

See what your micro makes

Are you in the right job? A snob? Self-conscious? Are you likely to have a successful marriage?

They say if you don't take an interest in yourself, you can't expect anyone else to.

Now you can use your computer to see just what sort of person you are — and what sort of person would make your ideal marriage partner.

You can also find out if you're in the right job, or the sort of work that would suit you best, and you can see how your likes and dislikes, your hopes and fears or fads and fantasies compare with everyone else's.

Tested on many thousands of people

Compiled by Open University educational psychologist, Dr Michael Nathenson, the tests in *The Real You* have all been proven and standardised with representative samples of the population, both here and in the United States.

Six different sections cover: *Sex and Relationships, Work, Personality Type, Anxiety and Stress, Intelligence and Views*, with a score of separate tests building up a complete picture of your character and lifestyle.

A special feature of the program is that as well as being taken individually, an element of the test has been designed so that it can also be taken by couples together to measure their mutual compatibility.

Is your sex life satisfactory?

Sex may not always make or break a marriage, but today's more open attitudes now allow you to compare your sexual experiences with the average.

You can also compare every other aspect of your relationship with your partner, from background and habits to looks and in-laws, so you can see just how likely you are to have a happy, successful or lasting marriage.

The program also measures how satisfied you are with your own looks and body, whether you're under stress, and the things you really fear.

Are you brighter than average?

The Real You offers the opportunity to use your computer to measure your own IQ.

In addition, the program will tell you whether your thinking processes make you a realist, an idealist or a pragmatist, and which side of your brain you rely on — the intuitive right side that gives you sudden leaps of insight without your seeming to have to work things out, or the logical, and analytical left side, that takes you step-by-step through problems to their conclusions.

Do you seek social acceptance?

If you don't care what other people think of you, you're either exceptionally self-confident or the sort of slob who takes absolutely no notice of social pressures.

The Real You will also tell you how

SAVE
£4

Can you find...

The Real You?

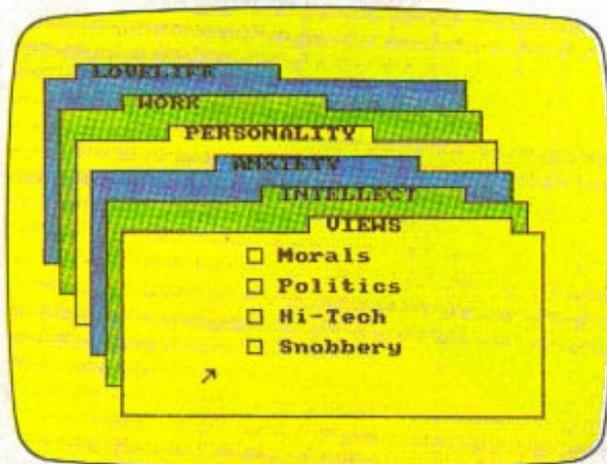
How do you rate against others?
How do others rate you?

Automatic
scoring

POTENTIAL
(Do you have...)

Are you a good...
Do you want to...
Or are you...
Do you like...

The purpose...
Psychologists...
attributes...
The test...
California...
reliable...
executive...
good...
On the...
which...
test, you...
yourself...
managing...
the...
Do not...
will be...



of your personality

self-conscious you are, how much you control your own life, how well you tolerate its uncertainties, and the extent to which you behave to gain the approval of others.

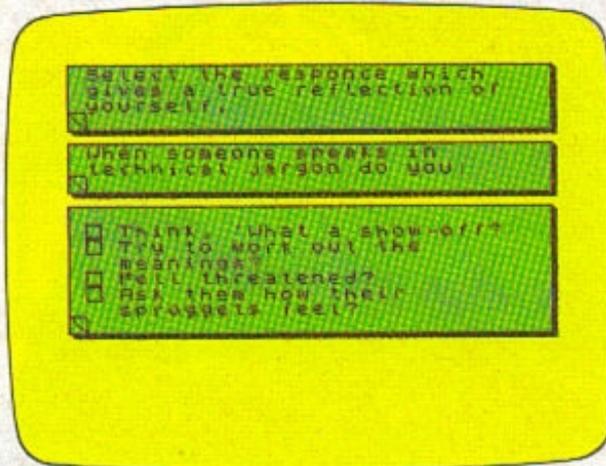
How honest are you?

If a shop assistant made a mistake and gave you £5 too much change, what would you do? Do you have strong views on punishing crime? On the lighter side, find out if making fun of popular forms of entertainment such as ballroom dancing means you're a snob or a pseud.

And see if owning a home computer means you're really in touch with today's high-tech revolution.

Easy and fun for anyone to do

Since all you have to do is move your cursor to the answer of your choice and enter it, with the machine automatically keeping score for you, *The Real You* is a program that's simple and fun even for someone who's never used a computer before.



It means anyone else among your family and friends can also enjoy the program, and lots of the tests are fun to take in groups as a party piece or entertainment to see which of you is, say, the most self-conscious, the most radical politically, or has the most executive potential.

The 48-page booklet accompanying the program contains everything you need to interpret the scores your computer records, enabling you to compare all your results with those of the community at large.

