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the Spectrum,
ZX-81 and
ZX-80

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To help with entering graphics characters we have adopted a system of writing the characters for the ZX-81. We indicate inverse characters by the letter i and graphics by g, so that an inverse letter W is shown as iW and the graphics character on key 6 is denoted by g6.

Spaces are shown by sp and inverse spaces are isp. If some occur together, for instance a row of six spaces, they are shown by 6*sp and where there is a combination of characters each one is divided by a colon, thus sp:isp:6*g6 means a space followed by an inverse space and then six characters on the 6 key.

Where whole words are written in inverse letters they appear in the listings as lower-case letters.

In the Spectrum listings, letters to be entered in graphics mode are underlined, while other graphics instructions are underlined and take the form shown above, with the addition that inverse graphics characters are represented by the letters "ig".

D'K'ronics

ZX KEYBOARD FOR USE WITH/81 SPECTRUM

Our new cased keyboard has 52 keys, 12 of these are used for the numeric pad. The numeric pad offers some useful features, you can cursor with one hand and it will be a boon for anyone who enters a lot of numeric data. The pad is a repeat of the 1-9 keys plus it has a full stop and a shift key. The numeric pad keys are coloured in red, the normal keyboard keys are grey, with the case being black which makes the whole thing very attractive. The case measures 15 x 9 x 2½. The computer (either 80/81 or spectrum) fits neatly inside. You will have to remove the computer from its original case, it is then screwed to the base of the case. The case had all the bosses already fitted and the screw holes are marked. Also fitted inside the case is a mother board (81 model only) which allows 16K, 32K and 64K to be fitted in the case. All the connections are at the rear of the case i.e. Power, Mic, Ear, T.V. and the expansion port. The case is large enough for other add-ons also to be fitted inside. One of these could be the power supply, then you could very quickly fit a mains switch, or a switch on the 9V line. This means you have a very smart self-contained unit. This case does not stop you from using any other add-ons that you may have e.g. Printer etc. We are convinced that this is the best keyboard available at present. It offers more keys and features than any other keyboard in its price range.

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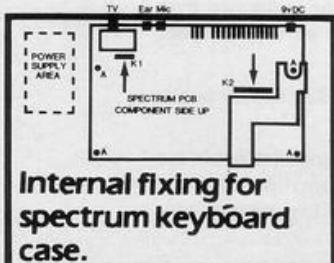
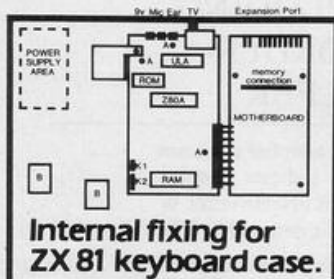
NOTE

The case can be purchased separately with the keyboard aperture uncut, so if you have one of our early uncased keyboards, or in fact any other suppliers' keyboards, these could be fitted. The keyboard is connected to your computer by a ribbon cable and this has connectors fitted which simply push into the Sinclair connectors. It is a simple two minute job and requires no electronic skills. This keyboard does not need any soldering. Please specify on order whether you require the ZX 81 or Spectrum case.

SPECTRUM MODEL

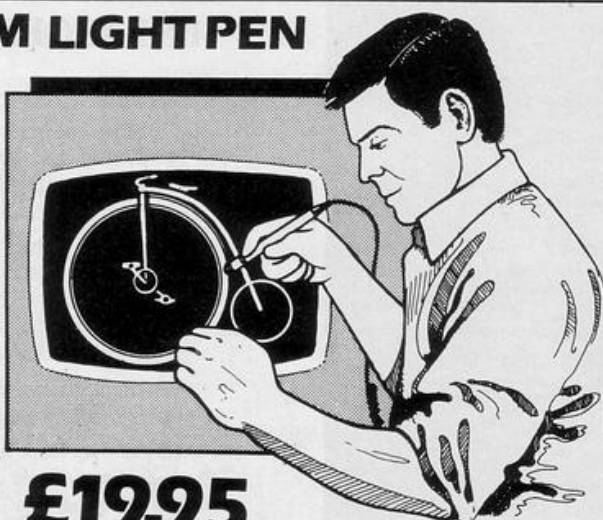
This is supplied with spectrum legends, and a slightly different base for fitting the spectrum inside, again all the connectors are at the rear of the case and there is plenty of room for the power supply (and other add-ons). Should you want to change, we can supply both the Spectrum legends and details of updating your case which will enable modification from the ZX 81 to spectrum. PLEASE specify on your order whether you require the ZX 81 or spectrum case.

**KEYBOARD
(SPECTRUM/81)**



SPECTRUM LIGHT PEN

The pen enables you to produce high resolution drawings on your own television set, saving a vast amount of time over using basic programming statements, such as Plot, Draw etc. You can erase, modify and save drawings and it comes complete with software program. The superb light pen is available from D.K. tronics.



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The 16K uses 4116 Static Ram and occupies the speed low power RAM the computer. All which comes to you where. Position in

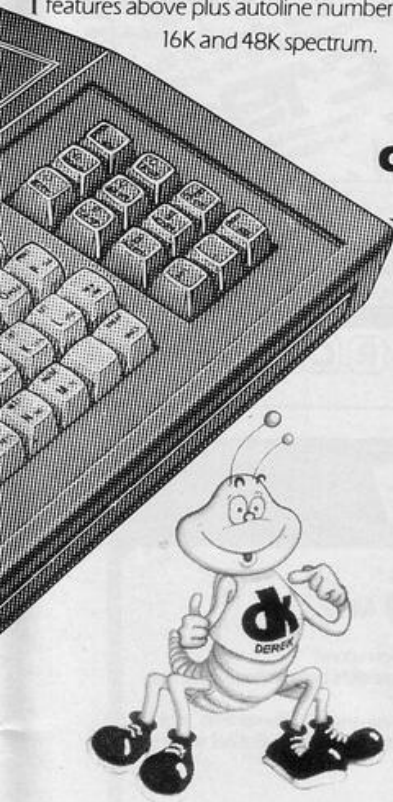
64K Memory Exp
All the above information advantage lies in the 56K of usable memory the use of other add 8192-65536. The BL Spectrum Memor Upgrade your Spect it is simply slipped in are supplied, and in time. The fitting rec same as Sinclair's u

ZX 80~81 Spectrum HARDWARE

SPECTRUM/81 TOOLKIT

This is the toolkit which won acclaim in the feature in the August 1982 issue (pages 29 and 30) of Sinclair User. "It is the most impressive program, fast in execution with clear and full instructions...it stands out from the rest of the field." The ZXED is a powerful editor for use on the expanded ZX81. It is intended for use by the serious BASIC programmer and offers several useful and time saving features most helpful during all stages of program development. The facilities provided are as follows: ALTER, BYTES, COPY, DELETE, FIND, HELP, INSERT, KEEP, MOVE, RENUMBER AND VERIFY. The Spectrum Toolkit contains most of the features above plus autoline numberer and append, and will run in the 16K and 48K spectrum.

**Both at
only £6.95**



FLEXIBLE RIBBON CONNECTOR

If you have ever had whiteouts or system crashes this could be the answer. It stops the movement between the computer and the RAM expansion, it is supplied with a ribbon, 6 inches long, with a male connector at one end and a female at the other, at only

£10



Expansion £22.95

Dynamic Ram Chips. We use the dynamic as they are much denser than static. They are also much cheaper than the equivalent product. The Ram is manufactured with high quality materials, and uses high quality components. It is supplied ready-built and only needs to be plugged into the rear of the computer. The components are fitted into holders. This massive add-on memory fully assembled and tested is the cheapest 16K memory available anywhere from 16384 to 32768. (Same as the Sinclair memory.)

16K (UNCASED) £19.95

Expansion £52.95

Expansion on the 16K also applies to the 64K Memory Expansion, but the 64K giving nearly FOUR times the memory. This advanced model has a switch. In addition, the block from 8K to 16K can be switched out to enable the graphics ROM to be used in this area. Position in Memory: 16384 to 16384 is switchable.

64K (UNCASED) £49.95

Expansion MK1 £35.00, MKII £30.00.

Expansion to 48K of user Ram. The Spectrum memory expansion is simple to fit, just slide the case, and then only requires plugging in. Full fitting instructions are included. The only tool you will need is a screwdriver and just two minutes of your time. No electronic skills. Position in memory from 32768 to 65536. (The same as the Sinclair 48K).

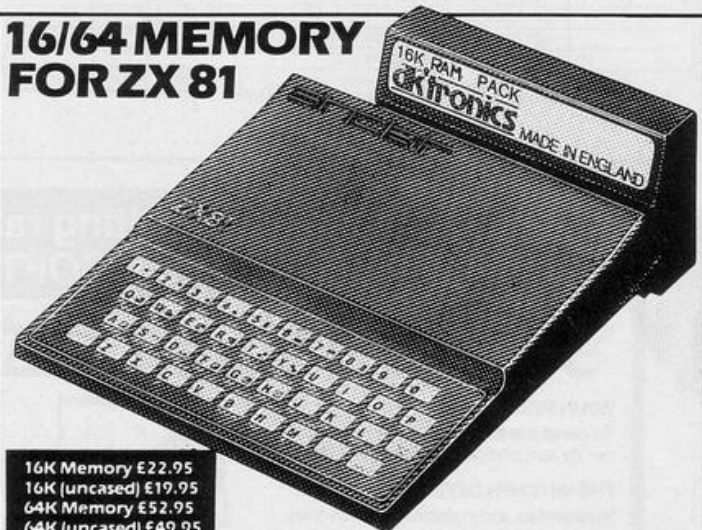
4K GRAPHICS ROM £24.95

The DK Graphic module is our latest ZX 81 accessory. This module unlike most other accessories fits neatly inside your computer under the keyboard. The module comes ready built, fully tested and complete with a 4K graphic ROM. This will give you an unbelievable 448 extra pre-programmed graphics, your normal graphic set contains only 64. This means that you now have 512 graphics and with their inverse 1024. This now turns the 81 into a very powerful computer with a graphic set rarely found on larger more expensive machines. In the ROM are lower case letters, bombs, bullets, rockets, tanks, a complete set of invaders graphics and that only accounts for about 50 of them, there are still about 400 left (that may give you an idea as to the scope of the new ROM). However, the module does not finish there, it also has a spare holder on the board which will accept a further 4K of ROM/RAM. This holder can be fitted with a 1K/2K/RAM and can be used for user definable graphics so you can create your own custom character sets.

WHY WAIT?

ORDER TODAY FOR FAST DELIVERY

16/64 MEMORY FOR ZX 81



16K Memory £22.95
16K (uncased) £19.95
64K Memory £52.95
64K (uncased) £49.95

The above illustration shows the casing for the 16K or massive 64K.

Please state type of machine, which Rom memory size, quantity and place when ordering.

Please send me @ £

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Please add on £1.25 for PIP

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Signature

Name

Address

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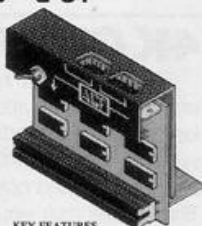
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for **sinclair ZX Spectrum 81**

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...	... Leapfrog
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...	... 3D Tanks
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...	... Specvaders
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...	... Star Trail
...	... (Man, Dock)
...	... Zoom
...	... Ghost's Revenge
...	... Escape
...	... 3D Tunnel
...	... Time Bandits
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QTY	ITEM	ITEM PRICE	TOTAL
	INTERFACE MODULE II	20.95	
	JOYSTICK(S)	7.54	
	SOFTWARE AS TICKED ON LIST		
	SOFTWARE AS TICKED ON LIST		
	FINAL TOTAL		

ZX81 ☐ ZX SPECTRUM ☐ Please tick
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THE WITCHES DEFENCES

Stalagmites and stalactites - which grow across your path.

Volcanoes - to get past alive - if you can!

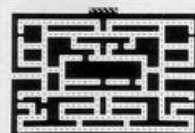
Vampire Bats - that cling to your ship and make controls sluggish

Cave-ins - should you hit the side of the cave with your Laser Cannon or Bomb, part of the roof will cave in on you



- Written entirely in machine code
- Hall of Fame
- 1 or 2 players
- Mystery score positions to bomb
- 5 skill levels

GOBBLERS Mk 2



Beat that high score!
Gobble those dots before those meanies gobble you!
Your only aids are four 'Power Pills' which make the meanies edible. But not for long!

- Machine coded for fast action
- Extra 'Gobbler' for 10,000 points
- On screen scoring
- High score with enter name facility
- Up to 4 players

Improved Mk 2 version!

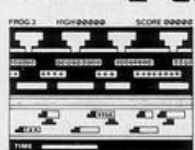
ASTEROIDS

Stay alive as long as possible in open space filled with flying rocks. Score by shooting them - which also causes them to break into lots of little bits and makes life even worse!

- Machine coded for fast action
- On screen scoring
- High score with enter name facility
- Up to 4 players
- Extra ship for 1,000 points (not as easy as it sounds!)
- Ship moves just like arcade version
- Rotate left/rotate right/thrust
- Fires in all 8 directions
- Increasing number of asteroids
- Three asteroid sizes
- alien spaceship (fires back!)

All games £5.95 each

NEW! FROG HOPPER



Jump your frog over the lanes in the road - preferably without being turned into jam by the approaching traffic! Then cross the river by hitching a few rides on some passing logs and finally into the safety of your hole on the opposite bank. Once all 'Frog Holes' have been filled you start again with a different pattern and a bonus frog.

- 50 Skill levels!
- Played against the clock - froggie only has a short while to live!

when more than one game purchased deduct £1.00 from each tape!

Send your order to:
Dept SP2, THE SOFTWARE FARM, Craigo Farm, Botany Bay, Tintern, Gwent

NUMBER CRUNCHER



IN A FIELD surrounded by fences and hedges, the object is for you to hit the numbers one to nine, in numerical order, as quickly as possible. If you hit a fence or hedge you bounce back into the field.

Number Cruncher was written for the 16K ZX-81 by Allan Jarvis of Cottingham, North Humberside.

```

10 DIM D(9,2)
11 DIM M(10)
12 LET M(1)=-34
13 LET M(2)=-33
14 LET M(3)=-32
15 LET M(4)=1
16 LET M(5)=34
17 LET M(6)=33
18 LET M(7)=32
19 LET M(8)=-1
20 LET M(9)=-34
21 LET M(10)=-33
25 PRINT AT 0,0;"DO YOU WANT I
NSTRUCTIONS ? (Y/N)"
26 IF INKEY#="N" THEN GOTO 39
27 IF INKEY#<>"Y" THEN GOTO 26
28 CLS
29 PRINT TAB 8;"number-cruncher
";AT 2,1;"YOU ARE IN A FIELD SU
RROUNDED BY FENCES AND HEDGES.
THE OBJECT OF THE GAME IS
TO EAT THE NUMBERS 1 TO 9 IN
THE CORRECT ORDER AS QUIC
KLY AS"
30 PRINT AT 7,1;"POSSIBLE. IF
YOU HIT A FENCE OR HEDGE YOU
BOUNCE BACK INTO THE FIELD AUT
OMATICALLY. THE CONTROLS
ARE:"
31 PRINT AT 12,2;"R T Y A N
VOICE MAY FIND IT(4*isp:9y:sp:is
p:sp:9t)"
32 PRINT AT 14,4;"(9y:isp:9t:4
*sp)EASIER NOT TO MOVE(5*sp:F:2*
isp:9a:2*isp:H)"

```

```

33 PRINT AT 16,4;"(9t:isp:9y:4
*sp)DIAGONALLY IE.BY ONLY(3*sp:9
t:isp:isp:sp:9y)"
34 PRINT AT 18,2;"V B N USI
34 PRINT AT 18,2;"V B N USI
NG KEYS: T B F H"
35 PRINT AT 20,3;"PRESS A KEY
TO CONTINUE."
36 PAUSE 4E4
39 LET SP=1+PEEK 16396+256*PEE
K 16397
40 FAST
45 CLS
50 PRINT AT 0,0;"(32*isp)"
60 FOR F=1 TO 20
61 PRINT AT F,0;"(9h)";AT F,31
;"(9h)"
62 NEXT F
70 PRINT AT 21,0;"(32*isp)"
80 LET T=0
100 FOR F=1 TO 9
105 LET AL=INT (RND*20)+1
106 LET AC=INT (RND*30)+1
108 LET B=0
110 FOR I=1 TO F-1
120 IF AL=D(I,1) AND AC=D(I,2)
THEN LET B=1
130 NEXT I
140 IF B=1 THEN GOTO 105
150 LET D(F,1)=AL
160 LET D(F,2)=AC
170 NEXT F
180 FOR F=1 TO 9
190 PRINT AT D(F,1),D(F,2);F

```

```

200 NEXT F
210 LET AL=INT (RND*20)+1
220 LET AC=INT (RND*30)+1
225 LET B=0
230 FOR I=1 TO 9
240 IF AL=D(I,1) AND AC=D(I,2)
THEN LET B=1
250 NEXT I
260 IF B=1 THEN GOTO 210
270 PRINT AT AL,AC;"*"
275 LET P=SP+AL*33
277 LET D=1
280 LET M=INT (RND*8)+1
285 SLOW
290 LET M=M(M)
300 LET MP=P+M
305 LET T=T+1
310 LET NP=PEEK MP
320 IF NP=0 THEN GOTO 2000
330 IF NP=128 THEN GOTO 3000
340 IF NP=136 THEN GOTO 3500
1000 IF D<>NP-28 THEN GOTO 1050
1010 IF D=9 THEN GOTO 5000
1020 LET D=D+1
1030 GOTO 2000
1050 IF M=33 THEN LET S=1
1051 IF M=-1 THEN LET S=3
1052 IF M=-33 THEN LET S=5
1053 IF M=1 THEN LET S=7
1054 IF M=32 THEN LET S=2
1055 IF M=-34 THEN LET S=4
1056 IF M=-32 THEN LET S=6
1057 IF M=34 THEN LET S=8
1060 LET O=INT (RND*3)
1070 LET M=M(S+O)

```



```

1000 GOTO 300
2000 REM space-move
2010 POKE P,0
2020 LET P=P+M
2030 POKE P,23
2040 IF INKEY$="" THEN GOTO 300
2050 IF INKEY$="T" THEN LET M=-3
3
2051 IF INKEY$="Y" THEN LET M=-3
2
2052 IF INKEY$="H" THEN LET M=1
2053 IF INKEY$="N" THEN LET M=34
2054 IF INKEY$="B" THEN LET M=33
2055 IF INKEY$="V" THEN LET M=32
2056 IF INKEY$="F" THEN LET M=-1
2057 IF INKEY$="R" THEN LET M=-3
4
2060 GOTO 300
3000 REM wall
3001 IF ABS (M)=33 OR MP=SP OR M
P=SP+31 OR MP=SP+693 OR MP=SP+72
4 THEN GOTO 3005
3002 IF M=-32 OR M=34 THEN LET M
=-M+2
3003 IF M=32 OR M=-34 THEN LET M
=-M-2
3004 GOTO 300
3005 LET M=-M
3010 GOTO 300
3500 REM wall
3501 IF ABS (M)=1 THEN LET M=-M
3502 IF M=-32 OR M=34 THEN GOTO
3520
3503 IF M=32 OR M=-34 THEN LET M
=M+2
3510 GOTO 300
3520 LET M=M-2
3530 GOTO 300
5000 CLS
5010 PRINT AT 0,1;"well done"
5020 PRINT AT 2,8;"TIME TAKEN ";
T
5030 PRINT AT 5,7;"another game
(Y/N)"
5040 IF INKEY$="Y" THEN GOTO 40
5050 IF INKEY$="N" THEN STOP
5060 GOTO 5040

```



SIMULTANEOUS EQUATIONS



PROGRAMS for the ZX-80 are becoming few and far between, while good-quality programs for the 16K ZX-81 and Spectrum are increasing rapidly in number. Therefore we were pleased to receive **Simultaneous Equations**, which was written by Mike Davies of Llandeilo, Dyfed for the ZX-80 to help him while working for his mathematics O level.

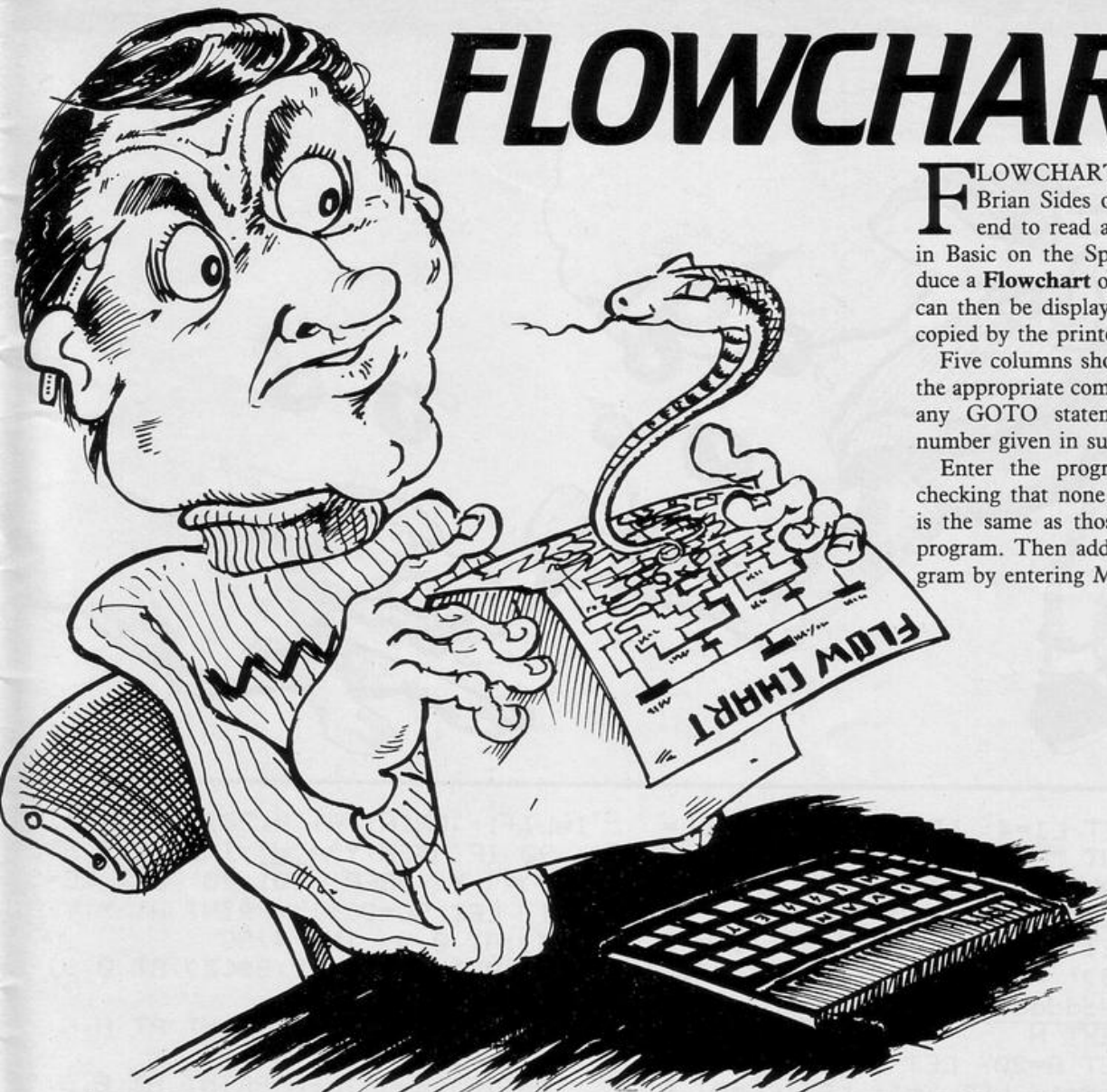
Enter each of the co-efficients A, B, C, D, E and F, followed by NEW-LINE, and the computer will solve the equation.

```

1 CLS
2 PRINT "SIMULTANEOUS EQUATIONS"
3 PRINT "SOLVER"
4 PRINT "AX+BY=C"
5 PRINT "DX+EY=F"
6 PRINT "ENTER A,B,C"
7 INPUT A
8 INPUT B
9 INPUT C
10 PRINT "ENTER D,E,F"
11 INPUT D
12 INPUT E
13 INPUT F
14 LET DET=A*E-B*D
15 LET N=C*E-B*F
16 LET A$="X"
17 GO SUB 25
18 LET N=A*F-C*D
19 LET A$="Y"
20 GO SUB 25
21 PRINT "AGAIN ? (Y OR N)"
22 INPUT A$
23 IF NOT A$="Y" AND NOT A$="N" THEN GO TO 21
24 IF A$="Y" THEN RUN
25 STOP
26 LET G=N/DET
27 LET N=N-DET*G
28 PRINT A$;"=";"G";".";
29 FOR P=1 TO 3
30 LET G=10*N/DET
31 LET N=10*N-G*DET
32 PRINT G
33 PRINT
34 RETURN

```


FLOWCHART



FLOWCHART was written by Brian Sides of Cefn-Glas, Bridgend to read any program written in Basic on the Spectrum and to produce a **Flowchart** of that program. That can then be displayed on the screen or copied by the printer.

Five columns show the line number, the appropriate command, the flow box, any GOTO statement, and the line number given in such a statement.

Enter the program to be charted, checking that none of its line numbers is the same as those in the Flowchart program. Then add the Flowchart program by entering MERGE "".

```

9900 REM FLOW-CHART
9901 OVER 0: INVERSE 0: BRIGHT 1
: BORDER 1: PAPER 6: INK 0: CLS
9902 LET A=PEEK 23636: LET A=A*2
56: LET A=A+PEEK 23635
9903 LET C=0: LET Y=175: LET X=1
30
9904 LET L=PEEK A: LET L=L*256:
LET L=L+PEEK (A+1): LET A=A+4
9905 IF L>9899 THEN GO TO 9943
9906 PRINT L: TAB 5: CHR$ PEEK A:
LET C=C+2: PRINT
9907 PLOT X,Y: LET B=PEEK A
9908 IF B=226 OR B=234 OR B=242
OR B=254 THEN GO TO 9924
9909 IF B>227 AND B<231 OR B=232
OR B=235 OR B=241 OR B=247 OR B
=249 OR B=253 THEN GO TO 9925
9910 IF B=243 OR B=250 THEN GO TO
0 9926
9911 IF B=236 OR B=237 THEN GO TO
0 9934
9912 DRAW 16,0: DRAW -4,-8: DRAW
-28,0: DRAW 4,8: DRAW 12,0
9913 LET Y=Y-8
9914 IF B=226 OR B=236 OR B=237
OR B=254 THEN GO TO 9916
9915 PLOT X,Y: DRAW 0,-7: DRAW 4
,4: DRAW -4,-4: DRAW -4,4
9916 LET Y=Y-8
9917 LET B=PEEK A
9918 IF B=14 THEN LET A=A+4
9919 IF B=13 THEN GO TO 9922
9920 IF B=58 THEN GO TO 9940
9921 LET A=A+1: GO TO 9917
9922 IF C=20 THEN GO TO 9943
9923 LET A=A+1: GO TO 9904
9924 DRAW 12,0: DRAW 4,-8,-PI: D
RAW -24,0: DRAW -4,8,-PI: DRAW 1
2,0: GO TO 9913
9925 DRAW 16,0: DRAW 0,-8: DRAW
-32,0: DRAW 0,8: DRAW 16,0: GO TO
0 9913
9926 DRAW 8,-4: DRAW 8,0: DRAW -

```

```

4,4: DRAW 4,-4: DRAW -4,-4: DRAW
4,4: DRAW -8,0: DRAW -8,-4: DRA
W -8,4: DRAW 8,4
9927 IF B=243 THEN GO TO 9933
9928 LET A=A+1: LET F=PEEK A
9929 IF F=14 THEN LET A=A+4
9930 IF NOT F=203 THEN GO TO 992
8
9931 LET A=A+1: LET F=PEEK A: PR
INT AT C-2,19:CHR$ F: PRINT
9932 IF F=236 OR F=237 THEN GO TO
0 9935
9933 GO TO 9913
9934 CIRCLE X,Y-4,4: PLOT X+4,Y-
4: DRAW 64,0: DRAW -4,4: DRAW 4,
-4: DRAW -4,-4: PLOT X,Y
9935 LET A=A+1: LET F=PEEK A
9936 IF NOT F=14 THEN GO TO 9935
9937 LET A=A+3: LET G=PEEK (A+1)
: LET G=G*256: LET G=G+PEEK (A)
9938 PRINT AT C-2,26:G: PRINT
9939 GO TO 9913
9940 IF C=20 THEN GO TO 9943
9941 LET A=A+1: PRINT " : TAB
5:CHR$ PEEK A: PRINT : LET C=C+
2
9942 GO TO 9907
9943 INVERSE 1: PRINT AT 21,0:"
PRESS ""U"" TO VIEW ""P"" TO PRI
NT " : INVERSE 0
9944 IF INKEY$=""U"" OR INKEY$=""V""
THEN GO TO 9947
9945 IF INKEY$=""P"" OR INKEY$=""P""
THEN GO TO 9951
9946 GO TO 9944
9947 CLS : LET D=0: LET E=22: LE
T C=0: LET X=130: LET Y=175
9948 IF PEEK A=58 THEN GO TO 994
1
9949 IF L>9899 THEN STOP
9950 LET A=A+1: GO TO 9904
9951 PRINT AT 21,0:" : COPY : GO
TO 9947

```




```

3 LET LI=4: LET SC=0: LET LL=
1: INPUT "ENTER LEVEL 1 OR 2(2 =
INVISIBLE APPLES!!)": LE: IF LE<
1 AND LE<2 THEN GO TO 3
10 LET Z=1: LET B$="ab": DIM A
$(20,30): FOR N=1 TO 20: LET A$(
N)="ddddddddddddddddddddddddd
dd": NEXT N
20 LET A=20: LET B=30: LET HP=
3: LET X=1: LET Y=1: LET CC=0: P
RINT AT 0,3: INK 4:"SCORE>":SC: A
T 0,13:"JUMPS>":HP:AT 0,21:"LIVE
S>":LI
30 IF LE=1 THEN PRINT AT 1,0:
FOR N=1 TO 20: PRINT AT N,1: IN
K 2:A$(N): NEXT N
35 FOR N=1 TO 21: PRINT AT N,0
: INK LL:"■": BEEP .01,N: PRINT
AT 22-N,31: INK LL:"■": BEEP .01
,22-N: NEXT N: FOR N=0 TO 16: PR
INT AT 21,N: INK LL:"■": BEEP .0
1,N: PRINT AT 21,31-N: INK LL:"■
": BEEP .01,31-N: NEXT N
40 IF LE=1 THEN PRINT AT X,Y:
INK 2:A$(X,Y)
41 IF LE=2 THEN PRINT AT X,Y)
"
45 LET X=X-(IN 61438=243 OR IN
61438=247)+(IN 61438=239 OR IN
61438=235): LET Y=Y+(IN 61438=25
1 OR IN 61438=243 OR IN 61438=23
5)-(IN 63486=239)
50 IF X=0 THEN LET X=20
60 IF Y=0 THEN LET Y=30
70 IF X=21 THEN LET X=1
80 IF Y=31 THEN LET Y=1
85 IF ATTR (X,Y)=60 THEN LET L

```

```

I=LI+1: PRINT AT 0,27: INK 4:LI
90 IF A$(X,Y)="d" THEN LET A$(
X,Y)=" ": BEEP .001,20: LET CC=C
C+1: LET SC=SC+1: PRINT AT X,Y:B
$(Z):AT 0,9: INK 4:SC
95 PRINT AT X,Y:B$(Z):AT 0,9:
INK 4:SC
97 IF LE=1 THEN PRINT AT A,B:
INK 2:A$(A,B)
98 IF LE=2 THEN PRINT AT A,B):
"
100 LET A=A+(A<X)-(A>X): LET B=
B+(B<Y)-(B>Y): PRINT AT A,B: INK
1:"c"
110 LET Z=Z+1: IF Z=3 THEN LET
Z=1
120 IF A=X AND B=Y THEN GO TO 1
80
130 IF CC=600 THEN GO TO 170
140 IF INKEY$="9" AND HP>0 THEN
GO TO 160
145 IF RND>=.99 THEN PRINT AT I
NT (RND*20)+1,INT (RND*30)+1: IN
K 4:"d"
150 GO TO 40
160 PRINT AT X,Y:A$(X,Y): BEEP
.1,5: BEEP .1,10: LET X=INT (RND
*20)+1: LET Y=INT (RND*30)+1: PR
INT AT X,Y: INK 1: FLASH 1:"a":
FOR N=1 TO 220: NEXT N: LET HP=H
P-1: PRINT AT 0,19: INK 4:HP: GO
TO 40
170 FOR N=1 TO 50: BEEP .01,N:
BEEP .01,50-N: NEXT N: LET LL=LL
+1: GO TO 10
180 IF LI>0 THEN LET LI=LI-1: L
ET X=1: LET Y=1: PRINT INK 4:AT

```




YOU ARE an Apple Thief, prowling around an orchard collecting as many apples as possible before the irate farmer catches you. You and the farmer can move horizontally, vertically and diagonally. You have an advantage over the farmer because you are small enough to crawl under the fence. Also if you eat one of the magic apples you gain a life.

