

HOME**Computing****WEEKLY**

**Swot spot
Six-page
educational
extravaganza
for VIC-20
and CBM 64**

**Dozens of
reviews for:
BBC,
Spectrum,
CBM 64,
Amstrad
CPC464,
Electron**

**VIC-20
authors:
Helpful hints
for your own
programs**

**Commodore
64 Character
study Look
closely at
your pixels**

**Micro sales
to plummet?**

Not only will 1984 be remembered for industrial problems such as the miners' strike, international crises, in India for example, and famine in Africa — on the home front and at a consumer level it will probably be remembered as the year of peak home computer sales.

Media Leisure, a report on how we spend our time and money, forecasts that sales of home computers will level off next year, although ownership will continue to grow.

Sandra Mason, Leisure Consultant director, explained: "The level of annual deliveries will be slower next year. This is because no young industry can continue to sustain such rapid growth indefinitely. However, the percentage of ownership of micros will continue to grow."

"We estimate that 11 per cent of the population owned a home computer by the end of 1983," she continued. "And by the end of 1989 that figure will have risen to 40 per cent."

The home computer market will extend and broaden, according to Leisure Consultant, and software must be

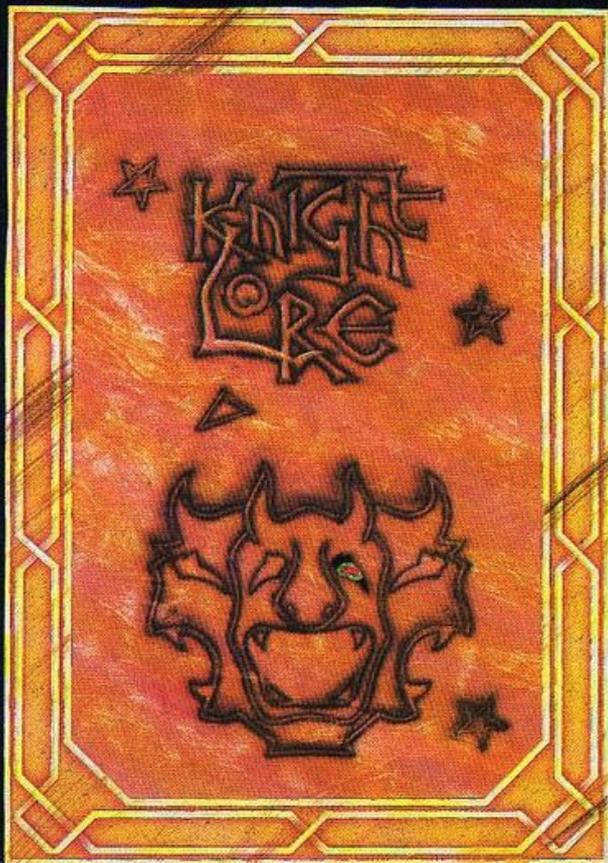
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**Great games
to type in for
Atari, VIC-20,
Oric/Atmos,
ZX81,
Spectrum**

**Plus: news,
your letters,
charts. . .**

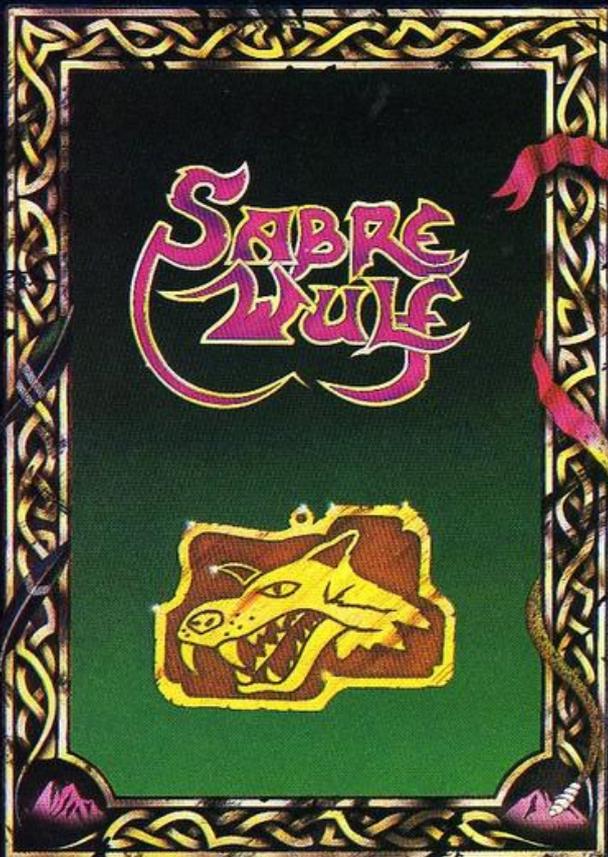


48K SINCLAIR ZX SPECTRUM

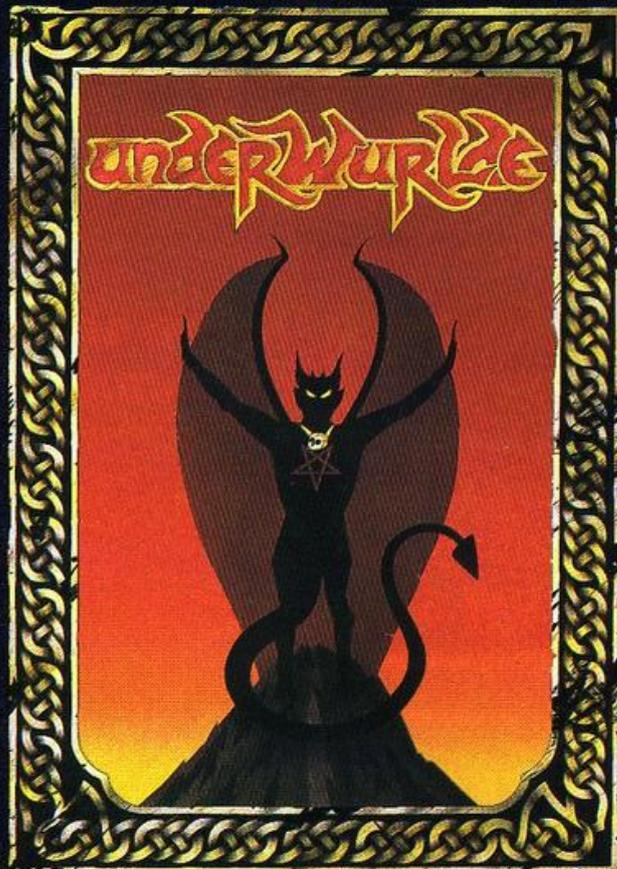


BBC MODEL B 1-2 OS

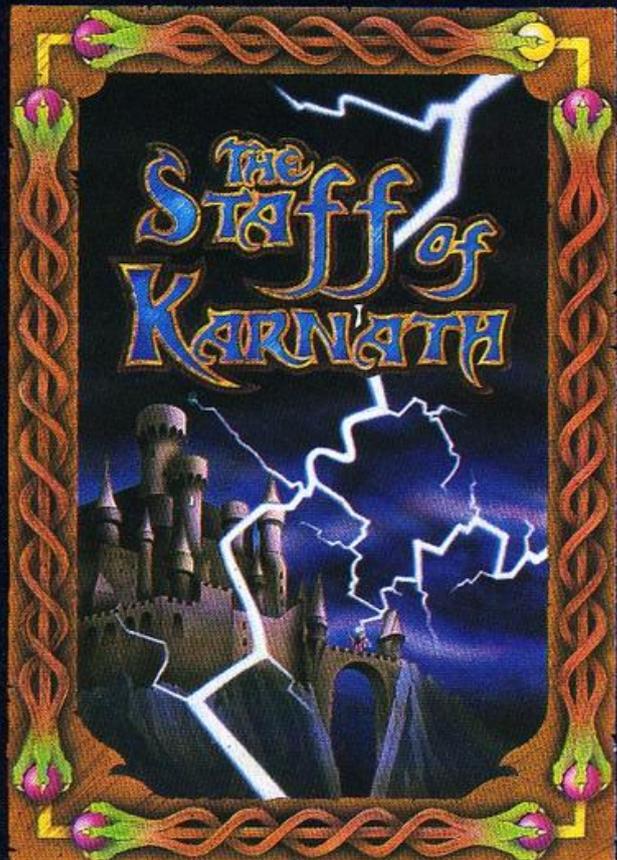
48K SINCLAIR ZX SPECTRUM



48K SINCLAIR ZX SPECTRUM



COMMODORE 64



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Readers: we welcome your programs, articles and tips.

**HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST**

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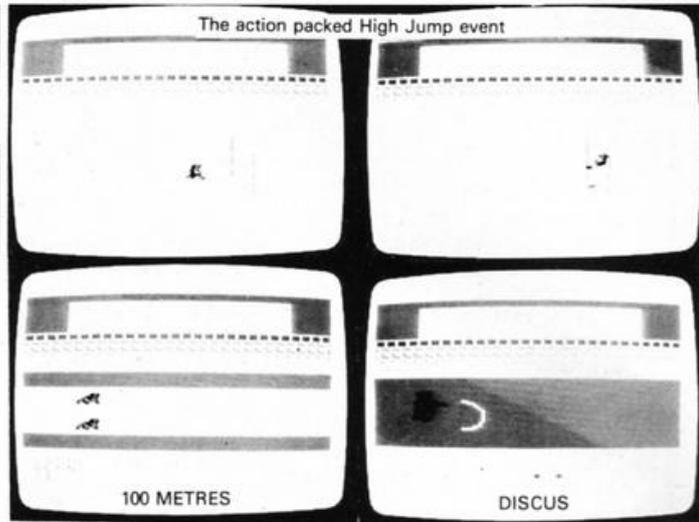
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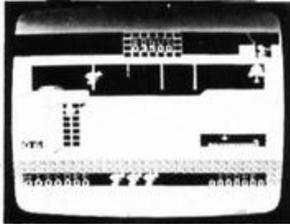


The action packed High Jump event

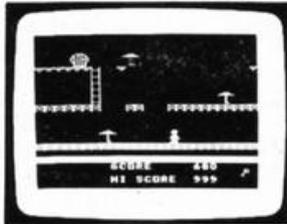
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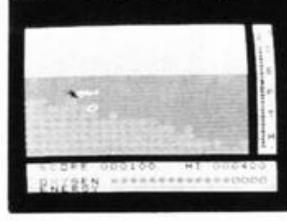
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From front page

developed to cope with the new family interest.

"It's rather like the video industry," said Ms Mason. "There is a trend away from feature films towards educational and home interest programs. There's a dearth of leisure programs and that side of the business must be developed."

She continued: "It's really a chicken and egg situation. Which comes first, the software or the broader base of users? There's currently a hiatus: there are lots of good games, some educational software, but nothing for leisure?"

Although less computers will be bought, a larger proportion of the UK population will have access to a micro. "You see, there is a difference between the growth in ownership, which is a cumulative figure, and the rate of annual deliveries," explained Ms Mason. "The market is gradually extending beyond families with teenage children, and 1984 will probably be the year when the largest number of new households will buy their first machine. However, we do see users upgrading."

Media Leisure isn't a market research survey. It's a compilation of the results of all types of surveys, interpreted into a view of the leisure market and a forecast of future trends, related to social and economic factors.

One conclusion is that our total spending on leisure — which comprises one-third of all consumer spending — is growing, as is our total leisure time.

Media Leisure is available from W. H. Martin, Leisure Consultants, Lint Growis, Foxearth, Sudbury, Suffolk. Price: £210.

Night on the town

Ariolasoft recently took over the Hippodrome night club, in central London for a massive launch for a new range of products. Barry Norman participated in the presentation, while Tommy Vance did a voice-over for the detailed preview of all the games.

Twelve titles have been imported from the States, and titles such as Choplifter! One-on-One, Realm of Impossibility, Archon and MULE have been American chart-toppers. Broderbund and Electronic Arts are the well-known names behind the games.

Distributed by CBS, Ariolasoft has all the resources of a big corporation to back it in its venture into the software industry. Big promotional and advertising spends are on the cards.

While the initial range is for the Commodore 64, other machines will be catered for in the New Year.

Ariolasoft is a subsidiary of the German publishing group Bertelsmann, and sister company is Arista records. Ashley Gray, managing director, said: "Our aim is to release only high performance programs to satisfy consumer demand for quality software. We intend to market them using techniques new to the computer software retailing business."

Ariolasoft, Asphalt Hse, Palace St, London SW1

Lionheart from Bubble Bus

Amidst all the doom and gloom of announcements of failing software houses new companies are still being set up. One such is Lionheart/ Mark Meakins, co-founder of Bubble Bus Software in Tonbridge Wells, has sold his shares to establish his new company.

Lionheart is using freelance programmers and the first games are scheduled for release in January, on the Amstrad CPC464, Commodore 64 and C16.

"The parting from Bubble Bus was extremely amicable," said Mark Meakins. "But I have different ideas for the new company, which include special marketing techniques and new types of games. There's definitely a market for new software houses if they have the right ideas."

Lionheart, 29 The Boundary, Langton Green, Tonbridge Wells, Kent TN3 0YA

Elite for Spectrum

British Telecom's software arm, Firebird, has bought Elite, Acornsoft's top-selling space game, for conversion to Z80 machines. Currently on the BBC, Elite will be available in Spectrum from within five months, according to Firebird.

Elite will appear on the Firebird Gold label and will probably retail for £14.95, the

same as Acornsoft's version.

Marjacq Micros, representing the two programmers, Ian Bell and David Braben, invited sealed bids for non-Acorn micros.

Firebird Gold is BT's upmarket label and an Amstrad version is likely to follow.

Firebird, Second Floor, Wellington Hse, Upper St Martins Lane, London WC2H 9DL

Fruit machine

Fruity is a hi-res fruit machine simulation for the Dragon. Originally sold under a licensing agreement by Dragon Data, Impsoft is now taking over the title.

Holds, nudges and gamble wins are features of this game which costs £4.95.

Impsoft, 149 Balham Hill, London SW12 9DJ

Bubble Bus duo

Tazz and Strike Force are two new releases for the Commodore 64 from Bubble Bus. Both cost £6.99.

In Tazz you are isolated in a room, with the walls closing in on you. A collection of monsters are after you. If you get through this room you move on to the next — there are 20 rooms — and as you may expect, the monsters become more and more unsavoury.

Strike Force is a war game: you control a BB gun and you must eliminate reconnaissance helicopters, while defending yourself after enemy bombers, fighter escorts and armoured cars.

Bubble Bus, 87 High St, Tonbridge, Kent TN9 1RX

Mythic game

The legend of Tristan and Isolde will shortly be available on your computer.

CRL is releasing a graphic adventure based on the story, and it should be in the shops mid-December.

To outline the myth briefly: Tristan and Isolde are two hapless lovers. Isolde is betrothed to King Marke of Cornwall, and the couple decide to commit themselves to

eternity by taking a death potion together. However, Isolde's maid substitutes a love potion, so they are foiled.

King Marke banishes Tristan to Brittany, where Isolde meets him and they die together.

CRL's version was written by a 21-year old student at Heidelberg University, Germany. At £8.95, the purchase price includes a booklet.

CRL, CRL Hse, 9 Kings Yd, Carpenter's Rd, London E15 2HD

Fly and fight

Flyer Fox is a new game for the Commodore 64, on cassette and disc. For one player, it's a 3D fight combat game with software generated speech.

Cassette costs £9.95 and disc costs £14.95.

Tymac, Nettleton Hse, Calthorpe Rd, Edgbaston, Birmingham B15 1RL

Check MSX

Now on MSX: Superchess, from Kuma. This is the latest in Kuma's range for the MSX, and it's a seven-level game.

Analyse mode and Recommended Move are helpful features, while Help mode will get you out of a tricky situation. The Help mode supplements written instructions which are supplied with the program.

Jon Day, sales manager, said: "It's a sure winner. Superchess will confirm once again our place at the forefront of the MSX software houses." Price: £8.95.

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

Monty's author joins QS

Author of Potty Pidgeon and Monty Mole, Tony Crowther has set up a deal with Quicksilva giving exclusive rights to his next two games.

One will be released before Christmas, while the second game is still in preparatory stages and no launch date has been announced.

Quicksilva, 13 Palmerston Rd, Southampton, Hants

Four for fun

A and F four-packs for the BBC/Electron are currently available and are aimed at the Christmas and post-Christmas market.

Costing £14.95 — about half the full recommended retail price for four games — the packs contain Cylon Attack and Chuckie Egg. BBC versions include Haunted Abbey and 180 Darts, while Electron copies feature Kamikase and Pharaoh's Tomb.

A&F, Unit 8, Canalside Ind Est, Woodbine St East, Rochdale, Lancs OL16 5LB

Video teach-in

If you have both a computer and a video recorder in your home, you may be interested in Computer Television's Easy Microcomputing. It's a 78-minute video which aims to educate in layman's terms.

Chris Serle is the presenter, and he takes you through the first steps of computing. Topics covered include the basics; why computerise? how to select, and specific applications.

Chris Serle aims to put the viewer at ease and refrain from baffling him or her with

technical jargon.

Computer Television has liaised with a number of well-known companies to produce the video. These include: Sinclair Research, Prestel, Micropro International, Future Computers, Comshare, Business Operating Systems, Brother Office Equipment and Braid. These companies provided financial support and expertise.

You can buy Easy Microcomputing at W.H. Smith and other high street shops. It costs £19.95.

Computer Television, 9 Cavendish Square, London W1

Atari push

"Masses not the classes" is how Atari boss Jack Tramiel described his pricing strategy, as slashed prices for the 800XL were announced.

The top-of-the-range computer is down from £169 to £129.99, and Jack Tramiel was speaking in pure Fleet St clichés.

"I place my money where my mouth is," he said. "Since I acquired the Atari Corporation in July, prices of our computers have been nearly halved. As Henry Ford said before me, 'For every dime you remove from the cost pyramid a whole

new stratum of buyers are revealed.'"

"Manufacturing advances in producing high technology products mean that prices should be tumbling," he said. "Home computers are now going through the same stages of marketing evolution which affected pocket calculators five years ago."

Atari, Atari Hse, Railway Terrace, Slough, Berks SL2 5BZ

Toshiba plus three

The Toshiba HX-10 is the most widely available MSX computer at this stage, and Toshiba has announced that it is extending the offering a three-year guarantee on the computer instead of the normal one-year term.

Toshiba's MSX is a 64K machine, costing £279.99. Included in that price are three cassettes: Ocean's Hunchback, CDS French is Fun and Software Projects' Manic Miner.

Chris Greet, Toshiba product manager, said: "There are currently about 150 titles available for the MSX. At Toshiba we've got very good distribution and we're in with most major multiples. So far we're fairly pleased with the

way it's going."

CDS managing director Giles Hunter said: "I'm sure Toshiba chose French is Fun to demonstrate that good educational programs are available for MSX, together with a wide range of games."

CDS has also released Spanish is Fun, German is Fun and Italian is Fun for the MSX system. Each will cost £7.95.

*Toshiba, Toshiba Hse, Frimley Rd, Frimley, Camberley, Surrey GU16 5JJ
CDS, Silver Hse, Silver St, Doncaster, S Yorks DN1 1HL*

Good news, Aquarians!

The Aquarius computer has very little software. That situation is being remedied with the launch of 30 new games from Add-on Electronics.

Arcade games such as N-Vaders, Ed-On, Grid-Bug, Phrogger, Chuckman, D-Fenders, Pac-Man, Hobo-Express, Grasshopper Bridge and World Cup Football will cost £5.95 each. Add-on Electronics is also bringing out seven new games packs, also at £5.95.

Add-on Electronics, Units 3 & 4, Shire Hill Ind Est, Saffron Walden, Essex CB11 3AQ

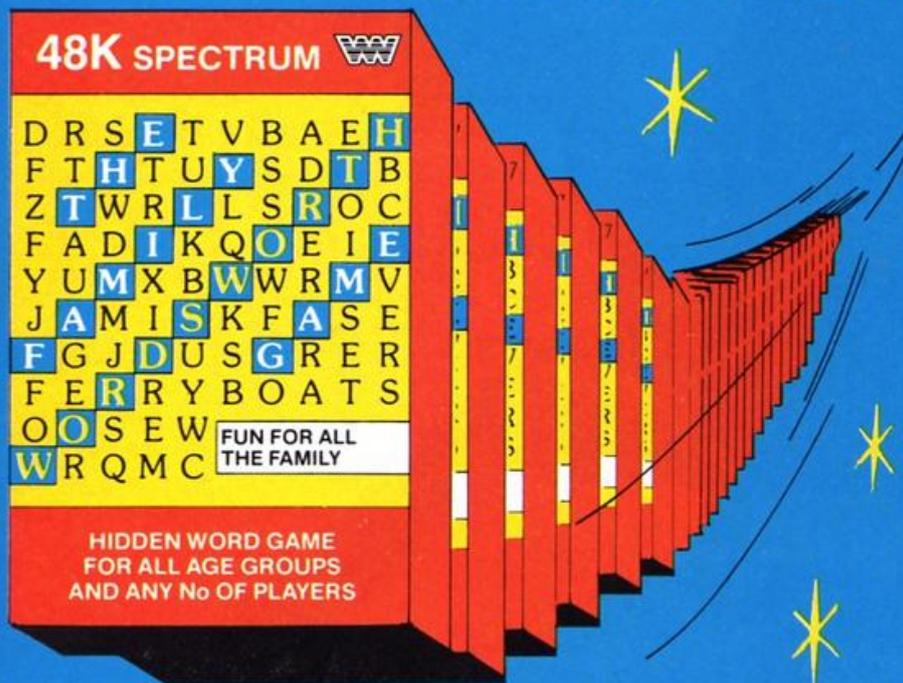


Toshiba HX-10 with bundled software

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It's a hard slog

The Jewel of Power is the latest adventure game from Slogger Software. Your success depends on intellectual rather than physical strength, according to Slogger.

