Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

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Sept 11-17, 1984

45p



100 posters and games must be won

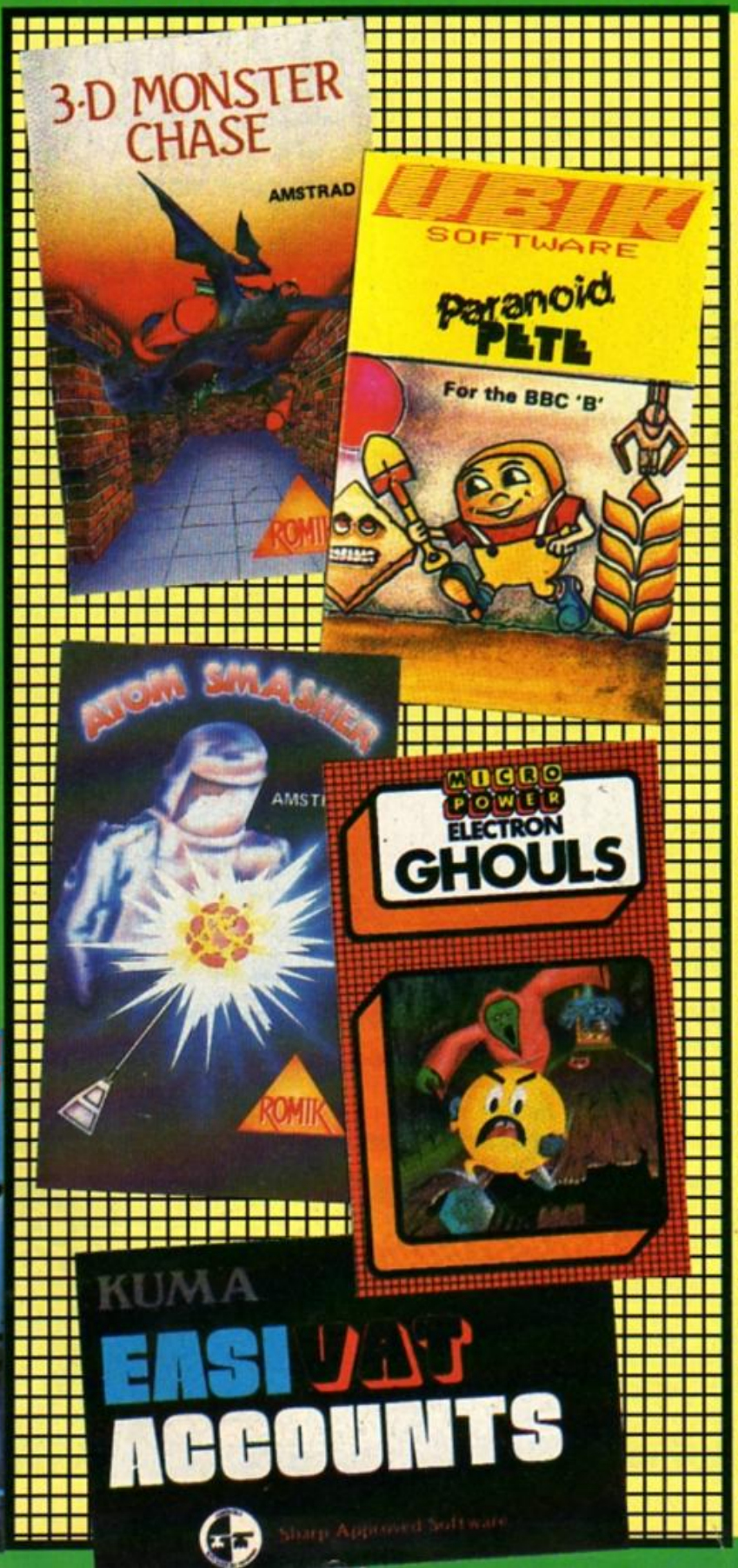
Four pages of reviews for:
Spectrum, BBC/Electron, Dragon, Amstrad, TI-99/4A

Score a hat-trick with our Dragon game

Spectrum program Snakes alive!

Plus:
news, your letters, charts, U.S. Scene...





CBM speech unit

Currah, which brought you the CTA award-winning Micro-Speech for the Spectrum, has now released Speech 64 for the Commodore 64.

Costing £29.95, and available in the shops and by mail order, the speech synthesiser is a small unit which plugs into the back of the Commodore, with only one wire. The unit makes use of allophones, that is it uses individual speech sounds rather than recognising only a fixed vocabulary. It builds up words through sounds rather as you did when you first learnt to read.

Because of this feature it has, in theory, unlimited vocabulary. Sound is generated thrugh the TV receiver and the design means that the system doesn't

Continued on page 5

Fuller bought up

Fuller Micro Systems, makers of Spectrum add-ons, has been sold after financial problems which left Fuller with debts of £100,000. Nordic is the company which bought up Fuller, and the company will retain Fuller's name.

Roy Backhouse, managing director of Fuller, now redundant together with 11 of the 12-strong staff, believes it need never have happened.

According to Mr Fuller, a magazine company applied for a winding-up order as a result of a £3,000 debt. The petition was thrown out because the wrong company was named in the suit — Duller Designs instead of Fuller — but the action served to sap confidence at the same time as an £80,000 loan under the small firms guarantee scheme was going through.

Mr Backhouse said this loan was to finance production for Christmas sales and that the £100,000 debt incurred was a normal operating balance.

By this time, banks were particularly wary over computer companies, particularly since the demise of

Continued on page 5

IMAGIC

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How fast are your reactions under stress?
You can find out today with this game.



Available NOW on the 48K Sinclair Spectrum – price £7.95

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Home Computing WEEKLY

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Find out what's heading the popularity stakes in the world of games

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SOFTWARE REVIEWS

SOFTWARE REVIEWS

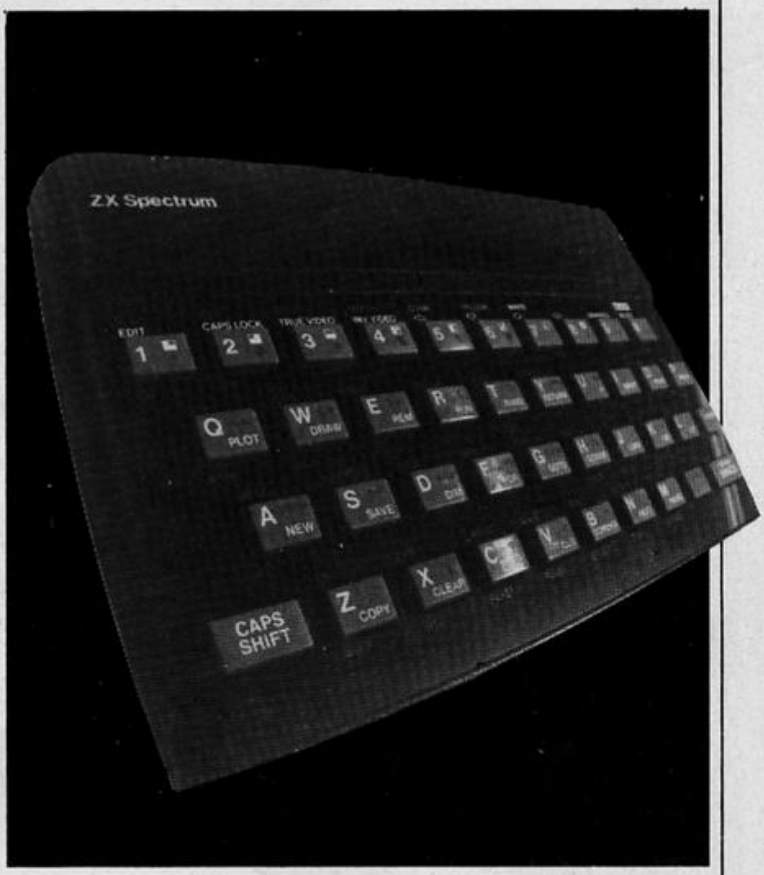
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Find out what the new releases are, and what our experts think

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Learn something new — you'll feel better for it

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Take your courage in both hands and go forth

Games which pack a punch 12
All-action, finger-twitching, manic games

HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

PROGRAMS

Dragon 32 8
Match of the day. Score hat-tricks and live out your wildest dreams

Spectrum 19
Spring time with Coily, a slippery customer

Readers: we welcome your programs, articles and tips.

Software houses: send your software for review to the editor at the address below. And contact him for competitions and other promotions too

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Arcade action

Here's a bundle of new arcade fun to test your speed and skill

Frank N Stein 48K Spectrum £5.95

PSS, 452 Stoney Stanton Road, Coventry CV6 5DG

Using a variety of joysticks or the keyboard, you navigate Dr Frank around various floors collecting bits of body in the correct order, and these are transferred to an animating machine. When you've got the lot and reached the switch, the monster comes to life and you enter the next screen.

This has a different format where your task is to dodge the various animated crabs, lobsters and wheels to reach the next sheet, where you have to assemble the next monster.

The graphics are excellent, particularly Dr Frank, as he slips and slides on various patches of ice which occasionally appear. In fact, these animated graphics are superior to Manic Miner, which it strongly resembles, but the plot is better.

There is an incredible variety, not only does the ice slow your progress, but also you have to contend with electric shocks which produce startling effects.

The author has limited areas from which you can jump, so you need a good sense of timing, and a logical approach to each sheet. Very impressive, addictive and enjoyable; it even exercises your brain! **D.M.**

instructions	none supplied
playability	100%
graphics	100%
value for money	100%

★ ★ ★ ★ ★

Uncle Claude 32K BBC £7.95

Alligata, 1 Orange St, Sheffield S1 4DW

Does the title remind you of someone? Does the description 'head of an electronics conglomerate' confirm that idea? Here we have a game featuring Uncle Claude himself; how appropriate that this is for an Acorn machine.

This is a game of worker against boss, capitalism against socialism but it really is an arcade style game too. You are Micro Micky or Electro Freddy, depending whether you read the cover or the screen and your job is to ship as many goods out of the factory as possible, by pushing them on to the conveyor belt, before he catches you.

The reason for all this activity is that Uncle Claude has decided to put up prices to get more profit and this may lead to job losses.

I cannot really enthuse about this game because so much of it is old hat; even the main character is a direct copy from another game by the same author. I would also like to be able to select the level I start on, a glaring omission in a slightly above average game. **D.C.**

instructions	75%
playability	60%
graphics	65%
value for money	50%

★ ★ ★

Stickman Olympics 48K Spectrum £5.50

Avalon Computing, 14 Cliff Rd, Hornsea, N Humberside HU18 1LL

The title inspired low expectations but the familiar skyline, spectator section and event layout are well-designed and atmospheric. Your own and competitor's time and distances are displayed during the seven field and track events. Little marshals jump out with good or bad jump flags, the medal winners names are put up, your own if successful, with an updated total medal table. Even national anthems have that 'unfamiliar foreign band' sound. The layout forces a one space hero, so a stickman is acceptable.

Keys 1 and 0 in rhythm produce movement, but respond erratically — hard on keyboard and fingers. At best, movement is jerky. The BASIC program reveals so many IF's that it's a wonder he moves at all. A 1500 metre event was originally planned.

This program needs more work: machine code could speed up animation and response, instead of jumping it should scroll screens, and pole vault should be debugged. Better quality tape (it took me nine attempts to load), fuller instructions and a name and address somewhere would not go amiss. I think that polishing the program ran second to catching the market here. **D.C.**

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

★ ★ ★

Birds of Prey Electron £6.99

Romik, 272 Argyll Ave, Slough, Berks

I had hoped this sort of game had disappeared now that the Electron is nearing its first birthday but alas no. This is a simple copy of the swooping invader type of game and whilst I'm sure that there are fans of such games who might want to buy the game for their Electron I cannot really recommend this version.

The aim is to destroy as many of the swooping birds as possible but every time you clear a sheet there is another wave to defeat. The birds have the obligatory waving wings but apart from that they might as well be called flying blobs.

The animation is smooth and the screen appearance is probably its best feature but in no way does it use the sophisticated graphics and sound that this machine can support. To be fair to the company they do include a 'screen shot' so you can't claim to be surprised if you don't like it. Died in the wool arcade alien bashers might like this sort of game but it is thoroughly unremarkable in almost every way. **D.C.**

instructions	65%
playability	50%
graphics	65%
value for money	45%

★ ★

Jump 48K Spectrum £5.99

Unique, 16 Thorney Lane South, Iver, Bucks

This ought to be called Climb because it features a cleverly animated, large character crawling up the face of what appears to be an interminable sky-scraper. You control each arm and leg with a separate key, no mean *feet* in itself!

As if this isn't difficult enough, the blinds keep closing on his fingers causing him to slide down again, and a man keeps appearing at windows emptying revolting looking substances upon his head. The aim is to reach the top of the building.