The program was written for the 16K Spectrum by Tat Tang of Aylesbury, Buckinghamshire.

APPLE THIEF

```
0,21;"LIVES>";LI: BEEP .5,-5: BE
EP .5,-10: GO TO 40
190 FOR N=50 TO 1 STEP -1: BEEP
.1,N: BEEP .01,50-N: NEXT N
200 PRINT AT 11,9: INK 2: FLASH
1;"Ha Ha Too Slow":AT 12,9:"Ha
Ha Too Slow": PAUSE 0: PAUSE 0:
RUN
700 CLS : FOR N=0 TO 7: READ A:
POKE USR "A"+N,A: NEXT N: DATA
0,60,90,255,129,66,60,0
710 FOR N=0 TO 7: READ A: POKE
USR "B"+N,A: NEXT N: DATA 0,60,9
0,255,255,66,60,0
720 FOR N=0 TO 7: READ A: POKE
USR "C"+N,A: NEXT N: DATA 0,60,1
65,231,60,36,36,102
730 FOR N=0 TO 7: READ A: POKE
USR "D"+N,A: NEXT N: DATA 16,8,4
2,127,127,127,62,28
740 LET C$="YOU ARE IN CONTROL
OF AN APPLE THIEF.YOU HAVE INVA
DED FARMER BUMPKIN'S ORCHARD.Y
OU ARE NOW CHOMPING YOUR WAY R
OUND THIS ORCHARD WHILST THE
FARMER IS CHASING YOU.HOW MAN
Y APPLES CAN YOU CHOMP?"
750 LET I=1
755 FOR N=1 TO LEN C$
760 PRINT AT 0,11: INK I/2;"APP
LE THIEF": INK I:AT 2,0:C$( TO N
): LET I=I+1
770 IF I=7 THEN LET I=1:
780 NEXT N
790 PRINT "a<<CHOMPER" INK 1:
"c<<ANGRY FARMER" INK 2:"d<<APP
LE"
```

```
800 PRINT INK 3:"9<<JUMP" INK
2:"8<<RIGHT" INK 3:"5<<LEFT" I
NK 2:"6<<DOWN" INK 3:"7<<UP" I
NK 4:"ANY COMBINATION OF KEYS WI
LL MOVE YOU DIAGONALLY"
```

```
810 PRINT TAB 5: INK 1: FLASH 1
;"PRESS ANY KEY TO CONT"
815 PAUSE 0: PAUSE 0
820 CLS : LET C$="OCCASIONALLY
A MAGIC APPLE WILL APPEAR IF EAT
EN AN EXTRA LIFE WILL BE GIVEN
.ALSO YOU CAN CRAWL UNDER THE FEN
CE!"
```

```
830 LET I=1
840 FOR N=1 TO LEN C$: PRINT AT
0,11: INK I/2;"APPLE THIEF":AT
2,0: INK I:C$( TO N): LET I=I+1
850 IF I=7 THEN LET I=1
860 NEXT N
870 PRINT " INK 1:"<<FENCE" I
NK 4:"d<<MAGIC APPLE"
```

```
880 PRINT " FLASH 1:"PRESS ANY
KEY TO PLAY"
890 PRINT " INK 3:"PS THE SOUND
IS BETTER WHEN IT IS AMPLIFIED
!"
```

```
900 PAUSE 0: PAUSE 0: RUN
9999 CLEAR : RESTORE : CLS : BOR
DER 5: PRINT "SAVE": SAVE "APPLE
THIEF" LINE 700: BEEP 1,0: BORDE
R 2: PRINT "VERIFY": VERIFY "AP
PLETHIEF": BEEP 1,10: PRINT "OKA
Y": PAUSE 200: BORDER 7: GO TO 7
00
```




LACE MAKER

POLLY BROWN of Charlesworth, Cheshire wrote **Lace Maker** to generate patterns for use as design charts for punch-lace or Fair Isle work on domestic knitting machines. She adds that it would also be suitable for those designing filet crochet.

The program first requests the number of stitches in each pattern repeat — 6, 8 or 12 for the more popular makes of knitting machine — followed by the number of rows required. Lace Maker can cope with any stitch repeat between 4 and 16, and any number of rows between 4 and 20. (16K ZX-81).

```

1  RAND
2  GOSUB 9000
10  LET C$="HOW MANY ARE REQUIR
ED  IN ONE REPEAT OF THE PATTERN
?  TYPE A NUMBER BETWEEN AND (
INCLUSIVE) THEN PRESS NEWLINE."
20  LET R$=" rows "
30  LET S$="stitches"
40  DIM D$(20,16)
50  DIM A$(16)
70  LET E=0
90  PRINT AT 0,0;C$(1 TO 9);S$;
C$(9 TO 77);4;C$(77 TO 81);16;C$
(81 TO 113)
100 INPUT N
110 PRINT N
115 IF N>16 OR N<4 THEN GOTO 40
0
120 PRINT AT 0,0;C$(1 TO 9);R$;
C$(9 TO 77);4;C$(77 TO 81);20;C$
(81 TO 113)
140 PRINT D
150 IF D>20 OR D<4 THEN GOTO 42
0
200 LET H=D/2
210 LET Z=INT (32/N)*N-N
220 LET Y=INT (22/(D+1))*(D+1)
230 LET G=N/2
240 IF G>INT G THEN LET G=G+1
250 CLS
255 LET L=0
260 IF L=Y THEN GOTO 1000
270 FOR E=1 TO INT H
280 GOSUB 1500
290 LET D$(E)=A$
295 NEXT E
300 IF H>INT H THEN GOSUB 1500
310 FOR F=E-1 TO 1 STEP -1
320 FOR C=0 TO Z STEP N
330 PRINT AT L,C;D$(F,1 TO N)
340 NEXT C
350 LET L=L+1
360 NEXT F
370 LET L=L+1
380 GOTO 260
400 PRINT "BETWEEN 4 AND 16 PLE
ASE"
410 GOTO 100
420 PRINT "BETWEEN 4 AND 20 PLE
ASE"
430 GOTO 130
1000 PRINT AT 21,0;"C TO CONTINU
E, N FOR NEW SIZE"
1010 IF INKEY$="" THEN GOTO 1010
1020 IF INKEY$="C" THEN GOTO 250
1030 CLS
1040 GOTO 10
1500 FOR B=1 TO G
1510 LET A=INT (RND*2)
1520 IF A=1 THEN LET A$(B)=" "
1530 IF A=0 THEN LET A$(B)="*"
1540 NEXT B
1550 FOR B=B TO N
1560 LET A$(B)=A$(N+1-B)
1570 NEXT B
1580 FOR C=0 TO Z STEP N
1590 PRINT AT L,C;A$(1 TO N)
1600 NEXT C
1610 LET L=L+1
1620 RETURN
9000 CLS
9015 PRINT
9030 PRINT AT 20,4;"PRESS ANY KE
Y TO START"
9040 IF INKEY$="" THEN GOTO 9040
9045 CLS
9050 RETURN
9990 SAVE "LACEMAKER"
9991 RUN

```

THE DEADLY Astral Foxgloves hang poised above the earth. Their aim is to eat all humans and then to invade the earth. Save yourself by moving left and right with keys '1' and '2' and firing the lethal fungicide with key '0'.

The program was written for the Spectrum by I Gray of Bath, Avon.

ASTRAL FOXGLOVES

```
5 RESTORE 50
10 FOR x=USR "a" TO USR "c"+7
20 READ a
30 POKE x,a: BEEP .1,0: NEXT x
50 DATA 16,56,56,56,56,124,255
84
60 DATA 0,16,16,16,56,56,124,1
24
70 DATA 0,28,8,28,42,73,20,34
100 LET s=0: LET hs=0
110 LET z=2
510 BORDER 0: PAPER 0: INK 7: C
LS
520 PRINT AT 7,5;"1 LEFT";AT 9
,5;"2 RIGHT";AT 11,5;"0 FIRE"
525 PRINT
AT 16,5;"Hit any key to start":
PAUSE 0
530 FOR x=-50 TO 50: BEEP .01,x
: NEXT x
550 CLS
670 LET a=1
```

```
680 LET h=0: LET u=h
690 LET c=15: LET b=c
700 LET n=c
1000 FOR y=1 TO 50
1010 PLOT INK RND*7:RND*255,RND*
125+50
1020 NEXT y
1050 PRINT AT 20,0: INK 0;" "
```

```
1100 FOR y=1 TO n
1110 PRINT AT z,y*2: INK 6;"a";A
T z,y*2+1: INK 0;" ": BEEP .1,2*x
y
1120 NEXT y
1150 PRINT AT 0,1:"SCORE ";s,"H
I SCORE ";hs
1200 PLOT 0,22: DRAW 255,0: DRAW
0,-16: DRAW -255,0: DRAW 0,16
1300 PRINT AT 18,b;"b"
1310 PRINT AT 20,c;"c"
```

```
1400 BEEP .1,8: BEEP .1,6: BEEP
.1,8: BEEP .1,6
1450 LET u=0: IF n=0 THEN GO TO
9000
1500 GO SUB 2000: LET h=0
1550 IF u=1 THEN GO TO 5000
1600 IF y=19 THEN GO TO 4000
1700 GO SUB 2100
1800 GO SUB 3000
1900 PRINT AT 0,8;s
1910 IF h=1 THEN PRINT AT y,x;"
": GO TO 1450
1920 GO SUB 2500
1930 GO TO 1550
2000 LET n=n-1
2010 LET x=INT (RND*16)*2
2020 IF ATTR (z,x)=6 THEN LET y=
z: RETURN
2025 GO SUB 3000: GO SUB 2500
2026 IF u=1 THEN LET n=n+1: RETU
RN
2030 GO TO 2010
```

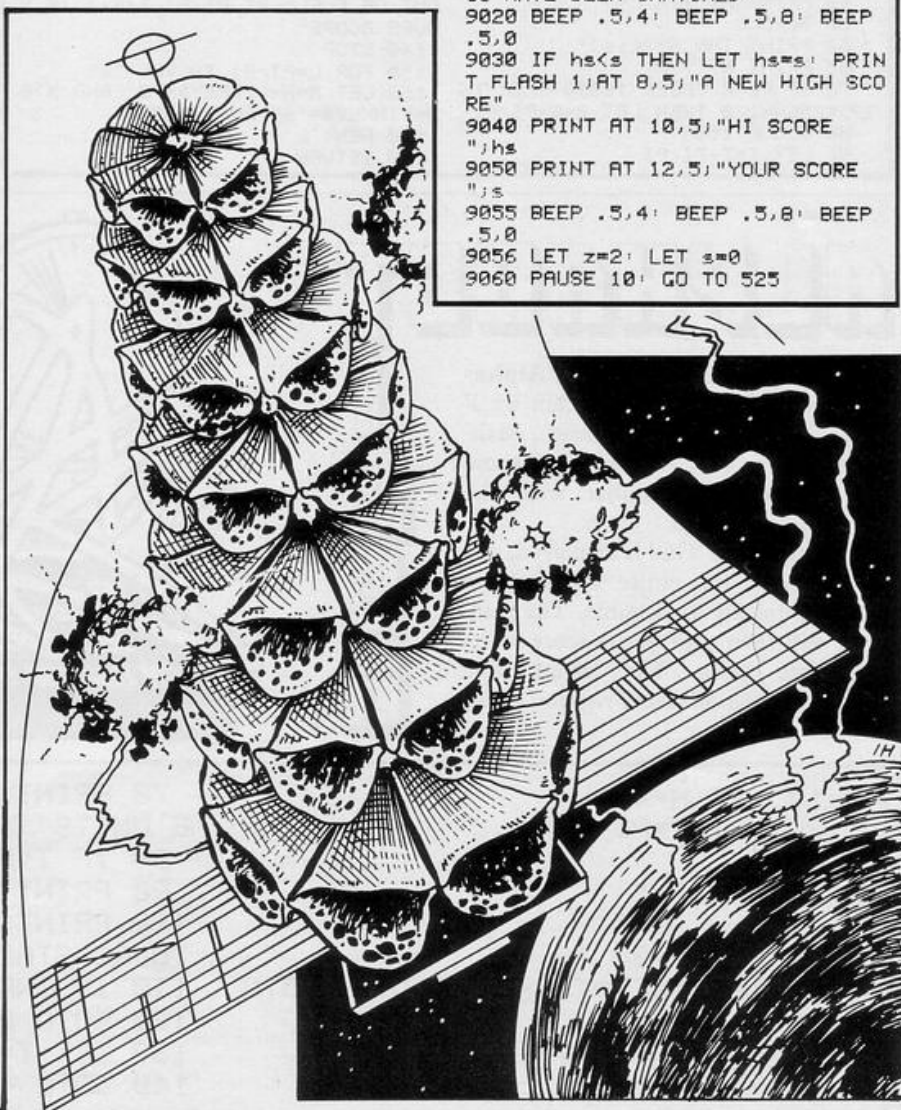
```
2100 PRINT AT y,x: INK 0;" "
2110 LET x=x+(RND*.5 AND x<30)-(
RND*.5 AND x>1)
2120 LET y=y+1
2130 PRINT AT y,x: INK 6;"a"
2140 RETURN
2500 PRINT AT 20,c: INK 0;" "
2510 IF c>29 THEN LET a=-1
2520 IF c<2 THEN LET a=1
2530 LET c=c+a
2540 IF ATTR (20,c)=6 THEN LET u
=1
```

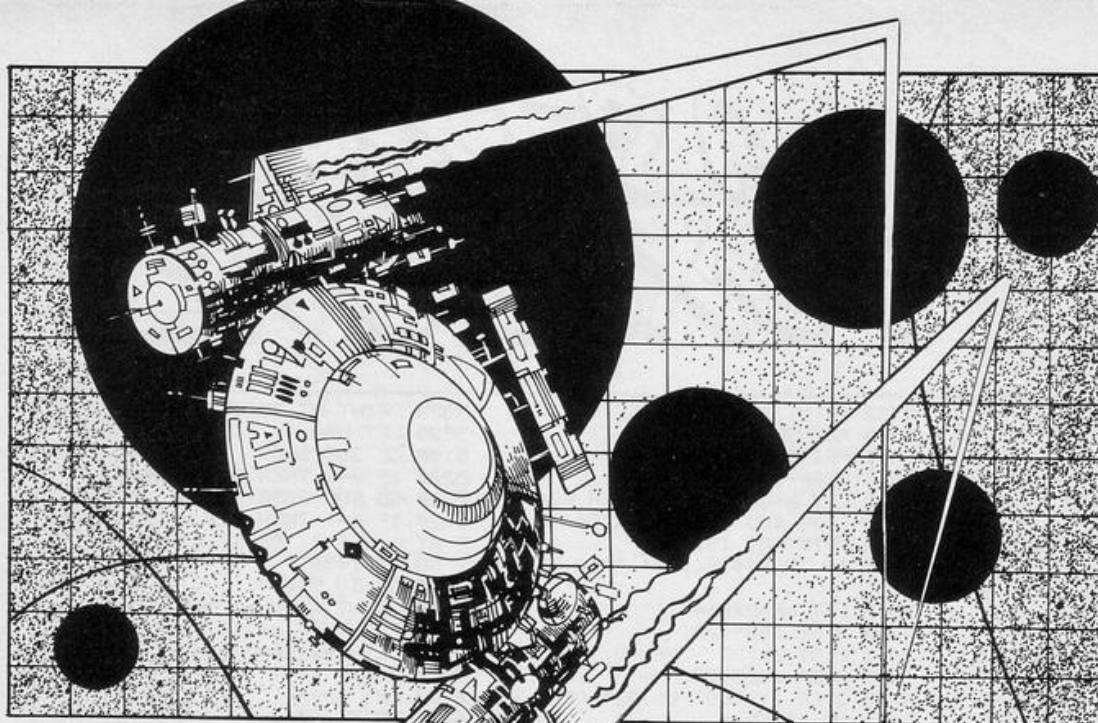
```
2550 PRINT AT 20,c;"c"
2560 RETURN
3000 PRINT AT 18,b;" "
3005 BEEP .005,b
3010 LET b=b+(b<31 AND IN 63486=
253)-(b>0 AND IN 63486=254)
3020 PRINT AT 18,b;"b"
3030 IF IN 61438<254 THEN RETUR
N
3040 LET bP=b*8+4
3045 BEEP .005,20
3050 PLOT bP,32: DRAW 0,125-z*8
3055 BEEP .005,20
3060 OVER 1: PLOT bP,32: DRAW 0,
125-z*8: OVER 0
3070 IF b=x THEN LET h=1: LET s=
s+10
3080 RETURN
4000 IF ATTR (20,x)=7 THEN GO TO
5000
4010 PRINT AT 20,x: INK 6;"a"
4020 PRINT AT 19,x;" "
4030 GO TO 1450
5000 PRINT AT 19,c: INK 6;"a": P
RINT AT y,x;" ": GO SUB 8000: PR
INT AT y,x: INK 6;"a": LET x=c:
LET y=19
5010 PRINT AT 19,x: INK 6;"a"
```

```
5020 PRINT AT 20,x: INK 6;"c"
5030 LET h=0
5100 GO SUB 6000
5200 IF y=z THEN GO TO 9000
5210 GO SUB 3000
5220 IF h=1 THEN LET n=n+1: PRIN
T AT y,x;" ": PRINT AT y+1,x;" "
: GO TO 1450
5230 GO TO 5100
6000 PRINT AT y,x: INK 6;" "
6010 PRINT AT y+1,x: INK 6;" "
6020 LET x=x+(RND*.5 AND x<31)-(
RND*.5 AND x>0)
6030 LET y=y-1
6040 PRINT AT y,x: INK 6;"a"
6050 PRINT AT y+1,x: INK 6;"c"
6060 RETURN
8000 LET x=INT (RND*16)*2
8010 IF ATTR (z,x)=6 THEN GO SUB
3000: GO TO 8000
8020 LET y=z: RETURN
```

```
9000 IF n=0 THEN PRINT AT 6,5;"T
HIS INVASION IS OVER": LET s=s+1
00: PRINT AT 8,5;"THE NEXT WAVE
HAS ARRIVED": LET z=z+1: GO TO 5
30
```

```
9010 IF y=z THEN PRINT AT 6,5;"Y
OU HAVE BEEN SNATCHED"
9020 BEEP .5,4: BEEP .5,8: BEEP
.5,0
9030 IF hs<s THEN LET hs=s: PRIN
T FLASH 1:AT 8,5;"A NEW HIGH SCO
RE"
9040 PRINT AT 10,5;"HI SCORE
";hs
9050 PRINT AT 12,5;"YOUR SCORE
";s
9055 BEEP .5,4: BEEP .5,8: BEEP
.5,0
9056 LET z=2: LET s=0
9060 PAUSE 10: GO TO 525
```





BLACK HOLE DESTROYER

```

10 LET T=0
15 LET X=5
20 LET S=0
25 LET Y=15
30 LET A=INT (RND*11)
40 PRINT AT Y,X;"+"
50 SCROLL
60 PRINT TAB A;"(is)"
65 PRINT AT Y,X;
70 IF PEEK (PEEK 16398+PEEK 16
399*256)=128 THEN LET S=S+PI/PI
80 GOSUB 150
90 LET T=T+PI/PI

100 IF T=59 THEN GOTO 120
110 GOTO 30
120 PRINT AT Y,X-PI/PI;"(99 is
gt)"
130 PRINT AT 0,0;"YOU HAVE RUN
OUT OF FUEL";AT PI/PI,1;"S;" IS Y
OUR SCORE"
140 STOP
150 FOR L=PI/PI TO VAL "2"
160 LET X=X-(INKEY$="5" AND X>0
)+(INKEY$="8" AND X<13)
170 NEXT L
180 RETURN

```

PROGRAMS BASED on various symbols scrolling up the screen are submitted frequently for review. D Basson and J Robery of Wickford, Essex have taken the idea and used it in a slightly unusual way in **Black Hole Destroyer**.

Black holes move up the screen and you must run into as many of them as possible before your fuel runs out. Move using keys 5 and 8. (16K ZX-81).

ALPHABET

THIS SHORT program, **Alphabet Timer**, was written by P Fisher of Newton Heath, Manchester for the 16K ZX-81 to help those who are not yet familiar with the QWERTY keyboard.

Once the word 'GO' is displayed, you must type-in the entire alphabet, in order, as quickly as possible. The computer will then give you a score in its own time units. The fastest time achieved in the *Sinclair Programs* office was 179 units.

IMER



```

10 LET H=4E4
20 LET T=PI-PI
23 CLS
25 PRINT "
"
30 FOR N=38 TO 63
40 IF INKEY$(<>CHR$ N THEN GOTO
130
50 PRINT CHR$ N;
60 NEXT N

70 PRINT AT 6,0;"TIME=";T;" TI
ME UNITS"
80 IF T<H THEN LET H=T
90 PRINT ,,"FASTEST TIME=";H
100 PRINT ,," PRESS ANY KEY
TO RE-START"
110 IF INKEY$="" THEN GOTO 110
120 GOTO 20
130 LET T=T+1
140 GOTO 40

```

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- ★ Full sound and colour
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Return to Earth Having escaped from your previous dilemmas, you reach Earth Station 1, but fail to make radio contact. You effect a safe if harrowing manual docking. On entry you find it deserted, and the control room destroyed. You must explore the station and find some way to alert Earth of your predicament, but beware, many of the rooms are identical, there is extensive damage, and signs of alien intruders.

(16K) Text Adventure



Graphic Adventure (48K)

MAD MARTHA

£6.95

Poor little Henry is the hen-pecked hero of this domestic tale. One night he can take no more. He steals his wages from his wife's purse, sneaks out of the house being careful not to wake the baby or trip over the cat, and heads for the bright lights to have some fun. Trouble is he runs out of money. His only way to raise some cash is to gamble his few remaining pounds on the spinning wheel of the roulette table. Just as Henry is getting into his evening his wife — Mad Martha — has noticed his absence. Realising Henry has absconded with the housekeeping she sets out after him with an axe. Guess what part you play in this happy tale? That's right, you're Henry. Watch out for that axe!



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Space Zombies

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"Michael Orwin's £5 Cassette Two is very good value. It contains 10 stolid well designed games which work, offer plenty of variety and choice, and are fun."

Your Computer, May '82

"Michael Orwin has built a reputation for value-for-money software and his Cassette 4 offers quantity as well as quality."

Sinclair User, October '82

"If each game was on a separate tape and selling for £5 each I would still recommend them. But all on one for £5...! This sort of value for money just has not been seen before on any personal computer."

"Without sounding pushy I would like to conclude this review by saying — if you have a ZX81 and like games, then you should buy Michael Orwin's cassette 4."

2 extracts from ZX Computing, Oct/Nov '82

"Eight games, including an excellent version of the Scramble arcade game, three-dimensional noughts and crosses, dropping bombs on sprouting plants and a western style shoot-out. Easy to operate, graphically impressive and good value for money."

*The Times, Saturday 11th December 1982
(about Cassette 4)*

CASSETTE 1

(eleven 1k programs)

Machine code:

React, Invaders, Phantom aliens, Maze of death, Planet lander, Bouncing letters, Bug splat.

Basic:

1 Ching, Mastermind, Robots, Basic Hangman. PLUS Large screen versions of Invaders and Maze of Death, ready for when you get 16k.

Cassette One costs £3.80

CASSETTE 2

Ten games in Basic for 16k ZX81

Cassette Two contains Reversi, Awari, Laser Bases, Word Mastermind, Rectangles, Crash, Roulette, Pontoon, Penny Shoot and Gun Command.

Cassette Two costs £5.

CASSETTE 3

8 programs for 16k ZX81

STARSHIP TROJAN



Repair your Starship before disaster strikes. Hazards include asphyxiation, radiation, escaped biological specimens and plunging into a Supernova.

STARTREK This version of the well known space adventure game features variable Klingon mobility, and graphic photon torpedo tracking.

PRINCESS OF KRAAL An adventure game.

BATTLE Strategy game for 1 to 4 players.

KALABRIASZ World's silliest card game, full of pointless complicated rules.

CUBE Rubik Cube simulator, with lots of functions including 'Backstep'.

SECRET MESSAGES This message coding program is very txlp qexi jf.

MARTIAN CRICKET A simple but addictive game (totally unlike Earth cricket) in machine code. The speed is variable, and its top speed is very fast.

Cassette Three costs £5.

CASSETTE 4 8 games for 16k ZX81

ZX-SCRAMBLE (machine code) with 3 stages. Bomb and shoot your way through the fortified caves.



GUNFIGHT (machine code)

INVADERS (machine code)



THE FUNGALOID IS GROWING AND WHEN THEY REACH THE SKY THEY PRODUCE DEADLY SPORES. YOU CONTROL A FLYER AND YOUR MISSION IS TO DESTROY THE FUNGALOID BY DROPPING ANTI-FUNGUS BOMBS ON THEM.



GALAXY INVADERS (machine code)

Fleets of swooping and diving alien craft to fight off.

SNAKEBITE (machine code)

Eat the snake before it eats you. Variable speed.

(very fast at top speed).

LIFE (machine code)

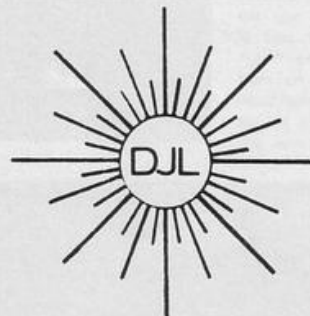
A ZX81 version of the well known game.

3D TIC-TAC-TOE (Basic)

Played on a 4 x 4 x 4 board, this is a game for the brain. It is very hard to beat the computer at it.

7 of the 8 games are in machine code, because this is much faster than Basic. of these games were previously (Some available from J. Steadman). Cassette 4 costs £5.

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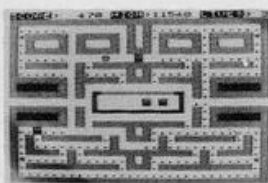


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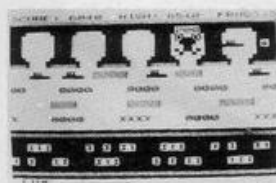
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FROGGY ZX81 (16K)

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- * ALLIGATORS, DIVING TURTLES
- * FOUR 'SCREENS' OF ACTION
- * ALL ARCADE FEATURES
- * ENTIRELY MACHINE CODE
- ONLY £5.95 INC. P&P

★ NEW ZX Spectrum ★ FROGGY 16K or 48K

SPECTRUM VERSION OF ARCADE GAME WITH FULL ARCADE FEATURES:

- ★ Fabulous Hi-Res Colour Graphics
- ★ Authentic Sound Effects + 3 Tunes
- ★ 3-D Logs, Swimming & Diving Turtles
- ★ 3 Lanes of Multi-coloured vehicles
- ★ On-screen Score, Hi-Score, Time-bar
- ★ Snake, Alligators and Baby Frog
- ★ 'Top 5' High-Score initials table
- ★ Demonstration Game routine

Your home-sick frog must leap across a busy main road, then onto logs and turtles in the river to reach safety of the river-bank frog-homes. THIS MACHINE-CODE GAME MUST BE SEEN TO BE BELIEVED!!

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You are an Allied POW in the infamous **Castle Colditz**, Nazi fortress jail for Allied prisoners-of-war! Can you escape with your life through the vast labyrinth of rooms to the main gate? Tackle brutal **Gestapo** and **SS** guards, savage guard-dogs, traps and pitfalls! Survive if you can the **Corridor of Rats**, the **Tunnel of Poisonous Spiders**, the **Vault of Human Bones** and many more! And on your way, grab all the fabulous **Nazi loot** you can carry!

*Classic adventure games — no random alterations!

*Fast, powerful machine-code response to your commands!

