

DECEMBER 1983/JANUARY 1984 · 85p

**PERSONAL COMPUTER**

# GAMES

**THE MAGAZINE THAT GIVES YOU THE TOP GAMES  
FOR YOUR MICRO- INCLUDING ATARI, BBC, COMMODORE,  
DRAGON, ORIC AND SPECTRUM**

**FREE COMPETITION  
WIN A COLOUR GENIE**

**OVER 40 EXCITING  
GAMES REVIEWS**

**FULL-COLOUR ACTION FREEZE  
FROM SIX POPULAR GAMES**

**HARDWARE HINTS ON THE  
ELECTRON AND AQUARIUS**

**FULL PROGRAM LISTINGS  
FOR YOUR MICRO**

# fantasy

**The battle could be yours.....  
.....but it won't be easy!**

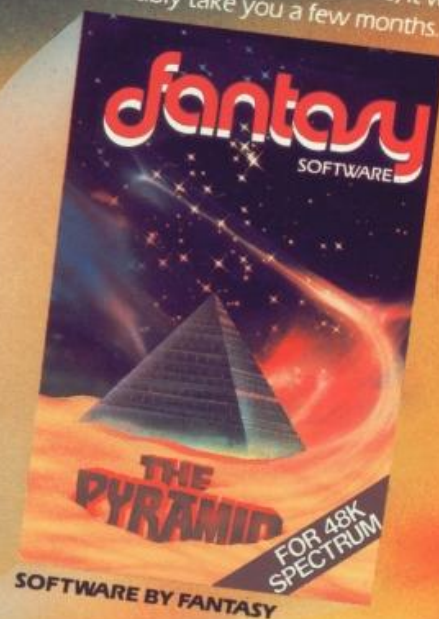
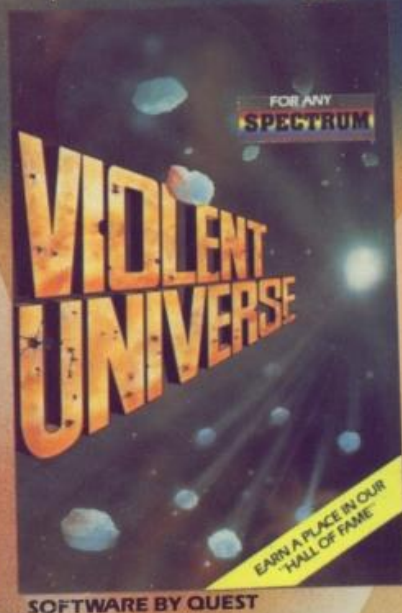
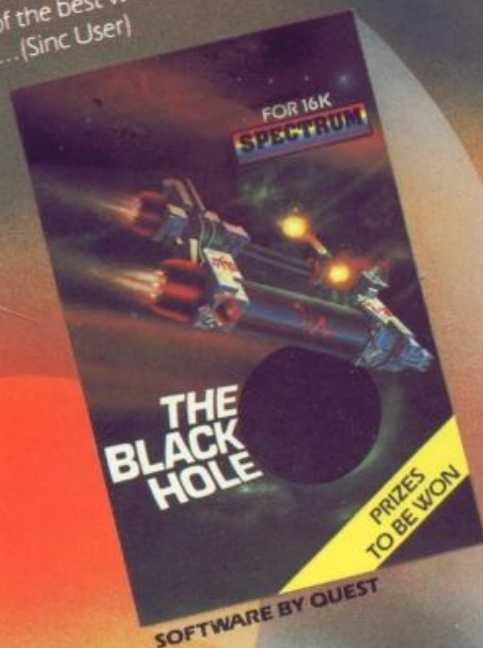
PARTICIPATION – that is the name of OUR game. All our software contains a unique score verification mechanism allowing us to add a new dimension to computer games. Every July and January we will be publishing a ranking list of the top 1000 scorers in each game with the overall top 100 'grand masters' each receiving certificates of merit bearing their position.

September is the last month to qualify for the Black Hole championship. However, from October the sender of the highest valid score each month will win software of their own choice to the value of £50.

The Black Hole is a technicoloured confection of special effects...very demanding; magnificent graphics. (Soft)  
The explosion effects are some of the best we have seen.  
...[Sinc User]

Totally original game plan. Addictive, challenging and offering a complete visual experience with its animated graphics and violent explosive effects. Compatible with ALL leading joysticks.

If you are looking for something that will keep you up all night, cause you to pull your hair out, send you mad with its trickery, then you really shouldn't miss this game.  
The mystery of "THE PYRAMID" won't take you a few days to solve, it will probably take you a few months.



FANTASY SOFTWARE  
is available from W.H.Smiths,  
John Menzies and  
Computers For All

**FANTASY...  
...a name to remember**

ASK FOR  
FANTASY SOFTWARE  
at your local  
SOFTWARE RETAILER

All games are obtainable at £5.50 each from  
FANTASY SOFTWARE, FAUCONBERG LODGE, 27A ST. GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT  
despatched by return first class post together with a membership number entitling you to discount  
on our forthcoming blockbusting software.

Trade Enquiries welcome – telephone 0242-583661

# CONTENTS

PERSONAL COMPUTER GAMES: AUTUMN 1983

## NEWS

A look into the future – new games coming out soon, for you and your micro. **page 7**

## SOFT HITS

Our top 75 games plus the next 25 climbers. **page 11**

## WHIZZ-KID

A programmer's dream – we meet one teenager who has made it to the top. **page 14**



## ADD-ONS

You need more than a micro to get the most from your games – we look at the extra bits and bobs. **page 20**

## DEDUCTION

An adventure trail with a difference. Follow the clues and maybe you could win a Colour Genie. **page 30**

## RESULTS

Who won last issue's great competition? A chance to compare your ideas with the winning entries. **page 35**

## ADVENTURE

Yes, it's the Program Control Guardians in another nail-biting episode of derring-do and adventure. **page 39**

## SCREEN SCROLL

Page after page of reviews and views on some of the top games. Whatever your micro, there's a game here for you. **page 43**

## ACTION FREEZE

Six of the best games we could find; analysed in detail, with 'how to win' tips and advice. **page 68**

## SCREEN STAR

A special look at a really good game, *Manic Miner*. **page 95**

## CHESS

Our chess expert looks at three new games. **page 99**

## HARDWARE

We take a look at two micros which could be best-sellers this Christmas. **page 106**

## LISTINGS

Three sparkling programs to get your fingers dancing over that keyboard. **page 115**

## THOUGHTS

More puzzles from the minds of Mensa. **page 139**

## CARTOONS

A few gems and jests from our Kipper Williams. **page 142**



Guest editor: Kathryn Custance Contributing editor: Deidre Boyd Consulting editor: Geof Wheelwright Production editor: Eric Robbie Technical editor: Stuart Cooke News: Tony Takoushi Features: Steve Mann and David Janda Action Freeze: Oliver Tucker Screen Scroll: Wensley Dale, Edward Ferdinand, Tony Harrington, Steve Mann and Ian Ritchie Chess: Tony Harrington Control Guardians: Jeff Riddle Cartoons: Kipper Williams Action Freeze illustration: Mark Watkinson Art editor: Dolores Fairman Art director: Jim Dansie Advertisement manager: James Scoular Assistant advertisement manager: Herbert Wright Sales executives: Jill Harrison, Louise Hedges, and Jerry Davies Advertisement assistant: Karen Issac Advertisement production: Laura Cade Group editor: Margaret Coffey Assistant publishing manager: Sue Clements Publishing manager: Mark Eisen Publishing director: George Littlejohn. Published by VNU Business Publications, Evelyn House, 62 Oxford Street, London W1A 2HG. 01-636 6890. Typesetting by Spectrum Typesetting, London N1. Origination by Fourmost Colour, London EC1. Printed and bound by Chase Web Offset, Cornwall. © VNU Business Publications 1983.

# Mr. Chip

## Software

### VIC 20 GAMES AND UTILITIES

**JACKPOT** - This is it, the ultimate Fruit Machine Program, for the VIC, with nudge, hold and respin, 100% Machine Code. "Jackpot is a beautifully written simulation giving superb graphics animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap and nasty." *Home Computer Weekly*, issue 20, 19.7.83 .....£5.50

**KWAZY KWACKS** - Accuracy and speed are required for this shooting gallery, superb use of colour and graphics in this new and challenging game from the author of JACKPOT, 100% Machine Code, joystick or keyboard control for the unexpanded VIC .....£5.50

**PACMANIA** - Choose your own game from the following options - difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expanded VIC only .....£5.50

**SNAKE BYTE** - Guide your ever hungry snake round the screen, eating the flies and wasps, to stay alive you must avoid the deadly mushrooms, quick reactions are required for this biting game, keyboard control, for the unexpanded VIC .....£5.50

**BUGSY (Joystick Only)** - This is a Minefield with a difference! As you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game .....£5.50

### MINI-ROULETTE - PONTOON - HI-LOW

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes .....£5.50

**DATABASE** - Create your own files and records on tape .....£7.50

**SUPER BANK MANAGER** - A full feature version any memory size, but needs 3K expansion .....£7.50

### SPECTRUM GAMES

**SPECTRUM DARTS (48K)** - Five games of darts for 1-5 players, 501, cricket, killer, round the board, noughts and crosses, four levels of play per game, take on the computer or friends at these games of skill and judgement .....£5.50

**WHEELER DEALER** - As for the Commodore 64 now available for the 48K Spectrum, Texas T1 99/4A and Dragon .....£5.50

Full documentation with all utility programs.

Other software available for the VIC and Commodore 64, send for free brochure, including **RABBIT SOFTWARE** at £5.99.

Send Cheques/PO's to:

**Mr. CHIP  
SOFTWARE**

**Dept PCG, 1 NEVILLE PLACE, LLANDUDNO,  
GWYNEDD, LL30 3BL. Tel: 0492 49747**

**WANTED: HIGH QUALITY SOFTWARE, OF ALL TYPES, FOR THE VIC,  
CBM 64 AND SPECTRUM, FOR EXPORT AND UK DISTRIBUTION**

All our programs are now available on disk. Please allow £2.50 extra.

**DEALER ENQUIRIES WELCOME**

### COMMODORE 64 GAMES AND UTILITIES

**JACKPOT 64** - At last it's here, specially written for the 64, by the author of "Jackpot" .....£6.99

**THE ULTIMATE FRUIT MACHINE PROGRAMME** for the VIC .....£5.50

**WESTMINSTER** - A game for up to 10 players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specifically written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER. Full instructions provided .....£5.50

**RED ALERT** - A game for 1-4 players, with sound and graphics, make money in casinos, commit robbery, hide from the police, hire secret agents, (some of whom can be treacherous), negotiate for weapons, find and attack the secret rocket base to launch the missile, and watch the havoc and destruction caused. There's no turning back from "RED ALERT" .....£5.50

**PURCHASE LEDGER** - Easy to use, single entry, handles four hundred invoices per month gross/net purchases, VAT .....£14.50  
The disc version available .....£17.00

**WHEELER DEALER** - A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you're made of, have you got what it takes to become a WHEELER DEALER .....£5.50

**LUNAR RESCUE** - Our new version, avoid the asteroid belt to rescue the stranded scientist's, then fight your way back to the mother ship. Fast reactions are required to safely land and dock your lunar module (available now) .....£5.50

### PONTOON - ROULETTE - ACE'S HIGH

More powerful versions, that make three great games of chance for the 64 .....£5.50

**M/C Soft 64** - Assembler and Disassembler, with decimal to hex converter, everything our program for the VIC will do and more .....£7.50

**BANK MANAGER 64** - As our Super Bank Manager, but for the 64 .....£7.50

Now available on disk with extra features .....£10.00

# WHAT THEY SAID AT THE PCW SHOW...

"Very impressive graphics"

"A blimmin' good mega zap"

"Very smooth...I'll have one"

"Better than what Ultimate is doing"

Tim Hartnell, author of many best selling micro books

Jeff Minter, top Vic 20 & CBM 64 games programmer

Andrew Pennel, author of 'Mastering Your ZX Microdrive'

A major UK games dealer

to name but a few who saw...

# WILD WEST HERO

**Now you can enjoy  
the game that the  
experts loved**

Wild West hero captivated you in the fastest, meanest noisiest battle you will ever experience in these times. Up to 80 bandits will challenge you on each wave, all on the screen at once, all smooth, all in hi-resolution graphics, see the right hand column for full spec.

ONLY **£5.90** INC. VAT & POSTAGE

# **TIMESCAPE**

**1 VIRGINIA GARDENS, FAIRWAYS  
MILNGAVIE, GLASGOW G62 6LG  
Telephone: 041-956 5058**

## **For the 48K Spectrum**

Wild West Hero uses full colour graphics, hi-res, smooth movement, dramatic sound effects, 100% machine code, high score, two play option, compatible with Kempston or Downsway joystick interface.

All Timescape products are guaranteed for life, if our software ever fails to load return the cassette for an instant replacement.

All orders despatched within 24 hours of receipt of order.

Timescape Software, 1 Virginia Gardens, Milngavie, Glasgow G62 6LG

Please send me Wild West Hero now!

I enclose cheque/postal order for \_\_\_\_\_  
Made payable to Timescape Software

All routines contained are fully copyright, copying all or part is illegal

Wild West Hero is copyright Paul Holmes 1983



## The New Order of Games

Mattel – (Unexpanded)  
Sold in Video style Colour Boxes

**DEATHRACE** – The Game of the Future. Power along in your Death Wagon – destroy the Androids and smash the fuel drums. How many can you get before you run out of fuel? Joypad Compatible – 100% m/c £9.95. **AQUAPAK I** – 3 exciting games of skill on one tape £9.95. **AQUAMARINE** – Move through underwater caverns in your super-sub, firing torpedoes at the swimming sharks, and octopuses. Hit 'oxygen tanks' for added oxygen. How far can you get without running out of Air? Joypad Compatible 100%. Machine code only £9.95. **SNAKE** Eat as much as you can, but watch out for your tail. **BREAKOUT** – Destroy the bricks with your superball. **MOON SHUTTLE** – Save the scientists and return to your ship safely.

COMING SOON  
– AQUAMAN, AQUASPLAK, AQUAPAK 2 & 3

### SPECTRUM

**GALACTIC JAILBREAK AND SNAKE** 16/48K (one tape) 100% m/c (Kempston Fuller AGF Joystick Compatible) – Stop the deadly Alien Commandos escaping. In ultra smooth graphics with awesome sound effects. High score, 1 or 2 players and self-play mode. "The best software deal I have seen for a long time" – Zx Computing Aug/Sept 1983 £4.95. **KIT-TOOL** – 1.5K. Best value around: containing renumber, delete, freemen, search and replace. With full instructions. £4.95

Please write to

## Apocalypse Software

5-7 Stern Street, Abingdon, Oxfordshire OX14 3JF,  
or try your local stockist & send s.a.e. for full brochure.

**DEALERS** – Write for a Dealer Pack showing our attractive rates.

# ORBIT FOR THE ACORN ELECTRON

JOIN NOW  
FOR A  
FREE  
CASSETTE

## Join the Electron User Group

Members receive 10 copies of the magazine **ORBIT** each year. **ORBIT** is devoted **EXCLUSIVELY** to the **ELECTRON MICRO**. It is packed with News, Reviews, Hints, Tips, Programming ideas, Major articles, plus Regular program features including games and useful utilities.

**ORBIT** is produced by **BEEBUG** Publications Ltd., publishers of **BEEBUG**, the magazine of the National User Group for the BBC Micro. **BEEBUG** now has some 20,000 members and has achieved a high reputation both in this country and abroad.

The formula which makes **BEEBUG** an invaluable companion for users of the BBC micro, will be applied to **ORBIT**.

By subscribing to **ORBIT** you gain all the advantages of a single-micro magazine, with no

space wasted on programs and articles for other computers.

### BENEFITS OF MEMBERSHIP

#### ORBIT MAGAZINE

Ten copies a year mailed free of charge.

#### DISCOUNT SCHEME

Extensive discount scheme with major retailers.

#### SOFTWARE LIBRARY

A growing range of software titles at budget prices for members.

#### SOFTWARE CLUB

Substantial discounts on software from major software houses.

#### LOCAL USER GROUPS

Lists of local affiliated user groups.

### SPECIAL OFFER 8 FREE PROGRAMS

*Subscribe now, and get a free introductory cassette containing 8 tested programs for the Electron.*

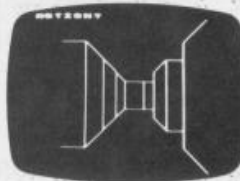
1. **SPACE CITY.** Defeat the invading Aliens with your laser, and save the city
2. **3D NOUGHTS AND CROSSES.** Pit your wits against the **ELECTRON** on a 4x4x4 board
3. **RACER.** Guide your racing car to victory, avoiding other cars and obstacles on the track
4. **3D MAZE.** In this challenging game, you must escape from the maze - The screen displays a 3D view from inside the maze
5. **PATCHWORK.** A multicoloured display of continuously changing patterns
6. **KEY SET ROUTINE.** A program to set up the user function keys
7. **MEMORY DISPLAY.** An efficiently written utility to display the contents of memory (ROM and RAM)
8. **CHARACTER DEFINER.** Define individual graphics characters with this useful utility for use in your own programs.



SPACE  
CITY



RACER



3D MAZE

#### HOW TO JOIN

To subscribe for one year, and get your **FREE CASSETTE**, send £9.90 (payable to Orbit) plus a strong stamped addressed envelope (for the cassette) to:

**ORBIT, PO BOX 50, ST ALBANS, HERTS**

Six month trial subscription (5 issues) UK only £6.90 - **FREE CASSETTE OFFER STILL STANDS.**

Membership outside UK (one year only): Eire and Europe £16.00, Middle East £19.00, Americas and Africa £21.00, other countries £23.00

**WESSEXSOFT**16 EASTLAKE AVE PARKSTONE POOLE DORSET  
BH12 3DG

Tel: (0202) 733032

## Games for ZX81

### 4 games for £5.00 including p/p. DIRTY-DICE

This is a game for two players or one player and the computer. Both players agree on a winning total before starting. (100 is a quick game whilst 300 is a long game).

Player 1 starts the game with control of two dice. He/she rolls the dice and the total of the two faces is added to a running total. To get the running total added to his/her score the player must pass the control of the dice to his/her opponent. If one of the dice shows a one, the control of the dice is passed to the opponent. If both dice show a one the player is "dirtied" and loses all his/her score. When the control is passed over the running total returns to zero.

The first player to exceed the agreed total, after player 2 has completed his/her turn, is the winner.

### SLIDER

The computer will generate a 5 x 5 square containing the letters A to X. Your task is to re-arrange the letters so that they look like

this: ABCDE  
FGHIJ  
KLMNO  
PQRST  
UVWX

or this: ABCDE  
FGHIJ  
KLMNO  
PQRST  
UVWX

The grid contains a single blank square. To move any letter or series of letters, press any letter which is orthogonally in line with the blank square.

### OX

A grid of X's and O's will be created forming a playing area. The two opponents take turns to manoeuvre a cursor so that it covers an X and an O. By pressing the 'M' key the chosen X-O pair will be removed. The winner is the last player to remove an X-O pair.

### LURE

A large rectangle is filled with black squares which are the holes in which you lure the chasers shown by chequered squares. You are the asterisk which flashes on the screen and must move around inside the rectangle avoiding holes and chasers. The chasers always run

towards you. Use this fact to lure them in the holes where they die.

Keys 1-8 move the asterisk in the directions indicated on the rectangle. The required direction key must be held down as the chasers complete their moves.

After all the chasers are killed, or if you are captured or fall in a hole, a new frame will be created with less holes to lure the chasers in. You score 1 point for each chaser that is lured to its death. How much can you score in 11 frames?

### TENFOUR

There are 4 numbers hidden by the computer at different locations on a 10 x 10 grid.

Try to find the 4 numbers in the least number of moves by inputting to the computer a square number of your choice.

The computer will then tell you how far away you are from any of the hidden numbers in the grid.

This is a game for strategists who enjoy working out puzzles. Sounds easy... doesn't it?

Also available for ZX81 and Spectrum with sound and colour.

### SNATCH

This is an addictive game using numbers. The idea is to move around the grid collecting numbers from 0 to 9 which are added to your score.

Another strategy game for puzzle lovers. It is easy to make a wrong move and then you are out. How many numbers can you hit before you go over the edge? A choice of 65,535 grids or typing a 0 will give you a random choice location.

### MAZERK

Three cylindrical mazes each a bit harder than the last. Move the asterisk through the maze to find the way out. There are ramps in the maze which move the asterisk three places ahead so you may end up missing the exit you wanted to go into. The computer will count the number of moves you make and tell you on completion of the maze, how well you have fared. Being a cylinder maze you can go out of one side and come back in on the other at the same level. Definitely frustration.

ZX81 only. Price £5.50 including p/p.

Spectrum: Dirty-Dice, Tenfour, Snatch, Slider £6.00. 16/48K.

ZX: Tenfour, Snatch £5.50.

ZX: Mazerk £5.50. 16K.

ZX: Dirty-Dice, Slider, Ox, Lure £5.50.

# STACK LIGHT RIFLE



Available for the SPECTRUM, VIC-20, and the COMMODORE 64, comes complete with 12 feet of cable and three exciting action software games including "HIGH NOON SHOOTOUT" with full sound effects!



With the development of the SLR comes the exciting range of software, RATS & CATS, HIGH NOON SHOOTOUT, CROW SHOOT, ESCAPE FROM ALCATRAZ, GLORIOUS TWELFTH and BIG GAME SAFARI.

CONTACT YOUR LOCAL DEALER  
OR ORDER DIRECT FROM



All this for the incredible price of only

## £29.95

including V.A.T.

# STACK

Computer Services Limited

290/298 Derby Road, Bootle, Merseyside L20 8LN.  
Tel: Sales 051-933 5511 Service 051-933 3355  
Telex: 627026 (Stack-G)

6 GAMES

## COMING SOON...

United Microware Industrial (UMI) has *Alice in Videoland* (based on the book *Alice in Wonderland*) in an advanced state of preparation, and should release it in the UK soon.

It is a graphic adventure game that will set new standards for sound and graphics on the Commodore 64, but the bad news is that it will be priced around £30.

□ □ □ □ □

Comdata, which distributes many of its titles in the UK via Rabbit Software, has recently announced *Firing Line*, *Pegasus Odyssey*, a killer bats battle in an attractive hi-res landscape, *Ape Craze*, and *Supercuda*.

□ □ □ □ □

One of the USA's Timex/Sinclair producers Softsync is bounding into Commodore 64 software with *Mothership*, an action game in 3D with various battle scenarios.

In the pipeline are *Red Alert*, *Circuit Runner*, *Cosmic Guerilla*, and *Tunnel-vision*.

□ □ □ □ □

Rumour has it that Datasoft is planning a version of *Zaxxon* for the Commodore 64 – watch this space for further news!

□ □ □ □ □

Other releases for the 64 include: *Frogger* (disk), *Moon Shuttle* (cartridge) again from Datasoft, *Repton* (disk) and *Jumpman* from Epyx; *Pharaoh's Curse* from Synapse; *Fort Apocalypse*, *Shamus*, *Protector*, *Survivor*, and *Forbidden Forest* from Cosmi; *Sammy Lightfoot* and *Apple Cider Spider* from Sierra; *Arex* from Adventure International; and *Parallax* from London Software.

The Atari owners among you will recognise many of the titles since they are straight conversions from Atari to Commodore 64.

□ □ □ □ □

Ultimate has released two new titles for the Spectrum – *Lunar Jet Man*, the follow up to *Jet Pac*, and *Atic Atac*, a haunted house adventure.

For Vic 20 owners Ultimate has converted one of its best-selling titles, *Jet Pac*.



# VIDEO PALACE

Games are rapidly invading the video shops, but one shop, The Video Palace, in Oxford Street, London, has gone one step further – it's producing its own.

Not satisfied with distributing over a thousand games, Palace Software (a subsidiary of the same group) is getting in on the act.

They have produced a set of arcade style packages for the Spectrum, Oric, BBC

Micro, Electron, Commodore 64, and Vic 20.

The games should be on the shelves and in the catalogues around the beginning of next year, at between £5.99 and £7.99.

The Video Palace claims that all the games are original fast-action games, although some of them will be based on film themes.

The idea of marketing games to fit in with feature

films is really taking off, particularly in the USA.

20th Century Fox Video Games has just acquired the rights to *Porky's Bar* – a recent cinema release.

This is a five-screen encounter game where you attempt to stop Pee Wee, Wendy, and Ballbreaker from destroying Porky's Bar.

Imports of the game should come soon for Colecovision, TI 99/4A, Atari and Vic 20.

## THORNY GAMES

Thorn EMI Video is releasing another four games at the end of this month – two for the Vic 20 and two for the Atari 400/800.

The Vic games are *Tank Commander* and *Mine Madness*. In *Tank Commander* you drive your tank behind enemy lines to blow up their supply dumps, fighting off enemy tanks on the way, while in *Mine Madness* you take gold out of an abandoned mine by lift.

If you enjoy sick games, *Carnival Massacre* for the Atari machines should be right up your street.

Also for the Ataris is *Killer Climb*, based on the old Jack and the Beanstalk story – climbing the beanstalk to steal the giant's treasure.

Severn Software will release *Lone Raider* at £6.95 in mid-October, a Scramble type arcade game (machine code, colour, multi-level, sound).

Durell Software has two Oric titles and one Spectrum title under preparation for release in October, *Galaxy 5*, and *Scuba Dive* for Oric and Spectrum. Durell will also be converting one of its best sellers *Harrier Attack* on to Atari 400 and Commodore 64 format.

For fans of the arcade game *Phoenix* and who own 16/48K Spectrums, get yourselves a copy of *Phoenix* from Megadodo Software at 16 While Road, Sutton Coldfield, West Midlands B72 1ND. This is the closest 'Clone' seen to date and is well worth the £5.50 outlay.

COMMODORE 64 GAMES ARE NOW AVAILABLE ON DISKETTE FOR ONLY £2.00 EXTRA

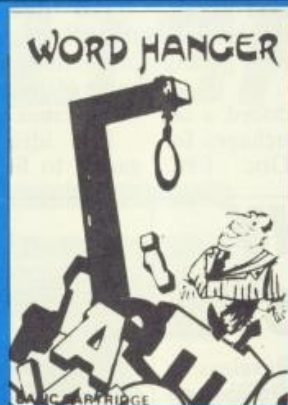
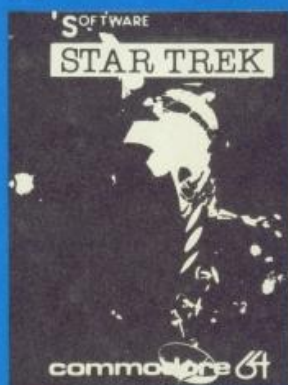
6 NEW GAMES FOR YOUR

commodore 64

INTERCEPTOR  
MICRO'S

PRESENTS

SEND S.A.E.  
FOR FULL LIST OF GAMES



2 NEW GAMES FOR YOUR ATARI 400/800-16K

NEW GAME FOR YOUR BBC MODEL B



NEW VIC 20 GAMES

Mr, Mrs, Miss _____				Address _____			
Quantity	Item	Total		Item	Total		
	Scramble 64	£7.00		Galaxions VIC-20	£5.00		
	Star Trek 64	£7.00		Fantazia VIC-20	£6.00		
	Frogger 64	£7.00		Crazy Kong VIC-20	£6.00		
	Panic 64	£7.00		Frog VIC-20	£4.00		
	Crazy Kong 64	£7.00		Alien Attack VIC-20	£6.00		
	Sprite man 64	£7.00		Vic Rescue VIC-20	£5.00		
	Fighter Pilot Atari	£7.00		Penny Slot VIC-20	£4.50		
	Wordhanger Atari	£5.00					
	Intruders BBC	£5.00					
	Jupiter Defender	£6.00					
				P&P	50		
				Total			

Send Cheque/P.O. with Order to: Interceptor Micro's, Lindon House,  
The Green, Tadley, Hants.

Postage & Packing .50p cci Sept

STOP PRESS 1 NEW VIC 20 FALCON FIGHTER STOP PRESS STOP PRESS  
ONLY £6.00

8 GAMES

## COMING SOON...

Datamost has released nine new games and a graphics package called *Print Wizard*.

They will be available on disk and cartridge at around \$40 from the States, and include *Cosmic Tunnels*, a 16-screen arcade game where you attempt to break through a space blockade, *Wiz'n'Roo*, a two-player 3D game *Monster Smash*, *Venus Voyagers*, *Jet Boot Block*, *Topsee Turvee*, *Night Raiders*, and *Roundabout*.

All games are in the Atari 400/800 format.

□ □ □ □ □

Broderbund has announced two new games for the Atari 400/800 computers – *Operation Whirlwind*, aimed at arcade players with inclinations to war themes, and *Cargo Bay* by David Snider (of David's *Midnight Magic* fame).

Also released for the Commodore 64 are *Choplifter* (by Dan Gorlin, who designed the Atari original), *Seafox*, *Serpentine*, and David's *Midnight Magic*. They are on cartridge, at \$35 to \$45.

□ □ □ □ □

Roklan's new releases include three arcade games – *Eyes*, a creepy chase game, *Da' Fuzz*, a car game, and *Rockball* from the arcade game of the same name (not yet released in the UK).

□ □ □ □ □

Epyx has joined the trend towards buying licenses for well-known amusement arcade titles by releasing Bally Midway's *Gunfight* and *Seawolf II*, for the Texas Instruments and Atari 400/800 micros.

□ □ □ □ □

Tronix has two new releases in the US for Vic 20 owners – *Deadly Sky*, a helicopter shoot'em'up game with 32 levels, and *Scorpion*, another 32-level 'zap' game, at \$4.

For the Commodore 64 *Kid Grid* (converted from the Atari) and *Juice* were released, both at \$4.

□ □ □ □ □

Microdeal, the Dragon software specialist, has announced five new titles.

*Cuthbert in the Jungle* and *Cuthbert goes Digging* are

## DAILY Mirror

Rumour has it that the *Daily Mirror* is going to launch its own games software. This hush hush operation has even been kept secret from the *Mirror*'s own staff, but a reliable PCG mole informs us that several software houses have already been commissioned to produce good qual-

ity games.

Perhaps we can expect to see a *Daily Mirror* Home Computer Club to go with its video club. It's a refreshing change to see a Fleet Street tabloid showing an interest in computers, until now the domain of the quality Sunday and daily newspapers.

### PCG TITBITS

Supersoft has released *Stix* on cassette for the 64 at £9.20. This is based on Atari *Qix*, it has excellent clear graphics and good sound effects, the higher levels bringing a wealth of colours and frantic gameplay. Other programs in the pipeline include *Crazy Kong* from Nigel Fisher and *3D Gloop* from a cross between *Pac-man* and a 3D maze game.

Jeff Minter from Llamasoft is currently working on a follow up to *Attack of the Mutant Camels* where you take control of the camel and have various arcade scenarios to overcome. *Revenge of the Camels* is on the Commodore 64 format and should be available in late October.

the latest adventures of a newly-created Dragon 'star' who first appeared in *Cuthbert goes Walkabout*.

The other new releases include a real-time adventure, a zany American game called *Crazy Painter* and an arcade-style *Star Wars* game.

□ □ □ □ □

Virgin, one of the newest software companies around, continues to expand with the release of eight titles.

*Envahi* and *Creepers* are machine code arcade games for the expanded Vic 20, *Racing Manager* and *Latex* are

for Spectrum owners (48K) looking for a change from alien zapping, and *Death Cruise*, *I Ching*, and *Castle Adventure* do the same for Dragon 32 users.

□ □ □ □ □

A range of 21 titles has been released by Artic Computing, bringing the Artic catalogue up to 62 titles.

There are five programs for the Vic 20, 10 for the Spectrum, five for the ZX81 and one for the Oric.

□ □ □ □ □

Quicksilver, the Southamp-

## LEARNING TO PLAY

A lot of parents will be rushing out this Christmas to buy an Electron for their kids (see page 110) – a good buy for the price, but what about software?

As with all new machines, good software designed for the Electron is thin on the ground, so it's good to see that Chalksoft, an educational software house, has been quick off the mark with two educational games aimed at seven to 14-year-olds.

*Puncman 1 & 2* is a punctuation program in which Noshier eats up full stops and capital letters, and *Punchman*, controlled by the child, puts them back.

The other game, *Invisible Man*, helps children learn about coordinates. A cartoon man is hidden in a grid and to find him the player needs to solve clues in the form of compass directions.

Both packages will be available shortly and will be followed in November with two other Electron games.

## CBS TAKES OVER MANIC MINER

Bug-Byte Software the company that brought us *Manic Miner* (see page 97) for the Spectrum, has signed a major distribution deal with CBS, the record and video company.

The deal gives CBS exclusive rights to market all Bug-Byte software in the UK.

Apart from being good for dealers and distributors, it should make it easier for us to get hold of the games.

ton-based software house, has announced new games and utilities for the Spectrum, Commodore 64 and BBC Micro, including *Gridrunner*, *Purple Turtle* and *Games Designer*.

□ □ □ □ □

*Salamander* has acquired the licence to convert and market Jeff Minter's Vic 20 games (Llamasoft) for other micros, including the Dragon, BBC Micro, Spectrum and Oric.



The games to be converted include *Gridrunner*, *Laser Zone*, *Traxx*, *Matrix* and *Hovver Bovver*.

## TWO FOR THE DRAGON 32

FROG-HOP: More idiot frogs! This version of the popular arcade game uses hi-res graphics and machinecode for a fast moving game.

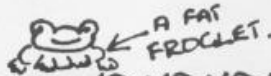


PRICE: £7.75

 GALACTIC SLUGS: These sneaky, slimy, squamulous creatures will slime all over you if you don't shoot 'em down quick. Another m/c  hi-res game. PRICE: £7.75



PRICE: £7.75



## TWO FOR THE SPECTRUM 48K

FREE-ZONE: Reversi — with a twist!

Will you save England, or will you blow it up? As in the original, you will have to think ahead to win.

PRICE: £6.50.

CHARACTER GENERATOR: Create your own characters with this very useful program. Full instructions are included.

PRICE: £8.45



**ORIC 48:** T-COMP

At last a compiler for the Oric: converts your BASIC program to run at speeds approaching that of an equivalent machine code program. This is a very useful introduction to compilers and m/c language.

PRICE £12.95.

**AND FOR THE T.I.99/4A**

MUSIC-MACHINE: Play around with Texas sound. This program uses the chords, and shows you which ones you're using. Finished pieces can be stored on tape, and used in your own programs.

KAT-TRAXX: See how many bugs, and fruit you can eat, and avoid your cast off skins. Then disappear down the hole in the middle to the next screen! 🐛 — ABUG.

CRYSTAL SWEEP: A game of strategy for up to five players. Collect the crystals, but stop your opponents from collecting. A game for the all the family together.

STEEPLECHASE: Guide your horse round the racecourse, without falling off. 4 skill levels make this an intriguing game.

ALL THE ABOVE RUN UNEXTENDED, AND COST £7.75 EACH.

For a full catalogue, or to order please contact:

BAMBY SOFTWARE: LEVERBURGH, ISLE OF HARRIS. PAB3 3TX.

TELEPHONE: 085 982 313.

Please include payment with your order; Access welcomed.

DEALERS please contact:

PCS DISTRIBUTION, UNIT 6 SCOTSHAW BROOK, BRANCH ROAD,  
DARWEN, LANCS. TEL: 0254 691211



Both BAMBY SOFTWARE and PCS are members of the  
COMPUTER TRADE ASSOCIATION.

# PCG SOFT HITS

Title	Publisher	Machine
1 Horace and the Spiders	Psion	Spectrum, ZX81
2 Arcadia	Imagine	Vic 20/Spectrum
3 Jet-pac	Ultimate	Spectrum
4 Flight	Psion	Spectrum, ZX81
5 Penetrator	Melbourne	Spectrum
6 Gridrunner	Llamasoft	Vic 20
7 3D Tanx	dktronics	Spectrum
8 Trans Am	Ultimate	Spectrum
9 Timegate	Quicksilva	Spectrum
10 Manic Miner	Bug Byte	Spectrum
11 Ah diddums	Imagine	Spectrum
12 Kong	Ocean	Spectrum
13 Zoom	Imagine	Spectrum
14 Monsters in Hell	Softek	Spectrum
15 The King	Microdeal	Dragon
16 Hobbit	Melbourne	Spectrum
17 Heathrow ATC	Hewson	Spectrum
18 Football Manager	Addictive	Spectrum
19 Matrix	Llamasoft	Vic 20
20 Wacky Waiters	Imagine	Vic 20
21 Harrier Attack	Martech	Oric
22 Nightflight	Hewson	Spectrum
23 Horace Skiing	Psion	Spectrum
24 Mad Martha	Mikrogen	Spectrum
25 Crazy Kong	Interceptor	Vic 20, Commodore 64
26 Starfire	Virgin	Spectrum
27 Xenon 1	IJK	Oric
28 Jumbo Jet Pilot	Thorn-EMI	Atari 400/800
29 Chess	Psion	Spectrum
30 Parsec	Texas	TI 99/4A
31 Yomp	Virgin	Spectrum
32 TI Invaders	Texas	TI 99/4A
33 Transylvanian Tower	Shepherd	Spectrum
34 Testmatch	Computer Rentals	Spectrum
35 Pool	CDS	Spectrum
36 Grand Master	Quicksilva	Commodore 64
37 Motor Mania	Audiogenic	Commodore 64
38 Zip Zap	Imagine	Spectrum
39 Dictator	dktronics	Spectrum
40 Psst	Ultimate	Spectrum
41 Frantic	Imagine	Vic 20
42 Miner 2049er	Big Five	Atari
43 Scramble	Quicksilva	ZX81
44 Talking Android Attack	Microdeal	Dragon
45 Attack of Mutant Camels	Llamasoft	Commodore 64
46 Spawn of Evil	dktronics	Spectrum
47 Hovver Bovver	Llamasoft	Commodore 64
48 Battle of Britain	Microsimulations	Spectrum
49 Panic	Interceptor Micro	Commodore 64
50 Abductor	Llamasoft	Vic 20
51 Armageddon	Ocean	Spectrum
52 Backgammon	Psion	Spectrum
53 Submarine Commander	Thorn-EMI	Atari 400/800
54 Maze Death Race	PSS	Spectrum
55 Zaxxon	Datasoft	Atari
56 Firebirds	Softek	Spectrum
57 Centipede	Atari	Atari 400/800
58 Space Adventure	Virgin	BBC Micro
59 Labyrinth	Commodore	Commodore 64
60 Terrordaktil 4D	Melbourne	Spectrum
61 Cookie	Ultimate	Spectrum
62 Star Raiders	Psion	Spectrum
63 Killer Gorilla	Micropower	BBC Micro
64 Blue Max	Synapse	Atari 400/800
65 Shadofax	Postern	Spectrum
66 Galaxians	Superior	BBC
67 Golf	Virgin	Spectrum
68 Frogger	Interceptor	Commodore 64
69 Andes Attack	Llamasoft	Vic 20
70 Asteroids	Bug Byte	Vic 20
71 Cosmiads	Bug Byte	Commodore 64
72 Traxx	Llamasoft	Vic 20
73 Caverns of Mars	Atari	Atari 400/800
74 Hungry Horace	Psion	Spectrum
75 Starship Enterprise	Silversoft	Spectrum

This chart is compiled from returns covering the last four weeks. Returns are drawn from a continuous retail panel of over 100 shops, and are cross-referenced to listings from wholesalers and multiple chain stores, weighted according to the number of outlets. This chart is copyright, MRIB Computers, 1983.

- 1 **Jumpman**  
Epyx  
Commodore 64
- 2 **Hunchback**  
Superior  
BBC
- 3 **Choplifter**  
Broderbund  
Atari
- 4 **Warlord**  
Lothlorien  
Spectrum
- 5 **Orictrik**  
Salamander  
Oric
- 6 **Jumpin' Jack**  
Imagine  
Spectrum
- 7 **Devils of the Deep**  
Shepherd  
Spectrum
- 8 **Skyhawk**  
Quicksilva  
Vic 20
- 9 **Invincible Island**  
Shepherd  
Spectrum
- 10 **Beeb Art**  
Quicksilva  
BBC
- 11 **3D Combat Zone**  
Artic  
Spectrum
- 12 **Pimania**  
Automania  
Spectrum, Vic 20
- 13 **Galaxions**  
Softek  
Oric
- 14 **Painter**  
A + F  
Spectrum
- 15 **Munchman**  
Solar  
Vic 20
- 16 **Jungle Fever**  
A + F  
Spectrum
- 17 **Lazerzone**  
Llamasoft  
Vic 20
- 18 **Baja Buggies**  
Gamestar  
Atari 400/800
- 19 **Temple of Asphai**  
Epyx  
Atari 400/800
- 20 **Joust**  
Softek  
Spectrum
- 21 **Ship of the Line**  
Shepherd  
Spectrum
- 22 **Dot Man**  
Anirog  
Vic 20
- 23 **Pacman**  
Atari  
Atari 400/800
- 24 **Moonshuttle**  
Datasoft  
Atari 400/800
- 25 **Scrabble**  
Psion  
Spectrum

PCG's top 25 newcomers

## SOFT CLIMBERS

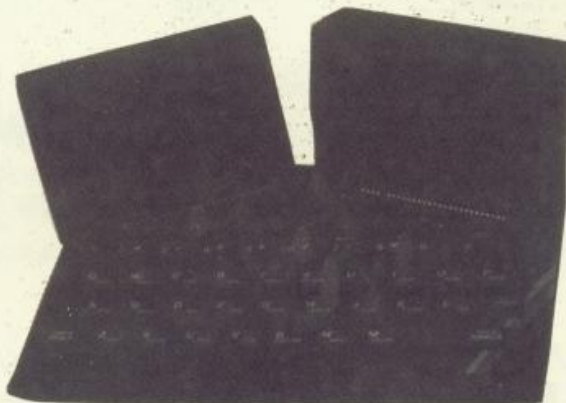
# UPGRADE YOUR ZX SPECTRUM NOW!

The CHEETAH 32K Rampack simply plugs into the user port at the rear of your computer and increases the memory instantly to 48K.

- Fully compatible with all accessories via rear edge connector.
- No need to open computer and invalidate guarantee.
- Why send your computer away and wait weeks for upgrade.
- Fully cased, tested and guaranteed.

## *Why wait any longer?*

ONLY **£39.95** inc. VAT and p&p



## Now make your SPECTRUM and ZX81 Talk!

The CHEETAH "Sweet Talker" just plugs into the back of the computer using the existing power supply. Based on an allophone system you can easily program any word, sentence or phrase. Fully cased, tested, guaranteed and compatible with all accessories via rear edge connector. Complete with demonstration cassette and full instructions. No more lonely nights!

Simply incredible at **£34.95**

*when ordering please quote whether Spectrum or ZX81 owner.*

Also available:

16K Rampack for ZX81 ..... **£19.75**

64K Rampack for ZX81 ..... **£44.75**

*Prices include VAT, Postage and Packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome.*

*Send cheque/PO now to:—*

**CHEETAH MARKETING LIMITED**

Dept. PCG 24 RAY STREET, LONDON EC1R 3DJ Tel: 01-278 6954

32K RAM pack and "Sweet Talker" available from larger branches of

**John Menzies**



# THE SOFTWARE SHOP

36 New Street, Barbican, Plymouth, Devon  
Telephone: Plymouth 671606

Stockists for a wide range of software, add-ons and books for the BBC, Spectrum, ZX81, Oric, Dragon, Vic 20, Lynx and Commodore 64.

All the new releases in stock

Valhalla	£14.95
Games Designer	£14.95
The Quill	£14.95
The Train Game	£5.95
Ant Attack	£6.95
Bugaboo The Flea	£6.95
Splat	£6.95
The Hobbit	£5.50
(For Spectrum & Commodore 64)	
Spectrum 48K Upgrades	£25.00
Cambridge programmable joysticks	£29.90 inc P&P

Send SAE For Free price lists. Please state which computer.

Join our Software Club for £5 per annum or £10 for life. Free monthly newsletter and 10% permanent discount on software and books.

Retailers ask for details of our distribution service

LATEST SOFTWARE

## SYSTEM SOFTWARE

FULLY INCLUSIVE PRICES

### FOR THE BEST FROM THE REST

We don't boast the biggest selection of software – just the best! Every item has been tested for quality, reliability and sheer value-for-money before being offered to you. No charge for postage, it's free – both ways! Just send your order FREEPOST (no stamp required) and we'll do the rest – quickly. Orders usually despatched the day we receive them. And with our no-quibble guarantee on faulty goods you can order with complete confidence.

<b>MANIC MINER</b> (Bug Byte) £5.95 Spectrum 48K	<b>THE HOBBIT</b> (Melbourne House) £14.95 Spectrum 48K	<b>TRANZ AM</b> (Ultimate) £5.50 Spectrum	<b>JUNGLE FEVER</b> (A & F) £6.90 Spectrum
<b>CUTHBERT GOES WALKABOUT</b> (Microdeal) £8.00 Dragon	<b>CHESS</b> (Dragon Data) £21.50 Dragon	<b>VOLCANIC DUNGEON</b> (Carnell) £5.00 Dragon/Spectrum	<b>TELEWRITER WORD PROCESSOR</b> (Microdeal) £49.95 Dragon
<b>KILLER GORILLA</b> (Program Power) £7.95 BBC (B)	<b>SEA LORD</b> (Bug-Byte) £7.50 BBC (B)	<b>SCRAMBLE</b> (Bug-Byte) £6.95 VIC 20	<b>THE WIZARD &amp; THE PRINCESS</b> (Melbourne House) £5.95 VIC 20

ALPHACOM 32 HIGH SPEED THERMAL PRINTER FOR SPEC/ ZX81

Clear blue printout from the dot-matrix thermal head. Full pack includes printer, power supply, full interfacing, roll of paper, VAT, post & packing. **JUST £99.95**

### ORDER NOW – FREE CATALOGUE EVERY ORDER!

Please send cheque or P.O. to:-  
**SYSTEM-SOFT**  
FREEPOST (no stamp req'd),  
Ackworth, Pontefract,  
West Yorks WF7 7BR

### SPECIAL OFFER

Deduct £1 per item when ordering two or more!

## OUT-OF-THIS-WORLD OFFER..



CASSETTE 50  
for your MICRO

**BBC A/B**

**ORDER NOW!**

GALACTIC ATTACK  
SPACE MISSION  
LUNAR LANDER  
PLASMA BOLT  
STARTREK  
RADAR LANDING  
ATTACKER  
GALACTIC DOGFIGHT  
ZION ATTACK  
INVASIVE ACTION  
OXO  
BOGGLES  
PONTOON  
SKI JUMP  
HANGMAN  
OLD BONES  
THIN ICE

MAZE EATER  
ORBITTER  
MOTORWAY  
FORCE FIELD  
NIM  
TUNNEL ESCAPE  
BARREL JUMP  
CANNONBALL BATTLE  
OVERTAKE  
SITTING TARGET  
SMASH THE WINDOWS  
SPACE SHIP  
JET FLIGHT  
PHASER  
INTRUDER  
INFERNO  
GHOSTS

SUBMARINES  
ROCKET LAUNCH  
PLANETS  
BLACK HOLE  
DYNAMITE  
DO YOUR SUMS  
DERBY DASH  
SPACE SEARCH  
UNIVERSE  
RATS  
TANKER  
PARACHUTE  
JETMOBILE  
HIGH RISE  
THE FORCE  
EXCHANGE

**£9.95**  
INC. VAT,  
POST & PACKAGING

# GAMES

**CASCADE SOFTWARE**

CASCADES HOUSE  
LLANDOGO  
MONMOUTH  
GWENT  
S.WALES NP5 4PA

I ENCLOSE CHEQUE/P.O. FOR £9.95 (WHICH INCLUDES VAT AND DELIVERY).

PLEASE SEND ME 50 GAMES ON A CASSETTE FOR MY \_\_\_\_\_ COMPUTER

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

PCG 11.83

**WE BUY GAMES CONTACT US NOW**

# THE TEENAGER WHO BROUGHT YOU APOCALYPSE, NOW

**JUST WHAT KIND OF MIND  
DOES IT TAKE TO DREAM  
UP ADVENTURE GAMES?  
AND WHAT DOES IT TAKE  
TO SET UP YOUR OWN  
SOFTWARE COMPANY?  
DEIRDRE BOYD FINDS OUT**

David Agulnik is one of the many thousands of teenagers who are computer games addicts. Now he is turning his hobby into a business, his time and devotion into money. He has just launched Apocalypse Software, an Oxford company producing computer games for Sinclair's Spectrum, Acorn's BBC, and Mattel's Aquarius.

Agulnik was born on 7 January, 1965, in Epping. His father's profession as a psychiatrist meant several moves for the family. David lived in Birmingham for the first two years of his life, then in Boston, Massachusetts for the next three. In 1970, the family settled in Oxford.

Agulnik describes his seven years at Dragon School in Oxford as 'undistinguished'. Then, aged 13, he went to Dartington Hall school.

'Everything the press has written about it is true,' he says, referring to the recent spate of publicity.

Agulnik became interested in computer programming in his first term at the school. 'It had just bought a Pet, 16K in ROM,' he recalls.

'Computer classes were not compulsory at Dartington. You could even say the school did everything in its power not to use the computer.

'I could go through a list of the things that were wrong,' Agulnik says now. 'You were allowed only to write in Basic, and could not use machine code. You could not use PEEK or POKE either, because the teachers thought you might damage the machine.

'No graphics were allowed. All programs had to be of a "serious nature" – certainly not a game.

'Each program you designed had to be written down in longhand and shown to the teacher, before he would authorise you to use the computer. Sometimes, you were even asked to flow chart it.

'I got round this bureaucracy very

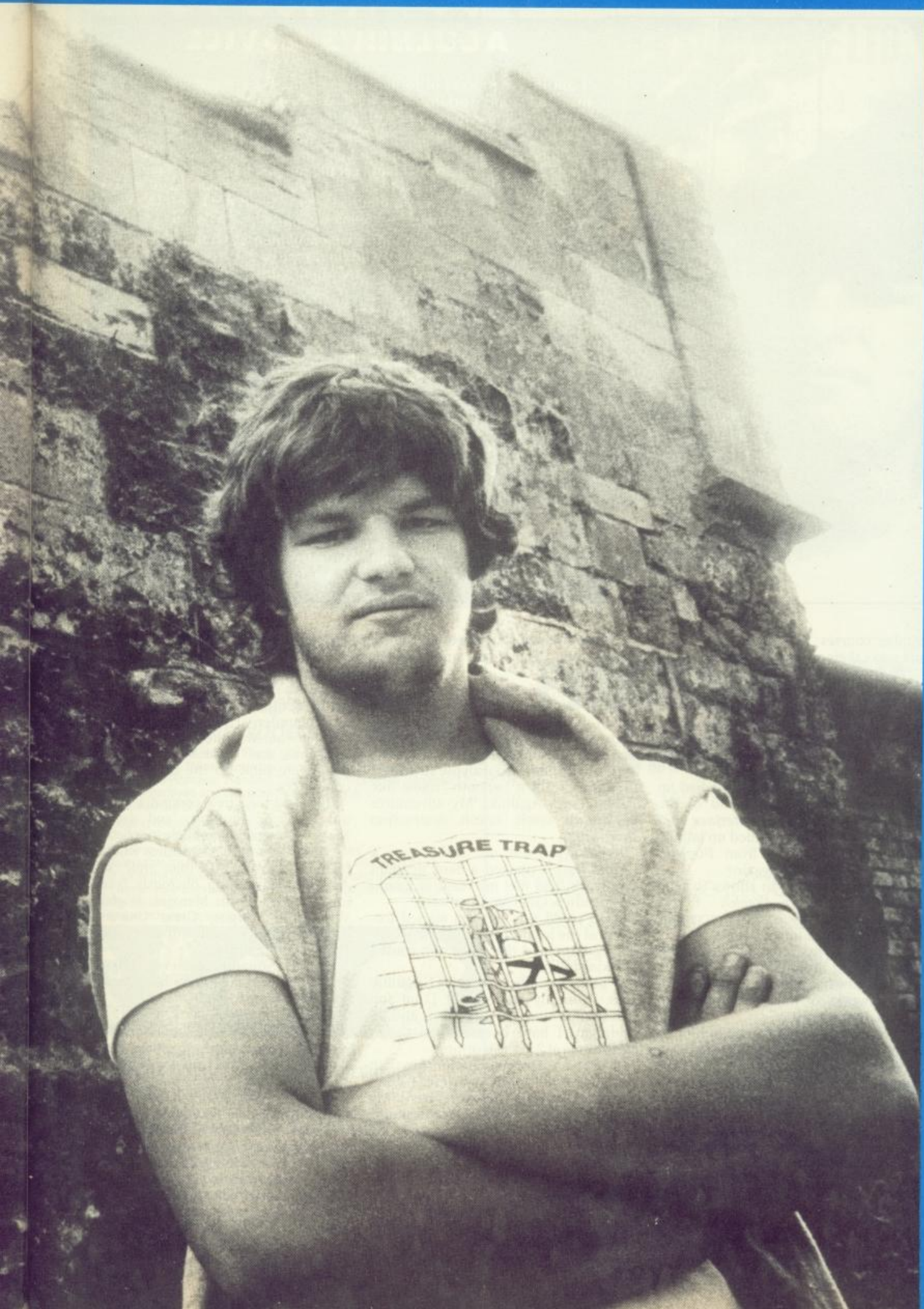
simply. I nicked the key to the computer room, copied it, and gave copies to some friends.

While still at school, Agulnik's spirit of adventure was reinforced by his membership of the Treasure Trap club. This is a society whose members bring fantasy adventure to life through role playing.

These fantasy adventures are set in Peckforton Castle, near Tarporley in Cheshire.

'I still try to get there every Saturday,' Agulnik says, explaining the source of his later ideas for Apocalypse's adventure games. The club's 1,700 members include people from Rabbit and Bug Byte software houses.

As well as the set adventures, members play monster parts for other adventurers, act in bar-room brawls, stage manhunts, festivals, banquets, and play *Killer* and *Defender*. Members can also fight with steel weapons in ►16





## AGULNIK'S ADVICE

'I am in the process of formally registering the company, and in the meantime am working as *David Agulnik Trading As Apocalypse Software*. I am also registering for VAT – I want that settled before the company gets too big and it becomes a problem.'

'Programmers then get 25 per cent of the selling price of their game. So if we sell to the public direct and get the full price, the programmer will get 25 per cent of that price. If we sell 1,000 programs at a discount – say to a dealer – then the programmer will get 25 per cent of that. There is a profit, but a lot of money goes into packaging and advertising.'

'We have commissioned a firm called *Whiterose Graphics* to design our packaging,' Agulnik says. 'The games are in EMI-type video boxes. I think up the ideas and *Whiterose Graphics* draws them up. Again, the relationship is informal.'

'When it comes to advertising, I think about our market. This is generally the lower end: programs for computers costing about £100. Our advertising is split into two sections. There is a more expensive one for the BBC and another for the *Aquarius* and *Spectrum*. A new company called *Design Studio* is handling this.'

'Running expenses were first helped by the *Manpower Services Commission Enterprise Scheme*,' he says. 'Basically, if you show you have at least £1,000 backing for your business, the scheme entitles you to £40 per week, to help run your company.'

'It is a long process, but once you get through that, it is worth it.'

'There have been no legal problems,' Agulnik says. 'My mother is a solicitor, which obviously helps. But I did wait until I reached 18 before setting up the firm.'

'That is something I would say to anyone thinking of setting up their own business. If you are under 18 and things go wrong, legally your parents have to pick up the financial pieces and pay your bills.'

combat courses, join the archery club, and make their own costumes.

'I started in the computer games business at the Association of London Computer Clubs,' he says. 'I got talking there to *ZX Computing* editor Roger Munford, who was then on *Computing Today*. The following week I went to an exhibition to help him.'

'By the end of the first day I had an exhibition badge. By the end of the second day I had met *Interface* and several other people. I ended up talking to Fiona McCormack from *Popular Computing Weekly* magazine.'

'After that, I came to shows to help *Popular Computer Weekly*. I just turned up and helped on the stands, selling magazines, and moving stuff.'

The months spent on the exhibition trail trekking around Britain paid off. Agulnik now has one of the most extensive networks of microcomputer contacts in this country.

'I would talk to a guy, phone him up later and keep talking. Because the computer games market has grown so quickly, I knew most of the well-known names when they were just starting, like I am now,' Agulnik says.

'For example, I first met Jeff Minter at a show, and we got talking. I knew Eugene Evans before he became a superstar. Same with *Salamander* – it was just a Dragon company when I first met the people in it.'

In November last year, Agulnik met Bugbyte partner Tony Milner at the Northern Computer Fair.

'Why don't you start up, too?' Milner asked him. The idea appealed to Agulnik.

Originally, the firm was to be called *Asgard*. This was after *Asgard Monitors*, which is involved in *Dragons and Dungeons*, but the company was worried about clashes of interest.

'Then the name *Apocalypse* struck me – I didn't want a "smooth" name like *Rabbit*,' says Agulnik. 'My adventures are full of crash, smash, destruction everywhere.'

'*Apocalypse* did not really have a formal start. I opened a bank account one week, and met my main programmer, Andrew Giles, another week.'

'You could say the firm started formally at the beginning of August, which is when I rented the office and started working full time.'

'I go to the office everyday,' Agulnik says. 'I usually get there at 11am and leave some time between 6pm and 12 midnight. I have been known to get back home at 2 in the morning.'

'I have an informal relationship with everyone who works with me. I don't like working on a dictatorial basis. My relationship with Andrew, for example, is very informal. I come up with the ideas and Andrew comes up with the programs.'

'*Apocalypse* has a number of programmers working on projects, but they don't do as much as Andrew. One programmer, Bob Varley, is designing an *Aquarius* Forth program. Geoff, our programmer in London, is working on

BBC adventure games.

'When I started the company, we aimed at the *Spectrum* and BBC computer games market. I considered a lot of the US companies: *Tommy*, *Mattel*, *Laser Computer*, *Humdinger Computer* and, later on, *Memotech*.'

Agulnik feels that successful companies are built on the backs of new computers.

'I looked for a new computer to base our line on,' he says, 'and decided *Mattel's Aquarius* was likely to sell.'

'There are more chain stores who are taking the *Aquarius* than not,' says Agulnik, '*Silica Shop*, obviously, is selling it. So are *John Menzies*, *Wigfalls*, *WH Smith*, *Argos*, *Great Universal Stores*, *Asda*, *Dickens and Jones*, *Selfridges* and *Lightning*.'

'If the *Aquarius* achieves 100,000 sales, we can make quite a bit of money selling software for it.'

What of the future?

'In the next year I hope to move entirely into adventure games,' says Agulnik. 'After that, I am not so certain, but I might move into robotics. I will wait until *Apocalypse* makes enough profits from games, and then use that.'

'I came up with ideas for three games this week. I also created a fantasy adventure and a fantasy role-play game. That's just for this week.'

