Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 78
Sept 4-10, 1984

45p

UNIQUE
£1,000-worth of games must be won

Spectrum special:
Two pages of reviews

Plus
Reviews for ZX81, Commodore 64, TI-99/4A

GAMES FOR:
Spectrum
Watch out for low-flying bats and birds

Atari
Bugs and beetles, snails and slime

Commodore 64
Two in one program bonanza

PLUS
news, your letters, charts . . .

Commodore buy up Amiga

Commodore has bought up the Californian company Amiga, who revealed the prototype of the Lorraine, an exciting new personal computer, at the Chicago Consumer Electronics Show in June.

The Lorraine's capabilities far outclass its competitors and could even outstrip the QL, at a staggeringly low price — $1500. These are standard features:

- Motorola 68000 microprocessor chip — the same as in the Apple Mackintosh.
- 128K of RAM, 64K of ROM, with built-in BASIC and speech software. The BASIC is reported to be very fast and compatible with Applesoft and features extra graphics

Continued on page 5

New Acorn micro

It now seems certain that Acorn will be demonstrating its new business machine for the first time at the PCW show, to be held at Olympia from 19 to 23 September.

Known as the ABM, the Advanced Business Machine, the computer may be rechristened for its launch, with a snappier name. The range will include more than one computer, and may even stretch to 13 different combinations.

The ABM will not be going on sale at the show; rather the demo will serve as an exhibition of what Acorn has been working on since the Electron. The ABM is based on the BBC computer, plus second processor combination. It will have the facilities to be upgraded to a graphics system with many thousands of colours.

The most radical change in the new machines is in the disc filing system. The system used in the BBC B will be superseded by a double density controller. This will not only expand the capacity of disc storage but also offer some of the features which were missing from the 0.90 DFS. The new disc format

Continued on page 5

IMAGIC

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Can you avoid the Death Towers and do battle with the S.R.I?

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Home Computing WEEKLY

Mikro Gens £100 Prize for **Wally** of the month goes to **Philip Markin. 58,530** is the score to beat. Try hard and you could be next months Wally.

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Our exclusive guide to best-selling arcade and non-arcade software, plus Top 10s for six home computers

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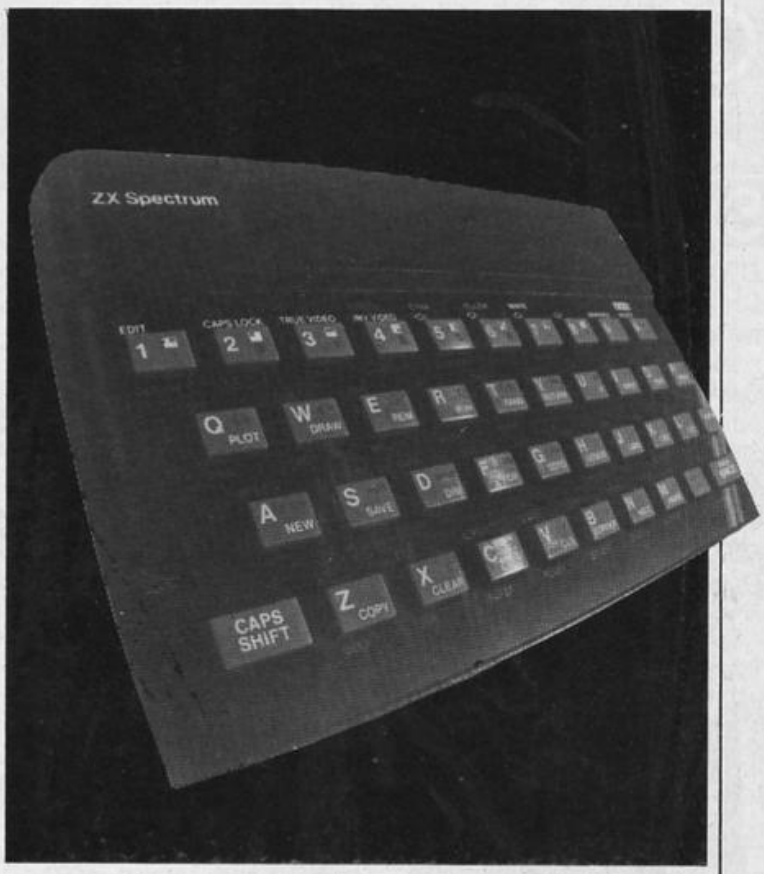
Use your micro for many functions

Space and spelling 26
The latest software reviewed especially for you

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

Atari 12
Are you scared of bugs? You'll hate these blackety things

Commodore 64 20
Steer round bends, avoiding hazards — and listen to your Commodore beep

Spectrum 29
Beware the bats and birds — you need skill and expertise to avoid them

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

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No.2

QUICKSILVA Computing SECTION

LATEST NEWS

Home of The Game Lords Club

QUICKSILVA

All titles available from Quicksilva Mail Order, P.O. Box 6, Wimborne Dorset BA21 7PY.

SEND FOR DETAILS OF OUR BBC/ELECTRON GAMES

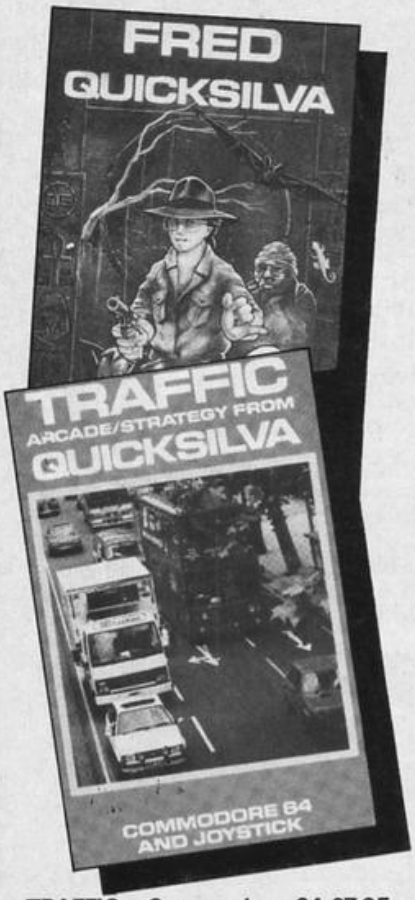
EPYX SUMMER GAMES – Commodore 64 Twin Cassette pack £14.95 Disk £19.95

Produced under licence for CBS Software.

Opening ceremony and awards ceremony – 8 events – Action & Strategy – Play against a computer or an opponent – Individual and team play.

FRED – Commodore 64 £7.95

Cartoon action beneath the pyramids! Fearless Fred, the Intrepid Archeologist, searches the creepy catacombs below the torpid tomb of Tootiecarmoon!



TRAFFIC – Commodore 64 £7.95

Arcade/Strategy to challenge your mind and reflexes. Control city traffic during rush hour – an entirely original game

QED

QUICKSILVA EDUTAINMENT DIMENSION

Entertainment software with educational content. Improve yourself as you play with our soon to be released range of EDUTAINMENT programs.

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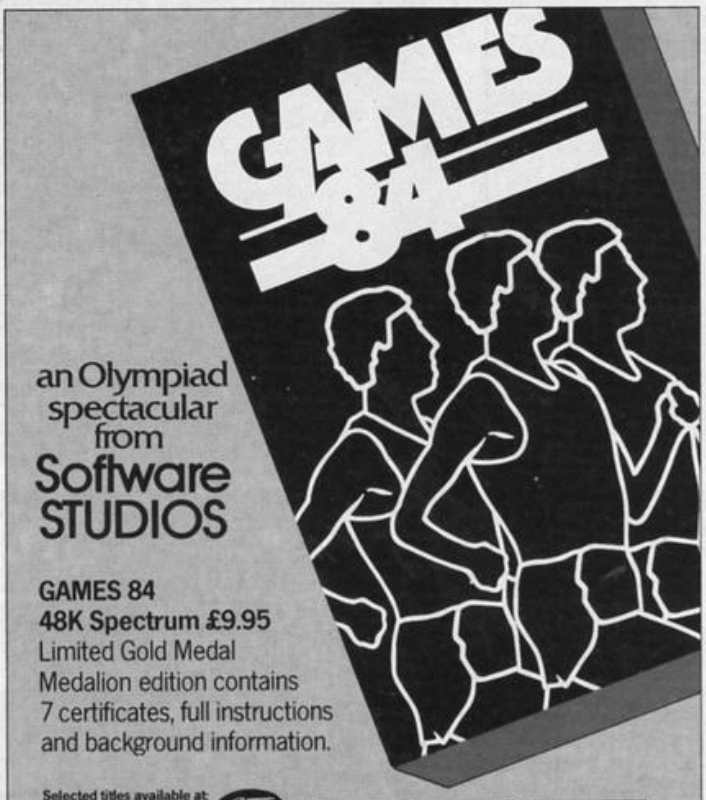

an Olympiad spectacular from Software STUDIOS

GAMES 84
48K Spectrum £9.95

Limited Gold Medal Medalion edition contains 7 certificates, full instructions and background information.

Selected titles available at:
WHSMITH Boots WOOLWORTH John Menzies
and leading multiple retailers and specialist computer stores.

CHART ACTION

QUICKSILVA TOP 20 JUNE 1984

	NAME	MACHINE	PRICE
1	Trashman*	– CBM 64 –	£7.95
2	Fred	– 48K Spec –	£7.95
3	Ant Attack	– 48K Spec –	£6.95
4	Boogaboo	– CBM 64 –	£7.95
5	The Snowman	– 48K Spec –	£6.95
6	Mined-Out	– Electron –	£6.95
7	Gatecrasher*	– 48K Spec –	£6.95
8	Sting 64	– CBM 64 –	£7.95
9	Bugaboo	– 48 Spec –	£6.95
10	Dragonsbane	– 48K Spec –	£6.95
11	Escape*	– CBM 64 –	£7.95
12	Aquaplane	– CBM 64 –	£7.95
13	Gatecrasher*	– BBC 'B' –	£6.95
14	Gatecrasher*	– Electron –	£6.95
15	Velnor's lair*	– Oric/Atmos –	£6.95
16	Mined Out*	– Oric/Atmos –	£6.95
17	Ultisynth	– CBM 64 –	£14.95
18	Drum Kit*	– BBC 'B' –	£14.95
19	Tornado	– Vic 20 –	£5.95
20	Quintic Warrior	– CBM 64 –	£7.95

*New Release

ORIC/ATMOS GAMES SPECTACULAR!
Velnor's Lair £6.95
Mined Out £6.95

Got an original program? Contact Quicksilva's Software Studio to find out what we can offer. Telephone (0703) 20169.

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AVAILABLE NOW! GATE CRASHER on the 48K Spectrum £6.95

Strategy and skill that will test your mind to the limits

COMING SOON

Quicksilva Interactive Films

GSH

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.

Amiga

From front page

commands. The RAM can be upgraded to many Megabytes.

- Medium-resolution graphics of 320 x 200 pixels, hi-res graphics of 640 x 200 pixels, with an amazing total of 4096 colours.

- Eight sprites, with up to 16 colours each, with collision detection and display priorities. Frame buffer animation — a feature which enables you to pick up a piece of the screen and move it. Split-screen graphics: each screen window can display different graphics modes, even with fine scrolling.

- Built-in 320K double-sided disc drive

- Built-in 300 baud modem

- Expansion to hard disc drive; front cartridge slot

- Four sound channels; very impressive sound. The speech software uses one channel and the Lorraine talks in male and female voices.

At the CES show Amiga was assuring the trade that the Lorraine would be supplied with a bundle of software, which would include a disc operating system, word processor and spreadsheet.

The Amiga was projected to be ready for shipment by Christmas. Now that Commodore has taken over, the future of the Lorraine is in their hands. Commodore was reticent about plans for the Lorraine; they are now in control of an innovative machine which could be the first of a new generation of micros.

Acorn

From front page

will not be compatible with the old one.

It is likely that there will be a quantity of bundled software to go with the new machines, including the View word processor, Viewsheet and maybe some business software.

It is not clear which second processor will be available, but the 32016 (formerly 16032) would seem unlikely as its manufacturers, National Semiconductor, are not producing the chip in sufficient quantity.

Even if a 32016 machine is the one used for the demos, it will be a long way from production, and moreover expensive.

There may be a portable computer among the new machines. This would be an opportunity for Acorn to cash in on the success of the Commodore SX64.

Also due to make its debut at the PCW show is the long awaited Disc Interface for the Electron, to be known as the Plus 3. This will use the new advanced disc filing system and be able to store 320K on each of its 3.5 inch Sony discs.

The new DFS will allow the Electron to go into Mode 6, which is fast enough to cope with disc access. This overcomes the problem of slow loading.

Acorn software will also be on show: Acornsoft's "Megagame," Elite, will be previewed. This game represents a considerable amount of work and features 3D animation and planet trading. In order to eliminate any chance of Elite being copied before its official launch, no copies of the tape will be available. The game will be demonstrated from video tape.

Dragon lives on

Following the recent demise of Dragon Data, Paul Grade of Worthing has decided to form the Dragon Users' Group.

This non-profit making group needs 250 members to get started, and all ideas and offers of help are welcome.

Those interested should contact either Paul Grade at 6 Navarino Road, Worthing, Sussex, or Neil Scimgeor at 125 Occupation Road, Corby, Northants.

Chips for breakfast

Breakfast TV has been around for some time now, and — thanks to Kellogg's breakfast computers are now on the scene, and will be so for the next few months.

'Year 2000' is the company's first major back-of-pack computer promotion, appearing on Kellogg's Corn Flakes packets and featuring Sinclair Research's ZX Spectrum (48K).

Designed to appeal equally to would-be purchasers, Spectrum owners and those without computer knowledge, the promotion features a competition to predict the status of a number of athletics World-records in the year 2000.

A total of 100 ZX Spectrums are offered as prizes. As a bonus, existing owners can obtain a special £5 discount on any three programs bought directly from Sinclair's software catalogue.

Those still to decide the purchase of a home computer can obtain more information from a specially written free introductory book prepared for Sinclair and Kellogg by Pan — called "What You Always Wanted to Know About Home Computers But Never Dared Ask".

The promotion finished on November 30.

Sinclair Research, 28 Stanhope Road, Camberley, Surrey

Pirate games sold at market

Islington Trading Standards officers recently found pirate computer games on sale in the borough. Officers seized 59 games and 317 music cassettes from an unlicensed street trader at Nag's Head market, Holloway. All the music cassettes were identified as counterfeit, and the majority of the games were also proved to be illegally copied — including Horace and the Spiders, by Psion.

