can sometimes be a delay. We will always endeavour

to inform you of this as soon as we know about it.

It's as simple as that. If there ever was a software mail-order service you can trust, you're reading about it now. Please use it - for WACCI's sake. You are NOT making ME rich, you are boosting the club funds. If you want WACCI to ride out this little storm you must give a hand - after all, you only get out of something what you put in.

Every penny is precious. Please don't say to yourself, "It's only a cheapo game, I'll buy it down the road". We don't charge P&P so your £1.99 game will cost the same through WACCI, and you'll have the satisfaction of knowing that you've helped the club survive for a little longer. On a £9.95 game you can save two quid! On a £14.95 disc you can save three quid! Try it - WE will not let you down.

**SPECIAL OFFERS**

And on the subject of software - we've managed to get some more of the stuff that shot out a couple of months back. They're on the enclosed Subs form, and, as usual, it's first come first served, so get your order in quick.

*Mini Office 1*, by the way, won't work on 6128 unless the disc ROM is disabled or you alter the Basic loader. Basically it's just a MEMORY statement that crashes it. I altered it myself many moons ago and it ran perfectly, but as I don't have the program any more I can't tell you exactly what to change. Help?

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ADVERTISEMENTS**



**FSW LIBRARY UPDATE**

Yes, this is still Thank & Stuff; I just put that picture there to confuse you. It's called "Organic Green" by the way. Blame AJ.

Anyway, the FSW pages are crammed packed with other stuff, and there's no room for me to tell you about what's new, etc. That's why I'm doing it here.

First of all, a new member, Alastair Scott, whose name you may recognise, has contributed a lot of stuff - too much to chat about it all so sort it out for yourselves.

A second WACCI DISC is now available. Side A of it is almost completely taken up with the new bells & whistles version of *Amsig* which I've entirely re-written. It now does Handlebrot Set images in half the time it took before, allows you to dump the screen to a printer and/or save it to disc, and I've fully idiot-proofed it so there'll be no more crashing when you enter silly things. I've also prettied it up somewhat. To give you an idea of how fast it is: the recent listing in *Computing With The Amstrad* takes almost 3 hours to do what *Amsig* can do in 20 minutes or less - and *Amsig* is in glorious multicolour! The bad news? It's Disc



Only. Being some 168K including all the example screens, it'd take hours to copy to tape.

I've updated *Progdoc* recently as well, and my latest effort, *Regiload*, is now in the library; the assembly is included if anyone's interested.

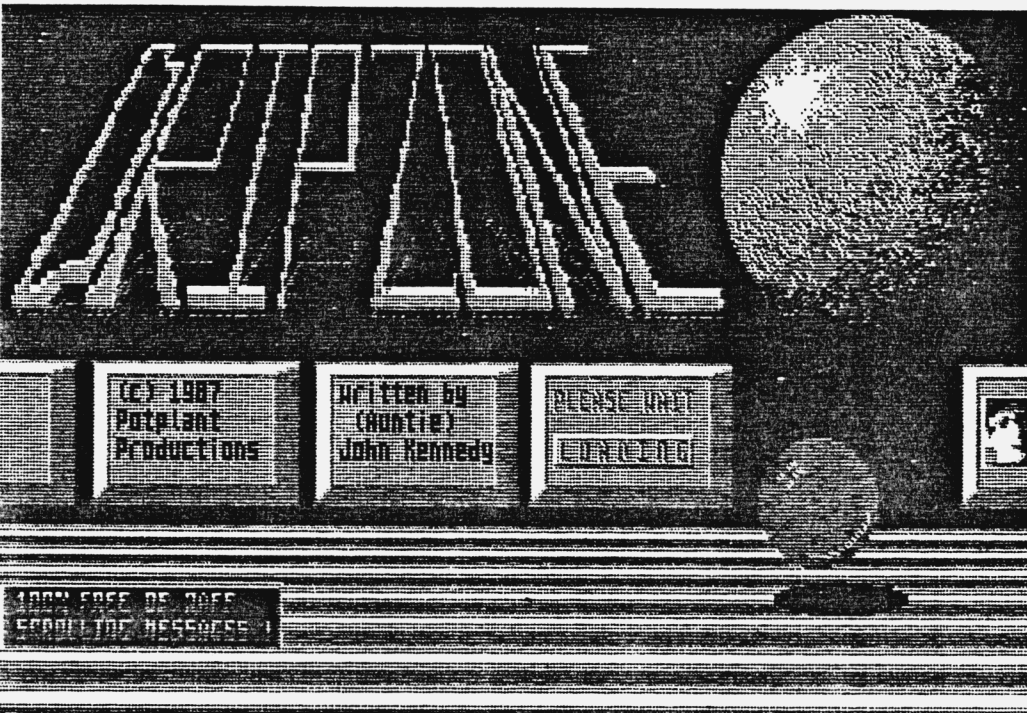
Auntie John has sent me *Scanner* again, and I notice that it now works on all CPCs, not just the 6128. He's also sent an amazingly professional-looking pure machine code arcade game he's written called *Dripzone*. Get it!

Colin Turner has chipped in again as well with a good old machine code shoot-em-up, and a disc sector editor which apparently may only work on a 6128. Unfortunately he didn't say whose 6128. Works on mine okay though.

Finally, Stephen Grainger's *Hot Rods* is back as well. It sort of got \$\$\$\$ed last month somehow.

**STOP PRESS**

Due to pressures of work there is no Alex Aird Says this month. The Grapevine has it that he's won The Pools and has really bunked off to Bermuda for a bit - but you wouldn't catch me spreading a dirty rumour like that. Tarra.



# THE FACTS BEHIND THE EXTRA FIVER

Firstly, thank you for the review of *Battlefield Germany* and *Theatre Europe* - It's good to see some creative thought processes going into reviews, and a comparison between the two products is long overdue.

Anyway, to my second observation regarding the article on page 11 of the May issue regarding the price of discs.

Whilst I accept that at face value the differential of £5.00 in the price of tape and disc software doesn't tally with discs only costing £3.00, I think you might be interested in the actual structure of a software house's costings:

	TAPE	DISC
RRP	12.95	17.95
- VAT ->	1.69	2.35
-----		
- DISTRIBUTORS	11.26	15.60
55% DISCOUNT ->	6.20	8.58
-----		
WHAT'S LEFT ->	5.06	7.02
-----		

As you can see, the actual price difference to us is only £1.96. The duplicating cost for discs is higher than for tapes, and even when you consider that we can buy discs for less than the £3.00 you mention, we still don't make as much margin on a disc sale as we do on a tape sale, even though the customer is charged £5.00 more. I hope this clears up the "evil software house" impression.

Finally, I'd just like to congratulate you on the very professional magazine that you produce, and to say that of the 30 or 40 "Fanzines" I see each month, WACCI is by far and away the best. Keep up the good work!

Gary Mays  
Director PSS

# FAIR COMMENT

## 10 YEARS SUBS? YES PLEASE!

Your mag is absolutely outstanding! The presentation is superb compared with some of the typewritten horrors I have received in the past. Please find £12 subscription enclosed, plus a disc and extra cash for some of the homegrown software.

In fact, I would give you 10 years subscription if I could afford it, as the ruthless expose of Simon Goodwin's megalomania and his gigantic conflation of RSXs is worth paying that for. Your remark about Duncan Evans's predilection for SHIFT-0 is also correct; he only seems to publish the programs containing RSXs that I send in! Many better ones have been ignored.

Alastair Scott  
Grangemouth

<<Another satisfied customer! - Ed>>

## FREEBIE NOT EXPECTED

Thank you for the sample issue you sent me. I did not expect a real issue, just details.

Colin Mitchell  
Chadwell Heath

<<Listen Colin, if I'd have written you a letter saying that WACCI is the best amateur magazine you've ever seen, with superb presentation and excellent content; and if I'd told you that we've been first with games and utility reviews on more than one occasion; and if I told you that WACCI supplies the cheapest Public Domain software on the market; if I had written and told you all that, you'd have filed my letter under B for Bullshit. This is why I send ALL enquirers a free issue - it's the best advertisement we've got, and what the eye sees, the eye has to believe.

Glad you enjoyed the freebie - Ed>>

## MORE MAIL ORDER TROUBLE

... I've a couple of axes to grind about mail order companies.

On 3rd January I ordered *Dracula* from FANATIC SOFTWARE (in Bournemouth) from and advert in C&VG. On the 9th they cashed my cheque and four weeks later, about the 10th February, I received *Dracula* - Spectrum version.

This I returned the next day with a letter asking for the Amstrad version or a refund. I have heard nothing since, despite sending 3 more letters several weeks apart, the last one about 2 weeks ago.

On the 19th February, I ordered over £30 worth of items from AGF by phone on Visa. A debit appeared on my statement dated the 24th March. To cut a long story short, I have received nothing, despite many phone calls when I have been given assurances of delivery, asses being kicked and confirmations of "Yes, your order is being dealt with." I have even gone through my order item by item, Code No. by Code No. on one occasion for immediate despatch (5 weeks ago!!).

Gus Eddy  
Aberdeenshire

<<One of the reasons we set up our discount software service was so that members of WACCI could avoid having to suffer these constant delays.

Our service is run by us. WE buy the software straight from the warehouse. WE post it to you. This is how I can guarantee you that anything ordered through WACCI will be dispatched within 4 days of receipt of the order, unless the item is unavailable, in which case we will try to let you know how your order is doing.

If it turns out that the item is no longer available, we will send you a credit note. You can, of course, ask for a complete refund if you wish. Try us, Gus; we don't tell lies - Ed>>

### IT'S THAT NAME AGAIN!

Dunno what that stands for, but a friend of mine called Colin Harris reckons your mag is the bees knees so EVENTUALLY I've got around to writing to you in the vain hope that some intelligent lifeform might just explain to an old simpleton like me just what it's all about, in a manner of speaking, like y'know! Not quite the longest first sentence ever, but it'll have to do cos I'm getting a bit tired and I've got to logon to Amster's Cage yet!

I wonder if it's someone's initials. Perhaps the initials of a famous football superstar, or other media poof. No, I guess it's bound to be something to do with them computers in't it? Them things gettin' everywhere. Have you heard the one about Apricot's PC clocks going wrong after some considerable time? Some poor old punters will be sending out invoices and statements etc that are 40 days wrong! I suppose it's easy really when you come to think about it, which I do often - easy for a megastar programmer that is.

I see you're from the soporific South. Serves you right! Beats me how anybody can afford to live down there, what with having multi-million pound mortgages and BMWs to support. Us Northerners up here in the North would send you a crust or two but we're starving as it is.

No, I get it now - this WACCI is like War On Want, right? Only for the South East. Well, if you feel that you're up to the Bob Geldingdorf act, good luck to you. That's what I say, if I do say it myself.

I think this is quite enough of that. I've got to write to Colin and let him know that Bonzo doesn't like Ranarama, Auf Wiedersehen Monty, or Leviathan, and he won't like me again.

So, come on than, what's it all about? What's the mystery?

Yours in sorrow and hope that your brave venture will succeed where all else has failed.

Brian Tickner  
Wilmslow

<<It's funny, whenever people hear the name "WACCI" for the first time, they always ask the same question.

So, I'll say it again: WACCI doesn't stand for anything. Would it be any better a name if it did stand for something? And would what it stood for matter? Indeed, does the fact that it stands for nothing make it any the less unique?

There is a story about how the name came about, and one day I might be persuaded to publish it. But it's very boring; nothing like you'd expect. I'm afraid I'd be a disappointment to you all. Again. Maybe.

I suppose the W could perhaps stand for World; I suppose the A could just about stand for Amstrad; and I suppose at a pinch the CC could stand for Computer Club - but what the hell does the I stand for? See me afterwards the boy who said Idiots! - Ed>>

### A POEM (I THINK)

in the paperless office

the disc drive whirrs  
and the printer stirs  
in the paperless office

at one twenty cps  
you can make quite a mess  
in the paperless office

background printing  
foreground printing  
in the paperless office

there are papers galore  
all on the floor  
in the paperless office

continuous listings of  
program listings  
in the paperless office

now where did i leave my pen

fini

alex aird  
birmingham

### MURKY DEVELOPMENTS

Enclosed is a [screen] photo to show you what the results were when totally black out the room and black out the flash. I don't suppose you've any idea on how to do it properly?

Richard Burton  
St Keverne

<<Yes, Rich, I do. To do it properly you need a 35mm camera and a special funnel-like hood that fits over the lens, and then over the screen. Inside the hood are a special shutter and lens that adjusts for the curvature of the CRT screen. That's the proper way. Here's another way:

Completely black out the room. It's got to be absolutely pitch black. Hang dark blankets on all the walls (including the one behind the screen), and try to put something dark above and below the screen as well. This is to stop any light from the screen reflecting back from funny angles.

Next find something solid to rest your camera on. It will need to be at the exact height of the screen. Don't try it by hand, you'll just waste your film. Okay, done that? Good. Now look through the viewfinder and move your make-shift tripod around until you have the image centered nicely.

When you've done that you'll have to compensate for the difference in distance between the viewfinder and the lens. Adjust the position of your camera, very carefully, making sure that you only move it sideways (or up, depending on your camera) and don't move the direction it's pointing in. Okay, give it all a final check, and click away.

The photo you sent me came out badly for two reasons. Firstly there was too much light getting in from all angles, but especially from above and below. This is from the screen reflecting off your ceiling and off the table the monitor was sitting on. You'll have to do something about that.

Secondly, you moved the camera when you clicked the button - that's why the picture is blurred. Write to Alex; he's got it off pat - Ed>>

propergander . . . pr  
 opergander . . . prop  
 ergander . . . proper  
 gander . . . properga  
 nder . . . propergand

*Collected by Stephen 'Scoop' Grainger*

*This month...*

*Well, here we all are again; the July issue of WACCI and all is well. All except 'Blast from the Past' that is, which has walked out. But do not fear, it will be back next month with a vengeance. And if I dont have time to write a vengeance I'll write a review instead (Kellogs Cornflakes old joke No.12).*

*Anyway, enough rabbiting for one month, here's the news, not followed by the weather.*

**ANGLIAN ADVENTURE**

From early September watching Children's TV will have a new meaning (what do you mean you don't watch Children's tele?). A new series has emerged from the vaults at Anglia TV (the one with the tin horse for a logo) based upon role playing adventures.

Called 'Knightmare' (No, it's not made by ULIMATE) it will feature four teams of kids trying to escape from a fictional dungeon, and the usual collection of puzzles and baddies. Although this is rumoured to be the first show based on computers that doesn't feature Ian McNaught Doo-Dah, it is expected that Terry Wogan will appear as an awful apparition midway through the series.

Now, if you think all this sounds similar to the recent epic in Glenn Carey's 'Last Laugh', you will be relieved to hear that a spokesman from Anglia has assured me that they have come up with a better ending, and Derek Jameson has been omitted on the grounds of public decency.

**RECENT RELEASES**

MASTERTRONIC and MELBOURNE HOUSE have published their release schedules, with several Amstrad games being launched amongst them.

June 5th should have seen the release of *Storabringer* on MASTERTRONIC's MAD label for £2.99, and *Galletron* on the BULLDOG label for the more usual £1.99.

Also on the BULLDOG label, but this time on June 18th, should be *Destructro* followed a week later by *Bump Set Spike*, both £1.99.

Again on June 18th, MELBOURNE HOUSE should have released *Throne of Fire* priced at £8.95. *Enterprize*, featured in last months ProperGander, should have been launched on the 25th priced, again, at £8.95.

The only other MELBOURNE game to be released in the near future will be the arcade version of *Lord of the Rings*, which should be out on July 23rd at the "slightly more than usual" £12.95.

**MICROPOWER QUIT**

Some good news and some bad news from MICROPOWER this month. The bad news is that they are withdrawing from the CPC market, and are therefore discontinuing their products, which include the famous SUPERPOWER range of Rom boards.

The good news is that you can now get all the MICROPOWER stuff at reduced prices. This means to say that you can get the all machine, all singing, all dancing, deluxe version of the SUPERPOWER Rom board for £24.95 (which was £34.95), the 464 only ROM board for £21.95 (reduced from £25.00) and if you're fond of soldering and are looking for a couple of hours fun, you can buy the 464 ROM board in kit form, without the case, for £12.50.

In addition, if you buy one of the above ROM boards you are entitled to the Super-doooper-Superpower offer which lets you buy one of MICROPOWER's Rom-based utilities for a mere fiver. And even if you, like me, don't consider a fiver to be all that mere, it's not bad when you consider that the programs used to be £20 (that's right, four fivers!). The Roms on offer are *Programmers Toolbox & Basic Extensions*, *Disk Users Utilities*, and *Mailing List & Club Membership*'. The offer is only available through mail order from: MICROPOWER, NORTHWOOD HOUSE, NORTH ST, LEEDS LS7 2AA.

## BUBBLE BUS RELEASE

A few issues ago I reported on the new BUBBLE BUS game, *The Fifth Quadrant*. Due to lack of space in that particular issue it didn't receive a lot of coverage. As the game is now due for imminent release and it gives me another chance to tell you a bit about the plot.

The whole game takes place on the Galactic Survey Vessel ORION; the crew prepare to cross intergalactic space to the last part of the universe that needs surveying, the hercules cluster of galaxies, by putting themselves into Sustained Low Energy Expenditure Process (work it out!).

During the journey however, the ship is taken over by a force of strange alien mechanical beings - ZIMEN. When the crew re-energize they find that all the ship's systems have been terminated, all the computers re-programmed, and yukky slimey ZIMEN everywhere.

This is where the game comes in - that's right, there is a game in amongst all this inane drivel - and it's an arcade adventure with about 230 rooms to its credit. The object of it, as you might have guessed, is to clear the ship from the ZIMEN and return it to its former glory.

Up till now it looks like just a standard arcade adventure, bigger than most perhaps, but still nothing particularly new or clever. This is where the game differs from many others. You may have heard of role playing arcade adventures before. The first was *Dopple Ganger* by ALLIGATA, and more recently OCEAN's *Head over Heels* has been in the news.

In *The Fifth Quadrant* however, you control 4 different robots, each of which have an individual personality. These are :-

- SLOG - Ship's captain and pilot. He has a specialised compu-brain but is an older model with a complex - he is slowing up and doesn't like it.
- PLOT - Ship's navigator. Brilliant at any sort of calculation. Bit of a Loner. Plays 4D chess with ship's computer and hates losing.
- KNUT - Ship's engineer. Expert maintenance and repair man. Knows every zecometre of the ship, but has a screw loose!
- BODD - Crewman. Jack of all trades, master of none, but a useful robot to have around. Looked down on by the rest of the crew, not very bright and a bit of a coward.

