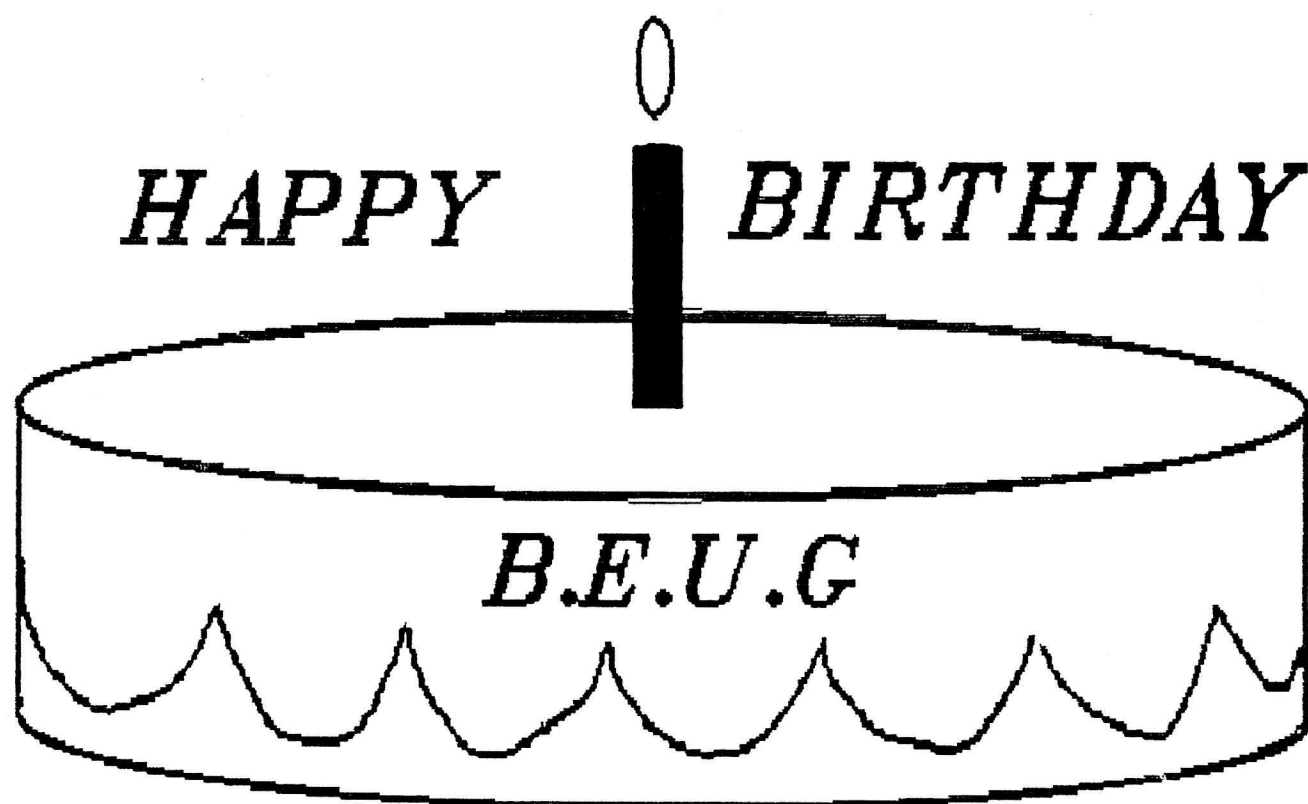


ALBERTS MONTHLY



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Monthly Note.

Say a big happy birthday to Albert's monthly today, because the magazine is now 1 year old. To celebrate this I have really dropped the price of hardware and software, and I have put in a competition for everyone to have a go at.

In the magazine, I'm now having a "back page" which will tell you all about the names and addresses, when to call etc (As a couple of you asked). This will also include postage charges etc on parcels.

I have had several people in (and out) the group wanting to know if there is an Amstrad 664 User Group around (This is the Amstrad that uses the 3" discs like Albert). If there is anyone interested in this, please let me know as I might consider starting one myself.

Included in the magazine also this month, is a quick glimpse of my Tubes mouse software and also Mick's Mouse Tools software (It was my idea really!). My mouse software is now 100% error free (it had a small hiccup at the show) and all you people expecting updates will receive yours soon.

Also included in this month's mag is a review of the Amiga 500 (Don't chuck the mag in the bin yet!) I decided to give this computer a going over and tell you all the good and bad points about it.

My mum has put a little note in for the people who want PD software, but have no money to buy it!

The Problems

Owing to the fact that I have been getting the magazine printed at my college, I cannot get the magazine printed properly now until September, so if anyone knows of any places which do cheap Xeroxing or cheap photocopying, please let me know!

I hope you find this months magazine a good one, and I wish you luck in the competition!

Roy Prime.

Mum on PD

Hello Folks!

This month I am going to devote my little "corner" to the subject of P.D. software as I have been conned into taking it on.

I must admit I am having a few problems. Would it be too much to ask that when you send requests to me you would enclose the cost of the postage? (I know that a lot of you do and am very grateful!) The money you pay for the software I am trying to put away to send for more so that I can enlarge our catalogue, but postage is eating into that little nest egg and I am getting nowhere fast!

Speaking of new P.D. software, I am hoping that some of you will help me expand the catalogue. Would any of you that have P.D. software from P.D. No. 178 onwards be prepared to swap?

My tiny mind came up with the idea that perhaps if you would be willing to send us copies of the P.D. software that isn't on our catalogue, in return we could send you any programs you wanted off our list. In this way we could expand our catalogue much quicker, and help all our members.

I have also been wondering whether anyone has written any programs they would be willing to share. It is all very well having a universal software catalogue, but I am sure there are people out there who have written programs that could be very useful, like Mr. Vernon's knitting program - women use computers too! For instance, I still haven't found a satisfactory way of storing my favourite recipes on disc without using all my small store of discs. Can anyone help?

One more cry for help. A few of you have told us that you have found the occasional bug in the software, or can't fathom what the program is supposed to do. When this occurs and you manage to de-bug it or eventually work out the purpose of the program would you let me know so I can help other members with like problems.

Lastly folks, may I thank in advance all the people much brighter than me who are willing to help with my problems. I always say Einstein people are the nicest of the computer users!

