Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 77
Aug 28—Sept 3, 1984

45p

FREE
COMPETITION
50 prizes from Warwick Software must be won

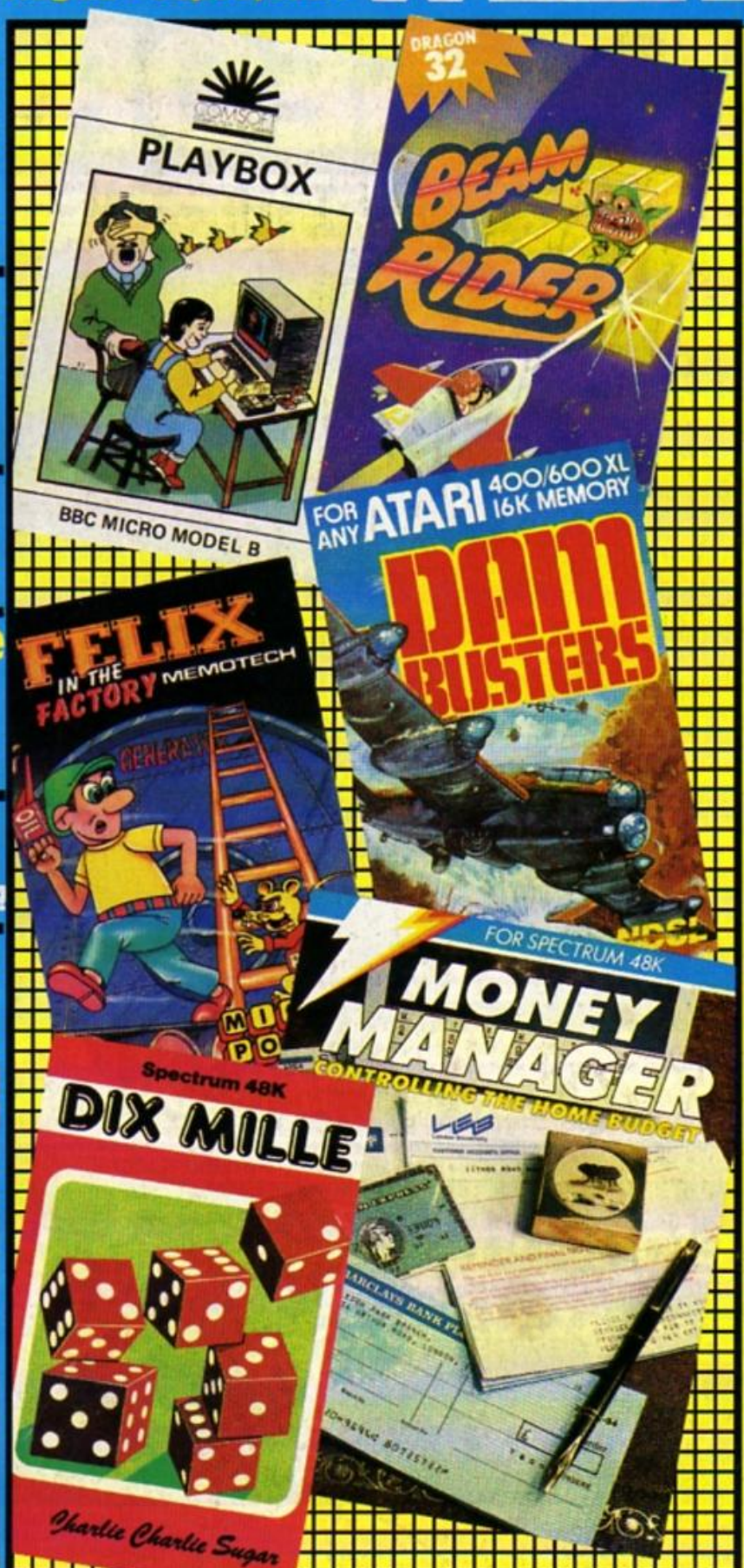
Software reviews for: Spectrum, BBC, Dragon, Atari, Commodore 64,

Spectrum
Aim straight and win praise

Commodore 64
Fight off the kamikaze pilots

Oric/Atmos
Will you be a helicopter hero?

PLUS
news, your letters, charts...



Valhalla sequel

Legend has parted with what is believed to be the largest sum of money ever spent on the production of a single game. The Great Space Race is the long-awaited sequel to Valhalla, and £¼m is the cost of its development.

Scheduled for launch in late September/early October, Commodore 64 and Spectrum versions will be in the shops simultaneously. Heralded as "a spectacular futuristic romp", Legend is priding itself on the graphics and animation. You'll have to wait till September to see for yourself!

Legend, PO Box 435, Station Rd, London E4 7LX

Work from home

Now you can convert your BBC or Electron to a handy office machine, with the help of Mini Office, from Database Publications.

Mini Office comprises a word processor, database, spreadsheet and graphics package — all for £5.95 in tape version or £7.95 on disc.

Managing director Derek Meakin said: "We are aiming at one man firms who cannot afford to pay for the business software currently on the market. It will also be well in the price range of housewives who wish to use it for domestic bookkeeping or children wanting to monitor their pocket money."

The word processor features a constant display of time and word count, plus a words per minute display and double size text option in edit and printer mode.

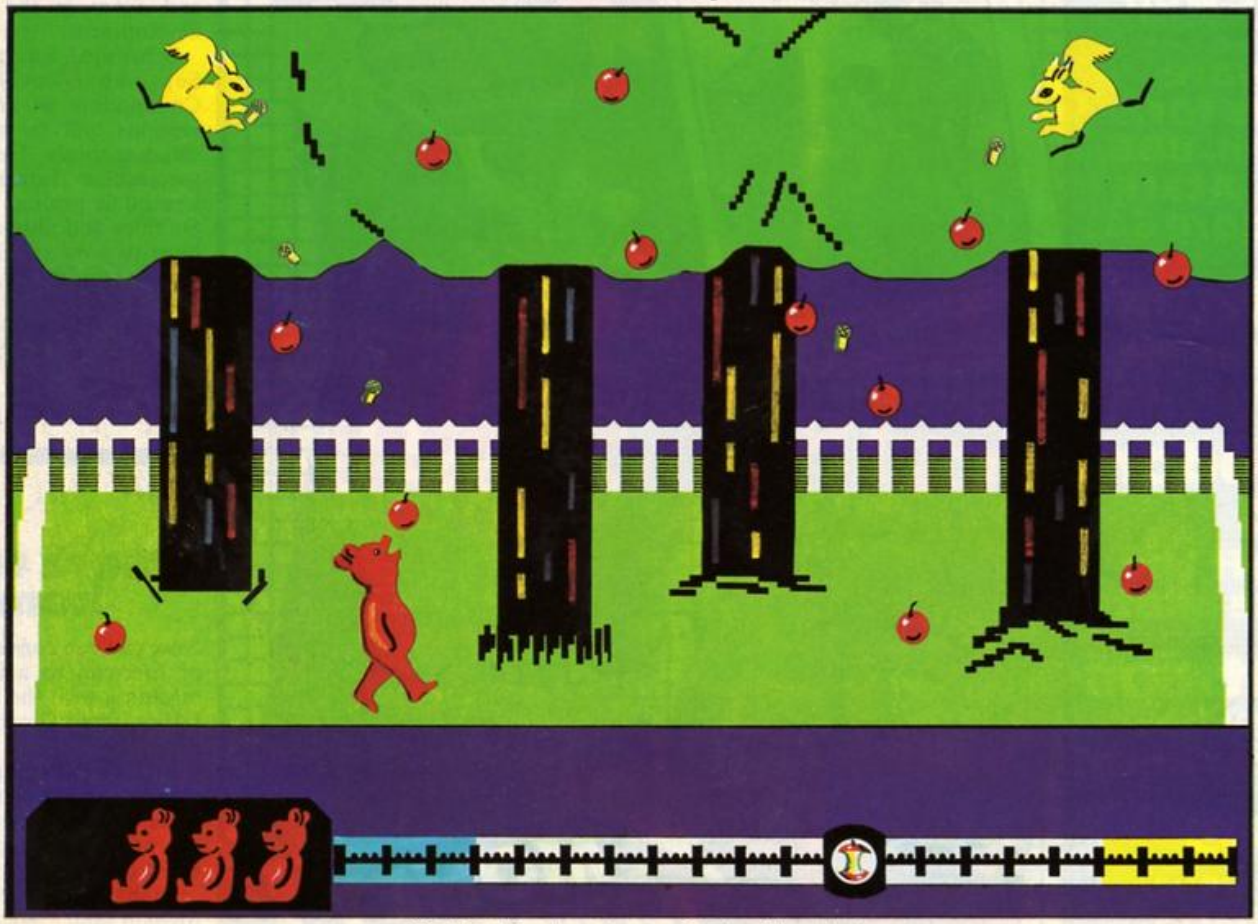
The whole package comes together with a 32-page operating guide. "At this price, home computers will no longer be restricted to games," said Mr Meakin.

Database Publications, Europa Hse, 68 Chester Rd, Hazel Grove, Stockport SK7 5NY

CheetahSoft presents...

PERILS OF...
BEAR GEORGE

A story of high drama and daring deeds from the annals of our hero BEAR GEORGE – can you help him survive 'unbearable' hazards in the forest and deep cold of the mountains, and then live through hibernation?



(Graphics shown above are as on Spectrum 48k version.)

- Superb animation and graphics
- Joystick compatible (Cheetah R.A.T., Kempston, Interfaces 1 and 2)
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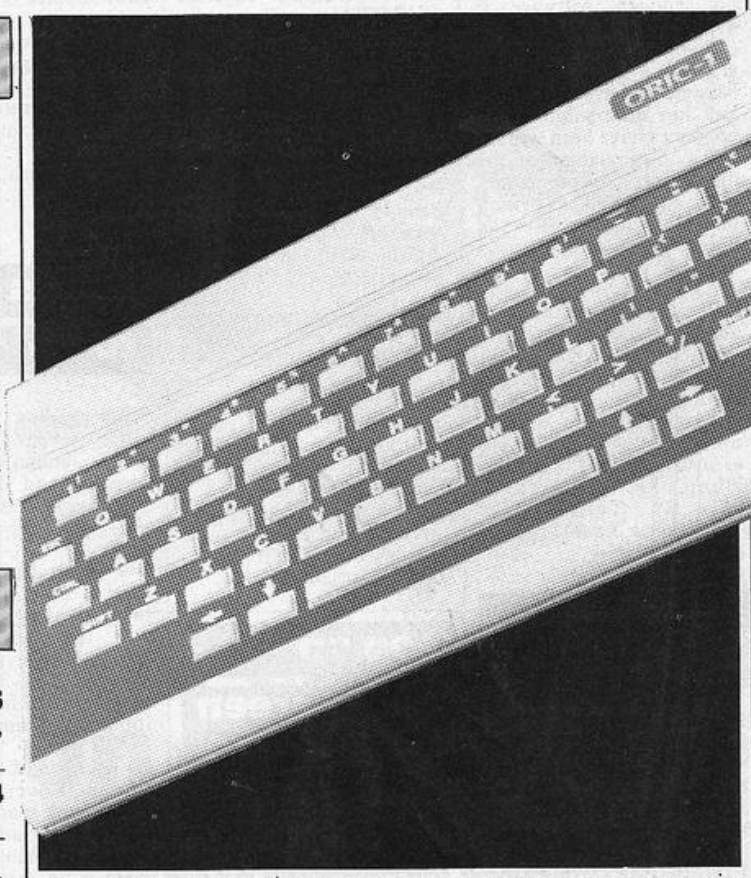
Companies: send your news and products for review to the editor at the address below. And contact him for competitions and other promotions too

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

Oric/Atmos 10
A drama-packed action game, Hover-Rescue gives you the chance to be a hero

Spectrum 18
Type in this bumper program for the 48K Spectrum and see how your battle skills are rated by the Galactic High Commission

Commodore 64 24
Time's running out fast — can you fight off the kamikaze pilots?

Readers: we welcome your programs, articles and tips. See the panel in this issue for details

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Sord cry for help

I am a frustrated Sord M5 owner. Although I think it is quite a good computer, not enough software is available for it and most of the games out on cassette are worse than magazine listings. I have BASIC-G and am disappointed that no games have been written for it. Surely some of the major software companies could convert games written for 16K computers, like the Spectrum, TI-99/4A and VIC-20?

.I am also disappointed by the lack of information about PEEK, POKE and machine code, which are all needed to write fast and exciting games. I would like to get to know anyone owning a Sord M5 in my area to swap software and information.

M. R. Tallis, 145 Woodhouse Lane E, Timperley, Cheshire

Question and answer

I own a Commodore 64 and I would like to know how you complete the third sheet on the Tale of the Arabian Knights. If anyone knows, please tell me.

Here's the answer to M. Livingstone's question (HCW 73). To cheat on Revenge, load the game. When it runs, type in "GOATS" and you will see coming up on the screen "Cheat Mode". If you don't like a screen just press any key to go on to the next screen.

C. Ahmet, London SW2

How the Texas works

I am writing in answer to Mark Wallhead's question (HCW 75) about the TI-99/4A character sets. The computer has more than just five or six character sets; it has 128 in all, between CHR$(1) and CHR$(32767). Unfortunately they are all the same one, i.e. if you change the shape of a character in the first set it will change in all the others as well.

The reason for this is that each set has its own 'page' of memory, 0 to 256 or 11111111 in binary. You can divide 32768 by 256 x 128 times, hence 128 character sets. Although the TI-99/4A is a 16 bit computer it transfers information in 8 bit form and so when a character number is more than 256 it cannot handle it unless it is converted into a number within its range. So if you ask the computer to print CHR$(286) it will actually print CHR$(30).