*The Fifth Quadrant* will be out on the 25th June, so BUBBLE BUS say, priced at £8.95 tape and £12.95 disk.

next  
month  
only  
in  
WACCI

TURNING THE  
COMMS WORLD  
UPSIDE DOWN

THE CAGE COMMS ROM - AN  
EXCLUSIVE INTERVIEW  
WITH THE AUTHORS OF A  
REVOLUTIONARY NEW PIECE  
OF COMMUNICATIONS  
SOFTWARE FOR ARNOLD

ANOTHER  
WACCI FIRST

\* DON'T \*  
\* MISS \*  
\* OUT \*  
RESERVE YOUR  
COPY TODAY

# MAXAM II

**Reviewed by  
AUNTIE JOHN**

MAXAM II is an updated version of the extremely popular MAXAM assembler for the CPC range of Micros.

This new, improved version attempts to go one step further in terms of compatibility however, and now runs on the PCW machines as well as the Arnolds by using everybody's favourite operating system - CP/M+. This means the program will not run on the 464 and 664 models unless you fiddle about with Rampacks and upgrade your CP/M by fair means or foul. The price to pay for making your programs compatible over a larger range of machines is flexibility, but with assemblers you can't really use colour hi-res graphics and sound effects, so this is not really an important consideration, except, perhaps, when it comes to the manual.

In fact, the use of CP/M means the program has become even more powerful. The only drawback is the price - it is not cheap. The average CPC user will not like to spend £80 on an assembler, but if an assembler was released for the PCW machines costing £25, no-one would take it seriously. And you never know, it may actually be worth it!

Well, what is the program really like? Ok, it's not a single program - it's three separate programs, each easily reached from the others, all from inside CP/M. The programs are an Editor, the actual Macro-Assembler and a Monitor. Thus you get an entire 'machine code programming environment'.

**THE EDITOR**

Before using APED, the editor supplied with MAXAM II, the only CP/M based text editor I had ever attempted to use was ED, which came free on the system disc. Here is how to upgrade

your version of ED to APED standard: first get your disc, then reformat it and save a copy of WORDSTAR on it.

Ok, perhaps that's a slight exaggeration; but not much. I have never used a text editor that is so, well, good! ARNOR describe it as a 'full program mode implementation of PROTEXT'. I can only say that if it had a justification option, it would be a word processor. I used it to type this article - it leaves EDDY standing.

Where can I start to describe its features? Hmm. It's got a flashing cursor. Now, that may seem unimportant (and so it is) but it's typical of the care that has been taken in writing this editor. Full help facilities are available by typing HELP (or CTRL H according to the screen: it didn't actually do anything on the version I used - there appeared to be a simple mixup of filenames, I'm sure it will be fixed soon. It better had!). This HELP keeps reference to the manual to

a minimum.

It has a search and replace facility (I love these - you can put lots of silly words in your letters with one or two key presses!) with a global or selective replace option.

Other options exist as well: it's very flexible (and useful). There is a block define system whereby you can cut and paste text - even to disc.

You can even work on two separate files simultaneously (well obviously not at EXACTLY the same time! It works by swapping the files between disc and memory. This would be more useful on a PCW machine with its RAM disc), but you will be hard put to create a file that is too big to manage.

The blurb says 'unlimited file size'. That's big. Perhaps they mean 'limited only by disc space and how big your files can get before you forget what's in them'. On this subject there is a little sermon in the manual on the pros and cons of large files. Someone at ARNOR actually

```
APED Program <<wacci >> lk ESC for command mode CTRL-H for Help
Ch 1 Line 1 Col 20 No markers set Insert
```

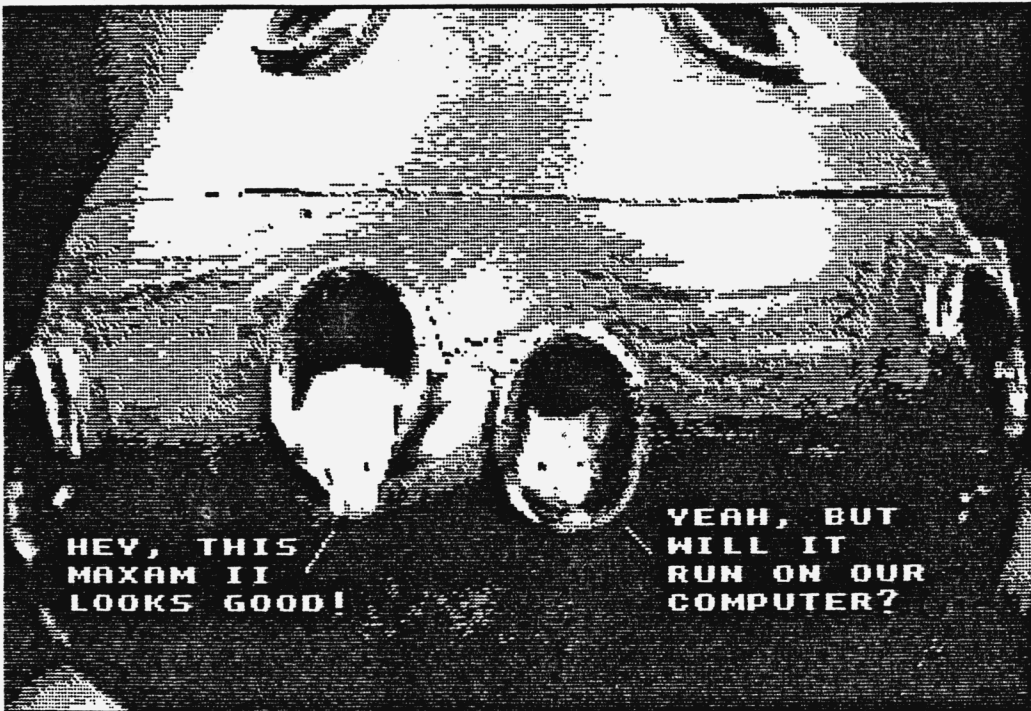
```
org &100 ; Start
conin equ 1 ; BDOS console input function
bdos equ 5 ; BDOS call entry point
return equ &0d ; Carriage return

ld hl,buffer ; Start of input buffer

ld c,conin ; BDOS funtion number
call bdos ; Get a character
cp return ; Is it return?
jr z,done ; Yes, go to done
ld (hl),a ; No, store it in the buffer
inc hl ; Increment pointer into buffer
jr wacci ; Get another character
```

```
ARNOR Program Editor v2.05 (c) 1987 Printer: SIMPLE
a>asm wacci
```

Drive is A:



HEY, THIS  
MAXAM II  
LOOKS GOOD!

YEAH, BUT  
WILL IT  
RUN ON OUR  
COMPUTER?

seems to have used *MAXAM II*, and has written useful hints all through the manual.

You can define 'phrases' (strings of text) that you use often and can insert them anytime, anywhere with a few keypresses. There is even a simple Undo.

Alex Aird's late night conversation with *MAXAM II* (last month) gives you a good idea just how difficult it is to get annoyed with the editor.

'Well,' you say, 'I thought this was an Assembler package. What's with the WORDSTAR stuff?'

You haven't been listening, have you? This is a CP/M program. Now, if you have ever used a CP/M assembler or compiler you will know that the assembler expects a file to exist before it gets to work. In this case you must create the file on APED and then pass it to the Assembler. All this is made really easy, because as well as being a neat text editor, APED includes a disc utility section. Yes, without leaving APED you can catalogue a disc, erase or rename files, copy files from one disc to another, even format discs.

To call the Assembler into being, all you do is type ASM (filename).

Using APED you can of course create text files for other programs: I wrote a program using APED for the Prolog interpreter and Small-C compiler we all know and love.

But APED on its own won't write any machine code, so let's have a look at what *MAXAM II* is all about - the Macro-Assembler.

**THE ASSEMBLER**

Well, what can you say about assemblers? Well, as assemblers go, this one is not bad, not bad at all. It is actually a MACRO-assembler, but more of that later.

As I said, the assembler expects a file to already exist before you call it into play. When it has finished, if all goes according to plan, it puts a .COM file on your disc - no mucking about with fiddly LINK/LOAD programs!

What makes the assembler stand out from all the others I've used is the multitude of extra commands it understands. It almost has a BASIC interpreter built into it! You can use 'conditional assembly' of course. For example:

```
IF (expression)
    then assemble this for the CPC464
```

```
ELSE
    assemble this for the CPC6128
```

But you can also use REPEAT/UNTIL loops, variables, PRINT statements, INKEY functions as well as a full set of output control features to help produce really neat and tidy printer and/or screen listings.

Using these you could get your program to halt in mid-assembly, ask if you were using a 6128 or a 464 computer, and then assemble the relevant code. Neat.

OK, so what are these MACRO thingsies? Well, MACROs are the Assembly language equivalent of structured programming. Using these wonderful beasts you can actually pass parameters to a block of code you want assembled.

Say you had a hi-res print routine you wanted to insert at several places, and you had to give it different X and Y co-ords. The first thing to do is define your print routine as a MACRO:

```
MACRO printit! $xcord &ycord
:
: (lots of machine code that
: make up your routine)
:
MEND
```

Then whenever you need this piece of code you just insert the following in your source file:

```
printit! 10 20
or
printit! 60 100
```

See? Isn't it really good? Wouldn't it help you understand what on earth your machine code masterpiece actually did when you came back to it a month later?

Of course, it is a special day when your machine code program works first time, and that is where the third program comes in rather useful..

# FEATURE

## THE MONITOR

What a clever program! Of course, anyone can crash a monitor if they try, but this one will do its best to resist! It has a full screen display of all the registers of course, and can disassemble the code as intelligently as possible if you so desire. You can set breakpoints (places or conditions whereupon the program stops), or single step through the code quickly or slowly. If you can't see where your program is going wrong using the monitor, you are probably too tired/drunk and should just kick the cat and get a good nights sleep. Of course the monitor will allow you to change the code, re-assembling bits if necessary.

You can muck about with the various BANKS of RAM, loading programs and examining them where you want. This is where CP/M Plus beats CP/M 2.2 hands down. You can put the monitor in a Ram bank out of the way until you need it.

A full example session is listed in the manual. I really like the screen display too! On one side it has a complete list of all the flags and registers which are updated constantly during single-stepping and the like. On the other side is either a

disassembly of the code being tested, or a hex dump. You can toggle between them just by pressing COPY, and you can even set the size of the windows you want the info displayed in.

## DOCUMENTATION

The size of the documentation really made me think how small the 3 inch discs are! The manual supplied with MAXAM II is a 160 page A5 ring-bound tome, complete with quotations from 'Lord of the Rings.' That is style.

However, PCW users are given preference to CPC users when it comes to explaining key layouts and the like, so you need to keep trying to remember what to use instead of the ALT key. This is a bit of a pain, especially when you are trying to get to grips with the Editor. Other quibbles include the rather awkward and decidedly fiddly way that single drive 6128 owners have to make up a start of day disc. It took me the first side and half the second of 'The Pros and Cons of Hitch Hiking' to get it done. And that was using my own initiative instead of the manual - I gave up the manual way after it didn't appear to work. I could have read it wrong, but I was getting rather angry

at it so I did it my way. That's what comes of making the one disc serve both PCW and CPC machines.

That said, the documentation is otherwise excellent with plenty of examples, hints and some useful apendicies: Z80 instruction set of course, but also key translation tables and BDOS function calls. J.R.R Tolkien is listed in the Bibliography of course! It won't however teach you Z80 machine code - for that you will need a separate book and pronounced masocistic tendencies.

## MY VIEW

Yes, the libellous bit you have been waiting for! Is it worth getting?

Phew. Hmmm. Tricky one. Yes, it is a damn good program but would the average CPC user really need so much power? Now I like writing games in machine code, (it's more fun than revising for exams) but the monitor wouldn't really be that useful to me: it's CP/M based, which means all the firmware calls have gone west and the screen is in a different place: the poor monitor would choke to death! The assembler is really good though, especially MACROS which are really handy. A special program is supplied that converts your CP/M .COM file to run under AMSDOS, but this has a bug in it regarding addressing. (I'm informed that this should be fixed even as you read this.) The Editor I have extolled the virtues of long enough.

The verdict? Well, it's your money at the end of the day. Before buying MAXAM II I would think carefully about getting a ROM based assembler (eg: MAXAM), especially for 'casual' messing with machine code, and writing, say, games on a CPC.

## THANKS

Thanks to ARNOR for risking their reputation by lending WACCI the program, and Alex Aird for stepping in at the last minute! (Those bloody exams!)

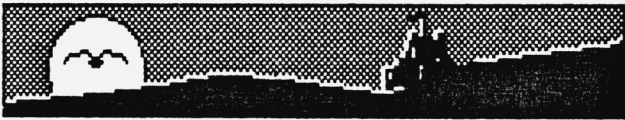
```

MAXAM II MONITOR Ver 1.96  HIGH 6033 TOP F606 QUICK BRK DEBK OFF BANK 00
(c) 1987 Arnor Ltd.      LOMEM 0100 BOT 0100 SPCHR -ON PROG << No file >>

00D0 09 C3 4B C9  C3 0F BB C3  .CK.C.;C AF 0000 (.) - - - - -
00D8 90 02 C3 A6  02 C3 AD 02  ..C&.C-.
00E0 C3 A3 02 C3  70 01 C3 63  C#.Cp.Cc BC 0000 01 89 7F ED 49 C3 91 ...MIC.
00E8 01 C3 04 01  C3 19 02 C3  .C..C..C DE 0000 01 89 7F ED 49 C3 91 ...MIC.
00F0 00 02 C3 2F  02 C3 0C 02  ..C/.C.. HL 0000 01 89 7F ED 49 C3 91 ...MIC.
00F8 C3 9A 03 C3  42 02 C3 67  C..CB.Cg IX 0000 01 89 7F ED 49 C3 91 ...MIC.
0100 02 C3 72 05  E5 D5 11 4F  .Cr.eU.0 IV 0000 01 89 7F ED 49 C3 91 ...MIC.
0108 BE D5 21 5E  01 01 05 00  >U!t.... SP F29F FF FF FF FF FF FF .....
0110 ED B0 0E 03  21 F4 BD ED  m0..!t=m
0118 B0 E1 22 F5  BD FB D1 01  0a"u={Q. PC 0100 02          LD (BC),A
0120 FF 80 21 48  BE CD EF BC  ..!H)Mo< 0101 C37205 Cr. JP &0572
0128 01 32 00 50  59 21 42 BE  .2.PV!B> 0104 E5          e PUSH HL

a)

```



Moondog's

## Dodgy Chronicles of a Reluctant Adventurer

MOONDOG  
75 GREATFIELDS DRIVE  
HILLINGDON  
UXBRIDGE  
MIDDLESEX  
UB8 3QN

daa  
'n'  
everythin'

by sandra  
sharkey

You begin the adventure in an uncomfortable cell.

East, south, west, west, west,  
get teeny weeny key.

East, east, east, north, north,  
east, unlock case, get vase and  
drop it, get chunky key.

West, south, east, get sword,  
unlock door, east, east, east,  
north, north, north, north,  
north, east, get whip.

West, south, south, east, east,  
give whip to nun, get wrench,  
west, west, south, south, west,  
west, give wrench to man, get  
ladder.

East, south, west, west, south,  
kill dragon with sword, get  
potion and drink it.

North, east, north, north,  
north, west, climb ladder,  
examine pan, get amethyst.

Up, east, south, west, turn  
handle, west, give amethyst to  
alchemist - adventure completed.

## the mural

A Solution by  
Sandra Sharkey

The easiest way to give a solution to this adventure is to give the precise vocabulary needed to overcome each problem.

When you get stuck in the room with the penguin, keep examining the books and you'll find a new location: a small boxroom. If you STAND PLATE you end up down the bottom of the well, this is a short cut that works in both directions if you need to get back to the boxroom. Anyway, get the fur coat from the wardrobe and examine it to get back to find scissors and mothballs.

Go to the house; in the living room is a newspaper. If you type COUPON OUT you get a coupon. Take the coupon to the post box and post it; you will get a watch. Give the watch to the penguin and he will leave.

Also in the house is a piece of paper; get it. Go down the well carrying the mothballs and the paper. DROP MOTHBALLS. You find that you've made some glue. Get the glue, GLUE PAPER, and you've mended the bucket. A gnome appears and takes the bucket to the Giant Cave. Go to the cave and type ASK GNOME; he drops the bucket.

