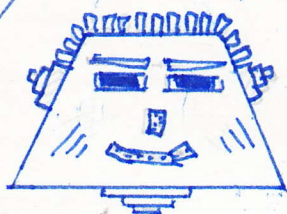# A.S.M.

MONTHLY MAGAZINE

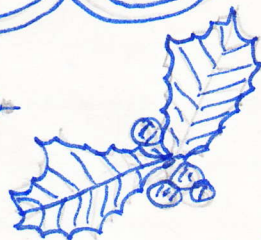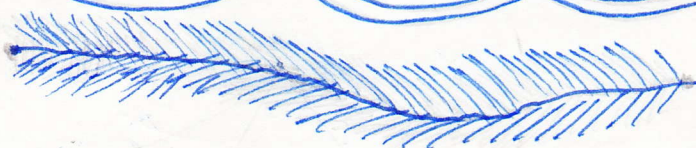15p

CHRISTMAS ISSUE

Issue 2

Inside this Xmas Special issue there are lots of puzzles and offers, programs, and reviews. There is the famous SPECKY and TRUM plus the NEW COMY and DORE.

← COMY   and   DORE →
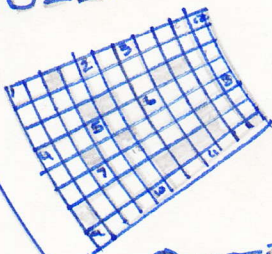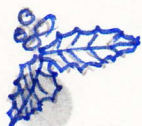
PUZZLES

REVIEWS

CURRAH SPEECH
The currah speech box is good. It allows sound to be put through the television speaker. It uses phonetic speech.

OFFERS

SEND 20p and Q.S.A.E for your posters, programs, and puzzles. This offer is exclusive to A.S.M MONTHLY

PROGRAMS

```
10 CLS
20 REM LOOP
30 PRINT AT 2,x!
" A-S.M is
good we buy it
every month!!"
40 FOR x = 0 to 10
50 GOTO 10
```

WELCOME TO THE CHRISTMAS ISSUE OF THE BROWN SOFTWARE MAGAZINE.THE CHRISTMAS
ISSUE WILL CONTAIN PUZZLES,PROGRAMS,OFFERS AND ADVERTISEMENTS.

IN THIS ISSUE WE WILL HAVE SOME IMPORTANT NEWS TO TELL YOU AND WE WILL
CORRECT ANY MISTAKES THAT WERE MADE IN THE LAST ISSUE.

CORRECTIONS.

IN THIS SPOT WE WILL TRY TO SORT AS MANY MISTAKES THAT WERE IN THE LAST
ISSUE AS POSSIBLE.

FIRSTLY THE SPECTRUM TUNE PROGRAM SHOULD HAVE HAD NO GOSUBS OR RETURNS IN
IT SO IF YOU MISS OUT THESE THE PROGRAM WILL WORK.

THE CHRISTMAS ISSUE IS NOT AVAILABLE ON CASSETTE AS STATED IN THE LAST
ISSUE.

IMPORTANT NEWS.

THE BROWN SOFTWARE MAGAZINE WILL NOW BE CHANGING ITS NAME FROM NOW ONWARDS
THE MAGAZINE WILL BE CALLED THE ASM MAGAZINE THE ASM STANDS FOR ALAN,
STEPHEN AND MARK.THESE PEOPLE ARE THE AUTHORS OF THE MAGAZINE AND HAVE
ALL SIGNED THIS MAGAZINE:

WORD SQUARE.

LAST MONTHS SOLUTION: THIS MONTHS ONE:
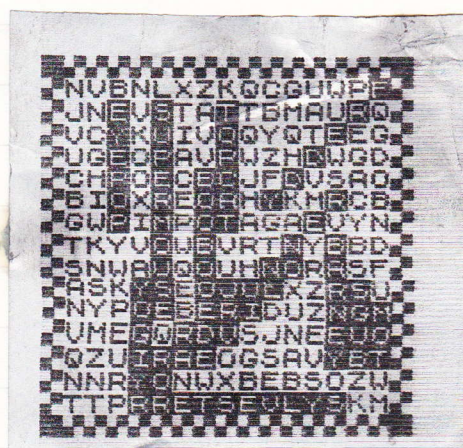
CHRISTMAS

```
NVBNLXZKQCGUUPE
JNEVETATTBMAUBQ
VCKKLIVBQYQTEEG
UGBQBAVPWZHDWGD
CHRBECBPJFDVSAO
BIQXREBRHVKMBCB
GWBIMPTTAGABVYN
TKYVQUBVRTMYBBD
SNWAIQQUHRQRPSF
ASKYREBBDLXZRSU
NYPBEBERIDUZNBK
VMEGQRDUSJNEEUO
QZUIRABGGSAVKST
NNRKQNWXBEBSOZW
TTPRRETSEMLYRKM
```

```
OFIWITQIIXYCVQH
KYGZPVJIMQJNYIP
ZARGYPNRXWQJFHA
REYCNSTNESERPVG
NRERSWHQIKCKSAF
HVKARXSYJPLNNOT
DNRCHQCTMCGKOYC
GVUKQGTIWHSCIFR
ALTELKENCZEATCY
KAURLIJSSOGDAYG
DCDSYSQEMSCYRWG
GTLJHHMELPNGVOQV
DJEQHRHJUOLXCEP
TJZTTRQIDWRBEJK
WFFZYEKBQXGKDGT
```

