# DUCKWORTH
# COMPUTING

BBC
Master 128
Electron
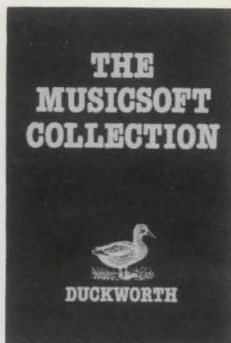
## THE MUSICSOFT COLLECTION

BBC(B) and Master 128 supplied on 40/80 track disk

This package, which includes a comprehensive manual, contains five separate suites of music programs to exploit the computer's sound facilities to the full:

**THE SYNTH**: This widely acclaimed program enables you to experiment with sound synthesis and record up to 2500 notes in real time. The program has the following main features: Record Selected Channel, Replay Selected Channel, Alter Rhythm of Selected Channel, Replay All Recorded Channels, Alter Speed of Recorded Tune, Input Repeat Information, Load/Save Music to Disk and finally Tidy, which will add polish to your compositions.

**KEYBOARDS**: Five self-contained keyboard programs for the enthusiast to experiment with. From chord organs to machine-code synthesisers, the programs can be fully listed, incorporated into your own programs or run independently. The following programs are included: Simple 3-Voice Organ in Basic, Single Voice Machine-Code Organ with Pitch Bend, 3-Voice Machine-Code Organ with Envelope Generator, Chord Organ (two versions).

**MUSICTOOLS**: Over 60 procedures, divided into five programs, which enable you to delve into the intricacies of the BBC's sound system. By using combinations of these procedures, more complex and personally tailored programs can be created. All the programs are fully documented, either on screen or by the use of REMs. The five programs are: Tunes Built on a Chord Sequence, All Singing and Dancing Organ, Tunetool, Cleftool, and Envtool.

**PIEMAN**: Not as simple as Simon! A series of seven programs, great fun as games, which will also improve ear/eye/hand co-ordination and help sharpen short-term aural memory. Complex shapes, sounds and patterns all add to the fun, frustration and excitement. Starting with a Simon look-alike, you quickly progress to more complex shapes and sound patterns, taking in random notes, pentatonic and major scales. Skill levels automatically adjust (except in the initial learning game), and speeds may be altered to put you on the edge of your seat.

**INTERVALS**: This package, designed for classroom use, teaches students to identify all intervals up to the Perfect Twelfth, and tests them on their knowledge. The program automatically keeps track of the students' progress, recording results and returning to the point at which they left off. It consists of an introduction to the subject followed by seven exercises.

THE SYNTH, KEYBOARDS, MUSICTOOLS and PIEMAN are also available separately on cassette, see the order form at the back of this leaflet.
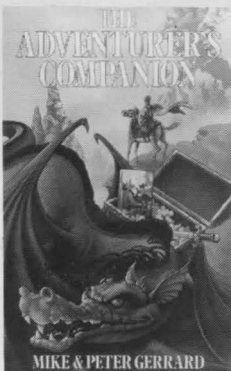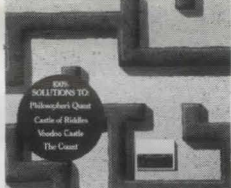
## THE BBC MICRO ADVENTURER by Bob Chappell

100% Solutions to: Philosopher's Quest – Castle of Riddles – The Count – Voodoo Castle

A solution to every problem is given without divulging the rest of the

Chappell is a regular contributor to *Personal Computer News* and *Your 64*, and writes the Hugo North adventure column in *Your Computer*. He has also published two adventure games with Supersoft.

