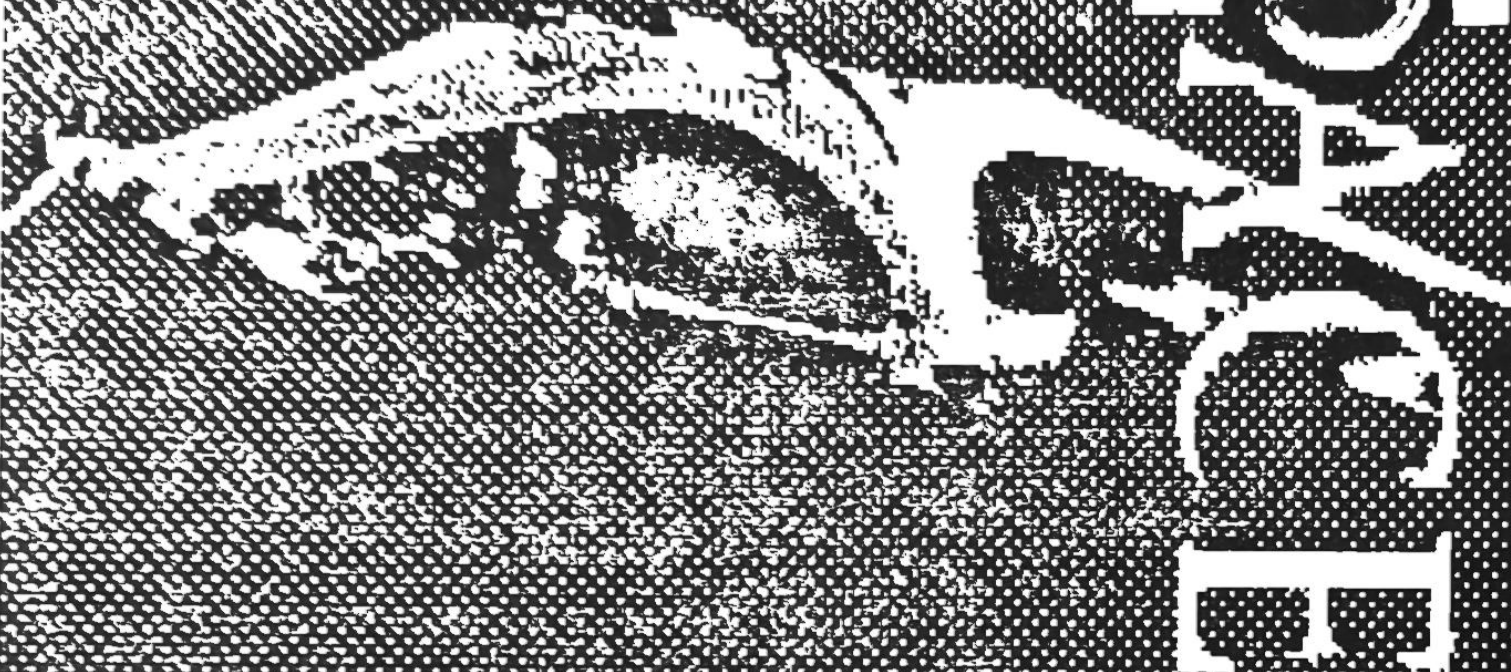


U20R U20R U20R U20R

CASCADE PRESENTS FOX C16
AND PLUS 4



MASTERTRONIC GAMES REVIEWED
FINDERS KEEPERS
VIDEO NASTIES/VIDEO POKER

M/C ASSEMBLERS; ; 2 REVIEWED

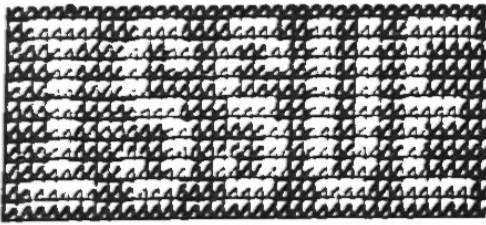
PLUS NEWS, HINTS & TIPS



MUSIC COMPOSER REVIEWED

4

Ghost & Goblins



IN VIEW !