The bucket is a boat. Type IN BUCKET and you are taken to an island in the middle of the lake. Climb up, and enter the hut, where you'll find Crimpkin. He will now follow you wherever you go. When

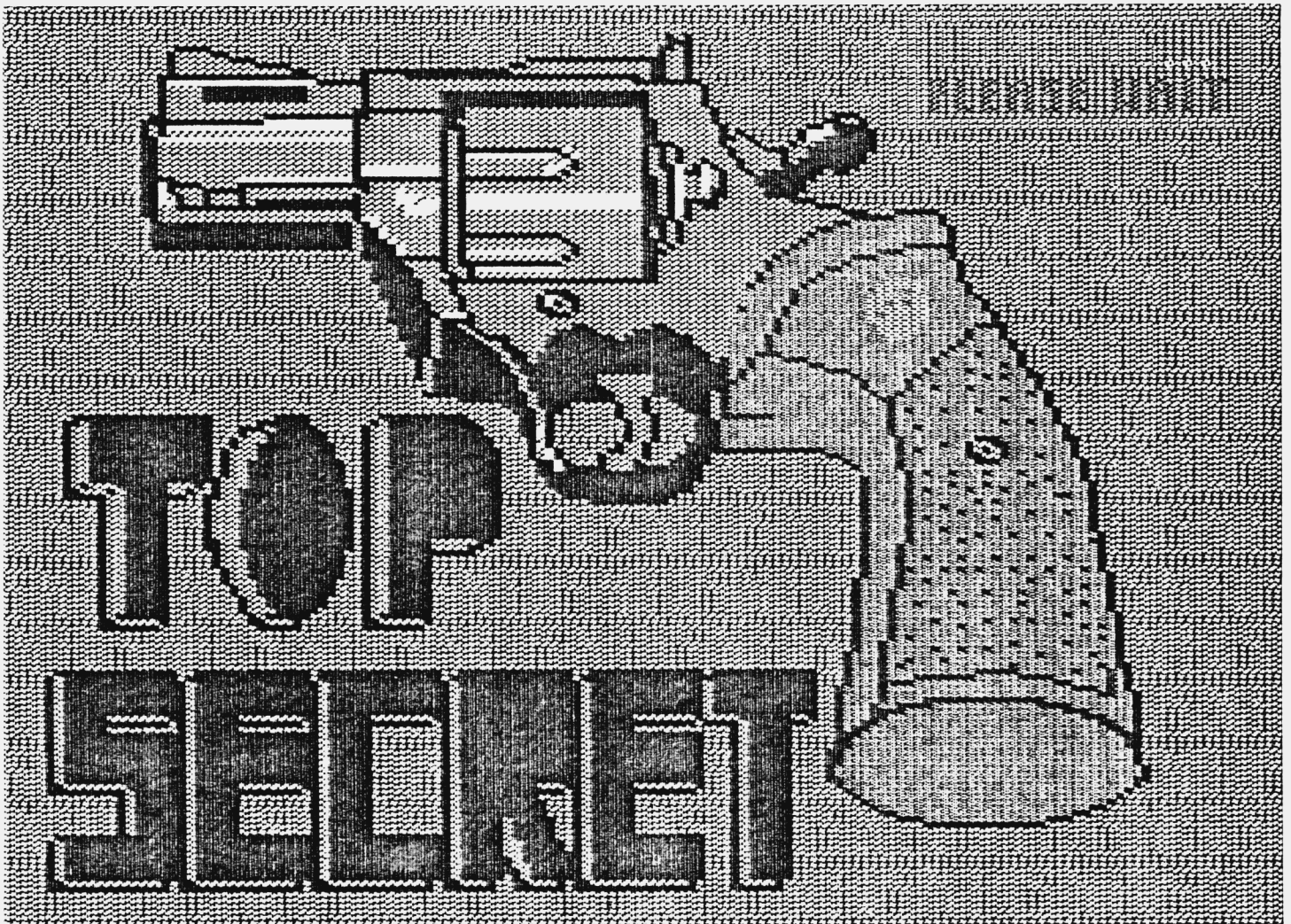
you've got him tagging along go to the postbox and enter it. Get the white envelope and wait. Crimpkin sticks a stamp on your nose, and a collect and delivers you.

You find yourself standing on a country road by a high gate. Go east, then north until you come to a wooded copse by a tree. PULL BRANCH gets you to the top of the tree. Go up and in. You meet a vampire hamster who is cold. Give him the fur coat and he'll let you examine his cage; you find a coin.

Go to the ticket office, knock on the window, give the man a coin, and get the ticket. Go to the platform where you'll find a wetsuit. Keep your ticket as you'll need to visit the platform again.

Wear the wetsuit and go for a swim in the oily lake. You meet a breakdancing frog who joins you and Crimpkin on your quest. Swim again and go back to the platform, where a train should be in the station. BOARD TRAIN and you are taken to another platform where you find a paintbrush and some glasses. Get back on the train and return to the country road by the gate.

Wear the glasses and read the sign for instructions on how to get inside the gate. Once inside, post the letter; you are transported back to the start. Make sure you've still got the paintbrush and type CLOTHE ELVEN - adventure completed.



In *Top Secret* you play the role of a reporter on *The Daily Mercury*. You are working on a story about the latest Government leak when the phone rings. You arrange a rendezvous with the anonymous caller and upon meeting him immediately recognise the man involved in the leak.

He tells you a sob story about working on a new missile, wanting no part of it, trying to smuggle the evidence out, getting caught and almost murdered, escaping, and then phoning you. Being too old to attempt it himself, he asks you to break into the secret base and gather more evidence in order to further your own career and give him peace of mind. But will you help him? Of course you will!

Okay, that's the story. The adventure? Well, getting to the secret base is pretty easy. One small clue-less puzzle held me up for a while, but once I'd accidentally solved it I fairly flew there.

Once inside the base things got a bit more difficult. The puzzles began to get very silly - childish almost - and I became bored very quickly. I got the feeling that I'd solved all these puzzles before somewhere in 3 or 4 other adventures. The different coloured ID-cards reminded me of the collars in *Dungeon Adventure*; the tape recorder and

missile reminded me very much indeed of another GAC creation, *Seabase Delta*.

*Top Secret* features some of the worst pictures I've ever seen in a GAC adventure. The pictures of fields near the start are totally unnecessary and are an obvious misguided attempt by the author (ess?), Inelia Ahumada, to fill up space. Some 'clever' things have also been attempted with flashing colours and perspective, all of which fail dismally to impress, although I applaud the effort the author has made, as poor as they are, to include some interactive pictures.

The parser is slower than is usual with GAC games, probably due to the fact that it spends a disproportionate amount of time checking for some (and only some) swear words, which will give you an idea as to the vocabulary, if not the mentality, of the author.

A final example of one of the puzzles will give you a good idea of what the rest of the game is like: You steal a case, some keys, and a pistol from a soldier; the case won't open - you have to shoot it; but first you must put it (the case) in a rabbit hole otherwise the shot will be heard. If that makes sense to you, then the rest will.

The other game on this DOUBLE GOLD adventure from INCENTIVE is the first part of a trilogy, *Mountains of Ket*.

The lands of Ket have long been split into feuding groups and have never known peace. Recently though, particularly viscous attacks have come from beyond the range of mountains in the east - the Mountains of Ket. To put a stop to these attacks, the Lords of Ket have joined together and called for you.

You are told that the force behind the raids comes from two people: Priest-King Vran Verusbel, leader of the cult of Mad Monks, and their high priestess, Delphia, the most beautiful woman in existence (except for Fiona, of course).

It is thought by the Lords that the death of both Vran and Delphia would cause the raids to stop. This is your ultimate task over the three games.

But in this, the first part of the trilogy, your mission is simply to reach the far side of the mountain alive. There is no way over the mountain, so you must find the secret entrance to the tunnels, which lies just a short horse-ride from a small village. Once this has been found you must negotiate a safe route through to the strange and mystic mountains on the other side.

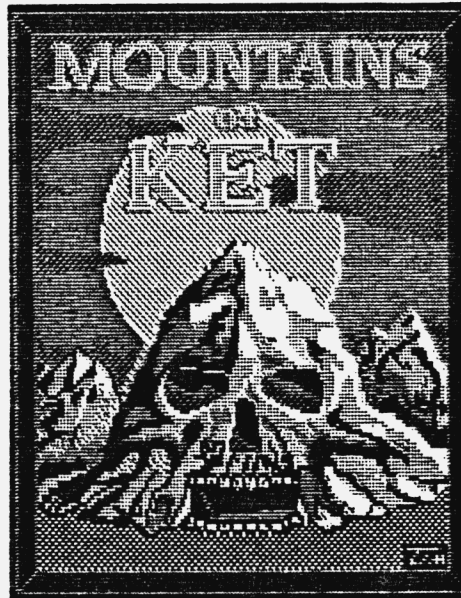
You haven't really got much choice, either. Two weeks ago you were framed for a murder and sentenced to die. On the eve of your execution the Lords gave you this Do or Die choice - you chose to Do. Aha, but they didn't fully trust your loyalty. In order to insure it, they placed a magic assassin bug called Edgar on your neck. His orders are to sink his poisoned fangs into you at the slightest sign of you doing a bunk, and to help you if he can.

That, then, is the story; and the adventure, for once, lives up to the atmosphere created by it.

Life starts just outside the village. Here there are several puzzles to ponder, all of which are solved by some nice interaction with some of the inhabitants, before you can start your trek on horseback to the mountain. Red Herrings abound, and some careful thought is needed. Once you've entered the caves in the mountain, there is no return - an iron grid slams down behind you - so you must ensure that you have the necessary objects with you to complete the adventure.

The cave features some nice combat sequences. You start the journey with a certain amount of Prowess, Energy, and Luck; fighting goblins, gremlins, and especially dragons, can be detrimental to your health!

Many doors are closed to you in these tunnels. Opening them can be difficult if you don't have the exact tools to do the job, or if you don't know the password. But there are clues everywhere, some of them quite humorous, so all that



is needed is a little lateral thinking.

To escape from the cave you will need to collect a few magical objects - none of them are easy to come by. Perhaps the hardest to get is the magical sword. After a hazardous journey to and across a lake (in which lives something that will make you groan), you must gamble with an Ogre for it. There's no backing out - he makes the rules and if you don't like them you can lump them. I advise saving your position before taking him on as he runs a bent house.

Putting things down can lose you the object unless you deal with the kleptomaniac rats first, a challenging puzzle. In fact there is challenge upon challenge in *Mountains of Ket*, many of them difficult, all of them logical.

The pictures are quite good as well. A little thought has gone into the choice of colours, and in places this adds to the atmosphere greatly.

Having said that, this adventure smacks of atmosphere anyway. It would have been nice to have had the other two parts on the same tape, but I guess INCENTIVE are going to make the most of *The Ket Trilogy* and release it on three separate DOUBLE GOLD tapes. Can't blame them, I suppose.

Just one final word - would the first person to reach the secret entrance to the caves under the mountain please take my horse back to the stables before doing anything else. The poor thing must be starving by now!

#### CONCLUSIONS

These DOUBLE GOLD adventures are supposed to be the best GAC creations around. As far as *Top Secret* is concerned, you can write that off as hype. The only recommendation I can make is that younger adventurers (under 10's) may find it mildly amusing if they have a high boredom threshold.

Luckily this tape has *Mountains of Ket* on the other side, a very good adventure, and once the other two parts materialise I would hazard a guess that the trilogy will become a minor classic.

*Top Secret* and *Mountains of Ket* are priced at the DOUBLE GOLD RRP of £7.95. That's what it costs in the shops, but through WACCI you can get it for £6.35 inc P&P.

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**K & M COMPUTERS, 40 Fairstead, Birch Green, Skelmersdale, Lancs WN8 6RD**

## STARION

At last we arrive at the final grid of the final block of Starion. David Droopy Downing bids farewell.

BLOCK:3 GRID:9

0121.....Stone  
 1536.....Monk  
 1714.....Fahrenheit  
 1859.....Origin  
 1885.....Rabies  
 1899.....Alpha  
 1926.....Rocket  
 1958.....Nautilus  
 1974.....Tape  
 1986.....Wacci  
 PASSWORD.....Transform

BLOCK PASSWORD.....Twelfthly

FINAL PASSWORD.....Steamy

## DAN DARE

Handshakes disappear in Scotland's direction as Gus Eddy offers some help for all you Dareful Dans.

1) Go one screen right of where Digby hangs out and you'll find a wall laser. Blast hell out of it when it nears the top. Now go as far right as possible.

2) When you are near the bottom of the blank screen jump again. This gets you into a message area and it reads - Mekon rules OK, No one lives on Venus Virgin Games.

3) You can fall on the first few screens and end up with part two of the bridge before part one.

4) Never shoot ceiling guns when they're over middle platforms or holes because you won't be able to jump over them.

# FOUL PLAY

WITH RICHARD BURTON

5 Polventon Parc  
 St. Keverne  
 Helston  
 Cornwall TR12 6RB

*This month's Foul Play is almost completely made up of readers contributions, and I hope they ALL will be in the future. Doppleganger takes pride or place with some tips and WACCI's first ever map. There are also bits from Angus Eddy, and the old reviews editor, George Fontanini; thanks to the lot of yer. This month I'd love to receive any tips concerned with Auf Wiedersehen Monty and the new Mastertronic game Amaurote but any other tips would also be welcome. Till next month....*

## EQUINOX

Wanna know how to complete Level 1 of Equinox? Well, Gus Eddy's been hard at it to show you how, and this is what he's come up with. Remember, USE means JOYSTICK-UP to activate the teleporter.

From the start screen: down, take smart bomb, down, right, down, down, when aliens appear use smart bomb, take credit, up, up, left, enter teleporter, use credit, USE.

Left, through chute, take drill, right, through chute, enter teleporter, USE.

Up, right, in lift to top, left, into container door, use drill, in and take dynamite, out, left, down, down, right, down, right, use dynamite, right, up, up, left, take credit, right, down, down, left, up, left, enter teleporter, use credit, DO NOT TELEPORT YET, out, right, down, right, up, up, up, take cannister, down, down, down, left, up, left, enter teleporter, USE.

Left, into chute, use cannister, right, into teleporter, USE, right, down, right, up to top, take key, down to bottom, left into door, use key, left, take level 2 pass, right, down, right, enter tran-level telporter, droid onto icon (2) and use, enter tran-level teleporter == LEVEL 2

## DOPPLEGANGER

Oodles of thanks are thrown in Scoop's direction for these tips for Doppleganger which should be used with the very nice map he's drawn to go with them.

1) Whenever you're not using the blue persona, leave her in the energy restore room. This means that if the green persona gets into danger you can simply switch personas and your energy will be restored.

2) Use the green persona wherever possible. Remember that only the blue persona can receive energy from the energy room.

3) The silver bar in E1 and the bronze bar in A1 only appear when the silver and bronze bars from C1 and B3 have been returned to the start screen (E5).

4) Carry the spider repellent around with you whenever possible because they have a nasty habit of appearing from nowhere.

5) When in a room with a baddie that homes in on you (a ghost or a serpent), keep moving. Stop and you're a lump of dead fleshy stuff lying on the floor!!

6) It's best to visit the energy room as frequently as possible, you'll never know when the extra energy might come in handy.

To confuse you yet further here are some confusing cryptic clues.

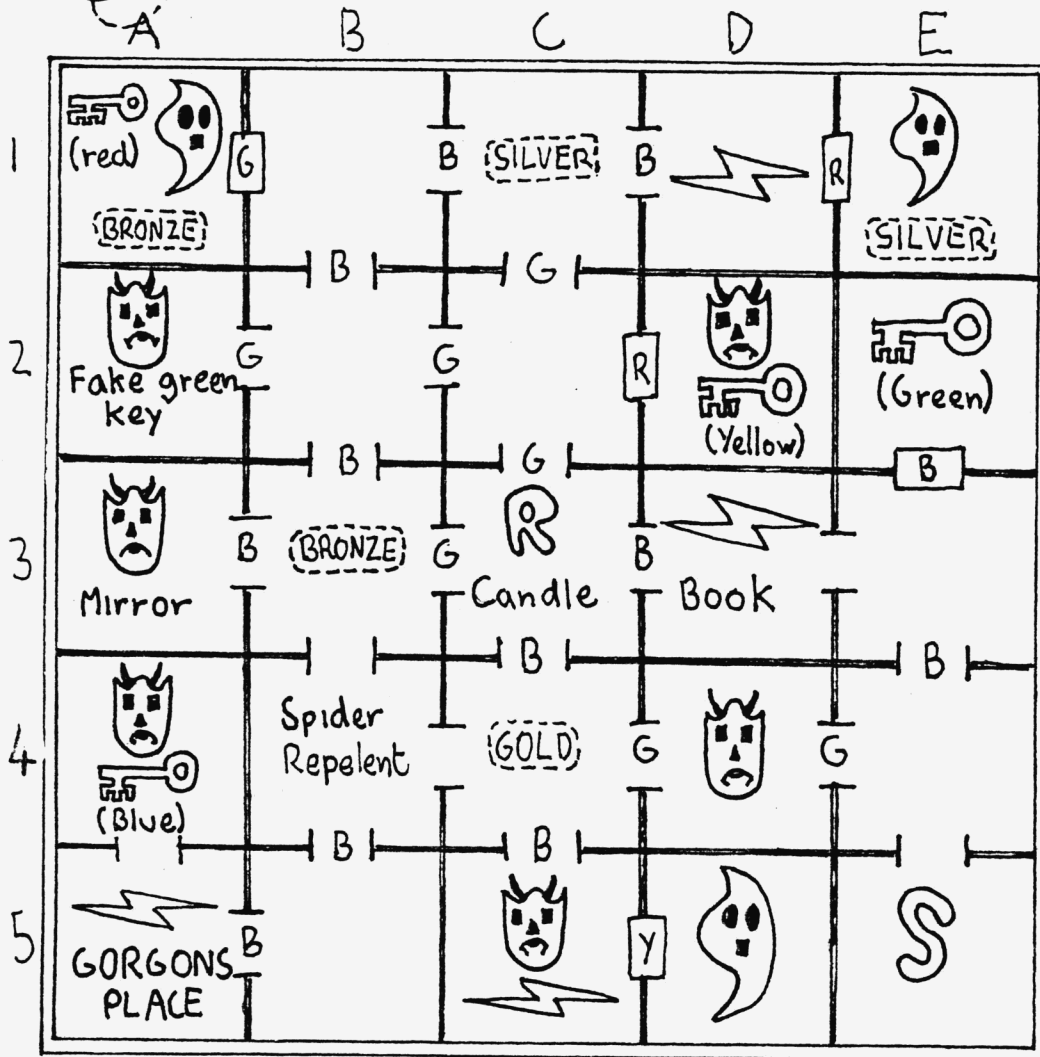
1) Getting that sinking feeling? Fake it!

2) Being stared at by the Gorgon? Take time and reflect on matters.

3) Use the candle and see the light!

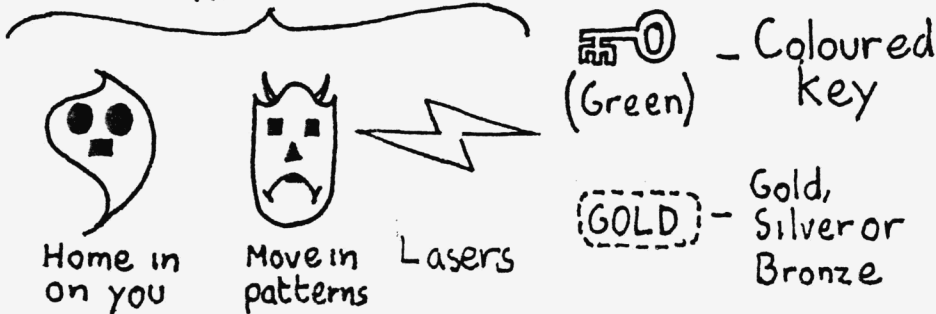
# DOOPLE GANGER !!!

