

THE EUROPE-WIDE AMSTRAD CPC USERS CLUB

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THE WAR OF
THE WORDS
ISSUE

WACCI
MAVER

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Welcome to the second edition of WACCI. Those of you who received issue 71 will remember the free gift of the very first edition of WACCI. I have laid issue two out along the same lines and I hope you enjoy the read. It is interesting to see how far the magazine had come in such a short space of time, this issue being 24 pages long as opposed to the 16 of issue one.

Paul.

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Hello again! First and foremost let me point out a couple of changes in the system. To avoid further confusion, subscriptions and requests for further information should be sent direct to WACCI HQ instead of to the Club Secretary, irrespective of what you may read at some later date in any magazines. Also, there is a change in subscription rates. This affects the printed copy only, the price of which I have had to increase to £12.00 per annum due, simply, to the unexpected size of it. Please see the enclosed subscription form for details of the new rates. And now we've got a newsletter, I can offer prospective new members one-offs so they can see what they're subscribing to. Once again, see the new subscription form for details.

Next, in response to a few grumbles about the time it takes the tape copy to load, I have saved this month's issue for you all at the faster speed, and split the newsletter into 7 parts instead of 3. Please let me know if you have any problems, if you think this is a better idea, or if you think I should split it still further. If anyone has a better idea for presenting the newsletter on tape or disc, I would be pleased to hear it.

I've made a few changes to the software library, too, this month. It's growing so quickly that I've had to condense the FSW pages and bundle some of the programs into logical packages. These count as one program as far as the copying charge is concerned. From time to time I may do this again to programs that are listed singly at the moment, and for the moment I'm using FSW-100 to FSW-109 as temporary homes for these orphans whilst they are waiting to be adopted. If you see one disappear suddenly, you'll find it under a later FSW number in a package, and if you've already got one or two of the programs in any of these bundles it will not matter as the charge is still 20p.

--<<WACK TWO>>--

OUTRO

And finally, I'm making November *National Recruit-A-Friend Month*. To give you a little incentive, I'll extend your membership by one month for every new 12-month or 6-month subscriber you introduce before the 31st Nov. Just get them to mention your name with their subscription.

And now for something completely different....

HOT GOSSIP

FROM SCOOP

Another month, another show. This time it was the turn of the Amstrad one at Novotel, and WACCI are proud to present the VERY FIRST show report of ANY Amstrad publication. Yes, that's right - a genuine scoop, and in only our second month, too! Over 60 new products were claimed to have been launched there, and I'll be taking you on a guided tour around some of the more interesting stands in a bit.

WACCI has also been at the mercy of the press this month, and has received its first review. More on that later (if you can stand the suspense). Copies of the press review in question are available, from me, to any members who are interested; drop me a line.

November is also the start of the software houses' silly-season, where they all go mad trying to get their products on the market in time for the Xmas rush. I will be previewing 4 hot titles from Gremlin Graphics and Macsen's latest, Eastenders, which is based on a cockney soap-opera of the same name (*heard of it anyone?*). And on top of all this there is also an article on Romantic Robot's long awaited Multiface 2.

Can you take the excitement? Well, if not, take two Aspirins, lie down, and come back in an hour. Otherwise, read on, and enjoy!

AMSTRAD SHOW REPORT

Dateline: Saturday 4th October, the second day of the 5th Official Amstrad Computer User Show. After speeding down the A1 in a 1000cc Mini Metro, spending 50 miles trying to find something to eat (*a cheeseburger, a cheeseburger, my kingdom for a cheeseburger!*), and getting lost twice in London, your intrepid reporter finally arrived outside Novotel in Hammersmith a mere two and a half hours late.

Surprisingly, there were no queues. Am I at the right place?, I asked myself. Yes, I replied, and went in. Once inside, I discovered that 95 companies

had also turned up. Oh, yes - and there were some other visitors, too. Quite a lot, actually.

The show was set up on two floors, which avoided everyone having to be packed into the exhibition centre like sardines, and, for once, there was enough air to go around. Seriously though, it was all very well laid out, and you could move quite freely from stand to stand.

Among the 60 new CPC products being launched was the new DK 'tronics TV receiver, which turns an ordinary Amstrad Monitor into a fully fledged colour TV (*No, Malcomm, it doesn't work on a green screen*). Price £69.95. Offering a similar product, though at a slightly higher price, was Screen Micro Distribution of Middlesex, with their Screenvision receiver. Both products produced very high quality pictures and sound, and were very popular at results time (*Leeds drew one-all with Plymouth!*)

On the same theme were Rombo Productions, who were showing off VIDI, a video digitiser which looks like it's capable of some pretty fancy things. As well as being able to produce a digitised picture of whatever, or whoever, is in front of the video camera, it can also copy a piece of film, animation, etc. from video tape onto the Arnold's screen. Obviously, the Amstrad's screen update is a lot slower than normal TV, and screen resolution is nowhere near as good. This tends to make James T Kirk (*going boldly where no man has gone before*) look more like Max Headroom at

a tea party, but, no doubt, some bright spark will spoil all the fun and come up with a useful application for the system.

Leaving aside the Home Entertainments, I found that, as usual, there was also plenty to look at in the way of peripherals and add-ons. Cheetah's Amdrum drum synthesiser sounded very impressive, as too did Vanguard's Maestro Stereo Amplifier. Modems were well catered for, with the Voyager from Modem House, a similar product being demonstrated on a BBC at the Dictaphone stand, and Micronet 800 giving away a free Modem to anyone who subscribed to them at the show. Joysticks were also in abundance, and as well as the new Magnums and Mach Ones; Vulcan Electronics were launching their own Master joystick with, of course, the almost compulsory micro-switches.

--<<WACK TWO>>--

Amstrad themselves were there, of course, but they were mainly concentrating on the new PCs. The sole representative of the Arnold family on their stand was a lonely 464 running a copy of Space Hawks to demonstrate its potential. Some of the more aware visitors to the stand may have noticed that the top three places on the high score table belonged to WACCI, thanks to yours truly and a friend I went down with. That same friend, upon seeing a program running on the Kempston stand, shouted, "Hey, look! It's Etch-A-Sketch!", much to the disgust of the woman who was demonstrating the £70 draughtsman package to some businessmen. She was later heard muttering, "Ignorant northerners" under her breath whilst signing up to the Edwina Currie Appreciation Society (*pass me another bag of crisps please, Norman!*)

On the games side, two of the biggies, Alligata and Design Design, despite originally saying that they would turn up, did not, and it was left to Interceptor and their new subsidiary, Players, to hog the games limelight. Interceptor themselves were launching a new graphics adventure called Aftershock, which has some of the prettiest graphics I've seen on an Arnold for a long time. Players (*Interceptor's new budget arcade company*) look set for a rosy future, and, if they can keep up the quality of their first releases, are going to be hard to beat - even by Mastertronic. They (*Players*) were launching three new games; Guzzler (*a strange sort of game in which you must eat lots of fruit and avoid various baddies*), Cerberus (*a very hard space shoot-em-up*), and Big-Top Barney (*which I can't tell you much about as I didn't actually see it working.*)

Creative Sparks were launching "Danger Mouse In Making Whoopee", which involves one of the best game-plots ever. Briefly, the evil Baron Silas Greenback is trying to take over the world by manufacturing a whoopee cushion for every seat in the United Nations building. You, as Danger Mouse, must stop him! I'll give you a full review next issue <<Send it to George, please - Ed>>.

Romantic Robot showed off the long-awaited follow up to Wiggler, called Never Mind The Nasties. It looked like a standard sort of platform game, but thanks to a persistent little sprog who wouldn't get off the machine, I never actually got to play the game.

Over on the Britannia software stand <<Grrrrrrrrrr! - George>>, all was set for the release of their new TV tie-in, Dempsey & Makepeace. There were posters, leaflets, stickers, and even an episode of the show, but no game - not even a demo! So, if you're waiting for the program of the programme, my advice is don't hold your breath.

Once again, Amstrads were on show everywhere, presenting a wide variety of different topics, although few concentrated on the CPCs. At the time I was there, a good public debate was going on between Amstrad and Micropro

about the quality of one of the latter's programs. At one point it looked like ending up in fisticuffs, but, unfortunately, someone intervened and calmed things down.

Finally, Pride Utilities (*better known for their copying programs which Amstrad banned from the show*) resorted to selling French magazines to earn their crust. Having seen them, I've got to say that, in the magazine war, England gain a home win over France. All the mags were completely in black and white, contained, mainly, listings, and were written entirely in French (*which is no good if you only parlez Anglais monsewer!*)

So that was it for the October show. Hope to see some of you at the next, which is on the 9th to the 11th of January 1987.

HAPPY XMAS AND A GREMLIN NEW YEAR

Cast your minds back to about this time last year. A small software company, better known for its CBM 64 games, converted two of its titles for the Arnold. These were Rocco and Project Future. Rocco was far too easy to master, and, therefore, very dull, while Project Future, although it had a slightly better game-play, was still only very average. Not the greatest debut into the Amstrad Market.

Since then, however, the quality of Gremlin's Amstrad games have been consistently improving, first with Thing On A Spring, then with Way Of The Tiger, and most recently with the highly under-rated Bounder. Having earned a favourable reputation, Gremlin are trying hard to keep it, and they look set to make an onslaught on the Xmas market with four new titles being released over the next couple of months.

Footballer Of The Year should be first off the line. It is based on a similar idea as Addictive's immortal Football Manager, but instead of controlling a whole team, you take the role of a single player. You start at a 4th Division club, aged 17, and with £500 in your pocket. The idea is to work your way up the footballing ladder and eventually be nominated Footballer of the Year.

Trailblazer is another of the four. It's a pure arcade game (*at last!*) in which the plot has you rolling a football (*left-over sprites from Footballer Of The Year?*) at high speed across a futuristic landscape populated by all sorts of nasties who can seriously damage the health of an average footy.

Future Knight is next, and has you in the role of (*you guessed it*) a future knight. As always, your job is to rescue a princess in distress (*it's nice to see that some things never change*). To achieve this mission you must progress through 20 levels, escape from the crashed spaceship, defend yourself against the berzerka droids, fight mystical creatures on the planet surface, and, to top it all, defeat the awesome hench droid (*Wow, man!*) in mortal combat.

Finally should come "Avenger, Way Of The Tiger II". As a Ninja, you must avenge your step-father's death, and, in the process, rescue the stolen scrolls of Ketsuin. Fast graphics and varied opponents are promised and it could make for very good competition with Fist II.

