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# COMPUTER & VIDEO GAMES

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# MADE ON EARTH

## COMMODORE 64 GAMES

### QUINTIC WARRIOR

Quintic were against the forces of evil and the forces of evil. Author: T.A. Wells.

### END OF POWER

Search for the kingdom of the end of the world. Author: John Halls. Commodore 64. Aquadisc. End of Power. B. B. MacKenzie.



### AQUAFLAME

Aquaflame is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Aquaflame. B. B. MacKenzie.

### PURPLE TURTLES

Turtle racing with the Purple Turtles. Author: John Halls. Commodore 64. Aquadisc. Purple Turtles. B. B. MacKenzie.



### REC PROGRAMMER

#### MINI-OUT

Mini-Out is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Mini-Out. B. B. MacKenzie.



### REBART

Rebart is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Rebart. B. B. MacKenzie.

### THE GENERATORS

The Generators is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. The Generators. B. B. MacKenzie.

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### SPECTRUM GAMES

#### YELMOR'S LAR (Adventure)

Yelmor's Lar is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Yelmor's Lar. B. B. MacKenzie.



### BRADDOLE'S GAMES

Braddole's Games is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Braddole's Games. B. B. MacKenzie.

### TRAXX

Traxx is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Traxx. B. B. MacKenzie.

### GRIDRUNNER

Gridrunner is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Gridrunner. B. B. MacKenzie.

### AQUAFLAME

Aquaflame is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Aquaflame. B. B. MacKenzie.

### RADOM

Radom is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Radom. B. B. MacKenzie.



### 3D STRATEGY

3D Strategy is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. 3D Strategy. B. B. MacKenzie.

### SUBAROO (THE PLEA)

Subaroo is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Subaroo. B. B. MacKenzie.



### SOFTBLOO 3D ART ATTACK

Softbloo is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Softbloo. B. B. MacKenzie.

### URGENT

Urgent is a game of strategy and tactics. Author: John Halls. Commodore 64. Aquadisc. Urgent. B. B. MacKenzie.



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## RAMPACK, RAMTOP...

Dear Sir,  
I own a C64 with a 10K Rampack and I would like to know how to set the RAMTOP on this machine. I have seen in several listings of programs the words, "Before running the program, set the RAMTOP to fit if you have a RAMPack". Could you please help me?

David Hocking,  
Lower Hill,  
New Zealand.

Editor's Reply: The first non-volatile byte is stored in addresses 16388 and 16389. To set up a 1K system, type:  
POKE 16388,0  
POKE 16389,0

This should set the RAMTOP to that of a 1K machine.

## UPGRADE UPDATE

Dear Sir,  
I have an Atari 400 computer. At the moment I am thinking about upgrading it to 48K using a RAMBoard. Please could you tell me where the best upgrade is available from. Also would a 48K Atari 400 be able to run the same things as a 48K Atari 800, for example disc drives etc? (Steve Hunt, Ayles, Essex.)

Editor's reply: Callisto Computers of Manchester and Maplin offer 48K upgrades for the Atari 400 for around £180. Yes, it is possible to use the disc drive and other peripherals on the expanded Atari 400.

## RULES OF COPYRIGHT

Dear Sir,  
I am an amateur software

writer who has written a few games for the Vic-20 computer. I had hoped to have one of these sold, but I am unable to find any information on copyright laws in my local reference library, and I haven't found any information in any of the popular computer magazines. Please could you help me by telling me how I should go about copyrighting my program, and how to sell it.

P. Murphy  
Cambridge  
St. Clements  
Editor's reply: Your best bet is to get in touch with the Computer Resellers Association. Mr. Murphy. They have just drawn up a statement on copyright and associated matters — too long to print in full here! The CRA's address is 1, Buckhurst Road, Bexhill on Sea, East Sussex.



## SECRETS OF THE ATARI

Dear Sir,  
Recently I purchased an Atari 400 computer and after reading through the books provided, I was somewhat put out that there were no instructions how to program moving items across the screen as in Space Invaders, Asteroids, Missile Command and the walking figures as in Berzerk and Robot Attack.

How do you program a missile to fire across or down

the screen? Preferably I would like these things in C64 or C65 or C66 or C67 or C68 or C69 or C70 or C71 or C72 or C73 or C74 or C75 or C76 or C77 or C78 or C79 or C80 or C81 or C82 or C83 or C84 or C85 or C86 or C87 or C88 or C89 or C90 or C91 or C92 or C93 or C94 or C95 or C96 or C97 or C98 or C99 or C100 or C101 or C102 or C103 or C104 or C105 or C106 or C107 or C108 or C109 or C110 or C111 or C112 or C113 or C114 or C115 or C116 or C117 or C118 or C119 or C120 or C121 or C122 or C123 or C124 or C125 or C126 or C127 or C128 or C129 or C130 or C131 or C132 or C133 or C134 or C135 or C136 or C137 or C138 or C139 or C140 or C141 or C142 or C143 or C144 or C145 or C146 or C147 or C148 or C149 or C150 or C151 or C152 or C153 or C154 or C155 or C156 or C157 or C158 or C159 or C160 or C161 or C162 or C163 or C164 or C165 or C166 or C167 or C168 or C169 or C170 or C171 or C172 or C173 or C174 or C175 or C176 or C177 or C178 or C179 or C180 or C181 or C182 or C183 or C184 or C185 or C186 or C187 or C188 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or C2056 or C205



EXPLORE



# e'll be supplying Acorn Electron

across the the screen. It comes not only with a comprehensive user-guide, but also with a book that takes you through the principles of Basic programming, as well as a demonstration cassette containing fifteen programs.

And it costs only £199: at

this price and with its impressive specification, the Acorn Electron represents outstanding value for money.

As well as the Electron, you'll find we have the range of Electron software.

So come in and see us at W.H.Smith.

# WHSMITH



Price correct at time of going to press. Subject to availability. Available at selected branches only.



# MAILBAG



## ATOMIC QUESTIONS

Dear Sir,

The games you point for the Atom Atom are all excellent, please print more in-raw games.

I was wondering if you could tell me of any companies that make chips for extra commands. The BBC chip is good, but you cannot mix the two buses together. The chips should have commands such as READ, DATA, DIRECT, PRINT AT, PRINT TAB, C.Y. Reminders and Sound facilities.

A. J. Kaulthaus  
Telford,  
Shrop.

Editor's reply: There are a number of utility ROMs available for the Atom. The latest I have seen advertised is by Watford Electronics. This has READ, DATA and a "BBC like" keyboard scanner routine. It also has many other facilities such as a Disassembler, fast tape interface, memory dump commands etc. Other similar ROMs are produced by Program Power and A & F Software.

## PRaise FOR C-TECH. . .

Dear Sir,

For the C-Tech Binary Song controversy. Upon perusing your piece in September's C&MG I decided to take the company up on their offer of a replacement tape.

Receiving it a few days I located the useful item into Sir Majesty's Portage Polsterer (sometimes known as the Royal Mail) and created results. In less than a week a new tape popped through the letterbox, bounced off the mat and landed in the cassette player.

The game I received is called Rebel Raiders and is for either the 16 or 48k Spectrum. As I own a 48k Spectrum and all my software is of that ilk, this is my first 48k program.

The game is a cross between Defender and Scramble and after loading first time I found it very

playable and excellent to look at.

My thanks have already gone to C-Tech and I feel it important that someone should have a letter published (if others agree with me) to compliment the company on their fast efficient no quibble service. My faith in the M.C.P. of the Universe is restored.

John O'Neill  
Livingstone,  
Scotland

## EXPANDING THE SHARP

Dear Sir,

Being a proud owner of a Sharp MZ-80B, I have appreciated your expert magazine from time to time. Since receiving my computer, I have some questions about its expandability.

Why can't I define my own graphics on my machine but can on a Vic or Spectrum?

What are the advantages of an Assembler over machine code?

Can I link up any other printers of disc drives to my machine other than those named by Sharp?  
Steve Gannon,  
Tottenham.

Lance

Editor's reply: You can't define your own graphics on the MZ-80B as it does not have user definable graphics. To get it you would have to buy the Quantum Bi-Bus Graphics System.

It is easier to write and debug Assemblers, and you can use other disc drives, but you have to buy interfaces.

## LOOKING FOR THE ROMS

Dear Sir,

I own a 16k Atom Atom and hope to get the BBC Basic ROM. If, once I get the chips and add memory to the Atom to give it 128k, will it be in effect a Model B in Atom casing? Will I be able to use the in-raw MODES of the Basic and use the sophisticated four channel SOUND command?

Most important, will BBC software be loadable direct

from cassette without being slowed down to 100 bits-per-second? Would I (in BBC mode) be able to play games like Asteroids's Snuggles, Defender and Monsters and Program Power's Slingshot? Or if the full graphics are unavailable, could I swap the Atom graphics chip for the BBC one?

Garth Randall  
Rochester,  
Essex

Editor's reply: Unfortunately, the BBC board for the Atom is only a software upgrade. This means that while Basic is improved to the standard BBC Basic some of the hardware features of the BBC computer are available.

Therefore the Atom will still have a maximum resolution of 256 x 192 in black and white. The SOUND command cannot be used on the Atom to produce the BBC type sound effects.

The cassette interface works at 100 baud, and the data format is slightly different to that of the BBC making transfer of programs between the BBC and Atom difficult.

Because of all the differences between the two systems, standard BBC software would not work on the Atom unless written in Basic.

Some of the BBC graphics systems is controlled by the VLS chip which is not available commercially.

## STICKS FOR THE COLECO

Dear Sir,

On buying your video gaming reviews my list "a decent joystick" for the Colecovision, may I please inform you that any Atari compatible joystick will work with the Coleco. Simply do the following:

Unplug Coleco controller from joystick port 0. Plug in an Atari compatible joystick.

Main game selection using Coleco controller No. 1, will plugged into joystick port 2. David Gagnin,  
Eastbourne,  
Sussex

## ANY PORT FOR ATOM!

Dear Sir,

I am a regular and avid reader of C&MG and have been the owner of an Atom Atom since Christmas 1981. Unfortunately the manual supplied is rather lacking in information to do with the ports (MI) and (MO). I would be obliged if you could tell me about a book which could give me more information about the aforementioned ports.

A. D. McBride,  
Cn. Down,  
M. Ireland

Editor's reply: One book I know of that contains details of the Atom ports is the Atom Magic Book by Thunders. This contains details of the ports at (MO), (MI) and (MO). It also contains useful information on the VLS and various other ports and ROM addresses useful for machine-code programming.

Basically, the ports at (MO) to (MO) are used by the keyboard, cassette I/O and controls the graphics mode. The circuit diagram should help with decoding the functions of each bit, since PA<sub>0</sub> to PA<sub>7</sub> are at (MO), PA<sub>8</sub> to PA<sub>15</sub> are at (MO) and PC<sub>0</sub> to PC<sub>7</sub> are at (MO). These should be marked on the circuit diagram.

The PA<sub>16</sub> chip is a binary to decimal converter, so that when a binary input is applied to it, only one output goes low. This is used for selecting the correct row of keys to be read. The column is read using port 0 (at (MO)), e.g. to read the "V" key, then the following Basic line would be used:  
V=8000 - (J/JT+8000)/800 - OTHEX.

Note that bits 4 to 7 of port 0 are used to control graphics, so the above line would reset the Atom to text mode.

To leave the Atom in graphics mode, the "V" should be replaced by "u" or "f" where "V" can be found by referring to page 66 of the manual. We hope that helps you Mr. McBride!

# EXPLORE NEW FRONTIERS OF FUN WITH *Audiogenic*

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the K size of the microchip memory the better the machine.

With CBS ColecoVision the superior 32K ROM memory gives you faster speed of play.

The greatest number of different screens or changing pictures to tax your abilities.

Plus more moving objects on screen to battle through.

Then there's the unique CBS ColecoVision additional video memory that gives better graphic definition and exceptional colour.

But if you find all this jargon a lot to handle, get to grips with games like Donkey Kong or Zaxxon on our system at your local dealer and you'll get the full picture.

#### A bigger challenge.

As you might expect, our range of games is just as advanced as our console.

They're just like the original arcade games.

most advanced, sophisticated video game system available.

To start with it's a 32K ROM 17K RAM

system with the largest number of micro-chips. It's the K size of the microchips in the console that determine exactly how challenging and exciting the games are to play.

And the bigger



First there was the tennis video game, then just as you'd got that well and truly

under control, along came all those Invaders from Space.

Well, now there's CBS ColecoVision. It's as different from the rest as Star Wars to Dr Who. Technologically, CBS ColecoVision is the



## CBS COLECOVISION. A NEW GENERATION



**YOU CAN'T BEAT THE SYSTEM**



Chosen from the most successful arcade games presently played in the States. No-one else can claim that.

Every single game has up to 4 skill levels for 1 to 2 players plus multiple screens.

So even know-all game wizards are in for some hairy experiences.

There are Donkey Kong, Zaxxon, Smurf, Cosmic Avenger, Carnival, Venture, Wizard of War, Gorf, Mousetrap and Ladybug. All demonly difficult. Definitely



Expansion Module No. 2 with Turbo<sup>SM</sup> cartridge not for those with dodgy digits or weedy reactions.

#### More control at hand.

The CBS ColecoVision hand controls are also specially designed to complement the games.

They give you full control over your game play with 8

direction joy stick, push button keyboard and two independent fire/action buttons.

**And more.** The unique CBS ColecoVision Expansion



*Cosmic Avenger*

Module Interface allows you to expand the use of your console and keep it right up to date with the latest developments.

Expansion Module No. 1 allows you to play the entire



*Cosmic Avenger*

library of Atari VCS cartridges.

Expansion Module No. 2 is a fully functional

driving unit which includes steering wheel, dashboard and accelerator pedal.



*Smurf's Cosmic Poop*

It comes with the Turbo video game cartridge for exciting high speed racing.

And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths homework upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on. On this planet, certainly.

So go and try one out at your nearest video games dealer.



## IN VIDEO GAME COMPUTER SYSTEMS.



## OUR PUZZLING PRIZES AND WINNERS

It may look a bit odd — but it's a lot of fun to have around. What is it? A Pass-Me that's what. And what's a Pass-Me when it's at home, I hear you ask. Well, it's a game that will test your skills of response and deduction to the full — and it talks too!

Pass-Me is a bit like those Simon games — except instead of flashing lights it has a voice and numbered handles.

The games you can play with a Pass-Me are many and varied. Two varied to explain here in full! But they will keep you and your friends guessing for hours on end. Just the thing for Christmas



parties. You won't be able to pass up a Pass-Me!

Just turn to our competition pages and solve Trevor's latest brain twister, send in your answer and a Pass-Me could be yours. Don't forget we've got five to give away — as now!

## PUZZLERS COMPUTE SOLUTION

The competition produced a splendid crop of entries and included some well-written computer programs. One or two high scoring readers failed to absorb the small print and either used a digit more than twice or scored points for factors greater than 99.

There were eight top score entries who scored, as did young Robin at school, that the six numbers did not have to be different. So, by finding the three highest scoring numbers, which had three different digits each, using each number twice produced the desired result.

Congratulations to those who scored high but were not lucky in the draw from the poolings.

### COMPUTATION PUZZLE WINNERS

James Wright, 22 East Hill Crescent, Hill-topper, Altrincham M31 0EP. M. M. Fisher, 9 Blackford Way, Marston Woodstock, Bedford MK43 0CA. Alan Northcott, Peckham, 284 Reading Road, Wincoburn, Wokingham, Berkshire RG41 5ET.

## PARDON? WHAT DID YOU SAY!

Well, just what is the in-famously too-hasty saying to the listener? And what job is the great green alien telling to his friends at the table? And what is

the little brown chig with the really clever thinking? Have you got any ideas? Then why not let us know about them! What are we talking about? Read on...

You may have already noticed something wrong in this issue. It not just give your copy a good shake and the Computer and Video Games 1984 calendar will fall out of your feet. It's a giant technological masterpiece created by artist Ron Colfax. And we've come up with a competition to go along with it.

Now you've studied the many and varied alien beings gathered in a place of entertainment that is literally out of this world, why not try and think up a witty one line caption for one of the conversations going on in this bar at the end of the universe?

Keep your captions short and snappy — but if you think of more than one put the others down too. All we ask is that you cut out the picture and the coupon together and send it in to Calendar Competition, Computer and Video Games, Current House, 8 Market Hill, London EC1R 6LL.

There's six Computer and Video Games 'The Champ' t-shirts for the six best captions chosen by the C&V panel. We'll be judging the contest on November 15th. If you don't want to spoil your copy by cutting the coupon out take a photocopy of the page and send us that.



YOUR CAPTION

.....  
.....  
.....

NAME

ADDRESS

.....  
.....  
.....

C-CHEST SIZE

Small/Medium/Large

## £5,000 FOR PROGRAMS

There's still a chance to enter our grand £5,000 programming challenge. Just in case you've been living in a space station for the past few months the competition gives YOU the chance to win £5,000 in good honest cash.

The prize is as other from Galois Software of Birmingham, who are on the look out for bright young programming talents. Galois is also keen to expand the number of machines it produces software for — and hence is seeking home-grown talent to do it instead of shipping in games from the States.

Don't be afraid to enter your programs — you don't need to be a professional programmer to come up with good original game ideas. All you need is a good imagination and the ability to convert those ideas into program form.

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

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

So even if you don't end up £5,000

## LAST CHANCE TO VOTE!

This is your last chance to nominate your favourite game for a Golden Joystick Award!

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

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

You've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the stan-

dards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will be won by the UK Masters of games programming.

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

- Best Arcade-style Game.
- Best Strategy Game.
- Best Original Game Idea.
- Software House of the Year.

## ● Game of the Year.

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

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

Get out the form below and make your vote for gaming quality count. Send it to: The Golden Joysticks, Computer & Video Games, Darnley House, Herbol Hill, London EC2R 8PB.

## GET YOUR FREE GAMES

Look — we've still got 25 FREE Imagine tapes to give away to anyone with a tin of Lardolene. All you have to do is rush in your name and address on a postcard stamp, to our office and the first 25 names out of the 25 envelopes we get will get a copy of Imagine's *The Top 100* an old edition value dropped out. This time we're not giving it off for free on the free game offer. We wanted you free you could be in with a chance of winning a *Top 100* — yes, and there to be quick off the mark with your postcards. We'll be choosing the lucky 25 on November 1st. So don't delay! Just your name, home to Free Games, Computer & Video Games, Darnley House, 1 Herbol Hill, London EC2R 8PB.

richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers.

You can enter on any popular micro-computer and all consoles will be rated by Calisto's team of judges.

If your program comes out on top you'll be presented with a cheque for £2,500 at a special ceremony at a time and venue yet to be arranged.

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

If the game instructions are not in-

cluded on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember, all published entries will be given a software contract, possibly worth a lot of money.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £2,500 richer.

The entries must be sent to £2,500 Program, Calisto Software, 118 John Bright Street, Birmingham B1 1NE.

If you like you can also send your entries in to us at the C&VG office and we'll forward them to Calisto, but get cracking, the competition must close on November 15th. The winner will be announced in our first issue of the New Year.

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

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

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

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

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

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

1) Best Arcade Type Game: .....

By (Software House): .....

2) Best Strategy Game: .....

By: .....

3) Best Original Game: .....

By: .....

4) Software House of the year: .....

5) Game of the year: .....

By: .....

Name: .....

Address: .....

cluded on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember, all published entries will be given a software contract, possibly worth a lot of money.

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If you like you can also send your entries in to us at the C&VG office and we'll forward them to Calisto, but get cracking, the competition must close on November 15th. The winner will be announced in our first issue of the New Year.

Please enter this program in the £2,500 program competition

Program NAME: .....

Model: .....

Machine: .....

Number of £, needed to run it: .....

Other equipment needed to run it: .....

Author's NAME: .....

Address: .....

Telephone No: .....

# TASK SET!

THE BUG STOPS HERE!

## ARCADE ACTION!

FOR THE

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commodore 64



### DIG DOG

Fast action tunnelling as Max the Mast races for his long-buried bones. Run like hell through the 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.



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 Price:

## FANCY WINNING A CHESS COMPUTER?

This is the amazing Ambassador chess computer from the CONQUEST range produced by Contemporary Chess Computers. Doesn't look much like a computer, I hear you say. Don't be fooled! This elegant design houses a powerful machine — which unlike any other is fully reprogrammable.

Yes, you can actually upgrade the chips and the Chess cartridge to keep up with the state of the art in the rapidly developing world of Chess computers.

The Ambassador has 10 skill levels — from beginner to expert and also has two analysis levels useful if you play correspondence Chess or for solving Chess problems.

The Ambassador is extremely easy to use. The pieces are moved in the conventional manner on the board. There is no keyboard to type in moves on, or tiny screen to squint at — all of which enhances play.

The board registers each move using its extremely sensory capabilities. All this and it looks attractive too with the classic Chess board design in solid mahogany and rosewood.

And all this can be yours if you win our latest competition! Simply read the details below and start planning your next move.



"Chess, isn't it," said Alice. "What is?" laughed the Red Queen irritably. "Those computer things," replied Alice. "It seems that these days young people don't go adventuring through the Looking Glass like I did, but use these micro-computers instead." "Rubbish!" shouted the Red Queen, you know micro-computers don't really exist. They are just a signpost of the White Knight's imagination!"

"It must be interesting to go through a computer screen," Alice continued unaffected by the Red Queen's outburst. "I wonder what Computerland looks like!" she added with a wistful look in her eye. "Be quiet girl!" the Red Queen was obviously getting annoyed. "Get your dry throat!" Alice stood up and stride away from the blustering Queen. "Where are you going?" the Red Queen shouted after her. "To find the White Knight," Alice said forcefully. "I want to find out all about these micro-computer things!"

While Alice is off discovering the magical world of micro's we've got a little task for you too. And you could win a Chess computer!

Can you dream up an adventure game based on the theme of the Chess board — but like Lewis Carroll did in his second Alice adventure through the Looking Glass?

What we'd like you to do is to look at your Chess board and imagine that it has been transformed into a magical land.

Dream up some characters to inhabit your Chess-board world, and a theme to move through it. Perhaps he's searching for a lost treasure or an imprisoned princess — or on a quest to destroy evil on the board world. Use the standard moves for chess pieces as a basis for moving your characters about in Chess-world —

or dream up some new moves of your own! All that we require is that you use the chessboard as the basis for your imagination to work on.

We'd like you to attempt to write a listing for your Adventure if you can — but it's not essential. If you like you can simply give us an idea, backed up with diagrams and documentation of how your game would work on a micro. And if you don't feel like writing an Adventure you don't have a go at creating a graphic video-style game based on a Chess theme!

The winner will receive an Ambassador Chess Computer from Contemporary Chess Computers, details of this

amazing prize can be found elsewhere on this page. Runners-up will get Chess software for their computers. So don't forget to let us know what micro you own. The coupon below should accompany your entry.

As this is quite a complicated task we're giving you three months to come up with a great idea and send it to us. So you've got until January 15th 1984 to get your idea to us. Address your entries to Chess Competition, Computer and Video Games, Dartmoor House, 3 Barbol Hill, London EC1R 3EL. The usual competition rules apply and the editor's decision is, as always, final.

Please enter my game in the C&VG/Contemporary Chess Computers Competition

Name .....

Address .....

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Computer your game runs on/computer you own .....

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# G·A·M·E·S N·E·W·S



## THIS GAME IS ALL GREEK TO US!

### GORGON

The scene is Ancient Greece. You are Gorgonesses, a fatal trio of the time. Gorgon, an ugly ruffian, has stolen a golden chalice from the sacred temple belonging to your home town.

This chalice was entrusted to the people by the Gods for safe keeping, but because the ruffian took his toy, Gorgon was able to steal the chalice.

The Gods have, of course, become very angry and have commanded the sea to rise until the town is flooded — unless the chalice is returned to the temple. You know that Gorgon has gone to his secret cave underneath a ruined temple. This temple is guarded by Gorgon's friend the Gorgon, whose slams will turn you to stone.

There are two parts to this

game, written by Barry Corbitt, a new author. The first is the contest in the arena with Gorgon, where you manipulate your shield to reflect back the Gorgon's deadly stare.

The shield is heavy and has to be put down at intervals, thus giving Gorgon his chance to zap you.

There are three skill levels to the game — Klodgetel, Heron, and Super-Heron — and the difficulty increases accordingly. All the while the sea keeps on rising, so that it is also a race against time.

The second part of the game is the sword fight with Gorgon, assuming that you got this far. You can parry, thrust, advance or retreat and the hits scored for either side are registered with signal lights as are the number of hits still required to win.

The game comes from Pippin Associates of Iwerst, Surrey and runs on the MSX Spectrum. It is priced at £1.95.

## CONFUSED? TRY THIS!

### Bewitched

Unlock the doors to discover the mystery of Bewitched, Imagine's latest offering for the unexpanded Vic.

There are 26 sections of a maze and lurking in each one are the traditional resident ghosts and ghouls. In each maze are four coloured doors, each colour corresponding to four coloured keys hanging at the very top of the screen in section one.

You take the part of a key — whose job is to travel to the twentieth section of the maze unlocking the door to each new section on the way.

To open the doors you have to guide your key to the four other keys at the top of the screen and select a colour. Your key will then take on this colour and you can move off to try the door. If it is a dud, make your way back to the top and choose another one.

This may sound easy but there is an added hazard. Ghosts which try their best to capture you! In section two of the maze you will find not one ghost but two and so on throughout the game.

Bewitched is written in machine code for the unexpanded Vic and is controlled by either joystick or keyboard, available from Liverpool-based Imagine Software at £3.95.



## FIRST CLASS POST — WITH A DIFFERENCE!

### PERILOUS POST

Frantically motorised everywhere can now get their own back on that scourge of the highways, Traffic Warden.

Perilous Post a new games release from Impact Software lets you become a mad Postman intent on delivering the mail at any price.

You drive your van across a

railway line, avoiding passing trains and then cross a river by carefully guiding your van over one side of the waiting ferry-boats.

Once across the river you are faced with a maze consisting of streets of houses awaiting delivery of the parcels in your care.

But there is a slight problem. Parcelling Traffic Warden! You must avoid the wardens until you have posted sufficient parcels. Then you get your chance to run the Warden over in your van — and you won't even get a ticket. The game runs on an unexpanded Vic-20 and has full-colour graphics. Perilous Post is available from the Edinburgh-based company Impact Software in early October and will retail at £9.95.



# As your children so can your



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If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

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Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., PO Box 407, Blackhorse Road, London SE8 3JL.  
**The new Atari XL home computer system.**



# MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS

The RH lightpen is compact, little bigger than a felt tip. It is versatile, with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

## Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

## Art-hun software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

**lightpens** (15.95)  
**48-track disc version of lightpen software** (15.95)  
**Colour-graphic software (tape)** (19.95)  
**Art-hun software (tape)** (19.95)



**R**H Electronics has a whole series of excellent software for the BBC Microcomputer Model B, for games, business and education. They will be highly valued by any BBC Microowner.

## Pegman People Eaters (8.95)

Keep the Pegman path-of-destruction by wailing them on. A game of skill (nine levels) and cunning.

## Galactic Wipeout (8.95)

A gift of alien attacks and meteor showers as you transport the survivors of the nuclear race to a new planet.

## Smilodon (8.95)

Guide the deer through the 48 gate course avoiding deadly ice and landmines obstacles.

## Viper (8.95)

Guide the snake around electrically charged areas, avoiding traps as you can. Avoid touching the electrified walls, swallowing poisonous food or causing the snake to eat its own tail.

## 3 in 1 (8.95) (17.95)

Three of three games for the younger audience includes: Task Force - a strategic battle of sea and air; Demolish - build your way to freedom avoiding radioactive fall-out; and killing mummies as you go. Cosmos - where you have to defend the earth from an invading battle fleet.

## Ed-Master (10.95)

This program uses the quiz format combining the elements of fun with educational teaching. 160 questions may be programmed by the teacher divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but checking a previously correct answer scores the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

## Snail Trail (4.95)

Help the snail escape from the maze he's fallen into before his slugs to death. There are five skill levels in this cassette.

## Database (10.95)

A cassette for the business or home. It enables you to file, sort and access a great number of items such as diary entries, addresses, telephone numbers, accounts or other information.

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# G·A·M·E·S N·E·W·S



## RADAR RATS CHASE THE CATS

### BAT RACE!

Radar Rat Race turns the tables on the cats. The rats are out to get them in this new game. You are the cat searching for ten cheese bunnies in a large maze.

Radar shows you the hidden cheese and the positions of the enemy rats.

As the game progresses the number of rats multiplies and just to make things even more difficult there are also a scruffy band of alley cats dotted around the maze who are waiting to pounce.

The odds aren't entirely stacked against you though as there are clouds of magic stars that confuse the rats and gives the cat more chance to find those cheese.

Radar Rat Race is in the shops now in £3.99 in cartridge form for the Commodore 64.

## SIX OF THE BEST FROM ARCADES KILLER KONG

Six new full-colour graphics games are just out for the Spectrum from Blay.

The first is Killer Kong a version of the arcade favourite. It includes two full-size screens with the usual features. You may also collect extra points by jumping up and smashing hamburger!

Next comes a game called High Rise Harry (ARL). You are Harry and you have the job of rat-proofing iron gardens that are pestered by Rat Bugs. It includes three different screens and levels.

Danny Burgers is

the title of the third game, a version of a C&VG favourite, Burger Time. The object of the game is to guide your Chef across all the ingredients to make up a super half pounder burger before the two waitresses or head egg catch you! You do have a helpful weapon — five sprinkles of pepper — which immobilises the furious food chasers.

In Do Do you have to avoid getting stung by the Snow Bees. Sounds like Pango to me — another C&VG favourite. Now, the Penguin, slide on blocks at the Snow Bees, but watch out they have long sharp wings which can shatter the ice.

You carry an ace under your wing, as you can electricity the side walls and kill any bees which happen to be lurking on it. Right what's next? Lunar Land-er? ... not quite. Shuttle is the name of the game and the object is to guide your Shuttlecraft down to the surface of the planet Wixon and rescue the stranded patrol who's space ship has landed there. This must be done without colliding into the asteroid belt. Your mission ends when all of the stranded patrol have been rescued!

Last, but not least, comes Confusion. You are a pilot of a spacecraft lost in a maze of obstacles in space (naturally!) Your object is to thrust up and down the centre of the controllers turning

and shooting opposing ships which would otherwise collide and kill you.

You can obtain an extra bonus by entering an energy alley and collecting the pool, but get out as quickly as possible or you will be trapped by deadly missiles.

All six games are available for the 48K Spectrum in £5.95 each from Leicester-based Blay.

## COPY CAT TAPE POSES A PROBLEM

### CLONE

Software piracy is a topic currently undergoing great discussion at the moment by the software houses.

Arch rivals like Bug Byte and Executive have come together to discuss "common problems" and software piracy in particular.

