



By R.Cook : March : 1988 : 55p

Arcade Action includes Formula 1 and Starter 3D and a few 'quick guide' reviews, 'Captains Log' is the adventure review and there is the usual pokes,tips,hints,problems,etc.

And when you come to the 'views' questions please answer them.

### Arcade Action

Game: Formula 1  
Supplier: CobraSoft  
Price: £ 8.50

Road simulations have your car at the bottom of the road whilst your car turns corners or drives on straights, the road scrolls past you,like in the old Pole Position.

In Formula 1 the road however, is blocky and unrealistic,just like the the rest of the games graphics. The sound is diabolical and can't be turned off. If you go too fast around bends then you skid off and can hit sign posts.

And you seem to crash every few seconds, 'steer' well clear of this.

Graphics: 4      Sound: 2      Addictiveness: 3      Overall: 3

Back issues of OUM are available for 60p, anyone who had a back issue and wants a better printed copy (the old OUM's were poorly printed) then they can have a copy for 50p.

Game: Starter 3D  
Supplier: Landscape  
Price: Various

This is better, the screen layout is the same as in Formula 1 but with much more detail and great graphics. The sound is realistic,but a little too loud and cannot be turned off. A point:often I was on the first lap and 1st position and cars were still ahead of me,weird eh ?

A typical race would go like this: I need to qualify to be in the race, vroom! I'm off around a right-hand bend and onto a straight,up to 200 km/h and now up to 250 km/h. Watch it ! Boom,wallop,crash...you MUST keep your speed below 330 km/h on bends or risk flying into a oil patch or tree. You're off again, around the track crashing into sign posts and fail to qualift,but better luck next time.

This game is worth anybodys time, for an amateur Mansell.

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

Please send up your list of top 3 games and the game that you don't like. These lists compile the charts.

'Game Computing' isn't in this issue of OUM because we want to see the 'views' questions first.

Issue 8 costs 55p and A5 s.a.e, send them to:(by 21st of March)

②

Oric User Monthly, 10 Thomson Ave, Kings Norton, Birmingham, B38, 8YD.  
Subscriptions(as with 5 s.a.e's) : £ 2.75

Here is a round-up of a few games which have been around for a while:

Game:	Arena 3000	Astrowar	Ice Giant	Loki	Stanley
Graphics:	6	3	8	7	7
Sound:	6	4	5	2	7
Addictiveness:	7	4	7	7	8
Overall:	6	3	7	7	8

Arena 3000 (DURRELL): This is a clone of Attack of the Cyber-men, you must blast the surrounding alien robots, a very quick loader.

Astrowar (MICRODEAL): This is pathetic, your 'craft' must shoot '\*' signs.

Ice Giant (SEVERN): This game has you blasting a few giants with brilliant graphics.

Loki (JOE THE LION): A bit like StarGlider this one, blast-up those who dare.

Stanley (LORICIELS): This is definately Loriciels qualify, jumping from pole to pole dropping discs, a great game.

'Views' questions: See below for how to fill it in.

- i) Arcade Games e.g. Xenon 1
- ii) Adventure games e.g. The Hobbit
- iii) Strategy games e.g. Classic Racing
- (iv) Simulations e.g. Dambusters
- (v) Business/Utilities e.g. The Quill / MegaBase
- (vi) The Charts
- (vii) Features e.g. 'Games Computing' (see issue 6, page 5)
- (viii) Tips/pokes/maps
- (ix) How many pages would you like, at what cost ?
- (x) What is the best part of OUM ?
- (xi) What other Oric magazines do you read ?

Questions 1-8 should be answered 'Yes', 'Little' or 'None', for your interest in those subjects.

The others should be answered as a normal question. PLEASE answer them as we do need your views.

Tips: Karate : When fighting the computer opponent, use only kicks and the right hand punch and he'll soon collapse.

Grail : Don't accept a traders low offer for gems, keep asking him until he offers at least 70 gold pieces.

Mario Bro's: It's alot easier to use one hand for each player on a two player game.

