

PRICES-----AVAILABILITY-----SUITABILITY

for UK101 and OHIO machines

PREMIER PUBLICATIONS
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Key to Abbreviations

SEK	*	immediate availability
U		needs PREMIER Screen Enhancement Kit
TBA		under development - no release date fixed
To Be Announced		
POA		Price On Application.
Cer		CEGMON must be resident
B5		BASIC 5 required
BSN		BASIC 5 or Normal versions available
B1/3		(Normal versions usually for UK101 only - see catalogue)
P		needs new BASIC 1 and/or 3 to run
		Should run on CIU in top of screen, if top left hand corner screen address is around 53260.

PRODUCT	PRICE INC	UK101 S/B	CIU	CIE	SB 3
SARGON II CHESS (Disk)	£29.95	*	*	*	*
SARGON II CHESS (Tape)	£29.95	*	*	*	*
MASTER PACK 3 (B5)	£8.95	*	*	*	*
MASTER PACK 4	£8.95	*	*	*	*
MASTER PACK 5	£8.95	*	*	*	*
MASTER PACK 7 (B5N)	£8.95	*	*	*	*
MASTER PACK 8	£8.95	*	*	*	*
MASTER PACK 9	£8.95	*	*	*	*
MASTER PACK 10	£8.95	*	*	*	*
MASTER PACK 11 (B5N)	£8.95	*	*	*	*
MASTER PACK 12	£8.95	*	*	*	*
MASTER PACK 13 (B5N)	£8.95	*	*	*	*
MASTER PACK 14 (B5)	£8.95	*	*	*	*
MENU 9	£7.95	*	*	*	*
ESCAPE (16K M/c Adv Cer)	£9.95	*	*	*	*
ESCAPE (disk)	£11.95	*	*	*	*
Voy of Nostromo (B1/5/32x48)	£5.95	*	*	*	*
Space Rover (B1/B5)	£6.95	*	*	*	*
Arrowise (B5)	£5.95	*	*	*	*
Adventure Plus (16K)	£9.95	*	*	*	*
Compact	£8.95	*	*	*	*
B.L.S.F.H. (Cer)	£9.95	*	*	*	*
Angling (32 x 48)	£6.95	*	*	*	*
Martian Rescue	£6.95	*	*	*	*
Empire Battle	£4.95	*	*	*	*
Asteroids	£6.95	*	*	*	*
Turnemup	£4.95	*	*	*	*
Tank Battle	£4.95	*	*	*	*
Bomber Defense	£4.95	*	*	*	*
FLOPTRAN	£14.95	*	*	*	*
FINCAL	£9.95	*	*	*	*
Cartoon Caper-ability (Cer)	£9.95	*	*	*	*
U.F.O.	£4.95	*	*	*	*
Maze Chase	£5.95	*	*	*	*
Executive Jigsaw	£6.95	*	*	*	*
Square Solitaire	£6.95	*	*	*	*
Nine-in-a-line	£5.95	*	*	*	*
INVADERS	£7.95	*	*	*	*
KAMIKAZE INV.(32x48/B1)	£6.95	*	*	*	*
Roulette	£6.95	*	*	*	*

PRODUCT	PRICE	INC	UK101	S/B	CIE	SB 3	CRU
Square Solitaire	£6.95	*	*		P		P
Nine-in-a-line	£5.95	*	*		P		P
INVADERS	£7.95	*	*		*	*	*
KAMIKAZE INV.(32x48/131)	£6.95	*	*		U	U	U
Roulette	£6.95	*	*		P		P
Super Fruit Machine	£5.45	*	*		P		P
Twix Twister	£5.45	*	*		U	U	U
Math Games Pack	£9.95	*	*		U	U	U
Challenge	£5.45	*	*		P		P
Number Matcher	£5.45	*	*		P		P
Challenge & No Matcher	£7.95	*	*		P		P
Spelling Test	£5.45	*	*		P		P
Math Exerciser	£5.45	*	*		P		P
Spell Test & Math Ex.	£7.95	*	*		P		P
Flik	£5.45	*	*		P		P
Splat	£4.95	*	*		P		P
Break In	£4.95	*	*		P		P
Warp War	£5.45	*	*		P		P
Break In & Warp War	£7.95	*	*		P		P
Scientific Pack	£12.95	*	*		P		P
Time Maze	£5.45	*	*		P		P
Air Traffic Control	£5.45	*	*		P		P
Time Maze & A.T.C.	£7.95	*	*		P		P
Wipeout etc	£6.95	*	*		P		P
Codebreaker	£4.95	*	*		P		P
Scrambler	£4.95	*	*		P		P
Calendar etc	£4.95	*	*		P		P
Games Scoreboard	£4.95	*	*		P		P
Binary Dec Hex Converter	£4.95	*	*		P		P
Alphabetical Sort	£4.95	*	*		P		P
Cribbage	£9.95	*	*	U	P	U	P
Cribbage/B4	£9.95	*	*	U	P	U	P
Cabbage on disk	£11.95	*	*	U	P	U	P
Catacombs (B5N)	£7.95	*	*	U	P	U	P
Life	£7.95	*	*	U	P	U	P
Lively Lissajous	£7.95	*	*	U	P	U	P
Alien Stronghold	£5.95	*	*	U	P	U	P
Deadly Triangle	£5.95	*	*	U	P	U	P
Twogether	£4.95	*	*	U	P	U	P
Kamikaze Speedway	£4.95	*	*	U	P	U	P
House of Horrors	£9.95	*	*	U	P	U	P
Caverns of Doom	£9.95	*	*	U	P	U	P
Dungeon of Death (16K)	£9.95	*	*	U	P	U	P
The Tower (16K)	£9.95	*	*	U	P	U	P
Star Base Attack (Ceg/B3)	£5.45	*	*	U	P	U	P
Star Base Attack (Disk)	£7.45	*	*	U	P	U	P
Stock Exchange (Ceg)	£6.95	*	*	U	P	U	P
Supermind (Ceg) o2	£5.45	*	*	U	P	U	P
Table Tennis & Football	£5.45	*	*	U	P	U	P
Breakout	£5.45	*	*	U	P	U	P
FORTH disk (5.25)	£49.95	*	*	U	P	U	P
ROMDOS	£19.95	*	*	Oct	Oct	Oct	Oct
VORTEX	£17.95	*	*	Oct	Oct	Oct	Oct
LINK 65 / LINK 6	£9.95	*	*	Oct	Oct	Oct	Oct
SCOPYM	£19.95	*	*	Oct	Oct	Oct	Oct
BASIC 5	£19.95	*	*	Oct	Oct	Oct	Oct
EPROM disk (Cer+OS650 only)	£19.95	*	*	Oct	Oct	Oct	Oct
CODEKIT cassette	£14.95	*	*	Oct	Oct	Oct	Oct
EPROM disk	£19.95	*	*	Oct	Oct	Oct	Oct

Master Pack Word Games

MASTER PACK

Word Games

Scrambler

Congratulations! You've just been appointed Chief Codebreaker, and your mission is to crack the new code the enemy has just introduced. Almost all we know about this code is that letters of the alphabet have been substituted for one another; but at great personal risk our brave secret agents have discovered what some of the code letters really stand for. You'll be given these clues, and eight enemy messages in code. Your target is to translate the last of these into 'clear'.

If you fail after three attempts, bad luck - you'll be joining the Siberian Expeditionary Force. And if you succeed, bad luck too - there are another 10,000,000,000,000,000,000,000 codes waiting to be broken!

With a wide range of code messages, and user control over how many clues are provided, CODEBREAKER will keep your brain boiling for hours, days, weeks, months . . .

Scrambler

A gem of a game - simple yet endlessly fascinating. You're given the letters of a common English word (or at the higher levels of difficulty, a not-so-common word), but they're completely jumbled up. The object is to find the hidden word by sorting them into their correct order. But be warned - it's nowhere near as easy as it sounds.

With an extensive vocabulary, carefully graded for levels of challenge, SCRAMBLER is guaranteed to keep you at your computer until far into the night!

PREMIER BARGAIN TIME!

Order CODEBREAKER and SCRAMBLER together and save enough money to treat yourself to a really good dictionary - you may need one! Order as WORD GAMES PACK.

CEGMON

THE ULTIMATE COMPUKIT/SUPERBOARD MONITOR ROM

MATH GAMES PACK

The four games in this pack are Addictive Addition, Sadistic Subtraction, Murderous Multiplication and Diabolical Division. They are as educational as they are entertaining and have in fact received extremely favourable reviews in the educational computer press. With exceptionally flexible user-selectable skill levels they can be used in acquiring basic math skills, yet can provide even adults with a more than challenging run for their money. With powerful graphics and a constantly but gently increasing challenge to number skills, interest is held for long periods. Highly recommended and exceptional value for money.

The NEW monitor ROM combining the best features of existing monitors with a whole new range of facilities to greatly increase your programming power in both BASIC and machine code.