'That is what I like about our games. They are a mixture of computers and *Dragons and Dungeons*,' Agulnik summed up his own lifestyle: 'I really like an adventure' ■

# PROGRAMMERS

## NO IDEAS!

If you are a good programmer but lack in original ideas. No problem. It is still possible for you to make a great deal of...

## MONEY

By way of royalties from Procom software. If you program on any popular computer just fill in the coupon and send it to us right away.

**If you are good we will back you all the way!**

To: Procom Software, 309 High Road, Loughton, Essex.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

**PROCOM  
SOFTWARE**

**...  
WHERE THE FUN BEGINS.**

### CALPAC EDUCATIONAL SOFTWARE CALPAC LEARNING SERIES Age:- 6 Years Upwards **16K or 48K** Programs include:- **SPECTRUM**

\*Tens and Units Addition \*Tens and Units Subtraction  
\*Picture Plotter \*North American Indians \*Multiplication  
Tables \*The Romans \*Spelling Tester \*Homophones \*Nouns,  
Verbs, Adjectives and Adverbs \*Verb Practice  
\*The Structure of the Flower \*Long Division  
>Moving colour graphics and sound  
>Detailed correction sequences  
>Spelling checkers and "help" call up facilities  
>Adaptable for insertion of your own work, a 48K Spectrum  
will allow the insertion of over 200 questions and answers.  
>Feed in your own information and check English, French or  
Latin spellings.  
>Draw pictures, maps or diagrams.



### Calpac Chemistry Series O-Level Revision tutorial programs, with detailed correction sequences.

Details of our software may be obtained by writing to:-

### Calpac Computer Software

108 Hermitage Woods Crescent  
St Johns Woking Surrey GU21 1UF

or by telephone on:- **048 67 2584**

We have demonstration programs available for retailers.  
We would like to hear from good programmers, graduates and  
teachers that would like to help with the expansion of our  
range on the Spectrum, BBC Model B and other machines.  
Thank you.

# CARNELL SOFTWARE LTD.

Require experienced  
Spectrum & Commodore  
programmers to work on a  
freelance basis on present and  
future projects.

We also require new and  
*original* programmes to  
supplement our expanding  
range.

Please send full details to:

Carnell Software Ltd.,  
North Weylands Industrial Estate,  
Molesey Road, Hersham,  
Surrey KT12 3PL

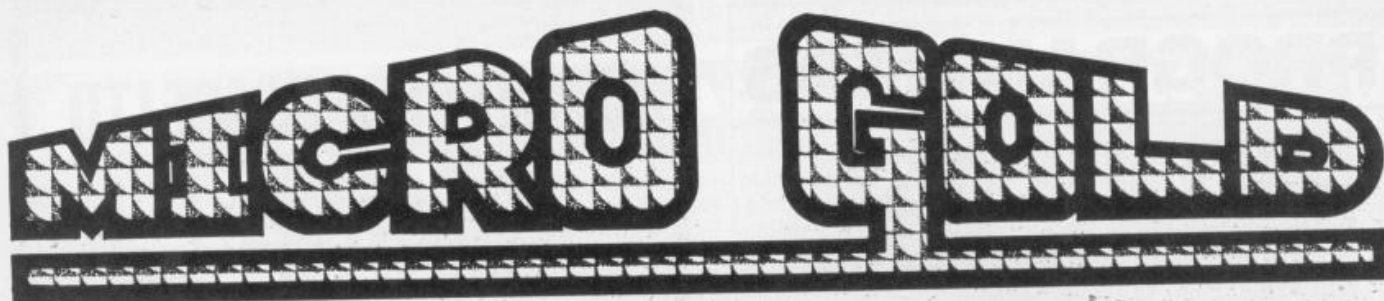
# PROGRAMMERS WANTED

We specialise in CBM64, Vic  
and Spectrum games. We're  
interested in new programs.

Phone 0202 733032  
or write to

## WESSEXSOFT

16 Eastlake Avenue  
Parkstone, Poole, Dorset



## INDEPENDENT PROGRAMMER'S MARKETING SERVICE

MICRO GOLD are pleased to announce a service conceived to considerably broaden the horizon for smaller software producers and freelance programmers. Our intention is to be a complete interface between the cottage software industry and all levels of retail outlet. Our aim is to widen the software shelves to accept a great range of works from the most talented of minds.

As a marketing service we act on a commission only basis and distribute quality games, educational and utility programs for use on all popular makes of home computer. We provide full back up services at sub competitive costs exclusively to our clients. These are optional and include data duplicating, quality control, artwork, printing, supply of blank cassettes and shared advertising. Our clients retain complete control over their works as we require only very limited commitment. We do not affect any mail order operation of theirs.

For further details please write to Tony Rainbird enclosing a short description of your program or programs or a copy of each tape. The proprietors of Micro Gold absolutely guarantee to respect all copyrights.

**FREELANCE PROGRAMMERS** Take the gain not the strain  
We don't pay cash. We don't offer royalties. We don't want your copyright. We don't charge in advance of sales for any of our services. (Exceptions by arrangement)

## WE DON'T TAKE THE PROFITS – YOU DO

FOR ANY SPECTRUM

**RACE ACE**

**£2.75 EACH**

**RUN BABY RUN**

As part of our launch we offer two special value machine code games at record breaking and unrepeatable prices.

### RACE ACE

Totally original fast and furious motor racing action. Developed to test your control and overtaking skill against a grid full of opposition.

### RUN BABY RUN

Multi car, Sweeney type cop chase and shoot out featuring 5 different locations, full sound and 2 player scoring system. Amazing arcade quality game.

P.O. or Cheque to Micro Gold (mail order)

**FULLY GUARANTEED**

**NORMAL DEALER DISCOUNTS**

**MICRO GOLD**

19 Stable Croft Chelmsford Essex CM1 5YX Telephone lines open shortly

**18 GAMES**



## BBC SOFTWARE

### TANK ATTACK

A machine code game for one-two players, defending your supplies against the computer controlled tanks. This game will stretch your reflexes to the limit as you battle with the enemy tanks. They won't be able to shoot back until they have supplies, but when they do, look out!! (reviewed in this issues ACTION FREEZE)

(Joysticks required)

BBC-B OS 1.0+

£7.95

### UTIL-1

Two very useful utility programmes for the BBC-B. Both tested on OS 1.0 and above.

*Character Define* gives you a very comprehensive and simple way to quickly create all manner of user defined characters.

*Envelope Editor* will enable you to unravel the complexities of the Sound and Envelope commands, so that you can produce exactly the sounds you require.

£9.95

## LYNX SOFTWARE

### GAMES PACK I

Three purr-fect games for you and your Lynx!! *Fruit Machine* gives you all the features of the real thing, with great graphics & sound *Torpedo* lets you loose your fish at the enemy supply ships and scupper your convoy. *Minefield* puts you in charge of a tank unit, you must clear the mines so that your paratroops can launch a surprise attack, behind enemy lines.

£7.95

### SPANNER MAN

An earthquake has damaged the reactor coolant pipes of your local Nuclear Power Station. You, the local plumber, have been called in to help mend the leaks. Can you repair the pipes using your trusty spanner and save the town from disaster, or will the mutant rats and the rising water send you round the bend!!!!!! A multi-level machine code game that stretches you and your LYNX to the limits, giving you the best graphics ever and a whole host of features.

£7.95

For details of all our programs, or to place an order, please fill in the coupon or ring **(0279) 723567/723518**. Dealer enquiries welcome. All orders despatched by return of post. Postage and Packing included in the U.K.

Sent to:

**GEM SOFTWARE, UNIT D, THE MALTINGS, STATION ROAD, SAWBRIDGEWORTH, HERTS.**

Name .....

Please send me the following:

Address .....

Total order value £ .....

I enclose cheque/P.O.

Please debit my ACCESS ACCOUNT NO: .....

# GOON...AD

THE SECRET OF THOSE SENSATIONALLY HIGH SCORES IS LIES IN THE

For the dedicated games player it seems like a dream come true. There you are, in the comfort of your own home: you've just unwrapped your very own micro, you've stocked up with all your favourite games and adventures, and your finger is itching to blast those aliens out of the sky.

For you, there'll be no more hanging round the local arcade, waiting for your turn, and going through 10p's like there was no tomorrow. Your game playing world is complete. Or is it?

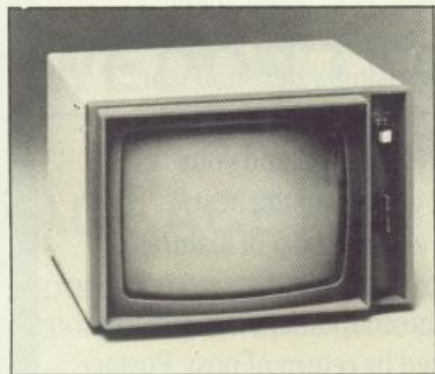
Is there anything else you need, by way of extra equipment, add-ons, and peripherals?

First of all, let's consider the television picture. It's all very well using the 26 inch job in the corner of the living room, but what happens when the family wants to watch *Coronation Street*?

The ideal solution would be to get a TV of your own, so that you can set up your computer system in your bedroom, out of the way of the rest of the family.

Buying a second TV may seem an unnecessary expense, but it's surprising how cheaply a reconditioned, ex-rental set can be picked up for. Sometimes you can find a colour model for £20 or less, and there's no doubt that a set reserved solely for computing will save an awful lot of family strife.

Of course, if you are very lucky/are very spoilt/have rich parents, you might have a monitor to use with your new computer. This not only gives a much better picture, but it means that there will be no squabbling over the TV set.



There is one point to watch with a monitor: some computers rely on the television for their sound facilities, and using a monitor will mean that the sound is lost.

However, very few of us are lucky enough to own monitors. As far as this article is concerned, we'll assume that you are stuck with a television display.

If you do go out and buy a TV specifically for use with your computer, make sure that the two are compatible. The Spectrum, for example, will not produce a good picture on certain makes of TV.

If possible, take your computer to the TV shop and try the two out together. Shop-owners will have no objection if you explain why this is necessary.

As a matter of interest, Sinclair has



now redesigned the Spectrum to work with a wider range of TV sets. Unfortunately, this has had the unwelcome side effect of preventing some commercial software from working on the new 'issue 3' Spectrums.

So you've got yourself a cheap old television. The next requirement is a comfortable working area. A desk or table will do fine, but make sure that you have enough room for the computer, the TV, a tape recorder, a notepad, and all the other odds and ends that you're going to need.

Make sure also that your chair is the right height and has a backrest. You are going to be spending long hours with your computer, and backache is no fun at all! Some shelves and drawers for books, magazines and cassette tapes would also be useful.

Okay, the working area is set up to your satisfaction. Now it's time to concentrate on the bits and pieces you are going to need to build up a complete games system.

The first absolutely vital requirement is a tape recorder for loading all those games into your computer (I'm assuming here that you don't have a system with disk drives). You can get away with something very cheap here. The tape recorder I use cost me £9.50 brand new, and has served me well for 18 months.

Be wary of using hi-fi equipment. The average micro cannot deal with stereo signals, and the output from most hi-fi systems is too powerful. A cheap mono recorder is just the job.

There are even 'computer-compatible' tape recorders available – in

fact, W H Smith has just produced a new model – but these are generally much more expensive, typically around £30 to £35.

Of course, if your computer is a Vic 20, Commodore 64, or Atari, then you have no choice in the matter. These machines use their own special tape recorders, and ordinary tape recorders will not work with those computers.

Try and get a recorder with a tape counter built in. This saves a lot of time when you're searching through a tape, looking for that great game that you recorded last week.

If you are BBC or Sinclair owner, you have a further choice – the BBC supports the Hobbit tape system, and Spectrum owners can use the new Microdrive.

The Hobbit and the Microdrive are both very sophisticated tape systems, approaching a disk drive in terms of speed and ease of use. But, in both cases, a standard tape recorder is likely to be necessary for loading commercial software.

An add-on which some people think of as optional, and others think is vital, is a joystick. In this area the micro user is spoilt for choice. There are dozens of different types available, and it is often very difficult to know which sort to get.

Spectrum owners, in particular, will find themselves confronted by a plethora of different makes, and software that will operate one make is unlikely to work with another.

The Atari joystick, with its D-shaped connector, is probably the nearest thing to a 'standard' joystick, and most of the

# ADD ON... 'AVE FUN!

IN THE PERIPHERALS AND OTHER STUFF YOU STICK ON, SAYS SUPER ZAPPER STEVE MANN.



interfaces on the market for the Spectrum are designed to use this type of stick.

The machines have a built-in joystick, and machines such as the Vic 20, Commodore 64, BBC, and Dragon have built-in joystick ports.

The Spectrum and the Oric have no provision for joysticks in their basic form. In each case you will need to buy an interface that plugs into the computer's expansion port, and that puts the cost up a bit.

A joystick is absolutely vital for the serious games player. There's no way you'll be able to get a record score on *Donkey Kong* if you have to rely on the keyboard to play the game.

ZX81 and Spectrum owners will find this even more so. The keyboards on these machines are difficult enough to use at the best of times; when fast reactions are vital, the 'rubber key' keyboards are handicap impossible to overcome.

If you are adventurous, you might be interested in the non-standard type of joystick. The Sord M5, for example, supports 'joypads', which consist of a disc contained in a handset. The disc is rotated in the direction required, and the usual fire button is provided.

There is also the Trak-Ball, which uses the same principle but which, as its name suggests, contains a rotating ball. These are said to give a better response and to be easier to use than conventional joysticks, but they do take a bit of getting used to.

Probably the ultimate in joystick technology – the Rolls-Royce of joysticks in

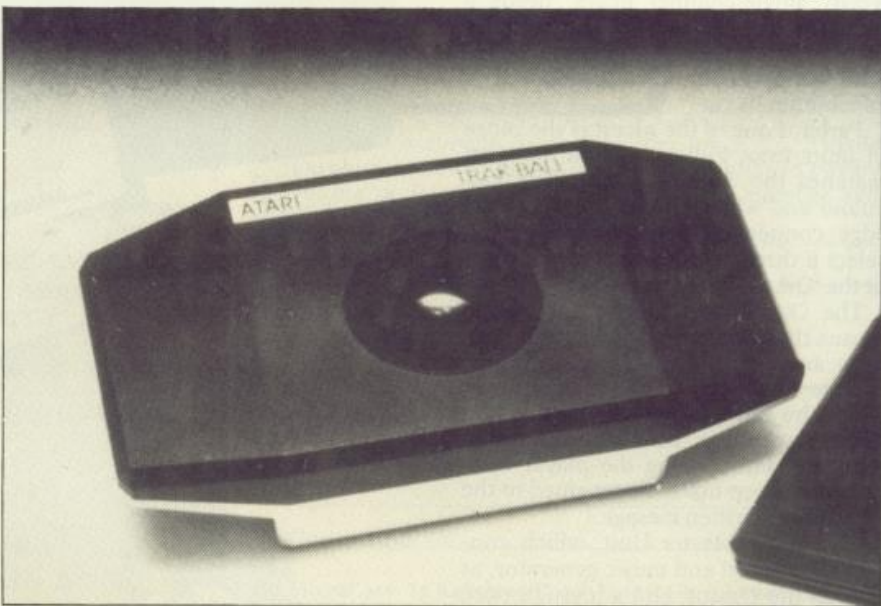
my opinion – is the model that works on the light-sensitive principle. Called the 'Trickstick', this uses photo-transistors and light-emitting diodes and the player operates it by simply covering up the phototransistors with his/her fingers. The Trickstick has appeared only recently, and will sell at around £30.

How much you have to spend on joysticks depends on your machine. An Atari joystick that will simply plug into a Commodore 64 will cost you just under a tenner, but a Kempston 'Competition Pro' joystick and interface for the Spectrum will cost you £25.

For the Spectrum, it is probably better

to buy one of the new 'programmable' joysticks. There are two or three different types of these, and they should work with almost any software. 'Programmable' means that the player programs the joystick to mimic the action of any key. Programmable joysticks are suitable for games that are designed for joystick use, or for games that are meant for keyboard operation.

Another accessory that may well be useful for game playing is a computer printer. Although not necessary for 'blob-chaser' games (such as *Space Invaders* and the like), a printer really comes into its own when playing games



The Atari Trak-Ball: easier than a conventional joystick, some say.

of strategy, such as adventure games or chess. It's surprising how often you will need to make a record of a screenful of information.

Printers vary in cost and in standard of print. At one end of the market is the Sinclair printer, which can now be bought for less than £40. At the other end is a daisywheel printer that produces 'letter-quality' print, and which can cost up to £1,000 or even more.

A printer is certainly not an essential purchase, but once you have one, you will wonder how you ever managed without it.

For someone who is not going to use a printer for word processing or letter-writing, a Sinclair printer is fine – there are interfaces available to allow many different makes of computer to use it.

Another low-cost choice is the Tandy four-colour printer. This uses tiny pens to literally 'draw' text or graphics.

It's hardly the quickest machine, but the quality is good, and it has the advantage of using ordinary white paper instead of the Sinclair silver thermal paper.

The Oric printer is almost identical to the Tandy, and should set you back about £170.

There are many other accessories that are designed to make life easier for the game player, and although none of these are really essential, they can all enhance your enjoyment.

The Spectrum supports the vast majority of these 'non-essential' add-ons – probably because its basic design omitted many features in the interests of cost-cutting.

Add-ons that will particularly enhance games playing are those which give speech capability, together with a range of re-programmed sounds.

Oric owners have four 'games' sounds built in: SHOOT, ZAP, PING, and EXPLODE and other machines have sound capabilities that allow these and other noises to be easily programmed.

The Spectrum, with its somewhat weedy single-channel BEEPS, needs a little help in this direction, and there are several add-on sound packs that give three-channel sound, music, and speech capabilities.

Perhaps one of the nicest is the range of units from Fuller: using a box that matches the Spectrum in design and colour and which simply plugs into the edge connector at the rear, you can select a three-channel sound generator or the 'Orator' speech unit.

The Orator uses allophones, which means that words are built up phonetically, and the system thus has an almost infinite vocabulary.

For the game player, this means that audible warnings can be given when danger looms, freeing the player from having to keep his/her eyes glued to the screen for a written message.

The Fuller Master Unit, which contains the sound and music generator, as well as the Orator, and a joystick port, can be purchased for around £50, and

has the added advantage of enabling both cassette leads to be left in place. No more lost programs when you forget to remove a lead when SAVEing.

So that's about it. This has only been a brief run-down of accessories and peripherals that will help you turn your computer into a complete games system. I hope this piece will have given you some ideas of your own.

Obviously, the number of 'extras' required will depend on the computer you have bought, or have been given.

If you are starting from scratch, you should remember that the computer you buy should depend on the use you have in mind.

For playing games it is best to go for something that supports a wide range of cheap software. It's no good plumping

for an out-of-the-ordinary machine with no software support.

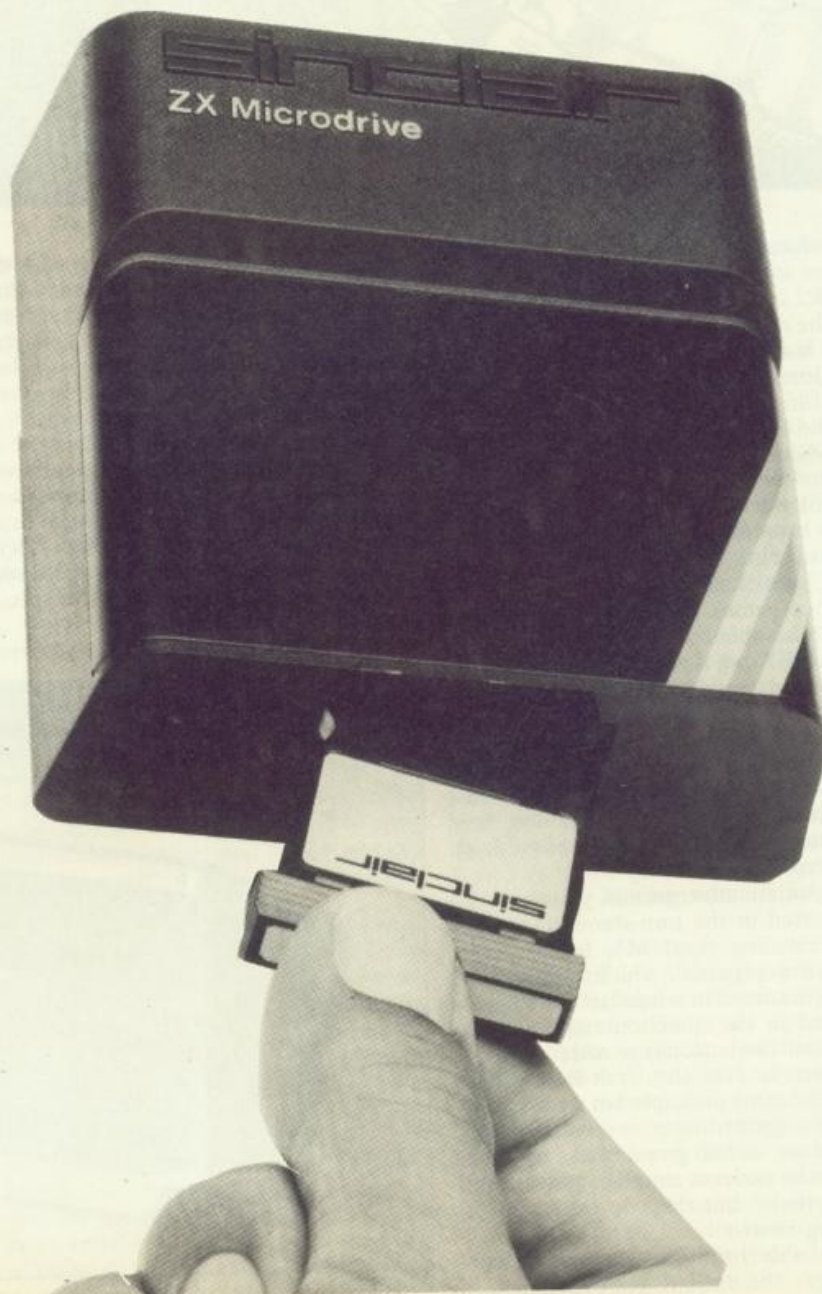
Remember also to keep an eye on the computer magazines. These all contain large amounts of advertising and are the ideal advance warning of new software/peripherals/computers.

Above all, think before you buy: is that joystick the man in the shop was so keen to sell you *really* the best for your machine in your price range?

Remember also that you might just recoup the cost of your add-ons if you devise a stunning new game and then sell it. And however much enjoyment you get from playing commercially produced games, you will get a lot more from writing your own.

Happy gaming!

*The Spectrum Microdrive: the next best thing to a disk drive. It holds up to 85K according to the manufacturers, and loads a typical 48K program in as little as 9 seconds.*



## B.B.C. ACORN COMPUTERS IN LEICESTER

Specialists on hardware and software  
\* Fully authorised ACORN-BBC Dealer \*

\*\* Complete after sales service — repairs and maintenance contracts\*\*

### \* ANALYSE DISC \*

- recover information from damaged discs.
- copy protected discs.
- protect your own valuable software.
- full documentation giving details of disc organisation in addition to how to use ANALYSE.

£15.00 inc. VAT and p&p

Plus four utility programs including disassembler, merge and repeat programs £18.00

### \* SCREEN DUMP ROM \*

- copy any screen in any mode.
- compatible with MX80, FX80, RX80, CP80, GP100, GP250, etc.
- fast machine code dumps.
- screen magnification factors x1, x2 or x4.
- plugs into page ROM socket.

£15.00 inc. VAT and p&p

### BBC MODEL B MICROCOMPUTERS IN STOCK

DAC Disc Drives ..... £212.00 inc. VAT  
Disc Interface Kits ..... £92.00 inc. VAT  
A to B Upgrade Kits ..... £66.70 inc. VAT

We have a wide selection of Printers including EPSON FX80, RX80, Shinwa CTI CP80, Seikosha GP100, GP250 etc. in stock prices from £200.

14" Colour Monitors ..... £269.00 BBC Paddles ..... £14.00  
Games Joysticks ..... £25.00 Shinwa CP80 ..... £318.00  
Data Cassette Recorders ..... £39.00 Epson FX80 ..... £429.00  
12" Monochrome Monitor ..... £100.00 Epson RX80 ..... £318.00

Most of the best software in stock including Acornsoft, Programpower, Computer Concepts, Superior Software, Nibblesoft, Fisher-Marriott etc.

A wide selection of Books, Magazines and accessories.

See a demonstration of the PL Digitiser — £120.00

**PHARMACISTS** — call for a demonstration of our high-speed, comprehensive label printing system.

All our prices include VAT but please add £5.00 postage for any major item (computers, monitors, discs etc.)

Please call and visit our new showrooms at:-

**D.A. COMPUTERS LTD.,**  
**104 London Road, Leicester.**

(2 mins from Railway Station). Closed Mondays

**Telephone: (0533) 549407**

## CIRO SOFT

### PRESENT GAMES FOR ORIC

**NIGHT RIDER** — Adventure game with graphics. By combining the use of your memory and your arcade skill you can recover the shares for the Foundation. **£6 incl. p&p**

**SUB KILLER** — A game of skill with 9 degrees of difficulty for one or more players. Random hazards appear, requiring you to change your strategy. Great fun. **£6 incl. p&p**

### COMING SOON

**PARACHUTIST** — Take off your aircraft, avoid the clouds and drop and land your parachutist to score points.

**FRUIT** — Standard fruit machine game with Win, Nudge and Gamble **£6 incl. p&p for both**

**CIRO SOFT**  
**184 Hiltingbury Road,**  
**Chandlers Ford, Hants SO5 1NS.**

# MicroCare

## microcomputer repair service

*keeps your  
computer humming*

**Fully Guaranteed  
for 12 months**

Spectrums and Dragons £22.40 + £1.50 p&p

ZX81 £15.50 + £1.50 p&p

BBC models A & B

Atari models 400 & 800 £24.90 + £2 p&p

Commodore VIC20 & C64

**No, you're not dreaming!** Those are the prices charged by MicroCare for repairing any electronic fault, however serious, in the above computers. They are ££££££'s below the price of Sinclair's repair service, **and we give a guarantee!** We'll return it promptly, and we'll quality check your unit before it leaves our service centre.

We have the experience it takes. We have the parts on hand. So act now. Let MicroCare get your computer humming again! When sending in your computer, please enclose a brief description of the fault, and make sure that your address is clearly indicated.

**Do not send leads or power plugs. The above prices do not include the servicing of peripherals which will be charged extra.**

Personal callers welcome Mon.—Fri. 9.30–5.00  
14 Knighton Road, Forest Gate, London E7 0EE. Tel: 01 609 7919

# MicroCare

Cheques payable  
to MicroCare.

I enclose a cheque or postal order for \_\_\_\_\_ made payable/crossed to MicroCare, or I would like to pay by Access or Barclay Card and I enter my number and signature accordingly.

\_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Occupation \_\_\_\_\_

PCG1

MicroCare, 14 Knighton Road, Forest Gate, London E7 0EE.

# LLAMASOFT!! NEW NEW NEW NEW

MORE THAN JUST A PRETTY PACKET!

HOVER BOVVER —

THE LATEST AND GREATEST FOR THE  
CBM 64 FROM LLAMASOFT

## HOVER BOVVER



ONLY  
£7.50  
PLUS 0.50p P&P

**YOU'VE NEVER PLAYED  
A GAME LIKE THIS BEFORE**

commodore 

HOVER BOVVER - a totally original arcade game for C64 featuring outstanding graphics and a sound track created by a professional Piano Wizard. Gordon Bennet has borrowed his neighbour's Air-Mo lawnmower. Mow your way through as many of the 16 lawns as you can before the pursuing neighbour retrieves his mower. Set your dog onto the neighbour to help you out of tight spots and don't annoy the Gardener. Try not to plough through the neat flower beds or overheat your mower!

**LLAMASOFT!! Computer Software**

Dept PCG, 49 Mount Pleasant, Tadley,  
Basingstoke, Hants, RG26 6BN

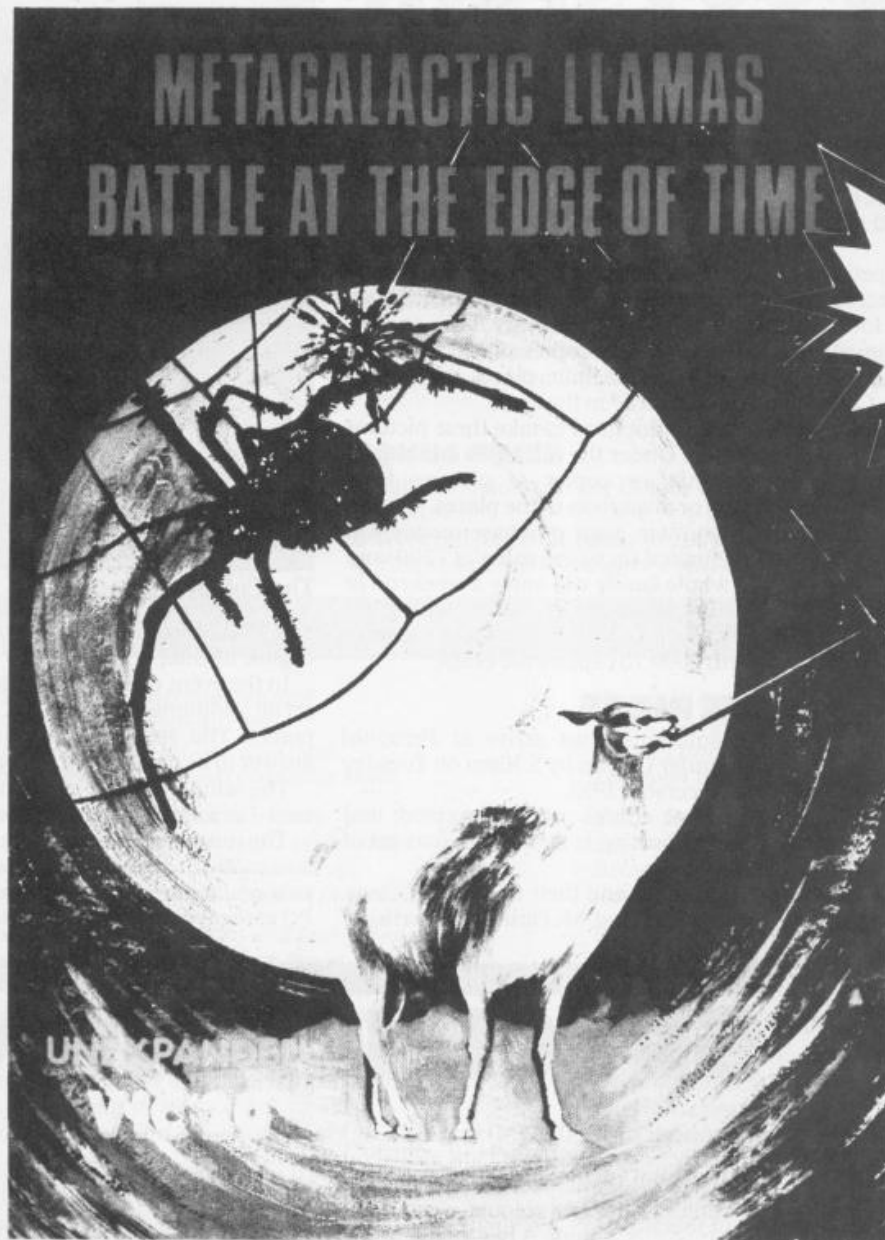
Tadley 07356 4478

TRADE ENQUIRIES WELCOME

# LLAMASOFT!! NEW NEW NEW NEW

MORE THAN JUST A PRETTY PACKET!

ANOTHER REMARKABLE GAME  
FOR THE UNEXPANDED VIC 20!



A MERE  
£5.50  
PLUS 50p P&P

## METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sonics and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago.

**LLAMASOFT!! Computer Software**

Dept PCG, 49 Mount Pleasant, Tadley,  
Basingstoke, Hants, RG26 6BN

Tadley 07356 4478

TRADE ENQUIRIES WELCOME

# WIN A COLOUR

## ENTER OUR MYSTERY TRAIL COMPETITION AND A COMPLETE COMPUTER WORTH £1,000 COULD BE YOURS!

How many times have you wanted to enter a competition hoping to win the micro of your dreams – only to find that you need to own a computer already or to have extensive programming knowledge in order to enter?

Now is your chance to win not just a micro but an entire self-contained workstation worth nearly £1,000.

All you need to enter our competition are your skill and judgment, access to two Ordnance Survey maps, lots of perseverance, and a sense of humour.

And, in our amazing, two-part competition, if you already own a Colour Genie, you are eligible for a fabulous bonus prize worth another £1,000.

### HOW TO ENTER, PART 1

First read very carefully the instructions below, and the clues on the opposite page.

Then, using your skill and judgment, answer the **two** questions in each of the clue verses.

The answers to these questions will lead you along a trail, and at the end of the trail is our Mystery Location.

If you successfully identify our Mystery Location, AND you manage to identify the 15 places of interest we pass along the way, you could be the winner of our star prize.

To follow our trail, you'll need to consult two Ordnance Survey maps: the reference numbers of the maps you'll need are hidden in the first verse.

Then with the help of the maps, and the following 15 verses, you can begin answering the questions.

The **first** letters of the answers to the **first** question in each of the following verses adds up to a 15-letter anagram of the Mystery Location – an anagram which you must solve.

The **second** question in each of the 15 verses asks you to identify a place or feature of interest along the way.

When you have answered all the 30 clues, and solved the anagram, you must send all 30 answers, together with the name of the Mystery Location, to: Deirdre Boyd, Colour Genie Competition, *Personal Computer Games*, 62 Oxford Street, London, W1A 2HG.

The mystery trail can be revealed in two ways. You can work out the solutions from Ordnance Survey maps and reference books which are available at most major public reference libraries.

Alternatively, and more enjoyable for the whole family, you can follow the trail by car or bike. Hard-peddalling Richard Peat of Lowe Computers – who so

generously donated the prizes – cycled the course in a day.

However, we must stress that physically following the trail is not necessary to enter the first part of the competition.

### HOW TO ENTER, PART 2

If you win the first part of the competition, AND if you own a Colour Genie, you are eligible for the special bonus prize. Just add the serial number of your Colour Genie to your entry. Then enclose photographs, or copies of photographs, of each of the four places of interest marked with a \* in the clues.

You do not need to take these pictures yourself. Under the rules, you can supply postcards, or copies of pictures from books or magazines of the places.

If you win, your purchase money will be refunded up to the value of £300, and the whole family will enjoy a weekend in a luxury hotel of our choice, with a gift from us of a video camera and recorder worth £600, to capture the event.

### THE RULES

All solutions must arrive at *Personal Computer Games* by 5.30pm on Tuesday 6th December 1983.

No late entries can be accepted, and proof of posting is not regarded as proof of receipt.

Employees and their relatives of Lowe Computers, East McFarland Advertising



The Colour Genie

and VNU Business Publications are not eligible to enter.

In the event of a tie, contestants will be set an additional question by Lowe Computers. The sender of the first correct answer to be opened will be the winner.

The winner will be announced in the next *Personal Computer Games*.

The judges' decision will be final.

[We would like to acknowledge the help of PG of the Special Bike Squad, DIM.]

## SPECIFICATIONS

Processor:	Z80, 2.2MHz
Memory:	32K RAM (30K available), 16K ROM
Language:	Microsoft extended Basic
Graphics:	Eight colours, eight hues and tints Mode A has a screen size of 40 x 25 (1,000 screen locations) for text and 320 x 200 for graphics; Mode N has 160 x 102 for highly effective pixel graphics 128-character keyboard 128 user-definable characters
Sound:	Independent or simultaneous three channel, with eight octaves on each Three-note chords Programmable duration, volume and pitch White noise, special effects, full enveloping
I/O ports:	Two 8-bit parallel RS232C serial Cassette at 1200 baud Audio UHF channel-36 PAL+sound Expansion/cartridge/processor bus

# OUR GENIE!

## WHAT YOU CAN WIN



### STAR PRIZE

- Colour Genie micro
- Dust cover
- Portable colour television
- Data cassette recorder
- All necessary leads
- Dual joysticks, each with 12 numeric keys
- Disk drive and operating system software
- Cassette software
- Membership of the national Colour Genie User Group, which also entitles you to receive its *Chewing Gum* magazine
- Two years' Genie SuperCare insurance on your micro
- Manuals, and Ian Sinclair's book *Mastering the Colour Genie*

### BONUS PRIZE

- Full cash refund on any Colour Genie equipment you already own to the value of £300.
- Weekend for all the family in a luxury hotel of our choice.
- Video camera and recorder worth £600 to capture the occasion.

### THE CLUES

To start on the trail of this competition  
You'll need to be a mathematician.  
Lower Britain's highest village 1,390 feet  
Then subtract nine for the next ordnance sheet.

Enter Penda's capital, a place in history  
Hreopandune's new name will now set you free.  
Three kings are interred in St Wystan Crypt  
Name two and at the post you'll not be pipped.

Go due north, avoiding dragons and green men,  
Pass o'er Romand road, watch iron horse, ye ken.  
Right to devil's elbow – three miles less a quarter this lies.  
Date what was first in its day and gives word to smiles.

Through hall and park to gateway site  
Sally Army's co-founder was born here on night.  
Keep the ball rolling, don't look backwards,  
Tell us, too, about up'ards and down'ards.

Pass the Hole in the Wall, there's no Butch or Sundance –  
Wendy Craig's nanny gave them no chance,  
Not permitting such bold rogues on this estate.  
But George Eliot's novel on Treddleston does equate.

Southeast by brook to the place of the deer,  
Or so it was called by Guthrum's vikings we hear;  
We need not than name but the building John Lambe made®  
And the products of 1904, 1750 that in it did not fade.

Proceed north along river, there'll be no falters  
You're on the right track tho' no one takes the waters  
Yet where in Quebec did General Wolfe ascend these?  
Tis not your folly® we want now, please.

A thermal spring proves a fishy milestone;  
Sir William Cavendish in 1552 would have flown  
Away 10 miles – or is it leagues – to a fairer abode.  
Here 'built for a tsar who never saw it' is the code.

Through the village that moved and over river  
Past Victoria's clock® with fear do quiver  
Where London tailor's deadly parcel did come.  
The open-air church of the Reverend is your sum.

Below fools, through white rake, past Rolley low  
Big rocks appear shortly, rest here ere ye go.  
Below in the dale you'll be in trouble dire  
If you can't find what excited John Ruskin's ire.

Where the Wye leads follow to below ancient castle hill  
A mistake well made in 1859 fits the bill.  
Answering that and the next would be great –  
From which century does the Gothic bridge date?

Climb tumulus then low for inspiring sight,  
England's purest stream will give you the light.  
1668 is the year and fasting the fad  
Who fasted more than any other must have been mad.

The village of many ash trees leads to a blend  
Of herbs and grain where your way shall wend.  
An ancient burial mound gives the solution  
As does the age it held congregation.

Follow modern way, ignoring Roman road,  
A dangerous curve now is the lode.  
The route has changed from original aim  
Stating this brings you nearer the claim.

Edging by fish and superstar, the end is nigh  
Dark rocks point your way, by and by.  
An elementary clue coems your way  
As you tell what local animal they portray.

Adventure still lives in the kingdom you have been.  
Like an eagle you soar with much overseen,  
Your quarry lies below and it you must shoot®  
Just give the name and you'll get the loot.

# ALGRAY

## MASTERS OF THE COLOUR GENIE

### BLASTAROID £8.95 SOUND & JOYSTICKS

**NEW  
RELEASE!!**

**WIN £100!!  
(+ other prizes)**

With this exciting arcade-style game, you must blast the swarms of asteroids out of existence. Control by the keyboard or joysticks includes: Spin right/left; Thrust; Fire; Hyperspace.

As you blast the asteroids, they fragment and come at you from all angles. If you can survive these, the alien craft will attack you. If you can destroy this, you are already on your way to a big score. The game becomes progressively more difficult, with meteor showers a constant hazard.

At this stage, your score may be big enough for the screen to display the first secret message. If you write all the messages down (how many are there???) and follow the procedure given in the instructions with your purchase, you will enter the draw for a first prize of £100 and other prizes — every correct entry will receive a prize!!!!

*Other recent releases include:*

**Deathstar** £8.95. 2-stage arcade style game (sound & joysticks).

Destroy the alien craft before they drain your power away. If you succeed, you are challenged to a fight to the death with laser-swords!

**Maestro** £14.95. A note processor!

Converts your Colour Genie into an organ. Play it directly and save it to memory or cassette. Then edit the notes: insert, delete or just alter the notes. Alter the tempo if you wish etc.

Old favourite include:

	Price	Style
Kong	£8.95	Arcade
Skramble	£8.95	Arcade
The Exterminator	£7.95	Arcade
Labyrinth of Fear	£8.85	Adventure
Double Agent and more!	£12.95	Adventure

Order with confidence. ALGRAY only sells good quality software. Send large SAE for latest catalogue. Dealer enquiries welcome.

NAME.....

ADDRESS.....

Please send me the following program(s) and place me on your mailing list.

In enclose £..... P/O/Cheque/Access

ALGRAY, AHED HOUSE, DEWSBURY ROAD, OSSETT, WEST YORKSHIRE. TEL: WAKEFIELD 278181

# martech games

a spectacular range of software



**HARRIER  
ATTACK!**

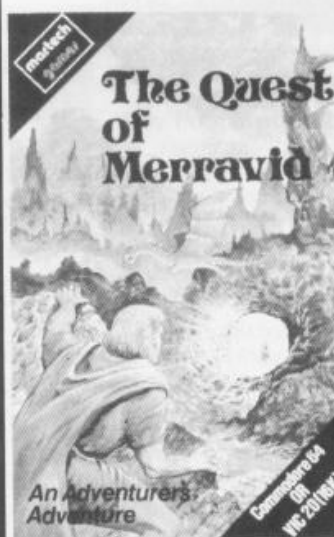
**HARRIER ATTACK**  
any ORIC-1 £6.95  
any SPECTRUM £5.50

At last a pure machine code, super-fast, action-packed, highly addictive, arcade-style game requiring great skill. This game is everything an arcade fanatic could ever hope for — with full colour graphics and explosive sound!



**BLASTERMIND**  
48K SPECTRUM £5.50

We have yet to find a more infuriating and downright rude version of a well known game. You too can have insults heaped upon you as you struggle to beat a very sarcastic opponent. Even cheating won't work. Very addictive — until you throw the computer into the T.V. screen.



**THE QUEST OF MERRAVID**  
Vic 20 (16K) £7.95  
Commodore 64 £7.95

The adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure.

All Mail Orders (inc. p. & p.) to:

# martech games

9 Dillingburgh Rd., Eastbourne, E. Sussex BN20 8LY

# PCG RESULTS

INTREPID ADVENTURERS LET THEIR BRAINS RUN RIOT WITH IDEAS FOR OUR COMPETITION

The *Personal Computer Games*' office has been swamped with entries for the adventure game competition in our last issue, and we were surprised by the high standard. We finally managed to whittle down the numbers to a top dozen for our panel of games enthusiasts to judge.

The entries were a combination of traditional text-based adventure games and arcade-style games. One entrant, Dave Cornwall, went the whole hog with *Murph the Moth Meets the Space Invaders*. The intrepid adventurer plays the part of Murph who works his way through all the popular arcade games.

We had characters from fairy tales, such as Jack in the Beanstalk, mad scientists, spirits, and policemen, but the

story that wins the CGL M5 home computer is called *Quest for a New Beginning* by John Sibley.

R M Stewart came a very close second with two of his entries, *The Hexagon Factor* and *The Island of Morassie* and he also sent in three other excellent ideas.

The other runners-up are *The Golden Seal* by A K Gosling, one of the best games we had in programmability terms, and *Time-Hunter* by L Isbister.

All three runners-up will each receive two books published by Century – *The Intimate Machine* and the *Dictionary of New Information Technology*.

Below, we print the winning entry, and overleaf, extracts from the four runners-up.

## QUEST FOR A NEW BEGINNING

Many years have passed since the holocaust decimated the human race and contaminated the Earth. Scientists who foresaw the ultimate self-destruction of the human race built a computer – massive, powerful and self-regenerative – and gave it the power to replenish the Earth after a cataclysmic disaster such as the holocaust.

But the holocaust came too quickly and the upper section of the computer building was totally destroyed, and with it, all the people who could operate the computer.

The entrances to the huge underground section of the computer building were impenetrably blocked by tonnes of debris, cutting off all hopes of activating the computer.

The 12 activating circuits were lost, hidden in the hundreds of rooms below ground.

If all these circuits could be located intact, and inserted into the 12 correct slots of the computer, it would be activated and carry out the purpose it was designed for ... and the Earth would be reborn.

One of the surviving inhabitants of the holocaust (that is, those who were orbiting Alphamestor Fourteen) has returned to Earth in the hope that there is some truth in the legend told by his parents.

The legend said that somewhere on Earth there was a computer that would

give the Earth its soul back, and the human race a second chance.

Now after three years of constant searching across the cold, dark, barren deserts which the land masses had become, avoiding radiation pits, and fallout mists (both lethal), he had found an opening, which he widened and climbed through.

He found himself in a corridor, lit dimly by slightly luminous walls.

He searched room after room, usually finding nothing, but now and then finding a useful item – a teleporter, blaster, charge packs, a teddy, and other such items. The blaster proved to be useful against some of the radiation-mutated creatures that followed him, trying to kill him.

The radiation-bleached air gradually took its hold, making his progress more and more difficult. The blaster charge packs were quickly used up and he had to be continually alert. One rad-bite spelled a slow and painful death, and once a rad-beast was on your tail there was no turning back.

As he trudged on deeper into the complex, automated defences became more numerous.

These could shoot you down with fiery-red maser bolts, use steel shutters to seal you in and suffocate you, electrocute you, and taunt you with horrible abuse from their synthesised voices.

One by one he found the missing circuits. Some were hidden under dust and debris where they had been left, others were more carefully protected by cunning traps that could mean death in an instant.

He found that the strange symbols found at random intervals along the floor gave subtle clues to the whereabouts of the circuits if you deciphered them correctly, otherwise they could send you round in eternal circles, disorientating you, and slowing your progress.

Sometimes music would be heard somewhere far away. If he headed towards it, it would stop, but it could give clues if he listened for long enough.

Once he had gathered together all the circuits, he had to find a hidden doorway that gave access to the computer.

The signs gave clues once more but only if you looked at the right time.

After a great deal of patience and perseverance he came to a panel in the wall of a corridor.

Set into the panel were two buttons. A sign below flashed up. It read:

'ONE BUTTON OPENS THE DOOR. ONE WILL KILL YOU'

Carefully he thought, trying to work out a possible way to tell which button did what. But there were no clues. Guessing was the only way. He hugged the teddy and reached out, praying, as he pressed one of the buttons...

Slowly a crack appeared in the wall. It widened, becoming a doorway. He stepped through into the room beyond, and the wall closed behind him.

Before him stood the computer, silent and majestic, its huge monitor dark, and below that, 12 slots, waiting for the 12 circuits he had found.

He knew he had a limited amount of time to insert the circuits in the order that activated the computer. Otherwise the automated defences would recognise him as an intruder and mercilessly destroy him.

He put in the circuits. Wrong! He swopped a few. Wrong again!

He tried again and again, as time slipped by.

Then he must have got the sequence right, because the lights grew brighter, the computer hummed and a message appeared on the monitor.

'ENTER CODEWORD TO BEGIN REPLENISHMENT.'

Codeword? What it could be he had no idea, the possibilities were infinite.

Perhaps it had been in one of the rooms or corridors and he had missed it.

Or perhaps the clue was in the room somewhere. If he couldn't find it he would be trapped and the earth would be doomed.

Perhaps teddy knew the codeword? It must be here somewhere. He knew it must be.

Everything depended on it.



PLAY  
GAMES WORKSHOP'S  
CHRISTMAS ADVENTURE  
PICK UP  
A LEAFLET TODAY  
First Prize worth £500

# GAMES WORKSHOP

We are the computer games specialists in Birmingham, Manchester, Nottingham and Sheffield. The place to find the computer software of your choice. The place where you can hear about the latest developments in computer games.

Visit Games Workshop today, we are the people who know about the games you want to play.

**WE STOCK HARDWARE, SOFTWARE AND PERIPHERALS FOR THE ATARI 600XL, ATARI 800XL, BBC and SPECTRUM.**

(Plus other systems on request, including CBM64, ORIC, LYNX and COLECO ADAM.

**GAMES WORKSHOP STORES ARE NOW OPEN AT:**  
Unit 37 Birmingham Shopping Centre, Birmingham B2  
Tel: 021-632 4804. Monday-Saturday 9.30-5.30

162 Marsden Way, Arndale Centre, Manchester  
Tel: 061-832 6863. Monday-Saturday 9.30-5.30

41a Broadwalk, Broadmarsh Centre, Nottingham  
Tel: 0602-585744. Monday-Saturday 9.30-5.30

95 The Moor, Sheffield  
Tel: 0742-750114. Monday-Saturday 9.30-5.30

**MAIL ORDER ONLY:** Games Workshop Ltd.,  
27/29 Sunbeam Road, London NW10 6JP  
Tel: 01-965 3713. Monday-Friday 9.30-5.30

# PCG RESULTS – RUNNERS-UP

HERE ARE SOME OF THE IMAGINATIVE DESIGNS WHICH NARROWLY MISSED WINNING

## The Hexagon Factor

by R. Stewart

The Hexagon is a top secret government establishment doing research into nerve gasses and germ warfare.

Our hero (the player) is the head of security, and the action takes place over a holiday weekend in the Hexagon.

In the computer hall is the powerful computer system entitled 'Castor', which controls all doors, windows, communications, heating/ventilation, CCTV and normal personnel and business records.

Unknown to our hero, Castor has been program-

med to slowly malfunction during the weekend, in order to allow two intruders to steal the formula for the latest secret weapons.

To add to the problem, the building's water supply has been doctored with a strong sedative.

Luckily, Castor has a brother computer known as Pollux, which is only used if Castor breaks down.

During the weekend Castor's malady becomes more and more of a problem as telephone lines are cut off and the electrified fence is charged with a lethal voltage. Confusion, death and

mayhem are the result.

Doors open and shut at random and no-one can leave the grounds or enter ... except for the two formula-pinchers.

The player must counteract the destructive tendencies displayed by Castor. Some of the computers reports are true, others false ... but all have to be acted on. Pollux eventually begins to gain power and all 'his' reports will be correct.

Eventually the intruders must be captured and stopped, and Pollux brought 'on line' to restore communications and access.

## The Island of Morassie

by R. Stewart

Summoned to the small island of Morassie, off the west coast of Scotland, our hero (the player) learns from the local priest, Father Mulcahy, that the island houses one of the gateways to hell, and that the whole area is in the grip of devilish evil forces.

The player must rid the island and its inhabitants from demonic possession and control, and close the gateway forever.

Characters include the hero, who has a vast knowledge of occult lore and is a psychic investigator; Ezeron, the player's guardian

angel, who is invulnerable and can materialise objects requested by the hero; Ezeron's companion, Petra, a mischievous female sprite, and 17 evil adversaries.

The enemy are eight demons, two poltergeists, tulpas and banshees. There are also imps, which are black, smoky friends of demons.

The most deadly enemy dwells in Castle Morassie, set on an island in a loch. He is guardian of the gateway and must be challenged last.

The two poltergeists are invisible, cause chaos, and may possess children. A tul-

pa is a human form manifestation materialised by its controller's mind and only ceases to exist on the demise of its controller. Banshees are female spirits who herald death for householders who see them.

Watch for 'possession' of the inhabitants ... such people will act normally. They can be identified by their abhorrence of religious words.

Originality? It's set in Scotland! Otherwise it's the old battle idea, I admit, though the player needs to have some knowledge of occult/psychic lore.

## Time-Hunter

by L. Isbister

Using a time machine you can travel through 10 different eras (including your own), looking for six keys to a box which are scattered throughout a cave system.

The cave system alters as you travel through time – in some eras the caves have fallen in or haven't even been made yet, so you have to be careful how you travel or you'll end up in solid rock!

You can estimate how old

a cave is by the working of the rock wall. For instance rough surface = made no more than two previous eras ago at most.

As you travel you have to recharge your time machine by placing it on an altar. But the inhabitants of each era have moved this to a different cave.

If you are really unlucky, the altar may be stored in a cave-in so that you will have to go backwards or forwards in time to find the

cave that will/did hold the altar in that particular era.

Several eras have exits to the surface. Unfortunately if you stay out too long you'll die.

You get a partial map of the cave system in your original era.

Several of the eras have inhabitants who may help or attack you.

If attacked and you win, then they will help you, but if you make a mistake and lose, you die!

## The Golden Seal

by A. K. Gosling

This adventure takes place in ancient Rome, where the successful enjoyed riches and power, but where death could be spectacularly cruel.

The adventurer's task is to obtain the first seal of Augustus (he used three during his reign).

This would be of great political value to the current emperor, Domitian, since it would be seen by all as a sign that the Gods had favoured him.

After obtaining the seal, therefore, it must be taken to the emperor's palace and handed over; the adventurer

will receive a valuable reward.

Graphics are not essential, and would depend on available memory. However, they could be used *Hobbit*-style to show major locations, and the splendour of ancient Rome could add to the effect.

# AGF

## PROGRAMMABLE JOYSTICK INTERFACE

for Spectrum or ZX81

ONLY  
32.95  
+£1.00pp

MICRODRIVE  
COMPATIBLE

### ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all software, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

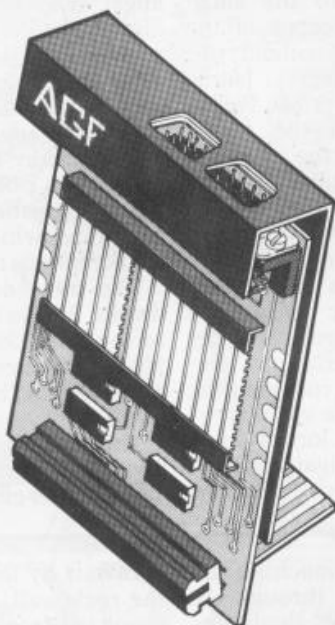
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



### KEY FEATURES

- ★ Programmable design gives TOTAL software support.
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- ★ Rear extension connector for all other add-ons.
- ★ Free demo program and instructions.

### PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

## JOYSTICKS

### CONTROLLERS

FOR USE WITH OUR INTERFACE Module or VIC 20, Commodore 64, Atari VCS, Atari 400, Atari 800

If you require extra Joysticks for our original interface module mark order 'OLD' Joysticks

ONLY £7.54 inc VAT + P&P

FROM: MR/MRS/MISS

ADDRESS

SEND C.W.O. (NO STAMP NEEDED) TO: A.G.F. HARDWARE, DEPT. PG,

FREEPOST, BOGNOR REGIS, WEST SUSSEX, PO22 9BR

QTY	ITEM	ITEM PRICE	TOTAL
	PROGRAMMABLE INTERFACE	33.95	
	JOYSTICK(S)	7.54	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAFFITI	FREE	
		FINAL TOTAL	

ZX81 ☐ ZX SPECTRUM ☐ Please tick  
DEALER ENQUIRIES WELCOME EXPORT PRICES ON APPLICATION

**UGH!**  
Super New  
Release For  
**DRAGON 32**

**Megapede**  
SPECTRUM

**Repulsar**  
SPECTRUM

**Firebirds**  
SPECTRUM

**Robon**  
SPECTRUM

**Dracula's  
Revenge**  
ORIC I

**Galaxians**  
DRAGON 32  
ORIC I

**Acheron's  
Rage**  
ORIC I

**Monsters  
in Hell**  
SPECTRUM

**Monsters**  
DRAGON 32

**Ultrapede**  
DRAGON 32

**Super  
Meteors**  
ORIC I

**SOFTTEK**

**MASTERS OF THE GAME**

**SOFTTEK SOFTWARE**

12/13 HENRIETTA STREET, LONDON WC2  
Tel: 01-240 1422

Softek software for the Spectrum, Dragon and Oric should be available in most major outlets such as W. H. Smith, Lasky's, Spectrum and selected branches of Menzies as well as through our nationwide dealer network. Alternatively fill out this coupon and we'll rush you your Softek game by return of post!

All Softek software comes with a perpetual guarantee. Should it ever fail to load return it for a replacement. If the tape shows signs of physical damage then please enclose £1.50 to cover costs.

**WARNING!** All programs are sold according to Softek's terms of trade and conditions of sale. Copies of which are available on request



**SPECTRUM GAMES:**

OSTRON ☐ £5.95  
FIREBIRDS ☐ £5.95  
ROBON ☐ £5.95  
REPULSAR ☐ £5.95

**SPECTRUM UTILITIES:**

'15' INTEGER COMPILER ☐ £ 9.95  
'FP' FLOATING POINT COMPILER ☐ £19.95  
Both compilers available as a package at a special price of £24.95 ☐ £24.95

**MEGAPEDE**

☐ £5.95

**MONSTERS**

☐ £5.95

**IN HELL**

☐ £5.95

**ORIC GAMES:**

GALAXIANS ☐ £6.95  
SUPERMETEORS ☐ £6.95  
ACHERON'S RAGE ☐ £6.95  
DRACULA'S REVENGE ☐ £6.95

**DRAGON 32:**

UGH! ☐ £6.95  
ULTRAPEDE ☐ £6.95  
MONSTERS ☐ £6.95

Total cheque/P.O. enclosed £ payable to 'SOFTTEK'

PLEASE SEND ME A CATALOGUE  
PLEASE SEND ME DETAILS OF 'SOFTSYS' YOUR  
HIGHLY ACCLAIMED UTILITIES FOR THE  
SPECTRUM ☐

NAME

ADDRESS

Please send me the  
games as ticked

**SOFTTEK SOFTWARE**  
12/13 HENRIETTA STREET, LONDON WC2

THORN EMI PRESENTS

# COMPUTER WAR

BASED ON THE HIT MOVIE

## WAR GAMES



Slot "Computer War" into your computer (Texas Instruments† 99/4A; Atari\* 400\*/800\*; Commodore† Vic 20†) and you'll be playing the most challenging and sophisticated game around.

America's air defence system (NORAD) has detected what it thinks are Russian missiles.

But the missiles are actually a nuclear war simulation program accidentally activated by a computer whizz kid.

The problem is, the computer can't tell the difference between simulation and the real thing.

Unless you move like greased lightning the system will launch a counter wave of missiles that will devastate at least two continents.

If trying to knock out the bogus missiles in the computer's memory banks doesn't make your palms sweat, the second half of the game will.

Crack the 'shut-down' codes of the U.S.A. missile bases, and you will have saved the world.

Just one word of warning: Don't lose. If your nerves aren't frayed after that, try our other action packed titles.