*"Save-game" facility and (you'll need it!)

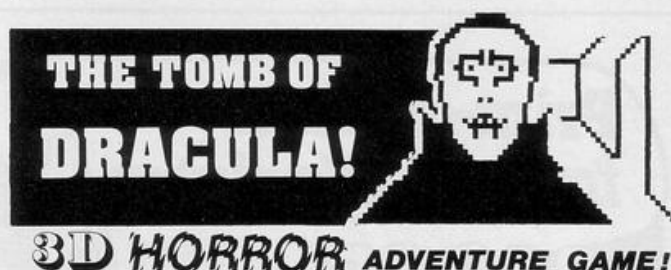
Hours (weeks?) (months?) of enjoyment!

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For the **16K ZX81** or with colour and sound for the **48K SPECTRUM**, a superb 3D graphics adventure game! Enter Dracula's tomb at 30 minutes to sunset . . . wander through the tomb's pre-mapped 300 vaults in search of the fabled Vampire's Treasure . . . pick up valuable silver stakes and use them to defend yourself against the lurking horrors . . . ghouls, zombies, pits of primeval slime . . . See them all on the computer's plan of the tomb . . . when it will let you! Take a chance on a Mystery Vault . . . if you dare! And all the time the minutes are ticking by to sunset . . . when **Dracula** rises from his coffin and comes after you! Each of the infinite levels of the tomb has its own 300 vaults . . . go as deep as you like, the Prince of Darkness will seek you out in his blood-lust! **WARNING: people of an exceptionally nervous disposition should play this game only during the hours of daylight!** Special facility lets you save a game in progress onto tape so you can continue it whenever you choose.

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 For 48K SPECTRUM £4.95

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ABERSOFT

48k Spectrum

The Wizard's Warriors

THE WIZARD'S WARRIORS: A fast moving game that matches developments in your skill as a player by becoming increasingly more devious. By offering to you the full range of options you can choose how to control your warrior through the maze. A full implementation of this program enables such features as a continuous series of sound effects, arcade quality graphics, double-point scoring, and—for the very artful —bonus lives.

FORTH: A full implementation. Ideal for writing fast moving arcade type games. Allows the full colour and sound facilities of the Spectrum to be used. Future Microdrive enhancements will be made available.

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By Andrew Hewson and John Hardman. This book teaches the beginner all he needs to know in a simple, easy-to-learn form and its an invaluable reference work for the expert too! SECTION A: Three chapters explaining what you need to know about Z80 machine code on the Spectrum. • How to load and save machine code. • How to use the system variables. • How memory is organised. • How program lines are stored. • How to use the stack, the display, the attribute files. • How to call ROM Routines – where they are and what

they do. • The structure of Z80 code – plus a valuable glossary. SECTION B: 40 routines including. • Scroll – up, down, side to side by pixel or by character. • Search and replace, token swap, string search. • Rotate character, invert character – horizontally and vertically. • Line renumber – including GOSUBs, GOTOs, RUN etc.

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Almost any BASIC program can be speeded up, by a factor of up to several hundred times. It will produce machine code which can be located at any address.

Handles nearly all BASIC commands. Some of the features unique to this compiler are:

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6. Fill the screen with current attributes, and many more, too numerous to mention

All this for only £7.99 both versions

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copies any Spectrum tape if you have sufficient memory for program to be copied £4.00 incl.

We have a number of original machine code games under development, which will use the full HI RES graphics and sound facilities of the compiler. These will be coming shortly.

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```

1 PRINT AT 0,7;"reversal"
2 PRINT AT 2,3;"THE OBJECT OF
THE GAME IS TO PUT THE NINE
NUMBERS INTO THE CORRECT O
RDER. YOU DO THIS BY ENTER
ING THE NUMBER OF NUMBERS YO
U WISH TO REVERSE. A FIG
URE IN THE TOP RIGHT-HAND CO
RNER SHOWS THE NUMBER OF GOE
S YOU"VE HAD.

```

```

3 PRINT AT 10,3;"THE MAXIMUM
NUMBER OF GOES IS 15";AT 18
,7;"Press any key to start"

```

```

4 IF INKEY$="" THEN GOTO 4

```

```

5 CLS

```

```

7 PRINT AT 11,11;"PLEASE WAIT

```

```

10 DIM A(9)
70 FOR F=1 TO 9
80 LET B=INT (RND*9)+1
90 FOR G=1 TO F-1
100 IF A(G)=B THEN GOTO 80
110 NEXT G
120 LET A(F)=B
130 NEXT F
133 CLS
135 LET S=0
136 PRINT AT 0,0;
140 FOR T=1 TO 9
150 PRINT A(T);" "
160 NEXT T
165 GOSUB 240
167 PRINT AT 0,23;"GOES : "
170 INPUT U
172 IF U<1 THEN PRINT AT 1,0;"Y
OU MUST SWOP SOME

```

```

174 IF U>9 THEN PRINT AT 1,0;"T
HERE IS ONLY 9 NUMBERS
176 IF U<1 OR U>9 THEN GOTO 170
180 PRINT AT 1,0;"

```

```

185 LET S=S+1

```

```

186 PRINT AT 0,30;S
188 IF S>15 THEN GOSUB 6000
189 IF S>15 THEN STOP
190 FOR Z=1 TO INT (U/2)
200 LET T=A(Z)
210 LET A(Z)=A(U-Z+1)
220 LET A(U-Z+1)=T
230 NEXT Z
235 GOTO 136
250 DIM B(9)
260 FOR O=1 TO 9
270 LET B(O)=0
280 NEXT O
289 LET M=0
290 FOR P=1 TO 9
300 IF A(P)=B(P) THEN LET M=M+1
310 IF M=9 THEN GOSUB 9000
320 NEXT P
330 RETURN
6000 PRINT AT 11,5;"YOU HAVE REA
CHED YOUR LIMIT"
6010 RETURN
9000 PRINT AT 11,5;"CONGRATULATI
ONS. YOU DID IT IN ";S;" GOE
S"
9997 GOTO 10000
9998 SAVE "REVERSAL"
9999 RUN

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```

```

185 LET S=S+1

```



REVERSAL

THE COMPUTER scrambles numbers from one to nine and you have 15 attempts in which to arrange them in numerical order by reversing blocks of numbers. Full instructions are included in the program.

Reversal was written for the 16K ZX-81 by Timothy England of Workop, Nottinghamshire.

```

186 PRINT AT 0,30;S
188 IF S>15 THEN GOSUB 6000
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190 FOR Z=1 TO INT (U/2)
200 LET T=A(Z)
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```


LISSAJOUS



A LEVEL physics students should find useful **Lissajous** which was written by Stephen Keevil of Dulwich, London for the 16K Spectrum.

The program is designed to draw graphs representing the mathematical relationship existing between pairs of sinusoidal waveforms. It is self-explanatory and contains a simplified explanation of the principles involved. Keevil adds that good examples of Lissajous figures will be obtained with a frequency of 1:1 and various values of phase angle.

```

1 PAPER 1: BORDER 4: INK 6
2 REM "lissajous"
3 PRINT "Lissajous figures."
4 PRINT "Developed and written by Stephen F. Keevil"
5 PRINT
6 PRINT "Do you require an explanation of this program (y/n)?"
7 PAUSE 0
8 IF INKEY$="y" THEN GO TO 10
9 IF INKEY$="n" THEN GO TO 10
10 CLS : BORDER 1
12 INPUT "Enter the Phase angle in degrees and Press ENTER. "; P
13 LET Ph=P/180*PI
14 INPUT "Enter ratio of frequencies of X-signal to Y-signal. Just enter the first number, P Press ENTER, enter the second number and Press ENTER again. Both values should be whole numbers. "; X:Y
16 INPUT "Enter ratio of amplitudes of X-signal to Y-signal in the same way. Neither value may be greater than two. "; A:B
17 CLS
18 FOR N=1 TO 255
20 PLOT 127+A*40*SIN (X*N/128*PI), 88+B*40*SIN (Y*N/128*PI+Ph)
30 NEXT N
40 GO TO 12
1000 CLS
1100 PRINT "When the displacements with time due to two sinusoidal progressive waves are plotted against each other, certain mathematical figures, known as LISSAJOUS FIGURES, are created if the frequencies of the waves bear a simple relationship to each other. The situation is complicated if the waves are out of step. We say there is a PHASE DIFFERENCE between them. If the waves have different AMPLITUDES (heights), then the figure will be stretched in one direction or the other."
1150 PRINT
1200 PRINT "Press any key to continue"
1250 PAUSE 0
1275 CLS
1300 PRINT "Using this program you can vary the Phase angle and the frequency and amplitude ratios, and have the computer draw the appropriate Lissajous figure."
1350 PRINT
1400 PRINT "Press any key to begin"
1450 PAUSE 0
1500 GO TO 10
    
```

LETTER FREQUENCY



FINDING the frequency of letters in a language can be useful for many reasons, from code-breaking to the study of linguistics. Andy Munro has written **Letter Frequency** for the 16K ZX-81 which will draw a bar chart to show the frequency of letters in any word or sentence which is entered.

The scale of the chart will be altered automatically from 1:1 to 1:2, 1:5 or 1:10 to prevent the most frequently-occurring letter from going off the screen.

```

1 REM "WORDS"
2 LET Z=0
3 GOSUB 135
4 LET G=0
5 FAST
6 LET S=1
10 FOR X=0 TO 20 STEP 2
20 PRINT AT X,0;"(9t)"
25 PRINT AT X,31;"(9t)"
30 NEXT X
40 FOR X=1 TO 21 STEP 2
50 PRINT AT X,0;"(9y)"
55 PRINT AT X,31;"(9y)"
60 NEXT X
70 FOR X=0 TO 30 STEP 2
80 PRINT AT 0,X;"(9y)"
90 PRINT AT 21,X;"(9y)"
95 NEXT X
100 FOR X=1 TO 31 STEP 2
110 PRINT AT 0,X;"(9t)"
120 PRINT AT 21,X;"(9t)"
125 NEXT X
130 GOTO 200
135 LET F#="9"
136 LET D#="0"
140 PRINT AT 2,4;"ENTER WORDS"
150 INPUT S#
175 FOR X=1 TO (LEN S#)
180 IF CODE S#(X)<63 OR CODE S#
(X)>>36 OR CODE S#(X)=0 THEN RETU
RN
185 PRINT AT 3,(LEN S#+5);"?"
186 GOTO 140
200 FOR X=19 TO 5 STEP -1
210 PRINT AT X,3;"(isp)"
215 PRINT AT X,2;D#
216 IF CODE D#=165 THEN LET D#
=CHR# ((CODE D#)-10)
217 LET D#=CHR# ((CODE D#)+1)
220 NEXT X
221 FOR X=5 TO 9
222 PRINT AT X,1;"1"
223 NEXT X
230 FOR X=4 TO 29
240 PRINT AT 19,X;"(isp)"
241 LET F#=CHR# ((CODE F#)+1)
242 PRINT AT 20,X;CHR# (CODE F#)
250 NEXT X
260 FOR Y=38 TO 63
262 LET Z=0
265 FOR X=1 TO (LEN S#)
270 LET C=(Y-38)+4
280 IF C<0 THEN NEXT X
290 IF CODE S#(X)=Y THEN LET Z=
Z+1
295 NEXT X
296 IF Z>G THEN LET G=Z
297 IF G>14 AND G<=28 THEN LET
S=2
298 IF G>28 AND G<=140 THEN LET
S=5
299 IF G>140 AND G<=280 THEN LE
T S=10
300 FOR F=(19-(INT (Z/S))) TO 1
8
310 PRINT AT F,C;"(9a)"
320 NEXT F
330 NEXT Y
335 PRINT AT 2,17;"SCALE IS 1:"
;S
340 SLOW

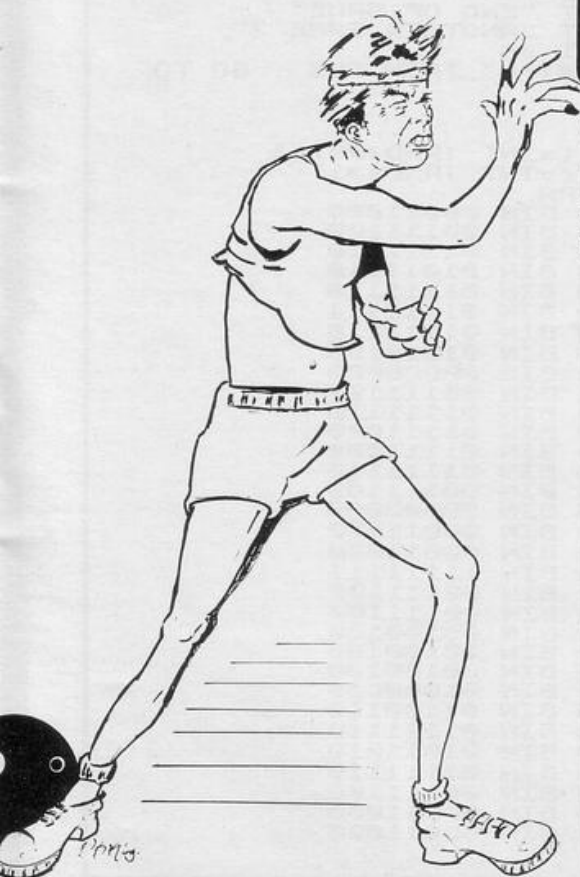
```

BOWLING

SEVERAL SKITTLES are displayed on the left-hand side of the machine and a ball is bowled automatically from the right. Move the ball up and down with the normal

cursor keys to knock down as many skittles as possible.

Bowling was written for the 1K ZX-81 by Brian Skitt of Willenhall, West Midlands.



```

2 REM "BOWLING" BY BRIAN SKITT
3 CLS
5 PRINT AT 0,0;"(11*9a)bowlin
9(14*9a)"
6 PRINT AT 14,0;"(32*9a)"
7 FOR I=0 TO 18
8 PRINT AT I,0;"(9a)"
9 NEXT I
10 PRINT AT 18,0;"(32*9a)"
11 PRINT AT 1,1;"(31*i*)";AT 1
3,1;"(31*i*)"
12 FOR I=1 TO 13
13 PRINT AT I,1;"(i*)"
14 NEXT I
15 PRINT AT 15,1;"(31*i*)";AT
17,1;"(31*i*)"
16 PRINT AT 16,1;" ";AT 16,31;
" "
17 LET T=0
18 LET A=7
19 PRINT AT 4,5;"(isp)"
20 PRINT AT 5,5;"(sp:isp)"
30 PRINT AT 6,5;"(isp:sp:isp)"
40 PRINT AT 7,5;"(sp:isp:sp:is
p)"
50 PRINT AT 8,5;"(isp:sp:isp)"
60 PRINT AT 9,5;"(sp:isp)"
70 PRINT AT 10,5;"(isp)"
80 FOR I=0 TO 4
90 FOR O=25 TO 4 STEP -1
95 LET A=A+(INKEY#="6")-(INKEY
#="7")
100 PRINT AT A,0;"0"
101 PRINT AT A,0;" "
110 NEXT O
115 LET T=T+1
116 PRINT AT 16,7;"BALLS=";T
130 NEXT I
135 CLS
140 PRINT AT 0,0;"(32*9a)";AT 5
,0;"(32*9a)"
150 FOR I=0 TO 5
160 PRINT AT I,0;"(9a)";AT I,31
;"(9a)"
170 NEXT I
180 PRINT AT 3,3;" ANOTHER
GO? Y/N"
190 PAUSE 5E4
200 IF INKEY#="N" THEN GOTO 300
210 IF INKEY#="Y" THEN RUN
300 CLS
310 PRINT "THANK YOU FOR PLAYIN
G"

```




GRUMPHERS

THE OBJECT of **Grumpers** is to capture the grumpers by moving your figure on top of them with the usual cursor keys. As you move you leave a trail which you must not cross. Unless you move carefully you will soon find your way blocked at all turns.

If you find yourself trapped, use the 'J' key to jump to a random position on the screen. The game ends when you cross, or land on your own trail.

The program was written by John Litherland of Manchester for the 16K Spectrum.

```

2 FOR x=0 TO 7: READ b: POKE
USR "a"+x,b: NEXT x
3 FOR x=0 TO 7: READ b: POKE
USR "b"+x,b: NEXT x
4 FOR x=0 TO 7: READ b: POKE
USR "c"+x,b: NEXT x
5 FOR x=0 TO 7: READ b: POKE
USR "d"+x,b: NEXT x
6 PAPER 0: BORDER 2: INK 7: C
LS
10 LET hs=0
80 LET s=0
90 PRINT PAPER 2;AT 0,0;"..
100 LET l=11: LET c=16
105 GO SUB 800
110 LET x=l: LET y=c
115 INK 7
120 PRINT PAPER 2;AT 0,0;"SCORE
:s
125 PRINT PAPER 2;AT 0,17;"HIGH
SCORE:";hs
190 LET u=l: LET v=c
200 LET c=c+(INKEY$="8" AND c<3
1)-(INKEY$="5" AND c>0)
210 LET l=l+(INKEY$="6" AND l<2
1)-(INKEY$="7" AND l>1)
255 IF INKEY$="j" THEN GO SUB 2
000
380 IF SCREEN$ (l,c)="#" THEN G
O TO 1000
385 INK 3
390 PRINT AT x,y;"#"
392 IF l=rl AND c=rc THEN LET s
=s+tt: BEEP .5,20: GO TO 105
395 INK 6
400 PRINT AT l,c;"*"
410 IF l<>u OR c<>v THEN BEEP .
05,-20
500 GO TO 110
800 LET rl=INT (RND*20)+1
810 LET rc=INT (RND*31)
820 LET z=INT (RND*11)
830 IF z>=0 AND z<2 THEN INK 4:
PRINT AT rl,rc;"#": LET tt=15
840 IF z>=2 AND z<6 THEN INK 6:
PRINT AT rl,rc;"*": LET tt=10
850 IF z>=6 AND z<=11 THEN INK
7: PRINT AT rl,rc;"#": LET tt=5
860 RETURN
1000 IF s>hs THEN LET hs=s
1005 FOR x=30 TO 0 STEP -1: BEEP
.05,x: NEXT x
1010 PRINT "END OF GAME"
1030 PRINT "ANOTHER GAME ?"
1040 INPUT a$
1050 IF a$="y" THEN CLS : GO TO
80
1055 REM
1060 STOP
2000 LET l=INT (RND*20)+1
2010 LET c=INT (RND*31)
2020 RETURN
3000 DATA BIN 00011000
3001 DATA BIN 00111100
3002 DATA BIN 01111110
3003 DATA BIN 01011010
3004 DATA BIN 01111110
3005 DATA BIN 01111111
3006 DATA BIN 01111110
3007 DATA BIN 01010100
3011 DATA BIN 00000000
3012 DATA BIN 00111100
3013 DATA BIN 01111110
3014 DATA BIN 01111000
3015 DATA BIN 01111000
3016 DATA BIN 01111110
3017 DATA BIN 00111100
3018 DATA BIN 00000000
3021 DATA BIN 00011000
3022 DATA BIN 00011000
3023 DATA BIN 11111111
3024 DATA BIN 00111100
3025 DATA BIN 00111100
3026 DATA BIN 00100100
3027 DATA BIN 00100100
3028 DATA BIN 00100100
3031 DATA BIN 01000010
3032 DATA BIN 01100110
3033 DATA BIN 01111110
3034 DATA BIN 01011010
3035 DATA BIN 01111110
3036 DATA BIN 00111100
3037 DATA BIN 00011000
3038 DATA BIN 00011000

```



CATACOMB

YOU ARE TRAPPED in the fathomless complexities of an underground cavern whose intestinal windings contain enormous golden nuggets and a mythology of fabulous beasts. Your aim is to collect as many points as possible by collecting gold and killing phantoms (inverse P),

dragons (inverse D) and ogres (inverse O). Your remaining strength is displayed and can be boosted by the consumption of food pellets (inverse F). —

Different caverns can be reached by passing through the exits (inverse X).

A running score and high score are displayed and your man is moved with

keys 5 to 8. The Japanese author of the program, Ysichiro Idori of Purley, Surrey, reports his best score as 2,360 but says encouragingly: "I wish you will get higher mark."

In our listing, lower-case letters in brackets are graphics instructions (16K ZX-81).

```

2 LET B$=""
5 LET H=0
7 GOSUB 600
10 DIM A$(5)
15 LET A$(1)="(inverse E)"
16 LET A$(2)="(inverse F)"
17 LET A$(3)="(inverse O)"
18 LET A$(4)="(inverse P)"
19 LET A$(5)="(inverse D)"
20 LET T=1
30 LET S=0
40 LET A=10
45 CLS
50 LET B=15
55 LET ST=-T*10+510+INT (S/100
0)*500
60 FAST
65 FOR Y=1 TO 8
70 LET C=INT (RND*14)+1
75 LET D=INT (RND*25)
80 FOR X=C TO (C+INT (RND*4)+3
)
90 PRINT AT X,D;"(six inverse
spaces)"
100 IF NOT INT (RND*(4-(T/3)*2)
) THEN PRINT AT X,D+INT (RND*5);
A$(INT (RND*(2+(S/3000)+(T/2)+(S
>1000))+1))
110 NEXT X
120 NEXT Y
130 PRINT AT 1,RND*30;"(inverse
X)"
140 PRINT AT 10,5;"(twenty inve
rse spaces)"
150 SLOW
160 PRINT AT A,B;

```

```

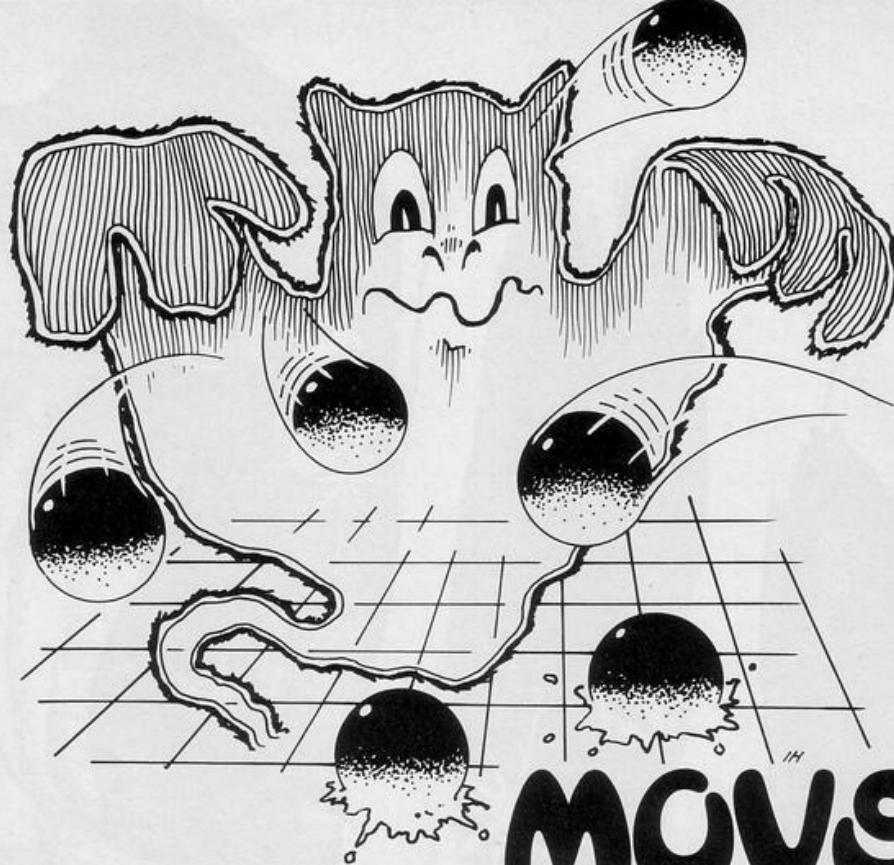
170 LET L=PEEK (PEEK 16398+256*
PEEK 16399)
190 IF L<>169 AND L<>180 AND L<
>181 THEN GOTO 250
200 LET ST=ST-INT (RND*200)-100
0+(L=180)*1000+(L=181)*700
205 PRINT AT 0,10;ST
210 IF CODE INKEY#=33 AND CODE
INKEY#<36 THEN GOTO 320
220 IF INT (RND*(5+(T/2)))=0 TH
EN GOTO 240
225 IF ST<0 THEN GOTO 400
230 GOTO 200
240 LET S=S+(T*(500-(L=180)*400
-(L=181)*200))
250 IF L=171 THEN LET ST=ST+INT
(RND*100)+50
260 IF L=140 AND INT (RND*2) TH
EN LET ST=ST-20
270 IF L=140 THEN LET S=S+INT (
RND*5)*10
280 IF L<>189 THEN GOTO 290
282 LET T=T+1
284 GOTO 40
290 IF L=CODE "" THEN LET ST=ST
-10
295 PRINT AT 0,0;S;TAB 10;ST;"
";TAB 15;H;B$;AT A,B;"0"
300 LET ST=ST-1
310 IF ST<0 THEN GOTO 400
315 IF CODE INKEY#=36 OR CODE I
NKEY#<33 THEN GOTO 160
317 PRINT AT A,B;"(inverse spac
e)"
320 LET B=(INKEY#="8")-(INKEY#="
5")+B

```

```

330 LET A=A+(INKEY#="6")-(INKEY
#="7")
350 GOTO 160
400 CLS
410 PRINT AT 10,2;"YOU ARE DEAD
SCORE";S
430 IF S<H THEN GOTO 480
440 PRINT "YOU MANAGED THE HIGH
SCORE"
450 PRINT "PLEASE INPUT YOUR NA
ME"
455 PRINT "JUST 5 LETTERS"
460 LET H=S
470 INPUT B$
480 PRINT B$;" HIGH";H
490 PRINT " TO CONTINUE PRESS"
S""
500 PAUSE 3E3
510 IF INKEY#<"S" THEN GOTO 50
0
520 GOTO 10
600 PRINT AT 6,8;"CAVE FIGHTER"
610 PRINT AT 9,5;"(inverse F)=F
OOD;(inverse E)=GOLD (AND TRAP)
(inverse O)=ORE;(inverse P)=
PHANTOM;(inverse D)=DRAGON"
620 PRINT AT 12,5;" TO MOVE USE
KEY 5 TO 8"
630 PRINT AT 14,5;"PRESS ""S""
TO START"
635 PAUSE 4E4
640 IF INKEY#<"S" THEN GOTO 63
5
650 RETURN

```

MOVE IT!

MOVE IT is another round in the continuing battle between you and the ghosts which haunt your Spectrum. The ghost chases you round the screen and you score by tricking it into crashing into the blobs. If the ghost catches you it will eat you and if you run into a blob you will be SPLATTED.

The program was written by R Wileman of Emsworth, Hampshire.