Strangely, the "blurb" says that the building is occupied by mad apes, who are emptying plantpots on him, but I know an ape when I see one, and these aren't apes! Similarly, the plantpots aren't plantpots, but I'll leave the rest to your imagination!

Graphically, the game is clever, though it can be upset by illegal key presses, and although the screen is well executed, and scrolls smoothly, it becomes very monotonous to watch. In the end, I couldn't summon up the enthusiasm to carry on. If, however, you like the idea, then you may fare better. **D.M.**

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

★ ★ ★ ★

Fuller

From front page

Imagine, leaving debts of £1m.

Mr Backhouse, who owned 95 per cent of Fuller, said: "I had no alternative but to call a creditors meeting. I feel bitter about the whole thing."

Fuller owed money to an associated company and Nordic partner John Gray said: "I want to get back some of the money I've lost."

Nordic has hired just one of Fuller's staff and has started business from an industrial estate just outside Liverpool. Plans for improvement include altering the top of the range FDS keyboard slightly, and moving power input from the back to the side for greater convenience.

Nordic is also working on the design for a new Spectrum keyboard. However, both John Gray and Roy Backhouse think that the market for Spectrum add-ons is tailing off, and may only last for one more Christmas.

Mr Backhouse said: "I don't think the Spectrum will be here by Christmas 1985. I feel that the market is moving up-market. Perhaps the writing is on the wall for Sinclair to produce a super Spectrum."

Nordic is continuing Fuller's entire range, including sound amplifier, sound and voice synthesisers and keyboard range.

CBM

From front page

use any of the Commodore 64 operating system.

Speech 64 has two voices, one in a low register, and one in a high. There is also the possibility for added intonation, so that the low voice can be pitched higher, and vice versa.

Speech 64 allows you to command the unit by typing SAY to say anything in plain English text. Use the KON and KOFF command to control the "voicing" of keys as they are pressed.

Currah claims that speech will be widely available on games for the Commodore 64 by Christmas. According to Currah, Anirog will be releasing PC Fuzz with speech and many other software houses are interested in the unit to add an extra dimension to their games.

Currah is intending to market this synthesiser in the United States, where there is a reported 2.2 million Commodore machines. Currah is aiming to persuade 10-20 per cent of these owners to buy Speech 64 and will be working from its Boston offices.

Currah, Graythorp Ind Est, Hartlepool, Cleveland TS25 2DF

Peter Pan — the game

Peter Pan, the adventure game, is due to be launched by Hodder and Stoughton and will cost £12.95. Included in this price is the software, a paperback copy of J M Barrie's story and a four-page explanatory booklet.

"Peter Pan tests the wits of the player against Indians, pirates and wild beasts in the fantasy world of the Neverland," said managing director Colin Clark.

Hodder and Stoughton is the original publisher of Peter Pan but a royalty on all Peter Pan products, including the new game, goes to the Great Ormond St Hospital for Sick Children as the copyright was bequeathed to this cause by J M Barrie.

Hodder and Stoughton Children's Books, 47 Bedford Sq, London WC1B 3DP

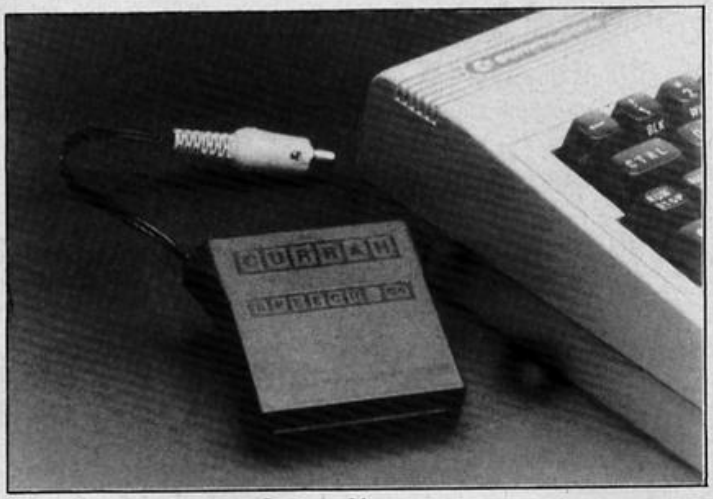
In brief

Poltergeist is the name of the game from PSS. Due for release in September, PSS says it "represents a ghoulish foray into the world of the supernatural." What you have to do is exorcise the poltergeist. The game costs £5.75 and runs on the Spectrum.

PSS, 452 Stoney Stanton Rd, Coventry CV6 5DG

The number of differences in our Hewson Consultants Competition was 11. Here are the names of the 100 winners of Nightflite II and Heathrow Air Traffic Control.

Robert Sedgwick, Croydon; D J Tuckfield, Croydon; M Jenkinson, Sheffield; Michael Hewitt, Hull; Graham Bulluck, Barnsley; I West, Manchester; T M Britton, S Glamorgan; Les Gibbins, Plymouth; Shaun Mahy, Guernsey; S E Wiliams, Barnsley; Andrew Dickson, Stockton; J O Yarker, Pickering; N Morley, Farnham; F E Jugg, Cambridge; H Collings, Aldershot; J S Almey, Grimsby; Wayne Stirrup, Atherton; Christopher Cooper, Wakefield; A Wright, Erith; R Banks, London; David White, Totnes; Katie Fields, Sheffield; W R Austin, Plymouth; D Russell, Warminster; Robin Davies, Redruth; P J Flint, Wellingborough; Darrin Bruce, Leatherhead; Phillip Mulholland, Harrogate; Roy Woodbridge, Basildon; Mark Pepperell, Feltham; G C Smith, Rainham; Gordon Smith, St Ives; F Hannaway, Glasgow; Elliot Mason, Hove; T Hiscox, Gwent; Kevin Jackson, Swindon; I Advani, London; K Carr, Rhyl; F L Harland, Manchester; D Wetzel, Hounslow; A J Markham, Gt Yarmouth; Steven McCann, Belfast; Mark Ottaway, Sheppey; Matthew Tear, Wakefield; Rosemary Reader, Manchester; C Elms, Rochester; Don Weerasinghe, London; J Jessop, Glamorgan; M Cooper, Letchworth; David Gerrish, Basildon; David Best, Blackburn; G Ratcliffe, Bolton; Paul Jackson, Norwich; Colin Nelson, Barrow-in-Furness; Graham Chidwick, Grimsby; Simon Goodwin, Staffs; A Haynes, W Midlands; Tony Merrigan, Harrow; Tiasos Arnaoutt, Manchester; Clive Huckins, London; W V Cushing, Colchester; David Porter, Rochford; SSGT Ashley, PFPO29; E C Jones, Coventry; Gary Jackson, Hull; Piers Loxley, Cranleigh; P Brettle, W London; P Leach, London; J Alba, London; F D Senior, Huddersfield; K Ward, Lifton; P Serbert, Harrogate; B D Horwood, Bath; R D Horne, Radlett; Peter Roe, Colchester; Andrew Farrell, London; Nigel Hurst, Lewes; Chris Taylor, Ashbourne; Gary Pearce, Rainham; B Hammond, Wolverhampton; L E Young, Ockendon; N Munro, Camberley; P Atkins, Argyll; D C Ramsey, Bradford; Neil Radford, London; Roland Dixon, Birkenhead; L J Arthurs, Manchester; S Lambe, Shipley; Christopher Scott, Hull; Philip Davies, Hull; C Crane, Stoke; Charles Bruce, Peterhead; Matthew Phypers, Derby; Brian Normansell, Swansea; Tim Hughes, Pembroke; R G Tester, Hassocks; C Cannings, Hinckley.



Throw your voice with Speech 64

Great news for Spectrum users! Now you can easily make superb graphic adventures for your friends and special occasions!



YOU can make a game quickly and easily - **AND THAT'S A PROMISE!** All you need is **The Dungeon Builder** from **Dream Software.**

It's perfect for complete beginners as no programming knowledge is needed at all. It's perfect for experts because you will save a lot of time. **Everyone** has fun.

It's true — now it's really simple to produce a full colour graphic adventure for your friends, your parents, your children — anyone. Great for parties — your adventure will include your guests!

The program runs on your 48K Spectrum. It's available from Boots, Lightning, and lots of computer shops. It's easy to order by post if you want to: just clip the coupon and send us your cheque, P.O., or Access number for 9.95 plus 45p p&p and we'll send you the program first class by return. We give a no-quibble guarantee that the program will load; we replace immediately if you have problems.

Dear Dream, Please send me "The Dungeon Builder" by first class return post. I'm happy to order by post because you GUARANTEE to replace the program if it doesn't load when I get it. I enclose payment for 9.95 (plus 45p p&p)

Name _____

Address _____

(HCW1)

Post your coupon to

Dept HCW1 Dream Software Ltd, P.O. Box 64, Basingstoke, RG21 2LB.

Simple Music Program TI-99/4A £6

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

This is a deceptively powerful program, which requires both Extended BASIC and a minimal disc system — a controller and a single drive. It allows you to store or play a sequence of single notes. Sharps, flats, and naturals are signified by S, F and N.

You can enter a melody from sheet music (bearing in mind the single note limitation) quite rapidly, and because of the slow speed of the cassette operating system the disc system is used, so that the data file is compatible with both TI-Writer and Editor/Assembler — both of which require the 32K RAM expansion. It is this compatibility which makes the program powerful.

On playback, the tempo can be set, and a short sample examined. The minimum expected number of notes is 40, and the system has a capacity of 500 or more.

Documentation is sparse but adequate, although the program may have limited appeal due to its requirement of an expensive system. **P.B.**

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

★ ★ ★ ★

Home Budget Amstrad £9.95

Unit 12, Horseshoe Park, Horseshoe Rd, Pangbourne, Berks RG8 7JW

There is very little serious software yet available for the Amstrad, but if this can be taken as an indicator of the standard it should be very high indeed. As you can see from the title this is a budgetting package which allows you to set up the ideal budget for your income and then as the year progresses you can input the actual amount spent and see the results.

This is sometimes known as a 'what if?' planner but unlike the more familiar spreadsheets it is very user friendly and all the major work has been done for you. There are 15 catagories for your outgoings and five for the income section. This is quite adequate for most needs and as you can customise it for your needs there should be very few problems here.

There is a printer option available on screen. Another excellent feature is the bar chart drawing in full colour and three dimensions. I will be using this to keep my bank account in the black this year. **D.C.**

instructions	85%
ease of use	95%
graphics	80%
value for money	90%

★ ★ ★ ★ ★

Brain teasers and mind improvers

Make yourself feel better — learn something new. These games will make you think and teach you a thing or two

Answer Back Junior Quiz BBC Electron £10.95

Kosmos, 1 Pilgrims Close, Dunstable LU5 6LX

Have you even wanted a program to amuse the kids on those long winter nights when there is nothing worth watching on TV? This could be it, for here is a program containing 15 sets of questions with 50 questions per set.

It doesn't matter what your preference is, there are quizzes here from nursery rhymes to science, from sums to spelling and from games to brain strainers.

The package consists of a master control program, which can also be used to generate your own quizzes and 15 different databases containing the questions and answers. It's easy to use and likely to provide just the type of quiz that children adore. Unfortunately it is designed for only one child at once; it would have been good to let them battle it out, but the range of options provided is excellent.

This is a good, interesting and flexible game but I wouldn't claim that it is too educational, just fun! **D.C.**

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

★ ★ ★ ★ ★

Ancient and Royal TI-99/4A £4.95

Mathay, 11 Ivel Close, Bedford, Beds MK41 7EJ

I'm no golfer, but this Extended BASIC version of the game seemed quite adequate to me. There are five degrees of difficulty and one or two players may participate. Unfortunately, the keyboard scans have not been properly debounced, so don't leave your finger on the keys when making selections in the run-up to a game.

You can play solo, or against your micro and there are two courses of 9 and 18 holes. Par is shown for both. Enter your handicap and at the end of the round, it's calculated from your score.

The instructions, contained on a single A4 sheet, are comprehensive. All the usual hazards are present and all you have to do is select which club to use, and in which direction the ball is to travel. There are eight direction arrows, but each is separated by a further invisible five giving quite broad directional control.

A comprehensive and generally well-thought-out game, although there are one or two things which need attention. The direction arrows when in a bunker are totally distorted, and the "+" symbol has been redefined, making over-par scores look silly. **P.B.**

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

★ ★ ★ ★

Physics (Optics) 48K Spectrum £7.50

Camel Micros, 33a Commercial Rd, Weymouth, Dorset

Aimed at the secondary 13-18 age group, this program enables students to undertake physics experiments which would normally require classroom blackout.

Side one offers three subprograms: reflection at a flat surface, concave mirrors and calculations. The first part gives an explanation of angle of incidence equalling angle of reflection and then invites five entries of angles up to 45 degrees — careful, as wrong numbers produce 'nonsense in BASIC' to appear and then the listing! After the graphic display, questions are asked and then a return to the menu.

We watch a concave mirror being constructed, followed by definitions of C, r and f; and then the demonstrations of beams reflected from the mirror. Questions follow, leading to further explanations, experiments, questions, etc.

