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Terminal Software have a reputation for quality computer games that started with their VIC 20 range.

Computer & Video Games (March '83) described their best selling Skramble! as "a miracle of memory conservation" and a "thrilling and addictive game."

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MISSION POSSIBLE!

Dear Sir,
I'm a Gemini! I must be for I have just solved the Commandos Mission Impossible Adventure game in under two hours!

What a waste of money! According to the advertising blurb, and I quote — "It is, however, recommended that the mission not be undertaken by a novice Adventurer" — such as I.

Normally, I feel very disappointed with the simplicity of the Adventure. Surely they should put age limits on games such as this? I would recommend about 10 years as minimum for this one.

A. A. Parnall,
Chesham,
Chesh.

REVIEWER RAPPED!

Dear Sir,
Your reviews of Escape from Orxon for the BBC movie (CMVG, July) has got his facts wrong. The review is based on two specific criticisms of the program:

"When you have completed screen 1 you do not automatically go on to screen two, but must go back to the menu." An important feature of the program is the ability to choose just which screen you play.

If you choose only screen 1, then it cycles round screen one until you change your choice, but if you choose a combination of screens (and default is all four) it cycles through screens 1, 2, 3 and 4, and then back to 1 automatically, without any intervention.

"You can't go up the ladders but can only descend to the bottom of the screen." Subtitled The reviewers must have been pressing the

wrong key!

The other criticism of the program was that the last minutes are easy to dodge. As you complete the screens, they get harder, and another feature of the program is the initial difficulty level selection. I suggest your reviewers only used level 1. If he'd started at level 3 and worked up to level 6 he might have found it harder!

But everybody who buys games is an expert, and Escape from Orxon tries to cater for all skills.

I hope you'll be able to have another look at Escape from Orxon, and change your opinion of it.
Paul Davey,
Riponbury,
Berks.



INTELLIGENT ANSWERS?

Dear Sir,
Enjoyed the supplement on video games, in your June issue. Unfortunately when checking out my local shops in Milton Keynes and Aylesbury, I got the usual open-mouthed, frowning stare!

It's always: "Yes, we've got the games console, sir." "No, well, no, we actually don't have any cartridges in stock" or "Yes, sir, we've got two..." usually both dog-eared and bowed under at

least a dozen Atari cartridges of all the latest games.

Is it just me who gets the problem?

David Jones,
Aylesbury,
 Bucks.

APOLOGIES TO KEVIN

Dear Sir,

In your July issue, I was delighted to see that you had published my game Hivak's Invaders for the Atari 400.

However I was not so pleased to see someone else's name at the top of the page!

Could you please tell your readers that Hivak's Invaders was my invention.

Kevin Gostling,
Wals.

Editor's reply: Whoo! Sorry Kevin.

TRIALS OF VIRGIN

Dear Sir,

I was most eager to read your review of Sheepshead! However, I don't want to wrap about our bad reviews — after all, everyone is entitled to their own opinion and I don't feel defensive about the quality of our software.

What I do resent, however, is clever-clever journalists making snide comments that have little to do with the subject that they are supposed to be addressing.

I would like to reassure you that Virgin Games is a software house, albeit a new one, though I don't know where that was decreed to be a bad thing. We intend to still be around in a couple of years time when an awful lot of others, both big and small, could well have either taken the money, or losses, and run.

I am sorry that your (unnamed) reviewer didn't enjoy Sheepshead! (recommended elsewhere in the same issue of Computer and Video

Games) but in originality, but it does not really matter what he, or I, think of it as it is the comments who will decide what it, at last, good — voting with their hard-earned cash — and Sheepshead is getting a lot of votes. So up yours!

Rick Alexander,
Virgin Games,
London.

DEFENDING THE ATARI

Dear Sir,

With reference to Defender Defended, Mailbag, July issue, I am in total agreement with Paul Iyengar. The Atari 400/800 computers have far superior graphics to the BBC — not only on Defender. You should take a look at Nemesisword by Synapse or Astral Chase from First Star.

As for playing Plasmoids with the keyboard, this only brings me closer to my Atari.

Secondly, re Atari vs Atari game issue, I think Dave Roberts would be the first to complain if he had designed some top quality and top selling cartridges and some other company came along and attempted to steal them.

If he can't see why Atari "they write" around like this he should just look at what the video film pirates are doing to the film industry. If he still can't see, then all I can suggest is that he continues to buy inferior low-price cartridges.

Finally, re Overpriced Cartridges, some issues, just to prove I am not totally Atari biased, I agree with Eddie Mitchell.

Atari software is expensive, but I feel that in time it will become cheaper as the current boom in home computers subsides to a steady level.
James Nolan,
Northolt,
Lancs.

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FROM AUGUST 18 **ODEON** LEICESTER SQUARE ACROSS THE COUNTRY FROM SEPTEMBER 15



MAILBAG



CASSETTE CONFUSION

Dear Sir,

I have been the owner of a ZX81 for about four months and have an annoying problem.

When I load a program from my tapes eg. Games 1, Games 2, Education 1, I find that side A of all three tapes load perfectly but when I try to load on the B-side, absolutely nothing happens. All I get are the lines that show the program is loading, instead of stopping with an in the corner of the screen, if the screen turns a grey colour.

I have tried loading at different volume levels and checked that all the leads are secure and in the right places, etc., all to no avail. Could you try to explain why my tapes should load on one side and not the other. I can understand it being on one tape but surely not on all three.

Christopher Giles,
Hemel Hempstead,
Herts.

Editor's reply: I can only assume that the tapes you have are recorded on one side only. This is fairly standard practice for most manufacturers. Sinclair tapes are some of the few that record on both sides.

Or are you using a stereo recorder? This could cause some problems. What do your audio tapes sound like? Are they more fuzzy on one side than the other? If so then get your tape heads realigned.

WE HAVE THE TECHNOLOGY

Dear Sir,

I have had great fun with your Seventh Empire series if I did totally misunderstand the process of making any points, (at least trying to beat the top scores) and my favourite game is Asari's Star Raiders.

Recently a thought occurred to me that with the state of technology, it should now be possible to mix both these great games together. Thus I will leave to you!

By linking players to a com-

tral computer via telephone. (Using modems) this would bypass the need for written orders.

I think it would be nice to play against other players in this way, as you would not have to wait weeks to find out if you have won, also it would be nice if each player designed their own craft, (a H & M postcard should do this) would enable players to identify each other — so you can tell who you just wiped out.

K. P. Durnall,
Walsall.

West Midlands.
Editor's reply: The technology is there Mr Durnall and the game itself is not far away. Seventh Empire author Mike Singleton will soon be unleashing a role-playing game on the Microsat system which will allow instant turnaround of moves.

While in the UK, one minute has linked up eight terminals playing Star Trek so you can go in, pay your quarter and either take on the computer or internet with the other players.

SEARCH FOR SOFTWARE

Dear Sir,

The article by Ron Poirin in your June edition has made me feel that maybe I am missing out on something. He talks about Dragon owners looking longingly at the wealth of software available for the TRS 80 Colour Computers.

As I have owned a CoCo for some six months now, I find this very hard to believe, in fact I would say that in reality the exact opposite is closer to the truth. To prove my point, the same edition in which the article is to be found has no less than 12 companies advertising software for the Dragon and only two for the CoCo.

So maybe Ron would like to write another article to explain where this wealth of CoCo software is, and also give us a few tips on converting Dragon software to run on a CoCo.

It. P. Hall,
Coport.
Hants

SEARCH FOR CHECK MATE

Dear Sir,

I have been reading your November issue with interest. May I ask you for your advice please?

I am looking for a computer which will allow me to play Chess, but not necessarily along the lines determined by the software. All I want is to set up positions and continue with the game, and, most important, to feed rather a large number of opening moves into the computer which will show on the screen. Is there such an animal?

Richard Baker,
Pore Wood,
Kent.

Editor's reply: Not really, Richard. Any simple chess program, like the early Sargon version written in Basic, could be adapted to your needs.



CHOOSING A MICRO

Dear Sir,

As I want to buy a home computer in the near future, I'm always looking for descriptions of hard and software in computer magazines. Times is the best!

But I don't know which home computer will be the best one for me to buy. It shouldn't only be for playing games. I also want to use it to help me in my job.

My two questions are: (and

nobody has been able to answer them yet) What is the most suitable home computer for me — Atari 400, Sinclair ZX81, TRS-80 or Visi-80?

In Germany, there isn't as much software available as there is in England! Is it possible for me to run software I bought in England on my Sinclair ZX81 or Visi-81 I may buy in Germany? Can I use the programs you offer in your magazine for a German sold home computer (ie. ZX81 or Visi-80)? I don't know where I can get a professional answer.

As I'm still a student, I don't have enough money to buy the Atari 400 (my favourite machine) and as I want to get "a lot of K for my small moneybag, I have to ask a lot of questions.

Bernd Scholz,
Hamburg.

W. Germany.
Editor's reply: It's difficult to say which machine is best supported in Germany. Best, in reality is a choice between the Visi-80 and the TRS-80. The latter has the best graphics — but not as much software. Software bought in the UK can be used in Germany.

SELLING SOFTWARE

Dear Sir,

A couple of friends and myself are interested in starting a small software firm. We hope to produce games and more practical software on our computers (and possibly disc).

I would like to know the rules and regulations for starting a small firm, or who should I contact for information?

Michael Oliver,
Farnham,
Hants.

Editor's reply: The main problem in keeping accounts. If you advertise the fact that you will want to keep tabs on you! It is not really necessary to form a company at the early stages — but a form of agreement between the partners as to their liabilities, etc., would be useful. Any small firms advisory council (address in telephone directory) will give advice.

COMPETITION COMPETITION COMPETITION

WIN £5,000 IN OUR GRAND PROGRAMMING CHALLENGE!

You've always thought that your programming skills could earn you a lot of money. Come on, don't be modest, you know you have! All you need is a bit of luck and a really exciting program — and an entry form for Computer and Video Games' £5,000 Computer Program Competition ...

The prize money is an offer from Calisto Software of Birmingham, who want to discover Britain's brightest programming talents. Calisto are keen to expand the number of home computers they can offer software for, and encourage home-grown talent instead of simply shipping games in from the States.

The experts reckon it takes three months to write a good games program — so that's just what you've got. Your program must be at the Calisto office no later than October 15th.

If you are going to polish up one of your previous efforts, then why not send a quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine — and there will be another form in our October issue.

There's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't send up £5,000 richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers. And that may turn out to be



worth even more than £5,000 for you.

You can enter on any popular micro-computer. All entries will be tested by Calisto's team of judges. If your offering is picked as the winner, you'll be presented with a cheque for £5,000 at the Boleyns '85, a new home computer show in the NEC Birmingham in the first week of November.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not included on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

The winner will be the reader who comes up with the best commercial program and Calisto will take it on and market it on a royalty basis.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of winning away £5,000 states.

Entries should be sent to £5,000 Program, Calisto Software, 138 John Knight Street, Birmingham B1 1BE. And remember the deadline is October 15th, so get cracking!

IF YOU WANT TO GET AHEAD!

Alan Carter should be unrecognisable at the next Gamp dress party he goes to because he'll be dressed as Scarth from the Dark Crystal film.

A hot hairy head has been packaged up and sent on its way to Alan of Cleveland Road, West Easing, London along with a marvellous coffee table book featuring artist Brian Froud's designs for the film's fantastic characters, as LP of the soundtrack and a T-shirt.

In our May issue we asked you to send a program (or a screen picture) of one of the characters from the fantasy film, *The Dark Crystal*.

The competition was judged by Bruce McNally the creative director of Henson Associates, makers of the *Dark Crystal* and also famous for the careers of Miss Piggy and Kermit in the Muppets.

Bruce was so impressed with the high standard of entry, that he persuaded Henson Associates to look out four more of Brian Froud's books and these will be going to the four winners-up.

But head and shoulders above the rest was Alan's head and shoulders picture of Dark Crystal hero Ted the Gelfling holding a torch. It was produced through a mammoth series of data statements which must have taken ten days to key into the main.

We'll be reproducing the listing (or anybody brave enough to try it) in *The Computer & Video Games Yearbook 1985*. The runners-up were:

Robert Kim Scoultos of Hurstons Road,ournemouth on the 48K Spectrum; D. Everett of Beak Way Road, Peal Hall, Wythenshawe on the Dragon 32; David Eaton of 52 Darnley Road, Seely Oak, Birmingham on the Atari and Taverne Wells, Oldfield Road, Horrocks Hill, London EC2A on the Vix-25.

All entries will be the property of Calisto Software and the entrants will assign all rights, patents and privileges of their game to Calisto.

No employees of Computer & Video Games, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before October 30th.

Please enter this program in the £5,000 program competition

Program name:

Machine: Model:

Number of K needed to run it: K

Other equipment needed to run it:

Author's name:

Address:

.....

Telephone No:

COMPETITION COMPETITION COMPETITION

IMAGINE THAT YOU WIN . . .

There's 300 brand new Imagine games up for grabs in the city of Manchester.

Completely free for the first 100 people who request each cassette on the envelope below and send it off to us with a Manchester postmark.

There's 300 free copies of the incredible flight simulation and aerial battle game Zoom. It's already won high

praise in our Reviews section this month and Imagine claim it will also people's perceptions about what the Spectrum is capable of.

And there's 100 Zip-Zaps, where a lone robot battles to survive attacks by wave after wave of power-sapping aliens. Both these games run on a 48k Spectrum and would cost you £5.95.

If you're a Commodore 64 owner, Imagine has just launched its top selling War and Spectrum game, Assault, for that machine and used the 64's memory to add extra waves of very peculiar aliens.

So if you're a Manchester man to the nearest post office and grab a first-class stamp. The coupon below must be filled in, cut out and despatched to Computer & Video Games at Durrant House, Harbal Hill, London EC1R 3JB. Make the

envelope with the name of the game you hope to receive.

This month's chosen city is Manchester and we are giving priority to those requests with a Manchester postmark, but if you live elsewhere in the UK and a full copy of each game has not gone by August 31st we'll send tapes out to people living anywhere in the UK.

Our October issue takes Liverpool as an 'Imagine City' and we've got more cassettes to give away. So all Liverpoolians should be ready at their local newspaper by the 10th of September with a pen, a pair of scissors and a first class stamp to get their cassettes back to us first.

In November it could be your city, so keep a close eye on this page and send your newspaper's cut to get him to put C&VG up on his shelves.

Winner of David Turner's Big Red Competition, featured in our July issue was:

David Neal, Mablethorpe 18 Epsom Ave, Great Carlton, Clacton-on-Sea, Essex, Great Britain, CO15 4DP. P. Green, 26 Havertham Close, Worcester, 11 Waters, David Road, Worcester, 11 Waters, Worcester, WR10 5SB. Robert 3rd Jonathan Lewis, No. 2 Cottage, Southall Lane, Fording, St. Leonards, Suffolk, 11 Waters, 2 Marys Road, Merton, Kingston, Kent KT16 4DP.
All the winners get software tapes to their computers.

(Tick only one please)

Please send me a copy of:	Zoom for the 48k Spectrum	<input type="checkbox"/>
Assault for the Commodore 64	<input type="checkbox"/>	Zip-Zap for the 48k Spectrum
Name	
Address	

WHY NOT VOTE FOR YOUR FAVOURITE GAMES PROGRAMME?

Software companies all over the country are going for gold with the help of you, the readers of Computer & Video Games.

Do you have a favourite games program that you'd like to see get as Closest? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the standards of games software rising fast.

We are sponsoring the Golden Joystick Awards which we hope will become the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or won recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

● Best Arcade-style Game, which goes to the cassette or cartridge which proves itself the most addictive and thrilling.

● Best Strategy Game, is the title best-loved on the latest cassette or cartridge to test the mind rather than the trigger finger — like a favourite adventure.

● Best Original Game idea goes to a company which has come up with a game of a completely new type, unlike

any board, wargame or computer game seen before.

● Software House of the Year goes to the company which has earned the best reputation for quality games, good service and entertaining advertising.

● Game of the Year is the most coveted Golden Joystick of all, awarded to the game which most impresses the judges in '83.

This game must first have won one of the previous game categories and where that has happened the second place cassette is promoted to take that title. We're giving everyone a good

chance to win something!

Initially we are leaving the judging up to you and want you to tell us your nominations in any or all of the categories.

The title Software House of the Year is open to distributors of computer software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quality count. Send it to: The Golden Joystick, Computer & Video Games, Durrant House, Harbal Hill, London EC1R 3JB.

Please accept the following nominations for the Golden Joystick Awards.
(BLOCK CAPITALS PLEASE)

1) Best Arcade-Type Game:

By (Software House):

2) Best Strategy Game:

By:

3) Best Original Game:

By:

4) Software House of the year:

5) Game of the year:

By:

Name:

Address:

SPECTRUM

NEWS from SPECTRUM SALE TIME

Most SPECTRUM readers will be happy to hear that our featured **SOFT BUSINESS** 844.015, with 1000's of listings of super deals, great prices - check with your local SPECTRUM store (SOD) this could be the best deal of all. Now don't you just love it at SPECTRUM?

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ATARI

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SOFTWARE

See our super range of **SOFTWARE** from top American & British companies.

NEW SPECTRUM MEMBERS

Check our address pages - there are many new SPECTRUM dealers throughout the UK so there's a good chance that'll be a SPECTRUM centre near you.

PRESTEL

See PRESTEL Page 600/181 for up to date information from SPECTRUM.

AFTER SALES CARE

SPECTRUM service centres will ensure that should you have any problems with your equipment, we can help you quickly as possible. We also offer technical assistance on computer systems from other SPECTRUM stores (computer centres) or by mail.

COMPUTER DEALERS

For computer dealers - if you would like to know more about the SPECTRUM computer service, or to arrange to visit, please write to: SPECTRUM, Department 144, 145, Broadwater, Station Road, Weymouth, Dorset DT8 3JL.

Now a powerful business micro with enormous memory for the price of a games machine. The-

COMMODORE 64

Sensational
NEW LOW PRICE!



Sensational value at only

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Disk drive for Commodore 64 £229.00

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Spectrum Price **£299.00**

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Software houses



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Operating Expenses (15) (Expenditures)	100.00
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W. W. W. W.

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COMPUTER RENTALS

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W Track cassette players available for most popular videos. **Basic** on C-99

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100



G·A·M·E·S N·E·W·S



CLIMB EVERY MOUNTAIN WITH SHERPA

EVEREST

Everest enables you to capture some of the glory of the famous Hillary and Sherpa Tensing as you set out to conquer the world's highest mountain.

You are responsible for six climbers whom you must get to the summit in the fewest number of days. The day's climbing commences at 6 am and should be finished by 4 pm. If any climber has not reached camp by this time his fitness will suffer as he struggles to reach shelter after the dark has closed in around the mountain.

Hazards which befall our intrepid climbers are avalanches, crevasses and the most present risk of a full ice storm.

Information read-outs can be obtained on the positions of all climbers, the state of the supplies, the loads that each climber is carrying, weather conditions, and the medical health of each of your six climbers. When all six climbers have safely reached the

summit you have won.

Everest runs on a Dragon 32 and is available from Salamander Software of Brighton at £9.95.

LAND YOUR JET OR BLAST A SUB!

SEA HARRIER

Sea Harrier challenges Dragon owners to safely touch down on the deck of the carrier in poor weather conditions.

To get a clear view of the ship you will first have to dispense the thick cloud cover with chemical bombs.

A second sea game is featured on side two of the cassette, entitled Sub-Chase. Depth charge the wolf pack before they sink you with their sophisticated missiles.

Sea Harrier and Sub-Chase are manufactured by the new Dragon Software house Sam of Hertfordshire.

Also new from Gem is a more evasive game called Sulfur's Mine. You are challenged to search through the 3D mine to find the Sulfur's jewels before

your energy depletes at the mad guardians of the mine catch up with you.

Another evasive game is called Monster Mine. Collect as much money as you can and escape from the mine before the monsters catch you.

Gem now have a range of fourteen games for the dragon including four games packs, a golf simulator, and an assortment of space games. Available at £7.95 from the Sandridge north-based firm.

THRILLS AND SPILLS ON THE OCEAN

AQUAPLANE

Temagame author John Halls has just produced his second game for Gamecube. Aquaplane takes you out to sea, skimming across the water on your fins.

It's a heavenly ride until — quite suddenly, a horde of motor launches appear in front of you. Dodge them using the keyboard controls and when you're off a sigh of relief as the last motor launch passes harmlessly by. But your relief is premature. Suddenly the sea is full of dolphins and for the day. Once past these tall marine horses in the shape of — sharks followed by logs floating in the blue water and rocks.

Aquaplane runs on the 486 Spectrum and is available from Gamecube now at £9.95. Also new from Gamecube this month are three new adventure games. Kadon is an adventure and arcade game combined. The idea is to find the "Artifact" which is your key out of this alien hell.

The second of these adventures takes you back to the story book world of swamps as you search for Black Beards hidden treasure.

Water's Liar is an altogether less romantic encounter with dragons, trolls and the undead as you attempt to stop the evil Velour before he can unleash his evil on the world.

FIGHTING THE DULLOIDS CAN BE EXCITING!

EPIC

Battle against the legions of sheer boredom in a 30-page chess adventure featuring the Wizards of Boredom.



Epic is the name of this comic book adventure game, where you have to save the Island of Mire from the Dulloids in Middle Earth. Yes, they are trying to turn the island into a boring place.

Only the king can save his kingdom by saying a few magic words, unfortunately he doesn't have them — you do. You have to get the scroll bearing the magic words to the royal palace and present them to him.

As in all adventure games,



G·A·M·E·S N·E·W·S



there are obstacles to avoid, objects to pick up and spells to cast. A variety of characters will be met on the way, one of which is the Dufaine's pet, the Imperial Storm Poodle. Beware, he will tear you out and eat you, or freeze you to immobility, all to stop you journeying any further.

Geordilla, the Cockney doctor may be a potential ally if he can be persuaded to help you.

Spas from Birmingham-based Jallimewsky Software is available for the BBC B at £9.95.

Also available is *From Russia with Luck* — an adventure cum graphic game, where you are being chased across Europe by agents of the KGB in your quest to get some secret documents back to England before they catch you.

As in *James Bond 007* there are some useful gadgets your most important being a multi-purpose briefcase equipped with a radar scanner.

When your radar shows the KGB to be hot on your heels, the game changes into an arcade shoot-out where, firing through your sights, you have to kill the enemy agents as they pop out from behind buildings. If you fail to kill them your last resort may be the suicide pit.

