

30  
PROGRAMS  
FOR THE  
SPECTRUM AND ZX-81

95p

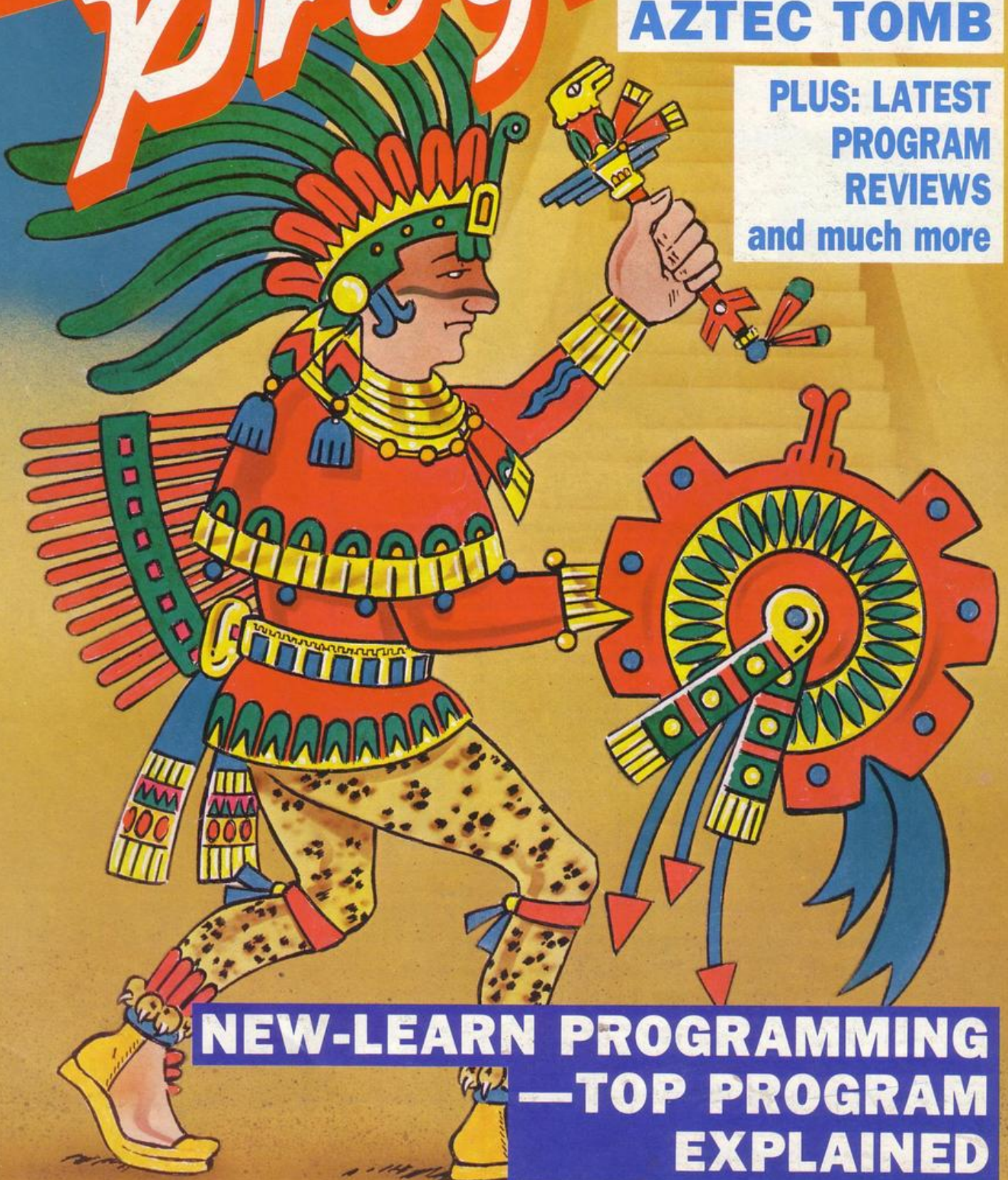
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April 1984

# Sinclair programs

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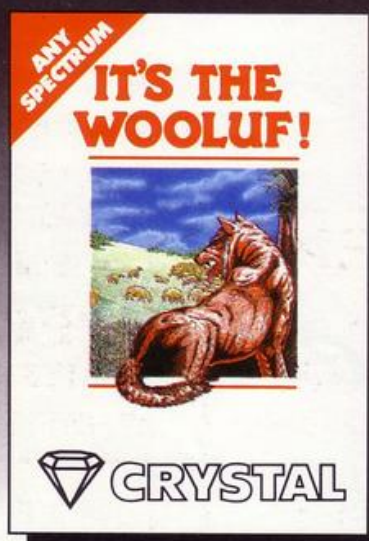
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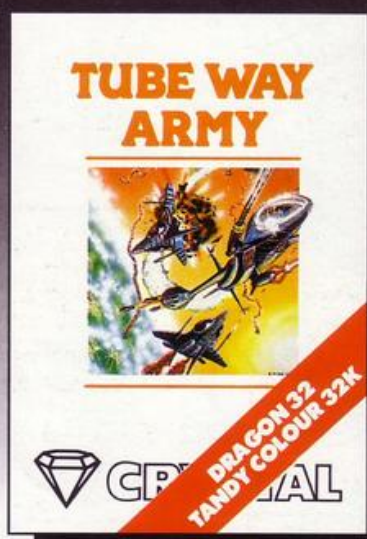
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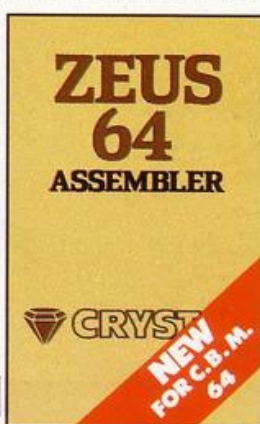
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Written by: Neil Mottershead, Simon Brattel and Martin Horsley



**INVASION OF THE BODY SNATCHAS**

Written by: Simon Brattel and Neil Mottershead



Written by: Graham Stafford



**ROMMELS REVENGE**

Written by: Martin Horsley



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Instructions for graphics characters are printed in lower-case letters in our listings. They are enclosed by brackets and separated by colons to distinguish them and the brackets and colons should not be entered.

Inverse characters are represented by the letter "i" and graphics characters by "g". Thus an inverse W would be represented by "iw", a graphics W by "gw", and an inverse graphics W by "igw".

Spaces are represented by "sp" and inverse spaces by "isp". Whenever any character is to be used more than once, the number of times it is to be used is shown before it, together with a multiplication sign. Thus "6\*isp" means six inverse spaces and "(g4:4\*i4:g3)" would be entered as a graphic four, followed by an inverse four repeated four times, followed by a graphics three.

Where whole words are to be written in inverse letters they appear in the listings as lower-case letters. Letters to be entered in graphics mode on the Spectrum are underlined.

Inverse characters may be entered on the ZX-81 by changing to graphics mode and then typing the appropriate characters and on the Spectrum by changing to inverse video and typing the appropriate letters. Graphics characters may be entered on the ZX-81 by changing to graphics mode and then pressing symbol shift while the appropriate characters are entered. On the Spectrum graphics characters may be obtained by changing to graphics mode and then pressing the appropriate character. User-defined graphics will appear as normal letters until the program has been RUN.

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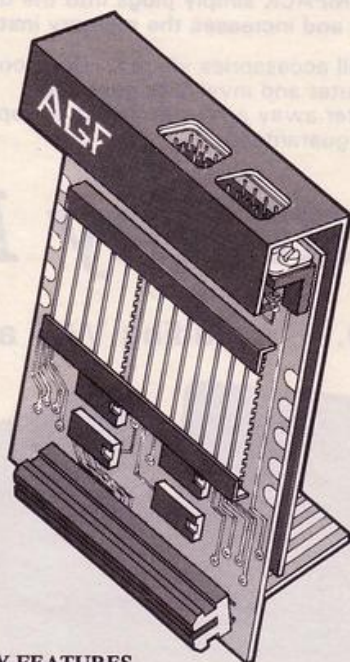
Programming is achieved by a two-digit code, which is looked up on the Programming Chart supplied, for each direction and firing button. These two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

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## Ideas, opinions and advice

I BOUGHT my ZX-81 in 1982. At the time I knew little about computing and I rooted around for a suitable magazine to help me with my problem. I found it — *Sinclair User*. Later I discovered *Sinclair Programs*, a magazine full with 40 programs for use on Sinclair computers. I rushed home, took £1 from my brother's savings, and bought the magazine. I was disappointed to find only a few 1K programs. I knew I could buy an extension for my ZX-81, so I decided to buy the magazine until I got a RAM pack.

Now we flip forward in time to about August/September, 1983. I had just bought a RAM pack for my ZX-81. So far, so good until, to my dismay, I found that the *Sinclair Programs* had been reduced to 30 programs. I was horrified and distressed to see that about 20 programs were for the Spectrum. I think I would speak for many by saying bring back 40.

**L Godley,  
Blackburn.**

### Fair shares

WHEN my *Sinclair Programs* arrives each month the first thing I do is open it at the first page and look for Program of the Month. In January I was very disappointed. I own a Spectrum and Program of the Month was for the ZX-81.

Why don't you have a Program of the Month for both computers? Also I expect all your readers get very frustrated flicking through the magazine trying to find programs for their computers. Why do you not put all the ZX-81 programs first and the Spectrum programs after them?

**A M Samler  
Didcot, Oxon.**

● *Program of the Month* is

*considered to be the best program received by our reviewer in one month. As such, it can be for any Sinclair machine. Whichever machine it is for, we always try to include 15 ZX-81 and 15 Spectrum programs in the magazine.*

### Randomized screech

I DECIDED to experiment with the striped borders technique and produced a wide variety of two-coloured striped borders. Each one listed is disabled by pressing BREAK. They are called-out of the ROM by typing RANDOMIZE USR x, where x is one of the numbers listed:

x	colours
1289	= blue/white
1333	= cyan/blue
1334	= yellow/blue
1290	= red/blue
1292	= green/blue
1288	= black/blue

The following three also make a striped border but they are chunky and are exited by pressing BREAK only after two or three seconds, when the border goes into fast stripes:

x	colours
1244	= magenta/green
1245	= blue/yellow
1243	= red/cyan

**M Hargreaves,  
Bradford.**

### Zuckman

RECENTLY I sent for a tape called Zuckman which was advertised in *Sinclair Programs*. When I received it, it took five minutes to load. The tape has plenty of instructions which were easily understandable; then I ran the program. It was easily the best game I have. When you reach your highest score it is entered into the Zuckman hall of fame — the game is

very similar to Pac-man. One problem is that when you reach 7,000 points your score goes to 0 and it does not go on your hall of fame.

My record is 11,370 on a ZX-81 16K.

**Andrew Lamb, aged 11,  
Edgbaston,  
Birmingham.**

### So much

I WOULD recommend *Sinclair Programs* to anybody who owns either a Spectrum or ZX-81. It is always crammed with really good programs and reviews. I had a ZX-81 for Christmas and with cassette software not being exactly cheap, I buy *Sinclair Programs* every issue, so that I can type-in your programs and save them on to cassette.

Many of my friends own a Sinclair computer and when I buy my magazine everybody wants to borrow it. I do not like that because if I lend it I never see it for weeks. If any other magazine could offer so much for less than £1 I would certainly buy it.

The magazine is very well put together and easy to understand. It has an index and an explanation of how to type-in graphics notes. It always has glossy pages with interesting programs and advertisements. I usually look for good software at reasonable prices.

On the whole I would say *Sinclair Programs* is one of the best computer magazines.

**Charlie Wood,  
Stockport,  
Cheshire.**

### Old problem

IN THE January/February, 1983 issue you featured an extensive program called Frogger. I have tried very hard to make it run on my 16K Spectrum but nothing

happens. Line 1140 is the problem, I think; OUT OF MEMORY 1140 is a regular happening. Is there an error?

**J A Green,**

**Breaston, Derbyshire.**

● Since publication of this Frogger program more than a year ago we have received a continuous stream of queries about it from readers who bought the January/February, but not the March/April issue. Corrections are: First, replace PRINT VAL\$ Q\$ in lines 50, 130, 160, 305 and 400 with GOSUB 15. Next, delete lines 1120 to 1160 inclusive. Finally, enter 15 FOR I=1 TO 6: PRINT AT Y(I),0;P\$ (I,X(I) TO ); P\$ (I, TO X(I)-1): NEXT I: RETURN.

### Translation

HAVING HAD a ZX-81 for nearly two years, like others caught by the computer bug I am moving to the Spectrum. I find one big disadvantage in the fact that I have to re-type all the 50-odd ZX-81 tapes all over again and I feel sure that this fact alone prevents many people changing to the Spectrum.

Surely a firm like Sinclair, with three computers on the market, and a fourth launched, could find some method where a new model could receive the tapes of the preceding model. All I hear is talk of different commands and speed. With their knowledge they should be able to overcome that type of problem.

I have a thing called a slow loader which has been a waste of money. Even programs with the same commands on the ZX-81 and Spectrum will not load. My friend who is a computer programmer cannot get it to work so I have a long boring time ahead.

**F E W Jugg  
Cambridge.**



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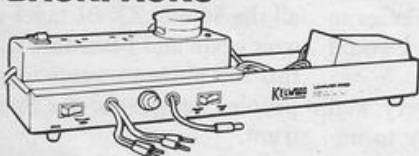
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## Well-worn themes re-appear

**T**HE TREND in software production appears to be to take stock, build on successful ideas and await new developments. New games tend to be new variations on well-worn themes rather than startlingly original concepts. The number of games based on the premise that all computer owners love shooting as many things as possible is decreasing and giving way to games which need thought and strategy as well as fast reactions.

Unfortunately for ZX-81 owners, although their computer has remained consistently among the top five best-selling computers, new software for the ZX-81 is almost non-existent and W H Smith is not intending to accept any new ZX-81 software for sale in its shops. Due to the shortage of new software, no ZX-81 programs have been received for review this month.

### THE SNOWMAN

**The Snowman** — Quicksilver, 48K Spectrum — is based loosely on the book of the same name by Raymond Briggs. The aim is to collect snow and build a snowman. The wandering flames must be avoided, as they melt your snow and turn it to water.

Falling off the ice structure of pathways and ladders will result in the player being sent back to bed, as will running out of energy. On the higher levels, sleep monsters must also be avoided or confronted with alarm clocks. The Snowman combines the best of many games already on the market and should become a best-seller.

The latest sequel to Pimania, Pi-Eyed and other Automata productions is **Pi-Balled** — 48K Spectrum. Once again the Pi-man is the hero of the game, this time accompanied by two bouncing balls and Sid the Snake.

It is a fairly straightforward arcade game. The mystical pyramid of Pi must be changed in colour by jumping from square to square. Sid the Snake must be avoided, as must the bouncing balls, which can also change the colour of the pyramid but not necessarily in a way which is helpful.

Pi-balled has lively graphics; the bouncing balls and spinning discs are particularly convincing and the degree of difficulty is well-judged to suit begin-

ners and experienced players. Shades of Manic Miner are apparent in **Loony Zoo** — Phipps Associates, 48K Spectrum. The storyline is that, while surveying another planet, you have been captured by its vastly superior inhabitants and placed in one of their zoos, together with various other alien specimens.

It is possible to escape by jumping from ledge to ledge to reach the door pressure-pad at the top of the screen. Needless to say, you escape only into other cages from which it is more difficult to escape. Despite its simple graphics and slow pace, Loony Zoo is a difficult and addictive game.

**Killer Knight** — Phipps Associates, 48K Spectrum — thinly disguises a

trium owners will find they already possess similar games.

Like Donkey Kong, Pac-man is a game which spawned a multitude of imitations. **Dinky Digger** — Postern, 48K Spectrum — has a distinctly Pac-man-like air to it. The object is to clear the screen of cherries and grab the cake in the middle, while avoiding the monsters which are trying to eat you.

One monster is followed quickly by another and the game is so difficult that it should be attempted only by the experienced or very nimble-fingered user.

**3D Star Wars** — Addon Electronics, 48K Spectrum — is one of the less worthwhile pieces of software on the market. The graphics are lifeless and confusing, the three-dimensional effect is jumbled, and the number of keys to be used complicates the game still further.

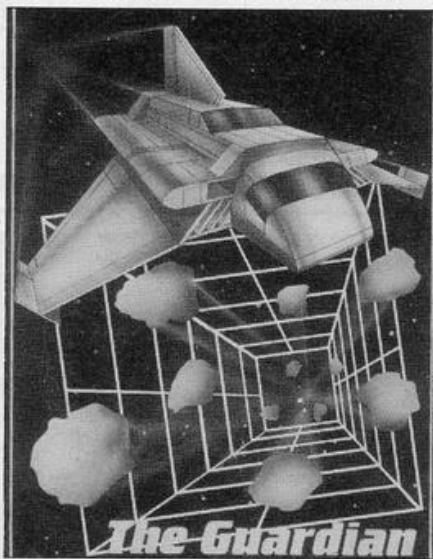
### THE GUARDIAN

**The Guardian** — PSS, 48K Spectrum — is the first version of the arcade game The Tempest to appear for the Spectrum. The site is a spaceship on the edge of a vortex to another universe. Aliens appear through the doorway and must be destroyed by the use of laser bolt gun or star smasher weapons. The game has had to be simplified for micro-computer use but it is easy and fun to play.

CCS has begun its **Games for Girls** series with three games for the 48K Spectrum. **Hicksted**, a simulation of a show jumping event; **Diamond Quest**, which is a straightforward adventure; and **Jungle Maze**, in which prizes are won with a Mastermind-style guessing game which is fun, although unoriginal. Apart from a tenuous link with show jumping in one game and a heroine rather than a hero in another, it is difficult to see in what way CCS has changed its strategy to aim it at females rather than males.

Computers are bound to affect everyone's future in some way, so encouraging more people to use and understand them is a worthwhile project.

To attempt to increase a software company's market vastly by selling to women is unlikely to succeed unless the software market is changed substantially.



Kong-type game with medieval trapings. The player must climb from platform to platform, using ladders and avoiding rolling objects. Beginners will find it difficult to progress very far, while experienced players will soon realise that a high score can be obtained simply by running back and forth along the bottom level.

### MONKEY BIZNESS

In a very similar vein is **Monkey Bizness** — Artic, 48K Spectrum. The monkey mentioned in the title is King Kong and the object is to rush up the scaffolding, dodging or destroying the barrels which Kong rolls at you, to rescue the woman at the top of the scaffolding.

Monkey Bizness is an amusing and colourful game, although many Spec-



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SP 4/84



```

20 PRINT "This Program Prints
out address labels on the Printe
r. Just follow the Prompts g
iven by the Program."
30 INPUT "Any Key to continue"
;X#
40 CLS
100 INPUT "NAME OF PERSON/FIRM"
;A# : PRINT A#
110 INPUT "1st LINE OF ADDRESS"
;B# : PRINT B#
120 INPUT "2nd LINE OF ADDRESS"
;C# : PRINT C#
130 INPUT "3rd LINE OF ADDRESS"

```

```

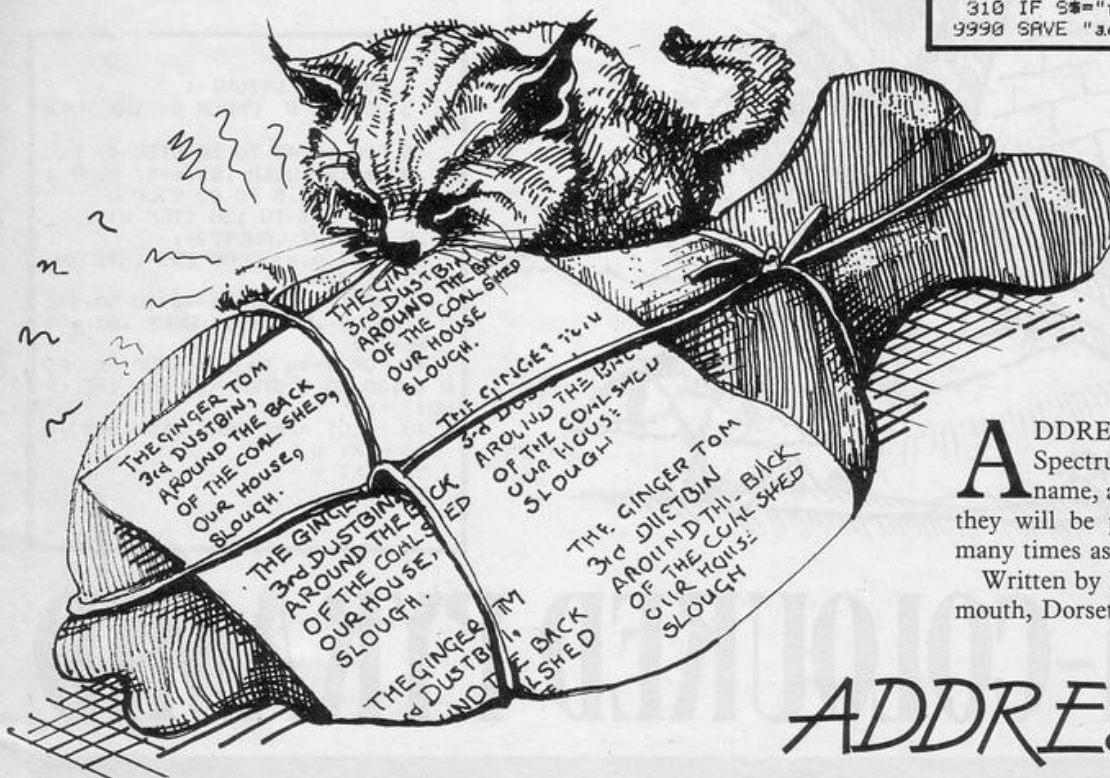
;D# : PRINT D#
140 INPUT "4th LINE OF ADDRESS"
;E# : PRINT E#
150 INPUT "POSTCODE ";F# : PRINT
F#
160 PRINT AT 19,0;"Information
correct ? (Y/N)"
170 INPUT G#
180 IF G#="y" THEN GO TO 200
190 IF G#="n" THEN PRINT AT 19
,0;"O.K. TRY AGAIN. ANY KEY TO "
"RESTART FROM BEGINNING"
195 PAUSE 0 : CLS : GO TO 100
200 LET Z=INT (32-LEN A#)/3

```

```

210 LPRINT TAB Z;A#
220 LPRINT TAB Z+1;B#
230 LPRINT TAB Z+2;C#
240 LPRINT TAB Z+3;D#
250 LPRINT TAB Z+4;E#
255 LPRINT TAB Z+5;F#
260 FOR Y=1 TO 5 : LPRINT : NEXT
Y
270 INPUT "Copy again (Y/N) ";R
#
275 CLS
280 IF R#="y" THEN GO TO 200
290 IF R#="n" THEN INPUT "NEW
LABEL (Y/N) ";S#
300 IF S#="y" THEN GO TO 100
310 IF S#="n" THEN STOP
9990 SAVE "add-ress" LINE 1

```



**A**DDRESSER is for use with the Spectrum and printer. Type-in a name, address and postcode, and they will be printed-out separately as many times as you wish.

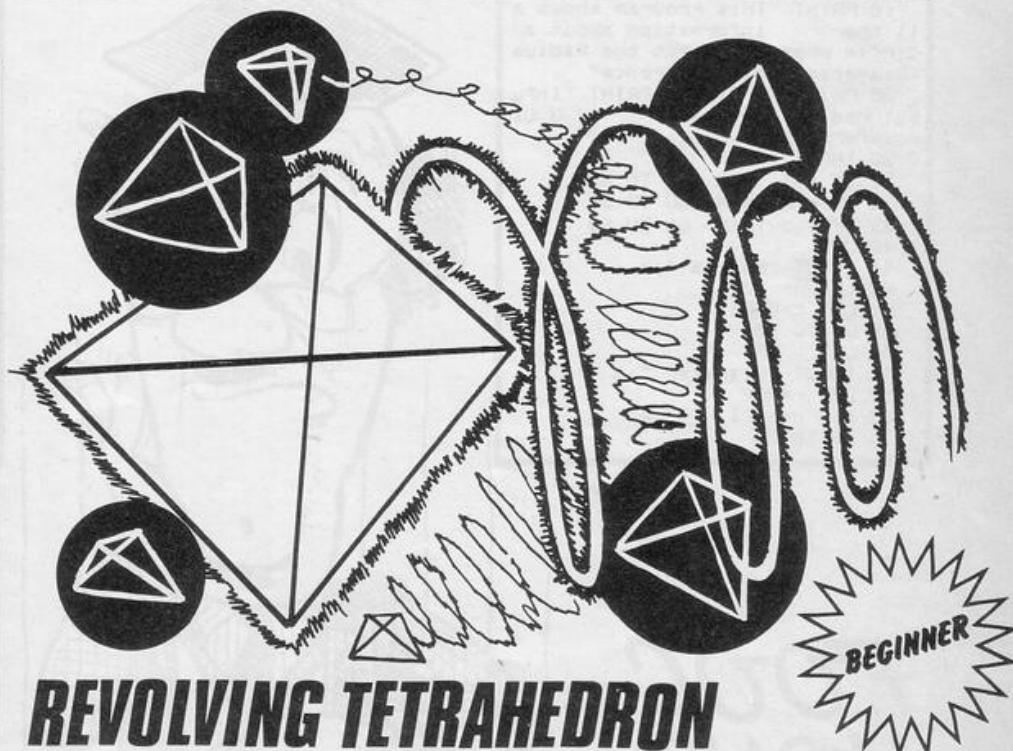
Written by Dennis Green of Bourne-mouth, Dorset.

