Home Computing WEEKLY

An Argus Specialist Publication

Every week: your best buy for software reviews and listings

No. 83
Oct 9-15, 1984

45p

Latest software reviews for:
Commodore 64, Spectrum, BBC, Electron, Amstrad, VIC-20

Atari maze game
Addictive and absorbing

Spectrum adventure
Find your way out of the jungle

TI-99/4A program
Gold rush fever

Plus:
lots of news, letters, charts, U.S. Scene . . .

The BASIC problem

Working with a computer at school isn't always an advantage if you're going on to study computing at college, according to a professor of cybernetics at Reading University. In some cases it can be a drawback — slapdash habits picked up when programming in BASIC will have to be unlearnt before students can achieve anything of real difficulty.

Professor Peter Fellgett recently aired his views in a letter to the Daily Telegraph. "It was a real cri de coeur," he

Continued on page 5

Labour on-line

The Labour Party has started its own scheme to take full advantage of the facilities available on Micronet 800. The scheme will set up a 100-page area on the 30,000 pages of information available through Micronet.

Dr Jeremy Bray, shadow spokesman for information technology, said "Micronet is a very good way for us to establish a grass-roots computer network. We can link together a great number of people who are micro buffs and who are interested in local community work."

He went on: "Micronet will help us with our election organisation and policy-orientated work. MPs will also be able to benefit from the system, both from the notice-board side and also in finding

Continued on page 5

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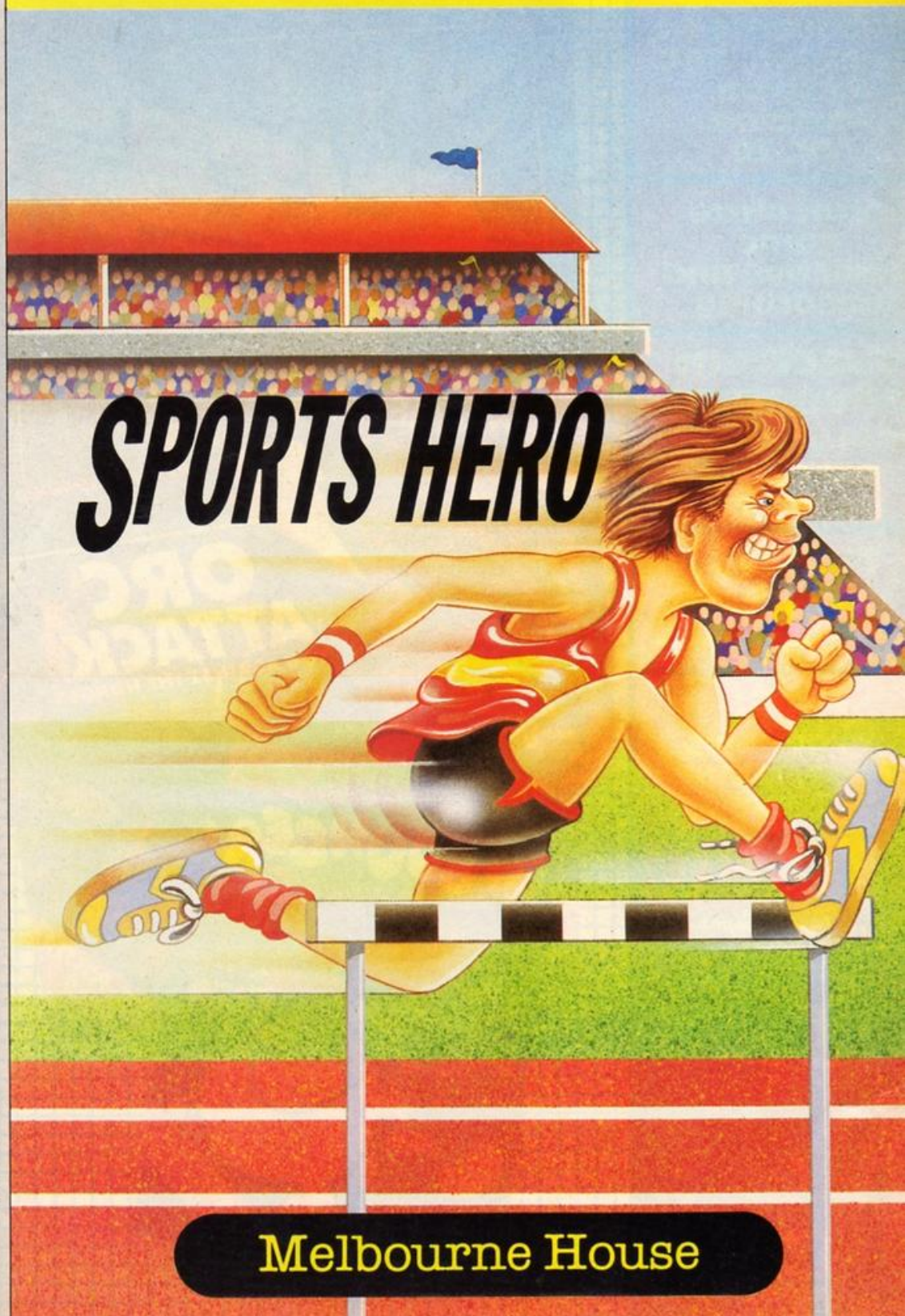

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Home Computing WEEKLY

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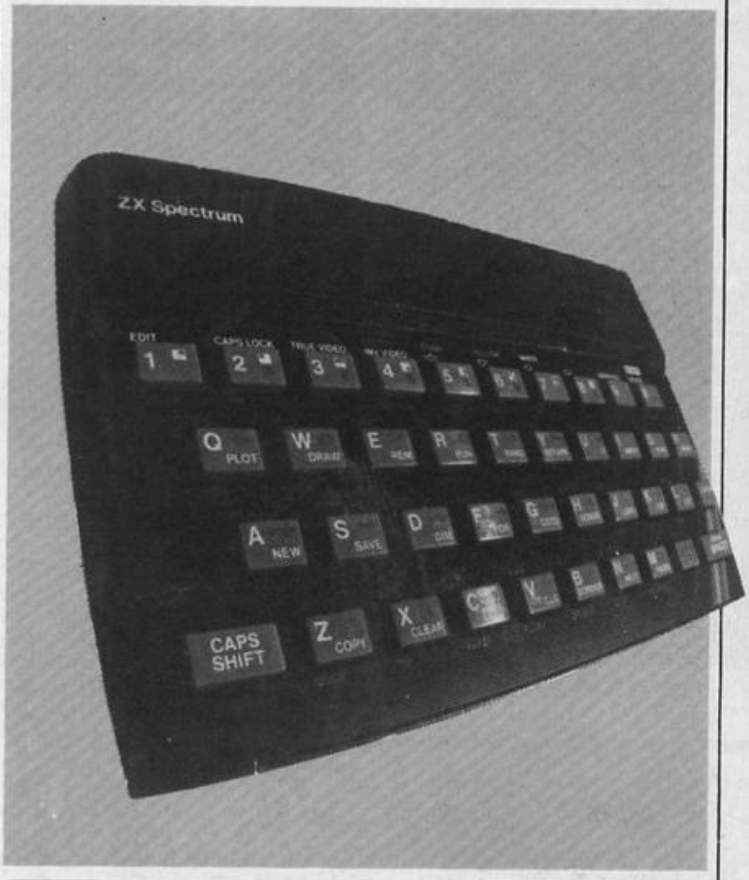
HOME COMPUTING WEEKLY BRITAIN'S BRIGHTEST



PROGRAMS

Atari 11
Simple but addictive, this is an infuriating maze game

TI-99/4A 16
There's gold in them thar hills

Spectrum 24
Show me the way to go home — and to avoid the creepy-crawlies

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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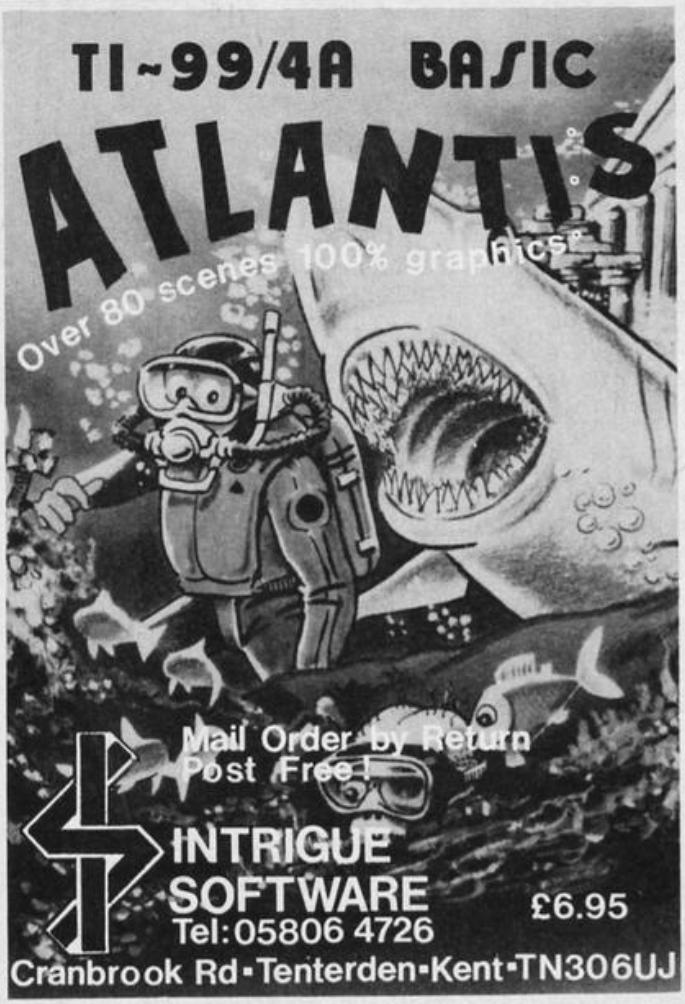

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Labour

From front page

out new members who may register their interest in volunteering support at their local community level."

"We expect to have 100 users in the first few months," he continued, "building up to a large number later on. Membership costs £10 off-line and an additional £10 if you want to go on-line. Within 20 minutes of starting up our pilot scheme we had users asking for membership."

Dr Bray thinks that the Labour Party is using Micronet differently from other political parties because it is not a centrally organised project but rather relies on the active participation of the users. "We are building much more on the spontaneous enthusiasm of computer users, and we think this will be much more effective," he said.

The project is costing the Labour Party £1,000 for the first six months, and it is intended that the scheme should then become self-financing.

Dr Bray has 30 years of experiences in the computing field. "Labour has always been in the van of information technology," he said. It's all very well to talk about leading the way, but some of us invented it in the first place!"

Dr Bray learnt to program on EDSAC, the first computer in Britain and he was responsible for introducing the treasury to economic modelling in the 1960s, and then in the 1970s he secured public access to modelling.

Roger Ward, who has been appointed as manager of the Micronet project, thinks Micronet will eventually replace the Party's current reliance on paper communications. He said: "Our local communications are extremely slow at present. Most local party groups only meet once a month, and if you send a circular to branch secretaries, it might not reach the members for weeks!"

BASIC

From front page

said. To quote his letter: "Some of us feel that poor programming in poor computer languages is an actual hindrance to competence in real computer usage later on!"

"Computer-aided teaching seldom rises above the level of mechanistic programmed learning," he wrote. And the problem is a fundamental one — it's all down to BASIC.

Dr Jeremy Bray, MP, with Timothy Schoonmaker, Micronet managing director

Prof Fellgett explained: "BASIC belongs to the Fortran group of languages, which has never had the right approach to addressing computers. It was all wrong from the beginning. There's been a lot of commercial beef behind BASIC and so it has a very user-friendly implementation. What you really need is a language which has discipline, content and clarity, and enables you to formulate ideas correctly!"

But Prof Fellgett doesn't see Prolog as the answer to all computer problems. "It's a parallel language, not one which is forging way ahead!"

As well as having to re-educate young computer students and rid them of some bad habits, university lecturers come face to face with keyboard jockeys. Professor Fellgett explained this term: "It's someone who becomes quite obsessive about computers: it's like the way in which card-playing completely takes over some people. The keyboard jockey spends all his working hours at the keyboard, but what he's doing isn't productive. It's true, he does gain enormous knowledge of how the machine works but he's still only using it to play games!"

Prof Fellgett recounted the shocking tale of a youngster who found his way into university premises and was playing on a computer in the evenings. Several times he was prevented from returning to use the computer, and when he finally found that he could no longer use the machine, he killed himself.

That's an extreme case of a problem which is encountered occasionally. As far as Professor Fellgett is concerned, the best attitude to computers is the down-to-earth one. "It's really only a tool, and should be thought of like a cooker. You switch it on when you want to use it. That's how to make proper use of the possibilities open to us!"

Professor Fellgett was sceptical about the "Holy Grail" attitude which is prevalent. "I think it's like the South Sea bubble and everything has been romanticised. You just have to look in the papers to see how many computer companies are folding each week. The bubble has now burst, and everything will settle down!"

So take some advice from a specialist, dust off those rose-coloured spectacles and look at computers in the harsh light of day, if you want to make the most of their capabilities. And don't be disheartened if you've never had access to computers in school — you could still go to college and become a computer programmer.

Macbeth on your micro

The classics come to computer games — now Macbeth is the star of the latest offering from Creative Sparks.

It's a graphic adventure which combines education and entertainment. Macbeth — the Computer Adventure is based on Shakespeare's original, and for the price — £14.95 — you also get a full edition of the text. You'll be at an advantage if you already know the text.

Due to be launched in early October, the adventure comes on two fast-loading cassettes. There are four independent adventures which must be completed, and psychiatrist's couch sessions which involve you in working out the aims and motivations of the leading characters.

David Gearing of Thorn EMI said: "This ingenious package breaks new ground for adventure games. Macbeth is a splendid basis, full of unexpected twists and turns, rich in different meanings and alive with fresh possibilities!"

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

It's touch and go

"Now anyone can master the home computer," is the slogan being used to promote the new Touchmaster. Touchmaster seems ideal for any occasion when the keyboard is impractical or unwieldy — graphics, teaching pre-school children, adventure and strategy games...

Touchmaster is British designed, developed and manufactured and comprises an A4-size touch sensitive pad which contains its own microprocessor and interfaces to your computer. Overlays can be placed on the screen for a variety of games and programs.

Touchmaster, the company, is owned by Prutec, which is part of the Prudential Assurance group. The product has taken nine months to develop and Touchmaster is currently negotiating with a number of software houses, including Romik and Ocean, to produce software — or rather "touchware" — before Christmas.

Touchwear will consist of the pre-recorded cassette, bundled with a printed overlay sheet and instruction booklet in a distinctive package. A broad range of 50 units of touchware is scheduled to be launched before Christmas.

Touchware will cost £9.99 and should be available from most major outlets. Touchmaster itself costs £149.99, for which price you get all accessories necessary for immediate application, plus the multipaint graphics program.

Touchmaster is aimed at the number of home computer owners who are growing dissatisfied with computer games. You can write you own programs and experiment with all the facilities now open to you. Touchmaster can interface with the Spectrum, Commodore 64, BBC, Dragon and VIC-20, and Amstrad and MSX versions are planned.

Touchmaster measures 210 x 297 mm and has a resolution of 256 x 256. You use the stylus to draw, and hey presto! You immediately see your drawing on screen.

