QL LEISURE REVIEW

ISSUE 2

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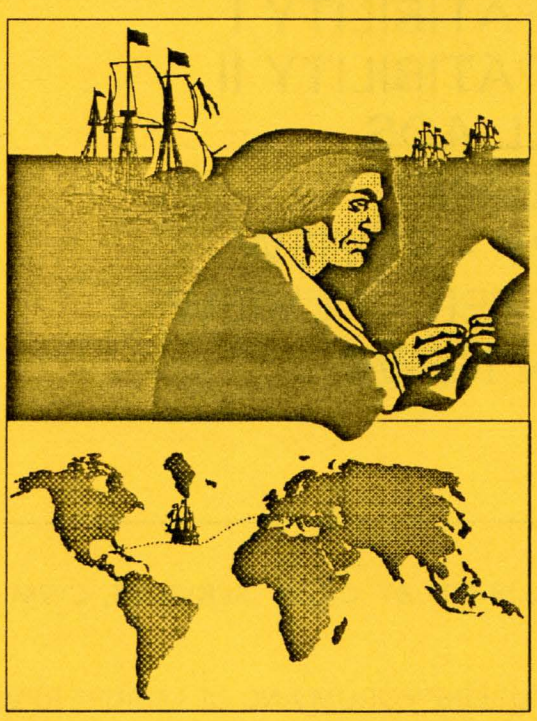

CHARTING THE WAY TO QL LEISURE SOFTWARE

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EDITORIAL / NEWS

Welcome to the second edition of QL Leisure Review. I really must apologise for the long delay between this issue and the previous one. The problem has quite simply been one of a lack of articles to print. The reasons for this lack are probably to do with the fact that some of our authors are now writing for QL World, for which they get paid, and QL Technical Review, for which they don't. Coupled with the continuing erosion of the QL market and we really are beginning to depend on a very few authors and only slightly more readers!

This not only means that the time between issues has grown very long, but also we haven't been able to tell you about all the new programs we've been publishing! To say that we've been busy in this regard would be an understatement. Since the last issue we've published three arcade games - "Pudge", by Damon Chaplin; "Squidgy Round the World" by Michael Crowe and "Sector X" by Horst Spierling. The first two are arcade games, featuring cute characters with problems to solve on-screen, whilst the third is a traditional horizontal shoot-em up. In addition we've taken over selling Damon Chaplin's two games "Assault and Battery" and "Speadfreaks". So no complaints please about lack of new games! Also out is Wreford Davies' 5-Game pack, featuring compiled SuperBasic versions of faves such as Othello, Connect4, Mastermind etc. Gordon Senior and Frank Ellis have sent their Cribbage and Bridge Scoring program and once a few minor problems are sorted out we'll be selling them too.

What has gone quiet is the adventure scene. Andy Pritchard, author of the QL Conquest and QL Playright (Aka QL Scriptwriter), has sent us the QL Epic Adventure, which features excellent digitised graphics. We've heard of progress on a couple of other adventures that are under construction, but as opening my mouth before publication seems to be the kiss of death to programs, I'd better not mention who has been working on them. Andy is also developing his Adventure Writing Utility - more news on this when it's ready!

On the upgrade front, Rich Mellor has been working very hard on D-Day and Open Golf, as well as keeping a weather-eye out for Minerva compatibility problems with other projects. Sadly we have fallen out with Sharp's over the proposed selling of War in the East. If any other publisher would like to take over this, please get in touch with either Rich Mellor or Sharp's, as it would be a shame for Rich's work to be wasted. He really has done a lot of work on this.

Other new programs that we've published include "Astro" by Nick Ward, which is a simple Astrology program. This includes the option for readers to amend the text files to suit their requirements. Not a direct competitor for Digital Precision's products, but easy to use and good fun.

Jochen Merz has released a solitare game which runs under the Pointer Environment and coincidentally Dilwyn Jones Computing has also released a solitare program, this program however runs on an unexpanded QL. A review of at least one of the programs will be in the next issue.

DI-REN, authors of Fleet Tactical Command, have now released the program for PC's. The program is now faster and has better graphics incorporated into it. The program can also be networked between a QL and PC.

Miracle have been busily working on their Graphic Board upgrade and hope to have it on sale around christmas.

Finally I've decided to hand the Editorial control of QL Leisure Review and QL Technical Review to Bruce Nicholls. So all future Editorial correspondence to Bruce Nicholls at the address given in the contents page.

Best of luck Bruce!

Richard Alexander
C.G.H. Services

EPIC ORIGINS

INTRODUCTION

The QL EPIC ADVENTURE, published by C.G.H. Services, had a favourable review in QL World in December 1991. This article describes how the program was conceived and developed.

THE CONCEPT

The origins of the Epic go back to 1979 and my University Finals. When a fellow geography student Louise Taylor (nee Thorne) and myself developed the Epic story. It was written on 66 pages of computer line printer paper which was attached to the toilet door of our communal student accommodation. Epic writing was our way of escape from examination pressure.

The Epic was a long rambling story set on a planet that had come across hard times. Looking back the story had all sorts of stuff pinched from classic science fiction and fantasy but a few original concepts did creep in.

We also drew a couple of dozen pictures and world maps of the planet. (More diversions to stop us revising).

After University, there were some attempts to re-write the story but none got very far. The EPIC remains part of my nostalgia for University and summer days...

ENTER THE QL

I started writing computing games at University. I bought a Tandy TRS-80 and in 1984, a Sinclair QL. The QL is an ideal adventure playing computer since there is enough memory in the standard QL for a really decent text adventure - just look at "The Pawn".

I had my first go at a text adventure in 1986 using SuperBASIC. The program called "SPY" had a plot in which you had to break into an enemy spy base and bring back its secrets. It was hard work to produce because each location, message and object introduced into the adventure took longer and longer to test and debug. In the end the program fell short of my expectations although the few people that have played it say they liked it.

Since then I wrote QL Conquest and QL Playwright (now called "Scriptwriter"), the only two of my programs that have hitherto received any limelight on the QL scene.

Last year, I bought the excellent CL Systems QL video digitiser and this inspired me to produce a new text and graphics adventure. I had already written a graphics program called Art-Worker for the manipulation of bit mapped images and graphics compression. The digitiser and Art-worker would allow me to quickly create good quality images for the adventure. So I had a solution looking for a problem... Since I already had a wealth of material from the Epic written at University, that would provide the logical choice for the adventure storyline.

ADVENTURE GENERATOR

All I then needed was a tool to help me with the laborious task of writing and testing the Epic. After my experience with SPY, it seemed the only way to progress was to write my own Adventure Interpreter. This allowed me to put all data for the adventure in one single (very large) data file. The data file was manipulated by a special version of QL PLAYWRIGHT which encoded the text fields to stop cheats viewing the data file from QDOS. This also had the advantage that changes could be made quickly and easily (and the program would be less likely to crash). I wrote the first part of the adventure as a data file then I wrote the interpreter to read the data file and its control language and

so run the adventure. Development of data file and interpreter continued together until the game was finished. The graphics were all planned but only added at the end.

The principle features of the program consist of:

- large vocabulary

- landscape and portrait style graphics displayed by a separate multi-tasking program

- 70 locations (there is in fact no limit to the number of locations that could be programmed in)

- save game facility

- all the usual adventure facilities, inventory control, object control, timed events

- objects have a weight and can "change state" (ie a bottle can be empty, full or broken but referenced just by the word "bottle")

- interactive characters

Development was rapid. Within 4 months, version 1.0 was ready and sent to Richard Alexander of C.G.H. Services in February 1991. It took another 5 months before Richard was prepared to sell the program having had it tested for playability and compatibility with different types of QL. He has also encouraged me to productionise the adventure interpreter, editor and art-worker. That system, "ADVGEN", is soon to be released.

EPIC STORYLINE

So what is the aim of the game? Of the many routes into the Epic story, I selected one where the adventurer should play the role of the captain of a space craft returning from a two hundred year mission.

I rather like the QL World write up of the Adventure story so you could go and read that. This is my version of events: The adventure starts when the captain wakes from suspended animation to find himself alone on the spaceship! Due to a timing fault on the suspended animation chamber, the captain woke up three months behind the rest of the crew. Orbiting around the home planet, something is definitely wrong: the planet looks dead, there are no city lights shining on the dark side of the planet nor any radio communications. A message recorded on the computer provides confirmation of this and the crew had descended to the planet's surface to investigate.

There is only one course of action: find the crew. Unfortunately, the captain soon discovers that the crew have fallen out with each other and split up. One particular member of the crew, a female humanoid called Lois, is of special interest to the captain...

The locations vary from the space ship environment to desert, cities under siege, mountains, caverns and deserted royal palaces. Most locations have a graphic associated with it.

Between each location is an array of people and obstacles: warrior dwarfs, bandits, hostile reptiles, giant spiders, xenophobic villagers (with a nasty way of dealing with law breakers).

Ok, that's enough. Go and buy it, now! The QL scene needs your support and if no-one buys then no-one will supply.

Andrew Pritchard

EPIC ADVENTURE
(256k) (FLP)
£12.50
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SAM THE LITTLE SPACEMAN

This Finnish entry onto the QL market has actually been around quite a while now. It is all in English, so there is no need to worry about translations, and unlike the usual entries for the Eurovision Song Contest, it is in actual fact very good.

Okay, so it cannot be a song for the QL, so what is it?

Well, if you have ever played a QL Caverns clone, then you will not need to be told the general idea. However, here the game seems to have been made up with something of a mix from the old Spectrum classic: Manic Miner.