Top 10

The list of top 10 programs this month are as follows:-

Position:	Name of Program	:Rating
1.	2. Druid	*****
2.	.3 . Zork III	****
3.	.5 . Theatre Europe	*****
4.	.N . Starcross	*****
5.	.6 . Tournement Snooker	****
6.	.10. Sorcerer	*****
7.	.7 . Attack of the Killer tomatoes	E
8.	.1 . Starquake	*****
9.	.9 . Soho	*
10.	.N . Oh Mummy!	**

Top 10 Business software

1.	.1 . Tasword	*****
2.	.2 . Tatung Invoicing	***
3.	.3 . Popup	***
4.	.4 . Genesis Word Processor	*****
5.	.5 . Mouse Art	**
6.	.6 . The Cracker	***
7.	.7 . Mouse Tools	*****
8.	.8 . Write hand man	**
9.	.9 . Super Writer	***
10.	.10. Tubes Version 4	*****

Le mans

Price :Description

£11.99 : Racing game. Race around the LE MANS circuit.

This like all Einstein games it is supplied through B+H computers (Although I have 1 original left from the show!).

The racing game is based on you racing around for 10 laps on the famous (infamous?) Le Mans circuit in France. You are given a car and allowed to drive it until you either crash a few hundred times (Every time you crash you lose 5 litres of fuel) or your 24 minute time delay has finished (Not 24 hours like the proper race). You are allowed to use either Joystick or keyboard, both of which it is still impossible to drive with. the usual Q,A,O,P and space keys operate the car (Q accelerate, A slow down, O steer left, P steer right and space break.)

Even with these easy controls, I could not stay above 200 kmh without crashing!

Overall it is a very good game. It has very good graphics, although Le Mans is meant to be a street circuit, and there isn't a single house, shop or tree along the whole course, which is completely untrue, the programmers have also missed out one very important feature, they have put the pits on the wrong side of the road!!

Percentages.

Ease of loading	:80%	(Type LEMANS <E>)
Instructions	:90%	(Very good!)
Graphics	:80%	(Apart from missing out loads of bits, good)
Sound	:15%	(Vrooms and crashes!!)
Addictiveness	:90%	(Hours at a time!)

Overall value for money :80% (Worth having a go at!)

Competition

O.k folks! Time for this months competition. This is a simple competition for you games and adventure players.

The prize for the first competition is Zork 2 and 3.

All you have to do is name the 3 games which the following extracts come from (in order). Write these down. When you have written these down, tell me EXACTLY what you have to do for this to happen.

Extract 1.

It occurs to you that you've never deliberately lain in any mud before and that it's actually a pleasant sort of squishy sensation. You let the mud ooze between your toes. You may be here for some time so you may as well make the most of it.

Extract 2.

The Gnome looks livid. "Very Funny! Have you seen this one?" He incants a brief spell, and you turn into a bowl of petunias (Which eventually wilt).

Extract 3.

The Cores complete But how are you gonna get home when only a thpudid wally would come this far out into the galaxy.

This completes that competition.

For a change I thought I would try a different type. As the number of games is still a little limited, I hear that some members have now really broken all score records on games. I am now going to have lists of names + games and scores. Play a game, and if you think you have reached a good score at the end either photograph the screen (very hard to do Ed) or prove it to me by playing the game when we meet. The person with the best scores at the end of the next AM year (June 1990) gets a choice of any 3 games or utilities or pieces of business software or books which I'm selling at the time.

The Amiga 500

This month I was given the opportunity of having a play with the Amiga 500 (More commonly known as the A500). A detailed review follows.

The Amiga 500 is the smallest of the new Commodore Amiga range. They start down at the 500 range (512k!) and work up to the 2000 series (2 megabytes ram! which is over 2000k) which makes the Einstein at 80k look rather small. It is a fairly attractive layout, except for the large ugly external modulator which plugs into the back of the computer. The keyboard is very spongy, and I often found it a little unresponsive when I was using a wordprocessor. The backing store it uses is the latest up-to-date 3.5" disc drive. This is a double head drive, which will format 80 tracks giving you a massive 880k free space, instead of the 400k free maximum which you can get off both sides of a 3" disc. To give you some idea of the speed it loads at, it will load a 16k block (the same size as XBAS) in a fraction over a second, while the quickest the Einstein can do it in is about 6 seconds. The disc drive itself is stuck on the side of the computer, so if you have a setup like I have where there are bits on either side of my computer, it is always a pain inserting and removing discs.

The actual performance was fairly good. Even though the disc drive is so quick, because the computer has to load things in about 300k blocks, it seems to take ages!

The graphics, as one would expect are brilliant and some of the pictures were almost too good to be true.

The sound was also brilliant. It was a 3 channel stereo output, which I thought was fantastic.

On the whole the Amiga is a pretty mean machine, as far as games are concerned, because of the extreme amounts there are now available (A new game is launched about every week!). On the business side, I think I would rather buy a PC, although there are quite a few packages available, and a PC emulator, the bad keyboard and the badly placed 3.5" drive would make this machine a bad choice for a small company.

My opinion is, if you want a games machine, or something that will do good demos, buy an Amiga.

My final thought was that the modulator could easily be damaged (It has gone up the creek after I borrowed it!). I damaged 2 of my 3.5" discs when trying to remove them slightly too quickly. Also the power pack is outside the computer again (a very big power pack!) and I seemed to always manage to knock the (loose fitting) plug which meant I lost everything!

Mice (or Mouses!) and Joysticks

Both of these are now more available for the Einstein thanks to Zipstick (Joysticks) and Taurus (Mice).

The Joystick comes in 2 forms. The first is the older, more reliable type with an old fashioned knob type handle and a large red fire button at the front.

The new sort is almost the same, except it now has a grip type handle. They both have micro switches in them which seem to last for a long time, however the fire button works on a leaf spring contact, which seems to break easily, so don't press that fire button too hard!

The joysticks can be used in nearly all of the Einsteins games, however I have always found it a lot easier to use the keyboard! (Except in Elite where there are so many keys it is almost impossible!)

The Zipstick costs £12.95 and is available from B+H.

The Taurus mouse is a very nice (mice!) little add-on. So far, the software for it is very limited, there are 3 major pieces of software for it at the moment. The piece you get with the Mouse is called Mouse Art. This is a little drawing package which is pretty nifty. It will allow you to draw patterns and pictures on the screen and then allow you to save, print or do anything else with it. The printer is definable, however the program would not let me define mine (even when I entered all of my printers codes).

The next major program is Tubes (This is described later on in the magazine).

The final program for the Mouse is Mouse tools. This is a program written by Mick Pugh. It originally came into being from my idea, however his program will do the same for mine for £10, which includes a formatting program for 41 or 42 tracks on a 3" disc, and mine includes a Rom tester, Ram tester and a special directory reader for only £8.99 (No contest Mick!) Both programs are superb, and I would advise you to buy both!

Please note if you do decide to buy Mick's Mouse tools, please tell him you read about it in my magazine. Ta!

Tubes version 4.00

This is the latest version in my Utilities mouse software package. The system is usually copy protected, but when you buy the software I will give you the option of buying a second unprotected one for half the price.