## ADDRESSER

```

9 CLS : PRINT FLASH 1;"STOP
THE TAPE": PAUSE 0
10 BORDER 6 : PAPER 1 : INK 7 : C
LEAR 32199 : LET P=32200
20 FOR X=0 TO 2*PI STEP .2
30 LET A=((SIN X)*250)+140
40 LET B=((COS X)*25)+50
50 LET C=(SIN (X+(2*PI/3))*50)
+140
60 LET D=(COS (X+(2*PI/3))*25)
+50
70 LET E=(SIN (X+(4*PI/3))*50)
+140
80 LET F=(COS (X+(4*PI/3))*25)
+50
85 POKE P,A : POKE P+1,B : POKE
P+2,C : POKE P+3,D : POKE P+4,E : P
OKE P+5,F
90 CLS
100 PLOT A,B : DRAW C-A,D-B : DRA
W E-C,F-D : DRAW A-E,B-F
110 DRAW 140-A,170-B : DRAW C-14
0,D-170 : PLOT E,F : DRAW 140-E,17
0-F
120 LET P=P+6
130 NEXT X
200 FOR P=32200 TO 32391 STEP 6
210 LET A=PEEK P : LET B=PEEK (P
+1) : LET C=PEEK (P+2) : LET D=PEE
K (P+3) : LET E=PEEK (P+4) : LET F
=PEEK (P+5)
220 PLOT A,B : DRAW C-A,D-B : DRA
W E-C,F-D : DRAW A-E,B-F
230 DRAW 140-A,170-B : DRAW C-14
0,D-170 : PLOT E,F : DRAW 140-E,17
0-F
240 CLS
250 NEXT P
260 GO TO 200

```



## REVOLVING TETRAHEDRON

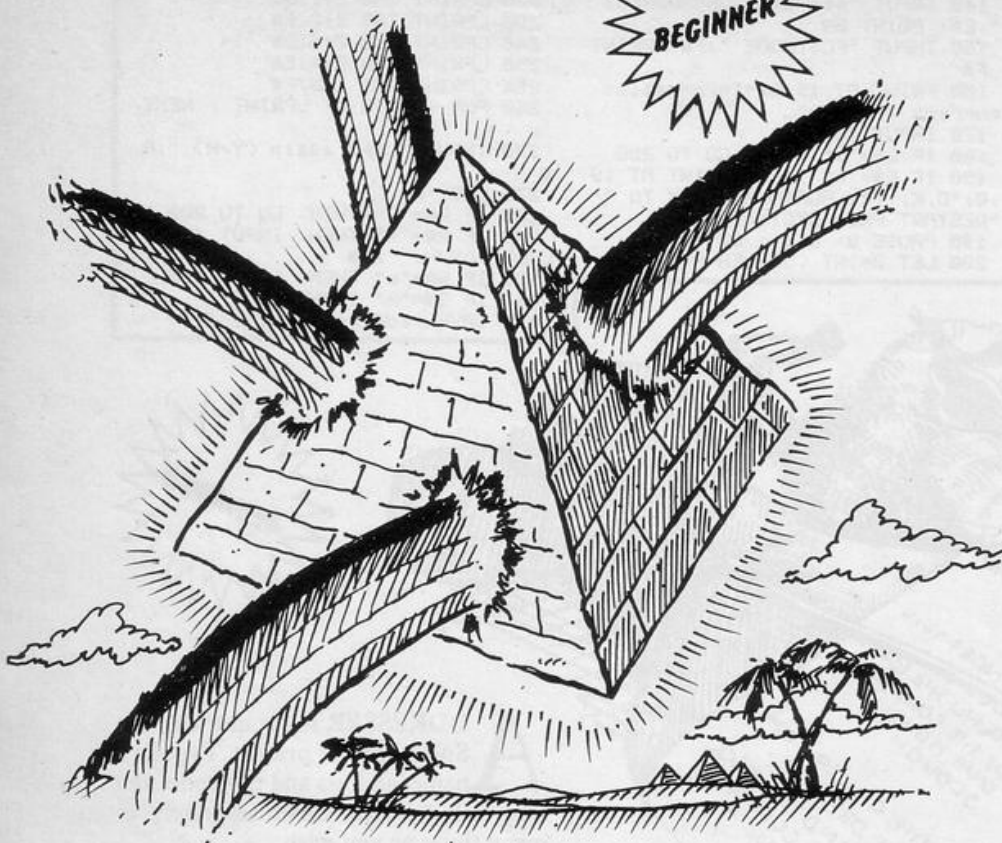
**I**N ONE revolution the corners which make up the base of the tetrahedron all lie on the same ellipse. The computer compiles a look-up table containing the co-ordinates of the corners during one revolution.

Those values are poked into the memory and once in position increase the speed of execution.

**Revolving Tetrahedron** was written for the Spectrum by Tim Gilpin of Bishopsteignton, Devon.



BEGINNER



STEVEN DAY, aged 12, of Portsmouth, Hampshire submitted this beginners' program for the 16K Spectrum. It could be inserted at the beginning or end of another program and draws a multi-coloured triangle which fluctuates with colour and plays a tune.

```

4 OVER 1: BRIGHT 1
5 BORDER 0: PAPER 0: INK 7: L
LS
6 FOR e=-40 TO 50 STEP 4: BEE
P .02,e+10: BEEP .02,e-5: NEXT e
7 FOR x=1.5 TO 40 STEP 2
10 FOR n=1 TO 120 STEP x
20 INK INT (RND*7)+1
30 PLOT n,n: DRAW 255-(n*2),0
45 NEXT n
47 NEXT x: FOR e=-40 TO 50 STE
P 4: BEEP .02,e+10: BEEP .02,e-5
NEXT e
48 FOR x=40 TO 1.5 STEP -2: FO
R n=120 TO 1 STEP -x: INK INT (R
ND*7)+1
49 PLOT n,n: DRAW 255-(n*2),0
50 NEXT n
55 NEXT x
60 RUN

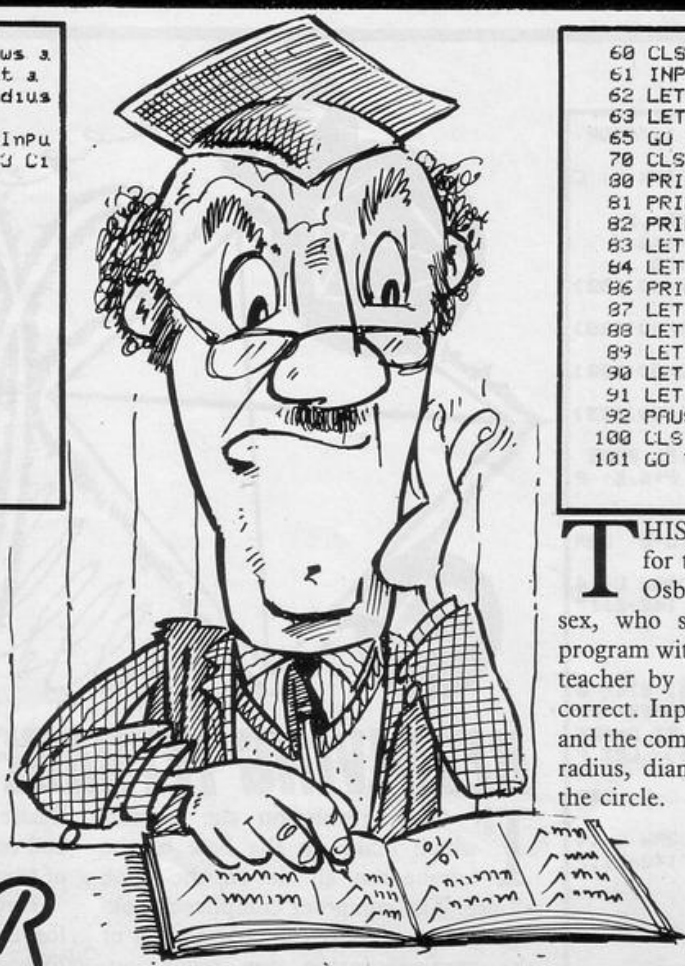
```

# MULTI-COLOURED PYRAMID

```

10 PRINT "This program shows a
11 the information about a
circle when you input the Radius
,Diameter or circumference"
20 PRINT : PRINT : PRINT "InPu
t 1 radius:2 Diameter 3 Ci
rcumference"
30 INPUT e
31 IF e=1 THEN GO TO 40
32 IF e=2 THEN GO TO 50
33 IF e=3 THEN GO TO 60
40 CLS
41 INPUT "Radius "r
42 LET d=r*2
43 LET c=d*PI
45 GO TO 70
50 CLS
51 INPUT "Diameter "d
52 LET r=d/2
53 LET c=d*PI
55 GO TO 70

```



```

60 CLS
61 INPUT "Circumference "c
62 LET d=c/PI
63 LET r=d/2
65 GO TO 70
70 CLS
80 PRINT "Circumference "c
81 PRINT "Diameter "d
82 PRINT "Radius "r
83 LET z=r*r
84 LET a=PI*z
86 PRINT "Area "a
87 LET j=0
88 LET z=0
89 LET r=0
90 LET d=0
91 LET c=0
92 PAUSE 4e4
100 CLS
101 GO TO 1

```

FOOL  
YOUR  
TEACHER

THIS IS a short program written for the 16K Spectrum by Mark Osborne, aged 12, of Hove, Sussex, who suggests that it is a good program with which to tease your maths teacher by having all your homework correct. Input the relevant information and the computer will give you the area, radius, diameter and circumference of the circle.

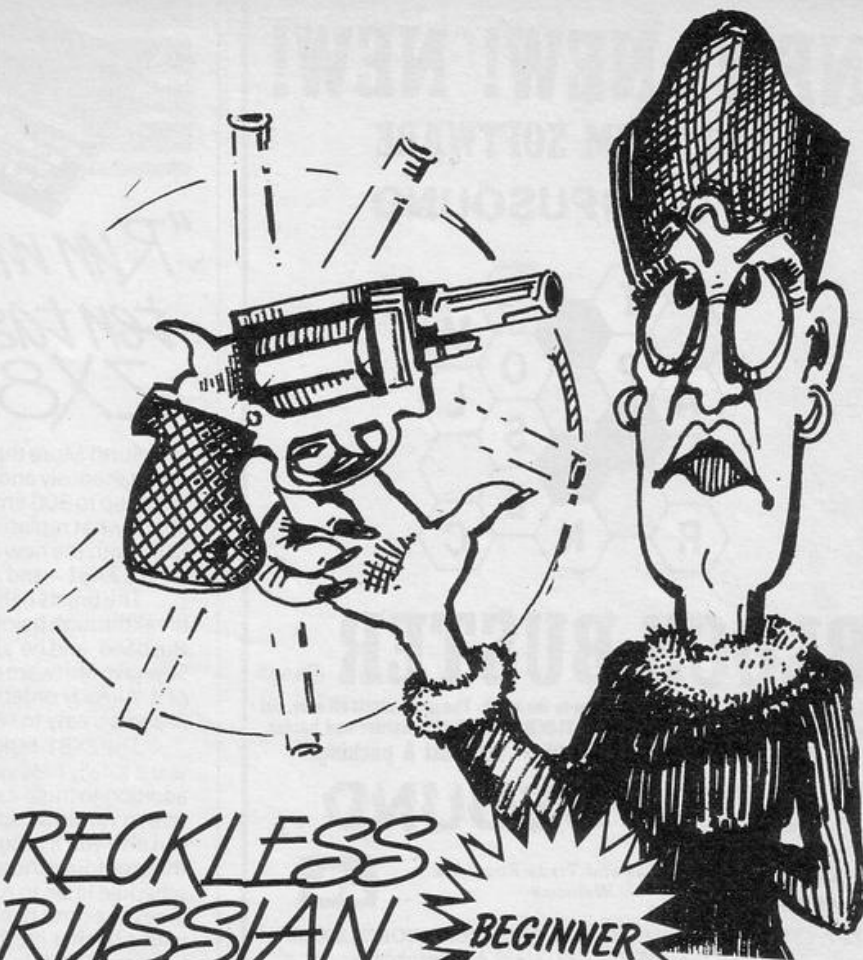
BEGINNER



```

5 CLS
10 PRINT "    RUSSIAN ROULETTE"
15 LET R=VAL "1"
20 PRINT
30 PRINT "    PLEASE INPUT BARREL
L";
40 INPUT A
50 PRINT A
60 PRINT
70 LET X=INT (RND*5)+1
80 FOR F=1 TO 15
85 NEXT F
90 PAUSE 8
100 PRINT "THE BARREL WITHOUT T
HE BULLET  IS ";X
110 PRINT "YOU CHOSE BARREL ";A
120 IF X=A THEN GOTO 200
130 PRINT "YOU ARE DEAD"
140 PAUSE 4E4
150 RUN
200 LET R=R+VAL "1"
210 PRINT "WELL DONE.YOU NOW AR
E ON ROUND ";R
220 PAUSE 4E4
230 GOTO 20

```

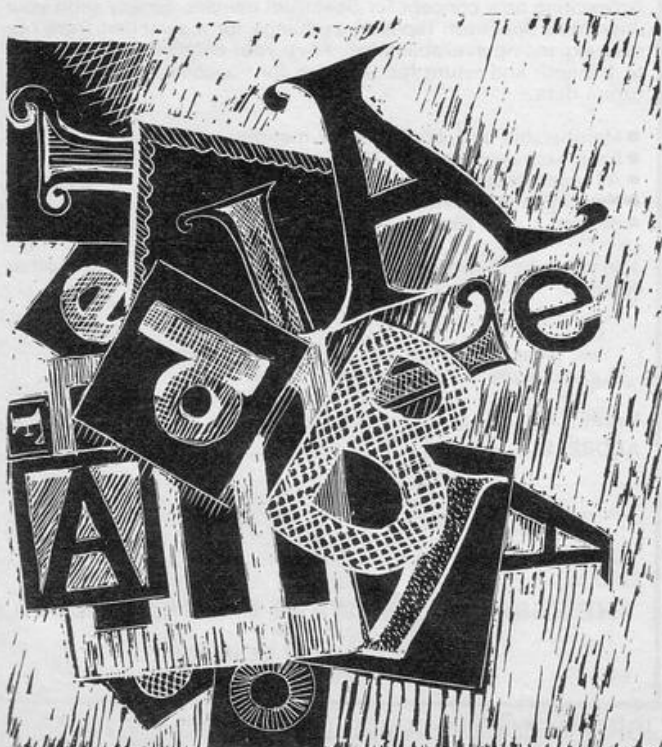


# RECKLESS RUSSIAN ROULETTE

**W**RITTEN for the 1K ZX-81 by N J Watkins of Penn, Wolverhampton, **Reckless Russian Roulette** is a game with a difference. The gun has six barrels and five of them are loaded. If you are fortunate enough to pick the empty barrel, you will go to the next round.

**T**HE ALPHABET GAME is a beginners' program for the 1K ZX-81 by John Gregory of Preston, Lancs. The letters of the alphabet appear on the right-hand side of the screen and are then mixed. A letter will

appear from the left-hand side and when it is below the corresponding letter you must press a key. If you do not press at the proper time or miss the letter, the game ends and you are told how long you lasted.



# ALPHABET

```

1 LET S=-1
10 FOR I=38 TO 63
11 PRINT AT 10,I-32;CHR$ I
12 NEXT I
13 FOR I=1 TO 30
14 LET X=INT (RND*26)+6
15 LET Y=INT (RND*26)+6
16 PRINT AT 10,X;
17 LET P=PEEK (PEEK 16398+256*
PEEK 16399)
18 PRINT AT 10,Y;
19 LET Q=PEEK (PEEK 16398+256*
PEEK 16399)
20 PRINT AT 10,X;CHR$ Q;AT 10,
Y;CHR$ P
21 NEXT I
24 LET S=S+1
25 LET V=INT (RND*26)+38
26 FOR G=0 TO 31
27 PRINT AT 11,G;CHR$ V;AT 11,
G;CHR$ ((V-V)*V)
28 IF INKEY$(">") THEN GOTO 40
29~NEXT G
30 PRINT AT 0,0;"YOU LASTED ";
S;" GOES";A
40 PRINT AT 10,G;
42 IF PEEK (PEEK 16398+256*PEE
K 16399)=V THEN GOTO 24
43 GOTO 30

```

BEGINNER

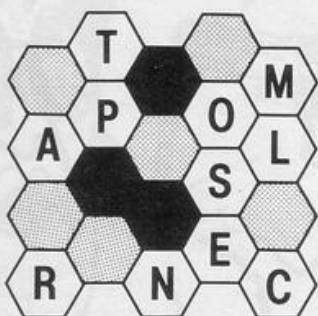
# GAME



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# SUPA SNAIL

**S**UPA SNAIL was written for the 1K ZX-81 by Robert Courtney of Isleworth, Middlesex. You have to protect the crops on your farm by driving away the snail with your pea-shooter. To do so you have to type-in the row and column number of what you regard as the position of the snail. A hit will send the snail to another farm and a miss will result in the loss of crops.

```

4 LET S=0
5 FOR M=1 TO 10
7 CLS
9 PRINT AT 0,20;"SCORE=";S
40 LET A=INT (RND*20)+1
41 LET B=INT (RND*27)
42 FOR C=0 TO 5
44 PRINT AT A,C;"  "
45 NEXT C
46 PRINT AT 0,0;"WHICH NUMBER
ROW?"
50 INPUT Z
52 PRINT AT 0,0;"WHICH NUMBER
COLUMN?"
54 INPUT Y
55 PRINT AT Z,Y;"*"
59 PAUSE 100
60 IF Z<>A THEN GOTO 91
61 IF Y>B+4 THEN GOTO 91
62 IF Y<B+1 THEN GOTO 91
65 PRINT AT 0,0;"HIT
"
66 PAUSE 100
70 LET S=S+1
85 NEXT M
90 GOTO 120
111 FOR N=B TO 26
112 PRINT AT A,N;"  "
114 NEXT N
115 NEXT M
120 PRINT AT 0,20;S

```

**VARIABLES** used by the program: S, your score; M, the number of attempts you have to find the snail; A&B, the X/Y position of the snail; X&Z, your guesses at the position of the snail; C&N, general loop counters.

Line 4 sets your initial score to zero.

Line 5 the start of the loop; the program returns to this point at the end of every attempt.

Line 9 prints the score at the top left of the screen.

Line 40 and 41 pick a random position for the snail, from 1 to 20 down, and from 0 to 26 across the screen.

Lines 42-44 print the snail moving

across the screen; note the space in front of the snail—it prevents it leaving a trail.

Lines 46-56 input your guesses and print an \* at the position.

Lines 60-62 find if you have missed the snail, by checking your position against that of the snail; if you have done so, GOTO the miss routine.

Lines 65-85 print that you have hit the snail, increase the score, and go back to line 5 for another attempt.

Line 90. After 10 attempts, GOTO the end of the program.

Lines 111-114 move the snail across the screen.



Line 115—go back to line 5 for another try.

Line 120—the end of the game; prints the score.

To save memory, two things can be done. First, the loop counter in lines 111 and 114 could be C and not N. That will prevent having two variables in memory when one will do. Second, lines 60 to 62 could be made into one line:

```
60 IF Z<>A OR Y>B+4 OR Y<B+1 THEN GOTO 91
```

as if any of the statements is correct the program jumps to the same point.



## First plot your program then take your computer

In the first section of our complete programming course David Janda explains how to structure your programs correctly with the help of flowcharts

**T**HE SINCLAIR RANGE micros are very much the plug-in-and-go type. No special setting-up is necessary and when there is something to set up, it is done easily. Sinclair Basic is also easy to use; with single-keyword entry and error reports you can be sure that you will not harm the machine, or yourself.

Sinclair computers also have the biggest range of software available for any home computer and it is possible to enjoy your machine without programming it. The point is that it is all very easy to use but for those who are about to start to program themselves, it is not.

The main reason is because the ZX-81 and the Spectrum are so easy initially — just plug in and go — but that leads to bad programming practice from the start — and bad habits die hard.

### Real programming

To prove it, let me ask a series of questions. Do you suffer from lack of printer paper due to long programs which require only a short solution? Difficulty in trying to think of a name for yet another variable? The LIST twitch, where you have constantly to list different sections of the program to follow it because of the numerous GO-TOs? Or amnesia when your friend asks whether you wrote that load of old rubbish? If you do, or you are about to start writing your own programs, read on.

When writing a computer program, large or small, the time to start thinking about the program is not when you switch on the TV and the micro but at the beginning, when the idea for the program surfaces. In fact, many 'proper' programmers consider that period the real programming and the entering of code just a mundane task.

Ideas for programs arrive at the strangest times and places, not necessar-

ily when you are sitting in front of your micro after tea. So it is a good idea always to have pencil and paper handy to jot down ideas. Don't worry about detail at that stage; just register the initial idea and expand it later.

After you have been struck by a brainstorm and are raring to proceed, think again, because there is still more to do. The next step is to expand the idea and to write it in more detail so that you have a good idea of the task.

To do that, one popular method is to write the idea in pseudo-code or sketch code as it is sometimes called. Pseudo-code is a structured way of writing a solution to a problem (an algorithm). The idea is to write your idea in different levels of complexity using Pascal-like words. For each segment or subroutine the words "begin" and

"end" are used and to specify a condition "if" and "while" are used.

When writing pseudo-code, indent the text slightly so that you can see at a glance the "begins" and "ends" in a particular routine. Also, and most important, you should have a section of pseudo-code which calls the rest by a name. Write the code in English and do not use Basic keywords or suchlike.

Looking at the example of pseudo-code — figure one — you can see that the main command module is at the top and the lower level procedures below. Following it through, the command module has names of procedures in it which would be called. The instructions would be executed and control would then pass back to the next line in the command module.

### Use pseudo-code

If, while looking at the pseudo-code, you disagree with the order, you are then beginning to understand why they are used a good deal. They show the order very easily and at that stage it is possible to add or delete different procedures and to amend them, all on paper.

Do not put too much detail into a piece of pseudo-code. It is very good for giving an overview of the program but for a more detailed description of the logic of the program we should use flowcharts. They have been used for years and many think they are old-fashioned and not worth the trouble of writing. They have been around a long time but they can be an invaluable aid when following the logic of a program.

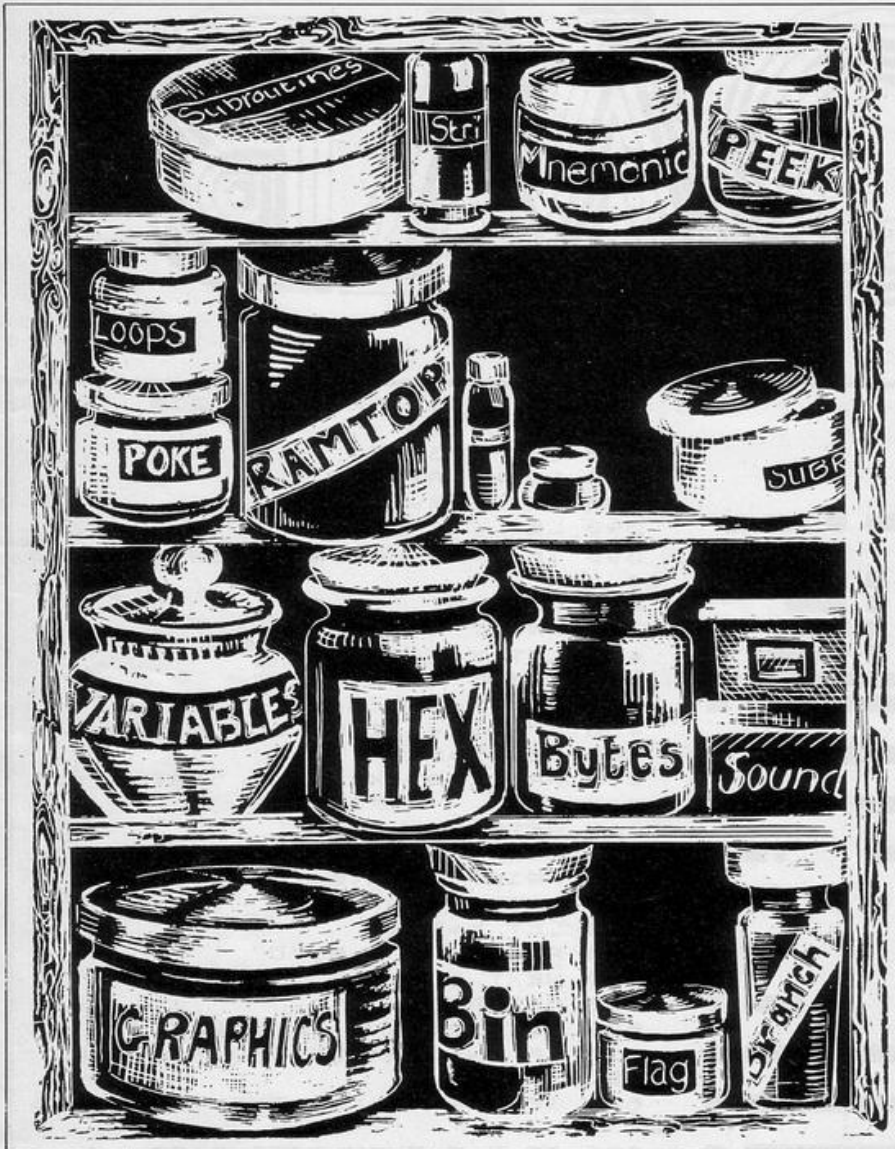
The time to use a flowchart is when you know what you want the program to do and have a good idea of how it will do it. Take the pseudo-code and try to draw a flowchart based on it and any other notes you have made; it is not difficult.

To draw a flowchart, a few basic symbols are required. Incidentally, to

Figure 1. Pseudo-code sample.

```
BEGIN
  Intro.
  Get-name.
  Set-level.
  Joystick.
END.
PROC Intro.
  BEGIN
    Print title.
    Play some tune.
    Print game description.
  END.
PROC Get-name.
  BEGIN
    Prompt player for their name.
    WHILE response is nothing DO BEGIN
      Print name request.
      get name.
    END.
  END.
PROC Set-level.
  BEGIN
    Prompt for level.
    Wait for response.
    Clear the screen.
    Print the display.
  END.
PROC Joystick.
  BEGIN
    Ask if joystick is to be used.
    IF no THEN print keys to be used.
  END.
```





draw a flowchart it is best to use a template designed for the job. They can be obtained from most good stationers and you can also look at advertisements for them.

The average flowchart uses only a few common symbols to represent different actions to be performed by the computer. Connecting lines join the symbols and arrows should be drawn along them to show the flow of control.

Two important points should be noted. First, every symbol must have only one connecting line going into it and one going out. The exception is the decision symbol — the diamond — which has one line going in and two out. That is because a test is being made and the result can yield one of two answers, true or false. Second, when

drawing the flowchart, do not have an abundance of flowlines everywhere; use connectors, which are much neater.

Do not try to put too much detail into flowcharts or you will have a pile of paper. When drawing a flowchart, try to start from the top left of the page and work down and right. Any branching forward should be done from the right and backwards from the left.

As you can see from the example, flowcharts do not have to be used for programming and they are used in many areas of industry where planning in logic is required.

At that stage, you should have both the pseudo-code and a flowchart. Check them thoroughly twice for any errors in sequence or logic. If you feel the least doubtful or confused about a particular

area, check it. Do not leave it and hope that all will be well when you program — it will not.

You must be itching to switch on and enter the program but do not do so yet. If your program requires graphics you should prepare a set of storylines.

To do that you will need either to buy or make your own graphic sheets on which you can draw the necessary shapes.

Spectrum owners should bear in mind that no two ink colours are allowed to cross each other.

For Spectrum owners again, any user-definable graphics should be first planned and the necessary bin or data numbers worked out. It is possible to obtain small UDG pads, which I have found a great help.

There are other things which should be planned before coding, such as working out how much memory will be used and so on. One of the most important things to be worked out is variable usage.

## Variable usage

If you can plan ahead as to how many variables will be used, you can save a great deal of time and precious memory. Many people make up variables as they go along and that often leads them into difficulty.

Always use sensible names for variables, neither too long nor too short. Keep an eye on what you intend to use them for by making a table which lists the variable name, together with its function and the values you expect it to contain.

If you have subroutines which use variables nowhere else in the program, add a letter 'l' to the end of the variable to indicate that it is a local variable.

Do the same for variables which will be used through the program — global — and add a letter 'g' to the name. Better still, keep local variables particular to a subroutine by adding a number corresponding to a subroutine but remember that will take up more space. Finally, always start your program with REMs. That will allow you to know what your program does when you look at it six months later.



