

# ORIC

USER  
MONTHLY

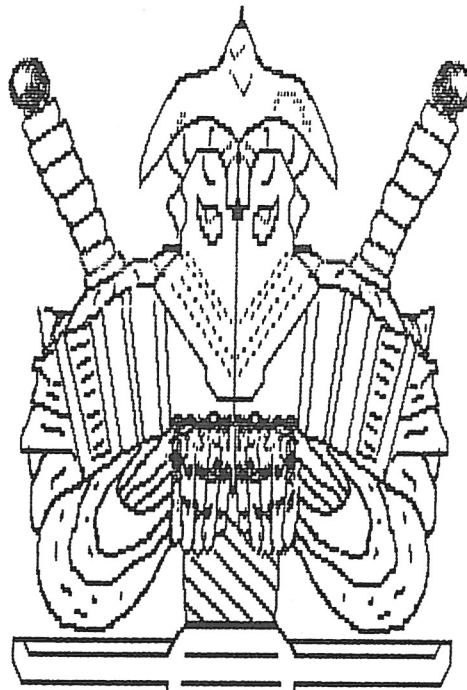
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Issue No. 23 July 1989

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THE

LAST



*An incredible graphic*

*adventure from*

*H. G. C.*

# WARRIOR

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Edited and Distributed by Robert Cook, 10 Thomson Ave., King's Norton, Birmingham B38 8YD

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**O . - U . - M .**  
 Oric User Monthly

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Issue 23 : July : 1989 : 55p : Edited by R.Cook

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With this months issue of OUM you will find enclosed a questionnaire which was briefly mentioned in last months editorial. If you would like another one for collections sake then let me know and I'll send one to you. The questionnaire contains 20 questions and I'd like readers to fill it in and return it by no later than 23rd of July, 1989. Feel free to write your true opinions and to skip any questions you don't want to answer. The reason for the questionnaire is really two reasons, firstly I want to know your preferences and opinions so that OUM can appeal to most readers. Secondly, the results will make an interesting read for both you and I.

For this whole idea to work I need many returns, so please fill it in and send it back to us. I have no worries about the faithful few sending theirs in but many won't bother. This area of readers, which is unfortunately the majority, send in their subscription fee then never contribute or write, sometimes because they feel as though they have nothing to contribute. This is true in some cases, but this questionnaire can be sent in by all of our readers if they really want to make the effort.

Hopefully you'll be able to read the results next month, but if not then they'll be in issue 25. Remember, all replies count.

How's this for speed ? Just 5 months after printing the 'Letter Puzzle' listing, here are the numerous corrections:

Enter the following:

```
6  A=22 : D=13
11 NEXT ZX
```

Alter the following lines to:

```
130 IF V$=" / " AND D < 13 THEN D=D+1
140 IF V$=" ' " AND D > 11 THEN D=D-1
225 IF Q=32 THEN PLOT A,D," " : D=D-1 : PLOT A,D,CHR$(S) : RETURN
```

Sorry for the delay in getting these corrections out.

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It's give-a-way time yet again. This time another reader will have the choice of the following, League Soccer, The Oric Games Guide, or another issue of OUM, all inc. P&P. The entries should arrive to me by no later than the 23rd of July. The question:

' Which of the following have / have not released software for the Oric ? '

(i) Superior Software	(ii) Durell	(iii) Elite Systems Ltd
(iv) Ocean	(v) Virgin Software	(vi) PSS

Simply write yes or no next to the number or company.

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To help compile the charts send in a list of your favourite 3 software titles, and name your worst title.

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Issue 24 costs 55p + an A5 s.a.e. or 90p without the s.a.e.  
A 5 month subscription costs £ 2.75 + 5 A5 s.a.e.'s or £ 4.50 without them.  
Back issues cost 50p, there is a maximum order of 3 back issues at a time.  
If not sending for OUM or another product when ordering back issues then  
please add 30p for P&P.

