The SEVENTH annual Kansas SALE

Making space for our new programs, last year's stock is being cleared at the most ridiculous prices ever!

All orders despatched by return first class post

Our normal lifetime guarantee applies

FOR THE NEXT TWO WEEKS ONLY

Galactic Firebird - Cosmic Fighter - Bomber Scramble
#Fighter Pilot - F for Freddie - #Dracula Island
#Ring of Time - Revenge of Zor - Magic Adventure

all at a ridiculous £3.95 each!

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Both Pinball Arcade and Swords & Sorcery are now available on disk with the Data being able to be saved to disk. Add £2 each.

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The £34 Kmon at £17!

The £22.50 #Word Processor for £9.95!

Programs are for the BBC model B, with or without disks
 # Available on cassette for the Electron

AND...any of the new programs in the catalogue at 25% OFF!

Always use your Personal Reference Number **Which is the first number on the address label**

To order by POST simply write this number on the back of your cheque with details of programs required.
If the number ends with C, we hold your Credit Card details if you wish to order by TELEPHONE for same day despatch

When ordering disks state whether 40 or 80 track, otherwise 40 track will be sent.

When all the cowboys have gone

Kansas will still be here!

The Cowboys—easily recognisable by their exaggerated claims, low prices and usually private address. Which means very amateurish programs rather badly produced and just nothing like what you expected, that is of course if you are lucky enough to get a copy which will load—in which case try and get it replaced...

How different with Kansas. For starters we've been in the publishing business from this address for 25 years. But what's more we are the longest established software publishers in the business, and as such will still be around long after most of todays' crop of cowboys are long gone, which of course we will have to be to stand by our guarantee!

The production is on the finest equipment available, and actually being able to record a copy on each side of the cassette at different levels, so to suit the wide variation of automatic gain controls in cassette players—which is why Kansas programs load!

The product is professional—with printed labels and inlay cards in colour.

The service is the best in the country. Every order is cleared the very same day it is received, whether cheque or credit card, and despatched by our private Post Office collection at 4.30 every working day. All first class and by the quicker metered mail.

Back-up There is always someone on hand should you have any difficulties or need any advice.

But best of all is our guarantee. Should a program fail, your fault or ours, it will be replaced absolutely free of charge, this year, next year or in ten years... It's guaranteed for life!

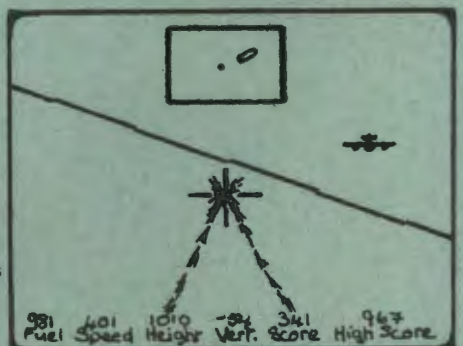
IF YOU PREFER TO PURCHASE 'OVER THE COUNTER'

Kansas programs are available from our Stand at all the major exhibitions and are now also available from selected retail outlets

The most realistic computer flying experience you can have!

FIGHTER PILOT

The screen below is what you actually see—a true 3D cockpit view with the artificial horizon moving as you make joystick movements, with the enemy moving into your sights to destruct



With a true 3D cockpit view and accurate eight direction joystick control, this just has to be the most realistic computer flying experience you can get.

As a fighter pilot you have to destroy the enemy planes before they get to your cities. Control of movement is by joystick: climb, bank and climb starboard, bank starboard, bank and dive starboard, dive, bank and dive port, bank port, bank and climb port, all giving infinite control. Throttle, firing and all other controls are on the keyboard.

At the start of the game you have a view of the runway and it is up to you to take your fighter off without mishap. As you climb away, you switch on the radar, which will show you the position of the enemy. As you get closer the plane will appear on the screen and then it is up to you to get it in your sights and blast away with your air-to-air missile. Certain enemy planes have kamakazi instincts and will dive at your cities, then you are in trouble!

The graphics include a combined Turn and Bank indicator and Artificial Horizon, across the whole screen showing the actual state of your flying at all times. The Radar shows the enemy position in relationship to yourself. The enemy plane is lifelike as is the firing and explosions. Colour is used and of course sound.

Further information includes fuel, speed, altitude, rate of climb/decent and score, with a complete score table as well.

As your fuel diminishes, you can actually land your fighter, lowering the undercarriage and getting an accurate view of the runway, with the operation needing good joystick control. You can then refuel, take-off and go into the attack again without any loss of your score.

JOYSTICK ONLY
This program will not operate without a joystick fitted

£8.50 Vat and post paid

Kansas **Recognised Brand Leader in microcomputer software**

Kansas City Systems, Unit 3, Sutton Springs Wood, Chesterfield, S44 5XE. Tel. 0246 850357

I'M FREDDIE—FLY ME!

...a 747 flight simulator...but I was disappointed with it...basic program unbearable. But, I would like to recommend another flight simulator —F for Freddie—a machine language program from Kansas City Systems.
—Popular Computing Weekly

F FOR FREDDIE IS THE HARDEST GAME THAT YOU WILL EVER PLAY!

Requires absolute concentration to prepare, take-off, fly and land a tri-star jet at varying destinations using a staggering 36 control keys!

If you only play the arcade type of game, needing just a couple of keys and the space bar to play, then this is most certainly not for you

If however, you are prepared to sit at your computer for literally hours on end getting to grips, and then give a considerable amount of effort and time into actually trying to solve it, then this is definitely for you.

Though F for Freddie is a flight simulator type of game, it is not one with simple operation and the ground appearing at the front of you, but is as accurate a simulation of not only flight, but preparation, take-off and the many more occurances associated with flying a tri-star jet as a 32K micro will allow.

Controls? A mind boggling 36 of them! And it is here where the logic and skill comes in, as everything must be done not only in the correct order but at the right time. Yes, it's in real time, with the clock ticking relentlessly away.

But the great asset of this 'game' is that every little piece of information you require is shown on the screen, nearly fifty in all, continuously being updated, with the colours being cleverly used to depict different, changing, situations.

Eventually you will master the take-off, then even manage to fly and at long last manage to land. But unlike all other games, at this stage you don't put it away for ever, for you have seven different destinations, all on different courses and distances...

There are plenty of instructions on the 36 controls and even a little advice, but as the whole thing is a colossal challenge, you are not told how to fly Freddie, this you have to discover entirely for yourself...

At times you will wish, as most certainly will your family, that you never bought the blasted thing!

£9.50 Vat and post paid

For the children alone...

Magic Adventure

In Magic Adventure, Beth and David Guest have created a wonderland journey for children between 4 and 10.