```
1 PAPER 7: CLS: GO SUB 6000:
2 SUB 5000
3 CLS: GO TO 50
4 LET s=0: LET k=15: LET l=15
5 LET j=1: LET h=20
6 FOR a=0 TO 31: PRINT AT 0,a
7: "X": PRINT AT 21,a: "X": NEXT a
8 FOR a=0 TO 21: PRINT AT a,0
9: "X": PRINT AT a,31: "X": NEXT a
10 PRINT AT 1,1: "X"
11 GO TO 90
12 FOR n=0 TO 9-1
13 LET w=INT (RND*19)+1: LET e
14 =INT (RND*29)+1
15 PRINT INK 1: PAPER 6: AT w,e
16: "AA"
17 PRINT INK 1: PAPER 6: AT w+1
18: "AA"
19 NEXT n
20 GO TO 5
21 PRINT AT k,1: "C"
22 PRINT AT INT J,INT h: " "
23 LET J=J+.8*(J<k)-.5*(J>k): LET h=
24 h+.8*(h<1)-.5*(h>1): IF ATTR (IN
25 T J,INT h)=49 THEN LET s=s+1
26 IF SCREEN# (INT J,INT h)="X"
27 THEN GO SUB 1200
28 PRINT INK 2: PAPER 7: AT INT
29 J,INT h: "B"
30 IF ATTR (k,1)=58 THEN GO TO
31 2000
32 PRINT AT k,1: " "
33 LET l=1-(PEEK 23560=119 OR
34 PEEK 23560=87)+(PEEK 23560=101 OR
35 PEEK 23560=69)
36 LET k=k+(PEEK 23560=107 OR
37 PEEK 23560=75)-(PEEK 23560=111 OR
```

```
R PEEK 23560=79)
38 165 IF INKEY#="h" OR INKEY#="H"
39 THEN PAUSE 0
40 IF SCREEN# (k,1)="X" THEN G
41 O SUB 1000
42 IF ATTR (k,1)=49 THEN GO TO
43 1500
44 PRINT AT 0,0: s
45 IF s=q*4/2 THEN GO TO 3000
46 GO TO 90
47 IF k=0 THEN LET k=1
48 IF k=21 THEN LET k=20
49 IF l=0 THEN LET l=1
50 IF l=31 THEN LET l=30
51 RETURN
52 IF INT J=0 OR INT J<0 THEN
53 LET J=1
54 IF INT J=21 THEN LET J=0
55 IF INT h=0 OR INT h<0 THEN
56 LET h=1
57 IF INT h=31 THEN LET h=30
58 RETURN
59 CLS
60 READ a
61 BEEP .5,a
62 DATA 6,9,3,2,5,7,6,5,4,9,1,
63 0
64 IF a=0 THEN RESTORE a: GO T
65 O 1560
66 GO TO 1505
67 PRINT: PRINT: PRINT "YOU
68 CRASHED" WITH A SCORE OF "s
69 INPUT "Another game ?": q#
70 IF q#="y" OR q#="Y" THEN GO
71 TO 1
72 STOP
73 CLS: PRINT " IT GOT
74 YOU ": PRINT: PRINT " YOUR
75 SCORE IS "s
76 INPUT "Another game ?": q#
77 IF q#="y" OR q#="Y" THEN GO
78 TO 1
79 STOP
80 FOR n=0 TO 30
81 FOR z=0 TO 5: BEEP .01,z: N
82 EXT z
83 PRINT FLASH 1: AT 18,12: "YOU
84 WON"
85 LET a=INT (RND*7)+1
86 PAPER a
87 NEXT n
88 INPUT "Another game ?": q#
```

```
89 IF q#="y" OR q#="Y" THEN GO
90 TO 1
91 STOP
92 PAUSE 100
93 CLS: PRINT "XXXXXXXXXXXXXMO
94 VE ITXXXXXXXXXXXXX"
95 PRINT: PRINT "In this game
96 you have to make the ghost ea
97 t the blobs." "But if the ghost
98 catches you it will eat you and
99 if you run into the blobs you wil
100 l be SPLATTED."
101 PRINT: PRINT "You look lik
102 e this /
103 PRINT: PRINT "The ghost lo
104 oks like this "; INK 2: "B"
105 PRINT: PRINT "The blobs lo
106 ok like this AA
107 AA"
108 PRINT: PRINT "To move use
109 keys:-"
110 PRINT: PRINT "w to move le
111 ft"
112 PRINT "e to move right"
113 PRINT "o to move up"
114 PRINT "k to move down"
115 PRINT "h to hold (any key t
116 o cont)"
117 INPUT "How many blobs ?": q
118 POKE USR "a",BIN 11111111
119 POKE USR "a"+1,BIN 10000001
120 POKE USR "a"+2,BIN 11111111
121 POKE USR "a"+3,BIN 10000001
122 POKE USR "a"+4,BIN 11111111
123 POKE USR "a"+5,BIN 10000001
124 POKE USR "a"+6,BIN 11111111
125 POKE USR "b", BIN
126 POKE USR "b"+1,BIN 01111100
127 POKE USR "b"+2,BIN 11010110
128 POKE USR "b"+3,BIN 11111110
129 POKE USR "b"+4,BIN 11111110
130 POKE USR "b"+5,BIN 01111100
131 POKE USR "b"+6,BIN 01010100
132 POKE USR "c", BIN
133 POKE USR "c"+1,BIN 00010000
134 POKE USR "c"+2,BIN 00111100
135 POKE USR "c"+3,BIN 10101010
136 POKE USR "c"+4,BIN 10000001
137 POKE USR "c"+5,BIN 00010000
138 POKE USR "c"+6,BIN 00010000
139 POKE USR "c"+7,BIN 01111110
140 RETURN
```

FORMULAE

```

1 PRINT AT 0,11;"FORMULAE"
3 PRINT AT 5,0;"PRESS NEWLINE
TO START PROGRAM"
4 PAUSE 4E4
6 CLS
10 LET A$="FORMULA"
12 FOR X=0 TO 14 STEP 7
14 FOR Y=1 TO 7
16 FOR Z=7+ABS (4-Y) TO 13-ABS
(4-Y)
18 PRINT AT Z,X+Y+4;A$(Y)
20 NEXT Z
22 NEXT Y
24 NEXT X
26 PRINT AT 10,12;"formula"
40 PAUSE 150
43 CLS
45 PRINT AT 10,0;"THIS PROGRAM
WILL TEST YOU ON";AT 12,0;"FORM
ULAE OF COMPOUNDS WHOSE";AT 14,0
;"NAMES ARE IN TWO PARTS"
46 PRINT AT 18,0;"PRESS NEWLIN
E TO CONTINUE"
50 PAUSE 4E4
55 CLS
60 LET A$="1- LEAD          2-
ZINC          3- SODIUM      4-
CARBON        5- SILICON    6-
SILVER        7- CALCIUM    8-
LITHIUM       9- BARIUM     10-
COPPER        11-IRON(2)    12-
IRON(3)       13-AMMONIUM   14-
POTASSIUM     15-ALUMINIUM  16-
CHROMIUM      17-MAGNESIUM  "
65 PRINT A$
70 PRINT AT 15,0;"SELECT THE F
IRST HALF OF YOUR";AT 16,0;"COMP
OUNDS NAME FROM THIS LIST.";AT 1
7,0;"TYPE IN ITS NUMBER.PRESS NE
WLINE"
75 INPUT N
80 CLS
81 LET H=4
81 LET H=4
82 IF N<3 THEN LET H=7
83 IF N>12 THEN LET H=2
85 LET B$=" PB ZN NA  C SI AG
CA LI BA CU FE FENH4  K AL CR MG
"
90 LET C$="22144121222311332"
100 LET J$="1- CHLORIDE    2-
BROMIDE      3- HYDROXIDE  4-
NITRATE      5- SULPHATE   6-
SULPHITE     7- CARBONATE   8-
PHOSPHATE    9- IODIDE     10-
SULPHIDE     11-FLUORIDE   12-
PHOSPHIDE    13-OXIDE      14-

```

DAVID HUGHES of Tunbridge Wells, Kent found, when he was teaching chemistry, that pupils were having problems with **Formulae**. So he used his 16K ZX-81 to write a program which could be used to test anyone's knowledge of chemical notation.

The program contains full instructions and works on a 16K ZX-81. When you are asked for the response 'Yes' or 'No', enter either 'Y' or 'N' rather than the full word.



NITRIDE "

```

105 LET Z=1
106 IF N=4 OR N=14 THEN LET Z=0
107 IF N=13 THEN LET Z=2
110 PRINT J#
120 PRINT AT 15,0;"SELECT THE S
ECOND HALF OF YOUR";AT 16,0;"COM
POUNDS NAME FROM THIS LIST.";AT
17,0;"TYPE IN ITS NUMBER.PRESS N
EWLINE"
130 INPUT P
140 LET K$="CL BR OH NO3SO4S03C
O3PO4I S F P O N "
150 LET R$="11112223121323"
170 LET E=0
180 IF P<4 THEN LET E=1
185 IF P>8 THEN LET E=2
190 LET S$=""
195 LET T$=""
200 IF P>2 AND P<9 AND VAL C$(N
)>1 AND C$(N)<>R$(P) THEN LET S$
="("
210 IF S$="(" THEN LET T$=")"
215 LET F$=C$(N)
216 LET G$=R$(P)
217 IF C$(N)=R$(P) OR VAL C$(N)
=1 THEN LET F$=""
218 IF C$(N)=R$(P) OR VAL R$(P)
=1 THEN LET G$=""
225 IF N=13 AND P>11 THEN GOTO
299
228 IF N>3 AND N<6 AND P>2 AND
P<9 THEN GOTO 299
230 IF VAL C$(N)=4 AND VAL R$(P
)>2 THEN LET F$="2"
232 IF VAL C$(N)=4 AND VAL R$(P
)>2 THEN LET G$=""
234 CLS
240 PRINT AT 2,0;"WHAT IS THE F
ORMULA OF ";AT 4,0;A$(16*N-12 TO
16*N-H);J$(16*P-12 TO 16*P-3);"
?"
241 INPUT L$
242 PRINT AT 7,0;"I THINK THE F

```

ORMULA IS ";L\$

```

245 IF N=13 AND VAL R$(P)>1 THE
N GOTO 270
250 IF L$=B$(3*N-Z TO 3*N)+G$+S
$+K$(3*P-2 TO 3*P-E)+T$+F$ THEN
GOTO 330
260 GOTO 280
270 IF L$="(NH4)"+R$(P)+K$(3*P-
2 TO 3*P-E) THEN GOTO 330
280 PRINT AT 12,0;"SORRY. WRONG
ANSWER. DO YOU WANT";AT 13,0;"A
NOTHER TRY? YES/NO IF ""NO""I";A
T 14,0;"WILL TELL YOU THE CORREC
T ANSWER"
290 INPUT M$
292 IF M$="Y" THEN GOTO 234
293 IF M$="N" THEN GOTO 340
294 STOP
299 CLS
300 PRINT AT 8,0;"THERE IS NO S
UCH COMPOUND"
310 GOTO 350
330 PRINT AT 12,0;"CORRECT. WEL
L DONE"
335 GOTO 350
340 PRINT AT 18,0;"THE CORECT A
NSWER IS ";
342 IF N=13 AND VAL R$(P)>1 THE
N PRINT "(NH4)";R$(P);K$(3*P-2 T
O 3*P)
344 IF (N=13 AND VAL R$(P)=1) O
R N<>13 THEN PRINT B$(3*N-Z TO 3
*N);G$;S$;K$(3*P-2 TO 3*P-E);T$;
F$
350 PRINT AT 20,0;"DO YOU WISH
TO CONTINUE? YES/NO?"
360 INPUT W$
365 CLS
370 IF W$="Y" THEN GOTO 60
380 IF W$="N" THEN PRINT AT 11,
10;"GOODBYE"
1000 STOP
1100 SAVE "FORMULA.e"
1200 GOTO 1

```



IAN SHELLEY of Beaminster, Dorset has written a simple memory-testing program for use on the 1K ZX-81. In **Repetition** a number will be displayed on the screen and will then disappear. Type that number. Another number will be displayed and vanish. Type the first number and then the second. That will continue for 12 numbers. Can you remember them all?

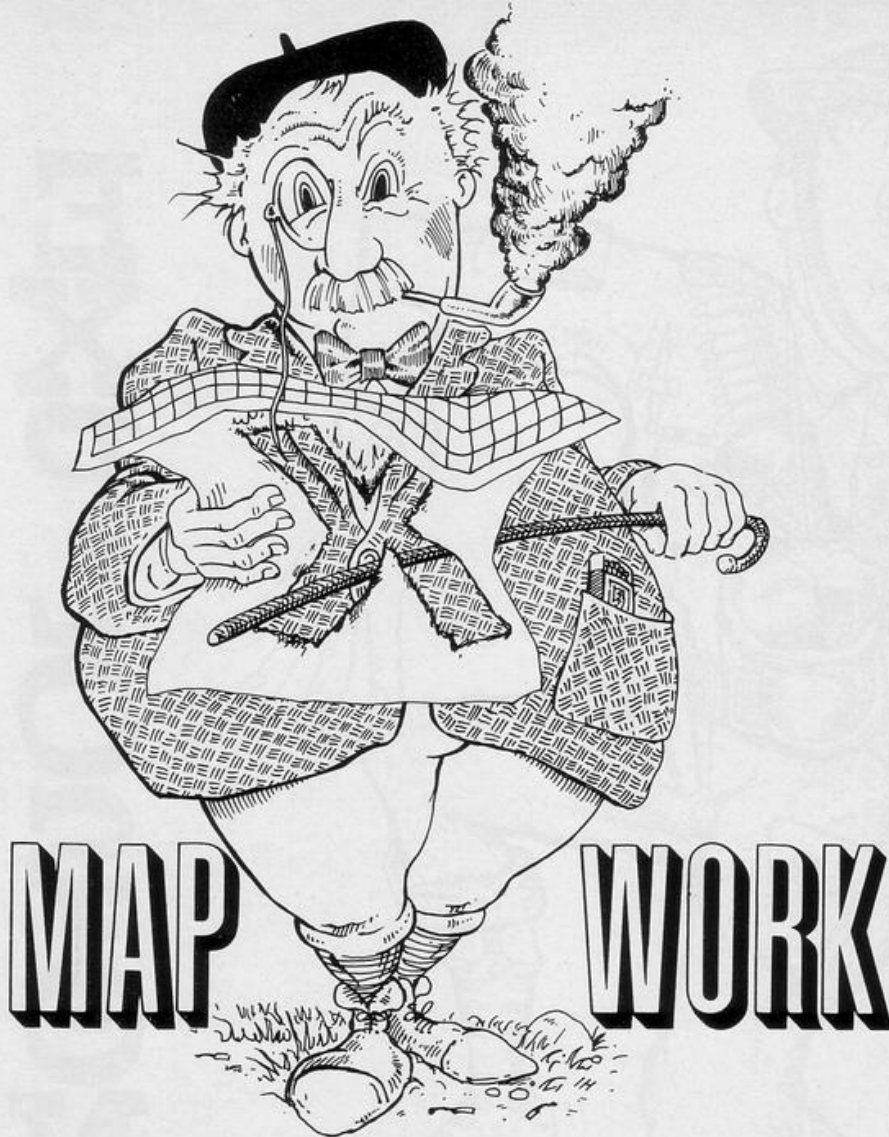
REPETITION



```

10 DIM A(12)
14 LET E=3
20 LET Z=1
30 FOR N=Z TO VAL "12"
33 CLS
39 LET A(N)=INT (RND*VAL "10")
42 PRINT A(N)
60 FOR Y=Z TO VAL "75"
66 NEXT Y
70 SCROLL
80 FOR X=Z TO N
90 PRINT AT E,E;"ENTER NUMBER"
100 INPUT B
108 PRINT AT VAL "6",E+X;B
109 PRINT AT VAL "8",E+X;A(X)
120 IF A(X)<>B THEN GOTO VAL "1
60"
130 NEXT X
135 IF N=VAL "12" THEN GOTO VAL
"155"
140 PRINT AT E,E;"CORRECT.NOW "
;N+Z;" NOS"
144 FOR C=Z TO VAL "75"
148 NEXT C
150 NEXT N
155 PRINT AT E,E;"WELL DONE.MAX
SCORE OF 12"
156 STOP
160 PRINT AT E,E;"YOU FAIL ON "
;N;" NOS"
170 STOP

```



MAPWORK is an educational game written by Duncan Anderson of Bishops Frome, Worcester for the Spectrum. A map of England, Scotland and Wales is first drawn and you are asked which game you would like to play.

Game one names a town and then asks you to position the cross over that

town by using the cursor keys. When the cross is in place, press 0 and your answer will be graded out of 10.

Game two reverses the procedure. The computer circles a town and you are asked to name it. The program has a vocabulary of 35 towns and there is a safeguard in it to prevent the same town being used more than once in each round.

```

2 BORDER 0: PAPER 0: INK 9: C
LS
3 PRINT AT 10,0: INK 6: FLASH
1: "PLEASE WAIT"
4 LET o=1.2
5 LET e=0: LET w=10: LET r=0
10 LET l$="21291192122226e291
2912912523414936r124039212r92113
11918r391523e1242r49491934339212
122912123414e4944"
11 LET l$=l$+"9829294942449269
2111926e3w34w64w2292791693492394
29491921432e2192212213624e233913
92198194e94929391133293298e2"
12 LET l$=l$+"1392e919194194w2
w22w2ew2192w4w1w2ew2w2e19294w291
w5w1w32ew4w2w3ew4w2ew1291923w21
923ew1w4ew4w1w1ew4w3w5ew22e"
13 LET l$=l$+"123911229121192w
5w7ew11w4115w3e41w24e31e25w1w3w1
w3w63w81e222e91"

```

```

14 LET l$=l$+"919219193ew32w1
w3w3ew5w12w4w1w21w2w1w2ew12w3w12
w32ew5w662ew31w3w1w3w9w4w4w2192e
w24r123r192919261293491232143949
692911929391ew2w41w4e91929491919

```

```

49594w3w4w7w21w2"
20 LET q=10
25 PLOT 150,2
30 LET n=1
35 IF n>LEN l$ THEN GO TO 100
40 LET x=VAL l$(n): IF x=10 TH
EN LET x=-(VAL l$(n+1)): LET n=n
+1
50 LET n=n+1: LET y=VAL l$(n):
IF y=10 THEN LET y=-(VAL l$(n+1
)): LET n=n+1
60 LET n=n+1: DRAW o*x,o*y: GO
TO 35
100 RESTORE : DIM c$(40,12): DI
M c$(40,2): FOR n=1 TO 35: READ c
$(n),99,ww: LET c(n,1)=150+o*99:
LET c(n,2)=2+o*ww: NEXT n

```

```

130 DATA "LONDON",59,22,"SOUTH
AMPTON",45,13,"EXETER",23,10,"BRI
STOL",34,23,"CARDIFF",26,23,"BIR
MINGHAM",41,39,"LIVERPOOL",30,56
,"MANCHESTER",39,56,"SHEFFIELD",
47,55

```

```

140 DATA "LEEDS",46,62,"YORK",5
1,65,"NEWCASTLE",46,82,"EDINBURG
H",34,98,"GLASGOW",22,94,"NORWIC

```

```

H",73,41,"TRURO",9,5,"PORTSMOUTH
",51,11,"HULL",54,56,"CARLISLE",
31,80

```

```

150 DATA "PETERHEAD",47,121,"SW
ANSEA",20,25,"CANTERBURY",72,14,
"TORQUAY",23,6,"LINCOLN",57,52,"
HEREFORD",31,33,"OXFORD",50,26,"
WINCHESTER",47,16,"DUNDEE",34,10
7

```

```

160 DATA "HOLYHEAD",17,53,"LUTO
N",59,31,"ABERDEEN",44,113,"GRIM
SBY",62,57,"CAERNARVON",20,51,"S
OUTHEND",70,24,"FORT WILLIAM",17
,116

```

```

180 BEEP .1,10: PRINT AT 10,0:"
GAME 1 OR 2?": INPUT ">>": LIN
E y$: IF y$="2" THEN GO TO 500
190 IF y$(">")="1" THEN GO TO 180
200 DIM d(35)
201 LET sc=0
205 FOR c=1 TO 10
210 LET r=INT (RND*35)+1: IF d(
r) THEN GO TO 210
220 LET d(r)=1: LET p=c*(r): L
ET xx=c(r,1): LET yy=c(r,2)
230 PRINT AT 9,0:"FIND "
"AT 10,0:p$:" "AT 11,0:"
"

```

```

235 LET x=140: LET y=70
250 LET x=x+2*(INKEY$="8" AND x
<252)-2*(INKEY$="5" AND x>140):
LET y=y+2*(INKEY$="7" AND y<172)
-2*(INKEY$="6" AND y>3): GO SUB
1000: PAUSE 0: GO SUB 1000
260 IF INKEY$(">")="0" THEN GO TO 2
50

```

```

270 FOR n=20 TO 40: BEEP .006,n
: NEXT n
280 LET xd=ABS (xx-x): LET yd=A
BS (yy-y): LET d=SQR (xd*xd+yd*y
d): LET d=INT ((20-d)/1.9): LET
d=(d AND d>0)+(0 AND d<0): PRINT
AT 9,0:" "AT 10,0:d:"/
10 FOR "AT 11,0:"ACCU
CY " : BEEP 1,d: LET sc=sc+d

```

```

290 CIRCLE OVER 1: INK 6:xx,yy,
2: CIRCLE OVER 1: INK 6:xx,yy,5:
BEEP 1,d: PRINT AT 9,0:"PRESS A
NY "AT 10,0:"KEY TO "AT
11,0:"CONTINUE " : PAUSE 1: PAU
SE 0: CIRCLE OVER 1:xx,yy,2: CIR
CLE OVER 1:xx,yy,5

```

```

300 NEXT c: FOR n=0 TO 3: FOR m
=30 TO 40: BEEP .01,m: NEXT m: N
EXT n: PRINT AT 9,0:"YOU SCORED
"AT 10,0:sc:"/100 "A
T 11,0:"PRESS ANY KEY "AT 12,0:
"TO PLAY AGAIN": BEEP .4,10: PAU
SE 1: PAUSE 0: LET l$="
" : FOR n=9 TO 12: PRINT AT
n,0:l$: NEXT n

```

```

310 GO TO 180
500 LET sc=0: DIM d(35): FOR c=
1 TO 10
510 LET r=INT (RND*35)+1: IF d(
r) THEN GO TO 510

```

```

520 LET d(r)=1: LET xx=c(r,1):
LET yy=c(r,2): CIRCLE INK 6: OVE
R 1:xx,yy,2: CIRCLE INK 6: OVE
R 1:xx,yy,5

```

```

530 DIM t$(12): PRINT AT 9,0:"W
HAT IS "AT 10,0:"THIS TOWN
"AT 11,0:"CALLED ? " : P
OKE 23658,0: INPUT ">>": LINE t
$: POKE 23658,0: IF CODE t$=32 T
HEN GO TO 530

```

```

540 IF t$=c$(r) THEN PRINT AT 9
,0:"THAT IS "AT 10,0:"CORRECT
"AT 11,0:"WELL DONE " : B
EEP 1,15: LET sc=sc+10: GO TO 56
0

```

```

550 PRINT AT 9,0:"NO, IT IS
"AT 10,0:"CALLED "AT 11
,0:c$(r): BEEP .5,0: BEEP .5,-10
560 CIRCLE OVER 1:xx,yy,2: CIR
CLE OVER 1:xx,yy,5
570 GO TO 300

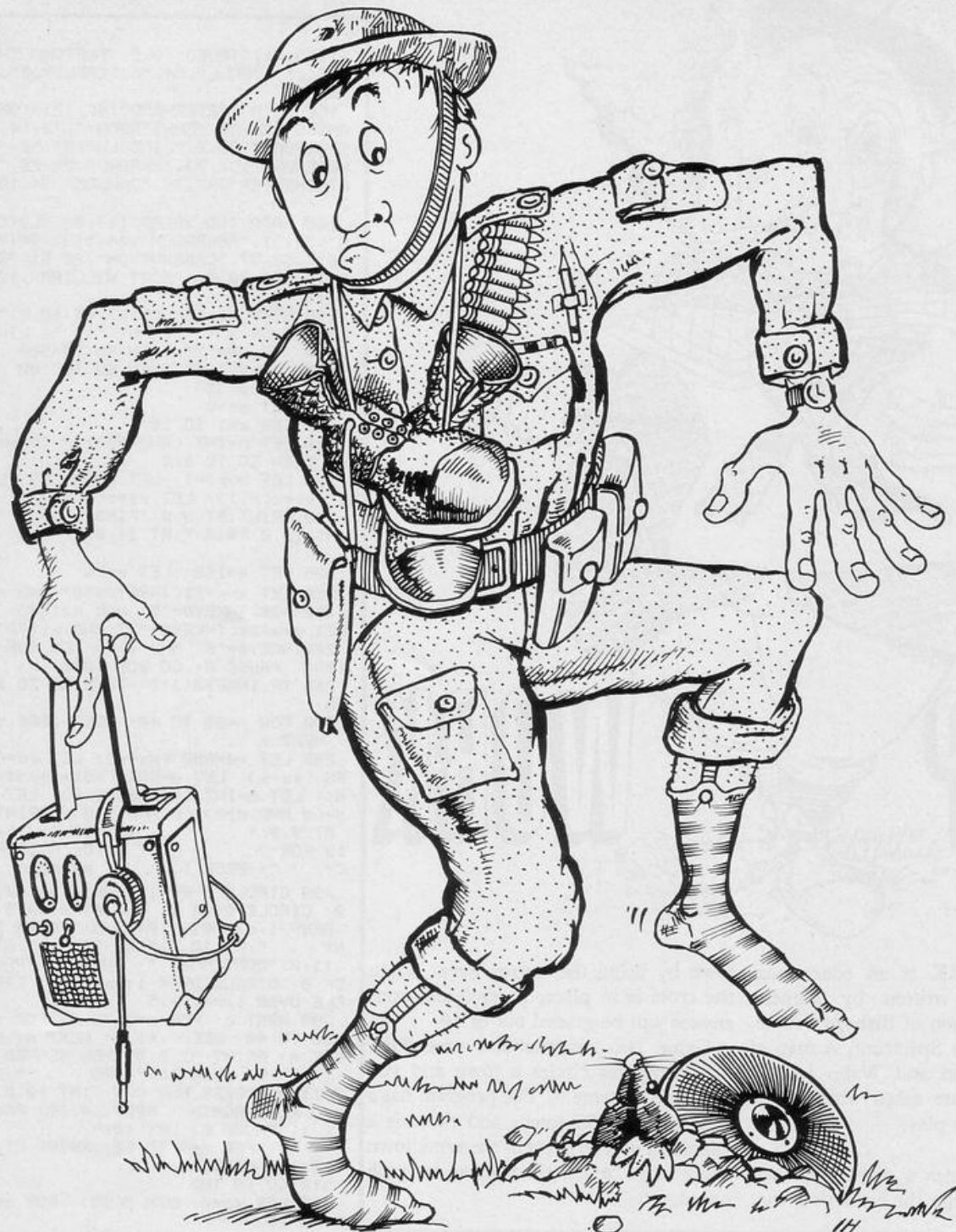
```

```

1000 OVER 1: PLOT x,y-2: DRAW 0,
4: PLOT x-2,y: DRAW 4,0: OVER 0:
RETURN

```


EXPLOSIONS



YOU (O) MUST MAKE your way across the minefield to reach your home (H). Avoid the mines marked—inverse space—or you will explode. It is safe to walk on the

defused mines (+). Move up with 'E', down with 'D', left with 'G' and right with 'F'.

At the start of **Explosions** you are asked to input your speed, which must

be between one and 20, and the number of mines in one row, which must be between 7 and 15. The game was written for the 16K ZX-81 by Peter Vitray of Budapest, Hungary.

```
5 LET F=0
10 PRINT "SPEED="
20 INPUT V
25 PRINT AT 0,6;V
30 PRINT "NUMBER OF MINES IN 0
NE ROW="
35 INPUT M
40 PRINT AT 1,27;M
45 CLS
50 IF V<1 OR V>20 OR M<7 OR M>
15 THEN GOTO 5
55 FOR X=0 TO 31
60 PRINT AT 0,X;"(9a)";AT 20,X
;"(9a)"
70 IF X>0 AND X<20 THEN PRINT
AT X,0;"(9a)";AT X,31;"(9a)"
80 NEXT X
90 FOR A=18 TO 2 STEP -1
95 IF A<10 THEN PRINT AT RND*1
7+1,RND*29+1;"+"
96 IF A=18 THEN FOR B=1 TO 5
```

```
100 IF A<18 THEN FOR B=1 TO M
105 IF A=18 THEN PRINT AT A+1,R
ND*20+10;"(isp)"
110 PRINT AT A,RND*29+1;"(isp)"
120 NEXT B
130 NEXT A
135 PRINT AT 1,RND*29+1;"H"
140 LET X=1
145 LET W=0
150 LET Y=19
155 LET V=22-V
160 LET Z=1
180 PRINT AT Y,X;" "
200 IF INKEY$="E" THEN LET Z=3
210 IF INKEY$="D" THEN LET Z=4
220 IF INKEY$="J" THEN LET Z=1
230 IF INKEY$="G" THEN LET Z=2
235 LET X=X+(-1 AND Z=2)+(-1 AND
Z=1)
245 LET Y=Y+(-1 AND Z=3)+(-1 AND
Z=4)
```

```
255 PRINT AT Y,X;
256 LET F=PEEK (PEEK 16398+256*
PEEK 16399)
315 PRINT AT Y,X;"O"
320 IF F=21 THEN LET W=W-1
330 IF F=128 THEN LET W=W+1
340 IF W=1 OR F=8 THEN GOTO 500
350 IF F=45 THEN GOTO 550
370 FOR H=1 TO V
380 NEXT H
400 GOTO 180
500 FOR S=1 TO 10
510 PRINT AT Y,X;" ";AT Y,X;"*"
520 NEXT S
530 IF F<>45 THEN PRINT AT 10,1
;"THE MINE HAS BLOWN UP WITH YOU"
550 IF F=45 THEN PRINT AT 10,5;
"YOU REACHED YOUR HOME"
```



GOTCHA!

```

10 LET X=CODE "(95)"
20 LET Y=CODE "2"
30 DIM C(I+J,J)
40 LET S=0
50 LET X=X+(INKEY$="6" OR X=0)
-(INKEY$="7" OR X=CODE "(95)")
60 LET Y=Y+(INKEY$="8" OR Y=0)
-(INKEY$="5" OR Y=CODE "3")
70 LET R=INT (RND*J)+I
80 LET C(R,I)=C(R,I)+(X>C(R,I)
)-(X<C(R,I))
90 LET C(R,J)=C(R,J)+(Y>C(R,J)
)-(Y<C(R,J))
100 LET S=S+I
110 PRINT AT X,Y;"*";AT C(R,I),
C(R,J);"(i*");AT 0,0;S
120 IF X>C(R,I) OR Y>C(R,J) T
HEN GOTO CODE "M"
130 PRINT AT X,Y;"GOTCHA"

```

GOTCHA is an exciting game for the 1K ZX-81 which can be played again and again without becoming boring. It requires some skill and forethought.

It was written by Paul Sutton, a law student of Cardiff, South Glamorgan. He owns a ZX-81 with 16K RAM pack, which he uses normally to help him in fantasy games, such as dungeons and dragons.

You—an asterisk—must avoid the two intelligent ghosts—inverse asterisks—for as long as possible. As each of you leaves a trail, it can become impossible to spot the ghosts for long periods.

Remember that you can cross your own trail or that of the ghosts, that you can move only in the upper half of the screen, and that you can move faster than the ghosts. Your movement is controlled by the usual cursor keys. Start by entering GOTO 1.


