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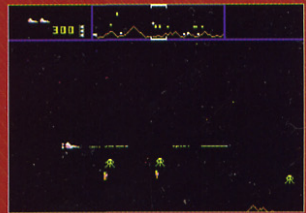
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Original Price: £129.95 (16K), £169.95 (48K)

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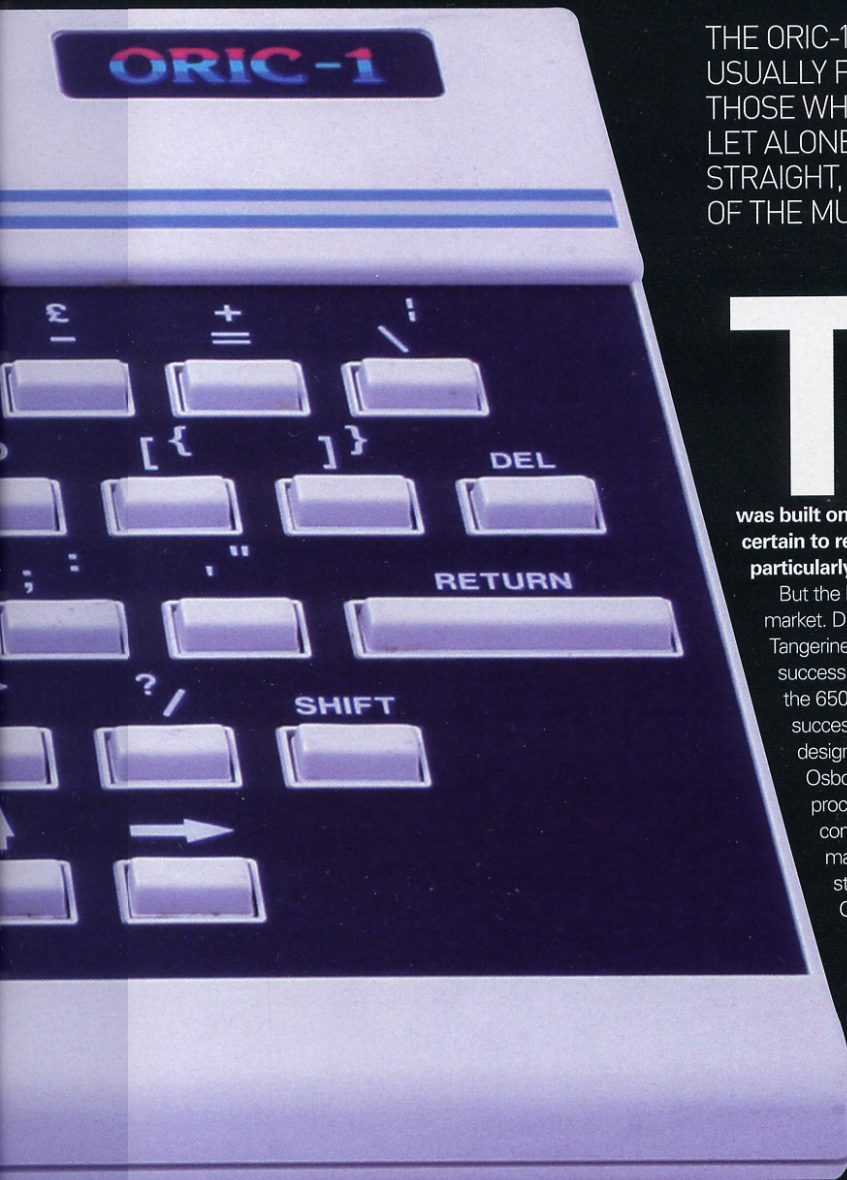
Associated Magazines: Oric Owner, Oric Computing, Mic'Oric, Théoric, Oric User Monthly, CEO-MAG, Rhetoric

Why the Oric was great... You probably wanted a Spectrum but your Dad came home with an Oric under his arm, after the sales guy in Rumbelows convinced him it was the right computer for you. But following the initial disappointment, you soon learnt to love your Oric-1. It didn't matter what the detractors said, as you were the proud owner of a great machine with more than its fair share of decent games.



“SINCLAIR MAY HAVE PRODUCED THE FIRST MICRO TO BE SOLD FOR LESS THAN £100 (THE ZX80), BUT ORIC WAS DAMN WELL GOING TO BE THE FIRST TO ACHIEVE THAT DISTINCTION WITH A COLOUR COMPUTER”

ORIC-1



THE ORIC-1 HAS SUFFERED FROM YEARS OF UNDUE CRITICISM, USUALLY FROM OWNERS OF SUPPOSEDLY SUPERIOR MACHINES. THOSE WHO MOCK HAVE PROBABLY NEVER EVEN USED AN ORIC, LET ALONE OWNED ONE. IN AN EFFORT TO SET THE RECORD STRAIGHT, MARTYN CARROLL TRACES THE FASCINATING HISTORY OF THE MUCH-MALIGNED COMPUTER

The Oric-1 lived in the shadow of the Sinclair Spectrum. By the time Oric Products International launched the machine at a party in January 1983, the Spectrum had been available for six months with Sinclair unable to meet the huge demand, despite manufacturing 20,000 machines a month. The Spectrum was built on the success of the ZX81, and Sir Clive seemed certain to retain his grip on the UK home micro market, particularly the fiercely competitive sub-£200 sector.

But the key men behind the Oric-1 were not new to the market. Dr Paul Johnson and Barry Muncaster formed Tangerine Computer Systems in October 1979 and had some success with the Microtan 65, a kit computer powered by the 6502 processor. It was popular enough to spawn two successors – the Tiger and the Microtan 2. The Tiger was designed as a business machine to rival the Sirius and Osborne systems, and was to feature three different processors. The Microtan 2 was to be a low-cost, self-contained computer aimed at the low-end consumer market. The Tiger never progressed beyond the design stages, but the Microtan 2 evolved over time into the Oric-1, a computer to square up to the Spectrum.

TANGERINE DREAM

With financial backing secured (thanks to British Car Auctions), the design of the Oric-1 began in April 1982. Tangerine became Oric Products International, with Technical Director Dr Paul Johnson adopting the role of chief designer. He was assisted by Andy Brown and Chris Shaw, who were responsible for the ROM, Paul Halford who wrote the cassette routines, and Ian Redhead who helped with the hardware. Paul

Kaufman, who ran Tansoft (the company's software arm) and also edited the Tansoft Gazette, wrote the sound handling routines.

