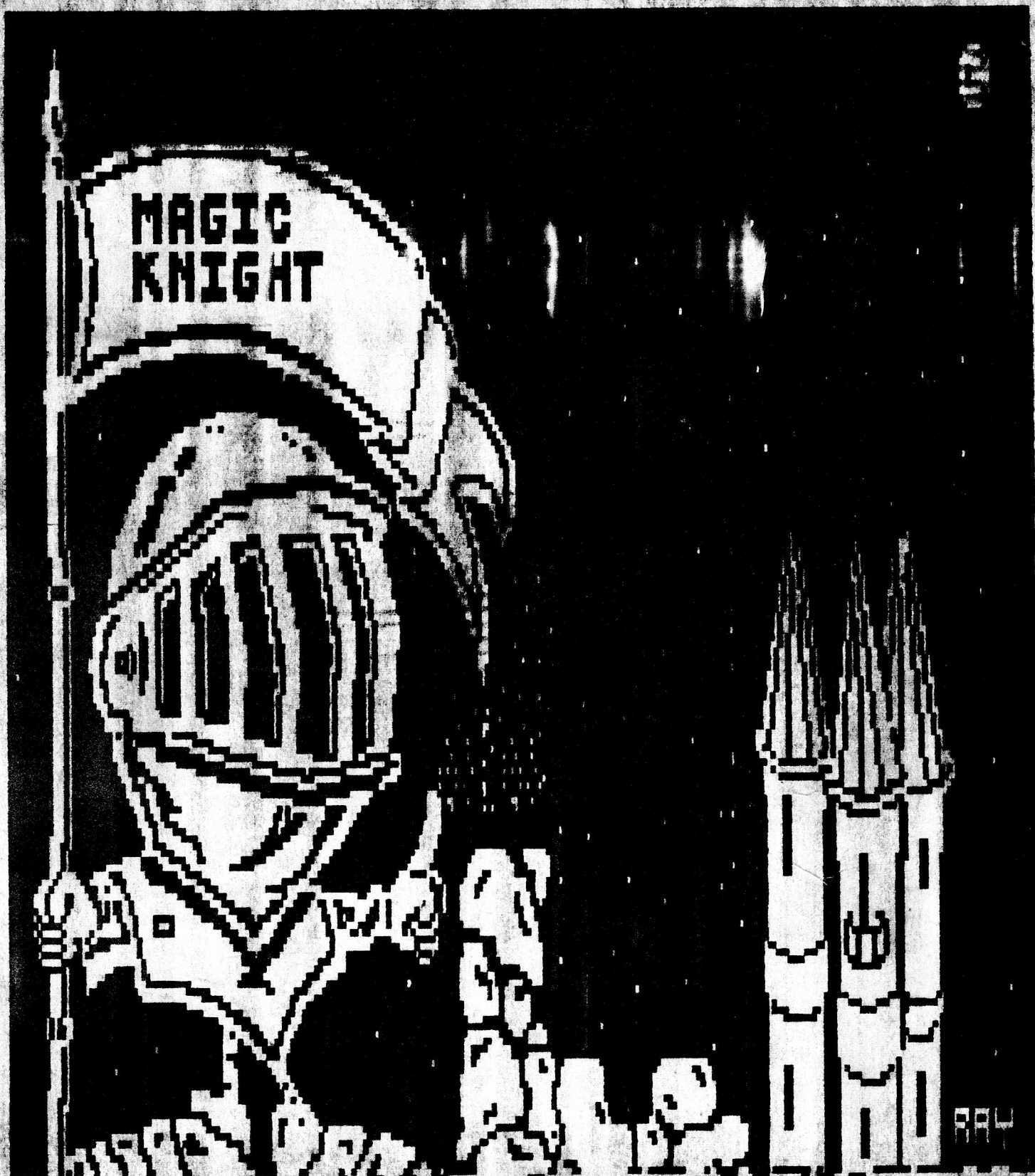


ALBERT'S MONTHLY



July 1989.. Issue 02/02

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Additional page. Adverts form (Not stapled)

Several other additional pages may be added at the
time of printing by Jonathon Wooton.