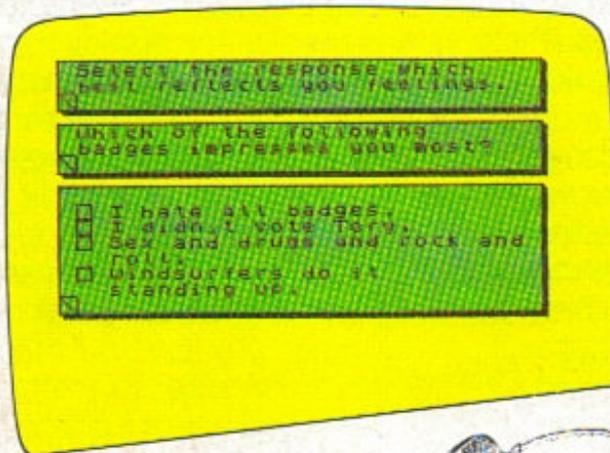
As well as telling you where your scores are average or above or below average and what these mean, it also suggests ways in which you can set about changing any trait you don't like.

After all, isn't a desire to improve your life also part of *The Real You*?

Pack 8 1/2" x 6" containing program cassette plus 48-page instruction/interpretations booklet.

3446 Released at £12.95

CLUB PRICE £8.95



...IAL
...ave executive potential?)

...age?

... powerful and influential in your job?

... happiest as one of the crowd?

... into the office structure?

... of this test is to find out if you have executive potential, and, despite its rather unusual approach, can be a valuable research tool for people's feelings, their attitudes and their philosophy of life in general.

... as originally designed at the University of Southern California, and, despite its rather unusual approach, can be a valuable research tool for people's feelings, their attitudes and their philosophy of life in general.

... of distinguishing between those who have executive potential and those who are not as likely to make a manager.

... when you will see a list of common expressions with which you might agree or disagree. For the purposes of this test, you should respond to each proverb by imagining yourself in the role of a good manager. Try to think of a good person or you know and how he or she might truthfully react to the proverb.

... give your own opinion about the proverb's truth as the test.

ANALYSIS

This is what your scores mean:

Above 10
You would probably make a very good executive. (You might already be in a position of authority.) You are successful in using power and handling a work force, while still respecting and understanding individuals. You're probably able to maintain a good rapport with others even when the going gets tough. You are likely to be a social and political animal in your job, and to have an ability to balance competing factors in a high position of responsibility.

6-10
You probably have a desire to climb the executive ladder and have the potential to do so, but some of your attitudes may be rather too narrow and you may feel a part of you also belongs to your working associates, rather than to the elite echelons of management.

Below 6
At the time anyway, you probably prefer to do your own specific job without taking on the responsibility and burdens that management entails. You do not like the political power-games that often have to be played for advancement. You may, in fact, work in a skilled craft where your sense of satisfaction is not directly connected with managing people or organizing an office.

Important

This issue of Program features 22 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection, *The Real You*, will be sent to you in two months' time unless another item is ordered. Remember you may order further items in addition to, or instead of the Main Selection.

Explanation of Symbols



This symbol means the item on offer is a book



This symbol means the item on offer is a cassette



This symbol means the item on offer is a cassette and a book as one package



"The most powerful machine code programming tool yet seen"

Home Computing Weekly

With many features not normally found in programs of this type, including full screen input and fully comprehensive documentation, this is an essential tool for anyone writing machine code.

Its very comprehensive specification also makes it equally indispensable to both the expert polishing up complicated programs or someone just beginning to explore machine code for the first time.

The program will operate with most Centronics and RS232 interfaces to drive 80-column printers, and can also be used with 32-column printers like the ZX or the Alphacom.

2618 Released at £12.95 **CLUB PRICE £7.95** 

The ultimate professional tutor and debug program

With *The Machine Code Test Tool*, specially written by Oxford Computer Publishing to help them write and debug their own machine code programs, you can now test and display your machine code instructions as they are written.

Including a facility for user-defined graphics which will be particularly useful to the beginner, this versatile program can also co-reside in your Spectrum with the *Full Screen Editor/Assembler* to create a powerful and complete machine code programming environment.

2595 Released at £9.95 

CLUB PRICE £7.45

SAVE £9 WHEN YOU BUY BOTH!

7049 Released at £22.90 for the two

CLUB PRICE £13.90 for the two



A really comprehensive work with special reference for Spectrum owners

The Micro Enquirer is neither manual nor dictionary, but a more or less alphabetically arranged series of article-length entries covering every major aspect of computing.

While concentrating on broad concepts such as Language or Memory, its comprehensive cross-references afford specific information on technical terms wherever required, and this edition also illustrates as appropriate how each topic or issue relates to your Sinclair Spectrum.

Hardback 182 Pages 11½" × 8½"

9425 Published at £13.95 **CLUB PRICE £8.95** 



Go beatling round London in search of a band on the run

Help Paul literally get his next hit record together!

Just 15 hours before your new single is due to be pressed, you discover as Paul McCartney that the disc's master tape has been destroyed!

Worse, your contract means a take-over of your record company if you don't deliver on time.

Your only hope is to re-assemble the band plus the recording engineers and producer and re-mix the contribution of each to the record. It's Saturday and they're all off doing their weekend thing, so will you be able to find them from what you know about their life-styles?

Over 900 screens of the West End and Underground

Living in London, all the 7 characters you're seeking know the quickest way around is by Tube, which may take Linda shopping in Knightsbridge, Ringo to the Abbey Road studios near St Johns Wood, George Martin to his St James club and so on.

Your plan is to travel round London by car, hoping to catch up with each, as they arrive at a Tube station, so you need to work out their likely travelling times and destinations.