## THE ADVENTURER'S COMPANION by Mike & Peter Gerrard

100% Solutions to: Colossal Cave Adventure – The Hobbit – Adventureland – Pirate Adventure

'The authors' love of this type of game comes through... as, with a liberal helping of wry humour, they point you gently in the right direction.' *Home Computing Weekly*

How do I survive the pale bulbous eyes? How do I get past the troll? Where is the pirate's chest hidden? How do I escape the goblin's dungeon? Here is an exhaustive guide to four of the most popular adventures on home micros today. A solution is provided to every problem, arranged so that an answer can be found without the rest of the adventure being given away. Complete maps are included.
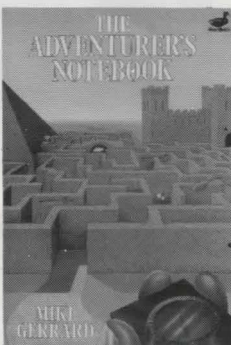
## THE ADVENTURER'S NOTEBOOK by Mike Gerrard

'An invaluable aid to the problems of mapping adventures.' *Argus Weekender*

This book is designed for practical use. The main part consists of a series of ready-made maps, with space left for notes on verbs, nouns, the location of objects, how to pass obstacles – everything the keen adventurer needs. A chapter for beginners explains what an adventure game is and how it works, with hints on how to play games more successfully. Also included are recommended adventures for all the popular home micros, and a list of synonyms for when you're stuck for just the right word.
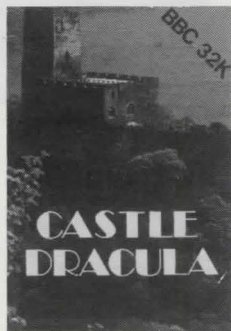
## CASTLE DRACULA by Ray Davies

'A nice line in horror – and that's only the jokes.' *Personal Computer News*

Are you courageous? Do you have nerves of steel? Has your TV broken down? If the answer to any one of these questions is 'Yes', then this adventure is for you! This challenging text adventure for the BBC(B) and Master 128 starts in a deserted village overshadowed by the Transylvanian Terror's castle. Your mission is to enter the castle and serve His Putrescence a well prepared stake. There are many useful objects to be found along the way, and from time to time the program can be persuaded to give you hints, but you will have to rely mainly on your ingenuity. There are 100 locations to explore and you have the option to save your progress on tape at any time.
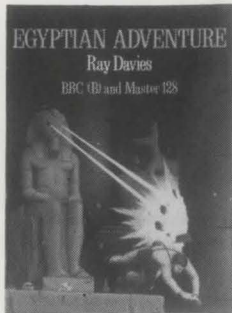
## EGYPTIAN ADVENTURE by Ray Davies

A disk-based text adventure for the BBC(B) and Master 128 supplied on 40/80 track disk.

Relaxing at home one day, reading *The Times*, you come across an interesting news item: 'The body of Professor Harold Johnson, the eminent archaeologist, was found today floating in the Nile close to Heliopolis. Professor Johnson departed on an expedition to find the tomb of Princess Ankhnesnerefibre some three months ago, accompanied only by a local guide. According to a police spokesman, the professor's body was horribly mutilated, and they are anxious to interview the guide. The Princess, High Priestess of Ammon-Ra and daughter of Psammetichus II, was one of the most powerful women in Egypt, but no record of her can be found after the Persian invasion in 525 BC. Many legends tell how she lived in exile with her followers, finally being buried in a secret tomb with a fortune in treasure, but nothing is known for sure and the location of her burial place remains a mystery. It is said that, in return for her devotion, the gods undertook to guard her tomb for the rest of time against those who would desecrate it. Such stories are common in Egypt, but it is interesting to note that only two previous expeditions have gone in search of the tomb and both vanished without trace.' Egyptian Adventure will transport you to a world of mythology, where many dark secrets lie in wait. Unlike most adventures available for the BBC range of computers, this game is not restricted to the size of the computer's memory, enabling long descriptions and messages to be built in – there is almost 80K of programs and data files on the disk. Your progress may be saved to disk at any time.
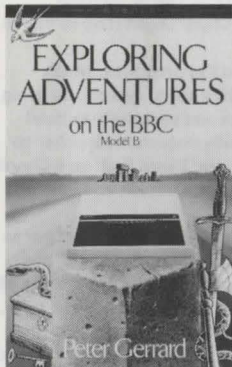
## EXPLORING ADVENTURES ON THE BBC by Peter Gerrard

'Essential reading for anyone interested in writing adventure programs in Basic... Duckworth books are hard to beat if you want to try your hand at Basic Adventure programming.' *Personal Computer Games*