Your first task is to find out why you are in the Land of Wye. Your life is in danger and hazards and hostile enemies abound. Rely on your reasoning to solve the mysteries.

The Jewel of Power runs on the Spectrum and costs £9.50.

Slogger, 215 Beacon Rd, Chatham, Kent ME5 5BU

Board silly?

New for the MSX — Boardello from Bubble Bus. Played by one or two competitors, it is said to be based loosely on the old board game, Othello.

There are several levels of difficulty and the size of the board can be altered. Cost: £6.99.

Bubble Bus, 87 High St, Tonbridge, Kent TN9 1RX

Prices slashed

CheetahSoft has announced it will be introducing all new software at a reduced price — £2.50. And existing software will also bear the £2.50 price tag.

Previously restricted to higher prices by licensing deals with American companies such as Imagic, CheetahSoft has now established new agreements which enable the company to bring its prices down.

Howard Jacobson, managing director, said: "CheetahSoft will ensure the enthusiast is given a better deal in future, and will market extremely high quality software for a standard price of £2.50."

CheetahSoft, 24 Ray St, London EC1R 3DJ

Trio for QL

Now available for the QL: QCOM, a set of communications modules, from OE Ltd together with Scicon.

The joint venture combines OE Ltd's experience in hardware design with Scicon's background in communications.

There are three communications modules which match the QL's design, stacking one on top of each other and interconnecting via a module bus, which ensures that no untidy connecting wires clutter up the place.

With this set you can use the QL as a VT100 terminal and access databases such as Prestel, BT Gold electronic mail and Easylink telex.

You can also use QCOM for downloading telesoftware, communicating user to user and integrating with existing QL software.

QCON, QMOD and QCALL comprise the three modules and you can buy them direct from OE Ltd or obtain them through your local dealer early next year. QCON and QMOD cost £75.95 each, while QCALL costs £49.95.

OE Ltd, North Point, Gilwilly Ind Est, Penrith, Cumbria

Listen and learn

Sinclair has combined with Macmillan to produce 13 new educational software titles for the Spectrum.

At £7.95 each, they are fully Microdrive-compatible and each program has been devised by educationalists and then tested and modified after trials at home and in schools.

Four Science Horizons simulation programs, five Learn to Read programs and four based on the Macmillan Maths scheme comprise the range, and four of the set are for the four to nine-year-old range.

Alison Maguire, software manager, said: "All these new titles reflect the belief held by Macmillan and ourselves that educational software is only worthwhile if it extends, stimulates and amuses the user."

"We feel that our combination of professional software houses, an experienced publisher and practising educationalist has enabled this objective to be achieved."

Sinclair, Berkeley Sq Hse, London W1X 5LB



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RUNS ON THE 48K SPECTRUM

Eddie Kidd Jump Challenge 32K BBC £7.95

Martech, Bay Terrace, Pevensey Bay, Sussex BN24 6EE

Here we have an offering from Eddie Kidd involving the development of lightning reflexes and a great deal of intuition.

The purpose is to jump as far as you can over various objects. The program is split into two parts, the first involves jumping a number of barrels with a BMX bicycle. The screen shows you on your bicycle pointing in the opposite direction to the ramp and barrels. This took me a little by surprise at first, probably because I hadn't read the clear and informative instructions! You ride away until you have enough distance to build up your

speed and then turn around and head for the ramp. If you make a good job of this you are allowed to try a motor cycle and jump cars.

The graphics are acceptable but not too exciting. If you feel that you have made an excellent jump there is a competition with real BMX bikes as prizes but you are only allowed one entry so it is worth waiting until near the closing date.

I found the game rather boring and static with far too little variation. **D.C.**

instructions	85%
playability	70%
graphics	65%
value for money	55%



California Gold Rush CBM 64 £2.99

Software Supersavers

Yet another company attempting to break the price barrier by offering a low-cost game but, in this case, the quality has suffered.

The game loads in about four minutes, and displays a hi-resolution title screen which is very good: a cartoon of a gawky prospector fleeing from indians. This is not a foretaste of what is to come. The game turns out to be a reworking of the old Amidar plot of filling in boxes by running round them. It's slightly different, I admit.

The prospector is steered round a maze of grey blocks which fill up with bags of gold as he outlines them. He is chased by

two indians, and risks losing a scalp if caught. He also may lay sticks of dynamite which explode after about five seconds, leaving a boulder which blocks the path. I could find little practical use for this item.

The low price along makes Gold Rush a consideration, but any serious player would soon realise there are a hundred other better-written, better designed games on the market. **D.A.**

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



Shuttle Shock 48K Spectrum £2.99

Software Super Savers

Shuttle Shock is an interesting variation on the familiar multi-screen platform game theme.

Instead of jumping you have a teleport system which sends a ray out at an angle which, when it hits a solid object, will rebound at right angles. If the fall to the level below is too great, you fall to your death, otherwise you can continue.

On many of the levels there are girders which speed across or down the screen when stepped on. To complete each screen you must walk into the battery.

There are 10 screens, some with computing in-jokes as titles, for example Minter's Mowers, Atick Atock, and Stinkers. The graphics aren't very good and colour choice isn't outstanding, but each screen represents a difficult challenge. Many seem impossible at first and require very careful timing and positioning.

An annoying feature is that you must start from the beginning once all three lives have been lost.

Although the screens aren't as varied or as complex as some other games, Shuttle Shock is an enjoyable challenge and it is excellent value for money. **S.J.E.**

instructions	25%
playability	80%
graphics	40%
value for money	100%



Hang on to your seats

There's plenty of excitement
here. Five arcade games to get
your adrenalin flowing

Fred's Fan Factory 48K Spectrum £2.99

There were no loading instructions, and trying the usual LOAD "" failed at first. This, I discovered was due to a poor recording on one side. Turning the tape over, the program did load, on the second attempt.

The only instructions were on the cassette insert, and this just gave the three keys used in the game. The user is left to discover the object of the game for himself. You take control of Fred who runs along the base of the screen turning on fans to guide the balloons. You have to avoid spikes, while picking up small circles to score points. The balloons float to the top of the screen, through gaps in the floors

of Fred's factory. There are four floors and eight fans.

The only interest this game generated was the puzzle of how to play it. This piece of software seemed to support the old saying — you only get what you pay for! **D.N.**

instructions	20%
playability	40%
graphics	60%
value for money	50%



Freex 48K Spectrum £2.99

Software Supersavers

Software Supersavers appear to be fueling the downward trend in software prices and at the same time proving that cheap does not always mean nasty.

The plot is far from original; it's a 'shoot 'em down' game of the space invaders type, but in this version, you can also move your laser base up and down the screen, in addition to the usual lateral movement.

The game is a galactic marathon. There are 60 waves of aliens of every description. I was particularly fond of the little springy alien, a sort of Martian version of Zebedee. Full marks go to the programmer for the attack patterns. The aliens come from every angle and shoot at you in all directions. Only the most adept could possibly survive the onslaught which lasts about an hour.

Graphics and sound are used to good effect. The aliens are mostly of the 3D variety and rotate rapidly. There is a demo mode in which you can shoot the aliens, but they cannot destroy you. This is excellent for practising the upper levels. **M.B.**

instructions	70%
playability	90%
graphics	90%
value for money	100%



Make sure your aim is true or you will annihilate innocent birds. Save your people from hostile forces in this game by Lee Caller

Shoot down the enemy tank to save the city

It's the end of a long war and everyone is tired, so tired in fact that they have gone to rest in the city, leaving you in charge of their army! It was quiet until you spotted an enemy tank approaching from the west. You have to act fast.

Firstly you have to position your tank. This is done by moving a joystick in port 1 either left or right and pressing

the fire button when it's in the required position.

Secondly you must select the guns' incline (anywhere between 15 and 75). This is chosen by moving the joystick either up or down. Push it up and the value increases, down and it decreases. Again, press the fire button when at the required value.

Finally the shot velocity is

selected in the same way as the incline.

It is important that you take good aim: you must avoid the birds in the sky. The greater your speed the greater your chance of your shot going through the bird.

Also if you take too many shots at the tank and miss every time, your city will fall to the enemy, as the enemy tank

moves after every shot! Destroying the enemy will result in a new faster tank and more birds in the sky.

Important: Check the DATA in lines 5085-5110 as these are machine code and an error will cause a lock-up.

Also, all underscored characters in the listing should be entered in **inverse video**.



How it works

- 45-160 main loop
- 165-190 move enemy
- 1000-1535 fire shot
- 2000-2015 bomb explode (land)
- 3000-3020 bomb explode (air)
- 4000-4065 hit enemy
- 4500-4600 end of game
- 5000-5140 titles
- 5500-5555 initialise
- 6000-6065 p/m graphics
- 6500-6585 set up display

Variables

- TANK horizontal position of your tank
 - ENEMY horizontal position of enemy tank
 - INC incline value
 - VEL velocity value
 - KILL number of enemy destroyed
- any others are only used, for example, in FOR...NEXT loops

Hints on conversion

Use of players (or sprites) means POKES which make conversion hard but not impossible. With the REMs and the other details it would be best to start from scratch building up your version.

```

10 REM TANK
15 REM
20 REM Lee Caller, April '84
25 REM For an ATARI in under 16K and joystick.
30 GOSUB 5000
35 GOSUB 5500:GOSUB 6000
40 GOSUB 6500
45 REM Main loop starts here
50 POKE 77,0:POKE 82,5:POKE 752,1:? :? " PLEASE POSITIO
N YOUR TANK":? " *****"
55 JS=STICK(0):IF JS<>7 AND JS<>11 THEN 75
60 TANK=TANK+(JS=7)-(JS=11):IF TANK<47 THEN TANK=47:GOT

```

```

0 75
65 IF TANK>89 THEN TANK=89:GOTO 75
70 SOUND 0,210,8,15:POKE 53248,TANK:FOR PAUSE=1 TO 15:N
EXT PAUSE:SOUND 0,0,0,0
75 IF STRIG(0)=1 THEN 55
80 SOUND 0,70,10,15:FOR PAUSE=1 TO 200:NEXT PAUSE:SOUND
0,0,0,0
85 ? :? "GUN INCLINE SHOT VELOCITY":? "*****"
*****"
90 ? " >":INC;"< " ;VEL;CHR$(28)
95 JS=STICK(0):IF JS<>14 AND JS<>13 THEN 115
100 INC=INC+(JS=14)-(JS=13):IF INC<15 THEN INC=15:GOTO

```

```

115
105 IF INC>75 THEN INC=75:GOTO 115
110 SOUND 0,120,10,15:FOR PAUSE=1 TO 20:NEXT PAUSE:SOUN
D 0,0,0,0
115 IF STRIG(0)=1 THEN 90
120 SOUND 0,70,10,15:FOR PAUSE=1 TO 200:NEXT PAUSE:SOUN
D 0,0,0,0
125 ? " ";INC;" >";VEL;"<";CHR*(20)
130 JS=STICK(0):IF JS<>14 AND JS<>13 THEN 150
135 VEL=VEL+(JS=14)-(JS=13):IF VEL<15 THEN VEL=15:GOTO
150
140 IF VEL>75 THEN VEL=75:GOTO 150
145 SOUND 0,120,10,15:FOR PAUSE=1 TO 20:NEXT PAUSE:SOUN
D 0,0,0,0
150 IF STRIG(0)=1 THEN 125
155 SOUND 0,70,10,15:FOR PAUSE=1 TO 200:NEXT PAUSE:SOUN
D 0,0,0,0
160 GOSUB 1000
165 REM Move enemy
170 FOR POS=ENEMY TO ENEMY-MOVE STEP -1:SOUND 0,210,0,1
5:POKE 53249,POS
175 FOR PAUSE=1 TO 10:NEXT PAUSE:NEXT POS:ENEMY=ENEMY-M
OVE:SOUND 0,0,0,0
180 IF ENEMY<129 THEN 50
185 GOTO 4500
190 REM End of main loop
1000 REM Fire shot
1005 ? :? :? :? "STAND BY TO FIRE..." :FOR VV=15 TO 0:ST
EP -0,1:SOUND 0,230,0,10:VV:NEXT VV:SEMI=90
1010 ? :? :? :? COLOR 3:F=1:LK=1:GOSUB 1500:IF X>ENEMY-49
AND X<ENEMY-42 THEN POP :GOTO 4000
1015 COLOR 0:F=1:LK=0:GOSUB 1500:GOSUB 2000:RETURN
1500 CX=(TANK-41)+VEL
1505 DEG :FOR ST=267 TO SEMI STEP -5
1510 X=CX+VEL*8:IN(ST):Y=58+INC*COB(ST):TRAP 1535
1515 IF LK=1 THEN SOUND 0,X,10,10:LOCATE X,Y,HT:IF HT<>
0 THEN POP :SOUND 0,0,0,0:GOTO 3000
1520 IF F=1 THEN PLOT X,Y:F=0
1525 DRAWTO X,Y
1530 NEXT ST:SOUND 0,0,0,0:RAD :RETURN
1535 F=1:GOTO 1530
2000 REM Explode on land
2005 FOR CC=15 TO 0 STEP -1:COLOR CC:FOR EXL=X-8 TO X+8
STEP 2:SOUND 0,225+CC,0,CC:TRAP 2015
2010 PLOT X,62:DRAWTO EXL,50
2015 NEXT EXL:NEXT CC:SOUND 0,0,0,0:RETURN
3000 REM Explode in air
3004 SEMI=ST:COLOR 0:F=1:LK=0:GOSUB 1500
3010 FOR CC=15 TO 0 STEP -1:COLOR CC:FOR EXL=-8 TO 8:ST
EP 2:SOUND 0,225+CC,0,CC:TRAP 3020
3015 PLOT X+EXL,Y-4:DRAWTO X,Y:DRAWTO X+EXL,Y+4:PLOT X-
4,Y+EXL:DRAWTO X,Y:DRAWTO X+4,Y+EXL
3020 NEXT EXL:NEXT CC:SOUND 0,0,0,0:GOTO 165
4000 REM Hit enemy
4005 FOR CC=15 TO 0 STEP -1:COLOR CC:POKE 705,120+(15-C
C):FOR EXL=X-16 TO X+16 STEP 2:TRAP 4015
4010 SOUND 0,225+CC,0,CC:PLOT X,61:DRAWTO EXL,45
4015 NEXT EXL:NEXT CC:SOUND 0,0,0,0:KILL=KILL+1:MOVE=MO
VE+2:POKE 82,0:POKE 705,136
4020 ? "WELL DONE..." :? "YOUVE DESTROYED " :KILL;" ENEMY
":IF KILL=1 THEN ? "TANK," :? :GOTO 4030
4025 ? "TANKS," :?
4030 ? "BUT HERE COMES A FASTER ONE.....!":RESTORE 404
5
4035 FOR TUNE=1 TO 11:READ PT,DL:SOUND 0,PT,10,15:SOUND
1,PT+1,10,13:FOR PAUSE=1 TO DL*16:NEXT PAUSE
4040 SOUND 0,0,0,0:SOUND 1,0,0,0:NEXT TUNE
4045 DATA 121,5,121,4,121,3,121,3,102,5,100,3,100,3,121
,3,121,3,120,3,121,6
4050 FOR POS=TANK TO 47 STEP -1:SOUND 0,210,0,15:POKE 5
3240,POS
4055 FOR PAUSE=1 TO 10:NEXT PAUSE:NEXT POS:SOUND 0,0,0,
0
4060 FOR PAUSE=1 TO 300:NEXT PAUSE: ? #6:CHR*(125)
4065 POKE 53249,220:POKE 559,0:POKE 705,222:GOTO 40
4500 REM End of game (enemy in city)
4505 FOR POS=ENEMY TO TANK+10 STEP -1:SOUND 0,210,0,15:
POKE 53249,POS
4510 FOR PAUSE=1 TO 15:NEXT PAUSE:NEXT POS
4515 SOUND 1,230,0,15:FOR POS=TANK TO 47 STEP -1:POKE 5
3240,POS:POKE 53249,POS+10
4520 FOR PAUSE=1 TO 15:NEXT PAUSE:NEXT POS:SOUND 1,0,0,
0
4525 FOR POS=57 TO 90:POKE 53249,POS
4530 FOR PAUSE=1 TO 15:NEXT PAUSE:NEXT POS:SOUND 0,0,0,
0
4535 FOR PAUSE=1 TO 300:NEXT PAUSE
4540 POKE 82,0: ? " YOU HAVE FAILED!": ? " THE ENEMY ARE
IN THE CITY...":RESTORE 4555
4545 FOR TUNE=1 TO 15:READ PT,DL:SOUND 0,PT,10,15:SOUND
1,PT+1,10,13:FOR PAUSE=1 TO DL*10:NEXT PAUSE
4550 SOUND 0,0,0,0:SOUND 1,0,0,0:NEXT TUNE
4555 DATA 136,4,162,3,204,3,162,3,136,5,136,4,162,3,204
,3,162,3,136,5,204,4,162,3,136,3,162,3,204,6
4560 ? CHR*(125)
4565 ? " GAME OVER " :? "YOU DESTROYED " :K
ILL:IF KILL=1 THEN ? " TANK DURING THE BATTLE":GOTO 45

```

```

75
4570 ? " TANKS DURING THE BATTLE"
4575 ? " PLEASE PRESS THE SPACE BAR TO PLAY";
4580 POKE 764,NORM
4585 POKE 755,0:FOR LOOP=1 TO 20:IF PEEK(764)<>NORM THE
N POKE 764,NORM:CLR :GOTO 35
4590 NEXT LOOP:POKE 755,2:FOR LOOP=1 TO 20
4595 IF PEEK(764)<>NORM THEN POKE 764,NORM:CLR :GOTO 35
4600 NEXT LOOP:GOTO 4585
5000 REM Titles
5005 GRAPHICS 17:SETCOLOR 1,9,12:SETCOLOR 3,13,14:SETCO
LOR 4,14,0
5010 DLIST=PEEK(560)+PEEK(561)*256+4:POKE DLIST+23,7:PO
KE 559,0:POKE 16,64:POKE 53774,64
5015 ? #6;"*** ** * ** *";
5020 ? #6;" * * * ** * * * "
5025 ? #6;" * * * ** * * * "
5030 ? #6;" * * * * * * * * "
5035 ? #6;" * * * * * * * * "
5040 ? #6;" * * * * * * * * "
5045 ? #6;" * * * * * * * * "
5050 ? #6;" protect your city " :? #6;" from the advanc
ing " :? #6;" enemy tanks!"
5055 POSITION 1,21: ? #6;"please press the"
5060 ? #6;" 'SPACE BAR'"
5065 ? #6;" to begin play"
5070 RESTORE 5085
5075 FOR SCROLL=0 TO 63:READ DATA:POKE SCROLL+1664,DATA
:NEXT SCROLL
5080 FOR FLASH=0 TO 54:READ DATA:POKE FLASH+1536,DATA:N
EXT FLASH
5085 DATA 173,36,2,141,193,6,173,37,2,141,194,6,160,180
,162,6,169,7,32,92,228,238
5090 DATA 192,6,173,192,6,141,10,212,141,24,208,174,252
,2,232,240,238,172,193,6
5095 DATA 174,194,6,169,7,32,92,228,104,96,238,198,2,17
3,198,2,141,192,6,76,98,228
5100 DATA 8,72,138,72,238,38,6,174,38,6,189,39,6,141,10
,212,141,196,2,224,15,208
5105 DATA 5,169,0,141,38,6,169,5,141,26,2,104,170,104,4
0,96,0,8,24,40,56,72,80,104
5110 DATA 120,136,152,168,184,200,216,232,248
5115 SOUND 0,0,0,0:POKE 53768,4:POKE 53761,168:POKE 537
65,168:POKE 53760,254:POKE 53764,127
5120 POKE 553,6:POKE 538,25:POKE 559,34
5125 NORM=PEEK(764)
5130 A=USR(1664)
5135 SOUND 0,0,0,0:SOUND 2,0,0,0:POKE 764,NORM:POKE 553
,0:POKE 538,0
5140 RETURN
5500 REM Initialise
5505 KILL=0:INC=35:VEL=35:MOVE=3
5555 RETURN
6000 REM Player/Missile set up for tanks
6005 GRAPHICS 7
6010 GRAPHICS 7+32:SETCOLOR 0,13,6:SETCOLOR 1,1,2:SETCO
LOR 2,0,14:SETCOLOR 4,8,8
6015 POKE 704,0:POKE 705,222:POKE 16,64:POKE 53774,64
6020 RAM=PEEK(106)-24:POKE 54279,RAM:PMG=RAM*256
6025 POKE 559,0
6030 POKE 53277,3
6035 POKE 53240,5:POKE 53249,5
6040 FOR SET=PMG+1024 TO PMG+1470:POKE SET,0:NEXT SET
6045 RESTORE 6060
6050 FOR SET=PMG+1167 TO PMG+1175:READ DATA:POKE SET,DA
TA:NEXT SET
6055 FOR SET=PMG+1423 TO PMG+1431:READ DATA:POKE SET,DA
TA:NEXT SET
6060 DATA 0,1,2,4,120,120,254,255,126,2,2,2,14,254,14,1
27,255,126
6065 RETURN
6500 REM Set up display
6505 TANK=47+(RND(0)*42):ENEMY=200-(RND(0)*20)
6510 COLOR 1
6515 PLOT 159,79:DRAWTO 159,60:DRAWTO 0,60:POSITION 0,7
9:POKE 765,1:XID 10,0,0,0,"8"
6520 COLOR 2:FOR BIRDS=1 TO 15+KILL:PX=RND(0)*155:PY=RN
D(0)*40
6525 PLOT PX,PY+1:PLOT PX+1,PY:PLOT PX+2,PY+1:PLOT PX+3
,PY:PLOT PX+4,PY+1
6530 NEXT BIRDS
6535 FOR BD=50 TO 60:PLOT BD,59:DRAWTO BD,25:NEXT BD
6540 COLOR 3:FOR BD1=51 TO 59 STEP 2:FOR BD2=26 TO 58 S
TEP 2:PLOT BD1,BD2:NEXT BD2:NEXT BD1
6545 COLOR 2:FOR BD=60 TO 70:PLOT BD,59:DRAWTO BD,40:NE
XT BD:COLOR 3:FOR BD=41 TO 59 STEP 2
6550 PLOT 61,BD:DRAWTO 69,BD:NEXT BD:COLOR 2:FOR BD=71
TO 77:IF BD=74 THEN NEXT BD
6555 PLOT BD,59:DRAWTO BD,30:NEXT BD:COLOR 3:PLOT 71,35
:DRAWTO 77,35:PLOT 71,37:DRAWTO 77,37
6560 COLOR 0:PLOT 74,35:PLOT 74,37:POKE 559,62
6565 FOR POS=47 TO TANK:SOUND 0,210,0,15:POKE 53240,POS
6570 FOR PAUSE=1 TO 9:NEXT PAUSE:NEXT POS
6575 FOR POS=200 TO ENEMY STEP -1:SOUND 0,230,0,15:POKE
53249,POS
6580 FOR PAUSE=1 TO 9:NEXT PAUSE:NEXT POS:SOUND 0,0,0,0
6585 RETURN

```

**Toolbox
(Matcal)
Amstrad
CPC464 £4.95**

Camel
Matcal contains four toolkit programs of real value to the games programmer.