Monthly Note.

First of all, let me apologise for the lateness of the magazine. As we have now merged the group, I'm now writing the magazine (With articles from Jonathon's end and mine), but, it seems as if the disc with the articles in it has managed to vanish, so leaving us with a small and late magazine.

Over this month a lot has happened, and I know for a fact that about 80 people will be scratching their heads and looking at a strange magazine, while 50 other people will be wondering what on earth I'm talking about!

Let me explain. Jonathon Wootton (From the West Yorkshire Einstein User Group) and Royston Prime (From the Bedfordshire and Buckinghamshire Einstein User Group) decided to join forces. The Group is now called the National Einstein User Group (Quite a ring to it Eh!! Ed.). So, I'd better give you a little history lesson about both the groups.

Jonathon Wootton has been the Co-ordinator of the group for quite a while. As far as I know, the group started up in Febuary of 1989 and has been running a good magazine (getting better Ed.) since.

Royston Prime (Always known as Roy Prime to just about everybody!). I have been running the BBEUG for over a year now, and have built up a good bank of software, Public Domain and hardware. Albert's monthly is now 13 issues old (Hopefully unlucky for no - body!) and has grown bigger and better covering as many different aspects for the Einstein as possible.

I write my own software, which I sell very cheaply, see the bargain basement page for mine, and encourage other people to do the same.

Among this magazine, we have our usual articles, Top 10, Bargain software and auction etc.

I hope you enjoy this new magazine and I also hope that you can bear with us while we sort out the group and the magazine!

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.

As there are now a few more members, I'd thought that you would all like to know about our PD offer.

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!

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 debug it or eventually work out the purpose of the program could 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!

Please remember. To all NEUG members Public Domain only costs 50p per number. (See PD catalogue for numbers)

Top 10

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

Position:	Name of Program	Rating
1.	N. Suspended	*****
2.	.3 . Zork III	****
3.	.N . Theatre Europe	*****
4.	.4 . Starcross	*****
5.	.6 . Tourneament Snooker	****
6.	.6 . Sorcerer	*****
7.	.7 . Attack of the Killer tomatoes	£
8.	.8 . Starquake	*****
9.	.9 . Soho	*
10.	.10. 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.	.9 . Super Writer	***
8.	.N . Tubes Version 4 + Side B software.	*****
9.	.7 . Mouse Tools	****
10.	.10. Tubes Version 4	****

My Little arcade game?

How would you like to have your own arcade game at home. I'm not talking about little cartridge programmable units, but REAL arcade machines.

Sounds fun doesn't it!

"But, of course", you think, "it would be TOO expensive. I mean, those things cost a couple of thousand quid each, don't they?"

Well, if you bought a modern, new machine, it would cost you that. But, wait six months and the price drops phenomenally as all the arcade owners buy the latest games and sell off the old ones.

So, what does this mean to you?

Well, Do you remember a game called 'Gauntlet' ? They cost £2000 when they were released, but I could get one for £650 at the moment. This may seem a lot, but remember that this is a fairly recent game which can have up to 4 people playing at once.

There is a cheaper way to have an arcade game at home. This involves buying just the circuit board from a machine and connecting it up to your own monitor. In this case, I could get you a Gauntlet board for £165. In order to connect it up, you would need an R.G.B. monitor and a power supply which outputs +5v, -5v and +12v Which would cost about £30 (Or use an old Einstein one Ed!), and a joystick or two.

I wouldn't recomend trying up a board yourself unless you really know what you are doing with a soldering iron and a circuit diagram.

The Advantage of buying a board is cheapness.

The Advantages of buying a whole machine are:-

It's all inside a cabinet with the controls and a monitor built in.

