

Sinclair Programs

3-20
**A FRESH LOOK
AT ADVENTURES**



**PRO-LISTING:
RACE TRACK
FOR ZX-81**

COMPETITION: WIN A QL

WIN **£25,000** AND SAVE THE WORLD **Eureka!**™

250 K OF PURE MYSTERY BY IAN LIVINGSTONE

- 5 complete Adventures, each with its own Arcade, in one multi-load mega-program: "Eureka!" is the ultimate computer Epic.
- Epic in scale: "Eureka!" spans five eras of history! You battle against the dinosaurs, outwit Nero and his gladiators, join the Knights of the Round Table, escape from Colditz, and finally into 1984 defeat the evil master of the Caribbean who is holding the world to ransom.
- Epic in sheer size — there's more than 250K for you to get yourself killed in.

5 PROGRAMS IN ONE

- All 5 Adventures are linked — but you can choose to play them separately. And they all have REAL TIME built in. So if you don't think fast, you wind up as a pterodactyl's lunch, die of over-exertion in a Roman orgy, or just lose your mind...
- "Eureka!" is not just an Epic — not just an Adventure. At the start of each historical era, you face an Arcade Action test, to decide your strength level for the Adventure to come.
- The better your score, the stronger and faster you'll be.
- And it'll keep you on your toes, with constantly-changing, static and moving graphics. Brilliant music and sound effects add to the excitement.
- As part of the "Eureka!" pack, you receive a full-colour illustrated booklet, containing cryptic riddles and mysterious illustrations. Using booklet and screen together, you steadily unravel the clues and build up a secret phone number piece by piece.
- If you're first to ring it, you save the world and collect the £25,000!
- Quite a package! And to give everyone a fair chance, "Eureka!" will be released simultaneously worldwide on October 31st, 1984. No packs will be available until that date. All orders received by mail or phone by 26th OCTOBER will be despatched by post on the 31st right across the world. So order now, and be one of the first off the mark.

THEN THE RACE IS ON!!!

DEvised BY IAN LIVINGSTONE

The storylines for "Eureka!" are by Ian Livingstone, whose "Fighting Fantasy" books have sold over 2,000,000 copies. He's dreamed up some rather nasty tricks and twists for you in this Epic, because he has also devised the cryptic clues and conundrums in the booklet that goes with the program. He's the one who knows the answers.

"Eureka!" was programmed by Andromeda teams led by Hungarians Donát Kiss and András Császár. It took the equivalent of 5 YEARS to create, and the skills of 4 graphic artists, 2 musicians and a professor of logic too. We told them to stretch the hardware's capabilities, and make sure you were kept awake for hours!! They've done it...

£7 BONUS

When you order "EUREKA!" before 26 OCTOBER 1984, you receive an additional bonus: £7 voucher off the price of the **TROJAN LIGHT PEN** from PSL MARKETING. Normal price is \$17.75. You buy it for just \$10.75.

Spectrum 48K or
Commodore 64
(TurboLoad)

Full-colour booklet,
packed with cryptic
clues to help you
unravel the mystery —
and win the £25,000
reward

Music and
sound effects
built in



High quality,
full-colour, static and
moving graphics

Just clip the coupon. Or, for even faster action,
order by Credit Card on the
"Eureka!" Telephone Hotline 01-460 6000.

Eureka!™

Send your order now to:

"Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

NO STAMP NEEDED

To: "Eureka!", FREEPOST, Dept 400, Mount Farm, Milton Keynes, MK1 1HQ

Please send me "Eureka!" packs, complete with cassette, full-colour booklet, instructions and rules, at \$14.95 each PLUS 55p post & packing. If my order is received before 26 October 1984, I will receive a free £7 voucher towards a Trojan light pen. Please allow 14 days delivery for orders received after 26 October.

MY COMPUTER IS	Ordered	Total at \$15.50
COMMODORE 64		
SPECTRUM 48K		
	TOTAL \$	

24 HOUR PHONE
HOTLINE NUMBER
01-460 6000
For Credit Card Orders

I enclose payment by cheque/PO, payable to DOMARK LTD.

OR Please charge my Credit Card ☐ VISA ☐ ACCESS ☐ AMEX ☐

Card Number

Expiry Date Date

Name Signature

Street

Town Post Code SP

The race for the £25,000 starts on 31 Oct 1984 and closes on 31 Dec 1985.

Editor

Rebecca Ferguson

Consultant editor

John Campbell

Staff writer

June Mortimer

Design

Elaine Bishop

Advertisement manager

Howard Rosen

Production assistant

Jim McClure

Editorial assistant

Colette McDermott

Subscription manager

Carl Dunne

Assistant publisher

Neil Wood

Publisher

Gerry Murray

Sinclair Programs is published monthly by EMAP Business and Computer Publications.

Telephone 01-430 1200

If you would like your original programs to be published in Sinclair Programs, please send your contributions, which must not have appeared elsewhere, to:

Sinclair Programs,
EMAP,
67 Clerkenwell Road,
London EC1R 5BH

Programs should be on cassette. We cannot undertake to return them unless a stamped-addressed envelope is included. We pay £10 for the copyright of each program published.

© Copyright 1984 Sinclair Programs
ISSN No 0263-0265

Printed and typeset by Cradley Print PLC,
Warley, West Midlands

Distributed by Spotlight Magazine
Distribution Ltd, 1 Benwell Road,
Holloway, London N7. 01-607 6411

All subscription enquiries:
Magazine Services,
EMAP Business and Computer
Publications,
Priory Court,
30-32 Farringdon Lane,
London EC1
Telephone 01-251 6222

Cover Design—Ivan Hissey

Contents

GRAPHICS	3
INSTRUCTIONS	

QL COMPETITION	17
-----------------------	-----------

LETTERS	27
----------------	-----------

ALIEN SHOOTOUT	9
-----------------------	----------

PRO-PRINTOUT	12
---------------------	-----------

RACE TRACK	
-------------------	--

SLITHERY JIM	35
---------------------	-----------

RAVENOUS REPTILE	37
-------------------------	-----------

SOFT FOCUS	28
-------------------	-----------

PROGRAM TUTOR	30
----------------------	-----------

SOFT THEME	32
-------------------	-----------

Zx81

DRESS DESIGNER	39
-----------------------	-----------

MABEL'S REVENGE	48
------------------------	-----------

NUMBER BLAST	51
---------------------	-----------

GOVERNMENT GENERATOR	53
---------------------------------	-----------

Beginners

ZX-81

BEGINNER TUTOR	19
-----------------------	-----------

3 INTO 1K	
------------------	--

WEATHER	
----------------	--

FORECAST	21
-----------------	-----------

COCONUTS	22
-----------------	-----------

BANNER	22
---------------	-----------

SPECTRUM

SCRUMPER	20
-----------------	-----------

3-D WALL	21
-----------------	-----------

Spectrum

PROGRAM OF THE MONTH

GOLD MAZE	5
------------------	----------

FIRE CHIEF	16
-------------------	-----------

PUZZLE SOLVER	23
----------------------	-----------

BIRD DROP	24
------------------	-----------

JUNGLE TROUBLE	25
-----------------------	-----------

MINE STORM	26
-------------------	-----------

MR SOCKET	36
------------------	-----------

JUMP BUGGY	41
-------------------	-----------

SPIDER SENTRIES	42
------------------------	-----------

KING FISHER	49
--------------------	-----------

SIDESHOW	51
-----------------	-----------

SCAFFOLDING	52
--------------------	-----------

CAROUSEL	54
-----------------	-----------

BIRD WATCHER	55
---------------------	-----------

FIGHT	56
--------------	-----------

HEAD FOR THE STARS	57
-------------------------------	-----------

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.

Why wait any longer?

Upgrade your 16K ZX SPECTRUM Now!

The CHEETAH 32K RAMPACK simply plugs into the user port at the rear of your computer and increases the memory instantly to 48K.

- ★ Fully compatible with all SINCLAIR accessories via rear edge connector
- ★ NO NEED TO OPEN COMPUTER AND INVALIDATE GUARANTEE
- ★ Why send your computer away and wait weeks for upgrade
- ★ Fully cased tested and guaranteed.

only £39.95
including VAT and P&P.



Now make your Spectrum and ZX-81 Talk Compatible with Interface I & II

The Cheetah "SWEET TALKER" just plugs into the back of the computer using the existing power supply. Based on an allophone system you can easily program any word sentence or phrase. Fully cased, tested guaranteed and compatible with all SINCLAIR accessories via rear edge connector. Complete with demonstration cassette and full instructions.

No more lonely nights!

Simply incredible at **£29.75**

(Please quote when ordering whether Spectrum or ZX81 owner)

16K RAM Pack for ZX-81
64K RAM Pack for ZX-81

£19.75
£44.75

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost.

Dealer enquiries welcome

Cheetah, products available from branches of

John Menzies



WHSMITH

Rumbelows

and all good computer stores

Cheetah

Marketing



Dept SP
Cheetah Marketing Ltd, 24 Ray Street,
London EC1R 3DJ. Tel: 01 833 4909.
Telex: 8954958.

GOLD MAZE

ONE hundredth of the maze is shown in the centre of the screen. The exit is not visible so you must work your way round the maze trying to escape. Gold bars are scattered around the maze and these should be collected to gain points. There is one setback which is that there are also several bars of fool's gold which cannot be distinguished from the real gold bars. If you pick up a bar of fool's gold it will reduce your score by five points. Ten points can be gained for each bar of gold collected.

Gold Maze was written for the 48K Spectrum by 14 year old Tim Smith of Doveridge, Derbyshire who took six hours to write the program.

Lines Function

1- 520:Set-up Maze (SETUP)
530- 700:Prog Control (MAIN)
1000-1060:Get "gold" (GOLD)
1500-1570:Get "Fools Gold" (FOOL)
2000-2050:End game on "exit"
(EXIT)
2500-2560:End game on "abort"
(ABORT)
3000-3050:Play "win tune" (TUNE1)
Play "lose tune" (TUNE2)



Tim Smith.

5000-5100:Print logo (LOGO)
8000-8240:Print Instructions
(INSTRUCT)
9000-9070:Save routine
9500-9510:Load routine

Variables

a\$ (50,50): Maze graphics

x,y: Current coords.
a,b: Previous coords.
g: Score
d,p,: duration/pitch (for BEEP)

UDG's

ga: Gold nugget
gb: Fools gold
go: YOU
gd: "WINDOW"
SURROUND
"GOLDMAZE"

ge-gl: "EXIT"
gm,gn: Loop counters: a

How it works

The module names suggest in the program summary have been used to describe how the program works. These names have no programming significance.

SETUP (Lines 1-520)

Set up maze in array a\$, clear screen, set colours call LOGO, call INSTRUCT. Set score to ZERO. Initialise coords x,y to start at middle of maze.

LOGO (Lines 5000-5100)

Repeat. Play "Rich Man". Print title. Scan keyboard. Until Start Key. Return.

INSTRUCT (Line 8000-8240)

Clear Screen. Print instructions. Clear screen. Clear screen. Print sample maze "window". Clear screen. Print window surrounds and "black out" window.

MAIN (Lines 530-700)

Hold "old" x,y as a,b
 $x = x + (\text{Key} = a) - (\text{Key} = q)$
 $y = y + (\text{Key} = m) - (\text{Key} = n)$
IF Key=0 THEN call ABORT. IF a\$ (x,y)=wall THEN re-set x,y to "old" values (a,b). Print 5*5 character maze window initially a\$ (23-27,24-28) Print go (YOU at window centre). IF a\$ (x,y)=gb (gold) THEN CALL GOLD. IF a\$ (s,y)=go (fools gold) THEN CALL FOOL. IF a\$ (x,y)=gm or gn (exit found) THEN CALL EXIT. Print Score. Jump to MAIN.

GOLD (Lines 1000-1060)

Print "GOLD" message (with BEEPS). Take nugget out of maze set a\$(x,y)=" ". Increase score. Erase "GOLD". Return.

FOOL (Lines 1500-1570)

Print "FOOLS GOLD!" (with BEEPS). Take nugget out of maze. Reduce score by 5. Erase "FOOLS GOLD". RETURN.

EXIT (Lines 2000-2050)

Clear Screen. Print exit message/score. Call TUNE1. Repeat. Scan keyboard. IF N pressed THEN stop until Y



pressed RUN.

ABORT (Lines 2500-2560)

Clear screen. Print abort message/score. Call TUNE2. Repeat. Scan keyboard. IF N pressed THEN stop until Y pressed RUN.

The main principle

The author has cleverly arranged the program only to allow the player a "peep" at the maze through a 5 by 5 character "window" (showing only 1% of total maze).

The first view is of the section of the maze array a\$ (x,y) with x from 23 to 27 and y from 24 to 28. This view (and all subsequent views) is repeatedly printed by the loop around MAIN, until any of the control keys are pressed. Direction keys, in effect, shift the window (not you) by 1 character left/right or up/down for each pass through the MAIN loop.

Before the window can be shifted a check must be made to make sure that you are not in a wall (line 560). If you are, then previous coordinates (for central character of window, which is also where you are) are restored. Otherwise, the shift is made, followed by checks on gold etc.

```

3 REM      EFGHIJKL
10 DIM a$(50,50)
20 LET a$(1)="(50*ig8)"
30 LET a$(2)="(50*ig8)"
40 LET a$(3)="(2*ig8)MN(ig8:3*
sp:(ig8)B(4*sp:8*ig8:sp)AAA(ig8:
sp:2*ig8:3*sp:ig8:3*sp:ig8:10*sp
:2*ig8)"
50 LET a$(4)="(2*ig8:2*sp:ig8:
sp:ig8:sp:5*ig8:8*sp:ig8:sp:4*ig
8:sp:2*ig8:sp:ig8:sp:ig8:sp:ig8:
sp:ig8:sp:8*ig8:sp:2*ig8)"
60 LET a$(5)="(2*ig8:sp)A(ig8:
sp:ig8:sp:ig8:5*sp:6*ig8:sp:ig8:
6*sp:2*ig8:sp:ig8:sp:ig8:sp:ig8:
sp:ig8:sp:ig8:6*sp:ig8:sp:2*ig8)"
70 LET a$(6)="(2*ig8:2*sp:ig8:

```




sp:ig8:3*sp:ig8:2*sp:5*ig8:3*sp:
ig8:sp:4*ig8:sp:2*ig8:sp:ig8:3*sp:
p:ig8:3*sp:ig8:sp:4*ig8:sp:ig8:s
p:2*ig8)"

80 LET a\$(7)=" (2*ig8) A(3*sp:6*
g8:sp:ig8:3*sp:ig8:sp:3*ig8:sp:4
*ig8:sp:2*ig8:sp:7*ig8:sp:ig8:sp:
4*ig8:sp:ig8:sp:2*ig8)"

90 LET a\$(8)=" (7*ig8:2*sp) A(sp
:ig8:sp:ig8:sp:ig8:sp:ig8:5*sp:1
g8:2*sp:ig8:sp:2*ig8:sp:ig8:5*sp:
ig8:sp:ig8:3*sp:ig8) B(sp:ig8:sp
:2*ig8)"

100 LET a\$(9)=" (2*ig8:sp:ig8:sp
:2*ig8:sp:4*ig8:sp:ig8:sp:ig8:sp
:8*ig8:3*sp:ig8:2*sp:ig8:sp:3*ig
8:sp:ig8:sp:3*ig8:sp:4*ig8:sp:2*
ig8)"

110 LET a\$(10)=" (2*ig8:sp:ig8:2
*sp:ig8:sp:ig8:4*sp:ig8:sp:ig8:s
p:ig8:sp:ig8:4*sp:3*ig8:sp:ig8:s
p:2*ig8:2*sp:ig8:2*sp:ig8) B(2*sp
:ig8:2*sp) A(3*sp:2*ig8)"

120 LET a\$(11)=" (2*ig8:sp:2*ig8
:sp:ig8) B(ig8:sp:4*ig8:sp:ig8:sp
:ig8:sp:4*ig8:3*sp:ig8:sp) A(sp:3
*ig8:sp:ig8:sp:4*ig8:sp:9*ig8)"

130 LET a\$(12)=" (2*ig8) A(ig8:8*
sp:ig8:2*sp:ig8:sp:ig8:sp:ig8:2*
sp:3*ig8) A(3*ig8) B(2*sp:ig8:sp:1
g8:4*sp:ig8:sp:ig8:6*sp:2*ig8)"

140 LET a\$(13)=" (2*ig8:sp:ig8:s
p:8*ig8:sp:2*ig8:sp:ig8:sp) A(sp:
2*ig8:sp:ig8:3*sp:3*ig8:sp:ig8:s

p:4*ig8:sp:ig8:sp:ig8:sp:4*ig8:s
p:2*ig8)"

150 LET a\$(14)=" (2*ig8:sp:ig8:s
p:ig8:3*sp:ig8:2*sp:ig8:sp:ig8) B
A(ig8:sp:4*ig8:sp:3*ig8:5*sp:ig8
:sp:ig8:4*sp:ig8:5*sp:5*ig8)"

160 LET a\$(15)=" (2*ig8:sp:ig8:s
p:ig8:sp:ig8:sp:ig8) B(2*ig8:sp:1
g8) B(2*ig8:7*sp:8*ig8:sp:ig8:sp:
ig8:sp:6*ig8:4*sp:2*ig8)"

170 LET a\$(16)=" (2*ig8:sp:ig8:s
p:ig8:sp:ig8:sp:ig8:sp:ig8:2*sp:
ig8) B A(7*ig8:sp:ig8:3*sp:ig8) B(3
*sp:ig8:sp:ig8:2*sp:ig8:3*sp:ig8
:sp:2*ig8:sp:2*ig8)"

180 LET a\$(17)=" (2*ig8:3*sp:ig8
:sp:ig8:3*sp:ig8:sp:3*ig8) A(ig8)
B(4*sp:ig8:3*sp:ig8:sp:ig8:sp:4*
ig8:sp:2*ig8:sp:ig8:sp:ig8) B(ig8
:4*sp:2*ig8)"

190 LET a\$(18)=" (4*ig8:sp:ig8:s
p:ig8:sp:3*ig8:3*sp:3*ig8:sp:ig8
:sp:ig8:sp:5*ig8:sp:ig8:sp:ig8:4
*sp:ig8:2*sp:ig8:sp:3*ig8:sp:ig8
:sp:3*ig8)"

200 LET a\$(19)=" (4*ig8:sp:ig8:s
p:ig8:sp:5*ig8:5*sp:ig8:sp:ig8:2
*sp:ig8:4*sp:ig8:sp:ig8:sp:4*ig8
:sp:2*ig8:3*sp) B(sp:ig8:2*sp:2*
ig8)"

210 LET a\$(20)=" (2*ig8:sp:ig8:s
p:ig8:sp:ig8:5*sp:4*ig8:sp:2*ig8
:sp:2*ig8:sp:ig8:sp:4*ig8:sp:ig8
:2*sp) B(2*ig8:2*sp:ig8:sp:3*ig8:

sp:2*ig8:sp:2*ig8)"

220 LET a\$(21)=" (2*ig8:sp:9*ig8
:sp:ig8:4*sp:2*ig8:sp:2*ig8:sp:1
g8:sp) B(ig8:3*sp:3*ig8:sp:3*ig8:
sp:ig8:3*sp:ig8:sp:5*ig8)"

230 LET a\$(22)=" (2*ig8:9*sp:ig8
:sp:ig8:sp:2*ig8) A(4*ig8:2*sp:2*
ig8:sp:3*ig8:3*sp:ig8:sp:ig8:sp:
ig8:sp:3*ig8:sp:ig8:4*sp:2*ig8)"

240 LET a\$(23)=" (3*ig8:sp:3*ig8
:sp:2*ig8:sp:ig8:sp:ig8:sp:ig8:2
*sp:ig8:4*sp:3*ig8:sp:ig8:sp:3*
g8:sp:ig8:sp:ig8:sp:ig8:sp:ig8:3
*sp:ig8:sp:2*ig8:sp:2*ig8)"

250 LET a\$(24)=" (2*ig8:2*sp:ig8
:sp:ig8:sp:2*ig8:sp:ig8:sp:ig8:s
p:ig8:sp:2*ig8:sp:4*ig8:3*sp:ig8
:5*sp:ig8:sp:ig8:3*sp:ig8:sp:3*
g8:2*sp:ig8:sp:2*ig8)"

260 LET a\$(25)=" (2*ig8:sp:2*ig8
:sp:ig8:sp:ig8:2*sp:ig8:3*sp:ig8
:2*sp:ig8:sp:ig8:sp) B(4*sp:5*ig8
) A(ig8:sp:ig8:sp:3*ig8:3*sp:2*ig
8:sp:ig8:sp:2*ig8)"

270 LET a\$(26)=" (2*ig8:sp:2*ig8
:sp:ig8:sp:9*ig8:sp:ig8:sp:ig8:s
p:2*ig8:3*sp) B(sp:3*ig8) B(ig8:sp
:ig8:sp:4*ig8:sp:3*ig8:sp:4*ig8)
"

280 LET a\$(27)=" (2*ig8:sp:2*ig8
:10*sp:ig8:2*sp:ig8:4*sp:2*ig8:s
p:2*ig8:2*sp:2*ig8) B(ig8) B(ig8:2
*sp:ig8:3*sp:ig8:5*sp:2*ig8)"

290 LET a\$(28)=" (2*ig8:2*sp:10*
g8:sp:ig8) B(5*ig8:2*sp:ig8:sp:3*
ig8:2*sp:ig8) A(4*ig8:sp:ig8:sp:3
*ig8:sp:3*ig8:sp:2*ig8)"

300 LET a\$(29)=" (2*ig8:sp:2*ig8
:3*sp:ig8:sp:ig8:2*sp:ig8:sp:8*
g8:sp:ig8:sp:4*ig8) B(ig8:3*sp:ig
8:2*sp:ig8:3*sp:ig8:sp) A(ig8:2*s
p:2*ig8)"

310 LET a\$(30)=" (2*ig8:sp:ig8:2
*sp:ig8:sp:ig8:sp:ig8:sp:2*ig8:4
*sp) A(2*ig8:3*sp:ig8:sp:4*ig8:sp
:3*ig8:sp:ig8:sp:2*ig8:sp:ig8:sp:
:4*ig8:sp:3*ig8)"

320 LET a\$(31)=" (2*ig8:sp:ig8:s
p:2*ig8:sp:ig8:sp:ig8:3*sp) B(3*
g8:sp:ig8:2*sp:ig8:sp:ig8:sp:ig8
:2*sp:ig8:3*sp:ig8:sp:ig8:2*sp:8
*ig8:sp:3*ig8)"

330 LET a\$(32)=" (2*ig8:sp:ig8:s
p:2*ig8:sp:ig8:sp:4*ig8:sp:ig8:s
p:ig8) B(ig8:sp:2*ig8:sp:ig8:sp:1
g8:sp:4*ig8:sp:ig8:sp:5*ig8:7*sp
:3*ig8)"

340 LET a\$(33)=" (2*ig8:3*sp:2*
g8:sp) A(sp:ig8:2*sp:ig8:sp:ig8:3
*sp:ig8:2*sp:ig8:sp:ig8:sp:ig8:4
*sp:ig8:3*sp:5*ig8:sp:ig8) A(3*ig
8) A(3*ig8)"

350 LET a\$(34)=" (7*ig8:sp:4*ig8
:sp:ig8:sp:6*ig8:sp:ig8:sp:ig8:s
p:4*ig8:sp:5*ig8:3*sp:ig8:sp:ig
8:sp:ig8:sp:ig8:2*sp:2*ig8)"

360 LET a\$(35)=" (2*ig8:11*sp:ig
8:2*sp) A(3*sp:ig8:sp:3*ig8:sp:ig
8:4*sp:ig8:5*sp:ig8:3*sp:ig8:sp:
ig8) A(5*ig8)"

370 LET a\$(36)=" (5*ig8:sp:8*ig8
:sp:4*ig8:sp:ig8:sp:ig8) B(ig8:sp
:ig8:sp:4*ig8:sp:2*ig8) B(6*ig8:s
p:ig8:4*sp:2*ig8)"

380 LET a\$(37)=" (5*ig8:sp:ig8:3
*sp:ig8:2*sp:ig8:sp:2*ig8:sp:ig8
:sp:ig8:3*sp:ig8:sp:ig8:3*sp:ig8
:2*sp:ig8:2*sp:4*ig8:sp:ig8:sp:4
*ig8:sp:2*ig8)"

390 LET a\$(38)=" (2*ig8:4*sp:ig8
:sp:ig8:3*sp:2*ig8:sp:2*ig8:sp:1
g8:sp:ig8:sp:ig8:sp:ig8:sp:3*ig8
:sp:ig8:sp:6*ig8:sp:ig8:sp:ig8:s
p:ig8:4*sp:2*ig8)"

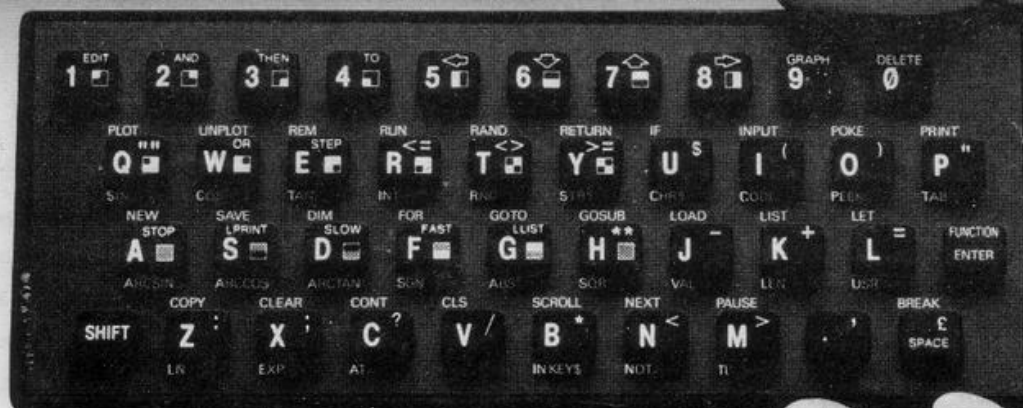
400 LET a\$(39)=" (2*ig8:sp:2*ig8
:3*sp:ig8:sp:4*ig8:sp:ig8:4*sp:1
g8:sp:ig8) B(ig8:3*sp:ig8:sp:ig8:
2*sp:ig8:3*sp:ig8:sp:ig8:sp:ig8:
sp:ig8:sp:5*ig8)"

410 LET a\$(40)=" (2*ig8:2*sp:8*
g8:sp:ig8:sp:ig8:sp:10*ig8:sp:ig
8:sp:2*ig8:3*sp:ig8:sp:ig8:5*sp:
ig8) B(3*sp:2*ig8)"

420 LET a\$(41)=" (3*ig8:3*sp:ig8
:sp:ig8:2*sp:ig8:sp:ig8:sp:4*ig8
:7*sp:ig8:3*sp:6*ig8:sp:ig8:sp:8
*ig8:sp:2*ig8)"

continued on page 8

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

FILESIXTY KEYS

In other words, you're not quite sure which keys you've pressed until the screen actually tells you.

Our new, improved push button keyboard changes all that.

It matches the ZX81 perfectly. And the keys give a real calculator-type feel.

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

Because no tampering or soldering is involved the guarantee is not affected. And it will last for up to 3½ million operations.

Filesixty Ltd., 25 Chippenham Mews, London W9 2AN, England. Tel: 01-289 3059. Telex: 268 048 EXTLDN G 4087.

But our keyboard doesn't just come loaded with features. With it comes a separate overlay and a set of coloured stick-on labels to make game playing easier.

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

Whichever way you look at it, we think you'll agree that it's a keyboard that's quite outstanding.

Orders to Filesixty Ltd., FREEPOST, London W9 2BR.
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

B7

FILESIXTY

continued from page 6

```

430 LET a$(42)="(5*ig8:sp:ig8:s
p:ig8:sp:2*ig8:3*sp)B(4*sp:5*ig8
:3*sp:3*ig8:4*sp:ig8:sp:ig8:sp:1
q8:3*sp:ig8:4*sp:2*ig8)"
440 LET a$(43)="(2*ig8)B(2*ig8:
sp:ig8:sp:ig8:sp:4*ig8:sp:6*ig8:
3*sp:6*ig8:2*sp:2*ig8:sp:ig8:sp:
3*ig8:sp:ig8:sp:ig8:sp:5*ig8)"
450 LET a$(44)="(2*ig8:2*sp:ig8
:sp:ig8:8*sp:ig8:4*sp:ig8:sp:ig8
:sp:ig8)B(6*3*sp:2*ig8:8*sp:ig8:
sp:ig8:4*sp:2*ig8)"
460 LET a$(45)="(3*ig8:sp:ig8:s
p:10*ig8:sp:2*ig8:sp:ig8:sp:ig8:
sp:5*ig8:sp:2*ig8:2*sp:2*ig8:sp:
3*ig8:sp:ig8:sp:7*ig8)"
470 LET a$(46)="(2*ig8:4*sp:ig8
:3*sp:ig8:3*sp:ig8:3*sp:ig8:3*sp
:ig8:sp:ig8:3*sp:3*ig8:2*sp:2*ig
8:2*sp:ig8:3*sp:ig8:sp:ig8:4*sp:
2*ig8)"
480 LET a$(47)="(2*ig8:sp:4*ig8
:sp:ig8:sp:ig8:sp:ig8:sp:ig8:sp:
ig8:sp:ig8)A(3*ig8:sp:ig8:sp:ig8
:sp:ig8:3*sp:2*ig8:sp)B(2*ig8:sp
:3*ig8:sp:ig8:sp:5*ig8)"
490 LET a$(48)="(2*ig8:6*sp:ig8
:3*sp:ig8:3*sp:ig8:sp:ig8:sp:ig8
:sp)A(3*sp:ig8:3*sp:3*ig8:2*sp:2
*ig8:2*sp:ig8:3*sp:ig8:3*sp)B(2*
ig8)"
500 LET a$(49)="(50*ig8)"
510 LET a$(50)="(50*ig8)"
512 BORDER 5: PAPER 2: INK 7: B
RIGHT 1: CLS
515 GO SUB 5000: GO SUB 8000
517 LET g=0
520 LET x=25: LET y=26
530 LET a=x: LET b=y
540 LET x=x+(INKEY$="a")-(INKEY
$="q")
550 LET y=y+(INKEY$="m")-(INKEY
$="n")
555 IF INKEY$="0" THEN GO TO 2
500
560 IF a$(x,y)="ig8" THEN LE
T x=a: LET y=b
590 PRINT PAPER 0: INK 6:AT 6,
14:a$(x-2,y-2 TO y+2)
600 PRINT PAPER 0: INK 6:AT 7,
14:a$(x-1,y-2 TO y+2)
610 PRINT PAPER 0: INK 6:AT 8,
14:a$(x,y-2 TO y-1):AT 8,17:a$(x
,y+1 TO y+2)
620 PRINT PAPER 0: INK 6:AT 9,
14:a$(x+1,y-2 TO y+2)
630 PRINT PAPER 0: INK 6:AT 10
,14:a$(x+2,y-2 TO y+2)
640 PRINT PAPER 0: INK 7:AT 8,
16:"C"
650 IF a$(x,y)="B" THEN GO SUB
1000
660 IF a$(x,y)="A" THEN GO SUB
1500
670 IF a$(x,y)="M" OR a$(x,y)="
N" THEN GO TO 2000
680 PRINT AT 16,11: PAPER 1: IN
K 7:"SCORE = "ig: IF g<100 AND
g>-10 THEN PRINT PAPER 1: INK
7:" "
700 GO TO 530
1000 PRINT INK 4: PAPER 0:AT 13
,14: FLASH 1:"GOLD!"
1005 FOR a=0 TO 20
1010 BEEP .01,a
1020 NEXT a
1030 LET a$(x,y)=" "
1040 LET g=g+10
1050 PRINT AT 13,14:" "
1060 RETURN
1500 PRINT PAPER 4: INK 0:AT 13
,11: FLASH 1:"FOOLS GOLD!"
1510 FOR a=20 TO 0 STEP -1
1520 BEEP .01,a
1530 NEXT a
1540 LET a$(x,y)=" "
1550 LET g=g-5
1560 PRINT AT 13,11:" "
1570 RETURN
2000 CLS : PRINT PAPER 6: INK 1
:AT 5,7:"You Got Out Of The"; PA
PER 4: INK 0:AT 7,12:"EFGHIJKL"
2010 PRINT PAPER 5: INK 1:AT 10
,7:"Your Score Was ";g
2020 PRINT PAPER 1: INK 6:AT 15
,0:" Press 'Y' To Play Again,
Or 'N' To Stop The Program.

```



```

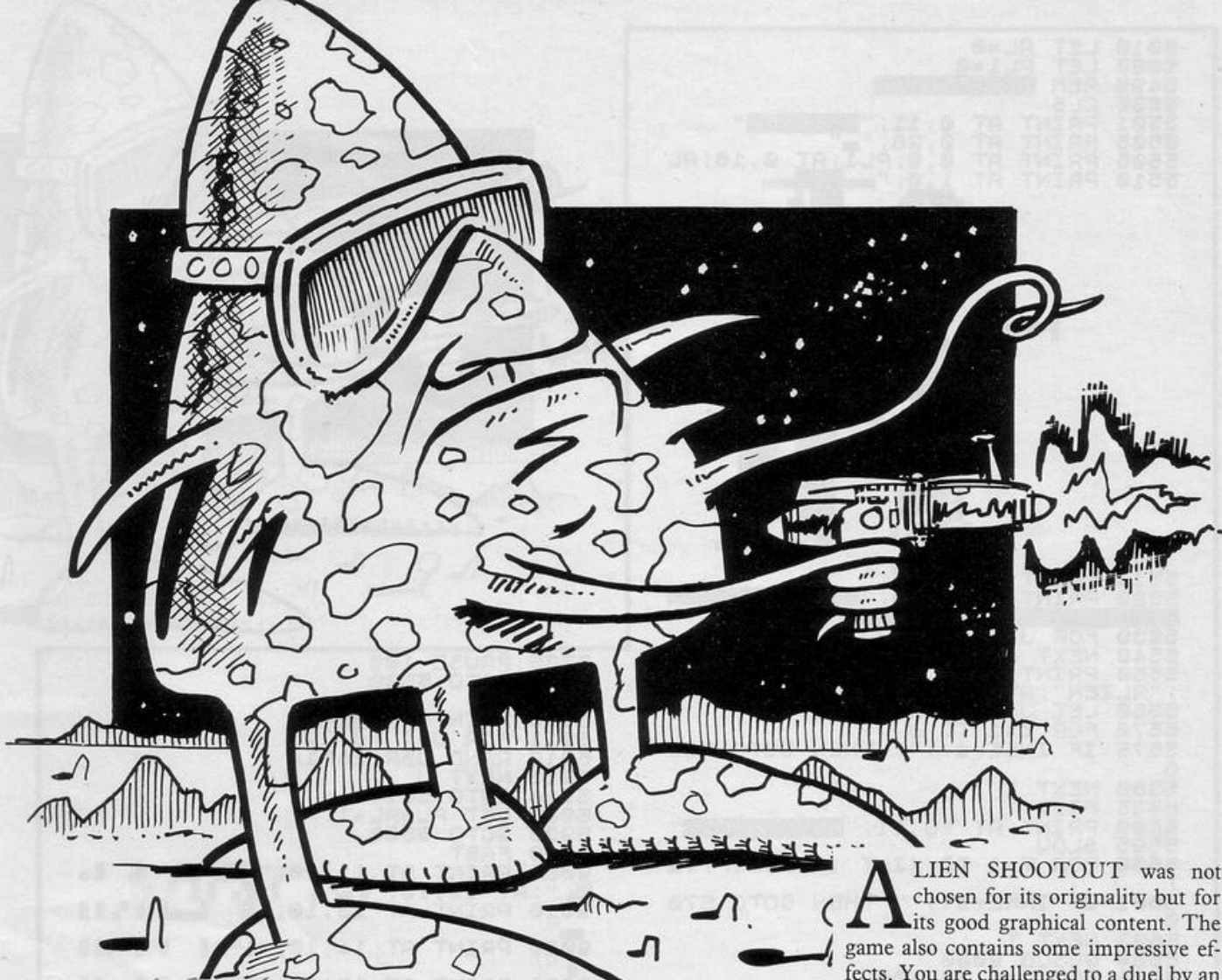
2025 GO SUB 3000
2030 IF INKEY$="y" THEN RUN
2040 IF INKEY$="n" THEN STOP
2050 GO TO 2030
2500 CLS : PRINT PAPER 7: INK 1
:AT 5,0:"You Didn't Reach The Ex
it Of The"
2510 PRINT PAPER 0: INK 4:AT 7,
12:"EFGHIJKL"
2520 PRINT PAPER 1: INK 5:AT 10
,7:"Your Score Was ";g
2530 PRINT PAPER 6: INK 1:AT 15
,0:" Press 'Y' To Play Again,
Or 'N' To Stop The Program.
2535 GO SUB 3500
2540 IF INKEY$="y" THEN RUN
2550 IF INKEY$="n" THEN STOP
2560 GO TO 2540
3000 RESTORE 3000: FOR a=1 TO 22
3010 READ d,p
3020 BEEP d,p
3030 NEXT a
3040 DATA .25,0,.25,2,.25,4,.5,5
,.75,0,.25,5,.25,4,.25,5,.5,7,.7
5,2,.25,2,.25,4,.25,5,.25,9,.25,
7,.25,7,.25,5,.25,5,.25,4,.25,2,
.25,4,1,0
3050 RETURN
3500 RESTORE 3500: FOR a=1 TO 8
3510 READ d,p
3520 BEEP d,p
3530 NEXT a
3540 DATA .5,5,.15,0,.15,-1,.15,
0,.5,1,1,0,.5,4,.75,5
3550 RETURN
5000 RESTORE 5000
5010 FOR a=1 TO 37
5020 READ d,p
5030 BEEP d,p
5040 PRINT AT 5,5: INK (RND*5)+3
:" G O L D M A Z E"
5060 PRINT AT 15,7: INK 7: PAPER
1:"Press 'S' To Start"
5070 IF INKEY$="s" THEN RETURN
5080 NEXT a
5090 DATA .1,7,.1,5,.1,7,.1,5,.4
,4,1,0,.1,4,.1,5,.1,7,.1,5,.1,7,
.1,5,.1,4,.1,5,.1,7,.1,9,.1,10,.
1,9,.1,10,.1,9,1,5,7,1,12,.5,11,
.4,9,.1,7,.1,5,.1,4,.1,5,.4,7,.5
,4,1,8,.1,7,.1,5,.1,7,.4,8,.5,5
,2,12
5100 GO TO 5000
8000 CLS
8010 PRINT AT 3,8: INK 4: PAPER
0:"EFGHIJKL"
8030 PRINT AT 9,0:" You (C) are
in a big maze (more than twice as
big as the screen)and you have
to get to the MN, collecting
gold ( B) on the way. E
ach bar of gold is worth TEN p
oints, and if you pick up any f

```

```

ools gold ( A), FIVE points
willbe deducted from your score.
"
8040 PRINT AT 21,4: INK 1: PAPER
7:"Press Any Key To Continue"
8045 IF INKEY$<>" " THEN GO TO 8
045
8050 IF INKEY$=" " THEN GO TO 80
50
8060 CLS
8070 PRINT AT 3,8: INK 4: PAPER
0:"E F G H I J K L"
8080 PRINT AT 6,0:" You can only
see 1/100th of the maze on the s
creen."
8100 PRINT AT 18,0:" The Keys Wi
ll Be Shown At The Bottom Of Th
e Screen."
8110 PRINT AT 21,4: INK 1: PAPER
7:"Press Any Key To Continue"
8115 IF INKEY$<>" " THEN GO TO 8
115
8120 IF INKEY$=" " THEN GO TO 81
20
8130 CLS
8140 PRINT AT 5,13:"DDDDDDDD(ig7)
"
8150 FOR a=6 TO 10: PRINT AT a,1
3:"D(5*ig8)D(ig5)": NEXT a
8160 PRINT AT 11,13:"DDDDDDDD(ig5
)"
8170 PRINT AT 12,13:"(g1:6*g3:g2
)"
8180 PRINT AT 2,9: INK 4: PAPER
0:"E F G H I J K L"
8190 PRINT AT 15,10:"DDDDDDDDDDDD
DD(ig7)"
8200 PRINT AT 16,10:"D(11*sp)D(i
g5)"
8210 PRINT AT 17,10:"DDDDDDDDDDDD
DD(ig5)"
8220 PRINT AT 18,10:"(g1:12*g3:g
2)"
8230 PRINT AT 20,0:" KEYS: Q=U
P, A=DOWN, N=LEFT, M=RIG
HT, O=GIVE UP
8240 RETURN
9000 REM TO SAVE, GOTD 9000
9005 CLS : PRINT AT 0,3:"Routine
For SAVING EFGHIJKL"
9010 SAVE "goldmaze" LINE 9500
9020 SAVE "goldgrafix"CODE USR "
a",21*8
9030 PRINT AT 5,2:"Rewind Tape F
or VERIFICATION"
9040 VERIFY "goldmaze"
9050 VERIFY "goldgrafix"CODE
9060 PRINT AT 10,14: FLASH 1:"OK
!"
9070 STOP
9500 LOAD "goldgrafix"CODE USR "
a"
9510 RUN

```

ALIEN SHOOTOUT

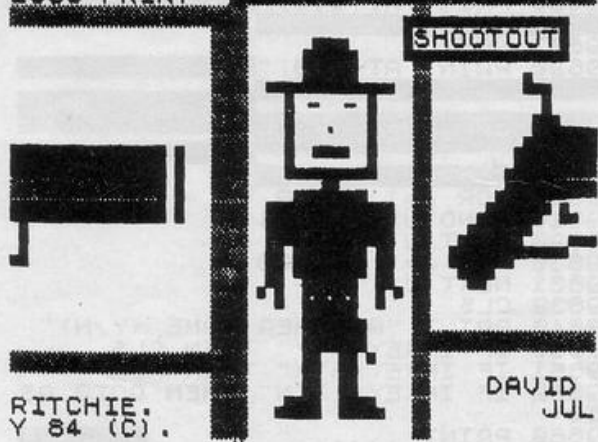
A LIEN SHOOTOUT was not chosen for its originality but for its good graphical content. The game also contains some impressive effects. You are challenged to a duel by an alien on the planet Zyg. The first competitor to score five points wins the duel.

Alien Shootout was written for the 16K ZX-81 by David Ritchie, aged 14, of Stockbridge Village, Liverpool.

```

1 REM EERNDF*F7 SAVE TAN LEN
2 / PAUSE
3 LET M$="042 012 064 006 023
040 035 126 254 118 032 003 016
240 201 198 128 119 024 242 "
4 FAST
5 FOR M=16514 TO 16533
6 POKE M,VAL M$( TO 3)
7 LET M$=M$(5 TO )
8 NEXT M
9 SLOW
2000 PRINT "

```



RITCHIE.
Y 84 (C).