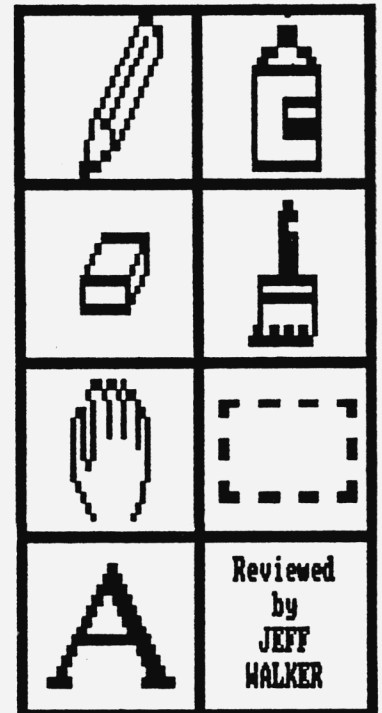
Mapped by  
SCOOP  
«Poser-Ed»



- ⊥ White Door
- ⊥ Blue Door
- ⊥ Green Door
- ⊥ Locked Door with key needed
- B-Blue R-Red G-Green Y-Yellow
- S Start screen
- R Energy restore room

## NASTIES





The very first thing I noticed about *Cherry Paint* was the lack of documentation, the only words you get with this picture-drawing program being densely packed onto both sides of a 18cm x 8cm bit of paper. Having said that, after reading this literary masterpiece, I must admit I felt it explained all the features very well, and left me ultra-eager to boot up *Cherry Paint* just to see if I really had an art program here that didn't offer a Circle function.

And I was correct! I will not dwell on this little, (?) anomaly, but perhaps SIREN SOFTWARE would like to pontificate some time on the merits of art programs that can't draw circles?

So what can *Cherry Paint* do? Well, for a start, it can only draw in black and white in Mode 2. For me this isn't a restriction as for illustrating WACCI I use Mode 2 nearly all the time, but those amongst you who like pretty colours will probably have stopped reading this already.

The program is almost completely icon driven, and options are chosen via the 6 pull-down menus across the top of the screen, the function and

size icons down the side of the screen, and the pattern icons across the foot of the screen.

All these menus and icons, you may rightly think, don't leave you much space to actually draw in - correct. However, the whole screen is available to draw on, but you must use the Hand icon to move your "window" about the real screen, which is a very simple and very smooth operation.

Choosing an option from a menu is done in a weird way. You must move the arrow over the menu you want, press the spacebar, KEEP IT PRESSED and use the up & down arrow keys to highlight the option you want. Choosing is done by releasing the spacebar once the option you want is highlighted. I found this very hard to get used to, and very easy to makes mistakes with.

For instance, *Cherry Paint* has a UNDO option, which is chosen by pulling down the SPECIAL menu. Unfortunately directly below it on the menu is the ZOOM option, and this is the one I kept clicking by mistake every time I wanted to UNDO. I don't like this way of doing things at all, and that alone is enough to put me

right off this package. But let's look at all the menus to see what *Cherry Paint* can actually do...

- |                |
|----------------|
| FILES          |
| Save Picture   |
| Load Picture   |
| Delete Picture |
| Directory      |
| Drive A        |
| Drive B        |
| New Page       |
| Print Picture  |
| Format         |

From the FILES menu you can do all the things you would expect to be able to do, plus 2 or 3 you would not.

The 3 options at the bottom, in order: clear the screen, send the screen to a printer, and data format a

disc - none of which have anything to do with files. Hmm...

The New Page option is strange, as it clears the screen with whatever the current pattern is. This means that before using this option you should click the solid-white pattern icon if a clear screen is what you want. Yawn!

Print Picture is what you click if you want a hardcopy of your artwork. *Cherry Paint* will let you dump in a variety of sizes, but this has to be chosen and set-up before running the

program by means of the configuration program supplied. This little proggy prompts you to choose one of the dumps on the disc, and then proceeds to load and write a file to the disc.

Considering SIREN have gone to ridiculous lengths to protect the supplied disc (one-sided), I always feel nervous using this program as one cannot even write-protect one's master disc. And the thought that SIREN could be guilty of double standards here had crossed my mind too.

Anyway, once you've chosen your dump (or have supplied customised control codes if you've a funny printer) then that's the one that will dump your picture. If you want to change dumps you have to reset your machine and run the configuration program again. Yawn!

Cherry Paint Loads and Saves files with a .C-P extension. Likewise, it only DIRs .C-P files. It will not allow you to supply your own extension so screens created elsewhere will have to be renamed before Cherry Paint will recognise them.

There is also a little buggypoo round here somewhere, as I have twice crashed after entering a filename and pressing ENTER. Can't seem to get it to crash to order though, so it's probably only a little buggypoo (aren't they always!).

Please don't ask me what Format is doing there. Seeing as how Cherry Paint only does a DIR of .C-P files, I wouldn't dare use this option except on a brand new disc that I'd just unwrapped in case I wiped something by mistake, or even formatted my master disc - but enough of this...

The EDIT menu is where you'll find all those natty functions to manipulate areas of the screen. First, though, you must click the Dotted Box icon to create a window.

Cut & Pasting is a laborious process. After defining your window you must then pull down the EDIT menu, click Cut, pull down the EDIT menu again, click Paste, move to where you want to paste, and then press the spacebar. Please note that in this case you must PRESS the spacebar to accept something as opposed to RELEASING it, which is the case for most other things.

By using the same process, clicking Copy first instead of Cut, you can Paste copies of your window all over the screen. Wouldn't it have been simpler to just have a Copy and Paste option and a Cut and Paste option instead?

- EDIT
- Cut
- Copy
- Paste
- Invert
- Delete
- Horiz Mirror
- Verti Mirror

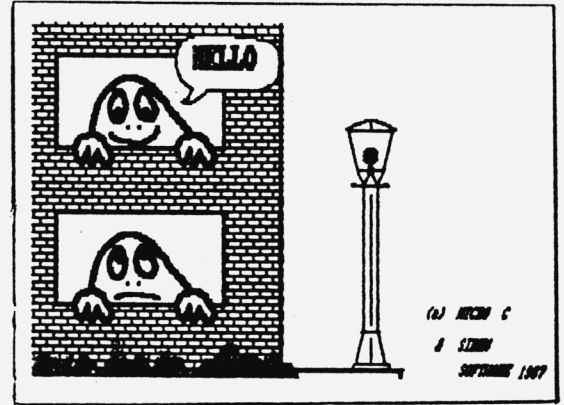
The bottom four options on the EDIT menu all work by defining a window with the dotted box icon and then clicking the option from the menu. The mirror options, incidentally, are very quick, the quickest I've seen on an Amstrad to date.

There's really nothing all that special about the so-called SPECIAL menu. View Page gets you a look at the whole screen in miniature. Very clever

I'm sure, but a full-sized look would have been more useful. Still, I suppose it proves that AMX aren't the only company who can do it.

- SPECIAL
- View Page
- Undo
- Zoom

Undo undoes, but only the very last thing you did. Draw four lines, click Undo, and only the last line will



vanish. Better than nothing I suppose. Zoom magnifies an area of the screen so you can add (or remove) with greater accuracy. Only a small area of the screen is magnified at a time, which makes for hard work if you've a lot of fine detail to add. It works very well though - some don't.

- FONTS
- Amstrad

The FONTS menu is a bit of a joke as there is only one font. Nevertheless you must click this

if you want to write on the screen. First, though, you must click the "A" icon (shades of Pagemaker there). You then position your cursor using the arrow keys, and press the spacebar when you are ready to type, which is a messy and hit-and-miss operation.

Characters can be printed in a variety of 4 sizes and 4 styles which, combined, gives you a possible 16 different text styles.

- SIZE
- Normal
- x2
- x3
- x4

- STYLE
- Bold
- Italic
- 3D
- Undline

Cherry Paint, at £9.99, is very cheap for a disc-based program. If you take away the obligatory extra fiver for the disc, you're left with £4.99.

Like most things in this life, you only get what you pay for, and you don't need me to tell you that £4.99 isn't very much.





Imagine a full-sized inflatable elephant. Imagine it filled with Tomato Ketchup. Now imagine it being dropped out a plane at about 2000 feet, and playing a saxophone. Picture it hitting your back garden shortly after. What a vivid imagination you have - now you are in the right frame of mind for the rest of the column. Yes, it's one of THOSE months again. Here goes...

Hello everybody! I hope you are all well, cos just at the minute I'm feeling really great! Yes, as you have guessed my Exams are all finished. How did I do? I wish I knew; The results are not out for yonks so let's forget about that and get down to some serious mucking about! (Best of luck to anyone who is about to be, or has been, mentally tortured.)

It may have escaped your attention (if you are dead) that politics have been featuring rather heavily in the Media just lately. As I know nothing about politics, coming as I do from Northern Ireland, I'm not going to mention anything at all about such matters at all. Promise. Ok?

Oh, that reminds me. I saw ALIENS last week. Isn't it a great film? Just great. How many 'greats' is that so far? Never mind, I told you I was feeling great. What's the time? Aarrggh! I'm missing NEIGHBOURS! Back later...

DANNY: G'day Max.  
 MAX : G'day Danny.  
 DANNY: Seen Julie anywhere, Max?  
 MAX : No, sorry Danny.  
 DANNY: Never mind. I'll go and create a comic situation at the bank.  
 MAX : Ok Danny. Any Fosters going?  
 DANNY: Sorry - Des used the last to drown his mother.  
 MAX : Oh. Fair Dinkum. G'day.  
 DANNY: G'day.

Great! You really have no idea how long it took me to sign all your issues of WACCI last month. Most were a basic 'John', but some of the lucky ones got personal messages. (I got 'with frank admiration'.)

Also, following on from last month, the WACCI Personal Vendetta Team <<Ouch - Ed>> seems to have turned its sights on Simon T. Goodwin, poor guy. May he rest in peace. He's only trying to earn a living - he has to pay for his Firmware Guide somehow!

Jeff has sent in a RSX program to Popular which totally obviates the need for Mr Goodwin to ever write another XEN again <<that was the general idea - Ed>>. It means you can call any Firmware routine directly from Basic, and so simple little RSXs are un-necessary. Thousands of programmers are going to be out of pocket on that one...

By the way, Green would like to point out that the little girl on page 3 (significant?) of last month's issue was NOT his girlfriend. Is that clear? They are just 'good friends'. (It's a joke Green, please don't hit me.)

What else did I say I'd do last month? Hmm. Prolog - yep, a goodie. The Prolog is actually available from WACCI on CPM disc number 2. It's worth a look if you're into this sort of creative computing, and not just playing arcade games. I have listed a simple program (if you can call it that) written in Prolog for you to have a wee look at for interest's sake. It 'parses' a sentence, or in English, checks it to see whether it is grammatically correct. It doesn't know about plurals yet - you could try that one yourself. Notice how a database is built up, and then 'rules' are defined. REAL Prolog (ie: expensive Prologs), will work in a slightly more fiddly way than this, but you get the general idea, don't you? Good.

I may also have mentioned something about a Play-by-Mail game. I wonder why? Listen guys, I have dreamt one up - honestly - and am trying to create a map for it. The only

**PARSER.PRO - WHAT IT DOES AND WHY**

The parser.pro file consists of two main parts - a set of facts, and a set of rules. In this example the facts are the grouping of English words into grammatical categories, for example: THE is an ARTICAL, HIT is a VERB, MAT is a NOUN, and so on. You can easily add more yourself.

The rules are a little more tricky. Let's look at the rule 'at the top of the tree'; that is, the main rule which makes use of the others. In this case it is called SENTENCE because it checks a sentence supplied in a list for grammatical correctness. It is used in the form:

```
(SENTENCE (a cat sat on the mat) ?X)
;      \      / /
the rule '- the sentence -' /
```

*a Prolog variable; if the sentence is not found to be correct it should tell you where it stopped*

The rule for SENTENCE makes use of two other rules; NOUNPHRASE & VERBPHRASE. You could read the definition of SENTENCE as...

*Okay, the list you gave me is a sentence IF the 1st part is a valid NOUNPHRASE AND the rest is a valid VERBPHRASE.*

Of course, now NOUNPHRASE and VERBPHRASE must be defined. You may think there is a mistake in the listing because both are defined more than once. You don't trust your Auntie John? Notice the AND in the above definition? Well in Prolog there is no equivalent to an OR statement. You must give different rules for different eventualities. Let's take a look at NOUNPHRASE:

*Okay, the list you gave me is a valid NOUNPHRASE IF it has an artical AND it has an adjective AND it has a noun, OR (using different*

*definition) it has an artical AND it has a noun, OR (using another definition) it's just a name.*

Eventually the parser works its way down the tree of rules until it must check a fact. This is easy, because Prolog is always trying to prove things. To ask whether 'BOY' is a NOUN, all you have to do is:

```
(NOUN (BOY))
```

You will either get no response, or a YES, depending on the answer. You could have inserted a variable, in which case you will get no response or YES and a list of all the possible answers. Neat, eh? The variable is denoted by putting a question mark in front of it, for example: (NOUN (?X))

Another point which may cause confusion is the ! symbol. If you have looked at any detail at LOGO discs, you will have come across the idea of LISTS of data. Hands up, who only drew squiggles with their version of LOGO? Shame on you all! Bet you didn't know LOGO has a LISP-like interpreter built-in.

Anyway, for example, the following are all lists:

```
(AUNTIE JOHN IS A REALLY COOL GUY)
(ZAPHODBEEBLEBROX)
(RED BLUE YELLOW GREEN)
(YES I WILL HAVE 5 BANANAS PLEASE)
(12 OCTOBER 1943)
(42)
() - an empty list : no members
```

The ! function is used to chop up the list into bits and pieces. If ! applied (?X ! ?Y) to the very first example, ?X would become AUNTIE and ?Y would hold the list (JOHN IS A REALLY COOL GUY).

I hope you can see that Prolog, if not a wildly practical language at the CPC level of home computing, is still a very interesting way to spend an evening or two.

*Auntie John*

```
(PARSER.PRO for use with EPRO)
(Written by D.Crookes (QUB))
(Adapted by John Kennedy.)
```

```
((ADJECTIVE (TALL)))
((ADJECTIVE (UGLY)))
((ADJECTIVE (PRETTY)))
((ADJECTIVE (SHORT)))
((ARTICLE (THE)))
((ARTICLE (A)))
((NAME (PETER)))
((NAME (MARY)))
((NOUN (BOY)))
((NOUN (GIRL)))
((NOUN (CAT)))
((NOUN (MAT)))
((NOUN (FURRY)))
((NOUN (BLACK)))

((NOUNPHRASE (?X ! ?Y) ?Y)
(NAME (?X)))
((NOUNPHRASE (?X ?Y ! ?Z) ?Z)
(ARTICLE (?X))
(NOUN (?Y)))
((NOUNPHRASE (?X ?Y ?Z ! ?A) ?A)
(ARTICLE (?X))
(ADJECTIVE (?Y))
(NOUN (?Z)))
((PREP-PHRASE ?X ?Y)
(NOUNPHRASE ?X ?Y))
((PREP-PHRASE (?X ! ?Z) ?Y)
(PREPOSITION (?X))
(NOUNPHRASE ?Z ?Y))

((PREPOSITION (ON)))
((PREPOSITION (BEHIND)))
((PREPOSITION (UNDER)))

((SENTENCE ?X ?Y)
(NOUNPHRASE ?X ?Z)
(VERBPHRASE ?Z ?Y))

((VERBPHRASE (?X ! ?Z) ?Y)
(VERB (?X))
(PREP-PHRASE ?Z ?Y))
((VERBPHRASE (?X ! ?Y) ?Y)
(VERB (?X)))

((VERB (KISSED)))
((VERB (HIT)))
((VERB (PURRED)))
((VERB (SAT)))
```

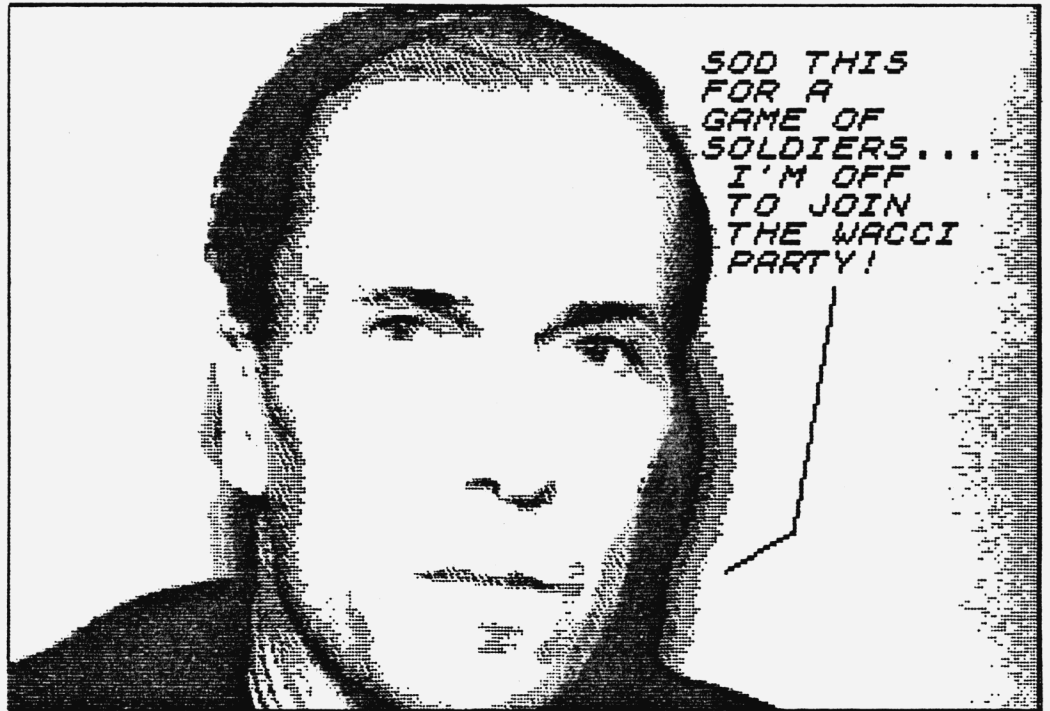
## AUNTIE JOAN

problem is that the game is mind-numbingly dull. I may have bitten off more than I can chew (as usual), so any help would be greatly appreciated. (That's the "I'm only human" speech for this month.)

Something I did mention and actually did get round to doing was a look at Maxam Eleven from ARNOR. There should be some words of wisdom about it somewhere about - you may mistake it for an advertisement though.

