Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 82
Oct 2-8, 1984

45p

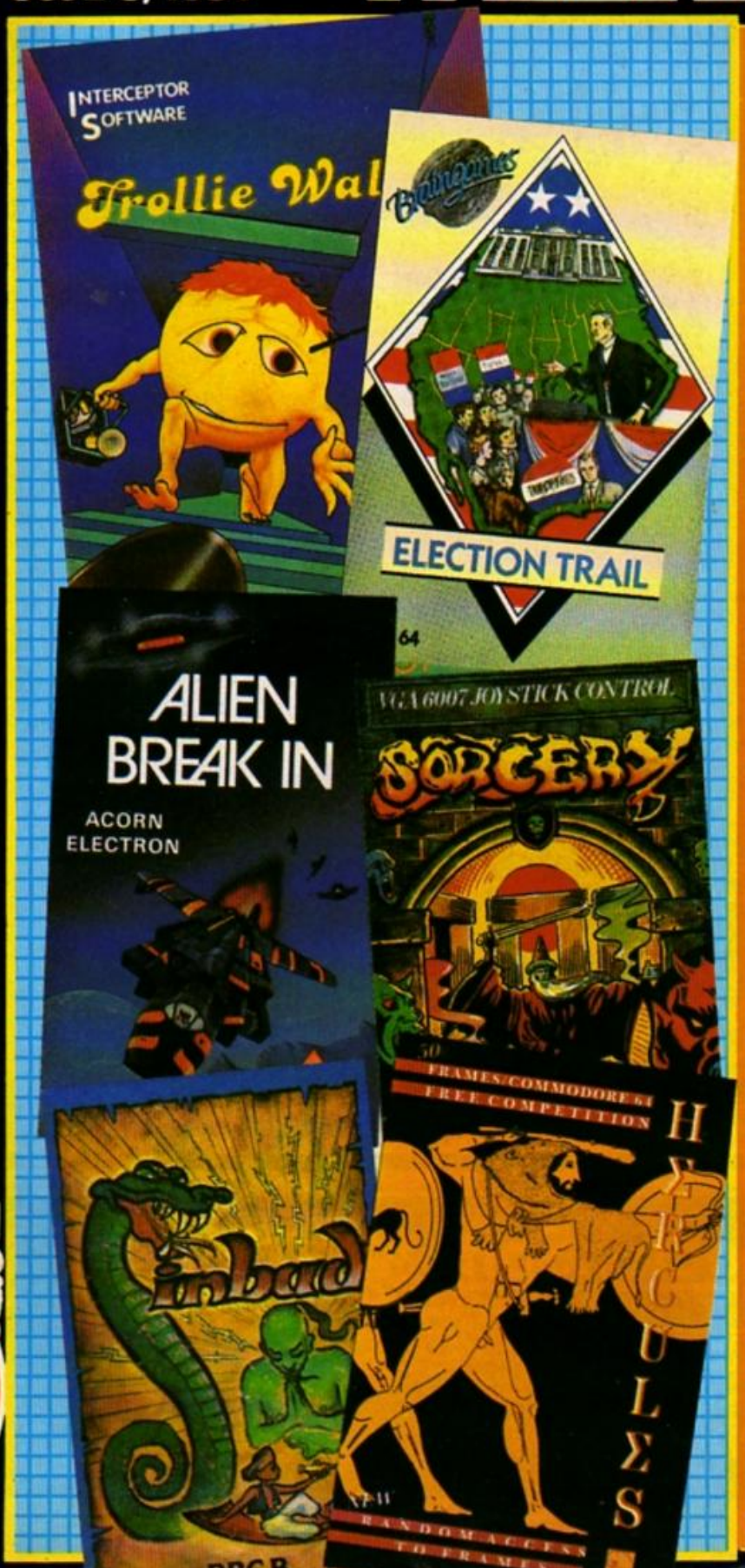
**Lots of reviews of the latest releases for:**
Spectrum, CBM 64, Dragon, BBC, Electron, TI-99/4A

**Oric/Atmos program**
How to make a spectre of yourself while rescuing ghosts and ghouls

**Spectrum game**
Lead your family of fleas across the road and home to tea

**VIC-20 listing**
Escape from Orion by bribing the pilot

**Plus:**
PCW show report, news, your letters, charts...




## ASP fights software piracy

Much has been said and written in condemnation of software piracy, but few have taken a positive stand against it.

ASP is among those few that have taken action to help curb the grave problem of home copying of commercial software

ASP has already taken steps to eliminate advertisements in our magazines which relate to tape duplication for piracy purposes. While it is appreciated that individuals may take "back-up" copies of their own programs, it should be noted that it is **illegal** to copy commercially available software for other than personal use.

Software piracy is costing the

*Continued on page 6*

## Musical Island

Island Logic is the name of a new software house which is making its debut with The Music System for the BBC. It's a complete music package which incorporates editor, keyboard, linker, printout and synthesizer with a price tag of £24.95.

Island Logic is a sister company of Island Records, and is using the record company's resources for marketing and financial back-up. The initial launch is a music program, but future releases will not be exclusively music-orientated, although an Island Logic spokesman was cagey about the company's plans.

"We'll be releasing four new products in February 1985," he said. "I'm not going to say what they'll be, but you could say they were partly educational, although not necessarily in the music line, despite our links through Island Records with the music business."

"At Island Logic we're concentrating on research and development, or R&D if you like. We want to release software which is of the calibre of that released in the States. I'm thinking of the flight simulations program which has

*Continued on page 6*

# IMAGIC

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**How fast are your reactions under stress?**
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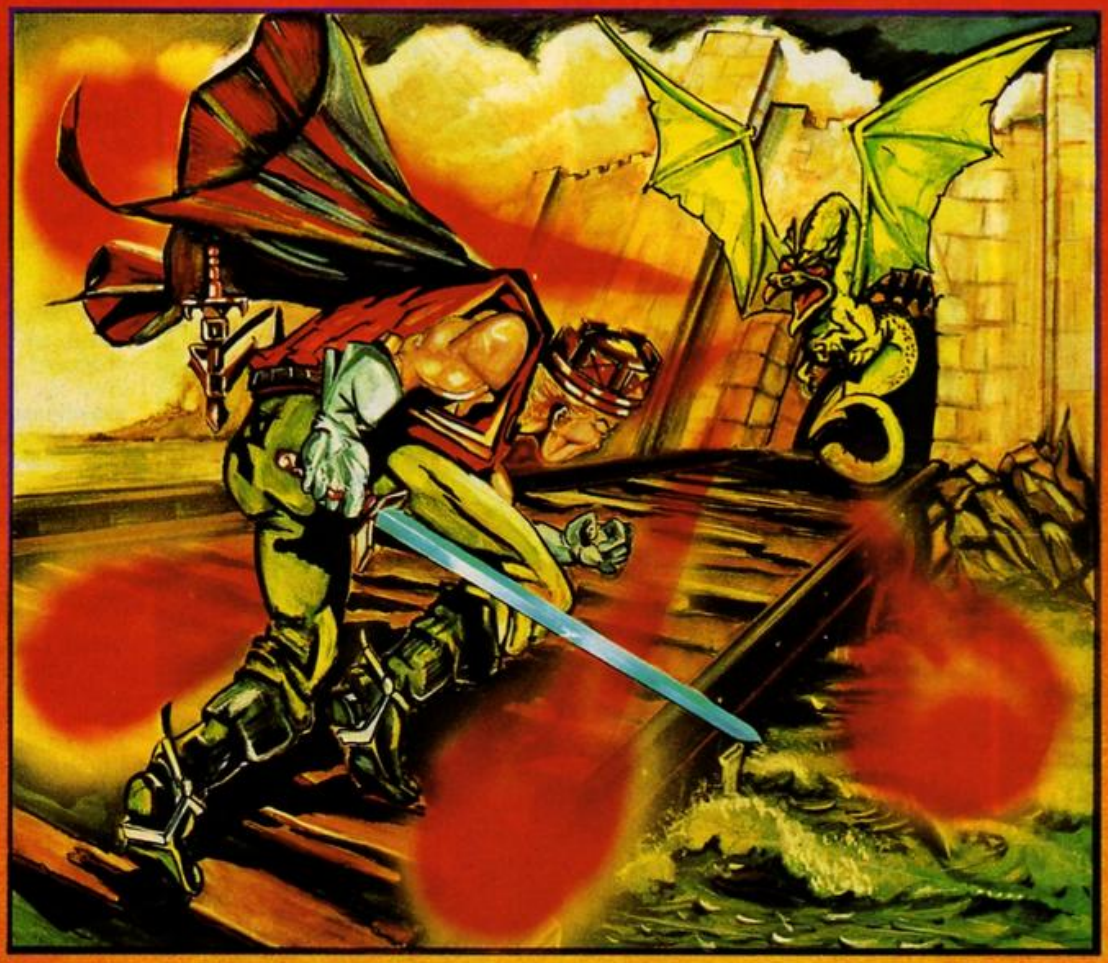

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He is a WALLY in AUTOMANIA

# Home Computing WEEKLY

Now he's a dream of a WALLY in PYJAMARAMA 0344 427317

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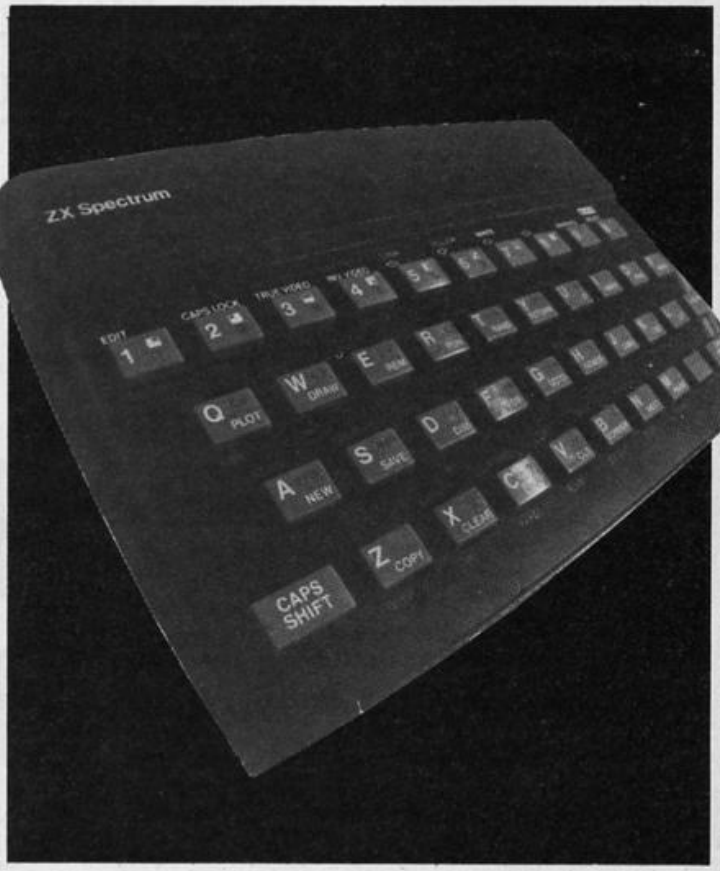
**Software houses:** send your software for review to the editor at the address below. And contact him for competitions and other promotions too

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST




## PROGRAMS

**Spectrum** ..... 12
Can you lead your family of fleas across the road and home to tea?

**Oric/Atmos** ..... 20
Make a spectre of yourself and rescue these ghosts and ghouls

**VIC-20 + 16K** ..... 24
Stranded on a hostile planet, you must collect metal alloys to bribe your way out

**Readers:** we welcome your programs, articles and tips.

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# COULD THIS BE YOUR PROGRAM?

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# Highlights of

The 1984 Personal Computer World Show

20-23 SEPTEMBER, OLYMPIA 2 LONDON

## Olympia hosted the biggest micro show of the year — Liz Graham and Paul Liptrot bring you the highlights

**Tansoft** has now increased its range of software for the Oric/Atmos to 33 titles. The twelve new additions range in price from £4.95 to £14.50 and include six arcade games — Harridges, Hornet , Tartarus, Insect Insanity, Starship and Rig Runner. The Kilburn Encounter is an adventure: Alphabet, Arithmetic and Spelling Test are Tansoft's new educational additions, while Composer and Macro Assembler complete the range.

The **Acorn** Business Computer was previewed at the show. Scheduled for launch in January 1985, the ABC forms a family of eight models, which can be upgraded without any additional external hardware. The keyboard comes complete with its own built-in 12-inch monitor. Starting price will be under £1,000 and Acorn hopes to keep the top price below £4,000.

**Get to know your ABC**

**Omega** is a new name in cut-price software. Made up from a consortium of software houses — CRL, Silversoft and Anirog — Omega is launching a dozen games for Spectrum, ZX81, Commodore 64 and VIC-20. Omega claims it will "cause a stir among other budget ranges with a product standard so high many software houses would have released the initial 12 programs at a much higher price!"

Remember Terrahawks, the sophisticated TV puppet show? **CRL** has now released Terrahawks for the 48K Spectrum. It's based around the opening sequences and is a space flight simulation. The Magic Roundabout is another new CRL release for the Spectrum. Dougal has to build a sugar house whilst warding off other popular Magic Roundabout characters, who are set to hinder his progress.

**Oric** was launching a new modem and printer at the show. Priced at £99.95, the modem enables the Oric to be used as a Prestel terminal. Oric will be providing a database on Prestel to keep Oric users up to date with the latest news. The new printer will cost £249.95 and is an 80-column dot matrix printer with centronics interface.

**Elite** brings you the Fall Guy and the Dukes of Hazzard on your computer screen. Available for Spectrum (£6.95) and Commodore (£7.95 and £9.95), the games are due for release in November and star the well-known TV characters in arcade action. Kokotoni Wilf had its debut at the show and is intended to be a challenge to Jet Set Willy for the title of Best Arcade Adventure Game of 1984. It costs £5.95 for Spectrum; £6.95 and £8.95 (disc) for CBM 64. Each Elite game carries a holographic sticker, intended to discourage piracy. Elite was formerly Foundry Business Systems.

**MEDL's RB2 tracker ball**

**Marconi Electronic Devices Limited** (MEDL) was unveiling its tracker ball cursor controller. Aimed at computer hobbyists, it's initially available for the BBC B. It provides accurate, noise-free position information for cursor control. The RB2, as it is known, is capable of moving the cursor one pixel at a time, with the appropriate software in operation. It can also change direction rapidly.

Eureka! is the name of the game and £25,000 could be yours if you're the first person to solve the riddle by completing the five adventures and arcade games incorporated in the game. **Domark**, the manufacturer, said: "Eureka is the culmination of more than 10,000 man hours of work by Hungarians programming in secrecy behind the Iron Curtain!" The game whizzes you through history and goes on sale by mail order from 31 October.

The **Enterprise** 64, whose promotional slogan reads: "with obsolescence built out" was unveiled but not launched at the show. The machine will finally be available in the shops at Christmas, too late to catch the pre-Christmas boom. Michael Shirley, marketing director, said: "While the models on show at PCW represent the final stage of our development, they are not yet production quality. We refuse to rush out anything other than the real thing. Within its price range (£249) it is a huge step forward in home computer technology."

Do you fancy a holiday in Tunisia in March? That's what three winners of **Lothlorien**'s competition will win. Everyone who buys the adventure Special Operations will be eligible for entry, and the competition is organised into three sections for Spectrum, Commodore and Atmos computer owners. Lothlorien also announced the Autumn launch of Masters of Serebal, a Spectrum adventure, and Panzer Attack and Redcoats, two war games. Lifeline, Scarper! and Billy Bong are three new arcade games which complete Lothlorien's pre-Christmas line-up.

Commodore 64 owners will be interested to learn of the launch of **Compunet**. It's an interactive database from which you can download software, paid for by direct debit. You need a CBM 64 modem, which plugs into your telephone line and enables you to communicate with other modem owners. The CBM modem costs £99.99 and includes one year's free subscription to Compunet. Using the modem and Compunet you can buy telesoftware, cutting out distributors and dealers and thereby reducing the cost.

**Hill MacGibbon** is a new software house whose advertising slogan is "Games to stretch the mind!" Set up by Alan Hill and Hamish MacGibbon, formerly Chairman and Managing Director, respectively, of

Heinemann Educational Books, the company's intention is to entertain while educating. Gun Dogs, Aztec and King Arthur's Quest were launched at the show: Aztec and King Arthur's Quest are both Spectrum adventures, costing £7.95, which feature 360 degree scrolling. Gun Dogs is a game-shooting arcade game for the Commodore 64, at £5.95.

**Ebury** has added five new titles to its Good Housekeeping Mr T range. The new programs are aimed at a slightly broader age range. Each program costs £9.95 and all 11 of the Mr T range run on BBC, Spectrum and CBM 64, with the exception of Mr T Makes Music (not on the Spectrum). Each program is designed for easy use by parent and child, and comes complete with handbook.

Travel with Trashman is **New Generation**'s follow-up to Trashman. The hero of the piece finds himself having to clear up beer bottles at the Munich beer festival, while refraining from imbibing himself; removing coconuts from the beach in Samoa and mopping up tissues at the Wailing Wall in Jerusalem. For the Spectrum, it costs £5.95. Cliffhanger is the second new release from New Generation; it's a "cartoon-style" game with Cliff stopping the evil bandit from shooting up the canyon. For the Commodore 64, it costs £7.95.