From Russia with Luck for the 4th Spectrum costs £9.95.

THE FUTURE BECKONS FOR ALICE

VIDEOLAND

Alice in Videoland for the Commodore 64 was a showstopper when it was previewed at the recent Commodore show.

This also-based game breaks new ground for graphical quality and artistic presentation on a home computer.

The hills, countryside and characters from the story lend the illustrations you might find in the Alice books.

One of the screens has Alice falling down the white rabbit's

hole. You have to snap her crashing against the sides of the tunnel using the joystick.

Alice is currently being programmed by S.M.I. in Los Angeles and is expected in the UK in September.

Prices have yet to be confirmed but it is unlikely to be in the shops at much below £30.

CHARLIE THE CHEF GETS IN A STEW!

COOKIE

Chefs have been having a hard time recently. After being tortured by harlequins in *Burger-time*, our hero is once again pursued by his ingredients, angry at being locked in the pantry.

In a new game called *Cookie* you have to help the chef to keep the escaping food into the mixing bowl with the use of a magical supply of flour bombs. However, on either side of the mixing bowl are the dwellers, inhabited by ... you guessed it ... his members.

The object is to get enough into the bowl to allow Charlie the chef to make the cake but if any enemies get in then he'll need even more ingredients.

Cookie is one of two new programs from Ultimate, the people who brought you *Jet Pac*. Their other offering is a real-race type game with a difference called *Trans-Am* too, that's not a spelling mistake!

As a change from your car being at the bottom of the screen and the road scrolling up, your car is at the center and the entire screen scrolls in any direction. The car is rotated asteroid-fashion using two keys and two others control acceleration and braking.

The object of the game is to collect the eight golden cups of Ultimate which are placed evenly around the large track on which the screen acts as a window. Also shown are fuel gauges and radar devices.

Cookie and *Trans-Am* are available now at £5.98 each from the Addby-based company and should be available in most shops including W. H. Smith. Both games are both joystick compatible.

FLYING HIGH WITH THE TEXAS TI! PILOT

Ti owners can take to the air with a brand new *Flight Simulation* game out now. A display of the wiring is shown during take off and landing.

The top half of the screen also shows smaller terrain map for charting longer distances. Sophisticated flight controls are on board including artificial horizon, heading, altitude, rate of climb, and speed.

Banking, engine power, nose, flap, and rubber control are manipulated using the keyboard.

JOGGER MUST RUN FOR HIS LIFE!

JOGGER

No one is safe from the crocodiles who inhabit the rivers in Foggia.

In the latest adaptation of the popular arcade game to the friendly local neighbourhood jogger who is in trouble.

You only have a limited amount of time to get your jogger safely across the busy road and then across the area infested river. The more joggers you get safely home the higher you score.

Jogger is the latest game from the new Enci software house Severn Software. Also released with *Jogger* are two adventure games *Gold and Maria*.

Gold takes you back to the mystical world of King Arthur and his knights of the round table as they set out on a quest for the



There is a training mode which enables you to begin your flight already in the air.

As your skill increases you can add complicating factors such as adverse wind conditions.

Pilot is available from Apps Trading at Brighton at £5.95. The game is tape-based and runs on the ordinary T100-4s.

long lost Holy Grail.

Maria is based on the book *Land of the Rings*. You have to escape from the mines of Maria — the home of Dwarfs and the dwarves.

All three games run on the 4th Enci and are available from the Gloucestershire-based firm at £8.95.



G·A·M·E·S N·E·W·S



ATTACKED BY HORRIBLE LITTLE MEN

ZIP ZAP

Zip Zap casts you as a droid being attacked on all sides by vicious aliens.

To survive you have to collect four power discs which will enable you to be beamed up to the next level.

You are armed with a laser gun which will enable you to blast a pathway for yourself. Though blasting is not the main aim in this game.

The real skill is in controlling your droid and learning how to

use the breaks to stop yourself careering into the aliens.

Zip Zap is the latest from Imagine Software for the 48k Spectrum.

The game features an Asteroids-style wraparound screen and has no less than twenty levels to get through. It's available from Imagine stockists now at £5.95.

If £5.95 is a little bit more than you can afford at the moment and you also live in the Manchester area then turn to page eleven for your chance to win one of three new games from Imagine.

The other two games which were featured in our August issue are Legion and Arcadia for the Commodore 64.

PLAY THE HEXAGON SENSATION!

KEESINGTON

Keesington is not just the stamping ground of Sloane Pampers — it is also a popular board game.

Created by two unemployed inventors — Peter Forbes and Brian Taylor, the game has sold tens of thousands of copies throughout the world.

The game is played on a series of interconnecting hexagons — and is best described as a cross between chess, draughts, and snoughts and crosses.

The good news for computer owners is that some of the software houses are converting the game to run on home computers.

Atari have bought the licence to produce a version for the 400/500 and the VCS video game machine.

Price are also working on a Spectrum version — though they expect the programming to take several months.

TOP OF THE PROGRAM POPSTERS!

ON DISC

Forget pop videos — the latest trend setting pop-pickers will be watching computer controlled graphic displays while they play the latest hits!

The first band to put a program on vinyl were Manicome, based in Hertfordshire.

They released a single in April this year with four computer tracks on the B-side — one each for the Spectrum, ZX81, BBC and Apple.

Then GMI caught on to the trick and released a single by Chris Survey called Camouflage which had a game called Flying Train for the ZX81 on the flip side.

Meanwhile Pete Shelley, of



Pete Shelley

Buzzcocks fame, now following a suit including Laser, put a computer graphics program for the Spectrum on his latest album, RLL, released on the Genesis Records label, and produced by Martin Rushent of Human League fame.

The program is linked in with the music on the album — so you can watch and listen at the same time.

The Manicome record landed straight into the respective computers, but — the other two record programs have to be transferred to tape before loading — unless you buy the cassette version of Pete Shelley's album that is!

Could this be the shape of things to come? The next thing you know that'll have computerised Jimmy Saville!



Chris Survey





G·A·M·E·S N·E·W·S



STAY SHARP WITH LOTS OF ANTS . . .

ANT HILL

A selection of new games are about to go on sale for the game starved MSX86 and X.

Some of the highlights from the range are Ant Hill which challenges you to get into the centre of a screen to secure a prize. No easy task this as the ants and the snakes are out to stop you.

The range also includes a first for the Sharp machines in the shape of Soccer. There are no less than fifty programs on offer from Solo Software for the MSX86 and X all at around £18.

THE FINAL NAIL IN THE ALIEN

KNOCKER BLOCKER

Knocker Blocker challenges you to run around the screen dodging the alien monsters and bashing nails into the screen.

When all the Nails have been hammered on, one alien you move off to the next. There are

no less than eighty screens — so it will challenge even the most talented games player to get through all this lot.

Knocker Blocker is the latest game from C Tech Software of Dordrecht.

The game runs on the Spectrum in 16 or 48k and is available now at £15.95.

Also from C Tech is a warlike type game called Russian Raiders. Also at £15.95 for the Spectrum.

ADVENTURE WITH THE JONES BOY

CURSED MINE

Raider of the Cursed Mine is a graphic adventure based on Stephen Spielberg's blockbuster movie Raiders of the Lost Ark.

If you have always fantasied yourself as Indiana Jones, the swashbuckling survivor of run-ins with snakes, tarantula spiders and evil overmen, then play in your Spectrum and let the fun commence.

Raider is the work of new software house Arcade Software

Ltd. Also new from Arcade is a two game cassette featuring a race chase game called Gino Run and computer pentons. Both cassettes cost £5.50 each.

NAPOLEON GOES SOLO IN FRANCE

PARIS

Not tonight Josephine — I'm retreating the Russian attack on Paris of 1814!

Yes folks, this is your chance to swing some five star brands



and play Napoleon for an evening as you set smart the combined armies of Russia, Prussia and Austria in one of the games

it's found ever manuscripts.

But be careful you don't meet your own personal Waterloo!

The game is called Paris in Danger and recreates the famous battle of 1814.

You can play Napoleon, or the commander of the Russian forces, or even play both roles to recreate as accurately as possible the actual campaign.

The game is played on a scrolling map of France and the surrounding countries. You move your forces around Europe in a bid to save the French capital city from invasion.

But don't forget to take your soldier wishes with you — it gets a bit chilly out on the Russian front.

Paris in Danger will be available in August on the Vic-20, Commodore 64, Atari 400 and 600 and the Apple II.

The game is available from Avalon Hill of London though prices have not yet been confirmed.

Also new from Avalon Hill month are two other computerised war games.

T.A.C. — Tactical Armour Command is a World War II simulation with the player in control of an armoured division and Partisan Kings, a brutal civil war strategy challenge with kingdoms and armies at the price!



AMAZE YOUR MONSTER MAZE

with accurate control from Suncom



Beating the game requires positive response and fast accurate control.

That's why beating the game requires Suncom from Consumer Electronics.

A range of 3 quality joysticks all with arcade-style features plus Joy Sensor, the ultimate, with precision touch-sensitive control.

No stick to move, no resistance to movement.

Together with a range of D & L Adaptor leads, they're compatible to a wide range of machines.

Check them out at your dealer - they're sure fire winners.

For details of your nearest stockist contact - Consumer Electronics Limited, Fallowfield, Manchester M13 0HS. Tel: 061-682 2309.

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Atari Personal Computer System
Commodore 64 & VIC 20 Computers

An adaptor (sold separately) is available for
Iwata Instruments II 1164A Computer
Adaptor Model No. 11000

Please see the separate Photo Booklet for technical information
continued



Suncom
from Consumer Electronics.

A young man with short brown hair is leaning over a Star Wars pinball machine. He is wearing a dark t-shirt and a watch on his left wrist. The machine has a blue top with the 'STAR WARS' logo and a yellow triangle. The background is a red wall with a 'HAMPION' sign and a 'COM' sign.

Why is Julian Rignall smiling? Because he's our 1983 Academy Award Champion! That's what Julian, dressed down with David's brand new Rycoats suit, looked like when he got the grand prize, selected by other voters awards in the film.

Plus last year's winners should see how the winners will have to be trained for the winners of the next year. That's why we're showing you and some of the winners from the Championship for the year of 1982, the top 10 winners.

And here's something to make it even more fun. You'll have to make it to the 1983 film show next year — and keep watching to see who your favorite machine and who knows, what your vote will be choosing the Julian's choice.

Meanwhile, here's how it is:

our Academy Champ!

Why is Julian Rignall smiling? Because he's our 1983 Academy Award Champion! That's what Julian, dressed down with a faded brown new Ryerson sweatshirt, used to be the grand host, decorated his other sides awards in the past 100. This last year, he showed us how the winners should be trained for the winners of the next page. That's what we saw and some of the winners were the Championship for the role of Keanu, the top Lister, completed. If you didn't make it in the Grand, this year never fear — and keep practicing to win your favorite machine and who knows, and you can win by changing into Julian's shirt. Meanwhile, he's here if he

our Academy Champ!

GAMES

CHAMPION

Eighteen arcade scores gathered at a plush London night spot last month to battle it out for the coveted title of Computer and Video Games Arcade Game Champion of 1985.

Weekly winner was 18-year-old Julian Rignall of Treparrow in Dyfed. Julian clocked an amazing 75,000 points on *Orxon* — a brand new machine — to take the title.

Orxon was officially launched at the championships and had hitherto not been seen or played by the finalists.

After a briefing from Tatler's Paul Moriarty the six finalists had just 15

minutes each to achieve their highest possible score on the new machine.

This ten minute ruling was in line with the preliminary heats which were played on six machines — *Donkey Kong*, *Donkey Kong Junior*, *Mr Do*, *Robotron*, *Amstar*, and *Defender*.

The lucky winner took back a coffee table style *Galaga* arcade game with him to Wales courtesy of co-sponsors Tatler.

There were also prizes for the runner up in the shape of five super rare hand-held versions of *Donkey Kong Junior* courtesy of Computer Games M-

ated, the people behind the game and watch crane.

Radio Luxembourg DJ Tony Prince was on hand to unveil the new machine and Radio One's Dave Lee Travis came along later to present the prizes to the winners and commemorative certificates to all the finalists.

The venue was *Excess in Picochilly* — one of London's most fashionable night spots and a favourite haunt of tennis stars last month during Wimbledon.

All expenses were paid by C&VG and some of the finalists also appeared on BBC TV's *Breakfast Time*.

MEET THE CHAMPION

as he meets his friends here as well. An average day at the pier consists of a couple of hours on the *Defender* machine just to get warmed up then a stroll and possibly a coffee at a friends house and then back to the pier.

"I'm always the last to leave — they always wait for me to finish off. At the moment I'm trying to learn *Donkey Kong Junior*, but it's always *Defender* I come back to. I never seem to get bored with that. It's totally random and no matter how good you are at it

there's always something you didn't expect. I have a sort of respect for the alien!"

Sometimes Julian's Mum pops in to the pier from her antique stall in the market. "She's a Pac-Man freak and not a bad player."

Julian's little brother Jonathan sometimes accompanies him to the pier. "He's into gambling — he's so lucky. I am trying to coach him on *Defender*."

Julian is currently studying for A levels at school and wants to be a graphic designer. "I'd like to design the cabinets for video games machines and perhaps even the games themselves."

The quiet life in Llangattho is going to be little less tranquil in the near future when Julian takes delivery of his prize from Tatler.

Final comment from Julian. "I'm going to enter the championships again next year and I expect to turn in a pretty unbeatable score on *Galaga*."



Julian the champion with Dave Lee Travis

The six finalists in the 1985 championships ranged in age from fourteen to twenty.

Tenager of the super six was *Donkey Kong* specialist Mark Neale, 14, from Bournemouth in Dorset.

Mark managed an eye-catching 55,400 points at Bonanza Pier to qualify for the championships.

He's been playing video games for three years but also enjoys cycling, swimming and map reading.

Mark was one of the entrants interviewed on BBC TV's *Breakfast Time* show on the morning of the competition. His ambition in life is to become a top cyclist and win the Milk Race.

Also from the south coast was Daniel Grant, 20, a civil servant from Southampton. Daniel came through from the *Donkey Kong Junior* heats.

His other hobbies include a wide variety of sports but especially ten pin bowling.

His qualifying 167,580 on *Donkey Kong Junior* was achieved at the Haystack pub.

The Rother Grosvenor of the top six was Kendo Withersell, a student at Bristol University where he is reading for a BA in Social History.

Kendo is from Purley in Surrey and

also enjoys playing golf and reading science fiction. His 400,880 qualifying score on *Mr Do* was scored at the Shrewsbury Games bar in Bristol.

The highest score we received this year was scored by 75 year old David Bass who clocked an incredible 11 million on *Robotron* at an arcade in Sharncliffe, Isle of Wight.

Bass's ambition is to write a game for C&VG and one day design the world's best game.

The man with the high score on *Amidar* is another university student. James Thomas, 19, from Watlington in Oxford clocked up 421,790 at Bonner's Tavern in his home town.

Currently studying geology at Leicester, James intends to go into the computing business when he leaves university.

ARCADE

THE DEVIL OF A GAME FOR YOU!

SATAN'S HOLLOW

A battle of blood against the transcends the usual alien blasting conflicts to match the player against the devil himself.

The first object for the player is to destroy the flying, bomb-dropping gargoyles while building a bridge which allows him to cross over into Satan's Hollow.

There, the real battle with Satan takes place.

The controller directs the player's ship across the screen while his trigger blasts away at the gargoyles and a shield button surrounds the ship in an impenetrable barrier.

Hitting a gargoyle is the only way to create a bridge building block with which to start your construction.

As soon as a gargoyle is destroyed a piece of bridge appears in the lower left-hand corner of the screen.

These bridge pieces can be picked up by the ship and maneuvered into position to form the bridge.



Once the bridge has been completed the player may choose whether to travel across and battle Satan or stay in the realm of the gargoyles.

The latter choice enables him to keep blasting gargoyles and accumulating flags for every wave of the devils to maneuver to destroy.

The more flags obtained before taking on Satan, the better as it increases your bonus for beating the old devil on his home territory.

In between gargoyle raids, the player can meet the devil in three differing guises, as Lucifer, Old

Nick and Beelzebub.

These three are disembodied heads that float in various patterns across the sky, looking fume.

Once across the bridge the small figure of Satan will appear in the hollow, hurling projectiles at the ship and also calling down footballs out of the sky.

Other manueveristics which appear during this game include a bridge bomber which attacks the completed sections of a bridge and the dark gargoyles whose red eyes must be aimed at. A devil of a game that should please video fans.

TREKKIES TAKE ON KLINGONS

STAR TREK

Long before E.T., then, *Enterprise Strikes Back* and *Planets of the Lost Ark*, *Star Trek* transferred from the film screen to computer screen.

Now it has moved further, into the realm of arcade screen and it's better than ever.

The screen is split into a three way display, featuring a status report, long-range sensor scanner (LSSS) and the view from the bridge.

These three dimensional perspective and full colour vector graphics make it like a colourful outer-space Battle Zone.

You captain the USS Enterprise on its mission to secure sectors of the galaxy against the Klingon threat while searching for the evil Nemad.

All the way through you are collecting STU (Strategic Training Unit) points.

The Enterprise controls are intuitively at first. A victory con-

trol allows you to move and fire in any direction and other possibilities include: launching Photon Torpedoes, and waiting to another sector of the galaxy.

Use the long-range sector scanner to check on any threats in a given area and the bridge view to conduct the short-range battles.

Klingon ships come in three colours, red attack and destroy the starbases which help the Enterprise gain extra energy; purple attack the Enterprise itself while white ships gain speed and run your craft.

Sensors are another problem, as they can drain warp energy from the starbases but the red threat, the Nemad appears in sector 2.1 as a single yellow pixel and leaves mines wherever it travels.

Three hits after the starbase are down will destroy the Enterprise-unfortunately in the TV series of course, but all too likely in the arcade.

THE AGE OF THE TRAINS!

SUPER LOCO

The train is asked to take too much strain in *Super Locomotive*—a game which would make even Southern Region commuters think twice about rail travel.

The game splits the screen into two views of the action. The top half of the screen shows a bird's eye view down onto a series of rail-tracks and sidings that make Chapham Junction look ordered.

The second shows a side view of the locomotive as it races across these tracks.

From the top view you can see the speedy locomotives that are on the trail of your own locomotive. You can also see the red lights, through which you must not pass, the levers which occasionally travel over the tracks and the planes which fly behind you, with bombs at the ready.

Blurring all this enables you to judge which route to take at the next set of points, how to avoid the oncoming cat in front of you and how close the opposition is on your trail.

From the side view you can see the track trainees trained up to take in the detail of the engine as it races away from the punting trains and planes.

Using this you can guide your smoke puffs into the pilot's eyes and over the dropping bombs.

You immediately answer to most problems is to turn into a "super" locomotive which can ride unopposed over any obstacle.

The other possibility is to send out smoky attacks which can destroy descending bombs and light off the plane attacks.

Unfortunately the bursts of "super" power are shortlived and tend to drain your energy quickly.

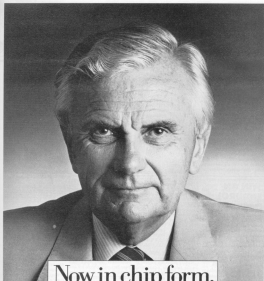
This is a game which depends heavily on the operator settings. Too difficult and the game rapidly becomes unplayable.

Given a good setting, it's an enjoyable romp through the sidings, with a marvellous racing tone that adds immensely to the action. Perhaps it really is the age of the train!



Illustrations: Terry Rogers

ACTION



Now in chip form.

If your BBC Micro could talk, what sort of accent would it have?

A BBC English one, of course.

Which is exactly why Acorn Computers, who designed and built the machine, have produced its very own speech chip featuring the dialect tones of Kenneth Kendall.

Called Speech Synthesis, it's a pair of chips that can be plugged into your BBC Micro by your local BBC/Acorn dealer. On them, you'll find 164 words/syllables spoken in familiar fashion by the famous retired newscaster, all of which can be

combined to form several hundred other words.

The chips also provide the 'serial processing capability whereby future software cartridges can also be plugged into the front of your BBC Micro. (The machine's vocabulary will be widened via such cartridges.)

Priced £55, Speech Synthesis is available from your local BBC/Acorn dealer. (To find out where that is, simply call 01-200 0200.)

If you'd like more information, he'll complete the story. In plain English, of course.



VIDEO

PLAYING GAMES IS GOOD FOR YOU!

U.S. EXPERTS BACK THE VIDEO BOOM

Video games are good for you according to a panel of top American doctors, psychologists and researchers.

The academics came together at a recent conference at Harvard University to discuss the social and psychological effects of video games.

America is the world centre of video games where the average teenager currently spends more money on video and computer games than on records and films put together.

Included in the evidence presented was the report of William Coryell, director of the Brain Injury Rehabilitation Unit of California. Doctor Lynch told the conference how video games were being used to help brain injury

sufferers re-learn skills as well as "improving motivation and attention span".

Children's hospitals are also introducing video games, in experiments to see if the games can be used as incentives to aid recovery and boost morale.

On the social effects of video games no evidence was presented to support the view that arcade video game enthusiasts measured up in the popular stereotypes of poor performers at school, who often miss money and take time off to play the machines.

Education specialist David Brooks presented research based on a thousand teenagers who regularly visited arcades that no less than 88 percent

obtained above average grades in school exams.

Mr Brooks also found that not all the time spent in the arcades was used playing the machines. The arcades were places where young people met to socialise with friends.

Atari's head of Behavioural Study, Professor Bob Stein, has been visiting Europe to discuss the conference and his firm's new range of educational games for young children.

Professor Stein told Computer and Video Games that he did not think another large scale conference of this type would be held again next year but instead believed that more specific research would be carried out into key areas — such as medical

applications, the psychology of video games and effects on families.

So next time your Mum moans at you for not getting any exercise and spending the whole week huddled over a video game tell her video games are good for you — 'the experts say so'.

Despite advertising for researchers to present papers both for and against video games no one took up the challenge to attack the new fadism interest.

On this side of the Atlantic the argument against video games has concentrated on the stress inducing factor — though this is hotly disputed by the Americans.



WIN AN ENDURO!

You could be the first person in the country to win a super new Enduro cartridge copy of our friends at Activision.

We have ten speaking new cartridges to give to the first people who can tell us the name of the last British driver

to hold the Formula One world championship title.