Oh! Hey! There was a picture of Fiona last month. It had nothing to do with me and didn't come out right - she doesn't really look like that - in actual fact she is rather pretty. It's just the photocopy of the photograph (which was never meant for public release, Jeff!) came out a bit funny. Promise. (You realise if she ever sees that she won't speak to me ever again, don't you?) <<Tee hee - Ed>>

Juggling. You may have had a bit of trouble with the juggling cos I forgot to tell you which object was A, which B, and so on. Well, just to simplify things (!) A and B were in different hands, and C was in the same hand as B. Got it? Great! Please write to Green if you have any problems



regarding juggling - he is the expert. Did I tell you he took up fire breathing as well? No? Well, it was all rather amusing and resulted in him destroying his newly grown beard. When Green is drunk he may contravene local strategic arms limitations treaties.

A big Happy Birthday to BBC's Teletext computer magazine NEXT. I sent them a card, hope they'll send us one when it's our turn! <<2 more issues. Dooh, isn't it exciting! - Ed>>

And so we come to Glenn Carey, - a man barely alive. Yes, this is obviously some strange use of the word 'man' of which we were previously unaware. (DNA forgive me). Now the truth can be told! Not content with being publicly beaten at a budget-priced FIREBIRD computer game, he is currently having an affair with Saffron Travaskis, ex from AMTIX!. Incidentally, I can now reveal that Saffron is not her real name - it's actually Brian.

Will Bobby ever have children again? Will JR blackmail Jeff into joining the Mr. Men? What exactly is going on? What was in that tea, Green? All my thoughts are floating away in silver spheres of glittering experiences and each individual atom is really an entire universe of cosmic thought...



**This a picture of:**

- (a) The leader of the SDP party
- (b) The leader of the Liberal party
- (c) Both the above
- (d) David something-or-other (It won't matter because he'll never win)

Was that really an orange tic-tac? I think I have been listening to too much Lonely Hearts Club Band... Did I really telephone you Glenn? I seem to have this gap in my memory on Saturday the 6th of June. And a large telephone bill.

Anyone having trouble storing all their back issues of WACCI? Well, in true Blue Peter style here is how to make a nice binder to keep them all in. First make sure Granny is out of the room. I'll just wait while you throw them out. Hmmm. Hmmm. HMMMMMM MMMMM. Okay, is she gone? Good - it's not because the binders make a good birthday present, now we can tell some anti-granny jokes, or better still take some money from their purse and visit the pub.

Anyway, to make a genuine Wacci Binder....



Hello to Mick Davis, by the way. I hope you can send WACCI some digitised pictures and things! How about a review of your picture-scanner as well?

Oh yes. After <<Ed's>> snide remark about Amstrad hi-fi equipment, I would like to say that their products are reliable and technologically advanced. I'd like to, but I won't.

I think it was Green's birthday some time in the recent past, and a little bird told me Jeff came of age this month as well, so how about another party? The local council have banned parties like the last one on grounds of good taste (and because they were not invited), but I think we could get away with another. Ok, that's settled then - next week sometime. Dress optional. (Ask Alex if you want to borrow one.)

AND FINALLY: thanks guys for my prize in the competition; thanks to Fleetwood Mac for making a pretty neat compact disc; thanks to Jeff for letting me know what was going on (almost!); thanks to people who have written and whom I have ignored due to (a) exams and (b) laziness; and finally thanks to a very special friend who has been very close to me these past weeks. I don't really think I could have survived the last month without you. Thanks Squinty. So, until we meet again some sunny day,

Take care, your Auntie,

John Kennedy  
32 Bayview Road  
Bangor  
Co. Down  
Iron Iron BT19 2AR

**INGREDIENTS**

- 100 oz of self raising flour
- 50 grammes of butter
- 10 bottles of Captain Morgans Rum -'
- 43 toilet roll tubes
- 12 washing-up liquid bottles
- 5 rolls of double sided sticky tape
- 2 miles of sticky-backed plastic \
- A cardboard box

*you may need a  
grown-up to get  
this for you*

<p><i>containing one Your Computer Binder</i></p>	<p><i>in the most horrendous colours imaginable</i></p>	<p><i>which only exists on Blue Peter</i></p>
---	---	---

**METHOD**

1) Mix the flour and butter together in a large bowl until it starts going all gooey. Throw it away. Taste the (glug glug) rum. Good, now were was I? Yes, taste the (glug glug) rum. Yesh, it takes shome teshting. (glug glug glug glug). (Hic). Ahem. Take the toilet roll tubessssh and (hic) test the rum again. (glug glug). Now, were are you? Ah over here. Right. Take the tubes and... er... throw them away as well. Hmmm. I wonder how the rum is doing? (glug glug).

2) Now, take all the rest of the stuff and mix it in a large bowl until gooey. Oh. I did (hic) this bit. Good, now we have to tashte the rum again. (glug). Now do shomething obvioush with the plastic bottles and cardboard. And here is one I prepared earlier. Looksh good doesn't it? Yesh, that does say 'Your Computer' on it in gold leaf but I couldn't get it off... And next time we'll build a space station and SDI satellite out of used biros.

# REVIEWS

Richard Burton

*Galletron* - the most beautiful planet in the Solar System. There's a problem there though in the shape of the Aarls, a nation of warmongers. These Aarls do love a good uprising and they've decided to have one just outside the city boundaries in a place called No Man's Land. Being the Aarls they've got the latest up-to-the-second technology, and this technology is used in warfare. They've managed to introduce incredibly powerful weapons and lazer gates, as well as a semi-intelligent sentry droid. There is only one solution, a brave pilot must volunteer to wipe out the Aarls forever.

This is where you come in. You've just been volunteered and have been given the latest in surface skimmers, which is fully equipped and has only 1000 light years on the clock. In case you are splattered liberally everywhere, you've been given three extra regenerative boosters (that's Lives to me and you). There are nine different planet surfaces to conquer before you reach the final stage of blowing up the central Power House.

Quite a storyline huh?, well you'll be pleased to hear the

<b>GALLETRON</b>		Wacci Price	1.99 tape ---- disc
<i>Bulldog</i>			
<b>PLOT</b>	<b>70</b>		
<b>GRAPHICS</b>	<b>84</b>		
<b>SOUND</b>	<b>72</b>		
<b>HOOKABILITY</b>	<b>86</b>		
<b>PRESENTAT'N</b>	<b>80</b>		
<b>WACCI SCORE</b>	<b>78</b>		

gameplay is just as big. This game is really a sort of cross breed between *Zaxxon* and *Critical Mass*, which probably tell's you it's a 3D game. The 3D view is from way up above which makes your little surface skimmer look even smaller than it is. Apart from your craft looking too small I don't think there are any other problems, and that really isn't a problem is it?

*Galletron's* graphics are really very nice, although there isn't that much going on on the screen at any one time. The addictive qualities are the thing which really hold the game together - fair enough, the graphics and sound are very good but without addictiveness it would only be half a game. Luckily *Galletron* has the lot, making it a piece of software well worth getting.

Jeff Walker

*Army Moves* is a game along the *Moon Buggy* lines, but far superior in style.

The story goes that you are a member of the SOC, a crack regiment of specialist commandos picked for the most dangerous missions. Locked in a safe at enemy HQ is information so vital to the war effort that the turning point of the whole conflict depends upon its discovery. To get to the info you have to cross jungles and deserts in many different forms of transport and with a variety of weapons at your disposal.

In Stage 1 you drive a jeep across a long bridge, hopping over the bombed sections, and blasting the enemy jeeps and helicopters with your rocket launcher. Eventually you drive into a garage (on a bridge?), get out of your jeep, and nick one of the enemies 'copters. Stages 2, 3 and 4 must all be completed flying the 'copter, and feature some excellent sprite jets which you have to zap if you want to survive. Stage four-and-a-half is load in the next 3 stages - yes, this is a two-part game.

Stage 5 sees you on foot struggling through the swamp in order to break into the enemy barracks (watch out for the giant Toucans). Once in the barracks you hit Stage 6, in which you must find the main building on the other side of

<b>ARMY MOVES</b>		Wacci Price	7.15 tape ---- disc
<i>Imagine</i>			
<b>PLOT</b>	<b>85</b>		
<b>GRAPHICS</b>	<b>92</b>		
<b>SOUND</b>	<b>60</b>		
<b>HOOKABILITY</b>	<b>82</b>		
<b>PRESENTAT'N</b>	<b>87</b>		
<b>WACCI SCORE</b>	<b>81</b>		

the watchtower. In Stage 7 you must find the bunker where the plans are hidden - find them and you've won the war!

If that description sounds a bit brief, it's because I couldn't get past Stage 2 - the bloody jets kept ganging up on me. Great fun though!

The animation in *Army Moves* impressed me greatly - lots of large colourful sprites moving fairly smoothly both in front of and behind background scenery and clouds. Those enemy jets, as I've said, were particularly nice. In fact, this is the best animation, in the strict sense of the word, that I've seen on an Amstrad since *Sorcery*. Coming from me that is quite a compliment!

Unfortunately the sound, barring the whoosh of the rockets, is pretty basic, and the music is repetitive and boring - so thank goodness you can switch it off.

On the whole, a very enjoyable, fairly addictive, very colourful game.

*Jeff Walker*

After oggling at the advert for weeks (which, being a frustrated amateur photographer myself, I thought was very tastefully done), the game is here at last.

PALACE call it "the most realistic and exciting combat game yet seen on a home computer". Most realistic? Yes. Most exciting? Could be.

The real game (on side 2) is played as all combat games are played: you control one sprite; the computer controls the other. On side 1, however, you have a 2-player option, which I think is something ALL arcade games should offer. Well done PALACE.

There are two "scenes" on side 1, a forest clearing and a desert at dawn, the object of the game being to bash hell out of your opponent with thrusts and slashes of your sword, as well as the usual kicking and not-so-usual head-butting.

You can also roll or move forwards and backwards, jump, crouch, and defend yourself with little parrys (parries?) of your sword. There is always another opponent, and the fight continues (against the computer) until you are beaten, at which time the brute will kick you over and

**BARBARIAN**

*Palace Software*

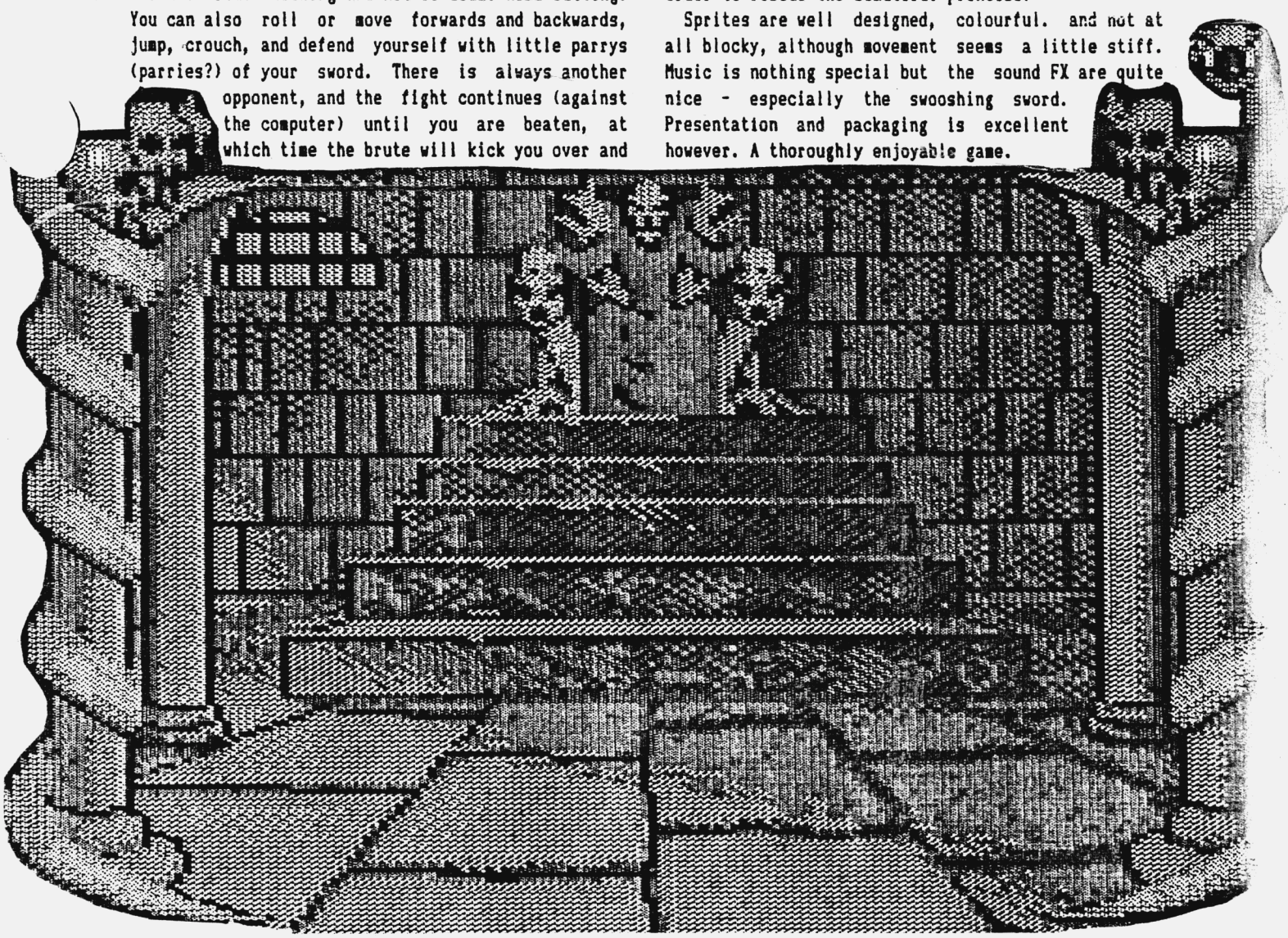
Wacci 7.99 tape  
Price 10.39 disc

<b>PLOT</b>	<b>65</b>	
<b>GRAPHICS</b>	<b>89</b>	
<b>SOUND</b>	<b>70</b>	
<b>HOOKABILITY</b>	<b>90</b>	
<b>PRESENTAT'N</b>	<b>97</b>	
<b>WACCI SCORE</b>	<b>82</b>	

hold his sword aloft in victory. A nice little touch here is the small green monster that lollops in and drags the loser's body off. And if you manage to cut your opponent's head off, the small green monster boots it off-screen first before carting the decapitated body away.

Side 2 is 1-player only. The two scenes here are different again, but the gameplay remains the same, even if the object changes. This time you must beat-off all challengers in order to rescue the beautiful princess.

Sprites are well designed, colourful, and not at all blocky, although movement seems a little stiff. Music is nothing special but the sound FX are quite nice - especially the swooshing sword. Presentation and packaging is excellent however. A thoroughly enjoyable game.



# REVIEWS

Richard Burton

You are Erik the Ball and your job is to change blocks into the right colours. That may seem easy enough but you're constantly hounded by 'chasers', which is just another name for nasties, and as far as Plot goes, that's it. In fact, that's the game summed-up in a couple of sentences.

There are other little bits, like extra live things, skip level objects and a satellite-cum-crash helmet, but that really is just about it. It's almost as simple as *Harvey Headbanger* but I'd say *Ballcrazy* is twice as much fun.

The graphics are very colourful, very nicely drawn, and

<b>BALLCRAZY</b>		Wacci 2.99 tape
<i>Mastertronic</i>		Price ---- disc
<b>PLOT</b>	<b>85</b>	
<b>GRAPHICS</b>	<b>82</b>	
<b>SOUND</b>	<b>80</b>	
<b>HOOKABILITY</b>	<b>86</b>	
<b>PRESENTAT'N</b>	<b>75</b>	
<b>WACCI SCORE</b>	<b>82</b>	

are very cute. Gameplay is as simple as sneezing, and the addictive qualities are very high. The sound is also very good but what takes it is the simplicity in playing.

Yet again, a simple idea ends up proving to be a great game.

Jeff Walker

*Hydrofool* is the long-awaited sequel to *Sveevo's World*. This time the Robo Master sends you, with gnashing teeth, to clean out the Deathbowl - a sort of malevolent giagntic fish tank. Your job is to completely empty it of water by pulling all four plugs, one on each level.

The graphics are nicely done - especially the backgrounds. Animation is smooth, with lovely wobbly bubbles and swirling whirlpools (which are your means of conveyance between levels). Joystick/Keyboard response is quick and collision detection is as accurate as before. All in all a worthy, if slightly too similar, sequel.

The one place where improvement is evident, however, is in the music score. Rob Hubbard has once again come up with a

<b>HYDROFOOL</b>		Wacci 7.15 tape
<i>Faster Than Light</i>		Price ---- disc
<b>PLOT</b>	<b>65</b>	
<b>GRAPHICS</b>	<b>82</b>	
<b>SOUND</b>	<b>95</b>	
<b>HOOKABILITY</b>	<b>75</b>	
<b>PRESENTAT'N</b>	<b>70</b>	
<b>WACCI SCORE</b>	<b>77</b>	

magical soundtrack; one that really has to be heard through a hi-fi to be completely appreciated, but sounds good even through Arnold's tin can. At times I find it hard to believe there are only three channels there.

In conclusion - a nicely done game, bit too much like its predecessor for my liking, but nevertheless worth the asking price if only to freak out to the music.

Richard Burton

Monty's back on the run. After his escapades in his last game he's out and about looking for a Greek island on which he can live out the rest of his days. Before he gets his island he's got to pay for it, and the only way of doing that is to pass through Europe and complete a task of some sort in each of the countries. Once he's been through the eighty platform filled screens and completed all the tasks it's relaxation on his Greek Isle.

As in *Monty on the Run* there's virtually the same graphics, albeit a bit more brighter. There's also a great tune, as in the former, and the gameplay is even tougher.

<b>AUF WEID MONTY</b>		Wacci 7.15 tape
<i>Gremlin Graphics Software</i>		Price ---- disc
<b>PLOT</b>	<b>74</b>	
<b>GRAPHICS</b>	<b>82</b>	
<b>SOUND</b>	<b>83</b>	
<b>HOOKABILITY</b>	<b>85</b>	
<b>PRESENTAT'N</b>	<b>84</b>	
<b>WACCI SCORE</b>	<b>82</b>	

Monty, being so tough, naturally leads to it being one hell of an addictive game, and with all those elements you've got a very nice game too. There's bound to be somebody out there saying "It's exactly the same as *On the Run*"; well, it may look the same visually, but the gameplay is a different matter.

