

Issue 6 : February : 1988 : 55p : By R.Cook

Arcade action includes Chopper and Zoo-olympics, adventure addicts can read all about Wizard of Akyrz by Channel 8. There is another book review, the charts, loads of tips and pokes, etc. So get reading!

Arcade action

Game: Zoo-olympics
Supplier: No mans land
Price: £8.50

This game come from France but can be obtained elsewhere, including Britain. The game, as the title suggests, consists of some animals taking part in a few sports. Up to 4 people can play and you can represent G.B., France, U.S.A., or Germany. As you start a sport there is a high pitched version of your countries national anthem, which is ear-splitting. Off you go!

Long jump: You control a kangaroo and must press Z and X alternately to get the kangaroo to run, then when you reach the line you must press SPACE BAR to jump, depending on your speed at the time of jumping you will go so far before landing. The graphics of the kangaroo are large and very good, sound is minimal here, with a small beep here and there, as it is in all other sports.
100m sprint: You now control an ostrich, with long legs. You race against 3 other ostrich's and must Z + X in the same way as in the long jump, this lasts only a few seconds.

Swimming: Now you've got to race your seal against one other. You still use the same movement as before but must plan your jump carefully.

Javelin: By far the best graphic-wise, you control an ape (full screen height) and must still use Z and X to run leftwards until you come to the line and must hit the SPACE bar as in the long jump, the javelin then flies through the air.

The graphics in this game are very good, colour is also used well. Sound is quite poor but overall, the game is fairly good fun to play.

Graphics: 9 Sound: 3 Addictiveness: 7 Overall: 7

If you have a desire to be a reviewer, then write a review of a game and send it up. Or send listings, pokes, tips, letters, comments, etc. But please do send up your top 5 games list to compile the charts.

Issue 7 costs 55p and send an s.a.e of A5 size to:

O.U.M., 10 Thomson Ave, Kings Norton, B'ham, B38, 8YD.

Subscriptions cost £2.75 in the U.K. or £ 4.50 outside it. This lasts for 5 issues and you must send five s.a.e's.

Back issues are available for 60p, without need of an s.a.e.

If you have trouble using infinite lives pokes then please ask and we'll try to help.

Game: Chopper
 Supplier: Severn
 Price: £ 8.50

Good games often come from Severn (apart from Grail) and this is no exception. In Chopper you control... a chopper. Screen 1: Shoot or dodge billions of enemy choppers, planes and helicopters as they attack at high speeds. By doing this you can proceed to the bonus stage, this includes you carefully using your chopper to refuel, by fitting a pipe into a large aircraft of some sort. Then on screen 3 you simply dodge air balloons, geese and so forth, this might seem easy but is the hardest part. Then you must do the bonus screen again, which isn't easy I can tell you. Then on the final screen you must dodge a single copter whilst shooting past two others, you must release three sectors enabling you to be given shots at the nuclear reactor of some kind, then you receive a bonus life and start again, harder this time. The choppers are detailed and actually appear to be 'Built' of metal, all other graphics are also very good, sound is good too, this is well worth playing but is a little costly.

Graphics: 8 Sound: 7 Addictiveness: 7 Overall: 7

Pokes: Zebbie : This poke from last month needs calling, for a few last month that didn't understand it.

Trouble in store: POKE ~~#~~505B, 200: CALL ~~#~~4FD to start the game.

More pokes later in the magazine, but if you want any then please write up stating your machine.

BOOK REVIEW

Book: 40 Educational Games for the Oric Atmos
 Author: Vince apps
 Price: £6.95

This book features listings for short games which take (about) 15 minutes to type in. Some of them are; Spelling, this shows a word briefly then you must repeat it. Village has you running a village, deciding on corn growth, population etc. This is quite good fun but most of your men seem to starve, mutiny or overwork themselves. Organ turns your keyboard into an organ, this is one of the better programs. Hangman is a copy of the original pencil and paper game. There are many other programs, some of which are quite useless but overall most of them are decent. The book is quite friendly and is well worth a read.

Friendliness: 6 Presentation: 6 Interest: 7 Overall: 7

David Ale wants to know how he can fire a sea wolf in Frigate Commander, any Offers ?

CHARTS: Compiled by readers

3

- | | | |
|-----|--------------------|-------------------|
| 1) | Xenon III | IJK |
| 2) | Zorgons revenge | IJK |
| 3) | Defence force | Tansoft |
| 4) | Damsel in distress | IJK |
| 5) | The Hellion | Orpheus |
| 6) | Karate | Gazoline (G) |
| 7) | Classic racing | Salammander |
| 8) | Maze rally | FGC |
| 9) | Fireflash | No mand land |
| 10) | Xenon 1 | IJK |
| 11) | Zebbie | IJK |
| 12) | Tendre poulet | Sprites (F) |
| 13) | Snake venom | FGC |
| 14) | Manic Minor | Software projects |
| 15) | Frelon/Hornet | Loriciels |
| 16) | Dracula's revenge | Softek |
| 17) | Ultima Zone | Tansoft |
| 18) | Chuckford | FGC |
| 19) | The Hobbit | Melbourne House |
| 20) | Lone Raider | Severn |

CHARTS

Comment: Xenon 3 regains the No. 1 spot and IJK own 5 games in the charts, 4 of which are in the top 10. The first adventure is in the charts, the Hobbit enters quite rapidly with a flourish of letters including it, it seems that IJK won't leave the top 2 positions. Please keep sending the lists.

Tips & Hints.

Simon Wheeler has sent us a tip for Classic racing, if you own the horse Fondant Fancy then race him on the short races and he'll usually win. He also sends this tip for HARRIER ATTACK: Fly above ground level so you'll hit no mountains (this must be very high) then fly straight shooting, you shouldn't get blown up many times doing this.