AMSPIC is a drawing board for background graphics with menu driven editions. Save to tape, re-call and merge into your own BASIC program are all easily accessible.

Using infill to colour enclosed areas occasionally overran the perimeters and crashed the program.

AMSPRITE is a sophisticated character generator for sprite creation. The ability to design sprites of up to 40 x 40 Pixels in any of three colours, with a routine for animating them makes this invaluable for

designing fast-moving graphics.

A menu driven program with full save and re-call facilities. The latter routine is complicated, but practice and patience are well rewarded.

FCOPY enables duplication of tapes, is quick and easy to use and records at either 1000 or 2000 baud rate, regardless of the original format.

AMSMON has the facility to enter and save short machine code programs and is a monitor giving access to the ROM and RAM memory addresses.

Accompanying the cassette is a comprehensive handbook in which explanation is followed by example.

Exceptional value for money.	D.H.
instructions	100%
playability	85%
graphics	80%
value for money	100%



**The German
Master-Level B
CBM 64
£8.95**

Kosmos, 1 Pilgrims Close,
Harlington, Beds LUS 6LX

This educational program would be suitable for students studying CSE or 'O' level German. The facilities provided in it allow the user to have a lesson or test at various levels of difficulty.

A lesson displays words or phrases in English and German on the screen, one after the other. You may specify which is to be displayed first and for how long. You may then step through the various items which have been set up.

A test will display a word or phrase in one language and you must translate it into the other. If you make a wrong key press then

the computer will beep. Help may be obtained by pressing a cursor key to reveal the next character.

You may set up your own lessons and add and delete entries at your discretion. When you receive the program there are already sixteen pre-recorded lessons which cover colours, pastimes, tools, countries, medical, verb infinitives, adverbs, adjectives, conjunctions and prepositions, phrases, verbs in various tenses.

The program seems to do the job that it was designed for quite well although it is quite expensive.

instructions	65%
display	50%
ease of use	70%
value for money	70%



**BBC
Mastermind
£9.95
BBC
Mastermind
Quizmaster
£5.95
48K Spectrum**

Mirrosoft, PO Box 50, Bromley,
Kent BR2 9TJ

BBC Mastermind is the computer version of what must be the most popular quiz program on television. This Spectrum package consists of an explanatory booklet and two tapes.

One of the tapes holds the data for questions and answers on TV and films, and also general knowledge. The other tape is required to display the questions and sum up the results of the answers.

Up to four people can participate, as in the TV program, but separate data has to be loaded in for each person.

First the data for the chosen specialist subject, and then the general knowledge questions and answers. As you will appreciate, this loading takes up a fair amount of time. Should the contestants' tastes not run to TV or films, then someone will have to set the questions, and supply the answers for the chosen subjects.

For this they will need the BBC Mastermind Quizmaster tape, although, as you can see from the head of this review, each pack is sold separately. I have no doubt that someone, somewhere, will find these two programs of use.

instructions	100%
ease of use	70%
graphics	N/A
value for money	60%



**Oddments
corner**

**Here are a few programs with
a difference to add variety to
your collection**

**Swift
Spreadsheet
Commodore
64
£19.95**

This is one of a growing number of spreadsheet programs for the 64. This one is notable for three reasons. It has lots of facilities, it's cheap and uses pop-up menus.

There are 21 function commands including Sort, If, Max, Min, Count, Present value. Although Log was missing there were many not found in other spreadsheets. You could create a set up procedure for your printer which could be saved with your spreadsheets.

A novel feature is the use of pop-up menus. Pressing F5 displays a box of options on the screen, selecting one of these

options causes another box of lower level options to appear slightly overlapping the first. These menus pop up over your existing work and do not disturb it. When you exit from them, they disappear.

Two features that I liked were the ability to replicate a block of the worksheet and to alter column widths individually. You would need to spend much more to find a better spreadsheet. The only feature lacking is the transfer of data from one sheet to another or into your own programs.

instructions	60%
useability	80%
graphics	70%
value for money	90%



**Know Your
Own
Personality
48K Spectrum
£9.95**

Mirrosoft, PO Box 50, Bromley,
Kent BR2 9TT

This program is, presumably, an aid to the better understanding of yourself, according to the title. With 70 questions in each section, there are three sections. These cover introversion and extraversion, emotional stability, and tough/tender mindedness.

After choosing a section from the menu, you load in the 70 questions and answers for that section. After the questions have been answered you can see the results of your answers on a horizontal bar chart. This bar chart will grow to one side, or the other, of a vertical line representing the norm. This growth represents the amount of deviation from the norm, showing your propensity for the trait towards which the bar is growing. Of course, this means that you are different, according to the booklet supplied. It is these differences which makes us individuals, which give us charming eccentrics.

It also gives us individuals with less desirable traits, the perverts, and criminals.

It is suggested that we could perhaps understand our friends more, and they us, if we each saw the results. A kind of do-it-yourself group therapy? No thanks, I will keep my friends just as they are.

instructions	100%
ease of use	75%
graphics	N/A
value for money	75%



Look more closely at those pixels with this graphics utility by N D Moss

This program allows you to view and edit characters and sprites.

When you view a character or sprite you enlarge each pixel 64 times. Each pixel is represented by a star. In the top right hand corner the character or sprite is displayed, while the enlarged version can be seen on the left.

If you want to edit a character, you must signify where the start of the character set is. You will be asked for the screen memory code of the character you wish to edit. For this, refer to the user manual, page 132.

Variables

- L(x) array for horizontal line plotting and erasing
- V(x) array for calculation
- Q,W FOR...NEXT variables
- BS(x),CS(x),SS(x) strings holding enlarged characters/sprites
- D(x),C(x) array for numbers to be POKEd
- X,Y position of cursor sprite
- S screen position for editing
- L position in string
- LI,S1 temporary storage for line plotting

Character study

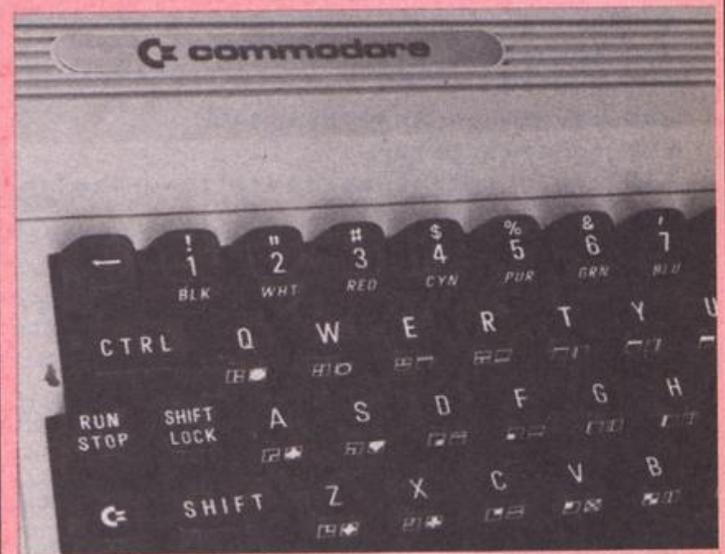
How it works

- 0-30 initialisation of cursor sprite
- 40-90 menu
- 100-320 character view
- 330-570 sprite view
- 580-880 character edit
- 890-1160 sprite edit
- 1180-1510 subroutines for line plotting/erasing

Once you have entered the code, a blue grid will appear and the controls for the cursor will be displayed. Move the cursor around the grid and when you want to plot a point, press "j". If you wish to delete a point, move the cursor over the point and press "j" again. When you have finished, press Return and all the calculations will be performed.

If you want to edit a sprite, the procedure is exactly the same, but there are four more controls which can plot or erase

a whole line vertically or horizontally. These are displayed on the right, together with the other controls. The sprite pointer is the number used in locations 2040-2047.



```

0 data255,129,129,129,129,129,129,129,255
1 diml(21):forq=1to21:l(q)=(q-1)*24+1:next
2 poke649,25
5 rem[clr]
10 poke53269,0:poke53248,0:poke54259,0:poke2040,0:print"☐":poke53272,22
20 poke53280,0:poke53281,0:poke646,1:poke650,128
30 forq=16320to16384:pokeq,0:next:forq=16320to16344step3:readf:pokeq,f:next
40 printtab(15):"MENU":printtab(15):"———"
45 rem[4 crsr down]
50 forq=0to7:v(q)=2fq:next:print"☐☐☐☐"
60 printtab(10):"1 Character view☐":printtab(10):"2 Sprite view☐"
70 printtab(10):"3 Character edit☐":printtab(10):"4 Sprite edit☐"
75 printtab(10):"5 END PROGRAM"
80 geta$:ifa$(1"ora$)"5"then80
90 onval(a$)goto100,330,580,890,1170
100 dimb$(64),c(8),d(8)
105 rem[clr]
110 input"☐Enter the memory location ";a
120 input"Enter the screen memory code ";b
130 a=a+(b*8):n=1
140 forq=0to7:c(q)=a+q:d(q)=peek(c(q)):next
150 forw=0to7
160 v=d(p)
170 ifv=0thenn=n+8:goto220
180 forq=7to0step-1
190 ifv>v(q)thenb$(n)="*":v=v-v(q):n=n+1:goto210
200 b$(n)=" ":n=n+1
210 next
    
```

```

220 p=p+1:next
230 forq=0to63:ifb$(q)=""thenb$(q)=" "
240 next
250 print" ";poke1063,b:poke55335,1
260 forq=1to64step8:foru=0to7
270 printb$(q+w);:next:print:next
280 print"Do you want to see the data for this y/n"
290 geta$:ifa$=""then290
300 ifa$="n"thenrun
310 ifa$(">y")thengoto290
320 forq=0to7:printd(q):next:wait197,191:run
330 dims$(504),c(63),d(63)
335 rem[clr]
340 input" What is the sprite pointer ";a:a=a*64
350 forq=0to63:c(q)=q+a:d(q)=peek(c(q)):next
360 n=1
370 foru=0to62
380 v=d(p)
390 ifv=0thenn=n+8:goto440
400 forq=7to0step-1
410 ifv>v(q)thens$(n)="*":v=v-v(q):n=n+1:goto430
420 s$(n)=" ":n=n+1
430 next
440 p=p+1:next
450 forq=1to504:ifs$(q)=""thens$(q)=" "
460 next
465 rem[clr]
470 print" ";poke53269,1:poke2040,a/64:poke53248,255:poke53249,50:poke53287,1
480 forq=1to503step24:foru=0to23
490 prints$(q+w);:next:print:next
500 print"Do you want to see the data for this y/n"
510 geta$:ifa$=""then510
520 ifa$="n"thenrun
530 ifa$(">y")then510
535 rem[clr]
540 print" ";
550 forq=0to60step3
560 printd(q),d(q+1),d(q+2)
570 next:wait197,191:run
575 rem[clr]
580 print" ";
590 poke2040,255:v=53248:pokev+21,1:pokev+39,1:x=24:y=50
600 dims$(64),c(8),d(8):forq=1to64:s$(q)="*":next
610 input"Enter the location ";h
620 input"Enter the screen memory code ";a
625 rem[clr]
630 print" ";a=(a*8)+h
635 rem[blue]
640 pokev,x:pokev+1,y:s=1024:l=1:print" ";
650 forq=1to64step8:foru=0to7:prints$(q+w);:next:print:next
655 rem[home]
660 print" ";tab(20);"ABORT:CTRLA":printtab(20);"CRSR up  !u"
670 printtab(20);"CRSR down !m":printtab(20);"CRSR left !h"
680 printtab(20);"CRSR right!K":printtab(20);"PLOT/UNPLOT:j"
685 rem[crsr dn]
690 printtab(20);"FINISH:RETURN"
700 geta$:ifa$=""then700
710 ifa$="u"andy>=58theny=y-8:s=s-40:l=l-8:goto800
720 ifa$="m"andy<=104theny=y+8:s=s+40:l=l+8:goto800
730 ifa$="h"andx>=32thenx=x-8:s=s-1:l=l-1:goto800
740 ifa$="K"andx<=72thenx=x+8:s=s+1:l=l+1:goto800

```

```

745 rem[ctrl a]
750 ifa$="█"thenrun
760 ifa$=chr$(13)thenprinttab(20);"O.K.":goto810
770 ifa$("<"j"then700
780 ifpeek(s)=15thenpokes,42:s$(1)="*":pokes+54272,6:goto800
790 ifpeek(s)=42thenpokes,15:s$(1)="o":pokes+54272,1
800 pokev,x:pokev+1,y:goto700
810 forq=0to63:c$(int(q/8))=c$(int(q/8))+s$(q+1):next:forq=0to7:c(q)=a+q:next
820 forq=0to7
830 forw=1to8
840 p=8-w
850 ifmid$(c$(q),w,1)="o"thent=t+v(p)
860 next:d(q)=t:t=0:next
870 forq=c(0)to c(7):pokeq,d(e):e=e+1:next
880 print"Press any Key ":wait197,191:run
885 rem[clr]
890 input"▣What is the sprite pointer ";a:a=a*64
900 dims$(504),c(64),d(64),c$(63)
910 forq=0to63:c(q)=a+q:next
915 rem[clr][blue]
920 forq=1to504:s$(q)="*":next:print"▣";
930 forq=1to504step24:forw=0to23:prints$(q+w);:next:print:next:s=1024:l=1
935 rem[home][white]
940 print"▣";tab(24);"▣ABORT:CTRLA":printtab(24);"CRSR up :u"
950 printtab(24);"CRSR down :m":printtab(24);"CRSR left :h"
960 printtab(24);"CRSR right:K":printtab(24);"PLOT/UNPLOT:j"
970 printtab(24);"H.LINE FILL:d":printtab(24);"V.LINE FILL:e"
972 printtab(24);"H.LINE DELETE:s":printtab(24);"V.LINE DELETE:x"
974 printtab(24);"FINISH:RETURN"
980 poke2040,255:v=53248:pokev+21,1:pokev+39,1:x=24:y=50:pokev,x:pokev+1,y
990 geta$:ifa$=""then990
1000 ifa$="u"andy>=58thens=s-40:y=y-8:l=1-24:goto1080
1005 ifa$="d"then gosub 1250
1010 ifa$="m"andy<=202thens=s+40:y=y+8:l=1+24:goto1080
1015 ifa$="s"then gosub 1340
1020 ifa$="h"andx>=32thens=s-1:l=1-1:x=x-8:goto1080
1021 rem[ctrl a]
1022 ifa$="█"thenrun
1025 ifa$="e"then gosub 1180
1030 ifa$="k"andx<=200thens=s+1:l=1+1:x=x+8:goto1080
1035 rem[9 crsr dn]
1040 ifa$=chr$(13)thenprinttab(24);"O.K.▣▣▣▣▣▣▣▣":goto1090
1045 ifa$="x"then gosub 1430
1050 ifa$("<"j"then990
1060 ifpeek(s)=42thenpokes,15:s$(1)="o":pokes+54272,1:goto1080
1070 ifpeek(s)=15thenpokes,42:s$(1)="*":pokes+54272,6
1080 pokev,x:pokev+1,y:goto990
1090 forq=0to503:c$(int(q/8))=c$(int(q/8))+s$(q+1):next
1100 forq=0to63
1110 forw=1to8
1120 p=8-w
1130 ifmid$(c$(q),w,1)="o"thent=t+v(p)
1140 next:d(q)=t:t=0:next
1150 forq=c(0)to c(63):pokeq,d(e):e=e+1:next
1160 print"Press any Key ":wait197,191:run
1170 end
1180 l=1:ifl1<=24then1190
1185 l=11-24:ifl1>=25then1185
1190 s1=1024+l1-1
1200 forq=11to(504-(23-l1))step24
1210 pokes1,15:pokes1+54272,1

```

COMMODORE 64 PROGRAM

```

1215 s1=s1+40
1220 s$(q)="o"
1230 next
1240 return
1250 s1=s
1260 l1=1
1270 if int((l1-1)/24)=(l1-1)/24 then goto 1310
1280 l1=l1-1:s1=s1-1:goto 1270
1310 for q=1 to l1+23
1320 poke s1,15:poke s1+54272,1:s$(q)="o":s1=s1+1:next
1330 return
1340 s1=s
1350 l1=1
1360 if int((l1-1)/24)=(l1-1)/24 then goto 1400
1370 l1=l1-1:s1=s1-1:goto 1360
1400 for q=1 to l1+23
1410 poke s1,42:poke s1+54272,6:s$(q)="*":s1=s1+1:next
1420 return
1430 l1=1:if l1<=24 then 1450
1440 l1=l1-24:if l1>=25 then 1440
1450 s1=1024+l1-1
1460 for q=1 to (504-(23-l1)) step 24
1470 poke s1,42:poke s1+54272,6
1480 s1=s1+40
1490 s$(q)="*"
1500 next
1510 return
    
```

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D Thompson Decathlon	6.90	5.90
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Jack & The Beanstalk	5.95	4.95
Paytron	7.95	6.95
World Cup Football	6.95	5.95

COMMODORE 64:	REC. PRICE	OUR PRICE
D Thompson Decathlon	7.90	6.90
Monty Mole	7.95	6.95
Beach Head	9.95	8.95
Micro Olympics	14.95	12.95
Trashman	7.95	6.95
Flight Path 737	7.95	6.95
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VOCE VIDEO

Please send for following Computer.
I enclose a self-addressed stamped envelope.

Please tick box to show make of
Computer

Spectrum Commodore VIC Oric

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Address

Title £.....

Title £.....

Title £.....

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CVG2

POOLSWINNER

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available - 22000 matches over 10 years. The database updates automatically as results come in.
 - **PREDICTS** Not just SCOREDRAWS, but ALWAYS, HOMES and NO SCORES.
 - **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
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- AVAILABLE FOR Spectrum (48K), Commodore 64, VIC 20 (+16K), AMSTRAD CPC 464, BBC B, Atari (48K), ZX81 (16K), Dragon, Apple II, IBM pc
- PRICE £15.00 (all inclusive)**



Boned, with detailed instruction booklet



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AT LAST! No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish fixtures for 1984/5. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner.

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Coursewinner is designed to allow you to develop and test your own unique winning system. Using information from daily newspapers or 'Sporting Life', the most important factors can be input and analysed. The program is supplied with a database detailing best trainers and jockeys, and effect of the draw for all British courses. (Flat & National Hunt.)

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Give a dog a bone

In this neat little maze game by Paul Shaddick you're a dog digging up bones you buried in a maze. Be warned — it's not as easy as it sounds!

In this maze game you are a dog. A few weeks ago you buried several bones around a maze and now you want to dig them all up again. You can only see one bone at a time and when you get it you gain points.