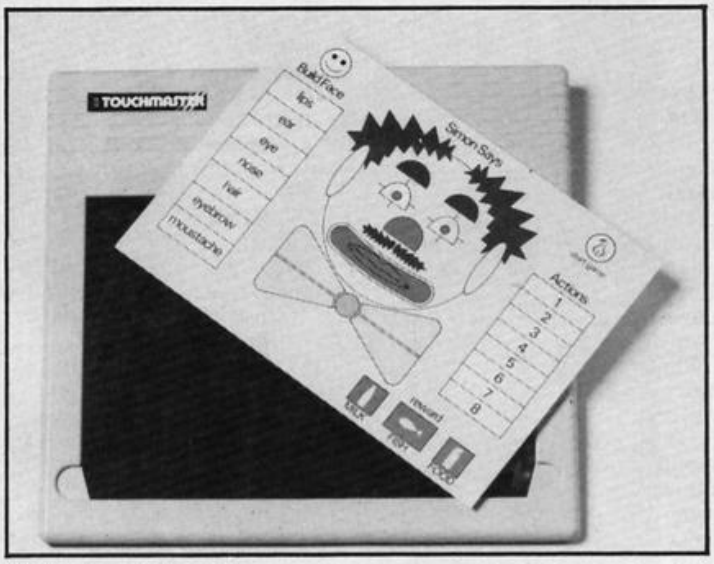
Touchmaster, PO Box 3, Port Talbot, W Glamorgan SA13 1WH

'We are moving ahead'

In the latest round of claim and counter-claim, Commodore's UK boss said his company is about to take the lead in home computer sales.

At present they were level-pegging with 34 per cent each, said general manager Howard Stanworth at the official launch of the Commodore Plus/4 and Commodore 16.

He said Commodore had



At the touch of a pen

been ahead for some time in value sold. But now, according to Gallup, computers sold had increased from 14 per cent at the end of 1982 to 34 per cent in the first half of this year.

The Commodore Plus/4, at £300 claimed to bridge the gap between business and home computing, has 64K of RAM and four built-in software packages: word processing, spreadsheet, file management and business graphics.

The Commodore 16, intended to replace the VIC-20, is sold in a £140 starter pack with a cassette player, BASIC tutorial and four new programs: Rolf Harris' Picture Builder, XZAP, Punchy and Starter Chess.

There are also two new printers, both at £400: the MCS 801 colour dot matrix printer and the DPS 1101 for "letter quality" output.

Mr Stanworth said he believed that the shakeout among software houses would continue, with more companies going under.

Commodore planned to use mass marketing techniques, similar to those it had used to sell hardware, to promote its software, reckoned to be a £100m market next year.

● Mr Stanworth claimed that the Commodore 64 held 60 per cent of the world market and said it would continue to be the company's No. 1 volume product.

Commodore, 675 Ajax Ave, Slough, Berks SL1 4BG

Stars host launch

Quicksilva announced its new Christmas range of games in a pre-PCW show launch which starred Anne Nightingale, Radio One discjockey, Prince Charles and Princess Diana. Arrivals at Maxim's were greeted by the royal couple who looked in good shape despite the face that Princess Diana had left hospital with her new son the day before. The royal look-alikes acted as master of ceremonies, although over-hearing Princess Diana later, her Cockney accent was much in evidence.

Zombie Zombie, by the author of Ant Attack, is a 3D game for the Spectrum, while Strontium Dog is first in the series based on the comic 2000 AD. Blood and Guts involves the player travelling round parts of the body to recover an escape ship. Quicksilva claims that the body is represented with accuracy. Also new are Pro Darts, Battlezone, Magic Micro Mission, Castle of Jasoom and Dungeons of Ba. Ant Attack is now available for the CBM 64, while Outpost is an original arcade game for the Atari.

Quicksilva, 13 Palmerston Rd, Southampton

Win with fizzy drinks

Three complete Spectrum systems can be won in a competition being run by the National Association of Soft Drinks Manufacturers. Included in the top prizes are a 48K Spectrum, 14-inch portable colour TV and tape cassette player as well as two computer games.

There will also be three second prizes of 48K Spectrums and 48 runners-up will receive pocket electronic games. What you have to do is solve a simple anagram and complete a tie-breaker sentence. Your entry must be accompanied by six bottle tops from large returnable soft drinks bottles.

The competition is intended to promote sales of drinks in returnable glass bottles and the prizes will be awarded on a monthly basis, in December 1984, January and March 1985. If you are not one of the prize winners, your entry is forwarded to the next draw, when you stand another chance of winning.

You can get hold of an entry form from grocers or newsagents who will be displaying a poster if participating in the competition. Entry forms should also be distributed through your letterbox.

National Association of Soft Drinks Manufacturers, The Gatehouse, 2 Holly Rd, Twickenham TW1 4EF

MSX

Activision is bacing the MSX system with a range of six titles. Beamrider, Decathlon, Pitfall II, River Raid and Space Shuttle and Zenji are the initial programs, which will cost £11.99 and will of course run on any MSX machine.

Activision, c/o Ray Hodges Assoc, 5/7 Forlease Rd, Maidenhead, Berks SL6 1RP

Santa arrives

Although it may seem early days, Creative Sparks has announced its Christmas game, Special Delivery. Star character is none other than Santa himself, who must be guided across the sky, delivering his presents from the clouds.

There are four screens and seasonal music and packaging set the scene. Scheduled for release in early October, the game costs £6.95 for 48K Spectrum, £7.95 for CBM 64 (fast-loading cassette) and £8.95 for 32K Atari.

Creative Sparks, Thompson Hse, Farnborough Rd, Farnborough, Hants

Teaching on screen

Master Class has announced three additions to its range of video cassettes to be used as an aid to programming: VIC-20 Levels 1 and 2, and An Introduction to the BBC Z80 Business System.

David Redclift demonstrates programming and shows you how to write your own programs. On each video cassette two BASIC programs are included, which can be transferred to your computer.

The video cassettes are available for VHS and Betamax and cost £19.95 each. They last about an hour.

Master Class, Holiday Brothers, 172 Finney Lane, Heald Green, Cheadle, Cheshire SK8 3PU

Roland Rat's adventure

Ocean has announced three new games which should be in the shops by mid-November, and two of the three feature Hunchback and Kong. Roland Rat will be making his micro debut with a 40-screen "mega-adventure" for Commodore and Spectrum.

Hunchback II Quasimodo's Revenge is a five-stage game, which costs £7.95 for the Commodore 64 and £6.95 for the 48K Spectrum.

Kong Strikes Back is an adventure game, with Kong on a visit to the fairground, where he rides the roller coaster. Price: £7.95 for CBM 64 and £6.95 for 48K Spectrum.

A TV advertising campaign will back these new releases over the Christmas holidays.

Ocean, 6 Central St, Manchester M2 5NS

Programmer Tony Pomfret trip to Blackpool

Briefly

Complete Microcomputer Services has brought out a new word game for the BBC. It's called Lingo and can be played by up to four people. Your computer deals you 12 random words each, displays a pool of terminations, and leaves you to make up sentences. You gain points for ingenuity. The rules of grammar are adhered to, but

the fun of the game is to make up unusual sentences. Lingo costs £12.95, and the first 1,000 buyers will be eligible for a free keyboard overlay. Spectrum, CBM and QL versions are planned.

Complete Microcomputer Services, 32-38 Osnaburgh Street, London NW1 3ND

Make your own software look professional with easily recognisable cassette inlay cards. Tape Tabs has brought out sets of cards with different designs specially for software cassettes. Each set of 10 includes pictures to suit four different groups of programs, and the inlay cards are all in full-colour with spaces for you to fill in your program details on the spine. Cost: 85p per pack.

Tape Tabs, 70 Orbel Street, London SW11 3NY

The first Texas Instruments owners convention will be held at the Ritz, Whitworth St West, Manchester on Saturday 3rd November. For details contact TI User group, 40 Barrhill, Patcham, Brighton BN1 8UF. Tel: 0273 503968.

The BBC School Radio series Introducing Geography has produced four computer simulations which aim to help listeners acquire a geographer's eye. The radio broadcasts set the scene and provide background information, while discs can be ordered from the BBC. The three disc set costs £20 and the order number is ISBN 0 563 3265 2. Aimed at the 10-12 year age range, the programs are claimed to combine fun with education.

BBC, School Orders Section, 144 Bermondsey St, London SE1 3TH

BRMB, Birmingham's local radio, is featuring a new computer show. Scheduled for broadcast at 8 pm on Mondays from 1st October, the show will be concentrating on basic knowledge of computing. Two children will be BRMB's guests on the show each week to review software, and BRBM invites any youngsters in the Birmingham area who are interested to write to the show.

The Micro Show, BRMB Radio, PO Box 555, Birmingham 6

Systematics International has launched a series of business accounting software for the BBC. Currently available are the sales and purchase ledger duo and stock control and invoicing duo. Price: £89.

Systematics International Microsystems, Cleves' Hse, Hamlet Rd, Haverhill, Suffolk

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Acornsoft is launching 20 new titles in a pre-Christmas bonanza, backed by £150,000 advertising. Elite is Acornsoft's new 3D spaceflight simulation which was launched at Thorpe Park. Acornsoft believes Elite represents the "state of the art" and expects it to become a cult game.

Acornsoft, Betjeman Hse, 104 Hills Rd, Cambs CB2 1LQ

3M is offering ex-stock cable assemblies for home computers. There are two versions available, both BBC-compatible: Scotchflex printer cable and disc drive cable. For details contact Penny Cartwright on 01-659 2323.

3M, 3M Hse, PO Box 1, Bracknell, Berks RG12 1JU

Galaxia is Kuma's latest offering for the Amstrad. Costing £5.95, it's an arcade game which incorporates multi-key scanning, enabling you to fire, thrust and move simultaneously.

Kuma, 12 Horseshoe Park, Pangbourne RG8 7JW

Are you a winner?

152 winning entries to the Richard Wilcox spot the difference competition — 24 Atari Winners and 128 Spectrum winners. There were 9 differences.

Steven Hudson, Kent; S. Reason, Surrey; Andrew Lomas, Manchester; Gary Churcher, Southampton; R Battams, London SE3; Paul Carrick, Isle of Wight; Jason Simmons, W. Yorks; L Isbister, Beds; Jonathan Wright, Upminster; Ian Sedgewick, W. Uorks; M C Kenny, London W6; Ian Avey, Edmonton; Mr P Leach, London; Mr L Hala, London NW10; G Jones, Shropshire; Paul Cunliffe, Cheshire; A R Pearson, Bristol; E F Noble, Tyne-and-Wear; J A Baldwin, Swindon; Andrew Walton, Romford; Stephen McMullon, Ealing; Ronald Dean, Edinburgh; Ashley Beavis, Dorset; Mr M C Smith, Bristol; A R Glass, Bristol; R I Powis, Kent; K J Hewitt, London SW18; A S Harker, BFPO 40; Philip Coleman, Middx; Anthony Bezer, Bristol; Martin Scaivivell, Catterall Garstaivg; Chun PO Man, London WC2; G E Sykes, W. Yorks; Alex Szeles, W. Yorks; Mark Ashford, Norfolk; Edward Ditch, Tooting; P M Lovelong, Chelmsford; Paul David Cummings, Tyne & Wear; Mr I Ellis, Dorset; Mark Stephen Ottaway, Minster; Robert Williams, Wales; J F Butcher, Godalming; Nicholas Mann, Huntingdon; Mr J Whitfield, Dronfield Woodhouse; R G Harris, Hove; Mr P Taylor, Birmingham; Jason Edmonds, Walsall; Mark Young, Wilts; D Maggs, Bristol; Mr M W Adkin, Surrey; Mr W Payne, Barking; Nicholas Roberts, S. Wales; Mark Ansdell, Kent; Alan Butcher, Birmingham; K Ceaser, Rotherham; D Ramsay, W. Yorks; Christopher Jones, Gloucester; Mrs L Levitt, Chichester; Ken Hartop, Sheffield; Darren Reichard, Tyne & Wear; Jamie Gifford, Bristol; Stuart Heron, W. Midlands; D Reynard, Bradford; Darren Clarke, Northampton; Mr C Barnsley, Dudley; Adam Fenner, Highgate; Tony Smith, London SE16; A M Spayes, Oxon; Mrs R Green, Edgware; Master Shane Timmons, Lancs; Gareth Crinks, Derbyshire; Sean Walker, Surrey; Mr R Wainer, Essex; G D Parry, S. Glam; Dave Harris, Birmingham; Duane Leach, Gloucestershire; Steven Sansum, Swansea; David Lowe, Warwickshire; Darin Fryatt, Cheltenham S J Dixon, Wilts; Carole Stanway, Macclesfield; Shaun Cook, Hampshire; Philip McFerran, N. Ireland; Melonie Ryan, Wilts; T Koerner, Newcastle-Upon-Tyne; Malcolm Keefe, London SE25; Mr M V Priestman, Birmingham; Mr M J Gough, Surrey; John Jerrery, Blackheath; G Walby, Mid Glam; Master Mark Cade, Nottingham; Mr M Sams, Newark; Paul Hoad, Godalming; Dean Anthony, Kent; Mr I West, Manchester; John Richardson, Camberley; J Alba, London SW1; Nigel Howes, Scarborough; Martin Dolphin, Preston; Peter Atkins, W. Sussex; Paul Purves, Tiptree; Stephen Cartwright, W. Mids; Mark Pepperrell, Middx; Alastair Douglas, Belfast; Brian Taylor, Preston; Mrs A Lewis, Cheshire; Nigel Palmer, Norfolk; Darren Chatham, Wimborne; Sean Phillips, Kent; Mark Duffell, Benfleet; Mr A Hopkins, Lancs; Domenk S M Strebel, Surrey; R M Johnson, W. Midlands; Carl Eaton, Lancs; Mr M Lee, Southampton; Neil Hutchinson, S. Harrow; Euan Pearson, Ayrshire; David Walker, Staffs; Brett McNicholas, S. Yorks; Dale Somerset, Sheffield; Mr B D Jackson, Notts; Mark Ohilas, Cleveland; Mr R J Clarkin, Birmingham; Mrs P Bates, Norfolk; Russell Lloyd, Staffordshire; Mr J S Ling, Essex; Jason West, Hemel Hempstead; Adrian Hunt, Bristol; Darren Prest, Cheshire; Jamie Shires, Surrey; G N Lacey, Kent; Nigel Evenden, Hampshire; Brendan Gorman, Co Down; Darryl Williams, Gwent; Paul Murray, Cleveland; C A Froggatt, Dorset; Darren Fereday, Brierley Hill; Sean Melbourne, Camberley; Justin Pedersen, Channel Islands; Lee Walker, Surrey; John Hopwood, Liverpool 36; Malcolm Brown, Norwich; P J Wragg, Hants; Karim Bazzi, London W11; S Thompson, Aberdeen; Jason Leitch, Scotland; Upendra Manandhar, London W1; Mr P Huckstepp, Kent; Simon Tassell, Colchester; Mr Pyle, Guernsey; Gavin McHaffie, Aberdeen; Grahem Frost, S. Yorks.

More Winners

40 winning entries to the Elephant spot the difference competition. There were 9 differences.