The program is supplied without any instructions at all, but in fact is relatively simple to get the hang of. Once the game has loaded, you will see a colourful loading screen which shows a little man walking back and forth muttering to himself. After a little while you realise that you should be reading this as some idea as to the aim behind the game. He informs you that some gremlins have gotten into his spaceship and re-arranged vital parts around the ship, making it useless for space travel.

It is your job to go around the ship and arrange these different parts into some sort of sensible order.

However, your task is not all that simple.

The game is in fact made up of many different, extremely colourful screens, each of which is inhabited by different moving creatures, including ones driving tanks and cars, and other odd shaped things. Luckily each of these creatures will only move quite placidly left and right across the screen (I've not found any bouncing balls yet). If you bump into any of these creatures, then your limited energy is reduced until you eventually die.

Thankfully, as with most well-organised spaceships, there are plenty of things lying around which you can stand on, well out of the reach of these creatures (provided you are quick enough and judge their height correctly). You can also jump over the creatures provided you time your movement correctly, by pressing the up cursor key along with the left or right cursor key. Things are made even simpler when you find the screen where the gun is located which can be fired (using the space bar) to kill off one of these creatures. Be warned though, each time you fire a shot, your energy is reduced and once you leave the screen, on your return the creature is miraculously brought back to life.

"Constantly fighting a battle against time"

Your task is made a little harder by the fact that you are constantly fighting a battle against time, since you can also carry only a limited supply of oxygen, which diminishes as time progresses. However, both oxygen and energy can be increased by picking up some of the little parcels of food and oxygen bottles which lie here and there.

Don't forget that whilst you are on your

travels, you also need to pick up the odd bits of equipment and parts which are lying around. It is not always obvious where these are since some of them already seem to merge in quite well with whatever else is lying around by them. However to pick one up, you merely have to walk across them and so you soon discover which bits of the spaceship you can pick up and carry about. It takes a little thought however, since you are only allowed to carry three objects at a time, and so each time you pick something up, you must drop something else. You must therefore try and get the things you are carrying into some sort of order so that you only drop the part you want to.

On top of this, you must also look out for clues as to which parts go where. For instance on one screen there is a flag pole (you have to jump to be able to reach the flag) which has a Russian flag on it. Swapping this with the Finnish flag will earn you some extra points. I was disappointed that the program doesn't beep or something to tell you when you have placed something in the correct place however, so it is very much a question of trial and error.

Very soon you are killed off anyway,so without stopping on the restaurant scene for a quick meal or to dance on one of the tables, you are returned to the start screen, and the program tells you that you have scored a measly 3%. It is then up to you to figure out just which object you had placed in the correct position.

Overall the game is certainly worth the small sum requested. However it could be developed a little more. It will keep the kids amused for quite a long time, and can indeed be pretty addictive even for adults, so why not give it a chance.

I must warn you that the author requires payment for the program to be in cash due to the high cost of cashing cheques in Finland. I have therefore been given permission by the author to sell copies of the program here in the UK. Since I only get 50p for each copy, you will need to send me a blank disk or microdrive, £5 and return post and packing.

The game fits into 128k (unfortunately for users with bigger memory, it must be reset to 128K for the program to work - although a routine to cut memory is included, this will not work on Trump Cards which will need to use their own RES_128 routine). I am sorry to say that the game is not Minerva compatible at present, although QVIEW are looking into this for me.

Rich Mellor

SAM THE LITTLE SPACEMAN
(128K) (FLP/MDV)
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THE CORE WAR

Imagine creating a machine; a machine that must survive in a barren and often hostile environment. Its very existence is continually threatened for together with it in that desert is another machine whose sole purpose is to destroy. Each is programmed to seek and abort the other; each can move, shoot, track, repair, watch and wait, in a unique form of combat not found in any other media. Feel like having a go ? Read on.

Core-wars is unlike any other computer game. Two short sentences of pseudo machine code are randomly positioned in a small area of memory. Within their programs lie instructions that seek to inhibit or even abort the other's processes. The vocabulary of the language is small: some 9-10 instructions are modified by four types of memory access or address modes. Those who are already experienced in assembly language will have no problem, whilst others should find the 'red-code' easy to learn and a good introduction to in depth programming. This may sound forbidding, but it is all for a good cause; the tricks and tactics of the combat are fascinating and addictive.

Imagine a warrior copying itself over and over again; appearing all over the 'core' and continuing there - the game allows for multitasking; multiple warrior clones are a reality! This example is called 'mice', devastatingly simple but difficult to control. Its one drawback is its lack of targeting: it is almost impossible to stop, but hardly ever kills its opponent, merely forcing a draw. Perhaps a two line piece of code is of more interest, this merely bombs each location in turn. Called the 'dwarf' it is difficult to find because of its size, but is slow since it is unintelligent, and bombs sequentially.

Do you want to create a large complex warrior with sophisticated search algorithms and self protection, or do you keep it simple and hide yourself away in some corner? In 1988 the world champion introduced a 'radar' into his code which watched for impending attack, removing itself to a safe distance as required. Some warriors use 512 instructions, others much less, the smallest being a single line warrior called an 'imp'. This merely copies itself into the next location to be processed; it progresses quickly through the core converting all outsiders into its own form!

The game itself began in 1984 though wasn't standardised until 1986. New rules were suggested in 1988 and will be fully implemented internationally this year. At present there is no QL core to this standard, though it is under development. Paolo Montrasio of Italy has written a turbocharged version using '86 rules which is available through Quanta and also now from C.G.H. Services Public Domain Library. It does however contain a minor error which we will correct as soon as possible. I have written a machine code core some 20x faster, which should hopefully soon be adapted to accept either set of rules. An editor/compiler is also under design so creating a fast and versatile suite of programs for the testing and development of warriors.

There is no British core-war association at present; I would like to remedy that as soon as possible. If anyone is interested in the game, entering tournaments, or discovering more, please get in touch through Richard Alexander of C.G.H. Services. It would be nice to be able to hold a British competition, perhaps by the end of this year (??). Please don't be shy; join the core-war; its the ultimate!

Nick Ward

QUICK MANDELBROT

THE STORY

Mandelbrot generator programs have lived for many years on the QL in the public domain sector, but recently two new ones have become commercially available. These programs are "Qractal" by Progs (Belgium) and "Quick Mandelbrot" published by C.G.H. Services. At £10 Quick Mandelbrot is the cheaper of the two and also the subject of this review. So, why pay for a Mandelbrot program when many are available through public domain ? To see we'll boot up Quick Mandelbrot and see what it has to offer.

THE PLOT

The program boots from a reset QL in only a few seconds, as the main program is an executable task of about 43k in size. Anyone who has tried to plot a Mandelbrot set will realise that it is a slow process, and so the program has the option of multitasking and running with other tasks (slow) or to stop multitasking for maximum speed. For this review the program is running under QPacII (freeze option ON) on a JM Goldcard QL - so it is multitasking all the time.

The opening screen is one of the whole Mandelbrot set, with a menu window from which options are selected by moving a bar over the appropriate item and pressing ENTER. Here lies a problem on a fast QL - the select bar moves VERY quickly, and so it may take a few tries to select the desired option. I soon got used to it however, and this would obviously not be a problem on a standard QL. The menu allows the user to choose the accuracy (number of iterations 7-255), access the files submenu, magnify a portion, move the menu window, change multitasking ON/OFF and quit. The menu window may also be moved or removed entirely to view the whole screen; it returns by pressing F5.

The beauty of the Mandelbrot set is the ability to be able to magnify a portion and view it in more detail. To do this I selected the MAGNIFY option. This menu allows the user to find his/her present location in terms of its real and imaginary co-ordinates. To choose a new part to magnify you can either type in the co-ordinates or move a re-sizeable box to the desired part of the screen you wish to view closer. I chose the latter method and enlarged a portion with the default size box. It is pointless trying to relate relative speeds, as different parts of the Mandelbrot set take different amounts of time to calculate - but you should expect to wait a good few minutes for each new screen. The picture generated was very detailed, and looked good in the 8 colour mode. Generating the same area again, only using an accuracy of 31 iterations instead of the default 255 produced a slightly less detailed picture but in about half the time. It makes sense therefore to wander around the Mandelbrot set with a low accuracy and when you find an interesting part increase the accuracy and re-draw.

"many example screens are provided"

After wandering around the Mandelbrot set for a while, I tried the printer dump facility. This is accessed from within the FILES submenu. The printout obtained from my Epson 9 pin was an adequate single pass 60 dpi greyscale dump. A better quality dump could be obtained by saving the screen using the SAVE option and using the Emanuel Verbeeck screen dump program "Imagix", or any other screen dump program. Screens may also be loaded into the Quick Mandelbrot and many example screens are provided on

the disk (named after chocolate bars curiously enough ?!?). I presume that if the program is bought on microdrive, you don't get these screens as they occupy 32k each. The FILES submenu also includes some file maintenance options like delete, format and directory. The directory function is well thought out, as the device directory is shown in chunks of 8 files, the user pressing ENTER to view the next 8 files. This is much better than having to press CONTROL+F5 to freeze the screen as the files rush by.

The depth to which the Mandelbrot set can be viewed is also quite good, the manual claiming 8 or 9 enlargements on the default size box before the QL runs out of decimal places. In practice, it seemed as though I could go further down than this and it is certainly possible to get some good images with this amount of depth.

THE MANUAL

The text provided comes on 8 sides of an A5 manual, well printed with a nice red cover and a pretty picture of the Mandelbrot set . Inside, the theory of the Mandelbrot set is explained - if you understand the theory of complex numbers the explanation is clear. If however the idea of the square root of -1 blows your mind, the explanation is not essential for the enjoyment of the program. Extra background reading titles are also given at the end of the manual for further information on chaos related topics.