Simple in operation, using the User Defined Keys, it nevertheless uses the BBC to its full with colourful pictures and wonderful story.

As the child brings up the locations, a simple question is asked, with the adventure proceeding in different way depending on the response.

The scenes include the Talking Tree—who played a nasty trick on a friend so was punished by the Fairy. But if the Talking Tree helps later on, all with be forgiven...Poor mother rabbit needs help to count her babies...Dare the Cage be opened...what is in the Grassy Field... can the King's Spell Jar be found...what is the real colour of the Glasses...will the fairies dance.....is the Castle locked...where does the Path lead...will the Fairy come...will there be a surprise...

With everything illustrated in colourful graphics, this is a delightful example of the programmers' art and refreshingly different from anything ever done before. Sound of course.

As scene upon scene enfolds, the children will be more and more entranced as they go on their Magic Adventure...

£8.50 Vat and post paid

Now in use in 96 primary schools throughout the country, and played and loved by children everywhere.

REVERSI

Perhaps better known as Othello, this version plays your partner, and so is ideal for those wishing to learn the game as well as those wanting someone to play.

It uses the BBC Micro's graphics very vividly, with the accepted black and white counters on a green board.

It plays to the rules, will not make an illegal move or allow you to make one. It has very quick responses indeed, but being so quick it does not have time to search deeply, but it still gives a good average game.

This is always the problem with games, balancing the response speed against the depth of search.

Reversi is normally a quick game, needing no few moves, and so speed has been the deciding factor.

Moves can be entered very easily indeed and there is an audible tone when the micro responds.

£6.25 all inclusive

Kansas

Recognised Brand Leader in microcomputer software

VISA

Let your BBC take the headache out of your

PERSONAL FINANCE

Filling the gap between the limited tape based personal account programs and ridiculously priced business packages

IT DOES EVERYTHING whether handling a bank account - a credit account - a building society account - or even association accounts—all at the same time!

✱ **NINE** separate accounts handled at once, with instant access to any.

✱ **MENU SCREENS** for every section, resulting in a very user friendly program, operated by single keystrokes.

✱ **THOUSANDS** of transaction entries can be accomodated, as the program is designed for 80 track disk operation.

✱ **PASSWORD PROTECTED** with each copy having its own individual password, ensuring complete secrecy at all times.

✱ **RECORDS** the Date, Type, Amount, Payee, Reference, Category of every transaction with 'blanking' if required.

✱ **CREATE, DELETE** or **CHANGE NAME** of any account at any time.

✱ **UPDATE** any entry or even any part of any entry.

✱ **DELETE** any entry or 'blank' part of any entry.

✱ **SELECT** any of the nine accounts at will, with instant access.

✱ **BALANCE** of all accounts constantly available.

✱ **STANDING ORDERS** can be added, updated, sorted or deleted at will in the standing order file.

✱ **STANDING ORDERS** from the file automatically entered to selected account, for chosen dates, with balance adjusted.

✱ **SORT** routine allows entries to be made in any order, then subsequently sorted into the correct ascending date order.

✱ **PRINT** routine of whole or any selected part, within chosen dates, of any account or standing order file, or entire category file.

✱ **RECONCILE** account transactions by 'ticking' as they appear on a bank statement or account, allowing a complete check of the account against a bank statement etc.

✱ **CALCULATE** allows a balance to be calculated after reconciling account transactions by 'ticking', 'unticking', but does not effect the actual account file.

✱ **CATEGORY EVALUATION** allows the income/expenses categories to be either updated or evaluated, giving a print-out of the totals of all the transactions of a selected category within the date range selected.

✱ **ARCHIVE** function enables old entries to be removed from any of the accounts, yet gives the option of keeping these in a separate back-up file.

✱ **SCROLLING** through any account file, standing order file or income/expenses categories, either forward from the start or backward from the end of the file.

✱ **SINGLE STEPPING** through any of the files, forward or backward.

✱ **DISPLAYS** all details of ten complete transactions on the screen at once.

✱ **DEFAULT** by single keystroke for easier entering of certain data.

✱ **QUIT** command takes the program back to menu in the event of difficulty

In a nutshell you can have numerous accounts on file; entering all details of credits and payments with a balance shown throughout. Be able to 'tick off' against a Statement within the program with an accurate calculation at the end. You can print out any account file for the period you require, or print out all the credits and payments of any single transaction heading, which of course you choose yourself. All standing orders can be added monthly or whenever you decide. The whole program is extremely well documented and easy to understand and operate. And of course, with your own personal password—which is not shown when being entered—you have complete secrecy at all times, with absolutely no need whatsoever to keep any written or printed records. Great for the numbered Swiss account!

Supplied on 40 or 80 track disk, with User Guide and individual password. Suitable for either single or dual drive
£22.50 All inclusive

Kansas

KANSAS—the longest established software publishers in the business

The company which brought you the first self-build Arcade game and the first Adventure with sound, just had to be the one to give you the very first QUEST for the Beeb!

Swords and Sorcery

a new experience...

QUEST programs originated on the American mainframe computers, and were converted to micros, though requiring so much memory could only be made to work on expanded Apple micros and the like. Now, Kansas have crammed a full feature Quest into 32K, giving every BBC Micro owner the opportunity to play and experience these unique games.

So what is a Quest? Think of an Adventure, then think of very much more. A Quest is operated similar to an Adventure, but no longer are you alone, starting with three helpers. As you progress you will encounter many other characters, but unlike an Adventure program were all characters are passive, these can be either hostile, friendly or indifferent. If hostile you have to fight, and quickly; if friendly they may join your team bringing more strength, magical ability and carrying capability; if indifferent you could perhaps try a bribe (but beware if you offer too little) or you could sell an object and raise yourself more cash as well as lessening your load.

But most of the effort is your own, with treasure, money, magic and strength all having a bearing on your progress. At times it will pay to be vicious and abandon your friends as they become weaker, or even go in fighting before characters show their true colours, the element of surprise using less strength.

As can be expected in Swords and Sorcery there is a story:

Once upon a time in a far away land called Iriuma a magical Princess cast a spell of banishment on the wicked Sorcerer Brogfelt. However, just before the spell took effect, Brogfelt threw his arms into the shape of changing and cast a return spell, changing princess Illear into a diamond. Taking the diamond with him, Brogfelt took sanctuary in the Dungeons of Terror amongst the various monsters and demi-humans. Here he split the diamond into four parts and changed each part into a different crystal. Brogfelt then hid each crystal in the dungeons never to be found again. When the king heard of this he summoned all his faithful Knights to him and offered half his lands for the four crystals. Sadly they all perished in the Dungeons of Terror attempting it. Now the king has offered anyone his other daughter's hand together with half his lands. Hearing this, you set off to the king's palace to offer your services. The king is astounded but nevertheless offers you a party of three prisoners from his jail, promising them a full pardon if they will go and aid you. As you leave the king stops you and thrusts a scrap of paper into your hand explaining that it contains the location of each part of the crystal from the entrance of the dungeons. It was written very shakily and stained in blood. The king says: "Let me introduce you to the three prisoners that I have volunteered to go along with you..."