SUBJECT CHRISTMAS

HOLLY
PRESENTS
TREES
TINSEL
TURKEY
CRACKERS
DECORATIONS
SNOW

OFFER.

GET YOUR CHRISTMAS PRINT-OUTS FOR ONLY 15p A PACKET AND YOU GET A
LONG CHRISTMAS PROGRAM INCLUDED.

PUZZLE PAGE.

HERE ARE SOME ANAGRAMS AND CLUES.

MSIASTCHR.......................A BIRTHDAY.

EWN REYAS VEE....................NOT ADAM BUT?

CAPCLSR.........................KEEPS POSTMAN PAT HAPPY.

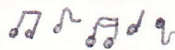SCIOERFNUOESTRE.................THEY PINE A LOT.

XIBGON AYD......................MOHAMMED ALI'S DAY.

RKARCCES........................USUALLY.HONG KONG CENTRES.

RCAOSL.......................... ♫ ♪ ♫♩ ♩

SMLEOITET.......................A GOOD EXCUSE.

RUKTYE..........................NOT HONG KONG THIS TIME.

FIFTSNUG........................A DEAD BIRDS FULL OF IT.

YLOHL...........................THIS COULD GIVE YOU A PRICK!

TS KLENILSUAK...................NOT FATHER CHRISTMAS THIS TIME IN DISGUISE.

NSTAA...........................A GOOD BURGLAR.

EEERRIDN........................LIKE A WET PONY.

NICKFNRAESNE....................FRANKENSTEINS AFTERSHAVE.

THIS QUIZ IS NOT A PRIZE WINNING ONE.

COMPETITION.

DRAW A CHRISTMAS PUDDING POSTER AND SEND IT TO US AND YOU COULD WIN
A SUPRISE GIFT.JUST SEND YOUR POSTER (WHICH MUST HAVE AN ADVERT FOR A
COMPUTER PROGRAM ON IT)TO THE BROWN SOFTWARE ADDRESS OF TO ANY AO THE
FOLLOWING ADDRESSES:

ASM.M BRANCH,20 NEWTOWN STREET,DUNS,BERWICKSHIRE,SCOTLAND.
ASM.S BRANCH, FENTON LODGE, BRIDGEEND, DUNS, BERWICKSHIRE, SCOTLAND,