IN SUMMARY

The program is well presented, easy to use and is capable of producing some good quality screens. Whether the program is quick or not is debatable, typical timings are shown below for my system:

To draw the entire Mandelbrot set -2-2i to +2+2i (or as near as is possible with each program):

BASIC (interpreted)	: Hours !!!!
BASIC (compiled)	: 22m
Quick Mandelbrot	: 2m 56s
E.Verbeeck's	: 1m 10s
Mandel_E	: 0m 41s

All timings approx, with 127 iterations. The other two Mandelbrot programs are public domain - available from C.G.H. Services and Quanta respectively. The timings may seem to show that Quick Mandelbrot is in fact slow for a machine code program, but compared to the BASIC version given in the manual it motors along! It should also be noted that Mandel_E only gives the option of zooming in once, with Quick Mandelbrot giving the greatest depth of all the programs. I can therefore recommend Quick Mandelbrot to anyone who wants to obtain high quality images - but I strongly urge you to try Emanuel Verbeeck's program as well.

Andy Dean

QUICK MANDELBROT
(128K) (FLP/MDV)
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ENGLISH DICTIONARY DISKS 1 AND 2 : text files ported from the ST, with word meanings.

ESOTERICA DISK 1: includes D-I-Y Pyramid construction prog, Biorythms and psychology progs.

FONTS DISK 1: A few text 87 fonts - more wanted.

FRACTALS DISK 1: includes large numbers of mandelbrot and other fractal progs.

FRACTALS DISK 2: Carl Cronin's Mandelbrot prog plus animation screens.

FRACTALS DISK 3: Rainer Kowallick's mandelbrot prog as amended to give "Jewel" efffect.

FRACTALS DISK 4 : sample screens from QRactal

FRACTALS DISK 5 : Lyapunov Space generator plus 20 sample screens by Per-Erik Forssen.

FRACTALS DISK 6: More Mandelbrot progs.

GAMES DISK 1: includes Starburst, Cavern Frenzy. (Menu on Games Disks by Rich Mellor.)

GAMES DISK 2: includes many arcade type games.

GAMES DISK 3: includes QL War.

GAMES DISK 4: includes the demo version of Oddyssey by Neil Davidson (not Minerva compat!)

GERMAN - ENGLISH DICTIONARY DISK: a pop-up utility to translate from German to English.

GRAPHIX DEMOS DISK 1: Too many to list!

GRAPHIX DEMO DISK 2 :" Movioloa" (as TV Movie 2 but with extra commands.)

GRAPHIX DEMO DISK 3 : the Brummie 'Elite' Demos - not Minerva compat.

GRAPHIX DEMO DISK 4 : includes the brilliant Double 3-D Wave animation.

GRAPHIX DEMO DISK 5: Franz Herrmann's Wirlworld (O.K. on Minerva now.)(needs 512K+)

GRAPHIX DEMO DISK 6 : Mark J. Swift's Prize winning "Turning Head" animation. (non-Minerva)

GRAPHIX DEMO DISK 7 : Mark J. Swift's "Turning Head" done for Minerva.

GRAPHIX SCREENS (GIF FORMAT) DISKS 1,2,3: Misc screens with GIF viewer prog.

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PUBLIC DOMAIN AND SHAREWARE LIBRARY

ALL DISKS £2.00 EACH INCLUSIVE OF MEDIA AND P&P

PLEASE ADD 10% FOR POSTAGE TO EUROPE, 20% FOR REST OF WORLD

GRAPHIX SCREENS (PCX FORMAT) DISK 1: screens and viewer prog. (Not Minerva compatible.)

GRAPHIX SCREENS (QL) DISK 1 : Misc screens

GRAPHIX SCREENS (QL) DISK 2: J.R. Haldane's clip art and other screens.

GRAPHIX SCREENS (QL) DISK 3: Roland Kaiser's disk of clip art plus 4 SuperBasic progs.

GRAPHIX SCREENS (SPECTRUM) DISK 1: Andy Dean's converter prog and sample screens.

GRAPHIX SCREENS (ST) DISKS 1,2,3,4,5,6,7,8: Misc screens ported from the ST mainly by muggins.

GRAPHICS/ SCREEN UTILITIES DISK 1: includes sprite designer, and windows progs.

HAM RADIO DISK 1: includes PC conversions.

HARDWARE INFO DISK 1: includes info on Quest Disk i/face and SuperQBoards. More welcome!

INDEXES DISK 1: includes QL World and QUANTA indexes by Chris Adams.

JIMMIE ROBB DISK 1: Several useful progs, esp for printers.

MALCOLM SMITH DISK 1: 5 SuperBasic progs.

MATHS AND CALENDAR DISK 1: includes calculator, pi and calendar creator progs.

MONEY DISK 1: 3 useful money progs by Stan Harle - need extra memory and TK2.

OLIVER FINK DISK 1: includes progs requiring Pointer environment to work.

PRINTER UTILITIES DISK 1: includes label creators and printer tutorials.

PROGRAM DEMO DISKS 1 - 3: Cut down versions of QL commercial progs.

PROGRAMMING DISK 1: includes QL PROLOG.

PROGRAMMING DISK 9: includes QLFORTH

PROGRAMMING DISK 18: C68 for QDOS - C Tutorial

PROGRAMMING DISKS 19 - 21: C68 For QDOS Runtimes and docs. (By Dave Walker)(Release 3.02)

PROGRAMMING DISKS 22- 26: C68 For QDOS, Source Code.

PROGRAMMING LANGUAGES DISK 27: C-PORT Support Library.

QITALY DISKS 5 - 11: Reviews, screens shots and progs, mostly in Italian.

QPAC UTILITIES DISK 1: Jeremy Davis' QPACer program, includes several example boot progs.

RALF BIEDERMANN DISKS 1 + 2: excellent collection of programs, games, utilities etc.

RAY DENT DISK 1: 4 utility progs.

RECREATIONAL MATHS DISK includes Life cellular automatons etc.

RICH MELLOR DISK 1: 4 utility progs.

STEPHEN BEDFORD DISK 1: 7 utility progs.

SUPERBASIC UTILITIES DISK 1: includes large numbers of utility progs, toolkits, procedures etc.

TEXT DISKS 1- 7: The Bible- (Old Testament)

TEXT DISKS 8 - 9: Computer Jargon Text Files.

TEXT DISKS 10 - 11: German-English Word Translator (and vice versa)

TEXT DISK 12: Olympic Winners (up to 1988!)

TEXT DISK 13: Misc files

TEXT DISK 14: 400+ Business Letters from U.S.A.

TEXT DISKS 15 - 16: The Bible (New Testament)

TEXT DISKS 17 - 21: 200,000 English words.

TEXT DISKS 22 - 24: CIA'S World Fact Book. Current to 1990.

THOR P.D. DISK 1: THOR info files and progs.

T.V. MOVIE DISKS 1 - 5: Digitised Italian TV animations.

TYPING TUTOR DISK 1: Roger Hamilton's Artip prog.

CHINESE CHESS

Chinese Chess, written by Ant Publishing, is a neatly and economically presented, prettily packaged program which simply plays Chinese Chess, or Hsiang Ch'i. You can play against the computer, or use the computer to display a game against a human opponent. None of the three levels the program offers plays an expert game, but you have to play sensibly and carefully to beat the machine at any of them. This is a program that you would buy for general interest; it will not help a good player to improve his game. With that proviso, it is an excellent buy. Time and trouble have gone into the program, and the result is very pleasing. The program is a must for anyone with an interest in board game simulations.

Isn't ONE form of Chess more than enough?

Exactly where and in what form chess originated is one of the great mysteries of civilization. Well, OK - there are at least three people who think so. The view favoured by the (very) brief history in the Ant manual is that the first chess-type game was the four-handed Indian game, Chaturanga, which evolved into two-handed Chatranj. Although modern chess did not exist until the Renaissance, the game has existed in some form for something like twelve centuries.

Chinese chess predates the Western form, and is enormously popular in China. Thus far, it has not been easy for Westerners to get to grips with it, partly because of the pieces, which are normally cheaply made wooden discs. You can pick up such sets for a song (or even small amount of money) in the Chinese emporia around Soho, and probably elsewhere. The problem for Westerners is that the only way to distinguish one wooden disc from another is to read the Chinese characters stamped on them in (often red and blue) ink. The problem is compounded by the fact that the symbols for some pieces (the General, Elephant, and Soldier, to be exact) differ depending on whether the pieces are "black" or "white".

The Ant program resolves this problem at a stroke by offering a choice of displays: Chinese characters, or figurative emblems. You can switch instantaneously from one style to another during a game.

The display is straightforward and clear. The two sides are coloured red and green, and displayed on a board to the left of centre of the screen. A record of the moves is shown on the right of the screen. Above the record of moves are shown the command options available to you.

What is it like?

The game is very different from the Western counterpart. The aim of the game, as in chess, is to checkmate the enemy leader - in Hsing Ch'i, this is the General and not a King. Otherwise there is no feature exactly like the familiar game of chess, although the western form echoes its Chinese counterpart in many points. The board is 9x8 instead of 8x8, and you play on the intersections instead of in the squares. The two sides are divided by a "river" which Elephants may not cross.

Top Brass

The General (equivalent to the King in chess) and his Counsellors are confined to a citadel of 9 intersections situated in the same position as the goal on a football field. Although there is a Horse, it differs from the Knight in chess in being unable to jump. The Chariot moves like the Rook in chess, but is the most powerful piece on the board, since there is no equivalent of the chess Queen. The Cannon is a particularly interesting piece, which moves like the Chariot (i.e. like a Rook in chess), but can capture only by jumping over an intervening piece. Counsellors and Elephants move diagonally, like the Bishop in chess, but only one or two intersections at a time.

