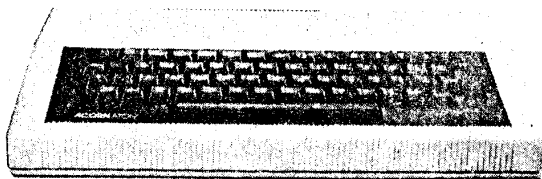


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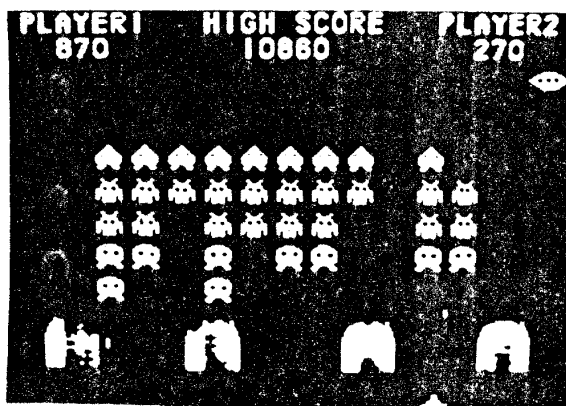
251 HENLEY ROAD COVENTRY CV2 1BX

DIRECTORS : A.D.BADEN S.FITZGERALD A.J.MILNER



Acorn Atom

SOFTWARE



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Acorn Atom

All our software is supplied on high quality C12 microprocessor cassettes, complete with index cards and library cases. The programs are recorded under filenames which are the titles given on the library card. Some of the programs have instructions provided in a separate program, located immediately before the main program. To find the filenames of these use the *CAT command.

To LOAD a program simply type, for example:-

LOAD"BREAKOUT"

-and follow the prompts. If the program fails to LOAD first time, use the string of "X"s - which you will find recorded at the end of the tape - to optimise the volume and tone settings of your recorder.(See page 8 of the Atom manual.) You should find that the "X"s will reproduce correctly over quite a wide range of volume settings, not all of which will necessarily lead to correct LOADING, but if you make minor adjustments within this range until the program will *CAT correctly, subsequent LOADING should be fault free.

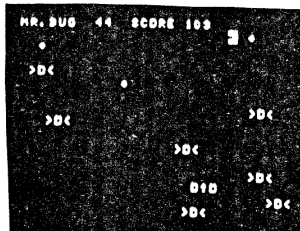
ALL BUG-BYTE SOFTWARE IS PROTECTED BY COPYRIGHT - any unauthorised copying is prohibited. However, we do not object to customers making a back-up copy purely for their own use, and indeed this is to be recommended to protect against damage or accidental erasure of the original recording.

When ordering, please use the order form provided and clearly state the titles of the cassettes required. Orders should be accompanied by a cheque/P.O. made payable to "Bug-Byte". Overseas orders should preferably be paid for by International Money Order. Prices are inclusive for U.K. orders; overseas customers please add 10% to cover the cost of Air Mail. Delivery within the U.K. should be within 14 days.

New programs are constantly under development - look out for our advertisements in Computing Today, Personal Computer World and Practical Computing.

ACORN APPROVED : To the best of our knowledge we are, at present, the only sellers of Acorn Approved software for the Atom.

UFO BOMBER



STOP PRESS

DISASSEMBLER

£4.00

Unlocks the secrets of the ATOM ROMs (or any machine code program) by converting the machine code back into assembler mnemonics. The program occupies 2K of program space (i.e. you will need at least 4K total RAM to use it) and can be loaded into any convenient 2K block of memory. The listings are printed out on the screen, with the options of waiting for a key to be pressed each time the screen is full and output to a printer, if you have one.

Perfectly complements the ATOM assembler - every ATOM should have one. If you are a machine code enthusiast, you will find the disassembler invaluable for finding useful subroutines in the ROM which can be called by your own programs. You'll also find it invaluable if you try to alter one of your own machine code programs which you've somehow managed to lose the listings to. You'll wonder how you ever survived without it! If, on the other hand, machine code programming is still something of a mystery to you, what better way to learn how to program well than by working out for yourself what is happening in some professionally written machine code?

