ASM

October 1985.

25p

BHS COMPUTING MAG

Winners of competition announced inside!

INSIDE:

Reviews,

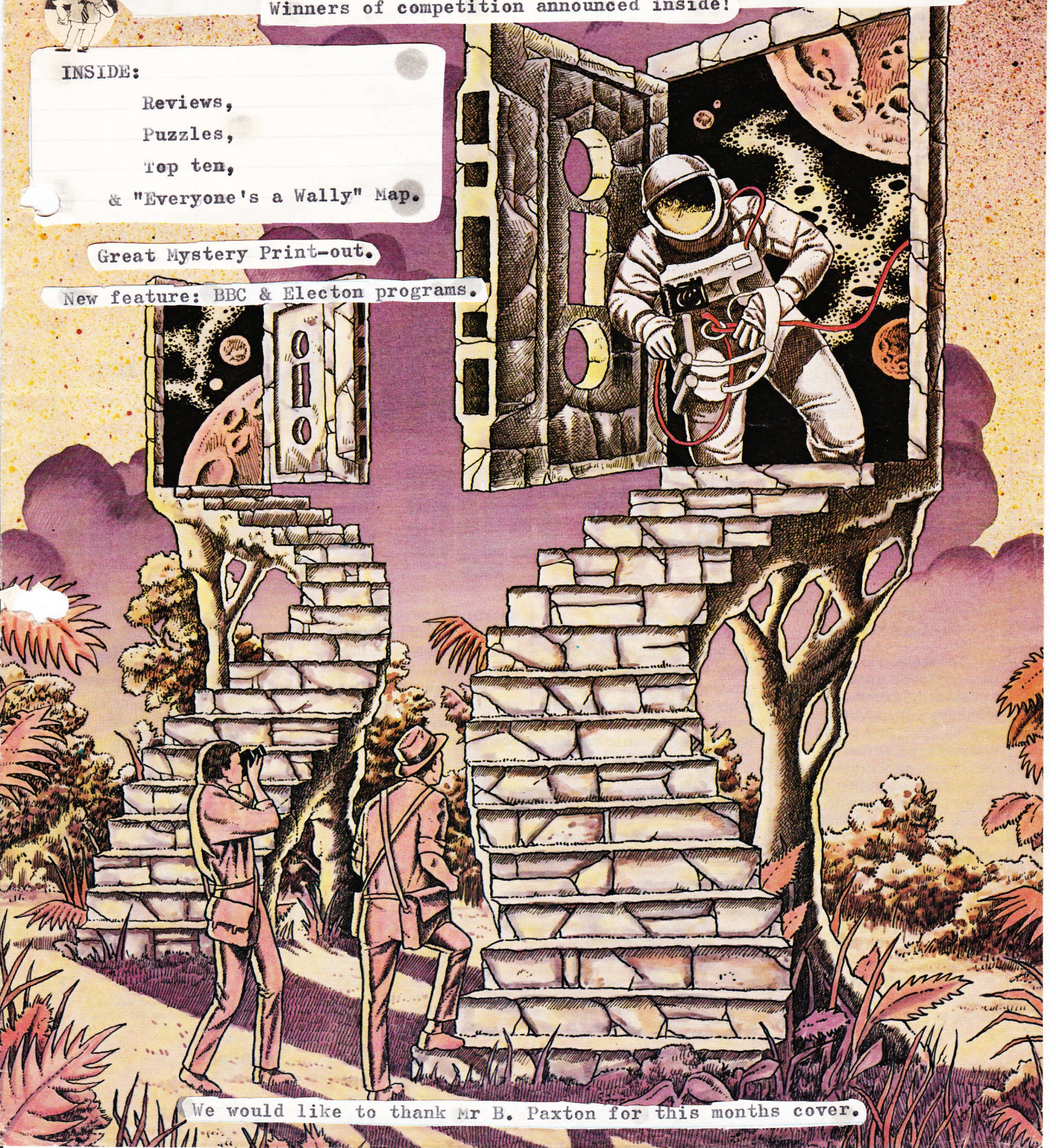
Puzzles,

Top ten,

& "Everyone's a Wally" Map.

Great Mystery Print-out.

New feature: BBC & Electon programs.



We would like to thank Mr B. Paxton for this months cover.

Welcome to the October edition of the ASM monthly computing magazine.We hope you like our new style of Welcome page and we,at ASM think that it is a definate change for the better.Let's hear your opinion.

In this months edition of the magazine we will be including hardware and software reviews,puzzles,print-outs,cartoons,Our top ten chart and much much more.

We will also be looking at the various deals that are on at the moment and where the best deals are.

COMPETITIONS.