All the games should be out soon, priced at the usual, if pricey, £8.95, and they should cause quite a stir. Whether they'll be good or bad - well who knows?

A FEW KIND WORDS

You can now sit back, relax, and give yourselves a big pat on the back (*if you're a contortionist*). WACCI has had its first press review, and a very favourable one it was too! In an column in the Teeside Evening Gazette, by Eric Whitfield, WACCI was praised for the high standard of content in the first issue, and its value for money at a mere three quid a year. The review appeared in "Chip Chat", a regular, full-page computer column which Eric has compiled ever since its conception, three or four years ago, so he's well qualified to compliment us - and who'd argue with him?

So, there you are. You can now sit back and relax but only for an hour or so. After that get working on Issue 3, we've got a lot to live up to now!

YOU DIRTY, TWO-FACED INTERFACE!!!

By all rights, this story should really have been included in the show report, as that is where Romantic Robot chose to officially launch their new Multiface 2. But I thought it deserved a little room all to itself (*no toilet jokes, please!*)

Multiface 2 slots into the expansion port in the back of your Arnold, and can be used to halt the execution of any program, at which point the hardware/software can be examined and modified, or a back-up copy can be made. The advantages of using this system, as opposed to the more conventional copying programs, are speed and reliability. Back-up copies can be loaded 4 or 5 times quicker (*even on disc*), and because it is hardware, and takes up none of the Amstrad's memory, it is 100% efficient and can copy anything.

Where Multiface 2 scores over similar products is that it is the only version that can restore sound and colour correctly. Sensibly, to prevent piracy, Romantic Robot have included a device *<<after having had their arms twisted by Amstrad - Ed>>* that stops back-ups being re-loaded without the interface which made the back-up being connected. In fact, there's only one real disadvantage - the price. At £49.95 it's a lot more expensive than

a £6 tape utility. But, there again, as I've said, it's a lot better. A simple case of "You pays yer money, you takes yer choice".

£75M PROFIT BUT AMSTRAD WANT MORE

Yes, once again, Alan Sugar has finished another 12 months of trading with a smug grin on his face, proving that Amstrad have had yet another vast increase in profit.

For the year ending June 86, profits were up 273% to £75,000,000 on sales of £304,000,000 (*You can buy an awful lot of lollipops for £304 million.*) This was entirely thanks to the sales of CPC and PCW micros (*the actual score was CPC 650,000 - PCW 350,000 or roughly 2-1*), and did not include any Spectrum or Amstrad PC sales.

--<<WACK TWO>>--

However, despite all this, Amstrad feel they can do still better, and have set aside £12.5 million for advertising. Of this, £3.1M will go on the CPC range (*will the 464 be included, I ask myself*) compared with £2.43M on the new Spectrum (*Boo, Hiss!*), and £2.34M on the PCW range. The balance will go to the audio/visual range of products, with none going to the new range of PCs which are selling by themselves quite nicely thank you.

ALBERT SQUARE ON ARNOLD'S SQUARE

Come on, admit it, every Tuesday and Thursday at 7.30 most of you are tuned in to BBC1 for Eastenders, the everyday tale of inner-city folk. Well, I've got some good news for you, Dirty Den and the rest of the gang are soon to be turned into pixels (*No, Malcom, not pixies.*)

The boys to do the job will be those at Macsen Software, and the plot will put you in the place of script-writer, rushing around the BBC TV Centre avoiding nasty News Of The World reporters *<<Eeeeeek! Libel wobble, wobble, wobble -Ed>>* who would sell their souls to find out which character is going to wallop Harry The Communist next.

A sequel is already being planned called "Seige of the Blue Peter Garden". It will feature a guest appearance by the legendary John Noakes (*Woof! - down, Shep*), who, contrary to popular belief, has not taken up residence in Madame Tussaud's in place of his dummy, but is actually on Alpha Centuari filming the next series of Go With Noakes.

--<<WACK TWO>>--

Anyway, getting back to the point, Eastenders should be released in time for Xmas, priced £9.95.

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WATCH OUT FOR

Nemesis are to release four adventure games on one disc for all the CPC and PCW machines. The titles are: The Trial of Arthur Blackwood, Arnold Goes To Somewhere Else, The Wise and Fool of Arnold Blackwood, and Brawn Free. The disc will also include hints, tips, and cheat sheets. The price is £13.95 on disc.

Martech should be launching Tarzan Lord Of The Jungle later this month. Price £8.95 on tape.

Konami are to release coin-op conversions of games like Nemesis and Salamander. They may be a while coming but when they do, they will be full price and compatible for all CPCs.

Superior Software are releasing Repton 3 on November 5th. The game will include both a full-screen and character designer which will enable you to make up your own personal version when you've finished the original. Price £9.95 on tape and £14.95 on disc.

Jeff.

BLAST FROM THE PAST

By Scoop

NOVEMBER 1985

Doesn't time fly when you're having fun? It barely seems like yesterday that the Amstrad mags were full of show reports and congratulations to the organisers of the very first Amstrad/Joyce show on making such a success of it. But what many people didn't know (or care) was there were actually two Amstrad shows; the official Database effort at Novotel, and also another one, somewhere else in London, arranged by Editionscheme, who had commandeered some buses and were offering free transport from Novotel to their show.

However, this tempting offer did not deter the general public from the official show (*I should know - I had to wait in a queue for a hour to get in!*), which received almost ten thousand visitors over the two days, that's more than at football matches! Having finally got in I found there was a lot to see, including the launch of the Amstrad version of the AMX Mouse (*an expensive pet at £80*). Twelve month's on, and it's still the only mouse available for a CPC

machine. It was also in this month, and at this show, that Viewfax first showed off Amsnet, and DK'tronics launched their 64K and 256K memory banks and the 256K silicon disc.

Also launched in November 1985 were Amsoft's 3D Grand Prix (*still the best racing game on the CPC*), Ocean's Matchday, the politically unstable Raid Over Moscow, The Covenant (*a personal favourite of mine*) and Hewson's train simulator, Southern Belle. As for the best game of the month, well, opinions varied. Amstrad User gave the title to Melbourne House's Starion, while that unruly mob at Amstrad Action preferred Highway Encounter from Vortex.

Opinion was less varied, though, on software disasters of the month. Golden Turkeys went to Domark for their over-priced, over-rated, and under-programmed View To A Kill, to Gremlin Graphics for the graphically impressive but exceedingly dull Rocco, and, of course, to the unforgettable 3D Stunt-Rider (*I still have nightmares about it!*).

It's also interesting to note what software houses were planning 12 month's ago. For example, Ariolasoft were planning to convert 4 of their games for the Amstrad in time for Christmas '85 (*only Skyfox was ever released, and that was in March '86*). Virgin's 'gang-of-five' started work on Shogun (*finally released a couple of month's ago*), Activision promised CPC versions of Rescue On Fractalus and Ball Blazer by mid-November (*they didn't actually specify WHICH November*), and Mirrorsoft started converting Dynamite Dan and Spitfire 40 (*which were released, as usual, a couple of month's later - dead on time yet again.*)

Finally, quote of the month must go to US Gold who said of Impossible Mission, "It is due for release on November 8th and we do not expect it to be significantly delayed". US Gold obviously don't class TEN months as significant at all!

And that was November 1985....

Scoop.

COMPO NUMBER ONE

Here it is, the first ever (*and hopefully not the last*) WACCI Compo. And to the winner of this very first Competition there is a rather delectable copy of Samantha Fox Strip Poker to be given away to some lucky member, who'll probably be drooling over it for the next 3 or 4 months (*if you go blind, write to Sam - not me*).

All you have to do to win is answer 3 fairly easy questions. Please put your answers on a postcard or stuck down envelope and send them to the competition address at the foot of this page, not WACCI HQ.

Right, here are the questions:

QUESTIONS TO FOX YOU

- 1) What was the title of Samantha Fox's first record?
- 2) What is the Latin for Fox?
- 3) To what family of plants do Foxgloves belong?

All entries (*members only*) must be in by 15th November, and the first correct one picked out of the waste paper bin after that date wins. So, get scribbling, and you never know, you might find Samantha Fox on your doorstep very soon.

If anyone would like to set a competition and/or donate a prize, write to:

*Richard Burton
5 Polventon Parc,
St Keverne
Helston, Cornwall, TR12 6RB*

FAIR COMMENT

Edited by Jeff Walker

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

FOOD FOR THOUGHT

Can I please give my verdict on the first issue of the newsletter? First point must be the title screen. Was it done in a hurry? Why not hold a competition for someone to send one in each month and, if they want, they could add sound. Think about December's issue! I would be willing to donate a piece of software each month. Also, don't you think it would be a good idea for someone to contact a dealer and ask if we advertised his wares we could, through WACCI, get them at a discount price? Surely the members would like that.

I must now come on to the reviews column. How long has this guy owned an Amstrad? He only gave us one review. Does he not buy or see the up-to-date titles of software? Has he got a phone? Why doesn't he contact the software houses? Come on, Jeff! The first issue is the most important; as, indeed, all further issues will be. I wish I could review all the software titles. I would contact all the software houses, and perhaps the copies they send me to review in WACCI could be put up as prizes. The reviews editor had better get his act together or move aside. At the rate he's going he wants a bargepole!

While I'm on the subject of regular writers, "Auntie John's Problem Page". Who gave him the job? If you want younger people to join WACCI (in time

I hope you will have a Junior's section), why tell them to put a chocolate digestive into your disc drive. If you have a problem page, have two; the first for serious problems, the second for silly problems. I'm not against silly problems, but title them as so, and give the serious problems a chance.

Now re: "Never Mind The Quality" and World Cup Carnival. You say the only winners were US Gold. But all the people who purchased it from our local software shop took it back, and they sent them back. If other people had done the same, US Gold would not have been the only winners. When people buy programs in the £10 range, do they accept what they are given?

May I now say a little bit on how the newsletter reader program is constructed. If you go past a page and wish to go back to that page via the menu, you can't - unless you re-load the whole program. Will this be cured in Issue Two. Please can you tell us in Issue Two how many members there are, and keep updating us every month. I thought the club secretary might have told us that. Also, can we have a high score table. Please put it to a vote, and see if members send their scores in. Also, if you're stuck for an Add-Ons Help editor, count me in. I'm sorry to say all these things about Issue One, here's hoping Issue Two will be better.

S.D.Glover
Stafford

<<My initial reaction to your letter, Steve, was one of utter indignation. Indignation not so much at your comments, but rather at your tone. After all, there is more than one way of telling a man his mother's just died, and dropping a corpse into his lap is probably not the most tactful. However, I will take a positive attitude toward your letter, treat your comments as constructive criticisms, and briefly try to answer your queries.

