The Cuthbert CHRONICLE

June 1984 issue

MICRODEAL ANNOUNCE SOFTWARE FOR COMMODORE 64... ATARI... BBC... ORIC ...SPECTRUM... ELECTRON and VIC 20

Microdeal, the highly reputable software house from Cornwall considered by all to be the masters of the Dragon, have recently moved in a big way onto the other best selling machines *. They have launched over 20 top quality titles for these machines in a matter of 8 weeks, all of which have been greeted with high acclaim by the public and press alike. Sales Manager, Alan Hobbs, when asked if Microdeal were moving away from the Dragon scene replied, "definitely not. We have just released 12 brand new titles for the Dragon, and have 8 more to be announced at any moment. The quality of the software has never been so high and we have a team of programmers working flat out to produce more."

** particularly the ever popular Commodore 64.*

U.F.O. to touch down at Earls Court Computer Fair

"Microdeal's space ship will be prominent on stands 552/554/453/455 bang on the entrance to the Earl's Court Computer Fair from June 14th – 17th this year."

This Spectacular 15ft high craft, with it's pulsing lights and radar dishes, enormous landing gear and spectacular sound to light system should prove to be the highlight of the show. Inside you'll find 22 screens of the very latest software, and some very helpful staff to welcome you aboard and guide you through the ship, answering any technical queries you may have.

The craft will also feature a unique "inter-planetary" link-up with Cuthbert, Microdeal's bespectacled wizz-kid, so that visitors will be able to talk with him on a one to one basis.

For younger fans, there will be a CUTHBERT LOOKALIKE COMPETITION. . . further details of which can be found on page . . . 15

ARE YOU A CUTHBERT LOOKALIKE. . . **See page 15.**

IN THE BEGINNING

Everyone dreams of making a living out of their hobby. This is exactly what has happened to me, John Symes, Managing Director of Microdeal. Something over two years ago I started using my spare time enthusiasm for computers by importing American computer games, adapting them for the Dragon computer and dispatching them mail order. At first the response was not overwhelming, at the Personal Computer World show in September '82 I sold exactly eight of the five titles I had to offer. By December the business had grown so fast that I had to leave my job as a Supermarket Manager and start working twenty-five hours per day at my own business. Part time progammers – many of them local school teachers and lecturers have been taken on full time. My dealer list covers all of the United Kingdom and so far eight Countries in Europe and the Company is now producing tapes for eight major home computers.

At the start just me a Secretary and my Sales Manager fitted neatly into the first floor of a small St. Austell copy shop. We now have 40 staff, 5 vans, a tape duplication plant handling 20,000 tapes per day, a computer monitored warehouse and a multi-tasking computerised ordering and despatch system and the tele-sales team strain their offices to bursting point. Our advertising and publicity department has virtually taken over the landlords copy business and in the twenty-sixth hour of the day we are searching frantically for larger premises. We have progressed from 5 titles in 1982 to 120 titles in 1984, forty-two of which are totally original.

In spite of this amazing growth my Company still has an intimate and friendly atmosphere with everyone taking part in planning advertising copy, exhibition stands, pack designs and new titles plus lending a hand with the packing for those last minute rush orders, we still take time out to talk with old friends and are glad to hear from you all out there with information about your high scores and how you feel about our programs.

John Symes

Cuthbert grabs the pirates by the Dongal

Microdeal in an effort to get a grip on the ever growing problems of piracy hit back with their revelation in games protection, the "software key".

Currently being used to protect the latest release from the Tom Mix stable; Buzzard Bait, Microdeal claim that the Software Key, nicknamed the Dongal, is 99% pirate proof and is certain to cut the present degree of piracy on an acceptable level.

Further details of both the Software Key and Buzzard Bait can be found on page...4

STILL IN ORBIT

It would seem that every time our dear friends NASA send up Columbia the sales of our incredibly popular Flight Simulation program 'Space Shuttle' rocket up with it.

The program which is available for all the top home computers has just soared through the 100,000 copy mark.

Anyone with respectable high score's tips etc., for others to see are invited to forward them to Microdeal for publication in future editions of the Chronic-al.

NEWS FLASH . . . . **1000 Wigs stolen in St. Austell Police are combing the area.**

TOM MIX SOFTWARE
MAKERS OF "THE KING"

PRESENTS

BUZZARD BAIT

FOR THE DRAGON 32

We've done it again!

You thought The King was great? Wait 'til you see this!! Outstanding high resolution graphics, tremendous sound make this "Medieval" type game a must for your software collection.

As you fly from cloud to cloud you will enjoy sky high excitement dealing with the challenges presented to you by this superb release by Tom Mix Software. Machine language.