All you have to do is put your guess on a postcard and send it to reach us not later than September 1986 when the first ten correct entries out of our stack will win a prize. Send your entries to Computer and Video Games, Enduro Competition, Guinness House, 8 Hertford Hill, London EC1R 5NR.

GAMES THAT TALK BACK

Feeling lonely? Want someone to talk to? Then cheer up because help is only a game cartridge away.

Talking games were first launched by Mabel who introduced their speech aid on last year with two games — Space Fighters and WII Bomber.

Since then they have followed up with a talking Teen game — Solar Sailor. But it is not only intelligence owners who will be able to enjoy talking games as Atari have announced a speech aid-on to save Philips.

The Philips talker has the verbal vocabulary and can hear words typed into it from the keyboard.

The Atari talker is similar in design to Mabel's with the words used stored on the cartridges

that plug into the voice synthesiser.

Talking games are believed to be the future for videogaming and it seems likely that the next generation of entertainment computers will have advanced

ATARI PRICE WARS

Summer bargains abound in the video games shops as the price war heats up.

Atari recently topped 25 off the price of any new game Centipede for a limited period.

Imagic are offering two games for the price of one with bundles of the Spoons and Fire Fighter and Coastal Art and Atlantis selling in double packs.

Sales are down everywhere — partly as a result of the seasonal Summer slump but the boom in secondhand Atari VCS's must mean that many people are now upgrading either to home computers or to more advanced video games systems.

STARPATH WINNERS

So you think you know all that there is to know about video games do you? OK, smartly, I bet you don't know that Pui Man was named after the Japanese word Puku which means to call. Or that Demian Attack has 54 waves of aliens. Where did you think Atari's 80 was? No, it wasn't Slough or Tokyo. It's actually in the good old US of A in the sunshine state of California. Frogger experts would also know that a snake stalks the river bank in this popular arcade conversion and finally that the hit

Activision VSC game — Pitfall, was designed by David Crane.

We asked you the above questions in our July Superbanger competition. The first three correct entries were from Lee Carmichael, to South Shields, Tyne and Wear, John Walker of Bangor, Kent and Gill-Collison of Hemel Hempstead.

The lucky winners will receive a free Starpath Superbanger and two games of their choice to go with it courtesy of Activision Leisure Products of Bakers, Limerick, Ireland. Well done!

This is good news for existing VCS owners who can look forward to selection of cheaper games in the near future.

CNN's advice to games buyers — shop around and save yourself a few pounds.

CONTEST UPDATE

We've been running so many competitions lately in our Video Gaming pages we thought it was about time we gave you an update on the prizes still waiting to be won.

River Raiders still have a chance of winning a Superbanger cartridge courtesy of Computer Games Limited if they can score a million points on this tough about ten up.

Philips owners are also in with a chance of winning a new Videopac if their choice of game can clock up more than five hundred points on Space Chase.

Simply send us a photograph of the screen of either game and we will send you your prize.

People wishing to enter the Star Chase competition should also state the game they would like to receive as a prize.

We have five games to be won in each competition and the usual Computer and Video Games competition rules apply.



If you think you've mastered video games we have some bad news for you.

If you are a dab hand at video games on the box, we'd like to invite you to try the most exciting home computer games system you have ever seen: called VECTREX.

Vectrex is no ordinary video games unit linked to the TV. It's a self-contained computer game system with its own built-in screen. (Say goodbye to the TV!)

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Vectrex also uses the same type of sound micro-chips found in arcade machines, offering more exciting, recognisable game sounds.

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The Vectrex game library is large, wide and varied. You can choose from terrestrial adventures, space



encounters and sporting endeavours. Vectrex even has software that talks!

All the Vectrex software including favourites like **CRASH!**, **ANGEL** and **ARCADE**, can be played by one or two players. Some games even have simultaneous head-to-head game play using two hand controllers.^{***}

Don't just read about it, go and try it!

If you're interested in finding out more about

Vectrex, why not fill in the coupon below and send it to us. In return we'll send you full details of this unbeatable new system and its range of game software.

We'll even include a free Vectrex pen and an entry form for a competition that could win you your very own Vectrex game system.

Mind you, winning one is one thing. MASTERING it is another.

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To: Milton Bradley Ltd., CP House, 91-99 Whitebridge Road, Liding, London W5 3LZ.

Please send me more details on the exciting Vectrex system, together Vectrex pen and the Vectrex competition entry form.

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Address

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VECTREX MB

VIDEO



TAIL OF THE LOST MOUSE

If you are looking for a maze game for your brand new Colovision then the choice is for a pretty limited.

In fact there is just one, Colovision's own Mouse Trap — based on the fairly arcade game of the same name.

Mouse Trap is considerably more difficult to learn than Pac-Man which perhaps explains its comparative failure in the arcades.

However, this added difficulty is a bonus for home use — where you can have an infinite number of games without the arcade shutting or running out of cash!

You are a mouse running through a maze eating pieces of cheese as you travel. Bonus items appear at random throughout the maze such as keys, spectacles, and satellite pins.

There are also larger cheeses worth more points and dog bones. When you have collected several bones you can push the dog button which turns you into vicious bulldog and set out after the cats that are trying to thwart your mouse's progress.

Just as in Pac-Man your score multiplies according to the number of cats you can catch.

Game play is brought a step beyond the basic maze idea by the ability to change the shape of the maze as the game takes place.

A series of gates can be closed and opened to prevent the cats getting at you.

At the higher skill levels there is also a hawk which dives at you — although I must say the creature looked more like an aircraft than any species of feathered friend that I've spotted in the English countryside.

The bird is also easy to dodge and is more of a irrit than adding anything to the game.

Colovision's unplayable

joysticks are at their worst in this game where manoeuvrability is the key to high scores.

THE VERDICT

An excellent maze game, but will certainly, somewhere, please design a decent joystick for this exceptional new machine.

● Action	1 1 1 1
● Graphics	1 1 1
● Additions	1 1 1 1
● Theme	1 1 1

it's here — the first independently produced game for the Philips G900.

A first for Imagis, with versions of their top sellers Demon Attack and Atlantis.

The jury have been out for several hours now considering the verdict on Demon Attack.

One of the main points raised by counsel for the prosecution was the jerky slow moving males. It was felt that this compared poorly with the fast action obtainable on the original 2600 version of this colourful game.

In a powerful speech which must have convinced many of the waverers on the jury the young barrister told the court that Philips Demon Attack has no laser sighting alarm — thus leaving out the prettiest part of the original game.

It's pointless to speculate

what the verdict will be — you'll just have to wait till the end of this review to find out what that will be.

For my own part I found the laser beam very sluggish. I don't know if this is due to the game itself or the infamous Philips joysticks — either way you get frustrated all too easily and more often than not through no fault of your own. Not the best thing to happen when you're dealing with deadly aliens.

Colours are duller on the G900 version than on the Atari which — all in all adds up to Demon Attack being a fairly unsuccessful conversion.

But make no mistake for producing games for the Philips but a little bit more consideration to what would make a good game for this system rather than what would sell well on it might have produced a better game.

THE VERDICT

Not the best shoot 'em up available for the G900.

● Action	1 1 1 1
● Graphics	1 1 1
● Additions	1 1
● Theme	1 1 1





GAMING

Clean Sweep is the Vectrex answer to Pac-Man. But in this version the maze is intended to be the corridors of a bank and the dots represent banknotes scattered over the floor as the villains made good their escape. The Pac-Man is replaced by a vacuum cleaner — sucking up the notes and the ghosts by the Grabbers — claw-like creatures which chase you around.

Two all sounds great in the instructions on the side of the box, trouble is once you plug in the game there is nothing remotely resembling a bank, a bank robber, or any bank.

The idea of the game is to suck up all the cash scattered around the maze with your vacuum cleaner. This looks like a little boy's game.

The robbers are represented as clicking claws which snap open and shut as they chase you around the maze. In the four corners of the maze are super-chargers that you can visit once or twice each screen.

When supercharged you can eat all other the robbers and, if you manage to catch one whilst still supercharged — score 100 for one, 200 for two, 400 for three and a maximum 800 for four.

Your vacuum cleaner can get full up — and has to be emptied by going to the centre of the maze.

As in Pacman there are alien-balls which enable you to disappear and then reappear at the other end of the maze.

It's difficult to lose yourself in the theme of the game as the graphics are so unconvincing.

Game play rapidly becomes boring and mechanical as there are no time limits or hidden bonus rewards which you can bank up to as your skill increases.

If you want a new game for your brand new Vectrex check out instead Cosmic Chess.

THE VERDICT

Guilty in the first degree — a shockingly mediocre game.

- Action 1 1
- Graphics 1
- Addition 1
- Theme 1

TOP TEN

GAME	MANUFACTURER	GAME	MANUFACTURER
1 Phoenix	Atari	6 Vanguard	Atari
2 Donkey Kong	IBM	7 Defender	Atari
3 Frogger	Parker	8 The Pacman	Atari
4 Pac-Man	Atari	9 Space Attack	Imagic
5 River Raid	Activision	10 Space Invaders	Atari

All the above cartridges are produced for the Atari VCS home video games centre.

One of the best selling games of the year is undoubtedly Activision's Pitfall.

Not surprising therefore that copies of the successful formula should start to appear.

The first was Imagic's Tropical Trouble for Intellivision and now we have Jungle Hunt from Atari.

The idea of this latest VCS cartridge is to capture the beautiful Marlon byson.

You play the part of Safari Sam who has to overcome four vicious of danger.

Using the joystick controller Sam swings through the trees — from rope to rope. Ocean style — pressing the fire button to jump.

Once through the Deadly Forest, Sam finds himself in the crocodile infested Ripple River. Armed with a spear he must impale the crocs on the end of it to score points and stay alive.

The next screen brings our hero safely back to terra firma. Well, not that safe really, as he is being hounded by bandits that he has to hop over, Sashy Kang fashion.

The final hurdle is to avoid the spears being hurled by the vicious native who guards the Emerald Camp where the maiden is held captive.

The game is really intended for the younger games player and does not offer a strong enough challenge to the serious games player.

Graphics can't hold a candle to Pitfall and the gameplay quickly becomes tedious. Jungle Hunt

THE VERDICT

If you are looking for a safe pattern for your VCS we would suggest you take Pitfall Harry and leave Safari Sam in the shops.

- Action 1 1
- Graphics 1 1
- Addition 1 1
- Theme 1 1

is in the shops now at £14.99. Imagic throw the best features of two successful arcade games together and came up with Nova Blast, a hybrid video game for the Intellivision system.

From Defender it took the screen scrolling from side to side and a radar screen. From Missile Command came the cities which need protecting from an onslaught of aliens.

Sounds good — but unfortunately the two elements have not blended into a well balanced game.

Your craft shoots along above an ocean, with four cities lying like Atlantis, beneath the waves. These are protected by energy barriers from the alien forces which dive out of the skies.

But one direct hit is enough to destroy the barrier and the next hit will destroy the city itself.

Barriers can be replenished to your aircraft by use of a beam. You slow down your energy source to beam it onboard and then beam it down to your underwater city.

Of course energy sources tend to be some way from the cities, so you have to leave a city unprotected to collect new supplies.

Radar shows whether a city has its barriers up or down and it also shows your craft and the aliens.

The aliens are rather unimaginative in design and hurt themselves around the screen only slowing down over the city targets and going into a spinning dive onto the cities — they don't miss.

Wave walkers are the underwater part as they stalk your cities they hurl bombs skywards. Aliens come in waves and bonus scores are built up for each city still standing after each wave.

On the easy levels, the task for saving at least one city is soon learnt. On other levels, thought is

needed to combat the walkers.

Graphically disappointing. Nova Blast suffers from the predictability of alien movement, they just overtake your cities by a sheer force of numbers.

THE VERDICT

Guilty of unimaginative game design which relies too much on old ideas which worked well in other games, well in Nova Blast.

- Action 1 1
- Graphics 1
- Addition 1 1
- Theme 1 1

REACHING OUR VERDICT

Sentences awarded by this court are as follows.

● Action: This refers to how much you have to do. How many screens are there, how many challenges, characters, and generally how much is going on.

● Graphics: How pretty is the game.

● Addition: Perhaps the most important category of all. How long will the game hold your interest. Will you be able to put your joystick down.

● Theme: This is the combination of storyline, action, graphics. Does the game live up to the some setting blurb on the box.

The maximum five points will rarely be awarded by the jury as it is our belief that the truly excellent game is a very infrequent occurrence.

Three sticks is an average score for games of reasonable quality but not in the opinion of the jury worth reaching for the wallet. In order to be worthy of handing over cash for games must score at least four sticks in at least two categories. Two sticks deserve imprisonment.

One stick gets a life sentence and games which score no sticks at all will cause the judge to don his black hat and order the manufacturers to be taken from this court and hung by the neck until dead.



CHART

TOPPERS

	SPECTRUM	ZX 81		VIC-20		ATARI 400/600	
1	JET PAC (Ultimate)	FLIGHT SIMULATION (Paton)	1	ARCADE (Imagine)		DONKEY KONG (Atari)	1
2	FLIGHT SIMULATION (Paton)	3D MONSTER MAZE (New Generation)	2	WACKY WATERS (Imagine)		GG (Atari)	2
3	HORACE GOES SKING (Paton)	SPACE RAIDERS (Paton)	3	COSMADOS (Bug-Byte)		DEFENDER (Atari)	3
4	TRANSYLVANIA TOWER (Richard Stephens)	GS SCRAMBLE (Quicksilver)	4	PANIC (Bug-Byte)		GALAXIANS (Atari)	4
5	3D TANK (DK Tronics)	FOOTBALL MANAGER (Addictive Games)	5	ASTERIOS (Bug-Byte)		PAC-MAN (Atari)	5
6	HORACE AND THE SPIDERS (Paton)	FANTASY GAMES (Simclair)	6	RACE (Commodore)		JAZZON (Datasoft)	6
7	ARCADE (Imagine)	DEFENDER (Quicksilver)	7	MISSION MERCURY (Virgin)		CENTAURO (Atari)	7
8	THE HORNET (Melbourne House)	NIGHT GUNNER (Digital Integration)	8	KRAZY KONGS (Interceptor)		MINER JOYSTER (Big Five)	8
9	PENETRATOR (Melbourne House)	AVENGER (Rascom)	9	AMOK (Autogenic)		GG-GG (Atari)	9
10	AN DIDDUMS! (Imagine)	10 GAMES FOR 10 (J & S Gape)	10	ALIEN BLITZ (Autogenic)		MISSILE COMMAND (Atari)	10

Can you beat the rest of your street at Anadia?

Do Planetoids fans sit up and take note when you tell them which were you're on!

Sounds like you might be due for some national acclaim. The Hall of Fame is C&P's answer to top computer game scores who thought they didn't have anything more to prove.

We have chosen nine games which have kept C&P reviewers whooping and wailing deep into the night and set out to keep track of your best scores.

If you think you could qualify as a top score simply send in a postcard telling us your high score on one of the games listed and giving the name of a witness. We will also need to know which game you scored this on, roughly how long it took and your name, address and phone number.

Next year we'll invite some of the best scores along to a grand final day to prove their skills, but in the meantime we'll be printing a top five on each machine in every issue of Computer & Video Games.

On one game, Violent Universe, send

your scores into Quest at the address on the cassette as they have their own way of verifying them. For the rest the address is Hall of Fame, Computer & Video Games, Dartmoor House, Herford Hill, London EGR 5PL.

The games in the Hall of Fame are: Planetoids, Atromed's brilliant version of Defender for the BBC. At Atromed, Neil Raine holds the top score of 408,000. Best that!

Mixed Out, Quicksilver's highly-rated game for the Dragon 32.

Anadia, by Imagine, one of the best-ever sellers and you can enter on either the Spectrum or Vic versions (please tell us which).

Jet-pac, the game which made Ultimate a top name in computing overnight. For Spectrum owners.

Diamond, English Software have high hopes for this mining game and are even putting up a Diamond prize.

Krazy Kong, the best version of Donkey Kong we've seen on the Vic-20 from Atrop.

Violent Universe, a new game from Quest, the company that developed a high score verification system for their

Spectrum games mentioned earlier. Music Mixer, Shere's addition for the Spectrum, a great new game for the Bug-Byte catalogue.

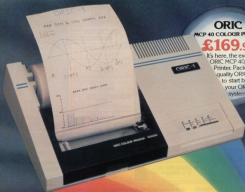
3D Escape, Malcolm Evans' game for New Generation Software which set new graphics standards on the Sinclair 2001.

HALL OF FAME

I scored
at the game
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Address
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.....
Tel.
Witness' name
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HALL OF FAME

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BY SIMON GOODWIN

RUNS ON AN ATARI 800

Till heavy clouds rolled back to reveal an Elfwood made his way through the forest, his senses keen, always alert for the approach of danger. Deep in the distance he could make out the faint orange glow of the open forest, as it flared weakly against the ochreous wall. The newly formed avenue of scorched, blackened trees at least now gave him a straight path to follow.

But even as he prepared to capture the swirling vortex that would begin the weakening, a low menacing thunder rumbled from the East; and there, high above the trees, was the unmistakable vile circumstance of a nearby approaching demonic Valdash was proving to be a worthy, if devilish, opponent! Radnoch let a curse escape his lips, then raised his hands above him, and began the utterances that would summon the storm. They would surely destroy the demon — but could he complete the spell in time? With every breath, the nightmare creature loomed nearer...

And then the insects were there, climbing higher and higher, spreading out before the insects, and then enveloping it in a blizzard of tiny flapping wings. The threat of the demon was past, but the task of revenge was now on the tongue of Radnoch. He could see the dragon flying out over the wall, its great leathery wings beating slowly. It was heading towards Valdash — the Towers knew already of the Sorcerer's approach, and were using powerful magic to protect the Stones.

Now was the time to strike that crafty blue! Valdash would soon be desperately looking off the invisible dragon, so it was with an evil smile that Radnoch created the elemental, and commanded it to forge East, there hopefully to deliver a fatal

blow to the cunning Valdash.

And what if Valdash should meet off this attack, as he had successfully on many times before? Then it would mean the contest would go on, perhaps only finally decided when one of them had penetrated the walls and defeated the ever present Guardian. For to whoever did this went the prize of the Stones, and to him would be given the ultimate power.

This mystical game is for two players, each representing a Wizard. They begin in a forest at the top of the screen, and must pass through the forest, penetrate the three enchanted walls and capture either of the Stones, which are behind the final wall.

The game plays in this way: each game turn is made up of two phases, a spell-making phase and a movement phase. A Wizard will cast spells to penetrate the walls, and to defend himself from the spells cast by his opponent or the Towers. Casting a spell requires energy — the energy remaining to a Wizard is shown at the bottom of the screen next to a picture of his, one red, one blue.

To assist the Wizards in selecting a spell, the six available spells are shown across the bottom of the screen followed by the amount of energy required to cast them.

In phase two, the Wizards can move. In turn, each player will press a cursor arrow key (without holding down the control key) to indicate the direction he wishes to move.

A Wizard will move into place in the direction chosen, provided the way is clear for it. There is a

status symbol indicated on the display.

There is one alternative to movement available in phase two, by pressing "C". A Wizard is given 50 extra energy points. This energy is taken from his reserves (shown next to his energy). At the start, each Wizard has 500 energy points, with 100 in reserve, but only 1 is deducted. However, a Wizard does not run his reserves down lightly, for it is when his reserves reach zero that he dies; and it is from his reserves that points are deducted when he is affected by a spell.

It is important to keep a high reserves figure in the early stages, for at the end of each turn, the Wizards receive extra energy points equal to 10% of their reserves.

How does a Wizard cast a spell, and how does he choose which one to cast? To cast a spell is simple. When "CAST YOUR SPELL" is displayed the Wizard whose face is lit present a key between 1 and 6. This indicates which spell you are casting — the spell is shown in the appropriate colour. Then key a grid reference to show where the target point of this spell is to be. For example: keying 5 4, 1 5 means cast a vortex at point 4,5. Keying 1 1 2, 1 means cast a demon at point 1,2.

Grid points are numbered around the edges of the screen thus 123456789101112. Grid references are given across the down. "C" means point 10, and numbers after that mean 11, 12, 13, etc.

If a Wizard doesn't want to cast a spell in any turn, he can either press the space bar or the first aster (pressing the space bar as a last ditch is deemed to mean cancel, so that entry can begin afresh), or press 0 followed by a preset grid reference to fill the opponent's turn following that he is spell casting.

Once the player has done the above, he presses RETURN to confirm what he has entered, or presses the space bar to cancel it and allow him to begin entry again.

How to choose which spell? Any spell which moves into a Wizard attacks him in the same way as if it had reached its target, so try to avoid getting in the way.

In the following spell explanations, the number in brackets is the number of reserves points a Wizard loses if attacked. If a Wizard is within two places of a Demon when it reaches its target, he is attacked by 2. A Demon will destroy any Elements in its path. It is removed from the screen at its target. If two Demons collide then they destroy each other (20). When a Demon reaches its target, it spreads into all empty adjacent places, and remains on the screen, if a Wizard is in this



**STONES
OF
WRATH**



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Acornsoft is the software division of Acorn Computers, the company that designed and built the BBC Microcomputer. Here are four more exciting programs, all designed to get the most from your BBC Micro.

Magic Garden (29.95) is a cassette based on Shirley Conran's successful book. It's a problem-solving program which provides the complete beginner with instant answers to the questions of what to plant and when. Simply tell the computer whether you prefer a shrub or a flower, the type of soil, light and shade conditions and required flowering time and the computer will come up with a selection of possible plans.

Draughts and Reversi (29.95) is a cassette containing two traditional board games for you to play against the computer. Both give a graphic display of the board on the screen and you can enter your moves with either keyboard or joystick. The games can be played at varying levels of difficulty and on the higher levels you will find the computer to be a very worthy adversary.

Hopper (29.95) is a game on cassette which can be played with either keyboard or joystick. Hop the frog across the busy motorway trying to avoid four lanes of fast-moving traffic. To get across the river to the frog's lair you must leapfrog to the lily pads and turtles' backs, but beware of the diving turtles, the crocodile and the snake.

BCPL (29.95) is a flexible modern structured language that's very easy to learn. The package consists of a BCPL language ROM, a 40/50 disc and a 450 page User Guide. The disc contains the BCPL Compiler, a Screen Editor and a BASIC Assembler. BCPL is particularly good at handling input and output and is ideal for writing utility programs and to develop games and commercial packages.