The purple characters he mentions are in fact control characters which change shape when the computer performs certain tasks but other than that I do not know of any real use for them. I hope this will be of some help to him.

Austin Platt, St Helens, Merseyside

Let us in

My brother has a 48K Spectrum and Urban Upstart. How do you get into the town hall in Urban Upstart? My brother has tried to get in, but gets the reply "Someone won't let you in"! Please help us.

Jamie Barr, Midlothian

Pep up your screen

In HCW 75 I read Tommie McCall's letter about how to add character to your screens.

My version is to design your screen and run it, then enter. SAVE "filename" SCREEN$ and save as normal. In his letter lines 10, 20 and 30 can be used. Line 40 should be changed to 40 LOAD "" SCREEN$: PRINT AT0,0;:LOAD"".

Ian Jackson, Preston

Texas OAP fan

Thank you to Brummy Maurice Rymill for joysticking Phil Ord's Pearl Divers (HCW 73). However, his score facility was attacked by the compositor or some other gremlin and produces a string mismatch in 1132 and another cock-up in 3020.

But who am I to moan? Yours is the only periodical regularly printing listings and news for our medieval Texas machines, and for that I am extremely grateful.

I am an OAP, consequently the high cost of games modules is beyond the scope of my pocket, as are the cassettes marketed by software firms. Thus I look forward to HCW each week, hoping for another game similar to Dave Martin's Strategy Board (HCW 64) which has given my wife and me long hours of pleasure when there is only rubbish on the box.

If any of your readers have any unwanted original software and are not wanting too high a price I would be grateful if they would get in touch with me, via HCW.

Philip Munro, Prestwich, Manchester

Here's what to do

After reading D. Moore's letter (HCW 66) about Lunar Jetman, I felt sorry for him and have written some points to help him play the game.

1 Pick up the bomb, using symbol shift, then fly over the Lunar Rover. As you fly past the cab (front) of Lunar Rover, release with symbol shift, so that the bomb should land right on top of the Lunar Rover.

2 Then stand between the Lunar Rover's wheels. Press break space, move the Lunar Rover using the keys for the Jetman. On screen there is an arrow near the top of the screen saying 'Alien Base.' Go in the direction in which the arrow points.

3 If at any point you come across pot holes, you can release the Jetman from his Lunar Rover using break space. Still between the wheels, press symbol shift. This will give you a bridge. Fly or walk across the hole. Press symbol shift to release the bridge and repeat the process until the holes are filled in.

The idea of the game is to get the Jetman inside the Lunar Rover and save on his fuel by using the Lunar Rover's unlimited supply, with the bomb on top of the Rover.

Head for the Alien Base. You will know when you get there because there are two cones in the ground and a force field. Fly with the bomb across the base, then release it. The main idea is to destroy as many alien bases as you can.

Conrad Sweeney, Coventry

Software winner

Tip for Willy fans

I enclose a program for Jet Set Willy fans. At any point, press 'S' and the picture will automatically be saved as SCREEN$.

To use, type in the program, run it and it will load the game. You will then be asked to press ENTER (you'll still need the codes).

Lennie Jarman, Colchester, Essex

Bouquets and brickbats

First a bouquet: If HCW is not on my breakfast table on Wednesday morning, I get withdrawal symptoms. Yours is a most readable magazine.

Having said that, a small brickbat: While I appreciate the cost of good quality printing paper, I do protest at the smallness of the print you use to print some programs. My aged eyes (I'm 50+) just can't cope.

May I suggest to Spectrum owners who can't afford an expensive monitor — use the one Sir Clive gave you. After switching on, type in:

BORDER 0:PAPER 0: INK 4 ENTER, ENTER

R.M. Jones, Stockport

Our apologies for the inconvenience caused by the size of the printing. Sometimes lack of space means that listings must be reduced to fit in: but at least we make good use of the space, to bring you more of what you want!

Record scores

I am writing to inform you of my record scores on the TI 99/4A.

They are as follows: Munchman — 125,310 (sheet 30); The Attack — 186,400 (level 4, Stardate 16); Car Wars — 50,340 (level 3, sheet 6).

Has anyone beaten these scores?

On the subject of Texas adventure games: with my family, I have solved Pirate Adventure and Adventureland.

But, we are completely stuck on Ghost Town. I have found seven treasures: cashbox, silver spurs, silver cup, silver bullet, oriental Go-board, gold nugget, pelts.

I am trying to shoe the horse in the stable, find a gun, a hammer, and a way to open the safe in the telegraph office.

Can anybody help me?

Sally Parker, Lymm, Cheshire

The key to the problem

In reply to Mrs A. Smith's letter (HCW 74) about Mad Martha, we can help her. When you are in your bedroom, you must examine the china utensil (potty). Inside it you will find a small key. Take the key. When you arrive in the lounge, you must examine the portrait. You will find the key will in handy.

Thanks for a great mag, keep up the good work.

Cathy Jones and Jacky Cranett, Mold Clwyd

Tips for Upstart

Here are some useful tips for Urban Upstart.

If you get stuck in the Police cell, drink lager (which you can get from the fridge in the house), in the cell.

You will then be taken to the hospital, where you can get out by taking and wearing the white coat.

I think this game is the best adventure available, because there is a different graphical picture wherever you go.

I also think your magazine is equally great, and very good value.

Chris Palmer, Scunthorpe, South Humberside

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.

Free membership

Microdeal's own user group, the Cuthbert Club, is now offering membership free of charge.

Anyone wishing to join needs to write to Microdeal and members will receive a free badge, quarterly magazine and hint sheets.

Microdeal, 41 Truro Road, St. Austell, Cornwall PL25 5JE

Check mate

This year's World Microcomputer Chess Championship (the 4th), will take place in Glasgow from September 9 to 15.

Any individual or group, including software houses, may enter their own chess programs.

John Glendinning, 30 Rylands Drive, Mount Vernon, Glasgow G32 0SB

Charity Success

Oxfam's current appeal for personal computer software has so far resulted in contributions of over £10,000-worth of games and business cassettes.

More than 30 manufacturers, as well as private individuals and collectors, have donated their surplus stock, and cassettes are still arriving at Oxfam's North London office.

A spokesman for the charity said: "This reaction to a new appeal has been fantastic! Obviously, we want to thank everybody who has contributed so far as well as to encourage others to give us what they can over the next couple of months."

The software appeal is due to finish at the end of September, and the date of the special sale will be announced in the near future.

Oxfam, 724 High Road, Finchley N12 9QD

Quality printing

Retailing at a cost of £375, the TRD is a new printer from Triumph Adler which offers high quality Daisy Wheel printing at 20 characters per second.

This machine is suited for use with personal computers costing from £200 upwards, but is aimed at any system where the primary application is word processing.

A library of over 150 interchangeable print wheels provides a choice of type styles which can be printed 10, 12 or 15 characters per inch or with proportional spacing.

Three versions of the product are available, with either RS232, Centronics or dual interfaces.

The machine is also capable of plotting for graphic applications.

Triumph Adler (UK), 27 Goswell Road, London EC1M 7AJ

Lead for Amstrad

A printer lead to connect the new Amstrad CPC 464 computer to any Centronics compatible printer is now available ex-stock from Computer Services.

The lead is 1m in length and features gold-plated contacts with double wipes on the 34-way edge connector end.

Cost of the lead is £14.87 including postage and packing.

Computer Services, 63 Quilp Drive, Chelmsford, Essex CM1 4YD

Cross-assembler immenent

A target release date of September 1 has been set for a new Z-80 cross-assembling version of Mikro, from Supersoft.

Mikro 80 is being written in 6502 machine code, to run on the Commodore 64; however it will assemble Z-80 opcodes rather than 6502 opcodes.

In a parallel project, Supersoft is investigating the various means by which assembled code can be transferred to the target computer. A direct cable link between the 64 and the Z-80 computer seems the most likely solution.

Supersoft, Winchester House, Canning Road, Wealdstone, Harrow, Middlesex HA3 7SJ

Starter pack

A cassette recorder/player is now being given away free with every new M5 home computer from CRL — the whole package forming the new Starter Pack.

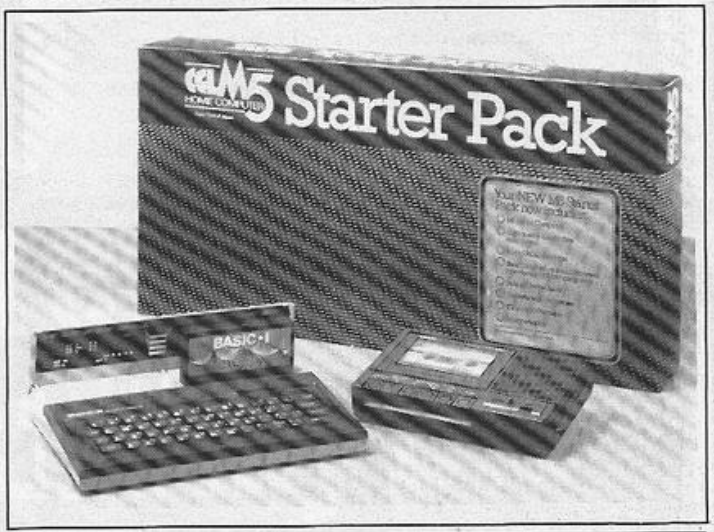
Also included in the package is an application ROM cartridge — "Basic I", introduction to programming, a manual and users' guide, two cassette games, and all the necessary cables to connect the M5 to a TV set.

Additions have also been made to the firm's software range — with eight new game cassettes being introduced.

The six new single game cassettes are: Bomber Run; Devil Bird, Intrigue, Slots, Stranded, and Wheels. The new Triple game cassettes are: Simon/Granny/Spiders and Squash/Lander/Raiders. Single games are £5.95 each, and triple games are £12.95 each.

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

Starter Pack from CGL, including free cassette recorder/player



You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- **Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.**
- **Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.**
- **Tips are short articles, and brief programming routines. Your hints can aid other computer users.**

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates.
Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can.
All work for consideration should be sent to:

Paul Liptrot, Home Computing Weekly, No.1 Golden Square, London W1R 3AB

Chicken Run
Dragon 32
£7.95

Impsoft, 149 Balham Hill, London SW12

If you like the sort of game that leaves you with brain ache at the end of a session this one should be just right for you. Explaining the plot could take this whole review, but in a nutshell you control both the hen, who is trying to lay her eggs in peace and keep her energy level up, and Farmer Folly who is trying to keep the feeding troughs filled and collect the eggs. The problem is further compounded by the fox who tries to eat the hen.

Although there is no cock bird around, eggs left uncollected hatch into chickens and go around in search of food for themselves.

There are so many things to keep your eyes on that I find myself mind boggled, but it is possible to keep things under control if you keep cool. The bright spots are that you have a hen with three lives, very good sound and graphics and responsive joystick controls. The scoring is a little stingy in my opinion but it could become addictive. Sorry, I must finish now, there's another egg to collect... **D.C.**

instructions	95%
playability	50%
graphics	70%
value for money	65%

★ ★ ★

Dix Mille
48K Spectrum
£1.99

CCS, 14 Langton Way, London SE3 7TL

I didn't think much to this when I read the sleeve notes. A dice game? I thought even less when I saw the simple standard of screen presentation, and realised it was mostly in BASIC.

How wrong can you be? It's riveting, I can't leave the thing alone!!

Up to six players can play, or your Spectrum will do battle against you alone. Six dice are thrown, by machine code, to the screen, then you choose.

When you see what you've thrown, you can take, adding to your score, and/or throw again.

As the number of dice decreases in your turn, the odds against getting a winning combination grow, whilst the odds of throwing three 2's get longer.

You can, however, quit while the going is good, and hand over to the next player. The first to score ten thousand wins.

Sounds boring doesn't it? It's not!! Eventually, I realised that when I'm losing heavily, I have nothing to lose by gambling, and the same applies when I'm well ahead. But if it's neck and neck, care is called for. **D.M.**

instructions	75%
playability	85%
graphics	85%
value for money	100%

★ ★ ★ ★ ★

Skill and daring needed for games

Another fresh batch of games for you to pit your wits against

Double Dealer
48K Spectrum
£6.50

MFM, 141a Camden Rd, Tunbridge Wells, Kent TN1 2RA

Double Dealer features the two well known card games of blackjack, an advanced and expensive form of pontoon, and stud poker, just like the western movies! Your Spectrum is the dealer and opponent.

In both games, the cards are revealed on a lurid, shimmering green background, and as graphics go, are something of a disappointment.

No nice kings and queens, just big letters K and Q. There are, however, some good touches in terms of sound routines when cards are shuffled and the games start.

You can gamble away to your heart's content, secure in the knowledge that all the money you're losing isn't real!

There are several levels of difficulty, but you aren't allowed onto the higher ones until you've broken the bank... and that takes some doing!

Your wins and losses are the subject of "humorous" messages. Some of the essential messages disappear rather too quickly.

Certainly, these games will allow you to learn the rules, practice, and occupy some time without leaving your chair. The instructions are fairly comprehensive without giving any real clue as to strategy. **D.M.**

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

★ ★ ★ ★

West
32K BBC
£7.95

Talent Computer Systems, 101 St James Rd, Glasgow G4 0NS

This program, an adventure, is produced for a number of home computers and some versions have a full set of graphics but the Acorn versions are text only.

The scenario is a wild west adventure and the whole thing is conducted in real time, so that if you sit around for a while things start to happen around you.

That would be rather pleasant if they were nice things but unfortunately they aren't and I seem to find most of the things rather fatal.

Take the robber for example, several things can happen when he appears. If you are carrying a pack of cards he will challenge you to a game of pontoon, a nice touch this, but I can't tell you what he does if you win.

