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# POPULAR Computing WEEKLY

with Home Computing Weekly

26 December/2 January 1986

*It's the best selling weekly*

Vol 5 No 1

## THIS WEEK

*Review of the year*

*Who did what in 1985*

*Are you a true micro buff?*

*Try our quiz on page 10 to find out*

## PLUS

*Double Rogue Program*

*Melbourne House Fist competition page 32*

# Atari ditches DR programs

ATARI says it has scrapped plans to bundle Digital Research's *GemWrite* and *GemPaint* with the 520ST. "As a result of Digital Research's failure to supply us with satisfactory product, we will instead be supplying two different programs," said Rob Harding, Atari UK's sales

and marketing manager. "We feel we cannot keep our customers waiting any longer." He added, "As far as Atari is concerned, it's permanent." However, a Digital Research spokesman responded, "The contract is not can-

celled, and the alternative programs will be provided as a temporary substitute." A meeting between the two companies took place as *Popular Computing Weekly* went to press. *GemWrite's* substitute is *First Word*, a word processor package from Cambridge company GST. "It has a full windowing facility and is of a similar standard to *GemWrite*," Rob Harding commented. The second program is *DBMaster1*, from Stoneware, a US firm. "We chose a database program in place of

continued on page 4 ▶



## Ultimate's latest

*GUNFRIGHT* is Ultimate's latest pictured above - its first for the Spectrum since *Nightshade*, which received mixed reviews. *Gunfright* uses similar graphic techniques to *Nightshade* to depict a Western town. Game theme is to seek

out an assortment of villains to earn reward money. The game features gun fights and a pantomime horse - worn around the waist by you brave gunfighter. *Gunfright* costs £9.95 and is released this week. See page 44 for more details.

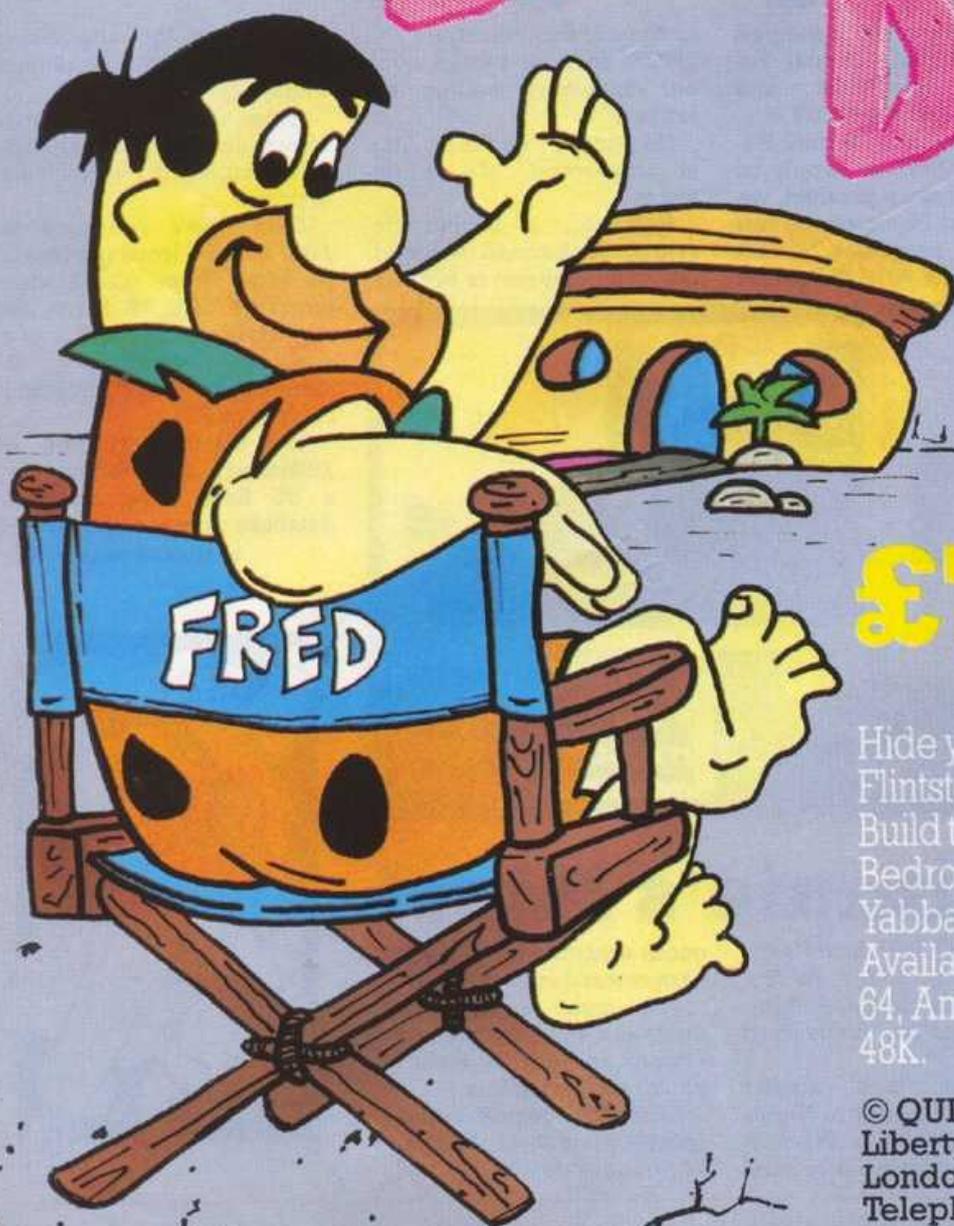


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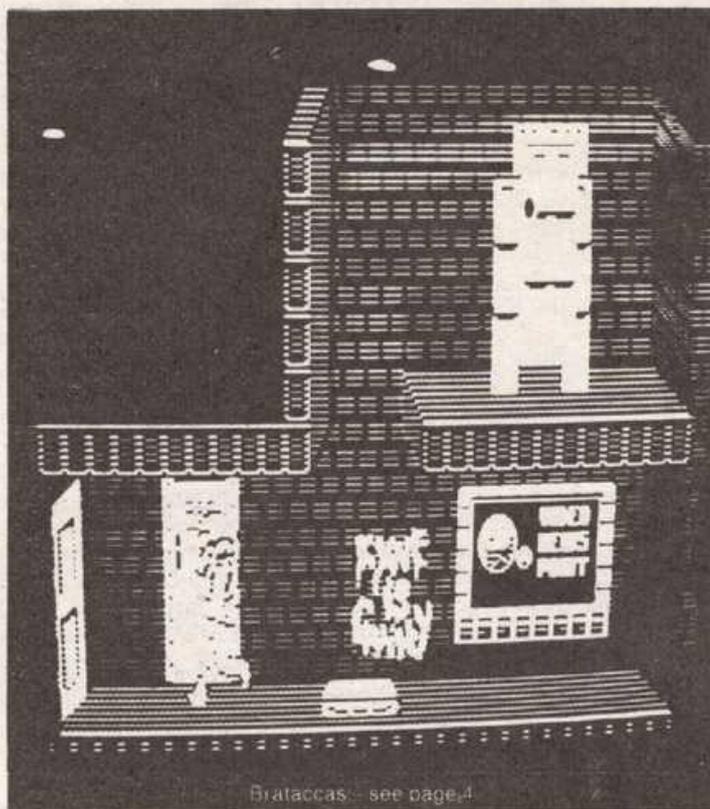
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## EDITORIAL

If Amstrad can make a go of its 6128 and 8256 in the US, it will be the first British company not to retreat from the States bruised and scarred. Sinclair and Acorn have both tried for success Stateside. Sinclair's royalty deal with Timex backfired. The 're-jigs' done to the Spectrum to turn it into the Timex led to long delays and software incompatibility. Commodore and Apple beat it to the mass market. Sinclair was knocked out.

Acorn's expensive attempts to make an entry into the US educational sector was comparable to a complete American unknown trying to break Acorn's own strength in British schools. Acorn retired hurt. The recent re-entries by these two are much more cautious.

Amstrad, on the other hand, is doing things on a much louder scale - a full blown distribution deal for the 8256 with Sears World Trade.

And Amstrad claims it is not a penny out of pocket for doing so.

But surely Amstrad is being somewhat optimistic in planning for FCC approval by the end of February? The FCC tests have already held the 6128 up since September. That apart, will Americans, used to paying over £1,000 for a micro for serious use, dismiss the 8256 - and for that matter the 6128 - as a toy at under \$500?

The very nature of Amstrad's deal gives it a better chance than Acorn or Sinclair. If Plan A succeeds to Amstrad's liking - and it's only looking for 10,000 per month initially - then it will be fascinating to watch Plan B, its no-holds-barred desktop PCs, unfold.

This seems like a good opportunity to wish all our readers a very Merry Christmas and a Happy New Year from all of us at *Popular*. We'll be back on January 9.

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**How to submit articles** Articles which are submitted for publication should not be more than 2000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here - so please do not be tempted. **Accuracy** *Popular Computing Weekly* cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

Computer Trade Association Magazine of the Year

### ADVERTISEMENT

'With the power and flexibility of its graphics and sound, the Enterprise deserves to be a runaway success' - Abersoft

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ENTERPRISE



## Atari ditches DR programs

◀ continued from page 1

*GemPaint*, because we have found that many STs sold are going to small business users," explained Harding.

Atari has added two more programs to the 'bundle': *Doodle*, a graphic package, and *Megaroids*, an *Asteroids* style arcade game.

It is not entirely clear what has caused the delay in *GemPaint* and *GemWrite*. A source at Digital Research said, "The products are coming and there is no technical problem with conversion to the 68000. But they're not yet at a stage where they can be supplied."

Present ST owners will ap-

parently be supplied with the new programs by the dealers who sold them the machine. New owners should get the packages with the machines they buy.

These titles are intended to stay on disc and will not be upgraded into Rom format.

*GemWrite* and *GemPaint* were intended to be supplied with the 520ST at launch, but have not gone out with any machines to date. However, the Gem operating system and Gem Logo, both also by Digital Research, are complete and will remain with the machine.

The Gem operating system is however due to be available in Rom after Christmas. ST Basic and Gem Logo, Atari has decided, will now stay on disc rather than being upgraded.

## Peripherals for C128 still scheduled in UK

COMMODORE has asserted that despite the non-appearance of the built-in disc drive version of the C128, the C128's Ram expansion up to a 512K, its mouse controller and the double sided 1571 disc drive, these products are still scheduled for the UK.

However, two products Commodore have displayed both in the US and the UK, an LCD portable micro, and a 3½ inch disc drive distinct from that used with the Amiga, have quietly disappeared.

The C128D is to be used in the larger part of Commodore's New Year thrust into small businesses for C128

technology, according to the company's UK marketing manager Chris Kaday: "It will be available, especially for business use. The price will be announced at the launch. The 1571 will be here soon at £269, although we are currently looking at our overall disc drive situation.

"The Ram expansion and mouse controller are under development. We are now aiming to have that product in 1986. While one can never say something will *definitely* happen, they are planned."

"As for the LCD portable and the 3½ inch disc drive," Kaday continued, "these were launched simply as showcase developments, so that we could evaluate public reaction. We do not anticipate an imminent launch."

# PCW 8256 joins 6128 Stateside

AMSTRAD has announced it is to sell the PCW 8256 in the US. The machine will join the 6128, which is distributed in the States by Indescomp (see *Popular Computing Weekly*, December 19).

However, the main distributor for the 8256 will be Sears World Trade, part of retail giant Sears Roebuck, although Sears will be using Indescomp for part of the distribution.

Deliveries of the 8256 to the US will begin in February. The machine then has to undergo FCC approval tests before it can go on sale.

"We will be supplying them with 10,000 units per month to start with," said Amstrad's Malcolm Miller. "That number will grow, though I don't yet know by how much. To start with, we are putting our feet in the water - more than our toes, you understand."

Miller hopes that the machines will go on sale by early March, even though FCC approval has held the 6128 up considerably; the 6128 was originally intended for sale in September, and is still not in US shops.

The 8256 will cost \$499 [about £350], which is cheaper than in Britain. "It is cheaper to supply the US from Korea [where the machine is manufactured] than it is to supply to Britain," Malcolm Miller explained. "Besides, we need to be competitive."

He added that Amstrad's deal with Sears is similar to that with Indescomp for the 6128 in that Amstrad has not

invested its own finances in launching the 8256 in the United States.

The company hopes to follow the 8256 with other business machines, but Miller declined to confirm that Amstrad would sell an IBM PC compatible in the US.

"I've no news on that. Mind you, any office equipment product would be nice to sell on the back of the 8256."

## Scooby Doo scrappy-dooed

ELITE has decided to halt development on its Spectrum game licensed from the TV series *Scooby Doo* (see *Popular Computing Weekly*, September 18).

"We kept running out of memory, and what we had was clearly not big enough for a commercial product. Now we're reconsidering how to approach it, and we will be starting again, and will rewrite a new game," said Elite's Steve Wilcox.

## High street problems for Enterprise

ENTERPRISE is looking at the possibility of bundling deals or price changes on its 64K and 128K machines, following

distributor TBD has been halted.

"It's an interim thing," said Enterprise's commercial di-

ple stores. The independent retailers also found it difficult to market product that was not stocked in the high street."

He said that Enterprise and TBD would meet for fresh discussions next year. "We have proposals for the New Year, and new hardware we are working on. 1985 has been a difficult year.

"The high street is selling more and more of the hardware, and we must devise a strategy to get into those multiples. We will look at bundling deals, pricing, in fact, the whole marketing mix," he concluded.



Enterprise - having difficulties

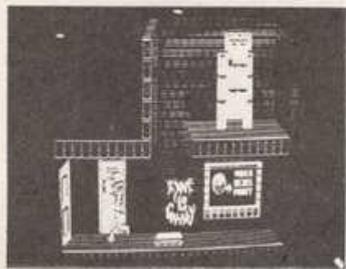
problems getting its machines into the shops. Distribution of the Enterprise 64 and 128 by the company's

rector Mike Shirley. "TBD had difficulties distributing the product because we were not going into the major multi-

## Brataccas emerges for 16-bit micros

BRATACCAS, the game by Imagine ex-megagame team, which was one of the Atari ST's chief attractions at the PCW show, should be available within the next couple of weeks.

Three versions are ready: for the S20ST, the 512K 'Fat' Mac, and the 512K expanded



Brataccas on Atari 520ST

version of the Amiga. This last is initially intended for the US market.

The game features you as Kyne, unfairly convicted of crimes against humanity in a distant galaxy, and fighting to clear your name. So far your

search for evidence in your favour has taken you to Brataccas, an asteroid, where the game begins. From there you are on your own.

The package cost £34.95. No conversions to other machines are yet planned. Further details from Psygnosis, 1st Floor, Port of Liverpool Building, Pier Head, Liverpool L3 1BY.

## BT denies Ultimate takeover

BRITISH Telecom has denied that it is about to complete a takeover of Ultimate Play the Game.

Responding to reports in the trade press, Dr Ederyn Williams, general manager of New Information Services, which runs BT's software divisions Firebird, Rainbird and Beyond, said, "We have a reasonably close relationship with Ultimate, having converted a number of its titles

## Multi-player Starnet out at last on Micronet

MICRONET has finally launched a finished version of *Starnet*, its multi-player adventure game which is now running on the Prestel database. The game was originally announced two years ago.

The game was originally

designed by Mike Singleton, who wrote *Lords of Midnight* and *Doomdark's Revenge* for Beyond Software. However, his version, which was up and running for a short while, was closed and the software re-written by a Micronet member, Lawrence Kirby.

*Starnet* can be played by up to 500 Micronet users at one time, and its plot is based around a space war scenario. The players, as Star Captains, must challenge, attack or ally themselves with the other players to pursue the ultimate goal: control of the galaxy.

Micronet members can find details of *Starnet* on page \*800030#. Others should contact Micronet at 8 Herbal Hill, London EC1 (01-278 3143).