M Vassallo, Burnley; Jagjit Singh Kang, Coventry; W R Austin, Plymouth; Paul Vannuffel, Dagenham; Mr D Reynard, Bradford; Mathew Taylor, Sussex; B J Tyler, Middx; Dennis Thomas, Stretford; James Cameron, Glasgow; Peter Jarman, Kent; James Yandell, Hengrove; Mr Carlos Verge, Croydon; C J Channing, Peterborough; Kamal Sharma, Gwent; Mr J Blake, Co Durham; W Cuthbertson, Worcester; S J Cresswell, Tonbridge; Edward John Murphy, Stockport; Simon Austin, Chigwell; Sgt I D Martin, BFPO 45; David Tibbit, Kent; Ajay Puri, Kent; D R Matless, Norwich; Mr D J Blundell, Southampton; M A Smith, Ponterfract; Mark Folan, London NW2; Mr Dave Russell, Wilts; A Campbell, Cheltenham; Neil Rose, London EC1Y; D Mead, Portsmouth; Karl Marino D Costa, Leicester; A Campbell, Cheltenham; S P Seaton, Windsor; A R Meadows, Surrey; Ray Phillips, Sunbury-on-Thames; R K Brooks, Brighton; B M Booth, Yorkshire; C Clarke, Co Durham; Mr C B Hart, Surrey; P M Jackson, Leyton, London E10.

There were 9 differences.

And even more...

Here's the solution to our CDS competition: Horizontal words: Pandemonia, Zaraks, Rescue, Draughts, Jackpot, Crawler, Fifth, Omega Run, Test Match, Orpheus. Diagonal words: Star Gazer Secrets. Vertical words: Derby Day, Glugg Glugg, Olympics.

Winning entries to the CRL wordsquare competition:

Andrew Talbot, Derbyshire; B Morris, Lancs; Ajay Puri, Kent; Mike Keeley, Slough; Mrs M J Budden, Somerset; Andrew Mitchell, Newmarket; Sunil C Ranmal, Leicester; J C Jennings, Herts; Andrew Butcher, W Glamorgan; A P Beattie, Bath; Mark Capstick, Croydon; Mr D J Jones, Tiptree; Mark Booker, Derbyshire; R Battams, Blackheath; John Hurst, Workington; Mark Dawson, Burnley; D Close, Winchester; Mr A G Bates, Walsall; M L Cordwell, Chelmsford; Jon Chatten, Norfolk; Jeremy Rundle, Frimley; Barry Atkinson, Darlington; Tim Prince, Kendal; Graham Grant, Aberdeenshir; Carol Whitlam, N Humbs; Mr S Brown, Warks; Steven Gay, Bristol; Christopher Hall, N Ireland; Mr A F Povey, Merseyside; Mr R Cockin, N Humbs; David J King, N Humbs; Brian Stirling, W Lothian; Miss S Mace, Bush Hill Park; Alan G Kearney, Bangor; Luke Gow, Bury St Edmunds; Stuart Head, Dorset; Neil Shipman, Rainham; Paul Kelly, Lancs; Val Abraham, Bedford; W K Cheng, Staffordshire; Peter Turton, Northants; K Chua, Birmingham; Ian Wagland, Dursley; Paul Sugarman, Nottinghamshire; Douglas Hampton, Middx; David Hughes, Gtr Manchester; K Ceaser, Rotherham; Dave Brown, Winchester; P Chatfield, Hatfield; Ian Lester, Cheshire; Les Isbister, Biggleswade; Tony Giscombe, Worcs; Mr Linley, Manchester; James Garard, Bournemouth; Jacqueline Garnett, Alltam; Sean Kilvington, Cleveland; Mr H Sheen, Strathclyde; C Redshaw, Northants; Mr C Crane, Staffs; Paul R Sephton, Lancs; Douglas Hardy, Enfield; Marcus Prescott, Staffs, William Atkinson, Merseyside; R J Henthorn, Newport; Mr J H Matthews, Crawley; Miss R Scott, W Yorks; Fiona Squires, Cornwall; Mr A Ryan, Cambs; Frank Cassidy, Londonderry; Martin Ward, Long Eaton; Jason Allen, London; Deborah Gill, Basildon; Mr I West, Gtr Manchester; Keith Mawson, Slough; Mr Brian Duffin, Plymouth; Gary Davies, Oldham; Kevin Hildersley, Edinburgh; Neil Collier, Birmingham; Mary Hewett, London SE20; Miss P Marsh, Warlingham; S P Ketteringham, N Ireland; Gordon Sutherland, Scotland; Adrian Abridge, Chelmsford; Christopher Moreton, Nuneaton; Mr T A Smith, Tyne & Wear; Girvan Burnside, Dundee; Mr D G Houghton, Mitcham; Alan B Hiblen, Middx; Mr T Rye, Dronfield; S Bowden, Oxford; Richard England, Milton Keynes; Edward Dicken, Notts; Simon Woods, Peterborough; Mrs S Martin, Maidstone; Brendan Fallow, Runcorn; Kulvinder Rehsi, Upton Park; Mrs P Bates, N Walsham; E G Carrington, Stevenage;

Business and pleasure

A selection of utilities which take you from the stock market to the pages of your address book

The Unit Trust Program 48K Spectrum £12

Michael Slatford, 3 Campden Rd, S Croydon, Surrey CR2 7EQ

This is a 30K storage program for business people, or those who invest in unit trusts. We are welcomed and invited to ENTER a number of cards between 10 and 50 and then offered the Main Menu of: Fill in Cards; Review Investments; Update/Sell Investments; Amend Information; Analysis; Printer Option and to SAVE 'Unitrust'. A third screen gives the opportunity to delete frame.

If Option 1 — Fill in Cards — is keyed then the screen has at top right 'Card No.', then information on the trusts bought; e.g. dates, offers, etc. To fill these in the program requires answers to 10 questions such as: Name of Company, Name of Trust, Offer Price, Amount Invested. It then works out the percentage change since last distribution, Annual percentage Change and Total Yield.

There is no sound, but a careful use of colour makes the cards restful to the eyes. The analysis options cause it to calculate quickly the performance of the investments and it will accept over £1 million!

A very useful package for an investor wishing to keep track of the family fortune. **T.W.**

instructions	90%
ease of use	85%
display	80%
value for money	75%

★★★★

Frantic Fingers BBC B £3.99

Power, 12 Hagley Rd, Stourbridge, W Midlands DY8 1PS

If you have ever cursed your keyboard controls or your joystick then this utility may save your sanity!

It lets you redefine the control keys used in games and in certain cases replace them with a joystick. After loading, the program asks if you wish to change key controls or use the joystick utility. If the former, you are given a choice of eight 'Keyboard Converters', i.e. eight keys may be redefined. When you have them, save the machine code patch routine with the Save option, and *RUN it before loading the game you wish. The game must use the keys you have redefined.

The joystick utility is similar, you may choose the keys which the Up/Down/Left/Right/Fire functions will replace.

Each key input gives a short beep, and the utility is easy to use. I converted several of the Acornsoft Defender keys to joystick, and changed the move and fire buttons on Virgin's Microbe without any difficulty. A colour screen would have been nice, but isn't essential. Overall, a product worth buying, but mainly for the games enthusiast. **D.A.**

instructions	80%
ease of use	85%
display	60%
value for money	70%

★★★★

Panorama (H) Commodore 64 (Cassette £17.95 Disc £19.95)

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

This program gives you an environment within which you can manipulate the hi-resolution graphics to produce complex pictures. I understand that a medium-resolution package using multicolour mode is also in the pipeline.

The package is of such complexity, that I can only briefly run through it's capabilities.

The package is menu driven and provides routines for the drawing of lines, points, circles, ellipses, and the use of rubber banding. There is a range of commands for the moving and manipulation of areas of the graphics screen. The concept of filling areas has been extended to include the use of user defined textures so drawing a brick wall trivial.

Two styles of drawing cursor are provided, both controlled by joystick or cursor keys. If the detail of your sketch is difficult to see, a magnification mode can zoom in on an area. Once your masterpiece is complete, you can save it on disc or tape. Full instructions are given to enable you to use the pictures in your own programs.

Overall a highly professional product which is both simple to use and extremely versatile. **A.W.**

instructions	100%
ease of use	95%
display	90%
value for money	85%

★★★★★

Plus 80 Address Manager 48K Spectrum £19.95

Oxford Computer Publishing, 4 High St, Chalfont St Peter, Bucks SL9 9QB

Address Manager is a name and address filing program for use with an 80 column printer. It will not work with the ZX printer, so you'll need a Centronics or RS232 interface and a printer to make use of it. It doesn't matter which interface you use, as the program includes a printer formatting routine.

The instructions are not clear; when you load the program, they say you will enter the main menu. Actually, you enter the printer formatter, and enter details about your interface and printer. This is not for the novice, as you must understand enough about your printer to instruct the program on what data codes to send. When you exit this routine, you must save the Address Manager on tape or microdrive cartridge, before obtaining the main menu.

The feature offered are standard; insert, locate, ammend, delete, select, display, print, and maintain file. Using the cursor rather than ENTER to terminate a line is a non-standard feature and frustrating.

Replacing an address book with a home computer is a dubious application, since you could buy several books for the price. **D.N.**

instructions	30%
ease of use	60%
display	70%
value for money	20%

★★

Screen Machine 48K Spectrum £8.25

Print 'n' Plotter, 19 Borough High St, London SE1 9SE

Don't confuse this with ISP's program of the same name. Do you want lots of screens in your programs but haven't enough memory? Help is now at hand.

Part 1 takes previously designed screens and compresses them from the normal 6912 bytes to 3596. In black and white only, they can compress to 2828 bytes. You may extract part screens (top, middle or bottom), compressing from 2585 bytes down to 961. The number of screens processed into a multiple file is limited only by memory and can be saved and loaded into your program at any location.

With Part 2, you can move parts of your screen about, change colours, enlarge or reduce part or all, flip the screen into mirror image, and blend or superimpose different screens.

Part 3 allows you to set up 48 text strings and compress them, saving almost 50 per cent, and locatable anywhere in memory with instant recall. Microdrive adaptation instructions are included.

I discovered a rare bug, now corrected. Anyone getting crashes on relocation should contact Print 'n' Plotter for update. Hobbit-style adventurers and graphic programmers will find Screen Machine a boon. **D.C.**

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

★★★★★

A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

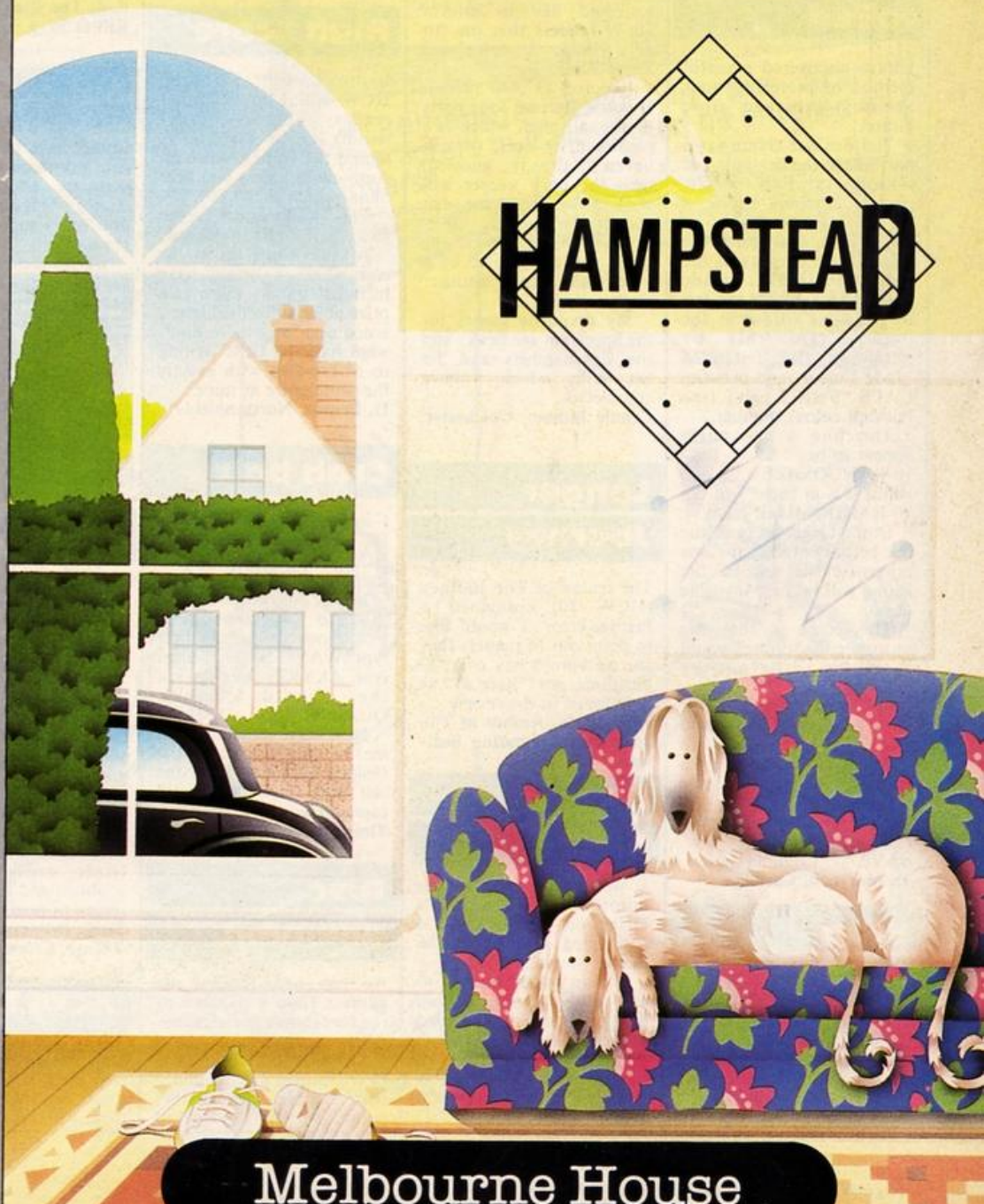
At the start of the game you are a nobody whose aim is to become a somebody. So lie, cheat, steal and defraud. You know it makes sense.

Questions People Ask About Hampstead:

Q: Is there life after Hampstead?
A: No, Only before and during.

Q: Why do dustbins have no lids in Hampstead?
A: In order that passers-by may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



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☐ A.C.O.S. +	£8.95

BBC SOFTWARE

☐ BBC The Hobbit, Model B	£14.95
☐ BBC/Electron Classic Adventure	£6.95

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

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64 Club

Do you want to get more from your 64? Don't want to pay to join a club? Well let's get together, pool our resources, swap ideas, make new friends.

I welcome all Commodore 64 owners to write to me, enclosing an s.a.e. So come on you really friendly users, old and young, novice or whizz kid, you've shown sense by owning a 64, you've shown wisdom by buying HCW, now show you're willing to share your little secrets with your CBM 64 brothers.

Tony Barnes, 15 Holcombe Close, Aspley, Nottingham

Pirates foiled

I have discovered a useful method of protecting your Spectrum programs from pirates.

The idea is to create a two part line at the beginning of a listing, in which the first part is anything except a REM, IF, GOTO or GOSUB, and in which the second part consists of the command NEW, made invisible by setting the ink to the same colour as the paper. (Do this by obtaining the Extended Mode Cursor, and pressing CAPS SHIFT and the relevant colour number.)

Therefore a line might appear to be
10 RANDOMIZE
whilst it is in fact
10 RANDOMIZE: NEW

Don't forget to reset the ink before entering the line otherwise the rest of the listing will become invisible also.

The point is that the unsuspecting pirate would save the program by entering
SAVE"..."LINE 10
and on reloading would think that he had failed to save it properly, even though it would have verified.

Only the author would think of saving it
SAVE"..."LINE 11.

D. Marshall, Cardiff

Stop moaning

I have recently read many letters in HCW moaning about the lack of software for the TI-99/4A.

I would just like to say that there are some companies out there who do produce very good quality games for our much maligned machine.