Calculations teaches 1/V+1/U+1/F and V/U+I/S and sets examples to ensure they are understood — unfortunately another bug has appeared: 3th set?

Side two offers lens simulation, tutorial or instructions and the style is similar to that used on side one. **T.W.**

instructions	70%
ease of use	70%
display	60%
value for money	65%

★ ★ ★

Win an encounter with



Here's your chance to win the thrilling new arcade game from Palace Software — plus a matching poster

In this week's competition you get the chance to really test your nerve by winning a copy of Palace Software's exciting new game, The Evil Dead.

We're giving away 100 copies of this arcade thriller plus 100 posters. The game is worth £6.99 and the posters are worth £3.50 each so you could win over £10-worth of prizes.

The game is currently available for the Commodore 64 and a BBC B version is in the pipeline so when you enter you can choose either one. Spectrum owners may like to know that a version of The Evil Dead will be available for their systems in the autumn.

The Evil Dead is based on the 1983 horror movie of the same name which was immensely popular at the cinema and on video too.

The plot concerns the experiences of a group of teenagers trapped in an isolated cabin by ancient spirits of the undead. One by one they become possessed by these spirits and turn into evil monsters who are intent on destroying the living.

Palace's version of The Evil Dead closely follows the storyline of the film. You'll have to have your wits about you in this fast-moving game and all your skill and experience are necessary if you want to escape the fate which could be waiting round the next corner.

You play one of the people trapped in the house and at the start of the game you must try and prevent the evil dead from entering. As the game progresses your friends begin to turn into zombies and you must try and outwit and outspeed an increasing number of them to save yourself from death. It gives you plenty to think about and is guaranteed to strain even the best skill and strategy.

The programming is ingenious and you could be surprised at the intelligence of the zombies so watch out!

The competition is familiar to all you regular HCW readers — just spot the differences between the two pictures, mark them and write the number on the back of an envelope.

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 Evil Dead Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Entries close at first post on Friday September 28, 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, Palace Software, 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.

Palace Software Competition

Entry Coupon

Name _____

Address _____

_____

_____

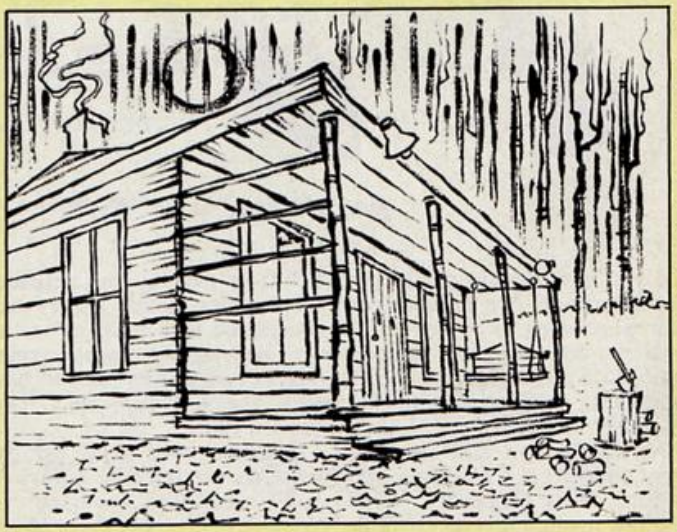
_____ **post code** _____

Number of differences found _____

Type of computer: Commodore 64 __ BBC B __ (please tick)

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Evil Dead Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Closing date: first post, Friday September 28, 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.





Match of the day

The football season may be over, but soccer still plays on in your front room. Live out your wildest dreams and score hat-tricks in this game by Nigel Thomas



Do you have dreams of playing for Liverpool? Are you a soccer star who wants to go far?

If so, this game will interest you. It's a game of soccer which you enact on your screen. OK, so this isn't Anfield, but nevertheless you still need to have finely tuned reactions and a quick burst of speed.

Play against a friend. You can each move bats to stop the ball from passing your defences and scoring goals. Player one moves the blue bats, using the up and down arrow keys. Player two moves the red bats with the left (up) and right (down) keys.

Practise your skills on the small screen and who knows — you may find yourself at Wembley one of these days, playing for England.

How it works

10 reset score variables
20-90 instructions
100-150 set up screen
160-180 put two teams on screen
190-200 set position and direction of ball.
210-260 move ball
270-320 check if ball has hit anything, changes direction accordingly
330-340 check if goal has been scored
350-380 move teams
390 put score at top of screen
400-430 check if loop needs to be returned
440 return main loop

Variables

S blue team's score
SS red team's score
V delay loop to keep instructions on screen
A loop used to draw sidelines
X blue team's position
XX red team's position
O horizontal position of ball
K vertical position of ball
D direction in which ball is heading
P$ tune



```
10 S=0:SS=0
20 CLS
30 PRINT@8,"match of the day"
40 PRINT@40,"*****************"
50 PRINT@99,"A GAME FOR 2 PLAYERS. PLAYER ONE MOVES THE BLUE BATS WITH THE UP AN
D DOWN ARROW KEYS. PLAYER TWO MOVES THE RED BATS WITH THE LEFT(FOR UP)AND RIGHT(
FOR DOWN)."
60 PRINT@259,"STOP THE BALL FROM PASSING YOU OR YOUR OPPONENT WILL SCORE A GOAL!
 GOOD LUCK BOTH TEAMS.
70 P$="T8O3DP6DP6DP6FDF"
80 PLAYP$+P$+P$+P$
90 FORV=1 TO 1000:NEXT
100 CLS0
110 FORA=1 TO 30
120 PRINT@A+32,CHR$(195);
130 PRINT@A+480,CHR$(204);
140 NEXTA
150 PRINT@1,"score";:PRINT@16,"score";
160 X=14:XX=14
170 SET(3,X,3):SET(3,X+1,3):SET(3,X+2,3):SET(17,X,3):SET(17,X+1,3):SET(17,X+2,3)
180 SET(60,XX,4):SET(60,XX+1,4):SET(60,XX+2,4):SET(44,XX,4):SET(44,XX+1,4):SET(4
4,XX+2,4)
190 O=31:K=15
200 D=RND(4)
210 RESET(O,K)
220 IFD=1 THEN O=O-1:K=K-1
230 IFD=2 THEN O=O+1:K=K-1
240 IFD=3 THEN O=O-1:K=K+1
250 IFD=4 THEN O=O+1:K=K+1
260 SET(O,K,5)
270 IFPOINT(O,K-1)=5 THEN D=D+2:SOUND120,1
280 IFPOINT(O,K+1)=5 THEN D=D-2:SOUND120,1
290 IFPOINT(O-1,K)=3 AND D=3 THEN D=4:SOUND120,1
300 IFPOINT(O-1,K)=3 AND D=1 THEN D=2:SOUND120,1
310 IFPOINT(O+1,K)=4 AND D=4 THEN D=3:SOUND120,1
320 IFPOINT(O+1,K)=4 AND D=2 THEN D=1:SOUND120,1
330 IFO=1 THEN SS=SS+1:SOUND1,25:GOTO 100
340 IFO=62 THEN S=S+1:SOUND1,25:GOTO 100
350 IFPEEK(341)=223 AND X>4 THEN RESET(3,X+2):RESET(17,X+2):SET(3,X-1,3):SET(17,
X-1,3):X=X-1
360 IFPEEK(342)=223 AND X<27 THEN RESET(3,X):RESET(17,X):SET(3,X+3,3):SET(17,X+3
,3):X=X+1
370 IFPEEK(343)=223 AND XX>4 THEN RESET(60,XX+2):RESET(44,XX+2):SET(60,XX-1,4):S
ET(44,XX-1,4):XX=XX-1
380 IFPEEK(344)=223 AND XX<27 THEN RESET(60,XX):RESET(44,XX):SET(60,XX+3,4):SET(
44,XX+3,4):XX=XX+1
390 PRINT@7,S;:PRINT@22,SS;
400 IF D=1 THEN 210
410 IF D=2 THEN 210
420 IF D=3 THEN 210
430 IF D=4 THEN 210
440 GOTO100
```



Venture into the unknown

Who knows what awaits you? Take your courage in both hands and journey into strange worlds. Follow your quest and find your destiny

Voodoo Castle 32K BBC £7.95

Adventure International, 119 John Bright St, Birmingham B1 1BE

This original Scott Adams adventure left me a little helpless. Even having a second look at the instructions didn't improve my situation.

The idea is that you communicate with the computer using two-word sentences. This sounds rather restrictive, and to start with progression is pretty slow.

You are chosen to free the cursed Count Cristo from his deep sleep. You do this by collecting objects and clues as you move from location to location. You are advised to draw a map but don't forget to leave extra space around the edges to allow for newly discovered locations. Most of the objects serve a purpose and the way they slot into the adventure reminds me of a nicely fitting jigsaw; but beware — there are a few odd pieces.

An excellent feature is being able to save to tape at any time reloading later and carrying on.

It seems a long time since I typed in my first "verb noun" sentence and I have progressed a great deal. More games like this, please Scott Adams! **M.B.**

instructions	75%
ease of use	80%
display	70%
value for money	90%

★★★★

Serpents Lair 32K BBC £4.95

Comsoft, 7 Roman Dr, Leeds LS8 2DR

'An adventure for children' is how the manufacturers describe this program and a good adventure it is too. I would expect it to be of interest to all new adventurers rather than just the younger ones. I can see all the family getting involved.

There is an educational purpose too: all the locations are correctly located geographically and you are encouraged to make a map as you go along, checking with an atlas. It's a good job you are flying on a magic carpet because some of the neighbouring locations are a fair distance apart; south from London is Italy! The supporting story is fair and there are a number of riddles to be solved. I looked in the listing to cheat for some of them.

The use of graphics in some locations is good and adds to the game rather than detracting from it. What also impressed me was the speed of response in a BASIC adventure. This is probably due to the small vocabulary though. A pleasant first adventure in every way, well done Comsoft. **D.C.**

instructions	85%
playability	90%
graphics	75%
value for money	95%

★★★★

The Last Jedi 48K Spectrum £5.50

Amazing Games, 39 Maple Dr, Burgess Hill, West Sussex RH15 8EX

You must save the galaxy by killing the Evil Emperor, located somewhere in a maze of over 500 caverns. Your quest in this text adventure is dangerous and your path is blocked by obstacles and dangerous creatures. However, many creatures are unanimated and many caverns have exactly the same description. Although the few characters are recognizable from Return of the Jedi not much else is.

There are some interesting puzzles but not many in relation to the number of rooms, and some appear out of place in a distant galaxy. For example, the program refers to an old Irish legend and a medieval legend about the undead.

The instructions are comprehensive but difficult to read and illustrate the lack of complexity because there are only a handful of commands.

Input is poor, varying from unresponsive to over-sensitive key reading.

Your Psi-Power (a measure of your ability to will some creatures to sleep), strength and lightsabre energy are shown — even if you don't have a lightsabre. Lightsabre is misspelt throughout.

Slow and tedious. **S.E.**

instructions	80%
playability	30%
graphics	N/A
value for money	45%

★★

Holdfast Amstrad £5.95

Kuma Computers, Unit 12, Horseshoe Park, Horseshoe Rd, Pangbourne, Berks RG8 7JW

This is one of those rule a planet simulations taken into a slightly different context. Here you are in the centre of a civil disagreement, trying to organise a peaceful resistance to the government of the day. This makes the program that much more interesting than the usual type of dictator games.

The game is played out in text only, with a most attractive range of colour and typefaces. There is sound, when new information becomes available, and a readout of the current support that you have in both village and government. I don't know whether it's me or not, but I can't get them to make any concessions at all. They spend most of their time sending in the police to arrest my helpers.

There is a range of options and messages but the game can be repetitive if you play it a number of times one after another. The worst feature is that you get no warning what-so-ever of your fellow villagers deciding to give up the struggle. The game just ends.

A good, non-violent, thinking game of moderate interest. **D.C.**

instructions	75%
playability	70%
graphics	65%
value for money	70%

★★★

Return of the Ring Dragon £9.95

Wintersoft, 30 Uplands Park Rd, Enfield, Middx EN2 7PT

If you like adventures of any sort then this must be for you. This adventure has its origins in The Ring of Darkness and some of the ideas are similar. The tape contains four parts to my knowledge, each one taking up a large part of memory and all in machine code.

The game starts with the choice of role: human, dwarf, elf with accompanying attributes. You then allocate points for strength, charisma, intelligence and number of regenerations. This done you load the main part of the program which places you on a decaying planet. Now you make discovery after discovery battling your way to different parts, always on the high resolution screen.

It's a fascinating world full of mutants, annoying beggars, droids and some very intelligent characters who accompany you to help, advise and keep up a conversation with you.

The graphics are fascinating and varied. I have no room to describe them, but suffice it to say that there is plenty there to last for weeks if not considerably longer.

