

Oric User Monthly

Issue 9 : 55p : Edited by R.Cook
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If you want issue 11 of Oric User Monthly absolutely free with P&P included then I suggest that you look for the offer in the magazine, this is a feature that will be included in OUM at certain intervals.

There is the usual charts, tips & hints, news, reviews, etc. but there is also a new section that will be printed every month, called 'Chit-Chat' and this month Chit-Chat discuss's software piracy, we want your views on it ! Please send up your top 3 games list with the name of the game that you don't like so we can compile the charts, or send up programs, tips, hints, problems, etc.

OUM 'could' expand to 8 pages long, for the price rise of only 5p per page which would take OUM to only 70p or £ 1.00 without P&P (first-class). But I cannot tell you how vital more contributions would be to do this, any sort of contributions would be necessary and considered.

Game: Playground 21
Price: £ 6.95 - £ 7.95
Supplier: IJK

This was one of IJK's last Oric releases and not one of the best. You must run about screens of platforms, jumping and dodging enemies, using slides, lifts, etc. rather in the mould of Manic Minor.

But the unusual aspect of Playground 21 is that you do not have to collect items as in Chuckford and Manic Minor but must cover all the ground, it colours in as you walk on it. This may not sound too hard but believe me it's not easy at all.

The first screen is not too easy, the second is hard, the third is very hard and the fourth ! Well, I'm not pathetic at platform games but this is unbelievable, I can honestly say that I spent about two weeks of playing most days before I completed it. Then I was in the playground, which was even harder so I gave up, even with 'infinite lives' pokes.

The graphics are not too bad, and the sound is average. But the real pain in the difficulty, IJK should've inserted a difficulty level or at least made it easier. The game itself isn't too bad if you have five hours to spare each day !

Graphics: 6 Sound: 5 Addictiveness: 5 Overall: 4

Corrections: In issue 8 of OUM we printed that OUM was going to release a game called 'Soccer Boss', this is really called League Soccer and we apologise to all readers concerned and to Alternate Software who actually released 'Soccer Boss'.

How can David Ale get a light source (torch, lantern, etc.) in the adventure game by Channal 8 in the Mysterious Adventures range, the game is Waxworks and the same applies for another game in the same range, called Circus.



Issues of OUM

Issue 10: 55p + A5 s.a.e or 90p without (1st class postage).

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Back issues available for 60p each or £ 1.00 for 2.

Subscriptions are available for any length of time, just ask for details.

If you want any 'infinite lives' pokes or problems in adventures or don't understand parts of utilities then please write to us, stating the software and machine used.

Tips & Hints

G.Hudson has sent in two tips for Oric owners, here's the first.

Dambusters: To destroy the dam directly north of take off fly at 000 and try to keep to that direction until you reach that dam. Try to keep the flak under control and fly at the speed counter just under the '2' marker. Keep your height as low as possible without hitting the ground, once you're as low as you can be and are about $\frac{1}{2}$ over the dam drop the bomb, this might not work so drop a second bomb if it fails, although this will risk your whole mission. If by some fluke it does blow up then after the victory tune fly high and speed up to avoid the mountains and flak.

Zebbie is his next tip, thanks for the tips.

Zebbie: At a later stage in the game you will see a row of 'U's at the bottom of the screen. Jump onto these as the Oric thinks that they are bottles which are worth alot. But only collect about $\frac{2}{3}$ of them as there is a small hole after them which you can fall through and crash the game.

M.Renker far from Italy has sent us this tip for the great football simulator called The Boss.

The Boss: On one of the first few lines you'll see a command setting the variable CA to a value, change this value to a very high number as it means your cash amount at the start of each season.

Do you miss the book reviews ? I didn't get a single comment of them ! I used to print one a month but stopped due to low interest, as far as I could see. If enough people moan then I'll bring them back.

Can ANYBODY get into the Compound in Special Operations by Lothlorion ? Many readers have asked for this tip in the past and present, as I've never answered it I'll leave it to you.

'Charts' : page 3

'Chit-Chat' : page 4

Top ten: Compiled by readers

1. Defence Force	Tansoft	
2. Xenon 3	IJK	* Hard to obtain in the UK
3. Zorgons Revenge	IJK	
4. Karate	Gazoline	(F) French software
5. The Hellion	Orpheus	
6. Damsel In Distress	IJK	
7. Maze Rally	EGC	
8. Frelon *	Loriciciels (F)	
9. Xenon 1	IJK	
10. Fireflash		

Comment: Frelon enters the charts at no. 8 but the Hellion drops a couple of places. Xenon 3 is at last off the top spot, by the great Tansoft game Defence Force. Lone Raider & Starter 3D both went up a place or two each but both failed to reach the top ten, let's see if they make it next month.

In issue 7 we gave you the chance to tell us what you thought about various topics, the results

- i) Arcade games were very popular, nearly every reader liked them.
- ii) Adventure games were very popular, or hated. You either liked them, or hated them. Views varied.
- iii) Strategy games varied also, but on the whole people did like them.
- iv) Simulations were extremely popular, flight simulations were the most popular, but many complained about not enough of them being around.
- v) Business and utility programs were fairly popular, but some really found them boring. However, most people actually admitted to having a utility, mainly Author or The Quill.
- vi) The charts were very mixed, some thought that they gave a guide to the best buy, and some thought that they were a waste of space, so to try to please everyone they were cut to the top ten.
- vii) BASIC features were not very popular, except a few compliments but machine-code was popular, look out for a feature on this.
- viii) Hints & Tips were very popular, if only people sent more in.
- ix) How many pages would you like? Most readers wanted 6-8 pages but it was widely agreed that to do this more contributions would be needed.
- x) What is the best part of OUM? The reviews and news sections.
- xi) What other Oric magazines do you read? Most read Your Oric, and most read IOU but only a couple read TheOric. A few also just read OUM.