SAMPLE RUN

N.B. The £ signs are the printer's attempts at hash signs. All numbers are in hex. (The routine is part of the SAVE routine and generates a 417 microsecond version of the BASIC WAIT command - You'll find the actual {1/60th second} WAIT routine at £FE66)

```
START?£FCDB
END?£FCE9
FCDB LDX £ 00          A2 00
FCDA LDA £ 10          A9 10
FCDC BIT B002          2C 02 B0
FCDF BEQ FB (TO FCDC)  F0 FB
FCE1 BIT B002          2C 02 B0
FCE4 BNE FB (TO FCE1)  D0 FB
FCE6 DEX               CA
FCE7 BPL F3 (TO FCDC)  10 F3
FCE9 RTS               60
```

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BASIC PROGRAMS (Cont.)

HORSE RACE (4K)

PRICE £3.50

Eliminate your gambling urges without actually losing money. Up to seven can play. There are a variety of race lengths and numbers of competing horses.

MINEFIELD (4K)

PRICE £3.50

Try to get your men safely across the minefield as rapidly as possible. If a man gets close to a mine, his detector will give a warning bleep.

PONTOON (4K)

PRICE £3.50

Can you win money from the computer dealer?

% The above six 4K programs (BATTLESHIPS, BIO-RHYTHMS, %
% ALIEN DESTROY, HORSE RACE, MINEFIELD and PONTOON) are also %
% available, recorded on 2 cassettes, for a total price of only £15.00. %
%

UFO BOMBER (7K)

PRICE £4.00

Zap the advancing fleet of aliens scoring as many points as possible. Terrific sound effects. Look out for the super alien!

FRUIT MACHINE (8K)

PRICE £5.00

Another chance to win "money" from your Atom, this time on a fruit machine with spinning reels, hold and nudge facilities. Extensive machine code routines are used to produce fast-spinning reels and sound output. You start with £5 to play with, so after finishing your first game you can reflect that you've just saved yourself the cost of the program!
(Graphics mode 2)

MACHINE CODE PROGRAMS

The following programs are written almost entirely in machine code, allowing exciting, complex, fast-moving graphics. To make a back-up copy of them (see copyright notice on page 1) you will have to use the *SAVE command, e.g.:
*SAVE"INVADERS"2900 3C00 (See the Atom manual, page 140.)

ATOM INVADERS (12K)

£12.00

With the Atom's high resolution graphics, this has to be one of the best versions of the popular pub game available for a microcomputer. All the usual features: 1 or 2 players, single and double speed bombs, extra base after 1500 points, sound output, high score, 11 x 5 invader fleet, 3 types of invaders, etc. (Graphics mode 4)

ATOM BREAKOUT (4K)

£5.00

Another highly addictive, fast-moving game, with high score, sound output and 9 skill levels. Points are scored by knocking bricks out of the advancing wall. 500 Points wins a free ball. (Graphics mode 1)

PINBALL (6K)

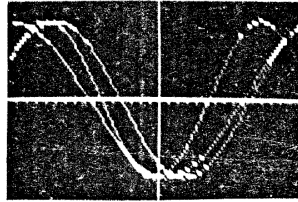
£6.00

Fast-moving computerised version of a pinball table. A free ball can be won by lighting the 8 letters and getting the ball to pass through the free ball gate. The effect of gravity is simulated as the ball moves across the table. With sound output, high score and choice of 1 or 2 player game. (Graphics mode 2)



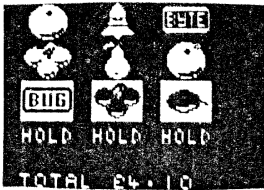
LIFE

(2K PROGRAMS No.2)
Generations produced from
a simple cross starting
pattern.

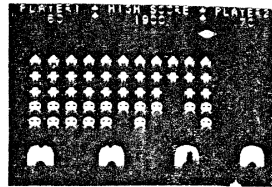


BIO-RHYTHMS

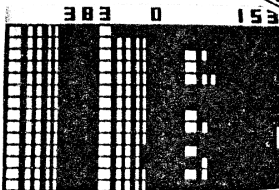
If your cycles are all low,
like this, it's best to
stay in bed for a week!



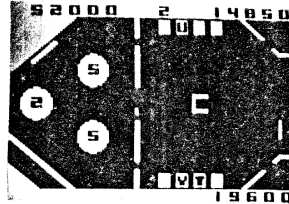
FRUIT MACHINE



ATOM INVADERS



ATOM BREAKOUT



PINBALL

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microcomputer software
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MEMORY REQUIREMENTS

The memory sizes specified for the following programs are the TOTAL amounts of RAM needed to run them, including program RAM, video RAM and zero page workspace. The floating point ROM and VIA are not required unless otherwise stated.