It's a difficult adventure to solve but not to play and for this reason I do not recommend it for the faint hearted. The other serious drawback is the time it takes to load different parts. **M.P.**

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

★★★★★

No.2

QUICKSILVA Computing SECTION

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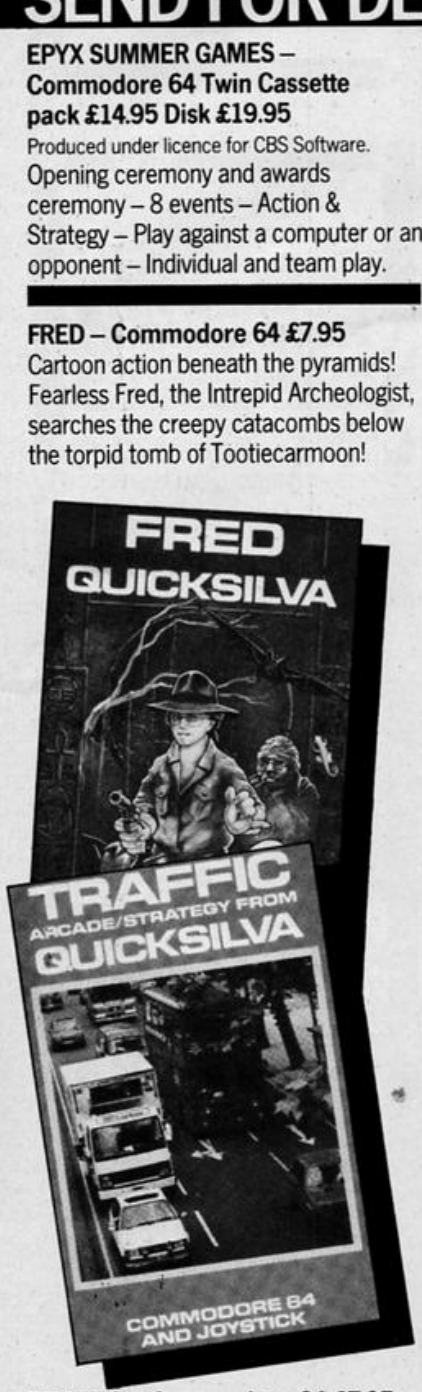
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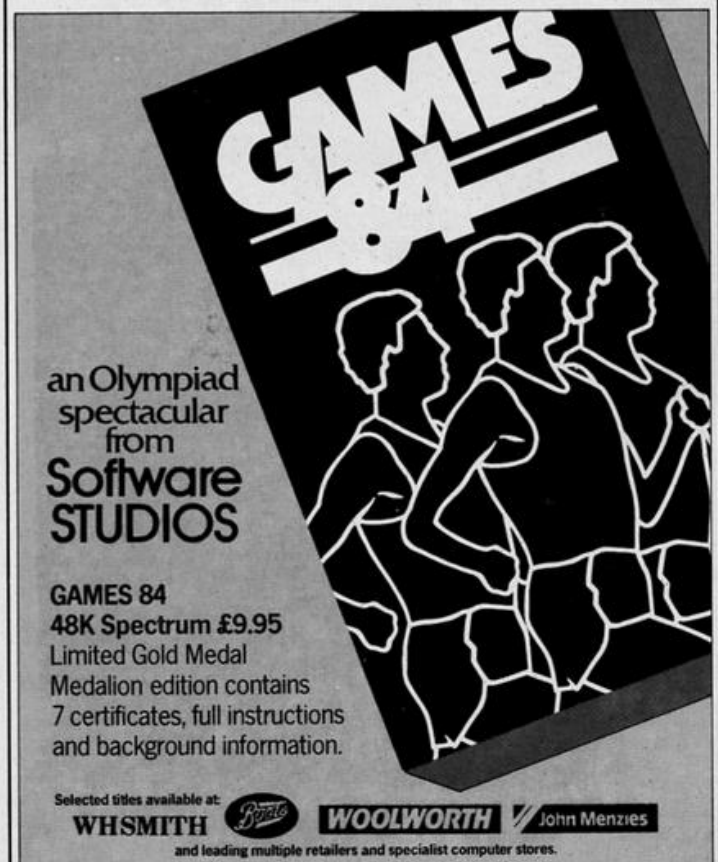
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3D Monster Chase

Romik, 272 Argyll Ave, Slough

Although you might not assume so from the title, this is a maze game in which you have not only a three-level maze to contend with but also a set of monsters. As usual in these games there is a map for you to consult showing where you are and what is there with you.

I must remark how useless the instructions are though. There is very little real explanation of the task before you, and the aids you have to navigate by, which include sonar and direction indicators. There is even a mistake about which key to press in one case.

The screen is changed very quickly, so the waiting is kept to a minimum. The directional cursor keys are detected very slowly however and have to be held down. Perhaps the joystick is more responsive in use.

The range of opponents isn't restricted to monsters, there are also indestructible balls, bombs to defuse, lifts to negotiate and keys to find. All told an interesting implementation of an old idea which is badly let down by the skimpy instruction sheet. **D.C.**

instructions	25%
playability	70%
graphics	85%
value for money	65%

★ ★

Dune Rider 32K BBC £7.95

Micro Power, Sheepscar House, Leeds LS7 1AD

Have you got three eyes and the ability to do more than three things at once? That's what's required in this new game. What really foxes me is how I'm ever going to see the hazards, lava pits and radioactive zones, before I hit them.

The game revolves around your having to save the world by getting some plans from here to there as quickly as possible. To do this you have a dune buggy with independent suspension and the ability to fire both forward and upwards.

There is an alien blockade too, with plenty of scouts and fighters who are trying to prevent your mission being successful. Fuel can also be a problem so you have to shoot their tankers and then catch the stuff whilst on the move.

Now do you see what I meant: your eyes have to be both in the sky and on the ground. It fair makes your brain ache. Control is good but I much prefer joysticks to keys, which is unusual on the BBC. The graphcis are great and the game has that fascinating quality which leads to compulsion. **D.C.**

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

★ ★ ★ ★ ★

Games which pack a punch

These are all-action, finger-twitching, manic games. Can you stand the pace?

Paranoid Pete 32K BBC £7.95

Ubik, 66 Rothwell Rd, Gosforth, Newcastle upon Tyne

Now this really is original. A game to play at the breakfast table whilst eating your 'Wheatie-biscs' You had better eat them quickly for there is a growing shortage of wheat which means that no more breakfast cereal can be produced.

The solution; send one of the 'Wheatiebiskers' off to another fertile planet with lots of wheat seeds and get the wheat growing there. Even better! Send a full factory and just get the full packets back to Earth.

So off you go to assist the little man only to discover that the planet is inhabited by 'Wibblies' who wobble you to death. Armed with only a spade, used to dig the holes for the seeds, and to kill the wibblies, you have to produce as much breakfast cereal as possible. I find that waiting for the seeds to grow is almost as boring as gardening itself but there are plenty of aliens to bash.

A good and interesting game with smashing graphics. It only lacks in variation, the different levels usually leading to more of the same rather than great changes of concept. **D.C.**

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

★ ★ ★ ★

Atom Smasher Amstrad £6.99

Romik, 272 Argyll Ave, Slough, Berks

A real action game this, far too fast for an old stager like me. It is however most attractive and interesting. The aim is to shoot the proton inside the nucleus using the rotational controls and just forward movement. This makes the control fairly simple, although not simple enough for me.

A valuable feature is the option to redefine the keys to any that you wish to use, so there really is no excuse. Chasing you around the nucleus are the electrons, who are very destructive if they catch you with a sideways swipe. What's more they also speed the whole game up in every respect. Finally there is the ever growing piles of debris which encroach on the playing area from both sides.

The characters and graphics can't be described as stunning but they do mean that the game is very fast furious which is what makes it so addictive. If you have time to glance to the sides of the screen there are fuel and temperature indicators. If the heat becomes too much the atomic pile breaks down and you lose another life. **D.C.**

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

★ ★ ★ ★

Ghouls Electron £7.95

Micro Power, Sheepscar House, Leeds LS7 1AD

Here is another of the top selling BBC games being translated to run on the Electron. The game involves being set down in a haunted house trying to get from level to level while avoiding the ghosts who are determined to kill you.

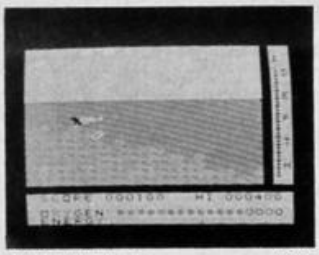
There are various banks of 'stray edibles' to eat on your way and special pills which cause ghouls to disappear. There are plenty of hazards too, creepy spiders, super springs which tend to splatter you on the roof, magic lifts and moving floors to name just a few.

The game is responsive and has a joystick option for those with the interface needed to use them. All told the game is good, fast and interesting. What spoils it for me is the fact that the translation is a little shoddy. Perhaps it's because I've played the other version but the sound and graphics, particularly in the opening sequence, are less than I might have expected. The game itself is fine however and a good addition to the Electron range. **D.C.**

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

★ ★ ★ ★

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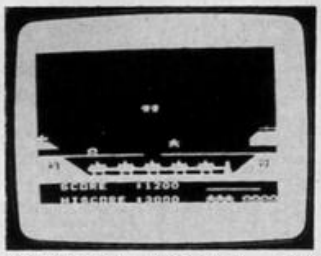


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The computer game is DEAD...

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Is it a computer or is it a video game? That is the question. Well, when it comes to the newest Atari model 7800, the answer may be a little of both. One thing is clear: it is likely that the future of all dedicated video game machines will be decided by how well the 7800 does in the marketplace. Still Atari is hedging its bet by planning to introduce a keyboard expansion unit at a later date.

The 7800 is scheduled to be shipped this month, and is expected to make its debut carrying a $150 suggested retail price tag. It certainly represents a lot of features for the money. By expanding the amount of available RAM and ROM, the system will allow programmers to concentrate on offering creative games having excellent graphics instead of having to concentrate on how to circumvent hardware limitations. Still, even Atari does not expect the machine to sell as well as did its model 2600, nor does it expect the product to attract many third party programs for at least a year.

Atari spent $50,000 on a market research study which indicated that 41 per cent of the people surveyed would "definitely" buy the machine, and 34 per cent stated that they would "probably" buy it. As such surveys go, a "definitely" response of 20 per cent or more is indicative of success in the marketplace, leading Atari officials to believe that they will have captured the number one position in video game machines within the next 12 months. According to that same survey, 75 per cent of those potential buyers would be interested in buying a keyboard.

This seems to be the best way to get parents to buy such a machine for their kids, as the so-called "frightened parents" market is now saturated. These were the parents who impulsively rushed out and bought Johnny and Jenny a machine for fear the poor dears would lose out in the computer-literacy race, not realising there was so little useful software out there for low-end machines.

The tipoff to where Atari may be heading with this machine is that little port on its side. The expansion port can handle video and computer data. Atari isn't talking yet, but it doesn't take much imagination to visualise a video disc or compact audio disc or other mass storage device hooked up and on line. Even though many industry gurus have predicted otherwise, it just may be that Atari, having re-dedicated itself to bringing high quality entertainment products to a willing public, may re-ignite that public's love for a dedicated game machine with the heart of a home computer. The model 7800 certainly is the machine to watch in the next year.

★ ★ ★ ★

I was quite amused when I found out about this next item. It just goes to show you that there are few fools working over at U.S. Commodore, and none of them are in the marketing department. Later this year Commodore will market a "new" computer only for the education market. It is likely to be called the Educator 64, and will run all CBM 64 software, but will use the same case as the old PET! The Educator 64 will come with a built-in green screen monitor and be competitively priced, probably under $500. The unit will work with the 1541 disc drive.

Not to give up easily, the company is at the moment trying to figure out a way to make the unit work with the older 4040 and 8040 disc drives still in use in lots of schools. It is likely that this move will mark the end of the line for PET sales in this country, as most of the PET software has already been converted over to run on the CBM 64. The computer itself will not be sold in retail stores, but rather will be marketed through Commodore's educational dealer network. A moment of silence in memory of the faithful old PET, in constant service since 1977!

★ ★ ★ ★

And now, a few words from your CBM 64! Studio 64, a musical education program from EnTech Software of Studio City CA, will be out in a talking version soon. Human voices will be speaking to users as they compose music on the keyboard of a CBM 64. The firm markets two other talking programs, Management System 64, a business program, and Space Math 64, another educational program.

A spokesman for the company indicated that the program worked more like a teacher does with a student, responding in a human voice with human inflections and pitch instead of with an inhuman machine-like voice. According to EnTech, theirs is the first software line to use a natural voice in this manner. EnTech is offering $5 demo discs of the program which can be credited against the $39.95 price if you purchase the program later. If you want to obtain more information about the program and/or the demo discs, write or call EnTech Software, P.O. Box 185, Sun Valley, California 91353, (818) 768-6646. It sounds like a worthwhile investment in a musical education.