Years subscriptions inc. P&P cost just:                   UK = £ 10.00  
  Europe = £ 13.00  
  World =£ 14.75

Notes

- (i) All orders for issue 23 should arrive by no later than 21st of June '89.
- (ii) When P&P is included in the price, the good will be send by 1st class.
- (iii) Payment can be in cash, cheques or postal orders, made payable to:

" Oric User Monthly (R.Cook) "

- (iv) You will be alerted when your subdscription is nearing an end.

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## NEWS

Things are really getting quiet again, but here is the little news that there is.

CLUB DISC'ORIC has now translated it's disk/cassette based magazine into English. I had been sent a copy but it failed to load so I can't comment on it, but I've heard that the translation is very good and the magazine is interesting. You can write to them at:

M. Vincent Talvas,  
58 Rue des Sculpteurs,  
93240 STAINS,  
France.

I've been in touch with US. Gold who are now distributing Loriciels software. What happened is this: Loriciels were bought up by Elite Systems Ltd who wouldn't even reply to me about buying Loriciels titles. Then Loriciels managed to get back on their own and are now releasing their own software again (first title was Skweek for the Atari ST) but it is being distributed by US.Gold who were much friendlier and willing to talk. US. Gold are being sent old Loriciels titles which won't be for sale, but are simply to replace copies that people have already bought but won't work. However, they won't be sent Oric software. So, there are still many hundreds of Loriciels Oric software titles. These will either be with Elite still or Loriciels new France address, hopefully the latter as Loriciels are like to be more helpful than Elite. So if I get any further in obtaining French original software then you'll read it here.

After much consideration we've decided not to convert 'League Soccer' to the Oric-1, sorry to Oric-1 owners who tried to buy a copy.

We are preparing our third software software release, which is another adventure, the last one we'll release for a couple of months as we now want to move away from adventures for a while (not for too long though). The forthcoming adventure is 'Krystal Worlds' and is for the Atmos as well as the Oric-1 (48k). It is nearly completed and is a multi-part adventure that will be many times longer than 'The Haunt'. KW will hopefully be available next month, price to be £ 1.99 - £ 3.99.

# INTERVIEW

STARDATE: 19-5-89

LOCATION: Vale Park, Aylesbury

TRANSPORT: Trusty Ford Cortina (with electricians now working)

INTRODUCTION: Alistair Way has written 'Starwind' and 'Football' for the Oric, both available from HGC (Mailorder). He has kindly agreed to give an interview for OUM.

PROFILE: Alistair is just 17 years old and is self-taught, having not known of any other Oric users. He submitted 'Starwind' to Allan Whitaker in August 1988 and met up with him at last November's Alternative Micro Show in Birmingham. In August 1989 Alistair is going to Belgium for a year, and on his return hopes to go to Cambridge University.

To do a professional job of the interview I took along my Acorn datarecorder and here are the results, " Der dit dit dit dit derrrr ". Oh well, I'll have to make do with my notes.

Question 1: Other than Starwind & Football, have you written anything else for the Oric ?

Answer 1: I wrote a football managerial simulation some time ago, along with a platform game and a cricket game. The cricket game was the only marketable product. I sent it to Ken Smalldon at FGC but at the time he was about to cease trading, so it never saw the light of day. My latest game was actually finished last night and is mostly machine-code, it takes up 37k. You control a man through 4 levels: Forest, dungeon, spaceport and fantasy. Each level has 16 screens.

Question 2: Obviously writing software for the Oric isn't going to make you loadsamoney, so why stick with it ?

Programming the Oric is a hobby which I enjoy and hopefully it'll give me skills for the future. I'm hoping to get into the commercial side of the computer industry when I'm older.

Question 3: How long did it take you to write 'Starwind' and 'Football' and what were the main problems you had ?

Starwind took 3 months over the summer holiday, whilst Football, which is only 15k long, was penned over 2 months. My latest (which is not yet named) is Oric 1/Atmos compatible and has taken 6 months. The main problems with Starwind was getting a respectable speed. The football game was loosely based on Matchday for the Speccy, problems encountered were programming the computers playing role and ironing out the bugs which caused it to crash. It was only at the final stage, on advice from Allan, that the extra colour was added. It was done in LORES but looking back more subtlety could have been had from HIRES.