He might try to shoot you and, despite what the instructions say, you don't start with a gun! He often misses but running away doesn't really help.

Incidentally there is no 'Help' feature in this game although you can save your position if you get anywhere before you get killed. A good adventure if a little colourless, but the real time features do make response times long. **D.C.**

instructions	85%
playability	80%
graphics	N/A
value for money	85%

★ ★ ★ ★

Dambusters
Atari £5.50

N.D.S.L., 8 Green St, Willingham, Cambs CB4 5JA

Prepare for take off in this exciting simulation of the famous raid on German dams during World War 2.

You begin in flying school and your object is to blow up the dams of the Upper Ruhr.

Take control of a Lancaster Bomber and fly from England, eventually arriving at the dam where you must carefully aim your bouncing bomb so as to explode against the dam wall.

After successfully breaching the dam you will be promoted to pilot and after each further accomplished mission you are also promoted until you reach the rank of group captain.

Your plane is equipped with machine guns and of course the bombs.

Whilst crossing the channel you may be attacked by ships firing radar controlled missiles and on reaching Europe you will be confronted by enemy fighter aircraft and ack-ack guns.

Be careful not to run out of fuel, though this is replenished after each mission.

Dambusters features reasonable graphics incorporated on a horizontal and vertical scrolling screen. Sound effects are also quite good. on the whole the game is quite realistic but I found it a little on the slow side. Good luck old boy, roger and out. **D.W.L.**

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

★ ★ ★ ★

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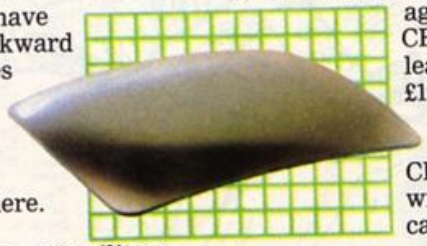
Up to now, filters have been expensive — awkward production techniques have meant price tags from around £50 to well over £100.



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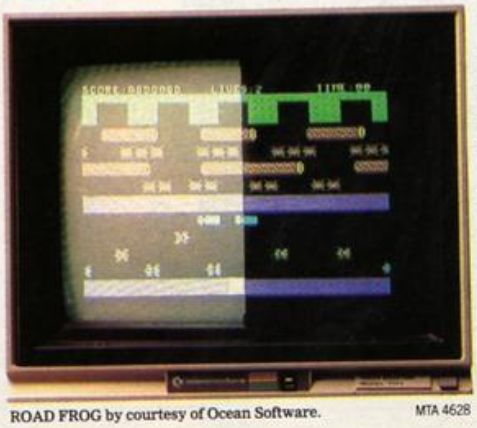

ROAD FROG by courtesy of Ocean Software. MTA 4628

To FREEPOST ROMAG, CEAF Dept.HCW, Blaydon on Tyne, Tyne & Wear NE21 5SG. Telephone: (091) 414 5524

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Four of the best from Warwick Software

This week's competition gives all TI-99/4A users the chance to win three great games, and a program to help you improve your typing skills

NOW is the time for all TI-99/4A users to get out their pens and spot some differences. The reward for the first 50 winners is a package of software from Warwick Software, of 40 Kingsway, Newby, Scarborough, N. Yorks.

Each package comprises three games (Hoppit, Caveman and Diver) together with the Typing Tutor — and each package is worth more than £21.

Hoppit is a variation on the Frogger-type game. Your task is to guide the frog across the road — avoiding cars and trucks along the way — until you reach the river. Then jump on the back of a turtle, and make your way across river — but watchout for hungry crocodiles.

Once across the river, you simply jump down a grate which gets you home.

The second game is Caveman, an underground exploration game.

Go down a ladder to reach the first level — and all along you have to beware of various obstacles.

A total of five levels have to be passed through before you get the chance to sit on the King's throne at the end of a tunnel which leads off from level five. Once you have achieved this, you're a winner.

We stay a long way down for the third game, but this time not below ground — below water.

Diver gives you the chance to show your swimming skills, and make money into the bargain.

You are in control of a diver whose job it is to recover differing items from the seabed. These include gold coins and human bones.

A ship passes above you, and you have to catch the ship and place your bounty in it.

Problems come in the form of ravenous sharks and an octopus.

All three of the games are for Extended BASIC, and Caveman also requires a joystick.

If you want to give the games a rest for a few minutes, and would prefer to spend your time learning — then the fourth program is right up your street.

Typing Tutor, for TI BASIC, is exactly what it says. The program starts off by taking you through the fundamentals — like which key does what.

From that point it gives you training until you reach the final part of the program which is a speed trial.

You will agree that these are fantastic prizes, and all you have to do to stand a chance of winning one of these packages is to try and spot as many differences as possible in the two cartoons below. Good luck.

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 Warwick Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Entries close at first post on Friday September 14, 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, Warwick, 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.

Warwick Competition

Entry Coupon

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Address _____

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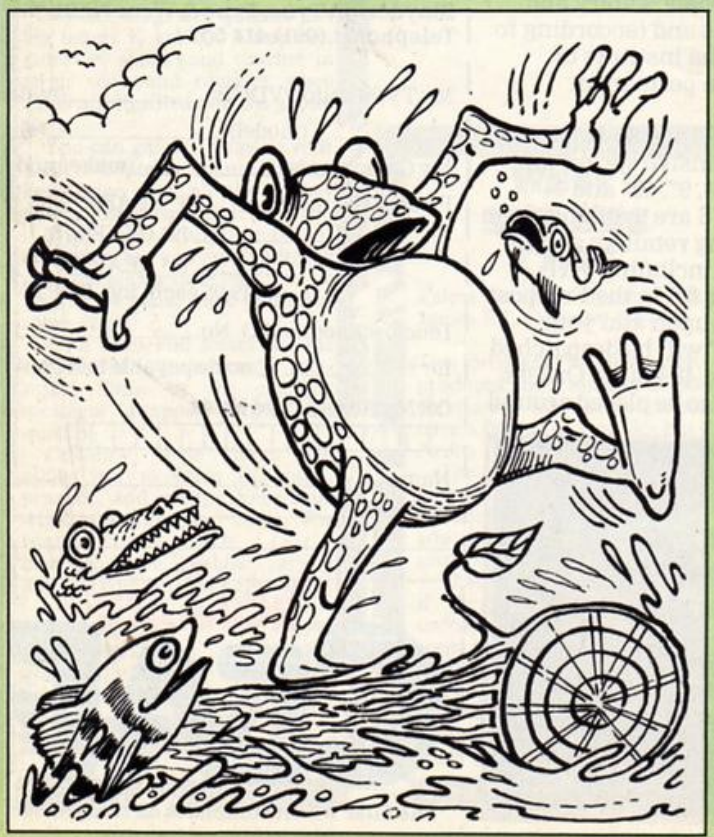
Number of differences found _____

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Warwick Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Closing date: first post, Friday September 14, 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.



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Hero of the

A drama-packed action game from Barbara Prowse, Hover-Rescue gives you the chance to be a hero by rescuing people from a Towering Inferno

A tower block is on fire, and the occupants are screaming for help on top. Can anyone help them. Yes is the answer — you can, with the help of your trusty helicopter that flies between a new building under construction, and the Red Cross station.

The landing point on the tower is where the shout for help is shown at the start of the game, and you must alternate between the two landing points otherwise you will be deemed to have crashed.

When the helicopter is facing either left or right, you can only move across the screen, and when the helicopter is facing forward — you can only move up and down.

Quick reactions are required as the helicopter will lift-off automatically when the rescued people board and leave.

This is a game where skill combined with speedy reactions are required — so now is your chance to be a hero by saving those people on top of a skyscraper on fire.

How it works

100-790 game initialisation and instructions
3000-3470 main loop for each game
4000-4490 land on roof
4500-4580 ... at base
5000-5010 initialise movement after landing
5100-5180 press any key to start routine
5200-5420 check for end of game and test for another
5500-5540 plot end message on screen
9300-9340 increment number rescued
9400-9590 plot next hazard
9600-9640 plot number rescued
9700-9890 draw playing screen
9900-990 initialise character set and machine code
10000-10110 date for redefined characters (a through w)
10120 data for variables DR(nn)
11000-12090 machine code data

Variables

G1, G2 general purpose numeric variables
G$ general purpose string variable
DR (1-8) movement of helicopter
TM trips made between the bases
LR lives remaining
SC score — number of people rescued
HS high score
RF flag to indicate which landing site is next in sequence
OX(1-4) X,Y co-ordinates of the
OY(1-4) hazards to be plotted
CP subscript of hazard to be plotted

helicopter

```
94 REM*
95 REM*********************************
96 REM* --------HOVER-RESCUE-------- *
97 REM*                B PROWSE       *
98 REM*********************************
99 REM*
100 CLS:PAPER7:INK0:PRINTCHR$(17);CHR$(6):HIMEM36863
120 G$="HOVER-RESCUE  (C) BARBARA PROWSE 1984 "
130 POKE48000,23:POKE48001,1
140 FORG1=1TOLEN(G$)
150 POKE48001+G1,ASC(MID$(G$,G1,1)):NEXT
160 PRINT"WELCOME TO 'HOVER-RESCUE'."
170 PRINT:PRINT"THERE WILL BE A SLIGHT DELAY WHILE "
180 PRINT"THE MACHINE CODE LOADS.":PRINT
190 PRINT"PLEASE WAIT";CHR$(27);"L......>":GOSUB9900
200 CLS:PRINT
210 PRINT"DO YOU REQUIRE INSTRUCTIONS ?":PRINT
220 PRINT"(Y=YES, ANY OTHER KEY FOR NO)"
230 GETG$:IFG$<>"Y"THEN5430
300 CLS:PRINT
310 PRINT"*********** INSTRUCTIONS ***********"
320 PRINT:PRINT"THE OBJECT OF THIS GAME IS TO FLY A"
330 PRINT"HELICOPTER FROM THE RESCUE BASE TO"
340 PRINT"THE TOP OF THE TOWER BLOCK WHERE THE"
350 PRINT"OCCUPANTS ARE SHOUTING FOR HELP AS"
360 PRINT"THE TOWER IS ON FIRE.":PRINT
370 PRINT"THE RESCUE LANDING POINT IS BETWEEN"
380 PRINT"THE NEW BUILDING UNDER CONSTRUCTION &"
390 PRINT"THE RED CROSS STATION. THE LANDING"
400 PRINT"POINT ON THE TOWER IS WHERE THE SHOUT"
410 PRINT"FOR HELP IS SHOWN AT THE START.":PRINT
420 PRINT"YOU MUST ALTERNATE BETWEEN THE TWO"
430 PRINT"LANDING POINTS OTHERWISE YOU WILL BE"
440 PRINT"DEEMED TO HAVE CRASHED !":PRINT
450 PRINT"THE CONTROL KEYS WILL BE SHOWN NEXT"
460 PRINT"BUT IT MUST BE MENTIONED THAT YOU CAN"
470 PRINT"ONLY GO UP AND DOWN WHEN FACING "
480 PRINT"FORWARD. SIMILARLY YOU MAY ONLY TRAVEL"
490 PRINT"ACROSS THE SCREEN WHEN FACING LEFT"
500 PRINT"OR RIGHT.":PRINT
510 PRINT"PRESS ANY KEY FOR CONTROLS";CHR$(27);"L....>"
;
520 GETG$
600 CLS:PRINT:PRINT"*********** CONTROLS ***********"
:PRINT
610 PRINT"< >"
620 PRINT"- TURNS HOVER AROUND - MAY ONLY BE"
630 PRINT"  USED WHILST STATIONARY":PRINT
640 PRINT"UP & DOWN CURSOR KEYS"
650 PRINT"- MOVES HOVER UP OR DOWN - MAY ONLY"
660 PRINT"  BE USED WHEN FACING FORWARDS":PRINT
670 PRINT"LEFT & RIGHT CURSOR KEYS"
680 PRINT"- MOVES HOVER LEFT OR RIGHT ACROSS"
690 PRINT"  THE SCREEN - MAY ONLY BE USED WHEN"
700 PRINT"  FACING LEFT OR RIGHT":PRINT
710 PRINT"CTRL & S AT THE SAME TIME"
720 PRINT"- TURNS SOUND ON/OFF - TOGGLE ACTION":PRINT
730 PRINT"QUICK REACTIONS ARE REQUIRED AS THE"
740 PRINT"HOVER WILL LIFT OFF AUTOMATICALLY"
750 PRINT"WHEN THE RESCUED PEOPLE BOARD/LEAVE"
760 PRINT"THE HOVER.":PRINT
770 PRINT"PRESS ANY KEY TO CONTINUE";CHR$(27);"L....>";

780 GETG$
790 GOTO5430
3000 RF=0
3020 G$=KEY$:CALL#9147
3040 IFG$=""THEN3140
3060 G1=ASC(G$):IFG1=44ORG1=46THENGOSUB3400:GOTO3140
3065 IFG1=19THENGOSUB3500:GOTO3140
3070 IFG1=32THENPOKE36888,0
3080 IFG1<8ORG1>11THEN3140
3090 G2=PEEK(#9021)
3100 IF(G1=10ORG1=11)AND(G2=1ORG2=2ORG2=5ORG2=6)THEN314
0
3110 IF(G1=8ORG1=9)AND(G2=3ORG2=4)THEN3140
3130 POKE36888,DR(G1-7):POKE36889,DR(G1-3)
3140 CALL#9119
3150 G1=DEEK(#9010):IFG1>48987ANDG1<48994ANDRF=1THENGOS
UB4500
3160 IFG1>48246ANDG1<48251ANDRF=0THENGOSUB4000
3180 IFPEEK(#901A)<2THEN5200
3200 CALL#9147
3220 GOTO3020
3400 IFPEEK(#9018)>0THENRETURN
3410 G2=PEEK(36897)
3420 IFG1=44THENG2=G2-2
3430 IFG1=46THENG2=G2+2
3440 IFG2>6THENG2=G2-6
3450 IFG2<1THENG2=6+G2
3460 POKE36897,G2
3470 RETURN
3500 IFSS=1THEN3600
3510 SS=1
3520 SOUND4,1000,0
3530 PLAY0,1,6,150
3540 RETURN
3600 PLAY0,0,0,0:SS=0
3610 RETURN
3996 REM**
3997 REM********************
3998 REM** LANDED ON ROOF **
3999 REM********************
4000 RF=1
4020 POKE36888,0
4030 TM=TM+1:IFTM>42THENEND
4040 IFPEEK(48248)<>32THENFORG1=1TO10:CALL#9147:GOSUB93
00:NEXT:GOTO
4490
4050 FORG1=1TO10:GOSUB9300
4060 FORG2=48248TODEEK(#9010)-1
4070 POKEG2,118:CALL#9147:POKEG2,119:CALL#9147:POKEG2,3
2:NEXT:NEXT
4080 GOSUB9400
4490 GOTO5000
4497 REM**********************
4498 REM** RETURNED TO BASE **
4499 REM**********************
4500 RF=0
4520 POKE36888,0
4530 TM=TM+1:IFTM>42THENEND
4540 IFPEEK(48993)<>32THENFORG1=1TO10:CALL#9147:GOSUB93
00:NEXT:GOTO
4580
4550 FORG1=1TO10:GOSUB9300
4560 FORG2=DEEK(#9010)+2TO48993
4570 POKEG2,118:CALL#9147:POKEG2,119:CALL#9147:POKEG2,3
2:NEXT:NEXT
4580 GOSUB9400
4997 REM*************************
4998 REM** RETURN FROM LANDING **
4999 REM*************************
5000 POKE#9018,40:POKE#9019,1:POKE#9021,3
5010 IFSS=1THENGOSUB3520
5020 RETURN
5097 REM*****************************
5098 REM** PRESS ANY KEY TO START **
5099 REM*****************************
5100 IFLR=2THENG$="                              ":GOTO5120
5110 G$="  YOU LOST A LIFE  "
5120 PLOT8,25,G$
5130 G$="PRESS ANY KEY TO START"
5140 PLOT8,26,G$
5150 CALL#9147
5160 G$=KEY$:IFG$=""THEN5180
5170 G$="rrrrrrrrrrrrrrrrrrrrrrr":PLOT8,25,G$:PLOT8,26,
G$:RETURN
5180 CALL#9147:GOTO5150
5196 REM*****************************
5197 REM** CHECK FOR END OF GAME **
5198 REM** AND TEST FOR ANOTHER  **
5199 REM*****************************
5200 IFLR=0THEN5300
5210 LR=LR-1:G1=DEEK(#9010):G2=DEEK(#9012):
5220 IFPEEK(#9019)=0THENG1=G1-PEEK(#9018):G2=G2-PEEK(#9
018):GOTO524
0
5230 IFPEEK(#9019)=1THENG1=G1+PEEK(#9018):G2=G2+PEEK(#9
018):GOTO524
0
5240 POKEG1,117:POKEG2,117
5250 IFSS=1THENPLAY0,1,1,5000
5260 WAIT50:POKEG1,32:POKEG2,32
5270 GOTO5450
5300 PLAY0,0,0,0:CLS:PAPER7:INK0:PRINT"GAME OVER":PRINT
:IFLR<1THENL
```