★ ★ ★ ★

A couple of short notes. Due to slow sales of the IBM PCjr., the firm has offered to give its dealers credit against future purchases. This is being done in an effort to clearout the large backlog of unsold machines. At the same time, IBM is also planning to lower the price of its larger PC in the next couple of months. Apparently the attack of the clones has done its job, and even IBM can be made to feel the pinch.

★ ★ ★ ★

Here's news about a fantastic new printer from Epson. Their new JX-80 dot matrix printer is able to print up to seven colours using a four-colour ribbon. Black, yellow, magenta, and cyan are available in one pass. Violet, orange and green are produced in two passes by overstriking one of the basic colours with another. Additionally, if full colour capability is not always required, all black ribbons can be purchased. The printer will print the full 96 character set in 128 type styles. Additionally, the user can load in special fonts and character sets for engineering, foreign languages, maths, and medical uses.

A series of front panel switches makes it easy to control special print functions such as underlining, sub- and superscript, compressed and expanded printing, italics, and elite type style. The printer has a one-to-one aspect ratio, meaning that it can print documents and/or graphics in the same scale vertically and horizontally. This allows the printing of very accurate grapics, including true circles. It uses a 9 x 9 dot matrix.

The characters have true descenders, and the unit has proportional spacing as well. The JX-80 uses a standard parallel (Centronics-compatible) interface. Epson offers optional interface adapters so that the unit can receive serial data transmission or be controlled by an IEEE 488 interface device. The unit will be retailed for about $800. Happy colouring!

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

Bud Izen, Fairfield, California.

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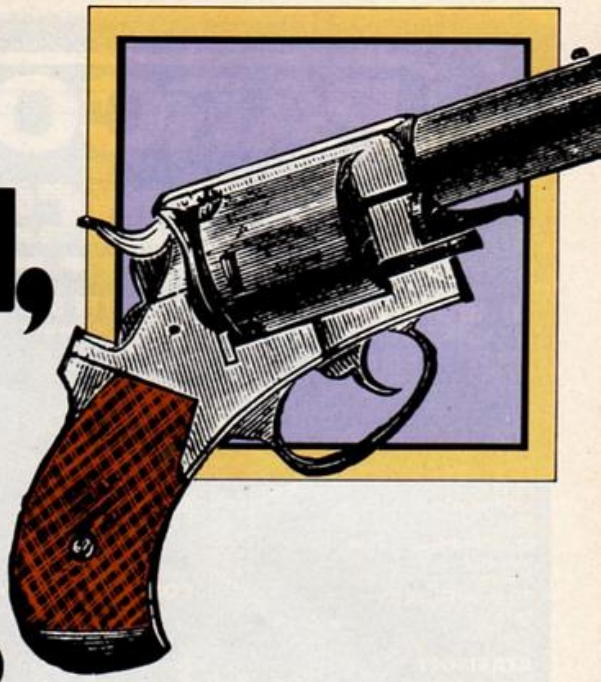
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CHARTBUSTERS

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ARCADE

1	Full Throttle	Micromega	Spectrum (1)
2	Daley Thompson Decathlon	Ocean	CBM 64 (-)
3	Sabre Wulf	Ultimate	Spectrum (2)
4	Monty Mole	Gremlin	Spectrum (4)
5	Decathlon	Activision	CBM 64 (-)
6	Beach Head	US Gold	CBM 64 (3)
7	Jet Set Willy	S. Projects	Spectrum (8)
8	Giants Revenge	Thor	Spectrum (5)
9	Potty Pigeon	Gremlin	CBM 64 (7)
10	Matchpoint	Psion	Spectrum (-)

NON-ARCADE

1	Lords of Midnight	Beyond	Spectrum (4)
2	Mugsy	Melbourne Hse	Spectrum (5)
3	Pitfall	Activision	CBM 64 (7)
4	Valhalla	Legend	CBM 64 (6)
5	Star Trader	Bug Byte	Spectrum (10)
6	Savage Pond	Starcade	BBC (8)
7	Fall of Rome	Argus	CBM 64 (9)
8	Classic Adventure	Melbourne Hse	CBM 64 (-)
9	Mastermind	Commodore	CBM 64 (-)
10	The Inferno	R. Shepherd	Spectrum (-)

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

SPECTRUM

1	Tornado Low Level	Vortex (-)
2	Jet Set Willy	S. Projects (3)
3	Full Throttle	Micromega (5)
4	Scuba Dive	Martech (-)
5	Cavelon	Ocean (-)
6	Matchpoint	Psion (10)
7	Harrier Attack	Martech (-)
8	Lords of Midnight	Beyond (-)
9	Manic Miner	Bug Byte (-)
10	Sabre Wulf	Ultimate (1)

COMMODORE 64

1	Beach Head	US Gold (-)
2	Harrier Attack	Commodore (-)
3	Scrabble	Interceptor (2)
4	Hektik	Mastertronic (-)
5	Grandmaster Chess	Audiogenic (-)
6	BMX Racers	Mastertronic (3)
7	Manic Miner	S. Projects (4)
8	Blue Thunder	R. Wilcox (-)
9	Flight Path 737	Anirog (8)
10	Squirm	Mastertronic (-)

DRAGON 32

1	Pedro	Imagine (1)
2	Kriegspiel	Beyond (-)
3	Dungeon Raid	Microdeal (-)
4	Eightball	Microdeal (-)
5	Ring of Darkness	Wintersoft (4)
6	Buzzard Bait	Microdeal (-)
7	Dragonfly 2	Hewson (6)
8	Chocolate Factory	Minits (10)
+	Mr Dig	Microdeal (-)
10	The King	Microdeal (-)

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

VIC-20

1	Duck Shoot	Mastertronic (1)
2	Wizard and the Princess	Melbourne Hse (3)
3	Bewitched	Beau Jolly (5)
4	Flight 015	Craig Comctns (1)
5	Chariot Race	Micro Antics (-)
6	Sub Hunt	Mastertronic (2)
7	Vegas Jackpot	Mastertronic (10)
8	Crazy Kong	Int. Micro (9)
9	3D Maze	Mastertronic (-)
10	Snooker	Visions (3)

BBC

1	Hunchback	Superior (8)
2	Football Manager	Addictive Games (-)
3	Snooker	Acornsoft (10)
4	JCB Digger	Acornsoft (2)
5	Spitfire Command	Superior (-)
6	747 Simulator	Doctorsoft (4)
7	Hobbit	Melbourne Hse (3)
8	Battle Tank	Superior (-)
9	Percy Penguin	Superior (-)
10	Aviator	Acornsoft (1)

ZX81

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

Spring time with Coily

Snakes are renowned for being slippery customers, but with this program from A. Charalambous the snake is more of a 'springy' customer

Variables

j,a co-ordinates of Coily
wa screen
sc score
li lives left
p height of bounce
b length of fall (when b=4 the drop is fatal)
x,y co-ordinates of ball/bullet/moving platforms (depending on screen)
x is also used as the time variable in the challenging stage

Rather than being a snake in the grass, you play the part of a snake in the air with this game called Coily.

You play the part of Coily — a spring shaped snake — and the object of the game is very simple, to stay alive for as long as possible.

With this platform type game, you eat various objects around the screen for extra points, and help Coily reach the highest corner of each screen.

There are four main screens of platforms, each with a different layout, and each with a new danger.

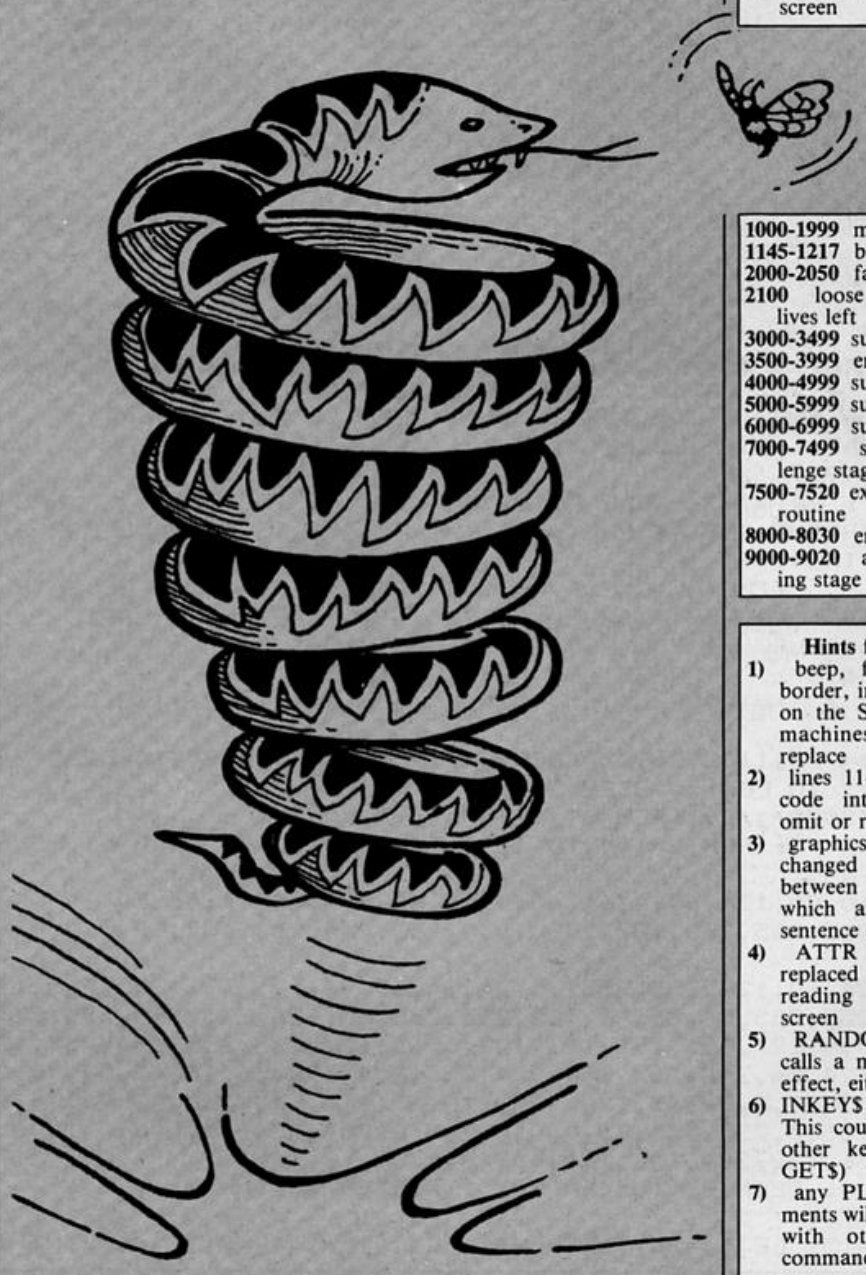
Coily is continuously bouncing, and by moving him left and right, you must bounce him to the top of the screen.

Each time you succeed in making it to the top of the screen, you will proceed to the next one.

After the four main sheets have been completed, you enter a challenging stage, in which you must reach the flashing object in the time allowed.

If you do this, you will get an extra life and bonus points. The game then starts again at screen one.

This then, is a game where you should keep your cool — or should we say 'keep your coil.'