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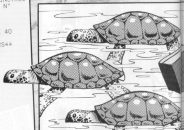

```

10 CALL CLEAR
20 PRINT "      TURTLE HOP?"
   *****
30 PRINT "DO YOU REQUIRE INSTRU
TIMES?"
   Y OR N
40 CALL KEY(0,K,S)
50 IF S=0 THEN 40
60 IF K=89 THEN 3830
70 IF K=78 THEN 4030 ELSE 40
80 CALL CLEAR
90 REM **DEFINE CHARACTERS**
100 RESTORE 670
110 FOR I=147 TO 159
120 READ AS
130 CALL CHAR(I,AS)
140 NEXT I
150 FOR I=135 TO 143
160 READ AS
170 CALL CHAR(I,AS)
180 NEXT I
190 FOR I=106 TO 117
200 READ AS
210 CALL CHAR(I,AS)
220 NEXT I
230 CALL CHAR(35,"60407C70705050
50")
240 CALL CHAR(40,"FFFFFFFFFFFF
FF")
250 CALL CHAR(126,"3C3C3C3C3C3C7
EFF")
260 CALL CHAR(127,"3C3C3C3C3C3C3
C3C")
270 CALL SCREEN(6)
280 FOR I=2 TO 16
290 READ A,B
300 CALL COLOR(I,A,B)
310 NEXT I
320 REM *** SET SCREEN ***
330 CALL HCHAR(17,1,143,254)
340 CALL HCHAR(17,5,106,24)
350 CALL HCHAR(18,6,106,22)
360 CALL HCHAR(19,6,106,22)
370 CALL HCHAR(20,8,106,18)
380 FOR I=135 TO 142
390 READ ROW,COL
400 CALL HCHAR(ROW,COL,I)
410 NEXT I
420 FOR I=1 TO 6
430 READ ROW,COL
440 CALL HCHAR(ROW,COL,155,4)
450 NEXT I
460 CALL HCHAR(14,5,148)
470 CALL VCHAR(15,5,147,2)
480 CALL HCHAR(14,28,150)
490 CALL VCHAR(15,28,149,2)
500 CALL HCHAR(13,4,126)
510 CALL HCHAR(13,29,126)
520 CALL VCHAR(11,4,127,2)
530 CALL VCHAR(11,29,127,2)

```

RUNS ON A TEXAS TI99/4A IN 18K

BY ALAN TODD



```

540 CALL HCHAR(17,9,110)
550 CALL HCHAR(17,14,110)
560 CALL HCHAR(17,19,110)
570 CALL HCHAR(17,24,110)
580 CALL HCHAR(1,1,40,96)
590 FOR I=151 TO 159
600 READ ROW,COL
610 CALL HCHAR(ROW,COL,I)
620 NEXT I
630 FOR I=151 TO 159
640 READ ROW,COL
650 CALL HCHAR(ROW,COL,I)
660 NEXT I
670 DATA FE9EC3E1F0781C08,F8FCFE
FEFFE3F9FC,7F79C3870F1E3820,1F3F
7F7FFFC7W3F,0001070F1F3F7FF,07
FFFFFFFFFFFFFFF
680 DATA 80C0F0FCFCFEFFFF,7FFFFF
FFFFFFFFF,F,F,F,F,F,F,F,F,F,F,F,F,F,F
FFFFFFFFFEFE,3F0F0F07070301,FFFF
FFFFFFFFF7E
690 DATA FCF8F0FCF0C08,000000000
0C0F0FC,80E0F0FCFFFFF,F0F0F8F
8FCFEFFFF,00808C0C0C0C0E0E0,00000
101000030707
700 DATA 0F0F1F1F3F7F7FFF,01070F
3FFFFFFFFFFF,0000000000031F7F,FFFF
FFFFFFFFFFFFF
710 DATA 0,1C1C142241,203C2,043C
04,1C3EFF3C42,010E1E3D8305090,0
6023E0E0E0A0A0A,0602FECE0E0A0A0A
720 DATA 60407F737050505,33233C3
838284482,00043E5D1C142241,00000
00000592A1C

```


TURTLE HOP



Meanwhile out in the jungle . . . an expedition is attempting to cross a fast flowing river. The porters have found that the best way to carry the expedition's provisions and equipment across is to hop over the backs of friendly turtles swimming in the river.

However, although the turtles don't mind being used as stepping stones they do get peckish from time to time — and may decide to dive down for a fish just when a porter is about to step on it. Once on the other side another porter is waiting to collect your parcels — well most of the time he's there anyway. Sometimes he may decide to nip off too — leaving you to dodge about on the banks until he returns! There are several skill levels and a constant display on screen of the high score and number of successful crossings made . . . don't get your feet wet!

Variables:

Z: row of M
C: col of main character
S: main character
F: col of first fish

H: high score
V: col of M
R: row of main characters
SK: skill level
CRS: number of crossings
PP: col of second fish

```

730 DATA 16,2,2,16,2,16,2,16,2,1
4,2,16,2,16,1,1,2,5,2,4,11,6,10,
5,10,5,3,6,3,6
740 DATA 20,7,20,6,19,5,18,5,18,
29,19,28,20,27,20,26
750 DATA 14,1,15,1,16,1,14,29,15,
29,18,29
760 DATA 9,3,8,4,8,5,9,3,9,4,9,3,
10,3,10,4,10,5
770 DATA 8,28,9,29,9,30,9,28,9,2,
9,9,30,10,28,10,29,10,30
    
```

```

780 DEF RANK(X)=INT(X/RND)+1
790 RANDOMIZE
800 MS="TURTLE HOP"
810 Z=2
820 V=3
830 GOSUB 3770
840 MS="CROSSINGS="&STR$(CRS)&"<
"
850 Z=2
860 V=17
870 GOSUB 3770
880 MS="LEVEL="&STR$(SK)
890 Z=23
900 V=4
910 GOSUB 3770
920 MS="HI SCORE="&STR$(HS)
930 Z=23
940 V=18
950 GOSUB 3770
960 REM *** THE GAME ***
970 CALL HCHAR(13,5,115)
980 CALL HCHAR(4,1,40,64)
990 MS="PRESS ANY KEY TO PLAY"
1000 Z=4
1010 V=5
1020 GOSUB 3760
1030 CALL SOUND(-50,2000,0)
1040 CALL KEY(0,K,8)
1050 IF S=1 THEN 1060 ELSE 1040
1060 CALL HCHAR(4,1,32,64)
1070 CALL HCHAR(13,5,32)
1080 R=13
1090 C=6
1100 CALL HCHAR(R,C,115)
    
```

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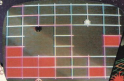
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```

1110 IF R=16 THEN 1160
1120 C=C+1
1130 R=R+1
1140 CALL HCHAR(R-1,C-1,32)
1150 GOTO 1100
1160 CALL SOUND(-50,C*30,0)
1170 CALL KEY(0,K,S)
1180 IF K=68 THEN 1210
1190 IF K=83 THEN 1690 ELSE 1170
1200 REM *** RIGHT ***
1210 DN SK GDSUB 2720,2590,2590
1220 CALL GCHAR(R,C,6)
1230 CALL HCHAR(R,C,32)
1240 C=C+1
1250 R=R+1
1260 CALL HCHAR(R,C,6)
1270 IF C=27 THEN 1480
1280 IF (C=11)+(C=16)+(C=21) THEN
1290 ELSE 1230
1290 CALL HCHAR(R,C,32)
1300 C=C+1
1310 CALL HCHAR(R,C,6)
1320 GDSUB 2180
1330 CALL HCHAR(R,C,32)
1340 C=C+1
1350 R=R+1
1360 CALL HCHAR(R,C,6)
1370 IF R=16 THEN 1380 ELSE 1330
1380 CALL HCHAR(13,5,32)
1390 CALL GCHAR(17,C,T)
1400 IF T=106 THEN 2950
1410 CALL SOUND(-50,C*30,0)
1420 PT=RN(RN(SK))
1430 IF PT=1 THEN 1450
1440 GDSUB 2450
1450 GOTO 1170
1460 STOP
1470 REM *** JUMP RIGHT ***
1480 CALL GCHAR(13,28,M)
1490 IF (M=32)+(G=115) THEN 1600
1500 CALL HCHAR(13,28,113)
1510 CALL SOUND(-50,2000,0)
1520 CALL HCHAR(R,C,116)
1530 CALL SOUND(-50,C*30,0)
1540 G=116
1550 CRS=CRS+1
1560 RS=STR$(CRS)M+C*
1570 Z=2
1580 Y=27
1590 GDSUB 3760
1600 GDSUB 2180
1610 CALL HCHAR(R,C,32)
1620 C=C+1
1630 R=R+1
1640 CALL HCHAR(R,C,6)
1650 IF R=16 THEN 1390
1660 GOTO 1610
1670 STOP
1680 REM *** LEFT ***

```

```

1690 DN SK GDSUB 2720,2590,2590
1700 CALL GCHAR(R,C,6)
1710 CALL HCHAR(R,C,32)
1720 C=C+1
1730 R=R+1
1740 CALL HCHAR(R,C,6)
1750 IF C=7 THEN 1950
1760 IF (C=12)+(C=17)+(C=22) THEN
1770 ELSE 1710
1770 CALL HCHAR(R,C,32)
1780 C=C+1
1790 CALL HCHAR(R,C,6)
1800 GDSUB 2180
1810 CALL HCHAR(R,C,32)
1820 C=C+1
1830 R=R+1
1840 CALL HCHAR(R,C,6)
1850 IF R=16 THEN 1860 ELSE 1810
1860 CALL GCHAR(17,C,T)
1870 IF T=106 THEN 2950
1880 CALL SOUND(-50,C*30,0)
1890 PT=RN(RN(SK))
1900 IF PT=1 THEN 1920
1910 GDSUB 2450
1920 GOTO 1170
1930 STOP
1940 REM *** JUMP LEFT ***
1950 CALL HCHAR(R,C,32)
1960 CALL HCHAR(R-1,C-1,6)
1970 IF G=115 THEN 2050
1980 CALL HCHAR(13,5,114)
1990 CALL SOUND(-50,2000,0)
2000 G=115
2010 CALL HCHAR(R-1,C-1,6)
2020 CALL SOUND(-50,30*(C-1),0)
2030 GDSUB 2180
2040 CALL HCHAR(13,5,35)
2050 CALL HCHAR(R-1,C-1,32)
2060 CALL HCHAR(R,C,32)
2070 C=C+1
2080 R=R+1
2090 CALL HCHAR(R,C,6)
2100 IF R=16 THEN 2110 ELSE 2040
2110 CALL GCHAR(17,9,T)
2120 IF T=106 THEN 2950
2130 CALL SOUND(-50,C*30,0)
2140 GDSUB 2450
2150 GOTO 1170
2160 STOP
2170 REM ***DIP TURTLES ***
2180 RF=RN(RN(S))
2190 DN SK GOTO 2350,2280,2200
2200 CALL GCHAR(19,F,T)
2210 IF T=111 THEN 2280
2220 IF (RF=2)+(RF=3) THEN 2230 E
LSE 2280

```

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```

2230 IF (F=7)+(F=12)+(F=17)+(F=2
2)THEN 2240 ELSE 2280
2240 CALL HCHAR(17,F+2,106)
2250 CALL HCHAR(18,F+1,111)
2260 CALL SOUND(-50,C+20,0)
2270 F=5
2280 IF (RF=4)+(RF=1)THEN 2290 E
LSE 2340
2290 IF (FF=8)+(FF=13)+(FF=18)+(
FF=23)THEN 2300 ELSE 2340
2300 CALL HCHAR(17,FF+1,106)
2310 CALL HCHAR(19,FF-1,111)
2320 CALL SOUND(-50,C+20,0)
2330 FF=28
2340 IF RF=5 THEN 2380 ELSE 2430
2350 IF (RF=5)+(RF=3)THEN 2360 E
LSE 2430
2360 CALL GCHAR(19,F+1,T)
2370 IF T=111 THEN 2430
2380 IF (F=7)+(F=12)+(F=17)+(F=2
2)THEN 2390 ELSE 2430
2390 CALL HCHAR(17,F+2,106)
2400 CALL HCHAR(18,F+1,111)
2410 CALL SOUND(-50,C+20,0)
2420 F=5
2430 RETURN
2440 REM *** REPRINT TURTLES ***
*
2450 FOR I=9 TO 23 STEP 5
2460 CALL GCHAR(18,1,T)
2470 IF T<111 THEN 2500
2480 CALL HCHAR(18,1,106)
2490 CALL HCHAR(17,1+1,110)
2500 NEXT I
2510 FOR I=7 TO 22 STEP 5
2520 CALL GCHAR(19,1,T)
2530 IF T<111 THEN 2560
2540 CALL HCHAR(19,1,106)
2550 CALL HCHAR(17,1+2,110)
2560 NEXT I
2570 RETURN
2580 REM *** PRINT FISH ***
2590 FF=FF-1
2600 CALL GCHAR(19,FF-1,T)
2610 IF T=111 THEN 2670
2620 IF FF<7 THEN 2700
2630 CALL HCHAR(19,FF,106)
2640 CALL HCHAR(19,FF-1,109)
2650 CALL SOUND(-25,4000,0)
2660 GOTO 2720
2670 CALL HCHAR(19,FF,106)
2680 FF=28
2690 GOTO 2720
2700 FF=28
2710 CALL HCHAR(19,6,106)
2720 F=FF-1
2730 CALL GCHAR(18,F+1,T)
2740 IF T=111 THEN 2800
2750 IF F<26 THEN 2830

```

```

2760 CALL HCHAR(18,F,106)
2770 CALL HCHAR(18,F+1,108)
2780 CALL SOUND(-25,4000,0)
2790 GOTO 2880
2800 CALL HCHAR(18,F,106)
2810 F=5
2820 GOTO 2880
2830 F=5
2840 CALL HCHAR(18,27,106)
2850 GOTO 2880
2860 CALL HCHAR(18,27,106)
2870 REM *** PRINT COLLECTOR HA
N *** ON ERASE ***
2880 CH=RAM(3)
2890 IF CH=2 THEN 2920
2900 CALL HCHAR(13,28,32)
2910 RETURN
2920 CALL HCHAR(13,28,112)
2930 RETURN
2940 REM *** SPLASH ***
2950 CALL HCHAR(R,C,117)
2960 CALL HCHAR(R+1,C,107)
2970 CALL SOUND(500,-5,0)
2980 CALL HCHAR(4,1,40,96)
3000 RM=RAM(5)
3010 ON RM GOTO 3020,3040,3060,3
080,3100
3020 RS="((TIME(YOU)LEARNED TO SW
IM))"
3030 GOTO 3110
3040 RS="((PLEASE TRY TO STAY)D
RY))"
3050 GOTO 3110
3060 RS="((TRYING TO WALK ON WAT
ER))"
3070 GOTO 3110
3080 RS="((JUMP ON TURTLES NOT)F
ISH))"
3090 GOTO 3110
3100 RS="((YOU HAVE NO)TIME TO)P
RIDE)"
3110 Z=4
3120 V=1
3130 GOSUB 3770
3140 RS="LIKE TO)PLAY)AGAIN?"
3150 Z=5
3160 V=5
3170 GOSUB 3770
3180 RS="PRESS(Y)OR(N)"
3190 Z=2
3200 V=9
3210 GOSUB 3770
3220 CALL KEY(O,K,S)
3230 IF S=0 THEN 3220
3240 IF K=78 THEN 4110
3250 IF K=89 THEN 3260 ELSE 3220
3260 CALL HCHAR(6,1,32,32)
3270 RS="((CHANGE)SKILL)LEVEL)"
3280 Z=4

```

```

3290 V=1
3300 GOSUB 3770
3310 MS="(((((((PRESS(Y<DR<N<((
<(((("
3320 Z=5
3330 V=1
3340 GOSUB 3770
3350 CALL KEY<D,K,S>
3360 IF S=0 THEN 3350
3370 IF K=78 THEN 3470
3380 IF K=89 THEN 3390 ELSE 3350
3390 MS="(((PRESS<LEVEL<1<2<DR<
3<(((("
3400 Z=5
3410 V=1
3420 GOSUB 3770
3430 CALL KEY<D,K,S>
3440 IF S=0 THEN 3430
3450 IF (K<48)>(K<52) THEN 3460 E
LSE 3430
3460 SK=K-48
3480 CALL HCHAR<4,1,32,96>
3490 FOR J=9 TO 24 STEP 5
3500 CALL HCHAR<17,1,310>
3510 CALL HCHAR<16,1,32>
3520 CALL HCHAR<18,1-1,106>
3530 CALL HCHAR<19,1-2,106>
3540 NEXT J
3550 CALL HCHAR<18,F+1,106>
3560 CALL HCHAR<19,FF-1,106>
3570 MS="LEVEL="+STR$(SK)
3580 Z=23
3590 V=4
3600 GOSUB 3770
3610 IF MS>CR$ THEN 3630
3620 HS=CR$
3630 CR$=0
3640 MS=STR$(CR$)&"("
3650 Z=2
3660 V=27
3670 GOSUB 3770
3680 MS="HI<SCORE="+STR$(HS)
3690 Z=23
3700 V=18
3710 GOSUB 3770
3720 F=5
3730 FF=28
3740 GOTO 970
3750 STOP
3760 REM *** PRINT AT ***
3770 FOR LOS=1 TO LEN(MS)
3780 CODE=ASC(LEFT$(MS,LOS,1))
3790 CALL HCHAR<Z,V+LOS,CODE>
3800 NEXT LOS
3810 RETURN
3820 REM *** INSTRUCTIONS ***
3830 CALL CLEAR
3840 PRINT " YOU HAVE BEEN CHO

```

```

SEN TO"!!"HARRY PARCELS ACROSS A
RIVER"!!"THAT HAPPENS TO BE FUL
L OF"!!
3850 PRINT TAB(11):"TURTLES,"!!"
THE TURTLES PROVIDE YOU WITH"!!"
THE ONLY MEANS OF CROSSING"!!"
3860 PRINT "THE RIVER,YOU MUST J
UMP FROM"!!" ONE TO ANOTHE
R."!!!" PRESS ANY KEY TO CONTIN
UE."!!
3870 CALL KEY<D,K,S>
3880 IF S=1 THEN 3890 ELSE 3870
3890 PRINT " HOWEVER, THE TURTLE
S JUST"!!" MIGHT DECIDE TO DIVE
FOR"!!" FOOD,SO BE CAREFUL NOT
TO"!!
3900 PRINT " GET YOUR FEET W
ET"!!" ONCE YOU START YOUR TASK
"!!" YOU CAN NOT REACH DRY LAND"
!!
3910 PRINT " AGAIN, YOU MUST PA
SS THE"!!"PARCEL TO YOUR FRIEND
ON THE"!!" OTHER BANK WHO MAY OR
MAY"!!
3920 PRINT "NOT BE WAITING FOR Y
OU,THEN"!!"GO BACK FOR THE NEXT
PARCEL"!!
3930 PRINT " PRESS ANY KEY TO CO
NTINUE."
3940 CALL KEY<D,K,S>
3950 IF S=1 THEN 3960 ELSE 3940
3960 PRINT "YOUR NUMBER OF CROSS
INGS IS"!!" SHOWN CONSTANTLY AND
THERE"!!"IS A HIGH-SCORE FEATUR
E PLUS"!!
3970 PRINT " THE CHANCE TO CHAN
GE YOUR"!!" SKILL LEVEL AT THE
END OF"!!" EACH GAME."!!
3980 PRINT "USE THE "S""&"D""
KEYS TO MOVE"!!" LEFT OR
RIGHT."!!
3990 PRINT "THERE ARE THREE SKIL
L LEVELS"!!" 1:"TAB(20):"EASY":
" 2:"TAB(20):"HARDER":
4000 PRINT " 3:"TAB(20):"HARDES
T"!!" PRESS ANY KEY TO CONTINUE.
"
4010 CALL KEY<D,K,S>
4020 IF S=1 THEN 4030 ELSE 4010
4030 CALL CLEAR
4040 PRINT " PLEASE GIVE YO
UR"!!
4050 INPUT " SKILL LEVEL 1,2,
OR 3 "ISK
4060 IF (SK<3)>(SK<1) THEN 4040
4070 F=5
4080 FF=28
4090 CR$=0
4100 GOTO 80
4110 END

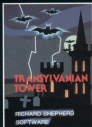
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undeadly secrets of hidden
tombs and of hidden
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STAR

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There are three levels of difficulty, from beginner to expert, and comprehensive instructions are printed in the program.



BY PAUL JACKSON AND JON HUNT

```

100 REMSTAR TREK BY P.JACKSON&J.HUNT
200 REMXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
300 DIM A(5,44)
400 CLR:PRINT@300;"DO YOU WANT INSTRUCTIONS Y/N?":INPUT B:IF B="Y" THEN 340
500 CLR:PRINT@ENTER LEVEL OF DIFFICULTY"
600 PRINT@1: BEGINNER" :PRINT@PRINT@2: INTERMEDIATE" :PRINT@PRINT@3: EXPERT"
700 INPUT L$
800 IF L$="1" THEN 70 ELSE L$=ASC(L$)+48
900 IF L$="1" OR L$="5" THEN 70
1000 IF L$="1" THEN K$="E-OF"
1100 IF L$="2" THEN K$="I-OF"
1200 IF L$="3" THEN K$="O-OF"
1300 GOSUB 1300
1400 IF L$="5" THEN 150 ELSE 200
1500 PMODE4:SCREEN$="1":COL$="COLOR$5
1600 L1$="199.25":(1.200-.30):P$=SET:DRAW 50
1700 DRAW"BN-110,+H+24L,40364L,40364H+4,+H000F+H000B+5,+H06L2E+H+4,+H04L,40364L,403
64H+4,+5"
1800 DRAW"U00F+DGL,36F36H+4,+H00R3F+DGL,36H+5,+H00R3F+DGL,36F36H+5,+H02L,06L,20H+4,+5
1900 DRAW"BN+5,-LFR2E+H0R2FBN+4,+H04L,40364L,40364H+5,+H06H+3F3G"
2000 L1$="50.140":(1.01.140):P$=SET: DRAW 50
2100 DRAW"BN+12,+13H06L,30G3F36H+5,+H00H+5,+H06G3F36H+5,+H04L,40364H+5,+5
2200 DRAW"BN+2,+H02L,06L,20H+4,+H00R3F+DGL,36H+5,+H02L,06L,20H+4,+H0R2FBN+4,+5
2300 DRAW"BN+1,+H02E+H0L,30G3F36H+7,+H00F+4040
2400 DRAW 500:PRINT@134.110:5.5
2500 DRAW"BN+5H+22,+H06L,2E+H0H+0R2H+12,-LFR2E+H0R2FBN+4,+5
2600 DRAW"BN+2,+H06L,2E+H0H+4,+H00R3F+DGL,36H+5,+H00R3F+DGL,36F36H+4,+5
2700 DRAW"BN-34,+H00R3F+DGL,36H+5,+H00R3F+DGL,36H+5,+H06H+5,-LFR2E+H0R2FBN+4
,+H04L,40364L,40364
2800 FOR J$=5 TO 4000: NEXT J$
2900 PMODE4:SCREEN$="1":COL$="COLOR$5
3000 PMODE3:SCREEN$="1":COL$="COLOR$5
3100 B$="BN-15":GOSUB 1300
3200 G$=BN-5H)
3300 FOR J$=1 TO 5
3400 P$=BN-100: (H+50H+17G)
3500 L1$="19.5":(H+2:H+3):P$=SET
3600 DRAW 5700
3700 NEXT J$

```



TREK

Variables:

A: inkeyd commands.

K: number of Klingons.

X,Y: 'X','Y' co-ordinates for the

Enterprise.

PJ,JP: 'X','Y' co-ordinates for

Klingons.

S: number of stars.

SS: current status.

SBS: star base.

ES: Enterprise.

KS: Klingon.

Star\$: star.

Tu\$: congratulation tune.

RUNS ON A DRAGON IN 32K