There's the popular "Submarine Commander" and "River Rescue" now on TI† 99/4A, tVic-20† and Atari 400\*/800.\*

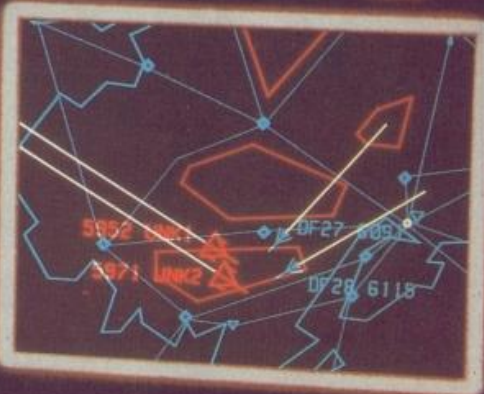
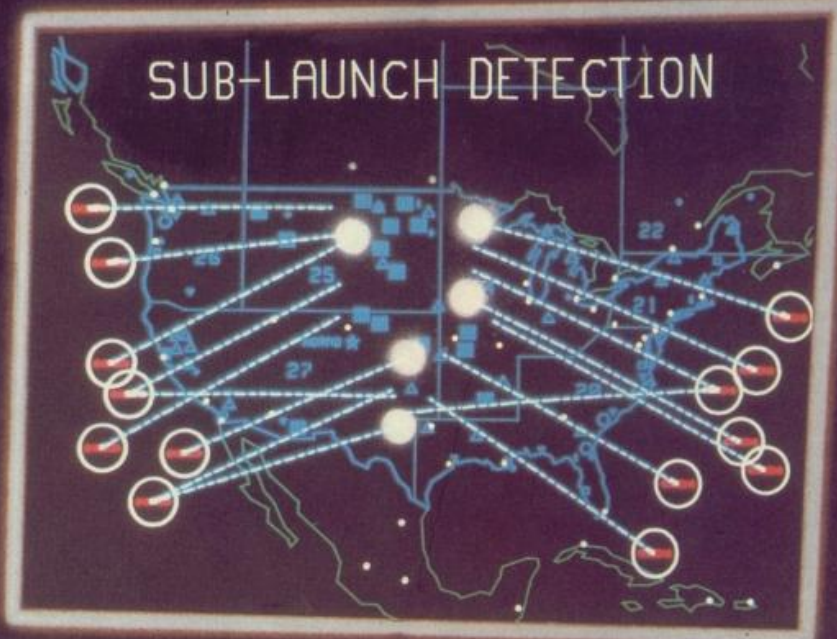
The exciting "Carnival Massacre" and "Killer Climb" you'll find on Atari\* 400\*/800.\* And the highly skilled "Mine Madness" and "Tank Commander" are on tVic 20.†

THORN EMI Computer games. They'll blow your mind.



**The world's greatest computer games.**

\*PROGRAMS FOR ATARI 400/800/1200 (Trademark of Atari Inc. except where indicated).  
†PROGRAMS FOR COMMODORE VIC 20 (Trademark of Commodore Electronics Ltd.)  
‡PROGRAMS FOR TI 99/4A (Trademark of Texas Instruments Inc.)



# IS IT A GAME OR IS IT REAL?

# TASK SET!



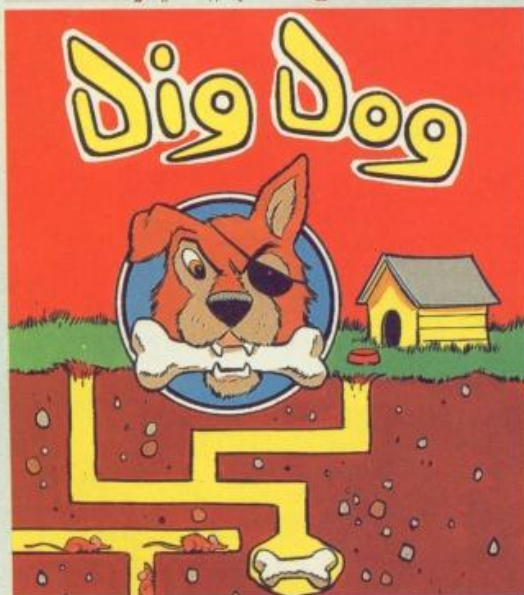
THE BUG STOPS HERE!

## ARCADE ACTION!

FOR THE

**ORIC-1**

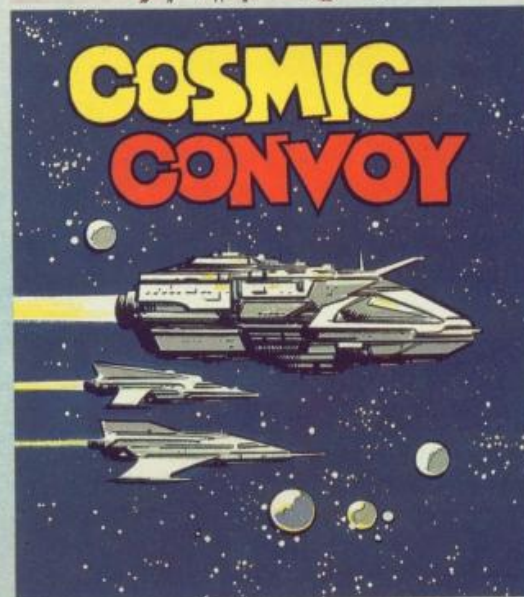
commodore 



### DIG DOG

Fast action tunnelling as Max the Mutt races for his long-buried bones. Run like hell through this 100% machine-code game. Dodge and turn — if you're quick and smart you'll survive — hang around and we'll throw you to the rats!

*Very addictive.*



### COSMIC CONVOY

### COSMIC CONVOY

Huge transporters ferry the vital supplies across the dangerous space-lanes, always in convoy. You command a small desperate group of Hyper-Viper destroyers. Save the entire population by protecting as many transports as you can, against the nastiest pirates in the cosmos. 100% machine-code.

*So much more than shoot-em-up.*

**£6.90** EACH

Includes VAT & 1st Class Post & Packing

Realize the true power of your Oric or CBM64.

### TASKSET LTD

brings you real arcade style games with all the features you rightly demand; 100% machine code speeds, smooth flicker-free hi-res graphics, great sound, hall of fame, player options, and of course, the very best in original concepts.

Dealer enquiries welcome — call (0262) 602668  
Mail or telephone orders to:- Taskset Limited  
13, High Street BRIDLINGTON Yorks. YO16 4PR



Watch out for  
"Super pipeline"  
and "Jammin"

To: Taskset Ltd 13 High Street Bridlington YO16 4PR  
Please send my copy of DIG DOG ☐ 48K Oric @ £6.90  
COSMIC CONVOY ☐ CBM 64 @ £6.90  
Postal Order ☐ Access ☐ Value.....  
Access Number Only ☐  
NAME ☐ ADDRESS ☐ POST CODE ☐



## LUNA CRABS

by M J Estcourt

*NEW SOFTWARE FOR A NEW DIMENSION  
The Graphics Tell The Story.....*

## HAUNTED HEDGES

by Derek Brewster



AVAILABLE NATIONALLY FROM ALL GOOD RETAILERS

MICROMEGA · PERSONAL COMPUTER DIVISION · QUANTEC SYSTEMS & SOFTWARE LTD · 230 LAVENDER HILL · LONDON SW11 1LE

# POSTAL BARGAINS FOR BIG GAME HUNTERS!

If you want the kind of excitement that keeps your nerve ends jangling try CDS, the games for big game hunters. But look out – it can be dangerous!

These great CDS Games are yours for only **£5.95** each including post and packing. Send the coupon now.

... AND WE'LL KEEP ON  
COMING TO GET YOU ...  
WAIT AND SEE



#### GOBBLE A GHOST

Moving around and gobbling up dots sounds easy. But not when 4 ghosts are constantly trying to destroy you. Kill or be killed – the 4 power pills are your answer. It's all a question of who gets who first...



#### CATERPILLAR

The giant caterpillar is coming to get you, helped by a horde of weird creatures. Destroy it segment by segment, blast a way through the mushrooms, kill off the ugly creatures. But don't relax... there's danger everywhere!



#### LEAPFROG

A frog meets many dangers on his way home. Like 4 lanes of fast moving traffic, a swirling log-filled river, plus diving turtles, frog-eating snakes and nasty alligators. Do you have the skills to see him home safely?



#### REVERSI

Two players locked in combat... one plays black, the other white. Only one colour will dominate. But which? Quick thinking is the key to this exciting game of skill and strategy. Especially when you challenge the computer itself.



#### BOZY BOA



#### POOL

#### BOZY BOA

It's hectic being a boa in an English country garden. If you're lucky you'll find juicy beetles and snails. Quick left then right and in between the flowers. In a couple of hours you'll be boz-eyed like me!

#### POOL

A truly amazing version of the game of Pool using full sound and colour graphics on your Spectrum to bring the action of the real game into your own home. Use your skill and judgement and play like the professionals.

To: CDS Micro Systems, Mail Order Dept.,  
P.O. Box 93, Doncaster, South Yorkshire DN4 5LX

PLEASE RUSH COPIES OF THE GAMES I HAVE TICKED

☐ Gobble a Ghost ☐ Caterpillar ☐ Leapfrog  
☐ Reversi ☐ Pool ☐ Bozy Boa

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

I ENCLOSE CHEQUE/P.O. FOR  
£ \_\_\_\_\_  
IN FULL PAYMENT



## CDS Micro Systems

### FOR BIG GAME HUNTERS

P.O. Box 93, Doncaster, South Yorkshire DN4 5LX

ALL CDS GAMES WORK ON  
THE 16K and 48K SPECTRUM

ALSO AVAILABLE FROM W. H. SMITH, BOOTS AND OTHER MAJOR COMPUTER STORES IN THE UK.  
TRADE ENQUIRIES WELCOME.

# Program Control GUARDIANS

THIS PROGRAM TEST IS ON  
"TEN LITTLE INDIANS" BY BRIAN HOWARTH,  
MATI IS OUR LOGIC AND PROBABILITY  
EXPERT, SO THIS ONE'S HERS

ACTIVATING I.D.\*

\* I.D. IS AN IMAGE DISTORTER  
AND WHEN ACTIVATED A PLAYER  
LOOKS LIKE A PART OF THE GAME..



TEN LITTLE INDIANS.....  
THERE ARE TEN FIGURINES HIDDEN. BUT ONLY ONE IS GOLD.  
THE OBJECT OF THE GAME IS FIND THE GOLD FIGURINE, BUT  
THERE ARE MANY DANGERS. IN FACT NO TREASURE HUNTER HAS  
YET RETURNED....

MATI REPORTING IN COMMANDER  
I'M ON A TRAIN WITH A GROUP OF  
TREASURE HUNTERS AND WE ARE  
PULLING INTO A STATION,

BE CAREFUL, MATI

AS THE TRAIN PULLED OUT, THE TREASURE HUNTERS LOOKED ABOUT THEM, THEN I SPOTTED A SIGN AT THE END OF THE PLATFORM...

MASSINGTON

I STRUCK A MATCH AND IN THE FLICKERING LIGHT I COULD JUST READ IT...

AAAAARRGG!

WE LEFT THE RAILWAY STATION TO FIND THE MANSION, BUT ONE OF THE TREASURE HUNTERS STAYED BEHIND...

WE PASSED A MUDDY RIVERBANK.

Ugh!

ONE OF THE TREASURE HUNTERS WENT TO ASK FOR DIRECTIONS AND NEVER CAME BACK!

BLAM!

EYAAAGG!

A RICKETY WHARF

BUT, AT LAST THERE WAS THE MANSION...



TEN LITTLE INDIANS BY BRIAN HOWARTH, PRODUCED BY DIGITAL FANTASIA...

# PROCOM SOFTWARE... WHERE THE FUN BEGINS.

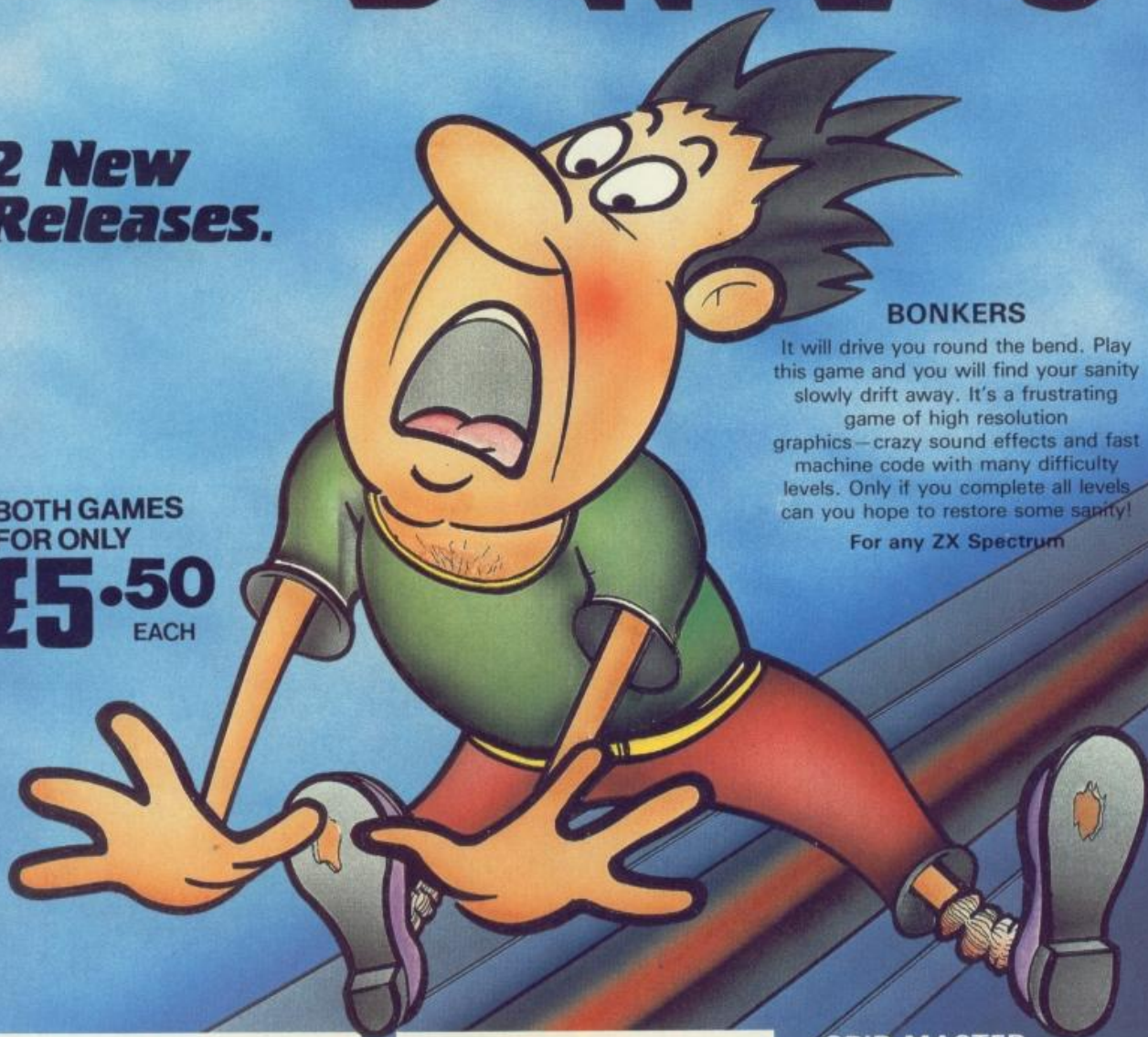
IT WILL  
DRIVE YOU...

## BONKERS

**2 New  
Releases.**

BOTH GAMES  
FOR ONLY

**£5.50**  
EACH



### BONKERS

It will drive you round the bend. Play this game and you will find your sanity slowly drift away. It's a frustrating game of high resolution graphics—crazy sound effects and fast machine code with many difficulty levels. Only if you complete all levels can you hope to restore some sanity!

For any ZX Spectrum

FOR ALL SPECTRUMS

It will  
Drive  
You...

### BONKERS



PROCOM SOFTWARE

FOR 48K SPECTRUM

### GRID MASTER



PROCOM SOFTWARE

### GRID MASTER

Surely one of the most intriguing board games on the micro. The computer learns your tactics as you play. You will beat it a few times but once your Spectrum has mastered the game it will probably beat you every time. At the end of the game an assessment is made of your skill, displayed on a chart.

For your 48k Spectrum

**PROCOM SOFTWARE**  
**309 High Road,**  
**Loughton,**  
**Essex.**  
**Tel: 01-508 1216**

*Available from all good stockists*

# SCREEN SCROLL

**GAME: PINBALL WIZARD**  
**MACHINE: VIC 20**  
**PRICE: £7.95**  
**FROM: TERMINAL SOFTWARE**  
**FORMAT: CASSETTE**

A change from the zap it, crunch it, alien space ship learns VisiCalc packages, this game – by good use of graphics and accurate simulation of a pinball's movement around a table – has a very playable feel to it, and it is easy to forget that the rolling, tumbling ball is acting under orders, and not gravity.

I have never been a pinball addict, but this package, with three flippers, bumpers, rollers, a jackpot, and a slingshot, got me to a point when I felt Roger Daltry might well be pushed to a poor second should they ever film *Tommy II*.

The facility for a two player game, and a 'nudge' adds to its attractions, and unless you are going to build your own with Bill Budge's Kit (and you would need an Apple II), this is as good as you will get.

EF

**GAME: SUBMARINE  
 COMMANDER**  
**MACHINE: VIC 20**  
**PRICE: £24.95 approx.**  
**FROM: THORN/EMI**  
**FORMAT: CARTRIDGE**

It must be stated at the start that this is a very well produced simulation package, rather than the set-'em-up-and-fire game found in many arcades.

The action is set in the Mediterranean and your reviewer, having glanced through the comprehensive instruction manual, felt confident that no ship between Gibraltar and the Gulf was safe. Within five minutes, the submarine in question had been grounded off Libya, sunk by enemy fire, and had become hopelessly lost.

Returning to the manual, I found that the instruments offered not only useful but invaluable support. So rule number one is to ensure you know what those strange and extensive dials and needles actually do.

The central area of the screen offers three modes, various maps, periscope, and the sonar screen. The map is of the whole Mediterranean and gives only the most general of impressions (a flashing dot) of where you are. The location of the enemy has already been shown to be in the range on the final mode, the sonar screen.

There are many, many more things to think about in this game, and tactics are very important if you are to avoid

becoming a 'bilge pumper' on the final ratings. To give you an impression of the complex nature of the instrumentation, you have to keep an eye on: attitude, compass, clock, torpedo supply, fuel supply, battery charge, speed (in knots) sonar screen (map and periscope), depth gauge – and that is only a third of them!

All in all, I rather think an honorary commission in the senior service should be the reward for a good score in this particular game.

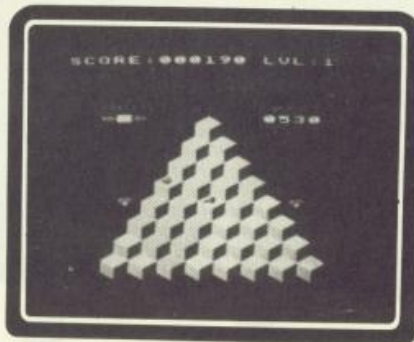
EF

**GAME: Q\*BERT**  
**MACHINE: BBC MODEL B**  
**PRICE: £7.95**  
**FROM: SUPERIOR SOFTWARE**

A title like *Q\* Bert* is wierd – it doesn't mean anything, and fails to suggest aliens or magic kingdoms, or any sort of stuff we're used to. So, what's it all about? The big clue is that the first syllable is 'cube'.

Imagine a pyramid made of cubes, where each horizontal face of a cube has two adjacent sides being the bottom of a step up, and the other two being the front edge of a step down. If that addles your brain, you'll find a diagram on the cassette cover.

When *Q\* Bert* comes up on the screen – it is an elegant piece of graphics – one face of this pyramid floating in black



space. As *Q Bert* (a character unfortunately too small to take on much character) you must step from cube to cube, thus having four choices of movement.

Every cube you step on changes colour, and the object is to colour the whole pyramid. It's easy to step off the pyramid and fall away, but the real danger is to step on the snake.

The snake starts at the top of the pyramid, and does a rapid random crawl to the bottom, when it reappears at the top, and the cycle starts again. Falling off the pyramid or meeting the snake loses one of your three lives.

Two spinning discs floating adjacent to the pyramid can be stepped upon to

lure the snake away, and take you to the top of the pyramid.

The whole game is very cerebral, and it can whip up the same sort of frenzied addiction Rubik's cube used to do. Alternatively, it can drive you mad. The whole thing happens very fast, and the snappy rhythm of the sound effects is hypnotic.

This is a simple, elegant mind game that's made exciting by its speed. It could lose you friends as you pass up their company for *Q Bert*'s.

WD

**GAME: PONTOON, HI-LOW,  
 MINI ROULETTE**  
**MACHINE: VIC 20**  
**PRICE: £5.50**  
**FROM: MR CHIP**  
**FORMAT: CASSETTE**

For those people who still remember what playing cards are, here is another chance to don the green eye shade, light the cigar, and snarl 'Deal!' – the only difference being your opponent does not drink red eye, and keeps the ultimate poker face.

The program allows you £50 to start with, and your bet may not exceed £9 per game. This excludes bets on consecutive cards in the case of *Pontoon* and *Hi-Low* (you remember, that's the one that keeps Bruce Forsyth in false teeth).

It is, by definition, a very straightforward package, but very amusing for the would-be gambler. Although I am certain that the computer does not cheat, the idea that it knows what my cards are before it 'deals' its own seems, fishy, and I am certain that this is why I lost my £50 in an embarrassingly short period of time!!

EF

**GAME: CHOPLIFTER**  
**MACHINE: VIC 20**  
**PRICE: £24.95**  
**FROM: AUDIOGENIC**  
**FORMAT: CARTRIDGE**

This is not, as the title may suggest, an everyday story of a muscle building butcher, but a well written helicopter rescue game.

The object of the game is to rescue US 'hostages' from an unnamed foreign country. It is not surprising that they wish to escape, since this distant land is filled with prisons, tanks, fighter aircraft, and killer satellites – without even a sniff of a MacDonalds.

The helicopter base is located to the east of the enemy border, and the mission takes the helicopter west in search of the hostages – who run ▶ 46



PRESTEL VTX 2000

# offers the most speed under the Speed

"Prestel and the Prestel symbol are trademarks of British Telecommunications.  
\*Subscribers are responsible for quarterly Micronet 800 and Prestel subscription charges.

**M**icronet 800. The spectacular service that gives micro-users access to a huge database of information, hundreds of software programs, and communication with other users.

Sinclair ZX Spectrum. The home computer that's out-shone all its rivals.

Bring the two together and it's a combination that opens up a breathtaking new world of microcomputing possibilities.

Suitable for either the 16K or 48K versions, the Prism VTX 5000 modem was designed specifically for the Spectrum and fits neatly under the micro.

Plug the other end into the outside world via your telephone and your system will give you more than you ever dreamed possible.

Micronet 800 is fun, friendly and inexpensive to run. Choose from hundreds of free games, download and use them on your Spectrum whenever you like, play on-screen games (as easy – and inexpensive – as a local phone call), and compete in Big Prize games and quizzes. There's also a range of downloadable games you can buy for less than over-the-counter prices.

Learn through up-to-date education packages, and help run the household with simple business packages.

And if you need fast facts about the world of computers, Micronet 800 provides constantly up-dated product comparisons, reviews, prices, dealership and 'best-buy' information – 24-hours a day, 7-days a week.

You can access the whole range of Prestel™ information covering news, travel, holidays and entertainment, together with an electronic booking service.

Keep in touch – you can send electronic mail to any other Micronet 800 or Prestel user.

The VTX 5000 provides a full Prestel screen with graphics, and an off-line message composition facility for speedy transmission when you go on-line.

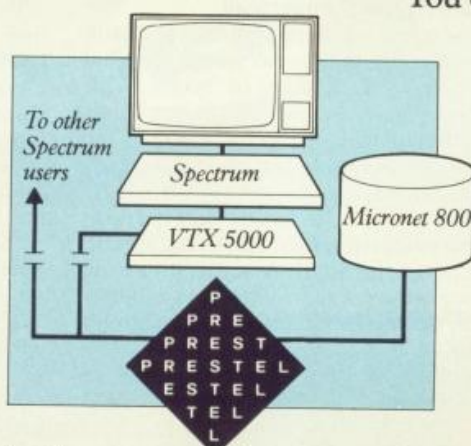
You can use the Sinclair printer to print frames and messages, or save them on tape for future use.

All this – and even more as the service grows – would normally retail at the low price of £99.95 inc VAT.

But if you join Micronet 800 before September 30, we will make you a very special offer.

Micronet 800 will provide the VTX 5000 inclusive of VAT, post & packing and (if you need it) a free jack plug installation for the incredibly low price of £74.95 – a saving of £25 on the normal retail price.\*

So don't delay – send the coupon today.



# Micronet 800

## pectacular add-on

**Spectrum.**  
**micronet**  
One of the many faces on Prestel. **800**

<input type="checkbox"/> Please send me a complete Micronet 800 information pack containing details of Micronet 800 and the VTX 5000, and including a Micronet subscriber's application form.	<i>(Please allow 28 days for delivery.)</i>
<input type="checkbox"/> Please send me _____ (No.) VTX 5000 modem(s) at £74.95 each inc. VAT:	
<input type="checkbox"/> I enclose a cheque made payable to Telemap Ltd. for £_____	
<input type="checkbox"/> I wish to pay by credit card: Visa, Access, Diners Club, American Express.	
(Delete as applicable) Amount £_____ PCG 10	
My credit card No. is _____	Signed _____
Name _____	Address _____
Tel: _____	

Micronet 800, Scriptor Court, 155 Farringdon Road, London EC1R 3AD. Tel: 01-278 3143.

The configuration of keyboard keys used makes this game difficult. Once grasped, people will tire of it after a while. However, the departure from the usual 3D graphics claimed by games is admirable. Some people can fool their eyes with these glasses, and they'll enjoy it. **WD**



It's an adventure game, which starts off with the familiar premise that you have been abandoned on a moonbase that has many rooms and floors. Your only means of escape is to find the Doctor, hiding on the seventh. ► 51

# TERMINAL SOFTWARE



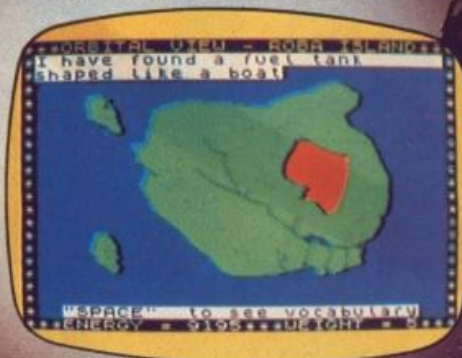
THREE OF THE BEST for the COMMODORE 64 SUPER SKRAMBLE was described by Computer & Video Games magazine (Sept '83) as "AN EXCELLENT GAME". SUPER GRIDDER is a novel, exciting and compulsively tactical arcade-style game with superb SPRITE graphics. SUPER DOGFIGHT is the FIRST 64 games cassette to have SIMULTANEOUS TWO-PLAYER ACTION - and just wait till you hear those REALISTIC SOUND EFFECTS!

More are on the way....Rec. Prices £9.95

Three NEW games offer SUPERB VALUE to Sinclair Spectrum 48k owners. SPACE ISLAND and VAMPIRE VILLAGE are unique and exciting replayable real-time graphic adventures - guaranteed to keep you on your toes.

CITY is what we call a real-time computerised better-than-a-board game...find out why.

Rec. Prices £6.95



Right from the moment you pull back the plunger and release it to send the ball on into the table you begin to realise what an utterly amazing simulation PINBALL WIZARD is. You can even NUDGE the table - but not too often or it TILTS!

PURE ENJOYMENT on cassette for the UNEXPANDED VIC 20

Rec. Price £7.95

There are twelve more Terminal Software games cassettes for the VIC 20.



TERMINAL

SELECTED PROGRAMS AVAILABLE IN:

Dixons  
SOFTWARE  
EXPRESS

Greenchip  
at DEBENHAMS

LAST

TERMINAL SOFTWARE  
28 CHURCH LANE, PRESTWICH, MANCHESTER M25 5AJ  
TEL 061 773 9313  
PRINCIPAL WHOLESALE DISTRIBUTORS:  
PCS BLACKBURN, CentreSoft WEST MIDLANDS  
SoftShop LONDON

# NO LIMIT

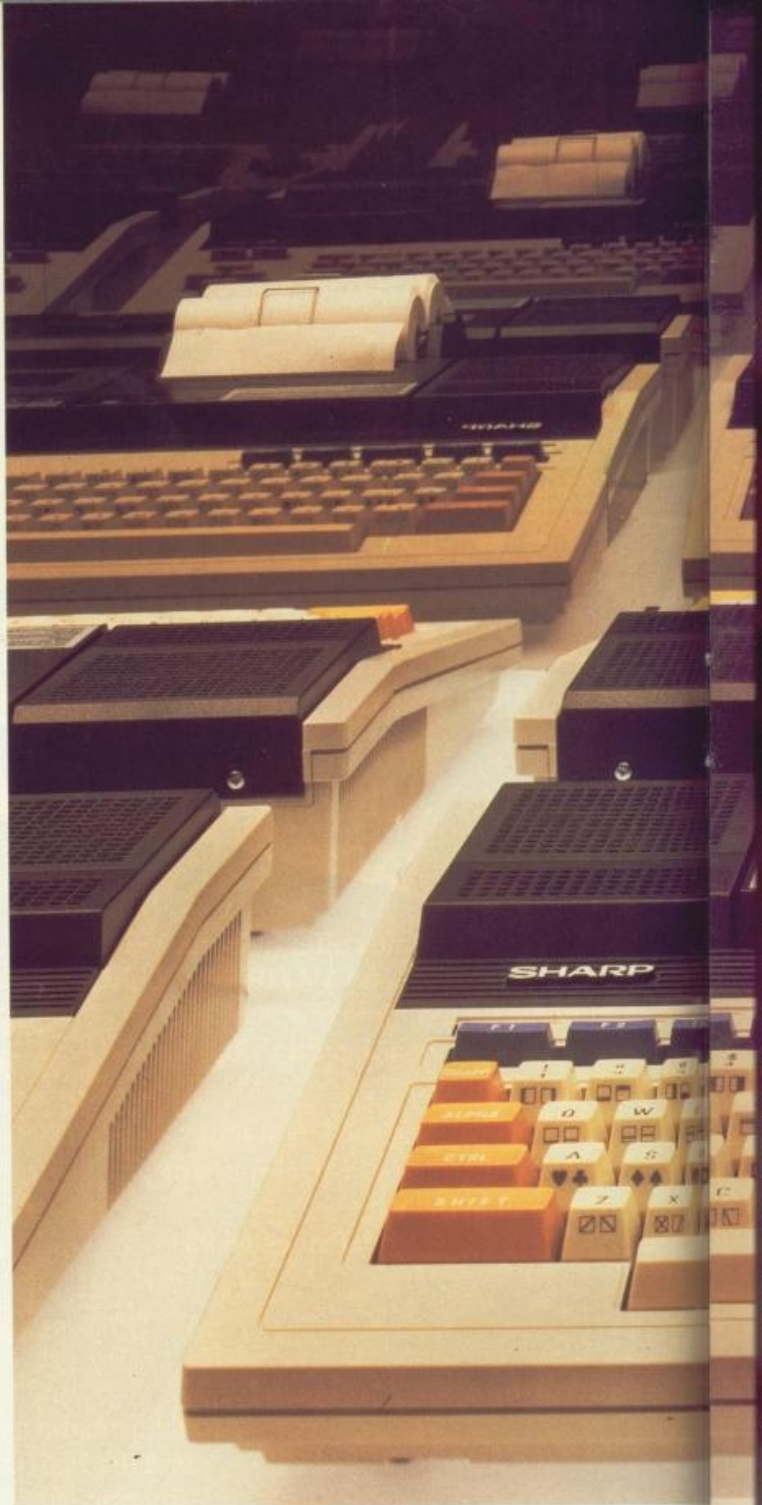
Now, a home computer with virtually no limit to its possibilities. The astonishing new Sharp MZ700. A machine with a dazzling array of talents.

First, it's a 'clean' machine. So you are not limited to any one computer language. You have the flexibility to run and write programs in BASIC, FORTRAN, MACHINE CODE, PASCAL, ASSEMBLER and many others. And the MZ700's 512 predefined characters mean you can build up detailed pictures on the screen, without spending time specifying and designing special characters for games and special effects.

Second, it has a memory of 64K. So as your technique improves and develops, you are able to move forward to more and more advanced programming.

All of which makes this the perfect home computer for parents, as well as children.

The MZ700 gives you access to a wide



choice of new software, from only £3.95 per cassette. An additional plotter/printer, costing £129.95, can produce high resolution graphics in 4 colours. A data cassette recorder is an extra at £39.95. Both add-ons fit snugly into this easy to carry compact system with no trailing wires. And you get ten exciting games, free on purchase, including Super Puckman, Circus Star, Snake v. Snake, and Man-Hunt.

The brilliant new MZ700.  
The no-limit computer. £249.95. From Sharp. Where great ideas come to life.



CPU:	Z80A.....	1
ROM:	Monitor 4K byte ROM.....	1
	Character generator 4K byte ROM.....	1
RAM:	64K byte D-RAM.....	8
	4K byte V-RAM.....	2
1/O bus:	Expansion 1/O bus.....	1
	Additional printer 1/O bus.....	1
	Cassette READ/WRITE terminals.....	2
	Joystick terminals.....	2

RGB MONITOR/VIDEO MONITOR/RF OUTPUTS



Look for this logo on  
software denoting  
Sharp Compatible Software.

To: Sharp Electronics (UK) Ltd,  
Home Computer Division,  
Sharp House, Thorp Road, Newton Heath,  
Manchester M10 9BE. Tel: 061-205 2333

*Please send me details of the Sharp MZ700.*

Name \_\_\_\_\_

Address \_\_\_\_\_

PCG1

The world of  
**SHARP**  
where great ideas come to life.



## Southeast Asia: Cambodia, Myanmar, Cambodia

# BBC • SPECTRUM • ORIC • BBC BC • SPECTRUM • ORIC • BBC

## SCREEN SCROLL

and deepest floor. For 10 bags of gold, he'll take you away in his police box.

Finding the Doctor involves wandering through the rooms and down staircases, battling or avoiding monsters, collecting gold and conserving your strength, and so on. If your strength falls below zero, you're a gonner.

Being left alone on Moonbase Alpha doesn't mean you're going to be lonely. The place is a-buzz with things, mainly bad. There's demons and wizards, and creatures that sit on your head and kill you.

There's a robot called Marvin, boring people to death, and Doris the monster, who looks like a TV set on legs, and who wants to turn you into a frog.

One way of dealing with such things is to take a Hulk-pill, and get very strong and green for a while, able to walk through walls.

Hopefully, you'll find money bags there, which, if there's no monster around, you can then chuck down a chute into your savings.

The game is full of interesting happenings and characters. Many of the characters seem to be doing part-time work between TV series, and it's worth playing the game just to meet them. Sound effects are good, the game often requires speed, and 3D is simulated with simple but amusing graphics.

And, of course, the game is a real adventure, requiring mental maps to be made.

*Escape from Moonbase Alpha* is packaged nicely, but the packaging is deceptive. The program inside has a rare effervescence. It is witty, frustrating, and intelligent – which makes it one of the best I've ever played.

**GAME: GALAKZIONS**  
**MACHINE: SPECTRUM 16K**  
**PRICE: £5.95**  
**FROM: MIKRO-GEN**  
**FORMAT: CASSETTE**

As you will no doubt realise from the horribly twee way that Mikro-Gen has spelt the title, this is simply the Spectrum version of *Galaxians*, a second-generation *Space Invaders*, which has been around for quite a while, and which has been implemented on numerous machines.

*Galaxians* (okay, Mikro-Gen, if you insist – *Galakzions*) are simply *Space Invaders* that refuse to stay in their nice neat formation, insisting instead on swooping down at you from awkward angles and at inconvenient times.

Mikro-Gen's *Galakzions* are hardly fearsome beasts – in comparison to some I have seen, they are positively

sedate – and there is nothing really new in this program to add life to what is becoming a somewhat tired and dated concept.

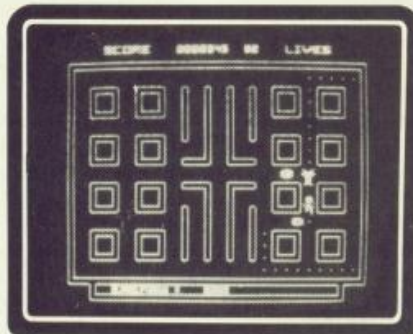
In fact, I seem to recall a ZX81 game (from Artic, perhaps?) in which the attacking *Galaxians* were quite awesome – they were certainly harder to deal with than Mikro-Gen's aliens, even though Artic used the limited ZX81 graphics. This version has the advantages of colour and sound.

But if you feel that no home is complete without a *Galaxian* game, then I guess this'll do until something better comes along.

There's a choice of speeds – fast, normal, or slow – and the option of using Mikro-Gen's own joysticks. I tried the Kempston stick without success, then hooked up the AGF programmable joystick, which worked a treat.

In fact, this game is slow enough for keyboard operation – keys 2 and 4 move you left and right, while 0 fires. There is also the facility for one- or two-player operation.

'Competent but uninspired' would seem to be the fairest verdict. **SM**



**GAME: ANDROID ATTACK**  
**MACHINE: BBC MODEL B**  
**PRICE: £8.95**  
**FROM: COMPUTER CONCEPTS**  
**FORMAT: CASSETTE**

An android attack is far worse than a mugging. In the game of that name, the attack results in you exploding into little bits, like a shattered vase. This is an arcade-style game, in the *Pacman* tradition. Trapped in a maze, you must defend yourself from a variety of androids by shooting them down, or laying mines and blowing them up.

Some androids leave a trail of dots, others the occasional fruit, and eating the latter will restore your energy reserves. If your energy drops to zero, you're a gonner because the androids will soon home in on you.

The game has 19 levels of play, and if you start on level one, it's theoretically

possible to work your way all the way up. Initially, there are just four white androids, which are things that bounce up and down on hydraulic legs, as if they were built at the Citroen factory.

These are not much trouble, and explode after just one shot. But purple androids appear from eggs laid in the maze, and they need three shots to go down.

As you go on, red and blue androids appear, which are even worse. On being shot, a blue splits into two reds, and a red into two whites. All this means the maze can get pretty crowded, with a total of 16 white androids at any one time and all of them after you.

The vilest android is a yellow face called Smiley, who floats like the Cheshire Cat, disregarding walls, and who is totally indestructible. Only if *all* the dots are eaten will he give up your scent.

The pace of the game is always fast, and the action hots up rapidly. At level 10, the maze becomes invisible, and with each level there's always something happening.

*Android Attack* has good, solid, De-fender-style sound effects, and it even requires a certain amount of strategic thought. Variations on arcade games can be tedious and unimaginative, but *Android Attack* is better than average.

Apart from the rather awkward choice of keyboard keys to play it with, the game is recommended. **MD**

**GAME: HELL'S TEMPLE**  
**MACHINE: ORIC 48K**  
**PRICE: £12**  
**FROM: KENEMA ASSOCIATES**  
**FORMAT: CASSETTE**

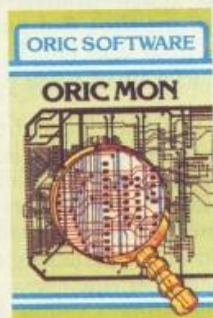
*Hell's Temple* is a large and complex adventure that claims to 'set a new trend in adventure programming'. It is not recommended for beginners – indeed, the cassette case tells us that 'parental guidance is recommended for children under 16', which seems a bit strange since the average 14-year-old is likely to be more experienced than his/her parents in dealing with programs like this.

*Hell's Temple* is set 'in the time of the dark ages when witchcraft, sorcery, and fear ruled mankind'. The player takes the part of an adventurer, one of a 'strong and gallant breed who fight against the power of evil'. Being stupid as well as strong and gallant, the adventurer decides to go adventuring in Hell.

The programme comes with a 'Hell's Temple Survival Scroll', which provides hints on how to deal with the hazards ahead. A constantly updated status report lets you know how deep into ► **53**

# TANSOFT

## ORIC Software



**ORIC-MON**  
Includes mnemonic assembler/disassembler, block move and verify, data and text entry and cassette and printer handling. Includes manual. **£15.0** inc. VAT – 16K or 48K

**ORICMUNCH**  
Munch the Bugmonsters and eat the power pills, clear the maze to reach the high score. **£7.95** inc. VAT – 16K or 48K.



**ORICBASE**  
A complete database system. A sophisticated query language allows you to search and sort your data, keep running totals and print reports. Full manual. **£14.50** inc. VAT – 48K.

### House of Death

An impressive follow-up to Zodiac, discover the secrets of the haunted house, avoid the witch and the axe murderer and come away with incredible treasures. **£9.99** inc. VAT – 48K.

#### ZODIAC

One of our most successful games. Discover the twelve cunningly disguised signs of the zodiac which will lead you to six treasures. Full of puzzles, puns and misleading clues. **£9.99** inc. VAT – 48K.

### TANSOFT LANGUAGE MASTERCLASS

If you are going abroad for pleasure or business these courses will give you a basic understanding of the language. Based on the new Gruneberg Link-Word method.

Spanish  
Italian  
German  
French



supplied with program cassette and spoken vocabulary pronunciation cassette. **£12.95** each inc. VAT – 48K.

## FORTH

A full implementation of this exciting new computer language. Includes editor and assembler plus language extensions. **£15.00** inc. VAT – 48K.



You received your first issue of Oric Owner free with your machine. Why not subscribe now and keep in touch with all the latest developments in the Oric range.

Please send me:

TITLE	QUANTITY	PRICE	*Delete as appropriate.
Oricmon			
Forth			
Oricbase			
House of Death			
*French/Spanish/Italian/German			
Oricmunch			
Oric Owner (6 issues £10.00)			
NAME			
ADDRESS			
I enclose cheque/P.O./Access No.			
Tansoft Ltd. Unit 1 & 2, Techno Park			
Newmarket Road, Cambridge			
Tel: Order hotline: (02205) 2261			

# DRAGON RAGON • SCREEN SCROLL SPECTRUM SPECTRUM

Hell you have penetrated, and shows your strength, spellpower, and amount of gold held.

If you wish to stop the game for a return at a later date, exits are provided. At each stage of the game a 3D view of the temple catacombs is given – typing L, R, or F will turn you left or right or move you forward.

On the threshold of each room, the player has four choices: to go inside, to leave, to use the HELP function (this tells you your opponent's strengths but uses up one spell), or to use DETECT (this allows you to see beyond the door to check for monsters, illusions, and treasures – it also uses one spell).

If a monster confronts you, you may fight, use a spell, bribe it, or retreat. There are 76 monsters, any of which may kill you. Occasionally the Gods will be so impressed with your bravery that they will reincarnate you (minus any wealth you might have, which the Gods keep as a fee for their services!). The Survival Scroll warns against venturing far from the upper levels until considerable strength has been gained.

Along with the Scroll comes an invitation to join the Hell's Temple Fan Club, which will allow adventurers to correspond and exchange hints and tips.

I am still a long way from completing *Hell's Temple*, but what I've seen I've liked. There are some nice graphics and, all in all, this is one of the better pieces of Oric software to appear so far. **SM**

## GAME: DARTS

MACHINE: ATARI

PRICE: £14.95

FROM: THORN/EMI

FORMAT: CASSETTE

Why anyone who likes darts would want to wait while a cassette program loads up a simulated version of the game is beyond me. You could walk down the road to your local pub in half the time the Atari recorder takes to load the program.

On the other hand, if you are under pub age, and don't have a dart board, this will give a very reasonable feel for what playing darts is like.

Well, almost. Holding a joystick is not quite the same thing as throwing a dart, but the program has some nice touches. The graphics in this game are a delight. The screen displays a marvellous old English pub, with a clean-cut youth poised to throw – no leather jacketed yobboes in this pub, please.

In the bottom right-hand corner of the screen an enlarged version of the dart board appears, with a ghostly hand

hovering over the bulls eye, holding a dart. You have to manoeuvre the hand to aim the dart at the treble 20, or whatever,

The joystick controls the hand's movements, but what makes this game difficult is that the hand behaves like it was owned by someone who's worked his way through 15 pints of bitter. It doesn't stay on line for more than a



fraction of a second, so you have to keep steadying it.

There are various skill levels, so that with increasing skill level the hand gets more and more twitchy. Pressing the fire button 'throws' the dart. And just as in the real version, there is a wire hazard, which means that if you hit the wire, your dart will bounce out.

Up to four players can play at one time, and if you are really bored, you can play against the computer – who will, of course, thrash you soundly, since it controls the whole thing anyway.

You can choose to play 301, 501, 901, or 1,001, and you can opt to begin with a double, or to omit the double and go straight for score. One pleasant thing about the computer version of darts is that the machine does all the arithmetic – well, nearly all. It won't tell you what to aim for to 'get out' in a make-able score, say 138. You still have to stir your brain to that extent, at least. **TH**

## GAME: PLUNDER

MACHINE: SPECTRUM 48K

PRICE: £6.00

FROM: CASES COMPUTER

SIMULATIONS

FORMAT: CASSETTE

Now this one really is fun...The year is 1587, and Spain is financing her Armada by running gold from the Americas back to Europe.

You are, in fact, a licensed pirate. Your job is to patrol the seas and grab as much of the Spanish gold as you can. If you can't actually get your hands on it, you can at least sink the ship carrying it and prevent Spain getting the benefit.

A game may consist of 60, 10, or 140

turns, and there are three levels of difficulty for each number of turns. The game is won once you have stopped a certain amount of gold from reaching Spain (35,000 gold pieces at the easiest level, 145,000 at the hardest).

If successful, you are knighted, and your hated rival Francis Drake becomes your cook. Fail, and you are humiliated while Drake goes on to write his name in the history books.

To aid you in your task, the Spectrum displays a detailed map of the Atlantic, together with copious information on the weather, armament, cash, cargo, men, damage to the ship, number of victories and defeats, number of turns, and so on. When your lookout spots a ship, you are told its type (merchant, galleon, troopship, warship), and you then make the decision to attack or retreat, based on the relative strengths of the enemy and your ship.

If you attack, you are given the option of firing or boarding. In either case, the battle is enacted graphically, with the two ships closing together, and somewhat stylised plumes of water as cannonballs splash into the sea. If the battle looks to be going badly, you can choose discretion and head for the nearest port for repairs or more men.

Hitting another ship results in your craft sinking, whereupon you are ignominiously drummed out of the service. There are also uncharted islands, abandoned ships, and strange mists to investigate. These can bring rewards, or disaster.

This is the sort of game for which a computer is ideal, and this particular simulation gave me hours of enjoyment. It's sufficiently difficult to hold one's interest for a long time, and the concept behind it is novel, and well thought out. Great fun. **SM**

## GAME: CUTHBERT GOES

WALKABOUT

MACHINE: DRAGON 32

PRICE: £8.00

FROM: MICRODEAL

FORMAT: CASSETTE

This is an intriguing little game which combines several different traditional arcade-type ideas into something new.

At the start of the game, the screen is divided into a large rectangle, composed of squares. Cuthbert, an animation figure in what looks like a stetson hat, starts at the middle-bottom square and, to the accompaniment of a tuneful jingle, starts shinning up the vertical lines, and wandering along the horizontals. **► 57**

# On one hand, the best all-round performance



Colour Genie is now one of the most successful home computers that you can buy.

Not just because of price.

But simply because more families are realising that a computer with less all-round performance than the 32K Colour Genie is a waste of money and not so rewarding.

After all, you cannot tell what will interest you most until you've tried everything computers can offer you.

Some others ask you to compare the technical facts. Well, to give them all a surprise we've published some of 32K Colour Genie's most important features.

But for the less technical, here are a few other important questions and answers.

## WHY YOU CAN'T BUY A COLOUR GENIE AT THE CORNER SHOP

You see, ALL computers are more complex than they first appear.

So when you start computing, you do need a bit of help. A Saturday shop assistant is NOT the right person to go to.

To ensure that you obtain the answers to any doubts or questions you may have about computers, a list of the many Genie specialists appears below. But if you have any problem whatsoever, get in touch with us at Lowe Computers — we're here to help.

## WHY OUR 32K CAN MEAN A LOT MORE THAN EVEN THE MOST RECENT COMPETITORS

It's easy to quote big memory numbers like 32K. In many other popular computers of that size, it is not so easy to use it all.

Even some of the newest models let you use little more than two thirds of the user memory. The other third is snatched away to drive the computer.

- Design efficiency. 95% of RAM is available for user memory
- 16K ROM with Microsoft Colour BASIC Extended
- Fourth (optional)
- 256 predefined characters with 128 more you can program yourself. A massive 256 can be displayed at any one time
- Repeat operates on all 63 keys
- 4 function keys giving 8 user programmable statements
- Full editing and tracing facilities for de-bugging
- Screen resolution of 320 x 200 with text and graphics
- Or 160 x 102 individually addressable pixels in 4 colours
- Screen display, 25 rows of 40 characters
- 16 colours (8 full, plus 8 tints)
- 80 commands plus more than 40 graphics, arithmetic and special functions
- 8 octaves, independent on each of 3 separate sound channels with independent volume, duration and envelope on each channel
- Full synthesised sound effects via separate T.V. or Hi-Fi output ports
- Cartridge based software
- Prestel/Viewdata modem. Software cartridge loaded for fast system access
- Floppy disc system
- Superb digital joysticks, with numeric pads and two fire buttons.

Colour Genie has the type of "drive" facility that you would expect to find on a computer costing around £400. It uses less than 5% of RAM - giving you as much as 30K for more exciting games and more useful applications.

## WHY GOOD PICTURES CAN BE MORE COLOURFUL ON THE COLOUR GENIE

Many other computers offer several modes. These give high resolutions but at a cost.

On some, high resolution uses so much RAM that you get only 2 colours, and very little memory left to play with.

But Colour Genie has got other ideas to let you have the good quality picture effect of high resolution (320 x 200 for the technical). AND FULL COLOUR

## THIS IS HOW IT WORKS.

Colour Genie lets you create as many as 128 different shapes that it tucks away in its memory, in addition to the 128 shapes it has permanently stored (you can see 64 of them on the keys in the photograph).

AVON BATH Microstyle (0225) 319705 **BERKSHIRE** NEWBURY Microstyle (0635) 42570 **SUNNINGDALE** Kenneth Ward & Co. (Computers) (0990) 25025 **WINDSOR** Windsor Castle Computers (075 35) 58118 **BUCKINGHAMSHIRE** NEWPORT PAGNELL Photo Acoustics Ltd (0908) 610625 **AMERSHAM** Amersham Computer Centre Ltd (024 03) 22307 **CAMBRIDGESHIRE** PETERBOROUGH Hands on Computers (0733) 312418 **CHESHIRE** MACCLESFIELD Hewart Electronics (0625) 22030 **NORTHWOCH** Finchmead (0606) 48462 **CREWE** Midshires Computer Centre (0270) 211086 **CLEVELAND** CLEVELAND Cleveland Small Business Corp. (0642) 802003 **MIDDLESBROUGH** Briers Computer Services (0642) 242017 **CORNWALL** FALMOUTH Fal-Soft Computers (0326) 314663 **ST AUSTELL** A.B. & C. Computers (0726) 64463 **CUMBRIA** KENDAL Radex-Visioncon (0539) 22559 **DERBYSHIRE** MATLOCK Lowe Computers (Head Office) (0629) 4057/4995 **DEVON** ILFRACOMBE Bits & Bytes (0271) 62801 **NEWTON ABBOT** Abiac Business Systems (0626) 62296/7 **Home Electronics** (0626) 63784 **PLYMOUTH** West Devon Electronics (0822) 853434 **DORSET** BOURNEMOUTH Curtheis Ltd (0202) 525423 **BLANDFORD** Blandford Computers (0258) 53737 **POOLE** Parkstone Electronics (0202) 746555 **DURHAM** DURHAM Comtec Systems Ltd (0385) 40008 **PETERLEE** General Northern Microcomputer (0783) 860314 **ESSEX** CHELMSFORD Infolab Ltd (0245) 357111 **COLCHESTER** Emprise Electronics Ltd (0206) 865926 **GLOUCESTERSHIRE** CHELTENHAM Computer Shack (0242) 584343 **GLOUCESTER** Elin Systems (0452) 411533 **Milegrip Ltd** (0452) 411010 **HAMPSHIRE** ALDERSHOT Connaught Computing (0252) 22618 **FAREHAM** Fareham Computer Centre (0329) 239191 **HERTFORDSHIRE** BERKHAMSTEAD Chisolid Systems & Software (044 27) 74569 **OLD HATFIELD** Combined Trading Co. (07072) 65551 **STEVENAGE** Q-Tek Systems Ltd (0438) 65385 **HUMBERSIDE** HULL Comham Computer Centre (0329) 239191 **LEICESTERSHIRE** LEICESTER Arcade Computers (0533) 532991, Eley Electronics (0533) 861522, Leicester Micro Centre (0533) 551869 **LUTTERWORTH** Lutterworth Software (045 55) 4259 **GREATER LONDON** ANERLEY Premier Micro Systems Ltd 01-659 7131 **DARTMOUTH PARK** Chromasonic Electronics 01-263 9493/5 **EDMONTON** Wason Microchip Ltd 01-807 1757 **KINGS CROSS** Lowe Computers 01-837 6402 **MARYLEBONE** Computer at Wigmore St 01-486 0373 **NEW MALDEN** Cinegro Ltd 01-647 5836 **NORTHWOOD** Screens (092) 742/0664 **OXTON PARK** Electrical Trading Co. 01-562 4112 **GREATER MANCHESTER** LEVENSHULME A.B.C. Supplies (061) 431 9265 **WEST MIDLANDS** COVENTRY J.B.C. Micro Services (0203) 73813 **CRADLEY HEATH** A.E. Chapman & Co. Ltd (0384) 66497 **ERDINGTON** Consultant Electronics (021) 382 7247 **HANDSWORTH** Ward Electronics (021) 554 0708 **STOURBRIDGE** Ronix Computers Ltd (03843) 77569 **WALSALL** Progress Computers (0922) 640553 **WOLVERHAMPTON** Hemington Computers (0902) 27200 **NORFOLK** NORWICH Anglia Computer Centre (0603) 29652 **NORTHAMPTONSHIRE** NORTHAMPTON East Midland Computer Services (0602) 31202 **NOTTINGHAM** East Midland Computers (0602) 783938, Midland Microcomputers (0602) 298281 **OXFORDSHIRE** OXFORD Micro Business Systems (0865) 73145 **THAME** Pebbleslow Ltd (084 421) 5365 **WITNEY** Magnus Microcomputers (0993) 6703 **SHROPSHIRE** NEWPORT Torant Electronics (0952) 814275 **CHURCH STRETTON** Sales (0694) 723395 **STAFFORDSHIRE** STOKE-ON-TRENT Midland Computer Service (0782) 815476 **SUFFOLK** IPSWICH Ipswich Computer Centre (0473) 214456 **SURREY** CROYDON Croydon Micros 01-689 4349

On the other,  
the lowest price in its class

**£168!** (incl. VAT)



You can then use all 256 in any order to create a full picture "brick-by-brick", for any game or application you invent.

And you can colour each shape in any of the 16 colours and tints, each time you use it.

The pixel graphics mode allows line plotting and generation of solid shapes.

Check out our "PAINT" command, for remarkable computing.

#### YOU WANT WORDS AS WELL!

Sure - Colour Genie won't limit you on that! Text and graphics are fully mixable.

#### WHY YOU CAN PLAY AMAZING GAMES - AND AMAZING GRACE

Not only can you play - or make exciting games. You can do it very noisily too!

Colour Genie gives you three independently controlled separate channels (or 'voices') each with a full range of 8 octaves.

So you can compose pleasant music - or drive everyone out of the house!

#### WHY COLOUR GENIE IS A TOUCH HEAVIER THAN MOST OTHERS

Some computers are designed as a simple box, with several untidy add-on pieces. Not only do add-ons add to cost, but they can add to more niggling faults as well.

So Colour Genie contains all that's necessary to make it work including the power transformer.

It is also made of stronger materials than many others, to cope with the most boisterous of families.

But just in case you find a 10lb box a bit awkward to carry to the car, you'll find it has got a built-in carrying handle!

Just another touch of service with the compliments of Lowe Computers. The top name in home and hobbyist communication and computer systems.

#### Special offer worth at least £40

FREE suite of 7 programs.  
2 games, 3 utility programs and 2 music demonstrators.

Extensive and rapidly expanding software library holding all the best games PLUS education, mystery, adventure, business and utility programs

## LOWE COMPUTERS

Lowe Computers,  
Lowe Electronics Ltd.,  
Chesterfield Road,  
Bentley Bridge, Matlock,  
Derbyshire DE4 5LE.  
Telephone (0629)  
4995/4057

THORNTON HEATH Croydon Computer Centre 01-689 1280 **EAST & WEST SUSSEX** WORTHING Worthing Computer Centre (0903) 210861 **TYNE & WEAR**  
GATESHEAD Computer Shop (D.P. Supplies) (0632) 785068 **Herts Associates** (0632) 821924 **WARWICKSHIRE** RUGBY Business Equipment Rentals  
Ltd (0788) 65756. O.E.M. Computer Systems (0788) 70522/3/4 **WILTSHIRE** WESTBURY Everyman Computers (0373) 864644 SWINDON B &  
D Computing (0793) 762449 DEVIZES Devizes Computers (0380) 4683 **NORTH YORKSHIRE** SCARBOROUGH Derwent Radio (0723)  
65996 **SOUTH YORKSHIRE** SHEFFIELD Superior Systems Ltd (0742) 755005 **ROTHERHAM** Lake Electronics (0709) 543000 **WEST**  
**YORKSHIRE** BRADFORD Advance T.V. Services (0274) 585333 CASTLEFORD Eric Wiley (0977) 53066 **HUDDERSFIELD** Chris  
Townsend Computers (0484) 516266, Huddersfield Computer Centre (0484) 20774 **LEEDS** A.M. Pleiner Ltd (0532)  
688397 OSSETT Alroy (0924) 278181 **SCOTLAND** EDINBURGH Andrew Whyte (031) 228 1111 Norman Robb Ltd  
(031) 229 5044 **Scotbyte Computers Ltd** (031) 343 1005 **GLASGOW** Esco Computing (Facilities) Ltd (041) 221  
0310 Futura (041) 643/0100, Lowe Computers (041) 945 2626 Victor Morris (041) 221 8958 ST AN-  
DREWS Computer & Chips Ltd (0334) 76206 **WICK** Graham Begg Ltd (0955) 4777/8/9 **WALES** ABER-  
GEE Thinking Computers (0745) 826020 **BANGOR** Tryfan Computers (0248) 52042 **CARDIFF**  
South Wales Computers (0222) 490512 **Stevens Electronics Supply Co. Ltd** (0222) 41905  
SWANSEA Morriston Computer Centre (0792) 795817 **NORTHERN IRELAND** BELFAST Britain  
Laboratories Ltd (0232) 228374 **Business Electronic Equipment** (0232) 246161  
**CHANNEL ISLANDS** JERSEY G.B. Telecommunications (0534) 77067

**COLOUR GENIE IS NOW THE CHEAPEST 32K HOME COMPUTER  
WITH A FULL-SIZED PROFESSIONAL TYPEWRITER KEYBOARD.\***

☐ Please rush me a 32K Colour Genie plus special offer, I enclose £168 \*As at 1/9/83  
☐ Details of your instant credit plans ☐ Information on Colour Genie

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POSTCODE \_\_\_\_\_

Lowe Computers, Lowe Electronics Ltd.,  
Chesterfield Road, Bentley Bridge,  
Matlock, Derbyshire DE4 5LE.  
Telephone (0629)  
4995/4057

PCG 11/83

# *The Invasion has begun*

## ATTACK ON ALPHA CENTAURI

Alpha Centauri is under attack from giant bug-eyed wasps which emerge from their volcanic nest to swarm in ever increasing numbers, dropping deadly poisonous stings. Your task is to kill as many wasps as possible – before your inevitable destruction.