The new release this month from Work Force software of Lunan deliberately sets out to bring the issue into sharp focus. Called Clone its purpose is suggested in its name. "Clone will copy standard Spectrum tapes. Its purpose is to back up tapes purchased by the user", says a press release from Work Force.

What worries the software houses is that instead of using back up tapes as genuine back up copies they can also quite easily be used to sell or lend to a third party.

In the press release sent to Computer and Video Games

Work Force state that "We have had the program available for some time but held back from releasing it."

It is sold with the following variation attached. "Clone is for the use of the purchaser only and it is to be used solely for the purpose of making back-up copies of the purchaser's software. Clone must not be used to produce more than one copy of the software tape and the owner may not sell, hire, or otherwise dispose of the back-up copy."

## NEW MUSIC WITH A MESSAGE . . .

### MAINFRAME

Remember the band called Mainframe we told you about a few months back? They were the first group to feature computer graphics programs on their singles — before the major record companies cottoned on to the idea.

By simply plugging in your mixer to your amplifier and loading up the program some interesting sound to light graphics appeared on your TV screen as the record played on your turntable.

Mainframe's new album, called Tenants of the Culture-world, is what used to be called a concept album. In conjunction with the record the band are running a Macquarrie-type competition called The Guest — and the prize is an extremely valuable gold "M".

All you have to do is buy the LP, read the establishing story, listen to the music, study the record sleeve carefully and then answer the questions posed in a special questionnaire included with the record.

If you are interested in more information about Mainframe and The Guest why not write to MFC Records, 24 Mossland Drive, Hemel Hempstead, Hertfordshire.





# G·A·M·E·S N·E·W·S



## MOVING INTO THE BIG COUNTRY...

### TEXAS

Texas Instruments have maintained a monopoly on the market for 12/8K cartridge based games — until now that is.

Radlogic's, the Reading based software company, have branched out into Texas country with four new games.

Radlogic's initial range of games for this popular home computer includes *Dr Nick*, *Cave Creatures*, *Rabbit Trail*, *Driving Game* and *Run Hawk*. The company says that the range will be expanded gradually. Full details of the games and prices will be announced shortly.

## DAY IN THE LIFE OF SUPER-COP

### SIREN CITY

This is a massive arcade graphics adventure which incorporates 26 pages of full scrolling hi-res colour graphics and sound.

You are a cop in Siren City and you are set different assignments on each of the ten consecutive levels.

The assignments include driving your police car through the city and dealing with the crime specified in the assignment.

As mentioned, the graphics are scrolling and incorporate roads, buildings, houses, burglar-tanks, trees, railways, firetrucks with level scrolling, other moving cars, opposing helicopters and choppers, bill boards, an airport with helicopter pad and planes, atomic bombs and clouds of poisonous gas... and much more!

The player is provided with a full hard copy of the map which will be most essential for refer-

ence during the game.

*Siren City* is available from Interceptor Micros for the Commodore-64 computer (100K or essential) at around £100.

Richard Jones of Interceptor Micros told C&EG that *Siren City* will be the biggest and most spectacular game to hit the C&M-64 yet! Well, lets wait and see... I mean drive!

## HUNT FOR THAT GOLD SUNDIAL

### PIMANIA

Devotees of *Pimania* — that early adventure game with a £9,000 price in the shape of the Golden Sundial of Pi — will not need reminding that the tinkler is yet far from being won.

For the uninitiated *Pimania* has taken an odd status amongst its participants as marriages, careers, and all other personal responsibilities quake before the all consuming obsession.

At the centre of all this discord is the enigmatic character himself — the Piman. His colleagues at Automata Cartography inform us that he receives an abundance of mail which due to the rules of the game and the Piman's extreme shyness he is unable to answer.

Letters like the one from the man who is off to Bethlehem on Christmas day to claim his prize, and the several letters from people who open with sentences like "Hello! My wife and kids have left me" arrive daily.

All this means with the same story silence from the Piman who will neither confirm or deny anything.

Despite all this, people seem

to love the Piman. On the few occasions when he has appeared at computer fairs he has been showered with attention.

One twelve-year-old boy presented him with a PI family which he crafted himself in clay. Another group of admirers presented him with a cuddly toy.

An Automata spokesman refused to say if anyone had come near to winning the sundial in the twelve months that the quest has been running. And the only clue that this reporter could elicit is the fact that Automata are just

marked from inevitable defeat — soon!

Your job is to keep the Sirk under control restraining its movement by quickly constructing force fields inside the hyper-reversers.

This is not all you have to contend with. There are several deadly hazards to be aware of. The Sirk must not touch you or you will die a horrible death!

If the Sirk touches an incomplete force field the field synthesiser disintegrates due to molecular transposition — of course!



about to put on sale two new versions of the game for new computers including the Commodore 64 — the conclusion must therefore be that they don't expect the Golden Sundial to be won for centuries.

## BEWARE THE NASTY ANTI QUARKS!

### STIX

*Stix* this is your computer and play it! Originally an arcade game it is now available for the mighty micro!

The Stix is a bundle of energy rearing the whole universe devastating all in its path. Luckily a freak cosmic storm has given you the unique opportunity to harness its evil power and save

Hesteron while constructing a force field will cause a hissing noise of energy to annihilate the synthesiser!

Watch out!... a quark or anti-quark may be coming. They will cause a nuclear explosion on colliding with your synthesiser!

Field synthesiser energy is monitored at the top of the hi-res colour graphics display. If this exhausts your entire supply will be lost in the ensuing holocaust!

Force field construction direction is controlled by joystick with fire button to control field creation speed. Keyboard control is available if necessary.

This is an interesting adaptation of game which doesn't really catch on in the arcade.

If you have the guts to Stix this game out then it is available from Supersoft for the Commodore-64 at a price of £39.95 plus VAT.



# G·A·M·E·S N·E·W·S



## SCREEN GEM FOR THE VIC-20?

### PINBALL WIZARD

Pinball Wizard is a remarkable example of what is possible with the unexpanded Vic-20 when a skilled machine code programmer sets to work. So say Zenithal Software — the company bringing you this new game direct from the USSR.

Tamara believe Pinball Wizard is the most realistic game for the Vic-20 this side of the Atlantic. The company market Pinball Wizard under license from US software house Microdigit.

There are bumpers, rollovers, a joystick, singletons and three figures that you can use to trap and hold the ball! You can even nudge the table — but not too often or it fits. Just like the real thing.

Pinball Wizard for the Vic will cost £1.95.

## TV WINNERS OFFERED BIG DEAL!

### GET SET

Two winning entries in BBC TV's Set Set computer programming competition — judged by our very own editor Terry Pratt — have been accepted by a major software house.

The games were selected from the hundreds that flooded into the Set Set studios after the competition was launched on the Saturday morning show earlier this year.

Melbourne House, known for their Habitat and Penetration programs for the Am Spectrum are planning to publish James Southgate's game. He was the winner in the 12-15 age group.

They have also accepted Shaun Pearson's games idea

list which they say contains some excellent ideas.

Melbourne House managing director, Alfred Milgram says about James' game "It needs a lot of work doing on it but we feel James has the basis of a good marketable game. Melbourne House are keen to encourage youngsters to bring their ideas to the sort of professional standard required for marketing and that is why we publish so many books on computers — to help people just such as James and Shaun to increase their programming skills."

Melbourne House will be getting in touch with the boys to discuss their programs.

## MEGA-GAMES FOR SPACE CAPTAINS . . .

### STELLAR TRIUMPH

Are you fed up with games that only offer a strategy test or three different game options? Test Then Stellar Triumph is the answer to all your prayers.

The game has enough variations to keep an army of video gamers busy for a lifetime.

The basic game is for two players each trying to shoot the other. From there on the design of the game is up to you.

You can decide the screen setup — wrap around, bounce off or a spiral effect.

There are menus for the movement of your ship, the

number of aliens, you can choose to have suns and black holes with positive or negative gravity and you can select the length of the game.

For those of you who haven't the courage to plunge into creating your own game the program has eight preset games.

Stellar Triumph will be available from Slough based Remnik Software in early October for the Commodore 64 costing £5.95.

## WILL OUR HERO SAVE THE EARTH?

### JETMAN

Jetman has returned . . . this time to save the planet Earth from destruction.

After building his rocket — as seen in the prequel Jetpac — disaster struck when it started to disintegrate over a hostile planet whose inhabitants' sole purpose is to destroy the Earth.

Using his instrument console to locate the aliens' weapons installations Jetman sets out single handed to do battle.

Crossing the rugged and pitted terrain in his lunar buggy, various hazards present themselves in the form of crevices and mines which can only be crossed using the special bridging equipment Jetman carries.

Confronting the enemy our indomitable hero has to breach their defence systems before he can destroy the warheads aimed at Earth. If the deadly rocket isn't stopped within the time limit, Jetman has one last chance to bring it down.

Chase it in his buggy and blast it out of the air or — in the manner of Jetpac — fly after it. Only one problem — watch his fuel consumption as it might run out!

Life is made easier by a teleport system which can transport Jetman, the Moon Rover and one piece of equipment over long distances.

Lunar Jetman, sequel to Jetpac, is controlled by either keyboard or joystick and is available from Leicesterware based Ultimate Play The Game for the Am Spectrum at £5.95.

## VIRGIN TAKE GAMES ON THE ROAD

### VIRGIN EXPRESS

Virgin Games added eight new titles to their range with the aid of a specially converted double decker bus.

The idea of the bus is to take the games on tour throughout the country so that people can have a chance to play the games before they make their purchase.

The Virgin Express has no less than twelve computers on board together with members of the Virgin programming team too who will be on hand to answer the public's questions on anything to do with computers.

Three Dragon titles are after including a strategy castle adventure, a who done it mystery adventure in real life, and a computer version of the ancient Chinese future-predicting philosophy — I Ching.







# ARCADE



The day every pinball fan has been waiting for. That's the Pinball Owners' Association Convention.

A feast of machines old and new will be on show and the 1983 Pinball Wizard will be chosen from the ranks of the association's many sons.

It all takes place at the 360 Montgomery Rugby Club, Graham Road, South Graydon, on November 18th from 2.30pm until 11pm.

Members bring their favourite machines along to these events — so, it's a chance to see vintage and veteran pinballers restored with loving care to their former glory. And you'll be able to meet a bunch of people who collectively know more about pinball than almost anyone around.

Entrance to this pinball wonderland is by ticket only, so if you want more details you'll have to write to the Pinball Owners' Association HQ, "Arcade", 466 Conderash Road, West, Essex SS2 8W.

Meadville Bally have released yet another version of the classic fight Ball Of Lure game, this time called Rotation fight. This is a cocktail table style machine with some nifty touches. It can take up to four players, who sit around the machine just as if they were sitting at a table. Each player has flipper buttons and a plunger to fire the ball. And here comes the good bit — the playfield rotates to face each player in turn as the game progresses!

Good news for pinball fans is that an old manufacturer of the machines, Game Plan, who stopped making tables some years ago is back in business with a table designed by the American pinball guru Roger C. Sharpe. It's called Sharpshooter and features a picture of the designer depicted as a cowboy on the backglass.

## RIDE THE MAGIC CARPET

Ride on a magic carpet to rescue a beautiful princess held captive in a forbidden tower.

Tales of the Arabian Nights burst into life on the screen of Atari's Arabian. You take on the role of a courageous prince, defying all dangers in this perilous



mission. There are four screens to beat before you reach the princess.

The levels are called pages, just to add to that fairy-tale feel, and the first level starts at Page

### ARABIAN

one. This is a ship and the prince has to scale the rigging in order to reach the crow's nest on the top.

On his way he may collect a number of brass jugs, each engraved with a letter of the alphabet. If you can collect them in the correct order the letters will spell out ARABIAN and you are awarded bonus points. If you don't then there are no bonus points, but play continues.

Of course climbing the rigging is not as easy as we've made it sound. There are a number of obstacles which the prince must contend with. Rat heads dangle at him in an attempt to knock him from the rigging. Things called Greys chase him and Genies who fire snowballs at the prince. The Genies also have the ability to become invisible and appear at random. But they can only throw snowballs when they are fully materialised.

When the player has completed page one, page two begins — with the prince on dry land.

It's a very dangerous route to the castle and there is a cave through which the prince must crawl. When set on his hands and knees, avoiding low hanging rocks, the prince is kept occupied swinging in swinging across vines.

## MORE MONKEY BUSINESS

### ZOO KEEPER

Zoo Keeper has an animal magazine that arcade experts will find hard to resist!

The player feeds himself at a zoo and all the animals are eating their way out! The zoo keeper, Zeko, has a hard time running along the walls replacing bricks which have been eaten away.

But the animals are very swift and some inevitably escape. To survive the escaping animals Zeko has to dodge or jump over them, while still frantically rebuilding the bricks.

He is also trying to earn bonus points by grabbing watermelons, root beans, and other goodies along the way. And all the while the time fuse is burning! Enough action for you?

In screen two Zeko must leap

from ledge to ledge to reach his girlfriend, Zilda, who is held hostage by a coconut-throwing monkey. The ledge moves in opposite directions, and it is all over if Zeko falls.

Zeko still has two more brick rows to face, teaming with the meanest animals you've ever seen. Luckily Zeko can use a net to catch the escaped animals and return them to their cages if he can reach the net!

As the adventures alternate, survival becomes the name of the game and is increasingly more difficult. In each of the "brick" screens a more challenging animal with a higher point value is introduced.

On reaching the end of the cave the prince must climb a tree. If he is successful, he can proceed to page three — the prison of the castle.

Scaling the wall poses yet another problem for our intrepid hero. The only way up is to kick a ride on a series of flying carpets. The prince leaps from carpet to carpet, dodging the low-flying ones which may knock him off.

On page four, the prince at last sees the princess, beckoning him from her lonely tower. To reach her, the prince must ride the flying carpets and stone ropes, all the time avoiding his enemies and trying to grab brass jugs to add to his collection. If you make it through this screen — sorry page! — the prince is reunited with his princess and then fly off into the sunset together — on a flying carpet, naturally.



And in each succeeding "ledge" screen the ledges move faster, until finally they become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeko must jump from one invisible ledge to another to save Zilda!

"Breaker" screens, in which bonus zoo keepers can be won to help Zeko out, are interspersed between the other screens. Here Zeko must jump over hordes of animals — plus an electrical gate — in order to jump on to each collector, and he can rescue Zilda.

# ACTION

## THE ARCADE OF THE FUTURE?

### S.S. ARCADE

If you are tired of lumpy arcades, or creaky side streets, then join us for a look into the future — at the first of a new breed of super arcades.

The Space Shuttle shaped arcade is the brainchild of leisure complex specialists John and Veronica Fielding and exhibition stand designer Glynn Lacombe.

As yet S.S. Arcade is awaiting a buyer — so, it could end up at any major side street, but despite the uncertainty about its final home we do know what it will look like.

The interior will be based on the futuristic control bridge of space ships like the USS Enterprise or the Millennium Falcon. Instead of the gadgets of Hans Solo or Captain Kirk's ships this space craft will be packed with all the latest arcade games.

The designers estimate there will be between one and two hundred machines on board.

But Space Invaders and Pac Man will be only part of the



attraction of the S.S. Arcade. Stepping aboard the ship will be like journeying into space. The windows will have space scenes projected onto them showing planets, galaxies in distant space and meteors hurtling past.

A bank of home computers are also expected to be incorporated into the final plan offering a number of educational challenges with a space theme.

There will be no entrance fee — instead you purchase a certain amount of tokens to insert into the arcade machines while on board.

Glynn Lacombe will be organising construction of the S.S. Arcade — when partners John and Veronica Fielding of C&G Associates find a buyer.

The shell of the ship will be made of reinforced PVC, on a welded frame, with a skeleton of inflated tubes beneath the surface of the PVC which will keep the whole structure flat due to air being constantly pumped into it.

About the length of nine double decker buses and three buses high, S.S. Arcade will be manufactured in kit form in Roch-

mond by Lacombe's company — Riverdale Joinery.

The cutting of the various sections will take about six months. When the site has been chosen the party will be joined there by a fleet of ferries and Riverdale's men will take about a month to assemble the ship.

S.S. Arcade is the first American-style super arcade to be planned for the UK.

In America, theme arcades are catching on in a big way. Walter Ruchtel — the man who launched the little company called Atari and who also invented the first coin operated video game — is about to make himself a second fortune with Chuck E. Cheese's Pizza Theatres.

The fastest expansion is an exciting blend of all the latest arcade games, fast food, and a cast of performing (Shogun-style) robots.

The Fieldings and Glynn Lacombe are convinced that S.S. Arcade type developments are what games players want.

What do you think? If you have a positive view in which the standards of arcades could be improved why not write to us and let your views



This is S.S. Arcade. Above you see what the space-ship arcade will look like when constructed. Our colour picture at the top of the page shows how Veronica Fielding and Glynn Lacombe envisage the interior of this arcade of the future.

## DRIVE A LASER RACER!

Making arcade games is getting more like making films as the new generation of laser games begin to take over from the now outmoded computer graphics video game.

The second laser disc game to arrive in Britain was filmed at a Tokyo race track in a specially staged race using real grand prix cars.

That's Grand Prix is the latest 'on down and drive' race game and should provide stiff competition for Atari's top grazing Polo Position.

When the race had been

### GRAND PRIX

filmed the action was transferred to laser disc and the player's car superimposed on the original film.

A microprocessor controls the action in the game — switching to a crash, a spin or whatever is the appropriate piece of film depending on the player's reactions.

Grand Prix will be in the arcades before Christmas — but you'd better save up your ten pound pieces as you are likely to need four of them to drive this race.



## WE WANT YOUR HI-SCORES

Cutting all arcade hot-shots! Don't hide your light under a Pac-Man machine — tell us how good you are! You've been getting a bit slow sending in your high-scores lately, but remember we want to hear from you.

Tell us your scores on your favourite machines, and don't forget to include your name and address with your letter.

We'd also like to hear from you if you've got any tips on playing arcade games — we'll try and print them in the section of the magazine to give more of you a chance to make those high scores even higher!

Send your scores to Arcade Hi-Scores, Computer and Video Games, Sunbelt House, 8 Perivale Hill, London EC1R 6LJ.











# VIDEO



## IS THIS THE END OF THE BOOM?

Christmas could signal the end of the huge boom in video games if Britain follows the trend set in the States where sales of low cost minis have plummeted and the market for TV games has all but vanished.

Atari and Intell are fighting tooth and nail for a larger share of the shrinking TV game market by slashing prices and including special offers in their basic packages.

You can now pick up an Atari VCS for £99.95, a reduction of £30, and you get a copy of the wildly successful Pac-Man cartridge free.

Atari's deadly rival, the Intel-

lising system from Mattel has almost halved in price in the last 18 months and is now sold with the Voice Synthesizer add-on which until recently cost over £30.

This price war was not just sparked off by keen competition between the two companies — but the appearance of the Coleco-Commodore games console.

Atari have already decided to scrap plans to launch their new advanced TV game system, the Atari 5200, in Britain, because of its lack of success across the Atlantic in the face of fierce competition from the Coleco-Commodore.

The future for Atari's ageing 2600 doesn't look too rosy either now that Coleco have announced plans to release an expansion module which allows Coleco owners to use Atari cartridges with their machine.

Sales of TV games in America aren't the only lines to suffer. It seems that American consumers are turning their backs on cheap success, the Texas and Atari in particular, and choosing more expensive machines like the Commodore 64. In some parts of the USA the 64 outsells the Atari by 100 to 1.

One event in this price war that could be of great interest to

British video gamers is Commodore's announcement of sweeping price cuts on all their cartridge based software.

Cartridges for the Vic 20 and the CBM 64 have been slashed to £10—£20 cheaper than the Atari range. However, Commodore don't have many hit games in their line-up so it will be interesting to see just how Atari reacts. In Britain as well as the States and if Atari still want to be a major force we think they will have to follow suit. How wouldn't that be a sight for sore winners.

## BIG NAMES BOOST PARKER GAMES

Parker has announced its Autumn range of game titles, which include two new Star Wars games and one based on the Lord of the Rings.

They've launched a total of 11 new games which run on the Atari, Coleco and Philips home video game systems.

Some of the games have also been converted for the Vic, Atari 400/800 and the IBM personal computer.

New games appearing shortly are Spiderman, two new Star Wars games, Popeye and Lord of the Rings.

Tomb Raider, a new twist on the

old legend of King Tut's tomb and already a popular arcade game, will be available for the Vic and Atari 400/800 shortly, and for the Coleco and Philips 57000 in the first quarter of next year.

Q\*bert is the most recent addition to the list, and is thought to mark in to be the most popular game since Pac Man.

Again this has been licensed from the arcade machine at a cost of around \$4m, which is the going rate for a good license nowdays.

Parker also launched their Video Games Challenge at the Home Entertainment Spectacular

held in London recently. The challenge features such games as Q\*bert, Frogger, Popeye and the new Scramble style game Super Cobra.

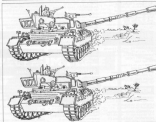
There will be ten regional heats and you can qualify by playing the games at selected stores set to be announced.

The finals will be held next spring in London and first prize is a trip to the good old U.S. of A, with a trip to Disney World and to Cape Canaveral Florida in.

The first of the new releases are already available, with more to follow. Average price will be around £M95.

### TOP TEN

1	Castipedia Atari
2	Donkey Kong CBS
3	Never Ball! Amstrad
4	Catanians Atari
5	Ma Freeman Atari
6	Phoenix Atari
7	Vanguard Atari
8	Burgerbrawl Atari
9	Geol CBS
10	Kaylissa Rapetta Amstrad



## READY FOR THE TERRIBLE TANKS?

If our Joytick Jury review of the new Battle Zone cartridge made you wish you had a spare £30 then we've got some good news for you.

Our friends at Atari have agreed to give ten spanking new Battle Zone cartridges to the first people who can spot the six differences between the two tanks drawn by artist Ross Collins.

Simply draw a ring around the differences with a ball point pen, cut out the drawing and send it off to us without delay. Tank A is the control vehicle, please ring the differences on Tank B.

Remember to write your name and address clearly on your entry. Normal CAGS competition rules apply.



# GAMING

## WORLD CHAMPS!

The United Kingdom pulled off an amazing double in Munich to take both junior and senior titles in the World Video Games Championships.

The games this year attracted the toughest competition ever with entrants from twenty-one countries including such far flung places as Hong Kong, Puerto Rico and Norway.

Bringing home the medals to England and Scotland were 14-year-old Stuart Murray from Aberdeen and 19-year-old Andrew Brzezinski from Midlands.

The games were sponsored by Atari, who met all the finalists' expenses including flights for them and one guest plus three nights in Munich's top hotel.

The lucky contestants had qualified for the game by beating all-comers in their own Countries.

In true Olympic fashion the finalists were taken on a sight-seeing tour around the host city of Munich. For this purpose Atari took over six teams and decked them out in stickers, streamers and bunting and topped the whole thing off with a Bavarian tent, delicious German food and never emptying mugs of frothing beer.

It was an afternoon that the finalists and the people of Munich who stood in amazement will not forget in a hurry.

Next day the serious business of playing games began in earnest with many of the contestants thing away on the practice machines at 6.30 in the morning!

It was a tense day for Andrew and Stuart who had to reveal it out at 5.00pm before downing the first competition spider in the chosen Centipede cartridge.

Both were masters of the game — but demonstrated completely different styles.

Andrew, a cool customer, never looked disturbed. He even took time to glance at his watch to check his time/pace ratio.

Stuart, in complete contrast, was edgy, obviously feeling the tension and turning badly at himself when not extracting the



All eyes on the contestants.



Well done! Stuart is congratulated by one of the organizers.

maximum points from a spider.

Time was crucial as each player was only allowed 15 minutes in the qualifying heat to catch up his best score.

From the starting gong Andrew Brzezinski looked like a clear winner — thousands of points ahead after only four minutes.

Stuart's qualifier seemed to bring out the best in the competition with the player from Hong Kong looking like the favorite for the final. But Stuart was not to be deterred, he improved by the minute and battled back to win a place in the final.

As the gong for the final of the junior section sounded, the crowd that gathered around Stuart Murray soon realized they were watching a man, more determined player. Still nervous, but more confident, taking risks and making them pay.

The competition soon became a two-horse race with Hong Kong Centipede ace Shau Fui Oi



Game gazer, Andrew Brzezinski concentrates on the creepy centipede.

just over a thousand points behind Stuart for the duration. One slip and the lead would be lost.

With just 30 seconds to go the outcome was still in doubt, so the final gong came as a welcome relief. One down — one to go.

I cheered to Andrew's two brothers as the senior final got under way. John had come with Andrew on the plane thanks to Alan and older brother Richard, determined to be there to cheer his brother on had hitch-hiked all the way from Middlesbrough.

The brothers were concerned that Andrew's position as clear favorite would lead to distractions from press photographers and noise from a group of American Atari executives who were taking bets on possible winners!



Stuart Murray gets a spider in his sights.

Despite the distractions, Andrew walked away with the senior title. Slightly under his best score and a thousand points behind Stuart Murray's medal winning performance, but enough to leave the entire British delegation — the CSFG reporter included — jumping with joy.

Both winners received a world champion medal and a trip for two to the Olympic games in Los Angeles next summer. Well done Stuart and Andrew, everyone at CB&E is proud of you.

And the British supporters continued the celebrations well into the next morning!

# The new boy from Acorn already has a gang of playmates.

The Acorn Electron, Britain's most exciting new home micro, already has a range of software programs specially designed for it by Acornsoft, makers of software for the BBC Micro.

There are six mind-boggling games, two programming languages, two exciting graphics cassettes, a home educational program and a personal money management program.

All of which will soon help familiarize you with the Electron and show you how to get the maximum enjoyment out of it straight from the word go.

Of course, we'll be constantly designing new software to help you fully realise the Electron's limitless potential.

You'll find all the programs featured here, plus the full



The Electron. The new boy from Acorn.



range of programs for the BBC Micro, available at selected WH.Smith branches and at your local Acorn stockist. (To find out where they are call 01-200 0200.)

Alternatively, you can send off for the Acornsoft Electron or BBC Micro catalogue, by writing to:  
 Acornsoft, c/o Vector Marketing, Denington Estate,  
 Wellingborough, Northants  
 NN8 2RL

**ACORNSOFT**

# VIDEO



## ACTION IN WEB WARS!

Wing your way to adventure in *Web Wars*, the latest and best game — as far — for the Vectrex system.

You are the Hawk King flying through a gigantic web hanging in space. Strange alien creatures — protected by deadly drones — inhabit the web. Your mission is to capture them and take them back to your trophy room where they remain imprisoned as permanent reminders of your bravery in the face of cosmic danger!

You have to overcome the convoys of guardian Drones, get the better of the dreadful fire-breathing Cosmic Dragons and escape through a square portal which appears after each capture.

While flying around the outer areas of the web you, as the Hawk King, will spot an alien in the distance winging its way towards you from the web's centre.

As it closes in you launch into attack — flying down the web, blasting away at the Drones you position the Hawk King until it is

in a collision course with the winged alien. At the last minute you fire your Capture Pod and the alien is yours!

However, watch out for the Drones you don't kill as once they've reached the edge of the web, they'll turn round and chase you.

After the alien has been captured a square portal appears in the distance and slowly travels up the web. Still avoiding the Drones, position the Hawk King and fly through the portal to reach your trophy room where your latest victim can be displayed.

If you fail to catch the creature on the second attempt the Cosmic Dragon appears, breathing

fire-balls at you with amazing accuracy. It is imperative to your masters and the best chance of survival is to quickly capture a creature and escape through the portal before it reaches the outer rim of the web.

After each capture your speed of flight increases — the more creatures captured the faster the game becomes. Your speed also increases dramatically when you fly into the web, with the Hawk King hurtling towards the centre at near impossible speeds.

Read on catloons are most likely to happen at this point and it is often safer to remain near the outer edges where the pace is slower.

Control is by the nubby Vectrex joystick and I found it quite difficult to manoeuvre the Hawk

King accurately. However, this doesn't detract from *Web Wars* which is a very fast and addictive game.

*Web Wars* is produced for the Vectrex by Milton Bradley and is available from all leading retail outlets at £22.95.

### THE VERDICT

Best game yet for the ever improving Vectrex system.

● Action	4.4.4.4
● Graphics	4.4.4.4
● Addiction	4.4.4.4
● Theme	4.4.4.4



DONKEY KONG JR



KEYSTONE CAPERS



BATTLE ZONE



G'BERT



WEB WARS



HAPPY TRAILS



# GAMING

## MEET SON OF KONG!

Deep in the video game jungle Donkey Kong Junior is out to rescue his big daddy — captured by mean old Mario!

For those of you who haven't stumbled across this game in the arcades it's the sequel to Donkey Kong — and this conversion for the Coleco is a really close copy of the arcade original.

Junior has to travel from screen to screen grabbing keys to Papa Kong's cage. But Mario keeps jostling the cage away just when Junior is about to save his dad.

Once all the keys are in the locks Mario annoyingly sneaks away with Papa Kong once again — and Junior moves on to the final and most elaborate screen of the game. This screen includes a high powered jump board, moving platforms, chains and those nasty Nipper-like!

Little Kong has a few weapons to help him — but you'll have to play the game to find out what they are.

Once you've mastered these three screens the game goes back to screen one and the action gets faster and wilder!

I found the game exciting and challenging. This version is for one or two players and has four skill levels. Coleco's Donkey Kong Junior based on the original made by Nintendo, is available at £29.95.

### THE VERDICT

A challenging new addition to the Coleco range. Worth taking a look at.

- Action 1.1.1.1
- Graphics 1.1.1.1
- Addition 1.1.1.1
- Theme 1.1.1.1

## READY FOR THE TANKS?

It's taken a long time coming but Battle Zone has at last been converted for the Atari VCS.

One obvious and quite welcome change from the original machine is the inclusion of full

colour graphics.

Apart from the addition of colour the Atari cartridge follows the theme of the arcade original religiously. The top of the screen houses the radar scanner allowing the player to keep a track of the enemy's movements.

You control the lead remaining tank in your company's division. The impossible task that faces you is to destroy the opposing tanks which attack from all directions, even from behind.

The tank can be moved in four directions: left, right, forwards and backwards. Enemy tanks are destroyed by placing your gun sight over the target and firing a shell. Tanks that sneak up from behind have to be dealt with quickly because the enemy has no qualms about shooting you in the back.

As the game progresses hostile reinforcements are brought in. These include flying saucers which don't threaten your safety but are difficult to destroy and yellow space invader type creatures who move at speed.

One feature of the game I don't like was the fading effect produced after the tank had been blown up. I thought it was messy and after a few games it really started to get on my nerves.

### THE VERDICT

An excellent reproduction of the arcade original considering the limitations of the Atari VCS.

- Action 1.1.1.1
- Graphics 1.1.1.1
- Addition 1.1.1.1
- Theme 1.1.1.1

## CATCH THE ROBBER!

Stop thief! The white-blond and Kelly the cop joins into action in this Cops 'n' Robbers game for the Atari VCS.