The whole package is mouse driven, and with this mouse you can select erase, unerase (Global or selective) lock, unlock, system lock or directory in any combination on any of up to 4 disc drives. The actual program itself has a large set of built-in help pages, but the program also comes with a small but very comprehensive manual. In addition to this package you also get some very useful utilities on side b.

DIR2.COM :Directory of your disc in
Aphabetical order.
DIR3.COM : " " " " " "
" " " but will tell you the file size to the
nearest .1k!
ROM.COM :Will test the Z80 rom to see if it
is running at the correct speed.
RAM.COM :Will test the RAM to see if it is
o.k.

All these programs are on side b, as well as the Tubes 4 package.

The price is a tiny £8.99 which is surely a price that cannot be beaten!

If you require further details about this package, phone 0525 210868, or write to me (See the Back page.)

MOUSE IQOLS by M.Pugh

The following long (VERY LONG!) listing is an early version of a program I have just released for sale through Taurus Computer Systems (EMSOFT).

This version really is my first attempt at this sort of programming but works well. It is basically a Directory editor. The program is mouse driven only and very easy to use. You just move the pointer around the screen and then click the mouse button on top of any Icon. The Icons represent disk drives A-D, A & B being 3" 188k drives and C & D being 799k 5.1/4" drives.

The program allows you to perform the following GLOBAL directory functions as well as DIR and exit to DOS.

ERASE ALL FILES
UN-ERASE ALL FILES
LOCK ALL FILES
UNLOCK ALL FILES
MAKE ALL FILES SYSTEM FILES (HIDE THEM FROM DIR)
RETURN ALL SYSTEM FILES TO NORMAL

The program as well as being very useful is also very easy to use but will only work with the mouse. So those of you who don't have MOUSE ART don't bother typing it in, it won't work!

As I said at the beginning this was version 1 of my program. I have since finished version 3 which is much much better and also allows the selective file erase/lock/unlock facility. It has a top line status menu with pull down Icons. It is also very user friendly and can be operated by either MOUSE, JOYSTICK, and the KEYBOARD so you have no excuse to buy it now have you?

Version 3 is written in compiled basic and runs extremely fast. Also provided on side B of the disk is a very useful disk formatter program which will enable you to format your 3" disks to either 40 trk 190k, 41 trk 194k or 42 trk 202k. Modified versions of DOS 1.31 are provided so full use of the extra disk space can be used.

I have also provided 2 BACKUP programs which will backup the disks with 41 or 42 trks from drive A to drive B, as your normal BACKUP program can only copy 40 trks. The disk formatter also turbo formats the disk with the best possible interleave factor and increases the the disk access time using DOS 1.31 by 50-100%

Example.

50k program takes 25 secs to load using Dos 1.31 and formatted normally using BACKUP ver 1.
50k program takes 12 secs to load using DOS 1.31 and formatted using FORMAT+

This sort of disk access speed is only normally possible using SYSTEM 5 operating system costing £40

```

10 REM *****
20 REM *
30 REM *      MOUSE TOOLS V1.3      *
40 REM *              by              *
50 REM *      M.PUGH      G4VPD      *
60 REM *
70 REM *      Copyright 1989      *
80 REM *
90 REM *****
100 RST:IOM 3,0
110 ON ERR GOTO10
120 SHAPE 33,"0030303030003000"
130 SHAPE 35,"0028702828702800"
140 SHAPE 36,"1030503814781000"
150 SHAPE 37,"0024001830604400"
160 SHAPE 39,"0000180000000000"
170 SHAPE 40,"0000181818180000"
180 SHAPE 41,"0060303030306000"
190 SHAPE 42,"0000107038701000"
200 SHAPE 44,"0000000000181830"
210 SHAPE 46,"0000000000303000"
220 SHAPE 47,"0004001830604000"
230 SHAPE 48,"0010286060281000"
240 SHAPE 49,"0018381818183000"
250 SHAPE 50,"0038600038607000"
260 SHAPE 51,"0038400810403800"
270 SHAPE 52,"0010204070000000"
280 SHAPE 53,"0070607800007800"
290 SHAPE 54,"0038607860603800"
300 SHAPE 55,"0070001818303000"
310 SHAPE 56,"0038603860603800"
320 SHAPE 57,"0038606030003800"
330 SHAPE 58,"0000303000303000"
340 SHAPE 59,"0000001800181830"
350 SHAPE 60,"0018306060301800"
360 SHAPE 62,"0030180000183000"
370 SHAPE 63,"0038601830300030"
380 SHAPE 64,"0038646068603000"
390 SHAPE 65,"0038606070606000"
400 SHAPE 66,"0078607860607800"
410 SHAPE 67,"0030606060603000"
420 SHAPE 68,"0078606060607800"
430 SHAPE 69,"0070607860607000"
440 SHAPE 70,"0070607860606000"
450 SHAPE 71,"0030606060603800"
460 SHAPE 72,"0060607060606000"
470 SHAPE 73,"0078303030307800"
480 SHAPE 74,"0070181858583000"
490 SHAPE 75,"0064687068646400"
500 SHAPE 76,"0060606060647000"
510 SHAPE 77,"0060707060606000"
520 SHAPE 78,"0064747060646400"
530 SHAPE 79,"0038606060603800"

```


All the above programs are supplied on a single 3" disk for the measly sum of £10

Copies are available now from either Taurus or myself.

M.Pugh G4VPD
37 Forest Way
Hollywood
Birmingham
B47 5Js.

Tel: 0564 823966 Aft 7pm

So don't delay send today!

Disk contents:

RUNTIME.COM	(RUNTIME ROUTINES FOR OVL FILES)
MENU.OVL	(SELECT MOUSE JOYSTICK OR KBOARD)
MTOOLS.OVL	(MOUSE DRIVER)
JTOOLS.OVL	(JOYSTICK DRIVER)
KTOOLS.OVL	(KBOARD DRIVER)
FORMAT+.COM	(FORMATS 40 41 42 OR 80 TRKS)
BACKUP41.COM	(MAKE COPIES OF 41 TRK DISKS)
BACKUP42.COM	(MAKE COPIES OF 42 TRK DISKS)
41TRACK.DOS	(MODIFIED DOS TO ACCESS 41 TRKS 194K)
42TRACK.DOS	(MODIFIED DOS TO ACCESS 42 TRKS 202K)
80TRACK.DOS	(MODIFIED DOS FOR SS 80T 5 1/4" DRIVES)
READ.ME	(COPYRIGHT MESSAGE AND INSTRUCTIONS FOR- TRANSFER OF DOS FILES TO SYSTEM TRKS)