```

300 IF SS=2 OR SS=10 THEN SS=1:GOTO 300:PRINT134,1103,0.0
300 22=1:20=0:SA=0:X=200:Y=200
400 L=INT(100*PI)/3.14159:PRESET:DRAW:ON
400 GET:136,95)=320,1153,0
400 R=0:R=0:R=0:IF R=0 THEN R=0:R=0:R=0
400 IF R=0 AND R=0 AND R=0 THEN R=0:R=0:R=0
GOTO 1700:GOTO 1700
440 IF R=0 THEN R=0
450 IF R=0 AND R=0 THEN GOTO 1000
460 IF R=0 AND R=0 THEN GOTO 1100
470 IF R=0 AND R=0 THEN GOTO 1200
480 IF R=0 AND R=0 THEN GOTO 1300
490 IF R=0 AND R=0 THEN GOTO 1400
500 IF R=0 AND R=0 THEN GOTO 1500
510 IF R=0 AND R=0 THEN GOTO 1600
520 IF R=0 AND R=0 THEN GOTO 1700
530 IF R=0 AND R=0 THEN GOTO 1800
540 IF R=0 AND R=0 THEN GOTO 1900
550 IF R=0 AND R=0 THEN GOTO 2000
560 IF R=0 AND R=0 THEN GOTO 2100
570 IF R=0 AND R=0 THEN GOTO 2200
580 IF R=0 AND R=0 THEN GOTO 2300
590 IF R=0 AND R=0 THEN GOTO 2400
600 IF R=0 AND R=0 THEN GOTO 2500
610 IF R=0 AND R=0 THEN GOTO 2600
620 IF R=0 AND R=0 THEN GOTO 2700
630 IF R=0 AND R=0 THEN GOTO 2800
640 IF R=0 AND R=0 THEN GOTO 2900
650 IF R=0 AND R=0 THEN GOTO 3000
660 IF R=0 AND R=0 THEN GOTO 3100
670 IF R=0 AND R=0 THEN GOTO 3200
680 IF R=0 AND R=0 THEN GOTO 3300
690 IF R=0 AND R=0 THEN GOTO 3400
700 IF R=0 AND R=0 THEN GOTO 3500
710 IF R=0 AND R=0 THEN GOTO 3600
720 IF R=0 AND R=0 THEN GOTO 3700
730 IF R=0 AND R=0 THEN GOTO 3800
740 IF R=0 AND R=0 THEN GOTO 3900
750 IF R=0 AND R=0 THEN GOTO 4000
760 IF R=0 AND R=0 THEN GOTO 4100
770 IF R=0 AND R=0 THEN GOTO 4200
780 IF R=0 AND R=0 THEN GOTO 4300
790 IF R=0 AND R=0 THEN GOTO 4400
800 IF R=0 AND R=0 THEN GOTO 4500
810 IF R=0 AND R=0 THEN GOTO 4600
820 IF R=0 AND R=0 THEN GOTO 4700
830 IF R=0 AND R=0 THEN GOTO 4800
840 IF R=0 AND R=0 THEN GOTO 4900
850 IF R=0 AND R=0 THEN GOTO 5000
860 IF R=0 AND R=0 THEN GOTO 5100
870 IF R=0 AND R=0 THEN GOTO 5200
880 IF R=0 AND R=0 THEN GOTO 5300
890 IF R=0 AND R=0 THEN GOTO 5400
900 IF R=0 AND R=0 THEN GOTO 5500
910 IF R=0 AND R=0 THEN GOTO 5600
920 IF R=0 AND R=0 THEN GOTO 5700
930 IF R=0 AND R=0 THEN GOTO 5800
940 IF R=0 AND R=0 THEN GOTO 5900
950 IF R=0 AND R=0 THEN GOTO 6000
960 IF R=0 AND R=0 THEN GOTO 6100
970 IF R=0 AND R=0 THEN GOTO 6200
980 IF R=0 AND R=0 THEN GOTO 6300
990 IF R=0 AND R=0 THEN GOTO 6400

```

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```

718 HE=INT(X/20184)+SH+HE
719 IF HE<0 THEN 720
720 CLS:PRINTBC,HE;" UNIT HIT ON ENTERPRISE"
740 GOSUB1700
750 IF HE<000 THEN (SH+1)*.5 IF SH+1<1 AND Z<1 THEN CLS:PRINTB100;"IMPULSE DRIVE
IS INSUFFICIENT DUE TO EXHAUST FUEL" GOSUB 1700:Z=0
760 IF HE<200 AND X<0 THEN SH=1*(X<0) IF X<0 THENPRINTB100;"SHIELD CONTROL I
NSUFFICIENT DUE TO EXHAUST FUEL" GOSUB 1700
770 IF SH<0 THEN 1770
780 GOSUB 1750
790 IF PO<0 AND SH<0 AND CO<0 THEN CLS:PRINT"POWER IN MAIN BRANK EXHAUSTED." PRI
NT"POWER MUST BE DIVERTED FROM SHIELDS" GOSUB 1700:GOSUB 1700:CO=1
800 IF PO<0 AND SH<0 THEN GOSUB 1720
810 IF OF<0 AND PRINT(X,Y)<0 AND SD<0 OR DT<0 AND PRINT(X,Y)<0 AND SD<0 THE
N CLS:DT=1:PRINTB000;"DOCKING COMPLETE" PLAY"2255.WFGSAMPQSN" SH="DOCKED" GOS
B 1750:GOSUB 2000
820 D=PRINT(X,Y) IF D<0 THEN DT=0 IF D<0 AND X<0 THEN SH="GREEN" ELSE SH="
RED"
830 GOTO420
840 IF R=00 AND K=0 THEN CLS:PRINTB100;"NOT A BATTLE AREA" GOSUB 1700:GOSUB1750
RETURN
850 IF SH="DOCKED" THEN CLS:PRINTB100;"PHASERS INSUFFICIENT WHEN DOCKED" GOSUB 170
0:GOSUB 1750:RETURN
860 CLS:PRINTB;"PHASER CONTROL"
870 PRINTB04;"HART PHASER POWER TYPE 1 TO 9"
880 INPUT Z:IF Z="" THEN 800
890 Z=ABS(Z)-40
900 IF Z<1 THEN 800
910 IF Z<9 THEN 800
920 Z=Z*50
930 IF PO<0 THEN PRINTB100;"INSUFFICIENT POWER IN MAIN BRANK" GOSUB 1700:GOSU
B 1750:RETURN
940 PO=PO-Z
950 X=X+PJ+.5
960 Y=Y+PJ+.5
970 IF X<0 THEN D=X+Y+PJ+.5
980 IF X<0 THEN D=X+Y+PJ+.5
990 HE=INT(D/20184)+SH+HE
1000 IF HE<0 THEN PRINTB100;"ENTERPRISE OUT OF RANGE" GOSUB 1700:GOTO1040
1010 GOSUB 1700
1020 L=HEX-1*(X+Y+PJ+.5)/PIST+SOUND200.10+L=HEX-1*(X+Y+PJ+.5)/PIST
1030 IF HE<0 THEN GOSUB 2000
1040 IF HE<0 THEN PRINTB100;"HE" UNIT HIT ON KLINGON" GOSUB 1700
1050 IF HE<0 THEN PLAY TUN=X+Y+HE+0-1:L=HE+X+Y+PJ+.5/PIST
1060 GOSUB 1750
1070 RETURN
1080 IF X<12 THEN RETURN ELSE X=X-1:PUT(X-4,Y-4)-(X+20,Y+3),W
1090 IF PO<0 THEN RETURN
1100 PO=PO-2
1110 IF INKEY="H" THEN RETURN ELSE 1080
1120 IF X<20 THEN RETURN ELSE X=X+1:PUT(X-4,Y-4)-(X+20,Y+3),W
1130 IF PO<0 THEN RETURN
1140 PO=PO-2
1150 IF INKEY="H" THEN RETURN ELSE 1080
1160 IF Y<0 THEN RETURN ELSE Y=Y+1:PUT(X-4,Y-4)-(X+20,Y+3),W
1170 IF PO<0 THEN RETURN
1180 PO=PO-2
1190 IF INKEY="H" THEN RETURN ELSE 1080
1200 IF Y<170 THEN RETURN ELSE Y=Y+1:PUT(X-4,Y-4)-(X+20,Y+3),W
1210 IF PO<0 THEN RETURN
1220 PO=PO-2
1230 IF INKEY="H" THEN RETURN ELSE 1080
1240 CLS
1250 IF R=0 AND SH<0 THEN SH="GREEN"
1260 IF R=1 AND SH<0 THEN SH="RED"
1270 PRINTB040;"STATUS" SH:PRINT
1280 PRINT"KLINGONS IN CURRENT SECTOR" HE
1290 PRINT"ENERGY UNITS IN SHIELDS" SH
1300 PRINT"ENERGY UNITS IN SHIELDS" SH
1310 PRINT"CURRENT POWER IN MAIN BRANK" PO
1320 PRINT"CURRENT SECTOR" DT
1330 PRINT"PHOTO TORPEDOES" DT
1340 PRINT"KLINGONS IN THE GALAXY" HE
1350 PRINTB040;"PRESS A KEY TO CONTINUE"

```

```

1360 IF DKEYB="" THEN 1365 ELSE PROCE3=SCREEN1:1-RETURN
1370 PROCE3=SCREEN1:1-RETURN
1380 STARR="51.0618576584813L484512"
1390 DR="09129.118108196.03140484028028140502L140018893484028404L402L402L702L3
02702L3"
1400 DR="54.0618422613078402L202702L3"
1410 TUR="7818.4311030302040030280400302804"
1420 SH=0000 PD=00000 T=12
1430 RK=000000 K=10
1440 KB="05L57020018501558500000L3L4"
1450 RETURN
1460 IF SH="DOCKED" THEN CLS:PRINT$196."CANNOT WARP OUT OF DOCK":GOSUB 1760:COR
UE 1750:RETURN
1470 CLS:PRINT$6."WARP ENGINE CONTROL"
1480 PRINT:PRINT:PLEASE ENTER CORRECTION"
1490 PRINT:PRINT"1<-12"
1500 LH=0
1510 OP=0
1520 INPUT DR
1530 IF DR="" THEN 1535
1540 DR=ASC(DR)-48
1550 IF DR1 OR DR2 THEN 1555
1560 PRINT:INPUT "WARP FACTOR 1 TO 12":LF
1570 IF LF116 OR LF11 THEN GOTO 1565
1580 IF DR=1 THEN SH=SH-LF
1590 IF DR=2 THEN SH=SH+LF
1600 IF SH1 OR SH16 THEN PRINT:PRINT"INACCURATE CALCULATION":GOSUB 1760:SH=LH:G
OTO 1470
1610 IF SH>16 THEN SH=16
1620 FOR D=1 TO LF
1630 IF PD<200 THEN PRINT:ENERGY IN WARP ENDS TOO LOW TO ESTABLISH FACTOR"
LF=SH-LH:PD=PD:GOSUB 1750:GOSUB 1750:RETURN
1640 PD=PD-100
1650 CLS:PRINT$5."WARPING AT FACTOR ",LF
1660 NEXT D
1670 V=1:FOR D=1 TO200 STEP 5: SOUND 50:1-NEXT D
1680 IF D=11 THEN PRINT$192."IMPULSE DRIVE REPAIRED IN FLIGHT":SH="J":D=1
1690 IF SH="J" THEN PRINT"SHIELD CONTROL REPAIRED SH":FLIGHT="0000000000"
1700 GOTO 1635
1710 GOSUB1750:RETURN
1720 CLS:PRINT:ENERGY SHIELD EXHAUSTED"
1730 PRINT$6."ENTERPRISE DEAD IN SPACE"
1740 GOTO2000
1750 FOR A=1 TO 1000:NEXT A:PROCE3=SCREEN1:1-RETURN
1760 ZH=ASC(100)+50:FOR JH=1 TO 7:SOUND ZH:1-NEXT JH:RETURN
1770 CLS
1780 PRINT"ENTERPRISE DESTROYED":PRINT"ALL HUMAN LIFE IN THE GALAXY":PRINT$80 B
ENH WIPED OUT":PRINT"YOU HAVE LOST"
1790 GOTO3000
1800 CLS:PRINT$9."SHIELD CONTROL"
1810 PRINT:PRINT:ENERGY UNITS TIMES 100 TYPE 0 TO 9"
1820 INPUT SH:IF SH="" THEN 1825
1830 SH=ASC(SH)-48
1840 IF SH10 THEN 1820
1850 IF SH19 THEN 1820
1860 S=270100
1870 IF PD+SH<0 THEN 1810
1880 PD=PD+SH+5
1890 PRINT:PRINT$9."ENERGY UNITS TO SHIELD"
1900 SH=0
1910 GOSUB 1750:RETURN
1920 KE=ASC(250)+100:SH=0:SH=ASC(14)+K=ASC(2):IF K=0 THEN K=0 ELSE K=1
1930 POLS
1940 PJ=ASC(200):JH=ASC(100)
1950 IF PJ<125 AND PJ<145 THEN 1940
1960 GOSUB1750:GOTO3000
1970 IF K<1 THEN CLS:PRINT$190."NOT A BATTLE AREA":GOSUB 1760:GOSUB 1750:RETURN
1980 IF T<0 THEN CLS:PRINT$190."OUT OF TORPEDOS":GOSUB 1760:GOSUB 1750:RETURN
1990 IF K=0 AND SH="DOCKED" THEN CLS:PRINT$192."TORPEDOES INOPERABLE WHEN DOCKED"
GOSUB 1750:GOSUB1750:RETURN
2000 CLS:PRINT$4."PHOTON TORPEDO CONTROL"
2010 PRINT:PRINT:ENTER DIRECTION"
2020 PRINT:PRINT"1 2 3"

```


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```

2030 PRINT CHR$(143);CHR$(32);CHR$(55);CHR$(47)
2040 PRINT "4...5"
2050 PRINT CHR$(143);CHR$(47);CHR$(55);CHR$(32)
2060 PRINT "4 7 5"
2070 INPUT DAB
2080 IF DAB="" THEN 2070
2090 D=ABS(DAB)-45
2100 ON DI GOSUB 2120,2130,2090,2090,2090,2070,2060,2070
2110 RETURN
2120 PHOOS=SCREEN1:1
2130 V=0:1-W=1
2140 PSET(V,W)
2150 W=1-W=1
2160 GOSUB 2050
2170 IF W=0 OR W=1 THEN T=T+1:PSET(V,W):RETURN
2180 PSET(V,W)
2190 PSET(V+1,W+1)
2200 GOTO 2150
2210 PHOOS=SCREEN1:1
2220 V=0:1-W=1
2230 PSET(V,W)
2240 W=1

```

```

3250 GOSUB 2050
3260 IF W=0 THEN T=T+1:RETURN
3270 PSET(V,W)
3280 PSET(V,W+1)
3290 GOTO2240
3300 PHOOS=SCREEN1:1
3310 V=0:1-W=1
3320 PSET(V,W)
3330 W=1-W=1
3340 GOSUB 2050
3350 IF W=0 THEN T=T+1:RETURN
3360 PSET(V,W)
3370 PSET(V,W+1)
3380 GOTO2240
3390 PHOOS=SCREEN1:1
3400 V=0:1-W=1
3410 PSET(V,W)
3420 W=1
3430 GOSUB 2050
3440 IF W=0 THEN T=T+1:RETURN
3450 PSET(V,W)
3460 PSET(V,W+1)
3470 GOTO 2240
3480 PHOOS=SCREEN1:1
3490 V=0:1-W=1
3500 PSET(V,W)
3510 W=1

```

```

2700 GOSUB 2050
2710 IF V=45 THEN T=T+1:RETURN
2720 PSET(V,W)
2730 PSET(V+1,W)
2740 GOTO2510
2750 PHOOS=SCREEN1:1
2760 V=0:1-W=1
2770 PSET(V,W)
2780 W=1-W=1
2790 GOSUB 2050
2810 IF W=0 OR W=1 THEN T=T+1:RETURN
2820 PSET(V,W)
2830 PSET(V+1,W+1)
2840 GOTO2600
2850 PHOOS=SCREEN1:1
2860 V=0:1-W=1
2870 PSET(V,W)
2880 W=1
2890 GOSUB 2050
2910 IF W=0 THEN T=T+1:RETURN
2920 PSET(V,W)
2930 PSET(V,W+1)
2940 GOTO2600
2950 PHOOS=SCREEN1:1
2960 V=0:1-W=1
2970 PSET(V,W)

```

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☐ 'TRANZ AM'

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```

0770 PRINT V,M)
0780 V=M+1:GOTO 1
0790 GOSUB 2000
0800 IF M=204 THEN T=T+1:RETURN
0810 PRINT V,M)
0820 PRESERV=M+1:GOTO 1
0830 GOTO 2000
0840 GOSUB 2000
0850 IF PRESERV,M)=7 THEN 2000
0860 IF PRESERV,M)=2)=0 AND S=1 THEN CL=PRINT$132;"STAR ENCE DESTROYED." PRINT
YOU ARE RELIEVED OF CONFRONTING... "TRAITOR!" FOR$2434.0:END
0870 RETURN
0880 GOSUB 2000
0890 GOTO 2070
0900 FOR C=1 TO 12
0910 C=CIRCLE(P)=C,P+23,C:7
0920 NEXT C
0930 FOR C=12 TO 1 STEP -1
0940 C=CIRCLE(P)=C,P+23,C:5
0950 NEXT C
0960 RETURN
0970 PLAY T#0
0980 S=0:R=0:K=1:S="GREEN":GOSUB 1700:T=T+1:GOTO 400
0990 IF S="DOCKED" THEN PO=10000:T=12:ST=1:S="RED":C=0:END:RETURN
1000 CL=PRINT:PRINT"CONGRATULATIONS!" PRINT:PRINT"ALL KLINGONS DESTROYED" PRINT
PRINT"YOU HAVE SAVED THE FEDERATION." PRINT:PRINT"AND THE GALAXY!!!"
1010 PRINT:PRINT:PRINT"ANOTHER COMMAND (Y-N)?"
1020 INPUT C$:IF C$="" THEN S=S+1:RUN ELSE FOR$2434.0:END
1030 CL=PRINT:PRINT"REIGNITION ACCEPTED" GOTO 3010
1040 CL=PRINT"YOU ARE THE NEW COMMANDER OF THE STARSHIP ENTERPRISE." PRINT"YOUR
MISSION IS TO SEEK OUT AND DESTROY ALL KLINGONS."
1050 PRINT:PRINT"TO HELP YOU YOU HAVE AN" PRINT"IMPRESSIVE ARRAY OF CONTROLS AT
YOUR DISPOSAL."
1060 PRINT:PRINT"TO PROTECT YOURSELF YOU MAY USE THE SHIELD CONTROL (PRESS 'S').
IT'S POWER DIMINISHES DUE TO ENERGY FINE."
1070 PRINT:INPUT:PRESS ENTER:FOR CLS
1080 PRINT"TO DESTROY THE ENEMY YOU HAVE TWO TYPES OF WEAPON." PRINT:PRINT"THE
WEPS (PRESS 'P') WHICH DRAINS THE ENEMY'S POWER ACCORDING TO THE ENERGY UNITS US
ED AND THE DISTANCE."
1090 PRINT:PRINT"TORPEDOS (PRESS 'T') WHICH YOU MUST ENTER THE CORRECT DIRECTION."
1100 PRINT"1 2 3"
1110 PRINT:FOR I=143:FOR J=32:FOR K=50:FOR L=47
1120 PRINT"---"
1130 PRINT:FOR I=143:FOR J=47:FOR K=50:FOR L=32
1140 PRINT"7 8"
1150 INPUT:PRESS ENTER:FOR CLS
1160 PRINT"THE KLINGONS ARE HOSTILE IN THE GALAXY WHICH MEANS YOU MUST FIND THEM
BEFORE YOU CAN DESTROY THEM"
1170 PRINT"TO MOVE THROUGH THE GALAXY YOU MUST USE THE WARP DRIVE CONTROL (PRESS
S 'M'). YOU MUST FIRST ENTER THE DIRECTION (1-LEFT/3-RIGHT)
1180 PRINT"TO DETERMINE YOUR DIRECTION YOU MUST KNOW WHERE YOU ARE IN THE GALAXY.
YOUR POSITION IS SET OUT AS FOLLOWS:"
1190 PRINT:PRINT"1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/"
1200 PRINT:PRESS ENTER:INPUT 0:CLS
1210 PRINT"YOU MUST THEN ENTER A WARP FACTOR WHICH IS ESTABLISHED BY SURVEYING
YOUR CURRENT SECTOR NUMBER FROM THAT OF YOUR INTENDED ONE OR VICE
VERSA."
1220 PRINT:PRINT"TO MANOEUVRE THE ENTERPRISE AROUND YOUR CURRENT SECTOR YOU
MUST USE THE IMPULSE DRIVE:PRESS ARROW KEYS AND 'H' TO HALT).
1230 PRINT:PRINT"YOU MAY OPEN WANT A REPORT OF YOUR CURRENT SECTOR:PRESS 'R'."
1240 PRINT:INPUT:PRESS ENTER:0:CLS
1250 PRINT"DURING YOUR MISSION YOU WILL PROBABLY RUN OUT OF TORPEDOS OR NO
WE ENERGY UNITS MAY BECOME LOW. TO REPLENISH THESE YOU CAN DOCK WITH A STAR BASE
IN SECTOR 210 AND TEN."
1260 PRINT"TO DOCK YOU SIMPLY PRESS THE ENTERPRISE INTO THE LARGE COLOUR
RED AREA OF THE BASE." PRINT:PRINT"YOU MAY RESIGN AT ANY TIME BY PRESSING 'N'."
1270 PRINT:INPUT:PRESS ENTER TO START:0:GOTO 50
1280 IF L=0 THEN PRINT"PERHAPS YOU SHOULD GO BACK TO BEING A BEGINNER"
1290 IF L=0 THEN PRINT"PERHAPS YOU ARE NOT SUCH AN EXPERT AS YOU THINK!"
1300 GOTO 3010

```

[illegible]

A stylized, black and white line drawing of a mushroom. The cap is bell-shaped and covered in numerous small, dark, oval-shaped spots. The stem is thick and slightly tapered, with a small, dark, textured area near the base. The drawing is simple and graphic, with no shading or background details.