NEW LABEL FOR ELITE

Elite are just about to launch a new label called "Hit-Pak", the first Hit Pak for the C16/Plus 4 will include four of Elite's past C16 hits. Commando, Bombjack, Airwolf and Frank Bruno's Boxing are the programs in question. The Hit Pak will sell for £9.95 and it will be the first of a series, other Hit Pak's will be based on different themes, Sport etc.

BUSY GREMLIN !

Gremlin Graphics have a busy period coming up with no less than five new C16 and Plus 4 new releases. The first release is the third in the C16 Classics series, the compilation includes Sword of Destiny, Jetbrix, Gullwing Falcon and Reach for the Sky and will sell for £9.95.

The other four releases are multi format games (ie. They will appear on Spectrum, C64, Amstrad and C16). The first program is a Football game, you take the role of a young football player starting out on his career. Future Knight is a save the princess from the evil aliens type game. Trailblazer is a racing game in space where a large ball is used. Avenger is the follow up to Way Of The Tiger and is a combat game featuring Ninja Warriors etc. All the above games will sell for £6.95 and will all appear in time for the Christmas market.

SUPERFILE C16 HELP NEEDED!

We have received a letter from Mr K Martin who is having a little trouble using Superfile C16. He can save a file no problem but then can't load the data file back into the computer. Have any Superfile users out there got any ideas! If you have then please write to Mr Martin at 395 Pepper Place, Warminster, Wilts, BA12 0DQ.

A LETTER FROM POLAND ?

This month we received a letter from some Polish C16 Users at Torun University, they are wanting to make contact with British C16 Users with a view to swapping ideas and software. If you would like to write to them please send any correspondence to the following address:-

Wladyslaw Los
HA 1p. 712
ul. Gagarina 41
87-100 Torun
Poland

"20 USER" C16 Plus 4 = 20

ISSUE 4

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EDITOR David Baxter **Reviewers** Kenny Bull James Pickering J.Gilchrist

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"20 User" is designed and printed on an Amstrad CPC 6128 & DMP 2000 printer using AMX Mouse, Rombo Video Digitiser and various software packages.

Contributions

For "20 User" to be a success we need input from our members, over the next few months we want to increase the size of "20 User" and to do this we will need contributions from our readers. If you have written a C16 or Plus/4 program then please send it in, we will publish the listing in the magazine and give a software reward of your choice for any programs we print. We are also on the lookout for Hints and Tips on popular games, adventure help etc (see our Adventure Quest page in this issue for more details). With your help we can make "20 User" a success, without your help, life will be a little more difficult for us.

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Issue 5 will be available on 18th November

GHOSTS and GOBLINS

By ELITE

Publisher- ELITE Machines- C16/Plus 4 Price- £7.95 Controls- Joy/Keys

When I read the small introduction I said to myself "not another Hunchback type game". The heroic knight has to rescue the beautiful maiden from clutches of the demonic Overlord.

That's about all you get from the instruction sheet apart from the keys. So with a little piece interest at the back of my mind I loaded it up. It seems to be a simple running, jumping and shooting arcade game.

The graphics are well above average, don't the zombies look good?

Unfortunately there are still a few bugs, the first one is in the score. It sometimes resets itself after a while, it kept on happening to me when I was going along nicely. The second bug was then when you have crossed over the water and start shooting the 'boxing gloves', instead of disappearing completely it leaves a portion which kills you when you touch it.

I am undecided about this game, if the bugs were taken out then it could be passable, as it stands, you had better check it out yourself.

< K.B >

SECOND OPINION

Ghosts and Goblins is another one of Elites "Coin-Op" conversions, if this game was supposed to be a copy of the Arcade Machine then it has failed in its task. The game itself is not that bad but for £7.95 you expect a little more for your money!