For 1 or 2 Players – 1 or 2 Joysticks required

Tom Mix Software Ltd.

£9·95
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Cornwall PL25 5JE

Credit Card Sales
Phone 0726 3456

Dealers Contact ***MICRODEAL DISTRIBUTION***
0726-3456
(Exclusive Distributors)

Selected Tom Mix Titles available from computers dealers nationwide or from larger branches of –

Boots Stores

The question on everyone's lips

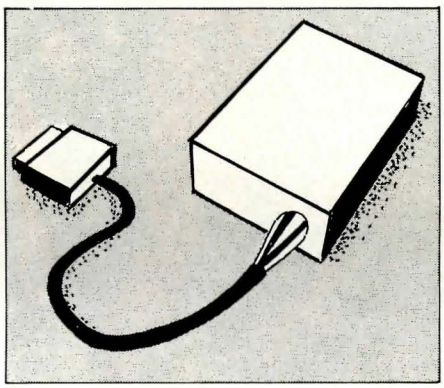
WHY A SOFTWARE KEY?

Chas Robertson – From Northern Computer Consultants has the answers.

With the dramatic growth of home computers over the last couple of years, an energetic software industry has evolved in the UK to supply the home users requirements. Magnetic tapes are the general medium for reproducing commercial programs in this country, as opposed to the floppy disk which is the general storage medium for the USA. Because cassette tapes are readily available and it is generally very easy to duplicate programs supplied in this way, MICRODEAL commissioned NORTHERN SOFTWARE CONSULTANTS (a small Newcastle based high technology consultancy) in mid 1983 to find a solution to combat the unauthorised copying and marketing of 'PIRATED' programs.

People generally do not realise the amount of manpower and expense in bringing a commercial program onto the public marketplace, and the hidden costs like advertising, duplicating, printing, and not to mention the running of a company with the associated overheads, and least of all the authors royalties. The general opinion held is that because a blank cassette tape costs around 50p, a a version sold at £8.00 is wrongly taken as the profit for the software producer. The widescale pirating not only will affect the availability, and low cost of computer programs, but has a knock on effect to the computer magazines, which end up with a reduced revenue from advertisers, and smaller sales. (Where else can you get a minimum of 8 hours enjoyment for £1 an hour!! Yes, computer games are cheap.)

The main problem faced by NCS in developing a technique to combat the pirating of software was to ensure that it would still be possible for the purchaser to make back up copies of his programs if he so wished (for security), whilst maintaining protection against unauthorised copying and usage. It was also intended, if possible, to develop a technique to operate with the wide range of microcomputers available at this time, as well as extending the system cover the floppy

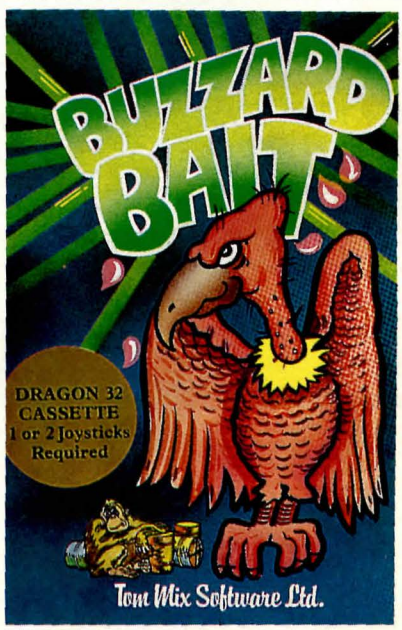


disk medium of data storage. In addition to these points, the unit had to be cheap to manufacture, be difficult to copy, and also be capable of being configured differently for each software product.

A prototype system fulfilling these criteria was produced for MICRODEAL by September 1983, and was demonstrated at the PCW show at the Barbican. The unit consisted of a circuit board with a number of IC's and various electronic components, and was fitted to the joystick port. The program checks for the existence of this 'Software Key' and should it not be present, the program will not load into the machine. A number of changes were made to the prototype circuit, and by November 1983, each of the Microdeal vans were equipped with a new design 'key' for testing upon different Dragon computers around the British Isles. It was only after a successful completion of these test trials, that the go ahead was given for NCS to organise the production of a large quantity of these keys for inclusion with the Buzzard Bait program from Tom Mix software. The 'Software Key' was selected to accompany this program, because it was the best program that MICRODEAL had encountered since 'THE KING', and was at least as good if not better.

The final version of the 'key' is a small black box 2" by 1 1/2in with a lead and plug which fits into the joystick port.

