FREE GIVE AWAY

For all purchases of $80.00 or more we will include, free of charge, the Arcade Style Game, CIRCUS.

How to order

All prices in Australian Dollars.
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Postage within Australia is $1.00 for the first item and 50 cents for every additional. Airmail postage outside Australia is $2.00 per item. Hardware items and orders of considerable value can optionally be registered for the cost of $3.00. SYSTEM SOFTWARE can take no responsibility for lost articles.

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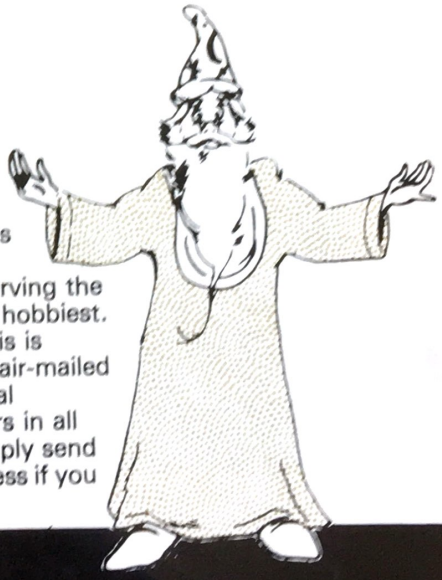
JULY '82

SYSTEM SOFTWARE

SORCERER CATALOGUE

Most Programs Drastically Reduced!

STILL BACKING THE SORCERER COMPUTER.



SYSTEM SOFTWARE is a dynamic Western Australian enterprise serving the 'SORCERER' computer hobbiest. A catalogue such as this is produced regularly and air-mailed free of charge to several thousand Sorcerer users in all parts of the world. Simply send us your name and address if you wish to be included.

We have a team of programmers and technicians helping SYSTEM SOFTWARE produce more for the Sorcerer Computer than all other sources combined.

ZYTEK®
Analog Interface

ZYTEK Proportional Joystick & Analog Interface System

Rolls Royce joystick interface for the 'Rolls Royce' of Computers!

No other joysticks for the Sorcerer can offer all these features:

Audio output: Standard RCA connector to speaker or amplifier.

Built in overload protected amplifier with volume control, to drive loudspeakers directly.

Mode switch to select 7 bit games mode (a unique multiplex mode allowing proportional joystick operation AND analog sound at the SAME TIME) or 8 bit scientific mode.

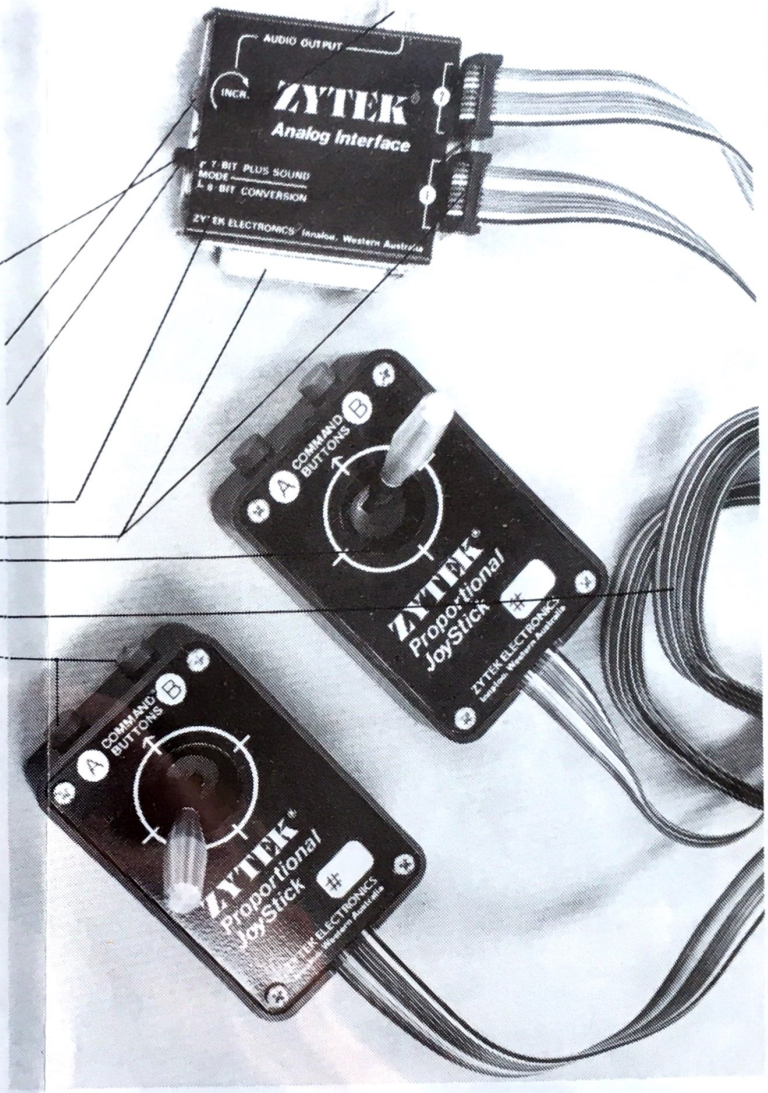
Baked epoxy enamel finish.
Built for punishment!