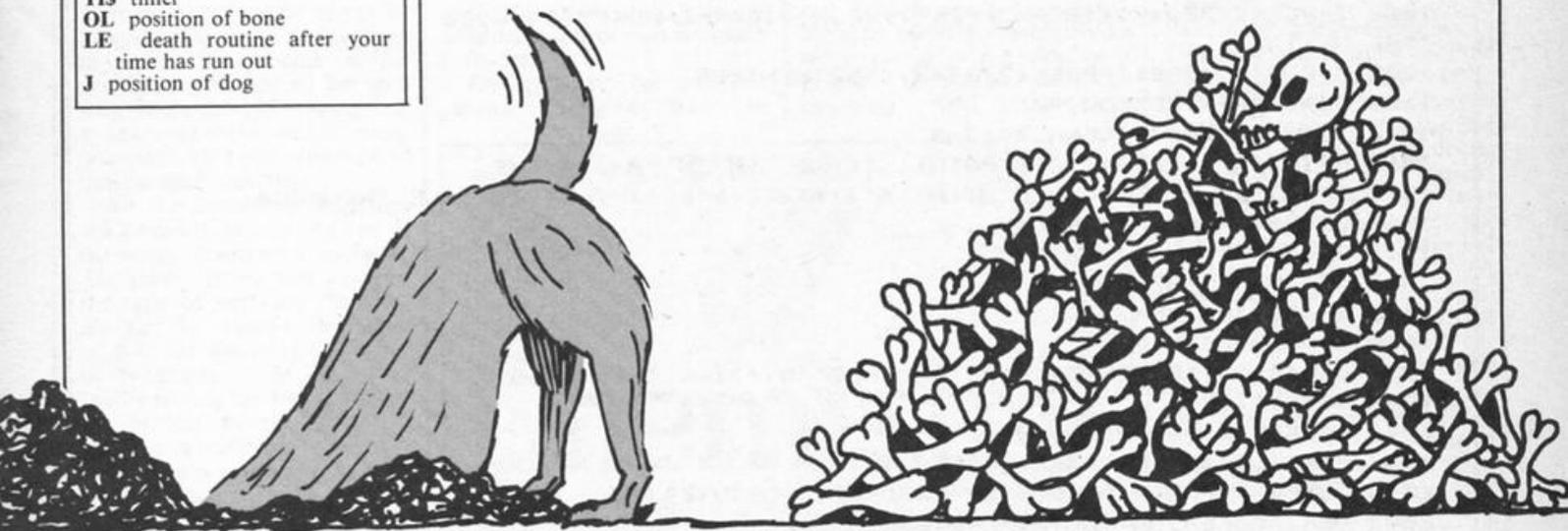
Sounds easy? Well, there's a snag: there's a time limit for each bone. You have three lives and four levels of difficulty. The maze is different each time and instructions are included.

Variables

LV lives
 SC score
 HS high score
 TIS timer
 OL position of bone
 LE death routine after your time has run out
 J position of dog

How it works

2 clears screen
 3-49 introduction
 55-60 set up levels of difficulty
 100-104 movement of dog, draw maze
 1006 POKEs bone on screen
 1008 position of bone
 1010 timer
 1013 hi-score
 1015 lives left, scoring
 1016-1021 movement keys
 2000 death routine
 2003 end of game
 3000 scoring
 3001-4003 congratulations when level is cleared
 4003 starts again



```

1 REM BONE HUNT
8 POKE36878,105
9 PRINT" "
13 PRINT"*****BONE HUNT*****"
14 PRINT"BY ROB & PAUL SHADDICK*****"
15 PRINT
20 PRINT"LEFT = Z"
21 PRINT
22 PRINT"RIGHT = X"
23 PRINT
24 PRINT"DOWN = L"
25 PRINT
26 PRINT"UP = P"
27 PRINT
  
```

VIC-20 PROGRAM

```

28 PRINT"YOU ARE = 4"
29 PRINT
30 PRINT"YOUR BONE IS=*
31 INPUT"      HIT RETURN";IFA$=""THEN32
32 PRINT"┘"
33 PRINT"COLLECT EACH BONE BEFORE THE TIME LIMIT RUN OUT"
34 PRINT"OR YOU WILL LOSE A LIFE."
35 PRINT
36 PRINT"LEVEL 1=20 SECONDS"
37 PRINT"LEVEL 2=17 SECONDS"
38 PRINT"LEVEL 3=12 SECONDS"
39 PRINT"LEVEL 4=8 SECONDS"
40 PRINT"*****GOOD LUCK*****"
41 PRINT
49 INPUT"      HIT RETURN";IFA$=""THEN49
55 POKE36878,15
56 FORZ=128TO255:POKE36875,Z:NEXT
57 POKE36875,0
59 POKE36879,110:INPUT"┘" INPUT LEVEL(1-4)";A:IFA<1 OR A>4THEN59
60 LE=5-A:LE=LE*4+4
100 PRINT"┘":A=7770:POKE650,128
105 FORZ=0TO21:POKE7724+Z,102:POKE8142+Z,102:POKE38480+Z,1:POKE38862+Z,1:NEXT
110 A(0)=-1:A(1)=-22:A(2)=1:A(3)=22:FORF=1TO18
150 PRINT"┘":NEXTF:POKEA,4
220 J=INT(RND(1)*4):G=J:POKE30720+A,7
230 B=A+A(J)*2:IF PEEK(B)=160THEN POKEB,J:POKE30720(A,6:POKEA+A(J),32:A=B:GOTO220
240 J=(J+1)*-(J<3):IFJ<>GTHEN230
250 J=PEEK(A):POKEA,32:IFJ<4THENA=A-A(J)*2:GOTO 220
1000 LV=3:FORZ=1TO60:X=INT(RND(1)*22)+1+INT(RND(1)*8)*44
1002 IFPEEK(7724+X)=160ANDPEEK(7746+X)=160THENPOKE7724+X,32
1004 NEXT Z
1006 X=RND(1)*396:IFPEEK(7724+X)<>32THEN1006
1008 OL=7724+X:POKEOL,42
1010 TI$="000000":POKEA,94:J=3
1013 PRINT"┘":FORZ=1TO33:PRINT"  ":NEXT:PRINT"HS:┘":HS
1015 PRINT"LV:┘"LV" TIME:┘"TI$"SC:┘"SC:IFVAL(TI$)>=LE THEN2000
1016 GETZ$:IFZ$=""THEN1015
1017 IF Z$="Z"THENJ=0
1018 IF Z$="X"THENJ=2
1019 IF Z$="P"THENJ=1
1020 IF Z$="L"THENJ=3
1021 B=A+A(J):IFPEEK(B)<>102 AND PEEK(B)<>160 THEN 1040
1030 GOTO1015
1040 IFPEEK(B)=42THEN3000
1050 POKEB,94:POKEA,32:A=B:GOTO 1015
2000 LV=LV-1:FORZ=155TO0STEP-1:POKEA,RND(1)*6+109
2003 NEXT:POKEA,94:IFLV>0THEN1010
2005 PRINT"┘"┘1┘-NEW MAZE ┘7┘-START "
2006 SC=0:LV=3:GETK$:IFK$=""THEN59
2007 IFK$=""THEN1010
2010 GOTO2006
3000 SC=SC+50-VAL(TI$):POKEOL,32:IFSC>HSTHENHS=SC
3001 IFSC>500 THEN4000
3012 POKE36878,15
3013 FORZ=128TO255:POKE36875,Z:NEXT
3014 POKE 36875,0
3016 GOTO1006
4000 PRINT"┘"
4001 PRINT"-----WELL DONE-----"
4002 PRINT"-TRY A DIFFERENT LEVEL"
4003 IFSC>500THENSC=0
4004 GOTO36

```

Swot spot

Home Computing Weekly is pleased to present you with an extra-special feature — an educational extravaganza for the Commodore 64 and VIC-20 by Margaret Webb.

Introduction

Recently a letter in Home Computing Weekly asked how a young user could placate his parents who thought he was wasting his time by using his compute in every spare minute (HCW 86). One way would be for his parents to look through the great variety of educational software available and try to stimulate interest in their child.

Educational software comes in many guises; the learning through fun approach, teach and test with rewards or straightforward learn and revise types. Within these categories there is a very wide range of programs covering the full age range. I have come across programs designed to be used with 18-month-old infants and a language tape which could help both 'O' Level student and middle-aged traveller.

All the following categories are a subjective look at some of the range of software available. The parent is the best guide to the type of software required. He or she knows the main criteria for assessing the range of programs to be looked at before paying out hard cash for the product chosen.

These criteria are:

- 1 Subject matter
- 2 Child's age
- 3 Temperament — does boredom set in very quickly?
- 4 Interests — many programs have been written to appeal to certain groups e.g. BMX Maths, Maths Invaders, Ballooning, Secret Agent.

It's best to make a shortlist of tapes and try to see them at your local stockist before buying.

To make life easier I have divided the field into three age groups, each with its own requirements although there are several underlying themes.

The groups are

- 1 Pre-school (one to five-years old)
- 2 Primary and early secondary (six to 14 years)

3 'O' Level, CSE and beyond

Pre-school

Most parents with pre-school children want to help them get a good grasp of everyday things. In fact, the years up to a child's fifth birthday are the most important, since during this time we are building the foundations of learning which will be added to during the rest of the child's life. Before the advent of home computers, parents, playgroups and nurseries were doing an excellent job using all the equipment and techniques available. Now they have an added dimension with computer software.

Any program for use with young children must be

carefully written since the user will have very little grasp of the written word. Consequently, great attention must be given to the effective use of graphics and sound to convey ideas.

This is not to say that they do not understand a lot — it can be amazing just how much three-year-olds can pick up from the world about them. Even before they can speak, they will have heard a lot and stored it away ready for use when the appropriate stimulus comes along. Even sitting on mother's knee and hearing her talk about images on the screen a toddler can acquire more knowledge. Such an exercise will clearly be more useful if the display is bright, colourful and eye catching. Add imaginative

sounds and you could be on to a winner.

Some of the large publishing firms have recognised an extension of their fields of interest in the software market. Collins and Good Housekeeping have tackled the problem in an ingenious way, using eye catching characters as a basis on which to build good software. In Collins' case the star character is Paddington Bear, an easily recognised and lovable character and Collins, in collaboration with Michael Bond, has created a series of packages covering everyday concepts and linking them to Paddington's misadventures.

Good Housekeeping adopted a new character called Mr T. Both of these series cover similar areas including counting, shape recognition, alphabet work, and money. Mirrorsoft appears to have taken a similar route with an early reading package using the Mr Men characters.

All the items I have seen from these software houses use the same basic rules: attract attention, use short entertaining sections, and offer ideas for further work which is independent of the program (that means the parent must do some work too!)

Primary and early secondary

When the child embarks on the 'hard life' in junior and secondary school he or she should be doing enough in school time or lessons to make extra work at home unnecessary. However this is not to say that educational computer programs for this age group are obsolete — far from it. Cut-backs in educational spending mean that in many schools the resources are not available to provide the equipment needed or the staff to use it and you might feel your child is not getting the best deal as a result. Consequently you may wish to make your own contribution.

COMMODORE 64

Chemistry

O-LEVEL REVISION
AND CSE

LONGMAN SOFTWARE



Software is available to cover most subjects and the emphasis is mostly on learning through fun. Through cunning use of cartoons, arcade action or contemporary crazes, most children can be induced to sit down and learn without noticing what is happening. Software houses have latched on to this and produced a range of programs which, for example, teach arithmetic with BMX bikes and kangaroos in mazes (Longmans), adverbs with cartoon castles and carrots (Diskovery) and reading by tracking spies around Europe (Hill MacGibbon). Hill MacGibbon has brought out a series of packages with a thematic approach to learning, combining many basic subject in a game which is fun to play. Piper Software is marketing similar software incorporating a cassette and Piccolo book.

Adventure games deal with the less obvious areas of education such as comprehension, reading, logical and sequential reasoning and mapping techniques. Learning and Training Systems has a series which includes a space adventure and a 'mathemagic' land one. Creative Sparks has produced an adventure aimed at eight-year-olds upwards, featuring Dangermouse.

Entering the areas of computer literacy and programming, there are packages to introduce children to the serious use of computers. Honeyfold markets a book/cassette package aimed at the younger child and Collins has a paperback book called Datalog which provides hints, exercises and practical aids.

'O' Level and CSE

'O' Level and CSE exams can cause a lot of stress, especially as they loom closer and the student realises that he or she is nowhere near prepared for them. This is where the computer can come to the rescue. Many firms are producing software which deals specifically with exam revision. They cover most of the subjects in the exam syllabuses in a variety of styles.

Whereas software for younger children places the emphasis on fun, by the time the child has reached the fifth form it's time for hard facts without frills. Of course the programmer can extract all the material from text books, but the computer does have the advantage of being interactive. This can be like having a private tutor to guide you through the areas of difficulty and reinforce the lessons learnt. Generally the

programs fell into two broad types:

- 1 Databases offering cross references for revision
- 2 Mind joggers

As with the younger age groups, the large publishing companies such as Longmans and Penguin have seen the potential in this area. For years they have produced written revision notes and have now extended the idea to software. VIC-20 owners needn't despair since Commodore and Micro-debug-Consultancy offer a range of packages.

Before discussing packages in detail, it is germane to comment on the relative quantities of material available. It will be quite evident that most software discussed is for the 64. The large amount of available memory and the superior graphics capabilities make the 64 an ideal machine for education. The VIC-20 on the other hand, is rather limited in both these areas and it is inevitable that it will receive less attention from software houses. Most packages for the VIC will require some form of memory expansion.

Grading this software has been difficult as most of it is of a very high standard. I have chosen three criteria and given percentage ratings to give a guide. The criteria are:

- 1 Graphics — covering presentation of both text and graphics
- 2 Sound
- 3 Content — varies with age range

The overall rating is given in terms of stars:

- ★ Poor
- ★★ Average
- ★★★ Good
- ★★★★ Very good
- ★★★★★ Excellent

Brief Reviews

Pre-school

Mr T's Shape Games (Good Housekeeping) £9.95 Cassette CBM 64
 Side 1: Match up shapes. Can be played by child alone.
 Side 2: Picture maker using simple shapes
 Graphics 95% Sound 70%
 Content 90% Overall ★★★★★

Mr T's Alphabet Games (Good Housekeeping) £9.95 Cassette CBM 64
 Side 1: Shows letter formation.
 Side 2: Tests letter recognition and matching.
 Graphics 95% Sound 70%
 Content 90% Overall ★★★★★

Mr T's Number Games (Good Housekeeping) £9.95 Cassette CBM 64

Early counting and letter recognition (up to nine) and two games to test this knowledge. Great fun putting the spots back on a ladybird — musical rewards.

Graphics 95% Sound 85% Content 90% Overall ★★★★★

Identikit (Stell) £7.95 Cassette CBM 64

Remembering and building faces on screen.

Graphics 60% Sound 40% Content 50% Overall ★★

Party Time (Cleverclogs APS) Cassette CBM 64

Six games to play with your toddler. Learn numbers, letters and sing nursery rhymes.

Graphics 95% Sound 75% Content 80% Overall ★★★★★

Toddler Tutor (Channel 8) £6.95 Cassette CBM 64

Match colours and letters. Learn the alphabet to music. Count toys.

Graphics 80% Sound 80% Content 80% Overall ★★★★★

Count with Oliver (Mirrorsoft) £7.95 Cassette CBM 64

Help Oliver count toys and sweets. Simple addition and subtraction with cartoon character.

Graphics 80% Sound 70% Content 75% Overall ★★★

Look Sharp (Mirrorsoft) £7.95 Cassette CBM 64

Side 1: Matching, odd-one-out, memory testing.

Side 2: For older children, same games but using space travel.

Graphics 80% Sound 80% Content 80% Overall ★★★★★

Match up (Discovery) £15 Disk CBM 64

Learn the letters of the alphabet. Match letters and symbols, which float across the screen, with the one in your basket.

Graphics 75% Sound 65% Content 45% Overall ★★

Paddington's Garden Game (Collins) Cassette CBM 64

Learn to move Paddington around a colourful garden maze catching butterflies.

Graphics 95% Sound 75% Content 90% Overall ★★★★★

Paddington's Shopping Mixup (Collins) £7.95 Cassette CBM 64

Fun helping Paddington sort his shopping. Counting.

Graphics 90% Sound 75% Content 90% Overall ★★★★★

What's the Time (Collins) £9.95

Cassette CBM 64

Makes telling the time easy even for the youngest child. Both digital and analogue clocks. Needs helper.

Graphics 90% Sound 85% Content 85% Overall ★★★★★

Flashcards and Spelling (Toddlersoft) £4.50 Cassette CBM 64

Automated flashcards with matching graphics for use even with the very young.

Graphics 95% Sound 90% Content 95% Overall ★★★★★

Not seen

Mr T's Measuring Games (Good Housekeeping) £9.95 CBM 64

Mr T's Money Box (Good Housekeeping) £9.95 CBM 64

Mr T Tells the Time (Good Housekeeping) £9.95 CBM 64

First Steps with the Mr Men (Mirrorsoft) £7.95 CBM 64

Paddington's Early Visit (Collins) £7.95 CBM 64

Paddington's Problem Picture (Collins) £7.95 CBM 64

First Numbers (Collins) £9.95

Primary and secondary school

The Alphabet (Commodore) £9.99 Cassette VIC-20 + 8K

Rudiments of alphabet. Teaches letters and their sounds.

Graphics 40% Sound 40% Content 40% Overall ★★

Arithmetic 2 (Commodore) £9.99 Cassette VIC-20 + 8K

Basic number work. 0 to 20. Counting and number recognition. Multiplication and division. Counting in twos, threes and fours. Test games.

Graphics 40% Sound 40% Content 40% Overall ★★

Vocabulary (Commodore) £9.99 Cassette VIC-20 + 8K

One hundred commonly used words to help build vocabulary. Test section.

Graphics 40% Sound 40% Content 40% Overall ★★

Reading (Commodore) £9.99 Cassette VIC-20 + 8K

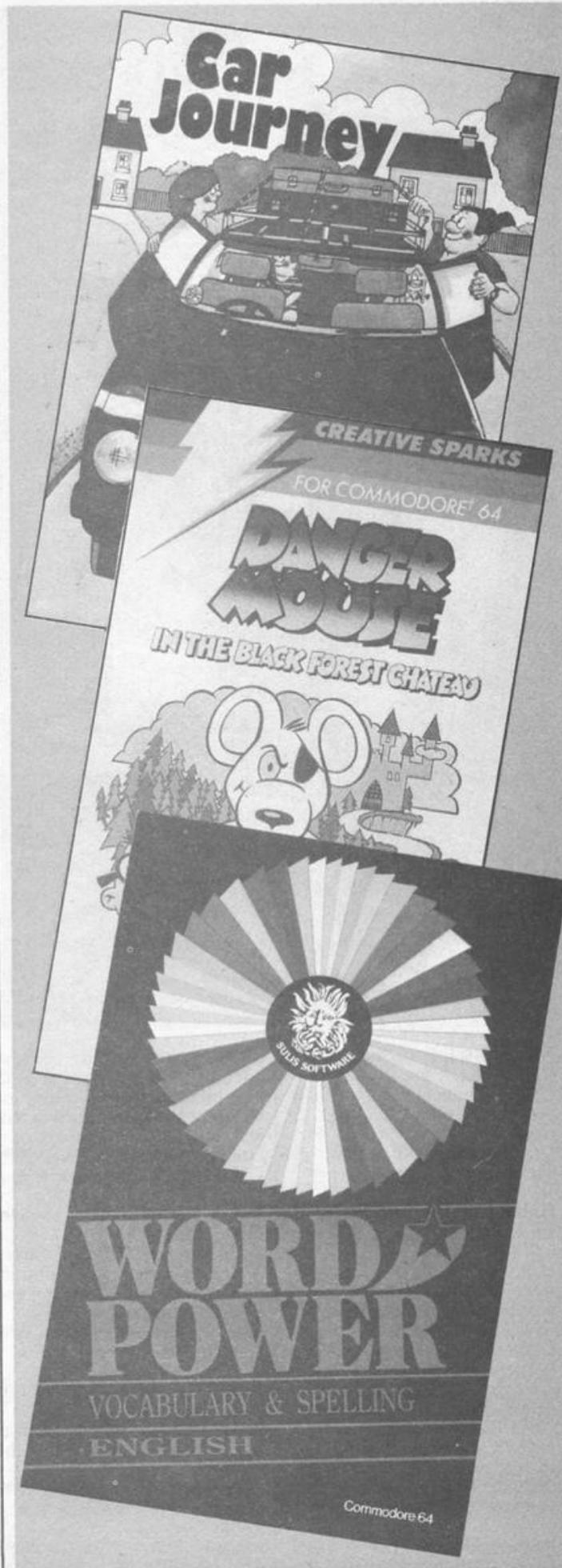
Covers word and sentence building, comprehension, vocabulary and spelling.