< D.B >

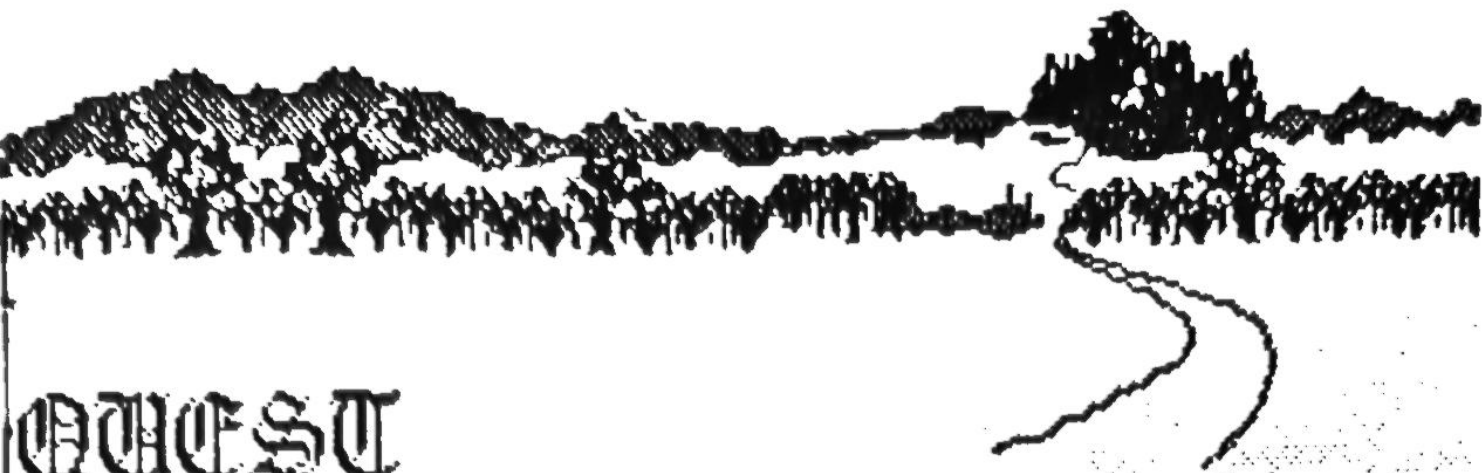
The Scores On The Doors :

GRAPHICS	- 82%	- Quite nice
SOUND	- 60%	- Ok
PLAYABILITY	- 78%	- No problems here
ADDICTIVENESS	- 60%	- Could be lacking
V.F.M.	- 50%	- Too pricey, would be a good cheapie
OVERALL	- 60%	- Better to try it out yourself

CLASSIFIED ADVERTISEMENTS

Readers of "20 USER" can place classified advertisements in the magazine FREE of Charge. Do you have software to sell ? Or there is a second hand add-on that you would like. Send your advert into the usual address and we will print it in the next available issue FREE OF CHARGE.

ADVENTURE



QUEST

I've got a packed page for you this month. More hints, tips and a review of a new C16/Plus 4 adventure for you to browse over. So my friends, read on!

Title:- Rebel Planet Supplier:- US Gold/Adventuresoft £8.95

The scene is set as the mighty Arcadian Empire tightens its grip on the galaxy. The secret earth organisation SAROS has funded one last desperate mission to strike at the heart of the Arcadians home planet and this is your mission. At the heart of the empire lie's the Queen Computer, destroy this and the empire will crumble.

Rebel Planet is an excellent adventure and further help can be gained by buying the original Fighting Fantasy Gamebook by Robin Waterfield (Penguin Books).

Originality	- 8 -	Not many others like it!
Vocabulary	- 6 -	Not too bad
Playability	- 7 -	Very Good!
Difficulty	- 8 -	VERY!
V.F.M	- 8 -	Well worth buying
Overall	- 8 -	Can I say much more

NEWS

Not much to report this month, just that the He-Man Adventure we mentioned last month is now in the shops, cost £7.99.

HINTS

Come on all you adventure buffs, these hints were by me, I want YOUR hints!

ZORK 2:- Try picking a fight with the Dragon and see where it leads you, or see where you lead it!

Ten Little Indians:- Don't be in too much of a hurry to get off the train!

I would like to chat to you about adventures, even if you are an arcade fan then write or phone me to talk about starting. I want to hear from YOU!

Write to:- Alisdair Creanor
31 Williamwood Park West
Netherlee
Glasgow
G44 3TE

Or Telephone 041 637 1406

PROGRAMMING TIPS

By Trevor
Lobban

As many of C16 and Plus/4 users know, there is more to owning a computer than just playing games, this month we feature some tips and pokes for programmers. These were sent in by Trevor Lobban and we are sure that they will prove invaluable to other programmers.