"It appears these counterfeit computer tapes are the first to be found in London, said Martin Grout, senior Tradings Standards Officer.

"This type of counterfeiting will undoubtedly lead to many computer game manufacturers going bankrupt — and purchasers of illegal copies should be made aware of this.

"What's more," he added, the tape used will often be substandard, leading to damage of the recording heads and will in some cases fail to load correctly.

"And the 'flypitcher' may not be around to provide a refund. We recommend strongly that tapes are only purchased from reputable traders, and not from the "here today, gone tomorrow" unlicensed street trader," Mr Grout said.

FAST welcomes software bill

A Bill on computer software copyright, introduced in the House of Commons recently by Conservative MP Nicholas Lyell, has been welcomed by the Federation Against Software Theft.

The Bill seeks to amend the 1956 Copyright Act to provide greater search powers and new penalties for copyright infringement of computer programs. It also establishes beyond all doubt that computer programs are protected by copyright law.

Chairman of FAST, Donald MacLean, commented: "This Bill highlights precisely the changes in legislation required to counter the growing problem of software piracy."

"The entire computer industry — from the mainframe manufacturers to the games software distributors — is united in calling for the sort of change outlined in this Bill."

Mr. MacLean went on to say: "We are particularly encouraged to know that the Government and many individual MPs fully appreciate the need for legislation now, if tomorrow's software is to be safeguarded."

Federation Against Software Theft, Chancery House, Chancery Lane, London WC2

PROGRAM FOR PROFIT WITH YOUR SPECTRUM

Software has now outstripped the areas of basic and simple machine code programs. Do you have the ideas for games but not the know how to produce the code required? Are you put off by the complexities of writing complicated routines?

Have you the problem of finding the time to write that great adventure or arcade game? Professional software houses use special programs to help them generate their product. Now there is available to you a package of commercially marketed programs with which you can write your own text adventures, graphics adventures and arcade games. Packaged together with two books on arcade and adventure programming and sent to you with a *Free* copy of our fact sheets "Programming for the games market", which includes many hints and tips and a Softwarehouse directory, you can now compete with the top games writers. (Programs include The Quill, Dungeon Builder, White Lightning.) Purchased separately these items would cost you £49.75. As a special offer we are packaging the items at £42.75 *a saving of £7.00.*

Send for your pack or send SAE for further details to .....

RAMTOPS, 47 BROOM LAND, LEVENSHULME, MANCHESTER M19 2TX

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ers Letters Letters Letters Let

Shoot the spider

I'm writing in reply to P. Rawlin's letter (HCW 75) about how to get past the first sheet of Jack and the Beanstalk.

First turn to face left and wait for the spider to go down in front of you and jump it. Then get the axe, turn right and shoot the spider. Now climb the beanstalk as high as you can until it plays the tune you hear at the start. That will get you past the first sheet.

Can someone tell me how to get the moneybag and the harp on the last sheet? I keep falling over the giant's leg.

Steven Horsburgh, Eyemouth, Berwicks

Cheap games are great

I'm writing to you about the £1.99 games from Mastertronic and Atlantis. I now have four of these games, three from Mastertronic and one from Atlantis. They all work perfectly and have kept me playing for hours.

I think it's a good idea to sell them in outlets other than computer stores.

Russell Fenwick, Scarborough

Fed up with Spectrum

I own an Oric/Atmos. I used to own a TI-99/4A, but disposed of it because of the lack of software and the exorbitant prices asked for peripherals.

Now it seems that the Texas 99/4A is being given the consideration it deserves and I am the loser. I am now disenchanted with the Atmos since no-one stocks or even orders stock for this very good machine. I am left to brood over my wrong decision between the Atmos and Spectrum.

HCW and other computer magazines all seem to be part-owned by Sinclair, judging by the numerous articles extolling this or that attribute of the Spectrum. The shops are crammed with Spectrum software — a lot at very reduced prices.

Please give some space to other computers. The Spectrum isn't the only computer in the world.

L. Rudd, Birmingham

Software winner

More Spectrum software is released than for any other machine. That's why more Spectrum reviews are published in HCW. We do publish all reviews for all software submitted to us, and our review pages reflect closely the state of the market. If there's no Atmos software being released, we can't feature it.

We do try to print listings for most major computers but it's up to you to submit your games to us. If we have good Atmos programs we will publish them.

Where's the Gollum?

I bought the Hobbit some months ago. I wonder if any bright reader could tell me how I find the Gollum so that I can pinch his ring?

For any Oric owners, here's an AUTO NEW function. CALL#F42D. Type it in and press return. This has the same effect as pulling the plug out.

Andrew McCormick, Penicurt, Scotland

Help!

I have problems with Phipps' Greedy Gulch. I cannot get the maps or bullets for my gun. I would be grateful if somebody could help me on this.

I have solved Richard Shepherd's Urban Upstart.

Paul Torpey, Tottenham

Switch me on

Please will somebody tell me how to get the lights on in the circus tent, in Circus for the Atari? I know you have to fix the generator but I cannot work out how. Please help.

S. Creegan, Manchester

How to stay alive

Here are tips for people who have the game Wheelie by Interceptor and are tired of racing through the Bouncing Hedgehogs screen, only to lose their last life when they reach the other motorbike.

At the start of the game press the Enter key or enter one of the following codes. When entered it takes you to the screen in question.

ENTER Bouncing Hedgehogs
WITTY Willy Wallabies
BEBOP All That Bounces
SHARK The Killer Bees
XENON Swarm
ZX83B Spring and Sting
2MQL3 Nightmare Park

My highest score in Automania is 4560. Is this a record?

K. Speck, Bradford

Save your money

I'm writing about the high price of pens for the Commodore plotter. Instead of buying Commodore pens, I suggest you get them from Tandy. They cost about £2 for a tube of three pens and there are two tubes available: all black or one red, one blue and one green. They also sell rolls of the special paper required in boxes of three rolls.

You could also get the pens in any store selling Sharp computers. The Sharp pens are sold four in a tube (one of each colour) but cost slightly more. Both the Tandy and Sharp pens are well under the £5 price tag charged by Commodore.

Mike Curtis, Weymouth

Hints and tips

I'd like to make an appeal through HCW because I'm compiling a list of hints and tips for games playing on the Spectrum. The things I'd like are ways to give you extra lives, higher scores and so on.

I'm also writing a list of what I call "magic POKEs" which include short machine code routines to make the border striped, make white noise and disable the break key.

When finished, both lists will be available to anyone who sends me an s.a.e. If you can help, please write to me. You could also enclose your s.a.e. then, but I'll need a few weeks to compile my list.

I'd also like to congratulate David Moore for his "flash" character set in ZX User, HCW 73.

Paul Boakes, 146 High St, Wouldham, Rochester, Kent ME1 3UQ

Texas fan

I am a young user of a TI-99/4A. Before you say: "Yuk! It's one of those no-software ones," I would like to say it's not so bad. You can still get software. So look out, BBC and Sinclair, My Texas is very good!

Chris Pepper, Sutton Coldfield

Draw with your VIC

I always read HCW every week and I enjoy doing the excellent programs for the VIC-20. So here's one for you. You can do drawings with it just by pressing **U** for up, **D** for down, **R** for right and **L** for left.

```
5 LET A = 7932
10 POKE 36879,11
20 GET X$
20 IF X$ = "R" THEN
   LET A = A + 1
40 IF X$ = "L" THEN
   LET A = A - 1
50 IF X$ = "U" THEN
   LET A = A - 22
60 IF X$ = "D" THEN
   LET A = A + 22
70 POKE A,81
80 GOTO 10
90 END
```

M. R. Lucas, Leicester

Find pi

This program will work out the mathematical number pi. The program will take some time and will only give the number to the number of decimal places available on your machine.

I wrote this program for any Commodore machine but to run it on any other machine you may have to change line 50.

```
10 LET T = 1
20 LET P = 0
30 LET P = P + 1/T-1/
   (T + 2)
40 LET T = T + 4
50 GETA$:IFA$()""THEN
   GOTO100
60 GOTO30
100 PRINT P*4
110 GOTO60
READY
```

Brian Harrison, Killingholme, S 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.

Watch out for Wally in a dream of a Program Pyjamarama

AUTOMANIA

CRASH MICRO COMMENTS

Control keys: preset – Q/A up/down, O/P left/right, M to jump, but all keys may be user-defined
Joystick: ZX 2, Kempston, and almost any other via UDK
Keyboard play: very responsive
Use of colour: very good
Graphics: superb, with excellent animation
Sound: great tune (continuous) with well used sound effects – sound may be switched off
Skill levels: 1
Lives: 3

• 'Automania has some of the best animation and realistic graphics that I have ever seen. All the graphics are large and colourful, and needless to say they move smoothly.'

SOLID GOLD
(Home Computing Weekly)

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

★ ★ ★ ★ ★

WALLY WEEK is here!

Sensational Software from **MIKRO-GEN**

44 The Broadway, Bracknell.
Tel: (0344) 427317
Available for Commodore 64 and Spectrum 48K

You'd have to spend over £3000 to beat our £199 Second Processor.

The BBC Micro is already one of the fastest and most powerful micros around.

But with the addition of the 6502 Second Processor, it becomes the fastest micro in its price range.

(To be fair to the opposition, their £3000+ package includes a disc drive. But a similar BBC Micro set-up with the 6502 Second Processor will cost you less than a third!)

The 6502 greatly expands the Micro's usable memory. Its 64K of RAM combines with the BBC Micro's 32K, for a total of 96K.

It is supplied with its own special version of BBC BASIC, called Hi-BASIC, which allows the maximum amount of this memory to be used for BASIC programs and variables. Other languages allow some or all of this memory to be used for programs, and many will automatically adjust themselves to make maximum use of available space.

What's more, the 6502 uses the same microprocessor as the BBC Micro, but at a much higher speed. Which means programs can run up to 50% faster.

The 6502's extra power enables it to run more powerful software, such as that provided with the Acorn Bitstick, which turns the BBC Micro into a versatile computer graphics station. In fact, it has a variety of features usually found only on much larger systems.

It can also exploit the full potential of local area networking through the Econet system, with Level 2-File Serving.

So to get the most from your BBC Micro, get the 6502 Second Processor.

The 6502 Second Processor is available from your BBC stockist. For the address of your nearest supplier, ring 01-200 0200.

If you wish to order by credit card, phone 0993 79300 during office hours.

6502 Development Programs
(available seperately)

MASM: A 6502 macro-assembler. A full range of macro facilities are provided, including looping recursive calls and conditional assembly.

XREF: A cross-referencer to be used in conjunction with MASM.

ViewEdit: A full screen editor based on the VIEW word processor.

TRACE: A 6502 trace package for de-bugging all types of program.

PRINT: A program to produce formatted assembly listings without using MASM.

The package is provided with a 250-page manual describing all the facilities provided by the system.

Technical Specifications

The Second Processor operates at a clock rate of 3MHz. A version 1.2 MOS will need to be fitted into the BBC Micro before operating the 6502.

Integral power supply

Measurements: 205mm x 345mm

Weight: 2.1 kg

Colour: BBC Computer cream

Construction: Moulded top and bottom to match BBC Computer profile. ABS injection moulded plastic.

Power in: 240v, 50Hz, 3w.

The BBC Microcomputer System.

Designed, produced and distributed by Acorn Computers Limited.

Arcade and adventure action

Here's a cluster of arcade and adventure games for your 48K Spectrum which have been carefully checked out for you by our regular reviewers. Read what they think

Paradox £7.50

Runesoft, 67 Lower Parliament St, Nottingham NG1 3BB

I'd like to tell you how successful I've been with this, the second "Quilled" adventure from Runesoft. Unfortunately, I can't, I failed miserably! The Publishers say it's the hardest task you'll ever have to face, and I believe them!

An air of mystery hangs over this program. Unlike other adventures, the computer is a separate being who, though not seeing you, can sense your presence. The descriptions are literary; definitely not for those who have trouble reading esoteric words like... esoteric!

Relying on the map kindly provided for reviewers, Paradox reveals itself to be in four parts: navigate the tunnel to reach the Gamesboard, gather the clues to enter the Crystal Palace, and finally, enter the Magician's Rooms. The whole thing is like a nightmare. Paradoxical indeed. If only I could get myself started!

According to the four A4 pages of maps there are 156 locations, which is a lot for your money. On the other hand, most "Quilled" adventures don't cost this much. Undoubtedly a real challenge, however, and one with a touch of class rarely found in computer games. Paradox could well achieve cult following given the right marketing. **D.M.**

instructions	95%
playability	100%
graphics	N/A
value for money	75%

★ ★ ★ ★

Ball by Ball £5

Video Software, Stone La, Kinver, Stourbridge, W Midlands DY7 6EQ

It seems to be the policy of Video Systems to inundate its customers with instructions. Not a bad thing in the long run, or wouldn't be if the quality of the game matched the quality of instructions. You do have a little bit of influence over the game inasmuch that you can choose order of play, bowlers and certain factors which influence the quality of play.

If you wanted you could change both teams, but in the end, all the scores and fall of wickets are determined by the computer, in a random fashion. There is no animation, unless you call the changing scores, and over count, animation. I wonder why the over count is repeated in brackets?

During play various comments are printed to the screen. Such things as "off the leg" or "got a thin edge" etc, and after nearly every over a weather report. I thought that now that I had got used to the vagaries of British weather but in this game it's possible for it to change after every over.

My love for cricket borders on fanaticism but I could not whip up any enthusiasm for this version. **B.B.**

instructions	100%
playability	40%
graphics	30%
value for money	50%

★ ★

Day of the Match £5

Video Software, Stone La, Kinver, Stourbridge, W Midlands DY7 6EQ

Video Software is anxious that the instructions should not be misunderstood. First they are printed on the inlay card, secondly on a separate sheet, and finally, given in a spoken commentary on the reverse of the cassette.

Should you wish to promote the team you support, this program will make it easy for you. If you understand how to balance skill and luck or strength, fitness, defence, attack, effort; or even the manager, then you may influence them by giving them values from 0 to 9.

Whether you decide on league or cup play, you can choose the teams or leave it to the computer. You don't actually see any play, but the results are displayed and when required, the tables are updated. If you disagree with the results you can choose option 'r' and get them recalculated until you are satisfied.