- * full-feature BASIC editor: delete, copy, concatenate lines, with auto-repeat on all functions and true roll-over between lines; automatically adjusts for non-standard terminal widths. A joy to use.
- * powerful and sophisticated screen management system: easily controlled user-defined 'windows' provide mixed text and graphics, results of program runs with listing, comparison of different parts of listings, protected non-scrolling areas, and mixed scrolling and non-scrolling zones. Full cursor controls and selective screen clears. These features have to be used for their full value to be appreciated.
- * New, highly advanced machine code monitor, with features to greatly speed and simplify machine code programming: tabular display of hex programs (a page of instructions displayed simultaneously) - worth the price of CEGMON on its own), facility to input text and graphics as well as hex instructions, memory block move and copy, breakpoint facilities for fast program de-bugging, plus highly reliable SAVE and LOAD with auto-start feature.
- * Disc bootstrap - floppy discs for COMPUKIT and SUPERBOARD are now coming onto the market. A disc bootstrap is essential to use any disc system.
- * Keyboard instantly selectable for normal or typewriter operation. Releasing SHIFT LOCK gives lower-case characters and standard numbers, upper-case and top line punctuation is accessed through the shift keys, just as on a standard typewriter. A great boon in text-based applications and for users more familiar with typewriters than computers.
- * BASIC and assembler inputs and outputs vectored through RAM, allowing direct linkage to your own input/output routines.
- * Highly compatible design - almost all existing software will run on CEGMON without modification, and major subroutine entry points are identical.

The features listed above give only a brief outline of the power of CEGMON. Our senior BASIC and machine code programmers were supplied with samples for their evaluation - their unanimous verdict was that CEGMON is not only superior to any other monitor; once used, going back to earlier monitors is like returning to the dark ages! Comes with 20 page manual to ensure you realise the full potential of CEGMON.

Please be sure to specify the correct version for your computer when ordering:

UK101 - standard COMPUKIT C1 - standard SUPERBOARD & C1
C1E - 32 x 48 SUPERBOARD/C1, C2-type keyboard scan (Mutek conversion)
C1U - 32 x 48 COMPUKIT/SUPERBOARD/C1, standard (invert) keyboard scan

CHALLENGE NUMBER MATCHER

CHALLENGE takes the age old game of 'spot the odd man out' and brings it right up to date. A tremendous aid to learning perception skills, this is a game that children love, and in which they can often out-perform their parents (be warned!). As with all PREMIER Educational software, a wide variety of skill levels are provided, and as the player's performance improves the game becomes still more challenging.

NUMBER MATCHER meets a serious educational need: learning to convert numbers expressed in figures to numbers to words, and vice versa. Full on-screen prompts and a complete list of the 'words' to help the poor speller are features of this superb program. Attractive graphics hold the child's interest as he/she learns.

SPELLING TEST MATH EXERCISER

SPELLING TEST really does develop spelling skills, by working with a vocabulary of the everyday words which classroom experience shows children have the greatest difficulty in spelling. For each word, the correct spelling is presented along with the most common incorrect spellings. The tests are graded in order of difficulty, and the program is designed to make it easy for you to add or substitute words that your own child may have particular difficulty with.

MATH EXERCISER sets and marks (with dramatic graphics) problems in addition, subtraction, multiplication and division. Once again, there is a very flexible user-selected control of the degree of difficulty, plus a definable test length. The child's progress is shown constantly on-screen, both as a mark out of the problems tried (Eg: 18 out of 20), AND as a percentage score. Experience has shown that the percentage score fascinates most children and causes them to try even harder to keep '100%', showing. A tremendous learning aid.

PREMIER Educational Software has been developed with the active involvement of practising teachers, who have a full understanding of the areas in which learning outside the classroom can often help to fully develop children's potential abilities. All the programs have been used extensively in classrooms and are virtually 'bombproof' - idiot inputs (common with children who will try anything!) are completely rejected. Single key and 'answer-scanned' routines ensure that the child concentrates on the program content rather than the keyboard.

C O M P A C T >>> >>> COMPACT

This useful machine code program provides UK101/OHIO users with a utility that they have been waiting for - a BASIC line compactor.

COMPACT looks at the resident BASIC program and adds lines together wherever feasible, thus aiding running speed and saving memory space. COMPACT will only add lines together where it will have no adverse effect on the program - it avoids crucial items like

IF ... THEN statements etc. It is therefore an extremely reliable way of compacting your program. COMPACT is a machine code program which lives at the top end of your memory and will run with any monitor - please state memory size when ordering. Price is as per the current price list.

K A M I K A Z E I N V A D E R S

You wanted a 'Galaxians' type of Invaders game - here it is! When this program arrived in the post for evaluation we thought: 'we already have an incredible INVADERS program - who needs another one!'. Luckily we took the trouble to look at KAMIKAZE INVADERS and we were amazed!

Written in BASIC with machine code inserts for fast running, KAMIKAZE INVADERS provides a novel slant on the Invaders theme. All the Invaders arrive by spaceship and march into various 'holding areas'. A few Invaders will start to attack you but when the areas are full, the overflow Invaders begin to attack you en masse! This makes for a very fast, exciting game. A totally different strategy is needed to play Kamikaze Invaders - INVADERS fans will love this game since it gives new life to a well-tried game. Graphics are excellent. Kamikaze Invaders requires a UK101 or CIU with a 32x48 screen, CEGMON monitor and new BASIC 1 or BASIC 5. State machine when ordering.

A N G L I N G

Angling allows the fishermen amongst you to catch a variety of fish without the bother of buying bait or getting up at unheard-of hours. Varying play options, different categories of bait, the weather and other factors add to make this game great fun to play. Full-screen 32x48 graphics. During initial testing, this program was passed to an ex-angler for his comments - the game impressed him greatly.

C A R T O O N C A P E R B I L I T Y

CARTOON CAPABILITY gives the user the facility of making up and storing onto tape frames of a cartoon. Easy on-screen prompts allow you to draw your cartoon using any character in the UK101/OHIO character sets. Once one frame has been drawn it can be stored for later retrieval and the next frame begun.

After a series of frames have been designed and stored they can be run in any order with a user-selectable delay between frames. Frames can be easily moved left or right without redesigning them, thus allowing maximum flexibility. Animated cartoons become very easy to implement. A diagram from a book can be input and brought to life with some movement - during testing we drew and made move realistically an internal combustion engine!

CARTOON CAPABILITY comes complete with comprehensive documentation and a demonstration program. It is written in BASIC and machine code and requires CEGMON. A non-CEGMON version will not be released since this program makes extensive use of CEGMON's split and freeze screen facilities. Price is as per enclosed price list. State machine type and screen size when ordering.

C A T A C O M B S / B 5 for BASIC5 Users

Our popular 3D maze program is now available in BASIC5 format. It generates the graphics many times faster than before, giving you the capability of travelling along the corridors of the maze very quickly indeed.

CATACOMBS/B5 will run on any UK101/OHIO which has a BASIC5 EPROM resident, except the 24x24 Superboard (insufficient screen-width for the corridors!). Price is as per the price list.

H I - R E S COLOUR PROGRAMMABLE CHARACTERS

Three new boards will be available soon from PREMIER. All are working in prototype form and the PCB boards will be in production shortly. All are plug-in - no board butchery. Below are some details.

HIGH RESOLUTION GRAPHICS (HRG) BOARD £59.95

This board will give the astonishing resolution of 512 x 256 (on a 32x64 screen), all individually addressable. This gives you a mere 131,072 dots to choose from! The board comes complete with its own RAM and needs none from the machine to operate. Hi-res graphics may be mixed on-screen with the normal UK101/OHIO set, without either affecting the other. Text can be scrolled at will, leaving the hi-res display stationary - this is standard, not a clever piece of software! The hi-res display can be cleared, leaving the text still on display too!

PROGRAMMABLE CHARACTER GENERATOR (PCG)

Release of this board has been held back to ensure that it would work with the HRG and Colour boards - we'd look rather silly if it didn't! The PCG offers 256 programmable characters and room on-board for two additional character generators in EPROM. Altogether, eight combinations of EPROM/RAM graphics are available and can be selected via one BASIC POKE! The supplied RAM chip for the programmable graphics is 2716 compatible and options allow for battery back-up, thus allowing a graphics set to be retained during switch-off.

Powerful development software is supplied with the PCG, allowing the user to develop new CHR\$, with ease. Facilities allow inversion, mirroring, deletion, copying and even rotation via single keystrokes. The board is addressed \$E800-E8FF and requires a J1 outlet (main board expansion socket)

COLOUR BOARD

PREMIER have seen several COLOUR boards and have not been particularly impressed with any of them - their main fault being that they work fine on one make of TV and look lousy on another! After extensive appraisal, we have accepted a design which uses a brand-new modulator design to overcome the above problem.

The PREMIER Colour Board gives 16 foreground and 16 background colours, all selectable from program. The standard of the colour display is superb - the best, most stable and well-defined colour we have ever seen. The board uses NO user-RAM, but you do lose your top 32 CHR\$ graphics when using the colour output (but with our PCG, who cares.....?). These 'lost' slots are still viewable via your normal video output.

Delivery of these boards is expected in September (Colour Board already available) and the price of each unit should be around £59.95. From the response we have already had from customers who have heard about these boards, we know that they are going to be very popular and eagerly awaited.

F O R T H

Many of you may have heard or read about this fascinating alternative to BASIC as a language for microcomputers. The question is, of course, what can FORTH do for me? These notes try to provide a few answers.

First a historical note. FORTH was created by Charles H Moore at the USA National Radio Astronomy Observatory in 1969 and has been extensively developed at observatories and universities. The main boost to FORTH has been the FORTH Interest Group (FIG) and its European relatives, who have produced and distributed the FIG-FORTH model for most microprocessors.

But what is FORTH? FORTH is a Threaded Interpretive Language (which is rather a mouthful!) but means that FORTH is based upon a series of function definitions held in a 'Dictionary'. Within this dictionary, each function or 'word' is linked to the previous one - hence threaded - and consists of a series of execution addresses which have been compiled for later execution by the inner interpreter.

Because of its, to say the least, unusual structure, FORTH acts like a cross between a compiler and an interpreter with the result that its execution speed is ten times that of BASIC in ROM and would match that of many compiled languages.