Oric gave itself a head start by opting to use the 6502 as the machine's beating heart. It already had in-house experience of the CPU, having used it in the Microtan 65, and it also meant that existing Microtan software could be ported over. For the system specs, Oric looked at the Spectrum and identified its limitations. There was the 'zombie flesh' keyboard for a start. Instead of 40 rubber keys, the Oric-1 featured 57 plastic keys that moved individually. It couldn't be classed as a 'proper' keyboard, but it was hardwearing and friendly on the fingers. And then there was the Spectrum's non-standard one-touch

French connection

The Oric brand was surprisingly strong in France, with the Oric-1 and Atmos dominating the country's computer market. Around 50,000 Oric-1s were sold over there in 1983, and it was voted Best Home Computer in October of that year. Some truly excellent software was released by French publisher Loricels, and the leading magazine *Théoric* stood head and shoulders above the UK offerings. So it was no great shock that following the collapse of Oric in the UK, the pieces were picked up by a French company. The new owners continued to sell the remaining Atmos stock, but their focus was the Oric Telestrat, an advanced computer aimed at the French market (it was designed to be used with the Minitel online network that existed in France). The Telestrat went on sale in September 1986 and hardly made an impression (the £400 price tag can't have helped). In total only 6,000 were sold, making it the rarest of the Oric computers. If you want a Telestrat then be prepared to dig deep – one recently sold on eBay UK for an impressive £250.

ORIC-1



» The two Pauls – chief Oric-1 designer Dr Paul Johnson (left) and all-round Oric good guy Paul Kaufman

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» IJK Software was a prolific Oric publisher, responsible for a number of classic games including the *Xenon* trilogy



» Thanks to Tansoft, Melbourne House's epic adventure game *The Hobbit* was ported to the Oric, complete with colour graphics

» The official Oric Owner magazine (formerly the Tansoft Gazette) ran for 10 issues, with issue one given away with the Oric-1 when it launched



» Ocean was an early Oric supporter, releasing high profile arcade games for the young platform



Paul Kaufman Q&A

As Editor of Oric Owner magazine, MD of Tansoft, and member of the Oric-1 design team, Paul Kaufman had a finger in a whole heap of Oric pies. These days he works for a music software company called IK Multimedia, but he's happy to talk about those heady days in the Eighties – indeed, he provided lots of vital information for this feature. We met up with Paul to ask him a few questions about his time at Tansoft...

Retro Gamer: Is it true you were offered a job by Tangerine after you complained about its customer service?

Paul Kaufman: It's true – I started out as a customer. I'd bought one of its Microtan 65 single board computer kits. I had some technical issues and had to keep phoning up to get help, but it was difficult getting info because Tangerine didn't have a full time support person. I kept complaining and one day I got a call asking if I would be interested in doing that job.

RG: And your role expanded?

PK: In an effort to get technical and product information out to customers, it was decided that an in-house magazine would be ideal, so I started putting

together the Tansoft Gazette. And as there was no commercial software available at that time, Microtan owners were always asking for programs. So we decided to produce a few titles and it was logical to use the name Tansoft. When the Oric-1 was developed, we expanded the magazine to support it and started producing software (mainly games). So my little tech support function had grown into a magazine publisher and a software producer.

RG: How successful was Tansoft in the end?

PK: It took off massively. Sales grew so quickly that Tansoft was set up as a separate company, and as I was already doing the job of running it, I was made MD. We produced a wide range of titles – everyday people at home were sending in products for us to publish.

RG: Do you think the Oric-1 suffered from a lack of third-party software support?

PK: I think in retrospect we should have courted developers earlier, but the earliest machines were reserved for our own developers who were writing for Tansoft. My biggest success was convincing Melbourne House to convert *The Hobbit* to the Oric. That gave us a lot of credibility, as that game was massive.

RG: It has been suggested that game designers struggled to get to grips with the Oric-1. Would you go along with this?

PK: The Oric was a pleasure to program and was very logical. I think most of the big developers concentrated on the competitor machines simply because they were already

on the market, so they could guarantee reasonable levels of royalties. They were waiting for the Oric to reach the critical take-off point, which would justify them spending more time developing games for it.

RG: Which Tansoft games were your personal favourites?

PK: Technically, *Defence Force* and *Ultima Zone* were excellent – both very high quality arcade games. *Oric Chess* was fun, simply because you could never win as it cheated! We got no end of complaints about that.

RG: Is that really a drawing of you on the cover of *Rat Splat*?

PK: Yes indeed it is me! We used a local artist to design our cassette covers, so who better to model a psychotic hammer-wielding rat murderer than myself? I subsequently shaved off my beard in shame.



» Paul was immortalised on the cover of Tansoft's *Rat Splat*. The resemblance is almost uncanny...

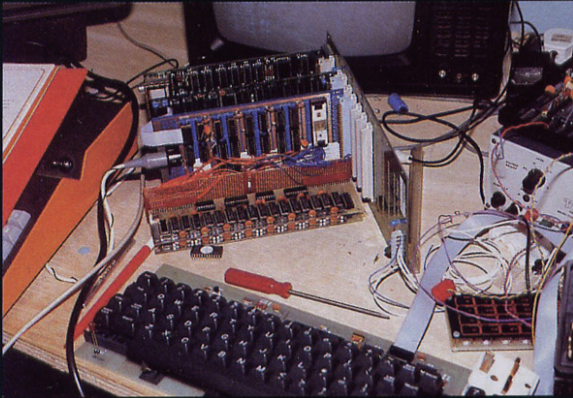
BASIC that often hindered rather than helped programmers. The Oric-1 was supplied with Microsoft BASIC, although it was 'extended' in-house with Oric's own commands, increasing it in size from 8K to 10K.

There were more ports on the back of the Oric-1 as well. If you wanted to connect a printer to an out-of-the-box Spectrum then you were limited to the virtually obsolete ZX Printer; you would need to buy an additional interface if you wanted to connect a different make and model. The Oric-1, however, boasted an industry-standard Centronics printer interface, which was handy. There was also an RGB socket alongside the usual RF modulator, allowing you to connect to either a monitor or TV set.

So far so good, but what about under the hood? How did the Oric-1's sound and graphic capabilities compare to the Spectrum's? Well you might be surprised. In the sound stakes the Oric-1 was superior, which wasn't difficult when you consider how weak the Spectrum's barely audible 'beeper' was. Oric fitted its machine with the popular AY-3-8910 sound chip. The same chip, which provided three channel sound, was later used in the Atari ST, Amstrad CPC, and perhaps tellingly, the later 128K Spectrum models. A number of useful sound commands were resident in Oric BASIC, giving users fairly broad control over the chip, and there were even some custom sounds – Zap, Shoot, Explode and so on: the perfect accompaniment to your own arcade games.

