

# Home

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# Computing WEEKLY

45p



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Memotech,  
TI-99/4A

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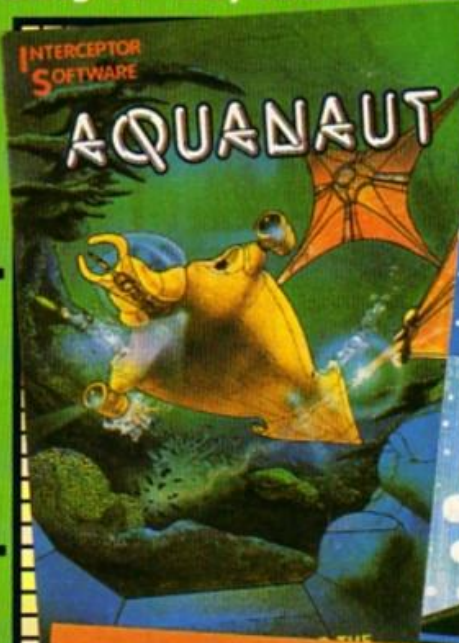
**Give your brain  
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teaching aid**

**Save the  
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Oric/Atmos game**

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news, your  
letters, latest  
software charts**



**No. 71**  
**July 17-23, 1984**



## New moves at Imagine

Bitterness surrounds moves by Imagine's bosses to switch some of the company's assets into a new firm called Finchspeed.

Operations director Bruce Everiss, along with his secretary wife Kathy, resigned after hearing that founders Dave Lawson and Mark Butler had decided on the transfer.

Mr Lawson and Imagine's financial director Ian Hetherington visited Los Angeles, apparently unknown to the staff, reportedly to raise money for Finchspeed.

And there are even rumours that Finchspeed — jointly owned by the three — may move to America.

Imagine is said to owe  
*Continued on page 5*

## Backing for FAST

Software houses have now set up an anti-piracy group — with backing from technology minister Kenneth Baker.

The Federation Against Software Theft has two main objectives:

- To lobby MPs for tighter copyright laws, probably through a Private Members' Bill
- To publicise the protection available under current law, as well as making piracy socially unacceptable.

FAST believes that software theft is costing the industry at least £150m a year, which could  
*Continued on page 5*

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# Home Computing WEEKLY

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## ZX USER

Another FREE magazine for all Spectrum and ZX81 users. Here's what's in store for you:

- Spectrum software reviews — the hot news
- Don't get in a tangle in our fun game
- Play bowls on the village green
- Gamble on the luck of the draw
- Save injured passengers after a train crash

For further details look at the contents on page three of your 16-page ZX User

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PREPARE FOR A TEST  
OF ENDURANCE...



...an Olympiad spectacular from  
**Software STUDIOS**



## FAST

*From front page*

be ploughed back into improved products.

Members of FAST include some of the biggest names in both business and home computer software, plus several trade associations.

The chairman is Donald Maclean, deputy chairman of Thorn EMI Video. He said: "Software theft is a major threat to the whole computer using community. It is in everyone's interest that this problem is tackled now."

FAST's management group includes Nick Alexander, managing director of Virgin Games, and chairman of the Guild of Software Houses.

Welcoming FAST's formation, Mr Baker said: "The software industry is a very important and quickly-growing sector of the British economy."

"It is already a major contributor to national wealth and employment in this country, and it is essential that it should be in a position to protect itself against unlawful copying."

He went on to offer support and encouragement to FAST. Federation Against Software Theft, Chancery House, Chancery Lane, London WC2A 1QU



Donald MacLean,  
chairman of FAST

## Imagine

*From front page*

£400,000, including £100,000 to a bank and £250,000 to Marshall Cavendish, due to be repaid after an abortive programming deal where software was to be given away with a partwork.

Staff at Imagine say that Finchespeed is taking over the company's "megagames", boxed sets called Bandersnatch and Psychapse. Imagine would get 50 per cent of the profits.

Finchespeed is also said to be buying £43,000-worth of equipment from Imagine, with a 10 per cent deposit.

Rights in Imagine's other games, including two unreleased titles, have already been sold.

Finchespeed is also believed to be offering jobs to 20 of Imagine's 71 staff.

Mr Lawson and Mr Butler both own 45 per cent of Imagine and the remaining 10 per cent is held by Steve Blower, boss of the now-defunct Studio Sting, said Mr Blower. Until its collapse, Studio Sting did much of Imagine's artwork.

The three met to discuss the transfer and, said Mr Blower,

he was the only one of the three to vote against the plan.

Two days later Imagine staff were given a memo telling them not to worry — as employees they were preferential creditors and would get their money.

Meanwhile, Mr Blower said he was taking legal action to be freed as one of the guarantors of Imagine's overdraft.

Mr Blower blames lack of business acumen for the situation and said he doubted if Imagine's creditors would support the Finchespeed plans.

Mr Everiss spoke more strongly, saying he only found out about the plan by chance and claiming that he was deliberately excluded.

But Imagine's technical manager, Andrew Sinclair, said: "As far as I was told, and I've known Bruce for a long time, there were professional and operational differences, as a result of which he resigned."

Mike Crofton, who was Imagine's media manager, said: "I think it's a very sad thing. I'm personally grieved because I think the company had a good future."

He said he believed some management decisions had been wrong and that piracy had also taken its toll.

## It's Kidd's play

Eddie Kidd holds the world record for his daring bike jumps — he's cleared 14 double-decker buses, a distance of 190 feet. Now he's endorsing a computer game which challenges you to match his exploits.

Martech is the company working on this project, and details of the Eddie Kidd game, Jump Challenge, are being kept a secret. You'll have to equal Eddie's skill, timing and control as you leap over increasingly difficult obstacles. However, there's one reassurance — at least your life isn't at stake, unlike Eddie's astounding jumps, so even the yellowest of cowards among you can be successes.

Jump Challenge is due for release in August, for the Commodore 64 and 48K Spectrum to begin with. A national competition will serve as an extra challenge. Eddie Kidd will be helping promote the game and making personal appearances on the Martech stand at several computer fairs.

Martech, Martech Hse, Bay Terrace, Pevensy Bay, E Sussex BN24 6EE

## Help with bank balance

Keep a record of all your expenditure, with Money Manager, from Creative Sparks. A budgeting routine helps you plan your finances and there are seven different methods for cash analysis and interest calculation.

The program runs on the 48K Spectrum and costs £6.95. Creative Sparks is Thorn EMI's range of home entertainment software.

Creative Sparks, Thomson Hse, 296 Farnborough Rd, Farnborough, Hants

## Software houses merger

Mastertronic has joined forces with Galactic to form a new company which will be known as AI Products. Mastertronic is the games company which has hit the headlines through selling its games at the slashed price of £1.99.

The reasons Mastertronic give for this joint venture are to secure a continuing source of software and to broaden the

base of the operation beyond games.

AI Products intends to widen its horizons by including business and educational software. Games will be in the minority. Said Martin Alper, director: "You can expect to see budget ranges of business and educational software on the market by early autumn."

"We want to prove that top quality programming can be achieved at a fraction of the current market prices," he continued.

Mastertronic claims to have sold over a third of a million games since its launch on 2nd April.

Mastertronic, 48 George St, London W1 H5RF

## Ocean's away with new games

Ocean is due to release High Noon in August. This is a 3D wild-west drama. Shades of old Clint Eastwood movies linger on in this game; one of the characters is Rigor Mortis, the creepy undertaker, who loiters around waiting for business. A Commodore 64 version is scheduled for release in August, followed by a Spectrum version in September.

Also from Ocean in July: Stuntbike and Jonny and the Jimpys, for CBM 64. Jonny and the Jimpys (£6.90) is a two-game package, with the hero of the game being our Jonny. Side one is a battle with witches and side two involves Jonny feeding his dog and running through a maze.

Ocean, 6 Central St, Manchester M2 5NS

## Thieves nab tapes

PSS has been having trouble with burglars recently. PSS premises in Coventry were broken into and three unreleased computer games tapes and six master discs were stolen, as well as a computer.

Managing director Gary Mays said: "It smells very much of a black market operation. They knew what they were looking for. I find it very suspicious."

Mr Mays blamed the thefts on software pirates who copy tapes and sell them on the black market at reduced rates. "It could be crippling for a firm such as ours," he said. "It takes us at least three months to develop new games and our loss could be as high as £10,000!"



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## PiKaDee Software FOR THE UNEXPANDED TI-99/4A

### PKD1: GRAPHICS CREATOR & SCREEN EDITOR £5.95

This highly praised utility program makes the creation of graphics and large screen layouts quick and simple. Commands include MIRROR, ROTATE, INVERT and many more. HCW No. 54 said "A Must For all TI Owners"... Instructions 100% Ease of Use 95% Display 95% Value for money 95%. Price includes full instructions and 3 sets of demographics.

### PKD2: MUSIC MAKER by David Martin ★ ★ ★ ★ ★

TI-LUDO by Roy Hollingworth

CHARSET ONE (BOLD) £5.95

Three high-quality programs on one tape. MUSIC MAKER is a novel way to play with TI's sound. Notes are entered onto 2 musical staves and can then be edited in different ways. They can be played back with 1, 2 or 3 voices or with an echo. Many commands. Full instructions and demonstration tune included. TI-LUDO is a classic version of the classic board game. You can play your friends and/or the computer. 1 to 4 players can take part. CHARSET ONE (BOLD) is a complete ready-to-use character set which will enhance your own programs 100%.

### PKD3: RIVETS! by John Haworth

CHARSET TWO (PICA)

£4.95

Arcade action with Rivets! You have to pick up all of the rivets left lying around by your workmates. The boss is timing you so you had better be quick. Beware the banana skins and don't run too quick as it's a long way down to the ground. 5 skill levels. 21 floors. Timer. "This is a must for all game players." CHARSET TWO (PICA) is the second off-the-shelf character set for your own games. Instructions included.

