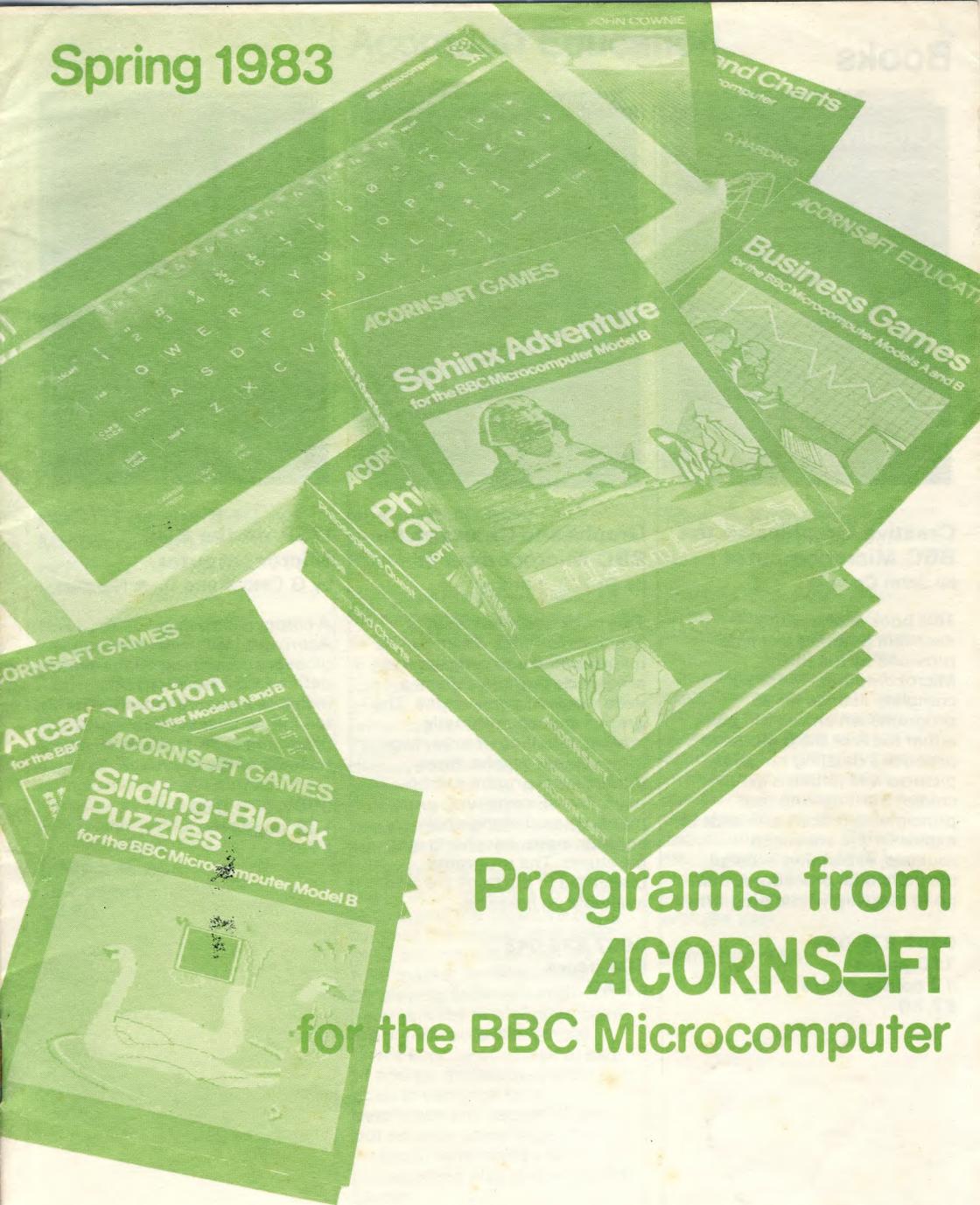


Spring 1983



Programs from
ACORN SOFTWARE
for the BBC Microcomputer

Distributed by



John Wiley & Sons Limited

Baffins Lane, Chichester, Sussex PO19 1UD, England

Books

Creative Graphics

on the BBC Microcomputer

JOHN COWNIE



Creative Graphics on the BBC Microcomputer

by John Cownie

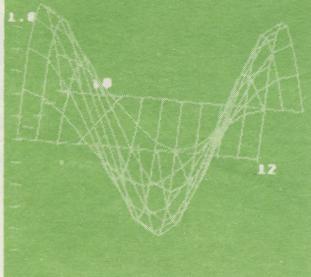
This book explores the excellent graphics facilities provided by the BBC Microcomputer. There are complete listings for 36 programs which will run on either the A or the B Model to produce a dazzling range of pictures and patterns in full colour. Starting with first principles this book proceeds to explore more advanced routines, explaining in detail the individual procedures that go to make up whole programs.

