Home Computing WEEKLY

An Argus Specialist Publication

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No. 66
June 12-18, 1984

45p

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Tandy in Dragon rescue bid

Dragon bosses are fighting to save their company. Talks were going on with Tandy about a possible deal.

Dragon had announced that the company was going into liquidation. Despite efforts in the last 12 months, a severe cash crisis had arisen. The turnover had escalated from nil to £18m and the problem was cash flow.

Brian Moore, Dragon Chief executive, was unavailable for comment as he was in a meeting with the receivers.

Andrew Barwood, financial director of Tandy's UK arm, said: "We are having preliminary discussions with the liquidators of Dragon. We may buy particular parts of the

Continued on page 5

Computer sales rocket

Sales of home computers boomed in the first quarter of 1984, according to a new report.

Micro purchases rose by 75 per cent against the same period last year. About 200,000 home computers were sold in the first quarter of 1984, compared with 114,000 in the first-quarter 1983. This means that more

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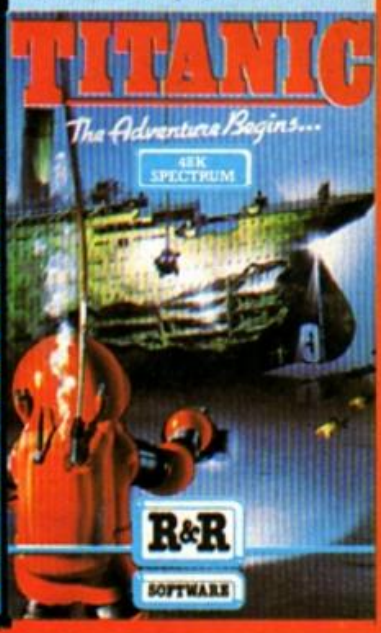

TALES OF THE ARABIAN NIGHTS

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Lure the flies into your web... but watch out for the ink pellets

Spectrum 20
Now you can crunch cockroaches, feast on fleas and swallow superfrogs!

Oric 25
Run round the rugged rocks and you could become rich

Atari 29
Cross land and sea to rescue your kin from being blown to oblivion

HOME COMPUTING WEEKLY
BRITAIN'S BRIGHTEST

● You can trust the listings in HCW: all are tested for quality and checked for accuracy. There are programs for these micros in this issue

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HCW66

Dragon

From front page

company. We may be interested in taking on Dragon's service and repair department, but it's unlikely that we would want the whole business."

"There may also be some interest in Dragon's software. However, I don't want to pre-empt things by saying too much," Mr Barwood said. Talks will be continuing this week to decide whether to proceed with negotiations.

Mr Barwood said: "Tandy computers haven't been the cheapest available but we've always had the feeling that some manufacturers were sailing too close to the wind and as a result would fall out of bed. It's an inevitable consequence of the competitiveness of the business. We have deliberately kept well out of it."

"Tandy has been successful because we have steered clear of the price war and we maintain a broader base of products."

Tandy is a multinational company based in Fort Worth, Texas. UK offices are in Walsall, West Midlands, and Tandy owns scores of UK high street shops.

Another company, Camputers, which makes the Lynx computer, is also facing financial difficulties. Camputers held a creditors' meeting on Friday. The legal procedure is that if the creditors wish to pursue the matter, a shareholders' meeting is then held and the company may then have to go into liquidation.

A spokesman for Camputers, based in Cambridge, said: "The company is actively looking for a buyer, and we have strong hopes that we will succeed. It's in a lot of people's interests that the Lynx should continue.

"The Lynx has sold very well overseas. We have a substantial market in Europe and anyone interested in buying out Lynx could expect for our sales to remain high there. The mood here is of fairly well grounded optimism."

Camputers has had substantial redundancies.

Sales soar

From front page

than 10 per cent of British homes have computers, and the UK still leads the world in acceptance of computers.

Dick Jenkins, client service manager at AGB Home Audit, explained: "The reason for the massive increase in computer sales is partly due to the manufacturers successfully resolving their distribution problems. Other factors include the increased options open to consumers. This time last year the Commodore 64, Electron and Oric/Atmos weren't available.

"Advertising obviously plays a key role. The Commodore 64 sold well because the sales reps were in the shops two months before, assuring the dealers that there would be extensive TV coverage. Then when the elephant and mouse TV ads were seen, the machines were available in the shop, so the supply met the demands.

"Also I think the syndrome operates that if you know someone who owns a computer, you're more likely to want to go out and buy one," Mr Jenkins said. "Availability of computers is better now. Last year there was a shortage of components, which caused problems for distributors.

"The growth of the home computer industry follows the pattern of a logistic curve," said Mr Jenkins. "First a slow growth is succeeded by a fast then very rapid growth, finally tailing off when the market reaches saturation point. At the moment we are into the fast or very fast growth period.

"The rest of 1984 looks very promising. The market is very buoyant. If the manufacturers can get it right for Christmas and the main impact they are hoping for and then sustain availability, sales should continue to soar."

The AGB Home Audit survey provides a breakdown of computer buyers and users. It appears that the market is shifting; originally the principal buyers of home computers were the professional, managerial type. As with all consumer durables, it is the lower income group which really motivates growth, and this category of consumers is now heavily involved.

"Our research shows that kids are the main users of home computers, and 83 per cent are boys, Mr Jenkins said. "More than half of those who use micros are under 16. Both the Spectrum and CBM 64 are orientated towards children. However, although the BBC has attacked the educational market through schools, its main target is adults.

"The use of computers in educational establishments has given them status and credibility," he went on. "Parents are more willing to buy computers for their children now, as they believe they will learn from them. In fact, most children use their micros for games."

"Where you buy your computer from is also changing," said Mr Jenkins. "There has been a very substantial growth of sales from electrical retailers, who now have one-third of the market. Computer specialist shops have declined markedly. I think this is beeause the credibility of home computers is now established, so that electrical retailers, who previously supplied mainly hi-fi and TV sets, are now willing to stock micros and are now dominating the market."

AGB Home Audit carries out a continuous survey of 25,000 homes in the UK each quarter. It provides a record of the acquisition of a wide range of consumer durables, and sells the data on an annual subscription basis.

AGB Home Audit, Research Centre, Westgate, London W5

You can do magic

If you want to learn how to program your Spectrum but can't cope with pages of incomprehensible text, Spectrum Magic could be just what you're looking for.

Written by Steve Betts and published by Foulsham, it's an illustrated book which aims to lead you through the fundamentals of using and programming your Spectrum while relating keyboard instructions to everyday events.

Spectrum Magic is designed for 8-14 year olds but could also appeal to adults who want to start somewhere. Price: £4.95.

Foulsham, Yeovil Rd, Slough, Berks SL1 4JH

Our winners

The solution to our Mogul word square competition: **Horizontal words:** Las Vegas Lady, Pollywog, Earthquake, Tiny Compiler, Kongo Kong, Zeus, Crash, Pyramid, Metamorphosis. **Vertical words:** Super Trek, Maths Tutor. **Diagonal word:** Potty Planter. Winners of approximately £22 worth of software each: Mrs T M Britton, S. Glamorgan; Deborah Bruce, Stirlingshire; Mr C Crane, Stoke-on-Trent; Glen Parebrother, Stonehouse; E H Bond, W. Yorks; Mr R P Smith, Middx; Robert Spick, Northants; A Urguhart, Avon; Mr B Davies, W. Mids; Myra Noble, Fife; Mick Goater, Bingham; Darren Thompson, Stockton-on-Tees; Mr A Derbyshire, Wigan; Peter George, Barking; Kevin Boyle, Co Durham; Stephen Goodman, Lancs; Paul McDonald, Glasgow; Mr H Collings, Hants; Elizabeth Knight, Kent; Mr R Phillips, Isle of Wight; Ian Churcher, W. Yorks; Mr A T Proctor, Dundee; Mark Swift, E. Sussex; Henry Shades, Glasgow; Kevin Wheeler, Cumbria; C Dunford, Wellington; Andrew Morrison, Alloa; Graeme Banks, Edinburgh; Mr G J Howell, Worcs; Alan Keates, Manchester; Stephen Platt, Chorley; Colin McDermid, Scotland; Mrs A Lewis; Mrs T R Irvine, Manchester; Robert Eden, Norfolk; R Randall, Dunbartonshire; S Tonge, Manchester; Mr I Bebbington, Cheshire; Mr W Leving, London; P A Day, Aylesbury; Colin Blair, Glasgow; Clive Spells, Belvedere; David Taylor, Tyne & Wear; Iain Radford, Derbyshire; Mr A P Watson, Manchester; Richard T Dunham, Pendleton, Salford.

Byte off a chunk

Wall's has launched a 15p ice lolly called MegaBytes, and to celebrate is organising a competition for schools. Your school could win one of 25 BBCs. All you have to do is devise a computer game featuring ice lollies and list as many words as possible using the phrase 'Wall's and Acorn'. Send 15 MegaBytes wrappers with your entry to arrive not later than 28 July 1984.

Entries will be judged on originality, graphics, speed, sound effects, playability and presentation. Each MegaBytes wrapper also carries details of how to win one of 50 Acorn Electrons. MegaByte is available in two combinations of flavour: banana and chocolate and toffee and chocolate.

MegaBytes, PO Box 4XZ, London W1A 4DZ

Briefly

Ocean has brought out a new maze game for the CBM 64 and 48K Spectrum. Called Cavelon, it has you riding through a maze to rescue Guinevere. There are six levels of difficulty, and your powerful weapon is Excalibur. Once you have found the imprisoned Guinevere, your horse sprouts wings and turns into Pegasus, so that you can both fly away into the sunset. Spectrum: £5.90; CBM 64: £6.90.

Ocean, 6 Central St, Manchester M2 5NS

ANIROG

Bongo

Enjoy the hilarious antics of the comical mouse as he collects the lost diamonds. He climbs ladders, slides down chutes, use transporter and trampolines to jump across the divide. Multi screen game with three levels of difficulty.
Commodore 64 £7.95 — Vic 20 £7.95 — Spectrum £5.50

Space Pilot

Realise your dreams of being king of the open skies. Fly your aircraft into unrelenting dog fights with enemy fighters. Prove how well you can handle your craft. Five stages of tough engagements.
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Come into my parlour

Lure the flies into your web and devour them, in this game by Albert Plattner. Mind out for ink pellets though — they could mean the end of your career as a gourmet insect-eater

This program is for the unexpanded VIC-20.

You are the spider in this game and you are hungry for crunchy flies. You are on a desktop and there are appetizing flies scattered around you. You scuttle around eating them, but watch out! Blobs of ink fall on the desk at random, and you must avoid them or be swamped.

Hints on conversion

Conversion shouldn't be too difficult. CBM BASIC has no sound commands and the POKEs used for sound are:

36874-36877 sound voices
36878 volume
The POKEs used for screen are:
7680 start of screen memory
30720 (+7680) start of colour memory
36879 screen colour
36865 location of byte to control horizontal position of screen

You must attempt to eat as many flies as you can while avoiding the ink and the trail of sticky silk you leave behind you as you walk.

How it works

10-70 instructions
100-180 set up graphics
200-210 initialise variables
210-250 put flies in screen
260-305 put spider in centre of screen
310-315 decide to put fly or blob on screen
320-365 check keyboard
390 put trail behind spider
1000-1050 put blob or fly on screen
2000-2020 check if spider is about to hit anything
3000-3020 print score. Check if time has run out
5000-5060 end routine
6000-6040 spider eats fly
7000-7010 move to new screen
8000-8060 between screen instructions
9000-9050 data for graphics
10000-10010 scroll screen

You have 40 seconds on the first screen, and you get an extra three seconds on each following screen as more flies appear and more ink is dropped.

You can escape from a screen if you find you cannot eat a fly. Hit E and move on to the next screen. However, you can only do this once every 50 points and the penalty for ducking out is the loss of one-third of your score.

The control keys are **Z** left, **X** right, **K** up, **M** down, **E** escape.

● We have inserted REMs in the lines above control characters to guide you as you enter the program. Do not type in these REMs. And remember to use abbreviations — they are in your manual.

Variables

L level
NF number of flies to be printed
FG number of flies eaten
SP which spider to print (up, down, left or right)
CO find colour memory
C number of escapes available
SC score
CS flag used to see if bonus escape is to be given
TH either fly or blob
TC colour of TH
K current key pressed
F flag
LM$ time limit

```
9 POKE828,0:POKE829,0
10 PRINT"□     SPIDER TRAP"
15 REM[CRSR DOWN]
20 PRINT"■    BY A.PLATTNER"
25 REM[CRSR DOWN]
30 PRINT"■  USING THE KEYS Z,X,K  &M (E FOR ESCAPE)"
35 REM[CRSR DOWN]
40 PRINT"■  YOU MUST AVOID THE    BLOBS OF INK AND      YOUR TRAIL"
45 REM[CRSR DOWN]
50 PRINT"  AND YOU MUST EAT THE  FLIES"
55 REM[CRSR DOWN]
60 PRINT"■  YOU START WITH 40     SECS TO EAT ALL THE   FLIES"
65 REM[CRSR DOWN]
70 PRINT"■  IF TIME IS ABOUT TO   RUN OUT YOU WILL BE   WARNED"
80 PRINT"■    PLEASE WAIT"
110 POKE36878,15
120 POKE52,28:POKE56,28:CLR
130 FORT=7168TO7679:POKET,PEEK(25600+T):NEXTT
140 FORT=0TO55
150 READA:POKE7168+T,A
155 REM[CRSR UP][RED]
160 NEXTT:POKE198,0:PRINT"■■         ANY KEY":WAIT198,1
170 POKE36869,255:POKE36879,13
179 REM[CLR]
180 PRINT"□"
200 L=10:NF=10:SP=0:CO=30720:FG=0:C=1:SC=0:CS=0:LM$="040":FA=0
210 U=0:TI$="000000":FORT=1TONF
220 R=7702+(INT(RND(1)*483))
230 IFPEEK(R)<>32THEN220
240 POKER,5:POKECO+R,3
250 NEXTT
260 X=10
270 Y=10
300 POKE7680+X+22*Y,SP:X1=X:Y1=Y
305 POKE(7680+X+22*Y)+CO,1
310 IFRND(1)*65<LTHENTH=4:TC=2:GOSUB1000
315 IFRND(1)*475<LTHENTH=5:TC=3:NF=NF+1:GOSUB1000
320 K=PEEK(197)
330 IFK=33THENX=X-1:SP=1:F=1:IFX<0THENX=0
340 IFK=26THENX=X+1:SP=0:F=1:IFX>21THENX=21
350 IFK=36THENY=Y+1:SP=3:F=1:IFY>22THENY=22
360 IFK=44THENY=Y-1:SP=2:F=1:IFY<1THENY=1
365 IFK=49ANDC>0THENC=C-1:FA=1:SC=SC-INT(SC/3):GOTO7000
370 GOSUB2000
380 GOSUB3000
390 IFF=1THENF=0:POKE7680+X1+22*Y1,6:POKECO+(7680+X1+22*Y1),7
400 GOTO300
1000 V=7702+(INT(RND(1)*483))
1010 IFPEEK(V)<>32THEN1040
1020 POKEV,TH:POKEV+CO,TC
1030 POKE36874,200:FORD=1TO30:NEXTD:POKE36874,0:GOTO1050
1040 IFTH=5THENNF=NF-1
1050 RETURN
2000 IFPEEK(7680+X+22*Y)=40RPEEK(7680+X+22*Y)=6THEN5000
2010 IFPEEK(7680+X+22*Y)=5THENGOSUB6000
2020 RETURN
2900 REM[HOME][RVS ON][WHT][CYN][CRSR LEFT][BLU][CRSR LEFT]
3000 PRINT"■■SC";SC;"■■ L";L-9;"■■ E";C;
3003 REM[CRSR LEFT][YEL]
3005 PRINT"■■ ■";MID$(TI$,4,1);":";MID$(TI$,5,2)
3006 TM=VAL(RIGHT$(TI$,3)):IFTM=>VAL(LM$)-10THENPOKE36879,10:
3007 IFTM=>VAL(LM$)-5THENPOKE36876,128+U:U=U+3
3008 IFTM=>VAL(LM$)THEN5000
```