### PKD4: ESCAPE FROM MICA! by B Dhooper

£4.95

This has to be the most addictive arcade game yet for your unex-TI-99/4A! You've been captured by the Count of Mica. To secure your release you have to collect valuable items from 3 fields. These fields are guarded by a terrifying monster who eats people like you for dinner!!! The Count has given you 4 Hyperspace pills — use them wisely. This is a very entertaining game with 4 skill levels, animated running, good graphics, sound and a High-Score table. Not to be missed!

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## Devil Bird Unexpanded Sord M5 £5.95

CGL, CGL Hse, Goldings Hill,  
Loughton, Essex IG10 2RR

According to the inlay card, you are attacked by the Devil Bird. You can fight back by firing your laser gun at it.

In fact, in this 100 per cent BASIC game, the Devil Bird is a randomly moving sprite and your ship is the traditional laterally moving base. Since there is only one Devil Bird on the screen at once, it moves swiftly, although very jerkily. The base responds very slowly and so you feel frustrated as you desperately try to dodge the deadly ray. When you blast five Devil Birds, you go on to the next screen to meet another

bunch. The best I managed was three, due to the slow control responses.

Screen layout is good and sprites are well defined. However, the incredibly powerful graphics and sound capabilities of the Sord cannot be fully exploited by the rather simple BASIC-I and this fact becomes painfully obvious in this game, which attempts to emulate an arcade game. As it is totally unprotected, you might like to study how it's written, but at £5.95, I can't recommend it very highly.

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



## Brainstorm 32K BBC £7.95

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

Brainstorm is a unique game designed to test the skill, logic, memory and nerve of the two opponents. The idea is to fire a laser beam directly into your opponent's brain. This may not sound too taxing but the laser beam is directed by altering the deflection factors of your prisms. Complicated, eh? Once you've mastered the maths the game itself is very interesting.

Players take it in turn to position their prisms, to which they give a deflection factor. The direction in which the laser is travelling before it hits the prism

will decide which direction it leaves.

Once you have positioned your prism and set the deflection factor the laser is fired. It will hit 25 prisms before running out of power, although it is more likely to leave the screen or hit a brain first.

Brainstorm can be put on a parallel with chess and must be just as, if not more, complicated. I wouldn't recommend it for children but it's great for a game which needs thought.

D.B.

instructions	85%
playability	60%
graphics	90%
value for money	80%



## Tales of the Arabian Knights CBM 64 £7

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

At one time computer games were limited to text displays. Then came graphics and later music. Interceptor is going one step further by including speech in its programs.

The game is based upon getting your man through a series of screens and surviving the obstacles blocking your way such as genies, crocodiles and barrels. Players of Krazy Kong should find it exciting. Excellent graphics although your playing man lacks detail.

Music plays continually through the game. The tune has been implemented well and complements the game. I hope more companies will try to attain the standards of sound achieved in this game.

Before you start one of the screens a small description of your task is displayed. The computer also tells you this out of the TV speaker. No extra hardware is required; it is all created through good software. Although the voice sounds rather like grandad with a sore throat, it's quite understandable.

The program comes with its own fast loading system which I didn't find very reliable and sometimes took two or three goes to load the game.) K.I.

instructions	30%
playability	90%
graphics	90%
value for money	85%



# Great or grotty? Read our reviews

**You'll find software reviews  
for all popular micros in HCW.  
Here's a selection for the Sord  
M5, Memotech, BBC and Com-  
modore 64**

## Reversi Memotech MTX £7.95

Continental Software, Station  
Lane, Witney, Oxon

Reversi is a computerised version of the board game Othello, in which two players take turns to place coloured counters on a chequer board. The aim is to bracket the other player's counters with your own, isolating a line of captured counters which change colour and join your side. The winner has the most counters of his or her colour when the board becomes full.

Simple though the idea is, Reversi is an addictive strategy game and a popular subject for computerisation. This excellent program offers four levels of play against a human opponent,

giving a range of response times between one second and 10 minutes. At the third level the Memotech plays a good game, responding in about 25 seconds. A bleep sounds when the computer has finished thinking. Invalid moves are not allowed.

Reversi uses a clear and attractive typeface. At any point in a game you may quit or call up detailed instructions, change the colour scheme, or use a "hint" facility which suggests your next move. Reversi is well-written, beautifully presented, but the price is perhaps a little excessive.

S.N.G.

instructions	95%
playability	95%
graphics	95%
value for money	80%



## Where's my bones? CBM 64 £7

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

The title sounds interesting and no doubt will persuade a few people to buy copies. Admittedly the screen displays look quite good. However there is a complete lack of lasting interest and skill. I used to think computer games were fun — not an endurance test.

The object is to move your ghost around a maze which scrolls up the screen as you move down. Precision is required because one or two pixels make all the difference. There is no fast action, you simply tap the joystick to get to the correct position and then time your movement with a couple of missiles or blocks.

The graphics come in two different styles; rocky and brick walls. Each level contains a maze made out of one type of background and either missiles or moving blocks bar your way.

As you move, various demons appear. You can shoot them or smash into them, but you lose a shield each time you touch a demon.

Loading problems were encountered from time to time. I blame the fast loading system for this.) K.I.

instructions	10%
playability	25%
graphics	75%
value for money	50%





# NEW



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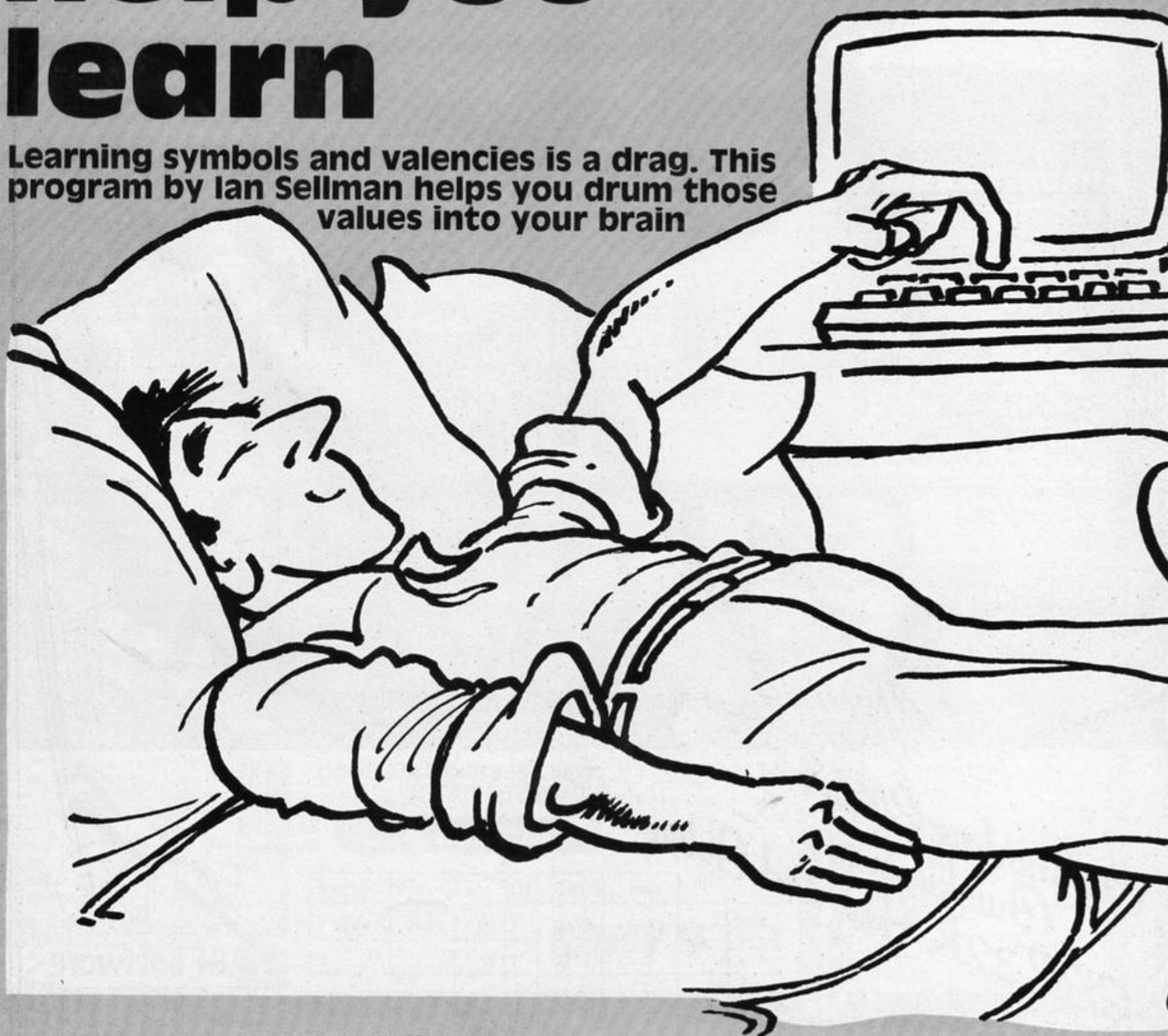


# Give your brain a rest — use your micro to help you learn

Learning symbols and valencies is a drag. This program by Ian Sellman helps you drum those values into your brain

## How it works

**10-180** DIM arrays, read DATA into a string  
**190-350** menu to choose to learn or be tested  
**360-500** print out a list of symbols and valencies to be learned  
**510-620** print a list of the symbols to a printer  
**630-790** set up screen for S & V test. Screen is divided into sections by block graphics.  
**800-970** ask symbol and valency of a substance  
**980-1050** clear the previous question and answer, jump back for next question  
**1060-1310** list wrong answers to screen  
**1320-1500** list wrong answers to printer  
**1510-1630** input answers. The BASIC command INPUT tends to destroy graphics on screen if used, as it has a carriage return at the end.  
**1640-2060** data statements which hold the substances





# PROGRAM

As you no doubt know, learning symbols and valencies of certain substances is a fundamental part of most science courses.