I recently bought one such game from a company called Harlequin software. The game is called Jester and so far as I am concerned it is well up to the standard of the best American software that I have seen.

There are companies that have not lost faith in the TI-99/4A. So please no more moaning. Let's support these companies and show other micro owners how good our machine really is.

G. R. Rennie, Dumbartonshire

Sabre success

I would like to inform HCW readers that on 4th July 1984, I completed Sabre Wulf.

I scored 137,440 (87%). If you collect all four parts of the talisman, which is a picture of a wolf, (if you haven't already guessed) then the park keeper will walk away from the exit and let you through.

When you complete the game you are greeted by a nice tune and another rhyme.

My favourite games for the Spectrum are Beaky and the Eggsnatchers and Jet Set Willy which I have completed.

Lennie Jarman, Colchester

Longer Journey

The review of The Journey (HCW 80) contained a factual error. I would like to point out to readers that the adventure has over 70 locations, not "50 or so" as mentioned in the review.

Alan Davis, Author of The Journey, Temptation Software

Dragon diary

I wonder if anyone has completed Pettigrew's Diary on the Dragon. I completed it and got the Safras Sword.

If anyone has any difficulties on the Dragon Version then I will be glad to help if they send me an s.a.e.

Niall Macalister Hall, Torrisdale Castle, Carradale, Argyll

Wulf Complaint

I am writing to complain about the following games: The Alchemist by Imagine and Sabre Wulf by Ultimate.

When both games were successfully finished I was greeted by a screen just saying "well done" etc., which in my opinion is an unsatisfactory ending for games of this quality.

Sabre Wulf was the most disappointing because after paying £9.95 for the game, I am expected to pay another £9.95 or whatever for another game just to continue the adventure.

My computer is a 48K Spectrum.

Lee Evans, Telford

High score

I just thought I'd drop HCW a line to tell other readers not to bother writing in to say you've scored the highest score on Automania unless you beat mine, which is 144,007.

This took about seven and a half hours to achieve.

A code came up at the end which I would have included but as there is a prize of £100 for the highest score each month, I don't want half the U.K. writing to Mikro-Gen with exactly the same score as mine.

D. Brown, North Shields

Crab bait

I am writing in reply to David Hope's letter in HCW 80 about the Golden Baton.

In the sorcerer's workshop to stop the quartz from glowing you must first type WAVE STAFF, then type AKYRZ, then to kill the lizard WAVE QUARTZ.

Now can anyone help me? I am stuck on the Golden Baton. I have the salt and slugs but I still cannot feed the crab.

Tim Scarrat, South Wirral

Disc dilemma

As you can see by my address I am a member of the forces here in Germany. About a week ago I got a Commodore 1541 Disc Drive for my VIC-20. Since then I have spent many, many hours trying to get to SAVE something. Each time I get the same answer FILE NOT OPEN. I have followed the book step by step but no use.

When I first switch on I type in the following: OPEN, 15, 8, 15, "UI-": CLOSE 15. which is for the VIC-20. I then type: PRINT 15,"NEW: NAME, #ID" which is supposed to create the directory etc. I get FILE NOT OPEN. Where it says NAME I have typed, given it a name and two letters for ID. Still nothing.

I am the only person I know with a disc drive and the shop cannot help me as they say they only sell them. Please help as it is driving me mad.

I would also be grateful for any addresses of VIC-20 clubs I can write to.

SGT. J. Hamley, 1st Battalion, The King's Regiment, BFPO 36

Doggone it!

Could any TI-99/4A user help my family and myself with the adventure game strategy Odyssey? We cannot find a way past the Ice Hound.

We have over 80 BASIC games and 12 Extended games for our computer and we have purchased Home Computing Weekly from the beginning.

We have had hours of fun altering programs to suit our taste. Thanks to HCW for supporting us.

Maureen Ashworth, Accrington

Map Reader

I read in HCW 80 a letter from S. Brooks who was having difficulty with two Scott Adams adventures. I have made five maps of these great adventures and whilst they are all that is needed to play the game, they do not give away the solution so as not to spoil anything for adventurers.

If any other adventurers would like a copy of a map, they should send me two first class stamps and a letter explaining their problem and I will write by return of post to help them.

Tony Bellamy, 201 Model Village, Creswell, Notts

Hero help

I am proud to say that I can now help anyone who is stuck on Heroes of Karn from Interceptor Micro. If anyone would like help would they please send an s.a.e. to the address below.

Here are a few useful Commodore 64 POKEs for program protection:

POKE 809,255 disables RUN/STOP RESTORE
POKE 809,246 enables RUN/STOP RESTORE
POKE 128,0 makes it so no keyboard entry will work
POKE 744,1 disables LIST

Darren Scott, 44 Cemetry Rd, Hatfield, Doncaster, S Yorks

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

Here's a simple, fun game by Joel Goodwin which you'll find infuriating. You'll spend hours trying to beat it, so be warned: it's addictive

A-maze-ing!

Here's a simple game for you. You start in the bottom right hand corner of the spiral maze. All you have to do is travel round the maze until you reach the centre, touching the cross in the middle.

Sounds child's play, doesn't it? Well, it's not. Positioned in the top left hand corner is an evil spirit, and it's out to get you. The spirit isn't restricted by physical barriers, like the walls of the maze. It homes in on you as if it had a radar, and heads straight for you.

If you let the evil spirit touch you, you lose one of your three lives. If you're successful and touch the cross, you're transported to a higher level.

There are three levels. Wherever you go, so does the spirit, and as you move up a level the spirit moves faster.

This game runs in antic mode 4, which has a four colour character set, providing you with interesting results. Take special note of the REMs indicating where inverse characters are used.

How it works

5-10 set up program
150-155 set up new game or level
160-250 main routine
5000-5300 set up antic mode 4, display list and colours
6000-8200 máze
8210-8244 win routine
8250-8285 redefine characters
8287-8288 load display list interrupt
8295-8310 level increase
8315-8330 lose life, end game
8335-8360 sound when caught
8500-8510 print M$ subroutine
8550-8630 animation between levels

Variables

LEV level number
LIVES men left
X,Y position of men
GX,GY position of spirit
RPNT reprint character over which the spirit is
S joystick movement
DL display list pointer
X1,Y1 last position of man
GX1,GY1 last position of man
LV,K,GST control speed of spirit
LC locate and hold value of screen, PEEK for spirit and man

Hints on conversion

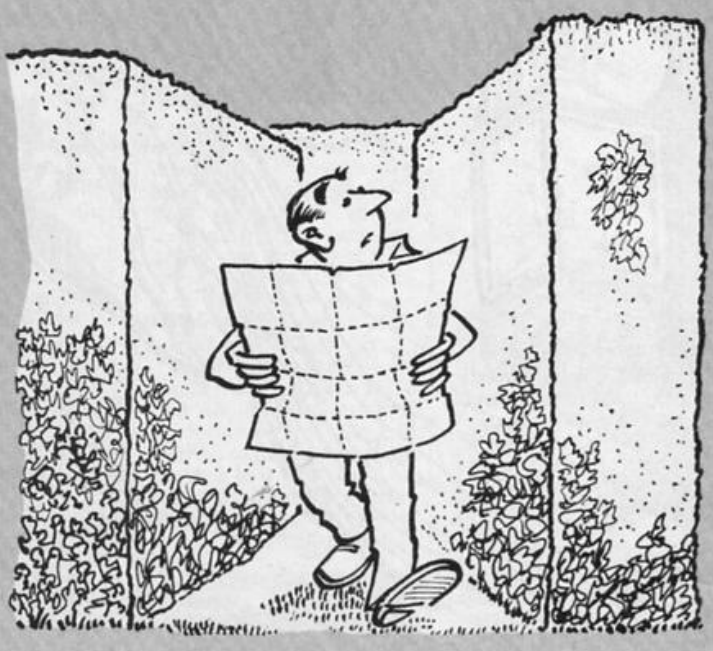
CHR$(125) clear screen
POSITION position cursor to X,Y co-ordinates
T top left screen memory address
STRIG (0) read joystick button
PEEK (632) read input from joystick port 1
SET COLOUR 4,1,0 set background colour
SET COLOUR 2,G,6 set text window colour
SET COLOUR 1,O,10 set character luminence for text window

● Remember that on the Atari, characters in italic should be entered in inverse.

ATARI PROGRAM

```
1 REM ****     RUNAROUND    ****
2 REM ****        BY        ****
3 REM ****  JOEL GOODWIN    ****
4 REM
5 ? CHR$(125):GOSUB 8250
6 DIM M$(29):I=2:G=2:GOSUB 5000:GOSUB 6000:GOTO 8325
7 I=2:LV=9:LIVES=3:LEV=1:G=2
10 GOSUB 5000:GOSUB 6000
150 X=36:Y=22:GX=5:GY=3:RPNT=0:POKE T+(Y*40)+X,34
154 REM * ALL CHARACTERS AND SPACES      BETWEEN QUOTES
ON NEXT LINE INVERSE
155 POSITION 1,0:? "       LEVEL ";LEV;"              LIVE
S ";LIVES;"      ":POKE 77,0
160 S=PEEK(632):IF S=15 THEN K=LV:GOTO 207
170 X1=X+(S=7)-(S=11):Y1=Y+(S=13)-(S=14)
180 LC=PEEK(T+(Y1*40)+X1):IF LC=0 THEN 193
185 IF LC=186 THEN LEV=LEV+1:GOTO 8295
187 IF LC=138 THEN GOTO 8315
190 K=2:GOTO 207
193 POKE T+(Y*40)+X,0
195 X=X1:Y=Y1
200 POKE T+(Y*40)+X,34
202 K=2
207 GST=GST+1:IF GST<K THEN 160
209 GST=0:POKE T+(GY*40)+GX,RPNT
210 GX=GX+(X>GX)-(X<GX)
220 GY=GY+(Y>GY)-(Y<GY)
230 LC=PEEK(T+(GY*40)+GX):IF LC=0 THEN 237
233 IF LC=186 THEN RPNT=186:GOTO 240
235 IF LC=34 THEN GOTO 8315
236 RPNT=162:GOTO 240
237 RPNT=0
240 POKE T+(GY*40)+GX,138
250 GOTO 160
5000 DL=PEEK(560)+PEEK(561)*256:POKE 752,1:? CHR$(125)
5100 FOR B=DL+6 TO DL+28:POKE B,4:NEXT B
5200 T=PEEK(88)+PEEK(89)*256:SETCOLOR 2,0,6:SETCOLOR 1,
0,10:SETCOLOR 0,3,6:SETCOLOR 4,I,0:SETCOLOR 3,7,10
5300 POKE 756,PEEK(1700):RETURN
5995 REM * ALL B AND Z'S BETWEEN LINES          6000 TO 8
200 MUST BE INVERSE *
6000 ? :? "WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW"
6100 ? "W                                    W"
6200 ? "W B BBBBBBBBBBBBBBBBBBBBBBBBBBBBBB W"
6300 ? "W B B                                B W"
6400 ? "W B B BBBBBBBBBBBBBBBBBBBBBBBBBB B W"
6500 ? "W B B B                            B B W"
6600 ? "W B B B BBBBBBBBBBBBBBBBBBBBBB B B W"
6700 ? "W B B B B                        B B B W"
6800 ? "W B B B B BBBBBBBBBBBBBBBBBB B B B W"
6900 ? "W B B B B B                    B B B B W"
7000 ? "W B B B B B Z              B B B B B W"
7100 ? "W B B B B BBBBBBBBBBBBBBBB B B B B W"
7200 ? "W B B B B                      B B B B W"
7300 ? "W B B B BBBBBBBBBBBBBBBBBBBB B B B W"
7400 ? "W B B B                          B B B W"
7500 ? "W B B BBBBBBBBBBBBBBBBBBBBBBBB B B W"
7600 ? "W B B                            B B W"
7700 ? "W B BBBBBBBBBBBBBBBBBBBBBBBBBBBB B W"
7800 ? "W B                              B W"
7900 ? "W BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB W"
8000 ? "W                                    W"
8100 ? "WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW";
8200 RETURN
8210 FOR L=1 TO 3:C0=INT(RND(0)*15):C1=INT(RND(0)*15):C
2=INT(RND(0)*15):C3=INT(RND(0)*15)
8215 SETCOLOR 0,C0,C0:SETCOLOR 1,C1,14:SETCOLOR 2,C2,4:
SETCOLOR 3,C3,14:SETCOLOR 4,5,0:POKE 756,224
8220 FOR B=1 TO 30:SOUND 0,B,10,15:SOUND 1,B/20+20,10,1
5:NEXT B:POKE 756,PEEK(1700):FOR Z=1 TO 6:NEXT Z:NEXT L
8230 SETCOLOR 0,3,6:SETCOLOR 1,0,10:SETCOLOR 2,0,6:SETC
OLOR 3,7,10:SETCOLOR 4,3,0
8235 SOUND 0,0,0,0:SOUND 1,0,0,0
8240 SETCOLOR 1,0,0:M$="C O N G R A T U L A T I O N S":
MX=6:MY=3:GOSUB 8500
8242 M$="Y O U  D I D":MX=14:MY=5:GOSUB 8500
8243 M$="I T":MX=19:MY=7:GOSUB 8500
8244 GOTO 8325
8250 DATA 80,24,60,66,219,219,66,60,24,272,129,66,60,60
,60,60,66,129
8255 DATA 464,25,25,25,63,25,25,25,0,440,255,255,195,21
9,219,195,255,255
8257 DATA 72,138,72,169,0,162,0,141,10,212,141,24,208,1
42,26,208,104,170,104,64,-1
8260 SET=(PEEK(106)-8)*256:GRAPHICS 1+16:POSITION 0,3:?
 #6;"    rUnArOuNd"
8265 POSITION 0,11:? #6;"    PlEaSe WaIt":POSITION 0,20
:? #6;"  By JoEl GoOdWiN":POKE 106,SET/256
8270 FOR I=0 TO 1023:SETCOLOR 0,RND(0)*15,12:SETCOLOR 1
,RND(0),12:POKE SET+I,PEEK(57344+I):NEXT I
8275 RESTORE 8250
8280 FOR I=1 TO 4:READ CH:FOR J=0 TO 7
8285 READ DT:POKE SET+CH+J,DT:NEXT J:NEXT I:POKE 1700,S
ET/256
```

```
8287 J=1536
8288 READ MC:IF MC<>-1 THEN POKE J,MC:J=J+1:GOTO 8288
8290 GRAPHICS 0:POKE 752,1:SETCOLOR 2,0,0:RETURN
8295 POKE 1540,(G*16)+6:POKE 1542,I*16:IF LV=5 THEN GOT
O 8210
8300 IF LV=9 THEN LV=7:I=13:G=3:GOSUB 8550:GOTO 10
8305 IF LV=7 THEN LV=5:I=3:G=0:GOSUB 8550
8310 GOTO 10
8315 GOSUB 8335
8320 SOUND 0,0,0,0:SOUND 1,0,0,0:LIVES=LIVES-1:IF LIVES
 THEN 10
8321 REM * ALL CHARACTERS AND SPACES      BETWEEN QUOTES
 ON NEXT LINE INVERSE
8325 POSITION 1,0:? "      PRESS TRIGGER TO PLAY AGAIN
    "
8327 IF STRIG(0) THEN 8327
8330 GOTO 7
8335 SOUND 0,2,4,5:FOR B=1 TO 10:NEXT B
8340 SOUND 0,0,0,0:FOR B=1 TO 10:NEXT B
8345 SOUND 0,2,4,10:FOR B=1 TO 10:NEXT B
8350 SOUND 0,0,0,0:FOR B=1 TO 10:NEXT B
8355 SOUND 0,2,4,15:FOR B=1 TO 10:NEXT B
8360 SOUND 0,0,0,0:RETURN
8500 FOR Z=1 TO LEN(M$):POSITION MX,MY:? M$(Z,Z):SOUND
0,50,10,10
8510 FOR Z1=1 TO 7:NEXT Z1:SOUND 0,0,0,0:MX=MX+1:NEXT Z
:RETURN
8550 ? CHR$(125):POKE DL+28,2:POKE 512,0:POKE 513,6:POK
E DL+15,132:POKE 54286,192:Q=200:SETCOLOR 2,G,6
8552 SETCOLOR 4,I,0
8559 REM * B ON NEXT LINE INVERSE *
8560 FOR QY=1 TO 22:FOR QX=17 TO 21 STEP 4:POSITION QX,
QY:? "B":NEXT QX:NEXT QY
8570 POSITION 16,23:? "LEVEL ";LEV-1;:POSITION 16.0:? "
LEVEL ";LEV
8580 LY=22:DY=22:SF=0
8590 LY=LY-1:POSITION 19,LY+1:? " ":POSITION 19,LY:? CH
R$(66):IF LY=17 THEN SF=1
8600 IF SF=1 THEN DY=DY-1:POSITION 19,DY+1:? " ":POSITI
ON 19,DY:? "*"
8610 IF DY=1 THEN 8620
8613 IF LY=1 THEN POSITION 19,LY:? " ":GOTO 8600
8614 FOR DLY=1 TO 6:NEXT DLY:SOUND 0,Q,10,10:SOUND 1,Q+
1,10,10:Q=Q-10
8615 GOTO 8590
8620 SOUND 0,0,0,0:SOUND 1,0,0,0:POSITION 19,DY:? " ":F
OR DLY=0 TO 100:NEXT DLY:POKE DL+15,4:POKE DL+28,4
8630 RETURN
```



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As you wander the corridors, you will encounter beings meek and mighty, discover untold wealth and worthless trash. Some objects will increase your powers, whilst some will be dangerous and still others will be protected from pilferers (you!) by friendishly ingenious traps, all designed to help or hinder you on your pilgrimage to power and glory.