First, the title screen. No, it wasn't done in a hurry, and yes, I

will hold a competition, as from now, for members to send in screens. I will use the best ones as title screens for future issues, so all you artists out there, get painting. And now, about adverts...

Advertising is the rattling of a stick inside a swill bucket. When I started this club I promised myself that I would keep ads out of our newsletter for as long as possible. That promise still stands unless everyone writes to me saying they want to see WACCI full of pigswill.

Next, reviews. You'll see George's reply in a minute, but let me just point out that an editor is a person who prepares copy for publication and doesn't actually write it. If you want to do reviews, please do. Send them to George and he'll include them in the column. As far as contacts are concerned, you'll have to establish your own.

If I may just be allowed to give a little advice here. When contacting software houses, do not, under any circumstances, make any promises as far as advertising their product is concerned. Make it quite clear that you are working free-lance and that there is no guarantee of a shining review just because they've given us a freebie to look at.

I think you'll find that they will not be at all interested in sending advance copies to you personally. You have my permission to give them the club name and address, and to ask them to send them here. I'll forward them to you, or anyone else who is interested in doing reviews, should they send any (doubtful). After all, variety is the spice of life, and what one person likes, another can dislike just as much. I must stress, however, that you keep me informed of what you are doing, and you should not use this as a ploy to hood-wink companies into supplying you with free software. This would severely damage the credibility of WACCI and get us put onto many blacklists.

Now on to Auntie John. All I can say is, if milk chocolate doesn't work,

try plain, and if you've got any serious problems I should see a doctor, or write to Steve Anderson (Machine Code) or Dr Loco (Basic).

Next, the newsletter reader program. Until someone comes up with a better idea, this will remain the same. If you've got a Word Processor or Text Editor you can load the newsletter parts into that and go back and forth at will. I know you've got CP/M so try using ED (on your system disc) or NSWP on FSW-005.

Next, the high-score table: I'm working on it - please be patient. In the meantime, send me your high-scores and I'll file them.

And now, finally, the position of Add-Ons Help Editor. Send me a synopsis of what you intend, or even better, phone and tell me. Space is already getting very tight so we might have to make that particular column bi-monthly. One VERY important point about this, though, is that whoever takes it on must be sure of his facts. If the Add-Ons Help Editor advises a particular course of action, then he must be absolutely sure that he is not going to blow something up! As I say to everyone who writes asking to do a column, sit down and have a good think about it first, and make sure you have enough spare time and are prepared to keep to your commitment.

I hope I've abated your anger, and remember, this newsletter is written by YOU, not by me, so it will only get better if YOU make it better. Now here's George Fontanini's reply to your nomination for a bargepole and accusations of incompetence- Ed>>

ON GUARD, GLOVER

Dear Sir, you have insisted on slagging off both myself and my fellow writers rather than give useful views. Well, now it's my turn.

Firstly, I would like to know where you developed your personality. Was it in a car crash, perhaps? Secondly, you moan about my reviews (by the way, I have had my Amstrad for 12 months). Well, if you think they are rubbish, why don't you remove your finger from your anal passage and send in some of your own?

I thought Auntie John's article was excellent, but, there again, you do

need a sense of humour, something you appear to lack. I'm still wondering why you thought the chocolate digestive was a silly idea. You didn't try to format one, did you?

An editor edits - in my case, reviews - but if none are sent in then I must fill the column with my own. And I think the intro screen looks, well, different. But I can't wait to see your's. Should be good for a laugh.

I have written to software houses asking, and even demanding, details such as release dates etc., but as you can imagine, the majority of them told me to go forth and multiply, a comment you are probably used to receiving. You seem to want everyone's role, even Jeff's. Well, I'll be more than happy to let you translate the newsletter into Spanish. What d'you say?

It's quite obvious that you want to own the whole WACCI mag. Well, you can't bloody well have it!

As for the bargepole nomination, go and stick it where the sun don't shine. I hope everybody else you had a go at comes down HARD on you, but let me finish by giving YOU some advice:

- 1) Don't be so bloody vain.
- 2) Write a review now and then.
- 3) Don't format any more choccy biccys; you get terrible read errors.
- 4) CENSORED.
- 5) Go take a running jump (preferably off a HIGH cliff).

George Fontanini
London

<<I think you can safely assume, Steve, that you've hurt George's feelings. Let me sum up both our responses in just one phrase: Actions speak louder than words. In other words, PUT UP, OR SHUT UP! - Ed>>

WACCI ON TRIAL

We spoke on the phone this week following your letter of 12/9/86 re: WACCI. I am very interested in your ideas but, before committing myself to an annual subscription, I would like a look at the first issue to see if it is likely to be of lasting interest (like you, I've seen one or two "newsletters" which, frankly, were

rubbish). I enclose a blank disc and would be very grateful if you could put the newsletter on it. I appreciate this offer and I am quite sure I will become a subscriber (and even a contributor).

Ray Hughes
Bristol

<<Will we pass the test? Aaaaagghh!!! The suspense is killing me. Nail biting stuff, eh? - Ed>>

MISSING DISC

To put it frankly, I'm confused. In my last pack I enclosed: a tape, a disc, a cheque, a letter, and a return stamp. The disc was formatted on one side for CP/M programs and on the other for Basic programs. I assumed that you would automatically put the CP/M programs on a side of the disc and hence the Basic programs on the remaining side. The tape was enclosed for this month's issue of the magazine. I enclose a tape for the magazine and two first-class stamps - one to replace the one you had to use and the other to return this pack. One last thing, I own a 6128, hence the reason for enclosing a disc in the last pack.

Chris Page
Brighton

<<I hope this isn't going to turn into a full scale argie-bargie here, but I'm afraid you did NOT send me a disc with your order for the FSW programs. I suggest you search through your disc collection where you will no doubt find the missing disc. And why bother sending a tape AND a disc. I CAN put the newsletter on disc, you know! Not only will this save me a lot of copying time, but it will also save you a lot of loading time. I can categorically assure you that I am not in the habit of fiddling. I have received many discs over the past few weeks and not only do the owners get a disc back, but they get the SAME disc back. I don't just chuck them all in a box and take pot luck. I would ask you, to save any further confusion, (and this goes for anybody else who feels they can't trust me) to choose what you are going to send, a tape or a disc, and stick to that.

THE WACCI REVIEWS

By George Fontanina

Hi, there. I hope you all enjoyed the first WACCI newsletter, (*nice intro screen, Jeff !!*). Anyway, back to business. Last month someone was moaning about the price of software, (*this is true, I buy mine on H.P.*), this has prompted me to try to include a review of a budget game every month for our younger (*and poorer !!*) readers, who can't afford to spend a tenner every week on a game. By the way, not one person has sent me a review this month, so, once again, I have had to write my own. Come on you lot, it's your newsletter. Let's hope I get a few next month.

BOMBSCARE FROM FIREBIRD (464/664/6128) *Tape only at £1.99*

Bomb scare is one of the better budget games I've seen. The objective is to defuse a bomb which, throughout the game, ticks away quite peacefully to itself. In order to do this, your robot (*called, would you believe, Arnold*) must collect objects to help you. For example, he (*no letters accusing me of being sexist please; I'd love to know a WOMAN called Arnold*), can collect hammers, screwdrivers etc.

These items can be found scattered across the space station, and note that there are usually two of each item; so don't panic, you'll find it sooner or later. Now, Arnold is quite weak, and can only carry 5 items at any one time; a great little feature is being able to switch between these items. He must then return to the bomb, use each item (*in its proper order, whatever that means*) and defuse the bomb.

And now I might as well tell you about the dreaded time limit. It starts at roughly 900 and ticks down quite rapidly, making your task a little harder. To enable you to move around the space station a little faster, teleporters are scattered about (*I've only found 4*), and these blasted things need passwords. When you reach a teleporter it's useful to jot down

its name (*eg: Delta*) and you must use capitals when typing in your destination. If you run out of time, then find the exit and run. The planet then blows up, but look on the bright side, you are alive and squeaking - what more could you want?

The game is played in 3D and has good graphics for a budget game. It also has good sound effects, but lacks a soundtrack. Oh, by the way, it plays a tune whilst it's loading that just might get you waltzing with your favourite teddy-bear. <<*What d'you bring that up for? You know my teddy-bear's got no legs! Sob, sob - Ed*>>

WIZARD'S LAIR FROM BUBBLE BUS

(464/664/6128) Tape only at £8.95

Wizard's Lair has a simple, but good, plot. The story goes that 'Pothole' Pete has stumbled across the Wizard's Lair, which is a mass of connected caves containing waterfalls and underground rivers. His only chance of survival is to find the four pieces of the Gold Lion which are scattered about on several levels. Then, and only then, may he pass the Dragon Guards and reach freedom.

The game takes quite a while to load, and when it has you are confronted with quite a dull screen and a sombre soundtrack. The music reminds you of those Conan films, and you can picture yourself roaming through the desert. But the graphics are good, with very colourful underground plants.

As Pete, you are armed with axes, which may be used to kill the various types of nasties found on each screen. Most of this game is exploration and trying to find the pieces of the lion. This obviously requires energy which may be replenished by finding food and drink. If you are lucky you may run into some gold, which can be particularly useful if you find a scroll. Assuming you have gold and that you have run over a scroll, the gameplay stops and you are presented with a screen allowing you to cast a

spell (*good ain't it?*). The power of the spell depends on the amount of gold you have. You can cast a spell to get more keys, rings, diamonds, weapons, or energy. The first three are essential items to get through some doors.

As you run about the screens you will eventually find a 'wardrobe lift' (*yeah, thats what I thought*). This will take you either up or down a level. It's a good idea to jot down the level's name because another way of getting to a different level is by finding and using a 'magic lift'. This will take you anywhere, as long as you know the level's name. If you run into a trap door, you will fall a level, and the only way you can get back up is by using a lift.

On the whole, the graphics are good, the sound is fair, you can either use the keyboard or joystick, pause or abort the game (*useful if you become trapped*), it's perfectly playable on a green screen, and is compatible across the whole CPC range.

KNIGHT RIDER FROM OCEAN (464/664/6128) *Tape only at £8.95*

After all this time Ocean have finally turned out Knight Rider. The best thing they could have done with it, in my opinion, was scrap it. The aim of the game is that you and KITT may choose to crack one of four wicked plots from a menu. Once you have chosen the plot, the screen changes and you are driving KITT. After a while, enemy choppers begin appearing, and, if you want, you can let KITT drive and try to shoot them down yourself by controlling your sight and firing your invisible laser at them. If this doesn't appeal to you then you may continue driving and let KITT shoot them down. When you get to your destination, you become Mike. The only good thing about the game is the title tune. The graphics are unimpressive, gameplay repeats itself, and the scrolling messages take ages to come on the screen.
George.