*Starnet* has, however, beaten MUD (Multi User Dungeon, now under the aegis of British Telecom) to the databases. While a special test version of MUD is available to those who have already bought Mudpacks, it will not be officially open until "sometime in the New Year," according to Trevor Havelock of BT's New Information Services.

for the Commodore 64. We have also had discussions with them about the possibility of taking the relationship further, but Ultimate decided that it would prefer to remain both a publishing house and a programming house, rather than just a team of programmers.

"I would therefore be very surprised if we, or indeed anybody else, did buy Ultimate."

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## THE WORM IN PARADISE

Level 9 have spent 12 months enhancing their adventure system with world-beating features for the coming years and **THE WORM IN PARADISE** is the first game to use this new system.

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**THE WORM IN PARADISE** is Level 9's ninth adventure and follows **SNOWBALL** and **RETURN TO EDEN** in the Silicon Dream series.

Here are some excerpts from the very first reviews — just out.

"It's probably the Company's best adventure so far, with more vocabulary and basically more of everything."

— Microscope



"I will describe this game in 3 words: Sheer unadulterated brilliance. Rarely have I played such a wonderful, enthralling adventure ... The puzzles are entertaining, tough and logical. The storyline is immaculate, in its originality, concept, and application. This game incorporates Level 9's new parser which has to be used to be believed. Complex, and multiple input commands are understood, and the game is extremely user-friendly. In short, mortgage your computer, and get a copy. Immediately!"

— The Adventurers Club Dossier

An **AMTIX ACCOLADE**. "The game is very good in terms of interaction and the Company have obviously not lost their smug sense of humour ... At one point, I was arrested for being out after curfew, and was fined more than I had. I was taken to the police station but kicked out the next morning. No sooner was I back on the streets than a robot was fining me for being in debt! This meant I was taken to hospital and asked whether I wanted to sell any of my spare parts. Not knowing whether I had any, but realising this was a chance to get out of a catch 22 situation, I agreed to sell. The next thing I knew, I had a couple of hundred creds. But I cannot find out what's been assumed to be spare and sold off. I can almost hear the Level 9 bunch in hysterics from here. Nice one folks."

**Atmosphere 88%**  
**Plot 91%**  
**Interaction 93%**  
**Lastability 94%**  
**Value for money 90%**  
**Overall 91%**

— AMTIX

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# Letters

## More discs please

I would like to say a few words to software houses on the question of disc software. My main point is price: disc-based programs are far too expensive.

Also, I think more games and other programs should be available to disc users. Many more computer owners are now disc drive owners too.

I have been hoping that "budget" software champions like Mastertronic, Firebird etc would come up with the goods, but no luck so far.

James Lyons  
Moston, Manchester

## Lenslok lament

After reading various complaints about the difficulties with the Lenslok system, I have to agree that it is very much a hit-or-miss affair to get a program running with certain TVs.

When I first bought *Elite* for the sum of £14.95 I cannot say I was altogether pleased when, after waiting about five minutes for the program to load, I

then failed to get the correct code and the machine reset itself.

Also, what happens if that flimsy, plastic Lenslok gets broken?

I would just like to say to software manufacturers that in future I will definitely think twice about buying any software using the Lenslok system.

Robert Archer  
Teddington, Middlesex

## A finer hour

I was interested and gratified to read Peter Berlin's enthusiastic review of *Their Finest Hour* (*Popular Computing Weekly*, 12-18 December), but there are a couple of points arising from it.

The first is that the minor bugs referred to in the review have been eliminated from the production version of the game - they were present only in the pre-release version. Second, the price of the game, which was quoted as "£0.00" in the review, is in fact £9.95.

Mark Slade  
Century Communications

## Quill quirks

Back in November you published a letter from N R Wild, of Brosley concerning the retrieval of a Quill database that had accidentally been saved as an adventure. There is a solution to this although it requires a disc drive.

The "save adventure" option saves three files to tape or disc, the third of which is the database but this cannot be loaded back as the filename is in the wrong format: upper case letters preceded by a reversed 'b', whereas the Quill requires a reversed 'd'.

This is easy to change with a disc doctor which allows you to alter bytes on the disc. If Mr Wild does not have a disc drive or the necessary software, I will be happy to do this for him.

Gareth Kitchener  
43 Coleridge Close  
Hitchin, Herts SG4 0X

## More Word ways

Some additions to my Wordway program pub-

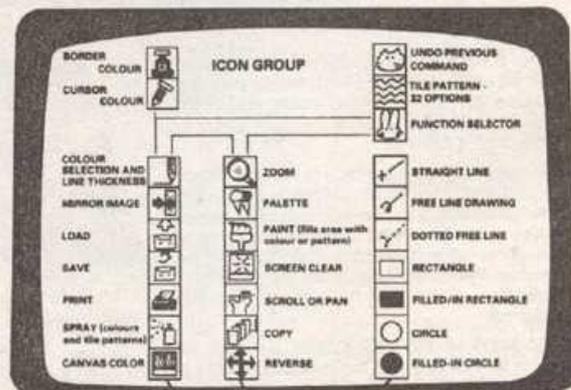
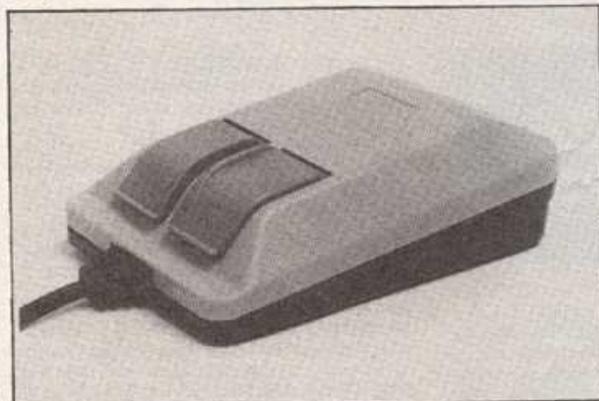


lished in Vol. 4 No's 37-38. If you don't have a DFS fitted, omit Lines 0-40 and 1470-1520. Finally, although not designed on the Electron, it should run if Line 240 is also changed to *If G=126 Procl Goto210*, and Line 1450 changed to include that fact that Ctrl/top right hand key (the 'squiggle') now indents paragraphs, not Tab.

Malcolm Smith  
Welshpool, Powys

In *Popular Computing Weekly's* Bulletin Board survey, issue dated 12-18 December, we printed BelTon's number as 0493 781334. This should have read 0473 781334.

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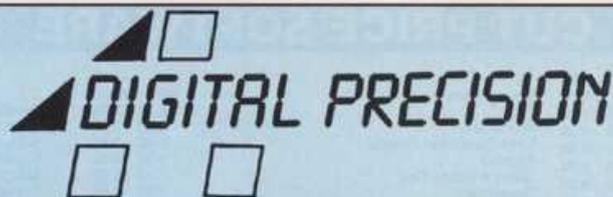
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# The Popular Quiz

Other magazines have quizzes about your nervous strain, success in your career, and your sex life. We, on the other hand have the *Popular Computing Weekly* Ultra Quiz 'How Good is your Buff?' Not to be taken too seriously.

Answer the questions below as honestly as you can, turn to page 43 for the answers and tot up your score. Then you could try answering them dishonestly.

## 1 My idea of a good time is:

a) An all night session with my micro playing *Elite*. b) An all night session with my micro crunching numbers. c) An all night session with my mates crunching heads.

## 2 I use my computer mainly for:

a) Games. b) Very complicated machine code. c) Doorstop.

## 3 When I play adventure games I:

a) Wear a pixie hat and shout, "Hold hard there, Sorabim, keeper of the magic elm". b) Die in about three moves. c) Fall asleep.

## 4 When I play arcade games I:

a) Hold joystick tightly, chew gum and say, "Okay, let's blow these green gooks AWAY!". b) Forget to put defence screens on. c) Wonder if I could swap them for an Airfix kit.

## 5 My first computer program was:

a) 88000 multi tasker and Cray interface. b) *What is your name? Input Brian. Print "Hello Brian"*. c) Copied from the manual and didn't work.

## 6 Who is Clive Sinclair?

a) A bearded electronics wizz who made bundles with the *Spectrum*. b) A famous literary figure who writes worthy books that win prizes. c) That person who gave the weirdo answers in *Question Time*.

## 7 Which company did Chris Curry work for before setting up on his own?

a) The BBC. b) Sinclair Research. c) Sinclair Radionics.

## 8 What was the free gift offered by Sinclair to the first QL owners in compensation for the late arrival of their machines?

a) A 0.5 megabyte silicon wafer drive. b) The *Arcade Addicts Handbook*. c) An RS232 printer cable.

## 9 When Amstrad launched the CPC 6128 in the US, the company said it would be launched in Britain when?

Was it: a) August 20th, 1988. b) Early 1986. c) Never.

## 10 Complete this adventure game title: *Quest for the Mystic* . . .

a) Ring. b) Orb. c) Platypus.

## 11 Without additional interfaces a *Spectrum* is incompatible with:

a) Any kind of joystick whatsoever. b) Any sort of full size printer. c) A decent Christian upbringing.

## 12 Computer companies that take other computer companies to court are:

a) Simply protecting their legitimate interests. b) Hoping the other companies won't be able to afford the legal expenses and will have to

back down. c) About to go broke.

## 13 The BBC B is:

a) This 'perfectly ordinary home micro' that is always featured on BBC TV computer programmes. b) Overpriced and under-powered. c) Very big with lots of ports.

## 14 Aquarius is:

a) An age that is dawning. b) An astoundingly unsuccessful micro. c) A star sign.

## 15 The best place to keep your micro is:

a) On a smart teak 'computer console' desk available from Habitat. b) Under the bed. c) On the floor, under the TV, on top of the video and surrounded by a mish-mash of cassettes, video tapes and last week's newspapers.

## 16 What does an advertising agency mean by 'a massive 64K memory'?

a) An about average 64K memory. b) A massive 41K memory. c) 64K if you don't use any graphics, variables or Basic.

## 17 ZX Microfairs are:

a) A lot of fun and a chance to catch up on all the latest for Sinclair micros. b) Hazardous to the health. c) Not known for the culinary heights they reach.

## 18 It is important to learn programming at



Without any additional interfaces - Qu.11

## school because:

a) Otherwise nobody will know how to work bank cash machines. b) The future is going to be one big *Syntax error*. c) The Conservative party are going to be in for a million years and it likes them.

## 19 Books about computers are:

a) Usually remaindered after about two weeks and then available much more cheaply. b) Really useful. c) Useless because full of bugs.

## 20 Who makes the BBC B Micro for sale in this country?

a) The BBC. b) Acorn. c) Nobody anymore.

## 21 Debugging is:

a) What happens to new bods at Eton. b) A

complex surgical procedure. c) Making programs that don't work not work slightly less.

## 22 Herman Hauser is:

a) One of the Munsters. b) Probably German. c) Probably still something to do with Acorn.

## 23 An icon is:

a) A religious picture. b) Any drawing of a wastepaperbasket drawn by computer. c) Something you can play with on an Atari ST whilst there still isn't any software.

## 24 Imagine is:

a) A song by John Lennon that upsets some Americans. b) Not the same company anymore thank God. c) The name of a software house that used to buy lots of shiny cars and whizz around Liverpool speaking into car phones.

## 25 Hex/Decimal is:

a) The flamboyant lead singer with the Digits. b) Something nobody in their right mind really understands. c) Jolly interesting.

## 26 Oric was:

a) A character referred to by Hamlet. b) The name of the computer in *Blakes Seven*. c) A computer that appears in every single one of those computer cartoon books with the caption, "Alas poor Oric".

## 27 Which newspaper tycoon offered to bail Sir Clive Sinclair out last summer?

a) William Randolph Hearst. b) Eddie Shah. c) Robert Maxwell.

## 28 What was the name of Oric's proposed successor to the Atmos which was also known as the IQ164?

a) Stratos. b) Old Spice. c) Aramis.

## 29 Which of these programs was a Llamasoft hit for author Jeff Minter?

a) *Metagalactic Llamas Battle at the Edge of Time*. b) *Hairy Yaks meet the Killer Tomatoes of Doom*. c) *Psychedelic Sheep Play a Selection of Hits from Dark Side of the Moon*.

## 30 Which of the following were not once names for the Enterprise computer?

a) Flan. b) Clan. c) Elan.

## 31 What is LD50?

a) A machine code instruction. b) One of the early versions of the QL Rom. c) Illegal.

## 32 What is JM?

a) A machine code instruction. b) One of the early versions of the QL Rom. c) Illegal.

## 33 What is the name of Sinclair Research's portable project?

a) Penelope. b) Pandora. c) Prunella. d) The C10.

## 34 What is the name of the standard



One of the Munsters? - Qu.22

interface between micros and musical instruments?

- a) Mini. b) Midi. c) Maxi.

35 Which of these companies went bust and then did not emerge as a budget label?

- a) Rabbit. b) Bug Byte. c) Imagine.

36 Educational Programs are:

a) The real reason I bought my computer, although I do actually play quite a few games, surprisingly enough. b) A slightly worse way of learning things than a book. c) A sure way of losing lots of money if you are a software house.

37 Elite is:

- a) The best space game ever. b) Not available on the Dragon 32. c) Very hard.

38 Wafer Integration is:

- a) A technical term for the problem you have keeping the ice cream in choc ices from splurging out the sides. b) A new data medium. c) A pipe dream.

39 C5 is:

- a) A defoliant the Americans deny using in Vietnam. b) Something the police may start using to keep the streets free from crowd congestion. c) Something Sir Clive Sinclair produced to keep the streets congested.

40 The Amiga is:

- a) "Awesome man" (Jeff Minter). b) Commodore's last hope. c) Destined to intimidate insecure business users and too expensive for the home market.

41 The ZX81:

- a) Has a lot to answer for. b) Had great graphics, sound, keyboard and a reliable loading system. c) Gave rise to a lot of companies that have since gone bust.

42 How do you get out of the Goblin's Dungeon?

- a) Build wooden horse. b) Make smoke, shout Fire! Fire! and garrotte guard. c) Get Bately who knows a thing or two about uniforms, having worked as costume designer before the war, to rig you up a Goblin uniform from old sheets. Get Bradly who knows a thing or two about forging, having worked as a crook before the war, to forge Goblin identity papers. Learn to speak in heavy Goblin accent and go out in empty red cross parcel.

43 What is Data?

- a) What Italian language students ask the opposite sex for. b) Digital information used by a computer. c) The loud screeching noises which game cassettes make, if you forget to plug the Ear lead in.

44 How long is 'Allow 28 days for delivery'?

- a) 28 days not including weekends. b) Eight months. c) Slightly longer than a piece of string.

45 What are other micros compared to the one you use?

- a) Mere toys. b) Rubbish. c) More expensive.

46 Complete this arcade game title: ..... Bertie.

- a) Bouncing. b) Inconsiderate. c) Sir.

47 Who said, "The Japanese are coming . . . so we'll become the Japanese."?

- a) Jack Tramiel. b) The MSX working group. c) Yoko Ono.

48 A ziggurat is:

- a) The Turkish word for cigarette. b) An article appearing in the back of a certain weekly magazine. c) A pyramidal Sumerian temple with terraced storeys.

49 Which licence did Elite acquire for a computer game, only to scrap the program three months later?

- a) Snoopy. b) Commando. c) Scooby Doo.

50 Which rating on Elite (the game) comes after Mostly Harmless?

- a) Still Pretty Harmless. b) Partially Harmless. c) Poor.

51 Commodore's new C128 disc drive is called:

- a) 1842. b) 1901. c) 1870.

52 What do you understand by the Word Basic?

- a) A simple programming language. b) Pre-historic c) Something, terribly nasty.

53 Can you score over 100,000 on Defender?

- a) Yes. b) No. c) Only after three pints.

54 The main character in 'Jet Set Willy' was named after who?

- a) William Brown. b) William Whitelaw. c) Matthew Smith's Dad.

55 What do the letters ULA stand for?

- a) Uncommitted Liberal Activist. b) Unwanted Laser Attack. c) Uncommitted Logic Array.

56 The next CES show will be held where?

- a) Las Vegas. b) Chicago. c) A padded cell somewhere near Albuquerque.

57 A floppy disc is . . .

- a) A hard disc that hasn't been watered recently. b) A flexible storage medium. c) Very good as a frisbee substitute.