It's a task that would be impossible if you didn't have a computer installed in your car. Now, you use it to hack your way into the London Transport Underground computer, so you know just where and when trains leave and arrive.

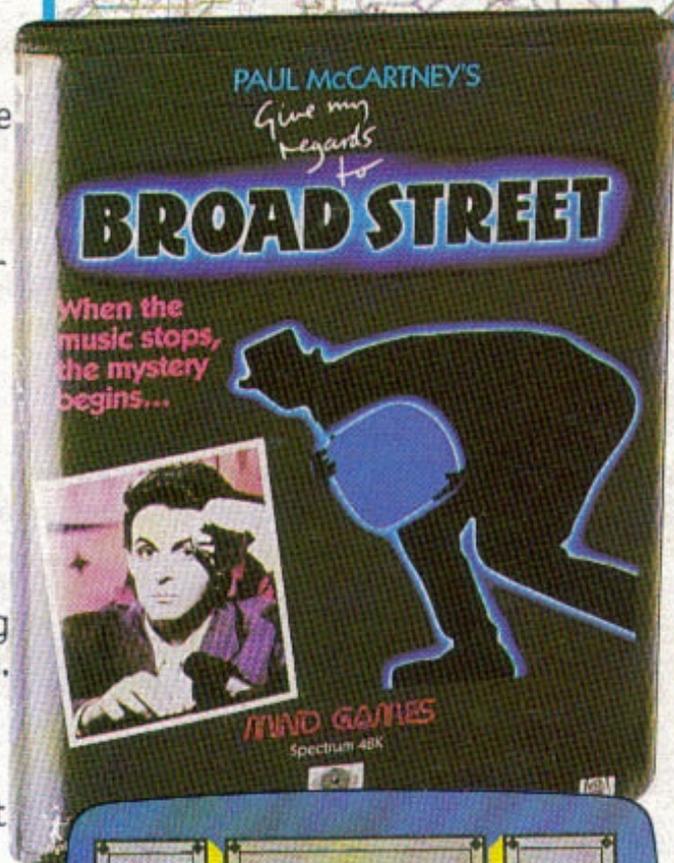
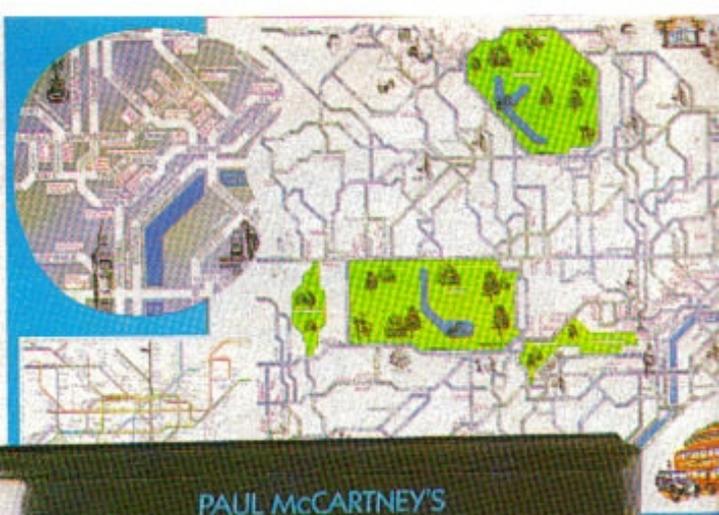
With luck, you will meet up with all seven characters and save your song and your record label, but London's a big place with a lot of Tube stations, and to come out winning you have to navigate your way around all of it including one-way streets, traffic and parking wardens and get back to the studio by midnight!

"One of the biggest computer successes of 1985"
Daily Express
"This game is excellent and highly recommended"
Home Computing Weekly

Pack 8 1/2" x 6 1/2" containing program cassette plus London Underground poster, street map and band personalities, haunts and lifestyles.

2771 Released at £7.99

CLUB PRICE £5.95



Now your home computer can really benefit you at work

Specially written to help every manager or professional take advantage of the new technology

As an experienced businessman himself, author Peter Jackson keenly understands the needs of those at the sharpest end of most companies.

And what he's saying is, with every other department from Accounts to Stock Control already getting computer support, why should the people who actually run or bring in the business still be asked to fly by the seat of their pants?

This book shows how you can now write your own programs for Market Trends, Customer Records, Sales Analysis, Sales Forecasting, Territory Files or other business projections of any kind, and use them either as help on their own account, or to reduce paperwork, or even as counters to Head Office's latest nonsense!

Sample listings save you outside software costs and also illustrate how to evaluate your company's current (or future) computer systems. Paperback 157 Pages 9" x 6"