```

1 REM Cricket
3 BORDER 4: PAPER 4
5 PRINT AT 0,10;"Cricket"
7 PRINT AT 7,0;"Operating Ins
tructions"
8 PRINT AT 9,2;"7 for next de
livery"
9 PRINT AT 11,2;"5 to strike
ball on Off-Side"
10 PRINT AT 13,2;"8 to strike
ball on On-Side"
11 PRINT AT 15,0;" If you don
't bat straight you may get bowl
ed or caught behind! Try not to
get a Duck!"
12 INPUT "Level of difficulty?
1-3?"d
13 IF d<>1 AND d<>2 AND d<>3 T
HEN GO TO 12

```

```

15 IF d=1 THEN LET p=5
16 IF d=2 THEN LET p=3
17 IF d=3 THEN LET p=1
19 DIM t(2)
20 DIM h$(2,12)
21 LET tt=1
22 FOR o=1 TO 2
25 INPUT "Team?"h$(o)
27 NEXT o
30 LET o=1
31 IF tt=2 THEN LET o=2
32 PRINT AT 21,0;"Innings of "
h$(o)
40 PAUSE 25
50 CLS
60 GO SUB 9000
65 GO SUB 8505
72 LET rr=0: LET ss=0: LET w=0
LET r=0
75 GO TO 4500

```

```

96 INK 7: LET k=0: PRINT AT 20
,14;"F": PRINT AT 21,14;"G"
100 LET x=19: LET y=15
110 FOR n=1 TO 20: INK 2: PRINT
AT x,y;"E"
115 PAUSE p
120 PRINT AT x,y;" ": LET x=x-1
130 IF n=10 THEN LET q=INT (RND
*5-3): LET y=y+q
140 IF n<>12 AND INKEY$="0" THE
N LET n=13
145 IF x<=3 THEN LET x=3
150 IF n=12 AND y<=15 AND INKEY
$="5" THEN GO TO 5001
155 IF n=12 AND y>=16 AND INKEY
$="8" THEN GO TO 5001
160 IF y<=14 AND n=12 AND INKEY
$="8" THEN GO TO 3000
170 IF y>=16 AND n=12 AND INKEY
$="5" THEN GO TO 3000
1200 NEXT n

```

```

1210 IF y=b THEN GO TO 1300
1220 IF y=b+1 THEN GO TO 1300
1250 GO TO 4500
1300 PRINT AT 10,0;"BOWLED"
1303 GO SUB 8555
1305 PRINT AT 10,0;" "
1308 GO TO 6095
2000 LET k=1+INT (2*RND)
2010 IF k=1 THEN GO TO 2200
2020 IF k=2 THEN GO TO 2050
2050 GO SUB 8555
2060 PRINT AT 10,0;"DROPPED"
2070 BEEP .1,-10: BEEP .1,-10
2075 PAUSE 5
2080 PRINT AT 10,0;" "
2090 GO TO 6095
2200 PRINT AT 10,0;"CAUGHT"
2210 GO SUB 8555
2220 PRINT AT 10,0;" "
2250 GO TO 6095

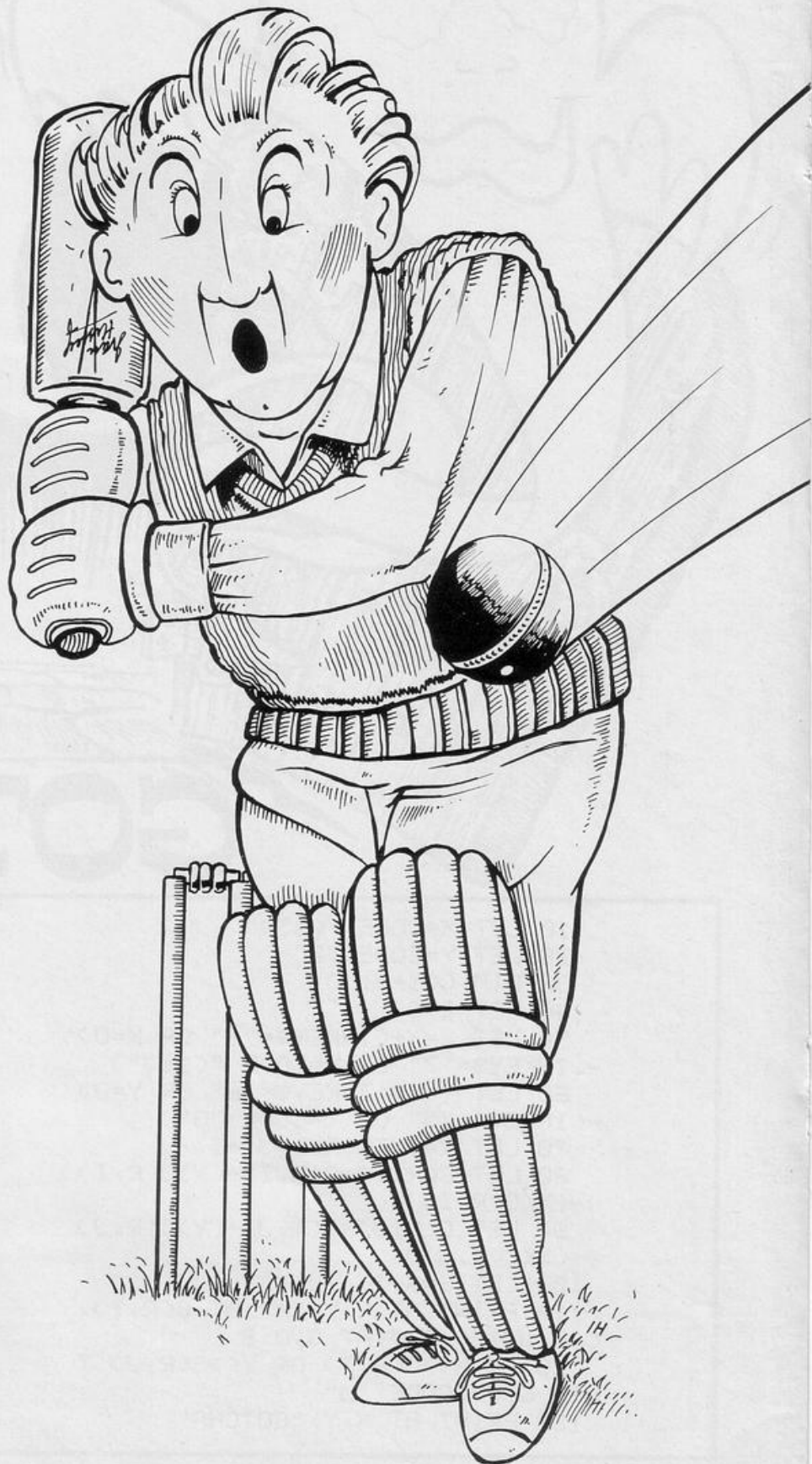
```

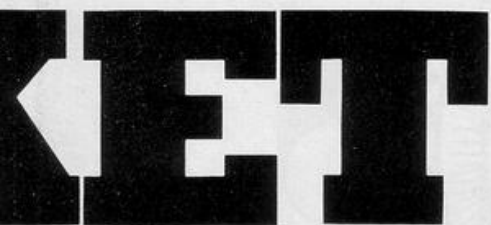
```

3000 PRINT AT 3,15;"E":AT 13,0;"
CAUGHT BEHIND"
3010 GO SUB 8555
3020 PRINT AT 3,15;" ":AT 13,0;"
"
3035 GO TO 6095
4410 GO TO 4500
4500 PRINT AT 10,b;" "
4505 INPUT INKEY$
4510 IF INKEY$="7" THEN GO TO 85
4520 IF INKEY$<>"7" THEN GO TO 4

```

CRICKET





```
500
5000 GO TO 4500
5002 INK 7: PRINT AT 7,m;"L",AT
8,m;"M"
5003 BEEP .03,0
5005 LET c=x: LET d=y
5006 LET s=INT (15*RND)
5010 LET h=INT (1+4*RND)
5015 FOR n=1 TO s
5020 IF h=1 THEN GO TO 5100

5030 IF h=2 THEN GO TO 5110
5040 IF h=3 THEN GO TO 5120
5050 IF h=4 THEN GO TO 5130
5100 LET d=d-1: LET c=c-1: GO TO
6000
5110 LET d=d-1: LET c=c+1: GO TO
6000
5120 LET d=d+1: LET c=c-1: GO TO
6000
5130 LET d=d+1: LET c=c+1
6000 IF c=2 AND d=9 THEN GO TO 2
000
6005 IF c=10 AND d=10 THEN GO TO
2000
6010 IF c=0 AND d=20 THEN GO TO
2000
6015 IF c=15 AND d=22 THEN GO TO
2000
6040 INK 2: PRINT AT c,d;"E"
6045 PAUSE 10
6047 IF c<=0 THEN LET n=s: IF c>
=20 THEN LET n=s
6048 IF d<=0 THEN LET n=s: IF d>
=32 THEN LET n=s
6050 PRINT AT c,d: " "
6055 GO SUB 8525
6060 NEXT n
6061 IF s>=0 AND s<=3 THEN LET r
=1
6062 IF s>=4 AND s<=7 THEN LET r
=2
6063 IF s>=8 AND s<=10 THEN LET
r=3
6064 IF s>=11 AND s<=13 THEN LET
r=4
6078 IF s>=14 THEN LET r=6
6082 INK 1: PRINT AT 10,b;r
6084 PAUSE 10
6086 LET t(o)=t(o)+r
6088 LET rr=t(o)
6095 INK 1: PRINT AT 0,1;h#(o)
6096 PRINT AT 1,2;t(o)
6097 PRINT AT 2,1;"For"
6098 PRINT AT 3,2;w
6099 INK 7
7000 IF w=10 THEN GO TO 8200
7010 GO SUB 8505
8000 GO TO 4500
8200 CLS
8210 PRINT AT 5,5;"All Out"
8220 PRINT AT 7,5;h#(o);" Scored
":t(o)
8222 IF o=2 THEN GO TO 8630
8250 INPUT "ENTER for next innin
gs":i#
8260 LET tt=2
8300 CLS
8500 GO TO 20
8505 INK 7: PRINT AT 1,15;"F",AT
2,15;"N",AT 0,13;"E",AT 1,13;"N
"
8510 PRINT AT 4,27;"F",AT 5,27;"
G",AT 17,7;"F",AT 18,7;"G"
8515 PRINT AT 5,5;"F",AT 6,5;"G"
AT 20,14;"H",AT 21,14;"G"
8520 LET m=17: LET a=5: LET b=15
8525 INK 7: PRINT AT a,b;"AB",AT
6,b;"DC",AT 21,b;"AB"
8530 PRINT AT 7,m;"J",AT 8,m;"K"
8535 PRINT AT 2,9;"F",AT 3,9;"N"
AT 10,10;"F",AT 11,10;"G"
8540 PRINT AT 1,11;"F",AT 2,11;"
```

```
N"
8545 PRINT AT 0,20;"F",AT 1,20;"
G",AT 15,22;"F",AT 16,22;"G"
8550 RETURN
8555 INK 7: PRINT AT 2,9;"H",AT
0,13;"H",AT 1,b;"H",AT 5,5;"H"
8560 PRINT AT 1,11;"H",AT 20,14;"
H",AT 21,14;"N"
8565 PRINT AT 15,22;"H",AT 0,20;"
H",AT 10,10;"H"
8567 BEEP .1,12: BEEP .1,10: BEE
P .1,12: BEEP .1,10
8569 IF k=2 THEN RETURN
8575 LET w=w+1
8578 IF s=rr THEN GO TO 9750
8579 LET s=t(o)
8580 FOR v=1 TO 17
8585 INK 7: PRINT AT 8,m;"K",AT
7,m;"J"
8590 PAUSE 6
8595 PRINT AT 8,m;"N"
8600 PAUSE 6
8605 PRINT AT 7,m;" " AT 8,m;" "
8610 LET m=m-1
8615 NEXT v
8620 RETURN
8625 STOP
8630 PAUSE 20
8635 CLS
8640 IF t<1>>t<2> THEN GO TO 865
0
8642 IF t<1>=t<2> THEN GO TO 867
2
8645 IF t<1><t<2> THEN GO TO 866
5
8650 LET u=t<1>-t<2>
8655 PRINT AT 10,0;h#(1);" wins
by "u;" runs"
8660 STOP
8665 LET u=t<2>-t<1>
8670 PRINT AT 10,0;h#(2);" wins
by "u;" runs"
8671 STOP
8672 PRINT AT 10,0;"MATCH DRAWN"
8675 STOP
9000 DATA 0,0,0,BIN 00011111,BIN
00011001,BIN 00011001,BIN 00011
001,BIN 00011001
9005 DATA 0,0,0,BIN 11111000,BIN
10011000,BIN 10011000,BIN 10011
000,BIN 10011000
9010 DATA BIN 10011000,BIN 10011
000,BIN 10011000,BIN 10011000,BI
N 10011000,BIN 10011000,BIN 1001
1000,BIN 10011000
9015 DATA BIN 00011001,BIN 00011
001,BIN 00011001,BIN 00011001,BI
N 00011001,BIN 00011001,BIN 0001
1001,BIN 00011001
9020 DATA 0,BIN 00011000,BIN 001
11100,BIN 01111110,BIN 01111110,
BIN 00111100,BIN 00011000,0
9025 DATA BIN 00011000,BIN 00100
100,BIN 00100100,BIN 00011000,BI
N 01111110,BIN 01111110,BIN 1011
1101,BIN 10111101
9030 DATA BIN 10111101,BIN 01111
110,BIN 00111100,BIN 00111100,BI
N 00111100,BIN 00111100,BIN 0011
1100,BIN 00111100
9035 DATA BIN 00000011,BIN 000000
011,BIN 00000110,BIN 00110110,BI
N 01001110,BIN 00110110,BIN 1111
1110,BIN 10111110
9040 DATA BIN 01111100,BIN 00111
100,BIN 00111100,BIN 00111100,BI
N 00111100,BIN 00111100,BIN 0011
1100,BIN 00111100
9045 DATA BIN 00000110,BIN 000001
001,BIN 00000110,BIN 00001110,BI
N 00011111,BIN 00011111,BIN 0011
0111,BIN 01101111
9050 DATA BIN 01001110,BIN 01001
110,BIN 11111111,BIN 11101110,BI
N 11101110,BIN 11101110,BIN 1110
1110,BIN 01011110
9055 DATA BIN 01100110,BIN 01101
001,BIN 01100110,BIN 01100111,BI
N 01100111,BIN 01100111,BIN 0010
0111,BIN 00111111
9060 DATA BIN 00000111,BIN 000000
111,BIN 00000111,BIN 00000111,BI
N 00000111,BIN 00000111,BIN 0000
0111,BIN 00001111
9065 DATA BIN 00111100,BIN 00111
```

THE SCENE is a perfect green pitch somewhere in the heart of the Sinclair User office. Lancashire step out confidently, only to see their first three players out for a duck, much to the amusement of Yorkshire, who are watching the game from a desk on the other side of the office.

Scenes such as that could become everyday events in your home if you program your 16K Spectrum with **Cricket** by Hugh Williams of Droitwich, Worcestershire. It is the best cricket program we have seen. The screen display shows the team on the field, the path of the ball, and even a fielder catching the ball. You decide when and where to hit the ball and see how many runs you can score. Any player who fails to score will leave the field literally as a duck.

```
100,BIN 01111110,BIN 01100110,BI
N 01100110,BIN 01100110,BIN 0110
0110,BIN 11101110
9070 DATA 0,0,0,BIN 00110000,BIN
01111000,BIN 00011000,BIN 00011
001,BIN 00011111
9075 DATA BIN 00011111,BIN 00011
110,BIN 00011111,BIN 00011110,BI
N 00001110,BIN 00000100,BIN 0000
0100,BIN 00001100
9080 DATA BIN 00011111,BIN 00011
110,BIN 00011110,BIN 00011110,BI
N 00001110,BIN 00001010,BIN 0000
1010,BIN 00001010
9100 RESTORE 9000
9110 FOR f=0 TO 7: READ a: POKE
USR "a"+f,a: NEXT f
9120 FOR f=0 TO 7: READ a: POKE
USR "b"+f,a: NEXT f
9130 FOR f=0 TO 7: READ a: POKE
USR "c"+f,a: NEXT f
9140 FOR f=0 TO 7: READ a: POKE
USR "d"+f,a: NEXT f
9150 FOR f=0 TO 7: READ a: POKE
USR "e"+f,a: NEXT f
9160 FOR f=0 TO 7: READ a: POKE
USR "f"+f,a: NEXT f
9170 FOR f=0 TO 7: READ a: POKE
USR "g"+f,a: NEXT f
9180 FOR f=0 TO 7: READ a: POKE
USR "h"+f,a: NEXT f
9190 FOR f=0 TO 7: READ a: POKE
USR "i"+f,a: NEXT f
9200 FOR f=0 TO 7: READ a: POKE
USR "j"+f,a: NEXT f
```

```
9210 FOR f=0 TO 7: READ a: POKE
USR "k"+f,a: NEXT f
9220 FOR f=0 TO 7: READ a: POKE
USR "l"+f,a: NEXT f
9230 FOR f=0 TO 7: READ a: POKE
USR "m"+f,a: NEXT f
9240 FOR f=0 TO 7: READ a: POKE
USR "n"+f,a: NEXT f
9250 FOR f=0 TO 7: READ a: POKE
USR "o"+f,a: NEXT f
9260 FOR f=0 TO 7: READ a: POKE
USR "p"+f,a: NEXT f
9270 FOR f=0 TO 7: READ a: POKE
USR "q"+f,a: NEXT f
9400 RETURN
9750 FOR v=1 TO 17
9755 INK 7: PRINT AT 8,m;"P",AT
7,m;"O"
9760 PAUSE 6
9765 PRINT AT 8,m;"Q"
9770 BEEP .1,-10
```

```
9775 PRINT AT 7,m;" " AT 8,m;" "
9780 LET m=m-1
9785 NEXT v
9800 GO TO 8620
9999 CLS : LET z=(PEEK 23730+(25
6*PEEK 23731))-PEEK 23653+(256*
PEEK 23654)): PRINT "Spare Memor
y="z
```



```

5 GOSUB 400
10 LET B=0
15 LET Q$="Z.X.01."
20 CLS
25 FOR G=1 TO 32
30 PRINT "(9a)";
35 NEXT G
40 FOR O=1 TO 64
45 PRINT "(1o)";
50 NEXT O
55 FOR F=1 TO 608
60 PRINT "(isp)";
65 NEXT F
70 LET W=0
75 LET H=11
80 LET L=0
85 LET E=500
90 DIM A(10)
95 LET L=W-(A(1)+A(2)+A(3)+A(4)
+A(5))
100 GOSUB 300
105 LET P=INT (10*RND)+1
110 PRINT AT 0,2;"score";L;AT
0,14;"energy";E
115 LET W=W+1
120 LET J=3*P
125 FOR I=3 TO 21-A(P)
130 PRINT AT I,J;"(9o)"
135 PRINT AT I-1,J;"(isp)"
140 LET M$=INKEY$
145 IF M$="Z" THEN LET H=H-2
150 IF M$="C" THEN LET H=H+2
155 IF M$="Z" OR M$="C" THEN LE
T E=E-15
160 IF M$="B" THEN LET H=H-1
165 IF M$="M" THEN LET H=H+1
170 IF M$="B" OR M$="M" THEN LE
T E=E-5
175 IF E<=0 THEN GOTO 250
180 PRINT AT 14,H;"(2*isp;94;isp
;93;3*isp)"
185 PRINT AT 15,H;"(3*isp;96;2*
isp)"
190 IF I=15 AND ABS (H+3-J)<=1
THEN GOTO 95
195 NEXT I
200 LET A(P)=A(P)+1
205 IF A(P)=7 THEN PRINT A(1)+A
(2)+A(3)+A(4)+A(5);"bricks got t
hrough"
210 IF A(P)=7 THEN GOSUB 500
215 GOTO 105
250 PRINT AT 6,0;"no energy lef
t;AT 7,0;"your score";L;AT 8,
0;"you let ";W-L;"bricks through
"
255 PAUSE 50
260 IF L>=B THEN GOSUB 540
265 PRINT AT 9,0;"high score";B
;"by";Q$
270 GOSUB 500
300 IF L=9 THEN LET E=E+500
305 IF L<>9 THEN RETURN
310 FOR D=1 TO 10
315 PRINT AT 7,8;"BONUS";AT 7,8
;"bonus"
320 NEXT D
325 PRINT AT 7,8;"(5*isp)"
350 RETURN
400 PRINT AT 0,13;"CATCH";AT 2,
4;"YOU, THE CATCHER, HAVE TO"
405 PRINT AT 4,4;"CATCH THE BAL
LS""o""BEFORE";AT 6,4;"THEY HIT
THE GROUND."
410 PRINT AT 8,4;" TO MOVE...US
E KEYS";AT 10,3;"b...LEFT USES
5 ENERGY PTS."
415 PRINT AT 12,3;"m...RIGHT USE
S 5 ENERGY PTS.";AT 14,3;"z...2*L
EFT USES 15 ENERGY PTS."
420 PRINT AT 16,3;"c...2*RIGHT US
ES 15 ENERGY PTS.";AT 19,6;"bonu
s after 9 catches
425 PRINT AT 21,4;"PRESS NEWLIN
E TO COMMENCE."
430 INPUT F$
435 IF F$="" THEN GOTO 10
440 RETURN
500 FOR D=1 TO 15
505 PRINT AT 3,7;"ANOTHER GO?(y
\n)";AT 3,7;"another go!(Y/N)"
510 NEXT D
515 LET K$=INKEY$
520 IF K$<>"Y" AND K$<>"N" THEN

```



```

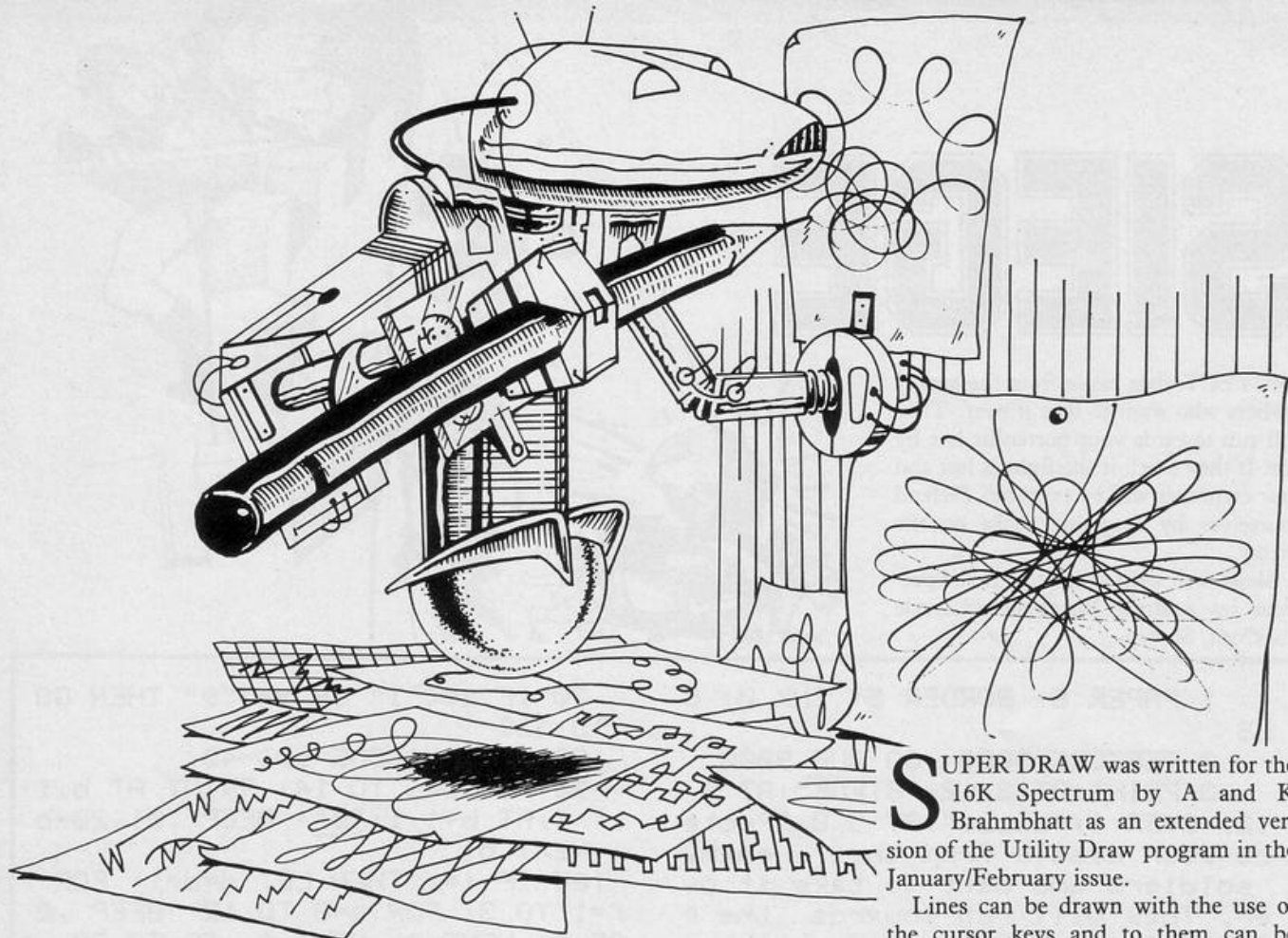
GOTO 515
525 IF K$="Y" THEN GOTO 20
530 IF K$="N" THEN STOP
540 CLS
545 LET B=L
550 FOR F=1 TO 640
555 PRINT "(isp)";
560 NEXT F
565 PRINT AT 4,11;"WELL DONE.";
AT 6,6;"YOU HAVE ATTAINED";AT 8,
6;"TODAYS HIGH SCORE."
570 PRINT AT 10,6;"PLEASE ENTER
YOUR";AT 12,6;"NAME AND NEWLINE
.";AT 14,4;"NO NAMES >10 DIGITS
LONG"
575 INPUT Q$
580 IF LEN Q$>=10 THEN GOTO 575
585 CLS
590 GOTO 500
700 SAVE "CATCH"
710 GOTO 0

```

CATCHER

YOU, THE CATCHER, have to catch as many balls—inverse Os—as possible before you run out of energy. Moving quickly makes catching the balls easy but it also means that you soon exhaust your energy supplies. Bonus energy is added once you have caught nine balls.

Catcher was written for the 16K ZX-81 by John Howie of Currie, Edinburgh.



SUPER DRAW

SUPER DRAW was written for the 16K Spectrum by A and K Brahmabhatt as an extended version of the Utility Draw program in the January/February issue.

Lines can be drawn with the use of the cursor keys and to them can be added diagonal lines, curves, circles, triangles and squares.

The writers believe it has a multitude of applications, including drawing maps and designing plans. Full instructions are included within the program.

```

2 LET o=1
3 OVER o
5 INPUT "PAPER?";P: PAPER P:
INPUT "BORDER?";b: BORDER b: INK
9
7 PRINT AT 10,0: BRIGHT 1;"DO
YOU WANT INSTRUCTIONS?"
8 IF INKEY#="y" THEN GO TO 11
9 IF INKEY#="n" THEN GO TO 90
10 GO TO 8
11 PRINT BRIGHT 1;"SUPER DRA
W is a Program to aid the usage
of hi-resolution Graphics
on the ZX Spectrum""Press any
key to continue": PAUSE 0
12 PAUSE 0: CLS: PRINT BRIGHT
1;"Here are the facilities
available in SUPER DRAW.""
"S,6,7 AND 8 for normal directio
n""E,R,D AND F for the Points
inbetween these""1 to ret
urn to screen centre""Q to cha
nge the Plot Position""W is to
draw curves."
13 PRINT BRIGHT 1;"C to draw
a circle""P to make a copy of
the Present coordinates for late
r use""O to Print on screen":
PAUSE 0: CLS: PRINT BRIGHT 1;"I
to change ink colour""G to sa
ve the Picture on tape under 9
iven name""L to draw a line""
V to clear screen""Your Prese
nt coordinates appear at the bot
tom of the screen"
15 PRINT BRIGHT 1;"S is to dr
aw a square when you input half
the length of a side.""0 is t
o input OVER""T is to draw a
triangle""Z is to stop.""FLA
SH 1:" PRESS ANY KEY TO STAR
T

```

```

20 PAUSE 0
90 CLS
100 LET x=127
110 LET y=87
120 PLOT x,y
125 LET a$=INKEY#
130 IF a$="5" THEN LET x=x-1: B
EEP 0.005,0: GO TO 170
131 IF a$="6" THEN LET y=y-1: B
EEP 0.005,13: GO TO 170
132 IF a$="7" THEN LET y=y+1: B
EEP 0.005,26: GO TO 170
133 IF a$="8" THEN LET x=x+1: B
EEP 0.005,39: GO TO 170
134 IF a$="e" THEN LET x=x-1: L
ET y=y+1: BEEP 0.005,-10: GO TO
170
135 IF a$="d" THEN LET x=x-1: L
ET y=y-1: BEEP 0.005,2: GO TO 17
0
136 IF a$="r" THEN LET x=x+1: L
ET y=y+1: BEEP 0.005,15: GO TO 1
70
137 IF a$="f" THEN LET x=x+1: L
ET y=y-1: BEEP 0.005,25: GO TO 1
70
138 IF a$="l" THEN GO SUB 1000:
INPUT "PLOT X?";x: INPUT "PLOT
Y?";y: INPUT "DRAW X?";x1: IN
PUT "DRAW Y?";y1: PLOT x,y: DRA
W x1-x,y1-y: GO SUB 1001
139 IF a$="i" THEN INPUT "INK
?";i: INK i
140 IF a$="u" THEN GO SUB 1000:
INPUT "X-AXIS?";x2: INPUT "Y-A
XIS?";y2: INPUT "SIZE OF CURVE
";z: LET z=z/180*PI: PLOT x,y: D
RAW x2,y2,z: GO SUB 1001
141 IF a$="o" THEN INPUT "LINE
?";l,"COLUMN?";c: INPUT "WORD
S?";w$: PRINT AT l,c:w$
142 IF a$="c" THEN INPUT "RADIU

```

```

S";z: CIRCLE x,y,z
144 IF a$="s" THEN INPUT "size
of half square?";a: GO SUB 2000
145 IF a$="q" THEN INPUT "x-axi
s";n: INPUT "y-axis";m: LET x=n:
LET y=m: GO TO 170
148 IF a$="p" THEN PRINT AT 0,0
: OVER 0;x: "JAT 0,16;y:"
"
150 IF a$="1" THEN LET x=127: L
ET y=87: GO TO 170
152 IF a$="v" THEN CLS
155 IF a$="0" THEN INPUT " OVER
?";o: OVER o
157 IF a$="t" THEN GO SUB 2500
160 IF a$="g" THEN PRINT AT 21,
0: OVER 0;" " " INPUT "
NAME?";a$: SAVE a$SCREEN#
165 IF a$="z" THEN STOP
170 IF x>0 AND y>0 AND x<255
AND y<175 THEN PLOT x,y
180 PRINT AT 21,0: OVER 0;x: "
JAT 21,16;y:" " GO TO 125
200 STOP
1000 INPUT "space between lines?
";u: GO SUB 1001: RETURN
1001 FOR n=0 TO 255 STEP u: PLOT
n,0: DRAW OVER 1:0,175: NEXT n
FOR n=0 TO 175 STEP u: PLOT 0,n
: DRAW OVER 1:255,0: NEXT n: RET
URN
2000 PLOT x+a,y-a: DRAW 0,2*a: D
RAW -2*a,0: PLOT x+a,y-a: DRAW -
2*a,0: DRAW 0,2*a: RETURN
2500 OVER o: INPUT "SIZE OF SIDE
";z: PLOT x,y-z: DRAW z/2,0: D
RAW -z/2,z: PLOT x,y-z: DRAW -z/
2,0: DRAW z/2,z: OVER 1: RETURN
9999 SAVE "SUPER DRAW" LINE 1: P
AUSE 0: VERIFY "SUPER DRAW": PAU
SE 0: RUN

```


SIEGE

PROTECT your castle from the enemy soldiers who want to take it over. They will run towards your portcullis one by one. If they reach it the fight is lost and your comrades will be executed. Defend yourselves by dropping rocks on the enemy.

Siege was written for the 16K Spectrum by Andrew Burnham of Little Bookham, Surrey.