PEEK

Identifying The Top Of Basic Memory

```
PRINT PEEK(55)+PEEK(56)*256
```

Identifying The Start Of Basic Memory

```
PRINT PEEK(43)+PEEK(44)*256
```

Identifying The End Of A Basic Program

```
PRINT PEEK(45)+PEEK(46)*256
```

Identifying The Last Line Of Data Read

```
PRINT PEEK(63)+PEEK(64)*256
```

POKE

Disable/Enable Line Numbers

```
POKE 22,35 - Disable Line Numbers
```

```
POKE 22,25 - Enable Line Numbers
```

Disable List

```
POKE 774,131:POKE 775,164 - Disable List
```

```
POKE 774,110:POKE 775,139 - Enable List
```

Disable RUN-STOP Key

```
POKE 806,115 - Disable RUN-STOP
```

```
POKE 806,101 - Enable RUN-STOP
```

Reset The Computer From Within A Program

```
SYS 32768
```

Selecting Character Set From RAM

```
POKE 65298,(PEEK(65298)AND251)OR4 - Select Character Set From RAM
```

```
POKE 65298,PEEK(65298)AND251 - Select Character Set From ROM
```

Protecting Machine Code Routines

```
NT=NEW TOP OF MEMORY/256
```

```
KT=NEW TOP OF MEMORY-(NT*256)
```

```
POKE 55,NT:POKE 56,KT
```

The Time taken to make calculations can be reduced (by about 30%) if the screen is turned off.

To Turn Off Screen

```
ZZ=PEEK(65286)
```

```
POKE 65286,PEEK(65286)AND239 - Switch Off Screen
```

```
----- CALCULATIONS ----- - Perform your calculations
```

```
POKE 65286,ZZ - Switch on Screen
```

Pointing At RAM

MEMORY	PAGE	MEMORY	PAGE
0	0	8192	8
1024	1	9216	9
2048	2	10240	10
3072	3	11264	11
4096	4	12288	12
5120	5	13312	13
6144	6	14336	14
7168	7	15360	15

For example, if you has designed your own character set and it resided at location 14336. First you would tell the computer to look for the character set in RAM.

```
POKE 65298,(PEEK(65298)AND251)OR4
```

Next you would tell the computer where to look by POINTING at the location. We would find the page number (14), and then multiply this number by 4 giving 56.

Then we would insert this number into this POKE

```
POKE 65299,(PEEK(65299)AND3)OR 56
```

Now the computer will look for the character set in RAM at location 14336.

Saving Screens To Cassette

To SAVE a Low-Res screen enter the program below:-

```
65000 FOR Z=0 TO 3: Z%(Z)=PEEK(43+Z):NEXT
65010 POKE 43,0: POKE 44,8: POKE 45,0: POKE 46,16
65020 SAVE"PIC NAME"
65030 POKE 43,Z%(0): POKE 44,Z%(1):POKE 45,Z%(2): POKE 46,Z%(3)
```

Insert a blank cassette into the datassette, type run then press record and play on the unit.

The screen can then be loaded by LOAD"PIC NAME",1,1

NOTE the 1,1, this is essential as it tells the computer to LOAD the data into the section of memory from which it was saved.

To SAVE a Hi-Res Screen to cassette change line 65010 to:-

```
65010 POKE 43,0: POKE 44,24: POKE 45,0: POKE 46,64
```

To LOAD the picture use the same procedure as before!

Poking Characters Directly Onto The Screen

RO=ROW
CO=COLUMN
PO=POSITION ON SCREEN

Type:- $PO=3072+(RO*40)+CO$
POKE PO,1

This will POKE the letter A onto the screen at RO down the screen and CO along the screen.

Organisation Of A Colour Byte

Bit	0	1	2	3	4	5	6	7
Value	1	2	4	8	16	32	64	128
Color 0-15					Lum. 0-7			Setting this bit switches the flash on.

To set a Character position to any colour

POKE PO,PEEK (PO) AND 240
POKE PO,PEEK (PO) OR CL

Where CL is the designated colour and PO is the position as defined above.

Luminance can be set with:-

POKE PO,PEEK (PO) AND 143
POKE PO,PEEK (PO) OR LU*16

Switching on the flash attribute of a character.

POKE PO,PEEK (PO) OR 128

To Switch off the flash

POKE PO,PEEK (PO) OR 127

Thank to Trevor for these pokes and tips, if any other readers would like to write an article on programming or just pass on some tips then please send them in!