For quite a lot of the time you are waiting for the computer to do its computations. Personally, I found this a very boring and pointless exercise. The only real random factor is the score, which you can change anyway. **B.B.**

instructions	100%
playability	40%
graphics	30%
value for money	50%

★ ★

Atlantis £4.95

M & J, 7 Charnon Rd, New Parks Estate, Leicester

Another all-text adventure set on a desert island, produced using Gilsoft's "Quill". You are the explorer James Parker who, after 30 years, finds a map showing the location of Atlantis. Landing on the island you are left by the crew and have to find the city in order to leave. You must eat and drink to survive and collect treasure to gain points.

There are 150 locations and 90 objects to eat, drink or carry, some giving extra points. A SAVE routine allows exit from game to replay later and three levels are offered, with 40 commands before death at the easiest.

In all 200 words are contained in the vocabulary. There is no score on screen and some of your instructions do not lead to a logical spot on the map — assuming you try to draw one. One would assume two moves east, one south, two west and one north would return you to the same spot — no way.

Reaching the edge of the island does not take you into the briny, but last location repeats. At the end, score appears as a percentage.

Not as thrilling as some other adventure games areound. **T.W.**

instructions	80%
playability	55%
graphics	N/A
value for money	50%

★ ★ ★

The Journey £9.95

Temptation, 27 Cinque Ports St, Rye, E Sussex

Set in the lands of the Black Warlock, The Journey is a real-time, illustrated text adventure where you have to find the legendary White Ship and set sail to a distant land.

Some creatures roam freely and can be friendly, indifferent or hostile; while others, the Warlock's guardians, guard the routes, treasures or magical objects. Each location presents a written description of the place, objects and characters with available exit routes — sometimes after illustration of location. Screen bottom will display 'what now?' and you type instructions, using 20 commands and up to 32 characters.

Each character possesses the attributes of intelligence, strength and experience: typing 'status' allows checking of your own and others' status. As the game proceeds these attributes alter as you solve problems and eat!

Eight duplicated A4 pages of map, sample solutions and instructions accompanied my copy — giving useful clues.

SAVE and LOAD allow you to save a partially completed game to be continued later.

This is a well planned and designed games program. Practice succeeds — try it and find out for yourself. **T.W.**

instructions	80%
playability	75%
graphics	50%
value for money	70%

★ ★ ★

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Win two great games from UNIQUE

That's Different

Unique has just released two new games for the Spectrum — Jump and Red Attack. Both cost £5.99 in the shops — or you could win both of them in this week's competition.

And Unique is offering all entrants an additional bonus — the chance to join a Unique fan club free of charge. You'll get information on the latest Unique releases in a monthly bulletin, as well as special reductions on Unique games.

Jump pitches you in a battle with mad apes. You're a cleverly animated character climbing up a sky-scraper. You are being harrassed by the occupants of the building, the apes (what else?) They don't seem to like you; they try to discourage you by emptying plantpots on your head.

Other hazards are blinds closing on your fingers and a character who has an unknown vendetta against you. He spends his time emptying out vile substances on your head. These obstacles impede your progress — your aim is to reach the top.

Clever graphics and smooth scrolling are star features of this game.

Red Attack is for you if you enjoy shooting down aliens. You're faced with 72 different waves of hostile aggressors in this game, one for experienced zappers.

Vary the speed of attacks and define your movement keys, then steer your space craft up from the bottom of the screen facing the onslaught. All your skill and expertise will be brought to bear.

The men behind the scenes at Unique are Farhang Mehr and Les Barton. Farhang is a bachelor of computer science who spent seven years studying his subject at London University.

Les is the artist for Unique: his work has been published in national magazines and newspapers but he finds working on software more rewarding.

Unique plans to release two more games before Christmas. Progress is slow at the moment: Red Attack took eight months to perfect.

All you have to do to enter our Unique competition is spot all the differences in our picture. Post off your coupon and cross your fingers — you could strike lucky!

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 Unique Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Entries close at first post on Friday September 21, 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, Unique, 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.

Unique Competition

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Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Unique Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Closing date: first post, Friday September 21, 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.

Those nasty b

These blackety things aren't from a fairy story — they're radioactive spiders who will ruin your prize blooms unless you stop them.

By Peter Williams

You have green fingers and your passion is working in your garden. You're out there all weather, digging and raking, mowing and hoeing, and that's your idea of a good time.

Your one hatred is spiders, and just as you're preparing your prize chrysanthemums for the summer flower show, you're infested with not just ordinary common or garden spiders, but radioactive ones.

Don't panic, there's still hope. You can fight them off by shooting them. It may seem a drastic measure, but you're obsessed with your patch of garden, and you'll stop at nothing.

If you fail to hit the mark, and five land, then the game is over, as are your hopes for the flower show. If you hit five spiders, then you move up one level, where things get tougher.

Full instructions are given in the game. Whatever else you do, you must avoid touching a sticky spider's web — or you'll die.

Hints on conversion

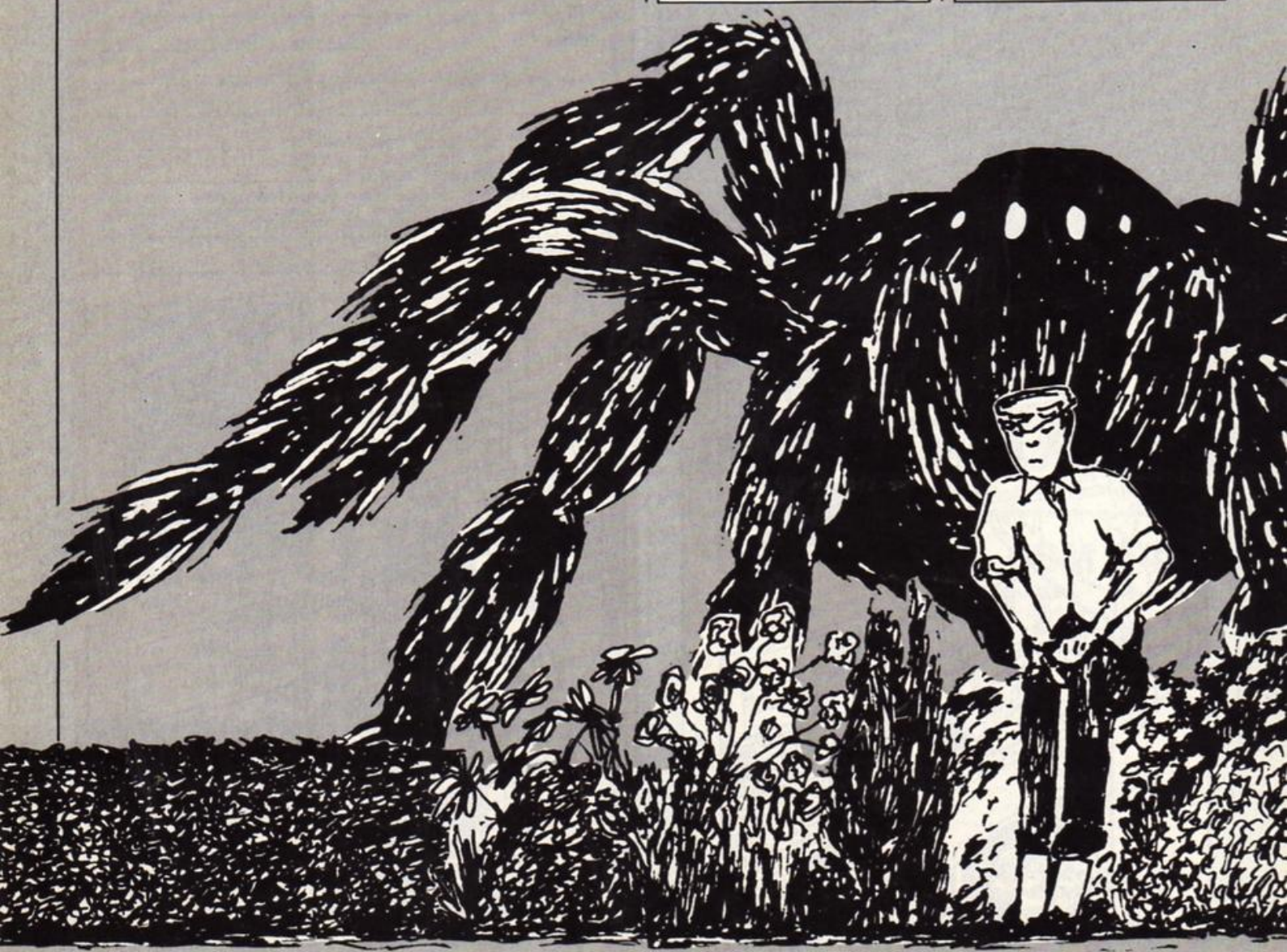
This game should run on any Atari. Because of the machine code, it's not transportable. However, the following information may be useful for anyone with sprite graphics.

POKE 704 with colour of player
POKE 559,46 gives player a two-line res
POKE 53277,3 enable player missile graphics
POKE 53248 with horizontal position of player
PEEK(53248) to detect player/playing field collision
POKE 53278,0 to clear collisions
PEEK(53252) for missile/playing field collision.

The screen is 20 × 24.

Variables

PMBASE top of memory
F(4) five landing positions of spiders
CH position of character set
XI horizontal position of player
UP vertical position of missile
YI vertical position of man
X horizontal position of spider
Y vertical position of spider
COUNT number of spiders landed
LEV level
LIVE life
HIT number of spiders hit
CHO position of CHSET in ROM



lackety things

How it works

100-170 set up machine code routines
180 DIM variable F, clear it
190 set GRAPHICS mode, change character set pointer to RAM
200 set up screen for player missile graphics, place man
220 draw wall under man's feet
230 set random horizontal position of spider
250-270 check two spiders don't overlap
280 plot spider's fall rate, print on screen
300 decide if spider has landed
310-360 move man with joystick, check for collision with spiders
380-430 wipe out spider after hit, increase score
440-540 missile mover, machine code missile data
550-720 game over routine
730-770 deduct one life, return man to centre
780-810 increase level by one. If level more than or equal to five, give one extra life
820-860 player machine code data
880-930 redefine character set
940-1090 title page
1090-1150 joystick level selector
1160-1250 instructions