You play Kelly the Keystone Cop whose one aim in life is to stop Flash Harry Hooligan getting away with the loot. Kelly is responsible for all three floors of a department store and Flash Harry leads him on a mad chase through the building.

Natural obstacles are placed in Kelly's path, including bouncing beach balls, hot flying airplanes, and rampant shopping trolleys, all of which our over-the-top cop has to avoid.

The more robbers Kelly catches the faster the game becomes. Shopping trolleys and planes whizzing towards the top in convoys and at alarming speeds. The beach balls drop become much higher and Kelly has to do some frantic leaping and dodging.

Kelly has three lives to each game and a time limit of 50 seconds to catch each robber. Keystone Kapers is available from Activision for the Atari VCS at £27.95.

### THE VERDICT

An easy game to get into — but will the magic last?

- Action 1.1.1.1
- Graphics 1.1.1.1
- Addition 1.1.1.1
- Theme 1.1.1.1

## MR Q IS A WINNER

Coming Q\*bert seems he'd got out of the arcades and here he is smaller than life and just as welcome to the Colecovision.

If Q\*bert's meetings made me bad company in the arcades, his language hasn't modified much on the home screen either — but then he's still got just as much to swear about.

Q\*bert's made the journey to the Coleco too as have all the rest of his dastardly cronies.

All the action takes place on a pyramid of cubes. Q\*bert jumps around on the pyramid cubes' upturned faces, starting at the top and working his way around until he has visited every cube.

He is not only capable of turning the air blue, he can also turn the surfaces a different colour so it's easy to see where he's been.

But danger lurks in the guise of bouncing balls which drop down the pyramid and will finish off Q\*bert in a beat of bad language should they meet. One of these, the purple Colly, does not bounce off the edge but turns into a snake at the end and sets off in pursuit of Q\*bert. It looks grim but our hero can escape by jumping off the pyramid into a hovering circle which lifts him back to the pyramid top. Colly, attempting to follow out, falls to his death.

Every completed screen brings something new to the game and after four screens, level 5 offers a new challenge, this time the

squares have to be jumped or twice to achieve a clearance.

There's plenty of humour, masses of addition and loadings of good or ... oh yes fun for £29.95 from Parker, your first cartridge for the Coleco.

My only criticism resides in the variability of the Coleco eight-way joystick for this game because it's all too easy to jump the wrong way and ... oh

### THE VERDICT

Rock out and get it!

- Action 1.1.1.1
- Graphics 1.1.1.1
- Addition 1.1.1.1
- Theme 1.1.1.1

## HAPPY TIME OUT WEST!

I long for a home where the buffalo roam and the sky is cloudy all day! Well maybe not. But Happy Trails, the latest game for the Intellivision will give you a taste for the Wild West.

Remember those little plastic games you used to get in Christmas crackers. The ones where you have to move small squares around in a bigger square to get the correct sequence of numbers, letters or colours. Well, Happy Trails is a bit like that. Except that this time you have to manipulate the squares to provide the hero of Happy Trails, the Sheriff of the Badlands, the most direct route to the villainous Black Bart and his stolen loot. You have to arrange the best route for the Sheriff so he can catch the cash and catch Bart.

As the game progresses the play area gets larger and the speed increases. This means that instead of being able to move four blocks of land to create a route you can have up to 32 pieces of the jigsaw puzzle that can be moved!

A splendid game incorporating speed of reaction with a large degree of strategy and planning.

Happy Trails is in the shops now at £29.95 for the Intellivision video games console.

### THE VERDICT

Best Intellivision release since Superdemon.

- Action 1.1.1.1
- Graphics 1.1.1.1
- Addition 1.1.1.1
- Theme 1.1.1.1

# The REAL Challenge!

## For your ORIC or SPECTRUM

**JOGGER** is a fast-paced, action-packed game that will keep you entertained for hours. It's a real challenge for your ORIC or SPECTRUM. The game is set in a futuristic world where you must navigate through a series of obstacles and enemies. The graphics are top-notch, and the sound effects are excellent. The game is available for both ORIC and SPECTRUM computers.

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**ARCADIA ACTION** is a fast-paced, action-packed game that will keep you entertained for hours. It's a real challenge for your ORIC or SPECTRUM. The game is set in a futuristic world where you must navigate through a series of obstacles and enemies. The graphics are top-notch, and the sound effects are excellent. The game is available for both ORIC and SPECTRUM computers.

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SEVERN SOFTWARE  
PO BOX 100  
WIMBORNE BH20 1AA

**MORIA** is a fast-paced, action-packed game that will keep you entertained for hours. It's a real challenge for your ORIC or SPECTRUM. The game is set in a futuristic world where you must navigate through a series of obstacles and enemies. The graphics are top-notch, and the sound effects are excellent. The game is available for both ORIC and SPECTRUM computers.

**GRAL** is a fast-paced, action-packed game that will keep you entertained for hours. It's a real challenge for your ORIC or SPECTRUM. The game is set in a futuristic world where you must navigate through a series of obstacles and enemies. The graphics are top-notch, and the sound effects are excellent. The game is available for both ORIC and SPECTRUM computers.

**GRAL** is a fast-paced, action-packed game that will keep you entertained for hours. It's a real challenge for your ORIC or SPECTRUM. The game is set in a futuristic world where you must navigate through a series of obstacles and enemies. The graphics are top-notch, and the sound effects are excellent. The game is available for both ORIC and SPECTRUM computers.

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Write to: **Severn Software**  
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# Easy to play, hard to beat, impossible to equal.



In numerous magazine surveys, and in a national daily one chess computer was constantly named 'best buy'. The same computer, rated for skill by the U.S. Chess Federation, was officially placed in the top 1% of all club players.

The computer? Sensory Chess Challenger 9—from CGL.

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# BORED WITH BL.

Give your trigger finger a rest and take a look at an alternative in space. We look at a game that existed long before

BY JONATHAN  
CALDER

**Y**OU don't have to spend all your time on computers sapping ideas. When you've named the universe from the forces of darkness a few hundred times, you might want to play a more intellectually challenging and rewarding game. If you do, then chess is one of the more obvious choices.

The fascination of the game of chess has lasted for centuries and, when it comes to individuals, this fascination tends to be lifelong. So it's a good bet that any money you spend on chess now will be an investment which will pay dividends for a long time to come.

This is why anyone who is interested in computers and also interested in chess should think very seriously about the latest generation of *dedicated* chess computers now available.

They bring the owner a whole field of knowledge, not the least of which is an ever available opponent whenever you need one. How often have you wanted a game of chess but had no-one to play with?

The first question about everyone asks about chess computers is "How good are they?" The answer to this is that state of the art chess computers are now as strong as very good chess club players at their very highest playing levels.

To unless you play chess seriously every week you almost certainly will be struggling to beat good chess computers on their top levels and will have a very searching game on their lower levels. In fact ultimate strength of play isn't all that should be considered by the would-be purchaser by any means.

One really important point is to buy a chess computer that has a wide range of playing strengths so that not only can you be sure of finding a level that will give you an even well balanced game but that other members of your family can play at levels appropriate to them.

Such a computer should also give you the choice of a game lasting a few minutes — useful for lightning chess fanatics — or a whole evening.

Another feature that you should be looking for is the ability to update the machine. In the early years of chess computers (even until last year) the state of the art developed so quickly that anyone who bought a chess computer found that something much better came out to the market about six months later.

Nowadays the best chess computer, like CONQUEST, have both their prog-

ram and their micro-processor in a detachable cartridge. This means that the owner can take advantage of any developments in chess programming or micro-chip technology at a fraction of the cost of a new chess computer.

All he has to do is buy a new cartridge as and when he feels inclined in order to keep fully up to date with developments. You should certainly look for this comprehensive updatability in any machine you buy — it will save you money.

If then you're buying a machine in just as effect a lifetime then you really ought to be thinking of its appearance too. You want a machine that can happily be out on display in the house, almost as part of the furniture, and not a Heath Robinson version that has to be hidden away whenever you've finished playing with it.

This points you towards a chess computer finished in wood rather than one of the "high-tech" machines. After all, nowadays, there is no need to let everybody know you are a computer freak; computers in the home are no longer acceptable.

Predicting a machine that can play chess like a grand master — still an unfulfilled dream — has always been the ultimate challenge.

In the 1960s and early 1970s a number of quite strong chess programs were developed on huge number-crunching mainframe processors.

Nowadays however, a chess playing computer doesn't have to be the size of a small house. The advance of micro-chip technology has meant that you can have a free standing — or desktop — chess computer sitting on your living room table. Over the five years that there have been available, great strides have been made. Below we offer you a guide to what is available today.

#### Challenger

A series of American machines, ranging from the weakest to the strongest of available computers. The buyer should be careful as there are a lot of outdated models still about, but the more recent machines represent good value.

#### CONQUEST

International design. The cheapest hi-tech sensory boards available and the only machines yet to appear with updatable hardware as well as software. All this together with a strong program

Not only should you look for a computer that is good to look at, you also should seek one that is easy to play with. The best sort of computers are the fully automatically sensory ones. You simply pick up a piece and move it in the normal chess way. The computer senses automatically which square you have moved your piece from and to.

There are no squares to push down, no buttons to press, or keys to punch. Anything less than this ideal arrangement is likely to become unnecessarily intricate and tedious over the years.

There are a number of very cheap machines on the market, some of them costing as little as £30-£35, but if you're thinking of getting one of these you should be clear what you would be buying. These are sensitive toys, either suitable for beginners or as an ideal thing for long flights, but they have little to offer the more serious minded chess player. To get a good chess computer you must be prepared to pay at least £150.

A lot of people will tell you that there is no need to get a dedicated machine as all you need only buy a chess program for your home computer. This is, of course, a much cheaper option, but then you would be getting a great deal less

with delightfully designed classic rosewood boards have made these machines a best seller.

#### Mephisto

A German machine equipped with a program that makes some attempt to follow human thought processes. As yet the results have been relatively disappointing especially as the models are quite a bit more expensive than most.

#### MOBAC

Made in Hong Kong. His range of cheaper machines vary greatly in performance. The Consortium in its early reports a strong program. How reliable it will be remains to be seen — some of the earlier models from other Hong Kong manufacturers were a problem in this area.

#### La Reine

This French machine is about to appear in Britain. Early reports of it are encouraging with a good program and an elegantly designed board.

#### Saxon

Again a range of machines appears under this name. Their Mark VI may appeal to the chess fanatic because of its comprehensive range of features, but the average player may find it all a bit bewildering.

# ASTING?

Alternative to all those shoot-outs  
those little green men

for your money.

It is safe to say that no program for a home computer is as good as a top class dedicated machine. This is partly because a lot of the power and the memory in a micro-program are taken up in handling the graphic display and partly because, while the manufacturer of a dedicated chess computer lives or dies by the quality of its program, in a software house, a chess program will be only one among hundreds of a variety of products.

It should also be remembered that playing chess on a screen is a lot more difficult than playing on a real board, (especially given some of the graphics one sees even now); it's a lot harder to visualise possibilities, for instance. Chess really is a three dimensional game where one needs and wants to be able to handle and feel the pieces on a good sized board.

Contemporary Chess Computers will be more than pleased to provide any further information about chess computers. Telephone or write to Contemporary Chess Computers, 3-3 Noble Corner (SE 25per Saton Lane), Great West Road, Middlesex TW9 0PA. (Tel: 81-8111 (100).



Three of the Contemporary Chess Computers range. Top, the Ambassador. Centre, the smallest model in the range called the Ecarter, and finally, the top of the range Monarch.

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10/1/10/10



We've been telling all you kids out there just how good that old fashioned arcade game Pinball is for some time now. But here's your chance to get a taste of the game on your micro. It's got all the features of the original — apart from the colourful cabinet and backplush that is!

As in the arcade original the main aim of this pinball game is to score as many points as you can. You get five balls to play with. The playfield includes several bumpers and targets which score varying points when you hit them. A major difference from the arcade machine is the bat you get at the bottom of the playfield which replaces the usual flippers on proper pinball machines.

The bat is controlled by the Z and C keys. Accurate positioning of the bat in key positions will score high points. There is a two player option and a high score routine. To increase the speed of the bat and ball simply leave out the REM statements.

# Pinball



BY JIM WILLEY

RUNS ON A SHARP M280K IN 4K

```

POKE10167,1:TEMP07
20 DIM T(2),SC(2):PRINT"*****"
30 GETT07:IF T07="" THEN 135
137 IF T07="5" THEN 131
138 GOTO
270 IF PEEK(17828)=90 THEN POKEM,64:POKEM+1,64:H=H+2:IF H=55:121 THEN H=H+2
280 IF PEEK(17828)=67 THEN POKEM,64:POKEM+1,64:H=H+2:IF H=55:139 THEN H=H+2
289 IF T07=1 THEN 292
290 POKEM+1,211:POKEM,211:POKEM+1,211
291 GOTO 300
292 POKEM,211:POKEM+1,211:POKEM+1,64:POKE55:121,211
550 GOTO 130
765 IF SC=1 THEN 770
766 PRINT" "

```

```

50 POKE 10167,1:TEMP07
60 DIM T(2),SC(2):PRINT"*****"
70 PRINT"IN BALL"
80 PRINT"
90 PRINT"
50 PRINT"
60 PRINT"
70 FOR H=1 TO 500:NEXT H
80 FOR H=1 TO 39:MUSIC="LA":PRINT".":NEXT H
90 PRINT"0 NOVE BALL:2-LEFT,0-RIGHT"
100 PRINT"0 "SPACE" BAR TO FIRE BALL."
110 PRINT"0 (1/2) PLAYERS?"
120 GETPL:IF PL<1>+PL<2> THEN 120
130 PRINT"0"
140 SC(1)>=0:SC(2)=0:T(1)=0:T(2)=29:H=55:30-B=0:B06UB560
150 FOR J=1 TO 5
160 FOR J=1 TO PL
170 FOR H=1 TO 5:PRINT"0":TAB(T(J)+7):" ":MUSIC="R1":PRINT"00":J:NEXT H
180 GOSUB 1140
190 X=545:144*Y=25
200 REM*****HOLE-BALL*****
210 X=X+K1*Y+V*V1:POKEX*Y+K1*V1,64:POKEY*Y,71
220 REM*****HIT-BALL*****
230 IF PEEK(X*Y+K1)>=200 THEN K1=K1+1
240 IF PEEK(X*Y+K1)<V1<=200 THEN V1=V1+1
250 REM*****HOLE-BAT*****
260 GETB
270 IF PEEK(17828)=90 THEN POKEM+1,64:H=H+1:IF H=55:121 THEN H=H+1
280 IF PEEK(17828)=67 THEN POKEM+1,64:H=H+1:IF H=55:139 THEN H=H+1
290 POKEM+1,211:POKEM,211:POKEM+1,211
300 REM*****CHECK-BAT*****
310 IF X+V1=H THEN K1=0:V1=-40
320 IF X+V1=H-1>+X+V1+K1=H-1 THEN K1=1:V1=-40
330 IF X+V1=H-1>+X+V1+K1=H-1 THEN K1=-1:V1=-40
340 REM*****CHECK-PI*****
350 IF PEEK(X*Y+K1)>=600 GOTO 310
360 IF PEEK(X*Y+K1)<V1<=600 GOTO 370
370 IF PEEK(X*Y+K1)<V1<=720 GOTO 390
380 REM*****HOLE-BALL*****
390 IF X=55:152 THEN G10
400 GOSUB 1040
410 NEXT J:NEXT I
420 REM*****END-ROUTINE*****
430 FOR J=1 TO 2
440 IF SC(J)>H1 THEN H1=SC(J):PRINT"*****":TAB(30):H1="00":TAB(T(J)):H1="SCORE"
450 NEXT J
460 IF SC(1)>=SC(2)>+PL<2> THEN PRINT"0":TAB(T(1)):MELLOONE"
470 IF SC(2)>=SC(1) THEN PRINT"0":TAB(T(2)):MELLOONE"
480 PRINT"*****":TAB(31):"RESTART"
490 PRINTTAB(31):"V-H"
500 GETAB:IF AB="" THEN 550
510 IF AB="N" THEN PRINT"0":END
520 PRINT"00":TAB(30):"(1/2) "
530 PRINTTAB(31):"PLAYERS?"
540 GETPL:IF PL<1>+PL<2> THEN 440
550 GOTO 40
560 PRINT"PLAYER 1*****PLAYER 2"
570 PRINT"SCORE: *****SCORE"

```

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[illegible]



```

10 GO SUB 5000: REM graphics
20 LET h=0: BORDER 0: PAPER 4:
CLS
30 CLS : PRINT AT 0,0,"d=ARBIT
RAID": GO SUB 5500: REM initia
24
40 LET a=0: PRINT 40,"wssss! =
peed (infast=9=slow)": PAUSE 0:
LET k=CODE INKEYS=48: IF NOT k 0
R 439 THEN INPUT "

```

```

50 INPUT "

```

```

60 LET v=5: LET w=5
70 FOR n=1 TO 5: PRINT AT n,0:
PAPER 5:: NEXT n
75 PRINT AT 2,15: PAPER 6:"HI
"/h

```

```

80 LET h=20: LET w=20
100 FOR j=25 TO 1 STEP -1: PRIN
T AT 5,j: PAPER 5: INK 4:" f":AT
5,j: INK 0:"e"
110 GO SUB 200: REM move rabbit
120 PRINT AT x,y: PAPER 6: INK
7:"b"

```

```

125 LET w=w+1: PRINT PAPER 5:R
T 2,0:"!UP "1/5
130 DEEP .0005,60
135 IF w=w AND w=w THEN GO TO
7000

```

```

140 GO SUB 300: REM alter wss
145 LET k=k+.001
150 IF w=5 AND w=5 THEN GO TO
7000
160 GO SUB 400: PRINT AT u,v: P
APER 6: INK 6:"a"

```

```

170 PRINT AT x,y: PAPER 6:" "
180 NEXT j
190 PRINT AT 5,1: PAPER 5: INK
4:"f": GO TO 100
200 IF INKEYS="5" AND w(x,y-1)
<"h" THEN LET w=y-1
210 IF INKEYS="0" AND w(x,y+1)
<"h" THEN LET w=y+1
220 IF INKEYS="7" AND w(x-1,y)
<"h" THEN LET w=x-1
230 IF INKEYS="6" AND w(x+1,y)
<"h" THEN LET w=x+1
235 IF w(x,y)>"f" THEN LET w
a+10
240 IF w(x,y)>"g" THEN GO TO
7000
250 IF w(x,y)>"d" THEN LET w
a+100: LET w(x,y)>"": DEEP 0,5
.0: DEEP 0,0125,30
255 RETURN
260 IF rnd<.5 THEN RETURN
265 LET a=INT (rnd*14)+5: LET b
=INT (rnd*12)+2
270 IF rnd<.5 THEN GO TO 320
275 LET w(a,b)>"h": PRINT AT a
,b:"h"
315 RETURN
320 LET w(a,b)>"g": PRINT AT a
,b:"g"
325 IF rnd<.7 THEN RETURN
330 LET w(a,b)>"d": PRINT AT a
,b: INK 5:"d"
335 RETURN
400 PRINT PAPER 6:AT v,u:w(x,y
,u)

```

BY RICHARD CLEGG

RUNS ON A SPECTRUM IN 16K

## RUNS ON A SPECTRUM IN 16K

*Police Habitat never had to get up with this! Here I am stuck in this mess of a habitat course, hunting for the rest of the semester while a nasty little animal sags at my belly while both of! Fortunately there are a few nice colleagues in search of as I rush through the course ahead of that awful animal.*

I also have to wait out the forest holes too — as if I didn't already have enough to worry about! That's how *Platanus* trees don't know where they were cut off! I'll have to deal — the hummer is coming!

Can you help Benjamin Fenny make his way through the maze-like roller-coaster picking up loose details and searching addresses along the way?

Variables	
<i>h</i> = high class.	303 graphics "B"
<i>l</i> = low.	100 graphics "T" and
<i>h</i> = manual speed.	100 graphics "B"
<i>h</i> , <i>l</i> = manual location.	100 graphics "B"
<i>h</i> , <i>l</i> = random location.	100, 100, 100, 100 graphics "T"
<i>l</i> = long to print	125 graphics "T"
randomness	100 graphics "B"
<i>ML</i> = string for name.	100 graphics "B"
<i>h</i> , <i>l</i> = position to change	100 graphics "B"
name	100 graphics "B"
<i>h</i> = graphics loop.	100 graphics "B"
<i>l</i> = general graphics loop.	1000, 10 graphics "B"
	1000, 10 graphics "B"
	1000 graphics "B"
	10 graphics "T"

## Rabbit Raid

```

410 IF AND(X<Z/10) THEN RETURN
420 IF X<Y THEN LET Y=Y-1
430 IF X<Y THEN LET Y=Y+1
440 IF Y<X THEN LET X=X-1
450 IF Y<X THEN LET X=X+1
460 IF X=Y AND Y=Z THEN GO TO
7000

```

```

7000 IF 200 AND 100 THEN GO TO
470 RETURN

```

```

7000 FOR I=15 TO 1 STEP -1: BEEP
0.01: NEXT I: CLS : PRINT "SCORE:";a: IF a=0 THEN PRINT "A NEW HI-SCORE": LET h=a
7010 PRINT "PRESS ANY KEY FOR ANOTHER GAME": PAUSE 0
7015 GOS

```

7828 GO TO 38  
8500 END FOR 21 21 1

```
85405 LET #B(2) = "#####"
```

```
8510 FOR n=3 TO 21: LET mBC(n,1)=  
"h": LET mBC(n,3)=m"b": NEXT
```

0520 LET ABC=4:PRINT ABC  
\*\*\*\*\*  
0530 END

[illegible]

```

DO FOR n=1 TO 100: LET m=INT
(RND(1)*4)*4: INT (RND(10)*10)*10:
NEXT n

```

8340 FOR N=6 TO 21: PRINT AT 0.0  
ASC N: NEXT N

```

GOSS RETURN
GOSS FOR q=1 TO 7: READ aq: FOR
n=0 TO 7: READ a: FORK USR aq+a,
a: NEXT n: NEXT a

```

```

3010 DATA "A",0.01M 01000010,01M
0100110,01M 01111110,01M 01011
010,01M 01111110,01M 01000010,01
M 01111110

```

7020 0-470 "D", C. PIN 00100100, PIN  
00100100, PIN 00111100, PIN 11011  
011, PIN 01111110, PIN 11000011, B  
0 00111100

0000 0000 "D",BIN 00100100,BIN 0  
0100100,BIN 00111100,BIN 0101101  
0,BIN 00111100,BIN 01111110,BIN  
01111110,BIN 00111100

```

0040 DATA "C",BIN 00001000,BIN 0
0000100,BIN 00001010,BIN 00001000
1,BIN 01100000,BIN 11110000,BIN
11100000,BIN 01100000

```

```

2050 DATA "F",0,0,0,0,BIN 000110
00,BIN 00111100,BIN 00111100,BIN
00011000
2060 DATA "G",BIN 00111100,BIN 0

```

```

1111110,255,255,255,255,BIN 0111
1110,BIN 00111100
9070 DATA "H",0,0,BIN 00011000.E
IN 00111100,BIN 00111100,BIN 000

```

1.10000, 0, 0  
0.00000, 0.00000

# VISIONS

## Visions makes major breakthrough in video games war

**Stop press—  
Lightning  
Strikes**

Visions' new game, "The Lightning Strikes," is a fast-paced action game that will be available in the near future. The game features a variety of weapons and a challenging level of difficulty. It is expected to be a major success for the company.

Chiswick-based Visions is moving into the video games market in a big way with a new range of exciting and radically different games.

The games, which include *Pinnas* 7, *Sheer Panic* and *Visions Snooker* are being marketed by a young company which is a really major impressive challenge.



**Chrome, Sweet Chrome**

Visions' new game, "Chrome, Sweet Chrome," is a fast-paced action game that will be available in the near future. The game features a variety of weapons and a challenging level of difficulty. It is expected to be a major success for the company.



Visions managing director, Seaside Bray, explains: "We're using a new pool of highly imaginative young people who are just bursting with ideas for revolutionary dif-

ferently recruit our girls and





*Visions*

# ARE BREAKING THROUGH THE INCREDIBILITY GAP

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# Mr. Chip

## SOFTWARE

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This is it, the ultimate Fruit Machine for the VIC with nudge, hold and reels 100% machine code. "Overall 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 & rusty". Home Computing Week's No. 20 18/7/83. For the cheap Vic 20 ..... **£5.50**

**SMILEY EWARDS** — 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 program, to the same high standard, joystick or keyboard control. For the unexpanded VIC, (available now) ..... **£5.50**

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The tunnel is almost complete and we have all the equipment together ready for the escape attempt tonight. We hope that it's cloudy — the tunnel exit is very close to the castle wall and any moonlight would make it easy for the guards to spot us as we run for the trees ... All we can do now is wait...

Colditz Castle is supposed to be escape proof — can you prove the German High Command wrong by leading your team of prisoners of war under the walls? This is a classic Adventure style game — so as in all good Adventures you must collect equipment and plan your escape bid before making the final attempt.

You have to find the best way past guards and their dogs and reach the castle walls. Once outside you still can't relax as you must follow a safe path to freedom. Well, can you escape from the supposedly escape proof castle?

```
10 REM COLDITZ CASTLE
20 GOSUB 1000
40 FOR I=1 TO N
60 LET C=INT (RAND*5)+1
80 LET X=C
80 GOSUB 1000
80 PRINT "MOVE -D;- ST
80 " AND D:1,1"
90 IF D=1 AND C=5 THEN GOTO
100
110 LET S=AND
120 LET S=0
130 IF S=.50 THEN LET S=.4
140 IF S=.50 THEN LET S=.6
150 IF S=.51 THEN LET S=.7
160 IF S=.52 THEN LET S=.8
170 PRINT "YOU GAINED (S*10)
180 LET S=S+ELL.N)+1
190 GOSUB 1000
200 GOSUB 1000
210 "ENTER COORDINATES OF
220 "THE
230 PRINT "WHAT YOU WISH TO MOV
240
250 LET P=0
260 INPUT IS
270 IF LEN IS=2 OR LEN IS=3 THE
280 GOTO 300
290 IF CODE IS=LEN IS+20 OR CO
300 IS=LEN IS+20 THEN GOTO 300
310 FOR J=1 TO LEN IS-1
320 IF CODE IS+J=20 OR CODE IS
330 THEN GOTO 300
340 NEXT J
350 LET PX=VAL IS+1 TO LEN IS-1
360 LET PY=VAL IS+1 TO LEN IS-1
370 IF PX=1 OR PX=31 THEN GOTO
380
390 IF ORS (OR+PX+PY+33)+CODE
400 (OR+PX+PY+33
410 HELL+120 AND DECR (OR+PX+PY+33
420 "CODE HELL THEN GOTO 300
430 FOR J=1 TO 5
440 IF P+J=50+33+PY THEN GOT
450
460 NEXT J
470 GOSUB 1000
480 PRINT "STEP -I-X-D+1;-ENTER
490 "DIRECTION"
500 PRINT "OR 9 TO MOVE A DIFFE
510 "RENT S.O.U."
520 INPUT HS
530 IF LEN HS=1 OR CODE HS=20
540 THEN GOTO 300
550 LET H=VAL HS
560 IF H=19 THEN GOTO 400
570 IF C=5 AND P=5 THEN GOTO 1
580
590 GOTO 300+(P+1)*1000
600 LET Z=P+1+J
610 IF H=0 AND PX=1 THEN LET Z=
620
630 IF H=8 AND PX=31 THEN LET Z=
640
650
```



# COLDITZ CASTLE

RUNS ON A Z80 IN 10K

BY R. JONES

```
470 IF M=6 AND PY<10 THEN LET Z=
480 IF M=7 AND PY<1 THEN LET Z=
490 IF Z=41,JI THEN GOTO 560
500 LET P=CODE(2P+Z)
510 IF CODE(JI)=0 OR CODE(JI)=
520 AND P<127 AND P<127 THEN GO
TO 560
530 IF P=100 THEN GOTO 720
540 IF P=102 OR P=55 THEN GOTO
550
560 IF P=101 THEN GOTO 530
570 IF P=170 THEN GOTO 560
580 IF P=50 THEN GOTO 590
590 IF P=134 AND P<127 AND P<
AND P=10 AND P=55 AND P=127 T
HEN GOTO 550
600 GOTO 750
610 LET V=1-(P-100)
620 IF P=101 THEN GOTO 590
630 LET E=1,1)-(E=1,1)-7
640 GOTO 770
650 IF E=1,1) THEN GOTO 590
660 LET E=1,1)-(E=1,1)-1
670 GOTO 770
680 IF E=1,1) THEN GOTO 590
690 LET E=1,1)-(E=1,1)-1
700 IF E=1,1) THEN GOTO 590
710 LET E=1,1)-(E=1,1)-1
720 IF E=1,1) THEN GOTO 590
730 LET E=1,1)-(E=1,1)-1
740 LET Z=CODE(12-404)+0
750 GOTO 770
760 IF P=57 THEN GOTO 1750
770 FOR OF=P+1,OF,CODE CODE(JI)
LET P=0-1
780 LET P=1,JI=2
790 LET CODE(JI)=CHR$ P
800 FOR OF=2,CODE RE(1)+100+(P
+50)
810 LET IS=STR$ (12-INT (12/33)+3
3)-CHR$ (33-INT (12/33))
820 GOTO 270+500+(0=0)+200+(0=0
AND P=10)
830 GOSUB 1000
840 PRINT "REVEALED BY A FLASH"
GOTO 1
850 GOSUB 1000
860 GOTO 910
870 GOSUB 1000
880 LET S=0
890 GOTO 870
900 LET S=100
910 GOSUB 1000
920 PRINT "ILLEGAL MOVE,TRY AGA
IN"
930 GOSUB 1000
940 IF S=0 THEN GOTO 100+5
950 GOSUB 1000
```

```


9000 PRINT "MAN WITHOUT ESCAPE E
9100 PRINT "RETURNED TO CENTRAL
9200 PRINT "
9300 GOSUB 1800 (END=41)+10
940 LET CX=INT (END+1)+9
950 LET CY=INT (END+1)+9
960 IF PEEK (DP+CX*CY+CX) < 100
970 THEN GOTO 910
980 FOR D=1 TO 5
990 FOR E=P(I,J).CODE H8(I)+1
1000 PEEK DP+P(I,J).CODE H8(I)
1010 NEXT E
1020 PEEK DP+P(I,J).CODE G8(I,J)
1030 LET D=J+503*CY+CX
1040 LET G(I,J)=D
1050 LET G8(I,J)=D
1060 FOR D=1 TO 5
1070 FOR E=P(I,J).CODE H8(I)+1
1080 PEEK DP+P(I,J).CODE H8(I)
1090 NEXT E
1100 NEXT J
1110 GOSUB 1800 (END=5)+1
1120 LET D=INT (END+1)+1
1130 LET X=0
1140 PRINT "GEORGE CAN HAVE "
1150 PRINT "STEP " D " AND D+1 "
1160 GOSUB 1800
1170 GOSUB 1800
1180 PRINT "ENTER COORDINATES OF
1190 THE GEORGE"
1200 PRINT "THAT YOU WISH TO HOW
1210
1220 INPUT I8
1230 IF LEN I8=2 OR LEN I8=3 OR
1240 CODE I8=LEN I8+30 OR CODE I8=LE
1250 N 100 THEN GOTO 1700
1260 FOR J=1 TO LEN I8
1270 IF CODE I8(J)=30 OR CODE I8
1280 THEN GOTO 1700
1290 NEXT J
1300 LET PY=CODE I8(LEN I8)-37
1310 LET PX=VAL I8(1 TO LEN I8-1
1320 IF PX=1 OR PX=31 THEN GOTO
1330
1340 IF PEEK (DP+PX+30+PY) < 144 T
1350 THEN GOTO 1700
1360 FOR J=1 TO H8+3
1370 IF G(J)=PX+PY+30 THEN GOTO
1380
1390 NEXT J
1400 GOSUB 1800
1410 PRINT "STEP " X+D+1 " ENTER
1420 "DIRECTION"
1430 PRINT "OR 9 TO HAVE A DIFFE
1440 "ENT GEORGE"
1450 INPUT H8
1460 IF LEN H8=1 OR CODE H8=30
1470 THEN GOTO 1700
1480 CODE H8=37 THEN GOTO 1700
1490 LET H=VAL H8
1500 IF H=0 THEN GOTO 1800+(D=9)
1510
1520 LET Z=G(J)
1530 IF H=5 AND PX=1 THEN LET Z=
1540
1550 IF H=5 AND PX=31 THEN LET Z
1560
1570 IF H=5 AND PY=19 THEN LET Z
1580
1590 IF H=7 AND PY=1 THEN LET Z=
1600
1610 IF Z=G(J) THEN GOTO 1700
1620 LET D=PEEK (DP+3)
1630 IF D=30 AND P=43 AND P=44
1640 AND D=43 THEN GOTO 1600
1650 FOR I=1 TO 5
1660 FOR E=P(I,J) THEN GOTO 1440
1670 NEXT E
1680 NEXT J
1690 IF G8(I,J)=5 OR G8(I,J)=9
1700 THEN GOTO 1700

```



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# The unbeatable TI Home Computer. It's all the computers your family will ever need.