Two examples:-

First, a 'do nothing' loop from 0 to 30,000 (FOR1=0TO30000:NEXT) takes around 36 seconds in BASIC in ROM (UK101, 1MHz). The equivalent FORTH routine when compiled and executed (30000 0 DO LOOP) takes 3.8 seconds. (Average of 5 tries)

More usefully, POKEing a value to every 2K screen location takes 8.4 seconds in BASIC and only 0.8secs in FORTH! If this is not fast enough for you, it is possible to compile directly machine code routines (or words) into the dictionary for execution at machine code speeds.

In view of the above, it is easy to see why FORTH was originally used for Process control and why it has also found favour as the main language in many commercial Arcade Games!

PREMIER PUBLICATIONS can now offer a version of FIG FORTH for the UK101 and OSI machines. The implementation has been carried out by Peter Rihan, our BASIC 5 and TK2 author. Versions will be available for disk requiring 32K and one disk drive with Premier F.D.C. (or 610 board). Premier's FORTH is provided with FULL documentation to enable the user to get the most out of this superb language.

	PRICE	Built & Tested £69.00
MENU 9 MENU 9 MENU 9		

With MENU 9 you can have up to nine BASIC programs in your computer at once! Simply load them in from cassette, and store them into a named 'hold' area of RAM with a few keystrokes. Programs can then be called and auto-run almost instantly, giving a 'disk-like' access to programs.

The stored programs can be as large or small as you wish (depending on available RAM) and can contain the same line numbers and variables! If you have purchased our 32K RAM card, but not our disk system, MENU 9 will revolutionise your program access capabilities.

MENU 9, a machine code program, needs a mere 500 bytes of memory space. It is also available for CEGMON and MON02 monitors only. Please state which when ordering. Price is £7.95. Availability is immediate.

VOYAGE OF NOSTROMO

A new graphics game for any CEGMON based 32x48 UK101 or SEK-equipped OHIO. Written partly in machine code for fast graphics, Voyage of Nostromo requires skill and determination to achieve the set goal of reaching the Star Base.

The 32x48 graphics generated by this game are outstanding and steering your craft through the universe becomes progressively more difficult as the course open to you becomes more and more restricted.

DAISYWHEEL PRINTERS

Premier can now supply first-class daisywheel printers for well under £900.00. Their print quality is little short of astonishing (well up to 'book' standard). A wide variety of printwheels is available, and changing wheels takes only a few seconds, as does ribbon replacement. RS232 interface is standard and proportional printing is possible under software control. More details and a sample printout can be supplied on receipt of an SAE marked 'Daisywheel'.

MARTIAN RESCUE

This popular arcade game features full animated graphics, and gives the player a chance to rescue the men he has left stranded on Mars! It is a hybrid BASIC/machine code program to give a fast, interactive game. Martian Rescue will give you hours of challenging enjoyment.

EMPIRE BATTLE

Can you stop the aliens from destroying all your bases? Empire Battle sets you this task and if you are not up to it, millions of lives will be lost!! Features original, full screen graphics.

TURNEMUP

A card game suitable for several people or a single player against the computer, TURNEMUP is a memory/observation game. Full advantage of the UK101/OHIO graphics capability has been taken, giving an intriguing and attractive game.

TANK BATTLE

The ancient classic 'arcade' game of all time. Little description of this game is needed, you know what to expect! Tank Battle allows two players to chase each other round a maze, knocking h*** out of each other as they do so!

BOMBER DEFENCE

Can you stop the marauding enemy aircraft from attacking your loyal citizens? Bomber Defence places the responsibility for doing this squarely on your shoulders. An extremely novel way of aiming your missiles makes this game quite unique.

FLOPTRAN

This program provides you with a tiny BASIC compiler - your programs can be written in BASIC and then translated into machine code to speed up operation dramatically. The new machine code program can then be saved to tape and retrieved when needed. FLOPTRAN will not support all currently used BASIC words found in the UK101/OHIO, so you cannot input your favourite program and immediately compile it into machine code! For Floptran to operate, programs must be specially written to account for its restrictions in handling the BASIC instruction set. We regard Floptran as an excellent development and experimentation tool - we certainly do NOT claim it to be a full compiler

FINCAL - a financial calculator package

FINCAL provides you with many useful home finance routines, which will enable you to plan and compare theoretical money borrowing, investing etc. Seven major options are included in FINCAL - Mortgage, Credit Card, Annuity, Compound Interest, Hire Purchase, VAT and Investment Income. All of these are accessed on a Menu basis, giving an easy-to-use package of extremely useful and informative routines. Most of the chosen options include further in-built options.

Comparisons between different Mortgage interest rates, varying years of payment, varying initial house costs, etc, can all be worked out by answering a few simple questions. The Credit card option allows you to see exactly what it costs you to use one! From this information you can plan your purchases, knowing in advance the repayment required for any length of time.

All the routines have been carefully written by a practising specialist to give consistent, accurate and easily understood answers to what can be daunting questions when all you have are some figures and a pocket calculator! Many people buy a home computer so that it can provide useful information within the domestic environment - FINCAL provides the means to access some of that information.

UFO

Kill the attacking Aliens, gaining bonus points as you go along. Fast graphics and very accurate alien snipers feature in this fantasy game.

BASIC X BASIC X BASIC X

Add a mere 25 new BASIC words to your UK101/OHIO! BASIC X incorporates many new Tape, Printer, Sound and BASIC facilities.

For tape users, there are many new facilities available. APPEND (a BASIC 4 dump), CREATE, OPEN and CLOSE (files), DUMP and GET (variables) give comprehensive tape file-handling facilities. Saving program-generated variables for later recall now becomes simple and reliable. Writing a Bank Account program, or a DATA file subroutine for your hobby becomes a few simple lines of BASIC.

Printer commands consist of LPRINT, LISP (LIST to printer), VIA, PAR, LFO, RSP0, IN and OUT. In addition a routine is included to give a parallel printer output via your own 6522 VIA or our VIA card.

The SOUND commands have been designed to work with PREMIER's SOUND kit, but the incorporation of the PSG command enables the user to 'point' BASIC X at any sound generator, as long as the AY 3-8910 chip has been used. Other sound words are RESET, NOISE, CHAN, ENV, VOL, REG and MODE.

Most of the sound commands feature multi-parameter inputs, giving an extremely flexible and powerful sound-generating capacity to your computer. Composing complex, integrated sounds (such as a short symphony!) now becomes much simpler since BASIC words rather a long series of POKEs can be used. In our next full newsletter, we hope to publish several BASIC X programs for you to play with.

New BASIC words are HANG, REPEAT.....UNTIL, and IF.....THEN....ELSE. The UNTIL part of the REPEAT command can either be used on one line or appear later in the program, similar to the normal FOR...NEXT loop. ELSE gives the UK101/OHIO a very welcome and space-saving BASIC word which should make translating programs from other computers much easier! HANG enables you to halt program execution until a key is pressed.

All the above new words become 'built-in' once BASIC X is initialised, and require no prefix for BASIC to 'see' them.

BASIC X is compatible with ALL other PREMIER EPROM products. It has been extensively tested and availability for all CEGMON-based computers is immediate. Versions for MON02 and SYMON will be available shortly - please ring. BASIC X is supplied in EPROM only and two versions are available - 8800 hex and 9800 hex. Customers who have the 8800 slot (between BASIC 5 and TOOLKIT) empty should specify that version. If your 8800 slot is occupied, perhaps by CODEKIT or WORD WIZARD, specify the 9800 version and instructions will be supplied to enable you to install the device, either by purchasing another Mini-Eeprom Board or by piggybacking (if you must!).

PRICE £19.95 (+ 95p P&P). State 8800 or 9800 when ordering

SOUND/VIA BOARD

The VIA/SOUND kit gives you up to 56 Input/Output lines and programmable sound generation. In order to allow you total flexibility in designing your system, we are offering the kit in low-cost packs.

The Base Kit consists of the PCB, connector, address decoding and buffering, plus IC sockets.

The Sound Pack consists of the superb AY-3-8910 sound chip, amplifier and components and the necessary sockets. The 8910 Sound Generator I.C. is a complex (but easy to program) chip giving three tone generators, noise generators and envelope control allowing anything from laser blasts to music!

The VIA Pack consists of one VIA chip (6522) and sockets. The 6522 is one of the most flexible VIA's available and together with the popular AY-3-8910 gives you a remarkable amount of control and flexibility.

B.L.S.F.H
file handler/fast loader for machine code

This program gives you the facilities you have wanted for machine code tape work.

- 1/ An extremely fast 'Byte Dump' routine which, without ANY hardware mods, reduces the time needed to save/load a machine code program by two thirds; ie. the routine is three times faster than the standard routine!
- 2/ A File Handler. Machine Code programs can now be saved onto and retrieved from cassette using program names (as per BASIC4 in BASIC). The program will search the cassette and only load the specified 'name'.

- 3/ A 'VERIFY' command which enables you to check that the progra you have recorded to cassette will load again! The verify is of course non-destructive.
- 4/ All the routines are immediately accessible from a prompt message, giving BLSFH great convenience in use. BLSFH takes a mere 600 bytes of your user RAM.

BLSFH (Byte Load/Save File Handler) is available on cassette from Premier Publications from Nov 15th. 1981. See Price List for cost. State machine and monitor when ordering.

PREMIER M A S T E R P A C K S

These packs all contain at least three programs and are exceptional value for money. Every program in our MASTER PACK Series has been tried, tested and is up to our normal high standard - we have NOT sacrificed quality for quantity!

Most Packs will run with any of the three regular monitors and any Packs containing 'B5' as part of the title can be supplied either in BASIC5 format for faster running, or the normal format unless otherwise stated. All 'B5' packs will run on the CIE/U as well as those listed in the price list (if BASIC5 is resident).