DAVID
JUL

```

2001 PRINT AT 20,31;" "
2010 PRINT AT 21,0;" "

```

```

2020 PRINT AT 21,0;" "
2030 IF INKEY$="" THEN GOTO 2010
2040 FOR J=1 TO 40
2050 RAND USR 16514
2060 NEXT J
2070 FOR J=1 TO 100
2080 NEXT J
2090 CLS
4000 PRINT TAB 10;"SHOOTOUT";TAB
10;"=====
4010 PRINT "YOU HAVE CRASHED
ON PLANET ZYG. AN ALIEN CATCHES Y
OU AND CHALLENGES YOU TO
A DUEL.
4020 PRINT "TWO MEN WILL BE DRAW
N ON THE SCREEN. YOU ARE THE O
NE ON THE LEFT. THE ALIEN WHOM
YOU HAVE TOKILL IS ON THE RIGHT
4030 PRINT "THE ALIEN DRAWS"
WILL COME ON THE SCREEN.
4032 PRINT "AS SOON AS "
4040 PRINT "COMES UP FIRE YOUR COLT
BY PRESSING ANY KEY. WHOEVER WI
NS WILL WIN A POINT. THE FIRST T
O 5 IS THE
4050 PRINT "PRESS A KEY"
4052 PAUSE 4E4
4053 CLS
4060 PRINT "ENTER DIFFICULTY....
(1-IMPOSSIBLE) - (5-
SIMPLE).
4070 INPUT DIF
4080 LET DIF=DIF*DIF
5000 REM BATTLE

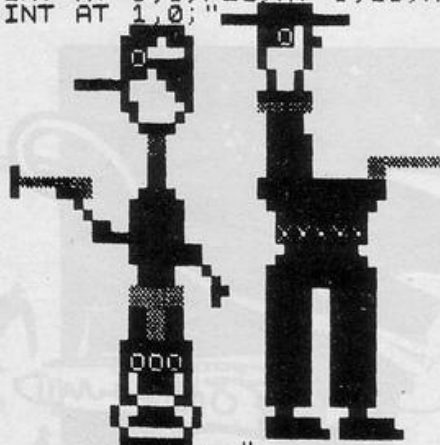
```



```

5010 LET AL=0
5020 LET PL1=0
5499 REM BATTLE 2-
5500 CLS
5501 PRINT AT 0,11;"-SCORE-"
5505 PRINT AT 0,28;" "
5506 PRINT AT 0,9;PL1;AT 0,18;AL
5510 PRINT AT 1,0;" "

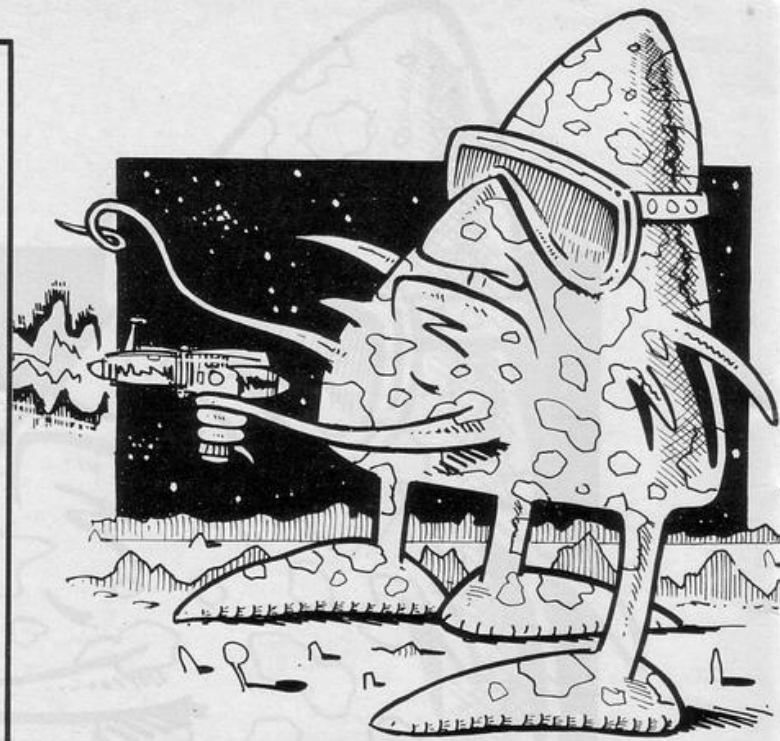
```



```

5511 PRINT AT 14,0;" "
5520 PRINT AT 21,0;" "
5530 FOR J=1 TO 100
5540 NEXT J
5550 PRINT AT 2,13;"THE";AT 4,12
5555 PRINT AT 6,12;"DRAWS"
5560 LET J=INT (RND*300)+1
5570 FOR Z=1 TO J
5575 IF INKEY$<>" " THEN GOTO 590
5580 NEXT Z
5585 FAST
5590 PRINT AT 18,11;"AND SHOOT"
5595 SLOW
5600 FOR T=1 TO (INT (RND*DIF)+2)
5601 IF INKEY$<>" " THEN GOTO 570
5603 NEXT T
5604 GOSUB 9000
5606 FOR J=1 TO 100
5608 NEXT J
5610 CLS
5612 PRINT "ANOTHER POINT TO THE ALIEN"
5614 LET AL=AL+1
5616 IF AL>=5 THEN GOTO 9500
5617 PAUSE 100
5618 GOTO 5500
5700 GOSUB 9000
5710 FOR J=1 TO 100
5720 NEXT J
5730 PRINT "A POINT TO YOU - LUCKY EH..."
5740 LET PL1=PL1+1
5750 IF PL1>=5 THEN GOTO 9600

```



```

5755 PAUSE 100
5760 GOTO 5500
5900 CLS
5910 PRINT "CHEAT"
5911 FOR J=1 TO 22
5912 RAND USR 16514
5913 NEXT J
5914 GOTO 5614
5920 LET AL=AL+1
5930 GOTO 5500
9000 FAST
9001 PRINT AT 11,10;" "
9010 PRINT AT 12,10;" "
9020 PRINT AT 13,10;" "
9030 PRINT AT 14,10;" "
9040 PRINT AT 15,10;" "
9040 SLOW
9050 FOR J=1 TO 22
9060 RAND USR 16514
9070 NEXT J
9080 RETURN
9500 REM ALIEN WON GAME
9505 FOR J=0 TO 21
9506 PRINT AT J,0;" "
9507 NEXT J
9520 PRINT AT 9,0;" "
9530 GOTO 9800
9600 REM PLAYER WON GAME
9605 FOR J=0 TO 21
9606 PRINT AT J,0;" "
9607 NEXT J
9620 PRINT AT 9,0;" "
9630 PRINT AT 14,0;" "
9640 PRINT AT 15,0;" "
9650 PRINT AT 16,0;" "
9660 PRINT AT 17,0;" "
9670 PRINT AT 18,0;" "
9680 PRINT AT 19,0;" "
9690 PRINT AT 20,0;" "
9700 PRINT AT 21,0;" "
9710 PRINT AT 22,0;" "
9720 PRINT AT 23,0;" "
9730 PRINT AT 24,0;" "
9740 PRINT AT 25,0;" "
9750 PRINT AT 26,0;" "
9760 PRINT AT 27,0;" "
9770 PRINT AT 28,0;" "
9780 PRINT AT 29,0;" "
9790 PRINT AT 30,0;" "
9800 FOR J=1 TO 22
9810 RAND USR 16514
9820 NEXT J
9830 FOR J=1 TO 100
9831 NEXT J
9832 CLS
9840 PRINT "ANOTHER GAME (Y/N)"
9850 IF INKEY$="Y" THEN CLS
9851 IF INKEY$="Y" THEN RUN
9852 IF INKEY$<>"N" THEN GOTO 9850
9860 PRINT " "
9870 THEN
9897 STOP
9898 SAVE "SHOOTOUT"
9899 RUN

```



BETA BASIC 1.8

ENHANCED BASIC FOR SPECTRUM 48K FOR GRAPHICS — STRUCTURED PROGRAMMING — DATA HANDLING

Release 1.8 is more powerful than ever! We don't have space to do this program justice — if you can't believe the ad, send us a large S.A.E. for further information.

Features: Commands are single-entry keywords in graphics mode. Syntax is checked on entry. Fully compatible with Spectrum Basic. Microdrive compatible. Comprehensive manual.

NOTE: Release 1.0 is still available for 16/48K Spectrum at £11.00.

ALTER screen colours
(general or specific)
AUTO line numbering
BREAK out of code loops
CLOCK digital clock
CURSOR CONTROL CODES allow
strings to have complex shapes
DEF KEY user definable keys
DELETE a block of lines
DO-LOOP structure
DPOKE double poke
EDIT specified line
ELSE used with IF... THEN
EXIT leave DO-LOOP

FILL enclosed area with specified ink
or paper
GET wait for keypress
JOIN two program lines
KEYIN a string
KEYWORDS new keywords on/off
LISTLIST line TO line
USED used with GOTO, GOSUB
ON ERROR trap errors
(with LINE, STAT and ERROR)
PLOT a string (may contain cursor
control codes)
POKE a string
POP Basic's stack
PROC, DEF PROC, END PROC
(for named procedures)

RENUM versatile renumber
ROLL all or part of screen in any
direction by specified number of
pixels, with or without attributes
SCROLL like ROLL, but without wrap-
round
SORT arrays (very fast)
SPLIT program lines
TRACE program execution
UNTIL used with DO or LOOP
USING used with PRINT
WHILE used with DO or LOOP
XOS, YOS move PLOT origin
XRO, YRO change PLOT scale

FUNCTIONS

AND (bit-by-bit)
BINE decimal to binary
CHAR\$ number to 2 characters
COS\$ fast cosine
DEC hexadecimal to decimal
DPEEK double PEEK
FILL\$ filled area

HEX\$ decimal to hexadecimal
INSTR\$ string search
MEM free memory
MEMORY\$ all of memory as a string
MOD modules
NUMBER 2 characters to number
OR (bit-by-bit)

RND\$ fast RND
SCRIN\$ recognises user graphics
SINE fast sine
STRINGS\$ repeats strings
TIME\$ current time
USING\$ formats numbers
XOR (bit-by-bit)

Only £11.00 inclusive! (Upgrade price for Release 1.0 owners is £4.00. This includes a 12-page supplement to your manual. Please quote date of purchase. If you did not purchase from us, state supplier and return original cassette.)

Please send me:

Beta Basic, Release 1.8. Payment of £11.00 is enclosed.
(or £11.50 for foreign orders). Cheques payable to BETASOFT.

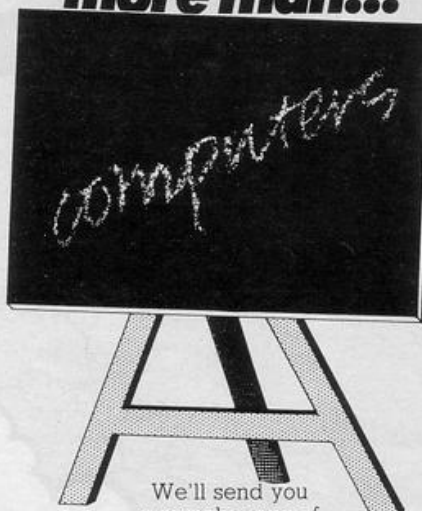
I don't believe it! Please send me full details of Beta Basic 1.8. I enclose a stamped addressed envelope.

NAME:

ADDRESS

BETASOFT
92 OXFORD ROAD, MOSELEY,
BIRMINGHAM B13 9SQ.

**Nothing will affect you
(and your school or college)
more than...**

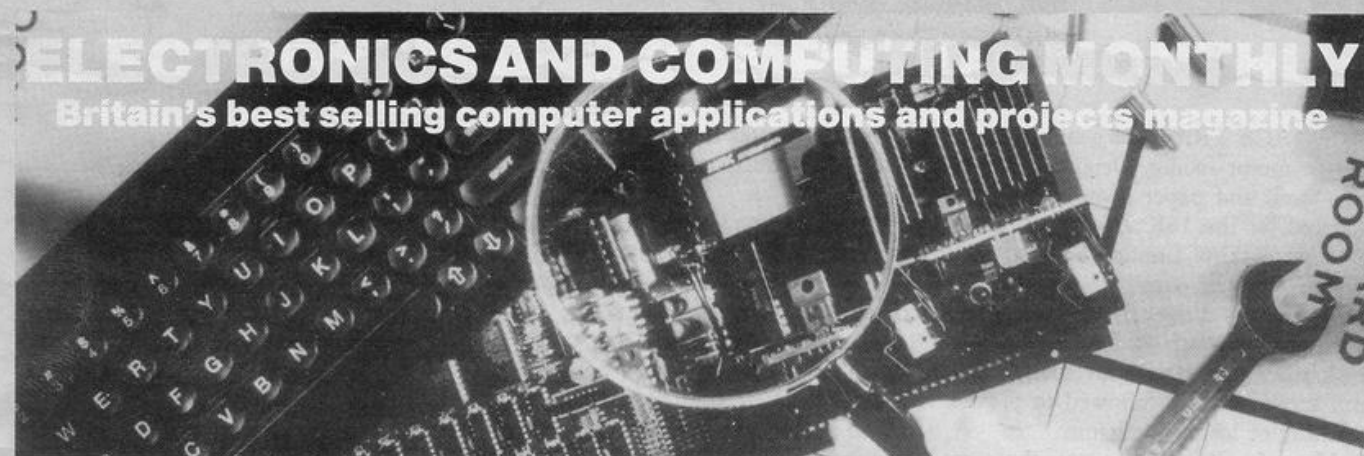


We'll send you
a sample copy of
EDUCATIONAL COMPUTING
for just £1.00 — write to:

Valerie Day
EDUCATIONAL COMPUTING
Durrant House
8 Herbal Hill
London EC1 5EJ

**EDUCATIONAL
COMPUTING**

(Cheques made payable to EDUCATIONAL COMPUTING)



THE QL MYSTERIES

While the QL's SuperBasic is a very good programming language, QDOS has a number of shortcomings. Fortunately the power of the machine can be simply increased by adding to the QL's command set. We present nine routines, written in SuperBasic, designed to make full use of the QL's undoubted potential.

SPECTRUM TEXT PROCESSOR

A simple, but versatile, program that allows the Spectrum to be used as a straightforward text processor. Full listing given in the October issue.

BASIC BUG HUNTING

Whether you own a Spectrum, BBC micro, Dragon or one of the recently launched computers such as the Amstrad CPC464, in all probability you'll be writing programs in BASIC. It's the way of the world that most programs will not work first time and tracing the inevitable bugs can prove a frustrating and time-consuming process. Our article on bug hunting will help you track down bugs and get your programs up and running in record time.

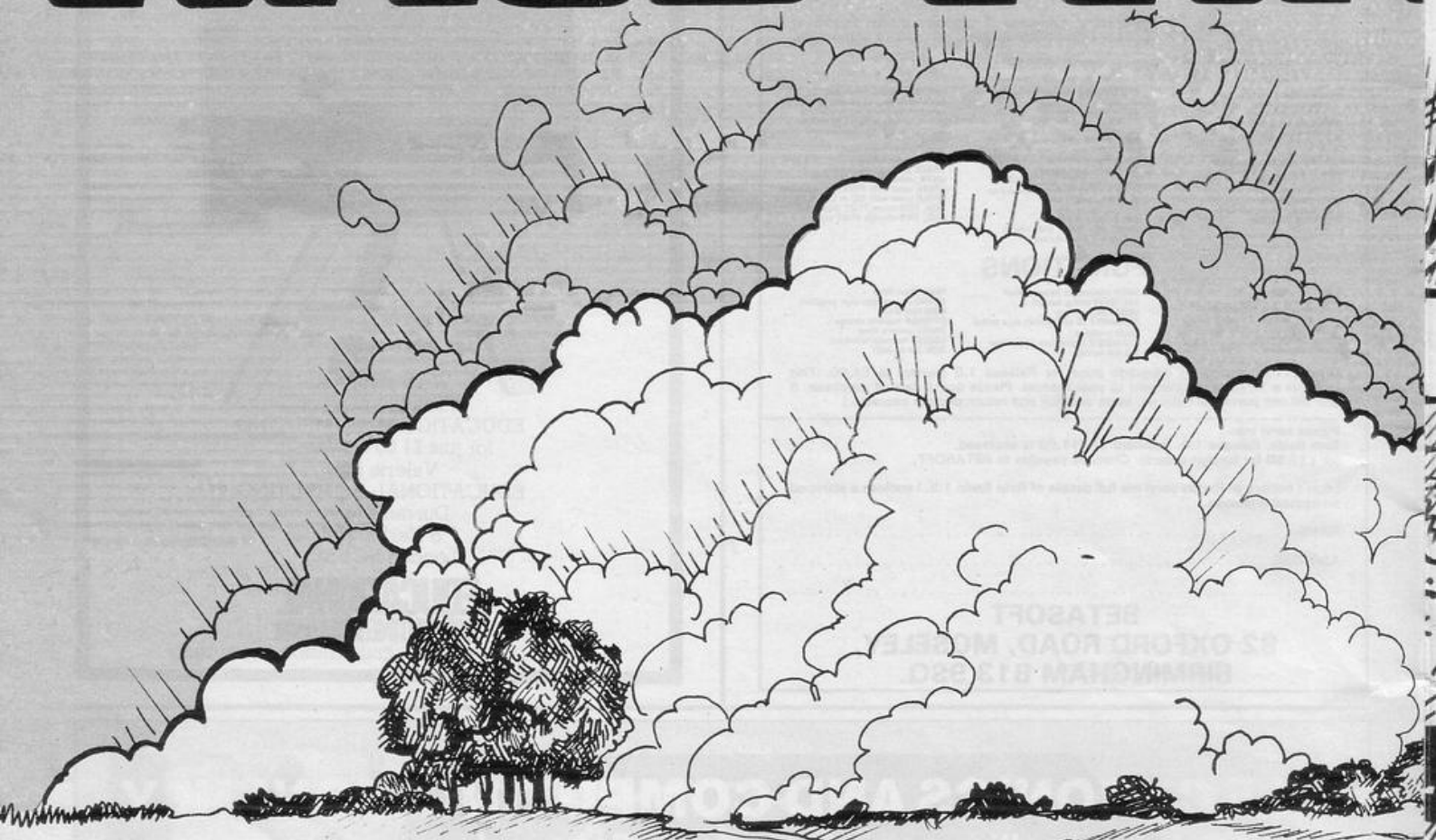
PLUS all the latest news from the world of microcomputing in addition to the range of regular features.

OCTOBER ISSUE ON SALE NOW

PRICE 95p

Available at all leading newsagents

RACE TRA



RACE TRACK is a simulation of motor racing. Originally a pencil and paper game it has been adapted for the 16K ZX-81 by Jerome K. Laskowski of London SE6.

You play against the computer, which always moves first, and you can choose to play up to five laps. Three basic rules govern the movement of cars and these must be followed to prevent crashing or losing the game.

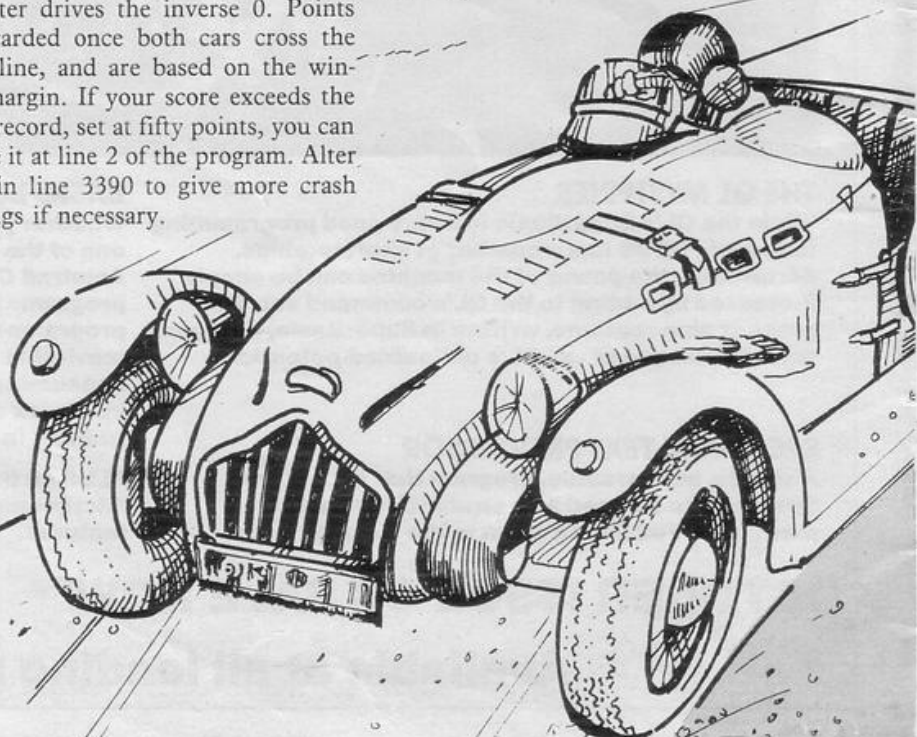
1. No two cars may occupy the same point at the same time.
2. The point to which you wish to move and the line which connects your current position to your anticipated position must lie within the track borders.
3. The length of your move must be one more than, one less than or the same as the previous move for both horizontal and vertical moves.

The moves should be entered as follows; to move three squares right and one up you would input "31" and to move two squares right and one down you would input "2-1". Invalid moves will be ignored by the computer and should an input mean a possible crash you will be given a warning. If you

persist and enter the move you will lose the race and fifty points will be deducted.

If at any time you need advice on the best move to make, input "H".

Your car is the inverse X and the computer drives the inverse O. Points are awarded once both cars cross the finish line, and are based on the winning margin. If your score exceeds the world record, set at fifty points, you can change it at line 2 of the program. Alter the 1 in line 3390 to give more crash warnings if necessary.



ICK



Pro
Printout

```

1000 LET UR=50
1010 RAND 0
1020 DIM B$(5,11)
1030 DIM C$(16)
1040 GOSUB 400
1050 FAST
1060 DIM A$(18,32)
1070 DIM D(32)
1080 DIM C(2)
1090 DIM D(2)
1100 LET H$=CHR$ 155
1110 DIM I(2)
1120 DIM J(2)
1130 LET H$=CHR$ 180+CHR$ 189
1140 LET P$="O"
1150 LET R$=CHR$ 27
1160 DIM T(32)
1170 LET TIME=0.5
1180 LET DIFF=0
1190 LET END=0
1200 LET CLOCK=0
1210 OLS
1220 GOSUB 600
1230 GOSUB 800
1240 GOSUB 1000
1250 GOSUB 1200
1260 GOSUB 1400
1270 FAST
1280 GOSUB 1500
1290 SLOW
1300 GOSUB 2600
1310 IF END>2 THEN GOTO 350
1320 IF END=2 THEN GOTO 260
1330 GOSUB 3000
1340 IF END=5 THEN GOTO 350
1350 GOSUB 3200
1360 GOSUB 2600
1370 IF END=0 OR END=2 THEN GOTO
1380 IF END=1 THEN GOTO 300
1390 GOSUB 4100
1400 GOTO 30
1410 REM ***RACE OPTIONS***
1420 PRINT AT 6,7;"<<< RACE TRAC
K >>>"
1430 LET B$(1)="SINGLE RACE"
1440 FOR N=2 TO 5
1450 LET B$(N)="..."+CHR$(N+15
6)+"RACES"
1460 NEXT N
1470 PRINT AT 21,0;"INPUT NUMBER
OF RACES RORD (1-5)"
1480 INPUT N
1490 PRINT AT 21,0;C$;C$
1500 IF N<INT N OR N>5 OR N<1 T
HEN GOTO 480
1510 LET RACES=N
1520 LET U$=B$(N)
1530 LET RACE=0
1540 LET PTS=0
1550 RETURN
1560 REM ***START SCREEN GEN***
1570 FOR N=1 TO 5
1580 LET H$=H$+H$
1590 NEXT N
1600 FOR N=1 TO 18
1610 LET A$(N)=H$
1620 NEXT N
1630 LET A$(18,22 TO 32)=U$
1640 LET A$(1,1 TO 5)="START"
1650 LET A$(1,27 TO 32)="FINISH"
1660 LET X=1
1670 LET Y=4+INT (RND*10+1)
1680 LET I(1)=X
1690 LET I(2)=X
1700 LET J(1)=Y
1710 LET J(2)=Y
1720 LET Z=3
1730 LET RACE=RACE+1
1740 LET M=3
1750 RETURN
1760 REM ***BUILD TRACK***
1770 FOR N=Y-Z TO Y+Z
1780 LET A$(N,X)=R$
1790 NEXT N
1800 IF B(X)=0 OR Y-Z<B(X) THEN
LET B(X)=Y-Z
1810 IF Y+Z>T(X) THEN LET T(X)=Y
+Z
1820 RETURN
1830 REM ***PLACE PLAYERS***
1840 LET A$(J(1),I(1))=M$(1)
1850 LET N=INT (RND*7-3)
1860 IF N=0 THEN GOTO 920
1870 LET J(2)=J(2)+N
1880 LET A$(J(2),I(2))=M$(2)
1890 RETURN
1900 REM ***ROAD GENERATION***
1910 LET N=M+INT (RND*3-1)
1920 IF N<1 OR N>5 THEN GOTO 101
0
1930 LET NX=X-ABS INT ((N-1.5)/3
)+1
1940 LET NY=Y-SGN (N-3)
1950 IF NY>4 AND NY<15 THEN GOTO
1080
1960 LET N=3
1970 GOTO 1030
1980 LET X=NX
1990 LET Y=NY
2000 LET M=N
2010 LET Z=INT (RND*3+1)
2020 GOSUB 800
2030 IF X<>RACE THEN GOTO 1160
2040 LET I(1)=X
2050 LET J(1)=Y
2060 IF X<32 THEN GOTO 1010
2070 RETURN
2080 REM ***PRINT SCREEN***
2090 PRINT "+Y";TAB 6;"<<< RACE
TRACK >>>";RACE;"RACE"
2100 FOR N=18 TO 1 STEP -1
2110 PRINT A$(N)
2120 NEXT N
2130 PRINT "-Y";TAB 9;"TIME 0";T
AB 15;"X";Y";TAB 30;"X"
2140 PRINT TAB 9;"SPEEDS";M$(1)
2150 PRINT TAB 9;"PTS";PTS
2160 PRINT TAB 9;"NEULINE TO START";T
AB 17;"M$(2)";"0 0" UR="UR"
2170 SLOW
2180 INPUT D$
2190 PRINT AT 21,0;C$
2200 RETURN
2210 REM ***STEER DIRECTION***
2220 LET P=1
2230 PRINT AT 21,0;"COMPUTER MOU
ING"
2240 LET DIR=1
2250 LET STR=0
2260 LET AU=(T(32)+B(32))/2
2270 LET N=C(P)+I(P)+1
2280 IF N<32 THEN LET AU=(T(N)+
B(N))/2
2290 IF D(P)+J(P)>AU THEN LET DI
R=-1
2300 IF D(P)+J(P)=AU THEN LET ST
R=1
2310 RETURN
2320 REM ***TRY POSSIBLES***
2330 FOR K=C(P)+1 TO C(P)-1 STEP
-1
2340 IF K<0 OR K>5 THEN GOTO 153
0
2350 FOR L=D(P)+DIR TO D(P)-DIR
STEP -DIR
2360 IF K=C(P)+1 AND L=D(P)+DIR
AND STR=1 THEN GOTO 1570
2370 IF ABS L>6 THEN GOTO 1570
2380 GOSUB 1700
2390 IF U=2 THEN LET END=END+1
2400 IF U<1 THEN GOTO 1550
2410 NEXT L
2420 NEXT K
2430 IF P=1 THEN GOTO 1620
2440 LET X=100
2450 RETURN
2460 GOSUB 3500
2470 LET END=4
2480 RETURN
2490 LET X=K
2500 LET Y=L
2510 RETURN
2520 REM ***STOPPING DISTANCE***
2530 LET U=0
2540 IF K=0 AND L=0 THEN RETURN
2550 LET SAVEI=I(P)
2560 LET SAVEJ=J(P)
2570 DIM Q(200,5)
2580 LET Q(1,1)=I(P)
2590 LET Q(1,2)=J(P)
2600 LET Q(1,3)=K
2610 LET Q(1,4)=L
2620 LET POINT=0
2630 LET FREE=1
2640 GOSUB 1900
2650 LET I(P)=SAVEI
2660 LET J(P)=SAVEJ
2670 RETURN
2680 REM ***CASCADE CHECK***
2690 LET POINT=POINT+1
2700 IF POINT>200 THEN LET POINT
=1
2710 LET U=0
2720 LET I(P)=Q(POINT,1)
2730 LET J(P)=Q(POINT,2)
2740 LET X=Q(POINT,3)
2750 LET Y=Q(POINT,4)
2760 IF J(P)<>0 THEN GOTO 2010
2770 LET U=1
2780 RETURN
2790 IF X=0 AND Y=0 THEN RETURN
2800 GOSUB 3600
2810 IF U=1 THEN GOTO 1910
2820 IF U=2 OR (X<2 AND ABS Y<2)
THEN GOTO 2070
2830 GOSUB 2100
2840 GOTO 1910
2850 IF U=2 AND POINT<>1 THEN LE
T U=0
2860 RETURN
2870 REM ***STACK MOVES***
2880 LET Q(POINT,1)=Q(POINT,1)+X
2890 LET Q(POINT,2)=Q(POINT,2)+Y
2900 IF X>ABS Y THEN GOTO 2200
2910 GOSUB 2300
2920 FOR X=BOT TO TOP
2930 GOSUB 2500
2940 NEXT X
2950 RETURN
2960 GOSUB 2400
2970 FOR Y=BOT TO TOP
2980 GOSUB 2500
2990 NEXT Y
3000 RETURN
3010 REM ***MOVES: X<ABS Y***
3020 LET BOT=0
3030 LET TOP=0
3040 IF X=0 THEN GOTO 2350
3050 LET BOT=X-1
3060 LET TOP=X-1
3070 IF ABS Y>X+1 THEN LET TOP=
X
3080 IF ABS Y>X+2 THEN LET TOP=
X+1
3090 LET Y=Y-SGN (Y+0.5)
3100 RETURN
3110 REM ***MOVES: X>ABS Y***
3120 LET X=X-1
3130 LET BOT=Y
3140 LET TOP=Y
3150 IF ABS (Y-1)<X THEN LET BO
T=Y-1
3160 IF ABS (Y+1)<X THEN LET TO
P=Y+1
3170 RETURN
3180 REM ***FILL STACK***
3190 LET FREE=FREE+1
3200 IF FREE>200 THEN LET FREE=1
3210 LET Q(FREE,1)=Q(POINT,1)
3220 LET Q(FREE,2)=Q(POINT,2)
3230 LET Q(FREE,3)=X
3240 LET Q(FREE,4)=Y
3250 RETURN
3260 REM ***MOVE CAR***
3270 GOSUB 2800
3280 IF U<>3 THEN GOTO 2630
3290 LET X=CX-I(P)
3300 LET Y=CY-J(P)
3310 PRINT AT 19-J(P),I(P)-1;P$(
P)
3320 LET I(P)=I(P)+X
3330 LET J(P)=J(P)+Y

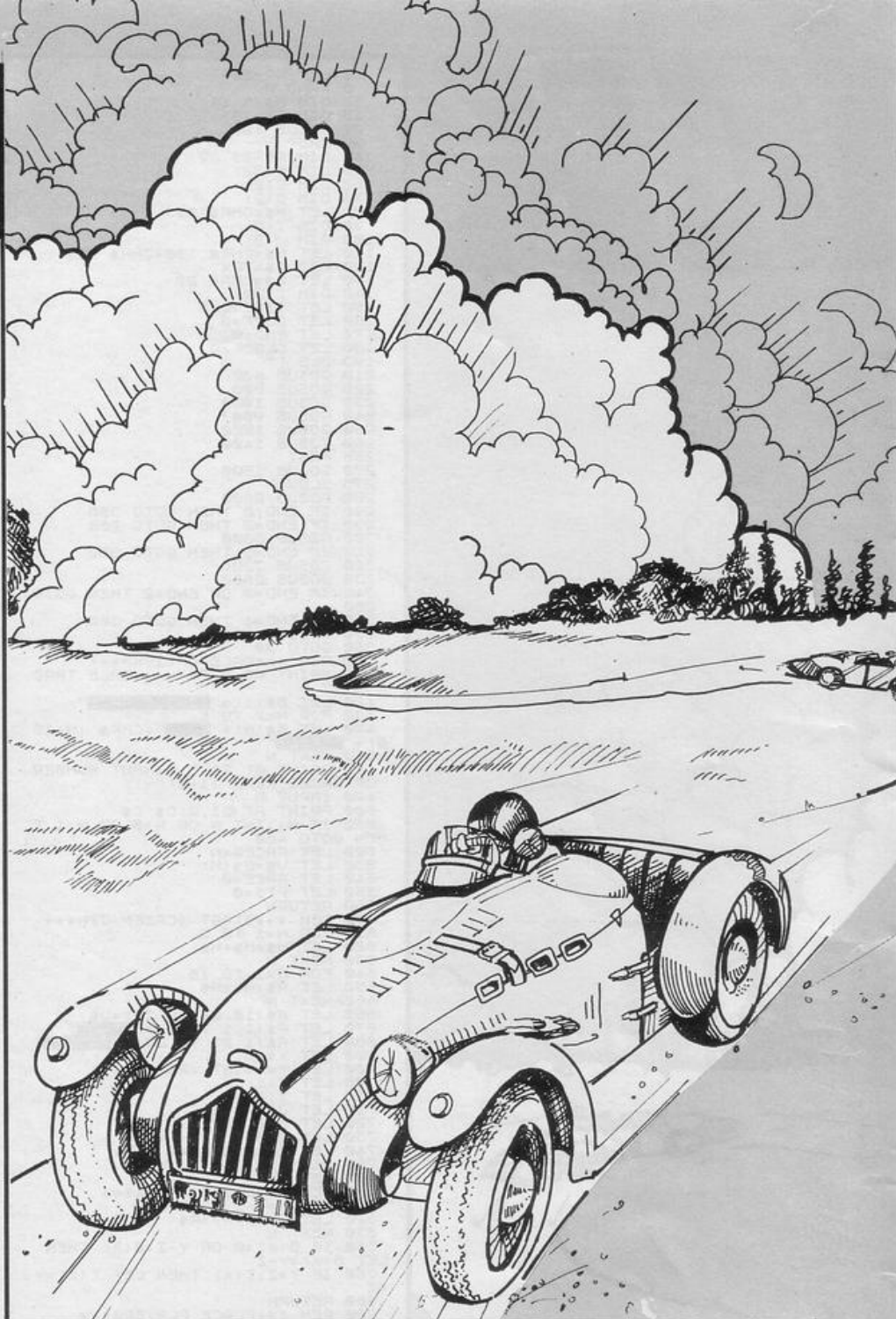
```


Pro Printout

```

2650 LET X=CX-I(P)
2660 LET Y=CY-J(P)
2670 PRINT AT 19-J(P),I(P)-1;P$(
P)
2680
2690
2700
2710 LET I(P)=I(P)+X
2720 LET J(P)=J(P)+Y
2730 IF V<2 THEN GOTO 2700
2740 LET I(P)=32
2750 LET J(P)=F
2760 PRINT AT 19-J(P),I(P)-1;M$(
P)
2770
2780 IF (P=1 AND END=1) OR (P=2
AND END=2) THEN GOSUB 2900
2790 LET C(P)=X
2800 LET D(P)=Y
2810 RETURN
2820 REM ***DISPLAY SPEEDS***
2830 PRINT AT 21,0;C$
2840 LET TIME=TIME+0.5
2850 IF CLOCK=1 THEN LET TIME=TI
ME+0.5
2860
2870 PRINT AT 19,14;INT TIME
2880 IF CLOCK=0 THEN GOTO 2850
2890 LET DIFF=DIFF+1
2900 PRINT AT 20,0;"DIFF ";DIFF
2910 PRINT AT 19+P,19;
2920 PRINT AT 19+P,19;X;TAB 21;Y
2930 IF END=0 AND END<4 THEN LET
CLOCK=1
2940 RETURN
2950 REM ***WINNING DISPLAY***
2960 FOR N=1 TO 7
2970 PRINT AT 19-J(P),I(P)-1;R$
2980 PRINT AT 19-J(P),I(P)-1;M$(
P)
2990
3000 NEXT N
3010 IF END<>1 THEN GOTO 2970
3020 LET Z$="COMPUTER WINS"
3030 GOSUB 4000
3040 LET Z$="KEEP MOVING"
3050 GOTO 2985
3060 LET Z$=C$
3070 IF END=2 THEN LET Z$="YOUR
CAR WINS"
3080 GOSUB 4000
3090 RETURN
3100 REM ***PRE-MOVE CHECK***
3110 PRINT AT 21,0;"PRE-MOVE CHE
CK"
3120 LET P=2
3130 FOR X=C(P)-1 TO C(P)+1
3140 IF X<0 THEN GOTO 3030
3150 FOR Y=D(P)-1 TO D(P)+1
3160 GOSUB 3600
3170 IF V<1 THEN RETURN
3180 NEXT Y
3190 NEXT X
3200 PRINT AT 21,0;"CONCEDE? - (
Y/N)"
3210 INPUT D$
3220 PRINT AT 21,0;C$
3230 IF D$="N" THEN RETURN
3240 IF D$<>"Y" THEN GOTO 3090
3250 LET END=5
3260 LET V=2
3270 LET Z$="GAME CONCEDED"
3280 GOSUB 4000
3290 RETURN
3300 REM ***ACCEPT MOVE***
3310 LET W=0
3320 PRINT AT 21,0;"INPUT MOVE: "
"XY"
3330 INPUT D$
3340 PRINT AT 21,0;C$
3350 IF D$="H" OR D$="HELP" THEN
GOSUB 4500
3360 IF LEN D$<2 OR LEN D$>3 THE
N GOTO 3210
3370 LET S$=""
3380 LET X$=D$(1)
3390 LET Y$=D$(2)
3400 IF LEN D$=2 THEN GOTO 3320
3410 IF Y$<>"+" AND Y$<>"-" THEN
GOTO 3210
3420 LET S$=Y$
3430 LET Y$=D$(3)
3440 LET X=CODE X$-28
3450 LET Y=CODE Y$-28
3460 IF Y>9 OR Y<0 OR X>9 OR X<0
THEN GOTO 3210
3470 IF S$="-" THEN LET Y=Y+-1
3480 IF ABS (X-C(P))>1 OR ABS (Y
-D(P))>1 THEN GOTO 3450
3490 GOSUB 3600
3500 IF V=2 THEN LET END=END+2
3510 IF V<1 THEN RETURN
3520 IF W=1 THEN GOTO 3430
3530 LET Z$="CRASH WARNING"
3540 LET W=W+1
3550 GOSUB 4000
3560 GOTO 3210
3570 GOSUB 3500
3580 LET END=5
3590 RETURN
3600 LET Z$="ILLEGAL MOVE"
3610 GOSUB 4000
3620 GOTO 3210
3630 REM ***CRASH***
3640 LET V=3
3650 LET R$=""
3660 LET M$(P)=CHR$ 151
3670 LET Z$="CRASH"
3680 GOSUB 4000
3690 RETURN
3700 REM ***VALIDATE MOVE***
3710 LET V=0
3720 IF X=0 AND Y=0 THEN RETURN
3730 LET NX=I(P)+X

```



```

3640 LET NY=J(P)+Y
3650 IF NX>32 THEN GOTO 3700
3660 IF NY<B(NX) THEN GOTO 3730
3670 IF NY>T(NX) THEN GOTO 3730
3680 IF NX<1(3-P) AND NY>J(3-P)
THEN GOTO 3730
3690 GOTO 3740
3700 LET V=2
3710 LET F=J(P)
3720 GOTO 3740
3730 GOSUB 3900
3740 IF X<2 THEN RETURN
3750 LET M=Y/X
3760 LET C=NY-M*NX
3770 FOR N=1 TO X-1
3780 LET NX=I(P)+N
3790 LET NY=M*NX+C
3800 IF NX>32 THEN RETURN
3810 IF NX<32 THEN LET F=INT (NY
+0.5)
3820 IF NY<0.0001*B(NX)-1 THEN G
OTO 3870
3830 IF NY>0.0001*T(NX)+1 THEN G
OTO 3870
3840 NEXT N
3850 RETURN
3860 GOSUB 3900
3870 RETURN
3880 REM ***INVALID MOVE***
3890 LET V=1
3900 LET CX=NX
3910 LET CY=INT (NY+0.5)
3920 IF NY<1 THEN LET CY=1
3930 IF NY>18 THEN LET CY=18
3940 RETURN
3950 REM ***FLASH MESSAGE***
3960 FOR N=1 TO 10
3970 PRINT AT 21,0;C$
3980 PRINT AT 21,0;Z$

```

```

4040 NEXT N
4050 RETURN
4060 REM ***CALCULATE POINTS***
4070 IF END=3 THEN LET GAIN=10+D
IFF*5GN (1.5-P)
4080 IF END=4 THEN LET GAIN=20
4090 IF END=5 THEN LET GAIN=-50
4100 IF GAIN=0 THEN PRINT AT 20
,0;"GAIN ";GAIN
4110 IF GAIN<0 THEN PRINT AT 20
,0;"LOSE ";ABS GAIN
4120 LET PTS=PTS+GAIN
4130 PRINT AT 20,24;"PTS ";A
T 20,28;PTS
4140 IF RACE=RACES THEN GOTO 419
0
4150 PRINT AT 21,0;"NEWLINE FOR
NEXT"
4160 INPUT D$
4170 RETURN
4180 LET Z$="GAME OVER"
4190 GOSUB 4000
4200 IF PTS<WR THEN PRINT AT 21
,0;"WR UNCHANGED"
4210 IF PTS>WR THEN PRINT AT 21
,0;"WR BEATEN"
4220 STOP
4230 REM ***HELP PLAYER***
4240 FAST
4250 GOSUB 1430
4260 GOSUB 1500
4270 SLOW
4280 IF X<100 THEN GOTO 4560
4290 LET Z$="NO VALID MOVE"
4300 GOTO 4570
4310 LET Z$="BEST MOVE: "+STR$ X
+STR$ Y
4320 GOSUB 4000
4330 RETURN

```




ZX-81 OWNERS

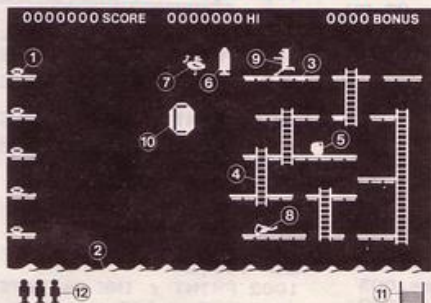
**AT LAST
THE PROGRAM YOU'VE
BEEN WAITING FOR!**



Rocket Man

**with
Hi-Res Graphics
on standard ZX-81 16K**

Actual ZX-81 Screen Display!