All action takes place in 3-D with optional explosive sound effects, and a pause control.

Our software is available from: selected branches of W.H. Smith, HMV, all Spectrum group shops and most good dealers.

We also offer a rapid mail-order service by writing to: Software Invasion, 50 Elborough Street, Southfields, London SW18 5DN, or S.A.E. for our new colour brochure.

TAPE VERSION – £7.95 incl.

DISC VERSION – £11.95 incl.

# SOFTWARE INVASION

# ORIC • DRAGON SPECTRUM ORIC • DRAGON SPECTRUM

## SCREEN SCROLL

The scenario is as follows: Cuthbert is responsible for lighting up the lunar landing pad for the arrival of the federal chief's state visit. In this age of high technology, he lights up the pad one square at a time, by walking all the way round it.

To complete a square, it is not necessary for Cuthbert to methodically go up, across, down and round each line in succession. He can wander one side of one square and down the verticle of another quite as he pleases. And he doesn't have to walk. If you want, Cuthbert can be made to jump along all the horizontals in a series of hops by repeatedly pressing the fire button.

There is one drawback to hopping though. Whereas Cuthbert won't walk off the edge of the rectangle, he can be made to leap off the edge. This jump is fatal and sends Cuthbert sliding down the edge of the screen to his death.

If that was all there was to it, *Cuthbert Goes Walkabout* would be a distinctly forgettable game. The interest comes in

Oh yes, one more thing, the Moronians become smarter in their hunting for Cuthbert the longer you take to complete your lighting up of the lunar pad. Late in each screen a 'Chief Moronian' appears. He seems to be able to bend the rules governing Moronian behaviour, and does for Cuthbert rather quickly.

The game has a Hall of Fame which allows you to enter initials after the 10 best scores. **TH**

**GAME: GAMESPACK**

**MACHINE: ORIC 48K**

**PRICE: £7.00**

**FROM: SECTOR 7**

**FORMAT: CASSETTE**

This is the sort of tape that appears early in the life of every home computer – a collection of simple games that are not considered commercial enough to be sold on their own. Sector 7's *Gamespack* is a typical example: a 3D maze program, a Bomber game, noughts and crosses, a maths test, a Snake-type game, a blast-the-invading-aliens game, and an extremely simple version of *Pacman*.

There's not a lot to be said about a selection like this – none of the programs are exactly complex. I also found the odd bug that had slipped through – as in *Obstruction*, the Snake-type game, where the program crashed on occasions when the snake's trail hit the border of the screen. The keyboard went completely dead and the program had to be reloaded.

Of the seven games here, I must admit that I found *Laser* quite compulsive. In this, a saucer attacks your ground station, and you have to destroy the missiles it fires at you. It moves closer with each attack, and can be destroyed if you have managed to zap enough of its missiles without using up all your available energy.

Of the other games, *Maths Test* would be good for a young child to practise arithmetic – after a correct answer the player has the opportunity to play a simple *Space Invaders* game.

I suppose this selection would be suitable for giving to a very young child at the same time as he or she gets their first computer – but most kids are familiar with computers nowadays, and are likely to demand something considerably more complex that shows off the Oric's features to better advantage.

The one thing that puzzles me is just why Sector 7 decided to market this selection for the 48K machine alone. None of the programs are so complex

that they couldn't have been fitted into 16K, so why restrict the potential market? Seems a bit dumb to me. **SM**

**GAME: HARRIER ATTACK**

**MACHINE: SPECTRUM 16K**

**PRICE: £6.95**

**FROM: DURELL SOFTWARE**

**FORMAT: CASSETTE**

First of all, I must admit to a prejudice against this game. *Harrier Attack* has unpleasant overtones of the Falklands conflict – although, to be fair to Durell Software, there is not direct reference to Argies, Task Forces or, indeed, the Falklands. But then what would you make of a game in which you take off from an aircraft carrier, fly over an island bristling with defensive positions, bomb an enemy base, and then return to the safety of your ship?

Could be coincidence. of course – and maybe it's only my uncharitable mind jumping to unjustified conclusions... Or is it?

Anyway, ethics aside and, let's face it, micro games are hardly noted for their morality, concentrating as they do on wiping out aliens, bombing cities, etc, etc), what do you get for your money?

What you get is an adequate, if not spectacular, 'shoot 'em down' game that makes very few intellectual demands and which – in my case, at least – palls fairly rapidly.

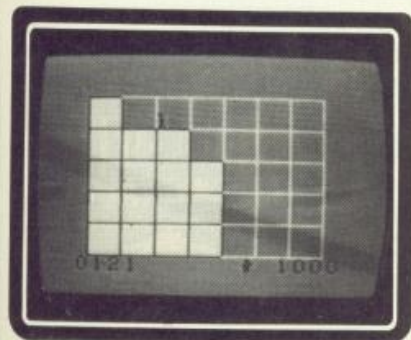
*Harrier Attack* begins with your Harrier aircraft in position on the flight deck of an aircraft carrier. Pressing the 'cursor up' control takes you into the skies,



and from this point on it is simply a matter of avoiding or shooting down the various obstacles in your path.

Fly low and you'll avoid most of the enemy fighters, but will run into a lot of flak from the ground defences. Fly high, and the fighters will attack in force.

You have the choice between trying to blast the opposition to pieces or adopting a lower profile and simply taking evasive action. If you elect to fight, you have to make sure that you keep **► 59**



the shape of a set of Moronians, blob-like creatures who pursue Cuthbert up and down the verticles and horizontals. When they catch up with him, they explode.

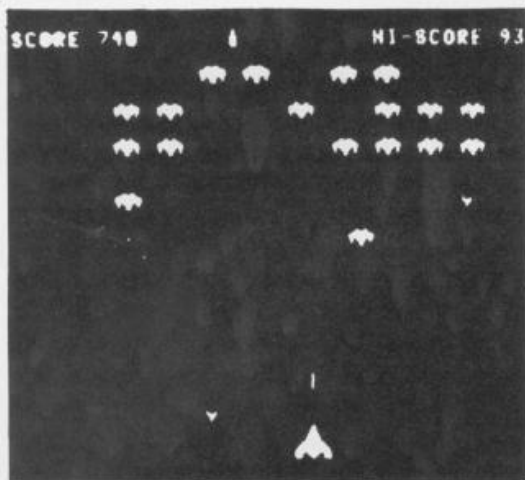
Moronians hunt rather blindly in the early start of the game and can be avoided for the most part. If you find yourself cornered, you can always attempt to leap Cuthbert over them. This works – unless the Moronian is about to change direction (from left to right, or right to left), which is not exactly a predictable event.

I had a little difficulty in controlling Cuthbert when it came to the fiddly bits, such as getting him to stop climbing up a vertical and to switch instead of going horizontal. The points of intersection demand precise control.

Every time you manage to complete a square it lights up. The sides of uncompleted squares that Cuthbert has travelled over turn from black to brown, so it is easy to keep a track of what still needs walking over.

# MICROBYTE SOFTWARE

## JUST RELEASED FOR BBC B



### 3D

### SPACE RANGER

- Battle through space defences.
  - Avoid hurtling asteroid belts.
  - Skim low over the death stars heavily defended surface.
  - Descend into the trench-avoid the attacking android craft.
  - Your mission – destroy the death star... and then escape!
  - Five different levels
- exciting 3D graphics –  
sound – all machine code

## £7.95

## PINBALL

Play the original arcade table game –  
super graphics & sound. High score –  
up to four plays.  
Electron/BBC

## £5.95

## REVERSI

An ancient but exciting strategy  
game. Easy to learn – difficult to  
master hours of fun – save game  
option.  
Electron/BBC

## £5.95

## COLOUR GENIE

Wave after wave of swoop-  
ing galactic aliens attack  
your starfighter base. Avoid  
their attacks. Beware of the  
alien mothership. Play  
becomes more difficult as  
you advance keyboard or  
joystick. All machine code.  
Action graphics and sound.



## GALACTIC ATTACK

**MACHINE CODE  
ARCADE ACTION**

## £7.95



All prices are fully inclusive  
of post and packing  
cheques/postal orders  
PAYABLE TO:

MICROBYTE SOFTWARE

MICROBYTE SOFTWARE (S1)

**FREEPOST  
NEWQUAY  
TR7 2BR**

TRADE  
ENQUIRIES  
INVITED

# SPECTRUM • ORIC • BBC • ATARI SCREEN SCROLL

enough bombs and bullets to deal with the enemy base when you get there.

Points are awarded on a sliding scale, with a mere 10 points for hitting an enemy guided missile, and 750 for shooting down an attacking aircraft. If you get into serious trouble, there is the chance to hit the eject button and bail out – do this just before your plane is destroyed and you'll pick up 1,000 points. Landing safely brings a bonus of 2,000.

There is a choice of skill levels ranging from 1 to 5, and level 1 is a doddle, with the enemy flak making little impression. As the skill level is raised, enemy guns do more damage and you have to fly faster since you are considered to be carrying more ammunition, and fuel has to be burned quickly to reduce weight.

On screen indicators tell you your speed, how much fuel you have left, and the number of bombs and rockets remaining.

And that's all there is to it. I found *Harrier Attack* a disappointment – taking off could have been made considerably harder, and after bombing the inhabitants of the enemy base back to the Stone Age a few times, it all became too predictable.

There are some excellent Spectrum games around, most of which make much better use of sound and graphics – your money would be better spent on them.

*Harrier Attack* is also available for the Oric. **SM**

**GAME: NIGHTRIDER**  
**MACHINE: ORIC 48K**  
**PRICE: £6.00**  
**FROM: CIROSOFT**  
**FORMAT: CASSETTE**

*Nightrider* is a game for the larger Oric, in which the player has to recover stolen shares from ex-Foundation (the program does not tell you what the Foundation is) members and staff who are now 'trying to legally takeover'. They must be stopped by force – but the player must not kill them.

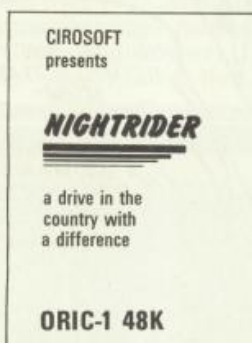
Giving aid in this mission is an intelligent, computer-controlled car (could this program have anything to do with TV's *Knight Rider*, do you suppose?), which provides all the necessary data, maps, and so on, and which interjects comments to keep the player on his or her toes.

*Nightrider* failed to load at 'fast' rate – a common failing with Oric games – but provided no problems at the 300 baud rates. After loading, the user is invited to wait for a few seconds while the game is set up before being given a brief ex-

planation of the available data – fuel loss, strength of foe, number of shares to be found, likelihood of survival and the possibility of zero resistance.

There are four different maps which the player may consult at each turn. These give details of the terrain, skill factor, odds against success, place at which the action occurs, and the number of shares available.

The player, who is assumed to be riding in his souped-up car, the Night 1000, is faced with a series of opponents, most of whom appear to be either



sadists or traffic wardens (there's a difference?), and who all have different strengths.

For example, traffic warden Frank N Sikes has a welcoming committee of nine men with guns, while another opponent will be armed with lasers, mortars, or a tank.

After the player has been notified of the opponent's strength, the options available are to fight, run, quit the game, or to get help quickly. This latter involves jumping the car over a river to be refuelled, and this leap has to be carefully controlled to avoid overhanging cliffs and quicksand.

Selecting the 'fight' option simply involves a very minor calculation – you are told your opponent's strength, and all you have to do is select sufficient force to overcome him. Care must be taken in this, since using too much force will kill, which is not allowed.

And that's all there is to it – you simply keep meeting opponents, collecting their shares if you beat them, while refuelling as necessary. I must admit that I found refuelling quite difficult – in most cases I simply disappeared into the quicksand, and had to begin again. I don't know what happens when you've collected all the shares – I'm afraid I lost interest long before I reached this stage.

*Nightrider* is hardly a showcase for the Oric's capabilities – its use of graphics and sound is minimal, and it seems more the type of game that a keen user would type in from a magazine

listing rather than a commercial piece of software.

I was not impressed.

**SM**

**GAME: DANGER UXB**  
**MACHINE: BBC MODEL B**  
**PRICE: £7.95**  
**FROM: PROGRAM POWER**  
**FORMAT: CASSETTE**

The object of *Danger UXB* is to defuse a ticking time bomb before its clock reaches zero. On the way to where the bomb is located you must consume as many blue tiles and flags as possible, by running vertically over a 15 x 15 grid.

To get yourself in the same column as the bomb, you can slide horizontally across the tiles. This is also a useful move to avoid the skulls placed in your way.

As the tiles are eaten up, it becomes harder and harder to reach the bomb in time. Once six bombs have been defused the grid is replaced, and the game becomes faster. At the higher levels of the game, stamping boots are introduced which impede your progress towards the UXB, and must be avoided at all costs.

*Danger UXB* makes full use of the BBC's graphics and sound capabilities. The animation is very smooth, and the movement keys extremely responsive.

As for the sound, you are treated to a Scott Joplin rag, as you rush around the board for dear life as well as the usual zaps and explosion.

I found *Danger UXB* a refreshing change from shooting down aliens, attempting to land Concorde, or doing odd things with frogs. It's a mixture of tactics, timing, and reflexes, and it had me glued to the screen for hours on end. A very well written program, which I highly recommend. **IR**

**GAME: ORC ATTACK**  
**MACHINE: ATARI**  
**PRICE: £29.95**  
**FROM: THORN/EMI**  
**FORMAT: CARTRIDGE**

*Orc Attack* is a new departure for computer games. You are defending your stone castle from the invading Orcs. These are determined little fellows who bang ladders against your castle walls, and then try to swarm up them and cut your head off (literally – if you don't put up a stout defence, you will find your head bouncing on the ground at the foot of the castle wall, looking suitably astonished and gory).

The rules for moving your **► 61**

# The ADVENTURES of MONTY The Mountaineer

De Apibus Semper Dubitandum Est.



NOT FAR AWAY, MONTY, TOM AND IAN ARE TRAPPED AT THE BOTTOM OF A CREVASS.



MEANWHILE, AT THE TOP ...



SUDDENLY, THE TWO CLIMBERS HEAR A NOISE ABOVE THEM...



WILL HANK AND CARL SURVIVE THE AVALANCHE? WILL MONTY BE RESCUED? WILL CARL'S EVIL PLANS COME TO FRUITION? WILL THE AARDVARKS REACH THE SUMMIT OF MOUNT PALOMAR BEFORE PETERKINS THE FERRET-STRANGLER? DON'T MISS NEXT WEEK'S EXCITING EPISODE!

CAN YOU ORGANISE AN EXPEDITION BETTER THAN MONTAGUE MONTAGUE III? **EVEREST** (FOR THE DRAGON 32) BRINGS YOU ALL THE EXCITEMENT OF HIMALAYAN MOUNTAINEERING. YOU CAN CHOOSE ANY ONE OF THREE PEAKS IN SPRING OR AUTUMN, BUT ONLY THE BEST AND THE BRAVEST WILL LOOK DOWN ON THE ROOF OF THE WORLD.

THIS, AND OTHER FINE GAMES, ARE AVAILABLE AT SELECTED BRANCHES OF BOOTS, JOHN MENZIES, AND OTHER COMPUTER DEALERS NATIONWIDE, OR DIRECT FROM:

**SALAMANDER SOFTWARE, 17 NORFOLK ROAD, BRIGHTON, BN1 3AA.**

EVEREST £7.95, PLEASE ADD 50p P&P TO ALL ORDERS. SEND S.A.E FOR FULL CATALOGUE.

"THEY'RE REALLY JOLLY SPIFFING CHAPS!"



# Salamander

## SOFTWARE

QUALITY SOFTWARE FOR THE DRAGON 32, ORIC-1 AND BBC MODEL B MICROCOMPUTERS.

**60 GAMES**

# ATARI • DRAGON • ORIC • ATARI ATARI • DRAGON • ORIC • ATARI

## SCREEN SCROLL

defender about the castle ramparts are tricky. The graphics are good, but not good enough, it seems, for the Orcs to actually move from the ladders to the castle battlements. So the designers have deemed that once an Orc reaches the top of the ladder and is not reasonably swiftly massacred by you, it can start your head rolling wherever you may be.

This effectively peoples your safe battlement with invisible Orcs, and makes life very difficult. At the top of the battlements you can grab a sword (which can be swung around using the joystick, to lop any Orc off his ladder).

Alternatively, you can pick up rocks from either side of the battlements, or (a real treat this for the homicidally minded), you can pour a pot of burning oil over the Orcs and wipe out one entire wave of attackers. The graphics here should satisfy the most bloodthirsty, as flames engulf all below the battlements. The dead Orcs form a pyramid at the bottom of the screen.

I never survived the massed ranks of ordinary Orcs, but for those whose reflexes are more attuned to this sort of thing, these fellows are only the start. There are Ninja Orcs (don't ask what a Ninja is, don't you go to the movies?), who can scale the walls without ladders.

There are also Stone Warts and gigantic Demon Trolls to be fended off. As if this were not enough, there is a Sorcerer who nips in from time to time, and urges the hordes on against you.

The graphics are good and the game has a certain originality and style about it. I soon got tired of having my head cut off while waving my sword about to no avail, but for the skilled, this game might well have something. **TH**

**GAME: MOROCCO GRAND PRIX**

**MACHINE: DRAGON 32**

**PRICE: £8.00**

**FROM: MICRODEAL**

**FORMAT: CASSETTE**

If you have spent a few 10p coins crouched behind the wheel of that marvellous arcade racer, swerving past cars at incredible speeds with the scenery flashing past, you are going to need a good imagination to find this race even a fraction as good.

The graphics do not even begin to be comparable. Instead of that magnificent racetrack with its 3D feel, you are restricted to no more than a block graphics outline of a track, which scrolls vertically down the screen.

But once you have accustomed yourself to the fact that there is no contest between the arcade version and this,

you should be able to sit back and enjoy the feature that *Morocco Grand Prix* has to offer.

Your car stays in the same line on the screen, though you can, of course move it about from one side of the track to the other. The track itself has twists, turns, and narrow bits that seem to grow out of the top of the screen. Other cars move rapidly down screen towards you in groups of between two and four in number.

Avoiding collisions takes some nifty joystick work. You have a slight degree of control over your speed (pulling the joystick towards you makes for slow speed - pushing it away from you increases your speed). But even so,



cutting between the other cars is tricky, especially if the road happens to narrow just as four of them are boxing you in.

You start each race on the hard shoulder, and as soon as you pull on to the track, a 100 second starts ticking by. You gain points for all the cars you pass and for the distance you travel round the track. Each time you collide, your car goes cartwheeling over and over off the track. This costs you time and distance, and cuts down your scoring chances, though you can crash as many times as you like. There is no bonus or extra time for doing well.

The game has a very inadequate hall of fame, which reflects the top scores in dreadfully small figures, but doesn't allow any initials to be added to identify them. This game looks like a beginning rather than a finished product. A little hard work on the listings should produce a better version. **TH**

**GAME: RIVER RESCUE**

**MACHINE: ATARI**

**PRICE: £24.95**

**FROM: THORN/EMI**

**FORMAT: CARTRIDGE**

*River Rescue* is a not-so-distant relative of the arcade game where you have to fly a helicopter/jet/rocket over rugged mountain terrain, bombing everything in

sight (Airstrike, reviewed blow, is a prime example of the species).

The basic skills are very similar, though Thorn EMI has brought off a cunning change which makes the thing worthwhile as a game in its own right. The basic scenario is that, instead of trying to avoid mountain peaks while zapping the nasties, you are piloting a launch down a river to collect explorers, who have somehow got lost in the jungle.

There are jetties at various points along the river on both the north and south banks. Bringing your launch to a stop at a north bank jetty causes an explorer to dash from the jungle and hop on board. The idea is to collect a few of them and drop them off on the south bank jetties.

You can load your boat up with as many as nine explorers if you wish, but since the launch goes at a great clip and the river is full of twists, turns, and things to bump into (including dolphins), it is smarter to unload them as fast as you get them.

The pace of the boat can be slowed marginally, using the joystick, but it tends to shoot off once you signal normal speed. The dolphins have an irritating habit of wagging their tails just as you think you've found a clear line past them. This, and any other crash, does for your boat, your passengers, and you.

In case you think this is all you have to worry about, there is also a helicopter which appears from time to time and mines the water in front of you. The launch is armed and you can blast your way clear - this goes for the dolphins as well, which I thought was a bit off, even if they do move at the wrong time.

If you can keep the throttle full down and avoid crashing into anything, the boat moves into the right hand section of the scrolling display. This cuts down your reaction time, of course, but it gives you higher scores.

All in all, an exciting game. **TH**

**GAME: XENON 1**

**MACHINE: ORIC**

**PRICE: £8.50**

**FROM: IJK**

**FORMAT: CASSETTE**

You are a fleet commander in the Xenon Space Academy. Your mission is to journey to the planet Radon, and protect it from the Zorgon battle star. En route you will encounter various weird and wonderful aliens, who will attempt to destroy your space craft.

The first wave is made up of strange green birds, who fly erratically about the screen and drop bombs on you. If you survive this first onslaught, the ► 83

# BACK A WINNER!

Be first through the post. Subscribe to 'Personal Computer News' now. And make sure you get your copy of Britain's newest microcomputing magazine, sped to you post-haste, direct from our printers.

If you take out a subscription through Personal Computer Games, we will send you a free binder worth £3.50 to keep your copies safe.

No more need for you to worry about missing out on all the latest news and developments in the rapidly changing world of microcomputing.

Instead, you can settle  
back comfortably,  
knowing that your copy  
of 'Personal Computer  
News' will soon be with you.  
Simply make use of the  
coupon below.  
You know it makes  
sense to be sure.

**STOP GAMBLING.**



**GUARANTEE YOUR COPY  
FILL IN YOUR ORDER CARD NOW.**

## SUBSCRIPTION ORDER CARD

I would like to subscribe to the No. 1 weekly – Personal Computer News.

- ☐ 1 year (51 issues) UK £22.50
- ☐ 1 year rest of the world (51 issues) £35.00
- ☐ I enclose my cheque made payable to Personal Computer News
- ☐ Please charge my Access/Visa/Diners/American Express card  
(delete where not applicable)

Account No. \_\_\_\_\_

Signed \_\_\_\_\_

Name: \_\_\_\_\_

Address:

[illegible]

Please use block capitals

Send to Personal Computer News, Subscription Department,  
Freepost 38, London W1E 6QZ

**YOUR SPECIAL  
PERSONAL  
COMPUTER  
NEWS  
SUBSCRIPTION  
OFFER CARD.  
COMPLETE  
AND CLAIM  
YOUR FREE  
BINDER!**

# A NEW CONCEPT IN COMPUTER SOFTWARE

# BRAD

With each NEW BRAD ASSIGNMENT you get a unique Comic Strip; learn how Brad becomes a Super Hero. Read through the first Brad Adventure before playing the game on your own Personal Home Computer. Taking his life in his hands, Brad meets the challenge of the

Galactic Barbarians; in the ensuing encounter, Brad is exposed to a "force", leaving him capable of responding to any challenge whether forward or back in time. Travel with Brad and meet the challenges with this new Super Hero. Meet Brad at your local dealer, or clip the coupon and we will rush him to you.

## FREE COMPETITION

All you do is write a program in BASIC to print out on the screen, the prime numbers below 200. The program cannot use READ/DATA statements, or INPUT to achieve the results. The finished program should be no more than 20 lines long (maximum). Include with your entry a tie-breaker. Complete the sentence — I bought the Oric because ... in no more than 12 words.

Send your entry (don't forget to include your name and address)

## £2,000 WORTH OF PRIZES

to Express Software at the address below.

Every correct answer will receive a prize, but the winner will receive a portable colour T.V. and the runners-up Sharp scientific calculators (ideal for assisting with programming), interfaces and joysticks.

The closing date for entries is 31st December 1983, and the winner will be the writer of the correct answer and, in the opinion of the judges, most successfully completes the tie-breaker.

## ORIC & SPECTRUM OWNERS

## ALL AT £5.95 EACH

### BRAD BLASTS THE GALACTIC BARBARIANS

The first in an exciting series, featuring a unique comic strip starring Brad Stevens — super hero.

### SPACE QUEST

A game of skill and calls for fast reactions. Move quickly to save the earth from alien attack.

### BANDIT

The traditional gamblers "hook-up". Spinning wheels nudge and gamble. Fun for the family.

### MONTÉ CARLO RALLY

The educational game. Locate and travel to the capitals of Europe against the clock.

### BREAKOUT

3 game pack — Breakout, Surrounded and Missile.

## SOFTWARE ORDER FORM

To: Express Software, 73 Watery Lane, Birmingham B9 4HN

Please supply the following: Qty

Name \_\_\_\_\_

Brad Blasts the Galactic Barbarians \_\_\_\_\_

Address \_\_\_\_\_

Space Quest \_\_\_\_\_

Bandit \_\_\_\_\_

Monte Carlo Rally \_\_\_\_\_

Breakout \_\_\_\_\_

Barclaycard No. \_\_\_\_\_

Cheques made payable to Express Software Ltd.

Total amount £ \_\_\_\_\_

# EXPRESS

# STARCADE

presents

## UP, UP AND AWAY

A 16k MACHINE CODE GAME FOR THE ATARI FAMILY

### £14.95

(DISK OR CASSETTE)

"Incorporating just the right blend of humour, skill, graphics and sound—quite likely to start a trend towards less violent, high quality graphic games." *PERSONAL COMPUTER NEWS*

"When you are tired of Star Raiders, Space Invaders and Pacmen, why not get quietly frustrated with Up, Up and Away?"

*PERSONAL COMPUTER GAMES*

"Graphically superb—this game shows that there are in Britain at last programmers capable of producing the goods for the Atari."

*PAGE 6 INTERNATIONAL*

"Among the best graphics seen. The five skill levels should provide a long lasting challenge."

*HOME COMPUTING WEEKLY*

### Also . . .

The world you are about to enter bears no resemblance to any arena you ever encountered before. Weapons are of no avail in this small habitat.

The only sources of protection at your disposal are quick wits and fast reflexes. The only reward is to survive against monsters of unbelievable ferocity and cunning; and to avoid hazards more perilous and deadly than any you might find on a trip through the outer universe.

This is the real world, populated by the creatures of our own, inner universe, where nature is red in tooth and claw.

Brace yourself now, and come with Starcade into the still water and deceptive calm of the

## SAVAGE POND

A 16K machine language programme for the Atari family, available on disc or cassette.

Post Coupon now to

Starcade Software, 2 Elworthy Avenue, L26 7AA.

Please rush me \_\_\_\_\_ copies of

Suitable for Atari 400/800 16K cassette or 32K disc.

Please debit my Access/Barclaycard

(Delete as necessary)

Card

Number

I enclose cheque/P.O. for £ \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

P.C. 7

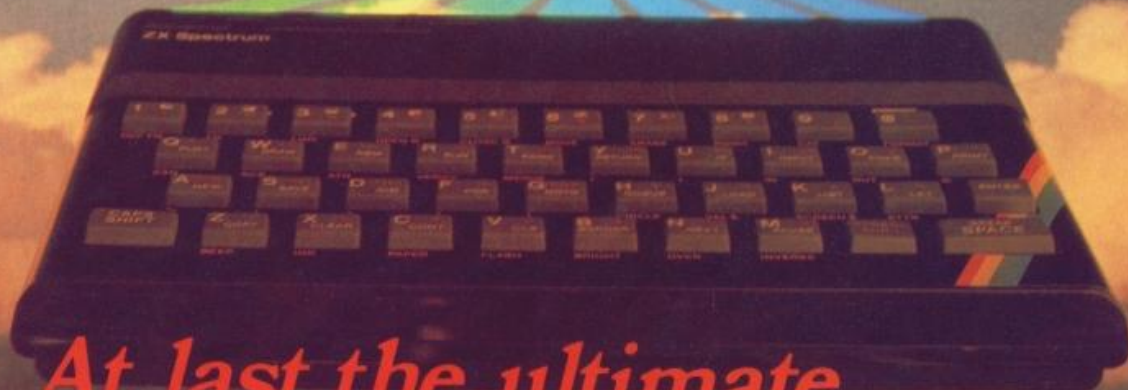
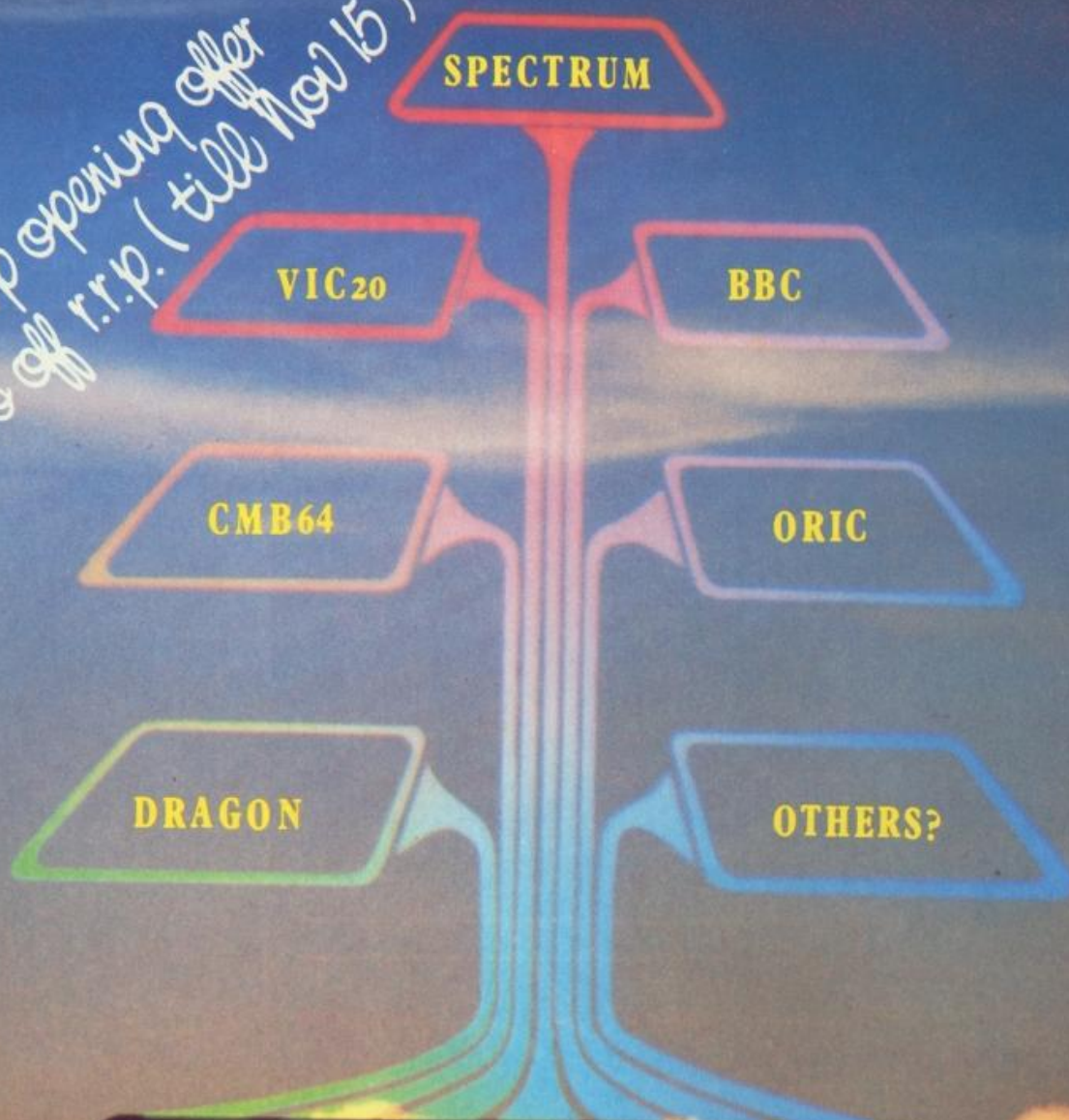


SUPERFAST CREDIT CARD SALES LINE:

051-487 0808 24hrs



Shop opening offer  
20% off r.r.p. (till Nov 15)



*At last the ultimate ...*

**A MICRO SHOP FOR(NEARLY)EVERYONE.**

Serving Central and North London, we have everything from the latest game to word processors, and with our special 20% discount you won't find better value.

Open Mon-Sat 10-6. Weds 1 pm close

**Micro-Mania**

Software Shop

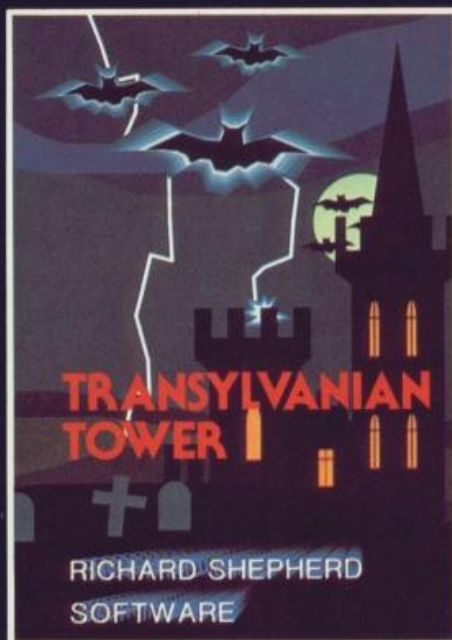
378 Caledonian Road N1 1DY

# "ADVENTURES INTO"

AVAILABLE FROM W.H. SMITH  
AND ALL LEADING CO.

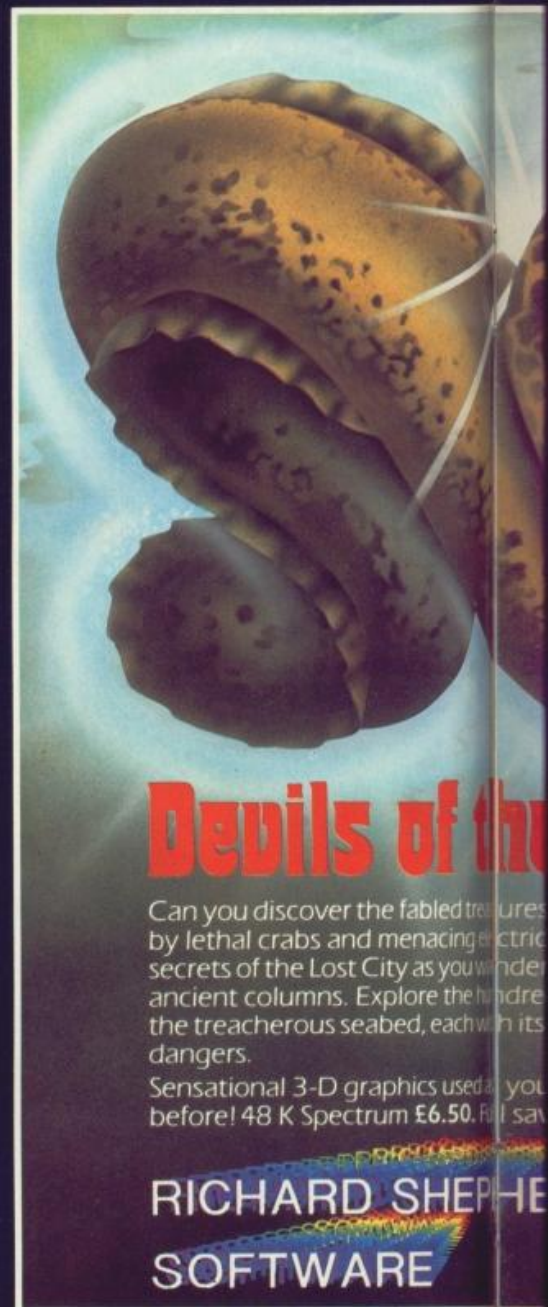
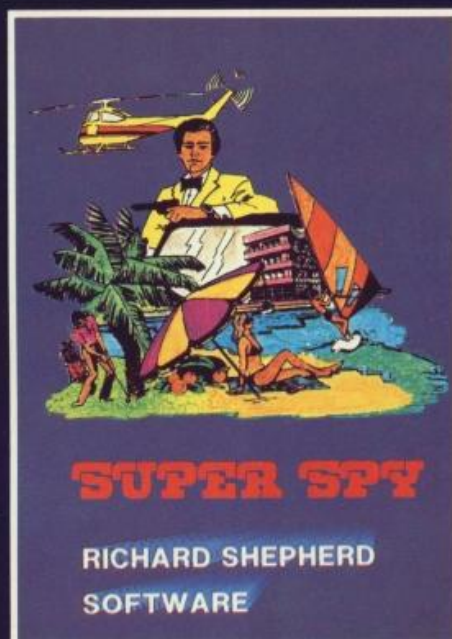
## Transylvanian Tower

A spine chilling adventure...  
enter via the dungeons...  
navigate your way through  
500 3-D rooms... survive  
the swooping vampire bats  
... reach the terrifying top...  
confront and kill Count  
Kreepie, ridding the world  
of this Transylvanian Terror.  
Can you survive the Top of  
the Tower? Full save routine  
for use during the hours of  
darkness! 48K Spectrum  
£6.50



## Super Spy

Locate the secret island  
hideaway of the mysterious  
meglomaniac Dr. Death.  
Follow his trail across  
continents, through  
complex puzzles and 3-D  
mazes. Discover the  
entrance to his under-  
ground lair — but beware  
— even with your death-  
defying gadgets his evil  
henchmen may still win the  
day!  
With save routine for part  
time secret agents! 48K  
Spectrum £6.50



DEALERS — GENEROUS DISCOUNTS AVAILABLE CONTACT

# RICHARD SHEPHERD SOFTWARE

ELM HOUSE, 23-25 ELM SHOTT LANE, CIPPENHAM, SLOUGH, BERKSHIRE.

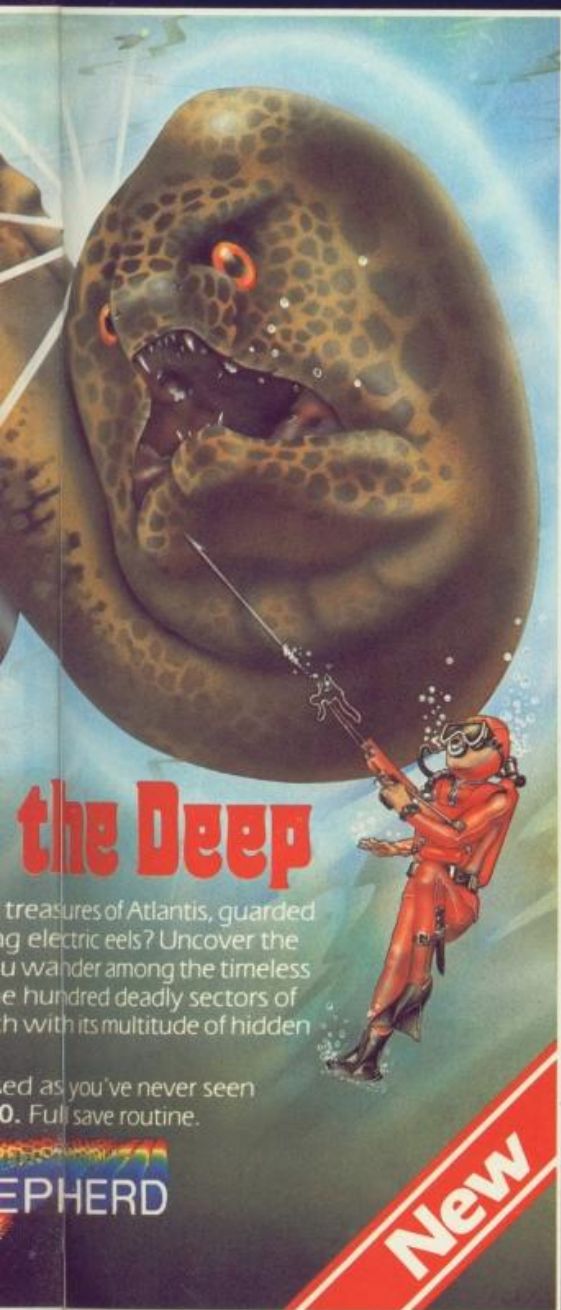
CREDIT CARD  
RING 06286  
FOR EXPRESS

All programs are sold subject to the condition that they may not, by way of trade or otherwise, be lent, hired, or

# INTO IMAGINATION"

WITH, JOHN MENZIES, BOOTS\*

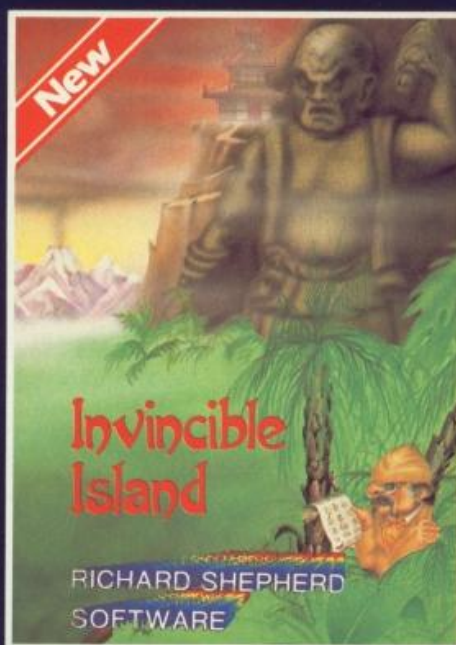
INGCOMPUTER STORES



treasures of Atlantis, guarded  
by electric eels? Uncover the  
wonder among the timeless  
hundred deadly sectors of  
with its multitude of hidden

ed as you've never seen  
0. Full save routine.

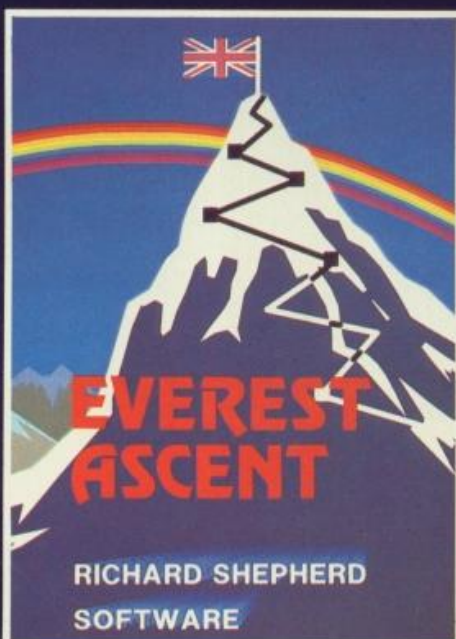
SHEPHERD



## **Invincible Island** by Peter Cooke

Exhaust your ingenuity in the quest to find The Seven Parchments of Xaro and their meaning! Will they lead you to undreamt of treasures or eternal doom? Explore the mysteries of the stockade and puzzle within the Pagoda! A spectacular split screen graphic and text adventure to braintease you for weeks!

Adventurous graphics for every location. Save routine. 48K Spectrum £6.50.



## **Everest Ascent**

Stake your claim to the top of the world in this strategic vertical adventure. Conquer the summit of the world's highest peak! . . . struggle from base camp to base camp . . . survive the elements . . . watch out for avalanches, thin ice and wayward sherpas . . . encounter abominable snowmen and cross bottomless crevasses!

A game of skill, strategy and planning — a graphic simulation of man's ultimate endeavour! Save routine. 48K Spectrum £6.50.

CONTACT JOHN SALTHOUSE ON (06286) 63531 FOR DETAILS

CARD HOTLINE  
(06286) 63531  
EXPRESS SERVICE

# RICHARD SHEPHERD SOFTWARE

ELM HOUSE, 23-25 ELSHOTT LANE, CIPPENHAM, SLOUGH, BERKSHIRE.

lent, hired out, resold or otherwise circulated without the written permission of Richard Shepherd Software Ltd

\* Selected titles available at larger branches

**THE CHALLENGE**

If it wasn't for some hairy looking monster chasing you around the Hampton Court Maze, this game would be comparatively easy. But as it is, one of the main challenges is to keep away from this rather strange looking creature.

The other object of *Sultan's Maze* is to locate the jewels that are scattered in between and around the hedges, and then to take yourself, hopefully laden down with jewels, to the nearest exit without being stopped by the crazed monster.

**HOW TO WIN**

It all sounds rather difficult, which at level 10 it is, but the programmer has provided many aides so that you can complete your mission.

The first is a map detailing where you and the monster are located in the maze, and also where the jewels are to be found.

You lose 'energy' points each time you refer to the map, but once you have worked out what way you are facing and the N,S,E and W, this 'aide de memoire' will prove invaluable.

The other help you are given is the 'J' key which allows you to jump through an inside hedge, or to avoid the creature that is following you, or both.

The best advice, as in most maze games, is observation. Remember where you came from, where you are meant to be going, and where the jewels and monster are. All of which information came from the map.

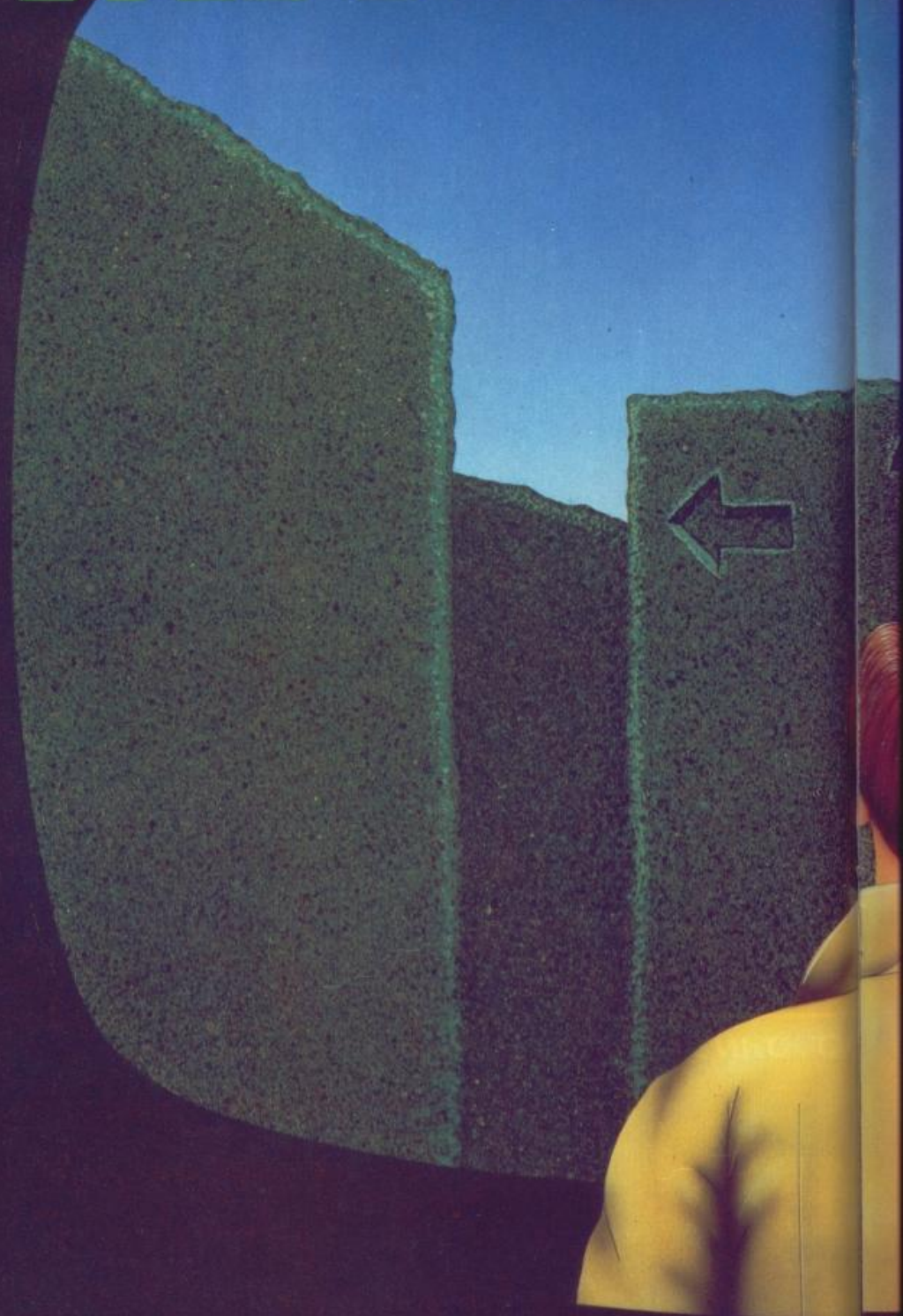
But remember that if you lose too many energy points the jewels will be, 'too heavy' for you to pick up and your only way is to exit and try again.

**VIDEO VERDICT**

A simple game that allows you to think about the problem and work it out. It's a game that will frustrate you to no end but makes a change from the fast, action-packed *Space Invader* type game.

However, after a time you'll probably remember many of the maze plans, and consequently get pretty bored with the whole thing. But until then...

# SULTAN'S MAZE



V'S



You're in the maze and you can go either ahead and left, or backwards. So, which way?



A glance at the overall map and you can tell facing South isn't gonna get you anywhere.



It's time to jump through the hedge to escape the monster – you lose energy points.



**THE CHALLENGE**

Equipped with a laser gun, it is your object to destroy the squirming centipede as it makes its way precariously down the mushroom field. This is in itself a daunting task, but it is made no less easy due to the unexpected presence of a rather dubious looking, bouncing spider who appears randomly to make the inevitable challenge.

Thus the task is to destroy the many parts of the centipede before it destroys you, and to avoid or 'laser' the spider, in order to score a bounty of points.

As the game progresses the challenge becomes increasingly more difficult. The centipede comes at you at a far greater speed and the funny looking creatures, reportedly dirty fleas, appear far more often. It's enough to keep anyone on the edge of their seats.

Other incentives to get your name on the high score list include snails crossing the mushroom field, and funny looking creatures emanating from the centipede itself.

**HOW TO WIN**

Pay attention to both the centipede and especially the spider, who has a habit of appearing from nowhere when you least expect it.

If you don't have a joystick attached to your terminal, you can't move the laser up and down, but only sideways. This proves to be an immense disadvantage since you are inevitably destroyed if the centipede has a good run down the mushroom field, whereas with the joystick you can avoid this by moving your laser gun above the centipede.

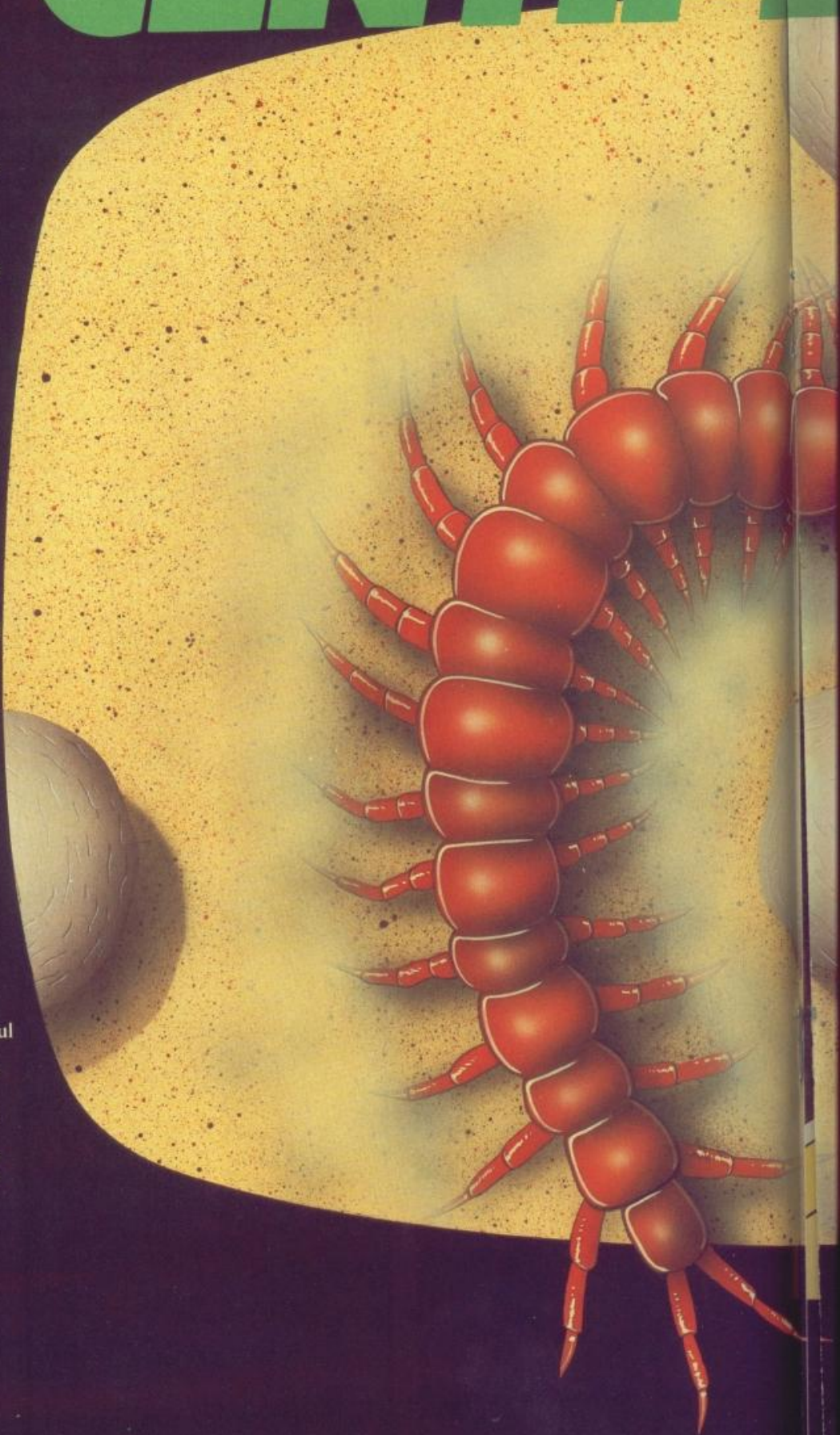
At the lower skill levels, the spider will not prove to be much of a problem. Yet at the highest level the spider will take a lot of overcoming.

**VIDEO VERDICT**

The graphics and sound effects are pretty good in this version of the arcade game as you get the machine gun sound when zapping the colourful centipede.

It is a very simple game and a bit of practice could make you highly proficient in centipede bashing. The absence of a joystick could shorten your game and lower your score, but would certainly not detract from the overall enjoyment of the game.

# CENTIPEDE



**Machine:** BBC Model B.  
**Price:** £7.95.  
**From:** Superior Software  
**Format:** Cassette.

# PEDE



At the start the centipede moves quite slowly and does not present much of a problem.



But soon it speeds up, and becomes more and more of a threat the lower it gets.



You're in trouble if you don't zap it soon – and you have only three chances.

**THE CHALLENGE**

The aim in this one-player version of the arcade game is to destroy the enemy command centre by piloting your space ship over rugged terrain, and on the way bombing and firing at enemy helicopters and missiles.

To destroy your ultimate target, you have to whirlwind your way through eight different sectors – each one proving to be more impossible and frustrating than the last.

**HOW TO WIN**

The totally illogical aspect of *this* game is that you have to hit every fuel tank along your way in order to avoid plummeting into the ground. In the blurb that comes with the game it states that, 'you need to destroy the fuel tanks, to gain vital fuel'. Little did I know it was *that* vital.

There is no easy answer in suggesting how you can win. One thing to be careful of are the enemy helicopters whose missiles seem to come at you with admirable accuracy. You'll be lucky to conquer all eight stages – which include the meteor storm, the skyscraper city, the cave with funny-looking space creatures, and the underwater battle – due to a large extent from running out of that vital fuel.

The graphics are not as good, or as colourful as the arcade version, but the challenge is certainly as big if not better. Although the game is playable on the keyboard, stage four is ruled out unless you have a joystick. (The fact that I only reached stage three with a joystick means *nothing*.)

**VIDEO VERDICT**

The major groan about *Super Scramble* is the amount of attention you have to pay to the fuel tanks – to the extent that nearly everything else can get ignored. The game is certainly a challenge, and to destroy the command centre on skill level three will certainly take a lot of practice.

Not bad, all things considered.

# SUPER SCRAMBLE



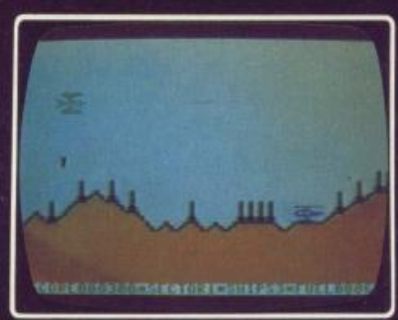
**Machine:** Commodore 64.

**Price:** £9.95.

**From:** Terminal Software

**Format:** Cassette.

IBLE



There's danger ahead, but you're looking good (so far). Watch out for those missiles.



Don't forget the fuel tanks, and notice that those missiles are coming at you more often.



Crash! You ran out of fuel – and this is only the easy stage. The others are much harder.



**THE CHALLENGE**

This is not a game for the zap and splat crowd, but rather a well-executed adventure in words and pictures. *Pharaoh's Tomb* is most of all a brain-teaser, a game you'll need to spend a good deal of time with for it to be worthwhile. There's a stunning Egyptian treasure at stake here, so the time you spend on it will no doubt be worth it. You are an explorer in the land of the Pharaoh, and one who's hot for all the gold and jewellery that's offered.

**HOW TO WIN**

*Pharaoh's Tomb* uses split-screen graphics to give you a picture of the inside of the tomb AND the command line to control your characters. The command line is a scrolling text window which displays your questions or commands, and the program's response to them.

To give you the solution would be cheating, but suffice it to say that victory in this game takes a hell of a long time. The program has a limited vocabulary which includes oblique and unhelpful responses, such as, 'I don't understand,' and, 'I can't'.

As the game progresses, you start to work out the hints that lead you from room to room within the tomb. For example, the commands 'Go West', or 'Go South', or 'Move stone', or 'Pick up Cloak' would move you from the Crystal Room to the Sacrificial Chamber. But you don't really want to know whether that's closer to the treasure or not – do you?