• Remember to type in all words in italics in inverse in inverse in Atari programs.

```
99 REM MISSILE MOVER ANALOG #11
100 RESTORE 490:DIM MISMOV$(114):MISL=ADR(MISMOV$):FOR
X=1 TO 114:READ N:MISMOV$(X)=CHR$(N):NEXT X
110 DIM M0$(2):FOR X=1 TO 2:READ N:M0$(X)=CHR$(N):NEXT
X:PMBASE=INT((PEEK(145)+3)/4)*4:POKE 54279,PMBASE
120 PMB=PMBASE*256
130 RESTORE 570:DIM PMMOV$(100),P0$(30):MOVE=ADR(PMMOV$
):FOR X=1 TO 100:READ N:PMMOV$(X)=CHR$(N):NEXT X
140 FOR X=1 TO 8:READ N:P0$(X)=CHR$(N):NEXT X
150 PMBASE=INT((PEEK(145)+3)/4)*4:POKE 54279,PMBASE
160 PMB=PMBASE*256
170 PMD=ADR(P0$):POKE 704,10
180 DIM F(4):FOR I=0 TO 4:F(I)=0:NEXT I:GOSUB 870:LIV=3
190 GRAPHICS 17:POKE 756,CH/256:X1=125:UP=92:Y1=88
200 POKE 559,46:POKE 53277,3:POKE 53248,X1
210 A=USR(MOVE,0,PMB,PMD,X1,Y1,7)
220 FOR I=0 TO 19:POSITION I,20:? #6;"#";:NEXT I
229 REM MAIN LOOP
230 X=INT(RND(0)*19):POKE 53278,0:Y=1:IF COUNT=5 THEN G
OTO 550
240 IF COUNT=0 THEN 270
250 FOR I=0 TO COUNT-1:IF F(I)=X THEN POP :GOTO 230
260 NEXT I
270 IF X>6 AND X<11 THEN 230
280 Y=Y+LEV:POSITION X,Y:? #6;"*":POSITION X,Y-1:? #6;"
$":SOUND 1,0,0,0
290 REM
300 IF Y>=19 THEN COUNT=COUNT+1:F(COUNT-1)=X:GOTO 230
310 IF STRIG(0)=0 THEN GOSUB 440
320 S=STICK(0)
330 IF S=11 THEN X1=X1-2:SOUND 0,10,0,10:SOUND 0,0,0,0:
IF X1<40 THEN X1=220
340 IF S=7 THEN X1=X1+2:SOUND 0,10,0,10:SOUND 0,0,0,0:I
F X1>220 THEN X1=40
350 POSITION 0,21:? #6;"LIVES=";LIV;"  TOP=";TOP:POSITI
ON 0,23:? #6;"level=";LEV*10;"  score=";SCORE
360 POKE 53248,X1:IF PEEK(53252)<>0 THEN 730
370 GOTO 280
379 REM SPIDER HIT
380 POKE 53278,0:SCORE=SCORE+20-INT(Y):POKE 53252,0:UP=
88
390 SOUND 0,0,4,15
400 FOR I=Y TO 1 STEP -LEV:POSITION X,Y:? #6;" ":POSITI
ON X,Y-1:? #6;" ":Y=Y-1
410 SOUND 0,0,0,0:IF Y<1 THEN Y=1
420 NEXT I:Y=1:HIT=HIT+1:IF HIT=5 THEN GOSUB 780:GOTO 1
90
430 GOTO 230
439 REM MISSILE FIRED
440 SOUND 0,5,0,15
450 UP=UP-2:IF UP<=0 THEN UP=88:RETURN
460 A=USR(MISL,0,PMB,ADR(M0$),X1+6,UP,2)
470 IF PEEK(53248)<>0 THEN POP :GOTO 380
480 SOUND 0,0,0,0:GOTO 450
490 DATA 216,104,104,104,133,213,104,133,206,104,24,105
,128,133,205,165,206,105,1,133,206,104,133,204,104
500 DATA 133,203,104,104,133,208,104,104,133,209,104,10
4,24,101,209,133,207,160,0,162,0,134,212,169,252
510 DATA 166,213,240,7,10,10,9,3,202,208,249,166,212,49
,205,145,205,196,209,144,30,196,207,176,26
520 DATA 132,212,138,168,177,203,164,213,240,5,10,10,13
6,208,251,164,212,17,205,145,205,232,169,0,240
530 DATA 0,200,192,128,208,196,166,213,165,208,157,4,20
8,96
540 DATA 1,1
549 REM GAME OVER
550 GRAPHICS 17:POKE 756,CH/256:POKE 559,46:POKE 53277,
3:POKE 77,0:FOR I=0 TO 4:F(I)=0:NEXT I
560 FOR I=0 TO 19:POSITION I,20:? #6;"#";:NEXT I
570 POSITION 0,21:? #6;"LIVES=";LIV;"  TOP=";TOP:POSITI
ON 0,23:? #6;"level=";LEV*10;"  score=";SCORE
580 FOR Y=1 TO 10
590 POSITION 2,Y:? #6;"Y":POSITION 2,Y-1:? #6;"$":SOUND
 0,Y*10,0,15:NEXT Y:SOUND 0,0,0,0:FOR Y=1 TO 10
600 POSITION 4,Y:? #6;"o":POSITION 4,Y-1:? #6;"$":SOUND
 1,Y*10,0,15:NEXT Y:SOUND 1,0,0,0:FOR Y=1 TO 10
610 POSITION 6,Y:? #6;"U":POSITION 6,Y-1:? #6;"$":SOUND
 2,Y*10,0,15:NEXT Y:SOUND 2,0,0,0
620 FOR Y=1 TO 10:POSITION 8,Y:? #6;"-":POSITION 8,Y-1:
? #6;"$":SOUND 3,Y*10,0,15:NEXT Y:SOUND 3,0,0,0
630 FOR Y=1 TO 10:POSITION 10,Y:? #6;"1":POSITION 10,Y-
1:? #6;"$":SOUND 3,Y*10,0,15:NEXT Y:SOUND 3,0,0,0
640 FOR Y=1 TO 10
650 POSITION 12,Y:? #6;"O":POSITION 12,Y-1:? #6;"$":SOU
```

```
ND 1,Y*20,0,15:NEXT Y:SOUND 1,0,0,0:FOR Y=1 TO 10
660 POSITION 14,Y:? #6;"s":POSITION 14,Y-1:? #6;"$":SOU
ND 2,Y*20,0,10:NEXT Y:SOUND 2,0,0,0
670 FOR Y=1 TO 10
680 POSITION 16,Y:? #6;"E":POSITION 16,Y-1:? #6;"$":SOU
ND 2,Y*20,0,10:NEXT Y:SOUND 2,0,0,0
690 POSITION 0,15:? #6;"PUSH stick TO PLAY"
700 IF SCORE>TOP THEN TOP=SCORE
710 IF STICK(0)=15 THEN 710
720 HIT=0:LIV=3:SCORE=0:COUNT=0:POKE 559,0:POKE 53277,0
:GOSUB 1100:GOTO 190
729 REM MAN HIT
730 SOUND 0,255,0,10:X1=125:POKE 53248,X1:FOR I=1 TO 20
:POKE 53278,0:POKE 704,I*10:NEXT I:SOUND 0,0,0,0
740 LIV=LIV-1:POKE 704,10
750 IF LIV<1 THEN LIV=0:GOTO 550
760 IF Y>=19 THEN 230
770 GOTO 280
779 REM NEW LEVEL
780 POKE 559,0:LEV=LEV+0.1:HIT=0:COUNT=0:FOR I=0 TO 4:F
(I)=X:NEXT I:SOUND 0,200,10,15
790 FOR W=1 TO 50:NEXT W:SOUND 0,150,10,15:FOR W=1 TO 5
0:NEXT W:SOUND 0,200,10,15:FOR W=1 TO 50:NEXT W
800 SOUND 0,0,0,0:IF LEV>=0.5 THEN LIV=LIV+1
810 RETURN
819 REM PLAYER M/C ANALOG COMPENDIUM
820 DATA 216,104,104,104,133,213,104,24,105,2,133,206,1
04,133,205,104,133,204,104,133,203,104,104,133,208
830 DATA 104,104,133,209,104,104,24,101,209,133,207,166
,213,240,16,165,205,24,105,128,133,205,165,206,105
840 DATA 0,133,206,202,208,240,160,0,162,0,196,209,144,
19,196,207,176,15,132,212,138,168,177,203,164
850 DATA 212,145,205,232,169,0,240,4,169,0,145,205,200,
192,128,208,224,166,213,165,208,157,0,208,96
860 DATA 61,1,25,255,188,36,66,129
869 REM INITIALISE & TITLE PAGE
870 GRAPHICS 17:POKE 712,160
880 CH=(PEEK(106)-8)*256
890 CHO=(PEEK(756)*256)
900 FOR I=0 TO 511:POKE CH+I,PEEK(CHO+I):NEXT I
910 FOR I=0 TO 7:POKE CH+(ASC("$")-32)*8+I,16:NEXT I
920 POKE CH+(ASC("#")-32)*8,255
930 POKE CH+(ASC("#")-32)*8+7,255:POKE 756,CH/256
940 FOR Y=1 TO 10
950 POSITION 2,Y:? #6;"S":POSITION 2,Y-1:? #6;"$":SOUND
 0,Y*10,0,15:NEXT Y:SOUND 0,0,0,0:FOR Y=1 TO 10
960 POSITION 4,Y:? #6;"P":POSITION 4,Y-1:? #6;"$":SOUND
 1,Y*10,0,15:NEXT Y:FOR Y=1 TO 10
970 POSITION 6,Y:? #6;"i":POSITION 6,Y-1:? #6;"$":SOUND
 2,Y*10,0,15:NEXT Y:SOUND 2,0,0,0
980 FOR Y=1 TO 10:POSITION 8,Y:? #6;"d":POSITION 8,Y-1:
? #6;"$":SOUND 3,Y*10,0,15:NEXT Y:SOUND 3,0,0,0
990 FOR Y=1 TO 10:POSITION 10,Y:? #6;"E":POSITION 10,Y-
1:? #6;"$":SOUND 0,Y*20,0,10:NEXT Y:SOUND 0,0,0,0
1000 FOR Y=1 TO 10
1010 POSITION 12,Y:? #6;"R":POSITION 12,Y-1:? #6;"$":SO
UND 1,Y*20,0,15:NEXT Y:SOUND 1,0,0,0:FOR Y=1 TO 10
1020 POSITION 14,Y:? #6;"s":POSITION 14,Y-1:? #6;"$":SO
UND 2,Y*20,0,10:NEXT Y:SOUND 2,0,0,0
1030 POSITION 0,14:? #6;"press START to play ":POKE 532
79,0
1040 FOR W=1 TO 100:NEXT W
1050 POSITION 0,14:? #6;"hit SELECT for rules":POKE 532
79,8
1060 FOR W=1 TO 100:NEXT W:SOUND 0,0,0,0
1070 IF PEEK(53279)=6 THEN 1100
1080 IF PEEK(53279)=5 THEN GOSUB 1160:GOTO 1100
1090 GOTO 1030
1099 REM LEVEL SELECTOR
1100 GRAPHICS 1:POKE 710,0:POSITION 2,3:? #6;"use stick
  to":POSITION 2,5:? #6;"pick level"
1110 POSITION 2,7:? #6;"press trigger":POSITION 2,9:? #
6;" when ready":LEV=1
1120 S=STICK(0):IF S=11 THEN LEV=LEV-1:IF LEV<1 THEN LE
V=9
1130 IF S=7 THEN LEV=LEV+1:IF LEV>9 THEN LEV=1
1140 POSITION 8,12:? #6;"[";LEV;"]":IF STRIG(0)=1 THEN
FOR W=1 TO 50:NEXT W:GOTO 1120
1150 LEV=LEV/10:RETURN
1160 GRAPHICS 0:POKE 710,0:POKE 82,0:POKE 752,1:? ,"INS
TRUCTIONS"
1170 ? "You are a fanatical gardener preparing":? "for
THE flower show, and must keep the ";
1180 ? " giant radioactive spiders from damaging  your
prize blooms.":? :? "To do this plug a joystick into th
e ";
1190 ? "left port, move left or right along ";:? "the
   garden wall and shoot them. ":? :? "If five land ";
1200 ? "or you run out of lives    then the game is ove
r.":? :? "Hit five spiders and you move up one    level
. ";
1210 ? "From level five you get one free life for every
 new level.":?
1220 ? "There are nine levels: 1=easy 9=help!   By the
way if you touch a web it's fatal."
1230 ? ,"GOOD LUCK!!!":? :? ,"PRESS START TO PLAY"
1240 IF PEEK(53279)<>6 THEN 1240
1250 RETURN
```


Cooking computers?

Since the ground is raked after each equestrian event, a wired finish system could not be used by the IBM PCjr.) has been developed to alleviate the problem.

Now that's what I call going for the gold.

Every once in a while I mention mail order houses which appear to offer good value for money and have a decent reputation. I thought I'd tell you about another good mail order house. CALSOFT is located at 346 N. Kaman Rd #/ 103, Agoura CA 91301 (818) 991-9641. This firm handles personal, educational, business and entertainment software for CP/M machines, Atari, Apple, IBM PC and PC jr., and of course the CBM 64. We just received its Spring/Summer 1984 catalogue, and it looks nice. Most of the popular programs are all available with 25 to 33 per cent off. Additionally, the firm also sells a selected line of books and accessories, all at a significant discount from the suggested list price. Write or call them for a free catalogue. But don't tell 'em that Bud sent you — they won't have a clue!

★ ★ ★ ★

I suppose you might have heard that Timex ceased being Sinclair's US distributor a while back, and that Uncle Clive is having troubles finding a suitable/willing replacement. I just read an interesting rumour about one possibility and thought I would pass it along. Originally printed in the March issue of the Boston Computer Society's Sinclair-Timex Users' Group newsletter, it suggested that Sinclair Research was about to sign a US distribution agreement with the Betty Crocker Company (a very well known and popular maker of cake and cookie mixes). The newsletter attributes the statement to an unnamed Sinclair official, who was supposed to have indicated that this will "pave the way for the QL to be sold in thousands of grocery stores and supermarkets around the country." When asked to clarify the rumour, an official spokesperson for Sinclair said: "We assume that this was written in jest. We've been the butt of many jokes, but this one takes the cake." Oh well.

★ ★ ★ ★

From Fastware Inc. comes Thor, a computer-assisted thought organiser. Whether you want to organise a dinner party, a seminar, a legal brief, a budget, a sales territory, a production list or a shopping list, this program can help. Contact the firm at 200 Freeway Drive East, East Orange, New Jersey 07018. (201) 676-7963.

★ ★ ★ ★

A new publication designed with the young Apple computer user in mind has just published its first issue. Called The Apple's Apprentice, the issue is filled with comics, games, news, reviews, editorials, and so forth all of which has been designed to keep kids interested and involved. Kids are being editorially encouraged to write to the magazine and share their ideas, efforts, and needs, as well as to contribute articles, programs, and games which they have written. The first issue featured, among other things, articles on the computer that was used to create the special effects used in movies such as Star Wars, Star Trek, and Caddyshack. A subscription in the U.S. costs $24 annually. Contact Emerald City Publishing Inc., P.O. Box 582-AA, Santee, California 92071 for more details.

That's it for this week.

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CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

1	Full Throttle	Micromega	Spectrum (-)
2	Sabre Wulf	Ultimate	Spectrum (2)
3	Beach Head	US Gold	CBM 64 (8)
4	Monty Mole	Gremlin	Spectrum (-)
5	Giants Revenge	Thor	Spectrum (-)
6	Rapscallion	Bug Byte	Spectrum (-)
7	Potty Pigeon	Gremlin	CBM 64 (-)
8	Jet Set Willy	S. Projects	Spectrum (9)
9	Kosmic Kanga	Micromania	Spectrum (-)
10	Tornado Low Level	Vortex	Spectrum (-)

NON-ARCADE

1	Decathlon	Activision	CBM 64 (-)
2	Matchpoint	Sinclair	Spectrum (-)
3	Daley Thompsons Decathlon	Ocean	CBM 64 (-)
4	Lords of Midnight	Beyond	Spectrum (8)
5	Mugsy	Melbourne Hse	Spectrum (2)
6	Valhalla	Legend	CBM 64 (1)
7	Pitfall	Activision	CBM 64 (-)
8	Savage Pond	Starcade	BBC (-)
9	Fall of Rome	Argus	CBM 64 (6)
10	Star Trader	Bug Byte	Spectrum (-)

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

SPECTRUM

1	Full Throttle	Micromega (5)
2	Jet Set Willy	Software Projects (1)
3	Jack and the Beanstalk	Thor (2)
4	Tornado Low Level	Vortex (3)
5	Blue Thunder	Foundry Systems (6)
6	Match Point	Psion (10)
7	Chequered Flag	Psion (9)
8	3D Tank Duel	Realtime (-)
9	Lords of Midnight	Beyond (7)
10	Psytron	Beyond (-)

COMMODORE 64

1	Space Walk	Mastertronic (2)
2	Scramble	Interceptor (-)
3	BMX Racers	Mastertronic (1)
4	Manic Miner	Software Projects (5)
5	Duck Sheet	Mastertronic (-)
6	Sub Hunt	Mastertronic (-)
7	Hareraiser Prelude	Haresoft (-)
8	Flight Path 737	Anirog (10)
9	Chinese Juggler	Ocean (-)
10	Purple Turtles	Quicksilva (-)

DRAGON 32

1	Pedro	Imagine (1)
2	Chuckie Egg	A & F (-)
3	Cuthbert in the Jungle	Microdeal (10)
4	Ring of Darkness	Wintersoft (9)
5	Hungry Horace	Melbourne Hse (3)
6	Dragonfly 2	Hewson (-)
7	Hunchback	Ocean (2)
=	Dragon Chess	Oasis Software (-)
9	Space Shuttle Simulator	Microdeal (-)
10	Chocolate Factory	Minits (-)

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

VIC-20

1	Flight 015	Craig Communications (-)
2	Sub Hunt	Mastertronic (2)
3	Snooker	Visions (-)
4	Golf	Audiogenic (-)
5	Bewitched	Beau Jolly (-)
6	Andes Attack	Llamasoft (-)
7	Undermine	Mastertronic (4)
8	Phantom Attack	Mastertronic (3)
9	Crazy Kong	Interceptor (-)
10	Vegas Jackpot	Mastertronic (5)

BBC

1	Aviator	Acornsoft (-)
2	JCB Digger	Acornsoft (-)
3	Hobbit	Melbourne Hse (2)
4	747 Simulator	Doctorsoft (4)
5	Bandits at 3 O'Clock	Micropower (-)
6	Chess	Micropower (-)
7	Missile Control	Gemini (10)
8	Hunchback	Superior (-)
9	Twin Kingdom Valley	Bug Byte (8)
10	Snooker	Acornsoft (7)

ZX81

1	Krazy Kong	PSS (-)
2	Planet Raider	Novus (2)
3	Alien Rain	CRL (4)
4	Krypton Ordeal	Novus (1)
5	Walk the Plank	Novus (3)
6	Black Crystal	PSS (6)
=	Flight Simulation	Sinclair (7)
8	Asteroids	Quicksilva (10)
9	Space Raiders	Sinclair (-)
10	Football Manager	Addictive Games (4)

A NEW DIMENSION IN FAMILY ENTERTAINMENT

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April 14th 1912. On her maiden voyage the Titanic hit an iceberg and sank taking with her a vast fortune in gold.