Now follows the listing of MOUSE TOOLS ver 1.

```

540 SHAPE 80 , "00786C6C78606000"
550 SHAPE 81 , "00386C6C6C7C380C"
560 SHAPE 82 , "00786C6C786C6C00"
570 SHAPE 83 , "003C60380C0C7800"
580 SHAPE 84 , "0078303030303000"
590 SHAPE 85 , "006C6C6C6C6C3800"
600 SHAPE 86 , "006C6C6C6C281000"
610 SHAPE 87 , "006C6C6C7C7C2800"
620 SHAPE 88 , "006C6C6C386C6C00"
630 SHAPE 89 , "006C6C2830303000"
640 SHAPE 90 , "007C7C08103C7C00"
650 SHAPE 91 , "0070303030307000"
660 SHAPE 92 , "00347C4800000000"
670 SHAPE 93 , "001C181818181C00"
680 SHAPE 94 , "0010386C00000000"
690 SHAPE 96 , "0018343078307C00"
700 SHAPE 97 , "0000380C3C6C3C00"
710 SHAPE 98 , "6060786C6C6C7800"
720 SHAPE 99 , "0000386C606C3800"
730 SHAPE 100 , "0C0C3C6C6C6C3C00"
740 SHAPE 101 , "0000386C78603C00"
750 SHAPE 102 , "001C303078303000"
760 SHAPE 103 , "00003C6C6C3C0C78"
770 SHAPE 104 , "6060786C6C6C6C00"
780 SHAPE 105 , "1800381818183C00"
790 SHAPE 106 , "1800381818181870"
800 SHAPE 107 , "6060786C786C6C00"
810 SHAPE 108 , "3818181818183C00"
820 SHAPE 109 , "0000287C7C6C6C00"
830 SHAPE 110 , "0000786C6C6C6C00"
840 SHAPE 111 , "0000386C6C6C3800"
850 SHAPE 112 , "0000786C6C786060"
860 SHAPE 113 , "00003C6C6C3C0C0C"
870 SHAPE 114 , "0000687460606000"
880 SHAPE 115 , "00003C60380C7800"
890 SHAPE 116 , "30307C3030301C00"
900 SHAPE 117 , "00006C6C6C6C3C00"
910 SHAPE 118 , "00006C6C6C381000"
920 SHAPE 119 , "00006C6C7C7C2800"
930 SHAPE 120 , "00006C6C287C6C00"
940 SHAPE 121 , "00006C6C6C3C0438"
950 SHAPE 122 , "00007C0C18307C00"
960 SHAPE 123 , "6030301830306000"
970 SHAPE 124 , "1010100010101000"
980 SHAPE 125 , "0C18183018180C00"
990 SHAPE 126 , "FF00000000000000"
1000 REM ARROW
1010 SHAPE 128, "0000000000070707070400000000000000000000C0
      8080C0E070381C0C0000"
1020 REM DRIVE A
1030 SHAPE 132, "2F3E3E3E3E3F3F3E3C3E3F3F3F3F3FF47C7C7C7CFC
      FC7C3C7CECD4C4D4D4FC"
1040 REM DRIVE B

```

```

1050 SHAPE 136,"2F3E3E3E3E3F3F3E3C3C3E3F3F3F3F3FF47C7C7C7CFC
      FC7C3C3C4CD4C4D4CCFC"
1060 REM DRIVE C
1070 SHAPE 140,"FFFEFEFEFEFEFEFEF4FCFEFF7FFFFFFFF7F7F7F7FFF
      FF7F3F3F71F7F7F7F1FF"
1080 REM DRIVE D
1090 SHAPE 144,"FFFEFEFEFEFEFEFEF4FCFEFF7FFFFFFFF7F7F7F7FFF
      FF7F3F3F63EDEDEDE3FF"
1100 REM CLS
1110 CLS40
1120 BCOL1
1130 TCOL15
1140 MAG2
1150 PRINT CHR$(23)
1160 PRINT @2,22;"  GLOBAL DISK DIRECTORY FUNCTIONS  "
1170 PRINT @2,00;"  MOUSE TOOLS (C) M.PUGH G4VPD 1989  "
1180 PRINT CHR$(23)
1190 TCOL14
1200 SPRITE 1,150,100,15,128
1210 SPRITE 2,80,170,06,132
1220 SPRITE 3,114,170,11,136
1230 SPRITE 4,80,150,11,140
1240 SPRITE 5,114,150,11,144
1250 PRINT @3,4;"DRIVE"
1260 PRINT @3,5;"SELECT"
1270 PRINT @22,4;"188K"
1280 PRINT @22,6;"796K"
1290 REM ERASE BIN
1300 SHAPE 148,"00C0A1C2A4C705454545450595D5B597018ACC2E10
      F0505050505050505050F0"
1310 REM UNERASE BIN
1320 SHAPE 152,"00C0A0C1A3C407454545450595D5B597070385C8E0
      10F0505050505050505050F0"
1330 SPRITE 6,80,115,10,148
1340 SPRITE 7,114,115,10,152
1350 PRINT @3,10;"ERASE"
1360 PRINT @3,11;"UNERASE"
1370 REM LOCK
1380 SHAPE 156,"008080E708E8A8EF0FEE8EEF0FAFCFA00000000F008
      0808F8F83838787878F800"
1390 REM UNLOCK
1400 SHAPE 160,"0000000000000000FFFFF090900000000000000000
      060911E1E1110906000000"
1410 SPRITE 8,80,80,10,156
1420 SPRITE 9,114,80,10,160
1430 PRINT @3,14;"LOCK"
1440 PRINT @3,15;"UNLOCK"
1450 PRINT:PRINT
1460 REM SYS
1470 SHAPE 164,"FF80808485868780809AA29389B180FFFFF01418101
      0181010199A191093101FF"
1480 REM UNSYS