The program's rather short and vague responses make the game, to say the least, rather difficult. And after seeing 'I can't' 150 times or more, it can get rather boring. Patience is a big virtue here since even the 'Help' key is distinctly unhelpful, and the program refuses to give any hints at all – except repeatedly telling you that you don't need any – which tends to wound the old self-confidence.

A feature of the game is that you can leave it and take it up where you left off.

**VIDEO VERDICT**

If you like something that taxes the mind and makes you think a lot, then this is the game for you. My complaint is in the lack of language that the computer understands – but then that is just my excuse.

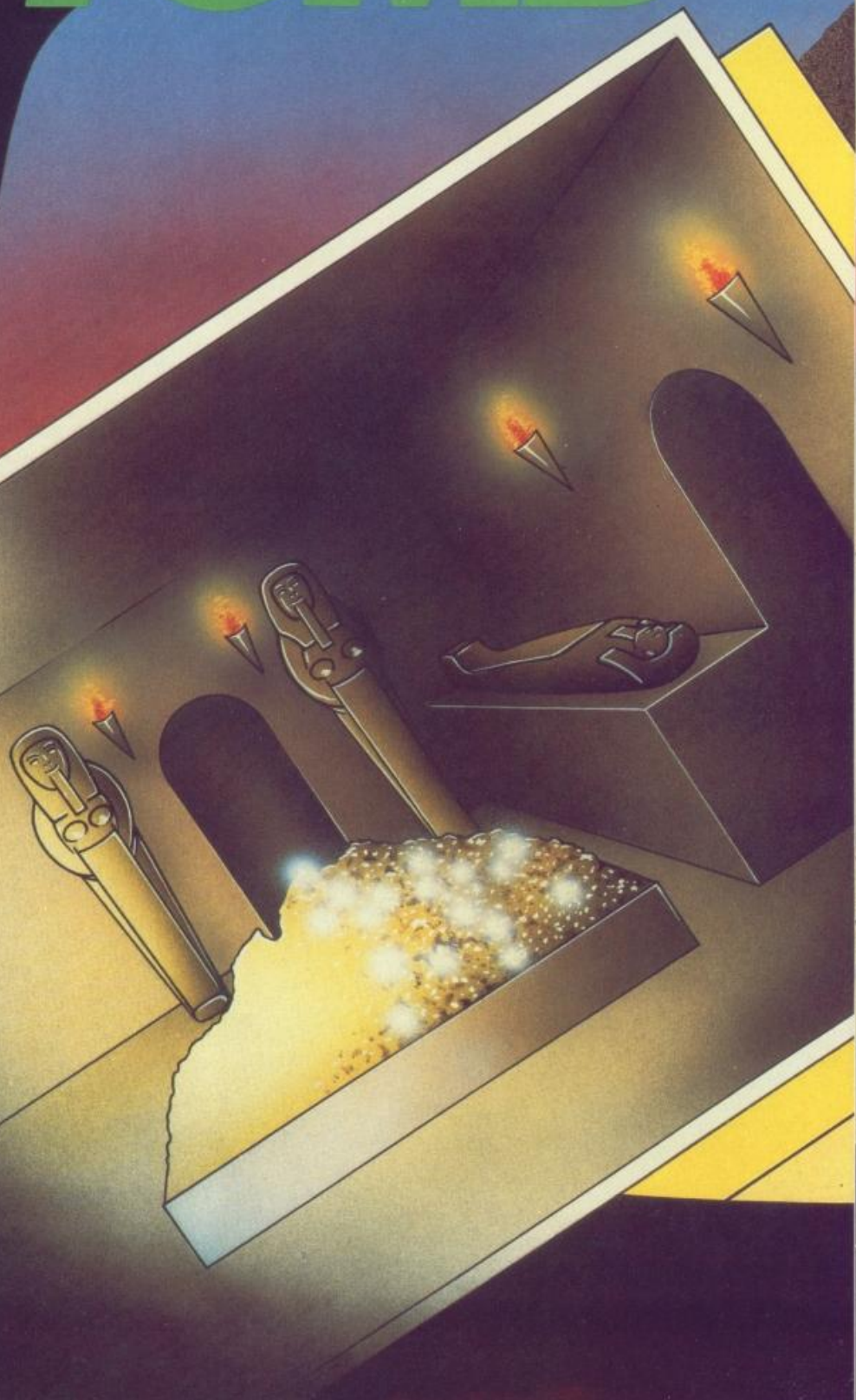
**Machine:** Spectrum 48K.

**Price:** £4.95.

**From:** Phipps Associates.

**Format:** Cassette.

# PHARAOH'S TOMB



# PROH'S



You get a picture of the inside of the tomb *and* a command line to control your characters.



Hmm. 'GO WATER' it doesn't seem to understand. What if you try 'DRINK WATER'? Ah...



Now what? Throw the stone? Wave the fan? More important, which way is the treasure?

**THE CHALLENGE**

You are in charge of a firefleet cruiser, and it is your mission to manoeuvre your craft past cannons, tanks, and force fields, and countless other dangers and hazards.

The vertical scrolling enables you, if you're good enough, to pass through 34 different screens of such hazards, which are divided into four equal sectors, with each sector becoming more and more difficult – or should I say impossible.

**HOW TO WIN**

*Firefleet* is one of the more challenging games to come on to the market of late. The first sector, although you're under heavy fire, will not prove to be much of a problem, since you have plenty of space in which to manoeuvre, and the enemy cannons are in full view.

In your enthusiasm to get past this first section, be careful not to be too heavy handed on the joystick, since oversteering will be the death of you, and your cruiser.

The second sector is much the same as the first, with the additional problem of enemy tanks blocking your path. It is the last passage that could prove to be your downfall, since space seems to be at a premium. My only advice here is to keep back and fire as quickly as possible at the obstructions – and you'll still need luck on your side.

The third and fourth sectors are the most difficult. There are force fields and dead ends, as well as indestructible tanks and cannons to make your mission a new impossibility.

It is at these stages that you'll need a lot of co-ordination and a lot of patience when you run into the dead ends – and furthermore, a lot of luck.

**VIDEO VERDICT**

A first rate game that will give you hours of fun. The mission is difficult to accomplish and consequently the game becomes very addictive.

The graphics aren't great and I couldn't find the score chart, but despite these minor criticisms, it's a really challenging game and will certainly give you a run for your money.

# FIREFLEET



**Machine:** Atari.  
**Price:** £14.95.  
**From:** English Software Company.  
**Format:** Cassette and disk.

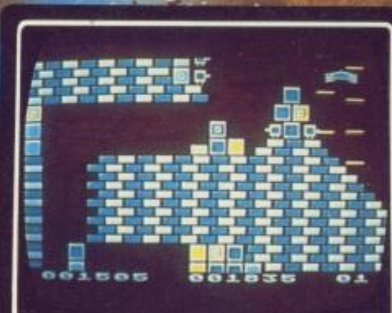
# FEET



It's not easy even at the beginning. Watch out for the cannons, the enemy tanks, the obstacles... and don't oversteer.



You're coming along but there's still an awful long way to go and even more perils to overcome. But be patient.



It gets tougher, believe it or not. The maze is tough but you have the added hazards of the cannons.

## THE CHALLENGE

As the name suggests, *Evolution* is a game in which you, the player, evolve into bigger and better things. You start off as an amoeba and, if you overcome the various challenges, you then evolve into a frog, and eventually into an otter.

## HOW TO WIN

As an amoeba you begin at the bottom of a pool which has various levels, and the object is to eat five spores, four of which can be eaten at any level. The last one *must* be eaten at the top level.

Simple enough you might say, but you have a limited amount of time, and there are two species of predator that you must avoid. If you don't beat the clock, then you die through 'lack of nourishment'.

Once you've evolved into a frog, the object is to catch 10 flies with your tongue while avoiding a rather hungry bird, who seems to think that you would make a rather tasty meal.

Be warned that the frog tends to move rather slowly, and therefore you would be advised to stick to the left of the screen and wait for the swooping bird to get near you – and then, like the clever frog you are, sidestep.

The challenge of 10 flies is a difficult one, but do not despair since, after a period of time, you will find that the bird does not pose so much of a problem.

If you are skilful enough to evolve into an otter, the challenge then is to avoid a hungry giant crab and to catch 10 fish at the same time.

The fish appear randomly, and so it can happen that you are left avoiding the crab for up to half a minute. The 10 fish is a tough task in itself but the fast-moving crab will pose a problem for even the nimble fingered.

## VIDEO VERDICT

A challenging game that could keep even the most proficient video games player enthralled for hours. As the program indicates, 'This game is for big frogs, not puny tadpoles'.

There is another program called *Evolution*, where you evolve from an ape into a man, and then into controller of the world.

Both versions of the game are from a forthcoming Pan/PCN book, *Sixty Programs for the Oric-1* by Robert Erskine, Humphrey Walwyn, Paul Stanley, and Michael Bews.

The book will sell for £4.95, and the listings for this game and many others will be included in it. You only need type them in and they'll RUN.

**Machine:** Oric-1.

**From:** *Sixty Programs for the Oric-1*, published by Pan/PCN.

**Format:** Published program listing.

# EVOLUTION



## ACTION



You are just a lowly amoeba. Gobble those spores, dodging the predatory life forms, and get to be a frog.



Frogs can eat flies with their long tongues but snap up the flies before the swooping bird snaps up you.



Now you're an otter. The fish are at your mercy – and you are at the mercy of the giant crab!



# PANIC

"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters. He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out! "It's simply impossible" he wailed as the monsters advanced on all sides.

**SPECTRUM 48K**  
**£5.95**



## Arcade Action For Spectrum, & ZX81

### MAZE DEATH RACE

Drive your 500b.h.p. racing car around a giant maze (9 times the size of the TV screen on the ZX81 version, 32 times for the spectrum). Watch out for the hazards – oil, ice, fallen rocks etc. Not the least of your worries are the chase cars also in the maze – one touch with these means instant death!

ZX81 16K 3.95  
SPECTRUM 48K 4.95



### KRAZY KONG

Can you rescue Jane from the evil clutches of KRAZY KONG? Fight your way through three screens of fireballs, barrels and conveyor belts to the top of the girders and save the damsel in distress. Entirely written in machine code to give super fast arcade action.

ZX81 16K 3.95  
SPECTRUM 48K 5.95



### ELEKTRO STORM

Earth is under attack from wave after wave of intergalactic missiles – your mission is to blast them out of the sky with your laser cannon before the whole human race is wiped out.

**SPECTRUM 48K 5.95**



### HOPPER

Help FERGUS and his friends across the highway avoiding the traffic, and then over the treacherous river on the backs of turtles and logs to the safety of the lilly pond.

Features include: 6 lanes of traffic, diving turtles, crocodiles & flies.

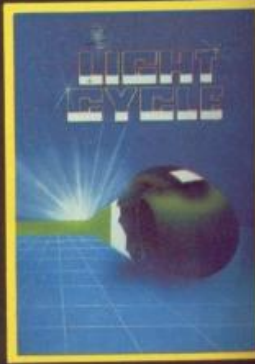
ZX81 16K 3.95  
SPECTRUM  
16K 48K 5.95



### LIGHT CYCLE

The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer – but we warn you its very very good!

**SPECTRUM**  
**16K 48K 5.95**



FOR INSTANT CREDIT CARD SALES TEL (0203)667556. SEND CHEQUE OR P.O. TO P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG.  
TRADE ENQUIRIES CONTACT JOHN FLETCHER, COVENTRY (0203) 81346

# INTELLIGENT SOFTWARE

---

Do you want to create intelligent software and exciting products? Would you like to work alongside the people who designed the unique robot chess machine pictured below?

If you have flair, talent, a will to succeed and a desire to work to high professional standards on interesting projects, then you could join us:

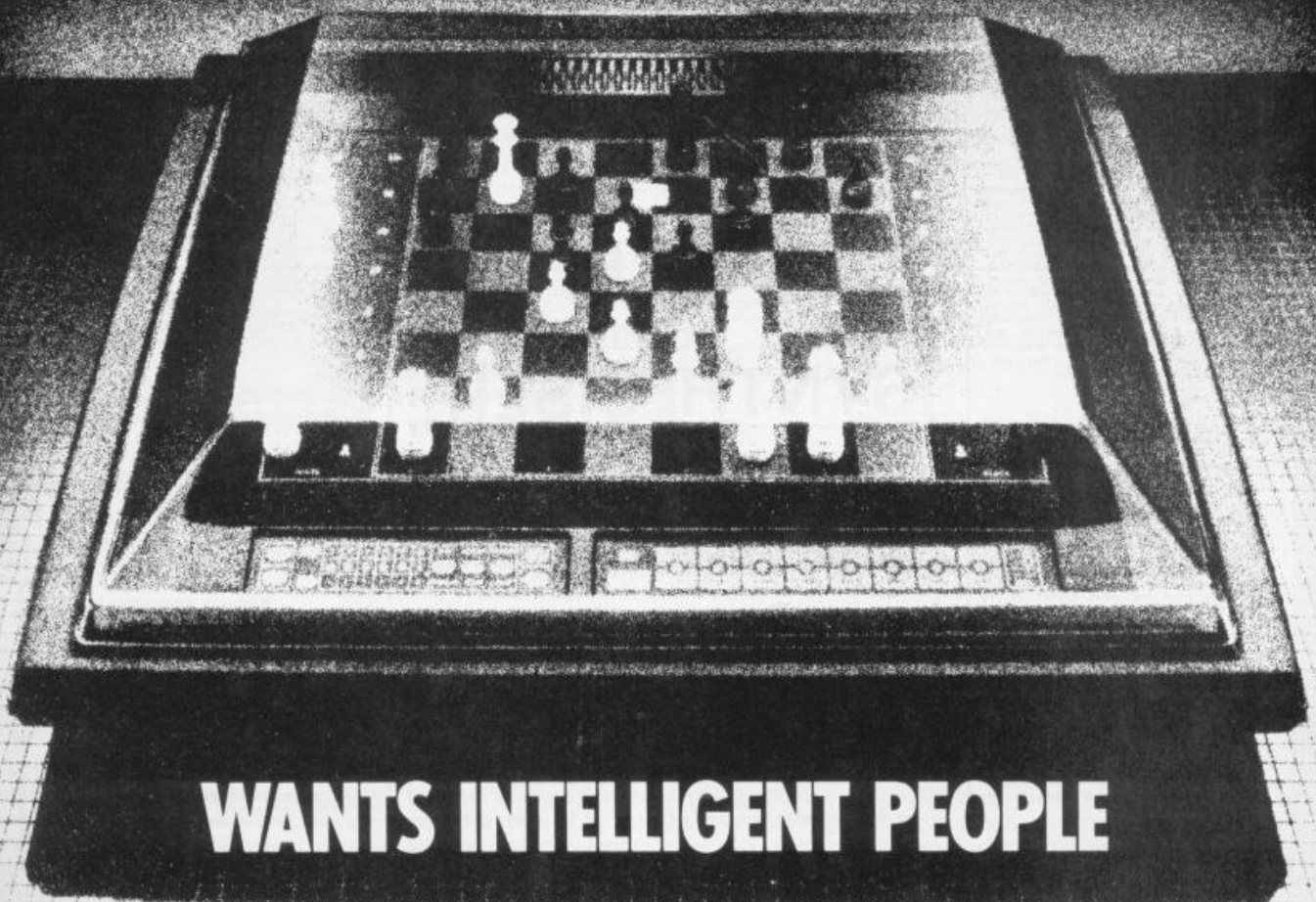
To enquire about vacancies (in both of our London offices and our Cambridge office) in the following fields:

Hardware design  
Systems software  
Video game design & programming  
General programming  
Graphics design  
Project management

Please write to:  
David Levy, Intelligent Software Ltd  
21 Store Street, London WC1E 7DH

---

Product as seen on BBC's Tomorrow's World  
on 17 March 1983



## WANTS INTELLIGENT PEOPLE

# A MEAN, FAST ACTION ADVENTURE ON ORIC-1 WHERE COURAGE AND A STRONG SWORD ARM RULES

Hells Temple is one of the most advanced Adventure programs for the Oric-1. With over 70 monsters to battle, Hells Temple represents the state of the art for other adventure programs to follow. This complex and exciting scenario is acted out between those immortal ones of Satan and those who are brave enough to enter Hells Temple. This is the place where only courage, sorcery and a strong sword arm rules.

"It is the time of the dark ages when only witchcraft, sorcery and fear ruled mankind. During these dark years there roamed across the land adventurers who sought riches and power. These men were a strong and gallant breed who fought against the powers of evil for rich rewards or their destruction. Armed only with a strong sword arm, a little magical power and courage, these men would seek to conquer where most men feared to tread, deep within the Devil's lair."

You are one of these brave and gallant mercenaries of action whose task it is to seek out the riches that lay within the Temple and to battle with the agents of darkness that dwell deep within the catacombs.

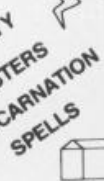
HE WHO ENTERS THE TEMPLE IS A FOOL!!

COMBAT RETREAT  
BRIBERY COLOUR GRAPHICS  
HIRES COLOUR GRAPHICS  
\*OVER 70 MONSTERS\*  
CHARACTER SAVE FACILITY  
PROWLING MONSTERS  
REINCARNATION  
SPELLS



Kenema Associates Ltd.  
1 Marlborough Drive  
Worle, Avon, BS22 0DQ  
Telephone: (0934) 510279

© Copyright Kenema Associates Ltd 1983  
All rights reserved. Unauthorised Lending, Copying, Hiring, Broadcasting or Rental by any means prohibited.



PARENTAL GUIDANCE RECOMMENDED FOR CHILDREN UNDER 16 YEARS

HELL'S TEMPLE POSTERS AVAILABLE SEPERATELY @ £2.50



£12

AVAILABLE SOON FOR:

BBC  
ELECTRON  
COMMODORE 64  
SPECTRUM  
DRAGON  
LYNX  
VIC 20  
& OTHERS.

ADVENTURERS WANTED FOR A MEAN, FAST-ACTION ADVENTURE - WHERE ONLY COURAGE AND A STRONG SWORD ARM RULES

## ORICSTAR £12.00

Word processing on your Oric is easy with Oricstar. Full Screen Editing, String Search and Replacement, Full Printer Support, Word Wrap, Document File, Mailshot retrieval System. For small businesses or personal applications. Extravagant word processing at a budget price.

## ORIC FILESTAR £12.00

A powerful Database system with Dual Dimensioned Arrays for Records Creation, Search and Retrieval. Menu Driven Options include Create New File, Save/Load Files, Record Search, Column Search, Sort Files, File Management, Printer Options. Suitable for small business applications, product files, personnel files, etc. Complete with operating instructions.

## ORIC EXTENSION MONITOR £15.00

Turn your Oric into a Machine Code orientated system with this superb Machine Code Extension Monitor. Containing a host of facilities not found on other monitors of this type. Hex and Disassembler Listing, Memory Modify, Program Relocator, Memory Move and Fill, Breakpoint Set, Eliminate and Display, Register Display and Modification, User Command and Printer Routine, Hex and Decimal Arithmetic with Overflow and Remainder & Last Result, Character and Byte String Searching Facilities. Ideal for the creation and debugging of your Machine Code programs. The programmer will like this one. Complete with instruction manual.

## AWARI £5.50

Play this popular game at Witch Doctor level with the whole family or friends. With Colour Graphics and Sound this ancient African game comes alive on your Oric.

## DESIGN AID £5.50

Design your own Characters or Graphics on the Oric-1. This super program displays enlarged and real size to be modified or designed at will with full editing, Copying and Data Readout. Fully Menu Driven. Make computing on your Oric a little easier with this easy-to-use Character/Graphics processor.

## KEY TRAINER £5.50

Teach yourself keyboard control and how to type on your Oric. Menu driven, this program provides useful exercises for the complete novice. A must for beginners or one-fingered jockeys.

## OTHELLO £6.50

The famous board game on your Oric! Hi-Res Colour Graphics and Sound. Requires patience and skill. Play a friend, or let your Oric play itself.

50% DISCOUNTS FOR TANGERINE USERS GROUP MEMBERS...LARGE S.A.E. FOR DETAILS.

DON'T FORGET OUR RANGE OF HARDWARE FOR YOUR ORIC-1...SEND S.A.E. FOR LIST.

AVAILABLE AT ALL GOOD SOFTWARE OUTLETS WORLDWIDE!!!

DEALER ENQUIRIES WELCOMED - GENEROUS DISCOUNTS GIVEN.

# ORIC-1

35% Off

\*\*\*\*\* SAVE £££££'s \*\*\*\*\*

LAUNCH DISCOUNTS OFFER ON ALL SOFTWARE!!!

DON'T FORGET TO DEDUCT 35% FROM THE TOTAL!!

## PROGRAMMABLE

SYSTEM POWER SUPPLY INDEPENDENT

BE THE ENVY OF ALL YOUR FRIENDS

YOU'LL BE AMAZED

# VOICE

USES A VERY POPULAR ALLAPHONE EXTENDED PHONEME PROCESSOR

# SYNTHESISER

EVERY GOOD COMPUTER SHOULD

FOR

HAVE A VOICE OF ITS OWN

MAKE YOUR COMPUTER COME ALIVE!

MAKE YOUR PROGRAMS COME ALIVE!

## MICROTAN 65 + ORIC-1

# & OTHER MICROS

WITH A STANDARD CENTRONICS PARALLEL PRINTER INTERFACE !!!

THIS IS THE OPPORTUNITY YOU'VE BEEN WAITING FOR. IDEAL FOR GAMES, HOME, BUSINESS, INDUSTRY APPLICATION AND MANY OTHERS LIKE TALKBACK SYSTEMS AS USED IN EDUCATION AND RESPONSE SYSTEMS.

NOW YOUR COMPUTER CAN TALK BACK TO YOU WITH A PROGRAMMABLE VOICE USING THE VERY POPULAR ALLAPHONE SYSTEM TO GIVE YOU UNLIMITED VOCABULARY IN ALL LANGUAGES MAKING YOUR PROGRAMS AND COMPUTER REAL!

HI FI CONNECTION FOR EVEN GREATER SOUND VOLUME

ONBOARD MONITOR SPEAKER

INTRODUCTORY OFFER

PRICE 29.95 INC  
ADD £1.00 p.p.

\* MANUAL (AVAILABLE IN FOREIGN LANGUAGES)

NEW

FROM THOSE AWFULLY NICE SOFTWARE PEOPLE!!!

ALL SOFTWARE NOW AVAILABLE EX-STOCK

PLEASE ADD 50p p&p.

CREDIT CARD HOTLINE/  
24 Hr. DISPATCH (0934)  
510279

ALL  
MAIL  
ORDERS  
TO:-

Kenema Associates Ltd.  
1 Marlborough Drive  
Worle, Avon, BS22 0DQ  
Telephone: (0934) 510279

DON'T FORGET - YOU CAN ALWAYS ORDER ON THE TELEPHONE WITH YOUR CREDIT CARD.



M/CODE SOFTWARE WRITERS WANTED FOR PROGRESSIVE EXPANDING SOFTWARE COMPANY FULL TIME - FREELANCE - RING FOR DETAILS.

ORIC-1

# DRAGON SPECTRUM SCREEN SCROLL

second wave consists of fiendish, hovering hedgehogs which clone on being hit, and (surprise, surprise) drop bombs on you.

If you are fortunate enough to survive the hedgehogs with one of your three lives still intact, you must journey through deep space, which in *Xenon-1*'s case seems to be populated by flying carrots, bent on your destruction.

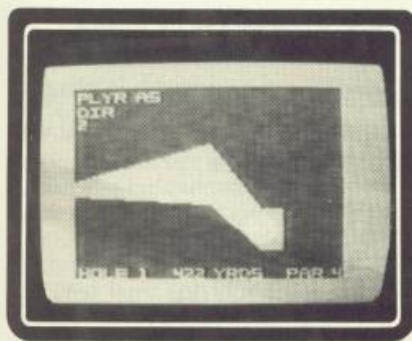
The penultimate scenario is probably the most difficult and exciting. Your task is to destroy waves of 'paratrons' before they reach the ground. If they land on you, they explode – but if they reach ground level, they burrow into the earth, and attempt to stick bayonets into the soles of your feet.

Once you have fulfilled your quota of paratrons, it only remains to destroy the very impressive Zorgon Battle Star.

*Xenon-1* is an exciting arcade style game, with fast and colourful graphics. Nine levels of difficulty are available, the lowest of which kept me frustrated for hours.

The least spectacular thing about the game was the sound, which was made up of fairly standard 'explode' and 'shoot' noises.

This, however, is a minor quibble, and one which in no way would stop me recommending *Xenon-1* as a worthy addition to your Oric games library. **IR**



**GAME: GOLF**  
**MACHINE: DRAGON 32**  
**PRICE: £8.00**  
**FROM: MICRODEAL**  
**FORMAT: CASSETTE**

As the blurb on the cassette cover says, 'If you like golf, this will be just your cup of tee' (ho, ho). Some people hate computer golf, I rather like it. As far as golf games go, this is one of the better ones.

All it really lacks is a way of linking the strength of each stroke to some test of skill. The best golf games tend to have a 'strength' measure. This is usually a column which rises and falls rapidly at

the side of the screen. You have to decide at what point in the column's rise and fall you want the shot to be taken. This device gives you a sporting chance at 'hitting' the sort of shot you think the situation demands.

Microdeal's version of *Golf*, as I said, doesn't have this. Instead, all you can do is select the club or iron number that you want to take. It then allocates a 'strength' to the shot.

The graphic display of the golf course is on a hole-by-hole basis, as is the custom with such games. And there are the usual water hazards and rough off the fairway. I don't remember trees posing anything of an obstacle, so the course must be a Scottish one. The rough certainly has a lot in common with Scottish rough: you have a very slim chance of hitting a good ball out of it.

The computer usually decides that you have topped the ball or otherwise mis-hit it, and it can take a couple of shots to get back to the fairway.

Getting off the fairway in the first place would be less likely if the program didn't have a built in 'slice and hook' factor, which arbitrarily judges your drive (or fairway shot) to be off-line, from time to time.

Aiming the ball is relatively simple, and is done on the clock golf principle (that is, 3.0 is mid-screen, right, 6.0 is bottom-middle, and so on).

Once you are on the green, the scene shifts to a close up of the pin and displays the ball's position. You then have to input both the direction of the putt, and the strength of shot. This is more under your control, and one-putting becomes easier once you've played a few holes. **TH**

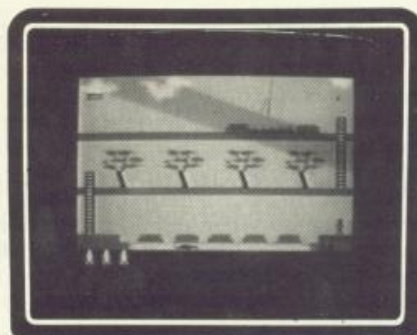
**GAME: JUNGLE TROUBLE**  
**MACHINE: SPECTRUM 16K**  
**PRICE: £6.95**  
**FROM: DURELL SOFTWARE**  
**FORMAT: CASSETTE**

In the jungle, the mighty jungle, trouble has always lurked amidst the trees. There are only four trees in Durell Software's jungle, so that it's more of a Light Savanah Trouble that's offered. Trouble it is, nevertheless.

The trees appear at the second level of the game, which has three levels in all, and which constitute an assault course which must be covered as soon as possible to reach home.

First, your man collects an axe and has to jump along a line of stepping stones across a river. If he falls in, a crocodile appears pretty snappily.

From there, a ladder leads to the



second level, and this is where the axe comes in handy. Your man has to chop down the trees in turn, a task hindered by the axe becoming blunt and a monkey coming to steal it.

If the axe gets completely blunt, you have to go back to the beginning of level one, and collect a new one. If in the course of chopping down all the trees, one hasn't fallen on him, your man climbs another ladder, and thence must swing across a pit of fire, and make an Olympic leap over a chasm which suddenly yawns open.

*Jungle Trouble* gives you three lives and four speeds to play at, and all movements of your figure are controlled by the cursor control keys, which have been well chosen.

The game is written in machine code, and it shows. It's an attractive game which offers a variety of challenges and a fair amount of initial frustration.

The graphics especially are interesting. In other games figures move about like wooden dummies on wheels, but in *Jungle Trouble*, your matchstick man runs, leaps, jumps, and falls as if in a professional animation. You can even study his leg movements.

Similarly, the monkeys are truly mischievous, they scratch their heads and tap you on the shoulder before they rob you.

In fact, attention to detail is good everywhere. The state of the axe is illustrated on the bottom of the screen, and you can watch it becoming blunter – until it looks like a rotten, gnarled tooth.

*Jungle Trouble* is amusing. It clearly demonstrates that being a Tarzan-like lumberjack is at least as exciting as being a starship commander. **WD**

**GAME: TERROR-DAKTIL**  
**MACHINE: SPECTRUM**  
**PRICE: £6.95**  
**FROM: MELBOURNE**  
**FORMAT: CASSETTE**

Pterodactyls are huge winged dinosaurs which have not put in an appearance since the close of the Cretaceous period, 65 million years ago. They used ▶85

## GAMES FOR THE SPECTRUM

Arcadian .....	£4.95	Maze Chase .....	£4.95
Escape .....	£4.95	Specvaders .....	£4.95
Gnasher .....	£4.95	3 D Tunnel .....	£5.95
Invaders .....	£4.95	3 D Vortex .....	£5.95

All 16K prices include P & P.

### ALSO:

**Spectrum:** Golf, Nightflite, Heathrow, Microchess, Backgammon, Planet of Death and many others.

S.A.E. for a full up to date list to:

**Vyajys H-K**  
11, Margaret Avenue  
St. Austell  
Cornwall

Cheques/Postal Orders payable to  
Vyajys H-K

## DRAGON/ATOM/ORIC-1

### ADD LOW-COST I/O POWER WITH A VIA BOARD

Drive extra I/O devices, from LEDs & switches to extra peripherals. Link 2 micros for data/program transfer, spool listings to a second micro to print/save etc. (see TEVLINK below).

**HARDWARE:** 6522 VIA provides 16 I/O lines + control, serial port, 2 timers, interrupt register, I/O, voltage & interrupt lines taken to 26-way IDC plug for easy connection to peripherals etc. Connectors available for Dragon and Atom. The Board may be interfaced to most other 6502/6809 micros, and may be shared between m/c's by changing the plug-in connector.

**SOFTWARE:** 'TEVLINK' package provides 2-machine parallel link (2 Boards needed), overall speed about 8K DATA bytes/second with error checking. A PRINT SPOOLER is included (only 1 Board needed): connect printer port to VIA board on receiving micro and use normal LIST/PRINT etc.

Dragon/Atom cassette .....	£7.75
Assembled board + Atom connector .....	£16.50
Assembled board + Dragon connector .....	£18.75
Dragon 14K EPROM Board: takes 3 x 4K and 1 x 2K EPROMs.	
Specify 25 or 27 series. Assembled Board .....	£15.00

### PROFESSIONAL QUALITY DRAGON SOFTWARE:

TML-DATABASE: A flexible, general-purpose data filing and retrieval program, with an "Auto-Reminder" feature for birthdays, appointments etc, plus a powerful search facility. M/code program .....

**ORIC ADVENTURE:** Tevrog's Kingdom is a real-time text adventure for the 48K Oric. It features spells, clues and problems, as well as enemies and allies - can you steal King Tevrog's Talisman before he returns? Although no two games are the same, the distribution of items around the layout is logical rather than totally random, giving a game which retains its interest even after you have succeeded several times. Excellent value for money.

Cassette .....

★ Other software and hardware available soon ★

MAIL ORDER ONLY. SEND FOR LISTS/DETAILS

All prices fully inclusive of VAT, p&p etc.



**Tevward Microtech Ltd.**

(Dept. PCG), 403 Dalow Rd., Luton LU1 1UL  
Telephone: (0582) 418906

PCG

## DUCKWORTH HOME COMPUTING

a new series

All books written by Pete Gerrard, former editor of *Commodore Computing International*, author of two top-selling adventure games for the Commodore 64 and a regular contributor to *Personal Computer News*, *Which Micro?* and *Software Review*.

### EXPLORING ADVENTURE GAMES ON THE COMMODORE 64

The complete guide to computer adventure games: playing, writing and solving them. Starting with an introduction to adventures, and their early history, it takes you gently through the basic programming necessary on the 64 before you can start writing your own games. Inputting of information, room mapping, movement, vocabulary, and everything required to write an adventure game are explored in full detail. Then follow a number of adventure scenarios, and finally three complete listings, written specially for the 64.

September £6.95

### THE BEGINNER'S GUIDE TO COMPUTERS AND COMPUTING by Pete Gerrard

Writing for the person who knows absolutely nothing about computers, and assuming no prior knowledge, Pete Gerrard introduces you gently to this exciting and fast-moving world.

This book guides you through the history of computers into the 1980s and introduces you to many of the personalities who dictate how computers will develop in the future. It comes complete with a glossary of computing terms, including all the often used 'buzz words', and even an 'alternative' computer glossary.

You may know nothing about computers or computing when you pick up this book, but by the last page you'll be thoroughly conversant with every aspect of them - you may even go out and buy one!

October £6.95

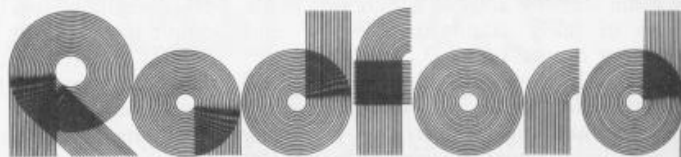
Other titles in the series include *Using the Commodore 64*, *Sprites & Sound on the 64*, *12 Simple Electronic Projects for the VIC*, *Will You Still Love Me When I'm 64*, *Advanced Basic & Machine Code Programming on the VIC*, *Advanced Basic & Machine Code Programming on the 64*, *Exploring Adventures on the VIC*, as well as *Pocket Handbooks for the VIC*, *64*, *Dragon*, *Spectrum* and *BBC Model B*.

Write in for a descriptive leaflet.



**DUCKWORTH**

The Old Piano Factory, 43 Gloucester Crescent, London NW1 7DY  
Tel: 01-485 3484



## RADFORD HIFI PERSONAL COMPUTERS

Buy one of the fabulous new Atari 600XL or 800XL personal computers from our store and you could win an Atari 1050 disc drive absolutely free

- Atari 600XL 16K £149.00
- Atari 800XL 64K £249.00
- Atari Letter Quality Printer £299.00
- Atari 4 Colour Printer/Plotter £199.00
- Atari Direct Connect Modem £TBA
- Atari CP/M Module £TBA

Plus a huge range of software to suit both business and pleasure requirements.

Sinclair Spectrum 16 & 48K always in stock at very special prices.

Check out our Spectrum Software prices. We will not be undercut.

AGENTS FOR VIC 20 and 64

**RADFORD HIFI LIMITED**

52 Gloucester Road, Bristol 0272 428247/428248

# SPECTRUM SCREEN SPECTRUM SPECTRUM SCROLL SPECTRUM

to eat fish. Now at last, they're out of retirement in *Terror-Daktil*, and boy, are they hungry.

Before the terror commences, you are in an aircraft flying over a distant land. Control of the plane is lost as you pass huge black volcanoes. The volcanoes approach like shambling blanchmanges until, to the accompaniment of sinister music, you crash, and all goes dark.

When the sun rises, the plane is lying broken like a squashed moth, by a winding river. From a vantage point on high, you notice that red blobs are building up over the horizon, into a space-invaderlike configuration. They can be shot at with a cannon which can be moved left-right, and the range of the cannonball can be altered by swinging the cannon between 45° and 73° to the horizontal.

The blobs break off to reveal themselves as *Terror-Daktils*, illustrated in detail, and flying at you with speed and an open jaw. Shooting them down in formation earns 20 or 30 points, and during attack, 100 points.

If you fail to shoot or avoid a *Terror-Daktil*, one life is lost, and you must wait till the next day when they appear afresh, after dawn. You have three lives in all, and if you can eliminate three rays of *Terror-Daktils*, you will be rescued on the sixth day.

The game describes itself as 4D – the fourth dimension being time. Since any game not involving time would be a still frame on the screen, it's an idle claim. However, Melbourne House's use of the three spatial dimensions has resulted in very sophisticated graphics.

When the *Terror-Daktils* fly at you, they increase in size and flap convincingly. Likewise the cannon-balls recede and follow convincing trajectories.

There are some strange things about this game. First, two people called Alan and Fred have got scores already built into the high score table. Second, I found that the computer itself often launches cannon-balls, without me being anywhere near the keyboard, and it went on to get a higher score than me.

A good score is over 10,000, but initial-

ly scoring is almost a matter of luck. Get as many shots in roughly the right place, and hitting something is a surprise.

Skill with this game comes slowly, which is good, but once acquired, it offers no great challenge except perseverance.

*Terror-Daktil* is an unusual variation of the vertical shoot-up theme, and it will take longer than average to tire of. **WD**

## GAME: PASS GO

MACHINE: BBC MODEL B

PRICE: £8.50

FROM: KAYDE SOFTWARE

FORMAT: CASSETTE

On the back of a box only slightly larger than a hardback novel, the blurb announces *Pass Go* as 'similar to a well-known board game, where property is bought and sold'.

The board in question, along with banknotes and green houses, is illustrated on the front cover, and unless you've been brought up by wolves in a remote forest, you'll know *exactly* what they're referring to.

Despite all this, and the game's title, you never do pass Go or collect £200. One to nine players move around a circuitous route where the familiar streets are replaced by a series of shops and hotels, as well as jail, chance, tax stops, and so on.

The bank initially owns all the property, and charges nominal sums if you land on them. Arrive at the pet shop, for example, and you're obliged to spend £40, whether or not you want an animal.

If you're lucky, the bank will offer to buy the property, but this is not automatic. If you do, you will collect substantial monies from others landing there.

In addition to property dealing, players can play the market for gold, land, or shares, the prices of which fluctuate from turn to turn. If you land at the market, why not buy land if the price is low? This, and the fact that a salary of indeterminate amount arrives randomly, means that your assets are constantly beyond your control.

Other things are different as well. Instead of going to jail for three turns or paying a fine, you may find yourself committed for five turns, and let out on good behaviour after two. If you are in debt, the bank will lend, but if the debt escalates, the bank will strip your assets systematically, without any chance of deals with the other players. Also, cheating is right out.

The object is to gain as much property, and thus as much payment, as possible, and to speculate on the commodities market, until everyone else is bust.

Your position and an inventory of your finances are shown each turn. But best of all, is actually taking the turn itself.

This is where *Pass Go* excels. In what looks like a red taxi with your name on the side, you actually drive along the street and see the various sites roll past. It's a strange pop-art town the action takes place in, where, for example, a ski shop is a pyramid with a flag on it, and Chance is a huge revolver which says 'Click, Bang!'.

Your drive is accompanied by an infectious, fruity tune. This is fine if you feel like celebrating success, but it's positively sarcastic if you're doing at all badly.

The trouble with the original board game is that if you have a few assets early on, the system is true to life, and you gain more and more. If you have initial bad luck, you're discriminated against, and then it just gets worse.

In *Pass Go*, this is accentuated, because your choices are narrowed. You can find the all-powerful bank taking all the decisions for you.

The two games are different, but the same obsessional competitive qualities dominate. This is good, and the graphics and music of *Pass Go* will give you a good ride for your money. **WD**

## GAME: SPLAT

MACHINE: SPECTRUM 48K

PRICE: £5.50

FROM: INCENTIVE SOFTWARE

FORMAT: CASSETTE

*Splat* is the sound tomatoes or small animals make when they hit a wall, and it's fairly similar to what the games packaging does to your eye. The cover has a background of silver, reflecting light in garish, spectral tones, and it demands your attention.

The game inside is worthy of this attention – it's a maze game with a difference. You control Zippy, a character that can be moved left, right, up, or down through a maze where the occasional clump of grass lies waiting to be eaten.

Thus far, it sounds like *Hungry Horace*, and indeed, the sound effects when the grass is eaten are virtually identical. Unlike *Horace*, Zippy has a maze which has many times larger than the screen.

The screen drifts randomly around the maze, and if its boundaries catch up with Zippy, he's splattered. This can happen very easily – when, for example, he's caught between a maze wall and an approaching screen wall, or if he lingers too long on a grass outcrop. **► 86**



# SCREEN SCROLL

# VIDEO CITY COMPUTERS

45-47 FISHERS GREEN RD., STEVENAGE, HERTS. TEL: (0438) 353808

## SOFTWARE FOR ATARI 400/800

### GAMES

SEA DRAGON.....	D32K.....	£25.49
SEA DRAGON.....	C16K.....	£25.49
POOYAN.....	C/D32K.....	£21.95
DIAMONDS.....	C16K.....	£14.95
KRAZY KOPPER.....	C16K.....	£14.95
SHAMUS I.....	C16K.....	£26.50
SHAMUS II.....	C32K.....	£24.95
SHADOW WORLD.....	C32K.....	£24.95
MINER 2049ER.....	R16K.....	£29.95
NIGHT STRIKE.....	R16K.....	£29.95
SPIDER CITY.....	R16K.....	£27.95
SQUISH 'EM.....	R16K.....	£27.95
SURVIVOR.....	C16K.....	£29.95
PREPPIE II.....	C16K.....	£24.95
PREPPIE II.....	D32K.....	£24.95

BANDITS.....	D48K.....	£24.95
THE DARK CRYSTAL.....	D48K.....	£27.95
MOON SHUTTLE.....	C16K.....	£21.95
O'RILEY'S MINE.....	C16K.....	£21.95
PAC MAN.....	R16K.....	£29.95
DEFENDER.....	R16K.....	£29.95
CENTIPEDE.....	R16K.....	£29.95
SERPENTINE.....	R16K.....	£29.95
SLINKY.....	C16K.....	£14.95
ATLANTIS.....	R16K.....	£29.95
AZTEC CHALLENGE.....	C16K.....	£12.50
ALPHA SHIELD.....	R16K.....	£27.95
CAVERNS OF MARS.....	R16K.....	£29.95
CAVERNS OF KHAFKA.....	C16K.....	£14.95
MR. COOL.....	R16K.....	£27.95

### GAMES

E FACTOR.....	C16K.....	£11.95
BLUE MAX.....	C32K.....	£24.95
FORT APOCALYPSE.....	C32K.....	£24.95
FINAL ORBIT.....	R16K.....	£27.95
CANYON CLIMBER.....	C16K.....	£26.50
GOLF.....	R16K.....	£29.95
DONKEY KONG.....	R16K.....	£29.95
ELIMINATOR.....	C16K.....	£17.99
GRIDRUNNER.....	C16K.....	£ 7.50
AIR STRIKE.....	C16K.....	£14.95
ZAXXON.....	C16K.....	£27.95
FAST EDDIE.....	R16K.....	£26.50
GALAXION.....	R16K.....	£29.95

All prices are inclusive of VAT + Post & Packing.

TO: VIDEO CITY COMPUTERS, 45-47 FISHERS GREEN RD., STEVENAGE, HERTS. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Cheque No. \_\_\_\_\_ for £ \_\_\_\_\_ enclosed

Please debit my credit card ACCESS/VISA No. \_\_\_\_\_

Signed \_\_\_\_\_

## VIDEO CITY COMPUTERS

Despatch to:

Name \_\_\_\_\_

Address \_\_\_\_\_

FOR ALL ENQUIRIES ON MICROCOMPUTERS AND SOFTWARE PLEASE PHONE VIDEO CITY COMPUTERS (0438) 353808.



**SPECIAL PRICE**  
**ORIC 48K**  
**£129.95** (inc VAT)  
POSTAGE & PACKING £2.00  
**LIMITED OFFER**

## ORIC SOFTWARE

Dept PCG(1), 118 Worcester Rd, Malvern, Worcs, WR14 1SS  
SPECIALIST SUPPLIERS OF ORIC SOFTWARE

## AVAILABLE NOW SOFTWARE CATALOGUE FREE WITH EVERY PURCHASE

OR send £1.00 which will be deducted from your first order

This is a Comprehensive catalogue of software just for the ORIC computer, with descriptions and titles for all the software we have available. Some of the titles are listed here.

Postage & packing 50p (1 to 7 cassettes)

AIRLINE	48K	£7.95
GRAIL	48K	£6.95
ZODIAC	48K	£9.95
JOGGER	48K	£6.95
BIORHYTHMS	48K	£5.95
FLIGHT	48K	£7.95
SYNTHESIZER	48K	£7.95
MULTIGAMES - 5 Games	48K	£7.95
MORIA	48K	£6.95
CHESS	48K	£9.95
DALLAS	48K	£7.95
ORIC BASE - Database	48K	£14.95
FORTH	48K	£17.95
WORD PROCESSOR	48K	£17.95
ORIC MON	48K	£14.95
ORIC MUNCH	48K	£7.95
HOUSE OF DEATH	48K	£9.99

(Dealership enquiries welcome - apply on letterhead)



**£149.00** inc VAT

■ Uses Easily Replaceable Ink Cartridges  
■ Includes Serial and Parallel Interfaces  
Creates beautiful graphics in red, blue, green and black, plus prints alphanumerics. Built-in commands simplify drawing and plotting. Text mode prints 40 or 80 characters per line at 12 characters/sec. Software controls additional character sizes and rotation.

Return to: ORIC SOFTWARE, Dept PCG(2), 118 Worcester Rd, Malvern, Worcs, WR14 1SS. Tel: Malvern (06845) 62467

I have a 16K Oric  
48K Oric.

Mr/Mrs/Miss/Ms.....

Address .....

My Software interests are:

Home - Business -

Games - Education -

Other (Please specify) .....

Postcode .....

Cheque enclosed .....

Please debit my Access/Visa, AMex, Dclub - with £ .....

No .....

SOFTWARE WRITERS: Lump sum or royalty payments.

Send tapes & details. (Tapes not returned unless return postage is included.)



### OMNICALC (48K Spectrum)

The best Spectrum spreadsheet you can buy. Written in machine code to be faster, to give you more space for data, and to allow more features to be included, it is guaranteed uncrashable.

- ★ 99 columns or 250 rows.
- ★ Fully prompted input.
- ★ Extensive repeat facilities.
- ★ Supports ALL Spectrum functions.
- ★ Unique iterative facility.
- ★ Totals/Sub-totals.
- + many more.

*"If more programs shared the quality of OMNICALC then we might see more Spectrums in offices"*

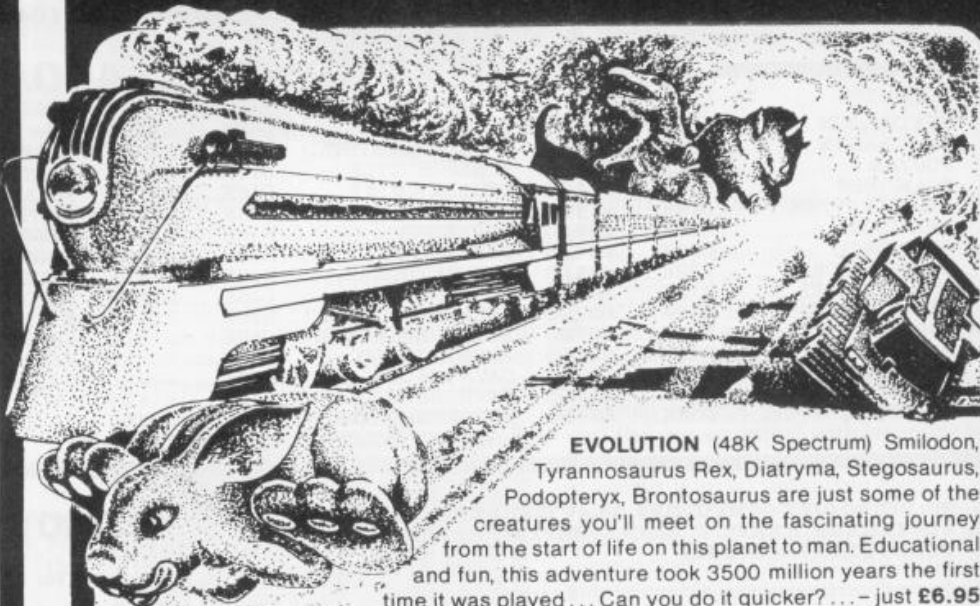
Home Computing Weekly  
3/6/83

*"It is ideal for someone who has just found the spreadsheet concept, but it is also a very powerful tool for anyone who has used one previously"*  
Sinclair User June 1983

Complete with comprehensive manual. **£9.95.**

## MICROSPHERE

72 ROSEBURY ROAD · LONDON N10 2LA  
TELEPHONE 01-883 9411



### EVOLUTION (48K Spectrum) Smilodon,

Tyrannosaurus Rex, Diatryma, Stegosaurus, Podopteryx, Brontosaurus are just some of the creatures you'll meet on the fascinating journey from the start of life on this planet to man. Educational and fun, this adventure took 3500 million years the first time it was played... Can you do it quicker? ... just **£6.95**

**CREVASSE / HOTFOOT** (Any Spectrum) Can you make it across the ice-cap whilst chasms open and close all around you... or help a hungry rabbit in a hostile world... *"Simply Wonderful"*

Sinclair User June 1983... 2 original games on one cassette - only **£4.95**

**THE TRAIN GAME** (Any Spectrum) The game that starts where model railways left off. Full graphics featuring passenger, goods & express trains; tunnels; stations; turntable bonus games; irate passengers; collisions; derailments; and everything else you expect from a major railway! - Superb value **£5.95**

## New BBC Software from

A comprehensive debugging monitor and dis-assembler on ROM for the BBC microcomputer.



SPY is instantly accessible to the programmer for inspecting, modifying, debugging and dis-assembling machine code programs. SPY has a very comprehensive set of commands supported by an excellent Users Guide.

#### SPY features

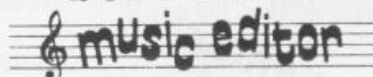
- great, easy-to-read COLOUR display
- single key commands
- hexadecimal ASCII and DIS-ASSEMBLED display modes
- SINGLE STEP and TRACE in hexadecimal and DIS-ASSEMBLED instruction modes
- access front panel with BREAKPOINTS, OSBYTE (new \*FX call added), or CTRL-F. All entry points can be enabled or disabled
- continue program execution with CONTINUE and JUMP commands
- NUMEROUS commands for locating memory including FIND byte pattern and FIND "string"
- alter memory and registers with ease
- includes FILL, MOVE, VERIFY and TYPE memory commands
- instant SPY GUIDE help page
- can inspect and repair BASIC programs with or without ASSEMBLY LANGUAGE routines
- \*LST added to operating system commands to DIS-ASSEMBLE memory to screen or printer
- ROM-based program can NOT be corrupted. Shares workspace amicably with BASIC. Uses NO USER RAM.

This is the **ULTIMATE** debugging aid for the serious programmer.

**£24.15 incl. vat**

Please enclose cash with order or an official order form

## SYSTEM SOFTWARE



Write your own compositions for the BBC microcomputer or enter tunes directly from sheet music with ease.

- full GRAPHIC display showing treble and bass staves
- VERSATILE SCREEN EDITOR with single key input
- up to 1200 note compositions on tape (600 on disc)
- SAVE your music/sound effects on disc or tape
- write in ANY KEY; sharps and flats are put in automatically
- up to 3 VOICES
- redefine up to 16 ENVELOPES
- graphically FOLLOW the amplitude/envelope, duration and pitch of each note
- HEAR the notes as you enter them

32K required disc or tape **£9.00 incl. VAT**

### Super new GRAPHICAL ENVELOPE GENERATOR

- interfaces directly with MUSIC EDITOR
- 16 special envelopes already defined
- SAVE envelopes for use in ANY program
- easy to use SCREEN EDITOR
- amplitude and frequency parameters are displayed GRAPHICALLY

32K required disc or tape **£7.00 incl. VAT**

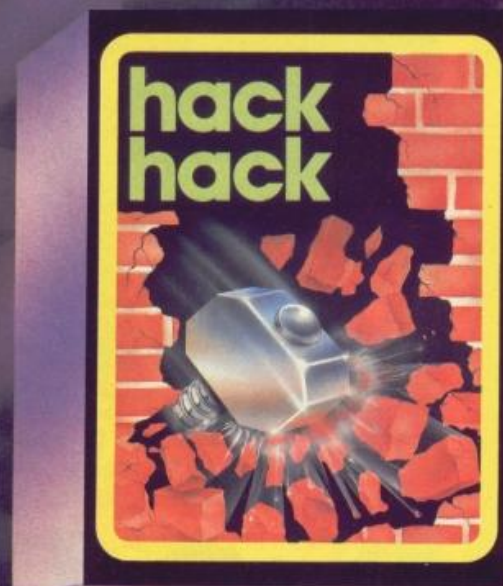


Create your own graphics characters on the screen with this versatile CHARACTER GENERATOR.

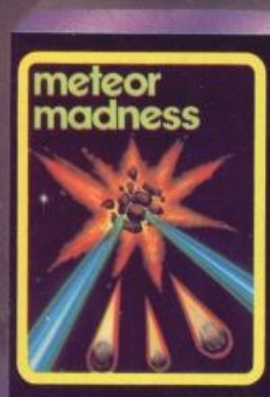
- indispensable for SCREEN ANIMATION
- complete with illustrative ANIMATION programs and 4 sample CHARACTER SETS
- SAVE character sets on disc or tape for immediate inclusion in your programs
- Lists VDU 23 commands for typing directly into programs
- Users Guide gives hints on animation and method of using 'imploded' and 'exploded' character sets
- compatible with all Operating Systems

32K memory needed tape or disc **£9.00 incl. VAT**

**SYSTEM** Dept PCG, 12 Collegiate Crescent, Sheffield S10 2BA



**spectresoft**

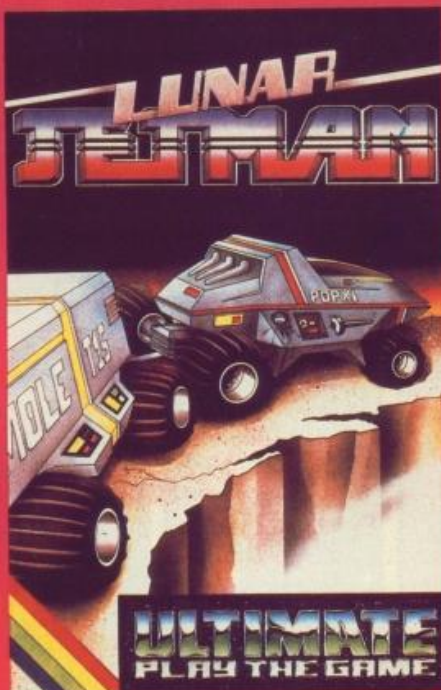


See them at your local Dealer  
**spectresoft Ltd.,**  
**19 The Broadway, Southgate, Middlesex**

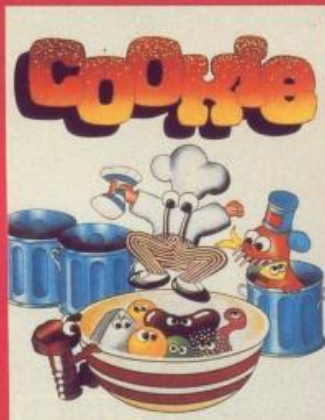
**LUNAR JETMAN** – 48K ZX  
Spectrum

**LUNAR JETMAN** – For the 48K Sinclair ZX Spectrum  
**LUNAR JETMAN** – The Ultimate Intergalactic G.A.S. (Graphic Arcade Simulation) Adventure Space Battle.

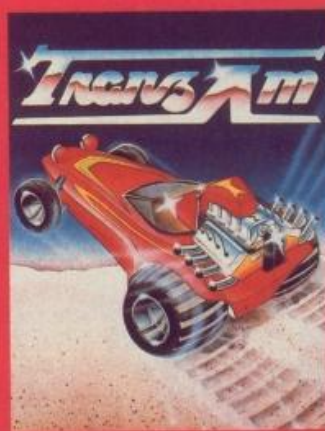
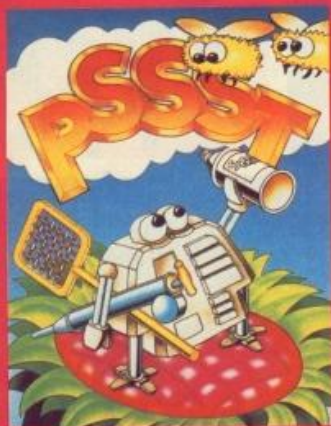
**LUNAR JETMAN** – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.  
Design – The **ULTIMATE PLAY THE GAME** design team.



**COOKIE** – 16/48K ZX  
Spectrum



**PSSST** – 19/48K ZX  
Spectrum



**JET PAC** – 16/48K ZX  
Spectrum or 8K Expanded  
VIC 20



**ATIC ATAC** – 48K ZX Spectrum

**TRANZ AM** – 16/48K ZX  
Spectrum

**ATIC ATAC** – For the 48K Sinclair ZX Spectrum

**ATIC ATAC** – The super spooky 3D horror G.A.S. (Graphic Arcade Simulation) Adventure Game.

**ATIC ATAC** – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design – The **ULTIMATE PLAY THE GAME** design team.

These games should be available from **W.H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES**, other large department stores and all good major software retailers. Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate dispatch by return, subject to availability.

**£5.50** each including VAT, first class postage and packing within UK.

Dealer enquiries welcome. Phone (0530) 411485

Post this coupon to:  
**ULTIMATE PLAY THE GAME**, The Green, Ashby de la Zouch, Leicestershire, LE6 5JU

Please rush me the following:

☐ **LUNAR JETMAN**

☐ **ATIC ATAC**

☐ **JET PAC**

☐ **COOKIE**

☐ **TRANZ AM**

☐ **PSSST**

☐ **JET PAC (8K Expanded VIC 20)**

I enclose cheque/PO for £.....

Name.....

Address.....

Post Code.....

# SCREEN SCROLL

speed of the invaders, bombs, and missiles. You can also vary the volume from 0, which is no sound at all, to 9, which is extremely LOUD.

The only thing you can't change is the speed of the saucer that moves across the top of the screen – this ambles along at a very gentle pace, and indeed, is almost impossible to miss.

You can also stipulate whether you want your targets to be invisible or



visible. Setting everything to the fastest possible speed and choosing invisible invaders makes for an interesting, if not particularly playable, game!

All in all, I found this implementation surprisingly enjoyable. It makes good use of the Oric's colour and sound, and the customisation facilities enable the user to make the game harder to play as he or she gains proficiency.

I must admit to a feeling of surprise that Invaders is still with us – it seems to have been around for decades and one would think that micro games players would want something new.

But its wide availability attests to its popularity – and, certainly, if you own an Oric, and you're an Invaders fan, then you'll enjoy playing this. **SM**

**GAME: DINKY KONG**

**MACHINE: ORIC 48K**

**PRICE: £6.95**

**FROM: SEVERN SOFTWARE**

**FORMAT: CASSETTE**

*Dinky Kong* provides an object lesson in presentation – even the fast version loaded first time, which certainly makes a change, and clear onscreen prompts guide you through loading both parts of the program and tell you which keys to use for movement.