```
1 PAPER 6: BORDER 5: INK 0: C
LS
```

```
2 RESTORE 9000: GO SUB 9000
```

```
3 PRINT AT 3,12,"SIEGE":AT 3,
12: OVER 1,"_____":AT 5,0:"Prote
ct your castle from the enemy
soldiers who want to take it ov
er. They will run towards the p
ortcullis one by one,if they
get there the fight is lost and y
ou and your comrades will be ex
ecuted. Stop the soldiers by hi
tting them with rocks, contr
olled with keys [1] to [9]"
```

```
4 INPUT "Press ~ENTER~ to sta
rt " :x$
```

```
5 CLS : INK 4: PRINT AT 2,5:"
(94:20*93:97)": FOR f=3 TO 19: P
RINT AT f,5:"(95:20*93:195)": NE
XT f: PRINT AT 19,5:"(91:20*93:9
2)"
```

```
10 PRINT AT 4,9: INK 1:"123456
789":AT 5,7: INK 0:"(2*98:93:98:
93:98:93:98:93:98:93:98)"
```

```
15 FOR f=6 TO 11: PRINT INK 0:
AT f,7:"(98:95)": NEXT f: PRINT
INK 0:AT 12,7:"(98:91)"
```

```
20 LET d=0
```

```
30 LET a=18
```

```
35 INK 0: PRINT AT 17,7:"(2*98
**98**98**98**98**98**98**98)
":AT 18,7:"(18*98)":AT 15,7:"12
*98:91)": INK 2:"eeee":AT 14,20:
"dddd": INK 0:AT 16,7:"(18*98)"
```

```
40 PRINT AT 13,7: INK 1:" b
```

```
" :AT 14,7:" a
```

```
"
```

```
50 LET a=a-2+INT (RND*4): IF a
>19 THEN LET a=19
```

```
60 PRINT AT 13,a: INK 2:"d":AT
14,a:"e": BEEP .1,40-a
```

```
65 LET z$=INKEY$
```

```
70 IF z$<"1" OR z$>"9" THEN GO
TO 120
```

```
80 LET i=(CODE z$)-40
```

```
90 FOR b=6 TO 14: PRINT AT b,i
:" " :AT b+1,i:"c": BEEP .01,20-b
: NEXT b
```

```
100 IF i=a THEN LET d=d+1: FOR
f=1 TO 3: FOR g=0 TO 12: BEEP .0
05,g: NEXT g: NEXT f: GO TO 30
110 PRINT AT 15,i:"(93)": BEEP
.1,0
```

```
120 IF a<9 THEN GO TO 500
```

```
125 PAUSE 10
```

```
126 PRINT AT 20,10:"No. Dead=":
d
```

```
130 GO TO 35
```

```
500 PRINT AT 13,7: INK 2: FLASH
1: BRIGHT 1:" b":AT 14,7:" a"
```

```
510 FOR f=9 TO 19: BEEP .1,0-f:
PRINT AT 13,f: INK 2:"d":AT 14,
f:"e": NEXT f
```

```
520 INPUT "Again ? [y,n] " :a$
```

```
530 IF a$="y" THEN RUN
```

```
540 IF a$="n" THEN STOP
```

```
550 GO TO 520
```

```
9000 DATA 170,255,170,255,170,25
5,170,170
```

```
9010 DATA BIN 11000,BIN 111100,B
IN 1101010,BIN 1111110,170,255,1
70,255
```

```
9020 DATA 0,BIN 111000,BIN 11111
10,BIN 1011110,BIN 1110110,BIN 1
111100,BIN 11000,0
```

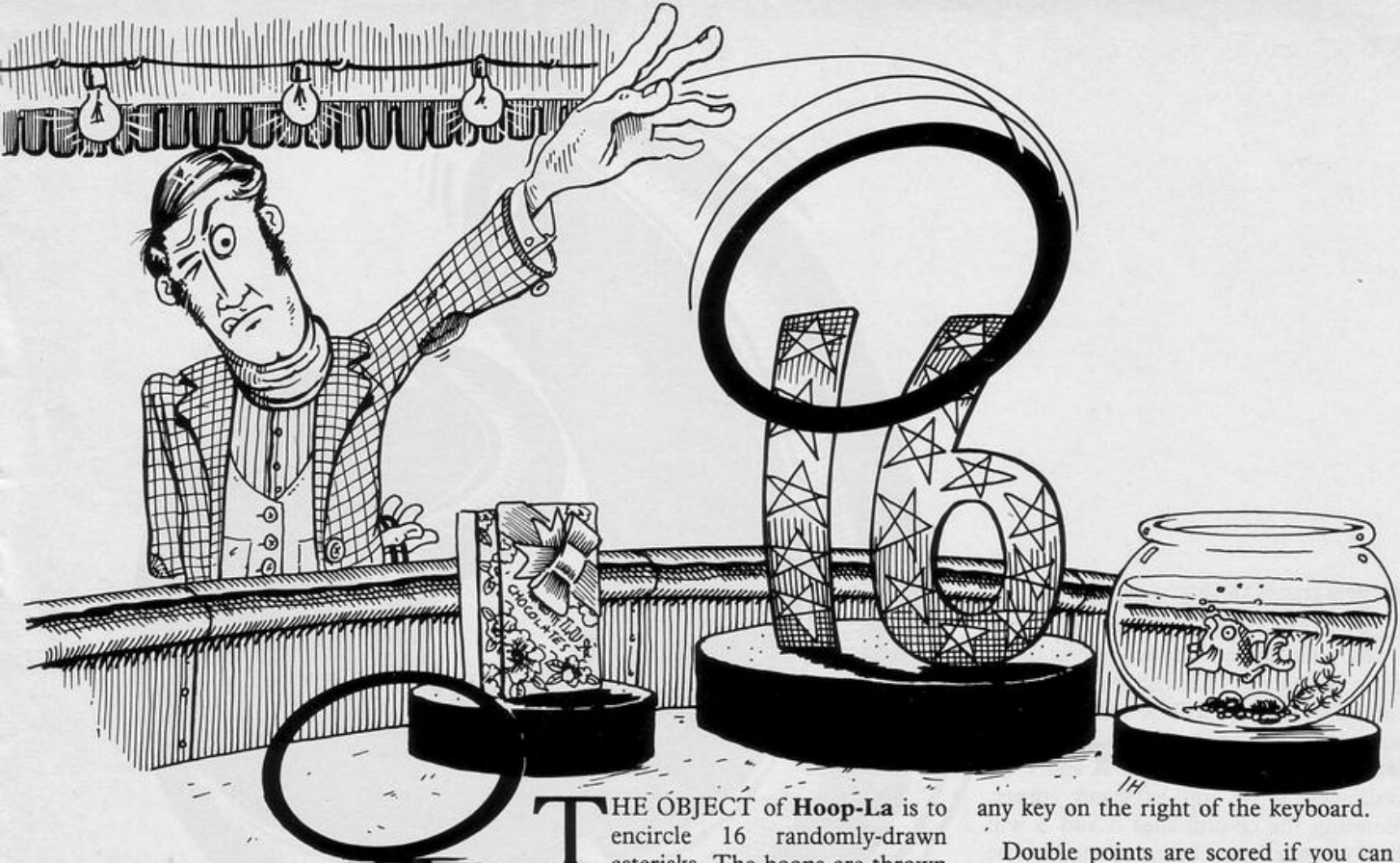
```
9030 DATA 0,0,BIN 1001100,BIN 10
01100,BIN 1000000,BIN 11101100,B
IN 1001110,BIN 111110,BIN 1100,B
IN 1100,BIN 10100,BIN 100100,BIN
100100,BIN 100100,BIN 1100100,B
IN 1100
```

```
9100 FOR f=0 TO 39
```

```
9110 READ a: POKE USR "a"+f,a
```

```
9120 NEXT f
```

```
9130 RETURN
```



HOOP-LA

THE OBJECT of Hoop-La is to encircle 16 randomly-drawn asterisks. The hoops are thrown with the keys 1 to 0. How far they travel depends on how long the keys are held down. Their path can be bent to the left by pressing any key on the left of the keyboard and to the right by pressing

any key on the right of the keyboard.

Double points are scored if you can bounce a hoop against the top of the screen before encircling an asterisk.

The program was written for the 16K Spectrum by Arthur Douglass of London E4.

```
100 OVER 1: LET SC=0: PAPER 7:
  BORDER 5
  110 FOR J=USR CHR$ 144 TO USR C
  HR$ 147+7: READ A
  120 POKE J,A: NEXT J
  130 INK 3: FOR J=1 TO 5: READ A
  B: PRINT AT A,B: AT A+1,B:
  AT A,B+18: AT A+1,B+18:
  NEXT J: PRINT AT 10,12: "HOOP-
  LA!": AT 11,15: "by": AT 13,9: "AR
  THUR DOUGLASS": PAUSE 200: INK 2
  : CLS
  140 FOR C=0 TO 30 STEP 2: LET L
  =INT (RND*18)
  150 PRINT INK 1; AT L,C: "X": NEX
  T C
  160 FOR Q=49 TO 0 STEP -1
  170 LET A=CODE INKEY$: POKE 236
  72,Q: POKE 23673,Q: BEEP .01,-10
  180 BEEP .01,-5: IF A<48 OR A>5
  8 THEN GO TO 170
  190 IF INKEY$("<") THEN BEEP .05
  , -5: GO TO 190
  200 LET T=255*PEEK 23673+PEEK 2
  3672
  210 IF T>84 THEN LET T=84
  220 LET T=INT (T/2): IF A=48 TH
  EN LET A=58
  230 LET T=21-T: IF T<-20 THEN L
  ET T=-20
  240 LET X=(A-48)*3
  250 FOR J=21 TO T STEP -1
  260 IF IN 65022<>255 OR IN 6451
  0<>255 OR IN 63486<>255 OR IN 65
  278<>255 THEN LET X=X-1
  270 IF IN 49150<>255 OR IN 6143
  8<>255 OR IN 32766<>255 OR IN 57
  342<>255 THEN LET X=X+1: IF X=31
  THEN LET X=30
  280 LET Y1=CODE SCREEN$ (J,X)
  290 LET Y2=CODE SCREEN$ (J,X+1)
  300 IF J=>0 THEN LET Y3=CODE SC
  REEN$ (J+1,X)
  310 IF J<0 THEN LET Y3=CODE SCR
  EEN$ (J-1,X)
  320 IF J=>0 THEN LET Y4=CODE SC
  REEN$ (J+1,X+1)
  330 IF J<0 THEN LET Y4=CODE SCR
  EEN$ (J-1,X+1)
  340 PRINT AT J,X: "X"
  350 IF J<>21 AND J>=0 THEN PRIN
```

```
T AT J+1,X: "X"
  360 IF J<0 THEN PRINT AT J-1,X:
  "X"
  370 IF J<>T THEN PRINT INK 1; AT
  J,X: IF J<>21 AND J>=0 THE
  N PRINT INK 1; AT J+1,X: "X"
  380 IF J<0 AND J<>T THEN PRINT
  AT J-1,X: "X"
  390 NEXT J: IF Y1=42 OR Y2=42 O
  R Y3=42 OR Y4=42 THEN GO SUB 510
  400 PRINT #0; AT 0,24: "HOOPS "; Q
  : CHR$ 32
  410 BEEP .5, -30: PRINT OVER 0; A
  T J+1,X: IF J>=0 THEN PRINT
  OVER 0; AT J+2,X:
  420 IF J<0 THEN PRINT OVER 0; AT
  J,X:
  430 NEXT Q
  440 CLS: PRINT "YOUR SCORE "; S
  C:
  450 IF SC>=25 THEN PRINT " [INC
  REDIBLE]": STOP
  460 IF SC>=20 THEN PRINT " [BRI
  LLIANT]": STOP
  470 IF SC>=15 THEN PRINT " [VER
  Y GOOD]": STOP
  480 IF SC>=10 THEN PRINT " [NOT
  BAD]": STOP
  490 IF SC>=5 THEN PRINT " [COUL
  D DO BETTER]": STOP
  500 IF SC<5 THEN PRINT " [TERRI
  BLE]": STOP
  510 FOR K=-20 TO 20
  520 BEEP .05,K: NEXT K
  530 LET SC=SC+1: IF J<0 THEN LE
  T SC=SC+1
  540 PRINT #0; AT 0,0: "SCORE "; SC
  550 PRINT OVER 0; AT J+1,X: "X"
  AT J+2,X: "X"
  560 RETURN
  9000 DATA 7,28,48,96,64,192,128,
  128,224,BIN 00111000,12,6,2,3,1,
  1
  9010 DATA 128,128,192,64,96,BIN
  00110000,BIN 00011100,7,1,1,3,2,
  6,BIN 20001100,BIN 00111000,224,
  9020 DATA 10,5,10,6,10,7,9,6,11,
  6
  9998 FOR J=1 TO 10: SAVE "HOOP-L
  A": NEXT J
```


THIS SHORT program for the 16K ZX-81 will enlarge letters and some characters to six times their normal size. Characters which it is unable to enlarge will be rejected automatically. The program asks for the letter to be enlarged and the X and Y co-ordinates of its top left-hand corner. Entering the co-ordinates 5 and 5 will lead to your letter being printed at the top left of the screen.

Character Enlarger was written by Paul Baylis of Grey College, Durham.

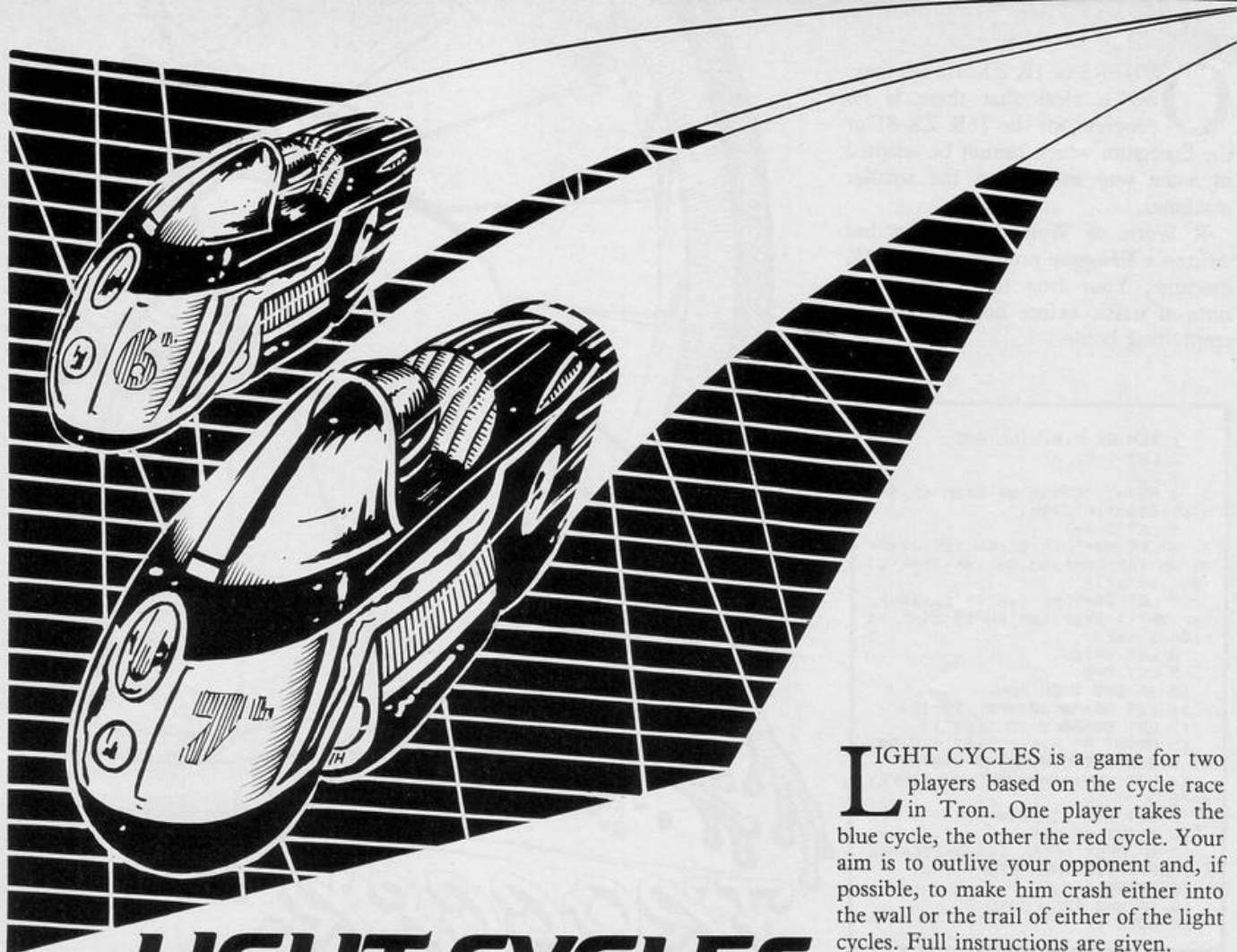


CHARACTER ENLARGER

```

1 PRINT AT 21,0;" WHICH LETTE
R SHALL I ENLARGE ? "
2 IF INKEY#="" THEN GOTO 2
3 LET C$=INKEY#
4 LET J=(CODE C$*8)+7681
6 IF J>8192 THEN GOTO 200
8 PRINT AT 21,0;"
"
9 PRINT AT 21,0;"y CO-ORD. FO
R TOP LEFT OF LETTER"
10 INPUT Y
11 PRINT AT 21,0;"x CO-ORD. FO
R TOP LEFT OF LETTER"
12 INPUT X
13 PRINT AT 21,0;"
"
14 LET Y=Y-1
15 IF Y>12 OR X>24 THEN GOTO 8
18 FOR G=1 TO 6
19 LET Y=Y+1
20 LET PC=PEEK J
25 LET J=J+1
30 FOR I=X+7 TO X STEP -1
40 PRINT AT Y,I,CHR# ((PC-2*IN
T (PC/2))*128)
50 LET PC=INT (PC/2)
60 NEXT I
70 PRINT AT 21,10;"("J")"
80 NEXT G
85 PRINT AT 20,0;"
"
90 GOTO 1
200 PRINT AT 21,1;"i cannot enl
arge that character"
210 FOR F=0 TO 70
220 NEXT F
230 GOTO 1
9997 REM PAUL BAYLIS APRIL 1983
9998 SAVE "CHARACTER ENLARGER"
9999 RUN

```



LIGHT CYCLES

LIGHT CYCLES is a game for two players based on the cycle race in Tron. One player takes the blue cycle, the other the red cycle. Your aim is to outlive your opponent and, if possible, to make him crash either into the wall or the trail of either of the light cycles. Full instructions are given.

The program was written for the 16K Spectrum by Andrew Hardwick of Goring-by-Sea, West Sussex.

```

2 REM By Andrew Hardwick
3 GO TO 500
5 DIM z(22,32): FOR f=1 TO 22
: LET z(f,1)=1: LET z(f,32)=1: N
EXT f: FOR f=1 TO 32: LET z(1,f)
=1: LET z(22,f)=1: NEXT f
10 LET z(15,10)=1: LET z(15,22)
=1: LET a=14: LET b=21: LET c=1
4: LET d=9: LET a1=-1: LET b1=0:
LET c1=-1: LET d1=0: INK 6: PAP
ER 0: BORDER 7: CLS
20 LET a$=""
FOR f=1 TO 20: PRINT INK 5,a$:
INK 6,"":
FOR f=1 TO 20: PRINT INK 5,"":
INK 6,"":
NEXT f: PRINT
INK 5,a$: BEEP .5,30
30 IF IN 49150<>255 THEN LET a
1=0: LET b1=-1
40 IF IN 32756<>255 THEN LET a
1=1: LET b1=0
50 IF IN 57342<>255 THEN LET a
1=0: LET b1=1
60 IF IN 61438<>255 THEN LET a
1=-1: LET b1=0
70 PRINT AT a,b: INK 5,"█": LE
T a=a+a1: LET b=b+b1: LET a2=z(a
+1,b+1): PRINT AT a,b: INVERSE 1
;"█": LET z(a+1,b+1)=1
80 IF IN 65022<>255 THEN LET c
1=0: LET d1=-1
90 IF IN 65278<>255 THEN LET c
1=1: LET d1=0
100 IF IN 64510<>255 THEN LET c
1=0: LET d1=1
110 IF IN 63486<>255 THEN LET c
1=-1: LET d1=0
120 PRINT AT c,d: INK 2,"█": LE
T c=c+c1: LET d=d+d1: LET c2=z(c
+1,d+1): PRINT AT c,d: INVERSE 1
;"█": LET z(c+1,d+1)=1
130 IF a=c AND b=d OR a2 AND c2
THEN GO TO 170
140 IF a2 THEN GO TO 180
150 IF c2 THEN GO TO 190
160 BEEP s/20,20: GO TO 30
170 LET a$="YOU BOTH CRASHED!!!"

```

```

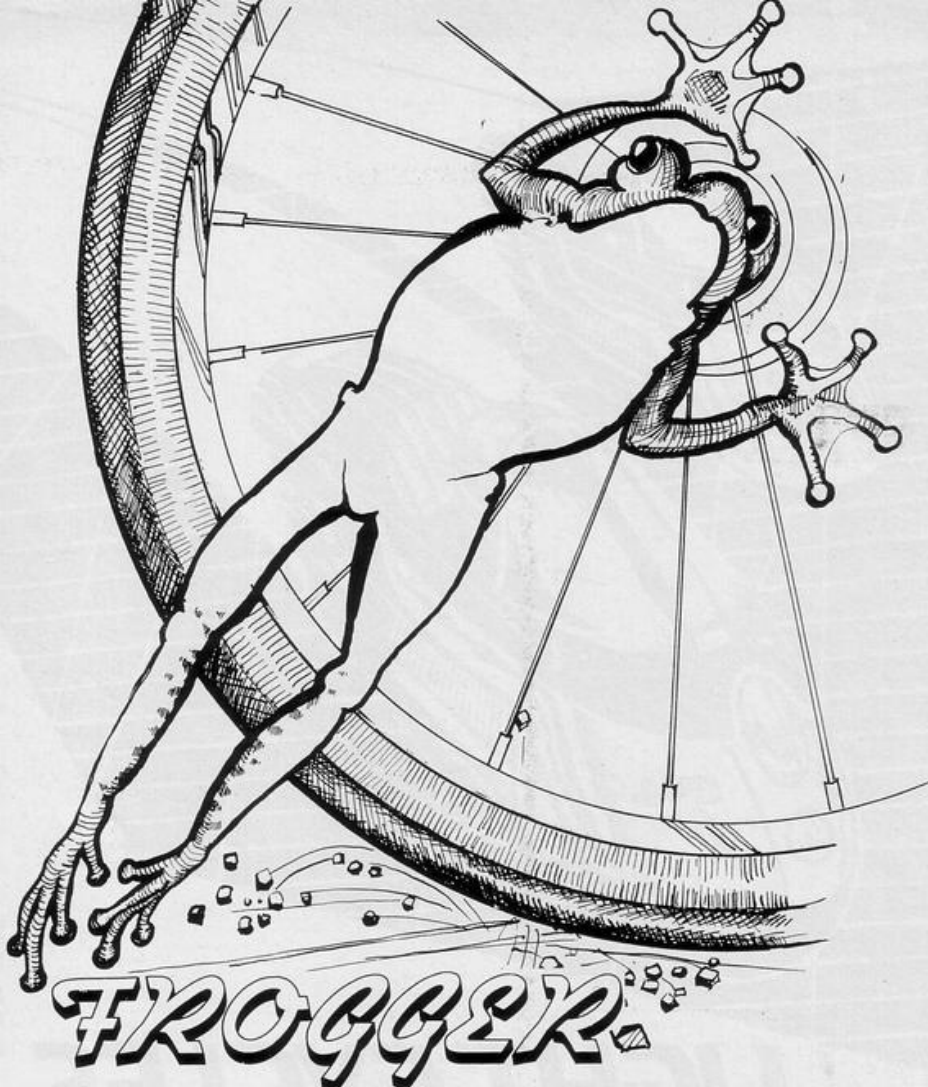
!": GO TO 200
180 LET a$="BLUE CRASHED !": GO
TO 200
190 LET a$="RED CRASHED !"
200 PAPER 7: BORDER 7: CLS: IN
K 0
210 PRINT AT 7,5;a$: INK 1;"N t
o stop""Y to play again""S to
change speed"
220 IF INKEY$="y" THEN GO TO 5
230 IF INKEY$="n" THEN CLS: PR
INT AT 9,9;"START THE TAPE": LOA
D ""
240 IF INKEY$="s" THEN GO TO 70
0
250 GO TO 220
500 PAPER 0: INK 0: BORDER 0: C
LS: PRINT FLASH 1: INK 6: AT 9,9
;"STOP THE TAPE": PAUSE 0: PAPER
7: BORDER 7: CLS
600 PRINT AT 0,13;"TRON""For
two players. The player on the
left controls the "" INK 2;"RED"
; INK 0;" light cycle, and the ot
her the "" INK 1;"BLUE"; INK 0;"
.You mustn't hit the wall or the
trail of either of the light
cycles."
650 PRINT TAB 10;"CONTROLS: -"
INK 2;" RED"; INK 1;"BLUE"
;" INK 0;"12345";"67890"
;"RIGHT" QWERT,"YUIOP";"LEFT" AS
DFG,"HJKL ENTER";"DOWN" ZXCV
;"BNM SHIFT";"DO NOT PRESS CAP-
SHIFT OR SPACE"
660 FOR f=1 TO 6: POKE USR "h"+
f,129: NEXT f: POKE USR "b",255:
POKE USR "b"+7,255
670 FOR f=0 TO 6 STEP 2: POKE U
SR "a"+f,170: POKE USR "a"+1+f,0
5: NEXT f
700 INPUT "Speed (10-slow/0-fast
)";s: IF s<0 OR s>10 THEN GO
TO 700
750 GO TO 5
800 SAVE "TRON" LINE 500

```


OWNERS of 1K ZX-81s are making it clear that there is no program for the 16K ZX-81 or the Spectrum which cannot be adapted in some way to run on the smaller machines.

R Watts of Worthing, Sussex has written a **Frogger** program for the 1K machine. Your frog must cross four lines of traffic before hopping into an empty frog home.

```
1 REM BY P.B.WILLIAMS
2 LET S=0
3 CLS
4 PRINT "(3*9h:sp:3*9h:sp:4*9
h:sp:3*9h:sp:3*9h)"
5 LET S=S+1
6 LET A#="(sp:98:9h:isp:2*sp:
98:9h:isp:2*sp:98:9h:isp:2*sp:98
:9h:isp:sp)"
7 LET B#="(sp:isp:9h:i):2*sp:
isp:9h:i):2*sp:isp:9h:i):2*sp:is
p:9h:i):sp)"
8 LET Y=10
9 LET X=9
10 IF S=5 THEN RUN
11 LET A#=(A#(20)+A#( TO 19)
12 LET B#=(B#(2 TO )+B#(1)
13 PRINT AT X,Y;" "AT 1,0:A#
AT 3,0:B#AT 5,0:A#AT 7,0:B#
14 LET Y=Y+(INKEY#="8")-(INKEY
#="5")
15 LET X=X-(INKEY#="7")
16 PRINT AT X,Y
17 IF PEEK (PEEK 16398+256*PEE
K 16399)>118 THEN STOP
18 PRINT " "
19 IF X=0 THEN GOTO 5
20 GOTO 11
```



MINI MAP

STEVEN LAWTHORP of Witton Gilbert, County Durham has written **Mini Map** for the 1K ZX-81. It will produce a map of England, Scotland and Wales on the screen. It is useful on its own for

geography or as a routine in a larger program on a 16K machine.

Graphics instructions are, as usual, in lower-case letters in brackets.

```
5 PRINT "(4*sp:93:94)",,"(sp:
94:93:2*96)",,"(98:91:98:isp:9e)
",,"(sp:94:2*isp:2*96:94)"
10 PRINT "(sp:91:4*isp:95)",,"
sp:93:4*isp:91)",,"(2*sp:98:9r:i
sp:95)",,"(93:sp:95:99:2*isp:9w)
"
15 PRINT "(sp:92:sp:4*isp:94)"
",,"(2*sp:93:4*isp:95)",,"(2*sp:9
2:sp:98:2*isp:9w:94)"

20 PRINT "(3*sp:91:92:9r:3*isp
:94)",,"(5*sp:98:3*isp:95)",,"(3
*sp:9y:96:99:3*isp:9w)"
25 PRINT "(3*sp:97:5*isp:9w:99
:94)",,"(4*sp:7*isp:95)",,"(2*sp
:93:7*isp:9e:91)"

30 PRINT "(3*sp:92:97:9y:4*isp
:9w:94)",,"(3*sp:93:7*isp:91)",,"
(2*sp:93:isp:9e:2*97:92)",,"(sp
:92:97:isp:91:3*96)100 MILES"
```

```

1 BORDER 6: PAPER 0: INK 7
5 LET ov=0: CLS : GO TO 150
10 LET a=0: LET b=0: LET f=0:
LET f=0: LET i=.1
20 LET h1=0: LET v1=0
100 LET b=-((a*r)/r): LET v=INT
(((r-a-r)*SIN(a)-d*SIN(b))+.5):
LET h=INT(((r-a-r)*COS(a)-d*COS
(b))+.5)
110 IF f=2 THEN PLOT 128+h1,88+
v1: DRAW h-h1,v-v1
115 IF f<2 THEN LET f=f+1
120 LET h1=h: LET v1=v: LET a=a
+i
125 LET a$=INKEY$: IF a$="" THE
N GO TO 100
130 GO TO 310
150 PAPER 0: INK 7: CLS : PRINT
" S P I R O G R A P H "

```

```

160 PRINT " by R.WRIGH
T"
This Prog. Produces Patt
erns which can be generated by t
wo gears as follows:-
170 CIRCLE 60,51,40: CIRCLE 84,
51,16: INK 3: PLOT 60,51: DRAW 0
,40: PLOT 84,51: DRAW 0,16: PRIN
T AT 12,7:"R": PRINT AT 14,10:"r
": PLOT 94,51: DRAW 16,32: PLOT
94,51: DRAW 18,30
180 INK 7: PRINT AT 11,12:"Pen"
190 PRINT AT 10,16:" The small
er": AT 11,16:"gear rotates": AT 1
2,16:"around the": AT 13,16:"insi
de of the": AT 14,16:"larger gear
"
200 PRINT AT 15,16:"Producing a
Pen": AT 16,16:"trace."
210 PRINT AT 17,16:" Input R,r
, and": AT 18,16:"radius of Pen": A
T 19,16:"in small circle"
220 PRINT AT 21,11:"Hit a key":
PAUSE 0
225 INPUT " Load A Pattern From
Tape?": x$: IF x$="y" THEN INPUT
"filename?": f$: CLS : LOAD f$C
ODE : PAUSE 0: GO TO 150
230 INPUT "Radius R (R<=85) ?":
ra
240 INPUT "Radius r ?": r
250 INPUT "Pen radius ?": d
255 INPUT "ink colour ?": in: IN
K in
256 INPUT "PaPer Colour ?": PaP
300 PAUSE 50: IF ov=0 THEN PAPE
R PaP: CLS : GO TO 10
305 GO TO 10
310 INPUT "OverPrint another Pa
ttern?": q$: IF q$="y" THEN LET
ov=1: GO TO 230
315 IF q$="y" THEN GO TO 10
320 INPUT "Printer copy ?": q$:
IF q$="y" THEN COPY
330 INPUT "Tape copy ?": q$: IF
q$="y" THEN INPUT "Filename?": q
$: SAVE q$SCREEN$
340 GO TO 150

```



SPIRODRAW

CHOOSE THE SIZE of a big circle, a small circle, and a pen. The pattern produced by putting the pen in the small circle and rolling it round in the large circle will be produced on-screen.

Spirodraw was written for the 16K Spectrum by R Wright of Liss, Hampshire.