58 Who was the author of the QL QDOS?

- a) Tony Tebby. b) Norman Tebbit. c) Norman Wisdom.

59 How many registers are there in a Z-80 chip.

- a) 100010. b) 22. c) \$16.

60 What is the power output of a fully charged C5?

- a) 60W. b) 100W. c) 250W.

61 How many editions of *Popular Computing Weekly* have been published?

- a) 205. b) Too many. c) Your guess is as good as ours.

62 What is Clive Sinclair's middle name?

- a) Marles. b) Mars. c) Eric.

63 What is Alan Sugar's middle name?

- a) Killer. b) Basher. c) None of these.

64 What is the predominant colour on the Dragon's display?

- a) Green. b) Green. c) More green.



Design problems with Sinclair's portable - Qu.33

65 What is the favourite colour of most Dragon owners?

- a) Green. b) Green. c) More green.

66 Which of the following has not been turned into a computer game?

- a) Empire of the Senses. b) Gone with the Wind. c) A View to a Kill.

67 When a computer game is described as 'selling well', it is:

- a) Selling well. b) Not yet in the shops. c) Selling well to the Latin American market.

68 Which of the following fruits is not a computer?

- a) Apple. b) Apricot. c) Raspberry.

69 What would you call a suite of serious business programs?

- a) Jazz. b) Lotus. c) The Data, Graphics, Word Processor, and Spreadsheet Program.

70 How well do you think you are doing so far?

- a) I don't understand the questions. b) I'd have liked more choices. c) Very well indeed.

Now turn to page 43 and tot up your 'buff rating'.

# Review of the Year

Expectations were high in 1985: grand predictions were made for the takeover of the 16-bit machine; Enterprise announced in June that it would be a 128K Christmas, and as the 128K machines began to trickle forth, great things were awaited for games running on them.

In fact, those expectations are still, largely, just that: expectations. The most-talked about micro in 1985 (the Amiga, for those who have been asleep for the last 12 months) won't be in the shops for at least another six months, and the most prominent new feature of many micros was CP/M, a ten-year-old industry standard. As for huge new games using 128K to its hilt, 1985 was far more the year of the licensing deal, and yet more sports simulations.

## January

That well-known endangered species, the Lynx, briefly resurfaced; Anston Technology bought up remaining supplies from the defunct Computers and announced its intention to breed them in captivity. Nothing has been heard of them since. Commodore and Atari displayed eight new computers at CES in Las Vegas; and little has since been heard of some of them. The eight were the C128 and LCD portable from Commodore, and 65XE, 65XEP, 65XEM, 130XE, 130ST and 520ST from Atari. Just three survivors from that list.

Sinclair offered Spectrum owners a £30 upgrade to a Spectrum Plus, and the rubber-keyed version - by now commonly known as the Minus - was dropped. Sinclair Vehicles launched the C5 on top of a hill in North London on a snowy day, which did not do much to enhance the tricycle's supposed safety on the roads. There were rumours of problems at Prism and Acorn; and the publicity that the latter got in a *Sunday Times* article upset Acorn a lot. Chris Curry and Hermann Hauser spent a great deal of time saying they'd had a very good Christmas, thank you, but nevertheless they were still cutting the price of the Electron from £199 to £129.

Legend launched *The Great Space Race*, and almost immediately wished it hadn't. Rod Cousens began gathering software houses together for a compilation tape in aid of the Ethiopian famine.

## February

Prism and Acorn fulfilled everybody's gloomy predictions of the previous month. Prism went into receivership, while in one dreadful week for Acorn the company split from Lizards, its financial advisors, made 31 redundancies, and had its shares on the Unlisted Securities Market suspended. The week after, it faced a winding-up order. Acorn finished February on a somewhat happier note, however, when the Italian giant Olivetti took a 49.3% stake for £10.39m. It looked as though Acorn's days in the home market were numbered.

There was bad news too, at Oric, which also called in the receiver, while Commodore cut the price of the Plus/4 to £149.99 from £299.99, as it announced disappointing financial results for the previous six months.

On a brighter note, the first whispers

emerged that Amstrad was planning a disc-based version of the CPC464.

British Telecom made further inroads in the software market by taking on the Dungeons and Dragons game MUD, while its Firebird division took on Ultimate's *Sabre Wulf* and *Underworld* for conversion work.

## March

Things quietened down a bit in March. *Soft Aid* was launched, to plaudits and goodwill throughout the industry. Commodore talked about a built-in disc version of the C128 and hinted we might see the Amiga launched this year. Acorn's shares re-opened on the Stock Market.

Sinclair held an exhibition in London to try to attract more software for the QL, and boldly announced its intention to set up a wafer scale chip manufacturing company. *Tir Na Nog* won the hearts of most games players, as did *Shadowfire*, from Denton Designs, while Firebird managed to make a saleable item from a compilation tape of its worst programs, entitled *Don't Buy This*. People did, in large numbers.

## April

Atari began backtracking from the long list of XE products shown in January and struck the 65XE, XEP, XEM from the 'urgent' list, before launching the 130XE and 520ST to Europe at the Hanover Fair. IBM gave up on its only 'home' machine to date - the PCjr in the US. Tatung cut the price of the Einstein and sent it to Dixons for repackaging and a facelift. Commodore had the price of the C64 cut for them by several high street stores

Jack Tramiel - exuberant launch in January



European launch for the ST

and a number threatened to stop stocking it altogether.

Acorn reluctantly told people it would be launching an upgraded BBC machine - the BBC B Plus with 64K. Amstrad treated the launch of the 664 rather more flamboyantly.

It was an unhappy time for software houses - Bug Byte, one of the oldest companies, went into liquidation, and Automata's two founders split up. Better news for defunct Rabbit - Virgin bought its name to relaunch as a budget range.

And British Telecom launched a long-standing 'test case' against two modem users accused of 'hacking' into its Prestel network.

## May

The BBC B Plus 64K was launched and received with lukewarm response from dealers.

Commodore announced a net loss for the third quarter to March, and chairman Irving Gould boldly reckoned there would be a loss at the year end. After categorically stating it would not cut the price of the Commodore 64, the company went about it a different way by bundling the 64 with goodies and retaining the £199 price point. Toshiba unveiled a new MSX micro, the HX-22, and confused everyone by saying this was not MSX 2.

Enterprise surprised everyone by being the first company with a Z80 128K machine, having been the last to produce the 64K version. Rumours that Sinclair would launch a Spectrum 128K started, and refused to go away. Apple dropped its Macintosh XL, Apricot (then called ACT) cut the price of its F1e and made it look a viable educational alter-

native to the BBC, while Atari came clean and said it would not be continuing development on a 130ST, but that the 520ST would be in the shops by September for £799.

Geoffrey Heath's first job since leaving Activision for Melbourne House was to announce a martial arts simulation called *Way of the Exploding Fist*. Beyond whooped with delight when it got the Superman licence, and US Gold promised all sorts of goodies with its Disney licence.

## June

June was not the month Sinclair will care to remember. First it announced it needed between £10m and £15m to keep the company going, then said it was looking for a new chief executive to enable Sir Clive to become less involved in the day-to-day running. Two weeks later it was 'Bob's your Uncle Clive', as Robert Maxwell swept down from his charger to bail Clive out. Or so it seemed...

Amstrad launched a 128K version of the CPC 664 at Chicago's CES, and staunchly claimed the 6128 was not destined for Britain until 1986. The C128 was shown for the first time over here, and the first 520ST development machines began to trickle through to software companies. Oric suddenly found itself in French hands as Eureka Informatique



*Way of the Exploding Fist*

took it on. But Acorn's rescue hit a rock as its shares, yo-yo like, were suspended again.

US Gold was fast making up for our losing the American War of Independence by continuing to sign US companies at an alarming rate. With Epyx added to its list, how many more could there be? *Elite* appeared, courtesy of Firebird on the Commodore 64, and the follow-up to *Tir Na Nog*, *Dun Darach*, saw the light of day.

## July

Atari announced another change of plan: now it would launch a 260ST after all. Sinclair also U-turned by badging a 3½-inch disc drive for the QL - software houses pricked up their ears. Russia ignored British attempts to sell it Spectrums, BBCs and Memotechs by ordering a consignment of MSXs. The Amiga

was launched in the US, to acclaim, while here in Britain we had to make do with the launch of the C128. No sign of its built-in disc drive counterpart.

Amstrad came up against the BPI over its fast-speed, twin cassette recorder. The BPI reckoned it was an incitement to copy. A lot of people were talking about CD Roms being the solution to all that sort of thing. The FAST bill, on the same subject, became law.

Sir Clive kept the bad news coming in with a writ from Hoover over debts relating to the C5 - it was taken out, but never served.

*Frankie Goes to Hollywood* eventually and warmly received - it didn't seem to matter that Frankie the group had had to make way for Madonna in the charts.

## August

Acorn got rescued a second time - Olivetti upped its stake to 80%, and the shares went back on the market again. The company also found time to estimate a loss of £22m for the year and a breakthrough in RISC technology development.

Amstrad pleased one section of the micro industry with the launch of the PCW 8256 word processor at £450, and infuriated another by the introduction in Britain of the 6128, which inevitably led to the demise of the 664. The fact that 6128 was in the shops before its official launch puzzled not a few people.

Bill Jeffrey, 'the man from Mars', took over as chief executive at Sinclair, and Robert Maxwell thought again about adding Sinclair to his empire. Sir Clive put a brave face on it and claimed he didn't mind really, because he'd just done a £10m deal with Dixons for the Spectrum. Then Sinclair cut the QL's price to £199 and hoped for a new lease of life. But there was no joy on the C5 front, production halted at Hoover's Merthyr Tydfil plant.

Budget games reached a new low of 99p from Central Solutions, Virgin took a leaf out of its record company's book and planned *Now! Games*, Firebird laid down the groundwork for entry into the US market.

## September

The Personal Computer World show was acclaimed the most successful ever: over 70,000 people visited, and Atari and Amstrad battled for the most prominent stand. Atari showed over 50 programs in varying states of completion for the 520ST, while Amstrad's PCW8256 drew at least its fair share of crowds.

Commodore came up with new ideas for old C64s - another software bundling deal was announced. One Commodore executive admitted we were now seeing the death throes of the C16 and Plus/4, while the C128, plentiful enough at the PCW show, was conspicuous by its absence in the shops. Commodore also



Sir Clive - a traumatic year

kept everyone on their toes by declaring that a new disc drive, the 1570, would replace the 1571, which replaced the 1541, which replaced the 1542.

Sinclair carried on blithely denying the existence of the Spectrum 128K, which a few optimists had thought might appear at PCW. Then it launched said machine in Barcelona, but declined to give a UK release date. Price cuts were also in evidence - the Macintosh down £500 and the Plus/4 and Toshiba's MSX went under the £100 barrier.

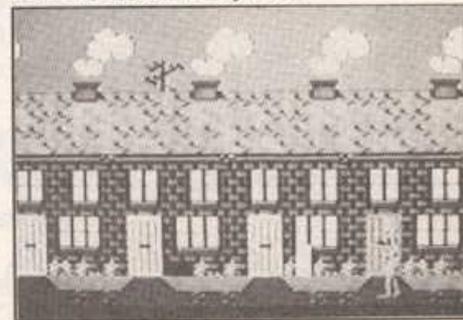
Ocean tied up a licence with alien showstoppers *V*, and *The Edge* brought out the acclaimed *Fairlight*.

## October

The PCW 8256 and C128 appeared in the shops, and the BBC 32K disappeared. The Spectrum also disappeared, though only from Rumbelows. They were hints that Commodore planned to license the Amiga's custom chips next year, as Commodore recorded an annual loss of £90m. Amstrad turned in record profits and Acorn's loss predictions came true. Sinclair Vehicles went into receivership.

On the software front, British Telecom bought Beyond Software from EMAP, Mastertronic went upmarket - well, up to £2.50 - with *MAD* games, and Irish company New Concepts managed to find originality in a sports simulation, *Surf*

*Frankie Goes to Hollywood*



## Review . . .

*Champ*, which used a miniature surfboard placed strategically on the computer. Apple decided that too much of Gem gave it *déjà vu*, and Digital Research accordingly amended it.

## November

Acorn launched its Communicator competitor for ICL's One per Desk at Compec. Sinclair's 1986 plans became clearer - expect the Spectrum 128, a QL successor and a portable next year, all other things being equal. *The Sinclair Story* was published - Sir Clive, warts and all. Atari claimed the 260ST was being held up due to the British standard TV modulator. Commodore gave out launch dates for the Amiga in Britain: January's *Which Computer?* Show, and apparently in the shops by next June. This did not, however, prevent Commodore from announcing yet more losses.

It was a busy month for software companies. Beyond and US Gold clashed over *Superman*, and who was to manufacture it where. Rod Cousens, *Soft Aid* mentor, launched *I of the Mask* and tied up a *Back to the Future* licence for his new company Electric Dreams.

People were disappointed and nettled to discover that around £130,000 of *Soft Aid* money destined for Ethiopia had got no further than Hitchin, Herts, where it was in distributor Micro Dealer's ac-

count. Micro Dealer did the decent thing and paid up.

## December

Sinclair joined Acorn and Commodore on the loss-making front, though on a lesser scale: £18.3m was all they could manage. Amstrad, still imperturbably profitable, was looking towards the PC compatible market for 1986.

Apricot decided the low end market was too hot to handle and stopped manufacture of the F1 and F1e. It was discovered that some C64 programs would not run on the C128 and the blame was laid at the door of some turbo loaders.

Two long, long-awaited software pack-

ages made their first appearance: Mirrorsoft's *Fleet Street Editor*, initially running on the BBC, and *Lord of the Rings*, book 1, from Melbourne House. Most software companies were already planning their 1986 campaigns.

In 1986, we should see just what kind of market exists for the more expensive, upmarket machines, with the Amiga, Atari ST and the QL's successor. Can Sinclair pull back from a disastrous 1985? Can Amstrad continue its success? Will Jack Tramiel's Atari or won't it? Will Commodore turn around its recent losses in time? There is no reason to doubt there will be any fewer upheavals in 1986 than there were in 1985.