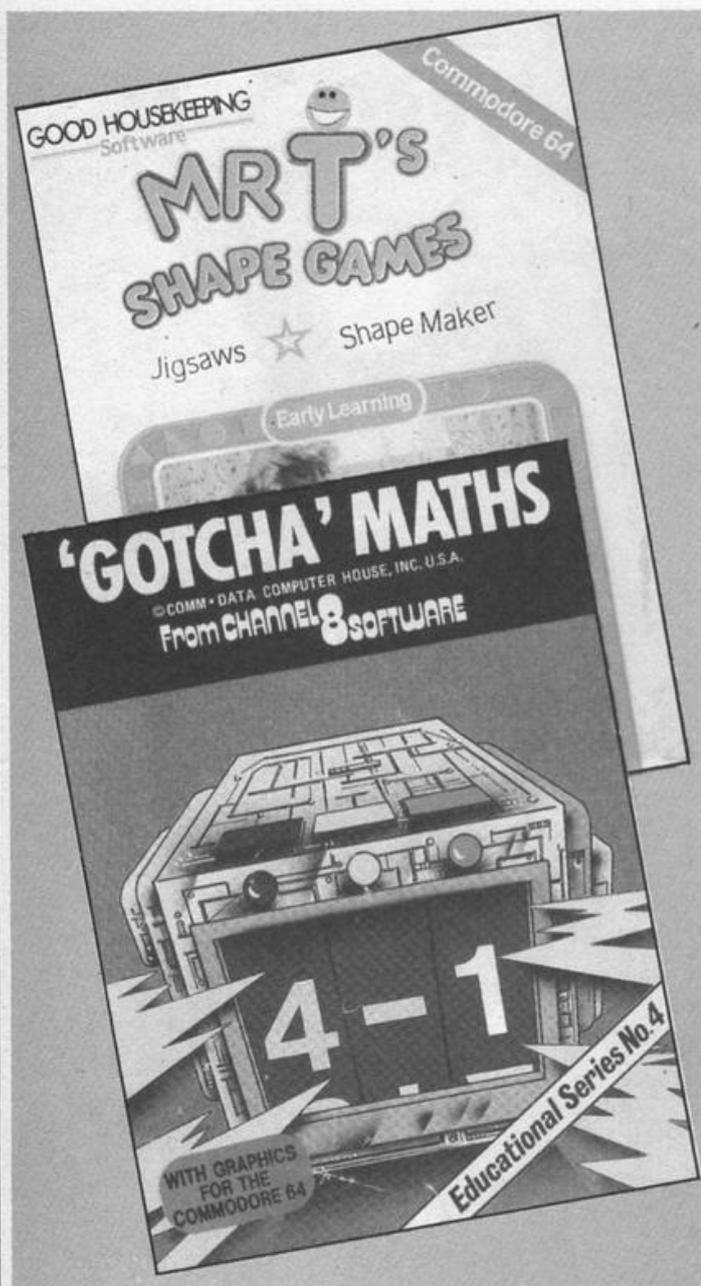
Graphics 50% Sound n/a Content 50% Overall ★★

Arithmetic (Commodore) £9.99 Cassette VIC-20 + 8K

Tests all aspects of basic maths.

Graphics 80% Sound 40% Content 90% Overall ★★★★★





Number Gulper (ASK) Cassette VIC-20

Collect numbers to make a pre-determined total using the four rules of numbers.
 Graphics 80% Sound n/a
 Content 90% Overall ★★★

Paddington and the Disappearing Ink (Collins) £7.95 Cassette CBM 64

Helps seven to nine-year-olds with writing. Simple word processor and gazetteer of South America.
 Graphics 85% Sound 70%
 Content 90% Overall ★★★★★

Know your Tables (Collins) £9.95 Cassette CBM 64

Helps teach tables (old-fashioned but necessary). Timed tests.
 Graphics 80% Sound n/a
 Content 90% Overall ★★★

Primary Maths (Channel 8) £6.95 Cassette CBM 64

Single and double-column addition and subtraction with graphical representation of numbers as dots grouped in tens and units.

Graphics 95% Sound 70%
 Content 90% Overall ★★★

Maths Tutor (Channel 8) £6.95 Cassette CBM 64

Follows on from Primary Maths. Addition and subtraction to 9999. Multiplication and division with tests.
 Graphics 80% Sound 70%
 Content 90% Overall ★★★★★

Maths Invaders (Stell) £7.95 Cassette CBM 64

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 Graphics 75% Sound 75%
 Content 75% Overall ★★★

Monster Maths (Shards) £6.95 Cassette CBM 64

Five different maths games. Lots of fun. Enter your friend's name, get the sums right and see the monster eat your friend!
 Graphics 80% Sound 80%
 Content 85% Overall ★★★

Fun to Learn (Shards) £6.95 Cassette CBM 64

Five games covering numbers and words.
 Graphics 80% Sound 80%
 Content 85% Overall ★★★★★

Decimals (Chalksoft) £9.25 Cassette CBM 64

Dry, drill-like lessons in decimals.
 Graphics 50% Sound n/a
 Content 75% Overall ★★

Word Wobbler (Longmans) Cassette CBM 64

A spelling bee using letters on a grid as means trying to catch you. 1500 word vocabulary and you can add your own. 8 years +.
 Graphics 80% Sound 65%
 Content 85% Overall ★★★

BMX Number Jump (Longmans) Cassette CBM 64

Jump your bike over the gate with the answer to the sum at the top of the screen. Watch out for the Kangaroos. 6-10 years.
 Graphics 85% Sound 65%
 Content 80% Overall ★★★

3D Hypermaths (Longmans) Cassette CBM 64

Avoid the meteors and get the sums right. Fast and furious. 8 years +.
 Graphics 90% Sound 80%
 Content 90% Overall ★★★★★

The Wordbird (Discovery) £14.95 Disc CBM 64

Animated cartoon sequences help with propositions. 6-12 years.
 Graphics 95% Sound 75%
 Content 75% Overall ★★★

Time Zone (Discovery) £14.95 Disc CBM 64

Cartoons illustrate time and extend vocabulary and use of before, after etc. 6-12 years.
 Graphics 95% Sound 75%
 Content 75% Overall ★★★

Word Feud (Audiogenic) Cassette CBM 64

Find the matching word in the word square before the computer.
 Graphics 80% Sound 60%
 Content 75% Overall ★★★

Run Rabbit Run (Hill MacGibbon) £6.95 Cassette CBM 64

Fun game which helps to strengthen logic and arithmetic skills. Guide rabbits to their burrows avoiding the fox. 8 years +.

Graphics 75% Sound n/a
 Content 75% Overall ★★★

Ballooning (Hill MacGibbon) £9.95 Cassette CBM 64

Basic scientific and mathematic skills are used as you learn to fly and land a balloon. 8 years +.
 Graphics 70% Sound 50%
 Content 75% Overall ★★

Car Journey (Hill MacGibbon) £9.95 Cassette CBM 64

Learn map reading, route planning and use mathematical skills to run a profitable road delivery service. 9 years +.
 Graphics 75% Sound 60%
 Content 80% Overall ★★★

Secret Agent (Hill MacGibbon) £9.95 Cassette CBM 64

Great fun as you read coded messages and chase around the capitals of Europe trying to outwit an enemy agent. 9 years +.
 Graphics 85% Sound 60%
 Content 90% Overall ★★★★★

Punctuation Pete (Hill MacGibbon) £9.95 Cassette CBM 64

Good clear graphics are used to test punctuation as you correct a page on the screen. On the reverse of the cassette is a thesaurus and a hangman game. Good value. 9 years +.
 Graphics 85% Sound 60%
 Content 90% Overall ★★★★★

Brief Reviews

Pre-school

French Mistress (level A) (Kosmos) Cassette CBM 64

A language lesson which will help school children and tourists alike. Teaches and tests vocabulary.
 Graphics 75% Sound 50%
 Content 85% Overall ★★★

German Master (level B) (Kosmos) Cassette CBM 64

This second level cassette teaches and tests vocabulary and grammar.
 Graphics 75% Sound 50%
 Content 85% Overall ★★★

Danger Mouse and the Black Forest Chateau (Creative Sparks) Cassette CBM 64

A easy to use adventure with lovely pictures of DM and Penfold.
 Graphics 90% Sound n/a
 Content 85% Overall ★★★★★

Kids on Keys (Spinnaker) £9.95 Cassette CBM 64

Teaches the child where letters are on the keyboard plus simple reading games. 3 to 9 years.
 Graphics 90% Sound 80%
 Content 90% Overall ★★★★★

Make a Face (Spinnaker) £9.95
Cassette CBM 64

Fun as you create faces from the bank of noses, ears etc. Faces can be animated. Memory game. 3 to 8 years.

Graphics 90% Sound 50%
Content 90% Overall ★★★★★

Story Machine (Spinnaker) £9.95
Cassette CBM 64

Write simple stories and watch the machine illustrate them. Find out how "the Bumpus zots the boy": 5 to 9 years.

Graphics 90% Sound 85%
Content 90% Overall ★★★★★

Up and Add 'Em (Fisher-Price) £9.95
Cartridge CBM 64

Teach 3 to 7 year olds simple number skills while watching jumping rabbits and other animals.

Graphics 90% Sound 90%
Content 90% Overall ★★★★★

Number Tumblers (Fisher-Price) £9.95
Cartridge CBM 64

A fast-moving game in which you jump about a grid solving arithmetical problems.

Graphics 95% Sound 90%
Content 95% Overall ★★★★★

Not seen

Master Maths (LCL) £90

Micro Maths (LCL) £24.50

Animated Arithmetic (LCL) £6.50

French 64 (Dynamite) £12.95

German 64 (Dynamite) £12.95

Your Adventure (LTS) £10.95

Mathemagic Land (LTS) £8.95

Space Adventure (LTS) £11.95

Commodore has a wide range of CBM 64 software for all age groups. Insufficient time to get review samples.

'O' Level and CSE

Biology (Longmans) Cassette
CBM 64

Revision check list. Detailed revision of heredity, food and skeleton. Well thought out.

Graphics 85% Sound n/a
Content 90% Overall ★★★★★

Chemistry (Longmans) Cassette
CBM 64

General and detailed revision. Graphics 85% Sound n/a
Content 90% Overall ★★★★★

Mathematics (Longmans) Cas-
sette CBM 64

General and detailed revision. Graphics 85% Sound n/a
Content 90% Overall ★★★★★

Physics (Longmans) Cassette
CBM 64

General and detailed revision. Graphics 90% Sound n/a
Content 90% Overall ★★★★★

French (Longmans) Cassette
CBM 64

Tests grammar, translation and teaches some geography.

Graphics 90% Sound n/a
Content 85% Overall ★★★★★

Computer Studies (Longmans)
Cassette CBM 64

General and detailed revision. Graphics 85% Sound n/a
Content 90% Overall ★★★★★

Romeo and Juliet (Penguin)
Cassette CBM 64

Database approach to revising Shakespeare. Cross reference facility is ideal aid to essay writing.

Graphics 80% Sound n/a
Content 95% Overall ★★★★★

Twelfth Night (Penguin) Cas-
sette CBM 64

Database approach to revising Shakespeare. Cross reference facility is ideal aid to essay writing.

Graphics 80% Sound n/a
Content 95% Overall ★★★★★

Not seen

Physics (Micro-de-Bug Consul-
tancy) VIC-20

Biology (Micro-de-Bug Consul-
tancy) VIC-20

Maths (CSE) (Micro-de-Bug
Consultancy) VIC-20

Commodore has a wide range of CBM 64 software for all age groups. Insufficient time to get review samples.

Biographical Note

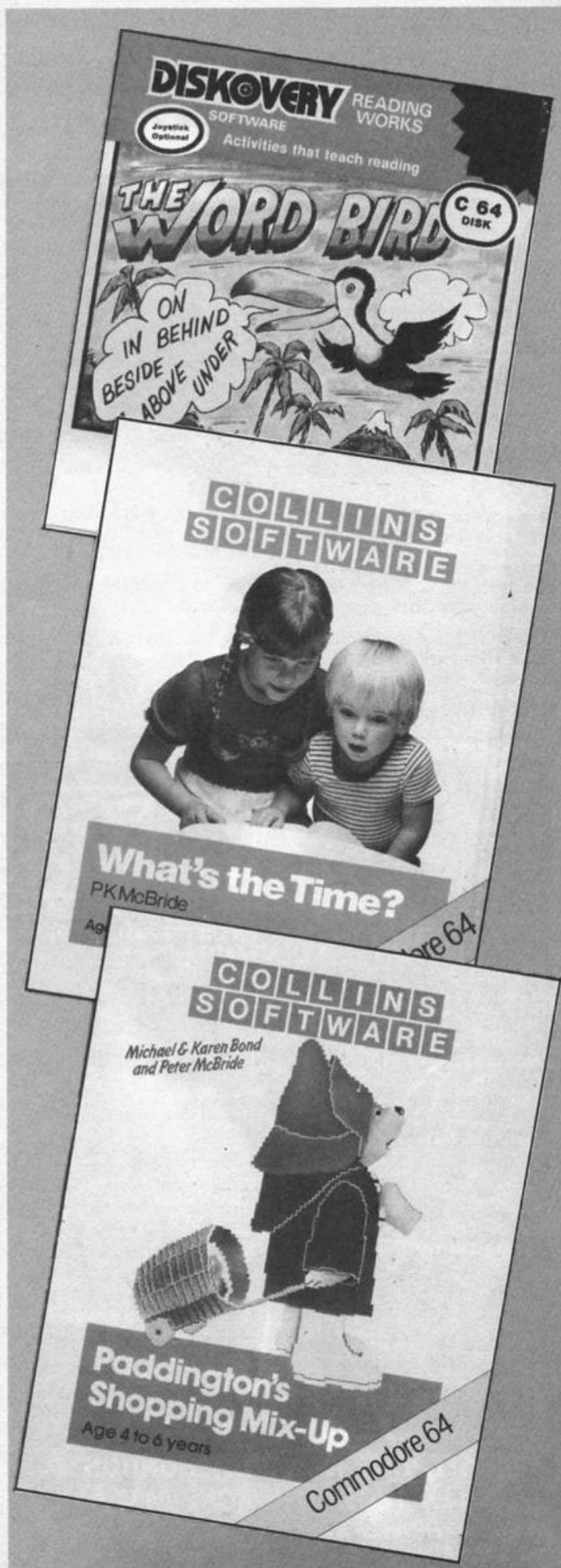
Margaret Webb is a qualified teacher with 11 years experience in the teaching of infants, juniors and children of all ages with learning and behavioural difficulties. She is currently a freelance author and software reviewer. She has two children who served as willing testers of the software described in this supplement.

Acknowledgements

I would like to give my thanks to all the software houses who supplied material and literature with such alacrity.

Addresses

Argus Press Software, No. 1
Golden Square, London W1A
3AB



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Applied Systems Knowledge, London Hse, 42 Upper Richmond Rd, London SW14 8DD

Audiogenic, 39 Suttons Ind Park, London Rd, Reading RG1 6AZ

Chalksoft, 37 Willowslea Rd, Worcester WR3 7QP

Channel 8, 51 Fishergate, Preston, Lancs PR1 88H

Collins, 8 Grafton St, London W1X 3LA

Comodore Business Machines, 1 Hunters Rd, Weldon, Corby, Northants N17 1QX

Creative Sparks, Thomson Hse, 262 Farnborough Rd, Farnborough GU14 7NU

Diskoverly, (Softchoice), 52 Platts La, Hampstead, London NW3 7NT

Dynamite Software, BCM 8713, London WC1N 3XX

Ebury Software, National Magazine House, 72 Broadwick St, London W1V 2BP

Fisher-Price, see Spinnaker

Good Housekeeping, see Ebury Software

Hill MacGibbon, St Barthole-

mew Hse, 92 Fleet St, London EC4

Kosmos Software, 1 Pilgrims Cl, Hartington, Dunstable, Beds LU5 6LX

LCL, 26 Avondale Ave, Staines, Middx

Learning and Training Systems, Haydon Hse, Alcester Rd, Studley, Warwicks B80 7AP

Longman Software, Longman Hse, Burnt Mill, Harlow, Essex CM20 2JE

Mirrorsoft, Mirror Group Newspapers, Holborn Circus, London EC1P 1DQ

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

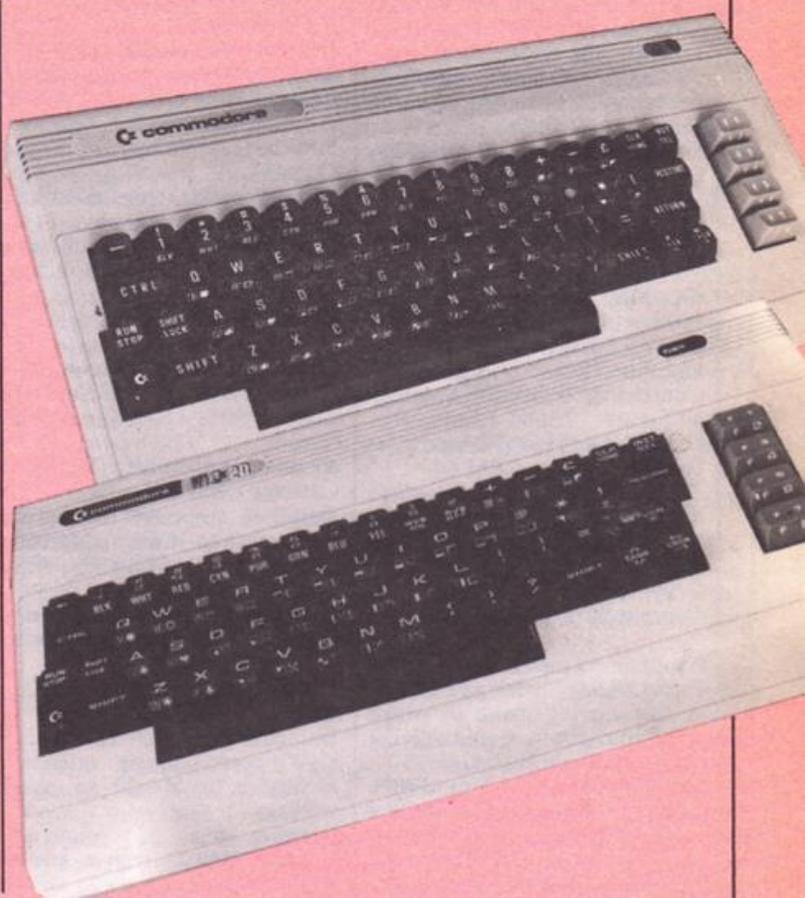
Softsel, Central Way, N Feltham Trading Est, Feltham, Middx

Spinnaker, WHS Distributors, St Johns Hse, East Leicester LE1 6EB

Stell, 36 Limefield Ave, Whalley, Lancs

Sulis, 4 Church St, Abbey Green, Bath, Avon BA1 1NL

Toddlersoft, 1 Cat La, Cottage, Ewelme, Oxon



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SOFTWARE

STONEBURN WORKSHOPS
THE OLD PRIMARY SCHOOL
STONEBURN, WEST LOTHIAN EH47 8AP

King Arthur's Quest Spectrum 48K £7.95

Hilly MacGibbon, 92 Fleet Street, London EC4Y 1DH

Adventure games seem to be gaining in sophistication by the day. It is rather strange then that this game seems to have a number of the newer features, mixed with older and less attractive ones. In its favour are the range graphics, which are displayed the location along with those in front in a fan shape.

There is also part of the screen that is kept for the objects that you have found and picked up along the way. The game is played on an eight section board, each with a 10 by 10 grid size. This cannot all be held in memory at once so that you must

reload part way through.

The features that aren't so attractive, are the lack of input options which the game offers. These are reduced to 10 and each is placed on a single, number, key. There are no room descriptions in the traditional sense either but there are plenty of objects and locations to keep your interest.

I cannot see this being a hit with the more serious adventure players but it will attract children.

instructions	75%
playability	80%
graphics	90%
value for money	85%

D.C.



Barrowquest Spectrum 48K £5.95

CCS, 14 Langton Way, London SE3 7TL

Sold as an adventure game, this is not what most people would expect of an adventure. It is more like a fusion of maze and adventure games and has much more in common with the Valley.

The action takes place in real time and you have a graphical screen showing location and type of land that surrounds you. The aim is to recover Sartraks Stone and in order to do so you must wander all over the Borderland collecting the objects and tools that will allow you to do so.

A great deal of the searching is in barrows, the burial mounds of

a race now long dead. These comprise a number of labyrinthine passages and levels and there are only two ways out. The first is to enter another barrow, the second to find some x-pills and walk through a wall.

There are plenty of monsters who don't like the look of you, and a number of weapons to find which appear on the screen when collected. The save game facility is essential in this good but not terribly addictive game.

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

D.C.



Aztec, Hunt for the Sun God Spectrum 48K £7.95

Hill MacGibbon, 92 Fleet Street, London EC4Y 1DH

Designed as an educational adventure for children and programmed by the education specialists Five Ways Software you might expect a great deal from this. It is well packaged and the box contains the cassette, instructions and a poster which includes a code-breaking chart.

You can play the part of Quick-lizard who awakes from a dream to find that all the people of his village have disappeared and so has the sun.

You are given a view of your surroundings in a three dimensional perspective and can move forward or turn in either direction. All the possible options are placed on the number keys and a keyboard template supplied.

If you pick up an object, it is shown on the right of the screen which is a nice touch. If you find a compass, the direction that you are facing is indicated on the compass and this changes as you turn around.

The speed of the graphics is slow but this is only a minor problem. The instructions are only fair, there is a buzz every so often but nowhere is this explained or mentioned.

instructions	75%
playability	75%
graphics	85%
value for money	80%

D.C.



Legends for adventurers

Mythical characters of long ago provide the setting for more excitement

Sherlock CBM 64 £14.95

Melbourne Hse, 39 Milton Trading Est, Abingdon, Oxon OX14 4TD

The setting is London, in Victorian England. You start off at home in Baker Street at 8am one Monday morning. On leaving your house you must hail a cab, set off to find a crime and then solve it.

To move between the many sections of the game you have to take cabs. You tell the cabbie where in London you want to go and then wait until you arrive at your destination. The problem with this is that you must know the places where Sherlock would go to — if you don't then the game comes to a standstill because you can't go very far on

foot.