[illegible]

SOFTTEK

Masters of The Game

**Monsters
in Hell**
SPECTRUM

Ostron
SPECTRUM

Firebirds
SPECTRUM

Megapede
SPECTRUM

Rabon
SPECTRUM


```

780 FOR S=2 TO 7
710 PRINT AT A,0: -
720 NEXT A
730 FOR S=2 TO 8
740 PRINT AT A,0: -
750 NEXT A
760 PRINT AT 2,0: - "AT 2,0: -
770 S=2
780 FOR S=2 TO 8
790 PRINT AT A,10: -
800 NEXT A
810 PRINT AT 0,10: -
820 PRINT AT A,10: -
830 NEXT A
840 PRINT AT 0,10: -
850 FOR S=2 TO 8
860 PRINT AT 10,10: -
870 NEXT A
880 PRINT AT 10,0: -
890 S=2
900 FOR S=2 TO 8
910 PRINT AT A,0: -
920 NEXT A
930 PRINT AT 10,0: - "AT 10,0: -

```

BY JAMES REMDELL

RUNS ON A ZX81 IN 16K

Trapped within a mind boggling series of twisting corridors with your oxygen supply running out, what are you going to do? Like for the rest of the month as you see that's what *THE ZAX1* will create a devious 3D maze and challenge you to escape before time runs out. The ZX81 also creates your own mazes at change saving ones. Each maze is stored in binary as a combination of 104 0s and 1s. 1 signifies a wall and 0 a passage. When programming a new maze it is best to plan it out on a 12 by 12 grid first.

Variables:

MS-using building maze

OS-using used for oxygen gauge

IS-using used to create the moving prompt in the maze

AS-using used to store last keypress

MS-using prompt when there is a wall in front

X-variable used to store position in maze

X1 variable indicating orientation of player

OX position of wall

O amount of oxygen

Main routine:

2000-2005-oxygen gauge

2005-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

2000-2010-oxygen gauge

The loop in lines 200-205, is for converting a value of 12 for X into 1, 12 into -1, -1 into 12, and 1 into -12. This tests for a side wall.

```

8000 FOR S=11 TO 17
8010 PRINT AT S,15: " "
8020 NEXT S
8030 PRINT AT 15,15: " ",AT 15,15
8040 FOR S=11 TO 17
8050 PRINT AT S,20: " "
8060 NEXT S
10000 PRINT AT 11,31: " ",AT 14,31
10010 PRINT AT 17,31
10020 FOR S=11 TO 16
10030 PRINT AT S,35: " "
10040 NEXT S
10050 PRINT AT 17,35: " ",AT 15,35
10060 PRINT AT S,35: " ",AT S,35
10070 PRINT AT 15,4: " "
10080 IF I=KEY$="" THEN GOTO 10090
10090 I=
10100 SUM
10110 CLR
10120 FOR R=1 TO 20
10130 PRINT
10140 NEXT R
10150 PRINT AT 13,1: " "
10160 PRINT AT 15,1: " "
10170 FOR R=5 TO 18
10180 PRINT AT R,1: " "
10190 NEXT R
10200 PRINT AT 13,1: " ",AT 15,14: " "
10210 PRINT AT 13,35: " "
10220 FOR S=1 TO 2 STEP -1
10230 PRINT AT 5,S: " ",AT 7,S: " "
10240 PRINT AT 5,S: " ",AT 5,S: " ",AT 10,S: " "
10250 NEXT S
10260 FOR S=5 TO 11
10270 PRINT AT S,5: " "
10280 NEXT S
10290 PRINT AT 5,4: " ",AT 5,4: " "
10300 PRINT AT 11,4: " "
10310 PRINT AT 7,5: " ",AT 5,5: " "
10320 PRINT AT 5,15: " ",AT 7,15
10330 PRINT AT 5,15: " ",AT 5,14: " "
10340 PRINT AT 3,35: " "
10350 FOR S=5 TO 12
10360 PRINT AT S,35: " "
10370 NEXT S
10380 PRINT AT 15,5: " "
10390 IF I=KEY$="" THEN GOTO 17500
10400 CLR
10410 SUM
10420 PRINT
10430 FOR S=1 TO 15
10440 PRINT
10450 NEXT S
10460 PRINT
10470 FOR S=1 TO 5
10480 PRINT AT S,2: " ",AT 4,2: " "
10490 PRINT AT S,7: " ",AT 4,7: " "
10500 PRINT AT 7,7: " ",AT 3,5: " ",AT
5,10: " "
10510 FOR S=5 TO 15
10520 PRINT AT S,12: " "
10530 NEXT S
10540 PRINT AT 3,15: " ",AT 5,15
10550 PRINT AT 4,17: " ",AT 5,17
10560 PRINT AT 5,15: " ",AT 3,15: " "
10570 PRINT AT 4,22: " ",AT 5,22: " "
10580 PRINT AT 5,22: " "
10590 PRINT AT 4,25: " "
10600 PRINT AT 11,15: " "
10610 PRINT AT 15,15: " "

```

[illegible]

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When questioned about this epidemic, a representative of DIGITAL FANTASIA, a company who are actively involved in research and development work on Mysterious Adventures said, "There is probably no cure for T15 other than major surgery, heavy ERM drugs etc. which can be at best only a temporary solution". "In the absence of a more permanent cure, I would advise T15 sufferers to submit to the Syndrome and obtain Mysterious Adventures from any source available to them". "T15 is highly contagious and, to avoid the current Worldwide Epidemic, I would say enjoy it while you can, resistance is futile".

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PROGRAM ONE

```

0 REM OR COPY1000: REM          OR 3, LAG000: REM
10 HOMEPOS: POSX=1,154: POSY0=194: POSX1750,2
20: POSY0000
100 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
110 RETURN
120 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
130 RETURN
140 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
150 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
160 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
170 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
180 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
190 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
200 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
210 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
220 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
230 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
240 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
250 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
260 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
270 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
280 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
290 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
300 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
310 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
320 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
330 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
340 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
350 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
360 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
370 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
380 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
390 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
400 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
410 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
420 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
430 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
440 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
450 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
460 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
470 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
480 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
490 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
500 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
510 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
520 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
530 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
540 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
550 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
560 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
570 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
580 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
590 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
600 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
610 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
620 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
630 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
640 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
650 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
660 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
670 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
680 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
690 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
700 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
710 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
720 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
730 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
740 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
750 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
760 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
770 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
780 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
790 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
800 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
810 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
820 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
830 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
840 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
850 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
860 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
870 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
880 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
890 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
900 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
910 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
920 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
930 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
940 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
950 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
960 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
970 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
980 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700
990 C0="XXXXXXXX" POSX=1700: PRINTPOSX00,C,1,1700

```

Take a voyage into the unknown in your starship. Venture through a rocky tunnel, leave the deadly minefield in space, fight off alien invaders and find your way to your ultimate goal — the rainbow passage.

This is a game with five different challenges which gets more difficult as you move towards your final objective. The first challenge is a rocky tunnel deep within the heart of a lost asteroid. Steer your ship through the many twists and turns of the tunnel avoiding the walls and outcroppings of rocks. Once through the tunnel you'll find yourself in a space minefield. Dodge the blasts as the mines explode around you! Then comes the hyperspace section. Steer through a tunnel and use your hyperspace control to avoid obstacles. Then come the invaders! Dodge them and you'll be ready to encounter the rainbow passage. There are also skill tests to play with — 1 being the easiest. Are you brave enough to take up the challenge of VicQuest?

To save memory this program has been split into two. For details of how to load and run two part programs turn to Ray Hunter on page 106.



2130

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...and see if you can beat Luke's super scores!**SHADOWFLEA**

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Luke says — "It's a Tigger. The better you do, the bigger the challenge. 'SHD' is best! Do you have the lightning-fast eye to beat Luke at his favourite game?"

SHADE PIT

Imagine yourself in a snake pit. The snakes and their eggs must be grabbed up before the snakes eat the Gopher who must tap the last egg before the first snake has the snake and more snakes are freed to attack. But at the snakes and the game begins again ... but Postern? Faster!

Luke's comment: "Better than Pac-Man. It's a really fun game! 'SHD' eggs to gobble if you want to beat my best. Get it?"

SHOG

Watchfulness and skill protect your castle from the encroaching marauders in this Shog. Drop rocks to imbode them, then their angry spirits from below — and faster! Are you fast enough to hold them back from the top of the wall? Speed your reflexes.

Luke says — "But you can't keep the Shog away as long as 'SHD' 'SHD' is best! That's a dig!"

Get a good game or game idea? **Luke**

says — "If it's a really good, send it to me soon. I'm looking for more games for Postern. The best way to send the best game is by using the game — so send them pages for the very best in games! Write to me with your super scores, too!"

The word scored was entered on a Spectrum computer — different computers give different word counts.



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3



Inside...
The New ZX Microdrive!
Latest software...
Latest prices...

The ZX Microdrive-and more!

For some time now, the new ZX Microdrive has been the subject of much discussion. Which is only to be expected, when the object of everyone's anticipation is completely new to the world of computing.

Microdrive provides high-speed access to truly massive storage. With just one Microdrive, you'll have at least 65K bytes of storage, and the ability to LOAD and SAVE in mere seconds. Yet the ZX Microdrive is about the size of a Spectrum mains adaptor, and costs less than £50!

First stocks are now in. Microdrives will be released on an order of priority basis. Spectrum owners who pre-ordered by mail order, direct from us, will be sent full details including how to order, in a series of mailings that begins with the earliest names on our list.

And if you didn't buy by mail order?

Don't worry — for a colour brochure with full information on Microdrives, including how to order, just send us your name and address (use the coupon at the back of this issue of Sinclair Special). But remember, the sooner you send us your name, the sooner you'll get on the list.

Of course, there's much more to Sinclair than Microdrives, as you'll see on these pages. The latest releases of Spectrum and ZX81 software have been amongst the most successful ever. Prices of most established Sinclair products are at their lowest ever. To buy what you want, just use the Order Form.

Until the next issue of Sinclair Special, and more good news...

Nigel Seale

Nigel Seale, Managing Director,
Sinclair Research Ltd

PS: Come and see us — and all that's new at Sinclair — at the PCW Show, Barbican Centre, from Sept 28th to Oct. 2nd. We'll be pleased to see you!

ZX Microdrive System preview!



ZX MICRODRIVE

At least 65K bytes storage, loads a typical 40K program in as little as 9 seconds: £49.95.



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ZX INTERFACE 1

Necessary for sending and receiving data from ZX Microdrive. Includes RS232 interface, enables creation of local area network of 2 to 64 Spectrums. Attaches to the underside of your Spectrum. Purchased with ZX Microdrive, just £29.95. As separate item, £49.95.



Six new ways to make more of your Spectrum

Take a look at these brand-new titles. Each is an outstanding new program using the full potential of the Spectrum, for games with stunningly animated graphics, for strategies of fiendish cunning, for masterly applications of computing capability.

Cyrus Is Chess Based on the Cyrus Program, which won the 2nd European Microcomputer Chess Championship and founded the previously infelicitous Day 600 machine, with 6 playing levels, cursor-piece movement, replay and 'take-back' facilities, plus two-player option. The 48K version has many additional features including an extensive library of chess openings. For 16K or 48K RAM Spectrum.

Horace and the Spiders Make your way with Horace to the House of Spiders, armed only with a limited supply of anti-spider-size serum. In the house, destroy the webs before the spiders can repair them. Then destroy the spiders, before they destroy Horace! Undoubtedly the crispest Horace program ever produced. For 16K or 48K RAM Spectrum.

Computer Scrabble The famous board game, on-screen - with the whole board on a single A4 huge vocabulary of over 11,000 words. Full-size letter tiles, four skill levels - the highest of which is virtually unbeatable. For 1 to 4 players. For 48K RAM Spectrum.

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Backgammon A fast, exciting program, with traditional board display, rolling dice and doubling cube. Four skill levels. For experts - or beginners. (Rules are included - it's the quickest way to learn the game.) For 16K or 48K RAM Spectrum.

FORTH Learn a new programming language, as simple as BASIC, but with the speed of machine code. Complete with Editor and User manual. For 48K RAM Spectrum.

Small Business Accounts Speeds and simplifies accounting work, produces Balance Sheets, Profit and Loss information and VAT returns. Complete with User manual. For 48K RAM Spectrum.

Overleaf - your Sinclair order form.

Latest ZX81 software

Prices round-up



These three new cassettes offer two totally different challenges to you and your ZX81. The games — like so many ZX81 games today — really do use the ZX81's capability. The **FORTH** program is a fascinating extension of your own computer understanding.

Sabotage. Defender or attacker? The choice is yours in this exciting game. Be the guard and defend the ammunition in the compound — or be the Saboteur and attack it!

Written by Macronics for a ZX81 with 16K RAM. Cassette price: £4.95.

City Patrol. You are the Commander of a

laser-firing ship. Your task is to intercept and destroy alien suicide ships descending on your city.

Written by Macronics for a ZX81 with 16K RAM. Cassette price: £4.95.

FORTH. Discover a new programming language which combines the simplicity of BASIC with the speed of machine code. **FORTH**'s compiled code occupies less than a quarter of the equivalent BASIC program and runs ten times as fast. Free User-Manual and Editor Manual with each cassette.

Written by Artic for a ZX81 with 16K RAM. Cassette price: £14.95.

To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU10 3BR.

Section A: hardware purchase

Qty	Item	Code	Item Price £	Total £
	ZX Spectrum 48K	3000	129.95	
	ZX Spectrum 16K	3000	99.95	
	ZX 4K providing 16K Mains Adaptor	1000	39.95	
	16K RAM pack for ZX81	1010	29.95	
	ZX Printer	1014	39.95	
	1.2A Mains Adaptor for use with ZX81 computer/ZX Printer combination (only required if you have an early ZX81 with a 1A adaptor)	1000	1.95	
	Printer paper (pack of 500)	1008	11.95	
	Postage and packing orders under £90	0008	3.95	
	orders over £90	0009	4.95	
TOTAL £				

*Delete/complete as applicable.

†I enclose a cheque/postal order made payable to Sinclair Research Ltd for £

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Section B: software purchase

Qty	Cassette	Code	Item Price £	Total £
FOR SPECTRUM				
	02210 Backgammon	4011	5.95	
	02210 Cylus 6 Chess	4010	9.95	
	02210 Fencer & the Spiders	4012	5.95	
	02210 Bubble	4004	19.95	
	L1 02-FORTH	4400	14.95	
	88 02 Small Business Accounts	4600	12.95	
FOR ZX81				
	02210 Sabotage	3124	4.95	
	02210 City Patrol	3120	4.95	
	L1 02-FORTH	4400	14.95	
TOTAL £				

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ZX Microdrive information request

Please send me a colour brochure with full specifications of ZX Microdrive/Interface 1, and add my name to the Microdrive Mailing List! (tick here) ☐ (remember to include your name and address on the form above)

Figure 1

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0018 *****
0020 *****
0022 *****
0024 *****
0026 *****
0028 *****
0030 *****
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The games people play.....

Wellingtons



W.H. THORN



All of a sudden everyone wants to be a computer store. Micros seem to be sprouting up everywhere. Chemists, Newsagents, they're all trying their hand. All trying to cash in. What a game!

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In all branches of Laskys you'll find Micropoint, our specialist micro computer department. And at Micropoint centres, you'll find an amazing choice of computers, peripherals and software programs, expert technical knowledge, and test play and comparison

facilities. You can select the system that meets your needs for today and for the future.

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(VIC/84)



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Editor: I agree with your aims and policies and would like to contribute to this publication, which

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MACHINE CODE

GETTING OUT OF A SPIN!

We are going to look at a group of instructions that, like the logical instructions featured in the last article, operate directly on bits.

These are *Shift* and *Rotate* instructions that move the bits in a byte one place to the left or right, and the operation of the various instructions available on the 6800, 6809 and Z80 are shown in the diagrams.

Before going on to look at what you can use these instructions for we will take a closer look at the instructions on the individual processors.

INITIALS TO REMEMBER

6800

There are four shift and rotate mnemonics.

ASL (Arithmetic Shift Left), **LRL** (Logical Shift Right), **ROR** (Rotate Right), **ROL** (Rotate Left), which can all be used in five addressing modes, Accumulator, Absolute, Zero page, Absolute indexed by X, and Zero page indexed by X. The assembly language source forms are:

ASL A

ASL address, 16 bit address

ASL address, 8 bit zero page address

ASL address, X, 16 bit address

ASL address, X, 8 bit zero page address and similarly for the other three mnemonics.

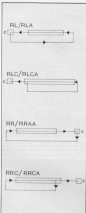
In the accumulator addressing mode (which can only be used with these four mnemonics) it is the accumulator that is shifted or rotated, in the other addressing modes the memory location (indicated by the operand) is shifted or rotated.

Note that the pairs **ASL** and **LRL**, and **ROR** and **ROL** work identically except for the direction of movement, and that the bit that is moved out of the byte goes into the carry flag. The result of the operation, replaces the original operand, in the accumulator or memory according to the addressing mode.

As well as the carry flag being set by the bit that is moved out of the operand the sign and zero flags are set according to the result of the operation.

6809

The rotate and shift instructions on the 6809 are very similar to those of the 6800, and the **ASL**, **LRL**, **ROL** and **ROR**



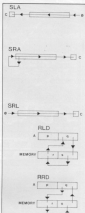
instructions do exactly the same as the corresponding mnemonics on the 6800. **LRL** (Logical Shift Left) is just a different name for **ASL**, and both mnemonics give the same object code.

The other 6800 instructions, **ASR** (Arithmetic Shift Right), is similar to **LRL**, but leaves bit seven (the most significant bit) of the operand unchanged.

ASL, **LRL**, **ASR**, **LRL**, **ROL** and **ROR** can be used with direct, extended, and all indirect and indirect addressing modes. The operation is performed on the contents of the memory location indicated by the operand and the result is written back into the same memory location.

For shift and rotate operations on the accumulators A and B we have the inherent mode mnemonics **ASLA**, **ASLB**, **LSLA**, **LSLB**, **ASRA**, **ASRB**, **LSRA**, **LSRB**, **ROLA**, **ROLB**, **RORA**, **RORB**.

As well as the carry flag being set by the bit that is moved out of the operand,



the sign and zero flags are set according to the results of the operation.

CHANGE OF ADDRESS...

Z80

The shift and rotate mnemonics can be used with the following addressing modes:

RN register; register is one of A, B, C, D, E, H, L.

RI (RL):

RI ($11 - d$); d is an eight bit displacement.

RI ($11 - d$); d is an eight bit displacement.

and similarly for **RRC**, **RL**, **RLC**, **SLA**, **SRA**, **SRL**.

Note that **RR** and **RL** perform a nine bit rotation (the eight bits of the operand plus the carry flag) while **RRC** and **RLC**

BY TED BALL

perform an eight-bit rotation on the operand and copy the original bit 0 (RNC) or bit seven (RAC) into the carry flag.

As well as the carry flag, RR, RNC, RL, RAC, RLA, RRA and RRL on the right, zero and parity/overflow flags according to the result of the operation. These shift and rotate instructions, as well as the logical instructions we looked at last month, treat the P/O flag as a parity flag.

The value of the P/O flag is calculated from the number of 1s or 0s in the eight-bit result of the operation: if there is an odd number of 1s or 0s the P/O flag becomes 1 and if there is an even number of 1s or 0s the P/O flag becomes 0.

The number of 1s and the number of 0s in a byte must both be odd or both be even, because there is a total of eight bits.

The main use for parity is in data communications, where parity can be used to check whether a character or a block of data has been transmitted correctly.

For example, there are 128 ASCII characters so we need seven bits to represent an ASCII character.

If we are transmitting eight-bit bytes the extra bit can be calculated so that every byte has, say, even parity, and then if a byte with odd parity was received we would know that there had been an error in transmission.

A single parity bit only allows us to

detect a one-bit error, but with more parity bits and a more complicated method of encoding the signals it is possible to detect errors of two or more bits and even to correct some errors.

The instructions RL, register, RAC register, RR register, RNC register, include RL A, RAC A, RR A, RNC A (note the spaces), but these separate instructions RLA, RACA RRA, RRRA (no spaces). Although the two forms have the same effect on the accumulator and the carry flag there are two differences.

The most important difference is in the effect on the flags: RL A, etc (with spaces) affect the carry, zero and parity/overflow flags, but RLA, etc (without spaces) affect only the carry flag and leave the other flags unchanged.

The other difference is in the object code for the instructions. The object code for RL A, etc is two bytes, while the object code for RLA, etc is only one byte, taking up less space and executing faster.

Another point to notice is that although most of the shift and rotate instructions come in corresponding left and right pairs, there is no RLL instruction, corresponding to the RRL instruction. RLL was designed into the DMC but is not documented because it did not work correctly in all cases.

Some assemblers for small microcomputers will accept RLL and other undocumented instructions but it is not wise to use them. Although these un-

documented instructions may appear to work there is no guarantee that they will work properly with all operands or on all DMC microprocessors.

The two instructions RLD (Rotate Left Digit) and RRD (Rotate Right Digit) rotate by four places at once, between the least significant four bits of the accumulator and the memory location whose address is in the HL register pair.

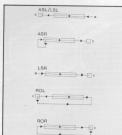
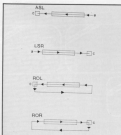
In the diagram for RLD, p, q, r and s each represent four bits, and after the RLD instruction was executed A would contain pr and the memory location would contain rs.