# AZTEC TOMB

```

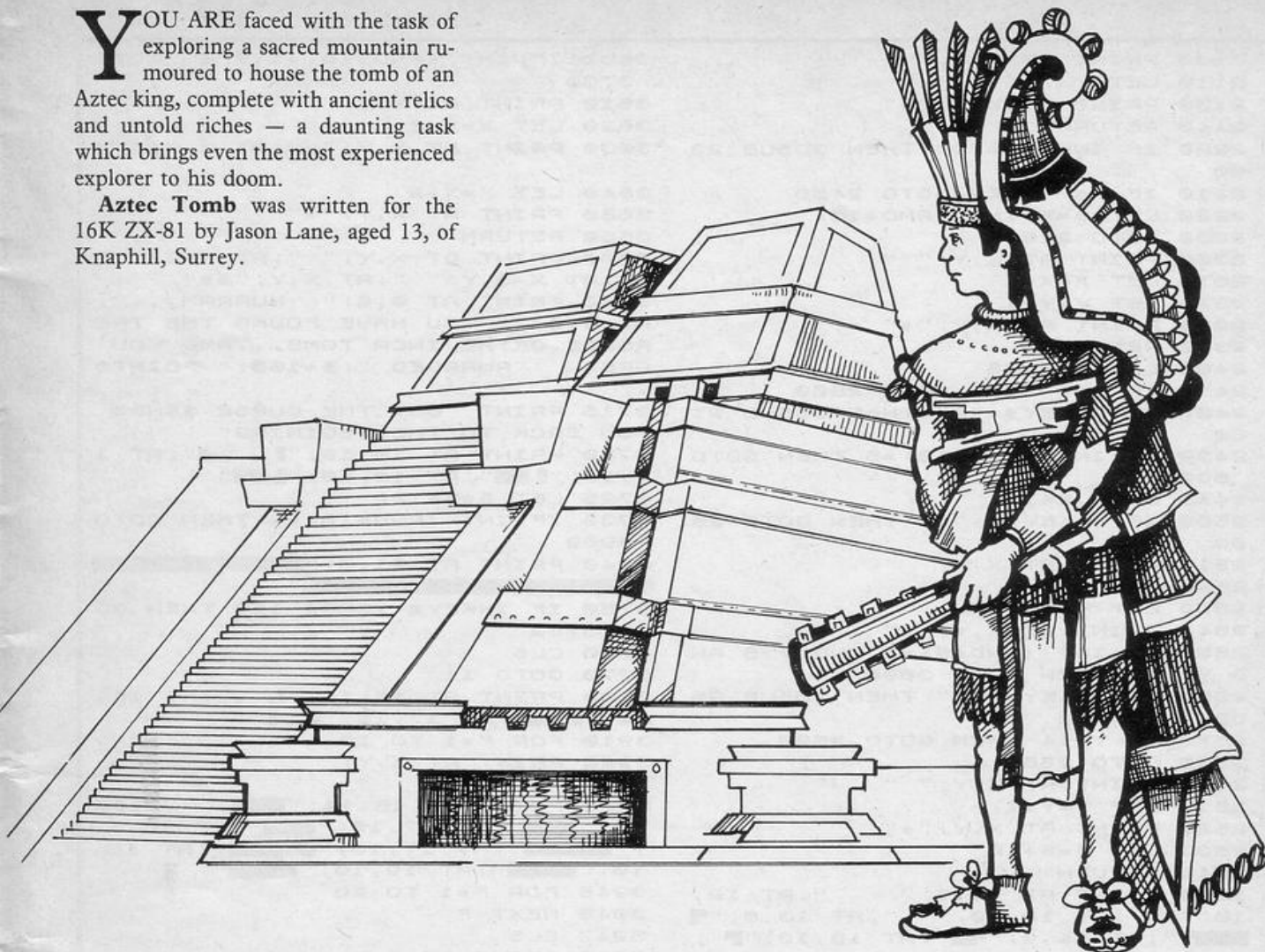
1 LET H=500
2 LET H$="ZX 81"
5 GOTO 8000
10 LET S=0
11 CLS
15 PRINT AT 3,0;" ■■■■"
"
20 PRINT " ■■■■"
30 PRINT " ■■■■"
40 PRINT " ■■■■"
50 PRINT " ■■■■"
60 PRINT " ■■■■"
70 PRINT " ■■■■"
"
80 PRINT " ■■■■"
"
90 PRINT " ■■■■"
"
100 PRINT " ■■■■"
"
110 PRINT " ■■■■"
"
120 PRINT " ■■■■"
"
130 PRINT " ■■■■"
"
140 PRINT " ■■■■"
"
150 PRINT " ■■■■"
"
160 PRINT " ■■■■"
"
170 PRINT " ■■■■"
"
180 PRINT " ■■■■"
"
190 PRINT " ■■■■"
"
210 LET X=18
220 LET Y=29
230 LET A=8
240 LET B=19
250 PRINT AT A,B;"O"
260 IF A=X AND B=Y THEN GOTO 50
00
270 IF INKEY$="Q" THEN GOSUB 36
0
280 IF INKEY$="P" THEN GOSUB 41
0
290 IF X=8 THEN GOTO 600
300 PRINT AT X,Y;"*"
310 PRINT AT A,B;" "
320 LET A=A+1
330 LET B=B+1
340 IF A=21 THEN GOTO 230
350 GOTO 250
360 LET S=S+10
370 PRINT AT X,Y;" "
380 LET X=X-1
390 LET Y=Y-1
395 IF A=X AND B=Y THEN GOTO 50
00
400 RETURN
410 PRINT AT X,Y;" "
420 LET X=X-2
430 PRINT AT X,Y;"*"
440 LET X=X+2
450 IF A=X-1 THEN GOSUB 500
460 LET S=S-5
470 PRINT AT X-2,Y;" ";AT X,Y;"
*"
480 RETURN
500 FOR F=1 TO 3
510 PRINT AT A,B;" "
520 LET A=A+1
530 LET B=B+1
540 PRINT AT A,B;"O"
550 NEXT F
560 RETURN
600 LET S=S+INT (RND*200)
610 IF INKEY$="P" AND X=8 THEN
GOSUB 700
620 IF INKEY$="Q" THEN GOSUB 36
0
630 IF X=7 THEN GOTO 5100
640 LET S=S+2
650 PRINT AT X,Y;"*"
660 IF X=2 THEN GOTO 800
670 GOTO 610
700 PRINT AT X,Y;" "
710 LET X=X-2
720 PRINT AT X,Y;"*";AT X,Y;" "
730 LET Y=Y-2
740 PRINT AT X,Y;"*"
750 RETURN
800 LET S=S+100
810 IF INKEY$="Q" THEN GOSUB 90
0
820 IF INKEY$="P" AND Y>4 THEN
GOSUB 950
830 IF Y=5 OR Y=7 OR Y=10 OR Y=
12 THEN GOTO 5200
840 IF Y=3 THEN GOTO 1010
850 PRINT AT X,Y;"*"
860 GOTO 810
900 PRINT AT X,Y;" "
910 LET Y=Y-1

```



**Y**OU ARE faced with the task of exploring a sacred mountain rumoured to house the tomb of an Aztec king, complete with ancient relics and untold riches — a daunting task which brings even the most experienced explorer to his doom.

**Aztec Tomb** was written for the 16K ZX-81 by Jason Lane, aged 13, of Knaphill, Surrey.



```

920 PRINT AT X,Y;"*"
930 RETURN
950 PRINT AT X,Y;" "
960 LET X=X-2
970 LET Y=Y-2
980 PRINT AT X,Y;"*";AT X,Y;" "

990 LET X=X+2
1000 RETURN
1010 PRINT AT 12,3;" ";AT 13,3;"
";AT 14,3;" ";AT 12,1;" ";AT 13
,2;" ";AT 14,2;" "
1020 PRINT AT 12,1;" ";AT 13,2;"
";AT 14,2;" ";AT 12,0;" ";AT 13
,1;" ";AT 14,2;" "
1030 PRINT AT 12,0;" ";AT 13,1;"
";AT 14,2;" ";AT 13,0;" ";AT 1
4,2;" "
1040 PRINT AT 13,0;" ";AT 14,2;"
";AT 15,0;" "
1050 LET A=1
1060 IF INT (RND*10)=1 AND A=1 T
HEN GOSUB 1500
1070 IF A=0 AND INT (RND*10)=0 T
HEN GOTO 1010
1080 IF INKEY$="P" THEN GOTO 110
0
1090 GOTO 1060
1100 PRINT AT X,Y;" "
1110 LET X=X-2
1120 PRINT AT X,Y;"*";AT X,Y;" "

1130 LET Y=Y-2
1140 PRINT AT X,Y;"*"
1150 IF INT (RND*5)=0 THEN GOSUB
1500
1160 FOR X=X TO 19
1170 IF A=1 AND X=14 THEN PRINT

```

```

AT X-1,Y;" ";AT X,Y;"*"
1175 IF A=1 AND X=14 THEN GOTO 2
000
1180 PRINT AT X-1,Y;" ";AT X,Y;"
*"
1190 NEXT X
1200 FOR F=1 TO 10
1210 PRINT AT X-1,Y;" ";AT X,Y;"
";AT X,Y;"*";AT X,Y;" ";AT X,Y;"
+"
1220 NEXT F
1230 CLS
1235 LET S=S-150
1240 PRINT AT 3,0;" GOOD GREIF.
..";AT 5,0;" WHO DO YOU THINK Y
OU ARE- SUPERMAN?
FANCY DOING A SWAN D
IVE OFF THE TOP OF A CLIFF.
WHAT SOME PEOPLE WIL
L DO FOR A BIT OF INCA TREASURE
I DON'T KNOW..";AT 20,8;"YO
U SCORED ";S
1250 GOTO 6090
1500 PRINT AT 15,0;" ";AT 13,0
;" ";AT 14,2;" ";AT 13,0;" ";A
T 14,2;" ";AT 12,0;" ";AT 13,1;"
";AT 14,2;" ";AT 12,0;" ";AT 13
,1;" ";AT 14,2;" ";AT 12,1;" ";A
T 13,2;" ";AT 14,2;" ";AT 12,1;"
";AT 13,2;" ";AT 14,2;" "
1510 LET A=0
1520 RETURN
2000 LET S=S+300
2010 IF INKEY$="Q" THEN GOSUB 21
00
2020 IF Y=5 THEN GOTO 2200
2040 LET S=S-INT (RND*10)
2050 GOTO 2010

```

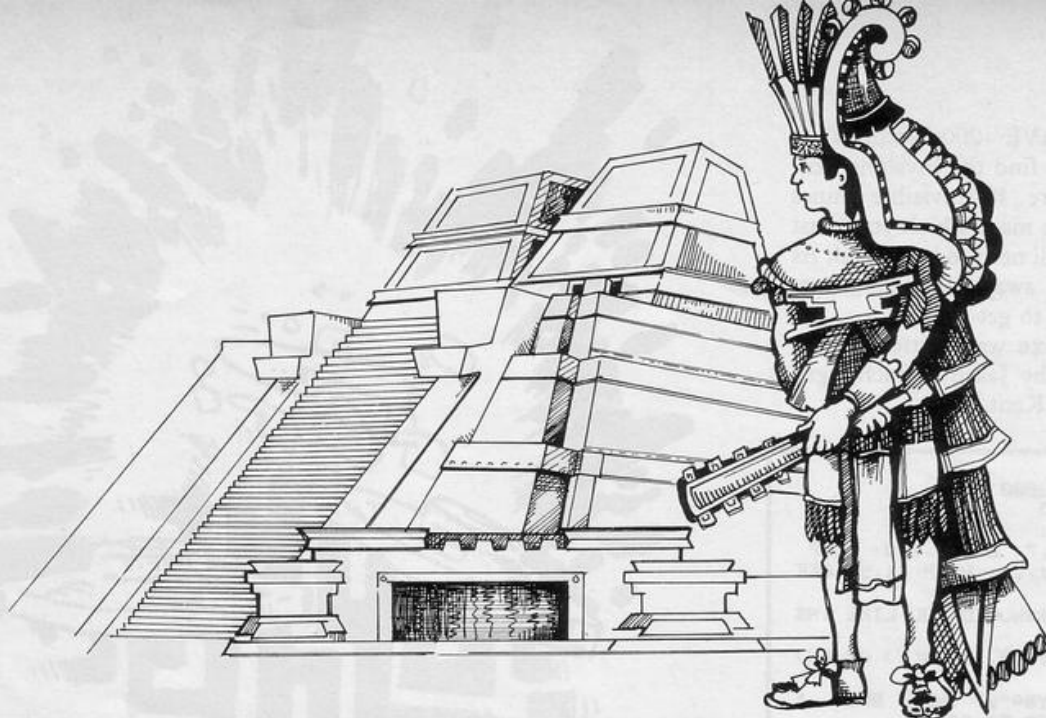


```

2100 PRINT AT X,Y;" "
2110 LET Y=Y+1
2130 PRINT AT X,Y;"*"
2140 RETURN
2200 IF INKEY$="Q" THEN GOSUB 23
00
2210 IF Y=7 THEN GOTO 2400
2220 LET S=S-INT (RND*10)
2230 GOTO 2200
2300 PRINT AT X,Y;" "
2310 LET X=X+1
2320 LET Y=Y+1
2330 PRINT AT X,Y;"*"
2340 RETURN
2400 LET S=S+50
2410 IF Y=9 THEN GOTO 2500
2420 IF INKEY$="Q" THEN GOSUB 21
00
2430 IF INT (RND*10)=5 THEN GOTO
6000
2440 GOTO 2410
2500 IF INKEY$<>"Q" THEN GOTO 25
00
2510 PRINT AT X,Y;" "
2520 LET X=X-1
2530 LET Y=Y+1
2540 PRINT AT X,Y;"*"
2550 IF INT (RND*5)=0 AND Y>8 AN
D Y<=12 THEN GOTO 3000
2560 IF INKEY$="Q" THEN GOSUB 26
00
2570 IF Y=14 THEN GOTO 3500
2580 GOTO 2550
2600 PRINT AT X,Y;" "
2610 LET Y=Y+1
2620 PRINT AT X,Y;"*"
2630 LET S=S+10
2640 RETURN
3000 PRINT AT 11,9;" ";AT 12,
10;" ";AT 12,10;" ";AT 13,8;"
";AT 14,9;"";AT 15,10;"F";
AT 13,8;" ";AT 14,9;" ";
AT 15,10;" "
3005 FOR F=1 TO 3
3006 PAUSE 2
3007 NEXT F
3010 FOR F=1 TO 50
3020 NEXT F
3030 CLS
3035 LET S=S-200
3040 PRINT AT 3,0;" WHOOPS...";A
T 5,0;" WITH ALL THAT JUMPING A
BOUT ABOVE YOU WEAKENED THE CE
ILING AND IT COLLAPSED ON TOP O
F YOU.";AT 20,8;"YOU SCORED ";S
3050 GOTO 6090
3060 CLS
3500 LET S=S+100
3505 PRINT AT X-4,15;"$"
3510 LET X=X-1
3520 LET Y=Y+1
3530 PRINT AT X+1,Y-1;" ";AT X,Y
;"*"
3540 IF INKEY$="P" THEN GOSUB 36
00
3545 IF RND<.05 THEN GOTO 3700
3550 IF RND<.01 THEN GOTO 3570
3555 LET S=S-5
3560 GOTO 3540
3570 FOR F=1 TO 30
3580 NEXT F
3585 CLS
3590 PRINT AT 3,0;" OH OH...";A
T 5,0;" YOU JUST GOT BITTEN BY
A LARGE POISONOUS KING COBRA.YOU
FORGOT TO BRING SOMEONE TO SUCK
OUT THE POISON...IT'S A BIT LATE
NOW.";AT 20,8;"YOU SCORED ";S-1
00;AT 21,5;"PRESS NEWLINE TO RE
LAY"
3595 GOTO 3050
3600 IF INT (RND*10)=1 THEN GOTO
3700
3610 PRINT AT X,Y;" "
3620 LET X=X-2
3630 PRINT AT X,Y;"*";AT X,Y;" "
3640 LET X=X+2
3650 PRINT AT X,Y;"*"
3660 RETURN
3700 PRINT AT X,Y;" ";AT X-3,Y;"
*";AT X-3,Y;" ";AT X,Y;"*"$
3710 PRINT AT 0,0;" HURRAH...";
AT 2,0;" YOU HAVE FOUND THE TRE
ASURE OF THE INCA TOMB...AND YOU
ARE AWARDED ";S+100;" POINTS
."
3715 PRINT "BUT THE CURSE SENDS
YOU BACK TO THE BEGINING"
3720 PRINT AT 16,10;" ";AT 1
7,10;" ";AT 18,10;" "
3725 LET S=S+100
3730 IF INT (RND*10)=5 THEN GOTO
3900
3740 PRINT AT 21,0;"PRESS N
EWLINE TO START"
3750 IF INKEY$<>CHR$ 118 THEN GO
TO 3750
3760 CLS
3770 GOTO 11
3900 PRINT AT 15,14;" ";AT 16,
14;" ";AT 17,15;" ";
3910 FOR F=1 TO 10
3920 PRINT AT X,Y;" "
3930 NEXT F
3940 PRINT AT 15,14;" ";AT 16,
14;" ";AT 17,15;" ";AT 16,10
;" ";AT 17,10;" ";AT 18,
10;" ";AT 19,10;" "
3945 FOR F=1 TO 20
3946 NEXT F
3947 CLS
3950 PRINT AT 6,0;" DON'T LOOK
NOW BUT YOU HAVE BEEN SWALLOW
ED UP INTO THE GROUND-SO YO
U WON'T BE ABLE TO SHOW EVERYO
NE AT HOME ALL THE LOVELY TREA
SURE."
3960 PRINT AT 21,5;"PRESS NEWLIN
E TO REPLAY"
3970 GOTO 6090
5000 FOR F=1 TO 30
5010 NEXT F
5015 LET S=S-100
5020 CLS
5030 PRINT AT 3,0;" OH DEAR..."
;AT 5,0;" YOU JUST GOT FLATTENE
D BY A WHACKING GREAT BOULDER.
.. NOT VERY ATHLETIC ARE Y
OU?";AT 20,8;"YOU SCORED ";S
5040 GOTO 6090
5100 FOR F=7 TO 20
5110 PRINT AT X,Y;" ";AT F,Y;"*"
;AT F-1,Y;" "
5120 NEXT F
5130 FOR F=1 TO 30
5135 PRINT AT 20,Y;" ";AT 20,Y;"
+";AT 20,Y;"X";AT 20,Y;" "
5140 NEXT F
5150 CLS
5155 LET S=S-200
5160 PRINT AT 3,0;" BLIMEY...";
AT 5,0;" FANCY JUMPING DOWN A W
ELL SHAFT JUST FOR A BIT OF
INCA TREASURE.";AT 20,8;"YOU
SCORED ";S
5170 GOTO 6090
5200 FOR X=X TO 7
5210 PRINT AT X,Y;"*";AT X,Y;" "
5230 NEXT X
5240 FOR F=1 TO 20

```





```

5245 PRINT AT X,Y;" ";AT X,Y;"*"
;AT X,Y;"X";AT X,Y;"+"
5250 NEXT F
5260 CLS
5265 LET S=S-50
5270 PRINT AT 3,0;" 00000H...";
AT 5,0;" WHAT A TIME TO GO SWIM
MING... ESPECIALLY IN ONE OF THE
MOATS WITH SIDES THAT ARE TOO
STEEP TO CLIMB.";AT 20,8;"YOU SCO
RED ";S
5280 GOTO 6090
6000 PRINT AT 16,7;" ";AT 16,9
;"-";AT 17,7;"-";AT 16,9;"-";AT
17,7;"-";AT 18,7;"-";AT 16,9;"
-";AT 17,8;"-";AT 18,7;"-";
6010 FOR F=15 TO 20
6020 PRINT AT F,Y;"*";AT F-1,Y;"
"
6030 NEXT F
6040 PRINT AT 20,Y;"***";AT 20,Y;"
"
6050 FOR F=1 TO 30
6060 NEXT F
6070 CLS
6080 PRINT AT 3,0;" OH GAWD..."
;AT 5,0;" THE OLD BRIDGE YOU CR
OSSED HAD GONE A BIT ROTTEN OVER
THE YEARS AND SORT OF COLLAPSED..
.";AT 20,8;"YOU SCORED ";S
6090 IF S>H THEN GOSUB 9000
6091 PRINT AT 16,0;"TODAYS HIGH
SCORE IS ";H;" ";AT 17,0;
" AND IS SCORED BY ";H$
6092 PRINT AT 21,0;" PRESS THE
LINE TO RE-PLAY "
6096 IF INKEY$<>CHR$ 118 THEN GO
TO 6090
6100 CLS
6110 GOTO 10
7990 SAVE "INCA TOMB"
7991 RUN
8000 PRINT AT 0,8;" INCA
TOMB "
8005 PRINT TAB 8;" "
8006 PRINT TAB 8;" TOMB "
8010 PRINT TAB 8;" "

```

```

8015 PRINT AT 19,0;" DO YOU REM
EMBER INSTRUCTIONS? "
8020 IF INKEY$="Y" THEN GOTO 803
0
8025 IF INKEY$="N" THEN GOTO 10
8026 GOTO 8020
8030 CLS
8050 PRINT AT 0,0;" ***IN
CA TOMB*** "
8060 PRINT AT 3,0;" YOU ARE FAC
ED WITH THE ALMOST IMPOSSIBLE TA
SK OF EXPLORING A SACRED MOUNTA
IN THAT IS RUMOURED IN HOUSING TH
E TOMB OF AN INCA KING."
8070 PRINT "," IN THIS MOUNTAIN
THE INCA KING WAS BURIED WITH UN
TOLD RICHES IN ANCIENT RELICS, IT
IS THESE ALONE THAT BRING EVEN TH
E MOST EXPERIENCED EXPLOR
ER TO HIS DOOM."
8080 PRINT "," BEWARE OF THE CU
RSE, AND THAT, IF NOT PAID ATTENT
ION TO COULD SPELL YOUR DOOM."
8100 PRINT AT 21,0;" PRESS NEW
LINE TO CONTINUE "
8110 IF INKEY$<>CHR$ 118 THEN GO
TO 8110
8120 CLS
8130 PRINT AT 3,0;" KEY "P" A
LLOWS YOU TO JUMP AND KEY "Q" T
O WALK."
8140 FOR F=1 TO 20
8150 NEXT F
8160 PRINT AT 10,0;" DO YOU
REMEMBER INSTRUCTIONS? "
8170 PRINT AT 21,0;" PRESS N
EW LINE TO START "
8180 IF INKEY$<>CHR$ 118 THEN GO
TO 8180
8190 CLS
8200 GOTO 10
9000 PRINT AT 16,0;"YOU HAVE GOT
TODAYS HIGH SCORE ENTER YOUR N
AME "
9010 INPUT H$
9020 IF H$="" THEN LET H$="SOME
IDIOT."
9030 LET H=S
9040 RETURN

```



**Y**OU HAVE 200 seconds in which to find the invisible exit. There are 10 invisible mines dotted about the maze which you must avoid, so you will need to be careful. As the seconds tick away the maze grows, so take care not to get trapped.

**Mystery Maze** was written for the 16K Spectrum by Jason Crouch, aged 12, of Ashford, Kent.

```

1 GO SUB 3000
2 BORDER 5
5 PAPER 6
7 BEEP .1,7: BEEP .1,8: BEEP
.1,9: BEEP .1,10: BEEP .1,9: BEE
P .1,7
10 PRINT "***WOULD YOU LIKE INS
TRUCTIONS**"
20 PRINT AT 10,10;"*(Y) OR (N)
*"
30 IF INKEY#="y" THEN BEEP .1
,-39: CLS: GO TO 60
40 IF INKEY#="n" THEN BEEP .1
,33: CLS: GO TO 100
50 GO TO 30
60 PRINT "YOU HAVE TO FIND THE
INVISIBLE EXIT IN A TIME UNDER
200 SECONDS.THERE ARE TE
N INVISIBLE MINES IN THE MAZE SO
BE CAREFUL!!!. BEWARE,
THE MAZE IS GROWING SO DON'T GET
BLOCKED IN!!!"
61 PRINT "KEYS."
63 PRINT "Q=UP,A=DOWN,O=LEFT,P
=RIGHT"
65 BEEP .1,7
70 PRINT "Press any key to con
tinue"
80 IF INKEY#(">") THEN GO TO 1
00
90 GO TO 80
100 GO SUB 1900
1000 LET x=0: LET y=0: LET t=0
1001 LET q=x: LET w=y
1500 FOR a=1 TO 100
1510 PRINT INK 4;AT INT (RND*20
),INT (RND*31);"(190)"
1520 NEXT a
1530 FOR a=1 TO 11
1540 PRINT INK 6;AT INT (RND*20
),INT (RND*31);"m"
1550 NEXT a
1555 FOR n=0 TO 2
1560 PRINT INK 6;AT INT (RND*20
),INT (RND*31);"d"
1561 NEXT n
1562 FOR a=0 TO 200
1564 PRINT INK 4;AT INT (RND*20
),INT (RND*31);"(190)": LET t=t+
1
1566 IF t=200 THEN GO TO 1720
1568 PRINT AT 21,8;"T I M E
=";t
1570 LET x=x+(INKEY#="a")-(INKEY
#="q")
1580 LET y=y+(INKEY#="p")-(INKEY
#="o")
1590 LET x=x+(x<0)-(x>20)
1600 LET y=y+(y<0)-(y>31)
1601 IF SCREEN# (x,y)="m" THEN
GO TO 1750
1602 IF SCREEN# (x,y)="d" THEN
GO TO 1710
1603 IF SCREEN# (x,y)="o" THEN
GO TO 1610
1604 GO TO 1800
1610 PRINT INK 6;AT q,w;"o"
1620 PRINT INK 3;AT x,y;"a"
1630 LET q=x: LET w=y
1635 NEXT a
1700 GO TO 1562
1710 CLS: PRINT "WELL DONE YOU
HAVE FOUND THE EXIT IN ";t;"
SECONDS": BEEP 1,-22: BEEP .1,-
22: GO TO 2500
1720 CLS: PRINT "YOU HAVE RUN O

```

# MYSTERY MAZE

```

UT OF TIME!!!": BEEP 2,-7: GO TO
2500
1750 CLS: PRINT "YOU HAVE STEPP
ED ON A MINE AND ARE DEAD": BEE
P 2,-7: GO TO 2500
1800 LET x=q: LET y=w: GO TO 162
0
1900 FOR n=0 TO 20
2000 PRINT INK 6;AT n,0;"oooooooo
oooooooooooooooooooooooooooo"
2010 NEXT n
2020 RETURN

```

```

2500 PRINT "DO YOU WANT TO TRY A
GAIN"
2510 PRINT " (Y) OR (N) "
2520 IF INKEY#="y" THEN CLS: G
O TO 2
2530 IF INKEY#="n" THEN STOP
2540 GO TO 2520
3000 FOR n=0 TO 7: READ I: POKE
USR "a"+n,I: NEXT n
3010 DATA 24,60,24,62,80,152,36,
102
3020 RETURN

```



# A NEW, IMPROVED ZX81 KEYBOARD AT THE SAME OLD PRICE. £9.95.



There's only one thing wrong with the ZX81. Its keyboard.

Or rather its lack of one.

Since it's flat your fingers don't feel as if there's any response to the pressure put on the keys.

ZX81 KEYS

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To set it up all you have to do is peel off the adhesive backing and stick it on top of the ZX81 touchpad.

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It's yours for the original price of £9.95.

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Cheques/PO made payable to Filesixty Ltd.  
Please send me \_\_\_\_\_ (qty.) Keyboards at £9.95 each  
(including VAT and P&P).

Total £

Name

BLOCK CAPITALS

Address

B1

## FILESIXTY



**W**HEN the program is RUN the **Periodic Table** is displayed on the screen. The table is bigger than the screen and therefore there is a scrolling facility which allows you to scroll left or right using keys 5 and 8. The abbreviations for the chemical elements are given and the author says that it is useful for students who, like him, are studying for chemistry O levels.

Written for the 16K ZX-81 by S Waller of Beeston, Nottingham.

