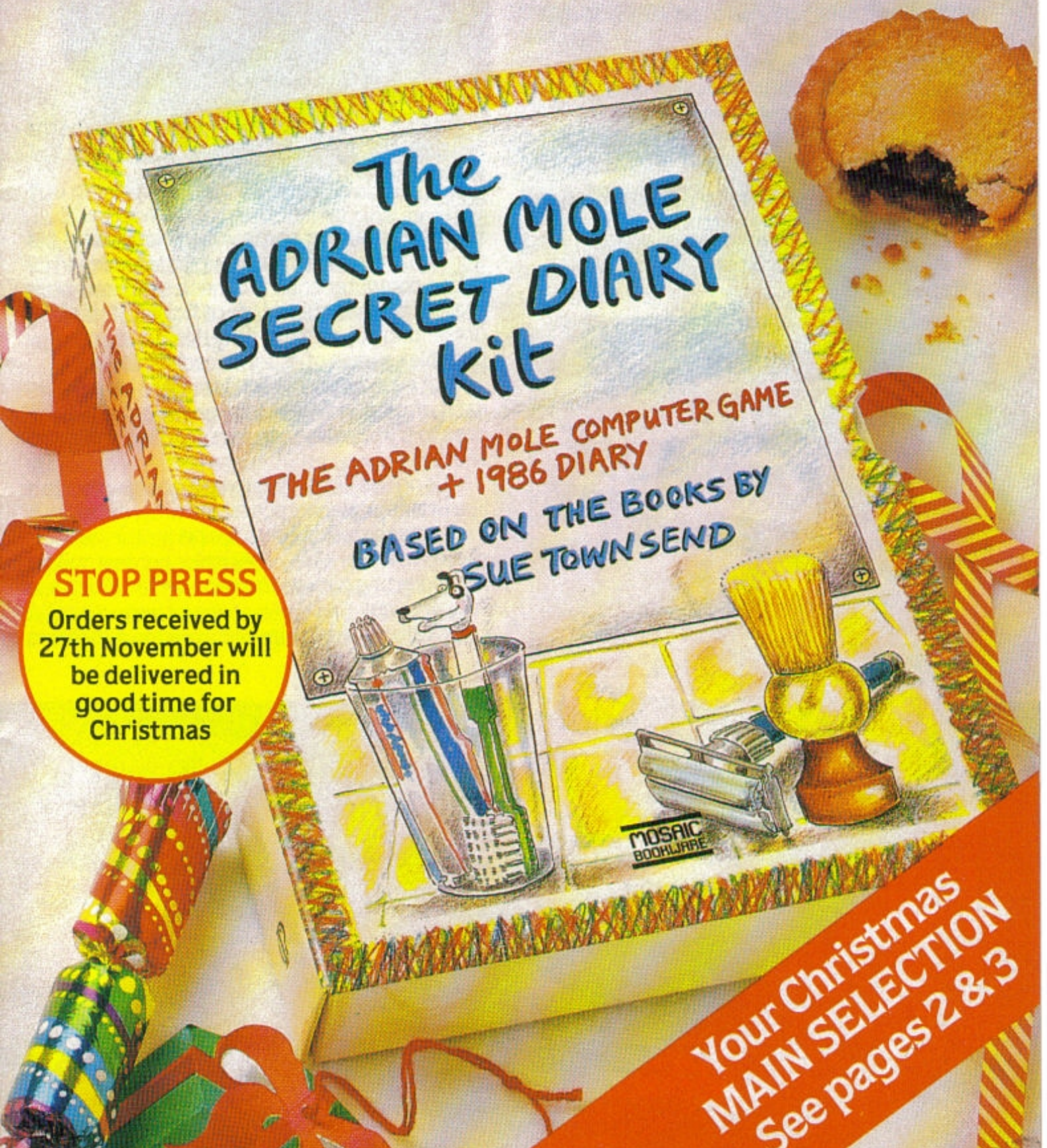
SINCLAIR SPECTRUM

PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB



STOP PRESS

Orders received by 27th November will be delivered in good time for Christmas

Your Christmas MAIN SELECTION See pages 2 & 3

"It's dead brilliant." A. Mole

See how *you'd* cope with life as an intellectual aged 13¾!