0907 876 03X
110 pages
12 colour plates
£7.50

Graphs and Charts

on the BBC Microcomputer

ROBERT D. HARDING



Graphs and Charts on the BBC Microcomputer

by Dr R.D. Harding

This book describes a set of graphics routines which can be incorporated into programs to present data graphically in a wide range of applications. The graphs include automatic scaling, labelling of axes, two-dimensional graphs, three-dimensional graphs, stereo pairs, two-dimensional contour maps, three-dimensional contour maps, bar charts and pie charts. The programs presented in the book are also available on cassette.

0907 876 048
104 pages
£7.50

LISP

on the BBC Microcomputer

ARTHUR NORMAN and
GILLIAN CATTELL

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LISP on the BBC Microcomputer

by G Cattell and Dr A Norman

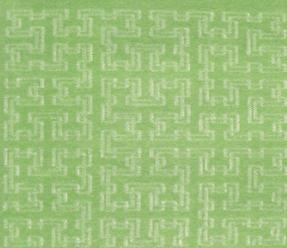
A comprehensive guide to Acornsoft LISP, with a complete glossary describing all the pre-defined LISP functions. It includes a general introduction to LISP, with several example programs to illustrate the features of the language.

0907 876 080
132 pages
£7.50

FORTH

on the BBC Microcomputer

RICHARD DE GRANDIS-HARRISON



FORTH on the BBC Microcomputer

by Richard De Grandis-Harrison

This book 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. The author, Richard de Grandis-Harrison, is Chairman of the UK FORTH Interest Group.

0907 876 064
154 pages
£7.50

ACORN~~SOFT~~ EDUCATION

Business Games

for the BBC Microcomputer Models A and B



Business Games

for the BBC Microcomputer Models A and B

Two business games designed for economics, business or general studies teaching.

In STOKMARK 1-8 players compete in buying and selling shares. The first to turn his 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 based upon making and selling televisions, the objective being to make the largest total profit or to win more than half the total market for televisions. By playing Stokmark and Telemark the participants learn the significance of financial terms such as purchase or sale of shares, dividends, yield, price to earnings ratio, overheads and depreciation, but no prior knowledge of financial terminology is necessary to play and enjoy the games.

0405 000 081
£9.95 (includes VAT)

ACORN~~SOFT~~ EDUCATION

Tree of Knowledge

for the BBC Microcomputer Model B



Tree of Knowledge

for the BBC Microcomputer Model B

The Tree of Knowledge is an interactive program for children of all ages teaching categorisation. It illustrates some of the more practical aspects of computing in that the pupil first educates the computer, building up a database or "expert" system by answering the computer's questions, and the database is then used to play games of deduction and logic. Databases can be saved and loaded from within the program, and two sample databases are supplied with the pack.

0405 000 154
£9.95 (includes VAT)

ACORN[®]SOFT EDUCATION

Algebraic Manipulation

for the BBC Microcomputer Models A and B

$$\frac{1 + \frac{1}{x-1}}{1 - \frac{1}{x+1}} \quad (2x-y) \cdot (x+y)^2$$

$$\frac{1 + \tan^2 x}{1 + \cot^2 x} \quad 64 \sin^4 x \cos^3 x$$

Algebraic Manipulation

for the BBC Microcomputer Models A and B

This suite of four programs will perform a wide range of algebraic manipulations, and expressions can be symbolically differentiated or integrated. The pack is intended for use in mathematics teaching or research.

POLYNOM can expand, simplify, differentiate or integrate a polynomial expression into the equivalent polynomial.

RATIONAL can expand and simplify an expression of rational terms into the equivalent ratio of two polynomials, reduced to lowest terms.

TRIGONOM can expand, simplify, differentiate, or integrate, a trigonometric expression, including ratios of trigonometric terms, into the equivalent standard form.

FOURIER can perform trigonometric transformations into a linear combination of sines and cosines of integer multiples of x .