Just like its predecessor The Hobbit, you should enter instructions in full sentences. Some screens have a small picture although all have detailed descriptions.

The game is hard and will take months of playing to complete. Any buyers should bear in mind that reading Sherlock Holmes books might help.

K.I.

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



Zenji CBM 64 £9.99

Activision, 15 Harley House, Marylebone Rd, Regents Park, London NW1

This game should come with a government health warning — it destructs your joysticks, makes you unpopular with the rest of the family at peak TV viewing times and eventually drives you insane.

On screen there is a grid of elements: pipes, bends and joins. You may move along these elements and rotate them about their central points. Eventually you should be able to join them all together so that they are connected to the central element in the grid. Now Zenji occurs — your aim in the game.

If it sounds easy then believe me — it isn't. When you turn one element you may in some cases disconnect half of the elements from the central one.

To make the game harder there are creatures which move around the elements and sometimes fire at you. Touching either of these will cause you to lose your life.

The graphics are simple but very effective. A point to note is that every time you turn an element the whole screen has to be updated. This is done very fast and there is no noticeable loss in speed.

K.I.

instructions	70%
playability	90%
graphics	100%
value for money	100%



Interfacing machine code to BASIC

Allen Webb leads you through the fundamental principles involved in his article on machine code and BASIC

There seems to be a lot of snobbery attached to the use of machine code as a programming medium. Most of it comes from the software houses which deal in arcade games. The simple fact is that whilst machine code is vital for real time games with fancy graphics, it is not a necessity for all software. For example, I can recall using a well known commercially written database which, apart from a SORT routine, used BASIC. In the hands of a competent programmer using efficient algorithms, high level languages are a perfectly good medium for writing efficient programs.

Occasionally, however, you will need a piece of fast graphics or perhaps a fast SORT or data acquisition routine which must be written in machine code. Such is life: the problem then becomes how to link the routine to BASIC in the most efficient way. Fortunately, CBM computers are sufficiently flexible to offer a range of interface techniques. The main problem is how to transfer data to and from the machine code. There are three simple methods available.

The most usual approach is to POKE the data into an area of memory from which the machine code calls the data as required. This method limits you to values from 0 to 255. The VIC (and Commodore 64) have the added option of locations accessed by the 6502's registers during an SYS call (7800 holds accumulator, 781 holds X register, 782 holds Y register and 783 holds the status register). This offers a simple means of data access. For example, to print a star at coordinates X,Y try:

```
POKE781,Y: POKE782,X:
POKE783,0: SYS65520:
PRINT CHR$(42)
```

The SYS command transfers the contents of these memory locations to the various 6502 registers when called and returns the current values of the registers on returning to BASIC. Consequently the SYS call can transfer up to three parameters to and from a machine code routine.

The USR command is a means of transferring one floating point number (in the range 0 to 65535). The routine takes the parameter Z in Y=USR(Z), converts it to floating point format and sticks it into floating point accumulator #1. If you are using non integers, there are a range of floating point routines available. If you are using

integers, a call to \$D7F7 will convert the number to integer and put it in \$14 and \$15.

The most versatile technique is to create your own BASIC command: e.g. SYS Z,A,B, would let pass two floating point numbers (A & B) to the routine at Z. What you must do is extract the data from the command with listing 1.

Listing 1

```
JSR $0079...CHARGOT routine,
fetches current byte in
command
JSR $CEFD...CEKCOM, is it a
comma? if not print SYN-
TAX ERROR
JSR $CD8A...evaluate express-
ion test and reject if non
numeric
JSR $D7F7...convert number to
integer in $14 & $15
LDA $14
STA M1
LDA $15
STA M2
```

The last four instructions save the parameter in RAM. You must repeat this sequence for each parameter. The flexibility of this method is that expressions can be used, e.g. SYS Z, 5*SIN(A), Y 1.5 would be accepted.

For the adventurous, the ideal means of transferring data is by using the BASIC variables. Don't panic, it's quite easy. Normal variables are stored as seven bytes. The first two bytes hold the ASCII values of the name. If the name is only one character then the second byte is zero. e.g. for variable A, the bytes are 65 and 0. The other five bytes are the value of the variable. Listing 2 shows how to extract the value of the variable as an integer. The call to \$D0E7 finds the variable whose name is in \$45 and \$46 and puts its address in \$47 and \$48. The call to \$DBA2 loads floating point accumulator #1 with the floating point number located at the address in \$47 and \$48. The rest is obvious.

Well, there you have it. Try

messing about with these techniques, I am sure it will improve your programming efforts.

Listing 2

```
Routine to convert variable A to
an integer and store the result in
memory locations M1 and M2
LDA #65 :REM A...first
letter of variable's name
STAS45
LDA #0 :REM No second
letter
STA $46
JSR $D0E7 :REM find variable
A
LDA $47 :REM least significant
byte of A's address
LDY $48 :REM most significant
byte of A's address
JSR $DBA2 :REM load A into
Floating Accumulator #1
JSR $D7F7 :REM convert FAC
#1 to integer in $14,$15
LDA $14
STA M1
LDA $15
STA M2
RTS
```

So you've created your finest master-piece, a combination of BASIC with some machine code graphics. The only problem is where to put the machine code so that it won't be corrupted and how can it be loaded with the BASIC. Fear not, the versatile VIC (and Commodore 64) have several solutions to your problem.

Let us first take an idea from the Sinclair machines. Type in listing 1 at the end of this article and run it (without any memory expansion). What does it do? The REM has reserved a series of bytes as asterisks. Line 10 loads the machine code into this space. A nice, easy technique provided that you use no zero bytes (interpreted as end of line by the computer) and your code is less than 99 bytes long. Perhaps your code is a little longer?

Due to the stable nature of the memory map in the VIC, it is possible to reserve areas for your code. These areas are commonly used: i) The cassette buffer: the area 828-1019 (\$033C-\$03FB). This area is

over-written if you use the cassette. ii) Lower the top of memory: Listing 2 will reserve space for BY bytes of code starting at location CS. iii) Raise the start of BASIC: Listing 3 will reserve space for BY bytes starting at CS. This routine should be run before loading the main program.

Having reserved a piece of memory, the usual approach is to read the code from data statements and POKE it into the reserved area. If your code is too large to put into data statements, you could save it by using the SAVE command in a machine code monitor. The code can then be loaded direct from the BASIC program. Since the program will be re-run automatically when the code is loaded, you should use a flag to allow for this (listing 4).

The really slick way of doing the job is to tack the code to the top of the BASIC and SAVE or LOAD them together. First locate the end of BASIC (start of variables) by PEEKing locations 45 and 46. Locate the code so that it starts at this address. SAVE the portion of code from the start of BASIC (locations 43 & 44) and finish at the end of the machine code plus 1. You should take care, however, since altering the BASIC will corrupt the code.

So, as you can see, you are really spoilt for choice. In my experience, most programmers use either the data statement method or the direct loading technique. Saving the BASIC and code together is probably best but it requires the greatest amount of care.

Listing 1

```
0 GOTO 10
5 REM*****
*****
10 FOR I = 4110 TO 4124:
READ X: POKE I,X: NEXT
20 DATA 162,1,138,157,0,30,
169,6,157,0,150,232,208,244,
96,
30 SYS 4110
```

Listing 2

```
10 MEMTOP = PEEK(46)*256
+ PEEK(45)
20 SC = MEMTOP - BY
30 POKE 46,SC/256: POKE 45,
(SC AND 255)
```

Listing 3

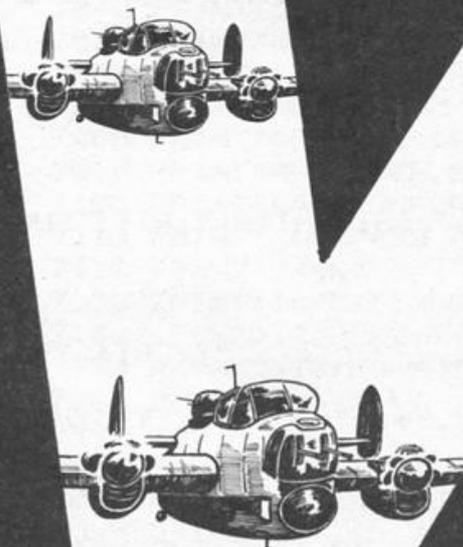
```
10 SC = PEEK(44)*256 +
PEEK(43)
20 NES = SC + BY
30 POKE 642, NES/256: POKE
641, (NES AND 255): SYS
644824
```

Listing 4

```
10 IF PEEK(1)=255 THEN 30:
REM TEST FLAG TO SEE
IF CODE IS LOADED
20 POKE 1,255: LOAD"YOUR
CODE",1,1
30 REM REST OF BASIC
```

You need all your skill and very fast reactions to succeed in this game by James Hardie. You can take part in World War II action

Chocks away!



This game takes you into the danger-filled skies above occupied Europe during World War II.

Your skills as a fighter pilot are really put to the test as you have to destroy 10 enemy bombers to prevent them dropping their lethal cargo.

You are given a view from your cockpit window and you chase the bombers through the sky one at a time.

Use the cursor keys to move and once the enemy plane is in the centre of the screen use the space bar to shoot it down.

Remember that since you are looking out of your plane, the enemy plane seems to be moving up when you move down and vice versa.

enemy plane or shoot
999 repeat
1000-2000 move enemy
3000-3050 shoot routine
5000-5999 hit routine
7000-7999 instructions
8000-8340 user defined graphics
9000-9930 end messages

Variables

AS-ES parts of enemy aircraft
FS-HS screen
ACS aircraft body
TS tail
x,y position of aircraft
MS,NS bullets
FU fuel
AM ammunition
HI hits
SK% skill level

How it works

50 chooses colours
60 turns off key/click cursor
70-80 subroutines for instructions
100-180 set up main variables
200-290 set up screen
300-320 move enemy aircraft via subroutine
340-350 decrease fuel print status report
400-460 read keyboard, move

Hints on conversion

PAPER/INK set background/foreground colours
PLOT x,y equivalent to PRINT AT
KEYS reads keyboard
POKE 618.10 turns off key/click cursor
EXPLODE pre-defined sound
SOUND/PLAY sound commands which can be removed or replaced



10 REM FIGHTER PATROL
20 REM BY JAMES HARDIE
30 REM 1984
50 PAPER0:INK6
60 POKE618,10
70 GOSUB7000

```

80 GOSUB8000
100 A$=" gh "
105 A1$=" "
110 B$=" i j "
120 C$=" klm "
130 D$="nopq "
140 E$="rstuv"
150 F$=" & & & & & & & ab & & & & & & & "
160 G$=" & & & & & & & cd & & & & & & & "
170 H$="-"
180 X=20:Y=10:AC$=A$
200 CLS
205 FORC=1TO22:PRINT:NEXTC
210 PLOT1,0,F$
220 PLOT1,20,G$
230 FORC=1TO20STEP2:PLOT1,C,H$:NEXTC
240 PLOT1,10,"f"
250 PLOT38,10,"e"
260 FORC=48880TO49080STEP40:POKEC,21:POKEC+1,4: NEXTC
270 POKE616,22:PRINT"AMMUNITION=";AM;" HITS=";HI;" FUE
L=";FU
290 PLOT19,10,A$
300 GOSUB1000
310 PLOTX,Y,AC$
320 PLOTX,Y-1,T$
340 FU=FU-1:IFFU=0THEN9700
350 POKE616,22:PRINT"AMMUNITION=";AM;" HITS=";HI;" FUE
L=";FU
400 K$=KEY$
410 IFK$=CHR$(32)THENGOSUB3000
420 IFK$=CHR$(11)THENY=Y+1:PLOTX,Y-2," "":PLOTX,Y-1
," "":IFY>18THENY=18
430 IFK$=CHR$(10)THENY=Y-1:PLOTX,Y+1," "":IFY<3THEN
Y=3
440 IFK$=CHR$(8)THENX=X+1:PLOTX-1,Y,32:PLOTX-1,Y-1,32:
IFX>32THENX=32
450 IFK$=CHR$(9)THENX=X-1:PLOTX+5,Y,32:IFX<3THENX=3
460 PLOTX,Y,AC$:PLOTX,Y-1,T$
999 GOTO300
1000 RN=INT(RND(1)*6)+1
1010 IFRN=1THENX=X-1:PLOTX+5,Y,32:IFX<3THENX=3
1020 IFRN=2THENX=X+1:PLOTX-1,Y,32:PLOTX-1,Y-1,32:IFX>3
2THENX=32
1030 IFRN=3THENY=Y-1:PLOTX,Y+1," "":IFY<3THENY=3
1040 IFRN=4THENY=Y+1:PLOTX,Y-2," "":PLOTX,Y-1,"
":IFY>18THENY=18
1050 IFRN=5ANDAC$=A$THENAC$=C$:T$=B$
1060 IFRN=5ANDAC$=C$THENAC$=E$:T$=D$
1070 IFRN=5ANDAC$=E$THEN1000
1080 IFRN=6ANDAC$=A$THEN1000
1090 IFRN=6ANDAC$=C$THENAC$=A$:T$=A1$
1100 IFRN=6ANDAC$=E$THENAC$=C$:T$=B$
2000 RETURN
3000 M$="/":D=8:E=29:N$="\ "
3005 AM=AM-1:IFAM=0THEN9000
3010 FORC=19TO10STEP-1:D=D+1:E=E-1
3015 IFM$="/"THENSOUND1,1,9:SOUND4,1,15:PLAY1,1,0,0
3020 PLOTD,C,M$:PLOTE,C,N$
3030 IFM$="/"THENPLAY0,0,0,0

```

```

3032 NEXT
3035 S=SCRN(18,9):IFS=103ORS=104ORS=107ORS=108ORS=109T
HENGOTO5000
3037 IFS=115ORS=116ORS=117THENHENGOTO5000
3040 IFM$="/"THENM$=" ":D=8:N$=" ":E=29:GOTO3010
3050 RETURN
5000 PLOT14,9,CHR$(1)+" ywxyz "
5010 PLOT14,8,CHR$(1)+" { "
5020 PLOT14,10,CHR$(1)+" %} "
5030 FORC=1TO50:EXPLODE:NEXT
5040 HI=HI+1:IFHI=10THEN9500
5050 X=20:Y=10
5060 GOTO200
5999 END
7000 CLS
7010 PLOT9,1,CHR$(10)+CHR$(1)+"FIGHTER PATROL"
7020 PLOT9,2,CHR$(10)+CHR$(6)+"FIGHTER PATROL"
7030 PRINT:PRINT:PRINT:PRINT:PRINT"THE OBJECT OF THIS
GAME IS TO SHOOT "
7040 PRINT"DOWN 10 HIGHLY MANOEUVRABLE AIRCRAFT"
7050 PRINT"WHICH HAVE JUST BOMBED YOUR AIRFIELD."
7060 PRINT"TO DO THIS YOU MUST MOVE YOUR AIRCRAFT"
7070 PRINT"USING THE CURSOR KEYS UNTIL THE ENEMY"
7080 PRINT"APPEARS IN THE CENTRE OF THE SCREEN,"
7090 PRINT"AND THEN SHOOT IT DOWN USING THE SPACE"
7100 PRINT"BAR. UNFORTUNATELY YOU HAVE LIMITED "
7110 PRINT"FUEL AND AMMUNITION TO COMPLETE YOUR"
7120 PRINT"TASK"
7130 PRINT:INPUT"INPUT SKILL LEVEL 1-10 (10=EASY)";SK%
7140 IFSK%>10ORSK%<1THEN7000
7150 AM=SK%*10:FU=SK%*100
7900 RETURN
7999 END
8000 FORC=46080+(97*8)TO46080+(125*8)+7
8010 READDTA:POKEC,DTA:NEXT:GOTO8310
8020 DATA63,31,15,7,3,1,0,0'a
8030 DATA62,60,56,48,32,0,0,0'b
8040 DATA0,0,1,3,7,15,31,63'c
8050 DATA0,0,0,32,48,56,60,62'd
8060 DATA0,4,12,28,60,28,12,4'e
8070 DATA0,8,12,14,15,14,12,8'f
8080 DATA4,4,5,14,62,1,0,0'g
8090 DATA8,8,40,28,31,32,0,0'h
8100 DATA0,0,0,0,0,2,2,2'i
8110 DATA0,0,0,0,0,32,32,32'j
8120 DATA2,2,7,7,63,63,0,0'k
8130 DATA28,28,35,35,35,35,28,28'l
8140 DATA32,32,48,48,63,63,0,0'm
8150 DATA0,0,0,0,0,0,0,1'n
8160 DATA16,16,16,16,17,17,17,62'o
8170 DATA0,0,0,0,60,60,60,3'p
8180 DATA32,32,32,32,32,32,32,56'q
8190 DATA1,1,63,63,63,0,0,0'r
8200 DATA62,62,62,62,62,1,1,1's
8210 DATA3,3,3,3,3,60,60,60't
8220 DATA56,56,63,63,63,0,0,0'u
8230 DATA0,0,48,48,48,0,0,0'v
8240 DATA57,6,27,22,43,10,20,33'w/
8250 DATA18,52,44,58,46,52,43,51'x

```

ORIC PROGRAM

```

8260 DATA32,26,4,5,63,1,10,4'y
8270 DATA8,20,32,63,40,8,22,1'z
8280 DATA4,2,36,40,37,21,11,9
8290 DATA8,8,8,8,36,41,21,22
8300 DATA36,52,42,40,5,9,16,8
8310 FORC=46080+(37*8)T046080+(38*8)+7
8320 READDTA:POKEC,DTA:NEXT:RETURN
8330 DATA26,42,37,9,4,4,4,4
8340 DATA4,4,4,4,4,4,4,4
9000 CLS
9010 PRINT"YOU RAN OUT OF AMMUNITION, BUT YOU DID"
9020 PRINT"MANAGE TO SHOOT DOWN ";HI;" ENEMY AIRCRAFT"
9030 GOTO9900
9500 PLOT8,11,CHR$(10)+CHR$(1)+"CONGRATULATIONS"
9510 PLOT8,12,CHR$(10)+CHR$(1)+"CONGRATULATIONS"
9520 WAIT500:CLS:GOTO9900
9700 FORC=1T0255:PAPERINT(RND(1)*8):EXPLODE:NEXT:PAPER
0
9710 CLS:PRINT"YOU RAN OUT OF FUEL AND THEREFORE"
9720 PRINT"CRASHED. BUT YOU DID HIT ";HI;" ENEMY AIRCR
AFT"
9730 GOTO9900
9900 PRINT:PRINT:PRINT" DO YOU WANT ANOTHER GO?(Y/N)
"
9910 GETZ$:IFZ$="Y"THENRUN
9920 IFZ$="N"THENCLS:END
9930 GOTO9910
    
```

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Sound Effects 16K Spectrum £6.95

Llainlan, Pontyberem, Llanelli,
Dyfed SA15 5HP

The sound commands on the Spectrum are not easy to use from BASIC, so I have tried using them from machine code.

This program offers the writer a whole range of ready made sounds that he can use in his programs with a single USSR command. The first part offers the options of hearing one or all the sounds already defined. As there are 97 sounds this means there is a whole variety to choose from. There are whistles, shots, burps, helicopters, machine guns and throaty coughs all available and ready to be put into your program. All that is needed to set up the machine code, is that you

build up the selection of the sounds you need and then select the save option.

This saves both the sound data, for the sounds you selected, and the code to replay the sound. As you save the sound you can write down the call addresses of the particular sounds then you insert these at the correct position in your program.

It would have been nice to be able to relocate the code, but it works very well. **D.C.**

instructions	75%
ease of use	90%
graphics	N/A
value for money	85%



Bingo 48K Spectrum £5.95

Tynesoft, Addison Ind Est,
Blaydon-on-Tyne, Tyne & Wear,
NE21 4ZE

I suppose that I should have expected something like this sooner or later, with Britain gripped in Bingo mania at the moment. Here is the chance to win a prize using your Spectrum and a great deal of luck or time.

The game is an automatic Bingo machine with four cards displayed and one not displayed played by the Spectrum. As usual any line in any direction filled allows you to shout 'Bingo' and claim your prize. As there is a winner in every game, getting a real prize isn't that simple.

There are four numbers at the bottom of the screen to be

matched by the winner of your home game before you can apply for the real thing. Then you record a piece of data and send the tape to the publisher who sends another tape and so on.

The game is visually fine with each call shown effectively and, if you have the Currah Speech unit, they are called out loud and clear.

I can't wait to see if micro users are just as hooked on Bingo as the rest of the world! **D.C.**

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



PCW Games Collection BBC/Electron £4.95

Century, 12 Greek St, London
W1V 5LE

If I was allowed to judge the Computer Users Stocking Filler of the year award I would give it to this package of programs. I cannot get over the value for money aspect: 20 games for under £5. That's what I call value. The real purpose of the collection is to stop you getting callouses on your fingers, for this is the cassette of the book with the same name.

The collection is made up of games previously published by PCW in their program section and there is a fair variety to choose from.

There are strategy games like Black hole and action games like Lander. Some are old standards but several are new and all worth a look.

The book contains a run down of the programming techniques used and this would be useful if you wanted to learn from the games.

There are several differences between the two collections, Electron and BBC but for the most part they are the same. All are written in BASIC and offer the opportunity for you to modify them to your personal desire. An outstanding collection at just 25p a game. **D.C.**

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



Action package

We're keeping you on your
toes this week, you won't fall
asleep over this little lot

Erbert Electron £4.95

Microbyte, 18 Hillsgrove Rd,
Newquay, Cornwall TR7 2QZ

No prizes for guessing what type of a game this is. You jump around the pyramid with gay abandon in this.

