

JANUARY 1985.

ISSUE N.O. 3



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MAGAZINE.

FREE POSTER

INSIDE,

BRILLIANT NEW

COMPETITION:

WIN A PROGRAM
VALUED AT £5

IN THE SHOPS,

ZX81 AND

SPECTRUM
PRIZES!

PRICE

20p

THIS MONTH'S ISSUE CONTAINS:

PUZZLES,
STORIES,
PRINT-OUTS,
OFFERS,
REVIEWS,
AND LOTS MORE.....

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A LOST POWER POSTER!

ONLY 20p FOR THIS. SURELY YOU CAN'T AFFORD TO MISS IT!

NEWS.....

THIS MONTH WE ARE PUTTING THE NEWS PAGE ON THE FRONT OF THE MAGAZINE SO AS TO LEAVE SPACE FOR YOUR FREE POSTER.

NEXT MONTH WE WILL HAVE MORE OFFERS AND THE REST OF TWO PROGRAMS CALLED FUNFAIR AND DEATH DAY. FUN FAIR IS A GAME IN WHICH YOU MUST CONTROL A CLOWN AND MAKE HIM EAT ALL THE BUBBLES. DEATHDAY IS A PROGRAM WHICH TELLS YOU WHEN YOU WILL DIE AND THE CHANCES THAT YOU WILL DIE UNNATURALLY. THIS PROGRAM IS NOT VERY ACCURATE SO DON'T BE ALARMED IF IT TELLS YOU THAT YOU SHOULD ALREADY BE DEAD!

BY THE WAY, THE COMPETITION TO DESIGN A COVER FOR THIS MAGAZINE IS STILL ON SO DON'T STOP YOUR ENTRIES ROLLING IN AND THANKYOU TO EVERYONE WHO HAS ENTERED THIS COMPETITION. THERE IS ANOTHER NEWS PAGE INSIDE.

*****STOP PRESS-STOP PRESS*****

NEW SOFTWARE FROM DOWSEY SOFTWARE COMING SOON.....CASTLE ATTACK.
HI RES DRAWER.

SUPER COMPETITION THIS MONTH.

THIS MONTH:

A CHANCE FOR YOU TO WIN A SUPER GAME VALUED AT, £5 IN THE SHOPS FOR ZX81 OR SPECTRUM. ONLY 10p ENTRANCE FEE AND YOU COULD WIN A SUPERB PROGRAM. SEE INSIDE FOR DETAILS.

WELCOME TO THE 3RD ISSUE OF THE A.S.M MAGAZINE. IN THIS ISSUE WE WILL BE FEATURING COMY AND DORE, PUZZLES, REVIEWS, PROGRAMS, OFFERS AND LOTS MORE. THIS ISSUE ALSO CONTAINS YOUR LOST POWER POSTER. THE LOST POWER IS A GREAT NEW PROGRAM FROM BROWN SOFTWARE IN FACT IT'S A REVOLUTION IN COMPUTER GAMES BUT MORE ABOUT IT IN THE MAGAZINE. WE ARE ALSO CORRECTING ANY MISTAKES WE MADE IN THE LAST ISSUE.

CORRECTIONS.

AS YOU PROBABLY NOTICED THE LAST ISSUE WAS NOT SIGNED BY ALL THE EDITORS OF THE MAGAZINE AS STATED BUT THIS ONE HAS:

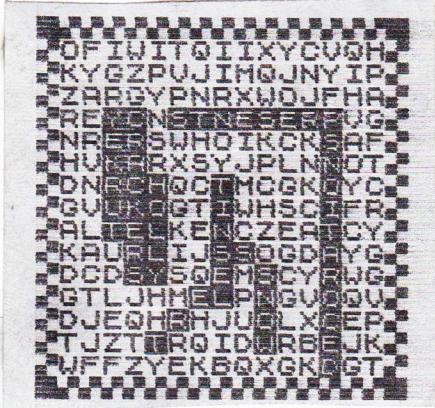
Alan Brown, Stephen Dowse, Mark Elliot

THE MAGAZINE HAD ALREADY CHANGED ITS NAME AND THE COVER HAD A.S.M. ON IT BUT INSIDE IT SAID THE NAME WOULD SOON BE CHANGING.