The characters you meet include a Troll, Orc, Thief, Dwarf, Goblin, Madman, Witch, Hobgoblin, Mad Monk and of course the wicked wizard himself, all in fact you would expect in a magical Swords and Sorcery...

All the objects have a use, but be careful, for picking the Dragons Tooth could be fatal; though if you find the Staff of Healing try and get it; an Idol of a forgotten God should be left well alone; the Ring may help you; the Magic Axe certainly will; the Old Book will give some clues; rub the Glass Ball; used properly the Magic Carpet will get you out of trouble; the Rolled Scroll too is useful; but not so the Fools Gold; be careful with the Bottle of Liquid; but drink the Magic Potion; treat the Golden Orb with care; but of course the Sword is the greatest help of all. And so it goes on, and on and on...

Unlike an Adventure game, were once you have solved the plot, and it is all finished for good, Swords and Sorcery generates an entirely different scenerio every time, even though totally logical! But if you really intend to see a game right through to the end, the game saving facility allows you to do this, playing the same scenerio, time after time, to its end. It is so different from an Adventure, that it actually has nine--yes nine-- levels of play, with the ninth having so many locations and of such complexity, that we would be amazed if anybody ever solved it!

If you are an Adventure addict, this will really spoil you! If you do not care for Adventures the activity in this unique game will suit you as well. It is one of those you just will not be able to leave alone...

Though there are many Adventure games using the word Quest in their title, these are not Quests in this, the true sense of the word, but are just ordinary Adventures.

FEATURES a Map routine showing exactly where you are and where you have explored.

FEATURES colour denoting the different aspects of the game.

FEATURES sound on or sound off facility.

FEATURES entirely different scenerio for every game and all totally logical

FEATURES nine levels of difficuly from fairly easy to impossible.

FEATURES game saving routine to be able to replay the same scenerio.

Only available from Kansas at £10.35 Vat and post paid.

Our normal return first class post service applies, with same day postage if ordered on Access or Barclaycard.

This program carries our famed lifetime guarantee.

Available on cassette only for BBC model B.

Previously you would need a ROM for these sort of features...so compare with anything on the market today—at over twice the price—and you will buy the

With E.C.C!

KANSAS WORD PROCESSOR

ECC—Embedded Control Characters—the method the professionals use

FACILITIES
Tape or disk
Holds 4,200 words in file
Selective search
Global search
Replace words selectively
Format to video or printer
Continuous printing
Separate sheet printing
Draft copy option
Select single or double spacing
Adjustable page length
Optional page numbering
Adjust left margin (4 options)
Adjust line length (4 options)
Centre text
Right justify
Print enlarged text
Print condensed text
Print emphasised text
Print normal text
Underscore on/off
Gives text area used
Gives text area available
Estimates memory location
Display pages
Insert text/ECCs to file
Delete text/ECCs from file
Move up to 255 characters
Duplicate up to 255 characters
Edit whilst adding text
Edit complete text file
Safeguard to Basic
Save file to tape/disk
Load file from tape/disk

ECC means that you are able to type away regardlessly of line ends, margins, new lines or new paragraphs, as ECC does it all—automatically.

All it requires is the pressing of the TAB key and a single letter, and hey presto! you have a new paragraph, with of course a line space and indention, exactly where you want. Other ECCs will adjust line lengths, varying indentions or even change the printing characters.

Though originally designed for the professional, it is by far the best method for the two finger typist, as there is no need for the amateur to take his or her eyes off the "copy" to see when the end of a line is reached. The Kansas Word Processor sorts out all the split words during the Format stage, at the same time as adjusting the length of line to suit either the video or the printer.

Though most so-called Word Processors for the BBC are nothing more than letter writers, with the user having to set out paragraphs, indentions, etc., the Kansas Word Processor is exactly as the title states, a word processor. It is thus suitable for any purpose requiring printed words, reports, articles, lists, minutes and of course letters.

The ability to produce as many original copies as required makes it ideal for when more copies are needed as can be done with a typewritter and carbons yet where copying facilities are not readily available. And of course, not only can "hard" copy be produced on paper, but copies can be saved to either disk or tape, for future reference, use or editing.

As a single file will hold well over 4,000 words, articles, stories and the like can be easily accomplished, saving each file separately, for subsequent editing then printing as a whole.

In fact the possibilities for the uses of the Kansas Word Processor are endless, owing to its sheer versatility. It really is a must for anyone with a printer.

For sheer ease of use all the following controls are single keystroke toggling on the function keys:

Add, Edit, Search, Replace, Save Text, Load Text, Inform, Exit Processor, Enter Processor, Clear Text Area, First Page, Next Page, Previous Page, Last Page, Insert Text, Delete Text, Insert Buffer, Clear Buffer. Format. Print.

ADD Allows the imputting of text and the embedded control characters, continuously, with no need to adjust words to fit line ends.

EDIT The full scope of the BBCs editing facilities apply when in the Add mode.

SEARCH Search for any group of characters. Will show the position of each occurrence.

REPLACE Used in conjuction with the Search facility, you can replace existing characters with new characters. This can either be global or selective. If global is selected, every occurrence of the characters will be replaced. If you select selective, the program will display every occurrence and you will have the option to replace or not.

FORMAT This allows the formatting of the assembled text file, giving various options as to page length, numbering, spacing, video or printer, etc.

PRINT Gives the options of draft or emphasised; continuous or single sheets; double or single spacing; page number and first number; lines per page; number of copies required.

SAVE TEXT Allows the saving of the current text file to tape, with an option to save to disk.

LOAD TEXT This loads a text file from tape (with the option of disk). Numerous text files can be loaded as the one loaded does not destroy the text file already in the program.

INFORM This gives the information of the file in memory and the space still available.

EXIT PROCESSOR This will return the computer to Basic, which is useful for *CAT text files, etc. and to position tapes for loading or saving text files. You will not destroy either the resident text file or the program.

ENTER PROCESSOR Used to enter the program after using the previous command.

CLEAR TEXT AREA Resets all text pointers, clearing text.

FIRST PAGE NEXT PAGE PREVIOUS PAGE LAST PAGE The commands display the text page as asked.