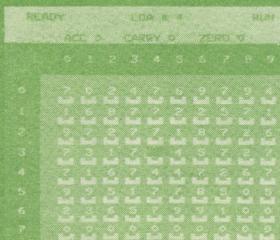
0405 000 049

£9.95 (includes VAT)

ACORN[®]SOFT EDUCATION

Peeko-Computer

for the BBC Microcomputer Models A and B



Peeko-Computer

for the BBC Microcomputer Models A and B

The 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 microcomputer. 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. The Peeko-Computer comes complete with a 16-page instruction manual including exercises and examples, and the cassette includes five demonstration Peeko-Computer programs.

0405 000 057

£9.95 (includes VAT)

ACORN[®]SOFT/ESM EDUCATION

Word Hunt

for the BBC Microcomputer Models A and B



Word Hunt

for the BBC Microcomputer Model A and B

This pack contains four Word Hunt programs on cassette.

Each Word Hunt program contains a list of nine words. The object of the exercise is to select one word and then to try to create as many smaller words as possible from the selected word. The control over the selection of the word and the amount of time allowed for the exercise is given to the user in the "Teachers' Notes" section. Once these selections have been made the program can be used by up to 20 players and their performance stored for later recall.

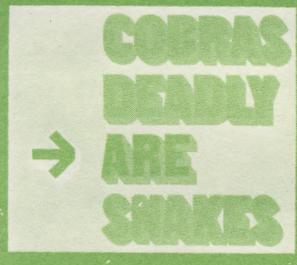
0405 000 227

£11.90 (includes VAT)

ACORN^{SOFT}/eSM EDUCATION

Word Sequencing

for the BBC Microcomputer Models A and B



Word Sequencing

for the BBC Microcomputer Models A and B

Proverbs/Nursery Rhymes/Sentences

This pack contains three Word Sequencing programs on cassette.

Each program presents a series of jumbled words which must be arranged to form either a proverb, nursery rhyme title or a sensible sentence. Words to be moved are first located and selected using the cursor right and cursor left keys. The words are then moved using the red f0 and f1 keys.

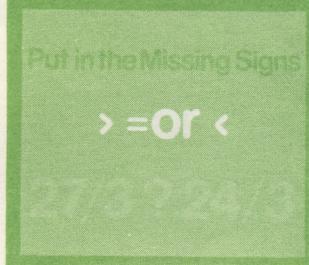
0405 000 235

£11.90 (includes VAT)

ACORN^{SOFT}/eSM EDUCATION

Missing Signs

for the BBC Microcomputer Models A and B



Missing Signs

for the BBC Microcomputer Models A and B

Put in signs
Addition/Subtraction
Multiplication/Division

This pack contains three programs on cassette.

Put in the Signs provides the practice in addition, subtraction, multiplication and division. Each exercise presents the pupil with incomplete sums into which they must insert the sign which will make the calculation correct. If two incorrect attempts are made, the program provides the correct answer.

The two Missing Signs programs present addition and subtraction equations which have the balancing or multiplication and division sign missing. The child must calculate both sides of the equation and decide whether the missing sign is greater than (i.e.>) or less than (i.e.<) or equal to (i.e.=). The equations contain one and two digit numbers.

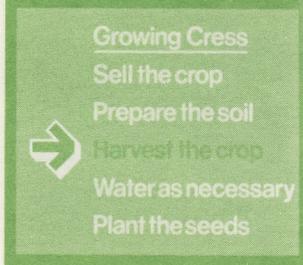
0405 000 243

£11.90 (includes VAT)

ACORN^{SOFT}/eSM EDUCATION

Sentence Sequencing

for the BBC Microcomputer Model B



Sentence Sequencing

for the BBC Microcomputer

Get in Order Nursery Rhymes

This pack contains two Sentence Sequencing programs on cassette.

Each program presents a series of jumbled sentences which must be re-arranged to form a nursery rhyme or a logical sequence of sentences. Sentences to be moved are first located and selected using the cursor up and cursor down keys.

The "Teachers' Notes" give the user control over the length of time that a child works. Once the time is selected, up to 20 children can use the program and their results will be stored for later recall.

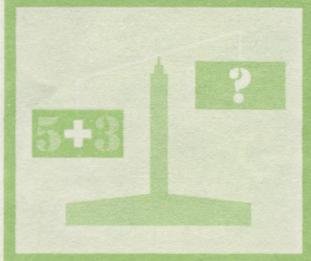
0405 000 251

£11.90 (includes VAT)

ACORN^{SOFT}/esm EDUCATION

Number Balance

for the BBC Microcomputer Model B



Number Balance

for the BBC Microcomputer Model B

Addition/Subtraction
Multiplication/Division

This pack contains two programs on cassette.