Ours but to do or die: the cannon-fodder

The Soldier moves like a Pawn in chess, until it crosses the river - and then gets more complicated! Soldiers have a much stronger desire for self-sacrifice than Pawns in chess, and despite the comparative restriction of some of the pieces, play is generally fast and furious. There is no castling, and this helps to make games shorter in general than western chess.

Playing the Game

A useful option to get familiar with the game is to set the computer to play against itself. Then you just put up your feet and watch the pretty display. Later, when you feel confident enough to grapple with playing the game yourself, you can ask the computer for a hint at any stage. Of course, the program is generous, and will allow you to take back your moves. Entering moves is done by the familiar system of specifying a point on the board by entering a combination of letter and figure. For example, "H2 E2" would move the red cannon to the centre of the board.

Later still, when you get to be good, you may want to do some analysis. The Ant program will allow you to do this, too, if you first clear the board, and then set up a position on it.

The three different levels offer different response times, but none of them is sophisticated. Do not expect this program to offer the kind of stiff opposition which Psion Chess provides. On the bonus side, you don't have to wait so long for a response, either! You could die of boredom waiting for Psion to make up its sober and serious mind. Hsiang Ch'i is interesting, but it's purely for fun, and makes no pretence to be for anything else.

The Manual

It's a simple but attractive manual, of folded-A5 dimensions. It says "Hsiang Ch'i" in Chinese characters on the cover - at least, I expect that's what it says; it could actually be saying something very rude, for all I know! It says much the same stamped on a nice khaki-green waxen seal affixed to the front cover. The whole thing has a distinctive air of parchment-yellowish antiquity.

Inside, the manual is dot-matrix printed, but well-presented. In addition to instructions on the game, and how to use the program, there is a brief history of the game, a sample game, and a useful bibliography.

Like the program, the manual is a stylish but unfussy piece of work.

Assessment

The whole thing, it seems to me, is well worth the modest price. My program had a bug (the knight-B2 bug, if I recall correctly) which led me to return the program to its maker with angry protests. The result was an extremely long phone-call from a nice man at Ant Publishing, who took me painstakingly through every feature of the problem and provided a solution. You can accept bugs if you get service like that.

Some General Thoughts

Chess simulations for the QL are too rare to allow us to ignore Hsiang Ch'i. Apart from this, there is, as far as I know, only Psion Chess (which maddeningly demands its microdrive key, and which can work erratically on non-standard QLs). It is a very fine program, if slow. QLSUB (remember it?) once advertised a program called "Chess 4" by Softspeed Ltd, but were unable to provide any details when I phoned. I notice that Softspeed do appear in Richard's excellent QL Survivor's Source Book (makes us sound like dinosaurs, doesn't it?), so I may contact them soon.

I know of no QL version of the typically diabolical Japanese Chess, or Shogi. Nor do I know of any full-scale version of Go (or Wei-ch'i) - though the lesser Go-Moku has appeared in cut-down form in a QL User listing. The Go board fits nicely onto a QL display, and I have got that far myself; the programming of the game, however, is Wei (for which apologies!) beyond me.

Perhaps Leisure Review might provide a forum for pooling information about such simulations. I have a feeling there must be a few around.

Mike Edwards

EDITOR: Ant Publishing no longer supply or support Chinese Chess as there was insufficient demand for the program since it was released. Many programs have gone down the same route and if you come across any of them please send details, or a review of the program, and we will try and publish the details.

GAME IDEAS

As the main publisher of new leisure software for the QL in the U.K., I find that there are very few new games now in development for the QL for commercial release. The main reasons are obvious - the QL has very limited graphical and sound capabilities compared with the ST, PC and Amiga; there is a very limited market for the products which in turn means that writers get little return for their efforts; there are too many possible hardware combinations, which increases the possibilities of incompatibilities and extra work involved in sorting them out or producing different versions for different set-ups and finally there are very few people with the time to develop the programs, assuming that they can think of anything to write. There is very little that we can do about the first two problems but we can at least help things along by suggesting some ideas for new programs that authors may find interesting to develop and people will find exciting to play.

The first area concerns war-games. The situation hasn't really changed much from the very first issue of QL Adventurers' Forum. We supply D-Day (greatly modified and improved by Rich Mellor), War in the East may still be available from TK Computerware (unfortunately we never resolved an easy way for us to make Rich's vastly improved version available here, even though Rich is still working on it) and that's it. There are Naval warfare simulators such as Grey Wolf and the excellent Fleet Tactical Command and Type 22 may still be around but that is it. I am sure that a well-written wargrame, which could use elements of the D-Day design, perhaps dealing with different scenarios is perfectly feasible for the QL. I expect that Dr Peter Turcan's 3D wargames are too awkward to do on the QL, but a respectable top-down map-based game should be well within the QL's capability and would sell quite well.

Related to the wargames are the strategy ("God") games such as Populous, Mega-Lo-Mania and the like. Here the QL's graphics let it down, but a simplified version should still be achievable as much of the programming is down to writing a coherent scenario and the relevant algorithms. Or maybe a Castles game could be done - hopefully quicker and more strategy based than the Amiga version. For that matter does anyone fancy doing a Sim City type program or a Railroad Tycoon ? (Updated to Airline Tycoon perhaps?)

One very popular area for games are simulations. There are a few flight simulators for the QL and we sell Open Golf. But is a decent Football game beyond the QL's capability? Graphically these are actually quite simple, you could get away with a green pitch, white markings and ball and players in red and black (Mode 4). Controlling the players can be done by joystick control (2 player versions ditto), the sprites wouldn't need much animating and would be quite small and the QL is just as capable as the other machines when it comes to running the A.I. required to work out the movements of the players. (I wouldn't recommend Cricket however, it seems almost impossible to simulate properly, perhaps we'll need V.R. to simulate cricket properly.) Or how about a networked BattleZone game for two players with filled tanks rather than wire-framed ones?

When it comes to arcade games we sell quite a few (as do the German publishers) and they seem quite popular. However, I'd like a cutesy platform game like Rainbow Islands for the QL, preferably one that fits onto a 128K machine and microdrives. There was 3-D isometric arcade adventure for the QL available from New Zealand but it disappeared without trace when the publishers ceased trading, but it shows that it can be done on the QL. Another favourite

genre is the arcade maze game. Again there have been good QL games in the past but a few more wouldn't go amiss, maybe Squidgy will extended beyond its existing single-screen format? Another idea would be a decent car-racing game using a driver's-eye view (rather than top-down.)

Another popular genre of games are the puzzle games or those based on board games. We have Othello, Chess, Chinese Chess, Tetris and similar games available for the QL and these do quite well. I know that there is most certainly a demand for a new chess program, if only because so few people have working copies of the Psion Chess program - either due to microdrive failure or hardware upgrades. I did hear about a PipeMania clone for the QL but I fear I may have put the mockers on that project as the authors contacted me when I was in my very depressed state and thought the project unlikely to sell well.. However if anyone wants to pursue the idea I think it could be well worthwhile. Basically anything which requires a mainly static screen can be attempted on the QL, but be very careful with board games that you do not infringe copyright.

Role-playing games should also be feasible for the QL. Much of the programming consists of sorting out the mazes and the various battles along the way. Elements of this already exist with 3D maze games, which would only require the addition of monsters and the algorithms for the "party" and its interaction are usually quite simple. Of course we couldn't expect to approach the sound samples and more sophisticated graphics of other machines but the basic game idea could easily be implemented. (He says!) Hopefully writers for the QL might be tempted to avoid the cliches of this genre (all dungeons and dragons), but it's not always easy to think up original game designs.
One of our traditional (if one can generate a tradition in 4 years!) mainstays has been adventure games and we'd be very happy to have more to publish and sell. However, I'd have to admit that the sales of our more recent adventures have been very disappointing, despite excellent reviews in QL World. Voyage of the Beano and QL Epic Adventure both required disks and expanded memory and this may have cost some sales, so there may still be a market for text adventures that fit standard QL's and mdvs. Alternatively it may be a genre that has been superseded by more graphically orientated games. That said our P.D. Library disk of adventures has proved quite popular so I wouldn't want to discourage people from writing adventures, especially if you can think up interesting scenarios. There certainly isn't a lack of adventure writing utilities!

Related to games software there are what are loosely described as "Educational" programs. There is a distinct lack of these programs for the QL. It might well prove quite a good market to try out for new programmers as we quite often get requests for educational progs. Remember that many QL's are owned by adults with young children. The parents have gravitated to more powerful machines but the QL has been passed on to the children, but they lack suitable software. The QL's limited graphics are quite adequate for educational programs and provided the programs fit onto a mdv and into a 128K machine they should sell quite well. (I'd aim at the 6 - 11 year old market, old enough to be familiar with a keyboard but not requiring software directly tied to a particular syllabus.)

If all else fails have a look at what is available on other machines and see if you can do something similar on the QL. So there we have a few ideas for budding software writers. I hope that it stimulates those of you still interested in programming for the QL. If you get stuck with a particular aspect of writing your masterpiece it's quite possible that someone else is out there who has complementary skills to your own, so do write in and we'll see if we can match people up.

Richard Alexander
C.G.H Services

SQUIDGY ROUND THE WORLD

This is yet another new arcade game from the CGH stable which is both addictive and yet needs a little more thought than the normal arcade game. This is not a game which can be completed by shooting everything in sight (for one thing you are not given a gun!).

This game would at first appear to be similar to CGH's new release, Pudge, in that it is made up of lots of different screens from which you must collect certain items. This game however does not provide quite so much food for thought as Pudge, since you cannot do anything in this one which will prevent you from completing a screen. Beyond that initial impression, this game is very different, and so deserves to be reviewed on its own.