Buying a home computer is something you have to get right first time. It's too late when you've got one to find it won't take plug-in software. Or can't be programmed without an expensive accessory.

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The total memory capacity is 114K Bytes.

## A wide range of software for everyone

Another feature that makes the TI system so powerful, yet so easy to use is Solid State Software.<sup>SM</sup> These plug-in cartridges cover everything from space games like *Panzer*<sup>SM</sup> to teaching maths, managing home finances and composing music. And the range is getting wider all the time.

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**CPU:** TMS 9900 16-BIT, plus 256-byte Scratchpad RAM.

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## A lot more for no more

The TI Home Computer gives you so much more without costing more. At today's price it's exceptional value. Take your family round to try one. If you never try it you'll never know what you're missing.



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```

1455 GOSUB 1899
1460 PRINT N$11;: P.O.W. CAPTURE
1465
1470 PRINT "RETURNED TO CENTRAL
COUNTY HAP.."
1480 LET CX=INT (RND#1)*10
1490 LET CY=INT (RND#1)*10
1500 IF RECK (OF=CX+33*CY) THEN
1510 GOTO 1460
1520 FOR D=1 TO 5
1530 POKE DF+P(I,K),CODE N$11+3
1540
1550 POKE DF+P(I,K),CODE N$11
1560 NEXT D
1570 LET P(I,K)=33*CY+CX
1580 FOR D=1 TO 5
1590 POKE DF+P(I,K),CODE N$11+1
1600
1610 POKE DF+P(I,K),CODE N$11
1620 NEXT D
1630 POKE DF+3,44
1640 POKE DF+01J, CODE G$1J
1650 POKE G$1J=0$11,K
1660 LET G$1,K)=0
1670 LET G$1,K)=2
1680 LET G$1J=2
1690 GOTO 1740
1700 IF P:100 AND P:105 AND P:10
1710 AND P:108 AND P:107 AND P:107 ON
1720 D P:100 AND P:108 AND P:101 AN
1730 D P:100 THEN GOTO 1737
1740 POKE DF+2,44
1750 POKE DF+01J, CODE G$1J
1760 LET G$1J=2
1770 LET G$1J)=CHRS P
1780 LET D=0-1
1790 LET 100*TRN (2-INT (2/33)*3
1800 107-INT (2/33))
1810 GOTO 1730 (D=0:1100
1820 GOSUB 1899
1830 LET 5=0
1840 LET 5=1
1850 LET 5=100
1860 GOSUB 1899
1870 PRINT "ILLEGAL MOVE.TRY AGA
IN."
1880
1890 GOSUB 1899
1900 GOTO 1890:0
1910 GOSUB 1899
1920 GOTO 40
1930 GOSUB 1899
1940 POKE DF+P(I,K),J,37
1950 POKE DF+2, CODE N$11
1960 PRINT "END OF GAME.A PRISON
ER HAS"
1970 PRINT "ESCAPED.ANOTHER GAME
O Y OR N."
1980 INPUT V$
1990 IF CODE V$=51 THEN STOP
2000 IF CODE V$=52 THEN GOTO 17
2010
2020 CLS
2030 CLEAR
2040 GOTO 10
2050 FOR L=1 TO 50
2060 NEXT L
2070 RETURN
2080 GOSUB 1899
2090 PRINT AT 20,0;"
2100
2110 PRINT AT 21,0;"
2120
2130 PRINT AT 19,0
2140 RETURN "COLDIE CASTLE"
2150 PRINT AT 3,0: "WOULD YOU LIK
19400 PRINT AT 5,0: "
2160 INSTRUCTIONS"
2170 INPUT V$
2180 IF CODE V$=51 THEN GOTO 207
2190
2200 IF CODE V$=52 THEN GOTO 19
2210
2220 CLS
2230 PRINT "BETWEEN 2 AND 5 PEOP
LE MAY PLAY"

```





```

2000 PRINT "THIS GAME, I AM THE G
ARMED AND "THE REST AS A SET OF
2010 PRINT "POUNDS EACH."
2020 PRINT "THE OBJECT FOR THE P
POUNDS IS TO
2030 PRINT "REACH TARGETS." "T"
OUTSIDE THE
2040 PRINT "CASTLE WALLS, AND THE
GERMANS
2050 PRINT "MUST STOP THEM."
2060 PRINT "AT 8.8: "ON THROWING 1
ON A POUND
2070 PRINT "EQUIPMENT, I.E.: 1 OF T
HE FOLLOWING"
2080 PRINT "1) ROPES TO CLIMB UP
1.5:
2090 PRINT "ONE REQUIRED FOR
2100 PRINT "TWO REQUIRED FOR
2110 PRINT "2) PASSES TO GO THRO
2120 PRINT "HARDED "
2130 PRINT "3) KEYS TO GO THROUG
2140 PRINT "HARDED "
2150 PRINT "4) WIRECUTTERS TO GO
THROUGH "
2160 PRINT "POINTS MARKED "U
2170 PRINT "AT 21.8: "NEULINE TO C
ONTINUE"
2180 IF INKEY="" THEN GOTO 2190
2190 CLS
2200 PRINT "OR THE LEAST LIKELY
BUT USEFUL "5) TUNNEL EQUIPMENT
2210 PRINT "TO USE THE"
2220 PRINT "TUNNEL. A POU WITH
2230 PRINT "ON A POINT MARKED
2240 PRINT "AND BE"
2250 PRINT "AUTOMATICALLY TRA
NSPORTED TO"
2260 PRINT "THE OTHER "
2270 PRINT "AT 2.8: "N.B. EQUIPME
NT NOT DEUSABLE.
2280 PRINT "ANY POU FOUND ON A P
OINT"
2290 PRINT "REQUIRING EQUIPMENT
BUT WITHOUT "IT, FOUND STOPPED ON
A FLASH LIGHT "
2300 PRINT "OR LANDED ON A
A GERMAN IS"
2310 PRINT "RETURNED TO THE CENT
RAL YARD.
2320 PRINT "ON A POINT MARKED "
2330 PRINT "A POU IS"
2340 PRINT "SAFE, ONCE OUTSIDE, OR
ON THE "
2350 PRINT "OUTER WALLS A POU MU
ST FOLLOW.
2360 PRINT "THE PATHS MARKED "
2370 PRINT "AND CANNOT"
2380 PRINT "RETURN UNLESS CAPTUR
ED"
2390 PRINT "AT 21.8: "HOW MANY POU
PLE TO PLAY " 2 TO 5"
2400 INPUT Z$
2410 IF LEN Z$=13 OR CODE Z$=32
OR CODE Z$=33 THEN GOTO 2000
2420 LET N=VAL Z$+1
2430 CLS
2440 PRINT "HANG ON A BIT"
2450 DIM D(14,2)
2460 DIM D(13,2)
2470 DIM D(12,2)
2480 DIM D(11,2)
2490 DIM D(10,2)
2500 DIM D(9,2)
2510 FOR N=1 TO 4
2520 FOR Y=1 TO 4

```

```

0000 LET C=12,Y=1-100
0005 NEXT Y
0010 NEXT Z
0015 LET P=ENG15H AMERICANPRE
0020 LET CONADIAN
0025 FOR Z=1 TO 4
0030 LET N=12:SP=12+8-7 TO 2+8
0035 NEXT Z
0040 LET P="A BOPE R.P
0045 LET P="A KEY SON
0050 C=DISCOUNTERSTUNNEL EQUIPMENT"
0055 FOR Z=1 TO 5
0060 LET S=12:SP=12+15-15 TO 2+1
0065 NEXT Z-WHILE 1 SET THING2 R
0070 PRINT
0075 LET P="07920512045048+2091
0080 LET P="07919020545
0085 FOR Z=1 TO 3+N*2
0090 LET G12=VAL P=12+8-2 TO 2+
0095 NEXT Z
0100 LET P="3103493814123142483
0105 LET P="3103493814123142483
0110 FOR Z=1 TO 4
0115 FOR Y=1 TO 4
0120 LET P12=Y=VAL P=12+12*Y+8-
0125 TO 2+12*Y+8-12
0130 NEXT Y
0135 NEXT Z
0140 LET CP=PEER 16095+205+PEER
0145 LET CL=
0150 PRINT " 1234567890123456789
0155 LET C=12,Y=1-100
0160 PRINT "R....
0165 LET C=12,Y=1-100
0170 PRINT "R....
0175 LET C=12,Y=1-100
0180 PRINT "R....
0185 LET C=12,Y=1-100
0190 PRINT "R....
0195 LET C=12,Y=1-100
0200 PRINT "R....
0205 LET C=12,Y=1-100
0210 PRINT "R....
0215 LET C=12,Y=1-100
0220 PRINT "R....
0225 LET C=12,Y=1-100
0230 PRINT "R....
0235 LET C=12,Y=1-100
0240 PRINT "R....
0245 LET C=12,Y=1-100
0250 PRINT "R....
0255 LET C=12,Y=1-100
0260 PRINT "R....
0265 LET C=12,Y=1-100
0270 PRINT "R....
0275 LET C=12,Y=1-100
0280 PRINT "R....
0285 LET C=12,Y=1-100
0290 PRINT "R....
0295 LET C=12,Y=1-100
0300 PRINT "R....
0305 LET C=12,Y=1-100
0310 PRINT "R....
0315 LET C=12,Y=1-100
0320 PRINT "R....
0325 LET C=12,Y=1-100
0330 PRINT "R....
0335 LET C=12,Y=1-100
0340 PRINT "R....
0345 LET C=12,Y=1-100
0350 PRINT "R....
0355 LET C=12,Y=1-100
0360 PRINT "R....
0365 LET C=12,Y=1-100
0370 PRINT "R....
0375 LET C=12,Y=1-100
0380 PRINT "R....
0385 LET C=12,Y=1-100
0390 PRINT "R....
0395 LET C=12,Y=1-100
0400 PRINT "R....
0405 LET C=12,Y=1-100
0410 PRINT "R....
0415 LET C=12,Y=1-100
0420 PRINT "R....
0425 LET C=12,Y=1-100
0430 PRINT "R....
0435 LET C=12,Y=1-100
0440 PRINT "R....
0445 LET C=12,Y=1-100
0450 PRINT "R....
0455 LET C=12,Y=1-100
0460 PRINT "R....
0465 LET C=12,Y=1-100
0470 PRINT "R....
0475 LET C=12,Y=1-100
0480 PRINT "R....
0485 LET C=12,Y=1-100
0490 PRINT "R....
0495 LET C=12,Y=1-100
0500 PRINT "R....
0505 LET C=12,Y=1-100
0510 PRINT "R....
0515 LET C=12,Y=1-100
0520 PRINT "R....
0525 LET C=12,Y=1-100
0530 PRINT "R....
0535 LET C=12,Y=1-100
0540 PRINT "R....
0545 LET C=12,Y=1-100
0550 PRINT "R....
0555 LET C=12,Y=1-100
0560 PRINT "R....
0565 LET C=12,Y=1-100
0570 PRINT "R....
0575 LET C=12,Y=1-100
0580 PRINT "R....
0585 LET C=12,Y=1-100
0590 PRINT "R....
0595 LET C=12,Y=1-100
0600 PRINT "R....
0605 LET C=12,Y=1-100
0610 PRINT "R....
0615 LET C=12,Y=1-100
0620 PRINT "R....
0625 LET C=12,Y=1-100
0630 PRINT "R....
0635 LET C=12,Y=1-100
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1520 PRINT "R....
1525 LET C=12,Y=1-100
1530 PRINT "R....
1535 LET C=12,Y=1-100
1540 PRINT "
```



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The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.



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- (b) 18 control functions
- (c) Quick kill option

Written by Rod Hopkins

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Prices subject to error  
of printing press.

# ROLL OUT THE BARREL

The barrel  
begins  
to roll.

shows in the path is  
Everyone is sing-  
ing along  
with the juke box,  
joining in with favorite rhymes. But then—  
boom! The beer has run out. It's your job  
as landlord to say down to it to the cellar and  
bring up a new barrel. But as you leave beer  
joining in the celebration too, your vision is  
a bit blurred and your reactions a bit slower  
than usual.

Down in the cellar you make a first  
mistake — and start a landslide of barrels.  
You must not go fast as possible to escape  
the barrels and climb the ladders back to  
the safety of the bar — avoiding the falling  
barrels at the same time.

If you reach the bar you will be greeted  
by the juke band playing "Roll out the barrel!"  
almost as if they knew what was going on  
all the time.

You get three lives and be most careful  
to the top of the cellar. The player must  
avoid the barrels which are moving  
down towards him by jumping them. If  
the player jumps too early and lands on  
a barrel or does not jump at all then he is  
in and he loses a life.

The player will gain points whenever he  
climbs the ladders (10 for the first, 20 for  
the second and 30 for the third) and for  
reaching the top (5000 maximum). Also if he  
reaches the top he will get an extra life.

The man will move left with the left  
arrow key and right with the right arrow  
key. Both these controls will keep the  
player moving until another key is pressed.  
To make the man jump use the space bar  
and to make the man climb up or down a  
ladder use the up/down key.

To control the program is run in the  
printer in the 48000-65000 region must be  
lowered by 1000 lines. This is the only  
change that is needed.



BY MARTIN WOLFF

RUNS ON A ORIC-1 IN 7K



# AGF

## PROGRAMMABLE JOYSTICK INTERFACE

for  
**Spectrum**  
or **ZX81**

**MICRODRIVE  
COMPATIBLE**



### ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a compact design offering the use of two ultra-compatible joystick units absolutely all-ways, whether it is capable of 80000 cartridge, with the Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the logic of the computer to a manner which is responsive to absolutely A.I.J. key coding 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 fixed as the rear extension connector will accommodate further expansion, ie joystick or 80000 ports etc. This important feature avoids extensive work in the expansion port.

The key operation principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilizing simple key coding logic.

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

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

Users configured this can be marked up on a Quick Reference Programming Card for storing with the game, so the programming is not source dependent! The interface retains the last configuration made and can be immediately reset when next switched on.



### KEY FEATURES

- Programmable design gives 100% software support.
- Access: AGF, Competition Pro, Winc, Simulation, Quick Draw, Air track 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 assigned to UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the permanent backing can be left on. The chart is made of a very durable orange printed plastic and is extremely easy to read.
- One pack of our Quick Reference Programming Cards for instantaneous setting of your games requirements. This card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graphic Documentation program which is written totally in BASIC, to display how all eight directions and fire can be made. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

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	JOYSTICK(S)	7.50	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAPH(S)	FREE	
ZX81 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/> Please tick DEALER SQUARED WILL COME    EXPORT PRICES ON APPLICATION		FINAL TOTAL	





*Roots Meet! These wee Haggies are at it again. Chasing me through the heather. It's always the same when the Haggie hunting season ends. They like to have their revenge!*

*This is an adaption of the arcade game called Mr Do which you may have seen in your local arcade. You control Billy Basher, the man hunted by Haggies, who travels around the screen picking up the smiling faces which appear. Behind him come the Haggies out for revenge. Billy has a supply of Haggie repellent, but this is limited. And then there is the spider — deadly to both Billy and the Haggies. Billy can lure the Haggies onto the spider for extra points. You get three lives and an extra man at 1,000, 2,000 and 3,000 points. Each smiling face collected is worth 10 points. Happy Haggie Hunting!*

*The Haggies are programmed to chase you most of the time — but will sometimes run away. Pressing shift releases the Haggie repellent — but you only have 10 units of this.*



# HAGGIS

```

10REM HAGGIS.BAS
20REM BY LEIGH HUGILL 198
3
40DEFN1
40SOUND2,-15,100,10:LL=3:HD=1
40G=0
50MODE7:PRINTTAB(15,5):"PLAY"
60PRINTTAB(11,8):CHR(141):"Haggi"
70a="Bash":PRINTTAB(11,9):CHR(141):
80a="Haggie-Bash"
90PRINTTAB(10,10):"HIT A KEY"
100PRINTTAB(6,17):"FOR INSTRUCTION"
110
120Z=GET#
130MODE1
140SOUND2,-15,100,10
150PROCARR
160CLS:PRINTTAB(2,4):"YOU ARE"
170BILLY BASHER TRAPPED IN A MINE".
180TAB(2,6):"YOU MUST COLLECT THE B"
190CAUSES AND AVOID"
200PRINTTAB(2,8):"THE HAGGIES"
210AND SPIDERS"
220PRINTTAB(5,10):HD:" HARRY H"
230AGGIS":PRINTTAB(5,12):FW:" THE B"
240CAUS":PRINTTAB(5,14):HD:" BILLY"
250BASHER":PRINTTAB(6,20):"HIT A KE"
260Y TO BEGIN":TAB(5,16):CHR(226):
270CHR(227):" SAMMY SPIDER"
280
290PRINTTAB(6,19):"YOUR CONTROL"
300S ARE":TAB(6,21):""2" TO GO LFT"
310""X" TO GO RIGHT":TAB(6,23):""
320" TO GO UP"" TO GO DOWN":T
330AB(13,30):"A GOOD LUCK 4":TAB
340(6,25):""SHIFT"=MONSTER REPELANT"
350G=GET#CLS
360INHX(4):EX(4):AW(4):PX(30,3
370):S=0:SC=0:PROCARR:PROCMAZE

```

```

160FOR SP=1 TO SPEED:PROCMAZE:P
170RHH:PROCSPIDER:NEXT:PROCMAZE:
180GOTO160
190SPIDER MOVE YOUR MAN ACCORDI
200NG 31
210RHH TO KEYBOARD COMMAND
220***
230DEFPROCMAH:PRINTTAB(X,Y):"
240
250Z=INKEY#(0):RR=RR:RS=INKEY#(
260
270
280H=PX(X+1,Y):IF H<0 AND H<0
2905 AND H<0:PX(X+1,Y)=RSCX("2")
300210H=PX(X,Y-1):IF H<0 AND H<0
3105 AND H<0:PX(X,Y-1)=RSCX("v")
320220H=PX(X,Y+1):IF H<0 AND H<0
3305 AND H<0:PX(X,Y+1)=RSCX("^")
340230H=PX(X-1,Y):IF H<0 AND H<0
3500 AND H<0:PX(X-1,Y)=RSCX("X")
360240IFZ="2"AND PX(X-1,Y)<05:R=
370X-1 ELSE IFZ="X"AND PX(X+1,Y)<0
3805:R=X+1 ELSE IFZ="v"AND Y<0:Y=Y
390-1 ELSE IFZ="^"AND Y<05:Y=Y+1
400250IFX=15,1
410260IF S<HD THEN HD=HD+HD*2:LL
420=LL+1:PROCX
430270IF PX(X,Y)<=0: SOUND1,-15,20
440,3

```

PLUMES FROM A FIRE IN NEW ZEALAND



```

2000=ONE(Y):H=H(X(Y):H=H(X(D,H):P
0=H(X(D,H):P:IF H=0-1 AND 0

```

$P_0$ ,  $CM_{00}$ —position vector,  $W_{00}$ —hopping  $z$  co-ordinate  
 $W_{00}^2$ —hopping  $z$  co-ordinate,  $\alpha$ —Bilby's  $z$  co-ordinate,  $\beta$ —Bilby's  
 $x$ -co-ordinates,  $1$ —source,  $2$ —beam number,  $11$ —first cell,  $12$ —coupled  
 cell,  $10$ —status of shift key,  $1000$ —cell value of  $10$ ,  $100$ —status of one  
 layer,  $C$ —number of collected layers,  $N$ —microchannel number,  $1$ — $z$ -  
 co-ordinates of traps in present cell,  $2$ — $z$ -co-ordinates of traps in  
 current cell,  $VARCM_{00}$ —cell value of  $0$ ,  $VARW_{00}$ —cell value of  $0$ ,  $1$ — $z$ -  
 co-ordinates of spines,  $10$ —direction of spines,  $A, B$ —random variables  
 0.5 to 1.0,  $var_{spine}$

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**B. Evans**

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Always top of the softs.

# AND NOW FROM LOTHLORIEN

# ACTIONMASTER



Get some real action out of your computer this Christmas with ACTIONMASTER, a new range of superior arcade games from Lothlorien - the people who brought you ROMAN EMPIRE, JOHNNY RAB, THE PAWES and other famous WARMASTER titles.

With super-smooth graphics and realistic sound effects ACTIONMASTER games offer superb value for money and will be priced additions to all the best collections.

Look out for the ACTIONMASTER green striped cassette or buy direct by post at no extra cost. Send the coupon TODAY to ensure delivery before Christmas.

**BEWARE!** An asteroid explosion has catapulted you to the arctic planet BOVILL, where you are under attack from hordes of loathsome creatures - each more vicious than

the last. Your only hope of survival is to kill each monster with a brain-firing shocker device. But just when you think you're winning you encounter the scariest guards. Can you survive with another life?

**BENTLEMANIA.** Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the trick can only be guessed with four giant beetle eggs. Naturally the beetles go berserk when their eggs are stolen. Higher levels offer more complex mazes and more exciting levels.

**TWO-GUN TURTLE.** In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs. Some go for strawberries, some go for you. Some don't go for anything unless they're accidentally attracted (but remember this is winter and you know what ice is like) **MUCH DANGER!** Watch out for the latest addition to the ACTIONMASTER range.

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Please send this tick box:

NAME ☐ SURNAME ☐ Amy Spectrum £5.50  
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 TWO-GUN TURTLE ☐ One disk £5.95  
 I enclose a cheque/PO for £ ☐ made payable to M.C. Lothlorien.  
 Please add my Access A/C fee ☐

Signed

Address

Lothlorien Ltd Lothlorien, Dept. COT-100, Market Lane, Poynton, Cheshire SK12 4AL. Telephone Poynton 676643

```

30 R#R-1: ECV)=1
3250 IF R#R=-1 AND P#0 ECV)=1
3400 IF R#0 AND Y#4 PROCDEAD
3500 IF R#15 AND Q#SP OR R#15 AND
Q#SP=1 OR R#15 AND Q#SP+1 Q#15
R#15: S=S+50: PRINTAB: G, 15): "50"
3600 IF R#(10)=1 AND ECV)=1 ECV)
=0
3700 IF R#(30+SC#2)=1 AND ECV)=0
ECV)=1
3800 IF ECV)=1 THEN PROCBACK: GOT
0410
390 varcheck=0: var2=4
4000 IF R#RSC("Z") Q#0-1 ELSE IF
R#RSC("X") Q#0-1 ELSE IF R#RSC(
"/") M#M+1 ELSE IF R#RSC(" ") M#
M-1
410 PRINTAB: G, 0): R# IF Q#X AND
M#Y PROCDEAD
4200 IF V#0: P#CV)=M
430 NEXT: ENDPROC
4400 IF PROCNAZE
450 FOR V=1 TO 4: ECV)=0: P#CV)=1
5: H#CV)=S+Y: NEXT
460 FOR V=1 TO 30
470 FOR K=1 TO 30 STEP 5
480 P#V, K)=0: P#CV, K+1)=0: P#V,
K+2)=0: P#V, K+3)=0: P#V, K+4)=0
490 NEXT: NEXT
500 FOR V=1 TO 30: PRINTAB: G, V): X
#1: T=T+1: PRINTAB: 15, V): " ": P#V, 15,
V)=RSC("/"): NEXT
510 FOR V=1 TO 30: PRINTAB: V, 15
): " ": NEXT
520 FOR V=1 TO 20
530 R#R#(20)+3: I=R#(20)+3: IF
NOT P#R, I)=0 OR NOT P#(I, R)=0 O
R R#15 OR I=15 OR R#8 THEN 530
540 PRINTAB: R, I): R# PRINTAB: I
, R): R# P#R, I, R)=1: P#(I, R)=1: NEXT:
R=10
550 FOR R#1 TO 30: PRINTAB: G, R
R): CHR#(225): TAB(20, R#): CHR#(225
): TAB(R#, 0): CHR#(225): TAB(R#, 30)
: CHR#(225): P#(0, R#)=5: P#(30, R#)=
5: P#(R#, 0)=5: P#(R#, 30)=5: NEXT
560 SC=SC+1: monster=0: P#(15, 2)=
5: P#(15, 29)=5: speed=100-SC#10: IF
speed<10 speed=10
5700 IF PROC
5800 IF PROCCHAR: YDU23, 240, 20, 20
, 0, 62, 90, 20, 20, 54, 23, 242, 5FF, 629
, 629, 5FF, 610, 666, 601, 642, 23, 241,
247, 283, 219, 189, 189, 124, 124, 124,
23, 243, 255, 255, 255, 255, 255, 255, 2
55, 255, 23, 626, 0, 0, 0)
590 YDU23, 225, 170, 85, 170, 85, 170
, 85, 170, 85, 23, 241, 5FF, 629, 629, 5F
F, 5FF, 601, 603, 5FF, 23, 226, 67, 65, 6
67, 651, 5FF, 63F, 670, 670, 23, 227, 66
0, 670, 665, 60F, 5FF, 6F0, 65, 65
600 YDU23, 229, 630, 630, 629, 603,
624, 610, 624, 603
610 X=15: Y=25: T=0: SP=1: SS=1

```

```

620 R#(CHR#(242): R#)=CHR#(243): F
#(CHR#(241): R#)=CHR#(240)
630 FOR Y=1 TO 30: R#R#(CHR#(243)):
NEXT
640 C=0
6500 IF PROC
6600 IF PROCDEAD
670 PRINTAB: 10, 9): "
": PRINTAB: 10, 11): "
": PRINTAB: 10, 10): " GOT YOU ": 50
UND 1, -15, 100, 10: PRINTAB: X, Y): C
R#(229)
680 LL=LL-1: IF LL=0: FOR Y=1 TO 50
69 NEXT: CLS: PRINTAB: 10, 10): " GA
ME OVER": PROCNA: PRINTAB: X, Y): "
": FOR Y=1 TO 10000: NEXT: RUN
6200 PROCCHAR: PROCNAZE: V#0: ENDPR
OC
7000 IF
7100 IF PROCBACK: varcheck=0: var2
=4
7200 IF R#RSC("Z") Q#0-1 ELSE IF
R#RSC("X") Q#0-1 ELSE IF R#RSC(
"/") M#M+1 ELSE IF R#RSC(" ") M#
M-1
7300 IF P#(0, M)=1 OR P#(0, 0)=0 O
R P#(0, M)=5: varcheck=0: var2=4: IF
P#(0-1, M)=RSC("X") Q#0-1 ELSE I
F P#(0+1, M)=RSC("Z") Q#0-1 ELSE
IF P#(0, M-1)=RSC("/") M#M-1: EL
SE IF P#(0, M+1)=RSC(" ") M#M+1
7500 IF PROC
7600 IF PROCSPIDER: PRINTAB: SP, 1
5): " ": SP#SP+55: IF SP#1 OR SP#
28: SS=SS+55
7700 IF SP#X AND Y=15 OR X#SP-1
AND Y=15 OR X#SP+1 AND Y=15: PROC
DEAD
780 PRINTAB: SP, 15): CHR#(226): C
R#(227): ENDPROC
7900 IF PROC: FOR R=3 TO 25: PRI
NTAB: 1, R): "
": NEXT
8000 PRINTAB: 10, 5): "HELL DONE",
TAB(2, 7): "YOU WIN EXTRA BILLY BA
SHER": TAB(6, 25): "NEXT EXTRA AT":
R#
810 FOR R#1 TO 31: LL: PROCDEL(10
0): PRINTAB: R#, 10): " ": R# NEXT: P
RINTAB: R#, 10): " "
8200 PROCCHAR: PROCNAZE: ENDPROC
8300 IF PROCDEL(000): FOR 0000=1
TO 0000: NEXT: ENDPROC
8400 IF PROC: FOR C=3 TO 29: PRIN
TAB: 2, 2): "
": NEXT: PRINTAB: 10, 10): "J
OLLY GOOD SHOW": TAB(6, 14): "GET R
EADY FOR FRODO ": SC+1: ENDPROC

```

```

1  POK36877,25:POKE32,29:POKE58,29:CLR:FOR=7432757463:WEND:POKET,Y:NEXT
4  POK36889,255:GOSUB189:POKE36878,15
10 P=6287:K=22:G=33:C=8185:L=33:V=22:T=174:81=36874:52=36876:53=36877
20 POK37HL,8:P=H:POKEC+V,L:C=V:IF=8THEN4888
30 IFPEEK(C+V)=COP+K=CTHEN5888
40 GOSUB2888
50 IFPEEK(C+K)=174THENPOKE32,199:G=5+58:T=1:POKE32,8
55 IFPEEK(P+K)=176THENPOKE32,255:G=5+58:T=1:POKE32,8
60 H=PEEK(197):IFM=64THENGOSUB3888
70 GOSUB4888
80 IFM=170,3THENGOSUB5788
90 IFPEEK(C+V)=1748PEEK(C+V)=176THEN T=1
95 PRINT"#####S:R=RGDELTA,4,1:DS=RIGHT(X,T)
1,2)
97 PRINT"##### TIME":PRINT"#####P":POKEK,168:POKEP,168:OOT028
100 PRINT"END"
110 PRINT"....."
120 PRINT"....."
130 PRINT"....."
140 PRINT"....."
150 PRINT"....."
160 PRINT"....."
170 PRINT"....."
180 PRINT"....."
190 PRINT"....."
200 PRINT"....."
210 PRINT"....."
220 PRINT"....."
230 PRINT"....."
240 PRINT"....."
250 PRINT"....."
260 PRINT"....."
270 PRINT"....."
280 PRINT"....."
290 PRINT"....."
300 PRINT"....."
310 PRINT"....."
320 PRINT"....."
330 PRINT".....":POKE36875,2:POKE185,174
400 FOR=74687091848TEPS:[PEEK(C)=174ANDH=170,85THENPOKEK,170
410 NEXT T:R="#####":RETURN
420 G=PEEK(C+V):IF=195THENH=1:L=33:RETURN
430 IF=288THENH=22:L=34:RETURN
440 IF=196THENH=1:L=35:RETURN
450 IF=194THENH=22:L=33:RETURN
460 IF=C7688THENH=1:L=35:RETURN
470 IF=C76888THENH=22:L=34:RETURN
480 IF=C768885THENH=1:L=36:RETURN
490 IF=C816388H=1THENH=22:L=33
500 RETURN
510 IFV=22THEN788
520 IFV=1THEN888
530 IFV=22THEN888
700 IF=8176THQ=-45:OOT0388
710 IF=8844THQ=42:OOT0388
745 IF=C8888P+G/C8832THQ=RETURN
747 IF=C7THQ=-45:OOT0388
748 G=42:OOT0388
760 IF=7366THQ=-42:OOT0388
770 IF=75728C=7368THQ=-45:OOT0388

```



# DODGEM

BY M. D. TOWNEND

RUNS ON A VIC 20 IN 3.5K

Hi, there! Welcome to Grenville French-Smythe's driving school! Oops, sorry sir. It's only a very small dot. Pardon? Well, there's no need to get like that! Really, some people! Anyway, hello again. Yes, we at the driving school are proud to be associated with *Computer and Video Games* to draw a bit of road safety into all of you out there!

All you have to do is type in this driving simulation to have all the fun of driving up a busy High Street on a Saturday morning. You must clear each screen of dots and asterisks without hitting the other — computer controlled — car. Your car starts at the bottom right hand side of the screen and moves anti-clockwise, scoring points for each dot or asterisk hit along the way. If you clear one screen you simply go on and increase your score. Keys to control your car are W=up, A=left, S=right, Z=down. Well there it is, we at the Smythe School of Motoring hope you all pass the test with



Flying colours.  
Sorry? What red light...

## Program notes:

If you run the program and the track is not printing properly, check the characters in lines 100-120. Also check that each of the lines has a semi-colon at the end of it.

If you don't get two cars appearing on the screen never fear, help is here! Check the initial values in line 10 and, if the cars look strange then check lines 1, 4, 6000 and 6001. If your car goes charging off the screen or starts demolishing the track, check lines 2000-2008. If the computer car does the same, check lines 680-688.

If you find that you can't change lanes, i.e. when you leave a "corridor" check lines 3000-3500.

## Variables:

- P: position of player's car.
- X: variable added to P to get next position.
- C: position of computer's car.
- V: variable added to C to get to next position.
- Q: variable used in lane changes.
- D: character for player's car.
- L: character for computer car.
- S1: bass speaker.
- S2: treble.
- S3: white noise.
- T: number of dots/asterisks left.



