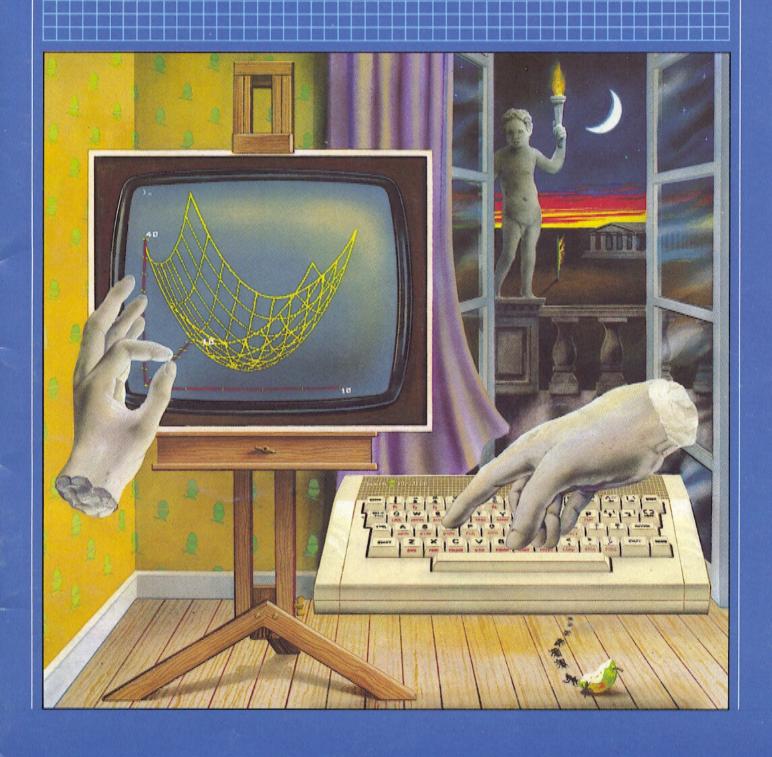# electron

MASTERPIECES OF SOFTWARE FROM ACORNSOFT FOR THE ELECTRON

Whether you want to test your skill as a starship commander, pit your wits against the computer in a game of chess, explore the micro's stunning graphics capabilities, or make really serious use of microcomputing power, all you need is your Electron and an Acornsoft program to go with it.

SOFTWARE FOR THE ELECTRON

GAMES

Choose from a wide selection of programs including a whole range of spectacular and mind-stretching games, all of which are highly entertaining and many of which make full and imaginative use of the Electron's high resolution graphics, music and sound effects.

BUSINESS, LANGUAGES, GRAPHICS

But don't think that Electron software is only for games fanatics. Far from it. These specially developed programs ensure you get the very best from your Electron. There are programs to help you manage your money, organise your personal records and plan your day. You can extend your programming facilities with another language, there are programs to help you with graphics and there is a whole range of programs designed to help with the education of your children.

EDUCATION

The micro is now firmly established within the school curriculum. Many of the programs described in this catalogue are already used in schools. Our educational range includes specially developed programs which are based on sound educational techniques, yet put the emphasis on making learning more entertaining. Each of these has been researched and developed with specialist teachers. In addition, we are planning many more programs for all levels of education from primary school to further education.

BOOKS

For those who wish to explore the capabilities of their Electron even further, our books will help you to produce stunning graphics, complex charts and graphs, and explain how to get more from your micro by experimenting with other languages.
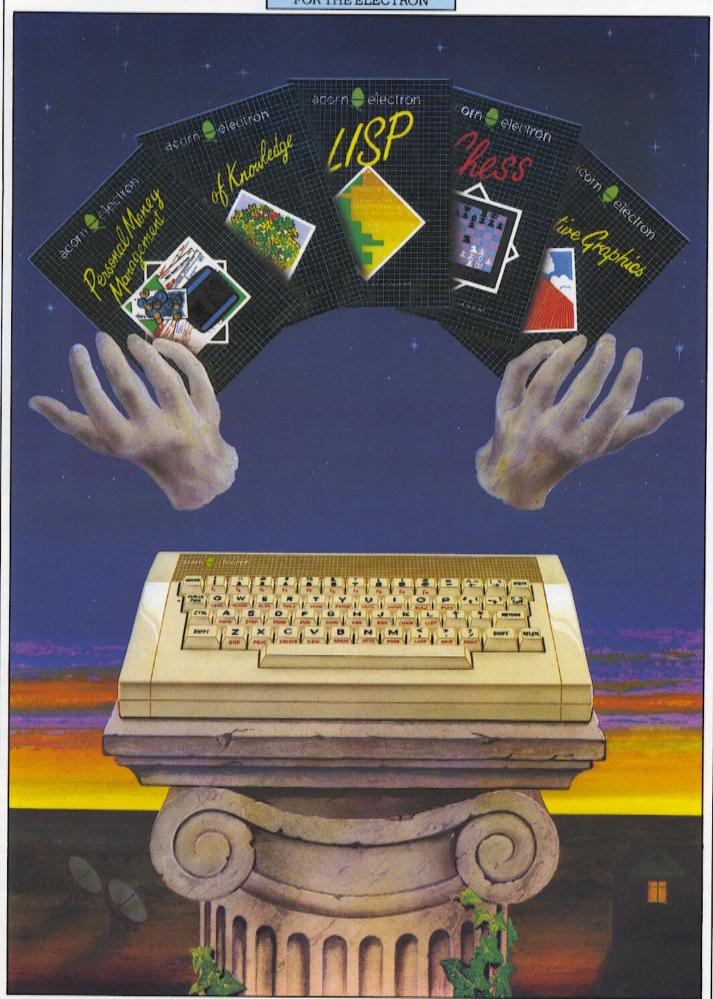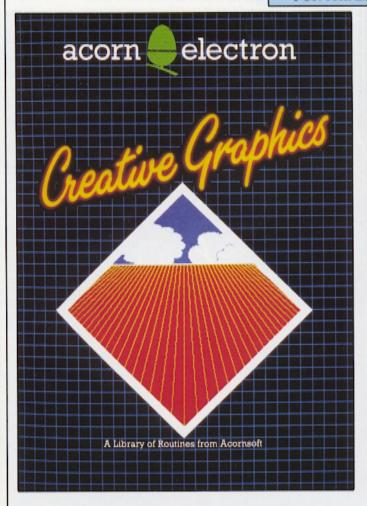
THE SYMBOLS