BLAGGER LIVES POKE

Simply change the number 34 to FF in the Machine code (via the monitor). Then reset the computer and type in SYS:1630. There will then be a "Press Play on Tape" message. Press RUN-STOP and the game will start as normal.

Tip by James Pickering.

VIDEO POKER By MASTERTRONIC

Publisher:-Mastertronic C16/Plus 4 Price:- £1.99 Keyboard Only

I might as well not bore you with a long list of criticisms I have about Video Poker, but just simplify it to one word, 'Naff'.

Like the real game of poker you have to play for money. In this game you can have a choice of four different forms of American Currency. The choices you have are Nickels, Dimes, Quarters and Dollars. At the start of the game you are given twenty of whatever form of cash you picked. The idea of the game is to gamble money on the prediction of cards. If you are not sure about the rules of poker then don't worry because the instructions are quite clear. However like all computer card games the atmosphere of the real thing is missing!

The graphics are of a high standard but there can sometimes be confusion between a spade and a club, as they are very similar to look at. Good use is also made of colour especially for the high ranking cards. I will be quite honest and say that I did not hear one single sound throughout the whole game. I can't understand Mastertronic letting this game slip through their fingers without checking the quality first. To make the game a little more interesting I would have added musical sequences from the Cincinnati Kid. This would have added to the real atmosphere of a poker game, and made Video Poker that much more fun to play.

As it stands you might be better off buying yourself a pack of cards and playing a real game of poker with some friends. Once you have played a few hands of Video Poker the novelty element wears off and all you are left with is a game that will end up being left on the shelf.

< J.P >

SECOND OPINION

It seems that budget labels are being used to release games that are very unoriginal and boring in concept. Very few budget programs are different or innovative and this is a pity. This is a game that would have died a death two years ago and to think that it is being released now is a sad reflection on the industry.

< D.B >

The Scores On The Doors !

Graphics	:- < 69% >	Can sometimes cause confusion
Sound	:- < N.A >	None. PATHETIC !
Playability	:- < 59% >	Not Bad
Lastability	:- < 12% >	Bored to tears within 5 minutes !
V.F.M	:- < 46% >	Even at £1.99 it is not worth it!
Overall	:- < 54% >	Not one of Mastrtronic's better games!

FINDERS KEEPERS MASTERTRONIC

Publisher:- Mastertronic C16/Plus 4 Price £1.99 Joy or Keys

Here is another famous Mastertronic game which has been seen on many different systems, it's entitled "Finders Keepers" and has still kept many of its main features during conversion to a much smaller machine (in memory terms). However it still holds as much enjoyment as it did on the C64, Spectrum and Amstrad micros.

Finders Keepers is no less brilliant for the £1.99 price tag. It is based on a Jet Set Willy mould but is infinitely better in every way possible. The graphics are of the best I have seen on the C16 and a lot of time and effort has been spent on producing a wonderful game. Colour is also of a high standard, with a mixture of shades and colours used.

The only two criticisms I have to make are, firstly the very poor sound, which is very primitive, but I suppose you can't have great graphics, plenty of screens AND superb sound can you? The second criticism is Mastertronics decision to have the top diagonals of the joystick for jump. It would have made the game a lot easier to play if it had the usual fire for jump.

You play the role of a brave Knight whose task it is to collect items which you will find lying around the Castle of Sprite Hand. Once you have completed your task and traded the items for Princess Germintrude, you will be awarded with the highest honour a Knight could be given, you will become a member of the Polygon Table (Eh! .Ed).

To hinder you in your quest there are nasties as you have probably guessed by now. These include Ghosts, Grisly Ghouls, something that looks like Snoopy and many other horrible nasties. You are given four lives, each with its own supply of energy. Like Jet Set Willy and many other games in a similar mould, each screen has a title. Some of which are quite amusing, like the 'Room With A View' (I don't get it .Ed) and 'The Big Puss Without Boots'.

In certain ways 'Finders Keepers' reminds me of an adventure because you can examine, get, drop and trade items. I thoroughly enjoyed playing this game and I hope you will!

< J.P >

SECOND OPINION

This was one of the games that gave Mastertronic their title of Kings of Budget Software, the C16 version stands up well against the Amstrad, Spectrum, C64 formats and should be a compulsory purchase for every C16 owner.

< D.B >

The Scores On The Doors !