# PERIODIC TABLES

```

1000 CLS
1010 PRINT AT 0,7;"THE PERIODIC
TABLE";TAB 7;"
1020 PRINT "THE PERIODIC TA
BLE WILL BE DIS-""PLAYED. IT C
AN BE SCROLLED LEFT ""AND RIGH
T BY USING THE KEYS: "" 5
TO SCROLL LEFT"" 8 TO SCRO
LL RIGHT""
1030 PRINT " 5 TO STOP"
1040 PRINT "PRESS ANY KEY WH
EN READY"
1050 IF INKEY$="" THEN GOTO 1050
1060 DIM A$(22,55)
1070 CLS
1080 PRINT AT 0,7;"THE PERIODIC
TABLE";TAB 7;"
1090 POKE 16418,0
1100 LET A$(1)=""
1110 LET A$(2)=""
1120 LET A$(3)=""
1130 LET A$(4)="" 1A 2A
7B" 3B 4B 5B 6B
1140 LET A$(5)=""
1150 LET A$(6)="" LI BE
IF NE"
1160 LET A$(7)=A$(5)
1170 LET A$(8)="" NA MG 3A 4A 5A
6A 7A =< 8A >= 1B 2B AL SI P S
CL AR"
1180 LET A$(9)=""
1190 LET A$(10)="" K CA SC TI V
CR MN FE CO NI CU ZN GA GE AS S
E BR KR"
1200 LET A$(11)=A$(9)
1210 LET A$(12)="" RB SR Y ZR NB
MO TC RU RH PD AG CD IN SN SB T
E I Xe"
1220 LET A$(13)=""

```

```

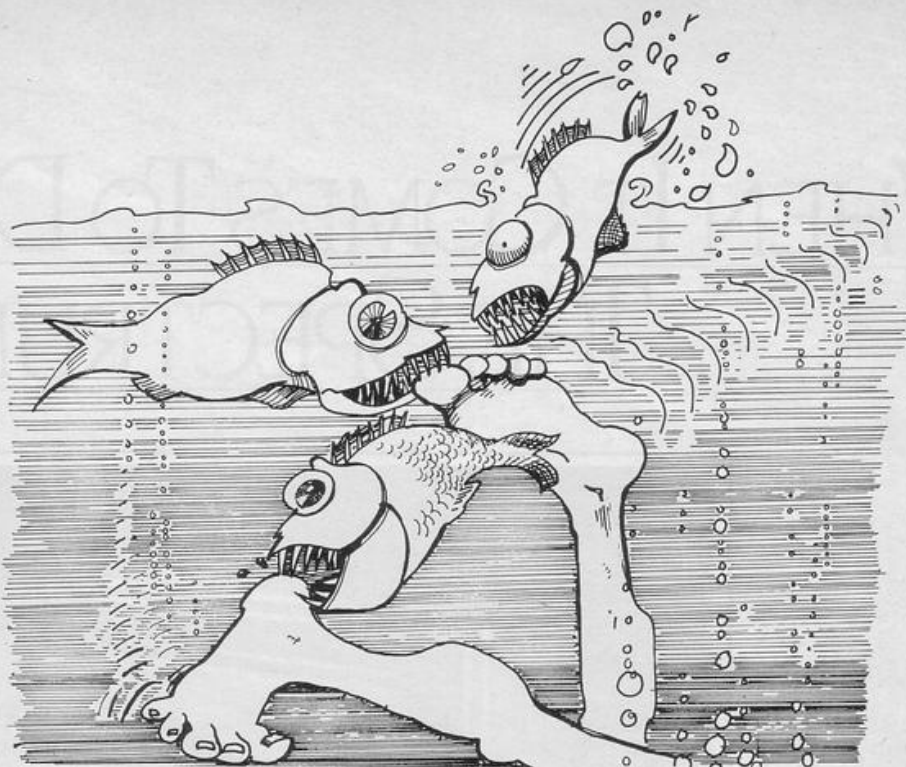
1230 LET A$(14)="" CS BA LA HF TA
W RE OS IR PT AU HG TI PB BI P
O AT RN"
1240 LET A$(15)=""
1250 LET A$(16)="" FR RA AC"
1260 LET A$(17)=""
1270 LET A$(18)=""
1280 LET A$(19)="" CE
PR ND PM SM EU GD TB DY HO ER TM
YB LU"
1290 LET A$(20)=A$(18)
1300 LET A$(21)="" TH
PA U NP PU AM CM BK CF ES FM MD
NO LR"
1310 LET A$(22)=""
1320 LET X=1
1330 LET Y=32
1340 PRINT AT 2,0;
1350 FOR N=1 TO 22
1360 PRINT A$(N) (X TO Y)
1370 NEXT N
1380 LET X$=INKEY$
1390 IF X$="" THEN GOTO 1380
1400 LET X=X+(X$="5")-(X$="8")
1410 LET Y=Y+(X$="5")-(X$="8")
1420 IF X$="S" THEN GOTO 1480
1430 IF X<=0 THEN LET Y=Y+1
1440 IF X<=0 THEN LET X=X+1
1450 IF Y=56 THEN LET X=X-1
1460 IF Y=56 THEN LET Y=Y-1
1470 GOTO 1340
1480 POKE 16418,2
1490~STOP

```



**Y**OU ARE the "\*" stuck at the top left-hand corner of the grid and the object is for you to work your way round the grid to reach the bottom right-hand corner. As you move along the walkway, the walls are continually crumbling and sometimes that compels you to re-trace your steps and choose another path. If you step off the wall or move along a walkway which has crumbled you will fall into the water below and be eaten by a piranha.

**Piranha** was written for the 16K ZX-81 by W C Keen of Cubbington, Leamington Spa.



# PIRANHHA

```

10 FAST
20 DIM M(15,28)
30 FOR A=1 TO 13 STEP 3
40 FOR B=1 TO 26
50 LET M(A+1,B+1)=1
60 PRINT AT A,B;CHR$ 128
70 NEXT B
80 NEXT A
90 FOR A=1 TO 13
100 FOR B=1 TO 26 STEP 5
110 LET M(A+1,B+1)=1
120 PRINT AT A,B;CHR$ 128
130 NEXT B
140 NEXT A
150 GOSUB 1000
160 SLOW
170 LET X=1
180 LET Y=1
190 PRINT AT X,Y;CHR$ 23;AT X,Y;
CHR$ 0;AT 17,9;CHR$ 23;AT 17,9;
CHR$ 0
200 IF X=13 AND Y=26 THEN GOTO
200 IF X=13 AND Y=26 THEN GOTO
500
210 IF INKEY$="" THEN GOTO 190
220 IF INKEY$="5" AND Y>1 THEN
LET Y=Y-1
230 IF INKEY$="6" AND X<13 THEN
LET X=X+1
240 IF INKEY$="7" AND X>1 THEN
LET X=X-1

```

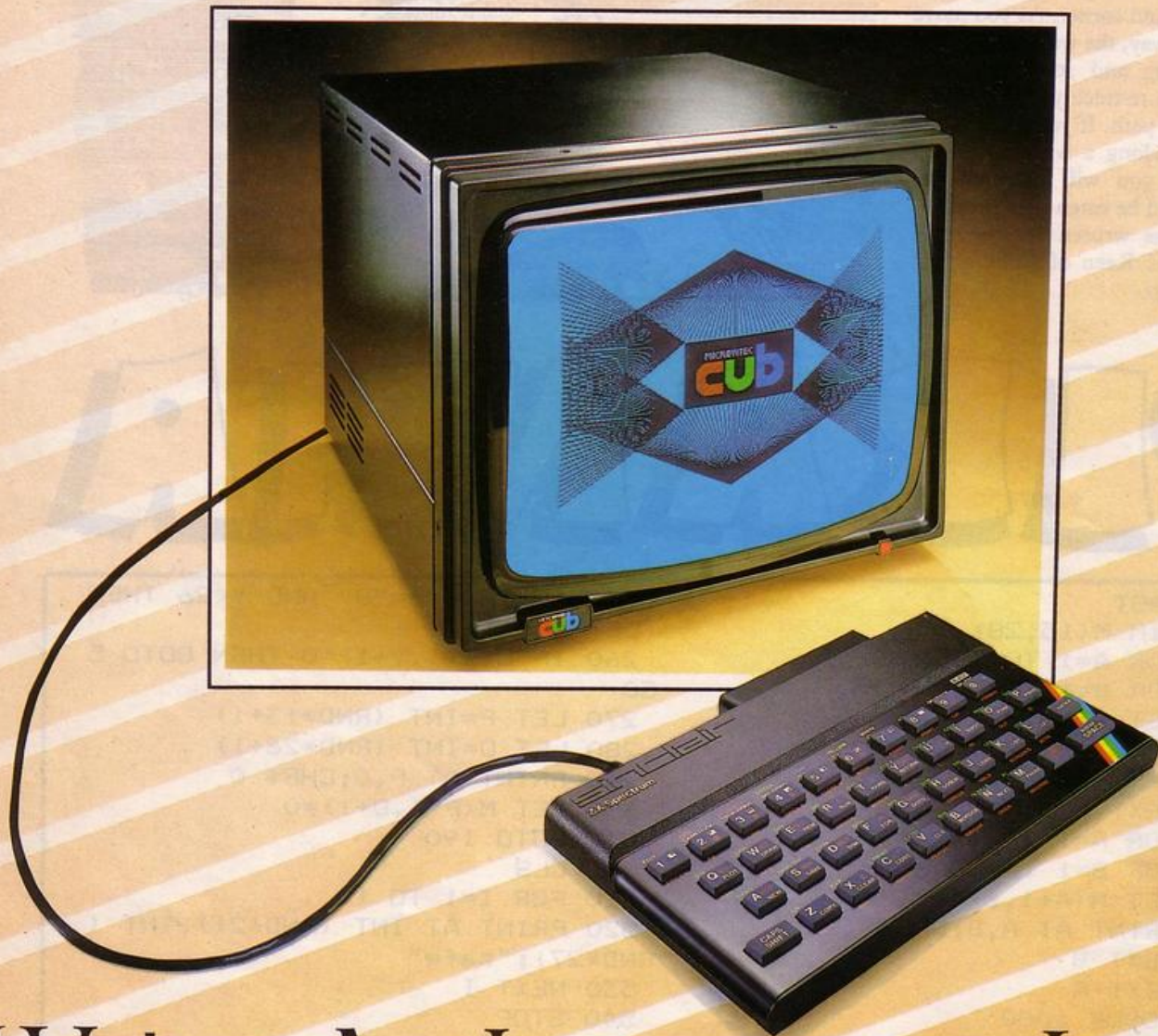
```

250 IF INKEY$="8" AND Y<26 THEN
LET Y=Y+1
260 IF M(X+1,Y+1)=0 THEN GOTO 5
50
270 LET P=INT (RND*13+1)
280 LET Q=INT (RND*26+1)
290 PRINT AT P,Q;CHR$ 0
300 LET M(P+1,Q+1)=0
310 GOTO 190
500 CLS
510 FOR I=1 TO 10
520 PRINT AT INT (RND*21),INT (
RND*27);"safe"
530 NEXT I
540 STOP
550 CLS
560 FOR I=1 TO 10
570 PRINT AT INT (RND*21),INT (
RND*27);"help"
580 NEXT I
590 STOP
1000 PRINT AT 15,12;"piranha"
1010 PRINT AT 17,0;"MOVE THE T
O THE BOTTOM RIGHT";AT 18,0;"COR
NER OF THE GRID USING KEYS 5,";A
T 19,0;"6,7 AND 8 WITHOUT STEPP
G OFF";AT 20,0;"THE CRUMBLING WA
LKWAYS - IF YOU";AT 21,0;"DO, TH
E PIRANHAS WILL GET YOU."
1020 RETURN

```



# WHEN IT COMES TO DISPLAYING THE SPECTRUM...



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Surprisingly enough, there's only one high performance BEAB approved colour monitor on the market with an input designed to accept the signal from the Sinclair Spectrum direct.

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And the monitor in question? – **The 1431/MZ from the MICROVITEC range of CUB colour displays.**

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**M**ARTIN LANGFORD of Handsworth, Birmingham, designed **Differentiation** to help him with his maths O level. Written for the 16K Spectrum, it will work out the value of  $dy/dx$  for any function entered and the results obtained can then be used to work out the gradient at any point.

```

2 POKE 23609,25
3 CLS
4 PRINT "IF YOU JUST WANT A G
  RAPH OF""THE FUNCTION, THEN PRIN
  T "; BRIGHT 1;"0"" BRIGHT 0;"IF
  HOWEVER, YOU ALSO WANT ""TO DI
  FFERENTIATE THE FUNCTION"" THEN
  PRINT "; BRIGHT 1;"1"
5 INPUT d
6 IF d=0 THEN CLS : GO TO 30
10
7 CLS
8 IF d<>1 THEN GO TO 1
9 PRINT TAB 9; BRIGHT 1;"DIFF
  ERENTIATION"
10 PRINT ""NO. OF TERMS IN T
  HE FUNCTION:" INPUT x
12 DIM s(x); DIM i(x); DIM p(x)
13 DIM a(x)
15 FOR n=1 TO x
20 CLS
25 PRINT TAB 11; BRIGHT 1;x;"
  TERMS"; PRINT '

```



# DIFFERENTIATION

```

30 PRINT INVERSE 1; BRIGHT 1;
"TERM "; FLASH 1;n
40 PRINT ""INTEGER OF THE TER
M "; INPUT i(n);
50 PRINT "" POWER OF THE TERM
"; INPUT p(n)
52 IF n=x THEN GO TO 1000
53 PRINT ""SIGN AFTER THE TERM
"; PRINT BRIGHT 1;"0 FOR ~~,
1 FOR ~+~"; INPUT s(n)
55 IF s(n)>1 OR s(n)<0 THEN G
O TO 53
60 NEXT n
1000 CLS : PRINT TAB 12; BRIGHT
1;"f(x)"; PRINT ; BRIGHT 1;"f'
(x)"; BRIGHT 0;" = ";
1010 FOR n=1 TO x
1012 PRINT BRIGHT 1;i(n);
1015 IF p(n)=0 THEN GO TO 1025
1020 PRINT BRIGHT 1;"x";
1022 IF p(n)=1 THEN GO TO 1025
1024 PRINT BRIGHT 1;"^";p(n);
1025 IF n=x THEN GO TO 2000
1030 IF s(n)=0 THEN PRINT "-";
1035 IF s(n)=1 THEN PRINT "+";
1040 NEXT n
2000 PRINT ""WHEN f(x) = Ax^n
""
dy/dx = Ax^(n-1)
2010 PRINT AT 10,0; BRIGHT 1;"d

```

```

y/dx"; BRIGHT 0;" = ";
2020 FOR n=1 TO x
2030 IF p(n)=0 THEN GO TO 2130
2040 PRINT BRIGHT 1;i(n)*p(n);
2050 IF p(n)-1=0 THEN GO TO 213
0
2060 PRINT BRIGHT 1;"x";
2070 IF p(n)-1=1 THEN GO TO 213
0
2130 IF n=x THEN GO TO 2200
2140 IF p(n+1)=0 THEN LET s(n)=
3
2150 IF s(n)=0 THEN PRINT "-";
2160 IF s(n)=1 THEN PRINT "+";
2170 IF s(n)=3 THEN PRINT " ";
2180 NEXT n
2190 PAUSE 100
2200 PRINT ""DO YOU WANT TO HA
VE A GRAPH OF THIS FUNCTION ?"
2210 PAUSE 0
2220 IF INKEY#="n" OR INKEY#="N"
THEN GO TO 2
3000 PAUSE 100; CLS
3010 PRINT "PLEASE TYPE IN THE F
UNCTION.""N.B x^2 SHOULD BE PRI
NTED AS x*x "
3020 INPUT b#
3030 PRINT ""THIS PROGRAM WILL P
LOT THE GRAPH""FROM A -VE VALUE

```

```

OF x TO THE""SAME +VE VALUE OF
x."
3040 PRINT ""PLEASE INPUT THIS V
ALUE OF x AS A +VE NUMBER."" BRI
GHT 1;"A VALUE LESS THAN 100 GIV
ES THE BEST RESULTS !!!"
3050 INPUT n
3060 CLS
3070 PLOT 0,0; DRAW 255,0
3075 PRINT AT 11,0;-n
3080 PLOT 127,0; DRAW 0,175
3085 PRINT AT 11,30;n
3090 LET t=0
3100 FOR f=0 TO 255
3110 LET x=(f-128)*n/128; LET y=
VAL b#
3120 IF ABS y>8? THEN LET t=0;
GO TO 3150
3130 IF NOT t THEN PLOT f,y+88;
LET t=1; GO TO 3150
3140 DRAW 1,y-OLD y
3150 LET OLD y=INT (y+.5)
3160 NEXT f
3170 PRINT AT 0,17; BRIGHT 1;"y=
";b#
3180 PRINT AT 21,5;"OK. ANY KEY
TO RUN AGAIN"
3190 PAUSE 0
3200 GO TO 2

```

# GET THE RIGHT ANGLE ON YOUR SPECTRUM

Trickstick turns your Spectrum into the most sophisticated games machine in the world. Your fingers rest on the Trickstick's six sensitive pads (four directions and two fire buttons) and the harder you press the faster you go or the harder you turn.

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See 48/80 FORTH for another angle.

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The manual provides both the normal technical definitions of the language, and an outstanding brief introduction for the beginner. Each tape also includes a superb EDITOR program to give you full control of the 16 (48k) or 32 (80k) disk screens.

A FORTH Toolkit (giving floating point etc) and an extension for the Microdrive will be available shortly. 48/80 FORTH uses standard FIG-FORTH definitions with extensions to exploit the special characteristics of the Spectrum, including BEEP (for real arcade quality sound), DRAW, PLOT and CIRCLE.

## BEYOND HORIZONS — £4.50

This teaching program has already made computing less mysterious for thousands of people. It guides you through the Spectrum 48k memory, teaches you to PEEK and POKE systems variables, shows you how the display file and colour attributes work, how a BASIC program is stored byte by byte, and much much more. Outstanding value for those who get stuck on the second half of the Spectrum manual.

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# ANT R

**G**RAHAM RAMSDEN, aged 14, of Reddish, Stockport is the writer of this month's program of the month. He has had his Spectrum for five months and is now enjoying the frustrations of writing machine code programs.

**Ant Raid**, for the 16K Spectrum, is an original game in which you play the part of a foot. The ants are intent on stealing your fruit. It takes four ants to carry away a piece of fruit and you have to squash them with your foot before they sabotage your picnic. The only hazards are butterflies, which appear every time you stamp your foot.

The main variables used by the program are: a, the position of the foot across the screen; ant, the position of the ant across the screen; sc, your score; fr, the amount of fruit you have left; bop, the number of ants to cross the screen; a\$ to f\$, the user-defined graphics.

Lines 7 and 8 set the main variables to their initial values.

Line 9 displays the title page.

Lines 10-40 set up the UDGs.

Line 50 calls the subroutine which displays the second title page.

Line 60 calls the subroutine which sets up the display for the game.

Lines 80-82 display the fruit at the bottom of the screen and call the relevant routine to clear the old fruit.

Line 90 finds what keys are being pressed and moves the foot in the proper direction.

Line 100—if "1" is being pressed, calls subroutine.

Lines 120 and 130 move ant across screen.

Line 140—if the ant has crossed the screen, update the variable bop and move the position of the ant back to the start.

Line 145—four ants have crossed the screen; decrease the amount of fruit left, re-set the variables and GOTO 81.

Line 150 prints the scores.

Line 155—if there is no fruit left, GOTO 4030.

Line 160 returns to start of loop.

Lines 200-220 print the foot going down and check to see if it has hit a butterfly or an ant. If a butterfly, update bop—this will lose you a fruit when back in the main loop. If an ant, score either two or four for accuracy.

Lines 1000-1030 print the game heading.

Lines 2000-2030 print the end of game message, BEEP, and re-RUN the program.

Lines 3000-3096—the second title page routine.

Lines 4000-4010 and 4015-4020—these routines clear the old fruit and put in lines 4030-4040 the new, depending on the level.

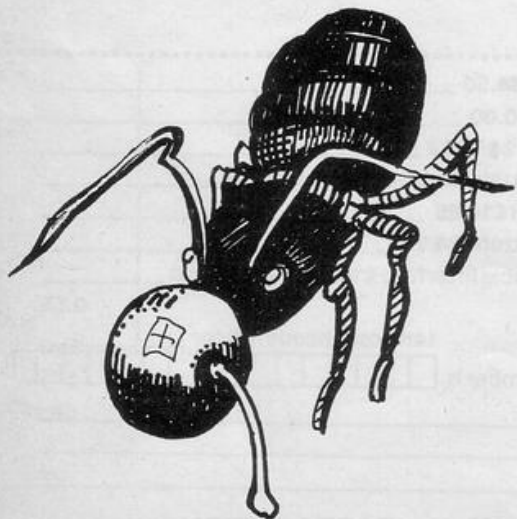
If you want to speed the game you will have to do a fair amount of reprogramming. The simplest method is to remove some of the BEEPs, particularly in line 120. To speed it further you will need to take lines 7 to 80 and put them at the end of the program, replacing them by a single call to the routine.

```

1 REM "Ant Raid !"
5 REM AB EF IJ M O RS
6 REM CD GH KL N PQ
7 LET a=10: LET ant=0: LET sc
=0: LET fr=3: LET bop=0
8 LET a$="AB": LET b$="CD": L
ET c$="EF": LET d$="GH": LET e$
="IJ": LET f$="KL": LET g$="RS"

9 CLS : LET m$=" Ant Raid
": FOR q=19 TO 1 STEP -2: PRI
NT AT q,8: INK 0: PAPER 7: BRIG
HT 1: FLASH 1:m$: BEEP .01,q+10:
BEEP .01,q+13: BEEP .01,q+16: N
EXT q: LET q$=" Beware The Butte
rfly!!! ": FOR c=1 TO LEN q$: L
ET r$="": LET r$=r$+q$(c): PRINT
AT 10,c+2: INK 6: PAPER 2: BRI
GHT 1: FLASH 1:r$: BEEP .01,c: B
EEP .01,c+3: BEEP .01,c+6: NEXT
c: BRIGHT 0
10 FOR f=0 TO 18: FOR n=0 TO 7
: READ x: POKE USR CHR$(144+f
)+n,x: NEXT n: NEXT f
20 DATA 0,0,0,0,1,3,3,3,0,96,1
44,128,128,192,192,192,7,7,15,31
,29,24,13,7,224,224,240,248,248,
248,240,224,30,15,7,3,3,1,1,1,0,
128,224,240,248,252,252,252,1,1,
1,3,3,7,15,30,252,252,252,248,24
0,224,128,0
30 DATA 6,1,6,1,15,17,44,45,32
,64,176,64,240,136,52,180,49,16,
27,11,8,7,3,1,140,8,104,112,16,9
6,64,128,0,0,3,227,236,82,137,0,
0,0,192,199,55,74,145,0,153,153,
153,153,153,153,153,0,1,3,43
,85,234,255,127,126,36,36,194,19
9,255,255,254,36,50,105,125,62,
53,25,17,36,76,150,190,124,248,
25,136
40 DATA 8,92,145,238,77,172,15
2,136
50 GO SUB 3000
60 GO SUB 1000
70 PRINT AT 21,0: INK 4: "(32*
ig8)"
80 IF fr=3 THEN PRINT AT 19,
29: INK 4:a$: AT 20,29:b$
81 IF fr=2 THEN GO SUB 4000
82 IF fr=1 THEN GO SUB 4015

90 LET a=a+( INKEY$="O" AND a
<26)-( INKEY$="9" AND a>0): PRI
NT AT 2,a: INK 1: " PQ
100 IF INKEY$="1" THEN GO SU
B 200
120 PRINT AT 20,ant: INK 0: " M
": BEEP .001,50: BEEP .001,40: B
EEP .001,30
    
```





# RAID

```

130 LET ant=ant+1
140 IF ant=28 THEN LET bop=bop
+1: LET ant=0: PRINT " AT 20,31;
INK 0;"N"; AT 20,28;" "
145 IF bop=4 THEN LET fr=fr-1:
BEEP .25,30: BEEP .75,0: LET bo
p=0: PRINT AT 20,ant;" ": LET a
nt=0: PRINT AT 20,31;" ": FOR p
=2 TO 16: PRINT AT p,0; INK 0;"
": BEEP .01,p+10: NEXT p: NEXT n:
GO TO 81
150 INK 1: PRINT AT 0,8;sc: PR
INT AT 0,29;fr
155 IF fr=0 THEN GO TO 4030
160 GO TO 90
200 FOR f=2 TO 14: PRINT AT f+
1,a+1; INK 1;"PQ"; AT f,a+1;" Q"
: BEEP .001,f+20: BEEP .001,f+22
: BEEP .001,f+24: NEXT f: IF AT
TR (f+1,a+1)=43 OR ATTR (f+1,a+
2)=43 THEN LET bop=4: IF bop=4
THEN GO TO 145
201 FOR z=15 TO 18: PRINT AT z
+1,a+1; INK 1;"PQ"; AT z,a+1;" Q
": BEEP .001,z+20: BEEP .001,z+2
2: BEEP .001,z+24: NEXT z
205 IF z+1=20 AND a+1=ant THEN
LET sc=sc+2: PRINT AT 20,ant;
INK 0;"v"; AT 20,ant; OVER 1;"x"
: FOR i=0 TO 4: BEEP .01,55: BEE
P .01,53: BEEP .01,51: NEXT i: L
ET ant=0
206 IF z+1=20 AND a+2=ant THEN
LET sc=sc+2: PRINT AT 20,ant;
INK 0;"x"; AT 20,ant; OVER 1;"v"
: FOR i=0 TO 4: BEEP .01,55: BEE
P .01,53: BEEP .01,51: NEXT i: L
ET ant=0
210 FOR f=20 TO 3 STEP -1: PRIN
T AT f,a+1;" ": AT f-1,a+1; IN
K 1;"PQ": BEEP .001,f+20: BEEP .
001,f+22: BEEP .001,f+24: NEXT f
211 PRINT AT 16, INT ( RND *10
)+2;" "
215 PRINT AT 16,a+1; INK 3;g$
220 RETURN
1000 BORDER 5: PAPER 5: INK 5: C
LS
1010 PRINT INK 1;"N Score=";sc;
" (g6:ig8)ANT RAID(ig8:g6) Fruit
=";fr;" M"
1030 FLASH 0: RETURN
2000 PRINT AT 10,7; INK 3; FLAS
H 1; PAPER 7;" Picnic Abandoned
"
2010 FOR n=50 TO 0 STEP -1: BEEP
.1,n: BEEP .1,n+2: BEEP .1,n+4:
NEXT n
2020 FOR v=50 TO 30 STEP -1: BEE
P .001,v+6: BEEP .001,v+3: BEEP
.001,v: NEXT v
2030 RUN
3000 PAPER 4: INK 0: CLS
3010 PRINT " IJ N A N T R A
I D M IJ "
3020 PRINT " KL RS by G.Ramsd
en RS KL "
3040 PRINT " RSRRSRSRSRSRSRSRS
RSRSRSRSRS "
3050 PRINT INK 7;" " You wer