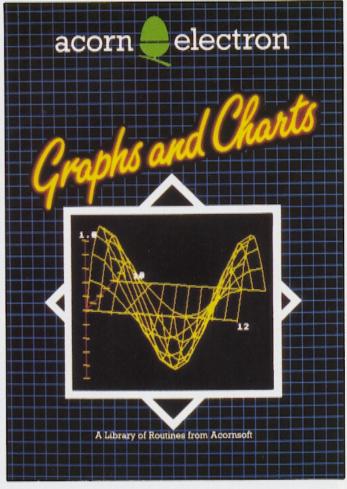Our special symbols tell you in what form programs are available.

On cassette.

Indicates you can use joysticks (when available).

All the programs in this catalogue are designed to work specifically with the Acorn Electron microcomputer.

acorn electron

Creative Graphics

A Library of Routines from Acornsoft

acorn electron

Graphs and Charts

A Library of Routines from Acornsoft

CREATIVE GRAPHICS

This fascinating selection of 36 individual programs produces a spectacular range of pictures and patterns in full colour which will keep you absorbed for hours. The contents include animated pictures, recursively defined curves, and rotating three-dimensional shapes.
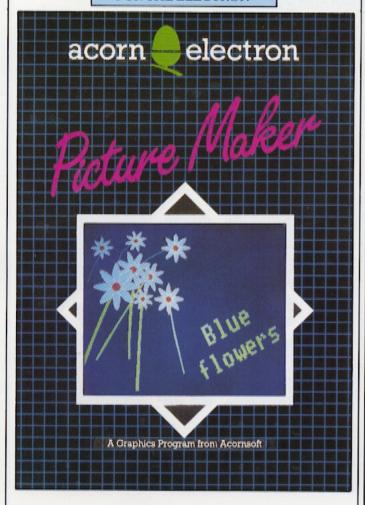
This cassette is designed to be used with *Creative Graphics on the BBC Microcomputer*, which contains a full discussion on the techniques and principles involved, plus program listings. Starting with first principles this book proceeds to explore more advanced routines, explaining in detail the individual procedures that go to make up whole programs.

GRAPHS AND CHARTS

The routines on this cassette can be incorporated into your own programs to enable you to present data graphically. The graphs include automatic scaling, labelling of axes and use of colours. Routines are included to draw two-dimensional graphs, stereo pairs, two-dimensional contour maps, three-dimensional contour maps, bar charts and pie charts.

Complete listings and detailed explanations of the programs are given in the book *Graphs and Charts on the BBC Microcomputer*; although sold separately we recommend the use of the book with this cassette.
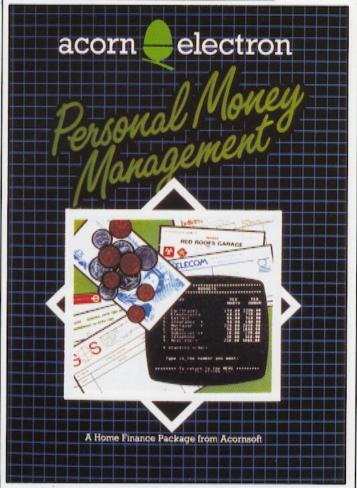
acorn electron

Picture Maker

Blue flowers

A Graphics Program from Acornsoft

acorn electron

Personal Money Management

A Home Finance Package from Acornsoft

PICTURE MAKER

Picture Maker is a complete graphics system for preparing diagrams, designs and pictures on the screen. Applications include the design of slides or overhead projection transparencies, and so offer scope for the professional as well as the budding artist.

Each picture is built out of units which the user defines, and which may be used repeatedly to construct more complex units with optional rescaling, rotation, or colour change. Text of any size and orientation may also be used.

Basic drawing functions include lines, solid triangles, arcs, circular sectors and shape filling. There is an automatic 'cursor home' position memory and an editing feature. Actual and logical colours can be changed easily, and the pictures can be drawn in one screen mode and then replayed in another.

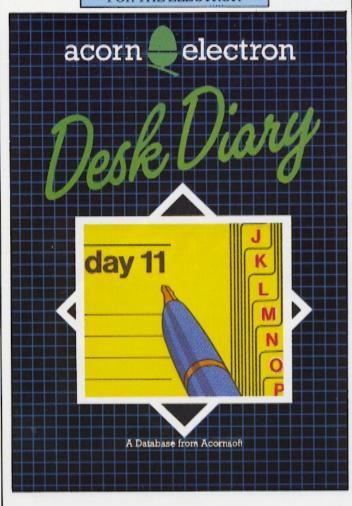Pictures may be saved on cassette.