When running the BUZZARD BAIT program, the unit is plugged into the left hand joystick port, with the right hand joystick disconnected. The tape is loaded with a CLOADM command, and when loaded, the unit is removed, and a left hand joystick plugged in to play the game in the normal fashion. Should BUZZARD BAIT be successful MICRODEAL intend to include a software key with all future releases, while absorbing the price of the unit within the normal cost of the software.



Buzzard Bait, rated to be the best s/w release of the season.

NEWS FLASH. . . **Teddy Bear has tools stolen from his Building Site.** ***A police spokesman said to-days the day the Teddy Bears have their pics nicked!***

THE DRAGONS LAIR

Steve Bak the Programmer who gave Cuthbert a lease of life Writes for you . . . WALKABOUT REVEALED

It is now over a year since my first Dragon program was completed and Microdeal offered to market it as 'Cuthbert goes Walkabout'. The game has been very successful, selling in large quantities getting very good reviews, topping the charts on numerous occasions and making me a great deal of money.

The program was written in early 1983 under very difficult circumstances – at that time there was nothing at all available to help the machine code programmer, no assembler, no utilities, no information, no technical details, the manual didn't even have a memory map, all these obstacles were overcome but not without a great deal of difficulty (you try writing 9k of machine code without the use of an assembler and you will see what I mean). It was somewhat fortunate that the colours turned out well because the game was developed on a monochrome television and I never saw it in colour until after the game had been marketed.

Enough of the history – lets get on with the game, the observant of you will have noticed that each completed sheet scores exactly 257 points plus bonus. This means that your score at the end of each completed sheet is fixed, here are the scores after each of the first ten sheets:

357, 814, 1371, 2018, 2785, 3642
4599, 5656, 6813, 8070

My own personal best is just under 6,000 and if you can beat this I should be very interested to hear about it, if you can't get past the first four or five sheets here are a few insights which may help you:–

At all times the Moronians have an intelligence factor (IF) this IF is in the form of a single 8-bit number at the start of each sheet this number is 200 and each time a Moronian reaches an intersection it chooses a new direction, to do this it selects a random number and compares it with the IF if the number is greater than the IF it will make an intelligent move (that is move towards Cuthbert) if not it will select a random direction. The IF decreases gradually during each sheet down to a minimum of 26 this means that near the start of the sheet their movements are almost wholly random, in the later stages they home in quickly. To make an intelligent move a Moronian will calculate X (horizontal) distance and its Y (vertical) distance from Cuthbert and if the X distance is greater it will choose to move horizontally and if the Y distance is greater it moves vertically . . . here then is the basis for a neat little trick, if you have a Moronian close on your trail when moving horizontally keep jumping, this will artificially increase the Y distance and is likely to fool the Moronian into going up instead of following you, also when moving upwards with one following closely at your feet keep the jump button pressed as you reach an intersection, Cuthbert will jump horizontally (to the left) and because the Y distance is still increasing the Moronian will probably continue moving straight up thinking that's where you went, oddly enough this works even better on the top line when the Moronian cannot even go up. If a Moronian chooses an illegal direction on any of the four sides it has to reverse that direction so keep jumping on the top and a Moronian will dive and you can walk back over the top of it, remember it cannot change its direction again until it reaches another intersection, the random factor interferes a little but generally the later in the sheet and the closer the Moronian the better this works.

Forget about filling in squares just work on the lines and try to fill them in as evenly as possible all over the screen. Don't fill in the easier left hand side early and leave the dangerous right hand side until later in the sheet when the Moronians home in quicker. Keep moving from top to bottom left to right and vice-versa and watch that they don't head you off . . . avoid going over lines which are already covered in, that a waste! Above all avoid the Moronians, this one sounds so obvious but keep reminding yourself of it while watching them you will find your men lasting longer. When you hear the Chief Moronians arrival warning and you move away from the centre, bear in mind that when he lands he always moves away to the left. If you are unlucky he will land in time with another Moronian and the effect of this is that when they meet they are likely to travel together. Now the program exclusivors (inverts) the Moronians on to the screen so the net result is that they both become invisible whilst they are travelling together, should this happen watch the screen closely for an occasional dark flash pinpointing their position (this happens when the television's raster happens to be scanning across the pair just as they are drawn in and erased) and treat it as a priority until they have split up again. Once you have lost a man and the Moronians start at the top again the danger of them disappearing is gone for good! Actually the chief Moronian is no more intelligent than all the others but he does not come in until the IF has dropped below 50 and that is about the most dangerous time. Later on when the IF has dropped to its minimum it is not too difficult to get all the Moronians following you fairly closely, this is a bit hair raising, but provided you are just far enough in front to get around the corners they will never catch up with you and the sheet is as good as cleared.