Gold Plated 10 pin connectors.

Either one or two XY proportional joysticks.

150cm colour coded flexible cables.

2 Command buttons (Green and Red).

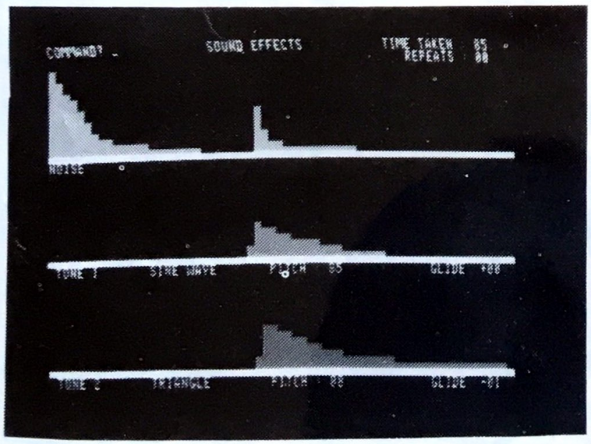


And as if that is not enough, consider this—
The ZYTEK Analog Interface is not just a toy but also an accurate scientific instrument. Switch the mode to full 8 bit conversion and you have the heart of a general purpose data logger. In this mode, the Analog Interface will translate a number in the range 0 to 255 decimal sent to the parallel port as a voltage in the range 0-2.55 volts. For example, the BASIC statement OUT 255,123 will produce 1.230 Volts at the interface. Voltages may be inputed with the same accuracy, which is better than 0.5 per cent!

The ZYTEK Interface is ruggedly constructed on a double sided PCB with high quality gold plated connectors.

ALL OUR SOFTWARE has been converted and upon initialization will ask the user if the ZYTEK joysticks are being used. Superior sound effects can be produced with the Analog Audio Output. A brochure will be supplied along with the joysticks giving the step by step procedure to convert previously purchased software to the ZYTEK system.

ANALOG INTERFACE $99.50
JOY STICK (Each) $29.95



SOUND EFFECT GENERATOR

Requires ZYTEK Analog Interface and one Joystick

Now it is possible to create your own sound effects and add them to your programs. With the use of a joystick you draw envelopes of noise and two tones, specify the speed, glide factor for the tones, wave form (which may be sine, square, saw tooth or triangular), add them all together in relative amounts, choose a repeat factor and listen to the result!

Just about any type of sound is possible, from lazer fire, to explosions, sirens, passing cars, gurgling water and animal noises! The accompanying photograph is the editor display of a bullet and ric-o-shay. Simply let your imagination run wild!