VIC-20 PROGRAM

```
3010 IFCS=50THENCS=0:C=C+1:FORT=128TO255STEP2:POKE36875,T:NEXT:POKE36875,0
3020 RETURN
5000 FORT=255TO128STEP-1:POKE36876,T
5010 FORD=1TO15:NEXTD:NEXTT:POKE36876,0
5020 FORD=1TO2000:NEXT
5025 REM[CLR][5 CRSR DOWN]
5030 PRINT"
5035 REM[RVS ON][YEL][REVS ON][CRSR DOWN]
5040 PRINT"   YOU SCORED";SC:PRINT"   ON LEVEL";L-9
5044 H=PEEK(828)*255+PEEK(829)
5045 IFSC>HTHENH=SC:PRINT"   HIGH SCORE!!!"
5046 PRINT"   HIGH :"H:B1=H/255:B2=H-(B1*255):POKE828,B1:POKE829,B2
5047 POKE198,0
5048 REM[2 CRSR DOWN][YEL][RVS ON]
5050 PRINT"    ANY KEY":WAIT198,1
5060 POKE36879,13:PRINT"":CLR:GOTO200
6000 FORT=200TO220STEP3
6010 POKE36876,T:NEXTT
6020 POKE36876,0
6030 SC=SC+1:CS=CS+1:FG=FG+1:IFFG=NFTHEN7000
6040 RETURN
7000 FORT=1TO100:POKE36876,INT(RND(1)*120)+128:NEXTT:POKE36876,0:
     GOSUB10000::GOS UB8000
7010 L=L+1:NF=L:SP=0:FG=0:PRINT"":GOTO210
7095 REM[RVS ON][CLR][3 CRSR DOWN]
8000 PRINT"
8010 IFFA<>1THENPRINT"   WELL DONE"
8020 PRINT"   NOW MOVE ON TO NEXT   DESK"
8030 LM$=STR$(VAL(LM$)+3):IFVAL(RIGHT$(LM$,2))>59THENLM$=STR$(VAL(LM$)+41)
8035 IFVAL(LM$)<59THENLM$=" 0"+RIGHT$(LM$,2).
8040 PRINT"   YOU HAVE "MID$(LM$,2,1)" MIN":PRINT"  ";RIGHT$(LM$,2);"
     SECS TO FINISH"
8045 POKE198,0:PRINT"    ANY KEY"
8050 WAIT198,1
8060 GOSUB10000:POKE36879,13:FA=0:RETURN
9500 DATA146,84,60,127,127,60,84,146
9510 DATA73,42,60,254,254,60,42,73
9520 DATA24,153,126,60,255,60,90,129
9530 DATA129,90,60,255,60,126,153,24
9540 DATA0,28,62,126,60,124,60,0
9550 DATA56,124,57,254,254,57,124,56
9560 DATA0,126,66,66,66,66,126,0
10000 FORT=38TO170:POKE36865,T:FORD=1TO2:
      NEXTD:NEXTT:FORD=1TO500:NEXT
10010 POKE36879,93:POKE36865,38
10020 RETURN
```

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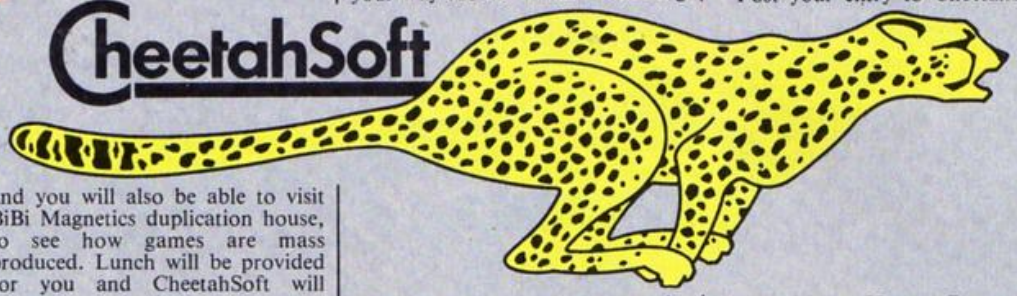
HCW/66

Win a backstage tour of CheetahSoft



Discover how the games you play are dreamed up, designed, programmed and reproduced.

We're offering a special outing to a brand new software house, CheetahSoft, to the top winner of this week's spot the difference. Thirty runners-up will receive 3D Bat Attack and Conquest, two new releases from CheetahSoft. Both run on the 48K Spectrum and cost £6.95.

If you're the first prizewinner, CheetahSoft will pay for your surface travel expenses from anywhere in the mainland UK. As the guest of honour, you will be given a guided tour of CheetahSoft and you will also be able to visit BiBi Magnetics duplication house, to see how games are mass produced. Lunch will be provided for you and CheetahSoft will present you with both new games.

The trip will take place on a weekday convenient to all parties. You must be 10 or over and accompanied by an adult if you are under 16.

"CheetahSoft is a fresh new company," said Peter Hardingham, marketing director. "Our motto is CheetahSoft: soft we're not, and we aim to produce quality games. We plan to launch new games for the Commodore 64 and the Spectrum."

CheetahSoft burst on to the scene with two games, 3D Bat Attack and Conquest. 3D Bat Attack is a maze-type game, while Conquest is a game of strategy.

In 3D Bat Attack you must find your way around a maze collecting bars of gold. Beware the vampire bats who are after your blood! The only respite you will find is if you eat cloves of garlic — but the bats won't be deterred for long. Four levels of play test how fast your reactions are.

Conquest is a game of tactics: set in Mediterranean Europe, you are the Emperor and your ambition is to broaden the empire. You must gain 100 of the territory grid squares as quickly as you can, while fending off barbarian counter-attacks. Progress is hard; you may be struck by random plague attacks or afflicted by civil war. However, whenever you cover five squares you gain an extra legion.

Your opponent is the computer, joined at higher levels by rival Emperors who are as willy and nasty as you.

So, if you're interested in an insight into how the software industry runs, and perhaps hope to pick up a few hints about how you could market your own software, then this is for you. Enter our competition and this could be an exciting introduction to professional software.

How to enter

Study the cartoons — there are a number of differences between them. Circle the differences on cartoon B and seal the cartoon in an envelope. Write clearly the number of differences you found on the back of the envelope.

Post your entry to CheetahSoft Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Entries close at first post on Friday June 29, 1984.

Important: please follow carefully the guidelines on entering — incomplete coupons and entries in envelopes with no numbers on the back cannot be considered. If you are a winner, the coupon will be used as a label to send your prize, so clear writing is essential.

The winner will be the first entry opened at random after the closing date. The next 30 correct entries will win 3D Bat Attack and Conquest from CheetahSoft.

The prizes will arrive from CheetahSoft within 28 days of publication of the issue containing the names of the winners.

The rules

Entries will not be accepted from employees of Argus Specialist Publications, CheetahSoft, BiBi Magnetics and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies. The How to Enter section forms part of the rules.

CheetahSoft Competition

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Complete clearly and fully — if you are a prizewinner, this will act as a label. Post to: CheetahSoft Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date: first post, Friday June 29, 1984. Don't forget to follow closely the guidelines in the How to Enter section, including writing the number of differences on the back of the envelope

Star rated for fun

Our reviewers are hard to please. So these games, all with four or five stars, must be really good

Arena 3000 Atari £8

Microdeal, 41 Truro Rd, St Austell, Cornwall PL25 5JE

Set in the year 3000, this game creates a fast-action inter-galactic war. You take the part of a human/machine hybrid called a Cyborg. Your mission is to battle against deadly robots. You must frantically fire at them until you have destroyed them all.

Then, surprise surprise, you begin again only this time the hyper spheres, saucers and baiters etc move a little faster.

Similar to space invader-type games, Arena 3000 is technically very good with superb graphics and sound effects. It is played using joystick and is fairly easy to get used to. I suppose the game's failing is its lack of originality. But, after saying that, this must rank as one of the best of its kind. It can be played by one or two players and also has a facility to record your highest scores. If you like the invader type games this variation is certainly worth a try.

Maybe different skill levels would have improved Arena 3000, although it does get progressively more difficult. I have to admit that getting beyond the fourth arena is something I have yet to achieve.

D.W.L.

instructions	65%
playability	80%
graphics	90%
value for money	75%

★★★★

Galagon Dragon 32 £8

Microdeal, 41 Truro Rd, St Austell, Cornwall PL25 5JE

A machine code arcade game in which you must destroy as many aliens as possible before they get you.

You can select one of three colours for the background. If you do not start a game immediately the programme will go into demonstration mode.

Your ship is positioned at the bottom of the screen. It can move left and right and fire missiles.

Aliens appear from left and right in small groups and move into formation at the top of the screen. They dive towards your ship. Some drop bombs while they more into formation. You can destroy them at any time. When you have destroyed several waves you play the challenge stage for bonus points, in which the aliens cannot fire back and don't move into formation. The aliens come in several varieties and colours, and points are awarded depending on who you hit and what they are doing.

The instructions are included on an insert and explain the game sufficiently. The program loaded with no problems. It is a thoroughly enjoyable game with very good graphics. **J.E.M.**

instructions	70%
playability	85%
graphics	90%
value for money	85%

★★★★

Crazy Fun House Texas TI-99/4A £7.95

Timeless, 3 Bridgend, Fauldhouse, West Lothian, Scotland EH47 9HF

Crazy Fun House is a maze game. At certain points there are trip squares; if you land on these certain things will happen.

The maze becomes invisible, only reappearing when a second trip square is reached. Sometimes a ghost chases you around the maze. At one point the screen turns black and seven ghosts float across the screen.

Sometimes a blue square lights up in the centre of the screen and if you reach this square you can shoot the ghosts for extra points.

When you are chased by one ghost the screen suddenly turns red and you become the chaser.

Full instructions are printed on screen before hand and I found them perfectly adequate. The graphics and action are very good and come up to the expectations of a game written in Extended BASIC. There are no facilities for keyboard operation and joysticks must be used.

On the whole a very entertaining game and well worth the money. Needs Extended BASIC.

D.B.

instructions	90%
playability	95%
graphics	95%
value for money	95%

★★★★★

Buzzard Bait Dragon £9.95

Tom Mix (Microdeal), 41 Truro Rd, St Austell, Cornwall PL25 5JE

Wow! What a game! Now I know why they decided to protect it so well. Yes, this is the game with the dongle, a black plastic box which plugs into the joystick port and which must be present every time you load the game. If not you can't get it fully loaded and have to start again and it is a particularly long loading game.

The game is great however and will provide you with many happy hours of relatively non-violent fun.

You have a winged steed to help you topple the enemy off his animal and turn him into an egg.

The game can be played by two players, although it is easy to find that you have been killed by the other player.

The graphics are the very best I have seen and for the Dragon the choice of screen colours is a worthwhile feature. The sound is also remarkable due to its restrained yet very fitting nature. A real winner which I would like to see on other machines too.

D.C.

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

★★★★★

Quack a Jack Oric/ Atmos 48K £750

Severn, 15 High St, Lydney, Gloucs GL15 5DP

Jack the duck has found himself trapped in the palace dungeons. Frantically he must smash the Terraducktile eggs before they hatch and come flying after him. However, there are some snags, such as the stones crumble away as he steps on them and it becomes increasingly tricky through which to pick a route. Also the dungeons are inhabited by some amazing creatures such as duck-eating micros, prawns and teddy bears. They are out to get Jack and have also left their cooking pots around for him to fall into.

The display is colourful with clever use of Oric's attributes and I also liked the sound effects. Since the normal text screen is used, the movement is of the step-by-step sort but in a game of this type that is no drawback. The 16 skill levels increase gradually, and should provide an appropriate range of difficulty for a wide range of players — what goes on in the top ones is still a mystery to me.

In all the game is very well put together and should provide lasting entertainment — but don't let those eggs hatch because the beasts are really mean. **P.S.W.**

instructions	80%
playability	80%
graphics	75%
value for money	75%

★★★★

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U.S. SCENE

Now, stop worrying

One of the biggest worries facing computer buyers is wondering how long the companies who make their new wonder machines will stay in business. There is little that is more unsettling than learning that your very expensive Doeverythingfornexttonothing Mark I has just turned into a very expensive paperweight due to the demise of its manufacturer. At second glance, this may not be as much of a worry as it originally may seem, at least not in this country.

There are two main aspects to operating either an obsolete machine or one made by a defunct company — software availability and hardware support.

A few years ago this was more of a problem than it is today. There are several large service firms in many parts of the country which are quite able to repair most machines. Very rarely do any of the custom integrated circuits made for specific machines ever fail. Aside from those, most defective machines can be repaired using off-the-shelf components. So much for hardware worries.

In terms of software, the situation is more variable, but far from hopeless.

There are many examples of software companies which have sprung up solely or primarily to cater for users of a defunct computer or company. For example, United Software Company, of Tulsa, Oklahoma, has just released two programs in a planned series to support the Victor 9000, whose parent company filed in the bankruptcy court several months ago. You might recognise the Victor 9000 as the Sirius, distributed by ACT and going strong. Another firm, called Drive C, exists solely to support the Osborne 1, whose company also went under a while back. Drive C makes RAM discs and sales have actually increased since Osborne's demise.

Similarly, there are several firms who are making quite a good living, thank you very much, supporting the dearly departed TI-99/4A. The users number about two million, a very tempting number to software authors and publishers. For example, a company called J&KH Software of Arlington, Virginia, has just come out with SXB, for Super Extended Basic, designed to help programmers of the TI-99. The program costs only $99.95 (never mind that many paid half of that for the machine itself), including a binder and 76 pages of documentation, along with a six month subscription to a newsletter called SX Briefs.

If a machine was popular enough before its demise, chances are it had a users group devoted to it. In such cases, the demise of the machine or its company actually contributed to the growth of the users group. As you might guess, people are scared to be stuck with a useless/unsupported device and turn to the user groups as a logical source of information and support. Often, as in the case of FOG (the Osborne users group) thousands of programs are available.

A similar phenomenon has arisen with obsolete or discontinued video game machines, such as Mattel's Intellevision and Aquarius. A company called Intellevision started up last year to ship machines and supply new and existing games to retailers. You can contact them at 5150 Rosecrans Road, Hawthorne, California, 90250.

Another company, Odd Lot, has bought up the entire remaining Aquarius inventory including hardware and software, and is reselling directly to users. Furthermore, Odd Lot also buys brand name high quality products from any American manufacturer that has been discontinued for one reason or another. If you want to see what they have, and/or you want to buy an Aquarius-related product, contact them at Odd Lot, Empire State Building, 350 Fifth Avenue, Suite 1330, New York, NY 10118.

That's it for this week. See you next time.

Bud Izen
Fairfield, California

GEM SOFTWARE

OH MUMMY!!
Your party of archeologists enter the pyramid in search of the mummies of the pharoah's household. There are five burial chambers containing treasure, secret scrolls, keys, royal mummies and some nasty surprises. To pass from one chamber to the next, you must find the key and royal mummy, but beware, you may uncover a guardian, who will chase your group to avenge your desecration!!
A Machine Code game for those with nerves of steel and great courage.

Price (ZX81 & SPECTRUM) £4.95

DISCO DAN
Can poor Dan decontaminate the atomic fuel rods in time?! In this new 3D machine code game, you control Dan Dan The Atomiser Man, jumping him from disc to disc, trying to reduce the ever increasing radiation levels, in the atomic pile. However, Up'n'Atom'Arry and his gang of vagrant particles are thirsting for the energy in your back pack, which makes life a bit awkward at times. Then there's Ron the Rapacious Robot, not the sort to meet in a dark alley (or anywhere else for that matter)!!