As with the Spectrum, the Oric-1 could generate two screen modes – standard text mode and a high-res graphics mode. Eight basic colours were available in both modes, and the total screen resolution was 240x224 pixels, which in text mode equated to a 40x28 character grid (characters were made up of 8x6 pixels, rather than the usual 8x8). Sadly, pixels could not be coloured individually (each row of six pixels inside a character block had to be of the same colour), so this led to slight colour-clash problems, but it was less pronounced than on the Spectrum. Uniquely, the Oric-1 used serial attributes, so only one memory area was required for screen graphics compared to the Spectrum's two. This reduced memory usage and increased the speed at which graphics could be displayed on screen. In short, it's the reason the Oric-1 was particularly suited to playing fast-paced arcade games.

Taking Sinclair's lead, the Oric-1 was made available in 16K and 48K flavours. Crucially, Oric looked to undercut Sinclair, with the 16K model retailing for £99.95, £25 cheaper than the 16K Spectrum. Sinclair may have produced the first micro to be sold for less than £100 (the ZX80), but Oric was going to be the first to achieve that distinction with a colour computer. The 48K machine would retail for £169.95, a fiver less than the equivalent Spectrum model – a smaller saving, but it was still enough to make people (and the press) sit up and take notice. A four-colour printer and an external 5.25in disk drive were also promised,



» A glimpse of the Oric-1 prototype, long before its innards were mass produced and stuffed inside a small plastic case

along with a £79 Oric modem that would allow users to access Prestel content. Sensing the buzz beginning to envelop the Oric-1, Sales Director Peter Harding proclaimed: "We're going to beat Clive Sinclair by offering much more for much less money." This comment came back to haunt him, as while Oric was indeed offering more for less, talk of toppling Sinclair would prove to be hopelessly optimistic.

BEST LAID PLANS

Oric had a great product and a competitive pricing policy, so what went wrong? In retrospect it's more a case of what went right, as

"THE ORIC-1 HAS ALWAYS BEEN SEEN AS THE SAD LAD OF THE 8-BIT PACK, BUT IT REALLY DOESN'T DESERVE THE RIDICULE IT RECEIVES. ON A TECHNICAL LEVEL IT WAS MORE THAN A MATCH FOR THE SPECTRUM"

the Oric-1 launch was plagued with problems from day one. Initial interest in the machine was strong, with over 30,000 pre-orders received prior to the official launch in January 1983, but Oric failed to supply the machines on time. This was mainly due to manufacturing problems, in particular the delayed delivery of ROM and RAM chips. And when the machines were finally available around March time, Oric's mail order department struggled to work through the backlog. The 16K model suffered further delays, with a last minute revision of the circuit board meaning that it didn't appear until May, 12 weeks



» Over in France, Loricels was the king of Oric gaming. It published *Doggy*, an early Eric Chahi effort, and the landmark graphic adventure *L'Aigle D'Or* (The Golden Eagle)

behind schedule. Worse still, it was priced at £129.95 – £30 more than originally planned. Thanks to the production and delivery woes, breaking under the £100 barrier was no longer on the agenda.

Then, when the hardware was readily available, there was a drought of commercial software during the summer. The games were out there – well-known publishers like Ocean, Durell and IJK pledged their support early on, and of course there was Tansoft – but retailers were sending thousands of cassettes back, reporting that they were faulty. Oric pointed the finger at Cosma Sales, its chosen tape duplicators, and Cosma Sales pointed it right back at Oric, claiming that the computer's cassette loading system was faulty. This echoed comments raised by magazine reviewers, who wrote of difficulty in getting games to load. It didn't help Oric's cause that faults in the ROM chip were already well reported, with Barry Muncaster admitting that Oric BASIC was bugged and a new ROM would be fitted inside all new Oric-1s leaving the factory. This never happened.

Smelling blood, Sinclair decided to stick the knife in. In May the price of the Spectrum was slashed, with the 16K and 48K models cut to £99.95 and £129.95 respectively. Its hand forced, Oric soon dropped its own prices to fall in line. Things started to look up. Sinclair had made its move and Oric was able to respond. The long-awaited colour printer was unveiled, available for £169.95 (no sign of the modem or disc drive however), and the profitable Christmas period was approaching. It was then that fate dealt its cruellest hand yet. In October, a fire ripped through the factory in Feltham where the Oric-1 was built, effectively wiping out the critical Christmas production. Manufacture quickly resumed in another factory, but stock was lost and the damage was done. Oric's aspirations had quite literally gone up in smoke.

COUNTING THE COST

The Oric-1 died in the shadow of the Sinclair Spectrum. By the time Oric announced that the Oric-1 would be discontinued in January 1984, the Spectrum had reached that magical one million sales mark. In comparison, it's estimated that around 160,000 Oric-1s were sold in the UK during 1983 – some way short of the 350,000 figure predicted by Financial Director Allan Castle.

Oric wasn't about to bail out of the market however. Thanks to £4million in funding provided by a company called Edenspring Investments, Oric pressed ahead with the Atmos, a new computer with a black and red livery and a proper moving keyboard. But beneath the improved exterior was the same old Oric-1 (albeit with an improved ROM). A high launch price of £170 took the machine out of direct competition with the Spectrum, pitting it against the Atari 600XL, Acorn Electron and C64. It was a battle it couldn't hope to win. Atmos sales were buoyant throughout 1984, boosted by a price drop of £50 prior to Christmas, but there were a growing number of debtors standing in line at Oric's door (the total debt stood at more than £5million). At the beginning of February 1985 the company called in the receivers.

Looking back, the Oric-1 has always been seen as the sad lad of the 8-bit pack, but it really doesn't deserve the ridicule it receives. On a technical level it was more than a match for the Spectrum, and had it not been for manufacturing problems, pricing issues and plain old bad luck, the machine would surely have made it into more homes. And anyone who questions its capabilities as a games machine needs to look no further than the later French titles or, indeed, the recent home-brew releases; the Oric-1 was able to cope with more than just first-generation arcade clones. It only enjoyed a brief commercial existence but it was not just another casualty of the Eighties computer wars. At the launch party mentioned at the beginning of this feature, Sales Director Peter Harding outlined the company's strategy for the future: "Sales of the Oric-1 will last for 15 to 18 months before being replaced by the Oric-2 with a typewriter keyboard, followed by the Oric-3." In the grander plan the little Oric-1 played a very big part.



» Sadly this is just an early mock-up and not a limited edition green coloured Oric-1. We wonder how much this curiosity would be worth today?



» An early concept drawing of the Tangerine Tiger, a business machine that was dropped in favour of the Oric-1



ORIC-1

PERFECT TEN GAMES

Thanks to their short commercial lives, the Oric-1 and Atmos are not home to hundreds of great games, so selecting ten of the best is not the thankless task it is with some machines. But as it's obviously subjective, we implore you to discuss and dispute these choices in a hearty manner on the Retro Gamer forum.