```

```

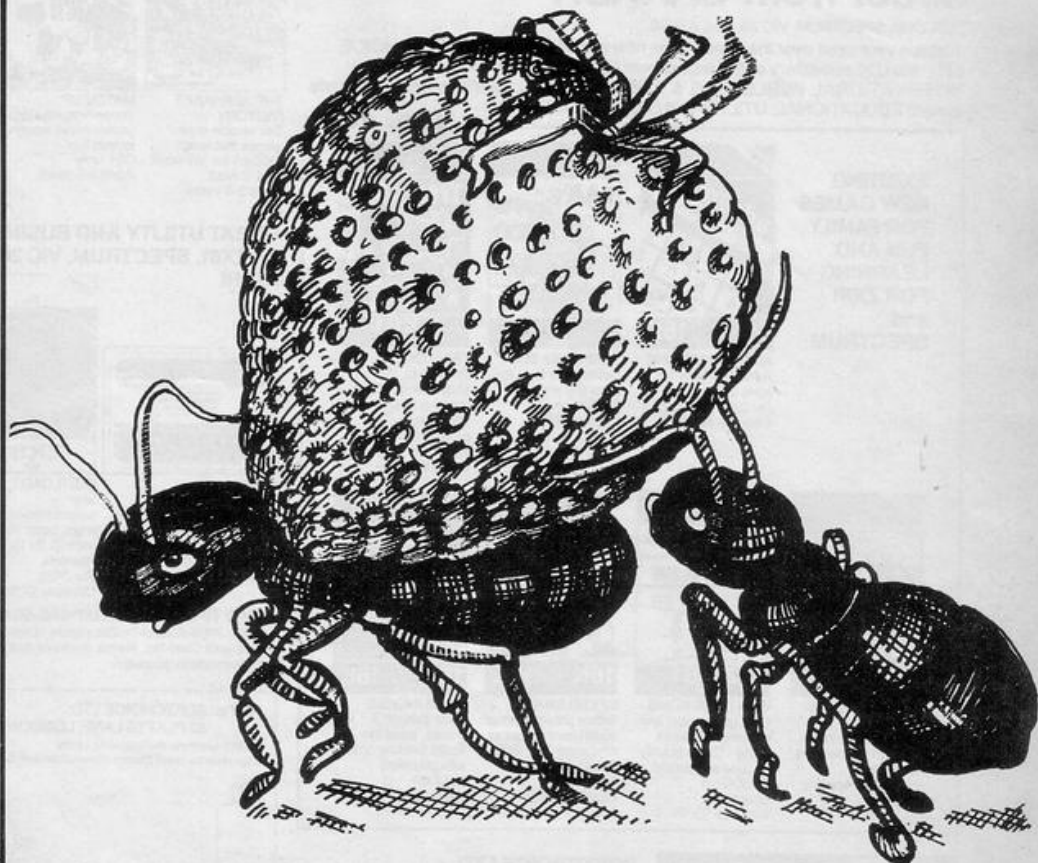
e having a lovely picnic...
until the ants came."
3060 PRINT " INK 7;" They wil
l try to steal your fruit,it t
akes four ants to steal one
of your three fruits."
3070 PRINT " INK 7;" You must
stamp on the little perisher o
r your picnic will be ruined"
3075 PRINT " INK 7;" ~9~...l
eft";"" ~0~...right";""
~1~...stamp"
3076 INK 7: PLOT 165,16: DRAW 0,
40: DRAW 0,-20,-4: DRAW 53,-20:
DRAW -5,40: DRAW -5,-20: DRAW -5
,20: DRAW -5,-40: DRAW -8,40: DR
AW -8,-40
3080 FOR g=0 TO 5: FOR l=0 TO 7:
BEEP .1,l+40: BORDER 1
3081 IF INKEY$ <> "" THEN RET
URN
3082 NEXT l
3085 FOR k=7 TO 0 STEP -1: BEEP
.1,k+40: BORDER k
3090 IF INKEY$ <> "" THEN RET
URN
3095 NEXT k: NEXT g

```

```

3096 CLS : RETURN
4000 FOR x=28 TO 1 STEP -1: PRIN
T AT 18,x; INK 4;"AB "; AT 19,x
;"CD "; AT 20,x-1; INK 0;"N N "
: BEEP .01,x: BEEP .01,x-2: BEEP
.01,x-4: NEXT x: PRINT AT 18,0;
" "; AT 19,0;" "
4001 PRINT AT 19,29; INK 6;c$;
AT 20,29;d$
4002 LET fr=2
4010 RETURN
4015 FOR x=28 TO 1 STEP -1: PRIN
T AT 18,x; INK 6;"EF "; AT 19,x
;"GH "; AT 20,x-1; INK 0;"N N "
: BEEP .01,x: BEEP .01,x-2: BEEP
.01,x-4: NEXT x: PRINT AT 18,0;
" "; AT 19,0;" "
4016 PRINT AT 19,29; INK 2;e$;
AT 20,29;f$
4020 RETURN
4030 FOR x=28 TO 1 STEP -1: PRIN
T AT 18,x; INK 2;"IJ "; AT 19,x
;"KL "; AT 20,x-1; INK 0;"N N "
: BEEP .01,x: BEEP .01,x-2: BEEP
.01,x-4: NEXT x: PRINT AT 18,0;
" "; AT 19,0;" "
4040 GO TO 2000

```



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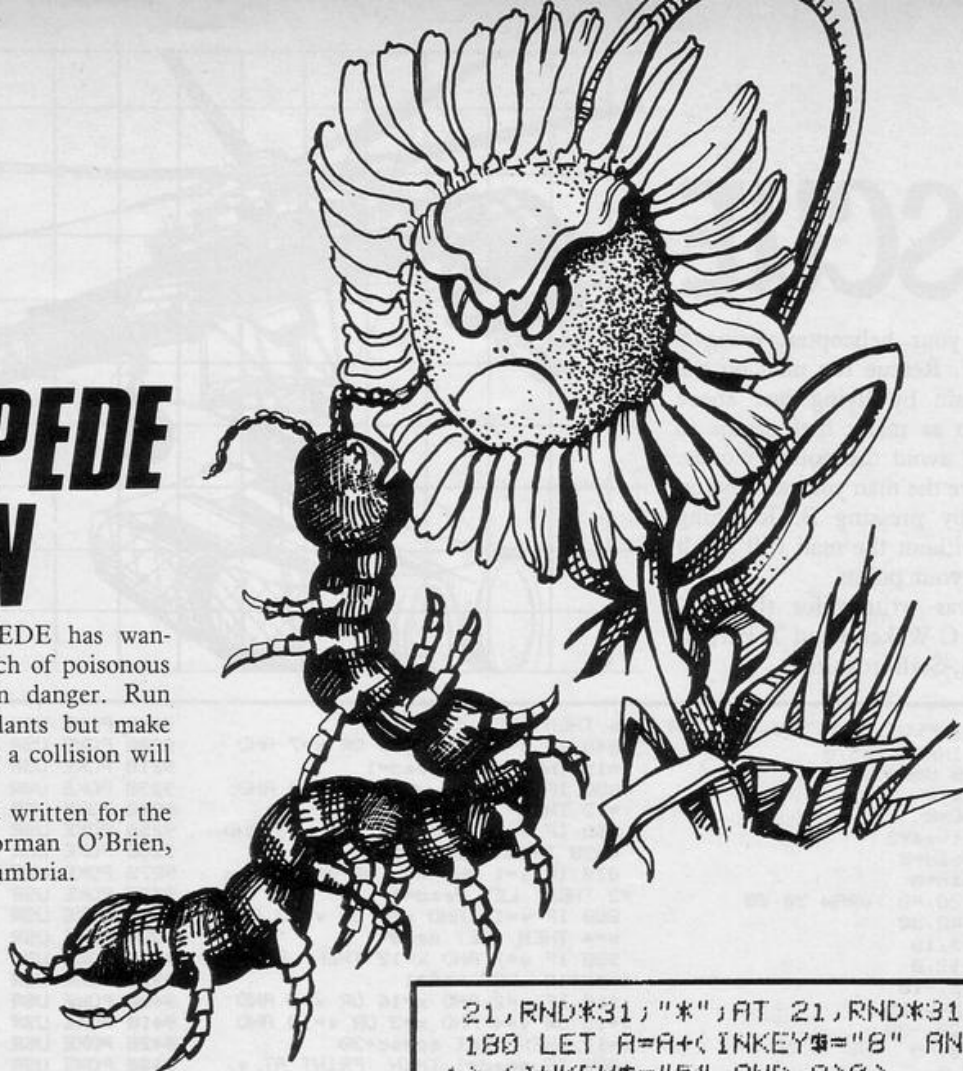
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# CENTIPEDE RUN

**Y**OUR CENTIPEDE has wandered into a patch of poisonous plants and is in danger. Run quickly through the plants but make sure you avoid them as a collision will result in instant death.

**Centipede Run** was written for the 16K Spectrum by Norman O'Brien, aged 13, of Carlisle, Cumbria.



```

10 POKE USR "a"+0,BIN 00111100
20 POKE USR "a"+1,BIN 01111110
30 POKE USR "a"+2,BIN 11111111
40 POKE USR "a"+3,BIN 10011001
50 POKE USR "a"+4,BIN 11111111
60 POKE USR "a"+5,BIN 01111110
70 POKE USR "a"+6,BIN 00111100
80 POKE USR "a"+7,BIN 01000010
90 LET HI=0: LET a=16: LET s=0
100 BORDER 1: PAPER 1: INK 6: C
LS
110 PRINT AT 0,9:"CENTIPEDE"; O
VER 1;AT 0,9:"-----"
130 PRINT AT 4,0:"YOUR CENTIPE
E HAS ACCIDENTLY WANDERED INTO
A PATCH OF POISONOUS PLA
NTS.RUN QUICKLY THROUGH THEM,
BUT DON'T HIT ONE OR YOU WILL B
E INSTANTLY KILLED."
140 PRINT AT 12,0: INK 4: FLASH
1:"CONTROLS: ""5=LEFT""8=RIG
HT": PRINT 0: FLASH 1:"PRESS AN
Y KEY TO PLAY CENTIPEDE."
150 PAUSE 0: FOR F=0 TO 48 STEP
.3: BEEP .01,F: NEXT F: CLS
160 PRINT AT 7,A: INK 4: BRIGHT
1:"a"
170 PRINT AT 21,RND*31;"*":AT 2
1,RND*31;"*":AT 21,RND*31;"*":AT

```

```

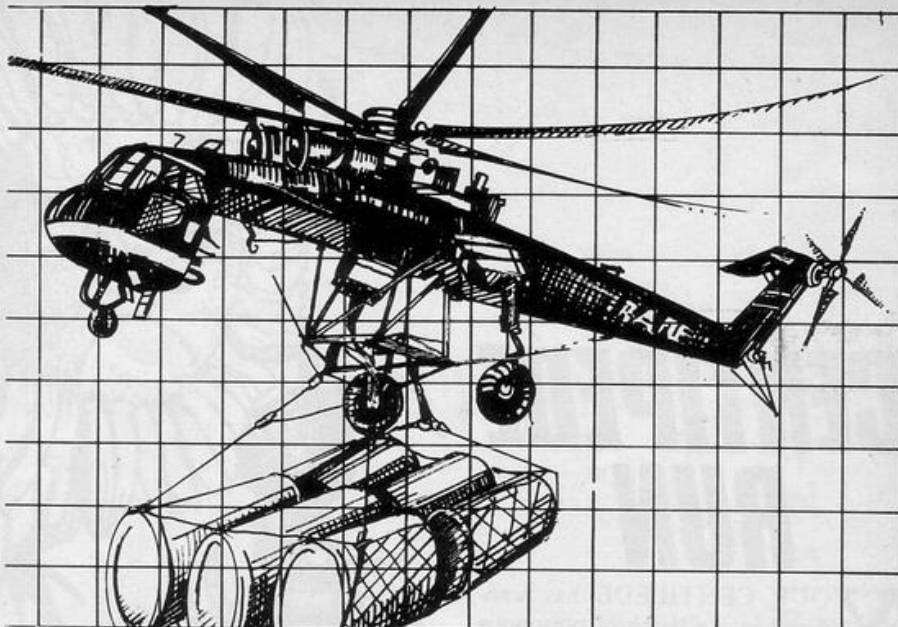
21,RND*31;"*":AT 21,RND*31;"*"
180 LET A=A+(INKEY$="8" AND A<3
1)-(INKEY$="5" AND A>0)
190 LET L=USR (3200)
200 IF SCREEN$ (7,A)="*" THEN
GO SUB 500
210 BEEP .001,20
220 LET S=S+.5
230 GO TO 160
500 FOR F=40 TO 0 STEP -.3: BEE
P .01,F: NEXT F: CLS: PRINT AT
0,9:"HI SCORE ";INT HI: PRINT AT
5,10:"SCORE ";INT S;AT 10,5:"YO
U STUPID PERSON....!"
510 IF S>HI THEN LET HI=S: PRI
NT AT 15,4: INK 2: PAPER 6: BRIG
HT 1: FLASH 1:"A NEW HIGH SCORE
OF...";INT HI
515 PRINT AT 21,0: INK 4: FLASH
1: BRIGHT 1:"PRESS ANY KEY TO P
LAY CENTIPEDE.": LET f=0
516: BEEP .1,20: PRINT AT 7,f:
INK 4:"a":AT 7,f-5:" ": LET f=f
+1: IF f>30 THEN LET f=0: FOR g
=25 TO 30: BEEP .01,g: PRINT AT
7,g:" ": NEXT g
518 IF INKEY$="" THEN GO TO 51
6
519 IF INKEY$="" THEN GO TO 51
6
520 FOR F=0 TO 21: LET L=USR (3
280): BEEP .05,F: NEXT F
530 FOR F=0 TO 10: NEXT F: BEEP
1,22: LET S=0: LET a=16: RETURN

```

# RESCUE

**S**TEER your helicopter, using S and W. Rescue the man on the mountain by flying just above him, pick up as many fuel drums as possible, and avoid the poison clouds. Once you have the man you can land on screen two by pressing B. Reaching screen two without the man will result in loss of all your points.

Rescue was written for the 48K Spectrum by C Wakelin and T Partlett of Tamworth, Staffordshire.



```

1 CLS : PLOT INK 3,0,40: DRA
W INK 3: INK 0,255,0
2 GO SUB 9000
4 LET hz=0
5 LET SC=0
6 LET lives=2
7 LET dead=0
8 LET man=0
10 PLOT 20,40: DRAW 30,20
20 DRAW 40,30
30 DRAW 5,10
40 DRAW 12,0
50 DRAW 5,-10
60 DRAW 24,-15
70 DRAW 25,-30
80 DRAW 3,-5
90 PAPER 5
100 PRINT AT 17,0: "(160*198)"
150 PRINT AT 3,6: INK 7: "ab": AT
4,6: INK 7: "cd"
160 PRINT AT 8,17: INK 7: "ab": A
T 9,17: INK 7: "cd"
170 PRINT AT 6,19: INK 7: "ab": A
T 7,19: INK 7: "cd"
180 PRINT AT 2,20: INK 7: "ab": A
T 3,20: INK 7: "cd"
190 PRINT AT 1,2: INK 7: "ab": AT
2,2: INK 7: "cd"
200 PRINT AT 12,4: INK 7: "ab": A
T 13,4: INK 7: "cd"
600 CIRCLE INK 6,210,150,10
610 PLOT INK 6,200,150: DRAW
INK 6,20,0
620 PLOT INK 6,200,149: DRAW
INK 6,20,0: PLOT INK 6,200,148:
DRAW INK 6,20,0
630 PLOT INK 6,201,148: DRAW
INK 6,18,0
640 PLOT INK 6,202,147: DRAW
INK 6,17,0
650 PLOT INK 6,203,146: DRAW
INK 6,15,0
660 PLOT INK 6,204,145: DRAW
INK 6,14,0
670 PLOT INK 6,205,144: DRAW
INK 6,13,0
680 PRINT AT 8,12: "t"
690 PRINT AT 6,13: "u": AT 2,16: "
u"
690 PRINT AT 4,3: "u": AT 10,17: "
u"
800 REM main game
801 LET x=20: LET y=14
810 PRINT AT y,x: "nm": AT y-1,
x: "
815 PRINT AT y+1,x: "
816 PRINT AT 0,0: "SCORE=": SC
820 LET x=x-1: BEEP .01,-5
822 IF INKEY#="w" THEN LET y=y
-1
823 IF y<1 THEN LET dead=1
824 IF INKEY#="s" THEN LET y=y
+1: IF y>15 THEN LET dead=1
825 IF x<1 THEN GO TO 3000
830 IF y=3 AND x=6 OR y=4 AND x

```

```

=6 THEN LET dead=1
840 IF y=6 AND x=19 OR y=7 AND
x=19 THEN LET dead=1
850 IF y=8 AND x=17 OR y=9 AND
x=17 THEN LET dead=1
860 IF y=2 AND x=28 OR y=3 AND
x=28 THEN LET dead=1
870 IF y=1 AND x=2 OR y=2 AND x
=2 THEN LET dead=1
880 IF y=12 AND x=4 OR y=13 AND
x=4 THEN LET dead=1
900 IF y=7 AND x=12 THEN LET s
c=sc+10: LET man=1
910 IF y=2 AND x=16 OR y=6 AND
x=13 OR y=4 AND x=3 OR y=10 AND
x=17 THEN LET sc=sc+30
1000 IF dead=1 THEN PRINT AT y,
x: "gh": LET lives=lives-1
1010 IF lives=0 THEN GO TO 2000
1500 GO TO 810
2000 BEEP 1,3: BEEP .7,4: BEEP .
2,5: BEEP .3,4: BEEP .6,4: BEEP
.5,3: BEEP 1,3:
2490 PAUSE 0
2500 GO TO 1
3000 CLS : PLOT 0,40: DRAW INK
4,255,0
3005 LET x=29
3010 PRINT AT 16,0: "(192*198)"
3015 PLOT 10,0: DRAW 0,175
3020 IF man=0 THEN PRINT AT 0,0
: "YOU DON'T HAVE THE MAN GO AND
GET HIM": PAUSE 100: GO TO 1
3030 IF INKEY#="b" THEN LET y=y
+1
3035 PRINT AT y,x: "nm": AT y-1,
x: "
3040 IF x<2 THEN LET dead=1
3045 LET x=x-1: BEEP .01,0: BEEP
.01,-10
3050 IF y>14 THEN GO TO 4000
3060 IF DEAD=1 THEN PRINT AT y,
x: "gh": GO TO 2000
3500 GO TO 3030
4000 LET SC=SC+100: CLS : GO TO
6
9000 POKE USR "a"+0,BIN 0
9010 POKE USR "a"+1,BIN 0
9020 POKE USR "a"+2,BIN 0
9030 POKE USR "a"+3,BIN 00000111
9040 POKE USR "a"+4,BIN 00001111
9050 POKE USR "a"+5,BIN 00011111
9060 POKE USR "a"+6,BIN 00111111
9070 POKE USR "a"+7,BIN 00111111
9080 POKE USR "b"+0,BIN 0
9090 POKE USR "b"+1,BIN 0
9100 POKE USR "b"+2,BIN 0
9110 POKE USR "b"+3,BIN 10000000
9120 POKE USR "b"+4,BIN 11000000
9130 POKE USR "b"+5,BIN 11110000
9140 POKE USR "b"+6,BIN 11111000
9150 POKE USR "b"+7,BIN 11111000
9160 POKE USR "c"+0,BIN 00111111
9170 POKE USR "c"+1,BIN 01111111
9180 POKE USR "c"+2,BIN 01111111

```

```

9190 POKE USR "c"+3,BIN 00111111
9200 POKE USR "c"+4,BIN 00011111
9210 POKE USR "c"+5,BIN 0
9230 POKE USR "c"+6,BIN 0
9240 POKE USR "c"+7,BIN 0
9250 POKE USR "d"+0,BIN 11111000
9260 POKE USR "d"+1,BIN 11111100
9270 POKE USR "d"+2,BIN 11111100
9280 POKE USR "d"+3,BIN 11111100
9290 POKE USR "d"+4,BIN 11111000
9300 POKE USR "d"+5,BIN 0
9310 POKE USR "d"+6,BIN 0
9320 POKE USR "d"+7,BIN 0
9400 POKE USR "n"+0,BIN 00111111
9410 POKE USR "n"+1,BIN 01010101
9420 POKE USR "n"+2,BIN 11111111
9430 POKE USR "n"+3,BIN 11111111
9440 POKE USR "n"+4,BIN 11111111
9450 POKE USR "n"+5,BIN 11111111
9460 POKE USR "n"+6,BIN 01111111
9470 POKE USR "n"+7,BIN 0
9500 POKE USR "m"+0,BIN 10000111
9510 POKE USR "m"+1,BIN 11111111
9520 POKE USR "m"+2,BIN 11111111
9530 POKE USR "m"+3,BIN 11111111
9540 POKE USR "m"+4,BIN 11111111
9550 POKE USR "m"+5,BIN 11111110
9560 POKE USR "m"+6,BIN 11111000
9570 POKE USR "m"+7,BIN 0
9600 POKE USR "e"+0,BIN 00000010
9610 POKE USR "e"+1,BIN 00111101
9620 POKE USR "e"+2,BIN 11001011
9630 POKE USR "e"+3,BIN 11010100
9640 POKE USR "e"+4,BIN 00100011
9650 POKE USR "e"+5,BIN 00101100
9660 POKE USR "e"+6,BIN 00010100
9670 POKE USR "e"+7,BIN 00000011
9700 POKE USR "h"+0,BIN 11111010
9710 POKE USR "h"+1,BIN 00010110
9720 POKE USR "h"+2,BIN 00100010
9730 POKE USR "h"+3,BIN 10100010
9740 POKE USR "h"+4,BIN 01011000
9750 POKE USR "h"+5,BIN 11010000
9760 POKE USR "h"+6,BIN 00110000
9770 POKE USR "h"+7,BIN 11000000
9800 POKE USR "t"+0,BIN 01011010
9810 POKE USR "t"+1,BIN 01011010
9820 POKE USR "t"+2,BIN 01111110
9830 POKE USR "t"+3,BIN 00111100
9840 POKE USR "t"+4,BIN 00111100
9850 POKE USR "t"+5,BIN 00111100
9860 POKE USR "t"+6,BIN 00100100
9870 POKE USR "t"+7,BIN 00100100
9900 POKE USR "u"+0,BIN 0
9910 POKE USR "u"+1,BIN 0
9920 POKE USR "u"+2,BIN 01100110
9930 POKE USR "u"+3,BIN 11111111
9940 POKE USR "u"+4,BIN 11111111
9945 POKE USR "u"+5,BIN 11111111
9950 POKE USR "u"+6,BIN 01100110
9960 POKE USR "u"+7,BIN 0
9999 RETURN

```



# Two great games on one tape

## DEFUSION

Time is running out . . . you are only seconds from an explosive experience.

A live bomb ticks menacingly as you try to get near enough to defuse it. Unfortunately your path is littered with Booby Traps. To say nothing of a very determined Hit Man, who follows your every move as you race to stop havoc and devastation.

To further confuse you, you may only use each path once. So take care you don't get trapped. In the direst emergency it is possible to make a new path, but that will take the one thing you haven't got . . . time!

What's slimy and nasty and ties itself . . . and you in knots?

You control the worm as it grows and grows, relentlessly filling the screen with its segments. Take care to keep clear of your own tail, as contact means certain doom.

Only by exactly locating the Black Segments can you cross your own path. But watch out for the Bluebottles. You must eat one to avoid crushing yourself to death . . .

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**48K SPECTRUM**

DOUBLESIDER





# RACE TRACK

```
10 FOR a=1 TO 3: READ a#: FOR
b=0 TO 7: READ c: POKE USR a#+b,
c: NEXT b: NEXT a
12 DATA "a",24,24,60,90,24,36,
36,66
```

```
13 DATA "b",30,12,62,127,127,1
27,126,60
14 DATA "c",56,56,146,254,16,1
24,68,190
```

```
22 PRINT "YOU HAVE £50 POUND
TO BET ON THREE RACES. YOU MAY
BET ANYTHING UP TO £20 ON EACH R
ACE."
```

```
23 PRINT "AS A BONUS, THE RUNN
ERS CHANGE COLOUR AS THEY GO A
LONG. IF YOU CAN GUESS WHAT COLO
UR THE WINNER WILL BE AT THE END
```

```
YOU WIN £20 EXTRA."
```

```
24 PRINT "IF YOU WIN YOU GET
DOUBLE THE BET. IF YOU PICK
THE CORRECT COLOUR YOU GET £20
EXTRA" AT 21,10: FLASH 1: "HIT A
KEY": PAUSE 0
```

```
25 LET A=50: LET D=1
26 PAPER 1: BORDER 1: INK 7: C
LS
```

```
27 PRINT AT 0,0: "YOU HAVE £" A
": PRINT AT 2,0: "RACE " D
```

```
28 FOR C=4 TO 21 STEP 3
29 PRINT AT C,0: INK 5: "-----
NEXT
```

```
C
30 DIM a(6)
31 PRINT AT 3,0: INK 3: BRIGHT
```

**R**ACE TRACK was written for the 16K Spectrum by Lyndon Price, aged 14, of Cwmbran, Gwent. You have £50 to bet on the athlete you think will win a race. You also have a chance to win £20 extra by predicting the colour the winning athlete will be at the finishing line.



```
1: "1" "2" "3" "4" "5" "6"
"6"
```

```
40 INPUT "HOW MUCH DO YOU BET
? (1-20)": E: IF E<1 OR E>21 OR E
>A THEN GO TO 40:
```

```
41 PRINT AT 0,0: "YOU NOW HAVE
£" A: INPUT "ON WHICH RUNNER (1-6)": H: IF H>6 OR H<1 THEN GO
TO 41
```

```
42 INPUT "FINISHING COLOUR (2-7)": I: IF I<2 OR I>7 THEN GO TO
42
```

```
43 PRINT AT 0,19: "RUNNER " H: A
T 1,19: "COLOUR " I: AT 2,19: "BET
£" E
```

```
51 PRINT AT 2,0: "RACE " D
330 LET D=INT (RND*6+1)
340 BEEP .02,RND*40: LET a(D)=a
(D)+1
```

```
350 LET F=INT (RND*6+2): PRINT
AT 3*0,a(D): INK F: "a"
```

```
360 IF a(D)<29 THEN GO TO 330
375 BEEP .5,-10: PRINT AT 21,0:
"WINNER " D: "HIS COLOUR WAS " I
```

```
376 IF D=H THEN LET A=A+E
377 IF F=I THEN LET A=A+20
378 IF D>H THEN LET A=A-E
```

```
379 BRIGHT 1: IF A<1 THEN PAUS
E 100: CLS: PRINT AT 10,9: FLAS
H 1: "YOUR SKINT": GO TO 9999
```

```
380 LET D=D+1: IF D=4 THEN PAU
SE 100: GO TO 400
```

```
399 PAUSE 140: GO TO 26
400 CLS: PRINT "YOU HAVE A TOT
AL OF £" A: "YOU ONLY NEEDED £
" 135-A: "MORE THEN YOU COUL
D HAVE WON SOME GOLD": IF A>135
THEN GO TO 500
```

```
499 GO TO 9999
500 PAUSE 200: FOR W=-10 TO 50
STEP .5
```

```
501 BEEP .009,W
502 NEXT W: BEEP 1,30
503 CLS: PRINT "AS WELL AS THE
MONEY YOU HAVE ALSO WON SOME
GOLD": INK 6: "bbbbbbbbbbbbbb"
```

```
504 PAUSE 200: FOR x=1 TO 30
505 PAUSE 4: PRINT AT 15,x: "c"
506 NEXT x
```

```
507 FOR v=15 TO 1 STEP -1
508 PAUSE 4: PRINT AT V,31: "c":
AT V+1,31: "": NEXT V
```

```
510 FOR W=30 TO 19 STEP -1
511 PRINT AT 1,W: "c"
512 NEXT W
```

```
513 GO TO 9999
9889 CLS: BEEP 2,30: PRINT AT 1
0,10: FLASH 1: "STOP THE TAPE": P
AUSE 200: RUN
```

```
9999 INPUT "AGAIN ? (y/n)": w#: I
F w#="y" OR w#="Y" THEN GO TO 2
5
```



# YES AND NO

ASK THE COMPUTER a question which is answerable with Yes or No and it will reply using one of a possible 25 answers it is storing. The answers to questions can often be amusing and seem appropriate.