It can be quite a difficult task to learn these values off by heart, but don't give up in despair. Here's a Dragon 32 program which will help you overcome this problem.

The program gives a list of substances to screen or printer. You settle down to committing these values to memory, then when you are confident, the program tests you. At the end of the test you are provided

### Variables

- AS(60,3) holds all data on substances
- BS(31) used to record which questions have been asked, if they were answered correctly
- A used in FOR... NEXT loops
- C holds number of correct answers
- R holds random question number
- X holds x co-ordinate when setting up screen
- Y holds y co-ordinate when setting up screen
- AS used with INPUT and INKEY\$ statements.

### Hints on conversion

This program should RUN as it stands on the Tandy 32K colour computer. If you wish to convert it to any other computer here are some of the Dragon's commands:

- CLEAR clears string space
- ON GOSUB multiple branch statement
- PRINT # -2 prints out to a printer
- SET(X,Y,C) sets a point on the text screen to colour C. The resolution is 64\*32.
- PRINT @X prints at the point X on the text screen. The screen has 512 letters and is made up of 16 rows of 32 characters.

The rest of the commands are fairly standard to most BASICs.

with a list of the questions you answered wrongly. You can also see a running total of your score, to see what improvements you have made.

The 31 substances included in this program are the common ones. If you wish to amend the program, add more data and change lines 140, 150, 160, 390, 560, 800, 830, 1170 and 1380.

Good luck with your revision!

```
10 REM *****
20 REM *
30 REM *
40 REM * SYMBOLS AND VALENCY *
50 REM *
60 REM * TEST *
70 REM *
80 REM * BY IAN SELLMAN *
90 REM *
100 REM *
110 REM *****
120 CLS
130 CLEAR 500
140 DIM A$(60,3)
150 DIM B(31)
160 FOR A=1 TO 31
170 READ A$(A,1),A$(A,2),A$(A,3)
180 NEXT A
190 PRINTTAB(3);"SYMBOLS AND VALENCY TEST"
200 PRINTTAB(3);"***** ** *****"
210 PRINT:PRINT
220 T=6
```

```
230 PRINTTAB(T);"1] LIST S & V'S"
240 PRINT
250 PRINTTAB(T);"2] PRINT S & V'S"
260 PRINT
270 PRINTTAB(T);"3] TEST S & V"
280 PRINT
290 PRINTTAB(T);"4] END"
300 PRINT@422,"ENTER CHOICE> ";
310 A$=INKEY$
320 IF A$="4" THEN CLS:END
330 IF A$="" OR A$<"1" OR A$>"3" THEN 310
340 ON VAL(A$) GOSUB 360,510,630
350 GOTO 120
360 REM *****
370 REM * LIST S&V *
380 REM *****
390 FOR A=0 TO 2
400 CLS
410 PRINT" SUBSTANCE";TAB(18);"SYMBOL";TAB(25);"VALENCY"
420 FOR B=A*11 TO (A+1)*11-1
430 PRINTA$(B,1);
440 PRINTTAB(20);A$(B,2);
450 PRINT TAB(28);A$(B,3)
460 NEXT B
470 PRINT@402,"PRESS A KEY TO CONTINUE> ";
480 IF INKEY$="" THEN 480
490 NEXT A
500 RETURN
510 REM *****
520 REM * PRINT S & V *
530 REM *****
540 PRINT@-2,"SUBSTANCE";TAB(20);"SYMBOL";TAB(28);"VALENCY"
550 PRINT@-2,""
560 FOR A=1 TO 31
570 PRINT@-2,A$(A,1);TAB(22);A$(A,2);TAB(31);A$(A,3)
580 NEXT A
590 PRINT@-2,""
600 PRINT@-2,""
610 PRINT@-2,""
620 RETURN
630 REM *****
640 REM * TEST S & V *
650 REM *****
660 CLS
670 FOR X=0 TO 63
680 SET (X,0,4)
690 SET (X,31,4)
700 SET (X,4,4)
710 SET (X,8,4)
720 SET (X,12,4)
730 SET (X,16,4)
740 SET (X,20,4)
750 NEXT X
760 FOR Y=0 TO 31
770 SET (0,Y,4)
780 SET (63,Y,4)
790 NEXT Y
800 FOR A=1 TO 31
810 PRINT@34,"QUESTION NUMBER> ";A;
820 PRINT@98,"NUMBER CORRECT> ";C;
830 R=RND(31)
840 IF B(R)<>0 THEN 830
850 PRINT@162,"SUBSTANCE> ";LEFT$(A$(R,1)+STRING$(18,""),18);
860 PRINT@354,"ENTER SYMBOL> ";
870 GOSUB 1510
880 PRINT@226,"SYMBOL> ";A$(R,2);
890 IF B$(A$(R,2)) THEN PRINT@247,"correct"; ELSE PRINT@247,"wrong";:B(R)=2:GOTO960
900 PRINT@386,"ENTER VALENCY> ";
910 GOSUB 1510
920 PRINT@290,"VALENCY> ";A$(R,3);
930 IF B$(A$(R,3)) THEN PRINT@311,"correct"; ELSE PRINT@311,"wrong";:B(R)=2:B(R)=2:GOTO 960
940 C=C+1
950 B(R)=1
960 PRINT@450,"PRESS A KEY TO CONTINUE> ";
970 A$=INKEY$
980 IF A$="" THEN 970
990 A$=STRING$(29," ")
1000 PRINT@354,A$;
1010 PRINT@226,A$;
1020 PRINT@290,A$;
1030 PRINT@450,A$;
1040 PRINT@386,A$;
1050 NEXT A
1060 CLS
1070 INPUT " DO YOU HAVE A PRINTER (Y/N)";A$
1080 IF A$="Y" THEN 1330
1090 REM *****
1100 REM * WRITE WRONG *
1110 REM *****
1120 B=1
1130 CLS
1140 PRINT" SUBSTANCE";
```



## DRAGON 32 PROGRAM

```

1150 PRINT TAB(18);"SYMBOL";
1160 PRINTTAB(25);"VALANCY"
1170 FOR A=1 TO 32
1180 IF B(R)=2 THEN PRINTA$(A,1);TAB(20);A$(A,2);TAB(28);
A$(A,3);B=B+1
1190 IF B>12 THEN GOSUB 1240
1200 NEXT A
1210 PRINT@480,"PRESS A KEY TO CONTINUE";
1220 IF INKEY$="" THEN 1220
1230 RETURN
1240 PRINT@480,"PRESS A KEY TO CONTINUE";
1250 IF INKEY$="" THEN 1250
1260 B=1
1270 CLS
1280 PRINT" SUBSTANCE";
1290 PRINTTAB(18);"SYMBOL";
1300 PRINTTAB(25);"VALANCY"
1310 RETURN
1320 REM *****
1330 REM * PRINT WRONG *
1340 REM *****
1350 PRINT@-2,"SUBSTANCE";
1360 PRINT@-2,TAB(20);"SYMBOL";
1370 PRINT@-2,TAB(28);"VALANCY"
1380 FOR A=1 TO 31
1390 IF B(A)=2 THEN GOSUB 1450
1400 NEXT A
1410 PRINT@-2,""
1420 PRINT@-2,""
1430 RETURN
1440 REM *****
1450 REM * PRINT OUT S&V *
1460 REM *****
1470 PRINT@-2,A$(A,1);
1480 PRINT@-2,TAB(22);A$(A,2);
1490 PRINT@-2,TAB(30);A$(A,3)
1500 RETURN
1510 REM *****
1520 REM * INPUT ROUTINE *
1530 REM *****
1540 B$=""
1550 A$=INKEY$
1560 IF A$="" THEN 1550
1570 IF A$=CHR$(13) THEN RETURN
1580 PRINTA$;
1590 IF A$=CHR$(8) AND LEN(B$)>0 THEN B$=LEFT$(B$,LEN(B$)-1);PRINTA$;GOTO 1540
1600 IF A$=CHR$(8) AND LEN(B$)=0 THEN 1540
1610 B$=B$+A$
1620 IF LEN(B$)>5 THEN RETURN
1630 GOTO 1550
1640 REM *****
1650 REM * VALENCY ONE *
1660 REM *****
1670 DATA HYDROGEN,H,1
1680 DATA LITHIUM,LI,1
1690 DATA SODIUM,NA,1
1700 DATA POTASSIUM,K,1
1710 DATA SILVER,AG,1
1720 DATA CHLORINE,CL,1
1730 DATA BROMINE,BR,1
1740 DATA IODINE,I,1
1750 DATA NITRATE,NO3,1
1760 DATA HYDROGEN CARBONATE,HCO3,1
1770 DATA HYDROGEN SULPHATE,HSO4,1
1780 DATA AMMONIUM,NH4,1
1790 REM *****
1800 REM * VALENCY TWO *
1810 REM *****
1820 DATA MAGNESIUM,MG,2
1830 DATA CALCIUM,CA,2
1840 DATA BARIUM,BA,2
1850 DATA ZINC,ZN,2
1860 DATA NICKEL,NI,2
1870 DATA COPPER,CU,2
1880 DATA TIN,SN,2
1890 DATA MERCURY,HG,2
1900 DATA OXYGEN,O,2
1910 DATA SULPHUR,S,2
1920 DATA SULPHATE,SO4,2
1930 DATA CARBONATE,CO3,2
1940 DATA SULPHITE,SO3,2
1950 DATA HYDROXIDE,OH,2
1960 REM *****
1970 REM * VALENCY THREE *
1980 REM *****
1990 DATA ALUMINIUM,AL,3
2000 DATA IRON,FE,3
2010 DATA NITROGEN,N,3
2020 DATA PHOSPHORUS,P,3
2030 REM *****
2040 REM * VALENCY FOUR *
2050 REM *****
2060 DATA CARBON,C,4

```

TI-99/4A **LANTERN** TI-99/4A

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## COMPETITION

This is your chance to win Buzzard Bait, Microdeal's five-star game for the Dragon 32.