- | | | |
|--------------|----------------|-------------------|
| 1. Diamonds | 5. Fuel Cans | 9. Player |
| 2. Sea | 6. Rocket | 10. Bubloid |
| 3. Platforms | 7. Vulture | 11. Fuel Gauge |
| 4. Ladders | 8. Leg of Lamb | 12. Men Remaining |



Get rich quick by collecting Diamonds that are simply lying there waiting for you!

Oh... I forgot to mention that there are one or two problems! There is an expanse of Shark infested water between you and the Diamonds and a strange breed of Bubble that seems hell bent on getting you in it! Somehow you must cross it...

You have a Rocket Pac to help you (a Vulture on higher levels) but you must rush around the platforms and ladders collecting cans of fuel (legs of lamb with the Vulture) and cursing that weird Bubble. Once you have enough fuel then it's Chocks Away!

Oh... but don't run out of fuel on the way - otherwise it's SPLASH!

The aim is to collect all the diamonds from the far left hand side of the screen, whilst avoiding the rampant Bubloid. These emerge from the sea and are hell-bent on returning to their watery habitat with you in tow. Sooner or later you are going to end up in the drink - The idea is to make it later!

By belting round the system of platforms and ladders, cleverly avoiding the Bubloid, you collect the fuel cans which appear in random positions, until you consider that your fuel gauge indicates sufficient in the tank. Now you can go and collect your rocket. With the rocket-pack strapped to your back you can fly across the expanse of sea to collect the diamonds... but don't run out of fuel or your rocket-pack will simply disappear and you will wind up in the drink!

There are six stages with six different platform layouts. On stages 1-3 the Bubloid, which floats in front of the platforms with uncanny ease, gets an ever increasing ability to home in on your position, making the task of staying alive more demanding with each stage. On stages 4-6 you once again start with the easiest Bubloid (which is a blessed relief!) but the fuel cans are replaced by legs of lamb which you must collect to feed your vulture, and once it has enough energy (or you think it has!) you must flap across the water on its back to collect the diamonds.

Extra men are awarded for every 10,000 points - but ONLY once you have collected all the diamonds and so completed each particular stage.

GOOD LUCK!

**Available from all good computer shops
or send cheque/P.O. for £5.95 (inc P&P) to:**

**Software Farm, FREEPOST (no stamp required)
(BS3658) , BS8 2YY Dept SP**

Software Farm, 155 Whiteladies Road, Clifton, Bristol BS8 2RF.
Telephone (0272) 731411 Telex 444742 AFMADV G

FIRE CHIEF

SAVE the children from the fire before the flames become too fierce. The children will appear at the windows of the tower and you must race up and down the fire engine ladder to reach them. Once you have lost your three lives the building will crumble.

Fire Chief was written for the 16K Spectrum by Peter Glancy, aged 15, of Liberton, Edinburgh.

```

1 GO SUB 6000
5 LET sc=0: LET l=3: LET x=15
: LET y=9
6 FLASH 0: BRIGHT 0
10 LET j=9: LET h=3
11 LET a=0: LET b=0: LET c=0
20 FOR k=1 TO 12: FOR n=0 TO 7
: READ a: POKE USR (CHR$ (143+k))
:n,a: NEXT n: NEXT k
25 DATA 8,29,28,62,28,60,28,14
0
26 DATA 252,28,28,54,54,55,55,
119
27 DATA 68,76,84,100,68,76,84,
100
28 DATA 0,36,20,75,126,126,254
,254
29 DATA 0,0,16,8,12,44,60,60
30 DATA 0,0,0,0,127,127,255,0
31 DATA 0,0,0,0,248,252,6,3
32 DATA 231,231,195,195,129,19
5,195,195
33 DATA 0,0,0,0,0,4,46,126
34 DATA 0,0,0,16,60,12,12,28
35 DATA 0,0,0,0,3,115,126,124
36 DATA 126,126,0,0,0,0,0,0
40 LET k=15
50 BORDER 7: PAPER 5: INK 4: C
LS
51 PRINT AT 17,0: "(160*ig8)"
52 INK 2: PAPER 0: FOR n=2 TO
18 STEP 2: PRINT AT n,1: "
L
": NEXT n
53 INK 0: PAPER 6: FOR n=3 TO
17 STEP 2: PRINT AT n,1: "(ig8:H:
ig8:H:ig8:H:ig8)": NEXT n
54 PRINT AT 19,1: "(4*ig8:sp:2*
ig8)"
55 INK 7: PRINT AT 3,15: "(4*ig
8)": AT 4,14: "(6*ig8)": AT 5,17: "(
2*ig8)"
56 PRINT AT 4,23: "(2*ig8)": AT
5,21: "(7*ig8)": AT 6,22: "(4*ig8)"
60 INK 2: PRINT AT 17,9: "(6*ig
8)": AT 18,9: "(6*ig8)": AT 19,9: "(
8*ig8)": PAPER 0: AT 20,9: "(2*ig8
:g3:3*ig8:g3:ig8)": PAPER 4: INK
0: AT 21,11: "(g3)": AT 21,15: "(g3
)"
61 PRINT : PAPER 2: INK 6: AT 1
8,10: "FIRE"
62 PAPER 4: INK 0: PRINT AT 17
,15: "(g6)": AT 18,16: "(g6)"
63 PRINT : PAPER 2: INK 0: AT 1
7,9: "(ig4)"
65 PAPER 5: FOR n=2 TO 16: PRI
NT AT n,9: "C": NEXT n
66 NEXT n
99 GO SUB 500
100 PRINT : INK 7: AT x,y: "A": AT

```

```

x+1,y: "B"
101 BEEP .001,20
102 IF l=0 THEN GO SUB 1999
150 IF a=0 THEN GO SUB 600
151 IF b=0 THEN GO SUB 610
152 IF c=0 THEN GO SUB 620
200 IF a>0 THEN LET a=a+1
201 IF b>0 THEN LET b=b+1
202 IF c>0 THEN LET c=c+1
220 IF a=8 THEN LET q=3: GO SU
B 700
221 IF a=16 THEN LET q=3: GO S
UB 710
222 IF a=21 THEN LET q=3: GO S
UB 800
230 IF b=4 THEN LET q=9: GO SU
B 700
231 IF b=10 THEN LET q=9: GO S
UB 710
232 IF b=13 THEN LET q=9: GO S
UB 800
240 IF c=8 THEN LET q=15: GO S
UB 700
241 IF c=16 THEN LET q=15: GO
SUB 710
242 IF c=21 THEN LET q=15: GO
SUB 800
300 IF sc>200 THEN LET z=.004
301 IF sc>400 THEN LET z=.003
302 IF sc>600 THEN LET z=.002
350 IF INKEY$="q" AND x>3 THEN
LET x=x-1: PRINT : INK 0: AT x+2
,y: "C"
351 IF INKEY$="z" AND x<15 THEN
LET x=x+1: PRINT : INK 0: AT x-
1,y: "C"
360 IF a>0 AND x=h THEN LET q=
3: GO SUB 1000
370 IF x=j AND b>0 THEN LET q=
9: GO SUB 1000
380 IF x=k AND c>0 THEN LET q=
15: GO SUB 1000
400 GO TO 100
500 PRINT : PAPER 1: INK 7: AT 1
0,20: "SCORE=": sc: AT 12,20: "LIVES
=": l: AT 16,20
501 RETURN
600 IF RND>.95 THEN LET a=1: P
RINT : PAPER 0: INK 3: AT h,7: "K"
601 RETURN
610 IF RND<.05 THEN LET b=1: P
RINT : PAPER 0: INK 3: AT j,7: "K"
611 RETURN
620 IF RND>.05 AND RND<.10 THEN
LET c=1: PRINT : PAPER 0: INK
3: AT k,7: "K"
621 RETURN
700 PRINT : INK 2: PAPER 6: AT q
,2: "E": INK 6: PAPER 0: AT q-1,2:
"D"
701 BEEP .01,20: RETURN
710 PRINT : INK 2: PAPER 6: AT q
,4: "E": INK 6: PAPER 0: AT q-1,4:
"D"
711 BEEP .01,20: RETURN
800 PRINT : INK 2: PAPER 6: AT q
,6: "E": INK 6: PAPER 0: AT q-1,6:
"D"
801 PRINT : FLASH 1: BRIGHT 1:
INK 2: PAPER 6: AT q,7: "K"
805 FOR n=0 TO 40: BEEP .002,n:
NEXT n
806 LET l=l-1
807 PRINT : INK 0: PAPER 6: AT h
,1: "(ig8:H:ig8:H:ig8:H:ig8)": IN
K 2: PAPER 0: AT h-1,1: "
L"
808 LET a=0: LET b=0: LET c=0
809 PRINT : INK 0: PAPER 6: AT j
,1: "(ig8:H:ig8:H:ig8:H:ig8)": IN
K 2: PAPER 0: AT j-1,1: "
L"
810 PRINT : INK 0: PAPER 6: AT k
,1: "(ig8:H:ig8:H:ig8:H:ig8)": IN
K 2: PAPER 0: AT k-1,1: "
L"
811 GO SUB 500
812 RETURN
1000 LET sc=sc+10
1001 BEEP .01,20: BEEP .01,30: B
EEP .01,24
1002 PRINT : INK 0: PAPER 6: AT q
,1: "(ig8:H:ig8:H:ig8:H:ig8)": IN
K 2: PAPER 0: AT q-1,1: "
L"
1003 IF q=3 THEN LET a=0
1004 IF q=9 THEN LET b=0
1005 IF q=15 THEN LET c=0
1006 GO SUB 500
1007 RETURN
1999 GO TO 2200
2000 PAPER 5: INK 0: PRINT : FLA
SH 1: BRIGHT 1: AT 5,5: "YOU SCORE
D ": sc: AT 7,7: "WELL DONE"
2003 STOP
2200 FOR n=2 TO 16: PRINT : PAPE
R 5: INK 0: AT n,1: "IIIIII": AT
-1,1: "
": BEEP .005,-10: N
EXT n
2201 GO TO 2000
6000 PAPER 7: BORDER 7: INK 1: C
LS
6001 PRINT AT 3,0: "YOU ARE A F
IREMAN,YOUR JOB
IS TO SAVE A
LL THE BABYS
THAT HAVE BE
EN LEFT BEHIND
BEFORE THE F
IRE REACHES
THEM."
6002 PRINT AT 10,3: "UP=(q)": AT 1
1,3: "DOWN=(z)": AT 15,2: "YOU HAVE
THREE LIVES THEN THE BUILDING
WILL CRUMBLE"
6003 PRINT : INK 0: AT 17,17: "A":
AT 18,17: "B": INK 5: AT 17,15: "FG
"
6004 PAUSE 0: RETURN

```


WIN A QL!

FIRST PRIZE: A QL COMPUTER



SECOND PRIZE: FIVE SECOND PRIZE WINNERS WILL WIN A **DK'TRONICS** LIGHT PEN AND KEYBOARD

THIRD PRIZE: TWO THIRD PRIZE WINNERS WILL WIN A **RAM** QUICKSHOT JOYSTICK AND TURBO INTERFACE

RUNNERS-UP: One hundred runners-up will win a Spectrum game from one of ten top companies. Software from **MICROMEGA**, **ULTIMATE**, **QUICKSILVA**, **AUTOMATA**, **BUG-BYTE**, **C.C.S.**, **DURELL**, **P.S.S.**, **NEW GENERATION** and **ARCADE** can be won. Now is your opportunity to win 'Deathchase', 'Codename Mat' and 'Full Throttle' from **MICROMEGA**, 'Sabre Wulf' from **ULTIMATE** and best-selling games from any one of the companies listed.

● The **Sinclair QL** computer needs little introduction. The most powerful Sinclair computer yet, it uses the new language Superbasic and has 128K Ram. It comes complete with four major software packages, and is already supported by two magazines and several books. It is the machine that everybody is talking about this year; see how to win one below.

● The **dk'tronics light pen** allows you to produce high-resolution pictures, using sixteen pre-defined instructions. Change paper, border, ink or colour. Draw circles or boxes, fill them in with colour, draw freehand, animate your characters and do much, much more. Meanwhile, the keyboard which third prize winners will also be sent will allow them to use their Spectrum more quickly and efficiently.

● The **Ram Quickshot Joystick** combines all the features you could want in a joystick. Four suction cups hold it to your table, allowing you to play games with one hand only. Two fire buttons allow you to fire either with thumb or forefinger. What is more, with the addition of the **Ram Turbo Interface**, you can plug two joysticks into your Spectrum at once, for a multi-player game. The Turbo Interface also provides a variety of interfaces, allowing you to connect cartridge software or Microdrive to your Spectrum.

HOW TO ENTER

Listed below are six major features of the QL computer. Which of these are most essential in a new computer? Use your skill and judgement to arrange the six points in order of importance. For example, if you feel that a new keyboard is the most essential feature of any new computer, you could write C by number one on your entry form.

A Large amount of memory

B 32 bit processor

C Professional keyboard

D Advanced language

E Built in program storage

F Excellent software

When you have arranged the six points in order of importance, complete the tie-breaking sentence: "I would like to win a Sinclair QL because ...".

All entries must be submitted on the cardboard entry form inserted in the magazine. They should arrive at "Sinclair Programs" not later than first post October 31st. Employees of EMAP Computer and Business Publications are not eligible to enter. The editor's decision on all matters relating to the competition will be final.

THE FINAL TOUCH

We've just added the final touch to our professional keyboard. This new Microdrive compatible keyboard offers more key functions than any other in its price range. And the stepped keys and space bar make it even easier to use. Our keyboard, constructed from high density black ABS, will take your Spectrum into the professional league. It has 52 "stepped" keys plus space bar. A separate numeric key pad consisting of 12 red keys including a single entry 'delete' plus single entry 'decimal point', facilitate fast

numeric data entry. The 15" x 9" x 3" case will accommodate your Spectrum and other addons like interface 1, power supply etc. and forms an attractive self-contained unit. All connections, power, Mic, Ear, T.V., network RS232 and expansion port are accessible at the rear. A few minutes, a screwdriver and the simple instructions supplied are all you need to fit your Spectrum. All **dktronics** products are covered by a comprehensive guarantee.

Constructed from high density black ABS

All connections accessible at rear

52 stepped keys

Space bar

Separate numeric keypad

ONLY
£45.00

No Price Increases!

And it's Available NOW!

Please rush me the following

..... Microdrive compatible keyboard(s) £45.00

Please add post and packing £1.25

I enclose cheque/PO/Cash for Total £

or debit my Access/Barclaycard No.

Signature

Name

Address

SP/10/84

dktronics

DK Tronics Ltd., Unit 6, Shire Hill Industrial Estate, Saffron Walden, Essex CB11 3AQ. Telephone: (0799) 26350 (24 hrs) 5 lines

The Spectrum Connection

3 INTO

THREE INTO 1K GOES is a good example of memory conservation, written for the ZX-81 by M. J. Davies of Llandeilo, Dyfed. The program enables the user to fit three games into 1K of memory so tightly that the mere addition of one character will prevent you from playing Mini-Hurkle.

When the program is run the screen goes blank until you press 1, 2, or 3. **Guess the number** covers figures from 1 to 200. If your number is too high 1 is displayed, too low and -1 is displayed and if correct the number of goes taken is shown. When **Reaction Tester** is played, wait for the screen to turn white and press newline. Your score is then shown in seconds. The last game is **Mini-Hurkle**. Enter the X and Y co-ordinates and the computer will tell you the direction in which the hurkle lies. An "H" is displayed when the hurkle is found.

THIS IS a very compact "3 in 1" program which has been very cleverly designed to fit into 1 K. As such, it is as much a lesson in memory conservation, as in programming.

SUBROUTINES AND MAIN CODE

2-7: Set up variables and program control (PROG)
8-9: Random number subroutine (RAND)
20-32: "Guess the number" Game 1 (GAME1)
40-53: "Reaction Tester" Game 2 (GAME2)
60-82: "Mini-Hurkle" Game 3 (GAME3)

VARIABLES

Most of the variables have different uses to save memory. A list of the names will suffice here, as their uses will become apparent in "How it works".

Strings: A\$

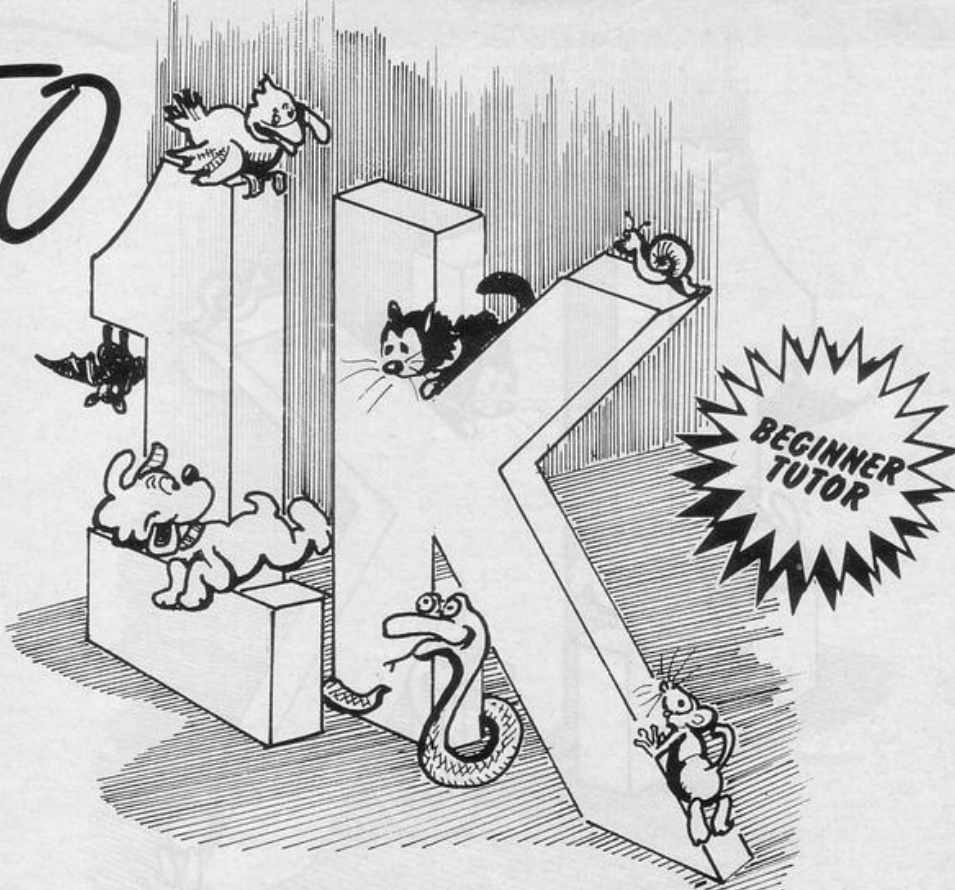
Numeric variables: N, C, V, R, X, Y, A, B

HOW IT WORKS

The "module" names suggested in the program summary are used for the purpose of describing how the program works. These names have no programming significance.

Prog (Lines 2-7)

Set N=8, C=-1



GOES-

Select SLOW mode
Clear Screen
IF KEY > 0 AND key < 4 THEN jump to GAME (Key)
Jump to PROG
Rand (Lines 8-9)
R=INT (RND*V) i.e. any whole number between 0 and V-1
Return

Game1 (Lines 20-32)

Set V=200
CALL RAND
V=R+1 (i.e. 1-200)
Set R=0
Loop
PRINT "?"
INPUT B (Player's guess)
Clear Screen
Print -1 (low), 0 (true)
1 (high)
R=R+1 (no. of goes)
IF B not equal to V
THEN jump to LOOP
Print R
Jump to PROG

Game2 (Lines 40-53)

Set FAST mode
Input A\$ (waits for player to press any key to start)
Set V=2401
Call RAND (R=0 to 2400)
FOR V=1 to R Random time

NEXT V Time 'delay' up with 'Random'.

Set R=16436 (Systems variable for frame counter)

Poke R, R+C with 255

(i.e. set all 16 bits)

Input A\$ (waits for Player to react to end of black screen)

Print ((255-PEEK 16436)+256* (255-PEEK 16437) /50

(i.e. no. of frames sent to screen from start of count /50 frames per sec)

Jump to PROG

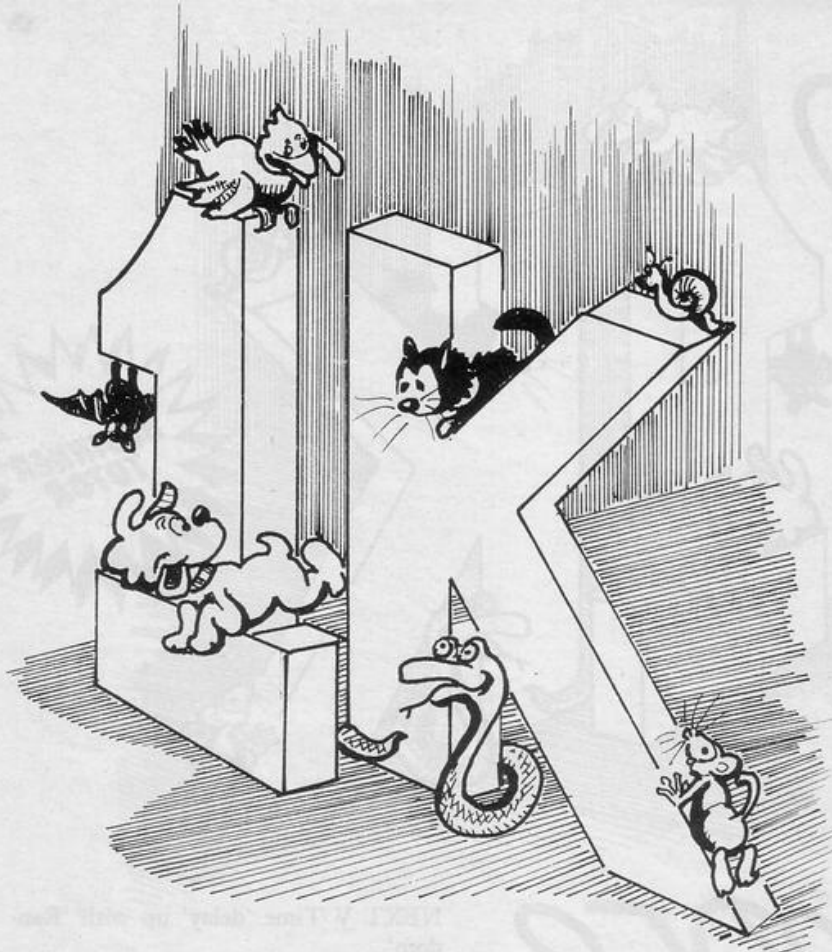
Game3 (Lines 60-62)

Set A=0, V=4
Call RAND
Q=R (Hurkle X coord)
Call RAND (R=Hurkle y coord)
FOR A=4 TO STEP -1
Print A, "++++"
NEXT A
Print "01234" (Grid references)
Input X,Y (Player's guess)
Black out square at 4-Y, X+1
Set A\$="" (null string)
IF Y<R THEN A\$="N" (North)
IF Y>R THEN A\$="S" (South)
IF X<Q THEN A\$=A\$+"E" (East)
IF X>Q THEN A\$=A\$+"W" (West)
Print A\$
IF Wrong guess
THEN jump to Input X,Y
Clear Screen
Jump to PROG

General Notes

From the memory conservation point of view, there are several devices used here.

1) -COS PI and SIN PI for 1,0. These are good alternatives to the use of



PI/PI and PI/PI with an extra byte saved when representing zero.

- 2) Good use is made of the numbers already held in ROM for CODES (0-255). e.g. CODE "COS" gives a

- 3) saving of 2 bytes on VAL "200". If the number is too large to use (2) above, then see if an operator can be used e.g. VAL "7*4" uses 1 byte less than VAL "2401".

```

10 LET N=VAL "8"
20 C=-COS PI
30 GOTO 100
40 INKEY$="0" AND INKEY$="4"
50 THEN GOTO VAL INKEY$*CODE "4"
60 RUN
70 LET R=INT (RND*U)
80 RETURN
90 LET U=CODE "COS"
100 GOSUB N
110 LET U=R+C
120 LET R=SIN PI
130 PRINT "7"
140 INPUT B
150 CLS
160 PRINT B;" "; (B>U)-(B<U)
170 LET R=R+C
180 IF B<U THEN GOTO CODE "/"
190 INPUT R
200 GOSUB N
210 RUN
220 FAST
230 INPUT R$
240 LET U=VAL "7*4"
250 GOSUB N
260 FOR U=C TO R
270 NEXT U
280 LET U=PEEK INT PI
290 LET R=VAL "16438"
300 POKE R,U
310 POKE R+C,U
320 INPUT R$
330 PRINT ((U-PEEK R)+(U+C)*(U-
340 PEEK R)/(R+C))/CODE "H"
350 INPUT R$
360 RUN
370 LET R=SIN PI
380 LET U=VAL "4"
390 GOSUB N
400 LET R=
410 GOSUB N
420 FOR R=U TO A STEP -C
430 PRINT R;"++++"
440 NEXT R
450 PRINT " 01234"
460 INPUT X
470 INPUT Y
480 LET R$=""
490 PRINT AT U-Y,X+C;"■"
500 IF Y<R THEN LET R$="N"
510 IF Y>R THEN LET R$="S"
520 IF X<0 THEN LET R$=R$+"E"
530 IF X>0 THEN LET R$=R$+"W"
540 PRINT AT A,CODE "H",R$
550 IF X<0 OR Y<R THEN GOTO U
560 AL "60"
570 CLS
580 PRINT "H"
590 INPUT R$
600 RUN

```



BOUNCE on the trampoline at the bottom of the screen and catapult yourself into the apples. If you miss the trampoline on your descent the game will end. The birds that are dotted about the screen should be avoided as any contact will result in the loss of a life.

Scrumper was written for the 16K Spectrum by Roy Farrington, aged 13, of Bolton, Greater Manchester.

```

10 FOR y=-60 TO 60: BEEP .01,y
20 NEXT y
30 PRINT AT 2,12;"SCRUMPER"
40 GO SUB 530
50 BORDER 6: PAPER 5
60 LET e=0: LET f=0: LET a=10:
70 LET b=15: LET p=0: LET t=0: LET
80 s=0: LET l=3
90 INPUT "ENTER SPEED (1 TO 7)
100 "g
110 IF g<1 OR g>7 THEN GO TO 1
120 93
130 LET g=(g/(g*2^g)*0.2)
140 PAUSE 100: CLS
150 GO SUB 430
160 LET c=3+ INT ( RND *10)
170 LET d=1+ INT ( RND *31)
180 PRINT INK 1; AT c,d;"D"
190 LET w=0
200 PRINT INK 2; AT a,b;"B": B
210 EEP g,4
220 PRINT AT 0,0;"LIVES=";l
230 IF a=21 THEN GO TO 490
240 PRINT AT a,b;" "
250 IF l <= 0 THEN GO TO 470
260 IF INKEY$="5" THEN LET b
270 =b-1
280 IF INKEY$="8" THEN LET b
290 =b+1
300 LET a=a+1
310 IF ATTR (a,b)=44 THEN BEE
320 P .1,5: LET s=s+10
330 IF ATTR (a,b)=41 THEN BEE
340 P .1,1: LET l=l-1
350 IF ATTR (a+1,b)=43 THEN G
360 O TO 270
370 GO TO 150
380 LET e=3+ INT ( RND *10)
390 LET f=1+ INT ( RND *30)
400 PRINT INK 4; AT e,f;"C"
410 PRINT INK 2; AT a,b;"B": B
420 EEP g,4

```

```

310 IF a=19 THEN GO SUB 430
320 PRINT AT a,b;" "
330 IF INKEY$="5" THEN LET b
340 =b-1: LET w=w+1.5
350 IF INKEY$="8" THEN LET b
360 =b+1: LET w=w+1.5
370 LET a=a-1
380 IF ATTR (a,b)=44 THEN BEE
390 P .1,5: LET s=s+10
400 IF ATTR (a,b)=41 THEN BEE
410 P .1,1: LET l=l-1
420 PRINT AT 0,0;"LIVES=";l
430 IF w >= 20 THEN GO TO 110
440 IF l <= 0 THEN GO TO 470
450 GO TO 300
460 LET v= INT ( RND *24)
470 PRINT AT 21,0;" "
480 PRINT INK 3; AT 21,v;"AAAA
490 AAAA"
500 RETURN
510 PRINT AT 6,6;"THE BIRDS GO
520 T YOU"
530 GO TO 500
540 PRINT AT 6,6;"YOU MISSED T
550 HE TRAMPOLINE"
560 FOR y=1 TO 60: BEEP .01,y:
570 NEXT y
580 PRINT AT 8,6;"SCORE=";s
590 GO TO 40
600 FOR f=0 TO 3: FOR g=0 TO 7:
610 READ a: POKE USR CHR$ (144+f)
620 +g,a: NEXT g: NEXT f
630 DATA 255,129,66,36,24,24,36
640 ,66
650 DATA 0,24,24,60,90,24,36,36
660 ,0
670 DATA 0,24,48,126,126,118,60
680 ,0
690 DATA 0,14,8,56,112,32,32,48
700 580 RETURN

```




WEATHER PREDICTOR

AFTER entering the day's weather, a forecast for the next day will be given. The computer will prompt you to enter the relevant information; including the wind speed and humidity. The author claims that forecasts given are as reliable as those given on the television.

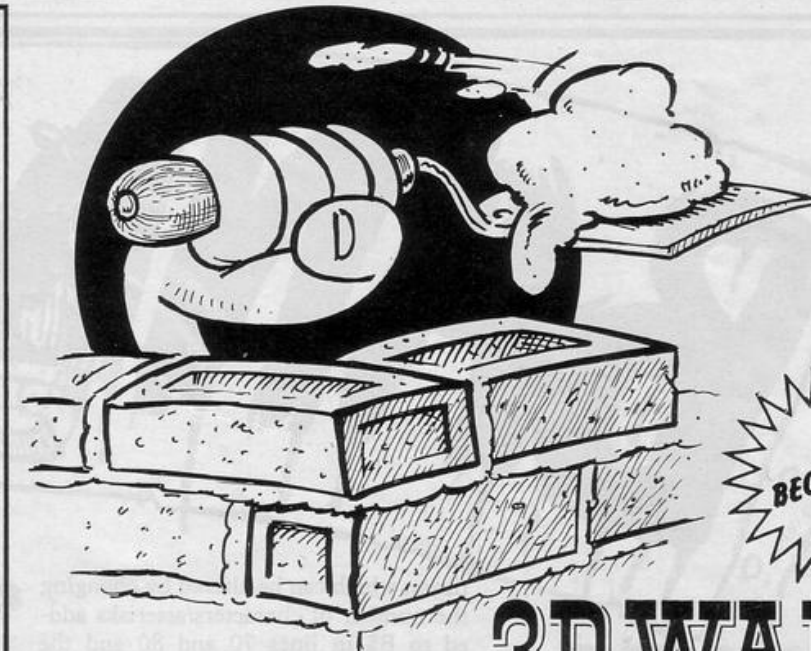
Weather Predictor was written for the 1K ZX-81 by Wayne Phipps of Narborough, Leicester.

```

1 LET SN=7
2 LET SU=0
3 LET RA=5
4 LET DU=2
5 PRINT "WEATHER? (SN,SU,RA,DU)"
10 INPUT W
11 PRINT "WIND?(1 TO 10)"
12 INPUT F
13 PRINT "FORCAST?-1=SUN,3=DUL
L,4=RAIN, 6=SNOW"
30 INPUT B
40 PRINT "I PREDICT:"
50 LET M=B*3
60 LET O=(M+F+W)
70 IF O<=13 THEN PRINT "SUN"
80 IF O>=14 AND O<=18 THEN PRI
NT "DULL"
90 IF O>=19 AND O<=28 THEN PRI
NT "RAIN"
100 IF O>28 THEN PRINT "SNOW"
110 INPUT A$
120 CLS
130 RUN
  
```

```

9 BORDER 2: PAPER 4: INK 0: C
LS
10 LET SC=0: LET L=0: LET LE=0
: GO TO 1000
20 LET S=100: LET A=165
21 PLOT 0,0: DRAW 0,175: PLOT
255,0: DRAW 0,175
25 PLOT S,A: DRAW 5,5: IF INK
EY$="S" THEN PAUSE 4E4
26 IF INKEY$="P" AND S<255
THEN LET S=S+1: BEEP .030,-10:
LET J=J+1: LET SC=SC+1: IF POIN
T (S+1,A)=1 THEN CLS: PRINT A
T 10,2:"HARD LUCK, YOU HIT ITS SI
DE": BEEP 4,-20: CLS: GO TO 100
0
27 IF INKEY$="O" THEN BEEP
.030,-10: LET S=S-1: LET SC=SC+1
: LET J=J+1: IF POINT (S-1,A)=1
THEN CLS: PRINT AT 10,2:"HAR
D LUCK, YOU HIT ITS SIDE": BEEP 4
,-20: CLS: GO TO 1000
28 IF INKEY$="" AND A>14 THE
N BEEP .015,-10: LET A=A-1: LET
J=J+1: LET SC=SC+1: IF .POINT (
S,A-1)=1 THEN CLS: PRINT AT 1
0,0:"HARD LUCK YOU BANGED INTO A
WALL": BEEP 4,-20: CLS: GO TO
1000
29 PLOT 0,18: DRAW 255,0
30 IF A=20 THEN LET A=165: BE
EP .10,-20: LET L=L+1: PRINT AT
0,0:"LEVEL ";L: PRINT AT 0,9:"
SCORE ";SC: INPUT "HOW FAR ACROS
S TO BUILD?(your first wall was
100 across) ";U: LET S=U
999 GO TO 25
1002 CLS: PRINT AT 0,0:"
3D WALL ";FOR F=7 TO 0 S
TEP -1: PRINT AT 12,0: INK F;"U
SE S TO PAUSE"
1003 PRINT AT 2,1: INK F:"BUILD
THE WALL DOWN TO THE ""BOTTOM
WHERE YOU WILL BUILD A""NOTHER
WALL AT THE TOP.""USE KEYS O-
left P-right""BUT BEWARE! DO N
  
```



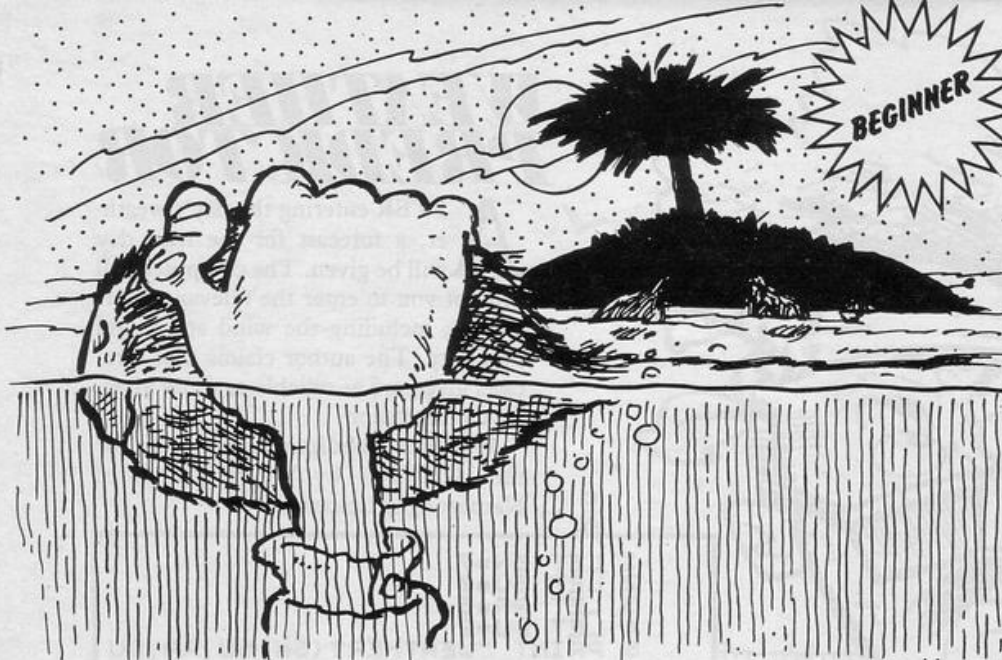
```

OT BUMP INTO""OLD WALLS OR POLE
S AS THIS""WILL CAUSE AN EXTERN
INATION!!"
1004 PRINT AT 15,4: INK F:"PREV
IOUS SCORE ";SC: PRINT AT 17,4:
INK F:"PREVIOUS LEVEL ";L: PRIN
T AT 20,4: INK F:"PRESS A KEY T
O START"
1005 NEXT F: PAUSE 4E4: CLS
1006 FOR F=0 TO 100: LET H= RND
*140: LET J= RND *245: BEEP .02,
5: PLOT J,H: DRAW 10,10: NEXT F
1007 LET L=1: LET SC=0: GO TO 20
  
```

3D WALL

BUILD A wall from the top of the screen to the bottom, taking care to avoid the poles and sides of the screen. When you reach the bottom you have to build another wall, only this time you are able to choose your starting point.

3D Wall was written for the 16K Spectrum by Philip Laflin, aged 13 of Rotherham, S. Yorks.



COLLECT the coconuts from the tree at the end of your garden by jumping over the gaps in the ground. Each time you move a new gap appears. The river runs below your garden so if you misjudge a gap you will fall into it. The keys to use are 5 and 0.

Coconuts was written for the 16K ZX-81 by Neil Yates, aged 13, of Thame, Oxon.

COCONUTS

```

3 SAVE "COCONUTS"
4 LET HI=500
5 CLS
10 LET S=0
20 LET F$=""
30 PRINT " WHICH SKILL LEVEL
?"
31 PRINT
32 PRINT "( 1-5:1 IS HARD )"
35 INPUT SL
36 IF SL<1 OR SL>5 THEN GOTO 3
37 CLS
40 PRINT AT 0,5;"COCONUTS **"
45 PRINT AT 14,0;" "
46 PRINT AT 13,0;" "
47 PRINT AT 12,0;" "
48 PRINT AT 11,0;" "

```

```

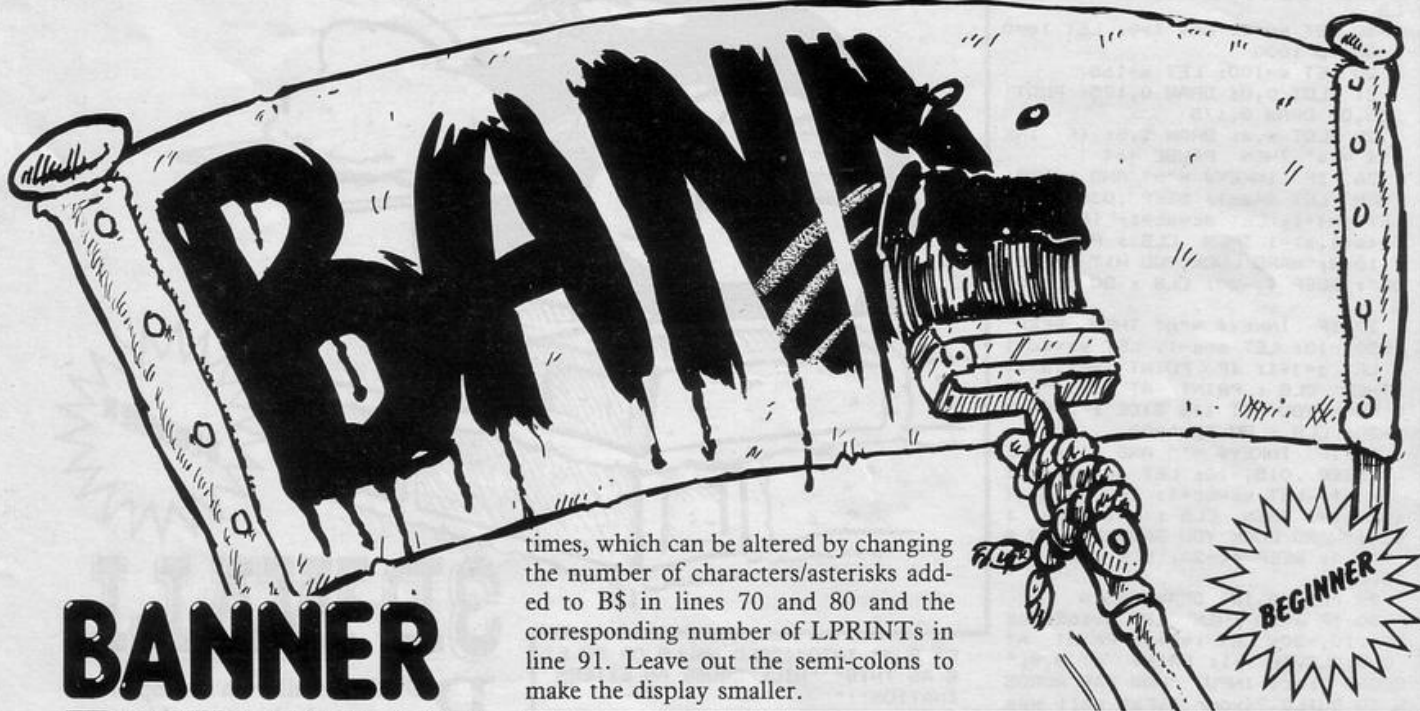
49 PRINT AT 10,0;" "
50 PRINT AT 9,0;" "
55 PRINT AT 14,28;" " AT 13,
27;" " AT 12,29;" "
60 LET Y=25
70 PRINT AT 15,0;F$
80 PRINT AT 14,Y;"A"
90 IF INKEY$="0" THEN GOSUB 50
100 IF F$(Y+1)=" " THEN GOTO 20
110 PRINT AT 14,Y;" "
120 IF INKEY$="5" THEN LET F$(Y
+1)="A"
125 IF INKEY$="5" THEN LET Y=Y-
1
130 IF Y<=5 THEN GOTO 1000
140 LET S=S+1
150 GOTO 70

```

```

500 LET F$(Y+1)=" "
510 PRINT AT 14,Y;" " AT 13,Y-1
;"A" AT 13,Y-1;" " AT 13,Y-2;"A"
AT 13,Y-2;" " AT 14,Y-3;"A"
520 LET Y=Y-3
530 RETURN
1000 FOR F=10 TO 14
1010 PRINT AT F,5;"0"
1020 PRINT AT F,5;" "
1030 NEXT F
1040 LET S=S+100
1050 FOR F=1 TO SL*3
1060 LET LL=INT (RND*18)+7
1070 LET F$(LL)=" "
1080 NEXT F
1085 LET L=INT (RND*18)+7
1090 LET F$(L)=" "
1095 LET F$(24)=" "
1095 LET F$(25)=" "
1100 LET F$(25)=" "
1110 GOTO 37
2000 FOR F=1 TO 15
2005 PRINT AT 7,15;" "
2010 PRINT AT 6,14;" " AT 7,13
;" " AT 8,14;" "
2020 PRINT AT 6,14;" " AT 7,13
;" " AT 8,14;" "
2025 PRINT AT 7,13;"(100)"
2030 NEXT F
2040 CLS
2050 PRINT " YOU FELL INTO THE
RIVER AND"
2060 PRINT "WERE SWEEPED AWAY."
2070 PRINT
2080 PRINT " YOU SCORED ";S;" PO
INTS"
2090 PRINT
2100 IF S>HI THEN LET HI=S
2110 PRINT "THE HI-SCORE TODAY I
S ";HI
2115 PRINT
2120 PRINT " PRESS ANY KEY TO TR
Y AGAIN."
2130 PAUSE 4E4
2140 GOTO 10

```



BANNER

BANNER is a character enlarger written for the 1K ZX-81 with printer attached by David Blackburn of Smallfield, Surrey.