Jeff Walker

Once again the dare-devil Richard Branson is embarking on another death-defying adventure across the Atlantic. For those who don't know, the aim is to be the first hot air balloon to cross that wide expanse. Richard accompanies Per Lindstrand in the largest hot air balloon ever made, "Virgin Atlantic Flyer", and they will fly at 27,000 feet from the Sugarloaf Mountain area of Maine, North America, and hope to land somewhere in Europe.

Not only is this a journey that has not yet been completed by anyone, but certain designs in the equipment they are using are extremely innovative. For a start, as I've said, it is the biggest balloon ever made. It is 59 metres high with a volume of 2,300,000 cubic feet; and to give you an idea of the scale, the aperture at the bottom of the balloon is as big as a London bus! Additionally, Richard and Per are going to be in a pressurised aluminium capsule (with reclining seats), and this should enable them to reach giddy heights of around 27,000 feet as the weather dictates.

The biggest surprise for expert balloonists is that it is hot air filled as opposed to gas filled. Normally the amount of propane needed to heat such a gigantic volume of air would be so heavy to carry that the balloon would not be able to get off the ground. The special material the balloon is made from, which includes a newly-invented material on the top half, will use solar power to help heat the air.

So that you don't feel left out of this great adventure you can now participate when you play *Trans-Atlantic Balloon Challenge: The Game*. In this amusing split-screen arcade game the facts have been modified slightly. You play a mascot Eagle, and can be either on the side of Richard and Per, or aiding a rival balloonist who has challenged them to a race.

The balloons occupy their own half of the screen, and your job is to eliminate aircraft, which jeopardise the journey by dropping paint and missiles on the balloon, so decreasing its altitude. You must correct the altitude with burners, and also keep it on course. So there is plenty to do, but the really sneaky part is that you and your rival Eagle can invade each others territories and create havoc!

Okay, if you haven't already guessed, all that up there (ie: everything that came before what you're reading now) is straight off the VIRGIN press release. It was such a good story I just couldn't resist sharing it. But enough of this twaddle; what you really want to know is how good the game is (don't you?). Right, here goes...

Firstly, it's a 1-player or 2-player game; that's upped the Presentation score a bit. In my opinion, and I've said this before somewhere, any arcade game that doesn't offer a 2-player option is a cop-out by the authors.

<b>TRANS-ATLANTIC BALLOON CHALLENGE</b>		Wacci 6.35 tape
		Price 10.35 disc
<b>PLOT</b>	<b>88</b>	
<b>GRAPHICS</b>	<b>79</b>	
<b>SOUND</b>	<b>98</b>	
<b>HOOKABILITY</b>	<b>91</b>	
<b>PRESENTAT'N</b>	<b>87</b>	
<b>WACCI SCORE</b>	<b>89</b>	

Secondly, the soundtrack is by Rob Hubbard. Now, for those who may not know, I'm a Rob Hubbard groupie - the guy is absolutely amazing and someone ought to give him an award for services to the home computer arcade game soundtrack industry. This latest offering is, as usual, incredibly brilliant; very reminiscent of Jon & Vangelis. Wire up your Arnold to the hi-fi, turn up the volume, turn up the bass, and forget the game for a while. Better than the bloody Beastie Boys! (gob fart swear).

But what about the game? Well, it's original - I'll give them that. It's basically a shoot-em-up, but with an ulterior motive. As I've said, you can play on your own, or compete with a friend - the Eagles have slightly different markings so you can tell the difference between them.

The planes are zapped by pressing fire (or the user-defined keyboard equivalent). This makes your Eagle emit a sonic beam that destroys anything it is aimed at (including your balloon). You can fly your Eagle around the screen, but from time to time you will have to rest, by sitting on top of the balloon, in order to replenish your energy. Energy is also sapped by getting caught in your rival's sonic beam. Nasty!

Inevitably things will get through your defence. Bombs and the like simply puncture your balloon. To remedy this you'll have to burn some propane, always making sure you've got enough left for the complete journey. Paint bombs splatter over the solar material making the balloon sink. Your rival's sonic beam also punctures your balloon, and he will also sabotage your propane supply. Luckily you can do the same to his setup. Oh yeah, and watch out for the Lethal Bomb - very bitchy this game!

Bonus points can be gained by saving the odd unfortunate child who has bought too many balloons and floats past you. Shooting such innocent victims bears huge penalties, and makes their mums very cross. Nice touch!

Day and Night is taken into account; the balloons will soar in the heat of the mid-day sun, only to lose altitude in the evening as the air cools.

Graphics are quite nice; response time, however, is a little sticky. But, then again, there is quite a lot going on at once, and movement is surprisingly smooth. The ultimate test though is the challenge, which is very difficult; in fact, I think Richard Branson's got more chance of doing it for real! A highly addictive game.

# REVIEWS

Ken Walker

I hate this game - not that it's a load of rubbish, but because my wife has really gone a bundle on this version of the ancient *Breakout* game. Now the housework isn't done, and Ken can't get to the computer until after midnight.

It's surprising how an old idea can be revamped to produce such a stunning and totally addictive game. There are plenty of options with which to control the speed of ball and bat, so there is no excuse for not being able to see most of the 100 available screens. There are also some unique features - some bricks, when hit, will double the bat size, produce

<b>KRAKOUT</b>		Wacci 7.95 tape
<i>Gremlin Graphics Software</i>		Price ---- disc
<b>PLOT</b>	<b>80</b>	
<b>GRAPHICS</b>	<b>90</b>	
<b>SOUND</b>	<b>85</b>	
<b>HOOKABILITY</b>	<b>98</b>	
<b>PRESENTAT'N</b>	<b>90</b>	
<b>WACCI SCORE</b>	<b>89</b>	

two bats, double your score, or even fire missiles to destroy more bricks. In addition there are a variety of ghouls and insects which could deflect the ball and generally add to your problems. Like I said, I hate this game and don't want to talk about it any more - so there!

Ken Walker

Not so different from the original punch-up, with plenty of exploring to do around an underground complex to find hidden bits of tape which, when assembled, will redirect the missile and so save the world, etc, etc....

For a change the main character happens to be a female who is out to avenge the death of her brother, who was killed in *Saboteur I* - at least a thousand times when I played it.

There are still dozens of guards to kill, but the evil dictator has now gone up-market and replaced the dogs with pumas. Another change is that our heroine arrives by hang glider instead of dingy or helicopter, and it's left to chance where she drops; the bigger the drop, the more energy

<b>SABOTEUR II</b>		Wacci 6.35 tape
<i>Durell</i>		Price ---- disc
<b>PLOT</b>	<b>70</b>	
<b>GRAPHICS</b>	<b>76</b>	
<b>SOUND</b>	<b>65</b>	
<b>HOOKABILITY</b>	<b>78</b>	
<b>PRESENTAT'N</b>	<b>70</b>	
<b>WACCI SCORE</b>	<b>72</b>	

she loses. As before, energy can be recovered by resting, but often there is little opportunity for this as the guards are always ready to pounce.

Dying appears to be much easier than before, and it takes time to master the controls. The graphics, like the original, are realistic, but movement is slow and tedious. If you bought the original, then this version won't look a lot different.

Ken Walker

This can best be described as *Top Gun* in outer space, where the screen is split for your view of the aliens, with the half for your opponent.

I guess this type of shoot-em-up is more fun when played with a partner. Having a split screen does restrict the action to a small area, but gives the added dimension of seeing if the aliens have you in their sights. Two types of weapon are needed to fight the wire-frame aliens, fuel and shields being restored after each battle before it's on to the next sector for more of the same. Your aim is to collect 9 bits of generator - one can be found

<b>DOG FIGHT 2187</b>		Wacci 7.99 tape
<i>Starlight</i>		Price ---- disc
<b>PLOT</b>	<b>60</b>	
<b>GRAPHICS</b>	<b>70</b>	
<b>SOUND</b>	<b>70</b>	
<b>HOOKABILITY</b>	<b>65</b>	
<b>PRESENTAT'N</b>	<b>65</b>	
<b>WACCI SCORE</b>	<b>66</b>	

after each battle - in the time limit of 30 minutes.

*Dog Fight*, without being spectacular, is a competent game, but I doubt if it has much staying power. It is not sufficiently original to merit the asking price, and should have been in the budget class.

**WACCI COMPO**

Last month's question seemed to puzzle most of you; the answer was in fact quite simple - it was daytime - and for the second month in a row we have a winner. This time it's David Halligan's turn. Well done, David, you should be getting the prizes soon. So the prize pile starts again. To start it off this month we have some arcade games:

- PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES
- PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES
- PRIZES Astro Plumber PRIZES
- PRIZES Diamond Mine II PRIZES
- PRIZES Capt'n Kidd PRIZES
- PRIZES Pipeline PRIZES
- PRIZES Classic Muncher PRIZES
- PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES PRIZES

To win that lot, all you have to do is look at the cartoon below and think-up a caption for it. Easy, eh? Good. I'll be expecting loads of entries then!



Put your caption on the cartoon and send that if you like, or just write it on a postcard or in a letter. Entries in by the 15th July, and the funniest caption will win.

WACCI COMPO  
5 POLVENTON PARC, ST KEVERNE  
NR HELSTON, CORNWALL, TR12 6RB

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# WACCI on the GNOME at home

BY  
STEVE  
WILLIAMS

That title sounds perverted, doesn't it? Well, it's nothing to do with disciplining undersized people in the comfort of your living room. "Shame!", I hear you cry. Stop crying and read on... Can you imagine this scenario:

### SCENARIO ONE

It's 2am and you are trying to get one of the examples from the CP/M manual to do something - anything - but all you keep getting is the "Biscuit Not Present" error message. Your wife, sensibly, went to bed ages ago, and even the TV has long since gone down. You wish you hadn't had that extra pint, and you wish you could understand what the hell CP/M was all about.

Curiously, the bits of fluff between the computer keys have become very interesting, taking on a strange and new significance. Then suddenly (!!!) you feel the urge to talk to someone.

Through an alcohol or sleep deprivation mist - or both - your eyes fall (bonk! bonk!) on a little black box next to your CPC - a modem.

"Aha," you say to yourself (or sometimes, "Err.."), "I'll phone the Gnome..."

What? Oh, you can't imagine that scenario. Okay, in that case you can probably imagine this one:

```

The Gnome At Home      0a      0p
-----
Home of the Gnome
MicroGNOME
-----
1 Latest Gnews
2 Comunicado
3 Beebomania
4 Gnome Diary
5 Underware
6 Goblin Party
7 Write to Gnomey
8 Goblation
9 Babble Boards
# Our Addresses..
  Directory
DA Enquiries - *192#
HELP! Gnew readers please Key 0
AuG T'GG has arrived!
    
```

### SCENARIO TWO

You skip into the kitchen on your return from school. Mummy is baking some Fairy Cakes for you because you've passed all your exams. She tousles your hair as she kisses you

one your parents bought you when you came top of the class in everything - and sitting next to it is your shiny black modem.

"Aha," you think (never "Err.."), "perhaps I will phone up the Gnome at Home and talk to my chums!"

```

The Gnome At Home      can.0a      0p
-----
Steve Williams the.....
Cunning Canadian
-----
assisted by Adam Elphick...
Presents for your entertainment...
-----
WACCI ON LINE
-----

The electronic version of the
World wide Amstrad Users Club
Produced in agreement with WACCI UK
All material copyright WACCI

Many thanks to Jeff Walker, Alex Aird
Scoop, Steve Armitage, Gary Burns,
Glenn Carey, Richard Burton (no not
that one silly!), Aunty John et al...
Press agny gnumber for the index!!
    
```

hello, and tells you how proud she and daddy are of you.

You trip lightly up to your bedroom and put your satchel away neatly in the cupboard. You change your uniform because it might get dirty, and do your homework straight away so you don't forget all the interesting things the nice teacher taught you today.

After you've done all this, and brushed your teeth once more for luck, you look around your nice neat bedroom. On the desk in the

corner is your CPC - the

Still can't imagine it? Oh, soddit! On with the article then...

### WHAT'S IN A GNOME

By now you must have realised (unless your initials are S.D.G perhaps) that this is all to do with modems, etc.

The GNOME AT HOME is the name of the 24hr Viewdata Bulletin Board that hosts the 'electronic' version of this magazine. Called, suprisingly enough,

The Gnome At Home Trivia.92a 0p

**WACCI** Amstrads..  
ON LINE

Cunning Canadian scribes on \*Can.0#

Non-subs who read WACCI can now send me a mailbox. Key 0 from the main WACCI menu on CAN.11. If you have any comments about the section & send me a response frame.

But whatever you do, DON'T read Auntie John's spitoon joke. It may damage your sanity!!!!!!

Sunday 14th June 87 at 19:56  
R.F.S.V.P. From Cunning Canada  
7 Backwards 8 Forwards 9 Index

WACCI ON-LINE, it is edited by myself, Steve Williams, and a chap called Adam Elphick. Award yourself six Pixie Points if you've understood it so far.

The feat of getting 40 pages of WACCI into 75 viewdata pages (40 x 22 res) is akin to getting a quart into a pint pot. Lots of items, therefore, have to be 'postponed', but rest assured, it still retains the essence of its parent magazine.

Inspired by George Fontanini's account of how he translates the magazine into Spanish every month (plus a couple of pints), this is my humble contribution to the WACCI empire. But then you've all read it so I don't need to tell you what's in WACCI ON-LINE. Instead I'll tell you more about TG@H (The Gnome At Home).

**PARALLEL LINES**

To describe the Gnome simply as a viewdata service would be the same as calling WACCI a fanzine.

TG@H has some very striking parallels with WACCI. The main similarity is that it is Fun. There is a club atmosphere, and the high standard of humour makes it very different to other Boards.

It is run by "The Great Goblin"

(better known to his fellow gnomes as "T'GG"), and his cohort, "Gnomey". This insomniacal duo perform the thankless task of slaving away over their hot Beebs, keeping the system going and dreaming-up improvements.

It is also run on a shoestring. To help generate some spondoolicks, users can subscribe for a small fee, which works out to £1.50 per month. For this

sum you get extra facilities such as a private mailbox, extra time on the system, and easier access.

Subscribers to TG@H are known as "Gnomers"; people who phone up to see what it is all about are known as "Goblin Guests"; people who regularly use the service but do not subscribe are known as "Cheapskates". Of the 7 lines that are available, 2 are open to the general public (who have to compete for their use), and the remainder are exclusively for Gnomers.

**SPECIAL INTEREST GROUPS**

Subscribers who get really keen can buy their own frames and start up Special Interest Groups of their own.

On TG@H the SIGs are known as "Grottos", and cover not only machine specific areas, but also a techno helpline, political debate section, play-by-mail games, quizzes, mazes, and role-playing games. There is even a "Curry" section, run by my mate Dave 'cor I had a grat Vindaloo last night, Steve' Spinks, who enthuses over the burning laxative like I don't know what. WACCI, by the way, is unique in that it is classified twice in the new index: once as Machine Specific, and again as General Interest.

Most of the Grottos have babble

The Gnome At Home trivia.0a 0p

**MicroGnome**   
Transitory Gossip for Gnomes.

Gsmalltalk..

Well, here it is me precious Goblins.  
A special tiny Babble Board for you all to chat opogn..

7 Latest Gossip 8 Earliest Gossip  
Updated 15th June 87 at 16:41  
0 Send your Bit of Gossip 9 Index

# FEATURE

boards on which devotees can leave messages for other users. This facility can prove to be a mixed blessing as there is the occasional idiot who likes to show how many obscenities he can put into one frame. No great problem though, as a subscriber usually comes along shortly afterwards and zaps the frame off the board, leaving it blank.

## WHAT'S IN A GNOME

Talking of Language, I had better warn you about the language used on the Gnome. No, I don't mean it's naughty, it's just that when you enter this mystical land for the first time, you find that all the inhabitants are fluent in "Gnomese" - a strange dialect, much like English.

At first you tend to gnotice this a lot, and thignk that all the gnomes are illiterate or gnuttty. But after a while you fignd that it's quite gnice, and hgnot at all gnorty. Agnd so you beign talking ign the same maganner.

You will also notice that the local population have curious names, or "handles". Dark Star, Thanatos, Iagn (the tall goblin), Gniblik, Qix, Scooter, Alhazred, ErinTwoFace, Arg. Some names are really O.T.T. For example, Brian Gaff, Bob Garbutt, Dave Spinks, Adam Elphick, Rod Gallowglass; names which are obviously the products of severely warped minds!

There is one user called Demon whose words of wisdom are generally in the same mode as those of the Great S.D.Glover. Demon is loved and admired by all who read his carefully considered prose, just as our lives too are enriched by SDG.

To continue. At various times during your visit to the land of the gnomes, you will notice little messages that pop up at the bottom of the screen; perhaps entreating you to sample the delights of various Grottos, or sometimes telling you a rather weird joke. These emanate from a little chap called Aug who lives in one of the system BBCs. He is the Autognome.

His job is to oversee all the systems; he monitors all the lines,

```

The Gnome At Home      can.11a      0p
  _____
  | WACCI                ON LINE      |
  |                      15/6/87     |
  | _____              |
  | 1. The Gnews          6. Aunty John |
  | 2. Foul Play          7. STOP PRESS!|
  | 3. Free Downloads!   8. Paper Clips |
  | 4. Discount s/w      9. Contacts    |
  | 5. CP/M & Amstrad    0. Write to us |
  |    s/w library.      * = Gnew.      |
  | _____              |
  | CongratulATIONS! you've now entered |
  | a political-free zone. This is also  |
  | now a Babble-free zone again. "Good  |
  | Gosh! a Grotto without a bb?" I hear |
  | you say. Yup its true, BUT, although |
  | I may live to regret it, I have set  |
  | up a response frame for non-subs!    |
  | Key 0 to use it. But don't abuse it! |
  | Kick any key shown above            |
  | AuG Evegning Cuning!                |
  | _____              |
  
```

updates the various babble boards, and checks how long each guest has been on the system. If he finds that they have overstayed their welcome he gives them the Polite Finger of Death (PFOD) and disconnects them. If he sees that someone hasn't pressed a key for ages, Aug assumes that they are slumped over their keyboard and asleep, and once again gives them the PFOD, so sparing their phone bill.