ORIC PROGRAM

```
R=1
5310 PRINT"YOU RESCUED ";SC;" PEOPLE":PRINT
5320 G1=INT(((TM/42)*100)*(LR/3))
5330 PRINT"YOUR PERCENTAGE SCORE WAS ";G1;" %"
5340 PRINT:IFG1>HSTHENPRINT"A NEW HIGH SCORE !!!":HS=G1
:PRINT
5350 PRINT"PRESS THE SPACE BAR FOR ANOTHER GAME"
5360 PRINT:PRINT"ANY OTHER KEY TO END":PRINT
5370 PRINT"PLEASE";CHR$(27);"LMAKE SELECTION"
5380 GETG$:IFG$=" "THEN5430
5390 CLS
5400 G$="BYE BYE":G1=10:GOSUB5500
5410 G$="THANKS FOR THE GAME !!!":G1=12:GOSUB5500
5420 PRINTCHR$(17);CHR$(6);:END
5430 GOSUB9700:LR=2
5440 G$=" HELP":PLOT6,5,G$:POKE48247,12:POKE48252,8
5450 DOKE#9010,48990:DOKE#9012,48991
5460 GOSUB5000:GOSUB5100
5470 POKE48062,LR+48
5480 IFSC=0ANDLR=2THENPLOT6,5,"       "
5490 GOTO3000
5497 REM*********************************
5498 REM** PLOT END MESSAGE ON SCREEN **
5499 REM*********************************
5500 FORG2=1TOLEN(G$)
5510 PLOTG2+4,G1,"ij"
5520 PLOTG2+2,G1,MID$(G$,G2,1):WAIT10
5530 PLOTG2+4,G1,"  "
5540 NEXT:RETURN
9240 POKEDEEK(#9010),32:POKEDEEK(#9011),32
9297 REM*************************
9298 REM** INCREMENT NO RESCUED **
9299 REM*************************
9300 IFRF=0THENSC=SC+1:CALL#9147
9310 IFSS=1THENPLAY1,0,1,80
9320 GOSUB9600
9340 RETURN
9397 REM*************************
9398 REM** PLOT NEXT PROBLEM ! **
9399 REM*************************
9400 CP=CP+1:IFCP>3THENCP=1
9420 IFCP<>1THEN9480
9430 IFDC/2=INT(DC/2)THENG$="ststststst":GOTO9450
9440 G$="tstststs"
9450 G1=48000+(40*(OY(1)+1))+3:POKEG1,1
9460 IFOY(1)<5THENG$=LEFT$(G$,3):G2=G1+4:ELSEG2=G1+9
9470 POKEG2,7:GOTO9500
9480 IFCP=2THENG$="uuuu":GOTO9500
9490 G$="mmmmm"
9500 PLOTOX(CP),OY(CP),G$
9510 IFCP=2THENOY(CP)=OY(CP)+1ELSEOY(CP)=OY(CP)-1
9520 IFCP=2THEN9400
9590 RETURN
9597 REM***********************
9598 REM** PLOT NO. RESCUED **
9599 REM***********************
9600 G$=STR$(SC):G$=RIGHT$(G$,LEN(G$)-1)
9610 IFSC<10THENG$="000"+G$:GOTO9640
9620 IFSC<100THENG$="00"+G$:GOTO9640
9630 IFSC<1000THENG$="0"+G$
9640 PLOT9,0,G$:RETURN
9697 REM*************************
9698 REM** DRAW PLAYING SCREEN **
9699 REM*************************
9700 CLS:PAPER4:INK7:PRINTCHR$(27);"W";
9710 PRINTCHR$(27);"@";"RESCUED        LIVES 3  HI SCORE
 ";HS;" %"
9720 PRINT"uuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuu";:PRI
NT"u";SPC(36
);"u";
9730 FORG1=1TO3:PRINT"u mmm";SPC(32);"u";:NEXT
9740 FORG1=1TO14:PRINT"u mmmmmmm";SPC(27);"u";:NEXT
9750 PRINT"u mmmmmmm                                ";CHR$(27);
"Ap ";CHR$(2
7);"Gu";
9760 PRINT"u mmmmmmm                                  q  u";
9770 PRINT"u mmmmmmm                                mmmmu";
9780 PRINT"u mmmmmmm                nnnnn           mmmmu";
9785 PRINTCHR$(27);"R";CHR$(27);"@";
9790 PRINT"ooooooooooooooooooooooooooooooooooooo"
9795 PRINTCHR$(27);"R";CHR$(27);"@";
9800 PRINT"rrrrrrrrrrrrrrrrrrrrrrSCRNrrrrrrrrrrrrrr";
9805 PRINTCHR$(27);"R";CHR$(27);"@";
9810 PRINT" rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr";
9820 SC=0:GOSUB9600
9830 OX(1)=3:OX(2)=15:OX(3)=22
9840 OY(1)=23:OY(2)=2:OY(3)=23
9850 CP=0:TM=0
9890 RETURN
9897 REM*********************
9898 REM** INITIALISATION **
9899 REM*********W***********
9900 FORG1=46856TO47039:READG2:POKEG1,G2:NEXT
9920 FORG1=1TO8:READDR(G1):NEXT
9930 FORG1=#9000TO#917D:READG2:POKEG1,G2:NEXT
9990 RETURN
9997 REM*W*******************
9998 REM** DATA STATEMENTS **
9999 REM*********************
10000 DATA63,2,15,16,16,8,39,31,59,3,51,31,16,32,4,56
10010 DATA7,2,15,16,16,8,39,31,3,3,51,31,16,32,4,56
10020 DATA61,1,1,3,4,4,3,4,47,32,32,48,8,8,48,8
10030 DATA1,1,1,3,4,4,3,4,32,32,32,48,8,8,48,8
10040 DATA55,48,51,62,2,1,8,7,63,16,60,2,2,4,57,62
10050 DATA48,48,51,62,2,1,8,7,56,16,60,2,2,4,57,62
10060 DATA63,63,33,33,33,33,63,63,,,33,33,33,33,63,63
10070 DATA63,32,16,8,8,4,2,1,63,51,51,,,51,51,63
10080 DATA32,32,32,32,32,32,32,32,32,16,8,8,4,4,2,1
10090 DATA37,41,37,45,45,51,51,63,33,51,51,45,45,41,37,
41
10100 DATA5,16,10,32,4,17,34,8
10110 DATA,,16,24,28,26,20,18,,,8,12,28,12,20,36
10120 DATA1,1,40,40,1,0,0,1
11000 DATA0,#61,#63,#65,#67,#69,#6B,#00,,#62,#64,#66,#6
8,#6A,#6C,#2
0
11010 DATA,,,,,,,,,,2,1,4,3,6,5,3,,,#A2,#05,#BD,#0F,#9
0,#95,#1F,#C
A
11020 DATA#D0,#F8,#60,,,,,,,#A9,#20,#A2,,#81,#20,#81,#2
2,#60,,0
11030 DATA#AD,#19,#90,#C9,#01,#F0,#1F,#AD,#18,#90
11040 DATA#18,#6D,#10,#90,#8D,#10,#90,#90,#03,#EE,#11,#
90
11050 DATA#AD,#18,#90,#18,#6D,#12,#90,#8D,#12,#90,#90,#
03
11060 DATA#EE,#13,#90,#60,#AD,#10,#90,#38,#ED,#18,#90,#
8D,#10,#90
11070 DATA#B0,#03,#CE,#11,#90,#AD,#12,#90,#38,#ED,#18,#
90,#8D,#12,#
90,#B0
11080 DATA#03,#CE,#13,#90,#60,,,,#AE,#21,#90,#BD,#1A,#9
0,#8D,#21,#9
0
11090 DATA#60,,,,,#AE,#21,#90,#BD,,#90,#48,#BD,#08,#90,
#A2,,#81,#22
,#68
11100 DATA#81,#20,#60,,,,#A2,,#A1,#20,#48,#EA,#A1,#22,#
20,#BB,#90,#
68
11110 DATA#20,#BB,#90,#60,#A2,#07,#DD,,#90,#D0,#03,#EE,
#1A,#90,#DD,
#08,#90
11120 DATA#D0,#03,#EE,#1A,#90,#CA,#E0,#FF,#D0,#EB,#60
11130 DATA,,,,,#20,#24,#90,#20,#88,#90,#20,#96,#90,#60,
#EB,#90,60,,
,,,,0
11140 DATA#A9,,#8D,#17,#90,#A9,#98,#85,#20,#A9,#BC,#85,
#21,#A0,#0C,
#B1,#20
11150 DATA#C9,#73,#D0,#07,#A9,#74,#91,#20,#4C,#0F,#91,#
C9,#74,#D0,#
04
11160 DATA#A9,#73,#91,#20,#88,#D0,#E8,#4C,#60,#91,,,0
11170 DATA,#20,#D8,#90,#20,#24,#90,#20,#35,#90,#20,#40,
#90,#20,#3B,
#91
11180 DATA#AD,#1A,#90,#C9,#02,#D0,#06,#20,#96,#90,#20,#
D8,#90,#60
11190 DATA,,,,,#20,#24,#90,#A9,,#8D,#1A,#90,#20,#AB,#90
,#60
11200 DATA#20,#D8,#90,#EE,#17,#90,#A9,#03,#CD,#17,#90,#
D0,#0B
11210 DATA#20,#F0,#90,#A9,#FF,#8D,#17,#90,#20,#D8,#90,#
60
11220 DATA#A9,#28,#18,#65,#20,#85,#20,#90,#02,#E6,#21,#
A5,#21,#C9,#
BF
11230 DATA#F0,#03,#4C,#F8,#90,#A5,#20,#C9,#68,#F0,#03,#
4C,#F8,#90,#
60
12090 DATA33,37,59,39,59,51,63,63,63,63,63,63,63,33,33,
63
```

You could be on our pages

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- Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.
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Make faces and learn to count

Shape up and piece together — or learn to count with Oliver. Read what our educational reviewers thought

Count with Oliver Commodore 64 £7.95

Marmalade, from Mirrorsoft, Holborn Circus, London

This is an educational tape containing two programs. On side one you have Toyshop, in which you must help Oliver by counting the toys he indicates, putting in your answer using the keyboard. A correct answer is rewarded with a beaming smile from Oliver, an incorrect one provokes an angry frown.

