CORNERSTONE News

Hi there,

Welcome once again to Cornerstone News. This month, we will be featuring information concerning your Commodore 64 and Communications. It seems that this long neglected area of computing has suddenly sprung into the forefront. One suspects that this has a lot to do with Telecom's marketing of Viatel, Australia's national videotex service.

Since many of you have asked, we've included a terminal program so that you can access RCOM BBS, the SYDCOM bulletin board. I hope that you'll be able to put the information to good use.

Response to our last issue was fairly good, but not as good as we had expected. Could it be that some of you out there still don't know whether or not you should trust us? Maybe some of you think we're a little less that "fair dinkum". Well, if your not sure, ask anybody who buys their software from "the club" regularly. They'll tell you it's worth it! Incidentally, where possible, all our orders are processed the day they are received, and despatched the following morning. There ain't no wait with Cornerstone!!

You may remember that last month we asked our readers to submit articles for publication. The response has been quite good, and we'll be publishing a few of them in coming issues. Don't forget that we are willing to pay for them, and we'll still be needing more.

I've been taken to task by one of our readers concerning a comment that I made in a previous edition to do with a persons right to supply himself with a back-up copy of a program for security purposes. Our reader points out, and rightly too, that he is unable to back up one of the programs that we sell. Well, I still stick to my earlier statement. If you

can make a back-up copy of the program for your own personal use, you are quite welcome to do so, and you have no need to fear prosecution from us. However, I also believe that a manufacturer has a right to protect his program from flagrant piracy, and, if in doing so he prevents private copying, that is unfortunate. This fact of life in no way changes my belief ... that is, the belief that no person should find himself in a position to be prosecuted simply because he has managed to circumvent protection that has been placed into a program in order to prevent piracy. However ... woe betide the person who gets caught selling copies of any of our products for profit!!!

This month's software special is a very good cassette based speech synthesizer. We're offering it for well below it's usual price, and we only have a couple of hundred in stock, so you may have to move fairly quickly to get one while they're cheap.

We've also managed to increase the number of commercial titles that we can sell. Now we can supply nearly all the popular games at previously unheard of prices. Don't forget to take into account the fact that we don't charge for postage and handling when you're comparing our prices against the others.

Some of you become very frustrated when you call us, because quite often you'll be answered by a machine. Unfortunately, ours is a very small outfit, and this means that we can't be near the telephone all of the time. After all, I've got to go to work like everybody else.(Darn it!!). Please, if you do call and are unfortunate enough to find us out, leave some sort of message and a phone number, and we'll get back to you as soon as we can.

One final comment, when you write

to us, if possible, always include your 'phone number, even if you live as far away as Western Australia. We would much rather do our business over the telephone because we find it more efficient and far quicker than the more traditional methods.

Regards,

Graham Webber.
Editor.

OVERSEAS NEWS

Possibly the hottest news from overseas as far as we are concerned is the announcement by Commodore (U.S.) that they will be posting a loss of U.S. $80 million!! Ouch!! That's a lot of chips!!

According to their report, the loss can be attributed mainly to a drop of sales in the Commodore 64 ... is there anyone out there who doesn't already have one?..., and the delay in the delivery of the C128.

However, C128 distribution is now in full swing, and deliveries of the new Amiga should start in the States around October/ November. With a little luck the company should be profitable again by the end of the first quarter.

There seems to be more bad news overseas for Commodore. One of England's biggest main street electronic chain stores, Dixons, have decided not to stock the new C128.

Dixons could be described as the British equivalent of our Dick Smith stores, and a decision such as this is bound to make a large impact on C128 sales. The reason for Dixon's decision is to do with wanting to stock just one type of 128K machine, and they have decided to stock the Sinclair QL.

Overseas, the launch of the new PCs has been met with mixed results. Some dealers say that the machine has been selling well, yet others claim that sales are slow. It would seem that those who complain also stock numerous other brands of PC compatible, and therefore, perhaps unwisely, offer their customers too large a choice.