It produces a banner from the string in line 20 and this is copied directly to the printer. The contents of this string may be changed to suit your requirements. Each character is enlarged 1024

times, which can be altered by changing the number of characters/asterisks added to B\$ in lines 70 and 80 and the corresponding number of LPRINTs in line 91. Leave out the semi-colons to make the display smaller.

```

10 DIM H(8)
20 LET A$="LIFE THE UNIVERSE A
ND EVERYTHING: - 42 - THE ULTIMA
TE ANSWER?"
25 FOR A=1 TO LEN A$
30 LET E=7688+8*CODE A$(A)
35 FOR X=1 TO 8
40 LET H(X)=PEEK (E-X)
45 NEXT X
50 LET C=128
55 FOR Y=1 TO 8
60 LET B$=""
65 FOR X=1 TO 8

```

```

65 LET D=H(X)
70 IF D>C THEN LET B$=B$+"**"
75 IF D>C THEN LET H(X)=H(X)-
C
80 IF D<C THEN LET B$=B$+"
85 NEXT X
85 LET C=C*.5
91 LPRINT B$;B$;B$;B$;
93 NEXT Y
100 NEXT A

```


PUZZLE SOLVER

PUZZLE SOLVER is a useful program to help find the solutions to puzzles in which you have to pick out words from amongst a group of letters in a grid. Input the measurements of the grid, any size up to a maximum of thirty letters across and twenty characters down, and then enter the letters on each row. The information is shown in the grid and you can then enter a word for the computer to find. The computer scans the grid and if a word cannot be found, asks you to try again.

Written for the 48K Spectrum by Christopher Miles, aged 12, of Egham, Surrey.



```

1 POKE 23658,8
2 BORDER 1: PAPER 1: INK 7: C
LS
3 PRINT AT 8,0: PAPER 6: INK
0;" DO YOU WISH TO CONTINUE WIT
H THE LAST INFORMATION ?
"
4 PRINT PAPER 0: INK 6;"
OR
5 PRINT PAPER 6: INK 0;"
START AGAIN
AND ENTER NEW LETTERS
6 PRINT PAPER 0: INK 6;" C t
o CONTINUE/S TO START AGAIN "
7 INPUT c$: IF c$="C" THEN G
O TO 85
9 REM SIZE OF GRID
10 INPUT "AMOUNT OF LETTERS AC
ROSS (1-30)?" :x
15 IF x>30 OR x<1 THEN GO TO
10
20 INPUT "AMOUNT OF LETTERS DO
WN (1-20)?" :y
21 IF y>20 OR y<1 THEN GO TO
20
25 REM ENTERING THE LETTERS
30 DIM a$(y,x)
40 FOR n=1 TO y
50 PRINT AT 10,5: PAPER 5: INK
0;"LETTERS IN ROW " :n
55 INPUT r$
60 IF LEN r$<x THEN GO TO 50
70 LET a$(n)=r$( TO x)
80 NEXT n
81 REM PRINTIN THE LETTERS
85 CLS
90 FOR n=1 TO y
100 PRINT AT n,16-INT (x/2): PA
PER 6: INK 0:a$(n)
110 NEXT n
115 REM FIND WORD
116 REM PART 1
121 INPUT PAPER 5: INK 0;"ENTE
R WORD " :w$
122 IF LEN w$<2 THEN GO TO 121
123 PRINT AT 21,0;"
"
125 LET d=16-INT (LEN w$/2): PR
INT AT 21,d-1: PAPER 4: INK 0;"
:w$;"
130 INK 0: PLOT (d*8)-8,0: DRAW
0,7: DRAW ((LEN w$)*8)+16,0: DR
AW 0,-7: DRAW -(((LEN w$)*8)+16)
,0: INK 7
140 FOR a=1 TO y
150 FOR b=16-INT (x/2) TO x+(15
-INT (x/2))
151 LET p=6: LET i=0
152 IF ATTR (a,b)=23 THEN LET

```

```

p=2: LET i=7
153 PRINT AT a,b: OVER 1: PAPER
0: INK 6;" "
160 IF SCREEN$ (a,b)=w$(1) THEN
GO SUB 200
165 PRINT AT a,b: OVER 1: PAPER
p: INK i;" "
166 BEEP .01,b*2
170 NEXT b: NEXT a
180 PRINT AT 21,0: PAPER 5: INK
0;" SORRY WORD NOT FOUND TRY AG
AIN "
185 PAUSE 100: PRINT AT 21,0;"
"
190 GO TO 120
200 REM PART 2
210 IF SCREEN$ (a-1,b+1)=w$(2)
THEN GO SUB 300
220 IF SCREEN$ (a,b+1)=w$(2) TH
EN GO SUB 400
230 IF SCREEN$ (a+1,b+1)=w$(2)
THEN GO SUB 500
240 IF SCREEN$ (a+1,b)=w$(2) TH
EN GO SUB 600
250 IF SCREEN$ (a+1,b-1)=w$(2)
THEN GO SUB 700
260 IF SCREEN$ (a,b-1)=w$(2) TH
EN GO SUB 800
270 IF SCREEN$ (a-1,b-1)=w$(2)
THEN GO SUB 900
280 IF SCREEN$ (a-1,b)=w$(2) TH
EN GO SUB 1000
285 RETURN
300 REM PART A
310 FOR n=1 TO LEN w$
320 IF SCREEN$ (a-(n-1),(n-1)+b
)<>w$(n) THEN RETURN
330 NEXT n
340 BRIGHT 1: LET p=0: LET i=7:
GO SUB 360
345 INPUT PAPER 5: INK 0:"PRES
S ENTER TO CONTINUE":t$
350 BRIGHT 0: LET p=2: LET i=7:
GO SUB 360
355 GO TO 120

```

```

360 FOR n=1 TO LEN w$
370 PRINT AT a-(n-1),(n-1)+b: O
VER 1: PAPER p: INK i;" "
380 NEXT n
390 RETURN
400 REM PART B
410 FOR n=1 TO LEN w$
420 IF SCREEN$ (a,(n-1)+b)<>w$(
n) THEN RETURN
430 NEXT n
440 BRIGHT 1: LET p=0: LET i=7:
GO SUB 460
445 INPUT PAPER 5: INK 0:"PRES
S ENTER TO CONTINUE":t$
450 BRIGHT 0: LET p=2: LET i=7:
GO SUB 460
455 GO TO 120
460 FOR n=1 TO LEN w$
470 PRINT AT a,(n-1)+b: OVER 1:
PAPER p: INK i;" "
480 NEXT n
490 RETURN
500 REM PART C
510 FOR n=1 TO LEN w$
520 IF SCREEN$ ((n-1)+a,(n-1)+b
)<>w$(n) THEN RETURN
530 NEXT n
540 BRIGHT 1: LET p=0: LET i=7:
GO SUB 560
545 INPUT PAPER 5: INK 0:"PRES
S ENTER TO CONTINUE":t$
550 BRIGHT 0: LET p=2: LET i=7:
GO SUB 560
555 GO TO 120
560 FOR n=1 TO LEN w$
570 PRINT AT (n-1)+a,(n-1)+b: O
VER 1: PAPER p: INK i;" "
580 NEXT n
590 RETURN
600 REM PART D
610 FOR n=1 TO LEN w$
620 IF SCREEN$ ((n-1)+a,b)<>w$(
n) THEN RETURN
630 NEXT n
640 BRIGHT 1: LET p=0: LET i=7:

```



```

GO SUB 660
645 INPUT PAPER 5; INK 0;"PRES
S ENTER TO CONTINUE";t$
650 BRIGHT 0: LET p=2: LET i=7:
GO SUB 660
655 GO TO 120
660 FOR n=1 TO LEN w$
670 PRINT AT (n-1)+a,b; OVER 1;
PAPER p; INK i;" "
680 NEXT n
690 RETURN
700 REM PART E
710 FOR n=1 TO LEN w$
720 IF SCREEN$ ((n-1)+a,b-(n-1)
)<>w$(n) THEN RETURN
730 NEXT n
740 BRIGHT 1: LET p=0: LET i=7:
GO SUB 760
745 INPUT PAPER 5; INK 0;"PRES
S ENTER TO CONTINUE";t$
750 BRIGHT 0: LET p=2: LET i=7:
GO SUB 760
755 GO TO 120
760 FOR n=1 TO LEN w$
770 PRINT AT (n-1)+a,b-(n-1); O
VER 1; PAPER p; INK i;" "
780 NEXT n
790 RETURN
800 REM PART F
810 FOR n=1 TO LEN w$
820 IF SCREEN$ (a,b-(n-1))<>w$(
n) THEN RETURN
830 NEXT n
840 BRIGHT 1: LET p=0: LET i=7:
GO SUB 860
845 INPUT PAPER 5; INK 0;"PRES
S ENTER TO CONTINUE";t$
850 BRIGHT 0: LET p=2: LET i=7:
GO SUB 860
855 GO TO 120
860 FOR n=1 TO LEN w$
870 PRINT AT a,b-(n-1); OVER 1;
PAPER p; INK i;" "
880 NEXT n
890 RETURN
900 REM PART G
910 FOR n=1 TO LEN w$

```

```

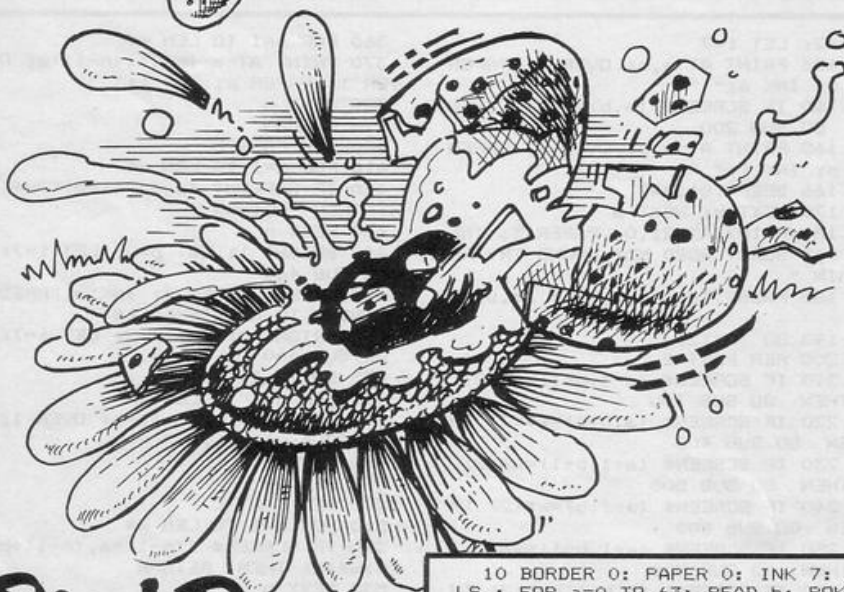
920 IF SCREEN$ (a-(n-1),b-(n-1)
)<>w$(n) THEN RETURN
930 NEXT n
940 BRIGHT 1: LET p=0: LET i=7:
GO SUB 960
945 INPUT PAPER 5; INK 0;"PRES
S ENTER TO CONTINUE";t$
950 BRIGHT 0: LET p=2: LET i=7:
GO SUB 960
955 GO TO 120
960 FOR n=1 TO LEN w$
970 PRINT AT a-(n-1),b-(n-1); O
VER 1; PAPER p; INK i;" "
980 NEXT n
990 RETURN
1000 REM PART H
1010 FOR n=1 TO LEN w$

```

```

1020 IF SCREEN$ (a-(n-1),b)<>w$(
n) THEN RETURN
1030 NEXT n
1040 BRIGHT 1: LET p=0: LET i=7:
GO SUB 1060
1045 INPUT PAPER 5; INK 0;"PRES
S ENTER TO CONTINUE";t$
1050 BRIGHT 0: LET p=2: LET i=7:
GO SUB 1060
1055 GO TO 120
1060 FOR n=1 TO LEN w$
1070 PRINT AT a-(n-1),b; OVER 1;
PAPER p; INK i;" "
1080 NEXT n
1090 RETURN
9998 STOP
9999 SAVE "SOLUTION" LINE 1

```



Bird Drop

DROP as many eggs as you can onto the flowers below before the bird lands. Ten points are given when a flower is hit but if you miss and waste an egg five points will be deducted. To release an egg use key "d".

Bird Drop was written for the 16K Spectrum by David Yates of Higher Irlam, Manchester.

```

10 BORDER 0: PAPER 0: INK 7: C
LS : FOR a=0 TO 63: READ b: POKE
USR "a"+a,b: NEXT a
30 PRINT AT 0,10; FLASH 1;"Bir
d Drop"
50 PRINT AT 5,0;"The idea of t
he game is to drop eggs on as ma
ny flowers (G) as possible befo
re the bird lands."
60 PRINT AT 9,0;"Points are aw
arded for each hit ,while misses
are deducted from your score."
70 PRINT AT 13,4;"Use 'd' to f
ire an egg.";AT 15,2;"Press any
key to continue.": PAUSE 0
80 BORDER 2: PAPER 7: INK 0: C
LS : GO SUB 1000
90 FOR a=0 TO 4: LET b=INT (RN
D*30): PRINT AT 19,b; INK 4;"G";
AT 20,b; INK 3;"H": NEXT a

```

```

100 LET y=2: LET s=0: PRINT AT
0,10;"Score=0"
120 FOR x=29 TO 0 STEP -1: PRIN
T AT y,x;"ABC";AT y-1,x+1;"D";AT
y+1,x+1;"E": IF INKEY$="d" OR I
NKEY$="D" THEN GO SUB 3000
130 BEEP .01,15: PRINT AT y,x;"
";AT y-1,x+1;" ";AT y+1,x+1;"
": NEXT x
140 LET y=y+2: IF y=20 THEN GO
TO 2000
150 GO TO 110
1000 PRINT AT 21,0; PAPER 5;"
";

```

```

RETURN
2000 PRINT AT 0,10; INK 0; PAPER
7; FLASH 1;"Score=";s;AT 5,6; I
NK 6; PAPER 0;"Another go (y/n)
?": INPUT e$: LET e$=e$( TO 1)
2030 IF e$="y" OR e$="Y" THEN G
O TO 80
2040 GO TO 9080
3000 FOR d=y+2 TO 18: PRINT AT d
,x+1;"F"; BEEP .05,-5: PRINT AT
d,x+1;" ": NEXT d: GO SUB 4000:
RETURN
4000 IF ATTR (19,x+1)=60 THEN L
ET s=s+15: BEEP .3,40: FOR z=7 T
O 3 STEP -1: PRINT AT 20,x+1; IN
K z;"H": PAUSE 5: NEXT z
4010 PRINT AT 0,16;" ": BEEP
.2,30: LET s=s-5: PRINT AT 0,10;
"Score=";s: RETURN
9000 DATA 0,0,255,63,15,0,0,0
9010 DATA 24,255,255,255,126,60,
36,36
9020 DATA 0,0,255,252,240,0,0,0
9030 DATA 0,60,66,102,90,90,36,2
4
9040 DATA 36,36,90,153,0,0,0,0
9050 DATA 0,0,60,126,126,60,0,0
9060 DATA 24,36,36,24,16,84,56,1
6
9070 DATA 255,255,126,126,126,12
6,60,60

```




JUNGLE TROUBLE

ESCAPE from the jungle before you are captured by the animals. As you reach the edge of the jungle you will move into denser growth and be confronted by more animals. Do not move too fast as you may

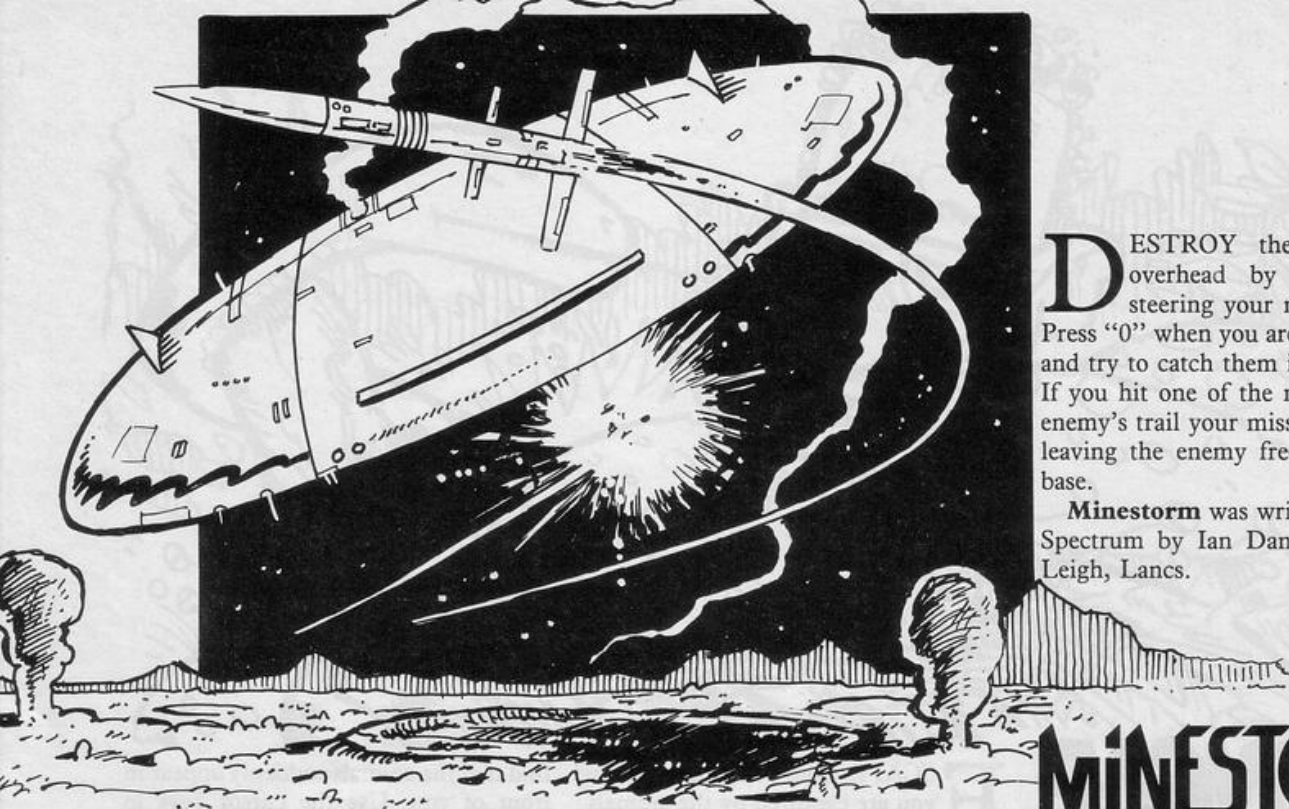
find that the animals suddenly appear in front of you. Use the cursor keys in your bid to escape.

Jungle Trouble was written for the 16K Spectrum by Andrew Toumazou, London W3.

```

1 BORDER 0: PAPER 0: INK 7: C
LS
2 LET sc=0
3 LET li=3
6 FOR n=0 TO 7: READ data: DA
TA BIN 00111000,BIN 00101000,BIN
00111000,BIN 00010000,BIN 11111
110,BIN 00010000,BIN 00101000,BI
N 01000100: POKE USR "a"+n,data:
NEXT n
7 FOR n=0 TO 7: READ data: DA
TA BIN 00111100,BIN 01111110,BIN
11011011,BIN 11011011,BIN 11111
111,BIN 11111111,BIN 11000011,BI
N 01111110: POKE USR "b"+n,data:
NEXT n
9 GO SUB 700
10 LET a=INT (RND*2)+1
20 LET b=INT (RND*30)
30 PRINT AT a,b;"A"
31 PRINT AT a,b;"A"
32 PRINT AT a,b;"A"
35 LET aa=a: LET bb=b
40 IF INKEY$="6" THEN LET a=a
+1: LET sc=sc+1: BEEP .1,2
60 IF INKEY$="8" THEN LET b=b
+1: LET sc=sc+1: BEEP .1,3
70 IF INKEY$="5" THEN LET b=b
-1: LET sc=sc+1: BEEP .1,1
77 IF SCREEN$ (a+1,b)<>" " THE
N GO TO 500
80 PRINT AT aa,bb;" "
83 LET d=INT (RND*18)+3
84 LET c=INT (RND*30)+1
90 IF a=0 THEN BEEP .2,3: BEE
P .2,4: BEEP .2,5: BEEP .2,2: LE
T li=li-1: GO TO 10
95 IF li=0 THEN CLS : GO TO 5
10
100 IF b=0 OR b=31 THEN BEEP .
2,3: BEEP .2,4: BEEP .2,3: BEEP
.2,2: LET li=li-1: GO TO 10
105 IF a=18 THEN BEEP .10,10:
BEEP .10,9: GO TO 10
110 PRINT AT d,c: INK 4;"BBB"
200 PRINT AT 21,0: PAPER 2;" S
CORE=";sc;" "
210 PRINT AT 21,10: PAPER 2;"
LIVES=";li;" "
499 GO TO 30
500 LET li=li-1: CLS : BEEP .3,
4: BEEP .1,4: BEEP .2,4: BEEP .3
,4: GO TO 10
510 PRINT AT 10,10:"SCORE=";sc
520 PRINT AT 12,10:"ANOTHER GO(
Y/N)"
530 IF INKEY$="y" THEN CLS : R
UN
540 IF INKEY$="n" THEN CLS : S
TOP
600 GO TO 530
700 PRINT AT 0,5: PAPER 2;"JUNG
LE TROUBLE!!"
710 PRINT AT 3,5: INK 4;"USE TH
E CURSOR KEYS TO MOVE T
O THE BOTTOM OF THE JU
NGLE BEFORE THE ANIMAL
S CAPTURE YOU.": BEEP .50,10
750 PRINT AT 21,5:"PRESS ANY KE
Y"
800 PAUSE 0: CLS
1000 GO TO 10

```

DESTROY the enemy flying overhead by launching and steering your missiles at them. Press "0" when you are near the enemy and try to catch them in the explosion. If you hit one of the mines left in the enemy's trail your missile will explode, leaving the enemy free to bomb your base.

Minestorm was written for the 16K Spectrum by Ian Dando, aged 16, of Leigh, Lancs.

MINESTORM

```

2 RESTORE : GO SUB 9000: LET
hi=0: LET h$="ODNADSOFT II": GO
SUB 7000
4 LET k=5
5 LET sc=0: LET lives=3
6 BORDER 4: PAPER 5: CLS
7 LET p=15
12 PRINT AT 21,0: PAPER 4: BR
GHT 1: "
13 LET y=17: LET p=p+1: IF p>=
27 THEN LET p=27: LET k=k-.25:
IF k<=.5 THEN LET k=.5
14 LET x=p: PRINT AT 21,0: PAP
ER 4: BRIGHT 1: INK 1: " SCORE:"
AT 21,7:sc
15 PRINT AT 20,p-2: INK 0: PAP
ER 5: " HHH":AT 19,p-2: INK 2: " D
": INVERSE 1:"G": INVERSE 0:"E":
AT 18,p-1: INK 1: " I"
17 PRINT AT 21,23: PAPER 4: BR
IGHT 1: INK 1:"LIVES:" INK 0: I
NVERSE 1: ("III" AND lives=3): ("I
I" AND lives=2): ("I" AND lives=1
)
20 PRINT AT 19,0: INK 3:"D": I
NK 7: PAPER 0: ("4*G6"): INK 3: P
APER 5: "E":AT 20,0: INVERSE 1:"E
": PAPER 0:"BASE": PAPER 5:"D"
21 PRINT AT 18,1: INVERSE 1: I
NK 4: PAPER 0:"↑↑↑↑"
22 PRINT AT 17,1: INK 7:"GGGG"
40 LET r=INT (RND*11)+2
50 FOR c=30 TO 3 STEP -1
55 LET y=y-1
56 IF y<=-1 THEN LET y=16: PR
INT AT 0,x: " ": LET x=p
60 PRINT AT y+1,x: " "
61 PRINT AT r,c: INK 0:"B "
62 IF RND<.4 THEN BEEP .005,3
3: PRINT AT r,c+1: FLASH 1: PAPE
R 6: INK 1:"M"
101 LET x=x+(INKEY$="7" AND x<3
1)-(INKEY$="6" AND x>0)
111 IF INKEY$="0" THEN GO SUB
3000
112 IF INKEY$="9" THEN LET y=y
+1
115 PAUSE k
120 BEEP .005,y
130 IF ATTR (y,x)=241 THEN GO
SUB 3000
135 PRINT AT y,x: INK 2:"A"
160 NEXT c
165 PRINT AT y,x: " "
167 PRINT AT r,4: " "
170 FOR f=r TO 16
180 PRINT AT f,3: INK 0:"F": BE
EP .1,f-(f*2)
185 PRINT AT f,3: " "

```

```

190 NEXT f
195 PRINT AT f-1,3: " "
200 FOR f=1 TO 8
210 PRINT AT INT (RND*4)+17,INT
(RND*4)+1: FLASH 1: PAPER 6: IN
K 2:"C"
220 NEXT f
225 FOR f=1 TO 100
230 BEEP .002,INT (RND*60)
240 NEXT f
245 LET lives=lives-1: IF lives
<=0 THEN GO TO 250
247 GO TO 6
250 FOR c=0 TO 21: PRINT PAPER
6: INK 1:"MMMMMMMMMMMMMMMMMMMM
MMMMMMMMMMMM": POKE 23692,255: NE
XT c
260 BORDER 4: PAPER 4: INK 3: F
LASH 1
270 CLS
280 PRINT AT 5,7: FLASH 1: PAPE
R 0: INK 7:"Your score was ":sc
290 IF sc>hi THEN LET hi=sc: P
RINT AT 10,3: PAPER 0: INK 7:"WE
LL DONE ,A NEW HIGH SCORE": INPU
T "Please enter your name" h$: G
O TO 350
300 PRINT AT 10,5: PAPER 0: INK
7:"THE HIGH SCORE IS ":HI:AT 12
,15:"BY":AT 15,10:H$
350 PRINT AT 20,1: PAPER 0: INK
7:"WOULD YOU LIKE ANOTHER GAME
?":AT 21,12: ("Y/N")
360 IF INKEY$="y" THEN FLASH 0
: GO TO 5
370 IF INKEY$="n" THEN GO TO 4
00
390 GO TO 360
400 LET a$="GOODBYE FAREWELL SE
E YOU TA RA "
402 CLS
403 FOR f=0 TO 21
405 PRINT PAPER 6: INK 1: FLAS
H 1: BRIGHT 1:a$
410 NEXT f
2999 GO TO 9999
3000 PRINT AT y-1,x-1: PAPER 6:
INK 2: FLASH 1:"C": INVERSE 1:"C
": INVERSE 0:"C":AT y,x-1:"C": I
NVERSE 1:"CC":AT y+1,x-1:"C": IN
VERSE 0:"CC"
3005 IF r<=y+1 AND r>y-1 AND c<
=x+1 AND c>x-1 THEN FOR f=0 TO
60: BEEP .002,f: NEXT f: LET sc
=sc+50: GO TO 3040
3020 FOR f=30 TO -30 STEP -1: BE
EP .002,f: NEXT f
3030 PRINT AT 21,13: INK 0: BRIG
HT 1: PAPER 4:"MISSED": GO SUB 5
000: LET y=17: LET x=p: RETURN

```

```

3040 PRINT AT 21,12: INK 0: BRIG
HT 1: PAPER 4:"DIRECT HIT"
3050 GO SUB 5000: GO TO 13
5000 FOR f=1 TO 50: NEXT f: PRIN
T AT 21,12: PAPER 4: BRIGHT 1: "
"
5005 PRINT AT y-1,x-1: PAPER 5: "
":AT y,x-1: " ":AT y+1,x-1: "
"
5010 RETURN
7000 BORDER 7: INK 1: PAPER 7: B
RIGHT 1: CLS : PRINT AT 0,10:"MI
NESTORM": OVER 1:AT 0,10: "-----
"
7010 PRINT " " Your main base is
your prime concern, you must d
efend it against enemy missi
les B by launching your own
weapons A These missiles ca
n be detonated at any ti
me,they also have retro-jets and
can hover. They are also guide
d. The enemy missile
s will also leave mines behind
M,to detonateyour missiles early
so allowing them to reach their
target."
7020 PRINT " " the keys are"
7030 PRINT "'6-steer left","7-ri
ght"' "9-retro boost/hover","0-ex
plode missile"
7040 PRINT " " PRESS ANY K
EY TO START"
7050 PAUSE 0
7060 RETURN
9000 FOR f=1 TO 10
9010 READ a$
9015 FOR t=0 TO 7: READ a
9020 POKE USR a$+t,a
9030 NEXT t: NEXT f
9040 DATA "a",24,24,24,60,90,153
,165,195
9050 DATA "b",1,2,125,253,125,2,
1,0
9051 DATA "c",4,32,20,67,168,2,4
8,10
9052 DATA "d",1,3,7,15,31,63,127
,255
9053 DATA "e",128,192,224,240,24
8,252,254,255
9054 DATA "f",186,68,56,56,56,56
,56,16
9056 DATA "g",0,24,36,36,66,66,1
29,129
9057 DATA "h",24,126,126,231,231
,126,126,24
9058 DATA "i",231,165,66,231,219
,189,126,255
9059 DATA "m",165,66,165,24,24,1
65,66,165
9070 RETURN

```


No monsters no rubbish

AFTER I HAD bought the July edition of **Sinclair Programs** I tried the infinite lives POKE for **Jet Set Willy**, which works well. I have since found some POKES which remove the monsters. 10 CLEAR 25000: LOAD ""

```
CODE
20 FOR a=43780 TO 45823:
POKE a,0: NEXT a
30 FOR a=46080 TO 49151:
POKE a,0: NEXT a
40 POKE 35899,0
50 BORDER 1
60 RANDOMIZE USR
33792
RUN.
```

Do not LOAD the first part of the program.

I also own **Wheelie**, on which I have reached the eighth level. The codes for the earlier levels are: second **WITTY**, third **SHARK**, fourth **BEBOP**, fifth **XENON**, sixth **ZX83B**, seventh **2MQL3** and eighth **HRME2**.

N J Aves, aged 12,
Fleet, Hampshire.

ZX penfriend

I AM writing to you from the north of Italy. I have recently read some of the latest editions of **Sinclair Programs** and I must congratulate you on the good software which you publish.

I am also writing for another reason. I should like owners of 16K and 48K Spectrums to correspond with me so that we can exchange programs, news and information about the Spectrum. Here in Italy new software arrives very late, and there is not the variety which there is in the United Kingdom.

I would particularly like to hear from English user groups, as I believe they have lots of programs and information.

Help me to become a good Spectrum owner, and gain yourself an Italian friend by

writing to me at the address below.

Maurizio Verdi,
Via Scanini 90/31,
20153 Milan,
Italy.

Competition

I AM writing to tell you how much I enjoy your magazine and all the programs in it. I think that most readers will agree, however, that one fault in it is that there is no competition. This would be a bonus, and would be worth every penny that I pay for the magazine — even though it is worth every penny as it is.

David Oliver,
Selkirk, Scotland.

ZX plea

WHEN WILL somebody produce something to help ZX-81 owners to solve their loading problems? What we want is to be able to load first time every time, and not have to sit there like ZX twits for five minutes, only to find that the program has crashed and our blood pressure is up again. Come on somebody, help us, we need it.

John Giles,
Ilford, Essex.

Pen friend

MY PARENTS recently bought me a 48K Spectrum which I am using successfully. I should like to know whether anyone between the

ages of 14 and 16 would like to become my penfriend. We could exchange programs and I would be able to learn more about my computer. If anyone is interested, please write to me at the address below.

Karen Webster,
15 Melchet Road,
Harefield,
Southampton.

Ant raid

I HAVE beaten Stephen Tunstall's high score on the program **Ant Raid**. I managed to kill 82 ants. I think the game is great.

Thank you for a brilliant magazine.

Michael Pearce,
Honiton, Devon.

Forty niner

RECENTLY I bought a game called **Forty Niner**. After playing around ten games I got the hang of it and scored 51,935, which has given me aching fingers.

Can anybody give me details on high resolution graphics, as I was amazed by the picture of the cosmic cockerel, and by the writing?

N. Knight,
Sheffield.

Protection

I AM writing in connection with the **Password** program listed in the March edition of **Sinclair Programs**. I discovered that it is not an ideal program for protecting programs against pirates. You cannot change the code as you can in my program, and it is also longer than my program. A short, simple protection program is:

```
1 PRINT AT 9,7;
"PLEASE ENTER PERSONAL CODE": INPUT
g$
2 IF g$="PC246" THEN
GOTO ? :CLS
3 IF g$ "<" "PC246"
THEN GOTO 1
```

You can change the code as many times as you like by changing the characters within the inverted commas on lines two and three. In line two the question mark should be replaced by the number of the first line of the main body of the program.

Richard Whitehurst,
Lichfield, Staffs.

Match met

WITH REFERENCE to Jason Goodwin's letter, "Meet your Match", in the July 1984 edition of **Sinclair Programs**. It is possible to beat the computer. I — a non-expert with computers — can beat it nine times out of ten. My son, Andrew, and I tried it after reading Jason's letter and I won again.

Ann Johnson,
Hockley, Essex.

High score

I HAVE JUST been reading the July issue of **Sinclair Programs** and have noticed that Duncan Cayless had achieved a score of 109 on **Alphabet Timer**. I have beaten his first record by 41 units, as I scored 68. I can normally achieve a score of less than 110. Please let me know if anyone has beaten this score.

Paul Brown,
Brighton, Sussex.

Please complete this form and enclose it with any program which you send to us for possible publication.

To: Sinclair Programs, 67 Clerkenwell Road, London EC1R 5BH

I enclose Program(s) for the.....computer.

I guarantee that each program submitted is my own original work.

Signed

Name.....

Address.....

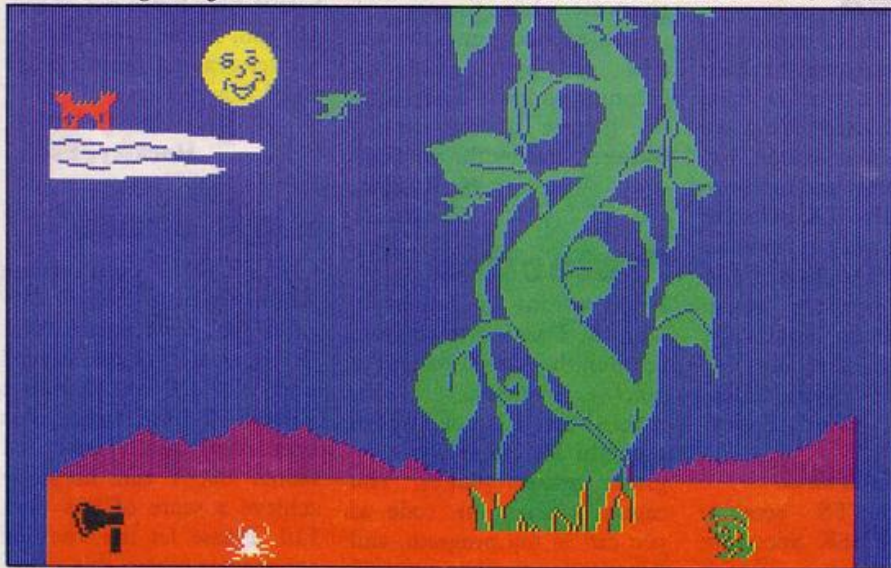
Youth's high-rise crime

We look at the latest Spectrum releases to discover just what Jack was doing up that beanstalk.

WE ALL know the story of Jack, the boy whose magic beans grow into a beanstalk up which he climbs to steal the giant's treasure at the top. Thor have turned this story into a very impressive computer game.

Playing the part of Jack you must climb the beanstalk, move around the giant's house, and take the treasure. There are, of course, problems. Strange creatures bounce around the screen, killing you if they touch you, and it is all too easy to fall to your death either by tumbling off an object or leaping carelessly off the screen.

The strength of **Jack and the Bean-**



stalk lies in its graphics. Each screen consists of a well-designed and detailed picture which remains static while a small amount of creatures move across this background. This is an excellent technique, and one of which we will doubtless see a lot more during the months to come.

Having overcome surprise at the graphics Jack and the Beanstalk proves to be a very enjoyable game. The instructions do not make it clear that one object must be collected from each screen before that screen can be left, and it is not immediately apparent why Jack should take the axe *before* climbing the beanstalk. Routes are also not obvi-

ous, but must be deduced by trial and error, which is frustrating and unnecessary. Most annoying of all is the long pause after a life is lost while the same little tune is played again, and again.

It is disappointing that a game on which such attention has obviously been lavished should fall down on minor details. Nonetheless, Jack and the Beanstalk has an originality which is rare in the software market at the moment.

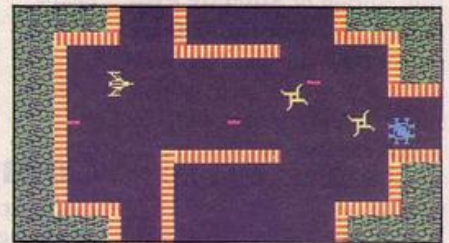
Jack and the Beanstalk costs £5.95 and is produced by Thor Ltd, Erskine Industrial Estate, Liverpool, Merseyside.

The Prize

THE PRIZE is a phenomenally complicated maze game. The player's first task is to collect five code pods in numerical order. There are forty nine locations in this section of the maze, and each is populated by deadly monsters which must be avoided or killed. The death drones and

screen on level four to Arcade.

The Prize is produced by Arcade Software Technology House, 32 Chislehurst Road, Orpington, Kent and costs £5.50.



Borzak

BORZAK from Betelgeuse reporting. Am now making my way back to my spaceship over rough terrain and marsh. Leap the crater, and the next, switch on the anti-gravity device, float along ... there, end of level one.

"Starting level two now. Aaaargh, a giant frog. Speed up, leap, and over. Now another one, speed up, leap and ... it moved, unfair. Back to the beginning, defeated by the frogs again.

"Sneaky level selection allows me to skip to level three. Over the hurdle, over the crater, anti-gravity over the next three hurdles. Splat, into the next crater.

"Switch to level four. A dragonfly! Duck, then leap the snake. Under, over, under, over. Phew. Now, over the stepping stones, over the leaping fish and under the spiders. Only level five to complete now."

Guiding Borzak through all five levels, back to his ship will be a challenge for all but the most experienced arcade enthusiasts. The keys are simple to use, but knowing when and where to jump, duck or speed up is a skill which needs weeks to perfect.

Borzak is produced for the Spectrum by Channel 8 Software, 51 Fishergate, Preston, Lancashire and costs £6.95.

Tornado low level

JUST WHEN you thought it was possible to use your computer to do something other than fly around and bomb things **Tornado Low Level** screamed up to the top of the charts, and we are all back where we started.

Not quite back, of course. The graphics of the game are extremely good. Your plane flies over trees, houses, pylons and sea at different heights. Your height is apparent due to the

mutants shoot at you, while the crushers block your way, squashing you to pieces.

There are only two points in your favour. Firstly, it is possible to find extra lives hidden in the maze. Secondly, somewhere in the maze is an energy base which provides immunity from enemies for a limited period of time.

Once you have mapped this level, avoided the drones, mutants and crushers, and collected the pods in order you find yourself transported to the next section of the maze, where you must repeat the process.

Prize money will be awarded to the first person to send a copy of the code

distance your plane is from your shadow. This is a very good way of depicting three-dimensional scenes on screen, and has also been used by Psion in **Match Point**.

The game is also very difficult, for swooping low over your target at exactly the right point is not as easy as it appears at first sight. Hitting all targets before you run out of time or fuel is virtually impossible without hours of practice.

There is a tendency these days for manufacturers to rely heavily upon excellent graphics, which will make a game attractive in the shops, and to skimp upon other aspects of the game. Tornado has a very eye-catching screen display, but its plot shows little originality.

Tornado Low Level is produced for the 48K Spectrum by Vortex Software, 280 Brooklands Road, Manchester and costs £5.95.

Automania

THE SCREEN shows lots of levels, connected by ladders with obstacles to trip over, and holes to fall through. You control a character who moves around the screen, collecting objects to assemble on the other screen. No, wait; this time the character you move is an endearing cartoon of a garage mechanic. No, of course you haven't seen it before. You have to assemble a car, you see, and the program plays a Laurel and Hardy theme and... why are you looking so bored?

For those of you who have not seen variants on this game a thousand times before **Automania** is produced by Mikrogen, 44 The Broadway, Bracknell, Berkshire and costs £6.95.

Factory breakout

THE ROBOT factory has been taken by aliens which have activated the factory's self-destruct mechanism. The only robot left is Zirky, and you must help him to evade the monsters and escape.