01

XENON1

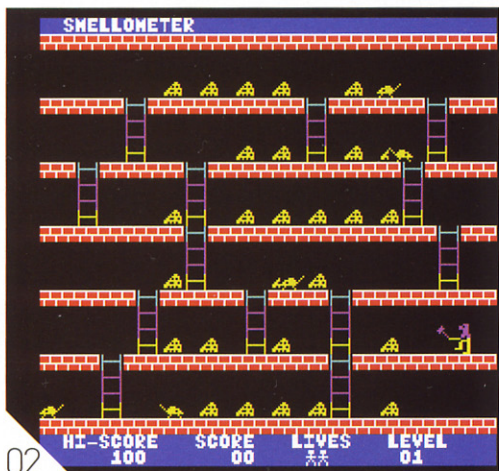
- » RELEASED: 1983
- » PUBLISHED BY: IJK SOFTWARE
- » CREATED BY: JOHN SINCLAIR
- » BY THE SAME DEVELOPER: ZORGON'S REVENGE

01 Not to be confused with the Bitmap Brothers' shoot-'em-up series, this is the first of IJK's *Xenon* trilogy for the Oric. While the sequels (*Zorgon's Revenge* and *The Genesis Probe*) were multi-game affairs, the first outing is a straight-up, balls-to-the-wall blaster that plunders *Phoenix* without apology. Programmer John Sinclair can be forgiven however, as *Xenon1* stands out as one of the best versions of *Phoenix* ever released on any home computer. The graphics are large, colourful, and very well animated, whizzing around the screen with a fluidity not seen in many other arcade clones. *Xenon1* was easily the best reason to buy a (sturdy) joystick for your Oric.

RAT SPLAT

- » RELEASED: 1983
- » PUBLISHED BY: TANSOFT
- » CREATED BY: JOHN MARSHALL
- » BY THE SAME DEVELOPER: INSECT INSANITY

02 This frantic platformer from Tansoft's is one of the best-known and best-loved Oric games, and with good reason as it's perhaps the finest pure arcade game available for the machine. The graphics are not great – the main character looks like the stickman's ugly cousin – but the gameplay is ridiculously fun and fast-paced, as you run around a factory trying to flatten cheese-added rodents with a mallet. To complicate matters there's also a weird monster on the loose, which you must repel with a handy aerosol; having to switch quickly between your means of defence leads to many hair-raising moments. It's completely mad, but a classic nonetheless.



02

INSECT INSANITY

- » RELEASED: 1993
- » PUBLISHED BY: MIRAGE
- » CREATED BY: JOHN MARSHALL
- » BY THE SAME DEVELOPER: THE ULTRA

03 By the time John Marshall began work on his follow-up to *Rat Splat*, the UK Oric market was struggling and Tansoft was in trouble. The anticipated sequel was therefore shelved, but thanks to the sterling efforts of Oric User Monthly, the game was raised from the dead and released through the magazine's software label, Mirage, in 1993. Not only was this the perfect present for faithful Oric fans, but it just happened to be a great little game too. Taking control of a boot, you have to jump around a hive, crushing bugs beneath your size nines. Like John's earlier hit, the frenzied gameplay more than makes up for the lack of visual polish.

DON'T PRESS THE LETTER Q

- » RELEASED: 1984
- » PUBLISHED BY: IJK SOFTWARE
- » CREATED BY: ANDREW MOORE
- » BY THE SAME DEVELOPER: DEFENCE FORCE

04 Forget the cheap and cheerless *Cascade 50* collection – if you wanted variety and spice on your Oric then *Don't Press The Letter Q* was a far better choice. This overlooked gem caters for up to nine people and is a mini-game riot full of weird and wonderful mini-games. The challenges are all familiar as they're mainly clones of *Pac-Man*, *Space Invaders* and other arcade classics, but thanks to some bizarre character sprites and genuinely funny quips from the CPU (it seems to revel in your ineptitude), *Don't Press The Letter Q* plays more like a pastiche than a rip-off.

MR WIMPY

- » RELEASED: 1984
- » PUBLISHED BY: OCEAN
- » CREATED BY: IN-HOUSE
- » BY THE SAME DEVELOPER: HUNCHBACK

05 Ocean's cheeky *Burger Time* rip-off is superb fun and features lovely brash graphics, zappy sound effects and suitably fast gameplay. Playing as the Wimpy mascot, you have to first collect the ingredients and then assemble burgers while avoiding various kitchen nasties. It's repetitive and frustrating but madly addictive. Like *Hunchback*, this version of *Mr Wimpy* is vastly superior to the Spectrum equivalent, a sign that the Oric was arguably better equipped to cope with fast, vibrant arcade games. What a shame then that this excellent little Oric platformer never received a sequel of any sort.



03



04



05



06

MANIC MINER

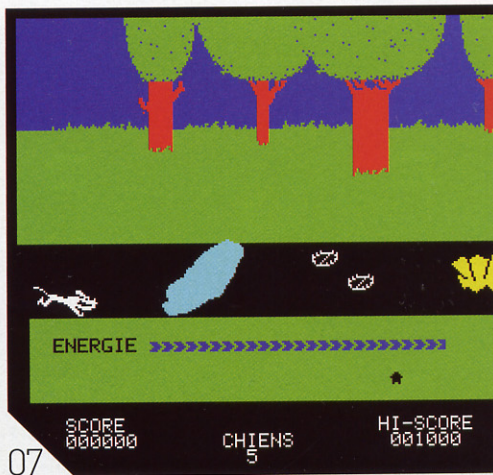
- » RELEASED: 1985
- » PUBLISHED BY: SOFTWARE PROJECTS
- » CREATED BY: STEVEN GREEN (BASED ON MATT SMITH'S ORIGINAL)
- » BY THE SAME DEVELOPER: THE FALL GUY (C64)

06 Despite a lack of support from established publishers, the Oric was lucky enough to receive its very own version of Matt Smith's seminal platformer. The port was fairly ropey, suffering from horrible squashed-up graphics, but what it lacked in looks it more than made up for in content. The Oric version packed in an extra 12 screens, taking the total to 32 and turning an already daunting challenge into an endurance test of epic proportions. In the school playground those 12 extra screens gave Oric owners rounds of verbal ammo to fire back at their smirking Speccy-owning pals.

L'AIGLE D'OR

- » RELEASED: 1984
- » PUBLISHED BY: LORICIELS
- » CREATED BY: LOUIS MARIE ROCQUES
- » BY THE SAME DEVELOPER: MANHATTEN DEALERS (AMIGA)

09 Text adventures are ten a penny on the humble Oric, but decent graphic adventures are far less common. The best example is easily *L'Aigle D'Or* (*The Golden Eagle*), a stunning French game released by Loricels. From the moment the game loads you know you're in for something very special. A picture of a creepy castle is seen, illuminated by occasional flashes of lightning. The atmosphere is carried into the game itself, as the castle interiors are depicted in pseudo 3D, with large high-resolution graphics. The main character is impressive too, and although he trundles about as if he's wearing concrete boots, it won't stop you from wanting to explore the castle's – and the game's – hidden depths.