Question 4: What are your own preferences in Oric software ?

I love platform games in the mould of Manic Minor, most of the IJK games are excellent and I also play Chess from Tansoft & IJK alot. The only utility I use is Oricmon by Tansoft, I'm not really into adventures.

Question 5: Any plans for future projects ?

No definite plans, but I certainly want to carry on.





Question 6: Do you think that the quality of your first two games will represent future quality ?

I'm hoping to improve on initial games with better graphics, etc. Hopefully people will see an improvement with my latest effort.

Question 7: Will or have you envisaged moving onto other computers ?

I started computing about 6 years ago on a schools Beeb, my initial purchase was a straight choice between an Oric and a Spectrum. After this I upgraded to an Atmos and have stayed with it, even though some of the keys now stick. I've never really envisaged moving to another machine, due to the time involved in moving to the new options. I currently work at school with a 'Nimbus' and program in Pascal.

Question 8: You say that you are interested in the commercial side, do you get involved in the pricing policy, and have you thought about the French market ?

I leave the pricing to Allan, with regards to French markets I suppose it wouldn't be difficult to translate my games into French, even with my limited 'O'-Level knowledge.

Question 9: What are your views on software piracy ?

I cannot see any harm or loss caused on the popular machines (such as Speccy & Amstrad) as the games kids tend to copy are the ones they have no money left to buy, and knowing it can be done could well sway potential buyers into buying the machine initially.

On less popular machines as the Oric is, I feel the programmers need all the encouragement that they can get or else they won't bother to write them. Therefore, I wouldn't agree with pirating new or easily obtainable software for the likes of the Oric. Obvious exceptions are where it is impossible to buy the original still, eg. Addictives 'Football Manager' and some obscure French items.

Question 10: I've noticed that when your games have loaded that a message appears, "Initialising". What is the reason for this ?

This is a way of POKING random numbers into memory. Now I've learnt better programming techniques, this method will not be needed on my latest titles.

FINALE: After an hour of chatting to Alistair I came away very impressed with his unassuming character and would like to thank him very much for giving up his time and wish him all the best for the future.

Dave Dick

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#### OUM products

'The Haunt' - An Oric 1 48k / Atmos adventure , £ 1.99 tape

'League Soccer' - An Atmos only football managerial game, £ 3.99 tape

'The Oric Games Guide' - A booklet, containing over 25 reviews, £ 1.00

All include P&P.

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Want to sell/swap/buy something ? Place a free ad. in OUM, write now.

RAMbling in the ROM - 4Of bugs and bytes...

Our next V1.1 bug is in the routine at #C47E to print a Basic error message (e.g. "Return without Gosub error"), which is of course followed by the 'Ready' message. In V1.0 (at #C4BA) the printer was set to off line before printing 'Ready', with an LSR 02F1 (#2F1 being the printer flag byte in both versions). For some reason this was omitted in V1.1, with the result that if you get an error whilst an LPRINT is being executed, the error and 'Ready' messages are printed, but rather than returning to Basic command level, the Atmos simply hangs up!

One uncorrected error from V1.0 is in the POINT routine at #EC45 (V1.1), #E9CD (V1.0). When checking the parameters, there is no check that they are numeric. As a result strings are accepted - e.g. POINT("X","Y") - and one rapidly gets a FORMULA TOO COMPLEX error - one of the rare ways of obtaining this particular error message!

For V1.0 owners, another little unused nugget. The routine that deals with CTRL and a keypress has stored at the end a couple of messages. One of course is 'CAPS', operated by CTRL-T, and stored at #F671. Interestingly, at #F663 is 'PRINT', never used by the ROM, but obviously included in anticipation of using CTRL-P to dump the screen to a printer (as indeed the Oric-1 manual stated!). The routine never saw the light of day - the authors seem only to have got as far as having the message for the status line ready! Immediately following are the equivalent blocks of spaces to erase each word, five spaces at #F66A and four at #F677. For V1.1, by the way, 'CAPS' is at #F770, and the four spaces at #F776.