Spooky mansion: One of my own tips, you don't have to leave the screen by hitting all ten bats, you simply shoot 7 of them, jump to the top of the stair then jump right and you've now collected the hammer, you can now leave the screen as normal.

Trickshot tip; from Dave Williams. On the first shot move the potting cross down a tiny bit and fire at maximum power, you'll pot a ball every time.

Thanks for all tips, please send any you have. More tips later in the mag.

Robert Bray is having trouble in the Tansoft game RATSPLAT. Problem: The letters re-define at the start of the game but then the keyboard disables. If you've had similar problems or know the answer then please write to us.

We are still offering free solutions to Wizard of Akyrz, The Hobbit, Time machine, and many tips on Zodiac, captains log, Waxworks, Lords of Time, etc.

Any adventure tips are gratefully received, but please state the machine and game.

Adventure review

4

Game: Wizard of Akyrz
Supplier: Channel 8
Price: £6.95

This is another game in the 'mysterious adventures' range, and this is the best, along with Golden Baton. Your mission is to find some jewels and rescue the princess, or die. This pleasant command is said by the King who is standing in front of you. From the castle you must find your way to the evil Wizard of Akyrz's castle, which is a long way off.

Enemy's and problems come in the form of Trolls and chests, plus many more difficult tasks. It took me over 3 or 4 months to complete the game, for it's very difficult to solve.

The game has great graphics with some brilliant screen, like the farmer or the bedroom. The atmosphere is very realistic and the vocabulary is good too. The game is an essential buy for the adventurer and is well worth the money.

Graphics: 8 Atmosphere: 8 Vocabulary: 7 Overall: 9

Here are some pokes for Xenon I. By Robert Bray, thanks Robert and thanks to everyone who has sent pokes in.

XENON I: POKE 1895,9 for nine shields
 POKE 24617,173 for infinite lives.

Then type RUN (RETURN)

And now for a problem, John McKay wants to know how he can enter a save game feature into a game, mainly Warlord by Lothlorion. This could easily be done in a game which doesn't have any machine code, but the variables would have to be saved, with strings, etc. This would need to be done after the main program has been completed, in machine code programs the code would have to be dis-assembled and examined, using a utility like Orion. If anyone has a clue about what to do then please give us your ideas, I'll work up what I can.

John has just bought a copy of Tyrann and Space shuttle without instructions so can anybody write up with notes on the game, or even hints ?

We're compiling notes on all released Oric games, as far as we know there are at least 2000 games released for the Oric (this includes business and utilities). If you've heard of a game being released for the Oric but don't know if they exist, or where to get them then contact us. Some rarities are: Jumpfox, Mr Mephisto, Captains Log, Karate, 3D Battle star, 3D Munch, Formula 1, Turbo Load, Talisman and Mario Bro's, plus many, many more, so write up if you need to.

Darren Williams wants to know how he can find the stairs in Tansoft's Zodiac.

David Ale has managed to get the Oric 1 version of Flight to work on the Atmos, he says to "simply LIST the game and delete every CALL command that there is" then RUN the game. There will be a few errors (like some graphics mistakes) but it will generally work fine.

On the next page is the first part of a course on how to make your own computer game, at the end of each part you are recommended to save the game until the next month.

If you have any problems with this course please don't hesitate to write.

Game Computing.

Part 1: The basic structure.

This will probably be the hardest thing that I've tried to do, this example game is not brilliant, but is fairly good fun. The series of parts of making a game will go on for a number of months, if anyone has any problems or wants to know the next stage then please write to me.

The first thing, the idea. We'll have a spacecraft on the left of the screen and it constantly moves right across the screen, there are blockages which must be dodged, but often there is no way out so you must shoot the blocks, but to do this you must have some ammunition and you start with 2 bullets but more can be found.

The graphics, we'll need to make a space ship, made up of two characters which can be 'a' and 'b'. We'll need a block which can be 'c', the ammunition dumps to give you more bullets can be 'e' and a little bonus thing can be hit for more points to be added, so that can be 'd'. Now you may be thinking that little letters won't be good graphics so we'll change their shape, called character generation.

```
10 CLS:POKE#26A,#A:POKE#24E,9:POKE#24F,1
```

that line simply gets rid of the cursor and keyclick. Now add to it:

```
20 PAPER 0:INK 7:FOR Z=0 TO 7:READ B:POKE#B400(8*LL)+Z,B:NEXT:LL=LL+1:IF
  LL=102 THEN 50 ELSE 20
30 DATA 32,48,56,60,63,63,63,63
31 DATA 0,0,0,0,56,60,62,63
32 DATA 63,63,63,63,63,63,63,63
33 DATA 63,63,51,51,63,63,48,48
34 DATA 63,33,33,63,33,33,33,33
50 A=3:D=12:AMMO=3
```

This should take a few seconds once RUN. Now type CTRL-T (toggle). Now press ab, there's your ship, c gets the block, d gets a P for points, e gets the A for ammunition. The DATA lines simply fills in little blocks to make character changes, the alphabet on the screen is made up of these.

Now press CTRL-T to get back to CAPS then type CALL 583 to get the letters back to normal. Now to get the structure of the main program, add:

```
300 REM * MAIN PROGRAM *
310 V$ = KEY
320 IF V$ = "Q" THEN 7010
7000 GOTO 300
7010 CLS:END
```

This doesn't do much but add:

```
330 PLOT A,D,"ab"
```

Now your spaceship is ready for action, now CSAVE the program to continue next month where we'll go into more detail. Also in next month's issue is the charts, reviews, tips & pokes, books, simulations at work, etc.....!!!!!!