```

```

1490 SHAPE 168,"FF808080808081809AA29389B18080FFFF01F13151
      91010199A19109310101FF"
1500 SPRITE 10,80,46,10,164
1510 SPRITE 11,114,46,10,168
1520 PRINT @3,18;"SYSTEM"
1530 PRINT @3,19;"NON SYS"
1540 REM DIR
1550 PRINT @30,5;"DIR"
1560 SHAPE 172,"FF80BF8083A080FF00000010000000000FF01FD01C1
      0101FF00C0202040800080"
1570 SPRITE 12,205,155,07,172
1580 REM DOS EXIT
1590 PRINT @30,10;"DOS"
1600 SHAPE 188,"FF80BF8083A080FF00000000000000000FF01FD01C1
      0101FF000000000000000000"
1610 SPRITE 13,205,112,06,188
1620 REM POKE MCODE
1630 POKE &B000,&3E,&00,&21,&00,&80,&11,&FF,&99,&06,&00,&0E,
      &02,&CF,&A4,&C9
1640 REM POKE &B001 = DRIVE 0-3
1650 REM POKE &B00B = TRACK No
1660 REM
1670 REM POKE MOUSE MCODE
1680 POKE &A000,&CF,&B5,&FE,&1B,&3E,&00,&28,&12,&DB,&32,&CB,
      &67,&28,&1A
1690 POKE &A00E,&CB,&6F,&28,&0C,&FE,&3F,&28,&EA,&EE,&0F,&E6,
      &0F,&32,&FF
1700 POKE &A01C,&00,&C9,&DB,&32,&E6,&20,&28,&FA,&3E,&0C,&18,
      &F2,&DB,&32
1710 POKE &A02A,&E6,&10,&28,&FA,&3E,&0B,&18,&E8,&11
1720 OUT &33,&CF
1730 OUT &33,&3F
1740 X=100 : Y=100
1750 REM READ MOUSE PORT
1760 IF X<55 THEN X=55
1761 IF X>220 THEN X=220
1762 IF Y<28 THEN Y=28
1763 IF Y>182 THEN Y=182
1764 CALL &A000
1770 SPRITE 1,X,Y,15,128
1780 M%=PEEK(&00FF)
1790 IF M%=0 THEN 1760
1800 IF M%=1 THEN Y=Y+3: GOTO 1760
1810 IF M%=2 THEN Y=Y-3: GOTO 1760
1820 IF M%=4 THEN X=X-3: GOTO 1760
1830 IF M%=5 THEN X=X-3:Y=Y+3:GOTO1760
1840 IF M%=6 THEN X=X-3:Y=Y-3:GOTO1760
1850 IF M%=8 THEN X=X+3: GOTO 1760
1860 IF M%=9 THEN X=X+3:Y=Y+3:GOTO1760
1870 IF M%=10THEN X=X+3:Y=Y-3:GOTO1760
1880 IF M%=11 OR M%=12 THEN 1900
1890 GOTO 1760
1900 REM CO-ORDINATE CHECKS

```

```

1910 BEEP
1920 IF X>72 AND X<89 AND Y>162 AND Y<176 THEN 2050: REM DRIVE A
1930 IF X>108 AND X<122 AND Y>162 AND Y<176 THEN 2140: REM DRIVE B
1940 IF X>72 AND X<89 AND Y>141 AND Y<158 THEN 2230: REM DRIVE C
1950 IF X>105 AND X<125 AND Y>141 AND Y<158 THEN 2320: REM DRIVE D
1960 IF X>195 AND X<216 AND Y>149 AND Y<167 THEN 2730
1970 IF X>195 AND X<215 AND Y>111 AND Y<128 THEN 2830
1980 IF X>72 AND X<89 AND Y>105 AND Y<122 THEN 2920
1990 IF X>102 AND X<122 AND Y>105 AND Y<122 THEN 3090
2000 IF X>72 AND X<89 AND Y>72 AND Y<86 THEN 3270
2010 IF X>107 AND X<125 AND Y>72 AND Y<89 THEN 3490
2020 IF X>72 AND X<89 AND Y>36 AND Y<53 THEN 3700
2030 IF X>107 AND X<125 AND Y>36 AND Y<53 THEN 3910
2040 GOTO 1760
2050 REM DRIVE A
2060 DRV=0
2070 POKE &B001,&00
2080 POKE &B00B,&02
2090 SPRITE 2,80,170,06,132
2100 SPRITE 3,114,170,10,136
2110 SPRITE 4,80,150,10,140
2120 SPRITE 5,114,150,10,144
2130 GOTO 1760
2140 REM DRIVE B
2150 DRV=1
2160 POKE &B001,&01
2170 POKE &B00B,&02
2180 SPRITE 2,80,170,10,132
2190 SPRITE 3,114,170,06,136
2200 SPRITE 4,80,150,10,140
2210 SPRITE 5,114,150,10,144
2220 GOTO 1760
2230 REM DRIVE C
2240 DRV=2
2250 POKE &B001,&02
2260 POKE &B00B,&01
2270 SPRITE 2,80,170,10,132
2280 SPRITE 3,114,170,10,136
2290 SPRITE 4,80,150,06,140
2300 SPRITE 5,114,150,10,144
2310 GOTO 1760
2320 REM DRIVE D
2330 DRV=3
2340 POKE &B001,&03
2350 POKE &B00B,&01
2360 SPRITE 2,80,170,10,132
2370 SPRITE 3,114,170,10,136
2380 SPRITE 4,80,150,10,140
2390 SPRITE 5,114,150,06,144
2400 GOTO 1760
2410 REM YES NO ROUTINE
2420 SHAPE 176,"FF8080808080808080908885828080FFFF0101010105
      091121418101010101FF"

```

```

2430 REM NO
2440 SHAPE 180,"FF8080808884828181828488808080FFFF0101011121
      418181412111010101FF"
2450 SHAPE 184,"0102020404080B12122020404080807F804040202010
      D04848848482028101FE"
2460 SPRITE 29,185,85,15,184
2470 SPRITE 30,170,62,8,176
2480 SPRITE 31,200,62,5,180
2490 REM CHECK YES OR NO
2500 Z=0
2510 CALL &A000
2520 SPRITE 1,X,Y,15,128
2530 M%=PEEK(&00FF)
2540 IF M%=0 THEN GOTO 2510
2550 IF M%=1 THEN Y=Y+3:GOTO 2510
2560 IF M%=2 THEN Y=Y-3:GOTO 2510
2570 IF M%=4 THEN X=X-3:GOTO 2510
2580 IF M%=5 THEN X=X-3:Y=Y+3:GOTO 2510
2590 IF M%=6 THEN X=X-3:Y=Y-3:GOTO 2510
2600 IF M%=8 THEN X=X+3:GOTO 2510
2610 IF M%=9 THEN X=X+3:Y=Y+3:GOTO 2510
2620 IF M%=10 THEN X=X+3:Y=Y-3:GOTO 2510
2630 IF M%=11 OR M%=12 THEN GOTO 2650
2640 GOTO 2510
2650 BEEP
2660 IF X>162 AND X<181 AND Y>51 AND Y<68 THEN RETURN
2670 IF X>192 AND X<211 AND Y>51 AND Y<68 THEN GOTO 2690
2680 GOTO 2510
2690 SPRITE OFF 29
2700 SPRITE OFF 30
2710 SPRITE OFF 31
2720 Z=1: RETURN
2730 REM DIRECTORY
2740 CLS40
2750 SPRITE OFF
2755 DRIVE DRV
2760 DIR
2770 PRINT
2780 PRINT "END OF DIRECTORY..CLICK BUTTON FOR MENU"
2790 CALL &A000
2800 M%=PEEK(&00FF)
2810 IF M%=11 OR M%=12 THEN GOTO 1000
2820 GOTO 2790
2830 REM EXIT TO DOS
2840 BC0L4:TC0L15
2850 SPRITE OFF
2860 CLS 40
2870 PRINT "BYE!!!"
2880 PRINT "SEE YOU SOON ? "
2890 PRINT:PRINT
2900 DOS
2910 END: REM SHOULDN'T GET HERE !!!
2920 REM ERASE ROUTINE