One final point of interest – have you ever noticed that when you have almost completed a sheet and there are only a couple of lines left one of the Moronians will stay behind guarding them while all the rest chase you??? Now I can assure you that there is nothing in the program to account for this (they should all be chasing you hard by this stage) but they do it all the time . . . .

PRETTY SPOOKY EH?

TREE FELLERS WANTED . . . (This is not a job for 2 Irishmen)

IMPORTANT ANNOUNCEMENT

TANDY OWNERS

Six more of our highly successful games on the Dragon 32 have been launched by the Tandy Corporation, ask at your local Tandy Shop:

PENGON
Chilly Willy has to manoeuvre his ice blocks to cross the Arctic Wastes trying to squash the Snow Nasties between the blocks as he goes.

CUTHBERT IN SPACE
Out of the large mother ship out pops Cuthbert in a little Shuttle. He must move about the screen collecting fuel and loot but avoid the moving nasties that infect the space.

DUNGEON RAID
An adventure game from top programmer Ken Kalish. Horizontal scrolling graphics and dramatic sound effects.

KATERPILLAR 2
Dramatic sound effects and lively graphics in this shoot 'em up game.

KEYS OF THE WIZARD
A superb adventure

8-BALL
Our version of Pool

Great News for 6809 Users

Computer Market Place, organisers of many Exhibitions around the Country have organised THE FIRST EVER SHOW ENTIRELY FOR THE DRAGON AND TANDY COMPUTERS. This will be held on SATURDAY AND SUNDAY in November at The Royal Horticultural Hall in London.

This is a major step forward in establishing the Dragon Computer in its own right and Microdeal will be taking a very large stand at the show along with many other Companies promoting software and peripherals for the Dragon and Tandy range of Computers. This is a great opportunity for Dragon and Tandy fans all over the Country to see under one roof all the major software and hardware add-ons. The public's chance to talk 6809 without being dwarfed by the Z80 and 6502 chips.

Low cost travel is always available during November to the capital, and we look forward to seeing as many of you as possible.

Food for thought . . . ***Go to work on a Cuthbert.***

VIVA L'ATARI

CROSS-ASSEMBLY-HOW&WHY

By Rita Jay

Rita Jay now has several titles released through MICRODEAL including "Space Shuttle Simulator" for the Atari, Commodore 64 & Oric, "Danger Ranger" and "Pengon" for the Atari & Commodore 64, "Cuthbert Goes Walkabout" for the Atari, and "Arena 3000" for the Commodore 64 & Oric. Shortly to be released are "Cuthbert in the Jungle" for the Atari, and "Mr. Dig" for the Atari & Commodore 64.

When writing computer games for more than one machine, a number of rules have to be observed to keep the work to a minimum. It is obviously best to keep as much of the code as possible the same for all machines. This requirement throws BASIC 'straight out of the window', (in addition to the fact that BASIC is invariably too slow). All the above mentioned machines use the 6502 microprocessor – hence 6502 assembly language is the obvious choice for games programs. The only way to write professional quality and quantity assembly language programs is with a disk-based assembler.

Unfortunately there isn't a high quality assembler for the Oric and the Commodore 64 has notoriously slow disk drives; besides which, three separate assemblers would not only be a mite expensive, but all the common code would have to be typed in three times.

The solution is to choose the best assembler available between the three machines (best = fastest/most versatile/largest program capacity), enter the common code once only, and use conditional assembly to create different versions for different machines.

My choice is the Atari Macro Assembler. It is fast, extremely versatile, and can assemble a 16K program with room to spare.

So much for the assembler, but how do you go about defining common and machine dependant code? Common code, generally speaking, is the program logic (which direction should the alien move in now?); machine dependant code is: screen and sound drivers, keyboard and joystick scan. In fact, I now keep a set of library routines (one per machine) on a disk in drive 2, and the common code on a disk in drive 1. What's more, the drive 2 disk is virtually the same for every program! Change the disk in drive 2, reassemble, and you have a version for another machine. It's not quite that simple of course, but the general idea is sound, and labour saved is immense.

Now you have three versions of a program, one for each of three machines, but two of those are currently resident on the wrong machine. Some method is required to transfer the programs from one machine to the other.

Some easily accessible output port is required to transmit from the Atari and a similar input port on both the Commodore 64 and Oric.

The most easily accessible ports on the Atari are the joystick ports, which can be programmed to output (twice their normal input). Only four lines are available: up, down, left and right (fire cannot be programmed to output on the Atari). Of these four data lines, one is assigned as a "Data-Ready-Strobe", one as a "Transmission Over" flag, and two bits for actual data. Thus a byte requires four consecutive transmissions; nevertheless, a whole program can be transferred in under a minute.