One use of the shift and rotate instructions is for multiplication and division. The simplest case is multiplication or division of small unsigned numbers by a power of two which just requires shifting left for multiplication or shifting right for division.

A single arithmetic shift left multiplies a byte by two, arithmetic shift left twice multiplies by four, etc, and similarly arithmetic shift right divides by two, arithmetic shift right twice divides by four, etc.

It is a little more complicated if you are dealing with signed binary numbers or numbers that take up more than one byte, but these cases are still fairly simple.

In general, multiplication requires a combination of shifts and additions, while division requires a combination of shifts and subtractions.



STASTEROIDS — SPECTRUM

Congratulations to Grant Wards of Don-famline for being the first to save 43 from the Bug Hunter for his up above Stasteroids for the Spectrum which appeared in our April issue.

To convert the game for use with Kenyon's joystick the following alterations need to be made: Line 1200 Remove 1=RIGHT and everything after it on that line, then add
1005 LET B=INKEY\$
1010 D=D-B
1015 IF D=4 OR D=5 OR D=6 OR D=7 AND D=11 1015-7" OR D=7" OR D=7" AND D=11

METEOR — T199/4

Minor for the T199/4 in July pointed a few people in the area around line 1075. The line is confusing because of the way it was split for printing. The end of line 1075 continues, in case you haven't already spotted it, on the next line which looks as though it's line 1080 but isn't.

DRAUGHTS — ATARI

Our offering to Atari owners is, just as a Draughts program, which caused some tearing of hair, especially when it came to line 105. The telephone buzzed with the sound of "I can't get line 105 to fit in".

I've dug out the original tape and it loaded perfectly into our Atari 800. It's worth to Mr Wolands to ask him the extent but in the mean time the best way round the problem is to put the first line characters from line 105 on to the end of the numbers in 104, which will work.

KRAZY KONG — SPECTRUM

I, Barren of Cleverly, Lancs, claims his 43 with a conversion to Krazy Kong in July's issue, for the Spectrum.

If you walk over a plug from right to left, he says, then you fall down the hole because the plug is removed before you move on one space. To remedy this, the following lines should be added: 90 B=ATTN (A+18) = 108 THEN PRINT AT A+18, INK 7: "LIFT P - P+1 LET C=C-1C 100 LET B=B-1

Then change line 92 to the same as 90 but replace B=B-1 with B=B-1.

GHOST TRAP — VIC 20

Ghost Trap, for the Vic, used Z and X to move left and right, although the instructions from the author said to use the cursor keys.

If confusion still reigns over the program then clear the machine and enter the following routine.

10PRINT PEEK(163): GOTO 10

Run this program and you'll see some-

thing scrolling up the screen. Now press a key for a second and the numbers will change. The number shown is the code for the key being pressed, so use this routine to find four convenient keys to use in the game, and their code numbers.

Then you can add these keys to the game by substituting the numbers in lines 102, 104, 105 and 107. These four lines are respectively up, left, right and down.

For example, Z is code 23, so to use Z to move left, change line 104 to: IF X = ... Note that the X at the start of the line does not change.



BUG HUNTER

Write to me at Bug Hunter, Computer and Video Games, Barnard House, Herchel Hill, London EC1R 5JH.

SUBSTRINE — T199/4

A crisp line is on its way across the Channel to Belgium, to Roger Kolden for his suggestion on adding a high score feature to Jason's Substrine program for the T199/4.

The program should be altered as follows:

840 AFTER "score" score... add: 100. PLAY = 1, 10: "RESCORE" RESCORE and then start these lines...
1001 IF SCORE>RESCORE THEN 1002 ELSE 1003
1002 RESCORE=SCORE
1003 DISPLAY AT CLIN: "RESCORE" RESCORE

GROW WORM — ATARI

Going back a couple of issues, there may still be problems with Grow Worm for the Atari 400/800 from May. Line 4 is a screen clear character and can be replaced with 4 PRINT CHR\$(10). The bracket in line 10 is the same character and can be substituted with PRINT #1, CHR\$(10).

SPLITTING THE VIC

The practice of splitting Vic 20 programs into two parts to enable them to run in 1.5k still causes problems.

The basic memory idea is that when user defined graphics or machine code is set up using data statements, the data lines are used only once to alter the memory. Once they have done their job, they may be erased, leaving the graphics safely in memory out of the way of the main program.

This is why some Vic games are split: one program is used to set up the graphics, and can then be erased. This then leaves a full 1.5k for the main program to use.

To enter such a program is simple

- 1 Type in the first program and save it on a cassette. When saved, do not rewind the tape.
- 2 Turn off the machine to clear the program from memory.
- 3 Turn the machine back on and type in the second program. Save this on the tape straight after the first program.
- 4 Turn the machine on and off again. To play the game, load in the first program and leave the tape recorder running. The first program will do its job and will then load the second program in cassette after, overwriting the first program in the process. You will usually find that the first program ends in a LOAD statement for this purpose.

TIPS FOR THE ORIC

This month's tip comes from the Tangerine Users Group. To remove the GAPS from the top right hand corner of the screen, simply type POKE 40030 and it will disappear. This works by putting a blank line character in position 1 before the "C" of GAPS.

If you want to speak to me about Bug Hunter or you have a query about a listing in C&VG, then dial 01-275 3381 and ask for me, but please keep calls between 9.30 and 5.30 otherwise I'll never get home in time for Cavendish Street (now there's an idea for a game!).

Alterations to programs are best done through the post: scribbling names of basic listings from the phone is prone to error in my humble opinion. Remember that tips and hints published in Bug Hunter will cost you 15 but you must be prepared to accept feedback from myself and from readers if it doesn't do exactly what it's supposed to.

BY ROBERT SCHIFREEN

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PUZZLING

COMPUTATION

At the particular combination of Orange Hill and Outletslope Mall where Ivan Pata keeps tenacious control of the blackboard it is his custom to gain respect at the end of term by setting a calculating task well beyond the mental capacities of his charges.

As they flounder through a morass of tedious computations he makes the major declaration which will govern their future — just how early a crack he can put on each expert without infringing

the laws of God. This term's problem is easily stated. The digits 1 to 9 are to be used twice each to form six 3-digit numbers.

Each number then scores points equal to the sum of all its factors from 1 to 99 inclusive. A prime number scores 100 points. Thus 126 would score $2+3+6+7+9+14+18+21+42+63=185$ points.

To find the arrangement of digits which will produce the six numbers scoring the highest possible aggregate of points was a task, Pata believed,

BY TREVOR TRURAN

guaranteed to ensure classroom quiet for a couple of months!

But he had not reckoned with Anthony (Snobs) who, in a spare lunchtime, knocked up a computer program to do the tedious work and then sent copies of the answers to his classmates for lip.

Can you put your own machine to work and save yourself lip as well as stand a chance to win a prize by working out which six numbers should be chosen and how many points they score?

We are offering the revolutionary Kodak Disc 4000 camera to the first three readers out of the hat with the correct answer. Entries should be with us by September 1980. Mark your envelope **Computation Puzzle**. The camera is fully automatic and has a built-in flash and an electronic timer which advances the disc film after every shot. The outfit comes complete with two Kodachrome disc films, metal chain-chain wrist strap and instruction booklet.

TRIPLE CUT

Taking six children on a summer picnic is asking for trouble — even when you have made sure that the cake is decorated with twelve strawberries and six iced stars.

Young x-ray vision eyes will home in on your head as you try to make sure all six pieces are of identical size and contain two strawberries and one iced star each.



The demand from Little Einstein that you achieve this in just three straight cuts is probably the final straw to break a saint's patience (through your suggestion that he make a dairy chain and hang it on the horns of that lovely cow in the next field must be viewed with concern).

It can be done — but can you work out how? (Did the dairy hanging the cake cutting?)



WORDWISE

Fourteen words, all related by an extremely common theme, have been enclosed to their constituent letters.

Each line, across and down, contains, amongst others, letters which will form a word. Each letter is used once only, either in the across word or the down word but not both.

When a line contains the same letter more than once there is no ambiguity as to which to use — the word in that line either uses all occurrences of the letter or none of them.

You may have noticed that the grid contains no vowels — which could be a drawback in finding the words. However, we can tell you that the only vowels required are E's and I's. The number at the end of each line tells you first, the number of consonants, second,

the number of E's and third, the number of I's.

Thus one across uses four of the letters in that line, one E and one I. The direction of one letter is given to you and, with a little thought, the direction of many of the others can be worked out.

Can you find all fourteen words and the obvious connecting theme?



SHERLOCK SOLVES A MURDER...

Sherlock Holmes allowed his eyes to travel slowly round the room. Patiently he waited for them to return. At last they all fixed into the room and he motioned the company to sit down. They did, except for Lord Elandsdale who continued to be on the library floor supporting a dagger of Birmingham design in his ample pouch.

"The diagram please, Watson," said Holmes.

"Here you are, Holmes. As you requested, I've placed each person where they were before the murder was committed," said Dr. Watson.

"Ah yes," mused Holmes. "It is apparent that you all then moved to a different place and either through fear of mistakenly implicating either yourself or someone you hold dear, you refuse to disclose your position when the murder occurred."

"However, at least one truthful fact has been elicited from each of you — the number of doors you passed through to get to your destination. Add those by the name of each person on the chart, Watson." "Already done, Holmes," replied his trusted companion.

"Because of the extreme weather certain doors were propped open and others kept closed to keep a refreshing draught flowing around the house," Holmes went on. "You have all stated that you took the route which required you to pass through the greatest number of doors and that no one opened a closed door."

"The company nodded, again with the exception of His Lordship.

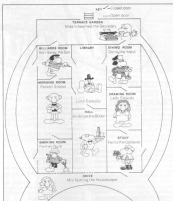
"According to Miss Nutting, the housekeeper, who had just returned from the village and was on the drive when the crime was committed, Ferris, the gardener was not in the Smoking Room and that it was not a member of the house who was in the Hall. On opening the front door she observed that the Hall was empty."

"We can, I believe, accept the veracity of the waiting Parson Snoots, who states that he did not go outside when he changed rooms. The only other visitor, Farmer Hare, prefers not to be able to recall where he went."

Holmes panned his lips for a moment then drew forth a scroll. He unrolled it to Watson.

"There you are, my good fellow. A wager that you cannot identify the person who went into the library and inserted the iron into His Lordship's"

Watson, as ever, failed to win, but you gentle reader can work out just who done it. Can't you?



THE DOOR TO DOOR POSER

It was some months before the local children would visit the house where Lord Elandsdale had been, and left, the poet.

And when they did venture in, finding it exactly the same as on the day of the crime, it was only to run in and out through the open door.

Later, following a raft of watching a television programme which advised

them to turn it off and do something interesting, it was suggested that they try to find a way to go through every open doorway exactly once.

Try as they might, it seemed impossible (which it is). Someone will have to think up the means to open one of those closed doors. Which door should be opened and where must they then start and end their run?

at least by themselves.
to be at least according to the
to be at least according to the
to be at least according to the
to be at least according to the
to be at least according to the
to be at least according to the



though what does he do to it and how
Library at the time of the murder —
Only Miss Nutting went into the
30-11-1002
back to the study — or not even.
was not what it was during the night and
nothing more should be opened. The
the door between the hall and the
OPEN UP
to
though, starting one quarter of the way
two were two degrees out right
as that edge of the 100 degrees and
down 2. And the two halves round
What the first 100 from center 2 to
100 100 100

PUTTING



UPSIDE DOWN BY THE CHANDELIER!

Never quite at ease with Hobbit, too impatient for the prompt in Finskin, at last I have found a Spectrum Adventure to tuck with Philip's *Quest* and *Lords of Karma* in name but not in fact of *Dungeons Adventure* for the 486 Spectrum from Level 9 Computing of High Wycombe.

A small booklet describes the background to the scenario of the Demon Lord of Mene Tirth, and what brought you to find yourself on a mudbank by a large empty parking area.

There are many mysterious routes to explore. One route took me to a lightning storm on a steep hill, where I was challenged to a dice game by the Chakram. Some you win — some you lose!

At one stage I was attracted by a lone girl sitting on an island, and after some difficulty managed to reach her.

I also came across a strange robotic machine with a rather too obvious button, in a more room.

A treasure for rescuing the wail that dies death by pressing the button? I wondered, tried, and am not going to tell you! Expect the unexpected in *Dungeons Adventure*!

Overall, the game is logical, but some commands have totally unexpected results! Try anything outrageously irrelevant if the obvious gets you nowhere!

For the Adventure who gets stuck, part of the package includes a stamped addressed envelope entitling the purchaser to one free clue.

A nice touch this, as in the warning not to use your clue up too soon, but you solve the problem in the meantime and then get stuck on something more difficult!

So, readers, use your free clue up before you turn to the last resort — your's truly! My mailing is already late in burning point — and I need time for *Adventure* too!

And if you do write to *Adventure* Magazine, do let me in on your first question and answer! It will be interesting to see if most *Dungeons* players get stuck in the same place!

I found *Dungeons* exceedingly well planned and written, with a fast response. There are well over 200 locations, and the descriptions are both lengthy and interesting.

The objects number about 100. It could therefore take some months to explore the whole network, giving many hours of enjoyment in the process.

I could only test this game on one point. Where, oh where, did that curve go?

ENTER THE UNKNOWN...

The Dragon is a computer for which the range of software available is not immense.

There is a temptation, therefore, for the Adventure enthusiast with a Dragon computer to eagerly try any Adventure game that he comes across.

If you are such, then it is only fair to warn you not to bother with *Forbidden City* from Apes Trading of Brighton.

The game is set on a planet with a Forbidden City, in which the intro reads, there may be hidden treasure. You start in a location described as "OUTSIDE THE ENTRANCE TO THE CITY FACING THE LOCKED-GATE". So let's start playing!

TAKE INVENTORY —

A key

LOOK AROUND —

I don't understand the noun.

ENTER GATE —

I don't understand the verb

GO CITY —

I don't understand the noun

OPEN GATE —

I don't understand the noun

UNLOCK GATE —

I don't understand the verb

INSERT KEY —

Nothing suddenly —

Location: In a corridor

HELP —

Look and examine things

EXAMINE CORRIDOR —

I don't understand the noun

And so on — until in desperation you take one of the exit routes, described in abbreviated form as N, S, W, E etc, but not recognised as such.

Many of these lead to death by means such as deep pits and wall crushing chambers, which just happens, for no apparent reason, to be there.

With no warning or reason given, one's powers of deduction could not be used to solve problems to detect any potential trouble.

There were no problems — (except in trying to follow out if any of the words used in the game were recognised by the game) — it was all a question of blundering through by brute force and ignorance.

An incredibly boring "game", just like the few other Apes (non-Adventure) games that I have seen. Don't confuse this *Forbidden City* with the talking disc-based TRO-80 Adventure of the same name, which has been around longer than Apes.

A KEEN statement in the listing prohibits copyright. Whoever would want to waste blank tape on anything so trivial?

HELPFUL HINTS

WARNING — Reading the following may cause your foot to protrude your video screen!

When you are in the middle of a game, it is best to turn off the screen and go to the toilet.

If you are having trouble, try to think of a way to solve the problem. If you are still stuck, try to think of a way to solve the problem.

If you are still stuck, try to think of a way to solve the problem. If you are still stuck, try to think of a way to solve the problem.



BY KEITH CAMPBELL

ADVENTURE HELPLINE

The *Adventure's* cry for help with Scott Adams games continues to dominate the posting. Does this mean they are more difficult or more popular?

I suspect that it means they are more intriguing — the addictive is able to get away and forget. The problems posed beg a solution, not letting the player rest until the truth is known!

There has recently been a small but considerable outburst of Missus impossibilities.

Personally I found *Missus* impossible a lot of a stop-start game, and perhaps the least appealing of the series. Nevertheless some infrequently in use, and such rest led to yet another pleasing fact.

Security cameras in the futuristic corridors prevented me from entering doors most of the time. All very frustrating, and when I did win through and disabled the doors, I wasn't even rewarded with a metaphorical pat on the back!

For those still struggling, look for the

upside-down sheet Get on!

Pinnacle time. Only hint from Andrew advises not to give the hungry Pincus the pork pie, nor the hoard Pincus the rubber duck, or you will be repaid by robbery. Can the green door be opened without loss of an object, asks Chris?

Neil Duffin of Portsmouth has been through the ultimate gate of PI — twice! He passes in some clues for you — but is still keeping some to himself.

All you need, says Neil, is some common sense to correctly interpret both the clues and the map. It is essential to draw a map, as there is a clue in the resulting shape of it.

To enter the ultimate gate you need a 2 digit number — but more than that it is connected with PI. Neil will not say! And he was disappointed to find that entering the gate does not reveal the whereabouts of the *Smulder* — he is still somewhere nearer discovering that secret than he was when he started!

Things are looking up! Will a C&RG reader be the first to win the Golden Sander...?

A desperate cry from David and Jean Simonds of Southsea — stuck on the

first level of *Madness and Misadventure* with a Dragon 32. They are hunting misadventure in the hope of being able to cast a spell to give them light.

If they don't get them soon, their six-year-old daughter is going to raid the local supermarket for tinned! Can anyone get them out of their misery and let the staff at Sainsbury's relax?

Steven Milligan gets help with *Capitaine* island from Steven Gasson, and Anthony Sander with *Ship of Doom* from Don Gilman and Andrew Lake.

Don sent a complete stop by ring solution — but I mustn't spoil your fun so I won't print it — yet! David Convery, who you may remember, was also helping in this game, but now overcame his difficulties, and has written explaining how he managed it. Those in need — look at the hint!

Adventure Helpline is here to help you, and to help you help others. Write to: Keith Campbell's *Adventure Helpline*, Computer 2 Video Games, Dorset House, 4 Hertford Hill, London EC6H 6AB.

If I can't help, there's a great bunch of readers out there who believe their team to have a solution to everything — except Pinnacle!!!

PLAYING WITH BILL'S PET

Some time ago I had a letter from Bill Stanton, of St. Albans who had been having great fun with the *Capitan 80* book of Basic Adventures.

This book, which I reviewed in February, lists about 18 *Adventures* for the TKS-80, originally published in cassette form. Bill has a Pet, and was moved to translate these listings, being starved of *Adventure* due to the limited number of games available for his machine.

That is where the fun began! The Pet, as common with a number of other minis, doesn't have an ELSE statement, and the TKS-80 does.

Adventure programs, for every input from the player, have to check so many conditions, each with a different result, that the programmer with an ELSE statement at his fingertips will tend to use it to the full.

Bill's problem was debating the way in which multiple ELSEs operate, and then re-arranging the logic without using the word. He wrote to suggest that a short explanation might be useful to those not blessed with an ELSE, and so came up with the following line to use as an example:

```
GO IF LEFT=TRUE) = "ABC" THEN IF
OR(1) <> "I" OR OR(2) <> "I" THEN
1000 ELSE 100 ELSE 100
```

Let us have a look at what this means. The logic in this line can more easily be seen by re-arranging it as follows:

```
IF (condition 1)
```

```
THEN IF (condition 2)
```



THEN (action 1)

ELSE (action 2)

ELSE (action 3)

We can now see that if condition 1 is satisfied then condition 2 is checked. If condition 2 is satisfied, then action 1 takes place, if condition 2 is not satisfied, action 2 takes place. If condition 1 is not satisfied, then action 3 takes place.

Let us now see if we can rewrite line 90 without the use of ELSE. This will mean using additional lines. Assuming that there are no existing lines between 80 and 90 we get:

```
80 IF LEFT=TRUE) = "ABC" THEN 94
90 GOTO 700
94 IF OR(1) <> "I" OR OR(2) <> "I" THEN
1000
95 GOTO 100
which provides the same logic. To as-
```

sume of the "no ELSE" version requires a careful analysis of the logic of the original code, so that the way it operates is completely understood.

The translation needs some care in planning the numbers of the additional lines. If there are insufficient spare numbers between adjacent lines in the original program, it may prove necessary to move the translation down to the end of the program, and across it with a GOTO.

Bill's other hobby is collecting books. Having unlocked the secrets of ELSEs, he is now happily searching for boys in the books in the *Adventure* games he has painstakingly built up for himself.

And no doubt if he can't find them, the knowledge built up through his two hobbies will enable him to expertly pick them out at a later resort!

GRAPHICS

By Garry Marshall

EXTEND THE POWERS OF YOUR TEXAS

The Texas Instruments TI99/4 has its own version of Basic, called TI Basic, with which it is supplied. This version of the language is quite simple, even rather primitive in some respects.

Coupled with the fact that the TI99/4 contains a 16-bit microprocessor, this makes it even more surprising that programs written in TI Basic run quite slowly.

However, there is another version of the language available for the machine. This is TI Extended Basic and it comes in cartridge form. It extends and considerably improves on some aspects of the other version by providing over 40 new or extended features.

These include supplying or enhancing features for general programming; for example, with a **PRINT AT** statement and a much more general **IF-THEN-ELSE** statement.

They also include many commands for Sprite graphics, and a few commands for generating sprinks using the speech module that can be attached to the computer.

Naturally, it is the Sprite graphics that is of interest to us, and one of its great weaknesses is that considerable numbers of Sprites can be moved over the screen at great speeds. When this is done one begins to feel for almost the first time that the power of the 16-bit microprocessor is being harnessed.

The commands supplied for Sprite graphics by TI Extended Basic are listed in the table below.

Given this repertoire of commands, it is at first a little baffling to know how to use them to best effect, and to visualize what kinds of effects can be achieved with their use.

If we think in terms of programming a space invader game, we can begin to see the uses for them.

With **CHAR** we could design the shapes for the invaders. Then **SPRITE**



Shapes of Sprites to come!

lets us position them and set them in motion.

To change their positions and the ways that they move so that their motions do not have to be entirely predictable, we can use **LOCATE** and **MOTION**.

COINC can be used to detect when the Sprite used for a missile strikes an invader, and **DELSPRITE** can then be used to remove the invader.

It is possible to use **MAGNIFY** to enlarge the invaders to give an illusion of movement out of the screen to add to

the movements in the plane of the screen.

The **PATTERN** command would come into its own in programming a Pacman game, where it could be used to create the munching effect by changing the shape of the Pacman. Clearly the commands are ideal for programming games of these kinds.

They can also be used, however, to create very realistic animation sequences with ease. Because the movement of a Sprite is instantaneous, changing its shape while it is moving allows effects such as a man running or a ball flying or a footballer kicking a ball to be created with a minimum of effort.