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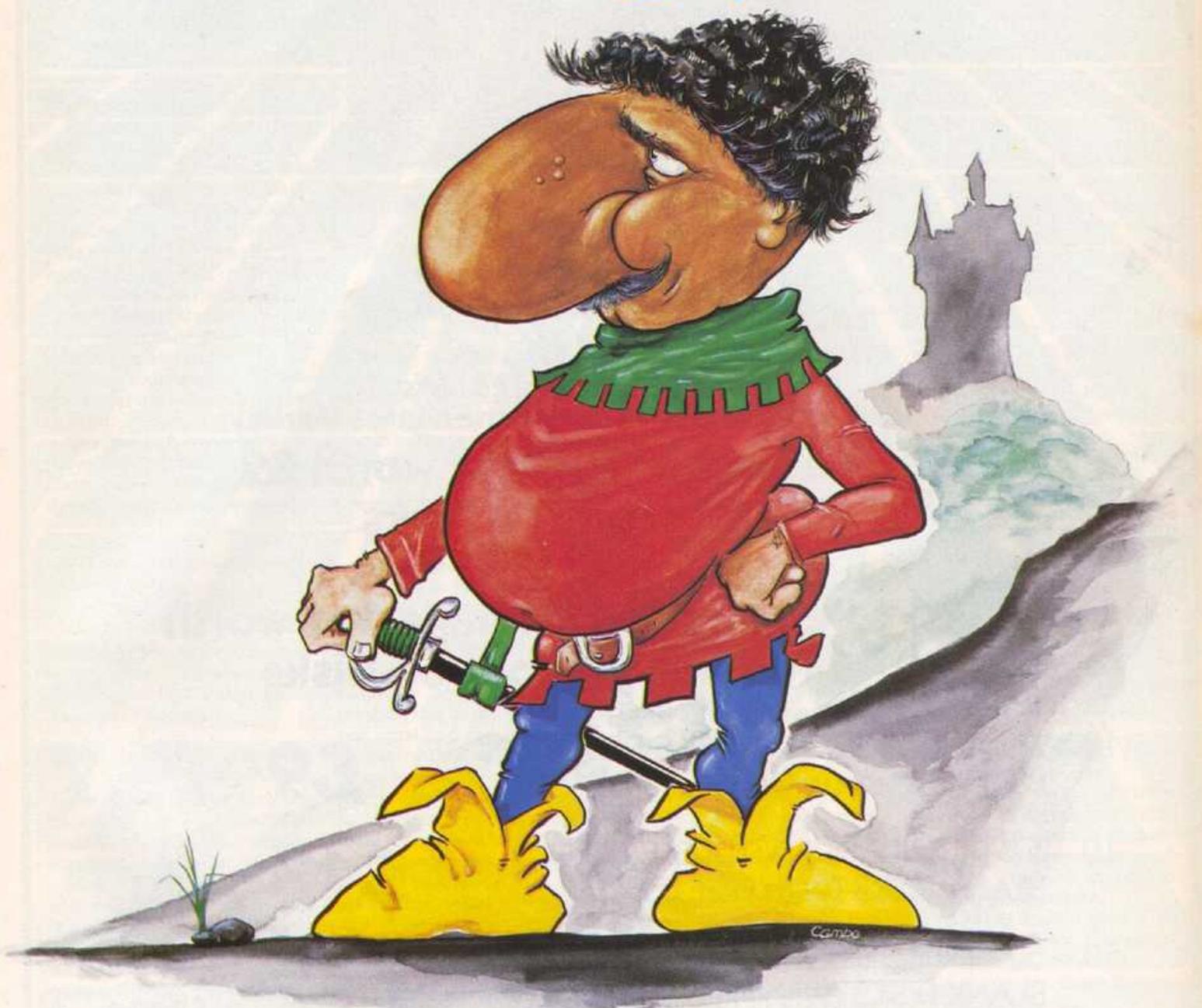
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## Argie angst

**Program Falklands '82** Micro Commodore 64 **Price** £9.95 **Supplier** PSS, 452 Stonley Stanton Road, Coventry CV6 5DG.

**T**his game should sell very well for two reasons.

The first is that this is the only wargame released that I know of which deals with a scenario that most over five years old will personally remember. Up until now the subjects have all been ancient history or until the 2nd World War - definitely aimed at the minority hobbyist.

With *Falklands '82* PSS has gone for a contemporary subject.

The second reason is its playability, gone are all the fussy rules and movements usually associated with war



simulations - instead are a collection of simple commands (usually yes or no in response to computer questions), a nicely detailed map (animated in places) and a straightforward instruction manual. There is a difficulty factory ranging from one to five, easy enough for the younger beginner and diffi-

cult enough for the enthusiast.

You begin the game by selecting (out of a possible fifteen) the number of ships to be used either for supporting land forces with gunfire or protecting and escorting the task force (the computer plays the Argies). Once this has been done you see a map of East Falkland Island and a

possible four landing sites. It is here that could make or break your strategy, as places like Port Stanley and Berkley Sound are likely to be heavily defended whilst landing at San Carlos Bay would involve a hefty trek across inhospitable terrain. It was, of course, at San Carlos that the British Forces actually landed.

In order to be successful, the British must liberate all ten settlements before the end of 30 game turns (these are easily spotted on the map, along with symbols for mountains and rough).

PSS is building quite a pedigree with its Strategic Wargames Series. It still has a long way to go to get up to the American SSI standard but with *Falklands '82* PSS has a very competent piece of software.

**Andy Moss**



## Ten tellies!

**Program Mercenary (Escape From Targ)** Micro Atari/Commodore 64 **Price** £9.95 **Supplier** Novagen.

**Y**our first glimpse of the planet Targ is whilst plummeting towards its surface in your starship: luckily, you survive, but your troubles have just begun!

Now it's just you and Benson, your trusty interface with the outside world, against Targ. The planet is in the grip of a civil war between the once-peaceful Palyars and the usurping Mechanoids. You've landed near the major

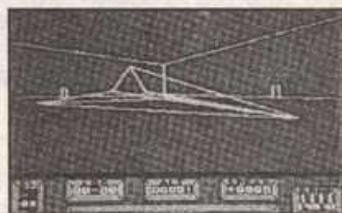
area of habitation and you must search the city and its environs for a spaceship to get you back home.

The game, written by *Encounter* author Paul Woakes, succeeds brilliantly on two levels. First as an adventure: you must find one a series of elevators that will lead you down to the city complex and which can be explored on foot. There are many objects to be found here, and you can pick them up and carry them to other locations.

On your wanderings, you will meet representatives of both warring factions, who will offer you, as a cunning mercenary, mucho dinari for your services. The problem is, if say yes to one, you turn

the other against you.

You'll also come across several craft in hangars, of varying capabilities - these you can take up to the planet's surface in the elevators. And it is here that the game succeeds again, for the zapping is tremendous. Scattered about the landscape are dozens of huge edifices, from Forth Bridge to Natwest skyscrapers, from revolving Jodrell Banks to adverts for Atari and Commodore and *Encounter*, all in fast-drawn wire-frame. You can fly around in your nimble craft and blow most of them up with a well-placed missile but you run the risk of incurring the wrath of Palyars or Mechanoids, who will send

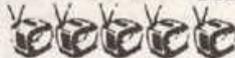


up a fighter to teach you a lesson or two.

I've become entirely hooked on *Mercenary*: with its *Save Game* feature it's possible to return again and again to Targ and attempt to unravel its mysteries.

I'd really like to give it 10 tellies, but five's the maximum allowed, I'm afraid.

**Tony Bridge**



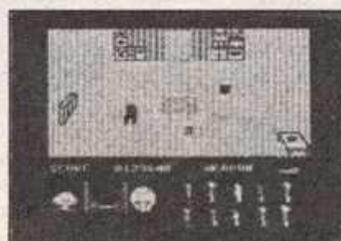
## Horror story

**Program Friday The 13th** Micro Commodore 64/Spectrum **Price** £8.95 **Supplier** Domark, 204 Worple Rd, London SW20 8PN

**J**ust listen to this: "This one you've been screaming for", "This game can seriously affect your wealth" and even, "Those who have seen the game are itching to get their hands on it and try to

save their friends from the fiend", and so it goes on and on.

Domark, masters of marketing, are once again assaulting us with blurb on their latest release based on the



movie *Friday the 13th*.

The game scenario (what there is of it) sets you as one of the holidaymakers at Camp Crystal where you try to find a safe sanctuary into which the monstrous Jason cannot enter and then get the rest of the characters to gather there before trying to find Jason and kill him. Littered about the few locations are various weapons. Find the cross that signifies the sanctuary room.

The graphics are poor by today's standards and the characters are little stick

pieces which wander about all over the place as if they've already lost their heads to the killer. Where the "oodles of sound effects and speech" are hidden, only Domark knows, but apparently there are five levels and points for killing Jason; personally I lost interest after level 2.

Clever marketing won't disguise the fact that this is a poor game. Worth nearly £9? Not on your life, Jason.

**Andy Moss**



## The peculiar and perennial preferences of Popular's personnel



CHRISTINE A

The last year was definitely a year of violent vogues in software. First there was boxing - with Frank Bruno and Barry McGuigan lending their names to help boost the product. Then there was martial arts, with *Way of the Exploding Fist*, *Karateka*, *Chop Suey*, *International Karate*, *Yie Ar Kung Fu* and others too numerous to mention. Later in the year we have the *Commando/Rambo* style games all offering you the chance to pretend to be Sylvester Stallone.

*Summer Games II* and *Winter Games* were not so much looked upon as titles in their own right, but opportunities to 'complete the set', the original *Summer Games* having been released last year. The superb graphics and precision movement of the original were kept well up to standard; best played with about six friends, preferably those who hadn't practised as much as you.



GRAHAM TAYLOR

The sound of real music on the Commodore has been filling my ears this year. Though the likes of *Ghostbusters* indicated that the Sid chip, could, in the right hands, do some pretty clever things, 1985 has been the year of really great music soundtracks for the C64.

Rob Hubbard has been responsible for almost all of them.

It's probably mere coincidence that most of the games featuring Rob's work were also, in themselves, good games but whatever the explanation they form a large batch of candidates for inclusion in this round up. I'd pick *The Last V8* as my favourite Hubbard creation. That doom-laden, metallic music perfectly matched the plot of racing a souped up V8 through the devastated streets of a post-atomic world. Not only that, but the game was cheap too.

The other biggy for the Commodore was inevitably *Exploding Fist* - a martial arts game that spawned a host of inferior imitations. Everybody picks something different as their favourite aspect of *Fist*;

*Sorcery* and the disc-based *Sorcery Plus* must have been a breath of fresh air to Amstrad owners desperate for better than mediocre conversions to the CPC range. And apart from looking nice, it was playable too.

On a more cerebral note, Serin software should not keep so quiet about its *Grand Slam Contract Bridge* simulation. In a year when Kuma, Alligata and CP Software all released Bridge simulations for a variety of micros, it seems a shame that so little is heard of the best of the lot. Okay, so there are no pretty graphics, no extensive rebid and tutorial options, and it's not the fastest program in the world.

But what it does do is play an extremely good game of Bridge. Which is actually what matters.

CRL mildly surprised most people with a rendering of the *Rocky Horror Show* that captured the pace and fun of the original - though of course it could never be the same without the tasteless bits.

The company then astonished everyone with *Tau Ceti*, easily its best game to date, a fiendishly difficult, graphically stunning, absorbing three-o'clock-in-the-morning affair.

personally I liked the fact that pre- and post-bashing each other's brains out the little fighters were so civilised to one another.

As a final offering on the Commodore I'd pick *Little Computer People* as a game which, infuriating as many people as it delighted, was totally original, superbly well programmed and a precursor to, I think, more exciting AI developments in the future.

On the Spectrum two of my favourites came from Gargoyle which, in its own low key way, has been producing consistently good games for ages now. *Marsport* continued the general themes and techniques used *Tir Na Nog* and *Dun Durach*, but had one big bonus - blasting things to bits. Since the things to be blasted were particularly nasty-looking insect-like creatures it proved a very satisfying experience.

Changing styles drastically, Gargoyle recently released *Sweevo's world*, a game that gets better each time I play it. It looks a little like *Alien 8* but features a totally bizarre plot, utterly stange settings and such unlikely dangers as giant fingers that shoot up through the floor to poke you. Weird, totally silly, wonderful.

Picked as a Spectrum title, but out pretty soon on everything under the sun is *Lord of the Rings*. Since it's an absolutely enormous adventure over two cassettes it's impossible to give it a final

But the program of the year for me was undoubtedly *Way of the Exploding Fist*. I don't think its music, catchy as it was, was the best I've heard on the Commodore; nor the graphics, good though they were, the most astoundingly realistic. What gave it lasting appeal was the playability, addictiveness, and, most of all, the aaargh!! ugh! and grooch! noises when you got thumped. And for that reason, aaarghless owners of the Spectrum might disagree with it as a choice.

As for this year's 'Dodo,' I need only cast my mind back to the day *A View to a Kill* arrived in the *Popular Computing Weekly* office. After hearing of story boarders, game designers, special team of programmers *et al* employed by Domark, I was expecting something special. Well, something fairly special. Actually, even something marginally special would have done.

About the only good thing I can say about the Spectrum version of *A View to a Kill* is that I nearly died laughing when I heard its rendering of the Bond theme tune. I suppose it's only fair to say that this last is just as much the Spectrum's fault as anyone else's, although the game had little to commend in other departments.

assessment until it's been around (and solved) for a while. However it's clear from early looks that it's substantial, features very complex language analysis and has captured at least some of the spirit of the book. Since the one package should keep everyone occupied for about four months (at least), I think that makes it pretty good value for all adventurers.

The BBC got *Revs*, easily the best racing game from a technical point of view, and *Sorcery* showed that the Amstrad was capable of more than some of the early conversions suggested. The QL still doesn't have a halfway decent arcade game but *The Pawn* is a staggeringly clever text adventure that actually looks like a 68000 processor is involved somewhere along the line.

A 'Dodo' needs to be more than merely a bad game, it has to be a very bad game pretending (by its packaging and promotion) to be a really good one. To my mind the juiciest Dodo is almost certainly *Friday the 13th* which, with future film tie up, pictures of members of Domark with their throats cut (wackyyyy!) and sundry other promotional devices really built itself up as something pretty special.

With that awesome inevitability that only misfortune can muster, the game was dire with silly graphics of the most budget of budget game standards. The manic scream was okay though.

# The Popular Vote



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**T**here may be peace on Earth this Christmas, but in my household - as in many others - it'll be sheer hell for anything that takes to the air.

First program into my Commodore 64 will be SubLogic's incomparable *Flight Simulator II*. Given the unpredictable climate of this grey, unpleasant land what could be better than a brisk spin over snow-covered landscapes, courtesy of FS-II's editor.

How about a trip out of Seattle, a quick flight up to the Canadian border taking in Mount Rainier, and then down to sunnier climes in California - before ploughing the plane into the tarmac at Los Angeles International?

If that pales, one can - and certainly will - give the Hun a run for their money in the 1918 mode. Chocs away ginger, I've had enough of the Quality Street.

If the aerial hazards (low-flying sleighs, etc) prove too much, it'll be *Elite* next. No problems here: if it flies, blast the daylight out of it. If it doesn't fly, blast it anyway. Just the thing for Christ-

mas afternoon when the powers of discrimination have failed in the face of the eighth pair of socks. A bit of drug-running, slave-trading and shooting up the local police station will perk you up no end.

In search of more cerebral pursuits I may power-up the Macintosh and challenge *Sargon III* to a game of chess. I know everyone else thinks Psion's 3D graphics are the bees' knees but I find them distracting and I need all the concentration I can muster. The burning question: can I win without retracting every alternate move?

Answer: no, I can't. So, more than a little depressed, I'll probably turn to *Hitch-Hiker's Guide to the Galaxy* in search of a little light relief.

In any case, it's only appropriate that I should end the year as I began it: trying to reach Magrathea, best efforts of Bugblatter beasts, paranoid androids and the Sirius Cybernetics Corporation to the contrary.

And finally, because one can only pursue the cerebral so far, I'll indulge in *Way of the Exploding Fist*. I've tried for months to give that smug little nerk on level 6 a taste of my foot and this might be the time.

As for a dodo, I'd plump for Mosaic's *Adrian Mole* as the most disappointing. Do yourself a favour - read the book instead.



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**W**ell, it's been a funny old time since last Christmas, hasn't it?

It only seems like yesterday I was getting over too many *Morecombe and Wise* re-runs. Still, if 1984 was the year of the Sports Simulation, then 1985 was the year of the Celebrity tie-in. OK, I can understand *Steve Davis' Snooker*, but *Jack Charlton's Match Fishing*? Let's make 1986 the Year of Using Your Imagination, eh? '85 did have its high spots though. *Highway Encounter* - a superbly original combination of puzzle and arcade action - likewise *Paradroid* (CBM - Hewson). Most impressive 'My God look at that' graphics award goes to Denton for *Shadowfire* and *Frankie* (CBM/Spectrum - Ocean) - with the 'Good grief is that sound coming from a 64' award going to Rob Hubbard. The 'Please can I have a Spectrum 128' goes to Mike Simpson for *Swords and Sorcery* (PSS - Spectrum). But what game will I still be playing far into 86 - boot *Revs* (Acornsoft) up on the BBC, and I'll see you at Brands Hatch . . .

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# Xmas Computer Kit

Graham Taylor reminds you of everything you absolutely need (and will almost certainly forget) to make the most of your Christmas computing

**E**verybody doesn't love surprises, particularly unpleasant ones, on Christmas Day.

If you have bought your children a micro computer for Christmas (or if you are a child with little confidence in your parents' foresight) and have it hidden away on top of a cupboard, then you need the *Popular Computing Weekly*'oh my God I thought that came with it' instant guide to survival when you open the box.

Computers don't necessarily come with everything you need to make them work and sometimes the more basic instructions are ignored. Because we want you to have a really great time with your micro, we offer the following list of items and considerations. . .