07

DOGGY

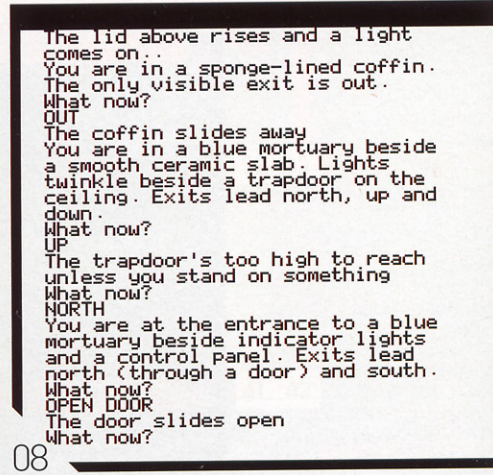
- » RELEASED: 1984
- » PUBLISHED BY: LORICIELS
- » CREATED BY: ERIC CHAHI
- » BY THE SAME DEVELOPER: LE SCEPTRE D'ANUBIS

07 Years before he created the masterful *Another World* on the Amiga, 17-year-old Eric Chahi honed his programming skills on the Oric's clacky keyboard. He coded four commercial games for the French Oric market, with *Doggy* being the most accomplished by far. At first glance the game looks like the perfect program for kids, with a floppy-eared chien bounding about in a world awash with primary colours. But at its heart lies a fiendish arcade game as you attempt to guide your canine friend along a pathway littered with deadly traps and obstacles. Eric went on to better things, but *Doggy* is certainly not something he'd need to hide on his gaming CV.

PULSOIDS

- » RELEASED: 2002
- » PUBLISHED BY: CEO/RHEOTIC
- » CREATED BY: JOHNATHAN BRISTOW
- » BY THE SAME DEVELOPER: MAGNETI

10 It's almost as if someone has charged Jonathan Bristow (aka Twilighte) with single-handedly keeping the Oric software scene alive. Like all the best home-brew titles, his sporadic yet significant releases succeed in pushing the hardware to its limits while still delivering very playable games. *Pulsoids* is a bat-'n'-ball game that builds on *Arkanoid* to the same extent that *Arkanoid* itself built on the original *Breakout*. In fact, if you compare the game to any of the early *Breakout* clones on the Oric you'll find it difficult to believe that they're running on the same hardware. The sound and graphics really are staggering. Visit Jonathan's site at <http://twilighte.oric.org> for loads more good stuff.

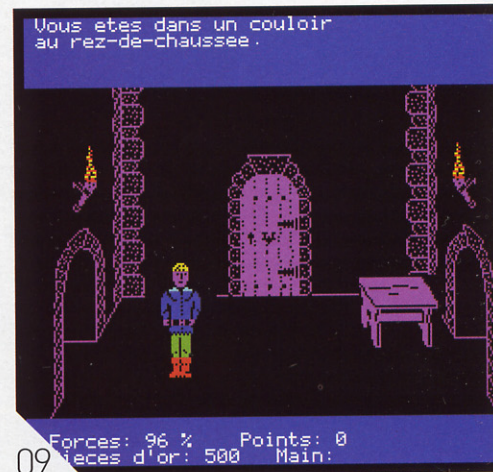


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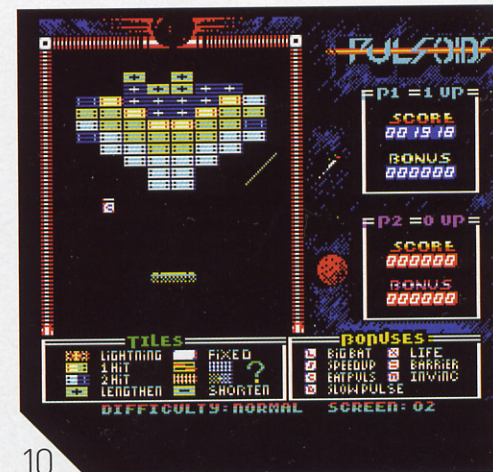
SNOWBALL

- » RELEASED: 1983
- » PUBLISHED BY: LEVEL 9
- » CREATED BY: THE AUSTIN BROTHERS
- » BY THE SAME DEVELOPER: ADVENTURE QUEST

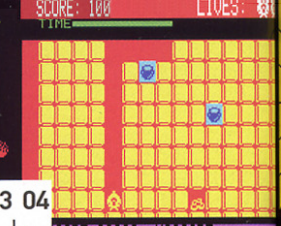
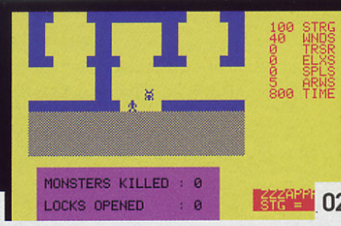
08 The Oric-1 wasn't exactly blessed with the best keyboard, but this didn't deter publishers from releasing dozens of text adventures for the machine. Level 9, the champions of the genre (in the UK at least), released its first five adventures for the Oric, the best of which is *Snowball*, a gripping sci-fi fantasy set aboard a deep space transport ship on a collision course with a planet. *Snowball* is text-only with no location graphics, but the strength of the descriptions, the sophistication of the puzzles and the sheer number of locations lifts it high above any fancy-pants graphic adventure. One for the purists.