Notice that for a footballer kicking a ball we should need several stages to assign to the Sprite for the footballer to make him run and kick, and one for the football.

COINC would be used to detect when the ball was kicked, and then the Sprite for the ball would be set in motion using **MOTION**.

The following short program shows how a Sprite can be defined, magnified, set in motion across the screen, and have its shape changed as it moves. The two shapes that it assumes alternately are shown in the diagrams.

```
100 CALL CLEAR
110 CALL CHAR (A,
"#####")
120 CALL CHAR (B,
"#####")
130 CALL SPRITE (1, 99, 9, 10, 120)
140 CALL MAGNIFY (2)
150 CALL MOTION (1+LOS)
160 CALL PATTERN (1+LOS)
170 FOR DELAY = 1 TO 300
180 NEXT DELAY
190 CALL PATTERN (1+LOS)
200 FOR DELAY = 1 TO 300
210 NEXT DELAY
220 GOTO 150
```

COMMAND

PURPOSE OF COMMAND

CHAR:
COINC:
DELSPRITE:
DISTANCE:
LOCATE:
MAGNIFY:
MOTION:
PATTERN:
POSITION:
SPRITE:

to define a character giving the shape of a Sprite
to detect coincidences, or collisions, between Sprites
to delete a Sprite
to find the distance between Sprites
to move a Sprite to a specified location
to magnify a Sprite
to change the motion of a sprite
to assign a new shape to a Sprite
to return the position of a Sprite
to initialise the shape, position and motion of a Sprite

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GREAT SOFTWARE

DISASTERS

Krazy Kong has been driving some of our readers madder than that giant gorilla.

This games tape, for the Spectrum, produced by C TECH of Hyde, Cheshire, has already come in for severe criticism on our Mailbag pages and we have received other letters, reprinted here, detailing our readers' problems with the game. So we decided to contact C TECH and talk about the gorilla gripes you have brought to our attention. Read on to discover more . . .

I waited over a month for delivery of C TECH's Krazy Kong, which I then found totally unplayable. The advert is designed to mislead. It takes a long time to load and there are only two different screens. The advert said there were three.

I also received C TECH's Gorilla Invaders, but it would not work. I ran through the cassette and got bits and pieces of other games.

Praser Whitlock,
Rotherham,
Glasgow.

I am writing about the C TECH Krazy Kong, when my copy finally arrived — after a month of waiting — I was shocked. The game I got was either terrible bug ridden (which I doubt) or the advert is designed to mislead.

The game is so bad that it is unplayable but only the RRR version has scoring. I was very disappointed and I am going to send it back.

John Reddick,
Kirkcaldy,
Fife.

I am writing concerning the C TECH Krazy Kong for the Spectrum which I bought a few months ago. I found the game very disappointing and the advert very misleading.

The advert said "super hi-res machine code". When I received the game I thought it would have smooth non-flicker animation — not just a jumpy compiled Basic program. The game is unplayable as it is too fast. The "Mario" figure flickers — even when you are standing still, if there are three screens they are impossible to get to as the blocks — I think they are meant to be barrels — fly through "Mario" until your 18 lives are up and a feeble sleep occurs.

The only way to load the game I found was to break into the loader program by turning the computer off and on again and then typing LOAD "RRR" — and then it takes ages to load.

I have sent my cassette back complaining about the game — but have not received a reply for over two months. The more people who voice their anger about this game the quicker it will be taken off the market.

Edmund Scott,
Cliffenwood,
Bristol.

I am writing to you concerning the letter you published in your May edition from John Reddick of Kirkcaldy, Fife, about C TECH's Krazy Kong.

I would just like to say that I totally agree with him. I also believe that the advert is meant to be misleading.

I would just like to say that I totally agree with him. I also believe that the advert is meant to be misleading. Sometimes I find it impossible to load the RRR version, but when I do I never seem to be able to reach the final stage as every time I complete a stage I lose a life and, I assume, return to the beginning. Could this be a bug?

The game is very very fast and definitely unplayable. I had waited for a month for my copy to arrive and have also decided to return it to C TECH with a letter of complaint.

M. Paine,
Shefford,
Derbyshire.



Shirley Fenton, sales director for C TECH, sounded surprised when we contacted her with the complaints.

"It's our very best seller," she said. "I think it's a case of 'you can't please all the people all the time.'" She added she was not aware that the company had received any complaints about Krazy Kong, but added that anyone who had problems with the game could exchange it. "We always exchange tapes," she said. "People should just get in contact with us."

"If I can say it is that it is our best seller. Do you think if we'd had a lot of complaints we'd still be selling it? Some people just don't like video style games. People either love Krazy Kong or hate it."

So our advice to people who have suffered at the hands of this Kong is to contact C TECH and take them up on Shirley's offer of an exchange tape.

We asked one of our games reviewers, Robert Schiffrin, to give us his opinion of Krazy Kong.

"When you start loading the program it stops and asks you to put the machine into cassette mode before continuing loading. An experienced Spectrum programmer would know the location of the POKE which would do this automatically.

"As for the game itself, the graphics are unrealistic, and nothing like the arcade game which the title would suggest it is based on. The man has no moving parts and the 'barrels' are unconvincing. As playability I can't comment as I couldn't get the man to jump despite obeying the instructions."

Final word from Shirley Fenton: "If you print any letters you will never get any advertising from us again."

THE SEVENTH

THE EMPIRE'S TRADE GAP

The highest trade index this month is at *Star Wars*. We had a large number of entries for our Trading Competition but no one managed to get the right answer. The prizes are still available so send in your entries for this month.

The idea is to predict which star will have the highest trade index (figures on the right hand side of the star maps).

Entries should be on postcards or on the back of a sealed envelope. Please don't put your entry in the same envelope with your Seventh Empire orders.

Entries may not be opened immediately if we're busy entering the many hundreds of orders which come in each month.

The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the star system are the sellers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. *Storms* are 1000 Stars, *Storms* are 200 points, *Storms* are 100 points, *Storms* are 100 points, *Storms* are 100 points, and *Storms* are 100 points.

The crucial equation bringing all these elements together is: Trade Index = Trade Value x Buyers/Sellers. So a system which has seen a mass exodus

	Al	Bt	Ca	Da	Dr	Er	Fe	Ge	Gr	Ha	He	Hi	Ho	Ja	Ke	La	Li	Ma	Me	Mo	Ni	Or	Pa	Pe	Re	Ri	Sa	Se	Si	So	Ta	Te	Tr	Ur	Vi	Wa	We	Xa	Yb	Zn	
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THE GATEWAY ROUTE TABLE

of traders tends to have the best Trade Index.

So if 10 Buyers leave a Gem Star and 20 Sellers arrive the Trade Index = 200 (200 = 100 x 2000).

Scoring the best systems to trade with is one of the surest ways of making a killing at the Seventh Empire.

If you can predict which system will have the highest Trade Index next turn we'll provide you with a cassette for your micro-computer.

If more than five of you get the right answer we may have to draw the line at five prizes.

Send entries in to the Trading Competition, Computer & Video Games, Durrant House, Herby Hill, London EC9 5UB.

PROFITS AND LOSSES

There's some high scoring going on in the Seventh Empire this month, proving that you're getting far better at spotting the profitable star systems.

The high scorer reached an incredible 1/2/5 which is way above anything else this galaxy has seen.

The player left now stands at over 1800 — an increase of 300 in one month — so if you would like to add your name to what we are confident is the legend and be in the game in the month, then you'll have to be quick — we can only cope with 4,000 players.

We are currently trying to get the game put in the Guinness Book of Records as the game with most people playing against one another.

Top of the list this month is J. Wright with a total profit of 3,878. His software price is on its way to Milton Keynes, Abendon.

The month's other top scorers are: R. Crowley of Burch Castle, Maine, St. Yarnmouth (2,500); J. Woodhall, Robinson Ave., Widdford (2,000); P. Perren, Gantford Rd., Kent (2,000); T. White, Sandringham Castle, Norfolk (2,000); C. M. Davies, Church Walk, Swanton Ferry, Dorchester (2,000); A. Enten, Barnstable St., Wokingham, Devon (1,800); S. Broadman, Exmouth Ave., Newbury Park, Oxford (2,500); M. Gaskin, Manselville Close, Tisbury, Wiltshire (2,500), and in 10th place was P.

Tong of Blenheim Crescent, Leigh Park, Havant, with 1,400.

These scores, and everybody else's will be added onto the running total.

Congratulations to all these, and remember that the eventual winner of the game after six months will become the proud owner of a Colonisation.

The total number of Imperial moves was down on last month, and most people managed to keep track of their latest fleets. If you've lost your fleet phone the special Seventh Empire number but ONLY on Friday afternoon as the Seventh Empire computer is not up and running at other times.

Orders for this turn must be with us by 23rd August. If you are unsure whether we received your orders in time we keep a list of any orders which are less than two days late but please don't phone until at least four days after the closing date, and make sure that you have your number to hand.

SCORES

If you know your profit for this month then you can find out how near to the top (or bottom) you came from the figures below: 1000+ 100 players, 400-499 20, 300-399 20, 200-299 20, 100-199 40, 0-99 2417, below 0 207.

To find your trading profit for

ANOTHER CHANCE TO ENTER

in the Seventh Empire appears to you and will show in *Galaxy* (the monthly magazine) and in the *Seventh Empire* (the monthly magazine) and in the *Seventh Empire* (the monthly magazine).

Please include me in the Seventh Empire Competition. I name my tribe:

My name is:

Address

Telephone

WITH EMPIRE

the month read the trade indexes off the coloured galactic map. Use the black and white tabs for gateway import profits. Cargo profits are black on white and plunder profits are white on black. The stars you leave are printed vertically, those you travel to are printed horizontally. The new controllers of the imperial fleets are: O'Taana Science Empire (Ship — player 3,001; Sun Empire (Ship — player 400; Peace Empire (Ship — player 3,271; Bloodline Empire (Ship — player 3,000; Dead Empire (Ship — player 1,877; Water Empire (Ship — player 3,000).

BATTLE REPORTS

There were 36 battles in the galaxy this month. None was successful although the closest fought confrontation was at April — as last month.

The battle with the least hope of a victory from the attackers was at Hased where 333 fleets successfully defended themselves against a solitary attack.

Once again there were no positive battle bonuses. The only non-zero bonuses were all -1, which occurred at Hares, Haxig, April and Poles.

The diplomatic diagram has changed into this month although the situation of one or two stars has altered dramatically.

On the diagram below, a black line indicates that the two empires are at war.

I predict close battles at Hares and Gator, so watch out if you're defending either of those star systems.

The cold penalty for this month is again 1 Imperial Star finished up at Papi, Jaxal, Sower, Gira, Gator and Vnox.



The Diplomatic Diagram

FOCUS ○	LARER +	VIBET +	NOLEP +	ITR +	FUNUS +	LULUP +	TANER +	SERKIN +	ISOR ○
VEGAS ○	GIRLS +	HAYAN +	ARRE +	WONER +	VEPOM +	QATOT +	HEDER +	ARLE +	BLUER +
BABON ○	WENEN ○	BURER ○	WUPUP +	NARER +	BETER +	WAVAR +	SEVER +	MIGLER +	SABER +
ORLES ○	OLEX +	TANST +	GADUP +	GAFER +	BETUS +	OKUP +	BUSAR +	CISAN +	GOTER +
DRAG ○	KONET +	STUVA +	FEROS +	JANER +	ENAK ○	KIPAR +	LOSER +	PORON +	JINER +
FEDER +	LOKER +	YUSER +	SAPUS +	TEP +	PAHEL +	LIZAR +	YOSAR +	SUGER +	BRED +
VANUX +	QUXIN ○	HEPER +	ANOR ○	SEARL +	VEDER +	GAYUN +	HARLER +	APIL +	SABAR +
BUREP +	WAGAR +	BOLER +	MEVER ○	MYER +	BATIS ○	WUPP +	BOLLE +	MEERX +	NUJER +
DUSUP +	OPOR +	TURER +	CHER ○	GAZER +	DABAR +	OTAN +	TUNON ○	CISER +	GIRIN +
ELAR ○	KERUP +	ULER +	PIRAR +	JAKER ○	DEER +	KOLER ○	GOOP ○	PULER +	RUKAR +

The Galactic Map

Orders in Block Caps phase

Name:

Code No: Telephone No:

	AT	1st Movement phase		2nd Movement phase	
		ACTION	STAR	ACTION	STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

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DIG DUG



**TALKING ANDROID
ATTACK**

Welcome to the colourful world of computer games! This month our reviewers have been looking at a number of Dig-Dug type games for the Atari home computer — Diamond, Antstar and, of course, Dig-Dug itself. We tell you which we think is best! Then there's our flavour of the month, Manic Miner for the 486 Spectrum. Read about it on page 131. Chopper Rescue gets the thumbs-up from our review team. Find out why on page 130.

Then there's Talking Android Attack, a version of

that old arcade favourite Berserk but with the added ingredient — voice power. Read our opinion of this interesting innovation on page 129. Meanwhile under the ocean-waves lurks the Sealord, ready to blast your tiny submarine out of the water. Learn about the shell wars on page 131.

We also thought it was about time we reminded you how we judge these games. So you'll find a rundown of the categories on page 132. So now, turn the page and get stuck into those games...

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Scale Attack is the action hit Spectrum

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Secret's (Spectrum)	£8.99

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ARMCHAIR RACE FANS REV-UP!

3D GRAND PRIX

Put your feet down and accelerate away from the pits in this grand prix simulation for armchair racing fans. Five laps of the track will test the steered of computer drivers to the full.

3D Grand Prix shows the view through the windscreen as the track is seen up by your stick machine, full controls are featured, including accelerator, brakes, and six gears.

A lap counter shows you how many times you have been around the track and the number of laps left. Graphics also include a rev counter and a fuel gauge.

Weather conditions will affect your lap speed just as in a real race and you receive two reports on the elements every five laps.

Other cars in the race are passing you and you them so you will have to steer carefully to stay in the game.

Keys D and F control your direction, and L enables you to brake. Graphics are reasonably good for the ZX81 — especially as the program has to simulate depth as the track and cars disappear into the distance.

There are numerous other obstacles and eventualities — such as spinning off at a bend or crashing into the car in front of you.

Control of the game is the key to success in 3D Grand Prix and it will take you some time to learn how to work your way up through them gradually, to achieve maximum benefit.

3D Grand Prix is the latest game for the ZX81 from Amic Computing of Hull. It is in the shops now at £4.95 for the 16K machine.

Driving games are rarely attempted on home computers. Unfortunately this, as they can be extremely entertaining full marks to Amic for having a go on such a limited machine — and for making such a good job of it as well.

- Getting started 8
- Graphics 3
- Value 3
- Playability 3

CAN'T TELL TALK FROM MUTTER!

TALKING ANDROID

Talking Android Attack is a great idea — unfortunately it just doesn't come quite close off.

A synthesized voice could add so much to the playability of any game but in this case the androids could do with some education lessons.

The idea is identical to that old favourite Boreas except that you have the added task of recovering treasure from each of the rooms you visit while avoiding the robotic marauders that lurk within. The androids are determined not to let you get off the treasure and are armed well enough to stop you dead in your tracks.

Microcode claim that the best feature in their game is the talking. However I could get no sense out of this synthesized voice, despite offering such a challenge to the sales office.

The idea behind this game is to steer your robot through the rooms while avoiding the deadly walls and also the roaming androids. You are equipped with a laser gun which can fire in eight directions depending on which way you happen to be travelling.

Movement is controlled with a Dragon joystick. It takes the robot about 10 seconds to travel from one side of the screen to the other. This puts him at a real disadvantage, though, as the pursuing androids are no fooler.

The graphics in the game are fairly average. The robot moves by legs when he walks but in my opinion the gimmick should have been sacrificed in the interest of speed.

The rooms themselves are made of crude graphics blocks and the walls are far too wide.

Not one of the better Dragon games this, I'm afraid, and really not worth the £9.95 price tag. However, if you want to see for yourself then it's available from Microdeal of Cornwall.

- Getting started 8
- Graphics 3
- Value 3
- Playability 3

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DOWN UNDER WITH THE MONSTERS

DIG-BUG

Software writers from three continents have just launched rival games based on the arcade hit — Dig-Bug.

Some America is the official version and comes from the Atari stable. As with the majority of Atari arcade conversions Dig-Bug is a reasonably authentic copy.

You are the little character Dig-Bug who tunnels his way through the soil in a bid to unearth and kill the monsters.

When the few-breathing monsters have been eliminated a new screen is started.

To add interest you can also collect bonus points by gobbling the fruits which appear at random.

This is a simple and absorbing game which will doubtless sell well on the strength of its arcade pedigree.

Slightly more original — though still based on the underground tunnelling idea of Dig-Bug — is Antester from France. You are an ant and your task is to bring four eggs safely back to your nest without being snuffed out and eaten by the Antester.

You are armed with four delayed action bombs which you can use to wipe out an Antester which is in hot pursuit. Using the bombs is the most enjoyable part of Antester though you only have four of them — so use them sparingly.

When you have cleared one screen the next screen presents two antesters, then three — and all the time the game is getting faster and faster.

Antester is manufactured in the Philippines for France at Chateau. Like Dig-Bug it is in cartridge format costing around £28.

The best of the bunch is our very own home grown Diamonds — from the English Software House.

This takes the slugging concept of the game a stage further and introduces several other characters to improve the game play.

You have to collect diamonds that are located in the earth. Trying to prevent you from collecting the jewels are beetles which chase you with great speed, there is also the Blob, Green the Snake, the Gnat, and the Demon.

Philly the Mer also comes into the game in the later stages filling in the tunnels you have already dug — don't let him catch you!

Diamonds scores over the other two games in that greater strategy and planning are required to clear each screen.

There is also the added challenge



that in Diamonds if you get to the twentieth screen you will get to see the Great Diamond. It will take a great deal of practice to get this good — and the Manchester-based software house are offering a prize of a real diamond to the first person to do this.

Available on cassette or disc for the Atari 400/800 at £14.95 — a supergame at half the price of Dig-Bug and Antester.

	Dig-Bug	Antester	Diamonds
● Getting started	1	2	4
● Graphics	1	2	4
● Ideas	4	4	4
● Playability	4	2	4

RESCUE THOSE STRANDED SCIENTISTS...

CHOPPER RESCUE

The helicopter leaves its normal environment in Chopper Rescue, to go on a mission of mercy underground.

Five scientists are buried below a pile of radioactive waste and you have to guide your helicopter towards them, blasting and bombing to create a network of tunnels.

Though there you fly by using the scientists' call and back to safety on the helipad.

So for this might sound easy — once you've learnt how to use the keys to control your helicopter — but the whole operation is made so frustratingly difficult by an enemy bomber dropping more waste to fill in the tunnels and devastating bombs which explode through the whole lot, and all the time your fuel supply is rapidly running out!

The graphics on this program are effective while not exceptional — the routine for the disintegration of the helicopter takes up too much time — but it's not really a game that is dependent on graphic colours.

The major playing drawback is that it requires five-fingered control on the keyboard version, but this can be overcome with practice and does not apply to the joystick version.

It is an addictive example of a good old-fashioned playing test of skill — you can wreck your three helicopters very quickly indeed — and the next game

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CLASSIC GAME
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SUPER SCRAMBLE

Every new machine soon acquires a library of classic games. Pac-Man, Space Invaders, Galaxian — every games player worth his joystick will want a decent version of these titles in his collection.

One of these classic games is Scramble — the famous travelling arcade game that still holds on to prime positions in pubs and arcades — although its cabinet may now be pretty battered.

Not surprising then that among the first wave of games for the new Commodore 64 should be a version of Scramble. Terminal's Super Scramble sticks fairly closely to the arcade version.

For those of you who have never seen Scramble — where have you been! — here's a brief rundown on the game.

You begin scrolling over mountainous terrain bombing fuel dumps and ground to air missiles. As you advance further the missiles are fired at you — leaving the ground with a most realistic scintling sound.

There are also blue helicopters on the ground that you can pick off for extra points.

Terminal have managed to produce very smooth scrolling graphics. The ground unfolds gently and evenly. The second and third levels are not quite so close to the arcade game — but this does not detract from the quality of the game.

There are no sporting yellow stars or red fire balls. Despite this there are plenty of obstacles and hazards to be overcome. You'll read all about them later in this review!

A careful eye on the fuel gauge is vital in this game and you can't afford to miss a single fuel dump. An audible signal would have been an improvement to show when the fuel supply is running down, fuel is very important as you move further into the Scramble system.

You'll need to be a skilled pilot to get

through the narrow gaps safely — particularly on the second level around as bouncing shots rebound towards you off the roof and floor of the cave.

Good things and it's off to more action and adventure in your quest for the giant spaceship which must be destroyed for a successful mission.

Just two grips — it's difficult to stick to the ground and shoot up everything as it appears out of the left of the screen as you can in the arcade version — this is due to the slow speed of fire and awkward shape of the ship.

The flight information is also poorly presented using a narrow strip at the bottom of the screen which is difficult to read during the game.

These two points aside, Super Scramble is an excellent game and is available now from Manchester-based Terminal Software at £7.95.

- Getting started 8
- Graphics 7
- Value 8
- Playability 7

HOW WE JUDGE
THE GAMES

The last marks on our Reviewers pages are all out of a possible 10.

Getting started refers not only to how easily it reads but the way the instructions are given and how quickly a newcomer can understand the game.

Graphics gives marks for realism and use of the machine's capabilities in a pleasing effect.

Playability is the all-important question of game balance, how long it will hold your attention and how addictive it is.

Value takes into account the packaging, presentation and how much a player will get value for money out of the tape.

We owe an apology to Sinclair and Paces for printing the wrong price by their Scramble cassette in the August Reviews section. Scramble costs £7.95 instead of £5.95 as we stated. This was a typesetting error and the reviewer was aware of the correct figure and his comments about it and his value mark still hold true.

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VIDEO GAMES



THE SOFTWARE: The GEM Collaboration uses gamma system run software developed by the University of California at Berkeley. The software is designed to accept particle identification graphics (histograms) and calculate event yields. The styling of the output and input parameters has been carefully considered. The program is designed to accommodate students to quick navigation, and the use of menu functions to ease the learning curve. The basic operation of the program is intuitive, and the user can learn the program in a matter of days. The first lesson introduced in event for event analysis and the second covered with statistics review. The third lesson covers the graphical output and the fourth lesson covers the program's operation. The program is designed to be used by students on a PC, and the program is designed to be used by students on a PC.

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1. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

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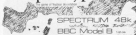
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