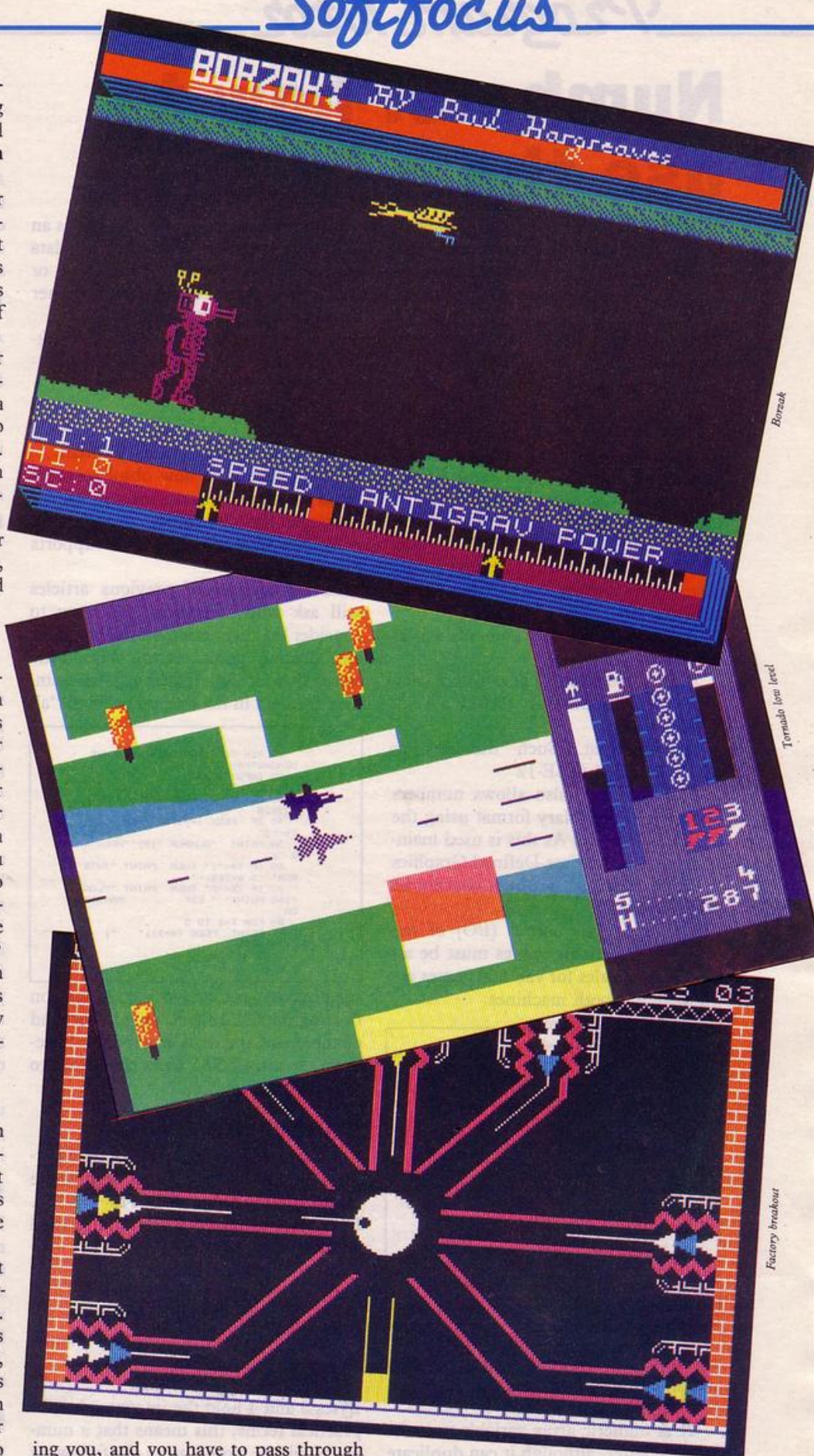
The plot is thin, but this does not stop **Factory Breakout** being an enjoyable, if rather straightforward game. There are three playscreens. Each has an elaborate description but, basically, the idea of the first is to shoot the lines which grow around you. If you can prevent the lines from reaching you for a set period you move on to screen two which involves crossing the screen without hitting any one of three barriers.

On the first level it is screen three which proves a problem. Your movement is restricted, there are aliens chas-

ing you, and you have to pass through all the doors on the screen a number of times in order to finally obliterate them.

The three screens become rather repetitive after a while, and the game does not have any features which make it

outstanding among arcade-type games. **Factory Breakout** is produced for the 48K Spectrum by Poppysoft, The Close, Common Road, Headley, Newbury, Berkshire and costs £5.50.



Numbers: how to use them in Basic

TO BE ABLE to program your machine effectively and efficiently, it is important to know a little about numbers and number-crunching.

There are two aspects of numbers to consider:

- 1) How you see them.
- 2) How the computer sees them.

How you see numbers depends on the format you use for entering numeric data using INPUT, LET and READ commands. The same kind of format is used by the computer to present you with results using PRINT and LPRINT commands. There are only three types which are of immediate interest.

- 1) Integers. Whole numbers such as -1, 0 and 25
- 2) Real Numbers. Those with a decimal fraction such as 10.625, -1.33, 3.142 and $\frac{1}{2}$
- 3) E Format. Such numbers as 0.32E10 and -1.683E-12

The Spectrum also allows numbers to be input in BINARY format using the POKE command. As this is used mainly for setting up User Defined Graphics the BINARY format need not concern us here.

For input and output (I/O) of numeric data, variable names must be assigned. The rules for variable names are the same for both machines:

```
300 REM FLOATING POINT CONVERSI
ON
310 INPUT X
315 LET N=0
320 LET S=SGN X
330 LET X=ABS X
340 IF X >= 2132 THEN GO TO 40
0
350 LET X=X/2
360 LET N=N+1
370 IF X/2131 THEN GO TO 350
380 GO TO 500
400 LET X=X/2
410 LET N=N+1
420 IF X >= 2132 THEN GO TO 40
0
500 LET A=INT (X/25613)
502 PRINT 2132: PRINT X
504 LET X=X-25613A
508 LET B=INT (X/25612)
510 LET X=X-25612B
520 LET C=INT (X/256)
530 LET D=X-256C
540 PRINT "EXPONENT="160-N
550 PRINT "MANISSA="1A-12B+15
111 "1B" "1C" "1D"
560 GO TO 300
```

1) Simple numeric variables (containing one data item) can be any combination of letters and numbers, provided that the first is a letter.

2) A numeric array variable must be a single letter, although it can duplicate a letter which has been used for a simple variable.

Number representation

The Z80 microprocessor at the heart

of both the Spectrum and ZX81 uses an 8 bit/byte pattern. Therefore all data representations, be they numbers or characters, are held in bytes, either singly or in combination.

There are three ways in which computers normally represent and handle numbers:

- 1) Integer
- 2) Floating Point
- 3) BCD (Binary Coded Decimal)

BCD arithmetic is now obsolescent as far as most micro Basics are concerned, although the assembler programmer will know that the Z80 still supports this representation.

Astute readers of previous articles will ask why it is even necessary to consider the distinction between integer and floating point, as the May issue stated that for both machines, "all numbers are held in floating point" and "all

```
10 REM FLOATING POINT/INTEGER
DEMONSTRATION
20 INPUT N
30 LET T$="F"
40 LET V=PEEK 23627+256*PEEK
23628
45 IF PEEK (V+1)=0 THEN LET
T$="I"
50 PRINT "NUMBER ";N;"HELD A
S ";
60 IF T$="I" THEN PRINT "INTE
GER" "5 BYTES:-"
70 IF T$="F" THEN PRINT "FLOA
TING POINT" "EXP MANTIS
SA"
80 FOR X=1 TO 5
90 PRINT PEEK (V+X); " ";
100 NEXT X
110 GO TO 20
```

calculations performed are done on floating point". In fact, only the second of these statements is true of the Spectrum. So only ZX81 users can afford to skip the next section.

Integer Data

An integer is interpreted by the Spectrum BASIC interpreter as any whole number in the range -65535 to +65535. Five bytes of memory are used to hold an integer, as follows:

- Byte 1 = 0 (unused)
- Byte 2 = 0 for positive integer
= 255 negative integer
- Byte 3 = low byte
- Byte 4 = high byte
- Byte 5 = 0 (unused)

Bytes 3 and 4 hold the integer value. In practical terms, this means that a number N will be stored using the following formulae:

- For a positive integer:
Byte 3 = $N - 256 \times \text{INT} (N/256)$
Byte 4 = $\text{INT} (N/256)$ (high order)

For a Negative Integer:

- Byte 3 = $65536 - N - 256 \times$
 $\text{INT} ((65536-N)/256)$
- Byte 4 = $\text{INT} ((65536-N)/256)$ (high order)

Although two of the five bytes are unused in this representation, it does enable the user or the computer to change the contents to floating point at any stage.

Floating point data

Any integer outside the range specified for the Spectrum, or any real or E format number specified for either machine will be held in floating point.

The system breaks the number down into two parts, exponent and mantissa, with the decimal point "floated" to maximize significance. In decimal, the process is easily understood. For example:

$$0.005679 = 0.5679 \times 10^{-2} \\ = 0.5679 \times E-2$$

Thus, we have:

mantissa = 0.5679

exponent = -2

Binary floating point numbers are not so easily understood, although the principle is the same. The process is best demonstrated with the aid of Program 1 (suitable for both machines). Again, five bytes are allocated to each floating point number. The program will calculate the exponent (byte one) and mantissa (byte two) given the number x. In effect, we are putting a "binary decimal point" immediately to the left of the first significant binary digit as in decimal. In binary, with four bytes to fill for maximum accuracy, we "expand" or "contract" the mantissa, simultaneously "taking up the slack" on the exponent, by repeatedly multiplying or dividing by two.

As this is quite a difficult program to understand, I will use the reverse technique I recommended in my last article, i.e. program in words.

Setup (lines 300-340)

Input X (real number)

n=0 (number of multiplications/divisions by 2)

s=Sign of x

x=absolute value of x

If $x \geq 2132$ (overflow on 32 bits)

THEN jump to DIVIDE

Continue with MULTIPLY

Multiply (lines 350-370)

$x = 2 \times x$ } Double number

$n = n + 1$ } and increment

If $X < 2131$ (first bit of four bytes not yet set)

THEN jump to MULTIPLY

Jump to BYTE

Divide (lines 400-430)

```
x = x/2 } Divide number by 2
n = n-1 } and decrement n
IF X >= 2↑32 (overflow on 32 bits)
THEN jump to DIVIDE
```

Byte (lines 500-530)

```
A = INT (x/256↑3) Byte 1
x = x-A*256↑3 Remainder
B = INT (x/256↑2) Byte 2
x = x-B*256↑2 Remainder
C = INT (x/256) Byte 3
D = x-256*C Byte 4
Continue with EXPONENT
```

Exponent (line 540)

Print EXPONENT = 160 - n

Mantissa (line 550)

Print MANTISSA = A - 128 (if s = +ve i.e. x = positive), B,C,D
Jump to SETUP for next x

You are probably still puzzled by the adjustments to the exponent and mantissa. Clearly, the process of expanding or contracting the mantissa will render the first bit of our four byte group set (=1). Remembering that we are only simulating what the interpreter is doing when it reads a real number, the machine therefore knows that this is a set bit, so it is convenient to use it as a sign bit. Therefore, it is left set for negative numbers and reset (=0) for positive numbers.

In our simulation, resetting the first bit is equivalent to subtracting 128 (or 2↑7) from A. Thus, A will be less than 128 for positive numbers and greater than or equal to 128 for negative numbers. For quite different reasons the exponent is adjusted in order to balance accuracy equally between very large and very small numbers. As the exponent is an integer, as also is the mantissa now, which can range from D-255, this balance is best achieved by making the exponent of the absolute value of 0.5 (enter as 1/2 when running the program) equal to 128.

Thus,
IF ABS (x) > 1/2 THEN exp > 128 and
IF ABS (x) < 1/2 THEN exp < 128
You will find that the convention gives:

```
x = 1/2: Exponent = 128
          Mantissa = 0 0 0 0
x = -1/2: Exponent = 128
          Mantissa = 128 0 0 0
```

To set the first bit of a four byte group from x=1/2 requires n to be incremented to 32. Hence the reason why n is subtracted from 160 to give an exponent of 128 at the "balance point". This "bias" becomes part of the convention (like the sign bit) and can now

be used throughout.

Peek variables area

Program 2 is intended mainly for Spectrum users to demonstrate the fact that integers and real numbers are held differently. The line numbers are such that Program 2 can be run in conjunction with Program 1 to validate floating point representations, so ZX-81 users will also find it helpful in this respect.

The program shows how a number is actually stored in the VARS (variables) area of RAM. It gives the five byte representation of any number N, however it is entered and (for Spectrum) flags integer or floating point by looking at the first byte (zero for integers). To be sure that N is the first variable in VARS, you should RUN (rather than GOTO 10) to execute, in order to clear the variables area.

A few modifications are necessary to run Program 2 on the ZX-81:

1) Line 40: Change the systems variable pointing to VARS to 16400 and 16401.

2) For 1K machines change PRINT to LPRINT in line 90. This is to prevent screen printing from expanding the display file, thereby shifting VARS further down in memory.

To illustrate how the two machines differ in application, inputting N = 1200 gives:

Spectrum:
5 byte integer: 0,0,176,4,0

ZX-81:
5 byte floating point:
139 (exponent)
22,0,0,0 (mantissa)

Spectrum owners can also obtain the floating point representation by entering, for example,
N = 1200.00000001

Number manipulation

So far, we have only considered how numbers are represented inside the computer. Numbers also have to be arithmetically manipulated using all the various operators at the programmer's disposal.

Without going into detail, it will be clear that integer arithmetic is much more straightforward than floating point. Quite apart from the problem of conversion; adding, subtracting, and multiplying numbers with different exponents presents even bigger problems for the designer of micro hardware/systems software. The solution is much more difficult for an 8 bit micro than 32 bit main-frames, minis and the QL.

Although the speed advantage of integer arithmetic is to be found in some

micros this feature is sadly lacking for both Spectrum and ZX-81.

You should by now have a good idea of how numbers are stored in the VARS area of RAM. You also need to know that the memory area allocated to your BASIC program also stores any numbers which are assigned literally within the program. Such numbers are called LITERALS. These may come in many forms e.g. LET a=5, DATA 201, 193;

```
10 REM PEEK INTO PROGRAM
20 LET Z=10
30 GO TO 40
40 DATA 3,5
50 PRINT "LOC"; TAB 10;"CODE"

55 LET V= PEEK 23635+256* PEEK
23636
60 FOR X=V TO V+100
70 PRINT X; TAB 10; PEEK X
80 NEXT X
```

IF X>3; FOR Z = 1 TO 10; LET r=r+1 etc. All the numbers in these statements are literals.

Every time a literal is read by the BASIC interpreter, it is immediately converted to the floating point or integer (Spectrum) representation. More precisely, this is done as soon as a statement containing literals is entered. The format used is the same 5 byte pattern we have already seen for storing numbers in the variables area.

Peek program area

Program 3 will help you to understand more about literals by PEEKING the memory assigned to it. It can be used for both machines, although ZX-81 users should type line 55 as:

```
55 LET V = PEEK 16509 +
256 * PEEK 16510
```

This reflects the different start points used for storing BASIC programs.

The program looks at the first 100 bytes of the PROGRAM area. Lines 20, 30 and 40 do little except demonstrate literals. Such lines are called "dummies". The demonstration works as follows:

1) RUN program, and scroll output up to CODE = 13. This denotes ENTER and marks the end of the first REM line. (CODE=118=NEWLINE for ZX-81).

2) The next four locations contain line number and length for line 20.

3) Five bytes are then seen to represent the five keystrokes of LET Z = 10

4) You will now see CODE=14 (1 for ZX-81) which is the number flag.

5) The next five bytes contain the number 10 in integer format (floating point for ZX-81).

6) If you scroll on, you can work out for yourself how the pattern repeated for other literals (three more).

Far beyond Mirkwood lies a magical, uncharted land

EXCELLENT though many of last year's other adventure programs were, it was **The Hobbit** which convinced most people that it was possible to fit an entire new world inside a Spectrum. Anybody who was anybody had to find out how to escape from the goblin's dungeon, and the game sold and sold.

The lure of an alternative world has proved lastingly attractive. The real attraction of fitting such a place into a computer is that, unlike a book or a film, it is possible for the user to become involved, and to change the course of events.

Lords of Midnight from Beyond is the best development so far of the other worlds theme. It includes 4000 locations, and the view in each of eight directions from all these locations can be displayed on screen. Forests, ruins, lakes and mountains can all be seen from each different angle. The effect is similar to that of **The Forest** by Phipps Associates, although it is here used in a completely different context.

Luxor and Doomdark

The story behind the game is so complex that it cannot be explained in the usual form of cassette insert but, instead, takes up several chapters of fantasy novel, which are included with the program.

The story is, in brief, that Lord Doomdark has taken over the Kingdom of the Moon, and infected its inhabitants with the Ice Fear. His forces, the Foul, are the villains. Against him fight the rightful heir to the kingdom, Luxor the Moonprince and his son Morkin, together with Corleth the Fey and Rorthron the Wise. Luxor possesses the moonring, which allows him to see through the eyes of any major character on his side, a neat structural device which explains convincingly why you should be able to move from one character to the next.

The aim of the game is two-fold. Firstly, you can concentrate on the character of Morkin. His quest is to find and destroy the Ice Crown, source of Doomdark's power. This is by no means an easy task, for Morkin must steal through Doomdark's armies, find food and shelter on the way, kill wild beasts and finally make his way to Doomdark's fortress and steal the Ice

We look at some recent adventure releases and find within them vast, complex worlds which, a year ago, would have been impossible.

Crown. His problems then continue for he must then find one of the few characters able to destroy the Ice Crown.

To complete the entire game it is necessary not only to move Morkin, but also the other three characters. Their aim is to hold off the forces of Doomdark, and finally to drive them out of the country. The Foul move down from the north, so sympathisers must be recruited, armies mustered and troops taken to battle as quickly as possible.

The game is enormously complicated and reading the book, understanding the point of the game and learning to relate the position of characters on screen to the map can take one entire

difference in keeping close track of what is happening in battle.

After the **Lords of Midnight**, the other adventure games on the market, good though they are, pale in comparison.

The Odyssey of Hope is set in classical Greece. The theme of the adventure is that Hope has been stolen from Pandora's Box. Those who remember classical myths and legends will find that they have a headstart on clues on this program. How can you escape from the labyrinth, what is a naiad, and what are the great clashing rocks at sea? All these questions will stump players who have neglected their Homer.

Eat the fish

The adventure itself is very difficult. Many directions lead to instant death at sea, and it takes many false starts and careful mapping before you can be sure enough of your ground to begin solving any problems.

Problem number one is that, right next to the start location, you walk into a building from which escape seems impossible. A careful search reveals fish, wine, plough, loom and wheel, none of which seem designed for escape. The window pictured does not appear to exist in the computer's memory, and few ardent adventurers are likely to be able to fathom that it is necessary to eat the fish, and then use its backbone as a saw.

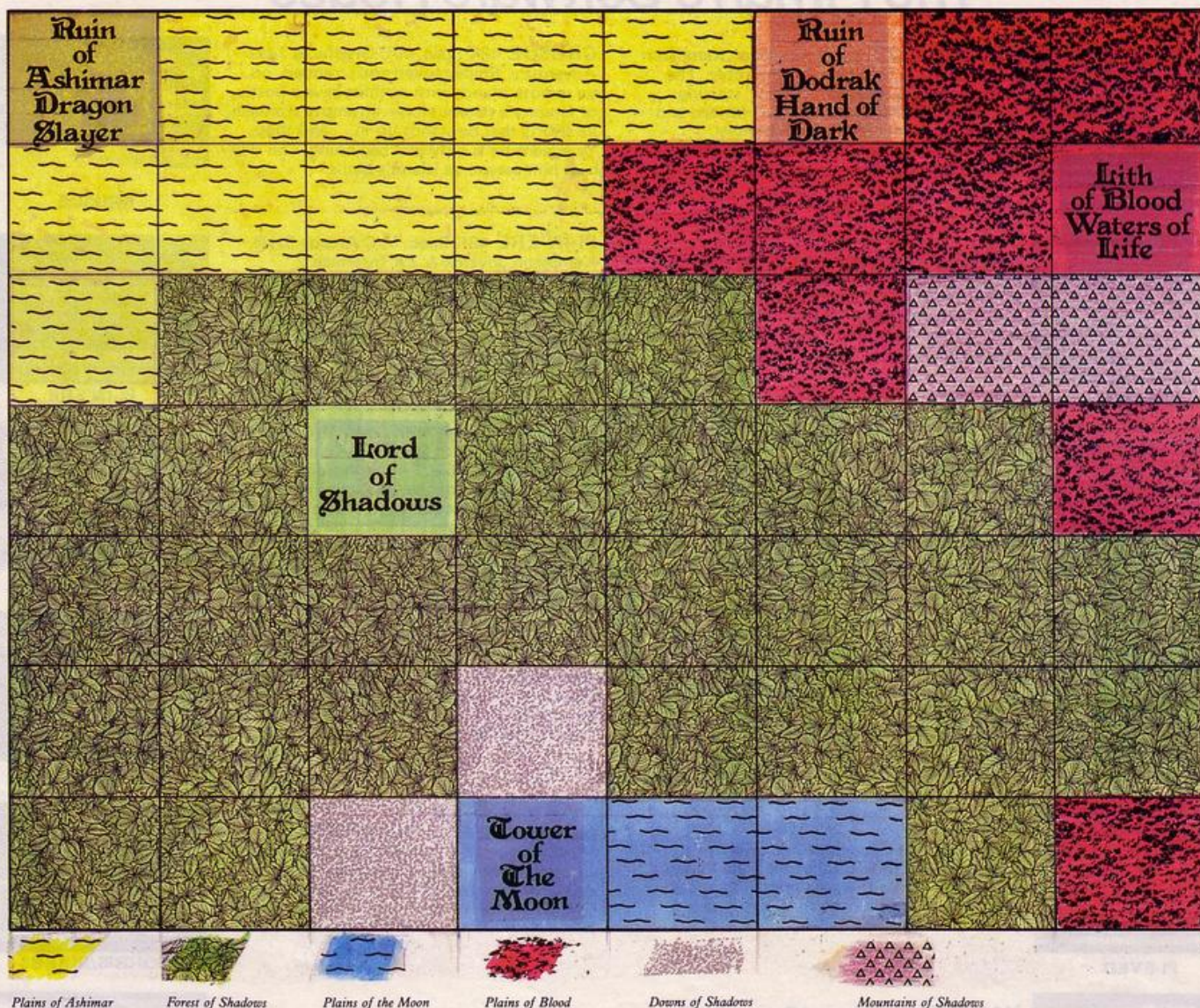
Obscure stuff. Even more esoteric is the new adventure, **Crusoe** from Automata. Both **Pimania** and **Uncle Groucho** from Automata were enjoyable games, and so is **Crusoe**. If other adventure games can be described as being like a normal crossword, Automata's adventures can be described as acrostics. Completely obscure at first, they have their own cult following.

Crusoe is an illustrated adventure, showing a segment of island, complete with trees, seas, monsters, mysterious objects and much more. The Pi-man, star of so many other adventures, is set to save **Crusoe**: a very difficult task. It is easy to become so engrossed in watching the miniscule Pi-man, move around the eye-strainingly detailed map, that you forget this is an adventure, and that the Pi-man must do many things other than simply move.



playing session. People who like to load a game and start playing immediately will find this off-putting but, once the game has been understood, it is relatively easy to play, although coming anywhere near to finishing it is extremely difficult.

What the game really lacks is a detailed map, of the sort available with **The Forest**. Mapping 4000 locations by hand is extremely difficult, and a professional battle map would make all the



There are 4,000 different locations in the Lords of Midnight. This section of the terrain north of the Tower of the Moon shows how complex the countryside is.

It is essential that the Pi-man maintains his energy, by eating and drinking regularly. Drinking at pools is easy enough, but obtaining food from the fruit trees is more difficult. If the Pi-man does not eat he feels ill very soon, and will not last a day. His physical condition is charted on the right of the screen, in mock Middle-English script. Other dangers involve being eaten by crocodiles, sea-monsters or common-or-garden land monsters.

You either like Automata games or you hate them. Either way, they are so off-beat that they are worth trying once. Crusoe is difficult, it will take a lot of thought and, with those graphics, it will certainly strain your eyes.

Temple of Vran, from Incentive Software is the second adventure in their Mountains of Ket trilogy. The story carries on from the first part, **Mountains of Ket**, although it is not

necessary to have played the first adventure in order to enjoy the second.

Use the trampoline

Your mission in Temple of Vran is to reach the temple in the east and, once there, to put an end to its evil inhabitants. On the way you will find some strange objects to help you in your quest. A sleeping kitten, a mouse, an elephant and a small trampoline all make up part of the mystery. Also useful are objects which you already hold when the game begins. Check these before you move anywhere, or you may meet an unexpected and needless death.

A feature of these games is their fight sequences, in which your prowess, energy and luck are displayed on screen, together with those of your opponent. In many cases, it is obvious from the

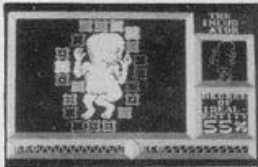
outset which character will win and, each time you are hit, you are given the chance to escape. The Warts, who appear frequently in this game and are given to throwing acid or attacking you for no reason, give plenty of opportunity for testing fighting skill. It is necessary to be careful, though, before indulging in needless slaughter for many of the characters who can be killed are useful.

Intriguing game

Temple of Vran is an intriguing game with a lot of possibilities. The puzzles are simple to begin with, and then become more and more difficult. Knowing when to fight people, and when to talk to them is also a continual problem, and the lack of a HELP facility makes the problems appear even more difficult.

AUTOMATA U.K.

The Piman's Software House



DEUS EX MACHINA

DEUS EX MACHINA 48K Spec. Kempston Joystick & ZX Interface 2 compatible. The unique new era of entertainment, starring Ian Dury, Jon Pertwee, Frankie Howerd and you, in an animated televised fantasy, synchronised to an incredible stereo sound-track. There is nothing like it in this world.



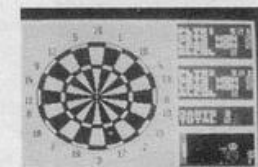
PIMANIA

PIMANIA 48K Spec. The Cult Adventure that's for real! Could you be the lucky winner of 'The Golden Sundial of Pi'? Many have tried and failed. Voted program of 1983 by the Computer Trade Association (Joint winner).



PIROMANIA

PIROMANIA 48K Spec. M/C Arcade Style, Kempston Joystick & ZX Interface 2 compatible. Strike a light! Fire your imagination. That bright spark of a Piman is flaming well out to make the residents of Automata Towers the toast of the town! Can you help Walter Hose dampen the Piman's extinguished career and help the inmates give up smoking?



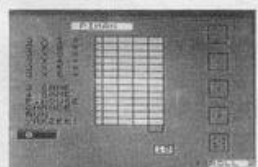
DARTZ

DARTZ 48K Spec. Family fun. This 'arrowing version of your local's favourite game! Includes true life scoring with 'The more you play the more you drink, the worse your game becomes' rule!



PI-EYED

PI-EYED 48K Spec. M/C Arcade Style. Kempston Joystick compatible. The Piman's hit the bottle! Can you help him negotiate the traffic and drink the town dry?



YAKZEE

YAKZEE 48K Spec. and Dragon. Family fun. An oriental game of luck and skill for 1 to 4 players, playing between 1 to 4 rounds. Each tape comes with both the Dragon and the 48K Spectrum versions along with a simple to follow guide on how to play YAKZEE.

NEW WHEELS JOHN? 48K Spec. Family fun. Would you buy a used motor from this man? Dare you clock an old banger? Have you ever wondered what it's like to run your own second-hand car lot? Wheel leave the rust to you!

CRUSOE 48K Spec. M/C Graphic & Text Adventure. Shipwrecked and stranded, on ye remote island, with nothing save a bottle of Granny's patent elixyr, an empty stomach, ye shorts that he stands up in . . . and thou. Ye adventure is only just beginning. Can you help him escape ye island's perils?



CRUSOE

PI-IN'ERE 48K Spec. M/C Arcade Style. Kempston Joystick & ZX Interface 2 compatible. 61 screens of action as Burt searches for the elusive bug inside a computer, while keeping out of the reaches of the minor menaces. The program includes Hi-Score, Save and Load facility as well as Replay from last position feature.



PI-IN'ERE

OLYMPIMANIA 48K Spec. M/C Arcade Style. Currah Micro Speech & Kempston Joystick compatible. For all those who just can't get enough of the Olympics, the Piman stages his own just for you! Yes he's going for gold in the craziest events you've ever seen! Can you set new world records in the Speepchase, Alpi Ski-ing, Pitathlon, Pi-Jump, or even the Butterpi? The Piland International Anthem on the flip side.



OLYMPIMANIA

PI-BALLED 48K Spec. M/C Arcade Style. Currah Microspeech & Kempston Joystick compatible. Bouncy, bouncy, this fast action game will let you have a ball! Starring The Balls Brothers, Sid the Snake, Jas'n'Col, and your friend and ours The Piman.



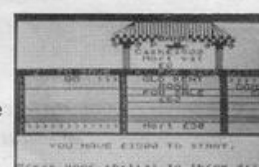
PI-BALLED

MORRIS MEETS THE BIKERS 16/48K Spec. M/C Arcade Style. Kempston Joystick compatible. Morris finds himself abandoned in a multi-storey car park. Help him gather the 10 coins per screen to pay his way out, while avoiding the kamikaze bikers.



MORRIS/BIKERS

GO TO JAIL 48K Spec. Family fun. A computer property trading game for up to 5 players. Your computer not only acts as a banker, but can also take on the roll of a ruthless player, buying, selling and trading its own property.



GO TO JAIL

BACKCHAT CBM64 Speech Synthesiser. Automata's speech synthesiser comes complete with easy to use Programming Manual and Software cassette containing both BASIC & M/Code programs, so you can now add speech to all your home grown games using BACKCHAT's allophone vocabulary.

ORDER COUPON

CRUSOE 48K Spec £6 <input type="checkbox"/>	DEUS EX MACHINA 48K Spec £15 <input type="checkbox"/>	PIMANIA 48K Spec £10 <input type="checkbox"/>
PI-EYED 48K Spec £6 <input type="checkbox"/>	GO TO JAIL 48K Spec £6 <input type="checkbox"/>	OLYMPIMANIA 48K Spec £6 <input type="checkbox"/>
PIROMANIA 48K Spec £6 <input type="checkbox"/>		PI-BALLED 48K Spec £6 <input type="checkbox"/>
PI-IN'ERE 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS . . Any Spec £6 <input type="checkbox"/>	DARTZ 48K Spec £5 <input type="checkbox"/>
YAKZEE . . Dragon/48K Spec £5 <input type="checkbox"/>	T-SHIRTS State Size Price £5 <input type="checkbox"/>	NEW WHEELS JOHN? 48K Spec £5 <input type="checkbox"/>
'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book £25 <input type="checkbox"/>		Piman's Stereo L.P. Cassette . . . £3 <input type="checkbox"/>
PIMANIACS CLUB for 20% off all products, PI-Monthly Magazine. Annual Subscription U.K. £5 <input type="checkbox"/>		Overseas £7 <input type="checkbox"/>

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is

Card holders signature Card holders name My name

My address

..... Post Code

NO EXTRAS! All our prices include VAT and Postage & Package. 24 hr. - CREDIT CARD HOT LINE (0705) 735242.

Send your order and payment to: **AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.**

SLITHERY Jim is a program suitable for young children. Tempt Jim out of the basket by offering him different animals to eat. There are thirty animals recognised by Jim and these include cats, dogs, bears and sloths. If any of these are misspelt or an unknown animal is entered, a question mark is shown. The other answers depend on how Jim is feeling. If he is happy he will want the animal but if you upset him he may want to eat you.

Slithery Jim was written for the 16K ZX-81 by Ron Wood of Christchurch, Gloucestershire.

SLITHERY JIM

```

1 REM "JIM"
2 DIM A$(6,25)
3 LET A$(1)="CATHOLEHOUSEMONK
EYGIARAFFE"
4 LET A$(2)="RATVOLEHORSEDONK
EYWALLABY"
5 LET A$(3)="PIGFROGSLOTHLIZA
RDCICKEN"
6 LET A$(4)="DOGTORDCAMELWEAS
ELGORILLA"
7 LET A$(5)="BATLIONZEBRARABB
ITBUFFALO"
8 LET A$(6)="COUBEARTIGERSPID
ERPENGUIN"
9 LET M=0
10 LET T$=""
11 LET T$="

```

JIM SLITHERY

```

12 PRINT AT 0,3,T$
14 PRINT AT 12,3;"
SLITHERY JIM THE
HOW IS SULKING IN
BASKET. HE MIGHT
ME OUT IF YOU CAN
TEMPT HIM WITH A
LE SNACK. HE EATS
SORTS OF ANIMAL.
PE IN WHAT A
ON HIGH FANCY..."
15 GOSUB 100
16 LET B$=""
17 LET M$=""

```

```

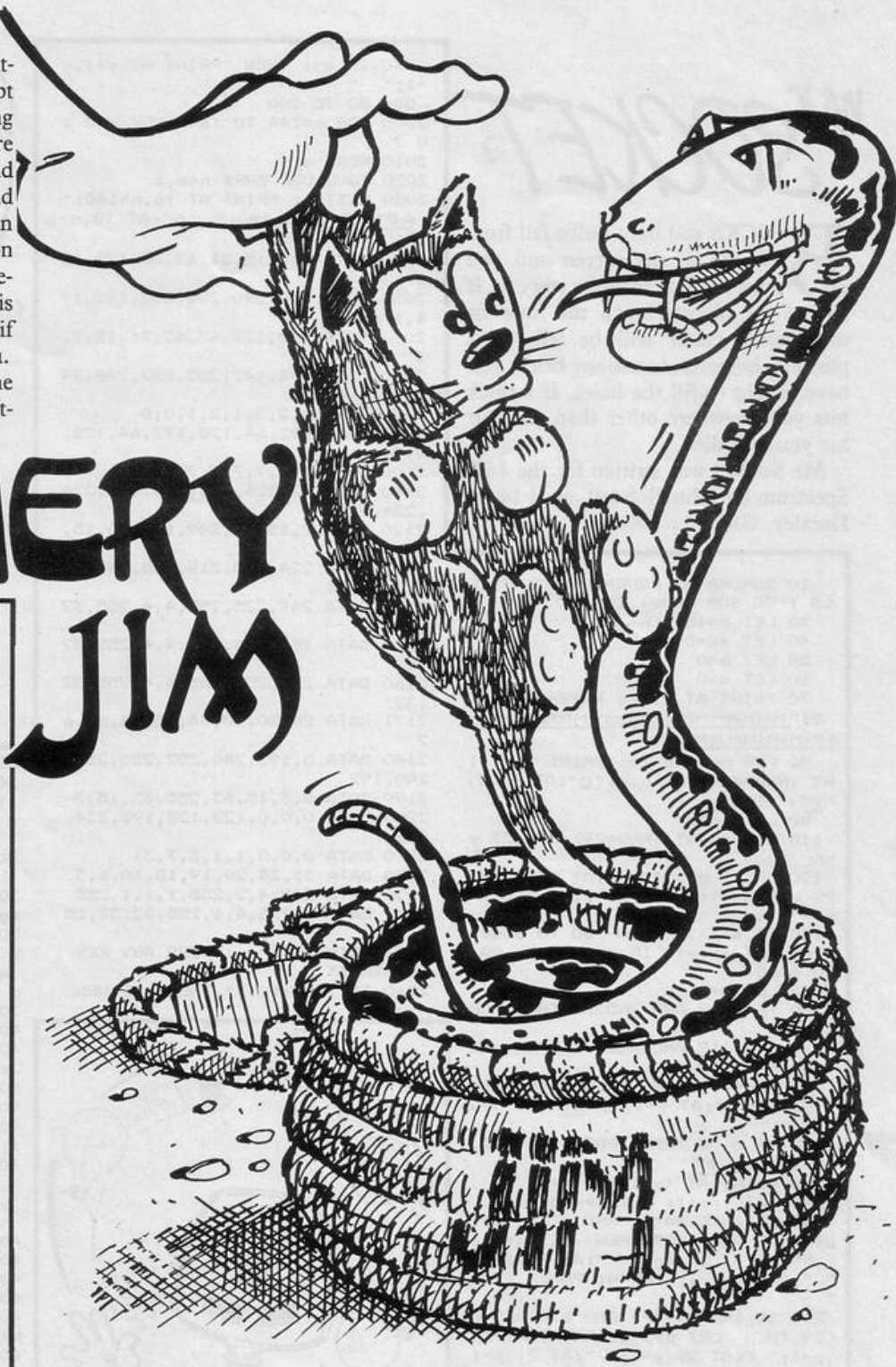
18 LET R$=""
20 LET S$=""
21 LET W$=""

```

```

22 LET U=INT (RND*6)+1
23 LET V=INT (RND*5)+1
24 FOR X=12 TO 18 STEP 2
25 PRINT AT X,3;B$
26 NEXT X
27 FOR X=1 TO 20
28 PRINT AT 20,3;"
29 NEXT X
30 PRINT AT 20,10;"WOULD YOU
LIKE A...
31 INPUT Q$
32 LET M=M+1
33 IF M=10 THEN GOTO 200
34 IF U=1 THEN LET P$=A$(U) (1
TO 3)
35 IF U=2 THEN LET P$=A$(U) (4
TO 7)
36 IF U=3 THEN LET P$=A$(U) (8
TO 12)
37 IF U=4 THEN LET P$=A$(U) (13
TO 18)
38 IF U=5 THEN LET P$=A$(U) (19
TO 25)
39 IF Q$=P$ THEN GOTO 300
40 FOR T=1 TO 6
41 IF Q$<P$ AND Q$>A$(T) (1 TO
3) OR Q$>A$(T) (4 TO 7) OR Q$>A$(
T) (8 TO 12) OR Q$>A$(T) (13 TO 18) OR Q
$>A$(T) (19 TO 25) THEN GOTO 400
42 NEXT T
43 PRINT AT 10,5;R$
44 FOR X=0 TO 5
45 NEXT X
46 PRINT AT 7,5;S$
47 PRINT AT 21,3;"BUT FIRST,PR
ESS A KEY..."
48 IF INKEY$="" THEN GOTO 105
49 CLS

```



```

115 PRINT AT 0,3;T$
120 RETURN
200 PRINT AT 20,0;"
201 PRINT AT 10,4;R$
205 FOR X=1 TO 3
206 NEXT X
207 PRINT AT 7,4;S$
208 IF M=10 THEN PRINT AT 5,4;U
$
209 PRINT AT 7,15;"I CAN'T STA
ND";AT 8,15;Q$;"
210 IF M=10 THEN PRINT AT 9,15;
"BUT I MIGHT";AT 10,15;"
AT 11,15;"
AT 12,17;"
AT 13,17;"
215 IF M=10 THEN GOTO 339
220 FOR X=0 TO 80
221 NEXT X
225 PRINT AT 7,4;"
226 FOR X=1 TO 3
227 NEXT X
228 PRINT AT 10,4;"
229 GOTO 35
300 PRINT AT 20,0;"
301 PRINT AT 10,1;R$

```

```

305 FOR X=1 TO 3
306 NEXT X
310 PRINT AT 7,1;S$
315 FOR P=1 TO 7
320 PRINT AT 7,P;S$
321 NEXT P
325 FOR P=7 TO 1 STEP -1
326 PRINT AT 7,P;S$
327 NEXT P
328 PRINT AT 5,4;U$
330 PRINT AT 7,15;"A";Q$;"?"
331 PRINT AT 8,15;"I";Q$;"LOVE A
YOU A"
333 PRINT AT 10,15;"
AT 11,15;"
AT 12,17;"
339 FOR X=1 TO 20
340 PRINT AT 7,3;"
AT 7,3;"
341 NEXT X
345 STOP
400 PRINT AT 20,0;"
405 PRINT AT 7,5;M$
407 PRINT AT 7,15;"I DON'T KNO
W";AT 8,15;"WHAT THAT IS"
410 FOR X=0 TO 80
411 NEXT X
415 PRINT AT 7,4;"
420 GOTO 35

```


MR SOCKET

BRICKS and light bulbs fall from the top of the screen and you must catch as many as you can. If any of the objects touch the floor an uncrossable crater will be left. It is possible, however, to use any bricks you have caught to fill the holes. If a brick hits you anywhere other than on your hat you will die.