When you have designed the sound you want, the SOUND EFFECTS Editor creates a small stand-alone Z80 code module that will produce the sound effect. You may then save this module on tape or alternatively place it in your BASIC or Assembly Language programs and REALLY add life. The possibilities are endless!

$19.95

Utility Packages

TZKIT Utility for Exidy Monitor and Rom Pac Basic

If you are programming in Machine Code or Basic, this is for you. TZKIT is a comprehensive program which allows easy entry, searching and dis-assembly of machine code. It contains a fast dis-assembler with ASCII printout as well as the well known TOOLKIT Screen editor and utilities package for ROM PAC BASIC!

Added monitor facilities: Z80 Dis-assembler, Hex pad entry with ASCII strings, Move and search routines, execution with breakpoints, fill memory command and more!

Added Basic Rom Pac facilities: Screen Editor, List a,b, Kill a,b, CLOSE, RENUMBER a,b, AUTO a,b, LINK, VARIABLES, FIND, MOVE and TRACE.

This package has to be the bargain of the year. The Basic Utilities themselves have previously been sold under the name of TOOLKIT which retailed for about $55.00!

Only $29.95

EDITOR ASSEMBLER

Cassette Based

ZETU is a comprehensive two pass, memory based assembler designed to replace the Development Pac. You may load the program from cassette or plug in our ROM PAC.

Cassette $24.95
ROM PAC 475.00

Z80 DIS-ASSEMBLER

ZAP80 is a two pass Z80 Dis-Assembler capable of interpreting ANY code sequence, including hidden codes! A must for experimenters and programmers alike. $19.95

TAPE DOCTOR

If you have ever had trouble loading programs from cassette, TAPE DOCTOR is your answer. TAPE DOCTOR loads your faulty program then helps you find and fix the error. No knowledge of machine code is needed. You need never lose another program again!

$22.50

UTILITY PACKAGE FOR ROM PAC BASIC

SYSTEM 3 is a program development tookit which gives ROM PAC BASIC an Editor, Renumberer, Search facility, Trace, and much, much more. $19.95

MICROPOLIS DISK — BASIC ROM PAC OPERATING SYSTEM

EDOS is a comprehensive Micropolis disk operating system which allows you to use ROM PAC BASIC in conjunction with your disks. No need to re-type your BASIC programs into a disk Basic with EDOS! Includes disk I/O, Editor, Print and Sound Instructions. $35.00

BASIC PRE-PROCESSOR PACKAGE

Requires CP/M and Disk Basic.

This package allows you to program in BASIC using labels instead of line numbers with YOUR disk Basic. Normally only possible on Main Frame computers! $19.95

Basic Compiler

Over the past 12 months we have been developing a low cost Basic Compiler for the Sorcerer.

Our aim was to produce an easy to use, memory based compiler that would be comparible with the expensive currently available disk based compilers, at a price to suit the average computer user.

A small team of highly skilled and experienced program developers has invested thousands of hours developing such a compiler, which is currently in the final stages of debugging.

The advantages of using a compiler are many. The user develops and debugs his program as normal with ROM PAC Basic. He then loads and executes the compiler, which takes the Basic program and produces a new compiled program. When executed, this compiled code will do exactly the same as the original Basic program, but will execute up to 20 times the speed and take less memory space! The compiled program may then be saved on cassette or disk, as it is fully 'stand alone' code and is not dependent upon the Basic ROM PAC in order to execute. Essentially any Basic program, private or purchased, will compile in this way.

In addition to all Basic ROM PAC commands, the user may specify Integer Arithmetic and Byte Arrays. Both greatly speed calculations and use less storage space. Advanced string handling techniques have also been implimented in order to reduce the need for string garbage collection and compaction, again increasing execution speed.