You need never tire of Swords and Sorcery — when this dungeon can no longer hold you, the next awaits. . . there are a series of expansion modules planned to extend your enjoyment indefinitely.

There are quests within quests within Swords and Sorcery, for those who want to follow them. Some are given others must be found, and some are lost causes. There are many ways of opening the gate between the levels of the dungeons. Some are obscure and easy, others obvious and dangerous. The most profitable paths are both. The Ultimate goal of many will be to find the lost armour of Zob, which was un-made by its maker, and its parts scattered across the levels. What, where, how, who and why are answers to be found. All that is known is the prayer of the seekers:

WHEN DARK CABALLUS HIS COUNCILS LEND US
LET NOT THE RED CLUPEA HARANGUE US
TURN US FROM WHAT SEEMS TREMENDOUS AND
THUS TO ZOBS GREAT TREASURE SEND US.

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Galaxy of stars

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Moonsweeper 48K Spectrum £6.95

CheetahSoft, 24 Ray St, London EC1

Am I at home or at the Silver Dollar on an arcade machine? Moonsweeper left me breathless with its brilliant graphics, sound, fast action and addictability.

Loading takes one minute 45 seconds and gives an introductory screen of a waving spaceman with you reflected in his helmet. Your task is to find stranded lunar pioneers on four moons, guarded by hostile Base Carriers, Short Range Interceptors and Death Towers.

First you must avoid the meteors — exploding them raises your score — and land on a coloured moon. You skim along the surface — shown by radar lines coming towards you — destroy hostile forces and pick up six pioneers. Then you must zoom through the lines to gather speed for take-off to the next moon.

There are four levels of difficulty and options for one or two players, sound on/off and reset game. The program is compatible with Cheetah RAT, Kempston and Interface 2 joysticks. 'Up' increases the speed over the moon and 'Down' activates defence shield in space, slows down speed over moon or allows firing above moon level.

Cheetah has a winner! **T.W.**

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

★★★★★

Elite 32K BBC £17.95 (disc)

Acornsoft, 104 Hills Rd, Cambridge

Trying to review this program in the space available here is like trying to get a gallon in a pint pot! This program has been hailed as a megagame and it certainly tries to live up to that title.

The program isn't the whole package; the box fairly bursts open, to reveal a 64-page instruction manual, a 48-page 'novella', a quick reference card, wall chart, function key strip, loading instructions and competition entry card. Try copying that little lot!

The game is a superb three-dimensional graphic trading game rather like Traveller. It's a role playing game. To try to describe it here is madness, you aim to survive and make a profit as you wander the planets with your cargoes.

There are nasties to do battle with, 22 different types of craft, and you even have to buy your own computers, when you can afford them.

The game is difficult and even when you are used to it, a single game could last weeks — thank goodness for the save game facility. Addictive? This game could wreck relationships of every kind; beware! **D.C.**

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

★★★★★

Galaxia Amstrad CPC464 £5.95

Kuma, Unit 12, Horseshoe Park, Horseshoe Rd, Pangbourne, Berks

What a pity there is no joystick option in this otherwise well written program where all user inputs are via the C, E, L and + keys.

With ten screens of nasties, all of which will both amuse and amaze you, your task is to steer a space ship through the atmosphere of some distant galaxy. Armed with an unusual multicoloured instrument, looking for all the world like an Inter-Galactic Thermic Lance, you must destroy the hordes of aliens. Each hit scores points on an incrementing scale, depending upon how far into the game you have survived. There are three levels of play from which to choose.

The well-designed top ten score board and the ability to 'hold' the action at any moment, are both desirable ingredients in such an addictive game.

The concept is not original but the format of this high speed arcade game, with superb colour graphics and an extensive use of the Amstrad's powerful sound facilities, allied to the ability to fire-on-the-run, make it a game apart from all others. Highly recommended. **D.H.**

instructions	85%
playability	90%
graphics	100%
value for money	90%

★★★★★

Space Ace 2101 CBM 64 £7.95

Ozi Soft, London Hse, Baughurst, Hants

The best description for this game might be a mixture of Star Trek and Defender. However, the quality isn't up to either of them.

There are two playing modes available. In one mode you have a defender's view of a landscape. Various aliens come towards you and they must be shot. While doing this you should keep your fuel levels quite high. If you run out of fuel your destruction is imminent.

The other playing mode has a view into space. You may move your sight around, line up the enemy and shoot. A map shows the positions and bearings of you and the various planets in the solar system.

A computer status report will give you the current stardate, food supply, virus immunity time, temperature, pressure, etc.

This game looks and sounds fairly good but lacks lasting interest. I found that it got very repetitive after only a few minutes. The graphics and sound are not all that outstanding — not of the normal quality found on CBM 64 games. **K.I.**

instructions	40%
playability	60%
graphics	60%
value for money	55%

★★★

Jet Power Jack Electron £6.95

Program Power, Sheepscar Hse, Leeds LS7 1AD

The setting of this game is somewhat depressing. Poor Jack is doomed to work in a large space garage collecting fuel pods for the customers.

The game is great fun, though, as you control Jack using his rocket powered back pack to manouevre him from platform to platform. There are problems in the form of the 'space googlies' who keep trying to stop him. Another difficulty is his oxygen supply which will only last one minute per trip. These make the game difficult but more exciting.

This game was originally released on the BBC machine and this is a conversion with some radical changes. Firstly, the 16 colours of the BBC version have been reduced to four in this. This makes the graphics less interesting but does make the game faster, so fast that it is even more of a challenge than the original.

Secondly some of the graphic characters are different but just as interesting. The levels, with five different screens, are excellent and progress from the difficult to the utterly impossible.

A good game which has lost colour but not excitement. **D.C.**

instructions	75%
playability	95%
graphics	75%
value for money	80%

★★★★

As seen in the national press

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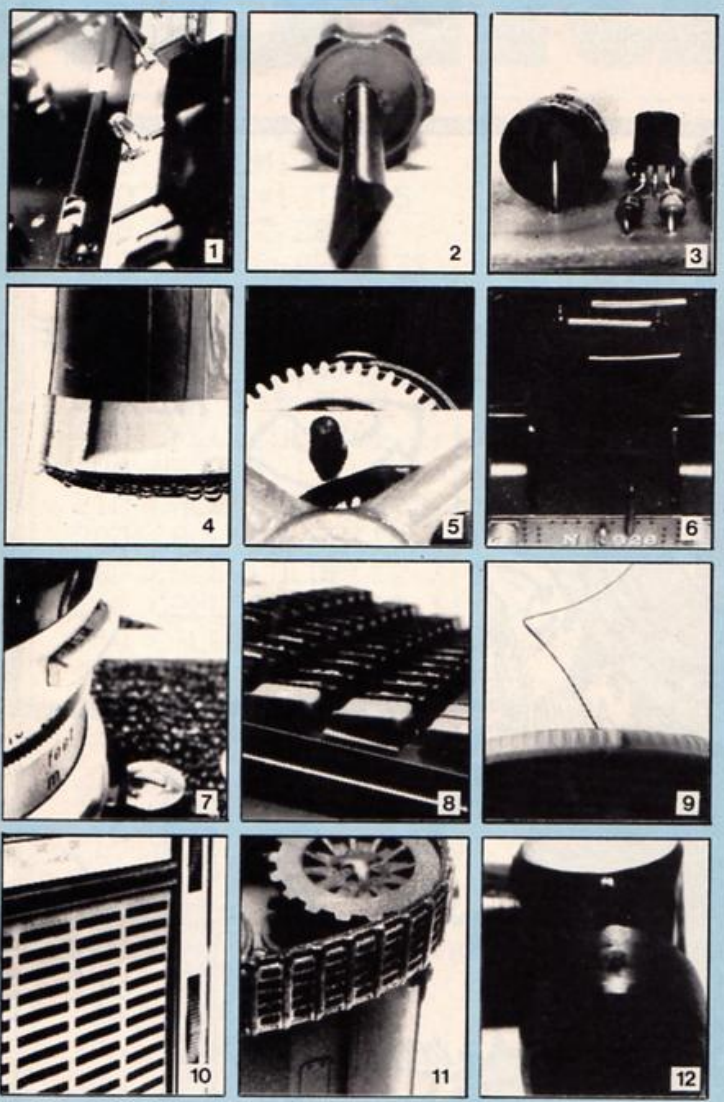

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and write your (one-word) answers in the spaces provided on the coupon. For instance, if you think that number 9 is a record, write 'record' in the space next to 9 on the coupon and so on. Then tell us in up to 20 words why **MAGAZINES MAKE IDEAL HOLIDAY READING.** Complete the coupon in BLOCK LETTERS, and send it to: *DREAM HOLIDAY COMPETITION, Argus Specialist Publications Ltd., No 1 Golden Square, London W1R 3AB,* to reach us no later than 31st December 1984.

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6 Winners will be notified by post and the results will be published in a future issue of this magazine.

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4. ..... 5. ..... 6. .....

7. ..... 8. ..... 9. .....

10. ..... 11. ..... 12. .....

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Send to **DREAM HOLIDAY COMPETITION,** Argus Specialist Publications, No 1 Golden Square, London W1R 3AB.

There's g the

Our hero has done his gold prospecting and is now faced with the hazardous problem of transporting his treasure to the bank. Help him out in this program by Mike Willey

Take a break from violent games and give yourself a rest.

This game requires manoeuvrability. Krazy Kidd is our hero and what you have to do is move gold from his cave to the bank. He's finally realised that it pays to save — and also keeps itchy fingers away from his hoards of treasure.

However, poor Krazy is clumsy and not too co-ordinated. He has problems with walls — that is, he walks into them. He's also been known to fall down ladders. You must guide him and try to shield him from these pitfalls.

If a disaster occurs and he finds himself in a crumpled heap at the bottom of a ladder, or with a buckled nose from head-on contact with a concrete wall, you lose vital points.

Use the arrow keys to move. Watch out for the biggest hazard of all: dramatic subsidence in the cave, in which case you'll have to get the pickaxe to dig out all the rubble.

How it works

100-150 clear screen, define characters
160-260 set colours
270-300 set screen one title characters
310-390 set title
400-530 title graphics movement
550-590 subroutine for title
600 reset data line
620-860 set screen two characters
870-930 variables
940-960 initial position of man
970-1020 print score
1040-1120 random number generator, cave fall routine
1130-1160 detect key press
1180-1600 movement, collision detection
1610-1740 data
1750-1910 fall routine
1920-1990 change character
2000-2170 dig cave routine
2180-2220 pick up gold, reset position of pickaxe
2230-2400 gold in bank, message and score
2410-2500 trap in cave routine
2510-2600 collision routine, sound
2610-2710 end screen, final score

Variables

x, y character movement
sc score
P, Q cave collapse
d, t print position
T number of gold blocks
a$ hold print messages