Finally, reports from the Yew Ess of Ay indicate that Cumana ("the best name in memory") have put together a Commodore compatible disk drive. Apparently the company is working on two models, but haven't made a final decision as to which one to release. The options are either a standard speed drive with a 'turbo' add-on, or a straight go-faster product. Whatever the choice, the drive should be available in the States by the middle of October, and should retail for less than the 1541. It'll certainly have to be good to be better than the new improved SKAI drive!

AND NOW THE BAD NEWS!!

It's been some time since this month's introduction was written, and since then there has been a great deal of soul searching and breast beating going on around here. You see, Cornerstone has a slight problem. Our major concern at present is the simple fact that this news sheet now costs a lot more to produce and distribute than it has ever done in the past.

There is a law in economics known as "The Law of Diminishing Returns". This means that as you grow, you will eventually reach a stage where the more you put into a project, the less you will get out of it. As expected, we have finally reached that stage. We used to expect that about fifteen percent of our readers would purchase a program every time we produced an edition of the news sheet. When this was so, we made just enough money to finance the next edition. Unfortunately, as we have grown, this percentage has reduced, and now we are down to under ten per-

cent sales penetration. This means that we fall considerably short of the amount we need, and this has to be made up in some other way.

There are a number of ways to balance the books. One of these is to sell a lot more advertising space. The trouble is, we never have enough space for all the hints, tips, reader ads. and other articles that we'd like to print. O.K... how about selling more advertising space and increasing the number of pages at the same time? Nice try, won't work though, because printing and handling will cost more, and we'll likely move into a higher postage rate.

Another alternative is to increase the price of the programs in order to make up the shortfall. This we will never do! You see, the whole concept of Cornerstone is to supply our members with the best programs available at the cheapest possible prices. Unfortunately, not all of our readers support us, and to increase our prices would be the same as subsidizing those readers who never buy a program, and why should you be asked to do that!!

Regretfully, there is another alternative that we find we must resort to.

Sadly, this is the very last FREE issue of CORNERSTONE NEWS. From this point on, we will be distributing only to those members who are interested enough to subscribe to the journal. The subscription rate is set at ten dollars per year.

Ten dollars isn't a great deal of money, it's true — the Hints and Tips are worth that amount alone, apart from all the free programs! Some of the user groups charge up to fifty dollars a year and all you seem to get from them is a badly reproduced three page photocopy every three months or so!

Ten dollars is, however, a large enough amount to serve our purpose. By charging this small yearly fee, we remain in a position to continue doing what we do best, that is, providing as much as we can for as little as possible.

I sincerely hope that you will all continue to support us.

Inside this edition you will find the usual order form. To this form we have added provision for the annual subscription fee. Even if you don't intend to buy any software this month, it is important that you return the completed form along with your remittance for ten dollars. Naturally payment can be made by cheque, money order or credit card.

Remember, it is imperative that you return the form in order to receive any further copies of Cornerstone News. If you don't receive the magazine, how in the world will you be able to take advantage of the best software prices in Australia!!!.

FREEBIES

This month, rather than present one larger program, we decided to feature a number of programs as submitted by some of our readers. Please feel free to send in any useful routines that you may have, and we'll be happy to pass them along.

The first this month was sent in by Mr. and Mrs. Johns, of Upwey in Victoria. This program demonstrates that it's quite easy to include text on a hi-res screen display, without having to resort to SIMONS' BASIC. Type in the program, and run it, and you will see the hi-res text appear slowly before your eyes. The idea is, of course that you can combine the basics of this program with a more complicated graphics program.

The second routine was sent by Barrie Vickers of Lilydale in Victoria.

You may recall that some time ago we asked for a cassette index program. We received quite a large number of replies, and we'd like to thank all of you who wrote. All of the programs were good, and this one was the most compact.

The idea here is to place this program at the start of any cassettes that you have. Each cassette can have up to ten programs. The program can be changed to accomodate any number you like. Substitute the names of the programs in the data statements. When you want to load a particular program off the cassette, or if you're not sure what programs are on the cassette, load this program first, run it, and you will be presented with an index. If you decide that you wish to load one, press the number corresponding to the index, and then nick off and make a cup of coffee. The computer will search for the program that you've specified, and will then load it automatically.