So, next time you play a Commodore 64 or Oric game by Rita Jay, you'll know it started life on an Atari, and got to the end machine via its joystick port!

TOP QUALITY
LOW COST

Cassette £8.00 Disks £9.95

What do you call a man with a spade stuck in his head? — Doug

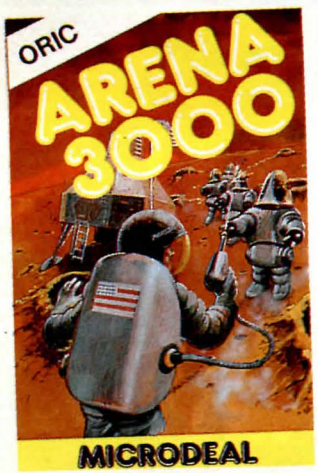
The VIC Bit (no don't rub it on your chest)

from Derek Bartle
Author of Snackman

It was in the Summer of 1981 that the first news started filtering through of the latest micro computer to be released in the United Kingdom. That micro computer was the Commodore Vic 20, forward orders were being taken by a local computer dealer so I placed my name on his waiting list at the first opportunity. Fortunately for me this Computer Dealer had for many years been selling the Commodore Pet Computer so when the first shipment of Vic 20's arrived in Great Britain he was allocated twelve machines and as luck would have it I was twelfth on the waiting list so in October 1981 I received my Vic 20 paying £199.95 for the compter and £49.95 for the C2N Data Recorder. In those days that was cheap for a computer with the capabilities of the Vic 20 as the only other machine available to speak of was the ZX81 so with colour and sound the Vic 20 was a real breakthrough.

In November, after playing around with my new 'toy' for a few weeks I started work on what was to be a major project;a 'Pac Man' style game and after six months of coding almost every day, the game was finished and I was pleased with what I had achieved. For some reason this game sat on my shelf for two years gathering dust until February of this year,when I decided to offer it to a publisher and Tom Mix Software marketed the game under the distributorship of Microdeal Distribution. The game released on 3rd May, 1984 as 'Snackman' has been very well received by the Vic 20 owners nationwide.

Enough of the history . . . I should be giving you some hints and tips on the game: really you just need to be fast on the controls and avoid the cooks but watch out for the red one, who will tend to be a little faster than the others and will be a little cleverer as well. So nine times out of ten this one will get to you before the others – just keep playing and HAPPY MUNCHING!!!!!



Oric & Atmos News

by our Roving Reporter Lisa Little

The Oric and Atmos have not had such a large impact on the market as say for instance the Spectrum. The reason for this is primarily availability, the fact that the Spectrum announced its presence and was so popular, prior to the Oric coming on to the market, this situation is certainly reversed in Europe. However the Oric User in the U.K. certainly needs to be looked after so top programmer Rita Jay, one of the few women in the industry, was commissioned by Microdeal to program their Shuttle, this was acclaimed by the buying public who beseiged the offices for requests for more programmes . . . this prompted the release of Scramble. When we asked Rita what was in store for the future the answer was 'Wait and see. . .'.

SEND US YOUR HIGH SCORES FOR THE NEXT ISSUE

Send us details of your high scores for any of our games and we will be happy to print the highest received together with your name and address in our next issue.

Name.....
Address.....
County.....
Postcode.....

Name of the Game..... Computer.....

Date..... Where Purchased.....

NOW AT LAST!

Cuthbert ON THE Commodore 64

Yes at last those fantastic top selling games for the Dragon are now available for your Commodore 64. Avoid those Marauding Moronians in "Cuthbert Goes Walkabout". Fight for survival in "Cuthbert in the Jungle" or plunder the Moronians planet in "Cuthbert in Space". These great games are a "must" for your software collection.

CASSETTE £8 EACH DISK £9.95 EACH

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John Menzies Stores and Boots

Cuthbert on the Commodore 64

Towards the end of last year when the price of the Commodore 64 was dropping it seemed to us at Microdeal that this looked like being the Computer of 1984. It seemed to me in particular that this was the one to write for in the coming year, the obvious thing to do was to produce a Cuthbert game as a try-out, all the Cuthbert games on the Dragon were selling very well and the character was really taking off and becoming well known and that's a good enough start for any game so I now had to decide on a general theme to start with. I originally intended to do a kind of 'Cuthbert becomes a Criminal' game – where he becomes a fugitive in space but this didn't fit in at all with Cuthbert's image as a 'good guy' so John Symes (ever heard of him?) came up with the idea of a raid on a Moronians home base depleting their resources hence Cuthbert in Space was born my first title for the CBM 64. Actually the game came out so well that I decided to write it for the Dragon 32 as well.