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Tel (0452) 502819

Poolster 16K ZX81 £13

Naigram, Soho Synth Hse, 18A Soho Sq, London W1V 5FB

This is a pools forecast program relying on "an affinity between numbers" to predict score draw results and not upon "team form" fed in by user each week (a saving of at least 1½ hours). A databank of scoredraw results from the league seasons from 1976/77 to early 1983/84 is incorporated into the program, which aims at producing the 18 most likely score draw numbers based on your selection of options of choice of favourite numbers.

The first screen asks for surname — failure to enter this means the program will not run. It has been error-trapped with 'break' disabled and hard copies can be obtained.

A menu offers priority table, auto, random, special, banker (own number), random, special, other and none. Having selected how the priority table is to be created you press 'F' or 'S' for processing. Your numbers are compared with the databank and in 'S' mode the program displays each of 18 scoredraw numbers generated, while 'F' displays them at the end of processing.

Naigram would enjoy 10% of any pools winnings and offers winners next two updates free of charge.

At]13 I think I'll stick to using a pin. **T.W.**

instructions	85%
playability	80%
graphics	N/A
value for money	40%

★ ★

Supercode II 48K Spectrum £9.95

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

A couple of months ago, I reviewed Supercode and noted that it didn't seem to be Microdrive-compatible. Here's son of Supercode with 20 extra routines and a "save to Microdrive option" at the same price. Well done CP, you really moved quickly!

In addition to the old, thick manual, you get another one which documents the new routines and the transfer to Microdrive, though you can still use them from tape. All the old favourites are here — a million ways of scrolling characters, screens, colours, a multiplicity of zaps and kapows, and a positive plethora of toolkit routines like renumber etc. Added to that are the program protection tricks. And they're all in machine code.

Frankly, that alone would be good value, but CP has added Microdrive related routines, together with even more screen swap/modifying and toolkit routines. To make a customised kit you simply select and string together the bits you want. All this is aided by a linking BASIC program which demonstrates the features, provides you with gen, then auto-saves the routines for you. These are truly professional effects on tap at a modest cost. Highly recommended. **D.M.**

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

★ ★ ★ ★ ★

Maths, music, money or pool?

Your micro can be used for many functions — to write music, learn maths, manage your finances or play pool. Which do you choose?

Money Manager 48K Spectrum £6.95

Creative Sparks, Thompson Hse, 296 Farnborough Rd, Farnborough, Hants GU14 7NU

This program, designed for those who hate to write down budgets and add up the horrid results, would delight Mr Macawber — it deals in round £s only. State the month you want to start the year from, input expense and income headings and enter your budget for each month under each heading. Then, every month, enter the real figures and compare real with estimate.

You input the headings, you can alter, delete or add to them at will and need never re-enter them. Budget figures can, if identical, be automatically inserted for the year. They are not replaced with actuals, so cocmparisons remain meaningful. And you can view monthly or yearly totals of any heading, income, expenditure or cash flow as a normal, percentage, or barchart comparison. There is even an interest calculation facility, including overdraft or earned interest automatically.

Occasionally reaction is slow and the manual, although easy to understand, strains the eyes with its small print, overprinted on a repetitive title background. But an extremely flexible, well-designed and user-friendly package. **D.C.**

instructions	60%
ease of use	90%
display	95%
value for money	90%

★ ★ ★ ★ ★

Spectune 48K Spectrum £9.95

XORsoft, Unit 7, Newington St, Hawthorne Ave, Hull HU3 5ND

'John Peel' announces 'Spectune' loaded and offers the demo of this all machine code musical program. Screen bottom has Spectrum keyboard, showing the redefined musical attributes, while screen top has musical stave with notes moving from right to left — causing corresponding key to glow red.

Loading main program follows — which, when done, gives access to clear and full instructions on how to use this ambitious program (which can be repeated by keying 'I'). Simple musical tuition is available, using the keyboard and stage to explain scales, note and time values, time signatures, sharps, flats and key signatures.

Menu offers: choice of crochet length, edit or write, learning mode, play a tune, recall a tune, tuning mode and save, load and print. The imposing learning mode has two levels, one where random notes pop up on the stave with you having to press the correct key — with three lives — and the other where you choose one of some loaded tunes and the program prints up a note at a time for you to key — with prompts, if needed.

Budding composers can write music, hear it, save it, edit it, alter it, merge two tunes and print hard copy. Try it! **T.W.**

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

★ ★ ★ ★

Maths Utilities Pack 3 (Vols 4 & 5) Spectrum £3.50

Solway, 6 Curzon St, Maryport, Cumbria CA15 6LL

After the loading screen Volume 4's contents offer mean and standard deviation calculations (useful to researchers — but available on so many calculators) and zeroes of functions. The latter calculates the roots of any function defined as 'f(x)=0' using the one point Newton-Raphson iterative method. The function, in terms of x, is entered with the first derivative of the function and a root estimate and the program will then find the nearest root to that estimate.

Linear regression and numerical integration (also in Pack 2) are included in Volume 5. The former utilises the curve of y=m times x+b, where m= slope and b=xy intercept. Number of pairs of data points, whether to weight y terms, first x, first y, second x and second y are entered before the results as m, b, sigma m, sigma b and a correlation appear. Entering the integrand, number of sub-intervals, lower and upper limits of integration in Numberical Integration causes "thinking" to appear on screen, followed by the solution.

If error reports appear, entering RUN 5 will return you to the Contents, as will pressing 'r' whenever a green 'r' appears screen top right.

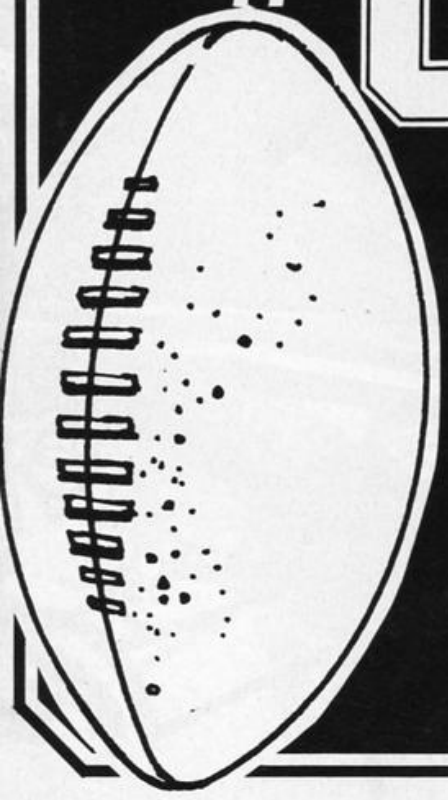
Possibly only for serious mathematics students. **T.W.**

instructions	70%
ease of use	65%
display	40%
value for money	45%

★ ★ ★

IT'S IN THE AIR

WILL YOU CATCH IT!



Argus Press
Software Group

Steer rou
bends, he
commodo
beep

nd aring your re

Here are two completely different programs for your Commodore. Drive along a windy road, avoiding hazards, or type and bleep

Car Dodge by Terence Hudson

This game is based on the simple idea of a car travelling along a road. However there are a few added extras.

The road is made up of normal keyboard graphics which can be changed. If you can't manage to get far, you can change the shape of the road by altering the lines from 2000 onwards.

A tune plays continually; the routine for the music was taken from an earlier issue of HCW. You can change the music by altering the DATA in lines 910 to 940.

Car Dodge
How it works

10 variables
50-65 read data
100-300 music set up
500-840 machine code
910-940 music data
1000-1010 sprite data
1020-1060 instructions and variables
1100-1200 game loop containing
1160 print background
1170 scroll screen
1190 check for crash
1300-1320 crash routine
1400-1480 finish routine
2000-3000 background strings
N.B. In line 1170 the print statement says:

(HOME) (CRSR DOWN) (CRSR LEFT) (INSERT SPACE)

Key Bleep by Dave Smallwood

Use this program to check whether your typing has registered with the computer. Whenever you press a key, the computer responds with a "bleep".

Once you have set it all up, practise typing and hear the results.

Listing for Car Dodge

```
1 REM**************
2 REM*            *
3 REM* BY T.HUDSON *
4 REM*            *
5 REM**************
10 HI=0:DIMD$(90)
50 FORT=49152TO49184:READA:POKET,A:NEXTT
60 FORT=49232TO49328:READA:POKET,A:NEXTT
65 FORT=828TO898:READA:POKET,A:NEXTT
90 REM
100 REM
120 SID=54272
125 POKESID+2,98
130 POKESID+5,12
140 POKESID+6,15
145 POKESID+24,15
150 REM
160 REM
170 POKE49216,29
200 POKE49218,0
240 POKE49219,33
250 POKE251,59:POKE252,3
280 POKE253,59:POKE254,3
300 REM
500 DATA234,234,234,120,169,80,141,20
520 DATA3,169,192,141,21,3,88,234
540 DATA234,96,120,169,49,141,20,3
560 DATA169,234,141,21,3,88,234,96,234
600 DATA234,234,234,173,66,192,240,4
620 DATA76,49,234,234,206,65,192,208
640 DATA247,234,234,234,173,64,192,141
660 DATA65,192,234,230,251,208,2,230
680 DATA252,234,160,0,177,251,201,255
```

```
700 DATA240,40,234,234,234,234,160,0
720 DATA141,1,212,230,251,208,2,230
740 DATA252,234,177,251,141,0,212,173
760 DATA67,192,72,169,0,141,4,212
780 DATA104,141,4,212,234,234,76,49
800 DATA234,234,234,234,165,253,133,251
820 DATA165,254,133,252,76,100,192,0
840 DATA234
860 REM
900 REM MUSIC
910 DATA21,154,0,0,25,177,0,0,19,63,19,53,0,0,25,177,28,214,32,94,34,75
920 DATA32,94,28,214,0,0,25,177,0,0,45,198,0,0,32,94,0,0,21,154,22,227,0,0
930 DATA25,177,28,214,32,94,28,214,25,177,43,52,0,0,43,52,25,177,28,214
940 DATA0,0,255
1000 POKE53280,1:POKE53281,1
1002 DATA0,0,0,7,255,0,7,255,0,7,255,0,7,255,0,7,255,0,6,3,0,4,1,0,5,253,0
1004 DATA5,253,0,5,253,0,7,255,0,5,253,0,5,253,0,5,253,0,6,3,0,7,255,0,7,255,0
1006 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1008 V=53248:POKEV+21,2:POKEV+40,2:POKE2041,253
1010 FORI=0TO62:READA:POKE253*64+I,A:NEXT
1015 REM[CLR]
1020 PRINT"□*** *** *** **   **  *** **  **** ***"
1021 PRINT"* * * * * * *  * * * * * * *    *"
1022 PRINT"**  * * *** * *  * * * * * * ** ***"
1023 PRINT"* * * * * * * *  * * * * * *  * *"
1024 PRINT"* * *** * * **   **  *** **  **** ***"
1029 REM[CRD][CRL2]
1030 PRINT"■■■MANOVERE YOU CAR ALONG THE ROAD AS"
1031 REM[CRD][CRL2]
1032 PRINT"■■■FAR AS YOU CAN GET."
1033 REM[CRD][CRL2]
1034 PRINT"■■■USE KEYS: C : LEFT   B : RIGHT"
1035 REM[CRD][CRL9]
1036 PRINT"■■■■■■■■■■PRESS A KEY"
1037 GETA$:IFA$=""THEN1037
1040 SC=0:GOSUB2000:X=55:LP=0
1050 SYS49152
1055 POKEV+31,0
1056 REM[CLR]
1060 POKE650,250:PRINT"□":PO=1
1070 FORI=1TO22:PRINT"▒      ▒":NEXT
1100 REM START LOOP
1110 GETA$:IFA$="C"THENX=X-8
1112 IFA$="B"THENX=X+8
1114 POKEV+2,X:POKEV+3,199
1160 PRINT"■■";D$(PO):PO=PO+1:IFPO=90THENPO=1:LP=LP+1
1166 IFLP=4THENSYS49170:GOTO1400
1169 REM[HME][CRD][CRR2]
1170 PRINT"■■■■":POKE218,200:SC=SC+1:PRINT"■SCORE=";SC
1190 IF(PEEK(V+31)AND2)=2THEN1300
1200 GOTO1100
1300 SYS49170:POKE54296,15:POKE54276,129:POKE54272,34:POKE54273,75
1302 FORI=1TO100:POKE53280,2:POKE53280,1:NEXT
1319 REM[CLR]
1320 PRINT"□":GOTO1470
1399 REM[CLR][CRD5][CRL3]
1400 PRINT"□■■■■■■■■■YOU HAVE FINISHED.":POKEV+21,0
1409 REM[CRD][CRR7]
1410 PRINT"■■■■■■■■■WELL DONE!!"
1411 IFSC>HITHENPRINT"■■■■YOU ALSO GOT A NEW HIGH SCORE"
1412 IFSC>HITHENPRINT"■■■■WHAT IS YOUR NAME?":INPUTD$:HI=SC
1413 PRINT"■■■■HIGH SCORE = ";HI
1414 PRINT"■■■■HIGH SCORE BY ";D$
1415 REM[CRD][CRR3]
1420 PRINT"■■■■YOU SCORED "SC" POINTS"
1425 REM[CRD3][CRR3]
1430 PRINT"■■■■■■ANOTHER GO(Y/N)?"
```

```
1440 GETY$:IFY$="Y"THENPOKEV+2,0:POKEV+3,0:PRINT"■■■YES":RESTORE:GOTO50
1450 IFY$="N"THENEND
1460 GOTO1440
1470 POKEV+21,0:PRINT"■■■HARD LUCK,YOU FAILED TO COMPLETE"
1480 PRINT"■■■THE COURSE.BUT....":GOTO1411
1600 FORI=1TO1000:GOTO1410
2000 D$(1)="▒       ▒ └──────┘"
2001 D$(2)="▒       ▒ |      |"
2002 D$(3)="▒       ▒ |      |"
2003 D$(4)="▒       ▒ |      |"
2004 D$(5)="▒       ▒ ┌──┐ ┌──┐"
2005 D$(6)="▒         ▒"
2006 D$(7)="▒          ▒"
2007 D$(8)="▒           ▒"
2008 D$(9)="▒            ▒ 0000000"
2009 D$(10)="▒└──┘         ▒ 0000000"
2010 D$(11)="▒IS |         ▒ 0000000"
2011 D$(12)="▒| U|         ▒ 0000000"
2012 D$(13)="▒IB |         ▒ "
2013 D$(14)="▒┌──┐         ▒ "
2014 D$(15)="▒▒▒▒▒▒▒       ▒"
2015 D$(16)="      ▒       ▒"
2017 D$(17)="      ▒        ▒"
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2020 D$(20)="         ▒       ▒"
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2022 D$(22)="└──────┘▒       ▒"
2023 D$(23)="|      |▒       ▒"
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2027 D$(27)="|      |    ▒       ▒"
2028 D$(28)="┌──────┐    ▒       ▒"
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2031 D$(31)="            ▒       ▒"
2032 D$(32)="             ▒       ▒"
2033 D$(33)="  └──────┘      ▒       ▒"
2034 D$(34)="  |CBM 64=|      ▒       ▒"
2035 D$(35)="  ┌──────┐       ▒       ▒"
2036 D$(36)="                 ▒       ▒"
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2040 D$(40)="  ×  ●    ●    ×  ▒       ▒"
2041 D$(41)="  × ●      ●   ×  ▒       ▒"
2042 D$(42)="  ×  ●    ●    ×  ▒       ▒"
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2057 D$(57)="                     ▒       ▒"
2058 D$(58)="                    ▒       ▒"
2059 D$(59)="                    ▒       ▒"
2060 D$(60)="                   ▒       ▒"
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2061 D$(61)="   ▒            ▒"
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2066 D$(66)="▒▒▒▒   ▒▒O▒     ▒"
2067 D$(67)="▒▒▒▒▒  ▒▒●▒     ▒"
2068 D$(68)="▒▒▒▒▒▒ ▒▒O▒     ▒"
2069 D$(69)="▒▒▒▒▒▒ ▒▒O▒     ▒"
2070 D$(70)="▒▒▒▒▒▒ ▒▒O▒     ▒"
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2072 D$(72)="▒▒▒▒▒▒ ▒▒O▒     ▒"
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2078 D$(78)="▒▒▒▒▒▒ ▒▒O▒     ▒"
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2080 D$(80)="▒▒▒▒▒  ▒▒▒▒▒▒▒▒▒▒▒▒▒"
2081 D$(81)="▒▒▒▒▒  ▒+++++++▒▒▒▒▒▒▒▒"
2082 D$(82)="▒▒▒▒▒ ▒▒+++++Y+++++▒▒"
2083 D$(83)="▒▒▒▒▒ ▒▒+++++++++++▒▒"
2084 D$(84)="▒▒▒▒  ▒▒+++++++++++←"
2085 D$(85)="▒▒▒▒  ▒▒++++++!++++▒▒"
2086 D$(86)="▒▒▒▒  ▒▒++++++++++●●▒"
2087 D$(87)="▒▒▒▒ ▒▒▒+++++++++++▒"
2088 D$(88)="▒▒▒▒ ▒▒▒+●●●●●●●+++▒"
2089 D$(89)="▒▒▒   ▒▒+++++++++++▒"
2090 D$(90)="▒▒▒    ▒▒▒▒▒▒▒▒▒↑▒▒▒▒▒"
3000 RETURN
```