Mr Socket was written for the 16K Spectrum by John Hobdell, aged 14, of Dursley, Glos.

```

10 BORDER 2: PAPER 0: INK 7: C
LS : GO SUB 3000: CLS
30 LET p=15: LET h=1
40 LET sc=0
50 LET b=0
60 LET s=0
70 PRINT "AT 21,0; PAPER 2; INK
0;" "MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
MMMMMMMMMMMMMMMMMMMM"

```

```

80 FOR n=0 TO 20: PRINT INK 1
NT (RND*4+1);AT n,0;"Q";AT n,31;
"P": NEXT n
90 LET z=50
110 LET x=INT (RND*29)+1: LET y
=h
120 PRINT #1; INK 0;AT 0,0;"DRD
PS LEFT = ";z;" ";AT 0,16;" SCOR
E = ";sc
130 IF s+b=30 THEN GO TO 6500
140 LET z=z-1: IF z=0 THEN GO
TO 6000
150 LET q=0
160 IF x<12 AND RND>.5 THEN LE
T q=1
170 IF x>19 AND RND>.5 THEN LE
T q=-1
210 IF q=0 THEN PRINT INK 3;A
T y,x;"AB";AT y+1,x;"CD";AT y+2
x;"EF"
220 IF q<0 THEN PRINT AT y+2,
x; INK 2;"ST"
230 PRINT AT (y>1)*y-1,x;" "
240 LET y=y+1: LET x=x+q
250 IF INKEY$="p" AND ATTR (21,
p+2)<2 AND p<29 THEN LET p=p+1
: PRINT AT 19,p-1;" ";AT 20,p-1;
" ";AT 21,p-1; INK 0; PAPER 2;"M
"

```

```

260 IF INKEY$="P" AND b>0 AND p
<29 THEN LET p=p+1: PRINT AT 19
,p-1; " ";AT 20,p-1; " ";AT 21,p-1
; INK 0; PAPER 2;"M": PRINT AT 0
,31-b; " ": LET b=b-1
270 IF INKEY$="o" AND ATTR (21,
p-1)<>2 AND p>1 THEN LET p=p-1:
PRINT AT 19,p+2; " ";AT 20,p+2; "
";AT 21,p+2; INK 0; PAPER 2;"M"
280 IF INKEY$="O" AND b>0 AND p
>1 THEN LET p=p-1: PRINT AT 19,
p+2; " ";AT 20,p+2; " ";AT 21,p+2;
INK 0; PAPER 2;"M": PRINT AT 0,
31-b; " ": LET b=b-1
290 PRINT AT 21,p; PAPER 2; INK
0;"KL";AT 20,p; INK 4; PAPER 0;
BRIGHT 1;"I":AT 19,p; INK 1;"G
H"

```

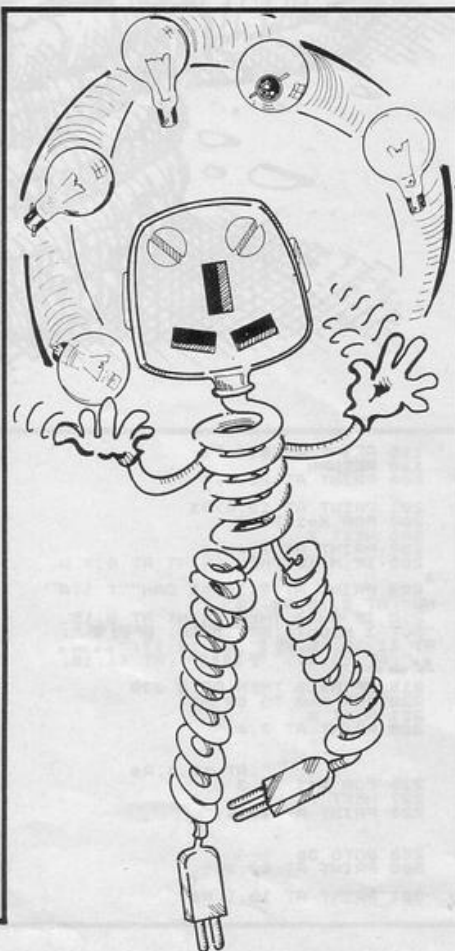
```

320 IF q=0 AND y=17 AND p=x THE
N GO TO 4000
330 IF q>0 AND y=17 AND p=x TH
EN GO TO 4050
340 IF q<0 AND y>17 AND y<20 A
ND p=x THEN GO TO 6250
350 IF y=19 THEN GO TO 4250
360 IF q=-1 THEN PRINT AT y+1,
x+1: " "
```

```

370 IF q=1 THEN PRINT AT y+1,x
-1;" "
500 GO TO 200
2005 FOR n=144 TO 164: FOR m=0 T
0 7
2010 READ a
2020 POKE USR CHR$ n+m,a
2030 NEXT m: PRINT AT 16,n-140;"
AB;" AT 17,n-140;" CD;" AT 18,n-
40;" EF": NEXT n
2040 DATA 0,0,15,31,63,60,123,12
0
2050 DATA 0,0,240,248,252,140,17
4,174
2060 DATA 122,120,63,63,31,15,7,
3
2070 DATA 174,142,252,252,248,24
0,224,192
2080 DATA 1,2,3,1,2,1,0,0
2090 DATA 192,64,128,192,64,128,
0,0
2100 DATA 4,7,7,7,7,7,7,63
2110 DATA 32,224,224,224,224,224
,224,252
2120 DATA 7,15,29,249,159,30,15,
7
2130 DATA 224,240,219,158,248,12
0,240,224
2140 DATA 249,225,255,4,4,255,32
,32
2150 DATA 159,135,255,4,4,255,32
,32
2160 DATA 255,255,255,4,4,255,32
,32
2171 DATA 28,20,20,34,65,65,65,6
2
2180 DATA 0,192,240,252,255,252,
240,192
2190 DATA 0,3,15,63,255,63,15,3
2200 DATA 0,0,0,128,128,192,224,
248
2210 DATA 0,0,0,1,1,3,7,31
2220 DATA 31,24,20,19,18,10,6,3
2230 DATA 248,4,2,255,1,1,1,255
2240 DATA 0,255,4,4,255,32,32,25
5
2250 PRINT #1;" PRESS ANY KEY
TO START"
2260 IF INKEY$<>" " THEN RETURN

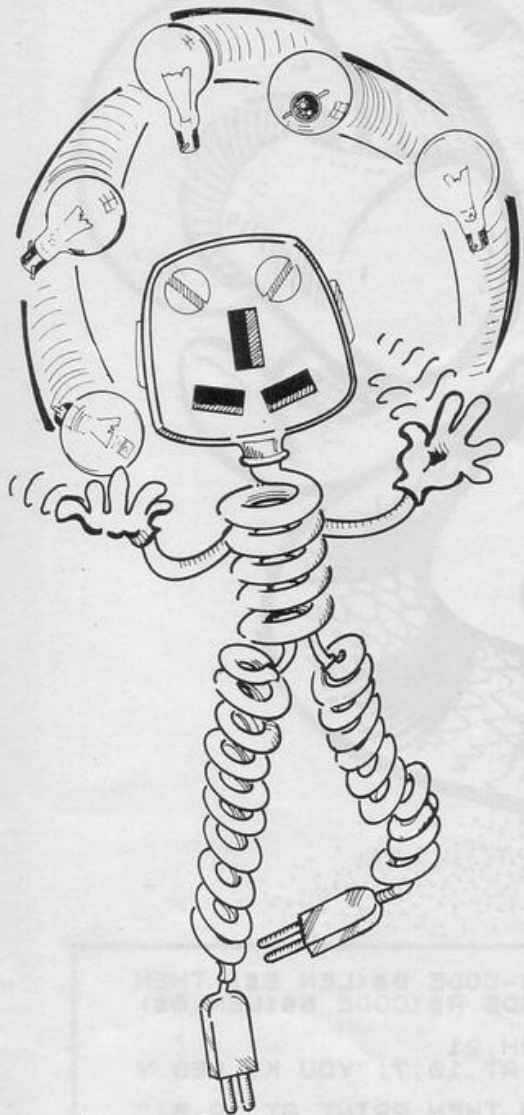
```



```

2270 GO TO 2260
3005 PRINT PAPER 6; INK 0; AT 1,
11; "MR. SOCKET;" AT 2,9; " meet
s "; AT 3,5; "THE 60 WATT LIGH
T BULBS"
3010 PRINT AT 7,7; "Use 'D' to go
left"
3020 PRINT AT 9,9; "& 'P' to go r
ight"
3030 PRINT AT 11,5; "Pressing CAP
S SHIFT & a direction key
will allow you to rebuild
d some wall"
3040 GO TO 2000
4010 PRINT AT y-1,x; " "
4020 PRINT INK 7; BRIGHT 1; AT y
,x; "AB"; AT y+1,x; "CD"
4030 LET s=s+1
4035 LET sc=sc+60
4040 PRINT AT 0,s; INK 7; PAPER
1; "N"
4042 FOR n=7 TO 0 STEP -1: PRINT
BRIGHT 1; INK n; AT y,x; "AB"; AT
y+1,x; "CD"; BEEP .01,15-n: NEXT
n
4045 GO TO 100
4050 PRINT AT y+1,x-q; " "
4060 PRINT AT y,x; " "
4070 BEEP .1,20: BEEP .2,40
4080 PRINT AT 0,30-b; PAPER 2; I
NK 6; "U"
4090 LET b=b+1
4095 LET sc=sc+100
4100 GO TO 100
4250 IF q<>0 THEN GO TO 4300
4255 PRINT AT y-1,x; " "; AT y,x;
" "; AT y+1,x; " "
4260 FOR n=0 TO 7: PRINT PAPER
7-n; INK n; AT y,x; "AB"; AT y+1,x;
"CD"; AT y+2,x; "EF"
4270 BEEP n/200,-n*5: NEXT n
4280 PRINT AT y,x; " "; AT y+1,x;
" "; AT y+2,x; PAPER 0; INK 2; "Q
R"
4290 GO TO 100
4300 PRINT AT 20,x-q; " "; AT 21,
x; INK 2; PAPER 0; "QR"
4305 FOR n=-20 TO -30 STEP -2: B
EEP .01,n: NEXT n
4310 GO TO 100
6005 FOR n=5 TO 30 STEP 5: BEEP
n/100,-n: NEXT n
6010 PRINT AT 7,9; FLASH 1; "MISS
ION OVER"
6020 PRINT AT 9,1; "OF THE 50 lig
ht bulbs dropped"

```

Continued on page xx
 6030 PRINT AT 11,5;"you safely caught "; FLASH 1;s
 6040 PRINT AT 13,5;"You have also in your"
 6050 PRINT AT 15,6;"possession "; FLASH 1;b; FLASH 0;" bricks"
 6060 PRINT AT 17,6; PAPER 4; INK 0;"YOUR SCORE IS ";sc
 6100 PRINT #1; FLASH 1;" PRES
 S ANY KEY TO START "
 6110 IF INKEY#<>" THEN CLS : G
 O TO 20
 6120 GO TO 6110
 6250 PRINT INK 4; PAPER 8;AT 21
 ,p-2;"UUUU";AT 20,p-1;"(sp:ig5:
 sp)";AT 19,p-1;"(g3:ig4:g2)";AT 1
 8,p-1;"(sp:ig5:sp)"
 6260 PRINT AT 7,13; FLASH 1;"R.I
 .P"
 6265 FOR n=5 TO 30 STEP 5: BEEP
 n/100,-n: NEXT n
 6270 PRINT AT 9,2;"You were brave
 and fearless in your endea
 vour to finish your missi
 on and your bravery i
 s rewarded with a s
 core of";AT 15,13; FLASH 1;sc
 6400 PRINT #1; FLASH 1;" PRES
 S ANY KEY TO START "
 6410 IF INKEY#<>" THEN CLS : G
 O TO 20
 6420 GO TO 6410
 6510 PRINT AT 7,6; FLASH 1;"MISS
 ION ACCOMPLISHED"
 6520 PRINT AT 9,0;"You safely ca
 ught "; FLASH 1;s; FLASH 0;" lig
 ht bulbs"
 6530 PRINT AT 11,4;"You also sav
 ed "; FLASH 1;b; FLASH 0;" brick
 s"
 6540 PRINT AT 13,6; PAPER 4; INK
 0;"YOUR SCORE IS ";sc
 6550 PRINT AT 16,7; INK 5;"Press
 any key when you a
 re ready for your
 next mission": IF INKEY#<>" THE
 N LET b=0: LET s=0: LET h=h+2:
 CLS : GO TO 50
 6555 BEEP .01,RND*10
 6560 GO TO 6550



Ravenous Reptile

MUSHROOMS worth varying points appear at intervals on the screen. You, the reptile, must try to eat them before they turn poisonous. Each mushroom will turn poisonous if it is not eaten before its value reaches 0. If you manage to eat a mushroom your score will increase and extra sections will be added to your body according to the number of points left in the mushroom.

Ravenous Reptile was written for the 16K ZX-81 by Gerard Pegram of Braintree, Essex.





```

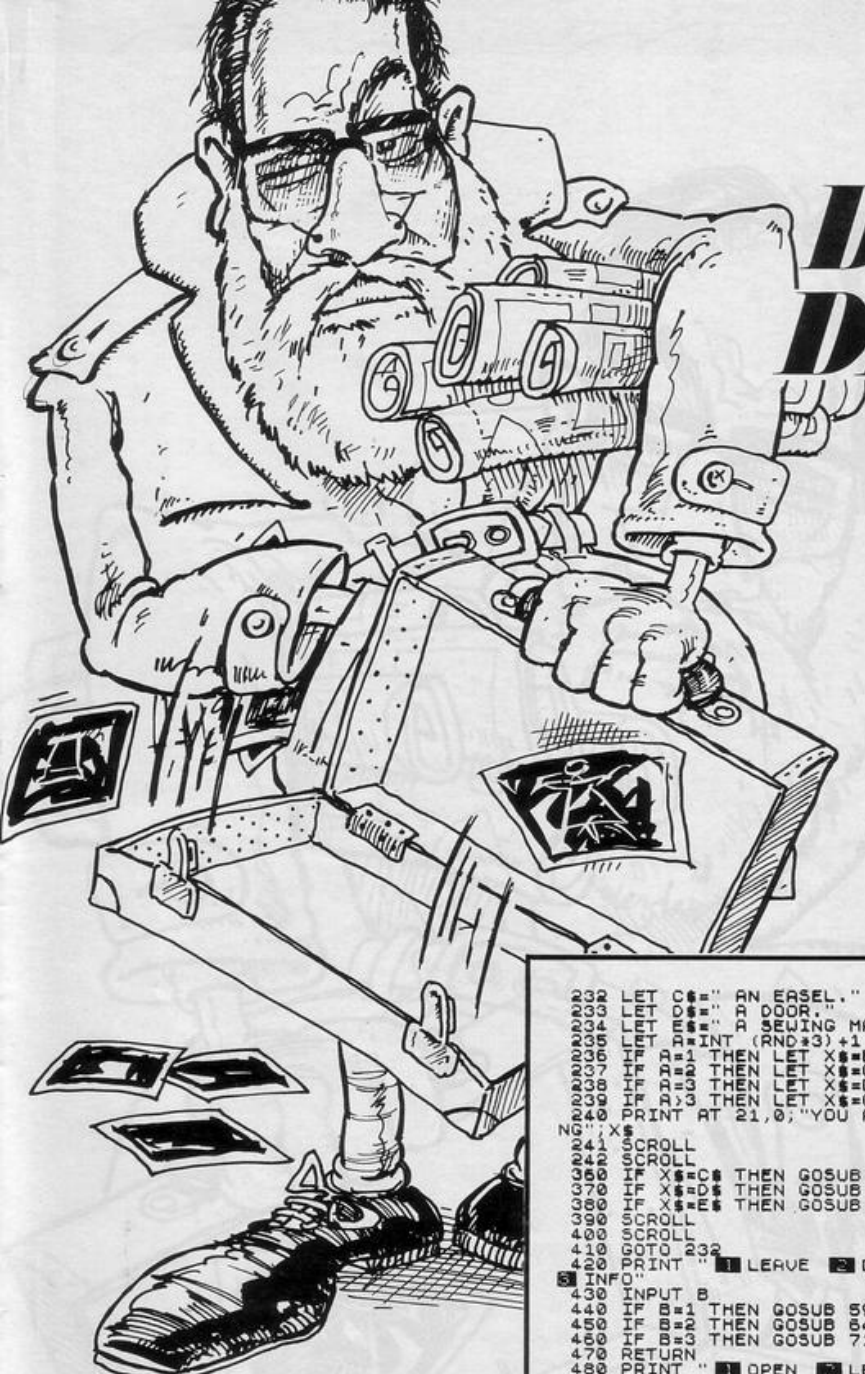
2 GOTO 90
10 LET I$=INKEY$
11 IF I$>"4" AND I$<"9" THEN L
ET D=CODE I$-32
12 LET PH=PH+CODE A$(D)-33
13 IF PEEK PH<>128 THEN GOSUB
70
14 LET B$=B$+CHR$ D
15 POKE PH,156
16 RETURN
20 IF PH<>PT AND T=0 THEN POKE
PT,128
21 LET PT=PT+CODE A$(CODE B$)-
33
22 LET B$=B$(2 TO )
23 RETURN
30 FOR X=1 TO 10
31 GOSUB 10
32 GOSUB 20
33 NEXT X
40 LET PO=P+68+INT (RND*30)+IN
T (RND*21)*33
41 IF PEEK PO<>128 THEN GOTO 4
0
42 LET O=INT (RND*9)+29
43 POKE PO,0
44 FOR X=1 TO 2*(O-28)
45 GOSUB 10
46 GOSUB 20
47 NEXT X
48 LET O=O-1
49 IF O>28 THEN GOTO 43
50 POKE PO,136
51 GOTO 30
60 FOR T=1 TO N-28
61 GOSUB 10
62 NEXT T
63 GOSUB 20
64 LET T=0
65 GOTO 30
70 IF PH=PT AND T=0 THEN RETUR
N
71 IF T=0 AND D<>5-CODE B$(LEN
B$) THEN POKE PT,128
72 LET N=PEEK PH
73 IF N>128 THEN GOTO 80
74 POKE PH,23
75 LET S=S+N-28
76 PRINT AT 0,12-LEN STR$ S;S
77 GOSUB 14
78 GOTO 60

```

```

80 IF D=5-CODE B$(LEN B$) THEN
POKE PH+CODE A$(CODE B$(LEN B$)
)-33,128
81 POKE PH,21
82 PRINT AT 10,7;"YOU KILLED Y
OURSELF"
83 IF S>H THEN PRINT AT 12,5;"
YOU BEAT THE HIGH-SCORE"
84 IF S>H THEN LET H=S
85 FOR X=1 TO 60
86 NEXT X
87 CLS
88 GOTO 91
90 LET H=0
91 LET S=0
92 LET P=PEEK 16396+256*PEEK 1
6397
93 LET A$="4PI 6"
94 LET B$=" "
95 LET D=4
96 LET PH=P+381
97 LET PT=P+379
98 LET T=0
100 PRINT TAB 7;"ATTENTIVE REPTIL
E"
101 "GUIDE THE SNAKE ROUND T
HE AREA"
102 "USING THE CURSOR KEY
S.EAT FOOD" (EG."") TO SCO
RE POINTS AND"
103 "GROW LONGER.AV
OID EATING POISON"
104 "FOOD (EG."
105 "AND YOUR TAIL."
106 "PRESS ANY KEY TO START"
107 IF INKEY$="" THEN GOTO 101
108 POKE 16418,0
109 PRINT AT 0,0;"SCORE 0000
HIGH 0000"
110 PRINT
111 FOR X=1 TO 21
112 PRINT
113 NEXT X
114 PRINT
115 NEXT X
116 PRINT
117 POKE PT,156
118 POKE PT+1,156
119 POKE PH,156
120 PRINT AT 0,28-LEN STR$ H;H
121 GOTO 30
130 SAVE "REPTILE"
131 RUN

```

DRESS DESIGNER

HOLD off spies, cheat guards and design breathtaking clothes in **Dress Designer**, written for the 16K ZX-81 by Grant and Claire Ritchie of Dalkeith, Midlothian.

Your location is unknown so you must explore. You are able to swap fashions, enter a room, sew dresses if you find a sewing machine or steal designs if you discover an easel. If a guard leaves the room to admire himself you can sneak in and find a fashion. Your needle power, number of designs and fashions collected and also the number of spies killed are shown at the end of the game, together with your score.

IS DRESS

```

1 PRINT "
2 FOR N=1 TO 40
3 PRINT "DESIGN";
4 NEXT N
5 PRINT "*****PRESS**A**KEY**"
6 IF INKEY$="" THEN GOTO 7
7 CLS
8 PRINT "WHAT IS YOUR NAME?"
9 INPUT B$
10 PRINT "HI ";B$;" WELL IT'S
11 LIKE THIS..."
12 PRINT "YOU HAVE BEEN CHOS
13 EN ABOVE ALL OTHERS FOR YOUR D
14 ESIGNING ABILITY YOU ARE A
15 LSO VERY TOUGH SO YOU ONLY HAVE
16 THE HONOUR "B$;"
17 PRINT "YOU WERE TRANSPORT
18 ED THROUGH ETERNITY UNTIL YOU
19 REACHED THE YEAR 10,000 A.D. YO
20 UR JOB IS TO ATTACK AND HOLD OF
21 UR SPIES AND DESIGN BREATHTAKIN
22 G CLOTHES. BEWARE OF THE EVIL
23 GHOU... GOOD LUCK "B$;"
14 PRINT "*****PRESS**A**FOR*
15 *NEXT**PAGE**"
15 IF INKEY$="" THEN GOTO 15
16 CLS
17 PRINT "OH I FORGOT... YOU DO
18 NT KNOW WHERE YOU ARE YOU'LL
19 JUST HAVE TO GO EXPLORING "COS
20 I DONT EITHER NOT A SHAPE"
21 PRINT "*****PRESS ANY KEY
22 TO START"
20 LET H=0
21 LET NP=200
22 LET D=0
23 LET F=0
24 LET S=0
230 PAUSE 3000
231 CLS
  
```

```

232 LET C$=" AN EASEL."
233 LET O$=" A DOOR."
234 LET R$=" A SEWING MACHINE."
235 LET A=INT (RND*3)+1
236 IF A=1 THEN LET X$=E$
237 IF A=2 THEN LET X$=C$
238 IF A=3 THEN LET X$=D$
239 IF A=3 THEN LET X$=C$
240 PRINT AT 21,0;"YOU ARE FACI
241 NG";X$
241 SCROLL
242 SCROLL
243 IF X$=C$ THEN GOSUB 420
244 IF X$=D$ THEN GOSUB 480
245 IF X$=E$ THEN GOSUB 530
246 SCROLL
247 GOTO 232
248 PRINT "1 LEAVE 2 DESGIN 3
249 INFO"
250 INPUT B
251 IF B=1 THEN GOSUB 590
252 IF B=2 THEN GOSUB 640
253 IF B=3 THEN GOSUB 710
254 RETURN
255 PRINT "1 OPEN 2 LEAVE"
256 INPUT Z
257 IF Z=1 THEN GOSUB 870
258 IF Z=2 THEN RETURN
259 RETURN
260 PRINT "1 SEW 2 DISCONNECT
261 LEAVE"
262 INPUT D
263 IF D=1 THEN GOSUB 910
264 IF D=2 THEN GOSUB 980
265 IF D=3 THEN RETURN
266 SCROLL
267 SCROLL
268 PRINT "1 NORTH 2 SOUTH 3 E
269 AST 4 WEST"
270 INPUT X
271 RETURN
272 SCROLL
273 SCROLL
274 LET A=INT (RND*3)+1
275 IF A=2 THEN GOSUB 1520
276 IF A=1 THEN GOSUB 1070
277 IF A=2 THEN GOSUB 1450
278 RETURN
279 CLS
280 PRINT AT 3,10;"INFORMATION"
281 AT 4,10;"-----"
282 PRINT
283 PRINT
284 PRINT TAB 4;"NEEDLE POWER:"
285 NP
286 PRINT TAB 4;"DESIGNS";D
287 PRINT
288 PRINT TAB 4;"FASHIONS";F
289 PRINT
290 PRINT TAB 4;"SPY KILLS";S
291 PRINT AT 15,6;"SCORE";((NP
292 *2)+(F*5)+(S+11))
293 PRINT AT 21,0;"<<<<PRESS AN
294 Y KEY TO CONTINUE>>>"
295 PAUSE 3000
296 CLS
297 RETURN
298 LET X=INT (RND*4)+1
299 IF X<3 THEN GOSUB 1550
300 IF X>3 THEN GOSUB 1630
301 RETURN
302 LET X=INT (RND*2)+1
303 SCROLL
  
```

```

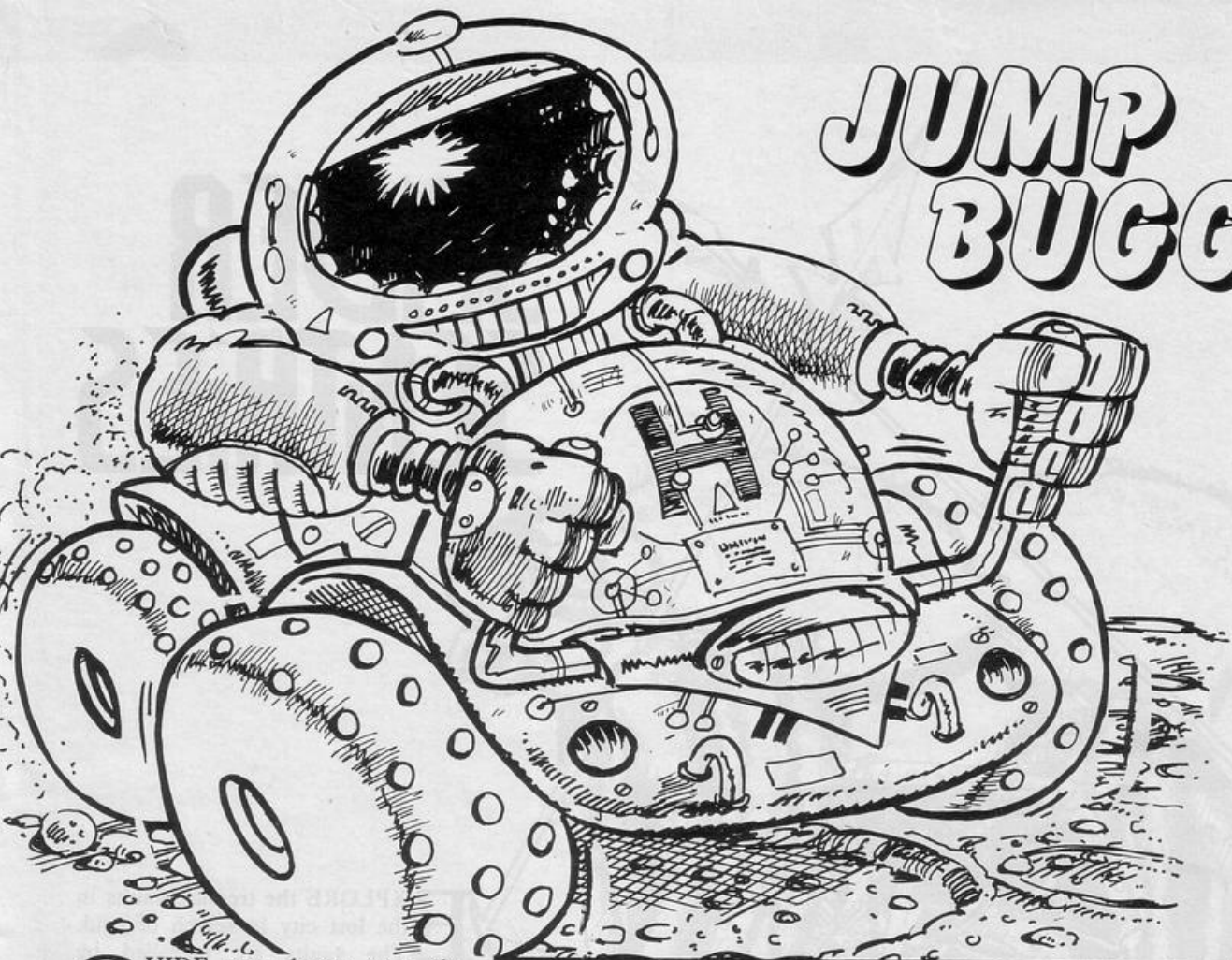
930 SCROLL
940 IF X<3 THEN PRINT "O.K YOU
950 SEWED A DRESS"
955 IF X=2 THEN PRINT "THIS MAC
960 HINE IS DISCONNECTED."
960 IF RND>.7 THEN GOSUB 1050
970 RETURN
980 LET A=INT (RND*2)+1
990 SCROLL
1000 SCROLL
1010 IF A<3 THEN PRINT "O.K YOU
1020 DISCONNECTED IT"
1020 IF A=2 THEN PRINT "IT IS AL
1030 READY DISCONNECTED"
1030 IF RND>.7 THEN GOSUB 1050
1050 SCROLL
1060 SCROLL
1070 LET A=INT (RND*9)+1
1080 IF A<3 THEN LET M$="
  
```

```

1090 IF A=3 THEN LET M$="
1091 IF A=3 THEN PRINT "
1100 IF A=4 THEN LET M$="
1110 IF A=5 THEN LET M$="
1120 IF A=6 THEN LET M$="
1130 IF A=7 THEN LET M$="
1145 IF A=8 THEN LET M$="
  
```


A black and white cartoon illustration of a man with a beard and glasses, wearing a jacket, holding a large, open box. The box has a logo on the lid that reads "K4". The man is looking down at the box with a serious expression. The box is open, revealing its interior. The man is standing on a grid pattern, and there are some papers or cards on the ground near his feet.

JUMP BUGGY



GUIDE your buggy over the planet's surface, jumping the potholes and rocks where necessary. Press any key to make the buggy jump. If you fall into a hole or crash into a rock the game ends and your score is displayed.

Jump Buggy was written for the 16K Spectrum by Russell Wooberry of Farnham, Surrey.

```

1 REM      USR @ MERGE LLI
ST / OR GO SUB VAL +w))STR#
LIST <>.....
2 LET a=5+PEEK 23635+256*PEEK
23636
3 FOR w=a TO a+24: READ b#
5 LET x=CODE b#-48-(39*(b#>"
")): LET y=CODE b#(2)-48-(39*(b#
(2)>"
"))
6 POKE w,x*16+y: NEXT w
7 DATA "06","c0","11","00","4
0","d5","e1","23","c5","01","1f
","00","1a","ed","b0","2b","77","
00","23","23","13","c1","10","f0
","c9"
10 GO SUB 9080
13 BRIGHT 0: PAPER 0: BORDER 0
:CLS:CLS:GO SUB 9300
14 OVER 0: LET s=0: DIM a$(2,
5): LET a$(1)="G G G": LET a$(2)
="I I I":CLS:GO SUB 9200
15 INK 3: LET n=0: LET f=15: L
ET p=43
16 LET h=1: LET d=3
17 FOR i=18 TO 21: PRINT AT i,
0: INK 3: (32*ig8)": NEXT i
18 LET j=0
19 LET x=17: LET y=3
21 FOR i=1 TO 2: PRINT AT 0,11
: "
":AT x,y: "
":AT
x-1,y: "
": IF SCREEN$ (x,y+5
)<> " THEN GO TO 2000
29 PRINT AT 17,0: "
": LET l=US
R 23760: PRINT AT x,y: INK 6: A$(
1):AT x,y+1: INK 4: "F":AT x,y+3:
"F":AT x-1,y: "ABCDE":AT 0,11: IN
K 5: "SCORE":s:AT 18,0: INK 3: "(

```

```

ig8)": LET s=s+1: IF j=1 THEN G
O TO 51
44 IF SCREEN$ (x+1,4)<> " THE
N GO TO 50
45 IF SCREEN$ (x+1,5)<> " THE
N GO TO 50
46 IF SCREEN$ (x+1,6)<> " THE
N GO TO 50
47 GO TO 51
50 PRINT AT x,y: INK 0: "
":AT x-1,y: "
": LET x=x+1: PR
INT AT x,y: INK 6: a$(1):AT x,y+1
: INK 4: "F":AT x,y+3: INK 5: "F":
AT x-1,y: INK 5: "ABCDE": LET p=3
3: GO TO 2000
52 BEEP .01,n-5: IF J=1 THEN
GO TO 54
53 IF INKEY#<>" " AND x=17 THEN
LET x=16: LET c=7: LET j=1: PR
INT AT x+1,y: "
": LET n=10
54 IF j=1 THEN LET c=c-1: IF
c=0 THEN LET j=0: LET x=17: LET
n=0: PRINT AT x-2,y: "
"
56 IF RND*15<1 AND H=1 THEN P
RINT AT 17,28: "H"
58 LET d=d-1: IF d=0 THEN LET
h=1
59 IF h=0 THEN GO TO 61
60 IF RND*f>14.8 THEN PRINT A
T 18,29: INK 3: "K_J": LET d=6: L
ET h=0
61 LET f=f+.005: NEXT i: GO TO
21
3000 FOR i=1 TO 100: NEXT i: PRI
NT AT x,y: INK 0: "
":AT x-1,
y: INK 0: "
"
3005 PRINT AT 0,11: INK 5: "SCORE
=":s: LET a=2: LET b=4
3006 FOR i=7 TO 3 STEP -1
3010 OVER 0: INK i: PLOT 43,p+a:
DRAW b,-a: DRAW -b,-a: DRAW -b,
a: DRAW b,a
3012 FOR K=I*5 TO I*5-10 STEP -1
: BEEP .01,K: NEXT K: FOR j=1 TO
20: NEXT j
3013 OVER 1: INK i: PLOT 43,p+a:
DRAW b,-a: DRAW -b,-a: DRAW -b,
a: DRAW b,a
3014 INK i: PLOT OVER 1:43,p+a
3015 LET a=a+2: LET b=b+4: NEXT
i

```

```

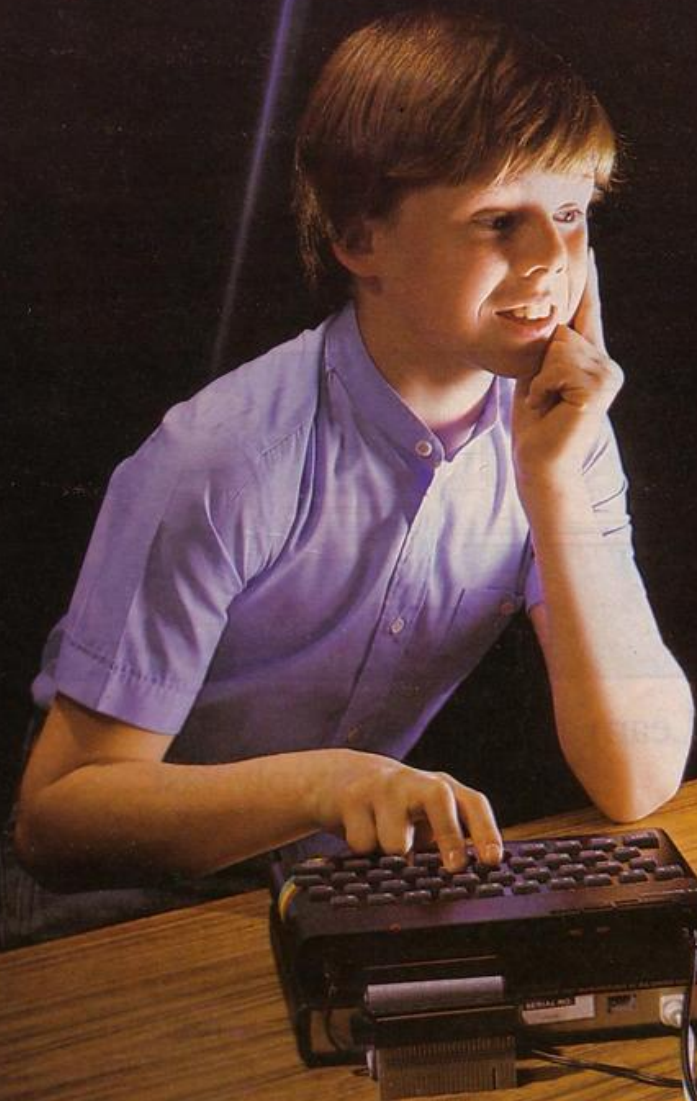
3016 OVER 1: PRINT AT x,y: INK 0
: "
":AT x-1,y: "
"
3020 OVER 0
3100 PRINT AT 10,7: INK 4: FLASH
1: "G A M E O V E R"
3120 IF INKEY#=" " THEN GO TO 31
20
3130 GO TO 13
9080 FOR i=0 TO 87: READ a: POKE
USR "a"+i,a: NEXT i
9090 DATA 7,15,31,63,127,255,255
,129,0,129,195,231,254,254,255,2
55,255,134,3,1,0,0,255,129,240,1
2,3,128,192,96,255,255
9100 DATA 0,0,0,192,48,12,255,12
9,255,126,126,60,60,0,0,60,102
,231,153,153,231,102,60,56,60,12
4,124,254,255,255,255,60,90,153,
255,255,153,90,60
9110 DATA 0,1,1,3,3,7,7,255,0,12
8,128,192,192,224,224,255
9120 RETURN
9200 INK 2: FOR I=0 TO 6: PLOT i
*32,70: LET b=RND*80: DRAW 16,b:
DRAW 16,-b: NEXT i: PLOT i*32,7
0: LET b=RND*80: DRAW 16,b: DRAW
15,-b:
9210 RETURN
9300 LET x#="
. . . . . J U M P   B U G G Y
. . . . . SINCLAIR PROGRAMS.
. . . . . GUIDE YOUR BUGGY OVE
R THE PLANET'S SURFACE BY JUMPIN
G THE ROCKS AND POT HOLES.
. . . . . CONTROLS=ANY KEY.
. . . . . PRESS ANY KEY TO
START.
. . . . .
9310 PRINT AT 0,11: INK 5: "J U M
P"
9315 PRINT AT 11,11: INK 5: "B U
G G Y"
9320 FOR I=1 TO 252: BEEP .005,1
0: PRINT AT 21,0: INK 4: X$(I TO
I+30): BEEP .005,2: IF INKEY#<>"
" THEN GO TO 9500
9350 NEXT i
9400 GO TO 9320
9500 FOR i=0 TO 21: PRINT AT i,0
: INK 0: (32*ig8)": NEXT i: GO T
O 14

```

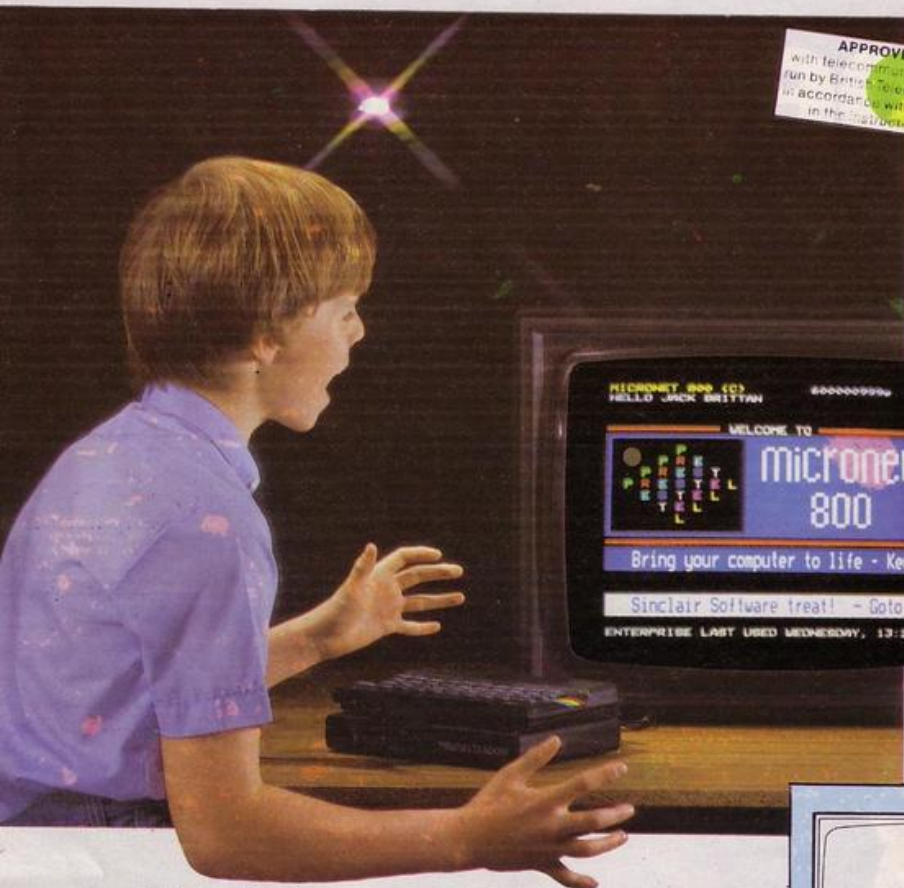

Written for the 16K Spectrum by
Andrew Sherwood of West Bromwich,
West Midlands.

[illegible]

Sneak into a mainframe with your Spectrum...



...and access an of news, views



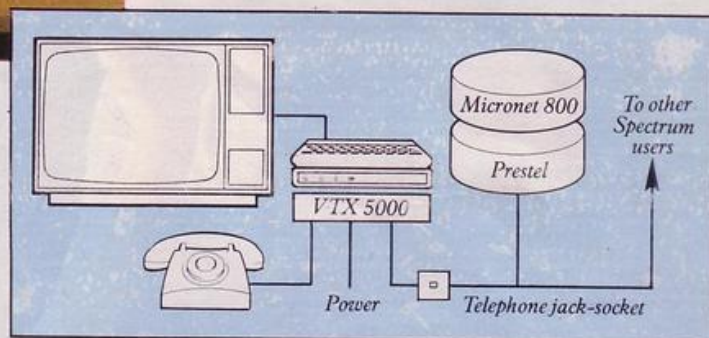
Games



Travel

Simply by connecting your Spectrum to the telephone line, via the award-winning Prism VTX 5000 communications modem, you can get to all the information, games and communication facilities held on viewdata mainframes.

So, you can link into a variety of services, including Prestel and Micronet 800. Access hundreds of software programs – many completely free. Talk to fellow users. Keep up-to-date with all the latest national, international and micro news. Play on-screen games. Check sports results. Book travel and entertainment.



Learn a language.

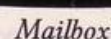
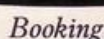
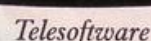
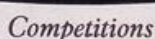
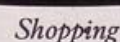
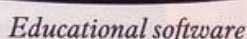
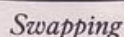
The choice is simply vast.

Plus, your Prism VTX 5000 allows you to communicate directly with other Spectrum owners.

And now, our special offer means that you can do all this for just £11* a month. So complete the coupon and send it to us today, and we will let you have full details of our unbeatable offer.

* All prices quoted refer to domestic use only. For business use the Prestel annual standing charge is £66. Therefore business users will be billed £44.50 per quarter.

Peripheral
VTX 5000
of the Year.
1984

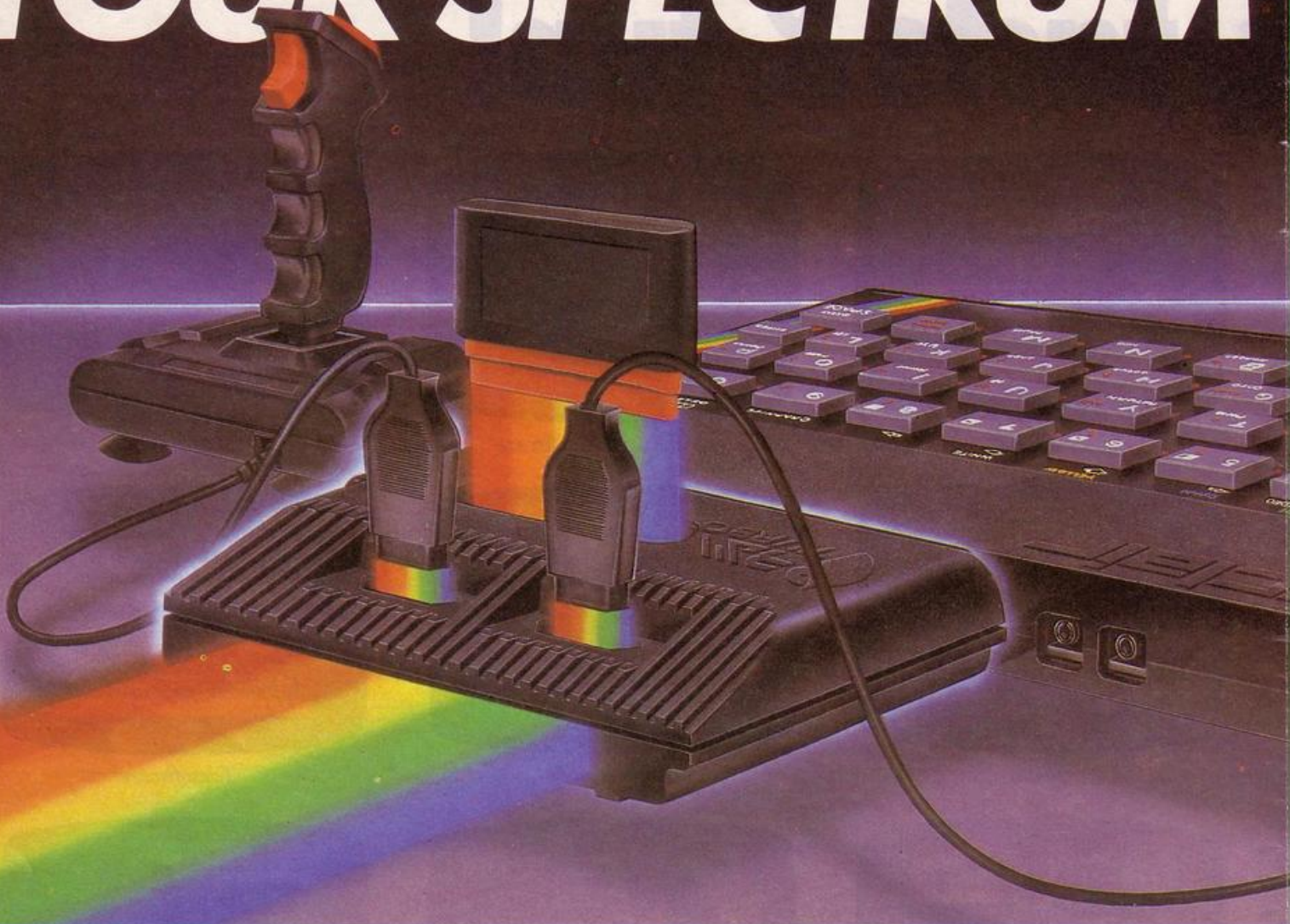


Prism Microproducts Ltd.
Prism House, 18-29 Mora Street
City Road, London EC1V 8BT.
Tel: 01-253 2277

Prestel and the Prestel symbol are trademarks of British Telecommunications.