09



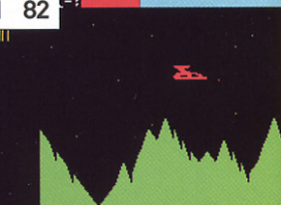
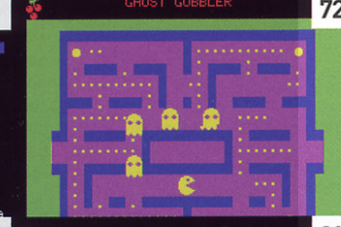
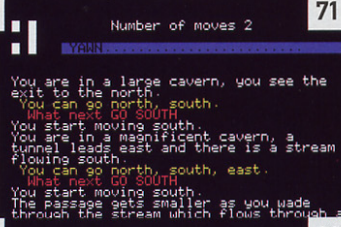
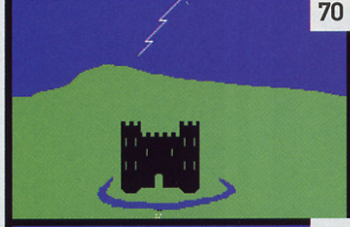
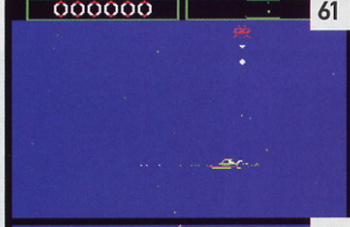
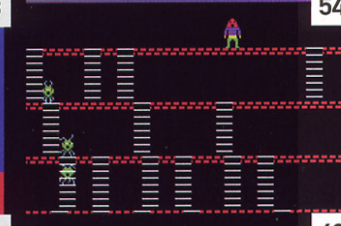
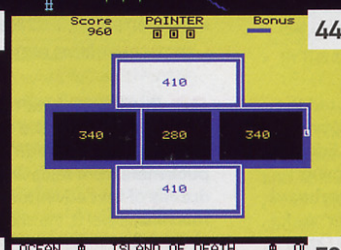
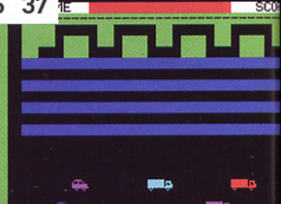
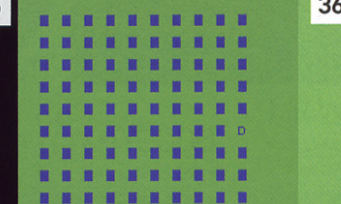
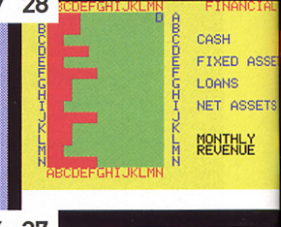
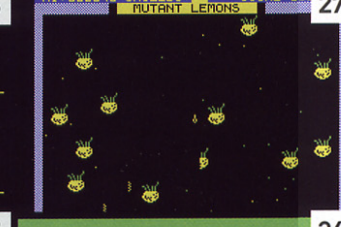
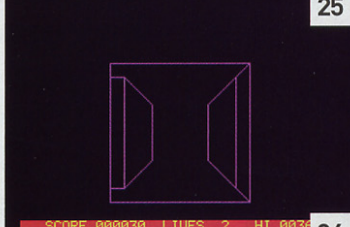
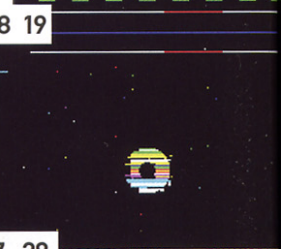
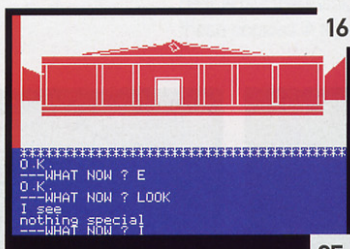
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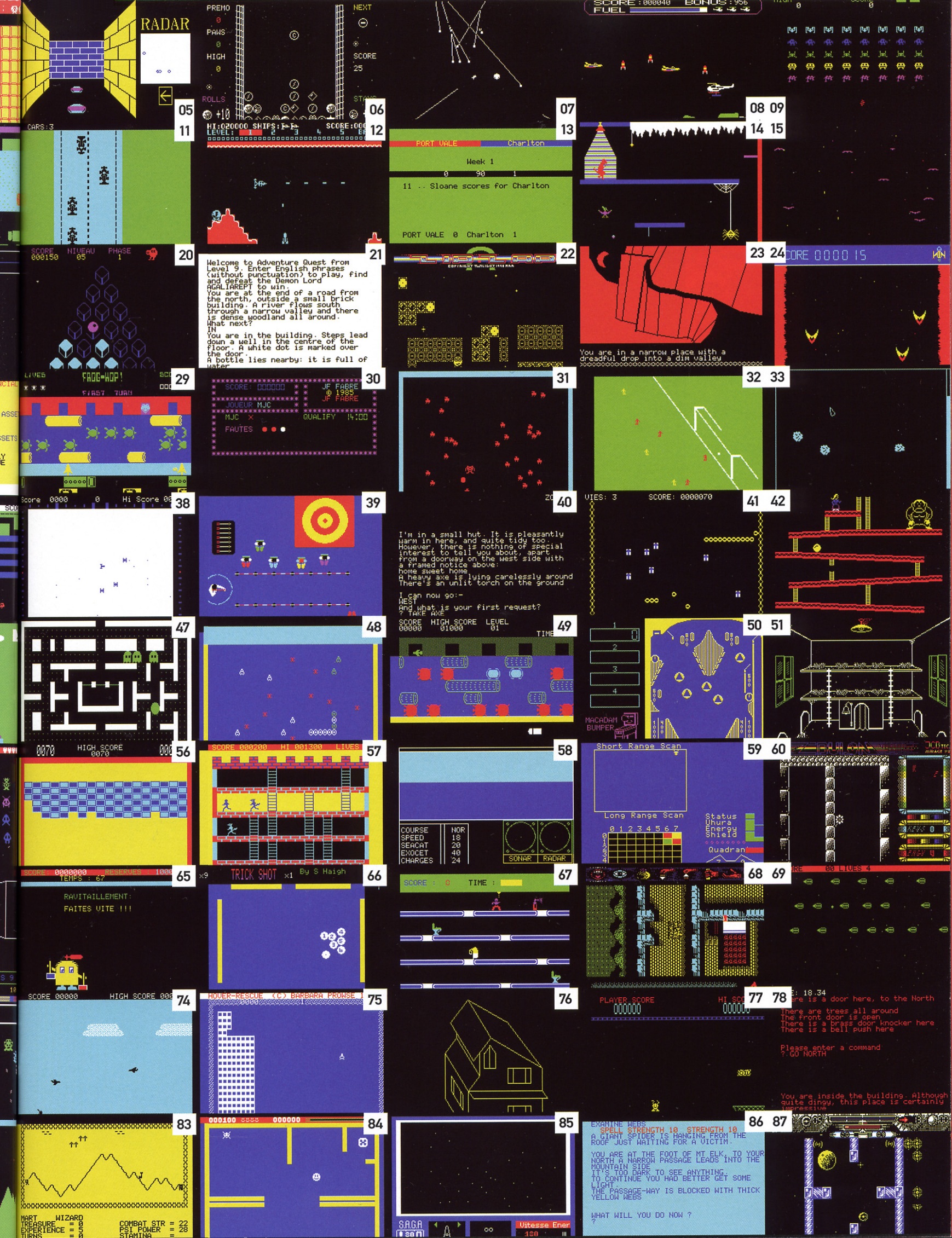


ORIC-1 and the rest...

Bring a little sunshine into your life by gazing at this wall of wonderfully garish Oric screenshots. Many of these games can be downloaded legally from www.oric.org. You will need to register your details with the site however.