Price (48K SPECTRUM) £4.95

All prices include postage and packing. All cassettes despatched within 48 hours of receipt of order.
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Our reviewers gave all these new games for the Spectrum high marks. Read their views and see if their enthusiasm is catching.

Bridgemaster Spectrum £12.95

Bridgemaster, PO Box 163, Slough SL2 3YY

This super package features 26 hands of the game, chosen to teach specific ideas, together with a spoken commentary tape.

The screen shows the bidding, according to the Acol system, and you take the only human part. Your Spectrum is both partner and opponents. Once a contract is made, the display changes, and yours and the dummy hand are shown. The commentary guides your play and you win!

You can summon up several modes. AUTOPLAY allows you to sit back, watch and ponder the play, PEEP lets you see all the hands, FREEPLAY adds the facility to play all the hands yourself, and RESTART means just that.

The graphics are superb, the user inputs idiot-proof, and the action fascinating. There's even a help feature. I would have liked the facility to play without the computer stopping me making wrong decisions. This is, however, a teaching program, not a simulation. A little pricey, and you should know quite a lot about the game before you use it. Bridgemaster is excellent. **D.M.**

instructions	100%
ease of use	100%
display	100%
value for money	90%

★★★★★

Holy Grail 48K Spectrum £5.95

Dream, PO Box 64, Basingstoke RG21 2LB

"The world's first funnyised graphic adventure" proclaims the smart packaging of this tape. You are cast as Sir Tappin the Basic, and your task is to find the holy grail and return it to Camelot Castle.

The screen presentation is very reminiscent of the Hobbit. The standard of graphics is high, but that's where the similarity ends.

Humour is a funny thing, no pun intended! This didn't make me laugh! The CND picket by the nuclear powered lamp, the nurk who battered me to death with a VIC-20, and drowning in a cess-pit all left me cold. The only thing to produce a reaction was the French guard, who smothered me to death in a nasty green substance from his nose.

There are stinking forests, muddy verges, motorways (in the Middle Ages?) and, whoopee, more cesspits! The accompanying instructions set the low tone.

It's undeniably clever, well executed, and very good value for money. I, however, was so unamused that, after my third death, I didn't want to go any further. If you're into lavatory humour you may like it better. **D.M.**

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

★★★★

Hotline 48K Spectrum £11.25

Chalksoft, 37 Willowslea Rd, Worcs WR7 7QP

Hotline is a quiz program, driven by sections of machine code, with some stunning graphics and sound effects.

The hotline from Washington to Moscow has broken down, and you mend it by answering twenty questions correctly. The phones and lines are graphically and sonically illustrated. The questions are set on words, geography, cowboys, pirates, food, monsters, two medleys and a Mastermind section.

There is a good supply of questions and an excellent set of instructions. What makes this program different is that you can add your own question sets, modify the number of correct questions needed, add extra questions to the current set and save the whole lot to tape for future use.

So you have a complete framework for checking knowledge of facts, at any level from junior school spelling lists to 'O' Level test questions. One of the big plusses of this program is that it runs quickly.

I found this far more impressive than other quiz programs I've seen, and of much easier lasting use. At this price, and with this structure, however, it should have been in Microdrive cartridge. **D.M.**

instructions	100%
playability	100%
graphics	100%
value for money	80%

★★★★★

Dungeon Builder 48K Spectrum £9.95

Dream, PO Box 64, Basingstoke RG1 2LB

This is a masterpiece. A complete do-it-yourself kit for creating a graphic adventure. Don't be misled by the title; you can create anything. The only real limitations appear to be time and your own imagination.

You mark out your adventure on a huge scrolling grid of eight-sided rooms, each side representing a point of the compass. As you define each room, you open up passages, write descriptions, place objects and decide the verbs necessary to pick them up. Similar procedures are undertaken to create cliffs, stairs and monsters.

The really amazing bit is the facility to draw the pictures. You can gradually produce a really effective illustration in multi-colours. This is then recalled when that location is reached.

You won't write your game in a day. It's quite hard, even given the excellent power at your fingertips. If you do create something great, you can save it to tape as a stand-alone adventure, or even market it. Dream gives its express permission for this. Outstanding. **D.M.**

instructions	100%
ease of use	90%
display	100%
value for money	100%

★★★★★

Blade the Warrior 48K Spectrum £5.99

Cable, Limbury Rd, Luton, Beds LU3 2PL

This is an all text adventure, but don't let that put you off! Your imagination paints far better pictures than your Spectrum can.

You are Blade the Warrior, a macho-man who is an expert with weapons and has some knowledge of magic. You are to follow the trail of Mazar the Wizard in seeking out the Black Witch and defeating her.

You start at a wall with an open door. You are attacked by a horde of bloodthirsty Orcs, mythical birds. I must have been killed a dozen times and, boy, are those Orcs bloodthirsty!

In the forest lurk goblins, ogres, magic trees and weapons, spells and caves and the occasional human body or limb just lying about. There is a tremendous sense of evil, suspense and magic hanging over the whole game, and the descriptions really did conjure up some marvellous pictures in my mind.

This adventure isn't easy, but you can write for a hint sheet which helps without spoiling the game. Highly recommended and excellent value for money, there's just one moan; why the odd spalling mistook? **D.M.**

instructions	95%
playability	100%
graphics	N/A
value for money	100%

★★★★★

Save £1 and you could strike gold

It's the second week of our special offer which could make you £30,000 richer. You'll need our vouchers — and the patience to wait for next week

You are now one week nearer saving £1 off the price of joining a £30,000 treasure trail.

We have ensured you can be among the first to take part in the hunt by reaching an exclusive agreement.

You'll need the voucher on this page, the voucher from last week's issue and the coupon which will appear next week.

The treasure, made of gold and set with precious stones, is the Jewelled Hare of Masquerade which set off a nationwide hunt in August 1979.

A book called Masquerade, written by Kit Williams, gave clues to its hiding place and it was finally found in 1982 by a man called Ken Thomas.

Mr Thomas has now sold it to a new company called Haresoft — and now the hunt begins afresh.

But this time the clues are in two adventure game tapes. The first, called Hareraiser Prelude, is launched this month. Both cassettes run on the Commodore 64, Spectrum, expanded VIC-20, Oric/Atmos, 32K BBC and Dragon, with the Amstrad to follow.

The tapes will cost £8.95 in the shops.

But to readers of Home Computing Weekly, the price of Hareraiser Prelude is just £7.95, by mail only and including postage and packing.

This special price is only available by collecting the two vouchers — on this page, and in last week's HCW — and sending both to Haresoft with the coupon in next week's magazine.

This offer is made through this magazine by Haresoft, to whom all enquiries should be addressed. Haresoft says your tape will arrive within five days and that it guarantees replacement of any faulty tapes.

Hareraiser Prelude will get you started on the hunt, but will not alone provide the solution. You will also need Hareraiser Finale (not part of this offer), which is due out in mid-September.

Another difference between this and the earlier hunt is that the treasure has not been buried, to avoid damaging the countryside and to give an equal chance to young people who cannot travel freely.

Instead the winner just has to pinpoint its location.

Haresoft has also taken action to prevent piracy:

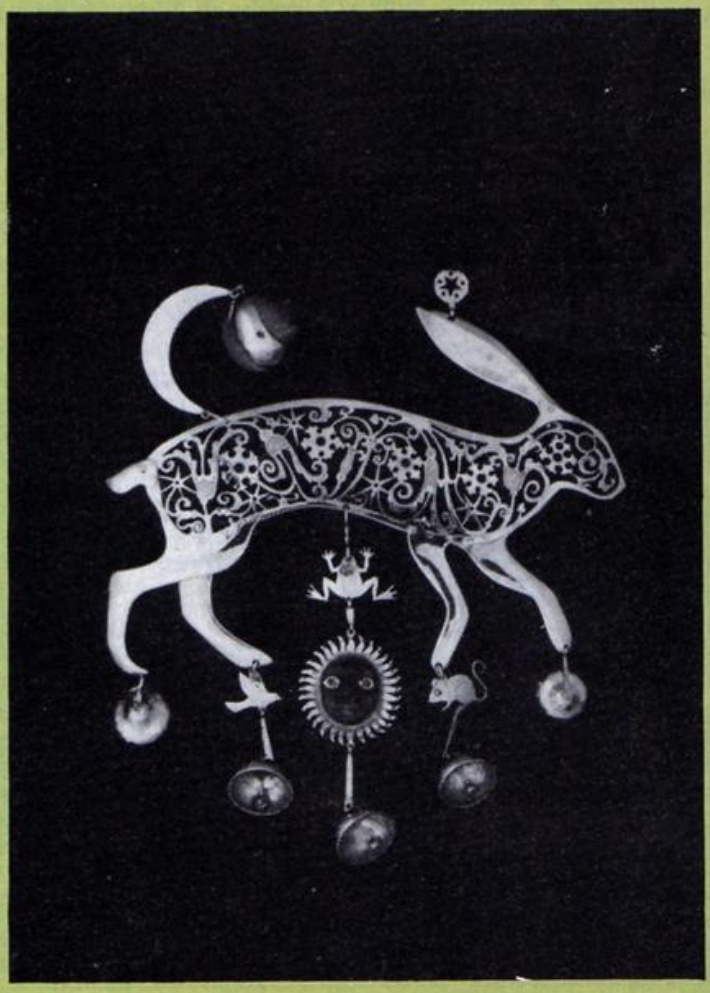
- copied tapes will not contain all the data
- registration numbers of the two tapes must be held by the winner

Purchasers of the first tape, including HCW readers, who register will be offered the second by mail on the day of issue.

Haresoft says the hare was first valued by Mr Williams at £5,000 and then valued by the press at £20,000. Now the company believes its value has risen to £30,000.

The winner may take £30,000 in cash as an alternative to the hare.

- Hareraiser Prelude may also be ordered, at the full price of £8.95, including postage and packing, from Haresoft, P.O. Box 365, London NW1 7JD



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Simply tear off and complete the attached entry form and submit it with your report, which should also include a 300 word summary and any designs you have produced. The completed application form should be signed by your employer, teacher or supervisor.

Send the completed form to: "MicroQuest", Williams & Glyn's Bank, 20 Birchin Lane, London EC3

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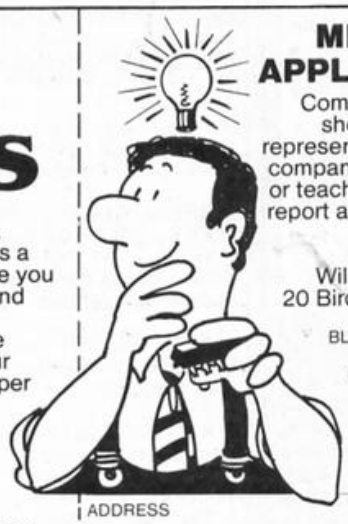

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HCW66

snakes

You want a long life. To fulfil this dream, you must beware of spiders, cockroaches and hidden traps. Timothy Keen's game has you feasting on cockroaches, fleas and superfrogs

In this game you play the part of a snake and your main aim in life is just that — to stay alive. You do this by crunching cockroaches, feasting on fleas and swallowing superfrogs.

To move on to the next screen you must gulp down all the cockroaches. You will find more and more on subsequent screens!

To gain points, fleas come in handy and you find them delicious. The superfrogs are just what you fancy too. They flash until you can get your jaws round them — then they transport you to the next screen.

However, life is not just one big teaparty. Your life is endangered by huge hairy spiders. One brush with them means death.

How it works

3-4 routine to find random location not on top of a cockroach
10-55 set up a screen and wait for key depress
100-200 main game loop
7000-7070 clear sheet routine
8000-8150 routine for UDGs
8500-8600 routine for machine code sound effect
9000-9030 lose life routine
9500-9030 game over routine
9800-9907 title display routine

The cruellest touch is the hidden trap. Ever since the garden of Eden, man and snake have not got on, and your arch enemy has set up an invisible trap to send you slithering into destruction! There's not much you can do about this one except wish for good luck.

To start this program, enter user defined graphics program and run it. Type NEW to erase everything except the graphics. Next enter the Snake program. Then type SAVE "SNAKE" LINE L (ENTER) followed by SAVE "SNAKE" CODE USR "A", 103 (ENTER).

Hints for conversion

1 Graphics would have to be changed (where there are letters in between quotation marks, i.e. lines 35 or 195, there is a UDG

2 PEEK 23560 (line 100) reads the keyboard. This could be replaced with other keyboard scans (GET$ for example)

3 BEEP, FLASH, BRIGHT, OVER, BORDER, INK, PAPER, INVERSE are all unique to the Spectrum. Either omit or replace them

4 ATTR (line 152) would have to be replaced with other ways of reading locations on the screen

5 RANDOMISE USR 30000 is a machine code sound effect — either omit or replace it

6 The 9800 routine could easily be omitted

Variables

t=255,0=1 throughout to save memory in DATA and elsewhere
sp skill level (decreases when more sheets and more spiders)
sx,sy random numbers position fleas, frogs, spiders, traps
nu number of cockroaches on sheet
qw number of cockroaches eaten
sc score
hs high score
li lives
a ATTR value of snake
tx,ty CO-ORDS of trap
x,y CO-ORDS of snake
q PEEKed value to read keyboard (alternative to INKEY$)
q$ linked with q above
z number used in defining snake direction
a$ linked with z above
f,g dummy variables used in loops

You start the game with three lives, and you lose one if you bite yourself by going over your own trail, if you bump into any of the four screen walls or if you run into a spider. If you are swallowed up by the trap you run out of chances and the game is over. One consolation is that if you manage to reach the fifth sheet, you gain an extra life.

Each time you clear a screen you get a bonus, which increases as more screens are cleared. You get one point for moving. A full score and high score are kept, and you will hear a little tune if you equal the high score.

When you load the program from tape it will run automatically, using the UDG.

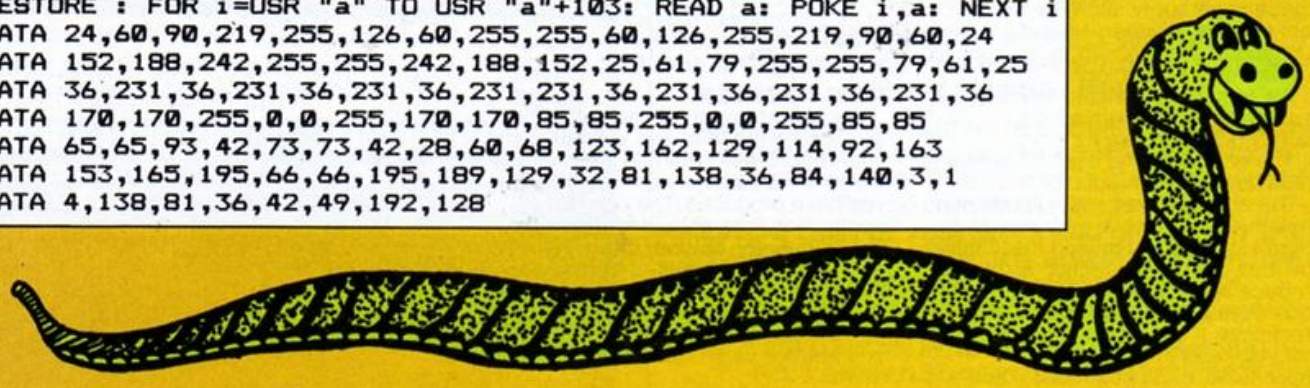
Now you must VERIFY the main Snake program. Start the game by typing "GOTO 2". You must use this whenever you run the game.

Here is a guide to the graphics. When you see these lines enter GRAPHICS mode.