## Plug

Yes, a plug. Many computers don't come with one and many household don't have a ready supply of spares. No shops are open on Christmas Day, thus many essential household electrical items sacrifice their own, leaving everyone kettleless or fireless. So buy a 13 amp plug.

## Cassettes

Not the games kind; I assume those came with the machine or in any event you didn't forget to buy something to try on your machine (did you?). I can promise you the introductory tape that comes with the machine will not enthrall you. The kind of cassettes you need and may have forgotten are short (C16 usually) tapes specifically designed for saving programs on to.

True, you can use those 120 conventional audio jobs, but a) it'll mean wiping off something, b) the quality isn't as good and c) it's much easier to forget exactly where you saved something on a long tape.

A trailing socket is a good idea, too

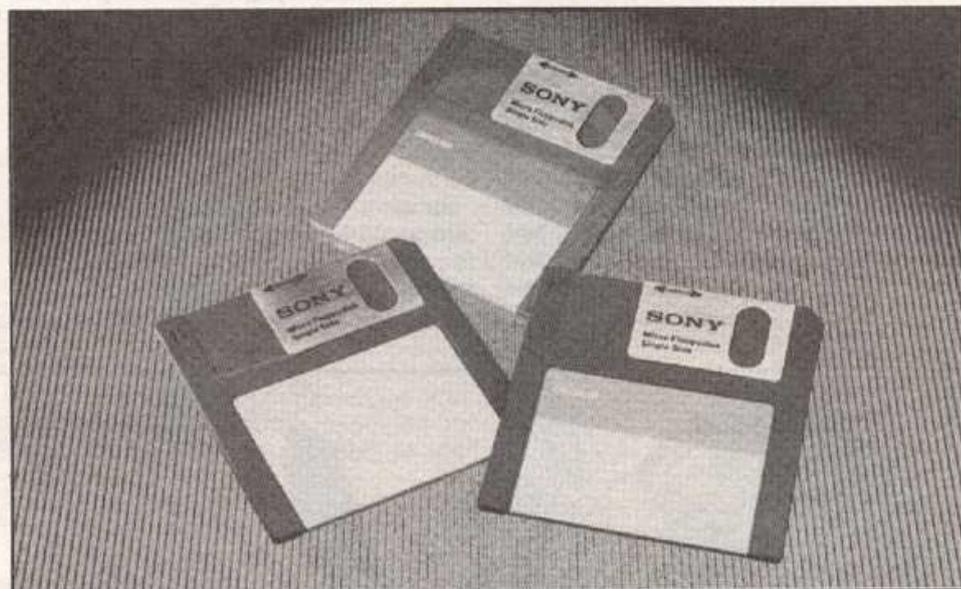


## Discs

For those with a disc drive. As cassettes, except that they are all the same length – you will probably only need one to see you safely through Christmas and the New Year.

## Y Splitter

What on earth is a Y Splitter, you ask, and how come none of my friends have one? A Y Splitter is a device that lets you connect both your computer aerial lead



Don't forget the discs!

and the normal TV aerial lead into the television at the same time. Unless you have an Amstrad, chances are you will be using the family television for your computer at first. This will cause arguments enough, but at least with a Y Splitter you won't have to keep reaching over the back of the television to change leads (about £2 from electrical and TV shops).

## Tuning In

The simple business of finding out where on the television frequencies the computer picture is supposed to be is fraught with pain, heartbreak and frustration. Here is a simple guide:

a) Connect up all leads and switch computer on, check again that computer TV lead is in the correct sockets, both on the TV and the computer.

b) Find a spare channel, ie, whatever system your TV uses – buttons or clever electronic digital stuff – find a 'spare' one that is not used for any of the usual TV channels.

c) Adjust the frequency of this spare channel; this may mean button twiddling on the front or back of the TV.

d) It is quite OK to do this pretty fast until you hear or see something on the TV; perhaps a flickery picture will form.

e) Now go slowly. When the computer picture comes up, adjust the frequency very carefully for the optimum result – usually looking at the state of some text on screen is the best guide. With computers that put sound out through the TV, the sound level should now have dropped considerably.

f) Hooray!

## Odds and Ends

Screwdriver for plug. A joystick (don't kid yourself, you need one), cassette player, batteries or mains lead with cassette player (with plug). Phone number of friend who has been through all this before. . .

# MAKE MONEY WITH YOUR MICRO!

**you could earn over £50 per week-in your spare time-and you don't need any special programming skills...**

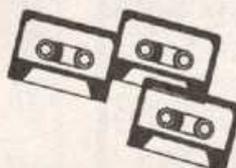
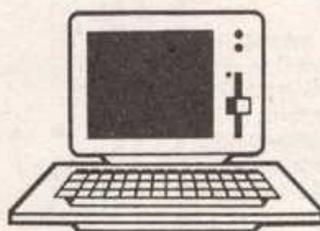
Although you may at present only use your micro to play games, your computer is in fact a very sophisticated business machine which you could use to make yourself a very substantial full or part time income. Whatever your age opportunity exists. You may be a schoolboy looking for a school business project. You may have left school and be looking for a viable business idea. You may have a good job, but you would like to have an extra income. Whatever your circumstances, if you want to make some money, you can turn your micro into a money making machine.

## FORGET ABOUT GAMES

Of course it is possible to make money as a games designer, but unless you understand machine code, and have lots of original ideas, you might as well leave games designing to the professionals. After all games design is a very competitive area, and there are lots of easier ways to make money with your computer.

## HOW TO GET STARTED

We have compiled a special report which provides you with all the information you need to start a small part time business, which you can operate from home, using your micro. The report contains hundreds of business ideas which give you the possibility of earning thousands of pounds from your micro. Each idea is explained in detail, you need only the simplest of programming ability, if you can write simple basic programmes you can operate any of these ideas. (When we say simple basic programmes we mean very simple) some of the ideas require no programming but even the ideas that have the greatest potential are very simple and easy to operate.



### ANY COMPUTER WILL DO!

Whatever your micro, Spectrum, Commodore, Electron, Amstrad etc. all the business ideas in this report are applicable to all home micros, no matter how humble or sophisticated.

### TRY THIS SIMPLE TEST

When the report arrives select one idea that appeals to you. Try out the idea for three months, read the directions carefully, start in a small way, remember to begin slowly. At the end of this trial period calculate how much income you've made, if you're not satisfied with the results simply return the report and we will **REFUND YOUR MONEY IN FULL.**

You are free to use each idea, to establish your own part or full time business. All the ideas are viable business opportunities, which don't require any special expertise or skill, just a few hours of your time each week can bring you an income of £50 or more. Many of the ideas are capable of development to provide you with a very substantial income indeed, and each idea will grow and develop as you operate the business. The business you start will be totally your own and can be started with just one micro, and perhaps £5 or £10 start up expenses.

## WHAT ELSE WILL YOU NEED

You will need to be prepared to work to make your business grow, each idea requires time and effort, and like any one who runs a business you will need to take advantage of the money making opportunities which develop. You will need to adapt to the challenges, and stick at your project. A telephone would be helpful, and a computer printer would be a great asset (if you do not own a printer don't worry, you can buy one from your first profits). You won't have to wait, most of the projects can be started within 14 days.

## EASY TO FOLLOW

Our special report is easy to follow, all the ideas provided are honest straight forward methods of making money from your micro. To prove that you can make money from your micro we offer a no quibble money back guarantee. Keep the report for three months, try one or more of the ideas, and if you don't make any money, just return the report. We'll send you a full refund, within three working days, we won't quibble, we'll just return your money. We are not trying to take advantage of you, we want to present you in a fair way with the information you need to start making money from your micro.

To: P.W. PROMOTIONS

Please send me your report 'MAKING MONEY FROM YOUR MICRO'. I enclose £9.95 in full payment.

Name .....

Address .....

Post Code .....

I understand I am free to use the ideas in this report to start my own full or part time business or business project.

Signed ..... Date .....

Postal Address: P.W. PROMOTIONS, P.O. BOX 21, MANCHESTER M16 8EA.



**MAKE MONEY WITH YOUR MICRO!**

## Banner on Spectrum by C Gibson

This is a program that runs on any Spectrum with a ZX printer. On running, it will output a banner with any specified message, sideways, 32 characters high and a specified number wide.

```

1  REM BANNERS ON ZX PRINTER
5  RESTORE : INPUT "START ADDRESS OF CODE?" : *
10 INPUT "Enter your message." : *a$
20 LET z1=INT((z+63)/256) : LET z2=(z+63)-z1*256
30 INPUT "What width? (no. of lines per bit)" : *b
40 INPUT "Enter char. to make up display" : *c$: LET c=CODE c$
50 FOR g=a TO z+62: READ a: POKE g,a: NEXT g
60 DATA 253,203,1,206,33,48,62,17,x2,x1,1,8,0,237,176
70 DATA 6,8,197,6,8,33,x2,x1,203,6,35,16,-6
80 DATA 6,b,197,33,x2+7,x1,6,8,197,62,32,203,78,40,2,62,
c,6,4,245,215,241,16,-5,43,193
90 DATA 16,-20,193,16,-20,193,16,-45,201
100 FOR f=1 TO LEN a$
110 LET n=15616+(CODE a$(f)-32)*8
120 POKE z+6,INT (n/256) : POKE z+5,n-(INT (n/256)*256)
130 RANDOMISE USR z
140 NEXT f
    
```

## Combinations on Spectrum by G Counsell

Given any n elements stored in array F (which needs to be dimensioned if n > 10) this program prints out all possible combinations of the elements. Combination programs may not be all that new, but I've never seen one that does not need to be altered everytime the number of elements is changed. (NB Glen has not taken up Country & Western programming - his contribution to Bytes & Pieces in Vol 4 No 49 was incorrectly attributed).

```

100 F(1)=1:F(2)=2:F(3)=3:F(4)=4
110 n=4
120 CLS:m=1
130 FOR p=n TO 3 STEP -1:m=m*p:NEXT p
140 FOR q=0 TO m-1
150 FOR r=3 TO n-1
160 IF q/r-INT(q/r)<>0 OR q=0 THEN 190
170 m=r+1:GOSUB 260
180 NEXT r
190 m=3:GOSUB 260
200 FOR i=1 TO 2
210 LOCATE 1,1
220 FOR j=n TO 1 STEP -1:PRINT F(j):NEXT j:PRINT
230 a=f(1):f(1)=f(2):f(2)=a
240 NEXT i,q
250 END
260 b=f(1)
270 FOR k=2 TO m:f(k-1)=f(k):NEXT k
280 f(m)=b:RETURN
    
```

## Screen Dump on Spectrum by N Hankin

A while ago I bought the Brother M-1009 dot matrix printer. Once I had got it going I realised that the Spectrum Copy command did not work. So I set about writing my own routine to dump the screen on to the printer, and came up with this.

The program can be located anywhere in memory and is called by *Randomize Usr xxxx*, where xxxx is the address at which the routine was loaded into. Before calling the routine the computer must be told the baud rate for the "B" channel and this then linked to channel 5, as follows:

Format "B"; baud rate  
Open #5; "B"  
Randomize Usr xxxx

The *Format* and *Open* need only be executed once until the computer is *Newed*.

The routine can be made to work on any printer by altering the control codes. The program below will poke the code into locations 60000 onwards. Once this has been done type *Save "COPY" Code 60000,74* before trying it. If it does not work check that the data has been correctly entered.

```

10 *****
11 **Spectrum screen dump**
12 *****
13 ORS 60000
14 ;make channel 5 present
15 ;channel
16 LD A,5
17 CALL #1601
18 ;set line feed to 8/72
19 ;inch
20 LD A,27
21 RST 16
22 LD A,65
23 RST 16
24 LD A,8
25 RST 16
26 ;set B to count 24 lines
27 ;of screen
28 LD B,24
29 LOOP3 PUSH BC
30 ;this call returns in the
31 ;HL register the display
32 ;file address of the line
33 ;held in B register
34 CALL #0E9B
35 ;set printer up for 256
36 ;bytes of bit image data
37 LD A,27
38 RST 16
39 LD A,84B
40 RST 16
41 LD A,0
42 RST 16
43 LD A,1
44 RST 16
45 ;count the 32 rows of
46 ;each line
47 LD B,32
48 LOOP2 PUSH BC
49 ;count the 8 rows of each
50 ;character
51 LD B,8
52 LOOP1 PUSH BC
53 ;count the 8 columns of
54 ;each character
55 LD B,8
56 ;rotate screen byte so
57 ;bit 0 goes to carry flag
58 LOOP RLC (HL)
59 ;rotate bit held in carry
60 ;flag to A
61 RLA
62 ;INC H 256 bytes to next
63 ;vertical screen byte
64 INC H
65 DJNZ LOOP
66 ;send byte to printer
67 RST 16
68 POP HL
69 POP BC
70 DJNZ LOOP1
71 POP HL
72 DJNZ LOOP2
73 ;send printer line feed
74 ;and carriage return
75 LD A,13
76 RST 16
77 LD A,10
78 RST 16
79 POP BC
80 DJNZ LOOP3
81 ;set line feed back to
82 ;1/72 inch
83 RST 16
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106 LD A,27
107 RST 16
108 LD A,50
109 RST 16
110 RET
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# CHRISTMAS SCENE

by Andrew Clarke

**T**his week, Part Two of the listing for the Snowman's Dance - a computerised festive greeting. Once typed in, Run the program. If all is well, then well done!

If, however, you get 'OUT OF DATA IN 12', then one of three following things is wrong.

1) Too little sprite data. To rectify, find the sprite on which the fault appears. If

the ones before it in memory are OK, you can place the fault easily. Each block has 63 pieces of data.

2) Figures in For... Next loops at the start are wrong. Check them against the listing.

3) Commas missed out between data items. A similar remedy to '1' should be carried out.

Happy Christmas!

```

520 POKEV,X:FORT=1T0100:NEXT:IFJ<>0THEN516
522 GOTO504
600 POKE2043,245:POKE2044,248:POKE2045,244:POKE2046,249:POKE2047,250
602 POKEV+7,200:POKEV+9,200:POKEV+6,0:POKEV+8,0:POKEV+11,206
604 POKEV+12,200:POKEV+14,224:POKEV+13,100:POKEV+15,100
606 POKEV+42,14:POKEV+43,4:POKEV+45,1
608 GOSUB300:FORT=0T020:POKEV+6,T:POKEV+10,T+8:GOSUB620:GOSUB628:NEXT
610 FORT=22T0116STEP2:POKEV+6,T:POKEV+8,T-20:POKEV+10,T+8:GOSUB620:GOSUB624
612 GOSUB628:NEXT
614 FORT=206T0200STEP-.5:POKEV+11,T:NEXT:GOSUB630
616 POKEV+21,223:RETURN
620 IFPEEK(2043)=245THENPOKE2043,246:GOSUB350:RETURN
622 POKE2043,245:POKEHF,0:RETURN
624 IFPEEK(2044)=248THENPOKE2044,247:RETURN
626 POKE2044,248:RETURN
628 FORK=1T050:NEXT:RETURN
630 POKEHF,0:FORD=0T080:POKEV+39,D:GOSUB360
632 NEXT:GOSUB362:POKEV+39,1:RETURN
999 REM ***** SONG DATA
1000 DATA25,177,200,21,154,150,22,227,100,25,177,100,34,75,100,32,94,50
1002 DATA34,75,50,38,126,100,34,75,100,32,94,100,28,214,100,25,177,300
1004 DATA32,94,50,34,75,50,38,200,100,34,75,100,32,94,100,28,214,100
1006 DATA28,214,50,25,177,100,34,75,100,21,154,100,25,177,50,28,214,50
1008 DATA25,177,100,22,227,100,21,154,100,22,227,100,25,177,300,0,0,100
1010 DATA25,177,200,21,154,150,22,227,50,25,177,100,34,75,200,32,94,50
1012 DATA34,75,50,38,126,100,34,75,100,32,94,100,28,214,100,25,177,300
1014 DATA32,94,50,34,75,50,38,126,100,34,75,100,32,94,100,28,214,50
1016 DATA28,214,50,25,177,100,34,75,100,21,154,100,25,177,50,28,214,50
1018 DATA25,177,100,22,227,100,21,154,100,19,63,100,17,37,300,17,37,100
1020 DATA28,214,100,28,214,100,34,75,100,34,75,100,32,94,100,28,214,100
1022 DATA25,177,100,21,154,100,22,227,100,28,214,100,25,177,100,22,227,100
1024 DATA21,154,300,21,154,100,19,63,100,19,63,100,25,177,100,25,177,100
1026 DATA32,94,100,32,94,100,38,126,100,38,126,50,32,94,50,38,126,100,34,75,100
1028 DATA32,94,100,28,214,100,25,177,100,0,0,100,25,177,200,25,177,200
1030 DATA21,154,150,22,227,50,25,177,100,34,75,200,32,94,50,34,75,50
1032 DATA38,126,100,34,75,100,32,94,100,28,214,100,25,177,300,32,94,50
1034 DATA34,75,50,38,126,100,34,75,100,32,94,100,28,214,50,28,214,50,25,177,100
1036 DATA34,75,100,21,154,100,25,177,50,28,214,50,25,177,100,22,227,100
1038 DATA21,154,100,19,63,100,17,37,500,-1,-1,-1
1999 REM ***** SPRITE DATA
2000 REM ***** R SIDE UP/FRONT FACE
2001 DATA0,84,0,0,84,0,0,84,0,1,85,0,0,168,0,2,102,0,2,170,0,2,154,0,0,168,0
2002 DATA128,252,0,162,250,0,42,190,160,10,190,168,10,175,136,10,154,128,10,170
2003 DATA128,2,170,0,2,168,0,138,8,0,168,10,0,8,10,128
2004 REM ***** NORMAL/FRONT FACE
2005 DATA0,84,0,0,84,0,0,84,0,1,85,0,0,168,0,2,102,0,2,170,0,2,154,0,0,168,0
2006 DATA128,252,0,162,250,40,42,190,160,10,190,128,10,175,128,10,154,128,10
2007 DATA170,128,2,170,0,0,168,0,0,136,0,2,138,0,10,138,128

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New NLQ PICA print style  
 Standard PICA text (100cps)  
 True descenders on jpg etc.