If you get bored with it, it is easy to resell.

You don't need a degree in electronics to get it working.

It doesn't clutter up your bench with wires running to the monitor.

If anyone out there wants more information, or would like me to find out how much it would cost for a particular machine or circuit board, please write to me at the address below. Please include a telephone number if you have one.

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My little arcade game (Cont)

Here's a rough guide to prices. Note that these are only estimations and if I look for a particular machine I might get it cheaper.

Full Machines

<u>Very Expensive</u>		<u>Expensive</u>	
Power Drift	£8000	Xybots	£895
Outrun	£2000	Lock on	£895
Le-Mans	£2000	Rampage	£795
Operation Wolf	£1800	Salamander	£995
Streetfighter	£1700	Gauntlet	£650
Rolling Thunder	£1000	Star Wars	£695
Pole Position	£1000	Spy Hunter	£995
<u>Reasonable</u>		<u>Cheap</u>	
Bomb Jack	£500	Burgertime	£195
Hogan's Alley	£450	Galaxians	£180
Defender	£250	Space Invaders	£100!!

Circuit Boards

<u>Very Expensive</u>		<u>Expensive</u>	
Robocop	£600	Twin Cobra	£470
R-Type	£590	Pacland	£400
Devastators	£550	Wonder Boy	£300
Double Dragon	£500	1942	£300
<u>Reasonable</u>		<u>Cheap</u>	
Tiger Heli	£180	Track + Field	£100
Ghost + Goblins	£170	Karate Champ	£90
Rampage	£170	Jail break	£90
Gauntlet	£165	Commando	£90

Old Boards for as little as £50!

Also get in touch if you are interested in:- Fruit Machines, Jukeboxes, Pool Tables etc.

Steve Demant
17 Quarry Road,
Headington
OXFORD
OX3 8NT

Infocom: a closer look

Infocom have produced many "classics" for the Einstein. These include:-

Hitchhiker's Guide to the Galaxy
Starcross
Zork
Zork II
Zork III
Sorcerer, and many others.

The company Infocom started in 1978 with an early version of Zork on IBM mainframe computers. Since then they steadily grew, and many of their interactive adventures were converted to many different types of computers, which included the Einstein. Infocom, unlike many software manufacturers put a lot of effort into producing their software. Apart from one or two recent pieces of software, all of their software is very nicely packaged with lots of "freebies" along with it. The information and instructions are very nicely packaged and easy to understand, like for Sorcerer, the instruction manual is made to look like a colour magazine, with little helpful "articles" pieces of history etc. In Starcross, the information is set out in the form of a Star ship's log and for Suspended, you are given a briefing pack along with a playing board and map with counters! There is no doubt that Infocom go to a lot of trouble to ensure that they please their customers!

This month I will talk about 2 of the most successful interactive fiction adventures, Starcross and Suspended.

Starcross

As I have grown to expect, the manual is well written and the package itself is colourful. They have given you tips for novices, and many other ideas, like a large list of recognised verbs, and even an example of the game being played!

The actual game itself is a text adventure. You are the Captain of a ship called the M.C.S. Starcross, which is out looking for black holes. The computer finds something that isn't quite a black hole, so, you set course (of course! Ed) and go and investigate it. The object is an Alien Space ship, which you are ordered to repair.

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Infocom, a closer look (Cont)

The game is very addictive and you can find yourself losing track of time. The game is an interactive game, which means that you have control over practically everything that happens!

// This game is rated at expert, but I have completed it, even though I cannot complete an easy one!

Starcross. Price: £ 7.95 (£15 new from me)

Ratings.

Ease of loading	:90% (Just type Starcross)
Instructions	:100% (Best set I have ever seen!)
Addictiveness	:80% (As bad as a book and a hot bath!)
Overall Value for money	:95% (Well worth it.)

Suspended

Once again, there is another beautiful manual, along with a board and playing pieces.