We would like to take this oppertu -nity to thank all of you who took part in our last issue's competiti -ons.We had an overwhelming reply and are delighted that so many of our readers took the time to enter the free competitions.However there had to be only one winner for each competition and,though it was very difficult,our judges eventually ch -ose a winner for each part.The sp -ot the differences competition wa -s won by Mr D.Anderson who found all of the mistakes.Mr S.Carss won the word sq -uare competition although as many peopl -e found all the words,an entry had to be picked at random.Unfortunatly we only had one entry for both the poster and cover designing competitions and these, together with a word grid competition were won by Mr B.Paxton.Would these three winners please claim their prizes as soon as possible.

The prizes consist of : a match day pos ter,gift from the gods,pud pud,roland rat and a kong/hunchback poster.

```
000 NNN L   Y   Y    1  555  PPP
0 0 N N L    Y Y     1  5    P P
0 0 N N L     Y      1  555  PPP
0 0 N N L     Y      1    5  P
000 N N LLL   Y    111 555  P
```

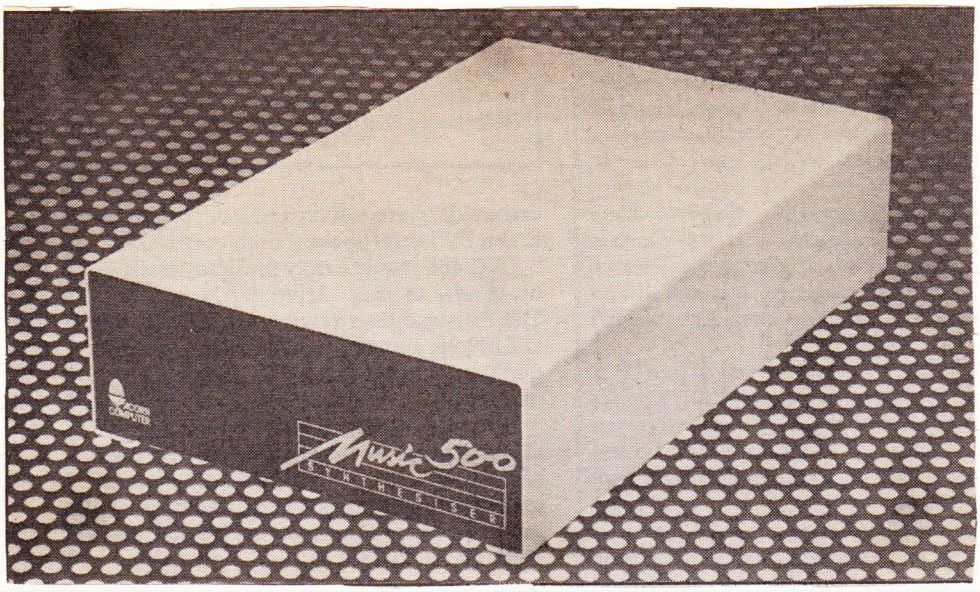
Out now;

Nightmare mansion: this is an Atic Atac like game with 500 rooms

YES now by just sending a blank tape plus 15p to Dowsey Software you can get BBC and electron games.The games come with full instructions and if you can beat them you could win a free ASM magazine.

INSIDE THIS MONTH.....

Inside this month we have an exclusive'Everyone's a wally' map and instructions on how to finish th game.(pg 4).We are also featuring puzzles (pg 7) and hardware and software reviews (pg 2).The Top TEn chart is on pg 3 and this months cartoons are on pg 6 .The article on computer deals is on pg 8 .WE hope you enjoy reading this magazine.



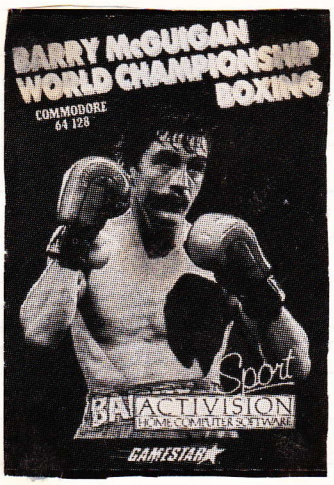
Above is the Acorn Music 500 synthesiser.

There are many types of music synthesiser on the market so we have decided to look at just a few of them.Hybrid Technology has made the Music 500.This package costs about £199 and gives your BBC the ability to generate quite powerful sound.This package is also compatible with other musical hardware on the market,Cheetah have recently produced a drum synthesiser for the spectrum.This costs £29.95 and is a good quality device.However these music synthesisers are expensive.If you wanted to produce really good music you would need a fully compatible synthesiser and a fully compatible keyboard.This would put the price to £300 as a minimum.Even if you purchased a 'cheap' add on device for your micro you will probably find that you have to purchase an even dearer amplifying unit as well.Another reason that makes music a quite expensive hobby for your micro is that after buying all your hardware,leads,tapes and other units will soon increase an already high price.