Unfortunately the game itself proved unplayable.

*Dinky Kong* is Donkey Kong for the 48K Oric. The graphics are well designed and the sound is good. There are nine levels of difficulty, and writer Adrian Sheppard seems to have got everything right, bar one factor – and

unfortunately this factor is vital.

Movement is controlled via the cursor keys and space bar – and, on my Oric at least, it proved impossible to get the space bar to work properly unless it was pressed down with both hands.

This meant relinquishing control of the movement keys and my reactions were just not fast enough to hit the space bar correctly, and then regain control, before being wiped out.

*Dinky* – or *Donkey* – *Kong* – has been around for a while now. In this game, the player attempts to rescue a girl who is held captive by an angry gorilla at the top of a series of platforms.

To reach the distressed damsel, it is necessary to climb the ladders that connect the platforms, all the while avoiding the barrels and, in later stages of the game, fireballs that are hurled by the overgrown chimp.

In addition, there are extra points to be gained by touching the umbrellas that are scattered about, and by moving over the hearts that also appear randomly. These hearts not only score extra points, but also create gaps in the platforms through which barrels and fireballs will fall.

Once the top platform is reached, the player can move on to the next level by



pressing the up-cursor key twice in succession while positioned next to either of the two small platform legs.

Points are scored at the rate of 10 for each move, plus 500 for each heart crossed, and 800 per umbrella. The player starts with three lives, and one is lost each time a barrel of fireball hits, or if the player falls off the edge of a platform.

A bonus life is allocated at 20,000 points.

I suspect that the problems with the space bar are a peculiarity of my particular Oric – which is a pity because *Dinky Kong* looks like a lot of fun, and I would have liked to have reviewed it more depth.

I think that Severn Software and Adrian Sheppard have made a mistake

in their choice of movement keys – it would have been more sensible to have had left and right movement controlled by one hand, and up/down handled (sorry!) by the other, instead of using the Oric arrow keys, which for some unknown reason group left/down and right/up together.

All I can suggest is that you try this game out in your local shop before buying and leave it alone if you find that jumping the obstacles is impossible. **SM**

**GAME: AIRSTRIKE**

**MACHINE: ATARI**

**PRICE: £14.95**

**FROM: THE ENGLISH**

**SOFTWARE COMPANY**

**FORMAT: CASSETTE OR DISK**

This is a carbon copy of the arcade game where you fly over a mountainous landscape, bombing fuel depots and ammunition stores (an act which miraculously increases your stock of both). There are, of course, the statutory guided missiles and flying saucers.

As if this were not enough, there are what appear to be clouds in the sky which you have to fly around. Any attempt to fly through these clouds explodes your aircraft.

The occasion for all this mayhem and navigational skill is pretty standard: your planet is at war with the Planet Cyclon and you, ego-maniac that you are, have volunteered for the most hazardous mission of the war, namely a solo attack on the fortress of Gemini, 40 kilometers south of the planet's capital state of Hennon.

The distance has little significance, at least for players with my sort of reflexes, as you are bound to be hit by a rocket, or fly into a mountain avoiding same.

The graphics generated in this game are excellent. I had to take the manual's word for the existence of 'sliding airlocks blocking the way', once you have got past a certain number of missiles. But according to the close print on the cassette folder which serves as the manual, there are such things. You have to blow them open in order to proceed, and they may, it seems, be surrounded by enemy fighters.

If you fly unscathed all through the first scrolling screenful, you go to the next level, signalled by a different colour, and are handicapped by being able to take on board less fuel and less ammunition. This means, of course, that you have to be even more suicidal in your bombing.

If you enjoyed the arcade game you will have to look at a great many games programs to find a better home computer version than this one. **TH**

# ANIROG SOFTWARE



## MISSILE DEFENCE

# SPECTRUM

## ANIROG SOFTWARE

8 HIGH STREET, HORLEY, SURREY.

24 HR. CREDIT CARD SALES HORLEY (02934) 6083

PAYMENT BY CHEQUE, P.O., ACCESS/VISA

50p post & packaging

### MISSILE DEFENCE

Brings the well known arcade game to life on the Spectrum screen in glorious colours. Defend your cities from the missile attack and smart bombs. 10 skill levels.

KB/JS 16K/48K £5.95

### SLAP DAB

An exciting game based on the arcade game Painter which combines fast action with strategy. Giant insects hiding under the old paint surface are released by your paint brush. You require fast action and quick thinking to outwit them and finish the panel. The game is 100 percent machine code and HI-RES. Graphics also includes Hi-score and running score.

KB/JS 16K/48K £5.95

### GALACTIC ABDUCTORS

A stunning action packed game with superb large animated graphics. Giant Space Hawks whirl and weave in intricate patterns as they drop their deadly homing mines which will destroy your base on contact. While you are busy defending yourself the Hawks will feed on your helpless population returning only their skulls. All M/C game complete with high score table that will blow your mind with its graphics and sound effects.

KB/JS 16K/48K £5.95

### FROGRUN

Popular arcade game. All machine code with brilliant colour graphics and sound effect. Features include snakes, crocodiles, lady frogs, turtles, cars, lorries and logs.

KB/JS 16K/48K £5.95

### TINY TOT'S SEVEN

Super games pack for younger children with bright colour graphics and sound effects. Everybody's favourite Simon plus Super Snap O's and X's. Word Jumble. Bomber. Duck Shoot and Mad Drivers.

KB 16K/48K £4.95

### AVAILABLE SEPT. 1983

KONG	KB/JS	£5.95
XENO II	KB/JS	£5.95

TRADE ENQUIRIES 29 WEST HILL, DARTFORD, KENT. (0322) 92518

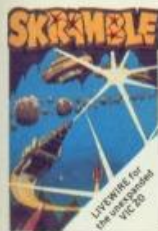
**“robustness and reliability were excellent... a really good feel to the action... a pleasure to use... not one game failed to load... nice professional... I like it... very impressed”**

EXTRACTS: J.D. COLLINS  
GIANT TEST VIC COMPUTING  
(Vol. 2 Issue 5 June, '83)

# DON'T JUST TAKE OUR WORD FOR IT!

## SUMLOCK MICROWARE

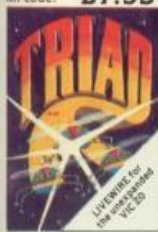
### SUPERB SOFTWARE FOR THE VIC 20



**SP.01 SKRAMBLE**  
Destroy the enemy installations and missiles in their underground silo. Joystick or keyboard.  
M/code. **£7.95**



**SP.02 JUMPIN JACK**  
Cross a busy road and treacherous river to get Jack home. Joystick or keyboard. Multi-colour Hi-Res Gr.  
M/code. **£7.95**



**SP.03 TRIAD**  
Defend your base against the suicidal fleets of alien hoverships. Joysticks or keyboard.  
M/code. **£7.95**



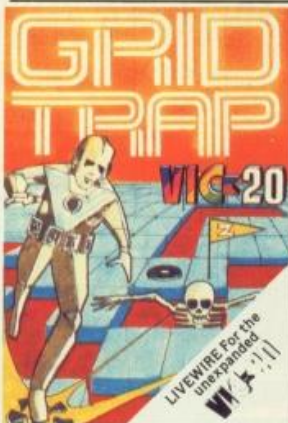
**SP.15 SCORPION**  
Destroy the poisonous cacti and deadly scorpions to survive. Joystick or keyboard.  
M/code. **£7.95**



**SP.06 ASTRO FIGHTERS**  
A space duel played by two players at once. Requires Joystick.  
M/code. **£6.95**



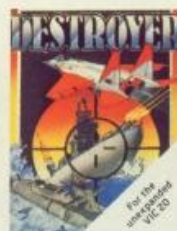
**SP.07 CHOPPER**  
Attack and destroy the enemy base but watch out for guided missiles. Joystick or keyboard.  
M/code. **£6.95**



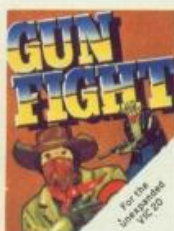
**SP.04 GRIDTRAP**  
Your man has been placed on a grid of traps which open after he walks over them. Defuse the time bombs in less than 60 seconds. Further hazards are presented by a series of mines scattered around the grid which cannot be walked on and a wandering 'BOOT' which must be avoided. The more you play this one the harder it gets. bonus life 100,000 points. Programmed in Machine Code. Hi-res Colour Graphics and novel musical sound effects.  
Joystick or keyboard control. **£7.95**



**SP.16 MULTITRON**  
Lightning responses are demanded when manning your Starfighter through what can only be described as the biggest alien encounter of all time. Use your laser cannon, destroy or be destroyed. The Cosmic Phoenix, Space Turtles, Star Hoppers, Tri-Missiles, Warp Stingers, and Meanies defend the space lanes in wave after wave of invasion action... The ultimate journey now awaits you... The winding space corridor! Hi-res colour graphics. Sound effects.  
Joystick or keyboard. M/code. **£7.95**



**SP.08 DESTROYER**  
Battle against Sea Air attack with the destroyer H.M.S. Victory. Joystick not required.  
M/code. **£7.95**



**SP.09 GUNFIGHT**  
Duel with a deadly hombre in a western shootout play the computer or 2nd player. Joystick or keyboard.  
M/code. **£6.95**



**SP.10 SPACE RESCUE**  
Pilot your rescue craft through the asteroid belt and save the stranded crew. Joystick or keyboard.  
M/code. **£6.95**



**SP.13 STARSHIP ESCAPE**  
A compelling and exciting real time graphic space adventure game. Joystick or keyboard.  
M/code. **£9.95**

### ... AND THE COMMODORE 64

**LW01 SKRAMBLE** Enhanced features. Hi-res graphics. Sprite graphics. Synthsound. No. 2 option. Pixel plot graphics. Screen scroll. **£8.95**

**LW02 JUMPIN JACK** Enhanced features. Hi-res multi-colour graphics. Sprite graphics. Synthsound. 2 Player option. Lady Frog. Crocodiles etc. **£8.95**

**LW03 TRIAD** Hi-res graphics. Sprite graphics. 2 Player and game level option. **£8.95**

**LW04 GRIDTRAP** Hi-res graphics. Sprite graphics. Synthsound etc. **£8.95**

**SP.17 AT THE CIRCUS**  
Requires 3K or more expansion Educational adding and subtracting program for 4-8 year olds 3 Levels animated graphics. (not illustrated) **£5.95**

**SEND FOR YOUR SUMLOCK MICROWARE NOW OR FOR A FREE BROCHURE AND YOUR NEAREST DEALER INFORMATION**

**SP.12 PUZZLE PACK**  
A compendium of six intriguing puzzles and games for all the family. **£6.95**

**SP.14 DATA PACK**  
A three program data file handling utility package and combined educational quiz. **£8.95**

AMERICAN EXPRESS

BARCLAYCARD

Access

VISA



**061 834 4233**

# SUMLOCK MICROWARE

198 Deansgate, Manchester, M3 3NE.

AVAILABLE FROM GOOD COMPUTER DEALERS AND BOOK SHOPS NATIONWIDE INCLUDING: WILDINGS, SHERRAT & HUGHES, JOHN MENZIES. OVERSEAS EXPORT ORDERS ON APPLICATION. ALL SOFTWARE IS FULLY GUARANTEED. PRICES INCLUDE POSTAGE & PACKING.

PLEASE SEND ME THE FOLLOWING MICROWARE (QUOTE NOS.)

I ENCLOSE CHEQUE / P.O. £

TO: NAME

ADDRESS

DPT. NO. VC51

# BOOK A TEST FIGHT TODAY!

## MISSION IMPOSSIBLE



on OFF

## ARMAGEDDON



on OFF

## EXTERMINATOR



on OFF

## BRAIN DAMAGE



on OFF

You'll have a REAL fight on your hands when you tackle our new games.

They're all-action games designed to push your senses to new limits. Take "Brain Damage"; trapped in your computer's micro-circuits you'll need all your resources to defeat the CPU's electron panzers ... and if they don't get you, the Rogue Programs will.

When you get your breath back you'll be running for your life again in "Exterminator". Transported into the future you'll find that earth is a very different place. Robots rule the world and the human race is almost extinct, there's only one family left. You have to save them ... but hurry you don't have much time.

Sitting in defense command, your hands poised at the controls, you scan the sky for activity knowing that it will shortly erupt. "Armageddon" is about to begin ... only YOU can save the last six cities.

If you're still in control of your senses you can try your hand at rescuing the miners trapped on Titan ... easy you think! Ride your ship through the mini-meteor storm and pick up the men. But you didn't reckon on the corporation spaceships making this "Mission Impossible".

Book your test flight today. Buy any of Silversoft's new games and find out if you're really in control.

To: Silversoft Ltd. London House, 271/273 King St, London W6

Please send me .....

I enclose a cheque/postal order for: .....

Please debit my ACCESS No .....

Name .....

Address .....

All games run on any ZX-SPECTRUM and cost £5.95, write today for full details of our complete range of software.

**Selected titles are available at W.H. SMITHS, BOOTS, JOHN MENZIES, and at all good computer stores.**

# COMMON MODE 64 • VIC 20 VIC 20 • COMMODORE 64

## SCREEN SCROLL

**GAME: SUPER DOGFIGHT****MACHINE: COMMODORE 64 +****JOYSTICKS****PRICE: £9.95****FROM: TERMINAL SOFTWARE****FORMAT: CASSETTE**

Day breaks over the verdant French countryside and all is silence, save for the rumble of distant artillery fire and the discreet hum of a Commodore cassette recorder loading another piece of 64 software.

You are the famous World War I fighter pilot waiting for the program to load, giving all the while your opponent the evil eye. Terminal Software have decided to move their game arena back 70 years to the scene of the fierce dogfights in the air. For once your opponent is not the flying ace Baron von Z80, but whoever you choose to humiliate with your innate game playing skills.

But be warned: this is one of the few games where tactics are as important as your reflexes and your hyper-active thumb.

The action takes place in the centre of the screen with white clouds fringing the edges, and two planes bank to and fro, jockeying for position, and the kill. Unlike most popular games, the fire button does not allow for mindless fast fire, and requires careful aim before each shot.

The excellent sound effects add to the general feel for the game, and I would recommend it as a very compulsive and rare two-player game. **EF**

**GAME: GRIDRUNNER****MACHINE: VIC 20 + JOYSTICKS****PRICE: £5.00****FROM: LLAMASOFT****FORMAT: CASSETTE**

One hundred and fifty years hence a job with the electricity board will involve not only reading meters, but an ability to seek out and destroy alien droids.

But the compilers of *GridRunner* can't wait that long. In it, you are in command of a spaceship operating in a power grid which is infested by alien droids, and your aim is to ensure they do not enjoy their stay. You are armed with a plasma cannon to help get this message across.

The basic concept of this fast moving game is similar to the popular arcade game *Centipede*, with the base ship having two degrees of freedom to attack and avoid the descending droids. The droids appear in chains which scurry left to right descending as they do.

In order to 'zap the grid', you must destroy all the droids which will earn



you an extra ship. Life is, however, never that simple, and there are three distinct dangers for our futuristic LEB man.

The first is being rammed by a droid which will result in the loss of your ship, and you will have to use your manoeuvrability to its full to avoid this.

The second danger comes from those friends of the aliens, the X/Y Zappers, who move along the edges of the grid, zapping away on a fixed and fortunately predictable cycle.

The last threat comes from a pod, a pod being what is left when you blast a droid segment. These little beasties stay where the droid was hit and grow old, and doubtless bitter, for a certain age. Then they send a bolt of energy vertically down the grid with the sole aim of returning the favour of their recent blasting.

All three of these dangers can be avoided once they are understood, and a good rule of thumb is to keep on the move within these areas you see as safe.

This is a very fast moving game which demands fast reactions and cool head. The graphics are excellent, and there is a good, 'chunky' blast from the ship's cannon. All in all, a most enjoyable game, but not for those with heart problems. **EF**

**GAME: FALCON PATROL****MACHINE: COMMODORE 64****PRICE: £6.95****FROM: VIRGIN****FORMAT: CASSETTE**

If your idea of sandy, palm tree-ed lands involves a pool, sunbathing, and a pint of draught pinacolada, this is not the

game for you. You must be sober and have all your wits about you to stand any chance of lasting more than 30 seconds in this fast moving aerial combat game.

The moment the software has finished loading, you will be struck by the very high quality of the 3D effect graphics and the imaginative use of background sound effects.

As the pilot of an interceptor fighter, you must defend your city from straffing fighter bombers, which fly past at a tremendous rate with a very impressive roar. To give you some chance of scrambling in time, you have a radar plot in the bottom of the screen, which shows the targets as bright dancing dots (similar to the arcade game *Defender*).

With limited fuel and ammunition, you must use your skill to clear the skies of hostile craft before landing (a tricky manoeuvre) to refuel and re-arm. Should you hang around for any longer than is necessary, you get a practical demonstration of the big bang theory, as your craft is reduced to its component parts by a passing fighter.

For the really excellent use of graphics, I would award this game full marks, and it is by far the best Virgin has produced yet. **EF**

**GAME: SOOPER FRUIT****MACHINE: COMMODORE 64****PRICE: £5****FROM: COMMODORE****SOFTWARE****FORMAT: CASSETTE**

Oranges and lemons say the bells of St Clements. Oranges, pears, cherries, and bars say Commodore Business Machines.

Yes folks, it had to happen, the 64 has got its own one-armed bandit package, complete with nudge, hold, and the bell, bars, and orange family.

There is, I am sure, something very significant about one game machine imitating another, but I leave you to work out what exactly it is.

Having never been a bandit addict, I invited a couple of lager swilling experts who found it much to their liking, noting that it would be possible to rest a pint on top of the monitor.

Personally, I find the concept of gambling without money rather fruitless, but the interest shown by the masses, suggests that once you have got this bug, nothing short of a stiff dose of penicillin will cure you.

The graphics are perfectly adequate, but even I missed the satisfying clunk of the wheels, not to mention the rewarding spitting noise the pub machines produce when forced to cough up. **EF**

Ask your dealer  
about these exciting  
new Galactic Series 2000  
2nd Generation games.

# 20 COMMODORE 64 HOME COMPUTERS TO BE WON

ALTERNATIVE PRIZES  
OF DISK DRIVES OR  
PRINTERS FOR  
WINNERS WHO ALREADY  
OWN CBM64's

## PLUS 100 RUNNER UP PRIZES VIC20/CBM64 OR DRAGON JOYSTICKS

Galactic Software are giving away all these prizes to the lucky number winners, anyone who buys a Galactic Series 2000 game before Christmas could win!

For YOUR chance to win a prize simply fill in the entry form with your guess at one of the lucky numbers and send to us with the bottom right corner of the cassette cover of any Galactic game OR send your entry together with your order for any game. Our computer has chosen 120 random numbers between 1 and 10,000, one for each prize. The closest guess to each number wins the prize.

Closes Dec.24th 1983. A list of all the winners will be available.

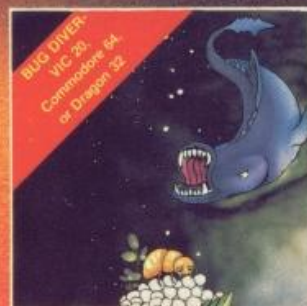
In the future... in a galaxy far, far away a second generation of games was created. They were time warped back to our dimension for you to experience. NOW.

The Galactic Series 2000 is here at last.. Games for the VIC 20, Commodore 64 and Dragon 32.

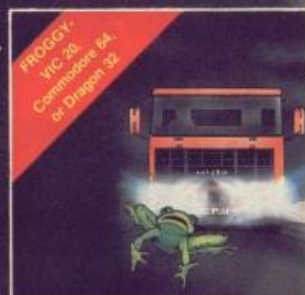
All series 2000 games are only £5.50 each. Money back guarantee.

Unexp. VIC20 games - Keyboard or Joystick.  
Commodore 64 games - Joystick control.  
Dragon 32 games - Keyboard control.

**Bug Diver:** In this fast paced addictive arcade game, as a mere beetle you've gotta be fast to outswim the merciless bug eating fish while stealing their precious eggs.



BUG DIVER-  
VIC 20,  
Commodore 64  
or Dragon 32



FROGGY-  
VIC 20,  
Commodore 64  
or Dragon 32

**Froggy:** Incredible animation in this high performance graphics experience. Frogs, trucks, cars, boats, logs, turtles and lilyponds all combined to give your brain a real workout.



ROBOT  
MOUSE- VIC 20

**Robot Mouse:** In this futuristic arcade game you collect atomic cheese from the floor of the space maze avoiding the mean malfunctioning robots who will on contact.



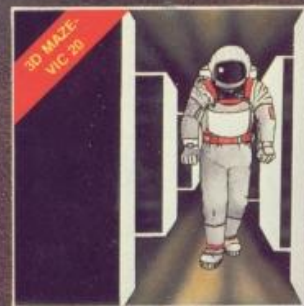
NEUTRON  
ZAPPER- VIC 20

**Neutron Zapper:** You pilot one of the best space ships ever built, but that's no protection in this galaxy. Your survival depends totally on the speed of your reflexes.



SPACE  
SHUTTLE- VIC 20

**Space Shuttle:** Test your reflexes to the max as you attempt to rescue psychopathic scientists from the moon. Beware of the hazardous space fragments in this hectic challenge.



3D MAZE-  
VIC 20

**3D Maze:** The ultimate maze game features brain power not fire power. A visually breathtaking 3 dimensional display with a tormenting time factor as the 4th dimension.

ALL GAMES ONLY £5.50 EACH

## Galactic Software

Dealership enquiries contact 04605 5161.

Galactic Software, Unit 7, Larchfield Estate, Dowlsh Ford, Ilminster, Somerset. TA19 0PF. Tel:(04605) 5161.

Tick the appropriate box.  
☐ Enclosed is the bottom right corner of a Galactic cassette cover.  
☐ Please send me the following game(s) at £5.50 each  
☐ Frogger ☐ Neutron Zapper  
☐ Bug Diver ☐ 3D Maze  
☐ Space Shuttle ☐ Robot Mouse  
My computer is  
☐ VIC 20 ☐ Commodore 64 ☐ Dragon 32  
Here is my guess at one of the numbers

I enclose cheque for the sum of £

or my Access no. is

Name

Address

PG 1

Please send to Galactic Software, Unit 7, Larchfield Estate, Dowlsh Ford, Ilminster, Somerset. TA19 0PF.

# MANIC MINER

IN EACH ISSUE OF **PC GAMES** WE WILL BE PICKING A STAR OF THE SMALL SCREEN.  
WHY NOT DROP US A LINE TELLING US ABOUT **YOUR** FAVOURITE GAME?



Within a few weeks of release, *Manic Miner* was the best-selling computer game in the country, and deservedly so. Everything about the presentation of this strange underground tale spells quality – the opening scene depicts an idyllic summer's day, while the Spectrum BEEP's out a bit of Tchaikovsky, and a piano keyboard is shown, with the keys moving in time to the music.

The *Manic Miner* of the title is a chap called Willy, who, for reasons best known to himself, goes prospecting around Surbiton. Here, he stumbles on an ancient mineshaft, in which is evidence of an ancient civilisation.

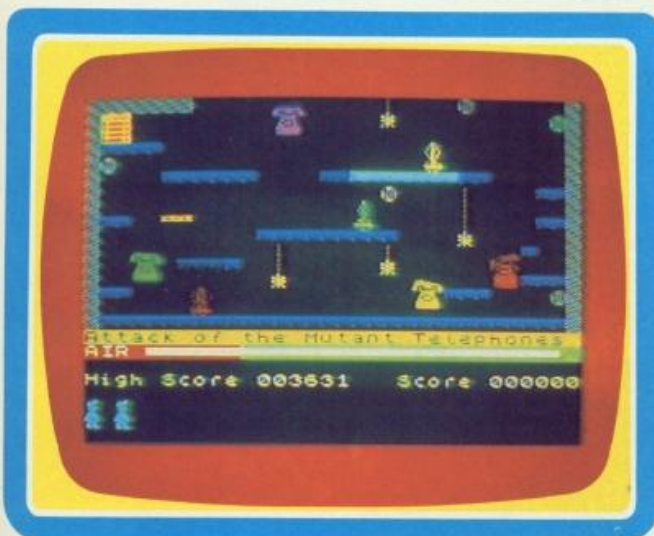
This civilisation used automata to mine the raw materials for its industry, and after a war which wiped out all the



combatants, these machines have continued working miles underground, accumulating riches beyond belief.

Willy realises he's struck it rich – all he has to do is get the goodies to the surface. But that's not so easy, not with poisonous pansies, spiders, slime, and manic mining robots to contend with. All the while avoiding these nasties, Willy has to collect the keys that are needed to reach the next level.

The graphics are a lot of fun, and Bug-Byte has given a choice of keys for movement, but it would have been nice to have a joystick option. The best thing about the game is its off-the-wall humour and references to other games – Willy finds himself battling penguins and mutant telephones (better than



camels, eh Jeff?), a Kong Beast makes an appearance, and there are attacks from ferocious toilets in Eugene's Lair (Eugene Evans left Bug-Byte for Liverpool rivals, Imagine).

*Manic Miner* is a fine example of the talent and imagination that goes into producing computer games these days. The Spectrum is particularly well served in this respect – something about Clive's (Sir Clive – Ed) little wonder seems to attract the best programmers (maybe it's something to do with the potential financial reward!). We've come a long way from *Pong* and *Space Invaders*, and *Manic Miner* is an indication of just how far. Superb. SM



# SPOT THE DIFFERENCE!

Choosing which game to buy from the mountain available is a difficult job, especially when everyone claims to produce the best on the market. But how can you tell the best from the rest? To help you decide, read on. . . .



What the real critics say. . . .

Very rarely have software titles produced such universal acclaim as 'Halls of the Things' and 'The Dungeon Master'. Now, with three brand new programs, Crystal continues to set the standard of software excellence. The difference is obvious - the choice is yours:

The Best or The Rest.

## THE DUNGEON MASTER

Let your Spectrum be your guide in a totally new dimension in adventures in the true spirit of traditional role playing games where YOU design the scenario.

"I have been a Dungeons and Dragons fan for several years...The package provides excellent entertainment for all fans of the cults and should prove a good introduction to the game".

....Sinclair User.  
"Highly recommended for its versatility, originality and quality. Definitely well worth obtaining".

....ZX Computing.  
**ZX Spectrum 48K £7.50**  
Written by Graham Stafford.

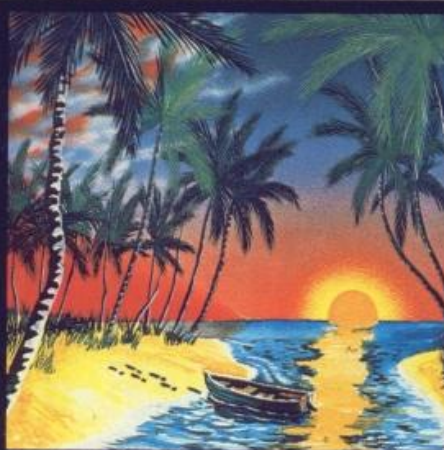


## HALLS OF THE THINGS

A stunning multi-level maze 'arcade - adventure'.  
"Excellent and dangerously addictive - could change the Spectrum games scene overnight".  
....Sinclair User.

"Spectacular - One of the best games I've seen, finely balanced between simplicity and addictiveness - superb graphics and colour - I CAN'T RECOMMEND IT HIGHLY ENOUGH".  
....Popular Computing Weekly.

**ZX Spectrum 48K £7.50**  
Written by Neil Mottershead, Simon Brattel and Martin Horsley.



## THE ISLAND

The ultimate test of logic and deduction! Can you solve the hidden mysteries of the South Pacific Island on which you have been stranded - and escape alive! A brilliant classic style adventure game to fascinate and frustrate you for months!

**ZX Spectrum 48K £7.50**

Written by Martin H. Smith.



## INVASION OF THE BODY SNATCHAS!

At last! a version as fast and furious and as frustratingly addictive as the arcade original. Landers, Mutants, Bombers, Pods, Swarms and much much more combine to produce the ultimate space game!

**ZX Spectrum 48K £6.50**

Written by Simon Brattel and Neil Mottershead.



## ROMMEL'S REVENGE

A brilliant interpretation of the most visually stunning arcade game of all time. Superb high resolution 3D graphics with full perspective plus a host of new and exciting features make Rommel's Revenge the most spectacular game ever produced for your Spectrum!

**ZX Spectrum 48K £6.50**

Written by Martin Horsley.



Please Supply:

Invasion of the Body Snatchas ☐  
Rommel's Revenge ☐ The Island ☐  
Halls of the Things ☐ The Dungeon Master ☐  
Catalogue (please enclose SAE 6in. x 9in.) ☐

I enclose cheque/PO for.....

NAME.....

ADDRESS.....

Please send SAE for our latest catalogue and details of our forthcoming software.  
Catalogue FREE with every order. P&P included.  
Please add £0.50 per item for overseas orders.

Please make cheques/PO's payable to:

CRYSTAL COMPUTING  
2 ASHTON WAY  
EAST HERRINGTON  
SUNDERLAND SR3 3RX

**DEALERS!** For details of our excellent dealer discounts (including export) ring Chris Clarke on 061-205 6603.

**PROGRAMMERS!** Written any good software? send it to us for evaluation and details of our excellent royalty scheme.

SO YOU  
WANT A  
GAME OF

# CHESS

THERE'S PLENTY OF CHOICE, SAYS TONY HARRINGTON



Kieren Phelps

**A**long with all the mutations of space invaders and adventure-type games now being produced for home computers, there are an increasing number of good quality cassette and cartridge based chess programs.

These programs represent a very cheap way of turning a home computer into a reasonable chess playing partner. They cannot provide quite the same feel for the enthusiast as a dedicated chess computer. The dedicated chess machine has the advantage of offering a real chessboard and good solid pieces, instead of graphics. But the cassette or cartridge based program has the overwhelming advantage of price on its side.

The quality of play and the number of features offered vary widely from program to program. And since the programs tend to be specific to particular computers, you might find that you are stuck with a package, at this point in time at least, that is somewhat poorer than one

running on a different make of machine.

Spectrum owners are by far the best served as far as choice is concerned. There are already at least four different versions of chess programs on offer from different suppliers. Artic Computing has had programs available for the ZX81 and the Spectrum for a while now.

Artic's program is not particularly strong. At last year's 3rd European Computer Chess Tournament, at the PCW Show, it was the only personal computer program to enter, and it came second to last, out of a field of 12.

But as Richard Turner of Artic points out, Spectrum Chess was somewhat ground under at the tournament by the size of some of the processors it was competing against. The program suits the weaker player, and has a very pleasant graphics display.

The latest version, *Spectrum Chess II* has three options from which the user has to select one as soon as the program is loaded. These three are 'PLAY, ANALYSE, OR LOAD'.

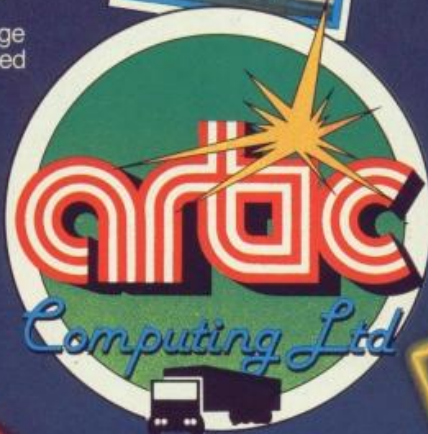
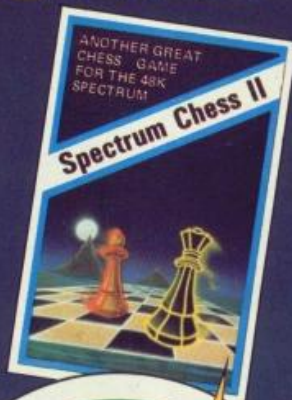
To take the third option first, this provides the chance to load a previously saved position. Typing in 'A' for the second option allows you to set up a position which the machine will then analyse, and 'P' sets up the board for the start of a game.

There is a wide choice of playing level (which sets the 'strength' at which the program will play - within the overall limitations of the program's design). Basically, the longer any chess program has at its disposal to search for moves, the better it can be expected to do. *Spectrum Chess II* can have its move speed set at anything from one second to 16 hours. The time is keyed in as seconds, and the time limit for a game must be at least a three digit number (that is 100 seconds).

Whatever level you choose, you can cut down the computer's playing time by pressing 'P' again. This forces it to play the best move it has found so far. This, or a variant on it, is standard to very nearly all computer chess ► 101

## NEW

Non-speaking version. Spectrum Chess £8.45



**NEW**

Very popular machine code program,  
with six levels of play and analysis  
option.

[illegible]

\*Please delete or complete as applicable

**Send S.A.E. (9 in. x 6 in.) for FREE catalogue of our wide range of programs**

programs, and it caters nicely for the impatient player, who wants the computer to get on with it!

As with all the home computer chess programs I have seen, the notation used to record moves is algebraic. Each square on the board is represented by a letter and a number (A to H along the bottom of the board, and 1 to 8 up and down the side, running from White's Queen's Rook to Black's Queen's Rook - White's King, for example, is at E1 at the start of the game).

The program, of course, has a graphics representation of the pieces, and these are moved from square to square by entering the co-ordinates of the square a piece has to move to. A King's pawn opening, for example, is entered as 'E2 E4'.

Invalid moves provoke a message telling you that the move is invalid. This has also become a standard feature of chess programs, and is of great help to beginners, since it prevents them from confusing Knights' moves with Rook's moves, and so on.

*Spectrum Chess II* will also recommend moves when it is the player's turn to move, if 'M' is typed in. The game can be stopped and stored on to cassette at any point by typing in 'T' (provided the cassette recorder is properly connected, of course). The program allows castling on either wing, and recognises *en passant* pawn captures.

One of the attractive features of the Artic chess modules is that they are able to use the ZX81 and the Spectrum's facility to print whatever is on the TV screen directly on the printer. In this way, users can at any time take a diagrammatic representation off the screen. As any chessplayer will know, games often turn up positions, such as the start of a good attacking combination, that have an interest in their own right. This is done by pressing 'Z'.

One weakness is that the original versions of the program did not - and I believe the present version still does not - recognise the '50-move/draw' rule. This is the rule that, if no pawn has been made, and no piece or pawn captured, in 50 moves, the game is an automatic draw).

At any time, pressing 'O' will print all the moves made so far either on to the screen, or on to the printer, if the latter is present. Up to 20 moves a time are shown on the screen.

There is a fairly complicated set of instructions for setting up positions on the board in analysis mode. Space precludes a full description of the precise way of going about this, but it is not as satisfactory as that in some other programs, such as the Cyrus chess program examined below. This latter has the ideal way of setting up a graphics-type chess board via the cursor arrow keys, as we will see.

Further details on *Spectrum Chess II* from: Artic Computing, tel: 0482 75284.

Psion also offers a chess program for the Spectrum called, not surprisingly,

*Chess*. This program has nine levels of play, and is written in machine code. It runs automatically as soon as it is loaded, and the first thing the player sees is a graphically displayed chess board.

Once again, you have the option of either selecting 'P' for play, or choosing to set up the board differently. The program is roughly at the same strength level as that of Artic, though if anything, the instructions which come with the cassette are even briefer.

This is a false economy, as a reasonable manual can be a great help to a beginner. But for the price of the cassette, (to be inserted later) there is little point in grumbling.

In many ways this program is very similar to Artic's. Pieces are moved by entering the co-ordinates of the to and from squares (without the space required by the Artic program) and all legal moves are allowed. 'T' will once again save unfinished games to cassette, and 'Z' will copy the screen to a printer.

One major difference was that in



analysis mode, instead of a series of complicated inputs for each piece that you want to place on the board, you can use the cursor (5,6,7, and 8) to move a flashing cursor around the screen. Pressing the letters K, Q, N, R, B, and P place the King, Queen, Knight, Rook, and so on, on the square on which the cursor is at that time. 'C' clears the board completely, and 'X' takes you back to the main program.

There are at least two other chess programs for the Spectrum, one by Intelligent Software, and one by CompuSense. These will be reviewed along with other chess programs in the next edition of *Personal Computer Games*.

Audiogenic has a chess program which runs on the Vic 20, and on the Commodore 64. Called *Grandmaster*, this program comes in a neat box, and despite being cassette based, has a small, stiff-covered manual. The manual starts out by making the immodest - and as far as I am aware, untested - claim to be the 'world's strongest chess program for home computers'.

Compared to the brief, back-of-a-cassette-wrapping 'manual' provided by the two packages we have looked at so far, this has eight written pages of instruction. It aims at both the beginner and the experienced player. The begin-

ner will find the rules of the game in Chapter 5.

The Vic 20 version needs an BK expansion cartridge. Moving the pieces is done by entering square co-ordinates as for the other programs, and as with those, you can choose whether you want to play black or white. Illegal moves are blocked by the program.

One curious feature is that the cursor arrow keys are used to move the whole board about the screen, if it happens to be loaded out of position.

The program can play against itself (command 'F2') and you can set up to 8 foreground and 16 background colours, as well as 8 border colours.

There may be chess players who are more bound up with the appearance of the set than they are with the game. This type of player will appreciate this feature; others may find it somewhat irrelevant. (There is also a command which will turn your board display into a 'colour spectacle'...)

Moves can be 'taken back', and you can ask the program what move it would play in your place. There are nine playing levels, ranging from five seconds to two hours, plus a 'postal chess' level where the machine will compute for as long as it deems necessary.

Atari have a chess program, by Larry Atkin (*Chess*, £34.95) which comes on disk. On the face of it, this looks like a very good home computer chess program. I didn't have time to play a lengthy game against it, but was highly tempted. In a 'lightning' game, it performed very well.

Atari's *Chess* has all the features that one expects of a good chess program. It will recognise all legal moves, including castling and *en passant* pawn captures. And, unlike some commercial dedicated chess computers, this program will declare a draw either on the 50-move rule, or when neither side has sufficient material to force a win.

One thing the program will not do, and I regard this as a real blemish, is to allow pawns that reach the eighth rank to be promoted to a piece other than a Queen. It always forces you to take a Queen. The manual suggests that if you want to 'look at a complex end-game where you have knight promotion, for example, you should use the "change" facility to put a knight on the square.'

This is not the point though, since occasions do arise when, if the computer is not itself considering promotions other than Queen promotions, the game result will be false. These are pretty rare occasions though, so unless you are an utter purist, I wouldn't let this little flaw bother you too much.

There are 17 levels of play, and the program has a large number of features, including an opening library of over 7,000 moves, and the ability to replay a whole game.

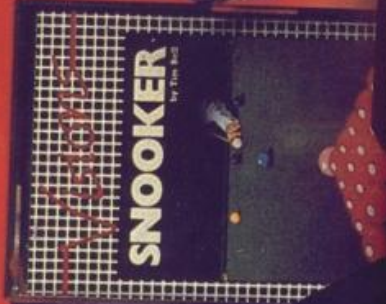
The manual not only has the rules of chess, it also has an interesting section on the game's history, and some good advice on strategy and tactics. ■

# Visions SOFTWARE

DARE DEVIL DENNIS £7.95p  
BBC MODEL B



SNOOKER £8.95p  
ZX SPECTRUM BBC MODEL B  
VIC-20 3K COMMODORE 64




RAPIDES £5.95p  
ZX SPECTRUM




SCIFILE £24.95p  
ZX SPECTRUM





STAR WARRIOR £6.95p  
ZX SPECTRUM



SHEER PANIC £5.95p  
ZX SPECTRUM



PITMAN 7 £6.95p  
ZX SPECTRUM

# HARDER THAN YOU THINK

It's not easy being a young company breaking into the challenging world of home computer software. It's not easy producing the kind of games that are going to test the mental agility of a new generation of sophisticated gamers.

But **Visions** have done both.

Their new range of home computer games are tough to programme, tough to produce and tough to play.

They're the most exciting development in the ever changing world of home computer games. And they're available now.

Of course you can stock the soft option.

Don't. Stock the tough one. Stock the big one.

Stock **Visions**.

FANS PLEASE NOTE! ALSO AVAILABLE MAIL ORDER  
FROM VISIONS (SOFTWARE FACTORY) LTD  
1 FELGATE MEWS, STUDBAND STREET, LONDON W6  
TELEPHONE 01 748 7478



- This is an entirely new computer system. It was designed with both eyes fixed firmly on the future. So that whatever shape the future takes, we'll be able to fit it into the system. Just as simply as the peripherals and software already available fit into the system. That way, the system will grow with you. And you'll never get left behind.

- Based around the Z80A microprocessor, and utilising Microsoft™ BASIC, Aquarius™ has 8K ROM and 4K RAM resident within its console. It is able to provide up to 16 colours and resolution of 320x192, and generates its sound directly through the television's speakers.

- With twin cartridge ports, the mini-expander allows simultaneous use of additional RAM and software cartridges. Twin disc game hand controls are included and the unit provides two additional sound channels. The 16K RAM cartridge plugs into either the console or the mini-expander, increasing Aquarius™'s RAM capacity to 20K.

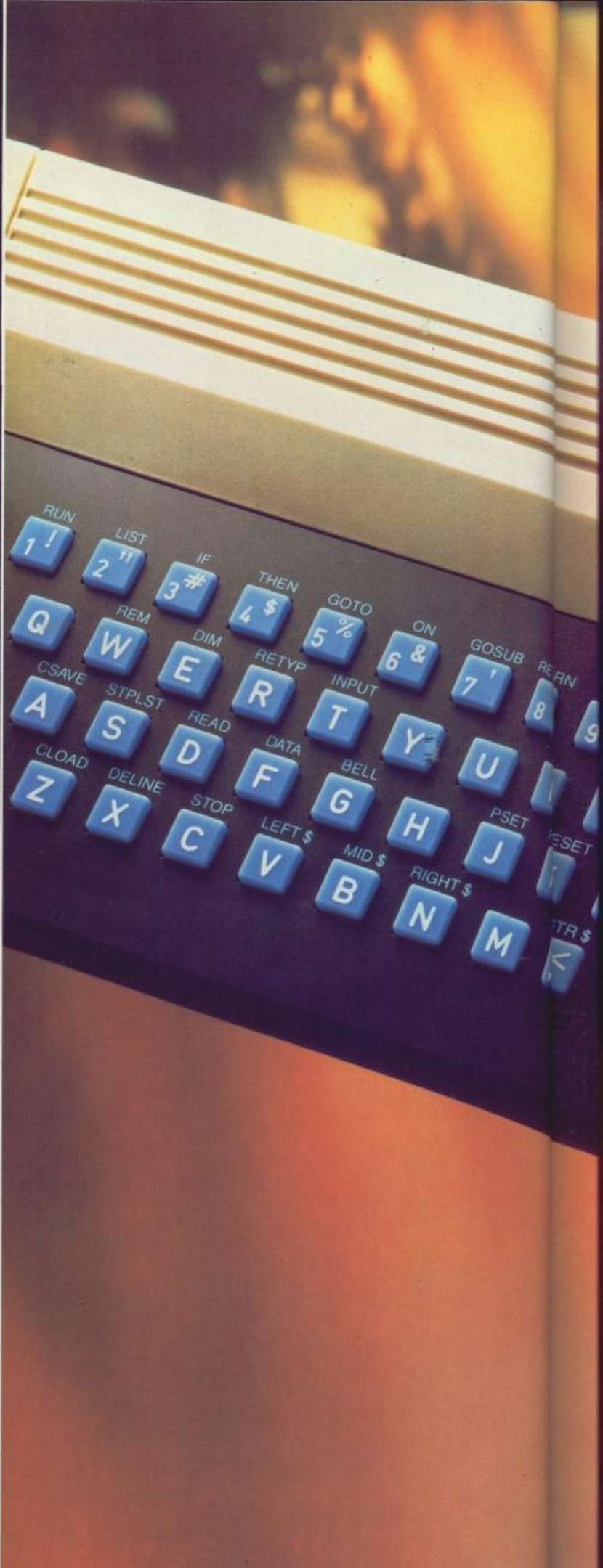
- With the ability to reproduce the entire graphic and character set of Aquarius™ at 80 characters a second, the printer's 40 column output allows transcription of the complete monitor image.



- Using standard audio cassettes, the data recorder provides storage for programs and information, and allows the use of cassette based software. Incorporating a digital tape counter and transmission indicator, it operates sequential searching.

- A large number of games, designed to take advantage of Aquarius™'s sophisticated colour and sound capabilities, are available on cartridges that plug into the console either direct, or through the mini-expander. Cassette based games can be used via the data-recorder.

- A wide range of preprogrammed cartridges is available, including the LOGO teaching program and practical home data systems like FILEFORM™ and the spreadsheet calculator package, FINFORM™.



**AQUARIUS™**  
HOME COMPUTER SYSTEM

WITH AQUARIUS, YOU WON'T GET LEFT BEHIND.

MATTEL ELECTRONICS®

WHATEVER HAPPENS  
IN THE FUTURE, IT'LL  
FIT INTO THIS SPACE.

MATTEL ELECTRONICS®  
**AQUARIUS™**





# AQUARIUS

**AT UNDER £80, HAS MATTEL CUT TOO MANY CORNERS WITH ITS NEW AQUARIUS?**

In the run up to Christmas, the competition to sell home and games micros becomes more and more intense. As manufacturer vies with manufacturer, the hunt is on for the micro which is all things to all users.

Into a field with many established models now comes Mattel with its Aquarius, which according to Mattel, is ideal not only for education, but is also in the forefront when it comes to games.

This is a bold claim, and it remains to be proved whether or not it has succeeded.

## Features

I should point out from the start that this is a machine that you can add bits to, such as printers, cassette recorders, a type of joystick called 'hand controllers' and other assorted goodies. These will add to the final cost, and, as I found out, will take up half your living room.

The basic version of the machine has only 4K of RAM, that is, memory available to the user. But for an additional £29.95 you can buy the first of several add-ons, namely 16K of memory, giving 20K in total.

If you buy one of these machines, then I would recommend that you buy the extra memory, since the difference in price is small, and the extra memory is vital.

With the machine, you get a power supply cable, TV cable to plug the Aquarius into the back of the TV, and an instruction manual.

The micro itself is very neatly designed, and robust. The 49-key keyboard is, in my opinion, the only major drawback, since the keys are of the rubber, push-button type, and do not have a very positive 'feel' to them. When you press a key you can feel a small click, but there is not a clear enough movement to make it possible to type at decent speed.

An interesting feature of the keyboard is that you can place overlays on it. An overlay is a piece of flexible plastic with holes for the keys, which you can lay over the keyboard. Commands are printed on the overlay and by pressing the control key and one of the other keys, it is possible to have single-keyword entry just like the Sinclairs.

On the back of the machine there are a number of sockets. Here you can plug in various peripherals, such as a cassette recorder and a printer.

The most important part on the

Aquarius is the cartridge/memory port. When you unpack the basic Aquarius, this port is covered with a slide-in moulding made of black plastic, and which fits flush to the top of the computer.

To fit cartridge software, or more memory, you have to slide this black moulding off.

One important add-on is the mini-expander which attaches to the back of the Aquarius via this cartridge/memory port. For £49.95 you get a unit which incorporates two slots on the top to put in more memory and/or program cartridges, two hand controllers (for games), and two more sound channels, to make the total of three.

However, it is not necessary to buy the mini-expander to make use of games cartridges, since the cartridges themselves can slot direct into the back of the cartridge/memory port.

Finally, the last two peripherals are the data-cassette recorder and the printer. The data-cassette recorder allows you to store and retrieve data and programs which are held on tape.

You don't have to buy and use Mattel's data cassette recorder, and after using it, I recommend against it. This is because I had a lot of trouble LOADING programs from tape.

Attempting to adjust the tone and volume levels won't help either, since there are no controls to adjust.

The printer from Mattel will allow you to print both graphics and text. It is also possible to 'dump' the contents of the screen to the printer by using the COPY command.

The printer is of the thermal type, which means that you need to use a special type of paper.

## In use

For the purpose of this review, I received the 4K Aquarius with 16K add-on RAM a data-cassette recorder, a printer and a mini-expander, with hand controllers and various pieces of software.

Once everything was set up and the Aquarius turned on, I tried some programming. The Aquarius is programmed in Basic, and the dialect on the machine is Microsoft.

The Aquarius is a machine which can produce sound and colour, and to be frank, Microsoft Basic was not designed to handle them. The result is a mess. To get the machine to produce any of its 15 colours, you have to go through a

process of POKEing memory locations. There are no 'real' colour commands.

The graphics are not much better either. With games machines, it is important to have good graphics, and with the Aquarius this is not the case. Instead, you have block graphics, and this means that resolution is sacrificed.

You do however, have quite a large number of graphic shapes to choose from in the character set, and these will have to do since you cannot define your own shapes.

The entering of Basic programs is not so easy. Trying to enter a program of any real length proved to be frustrating due to the 'soft key' keyboard. Certainly, it is no better than the Spectrum keyboard.

If when entering a line you make a mistake, you should correct it before you hit the RETURN key, since there are no facilities to edit or change a line after it has been ENTERED.

The only course of action if you have made a mistake is to retype the line. In my opinion, this is not good enough, and Aquarius should have included editing facilities.

## Software

At present there is not much software available for the Aquarius, although more is promised. The software I did get was in cartridge form – which is good if you want fast access to the game or whatever, but bad insofar as cartridge software costs more than cassettes.

Of the games I received for the Aquarius, *Snafu* and *Tron Deadly Discs* were the best, considering the graphic limitations of the machine. But after using them for a while, they lost their interest, and none had any real 'addictive' quality.

One British company is producing cassette-based software for the Aquarius, is Apocalypse Software (see page 14).

## Verdict

When buying a micro, cost can be paramount, so the cheaper the better. But is this the most important criterion?

Mattel have cut so many corners that, in the opinion of this reviewer, the result is counter productive. You can have all the add-ons you can think of, but you will be left with a machine that is limited in Basic and graphics.

DJ

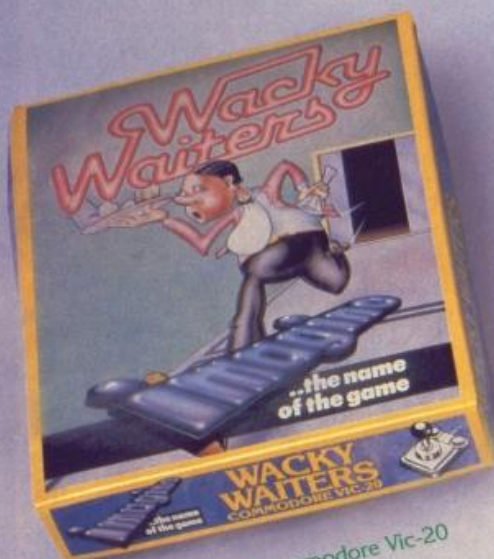
**Name:** Mattel Aquarius.

**Manufacturer:** Mattel.

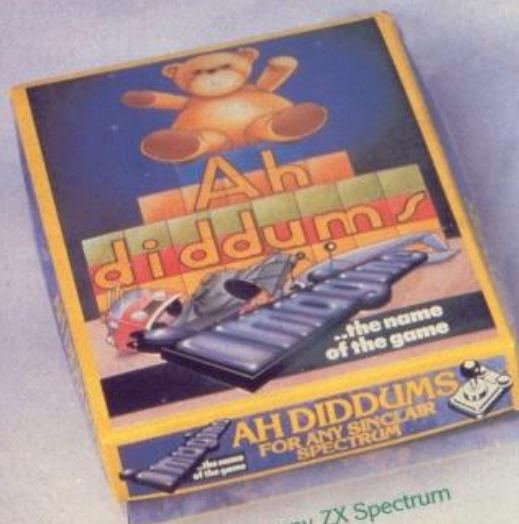
**Available:** Now.

*Left: the Aquarius has a clutch of memory expanders, hand controllers, and other useful bits, including keyboard overlays (inset right), but the keyboard (inset left) does not have a positive feel which makes for slow speed.*

# THE MISTS OF TIME GIVEN UP THE



for any Commodore Vic-20



for any ZX Spectrum



for any 48k ZX Spectrum



for any 48k ZX Spectrum

Imagine games available from  
**W.H. Smith**  
**Boots**  
**John Menzies**  
**Dixons**  
**Laskys**  
**Leisurebase**  
 and all other good Software Outlets.

Dealership Enquiries contact:  
 Colin Stokes: 051-236 8100 (20 lines)

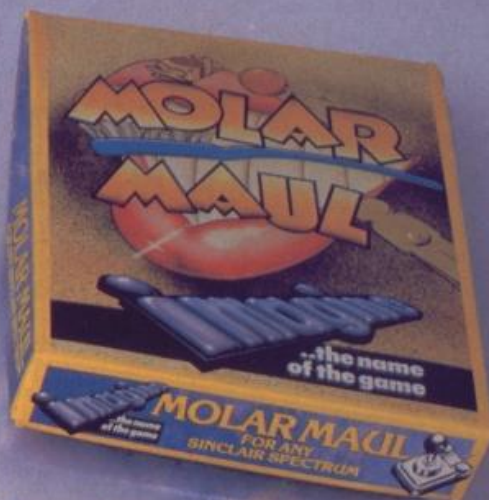
**Zoom** - As you climb into your gleaming Ground Skimmer and slide behind the highly sophisticated Flight computer, the feeling of excitement turns to dread. Another mission is about to begin. Concentrate on checking your high recoil machine guns and air-to-air, air-to-sea missiles you're going to need them to defend yourself against the endless variety of awesome weapons the enemy will unleash on you including the terrifying Exetron missile. Zoom has an ever changing scenario presenting even the most hardened arcade player with the ultimate challenge. It incorporates the now famous Imagine style hi-res graphics in a new and innovative way to create the most realistic 3D view ever seen in a computer arcade game. 100% machine code. Zoom requires a 48k Sinclair Spectrum.

Imagine Software Limited, Imagine House, 55 Thorn

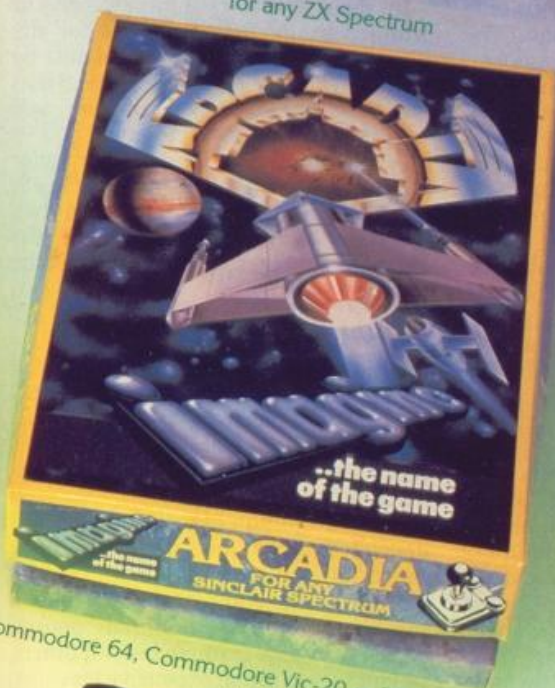
# WE HAVE FINALLY REVEALED THEIR SECRET...



for any ZX Spectrum



for any ZX Spectrum



Commodore 64, Commodore Vic-20 or ZX Spectrum



for any Commodore Vic-20

**...the name  
of the game**

**ARCADIA 64** – the most sophisticated version of the most talked about computer game ever. Faster, meaner and more addictive than the original shoot-'em-up Arcadia. ARCADIA 64 requires more determination, will power and skill than ever before. Every aspect of the game has been improved, and there are dozens more levels of increasing difficulty for you to overcome. As you settle yourself at the controls, feel the surge of excitement flow through your body. The time is ripe, and the Atarian fleet is poised to attack. The only thing they have overlooked is ARCADIA 64... YOUR FIGHTING MACHINE... The only craft in the Universe capable of repelling this newly equipped enemy armada. To the victor of this epic, inter galactic battle will go the spoils of war. Are you strong enough to accept the ARCADIA 64 challenge? Is your determination and skill such that you can fight your craft through to the legendary final level? What rewards are awaiting the first ARCADIA 64 pilot at this pinnacle of achievement? Will you be the first to find out what the last level is. Is your mind strong enough to take up the challenge? ... Can YOU become a legend? ... ARCADIA 64, faster, smoother, more sophisticated and more rewarding than the original superb Arcadia game. A mind shattering inter galactic battle awaits you... to the victor will go the spoils of war... Will they be yours? Arcadia 64 requires a Commodore 64 and is suitable for both black and white and colour television. It is compatible with any joystick, 100% machine code.

Any of these games for just

**£5.50**  
EACH

including first class post, packaging, VAT and an UNCONDITIONAL LIFETIME GUARANTEE. If you have any difficulty in obtaining any Imagine Games ring Imagine Direct on 051-236 6849 to place your order

# ELECTRON

**THE ELECTRON IS A GOOD CHRISTMAS CHOICE FOR BOTH GAMES AND EDUCATIONAL USES**

**T**he major problem with any parent who wishes to buy their kids a micro is in choosing the right one. The difficulty lies in choosing a micro that will not only provide entertainment through the playing of games and so on, but also finding some educational value.

The BBC micro was designed with these two aims clearly in mind. The Model B is quite expensive and costs nearly £400. Moreover, it has many facilities that are not generally used – such as the large number of expansion ports – and for a school kids' machine, it has more facilities than are needed.

The escape from this dilemma is the Electron.

## Presentation

The Electron comes in a sturdy package which holds the Electron, the power supply, TV lead, two manuals, and a cassette of example programs. No cassette leads are provided, but they are easy to obtain from most good hi-fi dealers.

The Electron itself is a very neatly designed unit. It looks good, and while it is small in size, its keyboard is full size. In fact, the keyboard is of very high quality, with proper moving keys, unlike the rubber, push button keys found on some machines.

To the left of the keyboard is a recessed yellow light which is there to indicate if you are in upper or lower case. On the top of the keys is printed the standard QWERTY alphabet, while on the front of the keys are printed Basic keywords and some commands.

Thus, it is possible to enter Basic commands by pressing the CONTROL key and the keyword key at the same time. This 'single keyword entry' was first used on Sinclair's ZX80 and ZX81, but on the Electron it is optional. Typing out the word in full gives the same result, so you have the best of both worlds.

On the side of the Electron are the sockets to connect the Electron to a cassette recorder, and a TV set or monitor. The power supply socket is to the right of the machine, well away from the other sockets.

One thing that is missing from the design of the machine is an ON/OFF switch. If you wish to turn the machine on or off, then you have to either remove the 13-amp plug from the wall socket, or remove the power plug from the Electron. This, I am sure, will cause wear as time goes by.

Games enthusiasts will no doubt be

disappointed to find that the Electron has no ports in which to attach joysticks. But what you do have is an edge connector at the back of the machine, and here, so Acorn promise, will be attached several 'adds-ons' when they become available.

## Features

Although the Electron is similar to the BBC Micro, it must be regarded as very much a cut-down version of the BBC, so don't expect all the features of its 'big-brother'. However, for £199, you do get a high-resolution colour computer with sound as well as a sophisticated Basic.