We're giving away 100 copies of Buzzard Bait to the winners of this week's competition. Buzzard Bait costs £9.95 in the shops, so the hand-out is worth just on £1000.

Buzzard Bait is protected by the infamous dongle. Take this opportunity of examining the little black box which plugs into your joystick port and must be present whenever you load the game. It's an original way of beating the pirates.

The game received rave reviews from HCW's regular reviewer, who's a seasoned, perhaps cynical critic. He went bananas over it, claiming the graphics were the very best he'd ever seen on the Dragon. "Great... will provide you with many happy hours of relatively non-violent fun," he wrote. "A real winner which I would like to see on other machines too," he continued, awarding it 395/400 marks.

Buzzard Bait is a fast, exciting jousting game. The riders are mounted on birds and you must topple your enemy from his steed and turn him into an egg. As the game progresses, land masses crumble away, giving you more room to fly and allowing strategic manoeuvring.

If you stay on one wave for some time, the pterodactyl appears. If it touches you, you've had it. You can only kill it by jousting it in the throat (who said it was non-violent?). Perhaps it's best to avoid trouble at this stage, and steer clear all together.

As the game progresses, lava

# Buzzard Bait: 100 copies to be won from Microdeal

This game has been widely acclaimed for its graphics and action. Now's your chance to win your own copy of this Dragon chart-topper

burns away the bridge. Watch out for the hidden danger — the Lava Monster which skulks in the murky depths and reaches out to grab unsuspecting birds and drag them to their deaths in the boiling lava. There is no escape once you have been touched!

Find the differences and you stand to win this brilliant game. So what are you waiting for?

### How to enter

Study the two cartoons — there are a number of differences between them. Circle the differences on cartoon B and seal the cartoon and coupon in an envelope. Write

clearly the number of differences you found on the back of the envelope.

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

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

**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 rules

Entries will not be accepted from employees of Argus Specialist Publications, Microdeal 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.

## Microdeal Competition

### Entry Coupon

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





## Progpak TI-99/4A £

T. Wilmott, 3 Somerset Place,  
Somerset Bridge, Bridgewater  
TA6 6LW

Games to suit everyone's taste. Ten in all, though I could only get nine to load. Nevertheless, quite remarkable value for a fiver. Here's a quick run down of the titles:

**Stop Thief** — a collect and chase game where a foreman wanders round scaffolding dropping fivers. Lucky you must pick them up, for as long as you can!

**Base Attack** — you have five laser cannon to defend against an alien attack. Very addictive.

**Bat Blaster** — self explanatory.

**Hostile UFO's** — aliens again, that swoop and bomb this time.

**Treasure Seeker** — dig around

searching for maps and treasure. **Cave Adventure** — the one that wouldn't load, but, from reading the instructions, would appear to be a standard adventure.

**Alien Overrun** — differently coloured aliens move across screen. Zap them to survive.

**Robo-killer** — takes some thinking about. Your task is to kill 12 robots by laying pillars and bombs, but they close in on you after every move.

**Mystery Game** — infuriating but entertaining.

Well there they are. What more could any software hungry TI owner want, excellent games at a giveaway price. **J.W.**

instructions	95%
playability	90%
graphics	80%
value for money	100%



## Ophyss TI-99/4A £6

Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

The object of this rather unusual game is to keep a number of newly-hatched ophyss eggs alive by steering them around a serpentarium. An ophyss is a snake-like creature found in the Antarctic islands. The young ophysses (or ophi?) must have nourishment, so they eat frogs.

In the two-player version a lifeline is displayed at each side of the screen. The length of this line shows how much nourishment each ophyss has, constantly decreasing. If an ophyss eats a frog, its lifeline returns to the maximum length and the ophyss grows by one unit. When it is 15 units long it expires, and a small

ophyss emerges from its den. This ophyss must also grow to 15 units.

The opponent's tail may also be eaten. This does not give any nourishment, but 20 points are gained. When an ophyss has been bitten, it is paralysed for one move, so if possible, it should be bitten again.

In the one-player version of the game, the computer controls the opponent's ophyss, and there are seven levels of difficulty.

Overall, a good game that would be even better if in machine code on another computer. **J.J.**

instructions	95%
playability	80%
graphics	90%
value for money	90%



## Motor Cross/ Rally Cross TI-99/4A £7

Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

These two programs are sold together for either joystick or keyboard use. Although good use has been made of the TI's BASIC facilities in an attempt to get the utmost speed, both programs are essentially identical. They differ mainly in the graphics used for gates, making this very expensive duplication.

Both are moderately challenging: you must drive around the screen, negotiating cones and trees and attempting to pass through eight gates. In Motor Cross only, the gates are numbered and must be negotiated sequentially. You have control of left and right turns only, which can be a little confusing as they are dependent upon the direction in which the car is heading.

There are five levels of play and your efforts are timed within the restrictions of TI BASIC. If you complete the course unscathed, you will receive a rating. I didn't even rate pathetic, as with the computer in control of the speed and no brakes I frequently became entangled with the trees.

If the games had differed more I would have considered this fair value for money. **P.B.**

instructions	90%
playability	85%
graphics	75%
value for money	20%



# Texas: the state of the stars

Here's a treat for owners of  
the TI-99/4A: five new  
programs reviewed by our  
team

## Rivets/ Charset 2 TI-99/4A £4.95

You need a good head for heights in Rivets, though whether you'll find it a truly riveting experience is another matter.

The game starts on the 21st floor of a partially constructed tower block. The site foreman has it in for you! When all your workmates have gone home he makes you collect up the rivets they have left lying around. Trouble is, there are banana skins scattered. Slipping on one sends you down onto the next floor and loses a life. The same happens if you miss your step on girders. When all your lives have

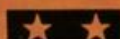
gone the building is displayed and you watch your death leap.

All this proceeds in a desperate race against time. There are five skill levels. As the game becomes more difficult you are given less time to finish and more banana skins to avoid.

Although fun at first, the game lacks sufficient variety to give it a lasting addictive quality.

Charset is a short program in which characters have been re-defined and their hexadecimal codes placed in DATA statements. **J.W.**

instructions	85%
playability	40%
graphics	40%
value for money	50%



## Escape from Mica TI-99/4A £4.95

PiKaDee Software, 35 Parker St, Preston, Lancs PR2 2AH

It's hard and dangerous work being a captive of the evil Count of Mica. To obtain your release all the treasures from each of three fields must be collected. Each is surrounded by a high wall and there are two blocks of wall inside the field.

The treasure is guarded by a hungry man-eating monster. Here the two inner walls prove useful because if you can lure the monster behind one he will momentarily stop. Then you take what you can before he becomes active again.

Four hyperspace pills have been provided to use in each field. Taking one will immediately transport you to another random location within the field. This proves very handy when the monster comes too close for comfort. Sometimes, however, you can find yourself re-appearing just as near, or closer!

There are four skill levels. At the easiest you score 15 points per item, but there are more items and large inner walls. At the most difficult you score 60 points per item, there's fewer items and much smaller walls.

**J.W.**

instructions	90%
playability	60%
graphics	50%
value for money	65%





## COMMODORE 64 PROGRAMS

### Label printer

One particularly useful job a computer printer can do is printing self-adhesive labels. These are available from many office equipment suppliers and stationers in both tractor feed and friction feed forms for around 70p per 100.

This program allows input of the required lines for the label of your choice and formats them for printing. Standard labels are 100mm by 35mm and this allows about seven lines of 35 characters to fit on (with a 1525 dot matrix printer). If your labels are another size, then modify the program to suit. Owners of a 1520 plotter should also be able to add colour and variable character size routines into the program.

The program produces neat labels which can be used for many purposes, e.g. parcel labels, cassette inserts, floppy disc indexing, and anywhere else a neat set of labels will look good.

**Note:** As usual, cursor controls are included as REM statements but these need not be typed in.

#### Label printer How it works

**80-130** set up and input number of lines required  
**140-185** input lines for label  
**190-205** print label on screen  
**210-290** correct any errors  
**300-308** print in graphics mode if required  
**310-330** print label in printer lower case  
**340-400** set up for another label if required  
**500-560** subroutine to input a line of text

#### Label printer Variables

**TS(7)** lines of text  
**A** number of lines  
**TS** line input  
**LS** character input

#### Label printer Hints on conversion

This program should pose no problems in converting to other micros and printers.

**CHRS(8)** print in graphics mode (no space between lines)  
**CHRS(13)** carriage return  
**CHRS(15)** print in normal mode  
**CHRS(20)** delete character  
**OPEN 1,4,7** open file to printer in lower case

### Tape filer part 1

Do you have lots of music tapes, and do you have a lot of trouble trying to remember which tune is where? If so, then this program is for you.

The program comprises three sections. One allows you to create a disc file for five cassettes with tape length, title, date and all names and artists catalogued. Another allows you to correct or modify the files you have created. The third section allows you to search quickly through all your files for a particular tune or artist (or both) and print up where this tune is to be found on your tapes.

The program is designed for disc users, although data could

also be stored on cassette tape. Searching, however, would be very slow. Although made for storing tunes on cassette, small modifications would allow you to use the program as an index for your records, or even your tape or disc software.

This week's listing gives the file creation and modification routines. Next week, the reader section will be given to allow you to use your files.

**Note:** Tune and artist are filed as a single string, separated by a "spade" graphic. In the editor routine, you must put this in yourself. Total line length should be kept below 78 characters. The numbers in the data files are important to the running of the program, and should not be removed or changed. If the artist is

unknown, enter this as "UN". As usual, cursor controls are given in REM statements, but these don't need to be typed in.