Suppliers include Siel (Commodore), Passeport(Apple),cheetah (Spectrum and DK Tronics (spectrum).

The Saga Elite keyboard is built to resemble a IBM PC computer it it easily installed by just opening up your Spectrum or Spectrum Plus ,ounting the new keyboard and connectingtthe two ribbon cables and screwing the case together.The keyboard contains many extra function keys and looks incredibly smart.The keyboard does not however have any gimmick such as sound amplifyers or interfaces but for £79.95 this package is very good value.

REVIEWS.....



Name: Barry McGuigan World Championship Boxing.

Price:£9.99

Supplier: Activision,15 Harley house,Marlebone Road, London,NW1 5HE.

Review: This is yet another game that is to do with boxing.In this game however you can choose who you wish to fight in comparison to other games where you have no choice.The game is quite easy to play but there are many different movements to master.This is probably the best boxing game around but it's also the dearest so for the extra £3 you expect to get a superior program.

Name: On the run.

Price:£7.95

Supplier : Design Design,125 Smedly Road,Cheetham Hill, Manchester.

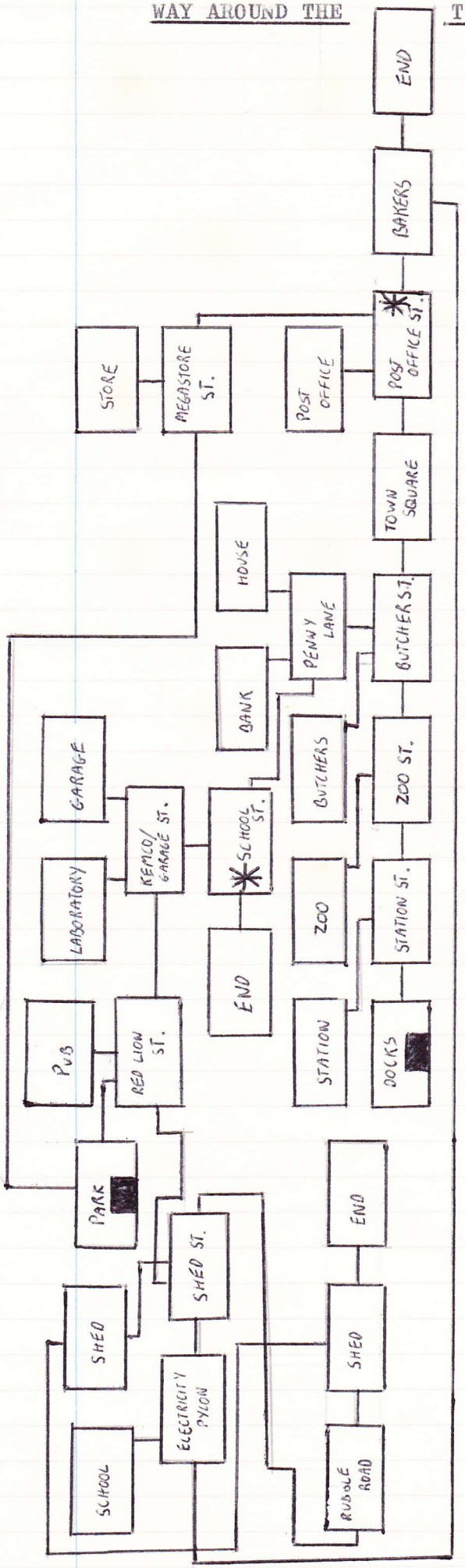
Review : This is an arcade adventure which consists of you,a jetpac like man,must rescue six flasks of dangerous chamicals from a maze area filled with nerve gas and other nasties.The game resembles Sabre Wulf and other games like that.This game is all very competently done but for those of you who already have Sabre Wulf it is a bit too expensive for just another variation of this game.

This months Top TEn.....

N.o.	Name	Maker	Price.
1	Way of the Exploding Fist	Melbourne	£9.95
2	Nightshade	Ultimate	£9.95
3	Frank Bruno's Boxing	Elite	£6.95
4	Now Games	Virgin	£8.95
5	Hypersports	Imagine	£7.95
6	Highway Encounter	Vortex	£7.95
7	Frankie goes to Hollywood	Ocean	£9.95
8	Southern Belle	Hewson Consultants	£8.95
9	Action Biker	Mastertronic	£1.99
10	Dambusters	Sydney/US Gold	£9.95

EVERYONE'S A WALLY.....FROM MIKRO-GEN.....48K SPECTRUM

USE THIS MAP TO HELP YOU FIND YOUR WAY AROUND THE TOWN.....



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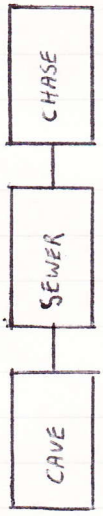


USE THESE INSTRUCTIONS TO FINISH THE GAME.....