**Micro Power** announced a price drop of £1 for its BBC/Electron software. Games will now cost £6.95. Micro Power is planning to release 21 new titles in the next few weeks and there will be 11 for the Electron, seven for the BBC, two for the CBM 64 and one for the Amstrad. Ghouls, already on the BBC/Electron, is the new Amstrad release and costs £6.95.

Following the success of the movie Ghostbusters in the US, **Activision** has secured the copyright and is marketing the game of the film. Activision intends to launch the game for Atari VCS, Commodore, Spectrum and MSX by mid-November and the film will open over here on 7 December. The theme music of the film, featured in the game, is already a hit in Britain.

Pyjamarama is the new game from **Mikro-Gen**, starring Wally Week. Wally was at the PCW show in person to promote his game. Also unveiled: Air Traffic Control. A Mikro-Gen spokesman said: "Computer and aviation enthusiasts alike are astounded by the accuracy and depth of this program!"

**Bubble Bus** announced Strike Force, Cave Fighter and Barmy Builders. Strike Force is a 3D war game, while Cave Fighter is a climbing game featuring 31 different caves. Both are for the CBM 64. Hustler, Bubble Bus' pool game, has been converted for the MSX and Spectrum, with the addition of top, bottom, left and right spin.

New from **Llamasoft** is Ancipital, hailed as a progressive arcade game. Invented and programmed by Jeff Minter, it's "the first of a new breed of video game!" It's an arcade adventure which Jeff Minter says "is faster and more difficult than most arcade-only games. Progress can be measured in terms of score and percentage completed!" Ancipital features help screens for each of the 100 locations. It costs £7.50 and runs on the Commodore 64.

*Acorn, Fulbourn Rd, Cherry Hinton, Cambridge*
*Activision, c/o Ray Hodges Assoc, 5/7 Forlease Rd, Maidenhead, Berks SL6 1RP*
*Bubble Bus, 87 High St, Tonbridge, Kent TN9 1RX*
*Commodore UK, 1 Hunters Way, Weldon, Corby, Northants NN17 1QX*
*Compunet, Metford Hse, 15-18 Clipstone St, London W1P 7DF*
*CRL, CRL Hse, 9 Kings Yd, Carpenter's Rd, London E15 2HD*
*Domark, 228 Munster Rd, London SW6*
*Ebury, National Magazine Hse, 72 Broadwick St, London W1V 2BP*
*Elite, 55 Bradford St, Walsall WS1 3QD*
*Enterprise, 31-37 Hoxton St, London N1 6NJ*
*Hill MacGibbon, St Bartholomew Hse, 92 Fleet St, London EC4 1DH*
*Llamasoft, 49 Mt Pleasant, Tadley, Hants RG26 6BN*
*Lothlorien, 56a Park Lane, Poynton, Cheshire SK12 1RE*
*MEDL, Power Division, Carholme Rd, Lincoln LN1 1SG*
*Micro Power, Northwood Hse, North St, Leeds LS7 2AA*
*Micro-Gen, 44 The Broadway, Bracknell, Berks*
*New Generation, The Brooklands, Sunnybank, Lyncombe Vale, Bath BA2 4NA*
*Omega, 121 London Rd, Knebworth, Herts SG3 6EU*
*Oric, Coworth Park, London Rd, Ascot, Berks SL5 7SE*
*Tansoft, Units 1 & 2 Techno Park, Newmarket Rd, Cambridge*

*From front page*

software industry huge sums of money which is detrimental to the future development of the industry. It is in everybody's interests to dramatically reduce the level of software piracy primarily because firms need funds raised from software sales to plough back into research and development of new products. This means that the standard of software products can only improve.

ASP hopes our action will help combat this serious problem in order to maintain and improve the high standards of the UK software industry.

We are asking **you** to do the same by refraining from duplicating or copying commercially available software for anything other than personal use.

## Island

*From front page*

been top of the US charts for months. We intend that our programs should be of that level of sophistication!"

"When we studied the UK market we realised that the 48K Spectrum, used for games-playing, dominates," he went on. "However, we're looking further afield and to the international market, and that's why we're principally releasing our software on disc, for the American market!"

"Our first release, The Music System, is excellent value for money. It's unusual in that it incorporates the five elements in one package!"

Island Logic was set up in the autumn of 1983 and The Music System was developed with the help of the Sheffield-based SYSTEM (South Yorkshire Systems for Training, Education and Management). The Music System will also be available as two cassette packages, costing £12.95 each. Island Logic plans to release the Commodore 64 version of this program in February 1985.

Simon and Schuster has agreed to take on distribution of The Music System in the United States and a significant proportion of sales are intended to be through the American market.

*Island Logic, 22 St Peters Sq, London W6 9NW*

## Britain's best?

If you're an expert adventurer then you could win a video recorder in a competition organized by Incentive. To qualify as Britain's best adventurer you will have to complete the Ket trilogy, attaining 100 per cent in each game. If you do, part of a secret sentence will be revealed and the first person to complete the sentence wins the prize.

Mountains of Ket and Temple of Vran, the first two parts, are already available. The third part, The Final Mission was released on 19th September. It costs £5.50 and is for the 48K Spectrum.

*Incentive, 54 London St, Reading RG1 4SQ*

## Briefly

Are you a BMX freak? Then you'll be interested in PSS's new game, Hyper Biker, for the Commodore 64. Up to four players can act out dangerous and sophisticated manoeuvres. Wheelies, obstacles, long jumps and bunny hops — it's all there. Hyper Biker is due out at the end of September and will cost £7.95.

*PSS, 452 Stoney Stanton Rd, Coventry CV6 5DG*

Here's the solution to our Unique wordsquare competition. **Horizontal:** software, modem, joystick, computer, hex, RAM. **Vertical:** graphics, ROM, printer, keyboard, disc drive.

These are the winners, who will each receive a copy of Bully: M England, Hull; Jonathan Clegg, Lancs; Stephen Foy, Kent; J Harvey, Derby; Mr B Palmer, Epping; David Copeland, Kent; Keith Mawson, Slough; Grahame Chidwich, S'Humbs; K Chua, Birmingham; A J Greenwood, Rochdale; Michael Nodding, Durham; Mark Tisdall, London SW19; Stephen Jones, Cleveland; Karl Marsh, Stock-on-Trent; Mrs L E Yound, Essex; Mr Paul McDonald, Glasgow, Mr K Ceaser, S Yorks; Richard Weeber, Essex; Dennis Richards, London N4; D J Twigg, Burton-on-Trent; A Collier, Leeds; Mr R I Carswell, Plymouth; Tim Prince, Cumbria; Judith McKendrick, Scotland; Ray Pearson, Sunderland; Mrs Beryl Gay, Cambs; Sean Conway, Kilkenny; Vicki Blundell, Herts; William Eccles, W Yorks; Richard Ellis, S Humbs; Peter J Newstead, Workington; Mr C Crane, Stoke-on-Trent; Mrs G Stott, Lancs; John Roberts, Southampton; Mark Ottaway, Sheppey; Michael Booth, W Yorks; R J Henthorn, Gwent; Guidi Heye, Belgium; K A Hardy, Tyne & Wear; J Alba, London SW1; Barry Winterton, Herts; A P Toller, W Mids; Darren Hepples, N Yorks; Craig Mitchell; Geoff Wyatt, Broughton Nr Chester; R David Smith, Scotland; Mr H Collings, Aldershot; P S Bareham, W Mids; D R Matless, Norfolk; D Brown, Winchester; Mr R Chowdhury, Dunstable; Paul Wilson, Cheshire; Andrew Goodson, Middx; Nigel Hurst, E Sussex; S Brodie, Hull; Andrew Farrell, London SW2; David Hills, Leicester; Gregory Wisken, Essex; Mr D S Nisbett, Leicester; A Jarmey, Norfolk; Susan L Atkins, Loughton; Bhadinder Singh, Birmingham, Mr F Hannaway, Glasgow; J S Hooper, Hants; Peter Van Allen, Dorset; F J Ridout, Wilts; Paul Oldfield, Lancs; C H Gardiner, Newcastle-upon-Tyne; Paul Hunt, Beds; C Hebberts, W Mids; F A Beale, Blandford Forum; Mr R Fenton, Southend-on-Sea; Mr K W Carr, Rhyl, C F Brown, W Yorks; Mathew Tear, Wakefield; Alan Rees, Hants; Jane Stephens, Cookham, Mr R Banks, London SW18; James Dixon, W Lothian; Richard Taylor, Surrey; A R Joney, Coventry; Mark Pepperrell, Feltham; Mrs A Griffiths, Surrey; Mrs L E Zawistowski, Bath.

# You'd have to spend over £3000 to beat our £199 Second Processor.

The BBC Micro is already one of the fastest and most powerful micros around.

But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the BBC Micro, but at a much higher speed. Which means programs can run up to 50% faster.

The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitstick, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Econet system, with Level 2-File Serving.

So to get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of your nearest supplier, ring 01-200 0200.

If you wish to order by credit card, phone 0993 79300 during office hours.

6502 Development Programs
(available seperately)

MASM: A 6502 macro-assembler. A full range of macro facilities are provided, including looping recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for de-bugging all types of program.

PRINT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 250-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502.

Integral power supply

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power in: 240v, 50Hz, 3w.

**The BBC Microcomputer System.**

Designed, produced and distributed by Acorn Computers Limited.

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## 250 K OF PURE MYSTERY BY IAN LIVINGSTONE

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- Epic in scale: "Eureka!" spans five eras of history! You battle against the dinosaurs, outwit Nero and his gladiators, join the Knights of the Round Table, escape from Colditz, and finally into 1984 defeat the evil master of the Caribbean who is holding the world to ransom.
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*Spectrum 48K or Commodore 64 (Turboload)*

*Full-colour booklet, packed with cryptic clues to help you unravel the mystery — and win the £25,000 reward*

*Music and sound effects built in*

## 5 PROGRAMS IN ONE

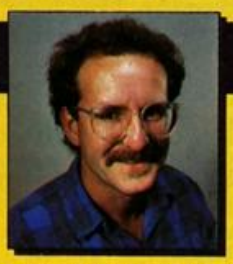
- All 5 Adventures are linked — but you can choose to play them separately. And they all have REAL TIME built in. So if you don't think fast, you wind up as a pterodactyl's lunch, die of over-exertion in a Roman orgy, or just lose your mind...
- "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come.
- The better your score, the stronger and faster you'll be.
- And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement.
- As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen *together*, you steadily unravel the clues and build up a secret phone number piece by piece.
- If you're first to ring it, you save the world and collect the £25,000!
- Quite a package! And to give everyone a fair chance, "Eureka!" will be released simultaneously worldwide on October 31st, 1984. No packs will be available until that date. All orders received by mail or phone by 26th OCTOBER will be despatched by post on the 31st right across the world. So order now, and be one of the first off the mark.

*High quality, full-colour, static and moving graphics*

**Just clip the coupon. Or, for even faster action, order by Credit Card on the "Eureka!" Telephone Hotline 01-460 6000.**

# Eureka!™

*THEN THE RACE IS ON!!!*



## DEVISED BY IAN LIVINGSTONE

The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it...

### £7 BONUS

When you order "EUREKA!" before 26 OCTOBER 1984, you receive an additional bonus: £7 voucher off the price of the **TROJAN LIGHT PEN** from PSL MARKETING. Normal price is £17.25. You buy it for just £10.25.

Send your order now to:
"Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

NO STAMP NEEDED

To: "Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

DOMARK

Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at **£14.95** each PLUS 55p post & packing. If my order is received before 26 October 1984, I will receive a free £7 voucher towards a Trojan light pen. Please allow 14 days delivery for orders received after 26 October.

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| COMMODORE 64 | | |
| SPECTRUM 48K | | |
| | TOTAL £ | |

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The race for the £25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985.

Domark Ltd., 228 Munster Road, London SW6. Reg. No: 1804186 (England).

## Sorcery
## CBM 64 £7.95

Virgin Games, 61-63 Portobello Rd, London W11 3DD

You could say the storyline of this game is "virgin on the ridiculous" but please don't! You are the last of the great sorcerers who must free an enslaved land from evil forces.

This is done by flying over 17 screens of woods, lakes, wilds, swamps, castles and dungeons, collecting and using objects correctly, until you reach Stonehenge. Place the right object on the altar and presto! The land is freed of serfdom: but you must reach it before sunset!

Sorcery is a real arcade adventure, slightly reminiscent of Alchemist, and based on a Spectrum game. Graphics are good, smooth and fast, and screen presentation is excellent. Sound is superb, with a constant thunder storm and banging doors.

However the ultimate appeal is dubious. Once the quest is complete, the game is pointless.

Still, it is an excellent arcade adventure and I recommend it. But I did find the fast loading system unreliable. **P.S.**

| | |
|---|---|
| instructions | 90% |
| playability | 75% |
| graphics | 90% |
| value for money | 75% |

★ ★ ★ ★

## Thriller!
## 48K Spectrum
## £5.50

Amazing Games, 39 Maple Dr, Burgess Hill, W Sussex RH15 8EX

Amazing claims this is its best adventure yet. Set in a "fun-house" filled with gothic terrors, I was expecting the worst!

On loading the all-text presentation advises you that the door you see before you, complete with slot for gold and rusted lever, is the entrance to the fun-house. Your feet, however, are lodged in a revolting gutter, which leads to an even more revolting drain containing, amongst other things, gold and sticky brown substances, about which we will say nothing!

And that's as far as I got! This is an amazing game. It's the first adventure I've come across which does not recognise North, South, East and West as legitimate commands. As a result, I've no idea how to move around. The manual didn't mention this! Help!

Another dubious feature is the incredibly slow input interpreter. Your typing must be ponderously slow in order to get your message across. Add to this the difficulty in movement, and the result is very off-putting. Did I get a copy with bugs? It sounded really good, but in this form isn't really ready for sale. **D.M.**

| | |
|---|---|
| instructions | 80% |
| playability | 10% |
| graphics | N/A |
| value for money | 10% |

★

# You're the star turn

**Assume the role of a wizard, knight or American presidential candidate. You can play out all your favourite fantasies in these latest releases**

## Fame Quest
## CBM 64 £7.95

Braingames, Amplicon, Richmond Rd, Brighton, Sussex BN2 3RL

Set in medieval times, Fame Quest is a strategy game in which you must get your knight as much gold and fame as possible.

Weapons and armour must be bought in order to defend yourself. Bandits and other baddies will try to rob you of your gold and, if you do not have the correct weapons, they might kill you.

When you select an action or encounter someone or something a small graphical illustration is given. This certainly adds variety to the game and is quite a nice touch.

Playing is done through a series of menus and options. A variety of possible actions are given when the need arises. When you encounter someone you are given the option of talking to them; on doing this they might ask you a question. If you give the correct answer then your gold and fame might go up, if you give the wrong answer . . .

The program is self explanatory and very well set out. Loading is very fast and accurate. Incidentally the screen does not go blank when loading is taking place. **K.I.**

| | |
|---|---|
| instructions | 60% |
| ease of use | 80% |
| display | 70% |
| value for money | 80% |

★ ★ ★ ★

## Alien Break In
## Electron £6.99

Romik, 272 Argyll Ave, Slough, Berks

This game is yet another space shooting game, better than some, but still lacking in originality. The aim is to try to save the uranium which has been left on earth when everyone was evacuated, probably through boredom. You have your trusty laser ship and the ability to dig holes which you never fall into.

The Zargon fleet descends upon you whirling and weaving in the appropriate manner whilst you try to shoot them. At times they split into two indestructible halves but they eventually become fallible again and that's the time to start your attack. There is one completely indestructible ship, the mothership, which true to its name constantly 'gives birth' to pods which will hatch out into rather nasty, fatal walking creatures if allowed to land. The only way to destroy these is by digging a hole, but you are only allowed five of these, so you have to be careful.

Unfortunately there is never a chance to complete a screen or jump a level. I find this rather sad and it makes the game so much less enthralling. My five-year-old likes it though. **D.C.**

| | |
|---|---|
| instructions | 50% |
| playability | 60% |
| graphics | 75% |
| value for money | 70% |

★ ★ ★

## Election Trail
## CBM 64 £7.95

Braingames, Amplicon, Richmond Rd, Brighton, Sussex BN2 3RL

This strategy game involves planning your campaign to win the US elections. There are two parties competing: you, (Republicans) and your opponent or computer (Democrats).

There are 20 periods before the election in which you should hold rallys, campaigns, press conferences and make various decisions affecting your popularity.

Election Trail is menu driven — a series of options is dislayed and you must select the one which best suits your plan of action. Most screens are accompanied by graphical displays or animated pictures. A map of the states or regions is normally displayed to help you reference certain areas.

The game should be played on a colour TV. When played in black and white you can't tell the difference between red and blue (one colour per party) so you don't know whether you are winning or losing.

The instructions outline the principle but leave a lot for you to find out. Some of the options during play could do with documenting so that the player might have an idea of what to expect.