The manual tells you that Squidgy once lived in a gravel pit in the Cotswolds, but was taken in by a nice family who brought him up. Unfortunately, the world outside the front door is a nasty place (that's why we're all here playing on our computers isn't it??) and there are people who want to grab Squidgy and perform nasty experiments on him. It is your task to help him avoid their clutches, but at the same time to see all 50 countries (each one represented by a different screen) in the world (after all, after 200 years, your own home does get rather boring!!).

So, with this task in mind, I loaded the program. On loading there are four icons which allow you to Quit, play the game, get instructions or alter the keys which you will use to play the game (normally you would use the cursor keys or a joystick). A quick glance at the instructions hoping there may be some more information to help me on my task (oops.. forgot I wasn't playing an adventure for a while there), and then into the game itself.

Each screen is made up of either scenery, things for you to collect, or meanies out to get you. The meanies on each screen will only move left or right, and will turn direction whenever they touch something. It is therefore quite easy to start on each screen as there is generally one of the objects you have to collect between you and the meanie. The problem of course is all in the timing of picking up that object which is keeping you safe, and yet managing to keep out of the way of the meanie (good job you are given 50 lives to start with)!

There are lots of nasties on each screen which need to be avoided, and also lots of things to pick up. On later screens you can pick up extra lives, clocks to increase your bonus score (given you when you complete a screen - if it hasn't counted down to zero that is!); and even immortality crosses, which help with the really difficult parts of a screen. However, just in case you get too excited and start zipping all over the screen, there are several bombs placed on each screen which will explode and kill you should you happen to knock them.

The action is not too fast as to be impossible, but goes along at a nice pace (just right for the youngsters!), giving you time for a little thought. As a hint though, it is useful to remember that you can move diagonally in this game - useful when you are trying to get two objects which are either side of a meanie!

The game contains enough to keep you going for quite a while, and although the large number of lives may seem a lot when you start the game, believe me, they are not enough to complete all 50 screens unless you are very GOOD at the game (I slowed the game down a lot so that I could try all of the screens and still only reached the 49th screen!).

The graphics used in the game are very good, and the variety of objects, monsters and scenarios are more than wide enough - after all, what other program can you be asked to avoid skeletons, lumberjacks and santa's boots all in one game!?

This game has to be highly recommended to the young and young at heart, and with suggestions that further screens may be added to the game, it should keep you interested for quite some time.

Rich Mellor

SQUIDGY ROUND THE WORLD
(FLP)
£12.50
(MDV)
£15.00

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PUDGE

This is yet another in the line of brilliant and addictive arcade games written by Damon Chaplin. His earlier programs were renown for frenetic action and squeezing the most out of the QL's graphic capabilities. Well, this program has to be a certain winner.

The idea of the game is simple: as explained in the usual small A5 size manual used by CGH, your planet has been used as a nuclear dumping ground, and to prevent the imminent disaster, Pudge has decided to take action (sounds like the local Leigh Industries plant...). Pudge sets off to cleanse the planet and to get rid of the Naggons who are responsible.....

The game is made up of lots of very colourful and clear graphics, which consist of different bits of scenery (including conveyor belts, transporters and slopes), together with the nuclear canisters which must be destroyed by feeding them into the deadly chompers (as the name suggests, these are merely large mouths which will eat as many nuclear canisters as you feed them - although they will also eat you should you get too near!!); bombs which must be defused; radioactive earth which must be cleared away; and lastly the dreaded Naggons which will chase you around the screen.

On loading, the first screen would seem simple enough: most of the nuclear can easily be manouvered into the Chompers (you get behind them and push!!), and there is only a bomb to upset your plans. However, on reading the manual, you find that to defuse a bomb, you will need to surround it by four of the rocks which are scattered about. This is not too easy however, as you can only push one rock at a time, which means that a great deal of thought has to be given as to how you will release four rocks without getting them jammed behind each other. This game is not just a mindless arcade game, but is obviously one which will require a lot of thought (thank goodness there's a pause button)!!

You are given three lives to play the game, each of which has a limited period of life. As time ticks away on the bomb fuse, also does your life. However, although you can replenish your life, the bomb must still be dealt with....

There are 32 screens in total supplied with the game, the difficulty of which varies from quite simple to nigh on impossible. However, none of the screens I have encountered so far prove to be so impossible to stop you wanting another go to see if there just is some way of dealing with all this pollution. After many hours of play I have only reached screen 12 and had just about given up with dealing with the bomb (let alone the Naggon which is also on this screen) when I suddenly saw a way out.....

I can also recommend a stop-watch for those of you on the higher levels, as one screen demands that you jump off a conveyor belt about 7/8 of the way along it - come of it at any other point and you will be killed!!

Yes, this game is highly addictive and should prove a challenge for even the highest intelligence. The screens I have encountered so far are well laid out and very well balanced between speed and thinking time. I do warn you however that time is very short on some of the screens (how about that one with four Naggons, and only four Nuclear Canisters.... {the former are killed by surrounding them with the latter})!! Thank God you can pick which screen to start on by using a password which is given at the top of each screen when you reach it.

With 32 screens to play, plus the ability to design your own further screens to go with the program, this should keep everyone not only amused, but also fascinated for a long time yet. The program deserves to be a best seller, and even the most serious user should consider adding this to their library for those long winter evenings, and also if they want to get into training for a Mensa test!!

As a final warning, think hard and long AFTER you've bought the game, as you'll never forgive yourself if you do not purchase a copy!! After all, just how often does your mind get the same sort of exercise as your reactions when playing an arcade game ?

Rich Mellor

PUDGE
(128K) (FLP/MDV)
£12.50

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MINERVA COMPATIBILITY I

Altering programs to be Minerva Compatible

Many programs are already compatible with Minerva, however, some of the older QL software can demand a little work by the user before they will work. Minerva is supplied with several bodge programs to fix some of the problem software; one of the most important of which is the program to fix old versions of Qliberated programs ("Qlibodge"). So it is always important to check if any of the files supplied with your 'problem' program are Qliberated. This can be done by simply:

COPY flp1_x_task TO scr

This copies the given program (x_task) to the screen. All you have to do is look for something near the start of the program which reads ' 1987 Liberation Software'. If this is there then it is always worth trying the Qlibodge program (beware of programs where the runtime toolkit is supplied on disk rather than actually forming part of the program - you will merely need to copy the supplied file 'Qlib_Run' onto the disk instead of this file {and make sure that the correct amount of memory is set aside to load this in by RESPR(10622)}.

Another important thing for programmers to note is that machine code programs should never set the register A7 (the stack pointer) to an absolute number, since this can cause the computer to lose track of where the system variables are (or indeed where anything is stored), and on Minerva, this merely makes the QL 'hang'. Games which are known to fall foul of this are: M-Cruncher, QLFlight, Lands of Havoc, Karate, and Sam the Little Spaceman.

To fix QLFlight (Microdeal), we need to remove the command at the start of the program:

MOVE.L #$37FF0,A7

This is done by the following few lines:

```
10 A=RESPR(27776)
20 LBYTES flp1_flight,a
30 POKE a+10,78
40 POKE a+11,113
50 POKE a+12,78
60 POKE a+13,113
70 POKE a+14,78
80 POKE a+15,113
85 REMark The above could be
replaced on Minervas post v1.78
by one line : 30 POKE
a+10,78,113,78,113,78,113
90 DELETE flp1_flight:SBYTES
flp1_flight,a,27776
```

To fix Lands of Havoc (Microdeal), we similarly need to remove the line :
MOVE.L #$29000,A7

```
10 A=RESPR(12000)
20 LBYTES flp1_havoc,a
30 POKE a+16,78
40 POKE a+17,113
50 POKE a+18,78
60 POKE a+19,113
70 POKE a+20,78
80 POKE a+21,113
90 POKE a+1212,78
100 POKE a+1213,113
110 POKE a+1214,78
120 POKE a+1215,113
130 POKE a+1216,78
140 POKE a+1217,113
150 POKE a+1394,78
160 POKE a+1395,113
170 POKE a+1396,78
180 POKE a+1397,113
190 POKE a+1398,78
200 POKE a+1399,113
210 DELETE flp1_havoc:SBYTES
flp1_havoc,a,12000
```

** NOTE that this still gives problems on my version of the program, so if you enter the above and the program works fine then please send me a copy. **

M-Cruncher (Medic) can also be fixed in a similar manner. However there are very few

copies of this program around, and even fewer which work. So if you are interested in a working copy, send me your existing copy of the program, and I will for £1 plus p+p send you a fully working copy. For those of you lucky enough to have a working copy, the amendment needed is:

```
10 A=RESPR(29000)
20 LBYTES flp1_crun_code3,A
30 POKE a+6884,78
40 POKE a+6885,113
50 POKE a+6886,78
60 POKE a+6887,113
```

Please accept my apologies if the above does not work with your copy. If your file length is different from the above, then I will try to amend your copy of the program for £1 plus p+p. I know you wouldn't be silly enough to try the above on the master copy now would you ??!!

Further investigation has revealed that Sam the Little Spaceman won't work on Minerva v1.80 or v1.82 but it will work on v1.64. Also Aqua Vitae works fine on v1.80 but needs altering for v1.82, and corrupts altogether on v1.64.

If you still have problems with software running on Minerva, and there is no known fix for the program, Dennis Briggs now supplies a small Rom board (for about £12) which can hold a copy of any given QL Rom. When this is pushed into the back of your QL's Rom port, it will override any Rom which is resident inside your QL. Better still, with two of these boards, you need not have any Roms inside your QL at all, and merely swap between the two boards in the Rom socket. Do not worry if your Rom port is already occupied by something since you can fit most other Rom software onto the same EPROM chip (contact Dennis for further details).