ELITE mode gives 96 columns  
 CONDENSED mode gives 142 columns

ENLARGED mode  
 SUBSCRIPTS and SUPERSSCRIPTS

underlines nicely

Good italic character set

We are convinced that this printer offers the best performance and value in its class and at our unheard of price is a BARGAIN.

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This printer is a very high specification at an unbelievable price. It boasts 165 cps in draft mode and 70 cps in near letter quality mode, which is switch or software selectable. It is friction and tractor feed as standard has a 2K buffer and is EPSON compatible (it even uses an EPSON ribbon). It can print in standard PICA 80 column mode or a variety of others from enlarged 40 column mode to condensed at 132 column. Italics are available in all modes. Normally this printer would be expected to sell at £300 plus we are offering it at our ultra keen price inclusive of printer lead to suit BBC, Amstrad, CBM 64, Oric, Dragon, Einstein or Memotech.

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55776	0	26	0	12	0	12
55782	0	30	3	247	3	187
55788	3	158	1	12	0	30
55794	0	31	0	95	0	31
55800	0	30	0	30	0	30
55806	0	63	0	2	160	0
55812	18	164	75	233	44	26
55818	17	196	35	226	71	241
55824	71	113	39	242	95	254
55830	143	249	19	228	36	18
55836	9	72	2	32	0	0
55842	2	160	18	164	75	233
55848	44	26	89	197	183	204
55854	79	117	127	255	63	254
55860	31	252	15	248	3	224
55866	0	0	0	0	0	0
55872	0	0	2	160	18	164
55878	75	233	173	90	85	213
55884	191	284	127	255	127	255
55890	63	254	31	252	15	248
55896	3	224	0	0	0	0
55902	0	0	0	2	160	18
55908	18	164	75	233	44	26
55914	87	197	183	234	79	117
55920	127	255	63	254	31	224
55926	15	248	3	224	0	0
55932	0	0	0	23	248	0
55938	0	240	7	224	3	192
55944	3	192	3	192	3	192
55950	3	192	7	224	3	192
55956	27	248	19	248	59	252
55962	51	252	97	254	127	254
55968	14	124	15	254	15	254
55974	7	252	7	184	0	0
55980	15	192	15	192	108	128
55986	5	64	10	128	5	64
55992	10	128	5	64	10	128
55998	5	64	0	140	99	198
56004	127	254	63	252	31	248
56010	15	240	11	240	5	240
56016	11	240	5	224	10	224
56022	5	224	2	224	5	224
56028	2	192	1	192	57	156
56034	99	198	115	206	63	252
56040	31	248	7	240	11	240
56046	5	240	11	240	5	224
56052	10	224	5	224	2	224
56058	5	224	3	192	1	192
56064	239	255	239	255	239	255
56070	239	255	239	255	0	0
56076	27	248	27	248	13	240
56082	5	224	5	224	5	224
56088	5	224	5	224	5	224
56094	5	224	253	255	253	255
56100	253	255	253	255	253	255
56106	0	0	29	248	30	248
56112	14	240	6	224	6	224
56118	6	224	6	224	6	224
56124	6	224	6	224	255	191
56130	255	191	255	191	255	191
56136	255	191	0	31	184	0
56142	31	120	15	112	7	96
56148	7	96	7	96	7	96
56154	7	96	7	96	7	96
56160	255	247	255	247	255	247
56166	255	247	255	247	0	0
56172	31	216	31	216	15	176
56178	7	160	7	160	7	160
56184	7	160	7	160	7	160
56190	7	160	12	0	63	0
56196	93	128	90	128	189	64
56202	189	128	189	128	191	192
56208	159	192	95	128	95	128
56214	79	128	47	0	47	0
56220	22	0	12	0	14	0
56226	53	128	73	84	90	192
56232	189	96	190	160	191	240
56238	78	240	71	240	53	248
56244	12	120	3	152	0	112
56250	0	0	0	0	0	0
56256	3	192	31	248	35	84
56262	98	174	95	86	191	239
56268	159	255	95	254	79	254
56274	33	252	28	120	3	192
56280	0	0	0	0	0	0
56286	0	0	0	112	1	140
56292	2	126	2	234	5	216
56298	5	234	11	216	11	254
56304	11	254	19	252	23	240
56310	21	192	14	0	0	0
56316	0	0	0	0	7	124
56322	10	176	53	76	71	294
56328	96	6	52	44	26	80
56334	55	236	34	68	109	182
56340	114	78	125	190	59	220
56346	23	232	15	240	5	192
56352	0	0	3	192	61	92
56358	76	242	97	134	52	44
56364	26	88	55	236	34	68
56370	109	182	114	78	125	190
56376	35	196	31	248	15	240
56382	3	192	0	0	3	192
56388	13	80	127	254	113	158
56394	52	44	26	88	55	236
56400	34	68	109	182	114	78
56406	117	174	59	220	31	248
56412	15	240	3	192	0	0
56418	3	192	61	92	79	242
56424	47	134	32	44	26	88
56430	55	236	34	68	109	182
56436	114	78	125	190	59	220
56442	31	248	15	240	3	192
56448	1	128	1	192	0	224
56454	0	255	1	255	3	255
56460	7	255	15	255	11	255
56466	31	255	63	255	63	255
56472	127	255	127	255	255	255
56478	255	255	1	128	3	128
56484	7	0	255	0	255	128
56490	255	192	255	224	255	240
56496	255	248	255	248	255	252
56502	255	252	255	254	255	254
56508	255	255	255	255	255	255
56514	255	255	255	255	127	255
56520	127	255	63	255	63	255
56526	31	255	15	255	7	255
56532	3	255	3	255	6	0
56538	15	255	31	255	63	255
56544	255	255	255	255	255	255
56550	255	254	255	254	255	252
56556	255	252	255	248	255	240
56562	255	224	255	192	255	192
56568	0	96	255	240	255	240
56574	255	252	3	192	15	240
56580	30	120	56	28	115	206
56586	110	118	257	191	255	255
56592	241	143	238	39	101	166
56598	113	206	63	252	31	248
56604	15	240	3	192	3	192
56610	15	240	28	56	56	25
56616	114	78	127	254	254	127
56622	253	191	243	207	197	163
56628	100	78	113	140	63	252
56634	31	248	15	240	3	192
56640	3	192	15	240	30	120
56646	60	60	122	94	124	62
56652	253	255	254	127	241	143
56658	199	231	101	166	112	12
56664	63	252	31	248	15	240
56670	7	192	3	192	15	240
56676	28	56	56	28	114	78
56682	127	254	254	127	253	191
56688	243	207	197	163	100	38
56694	113	140	63	252	31	248
56700	15	240	3	192	0	124
56706	1	255	3	255	3	255
56712	7	255	7	255	0	2
56718	7	249	7	332	7	257
56724	7	254	3	253	3	251
56730	3	247	3	253	3	255
56736	1	255	1	255	0	255
56742	0	126	0	63	0	23
56748	0	15	0	27	0	22
56754	0	47	0	38	0	126
56760	0	106	0	92	0	31
56766	0	15	128	0	0	0
56772	0	0	0	128	0	0
56778	224	0	240	0	48	0
56784	192	0	236	0	232	0
56790	184	0	96	0	224	0
56796	192	0	108	0	108	0
56802	0	0	0	0	0	0
56808	224	0	224	0	176	0
56814	0	0	192	0	236	0
56820	252	0	56	0	96	0
56826	224	0	192	0	128	0
56832	0	56	128	252	195	252
56838	231	254	255	230	255	194
56844	255	128	126	0	31	128
56850	126	0	248	0	240	0
56856	224	0	192	0	192	0
56862	128	0	56	128	252	0
56868	195	254	231	255	255	227
56874	255	195	255	128	126	0
56880	1	0	115	0	255	0
56886	254	0	224	0	192	0
56892	192	0	120	0	255	252
56898	252	254	191	254	60	6
56904	60	60	60	60	60	60
56910	63	240	63	240	60	48
56916	60	60	60	60	60	60
56922	191	254	255	254	255	252
56928	3	224	15	240	15	248
56934	30	60	30	60	30	60
56940	60	30	60	30	60	30
56946	60	30	60	30	60	30
56952	60	30	60	30	124	31
56958	120	15	248	15	252	31
56964	189	30	60	28	60	24
56970	60	56	60	112	63	224
56976	63	240	60	112	60	56
56982	60	28	60	30	188	30
56988	255	254	255	252	245	15
56994	252	31	185	30	60	28
56999	60	28	60	30	188	30
57000	60	28	60	30	188	30
57006	63	224	63	240	60	112
57012	60	56	60	28	60	30
57018	188	30	252	30	248	14
57024	124	31	124	31	56	14
57030	56	14				



## THE HILL

by A P Morris

**T**his week, the second and final part of *The Hill* - the game in which you must skilfully adjust the

trajectory of a stale mince pie over a green Christmas pudding. Or something like that, anyway.

Designed for two players, this one is a must for any sentient QL owner - best played after the Queen's speech.

```

1070 lo=PEEK(mpos+1) DIV (4^(3-(rx DIV 2)
MOD 4))
1080 colv=lo && 3:colv=colv+(hi && 2)*2
1090 colv=colv+(hi && 1)*4
1100 END DEFine hit
1110 REMark -----
1120 DEFine PROCedure flare(k1)
1130 INK#5,k1:FILL#5,1
1140 ARC_R#5 TO 0,20,RAD(100) TO 0,-20,
RAD(100)
1150 FILL#5,0:INK#5,7
1160 END DEFine
1170 REMark -----
1180 DEFine PROCedure house
1190 FOR x=15,315
1200 FILL#5,1:INK#5,6
1210 LINE#5,x,10:LINE_R#5 TO 0,4 TO 4,2
TO 4,-2 TO 0,-4 TO -8,0
1220 INK#5,6:LINE_R#5,-1,3: LINE_R#5 TO
6,4 TO 6,-4:FILL#5,0
1230 END FOR x
1240 END DEFine house
1250 REMark -----
1260 DEFine PROCedure blow
1270 INK#5,5
1280 wind=RND(0 TO 50)/10
1290 direction=RND(184 TO 185)
1300 wind$=FILL$(CHR$(direction)),INT
(wind)+1)'Wind'&FILL$(CHR$(
direction)),
INT(wind)+1)
1310 wind_title
1320 IF direction=185 THEN wind=-wind
1330 INK#5,7
1340 END DEFine blow
1350 REMark -----
1360 DEFine PROCedure wind_title
1370 AT#5,0,(18-(LEN(wind$)/2))
1380 INK#5,5
1390 PRINT#5;wind$
1400 INK#5,7
1410 END DEFine
1420 REMark -----
1430 DEFine PROCedure ground
1440 BLOCK#5,437,10,0,168,4
1450 END DEFine ground
1460 REMark -----
1470 DEFine PROCedure hill
1480 REPEAT hill_ok
1490 CLS#5:ground
1500 INK#5,4:FILL#5,1
1510 hiy=RND(40 TO 100)
1520 hix=RND(110 TO 190)
1530 pm1=RND(0 TO 1):pm2=RND(0 TO 1)
1540 u_ang=RND(20 TO hiy)
1550 d_ang=RND(20 TO hiy)
1560 IF pm1=0 THEN u_ang=-u_ang:END IF
1570 IF pm2=0 THEN d_ang=-d_ang:END IF
1580 ARC#5,40,10 TO hix,hiy,RAD(u_ang)
TO 290,10,RAD(d_ang)
1590 LINE#5,290,10 TO 40,10
1600 FILL#5,0:INK#5,7
1610 x=405-(pl*270):y=5:hit x,y
1620 IF colv=4 THEN house:blow:RETurn
1630 END REPEAT hill_ok
1640 END DEFine hill
1650 REMark -----
1660 DEFine PROCedure names
1670 CLS#4:AT#4,0,3
1680 PRINT#4;"Please enter the Players
NAMES?"
1690 FOR pl=1 TO 2
1700 BEEP 1000,30:AT#4,2,2:CLS#4,4
1710 PRINT#4;"Player #";pl,:INPUT#4,
player$(pl)
1720 IF LEN(player$(pl))>8 OR player$(
pl)="" THEN AT#4,2,2:CLS#4,4:GO
TO 1700
1730 caps player$(pl)
1740 END FOR pl
1750 CLS#4
1760 AT#4,0,7:PRINT#4;player$(1)
1770 AT#4,0,29-LEN(player$(2)):PRINT#4;
player$(2)
1780 INK#4,0:AT#4,1,1:PRINT#4;"Hits":
AT#4,1,31:PRINT#4;"Hits"
1790 AT#4,1,16:PRINT#4,"ROUND":INK#4,1
1800 END DEFine names
1810 REMark -----
1820 DEFine PROCedure caps(name$)
1830 IF CODE(name$(1))>96 AND CODE(name$(
1))<127 THEN name$(1)=CHR$(CODE
(name$(
1))-32)
1840 END DEFine caps
1850 REMark -----
1860 DEFine PROCedure set_window
1870 OPEN#6,scr_512x256a0x0
1880 BORDER#6,17,7
1890 OPEN #4,con_448x56a32x200:PAPER#4,5
1900 BORDER #4,3,100:INK#4,1:CLS#4
1910 OPEN #5,scr_448x184a32x16:PAPER#5,1
1920 BORDER#5,3,200:INK#5,7:CLS#5
1930 SCALE#5,184,0,0
1940 END DEFine set_window
1950 REMark hard copy prog-----
1960 DEFine PROCedure plist(a,b)
1970 BAUD 600
1980 OPEN #8,ser1sc
1990 LIST #8,a TO b
2000 CLOSE #8
2010 END DEFine plist

```

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## Christmas competition

**T**his week we have news of a special Christmas competition for BBC owners so if you fancy finding out why games players all over the country have been practising their flying kicks on the cat read on.

Regular readers of the column will be aware that Melbourne House, after a long period of concentrating on adventure/strategy games, had a flurry of activity in the last part of this year releasing some very high quality games. *Sir Lancelot* was the first, notable for the accomplishment of the programming but rather old hat in format, but soon followed by *The Way Of The Exploding Fist*, *Starion*, *Fighting Warrior* and *Gyroscope* and we still have *Asterix*, *3D Rock and Wrestle* and some 'secret projects' to look forward to.