Thanks for your contribution, Barrie.

```
8 REM[2 SPC]*** PRINTING ON A HIGH RES SCREEN ***
10 I=53272:R=53265:F=8504
20 POKEI,21:POKER,27
30 FORN=8192TO16191:POKEN,0:NEXT
40 PRINT"[CLR]":POKEI,29:POKER,59
50 L=12*13:C$="ANSWER":M$=" METRES"
60 K=56333:D=9480
70 S$=C$+STR$(L)+M$
80 FORM=1TOLEN(S$):FORN=0TO7
90 DEFFNG(M)=ASC(MID$(S$,M,1))*8+N
100 IFFNG(M)>512THENE=52736
110 IFFNG(M)<512THENE=53248
120 POKEK,127:POKEI,51
130 POKED+N,PEEK(E+FNG(M))
140 POKEK,129:POKEI,55
150 NEXT:D=D+8:NEXT
160 POKEK,129:POKEI,55
170 GOTO170

READY.
```

```
0 REM **** TAPE INDEX ***
2 DIMP$(10)
5 POKE53281,0:PRINT"[CLR]":PRINTTAB(15)"[RVS ON]MENU[RVS OFF]"
10 PRINTTAB(14)"------"
15 FORX=1TO10:READP$(X):NEXTX
20 FORL=1TO10:PRINTTAB(5)CHR$(17)P$(L):NEXTL
25 INPUT"[RVS ON]PROGRAM NUMBER[RVS OFF] ";L:
30 FILE$=MID$(P$(L),6,16)
35 PRINT:PRINT"LOAD"CHR$(34)FILE$CHR$(34)"
40 POKE631,145:POKE632,145:POKE633,145:POKE634,13:POKE198,4:END
45 DATA 1[3 SPC]*[2 SPC]PROGRAM 1[7 SPC]* 015-038
50 DATA 2[3 SPC]*[2 SPC]PROGRAM 2[7 SPC]* 040-045
55 DATA 3[3 SPC]*[2 SPC]PROGRAM 3[7 SPC]* 050-075
60 DATA 4[3 SPC]*[2 SPC]PROGRAM 4[7 SPC]* 080-105
65 DATA 5[3 SPC]*[2 SPC]PROGRAM 5[7 SPC]* 110-145
70 DATA 6[3 SPC]*[2 SPC]PROGRAM 6[7 SPC]* 150-175
75 DATA 7[3 SPC]*[2 SPC]PROGRAM 7[7 SPC]* 180-195
80 DATA 8[3 SPC]*[2 SPC]PROGRAM 8[7 SPC]* 200-255
85 DATA 9[3 SPC]*[2 SPC]PROGRAM 9[7 SPC]* 260-285
90 DATA 10[2 SPC]*[2 SPC]PROGRAM 10[6 SPC]* 300-355
```

COMMUNICATIONS

One of the most outstanding features of your Commodore 64 is it's ability to function as a very powerful communications device. Until recently, this feature has been virtually neglected by most users. Possibly, this is the result of the rather high prices once asked for MODEM devices. Nowdays, of course, a MODEM is well within the financial reach of most enthusiasts, and the time will soon come when nearly all computer users will own one, probably one of the multi-baud models.

For those of you who may be fairly new to the business, a MODEM is a device that is connected between your computer and the telephone line (usually). It's function is to modulate the digital signals transmitted by your computer into a series of audio tones that can be sent down the line to a similar device at the receiving end of the system. When the receiving MODEM sees the audio signals, it demodulates them and changes them to a digital code that can be understood by the receiving computer. This means that the device has at least two functions to perform. It modulates a digital signal to audio signal in send mode, and demodulates an audio signal and produces a digital signal in received mode. Hence the name ... MOdulate/ DEModulate ... MODEM.

In it's simplest form, a MODEM sends data down the line, and receives data from the other end. In this case, software has to be loaded into the computer to define the certain parameters needed to make the whole system work correctly. For example, the speed at which the data needs to be transmitted has to be defined, along with such things as bit length and parity.

There are other MODEMs that can be switched to perform these functions without the need for software control.

