

BOOKS

Mastering Machine Code on your ZX81 £5-95

This 180 page book by Tony Baker is ideal for those who want to explore the full potential of their ZX80 or ZX81.

Whether you know nothing at all about machine code, or whether you are an experienced Z80 programmer, this is definitely the book for you. It starts off at first principles, with well understood BASIC programs, explaining the USR function in its simplest form, and how to load and run machine language routines. It then guides you slowly through a series of easy to understand routines, gradually introducing each type of machine language instruction and giving examples of their uses.

The book also includes a fast machine code version of Draughts, real time graphics games including Breakout, and several useful appendices.

Getting Acquainted with your Acorn ATOM £7-95

By Tim Hartnell and Trevor Sharples. Programs include Grand Prix, Life, Mordechai-Mind, Malachi, Craps and many many more.

One important chapter "Getting to grips with Assembler" tells you what Assembler is, how and where to use it, and how to make best use of the Assembler material in the Acorn manual. Other chapters cover arrays and strings, PEEK and POKE, mastering the graphics, and Atomic logic.

The ATOM Magic Book £5-50

* RECOMMENDED BY ACORN *

A 'must' for every Acorn Atom user, this book contains a wealth of games and other programs - plus much useful software and hardware information. Programs include a noisy and fast moving version of Breakout, and one which allows ATOM to store and play back speech.

Contents; Breakout. 3D Maze. Letters. Matches. Russian Roulette. Compart. Talkback. Moon Lander. Bouncing Ball. Patchwork. Bugrace. Space Battle. Hammurabi. Higher/Lower. Buzz-Word. Othello. Number Guessing. Hexpawn. Drive. Biorythm. Sums Tester. Scramble. Designs. Hunt the Wampus. Simon. Screens. Hangman. Programming Tips. Other BASICS. Tape Recording. 6522 VIA. 8255 PPI. Block 0 RAM. RAM Routines. VDU Codes.

The ZX80 Magic Book £4-75

NOW WITH 8K ROM / ZX81 SUPPLEMENT

"Definitely worth a place on your bookshelf" (ZX80 Interface magazine review). This book contains a selection of games programs, as well as hardware and software information including circuits for static and dynamic RAM extensions and I/O. The programs include one which allows you to play music through the cassette port, and a machine language Monitor.

Contents; Russian Roulette. Matches. Number Guessing. Dice(s). Horse-Race. Buzz-Word. Moon Lander. Higher-Lower. Hammurabi. Nibbler. Measles. Hexpawn. RND. Othello. Decimal Peeker. Hex Peeker. Animals. Sums Tester. More Sums. Weekday. Music. Plotting. Creating a program. Assorted tips. Debugging. Converting programs written in other BASICS. How it works. Using USR. Micromon. Improving the picture. Memory map. Adding memory and I/O.

Getting Acquainted With Your ZX81 £4.95

Whether you've never touched a computer before you bought your ZX81, or you've had a lot of experience, you'll find much of value and interest in this book by Tim Hartnell. It is designed to get your ZX81 up and running worthwhile, interesting, programs from the very first day.

Many of the 75 + programs in the book will run on the unexpanded (1K) ZX81 (or ZX80 with the 8K ROM). Others include Alien Imploders, Zombies, Draughts and a Word Processor.

The book also introduces you to a number of ZX81 functions and statements, including the use of subroutines, PLOT & UNPLOT, SCROLL, INKEY\$ and PEEK & POKE. If you're interested in exploring the great mathematical abilities of the ZX81, you'll find a host of programs to get you underway, from plotting curves, printing out tables and graphs, sorting data, solving quadratic and other equations to working out how much interest you must pay on a loan.

16/32K ATOM RAM BOARDS

These boards have been designed especially to work with the Acorn ATOM to expand the maximum RAM space from 12K to 28 or 38K bytes while still retaining compatibility with Atom software and hardware.

Dynamic memory IC's and a novel **refresh** circuit combine to give a reliable cool running board which can operate at the full 1MHz processor speed with wide margins. In most cases a fully expanded 38K RAM ATOM will run from a single ATOM mains adaptor.

All versions are single Eurocard size (100 x 160 mm); some have connectors allowing them to fit within the ATOM's case, while the others have DIN41612 connectors fitted for rack mounting. When fitted inside an ATOM case, room is still left for the Acorn ATOM colour encoder board and other extensions.

The MP100 DC/DC converter can be fitted 'piggy-back' fashion onto a RAM board (even inside the ATOM's case) to provide the +12, +5 and -5V supplies required when these are not available from any other source ; it draws it's power from the unstabilised '8V' output of the ATOM mains adaptor.

A separate leaflet giving more details is available on request.