No longer does the user have to worry about the slowness of Basic. He can now program in the language he is accustomed too, and expect essentially machine speed execution. Compiled Basic games make animation and graphics movement a reality. Compiled Basic business program reduce waste computation time and increase staff productivity. Compiled real time interface programs eliminate the need to program assembly language in order to drive printers and the like. A compiler is an invaluable tool to both programmers and users.

This compiler has been designed to compliment the power of the Sorcerer, enhance its usefulness and expand its limits. This must be one of the most complex and worthwhile project ever undertaken for the Sorcerer computer.

Normally a highly specialised piece of software, such as this, written for a specialised market, is worth many hundreds and even thousands of dollars. Thus most compilers are priced out of reach of the average computer hobbiest. We plan to change that.

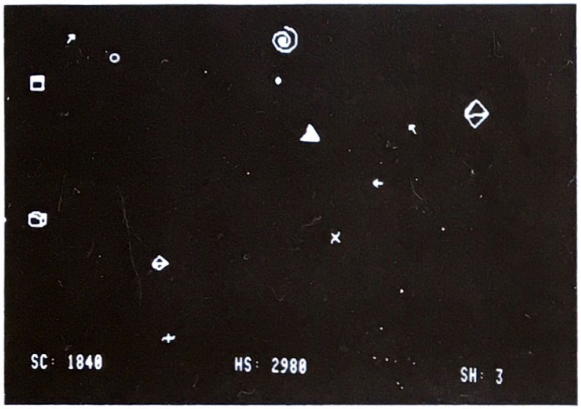
As mentioned above, we are in the final stages of debugging the system. You may order now, and we will send your copy as soon as it becomes available. The expected time of completion is August-September.

SPEED WITHOUT SACRIFICE

An unbelievable $69.00

Games

ASTRO INVASION Requires 32K

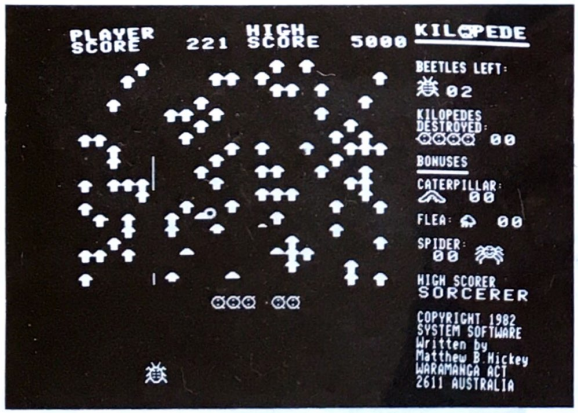


We have taken Super Asteroids, sped it up, added shields, three dimensional revolving and spinning objects, friction, multiple user facilities and improved the sound effects.

$24.95

Smoothness	★★★★★
Speed	★★★★
Animation	★★★★★
Ease to Learn	★★★
Challenge	★★★★★
Sound Effects	★★★★★

KILOPEDE



You will find this game a winner with visitors as it is easy to learn to play, but still difficult to do well. When finished playing, we guarantee you will feel exhausted! $22.50

Smoothness	★★★
Speed	★★★★
Animation	★★
Ease to Learn	★★★★★
Challenge	★★★★★
Sound Effects	★★★

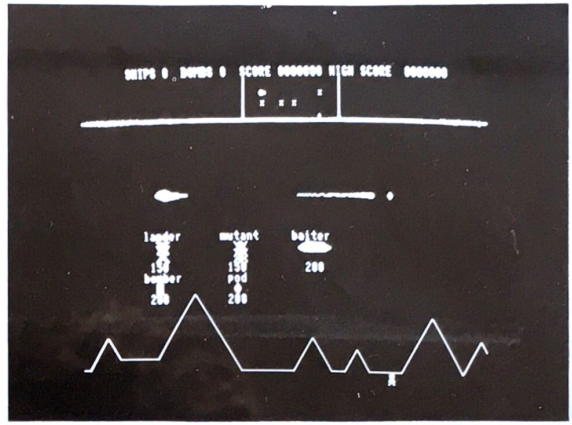
SUPER ASTEROIDS

Asteroids surround you. Trapped far from home your embattled spaceship hurls towards its doom. You must pulverise all the asteroids in your path with your photon cannon, if you are ever to save yourself and your ship! Due to the large numbers sold, we are able to reduce the price to...