You've got to try to be popular with *everyone*! Ha! Ha! Ha!

The fraught existence of Adrian Mole as recorded in his Secret Diary has struck chords with sympathetic teenagers and know-all (but nostalgic) adults alike.

Through Sue Townsend's best-selling books, magazine articles, TV series and stage play, millions of us have identified with the problems he continually encounters with his parents, neighbours, girlfriend, teachers, classmates and the world in general – not forgetting the dog!

Now this game, a new concept programmed by the acclaimed Level 9 team, takes you a stage further.

In it, you *are* Adrian Mole, trying to make the right decisions and do the best for everyone while beset with all the uncertainties of adolescence.

It means making some yukky decisions

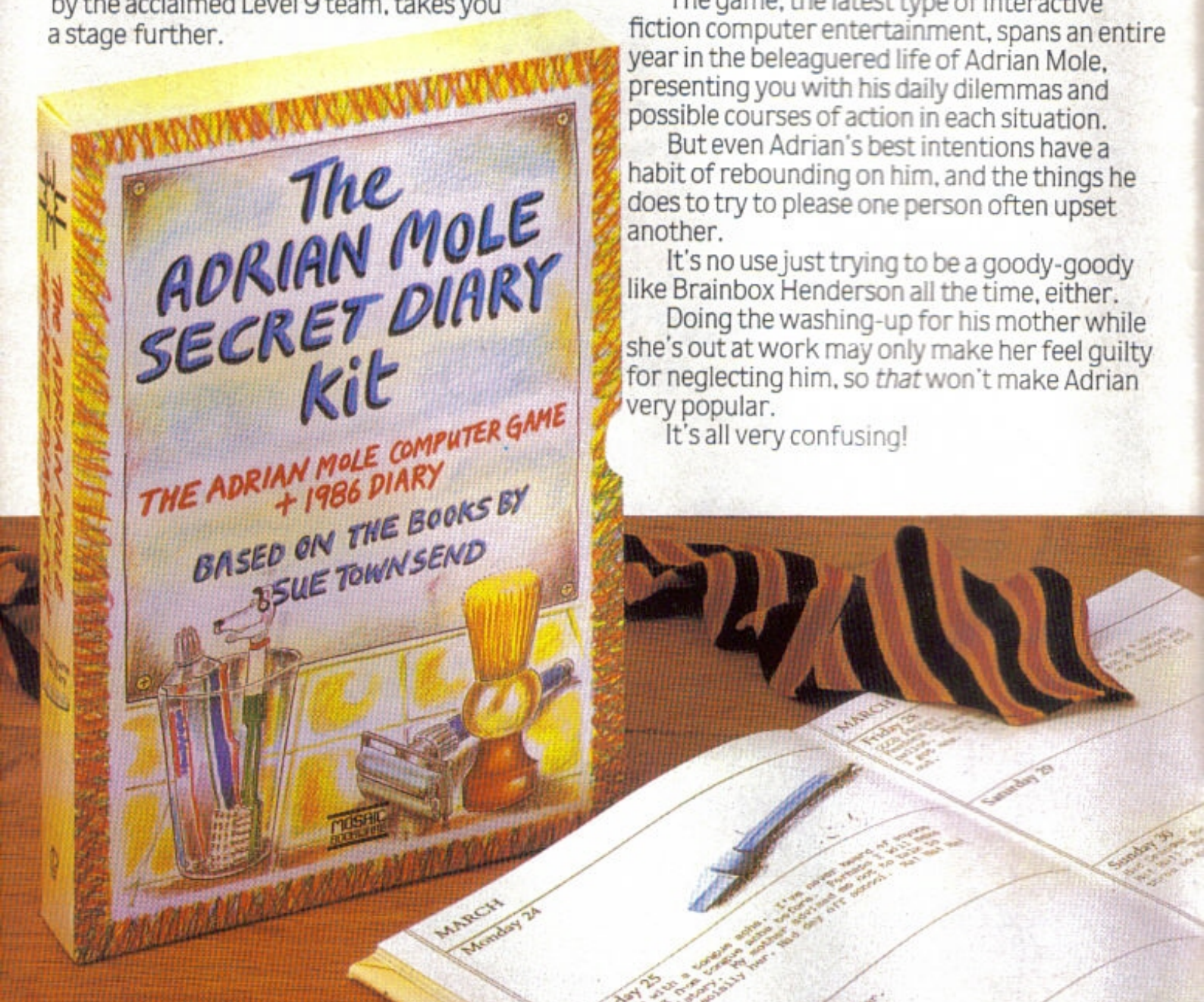
The game, the latest type of interactive fiction computer entertainment, spans an entire year in the beleaguered life of Adrian Mole, presenting you with his daily dilemmas and possible courses of action in each situation.