Some very intelligent MODEMs perform other important functions as well. For example, some are like little outboard computers with their own ROM and RAM. In this case, most of the software required to make the system work is included in the package, and there may not be any need to load further software into the machine. Others may include automatic dialing facilities, automatic answering facilities, special uploading and downloading facilities and a host of other features.

So what do you need if you wan't to get into communications? Well, at the very least, you require a computer, a MODEM of some sort, software to run it, and a telephone,

The MODEM you choose can be either a direct connect or accoustic device. Accoustic MODEMs have a couple of rubber cups attached into which you rest the handpiece of the telephone after you have dialed the appropriate number. There are times when background noise may corrupt data transferal. The direct connect MODEMs plug into the same socket that your phone plugs into, and generally feature their own dialling facilities. This is a far more efficient method.
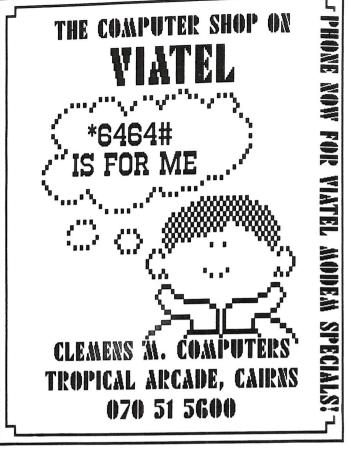
As far as home micros are concerned, the two most commonly used baud rates are 1200 receive/75 transmit for professional commercial data services, and 300/300 for other services such as club bulletin boards and private communications systems. Both of these speeds are reliable, and our somewhat electrically noisy telephone system can cope without too much trouble.

Once you have some sort of hardware ready to go, it becomes necessary to decide who the heck you wish to communicate with. This is where you really need to join a club bulletin board. Everyone needs to learn to crawl before they walk, and the club boards are where you need to go to learn to take those

important first steps. Club boards not only teach you how to use the systems by giving you lots of hands-on experience, but they are also a priceless source of information concerning other systems that you may care to dial into.

One of the club boards that we would recommend is the board run by SYDCOM, the Sydney Commodore Users Club. This board is known as RCOM, (Remote COMmodore), and is accessed by dialing (02) 667 1930. RCOM claims to be the most innovative board in the world, and it's not hard to see why. RCOM has all the usual features such as information screens, a message pad, uploading, downloading and an electronic market place. On top of this, it has colour, graphics and programmable sound!!

The brains behind all of this are RCOMs SYSOP (SYStems OPerator) Simon Finch, and SYDCOM president Ian Allen. Simon developed the bulletin board software himself, and that makes RCOM 100% original. Ian wrote a special terminal program to support RCOMs enhanced features. The program is called ULTRATERM, and it comes with it's own built in mini synthesizer.

ULTRATERM offers remarkable sophistication for a program that is offered to users for free under license from the owner.

Together, ULTRATERM and RCOM make an unbeatable combination.

RCOM is available to all Commodore users, and further on you will find a cut down version of ULTRATERM known as RTERM. RTERM allows you access to some parts of RCOM, ...just enough to let you get the feel of the system before you decide to use all the extra facilities that become available when ULTRATERM is employed.

RTERM doesn't have full sound facilities, and is unable to upload or download club software and games, but it does support colour and graphics, and will allow you to access the message board, where you can both read and leave messages.

In order to get a copy of ULTRATERM, you will have to join SYDCOM (you should be a member anyway). This costs just $20 per year, and gives you full access to the board, plus all the other advantages of being a SYDCOM member. Given the continuous running costs associated with bulletin boards, it is only fair that certain functions such as uploading and downloading facilities be restricted to financial members. In addition to ULTRATERM, registered users receive several public domain terminal programs for use with other bulletin .boards, plus an enhanced DOS WEDGE program.

Our recommendation is that if you want to get started in the world of computer communications, type in the following program, connect up the hardware, and dial 02 6671930. You'll be fascinated with the results, and will immediately become a communications freak.