Listing for Key Bleep

```
1 POKE53280,14:POKE53281,3:PRINT"■"
2 PRINT"■■■■KEY BLEEP FOR THE 64 BY D SMALLWOOD"
5 PRINT"■■■■■■■■■MACHINE CODE IS NOW LOADING."
400 D=0:T=0
410 READA
420 IFA=-1THEN455
425 POKE49152+D,A
430 D=D+1:T=T+A
440 GOTO410
455 IFD<>100THEN500
460 IFT<>12935THEN510
470 PRINT"■■■■■■■■■  O.K....CODE IS LOADED.      "
475 PRINT"■■■'SYS49152' TO SWITCH ON"
480 PRINT"■■■'SYS49167' TO SWITCH OFF"
485 PRINT"■■■■POKE49209,(0-255) --- FOR FREQ."
486 PRINT"■■POKE49219,W --- FOR WAVEFORM"
490 END
500 PRINT"■■■■DATA QUANTITY ERROR"
505 PRINT"■■CHECK NO. OF NUMBERS & RE-RUN":END
510 PRINT"■■■■DATA VALUE ERROR"
515 PRINT"■■CHECK VALUE OF NUMBERS & RE-RUN":END
600 DATA120,169,29,141,20,3,169,192,141,21,3,88,234,234,96,120,169,49
610 DATA141,20,3,169,234,141,21,3,88,234,96
615 DATA169,64,197,197,208,6,76,49,234
620 DATA234,234,234,169,15,141,24,212,169,100,141,6,212,169,9,141,5,212
625 DATA169,20,141,1,212,169,52,141,0,212,169,17,141,4,212,32, 85,192
630 DATA169,0,141,4,212,141,6,212,76
635 DATA49,234,169,100,133,251,133,252,198,252,208,252,198,251,208,246,96,-1
```

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Space and spelling for enthusiasts

From captain's log to double letter scores — a varied range of software reviews for you

Alpha T'Omega TI-99/4A £6

Stainless, 10 Alstone Rd, Stockport, Cheshire

This is a computer version of Scrabble, but is for two players only.

The screen has the board layout in the top left with all the usual features of squares to double or triple word and letter scores. To the right of this is a table of letters showing their values and the number available in play.

The game starts with players being dealt seven letters to make words in crossword fashion to gain the most points. By positioning the cursor the words are entered on the board. The computer will verify that all the letters used are legal, then ask if the player's opponent wishes to make a challenge. Naturally, the dictionary must be used here.

Although the program runs perfectly adequately, I'm afraid I wouldn't buy it. If you want to play Scrabble then you might as well get the original board game. Let's face it, you can take it anywhere easily, suffer less eye strain playing, and up to four people can compete. They won't have the chance to see your letters either, unless you really want them to. Needs Extended BASIC. **J.W.**

instructions	90%
playability	50%
graphics	N/A
value for money	65%

★ ★ ★

Dungeon Gold TI-99/4A £6

Stainless, 10 Alstone Road, Stockport, Cheshire

This is the sort of game for which I have little patience and soon become bored playing.

You have a 10 x 10 maze to explore with the purpose of discovering gold to buy spells and potions. As each room is entered you are shown the walls and exit points. Basic graphics, but saves time waiting for anything more elaborate.

Below this a clue is given as to how many rooms away the gold is. Then comes your current status recorded as hit points and experience points. Monsters lurk in the maze and, unless combatted by sword or spell, will attack and bring the game to a close. If you survive, however, your hit points will increase so the healing powers of potions really are necessary. Once gold has been obtained experience points are awarded, but the higher these become the faster the monsters attack.

Once the game has ended you are given your final status. If you've excelled this is "god". A low score means you will be addressed as "scum". Very amusing for the programmmer I'm sure, but not what I would call the best possible taste. **J.W.**

instructions	70%
playability	50%
graphics	25%
value for money	60%

★ ★ ★

Planetfall 48K Spectrum £6.99

Argus Press Software, No. 1 Golden Square, London W1R 3AB

A futuristic strategy game involving a vast merchant star-fleet, the object being to have the greatest total assets at the end.

There are 11 well-organised screens. The first offers loading old game or new game options — the latter requires entering of numbers of players, ships and planets, setting a limit to game length and setting sound on/off.

Then a galactic map shows positions of up to 15 star systems relative to Sol.

Next screen lists commodity prices and travel time display, with your current cargo status, followed by Travel Printout — overall schedules for all players' ships. Then there's a complex Trading Display handling the buying and selling of commodities.

Screen top shows real elapsed time, the gametime, Captain's name, Ship's name and star system.

Screen right is ship's log, cargo print-out, onboard cash, bank balance and whether selling or buying is happening.

On screen left, messages appear as dealers bid for your cargo and you bid for their merchandise.

Other screens are Bank Display, Options Display, Bank Statement, New Star-System, ETA and Urgent Message — such as late planetfall or planetary inflation.

A fascinating, enjoyable game that should be in every games-person's library. **T.W.**

instructions	90%
playability	90%
graphics	85%
value for money	95%

★ ★ ★ ★ ★

Bombshells 48K Spectrum £2.95

I.C., 4 Trentbrooke Avenue, Hartlepool, Cleveland TS25 5JW

Has 1982 returned? I ask because this program is just like the ones that first appeared with the early Spectrums.

The use of sound far exceeds the quality of the graphics and colour in this poor example of 'mined out'.

A poor loading screen leads to the simple introductory screen accompanied by a simple tune and an offer of instructions. These contain spelling mistakes, are badly laid out and use basic Sinclair capitals.

We are then offered a demonstration, return to Instructions, the opportunity to redefine the keys, or the chance to select levels 1 to 5.

The game starts with an outlined field, a small key and many (unseen) mines, with you appearing as a sort of octopus. You must collect the key and leave the field by the exit at screen top, avoiding mines as you do so.

It's against the clock and you are told how many mines are near. I made it to field two — even more mines — but the time involved in restarting put me off. There's a 'Hall of Fame' — but I didn't make it that far.

Perhaps for £2.95 it's good value as it has some nice features. **T.W.**

instructions	60%
playability	65%
graphics	40%
value for money	45%

★ ★

Turbo Extended BASIC Commodore 64 £14.95

Aztec, 18 Gregory Springs La, Mirfield, W Yorks WF14 8LE

Extensions to CBM 64 BASIC are now fairly common but, up to now, rather costly. The appalling Simon's BASIC and the slightly better BC BASIC are good examples. It was therefore with delight that I examined this package. The result confirmed the well-known adage "you get what you pay for". This package seems good value but has silly omissions.

As with its predecessors this package adds commands for the easy use of sound and graphics and gives other commands.

The graphics routines are quite standard apart from an unbelievably slow circle command. All commands apply only to hi-res mode. What happened to multi-colour mode? The sound commands work well enough but the handbook didn't give any hints on how to use them.

Other amazing omissions included: Renumber didn't deal with GOTOs or GOSUBs; I found a DOKE but no DEEK; a FILL command is included which had no real obvious use (nothing worthwhile anyway), the point test used a RAM location rather than return a Boolean result.

The package has a small instruction booklet which described all the commands but didn't instruct.

In all, this package offers a cheap alternative and is better than nothing. **A.W.**

instructions	60%
ease of use	75%
graphics	N/A
value for money	60%

★ ★ ★

COMING SOON!!

Argus Press
Software Group

ANIROG

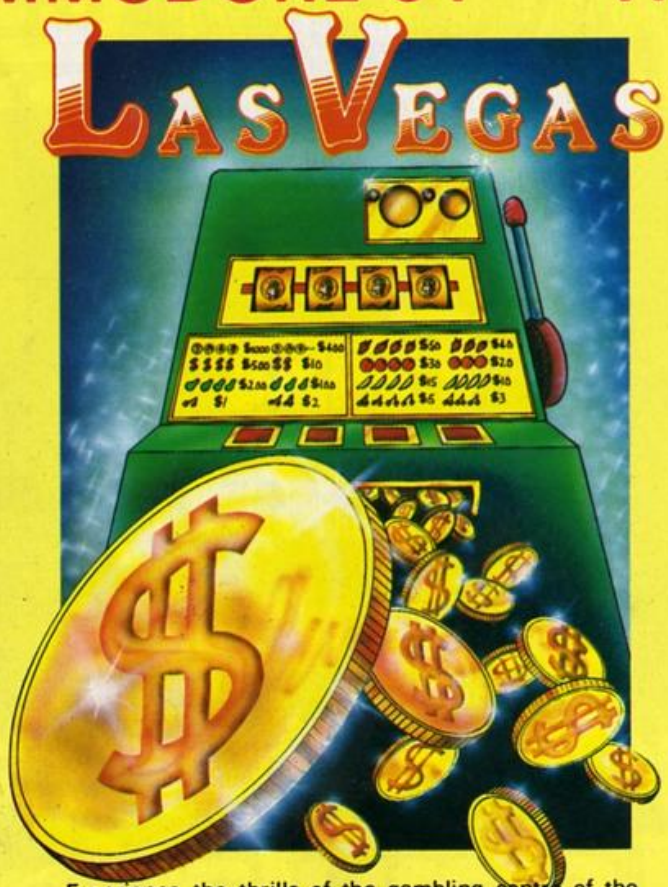
AT LAST 1 TAPE 2 MACHINES

COMMODORE 64 VIC 20

MINIPEDES

It is the height of summer and the garden is buzzing with bees and bugs. Minipede, a mutant mushroom monster advances relentlessly towards you, devouring everything in its path. 15 screens of fast and furious action make Minipedes a real challenge to the arcade enthusiasts.

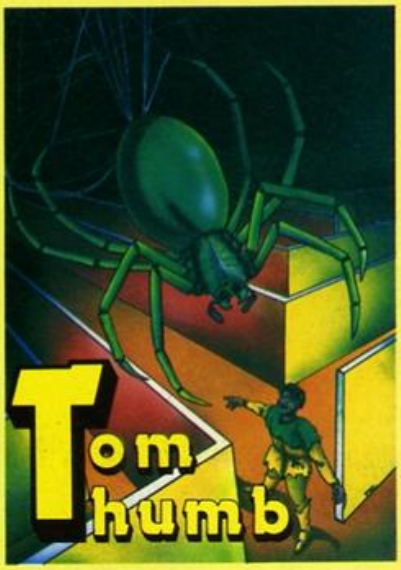
Commodore 64 - VIC 20 16K
J.S. or K.B. £5.95



Experience the thrills of the gambling centre of the world from the comfort of your own armchair. Both versions include features such as spinning reels, hold, number-feature nudges, gamble/collect, spin score and hi-score. The Commodore 64 version has additional features, nudge, reward lucky 3, step-a-win and hi-score tables.

As with any arcade machine the odds are stacked against you!