OUM has had a couple of printing problems this month but they should be fine next month with luck, sorry about the problems but they couldn't be avoided.

Reviews to come in the months to come include : Operation Gremlin, Goldmine, Snake Venom, Football Manager, Dungeon Of Hell, Wordsearch, Frelon, Olympics, Tri-olympics, and many, many more.

Please send all orders in by the 20th of May, and that also goes for entries to the competition for issue 11 of OUM.

Game: Classic Racing
Supplier: Salamander software
Price: £ 7.95

This game starts off with a good loading screen and then goes on to load a good game. Once loaded you enter the names, players, etc. Then you pick horses for 6 races of a meeting, then onto the horse-race. You can either pick the horse you own to win or another horse, you win money if your horse wins too. The horses gallop across the scrolling screen with my horse always at the back of them, but I did find the horse 'Knight Shift' to be good.

The winning horse can change within a few seconds, just when my horse was about to cross the line it often dropped back to last place. It all depends of the odds and weight of the horse.

I liked the game, up to 6 people can play and I think that anyone wanting a harmless bet should grab this, without losing real money.

Graphics: 7 Sound: 6 Addictiveness: 8 Overall: 8

Chit-Chat.

Chit-Chat ? What this then ? Well, it's another brilliant idea from our brains to get your opinions on just about everything to nothing. This month I want your views on one of the major topics of computer software, software piracy.

Do you illegally copy games or utilities ? Software piracy (SP) comes in various forms but mainly, all cheat the software houses out of cash. Some people simply borrow a copy, duplicate it then return it, some people hire software, copy then send it back or the real baddies are the people who do it on a large scale. Often, people have copied thousands of copies of games and this really damages the software market. It is actually classed as illegal by the software houses to re-sell games but this isn't really taken notice of and no-one bothers to prosecute them. Recently a large ring of SP's were fined heavily for cheating ERBE out of quite a bit of cash.

Please choose which of the following you agree with, but DON'T tell us which you actually do ! So if you actually copy games or other software please don't tell us, for reasons.

- i) Software should always be bought as an original, SP is theft and will eventually ruin the software market. Games cost so much because people copy them and are no better than thieves. Even on a small scale, it is wrong and people who agree with SP and do it themselves should be fined.
- ii) SP is fine as long as it is not on a large scale. The games are too expensive anyway. Why should anyone pay over £ 7.50 for a game when it can be copied for nothing ? If games were priced below £ 4.99 then most people would buy it. Most £1.99 games are not pirated anyway, so the point is proved. The software houses who price games like they do deserve what they get and ask for it.

Which do you agree with ? Or maybe you have a different point of view on SP ? Let us know if you prefer option no. 1 or no. 2. We will print the results as a % next month but we will not print who chose what, for obvious reasons.

Chit-Chat can discuss any subject, so if you've got an idea or two, please let us know.

If you sent in contributions this month but they're not printed then don't worry but they'll probably be printed next month due to lack of space.

Just answer this simple question for issue 11 free with P&P included.

Who is 'Grun' ? Tip: He has wrote Them and Delta 4 on the Oric.

This feature will appear often in OUM.

News on the Oric.

It just gets worse doesn't it ?

WE Software say that it's probably that Eureka will close down very shortly and that they will never sell the Telestrat II or obtain French software as expected. The Telestrat II is more or less the same as the Telestrat. Last month I told you that FGC still had a couple of software titles to sell but these now have been passed on to IOU in the hands of Allan Whitaker. If copyright problems work out fine then the IOU will sell the software. Our software releases will not be ready for a couple of months at least. This is very slow and tedious at this stage but everything must be sorted out properly, they WILL eventually be released, I promise.

Last month I briefly mentioned that OUM software 'could' possibly be bought for under £ 1.00. This method is that the reader will send in the postal order or cash and I will receive also a blank cassette, then I will place the software on the cassette and return it with instructions, game details, inlay card, loading instructions, proof of purchase and anything else necessary. Dungeon Of Hell will probably cost only 80p, the same goes for League Soccer. This is amazing value-for-money and is really planned to let all Oric owners get copies of good software.

I asked Domark if they found it worth making new Oric software on the sales of A View To A Kill. They said that they wouldn't risk it again and that they were very 'peevd' with the sales of the game, so they're out of the question ! It looks like OUM is the last competitor unless anyone else will join in.

Oric User Monthly doesn't want to finish but it looks like we may have to join Your Oric, FGC, Phildata, etc. and give up. It seems that even our most loyal readers are giving up, except a couple who stick in with it.

I don't want to close as Oric needs everything it can get at the moment, OUM does desperatly want to expand, slowly at first but eventually reach 25 pages long ! That might well seem like impossibility but if we get just a bit more contributions we can make the slow expansions, starting with 3 new pages and we would keep the cost to a MINIMUM. Of course, if readers don't want OUM to expand then we won't, I want your views and Oric contributions soon or I will regretably disappear.

Next month: Usual tips & hints, reviews, news, charts, plus results, Chit chat, reviews to come can be seen on page 3 and if we can squeeze them in then we'll start to print a few maps, see you in June.