'The routines incorporate programming techniques drawn from many application areas which can, similarly, be borrowed for other purposes. Very good, and not just for adventure game enthusiasts.' *Personal Computing Today*
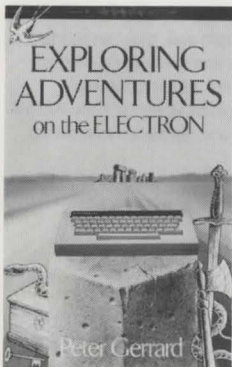
'Excellent reading... If all publishers were made to meet these standards then perhaps we would see an abatement in the tide of pseudo-computer rubbish that threatens to engulf us.' *The Australian*

Starting with an introduction to adventures and their early history, this book explains how to write your own adventure game in easy stages. Inputting information, room mapping, movement and vocabulary are explored in detail, followed by a number of adventure scenarios, and finally three complete listings written specially for the BBC(B) and Master 128. The three games listed in the book are available on one cassette.

## EXPLORING ADVENTURES ON THE ELECTRON by Peter Gerrard

As above but for the Electron. Cassette also available.
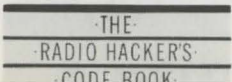
## THE RADIO HACKER'S CODE BOOK by George Sassoon

## POKER by Tom Pinone

BBC(B), Master 128 and Electron

You are in a noisy, smoky saloon bar with six seasoned poker players. One of them, maybe evil-looking, cigar-smoking Black Jake, deals out seven hands of five cards each. From then on you are on your own with 1000 dollars to lose. Moll, the attractive barmaid, serves the drinks and also gives advice if asked. Full instructions and rules of play are provided in the game. A word of warning: don't assume that your fellow-players are beginners – they probably bluff and double-bluff far better than you ever will!

## BBC PROGRAMS by Nick Hampshire

Star Trek, Battleships, Database and Character Editor are just some of the useful and exciting programs contained in this book. Games, utilities, graphics and functional programs are included, each accompanied by a detailed description of how to run it, what its structure is, and how to modify or extend it.
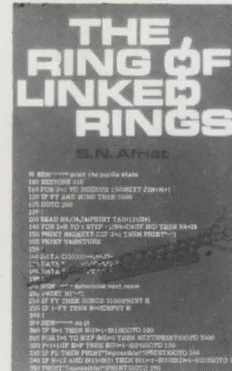
## ELECTRON PROGRAMS by Nick Hampshire

A collection of 24 interesting programs including a demanding version of Star Trek, three full-length adventures (one with 3D graphics), a Database and complete Spreadsheet Package. A stunning demonstration of animation using colour-switching techniques is also included.

## THE RING OF LINKED RINGS by S N Afriat

'Essential for all those who love mathematical puzzles or who wish to get the most out of a home computer.' *Ottawa Citizen*

The Chinese Ring Puzzle, older and more mysterious than Rubik's Cube, ranges in interest from ancient Yin and Yang to the modern digital computer. This unusual book – educational and recreational, packed with diagrams, illustrations and Basic programs – will intrigue and satisfy many, from general readers to the comparative beginner with a home computer.
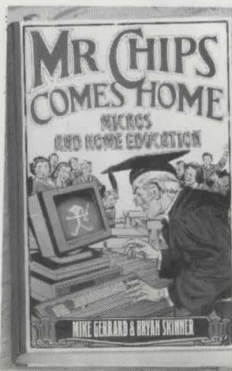
## MR CHIPS COMES HOME: Micros and Home Education by Bryan Skinner & Mike Gerrard

'This book is very informative and easy to read. The software reviews are excellent and could save teachers as well as parents from making expensive mistakes.' *Computers in Schools*

This comprehensive survey of the role of micros in home education starts with a brief look at computer terminology, memory, graphics and different Basics. An examination of the machines on the market compares cost, facilities, ease of handling, and use for word processing, home finance and data storage. Available software is examined under Pre-school, Primary, and Secondary headings. Agencies such as MUSE, MEP, Prestel and Micronet are also covered. Finally there is an index of software arranged according to machines, subdivided where possible into subject and age range.