And now for a new idea, which means I'll need two pages this issue, Rob!

Overlay

Since the demise of IOUG, there has been no forum for those of you running a disc drive. I know that Dave Utting has sold almost all the interfaces that he got from Cumana (you can check if he has any left on 0533 705076, his home number), and there must be a good number of disc users who never saw the IOUG newsletters. The idea of 'Overlay' is therefore to provide such a forum, and my address for your letters is 5, Gresham Road, Cambridge CB1 2EP. It may help to set our terms of reference if I briefly list the available hardware and Disc Operating System software.

Hardware

- 1) Oric Microdisc - the original English disc drive, with the heat sink on the drive unit. Although many are reliable, some are prone to overheating and cassette loading problems when the drive is connected, although these can be overcome - write to me if you have a problem!

- 2) French Oric Microdisc - rare in this country, as sold by WE Software over the last couple of years (none left now!). Heat sink on the power unit, clock line buffered, completely reliable.
- 3) Cumana V1.0 DOS interface - the original Cumana disc interface, needs a separate disc drive. Will only run Cumana V1.0 DOS, therefore very limited use. May be possible to obtain replacement EPROM to upgrade to:
- 4) Cumana Super2 DOS interface - reliable, wholly compatible interface, as sold by Dave Utting.
- 5) Opelco disc drive - single or double drive units, reliable and compatible.
- 6) Jasmin disc drive - sold only in France by T.R.A.N., very popular there, but system incompatible with any other.

Software

- 1) Oric DOS V1.0 - the original Oric DOS, limited range of commands, adequate, but slow saving to disc.
- 2) Cumana DOS V1.0 - similar to Oric DOS, with a couple of extra commands. Wholly incompatible with any drive unit except the original Cumana, since the boot file is called 'Cumana.dos' - all others (except Jasmin) are 'System.dos'.
- 3) Cumana Super2 DOS - similar instruction set to V1.0, but compatible with all disc drives except the original Cumana and the Jasmin.
- 4) Sedoric - the best home computer DOS of all, in my humble opinion, produced by Oric France. A multitude of commands, an extended Basic, command entry without having to use the '!' key, and full use of the Atmos function key. Ability to run your Atmos as an Oric-1 and vice versa, and lightening fast saving to disc. The only one to have, though difficult to get now Oric France have gone. Allan Whitaker is trying to obtain the selling rights in the U.K.
- 5) Opelco ROMDOS - really Oric DOS V1.0
- 6) Opelco RANDOS - as before, but with random file access added.
- 7) FTDOS - sold with the Jasmin drive in France

So, 6 different drives, and 7 different operating systems. Excluding Cumana Dos V1.0 and FTDOS, you can run any of 5 DOS's on any of 4 drive units. We've really been quite spoiled!

Next time, a programme to read your Microdisc EPROM. Appetite whetted?! Don't forget to write.

Jon Haworth

# HINTS+TIPS

Tyrann (No Mans Land) was given a praising review last month, and I know that quite a few of you own a copy, so this tip should be welcomed. Side two of Tyrann contains a further adventure, the only problem is that all character have to attain an average of 11 levels of experience, which is practically impossible - has anybody ever done it ?

Well now you have the chance to see side 2 without weeks of endless gaming to reach level 11. Firstly, you must have a saved 'scenario' from another adventure, load this into the Oric. Now load side 1 of Tyrann, when the message 'the steps lead down to the depths' (or something similar) is displayed then stop the cassette quickly. Now comes the sneaky part: turn the cassette over onto side 2 and rewind to the start. Press the PLAY button on the recorder but turn the volume down very low (or simply take out the recorder-to-computer lead) so that it won't load. Listen for 4 blocks to load (including the \* program) then load the rest of side 2 as normal, and voila !

You'll now be in the massive dungeon on side 2, you'll have many new spells and items to use, and many new monsters to fight. However, don't forget that you are meant to have a level 11 party of adventurers, but really you are much weaker - so don't expect to last more than one battle !