Balance is a pictorial program for practising simple mathematical operations for numbers 1 to 20.

The object of the exercise is to make a balance level by inputting the correct missing number into one side of a simple equation. Incorrect answers will tilt the balance in the appropriate direction; after three incorrect attempts the program responds with the correct answer.

The balance programs offer a high degree of user control over the exercises presented to the child. "Teachers' Notes" which appear at the beginning of each program give the user the opportunity to set the layout, difficulty, content and timing of the exercise before the child begins.

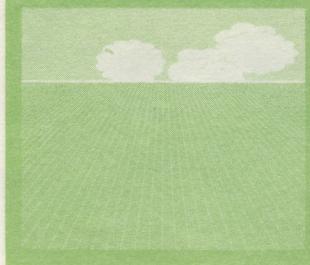
0405 000 26X

£11.90 (includes VAT)

ACORN^{SOFT} GRAPHICS

Creative Graphics

for the BBC Microcomputer Models A and B



Creative Graphics

for the BBC Microcomputer Models A and B

36 programs on cassette producing a spectacular range of pictures and patterns in full colour, including animated pictures, recursively-defined curves, and rotating three-dimensional shapes. A full discussion of the techniques and principles involved plus program listings are given in the book 'Creative Graphics on the BBC Microcomputer', available separately.

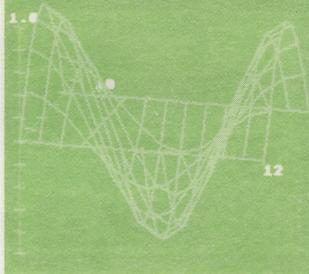
0405 000 022

£9.95 (includes VAT)

ACORN^{SOFT} GRAPHICS

Graphs and Charts

for the BBC Microcomputer Models A and B



Graphs and Charts

for the BBC Microcomputer Models A and B

The programs on this cassette produce a set of graphics routines which can be incorporated into programs to present data graphically in a wide range of applications. The graphs include automatic scaling, labelling of axes, and use of colours. Routines are included to draw two-dimensional graphs, three-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.

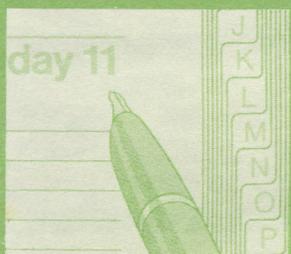
0405 000 030

£9.95 (includes VAT)

ACORN[®]SOFT BUSINESS

Desk Diary

for the BBC Microcomputer Models A and B



Desk Diary

for the BBC Microcomputer Models A and B

This pack consists of two programs on cassette plus instructions for an address book and diary/planner on the BBC Microcomputer Models A and B.

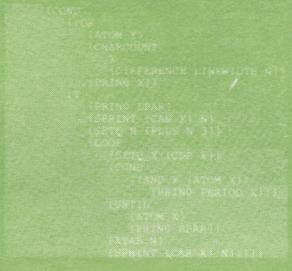
The Address book can hold a file of several hundred names, addresses, and telephone numbers which can be retrieved by name, or by matching with other information specified in the entry. Applications include mailing lists, and customer records.

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.

0405 000 014**£9.95** (includes VAT)ACORN[®]SOFT LANGUAGES

LISP

for the BBC Microcomputer Models A and B



LISP

for the BBC Microcomputer Models A and B

LISP is the fundamental language of artificial intelligence research and offers more flexibility in data and control structures than traditional languages. Acornsoft LISP for the BBC Microcomputer consists of 5.5K of machine code interpreter, plus 3K of initialised LISP workspace containing utilities and constants.

The system 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.

0405 000 073**£16.85** (includes VAT)ACORN[®]SOFT LANGUAGES

FORTH

for the BBC Microcomputer Model B



FORTH

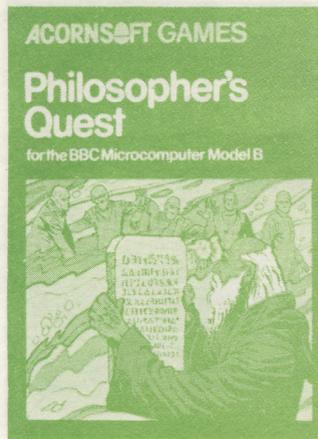
for the BBC Microcomputer Model B

Acornsoft FORTH is a complete implementation of the FORTH language to the 1979 standard specification for the BBC Microcomputer Model B. FORTH is a compiled language so programs run very fast (typically 5 times faster than BASIC).