Get monkey nuts to get into zoo

Dick has plunger and monkey wre-nch to mend fountain.

Gasmask to get into cave.

Wilma,rubber stamp and parcel is stamped at post office.

Fill bucket by passing fountain.

Wally,full bucket & sand for cement.

Wally,cement & trowel to build wall.

To exit cave,wait until another person enters the sewer and do a Character swap.

Wilma,books 1,2,3 to library for jump leads,bunsen & letter B.

Kill aliens to set electicity pylon nasties free.

Tom,take flat battery from fork lift truck.

Harry,walk over blown fuse with pliers and fusewire to fix.

Harry,good insulator & screw driver mends pylon.

Harry,take flat battery and jump leads to BP to recharge.

Tom,put recharged battery in truck.

Wally,go from truck to wall for letter K.

Tom,oil can moves trolly in supe-rmarket.

Harry,jump on trolly & on freezer for letter A.

Wally,get superglue & fix hook.

Wally,put hook in docks.

Wilma,swap stamped parcel & the letter E.

Dick,gas pipe & chewing gum;drop pipe on work bench and get patch with gum.walk under pipe;put pipe into cave. THE END.

```
  10 PLOT 50,0
  20 DRAW 156,0
  30 DRAW 0,80
  40 DRAW -28,0: PLOT 168,80: DR
AW -28,0: PLOT 124,80: DRAW -28,
0: PLOT 80,60: DRAW -30,0
  50 DRAW 0,-10
  55 REM first line
  60 DRAW 74,0
  70 PLOT 138,70
  80 DRAW 70,0
  90 REM  second line
 100 PLOT 50,70
 101 DRAW 0,-10
 105 DRAW 73,0: PLOT 138,60: DRA
W 70,0
 107 REM third line
 108 PLOT 50,50
 110 DRAW 0,-10
 120 DRAW 157,0
 121 REM  to bottom of wall
 125 PLOT 50,50: DRAW 0,-10: DRA
W 157,0: PLOT 50,40: DRAW 0,-10:
 DRAW 157,0: PLOT 50,30: DRAW 0,
-10: DRAW 157,0: PLOT 50,20: DRA
W 0,-10: DRAW 157,0: PLOT 50,10:
 DRAW 0,-10: DRAW 157,0
 130 REM bricks
 140 FOR x=70 TO 190 STEP 20
 150 PLOT x,10: DRAW 0,-10
 160 NEXT x
 170 REM  2nd row
 180 FOR x=60 TO 200 STEP 20
 190 PLOT x,20: DRAW 0,-10
 200 NEXT x
 210 REM 3rd row
 220 FOR x=70 TO 190 STEP 20
 230 PLOT x,30: DRAW 0,-10
 235 NEXT x
 240 REM 4th row
 250 FOR x=60 TO 200 STEP 20
 255 PLOT x,40: DRAW 0,-10
 259 NEXT x
 260 FOR x=70 TO 190 STEP 20
 265 PLOT x,50: DRAW 0,-10
 270 NEXT x
 275 FOR x=60 TO 200 STEP 20
 280 PLOT x,60: DRAW 0,-10
 285 NEXT x
 290 FOR x=70 TO 110 STEP 20
 295 PLOT x,70: DRAW 0,-10
 296 NEXT x
 297 FOR x=150 TO 190 STEP 20
 298 PLOT x,70: DRAW 0,-10
 299 NEXT x
 300 FOR x=60 TO 120 STEP 20
 301 PLOT x,80: DRAW 0,-10
 302 NEXT x
 303 FOR x=140 TO 200 STEP 20
 304 PLOT x,80: DRAW 0,-10
 305 NEXT x
 310 REM head
 320 PLOT 104,80
 330 DRAW 54,0,-PI
 340 REM nose+eyebrows
 350 PLOT 115,90: DRAW 10,0,-PI
 360 DRAW 0,-32
 370 DRAW 12,0,PI
 380 DRAW 0,32
 390 DRAW 10,0,-PI
 400 REM eyes
 410 PLOT 120,87
 420 CIRCLE 120,87,3
 430 PLOT 142,87
 440 CIRCLE 142,87,3
 450 REM his left hand
 460 PLOT 168,86: DRAW 0,-10: DR
AW 3,0: DRAW 0,10: DRAW -3,0: DR
AW 6,0: DRAW 0,-10: DRAW -3,0: D
RAW 6,0: DRAW 0,10: DRAW -3,0: D
RAW 6,0: DRAW 0,-10: DRAW -3,0
 470 REM (fill in spaces)
 480 PLOT 139,80: PLOT 138,80
 490 REM his right hand
 510 PLOT 81,86: DRAW 0,-10: DRA
W 3,0: DRAW 0,10: DRAW -3,0: DRA
W 6,0: DRAW 0,-10: DRAW -3,0: DR
AW 6,0: DRAW 0,10: DRAW -3,0: DR
AW 6,0: DRAW 0,-10: DRAW -3,0
 520 REM wrists
 530 PLOT 168,86: DRAW -6,-6: PL
OT 93,86: DRAW 6,-6
 540 REM (fills up spaces)
 550 PLOT 94,80: PLOT 95,80
 560 REM nostrils
 570 PLOT 135,55
 580 PLOT 127,55
 600 REM  cracks
 610 PLOT 64,0: PLOT 64,0: PLOT
66,0: PLOT 64,1: PLOT 64,2: PLOT
 63,3: PLOT 64,4: PLOT 63,5: PLO
T 62,6: PLOT 61,6: PLOT 60,5
 620 PLOT 60,6: PLOT 60,7: PLOT
59,7: PLOT 58,8: PLOT 57,9: PLOT
 57,8: PLOT 56,9: PLOT 57,10
 630 PLOT 58,11: PLOT 59,11: PLO
T 59,12: PLOT 60,13
 640 PLOT 161,41
```