You are living on the Planet Contra and "win" in the lottery 500 years of tour duty in the high security computer system, 20 miles below the surface of the Planet. You are placed in suspended animation, which means you just have a very long sleep, but you are awakened before the 500 years are up, because the three main computers which control the planet have gone wrong (The computers are named FC or Filtering Computers), using six robots you have to repair the filtering computers before the people on the planets surface are all killed.

As I have already said, you have full control over the six robots, but you cannot physically move yourself.

All six robots are different, and six have different strengths and weaknesses.

Continued Next Page.

Infocom, a closer look (Cont)

The Robots are:-

Iris. She is a visual Robot, who is designed for looking at objects, she sees objects much in the way as a normal human would. She has two grasping extensions, so she can only really carry two objects.

Waldo. He is an industrious robot. He has six extensions, and a ability for a micro extension for small or tedious jobs. He travels using a sonar feed-back device, so when looking at an object he would see an image, and also see if there was anything in it, or if it was hollow.

Sensa. She can detect vibrations, radiation leaks, acid leaks etc, with her complicated sensors, she can do almost everything except read!

Auda. She is all ears. She will describe something in the way she hears it.

Poet. He is another sensing robot, which has a sense of humour (Play the game to find out!!)

Whiz. He is an interfacing robot between you and the main Central Library core. He can ask about objects, about problems etc. He only sees objects as tagged objects. An example of all the robots are below.

I have asked the robots to look at a small Orange Box with a lock on it and a coin inside.

IRIS. It is an orange box with a lock.

WALDO. There is a hollow square object with another object secured on the outside. There is a circular object inside.

SENSA. There is a small square object with a small object on one side. /

AUDA. When I shake it it rattles.

POET. I sense a small square object.

WHIZ. There is a BO1 here.

Suspended. Price:£27.95 (£15 through me again)

Ease of loading	:90% (Just type suspended)
Instructions	:100%(Once again a perfect manual!)
Addictiveness	:100%(Even more than arcade games.)
Overall Value	:95% (Pure Genius!)

The Auction

For Sale

Einstein Single drive, only suitable for games (Printer port does not work), complete with systems discs and manuals etc. £45 o.n.o

Einstein Single drive (Boxed), comes complete with Brother M-1009 (NLQ printer, Boxed with printer lead) + software of your choice (See Bargain Basement). Also included are the Bumper games disc and Elite + Dragons Lair, Tas-sign, Tas-Print, Tasword. £180 o.n.o

Texas Instruments (TI 99/4a) Speech device. Working, but a little tatty. £5 o.n.o.

Boxes of 5.25" floppy discs. Sealed. Hard sector discs. £5 for 20 or £20 for a box.

1 box of 132 column fan - fold printer paper (80 column paper if you are good with a Stanley knife!). £3 o.n.o.

Rolls of paper. Aprox 500 A4 sheets on a roll. £3 a roll.

All kinds of leads. Ideal for the an electrician. Includes printer leads, Tatung pipe leads and many others! No offers refused.

1 Keyboard. Is a very good quality. Has a long "D" plug connector to connect to either a micro computer or a dumb terminal. No offers refused (Above £1!).

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.

For Sale. Newbury data Terminal NDR9500, consisting of 12" Green monitor and 100 key keyboard RS232 In & OUT and Printer (Serial) RS232 socket. £50 or offers.

Please phone Mr. P. Lumb on 0284-754318.

Wanted

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.

Software and Hardware available

Key *Shand* = Second hand software / Hardware.

NEW = New pieces of software / Hardware.