The cassette includes a FORTH dictionary and compiler, a tape interface/screen editor, a 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 actions of defining words themselves. This opens the door to 'meta-FORTH' and user-defined FORTH-based languages.

0405 000 065**£16.85** (includes VAT)



Philosopher's Quest

for the BBC Microcomputer Model B

An advanced Adventure in which you tell the computer what you want to do, and it describes in plain English your progress through a fascinating world full of fiendish puzzles to be solved. To complete your quest you need to think hard about everything you do!

0405 000 12X
£9.95 (includes VAT)



Sphinx Adventure

for the BBC Microcomputer Model B

A full-sized classic adventure game in which you move through caves, fight with trolls, collect treasure, and finally make your way to the sphinx to collect your reward.

0405 000 103
£9.95 (includes VAT)



Monsters

for the BBC Microcomputer Model B

Pursued by monsters your man is chased up and down ladders and along walls; the only hope of survival is to dig holes in the walls and trap the monsters by filling them in. Score more by dropping the monsters through several levels, but watch your oxygen level. With sound effects and high score.

0405 000 146
£9.95 (includes VAT)

Due for release shortly

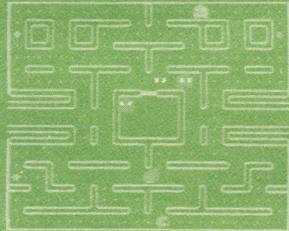
Flight Simulation ■ **Castle of Riddles** ■ **Super Defender**
Starship Command ■ **Snooker** ■ **Missile Command**

ACORNSOFT GAMES

Snapper

for the BBC Microcomputer Model B

Score: 38030



Snapper

for the BBC Microcomputer Model B

This colourful game is a superb example of the best in games entertainment. Guide the Snapper through the maze eating dots and fruit and avoiding the creatures that chase you. The game gets progressively faster, and with higher scores as the fruit increase in value. Complete with full sound effects, score, and a ladder of high scores.

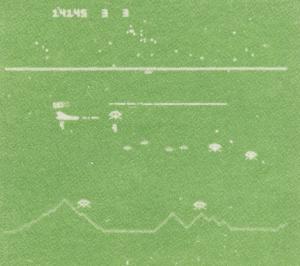
0405 000 111

£9.95 (includes VAT)

ACORNSOFT GAMES

Planetoid

for the BBC Microcomputer Model B



Planetoid

for the BBC Microcomputer Model B

No compromises have been made in developing this amazing fast-action graphics game. Save the life-forms from their attackers and return them safely to their planetoid while trying to fend off five kinds of hostile space-beings. Complete with sound effects, Hi-score, and hyperspace jump.

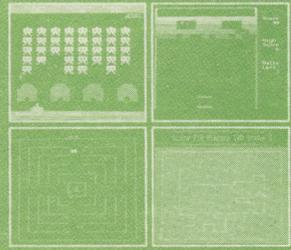
0405 000 138

£9.95 (includes VAT)

ACORNSOFT GAMES

Arcade Action

for the BBC Microcomputer Models A and B



Arcade Action

for the BBC Microcomputer Models A and B

Four games in one pack for a variety of entertainment:

INVADERS – fight off the waves of advancing aliens while dodging behind four shelters to avoid being hit by their missiles. The closer they get the faster they move and the thicker the hail of missile fire.

BREAKOUT – an all-time favourite where you knock bricks out of a multicoloured wall. There are seven variations on the standard game, including progressive walls and captive balls.

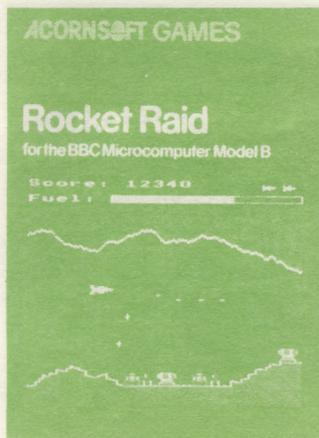
DODGEMS – your racing car has to outwit the computerised car which is programmed to crash into you. You have the advantage of acceleration, but must keep switching lanes to avoid a head-on collision.