```

```

2930 SPRITE 6,80,115,4,148
2940 GOSUB 2420
2950 IF Z=1 THEN SPRITE 6,80,115,10,148: GOTO 1760
2960 MEM=&8000
2970 CALL &B000
2980 IF PEEK(MEM)=&00 THEN POKE MEM,&E5
2990 MEM=MEM+32
3000 IF MEM>&99FF THEN 3010ELSE 2980
3010 POKE &B000+13,&A5
3020 CALL &B000
3030 POKE &B000+13,&A4
3040 SPRITE 6,80,115,10,148
3050 SPRITE OFF 29
3060 SPRITE OFF 30
3070 SPRITE OFF 31
3080 GOTO 1760
3090 REM UNERASE ROUTINE
3100 SPRITE 7,114,115,4,152
3110 GOSUB 2420
3120 IF Z=1 THEN SPRITE 7,114,115,10,152: GOTO 1760
3130 MEM=&8000
3140 CALL &B000
3150 IF PEEK(MEM+1)=&E5 THEN 3190
3160 IF PEEK(MEM)=&E5 THEN POKE MEM,&00
3170 MEM=MEM+32
3180 IF MEM>&99FF THEN 3190ELSE 3150
3190 POKE &B000+13,&A5
3200 CALL &B000
3210 POKE &B000+13,&A4
3220 SPRITE 7,114,115,10,152
3230 SPRITE OFF 29
3240 SPRITE OFF 30
3250 SPRITE OFF 31
3260 GOTO 1760
3270 REM LOCK FILES
3280 SPRITE 8,80,80,4,156
3290 GOSUB 2420
3300 IF Z=1 THEN SPRITE 8,80,80,10,156: GOTO 1760
3310 MEM=&8000
3320 CALL &B000
3330 MEM=MEM+9
3340 A=PEEK(MEM)
3350 IF A=&E5 THEN 3410
3360 IF A=>&80 THEN 3390
3370 A=A+&80
3380 POKE MEM,A
3390 MEM=MEM+32
3400 IF MEM>&99FF THEN 3410ELSE 3340
3410 POKE &B000+13,&A5
3420 CALL &B000
3430 POKE &B000+13,&A4
3440 SPRITE 8,80,80,10,156
3450 SPRITE OFF 29

```

```
3460 SPRITE OFF 30
3470 SPRITE OFF 31
3480 GOTO 1760
3490 REM UNLOCK FILES
3500 SPRITE 9,114,80,4,160
3510 GOSUB 2420
3520 IF Z=1 THEN SPRITE 9,114,80,10,160: GOTO 1760
3530 MEM=&8000
3540 CALL &B000
3550 MEM=MEM+9
3560 A=PEEK(MEM)
3570 IF A=&E5 THEN 3620
3580 IF A>&80 THEN A=A-&80
3590 POKE MEM,A
3600 MEM=MEM+32
3610 IF MEM>&99FF THEN 3620ELSE 3560
3620 POKE &B000+13,&A5
3630 CALL &B000
3640 POKE &B000+13,&A4
3650 SPRITE 9,114,80,10,160
3660 SPRITE OFF 29
3670 SPRITE OFF 30
3680 SPRITE OFF 31
3690 GOTO 1760
3700 REM SYSTEM ALL FILES
3710 SPRITE 10,80,46,4,164
3720 GOSUB 2420
3730 IF Z=1 THEN SPRITE 10,80,46,10,164: GOTO 1760
3740 MEM=&8000
3750 CALL &B000
3760 MEM=MEM+10
3770 A=PEEK(MEM)
3780 IF A=&E5 THEN 3830
3790 IF A>&80 THEN 3830ELSE A=A+&80
3800 POKE MEM,A
3810 MEM=MEM+32
3820 IF MEM>&99FF THEN 3830ELSE 3770
3830 POKE &B000+13,&A5
3840 CALL &B000
3850 POKE &B000+13,&A4
3860 SPRITE 10,80,46,10,164
3870 SPRITE OFF 29
3880 SPRITE OFF 30
3890 SPRITE OFF 31
3900 GOTO 1760
3910 REM UN-SYSTEM ALL FILES
3920 SPRITE 11,114,46,4,168
3930 GOSUB 2420
3940 IF Z=1 THEN SPRITE 11,114,46,10,168:GOTO 1760
3950 MEM=&8000
3960 CALL &B000
3970 MEM=MEM+10
3980 A=PEEK(MEM)
```



```
3990 IF A=&E5 THEN 4040
4000 IF A>&80 THEN A=A-&80
4010 POKE MEM,A
4020 MEM=MEM+32
4030 IF MEM>&99FF THEN 4040ELSE 3980
4040 POKE &B000+13,&A5
4050 CALL &B000
4060 POKE &B000+13,&A4
4070 SPRITE 11,114,46,10,168
4080 SPRITE OFF 29
4090 SPRITE OFF 30
4100 SPRITE OFF 31
4110 GOTO 1760
4120 END
```

Bargain Basement

Key *Shand* = Second hand software Hardware.

NEW = New pieces of software Hardware.

Games

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Sorcerer (Infocom adventure)	:£27.95	:£7.00	*Shand*
Zork II	:£27.95	:£9.00	**NEW**
Zork III	:£27.95	:£9.00	**NEW**
Tournement Snooker	:£13.95	:£8.00	*Shand*
AM1 games and Utilities	:£10.99	:£6.99	**NEW**
Druid	:£13.95	:£13.00	**NEW**
Time Bandits	:£9.99	:£8.00	*Shand*
Flight Simulation 1 & 2	:£11.99	:£7.99	*Shand*
TycoonPelmanism	:£7.99	:£5.99	*Shand*
Le mans	:£13.95	:£10.00	*Shand*
Formula 1 Soul of a robot.	:£11.95	:£10.00	**NEW**

Utilities

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Apollo 2	:£20.00	:£12.95	*Shand*
Tubes Mouse software.	:£8.99	:£8.99	**NEW**

Small Business

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Spread Sheet	:£19.95	:£7	**NEW**
The Cracker	:£17.95	:£11	*Shand*

Hardware

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Silicon Drive (256k)	:Varies	:£135	**NEW**
Speculator + 15 games	:Varies	:£45	*Shand*
5.25" 40 track SS drive	:Varies	:£40	*Shand*
Comes with over £100 PD on 5.25" discs.			