$19.95

Smoothness	★★★★★
Speed	★★★★
Animation	★★★★
Ease to Learn	★★★
Challenge	★★★★
Sound Effects	★★★★

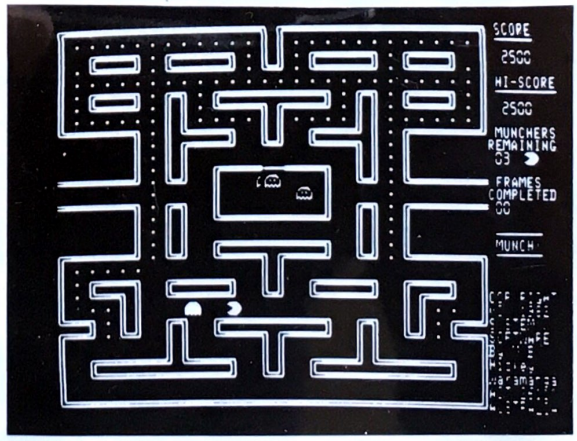
DEFENDER



Your squadron of five 'Mauraders' of the Defender class of fighters are now armed and manned. In high resolution graphics you will play an action game never previously conceived for the Exidy Sorcerer. Your weapons amount to an impressive arsenal to attempt the destruction of the invaders. You have unlimited fire power and five smart bombs which will play havoc upon the unsuspecting aliens. You may hyperspace at will. Skillful dodging is the only true means of defence. You will soon develop methods of handling the 'Mauraders' and others will marvel at your dodging and cunning use of aerial tactics. But be careful. The enemy may activate a 'Baiter' or you may accidentally run into an atmospheric land-mine! $22.50

Smoothness	★★★★
Speed	★★★★★
Animation	★★
Ease to Learn	★★
Challenge	★★★★★
Sound Effects	★★★★

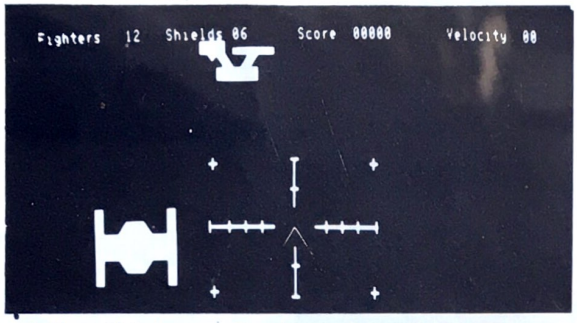
MUNCH



This version of PAC MAN simulates the worlds currently most popular arcade style game. A game even mother will enjoy! $22.50

Smoothness	★★★
Speed	★★★★
Animation	★★★
Ease to Learn	★★★★★
Challenge	★★★★
Sound Effects	★★★

GROTNIK WARS

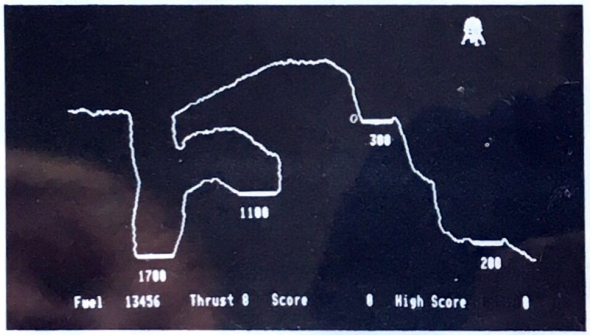


You are looking out into deep space from the control tower of your space ship. Meteors speed past and stars veer realistically as you steer your ship. How many galaxies can you survive, destroying enemy space ships without running out of energy? A fast and difficult pseudo three-dimensional game.