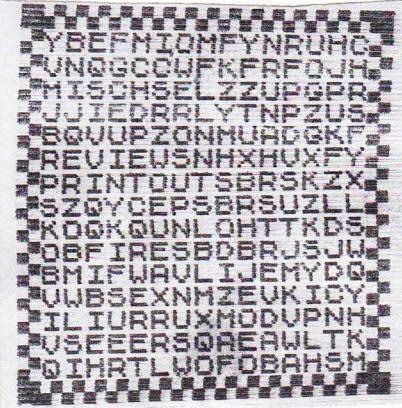
WORD SQUARE.

SUBJECT: MAGAZINE ARTICLES

LAST MONTHS SOLUTION:



THIS MONTHS ONE:



OFFERS
ADVERTS
NEWS
PUZZLES
PRINTOUTS
SPECY
REVIEWS
TRUM

OFFER.

THIS IS YOUR LAST CHANCE TO GET YOUR 1985 CALENDAR JUST SEND 15p TO THE BROWN SOFTWARE ADDRESS.

ADVERTISEMENTS.

CASTLE ATTACK FOR THE ZX81
(16K)

COMING SOON.

MAKE SURE YOU GET YOURS BEFORE THE RUSH.

SEE EDITORS FOR DETAILS. LOAD IN 2 PARTS AT LEAST 32K OF PROGRAM,

OFFERS.

GOODIES BAG ONLY 15p SEND FOR YOURS NOW! YOU WON'T REGRET IT!

SPECTRUM PRINT-OUT PAGE.

Load the basic header and change the LOAD "CODE" statements for the drive version.

For the sake of simplicity and speed, take out the SCREENS. Save the basic onto cartridge. Next is the hard part—the machine code.

For obvious reasons this cannot be listed unless disassembled and to save it you need 2 pieces of information about the code—it's start origin and length.

This information can be found by reading the header of the tape. Our program prints the name, length and start address. It works by calling the load bytes routine in ROM and pokes the 17 byte header into RAM this being translated by the computer.

If the start is greater than \$810 then continue, and if not an give up. This is because you will be poking into the banks and maps of the micro-drive. The result being a crash. If all is well, load the program into the spectrum and save it as SAVE #;1; name CODE x,y

(x=origin,Y=length)

Then repeat this process for all the machine code blocks and try it out. This method does not work with all games!

```

10 REM **fun-fair** by Mark E
Lliot
80 LET m=0
90 GO TO 2000
99 REM *blowers* (nb "graphics"
+e#3)
100 PRINT AT d,i," ",AT d+1,i," "
101 AT d+2,i," ";AT d+3,i," ";AT
d+4,i," "
110 LET c=INT (RND#7): LET f=IN
T (RND#3)
120 IF d=15 OR d=3 OR c=5 THEN
LET dd=-dd
130 LET d=d+dd
140 IF c=6 AND f=1 THEN LET l=d
-d+9: GO TO 270
149 REM *CLOWN* (NB "GRAPHICS"+
A,B,C,D)
150 LET a=a+(INKEY$=="6" AND a<
14)-(INKEY$=="7" AND a>2)
160 PRINT ; INK 7;AT 3,30;" ";
170 AT 3+1,30;" "#;AT 3+2,30;" ";
180 AT 3+3,30;" "#;AT 3+4,30;
190 AT 3+5,30;" "
250 IF k=0 THEN GO TO 100
259 REM *BUBBLE*
270 IF e=29 THEN GO TO 400
280 IF l=18 OR l=4 THEN LET b=@
290 IF s=26 THEN PRINT AT l,e;" "
300 LET l=l+b
310 LET k=1
310 PRINT ; INK 7;AT l,e;" 0"
320 LET e=e+1
330 GO TO 210
399 REM *BURST OR GULP*
400 IF ATTR (l,e+1)=10 THEN PRI
NT ; INK 7;AT l,e;" 0": BEEP .1,
20: PRINT ; INK 2;AT l,e+1;" 1".
LET s=s+5: PRINT AT 12,1;s
410 IF ATTR (l,e+1)>>10 THEN BE
EP .1,-20: PRINT AT l,e;" "
420 LET j=j+1

```

↑ HERE ARE THE INSTRUCTIONS FOR THE HEADER READER PROGRAM
FEATURED IN LAST MONTHS ISSUE.