```

775 IFQ=7978THQ=RETURN
777 IFRND(13),5THQ=46:GO70989
779 Q=42:GO70989
988 IFQ=7980THQ=46:GO70989
918 DFC=7981THQ=42:GO70989
915 IFQ=7739HQC=Q7777THQ=RETURN
917 IFQ=7THQ=42:GO70989
919 Q=46:GO70989
958 IFQ=7989HQC=7985THQ=42:GO70989
968 DFC=7997THQ=46:GO70989
965 IFQ=7985THQ=RETURN
967 IFRND(13),5THQ=42:GO70989
969 Q=46:GO70989
998 POKD,168:Q=Q+Q:POKEC,L:RETURN
2000 Q=PEEK(Q+Q):IFQ=195THQ=1:Q=36:RETURN
2001 IFQ=198THQ=1:Q=25:RETURN
2002 IFQ=194THQ=22:Q=34:RETURN
2003 IFQ=200THQ=22:Q=33:RETURN
2004 IFP=K7989HQC=22THQ=1:Q=36:RETURN
2005 IFP=K7989HQC=1THQ=22:Q=34:RETURN
2006 IFP=K8185HQC=22THQ=1:Q=35:RETURN
2007 IFP=K8185HQC=1THQ=22:Q=35:RETURN
2008 RETURN
2009 IFP=17HQC=K=22THQ=3189
2010 IFP=41HQC=K=22THQ=3289
2020 IFP=99HQC=K=1THQ=3389
2030 IFP=33HQC=K=1THQ=4489
2040 RETURN
3080 IFK=22THQ=358
3010 IFP=Q7983HQC=Q7985HQC=Q7987THQ=RETURN
3120 Q=46:GO703589
3150 IFP=Q7989HQC=Q7982HQC=Q7984THQ=RETURN
3160 Q=42:GO703589
3200 IFK=22THQ=3258
3210 IFP=Q7981HQC=Q7983HQC=Q7985THQ=RETURN
3220 Q=42:GO703589
3250 IFP=Q7979HQC=Q7989HQC=Q7982THQ=RETURN
3260 Q=46:GO703589
3300 IFK=1THQ=3558
3310 IFP=Q7739HQC=Q7739HQC=Q7984THQ=RETURN
3320 Q=46:GO703589
3350 IFP=Q9895HQC=Q9139HQC=Q9173THQ=RETURN
3360 Q=42:GO703589
3400 IFK=1THQ=3458
3410 IFP=Q7982HQC=Q7739HQC=Q7739THQ=RETURN
3420 Q=42:GO703589
3450 IFP=Q9841HQC=Q985HQC=Q9123THQ=RETURN
3460 Q=46
3500 POKD,168:P=P+Q:POKEP,D:RETURN
4000 PRINT"END PRINT""GOOD YOU'VE DONE IT!!

```



NOW TRY TO INCREASE YOUR SCORE

```

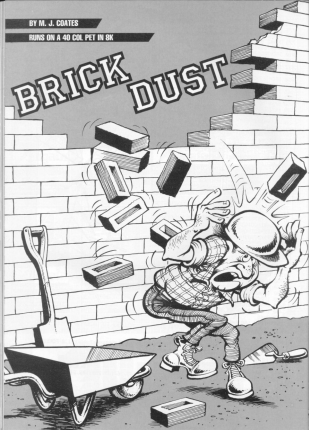
...
4810 PORT=1702000:HEX7:GO704
5000 PORT=15708575+.85:POKE36375,5:POKE93,130:POKE93,148:HEX7:POKE51,9:POKE53,9
5010 PORT=7420808585:POKET,168:HEX7:POKE159,9
5020 PRINT"5 PLAY AGAIN?"
5030 GETM:IFM="Y"THQ=3389
5040 IFM="Y"THQ=K=1:GO704
5050 DATA24,189,235,165,36,189,255,189,189,255,189,36,165,255,189,34,238,68,254,
231,831
5060 DATA254,68,238,119,34,127,231,231,127,34,119

```

BY M. J. COATES

RUNS ON A 40 COL. PET IN BK

# BRICK DUST



Have you been feeling just like another brick in the wall? Do you want to breakout? Well, try this game for size! Its a copy of that well-known arcade game in which you bash away at a brick wall with a bouncing projectile until all the bricks are reduced to a pile of dust! But beware, this version has a little tweak all of its own.

After you have dislodged a brick from the wall it will fall back at you — so you'll have to keep bobbing and weaving to avoid the falling masonry.

Machine code will control the bat and this initialised by the 545 826 command and turned off by 545 854.

POKE 1000, X is the bat speed.

```

10 rem * Breakout (c) 1983-nelson 1983
20 goto 5000
30 rem * game loop *
100 break=0: for i=0 to 200: next
110 goto 5000: goto 100: goto 5000
120 rem *
130 rem *
140 goto 5000: goto 100: goto 5000
150 goto 5000: goto 100: goto 5000
160 goto 5000: goto 100: goto 5000
170 goto 5000: goto 100: goto 5000
180 goto 5000: goto 100: goto 5000
190 goto 5000: goto 100: goto 5000
200 goto 5000: goto 100: goto 5000
210 goto 5000: goto 100: goto 5000
220 goto 5000: goto 100: goto 5000
230 goto 5000: goto 100: goto 5000
240 goto 5000: goto 100: goto 5000
250 goto 5000: goto 100: goto 5000
260 goto 5000: goto 100: goto 5000
270 goto 5000: goto 100: goto 5000
280 goto 5000: goto 100: goto 5000
290 goto 5000: goto 100: goto 5000
300 goto 5000: goto 100: goto 5000
310 goto 5000: goto 100: goto 5000
320 goto 5000: goto 100: goto 5000
330 goto 5000: goto 100: goto 5000
340 goto 5000: goto 100: goto 5000
350 goto 5000: goto 100: goto 5000
360 goto 5000: goto 100: goto 5000
370 goto 5000: goto 100: goto 5000
380 goto 5000: goto 100: goto 5000
390 goto 5000: goto 100: goto 5000
400 goto 5000: goto 100: goto 5000
410 goto 5000: goto 100: goto 5000
420 goto 5000: goto 100: goto 5000
430 goto 5000: goto 100: goto 5000
440 goto 5000: goto 100: goto 5000
450 goto 5000: goto 100: goto 5000
460 goto 5000: goto 100: goto 5000
470 goto 5000: goto 100: goto 5000
480 goto 5000: goto 100: goto 5000
490 goto 5000: goto 100: goto 5000
5000 goto 5000: goto 100: goto 5000

```

```

5000 print "smashing your way through a wall huh"
5010 print "you have to dodge the bricks that fall"
5020 print "you have to control the bat by using the 'v' and 'b' keys."
5030 print "you have to score 1000 and then the game ends"
5040 print "last until one or the other has 200"
5050 print "good luck, press space to start."
5060 goto 5010, 5000: goto 5000: goto 5000
5070 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5080 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5090 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5100 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5110 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5120 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5130 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5140 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5150 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5160 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5170 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5180 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5190 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
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5720 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
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5750 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5760 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5770 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5780 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5790 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5800 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5810 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5820 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5830 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5840 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5850 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5860 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
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5880 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5890 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5900 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5910 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
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5970 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5980 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010
5990 goto 5010: goto 5010: goto 5010: goto 5010: goto 5010

```





to have a good time. The game is designed to be a challenge, and it is. It's a game that will make you think, and it's a game that will make you want to play it again. It's a game that will make you want to play it again. It's a game that will make you want to play it again.

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```

10 REM LADDERS AND RIDERS
20 REM (C)1983 T. IRWIN
30 DIM VP(1)
40 DIM WP(1)
50 DIM UP(1)
60 DIM MP(1)
70 DIM FP(1)
80 DIM HELP(1)
90 CALL CHAR(58,"FF7675057576FF")
100 CALL CHAR(59,"FF37D239D737FF")
110 CALL CHAR(60,"FF415F435F41FF")
120 FOR I=96 TO 140
130 IF (I=103)+(I=107)+(I=112)+
+(I=119)+(I=121)+(I=128)+(I=131
35)+(I=140) THEN 160
140 READ AS
150 CALL CHAR(I,AS)
160 NEXT I
170 DATA "FF","0101010101010101"
,"FF011119FD191101","FF011139791
11111","FF010387C101010"
180 DATA "FF010307E30303","FF010
30101010101","FF7F3F1F0F070301","
FFFEFCF8F8E0C0C0"
190 DATA "FF7F3F1F0F070301","FFF
EFCF8F8E0C0C0","0408112243C4080
","1F2767F9F9EFCF8"
200 DATA "1F3F7FFFFEFCF8","F8F
CFEFFFFF3F1F","1F1F1F3F3F786000
","F8F8F8FCFC1E0600"
210 DATA "18367250D0F1FEFC","182
42W542R3408","0018142R1408","FFF
FFC0C0C0C0C0"
220 DATA "FFFFFF","FFFFFF0303030
303","00C0C0C0C0C0C0C0","0303030
303030303","00C0C0C0C0FFFFF"
230 DATA "0000000000FFFFF","030
3030303FFFFF","3844928R524438"
240 FOR PAT=0 TO 8 STEP 8
250 CALL CHAR(136+PAT,"18183C3C3
C181818")
260 CALL CHAR(137+PAT,"18183E591
81462")
270 CALL CHAR(138+PAT,"18187C1A1
82846")
280 CALL CHAR(139+PAT,"185A3C181
82442")
290 CALL CHAR(141+PAT,"FFFFFFF
FFFF")
300 CALL CHAR(142+PAT,"185A3C181
8181818")
310 CALL CHAR(143+PAT,"422+18183
C9A3A2")
320 NEXT PAT
330 CALL COLOR(3,5,16)
340 CALL COLOR(4,5,16)
350 CALL COLOR(5,5,16)

```

# LADDERS and

Watch out for **ladder** adders — the bite is deadly! And if you don't avoid them there's no way you'll win!

Playing the game is quite simple. The author has built in a nice dice routine — which is not random. You can nudge the numbers along to the next one in the cycle by a light touch on the key. If you hold it down longer the roll will last longer.

The aim of course is to get to the finish first. To make your task easier there are ladders to climb — shortcuts to the next level. But then there are the evil adders. If you land on a square inhabited by an adder you'll receive a nasty bite. Then you have just three moves to reach a first aid post — otherwise it's all over. Full instructions are included in the program.

BY TERRY IRWIN



# ADDERS

```

360 CALL COLOR(10,11,16)
370 CALL COLOR(11,2,16)
380 CALL COLOR(12,8,16)
390 CALL COLOR(13,5,16)
400 CALL COLOR(14,10,16)
410 CALL COLOR(15,13,16)
420 CALL SCREEN(16)
430 REM ***PLOT BOARD***
440 CALL CLERE
450 FOR Y=1 TO 21 STEP 2
460 CALL HCHAR(Y,3,96,30)
470 NEXT Y
480 FOR X=2 TO 32 STEP 3
490 CALL HCHAR(1,X,97,20)
500 NEXT X
510 FOR X=5 TO 29 STEP 3
520 FOR Y=3 TO 19 STEP 4
530 CALL HCHAR(Y-2,X,102)
540 CALL HCHAR(Y,X,98)
550 CALL HCHAR(Y-2,X+1,101)

```

```

560 NEXT Y
570 NEXT X
580 FOR Y=3 TO 19 STEP 4
590 CALL HCHAR(Y-2,32,102)
600 CALL HCHAR(Y,32,99)
610 NEXT Y
620 FOR Y=5 TO 17 STEP 4
630 CALL HCHAR(Y,3,100)
640 NEXT Y
650 CALL HCHAR(1,3,58)
660 CALL HCHAR(1,4,59)
670 CALL HCHAR(1,5,60)
680 REM ***PLOT LADDER***
690 FOR X=15 TO 18
700 CALL SOUND(100,462+30*X,0)
710 CALL HCHAR(35-X,X,105)
720 NEXT X
730 FOR X=17 TO 12 STEP -1
740 CALL SOUND(100,462+30*X,0)
750 CALL HCHAR(X-3,X,104)
760 NEXT X
770 FOR X=17 TO 14 STEP -1
780 CALL SOUND(100,462+30*X,0)
790 CALL HCHAR(X-11,X,104)
800 NEXT X
810 FOR X=26 TO 23 STEP -1
820 CALL SOUND(100,462+30*X,0)
830 CALL HCHAR(X-20,X,104)
840 NEXT X
850 FOR X=21 TO 24
860 CALL SOUND(100,462+30*X,0)
870 CALL HCHAR(37-X,X,105)
880 NEXT X
890 FOR X=18 TO 21
900 CALL SOUND(100,462+30*X,0)
910 CALL HCHAR(26-X,X,105)
920 NEXT X
930 FOR X=9 TO 6 STEP -1
940 CALL SOUND(100,462+30*X,0)
950 CALL HCHAR(22-X,X,105)
960 NEXT X
970 FOR X=26 TO 29
980 CALL SOUND(100,462+30*X,0)
990 CALL HCHAR(X-15,X,104)
1000 NEXT X
1010 CALL HCHAR(20,15,107)
1020 CALL HCHAR(16,6,107)
1030 CALL HCHAR(16,21,107)
1040 CALL HCHAR(14,17,106)
1050 CALL HCHAR(14,29,106)
1060 CALL HCHAR(8,18,107)
1070 CALL HCHAR(6,17,106)
1080 CALL HCHAR(6,26,106)
1090 REM ***PLOT ADDERS***
1100 RESTORE 1360
1110 FOR X=1 TO 62
1120 CALL SOUND(130,10000,20,150
00,0,33000,0,-9,5)
1130 READ A,B,C
1140 CALL HCHAR(A,B,C)

```



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1150 NEXT X
1160 DATA 2,4,112,3,5,113,4,4,11
4,5,4,113,6,5,115,7,6,115,8,7,11
5,9,8,115
1170 DATA 10,8,114,11,7,114,12,6
,114,13,5,116,2,9,112,3,8,113,4,
8,115,4,9,114,4,10,115,5,11,117
1180 DATA 14,12,112,15,11,113,16
,10,114
1190 DATA 17,10,115,18,11,115,19
,11,116,6,18,112,7,17,113,8,16,1
14,9,16,115
1200 DATA 10,17,115,11,17,116,10
,21,112,11,20,113,12,19,114,13,1
9,115,14,20,115,15,20,114,2,21,1
12
1210 DATA 3,20,113,4,20,115,4,21
,114,4,22,115,5,23,117,16,26,112
,17,25,113,18,24,114,19,23,116,4
,29,112
1220 DATA 5,28,113,6,27,114,7,26
,114,8,25,114,9,25,115,10,25,114
,10,24,115,10,23,114,11,23,117
1230 DATA 12,32,112,13,31,113,14
,31,115,15,31,114,16,30,114,17,2
9,116
1240 REM ***PLOT SICE***
1250 CALL HCHAR(22,29,128)
1260 CALL HCHAR(22,30,129)
1270 CALL HCHAR(22,31,130)
1280 CALL HCHAR(23,29,131)
1290 CALL HCHAR(23,31,132)
1300 CALL HCHAR(24,29,133)
1310 CALL HCHAR(24,30,134)
1320 CALL HCHAR(24,31,135)
1330 CALL HCHAR(20,3,136)
1340 REM ***FIRST AID POST**
1350 CALL HCHAR(4,12,140)
1360 CALL HCHAR(6,8,140)
1370 CALL HCHAR(10,29,140)
1380 CALL HCHAR(12,12,140)
1390 CALL HCHAR(12,24,140)
1400 CALL HCHAR(14,26,140)
1410 CALL HCHAR(18,8,140)
1420 CALL HCHAR(18,20,140)
1430 CALL HCHAR(18,32,140)
1440 REM ***INSTRUCTIONS***
1450 RANDOMIZE
1460 FOR I=0 TO 1
1470 YP(I)=20
1480 XP(I)=3
1490 FX(I)=0
1500 HELP(I)=0
1510 NEXT I
1520 CH=0
1530 AS="*INSTRUCTIONS? (Y/N)*"
1540 GOTO 4760
1550 CALL HCHAR(22,4,32,LEN(AS))
1560 FOR A=1 TO 17

```

```

1570 READ AS
1580 GOSUB 4760
1590 NEXT A
1600 DATA "LADDERS AND ADDERS*,"
MATCH THOSE ADDERS*,"THEY B-I-T-E
E I-I-I"
1610 DATA "THE ADDER WILL BITE I
F*","YOU STOP ON ITS SQUARE*,"OR
"IF YOU TRY TO CROSS"
1620 DATA "WHEN ITS TONGUE IS OU
T*","IF YOU ARE BITTEN THEN*","Y
OU HAVE 3 MOVES TO*"
1630 DATA "STOP AT A FIRST AID P
OST*","OTHERWISE YOUR DEAD*","A L
ADDER CAN BE CLIMBED*","BY STOPPI
NG AT ITS BASE*,"
1640 DATA "PRESS & HOLD ANY KEY*
","TO SHAKE THE SICE*","----- THEN
RELEASE*","MOVE BY PRESSING ANY K
EY"
1650 REM ***SET PROMPTS***
1660 CALL HCHAR(22,4,32,LEN(AS))
1670 AS="PLAYER 1"
1680 B$="PLAYER 2"
1690 CS="SHAKE"
1700 DS="MOVE"
1710 FOR I=1 TO 8
1720 CALL HCHAR(23,2+I,ASC(SEGS
AS,1,1))
1730 CALL HCHAR(24,2+I,ASC(SEGS
B$,1,1))
1740 NEXT I
1750 FOR J=1 TO 5
1760 CALL HCHAR(22,11+J,ASC(SEGS
CS,1,1))
1770 NEXT J
1780 FOR I=1 TO 4
1790 CALL HCHAR(22,18+I,ASC(SEGS
DS,1,1))
1800 NEXT I
1810 CALL COLOR(11,2,16)
1820 CALL HCHAR(23,12,141,5)
1830 CALL HCHAR(23,19,141,4)
1840 CALL HCHAR(24,12,149,5)
1850 CALL HCHAR(24,19,149,4)
1860 CALL CHAR(112,"00")
1870 REM ***START GAME***
1880 FOR PLR=0 TO 1
1890 Y=YP(PLR)
1900 X=XP(PLR)
1910 U=UP(PLR)
1920 H=HP(PLR)
1930 CALL HCHAR(23+PLR,12,32,5)
1940 CALL HCHAR(23+PLR,12,141,8+
PLR,5)
1950 SHAKE=0
1960 REM ***SHAKE SICE***
1970 CALL KEY$(0,K,S)
1980 CALL SOUND(100,110,20)

```

```

1990 CALL SOUND(50,220,20)
2000 IF S=0 THEN 1930
2010 DI=DI+1
2020 CALL SOUND(-250,500*INT(S+R
ND+1),20)
2030 IF DI>6 THEN 2040 ELSE 2120
2040 DI=1
2050 TG=TG+1
2060 TD6=TG/2
2070 TNG=INT(TDG)
2080 IF TD6>TNG THEN 2110
2090 CALL CHR$(112,"00")
2100 GOTO 2120
2110 CALL CHR$(112,"04081122243C
4080")
2120 CALL KEY(0,K,S)
2130 IF S<>0 THEN 2010
2140 CALL HCHAR(23,30,48+DI)
2150 IF Y=2 THEN 2160 ELSE 2190
2160 IF X=3+DI<5 THEN 2170 ELSE
2190
2170 IF DI=6 THEN 1970 ELSE 2770
2180 CALL HCHAR(23,30,48+DI)
2190 CALL HCHAR(23+PLR,19,32+4)
2200 CALL HCHAR(23+PLR,19,141+8+
PLR,4)
2210 REM ***MOVE***
2220 CALL KEY(0,K,S)
2230 CALL SOUND(100,110,20)
2240 CALL SOUND(50,220,20)
2250 IF S=0 THEN 2190
2260 FOR T=1 TO 3+DI
2270 CALL SOUND(100,-1-14*PLR,10)
2280 IF (Y=20)+(X=3)+(PLR=1) THEN
2290 ELSE 2320
2290 CALL HCHAR(20,3,145)
2300 CALL HCHAR(20,3,32)
2310 GOTO 2380
2320 IF (Y=20)+(X=3)+(PLR=0) THEN
2330 ELSE 2360
2330 CALL HCHAR(20,3,137)
2340 CALL HCHAR(20,3,144)
2350 GOTO 2380
2360 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2) THEN 2350
2370 CALL HCHAR(Y,X,U)
2380 X=X+1
2390 TGE=2
2400 IF X<31 THEN 2420
2410 TGE=0
2420 IF X=33 THEN 2430 ELSE 2460
2430 X=X-1
2440 Y=Y-2
2450 M=1
2460 CALL GCHAR(Y,X,U)
2470 IF (T=3+DI)+(U=106)+(U=107
) THEN 4050
2480 CALL HCHAR(Y,X,137+M*8+PLR)
2490 CALL HCHAR(Y,X,136+8+PLR)

```

```

2500 IF TD6=TNG THEN 2340
2510 CALL GCHAR(Y,X+TGE,TE)
2520 IF TE=112 THEN 2530 ELSE 25
40
2530 T=3+DI
2540 GOTO 2630
2550 CALL HCHAR(Y,X,U)
2560 X=X-1
2570 TGE=-2
2580 IF X=2 THEN 2590 ELSE 2460
2590 X=X+1
2600 Y=Y-2
2610 M=0
2620 GOTO 2460
2630 IF T=3+DI THEN 2640 ELSE 27
60
2640 IF FR(PLR)=1 THEN 2650 ELSE
2690
2650 HELP(PLR)=HELP(PLR)+1
2660 IF (HELP(PLR)<4)+(U=140) THE
N 2680
2670 IF HELP(PLR)=3 THEN 4910 EL
SE 2690
2680 GOSUB 5020
2690 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2) THEN 2700 ELSE 2730
2700 CALL GCHAR(Y,X-2,ST)
2710 M=1
2720 IF ST=112 THEN 2950 ELSE 27
60
2730 CALL GCHAR(Y,X+2,ST)
2740 M=0
2750 GOTO 2720
2760 NEXT T
2770 YP(PLR)=Y
2780 XP(PLR)=X
2790 IF (DI=6)+(SNAKE=0) THEN 288
0
2800 IF PLR=0 THEN 2810 ELSE 285
0
2810 IF U=144 THEN 2820 ELSE 288
0
2820 U=UP(1)
2830 UP(1)=136
2840 GOTO 2880
2850 IF U=136 THEN 2860 ELSE 288
0
2860 U=UP(0)
2870 UP(0)=144
2880 UP(PLR)=U
2890 HP(PLR)=M
2900 IF (DI=6)+(SNAKE=0) THEN 189
0
2910 IF (Y=2)+(X=5) THEN 4290
2920 NEXT PLR
2930 GOTO 1880
2940 REM ***STOP ON ADDER***
2950 N=0

```

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2960 CALL SOUND(500,10000,20,150
00,0,33000,0,-8,5)
2970 CALL CHAR(112,"04081122243C
4080")
2980 TDS=TDS+1
2990 FOR SC=1 TO 5
3000 SNAKE=1
3010 FR(PLR)=1
3020 CALL SOUND(100,1000-20*SC,
SC*2)
3030 CALL HCHAR(Y,X+N,139+8*PLR)
3040 CALL HCHAR(Y,X+N,136+8*PLR)
3050 NEXT SC
3060 CALL HCHAR(Y,X+N,U)
3070 IF (Y=16)+(Y=12)+(Y=4) THEN
3080 ELSE 3140
3080 N=N+1
3090 IF N=1 THEN 3100 ELSE 3120
3100 U=32
3110 GOTO 2990
3120 U=136+8*PLR
3130 IF N>2 THEN 3200 ELSE 2990
3140 M=N-1
3150 IF N=-1 THEN 3160 ELSE 3180
3160 U=32
3170 GOTO 2990
3180 U=136+8*PLR
3190 IF N<-2 THEN 3220 ELSE 2990
3200 M=2
3210 GOTO 3230
3220 M=-2
3230 CALL HCHAR(Y+1,X+N-1,118)
3240 CALL SOUND(1100,10000-20,15
000,0-33000,0,-8,5)
3250 FOR DEL=1 TO 500
3260 NEXT DEL
3270 CALL HCHAR(Y+1,X+N-1,114)
3280 CALL HCHAR(Y,X+N,118)
3290 FOR DEL=1 TO 250
3300 NEXT DEL
3310 CALL SOUND(100,-3,0)
3320 CALL HCHAR(Y,X+N,113)
3330 FOR DEL=1 TO 250
3340 NEXT DEL
3350 CALL HCHAR(Y,X+N,32)
3360 CALL HCHAR(Y+1,X+N-1,113)
3370 CALL HCHAR(Y,X+N,112)
3380 IF N=2 THEN 3390 ELSE 3510
3390 IF Y=16 THEN 3400 ELSE 3430
3400 Y=20
3410 X=22
3420 GOTO 3730
3430 IF Y=12 THEN 3440 ELSE 3470
3440 Y=18
3450 X=28
3460 GOTO 3730
3470 IF Y=4 THEN 3480 ELSE 3510
3480 Y=12
3490 X=22

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3500 GOTO 3730
3510 IF Y=14 THEN 3520 ELSE 3550
3520 Y=20
3530 X=10
3540 GOTO 3730
3550 IF Y=10 THEN 3560 ELSE 3590
3560 Y=16
3570 X=19
3580 GOTO 3730
3590 IF Y=6 THEN 3600 ELSE 3630
3600 Y=12
3610 X=16
3620 GOTO 3730
3630 IF X=23 THEN 3640 ELSE 3670
3640 Y=6
3650 X=22
3660 GOTO 3730
3670 IF X=11 THEN 3680 ELSE 3710
3680 Y=6
3690 X=10
3700 GOTO 3730
3710 Y=14
3720 X=4
3730 CALL GCHAR(Y-1,X+1,U)
3740 FOR EM=1 TO 6
3750 CALL SOUND(50,154-7*EM,0)
3760 CALL HCHAR(Y-1,X+1,120)
3770 FOR DEL=1 TO 50
3780 NEXT DEL
3790 CALL HCHAR(Y-1,X+1,121)
3800 NEXT EM
3810 CALL SOUND(50,-1,0)
3820 CALL HCHAR(Y-1,X+1,U)
3830 CALL HCHAR(Y,X,136+8*PLR)
3840 FOR DEL=1 TO 50
3850 NEXT DEL
3860 IF (Y=20)+(Y=16)+(Y=12) THEN
3870 ELSE 3970
3880 CALL HCHAR(Y,X,139+8*PLR)
3890 N=0
3890 FOR DEL=1 TO 100
3900 NEXT DEL
3910 CALL HCHAR(Y,X,32)
3920 N=N+1
3930 CALL GCHAR(Y,X,U)
3940 CALL HCHAR(Y,X,136+8*PLR)
3950 CALL HCHAR(Y,X,136+8*PLR)
3960 GOTO 2770
3970 CALL HCHAR(Y,X,137+8*PLR)
3980 N=1
3990 CALL HCHAR(Y,X,32)
4000 X=X+1
4010 CALL GCHAR(Y,X,U)
4020 CALL HCHAR(Y,X,137+8*PLR)
4030 GOTO 3950
4040 REM ***STOP ON LADDER***
4050 IF U=106 THEN 4060 ELSE 417
0