RTERM

RTERM has been listed after being treated with Lister Filter, the easy listing program that was featured in our last edition. Remember, when you see an instruction inside SQUARE BRACKETS, you press the key corresponding to the instruction... i.e., if you see 100 PRINT "[10 RIGHT][UP]" you actually enter 100 PRINT "(ten right cursors and one up cursor)". This of course enables us to publish easy-to-understand listings that dispense with the Commodore graphic symbols.

```
1 REM*********************************
2 REM*******[ 2 SPC ]R T E R M[ 2 SPC ]*************
3 REM******** SIMON FINCH *************
4 REM*******[ 2 SPC ]2/02/1985[ 2 SPC ]************
5 REM*********************************
6 :
7 :
8 :
9 :
10 POKE53280,6:POKE53281,6:PRINT"[ CLR ][ WHT ]"
11 PRINT"[ 15 SPC ]R T E R M 2"
13 PRINT"[ 6 SPC ]COPYRIGHT RCOM COMPUTING 1985"
14 PRINT"[ DOWN ][ RVS ON ][ 12 SPC ]TERMINAL READY[ 11 SPC ][ RVS OFF ][ DOWN ]"
15 OPEN2,2,2,CHR$(6)+CHR$(0)
16 GET#2,I$:IF I$=" "THEN22
17 IFI$="[ F7 ]"THEND=1:GOSUB29
18 IFI$="[ F3 ]"THENGOSUB34
19 IFI$="[ F5 ]"THENGOSUB36
20 IFI$="[ F8 ]"THEND=6:GOSUB29
21 PRINTI$
22 GETO$:IFO$=" "THEN16
24 IFO$="[ F1 ]"THENPRINT#2,"P";:GOTO16
25 IFO$="[ F3 ]"THENPRINT#2,"S";:GOTO16
26 IFO$="[ F7 ]"THENPRINT"[ RVS ON ]*[ RVS OFF ]";:D=1:GOSUB29
27 IFO$="[ F8 ]"THENPRINT"[ RVS ON ]*[ RVS OFF ]";:D=6:GOSUB29
28 PRINT#2,O$:PRINTO$;:GOTO16
29 FORX=1TOD
30 POKE54296,15
31 POKE54273,25
32 POKE54277,12:POKE54276,33
33 FORR=1TO750:NEXT:POKE54276,32:NEXT:RETURN
34 GET#2,A$:IFA$=" "THEN34
35 POKE53280,ASC(A$):RETURN
36 GET#2,A$:IFA$=" "THEN36
37 POKE53281,ASC(A$):RETURN

READY.
```

Here are a few more hints and tips for those of you who would like to make life a little easier when you are slaving away on the keyboard. Thanks to Damian Marsh and Stu Elflett for their assistance, Please note that this is one of the most popular columns in the magazine, and if you have something to contribute, let us know and we'll print it up in the next available edition.

Wait for any key to be pressed
    WAIT198,1

Change colour of cursor
    POKE646.0-15

Flash Cursor during program
    POKE204,0

Erase "?" in an input statement
    POKE19,2

Detect use of CONTROL, SHFIT COMMODORE key
    PEEK(653)

Detect use of other keys
    PEEK(197)

Slow listing scroll
    POKE56324,28:POKE56325,0

LOAD and RUN from tape
    10POKE631,131
    20POKE198,1:END

CONTROL/R is the same as REV ON and can be reached with one hand.

FRUSTRATION FIXER

Easy script users should press F1 then CTRL4 for a little light entertainment when the going gets tough.

TAPE PAUSE

It's quite amazing how many users don't get past the first page of their manual. Everybody knows that when loading a program from tape, the cassette drive will pause for about ten seconds after it has found the program that it is supposed to be loading. Believe it or not, some people have never found out that if you press the space bar or the Commodore key as soon as the tape stops, the program will begin to load immediately.

QUOTES INSIDE QUOTES

Have you ever wanted to include inverted commas inside a print statement? Annoying, isn't it! It can be done, though, and quite easily, too. To print a line such as,... they call him

"the mean machine"..., you have to use CHR$(34) to generate the quote symbols between "him" and "the" and between "machine" and the full stop. In this case, the listing would be like this...