The game is aimed at the early learner and the gleeful responses from my three-year-old shows it's near the mark. It is well illustrated with easily recognisable objects, i.e. boats, teddies and bikes.

The "B" side has a slightly more difficult game, Lollipops which starts with Oliver asking, "I like lollipops, do you?" It then proceeds first to count lollipops and then to eat them. This gives a simple introduction to addition and subtraction.

After each section Oliver is seen to be increasing in size because of the number of sweets he has been eating. My son responded "He'll be sick" and sure enough the next message on the screen was that Oliver felt unwell.

Overall this is a good package to teach the younger or the slow learning child basic number sense.

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

★ ★ ★ ★

Monster Maths (6-14) Commodore 64 £6.95

Shards, Suite G, Roycraft Hse, Linton Rd, Barking, Essex

These programs, in the "Fun to Learn" series are intended to help you develop mathematical and logical skills. There are five games each with nine levels and automatic difficulty adjustment linked to performance.

The first game deals with relative sizes of two rectangles. The second deals with mental arithmatic. Give the name of a friend, answer the questions correctly and a nicely animated monster eats your friend. Get them wrong or answer too slowly and you get eaten.

Times, tables and arithmatic are the next two games which are well executed.

The final game is called Mystery Numbers. You are given three numbers and a total and you must provide the two arithmatic operators which, when combined with the three numbers, give a sum which will provide the specified answer. This is a challenging test of your deductive logic.

Throughout you are given the option to finish the game you are playing and return to the main menu. A score card is maintained enabling you to check your performance.

An aid to confidence as well as being fun to play. **A.W.**

instructions	85%
ease of use	85%
graphics	65%
value for money	85%

★ ★ ★ ★

Shape up Dragon 32 £10.95

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

I have to admit that I am becoming a little sceptical of the value of the shape recognition programs I see nowadays. Yes, it is something a computer can do fairly well but it often has little basis in reality.

Despite these reservations this series of games is well thought out and will teach the four shapes involved quite well to the pre-school and infant children it is aimed at.

There are four options from the menu, each leading to a game involving Mr Brock the badger. The first shows him at work with his lorry collecting shapes and delivering them to the correct dump. The second involves him playing basketball by putting large and small shapes into the appropriate hoop. He then meets a magician who hides shapes in a magic box and this involves memory training with the extra skill of short-term recall. Finally he builds pictures using the shapes.

My main criticism is that there are only triangles, circles, squares and rectangles. A bigger set of shapes would have been a nice touch. The graphics are excellent however and will keep young childrens' interest well. **D.C.**

instructions	70%
ease of use	80%
graphics	90%
value for money	85%

★ ★ ★ ★

Facemaker Dragon 32 £10.95

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

I can't decide about this program. I've seen it on several computers now and I have still to be convinced that it is an 'educational' program. It is interesting and fun but its educational value I doubt.

The aim is to enlarge vocabulary. A child using it has to understand and use words dealing with a face in its many variations. Therefore you could say it 'teaches' the correct meaning of such words and immediately reinforces their meanings.

The problem is that there is a great deal of reading involved in understanding what is required in the first place and the child who doesn't understand the meaning of a word is unlikely to be able to read it either! So we end up in a Catch 22-type situation.

I believe this program would be best used in a group structured situation rather than a one child plus micro set-up and therefore cannot recommend it for home use. But if the educational aspect doesn't worry you then making the faces is really good fun. **D.C.**

instructions	75%
ease of use	60%
graphics	70%
value for money	65%

★ ★ ★

Fun to Learn Commodore 64 £6.95

Shards, Suite G, Roycraft Hse, Linton Rd, Barking, Essex

It's a great pity that the government left off the 64 from its recommended computers for the classroom — especially when you find software like this.

Fun to Learn is a suite of five games written by a teacher and tested in schools (so Shards claim). The strength is that rather than leave you stuck in one game, after each question you can continue or return to the menu. A sixth option enables you to examine a score card which keeps a track of your performance.

You can play Count, in which letters are randomly placed and the machine measures the time taken to count the letters.

Mixer is an anagram game which gives clues to help you unravel the jumbled word. Calculator is a cumulative sum which gets progressively more difficult. Starship is a version of hangman and Codebreaker introduces simple codes.

Codebreaker and Starship give the option to enter your own words so that two children can play the games together.

Overall the routines run quickly and effectively and the overall design is good. The use of sound is good and graphics are average. This is a good package which should give hours of fun. **M.W.**

instructions	85%
ease of use	85%
graphics	65%
value for money	85%

★ ★ ★ ★

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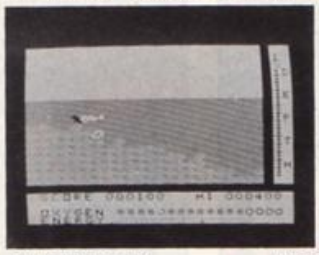

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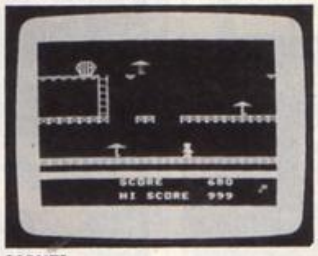

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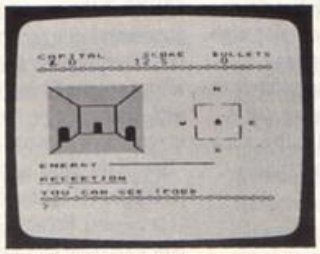
4 Star review HCW
5 Stars for addiction PCT



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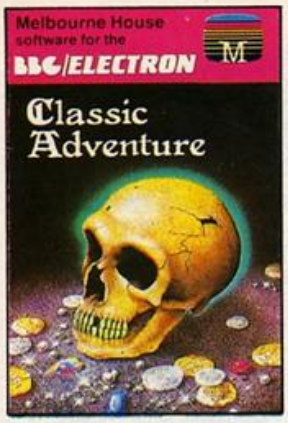
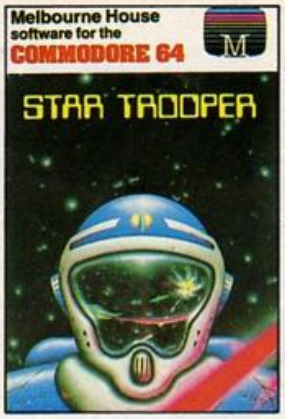


CLASSIC ADVENTURE. This is the program that started it all. Now you can discover the excitement of Classic Adventure on your Spectrum 48K, Commodore 64, BBC or Electron. If you are masterful enough you too could become a Master Adventurer. "The classic brainteaser." — Micro Adventurer. "It's excellent but be warned: it's also very addictive." — Home Computing Weekly.



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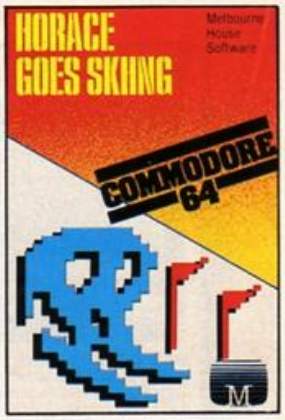
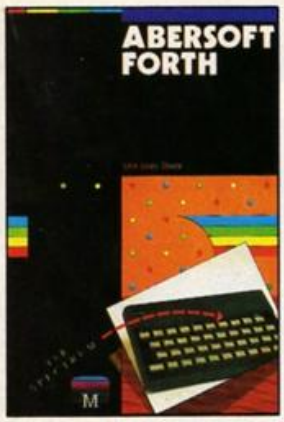
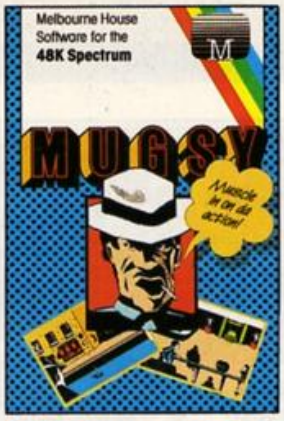


COMMODORE 64 HORACE GOES SKIING is the sequel to the very successful Hungry Horace. In this adventure our hero attempts winter sports. Skiing is complete with slalom flags, trees and moguls so watch out Horace! "One of the most addictive packages yet encountered." — ZX Computing. Horace Goes Skiing now available for Dragon.



FORTH. Abersoft Forth is an implementation of the Forth Language for your Spectrum 48K. Forth is closer to Machine Code and more than 10 times faster than BASIC. "The only Spectrum package which has been endorsed by the Forth Interest Group"
— Sinclair User.

MELBOURNE DRAW. With Melbourne Draw, you can create dazzling, intricate colour graphics and pictures on your Spectrum screen without special programming skills. "Scores the highest marks in user friendliness, only limited by imagination and artistic talent! Mugsy graphics which were all done using Melbourne Draw are quite stunning". — Crash.



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All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations. BBC cassette version does not include graphics.

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GSH

Shoot

If you've ever fancied getting a rating from the Galactic High Commission, this program from Graham McDonald will fulfil your wildest dreams

From the five-year mission of Star Trek, to the 300 second mission of Space Target with this three-part program. It is in three parts so you can see that loading is taking place correctly.

This is the amount of time you have to destroy as many targets as possible. When your time is up, you will be told how many targets you have destroyed and what your score is. By the way, each target has to be hit 25 times before it is destroyed.

You will also be given a rating by the Galactic High Commission.

To make the game harder, the target has a laser which fires randomly, but this can be switched off and on by keys 4 and 5.

Key 8, which is for escape, has a bit extra. It has a routine which asks you if you want to load another program or clear the memory.

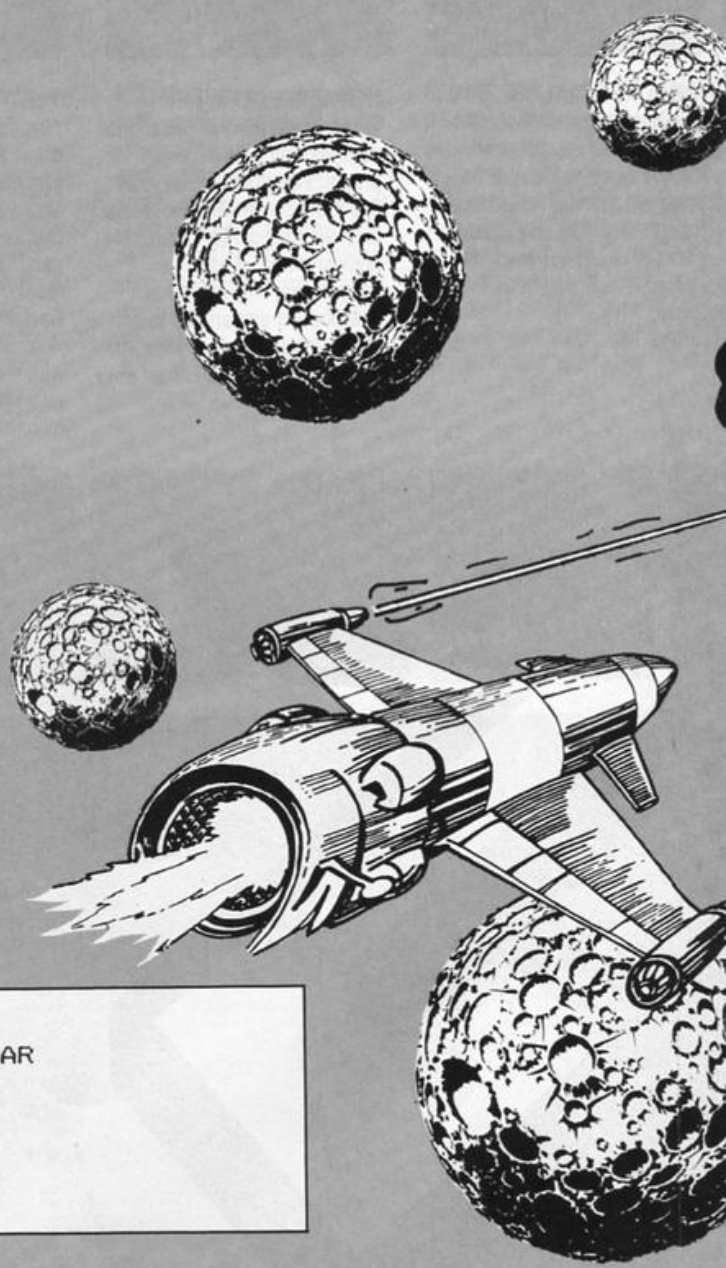
You now have the whole of the Galactic High Commission watching your qualities and skills, so now is the time to show enterprise and get as many targets as you can.