Please Note. All second hand software and hardware has been tried and tested, so to ensure that no problems are encountered by the user.

Please phone before ordering.

The Auction

For Sale

Boxes of 5.25" floppy discs. Sealed. Hard sector discs. £5 for 10 or £40 for 90

1 box of 132 column printer paper (80 column paper if you are good with a Stanley knife!). Any offers?

Rolls of paper. Aprox 500 sheets on a roll.
any offers??

All kinds of leads. Ideal for the an electrician. Includes printer leads, Tatung pipe leads and many others!

1 5.25" Floppy disc drive. 40 track single sided with about 140 discs of PD. £45 ono.

1 Keyboard. Is a very good quality. Has a long "D" plug connector to connect to either a micro computer or a dumb terminal.

If you want to offer me on any of these things, please give me a call on 0525 210868. (After 5.30pm)

For Sale. Hisoft Pascal 80, original with instruction manual. £22. Also three Seikosha GP100 printer ribbons £6. Both prices inclusive of post and packing.

Please phone Mr. A. Tipton on 061-3302273.

Wanted

A 10 or 20 megabyte hard disc. Age immaterial, but must still be working, willing to swop or buy. Phone 0525 210868 (It's me!!)

WANTED. Tas-Sign. Will buy or swop. Have got Music Workshop, The Cracker, Tasword, BBCBASIC, Pascal, Assembly language and Terminal Emulator.

Phone Stephen Amos on :- 076727 (Biggleswade) 260.

PD SOFTWARE

Number:	Description	:Cols	:K on Disk
PD002	: Extended SUBMIT and support for small C compiler.	:80	:130k
PD003	: Miscellaneous document files relating to programs on other disks.	:80	:180k
PD004	: BRADFORD fixes for Dot matrix Printers. Various fonts dBase II Tutorial etc.	:80	:156k
PD005	: BDOSZ replacement DOS for CPM Z80 monitor in small "C" and Utilities.	:80	:180k
PD006	: Small "C" libraries.	:80	:128k
PD007	: Electrical Engineering package Basic E.COM OBASIC.COM Ham Notebook etc.	:80	:140k
PD008	: Disk catalogue system ZSC and CPMUG and Z80 assembler and disassemblers.	:80	:168k
PD009A:	PD catalogue volumes of CPM Material.	:80	:180k
PD009B:	PD catalogue volumes of CPM Material.	:80	:158k
PD010A:	PD catalogue volumes of CPM Material.	:80	:162k
PD010B:	PD catalogue volumes of CPM Material.	:80	:180k
PD012	: Console Command Processor for the Einstein.	:80	:142k
PD013	: Einstein Direct Disk Dump.	:80	:74k
PD014	: Touchtype Typing Tutor.	:80	:140k
PD015	: ASM.COM assembler, ER.COM remote bulletin board. LSWEET library File handler.	:80	:124k
PD016	: Remote Bulletin Board System.	:80	:164k

PD software Continued

PD017	: WORDSTAR patch to insert control characters in .DOC files.	:80	:186k
PD018	:Modem Utilities and Customisation of WORDSTAR program.	:80	:102k
PD019	:Reverse assembler and Z80 assam and debugger.	:80	:158k
PD020	:Z80 control command processor.	:80	:188k
PD021	:Communications file transfer and video disp editor.	:80	:110k
PD022	:KERMIT and MODEM7 for Einstein with source code.	:80	:184k
PD023	:Amstrad & Einstein Utils and games.Part 1.	:80	:172k
PD024	:Amstrad & Einstein Utils and games.Part 2.	:80	:184k
PD025	:Cobol compiler with DEMO programs	:80	:186k

PD Software

Number: Description :Cols :K on Disk

PD101 :	Disk Utils ,NSWP, LISTT,CRCK etc:	4080:	166k
PD102 :	dBase II utility; Convert .TXT file to .COM file	:80	:96k
PD103 :	Wordpro program in PASCAL	:80	:106k
PD104 :	Demo Leisure ledger; .ARC file extraction utility	:80	:158k
PD105 :	dBase II Mail list program	:80	:110k
PD106 :	dBase III Scout Cub program	:80	:80k
PD107 :	dBase III Home Inventory program:	80	:68k
PD108 :	dBase II Genealogy program	:80	:112k
PD109 :	dBase II Reference Material program	:80	:158k
PD110 :	dBase II Article Retrieval program	:80	:146k
PD111 :	dBase II Church Management program	:80	:96k
PD112 :	dBase II Checkbook program	:80	:82k
PD113 :	dBase II Reference books program:	80	:130k
PD114A:	dBase II Microgourmet Recipe program	:80	:164k
PD114B:	dBase II Microgourmet Recipe program	:80	:138k
PD115 :	Misc programs - Big print,N Pad calender	:4080:	100k
PD116A:	dBase II Property & Accounting manager. Part 1 (A)	:80	:186k
PD116B:	dBase II Property & Accounting manager. Part 1 (B)	:80	:64k
PD117A:	dBase II Property & Accounting manager. Part 2 (A)	:80	:184k
PD117 :	dBase II Property & Accounting manager. Part 2 (B)	:80	:76k
PD118A:	MBASIC database - Information management system.Part 1	:80	:104k
PD118B:	MBASIC database - Information management system.Part 2	:80	:136k
PD119 :	MBASIC Accounts - Invoicing, NHI , Payslips.	:4080:	96k
PD120 :	MBASIC programs ; CBASIC to MBASIC conversion	:80	:174k