- 01 HUNCHBACK
- 02 KEYS OF KRAAL
- 03 PROBES 3
- 04 QUAK-A-JACK
- 05 3D MUNCH
- 06 DON'T PANIC
- 07 ELECTRO STORM
- 08 FELONS
- 09 INVADERS
- 10 ROAD FROG
- 11 DEATH DRIVERS
- 12 KRILLYS
- 13 THE BOSS
- 14 ZORGON'S REVENGE
- 15 STYX
- 16 PERSEUS AND ANDROMEDA
- 17 MUSHROOM MANIA
- 18 SCUBA DIVE
- 19 FIRE FLASH
- 20 HU-BERT
- 21 ADVENTURE QUEST
- 22 ZIPNAP
- 23 THE HOBBIT
- 24 SURVIVOR
- 25 TYRANN
- 26 LANCELOT
- 27 HELLION
- 28 DALLAS
- 29 FROG-HOPI
- 30 HYPER OLYMPICS
- 31 ATTACK OF THE CYBERMEN
- 32 FOOTBALL MANAGER
- 33 SUPER METEORS
- 34 ICE GIANT
- 35 ORIC FLIGHT
- 36 QUEST OF THE HOLY GRAIL
- 37 JOGGER
- 38 STARFIGHTER
- 39 TRIATHLON
- 40 ZODIAC
- 41 COBRA INVADER
- 42 HONEY KONG
- 43 KARATE
- 44 PAINTER
- 45 SHUTTLE SIMULATOR
- 46 SKRAMBLE
- 47 GHOSTMAN
- 48 ELECTRIC FEEL
- 49 GREEN CROSS TOAD
- 50 MADACAM BUMPER
- 51 COCK IN
- 52 DAMSEL IN DISTRESS
- 53 ISLAND OF DEATH
- 54 PSYCHIATRIC
- 55 SPACE INVASION
- 56 SUPER ADVANCED BREAKOUT
- 57 DRACULA'S REVENGE
- 58 FRIGATE COMMANDER
- 59 TREK
- 60 ZEBULON
- 61 DEFENCE FORCE
- 62 WARLORD
- 63 SUPER JEEP
- 64 HELL'S TEMPLE
- 65 LE TRIDENT DE NEPTINE
- 66 TRICK SHOT
- 67 WATER PANIC
- 68 TIMES OF LORE (DEMO)
- 69 ULTRA
- 70 WAYDOR
- 71 FANTASY QUEST
- 72 GHOST GOBBLER
- 73 ULTIMA ZONE
- 74 HARRIER ATTACK
- 75 HOVER RESCUE
- 76 LE MANOIR DU DR. GENIUS
- 77 ZEBBIE
- 78 HOUSE OF DEAD
- 79 PASTA BLASTA
- 80 GHOSTS AND GHOULS
- 81 LAND OF ILLUSION
- 82 LONE RAIDER
- 83 THE VALLEY
- 84 THEM: A PARANOID FANTASY
- 85 SAGA
- 86 VELNOR'S LAIR
- 87 MAGNETIX





RADAR

05
11

PREMO 0
PANS 0
HIGH 0
ROLLS 0
STARS 0

SCORE 25

HI: 020000 SHIPS: 1-15
LEVEL: 5
SCORE: 000000

06
12

PORT VALE
Charlton

Week 1

11 -- Sloane scores for Charlton

PORT VALE 0 Charlton 1

07
13

08 09
14 15

20

SCORE 000150 NIVEAU 05 PHASE 1

FAUC-HOP!

LIVES 3

FAUC-HOP!

FAUC-HOP!

21

Welcome to Adventure Quest from Level 9. Enter English phrases (without punctuation) to play, find and defeat the Demon Lord AGALAREPT to win.

You are at the end of a road from the north, outside a small brick building. A river flows south through a narrow valley and there is dense woodland all around. What next?

You are in the building. Steps lead down a well in the centre of the floor. A white dot is marked over the door. A bottle lies nearby: it is full of water.

29

SCORE: 000000 * JF FABRE *
* 1985 *
* JOUEUR MJC *
* NUC X * QUALIFY 14:00 *
* FAUTES: . . . *

30

PORT VALE 0 Charlton 1

Week 1

11 -- Sloane scores for Charlton

PORT VALE 0 Charlton 1

22

023 024

SCORE 0000 15

38

SCORE 000000 * JF FABRE *
* 1985 *
* JOUEUR MJC *
* NUC X * QUALIFY 14:00 *
* FAUTES: . . . *

39

I'm in a small hut. It is pleasantly warm in here, and quite tidy too. However, there is nothing of special interest to tell you about, apart from a doorway on the west side with a framed notice above: home sweet home. A heavy axe is lying carelessly around. There's an unlit torch on the ground.

I can now go:-
WEST
And what is your first request?
? TAKE AXE

SCORE HIGH SCORE LEVEL
00000 01000 01

40

041 042

LIVES: 3 SCORE: 0000070

47

048

48

049

SCORE 000200 HI 001300 LIVES

49

050 051

MACADAM BUMPER

56

057

TRICK SHOT x1 By S Haigh

57

058

COURSE 1 NOR
SPEED 10
SEARCH 20
EXOCET 40
CHARGES 24

SONAR RADAR

58

059 060

Short Range Scan
Long Range Scan

status
of Uhura
Energy
shield
Quadran

65

066

RAVITAILLEMENT:
FAITES VITE !!!

66

067

SCORE: 0 TIME:

67

068 069

PLAYER SCORE 000000 HI SCORE 000000

74

075

HOVER-RESCUE (C) BARBARA PROMISE

75

076

76

077 078

18.34

There is a door here, to the North. There are trees all around. The front door is open. There is a brass door knocker here. There is a bell push here.

Please enter a command
? GO NORTH

83

084

WIZARD
TREASURE
EXPERIENCE
LIVES

COMBAT STR = 22
PSY POWER = 28
STAMINA

84

085

SAGA

Uitesse Ener 120

85

086 087

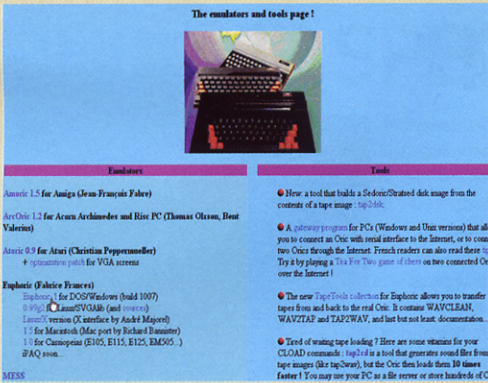
EXAMINE WEBS
SPELL STRENGTH 10 STRENGTH 10
A GIANT SPIDER IS HANGING FROM THE ROOF JUST WAITING FOR A VICTIM.