As far as graphics and text is concerned, the Electron can operate in any one of up to seven modes, numbered 0 to 6. Depending on what mode you are in, you can have more or fewer colours and higher or lower resolution. The table shows the different combinations:

It's important to note that the different modes take up different amounts of memory, and since there is only 32K of RAM that is available to the user, you have to be sure there is enough room for your program, as well as the information record of the screen.

Sound is also provided for, and this is accessed through the Basic commands, SOUND and ENVELOPE. There is only one channel for sound so you can only play one note at a time. Thankfully, you can alter the volume and this will no doubt save some parents' tempers.

Altogether, the graphics are quite sophisticated, and there is something for everyone – except sprites. To be brief, sprites allow you to move objects about the screen with the minimum of fuss, and it's a pity that BBC Basic never incorporated them.

Game players will love the Basic that is on the Electron. It's fast and structured (to an extent). It's perfectly feasible to write games in Basic without having to translate into machine code.

There is one problem with the Electron implementation of Basic, in that the machine runs at different speeds in different modes. Experienced software authors will program around this, but it might prove to be a bit of a problem for

those who wish to convert programs from the BBC micro to the Electron.

## Software

The Electron will run some existing BBC micro software, but there can be a few problems. The BBC micro uses an extra mode, mode 7, which saves a lot of memory, but the Electron doesn't support this. This means that if you try to run some BBC micro software that uses mode 7, then all you will get is garbage on the screen.

The software houses who produce software for the BBC micro will no doubt be busy converting their package to run on the Electron. This is all to the good for Electron buyers, since there already is an abundance of software for the Beeb.

In the meantime, Acornsoft are to produce a number of games for the Electron, which should be available by the time you read this. I understand that the first few items of software will mainly be of the arcade variety.

Meanwhile, Brainstorm Computer Solutions, of Seven Sisters Road, North London, have already produced two text-based adventure games for the Electron, and these will be marketed by Softek.

## Verdict

Much has been said about the Electron being a cut-down version of the BBC micro, and it has to be said, this is true. What is not been emphasised enough is that this is still a very sophisticated machine for the money.

If in the opinion of some reviewers, it doesn't fit into any particular price range, this is all to the good.

At present you can either buy a machine under a hundred pounds which has some features but not others, or you can go for an expensive machine, at £400 upwards. In my opinion, the Electron is what a home computer should be, and with the facilities it has to offer, the price is just right. **DJ**

**Name:** Acorn Electron.

**Manufacturer:** Acorn Computers Ltd.

**Available:** January 1984.

Mode	No. of Characters	Pixels	Colours	Memory
0	80x32	640x256	2	20K
1	40x32	320x256	4	20K
2	20x32	160x256	16	20K
3	80x25	text	2	16K
4	40x32	320x256	2	10K
5	20x32	160x256	4	10K
6	40x25	text	2	8K



# AMAZE YOUR MONSTER MAZE

with accurate control from Suncom



#### Compatible with

Atari CX2600 Game System\*  
Atari Personal Computer Systems\*  
Commodore 64 & Vic 20 Computers\*

An adaptor (sold separately) is available for  
Texas Instruments TI 99/4A Computer\*  
Adaptor Model No. 11060

\*These are the registered Trade Marks of the individual companies concerned.

Beating the game requires positive response and fast accurate control.

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

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

No stick to move, no resistance to movement.

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

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

For details of your nearest stockist contact—Consumer Electronics Limited, Failsworth, Manchester M35 0HS. Tel: 061-682 2339.

 **Suncom**  
from Consumer Electronics.

# GAMES MACHINE



**£7.95**  
**THE FABULOUS WANDA**  
**AND THE SECRET OF LIFE**  
**THE UNIVERSE AND EVERYTHING**  
**for COMMODORE 64**  
An adult fantasy  
game with Arcade Action

You are travelling far from home looking for good times around the Universe, when you are intercepted by the evil Brutus of the Federation. Brutus forces you to go and seek the Secret of Life, the Universe and Everything - known only to the Fabulous Wanda, a hostess in the Spaced-Out Inn in Highsville on the planet COPUS. You are teleported down to Highsville where the Customs man demands money for Teleport Tax. There is a video game in the Terminal with 3 credits left. Now you are on your own and you must decide how to proceed to Highsville Mainstreet to find the various establishments to enter and .....

**OGLES for BBC/B**  
Designed with people of all ages in mind this programme provides an aid to learn and match colours as well as being very entertaining. Not only have colours to be matched in sequence but co-ordination skills can be developed by moving the correct coloured OGLE to match a pattern displayed on the screen. Interest and amusement are provided by you as Gordon having to control your pet dog Flash by guiding him to collect the matching OGLE, carry it back and to drop it at the correct position. There are two levels of play.  
An easy level for the younger person.  
A professional level for the older person with play against the clock and Hall of Fame.  
**OGLE COMPETITIONS ARE FUN!** **£8.95**



**£5.95**  
**BARRELDROP! for 48K SPECTRUM**

Poor Gordon! His drainpipes are blocked again and the only way to clear them is to drop barrels down them. Gordon stands on the top of his roof with 5 barrels. When the game starts he'll roll one down the roof. Press **SPACE** to drop it through the roof accurately into the centre of a drainpipe and you'll score the number of points in the pipe, which will start to flash, and Gordon will get the barrel back for another go. The barrel will be lost if the drop is inaccurate, or into a pipe already filled, but - Flash the dog is on hand! If you know you're going to lose the barrel and you can see Flash peeping out from the bottom-right corner, press **D** and Flash will save it! Once you clean all 5 pipes, you will get a bonus, but there's a surprise in store before you get the next set of pipes to fill .....

**SUPERSNAILS for 16K or 48K SPECTRUM**  
Snails specially imported from West Africa are being kept in Dr. Van Winklehoff's laboratory for genetic experiments. The Doctor has turned them into a super-breed of snail who now leave behind a trail of super glue that will trap any snail touching it. Two of the snails, continually moving and controlled by the players, escape from their pens into the laboratory. Unfortunately, only one of the snails can escape from here into the outside world without raising the alarm. You must therefore trap your opponent and then try to escape through the small door which will then appear.  
Features:-  
\* Fast Action - 100% Machine Code  
\* Nine levels of difficulty  
\* Keyboard or Joystick Control



**£7.95**  
**EGBERT**  
**for COMMODORE 64**  
A fast Arcade Action Game for all the family to play. Written in 100% Machine Code for super-fast action! Egbert works on the production line at 'LEYSPLACE'. It was a comfortable life until the invasion of the TEBBITES from the planet TOR. Egbert's union has been exterminated and the Tebbites have left their deadly Pets running wild in the workplace. As if that wasn't enough, the evil invaders have forced Egbert to take care of an Egg - damaging the Egg will have fatal consequences for poor Egbert. Egbert is now on piecework - can he earn a decent wage? Can he even survive? **WARNING!** You may get an ulcer by playing this game.

**SIX LEVELS OF SKILL ANYBODY WHO CAN DO LEVEL 6 SHOULD WRITE AND LET US KNOW!**

**ARITHMETIC FUN-TIME for T199**  
Elementary addition, subtraction, multiplication and division exercises providing valuable practice and drill for young children who are developing their basic mathematical skills. Uses colour graphics and sounds to give a good presentation with the sums appearing in large letters on a blackboard. The Computer plays back sums which the child has difficulty with showing the child the correct solutions. Uses the basic T199 console. **£5.95**

Games Machine Ltd., Business & Technology Centre,  
Bessemer Drive, Stevenage, Herts. SG1 2DX.  
Telephone: (0438) 316561.

Please add 50p to cover post and packing.

I enclose a cheque P.O. payable to GAMES MACHINE LTD., for £

or debit my Access/Barclaycard account no. \_\_\_\_\_

Signature \_\_\_\_\_

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_



	QTY.	£
WANDA		
BARRELDROP		
EGBERT		
SUPERSNAILS		
OGLES		
ARITHMETIC		
<b>TOTAL</b>		

SEND TO:-

**GAMES MACHINE LTD.**  
Business and Technology Centre,  
Bessemer Drive,  
Stevenage,  
Herts. SG1 2DX.

DEALERS AND DISTRIBUTORS REQUIRED. GAMES AND EDUCATIONAL PROGRAMMES WANTED FOR ANY HOME COMPUTERS.

## THE BEST 64 GAMES

**STIX (£8.95)** is a superb adaptation of the arcade game QIX. Rated a five star game by Personal Computer News. Also in cartridge (£19.95).

**CRAZY KONG (£8.95)** makes the other versions look like a chimpanzees tea party! Superb sound and ingenious graphics.

**WILDFIRE (£6.95)** is an original and highly addictive action game which will strain your joystick but not your wallet! Battle against alien robots with flame throwers to save the vital complex.

## \*\*\* SPECIAL OFFER \*\*\*

If you like Pacman (TM) you'll love our three-dimensional maze game, 3D-GLOOPER. Come face to face with the monsters that roam the streets and you'll know the meaning of fear! Normally priced at £8.95 this game is available to readers of Personal Computer Games for just £6.95 (but you must order before 31st December 1983).

\*\*\* 64 OWNERS - HAVE YOU GOT YOUR FREE COPY OF OUR 64 CATALOGUE \*\*\*

# SUPERSOFT

Winchester House, Canning Road, Wealdstone,  
Harrow, Middlesex, HA3 7SJ  
Telephone: 01-861 1166

All the prices in this advertisement include VAT. Postage is FREE

# At last... A joystick that works!

Cambridge Computing bring you the first **programmable** joystick~ at a price you can afford.

The  
**intelligent**  
Joystick

**£29<sup>90</sup>**

JOYSTICK, INTERFACE  
AND TAPE COMPLETE

## Interface

- 1k on board memory
- Own rear edge connector — for printers etc.,
- Compatible with all standard joysticks



## Joystick

- Self centring
- 8 Directional microswitched action
- 2 independent fire buttons

## Tape

- Easy to use program enables the interface to work on ALL software
- Keeps a record of all your games — so you only need to tell it about each game once!



**CAMBRIDGE  
COMPUTING**

40-42 Hobson Street Cambridge CB1 1NL  
Telephone 0223 322905  
Available Mail Order and from Dealers

Please send me:—  
Joystick, Interface and Tape at £29.90. ....  
Interface and Tape at £24.00. ....  
Joystick only at £7.00. ....  
For Spectrum  
I enclose cheque/postal order for £..... made payable to  
Cambridge Computing Limited.  
Name.....  
Address.....  
.....


PCG

# DAMBUSTERS

Oric 1

*Dambusters* is an unusual game from the Pan Books/PCN title *60 Programs for the Oric 1*. You fire converging rays at bouncing bombs aimed at your dam. Set the cross cursor using the arrow keys to intersect the bombs' path. Press the space bar to fire, but you only get three shots at each bomb.

```

_1 REM @ PAUL STANLEY
_2 LET HS=0
_3 PAPER 4:INK 7:CLS
_4 PRINT CHR$(6):PRINT CHR$(17)
_5 DIM B$(6)
_6 DIM D(40)
_8 GOSUB 8000
_10 GOSUB 1000
_11 FOR I=1 TO 40:D(I)=1:NEXT I
_12 HIRES:PAPER 4:INK 7
_15 PRINT TAB(5)"SCORE:0";:PRINT TAB(15)"HI
-Score: ";HS
_25 FOR F=1 TO 50:CURSET RND(1)*239,145-RN
D(1)*130,1:NEXT F
_30 G=0:FOR F=1 TO 5:CURSET G+12,199-(15+F)
,1:DRAW 227-2*G,0,1:G=G+2:NEXT F
_50 CURSET 12,183,1:DRAW 0,-9,1:DRAW 2,0,1:DRA
W 4,-4,1:DRAW 1,1,1:DRAW -4,4,1
_52 DRAW 0,8,1
_55 CURSET 239,183,1:DRAW 0,-9,1:DRAW -2,0,
1:DRAW -4,-4,1:DRAW -1,1,1
_57 DRAW 4,4,1:DRAW 0,8,1
_58 N$="::::::::::::::::::::::::::::::::::
:"
_59 CURSET 19,171,0:GOSUB 6000
_70 D=1:S=0:A=1:P=18:Y=9:X=INT(RND(1)*25)+5
_97 FOR F=1 TO 5 STEP 2:CURSETX*6,39,0:N=F:
GOSUB 7000
_98 CURSETX*6,39,0:GOSUB 7000:NEXT F
_99 FOR F=1 TO 4:CURSETX*6,39-(F*8),0:N=5:G
OSUB 7000
_100 CURSETX*6,39-(F*8),0:CHAR91,0,1:CURSET
X*6,39-(F*8),0
_101 CURSETX*6,39-(F*8),0:CHAR91,0,0:NEXT F
_102 F=INT(RND(1)*15)+5:G=15+INT(RND(1)*11)
_103 HT=10
_105 A$="[ \ ] ^ _ " + CHR$(96)
_115 REM
_120 K$=KEY$:IF K$=CHR$(10) THEN IF F<19 TH
EN F=F+1
_121 IF K$=CHR$(9) THEN IF G<38 THEN G=G+1
_122 IF K$=CHR$(8) THEN IF G>2 THEN G=G-1
_123 IF K$=CHR$(11) THEN IF F>2 THEN F=F-1
_124 K$=KEY$:F1=F:G1=G
_125 CURSET G*6,F*8,0:CHAR 43,0,1:LET LOSS=
LOSS+LEEK
_126 CURSET G1*6,F1*8,0:CHAR 43,0,0
_127 IF LOSS>1000 THEN GOTO 400
_128 K$=KEY$:IF K$=" " THEN IF S<3 THEN GOS
UB 200
_136 Y=Y+D
_139 CURSETX*6,Y*8-(D*8),0:CHAR ASC(MID$(A$
,A,1)),0,0
_140 CURSETX*6,Y*8,0:CHAR ASC(MID$(A$,A,1))
,0,1

```

## SINCLAIR OWNERS READ THIS FROM **OCP**

# SPECTRUM CHESS

## Dare you face The Turk

The original Turk was an eighteenth century automation, a life-size mechanical figure resplendent in Turkish costume and seated behind a wooden cabinet on which a chess board and pieces were placed. OCP now offer you the twentieth century equivalent of that Turk – a chess-playing computer program.

**The Turk challenges you to a game of chess!**

### MANY OPTIONS INCLUDE:

- 6 LEVELS OF DIFFICULTY
  - DEMONSTRATION MODE
  - BOARD EDITOR
  - GAMES PRINTOUT FACILITY
  - BLITZ CHESS AGAINST THE CLOCK
  - TWO PLAYER MODE
  - UNFINISHED GAMES CAN BE STORED
  - RECOMMENDED MOVE
- FULL INSTRUCTIONS PROVIDED**



### MACHINE CODE...IT MAKES ALL THE DIFFERENCE...

Please order to: Oxford Computer Publishing Ltd., P.O. Box 99, Oxford

Please rush me **Chess The Turk** at £8.95 each. ☐ Spectrum only  
Send cheque, postal order or ACCESS No. to above address. Or  
telephone order with ACCESS No. to (0753) 888866

NAME .....  
ADDRESS .....

POSTCODE ..... **OCP**

PCG2

## WOODLAND SOFTWARE

### WIZARDRY – THE ULTIMATE GAMING EXPERIENCE!

WIZARDRY (The Proving Grounds) .....	£34.95	GALACTIC GLADIATORS (Wargame) .....	£27.95
KNIGHT OF DIAMONDS (The 2nd Scenario) (Requires characters generated in the first scenario) .....	£24.95	GUMBALL (Arcade) .....	£21.95
LEGACY OF LLYLGAMYN (The 3rd Scenario) – in LISA format!!! (Requires characters from the first or second scenarios) .....	£27.95	JUMP JET (Arcade) .....	£21.95
WIZPRINT (Character printout utility) .....	£18.95	KNIGHTS OF THE DESERT (Wargame) .....	£27.95
AE (Arcade) .....	£25.95	LODERUNNER (Arcade) .....	£21.95
AMBUSH (2nd Ed) (Wargame) .....	£39.95	LUNAR LEEPER (Arcade) .....	£19.95
AZTEC (Arcade/Adventure) .....	£25.95	MASK OF THE SUN (Adventure) .....	£29.00
BOLD (Arcade) .....	£25.95	MINER 2049er (Arcade) .....	£28.95
BOMB ALLEY (Wargame) .....	£39.95	MONEY MUNCHERS (Arcade) .....	£21.95
CAVERNS OF FREITAG (Arcade/Adventure) .....	£21.95	NORTH ATLANTIC '86 (Wargame) .....	£39.95
CHOPLIFTER (Arcade) .....	£24.95	PEST PATROL (Arcade) .....	£19.95
CRIME WAVE (Arcade) .....	£14.95	PINBALL CONSTRUCTION SET (Arcade) .....	£28.95
CRISIS MOUNTAIN (Arcade) .....	£25.95	POLICE ARTIST (Educational – 7 years and younger) .....	£24.95
DARK CRYSTAL (Adventure) .....	£27.95	RDF '85 – Rapid Deployment Force (Wargame) .....	£26.95
DEADLINE (Adventure) .....	£35.95	SEA DRAGON (Arcade) .....	£25.95
FATHOMS FORTY (Arcade) .....	£25.95	SEAFOX (Arcade) .....	£21.95
FIGHTER COMMAND (Wargame) .....	£39.95	SPY'S DEMISE (Arcade) .....	£21.95
FRONT LINE (Arcade/Strategy) .....	£21.95	THE VEIN GAME (Arcade) .....	£25.95
GALACTIC ADVENTURES (Wargame) .....	£39.95	TRANSYLVANIA (Adventure) .....	£25.95
		TUBEWAY (Arcade) .....	£25.95
		WAY OUT (Arcade) .....	£27.95
		ZAXXON (Arcade) .....	£28.95

Please add 15% VAT – Post & Packing free.

A full list of what we have available is free on request.  
Personal callers by appointment only – 24 hour service, 7 days a week!

**WOODLAND SOFTWARE**  
103 Oxford Gardens, London W10 6NF.  
Telephone: 01-960 4877

## HAVING TROUBLE OBTAINING QUALITY COMPUTER LENGTH CASSETTES? ...

### JP MAGNETICS CAN SOLVE YOUR PROBLEM

10 x C.15 for £4.50 + 50p P&P  
CASH WITH ORDER

We are specialists in the supply of bulk custom wound audio/computer cassettes

### EDUCATIONAL AND TRADE ENQUIRIES WELCOME

VERY COMPETITIVE RATES AVAILABLE  
— CONTACT US FOR PRICE LIST/  
QUOTATIONS NOW

0274.731651

### JP MAGNETICS LTD

UNIT 4, 7 MARY ST, BRADFORD BD4 8SW  
TEL: (0274) 731651

## DATA DUPLICATION AND DATA-CASSETTES SUPPLIES



● Truly professional high quality data duplication at sensible prices

● A custom-developed, dedicated real-time data copying system with very low rejection rate (typically one in one thousand)

This method is not to be confused with high speed loop-bin systems, originally used for mass-producing musicassettes. Our research has shown that when duplicating data information a much more precise technique is required and has led us to the development of sophisticated data transfer equipment. Our newly commissioned micromagnetic processing system is now available to all micro software houses large and small. With modern technology, we can offer one of the finest services available. Why not ring us today and discuss your requirements, or send for our brochure?

## PLAZASTAR Ltd.

Seyward House, Abingdon Road  
Nuffield Trading Estate, Poole  
Dorset. Telephone: (0202) 749225

## DAMBUSTERS

Oric 1

```

_155 IF RND(1)>.6 THEN F=F+INT(RND(1)*1.5)-
INT(RND(1)*1.5)
_157 IF RND(1)>.4 THEN G=G+INT(RND(1)*1.5 A
ND G<18)-INT(RND(1)*1.5)
_160 IF Y=HT THEN P=P+1:D=1:A=A+1
_170 IF Y=P THEN SHOOT:A=A+1:D=-1:HT=HT-3
_180 IF A=7 THEN GOTO 350
_190 GOTO 120
_200 K=173-(F*8) :CURSET 19,171,0:DRAW(G*6
)-17,-K,1
_210 CURSET 230,171,1:DRAW(G*6-228),-K,1
_212 ZAP:REM S=S+1
_213 CURSET 19,171,0:DRAW(G*6)-17,-K,0
_214 CURSET 230,171,0:DRAW(G*6)-228,-K,0
_215 IF G=X THEN IF Y=F THEN GOTO 300
_220 RETURN
_300 CURSET G*6,F*8,0:CHAR 98,0,1:EXPLODE:C
URSET G*6,F*8,0:CHAR 98,0,0
_301 SC=SC+10:PRINT:PRINT TAB(5)"SCORE:";SC
;:PRINT TAB(15)"HI-SCORE:";HS:GOTO 70
_350 EXPLODE:IF D(X)=0 THEN GOTO 370
_360 CURSET X*6,171,0:CHAR 96,0,0
_361 CURSET X*6,166,0:CHAR 96,0,0
_362 LEEK=LEEK+1
_365 D(X)=0:GOTO 70
_370 CURSET X*6,179,0:CHAR 97,0,2
_390 LEEK=LEEK+2
_395 GOTO 70
_400 PRINT:PRINT:PRINT"GAME OVER -- PRESS A
NY KEY TO PLAY"
_405 IF SC>HS THEN HS=SC
_420 GET K$:TEXT:RESTORE:GOTO 10
_999 REM
_1000 M=46080+(91*8):FOR I=M TO M+95
_1001 READ V:POKE I,V:NEXT I
_1002 LOSS=0:SC=0:LEEK=0
_1010 DATA 0,0,0,16,0,0,0,0,0,0,24,24,0,0
,0
_1011 DATA 0,0,0,56,56,0,0,0,0,0,60,60,60
,0,0
_1012 DATA 0,0,126,126,126,126,0,0,0,0,254,
254,254,254,0
_1013 DATA 73,18,73,37,10,17,10,17
_1014 DATA 153,58,36,219,219,36,58,153
_1016 DATA 0,0,0,8,62,0,0,0,0,0,24,255,66,0
,0,0
_1017 DATA 0,0,1,255,37,0,0,0,0,0,126,255,1
64,0,0,0
_1018 B$="c d e f"
_1019 REM I=1 TO 6:B$(I)=MID$(B$,I,1):NEXT
I
_1020 RETURN
_6000 FOR A=1 TO LEN(N$)
_6010 CHAR ASC(MID$(N$,A,1)),0,1
_6020 CURMOV 6,0,0
_6030 NEXT A

```



'Always Something New'

## KUDUSOFT SOFTWARE FOR THE BBC MICRO

### JUNGLE AMBUSH: SOMETHING NEW AND COMPLETELY DIFFERENT!

Overcome the hazards of the jungle! Pit your skills against the fiercest animals known! IF you reach your base you will have proved yourself as one of the world's best hunters. Try it. Five stages to get through - varying skill levels.

32K £6.50 incl. p&p

**STARBATTLE:** Shoot down the waves of Alien Starships before they reach you! Watch those Meteorites! Increasing Skill Levels. Full colour and sound.

For Model B £5.50 incl. p&p

**STAR PATROL:** A Space War in four stages. Fight, attack and get back to your base before you run out of fuel. Test your flying skills. Full colour and sound.

32K £6.50 incl. p&p

## KUDUSOFT

130 Main Street, Tweedmouth,  
Berwick-upon-Tweed TD15 2AW.

Tel. 0289 306622

## GAME FREAKS

If you want **JOY STICK** with us  
(Commodore Approved)



In 3 months our Quick-Shot Joysticks have become the best sellers for VIC and Atari Home Computers. We now have a range of conversions allowing you to use the Quick-Shot for your Dragon, Oric and Spectrum.

**QuickShot™**

BY **SPECTRAVIDEO**

For more information contact

DAVE BISHOP on: 01-203 6366

**VULCAN**  
ELECTRONICS LTD

YEP FOLKS — IT'S HERE

AVAILABLE NOW  
Spectrum 48K  
Dragon  
Com. 64

## CALIFORNIA

### GOLD RUSH

#### HOWDE DO PARDNERS

This here's Prospector Jake, I sure am havin' one helluva time tryin' to peg ma claim with those damned Injuns a hootin' an' a hollerin' all over this territory. Ma job gets harder as I move from one Gold Field to another. I know, that is me an' ma stubborn homery ol' Mule here know of 24 rich an' I mean rich seams of pure Gold. All it needs to make this here ol' critter happy is that you help me peg every doggone last one of them claims.



Can YOU help Jake become rich, help him peg his claim, dodge the arrows, avoid the tomahawks, and plant the Dynamite in just the right place? . . . YOU CAN!!!

YIPPEE . . . Git yer Picks an' Shovels and join the CALIFORNIA GOLD RUSH . . . NOW

Amazing Arcade Action . . . Stunning Sound and Graphics  
Available NOW for Commodore 64, Spectrum 48, and Dragon

**£ 7.95** including P&P

**SPECIAL OFFER SPECIAL OFFER SPECIAL OFFER**

Order CALIFORNIA GOLD RUSH before September 15th and get a 10-game Cassette of terrific games . . . **FREE**

#### COMING SOON

LEAPIN' LANCELOT: Medieval Machine Magic to enthral you  
GALACTIC SURVIVAL PAK: Every Astro-Traveller must have this!



We always need Dynamic Dealers  
and Imaginative Writers

Please rush me CGR for (m/c)

TOTAL SUM INCLUDED £  
Please make cheques and P.O.  
orders to ANIK MICROSYSTEMS  
30 KINGSFORD COURT  
BELLINGHAM, NORTHAMPTON

Name

Address

## Sherborne Designs

NEWSCOPE  
DEVELOPMENTS LTD  
NEW PRODUCT  
DETAILS



### A-STACK

TV/MONITOR STAND which includes a shelf for disk drives etc and has space to stow a micro when not in use. Strong steel construction with attractive matt cream finish. Size: 430mm wide, 200mm high, choice of 350mm, 300mm or 250mm deep. Price 22.00 Postage & Packing: 4.00

### PRINTER STAND

Allows printer to stand over a 2000 sheet box of continuous listing paper. Same colour and finish as A-Stack, also made of steel. Dimensions are height = 210mm depth = 250mm width = 430mm. Price: 14.50 Postage & Packing: 3.00

### BOOK REST

Lightweight rest for books, listings etc fitted on vertical hinge which can be attached to the left or right side of the A-Stack. Same colour and finish as above. Price: 7.99

### MULTI-WAY POWER BLOCK

Up to four separate power supplies for computer and peripherals from a single mains power point. Can be fitted to A-Stack and is supplied with four connectors and 2 metre mains cable. Only 150mm x 45mm. Price: 11.99

### CLIP-ON LAMP

Lightweight mini-spot lamp which can be fitted as required to illuminate book rest and for computer keyboard. Available in brown or black. Price: 8.99

If all five items ordered: Postage & Packing FREE SAVE 7.00

Orders to:

Victory House, 8a The Rank, North Bradley, Trowbridge, Wilts  
Tel: 02214 4425

# DAMBUSTERS

Oric 1

\_6040 RETURN

\_7000 FOR I=1 TO 0 STEP-1

\_7005 CHAR ASC(MID\$(B\$,N,1)),0,I

\_7010 CURMOV 6,0,0

\_7020 CHAR ASC(MID\$(B\$,N+1,1)),0,I

\_7022 CURMOV -6,0,0

\_7025 NEXT I

\_7030 RETURN

\_8000 PRINT" D A M B U S T E R S"

\_8010 PRINT:PRINT"THE YEAR IS 1943. YOU ARE  
IN CHARGE OF A POWERFUL BEAM WEAPON";

\_8015 PRINT" WITH WHICH"

\_8016 PRINT"YOU ARE TO PROTECT A DAM FROM T  
HE BOUNCING BOMBS ";

\_8017 PRINT"OF THE ATTACKERS. THEY HAVE SEV  
ERAL LANCASTER BOMBERS WHICH "

\_8020 PRINT"FLY TOWARDS YOU AND RELEASE  
THEIR DANGEROUS BOMBS."

\_8022 PRINT"HOWEVER, YOUR TASK IS NOT THAT  
SIMPLE FOR YOUR WEAPON IS UNABLE ";

\_8024 PRINT"TO REACH THE LANCASTERS SO YOU  
MUST JUST SHOOT AT THE BOMBS INSTEAD."

\_8026 PRINT"YOU CAN MOVE YOUR CROSS HAIR SI  
GHTS WITH THE CURSOR KEYS."

\_8028 PRINT"PRESS ANY KEY TO CONTINUE":GET  
A\$:CLS

\_8030 PRINT"EVEN ADJUSTING THE SIGHTS IS HA  
RD BECAUSE THERE IS A STRONG WIND";

\_8032 PRINT" WHICH CAUSES YOUR SIGHTS TO M  
OVE ABOUT."

\_8045 PRINT"FIRE YOUR BEAM WITH THE THE SPA  
CE BAR":PRINT

\_8050 PRINT "BECAUSE OF THE POWER OF YOUR W  
EAPON AFTER 3 SHOTS IT IS EXHAUSTED ";

\_8055 PRINT" UNTIL THE NEXT Bomber ATTACKS  
. YOUR BATTLE IS OVER WHEN TOO MUCH ";

\_8057 PRINT"WATER HAS POURED THROUGH THE BR  
OKEN DAM.":PRINT:PRINT

\_8060 PRINT"PRESS ANY KEY TO START":GET A\$:  
CLS:RETURN

# CHESHIRE CATS

48K Spectrum

This is a shoot-'em-up game which had to be omitted from *60 Programs for the ZX Spectrum* by Pan Books/PCN, due to its length. *Cheshire Cats* is a deep space game with hordes of erratic aliens to fight with your laser and, if sorely threatened, you can resort to a hyperspace disappearing act.

1 BORDER 0: PAPER 0: INK 7: C  
LS

3 CLS

4 GO SUB 9000

5 LET hs=0: POKE 23658,10

20 GO SUB 8000

80 RANDOMIZE

100 LET p=p+(IN 63486=253 AND p

<151)-7\*(IN 63486=253 AND p=151)

-(IN 63486=254 AND p>144)+7\*(IN  
63458=254 AND p=144)

130 PRINT AT 11,15: INK 5: CHR\$  
p

140 IF IN 61438=254 THEN GO SU  
B 4000

150 IF b THEN IF IN 61438=253

# CHRISTMAS IS JUST AROUND THE CORNER 505

## STARFORCE ONE



An amazing 3D all action arcade style game.



### STARFORCE ONE

Take on the robot guardians of the central computer in a superbly stylised three dimensional battle game. (100% machine code arcade action)

Available for the 48K Spectrum £5.95.

### THE ADVENTURES OF ST. BERNARD ...

An exciting, fast moving, machine code, arcade game where you guide your intrepid St. Bernard through the perils of the icy wastelands to rescue his Mistress from the clutches of the abominable snowman.

Available for the 48K Spectrum £5.95.

## ADVENTURES OF ST. BERNARD



An all action arcade style game.



## THE CRYPT



A colourful arcade style fantasy adventure.



### THE DEVIL RIDES IN

I uttered the last incantations as the clock struck thirteen. All fell silent except for a faint rustling in the corner. From out of the shadows they came, all Hell's fury against me but I was not defenseless until the Angel of Death, astride a winged horse, joined the battle. Avoiding his bolts of hell fire, I took careful aim. My chances were slim, but if my luck held ...

(Fast moving, machine code, all action, Arcade game)

Available for the 48K Spectrum £5.95.

## DEVIL RIDES IN



An all action arcade style game.



## ZX COMPENDIUM



Six exciting programs for the ZX81 16K



### ZX81 COMPENDIUM

Alien Intruder, Wumpus Adventure, Numerology, Hangman, Hieroglyphics, Movie Mogul.

The ideal software package for all 16K ZX81 owners. Six major programmes on two cassettes for only £6.50.

"Alien Intruder/Hieroglyphics — Both programs make good use of graphics and words to make a very entertaining package." — *Sinclair User* Aug 82

"Alien/Hieroglyphics/Wumpus/Movie — A varied mix from Carnell, all featuring imaginative responses and graphics and all of them good games for all ages. (Hieroglyphics is particularly good for children)." — *Popular Computing Weekly* Aug 82.

**BLACK CRYSTAL** The Classic, six program adventure game for the 48K Spectrum and 16K ZX81 computers. No software collection is complete without it.

"**BLACK CRYSTAL** is an excellent graphics adventure and a well thought out package." (*Sinclair User*, April 83)  
"BLACK CRYSTAL has impressed me by its sheer quantity and generally high quality of presentation. I am afraid I have become an addict". (*Home Computing Weekly*, April 83)

**Spectrum 48K 180K** of program in six parts ... only £7.50

**ZX81 16K** Over 100K of program in seven parts ... only £7.50

**WHY PAY MORE FOR LESS OF AN ADVENTURE?**

## BLACK CRYSTAL



An epic role-playing adventure of fantasy in six programs.



# ... IS THE NEW RANGE FROM CARNELL SOFTWARE



**Coming soon:**

## **"THE WRATH OF MAGRA"**

The first born has been destroyed. The Black Crystal of Beroth has been banished. The alliance of Evil has been defeated by the armies of Lord Fendal. So ends the Third Age. Now we invite you to write your name in the history of the Fourth Age of the Third Continent.

You will meet friends and enemies, old and new, in the long awaited sequel to Volcanic Dungeon. Using high resolution graphics and combining the best qualities of "Black Crystal" and "Volcanic Dungeon", we will allow you to become part of this tale of revenge.

"The Wrath of Magra" comes as three, 48K programs on cassette, boxed with instruction manual and book detailing the history of the Third Continent and the many spells you will be using throughout the game.

**NOTE:** "The Wrath of Magra" is a complete adventure. You need not buy "Volcanic Dungeon" or "Black Crystal" to play it.

Available through most good computer stores or direct from:  
Carnell Software Limited, North Weylands Industrial Estate, Molesey Road,  
Walton-on-Thames

Dealers contact us for your nearest stockist



# CHESHIRE CATS

48K Spectrum

```

THEN GO SUB 1000
180 GO SUB t*100
182 IF ATTR (11,15)<>5 AND ATTR
(11,15)<>7 THEN GO SUB 7000
185 LET ti=ti-1: PRINT AT 0,28;
PAPER 5; INK 0;ti;" ": IF ti=0
THEN PRINT FLASH 1;AT 0,25;"TI
";ti: GO TO 6000
190 IF t1-ti>=29 THEN GO SUB 3
000
199 GO TO 100
200 LET y=y+2: LET x=x+2: IF y>
=21 THEN LET y=1
210 IF x>=31 THEN LET x=0
220 PRINT OVER 1;AT y1,x1;"jk"
;AT y1+1,x1;"lm"; BRIGHT 1; INK
2;AT y,x;"jk"; INK 4;AT y+1,x;"l
m"
230 LET y1=y: LET x1=x: RETURN
300 LET y=INT (y+RND*1.5-RND*1.
5): LET x=x+2: IF y>=21 THEN LE
T y=1
305 IF y<=0 THEN LET y=20
307 IF x=30 THEN LET x=0
320 PRINT OVER 1;AT y1,x1;"jk"
;AT y1+1,x1;"lm"; BRIGHT 1; INK
5;AT y,x;"jk"; INK 4;AT y+1,x;"l
m"
330 LET y1=y: LET x1=x: RETURN
400 LET y=INT (y+RND*3-RND*3):
LET x=INT (x+RND*3-RND*3)
410 IF x<0 THEN LET x=30
420 IF x>30 THEN LET x=0
430 IF y>20 THEN LET y=1
440 IF y<1 THEN LET y=20
450 PRINT OVER 1;AT y1,x1;"no"
;AT y1+1,x1;"pq"; BRIGHT 1; INK
5;AT y,x;"no";AT y+1,x;"pq"
460 LET y1=y: LET x1=x: RETURN
500 LET y=y-3: IF y<1 THEN LET
x=x+INT (RND*7)+3: LET y=20: IF
x>30 THEN LET x=INT (RND*5)
510 PRINT AT y1,x1; OVER 1;"no"
;AT y1+1,x1;"pq"; INK 2; BRIGHT
1;AT y,x;"no";AT y+1,x;"pq"
520 LET y1=y: LET x1=x: RETURN
600 LET de=de+1
610 IF de=5 THEN LET y=INT (RN
D*20)+1: LET x=INT (RND*30)+1: L
ET de=0
615 LET y=y+INT (RND*2-RND*2):
LET x=x+INT (RND*2-RND*2): IF y<
1 OR y>20 OR x<0 OR x>30 THEN L
ET de=5: GO TO 610
620 PRINT OVER 1;AT y1,x1;"rs"
;AT y1+1,x1;"tu"; BRIGHT 1; INK
2;AT y,x;"rs";AT y+1,x;"tu"

```

```

625 LET y1=y: LET x1=x
630 RETURN
700 LET y=y+INT (RND*2-RND*2+(y
<11)-(y>11)): LET x=x+2
710 IF x>30 THEN LET x=0
720 IF y>20 OR y<1 THEN LET y=
11
730 PRINT AT y1,x1; OVER 1;"sr"
;AT y1+1,x1;"qp"; BRIGHT 1; INK
6;AT y,x;"sr"; INK 4;AT y+1,x;"q
p"
740 LET y1=y: LET x1=x: RETURN
800 LET y=y+di: LET x=x+2: LET
de=de+1: IF de=5 THEN LET de=0:
LET di=-di
810 IF y<1 THEN LET y=20
820 IF y>20 THEN LET y=1
830 IF x>30 THEN LET x=0
840 PRINT OVER 1;AT y1,x1;"sr"
;AT y1+1,x1;"qp"; INK 5; BRIGHT
1;AT y,x;"sr";AT y+1,x; INK 4;"q
p"
850 LET y1=y: LET x1=x
860 RETURN
900 LET y=y+di: LET x=x+de
910 IF x>30 THEN LET x=0
920 IF y<1 THEN LET y=20
930 IF y>20 THEN LET y=1
940 IF RND>.8 THEN LET de=(2 A
ND de=0): LET di=(2 AND di=0): I
F RND>.5 THEN LET di=-di
950 PRINT AT y1,x1; OVER 1;"ii"
;AT y1+1,x1;"ii"; INK 6; FLASH 1
;AT y,x;"ii";AT y+1,x;"ii"
960 LET y1=y: LET x1=x: RETURN
1000 LET b=b-1: PRINT PAPER 5;
INK 0;AT 0,19;b;" "
1005 IF p=144 THEN LET g1=124:
LET f1=88: LET f=78: LET g=0
1006 IF p=145 THEN LET g1=128:
LET f1=88: LET f=78: LET g=78
1007 IF p=146 THEN LET g1=128:
LET f1=83: LET f=0: LET g=126
1008 IF p=147 THEN LET g1=128:
LET f1=79: LET f=-78: LET g=78
1009 IF p=148 THEN LET g1=123:
LET f1=79: LET f=-78: LET g=0
1010 IF p=149 THEN LET g1=119:
LET f1=79: LET f=-78: LET g=-78
1011 IF p=150 THEN LET g1=119:
LET f1=84: LET f=0: LET g=-118
1012 IF p=151 THEN LET g1=119:
LET f1=88: LET f=78: LET g=-78
1020 PLOT OVER 1;g1,f1: DRAW F
LASH 0; OVER 1; BRIGHT 1; INK 3;
g,f: BEEP .006,25
1040 IF ATTR (y,x)=67 OR ATTR (y

```

# COMPUSOUND TELESOUND 84

"THE ONLY ONE OF ITS KIND TO  
FIT INSIDE THE SPECTRUM"

Probably the worlds smallest modulator!

**TELESOUND 84** is ready built and tested to get full Spectrum sound through your unmodified television set, black/white or colour. The unit can be fitted in minutes without any previous experience. Telesound 84 has been developed using the very latest ultra miniature components so that the size is kept to an absolute minimum.

## TELESOUND 84 FEATURES

- Sound and vision together for added realism • Beep volume controllable from a whisper to a roar • Keyboard prompt click clearly heard to assist program entry • Programs can be heard with loaded • Compatible with all other ZX add ons • No soldering or case cutting required • Additional amplifier not necessary • Separate power supply not required

**TELESOUND 84** comes with **full fitting instructions** and costs **£9.95** inclusive of post, packing etc. Please state your computer when ordering.



**COMPUSOUND** dept PCG  
**32/33 Langley Close, Redditch,  
Worcs B98 0ET**  
Tel(0527) 21429/21439

# SOFT MACHINE

## MICRO-SHOP

3 Station Crescent London SE3  
Tel: 01-305 0521  
Open Mon-Sat - Closed Tuesdays

A selection of the finest books and software currently available for most leading micro-computers. Send s.a.e. for **free catalogue** (state which computer).

## RETAILERS

Ask about our software portfolio, designed to save you **time and money** by offering the fastest selling software from all the leading publishers.

ACORN SPECTRUM DRAGON ZX81 ORIC  
VIC 20 CBM 64

## QUALITY SOFTWARE FOR THE SPECTRUM

You are the last defence against the  
**CYBERTANKS**  
100% machine code arcade maze battle

**"Startrek" & "Towers of Brahma"**  
Two great games (48K) £5.50

**"Stockbook"** Stock control  
for the small business (48K) £7.95

The latest and most useful Spectrum  
toolkit available  
**"ZX TOOLKIT"**

"The one the professionals use"  
12 commands including a fast & comprehensive  
re-number routine. Very easy and convenient to  
use, this program has had top marks from every  
published review (16/48K) £9.95

Available from better computer shops or direct from:

**STAR DREAMS**  
17 Barn Close, Seaford, Sussex

No extra for post & packing  
Trade enquiries welcome



## NOW IN YOUR HIGH STREET SHOPS

**FOOTBALL MANAGER 3D**  
by Addictive Games  
for **SPECTRUM 48K  
AND ZX81 16K**  
ACTION FROM THE **SPECTRUM**  
VERSION

➡ This superb game is **now available** from branches of  
**W.H. SMITH \* and BOOTS.**

Manage your own team in this exciting game of skill which  
vividly captures the drama and excitement of real football.

### FEATURES INCLUDE:

- \* 4 DIVISIONS \* F.A. CUP \* PROMOTION & RELEGATION \*
- \* TRANSFER MARKET \* TEAM SELECTION \*
- \* SAVE GAME FACILITY \*\*\* AND MUCH MORE! \*\*\*

### WHAT THE PRESS SAY ABOUT IT:—

➡ **IF YOU** have always wanted to manage a football team, **FOOTBALL MANAGER**, from Addictive Games, is for you — The game is ideal for a football fanatic but the most interesting thing for us was the 3-D graphics used to create the goalmouth action — the game is a winner.  
SINCLAIR USER FEBRUARY 1983

➡ Although I'm not a great football fan, I really enjoyed playing this game — excellent use is made of colour and user-defined graphics. The game is very logically put together, so that the development of strategy and tactics has a real effect. For example, one of my teams got through to the fourth round of the F.A. Cup where it was beaten by a second division side. This upset morale and meant that our promotion bid failed. Perhaps I should have given up the F.A. Cup run and held some good players back — the possibilities are endless. Brian Clough had better watch out!  
\* SPECTRUM VERSION ONLY. ZXC COMPUTING FEB/MARCH 1983

ALSO AVAILABLE FROM THE FOLLOWING SHOPS:  
BUFFER MICRO SHOP LONDON  
WICKHAM ELECTRONICS  
ANRING COMPUTERS HURLEY SURREY  
SUCCESS SERVICES WALSLEY  
THE COMPUTER SHOP NEWCASTLE  
DRAGON BYE LEEDS  
AND OTHER GOOD COMPUTER SHOPS

PRICES:  
FOR THE SPECTRUM 48K TO 64K: £9.95  
3D GRAPHICS ONLY IN SPECTRUM VERSION  
TO ORDER SEND CHECK/PO PAYABLE TO:  
ADDICTIVE GAMES, DEPT ZXC  
ALBERT HOUSE, ALBERT ROAD  
BOURNEMOUTH BN1 1BE  
PLEASE STATE COMPUTER

## CHESHIRE CATS

48K Spectrum

```

,x+1)=67 OR ATTR (y+1,x)=67 OR A
TTR (y+1,x+1)=67 THEN LET hit=1
1050 PLOT OVER 1;g1,f1: DRAW O
VER 1;g,f
1060 IF hit THEN GO TO 2000
1070 IF b=0 THEN PRINT FLASH 1
;AT 0,16;"SH:";b: GO TO 6000
1100 RETURN
2000 PRINT AT y,x; OVER 1;a$(1);
AT y+1,x;a$(2)
2020 LET hit=0: LET sc=sc+o: PRI
NT AT 0,3; PAPER 5; INK 0;sc
2030 OVER 1: BRIGHT 1
2050 FOR f=1 TO 4: FOR i=1 TO 2
2100 IF y-f>=1 AND x-f>=0 THEN
PRINT INK 1+i*3;AT y-f,x-f;a$(
1,1)
2110 IF y+f<=21 AND x-f>=0 THEN
PRINT INK 1+i*3;AT y+f,x-f;a$(
2,1)
2120 IF y-f>=1 AND x+f<=31 THEN
PRINT INK 1+i*3;AT y-f,x+f;a$(
1,2)
2130 IF y+f<=21 AND x+f<=31 THEN
PRINT INK 1+i*3;AT y+f,x+f;a$(
2,2)
2140 BEEP .006,f+i*4: NEXT i: NE
XT f: OVER 0: BRIGHT 0
2200 PRINT AT 11,15; INK 5;CHR#
p
2300 IF b=0 THEN PRINT FLASH 1
;AT 0,16;"SH:";b: GO TO 6000
2500 LET t=INT (RND*8)+2: LET y=
INT (RND*20)+1: LET x=0
2505 LET y1=y: LET x1=x: LET t1=
ti
2510 IF t=3 OR t=2 THEN LET a$(
1)="jk": LET a$(2)="lm": LET o=(
20 AND t=2)+(10 AND t=3)
2520 IF t=4 OR t=5 THEN LET a$(
1)="no": LET a$(2)="pq": LET o=(
25 AND t=4)+(10 AND t=5)
2530 IF t=6 THEN LET a$(1)="rs"
: LET a$(2)="tu": LET de=0: LET
o=30
2532 IF t=7 OR t=8 THEN LET a$(
1)="sr": LET a$(2)="qp": LET o=(
25 AND t=8)+(20 AND t=7): LET de
=0: LET di=-2
2534 IF t=9 THEN LET di=0: LET
de=2: LET a$(1)="ii": LET a$(2)=
"ii": LET o=20
2540 PRINT OVER 1; INK 4;AT y,x
;a$(1);AT y+1,x;a$(2)
2550 RETURN
3000 LET d=x*8+(16 AND x<=15)-(x

```

```

>15)
3010 PLOT d,(21-y)*8: DRAW INK
5; OVER 1;(124-d)/3,(84-(21-y)*8
)/3
3020 BEEP .02,20: DRAW INK 5; O
VER 1;(124-d)/3,(84-(21-y)*8)/3
3022 BEEP .02,25: DRAW INK 5; O
VER 1;(124-d)/3,(84-(21-y)*8)/3
3025 BEEP .02,30: PLOT d,(21-y)*
8: DRAW OVER 1;(124-d)/3,(84-(2
1-y)*8)/3
3027 BEEP .02,35: DRAW OVER 1;(
124-d)/3,(84-(21-y)*8)/3
3030 BEEP .02,40: DRAW OVER 1;(
124-d)/3,(84-(21-y)*8)/3
3040 GO TO 7000
4000 LET ti=ti-30: LET t1=t1-30:
PRINT AT 0,28; PAPER 5; INK 0;t
i;" ": IF ti<=0 THEN PRINT FLA
SH 1;AT 0,25;"TI:0 ": GO TO 6000
4010 FOR g=7 TO 0 STEP -1
4020 PRINT AT 11,15; INK g;CHR#
p
4030 BEEP .02,g*3: NEXT g
4035 PRINT AT 11,15;" "
4040 FOR f=1 TO 8: FOR g=1 TO 10
: NEXT g: GO SUB t*100: NEXT f
4050 FOR g=0 TO 5: PRINT AT 11,1
5; INK g;CHR# p: BEEP .02,g*3: N
EXT g
4060 RETURN
6000 FOR g=1 TO 7
6010 FOR x=1 TO 21
6020 PRINT OVER 1; PAPER g;AT x
,0;"
"
6030 BEEP .005,30: NEXT x: NEXT
g
6040 PRINT AT 8,11;"GAME OVER";
PAPER 7; INK 0;AT 0,0; FLASH 1;"
SC:";sc
6045 IF sc<=hs THEN GO TO 6060
6050 LET hs=sc: PRINT AT 11,1;"W
ELL DONE - A NEW HIGH SCORE!!"
6055 PRINT AT 13,4;"PLEASE ENTER
YOUR NAME.": INPUT h$: FOR f=1
TO 50: NEXT f: GO TO 6070
6060 PRINT AT 11,1;"THE HIGH SCO
RE IS ";hs;" POINTS.":AT 12,1;"B
Y ";h$
6070 PRINT AT 16,2;"PRESS ANY KE
Y TO PLAY AGAIN."
6080 IF INKEY#="" THEN GO TO 60
80
6090 BEEP .3,60: CLS : GO TO 20
7000 LET li=li-1: PRINT PAPER 5

```

# CHESHIRE CATS

48K Spectrum

```
; INK 0;AT 0,12;li
7010 FOR f=1 TO 5: FOR g=144 TO
151
7020 PRINT INK RND*4+3;AT 11,15
;CHR$ g: BEEP .02,f
7030 NEXT g: NEXT f
7040 IF li=0 THEN PRINT FLASH
1;AT 0,9;"LI:";li: GO TO 6000
7050 PRINT OVER 1; INK 7;AT y,x
;a$(1);AT y+1,x;a$(2); OVER 0;AT
11,15;" "
7060 GO TO 2500
8000 FOR f=1 TO 60: PLOT RND*255
,RND*167: NEXT f
8100 DIM a$(2,2)
8300 LET p=144
8500 LET ti=500: LET b=100: LET
sc=0
8550 LET li=5: LET hit=0
8600 PRINT PAPER 5; INK 0;AT 0,
0;"SC:      LI:      SH:      TI:
"
8700 PRINT PAPER 5; INK 0;AT 0,
3;sc;AT 0,12;li;AT 0,19;b;AT 0,2
8;ti
8990 BEEP .1,0
8999 GO TO 2500
9000 CLS : PRINT PAPER 6; INK 0
;AT 5,0;"CHESHIRE CATS AND OTHER
NASTIES!"
9005 PRINT INK 5"" Program
design & software"" by P
AUL STANLEY."
9007 PAUSE 250: CLS
9010 PRINT ""THEY PLACED ME IN
SPACE.""WITHOUT ENGINES, JUST A
LASER."
9020 PRINT """"SHOOT THE NASTIES
"" THEY SAID.""I'D LIKE TO SEE
THEM DO IT."
9030 PRINT ""TWIST LEFT WITH .
RIGHT WITH ,WERE MY INSTRUCTION
```

```
S."
9040 PRINT AT 8,16; INK 3; BRIGH
T 1;1;AT 8,30;2
9050 PRINT ""THEY TOLD ME TO BL
AST 'EM WITH ,AND THAT IF I GOT
INTO TROUBLE,I COULD PRESS .""
""GOD ONLY KNOWS WHAT IT DOES."
9060 PRINT INK 3; BRIGHT 1;AT 1
1,31;9;AT 13,14;0
9070 PRINT ""PLEASE HELP ME!""
""IF YOU'RE PREPARED TO, PRESS A
NYKEY...."
9080 IF INKEY$="" THEN GO TO 90
80
9090 BEEP .3,60
9100 CLS
9110 RESTORE : FOR x=USR "a" TO
USR "u"+7
9120 READ n: POKE x,n
9130 NEXT x
9140 DATA 8,8,42,42,42,42,42,62,
0,18,36,72,146,164,72,48,0,0,252
,128,255,128,252,0,48,72,164,146
,72,36,18,0,62,42,42,42,42,8,
8,12,18,37,73,18,36,72,0,0,63,1,
255,1,63,0,0,0,72,36,18,73,37,18
,12,231,195,165,24,24,165
9150 DATA 195,231,0,0,1,3,71,127
,21,21,0,0,192,224,241,255,84,84
,31,63,102,127,93,8,0,0,252,254,
51,255,221,136,0,0,0,0
9160 DATA 48,72,164,68,2,3,0,0,1
2,18,37,34,64,192,3,7,11,17,18,3
2,32,192,192,224,208,136,72,4,4,
3,128,192,160,147
9170 DATA 255,251,249,255,1,3,5,
201,255,191,159,255,127,96,96,48
,56,28,15,3,254,6,6,12,28,56,240
,192
9180 RETURN
```

# ENERGY FIELD

Dragon 32

Seal off the four open ends of the time tunnel by setting energy fields as the relentless stream of aliens pours through. Setting an energy field outside a tunnel mouth will cause destructive feedback, as will setting one at the end of an unoccupied tunnel. A fine game from 60 Programs for the Dragon 32 by Pan Books/PCN.

```
1 REM *** DRAGON VERSION ***
2 CLS: CLEAR500
3 D=0:X=0:Y=0:F7=0:F8=187:F9=239:FA=8:F6=0:F2
=0:F3=0:F4=0:F1=0:F2=0:F=0
4 REM *** ENERGY FIELDS ***
5 GOSUB9800
7 GOSUB9840
```



# STAR SOCCER



## The ACTION game with the thrills of real football

Choose your team formations from 3-2-5, 4-2-4, or 4-4-2.

When the game starts it's up to you to plan your moves and outwit your opponents. See the results played out by fast machine code routines on a birds-eye view of the pitch.

## Make the split second decisions that the professionals have to!

Shall I make the short safe pass and maybe let the defence re-group?

Or do I try a long defence-splitting ball and risk an interception?

Has my winger got the speed to take on the full back and beat him?

Do I try a long shot and catch the goalie off his line?

Or shall I give the ball to a team-mate in a better position?

The more games of "Star Soccer" that you play, the more skillful you will become.

You'll learn how to set up the goal-scoring opportunities, and how to get yourself out of tight corners. You'll develop your own style of play and find out which formation suits you best.

## Side 1 features a SUPER LEAGUE competition

between 8 top British sides. Aberdeen, Aston Villa, Celtic, Liverpool, Manchester United, Rangers, Spurs and West Ham. 28 games in all and the League Table is automatically maintained for you.

Side 2 replays the WORLD CUP finals. It's a knock-out competition between England, Scotland, N. Ireland, Italy, West Germany, France, Brazil and Argentina. Lots of excitement with sudden-death extra time in drawn games.

It's amazing how so much is packed into 16K!

Available for ZX Spectrum and ZX81

(Please state which machine when ordering)

**ONLY £5.95**

Watson Software Services Ltd. (Dept. )

1, Ivy Cottages, Long Road West, Dedham, Essex CO7 6EL

Trade enquiries welcome.



# LEAMINGTON HOBBY CENTRE

Warwickshire's premier model shop and  
official agents for the BBC Microcomputer

	Ex. VAT	Inc. VAT
BBC Microcomputer Model A	£260.00	£299.00
BBC Microcomputer Model B	£346.95	£399.00
BBC Microcomputer + disc int.	£407.82	£469.00
UPGRADES		
MODEL A to B	£86.08	£99.00
MODEL B to Disc	£84.34	£97.00
VIEW wordprocessor	£51.99	£59.80
SPEECH Upgrade	£47.83	£55.00
NB: Prices include fitting and testing		
DISC DRIVES		
TORCH: 280 + 800K DISC PACK	£750.00	£862.50
ACORN 100K	£230.45	£265.00
800K	£699.00	£803.85
CUMANA: CS100 40K S/S	£213.00	£244.95
CS200 80K S/S	£245.00	£281.75
CS400 80K D/S	£344.00	£395.60
CS100E CS100-access	£189.00	£217.35
CS200E CS200-access	£221.00	£254.15
CS400E CS400-access	£320.00	£368.00
CD200 40K S/S	£385.00	£442.75
CD400 80K S/S	£505.00	£580.75
CD800 80K D/S	£639.00	£734.85
CD400S 40/80K S/S	£545.00	£626.75
CD800S 40/80K D/S	£679.00	£780.85
NB: Drives include cables, utilities, disc and manual		
PRINTERS		
EPSON RX80 Tractor feed	£298.00	£342.70
FX80 Tractor/friction	£410.70	£472.30
ACORN: JP101 Spark Jet	£365.00	£419.75
Printer Cables	£15.00	£17.25
MONITORS		
MICROVITEC: CUB Std Res	£249.50	£287.00
NORMENDE: Monitor/T.V.	£243.45	£280.00
ZENITH: B+W High Res	£80.45	£92.50
PERIPHERALS		
TARREN: Graphic Digitiser	£65.22	£75.00
STACK: Light Pen	£21.75	£25.00
ELFTONE: Cassette Recorder	£31.75	£36.50
JOYSTICKS		
ACORN: A-D Twin + fire button	£11.30	£12.99
MICROSTYLE: User Port Centring	£16.95	£19.50

121, Regent St, Leamington Spa, Warwickshire.  
Tel: (0926) 29211

## JOYSTICK QUESTIONNAIRE

Does your Joystick Handset have:

SPRING RETURN TO OFF?	YES/NO
SMOOTH GRAPHITE WIPER POTENTIOMETERS?	YES/NO
A KEYPAD TO PERFORM MORE FUNCTIONS?	YES/NO
A KEYPAD TO SAVE BASHING THE KEYBOARD?	YES/NO
FULLY ANALOGUE FUNCTION TO WIDEN ITS USAGE?	YES/NO
EXCHANGEABLE OVERLAYS FOR DIFFERENT PROGRAMS?	YES/NO

SCORE 1 FOR A 'YES' AND 0 FOR A 'NO' YES/NO

If your score is over 4 then you probably already own a Voltage Delta 14B Handset.

If your score is less than 4 then answer this question  
"For the price is it worth having anything less?"



Used for years by DATABASE video game owners these handsets have sprung return, nylon coated steel joysticks with graphite wiper potentiometers for longer life and SM00-00-00-THER control, plus 12 pushbuttons with two

extra fire buttons to share the wear.

Available now 'Delta Driver' programs to convert keyboard played games to the joystick and handset buttons and to use the keypads for numeric input or other functions.

The DELTA 14 comes in two parts. One handset will plug into the 15-way "D" plug to give analogue joystick plus three button functions. The second part is the DELTA 14B/1 adaptor box which plugs onto the 15-way "D" and connects to the user port. This gives use of all 12 buttons on the user port using a 3 x 4 strobed matrix. The eighth line is used to select a second joystick which can be plugged into the adaptor box. Suggested software routines included with each handset.

MADE IN GREAT BRITAIN

DELTA DRIVER PROGRAM CASSETTE £5.95

DELTA DRIVER PROGRAM DISK £8.95

DELTA 14B JOYSTICK HANDSET FOR BBC £12.95

DELTA 14B/1 ADAPTOR BOX AND CABLE £13.95

Cheque or PO with order. Prices quoted INCLUDE VAT, 1st Class Post, immediate despatch - 7 day money back guarantee.

**VOLTMACE LTD**

PARK DRIVE, BALDOCK, HERTS. Tel: (0462) 894410

Callers welcome Monday to Friday.