PD software Continued

PD121	: MBASIC Financial, Maths and Utility programs	:80	:112k
PD122	: dBase II Utils. Code and Decode .COM files	:80	:102k
PD123	: MBASIC Club Membership prog; DESKMATE desktop	:4080	:118k
PD124	: Misc progs Part 1-Du v87, Disk & text editors	:4080	:166k
PD125	: Misc progs Part 2-Banner print filters, calc	:4080	:148k
PD126	: MBASIC, Wordstar, Supercalc HELP	:4080	:90k
PD127	: Help disk on CPM, Cbasic, Mbasic Fortran, C	:4080	:184k
PD128	: AMSRD-Read Amstrad disks on Einstein Etc	:4080	:174k
PD129	: Disk catalogue system	:4080	:132k
PD130	: Bradford fonts & NLQ for Dot matrix printers	:4080	:110k
PD131A:	Surrey Software demos	:4080	:184k
PD131B:	Surrey Software demos	:4080	:74k
PD132	: PCMS DOS Utils; MBASIC Menu prog	:80	:134k
PD133	: BRADCON fonts for DM printers	:4080	:156k
PD134	: BASIC compiler - MBASIC compat	:80	:152k
PD135	: Book Indexing program; Bad disk program.	:4080	:122k
PD136	: dBase II Loan payments, Tools & Coding of files	:80	:146k
PD137A:	SCRIVENER text and calculations processor. Part 1	:4080	:154k
PD137B:	SCRIVENER text and calculations processor. Part 2	:4080	:136k
PD138	: VDE Screen Oriented Editor; Crunch and utilities	:80	:188k
PD139	: DAZZLESTAR (DZ) Interactive disassembler	:80	:164k
PD140	: UTILITIES Fanfold, Key, Directory cataloguer	:4080	:100k
PD141	: dBase II labels	:4080	:152k
PD142A:	The Original ADVENTURE game Part 1.	:4080	:160k
PD142B:	The Original ADVENTURE game Part 2.	:4080	:40k
PD143	: Einstein SUBMIT program, writes commands in file	:80	:54k

PD software Continued

PD146 :	Secretary Word Processor	:	4080:180k
PD147 :	Assemblers,Disassemblers,Editor & Utilities	:	80 :152k
PD148 :	Waffle Generator; Grammer prog; BBC BASIC games.	:	4080:188k
PD149 :	Picture Slides & Music programs in BBC BASIC (Z80)	:	40 :142k
PD150 :	Simple electronic programs	:	4080:98k
PD151 :	Games and Music programs in Xbas and BBCBASIC (Z80)	:	40 :166k
PD152 :	Games and music programs in Compiled Xbas	:	40 :166k
PD153 :	Astronomy,Critical path & Telephone dircty progs	:	40 :104k
PD154 :	Einstein forth 83 (EF83) Part 1	:	4080:178k
PD155 :	" " " " " " 2	:	4080:174k
PD156 :	" " " " " " 3	:	4080:188k
PD157 :	" " " " " " 4	:	4080:184k
PD158 :	Solve Crossword puzzles - 3 to 8 lettered words	:	40 :176k
PD159 :	Solve Crossword puzzles - 9 to 19 lettered words	:	40 :160k
PD160 :	Z8E - Z80 Debug Monitor, Assembly & disassembly	:	80 :164k
PD161 :	Tester - Solve deductive reasoning puzzles	:	4080:160k
PD162 :	Educational programs written in MBASIC	:	4080:84k
PD163 :	Super ZDOS disc with catalogue suite VDE, ZDIS, ZSM.	:	80 :186k
PD165 :	Artificial Intel,Snoopy cal, Music and adventure game.	:	40 :82k
PD166 :	Electrical Engineering programs	:	40 :112k
PD167 :	FOOD-Complete inventory program	:	80 :62k
PD168A:	Einstein Kermit communications programs. Part 1	:	80 :178k
PD168B:	Einstein Kermit communications programs. Part 2	:	80 :18k
PD169 :	PCONE-C.A.D - Design of printed circuits.	:	80 :188k
PD170A:	Telephone program to find exchanges from codes. Part 1	:	80 :154k
PD170B:	Telephone program to find exchanges from codes. Part 2	:	80 :136k

PD Software

PD171A:	DBQ - Relational DATABASE system (with "C" source)	:80	:154k
PD171B:	DBQ - Relational DATABASE system (with "C" source)	:80	:154k
PD172 :	dBase II items -TAX system, graphics, ASM tutor.	:80	:136k
PD173 :	PATCH filememory editor & create library files.	:80	:182k
PD174A:	WORDSTAR utilities, helps and text files.	:80	:180k
PD174B:	WORDSTAR utilities, helps and text files.	:80	:184k
PD175 :	MYSTERY 'who done it' game. Also includes MBASIC program!!!	:80	:122k
PD176 :	ZDOS utils. S & P, BD, Edfile.	:80	:136k
PD177 :	Disc Utilities and Disc checker + many disc utility help files.	:80	:184k

Credits

I would like to thank for this publication, my mum, without whom we would not have our wonderful Public Domain catalogue. Mr. S. Mumford for the use of his Amiga 500. Mick Pugh for adding his article to the magazine, and also helping to promote the Taurus mouse and my Dad, who managed to sort out what I thought was a very broken printer ribbon for my new printer.

Please Note. All articles in this magazine are copyright (c) 1989 Bedfordshire and Buckinghamshire User Group. If any other group would like to use an article, all you have to do is ask!

Help-line

If you have any queries on the magazine, or software or the Einstein in general, here is a list of people that you can now contact.

Adventure Games, Pascal, Musical Applications.
Josef Karthausser, 17 Manor Close, Abbots Ann, Andover
Hants, SP1 7BJ.

Basic, Wordstar.
Jonathan Lloyd, 8 North View, Eastcote, Pinner,
Middlesex, HA15 1PE.

Forth.
Michael O'brien, 23 Freshwater Close, Luton, Beds

Structured Languages, DOS, Program installation.
Cecil Wallis, Tel. 055 663264.

WDPRO, Cracker
Peter Moon, 2 Greymouth Close, Stockton-on-Tees,
Cleveland, TS18 5LF.

Eprom Programming, RS232, Printers, Tasword, Tasprint
Kevin Mortimer-Hampson. Tel. 0526 43285 (6pm - 9pm)

Backpage info

Alberts monthly is available by subscription only.

U.k £10 a year (12 issues) or £19 for 2 years (24)

Back issues are available from June 1988 (Issue 0101) till June 1989 (Issue 0201). These cost 50p each or 77p including Postage and packing.

Correspondence regarding the group except Public Domain software should be sent to:-

Mr. R. Prime
Beds & Bucks User Group
17 Bury Rise,
Tilsworth,
Leighton Buzzard
Beds. LU7 9PR

All cheques for software, manuals, books etc from the bargain software page and auction page (Unless stated otherwise) should be made payable to R.Prime.

Correspondence regarding Public Domain software to:-

Mrs. C. Prime (Same address)

Please note. You can now send off for Public Domain software on the following format of discs.

5.25" SS 40 track. DS 40 track. DS 80 track.
3.5 " " " " " " " " " " " "
3 " SS 40 track.

Make all cheques for Public Domain software payable to Mrs. C. Prime.

How to submit Articles.

You may submit articles on 3" disc using the following Wordprocessor formats:-

Wordstar
Tasword.

If you have any queries regarding any of the above you may telephone 6pm and 9pm Monday to Friday and 5pm and 10pm weekends.

Roy Prime. 0525 210868.