2707 Published at £6.95 **CLUB PRICE £5.20** 

Turns your computer calculations into full colour graphs and charts

Brings statistics and trends superbly to life

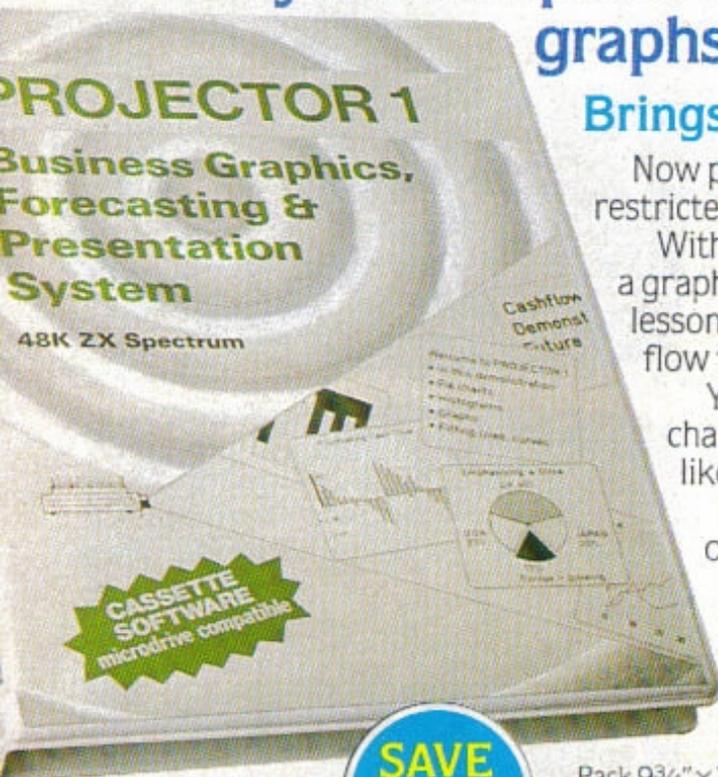
Now professional presentations need no longer be restricted just to businessmen.

With this program, you can use your micro to provide a graphic interpretation of anything from a maths lesson to a market breakdown, or club funds to cash flow trends.

You can select pie charts, graphs, curves, bar charts or histograms in any colour, and you can likewise add headings, notes and captions.

You can also emphasise any point, and store 50 or more full screen illustrations in memory.

Key points in a bold modern typeface can be mixed with graphics in any order, and you can also design your presentation to run cued from your keyboard or joystick, or alternatively to run from the start completely automatically.



**SAVE
£4**

Pack 9³/₄" x 7" containing program cassette plus 16-page instruction booklet

1607 Released at £13.95 **CLUB PRICE £9.95** 

Help Harry fix a factory that's gone haywire!

Another frantic fun arcade game featuring our frenzied hero!

Hen House Harry's latest escapade is even more complicated than his last!

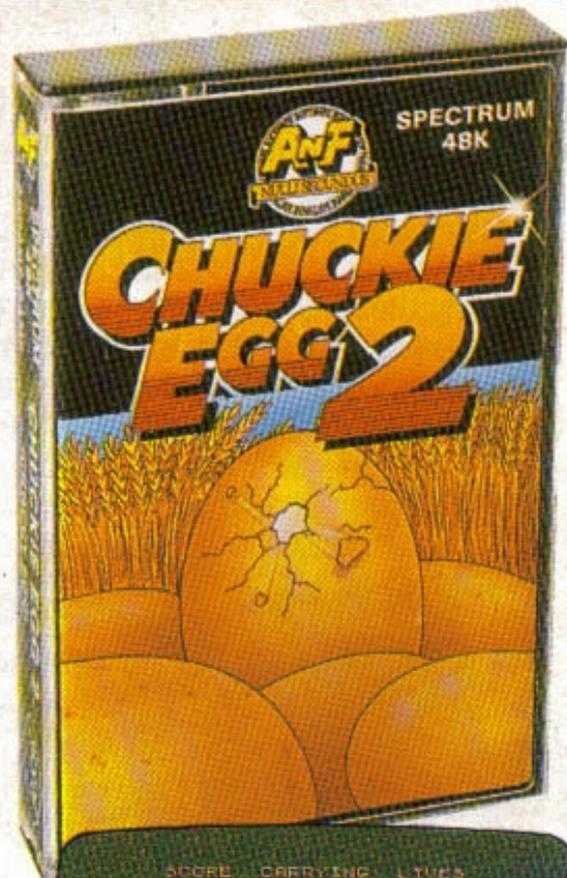
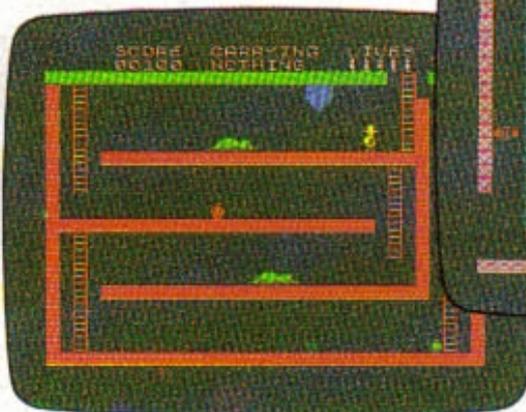
This time, his progress through over 120 screens combines fast-moving arcade action with all the elements of adventure, making the game a real challenge for even the most skilled players.

It isn't enough just to be quick on the keyboard or joystick, as you also have to collect essential items along the way for later use, and work out your route through all the different levels and areas of the factory, which will almost certainly mean you'll have to draw yourself a map.

Meantime, though, you also have to stay alive amid the machines, shafts, ladders and lethal creatures all hell-bent on stopping you dead!

2699

Released at £6.90 **CLUB PRICE £5.15**



Spending longer trying to cure the bugs than actually writing your programs?

This book has the time-saving help you need!

Let an expert trouble-shooter show you how to really cut down your debugging time!

Learn professional ways to avoid problems by laying out your programs in simple logical steps, then writing them in modules you can test *before* including them in your complete programs.