The game has educational value and is interesting. **K.I.**

| | |
|---|---|
| instructions | 25% |
| ease of use | 80% |
| display | 75% |
| value for money | 75% |

★ ★ ★

## Fred
## Commodore 64
## £7.95

Quicksilva, 13 Palmerston Rd, Southampton

Fearless Fred the intrepid archaeologist is in the catacombs below the tomb of Tootiecarmoon. You must guide him round each level of the catacombs, collecting ammo for his gun. Nefertiti's potion will replenish his strength, and there's a bomb to blast a way to the next level as well as treasures scattered around.

There are the obligatory baddies — a bell-shaped ghost against which Fred's gun seems singularly ineffective, and a few skeletons. The acid dripping from the roof makes it necessary to time Fred's moves carefully.

This game loads faster than any other Commodore game I've seen, including disc games. The instructions are concise and barely adequate, and load separately, so you can skip them once you've mastered the rules.

The graphics are attractive and well animated, but the few levels of catacombs that I reached all lookd much the same. The background music is irritating and irrelevant, but it can be switched off.

The cassette inlay says Commodore 64 and joystick, so I was surprised to find a keyboard option, using an unusual but workable combination of keys.

**M.N.**

| | |
|---|---|
| instructions | 70% |
| playability | 80% |
| graphics | 75% |
| value for money | 70% |

★ ★ ★ ★

## Pin-in'ere
## 48K Spectrum
## £6

Automata, 27 Highland Rd, Portsmouth

Maybe the title should be Tonginch-eek, but nevertheless it was nice to meet up with Piman again. I never did get to finish that adventure game of his.

This game finds our hero embedded in the innards of a computer. His task — to seek out the bane of all computer programmers, the Big Bug.

On the way he searches the innermost corners of RAM, looking for the treasure stashed away, thus gaining points. En route he meets up with minor bugs with varying degrees of intelligence. Occasionally he may meet up with the arch enemy of all computers, Spike, or rather the big boss, Main Spike!

The game follows a pattern of tunneling, but, as you would expect from Automata, the graphics and graphics animation are very good. Should you weary of the game, or if you would like a musical accompaniment, try the other side of the tape. This is a very pleasant musical interlude by the Just Kooks, played on electronic instruments.

As I said earlier, a well worn game pattern, and well worth playing.

**B.B.**

| | |
|---|---|
| instructions | 100% |
| playability | 95% |
| graphics | 100% |
| value for money | 95% |

★ ★ ★ ★ ★

## Trollie Wallie
## CBM 64 £7.00

Interceptor Micros, Lindon Hse, The Green, Tadley, Hants

This is the last in the "Wallie" series of games from Interceptor Micros. In Trollie Wallie you must guide Wallie through a layout of rooms and corridors, collecting items on your way and then paying for them at the checkout.

The screen display is part of a cross-section of a large mansion. The idea is similar to that used in The Son Of Blagger — only a small proportion of the full screen is seen at any one time.

The rooms include walls, which must be switched out of the way, moving floors which open and close, conveyor belts, flashing walls, ladders, slides, alien beings and various other obstacles. The game is made even harder by having to return to the checkout whenever you collect five items.

The instructions are very brief and leave much to be desired. It took some time to work out the object of the game.

Loading is fast and problem free.

The background music is excellent. Fans of Jean-Michel Jarre will recognize some of it instantly. The game is worth buying for the music, the high standard of gaming is a bonus.

**K.I.**

| | |
|---|---|
| instructions | 10% |
| playability | 90% |
| graphics | 90% |
| value for money | 95% |

★ ★ ★ ★ ★

# Ancient and modern

## Here's a few very famous names back to entertain you

## Sinbad
## 32K BBC £7.59

Virgin, 2-4 Vernon Yard, Portobello Rd, London W11 2DX

In this arcade-type game you must aid Sinbad in converting enemies to a peaceful way of life.

These enemies are placed at various vertical positions on the screen, and move horizontally. Sinbad must jump on to his moving ladder and carpet and change these creatures by touching them.

Contacting any of the enemies, converted or not, knocks Sinbad to the ground, resulting in time and energy losses. This causes problems when converting the monsters at the top, and a lot of up and down movement is needed.

After converting all his enemies Sinbad must journey through space, avoiding the asteroids. Then Sinbad arrives on the next planet, which is a harder variation of the first.

Sinbad dies when all his energy is exhausted. Often his death comes as a shock because an energy reading is not displayed.

Sinbad is a highly original game, with great 3D effects on the asteroid level, and good music which gives a terrific atmosphere. Unfortunately it lacks lasting interest and my guess is that it won't wear very well because of the sheer impossibility of later stages.

**M.B.**

| | |
|---|---|
| instructions | 70% |
| playability | 60% |
| graphics | 70% |
| value for money | 60% |

★ ★ ★

## Hercules
## Commodore 64
## £6.95

Interdisc, 249-251 Kensal Rd, London W10 5DD

This game sounds promising, based upon the 12 labours of Hercules. Each labour that you, Hercules, encounter is spread over several frames and there are 50 frames in all. The 12 labours are presented in random order to add variety to the game. All the frames were very acceptable in terms of high resolution and realistic animation.

The cassette inlay card gives no real instructions about the game apart from SHIFT/RUN to load. When loaded I found pressing the fire button took me into the game. Each labour is preceded by a senario in Gothic style typeface. The text-background colours made this extremely difficult to read.

Once in a frame I died virtually instantaneously. You have about two seconds to take in the scene and decide what to do with specific instructions. The game assumes you know how to move a character around the screen.

At one stage I got a screen message to press PLAY on the tape unit and then F3. This puzzled me as the tape had run to the end. On another occasion all was revealed, it was a saving option. Not wishing to save I pressed RESTORE to take me back to frame 1, but at this stage the computer hung.

Not a game for the faintheart-ed, you need the determination of Hercules to play.

**L.C.**

| | |
|---|---|
| instructions | 40% |
| playability | 40% |
| graphics | 70% |
| value for money | 50% |

★ ★

As seen in the national press

# WIN a DREAM HOLIDAY in our GREAT COMPETITION

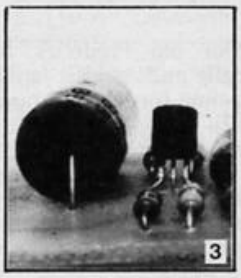
## The Prizes:

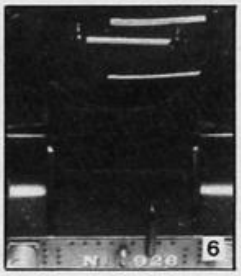
You could win £2,500 to be spent on a dream holiday of your choice for you and your family!

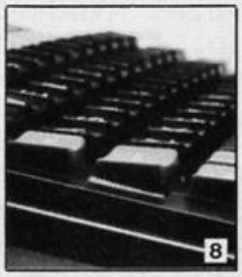
**Second prize** — a complete Canon portable video outfit worth £1,300.

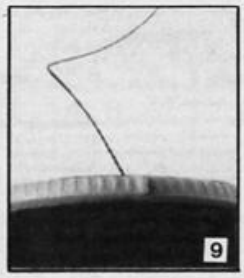
**Third prize** — a BBC Model B micro computer plus software worth £450.

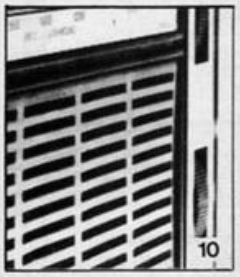
**Fourth prize** — Minolta X700 camera with a 50mm lens and flashgun, worth £280.

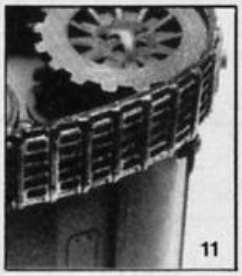






## How to enter:

Just identify the twelve objects pictured opposite....

**HINT** — the Argus Specialist Magazines listed below might give you a clue:

Electronics Today International
Personal Computing Today
Movie Maker
Your Model Railway
Clocks
Home Computing Weekly
Beatbox
Ham Radio Today
Electronics
35mm Photography
Model Cars
Woodworker
Games Computing
Photoplay Movies and Video
ZX Computing
Military Modelling
Hi-Fi Now!
Winemaker
Citizens' Band
Model Boats
Video Today
Popular Crafts
Which Video?
Your Commodore

and write your (one-word) answers in the spaces provided on the coupon. For instance, if you think that number 9 is a record, write 'record' in the space next to 9 on the coupon and so on. Then tell us in up to 20 words why **MAGAZINES MAKE IDEAL HOLIDAY READING.** Complete the coupon in BLOCK LETTERS, and send it to: *DREAM HOLIDAY COMPETITION, Argus Specialist Publications Ltd., No 1 Golden Square, London W1R 3AB,* to reach us no later than 31st December 1984.

**Competition rules**

1 The competition is open to all UK and Eire readers except employees of Argus Specialist Publications Ltd., their printers and distributors.

2 As long as an original coupon from the magazine(s) of your choice is used for each entry there is no limit to the number of entries per person. Photocopied coupons will not be accepted.

3 All entries must be postmarked before 31st December 1984.

4 The prizes will be awarded to the first four entrants who identify the twelve objects correctly and whose completed sentence is judged the most apt and original.

5 No correspondence will be entered into about the competition results; the judges' decision is final.

6 Winners will be notified by post and the results will be published in a future issue of this magazine.

**The 12 objects are**

1. . . . . 2. . . . . 3. . . . . .

4. . . . . 5. . . . . 6. . . . . .

7. . . . . 8. . . . . 9. . . . . .

10. . . . . 11. . . . . 12. . . . . .

Magazines make ideal holiday reading because *(up to 20 words)* . . . . . .

. . . . . HCW

NAME *(BLOCK LETTERS)* _____ AGE *(if under 18)* _____

ADDRESS _____

Send to **DREAM HOLIDAY COMPETITION,** Argus Specialist Publications, No 1 Golden Square, London W1R 3AB.

# Jumpin

## Can you lead the family of fleas across the busy road and safely home to tea? This game by John Redhead will test your co-ordination

Poor old Frederick flea! He really must get his family home in time for tea, but how can he with that busy road, railway and a river in the way?

Maybe you can help? Can you guide them all safely past the obstacles? Take care — we don't want any squashed fleas do we?

Oh, and by the way, fleas can't swim very far. Try hopping on to the logs halfway across the river.

These are the keys which control your movement: **Q** up, **Z** down, **I** left, **P** right. An opportunity is given to change control keys if desired — hit ENTER during the game.

For each flea safely home a minimum of 100 points is given as well as a bonus depending on time taken — so hurry for high scores.

As the game progresses and your skill and expertise increase, the game gets faster and the train gets longer.

Type in each program separately, saving each one in turn. Then load in program one and run it. Be careful not to type NEW or remove plug.

Next load in program two and run it. Program two uses the data from program one.

### How it works

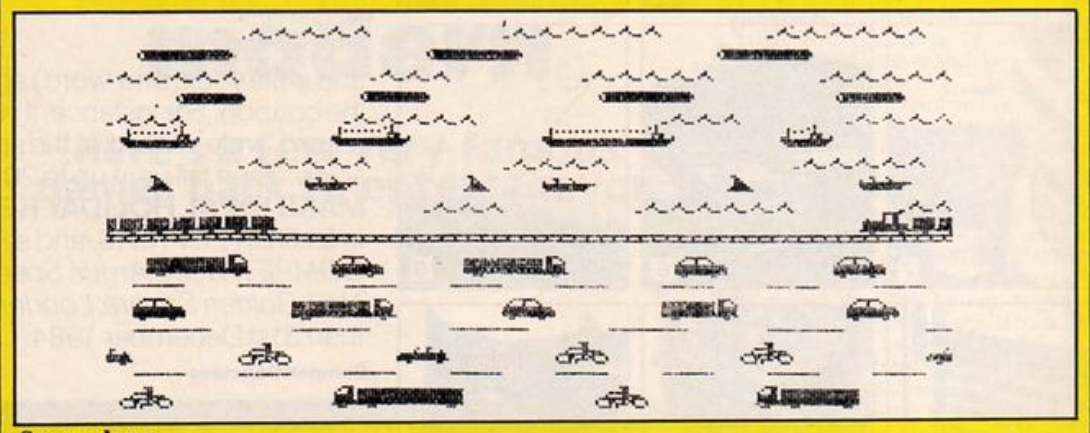
This game, although written largely in BASIC, moves fairly fast. The main playing loop has been placed at the beginning to increase speed, and the sub-routines which are not used as often occur later in the program after the main loop.

A new character set was defined because SCREEN $ does not recognise user-defined graphics. This has the added bonus of making available more re-definable characters.

Some variables were used in place of line numbers to increase speed.

The game is split into two parts so that it runs on a 16K or 48K machine. Once program 1 has been run it is redundant and occupies valuable memory space.

Some joysticks read certain keys so you can alter the control keys to the ones which your joystick reads.



**Screen dump**

### How it works

**Program 1**
**DATA**

**1** lowers RAMTOP
**10-80** routine to POKE in m/c
**90-160** m/c DATA
**170** checks to see if DATA was correct
**180-210** find character set in ROM and transfer to RAM
**230** make system variable point to 256 less than where new character set is
**240-320** routine to POKE in new character set DATA
**330-470** DATA for new character set
**480** checks to see if DATA was correct
**490** if correct proceeds to LOAD in second program

**Program 2**
**Main Program**

**1** caps lock, GOTO title page, GOTO set up variables etc, GOTO instructions page
**10-90** main loop
**1000** crash routine
**1050-1068** "flea home" routine
**1998-1999** set up variables
**5500-5590** print main screen routine
**6010-6045** run out of lives routine
**6100** all fleas home routine
**6130** resets score, speed, lives etc
**6500-6545** change control keys routine
**6600-6608** instruction page routine
**6609-6618** opening tune
**7000-7120** title page routine
**9000** reverts to ROM character set and change colours (suitable for listing program)
**9999** reverts to new character set

### Variables

**Z** 10 (variable used instead of number to increase speed)
**W** 30
**TI** time (initially 1000)
**Y** vertical position of flea
**X** horizontal position of flea
**SC** score
**HSC** high score
**L** lives
**XI** position of fleas home
**LL** length of train

### Hints on conversion

This type of game could be, and has been, written for other computers.

A machine code routine would have to be written specifically for other computers (BASIC is too slow to move a lot of things about at once), but the main BASIC program should not be too difficult to convert.

# g fleas!

**Program 1**

```
  1 CLEAR 31300: PRINT "PLEASE WAIT "
 10 REM POKE IN MACHINE CODE
 20 LET x=0: RESTORE 90: LET a=32380
 30 READ b
 40 IF b=500 THEN  GO TO 170
 50 LET x=x+b
 60 POKE a,b
 70 LET a=a+1
 80 GO TO 30
 90 DATA 33,127,64,205,237,126,33,160,64,205,210,126,3
3,160,64,205,210,126,33,255,64,205,237,126,33,32,72,205
,210,126,33,127,72,205,237,126,33,127,72,205,237,126,33
,127,72,205,237,126,33,160,72,205,210,126,33,224,72,205
,210,126,33,224,72,205,210,126,33,63,80205,237,126,33,6
3,80,205,237,126,33,127,80,205,237,126
 100 DATA 24,54
 110 DATA 17,0,1,14,8,6,32,183,203,30,35,16,251,6,32,43
,16,253,48,2,203,254,25,13,32,235,201
 120 DATA 17,0,1,14,8,6,32,183,203,22,43,16,251,6,32,35
,16,253,48,2,203,198,25,13,32,235,201
 130 DATA 33,30,0,6,15,0,17,12,0,213,197,229,205,181,3,
225,43,43,193,209,16,243,201
 140 DATA 33,32,88,14,22,6,32,62,0,86,203,130,203,138,2
03,146,130,119,35,16,242,13,32,237
 150 DATA 33,200,0,6,200,0,17,1,0,213,197,229,205,181,3
,225,43,193,209,16,244,201
 160 DATA 500
 170 IF x<>22712 THEN  PRINT "ERROR IN MACHINE CODE DAT
A       PLEASE CHECK": STOP
 180 REM TRANSFER CHARACTER SET FROM ROM TO RAM
 190 LET a=(PEEK 23606+256*PEEK 23607)+256
 200 LET b=31610
 210 FOR c=0 TO 767: POKE b+c,PEEK a: LET a=a+1: NEXT c
 220 REM  MAKE SYSTEM VARIABLE  POINT TO 256 LESS THAN
WHERE NEW CHARACTER SET IS
 230 POKE 23606,122: POKE 23607,122
 240 REM REDEFINE NEW CHARACTER SET
 250 LET x=0: LET a=31610+59*8
 260 RESTORE 330
 270 READ b
 280 IF b=500 THEN  GO TO 480
 290 LET x=x+b
 300 POKE a,b
 310 LET a=a+1
 320 GO TO 270
 330 DATA 30,38,70,126,126,127,255,56,0,255,255,255,255
,255,255,28,0,255,255,255,255,255,255,0
```

```
 340 DATA 31,34,66,255,255,255,255,48,192,32,16,254,255
,255,255,24
 350 DATA 1,0,15,16,127,140,139,122,192,192,192,252,222
,177,209,14
 360 DATA 1,1,33,127,127,127,255,24,248,48,48,48,254,25
4,255,12,0,0,254,254,254,254,255,24
 370 DATA 0,0,0,24,136,255,255,127,0,0,0,128,64,255,252
,248
 380 DATA 0,0,2,4,127,255,255,24,0,0,96,68,254,254,255,
12
 390 DATA 120,100,98,126,126,254,255,24
 400 DATA 36,24,24,189,126,90,90,129
 410 DATA 255,68,255,0,0,0,0,0
 420 DATA 0,32,42,32,224,255,127,63,32,160,32,120,89,25
5,254,252
 430 DATA 0,0,96,48,56,60,126,255
 440 DATA 0,0,0,0,3,5,5,3,0,0,0,0,255,255,255,255,0,0,0
,0,128,192,192,128
 450 DATA 0,0,0,0,4,12,18,193
 460 DATA 0,0,0,255,0,0,0,0
 465 DATA 0,0,170,0,0,255,255,255
 470 DATA 500
 480 IF x<>23007 THEN  PRINT "ERROR IN CARACTER DATA PL
EASE   CHECK": STOP
 490 PRINT  FLASH 1;"NOW LOAD IN SECOND PROGRAM AND  RU
N IT"
```