THIS FIRST PRINT-OUT PLAYS A CATERPILLER GAME.GUIDE THE CATERPILLER ROUND THE SCREEN EATING THE NUMBERS.YOU WILL GROW AND GROW AND SO THE DIFFICULTY OF THE GAME WILL STEADILY INCREASE.

```
   1 DATA 60,126,189,189,189,189
,126,189
   2 FOR f=0 TO 7: READ t: POKE
USR "a"+f,t: NEXT f
   3 LET b$="8": BORDER 2: PAPER
 7: LET c=0: CLS
   5 LET x=10: LET y=19: LET a$=
""
  10 FOR f=10 TO 19: LET a$=a$+"
10"+STR$ f: PRINT BRIGHT 1; INK
 0;AT 10,f;"▓": NEXT f
  20 GO SUB 165
  30 LET z$=INKEY$: IF z$>"4" AN
D z$<"9" THEN LET b$=z$
  40 LET x=x+(b$="6")-(b$="7"):
LET y=y+(b$="8")-(b$="5")
  45 IF ATTR (x,y)=120 OR x=22 O
R y=32 THEN GO TO 500
  47 GO SUB 150
  50 LET c$=STR$ x: IF x<10 THEN
 LET c$=" "+STR$ x
  55 LET d$=STR$ y: IF y<10 THEN
 LET d$=" "+STR$ y
  60 LET x1=VAL a$( TO 2): LET y
1=VAL a$(3 TO 4): IF ATTR (x1,y1
)<>120 THEN GO TO 62
  61 PRINT AT x1,y1;" "
  65 PRINT BRIGHT 1; INK 0;AT x,
y;"▓"
  67 BEEP .01,(LEN a$/10)-20
  70 LET a$=a$+c$+d$: IF c=0 THE
N LET a$=a$(5 TO )
  75 LET c=c-(c>0)
 100 GO TO 30
 150 LET f$=SCREEN$ (x,y): IF f$
>"9" OR f$<"1" THEN RETURN
 160 LET c=c+VAL f$
 163 BEEP .01,0: BEEP 0.01,10: B
EEP 0.01,20
 165 PRINT FLASH 1; BRIGHT 1; PA
PER 4;AT (RND*22)-1,(RND*32)-1;I
NT (RND*9)+1: RETURN
 500 LET x=x-(x=22)+(x=-1): LET
y=y-(y=32)+(y=-1)
 505 PRINT AT x,y; FLASH 1;"▓";A
T 10,5;"SCORE=";(LEN a$/4)-10
 510 FOR f=20 TO -50 STEP -5: BE
EP 0.02,f: NEXT f
 520 FOR f=1 TO 200: NEXT f
 525 IF INKEY$="" THEN GO TO 525
 530 CLS : GO TO 3
```

```
   1 INK RND*7
   5 LET LX=0: LET LY=0
   7 LET X=0: LET Y=0
  10 CLS
  20 INPUT "RADIUS OF OUTER RING
?";R
  25 IF R=0 THEN GO TO 10
  30 INPUT "RADIUS OF WHEEL?";R1
  40 INPUT "POSITION OF WHEEL?";
D
  50 INPUT "SPEED?";S
  55 LET LX=127: LET LY=87+R-D
  57 PLOT LX,LY
  60 LET A=0
 100 LET X=(R-R1)*SIN (A)+(R1-D)
*SIN (A*-(R/R1-1))+127
 110 LET Y=(R-R1)*COS (A)+COS (A
*-(R/R1-1))*(R1-D)+87
 120 DRAW X-LX,Y-LY
 130 LET LX=X
 140 LET LY=Y
 150 LET A=A+S
 160 IF INKEY$="" THEN GO TO 100
 170 INK RND*7
 180 GO TO 20
```

THIS PROGRAM DRAWS A PATTERN.

```
  10 FOR n=32500 TO 32513: READ
a: POKE n,a: NEXT n
  20 CLS : PRINT AT 10,0;"Prepar
e Header"
  30 RANDOMIZE USR 32500
  40 PRINT AT 10,0;"NAME--";: FO
R N=32551 TO 32560: PRINT CHR$ P
EEK N;: NEXT N
  50 PRINT AT 11,0;"LENGTH--";PE
EK 32562*256+PEEK 32561
  60 PRINT AT 12,0;"START AT--";
PEEK 32564*256+PEEK 32563
9000 DATA 55,17,17,0,221,33,38,1
27,62,0,205,86,5,201
```

THIS PROGRAM IS A HEADER READER.
THE INSTRUCTIONS FOR USE OF THIS PROGRAM WILL
BE PUBLISHED IN THE NEXT ISSUE.

IN THE NEXT ISSUE THERE WILL BE A PROGRAM THAT ALLOWS YOU TO MAKE UP YOUR OWN GRAPHICS AND MAKE ANY CORRECTIONS TO THEM.THERE WILL ALSO BE THE START OF A FUNFAIR GAME WHICH WILL BE CONTINUED IN THE FOLLOWING ISSUES.

OFFER.

GET YOUR SPECTRUM GAMES FROM BROWN SOFTWARE.ONLY 50p A PROGRAM AND IF YOU WANT IT ON TAPE JUST PAY £1 AND WE WILL PUT IT ON CASSETTE AND GIVE IT TO YOU.OTHERWISE GIVE US THE CASSETTE PAY 50p AND WE WILL PUT THE PROGRAM ON YOUR CASSETTE.
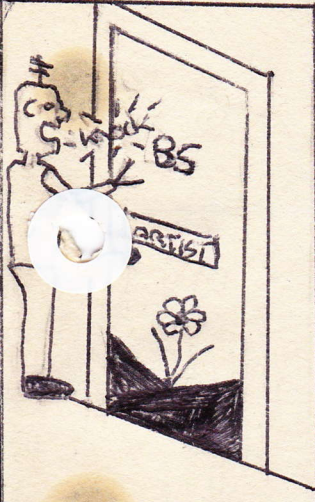
THIS PROGRAM WAS MADE BY STEPHEN DOWSEY AND IN IT YOU MUST GUIDE JIM
AROUND THE GARDEN AND CUT ALL THE GRASS WITHOUT HITTING ANY OF THE STONES
OR ANY OTHER HARMFUL OBJECTS. AT THE SAME TIME YOU MUST COLLECT FUEL
TO KEEP YOUR TURBO HOVER GOING.