Robert Bray and John McKay have both written to help David Ale on Frigate Commander, they say: To fire a seawolf press 's' when a missile attacks you on the radar, but normally 's' makes you surrender so be careful!

More tips later, thanks to John McKay, Robert Bray, Darren Williams and others for the tips and pokes.

Charts:Compiled by OMM readers

- 1) Xenon 3 IJK \* \* Review in OMM (issues may not be current copy).
- 2) Zorgons Revenge IJK
- 3) The Hellion Orpheus
- 4) Damsel In Distress IJK
- 5) Defence Force Tansoft (F) French software.
- 6) Maze Rally FGC \*
- 7) Karate Gazoline (F)
- 8) Classic Racing Salammander
- 9) Xenon 1 IJK
- 10) FireFlash No Mans Land \*
- 11) Zebbie IJK
- 12) Manic Minor Software Projects
- 13) Snake Venom FGC
- 14) The Hobit Melbourne House
- 15) Tendre Poulet Sprites (F)
- 16) Frelon/Hornet Loriciciels (F)
- 17) Lone Raider Severn
- 18) Starter 3D Landscape (F) \*
- 19) Ratsplat Tansoft
- 20) Dracula's Revenge Softek

Comment: Lets have ideas on how to compile the charts please,as lists of top 5 games are rapidly declining in number. There are 2 re-entries,Tansofts Ratsplat and Dracula's Revenge from Softek,Softek are now getting to be pretty big in the software industry,they have BIG plans.

Anyone interested in getting the Oric Telestrat 64K can trade in their old Oric micro and get it for £340.00 and this includes a capability of running all existing Oric software on tape or disk. Offers are also available for reducing prices of the Atari ST,it is believed that if you trade in your Oric 1 or Atmos then £60.00 is then taken off the price of the Atari ST,not a bad offer... More news...there are over 4000 Oric owners and most of them want more software,but not only new software it seems...Oric users also want software that was brought out years ago then disapeared,or software that was made for Oric-1 only,and is it now Atmos compatible ? Well, The Software Club (see issue 3) supplies more software than the distributors,such as WE (Software) or QPELCO,nearly 200 titles! They also supply Atmos compatible programs that used to be Oric-1 only, such as: Snowball,Space Crystal,Them,Word Processor,Synthesizer,etc. But STILL there is buried software that people can't reach,for example: The game Loki by Joe the Lion is only Oric-1 compatible,according to the people selling it,but get in touch with the company and grab a copy for the Atmos,and it also works vice versa,but there are times when they don't work on both micros (and Telestrat),such as League Champions.

Pokes: PLAYGROUND 21: POKE# 5A84,#EA:DOKE# 5A82,#MARA THEM : POKE# 24B9,99

On both games,to start them,type: GALL DEER (# 2A6)



Game: Captains Log  
Supplier: Chymesoft  
Price: \$6.95

This game is original in concept, your mission is to investigate a weird planet from which your crew hasn't returned. You can find a lazer gun which is used to zap aliens such as Higmogs or Klogfeet. Using runes, books, tapes, etc. you can discover that your crew has been killed by an 'Astro Vampire', and you can often find one of your men, dead (described as 'rotting carcasses, yuk!'). The vocabulary is limited with 'HINT', 'HELP', and even 'GO' not being accepted. The vocabulary is limited only in the use of an experienced adventurer, otherwise I suppose it could be passable, just. The game is set out nicely and is good fun. Well done Chymesoft !

Graphics: N/A      Atmosphere: 7      Vocabulary: 4      Overall: 7

Robert Bray would like to know if anybody has a copy of Cobrasofts' 'FORMULA 1' for sale or hire, offers would be appreciated. Robert Bray also has yet another batch of goodies for you, come on readers! Is Robert Bray the only person capable of sending in tips ?

Frigate Commander: To quickly get over a submarine.

i) CLOAD as normal, the game play is normal.

(ii) When a sub comes on the radar, alter speed to -500, but you MUST be moving in the opposite direction to the sub, so do this first.

Maze Rally: Extra/Infinite lives.

i) CLOAD as normal until the maze is displayed on the screen, stop the cassette.