George Sassoon
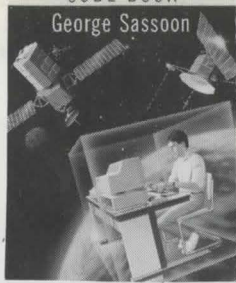
...This air-waves are packed with an inexhaustible supply of radio messages, many in code, emanating from such diverse sources as North Sea oil rigs, the Soviet news agency TASS, meteorological stations and the United Nations Organisation. With the aid of this book and some suitable hardware based on the home computer, you will be able to explore this fascinating international world of codes and ciphers. The book explains how to receive public and confidential short-wave radio signals with a computer, and discusses code-breaking and ciphers in general. The controversial RSA public-key cipher system is described in detail, showing how to implement it on a home computer and suggesting how it might be broken. The theory of prime numbers, factoring algorithms, and related topics are dealt with in an uncomplicated way, and there are numerous program listings in BASIC and Z80 assembler.
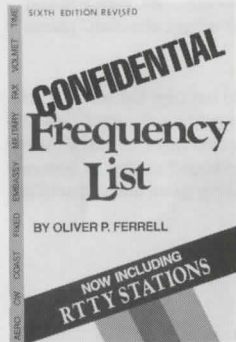
## CONFIDENTIAL FREQUENCY LIST by Oliver P Ferrell

This new 6th edition presents the latest available information on the most interesting communications stations operating on the shortwave bands. No mere reprint of data from 'official' lists, it covers stations actually in operation being heard by active monitors. The previous edition went through two huge printings and was widely distributed throughout the world. This is the first edition to be distributed by Duckworth directly in the UK. The past few years have seen a spectacular increase in the interest in non-broadcast station monitoring. Thanks to technological development thousands of hobbyists are now able to monitor crucial events behind the scenes in business and world affairs. An ideal companion to *The Radio Hacker's Code Book*, see above.
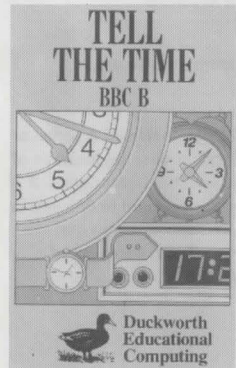
## TELL THE TIME (BBC-B) by Stephen Fearnley

This comprehensive teaching aid for children aged four and upwards comprises three main sections: 1. CLOCK-SET. An electronic 'blackboard' for the parent or teacher to use, featuring both analogue and digital displays. 2. TELL THE TIME. The time is presented in analogue, digital and textual form and the child's understanding of these is assessed. There is an opportunity to meet Alan the alarm clock. 3. 24-HOUR TRANSLATOR. The 24-hour clock, a.m. and p.m. are explained and your ability to use them tested.

## MAPZAP (BBC B) by Schoolsoft

A demanding yet enjoyable way for children to learn the whereabouts of 60 locations throughout the United Kingdom. Aliens have left time bombs in various towns and cities. You have a limited amount of time to fly there in your helicopter and defuse them. At higher skill levels the Aliens will fight back more persistently and prevent you if they can.
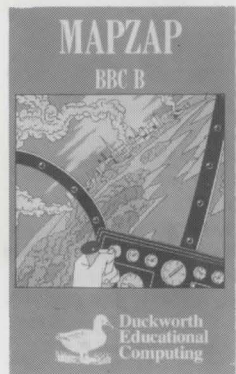
## COMPETITIVE MATHS (BBC/Electron) by Schoolsoft

An addictive and enjoyable way for children aged seven and upwards to improve their mental arithmetic by beating the clock to a new high score. The program can be used to drill addition, subtraction, division, multiplication and tables, each with three levels of difficulty.
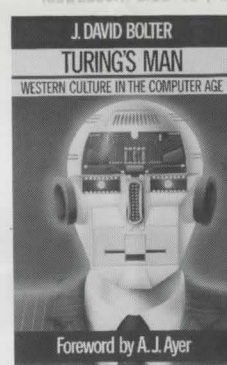
## TURING'S MAN by J. David Bolter
## with a Foreword by A.J. Ayer

'The most illuminating book that has yet come my way on the topic of artificial intelligence.' A.J. Ayer

'Immensely stimulating ... I know of no other work that is comparable, of no other that deals so imaginatively with the intellectual consequences of the arrival of the computer in our civilisation.' S.R. Graubard (editor of *Daedalus*)