How it works

10-17 stop tape routine
19-68 beginning routine
69-87 variables
89-98 display routine
99-150 If and Then area
179-308 star display
306-340 time routine
399-500 laser routine
1000-1070 target destroyed routine
1200-1280 target laser's on and off routine
1499-1650 ship hit by laser routine
1999-2170 finish
5999-6170 instructions
6199-6200 time warning
7999-8030 music routine
9499-9560 pause routine
9599-9890 escape routine

Variables

a,b position of target
x,y position of ship
d number of destroyed targets
h number of hits
s time
e,f colour of target
z movement of target
v random laser
f$,s$ lasers (23 symbol shifts 0's)
final score
r$ rating



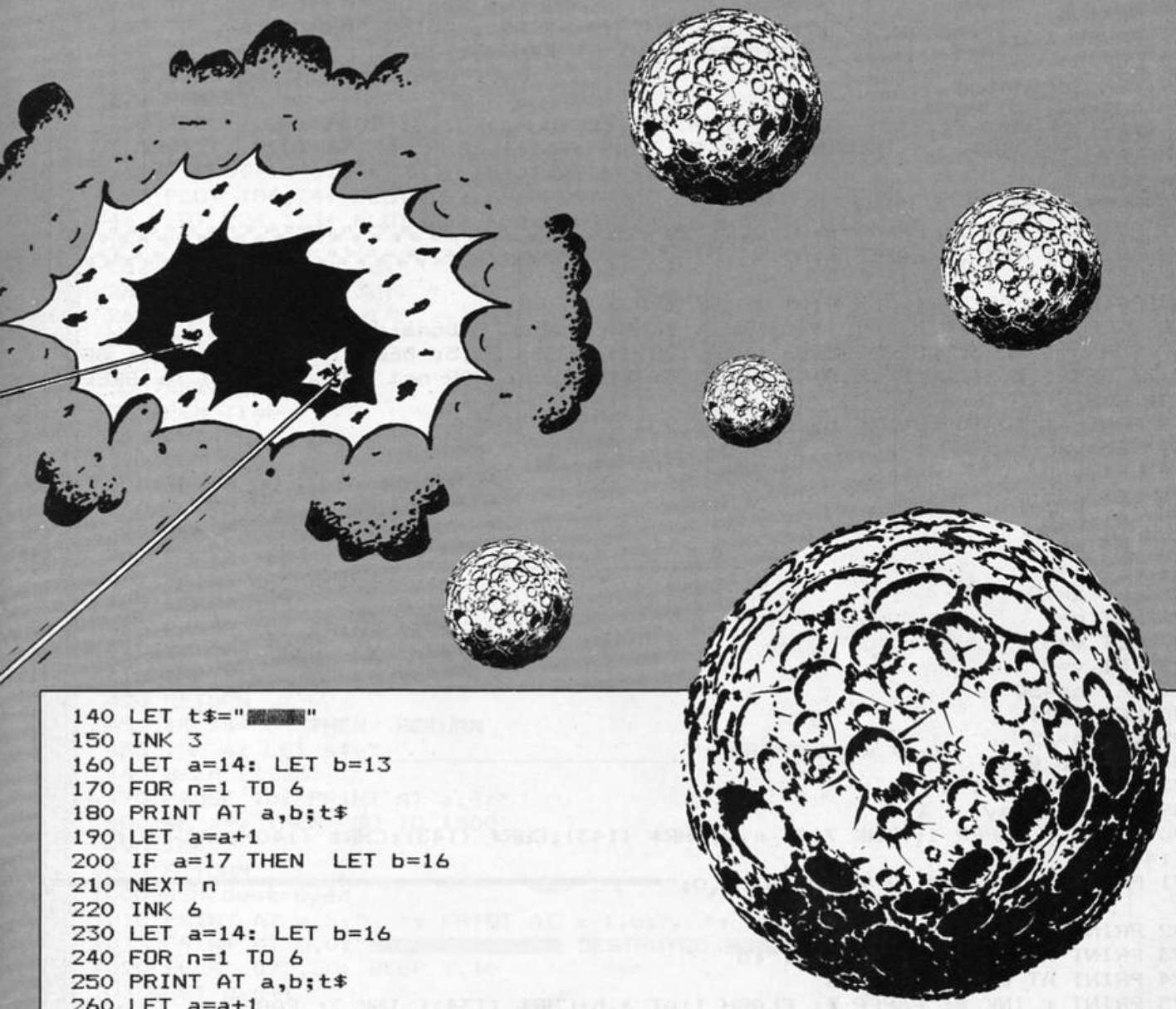
Program 1, which tells you the game is being loaded

```
10 REM Program No.1
20 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLEAR
30 PRINT AT 8,3;"SPACE TARGET IS LOADING"
40 PRINT ; FLASH 1;AT 12,9;"PLEASE WAIT"
50 FOR b=1 TO 5: BEEP .1,b: NEXT b
55 INK 0: PAUSE 10
60 LOAD "No.2"
```

Program 2, shows the name of the game while the main program is being loaded

```
 10 REM Program 2
 20 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLEAR
 30 GO SUB 5000
 40 PRINT AT 1,6;"
 50 PRINT AT 2,6;"
 60 PRINT AT 3,6;"
 70 PRINT AT 4,6;"
 80 PRINT AT 5,6;"
 90 PRINT AT 8,4;"
100 PRINT AT 9,5;"
110 PRINT AT 10,5;"
120 PRINT AT 11,5;"
130 PRINT AT 12,5;"
```

ting stars



```
 140 LET t$="■■■■"
 150 INK 3
 160 LET a=14: LET b=13
 170 FOR n=1 TO 6
 180 PRINT AT a,b;t$
 190 LET a=a+1
 200 IF a=17 THEN  LET b=16
 210 NEXT n
 220 INK 6
 230 LET a=14: LET b=16
 240 FOR n=1 TO 6
 250 PRINT AT a,b;t$
 260 LET a=a+1
 270 IF a=17 THEN  LET b=13
 280 NEXT n
 290 INK 7: PRINT AT 21,0;"Written by Graham McDonald 198": PRINT AT 5,0;" "
 300 INK 0: LOAD "Main"
5000 FOR n=1 TO 36: READ y: PLOT n*7,y: NEXT n
5005 RETURN
5010 DATA 123,54,23,156,100,23,56,97,45,23,37,23,87,134,16,78,34,101,20,87,45,34
,23,145,134,171,98,17
5020 DATA 145,67,23,96,45,7,123,37,78
```

Program 3, the main game program

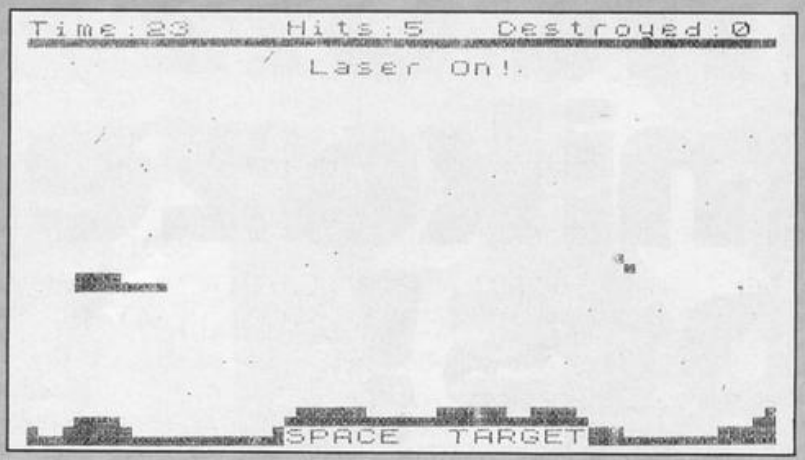
```
 2 REM
 3 REM By Graham McDonald
 4 REM
 5 REM 1984
 6 REM
```

```
  7 REM
  8 LET a$=INKEY$
  9 REM Stop Tape
 10 BORDER 0: PAPER 0: BRIGHT 1: INK 7: CLEAR
 11 FOR b=1 TO 3
 12 PRINT ; FLASH 1;AT 15,8;"STOP THE TAPE"
 13 PRINT ; INK 7;AT 10,3;"SPACE TARGET HAS LOADED.": BEEP .1,13
 14 PAUSE 20
 15 NEXT b
 16 PAUSE 120
 17 CLEAR
 19 REM Beginning
 20 FOR n=1 TO 80
 30 LET y=RND*174+1
 40 LET x=RND*254+1
 50 PLOT x,y
 60 NEXT n
 61 PRINT ; INK 3; PAPER 6;AT 0,0;"▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚"
 63 PRINT ; INK 3; PAPER 6;AT 21,0;"▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚▚
"
 65 PRINT ; PAPER 7; INK 0;AT 10,9;"SPACE TARGET"
 66 BEEP .1,20: PRINT AT 19,0;"Written By Graham McDonald 198"
 67 FOR n=1 TO 3: BEEP .25,0: BEEP .25,3: BEEP .25,5: BEEP 1.25,8: NEXT n: BEEP
 .5,7: BEEP .5,3: BEEP .5,0: BEEP .5,3: BEEP 2,0: FOR n=1 TO 500: NEXT n: BEEP .
1,20: CLS : GO TO 6000
 68 FOR n=1 TO 500: NEXT n: BEEP .1,20
 69 REM Varibles
 70 LET y=2
 71 LET d=0
 72 LET h=0
 73 LET e=3
 74 LET f=6
 75 LET a=10
 76 LET p=7
 77 LET s=0
 78 LET v=0
 79 LET g=450
 80 LET x=11
 85 LET b=25
 86 GO SUB 8000
 87 FOR c=1 TO 1
 89 REM Display
 90 PRINT ; PAPER 1; INK 7;AT x,y;CHR$ (143);CHR$ (143);CHR$ (140); PAPER 0;CHR
$ (140)
 91 PRINT AT x,30;".": PRINT AT 1,0;"▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄
"
 92 PRINT AT 0,11;"Hits:";h
 93 PRINT AT 0,20;"Destroyed:";d
 94 PRINT AT 0,0;"Time:";s
 95 PRINT ; INK e; PAPER f; FLASH 1;AT a,b;CHR$ (134): INK 7: PAPER 0: IF v=5 T
HEN GO SUB g
 96 PRINT ; INK 4;AT 21,0;;"▙▄██▄▄▄▄▄▄▟"; PAPER 4; INK 0;"SPACE  TARGET"; P
APER
 0; INK 4;"█▄▄▄▄█"
 97 PRINT ; INK 6;AT 20,0;"  ▄▄   ▄██▄▄▄███▄██▄    ▄▟": INK 7
 98 LET v=INT (RND*7+1)
 99 REM If & Then Area
100 LET a$=INKEY$
105 LET z=INT (RND*3+1)
106 IF z=0 THEN  LET a=a-1
107 IF z=3 THEN  LET a=a+1
108 IF z=1 THEN  LET a=a-1
109 IF Z=4 THEN  LET a=a-1
110 IF a$="6" THEN  LET x=x+1
120 IF a$="7" THEN  LET x=x-1
125 IF a$="9" THEN  GO SUB 9500
127 IF a$="8" THEN  GO SUB 9600
```

```
 128 IF a$="5" AND g=450 THEN  GO SUB 1200
 129 IF a$="4" THEN  GO SUB 1250
 130 IF x>=18 THEN  LET x=18
 132 IF a>=18 THEN  LET a=18
 135 IF x<=4 THEN  LET x=4
 137 IF a<=4 THEN  LET a=4
 138 IF s=250 THEN  GO SUB 6200
 140 IF a$="" THEN  GO SUB 400
 143 IF g=450 THEN  PRINT ; PAPER 2; INK 7;AT 2,12;"Laser On!"
 147 IF g=96 THEN  PRINT ; PAPER 4; INK 0;AT 2,12;"Laser Off"
 150 IF h=25 THEN  GO SUB 1000
 179 REM Stars
 180 PLOT 7,23: PLOT 15,157: PLOT 23,56: PLOT 31,78: PLOT 39,115: PLOT 55,21: PL
OT 55,121: PLOT 67,34: PLOT 76,34: PLOT 63,134: PLOT 95,75: PLOT 105,80: PLOT 14
4,127: PLOT 144,104: PLOT 159,111: PLOT 168,154
 190 PLOT 184,34: PLOT 192,56: PLOT 200,87: PLOT 208,134: PLOT 216,56: PLOT 224,
34: PLOT 224,123: PLOT 232,100: PLOT 247,57: PLOT 247,127
 260 PRINT AT x-1,y;"     "
 262 PRINT AT x+1,30;" "
 263 PRINT AT x-1,30;" "
 265 PRINT AT x+1,y;"     "
 270 PRINT AT a-1,b;"  "
 275 PRINT AT a+1,b;"  "
 300 NEXT c
 305 REM Time
 310 LET s=s+1
 320 LET c=0
 330 IF s=300 THEN  GO TO 2000
 340 GO TO 89
 399 REM Lasers
 400 INK 2: LET f$="_____"
 401 PRINT ;AT x,6;f$
 405 BEEP .1,30
 410 PAUSE 10: PRINT AT x,6;"                              "
 412 IF x=a THEN  LET h=h+1
 415 INK 7
 420 RETURN
 450 IF a$="0" THEN  RETURN
 455 INK 4: LET s$="_____": PRINT AT a,4;s$
 460 BEEP .1,35
 470 PAUSE 10: PRINT AT a,4;"                "
 480 IF a=x THEN  GO TO 1500
 490 INK 7
 500 RETURN
1000 REM destroyed
1010 PRINT AT a,b;"  ": PRINT AT a+1,b;"  ": PRINT AT a-1,b;"  "
1015 PRINT AT 0,0;"■■■■■■■■■■■■■■■ DESTROYED ■■■■■■■■■■■■■■■"
1020 BEEP .075,30: BEEP 1,10
1030 LET d=d+1
1035 LET h=0
1037 LET e=INT (RND*7+1): LET f=INT (RND*7+1)
1040 IF e=f THEN  GO TO 1037
1050 PAUSE 100
1055 PRINT AT 0,0;"                                "
1070 RETURN
1200 REM Target's Laser Cut
1210 BEEP .1,40
1230 LET g=96
1240 RETURN
1250 BEEP .1,45
1270 LET g=450
1280 RETURN
1499 REM Ship Hit
1500 INK 7: CLS : BEEP 1,-10: BEEP 1,-15: BEEP 1,-20: BEEP 1,-25: BEEP 2,-30
1510 PRINT "■■■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■■■"
1520 PRINT : PRINT
1530 PRINT " The space target has hit you"
```

```
1540 PRINT : PRINT "with it's laser causing you to"
1550 PRINT : PRINT "withdraw from your mission. In"
1560 PRINT : PRINT "a time of ";s;" seconds you have"
1570 PRINT : PRINT "destroyed ";d;" targets and have "
1575 LET final=h+(d*25)
1580 PRINT : PRINT "achieved a score of ";final;" points."
1590 PRINT : PRINT : PRINT "The Galatic High Commision have"
1600 PRINT : PRINT "advised you to try again and to"
1610 PRINT : PRINT "advoid the target's lasers"
1620 PRINT ; FLASH 1;AT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
1630 PAUSE 0
1640 BEEP .1,30
1650 CLS : GO TO 70
1999 REM Finish
2000 BEEP .5,3: BEEP .5,1: BEEP .5,6: BEEP .5,8: BEEP 1,10: BEEP .5,8: BEEP 1.75
,6
2010 BORDER 0: PAPER 0: CLS
2020 LET final=h+(d*25)
2030 PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■■■■■"
2040 PRINT : PRINT : PRINT
2050 PRINT " You have run out of time. In"
2060 PRINT : PRINT "300 seconds you have destroyed"
2070 PRINT : PRINT d;" targets, and have achieved "
2080 PRINT : PRINT "a score of ";final;" points."
2090 IF d<6 THEN  LET r$="POOR"
2100 IF d>=6 AND d<=9 THEN  LET r$="AVERAGE"
2110 IF d>9 AND d<=12 THEN  LET r$="GOOD"
2120 IF d>12 THEN  LET r$="EXCELLANT"
2130 PRINT : PRINT : PRINT : PRINT "The Galatic High Commision have"
2140 PRINT : PRINT "gave you a ";r$;" rating."
2150 PRINT ; FLASH 1;AT 21,2;"PRESS ANY KEY TO PLAY AGAIN"
2160 PAUSE 0
2170 CLS : GO TO 70
5999 REM Instructions
6000 PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■■■■■"
6010 PRINT : PRINT : PRINT : PRINT
6020 PRINT " Your shooting has been lousy "
6030 PRINT : PRINT "lately, so the Galatic High Com-"
6040 PRINT : PRINT "mission has decided to put you "
6050 PRINT : PRINT "on a training mission; code"
606 PRINT : PRINT "named 'Space Target'."
6062 PRINT ; FLASH 1;AT 21,8;"PRESS ANY KEY"
6063 PAUSE 0
6064 BEEP .1,20
6065 CLS : PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■■■■■": PRINT
6070 PRINT " You have 300 seconds to destroy"
6080 PRINT : PRINT "as many targets you can. You "
6090 PRINT : PRINT "have to hit them 25 times to de-"
6100 PRINT : PRINT "stroy them. Can you impress the"
6110 PRINT : PRINT "Galatic High Commision?"
6114 PRINT : PRINT "Press 4 for Target Lasers."
6116 PRINT "Press 5 for no Target Lasers."
6120 PRINT "Press 6 for down."
6130 PRINT "Press 7 for up."
6134 PRINT "Press 8 to escape."
6136 PRINT "Press 9 to pause"
6140 PRINT "Press 0 to fire."
6150 PRINT ; FLASH 1;AT 21,4;"PRESS ANY KEY TO PLAY"
6160 PAUSE 0
6170 CLS : BEEP .1,20: GO TO 70
6199 REM Time Warning
6200 FOR j=1 TO 5: BEEP .1,5: PAUSE 2: BEEP .1,5: PRINT ; FLASH 1;AT 0,0;"Time:"
;s: BORDER 2: NEXT j: FOR l=1 TO 10: NEXT l: PAUSE 0: LET s=s+1: BORDER 0: RETUR
N
7999 REM Music
8000 PRINT ; FLASH 1;AT 10,7;"PREPARE TO PLAY"
8020 BEEP 1,10: BEEP .2,13: BEEP .2,5: BEEP 1,10: PAUSE 6: BEEP .2,13: BEEP .2,5
```

```
: BEEP .2,10: BEEP .2,13: BEEP .2,5: BEEP .5,10
8025 CLS
8030 RETURN
9499 REM Pause
9500 BEEP .1,30
9510 PRINT ; FLASH 1;AT 10,12;"PAUSE":
9515 PAUSE 25
9520 INPUT "            PRESS ENTER        ";Z$
9540 PRINT AT 10,12;"      "
9550 BEEP .1,32
9560 RETURN
9599 REM Escape
9600 POKE 23609,255: FOR m=1 TO 25: BEEP .02,m: BEEP .02,m+4: BEEP .025,m*2.5: N
EXT m
9605 LET p=60: FOR m=1 TO 25: BEEP .05,p: LET p=p-2: NEXT m
9610 CLS : PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■"
9620 PRINT : PRINT : PRINT : PRINT
9630 PRINT "You have pressed key '8' to "
9640 PRINT : PRINT "escape. If you have pressed it"
9650 PRINT : PRINT "accidently then ENTER 'return'."
9660 PRINT : PRINT "If not so then ENTER 'cont'."
9670 INPUT "(return OR cont?)";b$
9680 IF b$="return" THEN  CLS : RETURN
9690 IF b$="cont" THEN  GO TO 9710
9700 GO TO 9670
9710 BEEP .1,20: CLS : PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■"
9720 PRINT : PRINT : PRINT : PRINT
9730 PRINT " O.K. Do you want to 'load' ano-"
9740 PRINT : PRINT "ther game or 'clear' the memory?"
9750 INPUT b$
9760 IF b$="load" THEN  CLS : PRINT AT 20,0;"Start tape, then press any key.": B
EEP .1,20: PAUSE 0: CLS : LOAD ""
9770 IF b$="clear" THEN  GO TO 9800
9790 GO TO 9750
9800 BEEP .1,20: CLS : PRINT "■■■■■■■■■■■■ SPACE TARGET ■■■■■■■■■■■■"
9810 PRINT : PRINT : PRINT : PRINT
9820 PRINT " O.K. The memory will clear the"
9830 PRINT : PRINT "memory in ten seconds."
9832 PRINT : PRINT : PRINT " Press A to return to last stage"
9833 FOR a=1 TO 170: NEXT a
9835 LET s=10
9840 FOR m=1 TO 10
9845 BEEP .1,24
9850 PRINT AT 14,0;s;" Seconds. "
9860 LET s=s-1
9865 IF INKEY$="A" OR INKEY$="a" THEN  GO TO 9710
9870 FOR n=1 TO 26: NEXT n
9880 NEXT m
9881 BEEP .1,5: BEEP .1,5: BEEP .1,5: PRINT AT 14,0;" Goodbye!!": FOR n=1 TO 100
: NEXT n
9890 NEW
```