old in
m thar hills

```
100 CALL CLEAR
110 RANDOMIZE
120 FOR I=1 TO 15
130 READ Z,Z$
140 CALL CHAR(Z,Z$)
150 NEXT I
160 CALL COLOR(1,4,1)
170 CALL COLOR(2,13,1)
180 FOR I=3 TO 8
190 CALL COLOR(I,2,1)
200 NEXT I
210 CALL COLOR(9,2,1)
220 CALL COLOR(10,6,1)
230 CALL COLOR(12,7,1)
240 CALL COLOR(13,11,1)
250 CALL COLOR(14,10,4)
260 CALL COLOR(15,14,1)
270 CALL CLEAR
280 CALL HCHAR(15,3,144,28)
290 CALL VCHAR(1,4,40,12)
300 CALL VCHAR(1,28,40,12)
310 A$="  KRAZY KIDD"
320 T=5
330 GOSUB 550
340 A$=" ************"
350 T=7
360 GOSUB 550
370 A$="BY MICK WILLEY"
380 T=11
390 GOSUB 550
400 X=13
410 Y=3
420 CALL HCHAR(X,Y,107)
430 CALL HCHAR(X+1,Y,98)
440 FOR I=1 TO 13
450 Y=Y+2
460 CALL HCHAR(X,Y-2,32)
470 CALL HCHAR(X+1,Y-2,32)
480 CALL HCHAR(X,Y,107)
490 CALL HCHAR(X+1,Y,98)
500 CALL SOUND(40,-6,0)
510 NEXT I
520 FOR I=1 TO 200
530 NEXT I
540 GOTO 610
550 D=9
560 FOR I=1 TO LEN(A$)
570 CALL HCHAR(T,D+I,ASC(SEG$(A$
,I,1)))
580 NEXT I
590 RETURN
600 RESTORE 1660
610 CALL CLEAR
620 FOR A=1 TO 22
630 READ G,H,J,K
640 CALL HCHAR(G,H,J,K)
650 NEXT A
660 FOR A=1 TO 23
670 READ G,H,J,K
680 CALL VCHAR(G,H,J,K)
690 NEXT A
700 A$=" SCORE"
710 P=2
720 D=1
730 GOSUB 830
740 A$="BANK"
750 P=1
760 D=14
770 GOSUB 830
780 A$="CAVE"
790 P=11
800 D=11
810 GOSUB 830
820 GOTO 870
830 FOR I=1 TO LEN(A$)
840 CALL HCHAR(P,D+I,ASC(SEG$(A$
,I,1)))
850 NEXT I
860 RETURN
870 P=6
880 Q=26
890 SC=50
900 CALL HCHAR(P,Q,101)
910 X=11
920 Y=23
930 L=4
940 CALL HCHAR(X,Y,105)
950 CALL HCHAR(X+1,Y,96)
```

```
960 CALL GCHAR(X+2,Y,S)
970 IF S=32 THEN 1750
980 S$=" "&STR$(SC)&" "
990 D=7
1000 FOR I=1 TO LEN(S$)
1010 CALL HCHAR(2,D+I,ASC(SEG$(S
$,I,1)))
1020 NEXT I
1030 CALL KEY(0,K,S)
1040 I=INT(RND*250)+1
1050 IF I<>45 THEN 1130
1060 CALL GCHAR(13,13,S)
1070 IF S=100 THEN 1130
1080 FOR D=0 TO 25 STEP 5
1090 CALL SOUND(120,-6,D)
1100 CALL HCHAR(13,12,100,4)
1110 CALL HCHAR(14,12,100,4)
1120 NEXT D
1130 IF K=69 THEN 1180
1140 IF K=68 THEN 1260
1150 IF K=83 THEN 1390
1160 IF K=88 THEN 1530
1170 GOTO 940
1180 CALL GCHAR(X-1,Y,S)
1190 IF S<>32 THEN 2510
1200 X=X-1
1210 CALL HCHAR(X+2,Y,32)
1220 CALL SOUND(40,330,1)
1230 CALL HCHAR(X,Y,106)
1240 CALL HCHAR(X+1,Y,99)
1250 GOTO 1030
1260 CALL GCHAR(X,Y+1,S)
1270 IF S=100 THEN 2610
1280 IF S<>32 THEN 2510
1290 Y=Y+1
1300 CALL HCHAR(X,Y,107)
1310 CALL HCHAR(X+1,Y,98)
1320 CALL SOUND(50,-2,1)
1330 CALL HCHAR(X,Y-1,32)
1340 CALL HCHAR(X+1,Y-1,32)
1350 IF P<>X+1 THEN 1380
1360 IF Q=Y THEN 1370 ELSE 1380
1370 GOSUB 1920
1380 GOTO 1030
1390 CALL GCHAR(X+1,Y-1,S)
1400 IF S=129 THEN 2180
1410 IF S=103 THEN 2230
1420 IF S<>32 THEN 2510
1430 Y=Y-1
1440 CALL HCHAR(X,Y,107)
1450 CALL SOUND(40,-1,1)
1460 CALL HCHAR(X+1,Y,97)
1470 CALL HCHAR(X,Y+1,32)
1480 CALL HCHAR(X+1,Y+1,32)
1490 IF T<>X THEN 1520
1500 IF U=Y THEN 1510 ELSE 1520
1510 GOSUB 2000
1520 GOTO 1030
1530 CALL GCHAR(X+2,Y,S)
1540 IF S<>32 THEN 2510
1550 X=X+1
1560 CALL HCHAR(X-1,Y,32)
1570 CALL HCHAR(X,Y,106)
1580 CALL SOUND(50,220,1)
1590 CALL HCHAR(X+1,Y,99)
1600 GOTO 1030
1610 DATA 121,FFFFFFFFFFFFFFFF,1
44,FF222222FF888888,129,00000000
00707070,103,FFFFFFFFFFFFFFFF
1620 DATA 105,1038107CBABABABA,1
06,1039123C381C1A19
1630 DATA 96,3828282828282828,97
,384888844422202,98,382422424488
8880,99,3F21110904020101
1640 DATA 40,427E4242427E4242,10
1,000142442810080 3,100,BFFBF7FFF
EDF7FFD
1650 DATA 104,50B892FF989C5A39,1
07,103810383A7C3838
1660 DATA 1,1,121,19,1,24,121,9,
24,1,121,10,24,26,121,7,21,10,12
1,17,7,2,121,12,14,5,129,4
1670 DATA 4,14,144,16,7,14,144,6
,7,22,144,8,10,4,144,13,10,25,14
4,5,13,22,144,5,13,29,144,3
1680 DATA 15,5,100,15,16,5,100,1
5,17,5,100,15,18,4,144,16,21,4,1
44,4,11,5,100,12,12,10,100,7
1690 DATA 18,22,144,8,2,14,103,2
,2,15,103,2
1700 DATA 2,1,121,22,21,10,121,3
,21,26,121,3,2,13,121,5,2,32,121
,22,10,4,144,12,10,22,144,4,8,19
,144,7
1710 DATA 7,22,144,4,14,22,144,5
,13,26,144,5,5,29,144,5,18,29,14
4,4,2,31,40,11,10,3,40,12
1720 DATA 13,28,40,3,14,31,40,10
,21,9,40,3,19,28,40,3,7,21,40,12
,8,18,40,7
1730 DATA 106,50B892FF989C5A39,1
05,103C167DBBF83838,107,103C167D
BBF83838
1740 DATA 108,344EA43C3C2C0C0C,1
09,085C889CFC8C8C4C
1750 I=2200
1760 CALL SOUND(40,I,0)
1770 X=X+1
1780 CALL HCHAR(X-1,Y,32)
1790 CALL HCHAR(X,Y,105)
1800 CALL HCHAR(X+1,Y,97)
1810 CALL GCHAR(X+2,Y,S)
1820 IF S<>32 THEN 1850
1830 I=I-55
```

```
1840 GOTO 1760
1850 A$="HEY WATCH IT"
1860 FOR I=1 TO LEN(A$)
1870 D=11
1880 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
1890 NEXT I
1900 SC=SC-10
1910 GOTO 980
1920 RESTORE 1730
1930 FOR I=1 TO 3
1940 READ Z,Z$
1950 CALL CHAR(Z,Z$)
1960 NEXT I
1970 T=13
1980 U=16
1990 RETURN
2000 RESTORE 1740
2010 FOR A=1 TO 2
2020 READ Z,Z$
2030 CALL CHAR(Z,Z$)
2040 NEXT A
2050 FOR S=1 TO 4
2060 FOR I=1 TO 4
2070 CALL HCHAR(X,Y,108)
2080 FOR W=1 TO 50
2090 NEXT W
2095 CALL SOUND(50,-6,0)
2100 CALL HCHAR(X,Y,109)
2110 CALL HCHAR(X+1,Y,96)
2120 NEXT I
2130 CALL HCHAR(X,Y,32)
2140 CALL HCHAR(X+1,Y,32)
2150 Y=Y-1
2160 NEXT S
2170 RETURN
2180 CALL CHAR(105,"103C107FBF7F
3F3A")
2190 CALL HCHAR(X,Y,105)
2200 CALL HCHAR(X+1,Y-1,32)
2210 CALL HCHAR(P,Q,101)
2220 GOTO 1030
2230 RESTORE 1620
2240 FOR A=1 TO 5
2250 READ Z,Z$
2260 CALL CHAR(Z,Z$)
2270 NEXT A
2280 SC=SC+100
2290 L=L-1
2300 IF L=0 THEN 2410
2310 D=11
2320 CALL HCHAR(23,11,32,15)
2330 A$="  FANTASTIC!!"
2340 FOR I=1 TO LEN(A$)
2350 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2360 NEXT I
2370 FOR I=110 TO 1100 STEP 110
2380 CALL SOUND(-200,I,0)
2390 NEXT I
2400 GOTO 980
2410 A$="  GAME OVER ."
2420 D=12
2430 FOR I=1 TO LEN(A$)
2440 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2450 NEXT I
2460 FOR I=1600 TO 110 STEP -110
2470 CALL SOUND(-200,I,0)
2480 NEXT I
2490 CALL CLEAR
2500 GOTO 2630
2510 CALL SOUND(100,440,0)
2520 CALL SOUND(150,220,1)
2530 CALL HCHAR(23,11,32,13)
2540 D=12
2550 A$="  OUCH"
2560 FOR I=1 TO LEN(A$)
2570 CALL HCHAR(23,D+I,ASC(SEG$(
A$,I,1)))
2580 NEXT I
2590 SC=SC-5
2600 GOTO 1030
2610 CALL CLEAR
2620 PRINT "           SORRY"::::
"        YOU LOST HIM":::
2630 PRINT "       YOU SCORED";S
C
2640 PRINT " "::
2650 PRINT " DO YOU WANT TO PLAY
 AGAIN?"::
2660 PRINT "      Y OR N"
2670 CALL KEY(0,K,S)
2680 IF K=89 THEN 600
2690 IF K=78 THEN 2700 ELSE 2670
2700 CALL CLEAR
2710 END
```

Adventure on your micro

More reviews telling you exactly what you can expect for your money

Shopper VIC-20 + 16K £1.99

Mastertronic, 42 Welbeck St, London W1M 7HF

On loading you are presented with a nice title page which, on completion, switches to a second screen. At this point you notice a feature of the game... a rapid flickering which could be nasty if you had any tendency to migraine.

With screen 1 you have to cross two roads in the style of Frogger. On the way you must collect coins and avoid an aggressive woman who patrols the central reservation.

On reaching the other side of the road, assuming you have collected all the coins, you pass on to the next screen.

The next two screens are very similar to the first and involve roads and railway tracks. Again you must collect coins and avoid the women.

Screen 4 involves taking a trolly around a supermarket and collecting fruit and things. The ubiquitious women chase after you again.

Since I didn't progress beyond screen 4 and I had no instructions I can reveal no more.

Graphically the game is above average but the animation and movement were jerky and, particularly on screen 1, flickery. But at £1.99 I couldn't moan too much. **A.W.**

instructions	40%
ease of use	60%
graphics	65%
value for money	90%

★ ★ ★ ★

Mr Mephisto Commodore 64 £6.95

Euro-Byte, Churchmill House, Ockford Rd, Godalming GU7 1QY

The setting of this game is a Hades type underworld full of devils and nasties. The object of the game is to work your way through various screen settings, gaining points as you go.

There are three skill levels and four speeds of play.

The cassette tape loads using a fast load system called Overdrive.

The first screen displays an escalator moving downwards which you have to run up to reach a top level. If you fall off the escalator, you fall into flames, and you lose all your lives.

While you're getting up the escalator you have to avoid devils coming down. If you get to the top you need to grab a halo to get through the door and into the next screen.

However you need to time your movements carefully as there is another devil on this level who emerges out of the ground.

I found the game somewhat difficult but it held a certain fascination that kept me trying to beat the little devils. All in all a good game, for which a joystick is required. **L.C.**

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

★ ★ ★ ★

Hi Bouncer! 32K BBC £6.95

H & H, Mirrorsoft, Holborn Circus, London EC1P 1DQ

A brilliant, addictive arcade game for all Mr Men fans that shows how the 32K BBC should be used. Doubtless 'Nightflite 2' fanatics will find it beneath them — but for the rest of us this is a colourful, noisy, enjoyable game.

Four main screens, each having eight versions increasing in difficulty, allow us to take Mr Bounce around the town to help Mr Tall get his scarf and gloves; Mr Lazy finish his home; Mr Bump knock down his fruit; and to prevent Mr Snow from melting.

The game has two versions. One is for speed freaks — the arcade version — and the practice program.

Response to the keyboard is instantaneous, but it is a shame that the concise insert instructions have 'full stop' for 'Jump' when they meant '?'! Screen top tells you score, lives left and bonus, while the level on is displayed bottom right.

As you assist Mr Bounce don't allow him to touch other Mr Men — who increase in numbers with the degree of difficulty — or other obstructions, otherwise he ricochets around the screen with a zooming sound!

It has nicely animated graphics, good use of sound and colour and clear child-like drawings of houses. A humorous pleasing game. **T.W.**

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

★ ★ ★ ★ ★

Laser Reflex 32K BBC £7.95

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

I have to admit that I expected a lot from this game after reading the cassette sleeve and other information about it. The aim is to dispel the ever increasing hordes of aliens with your laser cannon, but wait, the catch is that the laser can only be fired against a concave mirror.

The blurb also promised a screen designed by a 'talented artise' and unfortunately I was disappointed on both accounts.

I think that the screen was the main problem, being in a four-colour mode the artist has used complex pixel graphics and there are a great number of shading effects used. So much so that I found the whole thing to be a complete muddle.

The game itself is not as interesting as I though either. The mirror is of a fixed position and shape and you aim by moving the laser. The aliens look rather fly-like in some cases and even the writing on the score board is difficult to read.

The change of level affects the speed of the invaders but there are no real bonus screens I'm afraid. **D.C.**

instructions	65%
playability	60%
graphics	35%
value for money	55%

★ ★

Tornado Low Level 48K Spectrum £5.95

Vortex, 280 Brooklands Rd, Manchester M23 9HD

According to the advertising blurb, this game is supposed to give me hypermania. Well, not quite, but it does have the closest thing to Zaxxon style graphics I have seen on the Spectrum!

They may not be the finest yet, as also claimed in the advertising but they are pretty good.

You fly the tornado plane over 40 screens of landscape, including houses, trees, telegraph poles and seascape, and search for enemy bases.

To destroy these you must fly as low as possible over them: but do not crash into anything! Also keep an eye on your fuel: you will have to land to fill the tanks.

The game is shown in perspective 3D, i.e. a birds eye view, and you can see your plane, and its shadow, underneath. Colour is well used.

Sound, however, is sparse, and whatever the whirring sound is, it aggravates me intensely. The game also lacks any real point.

Flying over little crosses is not rivetingly exciting! Still, its pretty to look at, impressive, and maybe worth the price. **P.S.**

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

★ ★ ★

U.S. SCENE

Take the guesswork out of buying

If you're tired of guessing when it comes to making hardware and software purchasing decisions, you might be interested in three new books recently released from Byte Books. The first, Microcomputer Buyer's Guide is a 384-page guide covering over 600 micro systems made by over 200 manufacturers. It is quite up to date, and features many of the latest small computers and portables. The book discusses new technologies, contrasts the new Japanese machines to existing U.S. products, and contains charts which compare features to performance. The book also includes reviews of manufacturer's software, pricing, a full glossary, and other features.

The second book is called Terminals and Printers Buyer's Guide. It deals, on a model by model basis, with over 500 units, including those used for graphics as well as text. The book also includes information on data communication products, interfaces, protocols and standards, information on various companies, a glossary of terms, and pricing. It is 320 pages long.

The third book is called Microcomputer Software Buyer's Guide and is 352 pages long. This book contains in-depth reviews of best-selling applications programmes in the following areas: word processing, financial analysis, communications, data base management, and integrated packages. The book is well illustrated and contains information on the various manufacturers and a complete glossary.

Each of the three books carries a suggested list price of $19.95 and is available through your local book seller or directly from Steve Mathews, Suite 2677, Byte Books/McGraw-Hill Book Company, 1221 Avenue of the Americas, New York, New York 10020. The guides are excellent, and well worth your investigation.

★ ★ ★ ★

I don't know how much it will cost, but you can just about bet your booties that Commodore will be out with a 32 bit machine in the not too distant future. I wouldn't say it will be out by December, but I will be surprised if it is not out by the middle of the first quarter of 1985. Why do I think this? Simple. Commodore recently bought Amiga Corp. of Santa Clara, California (in Silicon Valley). Amiga has a computer on the drawing board which uses the Motorola 6800 processor, the same one used in Apple's Macintosh. However, the Amiga machine employs three custom chips which give the unit the graphics ability to display 80 columns of text on the screen of a regular television with satisfactory clarity.

Fairly recently, before the Amiga purchase was announced, Commodore's president announced that the firm would soon be debuting a machine with the power of the Macintosh for under $1000. This is a virtual description of the Amiga.