Copying an old arcade game at this time is rather risky unless you include extra features that really pep it up. This version does have a number of interesting and new features but they don't quite make it. Chasing you on the maze there is a gorilla which looks excellent graphically but moves rather too fast for me. This is a problem with a number of the other characters too, the ball looks transparent, it moves so fast down the grid.

You can collect heli-hats and

bananas in this pyramid. The hats act as transporters around the grid and the bananas double your points. The usual balls and spinning discs are there, along with a black hole that sucks you right off the board if you touch it.

As I said the extra features are there and the graphic shapes are good but the movement routines are strange and made me blink a great deal. **D.C.**

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



Rollaball Amstrad CPC464 £6.95

Timeslip, Main St, Stoneyburn,
W Lothian, EH47 8AP

I have to admit that this is a very original game and one that I have never seen before. The aim is to keep the ball rolling around the complex track displayed on screen. This consists of roads which criss cross and intersect with the others at junctions. You have a panel which you slide around the board changing the nature of these junctions as you do so.

If you are careful and can follow the road along its path you can keep the ball rolling until the Wraparound effect comes into play.

This means that the ball will go off one edge and then return on the opposite edge and makes the game a little easier.

The instructions, on screen only, are inadequate and only confused me. You have to play a number of moves before you get the idea at all.

There is a good screen appearance but the game lacks the quality that you would expect from this capable machine. More colour and sound could have been given and bonus screens could have been used too. **D.C.**

instructions	50%
playability	80%
graphics	55%
value for money	65%



Watch where you tread — there's hidden mines about. Use your skill and quick reactions in this game by Barry Hayman

This program runs on the ZX81, and should also run on the Spectrum. Although it is written in BASIC, it is quite fast.

You must dodge the mines on screen. You can only move a restricted number of times and you can select how many mines to avoid.

The more mines there are, and the more moves you make, the greater the points you win.

A set page is available, which is similar but harder.

Full instructions are included in the program.

Don't step on a mine!

How it works

1-5 set up variables
10-80 instruction routine, how many mines and steps
90-205 set up main routine for game
210-310 set up INKEY\$, succeed or fail
312-320 success routine
1000-1055 crash routine
1000-1120 scores, new game routine
2000-6990 set page for experts
7000-7100 instructions

Variables

NB number of mines
LT number of steps per screen
S number of steps moved
D your direction
YP your position corresponding to position on screen
OFI display file



```

1 REM
*****
** MINES :BARRY.H-MILL,9/3/83 **
*****
2 SLOW
3 LET D=0
4 LET S=0
5 LET OFI=(PEEK 16396+256*PEE
16397)+1
10 PRINT AT 10,5;"WANT INSTRU
TIONS?"
20 INPUT A$
30 IF LEN A$ THEN IF A$(1)="Y"
THEN GOSUB 7000
40 CLS
50 PRINT AT 10,5;"NUMBER OF MI
NES?"
60 INPUT NB
70 CLS
80 PRINT AT 10,5;"HOW MANY STE
PS?"
90 INPUT LT
99 LET S=0
100 CLS
101 LET YP=OFI+(33*11+15)
110 FAST
120 FOR Q=1 TO NB
130 PRINT AT RND*20,RND*31;"X"
140 NEXT Q
150 PRINT AT 0,0;"

```

```

160 FOR A=1 TO 20
170 PRINT "■";TAB 31;"■"
180 NEXT A
190 PRINT "
200 SLOW
205 POKE YP,28
210 IF INKEY$="" THEN GOTO 210
220 LET A$=INKEY$
230 LET D=(A$="P")-(A$="I")+33*
(A$="X")-33*(A$="W")
240 FOR Q=1 TO LT
250 LET YP=YP+D
251 LET X=PEEK YP
252 POKE YP,28
250 IF X THEN GOTO 1000
275 LET S=S+1
280 LET A$=INKEY$
290 LET D=(A$="P")-(A$="I")+33*
(A$="X")-33*(A$="W")+D*(A$="")
310 NEXT Q
312 PRINT AT 11,4;"
313 PRINT AT 12,4;"WELL D
ONE"
314 PRINT AT 13,4;"
315 FOR Q=1 TO 50
316 NEXT Q
320 GOTO 100
1000 POKE YP,23
1001 FOR Q=1 TO 20
1010 POKE YP,PEEK YP-128
1020 NEXT Q
1030 FOR Q=1 TO 5
1040 NEXT Q
1050 CLS
1055 FAST
1060 PRINT "YOU WENT ";S;" STEPS
1061 PRINT "ON A SETTING OF ";NB
;" MINES"
1062 PRINT "AND ";LT;" STEPS PER
SCREEN."
1063 PRINT ",,"SCORE : ";NB;" +
LT;" * ";S
1064 PRINT
1065 PRINT "EQUALS ";(NB+LT)*S
1070 PRINT
1075 SLOW
1080 PRINT "PRESS""S""FOR THE SA
ME SETTING PRESS""D""FOR A DI
FFERENT SETTING"
1085 PRINT "PRESS""F""FOR SET PA
GE.
1090 LET A$=INKEY$
1100 IF A$="S" THEN GOTO 99
1110 IF A$="D" THEN GOTO 40
1115 IF A$="F" THEN GOTO 2000
1120 GOTO 1090
2000 CLS
2200 PRINT "
2210 PRINT "
2220 PRINT "
2230 PRINT "
2240 PRINT "
2250 PRINT "
2250 PRINT "

```

```

2270 PRINT "
2280 PRINT "
2290 PRINT "
2295 PRINT "
2300 PRINT "
2310 PRINT "
2315 PRINT "
2320 PRINT "
2330 PRINT "
2340 PRINT "
2350 PRINT "
2360 PRINT "
2365 PRINT "
2370 PRINT "
2380 PRINT "
2385 LET LT=282
2390 GOTO 6990
6990 LET S=0
6991 LET YP=DFI+(33*11+15)
6992 GOTO 200
6999 STOP
7000 CLS
7010 PRINT AT 0,0:" YOU ARE A LOST
WANDERER IN AN OLD-1ST WORLD
MINE FIELD. THE EVIL DR DREAD
HAS IMPRISONED YOU HERE ON A C
    
```

```

"ARGE OF SPYING"
7020 PRINT " " FORTUNATELY FOR YOU
YOU HE DOES " HAVE SOME MERCY AN
D SO YOU ARE ALLOWED TO CHOOSE
HOW MANY MINE SYOU WANT IN YOUR
SECTION."
7030 PRINT " " BUT MORE UNFORTUN
ATE FOR YOU IS THE FACT THAT EVE
RY SQUARE YOU TREAD ON BECOMES
ENERGISED AND UNPASSABLE AGAIN
"
7040 PRINT " " YOU CAN SPECIFY H
OW MANY STEPS YOU HAVE TO TAKE T
O ESCAPE THE SECTION."
7050 PRINT " " DO NOT TOUCH THE
EDGE AS IT IS AN ELECTRIFIED FEN
CE."
7060 PRINT "PRESS A KEY TO GO ON
"
7070 PAUSE 4E4
7080 CLS
7090 PRINT " YOUR CONTROLS ARE: -
7100 PRINT " " W = UP" " X =
DOWN" " P = RIGHT" " I = LEF
T"
7110 PRINT " " YOU ARE REPRESENT
ED AS "0" "
7120 PRINT " " THE MINES ARE X A
ND WALLS ARE "
7130 PRINT " " AFTER ESCAPING A
MINE FIELD DR. DREAD WILL WHI
SK YOU OFF TO A NEW ONE."
7140 PRINT " " PRESS A KEY TO
START"
7150 PAUSE 4E4
7160 RETURN
9000 SAVE "MINES"
9010 IF PEEK 30124=1 THEN GOTO 9
000
9020 RUN
    
```

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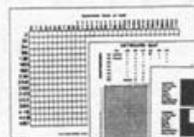


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Phase 4 CBM 64 £6.95

Channel 8, 51 Fishergate,
Preston, Lancs PR1 8BH

Watch out aliens, here we go again. The scenario is irritatingly familiar — you control a space ship and must kill a predetermined number of nasties per screen, the actual number increasing with higher levels.

The flavour of the screens varies nicely. Screens two and three are probably the easiest and use vertical and horizontal scrolling. Screens one and four are positively hairy. Whilst the view is static, you are attacked by aliens using a variety of tactics — some bomb, some shoot and some simply home in.

You have the options of smart bombs, guided missiles and

shields. Once you have cleared screen four it's back to the beginning with double the nasties.

The game is graphically good with smooth scrolling, neat design and nice twinkling stars. The sound became rather irritating being similar to a drain gurling. Although the game has a certain appeal, I became rapidly bored. By all means, give this game the once over, but play it before deciding.

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



Guzzler CBM 64 £7

Interceptor, Lindon Hse, The
Green, Tadley, Hants

You are a mouse in a maze with food cells in it. To enter a food cell you must first collect a key to gain access and then gobble-gobble-gobble. After eating all the food in one section you get fat and can't pass through some of the narrower gaps. To shrink to normal size you should wait on the edges of the maze for Deflator Dennis to come and deflate you.

After emptying all four food sections the bonus letter will move around the screen — catching this will give you extra points. If you complete a full word you get even more points.

To defend yourself from the Frobbles there are a limited

number of bombs for your disposal. Extra bombs are gained after every three screens are completed.

The graphics are average. To play the game you need to continually hold the joystick in the required direction. I would have preferred it if you only needed to do this to change direction so that faster reactions would be possible.

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



Drelbs CBM 64 £9.95

US Gold, Unit 10, Parkway Ind
Centre, Birmingham B7 4LY

And now for something completely bizarre. The Drelbs have been imprisoned by the Trollaboars. You, a non-captive Drelb, endeavour to rescue as many of your kin as possible.

The game comprises of two screens. The first is a grid of doors which can be flipped, through 90 degrees to form enclosed boxes. You must zip about completing as many boxes as possible. As a box is completed, it pulses with light.

Trollaboars and things called Screw Tanks charge about trying to get you. You can disable the Trolloboar by trapping it in a box or picking up heart-shaped tokens. When all boxes are formed, they fill up with Grogolytes and Drelbish windows. Jump through the Drelbish window and start screen two.

Here you avoid a Grogolyte and release the Drelbs, then back to the first screen with greater nastiness.

It's all rather weird. It's also an excellent game. The graphics are very high standard with slick effects. There's a lot going on and it's a stiff challenge. This is a game that must be seen to be believed.

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



Ever popular arcade

More action and excitement to keep your reactions in trim

Cliff Hanger CBM 64 £7.95

New Generation, Freepost, Bath
BA2 4TD

This game is a prime example of one of those ideas which is so obvious that you can't understand why it hasn't been done before. In a nutshell, this gem is one long cartoon. As Cliff Hanger, the cowboy, you try to stop the bandito from shooting you. In true cartoon fashion you have bombs, rocks, anvils, seesaws and boomerangs with which to sort him out.

The game is split into fifty scenarios. Each offers a different method of fixing the opposition. You might have to jump on a see-saw which drops a rock on the bandito. You must figure out each method and then perform the deed. Each level consists of a number of scenarios, each of

which must be solved before progressing. Score depends on solving the scenes and there are bonuses for getting it right first time. At higher levels things get nastier and you've got to succeed first time to survive.

The graphics are to a high cartoon standard and along with superb animation give hilarious results. If you like Tom and Jerry you'll love this.

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



Ad Infinitum CBM 64 £7.50

Mr Chip, 1 Neville Place, Llan-
udno, LL30 3BL

Just when you thought that you had seen your last space invader game, some smart alec comes up with a new and amusing variant. You control a space ship and must attempt to repulse the waves of alien invaders. Your only protection is a laser and your manoeuvrability.

You can move from side to side and part of the way up. Your laser has continuous fire but excessive use will cause overheating and possible destruction.

The novel part is that you can have infinite lives. This is rather useful since there are 256 waves of nasties. You get your lives in groups of six and you have the option to continue when the last of the group is lost. If you continue, you resume with the wave of nasties you were fighting last.

The aliens are colourful and each wave acts differently and has a different design. Overall the game performs nicely.

This sort of game is not really my cup of tea but on balance it's a good game of its type and is worth a close look.

instructions	60%
ease of use	80%
graphics	75%
value for money	70%



Firequest CBM 64 £9.95

The Edge, 31 Maiden La, Covent Gdn, London WC2

Firequest is a seven part action-adventure game with most emphasis on arcade aspects. The seven screens relate to the character Ugh's search for fire.

Each screen requires you to guide Ugh around to collect or reach items. There are problems. On one screen you have to avoid man-eating spiders and swing across creepers. On another, during a storm, you have to avoid lightning.

The seven screens are deceptively simple, but the game is not easy. I never got past the first screen. However there is a demo mode which shows the action to come.

The game thoughtfully

provides you with a number of options. You can turn the music off using the F3 key. The will please some. More importantly you can choose joystick or keyboard. I found that in some instances the keyboard gave control.

Firequest uses a fast loading system and is packaged in a large library case. Although not outstanding there are many worse games on the market, it is slightly overpriced. L.C.

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



Eureka CBM 64 £14.95

Domark, 228 Munster Rd, London SW6

Fancy winning £25,000 guv? Well according to the spiel with this game, the first person solving it will gain a handy little back-hander.

Basically you get five adventures, each in a different time period. Your task is to locate the five missing pieces of a talisman. Each adventure is preceded by an arcade game. By scoring more than 25,000 points in any game, you increase your vigour points in the adventure. All of the arcade sections were the same type with minor changes and involved a maze of paths and picking up objects. I found them rather tedious and didn't spend much time on them.

The adventure sections are

of a good standard: They are in real time and require rapid response. The graphics are good and seem to use multicolour sprites to build up a picture. Surprisingly, sound is also used to good effect. Both are better than most adventures. The games are a little rudimentary in structure but still pretty challenging and good fun. Overall, fun but a little weak.

A.W.

instructions	90%
ease of use	75%
graphics	90%
value for money	65%



Orpheus in the Underworld CBM 64 £6.95

Sterling, Garfield Hse, 86/88 Edgware Rd, London W2 2YW

It seems that the favourite plots for graphical adventures seem to involve mythology. This time it's the turn of Orpheus, that well known Greek. His task is to search the underworld for treasures — Sterling Software emblems.

His task is made difficult with different hazards including fireballs, birds, rocks, sharp stakes and open holes in the ground (you use ropes to swing over some). You have a fixed number of lives and when one is lost, you restart at the point you reached.

The game uses fixed screens without scrolling. When you leave one, the next is instantaneously displayed. The quality of the graphics is good with tasteful design. The design is in ancient Egyptian style and rather incongruous considering the hero is Greek! Offenbach's overture to Orpheus in the Underworld (the Can Can theme) is used on the sound track. This combined with some fair animation gives the game a nice flavour.

On the whole a game of good quality which, however, seems to lack that certain special something and is perhaps a little limited in variety. A.W.

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



Quests for the unknown

More adventures to keep the addict happy. Out reviewers give their expert opinion

Sorcery CBM 64 £7.95

Virgin, 61/63 Portobello Rd, London W11

This is a graphics adventure without the restrictions of its genre and with the flavour of a proper adventure. In most graphics adventures you must collect items and avoid nasties normally by a specific route. In this game, you need to collect items which must be used for specific tasks. Your route is entirely up to you and collisions with the nasties sap your strength.

You control a sorcerer and must attempt to place an object on the altar at Stonehenge. You leave each screen via doors, some open, others closed. The rooms are occupied by nasties killed by violence or magic. The objects you find include weapons, spells,

a suitcase and a means of recovering strength.

The value of the objects must be discovered by trial and error. The real problem is the time limit. This means that you must find the optimum route and move like lightning.

Graphically the game is very tasty with smooth animation and nice design.

So far I've done about a third, but next time... A.W.

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



Chiller CBM 64 £1.99

Mastertronic, Park Lorne, 11 Park Rd, London NW8 7JL

Mastertronic have found rather a nice one this time. Chiller is a graphical adventure with a ghoulish flavour. Your aim is to rescue a damsel in distress.

To do this you must find your way through five screens of nasties, collecting blue crosses on the way. Screen one shows a forest inhabited by spiders, zombies, ghouls, ghosts and poison mushrooms. You climb about the trees avoiding the nasties to collect the crosses. Contact with any of the nasties leads to a reduction in energy. Zero energy means end of game. You recover energy by eating certain mushrooms.

The other screens involve a cinema, a ghetto, and graveyard and a haunted house. You only have one life to last the game so care is required. Once you have rescued the maiden, you find your way back through the five screens and collect more crosses. In all, a tough job.

The design is better than average with good graphics and quality music. At a normal price this game would be good value. At £1.99 it's simply amazing. Buy it. A.W.

instructions	75%
ease of use	80%
graphics	80%
value for money	100%



In this two-player game, which one of you is the real Robin Hood? Prove your credentials in archery dual by Andrew Bird, HCW regular contributor

Prove you are Robin Hood and not an impostor in this game for two players. What you have to do is to climb the oak tree faster than your opponent. Fire your arrow, hit your rival and climb up a branch.

Be warned — wind speed will affect your progress, as will the rate of growth of the oak tree. These are your control keys: 7 up, 6 down, 0 for more strength, 9 for less; release arrow with A and press any key to continue.

Are you the real thing — or a fake?

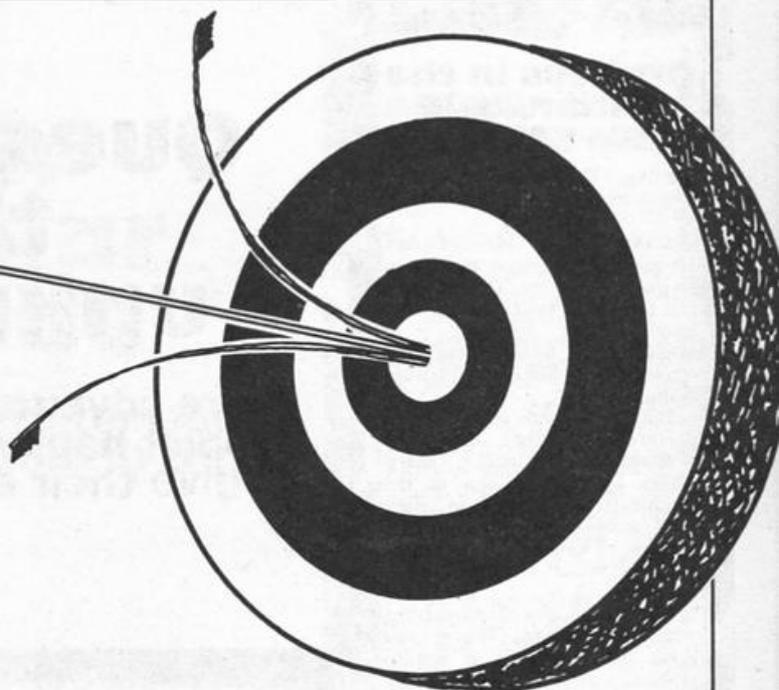
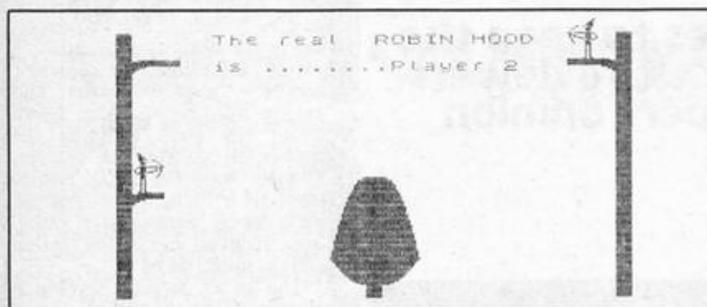
How it works

1-40 initialise
100-170 draw position of Robin Hood on branch
350-390 increase tree size
510-600 loop for setting elevation and strength
1000-2020 arrow flight
5000-5040 Robin Hood tune
7000-7560 check for hit
8000-8060 end of game routine
8500-9560 instructions
9000-9040 graphics
9500-9530 machine code sound effects

Variables

h(1), h(2) Robin's vertical position
wind random wind speed
tree tree size
pl player 1 or 2
el elevation of arrow

st strength of shot
pos horizontal starting position of arrow
v,w,x, calculate position of arrow in mid-air
a,b co-ordinates of arrow
aa, bb used for drawing arrow
f general purpose loops



Listing

```

1 The Real Robin Hood By A.G.Bird 198
4
2 GO SUB 8500: GO SUB 9000
3 GO SUB 5000: PAUSE 0
4 RANDOMIZE
5 LET wind=INT (RND*7)-2
8 DIM h(2): LET h(1)=0: LET h(2)=0: LET pl=1
10 CLS : PRINT AT 5,4:"The wind speed for this":AT 8,
7:"game is (";wind;") knots."
15 PAUSE 200: BEEP .01,60: BORDER 4: CLS : BORDER 5
20 FOR f=2 TO 21: PRINT AT f,0: INK 2;" ";AT f,31;"
": NEXT f
30 PRINT AT 20,15: INK 2;" ";AT 21,15;" "
40 LET tree=INT (RND*30)+20
99 REM Main game loop
100 INK 1: PRINT AT 19-(h(1))/8,1;" ";AT 20-(h(1))/
8,1;" ";AT 21-(h(1))/8,1;" "
110 PRINT AT 19-(h(2))/8,29;" ";AT 20-(h(2))/8,29;"
";AT 21-(h(2))/8,29;" "
120 IF h(1)>=16 THEN PRINT AT 22-(h(1))/8,1: INK 2;"
"
130 IF h(2)>=16 THEN PRINT AT 22-(h(2))/8,29: INK 2;"
"
140 IF h(1)>=16 THEN PRINT AT 23-(h(1))/8,1;" "
150 IF h(2)>=16 THEN PRINT AT 23-(h(2))/8,29;" "
160 IF h(1)>=24 THEN PRINT AT 24-(h(1))/8,1;" "
170 IF h(2)>=24 THEN PRINT AT 24-(h(2))/8,29;" "
299 REM Tree growing