INSERT TEXT Use of cursor keys to insert text or ECCs into existing text file.

DELETE TEXT Use of cursor keys to delete text.

INSERT BUFFER A buffer holding up to 255 characters can be used to either move or duplicate text anywhere in the file, even from page to page.

Complete package includes extensive instruction manual and fuction keys strip
Supplied on cassette with disk conversion instructions
£22.50 All inclusive

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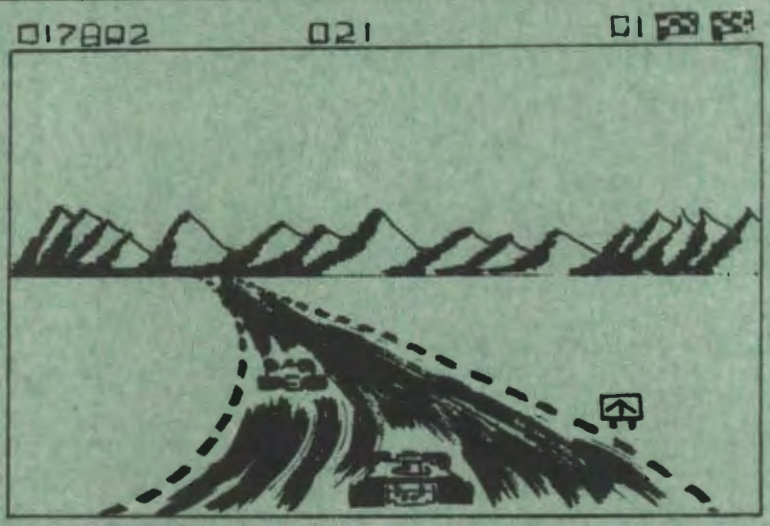
Recognised Brand Leader in microcomputer software

TURBO

Just like
The REAL Arcade game!



IT CURVES! No boring endless straight track
IT'S RANDOM! Every game a different challenge
REALISTIC! It 'pulls' on the bends
MULTI-SCENE! Normal, dark, desert and ice

It out-sold every other BBC game
at the BBC Micro User November exhibition

Full 3D action with Steering, Acceleration and Braking
Very realistic sounds and top score table

£8.50 All inclusive

Would you believe a JIGSAW for the Beeb!

Up to EIGHT entirely different colourful Mode 2 pictures—each with FIVE levels of difficulty!

From a simple nine piece for young children, and the levels increasing in difficuly to a 144 piece for the dedicated addicts.

The board starts empty, with each piece brought on separately and positioned by the cursor keys. Any piece can be easily re-positioned as many times as required. And most important—pressing a key will bring the complete picture back again, as many times as needed, without losing the position of the pieces already on the board.

The entire range of pictures are Xmas, Pool, Surfer, Caveman, Desert, Jungle, Racing and Flowers.

(If you think a 144 piece Jigsaw is easy—remember, all the pieces are exactly the same shape...)

Program and first three pictures on tape £9.95. Four other pictures on data tape £5. If both bought together £12.50. All eight pictures on disk £14.50. Prices are all inclusive.

The complete
GEOGRAPHY program...

WORLD MASTER

The program generates FIVE different maps—Europe, North America, South America, Australia and South East Asia/Middle East.

Upon selection you have the choice of up to 35 questions (these are always random, being just half of the total questions available).

A flashing block will appear on the screen map, denoting either a town, city, country, mountain, bay, channel, gulf, sea or ocean. The user being prompted for the name. If the correct name is given, the program moves to the next question, but if the wrong name is given there is the choice of seeing the correct answer.

Upon completion the results are shown.

£12.50 on disk only

SUPER DRAUGHTS

All the Draughts programs for the Beeb fail in one important respect—they have a weak end-game. (So says the programmer, who wrote the best one of them!)

Not only does Super Draughts have a very powerful end-game indeed—which beats the programmer every time on the top level—but some very unique facilities.

It has a Problem Solving mode, which enables the player to place a piece anywhere on the board, and then start the game from any position.

It has a Watch option, so that play can be tracked.

It has a Recall Game option—it actually remembers a game, so that it can be recalled.

It has a Retract option, so that a player can retract up to three moves.

It has different levels of play. Sound is used to denote a move. The pieces are in Red and Yellow on a black and white board.

£7.50 all inclusive

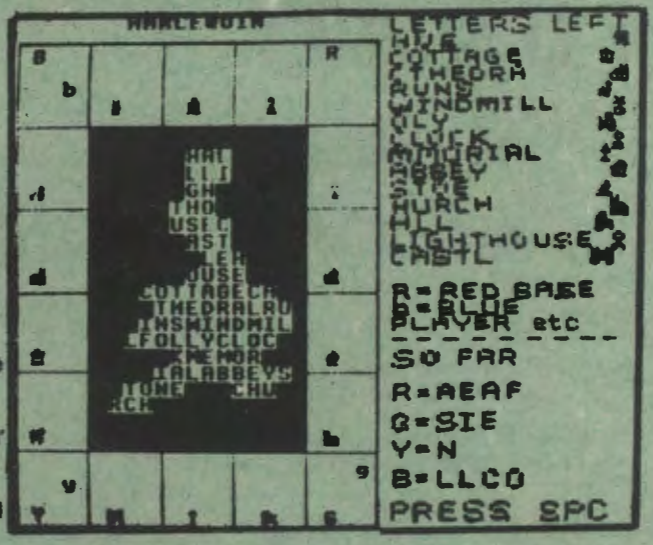
Four brand new programs - available *only* from Kansas

Kansas The longest established software publishers in the business

Kansas City Systems, Unit 3, Sutton Springs Wood, Chesterfield, S44 5XF. Tel 0246 850357

Hunt the Treasure... with

Harlequin



PLAYED by one, two or four players, Harlequin is an ertirely new sort of game—treasure hunting on the computer!

The aim is to find at which of the 14 treasure places the treasure is actually hidden, using the clues given in the program.

A game board is displayed on the screen, with the inbuilt random dice deciding how many squares each player moves. As a players' piece lands on a place, the screen clears and then shows that place with its accompanying tune being played and a verse given.

At this point the player selects a letter from the place name, and keeps selecting letters everytime until there are enough to spell a place name, which he believes is the treasure place. When a player lands on an oponent's base, he is given the choice of one of the oponents letter's, with the use of skill playing a part here in being able to thwart the oponent.

When a player has enough letters, he can spell a place name, and if this is the treasure place, then he has won. But if not, he loses all the letters!

There is colour and sound, and a game saving facility, as when four people play the game can get very involved!

Harlequin is a most absorbing game, with skill, and particularly the powers of observation playing a major part.