PERSONAL MONEY MANAGEMENT

Personal Money Management is designed to help you see where your money goes so that you will be able to control your personal finances more effectively.

You record details on your income and expenditure, the computer provides advice and information, helps you to plan your finances, set budgets and keep your current account and deposit account balances in check.

Personal Money Management can:
o help you set budgets for regular expenditure
o automatically record standing order payments
o compare actual versus budgeted savings
o give information about expenditure in each category for particular months over a whole year
o calculate banking requirements each month to help you keep ahead of your bills
o record your banking transactions

The pack contains a 24-page instruction booklet which gives advice on how to enter and change information, with examples of how the system works.
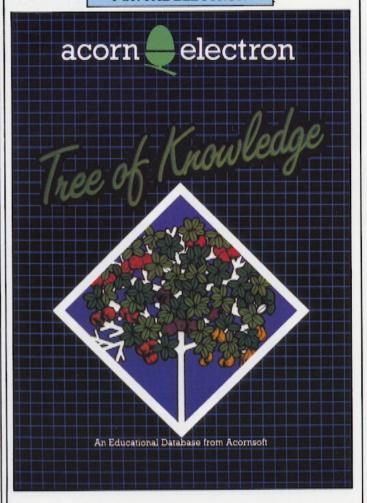
acorn electron

Desk Diary

day 11

J K L M N O P

A Database from Acornsoft

acorn electron

Tree of Knowledge

An Educational Database from Acornsoft

DESK DIARY 📭

This useful pack consists of two programs plus instructions for an address book and diary/planner.

ADDRESS BOOK can hold a file of several hundred names, addresses and telephone numbers which can be retrieved by name, or by matching with other information specified in the entry. Applications include mailing lists and customer records.
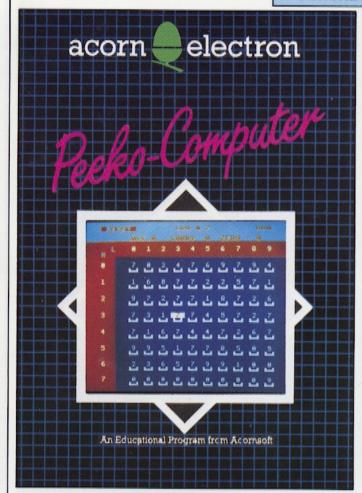
PLANNER works just like a written diary but with a real-time alarm and many automatic features. There is space for 300 entries, which may be of three kinds: appointments at a specified time of day; regular events, such as birthdays and bill payments which automatically get carried forward; and exclusive entries, for trips and holidays, which prevent appointments from being made over a specified period.
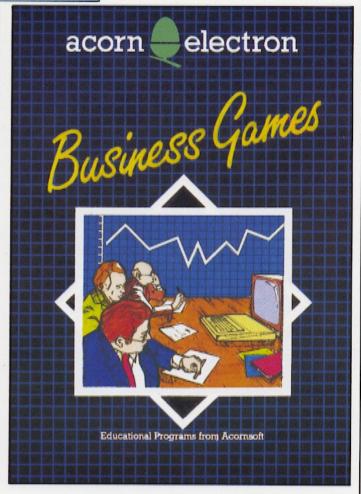
TREE OF KNOWLEDGE 📭

The Tree of Knowledge is a delightful, interactive program for children of all ages. Designed to introduce children to using computers for storing and retrieving information, this easy-to-use program guides the child through the steps needed to build up a unique database.

In this way the program illustrates some of the more practical aspects of computing. The pupil first educates the computer, building up a database by answering the computer's questions, and then uses the database to play games of deduction and logic. Databases can be saved and used another day. Two sample databases are included with the pack.

An Educational Program from Acornsoft

Educational Programs from Acornsoft

PEEKO-COMPUTER 👁👁

Peeko-Computer simulates the operation of a simplified microcomputer in order to teach the fundamentals of machine-code programming. The Peeko-Computer has ten easily-learned instructions, and the display gives a visual analogy of the operation of a real micro-computer. Programs can be entered, single-stepped or run, with the memory and register contents being displayed at every step. To aid comprehension each instruction mnemonic is displayed as it is encountered.

Peeko-Computer comes complete with a 30-page instruction manual including exercises and examples, and five demonstration Peeko-Computer programs.
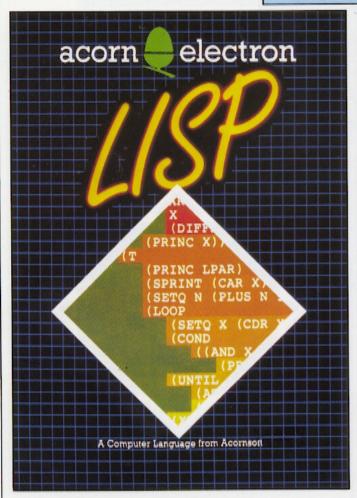
BUSINESS GAMES 👁👁

Two lively business games designed for economics, business or general studies teaching. Although they deal with fairly complicated topics, the games are quickly learnt and fun to play.
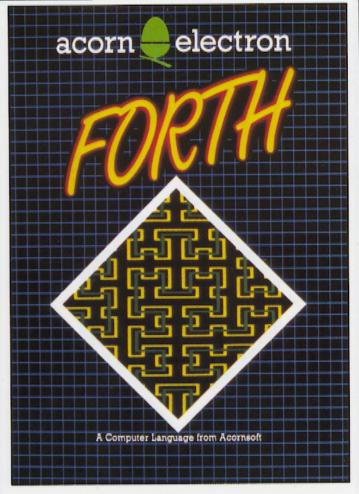
In STOKMARK one to eight players compete in buying and selling shares. The first to turn his or her initial capital of £1200 into £5000 is the winner. The screen displays information about shares such as you would find in the City pages of newspapers: prices, dividends, yields and price/earnings ratios.