YOU ARE AT THE FOOT OF MT ELK, TO YOUR NORTH A NARROW PASSAGE LEADS INTO THE MOUNTAIN SIDE. IT'S TOO DARK TO SEE ANYTHING. TO CONTINUE YOU HAD BETTER GET SOME LIGHT. THE PASSAGE-WAY IS BLOCKED WITH THICK YELLOW WEBS.

WHAT WILL YOU DO NOW ?

EMULATE THIS

TO TIE IN WITH THIS MONTH'S HARDWARE FEATURE WE PRESENT A STEP-BY-STEP GUIDE TO USING EUPHORIC, THE ONLY DEDICATED ORIC EMULATOR AVAILABLE FOR THE PC. IT SUPPORTS THE ORIC-1, ATMOS AND TELESTRAT, AND ALSO RUNS EVERY GAME WE'VE THROWN AT IT, SO IT GETS A BIG THUMBS UP FROM US.



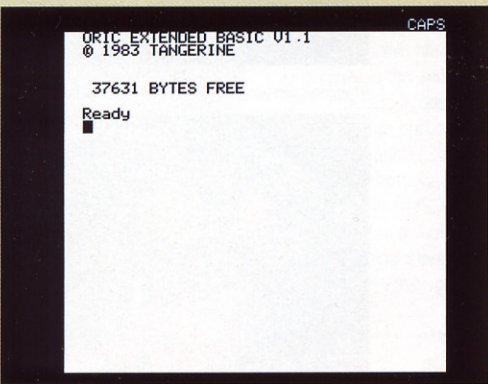
STEP ONE

Start by visiting <http://oric.free.fr/emulator.html> and downloading the DOS/Windows version of Euphoric. This guide is for the PC version, but you can also download Linux and Mac ports here. And for you hardcore retro-heads, there are also Oric emulators available for the Commodore Amiga, Atari ST and Acorn Archimedes! The DOS/Windows version is the final build—author Fabrice Francès is no longer developing it—so you can be sure it's the best Oric emulator available on the Web.



STEP 2

When the Euphoric archive has downloaded, unzip the contents straight onto your desktop. A new Euphoric folder will appear. Look inside and you'll see a folder called ROMS—all the Oric system files are stored here, so there's no need to go searching the Web for them. You will, however, need to download some software. Go to <http://oric.org> and browse the large software archive. To download files you must first register with the site—it only takes a few seconds.



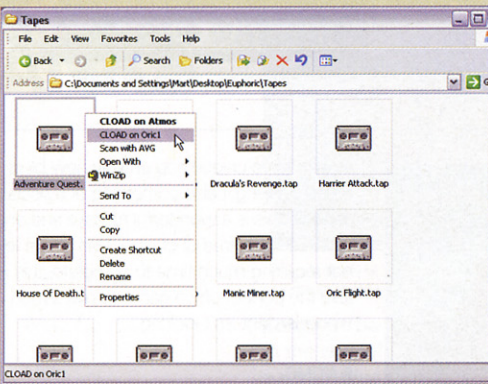
STEP 3

Although Euphoric works fine on all versions of Windows (including XP), it's very obviously an MS-DOS program, so don't expect a nice friendly menu-driven interface. Similarly, don't let the lack of one put you off. If you want to boot into Oric Extended BASIC, simply double click the euphoric.exe file. The emulator will open in full-screen mode (there's no windowed view). You'll notice that the Oric's keyboard is mapped to your PC's keyboard. To quit the emulator press F10.



STEP 4

Okay, so typing boring BASIC listings isn't much fun. The easiest way to start a game is to drag and drop a tape (.tap) or disk (.dsk) image onto the euphoric.exe file. When you do this, Euphoric will start up and the game will load automatically. This will run the game using the standard Oric configuration (an Oric Atmos, using BASIC version 1.1 with Microdisc support). Remember, you can close Euphoric and return to Windows at any time by pressing F10.



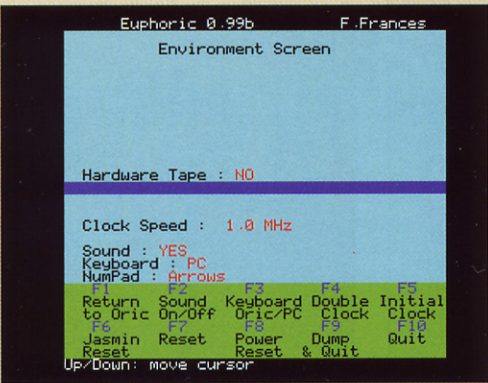
STEP 5

If you want more control over how you run software, you should double-click the setup.js file found in the Euphoric folder. This script installs handy shortcuts in the right-click context menu, and assigns the .tap and .dsk extensions to Euphoric. This means that you can run Oric software by double-clicking an image file or right-clicking and selecting Atmos of Oric-1. Note however that you may have already assigned other emulators to these common file extensions.



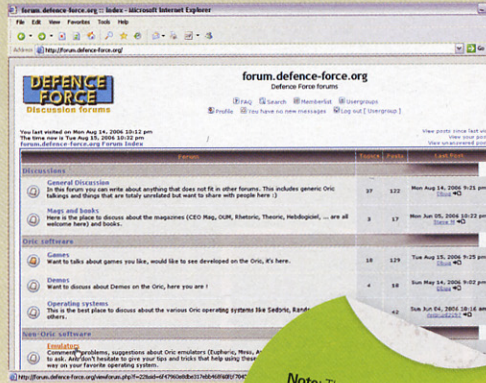
STEP 6

Okay, so one way or another, you've managed to get an Oric game up and running. Many games list the control keys when they begin, so playing games should be no problem using your PC keyboard. You'll find that a lot of arcade-style games can be controlled using the cursor keys with the space bar acting as the fire button. The PC function keys are used to control the emulator when it's running—press F1 to toggle the Environment Screen on and off.



STEP 7

From the Environment Screen you can select various options (use the cursor keys to move up and down and press Enter to modify a setting). This screen also lists the actions of all the function keys. Perhaps the most useful option when playing games is Double Clock (F4)—this will double the speed of the emulator. You can keep pressing F4 to increase the speed further. Press F5 to return to the Oric's default clock speed of 1MHz.



STEP 8

Euphoric is a powerful emulator with many advanced options—some of which you must run from the command line. For a full rundown of all the emulator's features refer to the manual.htm file found in the Euphoric folder. The emulator is freeware so please do not pester the author if you have a problem. Instead, we recommend you post a message over at the Defence Force forum (<http://forum.defence-force.org>) where there are lots of helpful Oric enthusiasts.

Note: The popular cross-platform MESS emulator includes support for the Oric machines. It's not as reliable or as faithful as Euphoric, but it's a decent alternative if you already use MESS to emulate other machines. You can download the latest version from www.mess.org.