Each game is of course gives a random treasure place.

Then hunt the treasure for REAL!

YES—there's a real treasure out there somewhere in mainland Britain, and the person to find it becomes richer by at least a thousand pounds!

All the clues to its whereabouts are contained in the full colour Harlequin wall poster supplied with the game—but use the program to help.

The poster contains the fourteen pictures, all of places in Britain, together with all sorts of clues to lead you to the treasure.

Robert Traveltt, the author of Harlequin, and one of those who unsucessfully hunted Kit William's golden hare, has worked on Harlequin for three whole years. He toured the land painting the pictures, devising the clues and creating the wall poster. Six months of this was spent working on the computer program to tie in with the treasure hunt.

Already £1,000 has been deposited with a building society, and is rising. This will be given in full to the person who solves Harlequin...

The moment the treasure is discovered—which is in the form of a token—intending purchasers of the game will be told, and the price adjusted accordingly.

Play the game—then hunt the treasure—for REAL...

BBC and Electron £9.95 tape. £11.45 disk

Kansas - the software company which gives a REAL backup service

---

Whatever you stock—from a straightforward private collection to an involved multi-product business—the new

KANSAS STOCK FILING SYSTEM

will give you absolute control...

This system allows you to create your own stock file, with space for each suppliers' name, address and telephone number as well as eight further fields for such as product name, order code, quantity in stock, re-order level, re-order quantity, suppliers' abreviation, unit price and stock used.

When the program is run, it automatically informs when any stock item needs re-ordering, and even prints an order as well as the envelope! Hard copy in fact is available of all the important aspects of the stock.

As all the records are written directly to disk, there is space for many hundreds of records, as the user is not restricted to the memory limitation of the computer. Also, any number of entirely separate files can be created, depending on space.

After creating the stock file, the 14 other option are:

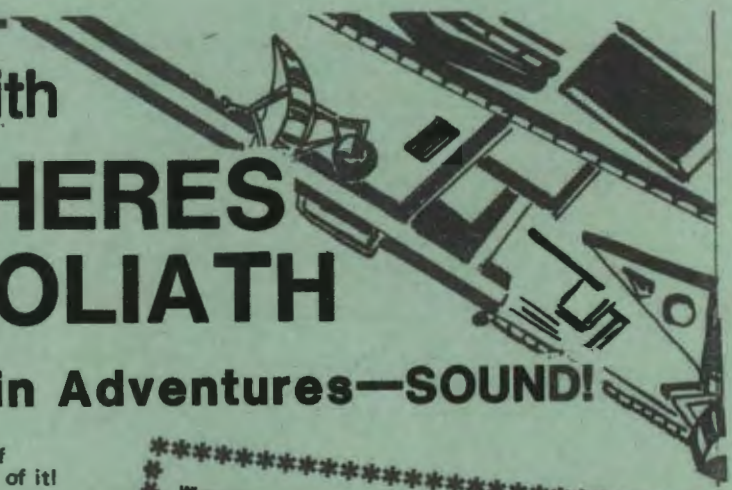
DELETE STOCK—to take out stock completely. REDUCE STOCK—for when stock is used. ENTER STOCK—add new stock to list.
EXAMINE ITEMS—to see all eight fields of any item. PRINT ORDER LIST—Compares stock against re-order level, prints order.
PRINT STOCK LIST—prints entire list and also quantities to printer or VDU. LOAD STOCK FILE—any specified file.
SAVE STOCK FILE—though automatic this is for if error is created. ADD NEW ITEMS—adds new stock to file.
PRINT SUPPLIERS—outputs the list to either printer or VDU. ENTER NEW SUPPLIERS—Add new suppliers to existing file.
AMEND STOCK FILE—enables the change of any item within a record. RENAME FILE—used if any file needs renaming.
PRINT STOCK SOLD/USED—outputs a list of the items which have been sold/used.

Supplied on disk only, either 40 or 80 track, and complete with User Guide—£22.50 all inclusive

Kansas Recognised Brand Leader in microcomputer software

Nothing compares with

THE FIVE SPHERES OF GOLIATH



with a new dimension in Adventures—SOUND!

Yes—the unheard of—SOUND on an Adventure! And of course it had to be Kansas, the inovators, who thought of it!

Author Philip Gibbs has really excelled himself with this, the lastest in the Kansas Adventure series, both in the complexity of the game and the novel way of saving space to include the sound effects. And not just an occasional bleeb but realistic sounds throughout the entire game, adding a realism never before in an Adventure.

You are a prisoner on the space ship Goliath which has been abandoned on self-destruct. The five spheres hidden in this mighty vessel are your only means of salvation. But first you must escape your cell, which is be no means an easy task.

Your search through the vast deserted ship is fraught with danger—for is it really deserted—including situations never before encounted in an Adventure.

This, the fourth in the Kansas series will delight not only the beginner, but the dedicated adventurer too, who requires a difficult, yet totally logical game.

There is so much packed into this game that it needed twice the amount of tape normally needed, to include the finest musical introduction you have ever seen or heard (but which is optional), the game and the space-saving data.

When the highly respected User magazine, Beebug, did a survey of Adventures, it discovered that only half of them made use of the BBC's colours and was aghast that only half had any game-saving facility. None of the 'suppliers' offered any after sales Help! service in solving the game.

Beebug will be pleased to know that all the Kansas Adventures make use of the BBC's colour and all of them have that essential game-saving facility. Our after sales telephone Help! service famous for giving adventurers just the amount of help they need. As little, as much or as often as they want—willingly!

It will keep you totally absorbed for many weeks, but always there is the unique 'Help' service on hand, at the end of the telephone, for when you get completely thwarted —and you will!

£10.35 Vat and post paid

If you have use for discount/mark-up Price Lists then the

KANSAS PRICE LIST GENERATOR

will make life a great deal easier!

The Kansas Price List Generator creates price lists, with extensive options making it suitable for a wide variety of purposes.

Supplied on cassette, it is written so that loading and saving files can either be to tape or disk.

Menu driven, the program generates a full 80 column printer price list for the trader or a condensed 'retail only' version for the use of the consumer.

The program calculates all discounts and mark-ups, both Vat inclusive and Vat exclusive as required.

There is a 'special price' feature which automatically creates a special price from any of the five pre-set mark-ups, rounded to the nearest 5p. Another feature gives greater latitude around the £, with the program rounding say between £3.92 and £4.09 to the universal £3.95. Also, there is of course the facility to overide this 'special price' calculation by entering own special price.

In the event of no price being entered, the program will automatically print LIST, so that the printout can be used as a catalogue.

Advanced Search facilities allow the search for any part number or description, needing only a small portion to be able to quickly find it.