Attacking fighters are intent on colliding with you in this game by Samir Devani. Can you ward them off? Time's running out

Fight off kamikaze pilots!

In this game you are a pilot entering into battle. You are being attacked by enemy planes and you must fight them off.

However, they are on a suicide mission. They don't want to shoot you down — they're intent on colliding with you.

You have two minutes in which to win the war.

How it works

0-56 initiate variables
57-60 clock
61-65 move enemy ship left
69-85 joystick
90-99 move missile
100-135 move enemy ship down
140-144 explosion (enemy ship)
150-200 also move enemy ship down
250-255 check time
1000-1050 redefine
2000-2053 instructions
2055-2079 explosion (your ship)
2080-2091 score
2093-3020 end

Variables

AB ship's position
AC ship's colour
I random ships (left)
M random ships (down)
PE joystick
AD attacking ship's opposition
AS attacking ship's colour
AT tractor beam's position (A)
AR tractor beam's colour (A)
ET tractor beam's position (B)
EY tractor beam's colour (B)

```
0 REM*****************
1 REM*WORLD WAR   (C) *
2 REM*****************
3 GOSUB2000:POKE53281,0:POKE53280,0:PRINT"♥":POKE650,128
4 FORR=1TO50:POKE53281,1:PRINT"QQQQQQQQQQQ]]]]]]]]]]]]]]BATTLE STATIONS"
5 FORVN=1TO15:NEXTVN:NEXTR:POKE53281,0:POKE53280,0
7 PRINTCHR$(147):POKE52,48:POKE56,48:CLR
10 POKE56334,PEEK(56334)AND254
15 POKE1,PEEK(1)AND251
20 FORI=0TO511:POKEI+12288,PEEK(I+53248):NEXTI
25 POKE1,PEEK(1)OR4
30 POKE56334,PEEK(56334)OR1
35 POKE53272,(PEEK(53272)AND240)+12
36 PRINT"♥"
40 FORI=12296TO12304:READA:POKEI,A:NEXTI
45 FORBB=12552TO12560:READB:POKEBB,B:NEXTBB
46 FORUU=12784TO12784+8:READC:POKEUU,C:NEXTUU:PRINT"♥"
47 FORYY=12560TO12568:READD:POKEYY,D:NEXTYY
48 FORIU=12568TO12568+8:READE:POKEIU,E:NEXTIU
49 FORUI=12576TO12576+8:READF:POKEUI,F:NEXTUI
50 FORUIO=12584TO12584+8:READG:POKEUIO,G:NEXTUIO
51 FORUH=12288TO12288+7:READW:POKEUH,W:NEXTUH
52 FORPO=12296+8TO12296+15:READS:POKEPO,S:NEXTPO
53 YY=55975:FORUY=1704TO1743:YY=YY+1:POKEUY,2:POKEYY,1:NEXTUY
54 TT=56015:FORT=1744TO2023:TT=TT+1
55 POKET,33:POKETT,1:NEXTT:AB=1344:AC=55616
56 Y=55296:FORP=1024TO1024+119:POKEP,33:POKEY,1:Y=Y+1:NEXTP
57 TI$="000000":REM *CLOCK*
60 PRINT"■■■■■■■";TI$:GOSUB250:IF AB>1704THEN64
61 IF AB<1024+80THENPOKEAB,32:POKEAC,1:AB=AB+40:AC=AC+40:POKEAB,1:POKEAC,1
62 POKEAB,1:POKEAC,1:IF AW=1THEN122
63 I=INT(10*RND(1)):IFI>7THEN100
64 M=INT(10*RND(1)):IFM>8THEN150
65 IFFF=1THEN95
66 PE=PEEK(56321)
70 IFPE=247THENPOKEAB,32:POKEAC,1:AB=AB+1:AC=AC+1:IF AB>1704THENAB=AB-1:AC=AC-1
75 IFPE=251THENPOKEAB,32:POKEAC,1:AB=AB-1:AC=AC-1:IFAB>1704THENAB=AB+1:AC=AC+1
76 IFPE=254THENPOKEAB,32:POKEAC,1:AB=AB-40:AC=AC-40:IFAB>1703THENAB=AB+40:AC=AC+
40
77 IFPE=253THENPOKEAB,32:POKEAC,1:AB=AB+40:AC=AC+40:IFAB>1703THENAB=AB-40:AC=AC-
40
78 IFPE=250THENPOKEAB,32:POKEAC,1:AB=AB-41:AC=AC-41:IFAB>1703THENAB=AB+41:AC=AC+
41
79 IFPE=246THENPOKEAB,32:POKEAC,1:AB=AB-39:AC=AC-39:IFAB>1703THENAB=AB+39:AC=AC+
39
80 IFPE=245THENPOKEAB,32:POKEAC,1:AB=AB+41:AC=AC+41:IFAB>1703THENAB=AB-41:AC=AC-
41
81 IFPE=249THENPOKEAB,32:POKEAC,1:AB=AB+39:AC=AC+39:IFAB>1703THENAB=AB-39:AC=AC-
39
82 IFPE=239THEN90
83 POKEAB,1:POKEAC,1
85 GOTO60
90 POKE AD,32:POKEAS,0
91 AD=AB+1:AS=AC+1:JQ=AD
92 POKE54296,15:FORX=1TO10:NEXTX:POKE54296,0
93 POKEAD,45:POKEAS,1:FF=1:GOTO66
95 POKEAD,32:POKEAS,1:AD=AD+1:AS=AS+1
96 LETQQ=AD-AT:IF QQ=0ORQQ=1THENFF=0:AW=0:GOTO140
97 FORXY=1063TO1703STEP40:IF AD=XYTHENPOKEAD,32:POKEAS,1:FF=0:GOTO64
98 NEXTXY
99 POKEAD,45:POKEAS,1:GOTO66
100 IFTY=1THEN66
105 IFI=8THENAT=1183+40+40:AR=55455+40+40
110 IFI=9THENAT=1183+40+40+40+40:AR=55455+40+40+40+40
115 IFI=10THENAT=1183+40+40+40+40+40:AR=55455+40+40+40+40+40
116 JU=AT
120 POKEAT,62:POKEAR,1:AW=1:GOTO66
```

```
122 IF JU-AT=39THENAW=0:I=0:POKEAT,32:POKEAR,1:AW=0:I=0:GOTO66
123 IF AT-1=ABORAT=ABTHEN2055
125 POKEAT,32:POKEAR,1:AT=AT-1:AR=AR-1:POKEAT,62:POKEAR,1:IFFF=1THEN95
135 GOTO66
140 POKEAD,32:POKEAS,1:POKEAD,34:POKEAS,1:FORU=1TO30:NEXTU
141 POKEAD,32:POKEAS,1:POKEAD,36:POKEAS,1:FORU=1TO30:NEXTU
142 POKEAD,32:POKEAS,1:POKEAD,35:POKEAS,1:FORU=1TO30:NEXTU
143 POKEAD,32:POKEAS,1:POKEAD,37:POKEAS,1:FORU=1TO30:NEXTU
144 POKEAD,32:POKEAS,1:SC=SC+100:GOTO66
150 AG=1144+M:AH=55416+M:ET=AG+10:EY=AH+10:P=AG:PP=AH:CV=ET+10:VC=EY+10
152 POKEAG+520,0:POKEAH+520,1:POKEET+520,0:POKEEY+520,1:POKECV+520,0:POKEVC+520,
1
155 POKEAG,1:POKEAH,1:POKEET,1:POKEEY,1:POKECV,1:POKEVC,1
160 FORY=1TO40:NEXTY
165 POKEAG,32:POKEAH,1:POKEET,32:POKEEY,1
166 POKECV,32:POKEVC,1:ET=ET+40:EY=EY+40:AG=AG+40:AH=AH+40:CV=CV+40:VC=VC+40
170 IF AG-P=480THENPOKEAG,1:POKEAH,1:POKEET,1:POKEEY,1:POKECV,1:POKEVC,1
180 IF AG-P=480THENPOKEAG,32:POKEAH,1:POKEET,32:POKEEY,1:POKECV,32:POKEVC,1
190 IF AG-P=480THENPOKEP+520,32:POKEPP+520,1:POKEP+530,32:POKEPP+530,1
192 IF AG-P=480THENPOKEP+540,32:POKEPP+540,1:GOTO66
195 IF AB-ET=40THEN2055
196 IF AB-AG=40THEN2055
197 IF AB-CV=40THEN2055
200 GOTO155
201 TI$="000200"
250 IFTI$="000200"THENPRINT"◘▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮TIME UP":FORX=1TO500:NEXTX:GOTO2079
251 IFTI$="000201"THENPRINT"◘▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮TIME UP":FORX=1TO500:NEXTX:GOTO2079
252 IFTI$="000202"THENPRINT"◘▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮TIME UP":FORX=1TO500:NEXTX:GOTO2079
253 IFTI$="000203"THENPRINT"◘▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮TIME UP":FORX=1TO500:NEXTX:GOTO2079
255 RETURN
1000 DATA0,255,240,12,3,12,240,255,255
1005 DATA255,255,255,255,255,255,255,255
1015 DATA255,255,255,15,48,192,48,15,255,0
1020 DATA0,0,0,24,24,0,0,0,0
1025 DATA0,124,66,66,66,66,66,124,0
1030 DATA0,0,60,36,36,60,0,0,255
1035 DATA255,129,129,129,129,129,129,255,255
1040 DATA 165,165,165,165,165,165,165,165,165,165
1050 DATA41,127,255,255,255,255,255,255
2000 PRINT"◘":POKE53281,1:POKE53280,0
2005 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮WORLD WAR 3
2007 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮"
2010 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮BY S.DEVANI"
2015 PRINT"▮▮▮▮▮▮▮▮▮▮CLUB HOUSE SOFTWARE"
2020 PRINT"▮▮▮YOU ARE AN AMERICAN AND YOU HAVE TO"
2025 PRINT"DESTROY ALL THE JAPANESE PLANES,THEY"
2030 PRINT"DO NOT SHOOT YOU THEY INTEND TO CRASH"
2035 PRINT"ON YOU .PLUG JOYSTICK IN PORT 1."
2040 PRINT"GOOD LUCK MAJOR!▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮KEYS ARE AS FOLLOWS:"
2050 PRINT"▮'▮←▮'=DOWN '▮CTRL▮'=LEFT  '▮1▮'=UP '▮2▮'RIGHT"
2051 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮▮▮'SPACE'▮=FIRE":FORV=1TO4000:NEXTV
2053 RETURN
2055 POKEAB,32:POKEAC,1:POKEAB,34:POKEAC,1:FORU=1TO40:NEXTU
2060 POKEAB,32:POKEAC,1:POKEAB,36:POKEAC,1:FORU=1TO40:NEXTU
2065 POKEAB,32:POKEAC,1:POKEAB,35:POKEAC,1:FORU=1TO40:NEXTU
2070 POKEAB,32:POKEAC,1:POKEAB,37:POKEAC,1:FORU=1TO100:NEXTU
2079 IF SC>HITHENHI=SC
2080 POKE53281,1:PRINT"◘▮▮▮▮▮▮▮▮▮YOU SCORED";SC"▮▮▮▮▮▮HIGH SCORE";HI:SC=0
2090 FORJJ=1TO2000:NEXTJJ:PRINT"◘":AB=0:AC=0:AG=0:AH=0:AW=0:FF=0:AT=0
2091 POKE53281,0:POKE53280,0:GOTO53
2093 REM
2095 REM****************
3000 REM*   THE END    *
3005 REM* WORLD WAR    *
3010 REM* BY S.DEVANI  *
3015 REM*CLUB HOUSE SO.*
3020 REM****************
```