#### Tape filer 1 How it works

**40-70** set up and title  
**80-90** ask for highest tape on file  
**100-135** main menu selection  
**140-850** reader routine (see next week)  
**1000-1020** input start tape number and make up file-name  
**1030-1070** input tape length — for five tapes  
**1080-1130** input side title and date — for two sides  
**1140-1220** input tunes and artists  
**1230-1240** put tune and artists into single string  
**1250-1360** save data to disc  
**2000-2015** input start tape number and make up file-name  
**2020-2100** load data  
**2110-2210** list data, checking for interrupts  
**2220-2320** menu and choice selection  
**2330-2400** adding and deleting routines  
**2410-2480** resaving data file  
**2900-2960** trap disc errors and continue  
**3000** exit program

#### Tape filer 1 Variables

**ARSS(10)** artist's names  
**TUS(10)** tune names  
**K2(10)** number of references found  
**AL(10)** length of artist's name  
**TL(10)** length of tune name  
**DS(1000)** data lines  
**M** number of highest tape on file  
**FMS** current filename  
**N** tape number  
**DAS** input data line  
**N3** number of files to be searched for  
**QT,F** tape to be searched  
**TT** time  
**TU** tune number  
**SI** side number  
**TS** tune name or title  
**RS** artist's name  
**L** tape length  
**D** data counter  
**S** side counter  
**C1, C2** data counters  
**K** item to be edited

#### Tape filer 1 Hints on conversion

Apart from the special file handling commands, this program should be easy to convert to run on other micros, or with cassette data storage.  
**NOTE:** PEEK(654) — "SHIFT" pressed (1) or not (0)

Use your new technology to the full by automatically printing out labels, and organise your music collection with part 1 of Iain Murray's tape filer program

Make  
your  
life  
easier:  
print  
labels  
for  
everything



## Listing for label printer

```

10 rem *** label Printer ***
20 rem *** by iain murray (c) 1984 ***
30 rem *** for home computing weekly ***
40 dim t$(7)
50 poke 53281,1: poke 53280,1
60 rem [clr] [blue] [lower case] [lock in lower case] [3 crsr dwn] [11 crsr rt]
70 rem [rev on] [rev off]
80 Print "***** LABEL PRINTER *****"
90 rem [2 crsr dwn]
100 Print "How many lines ( 1 - 7 ) ? ";
110 get a$:a=val(a$):if a<1 or a>7 then 130
120 rem [clr]
130 Print " "
140 for i=1 to a
150 rem [crsr dwn]
160 Print "Give line";i;" : ";gosub 500:t$(i)=t$
170 if len(t$(i))>35 then 160
180 next i
190 if a<7 then for i=a+1 to 7:t$(i)=" ":next
200 rem [clr]
210 Print " "
220 rem [green] * vertical lines are shifted "-"s, horizontal are shifted "*"s
230 Print " |-----|":Print "|";tab(38);"| "
240 rem [blue] [green] * vertical lines are shifted "-"s
250 for i=1 to 7:Print " | ";t$(i);tab(38);" | ":next
260 rem * vertical lines are shifted "-"s, horizontal are shifted "*"s
270 Print " |";tab(38);"|":Print " |-----| "
280 rem [blue] [crsr dwn]
290 Print "Is this correct (Y/N) ? "
300 get a$:if a$="y" then 300
310 if a$<>"n" then 220
320 rem [crsr dwn]
330 Print "Which line is wrong ( 1 -";a;") ? ";
340 get b$:b=val(b$):if b<1 or b>a then 250
350 Print b
360 rem [crsr dwn]
370 Print "Give line";b;" : ";gosub 500:t$(b)=t$
380 if len(t$(b))>35 then 270
390 goto 190
400 rem [clr] [2 crsr dwn]
410 Print "Print in graphics mode (Y/N) ?"
420 get g$:if g$<>"y" and g$<>"n" then 305
430 if g$="y" then for i=1 to a:t$(i)=chr$(15)+t$(i)+chr$(8):next
440 rem [clr] [2 crsr dwn] [rev on] [rev off]
450 Print "Position label and Press SPACE when ready : "
460 get a$:if a$<>" " then 315
470 rem [2 crsr dwn]
480 Print "Printing : ";open 1,4,7
490 for i=1 to a:Print#1,t$(i):next:Print#1,chr$(15):Print#1:close 1
500 rem [2 crsr dwn]
510 Print "Another label (Y/N) ?"
520 rem [clr] [upper case] [unlock case switch]
530 get c$:if c$="n" then Print "":end
540 if c$<>"y" then 350
550 rem [2 crsr dwn]
560 Print "Print a different label (Y/N) ?"
570 get c$:if c$="n" then 190
580 if c$="y" then 110
590 goto 380
600 rem *** input line
610 t$=""
620 get l$
630 if l$=chr$(13) or l$=chr$(20) then 550
640 if l$<chr$(32) or (l$>chr$(127) and l$<chr$(160)) then 510

```



## 64 PROGRAMS

```

539 rem [crsr left] [rev on] [rev off]
540 t$=t$+l$:print "||";l$;"2 3";goto 510
549 rem [crsr left] [rev on] [rev off]
550 if l$=chr$(20) then t$=left$(t$,len(t$)-1):print "||";l$;"2 3";goto 510
559 rem [crsr left]
560 print "||":return

```

### Listing for tape filer

```

10 REM *** TAPE FILER ***
20 REM *** BY IAIN MURRAY (C) 1984 ***
30 REM *** FOR HOME COMPUTING WEEKLY ***
35 REM *** PART 1 OF 2 ***
40 POKE 53280,6:POKE 53281,6
50 DIM AR$(10),TU$(10),K2(10),AL(10),TL(10),D$(1000)
59 REM [CRSR DOWN] [PINK] [WHITE] [CRSR DOWN]
60 SK=0:N$="THIS IS NOT ACCEPTABLE !!"
69 REM [CLR] [WHITE] [4 CRSR DOWN] [13 CRSR RIGHT] [RVS ON] [RVS OFF]
70 PRINT "===== MUSIC FILER ====="
79 REM [3 CRSR DOWN]
80 PRINT "GIVE NUMBER OF HIGHEST TAPE ON":INPUT "FILE : ";M
90 IF M<0 OR M>INT(M) OR M/5<>INT(M/5) THEN 80:REM ** CHECK M DIVISIBLE BY 5
98 REM *** MAIN MENU ***
99 REM [CLR] [3 CRSR DOWN]
100 PRINT "YOU CAN : "
104 REM * EACH LINE STARTS WITH A [CRSR DOWN]
105 PRINT "01) READ A FILE"
110 PRINT "02) CREATE A FILE"
115 PRINT "03) EDIT A FILE"
120 PRINT "04) EXIT PROGRAM"
124 REM [2 CRSR DOWN]
125 PRINT "WHICH ONE DO YOU WANT (1-4) ?"
130 GET A$:A=VAL(A$):IF A<1 OR A>4 THEN 130
135 ON A GOTO 150,1000,2000,3000
998 REM *** CREATOR SECTION ***
999 REM [CLR] [3 CRSR DOWN]
1000 PRINT "GIVE NUMBER OF FIRST TAPE IN NEW FILE :":INPUT N
1010 IF N<0 OR N>INT(N) OR ((N-1)/5)<>INT((N-1)/5) THEN 1000
1020 W1$=STR$(N):W2$=STR$(N+4):FM$="TAPEFILE"+W1$+W2$:D=1
1030 FOR I=N TO N+4:REM ** LOOP FOR 5 TAPES **
1039 REM [WHITE] [4 CRSR DOWN]
1040 PRINT "TAPE NUMBER";I
1049 REM [2 CRSR DOWN]
1050 INPUT "GIVE TAPE LENGTH (IN MINUTES) ";L
1060 IF L<0 OR L>120 OR L<>INT(L) THEN PRINT N$:GOTO 1050
1070 D$(D)=STR$(L):D=D+1
1080 FOR S=1 TO 2:REM ** LOOP FOR 2 SIDES **
1090 D$(D)=STR$(S):D=D+1
1099 REM [CRSR DOWN] [WHITE] [CRSR LEFT]
1100 PRINT "TAPE";I;"(C -";L;" ) SIDE";S
1109 REM [CRSR DOWN]
1110 PRINT "GIVE TITLE OF SIDE, AND DATE : "
1120 INPUT T$:IF LEN(T$)<2 OR LEN(T$)>39 THEN PRINT N$:GOTO 1110
1130 D$(D)=T$:D=D+1
1139 REM [CRSR DOWN] [WHITE] [LIGHT BLUE] [WHITE] [LIGHT BLUE]
1140 PRINT "GIVE NAME OF TUNE, OR 'CHR$(34)'X'CHR$(34)' TO END SIDE : "
1150 INPUT TU$
1160 IF TU$="X" THEN 1240
1170 IF LEN(TU$)>39 THEN PRINT N$:GOTO 1150:REM ** NAME TOO LONG **
1179 REM [CRSR DOWN] [WHITE] [BLACK] [WHITE]
1180 PRINT "GIVE NAME OF ARTIST, OR 'CHR$(34)'S'CHR$(34)' FOR PREVIOUS ";
1189 REM [BLACK]
1190 PRINT "ARTIST : "
1200 INPUT AS$