THIS IS THE START OF A FUN FAIR PROGRAM WHICH WILL
BE FEATURED EACH MONTH UNTIL YOU HAVE THE COMPLETE

PROGRAM.

```

1 BORDER 0: PAPER 0: INK 7: C
LS
2 LET z1=0: LET a1=0:
3 LET c=1:
4 LET z2=INT (RND#256): LET a
2=INT (RND#176)
5 DRAW INK c;z2-z1,a2-a1
6 LET z1=z2: LET a1=a2
7 LET c=c+1: IF c>7 THEN LET
c=2
8 GO TO 4

```

↑ HERE IS A RATHER INTRESTING
PROGRAM WHICH....WELL LETS
JUST SAY IT'S THIS MONTHS
SUPRISE PROGRAM!

HERE IS THE FIRST PAET OF A DEATHDAY PROGRAM THIS PROGRAM TEELS YOU AT
WHAT AGE YOU ARE LIKELY TO DIE. THIS PROGRAM IS FOR THE ZX81 AND SPECTRIM.

```

1 LET s=100
2 LET p=10
3 PRINT "Do you smoke?"
4 IF INKEY$="" THEN GO TO 15
5 IF INKEY$="y" THEN LET s=s-
25 BEEP 1,10
30 PRINT "do you drink a lot?"
35 IF INKEY$="" THEN GO TO 35
40 IF INKEY$="y" THEN LET s=s-
44 IF INKEY$="y" THEN LET p=p+
10
45 BEEP 1,10
50 PRINT "is your weight over
5 stone?"
55 IF INKEY$="" THEN GO TO 55
60 IF INKEY$="y" THEN LET s=s-
65 BEEP 1,10

```

```

70 PRINT "do you eat regulatly"
75 IF INKEY$="" THEN GO TO 75
80 IF INKEY$="n" THEN LET s=s-
85 BEEP 1,10
90 PRINT "do you work in stres
sful conditions?"
100 IF INKEY$="" THEN GO TO 100
110 IF INKEY$="y" THEN LET s=s-
115 BEEP 1,10
120 PRINT "do you own a car?"
130 IF INKEY$="" THEN GO TO 130
140 IF INKEY$="y" THEN LET s=s-
150 BEEP 1,10
160 PRINT "Do you walk a lot?"
170 IF INKEY$="" THEN GO TO 170
180 IF INKEY$="y" THEN LET s=s-
190 BEEP 1,10

```

ZX81 page

DANGER Maze

5 Let t=100

10 Let A=1

20 Let B=1

30 Let P=1

40 Let Q=1

150 For n=0 to 21

55 Print at n,0; " 31 X Inverse Space

60 Next n

70 If P=P+(1 and inkeyt="8")-(1 and inkeyt="5")

80 Let Q=Q+(1 and inkeyt="6")-(1 and inkeyt="7")

85 Print at Q,P; "1x Space"

87 If inkeyt="0" then goto 100

90 Goto 70

100 Print at Q,P; "E"

105 Print at B,Aj;"\$"

107 Print at B,Aj;"1x Space"

110 Let a=a+(1 and inkeyt="8")-(1 and inkeyt="5")

115 Let B=B+(1 and inkeyt="6")-(1 and inkeyt="7")

120 Print at B,Aj

125 If peek chr\$(peek 16393+256*peek 16399)="1x inverse space" then goto 160

130 If t=0 then goto 160

140 If B=Q and P=A then print "You have won. Time is:"jt

145 If B=Q and P=A then stop

150 Print at B,Aj;"\$"

155 Goto 107

160 Print jt;

160 Print "time = "jt

Machine-code books

The one I found the best is called "Understanding Your ZX81 ROM" it was written by Dr. Ian Logan & published by Colorcraft Ltd. The book goes into great detail about learning machine code & can be found at Duns Library.

Cost of Book £8.95

The Programme

t = time

A and B = Your character

n = n turns the screen black

line 125 checks that you haven't hit

the side of the maze.

You may need to open the staples in this magazine so as to read the programs and writing we apologize for this but due to a technical error it cannot be helped.