TELEMARK is a business game for four players based on making and selling televisions. The objective is to make the largest total profit or to win more than half the total market for televisions.

By playing both these games the participants learn the significance of financial terms and learn how these factors affect management decisions.

A 12-page booklet is included in the pack.

LISP

LISP is the fundamental language of artificial intelligence research and offers more flexibility in data and control structures than traditional languages.

Acornsoft LISP contains a number of extensions to basic LISP, including PEEK, POKE, CALL, and VDU, LOOP, WHILE and UNTIL functions, and disc input/output control functions.

The book *LISP on the BBC Microcomputer* (available separately) by G Cattell and Dr A Norman, is a comprehensive guide to Acornsoft LISP, with a complete glossary describing all the predefined LISP functions. It includes a general introduction to LISP with several example programs to illustrate the features of the language.
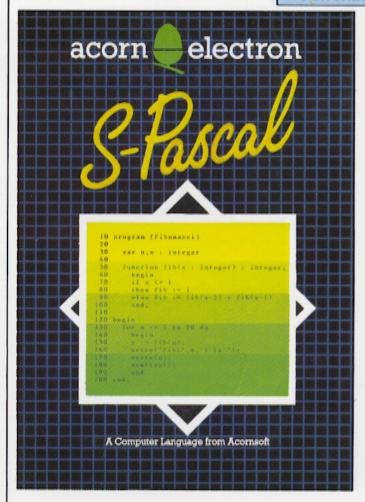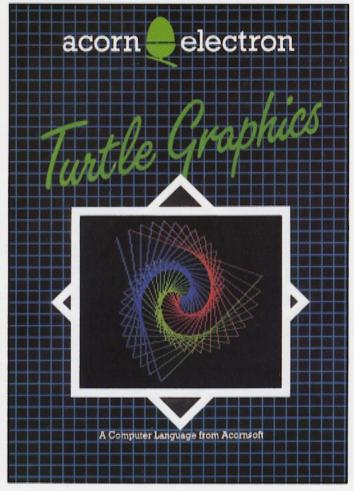
FORTH

Acornsoft FORTH is a complete implementation of the FORTH language to the 1979 standard specification. FORTH is a compiled language so programs run very fast (typically five times faster than BASIC).

The cassette includes a FORTH dictionary and compiler, a tape interface/screen editor, macro-assembler, and a high-resolution graphics demonstration.

In addition to a comprehensive set of arithmetic and stack operators, control transfer words, and defining words, Acornsoft FORTH includes full graphics commands and the more advanced features for defining the action of defining words themselves. This opens the door to 'meta-FORTH' and user-defined FORTH-based languages.

The book *FORTH on the BBC Microcomputer* (available separately) by Richard de Grandis-Harrison serves as a general introduction to FORTH, and includes a full description of Acornsoft FORTH with a glossary defining the actions of all the standard words. The chapters are illustrated by many practical examples.

acorn electron
S-Pascal
A Computer Language from Acornsoft

acorn electron
Turtle Graphics
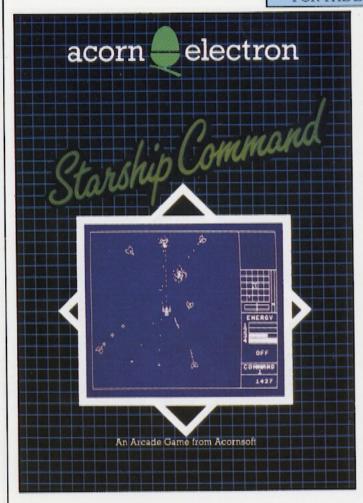A Computer Language from Acornsoft

S-PASCAL

S-Pascal is a subset of Pascal devised for teaching by Nicholas Wirth, the inventor of Pascal.
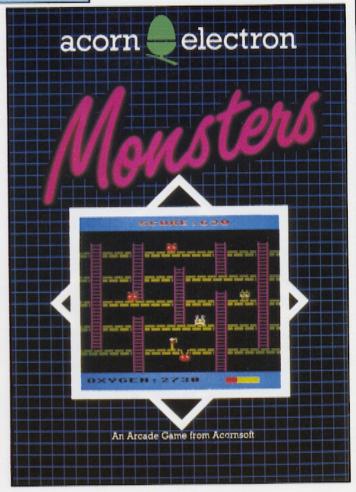
The Acornsoft S-Pascal compiler supports integer, character and boolean types, as well as multi-dimensional arrays. Like the full Pascal implementation it is block-structured and completely recursive. Error messages are comprehensive, aiding teaching and debugging. It is aimed at the educational user, particularly as an introduction to structured programming languages, where the power of the full Pascal implementation is not required. Since S-Pascal compiles to 6502 machine code it is also eminently suitable for writing small fast utilities. A comprehensive user guide is included in the pack.