A unique Scan feature allows scanning through the entire file, backwards, forwards, single steps or multiple steps.

Additions and alterations can be made to any record of any file, at any time. To completed records or to records in the process of being written.

Any part of a record or whole records can easily be deleted.

There is replication of all key inputs, with a single keystroke repeating the same line entry as the previous record.

The file can be sorted either by part number or description.

There is automatic paging of printouts, each one being updated so that they can be used in correct order into pricing books, records, etc.

A 'run number' feature is included, which automatically updates every time a file is loaded, ensuring that there is no confusion as to which is the latest issue.

Printout is selective, allowing the printing of either single items, updated and new items, retail list or full list. Also, the printout can be in either the order sorted or by supplier code.

The program was actually written by a manager in the retail trade, and is in daily use at his retail outlets, once and for all, preventing any discrepancy with item prices.

People connected with the retail trade will find the Kansas Price List generator absolutely invaluable...

£17.50 all inclusive

WE OPERATE A 24 HOUR ORDERING SERVICE—SHOULD YOU WISH TO TAKE ADVANTAGE OF THE CHEAP RATE TELEPHONE PERIOD.

SIMPLY LEAVE ALL DETAILS (INCLUDING YOUR CREDIT CARD NUMBER) AND YOUR ORDER WILL BE DESPATCHED BY FIRST AVAILABLE POST.

Kansas Recognised Brand Leader in microcomputer software

Kansas City Systems, Unit 3, Sutton Springs Wood, Chesterfield, S44 5XF. Tel. 0246 850357

TO PHILIP GIBBS: Examine in detail all the Editor Assemblers, all the disassemblers and all the Monitors for the BBC Micro; choose their very best features – improve upon them then; add any other features required to create the finest combined machine language programming utility on the market...

He did *just* that—producing the Kansas

EDITOR ASSEMBLER MONITOR AND DEBUGGER

(KMON)

The only Monitor with both the normal Single-Pass AND a unique Two-Pass Assembler

In addition to interacting with the rest of the program, this Two-Pass Assembler stores the Source Code in a compressed format which enables much larger programs to be assembled in memory at once, with the listing all neatly tabulated (in colour) with the minimum of memory usage.

Another advantage over such as Beebug's Exmon and Watford's Beebmon in that the Kansas Editor Assembler Monitor and Debugger allows full disassembler labelling facilities, and even The TWO ROMS of Watford do not give anywhere near the facilities. The Molimerx Micromon, just does not rate, with none of the above facilities and lacking in many others...

As well as the Two-Pass Assembler and Disassembler labelling facilities there are over THIRTY Commands...

Two-pass Assemble	Fill Memory Block	JSR to Address
Single-pass Assemble	Overwrite Line	List Source Code
Disassemble	Pseudo-ops	Hexadecimal Dump
Edit Memory	Set Breakpoint	Select Printer
Examine Memory	Clear Breakpoint	Delete Label
Word Search	Display Breakpoint Table	Kill Source Code
Byte Search	Set Variable	Select Paged ROM
Relocate Program	Display Variable	Set Scrolling Speed
Move Block	Move User Table	Save to Disk/Tape
Compare Block	Display User Table Extent	Load from Disk/Tape
Insert to Source Code	SPC Count	

Supplied on ROM, KMON comes complete with a most extensive User Guide, which starts with a tutorial introduction to the use of the program, with detailed examples of the commands. This is followed by a reference section giving further details. This User Guide is extremely well written and could be easily understood by the beginner to machine language.

KMON is valuable to both beginners and the experienced machine code programmer since its use provides an excellent introduction to the use of assembly language, whilst the Two-Pass Assembler allows the experienced programmer to develop much larger machine code programs than the BBC assembler or other Monitors allow. The use of the KMON assembler also facilitates easier debugging than a separate assembler and monitor.

POWERFUL Relocator—anywhere in memory. Wide range of pseudo-ops, ORG, MEM, DFW, etc. Versatile editing facilities, can be altered by instruction RTS, LDA, etc., hex, decimal or Ascii. Source code stored in memory so available to cassette as well as disk users. Assembler will not allow you to overwrite—idiot proof!

KMON contains a full Disassembler with all O.S. calls labelled, vectors between &200 - &2FF correctly disassembled and user defined labels automatically substituted.

LABELS can be defined, erased and altered at any time. The two-Pass Assembler automatically accesses and alters user labels. Labels can be used instead of numbers in ALL Monitor functions. Numbers and addresses can be hex, decimal or a label (or Ascii). There is a full Breakpoint handler. Etc., etc., etc., etc...

Supplied on ROM for the BBC model B at £34 all inclusive

Kansas

Kansas City Systems, Unit 3, Sutton Springs Wood, Chesterfield, S44 5XF. Tel 0246 850357

Make the most of your micro

DATA FILE

Five years in knowing the needs of micro users has resulted in this unique program for the BBC...

The all-singing, all-dancing Data File, built on five years experience yet purposely created specifically for the BBC Micro.

Experience has taught us that not only do any two people never need the same in a data file, but even one person wants it to be capable of many things. We think that the Kansas Data File fulfills this need, and will be recognised as the standard.

It's main appeal must be its sheer versatility. You can **define** not only the **length** of any field, but the actual **number of fields** up to 20! So you can make it an ordinary name and address file, or anything extraordinary that you might wish. And all permanently saved to tape...

The number of files available depends entirely on the length of the file. Up to 1947 with a single field.

Here are the facilities of Data File:

Create File Define any number of fields up to 20. Define length of each field up to 255 characters. Name each field as required. Computer automatically uses maximum memory.

Insert Simply type in pressing Return for next field.

Search Data File has a most unique Search facility, for it will search any defined field throughout the whole file, but not only this, it can be asked to search for the item at the start of the field or in fact anywhere in that field, making it a very powerful facility indeed.

Edit Couldn't be simpler- just use the cursor keys.

Jump A very handy feature, allowing you to jump to any particular file you require.

Sort Not just the normal first field sort, but one which allows you to define the sort field.

Status Not found in normal data files, this is useful for it tells you the file name, when updated, files used, and most important how many files free.

Print A most important facility, allows the printing of the files, as required.

Delete Delates unwanted files, and at the same time the remaining records will be closed up.

Save Allows you to save the entire file to cassette. This can be loaded at the start when Data File is run.

To facilitate the ease of operation, all the above functions are on the red function keys, so needing just a single key stroke to bring into operation.

£12.50 Vat and post paid

Two of the all-time Arcade greats

BOMBER SCRAMBLE

For over two years our best selling TRS-80 Arcade game was Mike Chalk's acclaimed Bomber Scramble. Now there's a new generation Scramble, in the colours, sound and high resolution graphics of the BBC Micro.