```



```

1210 IF AS$="S" THEN AS$=AR$
1220 IF LEN(AS$)>39 THEN PRINT N$:GOTO 1200:REM ** NAME TOO LONG **
1229 REM [SPACE] IS SHIFTED "A"
1230 D$(D)=TU$+"A"+AS$:D=D+1:AR$=AS$:GOTO 1140
1240 NEXT S:D$(D)="3":D=D+1:NEXT I:D=D-1
1248 REM *** SAVING ROUTINE ***
1249 REM [CLR] [WHITE] [3 CRSR DOWN]
1250 PRINT "DATA INPUT COMPLETE"
1259 REM [CRSR DOWN] [RVS ON] [RVS OFF]
1260 PRINT "INSERT DISK AND PRESS SPACE WHEN READY TO SAVE : "
1270 GET A$:IF A$<>" " THEN 1270
1279 REM [2 CRSR DOWN]
1280 PRINT "SAVING : "
1290 OPEN 1,8,15:OPEN 2,8,3,FM$+"",S,W"
1300 INPUT#1,A:IF A<>0 THEN 2900
1310 FOR I=1 TO D:PRINT#2,D$(I):NEXT I:CLOSE 2:CLOSE 1
1319 REM [3 CRSR DOWN]
1320 PRINT "SAVING COMPLETE"
1329 REM [CRSR DOWN] [RVS ON] [RVS OFF]
1330 PRINT "PRESS SPACE TO CONTINUE : "
1340 GET A$:IF A$<>" " THEN 1340
1350 IF N+4>M THEN M=N+4
1360 GOTO 100
1998 REM *** EDIT SECTION ***
1999 REM [CLR]
2000 PRINT " "
2004 REM [2 CRSR DOWN]
2005 PRINT "GIVE NUMBER OF FIRST TAPE IN FILE :":INPUT F
2010 IF F<0 OR F>M OR F<>INT(F)OR((F-1)/5)<>INT((F-1)/5) THEN PRINTN$:GOTO 2005
2015 F$="TAPEFILE"+STR$(F)+STR$(F+4)
2020 C=1:C2=0:OPEN 1,8,15:OPEN 2,8,3,F$+"",S,R"
2030 INPUT#1,A:IF A<>0 THEN 2900
2050 INPUT#2,D$(C)
2059 REM [2 CRSR DOWN]
2060 IF C=1 THEN PRINT "LOADING ":F$
2070 IF D$(C)="3" THEN C2=C2+1:IF C2=5 THEN 2090
2080 C=C+1:GOTO 2050
2090 CLOSE 2:CLOSE 1
2099 REM [2 CRSR DOWN]
2100 PRINT "LOADING COMPLETE"
2109 REM [CRSR DOWN]
2110 PRINT "PRESS "CHR$(34)"S"CHR$(34)" TO INTERRUPT LISTING, "CHR$(34)"C";
2112 PRINTCHR$(34)" TO CONTINUE LISTING, OR "CHR$(34)"A"CHR$(34)" TO ABANDON"
2114 PRINT"LISTING."
2115 REM [CRSR DOWN]
2116 PRINT "(NOTE THAT THE FILE CONTAINS NUMBERS AS WELL AS YOUR DATA.)"
2117 REM [CRSR DOWN] [RVS ON] [RVS OFF] [2 CRSR DOWN]
2118 PRINT "PRESS SPACE WHEN READY : "
2120 GET A$:IF A$<>" " THEN 2120
2129 REM [RVS ON] [RVS OFF]
2130 FOR I=1 TO C:PRINT I," ";D$(I);" "
2139 REM [CRSR DOWN] [PINK] [WHITE]
2140 GET A$:IF A$="A" THEN PRINT "LISTING ABANDONED":GOTO 2200
2150 IF A$<>"S" THEN 2190
2160 GET A$:IF A$="C" THEN 2190
2169 REM [CRSR DOWN] [PINK] [WHITE]
2170 IF A$="A" THEN PRINT "LISTING ABANDONED":GOTO 2200
2180 GOTO 2160
2190 NEXT I
2199 REM [CRSR DOWN] [RVS ON] [RVS OFF]
2200 PRINT "PRESS SPACE TO CONTINUE : "
2210 GET A$:IF A$<>" " THEN 2210
2219 REM [CLR] [3 CRSR DOWN]
2220 PRINT "YOU CAN : "
2229 REM [2 CRSR DOWN]

```



```

2230 PRINT "001) VIEW DATA"
2239 REM * EACH LINE STARTS WITH [CRSR DOWN]
2240 PRINT "02) DELETE DATA ITEM"
2250 PRINT "03) INSERT DATA ITEM"
2260 PRINT "04) SWAP DATA ITEM"
2270 PRINT "05) SAVE NEW DATA FILE"
2280 PRINT "06) RETURN TO MAIN MENU"
2289 REM [2 CRSR DOWN]
2290 PRINT "00WHICH DO YOU WANT (1-6) ?"
2300 GET A$:A=VAL(A$):IF A<1 OR A>6 THEN 2300
2320 ON A GOTO 2110,2330,2330,2330,2410,100
2329 REM [2 CRSR DOWN] [CRSR LEFT]
2330 PRINT "00WHICH ITEM (1 -";C;" ) : ";INPUT K
2340 IF K<1 OR K>C THEN PRINT N$:GOTO 340
2350 ON A-1 GOTO 2360,2370,2380
2359 REM *** DELETE ITEM ***
2360 FOR I=K TO C:D$(I)=D$(I+1):NEXT I:C=C-1:GOTO 2220
2369 REM *** INSERT ITEM ***
2370 FOR I=C TO K STEP -1:D$(I+1)=D$(I):NEXT I:C=C+1
2379 REM [CRSR DOWN]
2380 INPUT "NEW ITEM : ";D$(K)
2390 IF LEN(D$(K))>78 THEN PRINT N$:GOTO 2380
2400 GOTO 2220
2408 REM *** RESAVING ROUTINE ***
2409 REM [2 CRSR DOWN]
2410 PRINT "00RESAVING ";F$
2420 OPEN 1,8,15,"S:"+F$:CLOSE 1
2430 OPEN 1,8,3,F$+".S.W"
2440 FOR I=1 TO C:PRINT#1,D$(I):NEXT I:CLOSE 1
2449 REM [2 CRSR DOWN]
2450 PRINT "00RESAVING COMPLETE"
2459 REM [CRSR DOWN] [RVS ON] [RVS OFF]
2460 PRINT "00PRESS [SPACE] TO CONTINUE : "
2470 GET A$:IF A$<>" " THEN 2470
2480 GOTO 100
2899 REM *** DISK ERROR HANDLING ***
2900 CLOSE 1:CLOSE 2:CLOSE 3:CLOSE 4:CLOSE 5
2910 OPEN 1,8,15,"IO":CLOSE 1
2929 REM [4 CRSR DOWN] [PINK]
2930 PRINT "000000REQUIRED FILE NOT FOUND ON DISK !"
2939 REM [WHITE] [2 CRSR DOWN] [RVS ON] [RVS OFF]
2940 PRINT "00PRESS [SPACE] TO CONTINUE : "
2950 GET A$:IF A$<>" " THEN 2950
2960 GOTO 100
2998 REM *** EXIT PROGRAM ***
2999 REM [CLR] [24 CRSR DOWN]
3000 PRINT "*****":END

```



• Part 2 of Iain Murray's Tape  
filer will be in next week's issue  
of Home Computing Weekly



## Beach-Head £9.95

US Gold, Unit 24, Tipton Trading Est, Bloomfield Rd, Tipton, W Mids DY4 9AH

The object is to manoeuvre your fleet inwards to land where you will continue with tanks to destroy the mighty cannon Kuhn-Lin. On your way you must go through six sequences of attacks/strategies.

The first is an aerial reconnaissance in which you see a map. You must decide how you will start the game. You may go into direct battle or use the secret passage and take the enemy off guard.

The hidden passage has you guiding your ship past mines while avoiding missiles. This screen is quite hard but

makes the next section easier.

Sequence three is in 3D. You must shoot enemy aircraft and in the following level attack battle-ships. A report is given after each shot.

Screen five is Beach-Head. For each ship you have left you get two battletanks. These tanks must travel through the defence system before blowing up Kuhn-Lin on screen six. The instructions state you need a few tanks to succeed.

The game loads perfectly and makes very good use of your computer's graphics and sound abilities. **K.I.**

instructions	65%
playability	80%
graphics	80%
value for money	85%



## Triple Tournament £7.95

Terminal, 28 Church Lane, Prestwich, Manchester M25 5AJ

With arcade/adventure games appearing in the shops, Terminal is replying with a three-in-one arcade game.

At the start you may select one life per game and play all three games or have all three lives on the game of your choice.

The first game is a cowboy "shoot it out" similar to one of the early arcade machines which started the video game craze a few years ago.

The second game is Space Race. It involves keeping your spaceship on a path and collecting points as you go. The

concept is unoriginal and not that interesting.

The last game is Kamikazi, on the high seas. The object is to shoot and destroy various planes which tend to crash into your ship.

The graphics do not incorporate many new or good techniques. General quality is average. I won't write it off because it is better than some games although there is plenty of room for improvement. No instructions were supplied.

Once you have finished playing you get a breakdown of your scores for each life. **K.I.**

instructions	0%
playability	50%
graphics	45%
value for money	50%



## Frantic Freddie Disc £12.95

Audiogenic, PO Box 88, Reading, Berks

If the adversaries in this game are typical of those met by British Telecom engineers who climb telegraph poles, I'm glad I chose another vocation.

Whilst the design isn't wholly original, the execution is superb. Display consists of a number of platforms linked by telegraph poles. On these levels are located pots of gold.

You control Freddie, whose aim is to collect the pots. Inevitably, they are guarded by nasties called Greeblies. Three nasties each have a different method of tracking Freddie down.

Each screen has different nasties including frogs, spiders, crabs and savage angelic-faced foes. If they catch you they throw you off the platforms. You hit the ground with a thud which causes the whole screen to shake.

Between screens, short amusing interludes are performed. The quality of design of the characters and their animation is excellent. Each screen is accompanied by a new, brilliantly performed piece of music.

The game is appallingly addictive and will keep you amused for hours. I feel it is overpriced; £9-£10 would be nearer the mark. Try it, you won't regret it! **M.W.**

instructions	90%
playability	90%
graphics	95%
value for money	80%



# Games for hard-line addicts

Here's a batch of games that will keep you glued to your computer for hours. Our panel has sweated it out first — see what they think

## Aquanaut £7

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

Interceptor is really improving its standards of software. This is a fairly good example of what it now produces.