## Lack of music

It reads like a catalogue of some of the best games of 1985 and I personally rate *Fist* as game of the year. Despite the mass of Kung Fu games that are appearing, this one stands out for its balance of technical accomplishment and addictiveness. The computer player is mean and doesn't make stupid mistakes while the two-player game adds enormously to the fun.

The company's experience has meant that all conversions of the game are worth buying, although there was some criticism of the Amstrad version in the column a week or two ago for the lack of music or changing backgrounds. MH have assured me that it was solely the clamour of public demand for the game that caused such a quick release and I don't think it really affects the quality of the game itself.

The good news for BBC/Electron owners, therefore, is that Melbourne House had not ignored them in the conversion and has just brought out *Fist* and an excellent version of the *Marble Madness* clone *Gyroscope*. To commemorate this the company has kindly given *Popular* ten copies of the *Fist* conversion to give away. All we want you to do is produce a limerick that ends in the line 'The Way Of The Exploding Fist'. The ones we judge to be the funniest, or best describes the qualities of the game, will receive a copy.

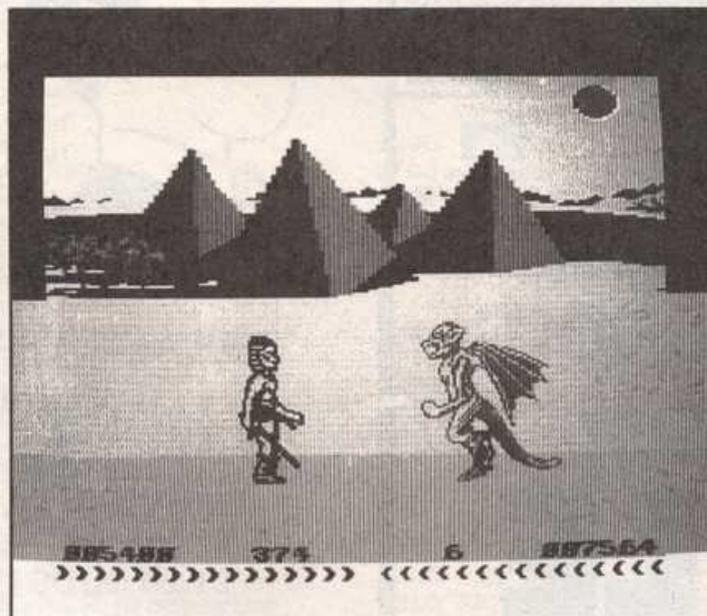
## Limited skill

When you write in, please address your entry to *Popular Computing Weekly* at the normal address, mark the en-

in a computer game, but although it was looked on by many reviewers as a follow up to *Fist* it really isn't on the same level. The skill involved is too limited, as these tips from Darryl Lee, of Stoke, will show.

"When in combat the only choices available to you are duck, jump, hit high, hit low or hit middle. Ducking and jumping is sometimes worthwhile if the monster seems stuck on a particular attack, for example those with lion heads seem to like hitting high, but they can give your opponent time to get in several hits.

Usually, however, it simply pays to use middle hits - these strike whether the monster is just standing, jumping or ducking and you should find that it does enough of the



Fighting Warrior from Melbourne House

velope 'Exploding Fist Competition' and please put your answer, with your address, on a separate sheet from any other correspondence. To allow for the Christmas post we will leave the judging until the end of January.

Now then, to carry on the theme of this week's column, the tips we are printing are all to do with Melbourne House games, although unfortunately we don't have room for some pages of excellent advice on *Fist* sent in by David Cowler and Andrew Slator of Hemel Hempstead.

*Fighting Warrior* features some of the most marvellous animated monsters ever seen

latter for you to build up a considerable lead.

"Dodging the arrows isn't worth the trouble since the monster can usually land a couple of hits while you are doing so.

"Once you have mastered fighting to a degree, all you have to do is get the hang of the vases. Hitting these with low strikes can have good or bad effects, the good ones being 2, 3, 5, 6, 7 in a sequence of eight.

## Energy points

"When you get to a vase that is higher than the rest, if you smash it the door to the

temple which contains the princess will appear. When inside, every hit you make on the monster will cost you an energy point but the monster has the same stamina as the last one you met outside so you should try to weaken, but not kill, this one before you go in. The princess can be freed by a high cut.

"I enjoyed the game but it would have been better if the fighting sequences were more thought out so that they gave more options and weren't so dull."

Let's finish this week with some more solutions for the brilliant *Starion*, thanks to GD Menzies and Sean Lambert. Incidentally 'G' would like to see some 'infinite lives' pokes for this game. Does anyone fancy the challenge? (Personally I would like to see a cross between the playable and slick *Starion* and the complex universe of *Elite*, but we can all dream.)

**Sector 5:** Nato 1949, Gillette 1895, Odyssey 2001, Asp 35 BC, Alps 219 BC, Radium 1898, Petrol 1885, Eric 0982, Hawaii 1959. Password: Orphanage.

**Sector 6:** Table 1869, Eclipse 1999, Ribbons 1871, Nero 0064, Alaska 1867, Uranium 1945, D 1944, Electron 1897, Vesuvius 0079. Password: Adventure.

**Sector 7:** Cannon 1812, Nobel 1867, Tea 1773, Insulin 1922, Edward 1042, Exhibit 1851, Calcutta 1756, China 1897, Rosetta 163 BC. Password: Eccentric.

**Sector 8:** Manager 0004, Iceberg 1912, Crash 1929, Eagle 1969, Bahamas 1492, Orb 1953, Arrow 1066, Triangle 543 BC, Needle 1796. Password: Combine.

**Sector 9:** Apple 1682, Nelson 1805, Ides 0044 BC, Archduke 1914, Hydrogen 1900, Morse 1837, Ink 1455, Boom 1969, Pole 1911. Password: Amphibian.

I wish we could give a prize for anyone who can explain some of these clues for me - Ribbons, Manager and Triangle, for example. Anyway that's all for now, and Happy Christmas.

**Tony Kendle**

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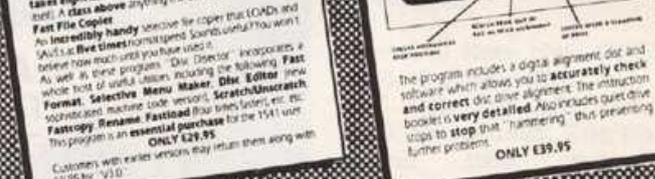
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# Tony Bridge's Adventure Corner



## A good year

Well, that's another year over with. It's been a good year, and I don't agree completely with those who think that 1984 was better for us adventurers. Exactly a year ago, The Corner was looking back at 12 months of innovation from companies like Beyond with the first part of their *Lords of Midnight* trilogy and smaller triumph, from Delta 4 and Incentive's *Ket Trilogy* - yes, it was a very good year.

But look what has happened in 1985: there are more American adventures coming on-stream (and they've always, in my opinion, been a nation of adventurers unlike the arcade-loving British) and I think that we'll see more in the future. Authors at home have also been hard at work and seem to have taken heart at the wider acceptance that adventures received in 1984. *The Quill* has been largely responsible for this, and while there have been some pretty dire products of this utility, there have been some good ones too.

The renaissance of the British micro at a time when boredom was setting in and hard and software companies were getting a little too serious about the whole thing, was embodied in the release

of the 'old-fashioned' (but technically very sound) Amstrad range. This has ensured that the coming year appears to have a good chance of being the most successful for a long while.

Not only are more people getting the chance to play and enthuse over adventures, but more people too are writing adventures for the delight of others. *The Quill*, of course, has helped in this, but there are now other adventure-writing utilities, notable *GAC* from Incentive and *Genesis* from CRL - both of them on the Amstrad - and this can only be good for adventure-players in general.

Much as I enjoy looking forward to block-buster adventures, I have all too often been disappointed at the final result. It's an unfortunate fact that most software houses have lost sight of the original premise of computer games of any sort: to have fun and pass a little time that may otherwise be filled with yet another episode of *Dynasty* or *Crossroads*. Which is why I'm particularly pleased to see software houses like Delta 4 (now with Silversoft) and St Brides - those, in other words, with a sense of humour and proportion - flourishing despite the heavy costs of keeping up with the majors.

## Commitment

Unlike arcade games, adventures can be perfectly successful, though they may not exhibit the very latest techniques and even the dimmest non-programmer - like me - can have a stab at creating a best-selling adventure.

So for me, the most interesting adventures of the past year have been those sent in by readers of this column, showing as they do the enthusiasm and commitment that

marked the first year or so of the Sinclair era. Nobody really expects to make megabucks from these largely *Quill* programs, but they do expect other adventurers to play and enjoy the programs, and while I haven't been able to mention every adventure sent to me, I hope that enough interest has been shown by other readers to encourage the authors. Most of the programs are very reasonably priced and well worth playing.

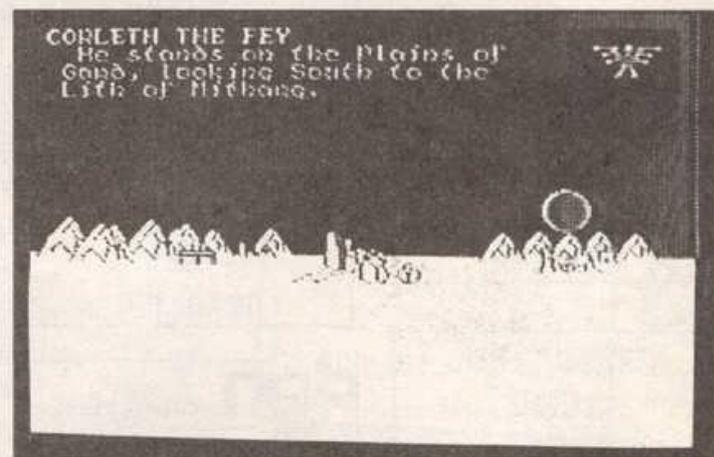
## Epic proportions

Going from the front-room adventures to the block-busters, you will know by now that *Lord of the Rings* has at last been released, at least on the Spectrum and eventually on the BBC, Amstrad and Commodore machines. Ever since *The Hobbit* we have all (and I mean all!) been waiting for this one above all others. At the time of writing I've had

months to come, you can rest assured that you will see much mention of it in The Corner.

Among the other programs to reach the shops is, after two years of waiting, *Swords and Sorcery* from PPS. Although a full review will have to wait awhile, I have to tell you that after that two-year wait, the program seems about four years out of date. A great pity, for this was the one that was going to be the salvation of all the D&D'ers amongst us who were looking for the ultimate solo dungeon.

Having said that, it's not a total waste of time: you'll find lots of monsters to kill, a complicated hit system, a few puzzles of the 'to which room should I take this object in order to have what effect' genre, a nicely-animated 3D maze, a bit of inter-reaction with the monsters and so on. While one or two other players have become rather addicted to it, which is always a



*Lords of Midnight* from Beyond

the program for an evening, and it's obviously going to need many many evenings before any real progress is made - if only because response time is about two decades for anything more demanding than HELP.

The package is of epic proportions, as befits the subject, and includes a 'bare-bones' version of the adventure to ease you into the complexities of the main program. Coming as it does with the book of the first part and two cassettes along with a hefty instruction book, it should be top of your present list for any highly-regarded adventuring friend (who will have to be very special, considering the price of the thing). In the

good sign, for me the whole thing was a bit of a yawn. I shall persevere though and bring you a fuller review in the new year.

The saddest event for us adventurers was the demise of *MicroAdventurer*, but this has had the happier result of spawning a number of Adventure Clubs, each with their own magazine, help line and so on; each of them very active and well worth subscribing to. More about these in the new year too.

Have a happy adventuring Christmas; let's hope that Ronnie and Micky will allow us another year of battling with the Trolls, outwitting the Babel Fish and solving Mrs Brown's suicide.

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ART STUDIO	14.95	11.00	ALIENATE	9.95	6.90			
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# Quiz Answers

## How Good is Your Buff?

1. a 1 b 2 c 0, 2. a 1 b 2 c 0, 3. a 2 b 0 c 3 (True buffs aren't interested in adventures), 4. a 3 b 1 c 0, 5. a 5 b 2 c 1, 6. a 1 b 2 (This one hasn't been Knighted) c 1, 7. a 0 b 1 c 2, 8. a 0 b 0 c 1, 9. a 0 b 1 c 0, 10. a 1 b 1 c 0, 11. a 1 b 1 c 1 (not that adding interfaces will help), 12. a 1 c 1 (idealistic) b 1 (sceptical) c 0 (cynical), 13. a 1 b Score 1 if you don't own a BBC (smug), score 1 if you do (sympathy point) c 2, 14. a 1 b 2 c 1, 15. a Score 0 if you're a BBC owner (too concerned with image to be a real buff) 1/2 if not b 1/2 c 2, 16. a 0 b 1 c 1, 17. a 5 b 1 c 1/2 (correct, but true buffs go without food) 18. a 0 b 0 c 0 19. a 1/2 b 3 (depends who publishes them) c 1/2, 20. a 0 b 1 c 3, 21. a 0 b 0 c 3, 22. a 0 b 0 (he's Austrian) c 1, 23. a 1/2 b 2 c 2, 24. a 1/2 b 3 c 1 (can't verify this down to the last letter but score for reading the magazine reports), 25. a 0 b 0 c 5, 26. a 0 b 0 c 1, 27. a 0 b 0 c 1, 28. a 1 b 0 c 0, 29. a 2 b 0 c 1 (it could so easily have been), 30. a 0 b 1 c 0, 31. a 2 b 0 c 0, 32. a 0 b 2 c 0, 33. a

0 b 1 c 0 d 0, 34. a 0 b 1 c 0, 35. a 0 b 0 c 1, 36. a 3 b 3 c 1 (score 5 if you are a software house), 37. a 3 b 1 (too easy) c 1 (not for the true buff, it isn't), 38. a 0 b 2 c 0 (too sceptical), 39. a 1/2 (you may know something nobody else does) b 0 c 2, 40. a 1 b 1 c 3, 41. a 2 b Score 2 if you're still using yours exclusively, otherwise 0 c 2, 42. a 0 b 0 c minus 3, 43. a 0 b 1 c 2, 44. a 0 b 2 c 3, 45. a 3 c 1, 46. a 2 b 1 c 1, 47. a 2 b 0 c 0, 48. a 0 b 1 c 2 (bet you didn't know that, did you? Neither did we.), 49. a 0 b 0 c 1, 50. a 0 b 0 c 1, 51. a 0 b 0 c 1, 52. a 3 b 1 c 0, 53. a 3 b 0 c 1, 54. a 0 b 0 c 1/2 (good guess), 55. a 0 b 0 c 1, 56. a 2 b 0 c 1/2, 57. a 0 b 1 c 1 (try it and see), 58. a 2 b minus 1 c 0, 59. a 0 b 3 c 0, 60. a 0 b 0 c 2, 61. a 0 b minus 2 (where's your festive spirit?) c 3, 62. a 3 b 0 c 0, 63. a 0 b 0 c 1, 64. a 1 b 1 c 2, 65. a 1 b 1 c 2, 66. a 1 b 1 c 1/2 (opinions vary), 67. a 0 b 1/2 c 1/2, 68. a 1 b 1 c 2, 69. a 1 b 1 c 2, 70. a 0 b 2 c 1.

## 0-29 points? Ignoramus

Computers aren't everything. You shouldn't be all that

worried about missing the boat in the blazing white heat of technology. Do you find bank cash dispensers a bit daunting?

## 29-69 points? Amateur

You know you ought to understand all about the market in the frenzied football match of computer choice, but you always buy the ones that retire hurt two minutes after kick off. You have typed in 300 programs from magazines and made two of them work. Okay with cash dispensers but find video recorders a bit hard to understand.

## 69-99 points? User

Although you stare blankly at m/c, you have written programs in Basic, a) to tell you what day it is, b) to play Battleships and c) to calculate (in tons) your average weekly consumption. At home with both cash dispensers and videos, your problem is the memory function on a calculator.