Rich Mellor

EDITOR: There is now a Rom switch produced by QL East Anglia (a Quanta Subgroup) which fits inside the Ql and allows both the normal QDOS ROMs and the MINVERVA Mk1 EPROM to exist side by side in the same machine. At power up you select which operating system you wish to work with by flipping a toggle switch mounted in the QL case. The selected system is indicated by a bi-coloured LED-RED for the Minerva and GREEN for the normal QDOS system. The kit is supplied as a ready assembled board, switch, LED and connecting wires - full fitting instructions are supplied.

Rich Mellor
26 Oak Road
Shelfield
Walsall
West Midlands
WS4 1RQ

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MINERVA COMPATIBILITY II

Further to my report in QLLR 1, I have now received several more games programs for the QL to test on Minerva and see whether or not those which gave problems could be altered to work under Minerva. I do not purport to be an expert on compatibility, but hope that my experiences may give users some idea of the size of the problems which may have become slightly distorted by recent press.

My Minerva is now version 1.89, however, the amendments necessary to the given software will most probably apply to all other versions of Minerva. Should you have problems with any software and Minerva, I will be willing to try my best to try to make the program compatible and pass my findings on to other users through QLLR.

It would appear that much of the problem software insists on setting the value of A7 (the stack pointer) to a certain position in memory. For some reason, Minerva does not like this and tends to freeze completely. Although this may have been allowed on earlier ROMs, A7 is not intended to be another machine code variable, but is used by the computer's operating system (QDOS) to keep track of where its stacks are in memory (a stack is used to store lists of numbers - mainly return addresses from sub-routines, but also as a temporary store for machine code variables).

The solution for much of the problem software is therefore quite simple, using a machine code monitor such as Qmon, load the software into memory (do not call it), then alter all occurrences of MOVE.L #$xxxxx,A7 (eg. MOVE.L #$40000,A7) to NOP (do nothing) and re-save the machine code to a backup medium (if you cannot understand this then get in touch!!).

Other problem software is generally due to programs moving the system variables around in memory without telling the QL! This can sometimes be overcome by using the software in Minerva's two-screen mode. Software which fell into this category included Damon Chaplin's Pudge, Speedfreaks and Assault & Battery. (All now Minerva compatible.)

Finally, the other problem I have identified is the old fast-loading routine 'FLRUN' which causes havoc by closing #0 so that any errors will not only stop the software but also crash the QL! QLOAD/QSAVE is much better and more reliable, although of course there is then no protection for Basic programs which can be stopped with the Break key! Actually, I have never tried, but I presume that you could use just that part of FLRUN which turns off the Break key along with QLOAD.... NOTE that FLRUN will actually work with Minerva, but because of the problems which I have encountered with Basic programs stopping with an error and thereby 'crashing' the QL, I would recommend that this is removed from all offending software.

Unfortunately there still remains some software which just will not work with Minerva. Luckily this is now very few and far between, and hopefully solutions will shortly be found.

So, onto the software which WILL work with Minerva:-

```
QL Gardener  (Sinclair)       ) These all use FLRUN. Once this has been
QL Pawn      (Sinclair)       ) removed (this is not easy) they work 100%
Quazimodo    (Shadow Games)   ) Unfortunately FLRUN provides copy protection
Nemesis      (Talent)         ) for them as well and therefore the method of
                              ) removing it cannot be made public.

BJ in 3D Land  (Eidersoft)    ) These all set A7 to a certain value. Once
Eagle          (Eidersoft)    ) this has been 'blanked out' they all work
M-Cruncher     (Medic)        ) correctly on Minerva.
QL Flight      (Microdeal)    )
Aquanaut 471   (Microdeal)    )
```

3D Wanderer (Pyramide) - This again needs the absolute reference of A7 removing, but will only work on Minerva in the two-screen mode.

Finally the problems:-

Lands Of Havoc

Further to my earlier article, I have now decided that not only do the Lightning maths routines prevent you from seeing your man on the screen, but so does the Minerva Rom (even after removing the absolute setting of A7). Even more puzzling is why you can see your man if you move right on the screen, but only intermittently if you move left, and not at all if you move up or down!!

Sam the Little Spaceman

I do not know why this will not work under Minerva. I have removed the absolute addressing of A7, but once the program has displayed the initial screen and tries to print a sprite (whilst waiting for you to press a key to choose the options at the start of the game), the program just hangs!! This may be because the program requires Minerva to be in the two screen mode, but the only problem is that it needs to be loaded at a certain address in memory, which unfortunately it cannot occupy whilst Minerva is in two screen mode and reset to 128K!!

Aqua Vitae

This program now works. I have however had to make some amendments to the screen driver machine code to ensure that the screen driver is 100% reliable. This was not a problem with Minerva, but was the result of poor programming whereby newly opened windows were assumed to be a certain position within the channel table. I have fixed this quite easily by using the ROM routine SD.EXTOP to find the correct channel table entry. I have passed the results of this on to the author of the program.

Karate

This program just freezes after having started. I have however now returned the copy which was lent to me to try. I therefore did not have time to find out where the problem lies.

Mortville Manor

This program is next to unplayable on Minerva because of the problems with drawing the pictures (the colour just fills onto the whole of each screen!!). Oh well, I never could last very long in it!!

Lightning SE (v2.11)

The incompatibility problem with this program is very odd indeed. Once the text routines have been switched on (both from the Rom or from memory), you occasionally get windows on the screen which you cannot get rid of. How do I get these?? Quite simply, I open several windows on screen, then close them all and lo and behold after a MODE 4, they are all still visible on screen (but cannot be altered because they have been closed!!). If you open a later window with the same number (eg #3), only the last one opened on screen is visible, but this can really wreak havoc with the screen display!!

NOTE: Qjump's PTR_GEN gets rid of these problems for those of you who are plagued by extra ghost windows.

COMPATIBILITY WITH INTERFACES

Believe it or not, there are actually some programs which have trouble with a QL with a Trump Card attached (I daresay this is not the only expansion board which has minor problems). The problems can be overcome and do not actually prevent the programs from being used (except in one case).

Some programs which use a lot of memory seem to cause problems with the Trump Card if you have disk drives attached. The problem only seems to occur in the largest programs (and does not appear if you have

loads of small programs in memory). Quite simply, the Trump Card seems to get confused and switches on the motors of both disk drives (it will not damage your disks or your drives so far as I am aware however). It has been suggested that this problem is due to programs overwriting part of the disk operating system, but I would not tend to agree with this.

Programs which have fallen foul of this (which I have seen) are:

The Painter (v4.01)

This seems to turn on the drives if you have all twelve screens open and then try to Filter the whole of one screen on top of another (an unlikely occurrence and one which does not always have the same effect!).

Open Golf (v5.12)

This used to cause the same problem, until I made the program work with only saving one 32K screen at a time (it used to save two 32K screens in memory). I know that the program was not doing anything itself which could cause the problem (it was not doing much at the time the lights came on except for writing on the screen), and has been programmed in Turbocharged Basic (which means that it cannot be a result of poorly written machine code).

Another problem with the Trump Card (and all other memory expansion boards) are programs which expect the QL to only have 128K available to it, and try to load themselves in a certain place in memory. I have managed (both by obtaining later versions of the programs and by some minor alterations) to avoid having any of this software, and therefore do not have to reset the QL to 128K any more (luckily, the Trump Card can be reset to 128K using a provided command - RES_128). However, there still remain some programs which give problems:-

Psion chess

This seems to have settled down a little now and has stopped giving me the screen corruption mentioned in my earlier article. I have now managed to obtain a version of this which has an altered boot program allowing it to work in expanded memory. However, for some unknown reason, the program makes illegal moves unless the Trump Card is cut down to 640K (using Minerva!)...
I have now also obtained a later version of the program (this version is 66572 bytes long instead of 65536), which appears to work 100% (when tried on the system of the friend who owns the original). My only problem now is that it refuses to recognise my key cartridge and so I must now attempt to remove the copy protection !!!!

Froggy (QL World and Quanta)(Also available from TF Services' Bulletin Board.)

I do not have any idea why this program will not work with my Trump Card (or indeed with any expansion memory so far as I am aware). Even having reset the QL to 128K and told it not to recognise any Roms (using Minerva), the program will still not run. The only way that I can get the program to run is by disconnecting my Trump Card altogether. The problem here appears to be that the program cannot cope with the extra speed which the memory on an expansion board provides. The result is that the cars and lorries move along more quickly than the program can wipe them out - therefore after a few seconds, the road is filled with cars and trucks preventing your frog from crossing!! THIS IS A BRILLIANT RENDITION OF THIS PROGRAM AND THEREFORE ANY HELP IN GETTING THIS TO WORK WITHOUT REMOVING MY TRUMP CARD WOULD BE GREATLY APPRECIATED.

Hopefully the results of my experiments can prove useful to some QL users. I would pass my comments onto the software publishers, but many of those whose software is involved are no longer in existence (so far as I am aware) or do not deal with the QL side of things anymore.

Rich Mellor

HELPLINE/SMALL ADS

FANTASIA

Mike Tuppenney has been ploughing his way through this one. He's come up against a few problems in the desert. In particular he wants to know what to do in the oasis. "I can get nothing out of the camels, the grumpy old man or find anything to do with the painting. How do I get off the salt lake? How does one find their way out of the series of passages? Well, it's been over a year since I had a go at this one - has anyone else got any further than the partial solution we printed ages ago?