Jack Tramiel, who recently left Commodore to take over Atari, is also rumoured to be working on a machine with similar capabilities and price. As yet there have been no other confirmed announcements from Commodore as to the date of introduction, the exact features, what other computers the new unit might be compatible with, the price, or how the unit is to be marketed. Based, however, on knowledge of how Commodore has worked in the past, it is likely that the machine will be mass-marketed, low in cost, high in features, debuted as soon as possible, and give its competitors nightmares. We'll all be watching what happens. And of course, I'll keep you posted.

Until next week...

Bud Izen, Fairfield, California

play school on your Micro...

For ORIC I and ATMOS.

PICTURE BOOK £4.95
ORIC I

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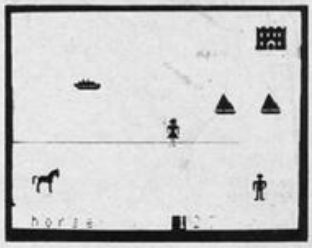
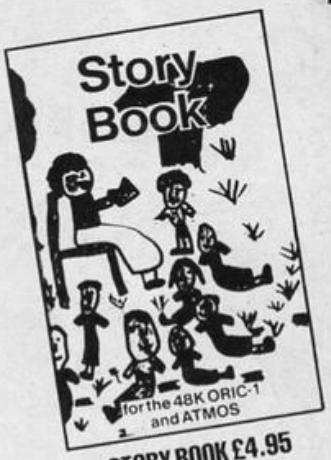
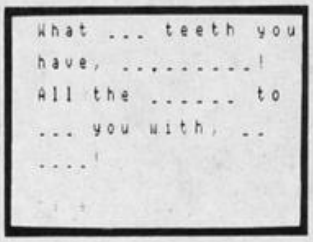


BUY BOTH AND SAVE 50p



STORY BOOK £4.95
ORIC I

A challenging game to develop the reading skills of your child. Any story can be chosen, then the reading skills are put to the test in guessing the words. Fun for all ages!



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Orc Attack
CBM 64 £7.95

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

The Knight paces the Castle parapet which he must defend to the death. In the east and west turrets, hidden serfs feverishly boil oil and stack the rocks and swords. Below, evil Orcs gather. The dreaded F5 signal is given and they begin to climb seige ladders.

Our Knight rushes east for a rock, aims and drops, rushes west for the next. Suddenly, the first Orc is at parapet level and the rock supply dries up. You must fight with a sword only until the ladders are cleared. While all the time, Orc archers fire crossbolts.

Injuries stun the knight for precious seconds — watch out for decapitation. The ladders are cleared, the rocks are back and the oil is ready. One oil drop and all the Orcs go up in flames.

There is a brief pause for a body count and then more Orcs arrive, or the Sorcerer, or Stone Warts, or Demon Trolls... action is fast, furious and exhausting.

The graphics are excellent and very satisfying sound. I can't write more — the Orcs are attacking. **D.C.**

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

★ ★ ★ ★ ★

Orc Slayer
48K Spectrum £5.50

Gamma, 12 Milverton Rd, London NW6 7AS

You must find the Magic Runesword and seek and destroy Thorg, leader of the Death Moon Tribe of Orcs.

The title screen disappeared after two seconds display, leaving a blank screen while the main program loaded. Not a good start.

The essence of text adventure programming is providing problems players must solve before continuing. Within two hours, having mapped 92 of the 120 locations without more than a handful of problems, all old favourites, I quit — scoring 36 per cent. Perhaps all problems are in the last 28 locations or the score mechanics are faulty.

There are lots of bugs: wrong exits displayed, responses intended for another pass through the same location appear on the original pass and, occasionally, your legitimate exit is refused, leaving no option but to quit. Spelling howlers abound. Interesting items in descriptions are cosmetic, since the acceptable Examine fails to work. Hearing sudden screams or someone talking, Orcs running past or "you cough", also seem to be without meaning or effect.

This game is poorly written, totally boring, untested and commercially unacceptable. New boys Gamma must try harder. **D.C.**

instructions	70%
playability	45%
graphics	N/A%
value for money	10%

★ ★

Lone Wolf 2 — Fire on the Water
48K Spectrum £6.95

Five Ways & Hutchinson Computer Publishing Ltd, 17-21 Conway St, London

This is a user-friendly, role-play adventure set in medieval times, based on Dever and Chalk's Lone Wolf books. Screen edge looks like parchment displaying one of many locations in a half screen, instantly drawn, hi-res picture with a new style type giving information below and a wolf's head displaying book location numbers.

You, the sole surviving Kai Lord, having reached the King in Lone Wolf 1 with news of the destruction of the Kai by the Darklords, are ordered to retrieve the Sommersword.

First screen has you in the castle courtyard to fight an instructor developing your combat skill. Pressing keys makes your screen representation fight — the adventure starting when you lose.

Music precedes each fight — the winning of which increases your combat skill, while endurance recovers slowly unless a meal is eaten.

Darklords, flying on Kraans, hinder your attempts to find the sword. Options are displayed by keying 1, while 9 chooses them — no words needed! Gold crowns and backpack items are collected as the game proceeds — though my trial version always stopped at Wreck Point.

From every point a fascinating, well-designed game. **T.W.**

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

★ ★ ★ ★

Frog Face
48K Spectrum £5.95

Positive Image, 129 Dumbarton Rd, Glasgow

This is the first commercial product that I have seen, spawned by Quill (the utility programme which produces machine code adventures to your own specification).

The plot for this adventure game is as old as time. You have been turned into a frog by Meegan the witch and must locate a magic potion to restore normality.

Initially, I died a few times. I insulted the Queen and was thrown from the battlements — I thought she might like flowers. Then I died of thirst in the desert etc. However, resurrection was swift and having made some good progress, was caught in the catacombs.

Although a fairly competent rendering with some charm, I felt that this adventure lacked that spark of originality which sets some programs apart. The graphic screens for the various locations did not make the best use of hi-resolution and no use was made of sound.

I enjoy solving adventure games and found this one sufficiently challenging to get me back to the keyboard. The broad appeal of the plot should make it good entertainment for everyone. **M.B.**

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

★ ★ ★ ★

Lone Wolf 1 — Flight from the Dark
48K Spectrum £6.95

Five Ways & Hutchinson Computer Publishing, 17-21 Conway St, London

The instructions are simple and easily understood, the use of colour is imaginative and compliments the detailed graphics, while the use of sound does not interfere with the progression through the adventure.

The character set has been redesigned in keeping with the medieval atmosphere and a wolf's head at screen right informs of the book location.

You are in the Kai monastery learning to become a Warrior Lord when the Darklords destroy everyone. You set off to the capital to warn the King — a dangerous mission, for the Darklords are cruel, giving no mercy.

The game starts with you acquiring combat skills in unarmed combat prior to setting off. Endurance is shown screen right and disappears during a fight. Options are keyed by 1 and acceptance by 9, other keys cause movement and so on. The locations are instantly drawn hi-res pictures with tolerable animation.

Combat skill can be increased by winning fights and gold crowns and backpack items are collected during the adventure.

Lone Wolf is also available with a book and overlay for £8.95. **T.W.**

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

★ ★ ★ ★ ★

CHARTBUSTERS

BRITAIN'S SOFTWARE CHARTS

by the ASP Market Research Group

ARCADE

1	Daley Thompson Decathlon	Ocean	Spectrum (9)
2	Black Hawk	Creative Sparks	Spectrum (-)
3	River Raid	Activision	Spectrum (-)
4	Hercules	Interdisc	CBM 64 (-)
5	Monty Mole	Gremlin	Spectrum (7)
6	Kokotoni Wilf	Elite	Spectrum (-)
7	Falcon Patrol II	Virgin	CBM 64 (-)
8	Avalon	Hewson	Spectrum (-)
9	Decathlon	Activision	CBM 64 (10)
10	River Raid	Activision	CBM 64 (-)

NON-ARCADE

1	Sherlock	Melbourne Hse	Spectrum (-)
2	Twin Kingdom Valley	Bug-Byte	Spectrum (-)
3	Lords of Midnight	Beyond	Spectrum (3)
4	Star Trader	Bug-Byte	Spectrum (5)
5	American Football	Mind Games	Spectrum (-)
6	ZimSalaBim	Melbourne Hse	CBM 64 (-)
7	Traffic	Quicksilva	CBM 64 (-)
8	Solo Flight	U.S. Gold	CBM 64 (-)
9	Air Traffic Control	Mikro-Gen	Spectrum (-)
10	Hampstead	Melbourne Hse	Spectrum (-)

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

SPECTRUM

1	Daley Thompsons Decathlon	Ocean (1)
2	Matchpoint	Sinclair (7)
3	Rapscallion	Bug-Byte (6)
4	Full Throttle	Micromega (10)
5	Mugsy	Melbourne Hse (-)
6	Sabre Wulf	Ultimate (8)
7	Manic Miner	Bug-Byte (-)
8	Jet Set Willy	S Projects (4)
9	Trashman	New Generation (-)
10	Factory Break-Out	Poppysoft (-)

COMMODORE 64

1	Scrabble	Leisure Genius (1)
2	Beach Head	Centresoft (-)
3	Daley Thompsons Decathlon	Ocean (-)
4	Arabian Nights	Inteceptor (9)
5	Football Manager	Addictive (-)
6	Decathlon	Activision (-)
7	Gilligan's Gold	Ocean (-)
8	Stunt Bike	Ocean (-)
9	Space Pilot	Mastertronic (-)
10	Space Walk	Mastertronic (8)

DRAGON 32

1	Up Periscope	Beyond (1)
2	Ring of Darkness	Wintersoft (-)
3	Cuthbert in the Mines	Microdeal (-)
4	Eightball	Microdeal (-)
5	Dungeon Raid	Microdeal (-)
6	Mr Dig	Microdeal (-)
7	Buzzard Bait	Microdeal (-)
8	The King	Microdeal (-)
9	Hungry Horace	Melbourne Hse (10)
10	Cuthbert in Space	Microdeal (-)

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

VIC-20

1	Snooker	Visions (5)
2	Sub Hunt	Mastertronic (6)
3	Flight 015	Craig Comm (-)
4	Max	Anirog (-)
5	Duck Shoot	Mastertronic (-)
6	Tower of Evil	Creative Sparks (-)
7	Crazy Kong	Interceptor (9)
8	Vegas Jackpot	Mastertronic (-)
9	3D Maze	Mastertronic (-)
10	Phantom Attack	Mastertronic (1)

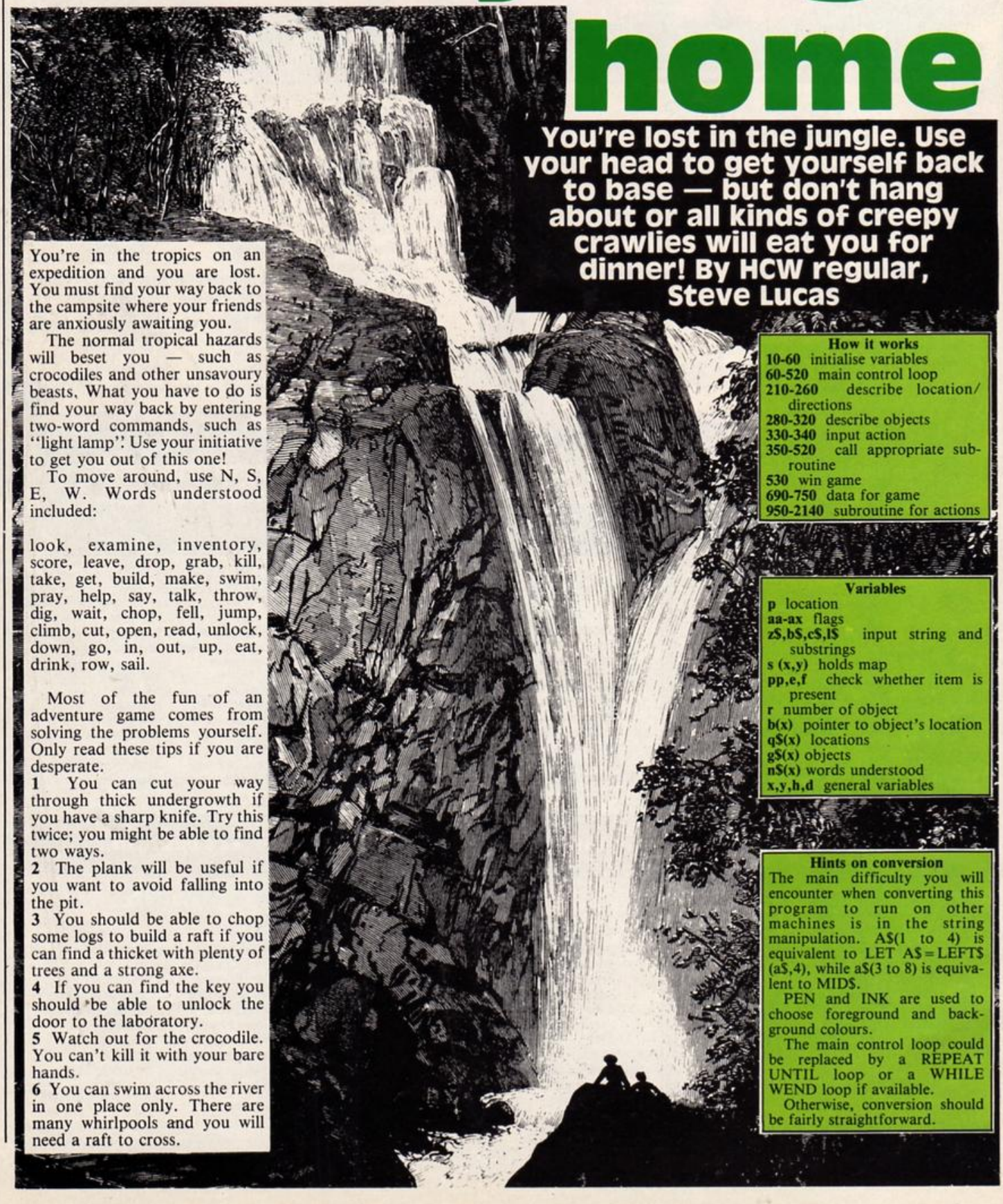
BBC

1	Scrabble	Leisure Genius (1)
2	Kensington	Leisure Genius (3)
3	Aviator	Acornsoft (5)
4	Hunchback	Superior Sftwr (7)
5	Ghouls	Micro Power (-)
6	Rubble Trouble	Micro Power (-)
7	Fortress	Pace (9)
8	Felix in the Factory	Micro Power (-)
9	747 Simulator	Doctorsoft (6)
10	Demolator	Visions (4)
=	Football Manager	Addictive (10)
=	JCB Digger	Acorn (-)

ZX81

1	Alien Rain	CRL (1)
2	Walk the Plank	Novus (5)
3	Black Crystal	PSS (10)
4	Flight Simulation	Sinclair (7)
5	Krazy Kong	PSS (3)
6	Planet Raider	Novus (2)
7	Espionage Island	Sinclair (-)
8	Krypton Ordeal	Novus (8)
9	Meteor Storm	Dk'tronics (-)
10	Meteroids	Dk'tronics (-)

Show me the way to go home



You're lost in the jungle. Use your head to get yourself back to base — but don't hang about or all kinds of creepy crawlies will eat you for dinner! By HCW regular, Steve Lucas

You're in the tropics on an expedition and you are lost. You must find your way back to the campsite where your friends are anxiously awaiting you.

The normal tropical hazards will beset you — such as crocodiles and other unsavoury beasts. What you have to do is find your way back by entering two-word commands, such as "light lamp". Use your initiative to get you out of this one!