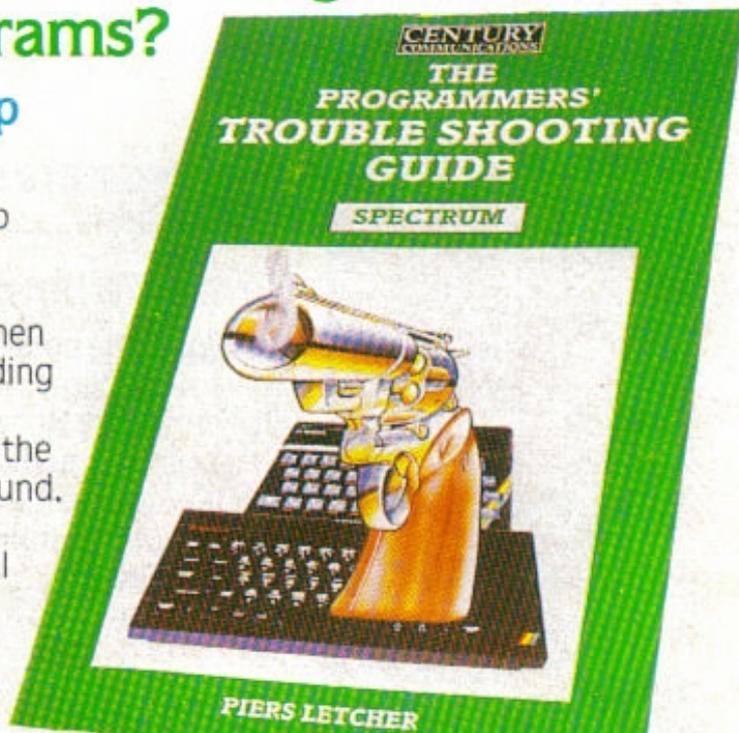
The very experienced author also illustrates all the things that most often go wrong in the areas of sound, graphics and procedures, and demonstrates the benefits of making regular saves and backups of all your work.

Paperback 160 Pages 8 1/2" x 5 1/2"



2715

Published at £7.95 **CLUB PRICE £5.95**

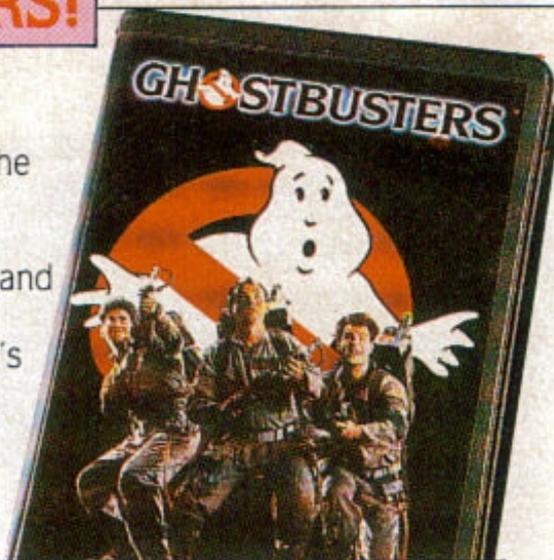


Now Number One on the small screen, too!

Play the game of the smash hit movie and record by keeping the city's streets safe.

Gain entry to the Temple of Zuul by building up credits for rounding up Slimers, clearing Roamers with your Ghost Vacuum and avoiding the dreaded Marshmallow Alert!

You need steady hands to control your own and your partner's Negative Ionizer Backpacks when trapping Slimers – because you know what happens if you miss!



1632 Released at £9.99 **CLUB PRICE £7.45**

Need help to make up your mind about some things?

Now you can apply your machine's impeccable logic to everyday human problems like, say, whether or not to change jobs, cars, or move houses.

The special structure of the *Decision Maker* program ensures that you take *all* the relevant factors into account, and it indicates your options at different stages, so a single decision could see it repay its cost many times over in monetary terms – or in terms of your future happiness.

Pack 8" x 6" contains teaching/program cassette plus 54-page prop-up instruction book

1494 Released at £14.95 **CLUB PRICE £10.95**



SAVE £4

A computer game with a mind of its own

Best-selling *Valhalla* sets you upon a quest for six magical or sacred objects in the place of the immortals, over 30 of whom you meet and whose help you will need in different ways.

You have to learn how to deal alike with characters who may be good or evil, intelligent or stupid, brave or cowardly, while at the same time the game's revolutionary MOVISOFT technique keeps the action between other characters going on around you almost regardless!



SAVE £4

9993 Released at £14.95 **CLUB PRICE £10.95**

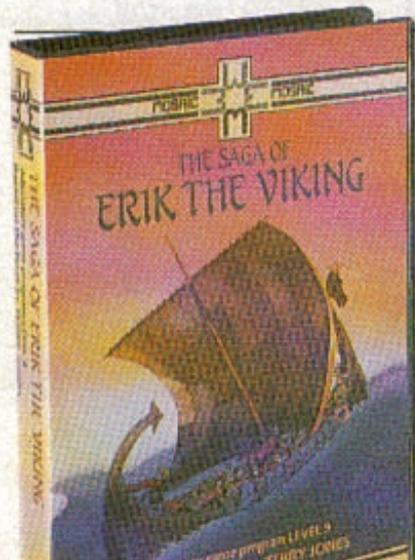
Find the land where the sun goes at night