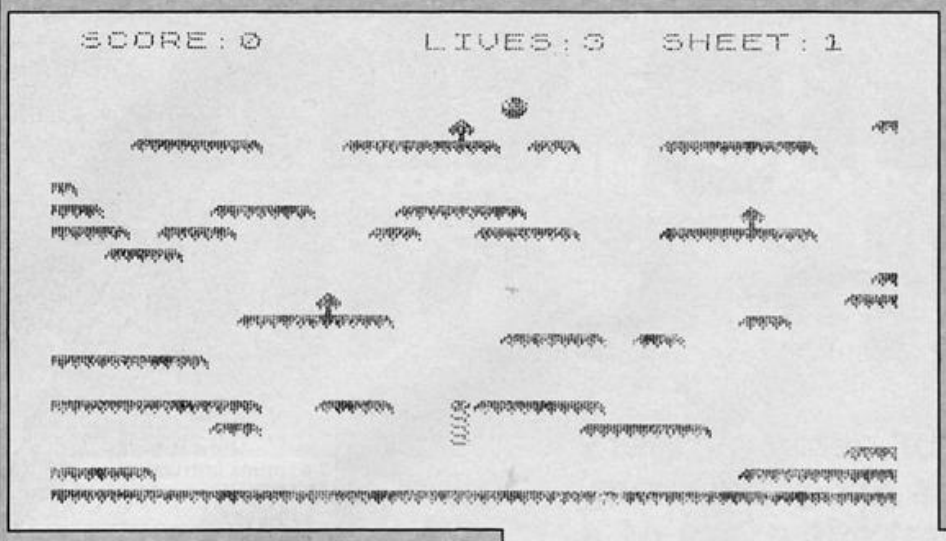
How it works

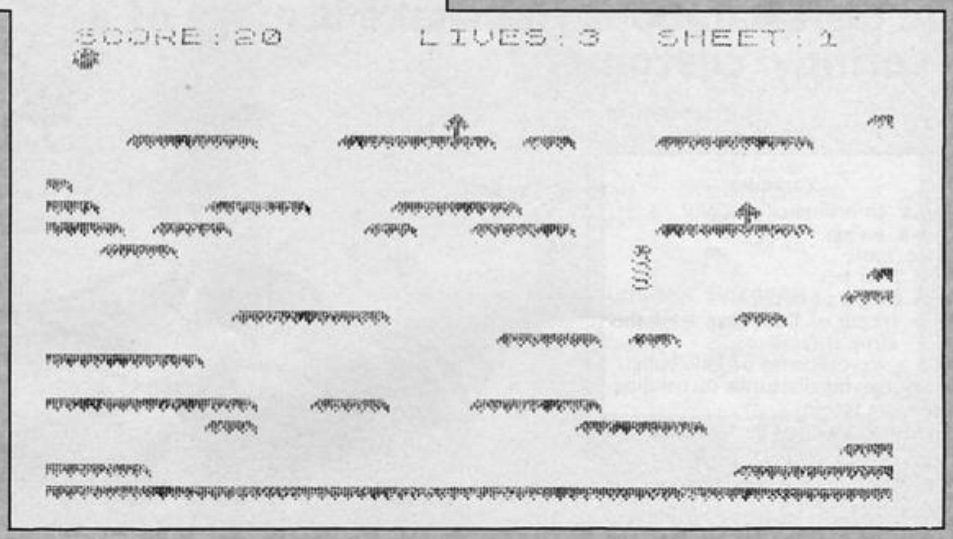
2-6 prints instructions
11-14 pokes machine code into memory
50 sets up UDG's
70-77 data for graphics
100 sets up screen attributes
300-399 sets up screen 1
400-499 sets up screen 2
500-599 sets up screen 3
600-699 sets up screen 4
700-739 sets up challenging stage screen

1000-1999 main loop
1145-1217 bounce routine
2000-2050 fall routine
2100 loose life, check if any lives left
3000-3499 subroutine for screen 1
3500-3999 end of screen routine
4000-4999 subroutine for screen 2
5000-5999 subroutine for screen 3
6000-6999 subroutine for screen 4
7000-7499 subroutine for challenge stage
7500-7520 extra life bonus points routine
8000-8030 end of game routine
9000-9020 announces challenging stage

Hints for conversion

1) beep, flash, bright, over, border, ink and paper are all on the Spectrum, for other machines either omit or replace
2) lines 11-14 POKE machine code into memory, either omit or replace them.
3) graphics would have to be changed (capital letters in between quotation marks, which are not part of a sentence are UDG's)
4) ATTR would have to be replaced with other ways of reading locations on the screen
5) RANDOMISE USR 35000 calls a machine code sound effect, either omit or replace.
6) INKEY$ reads the keyboard. This could be replaced with other keyboard scans (e.g. GET$)
7) any PLOT, DRAW statements will have to be changed with other line drawing commands (e.g. MOVE)






```
   1 CLEAR 34999: PAPER 1: BORDER 1: INK 6: CLS : RAN
DOMIZE : FOR n=0 TO 30: BEEP .01,n: BEEP .005,n-1: NEXT n
   2 PRINT AT 1,13;" COILY ": INK 7: PLOT 104,159: DRAW 57,0: DRAW 0,9: DRAW -57
,0: DRAW 0,-9
   3 PRINT : PRINT "  HELP COILY GET TO THE TOP OF "'"  EACH SCREEN.THERE ARE F
OUR"'"  SCREENS AND AFTER THESE THERE"'"  IS A CHALLENGE STAGE WHERE"'"  YOU
MUST REACH THE T IN THE"
   4 PRINT '"  TIME ALLOWED.VARIOUS OBJECTS"'"  CAN BE EATEN FOR BONUS POINTS."
'"  AN EXTRA LIFE IS AWARDED FOR"'"  COMPLETING A LAP."
   5 PRINT '" USE  1 FOR LEFT    0 FOR RIGHT "
   6 PRINT #1;"     PRESS ANY KEY TO START     "
  11 DEF FN a(n)=(CODE a$(n)-48 AND CODE a$(n)<58)+(CODE a$(n)-55 AND CODE a$(n)
>64)
  12 LET a$="F31110D0260A3A485C1F1F1F0EFEEE10ED794310FE2520F41C1520E8FBC9"
  13 FOR j=1 TO LEN a$ STEP 2
  14 POKE 35000+j/2,16*FN a(j)+FN a(j+1): NEXT j
  50 RESTORE 70: FOR a=144 TO 163: FOR n=0 TO 7: READ b: POKE USR CHR$ a+n,b: NE
XT n: NEXT a
  70 DATA 60,90,126,60,4,66,60,4,66,60,4,66,60,4,66,60
  71 DATA 255,255,255,187,17,0,0,0,252,254,255,187,17,0,0,0,63,127,255,187,17,0,
0,0
  72 DATA 24,60,126,255,255,90,24,24,60,94,191,191,255,255,126,60
  73 DATA 255,255,24,36,66,129,255,255,60,126,231,195,195,231,126,60
  74 DATA 0,0,127,255,191,193,127,0,63,127,255,255,254,254,124,56,255,255,255,25
5,254,254,124,56,248,252,254,254,254,254,124,56,16,40,84,40,80,116,60,24
  75 DATA 255,8,8,8,255,128,128,128,60,110,94,223,223,94,94,255
  76 DATA 255,0,255,255,15,0,0,0,240,0,254,254,14,0,0,0,15,0,127,127,15,0,0,0
  77 DATA 36,122,249,126,126,159,94,36
 100 PAUSE 0: BEEP .5,10: PAPER 0: BORDER 0: INK 3: CLS
 200 GO TO 740
 301 LET a=15: LET j=20: LET x=1: LET y=INT (RND*31): PRINT AT 21,0; INK 4;"CCCC
```

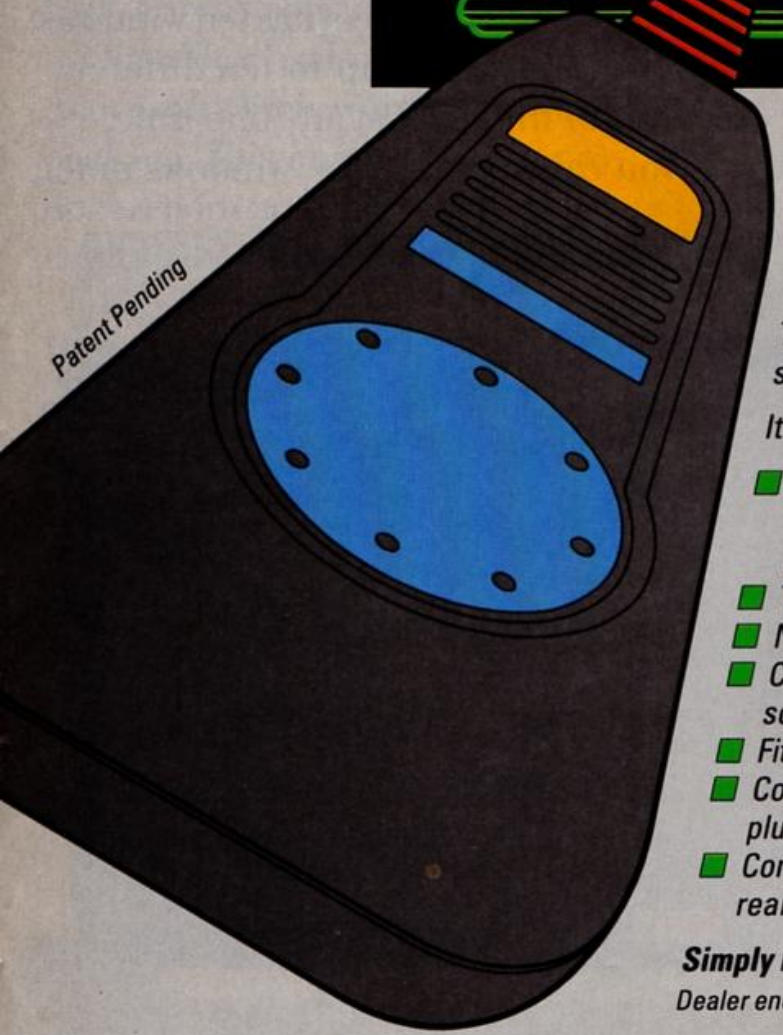
```
CCCCCCCCCCCCCCCCCCCCCCCCCCCC"
 302 PRINT AT 20,0; INK 4;"CCCD";AT 18,20;"ECCCD";AT 20,26;"ECCCCC";AT 19,30;"EC
";AT 17,16;"ECCCD";AT 17,10;"ECD"
 303 PRINT AT 17,0; INK 4;"CCCCCCCD";AT 18,6;"ED";AT 15,0;"CCCCCD";AT 13,7;"ECCC
CD";AT 14,17;"ECCD"
 304 PRINT AT 14,22; INK 4;"ED";AT 13,26;"ED";AT 12,30;"EC";AT 14,26;"  ";AT 13,
30;"  "
 305 PRINT AT 11,31; INK 4;"E";AT 9,23;"ECCCCD";AT 9,16;"ECCD";AT 8,13;"ECCCD";A
T 9,12;"ED";AT 8,6;"ECCD";AT 9,4;"ECD"
 306 PRINT AT 10,2; INK 4;"ECD";AT 9,0;"CCD";AT 8,0;"CD";AT 7,0;"D";AT 5,3;"ECCC
D";AT 5,11;"ECCCCD"
 307 PRINT AT 5,18; INK 4;"ED";AT 5,23;"ECCCCD";AT 4,31;"E"
 308 PRINT AT 19,29; INK 6;"F";AT 4,15;"F";AT 8,26;"F";AT 12,10;"F"
 399 RETURN
 400 LET x=31: LET y=INT (RND*18)+1: LET a=9: LET j=20: PRINT AT 21,0; INK 5;"HH
HHHHHHHHHHHHHHHHHHHHHHHHHHHHHH"
 401 PRINT AT 19,0; INK 5;"HHHHHHH";AT 17,0;"HHHH";AT 16,7;"HHHHH";AT 17,11;"HHH
HHHH";AT 19,11;"HH";AT 18,22;"HHHHH"
 402 PRINT AT 16,29; INK 5;"HH";AT 15,30;"HH";AT 20,16;"HHHH";AT 13,24;"HHHH";AT
 13,17;"HHHH"
 403 PRINT AT 12,10; INK 5;"HHHH";AT 12,2;"HHHHH";AT 10,0;"HHH";AT 8,0;"H";AT 8,
4;"HHHHH";AT 8,12;"HHHHH";AT 8,21;"HH";AT 8,26;"HHHH";AT 6,30;"HH"
 404 PRINT AT 5,27; INK 5;"HH";AT 5,22;"H";AT 3,19;"H";AT 5,15;"HH";AT 5,13;"H";
AT 5,6;"HHH";AT 5,0;"HHH";AT 4,0;"H"
 405 PRINT AT 4,15; INK 2;"I";AT 11,4;"I";AT 16,16;"I";AT 12,26;"I"
 499 RETURN
 500 LET y=10: LET a=5: LET j=20: LET x=0: PRINT AT 21,0; INK 6;"LLLLLLLLLLLLLLL
LLLLLLLLLLLLLLLLL"
 501 PRINT AT 20,19; INK 6;"KLLLLLLLLLLLL";AT 18,27;"KLLLL";AT 16,28;"KLLL";AT 1
7,10;"KLLLM"
 502 PRINT AT 17,0; INK 6;"LLLLLLM";AT 16,1;"KLLM";AT 14,2;"KM";AT 13,7;"KLLLLM"
;AT 12,15;"KLM";AT 11,21;"KLLLM";AT 11,29;"KLL"
 503 PRINT AT 9,30; INK 6;"KL";AT 7,24;"KLLLM";AT 6,20;"KM";AT 6,13;"KM";AT 5,3;
"KLLLM";AT 4,0;"LM"
 504 PRINT AT 15,30; INK 2;"N";AT 13,2;"N";AT 10,22;"N";AT 4,5;"N"
 599 RETURN
 600 LET x=-1: LET a=15: LET j=20: PRINT AT 21,0; INK 7; PAPER 1;"OOOOOOOOOOOOOO
OOOOOOOOOOOOOOOO"
 601 PRINT AT 19,0; INK 7; PAPER 1;"OOOOOOOO";AT 18,0;"OOOO";AT 16,6;"OOO";AT 16
,13;"O";AT 15,17;"OOOO";AT 15,29;"OOO";AT 13,31;"O"
 602 PRINT AT 11,25; INK 7; PAPER 1;"OOOO";AT 12,2;"OO";AT 11,19;"OOO";AT 11,12;
"OOOO";AT 11,8;"O";AT 11,5;"O";AT 10,0;"OO";AT 9,0;"O";AT 7,3;"OOOO"
 603 PRINT AT 6,15; INK 7; PAPER 1;"OO";AT 4,20;"O";AT 5,24;"O";AT 4,28;"OOOO"
 604 PRINT AT 17,2; INK 5;"P";AT 10,26;"P";AT 6,4;"P";AT 5,16;"P"
 699 RETURN
 700 LET x=100: LET a=9: LET j=20: PRINT AT 21,0; INK 7;"QQQQQQQQQQQQQQQQQQQQQQQ
QQQQQQQQQ";AT 19,0;"QQQQQQR";AT 19,20;"SQQQQQQQQQQQ";AT 17,0;"QQQQR";AT 17,25;"S
QQQQQQ";AT 15,7;"SQQR";AT 15,14;"SQQQQQR";AT 14,23;"SQQQQQQQQ"
 701 PRINT AT 12,27; INK 7;"SQQQQ";AT 10,20;"SQQQR";AT 10,10;"SQQQQQR";AT 9,0;"Q
QQQQQQR";AT 13,0;"QQQR"
 702 PRINT AT 7,0; INK 7;"QQQR";AT 5,5;"SQQQQR";AT 4,14;"SQR";AT 4,20;"SQQQQR";A
T 4,29;"SR";AT 7,27;"SQQQQ";AT 4,0;"QQR"
 710 PRINT AT 3,30; INK 2; FLASH 1;"T"
 720 PRINT AT 1,0;"TIME:99"
 739 RETURN
 740 LET wa=3: LET sc=0: LET li=3
 750 LET b=1: LET p=1
 800 PRINT AT 0,1;"SCORE:        LIVES:    SHEET:  "
 810 PRINT AT 0,7; INK 6; BRIGHT 1;sc;AT 0,20;li;AT 0,29;wa-2
 900 GO SUB wa*100
1000 GO SUB wa*1000
1090 IF ATTR (j,a-1)<>3 OR ATTR (j-1,a-1)<>3 THEN  GO TO 1101
1100 IF INKEY$="1" AND a>0 THEN  LET a=a-1: PRINT AT j,a+1;" ";AT j-1,a+1;" "
1105 IF ATTR (j,a+1)<>3 OR ATTR (j-1,a+1)<>3 THEN  GO TO 1111
1110 IF INKEY$="0" AND a<31 THEN  LET a=a+1: PRINT AT j,a-1;" ";AT j-1,a-1;" "
1145 GO TO 1145+p
1147 LET j=j-1: PRINT AT j+1,a;" ": LET p=p+1: GO TO 1160
1149 LET j=j+1: PRINT AT j-2,a;" ": LET p=p+1: GO TO 1160
```