TURTLE GRAPHICS

Turtle Graphics is designed as an introductory package for teaching geometry, mathematics and graphics at an elementary level.

The interpreter supports a subset of the full LOGO implementation featuring only the simpler turtle graphics facilities. The facilities provided are powerful enough to allow development of fairly complex programs, and include multiple parameter procedures, looping primitives, elementary and transcendental functions and keyword abbreviation. A user guide is included in the pack.
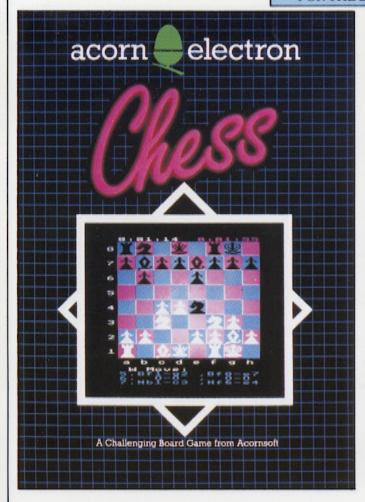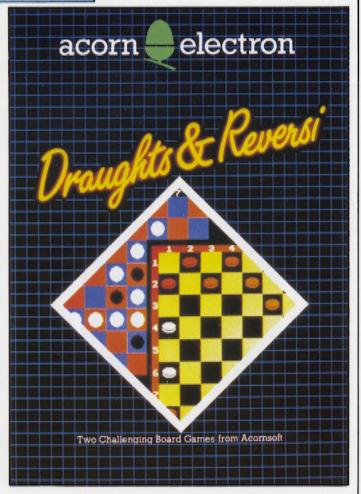
STARSHIP COMMAND 👥 🕹

Command a starship against attacking alien ships in this demanding high-resolution graphics game. You control the forward drive and rotational thrust on your ship, which is equipped with shields, long and short range scanners and a sector display of the stars and alien ships. As soon as you consider yourself to be in danger, launch one of your escape capsules so that you can return to the starbase. Here the Star Fleet admirals will review your mission, and decide whether or not you are fit to command another starship.

This game is fully compatible with both keyboard and joysticks and includes a table of high scores. An instruction booklet is included in the pack.

MONSTERS 👥 🕹

Delightful graphics and funny sound effects add to the enjoyment of this monster game. Pursued by monsters you are chased up and down ladders and along walls; your only hope of survival is to dig holes in the walls for the monsters to fall through. But you have to be careful to fill them in or they will crawl out and grab you. Score more by dropping your monsters through several levels. Watch your oxygen level and be especially careful of the green and white monsters. With the table of high scores you can rate your performance against your last turn or your competitors.

acorn electron

Chess

A Challenging Board Game from Acornsoft

acorn electron

Draughts & Reversi

Two Challenging Board Games from Acornsoft

CHESS 📼 ⬚

A chess-playing program with a high-resolution graphics display of the board, and the following features:

○ Play white or black against the computer, or against another player, or in auto-mode the computer plays itself
○ Ten levels of play, giving novice to professional standards
○ Computer moves in 20 seconds at the lowest level
○ Board display with joystick, cursor, or coordinate entry of moves, and rejection of illegal moves
○ Plays according to current FIDE-ratified rules, and displays moves as standard FIDE notation
○ Continuous clock display for tournament chess
○ Allows any position to be set up and 'mate in 'n' problems' to be solved
○ Whole games or single board positions can be saved to cassette
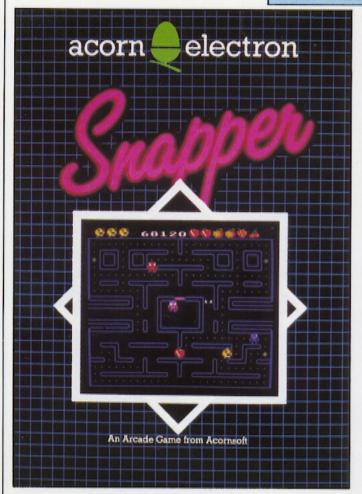
DRAUGHTS AND REVERSI 📼 ⬚

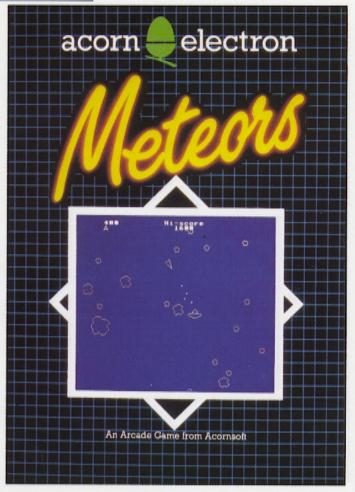Try your hand against the computer with these two popular games.

DRAUGHTS The traditional game has been faithfully reproduced on screen for you to try your hand at playing the computer. The computer will make sure you follow the rules, insisting that you make all possible jumps or suffer the consequences – the computer has the option of 'huffing' the offending piece.

REVERSI In this board game each player tries to capture his opponent's pieces, the objective being to gain as many pieces as possible by the end of the game. (REVERSI is also known as Othello.)

In both games you challenge the computer, with a choice of difficulty levels, and at the higher levels the machine plays an accomplished game.