```

0>REM DEFENDER © M.J. Levers
100 GO TO 8000: REM Graphics
110 GO SUB 9000: REM Instr
120 GO SUB 7500: REM Skill
130 GO SUB 7000: REM Variables
140 GO SUB 6500: REM Screen
150 GO SUB 6000: REM Intro

1000 REM Alien variables

1020 LET aa=31: LET da=aa: LET u
d=INT (RND*2)-1: IF NOT ud THEN
LET ud=1
1030 LET ad=INT (RND*14)+7: LET
od=ad
1040 LET as=INT (RND*3)+2+(wave>
15)+(wave>25): LET p15=as*50
1050 PRINT AT ad,aa: OVER 1: INH
4: "G"
2000 REM Main Loop

2010 OVER 1: PRINT AT op,2: "G";
AT od,da: "G": AT USA 65000-64760+
op,2: INH 6: "G": AT ad,aa: INH 4
: "G": OVER 0: PLOT 255,3: LET r=
r+(r<13)-13*(r=13): LET u=u+1: I
F u=48 THEN LET u=1+INT (RND*40
): LET i=SGN (u-u)
2015 IF NOT r THEN PLOT 255,INT
(RND*61)+50
2020 LET op=da: LET l=IN 65276:
LET dp=dp+2*(l=253 AND d<14)-2*
(l=254 AND dp>7): IF aa=3 AND IN
KEY$="a" THEN OVER 1: PRINT AT o
p,4: INH 5: "
": PRINT AT op,37-USA 650
57: INH 6: "
"
2025 OVER 1: INVERSE 1: PLOT
32,170-op+8: DRAW 223,0: INVER5
E 0: IF op=ad THEN GO TO 2300
2030 IF ad=op AND aa>1 AND aa<4
THEN GO TO 2500
2040 IF RND>58 THEN GO TO 2090
2050 IF aa=3 THEN OVER 1: PRINT
AT ad,1: INH 3: "
": ( TO aa-2): PRINT
AT ad,USA 65027-2: "
": ( TO aa-2):
OVER 0: IF ad=op THEN GO TO 2500
2060 LET da=aa: LET od=ad: LET a
a=aa-25: IF aa<0 THEN GO TO 240
0
2100 LET ad=ad+ud: IF ad<7 OR ad
>20 THEN LET ud=-ud
2110 GO TO 2300
2300 REM --- SHIP 3 ---
2310 POKE 65050,2: POKE 65052,2:
FOR x=147 TO 150: PRINT AT ad,a
a: INH 4: CHA$ x: LET l=USA 65057
: NEXT x: POKE 65052,5: POKE 650
50,1
2320 PRINT AT ad,aa: INH 6: "G":
LET l=USA 65057: PRINT AT ad,aa:
"ET": POKE 65052,3
2330 LET sc=sc+pl5: PRINT AT 4,a
-LEN STA$ sc: INH 6: sc
2340 PRINT AT od,da: INH 0: OVER
1: "G": LET nh=nh+1: IF nh=da TH
EN LET nh=0: GO SUB 3000: GO TO
1000
2350 PRINT AT od,da: OVER 1: "G":
GO TO 1000
2400 REM --- SHIP 4 ---
2410 PRINT AT od,da: OVER 1: "G":
LET hua=hua-1: IF NOT hua THEN
GO TO 4500
2420 GO TO 1000
2430 GO SUB 3000: GO TO 1000
2500 REM --- SHIP 5 ---
2510 POKE 65050,4: POKE 65052,1:
OVER 1: PRINT AT ad,aa: "G": FOR
x=1 TO 10: PRINT AT op,2: INH 2
: "G": LET l=USA 65057: PRINT AT
op,2: INH 7: "
": NEXT x
2520 OVER 0: PRINT AT op,2: INH
6: "G": BEEP .1,-30: PRINT AT op
,2: INH 4: "G": BEEP .1,-30.1: P
RINT AT op,2: "G": BEEP .1,-35:
PRINT AT op,2: INH 0: "G"
2530 POKE 65052,3: POKE 65050,1:
LET ships=ships-1: PRINT AT 4,2
7: INH 6: FLASH 1: ships: FOR q=1
TO 100: NEXT q: PRINT AT 4,27:
INH 6: FLASH 0: ships: IF NOT shi
ps THEN GO TO 5000
2540 GO TO 2420
3000 REM Wave completed

3010 PRINT AT od,da: OVER 1: INH
0: "G": AT op,2: "G": POKE 65052,
15: LET l=USA 65057: POKE 65052,
3: LET dp=dp: LET aa=ATTACH WAV
E: +STA$ wave+1: COMPLETED: LET
a$="BONUS x"+STA$ (wave*5)
3020 PRINT AT 8,(31-LEN a$)/2: I
NH 5: a$: AT 10,(31-LEN b$)/2: INH
0: b$
3030 PRINT AT 12,(31-hua)/2:
3040 FOR x=1 TO hua: PRINT "
": PAUSE 2: NEXT x
3050 LET sc=sc+hua*wave*5: PRINT
AT 4,a-LEN STA$ sc: INH 6: sc
3060 LET wave=wave+1: LET na=na+
(wave/2)-INT (wave/2): IF na>25
THEN LET na=25
3070 FOR x=1 TO 350: NEXT x: PRI
NT AT 8,0: AT 10,0: AT 12,0:
3080 PRINT AT op,2: INH 6: "G":
FOR x=1 TO 3: BEEP .01,50: BEEP
.01,50: BEEP .01,53: NEXT x
3090 RETURN
4500 REM --- END OF GAME ---
4510 PRINT AT 6,0: OVER 1: INH 2
: FLASH 1
4520 FOR x=1 TO 9: FOR q=0 TO 7:
BORDER q: BEEP .01,x*9: NEXT q:
NEXT x: BEEP .5,-55
4530 BORDER 0: PRINT AT 6,0: OVE
R 1: FLASH 0: INH 7: "
"
4540 GO TO 5000
5000 REM --- END OF GAME ---
5010 PRINT AT op,2: OVER 1: "G":
AT 8,0: OVER 0: "G": INH 6: "G":
5020 PRINT AT 8,1: INH 6: "G":
OVER 1: FOR x=10 TO 3 STEP -1: PO
KE 65052,x: LET l=USA 65057: NEX
T x

```



DEFENDER

DEFENDER is a fairly traditional games concept, finding a place in most arcades between the Frogger and Pacman machines, but this version by J M Levers of Gloucester is sufficiently professional to stand out in any company. An introduction with a user-defined character set and flashing titles sets the tone for a slick,

well-crafted routine. You are skimming the surface of a mountainous planet, encountering oncoming waves of trigger-happy ships. Your choice of eight difficulty levels determines your chance of success. Gain height with the shift key, descend with the Z and fire your disintegrator beam with M. You are shown a running score, high score, the



UNDER

number of ships you have to spare, and a neat display marks the end of the game.

Good sound effects, good explosions and a moving mountainous background complete this quality offering which occupies about 16.1K of the larger Spectrum. (48K Spectrum). Graphics notes:

1050, etc—Graphic C
2010, etc—Graphic A; graphic B
200—Graphic I; graphic L
2050—Graphic M
2320—Graphic H
2520—Graphic N, graphic O; graphic P, graphic Q; graphic R; graphic S
3040—Graphic T.

```
5050 IF SC=HS THEN GO TO 5100
5060 LET HS=SC: PRINT AT 4,19-LE
A STA$ HS; INH 6;HS;AT 4,12; INH
5: FLASH 1; OVER 1;
5070 FOR X=1 TO 3: RUN Y=0 TO 50
STEP 5: BEEP .01,Y: NEXT Y: NEX
T X
5100 FOR X=1 TO 200: NEXT X
5110 PRINT AT 11,3; INH 6;"PRESS
ENTER FOR ANOTHER GO"
5120 POKE 23560,0
5130 IF NOT PEEK 23560 THEN GO T
O 5130
5140 IF PEEK 23560=13 THEN GO TO
120
5150 CLS: PLOT 72,143: DRAW 31,
0: PLOT 87,132: DRAW 0,-39: PLOT
112,104: DRAW 0,40: PLOT 113,12
7: DRAW 29,0: PLOT 143,104: DRAW
0,40: PLOT 183,104: DRAW -31,0:
DRAW 0,40: DRAW 31,0: PLOT 153,
127: DRAW 22,0
5160 PLOT 105,32: DRAW -31,0: DR
AW 0,40: DRAW 31,0: PLOT 73,55:
DRAW 22,0: PLOT 112,32: DRAW 0,4
0: DRAW 31,-40: DRAW 0,40: PLOT
170,32: DRAW -10,0: DRAW 0,40: D
RAW 10,0: DRAW 0,-40: PI/2
5170 LET N=3: LET M=5: FOR X=0 T
O 31: PRINT AT 0,X; PAPER N; INH
M; FLASH 1; " "; AT 21,31-X; INH
LET P=N: LET N=M: LET M=P: NEXT
X
5200 LET N=6: LET M=3: FOR X=1 T
O 20: PRINT AT X,0; PAPER N; INH
M; FLASH 1; " "; AT 21-X,31; " "
LET P=N: LET N=M: LET M=P: NEXT
X
5250 PAUSE 0: STOP
6000 REM *****

5010 PRINT #0; BRIGHT 1; INH 6;"
WHEN YOU'RE READY, PRESS ANY KEY
"
5020 IF INKEY$="" THEN BEEP .1,-
(35+AND*10): GO TO 6020
5030 LET L=USR 6502T: INPUT ""
RETURN
6500 REM DRAW THE SHIPS

6510 PAPER 0; INH 7: BORDER 0: B
RIGHT CLS
6520 PRINT AT 0,0;" DEFENDER @
1982 M. J. LEVENS": INH 5: PLO
T 0,154: DRAW 255,0
6530 INH 6: PRINT AT 2,2;"SCORE"
AT 2,11;"HIGH SCORE";AT 2,25;"S
HIPS"
6540 PRINT AT 4,1;"0000000";AT 4
,8-LEB STA$ SC;SC;AT 4,12;"00000
00";AT 4,19-LEB STA$ HS;HS;AT 4,
27;SHIPS
6550 INH 5: PLOT 0,130: DRAW 255
0,131: PLOT 0,31: PLOT 0,131:
DRAW 0,31: PLOT 255,131: DRAW 0
,31
6570 INH 7: PLOT 0,5: DRAW 25,25
: DRAW 50,-30: DRAW 10,10: DRAW
5,-5: DRAW 20,20: DRAW 25,-25: D
RAW 25,25
6580 DRAW 17,-17: DRAW 5,5: DRAW
10,-10: DRAW 13,13: DRAW 15,-15
: DRAW 30,30: DRAW 24,-24
6590 FOR X=1 TO 10: PLOT INT (RN
D*246)+5,50+INT (AND*61): NEXT X
6600 PRINT AT 0,2; INH 6;" "
6700 RETURN
7000 REM INITIALISE VARIABLES

7010 LET SC=0: LET SHIPS=3: LET
H=0: LET HUMB=1: LET HUMB=15
7020 LET NH=0: LET NH=0: LET Y=9
: LET Y=INT (AND*40)+1: LET I=5
50 (Y=5)
7030 LET DP=14: LET DP=DP
7040 RETURN
7500 REM SELECT LEVELS

7510 POKE 23560,0: BRIGHT 0: PAR
ER 3: INH 7: BORDER 3: CLS
7520 PRINT PAPER 0; FLASH 1;AT 1
,0;" SELECT A SHILL LEVEL, ( 1 -
0 ) "
7530 LET S=PEEK 23560: IF S<09 GO
A S>55 THEN LET L=USR 6505T: GO
TO 7530
7540 LET SH=VAL ("."+STA$ (S-40)
): POKE 65052,10: LET L=USR 6505
T: POKE 65052,3: RETURN
8000 REM POKE THE SHIPS

8005 CLEAR 63999: LET N=64000
8010 INH 7: PAPER 1: BORDER 1: C
LS: PRINT FLASH 1; PAPER 2;
"PLEASE WAIT WHILE I POKE THE
" USER GRAPHICS ETC INTO PLAC
E
8020 FOR X=15616 TO 15743: POKE
N,PEEK X: LET N=N+1: NEXT X
8030 RESTORE 8200
8040 FOR X=1 TO 60: READ C: POKE
N,C: LET N=N+1: NEXT X
8050 FOR X=15824 TO 15879: POKE
N,PEEK X: LET N=N+1: NEXT X
8060 FOR X=1 TO 200: READ C: POKE
N,C: LET N=N+1: NEXT X
8070 FOR X=16000 TO 16135: POKE
N,PEEK X: LET N=N+1: NEXT X
8080 FOR X=1 TO 200: READ C: POKE
N,C: LET N=N+1: NEXT X
8090 FOR X=16344 TO 16375: POKE
N,PEEK X: LET N=N+1: NEXT X
8095 FOR X=1 TO 6: READ C: POKE
N,C: LET N=N+1: NEXT X
8100 FOR X=USR "A" TO USR "U"-1:
READ C: POKE X,C: NEXT X
8120 FOR X=1 TO 63: READ C: POKE
X+64999,C: NEXT X
8130 POKE 23606,0: POKE 23607,24
5
8140 GO TO 110
8200 DATA 0,126,70,74,82,98,126,
2,0,40,16,16,16,124,0,0,126,0
,2,126,64,126,0
8201 DATA 0,126,2,62,2,2,126,0,0
,28,36,60,60,126,4,0,0,126,64,12
6,2,66,126,0
8202 DATA 0,126,64,126,66,66,126
0,126,70,0,0,0,0,0,60,36,12
6,66,126,0
8203 DATA 0,126,66,66,126,2,2,0
8204 DATA 0,60,36,36,126,66,66,0
,0,124,60,126,66,66,126,0,0,126,
```




```

54,54,54,54,125,0
5205 DATA 0,124,70,55,55,70,124,
0,0,125,54,125,54,54,125,0,0,125,
54,125,54,54,54,0
5206 DATA 0,125,54,54,70,55,125,
0,0,55,55,125,55,55,0,0,124,1
5,15,15,0,125,0
5207 DATA 0,2,2,2,2,55,125,0,0,0
0,50,125,55,55,55,0,0,54,54,54,5
3,54,125,0
5208 DATA 0,102,102,90,55,55,55,
0,122,74,74,74,74,74,0,0,125,5
3,55,55,55,125,0
5209 DATA 0,125,55,55,125,54,54,
0,125,55,55,74,70,125,0,0,124,
55,125,55,55,55,0
5210 DATA 0,125,54,125,2,2,125,0
0,254,15,15,15,15,0,0,55,55,
55,55,55,125,0
5211 DATA 0,55,55,55,102,35,50,0
0,55,55,55,90,102,102,0,0,55,10
2,23,24,102,55,0
5212 DATA 0,130,0,130,254,15,15,15
0,0,125,5,0,15,55,125,0
5213 DATA 0,0,124,4,124,50,124,0
0,54,54,124,50,50,124,0,0,0,124
54,54,54,124,0
5214 DATA 0,4,4,124,50,50,124,0,
0,124,50,124,54,124,0,0,55,32,
35,32,32,32
5215 DATA 0,0,124,50,50,124,4,12
4,0,54,54,124,50,50,50,0,15,0,
15,15,15,15,0
5216 DATA 0,4,4,4,4,35,50,0,40
40,50,35,35,35,0,0,32,32,32,32,
32,50,0
5217 DATA 0,124,0,4,0,4,0,4,0,
0,124,50,50,50,50,0,0,0,124,50
50,50,124,0
5218 DATA 0,0,124,50,50,124,54,5
4,0,0,124,50,50,124,4,5,0,0,124,
54,54,54,54,0
5219 DATA 0,0,124,54,124,4,124,0
0,32,55,32,32,50,0,0,0,50,50
50,50,124,0
5220 DATA 0,0,50,50,100,0,50,0,
0,0,0,0,0,0,0,0,0,0,50,100
15,100,50,0
5221 DATA 0,0,50,50,124,4,50,124
0,0,124,15,15,124,0
5222 DATA 255,124,104,151,151,10
4,124,255
5223 DATA 3,20,52,255,127,255,12
7,50,0,0,152,254,254,120,0,53,
34,253,155,155,191,132,252
5224 DATA 0,0,24,24,0,0,0,0,0,0,
24,36,36,24,0,0,0,24,36,55,36,
24,0
5225 DATA 50,55,124,124,124,124,
55,50,20,54,9,150,5,144,2,40,0,0
0,0,0,255,0,0
5226 DATA 0,0,0,0,0,170,0,0,0,0,
0,0,0,101,0,0,0,0,0,0,0,0,0
5227 DATA 0,0,0,24,231,24,0,0,0,
0,3,4,4,3,0,0,0,142,32,32,142,
2,0
5228 DATA 3,20,33,55,55,33,20,3,
142,55,132,55,55,132,55,142,2,15
50,17,120,34,0,1
5229 DATA 15,50,15,1,40,130,32,0
0,0,20,20,20,12,0,0
5230 DATA 33,31,72,22,0,30,55,14
32,175,125,23,114,43,3,2,204,
25,52,00,100,40,3,43,2,235,201
5240 DATA 5,1,147,33,15,0,17,20,
2,224,205,151,3,225,17,15,0,167
237,90,125,254,255,32,237,143,16
230,231,0,5,1,147,33,0,3,17,1,0
224,205,101,3,225,17,15,0,167,2
37,82,32,240,143,15,233,201
9000

```

```

9010 LET HS=0: PAPER 0: BRIGHT 1
INH 0: BORDER 0: CLS
9020 PRINT AT 1,1: INH 7;"M. J.
Levers presents..."
9030 LET A$=""

```

DER DEFEN

```

: PRINT AT 0,0
: INVERSE 1: A$
9050 POKE 55020,10: LET L=USA 65
9057: POKE 55020,1: POKE 55052,1:
PAUSE 10: INH 4: OVER 1: FOR X=
00 TO 111: PLOT 32,X: DRAW 141,0
LET L=USA 65057: NEXT X
9050 POKE 55054,2: POKE 55052,1:
OVER 0: PAUSE 10: FOR X=0 TO 10
: PRINT INH 2; AT 0,0; A$: LET L=U
SR 65057: PAUSE 2: PRINT AT 0,0;
INH 0; A$: NEXT X
9070 POKE 55054,1: POKE 55055,0:
POKE 55052,20: LET L=USA 65057:
POKE 55052,3: PRINT AT 17,1: IN
H 5:"PLEASE PRESS ENTER TO CONTI
NUE: POKE 23550,0
9080 IF PEEK 23550<>13 THEN GO TO
9080
9090 LET L=USA 65027: INH 7: CLS
9100 PRINT INH 5; FLASH 1;" DEFE
NDER 1902 M. J. Levers"
9110 PRINT "This is the spellin
g version of the arcade game of
the same name. The object is
to defend your home planet aga
inst the evil galactic slave
traders."
9120 PRINT "who attack your plan
et and take it's humanoid life f
orms to sell to the galactic slav
e trade."
9130 PRINT "You must destroy ev
ery ship that you come across
flying low over the
planet. Each time you fail to do
so results in the capture of an
other."
9140 PRINT "humanoid. If all 15
humanoids are taken then your
planet will explode and the game
will end. KEYS: caps shift =
ship up, 2 = ship down, M = fire."
9150 PRINT "SCORING: Aliens = 1
00 - 300 pts bonuses after each
wave."
9160 PRINT INH 5; FLASH 1;"
PRESS ANY KEY TO BEGIN
9170 IF INKEY$<>"" THEN GO TO 91
70
9180 PAUSE 0: POKE 23550,0: RETU
RN

```

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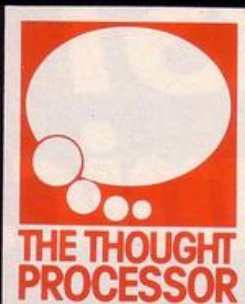
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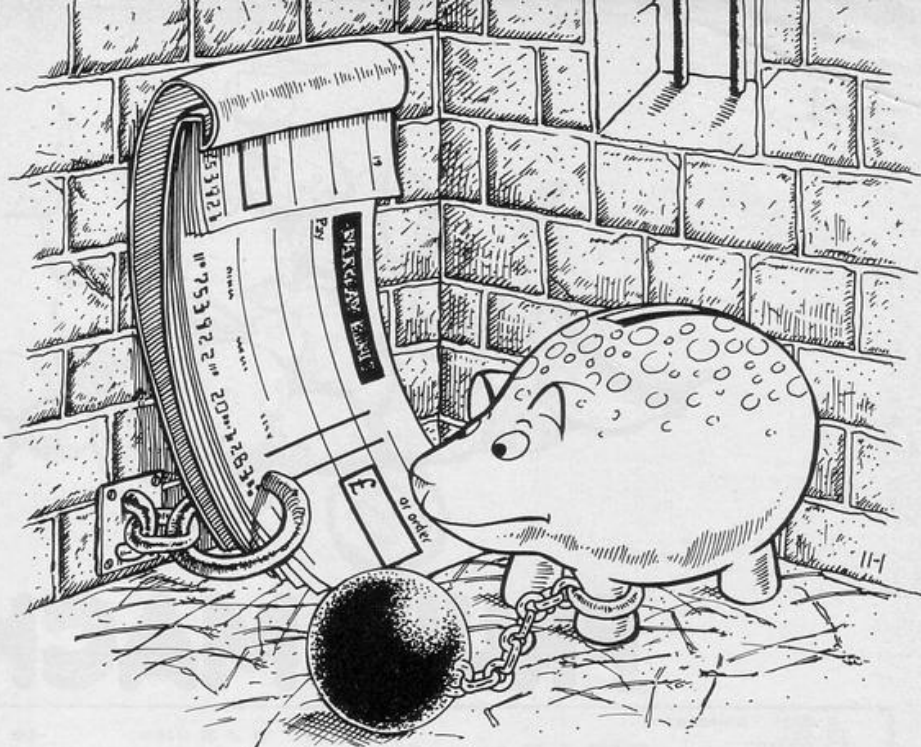
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PERSONAL FINANCE

PERSONAL FINANCE allows 16K and 48K Spectrum users to keep track of their financial situations with an effective but relatively simple program. Once it is entered you are given five options—entering, saving or displaying data, saving the file, or preparing a statement. Entries will be arranged in date order and a statement of income and expenditure can be obtained at any point.

The program was written by Paul Weir of Shirley, Southampton.



```

10 LET n=0
12 DIM x(150): DIM y(150): DIM
z(150)
15 DIM g$(1,8)
20 DIM a$(150,8)
30 DIM a(150)
35 BORDER 0: PAPER 0: INK 7: C
LS
40 PRINT "Welcome to Personal
Finance"
55 PRINT : PRINT 150-n;" Free
Locations"
60 PRINT : PRINT " MENU": PRIN
T "
70 PRINT
80 PRINT
90 PRINT " 1:Enter Data": PRI
NT : PRINT " 2:Display Data": P
RINT : PRINT " 3:PrePare Statem
ent": PRINT
95 PRINT " 4:Save This File"

97 PRINT : PRINT " 5:Delete d
ata"
100 PRINT AT 21,0;"Input your c
hoice"
110 INPUT i
120 IF i>5 OR i<1 THEN GO TO 11
0
125 CLS
130 GO TO i*1000
1000 REM
1001 REM DATA ENTRY
1002 REM
1010 PRINT "Enter Data Mode"
1015 PRINT
1020 LET n=n+1
1030 IF n>=101 THEN PRINT "Out o
f memory": GO TO 35
1035 LET k=n
1040 PRINT "InPut Name of item a
nd any otherdata you require (No
more than 8chrs)"
1050 INPUT a$(k)

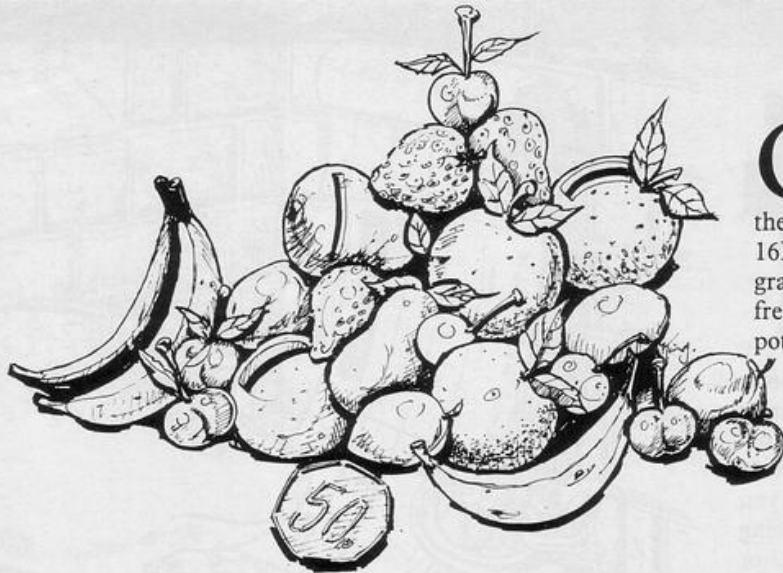
1060 PRINT : PRINT a$(k)
1070 PRINT : PRINT "InPut amount
of money"
1080 INPUT a(k)
1090 PRINT : PRINT "\":a(k)
1092 PRINT : PRINT "InPut Date/m
onth/year": INPUT x(k): PRINT x(
k):"/": INPUT y(k): PRINT y(k):
"/": INPUT z(k): PRINT z(k)
1100 PRINT : PRINT "Press ~M~ fo
r MENU": PRINT "Press any other
key to change this data"
1110 INPUT k$
1120 IF k$="m" OR k$="M" THEN GO
TO 9000
1130 CLS GO TO 1040

2000 REM
2001 REM DATA DISPLAY
2002 REM
2010 CLS
2020 PRINT "Data display mode"
2024 PRINT : PRINT "Press ~0~ to
stop and start display"
2030 PAUSE 0
2035 CLS
2060 FOR d=1 TO n
2070 PRINT a$(d); " "x(d);"/":y(
d);"/":z(d); " "a(d)
2072 PRINT
2075 IF INKEY$="0" THEN PAUSE 0
2080 NEXT d
2090 PRINT : PRINT "Press any ke
y for menu"
2100 PAUSE 0
2110 GO TO 35
3000 REM
3001 REM STATEMENT MODE
3002 REM
3005 LET to=0
3010 PRINT "Statement Preparatio
n Mode"
3020 PRINT : PRINT "Last entry w
as on "
3030 PRINT x(n);"/":y(n);"/":z(n
)
3040 PRINT : PRINT "InPut Statem
ent date"
3050 INPUT vx: PRINT vx;"/": IN
PUT vy: PRINT vy;"/": INPUT vz:
PRINT vz
3055 PRINT
3060 LET vd=(10000*vx)+(100*vy)+
vx
3070 FOR s=1 TO n
3080 LET vn=(10000*z(s))+(100*y(
s))+x(s)
3090 IF vn>vd THEN GO TO 3190
3100 NEXT s
3190 LET s=s-1
3200 FOR h=1 TO s
3210 PRINT a$(h); " "x(h);"/":y(
h);"/":z(h); " "a(h)
3220 LET to=to+a(h)
3230 NEXT h
3240 PRINT : PRINT "Balance at "
jvx;"/":jvy;"/":jvz; " = \":to
3250 PRINT : PRINT "any key for
menu"
3260 PAUSE 0
3270 GO TO 35
3999 STOP
4000 REM
4001 REM SAVE MODE
4002 REM
4010 PRINT "InPut name file is t
o be saved under"

4015 INPUT e$: PRINT : PRINT e$
4020 SAVE e$ LINE 35
4030 GO TO 35
5000 REM
5001 REM DELETE DATA
5002 REM
5005 PRINT "Delete data mode": P
RINT
5010 PRINT "Input title of data
to be deleted"
5020 INPUT g$(1)
5030 PRINT : PRINT g$(1)
5040 FOR g=1 TO n
5050 IF g$(1)=a$(g) THEN GO TO 5
500
5060 NEXT g
5070 PRINT : PRINT "Data not fou
nd"
5080 PRINT AT 21,0;"Any key for
menu"
5090 PAUSE 0
5100 GO TO 35
5500 CLS
5510 PRINT "Data found"
5515 PRINT : PRINT "Data being d
eleted"
5520 FOR u=9 TO n-1
5530 LET bi=u+1
5540 LET a$(u)=a$(bi): LET a(u)=
a(bi): LET x(u)=x(bi): LET y(u)=
y(bi): LET z(u)=z(bi)
5550 NEXT u
5560 LET n=n-1
5570 GO TO 35
9000 REM
9001 REM DATE SORT
9002 REM
9005 IF n<2 THEN GO TO 35
9007 LET t=(10000*z(n))+(100*y(n
))+x(n)
9010 FOR s=n TO 2 STEP -1
9030 LET r=(10000*z(s-1))+(100*y
(s-1))+x(s-1)
9040 IF t<r THEN GO TO 9500
9050 GO TO 35
9060 NEXT s
9070 GO TO 35
9500 LET j=s-1

9510 LET q$=a$(s): LET q=a(s): L
ET qx=x(s): LET qy=y(s): LET qz=
z(s)
9520 LET a$(s)=a$(j): LET a(s)=a
(j): LET x(s)=x(j): LET y(s)=y(j
): LET z(s)=z(j)
9530 LET a$(j)=q$: LET a(j)=q: L
ET x(j)=qx: LET y(j)=qy: LET z(j
)=qz
9540 GO TO 9060

```

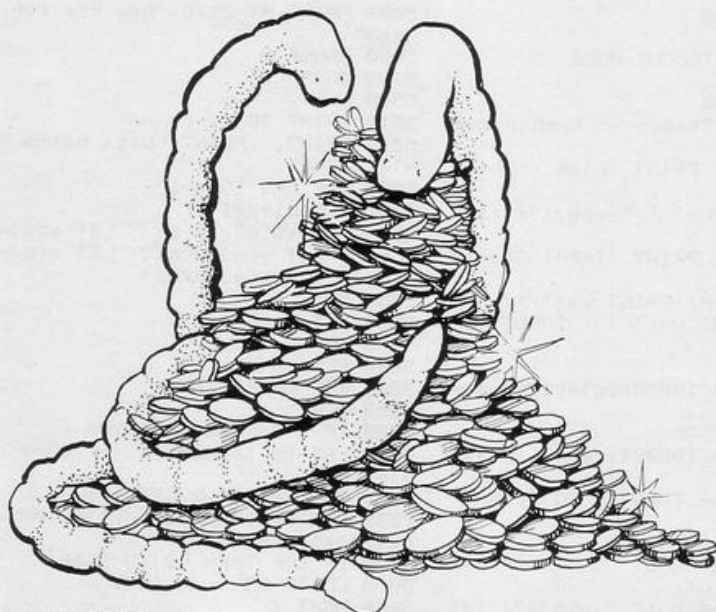
FRUIT MACHINE

CHARLES GIERSH of Woodthorpe, Nottingham has written a program which simulates the working of a **Fruit Machine** on the 16K ZX-81. Unlike many similar programs it is not impossible to win fairly frequently, although the 50 pence Jackpot can prove elusive.