SNAKE – guide the hungry snake towards its prey and watch it grow as it consumes different kinds of food. The idea of the game is to score as many points as possible while preventing the snake from bumping into itself or the walls as it gets longer and longer

0405 000 09X

£11.65 (includes VAT)

Acornsoft Games (cont.)

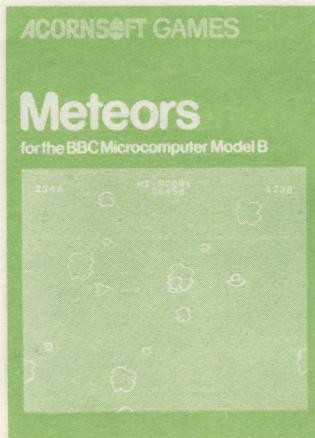


Rocket Raid

for the BBC Microcomputer Model B

Your mission is to raid a heavily-guarded Martian fuel depot; fly your rocket over mountains and through caverns avoiding enemy missiles and dodging convoys of deadly fizzers. You have to bomb fuel tanks to replenish your fuel.

0405 000 200
£9.95 (includes VAT)

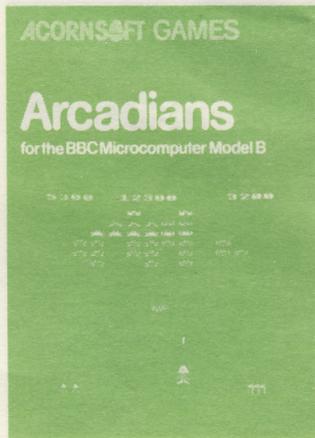


Meteors

for the BBC Microcomputer Model B

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 Hi-scores.

0405 000 197
£9.95 (includes VAT)



Arcadians

for the BBC Microcomputer Model B

A fast-moving arcade-style space game, your task being to demolish an onslaught of warring aliens. Your laser-base moves along the surface of the planet while above you the arcadians fly in formation. Without warning, some of them suddenly swoop down towards you dropping bombs.

You are awarded a flag for each screen cleared, and the game gets harder as you progress. Arcadians is a challenging game, even for the expert player! Complete with music and full sound effects.

0405 000 199
£9.95 (includes VAT)

ACORN[®]SOFT GAMES

Sliding-Block Puzzles

for the BBC Microcomputer Model B



Sliding-Block Puzzles

for the BBC Microcomputer
Model B

The Sliding-Block Puzzle is based on the "14-15 Puzzle" invented by Sam Lloyd in the last century when it was the popular equivalent of today's Rubik Cube. On this cassette are six Sliding-Block Puzzles: Alphabet, Numbers, Sunscape, Logo, Pattern, Swans. You can choose how many shuffling moves are made before attempting to solve it, and the computer will tell you how long you take, how many moves you make, and will actually solve it for you if you get absolutely stuck.

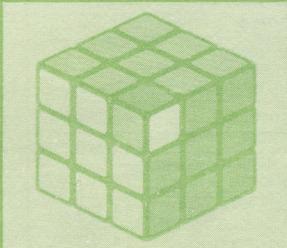
0405 000 170

£9.95 (includes VAT)

ACORN[®]SOFT GAMES

Cube Master

for the BBC Microcomputer Model B



Cube Master

for the BBC Microcomputer
Model B

Rubik Cube enthusiasts will welcome this addition to our range: you can choose the number of shuffling moves made to a completed cube, and then try to solve it. The computer will keep track of the time and tell you how many moves you make. What is special about this program is that it will also solve the cube of your choice: you colour in a cube on the screen to match the cube you are trying to solve, and then let the program take you through the solution at your chosen speed. Illegal configurations will be spotted and dealt with.

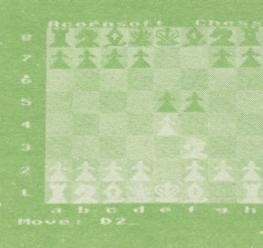
0405 000 162

£9.95 (includes VAT)

ACORN[®]SOFT GAMES

Chess

for the BBC Microcomputer Model B



Chess

for the BBC Microcomputer
Model B

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

- * 6 levels of play, giving novice to professional standards
- * Computer moves in two seconds at lowest level
- * Board display with coordinate entry of moves, and rejection of illegal moves
- * Computer and human castling
- * En-passant captures allowed and played by computer
- * Clock display for tournament chess

0405 000 154

£9.95 (includes VAT)