10PRINT"THEY CALL HIM ";CHR$ (34);"THE MEAN MACHINE";CHR$ (34);"."

ERROR READER

Oh no!! The red light is flashing, the disk drive has just hung up, and you haven't got the foggiest idea what went wrong. To find out, enter this simple one liner, run it, and all will be revealed.

10OPEN15,8,15:INPUT#15,E,E$, T,S:CLOSE15:PRINT E;E$:T;S

INCORRECT DATA LINE

You've just spent hours typing in a program with hundreds of DATA statements, and now that you've attempted to run it, you've been greeted with the dreaded "?ILLEGAL QUANTITY ERROR IN XX" message. When you check out line XX you find that it is the line that tells the computer to read the DATA statements and then poke them into specific memory locations. So how in the world can that line be wrong?? Actually, the line that the error statement refers to isn't wrong, but one of the DATA statements that, the line is trying to read is wrong. "Oh no", you say. There are hundreds of DATA statements. "Which is the wrong one?" No need to despair, type in this one liner in the direct mode, and you will be told in which line you will find the offending DATA statement.

PRINTPEEK(63)+PEEK(64)*256

UN-DELETABLE LINE

You can add a line to your listings that can not be deleted by using the following routine. First, load up the program that you wish to "treat", but do not run. Now, enter in direct mode,

PRINTPEEK(45)+256*PEEK(46)+1.

*A number will then appear on the screen. Make a note of this number. Next, enter your un-deletable remark at line 63744. For example 63744 REM *** PIRATES WILL BE DRAWN AND QUARTERED ***. Finally,*

POKE(number),250. *The (number) is the number that you made a note of after PEEKING the previously mentioned location.*
Now, if you list your program again, you'll see your message at line 64000, and, amazingly, you'll not find a way to delete it from the listing.

TAPE TO DISK TRANSFER

This short M/C routine, which first appeared in Compute's Gazette will transfer all but sequential files from cassette straight to a formatted disk. To run it, place a disk in the drive, the tape in the datasette and type SYS 679. The program has no error checking facilities, and will crash if an error is detected.

10FORA = 679TO763:READB: POKEA,B:NEXT:END

20DATA169,64,133,3,169,1,162,1

30DATA160,1,32,186,255,169,0,32

40DATA189,255,169,0,32,213, 255,173

50DATA60,3,201,5,240,54,201,4

60DATA176,226,230,3,165,3, 141,80

70DATA3,169,16,162,65,160,3,32

80DATA189,255,169,2,162,8,160,2

90DATA32,186,255,173,61,3, 251

100DATA173,62,3,133,252,174,3,3

110DATA172,64,3,169,251,32,21, 255

120DATA198,2,208,176,96

AUTO SCRATCH AND SAVE

Sometimes you don't have enough time to type in a whole program in one sitting. This means that you have to go to the trouble of saving the partly finished program to disk every time you wish to take a break. This short routine lets you do this automatically. Simply add it as the first two lines of the program that you are typing in. When you've had enough Keyboard time, type in RUN2 and the program will automatically be dumped to disk, at the same time replacing any earlier version of your work. To run the finished program, just type RUN.

1GOTO xx (xx is the first line of the main program).
2SAVE"@0:programname",8:END

FREE READER ADVERTISEMENTS

As usual, we have a whole bunch of members who need to either buy, sell or swap. If you can help them out, give them a call. If you need something yourself, don't hesitate to write and let us know. By the way... you'll get a much faster response to your advertisement if you include a telephone number.

Les Menzies, of Canberra would like to sell a copy of Disco, the tape to disk transfer program, for $15.00. Not bad value, since we sell the same program for $20.95. Call him on **(062) 54 5592**.

Chris McDonald, of Croydon Park has lots of software to swap. He can be contacted on **(02) 799 3985**.

Damian Marsh, **34 Centre Dandenong Road, Cheltenham 3192** is about to go into competition with the happy hacker. Damian reckons he can help with Adventure problems, and looks forward to hearing from nearby users.

Mr. D.C. Both, of Murray Bridge, S.A. has a bunch of cassette based games to sell. He would also like to buy or swap disk based software. After hours **(085) 32 4343**.