Graphics	:- < 92% >	The best I've seen on a C16
Sound	:- < 10% >	Truely Primitive
Playability	:- < 73% >	Good on the whole
Lastability	:- < 85% >	It drove me insane !
V.F.M	:- < 94% >	At this price you can't go wrong !
Overall	:- < 86% >	The best budget game I've played !

VIDEO NASTIES

MASTERTRONIC

Publisher:- Mastertronic C16 & Plus/4 Price:- £1.99 Joy or Keys

Mastertronic seem to be flooding the C16/Plus 4 software market with all their releases. If there's money to be made, Mastertronic are making it !

Although I didn't find Video Meanies to be one of their best games, I still found it addictive and fun to play. You play the role of a Maintenance Robot who's aim is to turn off the video machines his Lordship has left on. Sounds simple I know but there always has to be a catch.

To try and hinder you in completing this task his Lordship has set for you, there are horrible bouncy things that take away one of your seven lives when they come into contact with you. There are also invisible walls, walls that kill you on impact and walls that have to be blasted to find the keys and video machines. As you turn each video machine off, a jigsaw in the top left hand corner of the screen develops into a logo. When the logo is complete you have finished your task.

Great Sonix and Music make the game more interesting and enjoyable to play. Unfortunately the instructions don't tell you much so its really a matter of trial and error to find out how to play the game. A very addictive game, which at under two pounds provides a soul destroying entertainment.

Not one of Mastertronics greatest releases but still very much worthy of the price tag. If your nerves can stand the pressure than why not give "Video Meanies" a try ?

< J.P >

SECOND OPINION

I liked this game from the word go. The music is very good and the on screen presentation is first class. The graphics are very colourful and well defined and this makes for a very enjoyable little game.

< D.B >

The Scores On The Doors !

Graphics	:- < 76% >	Above Average
Sound	:- < 81% >	Nice Music and FX
Playability	:- < 70% >	Difficult but not impossible to play
Lastability	:- < 80% >	You keep having just one more go
V.F.M	:- < 75% >	Good given the price
Overall	:- < 77% >	You can't really go wrong !

ELECTRIK PENCIL

By WIZARD
SOFTWARE

Electrik Pencil By Wizard Software C16/Plus 4 Cassette £7.95 Disc £9.95

Contact Address

Wizard Software, 20 Hadrian Drive, Redhills, Exeter, Devon, EX4 1BR

Electrik Pencil is an electronic drawing program for the C16 and Plus/4 (the program was designed to work with the C16 so due to memory limitations the program does not include lot's of advanced features).

Electrik Pencil allows the user to create some pretty impressive screen designs even if you are not a skilled artist. Drawing is controlled either by keyboard or Joystick (type of control can be changed at any point while the program is running) and the user has several different commands at his disposal including Line Drawing, Character Plotting, Circle Drawing, Filling and many more.

The program is quite versatile and allows you to change your pencil size, Background/Foreground colours and even change the drawing speed. Text and graphics can be mixed freely and a printout is obtainable if you have a Commodore MPS 803 printer (an example of the screen dump facility is shown below).

This is a very good program for all you artists out there, it may not be the most complicated Art program available but what it does, it does well!

< D.B >



ASSEMBLERS !

This month we review two new Machine Code Assemblers for the C16 and Plus 4. The first assembler is called Merlin and is produced by Wizard software. The second program was written in holland by Jan Pieter van Woerkom (?).

Merlin Assembler

The Merlin Assembler is a full 7501, two pass assembler. The 7501 chip is a later version of the 6502 chip and therefore the mnemonics are the same. Merlin allows the user to input the machine code just like a basic program (ie. the user can still use basic editing features and commands like AUTO, DELETE etc). Merlin comes with a very good instruction booklet and includes some example programs for you to try. Merlin is available on Cassette for £8.95 and on Disc for £11.95

C16/Plus 4 Assembler

The second Assembler called C16/Plus 4 Assembler, again it is a 7501 assembler and it also includes full basic editing facilities etc. This program was written in Holland and sells for £10 (this includes Air Mail delivery). The program also has a comprehensive User manual and the manual is written in perfect English even though it was written by a Dutchman. Assembler C16/Plus 4 includes a sample game and a Scratch program to show you just what can be done.