## 99-129 points? Expert

Able to translate op-code, into Hebrew at a glance. You have already turned down 12 job offers with IBM, and disassemble the chips in your microwave for amusement. You have no problem with any electrical term except toasters.

# The Rogue Program



The intruder now as what it wanted David and Cindy's fate hangs in the balance; what will the outcome be? Will the alien force leave, or will this just be the beginning... Only next week will tell

David and Cindy's adventures in the Rogue Program will continue on January 9th

# New Releases

## HIGH JUMP

Whilst most micros have dozens of Decathlon style games to choose from, the BBC has hardly any. This is probably because the memory doesn't allow you to have many different events without loading them in individually. However, the BBC is capable of just the sort of detailed graphics that suit the animation in such games and on disc you can have all the events you want.

Proof of all this comes from Alligata's excellent *Olympic Decathlon* program, which, though not up to the best Commodore offerings, is a most entertaining game. There are a number of events to be completed as part of the decathlon, running, 100m, 400m, 1500m, (this last causing the fingers no end of damage), long jump, shot putt, javelin, hurdles, discus, pole vault and high jump.

Controls have been reduced to the bare essentials; left and right feet and a single key for either jump or throw



depending on the event. You can choose either to practise events singly (where you must, in each case, beat the qualifying time) or attempt the complete decathlon of events with your score being totted up as you complete each element.

The graphics are smooth, colourful and quite large and the animation is very effective. I found it a lot of fun and it's comparatively cheap.

**Program** *Olympic Decathlon*  
**Price** £9.95

**Micro** BBC

**Supplier** Alligata Software  
1 Orange Street  
Sheffield  
S1 4DW

## IMPRESSIVE

*The Neverending Story*, Ocean's game of the fantasy film has at last turned up, on of all things, the Amstrad - usually third in the queue for conversions after the Spectrum and Commodore. It may prove to have been a very smart move though because the graphics illustrating this adventure are simply excellent and with the Amstrad's monitor picture they look at their best.

Not only are the graphics beautifully designed and full of detail, but the display of the graphics is itself unusual and impressive. It uses an effect rather like those TV pictures where a smaller picture is superimposed on the main screen to show another area of action. In this case a main area illustration, eg, the forest, will be illustrated over

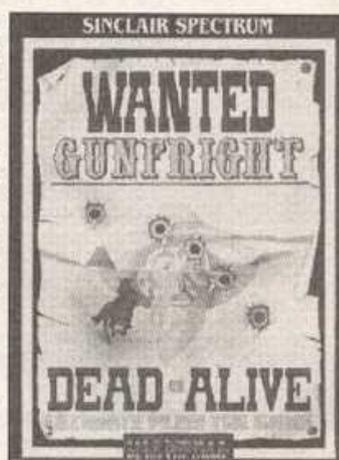
Pick of the week

## A TOUCH OF

Ultimate have, let's face it, released some pretty duff games recently. Beginning with the clever but flawed (ie, it was totally boring) *Nightshade*, it issued a number of Commodore games with few redeeming points. It was with much trepidation then that I greeted *Gunfight*, the latest Ultimate game and the first since *Nightshade* for the Spectrum.

Bad points first. The graphics routines from *Nightshade* have been imported lock stock and barrel (there are a lot of guns in the game). You get the same sort of detailed house fronts which disappear when you enter them - clever and pretty, but a little confusing I always found.

However, the 'oh my God, *Nightshade* again' feeling soon passes, *Gunfight* is a much more entertaining game and though not a classic is heavily recommended. Not only does it work as a game, but there are some wonderful touches of humour. The best joke is the fact that your trusty steed is no white stallion, but a rather dopey looking pantomime horse worn around



your waist like a rubber ring.

The plot has you seeking out criminals and blasting them into oblivion for a fat reward. Some criminals can be shot with relative ease (once you've found them), others take you on in a fast draw duel to the death. At this point the screen changes to a straight face-on view of the baddie and if your reflexes are poor you end up with a TV screen full of gunshots.

There are trading elements to the game as well; you earn rewards for baddies captured, but there are expenses

several locations but smaller insert pictures are superimposed as you move around.

It's a vast adventure loading three parts with over 100K worth of code; what it lacks, though, is complex text analysis. Ocean have decided that size of adventure and graph-

ics are a more important trade off. This means that you must restrict commands on two words and you get such bizarre statements as *Go North - there is no verb in that sentence*. Such things make the Grand Elf turn blue at the edges.

## This Week

Program	Type	Micro	Price	Supplier	Program	Type	Micro	Price	Supplier
Sweevo's World	Arc	Amstrad	£7.95	Gargoyle Games	Superman	Arc	Commodore 64	£9.95	Beyond
TLL	Arc	Amstrad	£7.95	Vortex	The Trading Game	S	Commodore 64	£8.95	Reelax
The Wargame	S	Amstrad	£7.95	Reelax	Airwolf	Arc	Enterprise	£7.95	Enterprise
Basic Extension	Ut	Amstrad	£2.99	Paul Burke	Wizard's Lair	Arc	Enterprise	£7.95	Enterprise
Fighter Pilot	S	Atari	£12.95	Digital Integration	Fourth	Ed	Enterprise	£7.95	Enterprise
Olympic Decathlon	S	BBC	£9.95	Alligata	Tiny Touch n Go	Ed	Enterprise	£7.95	Enterprise
Souls of Darkon	Ad	Commodore 64	£8.90	Task Set	The market	S	Enterprise	£7.95	Enterprise
Bounder	Arc	Commodore 64	£9.95	Gremlin Graphics	Night Fight	Arc	QL	£14.95	Realtime
Enigma Force	Arc	Commodore 64	£9.95	Beyond	Mindshadow	Ad	Spectrum	£7.99	Activision
Gertie Goose	Arc	Commodore 64	£7.95	Reelax	Gunfight	Arc	Spectrum	£9.95	Ultimate
One Bite too Deep	Arc	Commodore 64	£7.95	Reelax	Quake Minus 1	Arc	Spectrum	£9.95	Beyond
Pod	Arc	Commodore 64	£7.95	Reelax	West Bank	Arc	Spectrum	£7.95	Gremlin Graphics
					The Wargame	S	Spectrum	£7.95	Reelax
					Their Finest Hour	S	Spectrum	£10.95	Century

Key: Ad - adventure

S - strategy-simulation

Arc - arcade

Ut - Utility

Ed - education

## HUMOUR

like bullets to be considered and if you want your salary you'll have to collect it. . .

Hunting out the baddies is the real point of the game, though, and in this, a collection of roving townspeople both help and hinder you. The help derives from the fact that some of them just feverishly walk up and down pointing out the direction of the next criminal; the hindrance, that they frequently get in your way and, if accidentally shot, cause you to lose money.

It's fun, and the scoring system should mean that, unlike *Nightshade*, it is always possible to do better next time and kill a few more villains. The first Ultimate game in a while that I shall be sneaking home from the office in my saddlebag.

**Program** *Gunflight*  
**Price** £9.95  
**Micro** Commodore 64  
**Supplier** Ultimate  
The Green  
Ashby de la Zouch  
Leicestershire  
LE6 5JU

The plot of the film is kept largely intact since it has the requisite ingredients of magic, goodies and baddies, evil, niceness and fairly niceness. There are lots of people with funny names who crop up here and there - you play Atreyu who has to find the

Saviour (of Fantasia). His name is Bastian and has only a few people and Aurnyn, a gold and silver talisman to help him in his search. I'd have thought a good map and compass would have been more use.

I think that from what I've seen of it many purist adventurers will find *The Neverending Story* glossy but unsophisticated but then they don't make software companies lots and lots of money. The game certainly looks good and is well presented.

**Program** *The Neverending Story*  
**Price** £9.95  
**Micro** Commodore 64  
**Supplier** Ocean Software  
6 Central Street  
Manchester  
M2 5NS

## PREHISTORIC

*Yabba Dabba Doo* is an arcade game from Quicksilver based around the Flintstones.



cartoon heroes from the long distant past. Usually this kind of licensing deal is a disaster, but in the case of *Yabba Dabba Doo* it's surprisingly effective.

The game features a complicated plot which involves Fred Flintstone clearing rubble and building a home for his beloved Wilma. Various prehistoric creatures get in the way, particularly pterodactyls and turtles. Once Fred gets as far as placing a roof on his house, he has to hire a dinosaur, earning the money for this by working in a quarry (ain't life hard?).

The game has some of the most charming graphics I've seen in a long while; the original cartoon characters seem to have been copied pixel for pixel in large, smoothly animated sprites.

I'd say that this is a particularly good game for young kids if it wasn't for the fact that they probably haven't a clue who or what the Flintstones were, but perhaps that doesn't matter. In any event it's a thoroughly worthwhile program.

**Program** *Yabba Dabba Doo*  
**Price** £7.95  
**Micro** Commodore 64  
**Supplier** Quicksilver  
Liberty House  
222 Regent Street  
London W1R 7DB

## REDESIGNED

Central Solutions has issued a number of tapes containing two programs a piece, one on each side. Two games for £3.99 seems like a good buy,



but for the most part you don't get what you don't pay for.

One of the tapes contains an arcade game called *Antteroo* and the other side a graphically illustrated adventure called *Prelude*. *Antteroo* is awful; sub *Jet Set Willy* caverns and badly programmed so that movement is jerky.

Better is *Prelude*, a standard adventure with some simple but instantly drawn illustrations. It's all about destroying key Nazi installations before D Day commences and seems fast with a nicely redesigned character set.

Overall? Personally *Prelude* on its own for £1.99 would have been fine; £3.99 with the addition of *Antteroo* makes it less good value.

**Program** *Antteroo/Prelude*  
**Price** £3.99  
**Micro** Spectrum  
**Supplier** Central Solutions  
500 Chesham  
House  
150 Regent Street  
London W1R 5FA

## This Week

**Activision**, 15 Harley House, Marylebone Road, London NW1, 01-486 7588. **Alligata**, Orange Street, Sheffield S1 4DW, 0742 755796. **Beyond**, Lector Court, 153 Farringdon Road, London EC1R 3AD, 01-837 2899. **Century**, 12-13 Greek Street, London W1V 5LE. **Digital Integration**, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ. **Enterprise**, 31-37 Hoxton Street, London N1 6NJ, 01-739 4282. **Gargoyle Games**, 74 King Street, Dudley, West Midlands, Dudley 23877. **Gremlin Graphic**, Alpha

House, 10 Carver Street, Sheffield S14FS, 0742 753423. **Paul Burke**, Moneymore, Oranmore, Co. Galway, Ireland. **Realltime**, Prospect House, 32 Sovereign Street, Leeds LS1 4BT. **Relax**, 24B Cowbridge Road, Pontyclun, Mid Glamorgan, 0443 229448. **Task Set**, 13 High Street, Bridlington YO16 4PR, 0262 673798. **Ultimate**, Ultimate Play the Game, Ashy de la Zouch, Leicester LE6 5JV, 0530 411485. **Vortex**, Kansas Avenue, Off South Langworthy Road, Salford M5 2GL, 061 872 4747.

## Personality test

While considerable research has been carried out to test an individual's aptitude for computer programming there have been relatively fewer investigations into the personality traits that appear to correlate with that of a good computer programmer.

An investigation has recently been carried out at the Polytechnic of Central London into the 'Personality Traits of Computer orientated Individuals' in an attempt to resolve some of the ambiguities of conflicting reports in tests which have been done and to assess whether competent computer programmers do actually possess specific personality traits.

It also attempted to resolve the question of whether some individuals possessed a 'Computer phobia' which made them unable to come to terms with computers at any cost.

Present day degree courses of every designation tend to some extent to involve computers, whether the undergraduate likes it or not. Some students come to terms with the compulsory computing unit on their course quite easily while others grind to a complete halt. To ascertain what makes one individual 'computer compatible', while another will always remain inept, is a crucial question when one considers the ever-increasing role computers are playing in everyone's lives. It would certainly be valid to ascertain whether some individuals are naturally computer talented, or whether given the correct tuition any person can be trained.

The method for assessment used for this investigation on the 'computer compatible personality' consisted primarily of the Eysenck Personality Inventory, a standard psychological diagnostic test used to assess an individual's tendency towards neuroticism or stability, extroversion or introversion.

The assessment test was carried out on a standard BBC B which asked the subject the relevant questions, then automatically scored and graded the answers and came out with an extroversion and neuroticism rating for that subject. This test was followed by a 'computer compatibility test' constructed specifically for the research project.

Subjects were ranked on a basis of high medium and low computing ability and were taken from a wide range consisting of lecturers, undergraduates and computer technicians who worked at the Polytechnic. Those subjects tested included computer talented individuals who specialised entirely in computing as well as lecturers and students who worked on non-computing subjects who con-

fessed to be totally inept at computing.

Assessment of each subject's computing ability based on factors revealed by the computer compatibility test were correlated against the scores attained by that subject on the Eysenck Personality Inventory using a Dec 10 Minitab statistics package.

It was found that there was no statistically significant differences between the extroversion and neuroticism scores achieved by computing and non-computing individuals.

However when the data on the subjects of computing individuals was analysed on a basis of the most and least computing talented individuals within their own group, some significant score differences appeared.

Analysis of data showed that particularly talented computer personalities tended to score at the extreme ends of the Eysenck Personality Inventory extroversion scale more often than did non-computing subjects. Whether those exceptionally computer talented high grade computing individuals scored high or low on the Eysenck Personality extroversion scale seemed to relate to the capacity in which they were involved with computers.

It was found in the high grade group that those computer talented individuals that worked behind the scenes in computing such as professional programmers for the Polytechnic and departmental technicians tended to be extremely introverted. Computer teachers and visiting service engineers tended to score high on the extroversion scale.

In fact, the most talented computing individuals tested were found to possess up to 78% more extreme extroversion scores than the national average, either being more often extremely extroverted or introverted than other individuals tested.

The findings of the research carried out at the Polytechnic of Central London tend to suggest that the individual more likely to achieve a successful career in computing would probably be more likely an individual with extrovert and introvert personality traits. When one considers that most computer orientated careers today require one to be capable of working within a team while still possessing the confidence and ability to assert personal ideas and innovations, this might be considered reasonable.

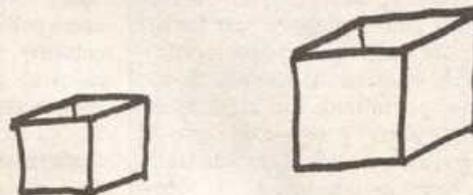
In more general terms the research report also concluded that an undergraduate of any subject could achieve relatively good computer compatibility irrespective of personality trait as measured by the Eysenck Personality Inventory.

David Karliner

## Puzzle No 189

The illustration shows two exactly cubical tanks with a combined volume of six cubic feet. Can you discover their dimensions?

Of course, you will argue that there is an infinite number of solutions, but the tanks in question have sides whose lengths can be expressed as finite numbers. In fact, the smaller of the two tanks has a length of side of A/B feet, and the larger has a length of side of C/B feet. As a further clue, each of the terms (A, B, and C) are two-digit numbers, and the smaller tank contains less than one cubic foot.



## Solution to Puzzle No 184

Two numbers in which the sum of the digits times the product of the digits is equal to that number are 135 and 144. Apart from the trivial case of 1, these are the only numbers that exhibit this property under 125000.

The program works by putting successive values into a string, running along the length of the string and taking it each digit in turn, find the total sum and product. These two values are then multiplied together and checked against the original number.

```

10 LET N=1
20 LET N#=STR$(N)
30 LET S=0:LET P=1
40 FOR F=1 TO LEN(N#)
50 LET F#=MID$(N#,F,1)
60 LET G=VAL(F#)
70 LET S=S+G
80 LET P=P*G
90 NEXT F
100 LET P=P*S
110 IF P=N THEN PRINT N
120 LET N=N+1
130 GOTO 20
    
```

## Winner of Puzzle No 184

The winner is K Scott of Walkford, Highcliff-on-Sea, Dorset, who will be receiving £10.

## Rules

The closing date for Puzzle 189 is Jan 21.

## The Hackers





YOUR PLANET  
NEEDS YOU!



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