THE PRAWN

Steve Cadd and Rich Mellor have been exploring this one. Steve would like to know what to do with the following: the Philosopher, the tinker, snow shrimp, the witches/cauldron. Is there really a purse on the tree stump? Most locations in the Keep/castle entrance - couldn't find a key anywhere (for the shed); opal in the throne. Steve did have the following hints: visit the grass slope twice (especially after Korana has entered the scene); it is hopeless trying to follow the glow-worm - you can catch it eventually. Has anyone found anything south of the Magic Molehill & Tree Stump? What use are the playing cards? There are lots of objects in Part 1 for which there is no use so far? Well that's quite a lot of queries? Has anyone got anywhere with the Prawn. From memory it is an excellent adventure, and if you're looking for a good value for money text adventure, you can't beat it.

QUEST FOR THE DRAGONSWORD

Andy White has been having problems with this one. He says "When in the balloon I can avoid being pecked by the seagull by having the red herring, but afterwards I have met with total failure in trying to fly the balloon and end up crashing in the sea. Please help." We've now got the complete solution to this one so ... (pause while muggins disappears to look up the answer)

VROOM

Bob Carley has written in asking if anyone can help him with a couple of dodgy mdvs he bought recently. The first is Vroom by Eidersoft. Apparently every copy that he has received from Eidersoft crashes at round two, even their master mdv! He has also had problems with Ecotek and their flight simulator. He returned a mdv to them a year ago because one of the 'worlds' was incomplete but has never had any reply. If anyone can lend Bob a working copy of these he'd much appreciate it. (I'd imagine Eidersoft would appreciate a working copy of Vroom themselves!) Contact him on: 0603-403037.

WRECK DIVE

Nick Ward has written in with a few handy hints for those of you struggling with Wreck Dive. (Anyone completed it - don't forget that we can supply the deck plans if you return the manual and a large s.a.e.)

1) The dragons are exceptionally important - basically if there's a dragon in a room then there's either something to do in that room or something hidden.

2) If there's an object hidden on something, then the thing it is hidden on will be the only one in the room.

Happy Exploring!

Richard Alexander

Mike Tuppenney would like to get hold of "Executive Adventure" published by Gemini and "Night Nurse" by Shadow. Contact Mike at St. Anne's, Gloucester Place, Sparrows Green Road, Wadhurst, East Sussex, TN5 6TE.

Rich Mellor has been busy working on Nemesis. He has completely upgraded up. The current publishers of the adventure didn't seem interested in upgrading their copies and paying Rich a royalty, so he's doing it off his own back. Send him £5.00 PLUS your original mdv (and a blank disk if you want to run it from disk) and he'll send the new improved version. Rich lives at 26 Oak Road, Shelfield, Walsall, West Midlands, WS4 1RQ.

Rich Mellor also needs any technical information on the Thors Mode 12 Screen and the Atari Screen modes. Please send any information to the above address.

BRINGING UP BEANO

An account of the first faltering steps in writing an adventure game

In QLLR issue 1, Richard stated that The Voyage of the Beano was written on Quill. In fact, I originally used Graphic Adventure Creator, by Incentive, to write the program on a 48K Spectrum - a nightmare experience never to be repeated! However, I do feel that the story must be told...

When GAC first clattered through the letterbox, several years ago now, I had the scenario for Beano fairly well worked out, and was itching to get started. With the Easter holidays coming up, and having less commitments than now, I resolved to lock myself away for a week and get stuck right in. Little did I know that this was going to be one week of sheer hell.

Firstly, GAC refused to load. After a couple of hours of trying, it was obvious that my usual cassette recorder couldn't cope with the special loader, and two more recorders had to be tried before one was found that could cope.

At least I had Multiface 1 and a microdrive, so I could then save the program reliably to microdrive. Problem over?... No such luck! For some unknown reason, the program just wouldn't work properly with Interface 1 attached, so I reluctantly removed it and resigned myself to working from cassette.

Now it was down to coding the adventure. The GAC system is more sophisticated than Quill, splitting up input into verbs, nouns, adverbs, etc, giving much more scope for things like character interaction than the simple two word system of Quill. The programming seemed reasonably straightforward, but I soon discovered that the manual was far from complete. Often code that seemed perfectly logical according to the manual just didn't work. This made debugging very difficult, since it was never obvious whether problems were due to faults in my logic or some undocumented feature of the program.

Eventually, I compiled an empirical list of "dos" and "don'ts", and began to make reasonable progress in writing the adventure. It was near the end of the process that the final, and most infuriating, problem came to light...

The preceding mishaps had given me good reason to be cautious, so the work was saved on cassette at regular intervals, and just to be on the safe side, the data was verified on each occasion.

However, at the beginning of what would have been the final session, I could not get any of the previous session's saved and verified files to load. (A deal of wailing and tearing of hair ensued.) Luckily, I still had a file from the day before, so I picked it up again from that point, hardly bothering to save any more - what was the point?

Finally, a complete nervous wreck, I reached the point where the finished adventure could be saved as runnable machine code. Once this had been done, I nervously quit GAC and attempted to load my adventure. Relief! It worked!

After that, I reattached Interface 1, transferred the adventure to microdrive and vowed NEVER to use GAC again. In fact, by that time I had decided instead to use my newly-acquired Sinclair QL to write adventures from scratch in wonderful SuperBASIC.

Two preliminary efforts were followed by Adventure Playtime, then the adventure skeleton was revamped for Valagon. Following on from Valagon, I decided to convert Starplod from the original Spectrum BASIC form. The process was relatively painless, so I was encouraged to take the good ship Beano out of mothballs and give her new life on the QL.

The new version was built up around the BASIC framework used on previous adventures, and improved on yet again in the process. From the start, I had intended to incorporate graphics into the adventure, so when Richard informed me that a certain Francis O'Brien was keen to create graphics for adventures, I got in touch.

Francis, who was studying at art college in Sheffield, was happy to collaborate, and quickly

produced two quite excellent illustrations for the adventure.

The way he worked was to draw each scene freehand on a clear plastic sheet, then fix it to the computer screen and using Eye-Q, he reproduced the outlines in black and white. Adding coloured fills was problematic, since Francis did not have a colour display. Anyway, we decided to carry on with the outlines and worry about the shading later.

Then however, due to problems with his copy of Eye-Q, and latterly to a heavy workload, Francis was only able to devote a small amount of his time to creating the graphics.

The wait was worth it though, with Francis finally producing 18 graphics of excellent quality.

The small matter of introducing colour still had to be addressed. Unfortunately, the graphics program that I own, Talent's GraphiQL+, works only in MODE 8, and the screens had to be in MODE 4.

My makeshift solution was to transfer the pictures to Atari ST format (in medium resolution) and do the colouring-in on my ST using Degas Elite. At this stage, I drew four more screens myself (see if you can spot them!), then transferred the whole lot back to the QL.

The graphics then just had to be slotted into the text adventure, which had been completed nine months earlier, and the job was finished.

I must admit to being very happy with the way the adventure turned out in the end. However, the "look and feel" of the game owes a lot to the greats of the past. At the risk of incurring a lawsuit, I feel I should name those influences!

First and foremost is Gilsoft's Quill, which introduced an orderly way of writing adventures. Before I had studied that program, my efforts at writing adventures invariably resulted in a tangled mass of spaghetti BASIC.

Also high on the list are Level 9, whose early games gave an insight into how to provide plenty of text whilst conserving memory. The latter consideration is of less importance these days, with the ready availability of memory upgrades, but I still marvel at the way Level 9 managed to squeeze the likes of Colossal Cave into 32K. (That left me enough room in the 48K Spectrum version to add a redesigned character set and RAMSAVE facilities!)

Melbourne House's adventure versions of The Hobbit and The Lord of the Rings also made character interaction an important feature, which is something I have tried to emulate in my own adventures.

The way that Beano looks on-screen owes most to Magnetic Scrolls and Infocom. It was Infocom who first introduced the "status line" (that window at the top of the screen which displays the current location, turns taken and score), as well as brief/verbose location descriptions and the option of directing output to the printer as well as the screen.

Magnetic Scrolls were quick to pick up on these conventions, subsequently adding superb graphics to complement their adventures. All these things, he says modestly, can be found in The Beano.

Finally, I must mention Fergus McNeil's adventures, such as Bored of the Rings and The Boggit. These placed the emphasis on fun rather than the difficulty of the puzzles, which is how I prefer it to be. For me, the method of escape from the goblin's dungeon in The Boggit is the highpoint of computer adventuring.

I have blended something from each of these influences into The Beano. Perhaps you would prefer a single malt, or even some navy rum. Now how does that sea shanty go again...?

Alan Pemberton

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003.5 SUPERSPY

Now what have we here? Into the realms of James Bond, 007 but devalued, a spy adventure to set the pulse racing, tension mounting and the QL ready to activate any one of various devious plans into action.

Before you start you will need to read and get to know the instructions as the game does not tell you anything at the start.As usual make a backup copy following instructions on the boot file, then you are ready to go. The Silly Service have received a telephone call from an island chief and they are to investigate large quantities of mail leaving a small, remote island. They conclude that GHOST (General hide out of small terrors) has started either a world wide competition or a world wide protection racket. So they are to send their top agent Jameson Band, codename 003.5 to get a competition form. Guess who is Jameson Band? yes you guessed it!

Well not being the agent you wish you were you get yourself some spy gadgets but manage to lose the instruction booklets. You do manage to parachute onto the island successfully though, and you have your instructions. By now we may not be convinced you are up to it nor what the future holds for you but somehow you must:
1 search the island
2 gain entry to the base
3 steal the plans or the competition answers
4 destroy the base
5 escape

All the usual commands are here eg. north south etc. Load, save, quit and pause are all included, help gives you useful hints and it is worth noting that you need plenty of food and drink, so make sure you have something to carry everything in. Due to the limitations of the software used the writers have included an input/ response dialogue ie.
input 'throw knife'
prompt 'at whom'
input 'at monkey'
response 'he is already dead!'
If you enter 'throw knife at monkey' it will not work. When using nouns you need only input the word that is highlighted in yellow.the light blue phrases inform you of what characters are doing. I found these blue phrases to be confusing and at times wondered what was going on.