The mathematician A.M. Turing (1912-1954) was the first person to establish the theoretical possibilities of computers, before a single fully programmable computer had been built, and the first to claim that artificial intelligence would one day rival human intelligence. J. David Bolter examines Turing's ideas against the background of earlier technologies, suggesting that the computer age is in many ways close in outlook to the ancient world, since classical philosophers and modern computer programmers share a suspicion of infinity, an acceptance of necessary limitations on human achievement and a belief that results are more important than motives. This is a searching inquiry into a fundamental change in modern society.
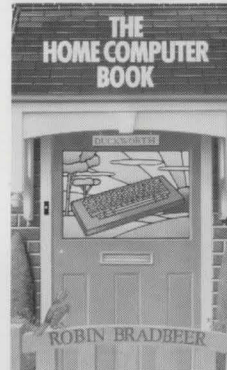
## THE HOME COMPUTER BOOK by Robin Bradbeer

This instructive guide to the role of microcomputers in the home begins by examining the history and development of the micro, and goes on to look at the seemingly impenetrable jargon of the computer world, explaining essential differences, e.g. between analogue and digital, microcomputer and microprocessor. The book describes how home micros work and the useful tasks they can perform, such as word processing and spreadsheet analysis, and includes an extensive section on memory and a discussion of computer graphics.

## THE WORDSTAR USER'S REFERENCE MANUAL
## by Valerie Hancorn

'Schools and colleges using *Wordstar* are strongly recommended to obtain a copy or two of this book.' *Education Equipment*

WordStar is the most popular word processing program in the world, providing a tremendous range of facilities. This manual is aimed both at newcomers to WordStar and word processing, and at operators with some experience. Each section of the book deals with a different WordStar activity, e.g. preparing a document, editing and amending, or changing the page layout. There are over 100 printouts of what appears on the screen when you use specific WordStar facilities. The appendices include summaries of commands and WordStar default values and information on disk care.

## BBC/ELECTRON PIXEL PAD

Each pad contains 50 sheets of high-quality A3 graph paper showing every print and plot position on the screen, as well as a summary of useful graphics commands.

# ORDER FORM

Many of the following Duckworth products are available at the special prices shown below. The normal published prices are shown in brackets.

Please supply me with the books/cassettes listed below:

...... Adventurer's Companion £1.95 (£3.95)
...... Adventurer's Notebook £1.95 (£3.95)
...... BBC/Electron Pixel Pad £4.30
...... BBC Micro Adventurer £1.95 (£3.95)
...... BBC Programs £1.95 (£6.95)
...... Castle Dracula (BBC/Master 128 cassette) £7.95
...... Competitive Maths (BBC/Master 128/Electron cassette) £6.95
...... Confidential Frequency List £9.95 (£12.95)
...... Egyptian Adventure (BBC/Master 128 disk) £14.95
...... Electron Programs £1.95 (£6.95)
...... Exploring Adventures on the BBC (book) £4.95 (£6.95)
...... Exploring Adventures on the BBC (cassette) £4.95 (£7.95)
...... Exploring Adventures on the Electron (book) £4.95 (£6.95)
...... Exploring Adventures on the Electron (cassette) £4.95 (£7.95)
...... Home Computer Book £1.95 (£6.95)
...... Keyboards (BBC/Master 128 cassette) £6.95
...... Mr Chips Comes Home £1.95 (£6.95)
...... Mapzap (BBC/Master 128 cassette) £4.95 (£6.95)
...... Musicsoft Collection (BBC/Master 128 disk) £19.95
...... Musictools (BBC/Master 128 cassette) £6.95
...... Pieman (BBC cassette) £6.95
...... Poker (BBC/Master 128/Electron) £5.95
...... Radio Hacker's Code Book £5.95 (£6.95)
...... Ring of Linked Rings £1.95 (£4.95)
...... Synth (BBC/Master 128 cassette) £7.95
...... Tell the Time (BBC cassette) £6.95
...... Turing's Man £9.95 (£12.95)
...... WordStar User's Reference Manual £9.95 (£12.95)

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Please charge my BARCLAYCARD/ACCESS* Account
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