If you are really desperate you can invite Aug to come and have a chat with you. But beware - it is as much fun as taking Marvin the Paranoid Android out to lunch.

## REASONS TO BE CHEERFUL

Advantages over Prestel and Micronet are numerous. Some of these are:

- 1) There are NO frame access charges. Yes, it's 0p for every page

```

The Gnome At Home      can.60a      0p
  _____
  | Oh gno                |
  | Its...  Aunty John's Menu....      |
  | _____              |
  | 1. Jan. 87 <Formatting 3" Choccy bics> |
  | 2. Feb. 87 <Pleeze don't read this>    |
  | 3. April 87 <Bics'head revisited!>    |
  | 4. June 87 <Juggling & examinations>  |
  | _____              |
  | Whichever frame you are looking at, if |
  | you press 0 you will go to the main    |
  | WACCI index page. You may be grateful |
  | for this infomation if you read on...  |
  | _____              |
  | Key 0 for WACCI      Key 0 for WACCI  |
  | _____              |
  
```

```
The Gnome At Home      can.9a      0p
      WACCI Contacts....

Go on give Jeff Walker a call on:-
0895 - 52430 (only between 7 & 8 pm.)
or write to him at:-

75, Greatfields Drive, Hillingdon,
Uxbridge, Middlesex UB8 3QN.

Or you can write to me at:-

59, The Green, Twickenham, Middx, TW2 5TU
or mbx. me here on the Gnome! What do
mean.. your not a subber on the Gnome!!
Do yourself a double favour.. join the
Gnome at the same time as WACCI & your
cup will runneth over. Then you can mbx
me here. See #Join# now for details.
      Press for # more>>
Any Gnumber to go bak to the index
```

used by a better class of comms enthusiast, and I use it.

7) Micronet and Prestel don't have WACCI ON-LINE (as yet).

So, if you have a modem, why not come and see us here in Gnomeland. Dial 01-888-9984 at 1200/75 baud, 24hrs a day (on some weird modems this is the Prestel option on the selection menu). You can have a wander round, inspect our various little areas (we don't mind), and generally have a good rummage about. There's always some friendly pixie around who will have a chat with you, make you a cup of tea, and offer you some unformatted Rich Teas.

While you're there you can pop in to see what WACCI ON-LINE looks like (it's in Colour, folks!). Type #CAN.0# from any frame to get to the main menu. A mega-chuckle is guaranteed for all (that sounds familiar?).

An on matters Elfin, Adam says there are Fairies at the bottom of his garden. I am deeply jealous of this fact because all I've got at the bottom of my garden is a compost heap.

**NOW THE STING**

And to finish on a serious note <<hummmmmmm - Ed>>, it's message in a bottle time.

At the present moment the set-up I have only allows me to prepare frames whilst on-line. Artistically this is okay because the Gnome has an excellent on-board editor, but phone bill wise it is crippling. So, if this article ever washes up on the shores of a kind, generous reader who has the means or ability to loan or donate some hardware or software that would allow me to prepare frames off-line and then upload them, HELP! All donations would be more than gratefully received.

If anyone is interested in comms or TG0H and wants to write to me at home (mine, not yours, silly), please feel free to do so.

Steve Williams  
59 The Green  
Twickenham  
Middx TW2 5TU

you care to view.

2) It's a lot cheaper to subscribe to than Prestel.

3) It's a lot easier to make your way around the board than Prestel's cumbersome numbering system. For example, if you want to see who is on the system at the same time as you, simply type #WHO# and you go to the appropriate display. Nmonics are always easier.

4) If you want to send mail to a fellow subscriber, say Thanatos, all you have to type is #SM THAN. Type # and you go straight to his mailbox and begin typing. With Prestel you have to remember a string of numbers.

5) Frame updates are as often as you like, 24hrs a day. Micronet's equivalent operates only once every business day.

6) It hardly ever goes wrong, it's

```
The Gnome At Home      can.news2b      0p

      Memo from
      Gnomey

Well, without fear or favour I can say
that WACCI is the most promising, and
most consistently funny, Grotto I've
seegn so far - and here speaks a Gnome
who gnows begger all about Hamstrads.

Good on yer, keep up the good work etc
etc

      lick lick grovel grovel

      Any gnumber to go bak!
Thursday 21st May 87 at 04:26
Mailbox To Cunning Canadian
From Gnomey
```

## instant text

MORE TECHNICAL TIPS FROM  
 ════════════ John Keneally OF Camel Micros ════════════

Problem - in modes 0 and 1, where does all the extra text go to? What I mean is, you can have 80 columns by 25 lines in mode 2, but only 40 columns in mode 1, and 20 in mode 0. So what's happened to all the extra space, and can we get it back? In other words, why can't we get two complete pages of text simultaneously on the screen in mode 1, and would it be any use? Would I be asking if I knew the answer?

Lets's sleep on it a while... zzzzzzz... uh? What? Ah yes, it never fails another brilliant idea bursts into life: you've drunk instant coffee, brewed instant tea-bags, and now you can display with INSTANT TEXT.

If you're writing several pages (eg:instructions) it looks a bit amateurish for each one to unfold line by line onto

the screen. You can, of course, hide the actual writing by changing the ink colour to be the same as the background while writing the text, and then change it back, but this still means a second or two of blank screen between pages. If we could have two pages on the screen together, then the next page could be written while the current page was being read - sneaky, huh?

Can we do it? is the next question. How can the second page be written and not be visible? Well, them letters have got to mimic a chameleon. With a bit of thought this is possible by writing the second page using a different pen whose colour is the same as the background.

The second page is invisible until the colour is changed. Set the colour of page 1 to background, the colour of page 2 to a visible colour, do a quick genuflexion in the direction of Alan Sugar, and the job's done.

You could also do the reverse and allow the user to flip back to page 1 instantly, presuming, of course, there wasn't a page 3 on the way - cue Glenn Carey and a page 3 joke.

```

100 MODE 1:BORDER 0
109 '
110 INK 0,0:INK 1,24
120 INK 2,0:INK 3,24
130 PRINT CHR$(23);CHR$(1);:TAG
140 pencolour=1:RESTORE 1000:GOSUB 500
150 pencolour=2:RESTORE 1200:GOSUB 500
160 WHILE INKEY$="":WEND:INK 1,0:INK 2,24
170 pencolour=1:RESTORE 1000:GOSUB 500
180 pencolour=1:RESTORE 1400:GOSUB 500
190 WHILE INKEY$="":WEND:INK 2,0:INK 1,24
200 WHILE INKEY$="":WEND:INK 1,0:INK 2,24
210 WHILE INKEY$="":WEND:TAGOFF
219 '
220 CALL &BB4E:CALL &BC02:END
498 '
499 'print a page
500 column=0:lin=398
510 PLOT 700,0,pencolour
520 READ a$:IF a$="***"THEN RETURN
530 MOVE column,lin:PRINT a$;
540 lin=lin-16:GOTO 520
998 '
999 '
1000 DATA "PAGE 1", " "
1010 DATA "The object of LOCK'N'KEY is to collect"
1020 DATA "a key from the chamber in the top right"
1030 DATA "corner of the screen, at which point the"
1040 DATA "maze you are in will turn green, and"
1050 DATA "take it to keyhole located in the"
1060 DATA "bottom left corner of the screen, at"
1070 DATA "which point the maze will return to"
1080 DATA "blue."
  
```

```

1090 DATA " "
1100 DATA "Press any key for next page..."
1110 DATA "****"
1198 '
1199 '
1200 DATA "PAGE 2", " "
1210 DATA "Also in the maze is a mutant daffodill"
1220 DATA "which will fatally kill you at a touch"
1230 DATA "resulting in the loss of one of your"
1240 DATA "five lives. You can delay your enemy by"
1250 DATA "using one of stuns, the effect of which"
1260 DATA "gets less as the game progresses. But"
1270 DATA "be careful - you only have a limited"
1280 DATA "amount of stuns."
1290 DATA " "
1300 DATA "Press any key to continue..."
1310 DATA "****"
1398 '
1399 '
1400 DATA "PAGE 3", " "
1410 DATA "You are only able to carry one key at"
1420 DATA "a time, which you keep even after you"
1430 DATA "die, and after all the keys have been"
1440 DATA "collected you will progress to the next"
1450 DATA "sheet, and earn a bonus of 500 pts."
1460 DATA " "
1470 DATA "Control is via the joystick and the"
1480 DATA "fire button operates stun."
1490 DATA " "
1500 DATA "          GOOD LUCK"
1510 DATA " "
1520 DATA "Press any key for previous page..."
1530 DATA "****"
  
```

Unfortunately things are a bit more complicated than this since just writing page 2 on top of page 1 would put holes where the text overlaps. However, by using the TAG command, which lets characters be written in graphics mode, we can write the second page in XOR mode. For those who aren't sure what the logical operator XOR does, here is a brief example:

**TO XOR OR NOT TO XOR, THAT IS NOT THE QUESTION - OR IS IT?**

Suppose we had two bytes of data (A and B) containing the binary data below. Most will know that if these are OR'ed, the rule is that if either bit is set (1), the result is a one, otherwise the result will be a zero.

```
A = 00101101  B = 01101010
```

So A OR B would give 01101111.

If we XOR (eXclusive OR) the two, the rule is that the result is a 1 if the bits are different, otherwise the result is 0. The difference from OR is that if both bits are ones, OR gives a result of one, but XOR gives a zero. A XOR B would give 01000111.

The nice thing about XOR is that repeating the operation returns you the original value (ie: A XOR B XOR B = A), and the operation can be done in any order with the same result. Also, XOR with itself gives 0, and XOR with 0 leaves the original unchanged (ie: A XOR A = 0 and A XOR 0 = A). The classic way of clearing the Z80 accumulator register is to use XOR A, which only uses one byte, rather than LD A,0 which uses two. But I diverge...

```
00101101 (A)
OR 01101010 (B)
-----
01101111 (result)
```

```
00101101 (A)
XOR 01101010 (B)
-----
01000111 (result)
```

**THE PERFECT CAMOUFLAGE**

Let's suppose the screen is in mode 1 and we write text on it in the normal way using pen 1. So, some pixels will be 0 and the others 1. If we could now merge page 2 on top of this using XOR mode and pen 2, there are four possibilities:

- 1) The existing pixel is 0 and so is the page 2 pixel. The result is a pixel written in pen 0 (0 XOR 0 = 0).
- 2) The existing pixel is 1 and the page 2 pixel is 0. The result is a pixel written in pen 1 (1 XOR 0 = 1).
- 3) The existing pixel is 0 and the page 2 pixel is 2. The result is a pixel written in pen 2 (0 XOR 2 = 2).
- 4) The existing pixel is 1 and the page 2 pixel is 2. The result is a pixel written in pen 3 (1 XOR 2 = 3).

If that last possibility confused you, let's expand the numbers 1 and 2 to binary (01 and 10). Now to do the XOR operation bit by bit. It's easiest if we write it as below.

The left bit is 0 XOR 1, giving 1; the right bit is 1 XOR 0, also giving 1. The result is binary 11, which is decimal 3.

```
01 (pen 1)
XOR 10 (pen 2)
--
= 11 (pen 3)
```

So now we have the situation where any of page 1 which is overlaid by blank pixels from page 2 stays as pen 1. Also, any of page 2 which is written over blank screen on page 1 comes out in pen 2. In places where both page 1 and page 2 letters overlap, the pixel is written in pen 3. If we set, say, pen 3 to be the same colour as pen 1, and pen 2 to be the same as pen 0 (ie: the background colour), then only page 1 will be visible. If we then change pen 1 to be equal to pen 0 and pen 2 to the colour pen 1 was originally, then page 2 flips up instantly.

If desired we can now erase page 1 simply by re-writing it using pen 1 in XOR mode. Page 3 can then be written using pen 1 and XOR again. Both these operations will be invisible to anyone watching the screen.

The only remaining question is how to get into XOR mode. It is slightly more complicated than using the normal PRINT command since text is written in graphics mode. The main difference is that the text is written at the graphics cursor position, so you can't use the LOCATE command (or any of the control characters below 32 for positioning text etc because the actual character will be printed instead).

**THE EXAMPLE PROGRAM**

Line 120 sets ink 2 the same as background, and ink 3 the same as ink 1. In line 130 the graphics mode is set to XOR, then printing is swapped to graphics mode using TAG.

Lines 140 and 150 write pages 1 and 2 in pen colours 1 and 2. Remember that ink 2 is invisible, so although both pages have been written, only page 1 is visible.

Line 160 waits for a keypress, and then swaps the ink colours so that page 2 is visible and page 1 is invisible.

Line 170 erases page 1 by re-writing it using pen 1, and line 180 writes page 3 using the now invisible pen 1.

Line 190 makes page 3 visible, and line 200 shows how you can flip back to the previous page instantly.

Lines 210 and 220 reset everything so you don't get in a mess with your colours. Notice what happens to the text!

The routine to print a page in XOR mode starts at 500. Since we are in graphics mode the text must be written at the graphics cursor position; we keep track of this using the variables 'column' and 'lin', which are initialised in 500.

The next line sets the pen colour for graphics using a dummy PLOT which plots a point off the screen. Line 520 reads the text, line 530 moves the graphics cursor to the correct position and prints the text, and line 540 decreases the 'lin' variable by 16 pixels (one text line) and loops back to get the next line of text. See you next month.

# WHEN IN ROME . . . .



**KENNETHUS AUGUSTUS WALKERUS** dons his toga and armour, locks up the chastity belt, and toddles off to sort out the Gauls.

At last programmers are beginning to realise that there were wars outside the period of 1939-45. Until last year few companies seem to have given it much thought, which is a pity as there is tremendous scope for some imaginative games from times gone by.

But now the shelves of the local shop are showing signs of better days ahead, with battles from the American Civil War, the Napoleonic Wars, and Ancient Rome on display, bringing smiles to the faces of all self-respecting wargamers. It's about time we were able to swap the tank for musket and sword to indulge in some basic hand-to-hand fighting.

Wargaming was in danger of becoming stuck in a rut until PSS and LOTHLORIEN decided we Amsters needed more variety. The two most recent examples cover a similar period of history: the rise of the Roman Empire - or, how a bunch of Italian thugs mugged Europe, depending on which side you were on.

### ANNALS OF ROME from PSS

This begins in the year 273 BC, and you have the job of controlling the Senate, whilst at the same time commanding the armies for the usual rough stuff at home and abroad. The game is BIG (with an RRP to match - 12.95 / 17.95), covering several centuries of foreign and civil wars, taxation, and the choice of commanders.

Like *Battlefield Germany*, another PSS game reviewed last month, the computer phase in *Annals of Rome* is performed at rapid pace, which makes it pretty hard to follow - or is it because I'm getting old!?

The instructions which accompany the game are well up to the usual high PSS standard, and include 16 pages of charts, maps, and examples to explain such a complicated scenario. It took me almost one entire evening of reading the book before I could even touch the computer - and when I did, it was back to the book after only 10 minutes of play to find out where I'd gone wrong.

Your initial choice of commanders is most important if you are going to survive. Due regard must be given to loyalty, ability, and combat strength before engaging the enemy; classic requirements for a good strategy game. It's a shame,

however, that the map is relatively small, and that the only sounds available are a series of bleeps. A bit more imagination could have resulted in an excellent game.

### LEGIONS OF DEATH from LOTHLORIEN

This covers a similar period of conflict as the above, but concentrates the action over just 100 years from 264 BC.

The conflict between the Romans and the Carthaginians was known as the Punic Wars, being mainly fought at sea. The wargamer is therefore required to design the Carthaginian fleet before putting to sea. This is accomplished via a chart of icons. Now, I'm no great lover of icon controls, but this game does move smoothly through the options, making control relatively simple.

Once the fleet has been assembled and, after setting sail, has engaged the enemy, you just sit back and study the action until the computer prompts you for further decisions to affect the outcome of battle. Besides naval warfare, there is plenty of gold trading to be done if more ships are to be built to challenge the Roman Empire.

Like *Annals*, this game carries a comprehensive instruction book, which provides useful background to the period and, most importantly, adequately explains the rules of the game.

Both games are good value for money, and will undoubtedly provide many hours of pleasure and frustration for most wargamers, although *Legions* at £9.95 is less pricey.

	ANNALS OF ROME	LEGIONS OF DEATH
CONTROLS.....	60% Quite difficult	80% Easy
GRAPHICS.....	65% Small map	75% Scrolling map
PRESENTATION...	75% Concise	70% Original
AUTHENTICITY...	80% Very detailed	75% Good Action
OVERALL.....	70% Bit pricey!	86% Good value

SIMSPOT, 55 GREENBANK ROAD, DARLINGTON, CO DURHAM, DL3 6EN

# ANNALS OF ROME



# the WACCI FSW Library

**PROBABLY  
THE BEST  
LITTLE  
LIBRARY  
IN THE  
WORLD**

**CPM DISC 1**  
Machine Code Tools (v1.01)

NSWP ZMAC ZLINK LOHD RASMB  
LOOK ZDEBUG NDDT LASM XIZI  
Z8E COMPARE CONV2 QK20 Z80ASM  
BINCALC UNERA

**CPM DISC 2**  
Computer Languages (v1.02)

NSWP SMALL-C EBASIC EPRO LISP  
UNERA SCI  
( Disc Full )

**CPM DISC 3**  
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NSWP NULU DU LBRDISK DISKDOC  
CHEK LOOK DISPLAY LOHD LOOKAT  
COMPARE CONV2 WCOUNT VLIST D  
RPIP QK20 DISPLAY UNERA

**CPM DISC 4**  
At Your Leisure (v1.01)

NSWP ADVENT CHESS OTHELLO GOLF  
BIO CAL MAZE NEWPUZ UKM7 EPRO  
RPIP BINCALC UNERA

**CPM DISCS - CONTENTS & PRICES**

You'll find that all these discs will have some files on them that have been saved in a 'squeezed' format. This is so we can give you more for your money. On each disc is a utility called NSWP.COM (Newsweep). This is the program that squeezed the files, and can be used to unsqueeze them again. There is a good instruction file that comes with NSWP. It is supplied unsqueezed in Ascii format and can be read or printed out by the CP/M 'type' command, or even with NSWP itself. If you have any problems using NSWP (or indeed any CP/M stuff), phone Alex on 021-327-5046 coz he's a brainy sod and uses CP/M (yawn) in preference to amsDOS habitually.