SPECTRUM PROGRAM

```
1150 IF ATTR (j+1,a)=3 THEN  GO SUB 2000
1170 IF ATTR (j-1,a)<>3 THEN  LET j=j+1: LET p=3: BEEP .001,20
1180 IF ATTR (j,a)<>3 THEN  LET j=j-1: LET p=1
1215 PRINT AT j,a;"B";AT j-1,a;"A"
1217 IF ATTR (j+1,a)<>3 THEN  LET p=1: BEEP .001,30
1300 IF j=1 THEN  GO TO 3500
1999 GO TO 1000
2000 LET j=j+1: LET b=b+1: PRINT AT j,a;"B";AT j-1,a;"A";AT j-2,a;" "
2010 IF ATTR (j+1,a)<>3 THEN  LET p=1: LET b=1: GO TO 1161
2020 IF ATTR (j+1,a)=3 AND b=4 THEN  GO TO 2030
2025 RETURN
2030 LET j=j+1: PRINT AT j,a;"B";AT j-1,a;"A";AT j-2,a;" "
2040 IF ATTR (j+1,a)<>3 THEN  PRINT AT j,a;"A";AT j-1,a;" ": BEEP .1,0: GO TO 21
00
2050 GO TO 2030
2100 LET li=li-1: IF li=0 THEN  GO TO 8000
2110 CLS : GO TO 750
3000 IF ATTR (j+1,a)=6 THEN  BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
 PRINT AT j+1,a;" "
3051 LET x=x+2: IF ATTR (x-2,y)<>4 THEN  PRINT AT x-2,y;" "
3055 IF x>=20 THEN  LET x=1: LET y=INT (RND*31)
3060 IF ATTR (x,y)<>4 THEN  PRINT AT x,y; INK 5;"G"
3070 IF x=j AND y=a OR x=j-1 AND y=a THEN  GO TO 2040
3499 RETURN
3500 POKE 35006,6: FOR n=0 TO 5: RANDOMIZE USR 35000: NEXT n
3510 LET wa=wa+1: IF wa=7 THEN  GO SUB 9000
3520 LET sc=sc+200
3999 CLS : GO TO 800
4000 IF ATTR (j+1,a)=2 THEN  BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
 PRINT AT j+1,a;" "
4010 LET x=x-1: IF ATTR (y,x)=5 THEN  PRINT AT y,x+1;" ": LET x=31: LET y=INT (R
ND*18)+1: RETURN
4020 PRINT AT y,x; INK 6;"J";AT y,x+1; INK 3;" "
4030 IF x=0 THEN  PRINT AT y,x;" ": LET x=31: LET y=INT (RND*18)+1
4040 IF y=j AND x=a OR y=j-1 AND x=a THEN  GO TO 2040
4999 RETURN
5000 IF ATTR (j+1,a)=2 THEN  BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
 PRINT AT j+1,a;" "
5010 PRINT AT 16,18+x; INK 3;" "; INK 6;"KLM"; INK 3;" ";AT 6,11+x;" "; INK 6;"K
M"; INK 3;" "
5020 GO TO 5030+y
5030 LET x=x+1: IF x=3 THEN  LET y=10
5031 GO TO 5050
5040 LET x=x-1: IF x=-1 THEN  LET y=0
5999 RETURN
6000 IF ATTR (j+1,a)=5 THEN  BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
 PRINT AT j+1,a;" "
6010 LET x=x+1
6020 GO TO 6030+x
6031 PRINT AT 16,25; INK 7; PAPER 1;"000";AT 6,10;"00": GO TO 6040
6033 PRINT AT 16,25; INK 3;"   ";AT 6,10;"  ": IF x=3 THEN  LET x=-1
6999 RETURN
7000 IF ATTR (j+1,a)=130 THEN  FOR n=0 TO 6: POKE 35006,5+(n*2): RANDOMIZE USR 3
5000: NEXT n: GO TO 7500
7010 LET x=x-1: PRINT AT 1,5; INK 4;x;" ": IF x=0 THEN  BEEP 1,-10: GO TO 7520
7499 RETURN
7500 LET sc=sc+500: PRINT AT 0,7; INK 7;sc
7501 LET li=li+1: PRINT AT 0,20; INK 7;sc
7510 PRINT AT 10,9;"BONUS-500 POINTS": BEEP 1,10: BEEP .1,40
7520 LET wa=3: CLS : GO TO 800
8000 PRINT AT 10,10;" GAME OVER ": POKE 35006,50: RANDOMIZE USR 35000
8010 PRINT AT 21,0;" PRESS Y TO REPLAY OR N TO STOP "
8020 IF INKEY$="y" THEN  CLS : GO TO 740
8021 IF INKEY$="n" THEN  STOP
8030 GO TO 8020
9000 PRINT AT 10,7;"CHALLENGING STAGE": POKE 35025,29: RANDOMIZE USR 35000
9010 PRINT '"GET TO THE T IN THE TIME ALLOWED"
9020 FOR n=0 TO 200: NEXT n: RETURN
```

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Rebalance this sh

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If you made those adjustments on ViewSheet, it would revise the balance automatically in a split second.

Or imagine that you had to add 15% VAT to every figure on a price list containing 500 items.

ViewSheet can add the tax to each and every one of those items simultaneously. And once again, in virtually a second.

As simple as pencil and paper.

ViewSheet is a computer-based spreadsheet, the figure processing version of a word processor.

With 255 columns in width and 255 rows in depth, it's also one of the largest spreadsheets on the market.

Originating the sheet is as easy as originating an ordinary worksheet with pencil and paper.

Because ViewSheet comes with an easy-to-follow reference card.

It enables even the most inexperienced users to feed all the data they need to use, and store on disc or cassette, into the BBC Micro.

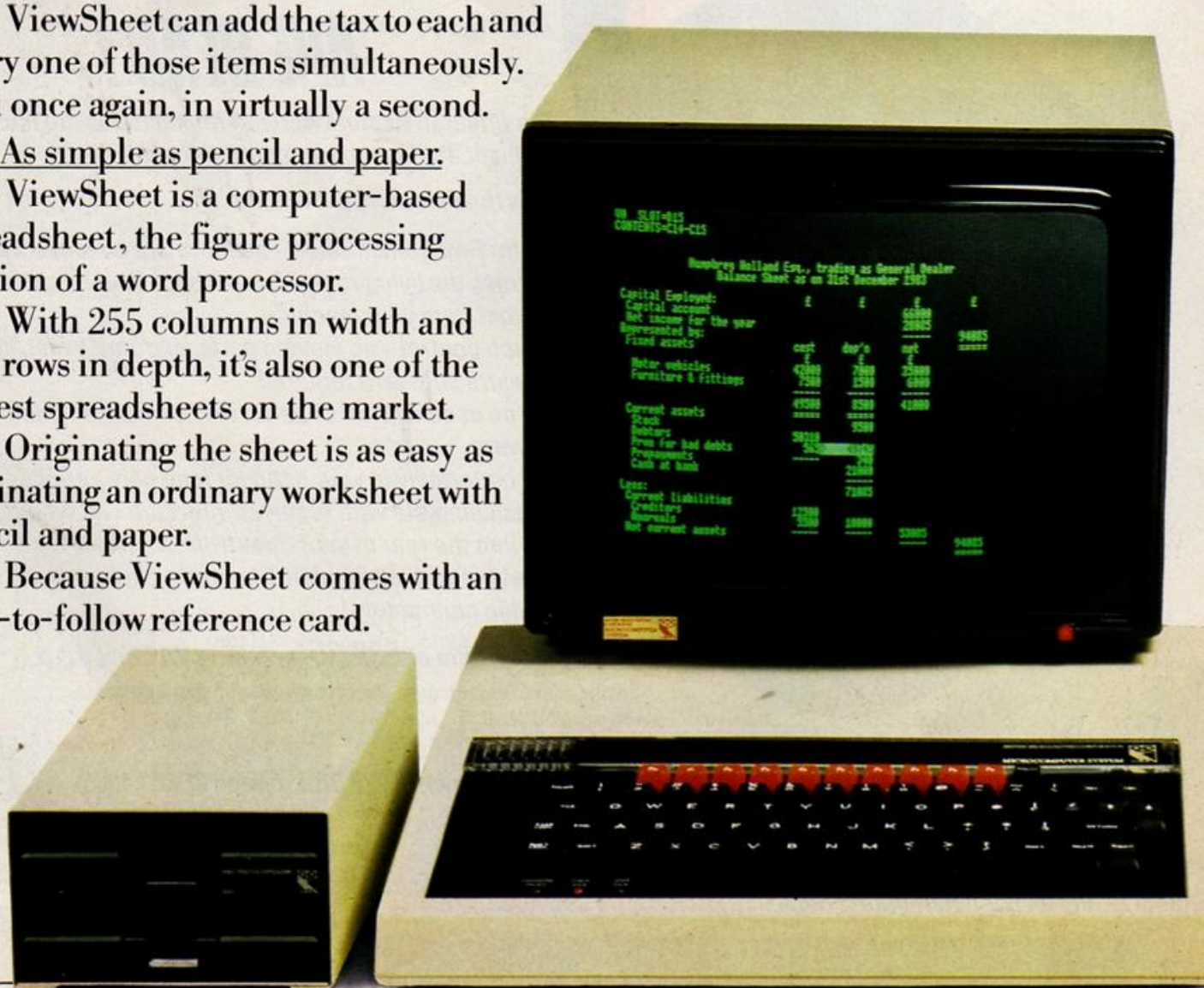
You can nominate headings and sub-headings. And you can create barcharts to display figures graphically.

Ten windows for perfect vision.

The sheer size of ViewSheet makes it impossible for the whole sheet to be visible on the monitor at once.

That's why ViewSheet has ten windows, enabling you to see up to ten different sections of the sheet at any one time.

You can summon the windows onto



eet in one second.

the screen at the press of a key.

You can cross-reference sections, or even reposition them on the sheet, whenever you need to.

And you can print them out individually, as well as all together.

The possibilities are virtually endless.

By creating special disc files from ViewSheet, you can link two or more spreadsheets together. This means you can build models much bigger than the BBC Micro's considerable memory.

ViewSheet is also compatible with Acornsoft's View word-processing package. This enables you to produce reports and documents which combine text and figures.

In addition, you can use ViewSheet in any screen mode, making the most of the BBC Micro's potential. And if you use it with the 6502 second processor, you'll have no less than 30K of workspace in any mode.