Games

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Elite + Dragons Lair	:£34	:£15.00	*Shand*
Sorcerer (Infocom			
adventure)	:£27.95	:£7.00	*Shand*
Zork II	:£27.95	:£10.00	**NEW**
Zork III	:£27.95	:£10.00	**NEW**
Starcross	:£27.95	:£15.00	**NEW**
Suspended	:£27.95	:£15.00	**NEW**
AM1 games and Utilities	:£10.99	:£6.99	**NEW**
Druid	:£13.95	:£13.00	**NEW**
Time Bandits	:£9.99	:£9.00	*Shand*
Flight Simulation 1 & 2	:£11.99	:£9.99	*Shand*
Tycoon/Pelmanism	:£7.99	:£5.99	*Shand*
Le mans	:£13.95	:£10.00	*Shand*
Formula 1 / Soul of a			
robot.	:£11.95	:£10.00	**NEW**
Game Pack 2	:£47.95	:£20.00	*Shand*

Utilities

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Apollo 2	:£20.00	:£12.95	*Shand*
Tubes Mouse software.	:£11.99	:£8.99	**NEW**
+ Side B utils.			
Tubes Ver 4 update	:£2.00	:£2.00	**NEW**
Windows Programming			
Utilities.	:£15.00	:£9.99	**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*
Invoicing Package	:£47.95	:£15	*Shand*
Stock Control Package	:£47.95	:£15	*Shand*
Tasword	:£23.95	:£15	*Shand*

List Continued Next Page.

Software and Hardware available

Hardware

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>	
Silicon Drive (256k)	:Varies	:£110	**NEW**
Speculator + 45 games	:Varies	:£45	*Shand*
3" Internal Drive	:£34.95	:£30	**NEW**
5.25" 40 track Single sided drive with 10 5.25" discs.	:£25.00	:£20.00	*Shand*
Box of junk, including 4 * 5.25" drives, 9 * PC Networking cards and a Strange computer.	:Pass!	:Offers Wanted.	

Media & Accessories

5.25" Hard sector Discs	:£8.50 (TEN)	:£2.50	**NEW**
3" Disc head cleaner	:£4.50	:£3.50	**NEW**

Books

DOS help (Bugsoft)	:£2.00	:£1.50	**NEW**
DOS, Basic Reference and Introduction Manuals.	:£24.95	:£6.00	**NEW**

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

Please Phone before sending money. (See Back page for number)

Please make all cheques payable to R.Prime.

PD SOFTWARE

<u>Number:</u>	<u>Description</u>	<u>:Cols</u>	<u>:K on Disk</u>
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 CP/M Z80 monitor in small "C" and Utilities.	:80	:180k
PD006 :	Small "C" libraries.	:80	:128k
PD007 :	Electrical Engineering package Basic E.COM QBASIC.COM Ham Notebook etc.	:80	:140k
PD008 :	Disk catalogue system Z80 and CPMUG and Z80 assembler and disassemblers.	:80	:148k
PD009A:	PD catalogue volumes of CP/M Material.	:80	:180k
PD009B:	PD catalogue volumes of CP/M Material.	:80	:158k
PD010A:	PD catalogue volumes of CP/M Material.	:80	:162k
PD010B:	PD catalogue volumes of CP/M Material.	:80	:160k
PD012 :	Console Command Processor for the Einstein.	:80	:112k
PD013 :	Einstein Direct Disk Dump.	:80	:74k
PD014 :	Touchtype Typin Tutor.	:80	:110k
PD015 :	ASM.COM assembler, ER.COM remote bulletin board.LSWEEP library File handler.	:80	:124k
PD016 :	Remote Bulletin Board System.	:80	:164k

PD Software

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	:134k
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	:136k

PD Software

<u>Number:</u>	<u>Description</u>	<u>Cols</u>	<u>*K on Disk</u>
PD101 :	Disk Utils ,NSWP, LISTT,CRCK etc:	40/80:	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	:63k
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	:150k
PD114A:	dBase II Microgourmet Recipe program	:80	:164k
PD114B:	dBase II Microgourmet Recipe program	:80	:138k
PD115 :	Misc programs - Bill print, N Pad calendar	:40/80:	:100k
PD116A:	dBase II Property Accounting manager Part 1 (A)	:80	:186k
PD116B:	dBase II Property Accounting manager Part 1 (B)	:80	:61k
PD117A:	dBase II Property Accounting manager Part 2 (A)	:80	:134k
PD117 :	dBase II Property Accounting manager Part 2 (B)	:80	:75k
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.	:40/80:	:96k
PD120 :	MBASIC programs : CBASIC to MBASIC conversion	:80	:174k