Yes & No was written for the 16K Spectrum by W Mansell of Biggin Hill, Kent.



```

1 GO SUB 1000
5 INPUT A$
6 PRINT INK 6;A$
7 GO TO INT ((RND*33)*10)+10
10 PRINT "Yes, When I'm UP a gum tree": GO TO 5
20 PRINT "Yes, Of course!": GO TO 5
30 PRINT "Yes, But only Sometimes": GO TO 5
40 PRINT "Yes, Always": GO TO 5
50 PRINT "No, Never": GO TO 5
60 PRINT "How dare you!": GO TO 5
70 PRINT "You've got a cheek!!": GO TO 5
80 PRINT "No": GO TO 5
90 PRINT "Only in bed": GO TO 5
100 PRINT "Yes, In the bath": GO TO 5
110 PRINT "No, Of course not": GO TO 5
120 PRINT "Yes": GO TO 5
130 PRINT "What do you mean": GO TO 5
140 PRINT "No, Certainly not!!": GO TO 5
150 PRINT "Yes": GO TO 5
160 PRINT "When I feel like it": GO TO 5
170 PRINT "No": GO TO 5
180 PRINT "Yes": GO TO 5
190 PRINT "No": GO TO 5
200 PRINT "Yes": GO TO 5
210 PRINT "Yes": GO TO 5
220 PRINT "No": GO TO 5
230 PRINT "Not really": GO TO 5
240 PRINT "How do I know?": GO TO 5

```

```

250 PRINT "I certainly hope so!": GO TO 5
260 PRINT "Only after eight": GO TO 5
270 PRINT "I don't know": GO TO 5
280 PRINT "No way!": GO TO 5
290 PRINT "Pardon": GO TO 5
300 PRINT "Not Today": GO TO 5
310 PRINT "Not at the moment": GO TO 5
320 PRINT "Maybe tomorrow": GO TO 5
330 PRINT "You should be shot saving things like that!!": GO TO 5
340 GO TO 5
1000 INK 4: PAPER 0: BORDER 0: CLS: PRINT TAB 12; INK 3; "YES&NO"
1100 PRINT AT 6,3; INK 7; "This Program enables me (The ZX Spectrum) to talk to you": AT 9,3; INK 4; "All you have to do is ask me a question that is answerable by yes or no and I will answer you with over 25 different answers enabling me to talk to you!!!!"
1200 PRINT INK 1; AT 18,2; "PRESS ENTER TO START": PAUSE 0: CLS: PRINT INK 3; "PLEASE ASK ME SOME QUESTIONS": POKE 23609,50: RETURN

```



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```

1 REM "FISH"
2 PRINT AT 13,0;"YOU ARE THE
FISH ""U"" AND YOU HAVE TO CA
TCH THE FOOD ""*"" AS IT FALLS.
YOU MOVE LEFT WITH ""1"" AND RI
GHT WITH ""0"". GOOD LUCK."
5 PRINT AT 20,5;"PRESS ANY KE
Y TO START"
10 PRINT AT 9,8;""
15 PRINT AT 10,8;"FEED THE FIS
H"
20 PRINT AT 11,8;""
25 PAUSE 4E4
30 CLS
35 PRINT AT 21,11;"";A
T 20,10;"";AT 19,9;"";
";AT 17,7;"";
AT 16,6;"";
15,5;"";AT
40 PRINT AT 13,5;"";
";AT 12,5;"";
";AT 11,5;"";
";AT 9,6;"";
";AT 8,5;"";
";AT 10,5;"";
50 FOR A=12 TO 15
60 PRINT AT A,6;"";
";AT 16,7;"";
";AT 17,8;"";
";AT 18
,9;"";AT 19,10;"";
";AT 20,11;"";

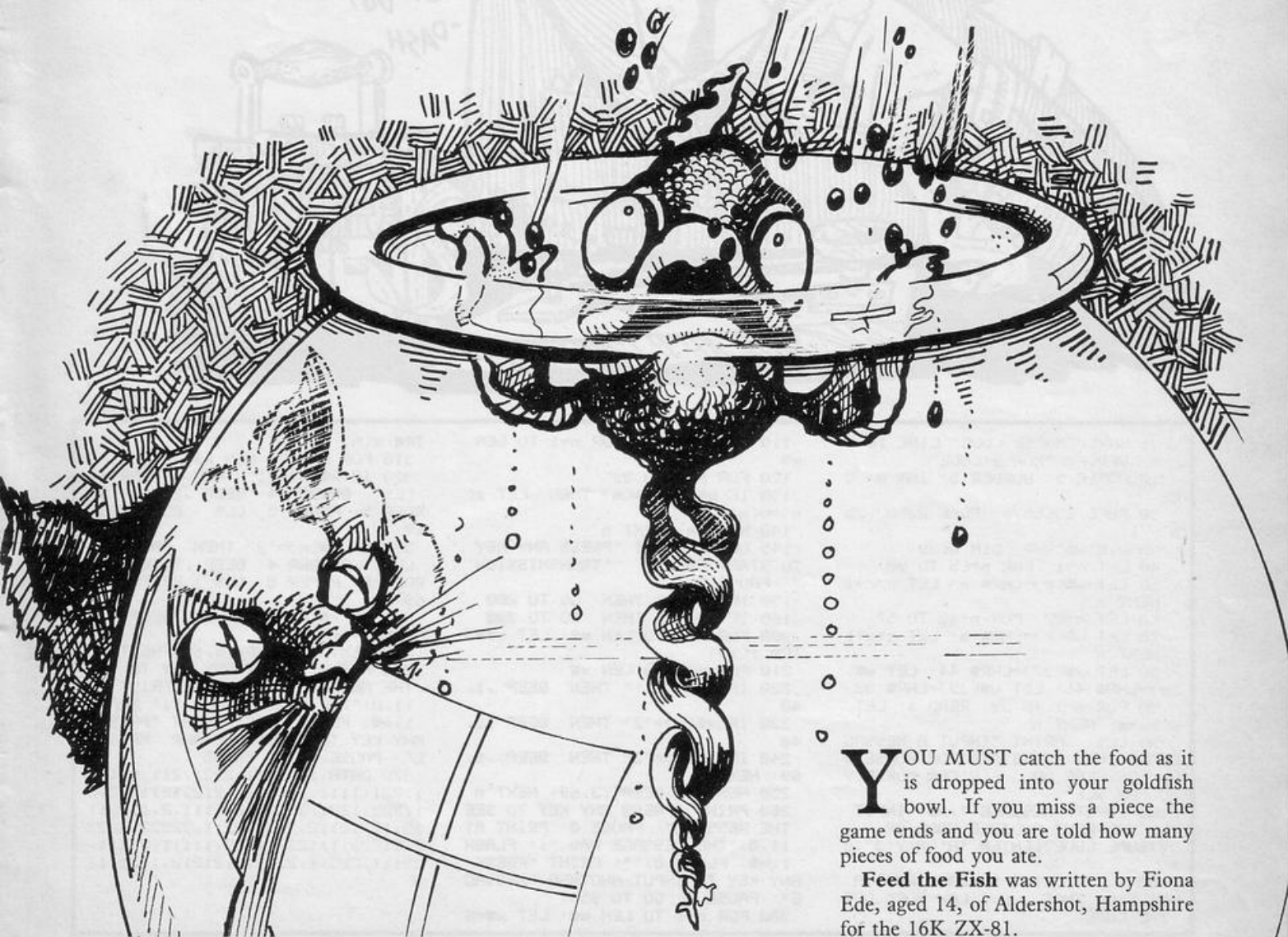
```

```

70 NEXT A
80 LET G=13
85 LET U=0
100 LET Z=INT (RND*15+7)
110 LET X=0
120 PRINT AT X,Z;"*";AT X-1,Z;"
125 PRINT AT 13,G;"U"
130 IF INKEY$="1" THEN LET G=G-
135 IF INKEY$="0" THEN LET G=G+
140 LET X=X+1
150 IF X=13 AND Z=G+1 THEN LET
U=U+1
160 IF X=13 AND Z<>G+1 THEN GOT
O 200
170 IF X=14 THEN PRINT AT X-1,Z
;"*";AT X-2,Z;"
180 IF X=14 THEN GOTO 100
190 GOTO 120
200 PRINT AT 0,0;"YOU ATE ";U;"
PIECES OF FOOD."
210 PRINT "DO YOU WANT ANOTHER
GO ?"
220 PRINT " (Y) OR (N)"
230 IF INKEY$="Y" THEN GOTO 260
240 IF INKEY$="N" THEN GOTO 270
255 GOTO 230
260 CLS
265 RUN
270 CLS
275 PRINT AT 10,10;"BYEEE"
280 STOP

```

# FEED THE FISH



**Y**OU MUST catch the food as it is dropped into your goldfish bowl. If you miss a piece the game ends and you are told how many pieces of food you ate.

**Feed the Fish** was written by Fiona Ede, aged 14, of Aldershot, Hampshire for the 16K ZX-81.



# MORSE CODE

**M**ORSE CODE was written for the 16K Spectrum by Peter Ford of Swindon, Wiltshire. The program will convert any message you input into Morse Code. You can choose whether you want to hear the message in code or to see it flashed on the screen. Lines 30 to 90 enter the routine which pairs all the letters with the dots and dashes; lines 95 to 100 input the variables; and lines 105 to 140 convert the message into code.

```

1 SAVE "MORSE CODE" LINE 10
2 VERIFY "MORSE CODE"
10 PAPER 5: BORDER 5: INK 0: C
LS
20 POKE 23658,0: POKE 23609,25
5
30 DIM w$(99): DIM w(99)
40 LET c=1: FOR n=65 TO 90
50 LET w$(c)=CHR# n: LET c=c+1
NEXT n
60 LET c=27: FOR n=48 TO 57
70 LET w$(c)=CHR# n: LET c=c+1
NEXT n
80 LET w$(37)=CHR# 44: LET w$(
38)=CHR# 46: LET w$(39)=CHR# 32
90 FOR n=1 TO 39: READ a: LET
w(n)=a: NEXT n
95 CLS: PRINT "INPUT A MESSAG
E AND THEN STATE 'A' FOR MORSE Y
OU CAN HEAR OR 'V' FOR MORSE Y
OU CAN SEE"
100 INPUT "MESSAGE ";m$: INPUT
"DO YOU WANT AUDIBLE CODE OR
VISUAL CODE? (ENTER 'A' OR 'V') ";c
$
105 CLS: PRINT "PLEASE WAIT A
WHILE SO THAT I CAN WORK OUT
THE CODE"

```

```

110 DIM z(100): FOR n=1 TO LEN
m$
120 FOR m=1 TO 39
130 IF m$(n)=w$(m) THEN LET z(
n)=w(m)
140 NEXT m: NEXT n
145 CLS: PRINT "PRESS ANY KEY
TO START THE 'TRANSMISSION'
": PAUSE 0
150 IF c$="A" THEN GO TO 200
160 IF c$="V" THEN GO TO 300
200 FOR n=1 TO LEN m$: LET x$=S
TR# z(n)
210 FOR m=1 TO LEN x$
220 IF x$(m)="1" THEN BEEP .1,
40
230 IF x$(m)="2" THEN BEEP .3,
40
240 IF x$(m)="3" THEN BEEP .6,
69: NEXT n
250 NEXT m: BEEP .3,69: NEXT n
260 PRINT "PRESS ANY KEY TO SEE
THE MESSAGE": PAUSE 0: PRINT AT
11,0;"THE MESSAGE WAS ";: FLASH
1,m$: FLASH 0:"": PRINT "PRESS
ANY KEY TO INPUT ANOTHER MESSAG
E": PAUSE 0: GO TO 95
300 FOR n=1 TO LEN m$: LET x$=S

```

```

TR# z(n)
310 FOR m=1 TO LEN x$
320 IF x$(m)="1" THEN PAPER 4:
CLS: BORDER 4: BEEP .25,69: BO
RDER 5: PAPER 5: CLS: BEEP .25,
69
330 IF x$(m)="2" THEN PAPER 4:
CLS: BORDER 4: BEEP .75,69: BO
RDER 5: PAPER 5: CLS: BEEP .25,
69
340 IF x$(m)="3" THEN BEEP 1,6
9: NEXT n
350 NEXT m: BEEP .5,69: NEXT n
360 PRINT "PRESS ANY KEY TO SEE
THE MESSAGE": PAUSE 0: PRINT AT
11,0;"THE MESSAGE WAS ";: FLASH
1,m$: FLASH 0:"": PRINT "PRESS
ANY KEY TO INPUT ANOTHER MESSAG
E": PAUSE 0: GO TO 95
370 DATA 12,2111,2121,211,1,112
1,221,1111,11,1222,212,1211,22,2
1,222,1221,2212,121,111,2,112,11
12,122,2112,2122,2211,22222,1222
2,11222,11122,11112,11111,21111,
22111,22211,22221,121212,111111,
3

```

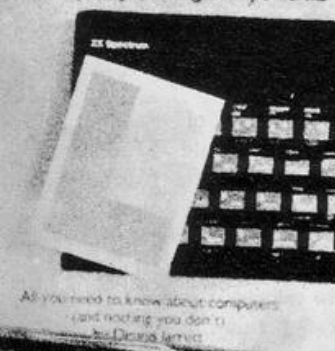




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# SPIDER

```

10 GO SUB 9000
15 BORDER 4
20 PRINT AT 5,7; FLASH 1;"HOW
MANY FLYS CAN ": PRINT AT 7,7; F
LASH 1;"YOUR SPIDER CATCH ?"
25 PRINT AT 14,7;"use keys 5,6
,7&8": PRINT AT 15,7;"to move yo
ur spider"
30 PRINT AT 0,1;"*****"
*****
35 PRINT AT 21,1;"*****"
*****
40 FOR a=0 TO 21
45 PRINT AT a,0;"*": PRINT AT
a,31;"*"
50 NEXT a
55 PAUSE 250
60 LET hs=0
65 LET u=0
70 CLS
75 LET s=-1
80 LET t=500
85 PRINT AT 21,29;hs
90 PRINT AT 21,17;"HIGH SCORE=
"
100 PRINT AT 21,1;"TIME"
110 PLOT 0,0: DRAW 0,175: DRAW
255,0: DRAW 0,-175: DRAW -255,0:

```

```

DRAW 0,8: DRAW 255,0: DRAW 0,15
9: DRAW -255,0
120 PLOT 255,100: DRAW -60,-92:
PLOT 255,115: DRAW -125,-107: P
LOT 255,130: DRAW -235,-122: PLO
T 255,143: DRAW -255,-79: PLOT 2
55,155: DRAW -255,-35
130 PLOT 210,167: DRAW 2,-16: D
RAW 3,-16: DRAW 5,-14: DRAW 8,-1
0: DRAW 16,-14: DRAW 10,-8
140 PLOT 145,167: DRAW 3,-24: D
RAW 8,-28: DRAW 14,-28: DRAW 18,
-24: DRAW 27,-20: DRAW 40,-24
150 PLOT 64,167: DRAW 3,-36: DR
AW 8,-40: DRAW 20,-43: DRAW 32,-
40
190 LET x=3: LET y=29
200 LET b=INT (RND*19)+1
210 LET c=INT (RND*29)+1
220 LET z=INT (RND*4)+1
230 IF z=1 THEN LET b=b+1
240 IF z=2 THEN LET b=b-1
250 IF z=3 THEN LET c=c+1
260 IF z=4 THEN LET c=c-1
270 IF b=0 THEN LET b=1
280 IF b=21 THEN LET b=20
290 IF c=-1 THEN LET c=0
300 IF c=32 THEN LET c=31

```

**Y**OU PLAY the part of a spider and have to trap as many flies as you can in the time allowed. The flies are trapped in the web and you must use the cursor keys to catch them. **Spider** was written for the 16K Spectrum by A Culling of Barton Turf, Norwich.

The user-defined graphic in lines 30 and 390 is a graphic A and in lines 45 and 6050 it is a graphic B.

```

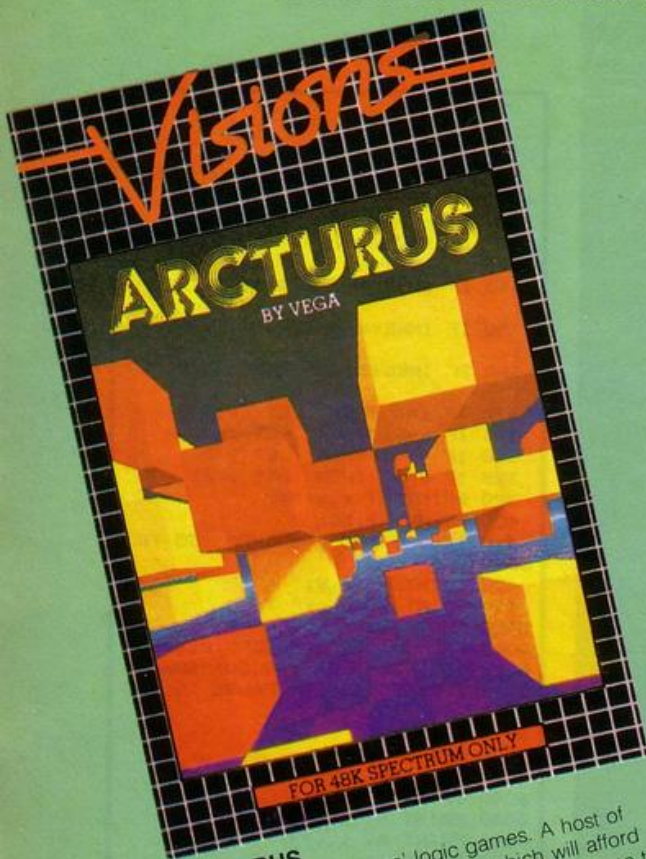
310 PRINT AT b,c;"*"
315 PRINT AT 21,6;t;" ": LET t
=t-1
320 IF t=-1 THEN GO TO 7000
330 IF INKEY$="7" THEN LET x=x
-1
340 IF INKEY$="6" THEN LET x=x
+1
350 IF INKEY$="5" THEN LET y=y
-1
360 IF INKEY$="8" THEN LET y=y
+1
370 IF x=0 THEN LET x=1
375 IF x=21 THEN LET x=20
380 IF y=-1 THEN LET y=0
385 IF y=32 THEN LET y=31
390 PRINT AT x,y;"*"
400 BEEP .02,50
410 IF x=b AND y=c THEN GO TO
6000
420 PRINT AT x,y;" "
430 PRINT AT b,c;" "
5000 GO TO 220
6000 FOR j=1 TO 4: BEEP .02,20:
BEEP .02,40: BEEP .02,20: BEEP .
02,40: BEEP .02,20: PAUSE 15: NE
XT j
6010 LET s=s+2
6020 LET u=u+1
6030 IF u>hs THEN LET hs=u
6040 IF u=15 THEN GO TO 8000
6050 PRINT AT 0,s;"*"
6060 PRINT AT x,y;" "
6070 GO TO 110
7000 BEEP 2,10
7010 CLS
7020 IF u>hs THEN PRINT AT 2,7
; FLASH 1;"HIGHEST SCORE"
7030 PRINT AT 5,7;"YOU SCORED
FLYS"
7040 PRINT AT 10,7;"HIGH SCORE="
7050 PRINT AT 5,18;u
7060 PRINT AT 10,19;hs
7070 PRINT AT 15,2;"press any ke
y for another go"
7080 PAUSE 0: PAUSE 0: PAUSE 0
7090 GO TO 65
8000 BEEP 2,10
8010 CLS
8020 PRINT AT 5,8; FLASH 1;"CONG
RATULATIONS"
8030 PRINT AT 7,3;"YOU SCORED MA
XIMUM POINTS"
8040 PRINT AT 15,7; FLASH 1;"HIG
H SCORE="
8050 PRINT AT 15,19; FLASH 1;u
8060 PRINT AT 18,2;"press any ke
y for another go"
8070 PAUSE 0: PAUSE 0: PAUSE 0
8080 GO TO 65
9000 FOR k=1 TO 2: FOR n=0 TO 7:
READ a: POKE USR (CHR$ (143+k))
+n,a: NEXT n: NEXT k
9010 DATA BIN 10011001,BIN 01000
010,BIN 10111101,BIN 01111110,BI
N 01111110,BIN 10100101,BIN 0100
0010,BIN 10000001
9020 DATA BIN 10000000,BIN 01100
000,BIN 00010000,BIN 11110110,BI
N 11111110,BIN 00111001,BIN 0101
0100,BIN 10010010
9030 RETURN

```



# PLAY THE

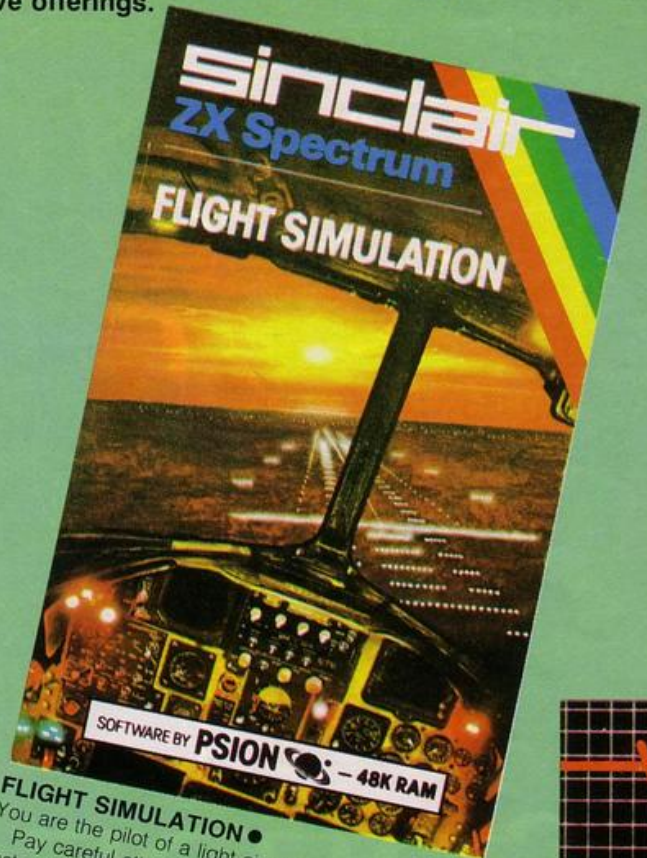
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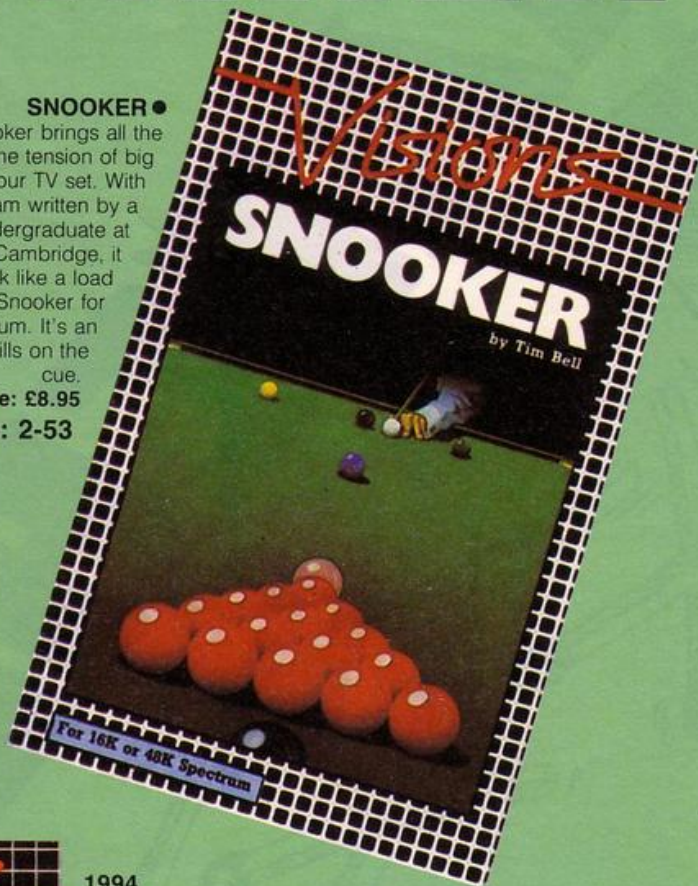
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## 1994

The game has eight screens which get progressively more difficult. The object of the game is to take Smiffy from Screen 1 to Screen 8 and to get to and from each screen you must pick up the key which lies within the screen that will open the exit door. The hazards include stepping onto and off, up and down lifts going over droids and avoiding plasma bolts that are constantly being fired at you. For the Spectrum 48K.

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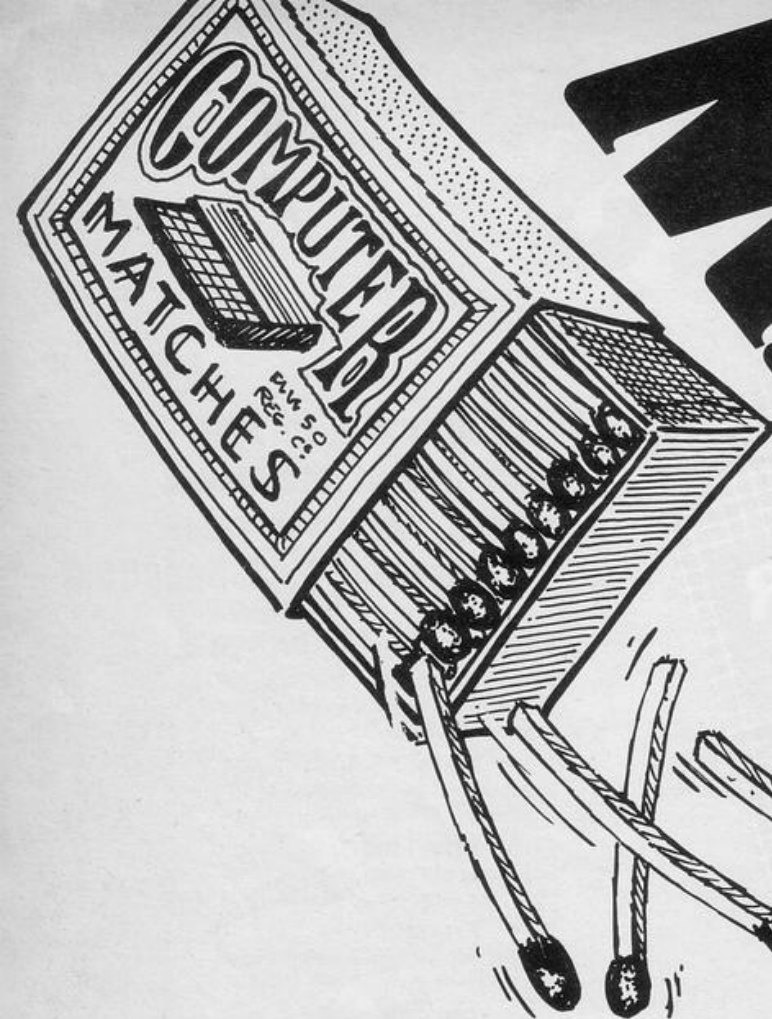
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# MATCHES