Both programs offer just about the same specification and value for money, it would be unfair to try and decide which Assembler is the best because it is all a matter of personal preference. If you are looking for a C16/Plus 4 Assembler then you won't go far wrong with any one of these programs.

Contact Address

Assembler C16/Plus 4

Jan Pieter van Woerkom
Griend 37-40
8225 TJ Lelystad
Holland

Merlin Assembler

Wizard Software
20 Hadrian Drive
Redhills
Exeter
Devon

MUSIC MASTER BY SUPERSOFT

Publisher:- SUPERSOFT Machines:- C16/Plus 4 Price:- £ N/A Controls:- Keys

Any budding Howard Jones's or Elton John's out there who think they have a few good tunes tucked up inside their heads but don't have a clue how to play an instrument or write the music down, can rest in peace. Music Master claims to be the "musical equivalent of a word processor".

"You don't have to know the first thing about music. You don't need to be able to read music, you don't have to have had music lessons". Well I don't, can't and haven't. Pretty clueless you may think. Well there are a few of us around so perhaps this is why Supersoft have released this program.

Indeed when you load up and play the demo tune(s) you can't fail to be slightly impressed by them. However when you come to try and relay your thoughts through the keyboard and into the editor, well then the problems begin. Octaves, staves, chords, attack/decay and semitones. You've heard of them all way back in those boring music lessons and now you wish that you had paid more attention to them.

However if you read the manual you are given a small idea how to put your thoughts into your computer by two means. The first is to enter and edit your tune as if you were playing an actual synthesiser keyboard or entering them by using a piece of sheet music.

The first is the easier of the two if you are as clueless as I am. After about 10 mins. I was playing away with my keyboard quite the thing, and getting a little ditty that is better than Paul Hardcastle's "The Wizard". Just wait till I get a recording contract.

The second way of entering music should be left well alone until you have required some knowledge of sheet music. Anyway the first way is far quicker and more enjoyable.

The program includes 10 different backing rhythms and patterns which can be included into your music very easily. 10 may not sound a lot but there is one user-definable backing rhythm available and these can all be changed quite significantly by changing the tempo, attack, decay and sustain.

All your music can be saved and loaded back into the computer at a later date and will save either onto tape or disc.

A handy feature of this program is its compatibility with the Commodore 64 so if you upgrade you can still use your data files and it works the other way to which means that any music written on the C64 can be transferred into the C16/Plus 4.

Perhaps the main feature of this package is the facility it has of adding music to your own programs. This means that you can write a tune using Music Master and transfer it to your programs. This could therefore be a great advantage to any person who wants to add music to their programs.

With this feature alone this program could turn out to be one of the best music utilities available!

A.C.E

By CASCADE
GATES

Publisher:- CASCADE Machine:- C16 Price:- £9.95 Controls:- Joystick or Keys

When A.C.E. (Air Combat Emulator) was first released I thought "Not another boring and extremely hard flight simulator". Well when I saw the number of keys I thought it could be okay ie. up, down, left, right, fire, increase and decrease speed. Not a lot here but when I loaded it up I was quite amazed.

This is not what it would appear to be in that the action mainly takes place outside your cockpit in the air. The object of the game is to shoot down enemy fighters before they reach their targets rather than trying to control your plane.

Cascade claims that the game uses up 15.75K of memory which is 100% machine code which makes this a very fast piece of programming indeed.

The graphics are what you would expect in a flight simulator ie. rather drab looking aircraft but their movements are very smooth and crafty.

Altogether a very polished piece of programming however the price at just under a tenner might be too steep for some people.

< K.B >

SECOND OPINION

ACE is as far as I know the first C16 game to be converted onto the Spectrum, the Spectrum version has just been released and is selling well. The C16 game is a bit bare ie. No buildings on the ground etc. This would make a better budget game than a full priced title.

< D.B >

The Scores On The Doors!

GRAPHICS	- 65%	- The usual simulator type graphics
SOUND	- 78%	- Realistic groans and a good ditty
PLAYABILITY	- 82%	- Very easy to get into
ADDICTIVENESS	- 45%	- Might be a bit iffy here
V.F.M.	- 55%	- A bit too pricey
OVERALL	- 60%	- Not bad but a little pricey!

Watch out for a review of the PLUS 4 disc version of A.C.E in next months "20 User", this version includes enemy ships, land forces and building on the landscape!