Line	Graphics
30	A,B,C,D
35	I
104	N
120	G
130	H
140	E
150	F
195	J
196	K
197	L,M
5801	I,K
5802	J
5804	L,M,E
5805	I,J

Listing for User Defined Graphics

```
10 RESTORE : FOR i=USR "a" TO USR "a"+103: READ a: POKE i,a: NEXT i
20 DATA 24,60,90,219,255,126,60,255,255,60,126,255,219,90,60,24
30 DATA 152,188,242,255,255,242,188,152,25,61,79,255,255,79,61,25
40 DATA 36,231,36,231,36,231,36,231,231,36,231,36,231,36,231,36
50 DATA 170,170,255,0,0,255,170,170,85,85,255,0,0,255,85,85
60 DATA 65,65,93,42,73,73,42,28,60,68,123,162,129,114,92,163
70 DATA 153,165,195,66,66,195,189,129,32,81,138,36,84,140,3,1
80 DATA 4,138,81,36,42,49,192,128
```



alive!

Listing for Snake

```
    1 CLEAR 29999: LOAD "SNAKE"CODE USR "A",103
    2 LET t=255: LET u=PI-PI: LET o=1: GO SUB 8500: GO SUB 9800: GO SUB 5800: LET
 hs=u: POKE 23658,u: LET sp=.999: RANDOMIZE : GO TO 5
    3 LET sx=RND*19+o: LET sy=RND*29+o: IF ATTR (sx,sy)=2 OR ATTR (sx,sy+o)=2 THE
N  LET qw=qw+o: IF qw=nu+o THEN  GO TO 7000
    4 RETURN
   10 BORDER o: PAPER u: INK 7: CLS
   20 CLS : PRINT AT 10,9; FLASH o; INK 6; PAPER o;"ONTO SHEET 1": PAUSE 100
   29 LET sc=u: LET li=3: LET nu=5
   30 CLS : LET a=u: LET qw=o: LET a$="
   31 FOR f=u TO 21: PRINT AT f,u; INK 2; BRIGHT o;"";AT f,31;""
   32 NEXT f
   33 FOR f=u TO 31: PRINT  INK 2; BRIGHT o;AT u,f;"";AT 21,f;"": NEXT f
   34 GO SUB 3: LET tx=sx: LET ty=sy
   35 FOR f=o TO nu: PRINT AT RND*19+o,RND*29+o; INK 2;"": NEXT f
   39 GO SUB 3: LET x=sx: LET y=sy
   40 PRINT  INK RND*6+o;AT x,y;a$(o)
   50 IF INKEY$>"4" AND INKEY$<"9" THEN  GO TO 60
   55 GO TO 40
   60 PRINT AT x,y; INK 5;a$(o)
  100 LET q=PEEK 23560
  104 IF INT x=INT tx AND INT y=INT ty THEN  PRINT AT x,y; OVER o; BRIGHT o; INK
2; PAPER 6; FLASH o;"": FOR f=10 TO o STEP -.4: BEEP .09,f: NEXT f: GO TO 9500
  105 IF a=3 THEN  GO TO 9000
  106 IF a=2 THEN  POKE 30004,2: RANDOMIZE USR 30000: POKE 30004,10: LET sc=sc+10
: LET qw=qw+o: IF qw=nu+o THEN  GO TO 7000
  107 IF a=70 THEN  POKE 30004,o: RANDOMIZE USR 30000: POKE 30004,10: LET SC=SC+2
*nu
  108 IF a=198 THEN  LET qw=nu+o: GO TO 7000
  109 IF a=66 THEN  GO TO 9000
  110 LET q$=CHR$ q
  115 IF qw=nu+o THEN  GO TO 7000
  120 IF q$="8" THEN  LET y=y+o: LET z=3: PRINT AT x,y-o; INK 3;""
  130 IF q$="5" THEN  LET y=y-o: LET z=4: PRINT AT x,y+o; INK 3;""
  140 IF q$="7" THEN  LET x=x-o: LET z=o: PRINT AT x+o,y; INK 3;""
  150 IF q$="6" THEN  LET x=x+o: LET z=2: PRINT AT x-o,y; INK 3;""
  152 LET a=ATTR (x,y)
  155 IF Q$<"5" OR Q$>"8" THEN  PAUSE u
  160 PRINT #u; PAPER 7; INK 2;AT u,u;"SCORE=";sc;" LIVES=";li;" HI=";HS
  170 LET sc=sc+o
  180 PRINT AT x,y; INK 5;a$(z)
  195 IF RND>.945 THEN  GO SUB 3: PRINT AT sx,sy; INK 6; BRIGHT o;""
  196 IF RND>(1.8-sp) AND QW>NU/2 THEN  GO SUB 3: PRINT AT sx,sy; INK 6; BRIGHT o
; FLASH o;""
  197 IF RND>sp THEN  GO SUB 3: PRINT AT sx,sy; INK 2; BRIGHT o;""
  200 GO TO 100
5800 BORDER 3: PAPER 6: INK u: CLS : PRINT "SNAKE
";TA
B 12; OVER o;" "
5801 PRINT "WITH THE CURSOR KEYS,YOU CONTROLSAMMY SNAKE AS HE SLITHERS ABOUT"''"
    EAT ALL THE 'S OR ONE  TO CLEAR THE SHEET"
5802 PRINT '"   EAT THE  FOR BONUS POINTS"
5803 PRINT  FLASH o;'"        BUT DON'T TOUCH:-       "
5804 PRINT '" 1) A SPIDER  - LOSE ONE LIFE  2) YOUR TAIL  - LOSE ONE LIFE  3
)
 THE WALL  - LOSE ONE LIFE"
5805 PRINT '"A TRAP-INVISIBLE- LOSE ALL LIVES"''" 1 POINT PER MOVE 10 POINTS A
  A  WORTH MORE PER MORE SHEETS"
5806 PRINT  INVERSE o; BRIGHT o;'"--*BONUS SNAKE  FOR 5TH SHEET*--"
5807 PRINT #u;"------PUSH ANY KEY TO PLAY------"
```

```
5808 PAUSE o: PAUSE u: RETURN
7010 FOR f=o TO 60: OUT 254,f: BEEP .001,f: NEXT f
7020 FOR f=u TO 20 STEP .5: BORDER o: BORDER 2: BORDER 3: BORDER 4: BORDER 5: BO
RDER 6: BORDER 7: BORDER u: BEEP .002,f: NEXT f
7021 LET bp=5
7022 FOR f=1 TO 30: FOR g=20 TO 20+bp: BEEP .0025,f+g
7023 NEXT g: LET bp=bp-.25: IF bp=1 THEN  GO TO 7035
7024 OUT 254,RND*255: NEXT f
7035 BORDER o: PAPER u: INK 7: CLS
7040 LET sc=sc+nu*10: LET nu=nu+5: LET qw=o
7045 CLS : PRINT AT 10,9; FLASH o; INK 6; PAPER o;"ONTO SHEET ";nu/5
7049 LET sp=sp-.09: IF nu/5=5 THEN  LET li=li+1: GO SUB 7500: FOR f=20 TO 30 STE
P .5: BEEP .02,f: BEEP .02,-f: NEXT f
7050 RANDOMIZE INT (RND*65535): PAUSE 50: GO TO 30
7500 LET u$="***BONUS SNAKE***"
7510 FOR f=o TO 17: PRINT AT 3,7; FLASH o; BRIGHT o; PAPER o; INK 6;u$( TO f): N
EXT f
7520 FOR g=1 TO 3: FOR f=17 TO o STEP -1: PRINT AT 3,7; FLASH o; BRIGHT o; PAPER
 o; INK 6;u$(f TO ): NEXT f: NEXT g
7530 RETURN
8500 RESTORE 8600
8510 FOR f=30000 TO 30019: READ a: POKE f,a: NEXT f
8520 RETURN
8600 DATA 6,200,197,17,10,u,33,u,u,72,6,u,9,205,181,3,193,16,239,201
9005 POKE 30004,u
9010 FOR g=o TO 5: FOR f=o TO 4: PRINT AT x,y; INK g; BRIGHT o;a$(f): RANDOMIZE
USR 30000: NEXT f: NEXT g
9020 LET li=li-o: IF li=u THEN  GO TO 9500
9025 RANDOMIZE
9030 GO TO 30
9501 CLS : IF sc>hs THEN  LET hs=sc
9505 PRINT #u;AT u,u; INK 4; BRIGHT o; INVERSE o;"SCORE=";sc;" LIVES=0 HI=";hs
9510 PRINT AT 10,11; INK 5; BRIGHT o; FLASH o;"GAME OVER"
9515 BRIGHT o: PLOT 84,99: DRAW u,-15: DRAW 80,u: DRAW u,15: DRAW -80,u: BRIGHT
u
9520 POKE 30004,50: RANDOMIZE USR 30000
9525 IF sc=hs THEN  PRINT  FLASH o; INK 6; BRIGHT o; PAPER ;AT 6,9;"NEW HI-SCORE
!": PLOT 68,132: DRAW u,-16: DRAW 112,u: DRAW u,16: DRAW -112,u
9526 DATA .1,10,.1,10,.1,10,.2,10,.1,10,.1,10,.1,8,.1,6,.25,4
9527 IF sc=hs THEN  FOR g=o TO 2: RESTORE 9526: FOR f=o TO 9: READ a,b: BEEP a,b
: NEXT f: NEXT g: BEEP .1,4: BEEP .4,2.1
9529 LET ink=u
9530 PAUSE 2: PRINT  INK ink;AT 14,7;"ANOTHER GO? (Y/N)"
9535 LET ink=ink+o: IF ink=7 THEN  LET ink=u
9540 IF INKEY$="" THEN  GO TO 9530
9550 IF INKEY$<>"n" THEN  INK 7: LET sc=u: LET sp=.999: LET nu=5: LET qw=o: LET
li=3: CLS : GO TO 20
9600 STOP
9800 BORDER u:: PAPER u: INK 7: RESTORE 9900: CLS
9805 LET x=999
9806 PLOT u,u: DRAW 255,u: DRAW u,175: DRAW -255,u: DRAW u,-175
9807 PLOT 4,4: DRAW 247,0: DRAW 0,167: DRAW -247,0: DRAW 0,-167
9810 PLOT 17,66
9820 FOR f=o TO 32
9825 INK 7: BRIGHT o: BEEP .003,f
9830 READ a,b
9840 IF a=x THEN  READ c,d: PLOT c,d: READ a,b
9850 DRAW a,b
9860 NEXT f
9865 PRINT  INK 5;AT 17,10;": BEEP .25,32
9870 BRIGHT u: PAUSE 250: RETURN
9900 DATA 54,53,-34,-3,40,40,x,x,73,96,17,42,16,-31,u,36
9901 DATA x,x,110,102,15,39,x,x,118,121,15,3,x,x,125,141,20,-39
9902 DATA x,x,159,99,-2,42,x,x,158,124,26,19,x,x,159,125,26,-21
9903 DATA x,x,205,146,-11,-26,19,-24,x,x,194,120,33,10
9904 DATA x,x,37,40,150,50,-57,-30,90,-20
9905 DATA x,x,98,37,u,-12,x,x,98,29,9,8,x,x,103,31,5,-6
9906 DATA x,x,112,37,u,-12,7,u,x,x,112,31,5,u,x,x,112,37,7,u,x,x,123,37,u,-12,7,
u,x,x,123,31,5,u,x,x,123,37,7,u
9907 DATA x,x,135,37,u,-12,x,x,135,37,9,-12,u,12
```

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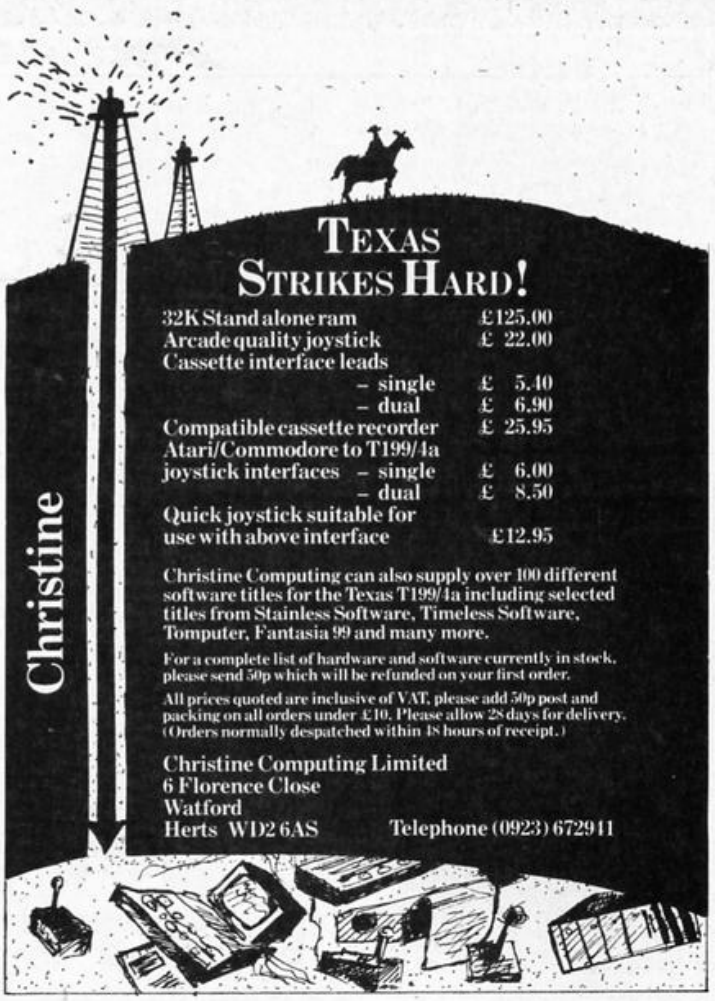

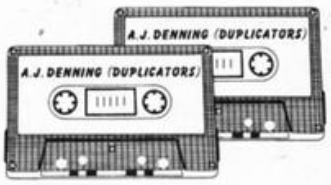

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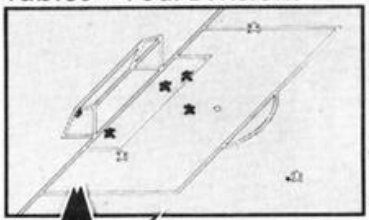

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"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro . . . To the ordinary person it is an excellent view of what can be done in the field of computer games . . . The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring . . . It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could . . . The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

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Maths 32K BBC/ Electron £9.50

Scisoft, 5 Minster Gardens, Newthorpe, Nottingham NG16 1AT

This company was one of the first to produce educational programs for the BBC and so far I have been impressed.

This package contains five programs for the 9-13 age range.

In Symmetry you draw a shape and see its rotational or reflected forms. Whilst this is interesting it isn't taxing or educational.

Fractions is better in that you have to say which is the larger of two fractions and then they are drawn for comparison on screen. This is good although the range of fractions is not large.

Shape is a naming game but your wrong answers are drawn so you have feedback and will learn from your mistakes. The problem here is that the circles are elliptical.

Factors is the most interesting, involving a balloon which collects each correct factor you choose and then the number pairs are shown.

Finally there is the well worn game of Battleships which teaches co-ordinates but you can only guess the computer's square and cannot set up your own.

Fair programs but vastly over-priced. **D.C.**

instructions	70%
ease of use	70%
graphics	65%
value for money	40%

★★

Physics Dragon 32 £9.50

Scisoft, 5 Minster Gardens, Newthorpe, Notts NG16 1AT

If you are preparing for 'O' level Physics then this tape is for you.

The basis of the package is a set of programs and revision notes which try to cover the syllabus of most examination boards. It is up to you to check that it does, though!

The cassette starts with a program of hints and tips for organising revision schedules, all the usual stuff about being methodical, but no less useful because you've heard it before. The programs all involve multiple choice questions and the idea is to get 100 points from the tests.

The scoring is on an exponential basis (wrong answers cause you to get fewer points) so that you really have to work hard to get your 100.