Smoothness	**
Speed	*****
Animation	***
Ease to Learn	**
Challenge	*****
Sound Effects	*

$19.95

LUNA ARCADE

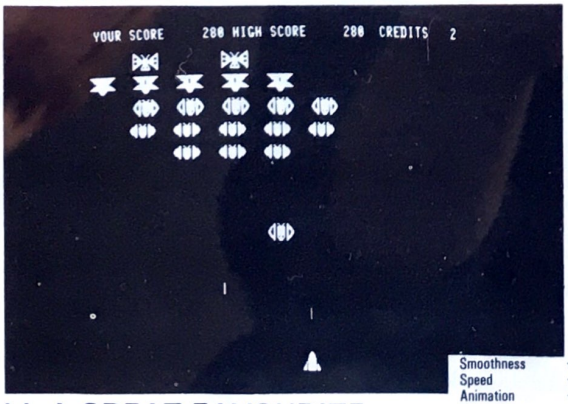


A brand new version of the oldest concept in computer games. The game starts with an overview until your craft nears the landing pad, whereby a close up view is displayed. The graphics are as detailed and smooth as any game we handle.

Smoothness	*****
Speed	**
Animation	**
Ease to Learn	****
Challenge	****
Sound Effects	**

$22.50

GALAXIANS



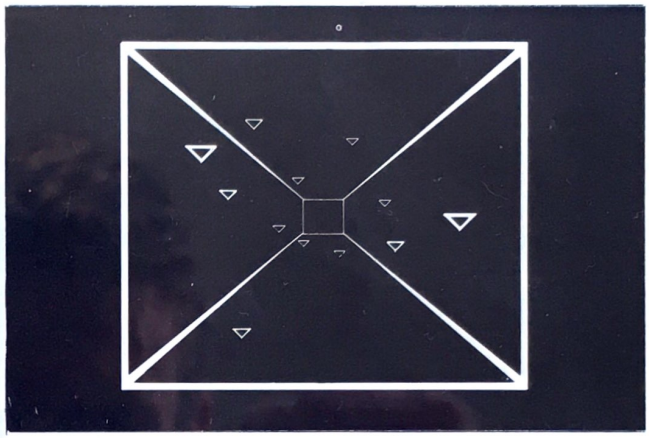
Smoothness	****
Speed	****
Animation	****
Ease to Learn	****
Challenge	***
Sound Effects	****

STILL A GREAT FAVOURITE

$14.95

Coming Soon!

TEMPEST Requires 32K



Available in August 1982. We expect this game to be one of our most popular ever. You may order this immediately and we will send it out as soon as it is released. **$24.95**

KEY TO RATINGS

We have had our arcade style games independently analysed and a ratings score sheet on each has been included above.

The following six areas were considered:

1) Smoothness. A high rating indicates the game moves shapes across the screen area in very small increments, thus creating smooth movement. A low rating indicates chunky movement.

2) Speed. A fast moving game will rate highly in this area. It is essentially impossible for a game to have both smooth AND fast graphics. This is a limitation of a micro-computer.

3) Animation. This reflects change in the shapes and objects rather than movement. For example, the detail in explosions.

4) Ease to Learn. If a beginner can sit down and successfully play and enjoy the game (although scoring badly), a high rating is given here. A low rating indicates a considerable learning period is needed. A game must be easy to learn if young children are going to play.

5) Challenge. Many games lose their interest, novelty and challenge after one or two sittings, especially if the game is easy to do well at. The rating here indicates the effective life of the game.

6) Sound Effects. Sound effects are included in all our games and may be heard with our SOUNDPLUG and/or JOYSTICK SOUND SYSTEM. The effectiveness of the sound produced is rated here.