**Program 2**

```
   1 POKE 23658,8: GO SUB 7000: GO SUB 1998: GO TO 6600
  10 IF y<=1 THEN  PRINT  PAPER 8;AT y,x;"j": PAUSE 1:
PAUSE 50: GO SUB 1050: PAUSE 100: LET LL=LL+3: GO SUB 5
500
  11 IF SCREEN$ (y,x)="p" AND y<6 THEN  LET a$="p": GO
TO w
  12 IF TI>0 THEN  LET TI=TI-3
  15 IF SCREEN$ (y,x)=" " AND y>6 THEN  LET a$=" ": GO
TO w
  20 PRINT  PAPER 8; INK 8;AT y,x;"j": LET a$=" ": GO S
U 1000: GO SUB 5500
  30 PRINT  PAPER 8; INK 8;AT y,x;"j"
  35 IF INKEY$=CHR$ 13 THEN  GO SUB 6500: GO SUB 5500
  40 LET e=y: LET f=x
  50 LET y=y-2*(INKEY$=U$ AND y>0)+2*(INKEY$=D$ AND Y<2
1)
  60 LET x=x+(INKEY$=R$ AND x<31)-(INKEY$=L$ AND x>0)
  70 PRINT  PAPER 8; INK 8;AT e,f;a$
  80 RANDOMIZE USR 32380
  90 GO TO z
1000 LET l=l-1: FOR g=0 TO 2: FOR h=0 TO 7: POKE 32551,
h: RANDOMIZE USR 32543: NEXT h: NEXT g: RETURN
1050 RESTORE 1049: FOR A=0 TO 7: READ B,C: BEEP B,C: NE
XT A: DATA .2,12,.1,12,.1,12,.1,12,.2,14,.2,12,.3,14,.5
,16: LET SPEED=SPEED-2:: POKE 32524,SPEED
1051 LET e=y: LET f=x
1052 PRINT  PAPER 8;AT e,f;" "
1053 LET x=x+1
1054 IF x=32 THEN  GO TO 1058
1056 PRINT  PAPER 8;AT y,x;"j": BEEP .01,x: GO TO 1051
```

```
1058 LET x=31: LET y=0
1059 PRINT  PAPER 8;AT e,f;" "
1062 IF SCREEN$ (y,x)<>" " THEN  GO TO 1067
1063 IF x=x1 THEN  GO TO 1067
1065 BEEP .01,x: PRINT  PAPER 8;AT y,x;"j": LET e=y: LE
T f=x: LET x=x-1
1066 GO TO 1059
1067 PRINT  PAPER 8;AT y,x;"j": LET x1=x1+5: LET sc=sc+
TI+100: LET TI=1000: IF hsc<sc THEN  LET hsc=sc
1068 IF x1>29 THEN  GO SUB 5500: GO SUB 6100
1069 RETURN
1998 LET z=10: LET w=30: LET TI=1000: LET y=21: LET x=1
5: LET sc=0: LET hsc=0: DIM b$(4): LET b$="jjjj": LET l
=4: DIM c$(32): LET x1=3: LET U$="Q": LET D$="Z": LET L
$="I": LET R$="P"
1999 DIM E$(23): LET E$="ddddddddddddddddddddd": LET LL=
8: LET SPEED=15: POKE 32524,SPEED
2000 RETURN
5500 IF 1<0 THEN  LET L=0: GO SUB 5501: GO TO 6000
5501 LET y=21: LET x=15: FOR a=0 TO 31: LET c$(a+1)=SCR
EEN$ (0,a): NEXT a: BRIGHT 1: PAPER 0: BORDER 0: CLS :
PRINT  PAPER 4;c$: FOR a=3 TO 29 STEP 5: PRINT  OVER 1;
 PAPER 6;AT 0,a;" ": NEXT a
5502 PRINT AT 1,0; PAPER 4;"
     "
5503 PRINT  PAPER 5; INK 7;"     rrrrr     rrrrrr    rr
rrrr "
5505 PRINT  PAPER 5; INK 3;" opppq      opppq      oppp
q    "
5510 PRINT  PAPER 5; INK 7;"rrrrr     rrr     rrrrr
rrrrr"
5515 PRINT  PAPER 5; INK 2;" oppq   oppq     opppq    o
ppq  "
5516 PRINT  PAPER 5; INK 7;"rrr      rrrrr       rrr
 rrrr"
5520 PRINT  PAPER 5; INK 0;" ltm     ltm     ltttm    l
m    "
5525 PRINT  PAPER 5; INK 7;"     rrrrr     rrrr       r
rrrr "
5530 PRINT  PAPER 5; INK 2;" n     ef    n  ef     n
 ef  "
5535 PRINT  PAPER 5; INK 7;"   rrrrr    rrr     rrrrrr
   rr"
5540 PRINT  PAPER 4; INK 1;TAB 0;e$(1 TO LL);TAB 30;"bc
"
5545 PRINT  PAPER 4; INK 0;"kkkkkkkkkkkkkkkkkkkkkkkkkk
kkkkk"
5550 PRINT  PAPER 0; INK 3;" \]]i    ^_   \]]i    ^_
^_   "
5555 PRINT  PAPER 0; INK 7;" ss  ss  ss  ss  ss  ss  ss
  ss "
5560 PRINT  PAPER 0; INK 4;"^_    \]]i    ^_    \]i
^_   "
5562 PRINT  PAPER 0; INK 7;" sss   sss   sss   sss   ss
s   s"
5565 PRINT  PAPER 0; INK 6;"gh    #a    gh    #a
#a     "
5570 PRINT  PAPER 0; INK 7;" ss  ss  ss  ss  ss  ss  ss
  ss "
```

```
5575 PRINT  PAPER 0; INK 5;" #a      [\]]\      #a
[\]\   "
5576 PRINT  PAPER 0;"                                  "
5577 PRINT  PAPER 0; INK 7;"
     "
5580 PRINT #0;"SCORE ";sc;"  ";TAB 13;"HI SCORE ";hsc;"
  ";TAB 28;b$(1 TO 1)
5590 RETURN
6010 PRINT  PAPER 7; INK 0; FLASH 1;AT 10,0;"SORRY YOU
HAVE RUN OUT OF LIVES "
6045 FOR B=0 TO 6: RESTORE 6045: FOR A=0 TO 5: READ D,N
: BEEP D,N: NEXT A: DATA .1,0,.1,4,.1,7,.1,12,.1,7,.1,4
: NEXT B: GO SUB 7000: GO SUB 6130: GO SUB 5500: GO TO
Z
6100 FOR a=0 TO 200: NEXT a: PRINT  PAPER 6; FLASH 1;AT
 10,0;"THANK YOU FOR HELPING FRED FLEA       AND HIS FA
MILY HOME.      ": GO TO 6045
6125 GO TO 6110
6130 LET l=4: LET sc=0: LET x1=3: LET SPEED=15: POKE 32
524,SPEED: LET LL=8: CLS : RETURN
6500 INK 1: BRIGHT 0: BORDER 6: PAPER 6: CLS : PRINT  F
LASH 1;AT 0,5;"FOLLOW THE INSTRUCTIONS"
6505 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A UP": PAUSE 0: LET U$=INKEY$: PRINT AT 5,12;"UP = ";U$
: IF U$=CHR$ 13 THEN  GO TO 6500
6507 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A DOWN": PAUSE 0: LET D$=INKEY$: PRINT AT 6,12;"DOWN =
";D$: IF D$=CHR$ 13 THEN  GO TO 6500
6510 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A LEFT": PAUSE 0: LET L$=INKEY$: PRINT AT 7,12;"LEFT =
";L$: IF L$=CHR$ 13 THEN  GO TO 6500
6512 PRINT AT 19,0;"PRESS KEY YOU WOULD LIKE TO MOVEFLE
A RIGHT": PAUSE 0: LET R$=INKEY$: PRINT AT 8,12;"RIGHT
= ";R$: IF L$=CHR$ 13 THEN  GO TO 6500
6513 PRINT  FLASH 1;AT 0,0;"  THE KEYS YOU HAVE CHOSEN
ARE   SHOWN BELOW,IF AT ANY TIME YOU WISH TO CHANGE THE
M PRESS ENTER "
6514 PRINT  BRIGHT 1; INVERSE 1;AT 15,11;"PRESS A KEY"
6515 PAUSE 0
6516 IF INKEY$=CHR$ 13 THEN  GO TO 6500
6545 GO SUB 6130: RETURN
6600 LET N=0: BRIGHT 0: BORDER 4: PAPER 4: INK 1: CLS :
 PRINT  FLASH 1;AT 0,11;"FLEA FUN"
6601 PRINT : PRINT TAB 9;"BY J.REDHEAD"
6603 PRINT : PRINT : PRINT "CAN YOU GUIDE FRED FLEA AND
 HIS FAMILY ACROSS THE BUSY ROAD AND RIVER AVOIDING ALL
 THE OBSTICLESBUT JUMPING 'ONTO' THE LOGS ?   HURRY  TI
ME TAKEN AFFECTS YOUR  SCORE          ...GOOD LOOK!"
6606 PRINT : PRINT TAB 11;"Q = UP";TAB 11;"Z = DOWN";TA
B 11;"I = LEFT";TAB 11;"P = RIGHT"
6608 PRINT : PRINT : PRINT TAB 2;"PRESS 'P' TO PLAY OR
'Q' TO       SELECT NEW CONTROL KEYS "
6609 LET T=.09: RESTORE 6616
6610 READ D,P: IF D=500 THEN  GO TO 6609
6611 IF INKEY$="P" THEN  CLS : GO SUB 5500: GO TO Z
6612 IF INKEY$="Q" THEN  CLS : GO SUB 6500: GO SUB 5500
: GO TO Z
```

```
6615 BEEP T*D,P: GO TO 6610
6616 DATA 1,11,6,2,1,4,5,7,1,4,1,6,1,9,1,4,3,6,.5,9,6,1
4,1,11,6,2,1,4,5,7,1,4,1,6,1,9,1,4,3,6,.5,9,6,14
6617 DATA 1,16,6,14,1,16,6,12,1,16,6,11,1,12,6,9,1,11,3
,9,.5,11,1,9,1,7,1,4,1,9,1,11,1,9,1,7,1,3,1,11,6,9,6,7
6618 DATA 500,0
7000 BRIGHT 0: BORDER 5: PAPER 5: CLS : PRINT AT 5,5;"j
jjjj j     jjjjj  jjj"
7010 PRINT TAB 5;"j     j     j     j   j"
7020 PRINT TAB 5;"jjj   j     jjj   jjjjj"
7030 PRINT TAB 5;"j     j     j     j   j"
7040 PRINT TAB 5;"j     jjjjj jjjjj j   j"
7050 PRINT : PRINT TAB 8;"jjjjj j   j j   j"
7060 PRINT TAB 8;"j     j   j jj  j"
7070 PRINT TAB 8;"jjj   j   j j j j"
7080 PRINT TAB 8;"j     j   j j  jj"
7090 PRINT TAB 8;"j      jjj  j   j"
7091 PRINT #0;TAB 11;"PRESS A KEY"
7100 FOR a=0 TO 7: POKE 32551,a: RANDOMIZE USR 32543
7110 IF INKEY$<>"" THEN  RETURN
7120 NEXT a: GO TO 7100
8000 STOP
9000 BRIGHT 0: PAPER 7: INK 0: BORDER 7: CLS : POKE 236
06,0: POKE 23607,60: STOP
9999 POKE 23606,122: POKE 23607,122
```

It is impossible to tell you everything about the 50 games on CASSETTE - 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing.
CASSETTE - 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

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| | | | |
|---|---|---|---|
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Cascade Games Ltd.,
Suite 4, 1-3 Haywra Crescent, Harrogate,
North Yorkshire, HG1 5BG. England.
Telephone: (0423) 504526.

HCW 2/10/84

# Education without pain

**Learn without tears — this selection of new games teaches without resorting to rote. Adventures and arcade games are fun, especially when they have teaching value**

## Look Sharp Commodore 64 £7.95

Widgit from Mirrorsoft, Holborn Circus, London

This educational package consists of two separate series of games, using the same ideas differently, so as to appeal to a very wide age range.

On side one is "Old Macdonald's Farm" which starts with the menu, asking for your choice of three games... memory, snap or odd one out. This is nicely illustrated using a hill-billy farmer and nursery animals whilst a tolerable rendition of Old Macdonald's Farm is played. The games are the standard card types but are well thought out.

If there is a fault, and it is a minor one, it is that on a black and white TV some animals are difficult to see clearly. (One day programmers will realise not all of us have colour sets and will include a black/white mode.)

This doesn't detract from the overall appeal for the younger child.

The other side holds SORT (Space Observer Recruitment Test), with the same format as side one but using space shapes. This is much more difficult. It's aim is to test your ability to be a space pilot. You can practise before taking the final test. This proved to be quite difficult.

Overall both sides of this tape give good value. **M.W.**

| | |
|---|---|
| instructions | 80% |
| ease of use | 80% |
| display | 85% |
| value for money | 85% |

★ ★ ★ ★ ★

## My First Adventure CBM 64 £5.95

Jolly Rogers, 19 Castleton Ave, Bexleyheath, Kent DA7 6QT

As the name suggests this is a children's adventure. The object is simply to move around and discover what you can. There is no mission to complete like most adventures.

As you move around you come across various characters from nursery rhymes and the places in which they live. Certain locations have pictures. These are not too special but do make a break from the textual descriptions.

One thing that worries me is that it is based around a subject that only very young children find interesting. The problem arises when you sit little five-year-old Jimmy in front of a VDU and realise that he cannot read, write, type or spell. Surely a beginner's adventure should be aimed at children of at least eight-years-old and be based round childrens adventure stories.

The instructions supplied give a brief description of what adventure games are all about and the basic principles involved.

Loading caused no problems, but in case it does the game has been recorded on both sides of the cassette tape. **K.I.**

| | |
|---|---|
| instructions | 40% |
| playability | 50% |
| graphics | 40% |
| value for money | 45% |

★ ★

## Dragon Logo Dragon 32 £39.50

Dragon Data, Kenfig Industrial Estate, Margam, Port Talbot SA13 2PE

Logo has to be one of the most talked about and least used computer languages. Yet here's another version. Meant to teach even very young people computer programming and maths, the language is very well structured and simple to understand.

This version is no different but only includes the turtle graphics from the original, (yes, there are other things in 'true' LOGO). Loading is simplicity itself. Just plug in and it doesn't affect BASIC at all. The only difficulty I found was the different modes you find yourself in; Break mode is the initial one used for loading and saving, Edit mode for creating, viewing or editing programs, Run mode to enter commands and Doodle Mode for watching a procedure during development.

I think this is unneccessarily complicated for children and could have been simplified enormously. The language works well however and really does produce good graphics on screen. The manual is very good and has many program examples to get you going.

Whilst this is an extensive and robust implementation I do think that the price is a real drawback. **D.C.**

| | |
|---|---|
| instructions | 95% |
| ease of use | 50% |
| graphics | 70% |
| value for money | 65% |

★ ★ ★

## Adventure Playground 48K Spectrum £7.95

Widgit, 48 Durham Rd, London N2 9DT

Widgit's philosophy has been "education by stealth"; rarely do you find up-front counting and spelling. Adventure Playground is no exception. It's a series of games which combine the skills found in the best arcade games (like reacting to a visual prompt) with the planning, patience and short-term recall required for adventures, and a liberal re-inforcement of sets based on colour, shape and sequencing.

Utilising stunning story-book graphics, The Crooked Adventure; based on the Crooked Man rhyme, requires your child to navigate the man through the story of the rhyme. The child has to solve a puzzle to make a move, and the puzzles just happen to be educationsl! Clever input routines mean that the whole thing can be "driven" by pressing any key, so it's good for younger users. Sound is good too, though severe loading problems were experienced.

Side two features a simplified graphic adventure which has most of the features of the real thing, like genuine frustration at not having what you need to proceed. The Queen of Hearts is beautifully realised.