This program cannot make you pass exams but if used wisely it could help you greatly. Two small criticisms are that it can ask the same question twice in one test, offering the same answer in two ways, e.g. 'rise in temperature' and 'temperature rise' but only one is correct! **D.C.**

instructions	90%
ease of use	90%
graphics	N/A
value for money	90%

★★★★★

Olympics 84 48K Spectrum £14.95

Storm, Wooton Grove, Sherborne, Dorset

This program ought to be called Everything you Wanted to Know about the Olympic Games but were too Lazy to Find out!

This is a complete database of the results of the Olympics from 1896 to the present, classified by years, medals, events, sports, sexes and countries. The program calls up the results, together with winning times, etc in response to your combination of input factors. It will even draw a bar chart of certain comparisons. It is extremely fast and well laid out.

A second cassette in this very professional package allows you to input the results of this year's games in detail, then compare them with those of the previous two Olympics.

The two cassettes are accompanied by a high quality instruction manual, which also gives a potted history of the Games.

If you're a facts and figures orientated sporting computer buff, then buy this with confidence, although it's expensive. But don't expect to read the manual in five minutes and rush into using it. You need to practise to get the best from this 'program with a purpose'. **D.M.**

instructions	90%
playability	75%
graphics	95%
value for money	90%

★★★★

123 32K BBC £5.99

Compusoft, 32 Watchyard Lane, Formby, Nr Liverpool L37 3JU

Another education for me. If I carry on at this rate my brain will reach genius level. Seriously folks, this isn't very funny. Boring display, pricey and familiar.

You have a choice of three sections: 0 to 9 display, numbers display and games.

This is designed for children who are learning to recognise numbers, but I find it difficult to understand how they will be able to use a computer keyboard.

The 0 to 9 display simply draws out each number from 0 to 9 along with a picture. Very monotonous even for a four-year-old.

In the number display the child picks a number which is displayed.

You have a choice of three games — number, picture and hard number game! You must hit the key corresponding with the number or picture on the screen.

In today's difficult market I can't see how a piece of educational software of this standard can sell at £6. I'm no expert but if the standards are as high as for games then this program can't possibly sell. **D.B.**

instructions	60%
ease of use	80%
display	70%
value for money	40%

★★

Reactions ('O' Level) 48K Spectrum £8.50

Cloud 9, 4 Dolvin Rd, Tavistock, Devon PL19 9EA

A printer would be useful for recording the results of the simulations in this 'O' level chemistry revision program dealing with the rate of reactions. If you choose Revisions Notes, information is given a little at a time, and you must run side two to answer questions posed about the two simulations.

A graph of evolution of oxygen against time from hydrogen peroxide is shown, followed by clues to its interpretation. Then, using a collision model the effects of concentration, temperature and pressure upon particles is shown. Other factors are mentioned and graphically explained, followed by the definition of a catalyst.

Side two offers simulations of the decomposition of hydrogen perioxide and the reaction of marble chips with hydrochloric acid. The former allows choice of temperature, catalytic mass, concentration and volume of hydrogen peroxide and time. Then the experiment runs, followed by options including tabulation and plotting of results. Similarly with experiment two, where carbon dioxide bubbles match plots on the graph, shown on screen, which can be printed.

A simplistic program making use of some of the interactive potential of the computer. **T.W.**

instructions	55%
ease of use	65%
display	60%
value for money	65%

★★★

Run round the rugged rocks

In this game you have to reach the top of the Hex mountain to collect sacks of gold, avoiding the falling rocks as you climb.

Points are awarded for every move but energy is subtracted. On reaching the gold extra points and energy are awarded. Falling off the edge loses energy and one life. An extra life is awarded for every five sacks of gold collected.

The game starts with one falling rock. If you reach 1,500 points then another rock is added.

Up right F, up left A, down right C, down left Z.

Variables

M N J K position of man
X Y V I C T F P positions of rocks
SH sheet number
SC score
HI high score
GD gold
LV lives
EN energy

```
1 CLS:INK6:PAPER4
2 POKE618,10:GOSUB8000
10 HI=5000
25 A$="ghi ghi ghi ghi ghi ghi ghi ghi"
35 B$="c ahc ahc ahc ahc ahc ahc a"
40 C$="cba cba cba cba cba cba cba cba"
45 D$="kbe dbe dbe dbe dbe dbe dbe dbj"
50 E$="cba cba cba cba cba cba cba"
55 F$="kbe dbe dbe dbe dbe dbe dbj"
60 G$="cba cba cba cba cba cba"
65 H$="kbe dbe dbe dbe dbe dbj"
70 I$="cba cba cba cba cba"
75 J$="kbe dbe dbe dbe dbj"
80 K$="cba cba cba cba"
85 L$="kbe dbe dbe dbj"
90 M$="cba cba cba":N$="kbe dbe dbj"
95 O$="cba cba":P$="kbe dbj"
99 Q$="cba":R$="kbj"
100 INK6:CLS
101 PLOT3,21,A$:PLOT3,20,B$
105 PLOT3,19,C$:PLOT3,18,D$
110 PLOT5,17,E$:PLOT5,16,F$
115 PLOT7,15,G$:PLOT7,14,H$
120 PLOT9,13,I$:PLOT9,12,J$
125 PLOT11,11,K$:PLOT11,10,L$
130 PLOT13,9,M$:PLOT13,8,N$
135 PLOT15,7,O$:PLOT15,6,P$
140 PLOT17,5,Q$:PLOT17,4,R$
200 LV=3:GD=0:EN=650:SC=0:SH=1
205 M=16:N=18
210 V=18:I=8:X=18:Y=4
220 C=X:T=Y:F=V:P=I
240 POKE49080,16:POKE49040,16
242 POKE49081,6:POKE49041,0
```

Hints on conversion

PLOT x,y is similar to PRINT 0 x y. When PLOT is followed by a number this is a colour attribute i.e. 0 to 7 are foreground colours 163,164 are characters in inverse colours.

KEY$ scan, **WAIT** pause, **SHOOT, ZAP, EXPLODE** sound commands, **MUSIC PLAY SOUND** control sound generator.

How it works

1 clears screen, sets colour
2 switches off cursor and key-click; GOTO instructions
10 set high score
25-264 sets up strings to display on screen, variables and colours
400-499 main loop, move man, checks for hit, fall, or gold
500-700 move rocks routine
1000-1075 fall routine
3000-3100 reach gold routine
5000-6000 re-define characters
7000-7130 game over routine
8000-8120 instructions

```
246 POKE49000,16:POKE49001,7
250 PLOT4,26,"SCORE :"
251 PLOT11,26,STR$(SC)
252 PLOT20,26,"HI-SCORE :"
253 PLOT31,26,STR$(HI)
254 PLOT4,24,"LIVES :"
255 PLOT11,24,STR$(LV)
256 PLOT20,24,"GOLD    f:"
257 PLOT31,24,STR$(GD)
258 PLOT1,25,1:PLOT4,25,"ENERGY:"
259 PLOT11,25,RIGHT$("  "+STR$(EN),3)
260 PLOT18,24,3:PLOT18,26,5
261 PLOT31,25,STR$(SH):PLOT18,25,4
262 PLOT20,25,"SHEET    :"
264 PLOT16,3,12:PLOT17,3,3:PLOT18,3,"f"
400 REM.....MAIN LOOP.....
401 GOSUB500
405 J=N:K=M
410 V$=KEY$
412 IFV$=""THEN485
415 IFV$="Z"THENM=M-2:N=N+2:GOTO433
420 IFV$="C"THENM=M+2:N=N+2:GOTO433
425 IFV$="A"THENM=M-2:N=N-2:GOTO433
430 IFV$="F"THENM=M+2:N=N-2:GOTO433
431 GOTO485
433 SC=SC+(15*(20-N))
434 IFHI<SCTHENHI=SC
435 IFSCRN(M,N)=32THEN1000
437 IFN>18THENN=18:M=K
438 EN=EN-(3*(20-N)):IFEN<0THENEN=0
439 PLOT11,25,RIGHT$("  "+STR$(EN),3)
440 PLOTK,J-1," ":PLOTK,J,"b"
441 IFSCRN(M,N)=165THEN2000
442 IFM=18ANDN=4THEN3000
444 IFEN=0THEN7000
445 ZAP
450 IFSCRN(M,N)=165THEN2000
470 PLOT11,26,STR$(SC)
472 PLOT31,26,STR$(HI)
475 PLOT11,24,STR$(LV)
485 PLOTM,N-1,163:PLOTM,N,164
499 GOTO400
500 REM.....ROCK FALL.....
```

```
501 PLOTM,N,164:PLOTM,N-1,163
502 SOUND3,3000,0
505 PLAY4,0,1,5:PLOTC,T,"b"
510 Z=RND(1)*3
515 IFZ>1.5THENZ=-2ELSEZ=2
520 X=X+Z:Y=Y+2
525 IFY>18THENY=4:X=18
530 IFSCRN(X,Y)=164THENPOP:GOTO2000
550 C=X:T=Y:PLOTX,Y,165
595 IFSC<1500THENRETURN
605 PLAY4,0,1,5:PLOTF,P,"b"
610 ZZ=RND(1)*3
615 IFZZ>1.5THENZZ=-2ELSEZZ=2
620 V=V+Z:I=I+2
625 IFI>18THENI=4:V=18
630 IFSCRN(V,I)=164THENPOP:GOTO2000
650 F=V:P=I:PLOTV,I,165
690 PLAY0,0,0,0
699 RETURN
1000 REM.....FALL.....
1001 A=N
1010 PLOTK,J,"b":PLOTK,J-1," "
1015 FORB=1TO18-A
1020 PLOTM,N,"$":PLOTM,N-1,"#"
1022 WAIT10
1023 PLOTM,N," ":PLOTM,N-1," "
1025 EN=EN-17:IFEN<0THENEN=0
1027 PLOT11,25,RIGHT$("  "+STR$(EN),3)
1029 IFEN=0THEN7000
1030 IFM>18THENM=M+1ELSEM=M-1
1035 N=N+1:NEXT
1050 EXPLODE:WAIT20
1055 LV=LV-1:PLOT11,24,STR$(LV)
1060 IFLV=0THEN7000
1065 WAIT100
1070 PLOTX,Y,"b":PLOTV,I,"b"
1075 GOTO205
2000 REM.....HIT.....

2020 PLOTM,N-1," ":PLOTM,N,165
2025 FOROC=10TO2STEP-1:MUSIC1,0,OC,0:MUSIC2,1,OC,0:MUS
IC3,2,OC,0
2028 PLAY7,0,5,5:WAIT1:NEXT
```

ORIC PROGRAMS

```
2030 LV=LV-1:PLOT11,24,STR$(LV)
2032 MUSIC1,2,5,0:SOUND2,50,10
2034 WAIT20
2035 PLAY3,0,7,20:WAIT25:PLAY6,0,5,20:WAIT30:PLAY0,0,0
0
2040 IFLV=0THEN7000
2050 WAIT100
2060 PLOTX,Y,"b":PLOTV,I,"b"
2065 GOTO205
3000 REM.......GOLD......
3001 PLOTX,Y,"b":PLOTV,I,"b"
3002 PLOTM,N-1,163:PLOTM,N,164
3003 FORD=1TO10:MUSIC1,3,0,0:MUSIC2,4,0,0:SOUND3,40,0
3004 EN=EN+21:SC=SC+50
3005 PLOT11,25,RIGHT$("  "+STR$(EN),3)
3010 PLOT11,26,STR$(SC)
3025 PLAY7,0,5,1:WAIT1:NEXT
3030 WAIT100
3040 PLOTM,N-1," ":PLOTM,N,"b"
3050 GD=GD+1:PLOT31,24,STR$(GD)
3055 IFGD=5THENLV=LV+1:SHOOT:WAIT2
3060 SH=SH+1:PLOT31,25,STR$(SH)
3100 GOTO205
4999 REM.......REDEFINE.CHA'RS.....
5000 FORQ=46856TO46943:READW:POKEQ,W:NEXT
5001 DATA63,63,63,63,63,63,63,63
5002 DATA63,0,0,0,0,0,0,0
5003 DATA43,53,43,53,43,53,43,53
5004 DATA63,56,48,32,32,48,40,54
5005 DATA59,13,7,3,3,7,15,31
5006 DATA20,12,8,22,55,39,55,30
5007 DATA43,21,11,5,3,1,0,0
5008 DATA0,0,0,0,0,63,0,0
5009 DATA62,60,56,48,32,0,0,0
5010 DATA48,8,4,2,3,7,15,31
5011 DATA7,8,16,32,32,48,40,54
5100 FORQ=46360TO46383:READW:POKEQ,W:NEXT
5110 DATA0,12,30,30,12,63,45,45
5111 DATA45,45,12,30,18,18,51,51
5112 DATA12,30,63,51,51,63,30,12
```

```
6000 RETURN
7000 REM.......GAME OVER.........
7005 PRINT:PRINTSPC(10);"GAME OVER"
7008 WAIT150:CLS:INK3
7010 PRINT:PRINT:PRINT
7020 PRINTSPC(9)CHR$(4);CHR$(27)"NHEX-MAN":PRINTCHR$(4
)
7025 PLOT9,16,1
7030 PLOT10,16,"YOUR SCORE WAS:
7040 PLOT25,16,STR$(SC)
7050 L=FRE("")
7060 PRINT:PRINT:PRINT
7100 PRINT"PRESS SPACE FOR ANOTHER GO"
7120 S$=KEY$
7125 IFS$=" "THENGOTO100
7130 GOTO7120
8000 REM....INSTRUCTIONS.....
8001 PAPER2:INK4
8005 PRINT:PRINT:PRINT
8010 PRINTSPC(9)CHR$(4);CHR$(27)"NHEX-MAN":PRINTCHR$(4
)
8015 PLOT0,6,17
8020 PRINT:PRINT:PRINT
8030 PRINT"CLIMB THE HEX-MOUNTAIN TO COLLECT THE"
8040 PRINT"GOLD.AVOID THE FALLING ROCKS"
8045 PRINT"5 PIECES OF GOLD=1 EXTRA LIFE"
8050 PRINT:PRINT
8060 PRINTSPC(5);"CONTROLS"
8065 PRINT
8070 PRINTSPC(5);"A     F"
8080 PRINTSPC(5);" \   /"
8090 PRINTSPC(5);" /   \"
8095 PRINTSPC(5);"Z     C"
8099 GOSUB5000:PAPER4:INK6
8100 PRINT:PRINT"PRESS SPACE TO PLAY"
8105 PLOT0,20,16:PLOT21,20,20
8110 S$=KEY$
8115 IFS$=" "THENRETURN
8120 GOTO8110
```


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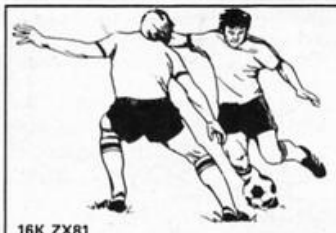

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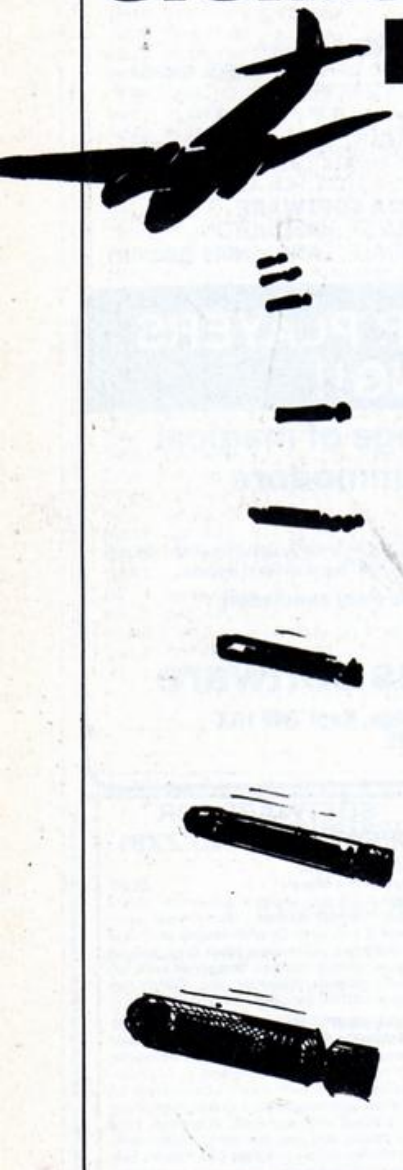


This game runs on any Atari computer with 16K or more and one joystick controller.