ALEX AIRD SAYS

Don't be afraid of machine Code

THE AMSTRAD FIRMWARE

When I first started to learn machine code the thing I found most confusing was converting to decimal etc. all the time. For example a line like &8000 is 32768 in decimal, or -32768 in two's complement, or &X1000000000000000 in binary (*which really got me confused*). So as not to do the same to you I shall stick to using hexadecimal numbers all the time.

It can be quite interesting playing around with the firmware. Recently I wondered how to do a CATalogue to the printer. Now, when your Arnold wants to write to the screen it calls the firmware routine at &BB5A, and when it wants to send something to the printer it calls &BD2B. So I thought, let's swap things around - and I did - and it worked! Not perfectly, no line feeds are sent, so set your printer to double space, and it only works properly in Mode 0. But it's ok for what I wanted, AND it's only a one liner. Here it is:

```
10 a=PEEK(&BB5B):b=PEEK(&BB5C):
   c=PEEK(&BD2C):d=PEEK(&BD2D):
   POKE &BB5B,c:POKE &BB5C,d:
   MODE 0: CAT: POKE &BB5B,a:
   POKE &BB5C,b: MODE 1
```

DEPROTECTION

Okay, now to the main point of the article. How to deprotect protected Basic. Its done by loading and saving the program using machine code. It is a straight forward operation and the sequence is:

open a file for input.....CALL &BC77
read in the data.....CALL &BC83
close the input file.....CALL &BC7A

open a file for output.....CALL &BC8C
save data to tape or disc...CALL &BC98
close the output file.....CALL &BC92

Of course, there's a little more to it than that, but not much. Just a case of passing parameters. The following shows how to load and save a file called DEMO.

THE PROGRAM:

HEX CODE	ASSEMBLER MNEMONICS	REMARKS
	ORG &100	Our program will be loaded to &100.

The area of memory from &40 to &16F is only used by expansion Roms such as Amsdos (*which only uses it for storing direct commands like RUN"<filename>*), so most of this area from approx &50 is empty. Don't type NEW though or your program will be wiped out. Using this area allows you to load very long programs without worrying over memory full errors caused by setting HIMEM too low. You can put last month's program for fast save to tape here. I heard that 6128 owners can get strange problems with the keyboard when using &BC40 for that program as the expansion buffer is in a different place.

Right, first we'll open a file for input...

06 04	LD B,4	Load B with the length of the filename. A length of 0 will load the next file from tape.
21 30 01	LD HL,NAME	The address in memory where the filename can be found. ie: at the end of this program, which is &130.
11 00 90	LD DE,&9000	The address of a 2K buffer.

This buffer can be anywhere. We will use &9000. If you are stuck for space use the screen memory &C000, but disable the prompts first.

CD 77 BC	CALL &BC77	Call CAS IN OPEN.
----------	------------	-------------------

In Basic all this becomes: 100 DATA 06,04,21,30,01,11,00,90,CD,77,BC

On exit from CAS IN OPEN details from the header are stored in various registers. The one which concerns us is the length, which is in BC, so we will save it by pushing it onto the stack...

C5	PUSH BC	Save length.
----	---------	--------------

Now we must read the program into memory...

21 70 01	LD HL,&170	The addr to load the program. Basic progs usually start at &170.
----------	------------	--

CD 83 BC	CALL &BC83	Call CAS IN DIRECT.
----------	------------	---------------------

...and close the input file.

CD 7A BC	CALL &BC7A	Call CAS IN CLOSE.
----------	------------	--------------------

In Basic this is: 110 DATA C5,21,70,01,CD,83,BC,CD,7A,BC

First we'll create a Basic program consisting of a few lines of REMs...

```
10 REM
20 REM This is a demo
30 REM
```

and save it with SAVE "DEMO",P. Then we will load and save it again, deprotecting at the save time.

This program can be used as a simple tape to disc transfer utility. Type 'TAPE.IN';'DISC.OUT' before you start. It will transfer programs tape to tape, disc to disc and disc to tape as well. To run the program CALL &100 when you have everything ready.

For Basic progs you will need to alter only the name, but for binary files a lot of the addresses need to be altered. However, armed with a header reader prog (*see mine in the library FSW-112A*) and an assembler it's quite easy (*but Transmat and similar programs make it easier*).

For example, to deprotect your Welcome cassette (*and transfer it to disc at the same time*), alter the name at the end of our program to WELCOME1, change the 04 in line 100 to 00 (*which means load the next file from tape*), and change the 04 in line 120 to 08 (*which means 8 characters in the filename*), and line 150 becomes:

```
150 DATA 57,45,4C,43,4F,4D,45,31:
    REM WELCOME1 in hex.
```

Also line 10 must be changed to:

```
10 FOR a=&100 TO &137:READ b$: etc
```

Okay, that's it for now.

NOTE: THE ABOVE PROGRAM MUST NOT BE USED TO BREAK THE COPYRIGHT LAWS

The program is now in memory so now's the time to save it again. First we open a file for output...

HEX CODE	ASSEMBLER MNEMONICS	REMARKS
06 04	LD B,4	The length of the name DEMO.
21 30 01	LD HL,NAME	Address of the name DEMO.
11 00 80	LD DE,&9000	Our 2K buffer at &9000.
CD 8C BC	CALL &BC8C	Call CAS OUT OPEN.

Then we write the program to tape or disc...

21 70 01	LD HL,&170	The beginning of the program we want to save.
D1	POP DE	Get back the length we saved earlier.
01 00 00	LD BC,0	This is the entry address for machine code programs to auto run, and doesn't concern us here.
3E 00	LD A,0	The filetype:- 0= BASIC 1= BASIC Protected 2= BINARY 3= BINARY Protected etc...

CD 98 BC	CALL &BC98	Call CAS OUT DIRECT.
----------	------------	----------------------

...and close the output file...

CD 8F BC	CALL &BC8F	Call CAS OUT CLOSE.
----------	------------	---------------------

...and return.

C9	RET	Return (to Basic).
----	-----	--------------------

The filename...

44,45 4D 4F	NAME:DEFM "DEMO"	The name DEMO in Hex.
-------------	------------------	-----------------------

```
In Basic: 120 DATA 06,04,21,30,01,11,00,90,CD,8C,BC
          130 DATA 21,70,01,D1,01,00,00,3E,00,CD,98
          140 DATA BC,CD,8F,BC,C9
          150 DATA 44,45,4D,4F
```

And that's it! If you are using cassette the length of the name can be zero, and you can dispense with the filename at the end altogether. You will simply load the next file from tape and save an unnamed file. Disc users, though, must use names that conform to Amsdos conventions. If you have an assembler type in the mnemonics, or from Basic use this loader program:

```
10 FOR a=&100 TO &133: READ b$: POKE a,VAL("&"+b$): NEXT
100 DATA 06,04,21,30,01,11,00,90,CD,77,BC
110 DATA C5,21,70,01,CD,83,BC,CD,7A,BC
120 DATA 06,04,21,30,01,11,00,90,CD,8C,BC
130 DATA 21,70,01,D1,01,00,00,3E,00,CD,98
140 DATA BC,CD,8F,BC,C9
150 DATA 44,45,4D,4F:'the filename DEMO in hex.
```

FOUL PLAY

By Richard Burton

INTRO

Hello there, gamers. Welcome, once again, to Foul Play, the column where all your devious game-plays and brill pokes see the light of day. If you've got a wonderful tip or poke which you're keeping to yourself, why not throw it in an envelope and post it to my address, which is on the back page. Anyway, enough of the verbal, and on with the tips which this month are for One Man & His Droid, Alien Highway, Nodes Of Yesod, Starion, Thrust, Red Moon, and Rad-Zone.

ONE MAN & HIS DROID

After printing the first 18 passwords last month, here are the final two: 19) Gravitare, and 20) Upandaway. Happy Shepherding!

ALIEN HIGHWAY

- 1) Remember, every time you play the game the screens change order, so don't go bombing about.
- 2) Use your energy sparingly and build it back up regularly at regeneration points.
- 3) You must manoeuvre the Terratron through every regeneration point along the road.
- 4) Push a barrel up the road with you. It'll come in handy later.
- 5) If your Terratron gets pushed onto the edge of the road, then go up to it and push it diagonally.

NODES OF YESOD

- 1) First you must catch a moon-mole. Use it to burrow through certain edible walls in the maze.
- 2) Every time you get a hetonet you will be given a much needed extra life and a few gravity sticks. Drop these every time the thieving spaceman tries to nab your alchiems <<Ouch!>>
- 3) When you've happily gathered eight delightful alchiems, go quickly to the monolith, where you'll complete the game, presuming, of course, you know where it is!
- 4) Oh, did I forget to mention the eight alchiems all have to be the same colour?

RAD-ZONE

These absolutely brilliant tips are supplied by a friend, Glenn Carey, of Coverack <<Never heard of him - Ed>>. They give you a teleport system and almost infinite lives:

- 1) To teleport press CTRL, COPY and SHIFT as you are leaving a room. The screen will go black, allowing you to type a number between 1 and 42. This will then teleport you.
- 2) To get lots more lives, do the same as above, but type 100. Then type a new line into the prog: 903 FYL=(number of lives required). Then type RUN. The better programmers amongst you could list it after typing 100 and probably enhance the whole game. Why not get in touch if you do?

STARION

Over the next few issues I'm going to print the solution to Starion, but only 2 grids at a time so not to ruin your enjoyment. By the way, thanks go to David Downing for this bit.

BLOCK 1, GRID 1

0001: Bible
1831: Electricity
1858: Telegram
1893: Aspirin
1897: Diamond
1905: Relativity
1957: Eec
1980: Rhodesia
1985: Starion

BLOCK 1, GRID 2

0814: Egbert
1086: Preface
1587: Axe
1588: Armada
1764: Coal
1776: Seal
1815: Wellington
1883: Krakatoa
1965: Leonov

RED MOON

I stumbled across this tip purely by accident. I found that every time you kill somebody/something it will re-appear as a ghost. So, if you bury the corpse after killing it, they won't come back to haunt you. However, try burying the person/thing before killing them and you won't lose any hit points. Jolly useful, eh? But the BURY command doesn't stop there. When you're in the blacksmith's forge, bury the fire then go up the chimney to get a piece of treasure. But there's a

grill in the way, you scream. Well, bury it! Lastly, if you got stuck on how to open the safe, as I did, then try turning the safe instead of the dial, but, be careful, because you'll need to be wearing the gas mask before opening what's inside!