# GAMER

COMMODORE 64	£199.95
VIC 20 PACKAGE	£139.99
ATARI 400	£129.00
ATARI 800	£179.00
DRAGON 32	£169.00
ORIC I (48K)	£139.00
AQUARIUS	£79.95
SORD M5	£149.00
SPECTRUM	from £99.95
ELECTRON	£199.95
EPSON HX20	£462.00
EPSON QX10	£1995.00
MIRACLE PORTABLE	£2064.00

+ WIDE RANGE OF SOFTWARE,  
PERIPHERALS, BOOKS & MAGAZINES  
ALL PRICES INC VAT

24 Gloucester Road, Brighton  
Tel: Brighton 698424



## KIRKLANDS COMPUTERS

BBC "B"	£399.00
ELECTRON (in stock)	£199.00
EPSON FX 80 PRINTER	£390.00
LUL DISC INTERFACE	£89.70
TEAC 100K DISC DRIVE	£190.00
TEAC 200K	£260.00
TEAC 400K	£345.00
DUAL 100K	£350.00
DUAL 400K	£580.00

All disc drives include cables, utility and manual. We are Computertown dealers.

## KAY DEE SOFTWARE

New and exciting games for the BBC Micro:

1. **PASS GO** – similar to a very well known board game £8.50
2. **DEVIL'S CAUSEWAY** – Can you escape the devil's grasp £8.50
3. **STAR MAZE II** – The ultimate real time maze £8.50
4. **CONNECT 4** – Try to beat the computer £7.50

VIC 20:

1. **SPACE SCRAMBLE** – A fast arcade type game £7.50

See us at the

### BBC MICRO USER SHOW

Westminster Exhibition Centre, London 8-11 December

Contact us now (0782 415787). VAT is included on all items. P&P on software is 0.50p. Kirklands/Kay Dee Software, 27 City Road, Stoke on Trent.

SPECTRUM  
48K  
COMMODORE  
64

*little softie ltd.*

SPECTRUM  
48K  
COMMODORE  
64

### A Christmas Adventure –

a programme for the young child with 2 skill levels

Let your boy or girl be a special helper for Father Christmas in this personalised Christmas story. The visit from the fairy – the ride on the sleigh – journey to the Pole and the delivery of the presents makes this a magical game for the young to be played again and again. Both games run on Spectrum 48K and Commodore 64 (on cassette).



**£6.95  
incl.**

Cheque or PO to:

**LITTLE SOFTIE LTD**

FREEPOST BOX 11, ILCKLEY, WEST YORKS LS29 0YY

### Microweight – the individual computer guide to weight loss

This programme is designed for both men and women. Just answer the questions the computer asks and you will see with the aid of coloured graphics your projected weight loss for the next two months. The programme comes complete with calorie adjustment facility, height/weight guide, activity level, menus – with options to suit the individual –



**£6.95 incl.**





# More WINNING GAMES from LYVERS FT

## LUNAR RESCUE (48K SPECTRUM)

A team of research scientists are trapped on the moon and you have to pilot the rescue pod from the mother ship and ferry them back safely. But you have only space for one scientist at a time.  
100% M/C action with super smooth HI-RES GRAPHICS AND JOYSTICK OPTION.

## LIBERATOR (16K/48K SPECTRUM)

This game tests your aim and reactions as you command a gunsight on a homeward bound space freighter. Your cargo is the royal treasures of the empire and many people want them.  
A machine code presentation that should have you hooked.

## THUNDERHAWK (48K SPECTRUM)

Based on the popular arcade game Pheonix. This 100% full colour epic pitches you against the evil Albertrons who are set to destroy your race, five levels of fast action bring you to the command centre of battle fleet, can you finish the job. WITH JOYSTICK OPTION.

## GOLF (48K SPECTRUM)

Using M/C graphic routines, a game to absorb the keen novice and the scratch player. Play on a 9 or 18 hole course, with full selection of clubs. Along the greens and fairways hours of addictive sport can be had.

## PICTURE PUZZLE (DRAGON 32)

With HI RES graphics and 100% M/C. You are set the problem of putting the picture back together. Test your skill against the dragon 32 computer. A game guaranteed to hold you spell bound for hours.

## ANDROID INVADERS (DRAGON 32)

In a change of tactics the beings beyond the stars have developed an android of human form to do their dirty work. And with the aid of sensor jamming they may prove formidable. Using full colour, M/C, hi-re graphics this game can offer up to 21 levels of combat.

## VOYAGER (VIC 20 8 OR 16K)

The mission is simple, but its completion is far from being so. As captain of starship you have all the best facilities at your disposal. Unfortunately the klingons oppose you. A great M/C version of this classic computer game.

## SPHINX (VIC 20 8 OR 16K)

A riveting, full colour graphic adventure. That pits you against the spells and guardians of the tomb. In your quest to uncover the treasure of the pharaohs. This game will have you enthralled.

## BIRD OF PREY (BASIC VIC 20)

Evil baron von fritz is out to kill his cousin, the much loved Prince Rupert. The Baron intends to throw the prince from his plane into the sacred fire pit. But you the eagle of the north will make every endeavour to save your friend Prince Rupert. With colour, sound, this M/C game is a must.

## ALSO AVAILABLE:

Demon Driver Basic VIC20 — £5.95  
Lunar Rescue Basic VIC20 — £5.95  
Space Assault 3 or 8 VIC20 — £5.95  
Apple Bug/Crazy Climber Basic VIC 20 — £5.95

Nuclear Attack/Grand Prix Basic VIC20 — £5.95  
Hearts & Diamonds/Hi-Lo Basic VIC20 — £5.95  
Machine Code Monitor VIC20—£14.95

Hangman/Super Docker ZX81-16K £4.95  
Bouncing Gorillas ZX81-16K —£4.95



*all  
games  
£5.95*

☐ VIC-20 Machine Code Monitor @ £14.95 each  
☐ Lunar Rescue @ £5.95 each  
☐ Demon Driver @ £5.95 each  
☐ Applebug/Crazy Climber (2 pack) @ £5.95 each  
☐ Nuclear Attack/Grand Prix (2 pack) @ £5.95 each  
☐ Hearts & Diamonds/Hi-Lo (2 pack) @ £5.95 each  
☐ Space Assault @ £5.95 each-For 3K & 8K VIC-20

For any  
VIC-20

Please debit my Access/Barclaycard (delete as necessary)

Card

Number

I enclose Cheque/PO for £

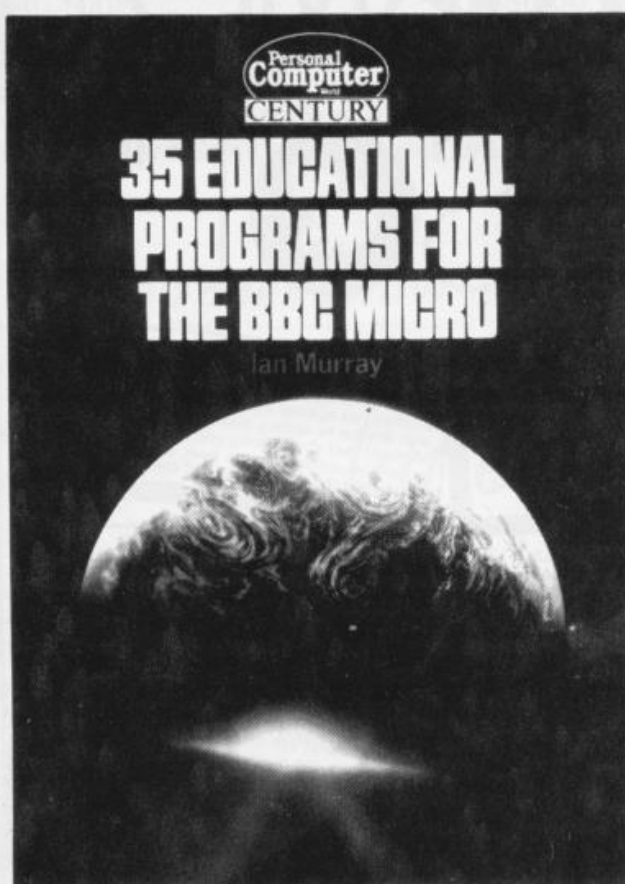
Name

Address

Free Postage mainland UK only



# YOUR SEARCH FOR FULLY TESTED EDUCATIONAL PROGRAMS FOR THE BBC MICRO IS OVER



## 35 EDUCATIONAL PROGRAMS FOR THE BBC MICRO

Ian Murray

Here is a selection of fully documented programs ranging from mathematics to geography, history and general science to spelling.

Designed for use in schools, colleges – all programs have been checked in a classroom environment – and at home, this book will allow you to put your BBC to work as soon as it is unpacked. Each program makes full use of the BBC micro's remarkable graphics capabilities and together they provide a useful insight into programming techniques.

£6.95 (paperback)

240 pp

*Available through all good bookshops but if you experience any difficulty please fill in the form below.*

### ORDER FORM

To: Department EP 3  
George Philip Services Ltd  
Arndale Road,  
Wick, Littlehampton,  
West Sussex BN17 7EN

Please send me \_\_\_\_\_ copy/copies  
of 35 EDUCATIONAL PROGRAMS FOR THE BBC  
MICRO by IAN MURRAY at £7.55 per copy (post paid)

I enclose my cheque/postal order for £ \_\_\_\_\_  
(Please make cheques/postal orders  
payable to George Philip)

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Please allow 28 days for delivery*

## CENTURY

## ENERGY FIELD

Dragon 32

```

8 H=0
10 GOSUB8000
20 GOSUB9000
35 COLOR2,0:GET(X,Y)-(X+16,Y+8),R1,G:PUT(X,Y)
  -(X+16,Y+8),R,AND
39 GOSUB9000:GOSUB9550:IFLI<=1THEN GOTO 7000
40 P=P-0.1::G=1:ON RND(4) GOTO 100,200,300,40
  0
60 F5=8:F6=16:K1=253:F3=X+F6:F4=Y+F5:K0=254:F
  ORD=1TOP:COLOR2,0:PUT(X,Y)-(F3,F4),R1,PSET
65 IFPEEK(339)=K0 THEN X=X+FA:Y=Y+FA
70 IF PEEK(339)=K1 THEN X=X+FA:Y=Y-FA
75 IF Y<F7 THEN Y=F8
80 IF Y>F8 THEN Y=F7
87 IF X>F9 THEN X=FA
90 F3=X+F6:F4=Y+F5:GET(X,Y)-(F3,F4),R1,G:COLO
  R 4,0:PUT(X,Y)-(F3,F4),R,AND
92 IF PEEK(338)=K0 AND G<>0 THEN GOSUB1000
93 NEXT D
95 RETURN
100 F2=49:A=1:F1=112:0=S:FOR F=1TO7STEP2
110 E$="BM128,"+STR$(F1)+";S"+CHR$(F2)+"!"+A$

(1):DRAW"C1;"+E$
115 IF G<>0 THEN GOSUB60
120 PLAY"O5;L150;"+CHR$(48+F)
130 DRAW"C0;"+E$:F1=F1+8:E$="BM128,"+STR$(F1)
  "+;S"+CHR$(F2)+"!"+A$(1):DRAW"C1;"+E$:F2=F2+1
135 IF G<>0 THENGOSUB60
140 PLAY"O5;L150;"+CHR$(49+F)
150 DRAW"C0;"+E$
160 F1=F1+8:NEXT F
165 IFS<>0 THEN :DRAW"BM128,180;C2":GOSUB9700
  :GOSUB9500:DRAW"BM128,180;C0":GOSUB9700
167 IF S=0 THEN LI=LI-0.2:
170 GOTO 39
200 A=2:F2=49:F1=96:0=S:FOR F=1 TO7STEP2
210 C$="BM128,"+STR$(F1)+";S"+CHR$(F2)+"!"+A$
  (1):DRAW"C1;"+C$
215 IF G<>0 THEN GOSUB60
220 PLAY"O5;L150;"+CHR$(48+F)
230 DRAW"C0;"+C$:F1=F1-8:C$="BM128,"+STR$(F1)
  "+;S"+CHR$(F2)+"!"+A$(1):DRAW"C1;"+C$:F2=F2+1
235 IF G<>0 THEN GOSUB60
240 PLAY"O5;L150;"+CHR$(49+F)
250 DRAW"C0;"+C$
260 F1=F1-8:NEXT F
265 IF S<>0 THEN DRAW"BM128,29;C2":GOSUB9700:
  GOSUB9500:DRAW"BM128,29;C0":GOSUB9700
267 IF S=0 THEN LI=LI-0.2
270 GOTO 39
300 A=3:F2=49:F1=120:0=S:FOR F=1TO9STEP2
310 C$="BM"+STR$(F1)+",104;S"+CHR$(F2)+"!"+A$
  (2):DRAW"C1;"+C$
315 IF G<>0 THEN GOSUB60
320 PLAY"O4;L150;"+CHR$(48+F)
330 DRAW"C0;"+C$:F1=F1-8:C$="BM"+STR$(F1)+",1
  04;S"+CHR$(F2)+"!"+A$(2):DRAW"C1;"+C$:F2=F2+1
335 IF G<>0 THEN GOSUB60
340 PLAY"O4;L150;"+CHR$(48+F)
350 DRAW"C0;"+C$
360 F1=F1-8:NEXT F
365 IF S<>0 THEN DRAW"BM23,104;C2":GOSUB9700:
  GOSUB9500:DRAW"BM23,104;C0":GOSUB9700
367 IF S=0 THEN LI=LI-0.2
370 GOTO 39

```

# MAZEMAN For the LYNX....

AND

## SPECTROID STORM

**SPECTROID STORM:** A fast action graphic space game. You dodge asteroids and zap aliens in this cosmic battle for the stars. There are bonus points to be scored for the sharp shooter with the speedy ship. The whole of hyperspace lies waiting for you when you pile on the super thrust.

Spectrum £4.45



**FORTH:** A full implementation allowing the full range of sound and colour. The only Spectrum package endorsed by the Forth Interest Group and the one used by Sinclair User in their series on Forth.

Spectrum £14.95

'...well worth the price...for a speedier Spectrum'  
...Personal Computer...

**THE WIZARD'S WARRIORS:** A fast moving game featuring continuous sound effects and arcade quality graphics.

Spectrum £4.95

'a well written graphics adventure!'  
...Home Computing Weekly...

**ADVENTURE ONE:** With save game facility. 'a remarkably good version...well worth the money.'

Spectrum £6.95

ZX81 £5.95

...Sinclair User...

**MAZEMAN:** ...NOW AVAILABLE FOR THE LYNX £4.95  
A fast action machine code game.

Spectrum £4.95

'...is very accurate and fast.'  
...Which Micro?...

ZX81 £4.45

**CHESS:** Ten levels of play. Good graphic display. '...in a class of it's own.'

ZX81 £5.95

...Your Computer...

**INVADERS:** Very fast m/c action. Includes mystery ship and increasingly difficult screens.

ZX81 £4.45

# ABERSOFT

DEPT  
PCG



7 MAES AFALLEN, BOW ST, DYFED, SY24 5BA

Dealer enquiries are welcome

24 Ansaphone 0970 828851

**132 GAMES**

At last,  
the first joystick  
that puts the firing button  
where it should have been  
in the first place.

Extra responsive  
action

Trigger  
Fire  
Button

Diamond  
Cut 'Arcade'  
Style Grip

# TRIGA COMMAND

IS HERE!

Extra long  
4 ft Cord

**The Top  
American  
Joystick is  
now available in  
the U.K. . . .**

To fit your **SPECTRUM**  
**ONLY £19.99 + £1.50 P + P**

- Including Interface to plug straight into the Spectrum.
- The first Joystick to give you "Arcade" feel and control.
- "Jet Style" heavy duty, diamond cut grip.
- Fire Trigger placed under your index finger . . . the finger with the fastest reflex action.
- Self centring, 360° action.
- Compatible with most of the latest Software including:

Jetpack  
Cookie  
PSSST  
Timegate  
3D Tunnel  
Cosmos  
Cyber Rats  
Galaxians  
Spookymon

Slippery Sid  
SS Enterprise  
Nite Flite  
Meteoroids  
Gulpmen  
Cosmic Guerilla  
Kong  
Armageddon  
Mission Impossible

Brain Damage  
Last Sunset  
Mazeman  
Galaxians  
ETX  
Frenzy  
Astroblaster  
Knot in 3D  
Joust

Frogger  
Blind Alley  
Galactic  
Jailbreak  
Transam  
Robotics  
Armageddon  
Exterminator  
Detective

**NOTE: THIS IS ONLY A SMALL SELECTION OF THE  
MANY COMPATIBLE GAMES**

**\* Also available for Commodore/Atari**

Item	Amount
Spectrum Triga Command	£19.99
VIC/CBM 64 Triga Command	£12.99
Atari Triga Command	£12.99
Interface Unit only*	£11.99
* To use with your own Joysticks with Spectrum	

ALLOW 7 DAYS

TRADE ENQUIRIES WELCOME

24 HRS CREDIT CARD LINE

P + P

£ 1.50



# DATTEL ELECTRONICS

27 HOPE STREET, HANLEY,  
STOKE-ON-TRENT  
TEL: 0782 273815

## ENERGY FIELD

Dragon 32

```

400 A=4:F2=49:F1=136:O=S:FOR F=1 TO 9STEP2
410 C$="BM"+STR$(F1)+",104;S"+CHR$(F2)+";"+A$(2):DRAW"C1;"+C$
415 IF G<>0 THEN GOSUB60
420 PLAY"O4;L150;"+CHR$(48+F)
430 DRAW"C0;"+C$:F1=F1+8:C$="BM"+STR$(F1)+",104;S"+CHR$(F2)+";"+A$(2):DRAW"C1;"+C$:F2=F2+1
435 IF G<>0 THEN GOSUB60
440 PLAY"O4;L150;"+CHR$(48+F)
450 DRAW"C0;"+C$
460 F1=F1+8:NEXT F
465 IF S<>0 THEN DRAW"BM233,104;C2":GOSUB9700
:GOSUB9500:DRAW"BM233,104;C0":GOSUB9700
467 IF S=0 THEN LI=LI-0.2
470 GOTO 39
1000 IF X<45 THEN GOTO 1100
1010 IF X>86 AND X<170 THEN GOTO 1200
1020 IF X<=211 THEN GOTO 2000
1030 IF X>241 OR Y<31 OR Y>177 THEN GOTO 2000
1040 COLOR 1,0:LINE(212,32)-(239,176),PSET,BF
1050 GOSUB 9600
1060 COLOR 0,0:LINE(212,32)-(239,176),PSET,BF
1065 IF A<>4 THEN GOTO 2000
1070 S=S+20
1080 G=0
1090 GOSUB9000:RETURN
1100 IF X<15 OR Y<31 OR Y>177 THEN GOTO 2000
1110 COLOR 1,0:LINE(16,32)-(43,176),PSET,BF
1120 GOSUB9600
1130 COLOR 0,0:LINE(16,32)-(43,176),PSET,BF
1135 IF A<>3 THEN GOTO2000
1140 S=S+20
1150 G=0
1160 GOSUB9000:RETURN
1200 IF Y<80 THEN GOTO 1300
1210 IF Y<162 OR Y>187 THEN GOTO2000
1220 COLOR 1,0:LINE(88,163)-(169,186),PSET,BF
1230 GOSUB9600
1240 COLOR 0,0:LINE(88,163)-(169,186),PSET,BF
1245 IF A<>1 THEN GOTO 2000
1250 S=S+20
1260 G=0
1270 GOSUB9000:RETURN
1300 IF Y>46 OR Y<21 THEN GOTO 2000
1310 COLOR 1,0:LINE(88,22)-(169,45),PSET,BF
1320 GOSUB9600
1330 COLOR 0,0:LINE(88,22)-(169,45),PSET,BF
1335 IF A<>2 THEN GOTO 2000
1340 S=S+20
1350 G=0
1360 GOSUB9000:RETURN
2000 REM
2010 J=140:FOR R=Y+8 TO 191 STEP 8
2020 PUT(X,R-8)-(X+16,R),R1,PSET:GET(X,R)-(X+16,R+8),R1,G:PUT(X,R)-(X+16,R+8),R,PRESET
2030 SOUND J,1:J=J+5
2050 NEXT R
2055 PUT(X,R-8)-(X+16,R),R1,PSET:GET(X,Y)-(X+16,Y+8),R1,G:PUT(X,Y)-(X+16,Y+8),R,AND
2060 LI=LI-1:IF LI<=1 THEN GOTO 7000
2070 GOSUB9000:RETURN
7000 CLS 4:PRINT@7*32+11,"GAME OVER";:PRINT@9*32+8,"YOU SCORED: ";S;:FOR I=1 TO 60:SOUND 60+I,1:NEXT I
7005 IF S>H THEN H=S

```

# TROJAN

Micro Computer Software & Accessories.

## LIGHT PENS

Trojan light pens allow you to draw pictures onto your T.V. screens. Our advanced software enables you to create your own designs, save and reload from tape without programming ability.

All Trojan light pens come complete with our new advanced programme cassette and comprehensive instructions.

TROJAN "SPECTRUM 48km" light pen incorporates the following graphic facilities.

- \* Draw box
- \* Draw line
- \* Colour fill designated area
- \* Draw circle
- \* Draw picture freehand
- \* All in Hi-Res

ONLY £17.25 inc. V.A.T. packing and post.

TROJAN "DRAGON 32" light pen has the following additional features.

- \* Data entry & processing
- \* Games playing — the fascinating game of NIM is included on the cassette, also programming hints and tips.
- \* Menu selection and control

ONLY £11.50 inc. V.A.T. post and packing.

All the above features can be in any of eight colours with the Spectrum light pen or four colours with the Dragon light pen.

Discover the exciting world of creating your own graphics on screen. Order today!

Send P.O. or cheque to:-

Trojan Products,  
Dept. SD1,  
166 Derlwyn,  
Dunvant,  
Swansea. SA2 7PF.  
Tel. (0792) 205491.

\* Please specify which model you require.

## BBC 32K — FINANCIAL GAMES — SPECTRUM 48K



### GREAT BRITAIN LTD

*You are P.M. and Chancellor of 'Great Britain'*

ACORN USER: "Highly enjoyable"  
ZX COMPUTING: "A challenging game"  
MICRO UPDATE: "A dream for megalomaniacs"

You must select the Party you wish to represent and your aim is to stay in office for as long as possible. You must control inflation and unemployment, maintain the exchange rate, introduce social reforms and stay popular. The game is split into sectors: country profile, shopping basket, budget day, reform opportunities, manifesto, and most important election nights (a telling time).

**A COMPLEX GAME THAT YOU WILL NOT TIRE OF IN A HURRY**

**£5.95**



### INHERITANCE

*Gt. Uncle Arbuthnot is dead.*

*You stand to inherit!!*

PERSONAL COMPUTER  
WORLD: "Well presented and good value for money"

A 2 part game. Prove your financial acumen in Part 1 by investing wisely at the stock and metal markets; if desperate try the casino or the horse races. If you are successful you will enter the world of big business in Part 2. Find the secret formula for paradise cola; manufacture and market the drink; cope with strikes, fires, frauds, cash shortages, etc. Your ultimate aim is to become a millionaire!

**A MAMMOTH GAME PACKED FULL OF FEATURES**

**£5.95**



### THE WORLD TRAVEL GAME

*A game for 1 or 2 players, full of danger and excitement*

Your aim is to collect 6 souvenirs from around the world (from Russia to Falklands) in the shortest possible time. Cope with HIJACKS, STRIKES, THIEVES, CASH SHORTAGES, BANKRUPTCIES, BAD WEATHER, ETC... World Map & full instructions supplied.

**BBC ONLY: £6.95 on cassette**

**★SPECIAL OFFER TO COMPUTER ANSWERS READERS: 2 GAMES FOR £10.95: 3 GAMES FOR £16.95**

## SIMON W. HESSEL SOFTWARE Dept PCG

15 Lytham Court, Cardwell Crescent, Sunninghill, Berks

Telephone: Ascot 25179

24HR DESPATCH — ONE YEAR GUARANTEE — MONEY BACK IF NOT SATISFIED

# ENERGY FIELD

Dragon 32

```

7100 PRINT@10*32+5,"HIGHEST SCORE: ";H;:PRINT
@15*32,"PRESS A KEY TO PLAY AGAIN";
7105 D$=INKEY$
7200 D$=INKEY$:IFD$="" THEN GOTO 7200
7300 SCREEN 1,0:PCLS0:X=8:Y=8:S=0:LI=8:P=5:RE
STORE: GOTO20
8000 DIMA$(4):RESTORE:FORF=1TO3:READ A$(F):NE
XTF
8005 PMODE3:PCLS0:SCREEN1,0:COLOR2,0
8010 DIM R(16,8):LINE(0,0)-(16,8),PSET:LINE(1
6,0)-(0,8),PSET:LINE(0,0)-(0,8),PSET:LINE(16,
0)-(16,8),PSET
8020 LINE(7,2)-(9,6),PSET,BF:GET(0,0)-(16,8),
R,G:PCLS0
8030 DIM R1(16,8),R2(12,12)
8040 X=8:Y=8
8050 DATA "U2;D4;U2;L2;R4;BR1;U1;H4;L3;G4;D3;
F4;R3;E4;U1"
8060 DATA"BR2;U3;L4;D4;R4;U1;BR2;U6;L8;D8;R8;
U2;"
8070 DATA"BD4;U8;BR4;BD4;L8;BU4;F8;BL8;E8"
8100 S=0:LI=8:P=5:RETURN
9000 COLOR 2,0:DRAW "S4;BM126,98;R4;D4;R4;D4;
L4;D4;L4;U4;L4;R4;U4"
9010 DRAW"M-40,-77;R84;D25;L84;U25;BM86,46;M+
40,+52;R4"
9020 DRAW"M+40,-52;U25;M-40,+77"
9030 DRAW"BM126,110;M-40,+77;R84;U25;L84;D25;
U25;M+40,-52;R4;M+40,+52;D25;M-40,-77"
9040 DRAW"BM122,102;M-107,-71;R30;D146;L30;U1
46;R30;M+77,+71;D4;M-107,+71;R30;M+77,-71"
9050 DRAW"BM134,102;M+107,-71;L30;D146;R30;U1
46;L30;M-77,+71;D4;M+107,+71;L30;M-77,-71"
9060 RETURN
9500 PLAY"O1;L20;CEGEC":RETURN
9550 COLOR0,0:LINE(0,0)-(255,8),PSET,BF:J=0:F
OR I=1TO8
9560 IF I<=LI THEN COLOR 1,0:PUT(J,0)-(J+16,8
),R,PSET
9570 J=J+24:NEXT I: RETURN
9600 PLAY"O5;L100;CEDFEG":RETURN
9700 DRAW"S4;" +A$(3):RETURN
9800 CLS2:FOR F=0TO5:FOR G=0TOF:PRINT@F*32+2*
F,"ENERGY FIELDS";:PLAY"O3L30T2V31;" +CHR$(49+
G):NEXTG:NEXT F
9835 PRINT@7*32,"":RETURN
9840 PRINT"GUARD THE TUBE WITH YOUR CRAFT":PR
INT"BY SETTING UP ENERGY SHIELDS AT THE 4 OPE
N ENDS OF THE SYSTEM."
9841 PRINT"ATTEMPTING TO PLACE A FIELD AT AN
Y PLACE OTHER THAN THE END WILL RESULT IN
YOUR DESTRUCTION"
9850 PRINT"SETTING ONE UP AT A TUBE NOT CO
NTAINING AN ENEMY WILL RESULT IN DESTRUCTION
ALSO."
9855 C$=INKEY$:IFC$=""THEN GOTO 9855
9856 CLS:GOSUB9800
9860 PRINT"MOVE WITH 1(UP) & 9(DOWN) BUT RE
MEMBER THAT YOU MOVE RIGHT AT THE SAME TIME A
ND GOING OFF THE SCREEN WILL PLACE YOU ON THE
OPPOSITE SIDE."
9870 PRINT"PLACE AN ENERGY FIELD AT A TUBE MO
UTH WITH 0. LETTING AN ENEMY PAST OR SELF-DE
STRUCTION RESULTSIN A POWER LOSS AND IF THIS
IS TOO GREAT THE GAME IS OVER.":INPUT"PRESS
ENTER TO START";C$:CLS
9880 RETURN

```

# A STAR REBORN?



£2.95

Arcade quality replacement handle insert including TOP FIRE BUTTON. TOP FIRE BUTTON kit for new shape Commodore joystick available without inset at £1.95.

Suitable for ATARI TM model CX40-04 and EARLY COMMODORE TM joystick (Atari shape). Repair your broken joystick, or simply improve the playing quality. Gives DUAL FIRE CAPABILITY AND LEFT OR RIGHT HAND CONTROL. Fitting instructions enclosed. Atari is a trademark of Atari inc. Commodore is a trademark of Commodore inc.

Computer Supplies, 146 Church Rd., Boston, Lincs.

## SQUIRREL SOFTWARE

QUALITY GAMES FOR BBC-B

### SUPERGOLF £7.50

Amazingly realistic – the ball speeds into the air, slows, curves down and rolls. Bunkers, water, O.O.B., and a variable gusting wind to cope with! Up to 4 players with score card for each!

### TRAFALGAR £8.00

NEW!

Command your own fleet! Battle plan unfolds to sea level view of individual engagements. Cannonballs smash into hulls and tear holes in sails! Magazines explode! Ships sink! Fire ships can be sent downwind! Flags are struck and prizes taken!

### BUNFUN £6.50

Icing and nuts have to be squirted on as the buns go past! Good reactions, rhythm, and timing required! Favourite with all ages!

### ROULETTE WHEEL £5.00

VIC 20 ONLY

Ball goes round and round the wheel with a clickety clack – Brings Monte Carlo to you! – Full scoring rules included.

ALL THESE GAMES FEATURE SUPERB MULTICOLOUR GRAPHICS

## SQUIRREL SOFTWARE

4 BINDLOSS AVENUE, ECCLES, MANCHESTER M30 0DU

24 Hour answering service – 061-789 4120

Cheques, P.O.s

Trade enquiries welcome

ZX SPECTRUM  
JOYSTICK  
INTERFACE  
ADAPTOR £9.95



QUICKSHOT  
JOYSTICK £11.95



£19.95



48K UPGRADE KIT £22.50



£39.95

(Add £1 p&p Overseas orders £3 p&p)

Send cheque/PO to  
**RAM ELECTRONICS (FLEET) LTD**

Dept GP, 106 Fleet Rd, Fleet, Hampshire GU13  
or ring us with your Access or Visa card number on (02514) 5858

## MICRO USER T-SHIRTS AND SWEATSHIRTS

- 1) ZX81
- 2) Spectrum
- 3) Oric 1
- 4) Epson
- 5) I'm User Friendly
- 6) Have you seen my peripherals?
- 7) Invader
- 8) Z80
- 9) 6502

T-Shirts 100% cotton in white/red/pale blue £3.25 each inc

Sweatshirts polycotton in white or grey £5.50 each inc

Small/medium/large and extra large sizes

## ONE PERCENT SCREENS

Unit 12, Star Lane Estate, Great Wakering, Essex

# PLAY IT AGAIN WITH AN ACE IN YOUR HAND.

AVAILABLE  
BY MAIL ORDER—  
**£12.95**  
POST OR PHONE  
YOUR ORDER

No matter what computer, video machine or game nothing handles like a PRO-ACE. The name of the game is ACTION with dual left or right firing, PLUS the PRO-ACE centre fire button built into the joystick—that's PRO-ACE total control.



UNIQUE  
JOYSTICK  
FIRE BUTTON



INSTANT ACTION  
LEFT OR RIGHT  
HAND FIRING



RUBBER PADS  
FOR POSITIVE  
STABILITY

You can see the difference—  
Now Play the difference,  
whatever game your into—  
get into your local dealer and  
play it again with an ACE in your hand!

SEND THE COUPON FOR YOUR NEAREST DEALER INFORMATION

Please send further details of my nearest dealer and more information or \_\_\_\_\_ Pro-Ace  
Joystick/s. I enclose £12.95 each (allow 28 days for delivery) Quote PCT-1

**PRO-ACE**  
THE WAY TO WIN IS WITH AN  
ACE IN YOUR HAND.

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
POSTCODE \_\_\_\_\_  
TEL No. \_\_\_\_\_

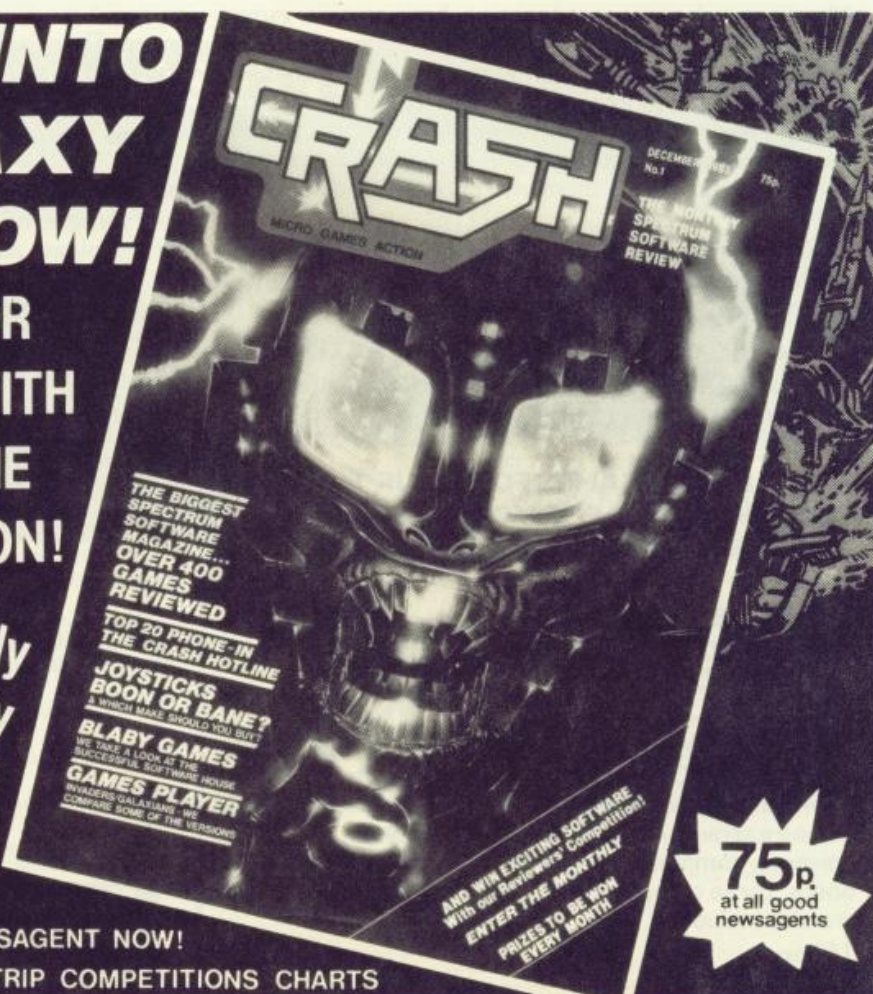
SUMLOCK ELECTRONIC SERVICES MANCHESTER LTD., 198 DEANS GATE, MANCHESTER M3 3NE. 061 834 4233

## CRASHING INTO YOUR GALAXY NOW!

THE REVIEW MAG FOR  
SPECTRUM USERS WITH  
THEIR FINGER ON THE  
BUTTON!

ON  
SALE  
**18<sup>th</sup>**  
NOV

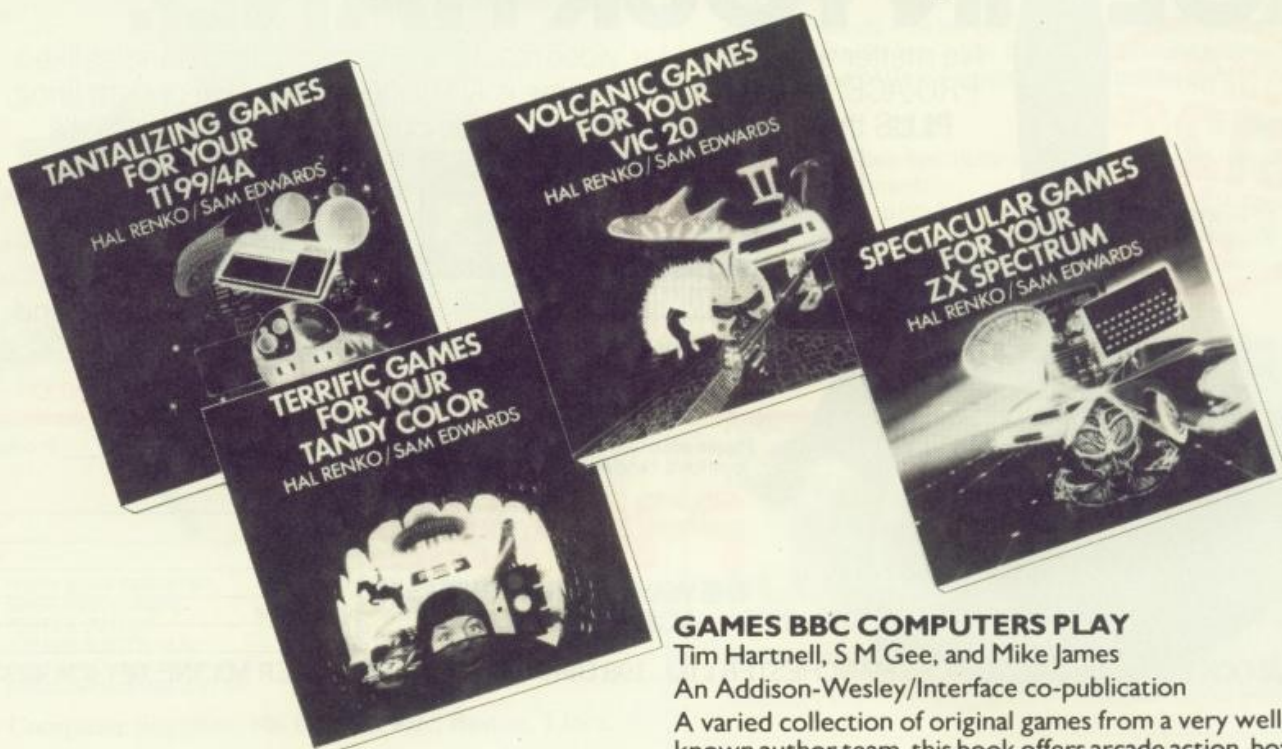
The only  
Monthly  
rampacked with vital  
info on Spectrum  
games software!



**75p.**  
at all good  
newsagents

ORDER YOUR COPY FROM YOUR NEWSAGENT NOW!  
NEWS REVIEWS ARTICLES COMIC STRIP COMPETITIONS CHARTS

**A WHOLE NEW WORLD OF  
FANTASY AND FUN**  
from Addison-Wesley



Whether you're into arcade action, brain teasers, games of strategy and chance, or all-out competition, there's something for you in these new collections of games. They've all been thoroughly tried and tested, and each game comes complete with playing instructions. We've adapted them for most of the popular home micros, so all you have to do is type them in ... **LOAD ...** and **RUN!**

**All £3.95 each**

**ASTOUNDING GAMES FOR YOUR APPLE II**  
**AWESOME GAMES FOR YOUR ATARI**  
**DYNAMIC GAMES FOR YOUR DRAGON**  
**SENSATIONAL GAMES FOR YOUR ZX81**  
**SPECTACULAR GAMES FOR YOUR**  
**ZX SPECTRUM**  
**TANTALIZING GAMES FOR YOUR T199/4A**  
**TERRIFIC GAMES FOR YOUR TANDY COLOR**  
**VOLCANIC GAMES FOR YOUR VIC 20**

### And for BBC Micro owners

## CREATING ADVENTURE PROGRAMS ON YOUR BBC MICRO

Ian Watt

An Addison-Wesley/Interface co-publication

With your BBC Micro and this book, you can explore labyrinthine cave systems, battle dragons, discover treasure troves – in fact, you can create your own mini-universe, complete with its own laws and logic. As a bonus, three complete, ready-to-run adventure games are also included.

160pp

illus

**£6.95**

## GAMES BBC COMPUTERS PLAY

Tim Hartnell, S M Gee, and Mike James

An Addison-Wesley/Interface co-publication

A varied collection of original games from a very well-known author team, this book offers arcade action, board games, a stock market simulation, biorhythms and much more. There's also five superb graphics programs to show off with. Detailed instructions and fully tested listings accompany each program.

113pp

illus

**£6.95**

Available from bookshops and computer stockists everywhere, or direct from Addison-Wesley. If you order direct, please add 50p per book postage and package.



**Addison-Wesley Publishers**  
53 Bedford Square  
London WC1B 3DZ

Please send me the following books:

---

I enclose a cheque/postal order for £ \_\_\_\_\_ OR  
Please charge my Access/Visa/American Express/Diners Club

Account No.

[illegible]

Signed \_\_\_\_\_ Date \_\_\_\_\_

Name \_\_\_\_\_

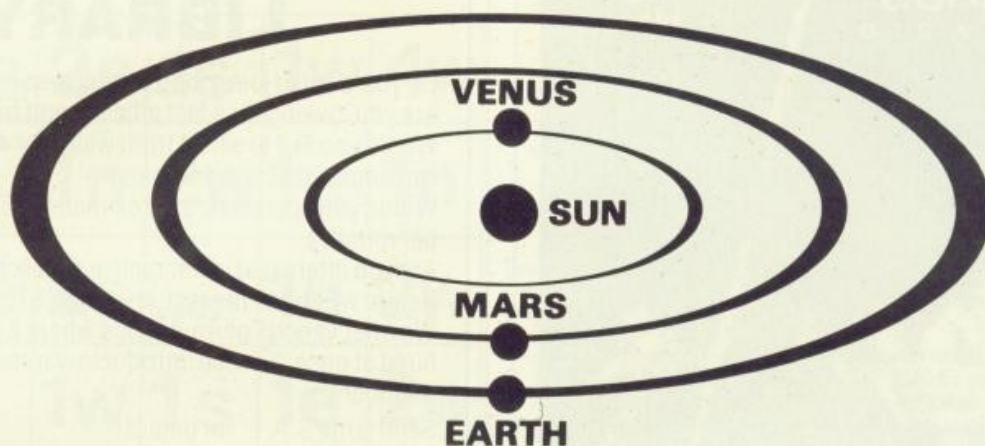
Address \_\_\_\_\_



Addison-Wesley Publishers

PCG/2

# THOUGHTS



Yesterday afternoon a wandering black hole happened to be in the galactic neighbourhood, so to speak, and at a distance of 33 light years gobbled up the section of the Solar System shown in the diagram. When it finally spat the Sun and three planets out again into a new Universe, things had changed, and the orbits of the planets around the Sun had altered. Venus orbits the Sun once in 42 years, Mars in seven and Earth in 49 years, all clockwise. From the time that the new Solar System was born out of the black hole, all nicely in line as shown, what is the least number of complete years that must pass before the Sun and three planets will again be exactly in line?

## ADVERTISEMENT

### NOW FLY THE CASSETTE!!

ONLY £7.95  
Including V.A.T. & P&P

\*CURRENTLY ON  
PRESTEL VIA  
MICRONET 800

Dealers Contact  
(0903) 206076

**BBC**  
ALL OPERATING  
SYSTEMS

32K

**747**

FLIGHT  
SIMULATOR  
& BRIEFING

A full blown, pilot written simulation (writer of the famous Atom 747) real time instrument and visual display, 3D runway view (Heathrow or Gatwick), large dials, moving pointers plus digital readout. Demonstration approach and landing. Full, separate briefing program. Area chart, notes and flight plan. Fantastic!

**SPEECH ROM? TABLES TEACHER!** The Doc speaks! Learn multiplication in several different interesting and colourful ways. (Runs OK without S.R. but DOC is silent). (Add £4.00 for disk version).

**KREMLIN** multi level maze escape with Gremlins/bomb/3D graphics and sound/map/compass/quiet explore option!

**HARMONY:** infinite, saveable, 3D patterns of colour and sound, menu driven.

**WORD PERFECT** friendly and versatile, full facility 40/80 column word processor (add £4 for disk version)

ROYALTIES DOC PAYS THE BEST FOR THE BEST

**DOCTOR SOFT**  
ADVANCED SOFTWARE



A new concept, a new class!



\*CURRENTLY ON  
PRESTEL VIA  
MICRONET 800

**Wolfpack III**

BBC 32K, all operating systems  
Combat briefing and program

"Sometimes your first warning is a lancing disruptor beam striking from beyond—sometimes they materialise close at hand. You are either quick or dead!" "A think, zap and think again game!" True in-space cumulative motion, amazing full colour Starfield graphics & sound. Multiple ship control, each ship has its own mission and destiny, 4 types of enemy, meteor strikes. Good strategy rewarded by energy & promotion. Poor combat rewarded by death! (but rescue/refuel possible). Rotating base station.

NO extras all prices fully inclusive

• Special offer £1 off for 2 items, £2 off for 3 items, etc

Name .....

Address .....

TOTAL £

PCG1

# EMPIRE

from  
**SHARDS**  
software

...there is no  
hiding  
place...



The ultimate strategy game for the Dragon 32. Destroy the evil Dragon Empire before it conquers the world. For one player (no joystick). Includes 7 world maps and 8 levels of difficulty. With 100% hi-res. Only £6.95 at Boots and all good stockists or send cheque/PO to SHARDS SOFTWARE, 189 Eton Rd, Ilford, Essex IG1 2UQ.

## LOOKING FOR SPARE TIME EARNINGS?

Then why not sell software to your friends and workmates.

There are probably hundreds of micro users in your area looking for software who are wary of mail order and cannot find a local dealer. You can become that local dealer.

We are looking for agents in all areas to sell software for the Spectrum, ZX81, VIC-20, CBM 64, BBC, Dragon, Atari, Oric 1 and Lynx. All the latest titles in stock. Write now for full details or telephone if you prefer.

Joysticks, joystick interfaces and Spectrum sound boosters along with CBM 64, Spectrum and Lynx 48K Computers also available.

If you are interested in becoming a Bytewell agent in time for the predicted boom in sales this Xmas then write or telephone now.

**BYTEWELL, 203, COURT ROAD,  
BARRY, S. GLAMORGAN, CF6 7EW**  
Telephone (0446) 742491

Attention! Attention! Attention! Attention!



# ATARI®

400/600/500/1200 OWNERS

## MIDLAND GAMES LIBRARY

Do you want to join a long established library?  
Are you looking for a fast efficient and friendly service?  
Would you like to select from well over 400 cassettes, cartridges, discs and utilities?  
Would you appreciate approximately 25 new additions per month?  
Are you interested in interactive club schemes?  
Before writing to the rest, try the BEST.  
We offer various permutations where 2 games may be hired at once. Special introductory offer to new members.

Send large S.A.E. for details!

## M.G.L.

48 Read Way, Bishops Cleeve, Cheltenham  
Telephone (0242-67) 4960 6pm-9pm

All our games are originals with full documentation

## BUFFER MICRO SHOP

310 STREATHAM HIGH ROAD, LONDON SW16 6HG  
Tel: 01-769 2887

Open Tues-Sat 10.30 am to 5.30 pm (Closed Mondays)

Software from all the best suppliers  
Over the counter  
Plus growing range of peripherals  
See it 'n try it before you buy it

SAE appreciated for catalogue - but please specify for which computer

**DRAGON**

**ZX SPECTRUM**

**ZX81**

The World's Greatest Range Of  
**SINCLAIR SOFTWARE**  
Pioneers in 1981 - way head today

**BBC-ACORN**

**VIC 20**

KEYBOARDS \* ADD-ONS \* CASSETTES \* BOOKS

MEMBER OF THE COMPUTER TRADE ASSOCIATION - YOUR FAIR DEAL GUARANTEE

VISA - ACCESS - AMERICAN EXPRESS - DINERS CLUB  
ALL CARDS WELCOME

# THOUGHTS

N

	4s	2s	1s	1w	4w	
	1e	1n	2w	1e	1n	
W	3e	2s	LAST	1n	2w	E
	1n	1w	1s	1e	2w	
	3e	1n	2e	1n	2n	

S

The diagram shows the push-button lock of the new Supersafe bank vault at the MidWest Bank in Threadneedle Street. Each one of the boxes is a separate push-button mechanism, each one of the 25 buttons needing to be pressed in the correct order before the Supersafe door will swing open.

The bank staff have, of course, been issued with the necessary instructions that would be required to crack the Supersafe's code. This tells them that the letter and number printed on each button indicate the number of squares, and direction, in which to move to locate the next button to be pressed in the sequence.

Only when all 25 buttons have been pressed in the correct order will the Supersafe lock tumblers slide into alignment, and the door open. For example, the button marked '4w' informs one that the next button to press in the sequence is four squares away in the West (W) direction.

On our diagram of the lock, the last button to be pressed in the whole sequence is indicated – which is the first button that must be pressed?

## ADVERTISEMENT

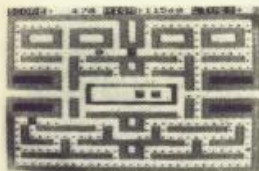


## DJL SOFTWARE

DEPT PCG, 9 TWEED CLOSE, SWINDON, WILTS SN2 3PU

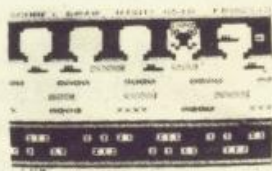
Tel: (0793) 724317 Trade enquiries welcome

Export Orders: Please add £1.00 per tape airmail



### ZUCKMAN ZX81 (16K)

- \* ALL MACHINE CODE (10K)
  - \* FOUR INDEPENDENT GHOSTS
  - \* HIGH-SCORE 'HALL OF FAME'
  - \* AUTHENTIC ARCADE ACTION
  - \* TITLE/DISPLAY MODE
- ONLY £4.95 INC. P&P



### FROGGY ZX81 (16K)

- \* MOVING CARS, LOGS, TURTLES
  - \* ALLIGATORS, DIVING TURTLES
  - \* FOUR 'SCREENS' OF ACTION
  - \* ALL ARCADE FEATURES
  - \* ENTIRELY MACHINE CODE
- ONLY £4.95 INC. P&P

### ★ NEW ZX Spectrum 16K or 48K ★ FROGGY

SPECTRUM VERSION OF  
ARCADE GAME WITH FULL ARCADE  
FEATURES:

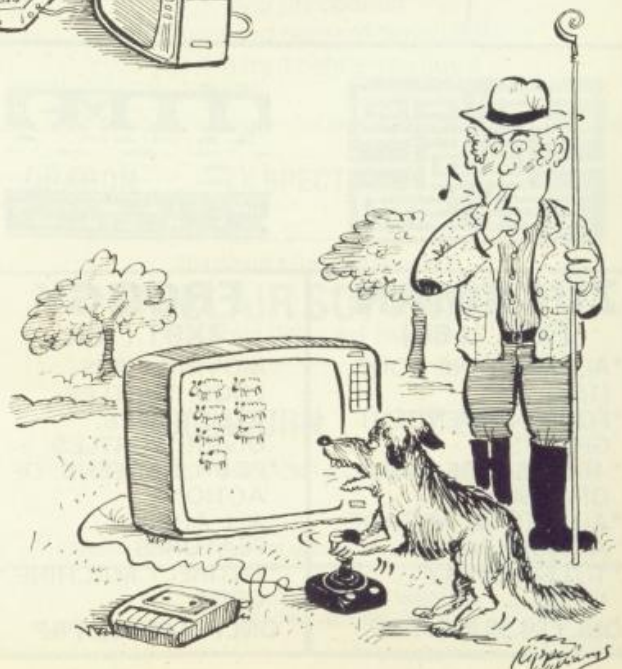
- ★ Fabulous Hi-Res Colour Graphics
- ★ Authentic Sound Effects + 3 Tunes
- ★ 3-D Logs, Swimming & Diving Turtles
- ★ 3 Lanes of Multi-coloured vehicles
- ★ On-screen Score, Hi-Score, Time-bank
- ★ Snake, Alligators and Baby Frog
- ★ 'Top 5' High-Score initials table
- ★ Demonstration Game routine

Your home-sick frog must leap across a busy main road, then onto logs and turtles in the river to reach safety of the river-bank frog-homes. THIS MACHINE-CODE GAME MUST BE SEEN TO BE BELIEVED!!

ONLY £5.95 INC. P & P



# CARTOONS





# ADVERTISERS' INDEX

Abersoft	132	Galactic S/W	96	Radford Hi Fi Ltd	84
Addison Wesley Publishers	138	Gamer	127	Ram Electronics Ltd	136
Addictive Games	124	Games Centre	143	R H Electronics Sales Ltd	50
AGF Hardware	132	Games Machine Limited	113	Richard Shepherd Software	66/67
Algray	28	Games Workshop	30		
Anco Software	122	Gem Software	19		
Andrew & Co	122			Salamander	60
Anik Microsystems	118	Imagine S/W	108/109	Shards Software	140/122
Ani Rog Software	92	Intelligence Software	81	Sharp Electronics Ltd	48/49
Apocalypse Software	100	Interceptor Micros	8	Sherborne Designs	118
Artic Computing Ltd	100	Ivysoft	13	Simon Hessel Software	134
				Silversoft	94
				Softek	33
Beebug	5	J P Magnetics	116	Soft Machine	124
Buffer Micro Shop	140			Software Invasion	56
Bug Byte	OBC	Kaydee Software	128	Spectresoft	89
Bytewell	140	Kudusoft	118	Squirrel Software	136
Bamby Software	10			Stack	6
				Starcade	64
Calpac Computer Software	19	Leamington Hobby Centre	127	Star Dreams	124
Cambridge Computing	114	Little Softie Ltd	128	Sumlock Electronic Services	137/93
Carnell Software	17/120/121	Llamasoft Software	24/25	Supersoft	113
Cascade Games	13	Lowe Computers	54/55	System	88
CDS Micro Systems	38	Lyversoft	129	System Soft	13
Cheetah Marketing Ltd	12				
Ciro Soft	23	Martech Games	28	Tansoft Ltd	52
Clwyd Personal Computers	143	Matel Electronics UK	104/105	Taskset Ltd	36
Cobra Technology	65	Microbyte Software	58	Terminal Software	47
Computer Add Ons	23	Micro Gold	18	Teyward Microtech	84
Computer Supplies	136	Micronet 800	44/45	Thorn EMI Computer	34/35
Compusound	124	Microsphere Computer Services	88	Timescape	3
Consumer Electronics Ltd	112	Midland Games Library	140	Trojan Products	134
Crash Micro Games Action	137	Mr Chip Software	2		
Crystal Computing	98			Ultimate Play The Games	90
		One % Screens	136		
D A Computers Limited	23	Oric Software	87	Video City	87
Datel Electronics	132	Oxford Computer Publishing	116	Visions Software Factory	102/103
Doctor Soft	139			Voltmace Ltd	127
Duckworth	84	Personal Software Services	80	Vulcan Electronics	118
DJL Software	141	Plaza Star Software	116	Vyajys H-K	84
		Procom Software	17/42		
Express Software	63	Protek Computing Ltd	IBC	Watson Software	127
				Wessexsoft	6/17
Fantasy Software	IFC	Quantec Systems & Software Ltd	37	Woodland Software	116

## THOUGHTS: SOLUTIONS

Page 139: the least number of complete years before the Sun and the three planets will again be in line is 147. (The Earth takes three orbits before it gets to '6 o'clock'; Mars takes 21 orbits before it gets to '6 o'clock'; but since a planet can be in line after every half of an orbit, Venus only takes three and a half orbits before it reaches the '6 o'clock' position.

Page 141: the first button which must be pressed is the button in the centre column, bottom row, that is '1w'.

# HUNTER-KILLER

For the 48K ZX Spectrum

Can you Captain a World War II submarine, hunt the enemy then destroy him with your torpedoes?

Realistic simulation including:

- (a) 4 separate screen displays  
(Control Room, Chart Room, View through Periscope, Navigation Chart)
  - (b) 18 control functions
  - (c) Quick kill option
- Written by Rod Hopkins

£7.95



AVAILABLE FROM MOST GOOD COMPUTER STORES

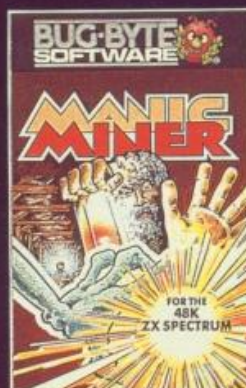
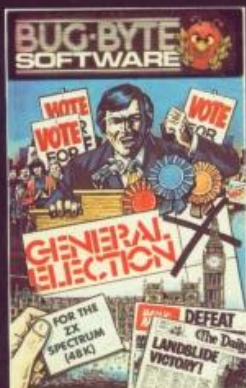
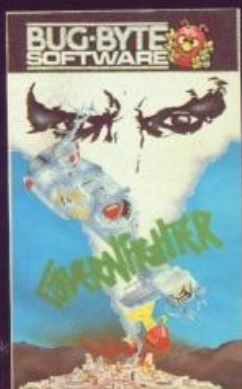
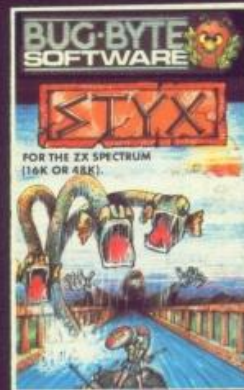
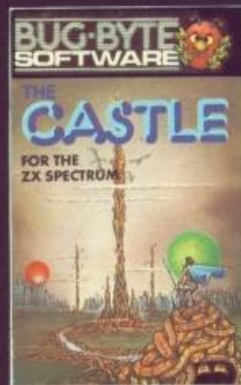
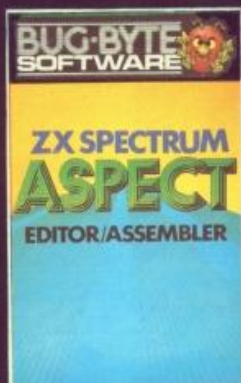
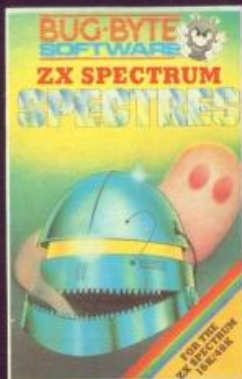
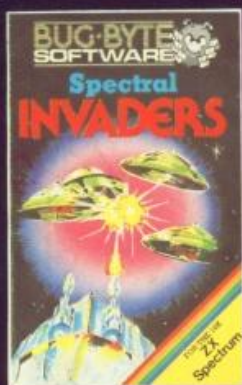
TRADE  
ENQUIRIES  
WELCOME

**=Protek=**

**COMPUTING LTD.**

1A Young Square, Brucefield Industrial Estate,  
Livingston, W. Lothian.

Subject to availability.  
Prices correct at time  
of going to press.



# TOP TEN

Available in all good software stockists. Dealer enquiries contact **MATTHEW THOMAS** on 051-709 7071

# BUG-BYTE SOFTWARE



Mulberry House, Canning Place, Liverpool L1 8JB.