Jave Ivanovski, of Newcastle has Flight Simulator II plus all the documentation. He'll sell it all for around fifty bucks or so. **(049) 52 1741**. Failing selling, he may swap it for a good copy of Print Shop.

CLUB 64 is looking for new members. Membership is free and members can participate in competitions, raffles, advanture hints and much more. For further details, write to **The Secretary, Club 64, 5 Moresby Place, Allambie Heights. 2100.**

Adventure freaks should all belong to the happy hackers famous Adventure Club. Get a free newsletter and lots of hints and tips by writing to Stuart Elflett, **Adventure Club, MSF 550, Toogoolawah, QLD. 4313.**

Jason Jacobs, 9/14 Kidman Street, Coogee. N.S.W. has lots of software to swap. Drop him a line for details.

Ashley Hayden of Dingley, Victoria has a 1520 printer/plotter for sale with pen refills. The unit is as new, and he's only asking $100.00. This sounds like a bargain to me!. Phone him on **(03) 551 1799.**

Reuben Phillips, **P.O. Box 659, Tully Queensland. 4854** will sell The Hobbit for $20, Guide to The Hobbit for $5, Simons Basic for $10 and Panther Extended Basic, book and tape for $5. He'd also like to know how to make a back up copy of Fastback.

Andrew Mackie, of Wamberal, N.S.W. would like to swap lots of games on tape. Give him a call on **(043) 84 1700**, and he'll send you a list of what's available.

Michael Linegar, **12 Pohlman Street, A.C.T., 2615** would like some tips on The Hulk, Underworld of Kin and any of the Zork series. He can also help out with Dallas Quest. How about droping him a line.

Brenden McAlister, 25 Loftus Drive, Barrack Heights. N.S.W. 2528 is having a little trouble with Goblin Towers, Asylum and the Zork series. Could somebody please help him out. **(042) 95 1382.**
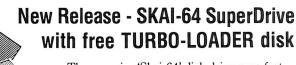
Sue Gardner, of Mooloolaba has a cheap printer for sale. This one won't break the bank!! Phone her for details on **(071) 44 2719.**

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THIS MONTHS SUPER SPECIALS

This month's SUPERSPECIAL is the easiest to use speech synthesizer we've ever seen. The program is called, appropriately enough.... BIG MOUTH. The program loads in a safe place in memory where it won't effect your code. Once Loaded, it adds another keyword to BASIC. This word is SPK. SPK is used in exactly the same way as you use PRINT. The difference is, where PRINT causes whatever appears in inverted commas to be printed on the screen, SPK causes whatever is in inverted commas to be, well, spoken!! Niffty, huh!! The voice that is produced is surprisingly clear, and the pitch and speed is infinitely variable. More importantly, BIG MOUTH understands plain English. You have no need to learn any complicated alpha-whatsamacallits. BIG MOUTH says exactly what you write, and it's very, very easy to change accents etc. should you require.

Now then, we don't have huge stocks of this product, and once our stock has gone, it may be some time before we are able to import more, so we suggest that you act quickly if you want to give your computer a voice.

The usual recommended retail price of this tape is $19.95. This month only, and only as long as stocks last, you can buy BIG MOUTH, for just **$14.95.** That's a real bargain!!!.

Furthermore, we've managed to buy quite a number of copies of SPY vs. SPY and POLE POSITION at very good prices, and we are able to reduce our prices accordingly.

We also have a stack of other very popular best sellers to offer. As usual, they are priced well below the recommended retail price and are, to the best of our knowledge, the cheapest in the country. Remember ... we don't ask you to add any postage!!!

GAMES AND ADVENTURES

A VIEW TO A KILL	$27.50(c)	
ALIEN	$24.95(c)	$24.95(d)
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BRITAINS' HOTTEST SELLERS

Since so many people have asked, we decided that this month we would include a current list of the hottest selling games in England.

The Way Of The Exploding Fist.
Elite
Hyper Sports
Pitstop II
A View To A Kill

Dambusters
Graham Gooch's Test Cricket
Cauldron
Knockout
Bruce Lee