BASIC PROGRAMS

The following programs are written largely or entirely in BASIC.

2K PROGRAMS No.1 (2K)

PRICE £5.00

Four compact and entertaining programs for the man with minimum configuration:-

- 1) MOON-LANDING : Can you land your craft safely on its landing pad, or will you run out of fuel and crash into the lunar surface?
- 2) HANGMAN : Two player game with graphics.
- 3) REACTION-TEST: Tests your ability to react between two set time limits. Very tricky - but it is possible!
- 4) TORPEDO : Shoot torpedos at the ships sailing across the horizon. Your rating is displayed on the screen.

2K PROGRAMS No.2 (2K)

PRICE £5.00

By popular request, another cassette of programs that set out to prove that 512 bytes of program space can be put to good use.

- 1) LIFE: The classic computer simulation of the growth of a colony of cells. If you haven't seen the program before, you'll be amazed how fascinating it is to watch the constantly changing, complex patterns produced. Try to find the starting pattern which leads to the longest surviving colony. Written substantially in machine code for compactness and speed. With full cursor control for input of starting pattern, display of current and last generations on 27 x 27 grids and number of elapsed generations. Takes just over 2 seconds per generation.
- 2) O'S AND X'S : Challenge your Atom to a game of O's and X's. It can be beaten, but it'll keep you on your toes!
- 3) CALENDAR : Now you need never buy a calendar again! Just type in the month and year and the program produces the relevant calendar. Accurate back to whenever Pope Gregory messed things up and forward until someone else does likewise.
- 4) TUNES : The musical kind, that is. Converts your Atom into a music box. Comes complete with sample tunes to try.

BATTLESHIPS (4K)

PRICE £3.50

The standard grid game, with battleships and destroyers, played against the computer.

BIO-RHYTHMS (4K)

PRICE £3.50

Takes your date of birth and the present date and plots the current state of your physical, emotional and mental cycles. Or try it out for famous people on famous dates. (Graphics mode 1.)

ALIEN DESTROY (4K)

PRICE £3.50

Shoot down as many of the dodging alien craft as you can before you are inevitably destroyed. Gets more difficult, with the aliens dodging and shooting more frequently, the longer you survive.

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SOFTWARE CONTRIBUTIONS - A GUIDE

We are always interested in receiving high quality, original software from individuals, with a view to marketing any programs of the required standard, generous royalties being paid to their authors.

Software should be as free from bugs as possible, so before sending your programs in, test them out extensively on your friends to make sure that they are foolproof. While you are at it, ask them whether they would pay £4.00 or more for them.

Programs should be easy to use, with clear and full instructions. Any information, whether text or graphics should be attractively laid out on the screen. Efficient use should be made of memory space.

Although we are interested in programs on a wide variety of subjects, we are particularly interested in the following:-

- a) Machine code programs.
- b) Games making good use of graphics.
- c) Educational programs.
- d) Personal/home finance programs.
- e) Business/accounts programs.
- f) Utilities/programming aids.
- g) Anything very original or unusual.

Please do not send in programs which we already have versions of.

PROCEDURE

Send your program(s) to us, preferably recorded on cassette, together with any explanatory notes you consider necessary.

If we find your software suitable for inclusion in our range, we will send you an agreement to sign, entitling you to a royalty of 20% of the selling price, on every copy sold. We will not, of course, market or advertise any program sent to us until this agreement has been signed and returned. If your software is unsuitable, it will be returned to you, with a brief explanation.

Don't forget, the better your program, the better it will sell and the more you will get out of it. You write the program and we take care of the rest - we advertise regularly in the popular computing magazines ensuring that your software reaches as wide a market as possible.

N.B. IT IS YOUR RESPONSIBILITY TO ENSURE THAT ALL SOFTWARE YOU SEND IN IS YOUR OWN ORIGINAL WORK.





PLEASE SUPPLY THE FOLLOWING :

NAME : _____

ADDRESS : _____

I ENCLOSE A CHEQUE/P.O. FOR : _____

BUG-BYTE SOFTWARE

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