MASTER PACK THREE (B5)

This pack contains Hyper Block, Scrobble and Spy Trap.

Hyper Block is a graphics strategy game for two players, with the computer adding its own brand of chaos. Scrobble is a word game for up to seven players where you have to gain points by making up words from a random 'bank' of letters. Spy Trap is an exciting graphics strategy game involving the CIA, foreign embassies, etc. All three games are supplied with full documentation. Available for BASIC 5 format ONLY.

MASTER PACK FOUR

This pack contains Patience, Word Square and a superb Hangman.

Word Square generates a confusing block of letters on screen, from which you have to pick out 12 words. There is either a choice of many different categories of words, or the program allows you to input your own words, then either try to find them or get your friend/wife/husband/children to do so!

The Hangman game is the best one we have seen. The idea of the game requires no explanation, but our version features hilarious graphics and is a REAL-TIME game - as well as a limited number of guesses, you are also fighting the clock to guess the word. Needs CEGMON resident to run.

MASTER PACK FIVE

This Pack contains three light-hearted games - Moon Madness, Super Car and Outties. All three games feature fast-action graphics and are ideal for those occasions when you want to relax with your computer and enjoy yourself for a while! Needs CEGMON resident to run.

J I B U F F E R B O A R D

The UK101/OHIO range are not provided with sufficient address and control line buffering on-board. This obviously can (and does) cause problems when multiple expansion boards are fitted. The JI Buffer Board has been produced to overcome these problems. It provides buffering for all the address, control, interrupt and bus direction signals. The JI Buffer Board should be installed as close to the JI expansion socket as possible.

The board is strongly recommended to those customers who have more than one expansion card.

M I N I R O M / E P R O M B O A R D

The Mini EPROM/ROM board provides a low-cost and elegant way of obtaining 6K of EPROM space (3 x 2716). The board enables you to lift the 8K BASIC-IN-ROM/EPROM from the main board, leaving the old BASIC 1,2 and 3 sockets available for re-addressing for EPROM usage.

The Mini Board is plug-in and does NOT use the JI expansion socket.

S P A C E R O V E R

Space Rover is a fast action BASIC 5 game. You are the protector of an intergalactic city and have at your disposal a gun with which to kill off your attackers. On screen you have a large constantly updated radar display, plus a restricted view of part of the silhouette and skyline of the city. What makes SPACE ROVER different is its superb BASIC5 generated graphics. As you turn your laser gun to fire upon the attackers, the whole city skyline moves! The effect is somewhat like looking out of the small window in the front of an army tank and makes the game extremely exciting to play. As you can only move the gun clockwise or anti-clockwise, a situation develops very quickly where you have to decide which enemy craft to attack. Good estimation and a cool nerve are needed for this game!

A R R O W I S E

A fascinating board game for two players. A playing board is generated which has squares containing arrows which can face any one of eight ways. Your job is to cross the board first, making it as difficult for your opponent as possible!

MASTER PACK

Utilities

Sixteen utility programs that will revolutionise your programming techniques!

GRAPHICS MADE SIMPLE
THE END OF COMPUTER CRASHES CAUSED BY MIS-POKING

NON-SCROLLING STRING DISPLAY
STRING INPUT MIXED WITH GRAPHICS

SELECTIVE SCREEN CLEARS
PAGES OF TEXT UNDER SINGLE VARIABLE CONTROL

FULL PAGE TEXT DISPLAY DIRECT FROM KEYBOARD
SUPERIOR RANDOM NUMBER GENERATOR

KEYBOARD SCANNING
SCREEN LAYOUT DESIGN AIDS
and much more . . .

Now complex calculations of screen POKE addresses, and FOR . . . NEXT loops to

create worthwhile graphics, are things of the past. With the new 'LC' (Line, Column) system graphics and screen layouts become the easiest part of program design.

Now you need only choose the line and column of the screen on which you wish to operate - Line 1, Column 1 is address 101, Line 2, Column 1 is 201, and so on. Single characters, lines, and blocks of characters can all be created with SINGLE gosub calls. Not only graphics, but string display (both from programs and the keyboard), and selective screen clears, use this logical screen addressing system, making integrated program design entirely straightforward. PLUS . . .

COMPLETE protection in all routines against under- and over-poking - forget the frustration and time-wasting of computer crashes. PLUS . . .

'TEXTRA' text display system. Create text displays of any size and format direct from the keyboard. Start line, left and right margins are user-controlled, with automatic carriage return and full rub-out, even between lines. Can also be used with graphics and to annotate graphs. Invaluable in education, but has uses as wide as your imagination. PLUS . . .

* Precision Random Number Generator - superior distribution, and initialisation facility for predictable number sequences; a great boon to games design! * 'Page' printing - define a single variable just once to create a page full of strings, even with spaces between lines, and intermixed with graphics.

* GRAPHICS DESIGN TOOLKIT - 'Graphics Underlay' and 'Screen Address Indicator' provide a convenient grid background and cursor-driven display or POKE and 'LC' addresses to speed your graphics design still further.

The complete pack takes only 1300 bytes of RAM, and features modular design, so routines not being used may be deleted to free more RAM for your own programs (typical applications use only 500-600 bytes). UTILITIES PACK is written entirely in BASIC for ease of customisation, and comes with comprehensive instructions to ensure you get the very best from this incredibly powerful pack of programming aids.

(SUPERBOARD owners please note: UTILITIES PACK is available for all screen formats. PLEASE BE SURE TO SPECIFY YOUR COMPUTER'S DISPLAY FORMAT WHEN ORDERING.)

S A R G O N C H E S S

is here

Premier are proud to announce that we are now able to offer the SARGON II chess program for the UK101/OHIO range of computers.

SARGON II is acknowledged as one of the best chess playing programs available, giving even the expert chess player a good game. It has been written by Dan and Kathe Spracklen and came third at the North American Computer Chess Championship. First and second places went to MAINFRAME machines!!

SARGON II is able to push past pawns toward queening, play a strong end game, and range in deep play levels at end game without user direction. The computer displays the levels of play at which it is thinking and also shows the move it is currently thinking of making. It will keep changing the move shown until its final choice is made. Typical response times for a 1MHz machine are....

Level 0	Immediate
1	20 secs
2	1 minute
3	2 minutes
4	6 minutes
5	40 minutes
6	4 hours

SARGON II has seven levels of play, and levels 0-3 play in tournament time. It has a randomised opening book for all 7 levels of play through three moves. When setting up the board, the user can scan up and down, left and right. For those players who may need help, a special hint mode is included at most levels that will suggest a good but not necessarily the best move you can make. This feature enables you to improve your standard of chess enormously.

SARGON II provides many of our customers with the product they have been demanding for a long time. When you consider the features and play capabilities of SARGON II, it's easy to see why it's the best one available and why Premier have chosen to market it!

IMPORTANT

SARGON II requires at least 16K of memory. When ordering, state machine type and screen size. BE SURE TO ORDER THE CORRECT VERSION, especially if you have a CIU/CIE. VERSIONS ORDERED INCORRECTLY CANNOT BE EXCHANGED.

SARGON II is now available for ALL UK101 and OHIO machines, either on cassette or disk. See price list for details.

Premier Publications Britain's biggest hobby software specialist
208,Croydon Road,Anerley,London SE20 7YX Tel.01-6597131

WORD WIZARD I AND III

A WORD PROCESSOR FOR ALL UK101 AND OHIO MACHINES

Programmed entirely in machine code, Word Wizard packs into 2.5K a very powerful WP. It is available on cassette, disk or in EPROM (slightly modified) for the majority of the UK101/OHIO machines. Some of its main features are:-

GLOBAL SEARCH AND REPLACE. - Enables spelling mistakes, mistypes, etc to be corrected with ease. Many occurrences of the same word can be changed with only a few keystrokes. Saves hours of time.

SEARCH. - searches and identifies all occurrences of desired string in text area. Corrections can be made and the next occurrence then found for correction.

MOVE TEXT. - moves a block of text from one location to another. Either deletes 'old' text or leaves it in place, depending on mode selected.

ERASE. - any length block of text can be erased from the text area with only a few keystrokes.

SCROLL. - user can scroll text up or down either one screen (not EPROM version) or one line at a time.

TEXT STORAGE. - text may be stored or retrieved from cassette or disk with ease.

Other features include formatting, output to printer, centralising titles, justifying right or left margin, tab, home cursor, rubout, cursor left/right, and outputting control characters to printer (not EPROM). All commands are accessed via the CTRL key for ease of use.

The program features a 'proper' typewriter type response from the keyboard when shiftlock is lifted (as per CEGMON). Entering the text is extremely easy - simply keep typing until you have finished! You can forget the RETURN key!

WORD WIZARD is supplied on tape, disk or EPROM and several versions are available. Please state your machine when ordering. Special versions for the S.E.K. format of 32x64 are available on cassette, disk or in EPROM to our S.E.K. purchasers. See list below for available versions.

NOTE that the EPROM version contains slightly fewer facilities than the disk or cassette versions, the most important omission being the loss of the outputting control characters to printer facility.

The new disk version, DISK WIZARD III, contains in-built facilities for dumping and retrieving text easily, 14 character file names, append files, parallel/serial output, memory size allocation, etc. Disk Wizard comes as a self-contained disk - no DOS is required to run it.

WORD WIZARD is sold under licence and marketed exclusively by PREMIER PUBLICATIONS. Availability of all versions is immediate.

TOOLKIT II for UK101 and OHIO
Premier's TOOLKIT II for the UK101/OHIO range provides your machine with many new facilities, all of which become 'built-in'.