Commodore 64 - VIC 20 16K K.B. £5.95

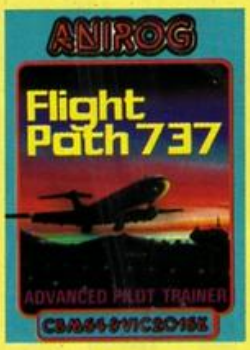


TOM THUMB

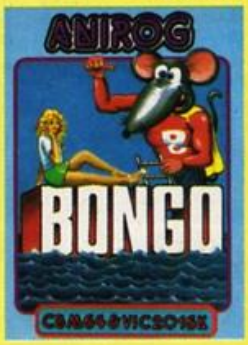
Tom is trapped in a scrolling maze populated by loathsome creatures, guardians of the lost treasures of the Magezam. Six separate screens, five levels of difficulty and four player option provide an exciting challenge for the whole family. Another stunner from the author of **BONGO!**

(1 to 4 players)

Commodore 64 - VIC 20 16K
J.S. £5.95



J.S. AND KEYBOARD £7.95



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COMMODORE 64 VIC 20

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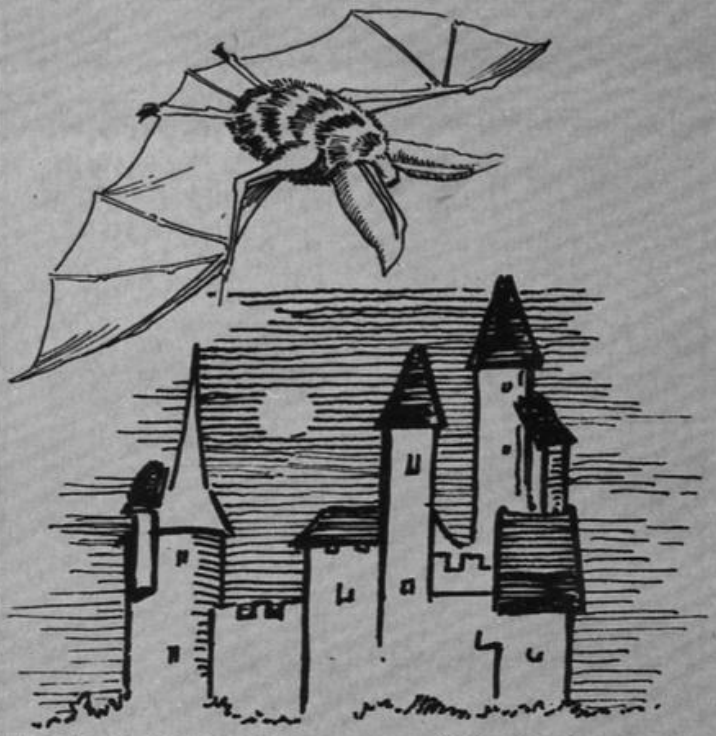


If the bats don't get you, the bees might!

Two games in one with this program from Andrew Bird, that gives you a chance to 'pit your wits' against the bats and bees

Alien warfare takes a back seat, in favour of two types of air-bourne creatures that are more familiar to us than many of the inter-galactic beings we usually come across.

In the first part of the game, you are trapped in the court-yard of Dracula's Castle. Your task is to collect 20 'magical' keys and crucifixes, before you can get out through the door.

Unfortunately, although it sounds very easy, three vampire bats make life extremely difficult — making escape almost impossible.

As if this all wasn't enough to have you throwing the nearest heavy object at your monitor, part two of the game will have you just as frustrated.

This time, it's not bats but bees.

You are on the way to the hospital to visit a sick friend, and to cheer this friend up you decide to pick a few flowers. However, the bees do not take kindly to you stealing their property — and try very hard to stop you leaving.

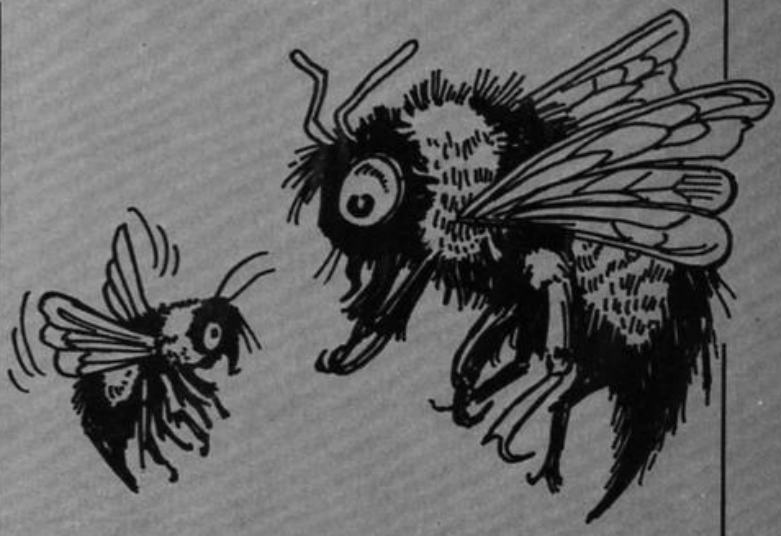
By the end of the game you will probably have been bitten and stung more times than you would care to remember, so think yourselves lucky that it is only a game.

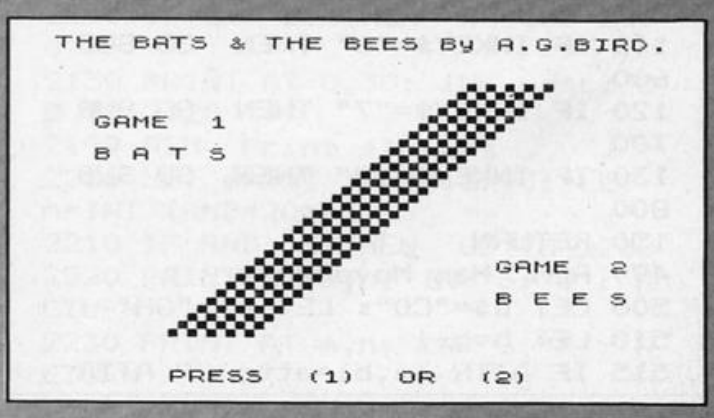
Variables

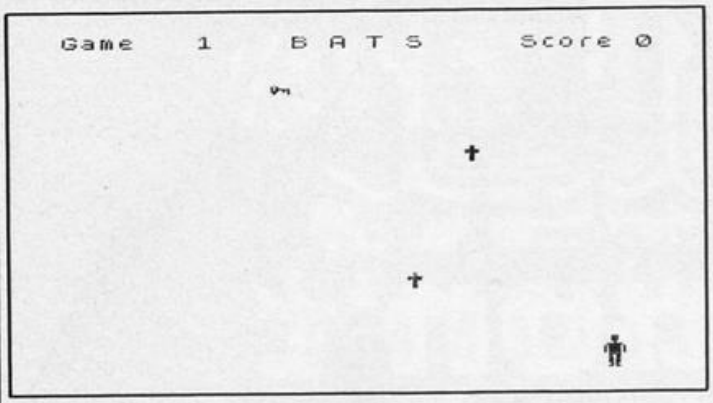
a$, b$, c$ men
x1, x2, y1, y2, x3, y3 position of bats or bees
a, b position of man
i1, i2 colour of man
attr attr of man
speed speed of bats or bees
bite, sting one when man is caught
sc score
m, n position of key, crucifix or flower
p, q, r length of musical note
z used in musical loop
i, j data for musical notes
f, n general purpose loops

How it works

10-40 sets up variables
50-90 introduction
100-150 checks for direction of man
500-800 moves man
1000-1150, 2000-2150 games 1 and 2 main loops
1200-1230, 2200-2230 prints key, flowers etc.
1300-1320, 2300-2320 flashes door
1400-1420, 2400-2420 lost game routine
1500-1530, 2500-2530 won game routine
5000-5040 bat and bee movements
7000-7550 instructions
8000-8670 music
9000-9090 graphics

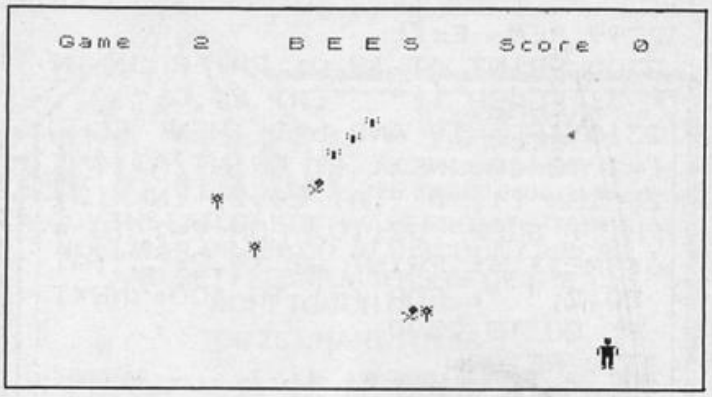







```
  1 REM  The bats & the bees
  2 REM  By A.G.Bird 1984
  3 PRINT AT 10,10;"Please Wai
t.": GO SUB 9000
  5 BORDER 0: PAPER 0: INK 7:
CLS
 10 LET a$="AB": LET b$="CD"
 20 LET speed=.95: LET a=19: L
ET b=28: LET sc=0
 30 LET x1=4: LET x2=4: LET x3
=4: LET y1=15: LET y2=15: LET y
3=15
 40 LET p=4: LET q=2: LET r=6
 50 PRINT ;"THE BATS & THE BEE
S By A.G.BIRD."
 55 FOR n=6 TO 10: FOR f=18 TO
 3 STEP -1: PRINT AT f,n+18-f;
INK n-3;"■": NEXT f: NEXT n
 60 PRINT AT 4,1; INK 5; FLASH
 1;"          ";AT 5,1;" GAME  1
 ";AT 6,1;"          ";AT 7,1;"
B A T S ";AT 8,1;"          "
 65 PRINT AT 13,22; INK 4; FLA
SH 1;"          ";AT 14,22;" GAM
E  2 ";AT 15,22;"          ";AT
16,22;" B E E S ";AT 17,22;"
      "
 70 PRINT AT 21,6;"PRESS  (1)
 OR  (2)"
 80 IF INKEY$="1" THEN  GO TO
7000
 85 IF INKEY$="2" THEN  GO TO
7500
 90 BEEP .01,RND*5: GO TO 80
100 IF INKEY$="5" THEN  GO SUB
500
110 IF INKEY$="6" THEN  GO SUB
600
120 IF INKEY$="7" THEN  GO SUB
700
130 IF INKEY$="8" THEN  GO SUB
800
150 RETURN
499 REM  Man Movements
500 LET b$="CD": LET c$="GH"
510 LET b=b-1
515 IF ATTR (a,b)=attr OR ATTR
 (a+1,b)=attr THEN  BEEP .01,40
: LET sc=sc+1
520 IF b<2 THEN  LET b=b+1
530 PRINT AT a,b+2;" ";AT a+1,
b+2;" "
540 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;c$
550 BEEP .02,10: RETURN
600 LET b$="KL": LET c$="IJ"
610 LET a=a+1
615 IF ATTR (a+1,b)=attr OR AT
TR (a+1,b+1)=attr THEN  BEEP .0
1,40: LET sc=sc+1
620 IF a>19 THEN  LET a=a-1
630 PRINT AT a-1,b;"  "
640 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;c$
650 BEEP .02,10: RETURN
700 LET b$="IJ": LET c$="KL"
710 LET a=a-1
715 IF ATTR (a,b)=attr OR ATTR
 (a,b+1)=attr THEN  BEEP .01,40
: LET sc=sc+1
720 IF a<3 THEN  LET a=a+1
730 PRINT AT a+2,b;"  "
740 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;c$
750 BEEP .02,10: RETURN
800 LET b$="CD": LET c$="EF"
810 LET b=b+1
815 IF ATTR (a,b+1)=attr OR AT
TR (a+1,b+1)=attr THEN  BEEP .0
1,40: LET sc=sc+1
820 IF b>28 THEN  LET b=b-1
830 PRINT AT a,b-1;" ";AT a+1,
b-1;" "
840 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;c$
850 BEEP .02,10: RETURN
999 REM  Game 1 BATS
1000 BORDER 0: PAPER 0: CLS
1005 PRINT AT 0,0; INK 6;"Game
  1    B A T S     Score";AT 19
,0; PAPER 1;"  ";AT 20,0;"  "
1010 LET i1=5: LET i2=4: LET at
tr=6: LET bite=0
1020 PAPER 8: INK 0: PRINT AT x
1,y1;" ";AT x2,y2;" ";AT x3,y3;
" "
1030 IF RND>speed THEN  GO SUB
5000
1040 LET speed=speed-.0012
1050 IF RND>.95 THEN  GO SUB 12
00
1060 LET x2=x1+INT (RND*3)-INT
(RND*3): LET y2=y1+INT (RND*3)-
INT (RND*3)
1070 LET x3=x1+INT (RND*3)-INT
(RND*3): LET y3=y1+INT (RND*3)-
INT (RND*3)
```