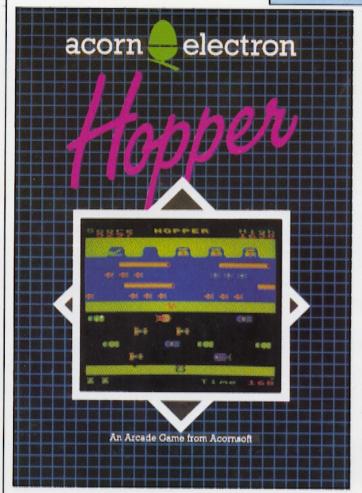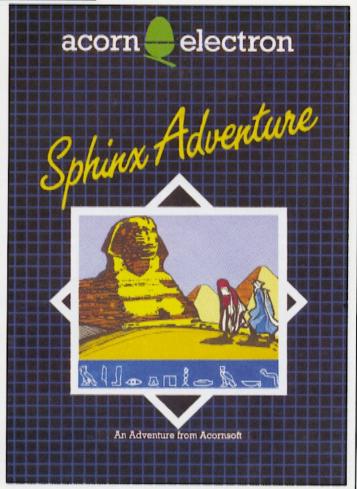An eight-page instruction book is included in the pack.

acorn electron

Snapper

An Arcade Game from Acornsoft

acorn electron

Meteors

An Arcade Game from Acornsoft

SNAPPER

Guide the Snapper through the maze eating dots and fruit and avoiding the creatures that chase you. If you eat a flashing dot the monsters become edible. Eat them up quickly before they eat you. The game gets progressively harder, and rewards you with higher scores as the fruit increase in value. Complete with full sound effects, score and a ladder of high scores.

METEORS

Manoeuvre your laser-ship through a hail of meteors smashing them with your laser bolts as they hurtle towards you on all sides. Avoid being hit by the missiles from hostile flying saucers which fire at you as they pass. Your ship is equipped with as many laser bolts as you can fire and as a last resort you can escape through hyperspace. Complete with sound effects and table of high scores.

An Arcade Game from Acornsoft

An Adventure from Acornsoft

HOPPER 🔲 👆

Everyone will enjoy playing Hopper. The frog wants to get across the busy motorway and over the river to a lair on the other side. You'll need a good eye and swift reflexes to get him past the traffic flowing in different directions and at different speeds. Once on the riverbank jump onto the backs of swimming turtles and onto floating logs. Eat the dragonfly and hop to the lair on the far shore.
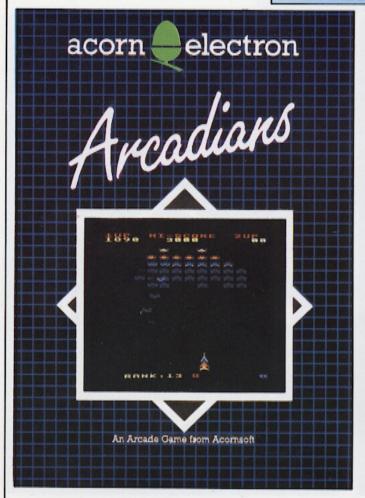
And as if the poor frog hasn't got enough problems, some turtles submerge, there are crocodiles and a snake to look out for, and if you don't get your frog home within the time limit – you lose him anyway.
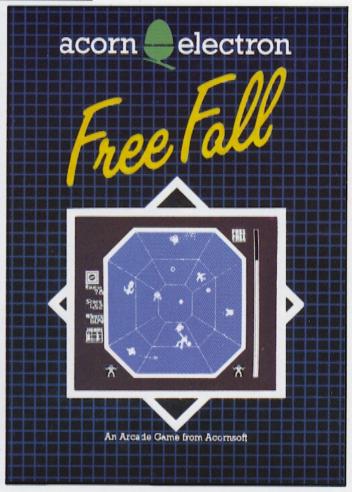
With tunes, sound effects, and table of high scores.

SPHINX ADVENTURE 🔲

A full-sized classic adventure game in which you decide where to go and what to do. Wander through forest paths and dark caves. On your way you'll encounter obstacles that you have to overcome, meet strange characters, and get into all kinds of difficulties.

The computer will give you some help, but basically you're on your own. So go and fight with trolls, collect treasure and finally make your way to the sphinx to collect your reward. A real brain-teaser!

acorn electron

Arcadians

An Arcade Game from Acornsoft

acorn electron

Free Fall

An Arcade Game from Acornsoft

ARCADIANS

A fast-moving arcade-style space game. Your task is to demolish an onslaught of warring aliens. Manoeuvre your laser-base along the surface of the planet and pick off as many arcadians as you can. While they fly in formation above you they make relatively easy targets. But beware, some of them will suddenly swoop down towards you dropping bombs.

You are awarded a flag for each screen cleared, the game gets harder as you progress, and the longer you survive the angrier the aliens get. Arcadians is a challenging game, even for the expert player! Complete with music, full sound effects and a table of high scores.

FREE FALL

When the Alphoid battleship attacked Deep Space Station Coriolis and Alphoid life-forms injected the air supplies with their own cyanide-based atmosphere, only one crew member managed to don his space suit in time. Unable to reach the armoury he must face the Alphoid warriors barehanded to defend not only his own life but also the vital computer records which the Space Station contains.