```

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40 Mart October 1986, p. 4, p. 10

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```

4060 Y=Y-1
4070 CALL GCHAR(Y,X,U)
4080 CALL HCHAR(Y,X,137+H+8*PLR)
4090 CALL HCHAR(Y,X,136+8*PLR)
4100 CALL SOUND(200,500+20*(24-Y
),5)
4110 CALL GCHAR(Y,X-1,U)
4120 CALL GCHAR(Y-1,X-2,U)
4130 IF (UU=104)+(UU=104) THEN 4
140 ELSE 2640
4140 X=X-1
4150 CALL HCHAR(Y,X+1,U)
4160 GOTO 4060
4170 Y=Y-1
4180 CALL GCHAR(Y,X,U)
4190 CALL HCHAR(Y,X,137+H+8*PLR)
4200 CALL HCHAR(Y,X,136+8*PLR)
4210 CALL SOUND(200,500+20*(24-Y
),5)
4220 CALL GCHAR(Y,X+1,U)
4230 CALL GCHAR(Y-1,X+2,U)
4240 IF (UU=105)+(UU=105) THEN 4
250 ELSE 2640
4250 CALL HCHAR(Y,X,U)
4260 X=X+1
4270 GOTO 4170
4280 REM ***END ROUTINE***
4290 FOR WIN=1 TO 20
4300 CALL SOUND(200,1000,0)
4310 CALL HCHAR(23+PLR,12,32,11)
4320 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
4330 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
4340 CALL HCHAR(Y,X,139+8*PLR)
4350 CALL HCHAR(Y,X,136+8*PLR)
4360 NEXT WIN
4370 CALL COLOR(11,16,16)
4380 RESTORE 4490
4390 FOR H=1 TO 5
4400 READ Y,X,D
4410 CALL HCHAR(Y,X,D+8*PLR)
4420 CALL SOUND(300,65*X,0,82*X,
0,98*X,0)
4430 IF H=1 THEN 4440 ELSE 4470
4440 CALL HCHAR(Y,X,97)
4450 GOTO 4480
4460 IF H=5 THEN 4040
4470 CALL HCHAR(Y,X,32)
4480 NEXT H
4490 DATA 2,5,142,2,4,143,2,3,14
2,2,4,143,2,5,142
4500 FOR LEV=1 TO 30 STEP 5
4510 CALL SOUND(200,390,LEV,492,
LEV,588,LEV)
4520 NEXT LEV
4530 CALL HCHAR(22,3,32,25)
4540 RS="YOU'VE LOST PLAYER "MCH
R$(30-PLR)
4550 GOSUB 4760

```

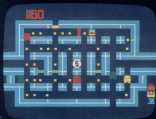
```

4560 RS="WANT A RE-MATCH? (Y/N)
"
4570 GOTO 4760
4580 END
4590 CALL HCHAR(22,4,32,LEN(RS))
4600 FOR PLR=0 TO 1
4610 Y=Y*(PLR)
4620 X=X*(PLR)
4630 U=U*(PLR)
4640 CALL HCHAR(Y,X,U)
4650 NEXT PLR
4660 CALL HCHAR(20,3,136)
4670 FOR I=0 TO 1
4680 YP(I)=20
4690 XP(I)=2
4700 MP(I)=0
4710 HELP(I)=0
4720 FR(I)=0
4730 NEXT I
4740 TS=0
4750 GOTO 1750
4760 FOR I=1 TO LEN(RS)
4770 CALL HCHAR(22,3+I,ASC(SESS(
RS,1,I)))
4780 NEXT I
4790 FOR DEL=1 TO 300
4800 NEXT DEL
4810 IF SESS(RS,1,1)="+" THEN 48
20 ELSE 4880
4820 CALL KEY(O,K,S)
4830 IF (K=78)+(SESS(RS,2,1)="I"
) THEN 1660
4840 IF (K=89)+(SESS(RS,2,1)="I"
) THEN 1550
4850 IF (K=78)+(SESS(RS,2,1)="M"
) THEN 4580
4860 IF (K=89)+(SESS(RS,2,1)="M"
) THEN 4590
4870 IF (K<>89)+(K<>78) THEN 4820
4880 CALL HCHAR(22,4,32,LEN(RS))
4890 RETURN
4900 STOP
4910 FOR I=1 TO 5
4920 CALL SOUND(300,-1,0)
4930 CALL SOUND(500,-2,29)
4940 NEXT I
4950 CALL SOUND(3000,-1,0)
4960 RS="YOU RAN OUT OF TIME"
4970 GOSUB 4760
4980 RS="YOUR DEAD PLAYER "SCHRS
(49+PLR)
4990 GOSUB 4760
5000 CALL HCHAR(Y,X,U)
5010 GOTO 4560
5020 FOR I=1 TO 6
5030 CALL SOUND(200,110+1,9-1)
5040 NEXT I
5050 FR(PLR)=0
5060 HELP(PLR)=0
5070 RETURN

```



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Figure 10.10: A plot of the function  $f(x) = \sin(x)$  for  $x \in [0, 2\pi]$ . The function is periodic and oscillates between -1 and 1.

```

0 LE=1100:J=0:GOSUB 5000
1 SC=0:SC=0:GOTO 40
2 REM
3 REM 1 MISSILE ATTACK
4 copyright 1982 1
5 REM
6 A=0+2:B=0+2:RETURN
7 A=0+2:B=0+2:RETURN
8 A=0+2:RETURN
9 A=0+2:B=0+2:RETURN
10 A=0+2:B=0+2:RETURN
11 A=0+2:RETURN
12 B=0+2:RETURN
13 B=0+2:RETURN
14 B=0+2:RETURN
15 RETURN
20 FOR I=0 TO A+2:FOR Y=0 TO B+2:COLOR RND(00)+4:PLOT X,Y:NEXT Y:RETURN
25 COLOR 0:FOR I=0 TO A+2:FOR Y=0 TO B+2:PLOT X,Y:NEXT Y:RETURN
30 FOR I=0 TO A+2:FOR Y=0 TO B+2:COLOR RND(00)+4:PLOT X,Y:NEXT Y:RETURN
40 IF REP>0 THEN 100
70 GOTO 100:GOTO 100:DEL(10):START(10):X(10):Y(10):COL(10):C(10)
100 FOR I=0 TO A+2:FOR Y=0 TO B+2:COLOR RND(00)+4:PLOT X,Y:NEXT Y:RETURN
200 REM START POINTS,ANGLES,DELAY AND COLOR
201 TOT=0
205 CITY(1)=0
206 IF LAY(0)>INT(0.5) OR LAY(1) THEN 210
207 GRAPHICS 18:POSITION 5,0:COLOR RND(00)+4:SETCOLOR 2,C,0:SETCOLOR 4,C,0:7 SETCOLOR
208 US = INT(0.5)
209 FOR W=1 TO 75:GOTO 1,RND(00)+10,10,5:NEXT W:GOTO 1,0,0,0
210 GOSUB 4000
215 DEL(0)=0:IF 1010 THEN 210
220 FOR I=1 TO 2
225 START(I)=INT(RND(00)+9)+7+10
230 X(I)=INT(RND(00)+9)+4
240 IF X(I)=0 THEN 240
245 IF X(I)=0 THEN 240
250 DEL(I)=INT(RND(00)+7)
255 X(I)=START(I)+I:Y(I)=I
260 NEXT I
270 FOR Q=1 TO 10:COL(0)=0:NEXT Q
280 FOR Q=1 TO 10:COL(0)=3:NEXT Q
300 REM MAIN LOOP
310 P=0:GOTO 3,10,10,10:GOSUB 5000:GOTO 3,0,0,0:FOR W=1 TO 200:NEXT W
315 A=0+2:B=0
320 FOR L=1 TO 24:GOTO 0,L,0,0
340 FOR I=1 TO 10:TRAP 500
345 COLOR 0:PLOT A,B:GOSUB 5000:COLOR 2:PLOT A,B
350 GOSUB 2000
355 IF DEL(I)=0 THEN DEL(I)=DEL(I)-1:GOTO 400
360 TRAP 400:COLOR COL(I)
365 IF COL(I)=0 AND Y(I)>75 THEN 440
370 PLOT START(I),13:DRAWTO X(I),Y(I)
440 IF Y(I)>75 THEN IF COL(I)=3 THEN GOSUB 2000
470 X(I)=X(I)+X(I):Y(I)=Y(I)+Y(I)
480 NEXT I
700 NEXT L:FOR W=1 TO 150:NEXT W:GOTO 0,25,0,1:FOR W=1 TO 200:GOTO 0,0,0,0
710 GOSUB 10000
720 REM SCORING
730 IF P=0 THEN 740
735 P=P-1:SC=SC+1:INT(LE/2)+1:GOSUB 5000:GOTO 0,20,10,0:GOTO 0,0,0,0:GOTO 7
740 FOR I=0 TO 4
745 IF I=2 THEN 745
750 LOCATE CITHID(I),74,0:LOCATE CITHID(I),77,0:IF R(I)>0 AND S(I)>0 THEN CITY(I)=7
755 GOTO 755
760 SC=SC+SC+INT(LE/2)+1:GOSUB 5000
765 COLOR 0:FOR I=0 TO 75:PLOT CITHID(I)-3,0:DRAWTO CITHID(I)+3,0:NEXT I
770 SOUND 0,20,10,0:GOTO 0,0,0,0
780 NEXT I
790 REM
800 FOR W=1 TO 500:NEXT W
810 FOR S=1 TO 240 STEP 10:GOTO 0,0,0,0:GOTO 0,0,0,0
820 SC=SC+SC+SC+0:GOSUB 5000:FOR W=1 TO 1000:NEXT W

```



**RUNS ON AN ATARI 400-800 IN 16K**

**BY DAVID RAWLINGS**

High above the planet the alien attack fleet awaits the final order to launch their deadly heat seeking missiles. Meanwhile on the planet's surface the defence system is on Red Alert. All shields are up ready to defend the cities and lasers are at the ready — preparing to blast the missiles out of the atmosphere as they race toward the gleaming spires and towers of the venerable cities. What will the outcome be? Will the cities be saved? Or will the alien attackers reduce them to piles of smoking rubble? Only you will know. You are in charge of the defence systems which protect those all important cities. Can you save them? Play On!

# MISSILE ATTACK



```

400 LE=LE+1
405 FOR I=0 TO 4
410 IF I=3 THEN I=4
415 TOT=TOT+CITY(I):NEXT I
420 TOT=TOT-INT(SC/100000)*BC
430 IF TOT<0 THEN TOT=0
435 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
440 IF ABS(SCORE) > SC THEN H=BC
445 POSITION 5,4:PRINT "H=BC"
450 FOR I=0 TO 4
455 IF I=3 THEN I=4
460 TOT=TOT+CITY(I):NEXT I
465 TOT=TOT-INT(SC/100000)*BC
470 IF TOT<0 THEN TOT=0
475 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
480 IF ABS(SCORE) > SC THEN H=BC
485 POSITION 5,4:PRINT "H=BC"
490 FOR I=0 TO 4
495 IF I=3 THEN I=4
500 TOT=TOT+CITY(I):NEXT I
505 TOT=TOT-INT(SC/100000)*BC
510 IF TOT<0 THEN TOT=0
515 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
520 IF ABS(SCORE) > SC THEN H=BC
525 POSITION 5,4:PRINT "H=BC"
530 FOR I=0 TO 4
535 IF I=3 THEN I=4
540 TOT=TOT+CITY(I):NEXT I
545 TOT=TOT-INT(SC/100000)*BC
550 IF TOT<0 THEN TOT=0
555 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
560 IF ABS(SCORE) > SC THEN H=BC
565 POSITION 5,4:PRINT "H=BC"
570 FOR I=0 TO 4
575 IF I=3 THEN I=4
580 TOT=TOT+CITY(I):NEXT I
585 TOT=TOT-INT(SC/100000)*BC
590 IF TOT<0 THEN TOT=0
595 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
600 IF ABS(SCORE) > SC THEN H=BC
605 POSITION 5,4:PRINT "H=BC"
610 FOR I=0 TO 4
615 IF I=3 THEN I=4
620 TOT=TOT+CITY(I):NEXT I
625 TOT=TOT-INT(SC/100000)*BC
630 IF TOT<0 THEN TOT=0
635 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
640 IF ABS(SCORE) > SC THEN H=BC
645 POSITION 5,4:PRINT "H=BC"
650 FOR I=0 TO 4
655 IF I=3 THEN I=4
660 TOT=TOT+CITY(I):NEXT I
665 TOT=TOT-INT(SC/100000)*BC
670 IF TOT<0 THEN TOT=0
675 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
680 IF ABS(SCORE) > SC THEN H=BC
685 POSITION 5,4:PRINT "H=BC"
690 FOR I=0 TO 4
695 IF I=3 THEN I=4
700 TOT=TOT+CITY(I):NEXT I
705 TOT=TOT-INT(SC/100000)*BC
710 IF TOT<0 THEN TOT=0
715 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
720 IF ABS(SCORE) > SC THEN H=BC
725 POSITION 5,4:PRINT "H=BC"
730 FOR I=0 TO 4
735 IF I=3 THEN I=4
740 TOT=TOT+CITY(I):NEXT I
745 TOT=TOT-INT(SC/100000)*BC
750 IF TOT<0 THEN TOT=0
755 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
760 IF ABS(SCORE) > SC THEN H=BC
765 POSITION 5,4:PRINT "H=BC"
770 FOR I=0 TO 4
775 IF I=3 THEN I=4
780 TOT=TOT+CITY(I):NEXT I
785 TOT=TOT-INT(SC/100000)*BC
790 IF TOT<0 THEN TOT=0
795 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
800 IF ABS(SCORE) > SC THEN H=BC
805 POSITION 5,4:PRINT "H=BC"
810 FOR I=0 TO 4
815 IF I=3 THEN I=4
820 TOT=TOT+CITY(I):NEXT I
825 TOT=TOT-INT(SC/100000)*BC
830 IF TOT<0 THEN TOT=0
835 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
840 IF ABS(SCORE) > SC THEN H=BC
845 POSITION 5,4:PRINT "H=BC"
850 FOR I=0 TO 4
855 IF I=3 THEN I=4
860 TOT=TOT+CITY(I):NEXT I
865 TOT=TOT-INT(SC/100000)*BC
870 IF TOT<0 THEN TOT=0
875 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
880 IF ABS(SCORE) > SC THEN H=BC
885 POSITION 5,4:PRINT "H=BC"
890 FOR I=0 TO 4
895 IF I=3 THEN I=4
900 TOT=TOT+CITY(I):NEXT I
905 TOT=TOT-INT(SC/100000)*BC
910 IF TOT<0 THEN TOT=0
915 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
920 IF ABS(SCORE) > SC THEN H=BC
925 POSITION 5,4:PRINT "H=BC"
930 FOR I=0 TO 4
935 IF I=3 THEN I=4
940 TOT=TOT+CITY(I):NEXT I
945 TOT=TOT-INT(SC/100000)*BC
950 IF TOT<0 THEN TOT=0
955 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7
960 IF ABS(SCORE) > SC THEN H=BC
965 POSITION 5,4:PRINT "H=BC"
970 FOR I=0 TO 4
975 IF I=3 THEN I=4
980 TOT=TOT+CITY(I):NEXT I
985 TOT=TOT-INT(SC/100000)*BC
990 IF TOT<0 THEN TOT=0
995 GRAPHICS 2+I*BCCOLOR 4,3,2:POSITION 5,5:PRINT "the end":POS
ITION 3,7

```



```

5,10:7 #4:"BONUS CITY"
800 FOR W=1 TO 30:NEXT W:POSITION
970 FOR C=1 TO 100:CD=INT(RND*10)+1:IF CD=3 THEN CD=4
975 IF CITY(C)=# THEN CITY(C)=0:GOTO 990
977 NEXT C
990 GO TO 300
1000 REM
2000 LOCATE X(1),77,0:IF B=2 THEN SOUND 7000
2010 FOR W=1 TO 4:SOUND 1,884,8,8:TRAP 2030:COLOR W:PLOT X(1),75:PLOT X(1)+1,75
2020 PLOT X(2)+1,75:PLOT X(1),75:PLOT X(1)+1,75
2030 NEXT W:SOUND 1,0,0,0:Y(1)=75
2040 RETURN
2500 IF B=0:GOTO 1 OR CITY(1)=# OR P=0 THEN RETURN
2505 LOCATE 79,75,0:LOCATE 79,75,0:IF B1<0 AND B2<0 THEN CITY(1)=#
2510 COLOR 3:SOUND 1,2,8,8:PLOT 79,75:DRAWTO A,8:COLOR 0:PLOT 79,75:DRAWTO A,8:B
2520 COLOR 1:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
A-3,B-1:DRAWTO A-1,B-1
2530 PLOT A,B+2
2570 COLOR 0:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
A-3,B-1:DRAWTO A-1,B-1
2580 PLOT A,B+2
2600 FOR J=1 TO 10:IF ABS(X(2))-B<4 THEN IF ABS(X(1)-B)<4 THEN IF COL(1)=3 THEN
COL(2)=0:RND=10:GOSUB 30
2610 W=1
2620 NEXT J:GOSUB 5000:RETURN
6000 REM
700 REM SET UP SCREEN
800 GRAPHICS 7:SETCOLOR 2,RND(0)+.5,2:SCREEN
A,2

```



```

4020 G=INT(RND(10)*10+1):B=INT(RND(10)*10+1):IF G=B THEN 4030
4030 SETCOLOR 0,0,10:SETCOLOR 1,0,10:COLOR 1
4040 FOR S=74 TO 79:PLLOT 0,S:DRAWTO 10,0:NEXT S
4050 PLLOT 0,73:DRAWTO 0,75:PLLOT 1,74:PLLOT 1,75:PLLOT 1,76
4060 PLLOT 1,73:DRAWTO 10,75:PLLOT 1,74:PLLOT 1,75:PLLOT 1,76
4070 FOR I=0 TO 4:COLOR 2
4080 IF I=3 THEN 4140
4090 IF CITY(1)=9 THEN 4130
4100 FOR S=CITY(1)-5 TO CITY(1)+5:PLLOT 1,76:DRAWTO 1,76:DRAWTO 0,75:PLLOT
4110 FOR S=CITY(1)-5 TO CITY(1)+5:PLLOT 1,76:DRAWTO 0,75:PLLOT 1,76:DRAWTO 1,75:PLLOT
4120 NEXT I
4130 PLLOT 74,77:DRAWTO 0,77:PLLOT 75,76:DRAWTO 0,77:PLLOT 76,75:DRAWTO 0,77:PLLOT 77,76:DRAWTO 0,77:PLLOT 78,75:DRAWTO 0,77:PLLOT 79,74:DRAWTO 0,77:PLLOT 80,74:DRAWTO 0,77:PLLOT 81,73:DRAWTO 0,77:PLLOT 82,73:DRAWTO 0,77:PLLOT 83,72:DRAWTO 0,77:PLLOT 84,71:DRAWTO 0,77:PLLOT 85,70:DRAWTO 0,77:PLLOT 86,69:DRAWTO 0,77:PLLOT 87,68:DRAWTO 0,77:PLLOT 88,67:DRAWTO 0,77:PLLOT 89,66:DRAWTO 0,77:PLLOT 90,65:DRAWTO 0,77:PLLOT 91,64:DRAWTO 0,77:PLLOT 92,63:DRAWTO 0,77:PLLOT 93,62:DRAWTO 0,77:PLLOT 94,61:DRAWTO 0,77:PLLOT 95,60:DRAWTO 0,77:PLLOT 96,59:DRAWTO 0,77:PLLOT 97,58:DRAWTO 0,77:PLLOT 98,57:DRAWTO 0,77:PLLOT 99,56:DRAWTO 0,77:PLLOT 100,55:DRAWTO 0,77:PLLOT 101,54:DRAWTO 0,77:PLLOT 102,53:DRAWTO 0,77:PLLOT 103,52:DRAWTO 0,77:PLLOT 104,51:DRAWTO 0,77:PLLOT 105,50:DRAWTO 0,77:PLLOT 106,49:DRAWTO 0,77:PLLOT 107,48:DRAWTO 0,77:PLLOT 108,47:DRAWTO 0,77:PLLOT 109,46:DRAWTO 0,77:PLLOT 110,45:DRAWTO 0,77:PLLOT 111,44:DRAWTO 0,77:PLLOT 112,43:DRAWTO 0,77:PLLOT 113,42:DRAWTO 0,77:PLLOT 114,41:DRAWTO 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# fantasy

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

The Black Hole is a technically demanding collection of special effects...very demanding, magnificent graphics. (Soft) The explosion effects are some of the best we have seen.  
- (Sinc. User)

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

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# PLAY

The cable TV revolution won't just mean more sport and soap operas beaming into your front rooms. Computer games will also be rapping down the cables to provide yet another way of getting software for your micros. **TIM METCALFE** takes a look at two cable games services which will come on-line early next year. Will cable change the face of video gaming?

**P**ICTURE the scene. A bored family sitting around the TV, watching yet another repeat of *The Good Life*. Suddenly there's a flash of light, a puff of orange smoke and a strangely dressed being appears through the screen!

"Hi! I'm Captain Cable, defender of the viewers," says the odd visitor. "My mission is to protect TCU from TV boredom. No longer do you have to suffer the tedium of the dreaded repeat. I can bring you the TV programmes of your dreams — and computer games too!"

Soon the family are happy and laughing again, playing the latest space shoot 'em up on their special cable games console supplied by Captain Cable. "Ooo, thanks Captain," says little Bobbie. "We'll never have to watch *Clare* for a laugh again!"

Well, maybe the arrival of cable television won't be so dramatic in your home, but there's no doubt that it will change the way you see your TV.

If you are lucky enough to live in an area where there is already a cable system linking your home with a "head-end" station — that's where the films, games and news come from — you should be able to get a games service shortly after cable TV starts early next year.

Two major companies are going to provide a computer games service to subscribers when cable TV goes under way. W. H. Smith have come to an agreement to distribute services provided by The Games Network, a Californian company. And Thorn-EMI will be using their own cable networks to send games for popular micro-computers into your homes on their Telecastware system.

The two systems illustrate the different approaches to playing games by cable. The W. H. Smith service, The Games Network, will be offered as a package to companies operating a cable system — who in turn will sell it to you the customer.

The Games Network needs a special computer to download the games, you can't just plug your own home micro into the system. This machine is called The Window and is a 64k micro custom built for The Games Network.

Subscribers to the network will be able to choose from 20 different games each month — selecting the game and playing it using The Window. Each month at least five new games will replace the least popular offerings on the system. The games are stored on a head-end computer system, which includes a fail-safe backup to prevent any problems.

It will be a 24 hour system too — so if you want to blast a few aliens at three o'clock in the morning you'll be able to do just that! W. H. Smith say that the cost to the subscriber will be around \$10 per month. They reckon that if you wanted to play as many games per month as the network will provide you'd need to spend around \$100 on tapes or cartridges.

Any of you having ideas about copying the games from the network system had better think again. The Window has built in security systems to prevent you doing it. There's no way you can save your favourite game, you have to pay as you play.

Initially The Games Network will use games written in the U.S. but W. H. Smith say they want to gradually introduce British written software into the system.

The Games Network was tested in California and started in earnest in September this year. In the States the network recommends that cable companies charge subscribers \$40-50 to install the computer. The cable company keeps \$15 of the installation fee and the customer gets \$25 back when he sends his subscription.

Thorn-EMI hope to hold several of the cable franchises when the Government decides later this year. They will



use their Telesoftware system to distribute games already available on their software catalogue.

The main difference is that unlike The Games Network, subscribers will be able to use their own moneys. The games will download into any of the popular home-computers including Spectrum, Atari, Texas, Vic-20, Commodore 64, BBC and, in the near future, the new Electron.

Subscribers will need a TV set, adapter and Thorn-EMI are developing special cartridges for cartridge based machines to allow communication between the Telesoftware system and the computer.

The subscriber simply calls up a menu page, selects another page detailing games for his or her machine and then chooses a game and downloads it.

Telesoftware hopes to have up to 100 games on their system, again being monitored for popularity so changes can be made to the catalogue.

They also plan to use other software other than that marketed by Thorn-EMI.

They say they want for a cable distribution system rather than a telephone line system — like Mornet — simply

## DIAL A VIDEO GAME!

**T**HE days of buying your software on cassettes are numbered. The latest way of obtaining programs is called telesoftware. The title part means the same as in television and telephone — Latin for "from far away" — which is the idea of telesoftware.

Instead of buying a program on a tape or cartridge you can now receive it, transmitted at the speed of light from a computer far away, into your own home.

There are two ways of doing this. One is to transmit the program down a wire using either a specially installed cable or the existing phone line.

The alternative is to broadcast the software through the airwaves as a radio signal and let your micro decode it when it arrives.

Both systems are currently available and although they both allow you to "download" programs, there are also many differences between them. Let me

To access Ceefax on your BBC you will need to buy the Astra Teletext adaptor. This will cost you £25, for which you get the box of tricks itself, a ROM which you can install yourself without invalidating the guarantee, and a glossy TV page manual.

Because the data from Ceefax is broadcast over the airwaves, communication is only one way. You'd need a pretty big transmitter in your garden to talk back!

This means that you can't, for example, say "send page 147". So what happens is that the Ceefax transmitter sends each page for about a fifth of a second and then sends the next and so on. Then it starts again from the beginning.

You tell the Teletext adaptor which page you want and the machine then waits for that page to come round, "grabs" it from the system and displays it on screen for as long as you wish.

Although there is no real limit to the number of pages which are available on Ceefax, it is kept at around five to six hundred to keep access times as short as possible. One complete cycle takes 15 seconds.

It's not as simple as that, though. Each page, of which there are a couple of hundred, can have up to 99 sub-pages which are extensions of that page. So a screen which is labelled 147 88 means page 147, sub page 8 of 8.

The computer system through the pages transmitting all the sub-page 1's, then arrives again transmitting the 1's and so on. So if you're looking for a certain frame it may take time. If you are downloading a 10-page basic program, though, and the first page the machine finds is sub-page 8, then it will load from there and pick up the first four frames when they come round.

This works on basic programs only — if you are waiting for a text or machine code file then the chances are that it will have to wait and start from the first page.

The most important and useful difference between Ceefax on a special TV and Ceefax on a BBC micro is that a basic program on a BBC can access pages from Ceefax as if they were stored in the computer's memory and then manipulate them.

For example, there is a program which asks you to choose a menu for a dinner party from a wide range of ingredients. When you have chosen, the computer looks up the "today's food prices" page on Ceefax, extracts the prices of the items chosen and shows you what you would expect to pay for the meal.

If the program is used again the next day, then new prices will be used.

# BY CABLE

because of the speed of downloading and number of games that can be stored on the head end computers.

Both W. H. Smith and Thorn-EMI are aware of the tremendous potential that cable systems have for testing out new games and discovering if they are winners or not. This would save a lot of time and money and popular games would soon find space on the packed software shelves.

The Government has invited applications for the first pilot cable franchises in August. By November this first dozen should have received the green light and by next year should be in operation. Thorn-EMI have applied for franchises in Scotland, Coventry and Lancashire.

So many thousands of homes already have access to cable TV so they could be receiving a games service before the rest of the country.

It remains to be seen how popular play-by-cable will be. Will micro owners give up buying software? Or will cable games be able to exist side by side with existing means for software?

Many experts are already predicting that cable TV will top badly in this country. They reckon that people won't want to pay to watch — or play for that matter. But it's really up to you and it!

explain... Both systems are very new. The newest, though, is run by the good old BBC and is currently available only to the BBC model 8 users.

This telesoftware system is the latest addition to the BBC's Ceefax service which puts screens of screen information on your television.

Until now there was only the normal information which everyone needs for their daily life, like the current share prices and today's price of flour, milk.

What the BBC had been dreaming of was to produce a Ceefax adaptor to enable BBC micro users to access Ceefax instead of the normal way which involved buying a special TV set for around £150 more than a normal one.

It was thought that, if the BBC micro could receive pages of information then why couldn't programs be transmitted on Ceefax pages and loaded into the micro? Well now they can.

This is the BBC's entry in the telesoftware stakes and there are currently around six to eight programs which you can download, as well as having full access to the rest of the Ceefax database.

You can also look at ITV's teletext service which is called Oracle although the BBC don't mention this. Anyway, Oracle doesn't have telesoftware on its pages.

Corfax is not seen as being a long-term software library, and there will only be about seven or eight programs available at one time. These will be changed every 14 days. There will also be software to tie in with schools television broadcasts, and this will be changed weekly to coincide with the programmes.

The other way of receiving telecasts is via direct wire link between your micro and the computer which is sending the program.

To avoid laying extra cables, most of these systems use the existing telephone line. Such a system is Micromet 800.

Micromet (in its friends) is a large database of information based on an even larger database called Prestel. Prestel is run by British Telecom and swing mainly to the cost of the hardware needed, had only about 18,000 members as of last year.

These were mainly business users. Then someone had the idea of opening an area of Prestel especially for home users, with the micro doing most of the work of decoding the signals from the phone. All that would then be needed would be a single piece of equipment to link the micro to the phone.

This system is called Micromet and began operation in April of this year. It starts on page — you guessed it — 800 of Prestel and has space for around 10,000 frames.

Membership of Micromet also gives you access to the rest of Prestel, which totals some 120,000 pages. Some of these are for private use by certain companies but most are freely available to look at. Micromet also offers telecasts, with a range of programs which can be downloaded via the phone into your computer.

Transmission on Prestel is two-way. As well as being sent information, you can also send data from your set to the Prestel computer.

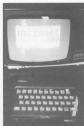
This means that you can request a particular page and Prestel will transmit it to you.

Data from Prestel to you is transmitted at 1200 baud, which is the same speed as loading from cassette. There is hardly any delay between pages as tapes multi-frame programs.

Because you are on line to a live computer when using Micromet, there is a lot more available to you besides telecasts. But for the same reason, the computer knows who you are and what telecasts you are downloading and what other pages you are looking at.

So every three months you receive a Prestel bill, as well as a seven shock when your phone bill arrives.

Micromet can currently be used on the Spectrum, BBC, Apple and Tandy. Link-up for more computers is planned.



The BBC Teletext adapter (above) and Spectrum with Micromet modem.

There are at least a hundred free programs on the system for each computer, which can be downloaded for the cost of a phone call. There are also programs which will cost you money. These are either written by contributors or by professional software houses.

You can download the latest releases from the major companies more cheaply than ordering the cassette. However, if you then have trouble saving the program on cassette you've lost your money.

These charges go on your Prestel bill, as does your Micromet subscription. About 60% of Micromet pages are free.

There is also a charge for being connected to the Prestel computer. During office hours your bill increases by 5p a minute, but at other times it is free.

These are the two database/telecast systems currently available in this country.

To connect to Micromet costs be-

tween £90 and £150 for the modem to link the computer to the phone, depending on your micro. BBC is the cheapest.