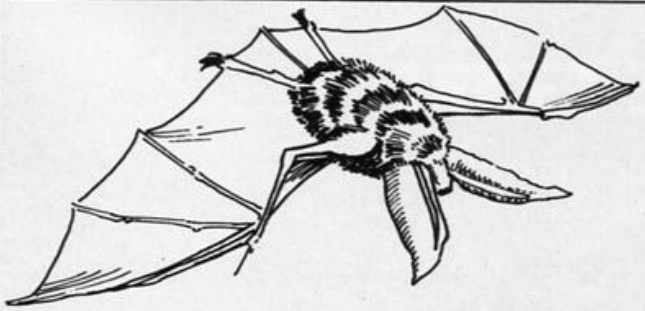
```
1080 IF ATTR (x1,y1)=5 OR ATTR
(x2,y2)=5 OR ATTR (x3,y3)=5 THE
N  LET bite=1
1090 PRINT AT x1,y1; INK INT (R
ND*3)+1;"Q";AT x2,y2; INK INT (
RND*3)+1;"Q";AT x3,y3; INK INT
(RND*3)+1;"Q"
1100 IF bite=1 THEN  BEEP .5,50
: GO TO 1400
1110 IF INKEY$="" THEN  LET b$=
"CD": GO TO 1130
1120 GO SUB 100
1130 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;b$
1140 IF sc>=20 THEN  GO SUB 130
0
1150 PRINT AT 0,30; INK 6;sc: G
O TO 1020
1199 REM  Print keys & crosses
1200 LET m=INT (RND*15)+3: LET
n=INT (RND*20)+5
1210 IF RND>.5 THEN  GO TO 1230
1220 PRINT AT m,n; INK 6;"M": R
ETURN
1230 PRINT AT m,n; INK 6;"N": R
ETURN
1299 REM  Exit
1300 PRINT AT 19,0; PAPER 1; IN
K 2; FLASH 1;"  ";AT 20,0;"  "
1310 IF a=19 AND b=2 THEN  FOR
f=1 TO 40: NEXT f: PRINT AT 19,
2; INK i1;"B ";AT 20,2; INK i2;
"H ": BEEP .02,10: FOR f=1 TO 4
0: NEXT f: PRINT AT 19,2;" ";AT
 20,2;" ": FOR f=1 TO 100: NEXT
 f: GO TO 1500
1320 RETURN
1399 REM  Lost
1400 PAPER 1: FOR f=21 TO 0 STE
P -1: PRINT AT f,0;"
                    ": BEEP .0
1,f: NEXT f
1410 BORDER 1: PAPER 1: INK 7:
CLS : PRINT "   You managed to
collect ";sc;''"Keys and crosse
s before you were"''"bitten on
the neck by a ......."''"      V
 A M P I R E    B A T   "
1420 GO SUB 8000: GO TO 5
1499 REM  Won
1500 PAPER 6: FOR f=21 TO 0 STE
P -1: PRINT AT f,0;"
                    ": BEEP .0
1,f: NEXT f
1510 BORDER 6: PAPER 6: INK 0:
CLS
1520 PRINT "      W E L L    D
O N E !"''"You have managed to
 escape from"''"the bats of evi
```




```
l Count Dracula."
1530 GO SUB 8000: GO TO 5
1999 REM  Game 2 BEES
2000 BORDER 4: PAPER 4: CLS
2005 PRINT AT 0,0; INK 0;"Game
  2    B E E S    Score";AT 19,
0; PAPER 5;"  ";AT 20,0;"  "
2010 LET i1=1: LET i2=7: LET at
tr=38: LET sting=0
2020 PAPER 8: INK 4: PRINT AT x
1,y1;" ";AT x2,y2;" ";AT x3,y3;
" "
2030 IF RND>speed THEN  GO SUB
5000
2040 LET speed=speed-.0012
2050 IF RND>.95 THEN  GO SUB 22
00
2060 LET x2=x1+INT (RND*3)-INT
(RND*3): LET y2=y1+INT (RND*3)-
INT (RND*3)
2070 LET x3=x1+INT (RND*3)-INT
(RND*3): LET y3=y1+INT (RND*3)-
INT (RND*3)
2080 IF ATTR (x1,y1)=33 OR ATTR
 (x2,y2)=33 OR ATTR (x3,y3)=33
THEN  LET sting=1
2090 PRINT AT x1,y1; INK 2;"R";
AT x2,y2;"R";AT x3,y3;"R"
2100 IF sting=1 THEN .5,-30: GO
 TO 2400
2110 IF INKEY$="" THEN  LET b$=
"CD": GO TO 2130
2120 GO SUB 100
2130 PRINT AT a,b; INK i1;a$;AT
 a+1,b; INK i2;b$
2140 IF sc>=20 THEN  GO SUB 230
0
2150 PRINT AT 0,30; INK 0;sc: G
O TO 2020
2199 REM  Print flowers
2200 LET m=INT (RND*15)+3: LET
n=INT (RND*20)+5
2210 IF RND>.5 THEN  GO TO 2230
2220 PRINT AT m,n; INK 6;"O": R
ETURN
2230 PRINT AT m,n; INK 6;"P": R
ETURN
```

```
2299 REM  Exit
2300 PRINT AT 19,0; PAPER 5; IN
K 3; FLASH 1;"  ";AT 20,0;"  "
2310 IF a=19 AND b=2 THEN  FOR
f=1 TO 40: NEXT f: PRINT AT 19,
2; INK i1;"B ";AT 20,2; INK i2;
"H ": BEEP .02,10: FOR f=1 TO 4
0: NEXT f: PRINT AT 19,2;" ";AT
 20,2;" ": FOR f=1 TO 100: NEXT
 f: GO TO 2500
2320 RETURN
2399 REM  Lost
2400 PAPER 5: FOR f=21 TO 0 STE
P -1: PRINT AT f,0;"
                    ": BEEP .0
1,f: NEXT f
2410 BORDER 5: PAPER 5: INK 0:
CLS : PRINT "   You managed to
collect ";sc;''"flowers before
you were stung by"''"the .....
 B  E  E  S"
2420 GO SUB 8500: GO TO 5
2499 REM  Won
2500 PAPER 6: FOR f=21 TO 0 STE
P -1: PRINT AT f,0;"
                    ": BEEP .0
1,f: NEXT f
2510 BORDER 6: PAPER 6: INK 0:
CLS
2520 PRINT "      W E L L    D
O N E !"''''"You have managed to
 pick a bunch"''"of flowers wit
hout being stung."''"You can no
w visit your friend in"''"hospi
tal."
2530 GO SUB 8500: GO TO 5
4999 REM  Bat & Bee movements
5000 IF a>x1 THEN  LET x1=x1+1
5010 IF a<x1 THEN  LET x1=x1-1
5020 IF b>y1 THEN  LET y1=y1+1
5030 IF b<y1 THEN  LET y1=y1-1
5040 RETURN
6999 REM  Instructions
7000 BORDER 1: PAPER 1: INK 7:
CLS
7010 PRINT ; PAPER 0;" BATS "
7020 PRINT AT 1,9;"is a game in
 which you"''"are trapped in th
e courtyard of"''"Dracula's cas
tle. Your task is"''"to collect
 20 Magical keys and"''"crusifi
xes, before you can get"
7030 PRINT '"out through the do
or at the"''"bottom left of you
r screen."''"  It all sounds ve
ry easy, but"''"with three vamp
ire bats after"''"you escape is
 almost impossible."
7040 PRINT AT 21,0; PAPER 6; IN
K 0;"  Use keys 5, 6, 7 & 8 to
move  "
7050 GO SUB 8000: GO TO 1000
7500 BORDER 5: PAPER 5: INK 0:
CLS
7510 PRINT ; PAPER 0; INK 7;" B
EES "
7520 PRINT AT 1,9;"Before you g
o to the"''"hospital to visit y
our sick"''"friend you decide t
o pick a few"''"flowers to take
. About 20 should"''"make a nic
e bunch you think."''"  However
 the bees living in the"
7530 PRINT '"garden do not take
 kindly to you"''"stealing thie
r property and try"''"very hard
 to stop you leaving."
7540 PRINT AT 21,0; PAPER 3; IN
K 7;"  Use keys 5, 6, 7 & 8 to
move  "
7550 GO SUB 8500: GO TO 2000
7999 REM  Music
8000 FOR f=1 TO 100: NEXT f
8010 RESTORE 8100
8020 FOR z=1 TO 62: READ i,j
8030 FOR n=1 TO i: BEEP .03,j
8040 PAUSE 1: NEXT n: PAUSE i
8050 IF INKEY$<>"" THEN  RETURN
8060 NEXT z
8070 PRINT AT 21,0; PAPER 5; IN
K 0;"          Press any key
    "
8090 GO TO 8010
8100 DATA r,12,r,19,q,7,q,9,q,1
1,r,12,r,19,q,7,q,9,q,11
8110 DATA p,12,q,15,p,12,q,15,q
,14,q,12,q,11
8120 DATA p,12,q,15,p,12,q,15,q
,14,q,12,q,11
8130 DATA q,12,q,15,q,14,q,12,q
,15,q,14
8140 DATA q,14,q,17,q,15,p,14,q
,19,p,12,q,15
8150 DATA q,14,q,17,q,15,q,14,q
,17,q,15
8160 DATA p,14,q,19,p,12,q,15,q
,14,q,15,q,17,q,19,q,19,q,19,q,
19
8170 DATA q,17,q,15,q,14,q,14,q
,14,q,14,q,12,q,10
8500 FOR f=1 TO 50: NEXT f
8510 RESTORE 8600
8520 FOR z=1 TO 82: READ i,j
8530 FOR n=1 TO 2: BEEP i/80,j:
 BEEP i/200,j-1: NEXT n
8540 PAUSE i
8550 IF INKEY$<>"" THEN  RETURN
8560 IF z=16 OR z=19 OR z=35 OR
```

```
 z=38 OR z=45 OR z=52 OR z=61 O
R z=79 THEN  FOR f=1 TO i*5: NE
XT f
8570 NEXT z
8580 PRINT AT 21,0; PAPER 2; IN
K 7;"           Press any key
     "
8590 GO TO 8500
8600 DATA p,24,q,24,q,23,p,21,p
,21,q,19,q,21,q,19,q,17,p,16,q,
16,q,17
8610 DATA p,19,p,12,p,14,p,17,q
,16,q,14,p,12
8620 DATA p,24,q,24,q,23,p,21,p
,21,q,19,q,21,q,19,q,17,p,16,q,
16,q,17
8630 DATA p,19,p,12,p,14,p,17,q
,16,q,14,p,12
8640 DATA q,24,q,26,q,24,q,21,q
,23,q,21,q,19,q,24,q,26,q,24,q,
21,q,23,q,21,q,19
8650 DATA p,24,q,24,q,23,p,21,p
,26,p,23,q,23,q,21,q,1,q,21,q,2
3
8660 DATA p,24,q,24,q,23,p,21,p
,21,q,19,q,21,q,19,q,17,p,16,q,
16,q,17
8670 DATA p,19,p,12,p,14,p,17,q
,16,q,14,p,12
8999 REM  Graphics
9000 RESTORE 9010: FOR g=65368
TO 65511: READ h: POKE g,h: NEX
T g: RETURN
9010 DATA 3,3,3,1,15,23,23,23,1
28,128,128,0,224,208,208,208
9020 DATA 23,7,6,6,6,6,2,6,208,
192,192,192,192,192,128,192
9030 DATA 23,7,6,6,14,60,32,0,2
08,192,224,96,48,48,16,24
9040 DATA 23,7,14,12,24,24,16,4
8,208,192,192,192,224,120,8,0
9050 DATA 23,7,6,2,6,0,0,0,208,
192,192,192,192,192,128,192
9060 DATA 23,7,6,6,6,6,2,6,208,
192,192,128,192,0,0,0
9070 DATA 24,24,126,126,24,24,2
4,24,0,64,160,191,229,65,0,0
9080 DATA 84,56,108,56,84,16,16
,16,6,15,15,102,20,9,22,32
9090 DATA 36,153,153,219,255,25
5,255,165,0,66,24,90,24,24,0,0
```



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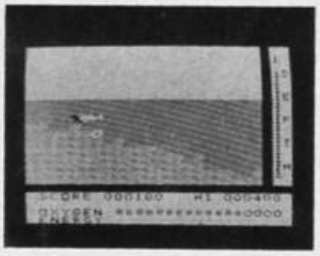

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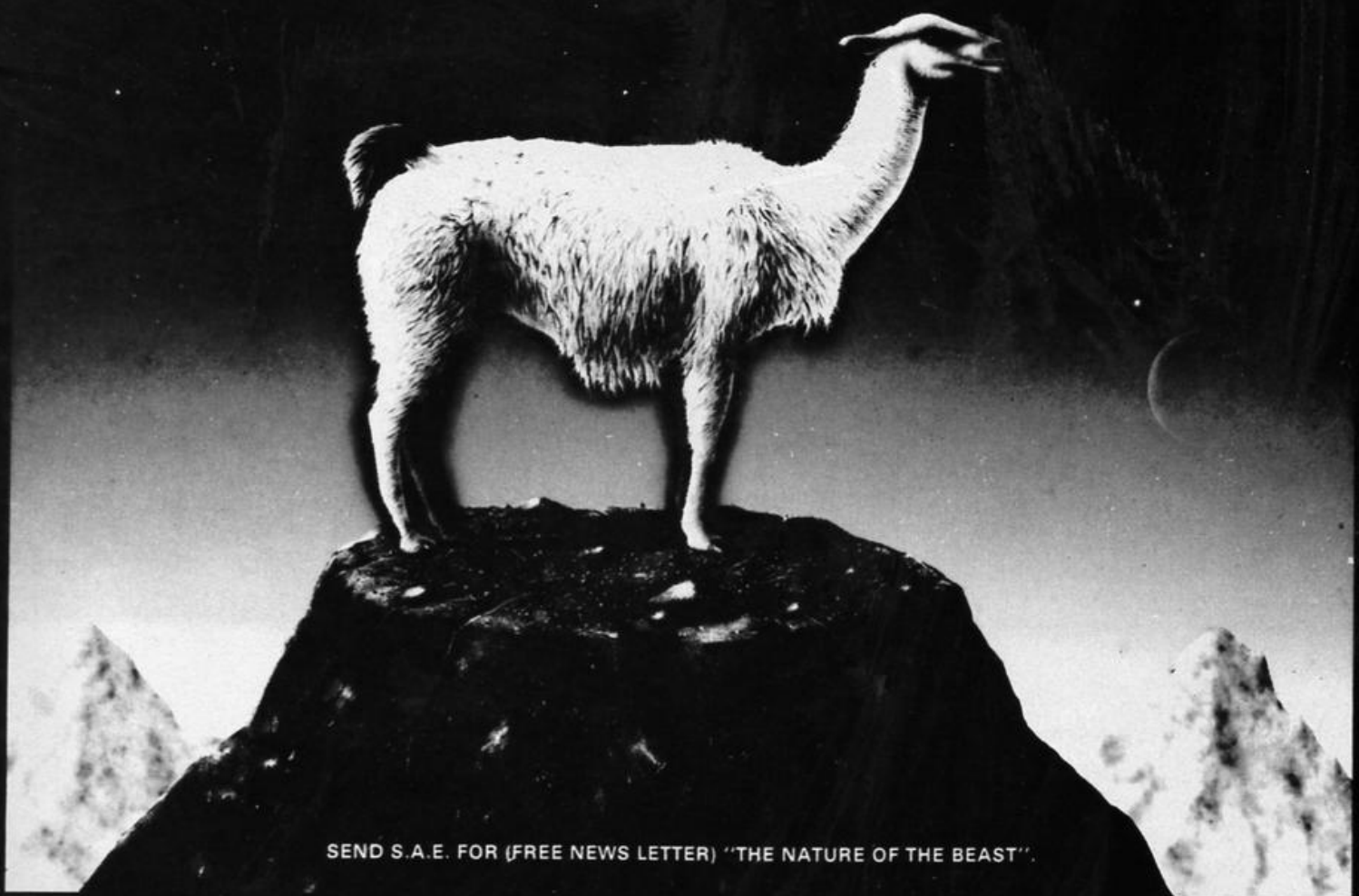

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