Together with its colour manual and careful structure, Adventure Playground is streets ahead in terms of value. **D.M.**

| | |
|---|---|
| instructions | 100% |
| ease of use | 100% |
| display | 100% |
| value for money | 100% |

★ ★ ★ ★ ★

## Castle of Dreams 48K Spectrum £7.95

Widgit, 48 Durham Rd, London N2 9DT

Castle of Dreams is a simplified adventure for children aged 11+. It follows Widgit's usual recipe of excellent graphics and carefully designed input structures in order to be especially suitable for children. Large screen lettering and simplified commands are featured. Thus a single keypress is all that is required to take, swap or leave objects.

The user has to find and burn the casket of evil spells devised by the magician Klingsor. An attractive and detailed colour manual gives a map, and some help, as does Kungry, a character in the story. As in any adventure, onjects must be collected, but here, you have to complete certain puzzles in order to get them. Each is an inset arcade game. Two are mazes, one features quick use of tables, and another, the Enchanted Pool, the sort of thinking necessary to solve Rubik's cube but not so hard! The graphics here are really outstanding.

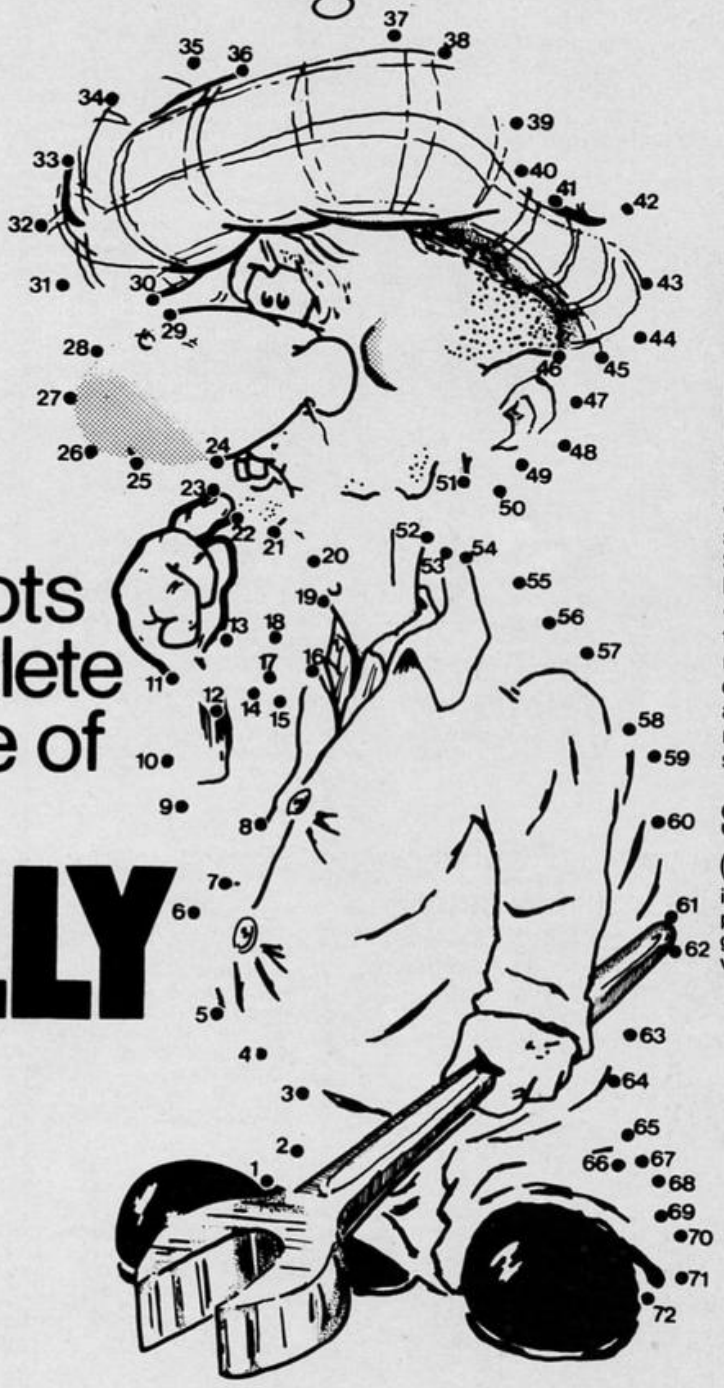
As a result of using the large sized, machine code driven character set, printing to screen is noticeably slow, as is the speed at which the Spectrum is noticeably slow, as is the speed at which the Spectrum accepts your input. It's very easy to beat it. And I'm not convinced that the intended user will settle for a simplified adventure in place of the real thing. **D.M.**

| | |
|---|---|
| instructions | 100% |
| playability | 95% |
| graphics | 90% |
| value for money | 90% |

★ ★ ★ ★ ★

Watch out for Wally in a dream of a Program, Pyjamarama.

# AUTOMANIA



## Join the dots and complete the picture of a right....

# WALLY

**CRASH MICRO**
COMMENTS

**Keyboard play:** very responsive
**Use of colour:** very good
**Graphics:** superb, with excellent animation
**Sound:** great tune (continuous) with well used sound effects – sound may be switched off
**Skill levels:** 1
**Lives:** 3

• 'Automania has some of the best animation and realistic graphics that I have ever seen. All the graphics are large and colourful, and needless to say they move smoothly.'

**SOLID GOLD**
(Home Computing Weekly)

| | |
|---|---|
| instructions | 100% |
| playability | 100% |
| graphics | 100% |
| value for money | 100% |

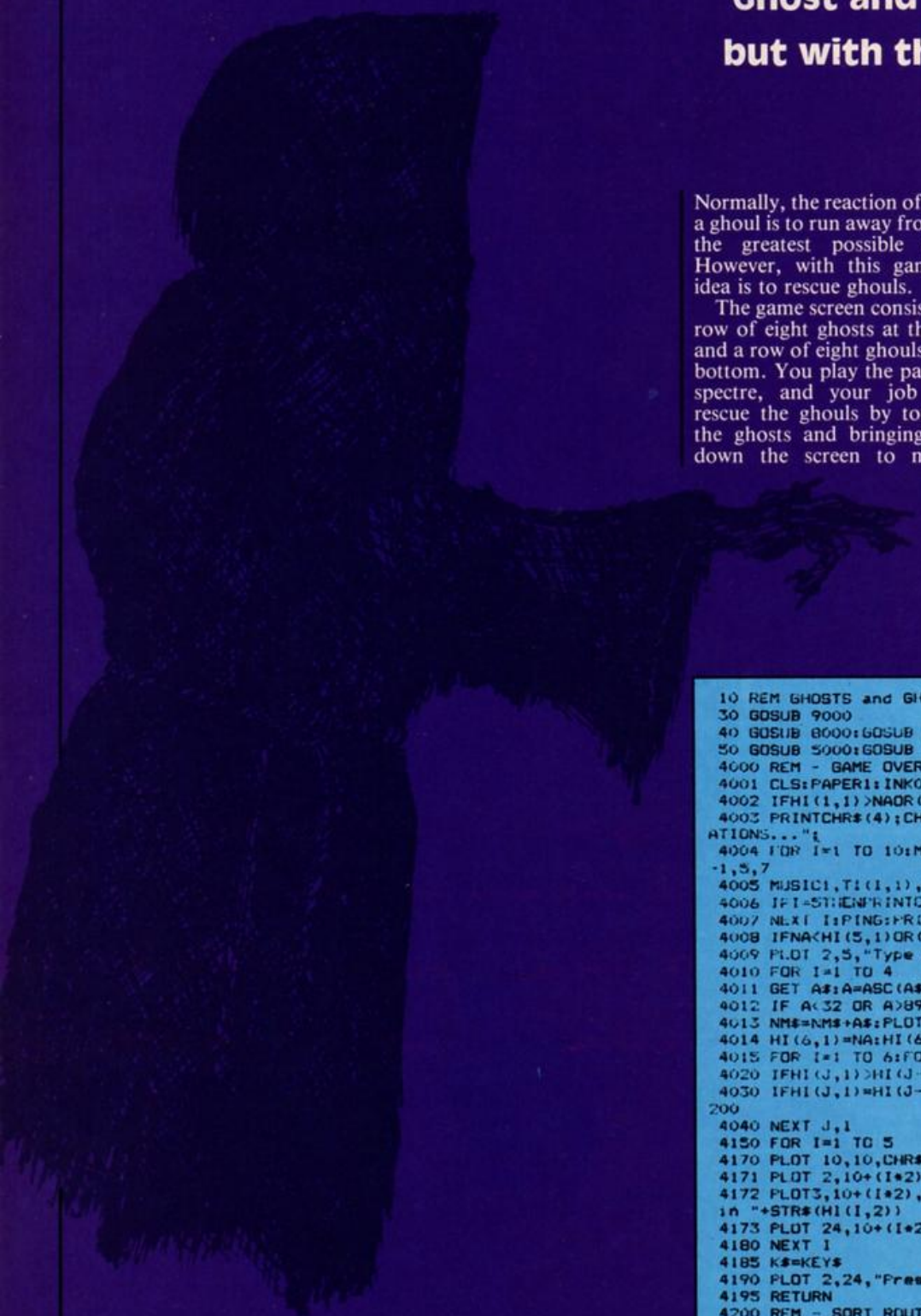
★ ★ ★ ★ ★

Sensational Software from **MIKRO-GEN**

44 The Broadway, Bracknell.
Tel: (0344) 427317
Available for Commodore 64 and Spectrum 48K

# In good

## Ghost and ghouls are not the usu
## but with this program from Simon
## a spectre



Normally, the reaction of seeing a ghoul is to run away from it at the greatest possible speed. However, with this game the idea is to rescue ghouls.

The game screen consists of a row of eight ghosts at the top, and a row of eight ghouls at the bottom. You play the part of a spectre, and your job is to rescue the ghouls by touching the ghosts and bringing them down the screen to meet a ghoul.

At the same time, four rows of shadows are constantly trying to stop you. Each time the player hits a shadow, some skulls will appear — these are deadly and must be avoided at all costs.

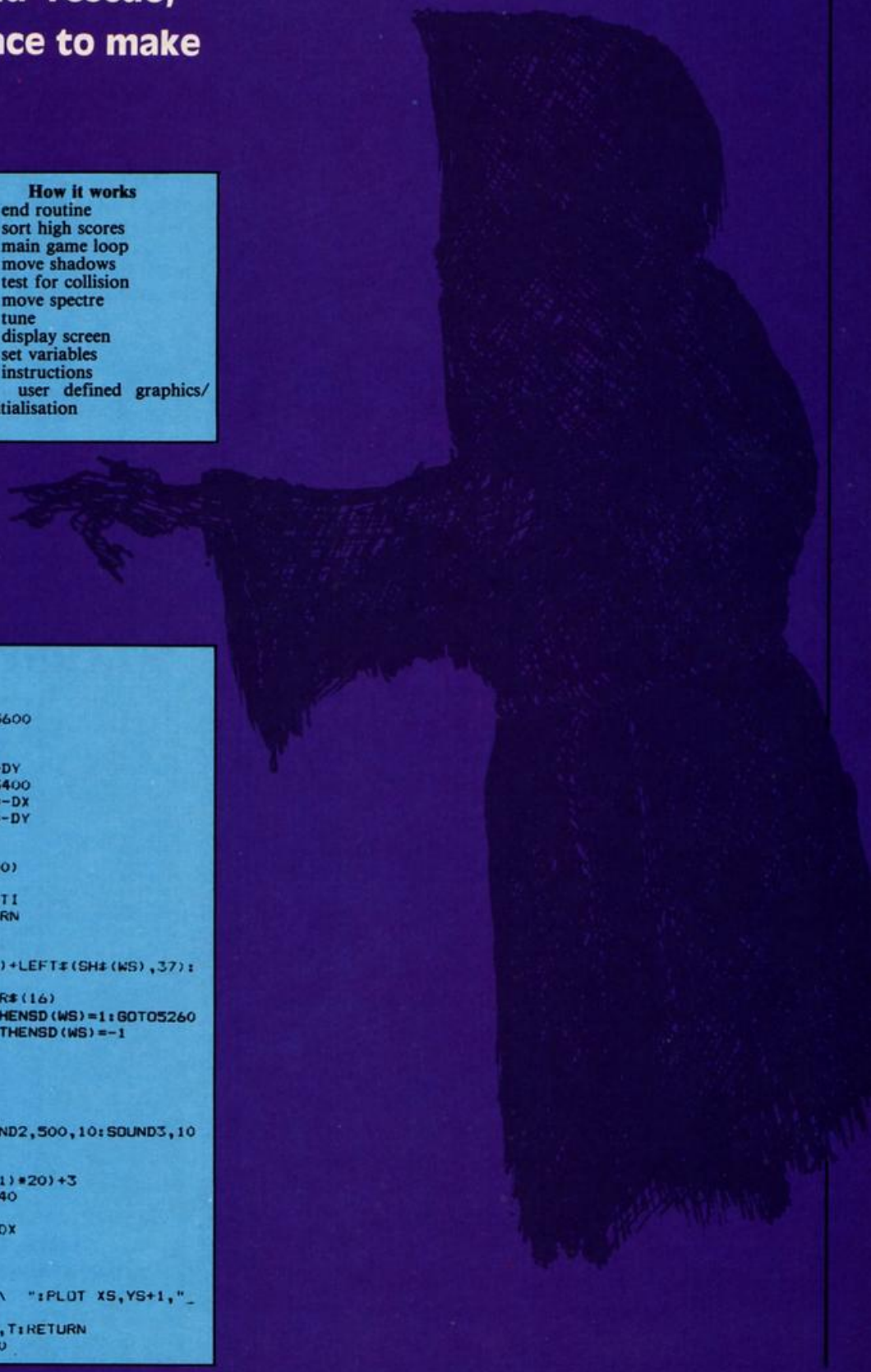
The more ghouls you rescue in the smallest amount of time, the better your score will be.

All you have to do then is beat the clock, and keep your head.

```
 10 REM GHOSTS and GHOULS by S.OVERY
 30 GOSUB 9000
 40 GOSUB 8000:GOSUB 7000:GOSUB 6000
 50 GOSUB 5000:GOSUB 4000:GOTO 40
 4000 REM - GAME OVER -
 4001 CLS:PAPER1:INK0
 4002 IFHI(1,1)>NAOR(HI(1,1)=NAANDHI(1,2)<TIME)THEN4008
 4003 PRINTCHR$(4);CHR$(10);SPC(1);CHR$(27);"JCONGRATUL
ATIONS..."
 4004 FOR I=1 TO 10:MUSIC2,T1(I,1)+1,5,7:MUSIC3,T1(I,1)
-1,5,7
 4005 MUSIC1,T1(I,1),T1(I,2),10:PLAY7,0,0,0:WAITT1(I,3)
 4006 IFI=5THENPRINTCHR$(27);"Jand JUBILATIONS !"
 4007 NEXT I:PING:PRINT CHR$(4)
 4008 IFNA<HI(5,1)OR(NA=HI(5,1)ANDTIME>HI(5,2))THEN4150
 4009 PLOT 2,5,"Type your initials (4 chrs) ..."
 4010 FOR I=1 TO 4
 4011 GET A$:A=ASC(A$)
 4012 IF A<32 OR A>89 THEN 4011
 4013 NM$=NM$+A$:PLOT34+I,5,A$:NEXTI
 4014 HI(6,1)=NA:HI(6,2)=TIME:HI$(6)=NM$
 4015 FOR I=1 TO 6:FOR J=2 TO 6
 4020 IFHI(J,1)>HI(J-1,1)THENGOSUB4200
 4030 IFHI(J,1)=HI(J-1,1)ANDHI(J,2)<HI(J-1,2)THENGOSUB4
200
 4040 NEXT J,I
 4150 FOR I=1 TO 5
 4170 PLOT 10,10,CHR$(12)+"H I G H  S C O R E S"
 4171 PLOT 2,10+(I*2),RND(1)*4+2
 4172 PLOT3,10+(I*2),STR$(I)+":"+STR$(HI(I,1))+" GHOSTS
in "+STR$(HI(I,2))
 4173 PLOT 24,10+(I*2)," seconds ("+HI$(I)+")"
 4180 NEXT I
 4185 K$=KEY$
 4190 PLOT 2,24,"Press any key...":GETK$
 4195 RETURN
 4200 REM - SORT ROUTINE -
 4210 D1=HI(J,1):D2=HI(J,2):D$=HI$(J)
 4220 HI(J,1)=HI(J-1,1):HI(J,2)=HI(J-1,2):HI$(J)=HI$(J-
1)
 4230 HI(J-1,1)=D1:HI(J-1,2)=D2:HI$(J-1)=D$
 4240 RETURN
```

# spirits

things you would try and rescue,
Overy you have the chance to make
f yourself



**Variables**

**H1 (I,J)** previous performances
**NA** number of ghouls saved
**TIME** in seconds
**XS/YS** position of spectre
**DX/DY** direction of spectre
**SH$(I)** formation of shadows
**SD (I)** direction of shadows
**T1 (I,J)/T2(I,J)** arrays holding tunes