```

2 DIM A(23)
3 FOR A=1 TO 23
4 LET A(A)=1
5 NEXT A
10 PRINT AT 10,12;"MATCHES"
15 PAUSE 100
17 CLS
20 LET N=23
47 GOSUB 300
50 PRINT AT 8,0;"THERE ARE ";N
;" MATCHES LEFT"
57 PRINT AT 10,0;"HOW MANY DO
YOU TAKE AWAY (1,2,3)"
60 INPUT J
70 IF (J=1)+(J=2)+(J=3) THEN G
OTO 80
75 PRINT AT 12,9;"*INVALID NUM
BER*"
77 PAUSE 100
78 PRINT AT 12,9;"
"
79 GOTO 50
80 LET N=N-J
90 GOSUB 600
120 IF N=4 THEN GOTO 1000
122 IF N=3 THEN GOTO 1050
124 IF N=2 THEN GOTO 1100
126 IF N=23 THEN GOTO 1150
128 IF N=1 THEN GOTO 800
130 IF N<=0 THEN GOTO 820
132 LET Z=4-J
150 PRINT AT 8,0;"ZX81 REMOVE "
;Z;" MATCHES"
155 PAUSE 100
160 LET N=N-Z
170 LET J=Z
180 GOSUB 600
190 IF N=1 THEN GOTO 820
200 GOTO 50
300 FAST
305 PRINT "THE PLAYER STUCK UIT
THE LAST MATCH LOSES
"
310 PRINT AT 14,0;"
"
320 FOR F=15 TO 21
330 PRINT AT F,0;" ";AT F,24;"
"
340 NEXT F
350 PRINT AT 21,0;"
"
490 FAST
495 LET X=2
500 FOR U=1 TO 23
510 FOR Y=3 TO 12
520 PLOT X,Y
525 NEXT Y
530 LET X=X+2
540 NEXT U
545 SLOW

```

```

550 GOTO 120
560 RETURN
600 FOR Z=1 TO J
605 LET X=2
610 FOR G=1 TO 23
615 IF A(G)=0 THEN GOTO 650
620 FOR Y=3 TO 12
621 UNPLOT X,Y
622 NEXT Y
625 LET A(G)=0
626 GOTO 690
650 LET X=X+2
655 NEXT G
690 NEXT Z
700 RETURN
800 PRINT AT 17,2;"YOU WON"
810 STOP
820 PRINT AT 17,2;"YOU LOST"
821 PRINT AT 17,2;"YOU LOST"
830 STOP
1000 LET Z=3
1010 GOTO 150
1050 LET Z=1
1060 GOTO 150
1100 LET Z=1
1110 GOTO 150
1150 LET Z=2
1160 GOTO 150
1200 SAVE "MATCHES"
1210 RUN

```

**M**ATCHES is a game of strategy between you and the computer. The computer goes first and chooses whether to take one, two or three matches out of the 23 on the table. It is then your turn and you can take up to three matches. The object is for you to make the computer take the last match, which is not very easy.

**Matches** was written for the 16K ZX-81 by Mike Hsieh of Singapore.



# SWAG

```

10 GOTO 40
20 SAVE "SWAG"
30 DIM N$(10,10)
40 DIM L(10)
50 FOR A=1 TO 22
60 PRINT " "
70 NEXT A
100 NEXT A
130 PRINT AT 7,3;" "
140 PRINT TAB 3;" "
150 PRINT TAB 3;" "
160 PRINT TAB 3;" "
170 PRINT TAB 3;" "
180 PRINT AT 21,1;"PRESS ANY KE
190 IF INKEY$="" THEN GOTO 190
200 CLS
210 PRINT TAB 7;"INSTRUCTIONS"
220 PRINT
230 PRINT "THE OBJECT OF THE GA
ME IS CATCH AS MANY FALLING "
" AS YOU CAN."
240 PRINT "YOU HAVE A MAXIMUM O
F 12 " " IN A GAME.YOUR SCORE
WILL BE DISP-LAYED DURING THE G
AME,AND WHEN THE 12 " " HAVE
FALLEN A BONUS WILL BE ADDED."
250 PRINT "IF YOU GET MORE THAN
10 OF THE " " YOU WILL PLAY
AGAIN"
260 PRINT "YOU ARE THE " "
IN THE MIDDLE OF THE SCREEN"
270 PRINT AT 21,2;"PRESS ANY KE
Y TO PLAY GAME"
280 IF INKEY$="" THEN GOTO 280
290 CLS
300 LET S=0
310 CLS
320 LET B=13
330 LET U=0
340 LET X=10
350 FOR M=1 TO 12
360 LET A=INT (RND*29)+1
370 PRINT AT 0,2;"SUG=E";S
380 LET B=B-1
390 PRINT AT 0,20;"BAGS=";B;" "
400 PRINT AT 1,0;" "
410 PRINT AT 2,0;" "
420 PRINT AT 3,0;" "
430 PRINT AT 4,0;" "
440 FOR Y=4 TO 20
450 PRINT AT Y,A;" "
460 LET X=X+(INKEY$="8" AND X<3
1)-(INKEY$="5" AND X>0)
470 PRINT AT 21,X;" "
480 PRINT AT Y,A;" "
490 NEXT Y
500 PRINT AT 21,A;" "
510 IF A<X+2 THEN GOTO 570
520 LET S=S+10
530 LET U=U+1
540 IF U>10 THEN GOTO 310
550 PRINT AT 0,2;"SUG=E";S
560 GOTO 580
570 PRINT AT 21,A;" "
580 NEXT M
590 LET S=S+(S<10)
600 PRINT AT 0,2;"SUG=E";S
610 PRINT AT 0,20;"BAGS=0 "
620 PRINT AT 21,0;"PRESS ANY KE
Y TO SEE HIGH SCORES"
630 IF INKEY$="" THEN GOTO 630
640 CLS
650 FOR J=1 TO 10
660 IF S>=L(J) THEN GOSUB 860
670 IF S>=L(J) THEN GOTO 790
680 NEXT J
690 CLS
700 PRINT "HALL OF FAME-TOP TEN
PLAYERS"
710 PRINT
720 FOR J=1 TO 10
730 PRINT J;TAB 3;L(J);TAB 10;"
";N$(J)
740 NEXT J
750 PRINT AT 21,0;"PRESS ANY KE
Y TO PLAY AGAIN"
760 IF INKEY$="" THEN GOTO 760
770 CLS
780 GOTO 300
790 CLS
800 PRINT "PLEASE ENTER YOUR NA
ME"
810 PRINT "NO LONGER THAN 10 LE
TTERS"
820 INPUT N$(J)
830 IF LEN N$(J)>10 THEN GOTO 7
90
840 LET L(J)=S
850 GOTO 690
860 FOR P=9 TO J STEP -1
870 LET L(P+1)=L(P)
880 LET N$(P+1)=N$(P)
890 NEXT P
900 RETURN

```



**C**ATCH as many of the money bags which fall from the wall as you can, using keys 5 and 8. If you catch all 12 successfully you will receive a bonus. The top 10 scores are listed in the hall of fame.

Swag was written for the 16K ZX-81 by Christopher Marley of Bradford, W. Yorks.





# JUNGLE OF DEATH

**Y**OU ARE FACED with seven perilous jungle scenes, each being slightly more complex than the previous one. The object is to avoid all the hazards of the jungle, such as animal pits and obstructing trees, and to reach the exit on each scene.

The *Jungle of Death* was written for the 16K ZX-81 by Richard Morgan of Stourbridge, West Midlands.

```

5 LET V=PEEK 16396+256*PEEK 1
6397
7 LET SC=0
8 GOSUB 5000
10 FOR H=1 TO 7
11 CLS
12 GOSUB 9000
13 LET T$=""
14 LET T=31
25 LET Z=(V+50)
26 IF PEEK Z=116 THEN STOP
30 POKE Z,CODE "Y"
35 LET I$=INKEY$
40 LET Z=Z+(I$="8")-(I$="5")+
33*(I$="6")-(33*(I$="7"))
45 IF PEEK Z<>0 AND PEEK Z<>CO
DE "Y" THEN GOTO 5000
50 LET T=T-.2
54 GOSUB 900
55 PRINT AT 23,0;T$( TO T)+ "

```

```

60 IF T<1 THEN GOTO 5000
65 GOTO 30
70 NEXT H
100 REM SUBS
110 PRINT
" 000 0 0
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
000 0 0"
120 PRINT "YOU SCORED ";(INT
SC)
130 STOP
900 REM SHELL
905 LET X=V+(RND*700)
910 IF PEEK X<>0 THEN RETURN
920 POKE X,23
930 RETURN
5000 REM INSTRUCTIONS
5005 PRINT TAB 8;"THE JUNGLE OF
DEATH"
5010 PRINT "YOU SHALL BE FA
CED WITH 7
JUNGLE SCENES, EACH
BEING MORE COMPLEX THAN THE
LAST. THE OBJECT IS T
O REACH THE
5020 PRINT "AS YOU TRY TO ESC
APE THERE
WILL BE A CONSTANT B
OMBARDMENT
OF SHELLS (*). THE GA
ME ENDS IF
YOU HIT A TREE OR FA
LL INTO A
BOMB CRATER."
5023 PRINT "(SCORE=10*REMAINING
TIME.)"
5025 PRINT "USE THE CURSOR KEY
S TO MOVE"
5035 PRINT "TAB 11;"
"","PRESS ANY KEY TO START."
5050 IF INKEY$<>"" THEN GOTO 505

```

```

0
5055 IF INKEY$="" THEN GOTO 5055
5060 CLS
5070 RETURN
9000 REM CHECK FOR DEATH
9003 LET O=PEEK Z
9005 IF O>165 THEN LET SC=SC+(10
*H)
9010 IF O>165 THEN GOTO 70
9020 LET A$="";7/*<,+&"
9030 FOR N=1 TO (LEN A$)
9035 POKE Z,CODE A$(N)
9040 NEXT N
9050 PRINT AT 11,11;"GAME OVER"
6100 GOTO 120
9000 REM GRAPHIC
9005 LET A$=""
9010 PRINT A$+A$
9015 FOR N=1 TO 20
9030 PRINT AT N,0;" ";AT N,31;" "
9035 NEXT N
9050 PRINT A$+A$
9060 FOR N=1 TO (H*7)
9070 LET A=INT (RND*25)+3
9080 LET B=INT (RND*17)+1
9090 PRINT AT B,A;" ";AT B+1,A-1
" ";AT B+2,A-2;" ";AT B+3
,A;" "
9100 NEXT N
9101 PRINT AT 21,12;" ";AT 20
,12;" "
9103 PRINT AT 1,15;" "
9105 POKE 16415,0
9110 RETURN
9990 REM SAVE ROUTINE
9995 SAVE "JUNGLE"
9998 RUN

```



# DEPTH CHARGE

**F**IRE DEPTH CHARGES at submarines and torpedos which move along the bottom of the screen. You receive five points for hitting a submarine at either end and 10

points for a midships strike. Torpedos are worth 15 points and you have 12 shots per game.

The Torpedos move at constant speed, whereas the submarines move at

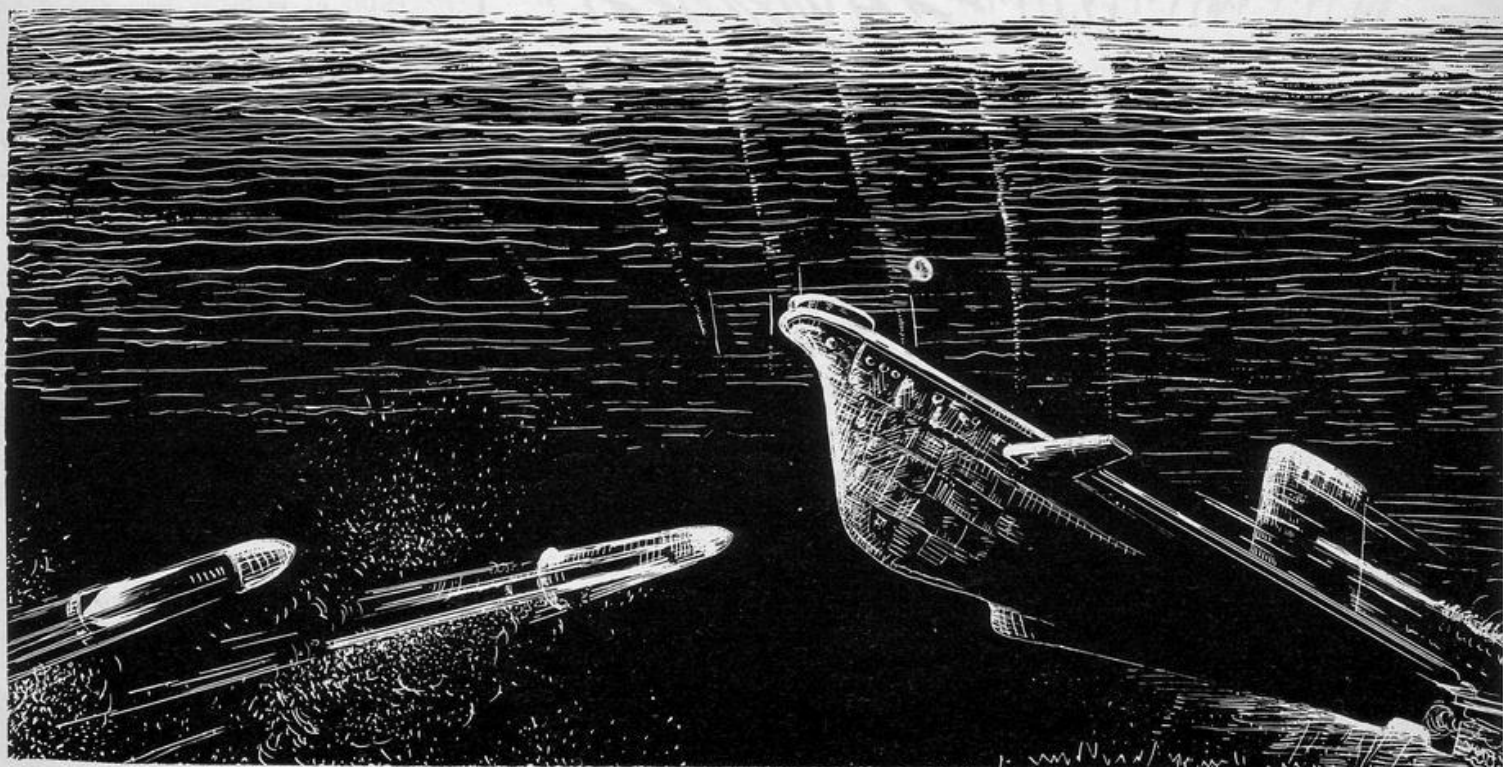
random and at a slower speed. Use key 0 to fire a depth charge.

**Depth Charge** was written for the 16K ZX-81 by Graham Stock of Worcester Park, Surrey.

```

3 LET HS=0
4 LET SC=0
7 PRINT AT 0,2;"SCORE = ";SC
8 PRINT AT 0,17;"HI-SCORE = "
;HS
10 GOTO 390
18 PRINT AT 6,15;"*"
19 PRINT AT 6,15;" "
40 FOR A=5 TO 1 STEP -1
70 PRINT AT A,21-A;"*"
75 PRINT AT A,21-A;" "
80 NEXT A
82 FOR A=2 TO 7
83 PRINT AT A,20;"*";AT A,20;"
"
85 NEXT A
87 FOR A=8 TO 19
89 PRINT AT A,20;" ";AT A,20;"
(isp)"
90 NEXT A
100 LET F=13
110 PRINT AT 20,20;
120 LET Z=PEEK (PEEK 16398+PEEK
16399*256)
130 IF Z<>128 THEN GOTO (Z/3)*8
00+900*(Z=1)+990*(Z=137)
147 PRINT ";AT 20,20;"(isp)"
300 RETURN
390 FOR P=1 TO 12
402 GOSUB 2000
500 IF INT (RND*3)=1 THEN GOTO
600
505 LET Q=2*INT (RND*2)-1
520 FOR X=16-12*Q TO 16+12*Q ST
EP Q
530 PRINT AT 20,X;"(g7:g1:g7)"
532 FOR F=1 TO INT (RND*11)+2
533 IF INKEY#="0" THEN GOSUB 15
534 NEXT F
535 PRINT AT 20,X;"(3*isp)"
540 NEXT X
590 GOTO 650
600 FOR K=1 TO 27
610 PRINT AT 20,K;"(2*gg)"
620 IF INKEY#="0" THEN GOSUB 15
630 PRINT AT 20,K;"(2*isp)"
640 NEXT K
650 NEXT P
660 GOTO 3000
800 LET SC=SC+5
810 GOTO 910
900 LET SC=SC+10
910 PRINT AT 20,X;"(4*isp)"
920 LET X=30*Q
930 GOTO 993
990 PRINT AT 20,15;"(8*isp)"
991 LET K=29
992 LET SC=SC+15
993 IF SC>HS THEN LET HS=SC
994 PRINT AT 0,10;SC
995 PRINT AT 0,28;HS
997 RETURN
2000 FOR F=8 TO 21
2002 PRINT AT F,0;"(32*isp)"
2003 NEXT F
2010 PRINT AT 7,7;"(ga:3*gd:2*ga
:3*gd:ga)"
2020 PRINT AT 6,11;"(gd:ga)"
2030 PRINT AT 5,12;"(ga)"
2040 PRINT AT 4,12;"(g3)"
2060 RETURN
3000 PRINT AT 20,11;"game over"
3005 PAUSE 250
3010 CLS
3020 PRINT AT 11,8;"ANOTHER GO?
(Y/N)"
3030 PAUSE 40000
3040 IF INKEY#<>"Y" THEN STOP
3045 CLS
3050 GOTO 4

```







**Y**OU HAVE to collect sufficient apples to make some **Apple Jack**. As the apples fall from the tree you have to catch them safely in your basket. You lose one of three lives if an apple hits the ground, as it will be too badly-bruised to make the Apple Jack.

Apple Jack was written for the 16K ZX-81 by G Walker of Uxbridge, Middlesex.

# APPLE JACK



```
; "YOU DID NOT REACH HI SCORE"
520 IF SC>HI THEN LET HI=SC
530 PRINT AT 14,5;"DO YOU WISH
ANOTHER GAME ?";AT 16,14;"(Y OR
N)"
540 LET Z#=INKEY#
550 IF Z#<>"Y" AND Z#<>"N" THEN
GOTO 540
560 IF Z#="Y" THEN GOTO 610
570 PRINT AT 21,0;"
"
580 PRINT AT 21,12;"GOOD BYE";A
T 21,12;"good bye"
590 IF INKEY#<>"Y" THEN GOTO 58
0
600 PRINT AT 21,12;"
"
610 FOR Z=7 TO 19
620 PRINT AT Z,5;"
"
630 NEXT Z
640 GOTO 160
650 PRINT AT 7,12;"APPLE JACK"
660 PRINT AT 9,5;"YOU MUST COLL
ECT THE APPLES"
670 PRINT AT 10,5;"WHICH FALL F
ROM THE TREE SO"
680 PRINT AT 11,5;"THAT APPLE J
ACK CAN BE MADE"
690 PRINT AT 13,5;"THEY MUST NO
T HIT THE FLOOR"
700 PRINT AT 14,5;"AS THEY WILL
BE USELESS FOR"
710 PRINT AT 15,5;"MAKING APPLE
JACK"
720 PRINT AT 21,0;"CONTROLS:
(5)LEFT (8)RIGHT"
730 PRINT AT 17,5;"YOU ARE ((gh
)) AND THE APPLES"
740 PRINT AT 18,5;"MUST LAND IN
THE CENTRE."
750 PRINT AT 0,7;"PRESS (P) TO
START"
760 IF INKEY#<>"P" THEN GOTO 76
0
770 PRINT AT 0,7;" APPLE JACK
"
780 GOTO 610
790 CLS
800 PRINT AT 8,10;"APPLE JACK"
810 PRINT AT 10,0;"THE COMPUTER
WILL ENTER FAST"
820 PRINT "MODE FOR FOUR SECOND
S WHILE THE"
830 PRINT "SCREEN LAYOUT FOR TH
E GAME IS"
840 PRINT "PRINTED"
850 PRINT AT 15,7;"PRESS (P) TO
START"
860 IF INKEY#<>"P" THEN GOTO 86
0
870 CLS
880 GOTO 10
890 LET U$="APPLE JACK"
900 SAVE U$
910 GOTO 800
```

```
10 POKE 16418,0
20 LET HI=0
30 FAST
40 FOR Z=3 TO 19
50 PRINT AT Z,0;"(4*isp)"
60 NEXT Z
70 FOR Z=0 TO 31
80 FOR X=1 TO INT (RND*3)+4
90 PRINT AT X,Z;"(gh)"
100 NEXT X
110 NEXT Z
120 PRINT AT 20,0;"(32*g7)"
130 PRINT AT 22,0;"(32*g6)"
140 SLOW
150 GOTO 650
160 LET SC=0
170 LET LI=3
180 PRINT AT 21,0;"SCORE: 0 "
190 PRINT AT 21,11;"LIVES:"
200 LET A$="( gh )"
210 PRINT AT 21,17;A$;AT 21,22;
A$;AT 21,27;A$
220 LET A=19
230 LET B=15
240 LET AP=INT (RND*22)+6
250 LET B$="(gh)"
260 FOR Z=4 TO 18
270 PRINT AT Z,AP;
280 LET C$=CHR$ PEEK (PEEK 1639
B+256*PEEK 16399)
290 IF C$<>"(gh)" THEN LET B$="
0"
300 PRINT AT A,B;A$;AT Z,AP;B$;
AT Z,AP;C$
310 LET B=B+(INKEY#="8" AND B<2
7)-(INKEY#="5" AND B>4)
320 NEXT Z
330 IF B+2=AP THEN LET SC=SC+1
340 IF B+2<>AP THEN GOSUB 370
350 PRINT AT 21,7;SC
360 GOTO 240
370 LET LI=LI-1
380 LET DE=LI*5+18
390 PRINT AT 21,DE;" "
400 IF LI<>0 THEN RETURN
410 LET E$="OUT OF LIVES "
420 LET C=1
430 FOR Z=30 TO 18 STEP -1
440 PRINT AT 21,Z;E$(1 TO C)
450 IF Z>18 THEN LET C=C+1
460 NEXT Z
470 PRINT AT 8,5;"HI SCORE :";H
I
480 PRINT AT 10,5;"YOUR SCORE :
";SC
490 IF SC>HI THEN PRINT AT 12,5
;"YOU HAVE BEATEN HI SCORE"
500 IF SC=HI THEN PRINT AT 12,5
;"YOU EQUALLED HI SCORE"
510 IF SC<HI THEN PRINT AT 12,5
```



# CALENDAR

```

1 PRINT "ABCDE"
2 PRINT "KKKFF"
10 PRINT "INPUT YEAR, MONTH AN
D DAY"
20 INPUT A$
25 LET B$=A$
30 INPUT B
40 INPUT C
50 LET A=VAL A$(3 TO 4)
60 LET A=A+INT (A/4)+C
70 IF INT (VAL A$/100)=17 THEN
LET A=A+4
80 IF INT (VAL A$/100)=18 THEN
LET A=A+2
90 IF VAL A$/4=INT (VAL A$/4)
AND B<=2 THEN LET A=A-1
100 LET A$="144025036146"
110 LET A=A+VAL A$(B)
120 LET A=A/7
130 LET A=A-INT A
140 LET A=A*7
150 LET A$="SATSUMONTUEWEDTHU
FI"
160 PRINT AT 1,0;A$(1+A*3 TO 1+
A*3+2);" "C;" "B;" "B$
161 PRINT AT 10,0;"N/L TO RUN"
165 INPUT Z$
167 CLS
170 RUN

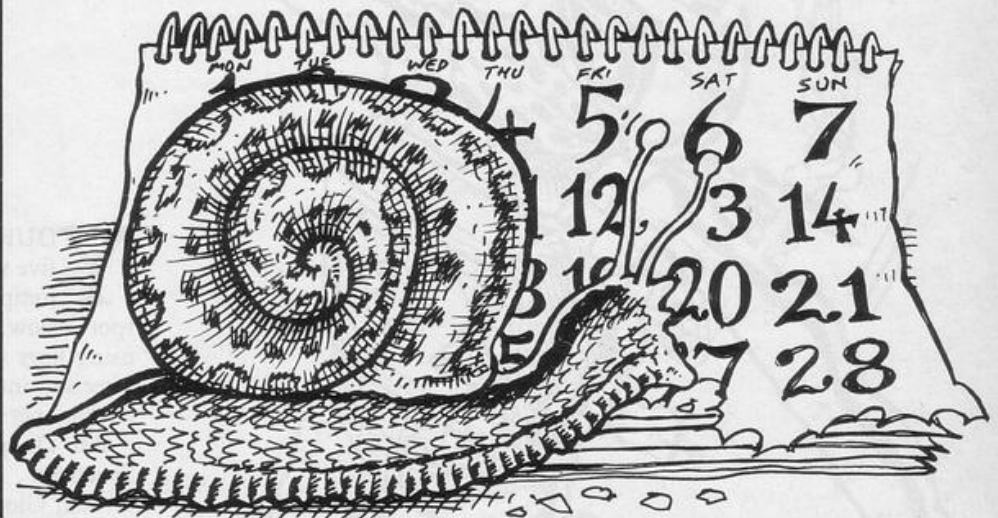
```

USING this program you can find on which day a certain date lies.

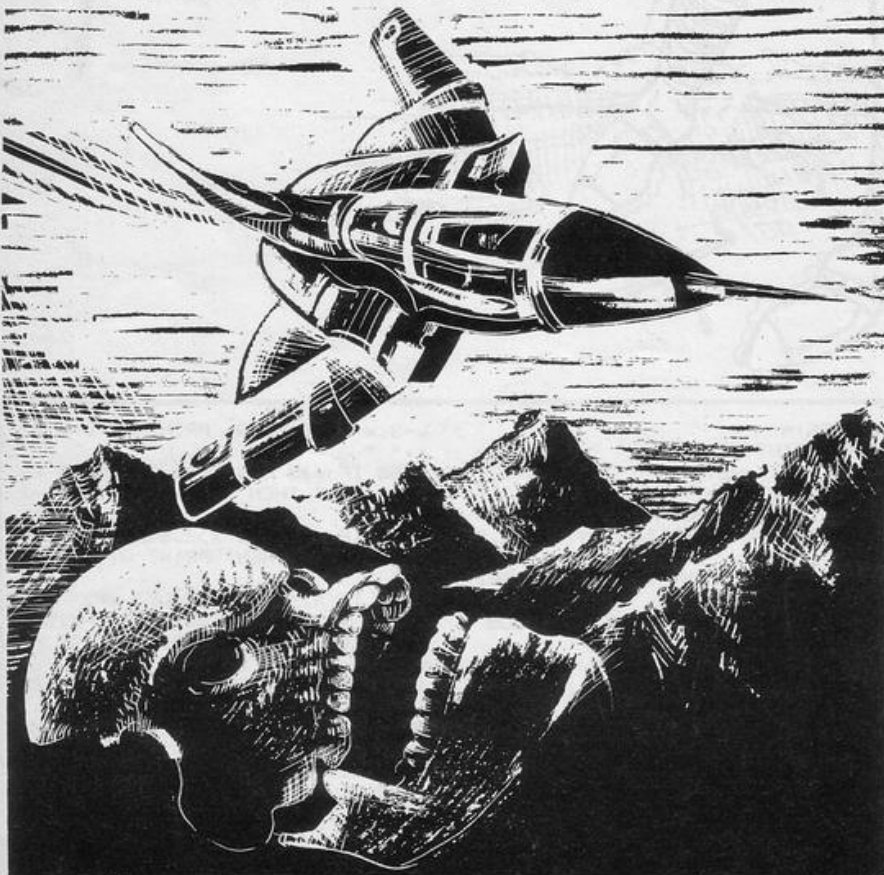
Input the year, month and date and the computer will tell you the day

of the week on which that particular date fell.

Calendar was written for the 1K ZX-81 by Colin Robinson, aged 15, of Clackmannanshire, Scotland.



## VALLEY OF DEATH



FLY YOUR AIRCRAFT through the Valley of Death, steering clear of the walls. You can weave in and out but if you crash you lose one of three lives. You must score 500 to reach the end. Written for the 1K ZX-81 by Matthew Everett, aged 10, of Kidderminster, Worcs.