TOOLKIT II's command words are

TRACE - provides a non-scrolling trace function, invaluable for debugging programs. Speed of the TRACE can be increased by single key press.

VIEW - allows you to load the contents of a cassette to screen, but not to memory, thus aiding identification and loading, etc.

MC - a fast way of entering the monitor.

AUTO - produces new line numbers automatically. Start number and increment are user selectable. A star appears if the line already exists.

LIST/ - allows a controlled listing between 1-32 lines at a time. LIST/ also works where you wish to list only part of the program (Eg LIST100-2599)

DELETE - a high speed block line delete function

RENUM - an extremely reliable renumber routine. RENUM will renumber from any start location in any increment. Full error messages displayed where program is incorrect, etc. RENUM will renumber an 8K program in around 30seconds - many times faster than comparable renumbers.

LIST LINE ON ERROR - (not MON02) when any BASIC error message is generated, TOOLKIT will display the whole of the offending line on the screen, and if CEGMON is resident it will turn on the screen editor too! Allows high speed debugging.

FIND/ - will find anything within a BASIC listing and highlight it. The area of the search may be specified as per normal LIST syntax

REPLACE - the star of TOOLKIT II. REPLACE gives the user a powerful word-processor type Global Search and Replace facility. Anything within a BASIC listing can be found and modified instantly. Selective internal renumbering of subroutines becomes a simple, fast exercise. Correcting errors or altering lines becomes a pleasure instead of a chore! The area of the search may be specified as per normal LIST syntax

REPLACE is the most powerful feature of TOOLKIT II - once used you'll wonder what you ever did without it!

DUPL - allows you to DUPLICATE the contents of one line into another, thus speeding programming.

In addition to the above, TOOLKIT II corrects the BASIC warm start stack error, allowing immediate mode commands without OM error directly after a RESET. TOOLKIT also unmasks the second letter of the error messages, so S/ ERROR becomes SN ERROR, etc. This TOOLKIT replaces our earlier version, which is no longer available.

TOOLKIT II is supplied in a single EPROM, located at 8000h, only. If you do not have an EPROM board, we would suggest that you purchase TOOLKIT in conjunction with our Mini EPROM/ROM board, as the UK101/OHIO range have no on-board EPROM space.

TOOLKIT will work quite happily with our BASIC 4,5 and X products. Availability is immediate. PLEASE STATE YOUR MONITOR TYPE WHEN ORDERING - failure to do this will cause a long delay in delivery. Versions of TOOLKIT II are available for all CEGMON based machines, MON01, MON02 and SYMON. Please note that the non-CEGMON versions do NOT have the list line on error feature as something had to be sacrificed to find the extra code space!

BASIC 5 supercharges programs !

PREMIER'S BASIC5 adds 18 new BASIC words to your UK101/OHIO, making it one of the fastest, most powerful BASICs around. All these new words can be used within program lines - they are NOT simple immediate mode words. All the commands work at incredible speed, thus providing extremely fast graphics generation capability and program

execution. The new words which BASIC5 provides are

VLIN - HLIN - SCR - TEST - SET - BLK - GET - INAT - PUTAT

GO - GO\$ - PRNTUSING - GS - GT - RD - WI - CWI - CWIS

VLIN, HLIN allow the user to plot horizontal or vertical lines, using any graphic character instantly on screen.

SET, TEST provide a single slot plotting system, ideal for graphs, etc

SCR provides an instant screen clear OR screen fill facility

BLK allows fast generation of blocks of graphics

GET is essential for the UK101/Ohio - a non-halting GETKEY routine.

INAT allows you to input a response to the screen at a pre-determined field location

PUTAT is the equivalent of PRINT AT - print non-scrolling anywhere on screen. Will print graphics as well as text.

PRNTUSING a powerful PRINTUSING function is included in BASIC5. It allows you to specify the format of items in a line of output. For instance, you can specify the number of decimal digits to be printed, the position of the dec. point, and/or the size of the field.

The field may be up to 48 characters wide, allowing great flexibility. Strings or numbers may be formatted. Multiple items can be displayed in one field.

GO, GO\$ allow you to GO to a decimal (\$ hex) address and execute the machine code routine stored there. Range is 0-65535, no minus numbers needed with GO!

GS this incredibly flexible command allows you to GOSUBn where n is a variable or expression. Eg: GSX will GOSUB to the value of X. This allows labels to be used.

GT as GS, but GOTOn where n is a variable/expression.

RD a fast READ DATA function. RD200 will instantly read the 200th item in a DATA list. Extremely useful in DATA based programs.

WI,CWI,CWIS are special controls for CEGMON users. CWI(\$) allows you to manipulate (in dec or hex) the CEGMON print window for height and width in one command - something which up to now has required much thought! WI will re-initialise the BASIC 5 pointers if you change your screen format; this is very useful if you have fitted our Screen Enhancement Kit.

We must emphasise that all the above functions (except hex calls) operate either under real number OR variable control OR using an expression, thus providing total flexibility of programming and program control. Graphics can be speeded up enormously with the new commands, as can DATA-based programs. Calling machine code routines now becomes a very simple matter with GO and GO\$. PUTAT and PRNTUSING provide a much more comprehensive screen formatting system than the standard PRINT, GS and GT allow labels to be used for subroutines a la Pascal. GET solves many programming problems and speeds up programs enormously.

BASIC5 is supplied in EPROM (9000hex). A tape version is not available. BASIC 5 is available for MONO1/2, SYNMON and CEGMON monitors ONLY. It will work with our ROMDOS and VORTEX disk operating systems. PLEASE STATE PRECISELY COMPUTER and MONITOR WHEN ORDERING - failure to do so will cause a long delay in delivery. Availability is IMMEDIATE.

PREMIER have sold many hundred BASIC 5's and can recommend it as a superb upgrade to your computer. It will speed up the majority of your programs many times.

NOTE that if you do not have an EPROM board, one will be needed to fit BASIC 5. Our suggestion is to purchase BASIC5 plus the Mini EPROM/ROM board as a package deal. The Mini board will enable you to fit BASIC 5 very cheaply and also give you two additional sockets for further EPROM expansion.

V O R T E X - an advanced UK101/OHIO Disk Operating System

The brand-new DOS from Premier Publications, which has been specially commissioned for OS1/UK101 systems, has a multitude of following advanced features

* Up to eight files open simultaneously

* Serial files with advanced FIND command

* Variable length Random Access files

* Unique END and RESTORE file handling directives

* Handles up to four drives

* Disk utilities permanently resident - DUMP, CREATE, RENAME, DIR, DELETE, etc

* Uses less memory than OS65D! - but many more facilities!

* Uses Ultra-fast ROM BASIC

* Compatible with ALL Premier BASIC EPROM enhancements.

* Indirect files give inter-DOS compatibility

* Industry standard file handling syntax

* New INITIALISE command which completely prepares disk for use

* New ON END command for easy file manipulation

* Supports all ROMDOS/LINK65 commands for programming compatibility

* All OPEN files are read/write

VORTEX is available very soon (late Sept, we're only waiting for documentation Special Price to 30/9/82 - 39.95inc

PREMIER PUBLICATIONS, 208 CROYDON RD, ANERLEY, LONDON SE20 7YX
Tel 01 - 659 - 7131 ACCESS/BARCLAYCARD welcome

P R E M I E R D I S K S Y S T E M

PREMIER PUBLICATIONS are proud to announce that we can now supply a complete disk system for any UK101/OHIO machine. The system consists of Floppy disk card, single and double disk drive units, ROMDOS or OS65-D, cables, etc.

Specifications for the Floppy Disk Card are as follows:-

- * Integral Data Separator which is link-selectable for on-drive separator if required
- * Supports 4 x single-sided 5.25 or 8 inch drives or 2 x double-sided 5.25 or 8 inch drives
- * 1 or 2mhz operation (DOS permitting)
- * Interrupt linkable if required
- * Padding for future options
- * Shugart Bus as supplied
- * Linkable to other Bus requirements providing signal compatibility is maintained
- * O S I SYSTEM COMPATIBLE (SOFTWARE and HARDWARE)

D I S K D R I V E S D I S K D R I V E S

Premier's disk drives come complete in an attractive box containing drive(s) and integral power supply. All have an externally accessible fuse and a mains on/off switch. They are impressively quiet in operation.

If you purchase a Floppy Disk card and drive at the same time, Premier throw in the interface cable for nothing! Main features:-

- * Ultra-reliable drives
- * Capable of running in single or double density mode
- * Storage Capacity - 80K (or 90K under PREMIER FORTH)
- * Transfer rate - 125K bits per second
- * Units are user address-selectable - up to four may be daisychained
- * Shugart Standard Interconnections
- * Integral power supply
- * Externally accessible mains fuse
- * LED 'drive running' indicator.

Prices (VAT inc)

Single Drives	£229.95
Dual Drives	£379.95
Floppy Disk Card	£49.95 (kit)
	£67.50 (built & tested)
Single Disk Cable	£9.95 (free if FDC & Disk Unit purchased together)
Dual Disk Cable	£15.95 (free if FDC & Disk Units purchased together)

NOTE!! P&P on the above drives is £5.00 extra per order.

M A S T E R P A C K S E V E N (B5)

contains Executive Jigsaw, Square Solitaire and Nine-in-a-line. Formerly our Strategy Games Pack, selling at almost double the price, Master Pack 7 will give you hours of intrigue.