**How it works**

**4000** end routine
**4200** sort high scores
**5000** main game loop
**5200** move shadows
**5400** test for collision
**5600** move spectre
**5800** tune
**6000** display screen
**7000** set variables
**8000** instructions
**9000** user defined graphics/ initialisation

```
 5000 REM ---- GAME IN ACTION ----
 5010 DOKE 630,50000
 5020 REPEAT
 5030 K$=KEY$:IF K$<>"" THEN GOSUB5600
 5040 SH=INT(RND(1)*20)
 5050 IF SH>=12 THEN GOSUB 5200
 5060 PLOT XS,YS,16:XS=XS+DX:YS=YS+DY
 5070 IF SCRN(XS,YS)<>16THEN GOSUB5400
 5075 IFXS=20RXS=38THENXS=XS-DX:DX=-DX
 5076 IFYS=00RYS=25THENYS=YS-DY:DY=-DY
 5080 PLOT XS,YS,93
 5090 UNTIL NA=9 OR CP=1
 5100 TIME=INT((50000-DEEK(630))/100)
 5102 PLAY1,0,0,0
 5105 FORI=200TO400:SOUND1,I,12:NEXTI
 5110 MUSIC1,0,1,0:PLAY1,0,1,1:RETURN
 5200 REM - MOVE ROW OF SHADOWS -
 5210 WS=INT(SH/2)-5
 5220 IFSD(WS)=1THENSH$(WS)=CHR$(16)+LEFT$(SH$(WS),37):
GOTO5250
 5230 SH$(WS)=RIGHT$(SH$(WS),37)+CHR$(16)
 5240 IFLEFT$(SH$(WS),1)<>CHR$(16)THENSD(WS)=1:GOTO5260
 5250 IFRIGHT$(SH$(WS),1)<>CHR$(16)THENSD(WS)=-1
 5260 PLOT 2,WS*5,SH$(WS)
 5270 RETURN
 5400 REM - TEST COLLISION -
 5410 SS=SCRN(XS,YS)
 5420 IF SS<>125 THEN 5480
 5430 PLAY7,0,0,0:SOUND1,100,10:SOUND2,500,10:SOUND3,10
00,10
 5435 FOR I=1 TO RND(1)*NA+4
 5440 X=INT(RND(1)*37)+2:Y=INT(RND(1)*20)+3
 5445 IFY=5ORY=10ORY=15ORY=20THEN5440
 5470 PLOT X,Y,90:NEXT I
 5475 YS=YS-DY:DY=-DY:XS=XS-DX:DX=-DX
 5476 PLAY0,0,0,0:RETURN
 5480 IF SS<>120THEN 5510
 5490 IF NH<>1 THEN RETURN
 5500 NH=0:NA=NA+1:PLOT XS-2,YS," [\  ":PLOT XS,YS+1,"_
"
 5505 T=DEEK(630):GOSUBTUNE:DOKE630,T:RETURN
 5510 IF SS<>91 AND SS<>92 THEN 5550
```

```
 5520 IF NH<>0 OR YS>20 THEN RETURN
 5530 NH=1:PLOT XS-2,YS,"    "
 5540 SOUND1,50,0:PLAY0,1,0,500:RETURN
 5550 IF SS<>90 THEN RETURN
 5560 CP=1:RETURN
 5600 REM - MOVE SPECTRE -
 5605 K=ASC(K$)
 5620 IF K=8 THEN DX=-1:DY=0:RETURN
 5630 IF K=9 THEN DX=1:DY=0:RETURN
 5640 IF K=10 THEN DX=0:DY=1:RETURN
 5650 IF K=11 THEN DX=0:DY=-1:RETURN
 5660 RETURN
 5800 REM - THE 'GHOST IS SAVED  TUNE-
 5810 I=RND(1)*4+3:PLAY7,0,0,0
 5820 FOR J=1 TO 5
 5840 MUSIC1,I,T2(J,1),10:MUSIC2,I-1,T2(J,1),10:MUSIC3,
I-2,T2(J,1),10
 5850 WAITT2(J,2):NEXTJ
 5860 SOUND 1,1,0:PLAY 1,0,1,1:RETURN
 6000 REM ---- DISPLAY SCREEN ----
 6010 CLS:LORES 0:INK 2
 6020 FOR I=5TO20STEP5:PLOT1,I,1:NEXTI
 6025 PLOT 1,0,4:PLOT1,25,4:PLOT1,26,3
 6030 FORI=3TO35STEP4:PLOTI,0," [\":PLOTI-1,25,"--x--":
PLOT 1,26,"^|(":NEXTI
 6040 FOR I=1 TO 4
 6045 SH$(I)="":C=0
 6050 SP=RND(1)*3:C=C+SP
 6060 FORJ=1TOSP:SH$(I)=SH$(I)+CHR$(16):NEXTJ
 6070 SL=RND(1)*6:IF C+SL>36 THEN 6100
 6075 C=C+SL
 6080 FORJ=1TOSL:SH$(I)=SH$(I)+")":NEXTJ
 6090 GOTO 6050
 6100 FORJ=1TO38-C:SH$(I)=SH$(I)+CHR$(16):NEXTJ
 6110 NEXT I
 6120 FOR I=5 TO 20 STEP 5:PLOT 2,I,SH$(I/5):NEXT I
 6130 RETURN
 7000 REM ---- SET VARIABLES ----
 7010 XS=18:YS=13:NA=0:NH=0:DX=0:DY=0:NM$="":CP=0
 7020 FORI=1TO4:SD(I)=SGN(RND(1)-0.5):NEXTI
 7030 RETURN
 8000 REM ---- TITLE/INSTRUCTIONS ----
 8010 TEXT:CLS:PAPER5:INK0
 8020 PRINTCHR$(130);CHR$(148);"GHOSTS and GHOULS   by
SIMON OVERY ";SPC(40)
 8030 PRINT"You are a SPECTRE";CHR$(130);CHR$(140);"}";
 8040 PRINTCHR$(128);CHR$(136);"and must rescue "
 8050 PRINT"the GHOULS";CHR$(131);CHR$(140);"^|(";CHR$(
128);CHR$(136);
 8055 PRINT"at the bottom of the ";CHR$(10);"screen by
";
 8060 PRINT"touching the GHOSTS";CHR$(132);CHR$(140);"|
\";CHR$(136);"  .   "
 8070 PRINT"You take each ghost down to a target    "
 8080 PRINT"'x' ,avoiding the SHADOWS";CHR$(140);
 8090 PRINT")";CHR$(136);"as you go. "
 8100 PRINT "Bump into a shadow,and some SKULLS";CHR$(1
30);CHR$(140);"Z   "
 8110 PRINT "will appear - you must avoid these.     "
 8120 PRINT SPC(44);"The more GHOULS you rescue and    "
 8130 PRINT "the faster your time,the better your    "
 8140 PRINT "score will be.";CHR$(10)
 8150 PRINT "ARROW KEYS to move...any key to start."
 8500 GET A$:RETURN
 9000 REM ---- INITIALISATION ----
 9010 REM - Cursor/Click/CAPS off -
 9020 POKE #26A,10:POKE 48035,0
 9030 REM - User Defined Graphics -
 9040 FOR I=46800 TO 46840 STEP 8
 9050 FOR J=0 TO 7:READ K:POKE I+J,K
 9070 NEXT J,I
 9080 FOR I=47064 TO 47080 STEP 8
 9090 FOR J=0 TO 7:READ K:POKE I+J,K
 9110 NEXT J,I
 9120 DATA 30,63,45,63,18,12,18,12
 9125 DATA 31,57,57,31,7,1,1,7,62,39,39,62,56,32,48,32
 9133 DATA 30,30,53,53,63,59,30,12
 9135 DATA 16,25,15,7,3,1,0,0,36,36,63,45,51,63,30,0,34
,54,60,56,48,32,0,0
 9140 DATA 36,36,63,63,51,45,30,0
 9150 DATA 0,12,30,18,63,30,30,18
 9160 FOR I=1 TO 10:FOR J=1 TO 3
 9170 READ K:T1(I,J)=K
 9180 NEXT J,I
 9190 DATA 3,8,50,3,10,50,3,12,50,4,1,80,3,8,100
 9200 DATA 4,1,40,3,12,40,4,1,40,4,3,60,3,10,70
 9210 FOR I=1 TO 5:FOR J=1 TO 2
 9220 READ K:T2(I,J)=K
 9230 NEXT J,I
 9240 DATA 2,15,4,15,6,15,4,7,2,25
 9250 TUNE=5800
 9260 FOR I=1 TO 5:HI$(I)="     ":NEXTI
 9270 RETURN
```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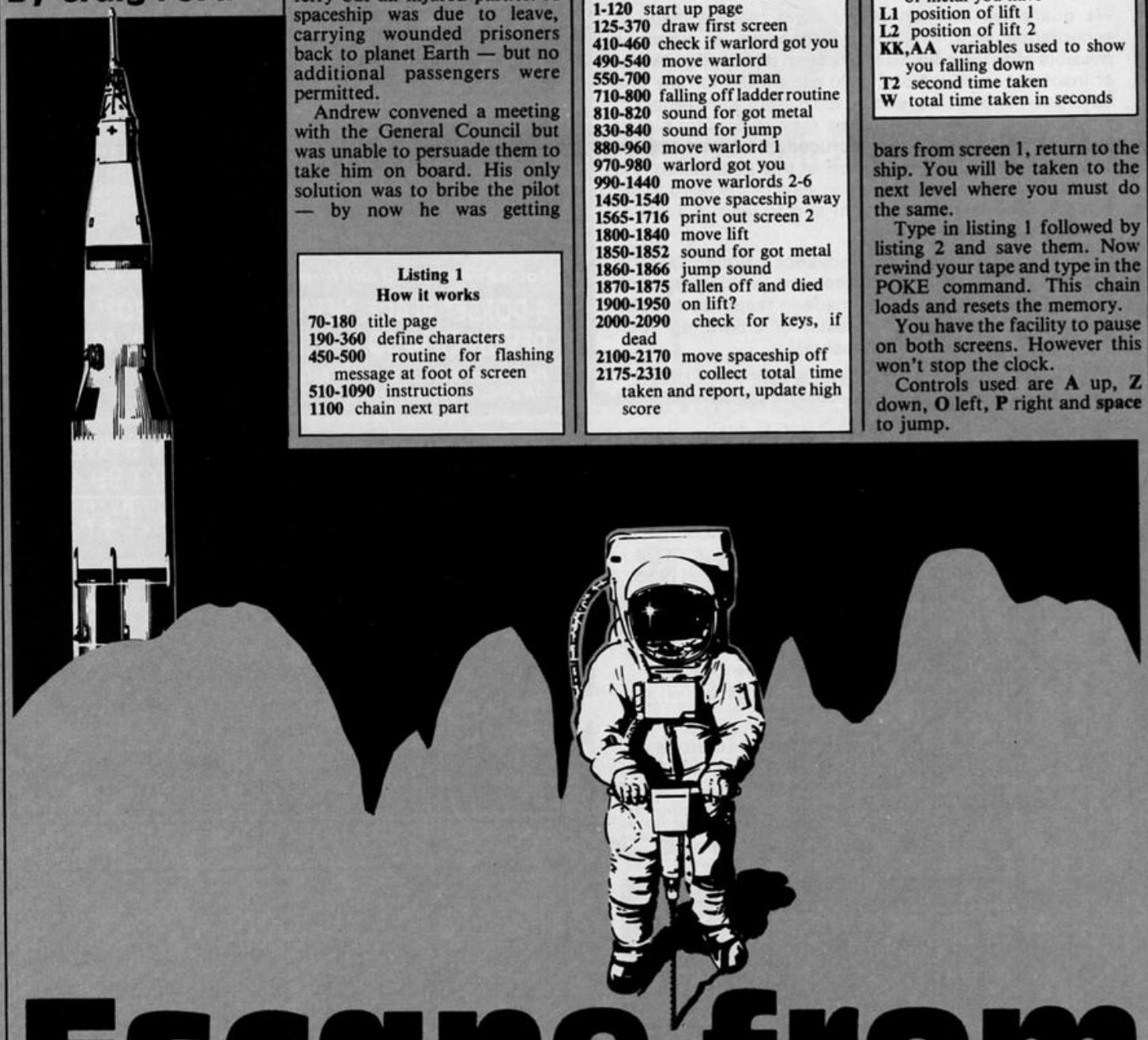
# Escape from Orion

**Stranded on a hostile planet, you must collect metal alloys to bribe the pilot who's going to get you out of here.**

**By Craig Ford**



In this game for the VIC-20 with 16K expansion you take on the role of Andrew, stranded on the planet Orion since the end of the war against Earth. Orion suffered heavy casualties in the combat, and many Earthlings were expelled from the planet.

However, Andrew was unable to board the starfleet in time to return to Earth and has been abandoned on this hostile planet ever since.

Eventually, Orion made a deal with Earth's council to ferry out all injured parties. A spaceship was due to leave, carrying wounded prisoners back to planet Earth — but no additional passengers were permitted.

Andrew convened a meeting with the General Council but was unable to persuade them to take him on board. His only solution was to bribe the pilot — by now he was getting desperate. Orion's currency is metal alloys, and Andrew held a trump card — he knew where he could get hold of some. Your task is to gather together all the metal bars you can find so that you can escape.

But of course it's not that simple. Level 1 is guarded by the warlords of Orion, and level 2 is only accessible by lifts. Once you have picked up all the bars from screen 1, return to the ship. You will be taken to the next level where you must do the same.

Type in listing 1 followed by listing 2 and save them. Now rewind your tape and type in the POKE command. This chain loads and resets the memory.

You have the facility to pause on both screens. However this won't stop the clock.

Controls used are **A** up, **Z** down, **O** left, **P** right and **space** to jump.

**Listing 1**
**How it works**

**70-180** title page
**190-360** define characters
**450-500** routine for flashing message at foot of screen
**510-1090** instructions
**1100** chain next part

**Listing 2**
**How it works**

**1-120** start up page
**125-370** draw first screen
**410-460** check if warlord got you
**490-540** move warlord
**550-700** move your man
**710-800** falling off ladder routine
**810-820** sound for got metal
**830-840** sound for jump
**880-960** move warlord 1
**970-980** warlord got you
**990-1440** move warlords 2-6
**1450-1540** move spaceship away
**1565-1716** print out screen 2
**1800-1840** move lift
**1850-1852** sound for got metal
**1860-1866** jump sound
**1870-1875** fallen off and died
**1900-1950** on lift?
**2000-2090** check for keys, if dead
**2100-2170** move spaceship off
**2175-2310** collect total time taken and report, update high score

**Variables**

**HS** lowest time game completed
**N$** lowest time scorer's name
**MA** top left hand corner of screen memory
**PO** position of your man, facing left/right/forward
**CO** top left hand corner of colour memory
**X** position of man across screen
**Y** position of man down screen
**LE** level of mine, screen 1
**M1,M2,M3,M4,M5,M6** monsters
**T1** first time taken
**JM** is man jumping? 1 = yes
**A$** input from keyboard
**GC** count for number of pieces of metal you have
**L1** position of lift 1
**L2** position of lift 2
**KK,AA** variables used to show you falling down
**T2** second time taken
**W** total time taken in seconds