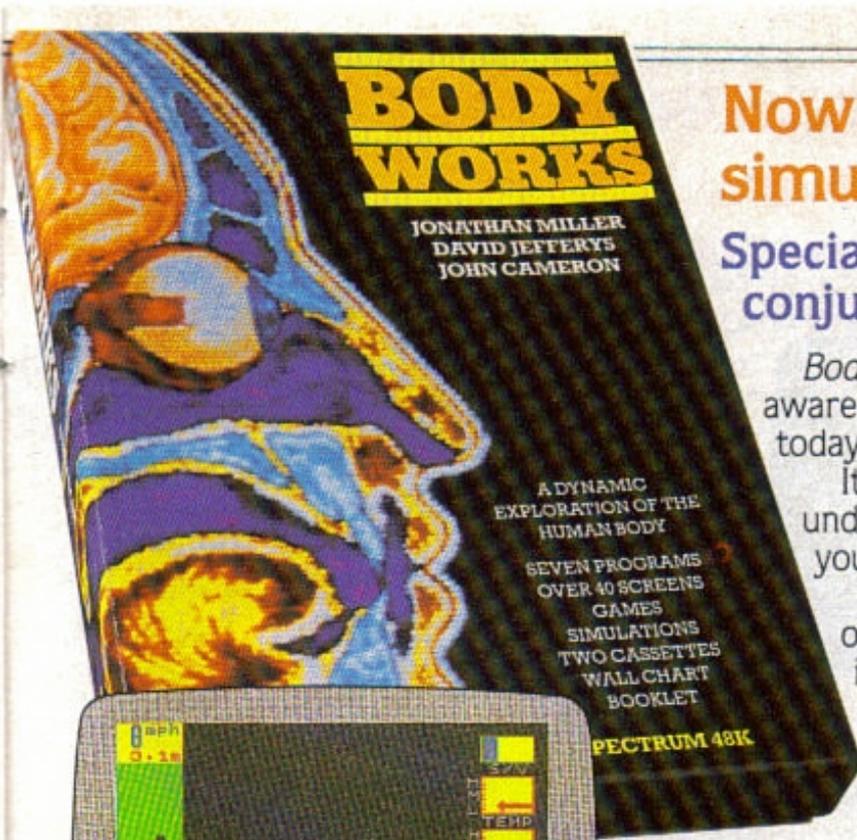
From the book by Terry Jones of Monty Python fame, a graphic adventure game rich in the authentic detail and atmosphere of 10th-century Norway.

As Erik, you must search for clues when you find your house and lands plundered and your wife and sons carried off, then set out in pursuit of the unknown invaders across the ocean in your longship *Golden Dragon*.

Pack 5½" x 8½" containing program cassette and 24-page instruction booklet with story extracts

1482 Released at £9.95 **CLUB PRICE £7.45**





Now the electronic brain can simulate the living machine!

Specially written for your Spectrum in conjunction with Dr Jonathan Miller

Body Works now translates today's increased awareness of the importance of healthy living to today's other great development, the computer.

It can help you or your children literally understand exactly how your *Body Works*, and help you plan, say diets or exercise routines.

It enables you to see all the essential functions of the human body at work, and also lets you introduce the individual variations that interest or affect you, such as the nutritional and other differences between eating, say, chocolate cake or steak.

Puts your understanding of all the physical processes to the ultimate test in *The Marathon*

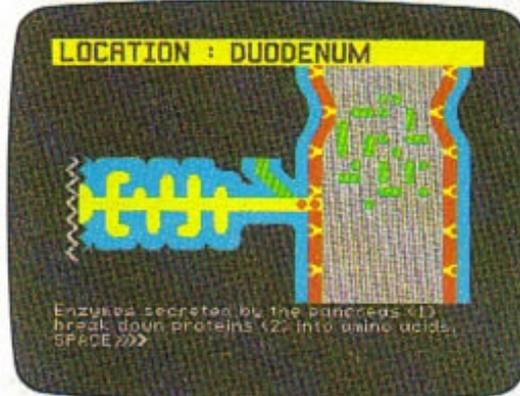
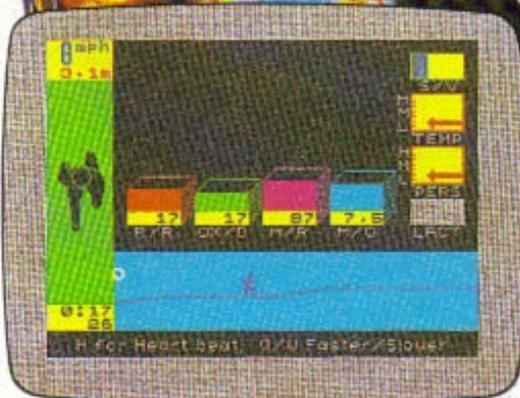
Body Works graphically illustrates the mechanisms of living all the way from *Cells and Circulation* to *Respiration and Digestion*.

The motor functions of *Nerves and Muscles* offer you an opportunity to test your own dexterity and co-ordination, although your real opponent in this game is Nature, not your computer.