Executive Jigsaw presents you with a collection of pieces which you have to fit into a shape. Various devious rules help to make this 'simple' task extremely difficult. Square Solitaire is a modern version of the popular favourite. Featuring slow motion action replay, superb graphics and many other user-features, Square Solitaire has become a firm favourite with many of our customers. Nine-in-a-line challenges you to sort a random set of numbers back into order. Four options give differing ways of achieving this, from relatively easy to frustratingly hard. The computer comments (usually disparagingly!) on your performance at the end of each game. Available in BASIC5 or normal format.

M A S T E R P A C K E I G H T

contains Roulette, Twixt Twister and Super Fruit Machine. Roulette is the full, casino standard game, with both the betting table and the wheel displayed simultaneously. You have complete freedom in placing your bets: high or low numbers, odd and evens, red and black, columns, rows, blocks, plus any specific number or numbers.

Twixt Twister is an exciting card game whereby you are given two cards and you have to bet on the chances of the third card being between the first two in value. You are given an initial 'bank' and this must be increased (by skilful betting) in order to beat the set 'target'. You will need a strong nerve to play this game, because as you near your target other rules are applied which add to your problems! Full graphics graphics to great effect to give an exciting one-armed bandit which will take all your money off you every time you play it (just like the real ones!).

M A S T E R P A C K N I N E

is a set of Utility programs especially developed for the UK101/OHIO. See catalogue under 'Utilities' for details of this Pack's facilities. This pack is NOT recommended to BASIC5 customers, as most of the routines in UTILITIES are now in BASIC5!

* M A S T E R P A C K T E N (B5)

contains Flak, Splat and Twogether. Together is a strategy game for two players, who have to get to the top of the mountain first, blocking and obstructing their partner as they go. Flak is an aerial warfare game, featuring a rotating cannon and a very accurate enemy bomber! Splat challenges you to SPLAT files and eventually trap one of them among the dead bodies! Available in BASIC5 or normal format.

M A S T E R P A C K E I L E V E N (B5)

is a bumper pack containing a Calendar generator, Days between Dates, Day of the year, Games Scoreboard, a Binary Decimal Hex converter and an Alphabetical Sort utility. The BDH converter is worth the money alone! Available in BASIC5 and normal format.

M A S T E R P A C K T W E L V E

contains Table Tennis, Table Football and Breakout. These three games popular arcade games will give you many hours of relaxation, without the worry of having to think too hard - the perfect antidote to a hard programming session!! Available in CEGMON or normal monitor format.

MASTER PACK THIRTEEN (B5)

and weight. This menu-driven BASIC5 program provides a fascinating insight into your life style and health.

The use of biorhythms to determine the days on which you're likely to be at your best, and those on which you need to take extra care, has become increasingly popular in recent years. They are used by many industrial companies and most major airlines to reduce accidents and ensure peak performance. Our BIORHYTHMS program provides an easy-to-read graphical display of physical, emotional and intellectual cycles for any month of any year, based on any birthday, past, present or future.

The DIET program analyses your life style

by activities and recommends the number of calories you should consume each day. It is interesting to watch how a change in life style could affect your energy needs.

The WEIGHT program asks for your height then displays the recommended weight for men and women - useful if your husband/wife etc is always telling you you're overweight - WEIGHT will prove it! Available in BASIC5 or normal format.

MASTER PACK FOURTEEN (B5)

contains Codebreaker, Scrambler and Line-Up-Four. All three games are 'you against the computer'.

Codebreaker devises a coded message, then gives you some clues to help you to break it. Amateur cryptologists will love this game. Since there are around 10E27 combinations, this game should keep you occupied for a while!

Scrambler is an anagram game. You are given progressively more difficult words which you have to unscramble in a set number of moves.

Line-Up-Four asks you to place four counters vertically, horizontally OR diagonally before your opponent (the computer) manages to do it. WARNING! The computer plays a pretty smart game and is quite capable of humiliating you! Available in BASIC5 format only.

ENCODER

A new, full-feature assembler/disassembler and code editor for CEGMON based UK101/OHIO machines (cassette or disk). Specifications include:-

- 1/ All BASIC workspace is available for source code generation, allowing normal BASIC CEGMON editing and line numbering and the use of any PREMIER BASIC extensions such as TOOLKIT.
- 2/ Assembly can be carried out from either memory or direct from tape input.
- 3/ Assembly speed is over 800 lines/min.
- 4/ Up to 64 re-useable four character labels are available to the user. Label store is automatically placed in protected RAM at the top of workspace (two pages, 500 bytes).
- 5/ ENCODER gives full error-protection and includes comprehensive error messages.
- 6/ Numerical input can be hex, decimal or binary and ASCII can be directly written when required.
- 7/ ENCODER also includes a disassembler facility giving standard disassembly listing to screen and printer if required.
- 8/ ENCODER allows within its source file the extraction and manipulation of high and low byte label addresses.
- 9/ All source code generated is SAVEable. ENCODER is available in one 2K EPROM at the following hex addresses - 8000, 8800, 9000 and 9800.

The normal selling-price will be £24.95, but ENCODER is available at a special introductory price of £19.95. (or £33.95 with a mini-EPROM board (kit)). Please specify EPROM address when ordering and add P&P (95p).

VIDEOMONITORS

A small (or large) TV, badly focussed, flickering, difficult to read, is little use to your eyes. By the end of an evening's computing, you can wind up with a headache and/or a nervous twitch from watching the antics on the screen that were not meant to be in your program! This deplorable state of affairs has a quick, simple remedy. Premier are offering a range of monitors which will give you a steady, clear, readable picture in a range of filter colours. Output quality of these monitors is far above that of the domestic T.V. With a monitor you will find that you can put in more hours at the keyboard without feeling eye-strain. Graphics which were a vague 'splodge' on the screen become a distinct shape.

VM1

A twelve inch black and white monitor for the budget-conscious buyer who requires good performance at a reasonable price.

Bandwidth >7MHz
Resolution >700 lines at centre
240v 50Hz 30w
750hm input
Weight only 6.4kg
Size 380W x 290H x 300D

Price - about £70.00 (see current price list)

VM2 As above with a green phosphor tube. Price - about £80.00

VM3 A top quality 9 inch, high resolution, metal-cased computer monitor with a black and white display plus a removable smoked display filter. Specifications include:-

Bandwidth >12MHz
Resolution >750 Lines
240v 50Hz supply
Weight <6kg
750hm or high impedance input
Link-through video facility
Horiz & vert hold, contrast and brilliance on front panel
P4 phosphor tube
Price - about £95.00

VM4 As VM2, but with a green display and a P31 green phosphor tube.
Price - about £102.00

VM5

As VM3, but with a relaxing AMBER display. Price - about £110.00

Note that all the above monitors are unable to receive normal T.V. transmissions, thus preventing other members of your family 'stealing' your VDU to watch boring repeats on BBC1/Z/TV!!

All monitors are supplied fully tested and aligned and come complete with an interface cable at no extra charge.

Delivery on these items is extra at cost. All monitors are on permanent display at our showrooms.

C E G M O N S Y S T E M . M O N I T O R

CEGMON is PREMIER's standard upgrade monitor. It is the only monitor we use regularly and all new software releases are written using it. It combines all the best features of existing monitors with a whole new range of facilities to greatly increase your programming power both in BASIC and machine code.

* Full-feature BASIC editor: delete, copy, concatenate lines, with auto repeat on all functions and true roll-over between lines. Automatically adjusts to pre-set screen size. CEGMON's twin cursor editor makes correction and modification of programs a much simpler process.

- * Powerful and sophisticated screen management system, user defined windows providing mixed text and graphics, results of program runs with listing, comparison of different parts of listings, protected non-scrolling areas and mixed scrolling and non-scrolling zones. Cursor controls and selective screen clearing. These features have to be used for their full value to be appreciated. OHIO 24x24 users should note that with CEGMON, at least 30 lines (depending on TV) become available with a few POKEs.
- * New, highly advanced machine code monitor, with features to greatly speed and simplify m/c programming: tabular display of hex programs - a whole screenful of code can be displayed simultaneously - worth the price of CEGMON alone. Facility to input text and graphics as well as hex instructions, memory block move and copy, breakpoint facilities (not S/B III) for fast program de-debugging, plus highly reliable SAVE and LOAD with auto-start feature.
- * DISK bootstrap - PREMIER's disk system relies on CEGMON's disk bootstrap being resident, therefore CEGMON becomes imperative for disk users.
- * KEYBOARD - has been correctly decoded. Releasing shiftlock gives lower-case characters and standard numbers, upper case and top line punctuation is accessed through the shift keys as per a normal typewriter. This is a great boon in text-based applications and for users more familiar with typewriters than computers. OHIO users who currently have SYNMON should note that with CEGMON the RUBOUT key will actually work!!
- * BASIC and assembler inputs and outputs vectored through RAM, allowing direct linkage to your own input/output routines.
- * Highly compatible design - almost all existing software will run on CEGMON without modification, and major subroutine entry points are identical. CEGMON uses a few more bytes of Page 2 than other monitors, but this seldom causes great problems.

The features listed above give only a brief outline of the power of CEGMON. It comes complete with an extensive manual containing comprehensive information on CEGMON's main routine entry points.

CEGMON is available for any UK101/OHIO machine. Please state precisely your machine when ordering. Special versions for the S.E.K (to SEK purchasers) and the Superboard III are also available. The SII version contains the software to 'flip' the screen from 24x24 to 14x48.

S C O P Y M a single disk copier

SCOPYM is the most important OS65D disk utility Premier have yet produced. It provides a fast, foolproof method of creating a new, useable disk from a Master. As any disk user will know, creating a new disk is a time-consuming occupation, involving several careful transfers.