(ii) Turn the Oric off, and on again. CLOAD the rest of the tape.

(iii) Enter:      F0KE 5093,12 for 6 lives.

                 F0KE 7784,200 for infinite lives.

(iv) Oric 1: Enter: - CALL 5856      Atmos: CALL 2693: CALL 5856

More tips later, thanks alot Robert, and to all else who send contributions in.

Here's an updated program by J. Preston for printing a foreground colour with two background colours on the HI-Resolution graphics screen.

10 REM: THE NUMBERS PRINTED CORRESPOND TO THE PAPERS ATTRIBUTES

15 :

20 REM: SEE PAGE 75 OF ATMOS MANUAL, OTHER FOR ORIC-1

25 :

30 :

900 HIRES

901 FOR I=1 TO 2: A=INT(RND(1)\*23): IF A < 17 THEN A=17+INT(RND(1)\*7)

908 B=INT(RND(2)\*23): IF B < 17 THEN B=17+INT(RND(1)\*7): PRINT A,,,B

915 FOR J=2 TO 199 STEP 2: CURSET 6,J,1: FILL 1,1,A: CURSET 6,199-J,1

920 FILL 1,1,B: NEXT: NEXT: GOTO 901

Hellion: Tips and pokes

Never stay at the bottom of the screen or aliens might touch you from below.

Infinite lives: POKE#13FE,#EA:DOKE#13FF,#EAEA:RUN

Tip for starting at a higher level than the previous one, but you must usually complete at least 2 levels. Example: You start on level 1, die on level 3, and might start on level 5 or 6.

- i) Get onto the title screen (not the loading screen).
- ii) Press CTRL and DELETE together. Now press 'B' then 'I' then 'G'.
- iii) Press any SHIFT key together with DELETE. Now start as normal.

News: There's good and bad news for Oric owners this month. Here's the bad news first, here we go...

Oric computers now have very little future, the Telestrat did manage to get into WE's stocks and they sold a few of them (still at £414 inc. VAT) but either the computers themselves didn't work or the Telestrat disk drives **brokedown**, and all this added up to Eureka going bankrupt. Eureka are now in liquidation but it was mainly their own fault, the manager of Eureka was more than a little on the moronic side of intelligence, he sent off money, buying up the rights to the Softek Oric titles, Durrell Oric titles, etc. This was a good idea, but for some strange reason Eureka never released the software, it just seems like a waste of money to me. WE Software saw the problem immediately and sent officials to France to discuss software, trying to get hold of some of the aquired software. But yet again the Eureka manager made a mess of things and wouldn't sell anything. WE Software are now not bothering to get hold of new titles, I can't blame them as (i) There are low amounts of Oric software now being released and (ii); WE Software had made numerous attempts to save Oric, unsuccessfully. It seems that Oric has gone down AGAIN due to the same reasons which are lack of advertising and high prices. I should have thought that the first demise of Oric International was enough of a lesson, it seems not. Oric now has not got a chance in the microcomputer industry, unless a buyer takes up the Oric name and rights and has another go at it, but don't worry, OUM will NEVER stop printing. Right, now the good news:

Oric User Monthly is about to release a number of software titles, at quite amazing budget prices, often as low as £1.50 or £1.99. Expected release dates are 1st April 1988. Please DO NOT sent any cheques or postal orders or cash until future notice, but here are just a few of the almost finished software:

Excalibur	£ 1.99	100% machine-dode adventure.
Turbo	£ 1.50	Exit is an excuse from this blaster.
League Soccer	£ 2.99	A football simulation.
Sports Day	£ 1.99	A mixture of various sports.

P&P is expected to be included in the price. The first release is expected to be Excalibur. If you want to have some software (that you've written) released then please contact us, with details of the software, then we'll distribute the software if agreements are suitable, discussing payments, advertising, etc.

Next Month: Reviews, tips & hints, pokes & dokes, 'Views' news, Oric releases, and a few things that I think you would like to read, like a free copy of Excallibur if you're knowledge is better than the rest...see you next month.