45

TURBO CHARGE YOUR SPECTRUM



Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- * A variety of interfaces including: Rom cartridges, two 9-way D plugs for standard joysticks, PLUS full expansion bus at rear.
- * Compatible with Kempston and Protek protocols.
- * Works with latest Quickshot Mk II auto rapid-fire joysticks!
- * Choice of Rom cartridge or tape cassette software.
- * Instant program loading with cartridge software.
- * Built-in power safety device – unique to Ram Turbo.
- * Full one year guarantee.
- * Immediate availability – 24 Hr despatch on receipt of P.O./credit card details (cheques – seven days).
- * Incredible value – only £22.95.

So don't wait around – simply complete the coupon and send it to us today.

Or call our credit card hot line on 02514 25252. (Access and Visa welcome).

Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

Please send me:

_____ Spectrum Turbo Interface(s) at £22.95
+ £1 p+p (overseas orders £3 p+p)

_____ Quickshot II Joystick(s) at £9.95
(Only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £ _____



Name _____

Address _____

Tel _____ SP 10

To: Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

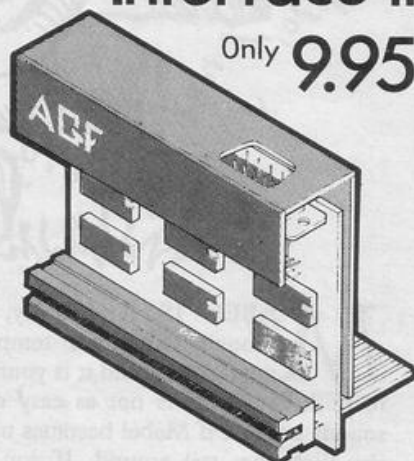
24 Hr
despatch for
credit cards and
postal orders



Trade and export enquiries welcome.

AGF
 SUMMER
 MAIL ORDER ONLY
 SAVINGS

21.95
~~26.95~~ plus £1 post & packing

Only **9.95**

Still incorporating the all important rear expansion connector which means other peripherals can be connected at the same time i.e. Ram Packs, Printers, Speech Units etc, and of course the key replication principle used guarantees this will never conflict electrically with any other add-ons.

RomSlot

only 8.95
only ~~11.95~~ plus 50p post & packing



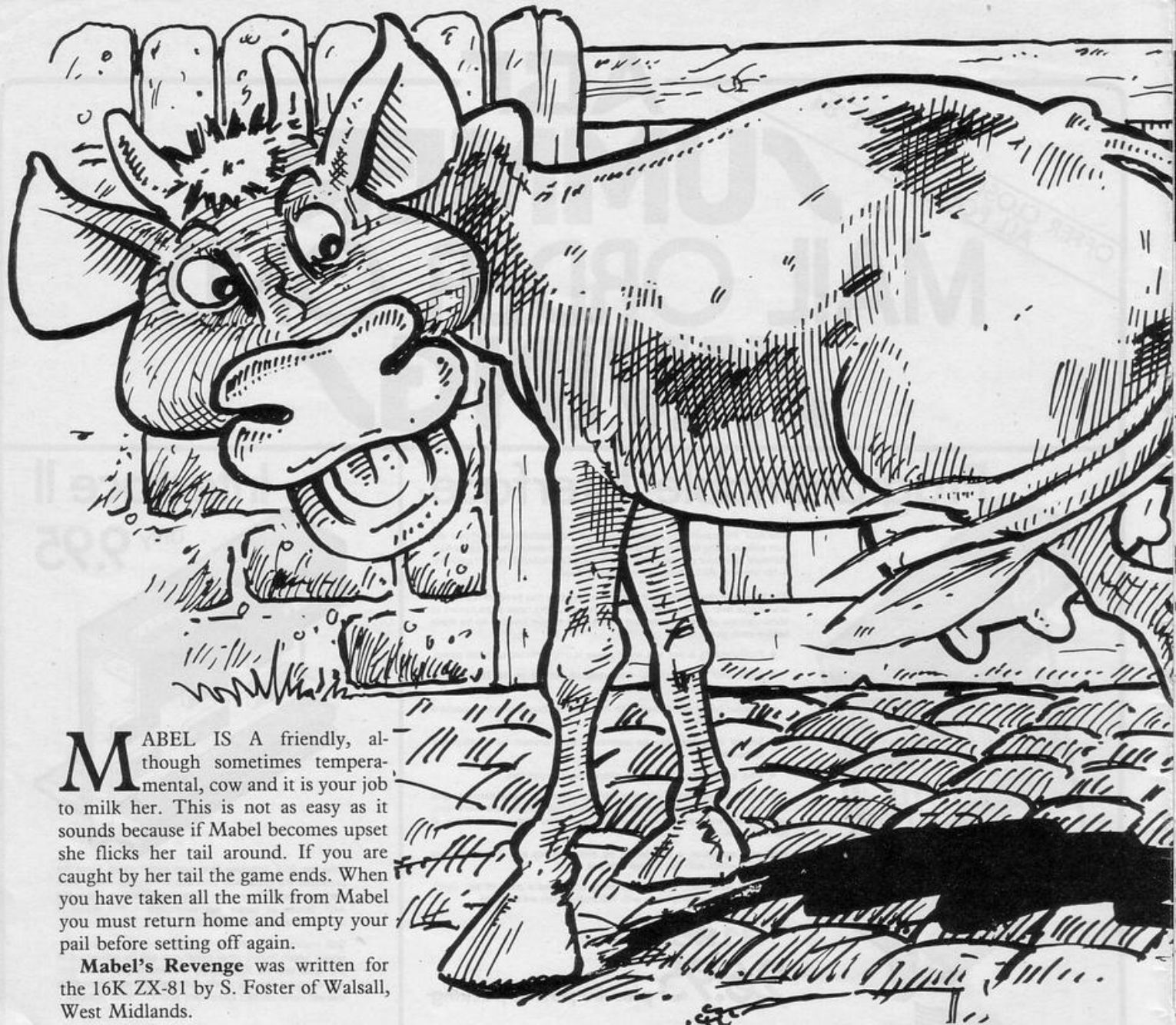
Quickshot



QTY	ITEM	ITEM PRICE	TOTAL
ZX81 <input type="checkbox"/>	ZX SPECTRUM <input type="checkbox"/>	Please tick	FINAL TOTAL

OVERSEAS PRICES ON APPLICATION
DEALER ENQUIRIES WELCOME

Please allow up to 28 days from receipt of your order although we normally despatch from stock within 7 days. All AGF products are guaranteed for 12 months and are supplied on a 14 day money back undertaking. AGF Hardware, Bognor Regis, West Sussex. Telephone: (0243) 823337.



MABEL IS A friendly, although sometimes temperamental, cow and it is your job to milk her. This is not as easy as it sounds because if Mabel becomes upset she flicks her tail around. If you are caught by her tail the game ends. When you have taken all the milk from Mabel you must return home and empty your pail before setting off again.

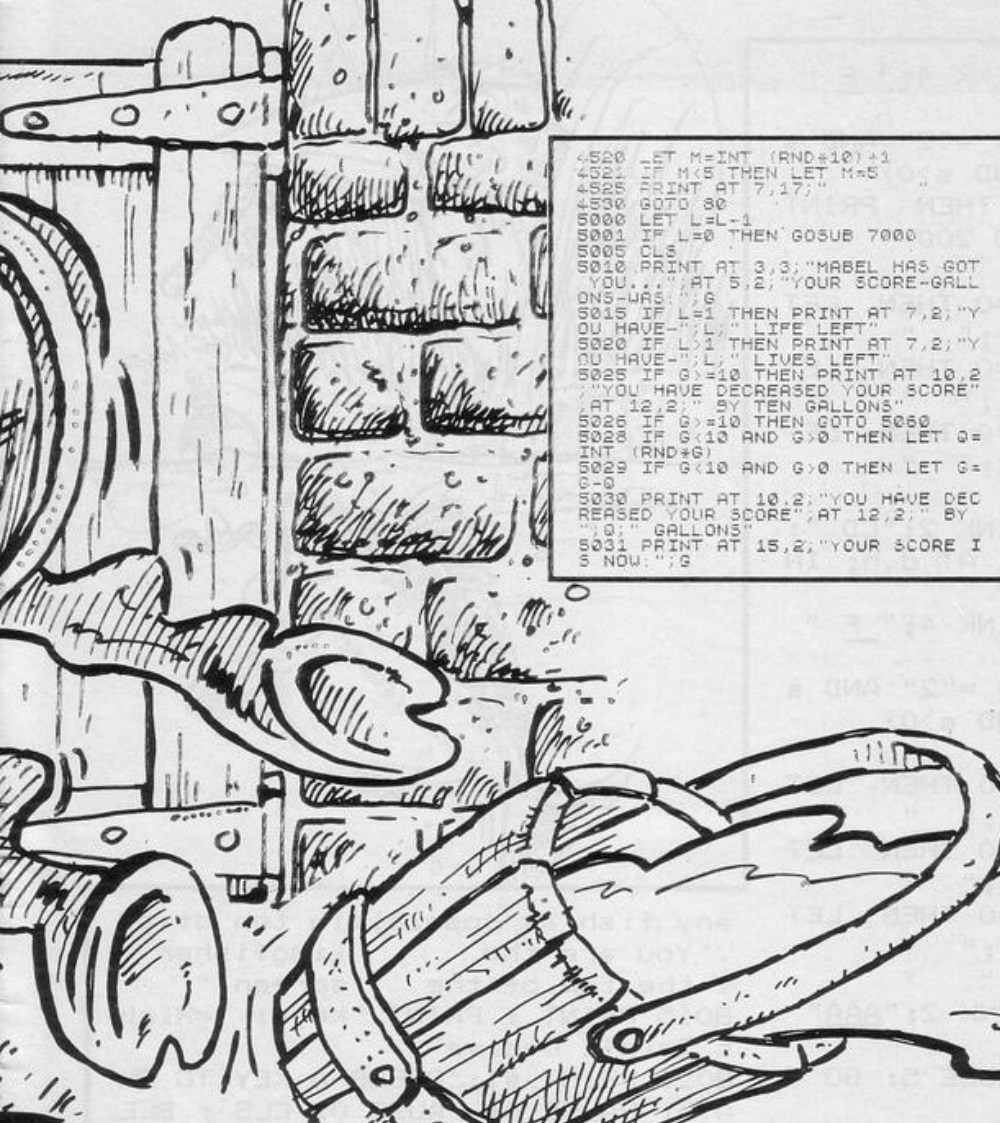
Mabel's Revenge was written for the 16K ZX-81 by S. Foster of Walsall, West Midlands.

MABEL'S REVENGE

```

4 CLS
5 GOSUB 3000
6 CLS
7 LET L=3
8 LET G=0
9
10 CLS
11 FOR C=15 TO 20
12 PRINT "C:0";
13
14 NEXT C
15 LET M=INT (RND*10)+1
20 IF M<5 THEN LET M=5
30 LET X=15
40 LET Y=24
50 LET A=INT (RND*50)+5
55 PRINT AT 13,1;"GALLONS-";G
60 PRINT AT 18,21;"LIVES-";L;"
60 PRINT AT 16,0;"
61 PRINT AT 0,0;"MABEL"
62 PRINT AT 21,0;"MABEL"
63 PRINT AT 12,31;"
64 PRINT AT 14,31;"
65 PRINT AT 15,31;"
70 GOSUB 1000
80 PRINT AT X,Y;"U"
85 PRINT AT 12,15;"
90 LET A=A-1
100 LET Y=Y+(INKEY$="8" AND Y<2
7)-(INKEY$="5" AND Y>11)
110 IF A=0 THEN GOTO 4050
120 IF X=15 AND Y=14 THEN PRINT
AT X,Y-1;"
121 IF X=15 AND Y=27 THEN PRINT
AT 18,10;G;"
122 IF X=15 AND Y=27 THEN PRINT
AT 11,19;"
124 IF X=15 AND Y=27 THEN PRINT
AT 8,10;"GO AND GET SOME MILK"
125 IF X=15 AND Y<26 THEN PRINT
AT 8,10;"
130 IF X=15 AND Y<13 AND INKEY
$="M" THEN GOSUB 3000
930 GOTO 80
1000 PRINT AT 11,8;"
1001 PRINT AT 12,8;"
1002 PRINT AT 13,8;"
1003 PRINT AT 14,8;"
1004 PRINT AT 15,8;"
1010 RETURN
2000 IF X=15 AND Y>=17 THEN GOTO
4000
2020 PRINT AT 8,17;"GOTCHA..."
2025 PRINT AT 11,15;"
AT 12,14
2030 FOR N=1 TO 20
2035 IF Y=13 THEN PRINT AT 15,13
2040 PRINT AT 13,14;"
AT 14,14
AT 15,14;"
AT 13,14;"
AT 14,14;"
AT 15,14;"
AT 11,14;"
AT 12,14;"
2050 NEXT N
2070 PRINT AT 11,15;"
AT 12,14
2075 IF Y=13 THEN PRINT AT X,Y;"
2085 LET A=A-1
2090 PAUSE 100
2095 GOSUB 5000
3000 IF INKEY$="M" THEN GOTO 302
0
3010 RETURN
3020 IF X=15 AND Y<=13 THEN GOTO
3035
3030 RETURN
3035 IF M<=1 THEN GOSUB 4500
3036 IF INKEY$="M" THEN LET M=M-
1
3037 IF INKEY$="M" THEN LET G=G+
1
3040 PRINT AT 7,17;"MILKING";AT
7,17;"
3041 PRINT AT 14,12;"
AT 14,12
"U"
3045 IF X=15 AND Y>=13 THEN GOTO
3050
3055 LET A=A-1
3065 IF A=0 THEN GOSUB 2000
3070 IF M<=1 THEN PRINT AT 11,19
;"EMPTY";AT 7,17;"
AT 14
,12;"U"
3075 IF M<=1 THEN GOSUB 4500
3090 RETURN
4000 IF Y<=19 THEN PRINT AT 3,5;
"NEARLY HAD YOU THAT TIME"
4010 GOSUB 5000
4050 IF Y=14 THEN GOTO 4000
4060 IF Y=15 THEN GOTO 2000
4500 LET G=G
4510 LET Y=Y+2
4515 PRINT AT X,Y-1;"
AT 15,13
"

```

```

4520 LET M=INT (RND*10)+1
4521 IF M<5 THEN LET M=5
4522 PRINT AT 7,17;"
4523 GOTO 80
4524 LET L=L-1
4525 IF L=0 THEN GOSUB 7000
4526 CLS
4527 PRINT AT 3,3;"MABEL HAS GOT
YOU... AT 5,2;"YOUR SCORE-GALL
ONS-";G
4528 IF L=1 THEN PRINT AT 7,2;"Y
OU HAVE-";L;" LIFE LEFT"
4529 IF L=1 THEN PRINT AT 7,2;"Y
OU HAVE-";L;" LIVES LEFT"
4530 IF G=10 THEN PRINT AT 10,2
;"YOU HAVE DECREASED YOUR SCORE"
AT 12,2;" BY TEN GALLONS"
4531 IF G=10 THEN GOTO 5050
4532 IF G<10 AND G>0 THEN LET Q=
INT (RND*G)
4533 IF G<10 AND G>0 THEN LET G=
G-Q
4534 PRINT AT 10,2;"YOU HAVE DEC
REASED YOUR SCORE" AT 12,2;" BY
";Q;" GALLONS"
4535 PRINT AT 15,2;"YOUR SCORE I
S NOW:";G

```

```

5032 PAUSE 250
5033 CLS
5034 GOTO 11
5035 LET G=G-10
5036 GOTO 5031
5037 PRINT AT 12,15;" ";AT 12,14
5038 FOR N=1 TO 10
5039 PRINT AT 13,14;" ";AT 14,14
5040 PRINT AT 15,14;" ";AT 13,14;" "
5041 PRINT AT 15,14;" ";AT 15,14;" "
5042 PRINT AT 15,14;" ";AT 15,14;" "
5043 PRINT AT 15,14;" ";AT 15,14;" "
5044 PRINT AT 15,14;" ";AT 15,14;" "
5045 PRINT AT 15,14;" ";AT 15,14;" "
5046 PRINT AT 15,14;" ";AT 15,14;" "
5047 PRINT AT 15,14;" ";AT 15,14;" "
5048 PRINT AT 15,14;" ";AT 15,14;" "
5049 PRINT AT 15,14;" ";AT 15,14;" "
5050 NEXT N
5051 PRINT AT 11,15;" ";AT 12,14
5052 PRINT AT 3,5;"
5053 LET A=INT (RND*30)+5
5054 GOTO 60
5055 CLS
5056 PRINT AT 6,0;"YOU HAVE LOST
ALL OF YOUR LIVES" AT 8,8;"YOUR
SCORE WAS:";G
5057 PRINT AT 12,8;"ANOTHER GO ?
(Y/N)"
5058 INPUT A$
5059 IF INKEY$="" THEN GOTO 703
5060 IF A$="Y" THEN GOTO 6
5061 IF A$="N" THEN STOP
5062 PRINT AT 0,0;"MABEL
IS REVENGE-";G
5063 PRINT AT 21,0;"MABEL
IS REVENGE-";G
5064 PRINT AT 3,5;"MABEL IS A FR
IENDLY COU"
5065 PRINT AT 4,1;"OUTSTANDING
IN HER FIELD BUT"
5066 PRINT AT 5,2;"SHE IS A LITT
LE TEMPERAMENTAL"
5067 PRINT AT 6,2;"TRY AND GET A
MUCH MILK FROM"
5068 PRINT AT 7,2;"HER AS YOU CA
N BUT WATCH OUT AT 10,5;"FOR H
ER SWOOSHING TAIL"
5069 PRINT AT 11,1;"TAKE YOUR MI
LK BACK TO YOUR DEN"
5070 PRINT AT 13,2;"USE KEYS S-3
TO MOVE YOUR MAN AT 14,9;"WITH
THE BUCKET"
5071 PRINT AT 16,2;"WHEN MABELS
TAIL TURNS YOU AT 17,3;"WIL
L FREEZE WITH FREIGHT"
5072 PRINT AT 18,9;"USE "M" TO
MILK"
5073 PRINT AT 19,6;"PRESS ANY KE
Y TO START"
5074 IF INKEY$="" THEN GOTO 5090
5075 GOTO 6
5076 SAVE "MABEL"
5077 GOTO 1

```

kingfisher

```

5 CLS
10 LET hs=0
15 GO SUB 9000
20 GO SUB 8000
25 REM *** VARIABLES ***
26 LET score=0: LET dives=10

30 LET a=1: LET s=20
35 LET d=19: LET f=28: LET g=1
8: LET h=6
40 REM *** MAIN LOOP ***
45 FOR z=0 TO 31
50 PRINT AT 2,z; INK 2;"A"
55 PRINT AT 18,z; INK 1; PAPE
R 5;"B"
60 BEEP .002,z
65 NEXT z
70 PRINT AT d,f; INK 2;"CD ";
AT d,g; INK 2;"CD "; AT d,h; IN
K 2;"CD "
75 PLOT 0,9: DRAW INK 1;255,0

80 PRINT AT 21,3; INK 3;"SCOR
E=";score; AT 21,21; INK 3;"DIVE
S=";dives

```



USE KEYS 1 and 2 to move the Kingfisher, and 0 to make him dive. Ten points are scored for each fish the kingfisher catches, so make the most of the ten dives you are given.

Kingfisher was written for the 16K Spectrum by Duncan Larkman of Ormesby, Middlesbrough.


```

85 PRINT AT a,s; INK 4;" E "

90 LET s=s+( INKEY$ ="2" AND s
<29)-( INKEY$ ="1" AND s>0)
95 IF INKEY$ ="0" THEN PRINT
AT a,s;" ": GO TO 200
100 BEEP .003,0
105 LET f=f-1: IF f=0 THEN LET
f=29: PRINT AT 19,1;" "
110 LET g=g-1: IF g=0 THEN LET
g=29: PRINT AT 19,1;" "
115 LET h=h-1: IF h=0 THEN LET
h=29: PRINT AT 19,1;" "
120 GO TO 70
200 PRINT AT d,f; INK 2;"CD ";
AT d,g; INK 2;"CD "; AT d,h; IN
K 2;"CD "
205 PRINT AT a,s; INK 4;" F "

206 LET s=s+( INKEY$ ="2" AND s
<29)-( INKEY$ ="1" AND s>0)
210 LET a=a+1
215 LET f=f-1: IF f=0 THEN LET
f=29: PRINT AT 19,1;" "
220 LET g=g-1: IF g=0 THEN LET
g=29: PRINT AT 19,1;" "
225 LET h=h-1: IF h=0 THEN LET
h=29: PRINT AT 19,1;" "
230 PRINT AT a-1,s;" "
235 PRINT AT 2,s; INK 2;"AAA"

240 IF a=19 THEN PAUSE 5: GO T
O 300
245 BEEP .003,0
250 PAUSE 3
255 GO TO 200
300 LET dives=dives-1
305 IF dives=0 THEN GO TO 400

310 PRINT AT 18,s; INK 1;"B"

315 IF s+1=f OR s+1=f+1 OR s+1=
g+1 OR s+1=g OR s+1=h+1 OR s+1=h
THEN LET score=score+10
320 PAUSE 10: CLS : GO TO 30
400 BEEP .3,12: BEEP .3,7: BEEP
.3,-8: BEEP .05,12: BEEP .5,5

401 CLS : PRINT AT 0,10;"HARD
LUCK!!!": PRINT : PRINT "You sco
red:";score
405 IF score>hs THEN PRINT AT
5,5: FLASH 1; INK 5;"NEW HIGHES
T SCORE": LET hs=score
410 PRINT AT 8,2;"THE HIGHEST
SCORE IS:";hs
420 LET dives=10: LET score=0:
PAUSE 200: CLS : GO TO 30
8000 REM *** INSTRUCTIONS ***
8005 PRINT AT 0,9;"KING FISHER"
; AT 0,9; OVER 1;"-----"

8010 PRINT AT 2,0;"The object o
f the game is to collect as m

```



any fish as possible in ten dives
. You are the kingfisher at
the top of the screen."

8015 PRINT : PRINT "Keys: 1=Right
2=left 0=dive"

8020 PRINT #1;"PRESS A KEY TO PL
AY": PAUSE 0: PAUSE 0: CLS : BEE
P 1,15: RETURN

9000 REM *** GRAPHICS ***

9005 FOR a=USR "a" TO USR "f"+
7

9010 READ q

9020 POKE a,q

9030 NEXT a

9040 DATA 255, BIN 10111101, BIN
01000010, BIN 00011010, BIN 101
00010, BIN 00100100, BIN 1101101
1,255

9050 DATA BIN 00011100, BIN 001
11000, BIN 01111100,255,255,255,
255,255

9060 DATA BIN 00000001, BIN 000
00011, BIN 00001111, BIN 0001101
1, BIN 00011111, BIN 00001111, B
IN 00000011, BIN 00000001

9070 DATA BIN 10000000, BIN 111
00011, BIN 11110110, BIN 1111110
0, BIN 11111100, BIN 11111100, B
IN 11110110, BIN 10000011

9080 DATA BIN 00011100, BIN 001
10100, BIN 00011100, BIN 0111111
1, BIN 01111111, BIN 01111111, B
IN 01001001, BIN 00011000

9090 DATA BIN 00111100, BIN 100
11001, BIN 11011011,255,255, BIN
00100100, BIN 00011000, BIN 000
11000

9100 RETURN


```
10 PAPER 1: INK 7: BORDER 1: C
LS
```

```
20 FOR n=USR "a" TO USR "r"+7:
READ a: POKE n,a: NEXT n
30 DATA 7,15,15,31,31,15,7,7,1
28,192,192,224,224,192,128,128,3
,3,7,7,63,127,239,207,0,0,128
40 DATA 128,255,255,192,192,20
7,207,207,207,111,111,15,15,192,
192,192,192,192,192,192
50 DATA 15,15,15,15,12,12,12,1
2,12,24,24,24,24,24,56,248,192,9
6,96,96,96,96,112,124,48,48,96
60 DATA 192,128,0,0,0,0,0,0,0,12
,252,240,0,0,0,0,0,48,48,48,0,0,
0,0,0,7,12,14,6,131,0,0,0,129
70 DATA 195,99,35,187,0,0,240,
240,216,255,254,240,199,127,63,6
3,15,0,0,0,221,254,255,255
80 DATA 254,0,0,0,224,192,192,
128,0,0,0,0
```

```
90 PRINT PAPER 2: INK 7: AT 9,
0: TRY TO HIT AS MANY BIRDS AS
POSSIBLE WITH YOUR 20 STONES
. PRESS ANY KEY TO THROW STONE
. ": FOR n=20 TO 0 STEP -.25: B
EEP .005,n: NEXT n: FOR n=0 TO 2
00: NEXT n: CLS
```

```
100 LET f=0: LET st=20
110 LET k=0: LET x=16: LET b=0:
CLS
120 PRINT AT 21,0: PAPER 6: "
```

```
130 PRINT AT 16,25: INK 7: "AB";
AT 17,25: "CD"; AT 18,25: "EF"; AT 1
9,25: "GF"; AT 20,25: "HI"
```

```
140 LET a=INT (RND*5)+2
150 PRINT AT 0,0: PAPER 2: " BIR
DS HIT= STONES LEFT= "
```

```
160 PRINT PAPER 2: AT 0,11: f; AT
0,28: st: "
```

```
170 PRINT AT 17,27: "K"
```

```
180 IF st=0 THEN GO TO 310
```

```
190 IF INKEY<>" " AND k=0 THEN
GO SUB 250
```

```
200 IF k=1 THEN GO SUB 250
```

```
210 IF k=0 THEN FOR n=1 TO 5:
NEXT n
```

```
220 PRINT AT a,b: INK (RND*2)+4
```



SIDE SHOW

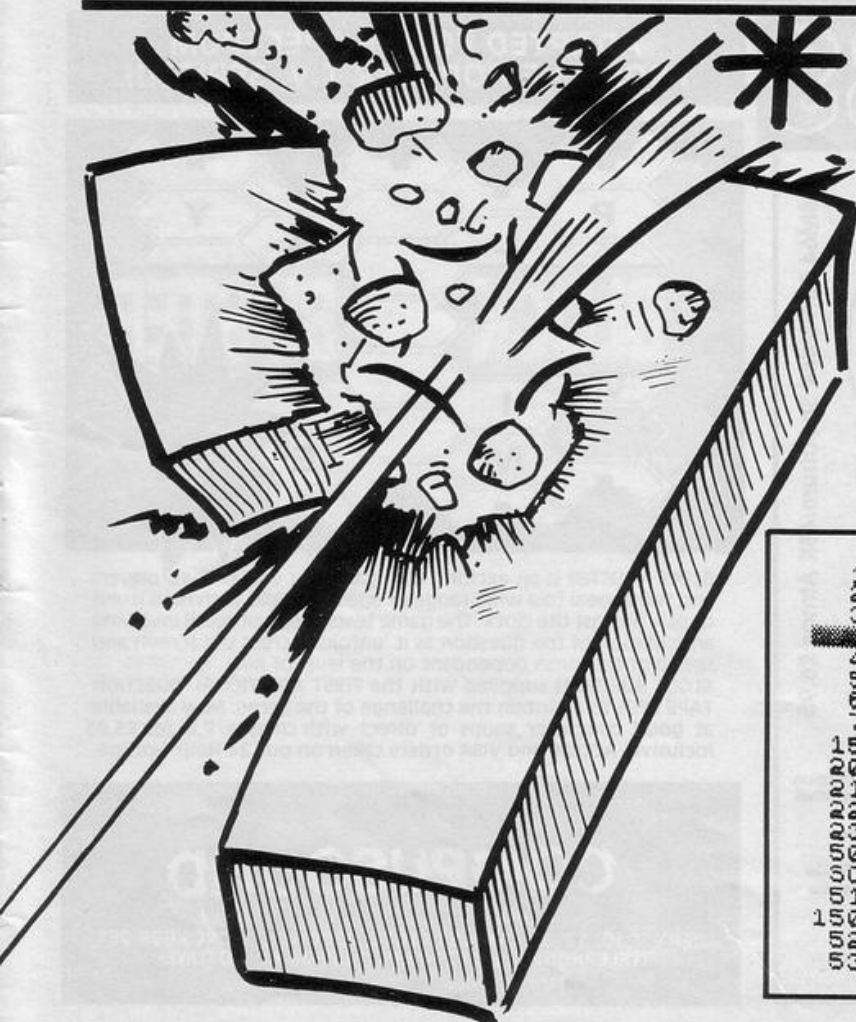
BIRDS pass in front of you on a side stall at a fairground. You are given twenty stones by the fairground worker and have to throw the stones at the birds. Points will be

awarded according to the number of birds hit.

Side Show was written for the 16K Spectrum by Graham Creasey of Ashford, Kent.

```
; "MNO"; AT a+1,b: "PQR"
230 LET b=b+1: IF b=27 THEN PR
INT AT a,b: " "; AT a+1,b: "
": LET b=0: GO TO 140
240 BEEP .001,50: GO TO 160
250 PRINT AT 17,27: "J": LET k=1
: PRINT AT x,27: INK 3: "L": LET
x1=x: LET x=x-1: IF x=0 THEN PR
INT AT x1,27: " ": LET x=16: LET
st=st-1: LET k=0: RETURN
260 IF SCREEN$ (x,27)<>" " THEN
GO TO 290
270 PRINT AT x1,27: " "; AT x,27:
INK 3: "L"
```

```
280 RETURN
290 FOR n=-10 TO 10: BEEP .005,
n: BEEP .005,n*2: NEXT n
300 LET f=f+1: LET st=st-1: GO
TO 110
310 BEEP .5,-15: BEEP .5,-10: B
EEP .5,-5: BEEP .5,-5: BEEP .5,-
10: BEEP .5,-15
320 CLS: PRINT AT 0,0: "You hit
"; f: " birds with your " "20 ston
es."
330 PRINT AT 5,0: INK 5: " PRES
S ANY KEY TO PLAY AGAIN ": PAUS
E 0: BEEP .05,-10: RUN
```



NUMBER BLAST

A RANDOM asterisk will move from the left of the screen to the number opposite it on the right. The asterisk takes about a second to reach the number and you must have your finger pressed on the corresponding number on the keyboard before it does so. The game begins again if the asterisk arrives first, and one point can be gained for each number pressed.

Number Blast was written for the 1K ZX-81 by A West of Dolphinholme, Lancaster.

```
10 LET S=-1
20 FOR D=0 TO 12
30 PRINT AT D,3: " "
40 NEXT D
50 FOR A=1 TO 9
60 PRINT AT A,4: " "; TAB 25; A
70 NEXT A
150 LET B=INT (RND*9)+1
200 LET S=S+1
210 FOR C=5 TO 23
220 PRINT AT B,C: " "
230 NEXT C
300 PRINT AT B,C: " "; AT 11,10: "
SCORE : "; S: "
510 IF INKEY$=STR$ B THEN GOTO
150
520 PAUSE 300
530 RUN
```




SCAFFOLDING

RUN INTO the flashing diamonds on each level and the **Scaffolding** will appear. Climb the scaffolding to the next level and continue this procedure to the top of the screen where you will be able to rescue

your maiden before the ghost reaches her. If the scaffolding does not appear it may be underneath the diamond. Use keys O, P and Z to play.

Written for the 16K Spectrum by Paul Gibson, of Nuneaton, Warks.

```

1 LET q=20
2 GO SUB 150
3 FOR f=21 TO 3 STEP -2
4 INK 2: PRINT AT f,0;"(32*1
X)": NEXT f
5 LET g=0
6 INK 3: PRINT AT 2,29; CHR$
(147)
10 LET a=0
20 LET b=20
30 LET c=INT(RND*15+1)*2
40 LET d=INT(RND*15+1)*2
50 LET e=0
60 FOR f=0 TO q
80 INK 6: PRINT AT b,a; CHR$
(144): INK 5: PRINT AT b,c; CHR$
(146): INK 4: PRINT AT 2,g; C
HR$ (145)
90 PRINT AT b,a;" ": PRINT A
T b,c;" ": PRINT AT 2,g;" "
100 IF INKEY$="p" THEN LET a
=a+1
110 IF INKEY$="o" THEN LET a
=a-1
120 IF a=c THEN PRINT AT b,d;
"H"
125 IF g=28 THEN CLS: PRINT
AT 11,0;"He Now Has Your Maiden"
: STOP
127 IF b=2 AND a=29 THEN CLS:
PRINT AT 11,0;"You Have Rescue
d The Maiden": PAUSE 100: LET q=
q-3: GO TO 3
130 IF INKEY$="z" AND a=d THE
N LET b=b-2: GO TO 30
135 IF f=q THEN LET g=g+1: GO
TO 60
140 LET f=f+1: GO TO 80
150 PAPER 0: BORDER 0: INK 7: C
LS
200 FOR f=0 TO 3: FOR g=0 TO 7:
READ a: POKE USR CHR$ (144+f)
+g,a: NEXT g: NEXT f
210 DATA 28,28,8,62,93,20,20,54
220 DATA 28,62,42,107,127,127,1
09,73
230 DATA 60,66,129,66,36,24,0,0
240 DATA 28,28,8,62,93,60,127,3
6
250 RETURN
300 SAVE "scaffold" LINE 1

```

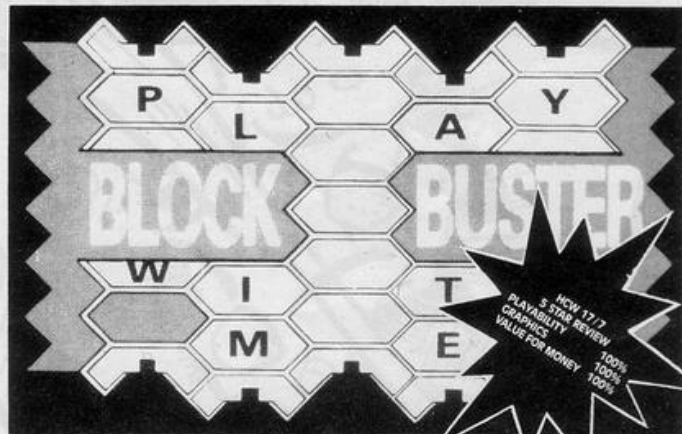


CBM64 £8.95/48K Spectrum/48K Atmos £6.95

The most complete, compulsive and entertaining football management game ever!
 *4 divisions *FA Cup *European Cup *European Cup-Winners' Cup *Replays *Promotion/Relegation *Transfers *Suspensions *Injuries *Substitutes *Name team *Team selection *Name players *Choose/change team formation *Weekly league tables *Fixtures/Results table *Reserve squad *Spy on other clubs *Minute-by-minute goal facts

Check with your retailer, clip the coupon or phone your Access number. All orders posted within 24 hours.
 PEAKSOFT, 48 QUEEN STREET, BALDERTON, NEWARK, NOTTS. Tel: 0636 705230
 Rush me The Boss for my CBM64/48K Spectrum/48K Atmos. I enclose a cheque or P.O.
 Name
 Address

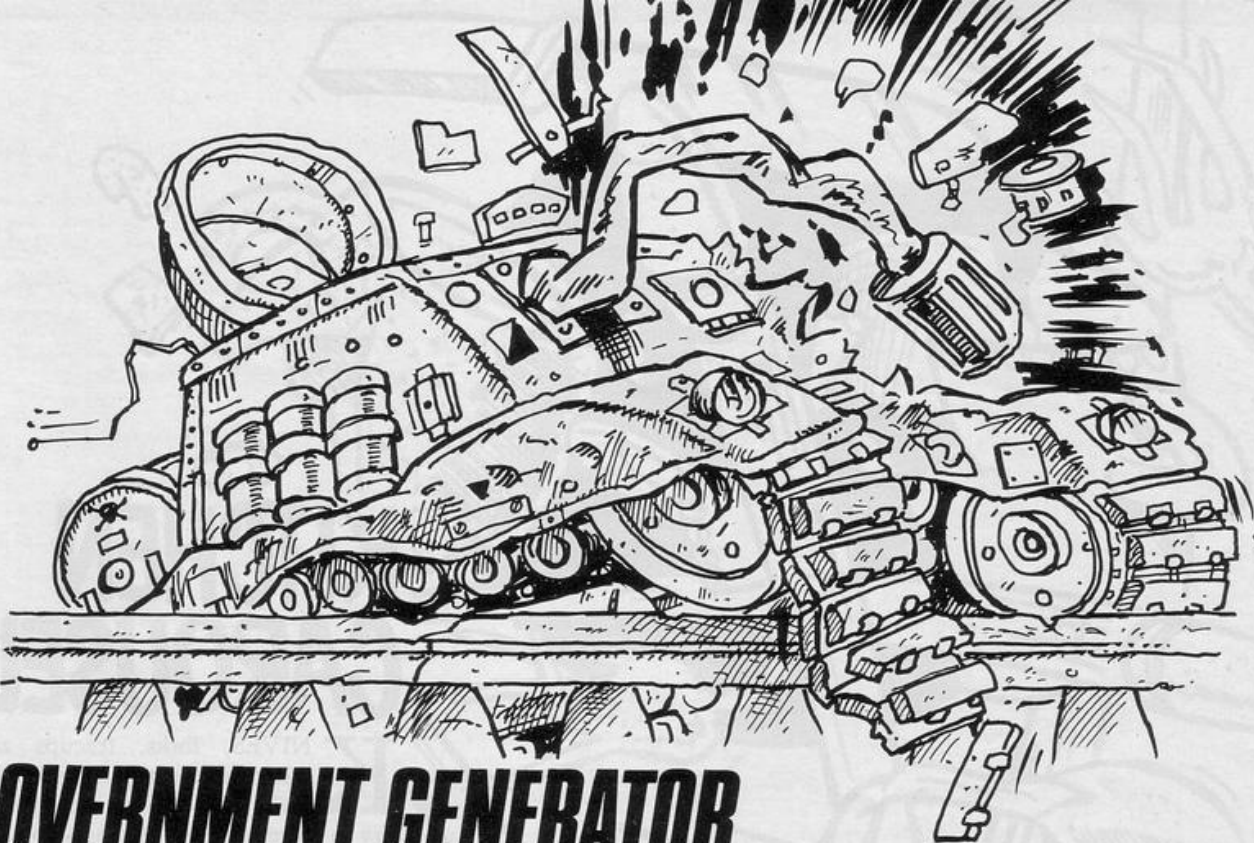
**ADAPTED FOR 48 SPECTRUM
FROM THE POPULAR T.V. SERIES!!!**



BLOCK-BUSTER is an exciting quiz game for ONE or TWO players and will appeal to a wide range of ages and skills with nine levels of play against the clock. The game tests speed of recall involving anticipation of the question as it 'unfolds' across the screen and speed of response dependant on the level of play.
 BLOCK-BUSTER is supplied with the FIRST ADDITIONAL QUESTION TAPE FREE to maintain the challenge of the game. Now available at good computer shops or direct with cheque/P.O. for £5.95 inclusive. ACCESS and VISA orders taken on our 24 Hour Hotline.

COMPUSOUND

DEPT SP10, 32-33 LANGLEY CLOSE, REDDITCH, WORCS B98 0ET
 TELEPHONE (0527) 21429 (21439 24 Hr. HOTLINE)



GOVERNMENT GENERATOR

THE GOVERNMENT are building a high voltage power generator to prevent you, the fearsome enemy, from landing your Martian craft. The parts for the generator are carried over the bridge on tanks. To prevent the tanks reaching their destination you have to bomb them through the gaps in the force field. When the tanks have placed all the parts under the arches in the bridge you must bomb the vehicle holding the power supply or you will be doomed.