A bomb is going to explode in your family's house. You must try and reach your home and prevent it from going off. If you can't get home before the fuse burns away, everything will go up in smoke!

Use the joystick to guide Dropbut to the red pad at the top of the screen. You have four lives and you can lose them by being run over on the road, by falling in the river if there are no objects for you to land on, by touching the poisonous grass at the top of the screen or if the bomb goes off before you can get home. Sounds quite an obstacle race, doesn't it!

You can ford the river by jumping on objects. Your timing must be spot on, though — when an object reaches the far side of the screen it will drop to the other side, dumping you in the water!

Each time you make it to the red pad your score increases depending on the skill level. The skill level increases by one, the red pad moves a little nearer to the house and you are awarded bonus points for each part of the fuse left.

The red pad reaches the house every five crossings. It then returns to its starting position, and the speed of vehicles and obstacles increases. There is a total of 25 skill levels.

At the end of each game the top 10 scores are displayed. One or two players can play. SELECT this option at the start of the game. If there are two players, they alternate in turn until both have lost all four lives.

Your score is displayed at the bottom of the screen with lives remaining and skill level.

Good luck with your chaotic crossing — I'm worn out just thinking about it!

How it works

7-16 title sequence and initialisation
20-50 draw play area, print score
200 start of main loop
200-240 move vehicles and river obstacles
300-310 shorten fuse if TI = 0
400-410 check player missile graphics collision registers
800-806 create sound effect while playing
809-840 scan joystick and increase x and y co-ordinates of Dropbut if necessary
850 end of main loop. Return to start of main loop
6000-6025 routine to move Dropbut if he is on an obstacle in the river
6100-6120 routine to move Dropbut to bottom of screen
6200-6250 routine for when Dropbut reaches the red pad
6500 subroutine to draw fuse wire
6600-6640 routine when Dropbut dies
6800 subroutine to set screen colours
7000-7030 subroutine to swap players over
9000-9120 create user defined characters
9500-9520 POKE in machine code for fast vertical movement of Atari's PMGs
9550-9900 set up PMGs
100000-10010 subroutine to place PM graphics at random horizontal starting positions
12000-12418 game over routine, place scores in top 10 table if they are high enough, print top 10 table
12420-12460 play a little tune
12500-12650 wait for user to select a 1- or 2-player game, press start

Hints on conversion

It should be possible to convert this game for another computer with sprite graphics, although you may find it difficult. If you want to have a go, here are some hints to help you.

The program is in graphics 1 + 16, a text mode which divides the screen into 20 by 23.

Dropbut, the vehicles and obstacles are player missile graphics (sprites). The house, river, road, fuse and pad are redefinable characters.

STICK reads the joystick controller, PLOT places a single character at position x,y on screen. DRAWTO draws to position x,y from the last position plotted.

POSITION puts the cursor at position x,y on the screen (rather like TAB(x,y) and PRINT at x,y). COLOUR determines which character and what colour will next be plotted with the plot command.

POKES 53248 to 53251 control the horizontal positions of the PMGs. A=USR(UP, PLO) and A=USR(DOWN, PLO) simply call on machine code routines which move Atari's PMGs up or down the screen by one pixel. On your computer replace these with COMMANDs or POKEs which move the sprite graphics up or down the screen.

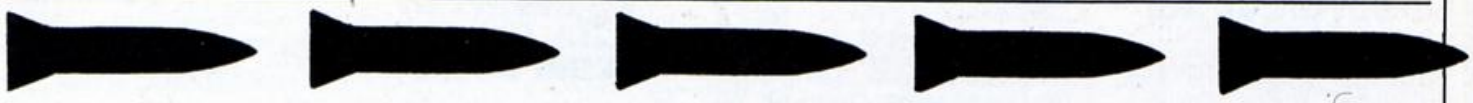
Variables

T$ game title
x,y horizontal and vertical position of Dropbut
x1,x2,x3,y1,y2,y3 horizontal and vertical position of the three vehicles and three obstacles
AC horizontal position of the fuse wire
ST value of stick (0)
N note for tune
L length of note
HMP how many players (1 or 2)
HS() top 10 high scores
CHN$ characters to be redefined
CHB starting address of custom char set
CHD starting address of each char held in CHN$
UP address of machine code routine which moves PMGs up
DOWN address of machine code routine which moves PMGs down
PM set up PMGs
TI,ETI TI is set at the value of ETI and decreased by one each time the main loop is completed. Each time TI reaches 0 part of the fuse burns away until the fuse wire or Dropbut reaches the house. On harder levels ETI is lower, so the fuse wire burns more quickly

These arrays hold information on players 1 and 2:
LI() lives remaining
SC() scores
LEV () level being played
LP() red pad's horizontal position
SP(1),SP(2),SP(3) store the three vehicles and obstacle speeds for player 1
SP(4),SP(5),SP(6) store the three vehicles and obstacle speeds for player 2
ETI() see TI and ETI above

Cross land and sea to rescue your kin from being blown to oblivion! Take part in Victor Thorn's obstacle race and save the world

```
0 REM ******************************
1 REM *   'THE CHAOTIC CROSSING'    *
2 REM *       AUG/SEPT  1983        *
3 REM *             BY              *
4 REM *        VICTOR THORN         *
5 REM ******************************
6 REM
7 GRAPHICS 17:POKE 16,64:POKE 53774,64
8 DIM SP(6),CHN$(8),HS(10),T$(32),ETI(2),LEV(2),LI(2),S
C(2),LP(2)
9 FOR T=1 TO 10:HS(T)=0:NEXT T:T$="THE-CHAOTIC-CROSSING
":T$(21)="VICTOR THORN"
10 POSITION 0,4:FOR T=1 TO 20:? £6;T$(T,T);:FOR I=1 TO
20:POKE 708,I*10:SOUND 0,I*10,8,15:NEXT I:NEXT T
11 POKE 708,15:FOR T=12 TO 0 STEP -0.5:FOR I=1 TO 5 STE
P 1.5:SOUND 0,T*I*5,10,15:SOUND 1,T*I*5,8,15:NEXT I:NEX
T T
12 POSITION 2,7:? £6;"BY":POSITION 5,7:? £6;T$(21,32):P
OSITION 4,15:? £6;"PLEASE WAIT"
14 SOUND 0,0,0,0:SOUND 1,0,0,0:Y=100:Y1=37:Y2=46:Y3=55:
GOSUB 9000:POSITION 4,15:? £6;"**********":GOTO 12500
15 ? £6;CHR$(125):GOSUB 6800:SP(1)=1:SP(2)=-2:SP(3)=3:S
P(4)=1:SP(5)=-2:SP(6)=3:TI=32:ETI(1)=20:ETI(2)=20
16 LI(1)=4:LI(2)=4:LP(1)=16:LP(2)=16:SC(1)=0:SC(2)=0:LE
V(1)=1:LEV(2)=1:W=1:V=1
```



```
20 COLOR 1:FOR T=5 TO 11:PLOT 0,T:DRAWTO 19,T:NEXT T:CO
LOR 33:FOR T=14 TO 20:PLOT 0,T:DRAWTO 19,T:NEXT T
25 COLOR 41:PLOT 16,23:DRAWTO 19,23:COLOR 161:PLOT 0,4:
DRAWTO 19,4
30 FOR T=12 TO 13:PLOT 0,T:DRAWTO 19,T:NEXT T:FOR T=21
TO 22:PLOT 0,T:DRAWTO 19,T:NEXT T:POSITION 0,23
40 ? £6;"SCORE ";SC(V):POSITION 2,0:? £6;"£!$":POSITION
 2,1:? £6;"%!&":POSITION 2,2:? £6;"%'&":COLOR 168
50 PLOT 5,2:DRAWTO 19,2:PLOT 0,2:PLOT 1,2:COLOR 33:PLOT
 LP(V),4:PLOT LP(V)+1,4:POSITION 13,23:? £6;LEV(V)
60 POKE 53248,X
80 GOSUB 6500:T=1:I=0
200 X1=X1+SP(W):X2=X2+SP(W+1):X3=X3+SP(W+2):POKE 53249,
X1:POKE 53250,X2:POKE 53251,X3
220 IF X1>210 THEN X1=10
230 IF X2<10 THEN X2=210
240 IF X3>210 THEN X3=10
290 IF Y<30 THEN 6200
300 TI=TI-1:IF TI>0 THEN 400
310 TI=ETI(V):COLOR 0:PLOT AC,0:AC=AC-1:IF AC=4 THEN 66
10
400 A=PEEK(53260):IF A=2 OR A=4 OR A=8 THEN 6000
410 IF PEEK(53252)=2 AND A=0 THEN 6600
800 IF Y<66 THEN 803
801 I=I+1:IF I>3 THEN I=0:T=T+1:IF T=3 THEN T=1
802 GOTO 806
803 I=I+1:IF I>2 THEN I=0:T=T+1:IF T=3 THEN T=1
806 SOUND 0,255*T+(20*I/(T+2)),10,15
809 POKE 53278,0:ST=STICK(0)
810 IF ST=7 OR ST=5 THEN IF X<199 THEN X=X+1:POKE 53248
,X:GOTO 200
820 IF ST=11 OR ST=9 THEN IF X>49 THEN X=X-1:POKE 53248
,X:GOTO 200
830 IF ST=14 OR ST=10 OR ST=6 THEN IF Y>28 THEN Y=Y-1:A
=USR(UP,PL0):GOTO 200
840 IF ST=13 THEN IF Y<100 THEN Y=Y+1:A=USR(DOWN,PL0)
850 GOTO 200
6000 IF Y>65 THEN 6600
6005 IF A=2 AND X<199 THEN X=X+SP(W)
6010 IF A=4 AND X>49 THEN X=X+SP(W+1)
6015 IF A=8 AND X<199 THEN X=X+SP(W+2)
6020 IF A=2 AND PEEK(53252)=6 THEN 6600
6025 POKE 53278,0:POKE 53248,X:GOTO 800
6100 POKE 53278,0:POKE 53248,227:T=Y:Y=100:IF T=Y THEN
6120
6110 T=T+1:A=USR(DOWN,PL0):IF T<Y THEN 6110
6120 GOSUB 6500:GOSUB 10000:T=1:I=0:GOTO 800
6200 SC(V)=SC(V)+LEV(V)*80:IF LP(V)=4 THEN POSITION 7,1
:? £6;"YOU MADE IT"
6205 FOR T=250 TO 170 STEP -40:FOR I=15 TO 0 STEP -0.2:
SOUND 0,T,10,I:NEXT I:NEXT T
6210 FOR T=170 TO 250 STEP 40:FOR I=15 TO 0 STEP -0.32:
SOUND 0,T,10,I:NEXT I:NEXT T
6220 FOR T=5 TO AC:COLOR 0:PLOT T,0:SC(V)=SC(V)+LEV(V)*
5:POSITION 6,23:? £6;SC(V):FOR I=1 TO 12
6225 SOUND 0,T+I,10,15:NEXT I:NEXT T
6230 SOUND 0,0,0,0:COLOR 161:PLOT LP(V),4:PLOT LP(V)+1,
4
6235 IF LP(V)=4 THEN FOR T=6 TO 18:POSITION T,1:? £6;"
":NEXT T
6240 LP(V)=LP(V)-3:ETI(V)=ETI(V)-2:LEV(V)=LEV(V)+1:IF L
P(V)<>1 THEN 6245
6241 LP(V)=16:ETI(V)=20:TI=ETI(V):SP(W)=SP(W)+1:SP(W+1)
=SP(W+1)-1:SP(W+2)=SP(W+2)+1
6245 IF SP(W)=4 THEN SP(W)=3:IF SP(W+2)=8 THEN SP(W+1)=
-6:SP(W+2)=7:ETI(V)=12:LEV(V)=LEV(V)-1
6250 POSITION 13,23:? £6;LEV(V):COLOR 33:PLOT LP(V),4:P
LOT LP(V)+1,4:POKE 77,0:GOTO 6100
6500 AC=19:COLOR 136:PLOT 5,0:DRAWTO 19,0:RETURN
6600 COLOR 0:FOR T=AC TO 5 STEP -1:PLOT T,0:FOR I=1 TO
10:SOUND 0,T*10,8,15:NEXT I:NEXT T
6610 LI(V)=LI(V)-1:COLOR 0:PLOT 19-LI(V),23:POKE 53248,
227
6615 FOR T=1 TO 255 STEP 9:SOUND 0,T,8,15:FOR I=708 TO
712:POKE I,0:NEXT I
6616 FOR I=1 TO 11:NEXT I:FOR I=708 TO 712:POKE I,15:NE
XT I:NEXT T
6620 GOSUB 6800:POKE 712,0:POKE 77,0:SOUND 0,0,0,0:IF H
MP=1 AND LI(V)=0 THEN 12000
6625 IF HMP=2 AND LI(1)=0 AND LI(2)=0 THEN 12000
6630 IF V=1 AND HMP=2 THEN V=2:W=4:GOSUB 7000:GOTO 6640
6635 IF V=2 THEN V=1:W=1:GOSUB 7000
6640 GOTO 6100
6800 POKE 704,15:POKE 705,45:POKE 706,10:POKE 707,106:P
OKE 709,114:POKE 710,202:POKE 711,110:POKE 708,40:RETUR
N
7000 COLOR 0:PLOT 5,23:DRAWTO 19,23:COLOR 161:PLOT 0,4:
DRAWTO 19,4:COLOR 33:PLOT LP(V),4:PLOT LP(V)+1,4
7010 POSITION 13,23:? £6;LEV(V):POSITION 6,23:? £6;SC(V
):COLOR 41:PLOT 20-LI(V),23:DRAWTO 19,23
7020 POSITION 6,12:? £6;"PLAYER ";V:FOR T=1 TO 300:NEXT
 T:COLOR 161:PLOT 0,12:DRAWTO 19,12
7030 RETURN
9000 CHN$="!£$%&'()":CHB=(PEEK(106)-8)*256
9010 FOR I=0 TO 511:POKE CHB+I,PEEK(57344+I):NEXT I:FOR
 I=1 TO 8:CHD=CHB+(ASC(CHN$(I))-32)*8:FOR T=0 TO 7:READ
 A
9020 POKE CHD+T,A:NEXT T:NEXT I:POKE 756,CHB/256
9100 DATA 255,255,255,255,255,255,255,255,1,3,7,15,31,6
3,127,255,140,204,236,252,252,252,254,255
9110 DATA 63,63,49,49,49,63,63,63,252,252,140,140,140,2
52,252,252,255,255,195,195,195,195,195,195
9120 DATA 0,0,0,0,0,0,0,0,255,0,24,24,60,90,24,36,66
9500 FOR I=1536 TO 1575:READ A:POKE I,A:NEXT I:UP=1536:
DOWN=1557
9510 DATA 104,104,133,95,104,133,94,160,1,177,94,136,14
5,94,200,200,192,127,208,245,96,104,104,133,95,104,133
9520 DATA 94,160,127,177,94,200,145,94,136,136,208,247,
96
9550 A=PEEK(106)-12:POKE 54279,A:PM=256*A:POKE 559,46:P
OKE 53277,3:FOR I=PM+512 TO PM+1024:POKE I,0:NEXT I
9570 FOR I=PM+512+Y TO PM+518+Y:READ A:POKE I,A:NEXT I:
PL0=PM+512
9580 FOR I=PM+640+Y1 TO PM+647+Y1:READ A:POKE I,A:NEXT
I:FOR I=PM+694+Y1 TO PM+701+Y1:READ A:POKE I,A:NEXT I
9590 FOR I=PM+768+Y2 TO PM+775+Y2:READ A:POKE I,A:NEXT
I:FOR I=PM+795+Y2 TO PM+802+Y2:READ A:POKE I,A:NEXT I
9600 FOR I=PM+896+Y3 TO PM+903+Y3:READ A:POKE I,A:NEXT
I:FOR I=PM+923+Y3 TO PM+930+Y3:READ A:POKE I,A:NEXT I
9610 POKE 623,1:FOR T=53257 TO 53259:POKE T,3:NEXT T:PO
KE 53278,0
9800 DATA 24,24,60,90,24,36,66
9810 DATA 60,126,255,255,255,255,126,60,250,251,255,255
,255,255,251,250
9820 DATA 60,126,255,255,255,255,126,60,199,75,83,127,1
27,83,75,199
9830 DATA 60,126,255,255,255,255,126,60,32,49,121,63,63
,121,49,32
9900 RETURN
10000 X=INT(RND(1)*140)+54:X1=INT(RND(1)*140)+54:X2=INT
(RND(1)*140)+54:X3=INT(RND(1)*140)+54
10010 POKE 53248,X:POKE 53249,X1:POKE 53250,X2:POKE 532
51,X3:RETURN
12000 POSITION 5,12:? £6;"GAME OVER":FOR T=15 TO 60:FOR
 I=1 TO 255 STEP T:SOUND 0,I,10,15:SOUND 1,I,8,15
12010 NEXT I:NEXT T:SOUND 0,0,0,0:SOUND 1,0,0,0
12020 FOR T=53248 TO 53251:POKE T,227:NEXT T:T=Y:Y=100:
IF T=Y THEN 12060
12030 T=T+1:A=USR(DOWN,PL0):IF T<Y THEN 12030
12060 ? £6;CHR$(125):POKE 708,45
12080 POSITION 0,0:? £6;T$(1,20):POSITION 9,1:? £6;"BY"
:POSITION 4,2:? £6;T$(21,32)
12090 ? £6:? £6;"PLAYER 1 - ";SC(1):IF HMP=2 THEN ? £6;
"PLAYER 2 - ";SC(2)
12100 V=1:T=0
12105 T=T+1:IF SC(V)>HS(T) THEN 12140
12106 IF T=10 THEN IF HMP=2 AND V=1 THEN V=2:T=0:GOTO 1
2105
12108 IF T=10 THEN 12400
12110 GOTO 12105
12140 FOR I=9 TO T STEP -1:HS(I+1)=HS(I):NEXT I:HS(T)=S
C(V):IF V=1 AND HMP=2 THEN V=2:T=0:GOTO 12105
12400 POSITION 2,7:? £6;"HI-SCORE TABLE":POSITION 2,8:?
 £6;"---------------"
12410 FOR T=1 TO 5:POSITION 0,8+T:? £6;T;". ";HS(T):NEX
T T
12415 FOR T=6 TO 9:POSITION 11,3+T:? £6;T;". ";HS(T):NE
XT T:POSITION 10,13:? £6;"10. ";HS(10)
12418 POSITION 0,15:? £6;"**********************"
12419 REM **************************
12420 REM *'BLOW THE MEN DOWN'  TUNE*
12430 REM *TRANSLATED BY LEE PARRISH*
12431 REM **************************
12440 RESTORE 12460:FOR I=1 TO 16:READ N,L:SOUND 0,N,10
,15:FOR T=0 TO 10*L:NEXT T:NEXT I
12460 DATA 53,3,47,3,53,3,64,3,81,3,64,3,53,3,47,3,53,3
,64,9,53,9,47,9,60,3,64,3,60,3,72,6
12500 T=0:HMP=1:POSITION 0,22:? £6;"PRESS START TO BEGI
N"
12510 POSITION 1,17:? £6;"SELECT 1/2 PLAYERS":POSITION
2,19:? £6;"ONE PLAYER GAME"
12520 IF PEEK(53279)<>5 THEN 12610
12530 IF HMP=2 THEN HMP=1:POSITION 2,19:? £6;"ONE":GOTO
 12600
12540 IF HMP=1 THEN HMP=2:POSITION 2,19:? £6;"TWO"
12600 FOR W=1 TO 50:NEXT W
12610 I=I+1:IF I>5 THEN I=1:T=T+1:IF T>255 THEN T=1
12620 SOUND 0,255*T+(20*I/(T+2)),8,15
12630 IF PEEK(53279)<>6 THEN 12520
12650 SOUND 0,0,0,0:GOSUB 10000:POKE 53278,0:POKE 77,0:
GOTO 15
19999 REM *** CSAVE BEFORE RUNNING ***
```