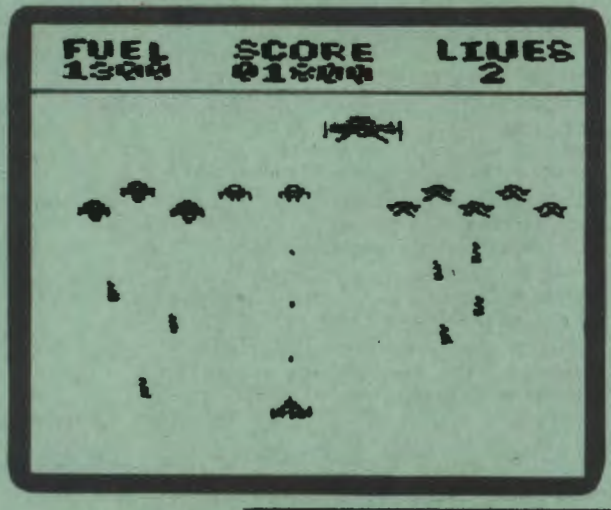
This new one has so much it's unbelievable! Two types of fighters --with their own unpredictable movements. Ack-ack--which no other BBC game, Acorn's included, can offer--with random detonations. Intelligent rockets--which are released as you come on target. Blimbs --another Kansas 'original' to make the game harder.

The game starts fairly easy, then gets harder and harder, with of course the ground and 'top' moving all the time--and completely random, with no two games ever the same. As the game progresses so more and more is 'thrown' at you.

Keyboard or joystick operation giving infinite control of the bomber, the bombs and firing. Top score table and extra 'lives'.

There is no other Arcade game to touch it!

£9.50 Vat and post paid



COSMIC FIGHTER

As Kansas reigned supreme with its TRS-80 Arcade games in Britain, Big Five Software were our counterpart in the States, with their 'flagship' being the famous Cosmic Fighter.

This fast-action multi-screen game has been brought to the BBC Micro by Kansas programmer Wal Mansell.

Four entirely different 'screens' with four different types of Alien, each with its own brand of attack, and all of them relentlessley homing down on your base. Four games in one in fact!

Move your base to fire whilst dodging their bombs, but as soon as you wipe out one lot, another type appears--and all of them hell-bent on your destruction!

Then comes your Mother Ship, so home onto her to re-fuel, but get it exactly right... Then it all starts again--with a difference--you have to hit each Alien twice to destruct!

Colour, sound, keyboard or joystick control, with of course the usual Kansas top score table. An all-time great.

£9.50 Vat and post paid

ALWAYS USE YOUR PERSONAL REFERENCE NUMBER WHEN CONTACTING KANSAS

Don't struggle with your keyboard, make it easy with

MICROTYPE

The ultimate typing tutor—now upgraded for the BBC

Recognised as the standard in typing tutors since it was introduced to microcomputers some three years ago, the Kansas Microtype has been still further improved and converted to the BBC Micro.

So you have a Beeb! Which means you, and most likely those around you are going to spend a fair bit of time at the keyboard. Not only now, but for many years to come, as computers are most certainly here to stay.

So why not master the keyboard now? Stop chugging away with just a few fingers and your eyes for ever on the keys —learn to touch type.

Microytpe will allow you to teach yourself, and will improve as you improve. Just a few short sessions and you will see results. Keep at it for say half an hour a day and you will be 'touch' typing within a week—with no need to have to look at the keys ever again! Keep at it, and speed will follow.

Apart from simple working instructions and a finger position chart, everythng is actually shown on the screen——you don't have to wade through a printed course. You will be given the characters to type on the screen and will be shown which are being keyed in correctly and which are not.

At the start you will be given the 'home' keys to practice, but unlike normal typing tutors, the computer can compute on which keys you are inaccurate or slow and so can give more practice on these keys, whilst replacing those on which you are proficient.

There is also the choice of either practice mode or paragraph mode. So once the program has given, and you have learned, most of the keys, paragraphs can be attempted.

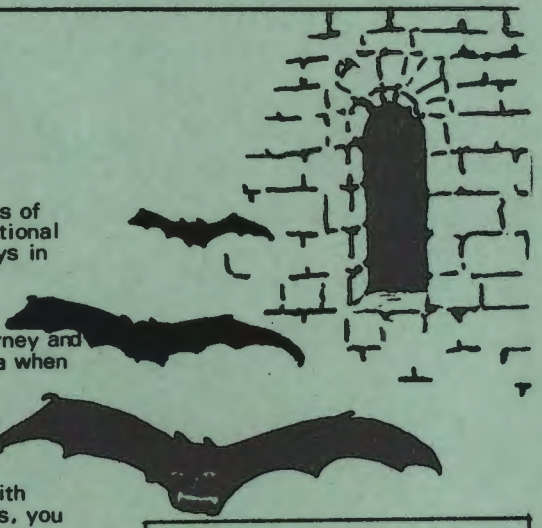
There are ten short exercises in each lesson, with a complete alalysis of your performance at the end. This includes your average typing speed, accuracy and the keys mis-keyed. If the response time is set, the program will also show the keys on which the response time was exceeded.

Being designed for micro keying, a great many of the words selected are those which are actually used in programming the BBC. But of course it is also ideal as a normal typewriter typing tutor, as both computer and typewriter keyboard layout is the same.

Vat and post paid—£12.50

A real traditional Adventure for the BBC...

DRACULA ISLAND



Ever played a good adventure game on a Micro? If not, you are in for endless hours of enjoyment, with no little hair-tairing in the bargain in the attempt to solve it. Traditional adventures have a purpose and are absolutely logical in that the locations are always in the same place, objects are either in their place or where you leave them, and the conditions remain the same or altered depending on the action you take.

Using direction and double words, you set off on your adventure, in this case to kill Count Dracula! But beware, there are many pitfalls awaiting you on your journey and many objects will have to be found, always bearing in mind what happens to Dracula when the sun goes down... But it all adds up to hours and hours of fun—and frustration!

Being written for the BBC, use is made of the micro's colours during operation, not just because they are there, but to actually help in the operation of the game.

The programmer says it will take on average three weeks to solve. But there is a bonus, for unlike the adventures already available for the BBC, your progress with Dracula Island can actually be saved to tape. This means that after making progress, you can save the data, and then load it back in at a later time to carry on playing from the actual place at which you last finished—and as many times as you want.

If you have played adventures on other micros, you will find this one well up to expectation, and if you have never played an adventure before, it will get you hooked—try it...

Dracula Island is an ideal starter to Adventure programs...