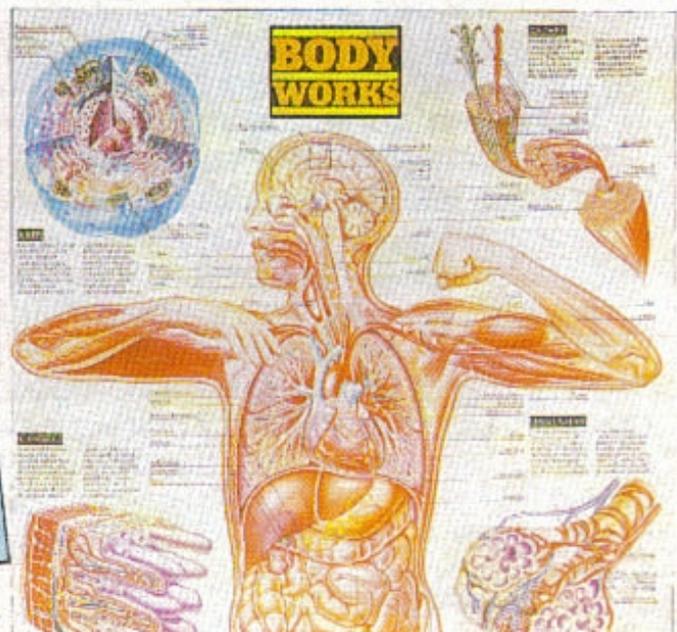
You can see for yourself the overall effects of factors like diet and exercise in the enormous physical demands made by *The Marathon*, and you can also see the differences that changes in your lifestyle – such as giving up smoking or cutting down on alcohol or starchy or fatty foods – would have on your performance.

As the program shows, a sensible diet and exercise level at any age can make all the difference between healthy, hearty living – or having a heart attack if you overdo it!

Pack 8½" x 6" contains 2 program cassettes plus full-size poster and accompanying 20-page booklet



SAVE
£4



2779 Released at £14.95

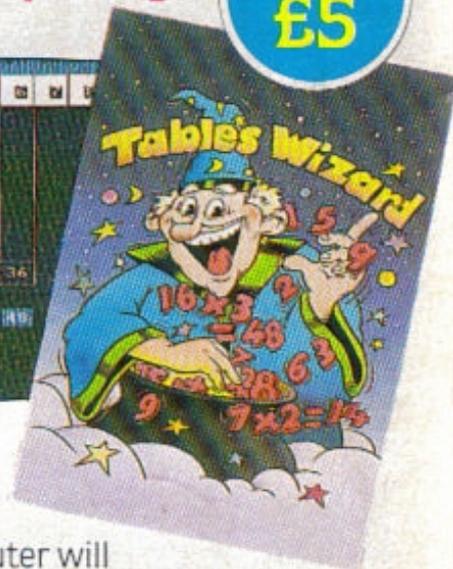
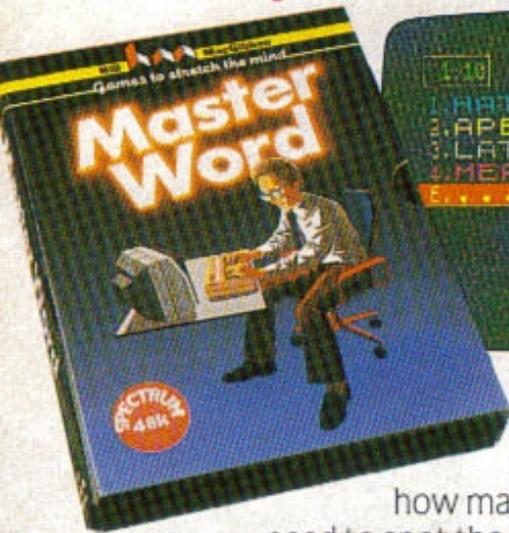
CLUB PRICE £10.95

"Well produced and programmed, and an indication of what educational software can – and should – be"
Home Computing Weekly

Are you perfect to the letter? Or has your micro got your number?

If you're 8-14, play your computer or opponent at spelling/ vocabulary or mental arithmetic!

SAVE
£5



See how many letters and how many goes you'll need to spot the computer's mystery words!

It knows thousands of different ones from 2-6 letters long to keep you guessing, but the better your spelling and vocabulary, the better you'll do, so it's fun as well as good practice.

You can also play against an opponent, and even enter your own words for extra variety.

If you need practice at multiplication or addition, your computer will certainly *sound off* at you in either of these two games!

And it won't let you move on till you get the right answer or you ask it to show you.

When you play against an opponent, the computer keeps score for you instead, but it still lets you know when you're wrong – and passes the chance of the points to the other side!

7275

Released at £13.90 for the two **CLUB PRICE £8.90 FOR THE TWO**



Another offer of a really special home computer club selection

Contains both books plus a program tape that lets you draw on the screen straight away!

Now, literally anything you can imagine, you can turn into your own live computer graphics!

And you can do it instantly, without having to learn any complicated special programming techniques.

Simply load up the program tape and you're away!

The cassette also has demonstrations of all the different sorts of things you can do, and with the programs using machine code, you get real high resolution graphics that move like lightning!

The two books use step-by-step screen shots to show you just how to tailor the tape's capabilities precisely to your requirements, enabling you to change colours, lines or textures at the touch of a key, store or recall any image you have created, and even move images to make your very own animated cartoons!

"The best 'basic introduction' to programming I've seen" *Popular Computing Weekly*



SAVE
£4

Pack containing two full-colour 11" x 8½" 64-page programming manuals plus program cassette

1837

Released at £15.95
CLUB PRICE £11.95



Some titles you may have missed

Retraces the history of computing right up to the miracle of your micro

The dream that began with the abacus and the medieval counting engine finds its fulfilment in your Spectrum, yet just 40 years ago the power now at your fingertips meant rooms of componentry. *Bit by Bit* charts both this miniaturisation and the mega-millionaires it made on the way, from the rise of IBM to the teenage geniuses of Apple.