To move around, use N, S, E, W. Words understood included:

look, examine, inventory, score, leave, drop, grab, kill, take, get, build, make, swim, pray, help, say, talk, throw, dig, wait, chop, fell, jump, climb, cut, open, read, unlock, down, go, in, out, up, eat, drink, row, sail.

Most of the fun of an adventure game comes from solving the problems yourself. Only read these tips if you are desperate.

1 You can cut your way through thick undergrowth if you have a sharp knife. Try this twice; you might be able to find two ways.

2 The plank will be useful if you want to avoid falling into the pit.

3 You should be able to chop some logs to build a raft if you can find a thicket with plenty of trees and a strong axe.

4 If you can find the key you should be able to unlock the door to the laboratory.

5 Watch out for the crocodile. You can't kill it with your bare hands.

6 You can swim across the river in one place only. There are many whirlpools and you will need a raft to cross.

How it works

10-60 initialise variables
60-520 main control loop
210-260 describe location/directions
280-320 describe objects
330-340 input action
350-520 call appropriate subroutine
530 win game
690-750 data for game
950-2140 subroutine for actions

Variables

p location
aa-ax flags
z$,b$,c$,l$ input string and substrings
s (x,y) holds map
pp,e,f check whether item is present
r number of object
b(x) pointer to object's location
q$(x) locations
g$(x) objects
n$(x) words understood
x,y,h,d general variables

Hints on conversion

The main difficulty you will encounter when converting this program to run on other machines is in the string manipulation. A$(1 to 4) is equivalent to LET A$=LEFT$ (a$,4), while a$(3 to 8) is equivalent to MID$.

PEN and INK are used to choose foreground and background colours.

The main control loop could be replaced by a REPEAT UNTIL loop or a WHILE WEND loop if available.

Otherwise, conversion should be fairly straightforward.

```
  10 BORDER 2: PAPER 1: INK 7: LET y$=""
  20 LET aa=0: LET ab=0: LET ac=0: LET ad=0: LET ae=0: LET af=0: LET ag=0: LET a
h=0: LET ai=0: LET aj=0: LET ak=0: LET al=0: LET am=0: LET an=0: LET ao=0: LET p
=1
  30 DIM q$(24,80): DIM g$(30,100): DIM s(24,4): DIM v$(3,100): DIM b(30): DIM n
$(30,40): DIM m(53)
  40 PRINT TAB 10;"L o s t"''"an adventure game by Steve Lucas"
  50 PRINT ''"please wait a moment": FOR x=1 TO 24: READ q$(x): FOR y=1 TO 4: RE
AD s(x,y): NEXT y: NEXT x
  60 FOR x=1 TO 14: READ g$(x): READ b(x): NEXT x: FOR x=1 TO 18: READ n$(x): RE
AD m(x): NEXT x
 200 IF p=10 AND ag<>1 THEN  LET x$="I fall into a deep pit.": GO TO 1730
 205 LET b$="": LET c$=""
 210 PRINT '"I am :-"'q$(p): LET a$="": IF s(p,1)>0 THEN  LET a$="North"
 220 IF s(p,2)>0 AND LEN (a$)>0 THEN  LET a$=a$+",South"
 225 IF s(p,2)>0 AND LEN (a$)=0 THEN  LET a$="South"
 232  IF s(p,3)>0 AND LEN (a$)>0 THEN  LET a$=a$+",East"
 235  IF s(p,3)>0 AND LEN (a$)=0 THEN  LET a$="East"
 245  IF s(p,4)>0 AND LEN (a$)>0 THEN  LET a$=a$+",West"
 250  IF s(p,4)>0 AND LEN (a$)=0 THEN  LET a$="West"
 260 PRINT '"I can go :-"'a$: LET e=0: FOR t=1   TO 14: LET pp=0: IF b(t)=p THEN
  LET pp=1
 280 IF pp=1 THEN  GO TO 300
 290 NEXT t: GO TO 330
 300 IF e=0 THEN  PRINT "I can see :-"
 310 PRINT g$(t): LET e=e+1: GO TO 290
 320 IF p=11 THEN  PRINT y$
 330 INPUT "What do I do now ";z$: IF LEN (z$)>2 THEN  LET b$=z$(1 TO 2)
 340 IF LEN (z$)>3 THEN  LET c$=z$(1 TO 3)
 350 CLS : IF c$="loo" THEN  PRINT "I can't see anything special"
 351 IF c$="sco" THEN  PRINT "this isn't a game you know"
 370 IF z$="n" AND s(p,1)>0 THEN  LET p=s(p,1): GO TO 200
 380 IF z$="s" AND s(p,2)>0 THEN  LET p=s(p,2): GO TO 200
 390 IF z$="e" AND s(p,3)>0 THEN  LET p=s(p,3): GO TO 200
 400 IF z$="w" AND s(p,4)>0 THEN  LET p=s(p,4): GO TO 200
 420 IF c$="row" OR c$="sai" THEN  GO SUB 2120
 430 IF c$="dri" THEN  PRINT "I see nothing to drink!"
 435 IF c$="eat" THEN  PRINT "I'm not hungry!"
 440 IF z$="up" OR z$="go up" THEN  GO TO 1510
 443 IF z$="out" OR z$="go out" THEN  GO TO 1920
 444 IF z$="in" OR z$="go in" THEN  GO TO 1880
 445 IF z$="down" OR z$="go down" THEN  GO TO 1550
 447 IF c$="unl" THEN  GO TO 1950
 450 IF c$="rea" THEN  GO TO 1850
 455 IF c$="ope" THEN  GO TO 1990
 460 IF c$="cut" THEN  GO TO 1360
 461 IF c$="cli" THEN  GO TO 1630
 462 IF c$="jum" THEN  GO TO 1600
 467 IF c$="cho" OR c$="fel" THEN  GO TO 2030
 470 IF c$="wai" THEN  PRINT "O.K.": PAUSE 50: IF p=12 THEN  LET p=13: PRINT "th
e raft comes to rest": GO TO 200
 471 IF c$="dig" THEN  PRINT "I need a spade"
 472 IF c$="thr" THEN  PRINT "not likely"
 473 IF c$="say" OR c$="tal" THEN  PRINT "nobody listens to me"
 480 IF c$="hel" THEN  PRINT "sorry I haven't a clue"
 483 IF c$="pra" THEN  PRINT "that made me feel better"
 484 IF c$="swi" THEN  GO TO 1660
 488 IF c$="bui" OR c$="mak" THEN  GO TO 2080
 490 IF c$="kil" OR c$="ata" THEN  GO TO 1790
 500 IF c$="get" OR c$="tak" OR c$="gra" THEN  GO TO 950
 510 IF c$="dro" OR c$="lea" THEN  GO TO 1210
 511 IF c$="inv" THEN  GO TO 1310
 512 IF c$="exa" THEN  PRINT "I see nothing"
 520 IF p<24 THEN  GO TO 200
 530 CLS : PRINT ''TAB (10);"Well done!!"''"You have reached base camp and  have
 solved this adventure.": STOP
 690 DATA "at the bottom of a sheer cliff  face",0,0,2,0,"on a muddy footpath",0
```

```
,0,3,1,"in thick undergrowth",0,0,0,2,"at a cave entrance",0,0,5,3,"in a gloomy
cave",0,6,0,4,"by an Oak door",5,0,0,0
 700 DATA "in a narrow passage",8,0,0,6,"in a laboratory.There is a     lizard i
n a cage here",0,7,0,0,"on a straw covered footpath",3,10,0,0,"in a thicket  Str
aw covers the floor. There is a deep pit here",9,11,0,0,"on the banks of a fast
flowing  river",10,0,0,0,"on a raft in the middle of the  river",0,0,0,0
 710 DATA "in a sheltered cove",0,14,16,0,"in a steamy swamp",13,0,15,0,"in a st
eamy swamp",16,15,15,14,"in a steamy swamp",16,15,17,16,"in a steamy swamp. A ro
pe hangs down from a tree.",0,0,0,16
 720 DATA "at the top of a rope. There is  a monkey here",0,0,19,0,"amongst the
branches of a tall  tree. A creeping vine seems to  be firmly attached to the tr
ee",0,0,0,18,"on a narrow plateau. A creeper  hangs from above!",0,0,21,0
 730 DATA "on a plateau",0,0,0,20,"on a mountain track. The path   falls away to
 the Wesr",0,0,23,0,"by a river. There's a camp on   the other side.",0,0,0,22,"
in base camp",0,0,0,0,"a knife",1,"a plank",7,"a key",9,"a spider",15,"a giant l
izard",16,"a monkey",19,"some bones",10
 740 DATA "an axe",5,"a coil of rope",8,"a strange looking plant",4,"a native",1
2,"some paper",21,"a crocodile",23,"Tarzan",14,"knife",1,"plank",2,"wood",2,"key
",3,"spider",4,"lizard",5,"monkey",6,"bones",7,"axe",8,"coil",9,"rope",9
 750 DATA "plant",10,"flower",10,"native",11,"paper",12,"piece",12,"crocodile",1
3,"tarzan",14
 950 GO SUB 1130
 960 IF 1<>1 THEN  GO TO 200
 970 LET e=0: FOR h=1 TO 14: IF b(h)=p AND b(m(r))=p THEN  LET e=1
 990 NEXT h: IF e=0 THEN  PRINT "I can't see it here!": GO TO 200
1010 IF r=1 THEN  LET aa=1
1011 IF r=4 THEN  LET af=1
1012 IF r=9 THEN  LET ah=1
1020 IF r=5 THEN  LET x$="It bites me. It's venom surges  through my veins": GO
TO 1730
1030 IF r=6 THEN  LET x$="It attacks my throat": GO TO 1730
1040 IF r=12 OR r=13 THEN  LET x$="It sprays some poisonous pollen into my face"
: GO TO 1730
1050 IF r=17 THEN  PRINT "don't be stupid!": GO TO 200
1060 IF r=14 OR r=18 THEN  PRINT "how?": GO TO 200
1070 IF r=15 OR r=16 THEN  LET ad=1
1080 LET e=0: FOR d=1 TO 3: IF v$(d,1)=" " THEN  LET v$(d)=g$(m(r)): LET e=1: LE
T d=5
1090 NEXT d: IF e=0 THEN  PRINT "my hands are full": GO TO 200
1110 LET b(m(r))=0: GO TO 200
1130 LET l$="": FOR h=1 TO LEN (z$): IF z$(h)=" " THEN  LET l$=z$(h+1 TO LEN (z$
)): LET h=h+60
1150 NEXT h: LET r=0: LET l=0: IF LEN (l$)<2 THEN  RETURN
1170 FOR h=1 TO 18: IF n$(h,1 TO LEN (l$))=l$ THEN  LET l=1: LET r=h
1180 NEXT h: RETURN
1210 GO SUB 1130
1220 IF l<>1 THEN  PRINT "I can't see a ";l$: GO TO 200
1230 LET e=0: FOR d=1 TO 3: IF v$(d)=g$(m(r)) THEN  LET v$(d)=" ": LET e=1
1250 NEXT d: IF e<>1 THEN  PRINT "I don't have it": GO TO 200
1260 LET b(m(r))=p: IF r=1 THEN  LET aa=0
1270 IF (r=15 OR r=16) THEN  LET ad=0
1275 IF r=4 THEN  LET af=0
1276 IF r=9 THEN  LET ah=0
1280 IF r=2 AND p=9 THEN  LET ag=1: PRINT "I slide the plank over the lion trap"
1290 GO TO 200
1310 PRINT "I have :-": LET f=0
1320 FOR h=1 TO 3: IF v$(h,1)<>" " THEN  PRINT v$(h): LET f=1
1330 NEXT h: IF f=0 THEN  PRINT "nothing"
1340 GO TO 200
1360 IF aa<>1 THEN  PRINT "what with ?": GO TO 200
1370 IF p<>3 THEN  PRINT "not here": GO TO 200
1380 IF ab=0 THEN  LET ab=1: PRINT "that's done the trick": LET s(3,2)=9: GO TO
200
1390 IF ab=1 THEN  LET ab=2: PRINT "I cut my way through": LET s(3,3)=4: GO TO 2
00
1400 PRINT "nothing happened": GO TO 200
1510 IF p=17 THEN  LET p=18: PRINT "O.K.": GO TO 200
1520 IF p=22 THEN  PRINT "It's too far!": GO TO 200
```

```
1530 PRINT "not here": GO TO 200
1550 IF p=18 THEN  LET p=17: PRINT "O.K.": GO TO 200
1560 IF p=19 THEN  LET p=20: PRINT "O.K.": GO TO 200
1570 IF p=21 THEN  PRINT "I'd need a ladder": GO TO 200
1580 PRINT "not here": GO TO 200
1600 IF p=21 THEN  PRINT "made it": LET p=2: GO TO 200
1610 PRINT "how?": GO TO 200
1630 IF p=20 THEN  LET p=19: PRINT "O.K.": GO TO 200
1640 PRINT "not here": GO TO 200
1660 IF p=23 THEN  GO SUB 1700: IF ac=1 THEN  PRINT "made it": LET p=24: GO TO 2
00
1670 IF p=11 OR p=12 THEN  LET x$="i fall into a deep whirlpool": GO TO 1730
1680 PRINT "don't be ridiculous": GO TO 200
1700 IF ac<>1 THEN  LET x$="The crocodile attacks me": GO TO 1730
1730 CLS : PRINT ''x$
1740 PRINT ''"I am dead!": STOP
1790 IF p=23 AND aa<>1 THEN  PRINT "too slow": LET x$="It kills me!": GO TO 1730
1795 IF p=23 THEN  PRINT "O.K.": LET g$(13)="a dead crocodile": LET ac=1: GO TO
200
1800 PRINT "not likely": GO TO 200
1850 IF ad<>1 THEN  PRINT "I see nothing to read": GO TO 200
1860 PRINT "it reads 'BEWARE OF CROCODILES'": GO TO 200
1880 IF p<>6 THEN  PRINT "not here": GO TO 200
1890 IF ae<>1 THEN  PRINT "The door's locked": GO TO 200
1900 PRINT "O.K.": LET p=7: GO TO 200
1920 IF p=7 THEN  LET p=6: GO TO 200
1930 PRINT "not here": GO TO 200
1950 IF p<>6 THEN  PRINT "don't be silly": GO TO 200
1960 IF af<>1 THEN  PRINT "no key": GO TO 200
1970 PRINT "The key turns and I open the    door": LET ae=1: LET s(6,3)=7: GO TO
 200
1990 IF p<>6 THEN  PRINT "don't be stupid!": GO TO 200
2000 IF ae<>1 THEN  PRINT "The door's locked": GO TO 200
2010 PRINT "It's already open": GO TO 200
2030 IF p<>10 THEN  PRINT "not here": GO TO 200
2040 IF ah<>1 THEN  PRINT "what wth?": GO TO 200
2050 PRINT "O.K. I now have a pile of logs": LET ai=1: LET q$(10)=q$(10)+".There
 is a pile of logs here": GO TO 200
2080 IF p<>10 THEN  PRINT "not here": GO TO 200
2090 IF ai<>1 THEN  PRINT "not yet": GO TO 200
2100 PRINT "I build a raft and push it down to the river": LET p=11: LET y$="the
re's a raft here": LET aj=1: GO TO 200
2120 IF p<>11 THEN  PRINT "Don't be silly!": RETURN
2130 IF aj<>1 THEN  PRINT "not yet!": RETURN
2140 PRINT "O.K.": LET p=12: RETURN
```

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