This is a Mystery Print-out for the Spectr-um.We hope you like it.Maybe you can improve it by putting hair on the man if so why not make a similar program to it and give it to us and we will print it for you.

WANTED:

Can you draw quite well?Would you be able to draw ASM magazine covers? Why not see us and if you can draw a cover which we will print you will recieve a free magazine.

WANTED:

Programmers.Can you write short impressive programs which can be used in ASM?If so please ask for details of this job.

WHY NOT PLACE AN ADVERT IN ASM?

For only 1p per word you can put an advertisement in ASM(minimum 10 words) We will publish almost any advert be it selling something or just getting a mess age around the BHS.

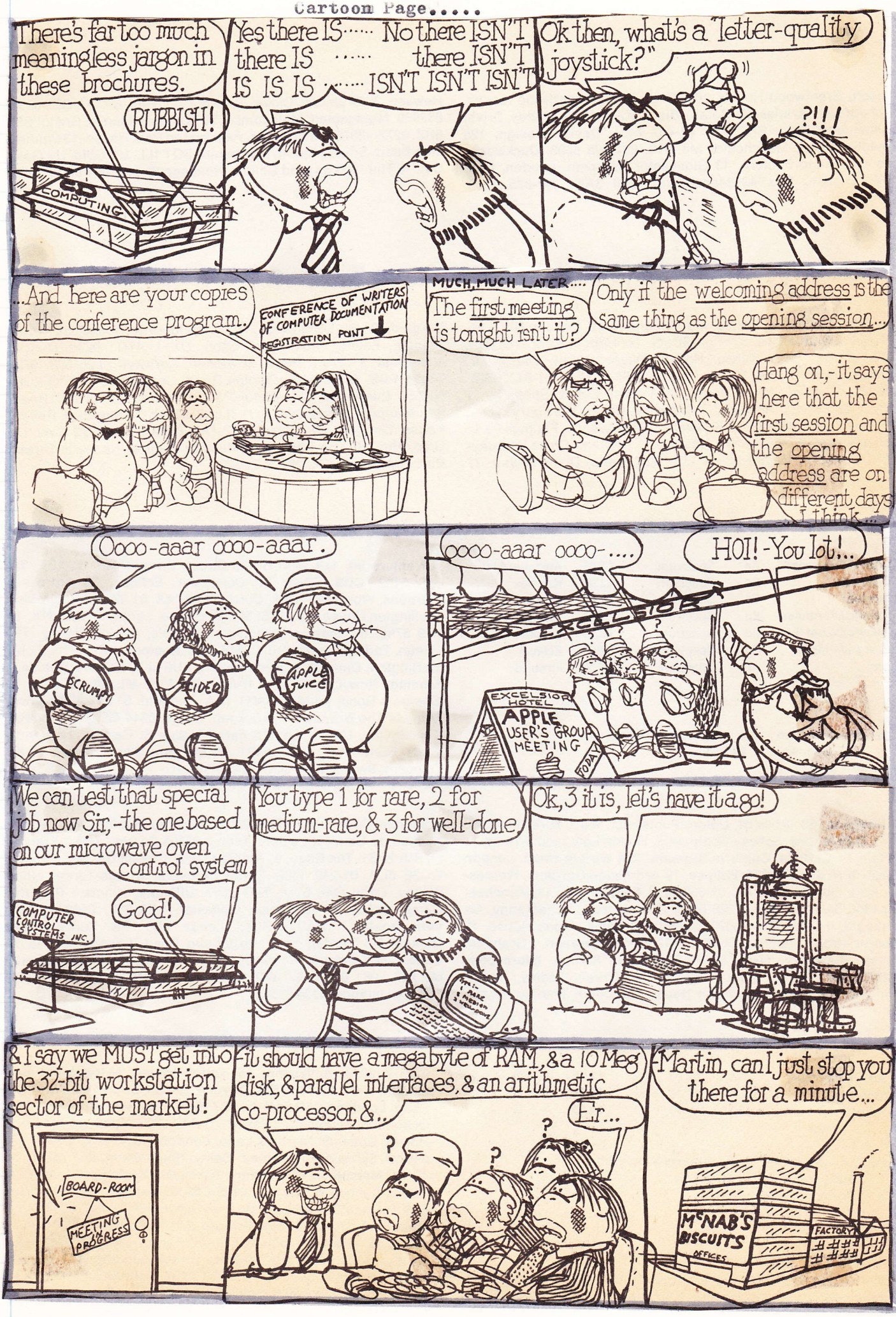
WANTED:

Competition ideas.Can you think of a good ASM competition idea?It could be worth a free magazine.

FOR SALE:

Quality programs for BBC and Electron.Only 15p when blank cassette is supplied.See S.Dowsey for details.

Cartoon Page.....



PUZZLE PAGE.....

C	A	U	T	I	O	U	S	U	O	I	T	I	B	M	A
S	S	U	O	I	R	E	P	M	I	O	R	T	L	F	U
U	U	P	S	E	S	G	H	D	D	P	S	U	V	A	V
O	O	I	U	J	N	U	E	I	N	U	S	A	N	C	I
I	I	O	O	R	K	V	O	M	O	C	H	X	B	E	C
V	V	U	I	L	I	U	I	I	I	D	I	C	O	T	I
B	I	S	R	O	S	O	X	O	V	O	L	W	B	I	O
O	C	C	U	R	I	O	U	S	U	E	A	F	N	O	U
V	S	S	F	G	N	S	H	S	K	S	R	V	O	U	S
A	A	E	S	U	O	I	D	I	S	N	I	P	X	S	T
R	L	A	B	O	R	I	O	U	S	D	O	L	I	M	E
I	A	C	D	J	U	D	I	C	I	O	U	S	O	K	D
O	B	M	A	L	I	C	I	O	U	S	S	R	U	P	I
U	F	S	U	O	I	B	U	D	A	N	Y	H	S	T	O
S	U	O	I	R	E	S	A	L	A	C	I	O	U	S	U
A	V	B	W	C	S	U	O	I	T	N	E	T	N	E	S

Ambitious.
Anxious.
Cautious.
Curious.
Devious.
Dubious.
Envious.
Facetious.
Furious.
Hilarious.
Imperious .
Insidious.
Invidious.
Judicious.
Laborious.
Lascivious.
Luscious.
Malicious.
Noxious.
Obnoxious.
Obvious.
Odious.
Pious.

Previous.Salacious.Sententious.Serious.Spurious.Tedious.Various.Vicious.

Circle each word as you find it.We've started you off with Curious.

See if you can answer the following:

Give yourself 1 point for each correct answer.

1 How many issues of ASM have there been?
2 What was ASM originally called?
3 In which two issues did we have the same cover?
4 In which month did ASM start?
5 In which issue did Comy & Dorr first appear?
6 In which issue did you get a free 'Lost Power' poster?
7 In which two months were there'Bustin' quiz forms?
8 In which two issues were there no Specy and Trum?
9 In which issue did Wally make a big mistake?
10In which issue was Ghost busters reviewed?

P.T.O for answers and your rating.

Puzzle answers.

1)7 issues.2) The Brown Software Magazine.3)February & March.4)December. 5)Christmas issue.6)January.7)January & February.8)Jan uary & May. 9)May.10)March.

RATINGS:

10 out of 10: Brilliant a real ASM reader who gets full value for money by reading the magazine 3 times.

9 out of 10: just missed being perfect.Well that shows you should read your ASM's extra carefully.

5-8 out of 10 : not too bad but you really must pay more attention to what you are reading.

3-4 out of 10 : this is not good enough you had better start buying back up issues to refresh your memory.Or maybe you don't bother reading the magazines?Which ever it is you really must try harder.

1-2 out of 10 : Come on!Surely you can do better than that.Why not hunt out all those old magazi -nes and refresh your memory.

0 out of 10 : So you're the one whose been using ASM's as firelighters eh?Well since you got such a terrible score I think you should buy some old issues and start swotting up your facts.

COMPUTER DEALS.....