The strategy to adopt in 'Cuthbert in Space' is fairly simple – move fast – shoot everything in sight and don't think too much. A good tip is to stay as close to the centre as possible only going to the edge to snatch a fuel pod and dart back again, when breakdown occurs then is the time to start using your brain . . . enough said here! In the next edition of the Cuthbert Chronic-al I promise to tell you a method which, when mastered, will guide you through a breakdown in any level without ever losing any shuttles. For now try to find your own method.

The most successful Dragon games in the Cuthbert series have been Cuthbert goes Walkabout and Cuthbert in the Jungle, these were the obvious candidates for my next 64 games, Walkabout came first and was surprisingly easy to do, mainly thanks to the availability of sprites. Elsewhere in this newsletter there is an article on Walkabout for the Dragon, most of the material in it also applies to the 64 version so it is well worth a read. The remarks regarding the Chief Moronian no longer apply – in this version he is much nastier. The remaining Cuthbert title 'Cuthbert in the Jungle' was much more difficult to write, the program contains 20k of efficient machine code plus screen and variable space. There are 120 screens to travel through but DOES ANYONE KNOW HOW MANY TREASURERS THERE ARE?

To be successful at this game you must know where the treasurers are and how to avoid as many dangerous screens as possible Make a chart logging the contents of each screen and work out the best routes, note that one screen covered underground is worth three screens on the surface and the scorpions

What do you call an Irishman with a lorry on his head? — JACK!

are relatively easy to jump over. It is well worth having some practice on specific obstacles . . . go to a screen with a fire or snake on it and practice the correct way to jump them. Next, master the crocodiles these are your greatest enemy and there are a lot of them. There are two methods to handle these, fast difficult and dangerous of the slow, difficult and relatively safe way for maximum speed. It is possible to bounce on all three heads without stopping, but your timing has to be spot on, going left to right aim to hit the first crocodile right on its nose just after it closes its mouth. If you get the first one right keeping the jump button pressed will take you safely over the others; if you are going right to left hit the first crocodile on the back of its head just as its mouth starts to close. Note that this method can only be used when there is no obstacle (fire snake or log) on the near side of the pool. The second method is somewhat easier and much safer but very slow . . . wait near the edge of the pool, if going left to right wait for the mouth to close then jump, walk on to the crocodiles head and wait for its mouth to open and close then walk back on to its nose then run and jump on to the next crocodile, positioning yourself on its head before the mouths open again . . . going from right to left is even easier, jump one at a time just after the mouths close moving back on to the head each time before they open again. Mastering the crocodiles is a must for high scores. Avoid falling down holes – this takes away a lot of points and when going underground climb down the ladders, in case you haven't yet figured out how to do this here is the method: run along towards the hole with the ladder with the commodore key pressed or the joystick pulled down, don't get over confident with the Scorpions, they are very easy to jump over but getting careless will cost you lives, the tar pits shouldn't give you much trouble and they will give you even less if you jump as soon as you see the pits opening behind you. It seems natural to move from left to right but there are advantages to moving the other way, the crocodiles are slightly easier and you can run along at the same speed as the logs, just be careful you don't run headlong into a fire or snake before you see it.

What's next for Cuthbert on the 64?????? Well right now I am working on a game called Cuthbert in the Tombs where Cuthbert is appointed as a priest of Ra and explores an ancient tomb . . . I don't want to give too much away here except to say that he will be equipped with a rather unlikely combination of weapons, actually this game will be completed by the time you read this but it won't be in the shops until late in the year. Along with this one I am hoping to do a very large adventure style arcade game where Cuthbert will invade the Moronians Head Quarters, if this works out as planned it will contain a large number of different screens requiring both a lot of thought and a good deal of arcade type skill. These two will see out 1984 and what direction Cuthbert will take then will be anyone's guess.

Steve Bak

Preview Time...Preview Time...Preview Time...Preview Time...Preview Time...Previ

Hot News on forthcoming Programs from Microdeal to Wet Your Appetite:

For the Atari

Cuthbert in the jungle 120 screens
Mr Dig a collect and avoid game.
collect your crops and avoid the pests.

For the CBM 64

Mr Dig (as above)
Cuthbert in the Tomb
See Steve Baks bit on the CBM page for news of one even the boss doesn't know about!!!!!!