Once you have gained access to the base which involves watching and waiting,you will need to get into uniform or you will not last long. Once in the base you will find a range of objects to use and yes there is a torch needed, there is a gun and a silencer although I cannot get it to stay on the gun, when I try it ends up waiting to be picked up again.I also had trouble with the traitor, I have not yet managed to find him alive long enough, the only time I did he gave me something and when I next approached him he was dead.At this stage I do not know if this is my fault or if there is a bug, game fault that is, not the listening device. So far I have managed to penetrate the base and find numerous objects but the safe has eluded me for now, and I haven't figured out how to destroy the base yet. Caution is required when destroying the base as you will destroy everything in it so make sure you have all you need. Then it's off to the jungle and the village, a meet with Red riding hood is promised too. Finally you will need to decide on your method of escape.

Overall I'm finding the game to be worth a go, apart from the few problems I have already mentioned, if these can be sorted out then I think I shall find the encounter enjoyable. Once you get used to the games' little foibles it becomes quite playable.

If you should become frustrated with 003.5 you might be interested to know that on the same MDV there is another game for you to try. From the boot file select instead 'Midnight at castle Dracula'. This is a short adventure set in a castle where you will need to dodge vampires and the Count himself. You will be told his of his movements, there are some areas where he cannot go but becareful. You are safe in your room though, but you cannot stay there forever! You have been warned. You also need the key.

An interesting diversion this, and it certainly makes the whole package worth the small sum it will cost you if you decide to become Jameson Band or tempt your fate in Castle Dracula, Hammer films will never be the same again, but then again you don't get Yutte Stensgaard in this game. OK 'Q' how does this thing work, get me out of here.....

Mike Tuppenney

003.5 SUPERSPY
£3.00 + P&P + BLANK MICRODRIVE (NOT ON DISK)

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QUESTION MASTER

Question Master by C.B. Storey is a question and multi-choice answers system, with editing and printing facilities. The program can be used for revision, quizzes, or personal amusement for upto four players.

The program is written in unprotected Superbasic and uses Liberation Software's 'QSAVE' routine to speed up loading. If you have a look you will find a well laid out program. The manual says the programs use spare system variables which may make it incompatible with other software and toolkits and advise that you use the Suite in a 'clean' computer if it appears to clash with other software.The program is compatible with minerva V1.82 (The machine used for this review) although not in 2 screen mode.

You will need three microdrives or two 3.5 discs to make a backup of the master, and a microdrive or disc which will contain the sample quiz provided and any new quizzes you create.

The eight page manual supplied is concise and provides sufficient information for 'getting started' and working with each phase of the program suite provided.

The user is guided throughout by on screen instructions. The main menu offers the following selection :-

1. Run a quiz
2. Create new quiz
3. Run QUIZ EDITOR
4. Run QUIZ PRINTER
5. Quit QUESTION MASTER

The initial boot requests information on which drives you are using. At this time you are also offered the choice of a 'key beep' or 'muted beep' I said yes to a 'key beep' which became very annoying, and after a very short time re-booted the system, very frustrating. I would have liked this option to be selectable from the main menu.

When you 'Run a quiz' the first question presented requires the name of the quiz to run, at this time the manual suggests 'Capital city' the demonstration quiz provided.

But say we had ten or more then a menu to choose from is very desirable as the exact name is required.

The program is designed to trap errors at this point, unfortunately if you type the name in wrong you end up back in the operating system with 'not found'. Typing 'run_quiz' gets you going again (this information is displayed on screen).

When proceeding through the quiz the questions, and 3 multiple choice answers, are presented on a black background. The player then presses 1, 2 or 3 depending on the answer that they think is correct. The players score is constantly displayed in a white background box at the bottom of the screen which does give off quite a glare when pondering over the possible answer. A global time limit for answering each question can be set.

The other main menu choices operate as their name suggests and allow for amending, creating and printing out hardcopies of quizzes.

The sample quiz on Capital Cities has twenty questions, the maximum allowed being one hundred, and is provided to get you used to using the software.

Extra quiz sets can be purchased from DJC Computing and at present there are three available:-

1 General Knowledge
2 Classical Music
3 QLestions (Questions about the QL)

If you are a Trivial pursuit buff or use your QL for Educational purposes then this program will most certainly be of use.

F. Brittan

QUESTION MASTER
(128K) (FLP/MDV)
£10.00 (FLP) £12.00 (MDV)

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PUBLIC DOMAIN NEWS

Well the first thing to say is that the supply of P.D. and Shareware for the QL continues to grow but the rate of increase is a lot slower in the leisure areas than in more utilitarian ones. Also we have a hard time sorting out the legitimate P.D. progs from the others, so much appears on the surface to be O.K. but then when you check old copies of QL World you find the programs in the Microdrive Exchange or listed as a commercial title from a software publisher who ceased trading a long time ago.

For those of you for whom this magazine is your only contact with our P.D. Library you should note that we are no longer supplying any of this software on Microdrives. This is mainly because the confusion caused by the way it was organised and the disparity between mdv and disk prices, not to mention the shear hassle of trying to get mdvs to format and work properly! So we now have a straight forward Disk based system and a flat-rate of £2.00 per disk, irrespective of how much is on the disk. We then charge a quid to update any disks. Full details in the catalog that you'll probably get with this issue.

Thus all 10 adventures are on one disk, supplemented by 4 disks of adventure solutions - including one specifically for QL programs, which I'd encourage people to fill with their solutions to QL adventures (even if it means typing in articles from old QLAF's.) There is a disk of adventure source codes (only 4 progs) and one of adventure utilities. We have two disks of Australian P.D. both of which have a fair number of games and adventures (we've deleted copyright progs as far as possible!)

Those of you interested in fractals will be pleased to see that we now have 5 disks of fractal progs. The first is a ragbag of progs, some very simple SuperBasic ones, others full m/code ones. The second disk has Carl Cronin's Mandelbrot generator with an animated 17 screen zoom. The third disk has Rainer Kowallik's "Jewel Box" program - actually the Box program adopted to achieve a jewelled effect, together with numerous screens. Disk 4 is a collection of mandelbrots and julias created using the Qractal program by PROGS. Finally Disk 5 is a brand new one by Per-Erik Forssen from Sweden with a Lyapunov Space generator and 20 screens. I'd really like to encourage everyone to submit programs for the Fractal collection as it is proving to be very popular. If you are stuck for programs to write have a look in Fractal Report and try your hand at converting some the programs there. Or why not put together a disk show of your favourite fractal images with a doc file telling people what progs and co-ordinates you used to create them.

Our Games collection are now housed on 4 disks (number 4 is still building at the moment.) I can't say that we've had that many new games added to the collection over the past year, although Disk 3 has Simon N. Goodwin's Bugs and Bombs Snake clone and Alan Pemberton's Angstrom - a 3D maze game, and Paulo Montraso's implementation of Core Wars on the QL. Disk 4 has Alan White's Patience game (in JM and other ROM versions) and the demo of Neil Davidson's Odyssey shoot-em up (which

is brilliant but does require expanded memory and a non-Minerva ROM.) If you've written a game for the QL, be it a strategy game, arcade or adventure (or whatever) do please let us have it for the Library. And if it's very good we'll certainly consider putting it in our commercial games selection and you could earn royalties.

We have expended the collection of QL Graphics programs (demos) to 6 disks. The most recent additions have been Franz Herrmann's Wirlworld, which requires 640K to show a rotating globe with the continents on it, a Double 3-D rippling wave animation (one going inwards and the other outwards) and Mark J. Swift's Rotating Head which won a prize in QL World in 1988. Fans of the Moviola series (badly digitised animations taken from Italian TV - no the digitisation is good, it's just with only 8 colours to play with you end up with a barely recognisable mess on the screen) will be pleased to know we know have 5 disks of these TV Movies.

Those of you interested in static graphics screens may be delighted to know that we now have 8 disks converted from the ST. Quality varies, but the transfer of cartoon type images is very good. J.R. Haldane (via SQLUG) and Roland Kaiser (in Koln) have both provided us with disks of QL clip art/screens which they have scanned themselves. More welcome! (I shall be attempting to do a huge pile of ST Clip Art this summer if I get time! - a mere 80 disks!)

Similar to the Fractals Progs disks is the Recreational Maths disk. This has cellular automata, Life and other simulations. Our thanks to John Toipham for his input on these. Again this is an area which is ripe for expansion, as these progs do not require fancy graphics and sound so the output can be just as fascinating as on other machines.

Finally on to the Text Disks. Some of these are straight ports over from the ST, so come with more than their share of Carriage Returns etc. One day they'll be tidied-up. Our latest acquisitions include a 5 disk, 200,000 English word list. I suppose someone with a hard disk might find a home for this - alternatively perhaps your QL group (if you belong to one that is) might like to tackle the onerous job of weeding out all the dubious words so that you end up with a useable single disk dictionary. (Query - why do dictionaries always have such a bad selection of place and proper names. Do the Ordnance Survey or one of the map publishers make available an A/Z listing of place names which could be sold for use in dictionaries?) We also now have the CIA's World Fact Book on 3 Disks. Probably needs a dedicated text viewer to get the most from these disks but they are still usable. Current to 1990 and a valuable compendium of information about the countries and international organisations of the world.

Right that's your lot (and my word limit.) Do keep the flow of P.D. and Shareware progs flowing. If people are to stay with the QL then we need to keep them interested.

See you next time,

Richard Alexander
C.G.H. Services