Government Generator was written for the 16K ZX-81 by John Wood of Wednesbury, West Midlands.

```

2 LET H=0
3 GOSUB 1000
4 LET S=0
5 LET A$=""
6 LET B$=""
7 LET C$=""
10 LET X=13
15 LET O=27
20 PRINT AT 16,0;"TTTTTTTTTTTT"
30 PRINT "
35 PRINT "
40 FOR F=19 TO 20
50 PRINT AT F,0;"
60 NEXT F
65 PRINT AT 20,0;" ";AT 20,31;
70 PRINT "
75 FOR F=0 TO 27
76 LET C$=C$+C$(1)
77 LET C$=C$(2 TO )
78 PRINT AT 10,0;C$;
79 PRINT AT 0,X;" ";AT 1,X
-1;"
80 IF INKEY$="0" THEN GOSUB 30
85 PRINT AT 15,F,A$;AT 16,F,B$
90 LET X=X+(INKEY$="8" AND X<2
7)-(INKEY$="5" AND X>1)
95 NEXT F
96 PRINT AT 15,28;" ";AT 16
20;"TTT"
97 IF O=37 THEN GOTO 500
98 PRINT AT 20,0;" ";AT 19,0
99 LET O=O-6
100 IF O<0 THEN GOSUB 200
110 GOTO 75
200 LET A$=""
201 LET B$=""
202 LET O=37

```

```

210 RETURN
300 FOR G=1 TO 16 STEP 3
301 PRINT AT 15,F,A$;AT 16,F,B$
302 LET F=F+1
303 IF F=28 THEN GOTO 96
305 PRINT AT G,X+2;
307 IF PEEK (PEEK 16398+256+PEEK
K 16399)=131 THEN GOTO 340
309 LET L=PEEK (PEEK 16398+256+
PEEK 16399)
310 IF L<>0 AND L<>3 AND L<>57
THEN GOTO 350
315 PRINT "V";AT G,X+2;" "
320 NEXT G
325 PRINT AT 16,X+2;"T"
330 RETURN
340 PRINT AT G,X+2;" ";AT G,X+2
;" "
345 RETURN
350 LET S=S+75
360 FOR I=1 TO 10
370 PRINT AT 15,F;" ";AT 16,
F;" ";AT 15,F;" ";AT 16,F;
" "
380 NEXT I
390 PRINT AT 15,F;" ";AT 16,
F;"TTTT"
393 IF L=CODE " " OR L=CODE " "
OR L=CODE " " THEN GOTO 400
394 GOTO 75
400 LET S=S+1000
405 LET C=F
406 LET Y=17
407 FOR G=10 TO 0 STEP -1
408 PRINT AT 15,C,CHR$ G;CHR$ G
;CHR$ G;CHR$ G
409 NEXT G
410 FOR G=14 TO 0 STEP -1
420 PRINT AT G-1,C-1;" ";TAB Y+
1;" ";AT G,C;" ";TAB Y;" "
430 LET C=C-1
440 LET Y=Y+1
450 NEXT G
455 PRINT AT G,C;" ";TAB Y;" "
460 FOR G=0 TO 14
470 PRINT AT G,X+1;" ";AT G+1
,X;" ";AT G+2,X;" "
475 NEXT G
480 PRINT AT 0,7;"GOVERNMENT GENERATOR"
485 PRINT AT 2,5;"SCORE 00000"
;AT 2,16-LEN STR$ 3,3;AT 21,0;"
486 IF S>H THEN LET H=S
487 PRINT AT 4,5;"HIGH 00000";
;AT 4,16-LEN STR$ H;H
490 IF INKEY$="Y" THEN GOTO 3
495 IF INKEY$="N" THEN GOTO 600
496 GOTO 490
500 GOSUB 615
501 FOR J=1 TO 10
502 PRINT AT 20,0;" ";AT 20,31;
;" ";AT 20,0;" ";AT 20,31;" "
503 NEXT J
510 PRINT AT 20,X-1;" "
520 FOR G=18 TO 0 STEP -1
530 PRINT AT G+1,X-1;" "
;AT G,X;" ";AT G,X;" ";AT
G,X;" ";AT G,X;" "
540 NEXT G
550 FOR G=1 TO 5
560 PRINT AT 0,X;"|||";AT 0,X
;"|||";AT 0,X;"|||";AT 0,X;"
|||";AT 0,X;"|||";AT 0,X;"
|||";AT 0,X;"
570 NEXT G
580 PRINT AT 0,11;"YOU LOSE"
590 GOTO 485
600 CLS
601 PRINT AT 11,9;"OK-S-E-S-E"
602 STOP
615 LET X$=""
620 LET M=32
623 FOR G=LEN X$ TO 1 STEP -1
630 PRINT AT 20,M-1;X$(M)
631 LET M=M-1
635 FOR P=1 TO 1
640 NEXT P
645 NEXT G
650 RETURN
1000 CLS
1010 PRINT AT 0,0;"U . F . O ."
;AT 1,0;" ";AT 3,0;" "
THE OBJECT OF THIS GAME IS TO
TRY TO LAND YOUR MARTIAN SHIP
ON EARTH. HOWEVER, THE GOVERNMENT
HAS SEEN YOU COMING, AND IS
BUILDING A HIGH-VOLTAGE POWER
GENERATOR, THE PARTS OF WHICH ARE
CARRIED OVER A BRIDGE ON TANKS.
THE LONGER YOU CAN DELAY THE
TANKS, BY BOMBING THEM THROUGH
THE GAPS IN THE FORCE-FIELD,
THE HIGHER YOUR SCORE WILL BE. UN
LESS ALL THE PARTS HAVE BEEN PLAC
ED BENEATH THE ARCHES YOU MUST
TRY TO BOMB THE VEHICLE HOLDING
THE POWER SUPPLY TO ENABLE YOU TO
LAND, OR ELSE YOU ARE DOOMED.
1020 PRINT AT 21,5;"PRESS C TO C
ONTINUE"
1030 IF INKEY$<>"C" THEN GOTO 10
30
1040 CLS
1050 PRINT AT 10,11;"5"LEFT";
;AT 11,11;"8"RIGHT";AT 12,11;"
0"BOMB";AT 21,5;"PRESS NEWLIN
E TO PLAY"
1060 IF INKEY$<>"CHR$ 118 THEN GO
TO 1060
1070 CLS
1080 RETURN
9998 SAVE "UFG"
9999 RUN

```

```

602 STOP
615 LET X$=""
485 PRINT AT 2,5;"SCORE 00000"
;AT 2,16-LEN STR$ 3,3;AT 21,0;"
486 IF S>H THEN LET H=S
487 PRINT AT 4,5;"HIGH 00000";
;AT 4,16-LEN STR$ H;H
490 IF INKEY$="Y" THEN GOTO 3
495 IF INKEY$="N" THEN GOTO 600
496 GOTO 490
500 GOSUB 615
501 FOR J=1 TO 10
502 PRINT AT 20,0;" ";AT 20,31;
;" ";AT 20,0;" ";AT 20,31;" "
503 NEXT J
510 PRINT AT 20,X-1;" "
520 FOR G=18 TO 0 STEP -1
530 PRINT AT G+1,X-1;" "
;AT G,X;" ";AT G,X;" ";AT
G,X;" ";AT G,X;" "
540 NEXT G
550 FOR G=1 TO 5
560 PRINT AT 0,X;"|||";AT 0,X
;"|||";AT 0,X;"|||";AT 0,X;"
|||";AT 0,X;"|||";AT 0,X;"
|||";AT 0,X;"
570 NEXT G
580 PRINT AT 0,11;"YOU LOSE"
590 GOTO 485
600 CLS
601 PRINT AT 11,9;"OK-S-E-S-E"
602 STOP
615 LET X$=""
620 LET M=32
623 FOR G=LEN X$ TO 1 STEP -1
630 PRINT AT 20,M-1;X$(M)
631 LET M=M-1
635 FOR P=1 TO 1
640 NEXT P
645 NEXT G
650 RETURN
1000 CLS
1010 PRINT AT 0,0;"U . F . O ."
;AT 1,0;" ";AT 3,0;" "
THE OBJECT OF THIS GAME IS TO
TRY TO LAND YOUR MARTIAN SHIP
ON EARTH. HOWEVER, THE GOVERNMENT
HAS SEEN YOU COMING, AND IS
BUILDING A HIGH-VOLTAGE POWER
GENERATOR, THE PARTS OF WHICH ARE
CARRIED OVER A BRIDGE ON TANKS.
THE LONGER YOU CAN DELAY THE
TANKS, BY BOMBING THEM THROUGH
THE GAPS IN THE FORCE-FIELD,
THE HIGHER YOUR SCORE WILL BE. UN
LESS ALL THE PARTS HAVE BEEN PLAC
ED BENEATH THE ARCHES YOU MUST
TRY TO BOMB THE VEHICLE HOLDING
THE POWER SUPPLY TO ENABLE YOU TO
LAND, OR ELSE YOU ARE DOOMED.
1020 PRINT AT 21,5;"PRESS C TO C
ONTINUE"
1030 IF INKEY$<>"C" THEN GOTO 10
30
1040 CLS
1050 PRINT AT 10,11;"5"LEFT";
;AT 11,11;"8"RIGHT";AT 12,11;"
0"BOMB";AT 21,5;"PRESS NEWLIN
E TO PLAY"
1060 IF INKEY$<>"CHR$ 118 THEN GO
TO 1060
1070 CLS
1080 RETURN
9998 SAVE "UFG"
9999 RUN

```




KITCHEN CAROUSEL

KNIVES, forks, teacups and other items cross the screen on their journey from the kitchen. Try to score as many points as possible with your limited bullet supply by shooting the objects as they pass. Use keys 5, 8 and 0 to play.

Kitchen Carousel was written for the 48K Spectrum by G Creasey of Ashford, Kent.

```
10 LET hs=0: LET q=50001: LE
T w=50010: LET e=50068: LET r=50
070
```

```
20 GO TO 80
30 POKE q,8: LET o=USR w: POKE
q,9: LET o=USR w: POKE e,5: LET
o=USR r: POKE e,6: LET o=USR r:
POKE e,5: LET o=USR r: POKE e,6
: LET o=USR r: POKE e,5: LET o=U
SR r: POKE e,6: LET o=USR r
40 POKE q,11: LET o=USR w: POK
E q,12: LET o=USR w: POKE q,11:
LET o=USR w: POKE q,12: LET o=US
R w
```

```
50 POKE e,2: LET o=USR r: POKE
e,3: LET o=USR r: POKE e,2: LET
o=USR r: POKE e,3: LET o=USR r
60 POKE e,2: LET o=USR r: POKE
e,3: LET o=USR r: POKE e,2: LET
o=USR r: POKE e,3: LET o=USR r
70 RETURN
```

```
80 BORDER 0: PAPER 0: INK 7: C
LS : PRINT AT 10,9: FLASH 1:"PLE
ASE WAIT"
```

```
90 RESTORE 100: FOR n=50010 TO
50066: READ a: POKE n,a: NEXT n
: FOR n=50070 TO 50126: READ a:
POKE n,a: NEXT n
```

```
100 DATA 58,81,195,7,7,71,62,
175,152,50,81,195,30,8,205,119,1
95,58,81,195,61,50,81,195,29,32,
243,201,22,32,205,137,195,203,30
,35,21,32,250,208,205,137,195,20
3,254,201,58,81,195,71,14,0,205,
170,34,201
```

```
110 DATA 58,148,195,7,7,71,62
,175,152,50,148,195,30,8,205,179
,195,58,148,195,61,50,148,195,29
,32,243,201,22,32,205,197,195,20
3,22,43,21,32,250,208,205,197,19
5,203,198,201,58,148,195,71,14,2
55,205,170,34,201
```

```
120 RESTORE 130: FOR n=USR "a"
TO USR "t"+7: READ a: POKE n,a:
NEXT n
```

```
130 DATA 0,0,0,0,0,3,7,15,126,1
26,126,126,126,126,255,255,0,0,0
,0,0,192,224,240,24,60,60,60,126
,126,126,66
```

```
140 DATA 0,2,7,13,27,52,108,206
,3,7,15,31,62,124,120,48,176,64,
192,0,0,0,0,0
```

```
150 DATA 56,56,40,40,68,68,130,
130,130,130,254,254,254,254,254,
254,126,255,126,255,255,255,195,
247,247,215,199,255,255,251,243,
126
```

```
160 DATA 0,6,3,25,12,102,51,25,
0,0,0,128,192,64,192,128,15,6,0,
0,0,0,0,192,224,112,56,28,14,6
,0
```

```
170 DATA 0,0,0,15,9,11,14,14,0,
0,0,240,254,241,113,242,15,15,15
,15,7,112,63,15,212,152,240,240,
224,14,252,240
```

```
180 DATA 255,189,231,129,129,23
1,189,255
```

```
190 CLS : PRINT AT 0,0: PAPER 1
: INK 7: BRIGHT 1:" K I T C H E
N C A R O U S E L "
```

```
200 PRINT AT 4,0: INK 6:" Shoot
at the items from the kitche
n that are crossing the
screen, trying to score as many points
as possible with your limite
d bullet supply."
```

```
210 INK 5: PRINT "POINTS:" " I
NK 3:" E","H","FG - 5 pts","I
- 10 pts"
```

```
220 INK 4: PRINT "J","LM","K
- 10 pts","ND - 15 pts"
```

```
230 INK 5: PRINT "PO","RS -
25 pts"
```

```
240 PRINT AT 21,0: INK 7: PAPER
2:" PRESS ANY KEY TO PLAY
": PAUSE 0: BEEP .05,10:
```

```
250 CLS : PRINT AT 21,0: INK 1:
PAPER 5:"TTTTTTTTTTTTTTTTTTTT
TTTTTTTT":AT 0,0: PAPER 2: INK
7:" SCORE= HI= BULLETS=
```

```
260 LET f=0: LET y=12: LET s=0:
LET b=20: LET c=19
```

```
270 INK 5: PRINT AT 2,0:" PQ
PQ PQ PQ PQ PQ PQ RS
RS RS RS RS RS RS"
```

```
280 INK 3: PRINT AT 5,0:" LM
LM LM LM LM LM NO
```

```
NO NO NO NO NO "
290 INK 4: PRINT AT 8,0:" H J
J H H J J H I K
K I I K K I "
```

```
300 INK 2: PRINT AT 11,0:" E
E E E E E
FG FG FG FG FG "
```

```
310 PRINT PAPER 2: INK 7:AT 0,
7:s:AT 0,15:hs:AT 0,28:b:" "
320 PRINT INK 6:AT 20,y:" ABC
```

```
" 330 IF f=1 THEN PRINT INK 8:
PAPER 8:AT c,d:" "
```

```
340 IF b=0 THEN GO TO 530
350 GO SUB 30
360 LET y=y+(INKEY$="B" AND y<2
```

```
6)-(INKEY$="5" AND y>0)
370 IF INKEY$="0" AND f=0 THEN
LET d=y+2: GO SUB 420
```

```
380 IF f=1 THEN GO SUB 420
390 IF f=0 THEN FOR n=0 TO 3:
NEXT n
```

```
400 BEEP .0001,60
410 GO TO 310
420 LET f=1: PRINT INK 8:AT c,
```

```
d:"D": LET c1=c: LET c=c-1: IF c
=1 THEN LET c=19: LET f=0: LET
b=b-1: PRINT AT c1,d:" ": RETURN
```

```
430 IF SCREEN$ (c,d)<>" " THEN
GO TO 460
440 INK 8: PRINT AT c1,d:" ":AT
c,d:"D"
```

```
450 RETURN
460 LET b=b-1: LET l=ATTR (c,d)
: PRINT AT c1,d:" "
```

```
470 IF l=5 THEN LET s=s+25
480 IF l=3 THEN LET s=s+15
490 IF l=4 THEN LET s=s+10
```

```
500 IF l=2 THEN LET s=s+5
510 BEEP .005,10
520 LET c=19: LET f=0: RETURN
```

```
530 FOR n=-20 TO 20 STEP .5: BE
EP .005,n: BEEP .005,n*2: NEXT n
```

```
540 IF s>hs THEN LET hs=s: PRI
NT AT 1,0: PAPER 1: INK 7: FLASH
1:"A NEW HIGH SCORE !!! WELL D
```

```
ONE.": FOR n=0 TO 20: BEEP .01,n
: NEXT n
550 FOR n=1 TO 200: NEXT n: GO
TO 190
```




REPORTS have been circulating of sightings of the rare Dumb-bird in north-east Scotland. As a keen bird watcher and expert photographer you have been summoned to take the official pictures. To take a photograph press the key corresponding to the nest in which the bird appears. If you are too slow you will be sacked.

Bird Watcher was written for the 16K Spectrum by Graham Creasey of Ashford, Kent.

BIRD WATCHER

```
10 RANDOMIZE : LET hs=0: PAPER
0: INK 7: BORDER 0: CLS
20 FOR n=USR "a" TO USR "t":7:
READ a: POKE n,a: NEXT n
30 DATA 0,0,0,0,127,255,135,23
9,0,0,0,0,254,255,243,243,255,12
5,7,7,7,7,0,255,190,224,224,22
4,224,224,0,83,124,247,206,255,2
19,231,255,37,91,253,127,247
40 DATA 251,191,219,41,69,187,
253,119,183,239,247,212,62,253,2
53,183,187,223,255,127,63,127,1,
0,0,0,0,231,127,159,255,31,0,0,0
,255,191,127,191,248,0,0,0
```

```
50 DATA 126,124,250,144,0,0,0,
0,0,0,0,0,1,7,0,3,7,15,12,61,2
52,255,31,240,248,248,124,124,12
4,252,252,0,3,0,0,0,0,0,255,7,
7,1,1,1,1,1,248,248,240,224
```

```
60 DATA 192,192,192,192,1,1,1,
1,1,15,15,15,192,192,192,192,
248,248,248
```

```
70 PRINT AT 0,0: PAPER 2: " B
I R D W A T C H E R "
```

```
80 PRINT AT 3,0: INK 6: " REPO
RTS HAVE STARTED COMING INOF SIG
HTINGS OF THE RARE DUMB-D
UMB BIRD IN N.E.SCOTLAND."
```

```
90 PRINT " INK 5: "AS AN EXPE
R T BIRD WATCHER YOU HAVE BEEN S
```

```
UMMONED TO TAKE PHOTOGRAPHS
OF THE RARE BIRDS ASTHEY APPEAR
FROM THEIR NESTS."
```

```
100 PRINT " ' INK 7: "To take a
photograph, press the number key
corresponding to the nest numbe
r, but be QUICK !!"
```

```
110 PRINT AT 21,0: PAPER 1: "
PRESS ANY KEY TO PLAY "
```

```
PAUSE 0: BEEP .05,20: BEEP .05,3
0: CLS
```

```
120 LET s=0: LET l=25
```

```
130 DIM b(6)
```

```
140 RESTORE 140: FOR n=1 TO 6:
```

```
READ a: LET b(n)=a: NEXT n: DATA
3,8,13,18,23,28
```

```
150 FOR n=1 TO 100: NEXT n
```

```
160 PRINT AT 0,0: PAPER 2: "
```

```
SCORE= HI= "
```

```
170 PRINT AT 17,0: INK 4: BRIGH
T 1: " EFGH EFGH EFGH EFGH EFGH
```

```
EFGH IJKL IJKL IJKL IJKL IJKL
```

```
IJKL "
```

```
180 PRINT AT 19,0: INK 5: " 1
```

```
2 3 4 5 6 "
```

```
190 PRINT PAPER 2: AT 0,10: s: AT
```

```
0,23: hs
```

```
200 LET a=INT (RND*6)+1
```

```
210 PRINT INK 3: AT 14,b(a)-1: "M
```

```
ND": AT 15,b(a)-1: "PQR": AT 16,b(
```

```
a)-1: " ST"
```

```
220 FOR n=1 TO 1: IF INKEY$=STR
$ a THEN GO TO 250
```

```
230 BEEP .001,40: NEXT n
```

```
240 GO TO 280
```

```
250 PRINT INK 7: AT 4,b(a): "AB"
```

```
; AT 5,b(a): "CD"
```

```
260 FOR n=1 TO 50: BEEP .004,n:
```

```
BORDER 2: BORDER 6: BORDER 2: B
```

```
EFP .004,n: BORDER 6: BORDER 2:
```

```
BORDER 6: NEXT n
```

```
270 PRINT AT 4,b(a): " ": AT 5,b
```

```
(a): " ": AT 14,b(a)-1: " ": AT 1
```

```
5,b(a)-1: " ": AT 16,b(a)-1: "
```

```
" : BEEP .05,20: BORDER 0: LET s=
```

```
s+10: LET l=l-1: FOR n=1 TO 50:
```

```
NEXT n: GO TO 190
```

```
280 FOR n=1 TO 200: NEXT n: BEE
```

```
P .5,-20: PRINT AT 5,0: FLASH 1:
```

```
PAPER 1: " YOU HAVE BEEN SAC
```

```
KED FOR BEING TOO SLOW !!
```

```
!!!
```

```
290 FOR n=1 TO 200: NEXT n: IF
```

```
s>hs THEN LET hs=s: PRINT AT 8,
```

```
0: "A NEW HIGH SCORE !": FOR n=0
```

```
TO 20: BEEP .005,n: BEEP .005,n
```

```
: BEEP .002,(RND*20)+30: NEXT n
```

```
300 PRINT #0: PAPER 2: INK 7: "
```

```
PRESS ANY KEY TO PLAY AGAIN "
```

```
: PAUSE 0: PAUSE 0: BEEP .05,20:
```

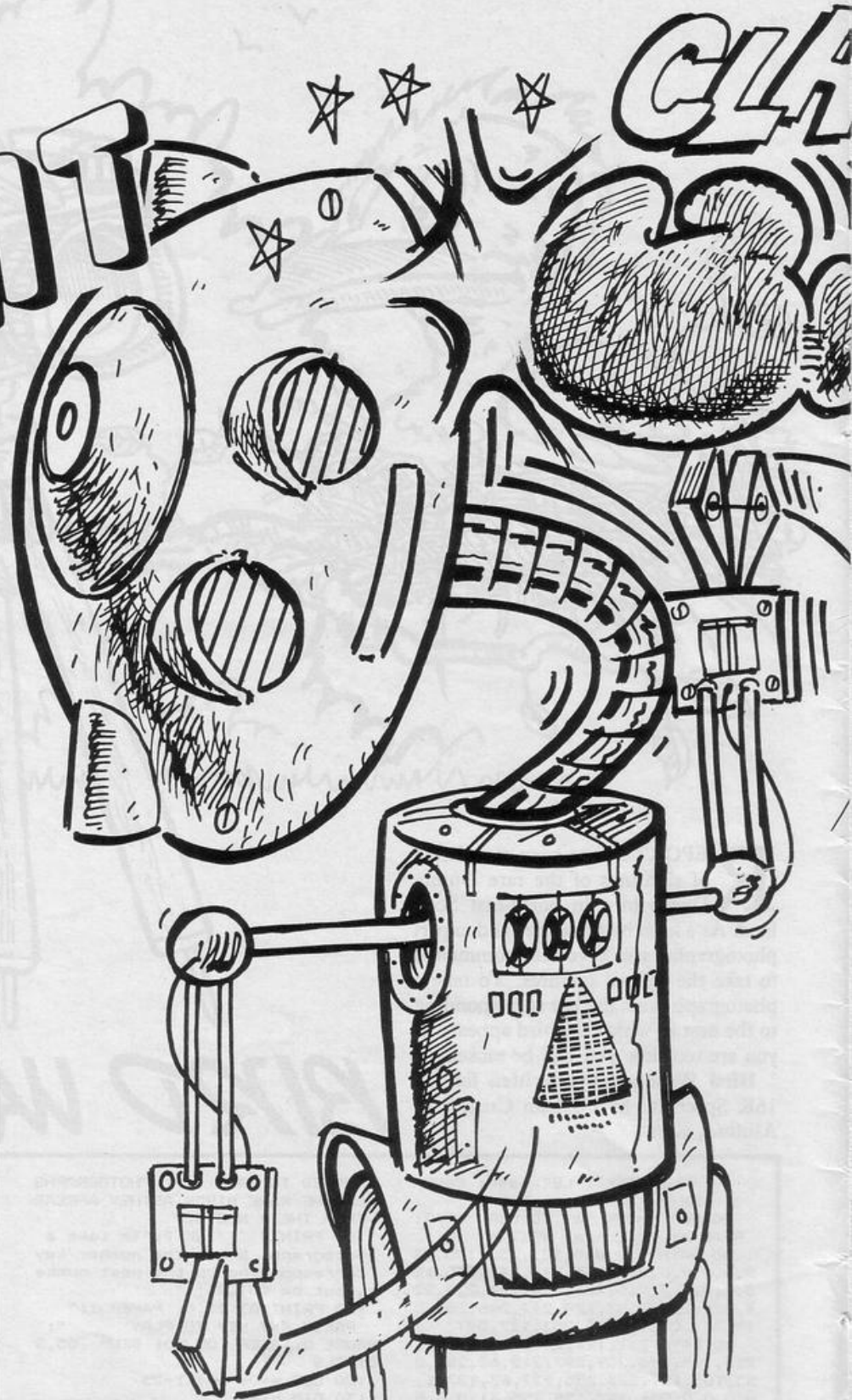
```
BEEP .05,30: CLS : GO TO 70
```


THE FIGHT

CIA

A ROBOT ring master referees the fight between you and the computer. You are able to block punches thrown by your opponent and you can also retreat, kick, punch and attack. The keys to use, together with a scoreboard and rows of spectators, are shown on screen.

The Fight was written for the 16K Spectrum by M J Bradford of Heywood, Lancs.



```

1 CLS
10 REM *****
11 REM *****VARIABLES*****
12 REM *****
15 FOR i=0 TO 159: READ x: POK
E USR "a"+i,x: NEXT i
20 DATA 224,240,224,192,192,22
4,224,224,240,193,255,128,128,12
8,128,192,7,15,7,3,3,7,7,15,13
1,255,1,1,1,1,3,224,240,224,192,
193,255,193,192,192,192,160,
144,136,136,204,230,244,228,196,
196,252,192,192,103,47,39,35,35,
63,3,3,3,3,5,9,17,17,17,51,7,15,
7,3,131,255,131,3,56,56,56,16,16
,124,84,84
30 DATA 214,16,16,40,68,68,68,
198,0,0,0,0,64,224,255,255,0,0,0
,0,0,0,129,255,0,0,0,0,2,7,255,2
55,126,66,66,165,129,189,129,126
35 DATA 7,6,7,7,7,63,47,47,47,
39,35,114,2,2,2,14,224,96,224,22
4,224,252,244,244,228,196,78
,64,64,64,112
36 GO SUB 5000
40 LET es=0: LET ms=0: BORDER
1: PAPER 7
50 LET m=17: LET e=14
60 LET goto=0
3000 REM *****
3001 REM *****YOUR MOVE*****
3002 REM *****
3010 LET a$="K": LET b$="L": LET
c$="K": LET d$="L"
3020 PRINT AT 9,m; INK 1;c$
3030 PRINT AT 10,m; INK 1;d$
3100 IF RND>.5 THEN LET goto=1:
GO TO 3500
3140 IF INKEY$="" THEN GO TO 35
00
3150 IF INKEY$<"5" OR INKEY$>"9"
THEN GO TO 3500
3200 IF INKEY$<"8" THEN GO TO 3
300
3210 PRINT AT 9,m; " "
3220 PRINT AT 10,m; " "
3230 LET m=m+(INKEY$="9" AND m<1
9)-(INKEY$="8")
3270 GO TO 3330
3300 IF INKEY$="5" THEN LET c$=
"H": LET d$="I": BEEP .09,6

```

```

3310 IF INKEY$="6" THEN LET c$=
"J": LET d$="I": BEEP .09,8
3320 IF INKEY$="7" THEN LET c$=
"Q": LET d$="D": BEEP .09,10
3330 PRINT AT 9,m; INK 1;c$
3340 PRINT AT 10,m; INK 1;d$
3360 IF goto=1 THEN LET goto=0:
GO TO 3600
3407 REM *****
3408 REM *****COMPUTERS MOVE***
3409 REM *****
3500 IF RND<.5 THEN GO TO 3600
3520 LET z=INT (RND*9)+1
3530 IF z<5 THEN LET a$="A": LE
T b$="B": BEEP .1,10
3540 IF z>4 AND z<6 THEN LET a$

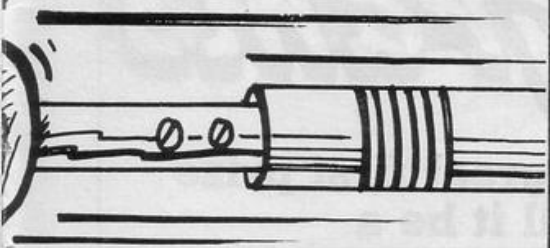
```

```

="G": LET b$="F": BEEP .1,6
3550 IF z=6 THEN PRINT AT 9,e;"
": AT 10,e;" ": LET e=e+1
3560 IF z=7 THEN PRINT AT 9,e;"
": AT 10,e;" ": LET e=e-1: IF e=
12 THEN LET e=13
3570 IF z=8 THEN LET a$="E": LE
T b$="F": BEEP .1,8
3580 IF z=9 THEN LET a$="K": LE
T b$="L"
3590 PRINT AT 9,e; INK 2;a$
3591 PRINT AT 10,e; INK 2;b$
3592 IF goto=1 THEN GO TO 3100
3597 REM *****
3598 REM **WALK INTO EACH OTHER*
3599 REM *****

```


WING!



```

3600 IF e>=m THEN PRINT AT 9,e;
" ";AT 10,12; INK 2;"MN"; INK
1;" NO ": BEEP .5,5: BEEP .5,5:
BEEP .09,6: BEEP .09,7: BEEP .0
9,6: BEEP .09,5: PRINT AT 10,13;
" ": GO TO 50
3617 REM *****
3618 REM *****REF MOVEMENT*****
3619 REM *****
3620 IF RND<.5 THEN GO TO 3650
3630 PRINT AT 6,13; INK 4;" QS"
;AT 7,13; INK 4;" RT"
3640 GO TO 4000
3650 PRINT AT 6,13; INK 4;"QS "
;AT 7,13; INK 4;"RT "
4000 REM *****
4001 REM *****SCORE*****
4002 REM *****
4010 IF m<>e+1 OR a$="G" THEN G
O TO 3000
4030 IF a$="K" THEN GO TO 4100
4040 IF c$<>"K" THEN GO TO 3000
4050 LET es=e+1

```

```

4060 PRINT AT 9,e-1; INK 2;"K "
;AT 10,e-1; INK 2;"L"; INK 1;"NO
"
4070 BEEP .3,5: BEEP .3,5: BEEP
.09,5: BEEP .09,6: BEEP .09,5: B
EEP .09,4
4080 PRINT AT 9,e-1;" ";AT 10,e-
1;" "
4090 GO TO 4200
4100 IF c$<>"J" AND d$<>"D" THEN
GO TO 3000
4110 LET ms=ms+1
4120 PRINT AT 9,e; INK 1;" K";AT
10,e-1; INK 2;"MN"; INK 1;"L"
4130 BEEP .3,10: BEEP .3,10: BEE
P .09,11: BEEP .09,12: BEEP .09,
10: BEEP .09,13
4140 PRINT AT 9,e+1;" ";AT 10,e-
1;" "
4200 PRINT AT 1,8;"(ig8)SCORE=";
es;AT 1,17;"SCORE=";ms;"(ig8)"
4500 REM *****
4501 REM *****WIN or LOSE*****
4502 REM *****
4510 IF ms<9 THEN GO TO 4550
4515 CLS
4520 FOR i=0 TO 7: FOR o=7 TO 0
STEP -1
4525 BORDER 0
4530 PRINT AT 7,3; INK 1;"(4*sp
:ig8:4*sp:ig8:3*sp:ig8:sp:ig8:sp
:ig8:3*sp:ig8:13*sp:ig8:sp:ig8:3
*sp:ig8:3*sp:ig8:2*sp:ig8:sp:2*ig8
:2*sp:ig8:12*sp:ig8:3*sp:ig8:2*s
p:ig8:3*sp:ig8:sp:ig8:sp:ig8:sp:
ig8:sp:ig8:12*sp:5*ig8:2*sp:ig8:
3*sp:ig8:sp:ig8:sp:ig8:2*sp:2*ig
8:12*sp:ig8:3*sp:ig8:2*sp:ig8:sp
:ig8:sp:ig8:sp:ig8:sp:ig8:3*sp:1
g8:12*sp:ig8:3*sp:ig8:2*sp:5*ig8
:sp:ig8:sp:ig8:3*sp:ig8)"
4540 BEEP 0/1000,1: NEXT o: NEXT
i: BEEP .09,15: BEEP .09,15: BE

```

```

EP .1,18: CLS : GO SUB 5000: GO
TO 40
4550 IF es<9 THEN GO TO 50
4560 CLS : PRINT AT 7,0;"THE COM
PUTER (ig8:4*sp:ig8:sp:5*ig8:sp:
ig8:4*sp:ig8:13*sp:ig8:4*sp:ig8:
sp:ig8:3*sp:ig8:sp:2*ig8:3*sp:ig
8:13*sp:ig8:4*sp:ig8:sp:ig8:3*sp
:ig8:sp:ig8:sp:ig8:2*sp:ig8:13*s
p:ig8:4*sp:ig8:sp:ig8:3*sp:ig8:s
p:ig8:2*sp:ig8:sp:ig8:13*sp:ig8:
4*sp:ig8:sp:ig8:3*sp:ig8:sp:ig8:
3*sp:2*ig8:13*sp:ig8:sp:ig8:2*sp
:ig8:sp:ig8:3*sp:ig8:sp:ig8:4*sp
:ig8:13*sp:6*ig8:sp:5*ig8:sp:ig8
:4*sp:ig8)"
4570 BEEP .7,7: BEEP .7,8: BEEP
.7,7: BEEP .6,6: BEEP .6,7: BEEP
.6,3: BEEP 1,5,-2: CLS : GO TO
40
4997 REM *****
4998 REM *** FANS,SCORE,ect..***
4999 REM *****
5000 FOR i=0 TO 16: FOR o=0 TO 9
: PRINT AT i,o; INK 0; PAPER INT
(RND*5)+2;"P";AT i,o+22;"P": NE
XT o: NEXT i
5001 FOR i=15 TO 16: FOR o=10 TO
21: PRINT AT i,o; INK 0; PAPER
INT (RND*5)+2;"P": NEXT o: NEXT
i
5010 PRINT AT 1,8;"(ig8)SCORE=0
SCORE=0(ig8)"
5020 FOR i=8 TO 24: PRINT AT 0,i
;"(ig8)";AT 2,i;"(ig8)": NEXT i
5030 PLOT 128,140: DRAW 37,0: DR
AW 0,-75: DRAW -75,0: DRAW 0,75:
DRAW 38,0
5040 PRINT AT 17,0;"(33*ig8)'5'=
BLOCK(2*ig8)'6'=PUNCH(2*ig8)'7'=
KICK(34*ig8)'8'=LEFT(13*ig8)'9'=
RIGHT(33*ig8)"
5050 RETURN

```

```

1 LET M=0
2 FOR N=0 TO 7: READ A: POKE
USR "A"+N,A: NEXT N: DATA 56,56,
146,254,16,124,68,198
3 LET S=0: LET L=3
5 BORDER 7: PAPER 7: INK 0: F
OR N=0 TO 21: PRINT AT N,0; FLAS
H 1;"*****STOP THE TAPE*****
*****": NEXT N: PAUSE 50
10 FOR n=0 TO 21: FOR b=0 TO 3
1: LET i=INT (RND*6)+1: INK i: P
RINT AT n,b;"*": NEXT b: NEXT n
20 INK 0
30 BORDER 0
40 PAUSE 50: FLASH 1: INK 0: P
APER 6: FOR N=0 TO 21: PRINT AT
N,0;"*****HIT STAR*****
*****": NEXT N
50 FLASH 0
60 PAUSE 100: CLS
70 PRINT "*****INSTRUCTI
ONS*****"
80 PRINT : PRINT "YOU HAVE TO
JUMP UP AT THE STAR""WHEN IT FL
YS OVER YOUR HEAD""IF YOU JUMP
WHEN THE STAR IS""NOT OVER YOUR
HEAD YOU WILL""HIT THE LASER B
EAM AND""WILL BE DEAD.""PRESS
O TO JUMP""PRESS ANY KEY TO STA
RT." : PAUSE 0: CLS
85 CLS : PRINT "ENTER DIFFICUL
TY 1 TO 9""(1=DIFFICULT 9=EASY)
" : INPUT P
87 LET S=0: LET L=3
89 CLS
90 FOR X=0 TO 20: INK INT (RND
*4)+1: PRINT AT INT (RND*16)+1,I
NT (RND*31)+1;"*": INK 0: NEXT X
: LET M=0: PRINT AT 0,21;"SCORE="
;S;"*": PLOT 0,40: DRAW 255,0
100 PLOT 0,0: DRAW 255,0
111 PLOT 0,40: DRAW 255,0: PLOT
0,0: DRAW 255,0
120 PRINT AT 21,16;"A"
130 FOR R=0 TO 31
140 PRINT AT 16,R;"*"

```

```

150 PAUSE P: IF INKEY$="O" AND
R=16 THEN LET S=S+1: IF INKEY$=
"O" AND R=16 THEN GO TO 5000
160 IF INKEY$="O" AND R<>16 THE
N LET M=1: IF INKEY$="O" AND R<
>16 THEN GO TO 5000
170 PRINT AT 16,R;" ": PLOT 0,4
0: DRAW 255,0: NEXT R
180 GO TO 111
5000 FOR N=21 TO 16 STEP -1: PRI
NT AT N,16;"A": BEEP .01,N
5010 PAUSE 5: PRINT AT N,16;" ":
NEXT N
5015 IF M=1 THEN PRINT AT 16,16
; INK 2;"A": IF M=1 THEN GO SUB
8050
5020 IF M=1 THEN CLS : IF M=1 T
HEN GO TO 8000
5030 IF M=0 THEN LET L=L-1: IF
M=0 THEN GO SUB 9050: IF M=0 TH
EN PRINT "HIT STAR*.*.*": PAU
SE 50: CLS : GO TO 90
7000 STOP
8000 PRINT "SORRY!!!!!!""YOU HI
T THE LASER BEAM""YOUR SCORE WA
S ";S;"*": PRINT "PRESS ANY KEY
FOR ANOTHER GAME": PAUSE 0: CLS
: GO TO 85: STOP
8050 BEEP 1,-12: BEEP .6,-12: BE
EP .3,-12: BEEP .9,-12: BEEP .6,
-9: BEEP .3,-10: BEEP .57,-10: B
EEP .3,-12: BEEP .6,-12
8060 BEEP .4,-13: BEEP 1,-12
8070 FOR N=16 TO 21: PRINT AT N,
16;"A": BEEP .01,N: PAUSE 1: PRI
NT AT N,16;" ": NEXT N: RETURN
9000 IF M=1 THEN LET L=L-1: GO
TO 90
9050 FOR N=16 TO 21: PRINT AT N,
16;"A": PRINT AT N-1,16;"*": BEE
P .01,N: PAUSE 5: PRINT AT N,16;
" ": PRINT AT N-1,16;" ": NEXT N
: CLS : RETURN
9999 PRINT "HIT STAR IS SAVING":
SAVE "HIT STAR" LINE 1

```



HEAD FOR THE STARS

WAIT until a star is above your head and then jump at it. If you hit the beam instead of the star you will lose the game. See how many stars you can hit before you knock your head on the beam.

Head for the Stars was written for the 16K Spectrum by Emlyn Howell, aged 9, of Brighton, Sussex.

**THIS
MONTH
IN**

Sinclair Programs

● COMPETITION

● **Sinclair Research** are providing a great first prize for our easy-to-enter competition. Will it be a Microdrive, an Interface Two or a QL computer? Read *Sinclair Programs* to find out. Second prize will be a light pen and new keyboard, third prize will be a joystick and Spectrum interface. A hundred runners-up will win software from any one of ten top companies.

● **PLUS** Thirty new program listings for the Spectrum and ZX-81, including a full-scale professional program for the ZX-81.

● **PLUS** Hard-hitting reviews of all the latest programs.

● **PLUS** A fresh look at some of the adventure games on the market: a section designed especially for beginners: and the next part of our programming course.

THE FABULOUS CASSETTE

50

FROM **Cascade**

NOW AVAILABLE FOR
Commodore 64

50 GAMES ON ONE CASSETTE

DRAGON BBC A/B Spectrum Apple ATARI ORIC-1 ZX81 VIC-20

ONLY
£9.95
(INC. P&P and VAT)

It is impossible to tell you everything about the 50 games on CASSETTE - 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing. CASSETTE - 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

**EXPRESS DELIVERY-
ORDER NOW**

Name _____

Address _____

Post Code _____

Country _____

Dealers & Stockists enquiries welcome.

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for

£ _____ made payable to Cascade Games Ltd.

Please debit my ☐ No. _____

SPECTRUM ☐ ORIC-1 ☐ ZX 81 ☐ VIC 20 ☐ APPLE ☐
 COMMODORE 64 ☐ DRAGON ☐ ATARI ☐ BBC A/B ☒

Cascade Games Ltd.
 Suite 4, 1-3 Haywa Crescent, Harrogate,
 North Yorkshire, HG1 5BG, England.
 Telephone: (0423) 504526.

SP/10/84

CURRAH μ SPEECH



Speech Synthesiser for ZX Spectrum

The **CURRAH μ SPEECH** is ready to talk immediately on power-up, has an infinite vocabulary and outputs speech and ZX Spectrum sound through your TV speaker. There is no software to load with **μ SPEECH** — sophisticated Gate Array technology means you can just plug in and start constructing words and sentences like this:

LET Ss = "sp(ee)k (nn)(oo) (ee)vil" will say "speak no evil"! Further commands control the "voicing" of keys as they are pressed, and an intonation facility allows you to add expression to the speech.

μSPEECH is fully compatible with ZX Interface 1 and may be used with the **CURRAH μSLOT** Expandable Motherboard, allowing easy expansion of your ZX system. **μSPEECH** and **μSLOT** will also be compatible with the **CURRAH μSOURCE** unit when it arrives later this year, allowing you to write **Assembler** and **FORTH** statements directly into your **BASIC** programs!

Top selling games like ULTIMATE'S Lunar Jetman feature **μSPEECH** voice output — watch out for other titles from Bug-Byte, CDS, Ocean, Quicksilver and PSS.

μSPEECH is available from COMET, W.H. SMITH, WOOLWORTHS, GREENS, BOOTS, JOHN MENZIES, SPECTRUM STORES and good dealers nationwide — or use the form to order the **CURRAH μSPEECH** — winner of the CTA 'Product of the Year' award 1984.

CURRAH

To: MicroSpeech Offer, P.O. Box 1, Gateshead, Tyne & Wear, NE8 1AJ

Please Supply..... **MicroSpeech** unit(s) at **£29.95** each incl. VAT & P & P

MicroSlot unit(s) at £14.95 each incl. VAT & P & P

Name (please print) _____

Address (please print)

Postcode S

I enclose a cheque/PO payable to 'MicroSpeech Offer' value £

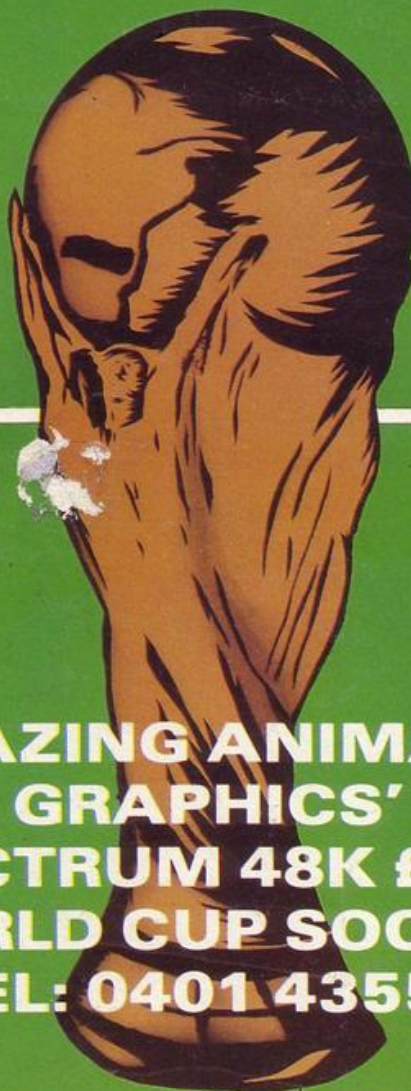
or debit my Access/BarclayCard No.

Cardholder Signature

Credit Card Hotline 091 - 482 4683 Please allow 28 days for delivery. Offer valid UK only



WORLD CUP



**'AMAZING ANIMATED
GRAPHICS'
SPECTRUM 48K £6.95
WORLD CUP SOCCER
TEL: 0401 43553**

ARTIC COMPUTING LTD

Main Street, Brandesburton, Driffield YO25 8RL

Cheques and PO's payable to Artic Computing Ltd.
Dealer enquiries welcome.
Access and Barclaycard welcome.

TEL: 0401-43553

WARNING: These programs are sold according to
ARTIC COMPUTING LTD's terms of trade and
conditions of sale. Copies of which are available on
request.

Send S.A.E. (9in. x 6in.) for FREE catalogue of
our wide range of programs.



To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

*Cheque for total amount enclosed £

Name

Address

* Access/Barclaycard No.

80-9

* Please delete or complete as applicable