Home Finance

Mortgage and Loan Analysis

Compare various mortgage amounts, interest rates and mortgage lives. **Only $9.50**

Educational Packages

GRAPHICS TUTORIAL

If you wish to define shapes and move them around the screen in high or low resolution, this is for you. Over 70K of information and sample programs are included. This package should be used with ZETU (Our Editor Asembler) and has been VERY popular. One customer in Adelaide said, "I learnt more about Sorcerer Graphics from GRAPHICS TUTORIAL than from all Exidy publications and other sources put together." $19.95

We offer Graphics Tutorial with ZETU for a TOTAL of $29.95

MACHINE CODE TUTORIAL

If you wish to REALLY understand your Sorcerer, we highly recommend you purchase this package. No previous machine code programming knowledge is assumed.

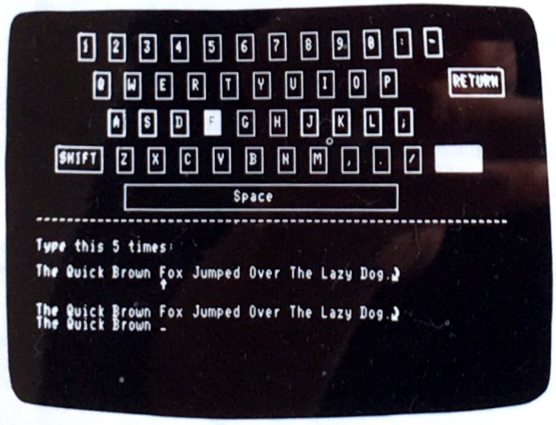
$19.95

BASIC TUTORIAL

A full and comprehensive yet simple to follow method of learning the BASIC language.

$14.95

TOUCH TYPE TUTOR



Graduate from a one finger typist and learn to touch type within hours

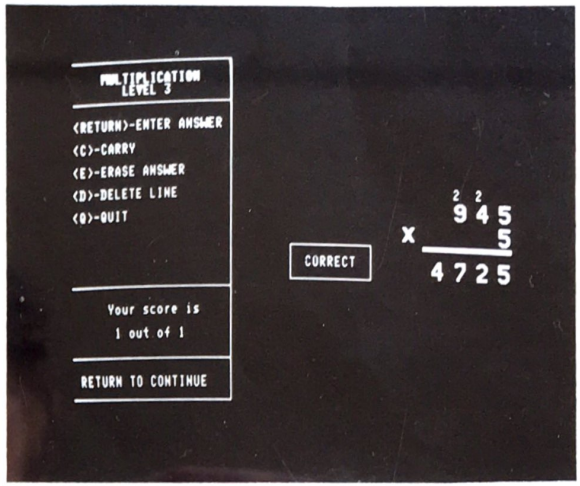
$19.95

SPELLING TEST

Let your Sorcerer take over your children's spelling drill. You record the words on tape. The computer prompts the child and controls the tape recorder via the REMote plug.

$14.95

ARITHMETIC TUTORIAL



Ideal for those children needing Mathematics drill. $19.95

SPECIAL OFFER

You may purchase ARITHMETIC and SPELLING together for a TOTAL price of $29.95

Miscellaneous

ZYTALKER

Speech Encoding and Retrieval System

The Zytalker hardware plugs into the back of your Sorcerer and allows you to digitize the human voice (or any other sound for that matter). About 8k of memory is needed to encode 16 words. The voice may then be played through a speaker with amazing accuracy. This means you can easily add voice to your existing software. The package includes the hardware, driving software and full documentation. Available by August. Order now and you will receive your Zytalker hot off the production line!

Only $39.50

SOUNDPLUG

Our ever popular Soundplug is a simple two stage amplifier that boosts the square wave sound effects found in many games and other software. Of course, the sound can not be as complex as that produced by the Analog Interface, but is priced to suit. $20.50