PRICES : INCLUDING U.K. DELIVERY AND 15% VAT

MZ163A	16K built & tested, to fit in ATOM	£ 59.50
MZ163B	32K " " " " " " " "	£ 74.00
MZ163C	16K " " " , rack mounting	£ 62.00
MZ163D	32K " " " " " " " "	£ 76.50
MZ163E	Bare PCB with construction details	£ 23.00
MP100	DC/DC converter	£ 8.50

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WRITTEN ANY GOOD PROGRAMS FOR THE ZX81 OR THE ATOM ?

We pay 20% royalties. But, your program must be better than any similar program currently available.

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ATOM Cassettes

For the Acorn ATOM with 5K text + 1K VDU RAM. For your protection, each cassette contains two copies of each game.

Cassette CAAA : BREAKOUT + CUPBALL + 3D MAZE + SIMON2 £5.00

- BREAKOUT : A noisy and fast moving version of the popular game.
- CUPBALL : A frustrating game in which the ATOM shuffles three squares while you try to keep track of its movements. The shuffle gets progressively faster as the game progresses.
- 3D MAZE : This program generates a random maze of specified size, then displays it in 3D as though you were actually inside the maze. All you have to do is find your way out !
- SIMON2 : How long can you keep up with the ATOM generated sequence of numbers and notes ?

Cassette CAAB : PINBALL + LETTERS + SPACEWAR + DRIVE £5.00

- PINBALL : Your own american pinball table.
- SPACEWAR : Is a kind of Kami-Kasi Alien Invaders game; you have to defend the space wall from suicidal alien craft. Fast and noisy, various skill levels.
- DRIVE : Shooting at enemy targets while driving through a mine field might sound easy, but the enemy plants more and more mines as the game progresses. You start with 3 'lives', and gain one for every 10 enemies hit.
- LETTERS : A number of letters are plotted on the screen - you have to rub them out as quickly as possible with a moving cursor - but it is much more difficult than it sounds ! The number of letters plotted and the cursor speed can be varied for differing degrees of difficulty.

Cassette CAAC : HAMMURABI + OTHELLO* + SCRAMBLE + HEXPAWN £5.00

- HAMMURABI : The original - and still the best - 'world simulation' game. You play the part of Hammurabi, King of ancient Sumaria, and have to guide your kingdom through years of prosperity, famine or plague.
- OTHELLO : An addictive board game in which you play against a crafty computer.
- SCRAMBLE : Is an Atomic version of the old sliding letter square game in which you have to re-arrange 24 letters in a 5 x 5 board by moving one letter at a time into the empty square. Can be played at many levels of difficulty, from fairly easy to downright impossible !
- HEXPAWN : A simple board game but an interesting example of a 'computer learning' program ; the program gets progressively better as it plays more games.

* "OTHELLO" is a registered trade mark of Mine of Information Ltd.

ZX80 Action Cassettes

Two exciting moving display games on each cassette ! Each will run on the basic (4K ROM) ZX80 and needs only 1K RAM while giving a smooth, flicker-free display. Just LOAD and RUN for hours of action packed fun. For your protection, each tape contains two copies of each program.

Cassette C80A : BRKOUT + ACK-ACK £4.00.

- BRKOUT : Our version of the well known Breakout game; can be played at three levels of skill.
- ACK-ACK : You are in charge of an Ack-Ack (anti-aircraft) gun emplacement being repeatedly bombed by 9 enemy aircraft. You must zap them all before they annihilate you. Three skill levels vary the ferocity of the enemy pilots.

Cassette C80B : INVADERS + SHELL GAME £4.00

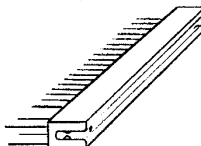
- INVADERS : Wave after wave of alien spacecraft are approaching an Earth defended only by your 3 mobile laser bases. Each wave consists of 16 alien ships, and as soon as you have zapped them all a fresh wave appears. 3 skill levels govern the speed of the alien fleet's descent.
- SHELL GAME : A frustrating game in which the ZX80 shuffles three squares while you try to keep track of their movements. Three levels of skill.

ZX CONNECTORS

23 + 23 WAY ZX80/81 EDGE CONNECTOR SOCKET

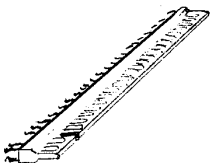
£3.50

A high quality double sided edge connector socket similar to that used on Sinclair's RAM packs. Gold plated contacts and long spills for wire-wrap, solder or PCB termination. Vital when building your own memory or I/O extension. Polarising key in position 3.



23 + 23 WAY ZX80/81 EDGE CONNECTOR PLUG EXTENSION.

£3.50



The mating half to the above socket, this plug is solidly constructed with heavy gold plated contacts and a polarising slot in position 3. The terminations can be soldered to individual wires or to the two sides of a PCB. Useful when making your own I/O board as it will allow you to plug on any other extension or RAM pack. It can also be soldered onto your ZX80/81 to give a reliable connection to the RAM pack.



Prices include U.K. delivery and 15% VAT where applicable.

Payment with order.



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