SCOPYM will copy the first fourteen tracks of a disk in around 1.25 minutes. This time includes initialising the new disk! Only two disk swaps are needed to copy the DOS,

BASIC, DIR, BEXEC*, ASM and EX-Mon (if resident), and track zero. All copying is automatic; all the user has to do is press the space-bar when asked and answer one simple question (is ASM resident?). SCOPYM provides a safe, simple and extremely fast and efficient way of creating a new disk. It is supplied complete with comprehensive notes. The price of SCOPYM is as in the price list, and will normally be supplied on cassette with instructions for loading onto disk. However, it can either be supplied on disk for an additional £2.00 or it will be put onto your supplied disk for the cassette price (please CREATE a file two tracks long called SCOPYM).

L I N K 6 5

This superb new suite of routines for the OS65D (and ROMDOS) disk system will simplify your disk operations enormously. The new commands are all called from BASIC, and being written in machine code, do not cause the loss of the resident BASIC program. The new facilities are:-

- * A double-column screen display of the disk directory contents, in under one second
 - * DUMP a program to disk without having to create disk space for it - LINK65 does all the work for you
 - * DELETE a program from the directory
 - * RENAME a directory entry
 - * CREATE a file space for the resident BASIC program without losing it!
 - * DISK!"ID" - one simple command allows you to set up indirect files - you can now have two BASIC programs with conflicting line numbers in BASIC workspace, and access either
 - * BUFFER - allows you to set up buffers
 - * ZERO - a ZERo file name facility
- During extensive testing of these routines, their value to the programmer has become more and more apparent. No longer do you have to put your BASIC program in a temporary store while you create the correct track length file for it - simply type DISK!"DU PROG1 and LINK65 will create a file for the program and then dump it onto disk. If there is insufficient disk space or the program name already exists, you'll be informed. Finding the contents of a disk has up to now required a BASIC program to be called - DISK!"DD will almost instantly produce a neat, double column listing of your disk contents without disturbing resident programs.
- Indirect files now become a simple command - you can have two BASIC programs in workspace at once, use either one or merge them into one program. In addition to the above features, LINK65 also produces FULL disk error messages, not simply a number which you have to look up! If the disk you are trying to write to is write-protected, LINK65 will tell you.
- All of LINK65's routines can be used either from BASIC, the Assembler or the kernel - 'IDD' from the kernel will produce the above mentioned directory display. LINK65 comes complete with a comprehensive user-booklet which will enable you to get the most from the routines. Availability is immediate. CEGMON must be resident. A different version of LINK65, called LINK 6, is also available to ROMDOS users.

ROMDOS

ROMDOS has been commissioned and written specifically for the PREMIER Disk System. It is principally aimed at the user with a small capacity (12K+) RAM machine, but is also extremely useful for the larger RAM machine user since it allows BASIC programs to run with disk with little or no alteration.

ROMDOS links the standard BASIC-In-ROM with a disk controller program similar to and compatible with OS-65D. Under this system no RAM memory is used for the BASIC interpreter, giving an 8K saving in memory over the normal OS-65D system. The BASIC IN ROM continues to work at its normal high speed and is enhanced by a wide range of disk commands. The system has been written to be compatible with ALL Premier EPROM upgrades such as BASIC⁴, BASIC⁵, and TOOLKIT², so these EPROMS can still be used as before. Buying ROMDOS ensures that the EPROMS do not become redundant with a disk system.

Old cassette programs can be loaded from tape and transferred to disk. It should be noted that this system is far more advanced and flexible than the limited OSI PicodOS. In a 32K RAM system, around 28K is available to the ROMDOS user, compared to around 20K with OS-65D.

ROMDOS takes around 4K of user memory. It is therefore possible to operate a realistic disk system with only one PREMIER RAM expansion card AND still have enough room to run nearly all your existing programs. It makes full use of the facilities provided by the CEGMON monitor, which is a compulsory fitment. (A SYNONYM/MON01 version of ROMDOS will not be released, and MON02 contains no disk bootstrap).

The one significant operating difference compared with the standard OS-65D is that ROMDOS does NOT support Sequential and Random Access files from BASIC. You will need to purchase VORTEX for these facilities.

ROMDOS features the following:-

- Load track/sector to memory
- Print Sector Map of track
- Copy track to memory location NNNN
- Transfer program control to elsewhere
- Home drive to track zero
- Initialise entire disk or single tracks
- Exit BASIC and enter kernel
- Load program into BASIC workspace
- Load program starting at track TT into BASIC w/space
- Save program in workspace into a file
- Save program in workspace to track TT
- Return to Basic from kernel
- Load and run program
- Save mem location NNNN on track TT sector S for P pages
- Select drive X (for up to four disk drives)
- HELP - displays all ROMDOS commands with correct syntax shown

In addition to the above enhancements, ROMDOS is supplied with three utility programs

- DISCUS which is used for disk management
- SYSGEN which breeds new system discs
- RIP which is a track zero and track to track copier

DISCUS is used to create, delete, rename, and print disk directories.

ROMDOS may be enhanced further using a specially written version of LINK65 (LINK 6) which adds many utilities in machine code. There is also a version of WORD WIZARD which makes full use of the memory freed by this new DOS.

ROMDOS has been written by Justin Johnson - the originator of the invaluable CEGMON linker program and LINK65 for 65D users. It is supplied as a two disk set and includes full documentation to enable you to get the most out of your disk system.

INVADERS

Invaders for the 16x48 UK101 is now available, and it really is stunning. Almost every customer who has seen it demonstrated has been astonished by its incredible speed and smooth flowing graphics.

Invaders caters for one or two players. If the two player mode is chosen, players take turns alternatively, but the previous screen status is stored. The game runs at an amazing speed - if you have converted to 2mhz and cannot switch back to 1mhz, don't buy INVADERS as it is impossible to play !!

INVADERS is more enjoyable than similar games found in arcades or in TV games consoles, and there are also notes on connecting the program to sound boards. There are many varieties of spaceship to attack, and unlike many similar games, moving the 'gun' left or right is achieved with complete smoothness AND you can fire the gun while on the move ! We recommend INVADERS highly to all our customers as an example of just what your UK101 can do when pushed to the limits !

BASIC 4 - a high speed cassette file system

We've attacked BASICS 1,3 and 5 and next in line comes BASIC 4 ! Our new EPROM for all UK101/OHIO machines contains a comprehensive cassette file-handling system which is capable of working at up to 4800 baud in BASIC as well as machine code. Combined with the High Speed Cassette interface (see below), BASIC 4 offers a very useful utility for a very low cost.

BASIC 4's main features are

- 1/ Named programs to tape - word length up to 60+ characters possible !
- 2/ Reliable retrieval of stored programs from cassette at up to 4800 baud.
- 3/ A verify command which allows you to test a cassette-stored program against current RAM contents.
- 4/ When loading from cassette, all programs encountered are listed on screen by file name. Only the stipulated file name is loaded, but a 'directory' of a cassette can be easily built up.
- 5/ Auto run of programs when loaded - selectable each LOAD
- 6/ None of your normal SAVE and LOAD facilities are affected by BASIC 4. Your current program library does NOT become unloadable.
- 7/ A routine which enables you to recover a program if you accidentally press RESET C and call up MEMORY SIZE ?
- 8/ Seven new SAVE/LOAD commands.
- Installing BASIC 4 is simplicity itself - remove your current BASIC 4 chip, reconfigure the socket to EPROM status (full, clear instructions provided) then plug in BASIC 4 and it's there. It does not need initialising, nor is it lost by a warm or cold start. BASIC 4 becomes truly built-in !
- BASIC 4 is made possible by utilisation of some of the spare space available in that device. (The old, unused screen handler at BF2D, for instance)

NEW BASIC 1 and 3

If you have ever tried to manipulate string arrays (`A$(12)`, for example) that the whole program grinds to a halt and the screen starts twitching, you 'garbage collector' bug. The solution is to buy our replacement BASICS 1 and 3³ which contains the `CORRECT` solution to the above bug (the OSI user group modified ONLY reliable one). There are other 'solutions' available which work to varying degrees of one which actually makes matters worse!!

BASIC 1 contains a new BASIC word, `CALL` which replaces the seldom used command. `CALL` allows you to jump to a machine code routine address which specified in decimal notation. Eg:

`CALL 7428` will cause the program to jump to decimal address 7428 and n/c routine stored there. If the routine contains an RTS, the next BASIC command executed after the routine.

`CALL` effectively replaces `POKE 11,xx: POKE12,yy: X=USR(X)` which requires user to know the hex address, split it into high byte & low byte, reverse it, convert to decimal and place it in `xx` and `yy`!

Users of NULL can still access this command by poking to page zero instead of `POKE` any value 0-255.

BASICS 1 and 3 are available immediately. Full fitting instructions are included.

SCREEN ENHANCEMENT KIT

Below are the specifications for this product:-

1/ 20 screen formats, all under software control and all filling the entire screen sizes range from 24x24 to a full, clear 32x64. We must emphasise that 32x64 means thirty two lines of sixty-four characters. Ten of these screen formats are inversely useful for experimentation!

2/ The kit is plug-in on all UK101's and does not use the J1 expansion socket on OHIO machines, it is necessary to remove six unsocketed IC's from the main board and replace them with DIL sockets. The kit then becomes plug-in on those machines to

3/ The kit is fully compatible with all our other products, including the P C G, Colour Board.

4/ The Kit, when first turned on, displays a 32x64 format. We will be able to special CEGMON (CEGMON 'X') which not only powers up to 32x64, but will also do 32 or 64 character scroll.

surviving the enemy obstructions combine to keep you right on the edge of your seat.