For the Dragon

Cashman with more than 40 screens
Time Bandit. Arcade game with multiple screens
Demon Seed. Arcade game with giant flying phoenix's.
Fury. Pilot your plane through the annals of time fighting all types of aircraft from Sopwith camels onward.

Plus a Full Feature Flight Simulator with Moving Graphics and Nine Different Scenarios.

Also for the Dragon

Demolition Derby a 'bump the cars off the track game.
Downland a multi screen climb the ropes and avoid the debris game.

What do you call an Irishman who has been buried for 200 years — PETE!

Your STARS

AQUARIUS
Be prepared for a shock this week your Computer Leads are in a sad state you're in Danger (Ranger).

PISCES
You could be taking a trip to the Jungle in the next few weeks – go carefully and you could score some valuable points.

ARIES
Intergalactic Forces are driving you forward. Make the most of all your opportunities.

TAURUS
The Ultimate adventure is happening for you right now and with the Moon in the corner with Jupiter who knows what can happen.

GEMINI
Knocking on wood won't do you any good at present, why don't you Touchstone? to see a turn in your fortunes.

CANCER
Watch out for trouble at home with Glaxxons close to you – could Mum and Dad be upset because you are monopolising the T.V. with all my Games.

LEO
I see a Crash ahead possibly with a Crazy Painter, keep up your Defence.

VIRGO
Lady Luck is with you at the moment, if you see a pretty girl Grabber.

LIBRA
You are not getting enough exercise, try going walkabout at least once a day

SCORPIO
If you are planning a holiday this is a good time for you, how about trying the Morocco Grand Prix?

SAGITTARIUS
You are in the Arena (3000) of life, make every moment count.

CAPRICORN
Things are going well for you and a windfall could bring you a little Cosmic Zap.

Situations Vacant

Test Pilot Required
Fully Experienced
Test Pilot wanted
for our Automatic
Broom Factory

Wage negotiable
but only qualified persons
familiar with cats need apply.

Tree Fellers Wanted
(this is not a job for two Irish men)

Coroner Required for Mid Cornwall
Must be prepared to
Take a Stiff Exam

Big Time Operator Required
to wind up BIG BEN
applications to the House of Commons

Lad to Trace gas leaks with
candle – must be willing to travel

Good Programmers
Apply to Microdeal
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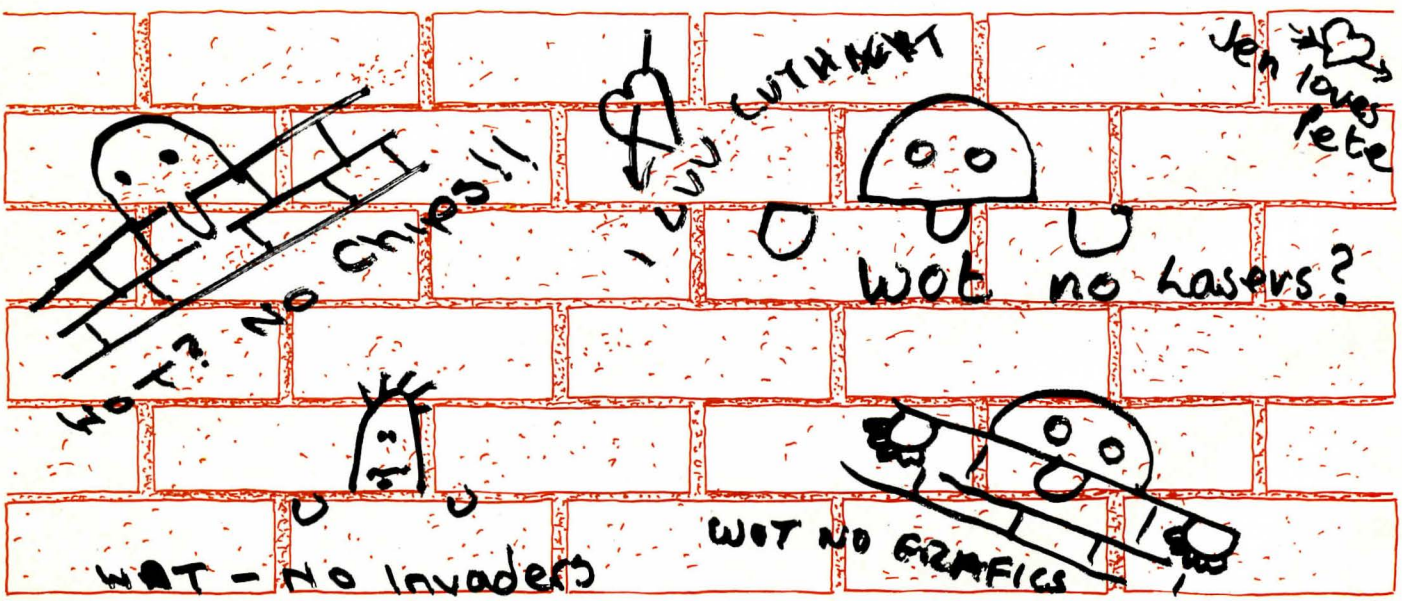
Cornwall