Are you stuck in an adventure ? We can offer help on the following adventures: Waxworks, The Haunt, Wizard of Akyrz, The Hobbit, Time Machine, Zodiac, Indiana Smith and Captains Log. When writing please state your problem. Also write if you want 'infinite lives' pokes/dokes, please state your machine.

'Infinite Lives' pokes & dokes from Jon Haworth

Painter: POKE#08FC,#7E

Two Gun Turtle: POKE#43A8,29

Damsel in Distress, enter and run:

```
10 FOR I=1 TO 9 : READ A$: POKE#221+I,VAL("# "+A$ ):NEXT I
20 DATA 48,A9,03,8D,07,AE,68,4C,22,EE
30 DOKE##245,#221
40 CLOAD"": REM load Damsel now
```

Do you want adventure maps ? We can print maps to the following, A View to a Kill, Waxworks, Captains Log, Zodiac and The Haunt.

## Top ten software charts: compiled by readers

1. Zorgons Revenge	IJK	1
2. Xenon III	IJK	2 *
3. The Boss	Peaksoft	3 *
4. The Ultra	PSS	4 *
5. Don't Press the letter 'Q'	IJK	6
6. The Hellion	Orpheus	5
7. Maze Rally	FGC	7 *
8. Defence Force	Tansoft	8
9. Insect Insanity	Tansoft	10 (F) ?
10. Karate	Gasoline	9 * (F)

Comment: Very boring and quiet this month, but below the top ten there are some movements, with some of the recent releases moving up fast.

\* Reviewed in OUM

(F) French software

# DAVES DATA

9

Title: Willy  
Supplier: C.D.O. / Oric  
Price: 29 francs (cass) / 49 francs (disk)

Originally released by 'Oric France', this Jet Set Willy clone is now the first release on the CLUB DISC'ORIC label. You load in side 1 and up comes a very colourful instruction screen. Reset your Oric and load side 2, you can in fact load side 2 only if you want. Your task as Willy is to rescue the 6 bear cubs trapped in various caverns, cursor keys and space bar control your movements.

On screen 1 you have 3 minutes & some energy which you can top up by getting the flowers, you jump from ledge to ledge and on & off a moving hook. Some of the flowers release platforms to help you in your task.

Onto screen 2 (4 minutes this time) and after you have released a bird you have to try to grab it, this I have so far been unable to do and thus can't comment on screen 3 and onwards.

When your time is up you drop dead and the game automatically starts again, pressing ESC at any time will also re-start. This is a classic, the graphics are extremely well done and the sounds are noisy to say the least. The only thing I've got against this game is the title, whenever there is nothing on the TV and I say to my wife "I'm just going to play with my Willy", I get some curious looks.

Now for the snag, at the incredibly cheapo three quids, you have to be a member of CLUB DISC'ORIC. I still have some membership forms, if you want one send me an s.a.e. at:

Dave Dick, 65 Barnard Close, Aylesbury, Bucks, HP21, 9PW.

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Jompo results: the offer for either League Soccer or back issues was won by Mr E.T.G. Chaplin from Norfolk. This was entered by quite a few of you, thanks to everyone who tried.

The answers were:

It is TRUE that there is a French Atmos.  
It is FALSE that Loraciels released a game called L'Chien d'Or  
It is TRUE that a sequel to Tyrann was written, details on request.

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Oric software suppliers

Capri Marketing Ltd, 24a White Pit Lane, Flackwell Heath, Bucks, HP10, 9HR.

GC Mailorder, 8 Staley Hall Rd, Stalybridge, Cheshire, SK15, 3DT.

Colsoft, 27 Dore Close, N'pton, NN3, 4PZ.

Software Cellar, 1a Hightown Road, Luton, Beds, LU2, 0BW.

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Special thanks this month go to Jon Haworth for photocopying all the questionnaire forms, to Dave Dick for the interview, and to Alistair Way for letting Dave pester him for an hour.

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