Each CPM DISC costs £6.50 (payable to WACCI) inclusive of P&P. Don't forget, WACCI will supply the disc (Amsoft CF2), just use the Subs & Offers form to order whichever discs you want and they'll be sent to you by return post.

**CPM DISC UPGRADES**

From time to time the content of a given disc may change (ie: will have more on it, so watch the version numbers). To upgrade, just send £1.50 and your original disc back to WACCI, and you'll be upgraded by return post.

**WACCI HOMEGROWN - LOOSE ON CF2 DISC OR C60 TAPE**

Use the Subs & Offers form to order up to 10 programs at a time on tape (requests for more will not be accepted). Disc users may order as much as they like at once (coz copying disc to disc is quick). Please send your tape/disc in a returnable jiffy bag (or similar), anything arriving in plain envelopes will be returned, at the sender's risk, in the same. Loose homegrown programs cost 1p per K, and PLEASE NOTE THAT THE MINIMUM ORDER IS 50p.

**WACCI DISCS**

Two full discs are now available price £5.50 each (payable to WACCI), inclusive of P&P. Use the Subs & Offers form to order.

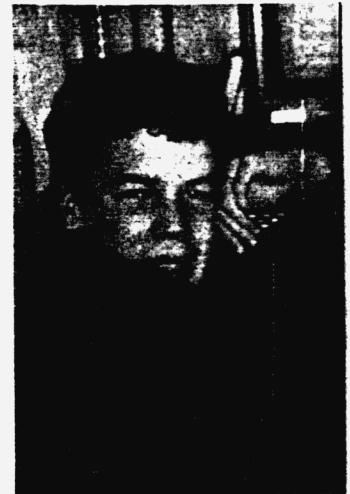
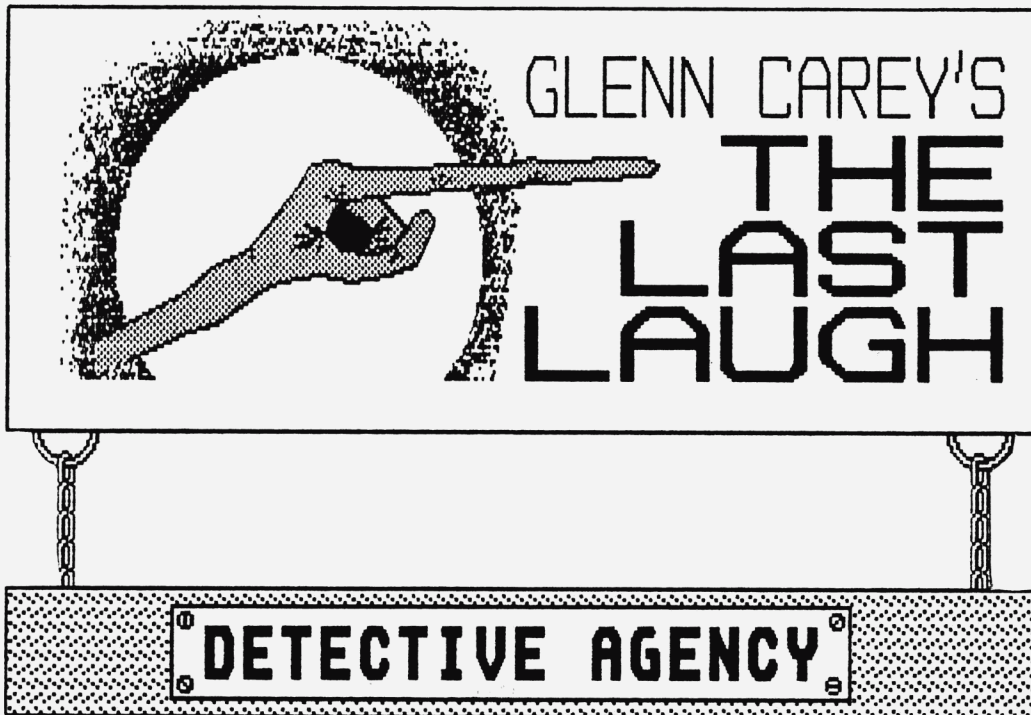
**EUROPEAN & OVERSEAS READERS**

Europe add £1 total. Overseas surface add £1 total. Overseas air add £2 total.

WACCI DISC 1: FSW-1000 to 1027.....Total 335K - Price £5.50 (inc disc and P&P)  
WACCI DISC 2: FSW-1028 to 1050.....Total 343K - Price £5.50 (inc disc and P&P)

-----  
**WACCI HOMEGROWN SOFTWARE - COPYING CHARGE: Standard rate = 1p per K ( \* = new program or new version )**  
 -----

FSW-1000:	CHAT.....	(v1)	J.Kennedy.....	5K	Basic	- Artificial intelligence based on the famous Eliza experiment.
FSW-1009:	JIGSAW.....	(v1)	J.Kennedy....	34K	Basic	- Educational jigsaw with pictures so bad they're good.
FSW-1010:	EDDY.....	(v8)	J.Kennedy....	15K	Basic	- Very good text editor for all CPCs (very pretty, too).
FSW-1011:	XOX.....	(v1)	D.Halligan....	3K	Basic	- Two player noughts and crosses.
FSW-1012:	PONTOON.....	(v3)	J.Walker.....	33K	Basic	- Best program ever written.
*FSW-1013:	PROGDOC.....	(v4)	J.Walker.....	33K	Basic	- Programmer's utility with features like Find, Replace and Trim
FSW-1014:	HELPING HAND.....	(v1)	J.Walker.....	5K	Basic	- Can't make your mind up? Well, ask for a helping hand.
FSW-1015:	BOMBER.....	(v1)	S.Grainger....	4K	Basic	- Bomb the buildings and try to land your plane.
FSW-1016:	LIFE.....	(v1)	D.Halligan....	4K	Basic	- The game of life thingy that all the mags do eventually.
FSW-1017:	LOCK'n'KEY.....	(v1)	S.Grainger....	8K	Basic	- Avoid the dreaded mutant daffodil and open all the doors.
FSW-1018:	TUNNEL DIVE.....	(v1)	S.Grainger....	4K	Basic	- Freefall and collect all the krystals without crashing.
FSW-1019:	HEAD.....	(v3)	A.Aird.....	3K	Mcode	- Sophisticated tape or disc header reader RSX.
FSW-1020:	MEMDATA+.....	(v1)	A.Aird.....	3K	Basic	- Turns a Mcode program into DATA statements with checksums.
FSW-1021:	KEYDEF.....	(v1)	A.Aird.....	2K	Basic	- Redefines your keyboard for single keypress command typing.
FSW-1022:	CHAMPIONSHIP DARTS...	(v1)	S.Anderson....	12K	Basic	- Bonk... Bonk... Bonk... One hundred and eighty.
FSW-1023:	GRID WARRIOR.....	(v1)	S.Anderson....	4K	Basic	- Another interesting variation on the caterpillar/fly theme.
FSW-1024:	JIGSAW.....	(v2)	J.Kennedy....	51K	Mcode	- Educational jigsaw with VIDI digitised graphics.
FSW-1025:	STAR CHASE.....	(v1)	C.T and J.K....	11K	Basic	- Space shoot-em-up with triffic sounds man!
FSW-1026:	UFO ESCAPE.....	(v1)	C.Turner.....	18K	Basic	- Fast basic animation using 'swingers'. See, and believe!
FSW-1027:	HEADLESS.....	(v1)	A.Aird.....	2K	Basic	- Automatic headerless file tape --> disc transfer utility.
FSW-1028:	BETLEMANIA.....	(v1)	C.T and J.K....	31K	Mcode	- Drive your VW around the Blobs' village & blow up the ducks.
FSW-1029:	DISC.....	(v2)	J.Walker.....	2K	Basic	- Intelligent disc menu for the 464 and 6128.
FSW-1030:	SDUMP.....	(v2)	Aird/Walker....	11K	Mcode	- Suite of five mode 1 & 2 screen dumps for Epson compatibles.
FSW-1031:	ENGLEBERT.....	(v1)	J.Kennedy....	8K	Basic	- Bert game guaranteed to give you the Humperdink!
FSW-1032:	GLOBE.....	(v1)	J.Kennedy....	7K	Basic	- Magic prog that lets you view Earth from any angle in Space.
FSW-1033:	MULTIPROG.....	(v1)	J.Kennedy....	2K	Mcode	- Holds 4 Basic programs in a 2nd 64K memory bank at one time!
FSW-1034:	PIXELPLOTTER.....	(v1)	D.Oya.....	5K	Basic	- 6128 Etch-a-Sketch program with Circle and Fill options.
FSW-1035:	STORY.....	(v1)	D.Oya.....	12K	Basic	- Zany program that invents stories from supplied nouns & verbs.
FSW-1036:	FUNCTDR.....	(v1)	D.Halligan....	2K	Basic	- Plots graphs of user-defined mathematical functions.
FSW-1037:	FUNCTSOL.....	(v1)	D.Halligan....	2K	Basic	- Solves quadratic equations (perfect for hardened insomniacs).
FSW-1038:	FORMULAE.....	(v1)	D.Halligan....	3K	Basic	- Mixes chemicals and tell you the formula what you've got.
*FSW-1039:	REGILOAD+asm.....	(v1)	J.Walker.....	13K	Mcode	- Lets you Load Z80 register from Basic and call the firmware.
*FSW-1040:	CGEN.....	(v1)	A.Scott.....	6K	Basic	- Natty icon-driven Character generator (joystick only).
*FSW-1041:	EXCAT.....	(v1)	A.Scott.....	3K	Basic	- Disc header reader (extended catalogue to screen or printer).
*FSW-1042:	EXPRINT.....	(v1)	A.Scott.....	2K	Basic	- Print-out ascii characters > 128 in their proper form.
*FSW-1043:	LABEL.....	(v1)	A.Scott.....	2K	Basic	- Makes printing tractor-fed single-width address labels easy.
*FSW-1044:	NEATLIST.....	(v1)	A.Scott.....	1K	Mcode	- Emulates the BBC's LISTO command to create neat listings.
*FSW-1045:	MENU.....	(v1)	A.Scott.....	3K	Basic	- Intelligent disc menu (Load, Run, Rename, Delete, etc).
*FSW-1046:	ROMREAD.....	(v1)	A.Scott.....	2K	Basic	- Tells you everything about any ROMs you've got connected up.
*FSW-1047:	SYMPHONY.....	(v1)	A.Scott.....	2K	Basic	- No, not music, but a fancy kalaedoscope pattern generator.
*FSW-1048:	AMSIG.....	(v3)	J.Walker....	167K	Mixed	- Amstrad Mandelbrot Set Image Generator (464/6128 DISC ONLY).
*FSW-1049:	DRIPZONE.....	(v1)	J.Kennedy....	52K	Mcode	- Brilliant, pure machine code, smooth, addictive arcade game.
*FSW-1050:	DISCED.....	(v1)	C.Turner.....	5K	Mcode	- Disc sector editor RSX.
*FSW-1051:	STARFIRE.....	(v1)	C.Turner.....	25K	Mcode	- Fast moving, colourful, pure machine code zap-em-up game.
*FSW-1052:	SCANNER.....	(v2)	J.Kennedy....	2K	Basic	- Loads lots of ascii files at once and lets you scan thru them.
*FSW-1053:	BOUNCER.....	(v1)	A.Scott.....	4K	Basic	- A version of Breakout, with a few twists.
*FSW-1054:	BASIC+.....	(v1)	A.Scott.....	13K	Mcode	- 45 new commands added to Basic (with a Basic instruction file)
*FSW-1055:	DIREDIR.....	(v1)	A.Scott.....	4K	Basic	- A full disc directory editor.
*FSW-1056:	MISSILE.....	(v1)	A.Scott.....	6K	Basic	- A version of Missile Command with Joystick/Keyboard control.
*FSW-1057:	SKETCH & PROGRAM....	(v1)	A.Scott.....	8K	Basic	- 6128 Art program which turns your sketches into program lines.
*FSW-1058:	SYNTH.....	(v1)	A.Scott.....	3K	Basic	- Three-channel sound at your fingertips.
FSW-1059:	HOTRODS.....	(v1)	S.Grainger....	6K	Basic	- Can you pass 200 cars at speed without crashing?



**THE LAST LAUGH  
DETECTIVE AGENCY**

THE ATTIC IN THE HAVEN  
COVERACK, NR HELSTON  
CORNWALL TR12 6SY

**INTRO**

Welcome to July's jaunty little column, and not before time too. What a pickle I've been in: The tape containing this file got half a mug of cold coffee spilt on it. In haste, I put it in our tumble-dryer. After about 30 mins I came back and found the dryer had eaten the tape! So, I'd like to thank the plumber (yes, PLUMBER!) who eventually got it out.

**OUT TO LUNCH**

*9.35pm - The Dogfish & Vasectomy*

It was a dark night, and a figure clad in black, wearing funny coloured monkey-boots, strolled up to me and said those romantic words, "What a dump! Let's go get a take-away..."

For what you might call a computer-girl, Saffron Trevaskis is nothing short of incalculable; her wild hair and strange voice making her noticeable from far away.

"Ok, I'll give it to you straight." I said in my Dirk Bogard voice, "Where

the hell have you been?"

We passed 'Jock's Greasy Spoon', and made our way into an obnoxious looking chinese resuarant where a government health inspector was being sick all over a pile of popadoms.

"Here and there," she eventually answered in a sombre, but still strange, voice. "Doing this'n'that, but not so much of the other." She was obviously depressed.

Watching AMTIX! sink down into obscurity (namely Computing with the Amstrad) was one thing, and clinging to the wreckage was another that she just didn't want to go through, AMTIX! had meant so much to her, she just couldn't get it out of her system.

To cheer her up I did an impression of Richard Eddy (before the operation) using three popadoms and some Sweet & Sour sauce, much to the waiters annoyance. Still, sort of made her smile a little.

Conversation was limited to the fine old Cornish tradition of frog-platting for a while until...

"I still get letters, you know," she suddenly said, unprovoked.

"Yeah, but you shouldn't take any

notice of death-threats!" I said, laughing uncontrollably. Until, that is, a pink UFO (later discovered to be an umbrella) hit me promptly in a sacred part of my anatomy, putting me out for the best part of 10 mins.

"Glenn?" a soft voice whispered.

"Yeah," I croaked painfully.

"Can you wake up and pay this bill before the waiter in there gets the hump and makes us do the dishes?" she exclaimed, almost crying in the latter part of the sentence.

"But I thought..." I said. "Oh God," I continued, lowering my voice a few octaves as I remembered where I'd left my wallet.....

I don't know whether you've been in Bert Yuseemno's kitchen before, but it's a sight for sore eyes - come to think of it, it's a sight for eyes, whatever state they're in.

"Glet to lose bruddy dlishes," Bert told us.

We stared at him for a while before realising what he'd said.

Saffron was mumbling something about her nails to me, and how she'd had enough of this at Ludlow, when I began an emotional outburst.



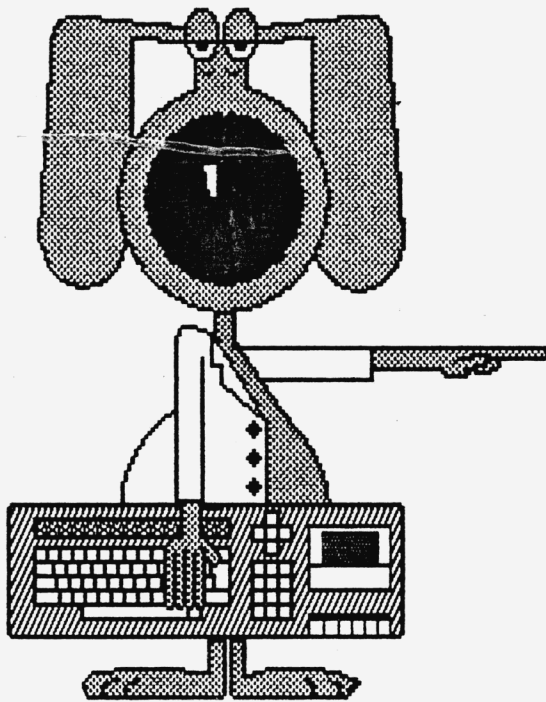
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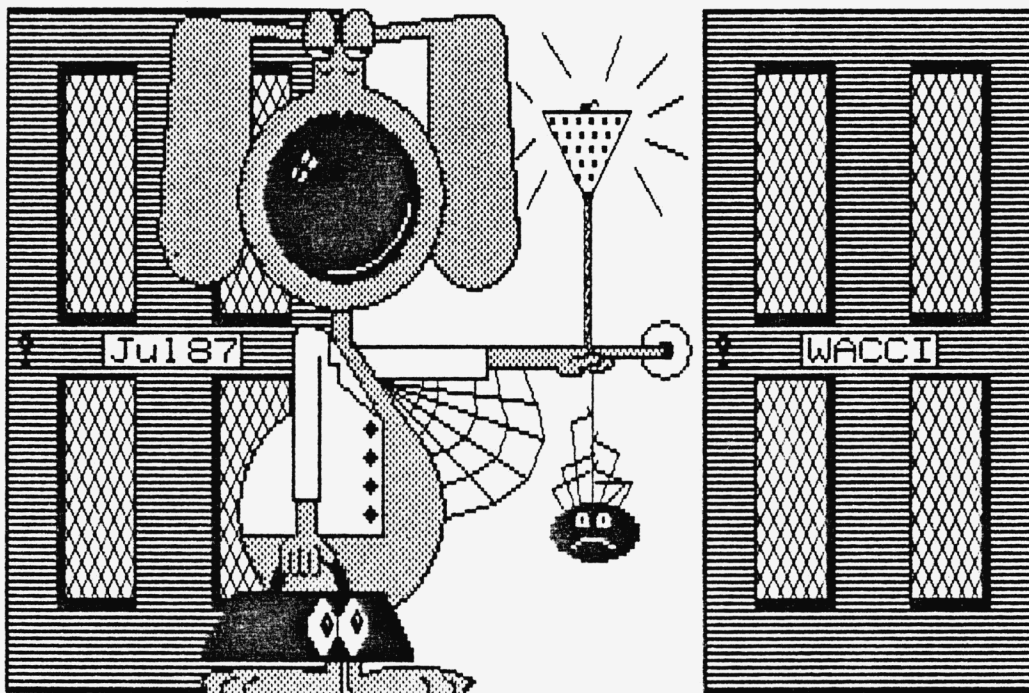
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*‡This is a complete stand-alone game*

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