--<<WACK TWO>>--

THRUST

- 1) Have a few practice sessions before getting stuck into the meat of the game. It will probably make things easier for you.
- 2) Try to collect every single fuel dump because you'll get more points and more fuel.
- 3) When lowering yourself down to collect a fuel dump, turn on your picker-upper beam at the very last moment. If you do decide to be a wally and pick up the fuel when you're 10 million light years away, you'll find your fuel supply will diminish rapidly, and your spaceship will plummet to the planet's surface way below.
- 4) Try to shoot everything. If you're sure you can't get a fuel dump (like the 3 on the 3rd screen) then blow it into oblivion! You won't get as many points as you would have if you'd picked it up, but it's better than a kick in the teeth. Shooting Limpet guns is a good source of points. You can disable these by shooting the reactor a few times.
- 5) If you're hungry for points, blow the reactor up but if you are towing a pod you'll probably find yourself crashing into the planet or blowing up your pod. So, when you're practicing, see how many shots it takes to make the reactor critical then next time you go to collect the pod, shoot it one less than you need to, collect the pod, give it one more blast, then zoom off into the depths of space.

That's it, seeya next month.....

MACHINE CODE

By Steve Anderson

This month we will begin to learn about the purpose of your computer's memory, microprocessor, and how the Amstrad counts. It is important to understand how your computer stores and manipulates data. By the way, don't sweat if you missed last month's article as it was only a very rough guide as to what we are going to try to achieve.

When we talk about 'Amstrad machine code', we really mean 'Z80 machine code'. The Z80 is the microprocessor in your Amstrad which does all the calculations and decision making, so when we are writing a machine code program, we are really making a list of instructions for the Z80 to carry out for us.

--<<WACK TWO>>--

THE BINARY SYSTEM

The binary system is the number system all computers count in. At first it can seem difficult to understand because it consists of only two digits, 0 and 1, but once you learn to count to 4 (*in binary*), it's dead easy. In our decimal system we count in ones, tens, hundreds, thousands, and so on. Therefore, the number 147 actually means:

FIGURE ONE		
Hundreds	Tens	Ones
1	4	7

The largest number that can be represented in any of these (*or subsequent*) columns is, of course, the number 9. But what if the largest number you could have in a column was

one (*as in binary*), then the columns, for the same number, would look like figure two.

FIGURE TWO							
128	64	32	16	8	4	2	1
1	0	0	1	0	0	1	1

So, 147 in decimal is 10010011 in binary ($128+16+2+1=147$). If you study the numbers above the dotted line you notice (*going from right to left*) that each column represents double the value of the previous column.

Okay, just for the exercise, let's take the number 39 and convert it into its binary equivalent. Again, we use the above columns, and we ask ourselves, which columns require a 1 and which require a 0. Straight away we can see that we don't need the 128's column or the 64's column as the number we want to represent is smaller than both of these. We need not place anything in these columns at all, but, when programming, it is good practice to place a zero in the leftmost columns which are not being used. Next in line is the 32's column. This is less than 39, so we'll put a one in it, and subtract 32 from 39, leaving us with 7. Next comes the 8's column, which is bigger than 7, so we put a zero in it. Then comes the 4's column. We'll have one of those (*put a 1 in it*), subtract 4 from seven, leaving us 3. Now the 2's column. Yup, one of those. Subtract 2 from 3, leaving 1 which we'll put in the 1's column. And 1 minus 1 equals zero, which means we've finished. So now we know that binary 39 is 00100111 ($32+4+2+1$).

Your Amstrad has, thankfully, a built in binary converter, so if you type

PRINT BIN\$(39) <enter>, your computer replies with 00100111.

MEMORY

The Amstrad has a memory capacity of 64K. Now, 1K is equal to 1024 bytes, and if you multiply 64 by 1024 you get 65536 (*recognise that number?*), which is the total number of binary numbers your computer can store, but none of them can be larger than 255 (*in decimal*). It is best to think of memory as being a series of boxes numbered 0 to 65535 (*in computing we always start counting from 0, not 1*), and in each of these boxes we can put a number. These numbers are known as bytes and their size is limited because the greatest number we can represent with 8 bits (*Binary digITS*) is: 11111111 or ($128+64+32+16+8+4+2+1$) which is 255 in decimal.

THE CPU

The CPU (*Central Processing Unit*) is the name we give to the Z80 microprocessor, which does all the decision making and calculations. It can read data from memory, manipulate it, and write data back into memory.

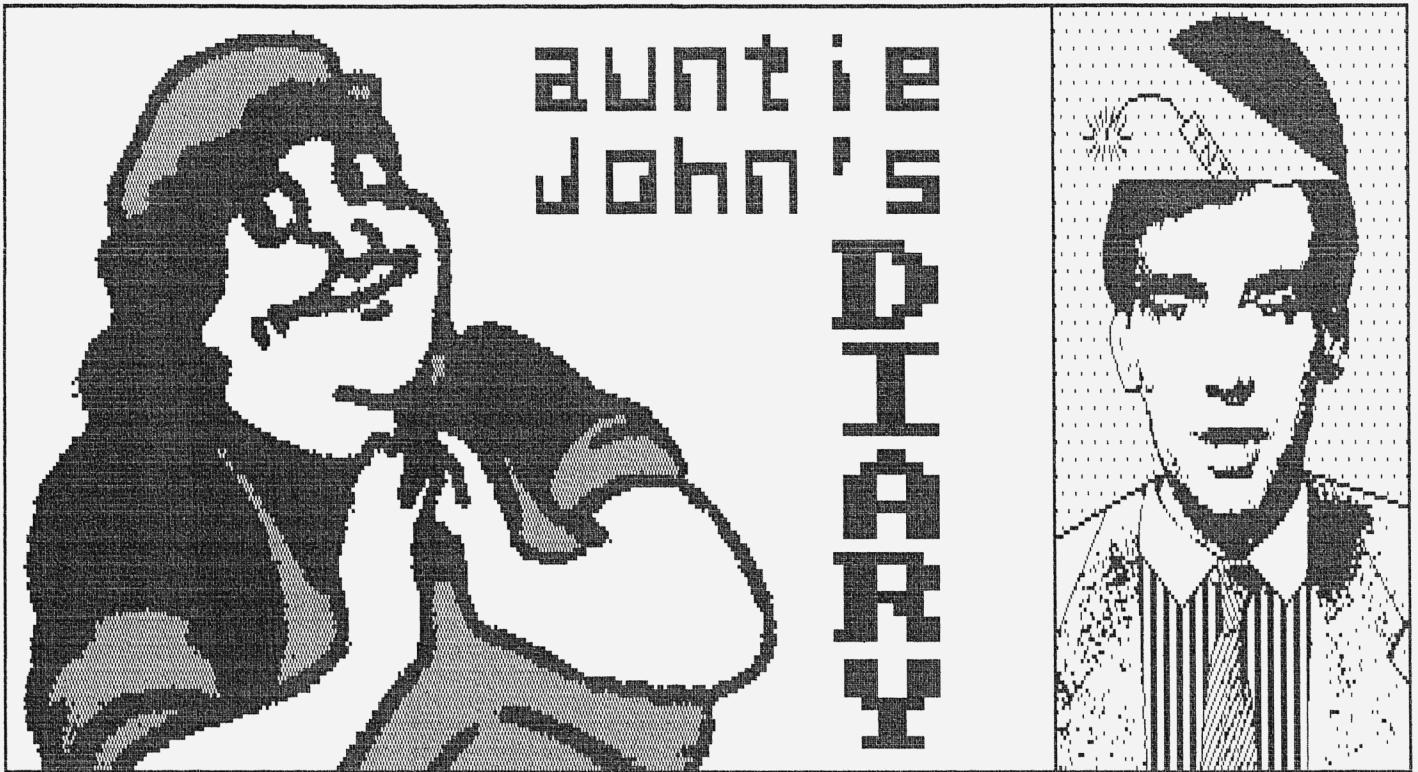
RAM and ROM

These are the two types of memory in your Amstrad. The first, RAM (*Random Access Memory*), would be better remembered as RWM (*Read/Write Memory*) as we can read and write data to and from it. The second type, ROM (*Read Only Memory*), is a special memory which can only be read and not written to, so we can use its contents but cannot change them. The Basic language of the Amstrad (*Locomotive*) is held on one of these ROMs to protect it from being corrupted by us meddlers. However, we can read the data it contains into our own programs.

OUTRO

I think that's enough for this month. Next month we will go into more detail about the CPU, and write our first simple program.

See ya all next month...



AUNTIE JOHN'S PROBLEMS PAGE PLUS LITTLE GREEN BITS

WARNING: These pages may contain items of extreme silliness. Readers of a more serious outlook may be offended. Tough luck (*snigger!*). Well, Hello to everyone from me, Auntie John. I would like to start off these pages by introducing you to an entity called 'Green'. You may remember last month's page were I explained how someone had burnt a hole in my computer with a soldering iron. That someone was Green. You will find a little story from Green in the following pages, but now to answer all your problems.

Most of you seem to have had very little success with formatting chocolate biscuits. The most common experience was that after booting CP/M, Disckit2 or 3, and inserting the biscuit, a cloud of crumbs was ejected followed by a DISC NOT PRESENT type error message. As I explained before, this is because the disc drive was designed to use discs, not biscuits. This was, of course, a cunning sales ploy to keep a monopoly on the discs (*they couldn't very well sell media for £5 if you could get them down the local supermarket in packs of 20 for 60p*). However, if you take your computer apart and examine the mechanism you will see how the disc is detected (*ie: a small piece of technical stuff sniffs the disc and if*

it smells of chocolate it says 'No way!' and refuses to work). You could remove this wigit or else use the old 'Look, Frank Sinatra!' ploy just as formatting begins (*Say 'Look, Frank Sinatra!' just as the drive starts whirring to distract it. This ploy may not work more than once, unless Frank is really in the room of course*). But now to the serious stuff.