```

```

350 INK 4: FOR f=12 TO tree
360 PLOT 124,f: DRAW 8,0: NEXT f
370 FOR f=0 TO tree/4
380 PRINT AT 4,1: INK 2;" ";AT 4,28;" "
390 PLOT 124-f,8+f*f/20: DRAW 0,tree-8-f*f/5: PLOT 132
+f,8+f*f/20: DRAW 0,tree-8-f*f/5: NEXT f
499 REM Increase variables
510 LET el=10: LET st=210: LET bb=16
520 LET el=el+(INKEY#="7" AND el<35)-(INKEY#="6" AND e
1>10)*
530 LET st=st+5*(INKEY#="0" AND st<290)-5*(INKEY#="9"
AND st>210)
550 PRINT AT 0,0: PAPER 5-pl*2: INK 7:"Player ";pl;" E
levation ";el;" Strength ";INT (st/10)-20
560 IF INKEY#="a" THEN LET el=el+wind: GO TO 1000
600 GO TO 520
999 REM Arrow flight
1000 INK 1: IF pl=1 THEN LET pos=30: LET aa=25: PRINT
AT 19-(h(1))/8,2;" ";AT 20-(h(1))/8,2;" ": GO TO 1020
1010 IF pl=2 THEN LET pos=225: LET el=180-el: LET aa=2
30: PRINT AT 19-(h(2))/8,29;" ";AT 20-(h(2))/8,29;" "
1020 LET v=st*COS (PI*el/180)
1030 LET w=st*SIN (PI*el/180)
1040 FOR n=0 TO w STEP .2
1050 LET x=(n*w-16*n*n)/10
1060 LET a=pos+((v*n)/5)
1070 LET b=5*x+20

```

```

1000 IF a<24 OR a>232 THEN GO TO 7000
1100 IF b+h(pl)<0 THEN GO TO 2000
1110 IF b+h(pl)>165 THEN PAUSE 6: BEEP .002,b/10+20: G
O TO 1190
1140 IF POINT (a+5,b+h(pl)) OR POINT (a-5,b+h(pl)) OR P
OINT (a,(b+h(pl))-5) THEN GO TO 1500
1150 PLOT a,b+h(pl)
1160 DRAW aa-a,bb-b
1170 BEEP .002,b/10+20
1180 PLOT OVER 1;a,b+h(pl): DRAW OVER 1;aa-a,bb-b
1190 LET aa=a: LET bb=b
1200 NEXT n
1500 IF a<24 OR a>232 THEN GO TO 7000
2000 LET tree=tree+2: IF tree>72 THEN LET tree=72
2010 IF pl=1 THEN LET pl=2: GO TO 50
2020 IF pl=2 THEN LET pl=1: GO TO 50
4999 REM Robin Hood Tune
5000 FOR f=1 TO 300: NEXT f
5010 FOR f=1 TO 2: BEEP .1,12: PAUSE 5: BEP .1,12: PAUS
E 5: BEEP .2,12: PAUSE 10: NEXT f
5020 BEEP .1,16: PAUSE 5: BEEP .1,16: PAUSE 5: BEEP .2,
16: PAUSE 7
5030 BEEP .05,14: PAUSE 2: BEEP .3,12
5040 RETURN
6999 REM Check Hit
7000 IF pl=2 THEN GO TO 7030
7010 IF b+h(1)>h(2) AND b+h(1)<(h(2)+24) THEN GO TO 75
00
7020 GO TO 2000
7030 IF b+h(2)>h(1) AND b+h(2)<(h(1)+24) THEN GO TO 75
00
7040 GO TO 2000
7500 LET h(pl)=h(pl)+16
7530 FOR f=1 TO 20
7540 POKE 35001,f: POKE 35002,30-f: RANDOMIZE USR 35000
: NEXT f
7550 IF h(pl)>112 THEN GO TO 8000
7560 GO TO 2000
7999 REM End of Game
8000 PRINT AT 0,0;"
8010 IF pl=2 THEN GO TO 8030
8020 FOR f=5 TO 8: PRINT AT f,1;" ": NEXT f: PRINT AT
1,2; INK 1;" ";AT 2,2;" ";AT 3,2;" ": GO TO 804

```

```

0
8030 FOR f=5 TO 8: PRINT AT f,29;" ": NEXT f: PRINT AT
1,28; INK 1;" ";AT 2,28;" ";AT 3,28;" "
8040 PRINT AT 2,6;"The real ROBIN HOOD";AT 4,6;"is ...
....Player "; FLASH 1;pl
8050 GO SUB 5000
8060 FOR f=1 TO 500: NEXT f: PAUSE 0: GO TO 1
8499 REM Instructions
8500 BORDER 5: PAPER 5: CLS
8510 PRINT AT 0,5; PAPER 4; INK 7;" THE REAL ROBIN HOOD
";AT 2,5;" By A.G.Bird. 1984 "
8520 INK 0: PRINT ""This game for 2 players is basedo
n an archery contest to see whois the real Robin Hood."
""Each hit moves Robin up a branchand the first one to
the top is the winner."
8530 PRINT AT 13,10; PAPER 3; INK 7;" CONTROLS ";AT 15,
16;"7";AT 15,21;"6";AT 17,14;"0";AT 17,21;"9";AT 19,26;
"A"
8540 PRINT AT 15,4;"Elevation";AT 15,18;"up";AT 15,23;"
down";AT 17,4;"Strength";AT 17,16;"more";AT 17,23;"less"
;AT 19,4;"Release arrow with"
8550 PRINT PAPER 4; INK 7;" Press any key to conti
nue "
8560 RETURN
8999 REM Graphics
9000 RESTORE 9010: FOR g=65368 TO 65495: READ r: POKE g
,r: NEXT g
9010 DATA 48,24,28,30,29,14,14,4,0,0,0,0,48,8,4,2,31,46
,78,78,61,14,14,14,251,6,26,226,4,4,8,0
9020 DATA 10,10,10,10,10,10,10,27,0,0,0,12,16,32,64,1
2,24,56,120,184,112,112,32,223,96,80,71,32,32,16,0
9030 DATA 248,116,114,114,188,112,112,112,80,80,80,80,8
0,80,80,216,31,255,255,255,254,240,192,128,248,255,255,
255,127,15,3,1
9040 DATA 0,0,0,8,4,4,2,2,254,2,2,2,2,4,4,0,0,0,16,32
,32,64,64,127,64,64,64,64,32,32,0
9499 REM M/code sound
9500 RESTORE 9520
9510 FOR f=35000 TO 35023: READ n: POKE f,n:f
9520 DATA 1,1,30,33,0,1,17,2,0,229,213,157,205,181,3,19
3,209,225,125,145,111,16,242,201
9530 RETURN
9999 SAVE "Robin Hood" LINE 1

```

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

Thrusta CBM 64 £7.95

Software Projects, Bear Brand Complex, Allerton Rd, Woolton, Liverpool

I never cease to marvel at the variants which software writers come up with. Here is a game in which you have two types of nasty to kill. The lesser types can be killed with a salvo from your cosmic blaster. To kill the big boys, you must drop a rock on them! The action takes place in a series of platforms and walls. You fly a little rocket and your raison d'être is to destroy nasties or die. The big meanies hatch from eggs at the base of the screen and swarm upwards using a variety of tactics. You must splat each one to clear the screen. The junior aliens move about making life tedious and are replaced when killed. Your trusty

rock starts at the top level and you shunt it about with a shove from your ship.

Generally the game design is of a good standard with clear, colourful sprites and good animation. Raster interrupts are used to give more than eight sprites, but this does give an irritating flicker.

A fun game which became rather boring after a few screens. **A.W.**

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



Nuclear Games CBM 64 £8.50

Severn, 15 High St, Lydney, Glos GL15 5DP

This is a graphics adventure game. A super computer has taken control of the Nuclear Defence System and is about to start a war. The only person who realises is a forgetful scientist. He has made up a ditty that contains clues on stopping the computer. You must break into the establishment, solve the clues, and stop the computer.

This is nicely thought out and presented. The game uses a fast loading system displaying screen colours while loading to assure you that all is well. There is an introductory sequence that sets the scene and atmosphere which contains good graphics and music.

The adventure relies on

entering a two word, verb and noun instruction. The action is depicted on the graphics screen which occupies the top half of the screen. I liked the fact that the graphics often responded to your actions. Tying a rope to a tree resulted in a rope appearing. When you need a break you can save your position to tape and continue another time. This should provide hours of adventuring. **L.C.**

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



Fort Apocalypse CBM 64 £9.95

US Gold, Unit 24, Tipton Trading Est, Blookfield Rd, Tipton, W Midlands

This is an interesting combination of old themes which results in an enjoyable game. You control a helicopter on a mission to rescue captives from the catacombs of Fort Apocalypse. This underground labyrinth is protected by flying mines, robo-choppers, laser chambers and hyper chambers. If you are travelling left or right, you fire in the direction of travel. If you are stationary and facing out of the screen, you can bomb.

To travel about the labyrinth you must bomb or shoot through barriers. To descend to a lower level you must use speed and cunning to avoid the defenses. There is also the problem of fuel. This is a game of skill, speed and strategy and not of sledgehammer tactics.

You get a nicely drawn scrolling side view of the labyrinth with a small radar view at the top of the screen. The animation is nice with realistic movement; very similar to Chopper Lifter.

This is a gripping game which had me cursing and having another go. Try it and see if you agree. **A.W.**

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



War is declared

Here are some exciting war games for you to try. Will you save your country from the enemy?

Superpower 48K Spectrum £5.95

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If you have ever fancied the life of a spy, then this program is likely to disappoint you. Not because it isn't a good program, but the gentlemanly approach and attitude has left and now the CIA and KGB have moved onto slightly more dastardly types of activity.

You play the intelligence executive of a major power and have the task of protecting and promoting the power's interests overseas. Your playground is part of the third world, an accurate scenario.

Play consists of all players having to make two types of move per round. The first, collecting information, either

about a nation or a comparison of industry and structure. The second part is the chance to affect the balance of power and has you indulging in bribery/investment, funding the opposition and overthrowing governments; among the more peaceful normal activities.

The game is a good war game with maps to show achievement but little else in graphics. It is a long game of skill and strategy and as such will appeal to wargamers in particular. **D.C.**

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



Falklands Crisis 48K Spectrum £9.95

Llainlan, Pontyberem, Llanelli, Dyfed SA15 5HP

Advertised as a 'good combination of strategy and arcade', I have to report that I agree with this wholeheartedly. I feel that it will appeal to the strategy game players more than arcade freaks however.

Based on the Falklands incident, you become the pilot of a Harrier jump jet patrolling the Falklands. One novel feature is the way your current map location is displayed on a small map in the top corner. This acts as the radar indicator too, with enemy planes in a sector causing the map to flash, a rather neat touch.

Sound is basic but adequate and graphics reasonable for this type of game. I have yet to develop a technique for bombing ships but shooting down planes is easier. You seem to have an unlimited amount of fuel, or perhaps I always die before it runs out.

One other unusual feature is the wraparound of screens on the map if you go off one side you reappear on the other, I wish this happened in reality on occasions. **D.C.**

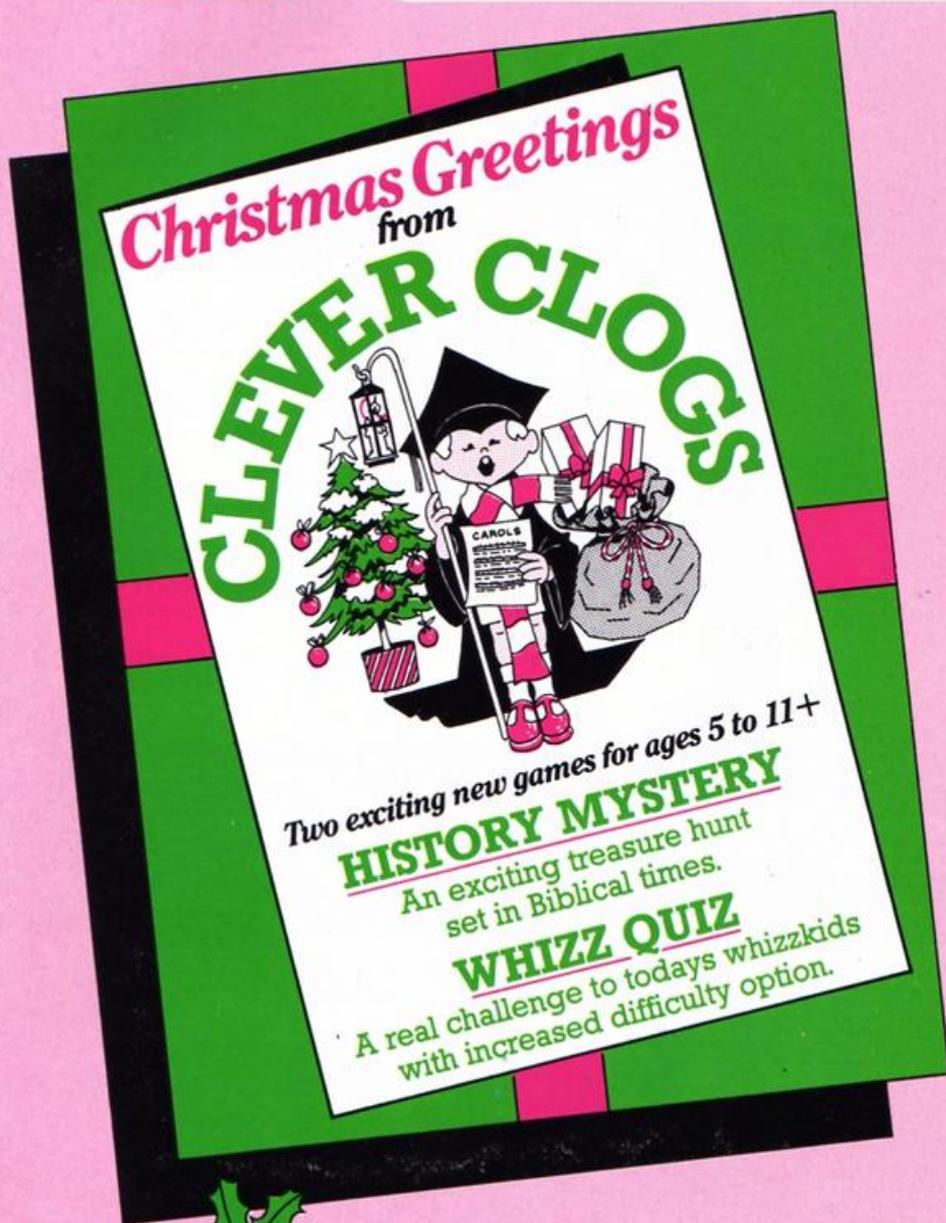
instructions	65%
playability	90%
graphics	85%
value for money	80%





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Just in time for Christmas, two best sellers from the Clever Clogs range, WHIZZ QUIZ and HISTORY MYSTERY for only £9.99 r.s.p.

Included with HISTORY MYSTERY is a leaflet showing shortened versions of the Bible Stories and their Clues that can be seen in the game. Written by Rev. Nigel Hardcastle and approved by the Scripture Union it's a fun silicon chip Sunday school. Whizz Quiz is a great family game, just right for the Christmas season.

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Jungle Jumble for age 5+

Can your whizzkids create their own unique zoo? Answer the questions correctly and finish the picture — the possibilities are endless. Guaranteed to make them laugh. Enter the Great Safari Park Chase and get the car past the spelling traps. They will be off to a flying start to their school work and learn how to use a computer. 2 different games and increased 'difficulty' option. (S).

Sam Safety for age 5+

Teach adventurous Sam roadsense and guide him safely home. A real-time adventure with machine code action. You walk Sam across a town of your design using the cursor keys or a joystick. Pick up the prizes as they appear. Learn all about Pelican crossings, Zebra crossings, traffic lights and road signs. Get home safely with as many prizes as you can and get your Road Safety Certificate with this new way to learn roadsense. FREE Sam Safety badges enclosed. (S) (C).

Whizz Quiz for age 7+

A game of skill and chance for 1-4 players that's a real challenge to today's whizzkids. Programmed with 100 general knowledge questions which gives them a flying start to their school work and helps them become skilled in the use of a computer. With increased 'difficulty' option. (S) (C) (M) (A).

Blockbuster for age 7+

The puzzle with a million billion variations. Can your whizz kid find the answer? The puzzle is made up of 12 blocks which must be fitted together to make a rectangle. You can link the blocks by rotating and flipping them in the Workbox. Machine code action makes for lively graphics. Answer the Quiz to find a complete solution to the puzzle. You can reset the 100 questions too. Baffle, flummox and perplex, it will tease all the family. Shape recognition, reflections and rotation are taught the fun way. 5 'difficulty' options and a FREE competition. (S).

Star Trucker for age 9+

Answer the questions correctly and become a Space Pilot trading beyond hyperspace to find the Power Crystals. Asteroids, leaking fuel tanks, dust belts, accidents — all have to be mastered. Strategy and clear thinking are vital. Every game is different, it's a real-time adventure with great graphics and the chance to enter a competition to write the words to the Space Academy theme. With increased 'difficulty' option. (S) (B) (C).

Supplementary Knowledge Tapes

Jungle Jumble, Whizz Quiz, Blockbuster & Star Trucker all have a unique editing function to change the questions. Parents can do this by following screen prompts or they can buy specially researched knowledge packs of 600 questions ie: Science, The Arts and General Knowledge. (S).

History Mystery for ages 5 to 11+

Using high resolution maps of the countries concerned you have to direct Clever Clogs to find the buried treasures. Clues are listed from the bible to encourage its use — eg. find out where Moses as a baby was left on the river bank? ... Or where the sea 'parted' to allow the Israelites to pass through on their way to the Promised Land? A fun game in its own right it's widely used in Sunday Schools and is full of song and humour. Whales, camels — even an old boot are just some of the obstacles. There are five levels of difficulty to keep up the challenge and retain interest at all ages. Free illustrated stories from the Bible. (S).

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5	Pyjamarama	Mikro-Gen	Spectrum (4)
6	Jet Set Willy	S Projects	Spectrum (5)
7	Beach Head	U S Gold	Spectrum (9)
8	Monty Mole / Wanted	Gremlin Graphics	Spectrum (7)
9	Combat Lynx	Durell	Spectrum (-)
10	Hunchback	Ocean	Spectrum (8)

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8	Jet Set Willy	S Projects (10)
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COMMODORE 64

1	Booty	Firebird (-)
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3	Tornado Low Level	Ocean (-)
4	Spirit of Stones	CBM (-)
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10	Raid over Moscow	U S Gold (2)

DRAGON 32

1	Manic Miner	S Projects (-)
2	Hunchback	Ocean (1)
3	Cuthbert In Space	Microdeal (7)
4	Dragon Chess	Oasis (3)
5	Chuckle Egg	A & F (5)
6	Mystery of the Java Star	Shards (4)
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9	Sprite Magic	Knight Sftwr (10)
10	Bug Diver	Mastertronic (10)

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

VIC-20

1	Perils of Willy	S Projects (1)
2	Duck Shoot	Mastertronic (2)
3	Punchy	Mr Micro (3)
4	Sub Commander	Creative Sparks (5)
5	Flight 015	Craig Coms (10)
6	Max	Anilog (8)
7	Tower of Evil	Creative Sparks (-)
8	Maze Gold	Visions (-)
9	3D Maze	Mastertronic (4)
10	Tank Commander	Creative Sparks (-)

BBC

1	Sabre Wulf	Ultimate (-)
2	Manic Miner	S Projects (-)
3	Scrabble	Leisure Genius (1)
4	Elite	Acornsoft (2)
5	Bird Strike	Firebird (-)
6	Football Manager	Addictive (3)
7	Swag	Micro Power (4)
8	Acid Drops	Firebird (-)
9	Duck	Firebird (-)
10	Mini Office	Database (5)

AMSTRAD

1	Manic Miner	S Projects (-)
2	Hunchback	Ocean (-)
3	Blogger	Alligata (-)
4	Classic Adventure	CBM (-)
5	Fantasia Diamond	Hewson (-)
6	Roland Ahoy	Amstrad (-)
7	Snooker — Steve Davis	CDS (-)
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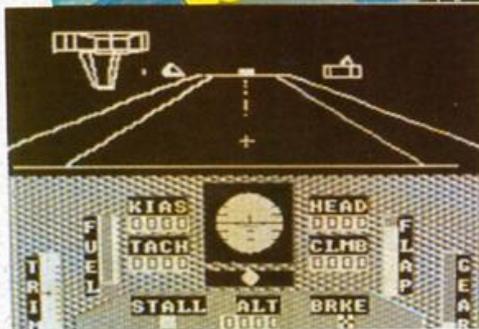
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