CHARTBUSTERS

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by the ASP Market Research Group

ARCADE

1	Match Point	Sinclair	Spectrum (1)
2	Sabre Wulf	Ultimate	Spectrum (2)
3	Tornado Low Level	Vortex	Spectrum (10)
4	Fighter Pilot	Digital Int.	Spectrum (3)
5	Les Flics	PSS	Spectrum (-)
6	Frak	Aardvark	BBC (7)
7	Trashman	Quicksilva	CBM 64 (5)
8	Beach Head	US Gold	CBM 64 (6)
9	Jet Set Willy	Software Projects	Spectrum (8)
10	Son of Blagger	Alligata	CBM 64 (8)

NON-ARCADE

1	Valhalla	Legend	CBM 64 (1)
2	Mugsy	M. House	Spectrum (2)
3	War of the Worlds	CRL	Spectrum (3)
4	The Hobbit	M. House	CBM 64 (4)
5	The Inferno	R. Shepherd	Spectrum (6)
6	Fall of Rome	APS	Spectrum (5)
7	Sphinx Adventure	Acornsoft	BBC (7)
8	Lords of Midnight	Beyond	Spectrum (-)
9	Mastermind	Commodore	CBM 64 (9)
10	Classic Adventure	M. House	CBM 64 (10)

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

SPECTRUM

1	Match Point	Sinclair (1)
2	Voyage into the Unknown	Mastertronic (-)
3	Jet Set Willy	S. Projects (5)
4	Bulls Eye	Mastertronics (10)
5	Election	Mastertronic (-)
6	Stop the Express	Sinclair (4)
7	Gnasher	Mastertronic (-)
8	Fighter Pilot	Digital Int. (3)
9	Mugsy	M. House (2)
10	Night Gunner	Digital Int. (7)

COMMODORE 64

1	Squirm	Mastertronic (3)
2	Beach Head	Centresoft (7)
3	The Election Game	Mastertronic (2)
4	Hektik	Mastertronic (1)
5	Flight Path 737	Anirog (-)
6	Space Pilot	Anirog (-)
7	Bionic Granny	Mastertronic (-)
8	Munch Mania	Mastertronic (-)
9	Sub Hunt	Mastertronic (-)
10	Manic Miner	Software Projects (-)

DRAGON 32

1	Hunchback	Ocean (2)
2	Cuthbert in the Jungle	Microdeal (9)
3	Pedro	Imagine (-)
=	Chuckie Egg	A & F (1)
5	Dragon Chess	Oasis Software (6)
6	Bug Diver	Mastertronic (-)
7	Morocco Grand Prix	Microdeal (-)
8	Mystery of the Java Star	Shards (-)
9	Cave Fighter	Cable Soft (-)
10	Cuthbert goes Digging	Microdeal (8)
=	Mr Dig	Microdeal (7)

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

VIC-20

1	Duck Shoot	Mastertronic (-)
2	Sub Commander	Creative Sparks (9)
3	Tank Commander	Creative Sparks (5)
4	Tower of Evil	Creative Sparks (7)
5	Computer War	Creative Sparks (3)
6	Wizard and the Princess	Mel. House (3(
7	Sub Hunt	Mastertronic (-)
8	Bewitched	Imagine (2)
9	Flight Simulator	Ferranti Dav. (1)
10	3D Maze	Mastertronic (-)

BBC

1	Football Manager	Addictive Games (1)
2	747 Simulator	Doctor Soft (-)
3	Fun Games	BBC (-)
=	First Steps with Mr Men	Mirrorsoft (-)
=	Saloon Sally	Psion (-)
=	Spectipede	Mastertronic (5)
7	Mined Out	Quicksilva (-)
8	Space Invaders	Bug Byte (-)
9	Missile Control	Gemini (-)
10	Diamond Mine	MRM (9)

ZX81

1	Alien Rain	CRL (1)
=	Krypton Ordeal	Novus (2)
3	Planet Raider	Novus (3)
4	Walk the Plank	Novus (5)
5	Black Crystal	Carnell (4)
=	Espionage Island	DK'Tronics (9)
=	Games 1K	Sinclair (7)
8	Mothership	Sinclair (8)
=	Planet of Death	Sinclair (-)
=	Flight Simulation	Sinclair (-)
=	ZXAS Assembler	Bug Byte (-)

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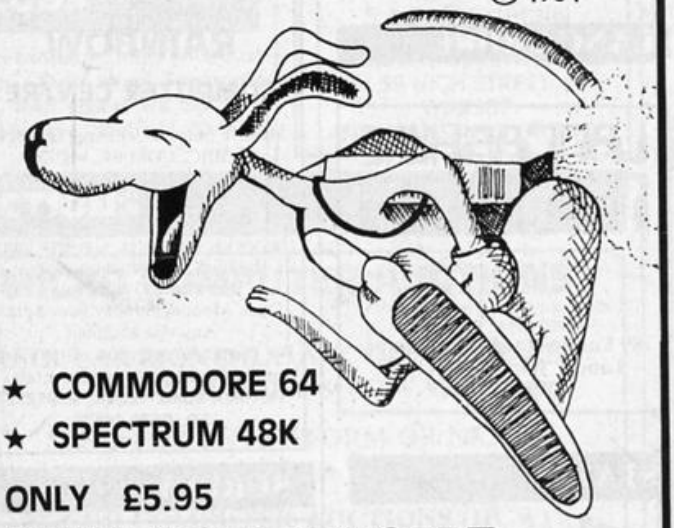

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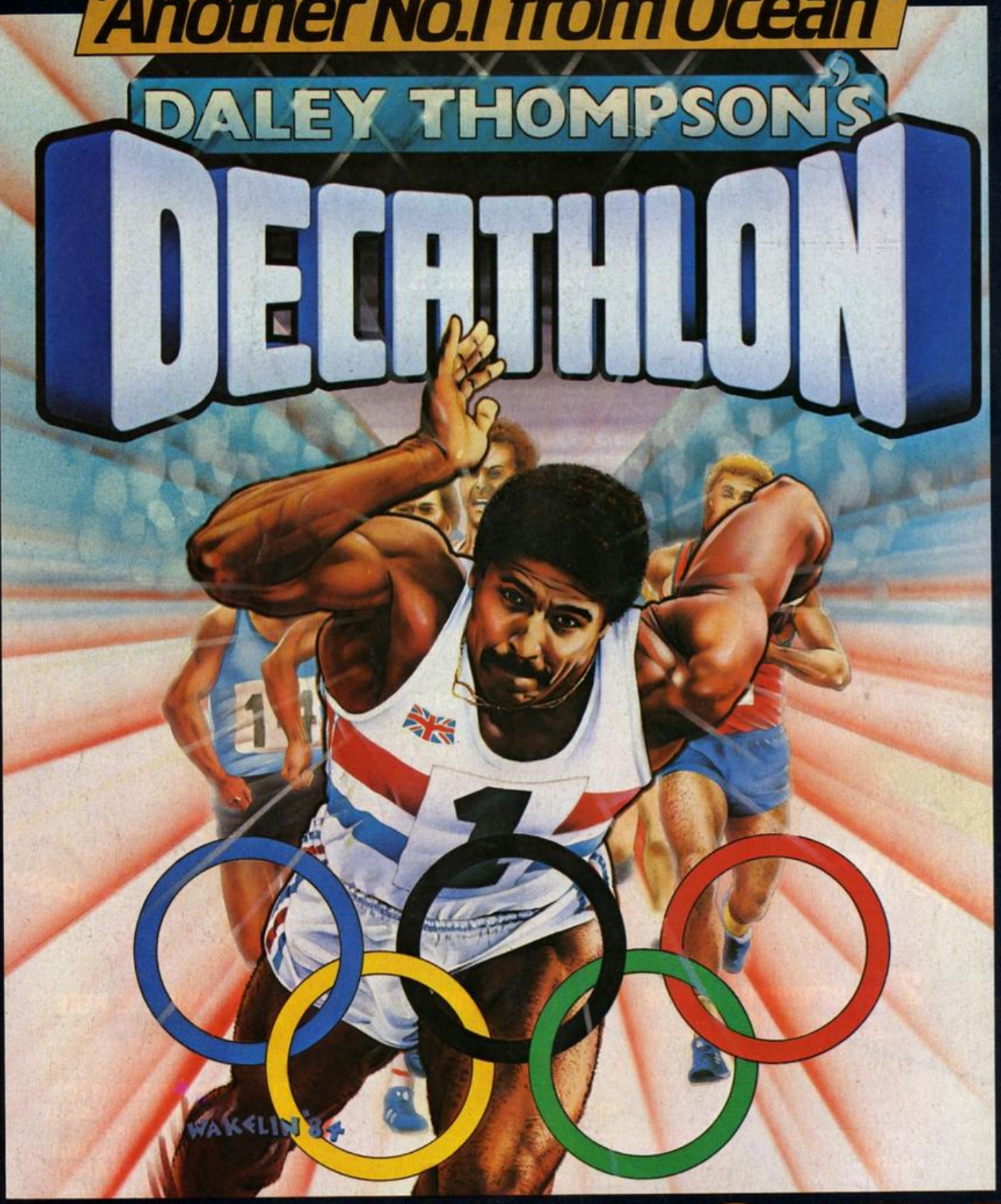

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