Dear AJ, I want a disc drive for my computer but I can't afford one. What can I do? *Yours, A. Poorperson.*

DEAR A, Simple. Sell your computer and buy one. Of course, there are problems (*like what to connect the disc drive to*), but you didn't say you wanted to USE a disc drive. You CAN buy a disc drive from people other than Amstrad. I'll just repeat that - Amstrad are not the only people to sell 3" drives!! In fact one company sells them for £30. 'WHAT?!' I hear you cry, 'But the Amstrad ones cost a hundred!'. There is a snag. Apart from you will need more stuff:

The Drive	29.95
Power Supply Unit	24.00
Coffee-proof case	8.00
Connecting cable	7.50
Postage & packing	3.00
Maggie Added Tax	10.87
TOTAL	£83.32

For details of this drive you should write (*including a S.A.E*) to:-

MATMOS Ltd.,
Unit 11,
Lindfield Enterprise Estate,
Lewes Road, Lindfield,
West Sussex,
RH16 2LX.

INTERESTING THINGS TO DO WITH YOUR MICRO: No.476 - DREAM MACHINE.

Well! What was the last dream you had about? Are you one of those people who 'never dream'? Here's something for you to try, if you are not afraid to leave your computer running all night (*What rating is the fuse in the Amstrad's plug? Did you fit the correct one? Check it NOW!*). Apparently EVERYONE dreams, it's just that you might not remember. There are two types of sleep: REM sleep (*nothing to do with Basic - it stands for Rapid Eye Movement sleep*) and NREM sleep (*Not REM*). It's during these periods of REM, of which we have several each night, that we dream. If you think you don't dream, you can wake yourself up during these times and you should be able to remember what you were dreaming about.

The best way to find out when you are REM sleeping is to wire yourself to a

Electroencephalograph (EEG) Machine and wait until the normally slow, steady EEG waves start going wonky. You could also detect changes in eye movement, heart rate, and tension in the throat muscles (*do NOT go to sleep with something wrapped about your throat!*). I have obtained a simple Electrocardiograph (ECG - *don't you just love the fancy names?*) and am trying to take readings all night on my CPC6128. I'll let you know of any results I get.

The other way to determine when REM sleep occurs is to guess. Try waking yourself up every two hours after your normal 'fall asleep time' - you could use your computer to do this. Why not use a sound envelope that very slowly gets louder until it wakes you? But remember - make sure it's safe! It is just as unlikely that your computer will spontaneously combust at night than during the day, but take all precautions - I don't want to be responsible for the deaths of hundreds of Amstrad users.

<-- AUNTIE JOHN -->

Now more problems...

Dear AJ, Why won't my personal stereo headphones work when plugged into the computer? *Yours, Deaf.*

Dear Deaf, Although the plug is the right size, it won't work because the signal coming out of the computer is not amplified. To amplify it you can:

1. Buy an expensive custom amplifier.
2. Wire the headphones up to your speech synthesiser.
3. Wire the computer to the Aux Input of your expensive stacked Hi-Fi (*it does not have to be made by Amstrad*).
4. Put the sound through your cheapy tape recorder. If the tape recorder is Mono, there is little point, but if it is Stereo you should be able to wire the sound output of the computer to the Mic Input of the recorder. The recorder should amplify if it's recording or thinks it's recording. (*Press down the little tape detector wiggit inside while pressing Rec & Play and, Hey Presto!*)

Dear AJ, My friends think I'm anti-social because I stay in all the time and use my computer instead of going out to the pub and places like that. What can I do? *Yours, Depressed.*

Dear Depressed, Go out to the pub and places like that. Or ask everyone back to your place for a game of Sam Fox Strip Poker (*especially if one of your friends is Sam Fox*). The main thing is to enjoy yourself (*so I'm told*). I stayed indoors all the time with my computer and I'm a perfectly (*NIK*) normal chap ... most of the time ... sometimes. Well, okay, so using the computer all the time turns you into an anti-social code junky. But I'm not worried. I could give it up any time I want. Couldn't I?

KIDS - JUST SAY NO! Z80 SCREWS YOU UP.

Dear AJ, What differences are there between the blue Amsoft discs and the red Amsoft discs? *Yours, Puzzled.*

Dear Puzzled, About three quid. The latest news on the street is that Amstrad originally wanted everyone who spent lots on a double headed disc drive to spend lots more on a disc that was blue. Then they discovered that the red ones would do just as well. Confused? Good, so am I. Hands up all of you who watch Star Trek every week.

Dear AJ, Can I stop those horrible scrolling messages in CP/M? *Yours, Crossed-eyed.*

Dear Squinty, Yes. Now it can be told - you CAN stop them. Look at the boring bits of the CPC6128 manual: Chapter 7, Page 49. Half way down. Just after where it says [ESC] 0. 'Wow!' I hear you say - altogether now 1,2,3,WOW! - thankyou - 'So how do I use this nugget of information without getting that book on CPM that I didn't understand from the library out again?'. Simple. Press ESC. You know, that key next to 1. Then press 0. Then RETURN. And to switch them on again it's ESC 1 RETURN. You can even change mode by pressing ESC 3 0/1/2 RETURN, where 0/1/2 is the required mode.

Dear AJ, Can we put our hands down again? *Yours, Tired.*

Dear Tired, Yes.

<-- AUNTIE JOHN -->

Well, now its prize time! First the prize - an unformatted chocolate biscuit! Now what you have to do...

- a) Send me a problem. If it's a good one (*ie: one I can answer and makes me appear intelligent*) you may win TWO biscuits!!

OR

- b) Answer the following questions correctly...

- 1) Are you female and aged between 18-20?
- 2) Are you doing anything this Saturday night?

Send all your problems/answers/phone numbers to...

Auntie John, (*I'm not really a woman - the 'Auntie' bit was just for*) 32 Bayview Road, (*a laugh - you know,*) Bangor, (*humour & all that*). Co.Down, N.Ireland, (*where the bombs come from*) BT19 2AR.

<-- AUNTIE JOHN -->

BUT NOW AN APOLOGY: I'm very sorry if you sent away for Star Chase thinking it was like Elite (*snigger*). At least the title sequence was pretty, wasn't it? <<Yes, and so's the Hyperspace & music - Ed>>.

And then there was Eddy, the 6128 text editor. Well, I've updated it and tried to get most of the iddy-biddy bugs out of it and it should work <<*It does, but black and pink is ultra-yukky!* - Ed>>. You can now scan through pages using f2 and select a WACCI format, which means you can use it to send your letters, articles, or complaints for inclusion in the newsletter. See the software library pages (*FSW-105*).

Last month I was asked who Cathy was (*see 1st Cuckoo of Autumn*). 'Cathy' was a name that appeared in the middle of a listing what I wrote for PC Weekly. Cathy is the name of the girl that works in the same newsagents as

me on Saturdays. We have worked together for a year and a half and she never speaks to me. Here is a sample of a pretty average conversation:-

ME : *Good morning, Cathy! What a lovely day, isn't it? Just right for selling newspapers!*

CATHY: *Hmmm...*

ME : *Yes... Well... Shall I make the tea?*

CATHY: *Mmmm....*

ME : *Ok, fine. Sugar?*

CATHY: *Humph.....*

I'm sure you get the general picture. Well, I've had to leave the shop because I have finally made it into a university to study something called 'Information Technology' and so Cathy will have to make her own tea. Her name will not be mentioned in any more of my programs. I only put it in that listing because I thought it might get some response from her when I showed it to her on Saturday morning. I was wrong. Well, I've written another program that should be included in the software library & this time the girl's name is Carol. Carol is a very nice girl. She is the only girl I know who owns a CPC464 and actually knows how to use it (*she has an A Level in Computer Studies*). It is a great pity that Carol has a boyfriend and has gone to Scotland to study.

But that's enough of my personality problems...

Dear AJ, Who is this fellow, Ed? He says something sarcastic on nearly every page. Yours, Sick of <<Ed>>.

Dear Sick, Ed is the poor bloke who has to sort through all the rubbish that lunatics send in for the newsletter. Ed actually stands for Edward. He is a little blue furry creature that lives in a little box and is let out every month to rummage through the literary masterpieces that flood in. And if you believe that you'll probably buy a Spectrum Plus 2 <<Don't let him kid you, I'm permanantly out of my box - Ed>>.

And now a little story from Green...

(You may like to bear in mind that Green does not know left from right and so he refers to them as Watch and Not-watch respectively).

"INVESTIGATORS WERE STILL TRYING TO DISCOVER THE CAUSE LAST NIGHT OF AN EXPLOSION IN THE GUINNESS BREWERY, DUBLIN." - Sunday Express.

Damon O'Neill brushed dandruff from his shoulder. "Bloody stoats", he said to no-one in particular. He didn't really mind having to wear a stoat, I mean, God knows, real wigs are expensive and he was all for helping the department out of their present financial difficulty - but they might at least have given him one that used Head & Shoulders.

The reason for his, and, in fact, his whole departments' baldness related to the extraordinary case last year when two agents were dispatched to find out if there was any truth in the rumour that a group of fanatics were constructing a nuclear warhead to take out Oslo so that the next Eurovision Song contest would be held in Dublin. The investigations took them all over the country and finally back to the Leisure Centre which adjoined their departmental H.Q.

It was here they discovered Ireland's foremost physicists trying to construct the country's first nuclear reactor in a squash court, in accordance to the instructions they had discovered in an A-level chemistry book. They were only revealed when their season tickets ran out and the government refused to fund them any more on the grounds that all they had produced so far was a squash ball for the absolute klutz with a luminous yellow spot. The resulting radiation had, of course, made them all quite mad, as well as bald.

O'Neil shuddered as he remembered those weeks and the terribly embarrassing day when he'd met the Chief at the hair transplant clinic and pretended not to recognise him. Due to cutbacks, wigs could only be issued to those in high positions, the rest of the department going cold-

headed until the clearing up of the Black Beast of Kerry affair when a grateful farmer lent them each a stoat.

Maybe if he could solve this crime he would be promoted into a big-wig position or maybe even be able to afford his own - nothing too flash, just something he could hang on a peg at night and call his own.

But he had no time to wonder about that now, this case required all his attention. From what he had learned so far the plot was to destroy the fermenting vats. The resulting shortage of black stuff would plunge at least 60% of the population into previously unknown sobriety. When they all discovered what was going on in the country there would be a second uprising.

The group that called themselves the New Revolutionaries, or in Gaelic "Arraigh na blerna Tir Cliath os Nua", would then rise to power on a Nationalisation of Breweries ticket. A terrible prospect. He must locate the time-bomb.

He crept cautiously around the interior of the sacred building. Against a huge vat labelled "Good stuff - Don't export" he found a small black suitcase and a Mickey Mouse alarm clock. There was less than a minute left. Carefully he reached behind it and located the alarm screw. Now, should he turn it to the watch or the no-watch.....?