## Listing 1

```
10 REM** E.F.ORION **
20 REM** PART  ONE **
30 REM#DEFINE  CHARS#
40 REM# BY C.T.FORD #
50 REM##################
60 IFPEEK(648)<>30 AND PEEK(642)<>32THENPOKE648,30:POKE642,32:SYS64824
70 POKE36879,110:POKE36897,160:POKE650,128:POKE36878,15
79 REM[CLR][WHT][[RON][ROF][RON][ROF]
80 PRINT"■■                    ■";:PRINT"■        ESCAPE        ■";
90 PRINT"■                     ■";:PRINT"■        FROM          ■";
99 REM[RON][ROF][RON][ROF]
100 PRINT"■                    ■";:PRINT"■        ORION.        ■";
109 REM[RON][ROF]
110 PRINT"■                    ■"
119 REM[RON][GRN][ROF]
120 PRINT"■■                    ■";
129 REM[RON][GRN][ROF]
130 PRINT"■■  (C) 1984 C.T. FORD  ■";
139 REM[RON][GRN][ROF]
140 PRINT"■■                    ■";
149 REM[CRD][RON][BLK][ROF]
150 PRINT"■■                    ■";
159 REM[RON][WHT][BLK][ROF]
160 PRINT"■   #FOR THE VIC +16K■  ■";
169 REM[BLK][RON][ROF]
170 PRINT"■■                    ■";
180 FORO=160TO30STEP-2:POKE36897,0:FORR=1TO50:NEXTR,O
190 REM DATA FOR CHARS
200 REM ----------
210 DATA 56,56,16,30,16,40,68,130
220 DATA 28,28,8,120,8,20,34,65
230 DATA 56,56,84,124,16,40,68,68
240 DATA 126,129,165,129,126,24,126,165
250 DATA 3,4,8,31,32,32,63,32
260 DATA 192,32,16,248,4,4,252,4
270 DATA 165,36,36,60,36,36,36,102
280 DATA 126,129,165,129,126,36,66,129
290 DATA 255,129,255,129,255,129,255,129
300 DATA 0,0,66,189,66,0,0,0
310 DATA 255,255,255,255,255,255,255,255
320 DATA -1
330 I=0
340 READA:IFA=-1THEN 360
350 POKE7168+I,A:I=I+1:GOTO340
360 FORI=255TO263:POKE7168+I,0:NEXT
370 FORL=1TO10:FORM=180TO235STEP2
380 POKE36879,42
390 POKE36876,M
400 FORN=1TO10:NEXTN,M
410 POKE36876,0
420 POKE36879,110
430 FORM=1TO100:NEXTM,L
440 REM[HME][CRR22][BLK][RON][ROF]
450 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■hI ♦ ⌐¬I ⌐⌐ ⌐⌐ ¬■";
460 FORA=1TO100
470 IFPEEK(197)<>64THENRETURN
480 NEXT
490 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■ ■■                    ■";
500 FORA=1TO120:NEXT:GOTO450
510 POKE36879,25:PRINTCHR$(14)
520 PRINT"■■ YOU PLAY ♦ANDREW WHO   ■WAS ONCE PART OF A     ■CONVOY TO THE PLANET"
530 PRINT"■ ⌐¬⌐/. BUT THINGS DID ■NOT WORK OUT AND AS    ■WAR BROKE OUT YOU WERE"
540 PRINT"STUCK ON THE PLANET    ■ ⌐¬⌐/."
550 GOSUB450
560 PRINT"■■WHEN THE WAR FINALLY  ■FINISHED (EARTH WON)  ■ANDREW FOUND HE WAS"
570 PRINT"■STUCK WITH NO WAY OFF ■AND THE COUNCIL ON     ■ ⌐¬⌐/ WOULD NOT HELP"
580 PRINT"■HIM."
590 GOSUB450
600 PRINT"■■SO HE NEW THAT IF HE  ■WAS TO ESCAPE HE WOULD■HAVE TO DO IT BY HIM-"
610 PRINT"■SELF.♦ SHIP WITH THOSE■INJURED IN THE WAR WAS■LEAVING SOON AND"
620 PRINT"■HE NEW IT WAS HIS ONLY"
630 PRINT"HOPE.TIMING HAD TO BE ■PERFECT."
640 GOSUB450
650 PRINT"■■ HE ONLY PROBLEM WAS  ■THAT HE WOULD NEED TO ■BRIBE THE PILOT TO"
660 PRINT"■MAKE HIM SO HE NEEDED ■SOME CREDIT.!HE       ■CURRENCY ON ⌐¬⌐/ IS"
670 PRINT"■METAL ALLOYS AND       ■ANDREW KNEW WHERE     ■THERE WAS SOME."
680 GOSUB450
690 PRINT"■■BUT THERE WAS A SMALL ■PROBLEM. I" WOULD NEED ■A LOT OF METAL AND THE
"
700 PRINT"ONLY PLACES HE COULD  ■GET SOME WERE THE      ■MINES.PART OF WHICH"
710 PRINT"■ARE GUARDED BY THE   ■ ♦ ⌐¬⌐/ ⌐¬♥ ⌐_ ⌐¬⌐/.¬⌐F ■THEY GET YOU,YOU WILL ■
DIE."
720 GOSUB450
730 PRINT"■■THE WARLORD WILL GUARD■EACH LEVEL AND IF YOU ■ARE NOT ON HIS LEVEL"
740 PRINT"■THAT WARLORD WILL FALL■BACK TO SLEEP AS IT IS■YOUR FOOTSTEPS WHICH"
750 PRINT"■KEEP HIM AWAKE." :GOSUB450
760 PRINT"■■ YOU MUST MOVE AROUND  ■AVOIDING THE WARLORDS ■AND JUMPING TO REACH"
770 PRINT"■THE METAL HANGING FROM■THE CEILING.ONCE YOU  ■HAVE COLLECTED THEM"
780 PRINT"■ALL THE PILOT WILL     ■ALLOW YOU ON FOR A     ■PART OF THE JOURNEY."
790 GOSUB450
800 PRINT"■■ YOU MUST THEN RETURN  ■TO THE SHIP AND YOU    ■WILL BE TAKEN TO THE"
810 PRINT"■OTHER MINES WHICH ARE ■ONLY ACCESSABLE BY    ■LIFTS WHICH ARE ALWAYS"
820 PRINT"MOVING. ♥MP ON AND OFF■COLLECTING THE METAL  ■FROM EACH LAYER."
830 GOSUB450
840 PRINT"■■ONCE YOU HAVE GOT THEM■ALL YOU WILL BE ALLOW■ED TO ENTER THE SHIP."
850 PRINT"■YOU HAVE NOW COLLECTED■ALL THE METAL THE     ■PILOT WANTS. HE WILL"
860 PRINT"■THEN TAKE YOU HOME."
870 GOSUB450
880 PRINT"■■BUT DON'T BE TOO LONG ■IF YOU HOLD UP THE    ■FLIGHT THE PILOT MAY"
890 PRINT"■DECIDE TO DROP YOU OFF■WHILE YOU ARE IN MID- ■AIR."
900 GOSUB450
909 REM[CLR][BLU][CRD][CRD]
910 PRINT"■■CONTROLS FOR USE WHEN ■PLAYING ♥♦♦T" ⌐¬⌐\   ⌐¬⌐/."
920 PRINT"------------------------"
929 REM[RON][ROF]
930 PRINT"   ■■■.............UP"
939 REM[RON][ROF]
940 PRINT"■   ■■■.........DOWN"
949 REM[RON][ROF]
950 PRINT"■   ■■.........LEFT"
959 REM[RON][ROF]
960 PRINT"■   ■■.........RIGHT"
969 REM[RON][ROF]
970 PRINT"■   ■♥¬♥¬■.....JUMP"
980 GOSUB450
990 PRINT"■■";CHR$(142):POKE36869,255:POKE36879,110
1000 PRINT"■■ART OF CHARACTERS"
1010 PRINT"■ @ A B ■:ANDREW (YOU)"
1020 PRINT"■ DE    ■:YOUR ONLY            MEANS OF              ESCAPE"
1030 PRINT"■ C■■F   ■:WARLORD"
1040 PRINT"■ G     ■:AWOKEN■■■■■WARLORD"
1050 PRINT"■ I     ■:THE METAL            YOU NEED TO           ESCAPE"
1060 PRINT"■■  ■HIT A KEY FOR MORE■"
1070 POKE198,0:WAIT198,1:POKE198,0
1080 POKE36879,25:POKE36869,240
1090 PRINT"■■PLEASE WAIT.....     ■THE GAME IS NOW       ■LOADING...■"
1100 POKE198,1:POKE631,131
```

## Listing 2

```
1 REM** E.F.ORION **
2 REM** PART  TWO **
3 REM** MAIN GAME **
5 HS=300:N$="THE VIC-20 COMPUTER"
10 POKE36878,15
20 POKE36879,27:POKE36869,240:POKE198,0
30 PRINT"■■■   ESCAPE" PRINT"■     FROM" PRINT"■       ORION■"
40 PRINT"■ (C) CRAIG T. FORD"
50 PRINT"■■       ■ARE YOU ESCAPE■     FROM THE WARLORDS■   OF THE PLANET ORION"
60 PRINT"■■    SOUND (Y/N)?" PRINT"■■■■■ HIT ♥RETURN♥ TO PLAY"
70 GETEE$:IFEE$=CHR$(13)THEN130
80 IFEE$="Y"THENPOKE36878,15
90 IFEE$="N"THENPOKE36878,0
100 IFPEEK(36878)=15THENPRINT"■■■■■■■■■■■■■■■■■■■
```

# VIC-20 + 16K PROGRAM

```
1170 IFM4>0THEN1220
1180 IFRND(3)>.3THENRETURN
1190 POKE7988,6:POKE7966,3:POKE7988+CO,7:POKE7966+CO,7:M4=0
1200 FORII=1TO5:POKE36875,150+(II*5):POKE36876,150+(II*6):NEXT:POKE36875,0:POKE3
6876,0
1210 POKE7966,32:POKE7988,7:POKE7988+CO,7
1220 POKE7988+M4,32:M4=M4+1:IFM4=21THENPOKE7988+M4,32:M4=0:RETURN
1230 POKE7990,8:POKE7990+CO,5:POKE8003,8:POKE8003+CO,5
1240 POKE7988+M4,7:POKE7988+M4+CO,7
1250 RETURN
1260 IFM5>0THEN1310
1270 IFRND(1)>.3THENRETURN
1280 POKE8097,6:POKE8075,3:POKE8097+CO,7:POKE8075+CO,7:M5=21
1290 FORII=1TO5:POKE36875,150+(II*5):POKE36876,150+(II*6):NEXT:POKE36875,0:POKE3
6876,0
1300 POKE8075,32:POKE8097,7:POKE8097+CO,7
1310 POKE8076+M5,32:M5=M5-1:IFM5=0THENPOKE8076+M5,32:M5=0:RETURN
1320 POKE8083,8:POKE8083+CO,5:POKE8076+14,8:POKE8076+14+CO,5
1330 POKE8078,8:POKE8078+CO,5
1340 POKE8076+M5,7:POKE8076+M5+CO,7
1350 RETURN
1360 IFM6>0THEN1410
1370 IFRND(1)>.3THENRETURN
1380 POKE8164,6:POKE8142,3:POKE8164+CO,7:POKE8142+CO,7:M6=0
1390 FORII=1TO5:POKE36875,150+(II*5):POKE36876,150+(II*6):NEXT:POKE36875,0:POKE3
6876,0
1400 POKE8142,32:POKE8164,7:POKE8164+CO,7
1410 POKE8164+M6,32:M6=M6+1:IFM6=21THENPOKE8164+M6,32:M6=0:RETURN
1420 POKE8171,8:POKE8178,8:POKE8171+CO,5:POKE8178+CO,5
1430 POKE8164+M6,7:POKE8164+M6+CO,7
1440 RETURN
1450 POKEMA+X+(V*22),32
1460 PRINT"■  ■■■  ■■■■"
1470 FORI=130TO149STEP2:POKE36875,I:FORG=1TO50:NEXTG,I
1480 FORI=150TO169STEP2:POKE36875,I:FORG=1TO50:NEXTG,I
1490 PRINT"■  ■■■■■■■  "
1500 FORI=170TO199STEP2:POKE36875,I:FORG=1TO50:NEXTG,I
1510 PRINT"■■■■■■  "
1520 FORI=200TO220STEP2:POKE36875,I:FORG=1TO50:NEXTG,I
1530 PRINT"■  "
1540 FORI=221TO240STEP2:POKE36875,I:FORG=1TO50:NEXTG,I:POKE36875,0
1550 POKE36869,240:POKE36879,27:PRINT"■■■■■■■■■■■■  PHASE ONE COMPLETE"
1560 FORA=1TO8000:NEXT
1565 REM* SHEET TWO *
1570 POKE36869,255:POKE36879,29
1580 PRINT"■■■■■■■■■■■■
```

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SPECTRUM 48K · CBM64

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## ARCADE

| | | | |
|---|---|---|---|
| 1 | Jet Set Willy | S. Projects | Spectrum (1) |
| 2 | Jack and the Beanstalk | Thor | Spectrum (4) |
| 3 | Tornado Low Level | Vortex | Spectrum (2) |
| 4 | Full Throttle | Micromega | Spectrum (3) |
| 5 | Sabre Wulf | Ultimate | Spectrum (10) |
| 6 | Match Point | Sinclair | Spectrum (5) |
| 7 | Monty Mole | Gremlin | Spectrum (-) |
| 8 | Trashman | Quicksilva | Spectrum (6) |
| 9 | Daley Thompson Decathlon | Ocean | CBM 64 (7) |
| 10 | Decathlon | Activision | CBM 64 (8) |

## NON-ARCADE

| | | | |
|---|---|---|---|
| 1 | Scrabble | Leisure Genius | CBM 64 (1) |
| 2 | Pitfall | Activision | CBM 64 (8) |
| 3 | Lords of Midnight | Beyond | Spectrum (2) |
| 4 | War of the Worlds | CRL | Spectrum (3) |
| 5 | Star Trader | Bug-Byte | Spectrum (6) |
| 6 | Mugsy | Melbourne Hse | Spectrum (4) |
| 7 | Valhalla | Legend | CBM 64 (7) |
| 8 | Savage Pond | Starcade | BBC (9) |
| 9 | Fall of Rome | Argus | CBM 64 (5) |
| 10 | The Inferno | R. Shepherd | Spectrum (10) |

**Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.**

## SPECTRUM

| | | |
|---|---|---|
| 1 | Daley Thompson Decathlon | Ocean (-) |
| 2 | Lords of Midnight | Beyond (-) |
| 3 | Tornado Low Level | Vortex (4) |
| 4 | Jet Set Willy | S. Projects (1) |
| 5 | Fighter Pilot | Digital (2) |
| 6 | Rapscallion | Bug-Byte (-) |
| 7 | Match Point | Psion (7) |
| 8 | Sabre Wulf | Ultimate (-) |
| 9 | Cavalon | Ocean (-) |
| 10 | Full Throttle | Micromega (5) |

## COMMODORE 64

| | | |
|---|---|---|
| 1 | Scrabble | Leisure Genius (1) |
| 2 | Cavelon | Ocean (3) |
| 3 | BMX Racers | Mastertronic (2) |
| 4 | Manic Miner | S. Projects (6) |
| 5 | Decathlon | Activision (4) |
| 6 | Hunchback | Ocean (5) |
| 7 | Hektik | Mastertronic (9) |
| 8 | Space Walk | Mastertronic (7) |
| 9 | Arabian Nights | Interceptor (8) |
| 10 | Encounter | Hi-Tech (10) |

## DRAGON 32

| | | |
|---|---|---|
| 1 | Up Periscope | Beyond (1) |
| 2 | Cave Fighter | CAB (10) |
| 3 | Chuckie Egg | A & F (3) |
| 4 | Pedro | Imagine (4) |
| 5 | Dragonfly 2 | Hewson (8) |
| 6 | Hunchback | Ocean (5) |
| 7 | Space Shuttle Simulator | Microdeal (9) |
| 8 | Chocolate Factory | Minits (7) |
| 9 | Ring of Darkness | Wintersoft (2) |
| 10 | Hungry Horace | Melbourne Hse (6) |

**Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.**

## VIC-20

| | | |
|---|---|---|
| 1 | Phantom Attack | Mastertronic (4) |
| 2 | Psycho Shopper | Mastertronic (1) |
| 3 | Chariot Race | Micro Antics (3) |
| 4 | New York Blitz | Mastertronic (2) |
| 5 | Snooker | Visions (5) |
| 6 | Sub Hunt | Mastertronic (7) |
| 7 | Undermine | Mastertronic (8) |
| 8 | Mower Mania | Voyager (9) |
| 9 | Crazy Kong | Interceptor (6) |
| 10 | Bridgeman | Voyager (10) |

## BBC

| | | |
|---|---|---|
| 1 | Scrabble | Leisure Genius (1) |
| 2 | Star Maze | Mastertronic (2) |
| 3 | Kensington | Leisure Genius (4) |
| 4 | Demolator | Visions (10) |
| 5 | Aviator | Acornsoft (3) |
| 6 | 747 Simulator | Doctorsoft (7) |
| 7 | Hunchback | Superior (9) |
| 8 | Chess | Micro Power (6) |
| 9 | Fortress | Pace (8) |
| 10 | Football Manager | Addictive (5) |

## ZX81

| | | |
|---|---|---|
| 1 | Alien Rain | CRL (1) |
| 2 | Planet Raider | Novus (2) |
| 3 | Krazy Kong | PSS (3) |
| 4 | Invaders | Quicksilva (10) |
| 5 | Walk the Plank | Novus (4) |
| 6 | Espionage Island | Sinclair (8) |
| 7 | Flight Simulation | Sinclair (7) |
| 8 | Krypton Ordeal | Novus (5) |
| 9 | Hopper | PSS (9) |
| 10 | Black Crystal | PSS (6) |

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# Search for the stars

**The ever popular star ratings make it easy for you to judge the qualities of a particular program**

## Smash & Grab 32K BBC £7.95

Superior, Regent Hse, Skinner Lane, Leeds

What a super game! This one has had me laughing since it arrived. I've had to steal myself away from it just to get the review written.

Fancy robbing a bank? Then this is just the game for you.

The story is that you have kicked a brick through the bank's window and all the nice gold filled money bags come tumbling out all around the neighbourhood.

You then wander about catching them and adding them to your secret store, easy as stealing candy from a baby... until the local constabulary start to chase you. This is, to me, the finest feature of the game, the range of movement that the policeman displays is truly fantastic. He will jump on you, jump up at you, hit you, stab at you and even lie down to poke you, if you're beneath him.

There is a way to stun him but not for long enough, I think. Added to this are flying police cones, which you can only kick, traffic lights, alarm bells, flying dustbin lids and you have a truly addictive game. Well done Superior. **D.C.**

| | |
|---|---|
| instructions | 100% |
| playability | 100% |
| graphics | 100% |
| value for money | 100% |

★★★★★

## Greedy Green Grabbers TI-99/4A £5

Stainless, 10 Alstone Rd, Stockport, Cheshire

I wonder about the title of this game when the only grabbers I could see were blue.