Try your hand at these

Quick reactions and dexterity are needed for these fast-moving games. Our panel of reviewers have tried them out — read that they say

Breakout Sord/CGL M5 £5.95

Hamsoft, 5 Greenfield Link, Coulsdon Woods, Coulsdon, Surrey CR3 2SW

As the name suggests, Breakout is the classic bat 'n' ball game, but don't let that put you off.

You have three balls to knock down as many bricks as you can and with every complete brick wall you knock down, the game gets harder. It features very smooth sprite graphics and appropriate sounds.

Considering the memory limitations of the standard M5, a number of nice touches such as Freeze, Halt and the facility to skip through screens makes this program a very slick product.

The instructions, laboriously typed out, are comprehensive. Although the inlay card and the instructions do not look very professional, the quality of this 100% machine code game is far higher than that of cassette-based games produced by CGL. For BASIC-G owners, there is a free game called Codebreak included.

M5 owners aren't exactly spoilt for choice when it comes to software — in fact they are positively starved — and any game is welcome. Admittedly Breakout isn't the most original nor the most exhilarating game ever created, but at £5.95 it is a great deal cheaper than cartridge software and represents good value for money. **S.S.**

instructions	90%
playability	50%
graphics	75%
value for money	80%

★★★★

Cuthbert in the Jungle CBM 64 £8

Microdeal, 41 Truro Rd, St Austell, Cornwall PL25 5JE

This must be one of the best games from Microdeal. There are 120 different screens in the game. Although they are different they are very similar.

The aim is to run through the jungle and collect the treasures. Many obstacles are included to bar your way or kill you — such as tar pits, snakes, crocodiles etc.

There are two levels on the screen at any one time. The top half contains the jungle while the bottom half is an underground tunnel. Access to the two is available by holes and ladders which are on certain screens. More points are gained by using the underground system. Exactly why this is I do not know as the top level is much harder.

A time limit of 12 minutes has been imposed for collecting all of the treasures.

The game loads quickly and is problem free. A recording has been made on both sides of the cassette. You may play with either joystick in port 1 or by using the keyboard.

The instructions are well written and concise. They even include tips for getting high scores. **K.I.**

instructions	65%
playability	70%
graphics	70%
value for money	60%

★★★

Haunted Abbey 32K BBC £6.90

A & F, Unit 8, Canal Side Industrial Estate, Woodbine Street East, Rochdale, Lancashire OL16 5LB

Being a little slow, and decidedly unsuccessful in adventures, I was not looking forward to attempting this one.

After reading the small list of instructions my immediate thoughts were "Instructions? sounds more like threats to me!"

Haunted Abbey is a purely text adventure in which your objective is to find Phibe's Book of Incantations, and pick up a few treasures to boost the score.

When you are playing this game remember the three golden rules for adventures, don't rush, don't die, and don't think that because you have a sharp sword you can kill just about any type of monster your Beeb can manage to contrive, because you can't.

After about two hours of disobeying the rules I managed to enter the Abbey. Once you are inside the creepy building the fun begins, and there are numerous locations, red herrings and puzzles.

If you are not a born adventurer either, but feel that with a bit of practice you can get somewhere, then I would say this is your first rung on a very long ladder to the top. **M.B.**

instructions	60%
ease of use	90%
display	70%
value for money	90%

★★★★

Alpha Blaster VIC-20 £7.95

Sumlock, Royal London Hse, 198 Deansgate, Manchester M3 3NE

Much to my surprise, "shoot the aliens" games are still being produced in large numbers.

This rather unimaginative offering is yet another.

This is a sort of Space Invaders cum Galaxians cum Arcadia game which has none of the strengths of those games mentioned.

You control a space ship at the bottom of the screen and you must destroy waves of nasties and meteors which move from the top.

The attacks come in three waves, each with slightly different attacking tactics. The first and third waves are quite tough, the middle one is ludicrously easy.

Destroy three waves and (surprise, surprise) you get a nastier lot.

The graphics are tolerable albeit very flickery. As for sound, forget it.

I'm afraid that when one considers the delights that Sumlock is producing for the 64, this can only be seen as a dead loss. **A.W.**

instructions	65%
ease of use	60%
graphics	60%
value for money	45%

★★

Space Walk Commodore 64 £1.99

Mastertronic, 48 George St, London W1

This is a topical game. You are an astronaut and must retrieve stray satellites and direct them into the shuttle loading bay. There are problems. One is the passing asteroids, which you must avoid, and the other is alien cosmonauts with space lasers.

The cassette card gives the barest outline of the plot. On loading, instructions are displayed but these are still minimal.

The graphics are well designed. The behaviour of the satellite when handled by the astronaut is very space-like. It floats around and goes off in all directions with the slightest touch. After a while I got the hand of spacewalking and usually managed to dock the first satellite fairly quickly. Not that it did me much good, I only went up one level of difficulty.

You have four lives. Remaining lives, current score and highest score to date are displayed at the top of the screen.

I found the game interesting but not very compulsive. It may appeal to space freaks. **L.C**

instructions	40%
playability	50%
graphics	60%
value for money	50%

★★

Get more from your micro

These programs will help you make the most of your computer. Our reviewers have tried them out for you — read their comments before you buy

Extended BASIC 48K Spectrum £9.95

CP, 2 Glebe Rd, Uxbridge, Middx UB8 2RD

This package is not really Extended BASIC of the IF... THEN...ELSE, or PROC variety. It's a toolkit offering 10 extra facilities, which are accessed by a single key-press following an asterisk. The whole command is then printed on the screen.

AUTO line number, RENUMBER, line DELETE, TRACE, and list VARIABLES are offered, together with a real-time CLOCK, MEMORY left, EXAMINE a header, FIND a string in your listing, and SCROLL control. It occupies about 4.8K, sitting above a suitably lowered RAMTOP, and is presented in a strong box with a clear, helpful manual.

It's very easy to use, and it really is a joy when developing your own programs. A few moans though. What's the point of a real-time clock, and one that loses time when you load a new tape? Similarly, scrolling is easily controlled by poking the system variable at 23692.

If space is at a premium then this might be for you. This toolkit does not appear to be compatible with the Microdrive; it crashes, so if you're thinking of upgrading, it will have limited use. **D.M.**

instructions	95%
ease of use	95%
display	N/A
value for money	75%

★ ★ ★ ★

DRS (Data Retrieval System) Dragon 32 £14.95

Salamander, 17 Norfolk Rd, Brighton, Sussex BN1 3AA

I am very impressed with this piece of software. Although it has some omissions it is well thought out and a very flexible disc and cassette filing system. What's more, it makes use of the discs, allowing seven times more data to be stored on disc than on cassette.

The output and input routines are particularly good. They are entirely user defined and give you the facility to display a file in one format whilst printing it, selectively, in another one, which may be completely different.

The screen data can be similarly formatted; this can lead to some attractive and easy to use databases. The defining of a screen layout is not too easy, however, as the manual is very vague on the facilities here.

The other criticisms to make are that it lacks wildcard searching facilities and that it can only sort in one field. Having said that however, it is a program that will provide much needed data handling facilities to satisfy many Dragon owners. **D.C.**

instructions	50%
ease of use	80%
graphics	N/A
value for money	85%

★ ★ ★ ★ ★

Turtle Graphics Dragon 32 £9.95

Salamander, 17 Norfolk Rd, Brighton, Sussex BN1 3AA

This is a logotype package and, for those who are not familiar with this language, this is a new command set for picture drawing in which all commands act as if there was a creature doing the movement. For example, the command F50 moves the creature (turtle) forward 50 units and draws a line where it has walked. The language is very simple to learn, as it is related to body movement.

It also includes the ability to define words which can be long sequences of commands, e.g. draw a square. The use of defined words in further words is allowed, giving a good programming structure.

This implementation is good and fairly comprehensive although it does have its idiosyncrasies. One of these is the inability to type the commands in the same mode as the display is drawn, meaning that you cannot see the result of a command as it is drawing.

On the plus side are the excellent range of variables and functions and the printer routines. All told a good, robust, capable package. **D.C.**

instructions	100%
ease of use	90%
graphics	80%
value for money	95%

★ ★ ★ ★ ★

Tiny Logo 16K ZX81 £5.95

Softchoice, 52 Platts Lane, London NW3 7NT

Tiny Logo, it would appear, is a sibling of Logo, a computer language developed, I believe, at that august seat of learning the Massachusetts Institute of Technology.

Logo is described as easy to learn, fun to use, and quite capable of handling serious computer applications. If that is the case one could be excused for wondering why home computer manufacturers didn't incorporate the language in the computer system in the first place.

This version, presumably tiny because it has to fit into a 16K ZX81, takes you beyond the rigid confines of the BASIC supplied courtesy of Sir Clive. At least, that is what the booklet says.

Using the ubiquitous turtle to draw the graphics you type in "Forward 20, Right 90 and Forward 10" to get the turtle to draw a large letter L on the screen. The tiny booklet — what else? — supplied, gives comprehensive instructions for using the language, and is easy to follow.

However, it seems expensive to me. **B.B.**

instructions	100%
ease of use	60%
display	70%
value for money	60%

★ ★ ★

Oricaid Oric 1/ Atmos 48K £11.95

Micrograf, P.O. Box 17, Bracknell, Berks RG12 3NQ

Oricaid consists of Toolkit, Monitor and Assembler.

Toolkit is for basic programmers and provides very useful facilities such as renumber, find, auto line numbering, old, shrink, and many others.

Monitor is a simple but useful machine code monitor. It has all the basic features such as fill, go, find, jump, memory display and relocate.

Assembler is very powerful. You write your assembly code as in BASIC and assemble it by typing "!.A". Assembly is very quick; if it finds a mistake, it reports it in intellible English, none of this "Err 1.C at line 40" business. A very powerful facility is provided in the form of BYT and TXT. These replace the equate functions and are far easier to use. Assembled code can be converted into BASIC data statements by a command supported in toolkit.

Oricaid is very easy to use and the only bug I found was with the convert command in Toolkit. This didn't accept hexadecimal numbers so I had to use decimal. If you are seriously into programming, assembler alone would be worth the price. Very good value for money. **S.S.**

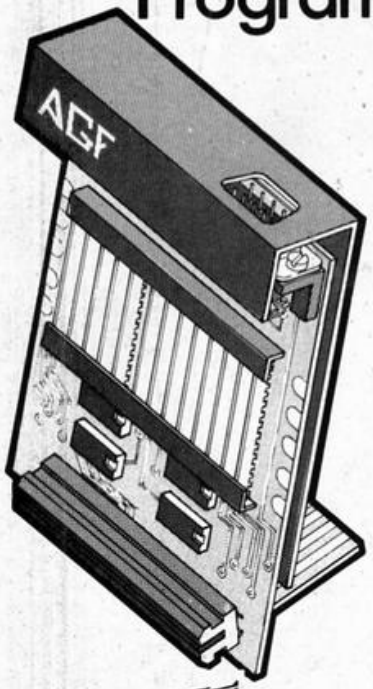
instructions	65%
ease of use	85%
display	70%
value for money	95%

★ ★ ★ ★ ★

AGF JOYSTICKS

SPECTRUM INTERFACES

Programmable Interface



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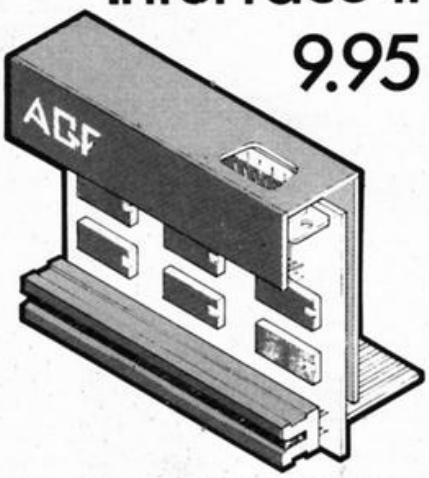

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More VIC-20, please

I recently purchased Zok's Kingdom, by Anirog. It's a great game but I cannot get past the sheet with invisible pits. I have sat in my room for what seems like hours, trying to descend the screen, but with no luck. Please, please someone must know. You are my last hope.