So there you are, that's the real story. Some people would maintain that the whole thing is but a dagger of the mind proceeding from my heat-oppressed brain, and heaven knows I'm one of them, but I'm sure there is someone out there silly enough to believe it, isn't there Auntie J? - Green.

<-- AUNTIE JOHN -->

Bah, I have to go to university now. But before I do I must tell you all about the fantastic discovery I've made. By the addition of a small hole in the front of your 464 (*I used a red hot solder gun for this, so make sure there is a grown-up there to run*

around the room screaming and to call for the fire brigade) you now have an excellent place to keep your sweetie cigarette while you look up the firmware for those difficult bits. Cunning, eh?

PEACEFUL THOUGHTS AT NIGHTIME or A LITTLE BYTE OF RELIGION

By the irreverent GREEN

Hello, and good evening. Tonight I'd like to talk to you about something which I'm sure won't be very far from your minds at this time of year - Ice-cream. I remember when I was a little boy living out in the country in my small home town where ice-cream was a new invention. There wasn't very much and what little there was was all Vanilla because chocolate hadn't been discovered yet. I remember a small boy who was always in trouble for teasing the cat. One day he thought he would like an ice-cream so he went to his mother and said,

'Can I please have an ice-cream, mummy?'

Rather cunningly, his mother asked, trying to catch him out, 'Have you been teasing the cat?'

'No mummy, I've been a good ickle boy.' he replied.

Reluctantly she handed over the money and he went and bought himself a triple-top '99 (Vanilla).

I wonder if you can guess who that little boy was? Yes, that's right, it was Ian Painsly (*shome mishtake there shurely*). And you know, the moral is that sometimes you can get away with teasing the cat and lying to your mother, but you might end up a politician.

Well, that's the end of my story, but remember - don't kill people, it's not nice. Goodnight, and may Green go with you.

<-- AUNTIE JOHN -->

And that IS about it for this month. I don't want to end with a grovelling plea for letters, but please, please, please, please, pretty please, write to me! Oh look! A problem has come flooding in!

Dear AJ, The letters on my keys are wearing away, particularly E, R & T. I've now got a QWY keyboard instead of a QWERTY one. I've tried Letraset and it doesn't work. What should I do?
Yours, Ertless.

Dear Ertless, There are several things you can do - some of them may even be helpful:

- a) Switch the computer off - it won't matter if you press the wrong keys then.
- b) Burn little holes in the keys with a hot pin in the shape of the letters in Brail (*ask Green to show you his soldering iron*).
- c) Read the instructions supplied

with Letraset and this time use a very thin coat of clear varnish.
d) Write a very very grovelly (How DO you spell that word?) letter to Amstrad asking for new key tops. It is possible to remove all the keys with, say, a small screw-driver and a GENTLE levering motion. You can then clean under the keyboard too. You'll never believe the gook that collects there anyway.

THE END

Normality will be resumed as soon as possible. Sorry if I waffled on a bit. Goodness! What will this be like translated into Spanish? The mind boggles. Well now it's...

REALLY THE END

By the way, Green is in Surrey University. Hi, Green! Stop burning the Aussies with your soldering iron!

ABSOLUTLY THE END PROMISE
CROSS MY HEART AND HOPE TO DIE

Is that how you spell Absolutly?

<<Phew! - Ed>>



Your Auntie John.

A PROGRESS REPORT

INTRO

Before I start I would like to ask Auntie John if he could please send me a letter explaining the last episode of The Prisoner so I can keep a friend of mine quiet.

Right then, I suppose you've all been wondering how I've been doing in promoting the club. Well, if any of you have a Teletext receiving TV, tune to BBC2 Ceefax (Page 703), where you

should find WACCI lit up in bright lights, courtesy of Martin Cooper. Thanks go to him and also to Keith Ely, of The Liverpool Echo, who gave us a plug in his weekly computer column. Which brings me nicely onto the subject of local papers. I would like you all to one of two things. Either write a letter to your local paper about us, or send their address to me and I'll write to them instead. Please.

OUTRO

Finally, I've recieved an interesting letter from a Mr Bailey of Staffs who says that he is thinking of starting a computer software hire service. Let me know your views on that, and I'll pass them on to Mr Bailey. If enough of you are interested, we will let him advertise in WACCI.

David Halligan.
Club Secretary

DR LOCO'S SURGERY

Hi, I'm Dr Loco, and this column is for all those budding programmers out there who haven't yet got to grips with machine code. If you have a programming problem (*maybe your routines don't work, or you just can't find a solution to the problem*), then try dropping me a line and I'll be glad to try to help you solve it. But, please, when writing, state which Amstrad you own and whether you have any add-ons (*such as disc drives or extra memory*) attached.

As well as trying to answer as many questions as possible I'll be supplying you with some library routines (*small routines that you keep having to write when developing your own programs*). The first of these is a circle routine. Most of you (*well, the ones that have read the manual, at least*) will be saying, but there's one in the manual. And so there is. But it takes 15 seconds to produce a circle which, when it gets too large, starts to become dotted. My version, which is very similar, takes only 5 seconds, and draws complete circles.

THE CIRCLE PROGRAM

```
1 CLS:DEG
2 Xco=320:Yco=200:Xrad=198:Yrad=198
3 FOR v=0 TO 360 STEP 6
4 PLOT Xco+Xrad*SIN(v),Yco+Yrad*COS(v)
5 v=v+6
6 DRAW Xco+Xrad*SIN(v),Yco+Yrad*COS(v)
7 v=v-6
8 NEXT v
```

Xco and Yco are the X and Y co-ordinates of the circle's centre, and Xrad and Yrad are - yes, you've guessed it - the X and Y radiuses (*or should that be radii*). Ellipses (*ovals*) can be formed by setting Xrad and Yrad to different values, and you can create some interesting effects by leaving out the DEG command in line 1.

Now a plea from me. I want you to send me your ideas for either more library routines, or whole programs (*games or utilities*). I will work on them and

give you the finished job either in this column (*routines*) or in the FSW library (*programs*). If your idea is for a game, then try to include some of the rules that have to be incorporated into it. For example, the game of Space Invaders:

- a) The base on the bottom line can only move horizontally.
- b) The Invaders move from left to right, then right to left, getting lower and lower on the screen.
- c) The base can only fire one missile. The Invaders can fire more than one.
- d) The Mother-Ship moves from left to right, or right to left, at random intervals.

That seems to be all for this issue, but if you do have any questions, please don't hesitate to write. If you want a personal reply I'd be grateful if you'd enclose an SAE.

Dr Loco.

BILLY BOOKWORM

INTRO

Hello, and welcome to my bookshelf. As you've probably already guessed, this column is about books. Unlike most software, books seem to stay around for years before they go out of date, so I will be reviewing some older publications as well as newer ones.

This month I've chosen 5 books which are all books of programs. By that I mean they're just collections of listings with (*bar one*) very little text, as opposed to the tutorial kind. Here they are:

TITLE : 100 Programs For The Amstrad CPC 464 664 6128
AUTHORS : Ian McLean and John Gordon
PUBLISHER : Prentice Hall International
PRICE TAG : £9.95
BB RATING : 12/20
BILLY SAYS: *Slightly over-priced, but interesting in parts.*

I first came across this book when it was called 100 Programs For The ZX Spectrum. The Amstrad version is virtually just a book of these converted Spectrum listings, with a few exceptions. Nevertheless, having said that, there are still 100 programs within its covers that will work on the Amstrad. These programs are split into 10 sections, each section covering a specific subject such as games, business, graphics, for the home, data handling, recreation, for the school, science, mathematics, and an introduction section which includes some very simple programs for the beginner.

The authors have gone to great pains, sometimes ridiculously, to avoid using multi-statement lines. However, this does make the listings very readable and easier to understand. None of the programs are very big, the largest being about 4K, and the smallest just 30 short lines. Most are quite interesting, though, and there are

plenty of little subroutines to pinch for your own use. All the listings are well commented, but I do feel that the book is a little over-priced. Interestingly, the Spectrum version was a quid cheaper.

TITLE : *60 Programs For The Amstrad CPC 464*
AUTHORS : *R.Erskine, H.Walwyn, P.Stanley, and M.Bews*
PUBLISHER : *Pan Books* PRICE TAG : *£5.95*
BB RATING : *01/20*
BILLY SAYS: *Even the paper it's printed on is poor quality.*

If you like spaghetti and enjoy typing in long-winded and confusing listings, then this is the book for you! In the anonymous introduction you are informed that the authors have "pulled out all the stops to offer you as varied, innovative and exciting a selection of programs as possible". They're about as exciting as a rainy day in Bournemouth! The standard is well below the average magazine type-in, and the few utilities are practically useless. The one thing in its favour is that at least all the listings I've tested actually work.

TITLE : *Dynamic Games For The Amstrad*
AUTHOR : *Clive Gifford*
PUBLISHER : *Interface Publications*
PRICE TAG : *£5.95*
BB RATING : *14/20*
BILLY SAYS: *Listings are average but mostly understandable.*

There are actually 48 programs in this book, but a few of them are barely more than just routines. However, you do get a good variety to choose from. Subjects range from adventures to arcade games, and from strategy to sound and graphics demos. The arcade games you've all seen before (*under different names in different books and mags*), but most of what's left is really quite novel. Some of the listings are a bit long-winded due to the author avoiding multi-statement lines now and then, and only one listing I typed in failed to work. That was one of the longer adventure programs, and might be down to my erratic typing. On the whole, though, if type-ins are your scene, not bad for £5.95.

TITLE : *Sensational Games For The Amstrad CPC 464*
AUTHOR : *Jim Gregory*
PUBLISHER : *Granada*
PRICE TAG : *£5.95*
BB RATING : *15/20*
BILLY SAYS: *I do wish publishers would stop using these superlatives.*

There's nothing sensational in this book, although the programs are finished a little more professionally than the normal book standard. Once again a collection of the usual old games: Pac-man, Chess, Craps, Mastermind, King Kong, you know the sort of thing. There is a nice little utility triplet, though, including a monitor program and character generator. Unfortunately, the latter won't run on a 6128 because parts of its memory are set out differently. The educational triplet is also way above average for what we're usually given and could come in useful someday. Worth six quid, but only just.

TITLE : *Practical Programs For The Amstrad CPC464*
AUTHORS : *Owen Bishop and Audrey Bishop*
PUBLISHER : *Collins*
PRICE TAG : *£6.95*
BB RATING : *19/20*
BILLY SAYS: *A definite thumbs up. If you like utilities, buy it!*

This is unusual for me, but I can't praise this final book highly enough. There are only 14 programs, but each one is a little gem. And on top of everything, the authors have taken the trouble to explain the workings of each program in easy-to-understand english from start to finish. There's something for everyone here. You've got a database, an accounting program, an indexer, a spreadsheet, a stock controller, a phone call coster, a trend finder, and my favourite, a pools predictor which is every bit as inaccurate as the commercially available ones. The other 6 programs are just as useful as these I've mentioned, and I've given Owen and Audrey 10 out of 10 for content.