(LINES 155,156 + 157 SHOULD START PRINT AT N-2, RND..ETC)

```
   1 REM CUT THE GRASS BUT DON'T
 CUT THE ROSES.GUIDE JIM THROUGH
 THE GRASS MAZE NOT HITTING ANY
 STONES OR ANY OTHER HARMFUL OBJE
 CTS.ALSO COLLECT FUEL FOR YOUR T
 URBO HOVER"█".....GOOD LUCK.....
 ..KEYS ARE 5,6,7&8...........
   2 LET S=0
   3 LET F=20
   4 REM THE 'A'S MEAN YOU SHOUL
 D ENTER GRAPHIC A
   5 REM THE '█' MEAN YOU SHOULD
 ENTER █
   6 REM THE '↑' MEAN ENTER GRAP
 HICS H
  10 PRINT AT 0,0;"TURBO HOVER..
  11 PRINT AT 21,0;"█████████████
 ███████████████████"
  20 FOR N=25 TO 0 STEP -1
  25 PRINT AT 20,0;"*0█ )) ";AT 1
 9,N;" /█ "
  30 NEXT N
  35 PAUSE 100
  40 CLS
  50 FOR N=16514 TO 16695
  55 PRINT CHR$ PEEK N;
  56 FOR I=0 TO 2
  57 NEXT I
  60 NEXT N
  65 PRINT
  66 LET A=0
  70 FOR N=16695 TO 16717
  71 PRINT AT 21,A;CHR$ PEEK N;
  72 LET A=A+1
  73 IF A=30 THEN LET A=0
  74 PRINT AT 21,A+1;" "
  75 IF INKEY$<>"" THEN GO TO 80
  77 NEXT N
  78 GO TO 70
  80 DIM A$(5,70)
  81 CLS
  85 PRINT AT 0,0;"█++++++++++++
 ███████AAAAAAAAAAA
 AAAAAAAAAAAA█"
  90 LET A$(1)=
 "AAA++++++++++++++AAAAAA
 A+AA+++++++++++++AAAA█"
  95 LET A$(1)=
 "AAAA++++AAAA+++++AAAA++++++A
 A█AAA+++AAAA+++++AAAA+++++A
 AA█"
 100 LET A$(3)=
 "AAAAA++AAA+++AAA+AA+AA
 AA█+AAAA++AAA+++AAA+AA+AA+AA
 █"
 105 LET A$(4)=
 "AAA++AAAA+AAA+++AAA+AAAAAAA
 █AA+++AAAA+AAA+++AAA+++AAA█"
 107 LET A$(5)=
 "AAAA+AAA++++AAAAA++AAAAAA
 █AAA++AAAA+++AAAA+++AAAA█"
 110 LET B$=
 "AAAAAAAAAAAAAAAAAAAAAAAAA
 █AAAAAAAAAAAAAAAAAAAAAAAA█"
 120 FOR N=1 TO 20 STEP 4
 125 LET I=INT (RND*5)+1
 130 PRINT AT N,0;A$(1)
 135 PRINT AT N-2,0;B$
 140 NEXT N
```

```
 150 FOR N=1 TO 20 STEP 8
 155 PRINT AT N-2,RND*28+1;"█"
 156 PRINT AT N-2,RND*28+1;"█"
 157 PRINT AT N-2,RND*28+1;"█"
 158 NEXT N
 160 LET A=1
 165 LET B=1
 166 LET E=0
 170 PRINT AT B,A;"↑"
 180 IF INKEY$="8" THEN LET E=1
 183 IF INKEY$="5" THEN LET E=2
 185 IF INKEY$="6" THEN LET E=3
 186 IF INKEY$="7" THEN LET E=4
 187 IF E=2 THEN LET A=A-1
 188 IF E=1 THEN LET A=A+1
 190 IF E=3 THEN LET B=B+1
 192 IF E=4 THEN LET B=B-1
 194 PRINT AT B,A;
 195 IF CHR$ PEEK (PEEK 16398+25
 6*PEEK 16399)="A" THEN LET S=S+1
 0
 196 IF CHR$ PEEK (PEEK 16398+25
 6*PEEK 16399)="█" THEN LET F=F+2
 0
 197 IF CHR$ PEEK (PEEK 16398+25
 6*PEEK 16399)="█" THEN GO TO 250
 198 IF CHR$ PEEK (PEEK 16398+25
 6*PEEK 16399)="█" THEN GO TO 250
 200 IF CHR$ PEEK (PEEK 16398+25
 6*PEEK 16399)=CHR$ 139 THEN GO T
 O 300
 211 PRINT AT B,A;"█"
 212 IF F=4 THEN PRINT AT 20,0;"
     "
 214 LET F=F-1
 215 PRINT AT B,A;"█"
 216 IF B=18 THEN LET S=S+100
 217 IF B=18 THEN GO TO 120
 218 IF F=0 THEN GO TO 400
 220 IF F=5 THEN PRINT AT 20,0;"
 FUEL LOW"
 230 GO TO 170
 250 FOR N=1 TO 20
 255 NEXT N
 265 PRINT AT B,A;"*";AT B,A;"█"
 270 NEXT N
 275 PRINT AT 20,0;"SCORE=";S;AT
 21,10;"END OF GAME"
 276 PAUSE 200
 279 CLS
 280 GO TO 1
 300 PRINT AT B,A+1;"OH "
 302 LET S=S+INT (RND*100)
 305 FOR N=1 TO 50
 310 NEXT N
 315 PRINT AT B,A;"AAA"
 320 GO TO 180
 400 FOR N=1 TO 20
 405 PRINT AT 19,0;"FUEL";AT 19,
 0;"█████"
 410 NEXT N
 420 GO TO 250
```