You may have noticed that there are quite a few shops selling cheap spe -ctrum Plusses.Well we've scouted around and come up with the followi -ng deals.In Dixons there are two main offers these consist of 1) a Spectrum Plus,Tape recorder,Mini tv ,and six games for £199 and 2) a Plus,a tape recorder,a joystick & interface and six games all for £139.Other deals are available at shops such as Currys and John Menzies. QL's have also dropped in price and now most of the shelves are being tak -en up by Amstrads new CPC6128 which is replacing their earlier CPC664. Amstrad were offering a CPC664,disk drive,moniter and Logo for £320.But this new computer being introduced has angered many owners of the old machine as they feel that after a few months there machines are already out of date.

Ypu may also be a reader of the JPL magazine as well as an ASM reeder.If so you will probably found statements about ASM in the last issue of this inferior production.You may also have noticed this:

CONDITIONS OF SALE This publication must not without the prior permition of the publishers be lent, resold, hired out, disposed of in a mutilated condition, be made into paper planes, used to put mugs of coffee on left alone at night without a few biscuits, used to light fires or transmuted into gold or any other base metal COPYRIGHT JEAN PIERRE LUNI PUBLICATIONS 1985 ©

We agree that the JPL magazine is made of high-quality paper but the condition of sale say nothing about another useful use which I found.By the addition of a small hole at the top right-hand corner of the magazine it can be quite easi-ly hung from a nail in the bathroom door and then you can make full use of the excellent paper quality. We hope you find the same.

CITY LANDER 16k ZX81

You Are The Pilot of A Lancaster Bomber, youre mission is to wipe out all the houses beneath you so you can land. Any key except 'BREAK' doops a bomb.

```
  1 LET V=VAL "21"
  2 LET M=NOT V
  3 LET T=V
 10 FOR X=PI*PI TO T+T
 20 FOR Y=NOT PI  TO RND*RND*T
 30 PLOT X,Y
 40 NEXT Y
 50 NEXT X
100 FOR Y=VAL "10" TO T
110 FOR X=NOT PI TO VAL "20"
120 IF V=T THEN LET M=CODE INKE
Y$
130 IF M THEN GOSUB VAL "500"
150 PRINT AT Y,X;" O>>"
160 IF VAL "ABS (PEEK (PEEK 163
96+16405+X+25*Y)-59)<>59" THEN S
TOP
200 NEXT X
210 PRINT AT Y,X;"   "
250 NEXT Y
260 STOP
510 IF V=T THEN LET U=X+SGN PI
512 IF V=T THEN LET V=Y
515 PRINT AT V,U;" "
520 LET V=V+SGN PI
525 IF V=T THEN LET M=NOT PI
530 PRINT AT V,U;"*"
540 RETURN
```

EXCLUSIVE
ZX81 SOFTWARE
50% CHEAPER
SEND 25p FOR OUR
CATALOGUE

SPOT THE DIFFERENCE COMPETITION SOLUTIONS.