In this game you control the crewman, manoeuvring him around the Space Station as he tries to destroy Alphoids before being destroyed himself – either by the enemy or due to lack of oxygen.

Includes a table of high scores and can be used with the keyboard or with joystick control.

ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

SHERIDAN MORLEY
Theatre Quiz
for the BBC Microcomputer and Acorn Electron

BASED ON THE WEIDENFELD QUIZ BOOKS
PUBLISHED BY WEIDENFELD & NICOLSON

ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

JULIAN SYMONS
Crime & Detection Quiz
for the BBC Microcomputer and Acorn Electron

BASED ON THE WEIDENFELD QUIZ BOOKS
PUBLISHED BY WEIDENFELD & NICOLSON

SHERIDAN MORLEY'S THEATRE QUIZ

Ranging from Shakespeare and Shaw to Stoppard and Pinter, by way of Sondheim and Noel Coward, this quiz will entertain, inform and occasionally infuriate people who go to the theatre once a year or once a night.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Sheridan Morley is the drama critic and arts editor of *Punch*.
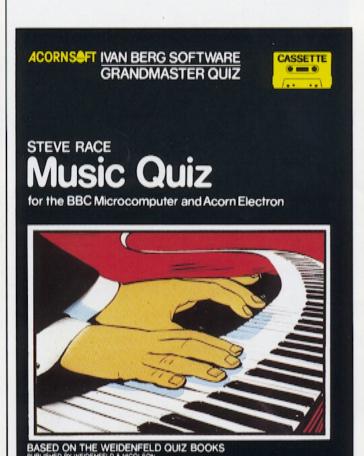
JULIAN SYMONS'S CRIME & DETECTION QUIZ

Here are Sherlock Holmes, Lord Peter Wimsey and Philip Marlowe, together with James Bond and George Smiley, television cops, the history of detection and writers such as Raymond Chandler and Agatha Christie.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Julian Symons is the author of 21 crime novels. He is President of the Detection Club and has written the definitive history of the genre, *Bloody Murder*.

ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

STEVE RACE
Music Quiz
for the BBC Microcomputer and Acorn Electron

BASED ON THE WEIDENFELD QUIZ BOOKS
PUBLISHED BY WEIDENFELD & NICOLSON

ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

JOHN JULIUS NORWICH
History Quiz
for the BBC Microcomputer and Acorn Electron

HONI SOIT QUI MAL Y PENSE

BASED ON THE WEIDENFELD QUIZ BOOKS
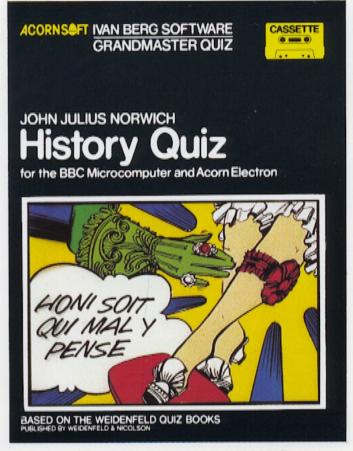PUBLISHED BY WEIDENFELD & NICOLSON

STEVE RACE'S MUSIC QUIZ

Do you know who said 'My music is best understood by children and animals'? Or which love song mentions Woolworths? This amusing and fascinating quiz is for lovers of Bach, Bizet, Beiderbecke or the Bee Gees.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Steve Race, well-known British broadcaster, writer and musician, is the question-master and compiler of the popular television and radio quiz series *My Music*. He is the author of *Musician at Large: An Autobiography, Dear Music Lover* and *My Music*.

JOHN JULIUS NORWICH'S HISTORY QUIZ

Do you know what was extraordinary about the execution of Anne Boleyn? Or whose horse was awarded campaign medals by special command of Queen Victoria? If you can answer these questions, you are likely to do pretty well with the other 298 included in this quiz. It covers all aspects of British history, from Julius Caesar to Margaret Thatcher: kings and queens, riots and rebellions, mysteries and murders.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

John Julius Norwich is well known as a historian and author of several books, including a two-volume history of Venice. He regularly appears on television and radio in such old-established favourites as *Face the Music* and *Round Europe Quiz*.
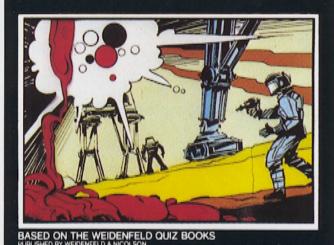
ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