MORE ZX81 PROGRAMS NEXT MONTH
SO DON'T MISS IT.

NOW AVAILABLE: CASTLE ATTACK.

LINE 130 SHOULD READ: PRINT AT N,0;A$(1)

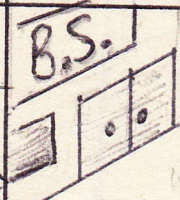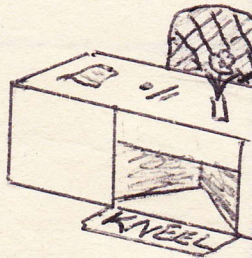## THE ADVENTURES OF SPECY & TRUM
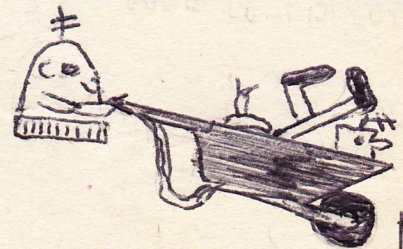
(ASM)

WHAT AN INSULT LAST WEEKS CARTOON WAS!

YES ABSOLUTLY DREADFUL.. YOU SHOULD DO SOMETHING ABOUT IT SPECY!

KNOCK BS ARTIST

BUT THE ARTIST WOULD NOT LISTEN TO REASON!

AHH! OOH!

B.S.

KNEEL

WILL HE EVER LEARN?

SINCE THIS CARTOON WAS DRAWN B.S. HAS BEEN TAKEN OVER BY A.S.M.

REVIEW.

KOKOTONI WILF

     KOKOTONI WILF LIVED HUNDREDS OF YEARS AGO IN A PROVINCE IN
NORTHERN EUROPE. HE WAS SENT IN TIME BY A GREAT MAGICIAN CALLED ULRICH.
KOKOTONI WILF TRAVELS BACK IN TIME TO FETCH THE PIECES OF THE AMULET.
YOU MUST CONTROL HIM! YOU MUST FLY AROUND WITH THE WINGS GIVEN TO YOU AND
DEFEAT MANY DANGERS. AFTER YOU HAVE COLLECTED ALL THE PIECES OF THE AMULET
IN ONE TIME YOU GO FURTHER AHEAD IN TIME. YOU START OFF IN AD100000 WITH
THE DINOSAURS THEN YOU PROGRESS TO 1066 AND 1456 THERE IS A PRIZE FOR THE
FIRST PERSON WHO COMPLETES THE GAME. HERE IS HOW WE RATED THE PRODUCT:
GRAPHICS:8 SOUND:6 PLAYIBILITY:9 ADDICTIVENESS:8

'COMY AND DORE'

KNOCK KNOCK!

WHO'S THERE?

LETTUCE

LETTUCE WHO?

LETTUCE IN AND YOU'LL FIND OUT!

Specy