Vat and post paid—£9.50

The Ring of time

Legend tells of a time-ring belonging to Zor, an evil magician of the Middle Ages. Your task is to find it.

Adventurers will find this new one from Kansas more difficult than the Dracula Island Adventure, with some unusual twists and very tricky situations.

Again it is a traditional Adventure, completely logical of course, with all the normal ingredients, with the many objects and locations always in the same places and the objects remaining where they are dropped.

Crocodiles, mad monk, cowled figure, skeleton and the like, together with the vortex all make your journey more difficult, if not downright impossible!

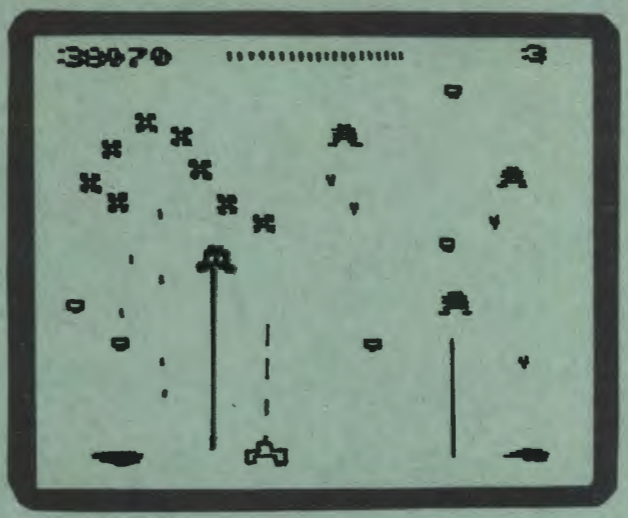
The Ring of Time is our second in the Kansas series for the BBC Micro, and a natural progression, being just so much more difficult and involved.

But for those who become completely stumped, we operate a 'Help' service, with either a little or a lot of help being given over the telephone...

£9.50 all inclusive

Kansas **Recognised Brand Leader in microcomputer software**

Galactic FIREBIRD



Those ever circling, swooping, diving Firebirds of the famous arcade machines brought to the BBC Micro, in all its colours and sound.

Many programmers of many machines have tried to emulate the arcade game, Firebird, but nobody, the Americans included, has managed to get it on a computer. Only Mike Chalk.

It's incredible how the Firebirds peel away, circle around in numerous positions on the screen, then suddenly sweep in to attack, all the while raining down their bombs.

Even if you manage to dodge the bombs whilst trying to shoot them down, it is if they realise they will not get you this way, for without warning they'll take kamikaze action and hurtle straight for you!

Then come the Astro Blasters, shooting down a solid bolt of energy to fry you completely, in addition to their own brand of super bomb. Oh you can fire at them, but a solitary hit will have no effect whatsoever on these nasties.

As though the Firebirds and Astro Blasters are not enough, then come the Megon Bombs, again needing multiple hits to destruct! And they are not too easy to dodge, as their explosions spread along the bottom.

Though the game starts fairly easily, it progresses level after level, getting harder and harder, as more and still more Astro Blasters and Megon Bombs are thrown at you, until you are completely annihilated.

A top score table and the choice of either keyboard or joystick operation.

£9.50 all inclusive

REVENGE of ZOR

This is one for the dedicated Adventurer, or for those who want a real challenge. It is not an easy Adventure and will need a great amount of time and effort to solve, being very much harder and more complex than either Dracula Island or Ring of Time.

Having been sucked into the Vortex in your quest to find the Ring of Time, you now have to find and destroy the evil Zor, so as to return to your own place and time.

Your way will be hazardous and dangerous, yet not without humour, with many things destined to thwart your progress.

Is there a secret in the Cave... will climbing the Tower help...is the Valley as peaceful as it seems...perhaps the Dark Passage leads somewhere...just where is the Underground Grotto...exploring the Castle must result in a find...or does the Pond hide something in its depths...what completely destroyed the Room...a Secret Chamber ...but what is the Secret...the Derelict Barn could be searched... the Hole examined...is it safe in the Dark Forest...what is that Terrible Blaze...why is the Mixing Bowl left there...will the Mining Village reveal any clues...is the Cottage really deserted...perhaps the Stables should be investigated...or the Chapel...the entrance to the Gold Mine beckons... but the Tunnel does'nt...do you risk crossing the Lake...why is there a Shed...is the Waterfall as it seems...,the Old Mill looks very dangerous...where is the laughter coming from...will it finally lead to the evil Zor...

And so it goes on, not forgetting all those creatures that abound throughout your Adventure, which you must escape to be able to solve it once and for all.

This is an exceptional Adventure. It is traditional and totally logical. Use is made of the Micro's colours and even the function keys to make its operation a little easier. There is of course full game saving facilities.

£9.50 all inclusive

If you have been disillusioned with the BBC Micro Adventures currently being offered, don't be put off. You will find the Kansas Adventures vastly superior to those amateur ones Though ours are not easy, they are solvable. But most important they are totally logical with locations remaining in the same places and objects where they should be All our Adventures have a game saving facility so you can keep proceeding without having to start from scratch every time

Kansas Recognised Brand Leader in microcomputer software

Mike Chalk and Kansas bring you the first of the NEW GENERATION Arcade games

THREE 'Five Star' reviews!
Your Computer
Computing Today
Home Computer Weekly
No other BBC program has ever had such rave notices

PINBALL ARCADE

The absolute in arcade games

Going are the days of squashing frogs, killing gorillas and eliminating cats, purely as the programmer decrees, for now YOU can actually create your own Arcade games!

Create your own Pinball machines—save them to tape to play whenever you like

Yes, the 'levels' problem is solved at last —literally a thousand games in one!

There are six 'pages' of shapes for you to create a Pinball board,with each shape capable of being placed in any position required.

Targets, Slings and Bumpers can be moved into any required position anywhere on the board, with the actual 'bounce' being adjustable.

There is total control of the firing spring, with realistic action depending on amount of time taken to press control bar. The strength of the flippers can also be varied.

There is highest score, last and current score and ball count.

The actual tilt of the board can be altered, with amount of ball speed and bounce coresponding.

It's not just a game—it's an education!

But take warning—it will make you dissatisfied with common Arcade games

Pinball Arcade literally 'stole the show' at the PCW Show, easily outselling every other BBC program at the exhibition!

Available by our famed first class return post service with every program of course carrying the Kansas lifetime guarantee which means that should it fail, it will be replaced entirely free of charge, this year, next year or in ten years...

ACCESS OR BARCLAYCARD TELEPHONE ORDERS ACCEPTED WITH PLEASURE

£10.35 Vat and post paid

Kansas

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