MASTER PACK

Arcade Games

Flak

FLAK puts you in the 'driving seat' of an anti-aircraft battery; your mission is to destroy the enemy bombers before they wipe you out. Multiple levels of difficulty, and quite incredibly fast-playing at the harder levels, with extra features to add to the challenge and enjoyment. Highly recommended.

SPLAT! is quite simply one of the most elegant arcade games we've had the pleasure of playing. The object is simply to swat a fly buzzing round a room, but that fly certainly knows how to make things difficult for you. And when you do finally succeed things start to get still more complicated.

Break-In Warp War

BREAK-IN is an entirely new arcade game with many ingenious touches. The object is to penetrate the enemy bases, capture the treasure, and escape, all without being caught by the robot guards. A game of strategy as well as fast reactions.

WARP WAR is undoubtedly one of the most challenging arcade games ever created. You're the commander of a defence post 'somewhere in the depths of space', and your mission is to use your defence shields and lasers to protect the post and destroy the alien attackers before they destroy you. Aliens appear from all directions, and you must quickly choose whether to assign your shields or fire at them. At the higher levels of difficulty you'll need every ounce of concentration!

Time-Maze Air Traffic Control

TIME-MAZE is positively THE maze game. Beat the clock by navigating and blasting your way through a devilishly devious maze. Succeed, and your next game's even harder. Great graphics.

IN AIR TRAFFIC CONTROL you play under pressure to keep up to twelve planes from colliding in the crowded airways. With computer-commentary on your performance and twenty levels of play, you'll have great fun crashing multi-million pound jumbo jets into each other!

Wipeout Roadrunner Bomber Pilot

WIPEOUT challenges you to fill a playing field littered with obstructions with 'X's without becoming hemmed in. In ROADRUNNER there's the added complication of extra obstruction appearing at random as play progresses. Both games really do challenge your ability to plan ahead and anticipate problems before they arise.

In BOMBER PILOT you navigate your plane past enemy installations to deliver your lethal load. Multiple skill levels and some decidedly difficult rules for surviving the enemy obstructions combine to keep you right on the edge of your seat.

Biorhythms, Diet & Weight

This menu-driven suite of programs provides fascinating insights into your life and health. The use of biorhythms to determine the days on which you're likely to be at your best, and those on which you need to take extra care, has become increasingly popular in recent years. They are used by many industrial companies and most major airlines to reduce accidents and ensure peak performance. Our BIORHYTHMS program provides easy-to-read graphical display of physical, emotional and intellectual cycles for any month of any year, based on any birthday, past, present and future. The DIET program analyses your life-style by activities, and recommends the number of calories you should consume each day. It is particularly interesting to see how a change in life-style affects your energy needs. And to complement the DIET program, in WEIGHT you can check the suggested weight for your height, allowing for differences in build and sex. An invaluable program pack!

Calendar & Days Between Dates

Games Scoreboard

CALENDAR and DAYS BETWEEN DATES enables you to display a calendar for any month between January 1900 and December 1999, and to calculate the number of days between any two dates from 1752 onward. Attractive display formats and convenient user features.

GAMES SCOREBOARD will prove invaluable to all games enthusiasts, replacing the traditional score-keeping method of scraps of paper, head-scratching mental arithmetic, and the inevitable violent arguments, in games such as Monopoly it also effectively dispenses with the need for a banker. Catering for up to six players, and offering single and double dice, GAMES SCOREBOARD features convenient user options and easy-to-read state of play information.

Binary-Decimal-Hex Converter

Alphabetical Sort

BINARY-DECIMAL-HEX CONVERTER provides both a practical tool for converting between the three most common number systems, and a learning aid to increase familiarity with binary and hexadecimal formats. Designed for ease and speed of use.

ALPHABETICAL SORT enables you to sort lists of names or information into alphabetical order. Lists of up to 255 items can be sorted, and there is no need to enter the total number of items in the list. Can also be used as a subroutine within your own programs.

PRODUCT

	PRICE	INC	UK 101 S/B	CIU	CIE	SB 3
BASIC X WORD WIZARD I and III	£19.95	*	*	*	*	*
cassette (WWIII)	£19.95	*	*	*	*	*
EPROM (WWI)(not MON02)	£19.95	*	*	*	*	*
EPROM (32 x 64 SEK)	£19.95	*	*	*	*	*
DISK WIZARD III	£24.95	*	*	*	*	*
*TOOLKIT II for TOT/OHIO	£19.95	*	*	*	*	*
CEGMON	£17.25	*	*	*	*	*
Extended Monitor (EPROM)	£19.95	*	*	*	*	*
BASIC 1 & 3	£17.25	*	*	*	*	*
BASIC 4 (Ceg,MON02 only)	£13.95	*	*	*	*	*
Char Gens in EPROM	£9.95	U	U	U	U	U

HARDWARE for UK101 and OHIO

	KIT	BUILT	Availability
Dynamic RAM card	N/A	£69.00	28 days*
Colour Board	£59.95	£74.95	
High Resolution Graphics Board	EPOA	EPOA	
8K EPROM board			
Mother board (+ PSU)	£TBA	Revised	
Mini EPROM board	£15.95	£20.95	
Screen Enhancement Kit	£55.95	£69.95	
Sound/VIA Board BASE Kit	£24.95	£29.95	
VIA Kit	£11.95	£19.95	
Floppy Disk card	£49.95	£67.50	
Real Time Clock	£TBA	Soon	
J1 Buffer Board	£19.95	£29.95	
Prog Char. Gen. Mk II	£TBA	Late Sept	
RS232 Kit	£6.95	TBA	soon
Keyboard Inversion Kit			

PRINTERS

PREMIER DAISYWHEEL	£895.00		
EPSON MX70 (Parallel)	£275.00		
EPSON MX80 III (Parallel)	£369.95	VM 1	12" BLACK & WHITE
EPSON MX80 F/T III (Parallel)	£409.95	VM 2	12" GREEN
EPSON MX100 F/T III (Parallel)	£539.95	VM 3	9" HIGH RES B & W
OKI 80 (Parallel)	£299.00	VM 4	9" HIGH RES GREEN
Microline Range	POA	VM 5	9" HIGH RES ORANGE
OKI 82A	£445.00		

VIDEO MONITORS

VM 1	12"	BLACK & WHITE	£79.95
VM 2	12"	GREEN	£79.95
VM 3	9"	HIGH RES B & W	£95.95
VM 4	9"	HIGH RES GREEN	£102.95
VM 5	9"	HIGH RES ORANGE	£110.95

NOTE that printer prices are affected by the current dollar rate. Please phone for price confirmation. We try hard to beat any advertised price !!

Any other make to order

SPECIAL OFFERS

ENCODER (to 30/9/82 only)	£19.95
ENCODER + Mini EPROM board (kit)	£36.95
TOOLKIT 2 + Mini EPROM board (kit)	£31.95
CODEKIT (in EPROM) + mini EPROM board (kit)	£31.95
BASIC 5 (in EPROM) + mini EPROM board (kit)	£31.95
SOUND/VIA: BASE, SOUND, 2xVIA KITS	£54.95
Add £5.00 to above offers for built Mini EPROM board.	

D I S K S

All PREMIER diskettes are 5.25in single-sided single density TOP QUALITY, fully guaranteed. (We use them all the time!) Remember that the prices quoted for PREMIER disks include VAT!

If you buy ten diskettes from Premier, you get labels + write protect tabs.

CONTROL DATA or BASF DISK	each in tens	£1.95	£17.95
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D I S K S Y S T E M S

SINGLE DISK DRIVE	£229.95
TWIN DISK DRIVES	£379.95

SPECIAL UK101/OHIO DISK PACKAGES

PACKAGE 'A' Floppy Disk Card (kit), Drive, Cables, ROMDOS, P&P	£303.95
PACKAGE 'B' F.D.C. (built), Drive, Cables, ROMDOS, P&P	318.95
PACKAGE 'C' same as 'A', but dual drives	449.95
PACKAGE 'D' same as 'B', but dual drives	464.95

POSTAGE AND PACKING

SOFTWARE 75p per order

HARDWARE (Mini-E PROM Board only) - £1.00

HARDWARE KITS - £2.00 per item (Max £5.00)

E PROMS (if ordered alone) - 95p

PRINTERS - at cost, please ring

DISK DRIVES - £4.50

BOOKS - 75p per book, max £3.00

VDU MONITORS - £4.50

Maximum postage (U.K. Mainland) is £5.00 (printers, disk drives and VDU's excepted). All hardware and firmware sent Recorded Delivery or Registered, unless otherwise stated above. Goods not despatched if insufficient postage included - If in doubt ring us for a quote before ordering. Despatch is normally 5 working days after receipt of order, but Credit Card orders same or next day (stocks permitting)

OVERSEAS - send English postal rates (see above) but DON'T remove VAT - we'll balance postage against the VAT free price and refund the difference. Minimum overseas order is £20.00 sterling. Goods only sent Airmail if sufficient postage enclosed.

Other products are under development. Details available in our periodical newsletter which is sent free to our regular customers. Phone service available for enquiries on MONDAY nights 7 - 9pm on 01-659-7131. (Or ring any time during normal office hours Mon to Fri 9.15 to 6p.m. (Wed 1pm). Sat 9am - 4pm)

TECHNICAL PHONE ENQUIRIES can only be answered after 4p.m. each day.

DELIVERY on PRINTERS IS EXTRA AT COST.

REPAIR SERVICE available against £35.00 deposit - ring or consult our latest newsletter for full details. NO repairs carried out on 32x48 modified machines unless video working.

PREMIER PUBLICATIONS regret that due to the vulnerability of computer software/firmware, we cannot refund money OR exchange against other goods. This price list supersedes all previous lists. E & O E.

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