```

5 REM "GAMBLE"
15 CLS
20 PRINT "PRESS R TO ROL"
30 PRINT "COST:"
40 PRINT "1=5P"
50 PRINT "2=10P"
60 PRINT "3=13P"
70 PRINT "AT 10,0; WITH A SUPER"
75 PRINT "OF:"
76 PRINT "50P"
77 PRINT "-----"
78 PRINT "AT 16,0; -----"
80 IF INKEY$="R" THEN GOTO 90
85 IF INKEY$="R" THEN GOTO 80
90 LET A=INT (RND*4+1)
100 LET B=INT (RND*4+1)
110 LET C=INT (RND*4+1)
115 CLS
116 PRINT "1 PAIR WINS - 3"
117 PRINT
118 PRINT "3 THE SAME WINS -10"
119 PRINT
120 PRINT " * * WINS -15"
121 PRINT
122 PRINT " * * WINS -20"
123 PRINT
124 PRINT " * * WINS -20"
125 PRINT
126 PRINT " * * WINS -30"
127 PRINT
128 PRINT " * * WINS -50"
129 IF A=1 THEN PRINT AT 16,5; "
130 IF B=2 THEN PRINT AT 16,13; "
131 IF C=3 THEN PRINT AT 16,21; "
132 IF A=4 THEN PRINT AT 16,5; "
133 IF A=2 THEN PRINT AT 16,5; "
134 IF A=3 THEN PRINT AT 16,5; "
135 IF B=3 THEN PRINT AT 16,13; "
136 IF B=4 THEN PRINT AT 16,13; "
137 IF B=1 THEN PRINT AT 16,13; "
138 IF C=1 THEN PRINT AT 16,21; "
139 IF C=2 THEN PRINT AT 16,21; "
140 IF C=4 THEN PRINT AT 16,21; "
141 IF A=B OR A=C OR C=B THEN P
142 IF A=B AND B=C THEN PRINT A
143 IF A=2 AND B=3 AND C=4 THEN
144 IF A=1 AND B=4 AND C=2 THEN
145 IF A=3 AND B=2 AND C=1 THEN
146 IF A=4 AND B=1 AND C=3 THEN
147 FOR N=1 TO 70
240 NEXT N
250 GOTO 10

```



BEWARE — the highly-intelligent **Giant Worms** are after your money and if they steal it all you will die. Shoot them before they can reach the gold. One worm contains the brains for the whole operation. Shoot at that worm with key 0 and both worms die. Shoot at the other and nothing will happen.

Giant Worms was written for the 16K ZX-81 by E Mitchelmore of Kingswear, South Devon.

```

1 RAND
5 LET L=CODE "<"
6 LET S=NOT PI
11 LET A=CODE "<95>"
12 CLS
13 LET K=INT (RND*2)+1
30 LET C=INT (RND*L)
40 LET D=CODE "3"
50 FOR F=NOT PI TO L
60 PRINT AT F,NOT PI;"%"
70 NEXT F
100 PRINT AT A,SGN PI;"<97>"
105 PRINT AT A,SGN PI;" "
110 LET A=A+INKEY$="6" AND A=<=
21>-(INKEY$="7" AND A>=0)
125 LET D=D-SGN PI
126 IF D=NOT PI THEN GOTO VAL "
400"
130 PRINT AT C,D;" "
135 PRINT AT C+CODE "<95>";D;" "
140 IF A=C AND INKEY$="0" OR A=
C+CODE "<95>" AND INKEY$="0" THE
N GOTO VAL "300"
160 GOTO VAL "100"
300 IF K=SGN PI AND A=C THEN GO
TO VAL "350"
302 IF K=CODE "<92>" AND A=C+CO
DE "<95>" THEN GOTO VAL "350"
310 GOTO VAL "100"
350 LET S=S+CODE "<95>"
360 GOTO 11
400 LET L=L-SGN PI
420 IF L<NOT PI THEN PRINT "SC
RE=";S;Q
430 GOTO CODE "<E"

```

GIANT WORMS

```

1 LET a$="7": LET sh=0
2 LET s=0: LET ox=1500
3 LET l=3
4 GO SUB 7000
10 BORDER 0: PAPER 0: INK 7: F
LASH 0: BRIGHT 0: INVERSE 0: OVE
R 0: CLS
11 RESTORE
12 LET q=0: LET p=3: LET qinc=
1
13 LET q1=30: LET p1=3: LET q1
inc=-1
20 GO SUB 2000
30 GO SUB 2100
35 GO SUB 4500
40 LET y=16: LET x=0: LET y1=y
: LET x1=x
50 PRINT INK 5: OVER 1: AT y,x)
: AT y+1,x): "
60 BEEP .01,y: IF (x=q AND y=(
p-1)) OR (x=q1 AND y=(p1-1)) THE
N GO TO 5000
61 FOR h=1 TO 2
62 GO SUB 3000
64 GO SUB 4000
65 IF (x=q AND y=(p-1)) OR (x=
q1 AND y=(p1-1)) THEN GO TO 5000
66 NEXT h: LET ox=ox-10: LET d
$=STR$ ox
67 IF LEN d$=4 THEN GO TO 69
68 FOR j=1 TO 4-LEN d$: LET d$
="0"+d$: NEXT j
69 PRINT AT 21,8;d$: IF ox=0 T
HEN GO TO 5000
70 PRINT INK 6: OVER 1: AT y,x)
: AT y+1,x): "
150 LET x1=x1+(INKEY$="p")-(INKE
Y$="o")
160 LET y1=y1+(INKEY$="c")-(INKE
Y$="d")
170 IF ATTR (y+2,x1)=2 OR (ATTR
(y+2,x1)=2 AND SCREEN$ (y+2,x1)
="") THEN LET x=x1
180 IF SCREEN$ (y1+2,x)=" THEN
LET y=y1
190 LET y1=y: LET x1=x
199 IF y=2 AND x=16 THEN LET s=
s+ox: GO SUB 6000
200 GO TO 50
2000 FOR i=0 TO 7: READ a: POKE
USR "a"+i,a: NEXT i: DATA 255,12
6,126,231,231,255,0,0
2010 FOR i=0 TO 7: READ a: POKE
USR "b"+i,a: NEXT i: DATA 129,12
9,255,255,129,129,255,255
2020 FOR i=0 TO 7: READ a: POKE
USR "c"+i,a: NEXT i: DATA 102,15
3,60,255,153,255,255,85
2030 FOR i=0 TO 7: READ a: POKE
USR "f"+i,a: NEXT i: DATA 24,60,
60,60,90,189,189,189
2040 FOR i=0 TO 7: READ a: POKE
USR "i"+i,a: NEXT i: DATA 60,60,
60,24,36,36,36,36
2090 RETURN
2100 PRINT "Score: ";s,"Hi score:
";sh,"by ";a$
2110 INK 2: FOR i=20 TO 4 STEP -
4: PRINT AT i,0: "
: NEXT i
2120 INK 4: PRINT AT 21,0: "OXYG
EN: "; INK 7: "1500": INK 4: "
Life: ";
2130 INK 6: FOR y=4 TO 16 STEP 4
: LET a=INT (RND*29)+1
2140 FOR n=0 TO 3: PRINT AT y+n,
a: "": NEXT n: NEXT y
2150 RETURN
3000 OVER 1: PRINT AT p,q: INK 6
: "
3010 IF ATTR (p+1,q)<>2 THEN LET
p=p+1: GO TO 3021
3020 LET q=q+qinc: IF q<0 OR q>3
0 THEN LET qinc=-SGN qinc: GO TO
3020
3021 PRINT AT p,q: INK 4: "
3025 IF q=0 AND p=19 THEN LET q=
0: LET p=3: PRINT OVER 0: INK 6:
AT 19,0: "
3030 OVER 0: RETURN
4000 OVER 1: PRINT AT p1,q1: INK
6: "
4010 IF ATTR (p1+1,q1)<>2 THEN L
ET p1=p1+1: GO TO 4021
4020 LET q1=q1+q1inc: IF q1<0 OR
q1>30 THEN LET q1inc=-SGN q1inc
: GO TO 4020
4021 PRINT AT p1,q1: INK 4: "
4025 IF q1=30 AND p1=19 THEN LET
q1=30: LET p1=3: PRINT OVER 0:
INK 6: AT 19,30: "
4030 OVER 0: RETURN
4500 FOR i=1 TO 12: READ a: BEEP

```



MONSTERS

THE OBJECT of **Monsters** is to move your man from the bottom level to the middle of the top level by means of ladders. The monsters descend from the top level and, should they hit your man, a life is lost.

Scoring is calculated by the amount of oxygen remaining when the man reaches the centre of the top layer. The game includes full instructions. **Monsters** was written for the 16K Spectrum by Darren Girard of Colchester, Essex.

```

.4,a+12: NEXT i: DATA 1,3,5,7,2
4,6,8,10,12,0,7
4510 PAUSE 0: RETURN
5000 FOR i=30 TO 0 STEP -2: BEEP
.01,i: BEEP .005,i+30: NEXT i
5005 FOR i=1 TO 200: NEXT i
5010 LET l=l-1: IF l=0 THEN GO T
O 5100
5020 LET ox=1500
5030 GO TO 10
5040 IF s>sh THEN LET sh=s: INPU
T "Name: ";a$
5050 GO TO 2
5060 FOR i=1 TO 5: READ a: BEEP
.3,a: NEXT i: DATA 14,15,12,0,7
5065 LET ox=1500
5070 GO TO 10
7000 BORDER 1: PAPER 1: INK 7: C
LS
7010 PRINT INK 6: TAB (12): "Monst
ers"
7020 PRINT "Object of game is
to get to the middle of the top
bar. Without running out of ox
ygen or getting killed. Key
to Use. 'c' to go down 'd' to
go up 'p' to go right 'o' to go
left"
7030 PRINT INK 4: " Press an
y key to begin." PAUSE 0: RETUR
N

```



```

5 FAST
10 DIM A$(21,30)
15 PRINT
20 FOR A=1 TO 21
30 LET A$(A)="(SP:30*ISP)"
40 PRINT A$(A)
50 NEXT A
60 LET X=2
70 LET Y=15
72 FOR B=1 TO 40
75 FOR A=1 TO 10
80 LET A$(X,Y)=" "
90 PRINT AT X,Y;" "
100 LET D=INT (RND*4)+1
110 LET M=X+(D=3)-(D=1)
120 LET N=Y+(D=2)-(D=4)
130 IF M>20 OR M<2 OR N>29 OR N
<2 THEN GOTO 190
140 IF (A$(M+1,N)=" ")+(A$(M-1,
N)=" ")+(A$(M,N+1)=" ")+(A$(M,N-
1)=" ")<>1 THEN GOTO 180
150 LET X=M
160 LET Y=N
170 GOTO 80
180 NEXT A
190 LET X=INT (RND*18)+2
200 LET Y=INT (RND*28)+2
210 IF A$(X,Y)="(ISP)" THEN GOT

```

```

0 190
220 NEXT B
230 FOR A=21 TO 2 STEP -1
240 FOR B=2 TO 30
250 IF A$(A-1,B)=" " THEN GOTO
280
260 NEXT B
270 NEXT A
280 FOR A=A TO 21
290 PRINT AT A,B;" "
300 LET A$(A,B)=" "
310 NEXT A

```

WHEN RUN, **Maze Maker**, written by J D Webster of Wetherby, West Yorkshire will produce a random maze. The routine could usefully be added to many games programs. In each maze there will be a possible route from A\$(2,15) to the bottom of the screen. The program takes two minutes to run, so be prepared to wait for your maze. (16K ZX-81).

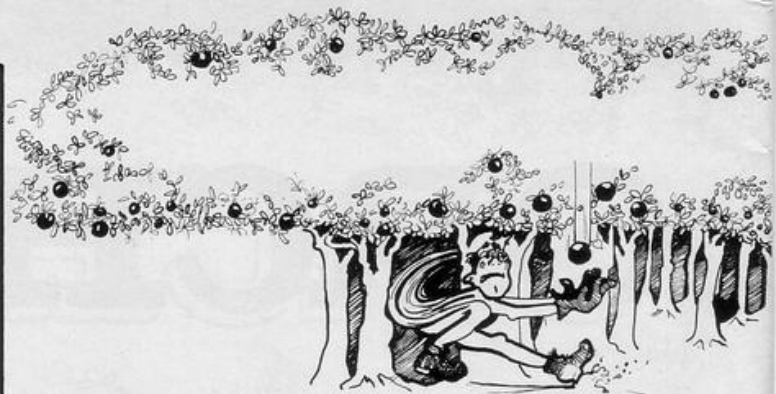


MAZE MAKER


```

300 IF a>20 THEN GO TO 420
310 IF c=1 OR c=6 THEN PRINT AT
a,6; INK 2;"C";AT a-1,6;" "
320 IF c=2 OR c=5 THEN PRINT AT
a,16; INK 6;"E";AT a-1,16;" "
330 IF c=3 THEN PRINT AT a,12;
INK 6;"E";AT a-1,12;" "
340 IF c=4 THEN PRINT AT a,22;
INK 1;"D";AT a-1,22;" "
350 IF a=10 OR a=11 THEN PRINT
AT a-1,6+10*(a-10); INK 4;"I"
370 LET f=f+2*((INKEY$="0" AND
f<25)-(INKEY$="5" AND f>0))
380 PRINT AT 20,f; INK 3;"
"
382 LET g=ATTR (19,f+3)
383 IF g>32 THEN LET s=s+(g=38)
+2*(g=34)+3*(g=33); BEEP .05,10;
PRINT AT 19,f+3;" " GO TO 270
400 IF s>hw THEN LET hw=s; PRIN
T AT 0,25; PAPER 1; INK 6;hw;"P"
410 NEXT a
420 FOR a=1 TO 20
430 PRINT AT 21,0; PAPER 7; INK
1; FLASH 1;"YOU'RE SACKED! WA
GES=";s;"P"
440 BEEP .05,2; BEEP .01,-2
450 NEXT a
460 CLS
470 PRINT AT 18,2; FLASH 0; PAP
ER 7; INK 0;"Press any key to pl
ay again"
480 PAUSE 4e4

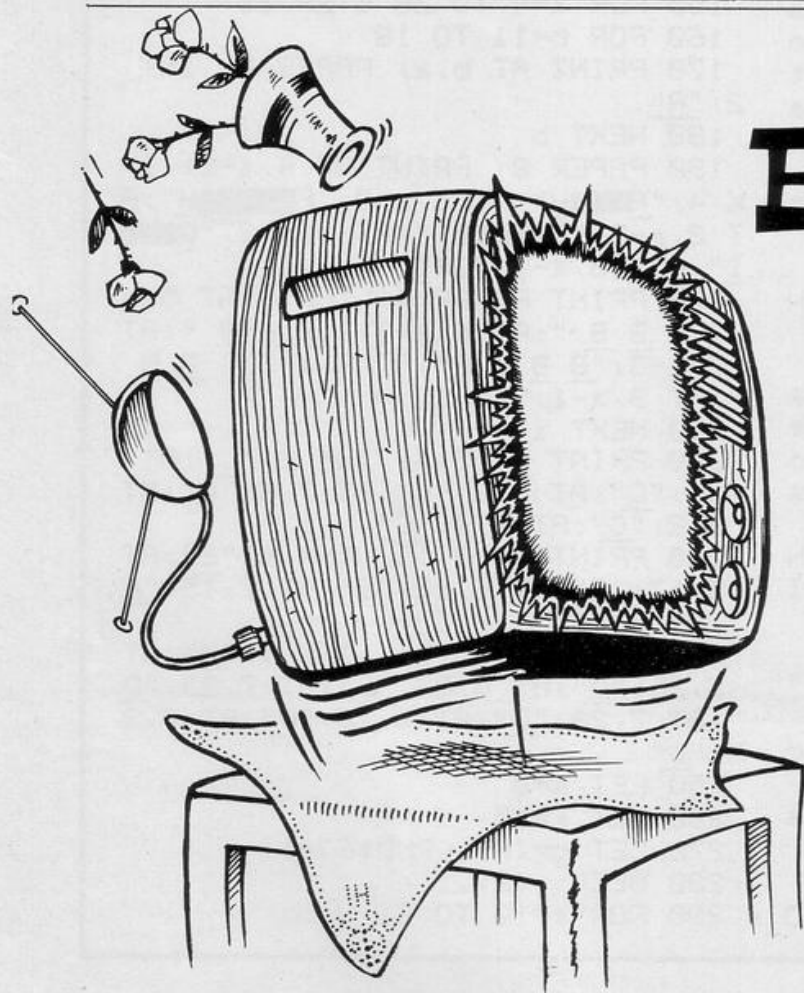
```



```

500 PAPER 5: CLS : GO TO 110
8000 FOR a=144 TO 152: FOR b=0 T
O 7: READ c: POKE USR CHR# a+b,c
: NEXT b: NEXT a
8010 RETURN
9000 DATA 75,-75,75,-75,75,-75,7
5,-75
9010 DATA 42,84,170,68,40,16,42,
20
9020 DATA 64,78,110,60,30,127,24
6,96
9030 DATA 24,60,60,126,126,60,60
,24
9040 DATA 0,24,126,255,255,126,2
4,0
9050 DATA 3,15,31,63,127,127,255
,255
9060 DATA 255,255,127,127,63,31,
15,3
9070 DATA 192,240,248,252,254,25
4,255,255
9080 DATA 255,255,254,254,252,24
8,240,192

```



EXPLODING BORDER

EXPLoding BORDER is a short routine for Spectrum users to include in their programs, written by M Birch of Kidderminster, Worcestershire. Running the short program produces the impression that the screen border is exploding.

```

9000 FOR g=1 TO 5
9001 FOR f=0 TO 7
9002 BORDER f
9003 BEEP .02,f
9004 NEXT f
9005 NEXT g

```

```

2 GO SUB 9000
3 BRIGHT 1: CLS
5 PRINT AT 1,10: INK 2;"SPECT
RUM GOLF";AT 2,10: INK 5;"-----"
7 PRINT AT 4,4: INK 4;"The ob
ject of the game is to""Strike
the ball from your""Position ("
: INK 0;"C"; INK 4;"")", at such a
n angle""and strength so as to
make it ""land in the hole ("
: INK 2;"A"; INK 4;"")"" You must
also try to avoid""the bunker ("
: INK 6;"-"; INK 4;"")""One sh
ot only is given per hole""so m
ake the most of it."
8 PRINT AT 13,0: INK 4;"The s
trength is usually a number""be
tween 340 & 500";AT 18,0: INK 2;
"ENJOY YOUR GAME";AT 20,5: INK 0
: FLASH 1;"PRESS ANY KEY TO STAR
T"
10 PAUSE 0: CLS
15 PAPER 7: BORDER 7: POKE 236
09,50
20 LET h=0: LET sc=0: LET ho=0
: LET n=""
22 LET f=INT (RND*18)+15
23 LET b=INT (RND*13)
25 FOR g=0 TO 31: PRINT AT 21,
9: INK 4;"B": NEXT g: PRINT AT 2
0,0: INK 0;"C"
27 IF ho=9 THEN GO TO 160
28 PRINT AT 21,b: INK 6;"-"
30 LET ho=ho+1: PRINT AT 1,10:
ho

```

```

35 PRINT AT 1,1: INK 1;"HOLE N
o. ";ho;AT 1,13:"SCORE = ";sc;AT
1,25:"HI = ";h;AT 3,26:n#
38 INK 2: PRINT AT 20,f-1;"A"
40 INPUT "Swing = ";sw
42 IF sw>=85 THEN PRINT AT 10,
0: FLASH 1: INK 2;"INVALID ENTRY
(angle must be 85-)": PAUSE 150:
CLS: GO TO 22
45 PRINT AT 4,1:"Swing = ";sw
50 INPUT "Strength = ";st
55 PRINT AT 5,1:"Strength = ";
st
70 LET a=st*COS (PI*sw/180)
75 LET b=st*SIN (PI*sw/180)
80 FOR j=0 TO b/16 STEP .3
85 LET c=.01*(b*j-16*j*j)
90 IF a*j>6200 THEN GO TO 130
95 IF c>40 THEN GO TO 120
100 INK 0
105 PLOT .04*a*j,.4*c+b
110 BEEP .005,c+.7
115 NEXT j
120 IF ABS (a*b/3200-f)<1 THEN
GO TO 135
125 PRINT AT 9,20: FLASH 1: INK
2;"MISSED"
130 PAUSE 150: CLS: GO TO 22
135 PRINT AT 18,4: FLASH 1: INK
2;"HOLE IN 1 ": FOR n=10 TO 1
0: BEEP .05,n+.3: NEXT n: LET sc=
sc+1: PRINT AT 1,11:sc
150 PAUSE 50: CLS: GO TO 22
160 CLS: INK 1
162 IF sc>0 AND h<sc THEN LET h
=sc: GO TO 180

```

```

165 PRINT AT 5,2:"That is the e
nd of your game.""I hope you e
njoyed it.""Perhaps you would
like another ?";AT 10,14:"(y/n)"
170 INPUT y#
175 IF y#="y" OR y#="Y" THEN LE
T ho=0 AND sc=0: CLS: GO TO 22
176 IF y#="n" OR y#="N" THEN NE
W
180 INK 1
185 PRINT AT 5,2:"Congratulatio
ns you have just""completed th
e best round of the""day.""P
lease enter your initials.""MA
X 5 letters": INPUT n#
190 LET ho=0: LET sc=0: CLS: G
O TO 22
9000 FOR n=0 TO 7: READ x: POKE
USR "a"+n,x: NEXT n
9005 DATA BIN 00000110,BIN 00001
110,BIN 00011110,BIN 00011110,BIN
00000110,BIN 00000010,BIN 00000
010,BIN 00000010
9100 FOR n=0 TO 7: READ x: POKE
USR "b"+n,x: NEXT n
9105 DATA BIN 00010000,BIN 11001
00,BIN 01000101,BIN 01000011,BIN
00100110,BIN 00010000,BIN 00001
,BIN 0
9200 FOR n=0 TO 7: READ x: POKE
USR "c"+n,x: NEXT n
9205 DATA BIN 00011000,BIN 00011
000,BIN 00001000,BIN 00111110,BI
N 01011101,BIN 00011100,BIN 0001
0100,BIN 000110110
9250 RETURN
9500 SAVE "Spec Golf"

```

GOLFER



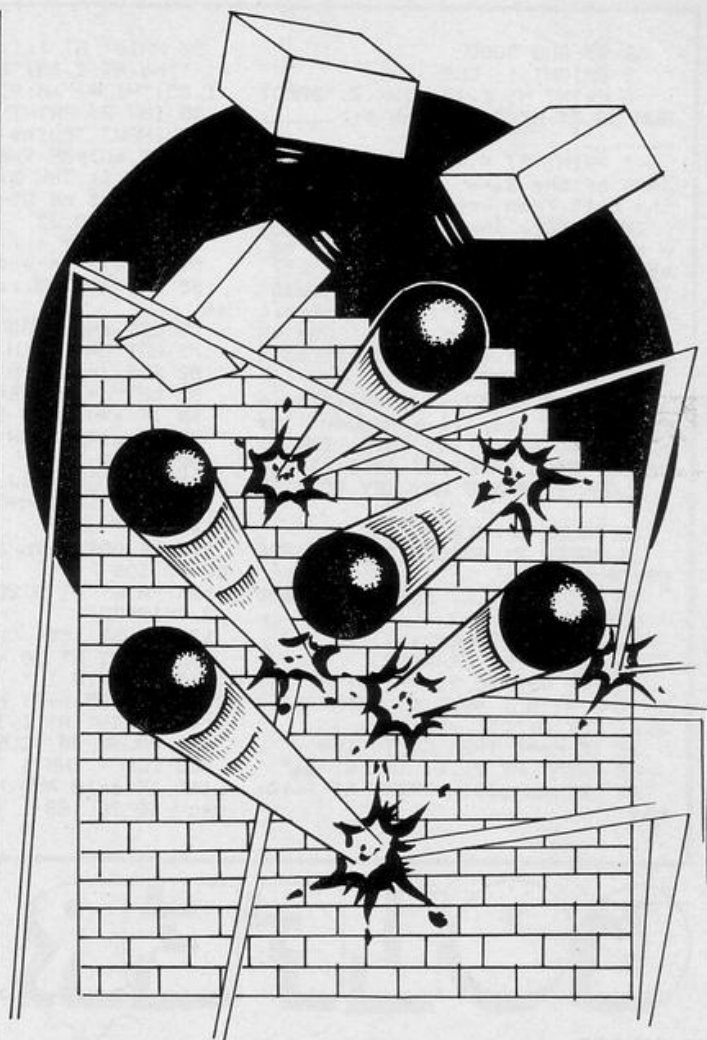
WHATEVER the weather, a game of golf is always possible with **Golfer**, written by Mark Ansdell of Tonbridge, Kent for the 16K Spectrum. You and the golf course are shown on the screen and once you have entered the angle and strength of your shot, the trajectory of the ball is also marked.

You are allowed only one shot at each hole, making it possible to complete the game without once holing-out. With experience the game becomes easier, thus offering the satisfaction of a hole in one.


```

4 LET S=PI-PI
5 LET A=VAL "5"
6 LET B=PI/PI
7 LET A1=PI/PI
8 LET B1=PI/PI
9 LET C=VAL "7"
10 PRINT " break-out"
11 LET A$="(isp:sp:isp:sp:isp:
sp:isp:sp:isp:sp:isp:sp:isp:sp:
sp)"
12 PRINT
13 PRINT A$
14 PRINT " ",A$
15 PRINT A$
30 PRINT AT A,B,".";AT VAL "11
",C,"(sp:2*99:sp)";AT A,B," "
40 LET A=A+A1
50 LET B=B+B1
60 LET C=C+(INKEY$="8")-(INKEY
$="5")
70 IF B=PI-PI THEN LET B1=PI/P
I
75 IF B=VAL "15" THEN LET B1=-
PI/PI
80 IF A=VAL "2" THEN LET A1=PI
/PI
81 IF A<VAL "10" THEN GOTO VAL
"90"
82 IF B=C+PI/PI OR B=C+VAL "2"
THEN LET A1=-PI/PI
90 IF A<VAL "5" THEN LET S=S+P
I/PI
100 IF A<VAL "12" THEN GOTO VAL
"30"
110 PRINT "SCORE:";S
120 PAUSE 4E4
130 CLS
140 RUN

```



BREAKOUT

DAVID THICKET of Doncaster, Yorkshire has written a version of **Breakout** for the 1K ZX-81. Move your bat with cursor keys 5 and 8. Bounce the ball against the wall to destroy all the bricks.

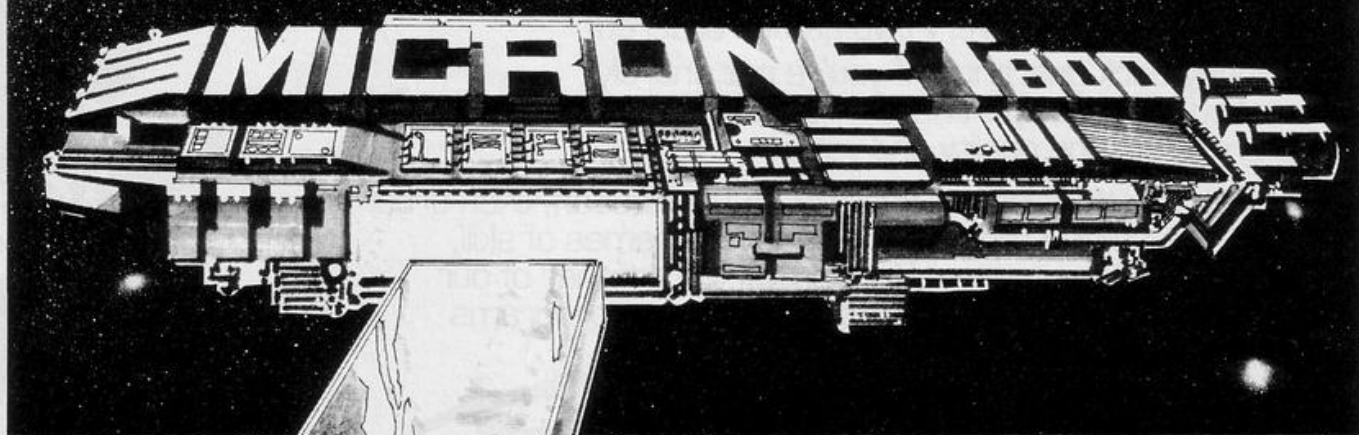
ERRORS AND MISHAPS

TWO PRINTING ERRORS occurred in our last issue. Line 60 of **Pilot** contained a variable which was not clear because it had been inked-in so that it might have been interpreted as a 9 or a g. It was, in fact, an "a".

The last item of data was omitted from line 9210 of **Demolition**. The line should have ended with a 6.



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Type of Program _____	
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