Secondly, I think HCW is brilliant and I have now placed a regular order at my newsagents.

Thirdly, I would like to recommend The Valley by APS software. It is an exciting real-time graphics adventure and is great fun to play.

Lastly, I hope HCW will publish more reviews for the 16K VIC-20 as it is not as limited as some people think. I would go as far as to say that the expanded VIC can produce higher quality and clearer graphics than a Spectrum 48K. There's one to think about, all you proud Spectrum owners!

Alan Wheatley, Banffshire, Scotland

HCW's reviews reflect what is being released — if there aren't many for a particular computer it means few are being produced by software houses.

Stop thieves 1

Many computer owners have found that when they lend their own programs to friends or sell them, the amount of unauthorised copying is unbelievable.

The following routines for the Spectrum will prevent pirates from copying your masterpiece.

The non-mergeable/non-stop loader: if you write machine code programs, load them through the followng BASIC header cum loader:

```
1 POKE VAL"23785",NOT
  PI: POKE VAL"23659",
  NOT PI
2 GOTO VAL"9999"
9990 REM to save the
  loader
9995 POKE VAL"23785",
  VAL"255": SAVE
  "loader" LINE
  VAL"1": STOP
9999 REM Insert here
  LOAD"" if Basic or
  LOAD ""CODE:RAN-
  DOMIZE USR address
  if M/C
```

Scott Templeton, Morpeth, Northumberland

Stop thieves 2

We have worked out a useful routine for the Spectrum. If you add this listing to the beginning of a program, only the correct pass code will allow entry to your program. The secret pass code may be of your own choice; alter line 30 to IF 2$ = CHR$ (your number) THEN STOP.

See Appendix A, page 135 in the BASIC programming manual to choose your CHR$ number. The computer will only accept your pass code and will go back to line 10 to wait for another input.

The POKE code in line 10 specifies the K cursor so the usual break key is disabled.

This is the program which enables you to personalise your software:

```
10 POKE 23617,4
20 INPUT LINE 2$
30 IF 2$ = CHR$ 44
   THEN STOP
40 GOTO 10
50 REM
```

then start your program.

The CHR$ 44 in line 30 stipulates the comma as the passcode. As the K cursor is specified to use the comma (symbol shift N) the graphics key must be pressed twice to get the L cursor and then the comma. People interfering with your programs would never think of this!

L. Woolsey, M. Swales, Stanion, Northants

Grandad: You're right

Re Len Andrew's letter (HCW 62), Grandad's Grouch: he makes great sense, even if I can't fully agree with his book recommendation. There are others but you must seek them out.

He writes common sense about games, prices and back-up copies. I wonder if the "wind of change" in lower prices may prove to be the death knell for some of the rubbish which is highly touted. Perhaps the newer breed of reviewers, many of whom seem to be pulling few punches, will also help the unwary avoid some of the pitfalls.

On the subject of copying, I answered an ad in another weekly for what I imagined to be a possible contact as outlined above. Imagine my surprise when I was sent a very well produced list of "CBM 64 'cracked' software" with the offer to swap or **sell** anything. Prices and a rating from one to four were given for each item. There were very few games not on the list and dozens that were new to me. Now **that** is what I would like to see stamped out. Mind you, this guy is in Belgium so maybe he can't be touched.

Ray Medford, Altrincham, Cheshire

Sord M5: Am I alone?

What a relief to find Home Computing Weekly! After months of thumbing through magazines looking for slightest mention of the Sord M5, I found not one but five reports on software for it in your magazine. Until now I had thought software for the M5 didn't exist.

At the shop where I bought my machine they can't understand my lack of excitement when they keep showing me the same eight titles which I have had for some seven months now. At least now I know something new does exist and I'm not the only person to have heard of the M5. Or am I?

It seems strange to me the M5 software makers don't even bother to advertise. If they don't tell the world the M5 is alive and kicking who will? (Besides Home Computing Weekly, that is.)

Paul Solly, Hadleigh, Essex

Beat this!

My husband accomplished a score of 27,919 on TI Invaders. Is this a record? From the scores I have seen I think it is. Perhaps someone could correct me if I am wrong.

J. Cottrell, Weaste, Salford

Save my hair

Help! Am I the only person who rips his hair out while trying to master an Interceptor Micros game written by Ian Gray?

Has anyone else in this land managed to get past the first screen of China Miner and, if so, how? Also, has anyone any hints for his other great game, Heroes of Karn? I have lost count of the number of times I've been struck in that b..... dungeon.

So, if anyone out there has any hints (even you Mr Gray), I would be most grateful.

James Grant, Aberdeen

High score boast

I am a proud owner of a TI-99/4A and I am writing to claim high scores on TI Invaders and Munchman. I have reached 27,000 on Invaders level 2 and 145,300 on Munchman.

Many people say that the TI joysticks are uncomfortable. I disagree about this and also when people say they are unreactive. Once they have loosened up they are perfectly comfortable.

Jason Kitchen, Ilkeston, Derbyshire

Local micro clubs

I am trying to start up a local users' group for the Texas. If you are interested, please contact me, sending a stamped s.a.e.

Gordon Tomlinson, 75A Russell Drive, Stapleford, Nottingham NG9 7EG

The Bedford Computer Club meets on the first and third Monday each month, from 7.30 at the Star Club, Bedford. Write for details.

W. Thompson, 2 Sandon Close, Sandy, Beds SG19 1QT

Stuck on Jetman

Could you tell me how to work Lunar Jetman for the 48K Spectrum? I can't understand what you have to do. Please could someone tell me what to do and what the objective of the game is.

D. Moore, Swinton, South Yorks

Willy query

I'm completely stuck on Jet Set Willy. With lots of luck I can get all the items seen, but no matter how I try I can't get the items on the conservatory roof. I've tried every approach but can't get there.

Also, after going through the attic and releasing the guards I manage to get through the stairs on the security room and into the entrance to Hades. As I was dying I pushed the PAUSE and I'm sure I saw 14 items on that screen, plus an unknown amount in the rooms which can be seen leading from Hades. How do I get there without dying? Can anyone help me, please?

C. R. Underwood, Whitstable, Kent

Willy answer

After reading P. R. Fairweather's letter (HCW 61) I would like to make a few points:

1 The only time when Willy gets killed in the kitchen, East Wall Base "we must perform a Quirkafleeg" and a few more rooms, is when you entered the Attic (the room with the long caterpillar).

2 If you did go in the room the only way to get to the rest of the house is via the Banyan tree

If you have trouble loading the program (it NEWs itself once it is loaded) it is due to a POKE command (POKE 23613,0) where, if there is a tape loading error, it will NEW. To overcome this, type:

```
10 CLEAR 25000
20 LOAD""CODE
30 RANDOMISE USR
   33792
```

If you get the report "R Tape loading error" then type "RUN 30". Don't bother going to the room Rescue Esmerelda, as you will be killed. Apart from these few things, it is a brilliant game.

James Carver, Knaresborough, N Yorks

Send your letters to Letters, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Don't forget to name your computer — the best letter could win £5-worth of software. Got a problem with your micro? We'll soon be starting a queries page, so send your technical questions to Queries at the above address.

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1	Jet Set Willy	Software Projects	Spectrum (1)
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3	Fighter Pilot	Digital Integration	Spectrum (5)
4	Psytron	Beyond	Spectrum (-)
5	Blue Thunder	Richard Wilcox	Spectrum (-)
6	Trashman	New Generation	Spectrum (8)
7	Space Pilot	Anirog	CBM 64 (3)
8	Cosmic Cruiser	Imagine	Spectrum (-)
9	Beach-Head	Access	CBM 64 (-)
10	Moon Alert	Ocean	Spectrum (-)

NON-ARCADE

1	Mugsy	Melbourne House	Spectrum (8)
2	Flight Path 737	Anirog	CBM 64 (3)
3	Fall of Rome	APS	Spectrum (1)
4	Test Match	CRL	Spectrum (4)
5	Twin Kingdom Valley	Bug Byte	CBM 64 (6)
6	The Hobbit	Melbourne House	CBM 64 (-)
7	Colossus Chess	CDS	Spectrum (5)
8	Golf	Abrasco	Spectrum(-)
9	Flight Simulation	Psion	Spectrum (-)
10	Colossus Chess	CDS	CBM 64 (-)

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

SPECTRUM

1	Jet Set Willy	Software Projects (1)
2	Trashman	New Generation (-)
3	Atic Atak	Ultimate (-)
4	Fighter Pilot	Digital Int. (-)
	Snooker	Visions (-)
6	Eskimo Eddie	Ocean (-)
7	3D Ant Attack	Quicksilva (-)
8	Lunar Jet Man	Ultimate (-)
	Gnasher	Mastertronic (2)
10	Manic Miner	Bug-Byte (-)

COMMODORE 64

1	Black Hawk	Thorn EMI (10)
2	Space Pilot	Anirog (-)
3	Manic Miner	Software Projects (-)
4	Arena 3000	Microdeal (-)
5	Ugh!	Softek (-)
6	BMX Racers	Mastertronic (-)
7	City Attak	K-tel (-)
8	Cosmic Convoy	Taskset (-)
9	Road Toad	Audiogenic (-)
10	Space Walk	Mastertronic (2)

DRAGON 32

1	Kriegspiel	Beyond (4)
2	Dragon Chess	Oasis (3)
3	Eightball	Microdeal (-)
4	Cuthbert in Space	Microdeal (1)
5	Up Periscope	Beyond (-)
6	Mystery of the Java Star	Shards (-)
7	Skramble	Microdeal (6)
8	Cuthbert in the Jungle	Microdeal (-)
9	Sprite Magic	Knight (8)
10	Chocolate Factory	Minits (-)
10	North Sea Oil	Shards (-)

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

VIC-20

1	Duck Shoot	Mastertronic (1)
2	Tank Commander	Thorn EMI (6)
3	Chariot Race	Micro Antics (2)
4	Computer War	Thorn EMI (3)
5	Crazy Kong	Interceptor Micro (7)
6	Gridrunner	Llamasoft (-)
7	Mutant Herd	Thorn EMI (-)
8	Jet Pac	Ultimate (-)
9	Carrier Attack	Rabbit (-)
10	Traxx	Llamasoft (-)

BBC

1	Aviator	Acornsoft (1)
2	JCB Digger	Acornsoft (2)
3	Percy Penguin	Superior (5)
4	Battle Tank	Superior (3)
5	Over-Drive	Superior (4)
6	Spitfire Command	Superior (6)
6	737 Simulator	Salamander (-)
8	Snooker	Acornsoft (8)
9	Q Man	MRM (9)
10	Q Man's Brother	MRM (7)

ZX81

1	Krypton Ordeal	Novus (10)
2	Walk the Plank	Novus (-)
3	Planet Raider	Novus (10)
4	Krazy Kong	PSS (2)
5	Flight Simulation	Sinclair (3)
6	Alien Rain	CRL (-)
7	Chess 1K	Sinclair (4)
8	Asteroids	Quicksilva (5)
9	Space Raiders	Sinclair (6)
10	Scramble	Quicksilva (7)

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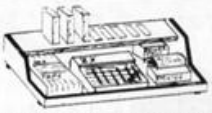

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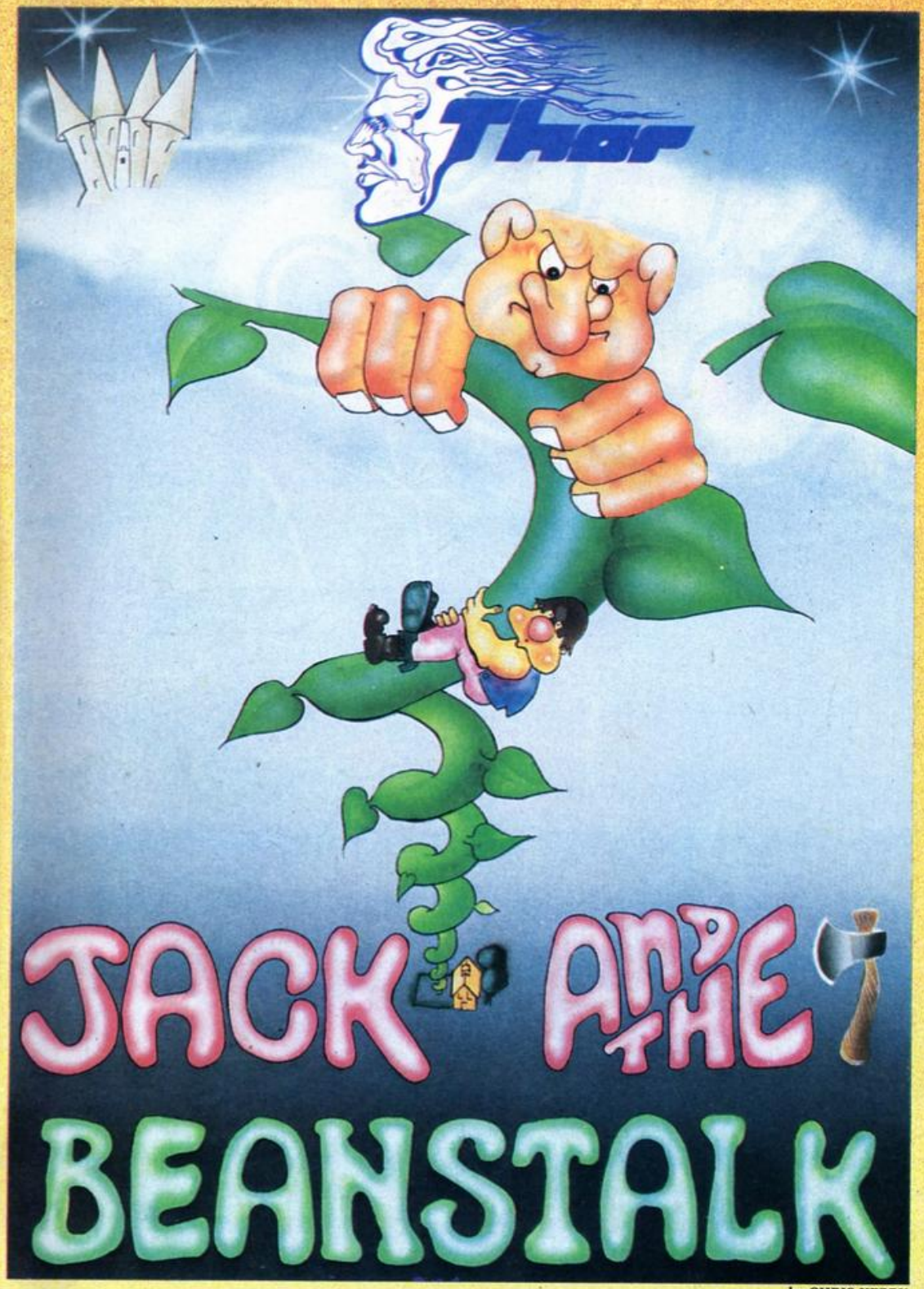

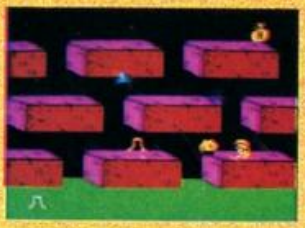

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