For only £59.80, you too can have figures like this.

The ViewSheet ROM can be fitted by your BBC Micro dealer in less than three minutes. And with its straightforward user guide, function key card and reference card, it'll soon have you juggling figures at lightning speed.

Indeed, at only £59.80, it's an invaluable asset for anyone involved in professional or personal finance, forecasts, formulae and analysis.



ViewSheet's operations and functions in brief.

The operations supported by ViewSheet are: addition, subtraction, multiplication, division, exponentation and bracketed operations.

And the functions supported are: ABS, ACS, ASN, SIN, SGN, RAD, ATN, COS, DEG, EXP, INT, LN, LOG, PI, SQR, TAN, MIN, AVERAGE, MAX, CHOOSE, LOOKUP, COL, IF, READ, ROW and WRITE.

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TI hints

I have found yet another bug in the TI-99/4A.

This one only works in TI BASIC (not Extended) and affects the JOYST and KEY statements.

Type: 10 CALL JOYST (*,A,"******")

Inside the quotes should be as many *s as will fit, i.e. nearly four lines. Press ENTER then RUN the program. The results are highly colourful. This bug also works by replacing the JOYST command with the KEY command. Using this command, but with fewer stars, it is possible to switch off the auto repeat on all keys. Sadly this cannot be used in a program as it causes an error and stops it.

If any other TI owners know any other bugs I hope they will write in with them.

Mike Curtis, Weymouth

For adventure addicts

Having read the pleas for help with Pirates Cove and Voodoo Castle, I have decided to come to the rescue of all the budding adventurers. If the tips below do not help, readers can write to me giving a description of the problem and enclosing an s.a.e. Any extra help will give clues but not solutions so as not to spoil your enjoyment. Help will also be given on Adventureland and Mystery Fun House.

Pirates Cove: To get past the crocs you will need to go into the lagoon and swim until you find FISH! So that the fish can survive you will need a bottle of water. To find the bottle go back to the attic after giving the rum to the pirate. Can't kill the snakes? Doubloons are pieces of eight! Can't get pirate back on board? Carry on digging, HIC!

Voodoo Castle: Test tubes exploding? SHIELD yourself from them. Trouble with Ju-Ju bag? Go search the Fireplace. Crack too small? Wave your troubles goodbye!

Finally I would like to congratulate HCW for maintaining support for the TI-99/4A. I hope a company will soon see there is still a market for high quality games cartridges for them.

Richard Clark, 6 Phyllis Ave, New Malden, Surrey

CBM aid

Being a computer retailer I read with interest and understanding the letter from Mr J Holmes of Glasgow regarding the cost of pens for the Commodore 1520 Printer/Plotter.

Fortunately there is a solution to this problem. The pens designed for the Sharp range of printer/plotters are a direct replacement for the Commodore ones and cost only £3.09. Also it is possible to get a pack of black only.

The part numbers are as follows: EA 850C (4 x mixed colours), EA850B (4 x Black). They should be available from any Sharp dealer but if he has difficulty Mr Holmes is welcome to contact me.

Mark Adams, Inkey Computer Services, 70 Mill St, The Square, Trecynon, Mid-Glamorgan

Spectrum facts

I am a proud owner of a 48K Spectrum and after recently buying Kosmic Kanga I have become stuck on the bonus screen after the desert. Please can anybody tell me how high the bonus screen is?

After playing Micro-Olympics by Database I have recently run some very good times using the keys in the 100 and 200 metres. My times are 9.54 seconds for the 100 metres and 20.44 for the 200 metres. Is this a record with the keys?

Here are the codes for all you frustrated Wheelie fans: 2nd level — WITTY, 3rd level — SHARK, 4th level — BEBOP, 5th level — XENON, 6th level — ZX83B, 7th level — ZMQL3, 8th level — HRME2

Andrew Carrey, Renfrewshire

Let me out

I own a VIC-20 and I am stuck on Pharoah's Tomb. I cannot get across the moat, I've tried everything but no luck.

David Harman, Whitstable

Let me in

I was given an adventure game for Christmas, for the Commodore 64, called Tombs of Xeiops. I have toiled at it since then but cannot enter the actual tombs. Can anybody help me?

And for other Commodore 64 owners who like good cheap games I recommend Space Walk by Mastertronic.

Lee Mullin, Jersey

Willy's way

I own a 48K Spectrum and I have found another way to get to the conservatory roof in Jet Set Willy. First you go to the ballroom east and jump up the top left ladder then up the east wall base. Then jump on to the white line at the top of this screen and immediately jump again to priest's hole where you will go through the gap at the top left to the emergency generator. Continue to go left and after you pass under the roof you arrive at the conservatory roof.

So far I have been unable to get the items there and also to get to the right side on a bit of a tree.

Please could somebody tell me the rules of Ultimate's Sabre Wulf and how to get all four pieces and where to get them from.

Richard Philips, Petersfield

Immortal Sabre Wulf

Having just hacked my way through Ultimate's great new game Sabre Wulf, I have discovered some things that your readers might be interested in.

These are infinite lives, any amount of initial lives and no limit on lives that can be gained (you can normally have only 9 at a time, maximum).

Here is how to add these features:

1. Load the first part of Sabre Wulf, stop tape and press BREAK.
2. Type — POKE 23756,1: CLEAR 65535.
3. Edit the line, move the cursor to the end and delete the PRINT USR 23424. Enter the line.
4. Add line 10 with any of the following POKEs:
   POKE 43575,244 for infinite lives, 1 player
   POKE 45599,255 — no. of initial lives (1-255)
   POKE 41725,255 for no limit on gained lives.
5. Next add line 20: 20 PRINT USR 23424 and finally type RUN to load the rest of Sabre Wulf.

A hint for finding all four pieces of the scroll is that they are found in the appropriate sections of the map — if you have a map!

Jeremy Diccox, Dorchester

Special Effects

I am writing in response to a letter from Richard Wright, Richmond.

He suggested a way of getting an impressive multi-coloured striped BORDER on the ZX Spectrum, by using the command 'BORDER' several times in a program.

I myself have a Commodore 64 and converted the Spectrum program to the 64.

The program gives a very impressive effect of scrolling multi-coloured bars.

```
1 PRINT"□"
2 S=53280
3 POKES,4:
  :POKES,0
  :POKES,2
  :POKES,5
  :POKES,1
4 GOTO2
```

As in the Spectrum program different statements can be added for a different effect in line 4 before the GOTO 2. Also if you change line 2 to:

2 S = 53281

this also gives a good effect.

Shane Parris, Gwent

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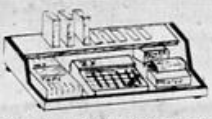
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MIND GAMES



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Kokotoni Wilf

'Kokotoni Wilf' is an arcade adventure program whose undisguised intention is to steal the title of 'best arcade adventure program bar non' from Jet Set Willy. Kokotoni Wilf must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for his master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk. The 48K program features a number of major advances over Jet Set Willy. The games' designer, ELITE, stresses that each of the games 60 plus screens settings is genuinely high resolution as opposed to psuedo high-res and doesn't require a title to explain what you're looking at. The Sprite characters are of cartoon quality and exhibit their own unique personalities. Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued. Now they can find out for themselves!

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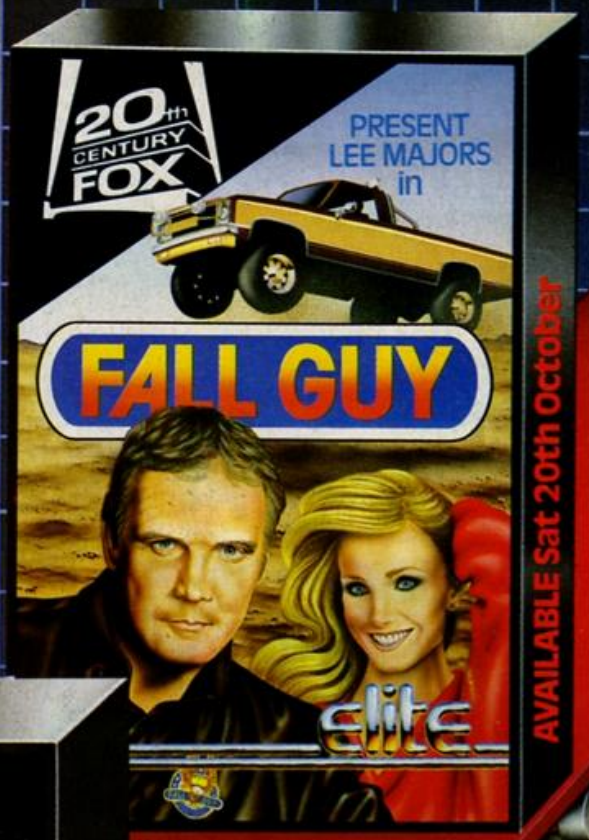
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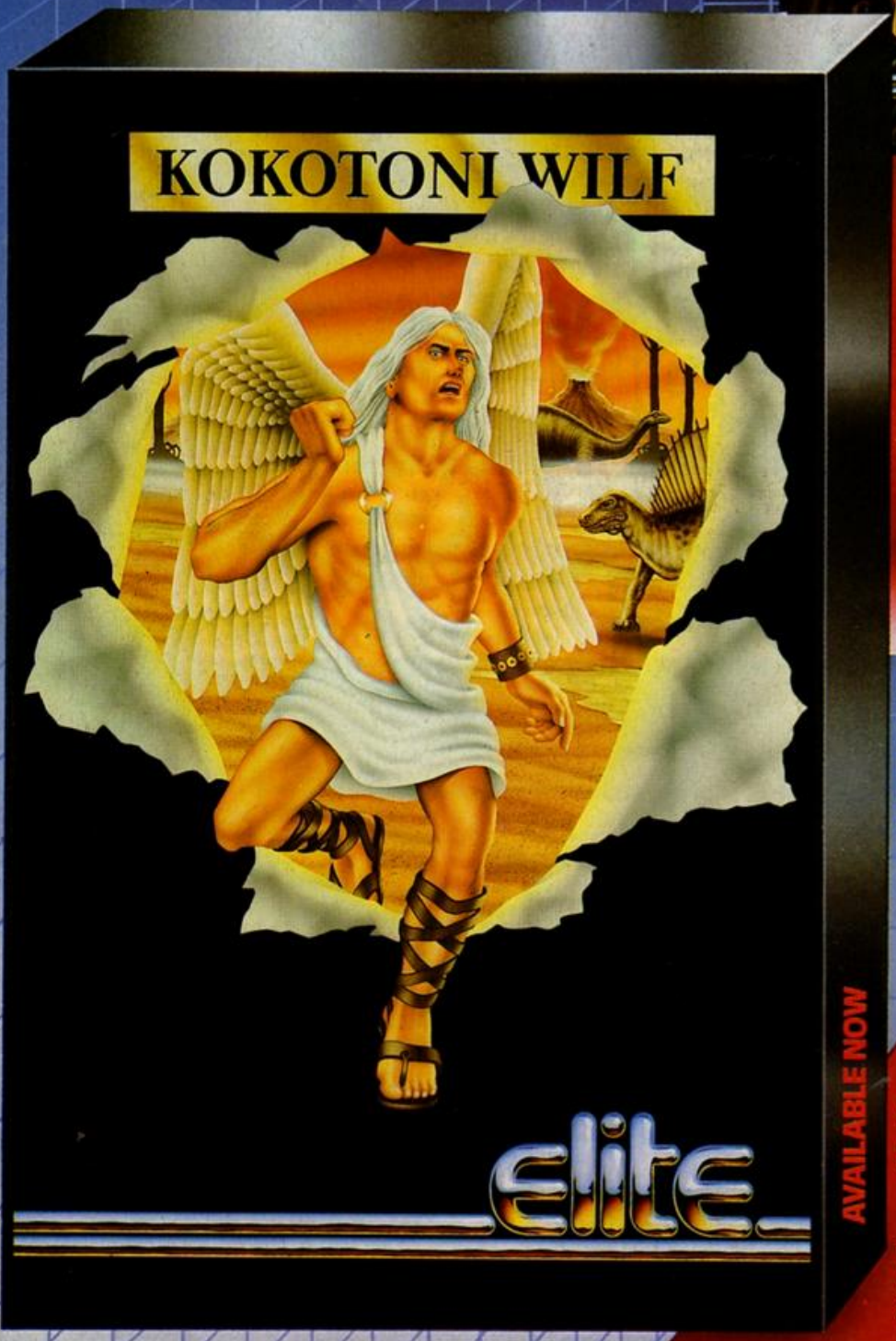
Colt Seavers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moonlighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stunt girl protege, Jody, and Terri the lady from the Bail Bond Company, who hires Colt when he's not before the cameras.

The cast of characters is:

Colt Savers ..... LEE MAJORS
Jody Banks ..... HEATHER THOMAS
Howie Munson ..... DOUG BARR
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