THIS IS A PRIZE WINNING QUIZ

Quiz Plus Page

only 10p
Entry FEE

The Busting Quiz

Anagrams (computers)



- 1, TMOAS - Molecules have these
- 2, RSNIIIAEL - Its Clives bunch
- 3, YNOS - Now this really is a "HIT BIT"
- 4, OANCN - An old mediaeval weapon
- 5, LOADGSRAT - This is in the MSX constellation
- 6, HMAAAY - They make motorbikes, organs & now computers
- 7, NROAC - The oaks certainly on them
- 8, CIVLREECTO - Small negatively charged particle
- 9, RADOGN - This one breathes fire
- 10, SAETX - JR roams this Land
- 11, PCMURTSE - ROY G. BIV's favourite computer
- 12, RMAADTS - This computer could be a Hi Fi
- 13, PAEPL - A very intelligent fruit
- 14, ENW RIBAN - This one has got new sawdust
- 15, SREERINTP - Beware Spocks out to get you!

This quiz will be judged by the rector

You do not have to know the answers just do as many as you can and hand in the slip.

The Prizes

The Judges decision is final!

FOR THE SPECTRUM 48K

PEDRO by IMAGINE

RETAIL PRICE £5.50
FREE, FREE, FREE

AND

FOR THE ZX81

10 GAMES CASSETTE RETAIL PRICE

CONTAINS £5.00

ZX81 MUSIC programme

Music on the 81 by COMPUTER
can be yours....

RENTALS

X CUT ALONG THIS LINE

BUSTING QUIZ X

SLIP 1.

- ①
- ②
- ③
- ④
- ⑤
- ⑥
- ⑦
- ⑧
- ⑨
- ⑩
- ⑪
- ⑫
- ⑬
- ⑭
- ⑮

NAME: Plus top ADDRESS: SUP Computer:

RULES: THIS SLIP MUST BE HANDED IN WITH THE OTHER BEFORE THE END OF JANUARY.

News Special

BATTLE OF THE GIANTS

SIR Clive in a popular bar slapped Acorn's manager in the face. But old Clive got it back when a flying punch came from Acorn's manager which sent him flying. I don't think Clive will try that again. I wonder if that's his way of knocking out the competition.

ATARI 800XL under £129



The Same price
as the Spectrum?

Yes the famous Atari 64K machine is now the price of the spectrum. It has a professional keyboard, sprites, hi-res graphics & good software. Computer Feature Graph

Computer	1	2	3	4
256 colours				✓
250 hours on screen at one time				✓
Diagnostic "Self test"				✓
Cassette "sound-track" capabilities				✓
64K Ram			✓	✓
Programmable Joystick ports			✓	✓
Sprites		✓	✓	
Cartridge Slot		✓	✓	
Monitor Socket	✓	✓	✓	
Built in Basic	✓	✓	✓	✓
Communications capabilities	✓	✓	✓	✓
Real Keyboard	✓	✓	✓	✓
Sinclair Spectrum Plus				
Acorn Electron				
CBM 64				
ATARI 800XL				

A JAP INVASION



Spectrum out
Goldstar in?

The Japanese have got into the computer act now and are making some magnificent machines which will give Sinclair, Acorn & Amstrad a hard time. The Goldstar MSX has a built in cartridge slot, joystick ports & printer sockets. The Goldstar costs £230 for the 64K Ram. The address to write to is Microdealer UK Ltd, Burrowfield, Welwyn Garden City, Hertfordshire. Telephone (07073) 28181.

This Month's BUSTING Quiz SLIP 2.

All you have to do is write in the space below what you think the ghost would have said. Also send us the anagrams (BLOCK CAPITALS PLEASE)

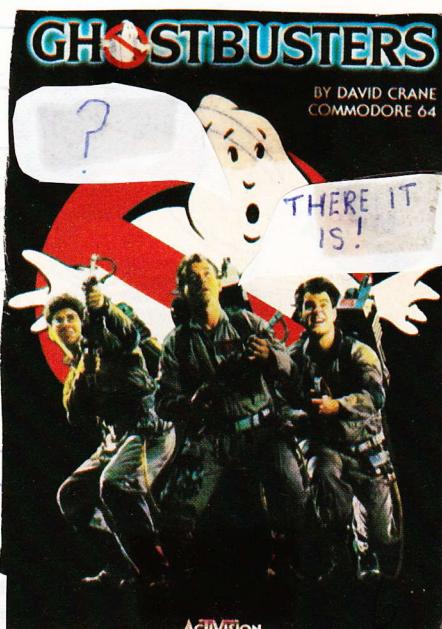
NAME:

ADDRESS:

The Ghost said:

Rules

If you win this quiz, the anagrams & next month's you will receive our STAR PROGRAMME PENNIES.



ACTIVISION