PD Software

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

PD Software

PD143 :	Einstein SUBMIT program, writes commands in file	:80	:54k
PD144 :	Z80 Command Processor replacement in ZDOS 1.61	:80	:178k
PD145 :	DOCument files for the above	:80	:186k
PD146 :	Secretary Word Processor	:40/80:	180k
PD147 :	Assemblers, Disassemblers, Editor & Utilities	:80	:152k
PD148 :	Waffle Generator; Grammer prog; BBC BASIC games.	:40/80:	188k
PD149 :	Picture Slides & Music programs in BBC BASIC (Z80)	:40	:42k
PD150 :	Simple electronic program	:40/80:	99k
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	:40/80:	178k
PD155 :	" " " " " " 2	:40/80:	174k
PD156 :	" " " " " " 3	:40/80:	188k
PD157 :	" " " " " " 4	:40/80:	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	:40/80:	160k
PD162 :	Educational programs written in MBASIC	:40/80:	84k
PD163 :	Super Z80S disc with catalogue suite VDE, ZDI, ZSM.	:80	:186k
PD164 :	Super Z80S disc - AMSRD, ZDT LOOKAT, COMPARE.	:80	:188k
PD165 :	Artificial Intel, Snoopy cal, Music and adventure game.	:40	:82k
PD166 :	Electrical Engineering programs	:40	:112k
PD167 :	FOOD-Complete inventory program	:80	:62k

PD Software

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
PD171A:	DBQ - Relational DATABASE system (with "C" source)	:80	:164k
PD171B:	DBQ - Relational DATABASE system (with "C" source)	:80	:154k
PD172 :	dBase II items -TAX system, graphics, ASM tutor.	:80	:136k
PD173 :	PATCH file/memory 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
* PD179 :	HELP2 - ASM, Display LBRY, Mac MASM, modem.	:80	:186k
* PD183 :	MBASIC programs - Games; print - posters & labels.	:80	:178k
* PD202 :	Napoleonic war game & Chess	:80	:94k
* PD204 :	Z-OS 1.6 - Public Domain D.O.S	:40/80:	:188k
* PD218A:			
* PD218B:			
* PD500 :	Tubes Mouse software, Version 2 written in XBAS.	:40	:28k
* PD501 :	Knitting program, with graphics, help pages & print facility.	:40	:58k
* PD502 :	Albert's Monthly source code. (June & July 1988). (Tasword)	:40	:80k
* PD503 :	Al's Monthly Tasword source. (August, September, November)	:40	:134k
* PD504 :	Al's Monthly Tasword source. (Nov Pt. B and Dec 1988)	:40	:98k
* PD505 :	Al's Monthly Tasword source. (Jan, Feb & March 1989)	:40	:114k

PD Software

PD506 : Al's Monthly Tasword source.
(April & May 1989)

:40 :110k

On behalf of my mum and I, I would like to thank all those people who sent in additional numbers, different to the ones we have got. The offer is still open, so if you have a piece of PD software that isn't listed here, send it through and we will send you back a piece of your choice!

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 01/01) till June 1989 (Issue 02/01). These cost 50p each or 77p including Postage and packing. Please phone to ensure that I have got that month in stock.

Querys regarding the group, membership, articles, letters and Bargain Basement ads (And some Auction ads), should be sent to :-

Mr. R. Prime
National Einstein 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 as R.Prime)
Please note. You can now send off for Public Domain software on the following format of discs.

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

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

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 210848.