You also need to register as a Prestel user which costs £5 a quarter, and as a Micromet user which is £5 a quarter.

Then there are telephone charges and also page charges, although these can be avoided.

The BBC Teletext adapter costs £25. Once you have paid for it then there are no other charges at all. You can download programs and access the entire Corfax database as often as you like.

The entire database, though, is only 500 pages in length while Micromet alone has 10,000. Prestel has nearly ten times more. The Prestel and Micromet system is available 24 hours a day, seven days a week. Corfax is available only while the BBC transmitters are active from around 4.15am to 1am.

Both systems are quite accurate in the transmitting of data. The telephone line is quite acceptable for Micromet, although the BBC recommends an on-disk serial for Corfax reception, unless you live next door to a transmitter.

Micromet is a two-way system. You can send data to Micromet, and even send messages to a fellow subscriber, which will be waiting for him or her when they next use Micromet.

A home banking section has just been introduced whereby you can handle your account, pay bills and see your statement while sitting at home watching TV.

Transmission of Micromet pages is at 1200 baud and, like Corfax, you can fit about 1h of program on a frame.

Although Corfax transmission is faster and can download a single-frame program in hardly any time at all, multi-frame programs take as many 15-second cycles as there are frames.

I watched a 10-page program loading. It took six minutes. The maximum program size which you can download is governed by the amount of RAM which the micro uses to process the telecasts and other data.

Installing the telecast-ROM in a BBC reduces RAM by around 1.5k, whereas the Micromet handling software takes 17k of the 32k available in a BBC B user. (One of the reasons why Micromet won't run on a model A).

So now it's make-your-mind-up time. You can either get into the telecasts fast or carry on sending off for cassettes.

If you'd like to get into this new technology and have a BBC more than you're lucky enough to have a choice.

If you've got a different computer then you can either join Micromet or hope that someone will make a Teletext adapter for your machine.

**BY ROBERT SCHU'KEEN**

# CHOOSING A HOME MICRO

WARNING

Choosing a home micro can be a daunting task to the newcomer, and with an ever increasing number of micros emerging on the market, even up-grading, say, from a ZX81 can be a risky and expensive exercise if the wrong decision is made. It is important to look at the real facts and specifications, and check exactly what you get for your money before choosing your micro-computer system.

## THE PITFALLS

### "DON'T LET THE ADD-ONS ADD UP"

A number of large companies are offering packages that seem to be good value and low cost.

These offers usually have a hidden sting in the tail as the essential accessories such as controllers, loads, peripherals and software often carry very high real premiums, e.g. software for low-cost hardware (usually costs between £20 and £40 for a ROM cartridge).

### CHECK THE QUALITY OF THE PRODUCT

Raw materials are now scarce where costs can be cut, and shoddy workmanship during building can affect the lifetime of your unit. Hence to which outfit are you getting edge connections, corrosion and poor quality PCBs. Low quality components and shoddy design will seriously affect the reliability of the end product, and can lead to false economy.

### DON'T BUY A GAMES MACHINE

Unless you are just getting and nothing else! With a games computer you are limited.

Some computers, however, have the advantage of both games facility plus the whole world of computing in graphics, in your interest and skills. A real computer system will allow you to expand your knowledge of the hi-technology world, and help you to keep with the added users in the field of education, communications and business use.

### SOFTWARE

Pick up the system you choose has a growing library of support software, to enable you to realize the full potential of your machine.

### KEY POINTS TO LOOK FOR

#### ● High Resolution Colour

In general most home computers have a poor graphics resolution for details. Check out the vertical and horizontal resolution in graphics mode and multiply the two numbers together. If the result is less than 30,000 then the graphics can hardly be considered high resolution. Although high resolution graphics displays such as those used in games tend to be "chunky" in appearance.

#### ● High Quality Sound

Some computers claim to provide a sound channel when in reality all that can be found inside the computer is a small buzzer controlled by a microchip. It is the very best a sound facility should provide more than one channel and a noise channel (to provide effects in games for example). The best systems also provide envelope control of the sound channels to produce very sophisticated effects, very important for generating music. Also look for the ability to connect to external amplifiers.

#### ● Keyboard

For accurate entry of programs and data into a computer it is important that the keyboard has a good tactile feel to its operation. Coupled with accurate feedback the user fully aware when the computer has accepted their actions. Also of importance is a keyboard in layout. A standard computer keyboard layout will facilitate the user with the vast majority of computers used in the world of business and professional applications very important if the purpose of purchasing a computer is educational.

#### ● RAM

One of the most important features of a computer is the amount of RAM, or memory included in general the more powerful and exciting a computer program is the more RAM it requires. But take care, all computers are advertised quoting the total RAM used in the system. Computers can use a great deal of their RAM for storing essential data and particularly in supporting the graphics display and the CPU. It is less than you think again, is it enough?

#### ● Computer Language

It is too difficult to program a computer in its own binary language so high-level languages are used, the most popular being BASIC. However, there are a number of BASICs, some being very different from the rest. A big factor is standard in the computer industry in this respect for BASIC. Learn this one and you will be able to program in the majority of computer BASICs, such an important point if a home computer is to be used to educate your children in the technology of the future.

#### ● Expansion

As your interest and knowledge of computing grows, you will need a



Choosing the right system intelligently can save you from throwing your money away. Check full specifications, plus peripherals and software prices, before you buy. Probably choose a real computer system that can expand to meet your needs.

computer system that will grow with you, allows accommodation of Peripherals, Disk-drives, Joysticks, Cams and a large Modern and Colour Monitor as well as produce HIFI sound effects.

#### ● Software

The computer you choose should have expanding selection of utility

software to make the most of its capability.

However, when computing is fun to play, you can't learn to compute on a toy, in a system which does not behave like a real computer. In short, look out for a computer which offers all the points above, and you will be sure of getting the best value for money.

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## HOPPER

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## JETPAC — ULTIMATE

Those merry little bugs don't just confine themselves to labyrinths from magazines you know, they've been spotted recently happily living in many peoples' copies of Jetpac, from Ultimate.

We've been getting quite a few calls saying that when trying to gain a massive score of Jetpac to enter our hall of fame contest the program seems to crash when the score gets to about 120,000. I haven't been able to try this myself as I can only manage just over 40,000 but I am assured that it does happen.

I have spoken to the Ultimate people and they said that they had never heard of such a bug. However, they did say that they will exchange your cassette of Jetpac if you think that it is faulty as the best thing to do if you suspect your cassette is to return it to Ultimate.

## ARCADIA — IMAGINE

Another problem with professional software comes with Arcadia from Imagine, which also runs on a Spectrum.

Tador Cortina wrote in to say that his spectrum crashed with an out of memory error at line 1010 while he was playing Arcadia.

This occurred at level 144 with a score of 230,261. If anyone else has this problem, or was got anywhere near level 144, then let me know.

## DRAUGHTS — ATARI

Thanks to everyone who wrote in to help me with the problem in our Draughts listing from July's issue. When typing the program into an Atari, line 146 would not fit as it was too long by four characters.

I have since discovered the solution so I award myself 40 for the following tip: you can see the left and right margins on the Atari by pointing location 82 and 83 respectively.

Normally the left margin is set to four but to enter line 146 (and a couple of others) it is necessary to set the margin to allow a longer line. To do this, type `POKE 82:POKE 83:0` (without) before typing in the program. If you have a quality typed copy on cassette then load the tape, type the POKEs and then correct your copy and re-save it.

## VARIABLES ON THE ATARI

Here's a tip for all Atari owners. This program occupies just 345 bytes on an 800 or 400 machine and will print out the values of all the current variables and also the total number of variables used.

To use it, type `GOOTO 5` and not `GOIN`, otherwise you'll clear all the variables from the machine!

```
10 CIRCLE(5):POKE 10,1
10 X=54877-1
20 IF PEEK(X)>44 THEN PRINT
  CHR$(PEEK(X))-128(X-5-10000
  30
30 IF PEEK(X)=44 THEN PRINT PRINT
  "THESE ARE 'Y' VARIABLES"END
40 PRINT CHR$(PEEK(X))
50 X=X-10000 20
```

If an open bracket character appears after a variable then it means that it is an array. Credit for this masterpiece goes to Guy Coleman from Stratford, London, E15, as does a cheque for £5.

## VIC — QUEST —

### VIC-20

One listing for the Vic in September's issue was Vic Quest, which worked perfectly when I tested it on my Vic. Our printer, though, was in need of a new ribbon which caused some difficulties with printing. We're sorry for a new ribbon, but in the meantime there are the places where you may have found your vision blurring.

Listing 1: line 1180 The 3 ponds are 100, 150 and then 200 again. Line 1250 ends with `POKE 603,131`.

```
10 LISTING 2:
600 W=1, 118
600 X=11
1180 DEF F(X)
1250 IF X=30
1300 X=POB+1...POKE 6120+X,30
1400 X=POB+1
1500 ...F(25,4)
1600 F=770
1700 A$F,13+140
1800 POKE 6,270
```

## TURTLE HOP — TEXAS

In Turtle Hop, from September's issue, we economised on space by removing a couple of lines from the program. These were only REMs, which explain the non-existent line 140. You can cure your turtle by adding line 140 REM.

The monthly dose of Texas advice comes this time from Mr W. Lockwood from Upton, Cheshire.

He suggests the following improvements in Turtle Hop: from September, to make the program run continuously instead of waiting for a key to be pressed.

This, I am told, makes the game a lot harder to play, so if you think that you are a grand master of the turtle hop then try this:

```
Remove the ELSE 1130 from line 1100
and insert these lines
1100 ON SC GOBOS 2150, 2550, 2550
1150 GOBOS 2150
1150 GOBOS 2550
and now see if you can still get such a massive score!

```



## 3D ESCAPE — ZX81

ZX81 owners were puzzled by line 1060 in 3D Escape from September. Although the line was printed out, it does not make sense in Sinclair Basic.

I loaded the tape which the author sent us and it was still there on the screen. I can only assume that our ZX81 pack has a fault in one of its bits, but I managed to find out the correct value by changing line 1050 to `PRINT A`.

The program then printed the numbers from 0 to 11, so it seems that the strange dollar sign should in fact be a number 1. Cheers, etc

Logician — Atari Logician for the Atari from October's issue lost half a line during printing. Line 1000 ends in a loose 'P'. This should say `PRINTTC 11,30`.

Vic Tips I said in October that STS 100 is the same as LC40. This is not quite correct: STS 100 starts a machine code program which is at that location. Therefore it will only load if there is a relevant machine code program there.

Texas — Salome Salome from October's issue for Texas works fine, except that your score is not set to zero after each run. To cure this, add the following line: `FOR ACCORD=0`

Manchester Invasion — Spectrum You may find that the program does not register hits and also that the missiles are not drawn correctly. You can correct this by adding a command to line 1 by typing

```
1 DEF 3:GOFO 100
and the program will now work correctly.
```

Well that's it for another month. Remember that you can always talk to me about your computing problems on 01-278 3881 between 9.30 and 5.30 Monday to Friday. Any tips published in this column will earn £5.

BY ROBERT SCHIFFRIN

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# WE'RE FALLING INTO O

Our resident science fiction expert David Langford leaps into the unknown to discover if there is any light at the end of the tunnel.

```

1  * SPACE OPS! 20480000 (C) 1993 David Langford
2
3 4 CLEAR:000
5 SET:0000
6 SET:0000
7
8 100 CLR = Instructions W/O Follow
90 PRINT(0); "SEE TUNNEL ***"
100 PRINT:PRINT
110 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
120 PRINT
130 PRINT
140 PRINT
150 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
160 PRINT
170 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
180 PRINT
190 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
200 PRINT
210 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
220 PRINT
230 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
240 PRINT
250 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
260 PRINT
270 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
280 PRINT
290 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
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950 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
960 PRINT
970 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
980 PRINT
990 PRINT:FOR I=0 TO 100:PRINT "THE GREAT HYPERSPACE RIFT!"
1000 PRINT

```

EVERYONE has dreams of flying or falling, so they say. Thinking again about pinching game ideas from SF, I realize that many stories feature flying or falling through endless passages or tunnels.

*Alive in Wonderland* must be one of the first — remember her drop down the rabbit hole? I've also wondered whether Carroll was inspired by the fact that, several years before *Alive*, he'd been down a Great Western Railway tunnel shaft and all the way down kept shouting "Below!" It was those under-neath — thus proving at last that it wasn't the speed of the fall that killed you, but the sudden stop at the bottom.

In A. E. van Vogt's *Man* — his most readable book, by the way, although I was his first — and Damon Knight's space-opera *Beyond the Barrier*, people in strange craft go diving straight down into the cold Earth.

Charles Harness's *The Paradox Men* features a terrifying plunge down a mile-high well in an early chapter and an even more bizarre one into a bottomless monster near the end.

Samuel Delany's *Mono* has a spaceship meeting down into an expanding sea — and because the sea is for some unknown reason, dog-eared-shaped — through the hole to safety. All good reading stuff, any SF fan will think of many more examples of the Long Drop.

Of course *Star Wars* swept tradition. *SF Ideas* from everywhere (and then they had the nerve to complain that *Batman* *Galaxies* plagiarized *Star Wars*).

None enough, the ultimate assault on the Death Star involves a long hair-raising slide down the narrow trench like a steel railway-rail, although even that wasn't as mind-blowing as the *Star Gate* sequence from 2001.

Indeed these high-speed flights through narrow spaces and dizzy perspectives are powerful stuff — the absolutely diabolical psychological reasons, according to Damon Knight in a chapter of his *In Search of Wonder*, one of the more readable and appetizing books about SF.

So if you enjoy the arcade game *Scramble* and its derivatives, you probably suffer from appalling nearness. It's healthier than being a science fiction writer.

I wanted to review a mini-game which, without too much software, could perhaps compare to the feeling of vertigo. Which reminds me that Vertigo is the title of a fine book by Bob Shaw, whose hero ends up having to plunge

# BLIVION

sickeningly down narrow shafts out of a bowl in the sky.

My version simply uses the left and right arrow keys to steer a tiny craft this way and that as it falls down a horribly irregular "tunnel".

You fall forever. You try not to hit the walls at left or right. Liberate you avoid the lumps of space junk you pass on the way down; but you score points for running and destroying the  $\Delta$  symbols which rise from the depths.

Each time you crash, your replacement ship appears a bit further down the screen, giving you less time to see and plan for the obstacles ahead. When you're forced clear off the bottom of the screen, the game is over. Can you score 100 or 200 before then?

The listing suggests that the game's about zooming down an endless hyperspatial tube, avoiding debris while ransacking alien turtles. It could just as well represent Alice falling down a convoluted rabbit hole, smacking jans of orange marmalade while avoiding, er, bats or cats.

The listing is for a Tandy Model 1 Level II. It should transfer with some tinkering to most machines: the important thing is that the screen must have automatic scrolling, this being what gives the game that heady speed which my gaming friends have compared to a slap running amok. A few notes:

Line 111 takes advantage of the T80-80 space-compression character codes, preparing an array of blank strings of all required lengths, saving time on `WRITECH` function calls later in line 103.

1, R and Z represent, respectively, the width of the walls to left and right, and that of the space between them.

The more esoteric conditionals like lines 101 and 404 are concerned with making sure the "random" changes in tunnel width never actually close the path off altogether.

Line 308 alters your horizontal motion (the variable D2) in a semi-realistic way according to pressings of arrow keys. A touch of the left-arrow adds a bit of leftward speed; another touch adds a bit more; a touch of the right-arrow at this point only reduces your leftward speed, another being needed to stop and yet another to set you moving to the right. (Most don't build up huge speeds, it takes time to slow down!)

The PEDs and PODs are nothing exotic — merely quick ways to handle some of the screen graphics.

Type in the listing, then, and thrill to the awful sensation of falling. Will you be able to sleep peacefully at night again?



## JET PAC -

16/48K ZX Spectrum or BK Expanded  
VIC 20



## PSSST -

16/48K ZX Spectrum



## TRANZ AM



## TRANZ AM -

16/48L ZX Spectrum

## COOKIE



## COOKIE -

16/48K ZX Spectrum

## 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 additive concept and all those extra features you expect from the ULTIMATE games people.

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These games should be available from

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ULTIMATE PLAY THE GAME is a Trade name of Ashby Computers & Graphics Ltd., The Green, Ashby de la Zouch, Leics. LE65 5JQ.



## ATIC ATAC - 48K ZX Spectrum

Post this coupon to:

**ULTIMATE PLAY THE GAME, The Green,  
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Please rush me the following:

- |   |                                   |
|---|-----------------------------------|
| <input type="checkbox"/> LUNAR JETMAN                 | <input type="checkbox"/> TRANZ AM |
| <input type="checkbox"/> COOKIE                       | <input type="checkbox"/> JET PAC  |
| <input type="checkbox"/> ATIC ATAC                    | <input type="checkbox"/> P888T    |
| <input type="checkbox"/> JET PAC (BK Expanded VIC 30) |                                   |

I enclose cheque/PO for £ .....

Name .....

Address .....

Post Code .....

Win your share  
of the prize pool  
which could reach  
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you have a Commodore 64  
and Commodore Plus/4.

# 20 COMMODORE 64 HOME COMPUTERS TO BE WON

## 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.

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## Galactic Software

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☐ Enclosed is the bottom right corner of a Galactic cassette cover.

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☐ Space Shuttle ☐ Robot Mouse

My computer is:

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Here is my guess at one of the numbers

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Name

Address

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Dowlish Ford, Ilminster, Somerset, TA19 0PF.

# GRAPHICS

By Garry Marshall

## OVER THE RAINBOW ON THE SPECTRUM

The word spectrum conjures up a vision of bright colours. And the Sinclair computer of the same name is supplied with a wide variety of colours to create interesting graphic displays. The "canvas" the Spectrum provides for high-resolution graphics is a rectangular array of  $256 \times 128$  dots. Displays are created by colouring in these dots with colours from the Spectrum palette.

Horizontally, along a screen row, the dots are numbered 0 to 255 from left to right. In the vertical direction, up a column, they are numbered 0 to 127 from bottom to top.

Thus, with this numbering scheme the dot in row 0 and column 0 is at the bottom left of the screen, and the dot in row 127 and column 255 is at the top right.

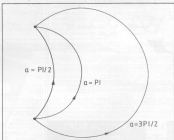
As far as colour is concerned, the **PAPER** command is used to set the background colour, and **INK** the foreground colour in which the plotting takes place.

By using the **PLOT** command any individual dot is coloured with the current ink colour. The command takes the form **PLOT x, y** and it causes the dot in column  $x$  and row  $y$  to be coloured in.

A line can be drawn with **DRAW** and it causes a line to be drawn from a starting point to a given end point.

The starting point is either where **PLOT** has plotted a point or where the last line produced with **DRAW** ended, depending on which was done more recently.

The form of the **DRAW** command is **DRAW x, y** with  $x$  and  $y$  giving the position at which the line should end.



However, they specify the point at which the line should end relative to the starting position. In this way, the line ends  $x$  dots to the right of the start as long as  $x$  is positive, but  $x$  dots to the left if  $x$  is negative.

Similarly, the end is  $y$  dots up from the start if  $y$  is positive, but  $y$  dots down if it is negative.

Because **DRAW** works in this way, it is a little tricky to use until you get used to it. Its form does make it ideal for writing a sub-routine that plots an object at the current starting position, though, and when this can be done it is easy to move the object around the screen.

This can be illustrated with an object that has a simple shape, and so we choose a triangle that points upwards and is 8 dots high and is 12 units along the base. This can be plotted at the current starting position by the sub-routine:

```
1000 DRAW -8,-1
1010 DRAW 12,0
1020 DRAW -4,8
1030 RETURN
```

The triangle can then be plotted at the centre of the screen by:

```
10 PAPER 1:INK 0
20 PLOT 128,64
30 GOSUB 1000
```

The triangle can be moved

around by plotting it again in the paper colour to erase it, moving to a new position with **PLOT** and drawing it in the ink colour, like this:

```
100 INK 1:GOSUB 1000
110 PLOT 148,66
120 INK 0:GOSUB 1000
```

The **DRAW** command can be used to create arcs and circles as well as straight lines. By giving it a third value so that it takes the form **DRAW x, y, a** the starting and finishing points are still the same, but the curve connecting them passes through an angle  $a$  as it traces its path.

It should be noted with care that  $a$  is in radians and not in degrees.

Since an angle of  $2\pi$  radians corresponds to a complete revolution, or a complete circle, an angle of  $\pi$ , for example, gives a semi-circle.

The illustration shows the results of giving a the values  $\pi/2$ ,  $\pi$  and  $3\pi/2$  while using the same start and end points.

Using **DRAW** in this way, the following sub-routine plots a triangle with curved sides at the current starting position.

```
2000 DRAW -8,-8,-PI/2
2010 DRAW 12,0,PI/2
2020 DRAW -8,8,-PI/2
2030 RETURN
```







# GREAT SOFTWARE

## DISASTERS



Not so much a disaster — more a way of preventing them. At last software houses have started to think about YOU, the customer. A group of leading software houses have formed an association which has in turn established a Customers' Charter to protect the rights and interests of the people who purchase their products. We decided to take a look at the new Guild of Software Houses — GOSH (or short!) — and what it hopes to achieve.

The Guild has been set up by a number of leading software houses including Bug-Byte, New Generation, Cockatrice, Salamander, Silversoft, Softek and Virgin Games.

The Guild says it was founded in response to public demand for a little more discipline from the software houses. All GOSH members have pledged their support to a Customers' Charter which includes commitment to maintain promised mail-order delivery times, replace defective stock and deal promptly with complaints.

There is also a Dealer Charter for the trade and a Code of Conduct for software houses in their dealings with one another, which outlines the pooling of programs and programmers.

Any software house found to be in breach of either the Charter or the Code of Conduct will be subject to the Guild disciplinary procedure involving fines and ultimate expulsion.

With all these conditions attached to membership, the Guild hopes that their logo will quickly become a sign of quality and service to customers and dealers alike.

Membership of the Guild is open to UK Software Houses at an annual subscription of £500 but, in order to maintain the Guild's standards, only houses able to satisfy the committee that they can live up to the Guild's pledges to dealers and customers will be elected.

So our advice is to take advantage of the Guild's offer of help and assistance. Make sure all the software you buy matches up to the high standards they have set and you won't go wrong.

Meanwhile we're still interested to hear from any of you who feel you have a Great Software Disaster on your hands. Just drop us a line including all the details of your problem and we'll attempt to help you out. Remember we're the reader friendly magazine!

### DEALERS' CHARTER

1. Members will advise dealers of their individual delivery dates and will guarantee delivery within this time.
2. Members guarantee to maintain good standards of customer relations and to deal promptly and thoroughly with complaints. Action on complaints will normally be taken within five working days of receipt.
3. Where unavoidable difficulties do occur, outside members' control, dealers will be informed of them as early as possible and will be kept informed of developments.
4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Members will guarantee a high technical standard of quality and reliability of their product and will exchange genuinely faulty or defective goods. (Dealers have a responsibility to ensure that goods returned are genuinely faulty.)
6. Members of the Guild will maintain high standards of business integrity in compliance with this Code of Practice. Member's terms and conditions of trade will be available on request.
7. The Guild of Software Houses will act to ensure that high standards are maintained. In the event that a complaint has not been resolved then dealers must make a claim to customers that they have the right to refer the matter to the Guild. Complaints should be directed in the first instance to the supplier of the goods, but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 9HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

### GUILD OF SOFTWARE HOUSES CUSTOMERS' GUARANTEE

1. Members of the Guild guarantee a high technical standard of quality and reliability for their products. Faulty or defective merchandise will be replaced free of charge and despatched promptly.
2. Orders placed with members will be filled with a minimum of delay. Details of members' individual delivery times will be displayed prominently in advertising and strictly adhered to. In no case will deliveries exceed 20 days.
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4. Members undertake to avoid advertising products as available before this is in fact the case.
5. Where unforeseen difficulties do occur, which are genuinely outside their control, members of the Guild undertake to keep customers well informed of developments.
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# TH EMPIRE

Tarleton, Lance 0445, 7th is G. Marshall of Reddish, Worcs. 0290, 8th, T. White of Hady, York 0763, 9th M. Allen of Fulham, London 0780 and 10th is B. Spaight of Colinton, Blackpool with 3895.

You may be interested or astonished to know that the top overall scores for the game so far have an incredible profit of 1665.

Remember that if you're lost track of your fleet's progress then you can phone for help, but only on Friday afternoons. The computer is used for other things during the rest of the week so Seventh Empire queries cannot be answered.

Orders for turn 5 must reach us by the 23rd of October. We've had quite a few complaints about the lack of time which are allowed for the turnaround of orders. Unfortunately there's nothing that we can do about this, if we allowed just one more day then there wouldn't be time to process the turns and to get this page written.

## FINDING YOUR SCORE

You can find your profit for this month from the black and white table on this page. Cargo profits are black on white and plunder profits are printed white on black.

The star you move from is printed down the left hand column, and the one you move to is along the top.

Controllers of the imperial ships for turn 4 are these. OTaams — player 3261, Sen — 1761, Posa — 3554, Bloodline — 1785, Bead — 3326, Anathyst — 1877 and Water — 2192.



The Diplomatic Diagram

POOLEY ○	LARUE ○	VIBET ○	XOLIP ○	ITIL ○	PUNUS ○	LULUP ○	TANDR ○	STORIG ○	ESOL ○
YORRE ○	QIBAN ○	HAGAN ○	ABOB ○	SENER ○	YEPGE ○	QATOT ○	BEZED ○	AKEL ○	VUGGE ○
BABBY ○	WEIAN ○	KOBLE ○	MUPP ○	NARR ○	BETIE ○	BARRE ○	REYER ○	MEALD ○	NABER ○
DALIX ○	OLEE ○	TERAT ○	CARUN ○	GOVAX ○	DETUG ○	ORLEP ○	TODAR ○	CELAN ○	AGOTEG ○
ERAR ○	REYEP ○	UNLO ○	PEROR ○	JABED ○	ENAR ○	KEPAR ○	UGOON ○	PURON ○	JENK ○
FRIDS ○	LEORR ○	YUSEB ○	SAPUS ○	ISEP ○	FRIGEL ○	ELVING ○	YODLE ○	SUGGE ○	EDDE ○
YARUX ○	QUWIN ○	BEFER ○	JANR ○	SEARL ○	VEDET ○	QAYVU ○	HARLE ○	APTEL ○	SABAR ○
BURUP ○	WIMAP ○	BOLLE ○	WENUP ○	MUYEL ○	BALIX ○	WUPY ○	ROHLL ○	MEDEN ○	WUDET ○
DUNUP ○	OPPOB ○	TURRO ○	ORIER ○	GADOR ○	SHANG ○	OTAN ○	TUSILX ○	CEMER ○	GERIX ○
ELAR ○	KERUP ○	ULLE ○	FRAND ○	JAXEL ○	EDOB ○	ROHLE ○	UNOP ○	PURUD ○	JUYAK ○

The Galactic Map

### Orders in Black Caps please

Name: .....

Code No: ..... Telephone No: .....

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

Switch to move the ..... Empire's Imperial Ship from ..... to .....

Please notify us separately of any change of address.





**DAILY Minor**  
**IMAGINE TO APPEAR TO BREAKFAST T.V.**

**EXPERIENCE ROOM AGE DERTHOVS ENEMY SINGLE HANDED**  
Experience the thrill of a single-handed battle with the Dervoths enemy. This is a game for the brave and the bold. It is a game that will test your strength and your endurance. It is a game that will make you a hero.

WATER'S TO PUT  
HOT IN SUGAR  
DROPS

**CRIME RATE DOWN...**

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**50% OFF TO LIVE**

**PREVENT TOOTH DECAY**



# PULLING

## MORE AMAZING THAN RUBIK'S REVENGE

There is absolutely no need to panic or become all better and relaxed at the sight of yet another cube — this one does not move, honest!

If you can bear the pain, it is even more amazing than *Rubik's Revenge* because hidden in the mass of symbols is a path to take you from one edge to the opposite.

Just line yourself up at the **START** and hop onto one of the brown squares

(you'll have to work out which is the right one) and work your way from square to square until you reach the correct blue square from which you can legally hop over the **END** line.

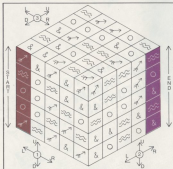
Each of the four symbols has a meaning: **UP**, **DOWN**, **RIGHT**, **LEFT** to the adjacent square. The direction each represents is shown by the arrow near each face.

Hold on a moment though — the

meaning for each symbol only applies to one face; i.e. the symbol for, say, **DOWN**, on face 1 cannot also mean **DOWN** on face 2 or 3.

One other useful fact which may help to reduce the apparent unconcernness of the task to near triviality is that no symbol has a meaning which would take you right off the cube's faces, except, naturally, one of those in the blue square.

With these facts and our useful grid in which you can enter X's and Y's for impossible and definite meanings it really isn't too much of a task for you to trace the one route through this cubic maze. But can you do it?



FACE 1	U			
	D			
	R			
	L			
FACE 2	U			
	D			
	R			
	L			
FACE 3	U			
	D			
	R			
	L			

## OSTENTATIOUS PYROTECHNICS!



The *Ostentatious Pyrotechnic Company* is fairly proud of its greatest invention — as each firework bursts forth into the lower reaches of Space stars appear containing coin denominations. By adding them up before they fade you can see just how much has gone up in smoke.

All of which made it truly annoying for Sir Herbert Lennons when he saw his chauffeur, deputising as festival arsonist, let off three costly specimens at the same time.

The stars became so intermingled that it was impossible for the punts to be impressed with just how much cash had cost.

After the event all he had left were a phume of the tragedy plus the dim recollection that the three prices of the different fireworks were equally spaced



# Gorilla traps girl in living room.



Help!

Donkey Kong, the famous monster ape, has trapped lovely Louise atop a danger-ridden construction site! And it's all happening in your hand, with another thrilling double-screen adventure from Game and Watch. Operate the clever 4-way controller, and plucky Mario comes to the rescue.

Will he survive death-dealing barrels, girders and ladders to leap for the swinging crane-hook and send Donkey Kong crashing to the ground?

As you become more skilful, the game gets faster - until you've scored enough to give Mario more lives. There are two skill levels—and

for super ace show-offs, the game remembers and keeps your biggest score!

Donkey Kong comes complete with a quartz clock display and alarm. Dodge into your games shop for Donkey Kong now. Or would you rather face an angry gorilla?



**THE MOST FUN YOU CAN GET IN YOUR POCKET.**

—COL, COL-HOUSE, GOLDENHILL, LOUGHTON, PEXICO 200.

Donkey Kong is just one in the magnificent series of Game and Watch from Col. Get them now at Boots, Deacons, John Penzance, and with many others at JWS, Mathers & Sons, Pridges and other leading stores and goods. Top shops.

**GAME  
&  
WATCH**



# P U Z Z L I N G

## BEWITCHING BARBARA

As the witching hour approached on Halloween Barbara may have made the last mistake of what had already been a pretty excellent game life.