```

1 REM "VALLEY"
5 LET P=3
10 LET S=0
20 LET X=12
30 LET Y=8
40 PRINT AT 13,X;"U"
50 PRINT AT 13,Y;"B"; AT 13,Y+8
;"B"
60 LET X=X+(INKEY$="5" AND X<3
2)-(INKEY$="5" AND X>0)
70 IF X=Y OR X=Y+8 THEN LET P=
P-1
75 IF P=0 THEN GOTO 200
80 LET S=S+1
90 LET L=INT (RND*2)
100 LET Y=Y+(L=0 AND Y<23)-(L=1
AND Y>8)
110 SCROLL
120 IF S=499 THEN GOTO 140
130 GOTO 40
140 PRINT "YOU MADE IT"
150 PAUSE 200
160 CLS
170 GOTO 5
200 PRINT "CRASH, SCORE=";S
210 GOTO 150

```



# AIR



**Y**OUR AEROPLANE contains five women, each of whom must jump to safety on the landing spot below. Guide each parachutist, using keys O and P, and taking wind direction into account, to land as close to that spot as possible.

**Air Drop** was written for the 16K Spectrum by Simon Housden of Stroud, Gloucestershire.

```

5 GO SUB 9000
10 LET P=32: LET X=15: LET Y=4
LET S=0: LET HS=0: LET M=5
20 BORDER 2: INK 1: PAPER 6: C
LS
30 PRINT "DO YOU NEED INSTRUCT
IONS? (Y/N)"
35 IF INKEY$="" THEN GO TO 35
40 IF INKEY$="Y" THEN GO SUB
9200
99 CLS
100 FOR N=0 TO 31: PRINT AT 1,N
;"(198)";AT 21,N;"(198)": NEXT N
FOR N=2 TO 20: PRINT AT N,0;"(
198)";AT N,31;"(198)": NEXT N
120 PRINT AT 0,1;"SCORE:";AT 0,
13;"HIGH:";AT 0,24;"MEN:"
140 PRINT AT 19,14;"m9n";AT 20,
14;"orp"
160 LET R=INT (RND*2)
1000 PRINT AT 0,7;S;AT 0,18;HS;A

```

```

T 0,28;M
1010 PRINT AT Y,X-1;" ";AT Y-1,X
-1;" ";AT Y-2,X-1;" ";AT Y,X+2;"
";AT Y-1,X+2;" ";AT Y-2,X+2;" "
1020 IF P=32 THEN GO SUB 2000
1030 IF R=0 THEN LET W=(RND*0.9
)
1060 IF R=1 THEN LET W=-(RND*0.
9)
1100 IF INKEY$="P" THEN GO SUB
3000
1110 IF INKEY$="O" THEN GO SUB
4000
1200 PRINT AT Y,X;"k1";AT Y-1,X;
"1j";AT Y-2,X;"gh"
1210 IF Y>4.5 AND X>2 THEN PRIN
T AT Y-3,X-1;" "
1222 IF Y>4.5 AND X<29 THEN PRI
NT AT Y-3,X;" "
1300 BEEP .005,W*10
1330 IF Y>5 AND X>1.5 AND ATTR (

```

```

Y-3,X-1)>? THEN PRINT AT Y-3,X-
1;" "
1360 IF Y>5 AND X<20 AND ATTR (Y
-3,X+2)>? THEN PRINT AT Y-3,X+2
;" "
1370 IF Y>5 AND X>2.5 AND ATTR (
Y-3,X-2)>? THEN PRINT AT Y-3,X-
2;" "
1400 IF X>20 THEN LET X=2: PRI
NT AT Y,28;" (198)";AT Y-1,28;
" (198)";AT Y-2,28;" (198)";
AT Y-3,28;" (198)"
1410 IF X<2 THEN LET X=20.5: PR
INT AT Y,0;"(198) " ;AT Y-1,0;"
(198) " ;AT Y-2,0;"(198) " ;AT
Y-3,0;"(198) "
1500 LET X=X+W
1000 IF Y>10 THEN GO TO 8000
1900 LET Y=Y+.2
1999 GO TO 1000
2000 LET P=P-1

```

# DROP

```

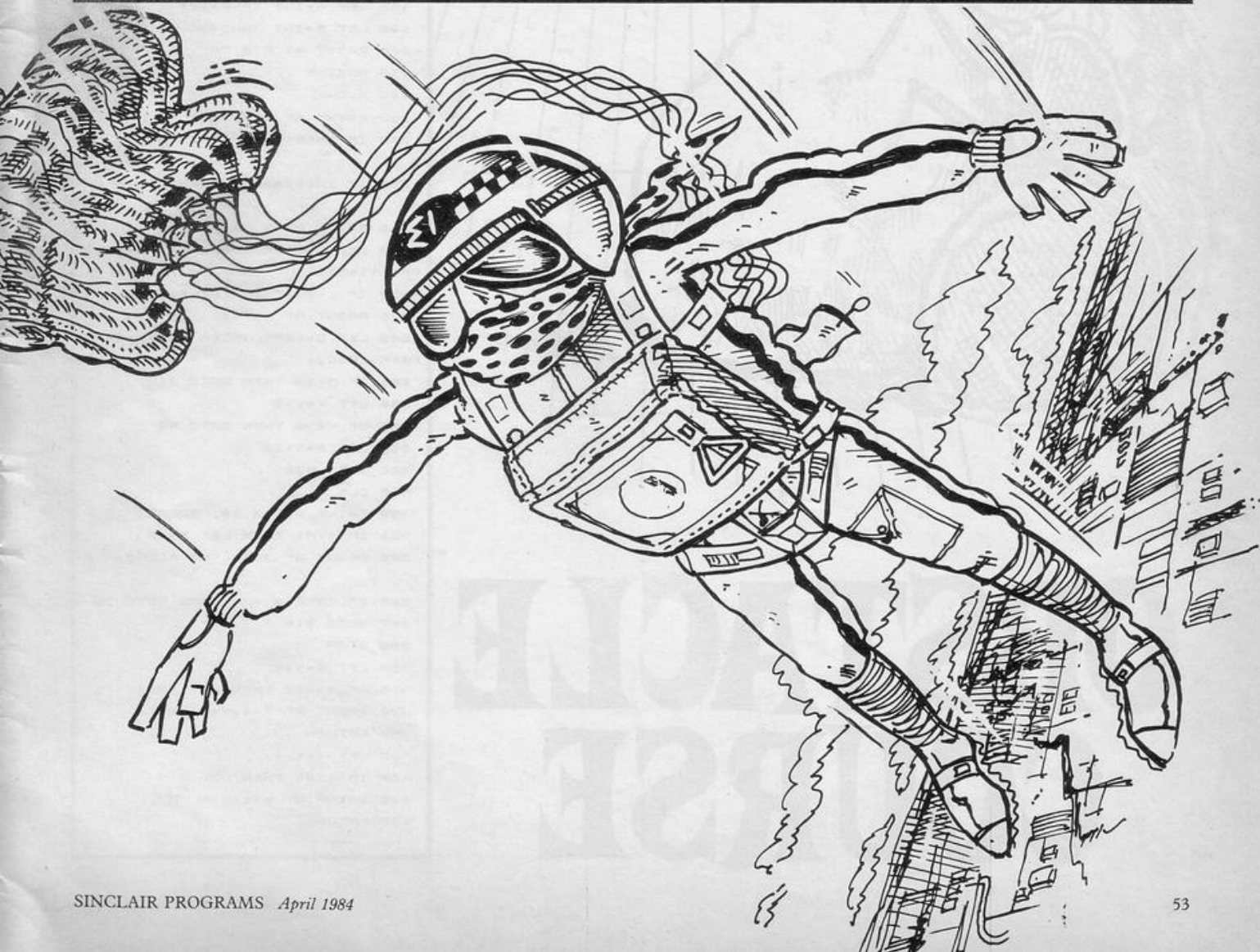
9100 DATA 4,4,0,0,16,16,32,32
9110 DATA 2,2,1,1,0,0,1,3
9120 DATA 64,64,128,128,128,128,
128,0
9130 DATA 0,0,7,28,113,199,159,1
91
9140 DATA 0,0,224,56,142,227,249
,253
9150 DATA 191,159,199,113,28,7,0
,0
9160 DATA 253,249,227,142,56,224
,0,0
9170 DATA 0,255,129,60,255,255,2
55,255
9180 DATA 255,255,255,255,60,129
,255,0
9199 RETURN
9200 BORDER 4: PAPER 6: INK 0: C
LS
9210 PRINT TAB 10;"PARACHUTING"
9220 PRINT : PRINT TAB 4;"Five p
arachutists jump from a plane, on
e at a time. You control th
e direction in which each one f
alls. You have to guidethem to th
e ground and land them as close t
o the spot as possible. P
oints are gained by how close
to the spot you land them."
9240 PRINT TAB 4;"A random wind
factor is involved and you a
re not told the direction the wi
nd is from."
9260 PRINT : PRINT TAB 14;"KEYS"
9280 PRINT : PRINT TAB 6;"G...LE
FT, P...RIGHT"
9300 PRINT AT 21,5;"PRESS ANY KE
Y TO START"
9400 PAUSE 0: CLS : RETURN

```

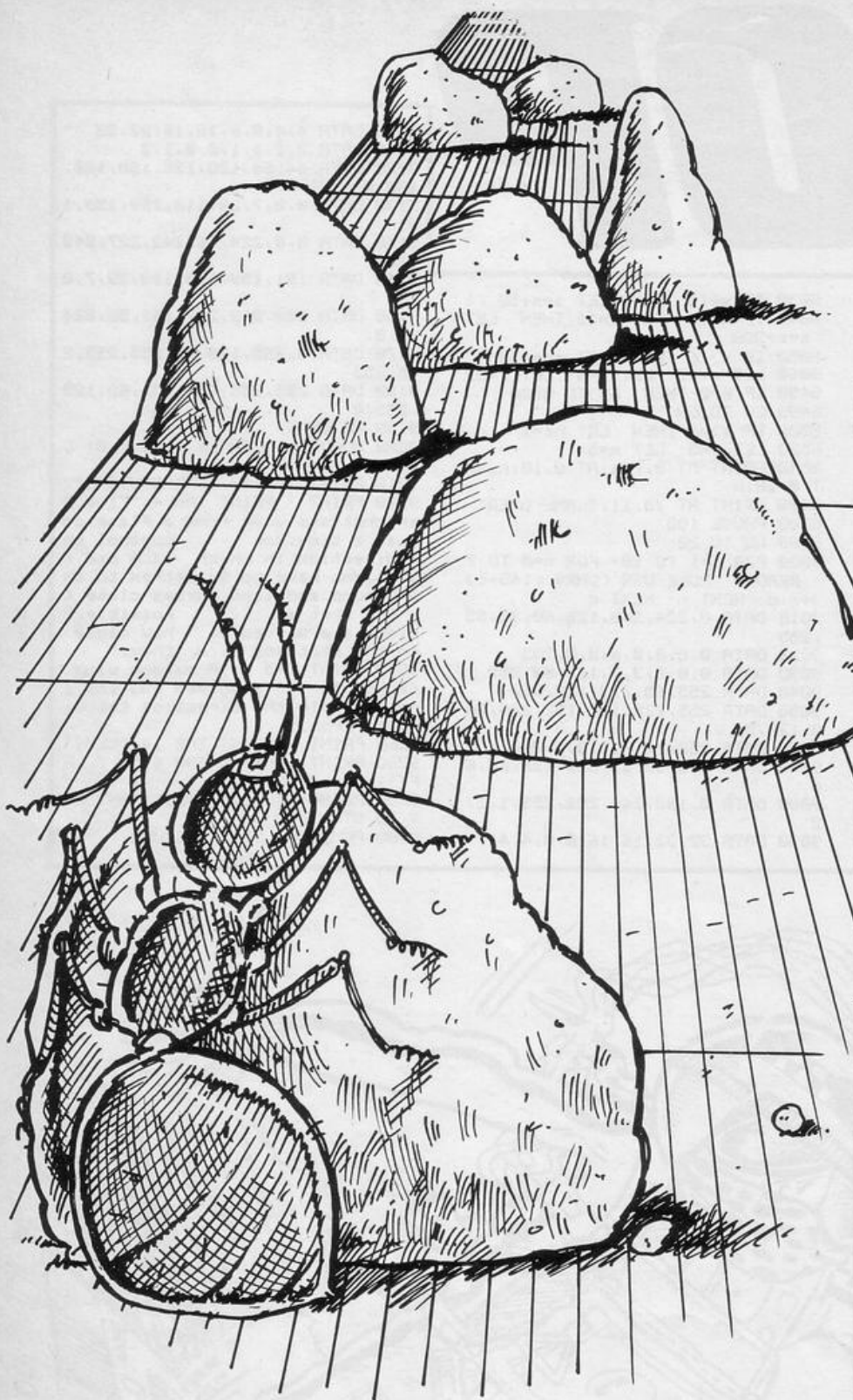
```

2005 BEEP .006,10
2010 IF P<=30 AND P>=1 THEN PRI
NT AT 2,P;"a";AT 3,P;"d"
2020 IF P<=29 AND P>=0 THEN PRI
NT AT 2,P+1;"b";AT 3,P+1;"e"
2030 IF P<=28 AND P>=-1 THEN PR
INT AT 2,P+2;"c";AT 3,P+2;"f"
2040 IF P<=27 AND P>=-2 THEN PR
INT AT 2,P+3;" ";AT 3,P+3;" "
2050 IF P<=-2 THEN RETURN
2060 IF P=14 THEN PRINT AT 4,P+
1;"k!"
2070 IF P=12 THEN PRINT AT 2,P+
3;"g!";AT 3,P+3;"j!"
2100 GO TO 2000
3000 LET X=X+.5
3010 PRINT AT Y,X-.5;" ";AT Y-1,
X-.5;" ";AT Y-2,X-.5;" "
3999 RETURN
4000 LET X=X-.5
4010 PRINT AT Y,X+1.5;" ";AT Y-1
,X+1.5;" ";AT Y-2,X+1.5;" "
4999 RETURN
8000 LET M=M-1
8010 IF X>=13.5 AND X<=15 THEN
LET S=S+600: FOR N=30 TO -30 STE
P -1: BEEP .005,N: NEXT N: FOR N
=-30 TO 30: BEEP .009,N: NEXT N
8020 IF X<13.5 AND X>=13 THEN L
ET S=S+300
8030 IF X<13 THEN LET S=S+50
8040 IF X>15 AND X<=16 THEN LET
S=S+300
8050 IF X>16 THEN LET S=S+50
8060 LET X=15: LET Y=4: LET P=32
8450 IF M=0 THEN GO TO 8500
8499 GO TO 99
8500 IF S>HS THEN LET HS=S
8520 LET S=0: LET M=5
8540 PRINT AT 0,7;S;AT 0,10;HS;A
T 0,20;M
8600 PRINT AT 10,11;"GAME OVER"
8700 PAUSE 100
9999 GO TO 20
9000 FOR C=1 TO 10: FOR N=0 TO 7
: READ D: POKE USR (CHR$ (143+C)
)+N,D: NEXT N: NEXT C
9010 DATA 0,224,240,120,60,30,63
,255
9020 DATA 0,0,0,0,0,0,255
9030 DATA 0,0,0,3,7,111,63,255
9040 DATA 255,15,7,3,1,0,0,0
9050 DATA 255,128,192,192,224,24
0,120,56
9060 DATA 252,14,7,0,0,0,0,0
9070 DATA 0,3,15,63,255,128,64,6
4
9080 DATA 0,192,240,252,255,1,2,
2
9090 DATA 32,32,16,16,8,8,4,4

```







# OBSTACLE COURSE

**C**OMplete the obstacle course using keys 6 and 7, avoiding the "A"s but hitting as many "\*"s as possible. The obstacles multiply on completion of each screen and the score is given at the end of each game.

**Obstacle Course** was written for the 16K ZX-81 by D Lau of Burgess Hill, West Sussex.

```

10 SLOW
20 LET HI=0
30 LET S=0
40 LET T=20
45 LET P=5
50 FAST
60 LET T=T+12
65 LET P=P+5
70 LET X=10
80 LET Y=0
90 FOR K=0 TO 21
100 PRINT AT K,0;" "
110 NEXT K
120 FOR K=1 TO P
130 LET A=INT (RND*22)
140 LET B=INT (RND*28)+3
150 PRINT AT A,B;"*"
160 NEXT K
170 FOR K=1 TO T
180 LET A=INT (RND*22)
190 LET B=INT (RND*28)+3
200 PRINT AT A,B;"A"
210 NEXT K
220 SLOW
230 PRINT AT X,Y;"■"
240 IF INKEY#="6" THEN GOSUB 35
250 IF INKEY#="7" THEN GOSUB 39
260 PRINT AT X,Y+2;
270 LET L=PEEK (PEEK 16398+256+
PEEK 16399)
275 IF L=23 THEN LET S=S+50
276 PRINT AT X,Y+2;
280 LET O=PEEK (PEEK 16398+256+
PEEK 16399)
281 IF O=38 THEN GOTO 310
285 LET Y=Y+1
287 IF Y=30 THEN GOTO 50
290 LET S=S+10
300 GOTO 230
310 CLS
320 PRINT AT 10,10;"SCORE:";S
330 IF S>HI THEN LET HI=S
340 PRINT AT 0,10;"HI SCORE:";H
345 IF INKEY#("<") THEN GOTO 30
347 GOTO 345
350 STOP
360 LET X=X+1
365 IF X=21 THEN LET X=21
370 PRINT AT X-1,Y+1;"■"
380 RETURN
390 LET X=X-1
400 IF X<=0 THEN LET X=0
410 PRINT AT X+1,Y+1;"■"
420 RETURN

```

## Where to study computers

EACH MONTH from now, *Sinclair Programs* will publish a list of computer courses of interest to readers. Courses with priority in this section will be those aimed specifically at Spectrum, ZX-81, ZX-80 or QL users, courses in Basic, Z-80 machine code or Forth, and general introductions to computing.

If you run such a course please write to us with full details at 196-200 Balls Pond Road, London N1 4AQ. Details should include the name and duration of the course, where and when it will take place, price, any qualifications needed to begin the course, and the extent of access for the disabled.

**The Prettygate Centre**, Office and Activity Centre, The Philip Morant School, Rembrandt Way, Colchester CO3 4QS. Tel: Colchester 77458, runs a computer club on Tuesdays from 7.30 to 9.30pm which alternates with a tutor-led course. The standard course is of 12 hours and forms an introduction to Basic programming. Fees are 85 pence per hour; pensioners and under-18s pay half price and those in receipt of benefit pay 21 pence per hour.

**Network Enterprises Ltd** (Tony Page or Judith Rose), 32 Great Marlborough Street, London W1. Tel: 01-437 1454, organises a range of one-evening specialist seminars, including introductions to computing, hardware courses, software courses, spreadsheet courses and word processors. Seminars are held at the American Club, 95 Piccadilly, London W1. They begin at 6.30pm, last approximately two-and-a-half hours, and cost £10.65 each.

**Adult Education**, Centre for Continuing Education, The City University, Northampton Square, London EC1V 0HB. Tel: 01-253 4399, extn. 3252 or 3268, runs a number of

courses in computing and mathematics including An Introduction to Basic Programming which will consist of 10 weekly meetings beginning on Thursday, May 3. Times will be 6.30-8.30pm and the cost will be £25. History of Mathematics is a course for teachers which will run for 10 weeks from May 3. Meetings will be from 6-8pm and the course will cost £10.

**City of London Polytechnic**, Short Course Unit, 84 Moorgate, London EC2M 6SQ. Tel: 01-283 1030 runs a number of half-day and full-day courses in various aspects of new technology. Management Guide to Choosing a Computer will be a one-day course, held on April 3, which will review the various types of computer system available and provide practical advice and guidance on selection of software and hardware.

**CTEC Ltd**, 102-108 Clerkenwell Road, London EC1M 5SA. Tel: 01-251 4010 holds regular programming courses. Programming in Basic will run from March 26-30 and Wordstar Word Processing from March 28-30.

## ERRORS AND MISHAPS

SEVERAL lines were omitted from **Panic** in the October edition of *Sinclair Programs*. They were:

```
562 IF A$="(i)" THEN
GOTO 1000
```

```
563 IF E=12 THEN LET
D=-1
```

```
564 IF E=3 THEN LET
D=1
```

```
565 IF A$="(i*)" THEN
LET S=S+INT(RND*30)
```

```
566 IF A$="(i*)" THEN
GOTO 1000
```

```
569 PRINT AT A,B;A$
```

LINES 1870 and 1880 of **Abandoned House** in the January edition were scram-

bled by the computer printer. They should have read:

```
1870 IF INKEY$=""
THEN GOTO 1850
```

```
1880 IF INKEY$="Y"
THEN GOTO 2000
```

THE £ sign on line 5080 of

**Cave Conflict** in the February issue should be replaced by a # sign. The word VAL on line 60 should be replaced by AT.

**Missile Command** on page 56 of the February edition did not state that the author was Ian Hay of Highbridge, Somerset.





### FOR 16K SPECTRUM (will also run on 48K Spectrum)



**CASSETTE A  
GHOST GOBBLER**  
Eat the ghosts before the ghosts eat you. Eat a star and you can chase the ghosts for a while.

**ALIENKILL** Control lasers, rockets and a force-field to stop the aliens from landing. **MOUSETRAP** Trap the mouse in the corner but not anywhere else.

**REVERSI** A game of skill with simple rules but sophisticated tactics. Play against the computer.

**LASER DEFENCE** Control the laser sight to shoot down the alien ships. Machine code sound routines.

Ten programs for £6

**TANK BATTLE** For 2 players simultaneously or play against the computer. Each player has 2 rotate controls and move and fire controls. The tanks fire steerable missiles. **PHOEBUS** A puzzle.

**BLACKSPOT** Gobble the stars and avoid running into black spots created by crossing your own path.

**CUBE** Manipulate a cube any size from 2x2x2 to 7x7x7.

**MINIFIELD** Collect the crowns while avoiding the mines and the electrified fence.

plus an extra... **GRAPHIC DEMO** Did you know your Spectrum could do all this?

### EDUCATIONAL COMPENDIUM FOR 16K/48K SPECTRUM £6

All these programs on one cassette.

These programs were developed for use in a Junior School and have been in regular use there for some time. Older people also find them interesting and fun.

**TORTOISE GRAPHICS:** an educational graphics language. **16K version** commands include: forward, left and right through a specified angle, wipe, pen up and down, paper and ink colour, macro, edit.

**48K version** has extra commands including: backward, quit, cancel, printer and tape commands, auto, home, variables, loops.

**TORTUILL & TORTMAZE:** 16K games using the forward, left and right commands. These are good for learning a feeling for distances and angles and are fun to play.

**REVEAL:** an addictive 16K word game. A piece of writing has had its letters rubbed out and you have to find out what they are. You buy letters or try to predict them. Included are 20 textfiles to be solved and a textmaker which will let you input your own text and store it on tape for someone else to solve.

**EQUATION INVADERS:** a 16K game to make simple equations more interesting.

### CENTIPOID PLUS THREE for 48K SPECTRUM. £6



**CENTIPOID (machine code).**

Centipoid is a full-featured arcade game with mushrooms, spiders, webs, scorpions, gobblers, indestructible dead segments of centipoids that drop down on you, and, of course, the centipoids themselves.

You can choose your own control keys. It is playable from the keyboard or using any joystick interface which, like AGF Interface II, makes the joystick behave like keys on the keyboard.

Plus these games in Basic for the 48K Spectrum on the same cassette.

**PANIC**

**HOUND**



**3D TIC TAC TOE**

A 3D game of skill played against the computer.

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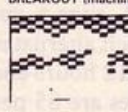
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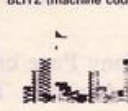
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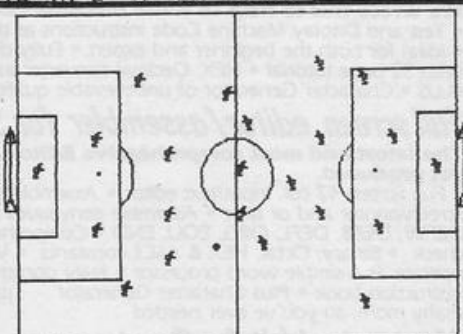
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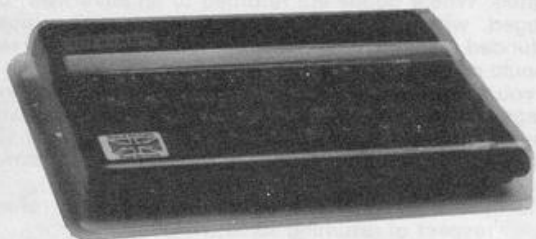
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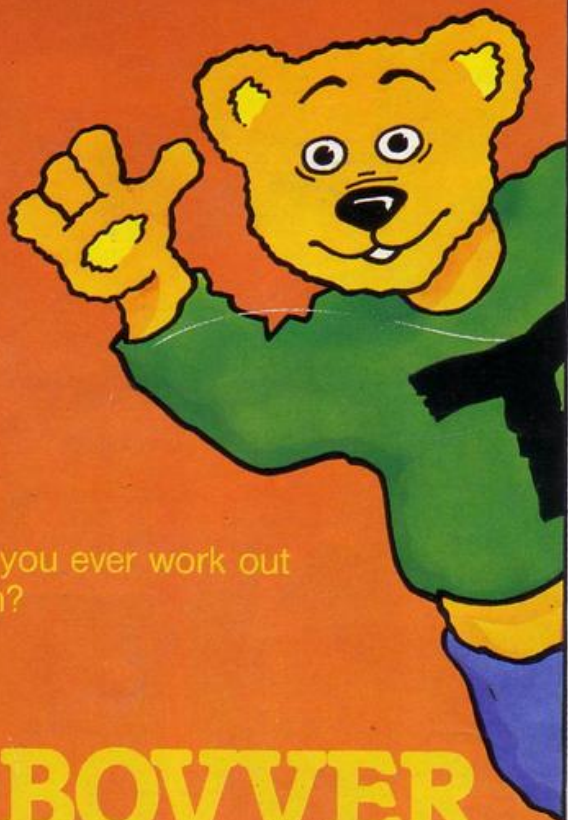
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