BRIAN ALDISS
Science Fiction Quiz
for the BBC Microcomputer and Acorn Electron

BASED ON THE WEIDENFELD QUIZ BOOKS
PUBLISHED BY WEIDENFELD & NICOLSON

ACORNSOFT IVAN BERG SOFTWARE
GRANDMASTER QUIZ

CASSETTE

ANTHONY HOLDEN
Royal Quiz
for the BBC Microcomputer and Acorn Electron

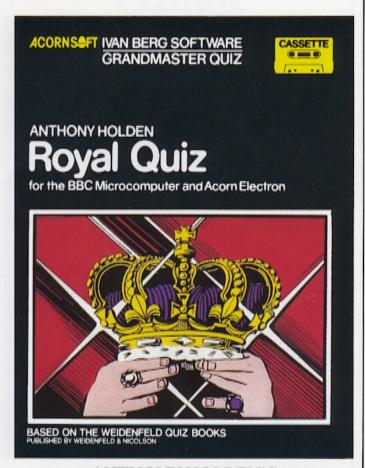BASED ON THE WEIDENFELD QUIZ BOOKS
PUBLISHED BY WEIDENFELD & NICOLSON

BRIAN ALDISS'S
SCIENCE FICTION QUIZ

This is a quiz about science fiction in its widest sense, including such modern masters of the indefinable as Jorge Luis Borges as well as the main-liners like Frank Herbert, Arthur Clarke, Philip K Dick, H G Wells, Frederick Pohl, and the new school of SF film-makers.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Brian Aldiss is the author of many science fiction novels, President of World SF, and the author of the definitive history of the genre, *Billion Year Spree*.
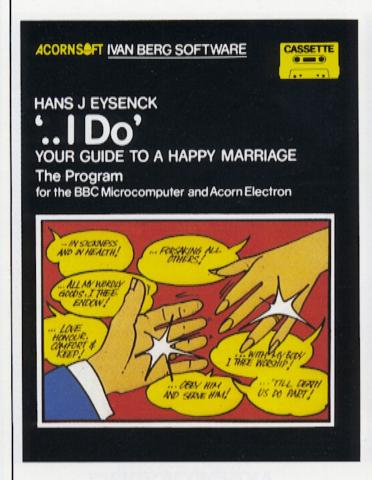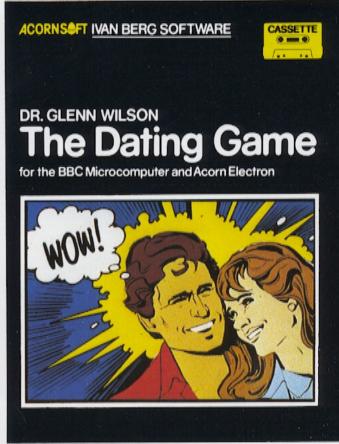
ANTHONY HOLDEN'S
ROYALTY QUIZ

Do you know where Prince Philip was born? Or which king liked to breakfast with his parrot? Or who told the Queen that she didn't recognise her 'without your crown on'? From Egbert to Elizabeth II via Cleopatra and Tamburlaine, this is a quiz for royalist and republican alike, which teases, teaches and entertains.

This pack contains one program cassette, one quiz data cassette and one instruction booklet.

Anthony Holden, royal biographer and award-winning journalist, asks the questions.

'..I DO' 📟

This package is based on a series of fascinating questionnaires used by Hans Eysenck in his book '..I Do' Your Guide to a Happy Marriage published by Century Books in 1983.

The questionnaires in this program can provide couples, married or unmarried, with a great deal of useful information about themselves and their relationship, and are intended to provoke the would-be spouse, or the troubled wife or husband to discover where they stand on the issues of personality, attitudes and happiness. They can help you understand just what psychologists mean by the terms introversion versus extraversion, emotional stability versus instability, and high libido versus low libido; give you a fairly clear idea of how you compare with your partner when it comes to these qualities; and provide some indication of what this means for your marriage.

Use the results as you will, and, although we make no promises, they may improve your chance for marital happiness and fulfilment!

THE DATING GAME 📟

This amusing, and possibly controversial, package of four programs is based on data provided by Dr Glen Wilson of the Institute of Psychiatry, University of London.

The first and most powerful feature is the DATING GAME, a computer dating and compatibility program for up to 40 people, catering for all those over the age of consent. A general compatibility option is available which deals with the compatibility of any two people.

LOVE STYLE will tell you what kind of lover you are and compare you with a chosen partner.

Next comes PREFERRED RELATIONSHIP. Four aspects of male/female relationships are measured in this program and your results will give you a good indication of what to look for in a partner. You can compare your results with those of a partner, or a prospective partner.

DATING SKILLS examines your social skills in dating and mating, and tells you whether you are going about finding the right partner in the right way.

The Acorn Guide to the
ELECTRON
Neil Cryer & Pat Cryer

PENGUIN ACORN COMPUTER LIBRARY

Games
and other programs
for the Acorn
ELECTRON

PENGUIN ACORN COMPUTER LIBRARY

THE ACORN GUIDE TO THE ELECTRON
NEIL CRYER & PAT CRYER

An indispensable companion to this versatile new machine, *The Acorn Guide to the Electron* describes and explains everything you need to know to make the most of your Electron – and, even if you're 'non-technical' you'll find it easy to understand.

The 16 chapters cover everything from what a computer is and what it can do, to the principle of animation and writing your own programs.

Contents: What's special about microcomputers? What's special about the Electron? Hardware for the Electron; Software for the Electron; Running programs on the Electron; Making your own programs for the Electron; Electron BASIC; Getting data in and out of programs; Introducing graphics on the Electron; Colour; Coloured shapes; Programmed characters; Animation; Sound; Assembly language on the Electron; Appendix; Additional graphics programs.

GAMES AND OTHER PROGRAMS
FOR THE ACORN ELECTRON

Choose to combat hostile aliens, pick your way through a world of adventure 'in the dark', or play a game of chance with *Games and other programs for the Acorn Electron*, a collection of 20 dynamic programs specially selected by Lee Calcraft.

The book is divided into four main sections:- Action Games, Thought Games, Visual Displays and Utilities. It covers a wide range of programs from lively new games such as Munch-Man and Hedgehog, to interesting graphic displays such as Square Dance and 3-D Rotator. And there are five useful utility programs including Bad Program Rescue and Bad Program Lister.