Hardback 324 Pages 10½" x 7¾"

9616

Published at £14.95 **CLUB PRICE £9.95** 

BIT BY BIT

An Illustrated History of Computers

STAN AUGARTEN

SAVE
£5

8-12's learning fun acclaimed by the teaching press

As well as playing Hangman and other word building games, *Punctuation Pete* hops through all his texts to show where he needs help, literally kicking the words into shape for the right answers!

Ballooning enjoyably teaches the scientific principles of accurate experiment, observation, data recording and equipment control in simulated flight.

7593

Published at £19.90 for the two **CLUB PRICE £9.90 FOR THE TWO** 

AN AMAZING £10 SAVING

The book with the title that says it all!

Fancy a little help to progress from simply using other people's software to actually writing your own programs?

There's no easier ice-breaker than this!

Educational authors Sue Beasley and Ruth Clark (with four 6-13 year olds between them) really have made it really easy and fun with the help of their 'magic micros' Mike & Rose!

Hardback 256 Pages 11½" x 8½"

6783

Published at £11.95 **CLUB PRICE £6.95** 

THE Really Easy GUIDE TO HOME COMPUTING

Sue Beasley and Ruth Clark

Keep your confidential diary data on computer

Protected by your own personal choice of password, *My Secret File* gives you a place to record all your most private information and opinions. You can use it as a confidential diary, secure in knowing that what's on tape can never be run without password authorisation, or you can secretly file any type of information from equipment or other serial numbers to financial details.

9420

Released at £9.95 **CLUB PRICE £5.95** 

SAVE
£4

Specially selected by us as the best available

With unique visuals to show just what you should see on your screen at every stage, this 2-book omnibus edition can take you all the way from beginner to really expert programming level.

Book I includes database compilation, special effects and animation, while Book II covers curves, charts and graphics to really bring statistics to life.

8530

Published at £11.95 **CLUB PRICE £6.95** 

SAVE
£5

DK Screen Shot STEP-BY-STEP PROGRAMMING ZX SPECTRUM



Here's something to make home computing more worthwhile for everyone

A practical look at the many different things your micro can usefully do for you

If your home computer's used for little more than playing games, you might justifiably wonder whether it was really worth buying.

Yet your micro has the potential to be infinitely more than just an adult toy or a convenient way of keeping the kids amused.

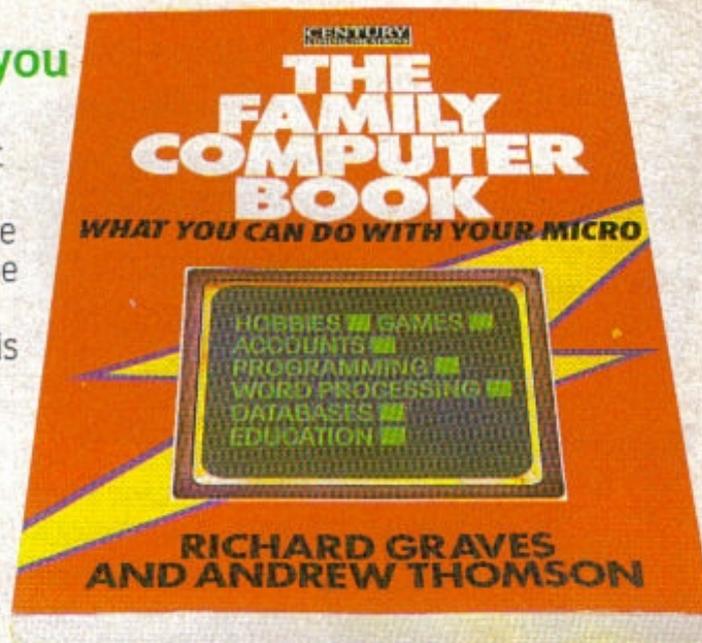
Your many other options are reviewed for you in this book, realistically acknowledging when pencil and paper are still quicker than setting up your micro, but also illustrating all the advantages of computers in storing and analysing information, ranging from hobby files and educational or scientific programs to household, personal or business accounts.

The Family Computer Book also reviews many commercial packages such as word processing as an alternative to typewriting, computer communications and storage systems like disks, and gives listings you can use yourself, complete or as part of your own programs.

Packed with ideas, tips and anecdotes, this book is a worthwhile buy for every household owning a micro and is sure to stimulate every member of the family to more creative computing, as well as continuing to help your children's formal education in the skills needed for the future.

Paperback 192 Pages 9 1/2" x 6 3/4"

2621 Published at £7.95 **CLUB PRICE £5.95** 



An offer you can't refuse!

Two games collecting refuse!

Trashman is a comedy arcade game classic.

You try to control its erratic hero so he scores points for every suburban bin emptied, but accident-prone *Trashman* loses time if he steps on lawns and dogs chase him – and he can even be slowed down with a limp if they catch and bite him!

He gets bonus points for bins from cafes and pubs, but all-too-human *Trashman* may then eat or drink too much and make a fatal error crossing the road!

Travels with Trashman sees our hero working abroad, but still at risk from those beer steins at German festivals, the bulls in the flower-strewn rings of Spain, marching New Orleans jazz bands in the USA, dragon dancers in Hong Kong, endless handkerchiefs at Israel's Wailing Wall, falling coconuts in Samoa, and the seductive waitresses of Paris, while he tries to round up the escaped frogs whose legs are destined for their dinner tables!

7040 Released at £11.90 for the two 

CLUB PRICE £8.90 FOR THE TWO