Cuthbert *'Doctor Doctor one minute I think I'm a wigwam then I think I'm a tepee'*
Doctor *'Just relax Cuthbert you're just a little too tense.'*

Whats red runs on wheels and eats grass?????
A bus (I lied about the grass)

Angry Man 'I'll teach you to throw stones at my greenhouse Cuthbert'
Cuthbert *'I wish you would I had ten goes so far and haven't hit it once'*



News Flash . . . **40 Pedigree Dogs Stolen from Kennels: Police say they have no leads.**

Cuthbert Word Search

Can you find the following words

Cuthbert	Poke
John Symes	Goto
Pixel	Microdeal
String	Games
Wind	Tape
Data	Enter
Lead	Run
Scroll	Gosub
Peek	Poke
Earls Court	Mad

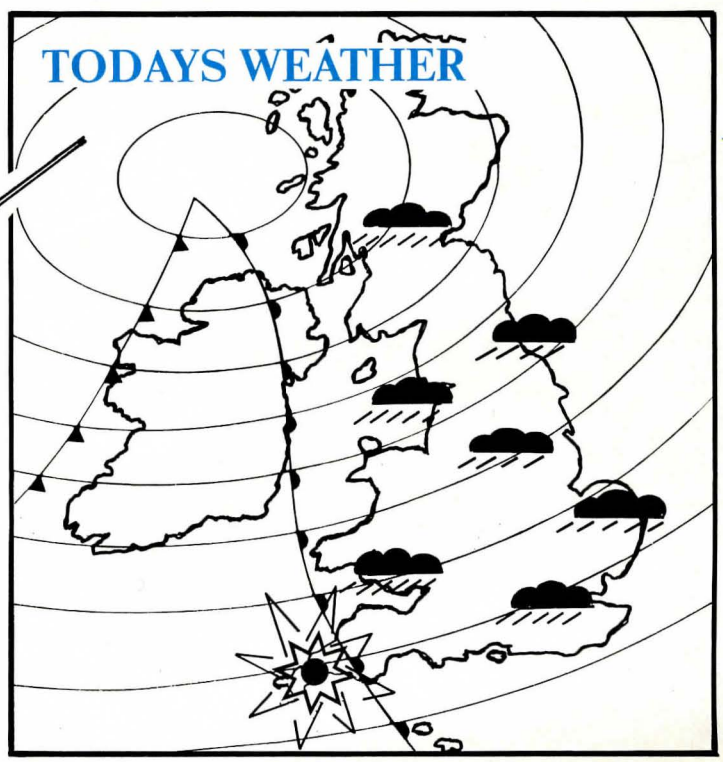
F	R	E	A	P	S	T	R	I	N	G	L
L	E	A	D	Z	P	O	K	E	J	Q	U
L	C	E	A	R	L	S	C	O	U	R	T
O	E	U	S	O	G	O	S	U	B	L	S
R	A	L	T	E	C	Q	N	R	G	A	D
C	M	K	M	H	D	Z	E	D	O	E	N
S	Z	E	J	A	B	T	I	A	T	D	I
T	H	E	M	N	N	E	O	B	O	O	W
S	V	P	F	E	S	I	R	T	P	R	N
E	O	R	E	K	O	P	U	T	K	C	U
M	J	O	H	N	S	Y	M	E	S	I	R
A	N	P	W	L	E	X	I	P	Z	M	X
G	E	G	Y	T	A	P	E	D	A	T	A

Teacher to Cuthbert . . . 'Did you know the bell went at 9.00 o'clock?'
Cuthbert *'It's a very rough area sir – they'll nick anything*

Teacher to Cuthbert 'You should have been here at 9.00am boy!!!'
Cuthbert *'Why. . . what happened?'*

Teacher 'Did your brother help you with your homework?'
Cuthbert *'NO SIR! – he did it all himself*

Waiter waiter. . . do you serve crabs here?
Sit down boy, we serve anybody.



There will be some weather today!

And it will be slightly cooler than yesterday due to the lack of heat!

News Flash . . . **The Woman who dreamed she was eating her pillow, was recovering in hospital last night. She was just a little down in the mouth.**

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