They inhabit a series of mazes. In the first you start with two grabbers. They will pursue as you travel round the maze collecting spots. If you manage to trap them in one of the dead ends, a good score will be obtained, but your ultimate task is to reach the single asterisk. This not only awards you points to the value of 50 times the screen number, but will take you onto the next screen. Subsequent screens are more difficult, however, as the number of pursuers increase.

The instructions say it is not a fast game "but it can become difficult"! I found it can become impossible. As a new maze is set up your man can be superimposed on a grabber, bringing the game to an unsporting and rather abrupt end. He might also find himself in a dead end with his exit barred by a grabber. Now that's not fair is it? **J.W.**

| | |
|---|---|
| instructions | 90% |
| playability | 50% |
| graphics | 40% |
| value for money | 60% |

★★★

## Advance To Mayfair 48K Spectrum £5.00

Amazing Games, 39 Maple Drive, Burgess Hill, West Sussex, RH15 8EX

Advance To Mayfair is a computer game which has similarities to the board game Monopoly.

You take on the computer, and as you move around the board you can buy property. If you land on the computer's property you must pay rent — and vice versa. If you own a complete set of properties you can build houses or hotels which increase the rent.

However, this isn't a complete implementation — you can't trade or auction property with the computer and you can't sell back houses or hotels.

Advance To Mayfair seems poorly written — the screen display is dreary, no part of the board is shown, the program is slow, when you want to buy houses or hotels you aren't reminded which sets you have. If you mortgage property you aren't told which property you have, and the names must be typed in full. Not all inputs are properly error trapped.

The computer seemed to buy up all property in sight — my usual policy although I tended to buy houses gradually.

Amazing Games have transformed an excellent board game into a very boring computer game — not recommended. **S.E.**

| | |
|---|---|
| instructions | 88% |
| playability | 30% |
| graphics | 10% |
| value for money | 30% |

★

## Walaby 32K BBC £7.95

Superior, Regent Hse, Skinner Lane, Leeds

Wallaby is all about motherly love.

You have to play the antipodean mother who is trying desperately to get to her poor baby, at the top of the screen. Making life difficult are the 'evil' monkeys who scramble about the screen killing you, if they touch you.

You can punch them, if you are close enough, or jump over them but they are full of nasty habits, they eat apples and then throw them at you. These too cause fatal injuries and have the most interesting flight patterns which are difficult to avoid.

Add to this the fruit that you can collect on the way and the bell to ring for more fruit and the whole game is revealed.

In essence it's like Crazy Kong, but there is sufficient variation to make it interesting. Although the screens are well laid out, they lack colour and flair. In fact the whole game is likely to pale after a few days and lacks that vital extra quality to make it great. Good fun though. **D.C.**

| | |
|---|---|
| instructions | 75% |
| playability | 80% |
| graphics | 65% |
| value for money | 70% |

★★★

## Data Plot 48K Spectrum £5.95

S.A.S. 31 Delmar Rd, Knutsford, Cheshire WA16 8BG

This serious application is designed to help in the recording and analysis of any data which occurs regularly over a period of time, and displays it in the form of a table or an automatically scaled and plotted graph.

Output from the program is either to the screen, or to a ZX Printer, but herein lies a snag! Sinclair have discontinued it!

There are other similar printers, but I suspect that many "grown up" Spectrums will be used to drive full size jobs, which means separate interface software, for which this program doesn't cater because it uses the COPY command.

Options to drive other interfaces would have been very useful.

In the same way, when you've entered all your data, efficiently error trapped, the only way to save it is along with the program. Even in standard form, the Spectrum allows discrete blocks of data to be SAVED, and this could have been built in.

Indeed, transfer to Microdrive, and use of this excellent piece of hardware for data storage would really improve this program.

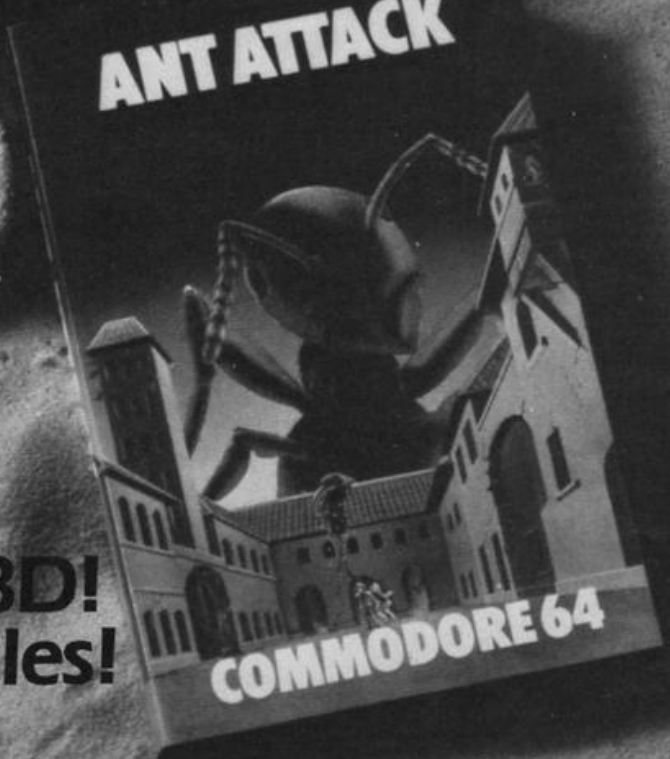
Too critical? No! This is a clever and worthwhile piece of software which deserves further development. There should be more like it. **D.M.**

| | |
|---|---|
| instructions | 50% |
| ease of use | 75% |
| display | 80% |
| value for money | 90% |

★★★

# They came from out of the desert to the lost city of Antescher and discovered the HORROR of the ANTS...

# ANT ATTACK 3D

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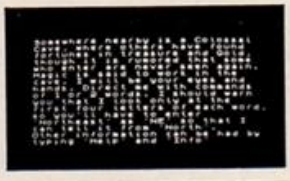

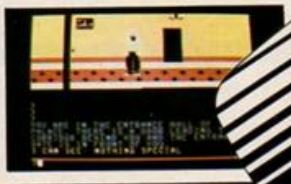

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HCW4/9B

## TI club

If anyone is interested, the Maltby TI-Users Club was set up in May earlier this year. We have a very wide age range with our oldest member being 54 years old and our youngest being 9 years old.

At the moment we are working on our newsletters which are due to come out shortly. These will be of particular interest to our members who do not live locally and cannot get to the meetings very often.

Anyone wanting further information should write enclosing an s.a.e. to the address below.

**Mark Lee, 89 Rotherham Rd, Maltby, S Yorks**

## CBM adventures

I own a CBM 64 and I am an adventure player rather than an arcade game player but there are not many good adventures produced for my computer. The adventures I have got are the best I could find so if anyone has any ideas for a really good Commodore adventure game could they please let me know.

I would also like to know how to get the petrol for my car on Circus Adventure and how to get off the mazes in the three adventures on the tape Exploring Adventures on the 64 by Peter Gerrard.

**Jason Godwin, Aldershot**

## Kosmic help

I decided to write and help out all those frustrated Kosmic Kanga owners by giving them an infinite lives POKE.

Proceed as follows: MERGE the BASIC loader, EDIT line 1, insert POKE 29943,9 immediately in front of PRINT USR Z9900. ENTER the line, RUN and start the tape.

**David McCann, Glasgow**

## Giant steps

I am writing in reply to Steven Horsburgh's letter in HCW 79.

You climb up the giant's left and up to where his elbow is, then move across to the centre of his stomach, go along the arm to his shoulder, then face the table and jump across onto it. Get the harp and then walk into the large money bag, but remember not to take too long because the giant will awake. Then you must go back down the beanstalk and jump the spider. Collect the axe, go to the base of the beanstalk and the giant will fall.

**Lee Evans, Telford**

## Dad's dilemma

I am stuck on level 18 of Blagger. I cannot see a way of getting under the first wall without getting trapped on the conveyor belt. I would appreciate some assistance.

I have several more expensive games for my sons' CBM 64 but Hektic and Munchmania at £1.99 take some beating for value and interest.

Incidentally, after cracking the Hobbit I went back through it and returned with the bow and arrow and successfully shot all the goblins just for spite.

There are a lot of fancy looking and expensive joysticks about but I have found that a well tuned Atari joystick takes some beating.

**R Guest (snr), Sheffield**

## Willy's lives

I recently bought Jet Set Willy by Software Projects and it is a very good game. I have found a way of poking in a code so that it is possible to have infinite lives. It has been very useful and has enabled me to discover all the rooms and the items in them.

A word of warning: never fall into a room. If you do and find you die continuously press CAPS, SHIFT and BREAK. To obtain this you have to type in the following before loading:

```
35 POKE 35899,0
   (RETURN)
MERGE ""(RETURN)
LOAD until OK statement
Stop tape
RUN
Start tape
```

**Linda Wisdom, London**

## HCW abroad

I have owned a VIC-20 for some nine months and am therefore a beginner to the home computer hobby, so I have many if not all of the problems that a beginner finds, but I believe trial and error is the only way to learn. Being the beginner that I am, I must rely on the magazines that concern this hobby and to my surprise I found that HCW is the only one that sells here in Finland for under £2, so after I bought my first copy, I continued buying it every week.

The micro hobby in Finland is quite expensive, all hardware, software and books are, to say the least, rather pricey, e.g. a new VIC-20 sells for about £100, a disc drive is £250 to £300, all tapes start at £25 and modules £50. Books, if you can find them start at £20, so in England you are very lucky.

As you can see a magazine like HCW is the only way you can learn anything about this hobby without being a millionaire, I find myself waiting each week for HCW to arrive in the shop (2-3 weeks late) so I can copy all the VIC listings printed.

Now after only nine months of ownership I am being continually told that my VIC is too small and just a toy and that if I want a real micro I must buy this make and that model. I will stick to my VIC if HCW keep writing VIC listings and advising us beginners.

If there are any older micro fans interested in contacting one VIC nut please write as the number of us micro fans in Finland is few.

**Paul Wilson, Antikatu 14B17, 28100 PORI 10, Finland**

## Cursor control

I am writing with a few programming tips for Oric/Atmos owners.

It's possible to control the position of the cursor by poking location 616 e.g. POKE 616,20 will move the cursor down to line 20. I use this to advantage by getting the Oric to print (not plot) a score in a game, this avoids using the STR$ command. (Remember a 'dummy' PRINT must be used before and after poking this location in a program.)

An easy way of getting double height characters is by:

```
POKE 26A,90:?"J DOUB
   LE":?CHR (4)
```

If you draw (e.g. a large circle) in HIRES then type TEXT and press ESC-DEL then HIRES and TEXT will be mixed.

Try this for fun:

```
0 REM ECHO
1 REM try 22
10 INPUT"STEP NO.";X
20 PLAY*1,0,0,0
30  FORA=1TO40:FORB
   =300TO1STEP-X:
   SOUND1,B,C:C=C+1
40 NEXT:NEXT:RUN
```

then stop the program and type in "0 INK7:WAIT2: INK0:RUN" and type RUN.

**Thomas Jankiewicz, Slough**

## Mummy's tomb?

I refer to the letter from a young reader in the Channel Islands (HCW 79) who is trying desperately to enter the Tomb of Xeiops. I too gave up after wandering around aimlessly in the desert only to find a locked door and no key. Then one day I returned home from work to find my mother sitting at my computer in the process of recovering treasures from the tomb. After I had asked her to explain what she was doing tampering with a delicate piece of electronics, she told me how to unlock the door of the tomb.

At the oasis shake the palm tree: a coconut will fall out. Get the coconut and break it with a hammer, which you should have found by now. Something will fall out of the coconut — get key. If you shake the palm tree once more something else will fall out — you are going to need this. Once you enter the tomb you will encounter more formidable problems. If you require help, I suggest that you let your mother tamper with your computer. If your mother has no luck then drop me a line as I may be able to help you although my top score is only 55.

Would somebody put me out of my misery and tell me how to get the portcullis open in the Elven King's hall in the Hobbit?

**Malcolm Knox, 6 Cherry Tree Ave, Lymm, Cheshire**

## QL expansion

Sinclair Research has been criticised in the past for launching products before they are actually available, but I am pleased to say that this trend now seems to have been reversed. I seem to have found a product that is really available before Sinclair have launched it — extra Microdrives for the QL!

On the right-hand edge of the QL, near the reset button, is the slot designed for Microdrives to augment the two built in to the QL. Page two of the introduction to my QL Users' Guide states 'ZX Microdrives are not suitable for use with the QL' but recently I read a letter in the computing press that said that Spectrum Microdrives could be used as read-only devices with the QL. Filled with trepidation I was not only able to confirm this, but was able to FORMAT and SAVE files on cartridges in these extra drives, and I have now been using the QL with two extra ZX Microdrives for a week with no apparent snags.

To connect them I unplugged the ribbon cable from the Spectrum's Interface 1, and plugged this into the Microdrive expansion port of the QL. The Microdrives therefore end up with the slots facing away from you. Perhaps this is why Sinclair says they are not suitable.

Is this compatibility exclusive to QLs fitted with 'dongles'? (I have QDOS version PM still.) I do hope some of you will try this with later QLs and let me know.

Don't sue me if something goes wrong. The User Guide must be right sometimes!

**C C Wilton-Davies, WD Software, Jersey**

*Software winner*

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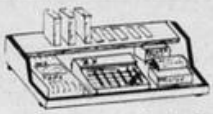

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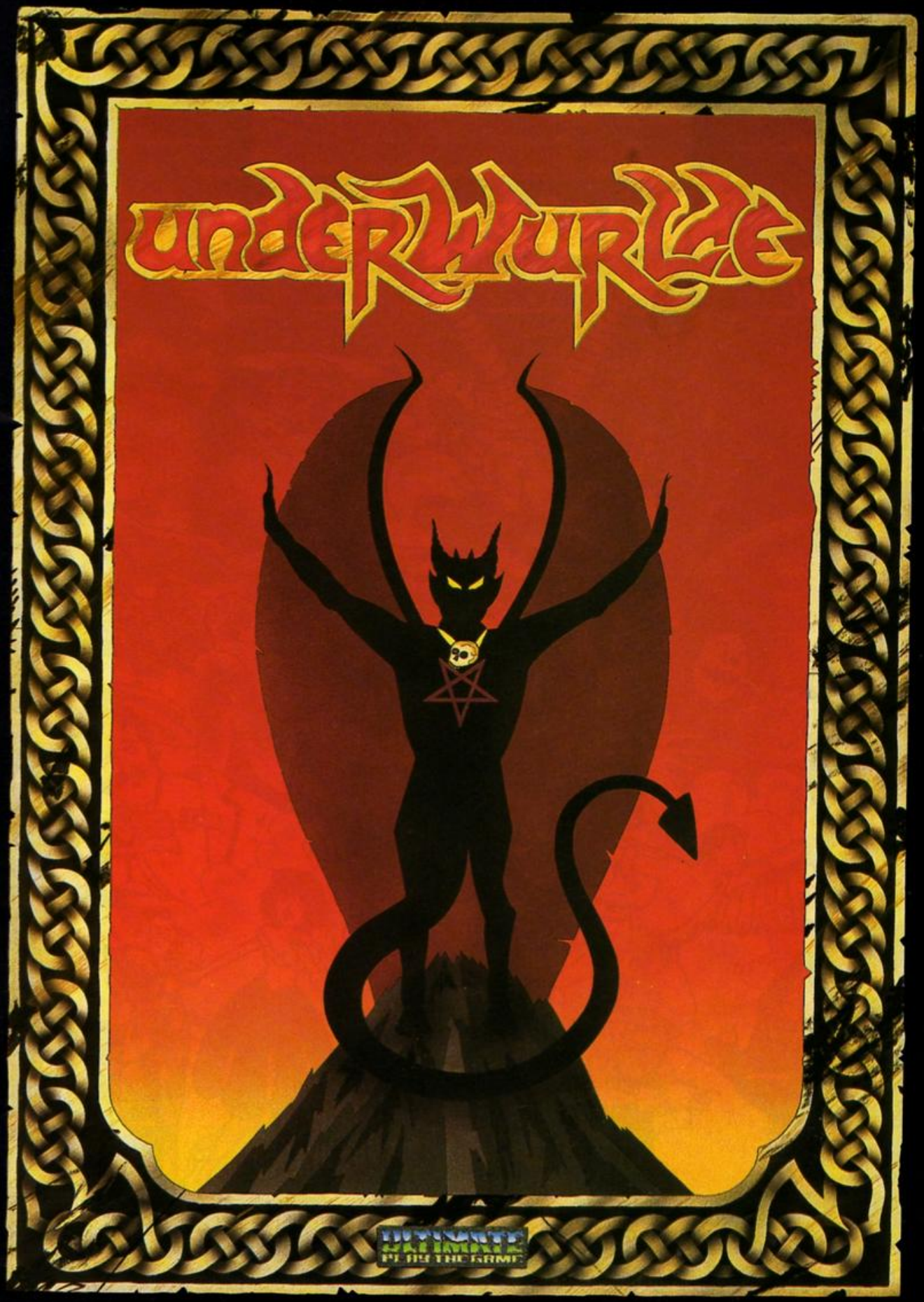


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