Never a traditionalist, she had decided to go ahead dressed as a witch should be — entirely in black with blackened face and hair as well.

Later gossip has it that the genuine stress of the district took exception to this and crashed a kerosene can into the main power line just as she called forth after having this picture taken.

The bare fact is that a power cut plunged the village of Much Muddling into a darkness as black as her costume and she hasn't been seen since!

If only she had settled for a white sheet off 'Widow Sprigger' waiting line like the rest of the youngsters.

Thanks for volunteering, but you cannot help to trace her now. . . . Though you do have it in your power to produce a white witch from the picture and, you never know, that may persuade the spirits to release her.

No, you don't have simply to splash a bit of glass over the page — in fact you must not use any materials at all! You are not even to touch the picture in any way.

To break the spell and make white from black all you need to do is . . .



## CAN YOU RE-JIG THE JIGSAW?

As you have no doubt divined already, we are asking you to complete this fully interlocking four-piece jigsaw puzzle so that four five-letter words can be read across and down, starting from the arrows, and two three-letter word lie on either side of *AVA*.

The pieces cannot be turned over but can be rotated — and by sheer magic the letters will remain the right way up! So there are no dirty tricks like an *M* becoming a *3*.

There are five then — which piece goes where and which way round? Can you re-jig the mind-boggling jig-saw?

**BY TREVOR THURAN**

# WHAT A BIND!

Can't find your back numbers...magazines all over the place? It's so easy and tidy with the **Computer & Video Games** binder to file your copies away. Each binder is designed to hold a year's issues and is attractively bound and blocked with the **Computer & Video Games** logo.



Price U.K. **£4.90** including postage, packing and VAT.  
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Signature \_\_\_\_\_

Name \_\_\_\_\_

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Date \_\_\_\_\_ Registration No. 307869

Everyone's after a  
**Computer and Video  
Games T-shirt**

**ONLY  
£3.99  
(inc. p + p)**

## Grab one quickly for Xmas

Due to the overwhelming demand for these T-Shirts at the 1990 Computer & Video Games/Total Arcade Games Championships, we have re-printed a limited number exclusively for C&VG readers.

The T-Shirts are 100% cotton black with full colour illustration and come in three sizes.

Small (approx. chest size —

34-36) Medium (approx.

chest size — 38-40)

Large (approx. chest size — 42-44)

They only cost **£3.99** (inclusive of P&P), and Cheques or Postal Orders (not cash) should be sent in a sealed envelope to the address below.

But remember act today or someone or something could get there before you!

**FREE  
Badge  
with every  
order**

## COMPUTER & VIDEO GAMES T-SHIRT OFFER

Name \_\_\_\_\_

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T-shirt size wanted: ☐ S ☐ M ☐ L ☐

T-shirts cost **£3.99** (plus Cheques/P.O.'s payable to **Computer & Video Games T-Shirt Offer**). Please return this coupon, with your remittance in a sealed envelope to: **Computer & Video Games T-Shirt Offer, P.O. Box 50, Farnham Rd, Market Harborough, Leicestershire.**

Please allow 10 days for delivery. Offer expires 31st July.

# CHART

## TOPPERS

	SPECTRUM	ZX 81		VIC-20		ATARI 400/600	
1	JET-PAC (Ultimate)	SPACE RAIDERS (Sinclair)	1	ARCADE (Imagine)		DONKEY KONG (Atari)	1
2	SCRAMBLE (Polon)	FLIGHT SIMULATION (Sinclair)	2	SEY HAWK (Quicksilver)		JAXXON (Data Soft)	2
3	THANK AM (Ultimate)	CHESS (Polon)	3	WACKY WAITERS (Imagine)		DEFENDER (Atari)	3
4	THE HORRIT (Melbourne House)	FOOTBALL MANAGER (Addictive Games)	4	CATCHA SKATCHA (Imagine)		OX (Atari)	4
5	FLIGHT SIMULATION (Polon)	SCRAMBLE (Quicksilver)	5	GRIDRUNNER (Ultimate)		DIG-DUG (Atari)	5
6	HORACE AND THE SPIDERS (Polon/Melbourne House)	ASTEROIDS (Quicksilver)	6	COSMILABS (Bag Byt)		MINER 2049'er (Big Five)	6
7	MANIC MINER (Bag Byt)	FANTASY GAMES (Sinclair)	7	COSMIC CRUNCH (Commanders)		GALAXIANS (Atari)	7
8	AN DISCLOSURE! (Imagine)	AVENGER (Rohrer)	8	PANIC (Bag Byt)		CENTPEDE (Atari)	8
9	COOKIE (Ultimate)	DEFENDER (Quicksilver)	9	SMER (Audiogenic)		CHOPFLITER (Benderbund)	9
10	HORACE GOES BE-INGO (Polon/Melbourne House)	SHIP OF DOOM (Sinclair)	10	PLANTIC (Imagine)		BLUE MAX (Shrewase Software)	10

We have 6400 "The Champ" t-shirts to give away to the highest score of the month on each game. Your score doesn't have to be higher than the scores published in the Hall of Fame — simply the highest score we receive for that month.

All you have to do is give it your best shot, get a witness to sign the form you'll find at the bottom of this page and send the coupon off to us without delay.

Good news for Texas owners as we are pleased to announce that as from this month we will be including the super game Parox in our Hall of Fame.

### JET-PAC

1. William Cotton, Haverock, Sussex — 1,289,190
2. Patrick Thomas, Maghull, Merseyside — 789,825
3. Matthew Broughman, Upminster, Essex — 760,650
4. Julian Small, Exeter — 721,240
5. Stephen Yates, Dunfermline, Fife — 721,795

### KRAZY KONG

1. M. Timmins, Unsworth, Bury — 138,008

2. Philip Waterhouse, Bury, Lancs — 128,828
3. Stephen Cotton, Douglas, Isle of Man — 109,958
4. James Widdowson, Bolton, Lancs — 99,979
5. M. Jeffery, Tuxford, Wetherby, West Yorks — 77,015

### MANIC MINER

1. A. Goodstone, Blackpool, Lancs — 530,881
2. J. Coulier, Rednal, Birmingham — 527,541
3. D. McGarry, Stoke on Trent — 109,932
4. Donald Gross, Harwell, London — 103,919
5. Julian Boulton, Hookgate, Market Drayton — 68,238

### ARCADE

1. Andrew Guard, Swains, South Wales — 289,940
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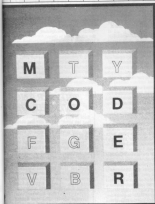
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## JOIN OUR ADVENTURE SWAP SHOP

Are you an Adventure fanatic, or are you the type whose tape is well worn out by the time the game is solved? What do you do with an Adventure when all the mystery has gone from it?

Graham Kennedy and Stuart Field wrote to me with just this problem, and wondered if anyone would care to do a one-to-one swap. Quite by coincidence, I noticed they had compatible computer systems — so I put them in touch with each other.

In their own Apple II owner whose old copy of *Mission Impossible: Savage Island* or *Golden Voyage* is gathering dust, and would like to swap it with Graham Field for any of Scott's other Adventures?

## LIGHT TOUCH FOR DRAGONS

Finding a good Adventure game for the Dragon is causing some people as much difficulty as others have solving Adventures!

Although not exactly an orthodox Adventure, here's a game that combines features of Dungeons and Dragons with an Adventure style, using a series of maps and mazes for movement.

I refer to *The Ring of Darkness* from Wintecsoft. The player starts by choosing his character. I chose to be an intelligent elf, and after loading other programs from the tape, the game started.

I moved around to various locations, some of which were townships with facilities to purchase food, drink, weapons, magic and other things.

Food being so essential, I was a regular customer. Since each move around the main map used up one unit of food, I also used a drink, and was treated to a very potent beer!

Traveling around had its hazards, attacks by bandits and others being quite commonplace, so after dying a few deaths I included additional weaponry in my purchases.

Although progress in the game is

described by text, movement is controlled by the arrow keys, and most other commands are single letter codes. There are about a dozen of these, but they are no problem to pick up — just as well, since parts of the action are in real-time, and quick responses are needed.

Not an Adventure that poses problems, depending more on strategy than problem solving, but an interesting game, nonetheless.

## ENTER HERE AT YOUR PERIL!

I am always suspicious of games covered with leaves, for leaves are notorious for obscuring printings. A printing is never straightforward to open and close, but once the adventurer runs.

The chances are that it is not there simply to drain storehouse, but may be relied on to lead to the really part of a game.

I got quite excited when I discovered my first grating, and congratulated myself on my perception. A few gratings later, however, and leaf-chiffing had become a fairly routine task.

So it came about, in *Knights Quest*, that as an experienced grating-finder I had those leaves swept into a pile in no time, and sure enough, there it was! Now to open it — was it a brute force grating, or an unfathomable key type? Whatever the answer, I was bound to need an implement.

So I searched the land to Camelot Castle and beyond, meeting up with elves and a dwarf, an impenetrable giant, and a glaring Dragon. (No Adventure is complete without one, is it?)

Enroute I decided to pick a fight, and was dismayed to be told I was without a weapon, knowing I had on me a sword. Without any clues or HELP to guide me, I could only deduce that the reason was because the sword was in its scabbard.

Unbelievably it became a long drawn out word game in its own right. I make no apology for telling you that you have to "DRAW SWORD".

Ever hopeful of finding my implement I entered a cave, only to find that I could not leave it. I later discovered what I needed to get out, but never why.

And so eventually I got into my gra-

ting, finding myself in a "west-works" tunnel. My mind refused itself into numerous knots trying to grasp this concept.

I have mixed feeling about *Knights Quest*. The responses are painfully slow, worse at locations which are accompanied by simple straight line graphics. These pictures are quite nicely done, but a hindrance to speed. HELP is a non-word — a pity as a few HELPS could easily explain some of the mysterious and frustrating difficulties. I CAN'T type responses give no clear indication of whether one or both of the words used is recognized, or whether the action itself is illegal.

On the other hand, the plot is interesting, with many problems. The display is well laid out, and very clear. The game is big if managed to defeat the BEHEMOTH, look at the listing, and return to the game, and will take a long time to solve — if you have the patience!

*Knights Quest* comes from Pippin Associates for the 48k Spectrum.

## THE STRANGE AND THE GHO

Back in May, Stephen Donaghy's cat had left home, and his wife was about to leave. Neither could stand the strain of trying to chase the horse in *Ghost Town*.

So worrying was the situation, I felt unable to sit off for my work's return on the Oxford Canal without first writing to get Stephen out of his misery.

Two months later, the horse was shot but three treasures were still missing. Stephen assembled a high powered team in an all-out attempt to find them. Perhaps I should have known better than to keep a late break on the Canal and Mersey, for it headed another letter from Sunderland. Adventureland had taken five hours, strange journey six days, but four months and still no end in sight on *Ghost Town* for our PMS, 3 Micron and 3 Micron!

The team, I diagnosed, had overlooked one simple move, so I rushed Stephen a reply. My fingerprints showed to the weights, I begged him to let me know the outcome.

He rang late the next evening —

BY KEITH CAMPBELL



# DESPERATE PLEAS OF ADVENTURERS

We want to know, but we don't want to be told! It's funny, isn't it, how a frustrating problem leaves us interested if we are told the answer outright? We want the solution AND the credit for arriving at it!

We're all of it, yet without a word spoken, respect each other's feelings in offering a solution! This is borne out by many of the tips I receive — shrouded in mystery or excited joy!

Like one from Zark-zuttering William Perran from New Malden, who was moved to write to put back in some of the enjoyment he has got out of L&PD. To help P. Coppins on his *Malare* voyage, William expressed a cryptic clue, with a neatly placed-down later-

tion. The clue and solution are shown in Helpline.

Take Stephen Baxter of Birmingham — going to turn a brick of lead into gold, in *Escape from Traxim*. "Are there any hints you can give me in *Hellfire*?" he asks. But these games ARE *Hellfire*. "Make it hard for me," he adds. "I'll enjoy the game better!" We all know the feeling, don't we?

So can anyone give Stephen a really DIFFICULT clue?

New problems arrive daily. How about *Search and Seizure* as an example? "I have two problems," writes Robert Hughes from Stafford. "First I would like to know what the aim of the game is . . ."

"Strange fellow!" I thought, until I received exactly the same query from R. D. Hazzard of Chelmsford. So back to Robert, who complained that the *Search* illustration was nothing like the game, depicting something that was impossible to achieve.

I will be taking a closer look at this soon, and hope to tell you what sort of game *Search* is playing.

Once again: later.

It Mr. Poles of Lutterworth will be able to enlighten his lamp in *Philosopher's Dilem*, so he can find the solution!

How Brian Jones of Caversham might pass through the Golden Doors of *Baron's Island*?

## RIPPED APART, RIPPED OFF?

A game that generates many pleas for help can usually be relied on not only to be difficult, but to hold the player's interest over a long period of time. So I sat down to play *Bedlam* with great expectations.

*Bedlam* can perhaps be likened to a torn *Asylum*. Padded cells lead off from a network of corridors, each with a door, always closed and often locked. The text is witty and plentiful, and produces a loopy-bis atmosphere at least as good as *Asylum's* mixed graphics and text.

A *Bedlam* laboratory is not as devel-

oping as an *Asylum* one, nevertheless I became distinctly dum-brained after mine! Although this muddle doesn't prevent the game from being completed, it makes playing really crazy! Luckily normal insanity can be restored by the use of a rather obscure magic word!

Groups imitate join the *Adventurers* in his quest for freedom — *Francis*, *Napoleon*, and *Houdini* to mention but a few! I liked this, and at the point of being swarmed by a guard dog, left the game for a while to ponder.

Remembering the names Simon, Clarke and Richard Jones, I dipped into my correspondence file, and found a hot tip for dealing with the offending dog. It didn't work! Guess — what sort of treated readers have we got?

At the back of my mind was a nagging feeling that here might be one of the random elements described in Tandy's catalogue as "the way out changes every time you play".

I have since passed the vicious dog, I can't be sure whether success is random, or exact sequence of words is required, but was disappointed to find that my difficult and intriguing *Adventure* was suddenly over!

Delined adventures of any standard take at least half an hour to replay — and the slightest mistake can easily extend that to an hour.

Not so with *Bedlam*. It can be completed, start to finish, in about two minutes flat. Not only that, the problems requiring a definite solution can be easily identified, and numbers exactly correct!

Unable to believe the game was so small, I gave Simon a ring. "Yes," he said, "yes, isn't it?" Tandy had assured him that if the dog failed to react to the poison, there were a number of alternative escape routes. But Simon hadn't found any others — have you?

*Bedlam* is available from Tandy on cassette for TRS-80 Models I and III at £11.95, and for the Tandy Colour Computer at £8.95. Why the price difference? A game's a game, isn't it? In any case, there's no time of it, at either price it's a bit of a rip-off.

## SCOTT WILL RETURN!

More of you write in about Scott's games than about all other *Adventure* games put together. Scott's output is the B&B of *Adventureland*. And these letters are not just restricted to people who play the games!

Many readers write to ask when the series will be available for their own systems — BBC, Spectrum, and Dragon. "Please, if and when? We need 'em badly!"

I took some time out from answering the mountains of mail you send me to find out.

So here's the latest. I spoke to Mike Woodruff of Calisto Computers, *Adventure International's* UK agents. He told me that only one thing was holding up the release of the Scott Adams series for BBC, Spectrum, and Dragon — a suitable programmer!

He will have to be a top-notch machine-code programmer. As soon as one can be found, says Mike, the games will be converted.

To clear up the confusion created when in error I stated that *Mystery Fun House* was available for the Vic-20, I can now reveal all!

Commodore, who have the sole rights for Vic versions of all the games, confirm that only the first five of Scott's games are currently available. The good news is that they are negotiating a deal with *Adventure International* that will hopefully lead to the release of the rest of the series.

So life all my tips away for future reference, you Vic, BBC, Spectrum and Dragon owners — you may be glad of them soon!

## SALE OF STEVE'S TOWN HORSE

desperate for a decent night's sleep. Still we treasure *Missing*! I told him it was time to dig something up.

"Well!" wrote Stephen a few days later. "Without your tip I'd still be looking for that . . . . . In the year 2000 *Ghost Town* has finally bit the dust so I can go back to more mundane chores like eating and sleeping. What I really need is a rest, so I'm going to do something useful like *Phone*. After that I shall tackle the Scott Adams *Adventures* in chronological order. There down and he to go, but one day later. . . ."

The tip I gave Stephen are shown below, plus help for Robert Miller stuck inside a *Sphinx* he entered via a *Time Machine*.

### TAKE THE TABLETS

your *Bedlam* labors appear

up in your tip in case you're in the way!

happy upon good

last day in constant low pressure

go on *Asylum* you're *Asylum* up

see you still *Asylum*, *Asylum* are *Asylum*

your *Asylum* up in *Asylum* *Asylum* up

up *Asylum* *Asylum* *Asylum* *Asylum*





WORD FEUD



ASTRO CHASE



SPLAT!



ASTRO CHASE



CITY PATROL



MULTITRON

As you can see Astro Chase is our Game of the Month this issue. The opening display is something not to be missed — so don't miss our review on page 154. We also take a look at a brand new two-in-one game called Death Mines of Sirius, which has a soundtrack which must be heard to be believed. Read all about it on page 156. There's an official Frogger game for the Dragon on page 158, and a version of a starship shoot out called Star

Jammer, also for the Dragon, on page 162. Splat is the unpronounceable name for our Spectrum game under review this issue. Find out if it lived up to its name on page 162. That big ape makes a comeback on the Vic-20 on page 162, while the word-smiths among you will enjoy Word Feud on the CDM-64. Plus many more. How do we get them all in? Watch out for our new improved Reviews section next month!

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**WILLIAMS, 100, HANOVER GARDENS, 100  
PARK, NOTTINGHAM NG5 10Y.**

have to manoeuvre your laser beam  
through a vertically scrolling tunnel to  
reach the next stage of the game. If you  
run out of control and hit the side of the  
scrolling tunnel, you will encounter an  
anti-matter field and immediately be  
blasted into a million little pieces.

Continual use of your laser will soon  
use up the energy available on each  
level and I found it best to conserve  
energy by firing in short bursts. Your  
energy cells will regenerate themselves  
if you don't fire for a couple of seconds,  
but it is very irritating having to hang  
around and dodge the enemy missiles  
with no way of retaliating.

A very ordinary game to play in its  
initial stages but it is redeemed by the  
space corridor and the fast action wait-  
ing for you on the other side.

Multison runs on the unimpaired  
Vic-20 and incorporates hi-res  
graphics. Good use has been made of  
the limited memory. The game is con-  
trolled by either keyboard or joystick  
and is available from Manchester-  
based Samick at £1.95.

- Getting started 5
- Graphics 6
- Value 4
- Playability 4

## ROAD RACER IN SEARCH OF GOLD CUPS

**TRANS AM**

This year is 2072 and the once-great  
Earth has been destroyed. All that re-  
mains is a barren land of sand, rocks and  
boulders. Life nowadays is ruled by  
cars. Gold is replaced by petrol and  
your role aim in life is the possession of  
the eight Golden Cups of Ultimate.

A more imaginative scene-setter to a  
road race game is hard to find. And the  
program's not bad either. Trans Am gets  
away from the standard screen layout  
of the car at the bottom of the screen  
and the road scrolling towards you.

The car stays in the middle, and the  
whole screen scrolls in any direction.  
To control the vehicle you use two keys  
to rotate yourself just like good old  
Asteroids.

The screen acts as a window on the  
whole land, which is about seven times  
the size of the displayed area in each  
direction. The area you are searching is  
therefore about 50 times the screen  
size. The idea is to tour the land seeking  
and collecting the eight trophies which  
are positioned randomly by each game.

There are also enemy cars which  
ruin the race and must be avoided.  
You have three lives.

The screen which displays the road  
is square, which leaves a column of  
square TV space on the left. This is your  
indicator panel and shows the time,  
score, miles travelled, speed and a



reduced view of the whole land on a  
meter.

Control is quite easy and uses only  
four keys. Two to rotate and two more  
as accelerator and brake.

The game is also compatible with  
Komputer parlours. You can pause the  
game if you wish.

Although the speed indicator is label-  
led from 0 to 400 mph, the car does not  
go too fast even in full speed. There are  
no gear controls.

Trans Am is by Ultimate and runs on  
any Spectrum. It is available from M. H.  
Smith and costs £3.50.

- Getting started 6
- Graphics 3
- Value 4
- Playability 4

## SPACE SHOOT OUT AMONG THE PLANETS

**ASTRO CHASE**

Fernando Herrera is a name that com-  
mands the same respect in American  
video gaming circles that a well known  
writer or artist would in the art world.

He is something of a maverick —  
Herrera prefers to work for himself sell-  
ing his games to the highest bidder.

His best known game is now avail-  
able in the UK on the Parker Brothers  
label for the Atari 400 and 800.

Astro Chase takes the video-cliche  
in video games but re-creates it splendor-  
ously to produce a game of colourful 3D  
style graphics and challenging game-  
play.

The Earth is under attack from the  
aliens and you are the lone pilot on a  
mission to clear the space around the  
planet.

An assortment of adversaries have to  
be dealt with. Chasers are spider like  
craft that can destroy your ship but  
don't really present much threat to the  
Earth. Far more deadly are the Mega-  
mines which gradually surround the  
Earth hiding from you behind surround-  
ing planets.

If a Megaminor lands on the Earth the  
planet is blown to bits lighting up the  
whole universe.

Speed manoeuvrability, and a quick







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ground lair — but beware  
— even with your death-  
defying gadgets his evil  
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## SAVE ZIPPY AND WIN £500 BONUS!

### SPLAT

Splat! Certainly makes a welcome change to the usual shoot 'em up games that feed the CBRT officers every month.

Instead of wiping out hordes of mutant invaders or destroying squadrons of bird men you're got to help Zippy, Splat's central character, to eat grass and avoid being squashed.

The game has seven levels but this review only covers the first three — mainly because I wasn't good enough to get any further!

At the beginning of every game Zippy, represented by a flashing cross, is placed in the centre of an area strewn with rocks and the occasional clump of grass. The screen scrolls randomly in four directions. Bumping into the rocks doesn't do you any harm but you have to be careful not to get crushed between a rock and the surrounding wall.

On your travels points are scored for eating grass and on the higher levels an odd alien might come your way. Zippy's progress through each level is shown as a percentage mark. When it reaches a 100 you move onto the next sheet.

The second level includes a river but remember to use the bridges because Zippy can't swim. Level three has spikes which will kill you if they are touched.

Incentive Software, the manufacturers of Splat are offering a £500 prize to the person who can get the highest score on the game. I'm afraid you can't cheat because each score has a unique Hi-code which can be used to check the authenticity of any Hi-score.

Splat is one of the most addictive games I have ever played on the 48k Spectrum. It is certainly the most original and at £2.50 is good value too.

- Getting started 5
- Graphics 7
- Value 7
- Playability 8

## THE GREAT APE BIDS FOR FREEDOM

### APE ESCAPE

If you have developed a liking for video game gorillas you'll be pleased to hear that the big ape has made a reappearance in a new game.

Many fans will be disappointed though as this game has nothing whatever to do with Italian carpenters and blonde starlets.

The ape is imprisoned on the top of a



sky scraper. Until out of the skies come a squadron of crazy choppers intent on dismantling the building brick by brick to let the beast out. Your job is to blast these choppers and stop the ape.

If he gets out he quickly runs along the ground and bashes your little man with his fist.

The game has several levels — making for a progressively difficult challenge. Level one should not cause any of our readers any problems but by the time you get to number three the action becomes fast and furious.

Added hazards are parachutes which can cripple your man if they land on him — as can falling sections of the building, crashing to the ground from shattered choppers.

If you do bite the dust the game introduces a cute Andy Cap type character who shuffles on to the screen to wrap up the mess.

Ape Escape is the first of a new range of 160-256 cartridges from Spectravision — the video game people — and is available from Vulcan Electronics at Rampton. It's in the shops now at a slightly pricey £19.95.

- Getting started 8
- Graphics 8
- Value 5
- Playability 5

## EXPLOSIONS DON'T MAKE GOOD GAMES

### STAR JAMMER

Great explosions! I thought to myself, when I first sat down to play Star Jammer on the Dragon. I ended up feeling disappointed with the game.

You are presented with a standard newsroom and various stars and objects float in front of you. Your gun-sights are situated in the middle of the screen, and the object is to manoeuvre an alien ship into range of your lasers and zap it. But you must reach the next stage in the gallery before your enemy levels run down.

Unfortunately I couldn't identify any characters and don't think I ever managed to reach one!

The game is a version of Alan's Star



## V.I.E.W.S



Raiders game for the VCL.

There were no instructions included with the cassette and play was largely by trial and error.

When I started the game I found it almost impossible to identify the alien as they start off as small blobs identical to all the other blobs around them.

They rapidly get larger and larger until they exploded in a spectacular and colourful fashion. I was immediately awarded 50 points for doing absolutely nothing.

With my next life I manoeuvred the alien into range of my gunships and blasted away. I was awarded another 50 points! As the game progressed, the greater number of aliens killed meant more points were awarded for each one reduced to cosmic dust.

If the alien isn't killed before it reaches a certain size, it grows until it fills nearly half the screen and explodes. These explosions are fantastic and although the program is written in Basic I feel it's a shame that the game doesn't match up to the quality of the explosions.

The game is not helped by the impractical Dragon joystick. This doesn't have the usual self-centering feature and makes for very erratic manoeuvrability. It is available from Sussex based Salamander software for the Dragon 32 at £19.95.

- Getting started
- Graphics
- Value
- Playability

4  
4  
2  
3

## THE WAR OF WORDS WILL HOOK YOU!

### WORD FEUD

Word Feud is the most surprising word game to arrive on the £895 Spectrum disk since Plover's superb Spectrum Scrabble.

Unlike Scrabble it is surprisingly simple to learn. The idea of the game is to spot the hidden word buried in a mass of letters.

Using the joystick you move a grid around the screen until you spot the word. Set the word in the frame and

press the fire button. The first person to get the word in the frame wins.

You can choose whether to have three or four letter words. There is also an option to play against the computer as well as a friend.

In the one player version your computer opponent introduces a cute little character that bounces around the screen stating up the letters and destroying your chances of finding the hidden word.

Word Feud is one of those games that take you about twenty seconds to learn but which you can end up playing for hours.

Word Feud runs on a Commodore 64 and is available from Audiogenic of Reading at £19.95.

- Getting started
- Graphics
- Value
- Playability

5  
5  
5  
5

## MICRODRIVERS AIM FOR THE FASTEST LAP!

### CHEQUERED FLAG

Chequered Flag is, as you might expect from the name, a Formula 1 racing simulation.

It features some spectacular graphics, and there is a choice of ten circuits, mostly based on real race tracks, although there are also some fictitious ones too — like the Cambridge Flag and Micro Drive!

When the game has loaded you first choose your track. Then you get a choice of three cars, one of which has an automatic gearbox.

The entire lower half of the screen is taken up by your car. You see all the data — in fact it resembles the cockpit display in Plover's flight simulation program in many ways.

Apart from the car, which is superbly drawn, there is not a lot else on the screen. Small telegraph poles fly past occasionally, but there are no other cars to pass — or to crash into!

This is one of those games which you have to be an sceptic to play well. The game uses ten different keys. But you only need to keep your hands on the accelerator, brake, left and right.

You also need a spare finger to change up and down through the gears, except on the automatic car.

I found the game a very real simulation of driving round a track. But steering is quite tricky and you certainly notice the lack of other cars.

Chequered Flag runs on a 68k Spectrum, and you should find it in W. H. Smith. It costs £19.95.

- Getting started
- Graphics
- Value
- Playability

5  
5  
5  
5

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# SUDDENLY IT'S CHRISTMAS!

Christmas is probably the last thing on your mind right now. But here at the Computer and Video Games office we like to think ahead. That's why our next issue will be packed with festive fun and games — it is our December issue after all!

Mind you, it is a bit strange sitting in the office surrounded by decorations when people are still out sunbathing in the park! But by the time the next issue reaches you winter will have set in with a vengeance: the nights will be drawing in and all you'll want to do is sit next to a cosy computer and read your favourite magazine. No, not Smash Hits stupid! Computer and Video Games — get it right!

What have we got for you in our awarding Christmas issue? To kick off there's a bumper bundle of prizes to be won in our grand competition extra. We've got no less than three Coleco ADAM Family Computer Systems to give away, plus Philips Q1600 video games consoles, plus six copies of a brand new Snooder game from brand new software company Visions — all signed by the master of the game Steve Davis. Plus a couple of other competitions that we'll throw in at the last minute. What I mean really is that we've not had time to think about them!

We'll also be featuring a games players guide to all the new — and not so new — micro-computers. You'll be able to wave this at your parents if you are staying for a new micro this Christmas. Plus our review of the best software for each machine.

We'll also be starting a new feature on the listings we print in each issue — picking out the good points and perhaps telling you how to modify them. We'll be chatting to the authors of our games listings too and asking

them how they went about creating their games, including how they got the ideas in the first place!

We are also expanding our Reviews section to give you an even better run-down on the best games around for your micro. Plus all our regular features — with an extra added festive flavour.

And there will be games listings too! We've got a 16 wonder

space with Lunar Rescue, but we come right down to earth with an odd offering for the Vic-20 called Turnip Turnoff.

We return to the arcade for our Spectrum spectacular with Brickout, one for all of you out there who own a 48k machine.

There will be some surprises along the way too — as always in the only reader friendly computer magazine...

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for the Sinclair ZX81 called Space Patrol, and our offering for the Atari is called Crash Landing, a game that packs a punch.

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## TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of *Smile* Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at *Smile* we believe in supporting first-class hardware with first-class software.

This month sees the start of a new column devoted to education via our catalogue, both for adults and children. In the field of more theory, we've programs like *Beyond BASIC* and *Make-a-Chip*, which take you from the creation of simple ZX<sup>®</sup> assembler subroutines to simulated circuit design projects.

There's *MuscleMaster*, to teach you music terminology, note values and composition.

And if you've been to beat your Spectrum at chess (which can be hard), you'll certainly want to try *Chess Tutor*, the first program in a complete chess masterclass.

### Coming soon . . .

In the pipeline are many more releases, some of which break completely new ground. I DQD and many PRG2 (Q) for instance. They're MSX generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between *Smile* and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early-reading course plus the first four of a series of programs based on Macmillan's top-selling *Science Horizons* textbooks. All programs are designed for use in schools or at home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to use. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

### New ROM software tool!

You may well have heard news of ZX Interface 2<sup>®</sup> and ROM Cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

*Alison Maguire*

Alison Maguire  
Applications Software Manager

# SOFTWARE UPDATE

The latest cassette software for ZX<sup>®</sup> Computers

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*MuscleMaster* takes your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

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This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

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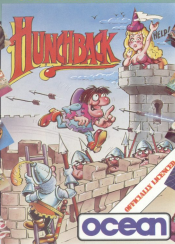
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