The game is based upon guiding your submarine around the caves of Shallic. There are enemy submarines, heat-seeking missiles, mines and other deterrents to stop you completing your mission, which is to visit all the caves before returning to your base.

This game is very hard. No one can say it is easy or repetitive. Once you have got through a level you automatically re-start

on your current level if you get killed.

A nice feature of the game is that you can decide how many lives you wish to begin with, three being the minimum and nine the maximum.

The graphics remind me of the lunar surface in Scramble. They have been implemented very well and seem to be flicker-free as they scroll in all four directions.

For anyone who likes Scramble-type games I recommend this one. Although it is not constant fast action, it is still very good. **K.I.**

instructions	15%
playability	70%
graphics	75%
value for money	80%



## ACOS + £8.95

Melbourne Hosue, 151 Trafalgar Rd, London SE10

ACOS stands for Advanced Cassette Operating System. Melbourne House claims ACOS allows a cassette to be operated like a disk drive.

However, ACOS is merely a computerised version of what we do already; it notes counter number, program title, plus next available space and fast forwards to required position. Blank tape is 'formatted' via fairly lengthy process, and a directory header is put on it.

To SAVE or LOAD, ACOS must be present, and once the directory is loaded, you press appropriate recorder keys under program direction and, after SAVEing, save directory.

Directory lists all titles on screen, but does not LOAD or SAVE at any increased speed. Since you must LOAD ACOS the time taken to reach and load formatted program is actually longer than normal.

ACOS cuts tape loss between programs, could tidy up messy libraries, but is no substitute for disc drive.

Extra BASIC commands are most interesting and offer easier access to sound, graphics, sprites, collisions, interrupts and memory. The manual is technical. ACOS-written programs need it to run so it's useless for commercial purposes.

Free game, reasonable price. It could be useful. **D.C.**

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





## Down the drain?

## Clear the orange block

Once SAVED you can run the game by typing GOTO 40. You will still need to the your colour card to enter the code to play, but the POKEs will remove the attic bug, enabling you to go through there as many times as you like, as well as letting you go up the right

**Willy: extra lives**

### Dean Pinder, Norwich

## Willy: hints and tips

The only way to reach the stems in the conservatory roof is via the right hand side of the wall in the banyan tree. However, the way up is blocked by the red coloured square at the top of the right hand root.

**D.V. Fowell, Milton Keynes**

**Willy: now jump**

**Mike Curtis, Weymouth,  
Dorset**

## Old faithful speaks out

One thing I never fail to read is the Letters page. There have been many debates in these pages. First of all it was the Oric breakdowns,\* then the long debates on "my computer is better than yours." After

*Home Computing Weekly has no immediate plans to feature profiles of software houses, due to shortage of space.*

## Help with elves

The way to get through the Magic Door is to 'wear

**Conrad Clarke, Chertsey,  
Surrey**

## Grounds for divorce

Bis nexte Mal — or in English, till next time.  
N. Whitehead, RAF Gutersloh, W. Germany

**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.**



# Deter ali planet Earth

**Save the universe from invading hostile aggressors in this space game by James Crosby**

```

1 REM
2 REM *****
3 REM ***** SPACE ACE *****
4 REM *****
5 REM *** BY J.R.CROSBY *****
6 REM *****
7 REM
8 REM
10 REM **** VARIABLES & GRAPHICS ****
20 CLEAR:GRAB:CLS:PAPER1:GOSUBB40:HS=HS
30 POKE#26A,10:GOSUB1040:LI=3
40 CLS:TI=0:SC=0:AC=35:DO=13
50 GOSUB930
60 A=1:B=24:A$(1)="ab":B$="":D=25
70 A$(2)="cd":A$(4)="ef":A$(5)="gh"
80 REM ***** PLATFORM & SHIP *****
90 PLOTA,B,A$(1)
100 PLOTA,D,A$(4)
110 PLOTA,D+1,A$(5)
120 REM *** EARTHS DEFENCES ***
130 A$(6)="ii i i i i i i i i"
140 A$(7)="i i i i i i i i"
150 A$(8)="i i i i i i i i"
160 A$(6)=RIGHT$(A$(6),1)+LEFT$(A$(6),37)
170 A$(7)=RIGHT$(A$(7),37)+LEFT$(A$(7),1)
180 A$(8)=RIGHT$(A$(8),1)+LEFT$(A$(8),37)
190 PLOT1,16,CHR$(3)+A$(6)
200 PLOT1,18,CHR$(3)+A$(7)
210 PLOT1,20,CHR$(3)+A$(8)
220 TI=TI+1
230 PLOT9,0,STR$(LI):PLOT20,0,STR$(TI):PLOT30,0,STR$(S)
C)
240 REM ***** MOVE SHIP *****
250 MO=DEEK(783)
260 IF MO=48351 AND A>3 THEN A=A-1:PLOTA+1,B,B$:PLOTA,
B,A$(1)
270 IF MO=48255 AND A<36 THEN A=A+1:PLOTA-1,B,B$:PLOTA,
B,A$(1)
280 IF MO=48375 AND B>2 THEN B=B-1:PLOTA,B+1,B$:PLOTA,B,
A$(1)
290 IF MO=48319 AND B<25 THEN B=B+1:PLOTA,B-1,B$:PLOTA,
B,A$(1)
300 IF MO=48382 THEN ZAP
310 REM ***** CHECK SCREEN *****
320 IF TI>300 THEN 600

```

Venture into space and fight off alien attackers. You are at the controls of a spaceship and you must first get past Earth's automatic defences to ward off hostile threats.

Once you are outside the forcefield which protects Earth, you launch straight into battle with alien invaders. You have a time limit on your task and you must strive to accomplish it and save the universe!

You have three lives and the highest score will be recorded.

There are two screens. In the first part the laser zaps, just making a noise, but in the second part it fires missiles, in an effort to thwart the evil forces trying to overcome planet Earth.

This program uses DEEK (783) instead of KEYS, since it reads the keyboard quicker. In the second part of the game, your spaceship moves vertically along the side of the screen.

**Hints on conversion**  
**POKE** hash 26A,10 switches key click and cursor off  
**CALLDEEK** (hashFFFA) gives a warm start  
**DEEK** (783) reads keyboard and can be replaced by **KEYS**, **INKEYS**  
**SCRN** checks what is on screen  
**PLOT** can be replaced by **PRINT AT**  
**PAPER.INK** are screen colours

**Variables**  
**First screen**  
**A,B** position of ship  
**AS(4),AS(5)** launch platform  
**AS(6),AS(7),AS(8)** earth defences  
**Second screen**  
**AS(2)** your ship  
**AC, DO** position of ship  
**X,AL** random position of aliens  
**MI** missile position