Billy Bookworm.

THE WACCI FSW LIBRARY

UNITED KINGDOM MEMBERS

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

EUROPEAN + OVERSEAS MEMBERS

To obtain any of this free software you should send a formatted CF2 disc or blank cassette, in a strong returnable package, to the library address on the back page. The copying charge and price of return postage is included in your membership subscription fee, but it would help me if you wait until there are a lot of programs you want, rather than sending for just one or two. Please quote the reference number (*FSW-???*) and name of each program wanted.

Jeff.

FSW CATALOGUES

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

CAT-001: 10K Ascii - Detailed catalogue of FSW-001 to 017

CAT-100: 14K Ascii - Detailed catalogue of FSW-100 to 115

PUBLIC DOMAIN SOFTWARE

(464/664/6128) CP/M DISC ONLY

001 ADVENT99K Version of the old Classic Adventure
002 CHESS26K A challenge for the novice or expert
003 OTHELLO22K A v. good simulation of the board game
004 GOLF26K A text-only swipe round the golf course
005 NSWP+Doc ...37K An excellent disc maintenance utility
006 BIO14K Biorythmn calculator (CTRL+P for p/out)
007 CAL6K Calendar generator (1753 to 4001)
008 D4K DIRectory maintenance (D /H for help)
009 MAZE3K Maze generator (CTRL+P for p/outs)
010 NEWPUZ25K Big word-search puzzle creator
011 BINCALC10K A handy expression calculator
012 SMALL C161K A version of C (includes ZMAC & ZLINK)
013 ZMAC+Doc ...23K Relocating Z80 mnemonic assembler
014 ZLINK+Doc ...17K Linkage editor for ZMAC
015 NULU15+Doc ..82K Library creation and manipulation
016 DU+Doc44K A versatile disc sector editor
017 LBRDISK+Doc .16K Another library creation utility

WACCI SOFTWARE

ALL CPC MODELS, TAPE OR DISC, UNLESS STATED.

100 MASTERS(v1) S.Anderson..29K Graphical Adventure
104 THE WORLD(v1) J.Kennedy...26K Animated Globe Map
105 EDDY(v2) J.Kennedy...11K CPC6128 Text Editor
109 MEMORY UTIL ...(v1) S.Anderson...4K Mini Monitor

FSW-100

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

FSW-111

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

FSW-112

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

FSW-113

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

FSW-114

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

and last but not least for this month....

FSW-115

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

IMPORTANT NOTE: If you're sending for Public Domain (PD) software, your disc must be sent CP/M system formatted. Either version will suffice. Please mark your disc clearly with "PD SOFTWARE" to avoid confusion.

If you've written a program, no matter how small or silly, and want to add it to the library, send it on disc/tape (*at slow speed*) along with a small description of what it does/is to "FSW ++", at the main club address. Please don't forget an SAE if you want anything returned.

If you've enhanced or found any bugs in any of the above programs, please do send them in so that the old versions can then be updated.

If you have any problems running or using these programs, write to FSW Problems, at the main club address enclosing a SAE if you want a personal reply. Alternatively, phone 0895-52430 between 6pm and 8pm.

BACKNUMBERS

Printed copies of this or any past newsletter are available to members upon request from WACCI HQ. The following Prices are inclusive of P&P.

90p (U.K) - £1.20 (Europe) - £1.50 (Overseas)
Please make your cheque/p.order payable to J Walker

THE MARKET STALL

One advert per member per month, and your advert must be no longer than 50 words including your address and/or phone number. There is, of course, no charge for this service. (*Who says it pays to advertise?*). Your advertisement can be for pen-pals, lonely-hearts, items for sale, items wanted, items for swap, and the odd silly one wouldn't go amiss either. No naughty words or bogus phone numbers, though, and absolutely no adverts for lists of software for sale.

How come almost everybody asked about this in their original letters, and nobody's got anything to flog? Oh well, it'll soon be Christmas.

Will next months WACCI have any ads - buy it and see...

THE BACK PAGE

Contributions may be typed, printed, or neatly handwritten and must reach the club by the 15th of the month for inclusion in the following month's newsletter. Anything sent to WACCI HQ will reach the correct person if you are in any doubt as to where to send it.

WACCI HEADQUARTERS

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

GENERAL LETTERS

Fair Comment,
75 Greatfields Drive,
Hillingdon, Uxbridge,
Middlesex, UB8 3QN
UB8 3QN

ADD-ONS HELP

Under offer!

GAMES HINTS + TIPS

Foul Play,
5 Polventon Parc,
St. Keverne, Helston,
Cornwall,
TR12 6RB

ADVENTURE

Foul Play,
5 Polventon Parc,
St. Keverne, Helston,
Cornwall,
TR12 6RB

COMPETITIONS

WACCI Compos,
5 Polventon Parc,
St. Keverne, Helston,
Cornwall,
TR12 6RB

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FSW LIBRARY

WACCI FSW,
75 Greatfields Drive,
Hillingdon, Uxbridge,
Middlesex,
UB8 3QN

SOAP BOX

Cae Gwyn,
Llanfachreth,
Dolgellau, Gwynedd,
Wales,
LL40 2DL

MACHINE CODE HELP

Steve Anderson,
26 McGregor Avenue,
Balloch. Alexandria,
Scotland,
G83 8DG

BASIC PROGRAMMING HELP

Dr Loco,
27 Priestley Gdns,
Wardley, Gateshead,
Tyne & Wear,
NE10 8ET

ALT. LANGUAGES HELP

Please use the Main
Club Address until
somebody else takes
this position on.

CLUB SECRETARY

David Halligan,
46 Ben Nevis Road,
Birkenhead,
Wirral,
L42 6QY

ADVERTISEMENTS

The Market Stall,
75 Greatfields Drive,
Hillingdon, Uxbridge,
Middlesex,
UB8 3QN

AUNTIE JOHN'S PAGE

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32 Bayview Road,
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BT19 2AR

NEWS EDITOR

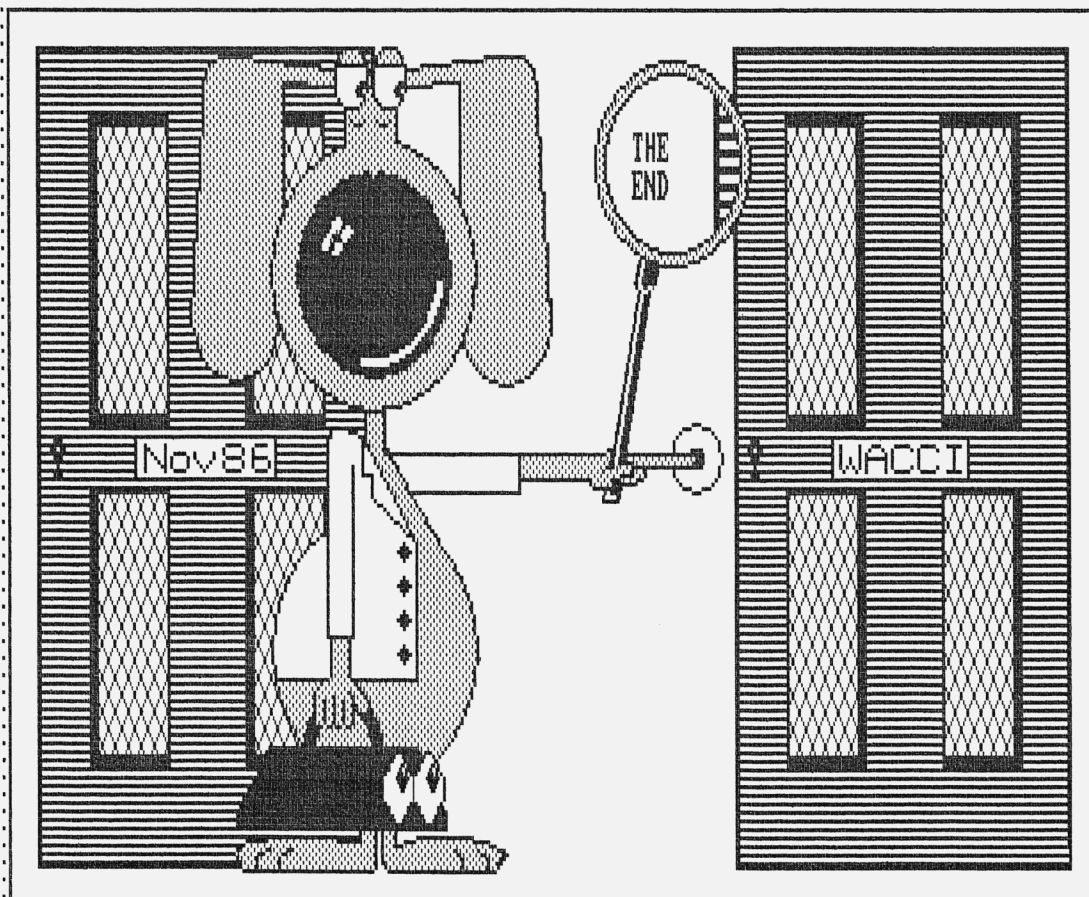
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ADVENTURE PROBE

78 Merton Road Highfield Wigan WN3 6AT

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.

LETTERS Where anything to do with adventures is featured. A place where you can recommend adventures and also warn others about any over-priced and hyped-up ones you've found.

HINTS These are given on a wide variety of both well known, and lesser known adventures on a wide variety of machines.

OBJECTS We tell you how to use the objects you have found on your travels.

PRECISION Know what you want to say but can't find the right words? Look no further than this column for all the obscure inputs needed to progress with a limited vocabulary.

GETTING STARTED We print the beginnings of solutions to get you on your way in an adventure.

KINGS & QUEENS If you are still stuck then a quick glance through these pages will probably give you the address of someone who can help, or you may want to offer help yourself.

SOLUTIONS are not printed in full, but serialised over several issues. However, full solutions are available to subscribers in exchange for a first class stamp to help cover costs.

PERSONAL HELP You can ask for personal help if you enclose a stamped addressed envelope, otherwise your enquiry will be answered by "THE HELPER" in his column in the magazine.

SAMPLE COPY £1.00 (Europe £1.50)

or send SAE for subscription details

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

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