1.Boys socks 2.Boys striped jumper 3.rope

4.Boy is fatter 5.3D Hippo sign 6.Mans pocke

7.Mans collar 8.mans wrist 9.Hippos tail

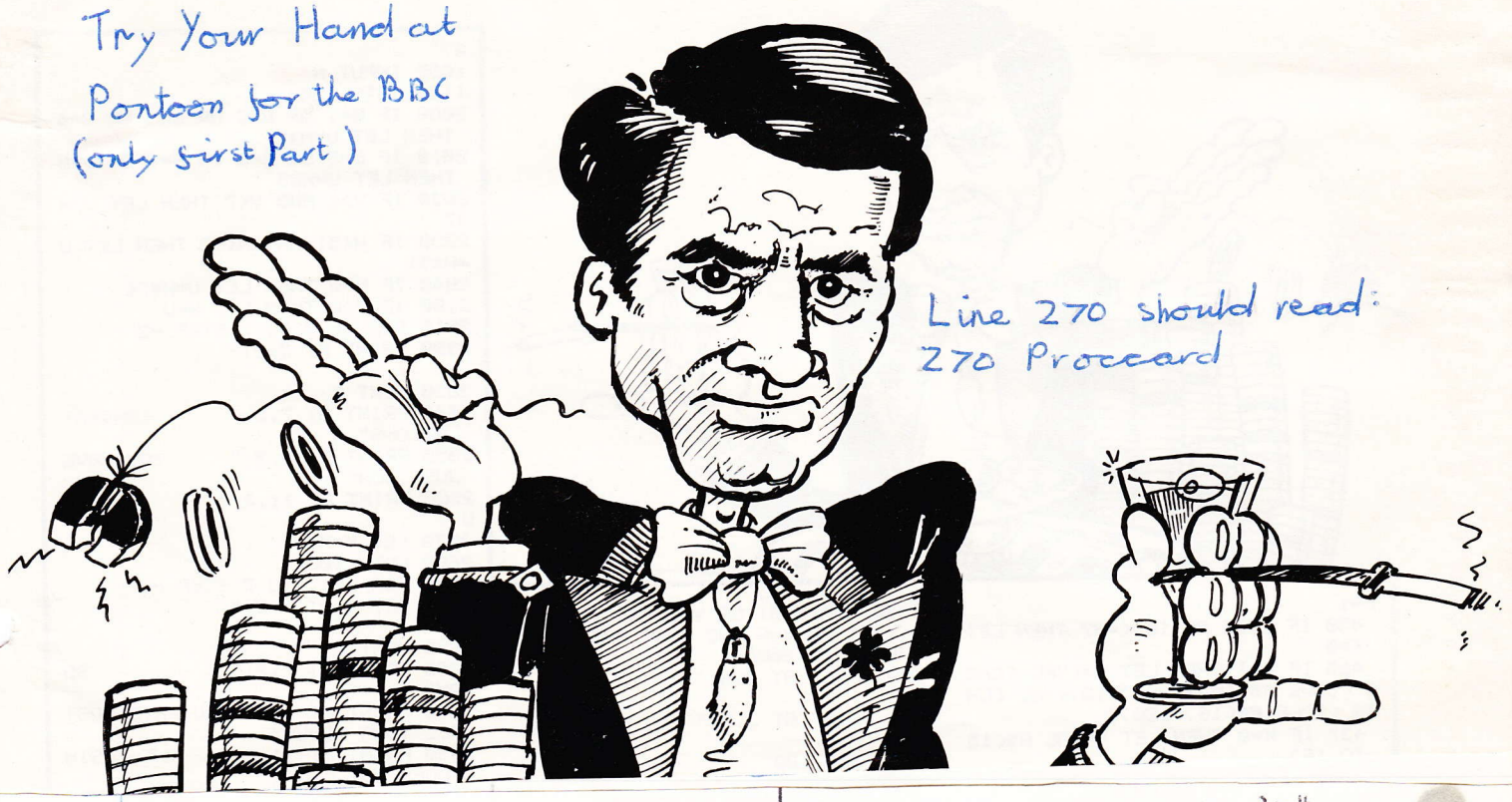
10.Hippos nostril 11.Hippos toenail 12.Hippos stripes.

NEXT MONTH.....

Next month we will be featuring the rest of our BBC/Electron program and another great Spectr-um program.We will also be featuring the next of our spot the differ-ence competitions and more maps and records for most of the well known games.We will als have the usual reviews etc.Only 25p for all this!

BBC SOFTWARE PONTOON

Try Your Hand at Pontoon for the BBC (only first Part)



Line 270 should read:
270 Proccard

```
10  Q=0
20  MODE 1
30  MON=500
40  CLS:IF MON<=0 THEN STOP
50  P.TAB(0,0);"You have £";MON
60  N=100:NN=6:I=6:Q=0
70  TR=1:TRI=1
130 P.TAB(11,29);"Your hand"
140 PROCCARD
150 PROCCARD
160 P.TAB(0,1);"What's your bet?"
170 INPUT BET:P.TAB(0,2);"_____"
180 IF BET<50 OR BET>MON THEN GOTO 170
190 P.TAB(0,1);"Twist or Stick?"
200 INPUT A$
210 IF A$="T" AND TR<6 THEN PROCCARD
220 IF A$="S" THEN GOTO 240
230 GOTO 190
240 Q=1
250 P.TAB(0,1);"____________"
260 N=100:NN=6:I=6
300 IF E<15 AND TRI<6 THEN GOTO 270
310 COLOUR 3
320 IF CC=21 THEN P.TAB(0,29);"Pontoon";
MON=MON+(BET*3):IF E<>21 THEN GOTO 410
330 IF E=21 THEN P.TAB(2,17);"I have
Pontoon":MON=MON-(BET*1.5):GOTO 410
340 IF E>21 AND C<21 THEN PRINT TAB(0,1);
"You win":MON=MON+(BET*2)
350 IF E<21 AND CC>21 THEN P.TAB(0,1);"I
win ____":MON=MON-(BET*1.5):GOTO 410
360 IF E>CC THEN P.TAB(0,1);"I win ___":
MON=MON-(BET*1.5):GOTO 410
370 IF CC>E THEN P.TAB(0,1);"You win":
MON=MON+(BET*2)
380 IF E=CC AND TRI<TR THEN P.TAB(0,1);
"You win!":MON=MON+BET
390 IF E=CC AND TR<TRI THEN P.TAB(0,1);
"I win!":MON=MON-BET
410 P.(0,3);"Cut the Pack"
420 Q$=GET$:CC=0
440 E=0:GOTO 40
460 END
470 DEF PROCCARD
480 COLOUR 7
490 IF Q=0 THEN MOVE N,100:DRAW N+200
,100:DRAW N+200,450:DRAW N,450:DRAW
N,100
```

Part 2 Next month!