**Both screens**

**LI** lives  
**TI** time  
**SC** score  
**HS** high score  
**MO** move ship

**Variables**

**10-70** variables, branch to graphics and instructions, set screen colours

**80-110** plot platform and ship

**120-210** plot earth's defences

**240-300** move ship

**310-370** check screen and score

**380-470** second screen

**480-550** plot ship and aliens

**570-630** fire laser, check if alien is hit

**650-670** hit alien, score

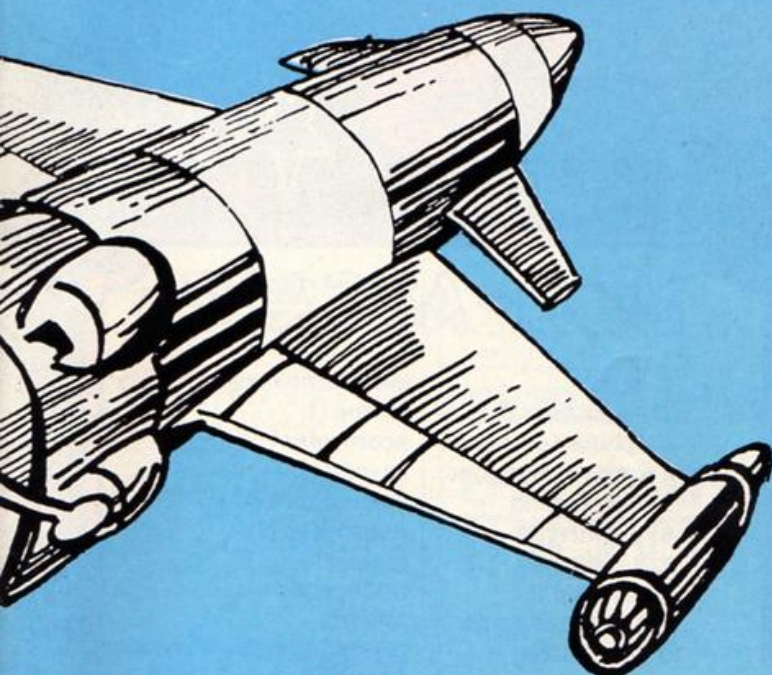
**680-830** crash, new game

**840-1030** redefine characters, set screen colours

**1040-1270** instructions, tune



# en attack on



```

330 IF SCRN(A,B+1)=103 OR SCRN(A,B+1)=104 THEN 680
340 IF SCRN(A+2,B)=105 OR SCRN(A-1,B)=105 THEN 680
350 IFB<15 THEN 370
360 GOTO160
370 SC=SC+250:PING:GOSUB1010
380 REM ***** SECOND SCREEN *****
390 CLS:GOSUB1010
400 WAIT100:
410 AL=0:X=0:AL=INT(RND(1)*23)+3:X=INT(RND(1)*18)+2
420 PAPER4:INK0
430 PLOTAC,DO,A*(2)
440 REM ***** MOVE SHIP UP & DOWN ONLY *****
450 MO=DEEK(783)
460 IFMO=48375 AND DO>2 THENDO=DO-1:PLOTAC,DO+1," " :
PLOTAC,DO,A*(2)
470 IFSCRN(X+1,AL)=100 THEN GOSUB 680
480 REM ***** PLOT ALIENS *****
490 IFMO=48319 AND DO<26 THENDO=DO+1:PLOTAC,DO-1," "
:PLOTAC,DO,A*(2)
    
```

```

500 PLOTX,AL," j":PLOTX,AL," j":PLOT37,AL," "
510 X=X+1:TI=TI+1:IF TI=300 THEN 680
520 IF TI=270 OR TI>290 THEN PING
530 IFX>36 THEN 410
540 IF MO=48382 THEN 570
550 PLOT9,0,STR$(LI):PLOT20,0,STR$(TI)
560 GOTO450
570 REM ***** FIRE *****
580 ZAP:MI=33:AS=DO
590 PLOTMI,AS,"- "
600 REPEAT
610 IFSCRN(MI-1,AS)=106 THEN 650
620 MI=MI-1:PLOTMI,AS,"- "
630 UNTILMI=15:PLOT15,AS," "
640 GOTO450
650 REM ***** HIT ALIEN *****
660 EXPLODE:PLOTX,AL," "
670 SC=SC+20:PLOT30,0,STR$(SC):GOTO410
680 REM ***** CRASH *****
690 EXPLODE:PAPER3:WAIT50:PAPER5:WAIT50:CLS:PAPER1:INK
3
700 LI=LI-1
710 PLOT16,11,CHR$(10)+"00PPSS":PLOT16,12,CHR$(10)+"00
PPSS"
720 WAIT300:GOSUB1010
730 IFLI=0 OR TI>298 THEN 760
740 IF SC<100 THEN 40 ELSE 380
760 REM ***** NEW GAME *****
770 CLS:GOSUB1010:WAIT50:PRINTCHR$(17):PRINT
780 IFSC>HS THEN HS=SC
790 PAPER1:INK3
800 PRINT:PRINTCHR$(138)"HIGH SCORE :";HS
810 PRINTCHR$(138)"HIGH SCORE :";HS
820 PRINT"DO YOU WANT TO TRY AGAIN INPUT (Y/N)":PRINT:
INPUTA$
830 IFA$="Y" OR A$="YES" THEN 30 ELSE CALLDEEK(##FFFA) '
WARM START
840 REM ***** CHARACTERS *****
850 FOR I=(46080+(ASC("a")*8)) TO (46080+(ASC("j")*8)+
7)
860 READA:POKEI,A:NEXT
870 DATA62,10,31,21,29,31,2,31,0,0,60,46,63,62,8,60
880 DATA0,0,15,26,63,30,8,63,30,10,63,45,61,63,4,62
890 DATA63,42,63,63,42,63,42,63,63,43,63,63,45,63,45,6
3
900 DATA63,12,10,9,9,10,12,8,63,12,20,36,36,20,12,4
910 DATA 0,0,33,45,63,45,33,0,60,8,30,63,30,8,60,0
920 RESTORE:RETURN
930 REM ***** SCREEN COLOURS *****
940 CLS:INK0:PAPER4
950 FORI=48680 TO48840 STEP40
960 POKEI,17
970 NEXTI
980 FORI=48880 TO 49080 STEP40
990 POKEI,21
1000 NEXTI
1010 PLOT3,0,"LIVES: ":PLOT14,0,"TIME:":PLOT25,0,"SCOR
E: "
1020 PLOT9,0,STR$(LI):PLOT20,0,STR$(TI):PLOT30,0,STR$(
SC)
1030 RETURN
1039 REM ***** INSTRUCTIONS *****
1040 PLOT12,2,CHR$(12)+CHR$(3)+"SPACE ACE"
1050 PLOTS,4,"YOU ARE EARTHS LAST REMAINING"
1060 PLOTS,6,"SPACE ACE.SO ITS UP TO YOU TO"
1070 PLOTS,8,"STOP THE ADVANCING ALIENS."
1080 PLOTS,10,"BUT EARTHS OWN DEFENCES CAN"
1090 PLOTS,12,"NOT BE TURNED OFF SO YOU
1100 PLOTS,14,"MUST FIRST GET PASSED THESE."
1110 PLOTS,16,"USE THE CURSOR KEYS TO MOVE"
1120 PLOTS,18,"YOUR SHIP.PRESS THE SPACE"
1130 PLOTS,20,"BAR TO FIRE YOUR LASER."
1140 PLOT8,24,"PRESS ANY KEY TO CONTINUE"
1150 A$="11444177177114441771144417711444"
1160 FORA=1TOLEN(A$)
1170 N=VAL(MID$(A$,A,1))
1180 PLAY6,0,2,0:MUSIC2,7,N,9:MUSIC2,6,N,9:MUSIC3,3,N,
9
1190 WAIT10:NEXTA:PLAY0,0,0,0
1200 WAIT100:GETA$:CLS
1210 PLOTS,0,"THERE IS A TIME FACTOR IN "
1220 PLOTS,10,"WHICH TO CARRY OUT YOUR DUTY"
1230 PLOTS,12,"AFTER WHICH YOUR SHIP WILL"
1240 PLOTS,14,"SELF DISTRUCT."
1250 PLOT12,16,CHR$(12)+"GOOD LUCK"
1260 PLOT8,20,"PRESS ANY KEY TO START"
1270 GETA$:WAIT100:RETURN
    
```



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| 7 Valhalla          | Legend (-)          |
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| 8 Maths Level 2             | Ampal Soft (-) |
| 9 Golf                      | Audiogenic (7) |
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| 3 Mastermind                | Commodore (-)    |
| 4 Quizmaster                | Commodore (-)    |
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- |                     |              |
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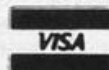
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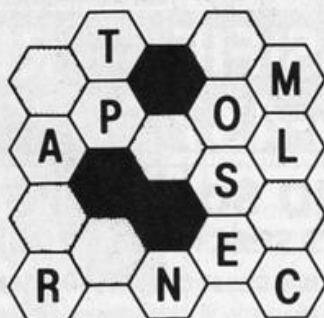
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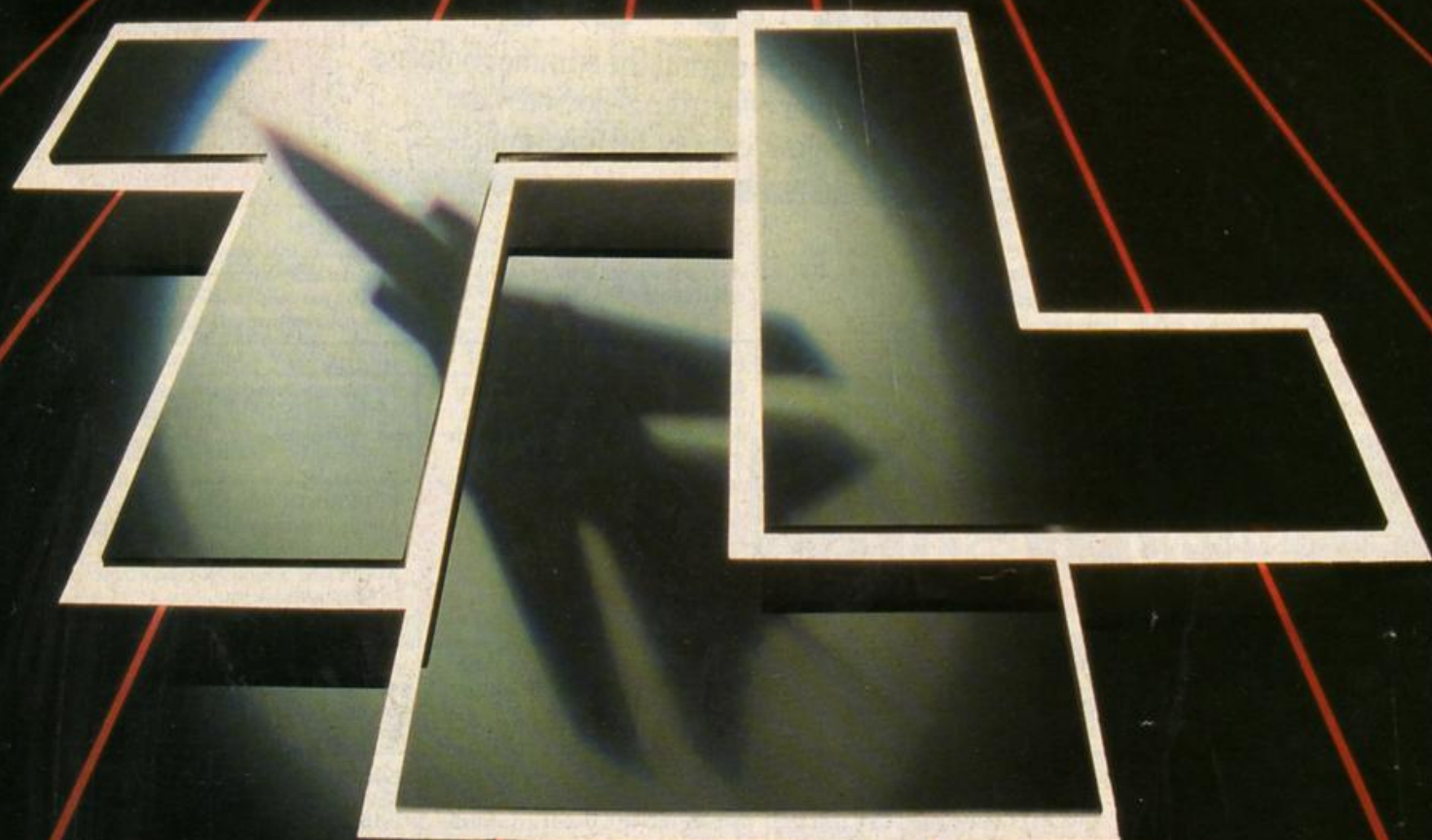
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