But even Adrian's best intentions have a habit of rebounding on him, and the things he does to try to please one person often upset another.

It's no use just trying to be a goody-goody like Brainbox Henderson all the time, either.

Doing the washing-up for his mother while she's out at work may only make her feel guilty for neglecting him, so *that* won't make Adrian very popular.

It's all very confusing!



SAVE £4

You get overtaken by events, worse luck!

Some of Adrian's murkier machinations (like hiding the phone bill because he's been ringing up his girlfriend Pandora in Tunisia) are just like time-bombs.

The problems always come back later – only worse!

Adrian is also at the mercy of random events over which he has no control, like a *gigantic* spot suddenly appearing on his chin just before a date with Pandora, the dog running away and attacking a meter reader, or thuggish Barry Kent at school demanding dinner money with menaces!

Aficionados of Adrian Mole will certainly recognise some of the scenarios, but the game also contains much new material extending Adrian's often hilarious deeds and dramas to provide an entertaining challenge for all.

It could have you hooked on junior aspirins!

Your popularity with different people rises and falls according to what you do and the options you choose.

Your score pops up by itself just to upset you at key points in the game and, of course, at the end of the year like exam results. ("Got 45% for popularity!")

The high quality graphics delightfully reflect the style of Caroline Holden, the illustrator of the books, and the game's large size means it contains more than 200K (*not* kilos, Dad!) of text.

The permutations of all your options in the many different situations, plus the random element of events means that no two games or experiences of adopting the mantle of Adrian Mole are ever the same.

Keep a hard copy of your hard times

The kit also contains the 1986 Adrian Mole Diary complete with eponymous ponderings and artistic doodles, to which you can append your own innermost musings.

Apart from being used as a personal diary, it can alternatively form a record of your year in the life of Adrian Mole as the game unfolds.

Explore the precarious world of the personal relationships of a 13¾-year-old by stepping now into the unpolished shoes of Adrian Mole, and spend 1986 playing the game of the year in every sense!

Pack 8½"x6" contains game program cassette plus 1986 Adrian Mole Hardback 8½"x6" Diary

3438 Released at £14.95

CLUB PRICE £10.95

Important

This issue of Program features 32 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection, The Adrian Mole Secret Diary Kit, 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

Make full use of all the commands and functions already built into your machine!

Operation of your Spectrum is controlled by a 16K ROM program offering an extremely wide range of BASIC commands and functions.

Under ten headings, this book disassembles all the routines in the ROM and gives a full explanation of their functions and inter-relation.

Different sections cover the routines of restart, keyboard, loudspeaker, cassette, screen and printer handling, executive routines, BASIC line and command interpretation, expression evaluation, arithmetic and floating-point calculator.

All functions and entry points are thus not only available for use in your own programs, but may also be modified into your own special routines.

Paperback 236 Pages 8"x5½"

3171 Published at £9.95
CLUB PRICE £7.45

"The obvious authoritative source... all the information one could possibly need is there" *Computing Today*

Puts you in touch with the whole user world

Gives all the best databases and bulletin boards home and abroad, including telephone and log-on codes

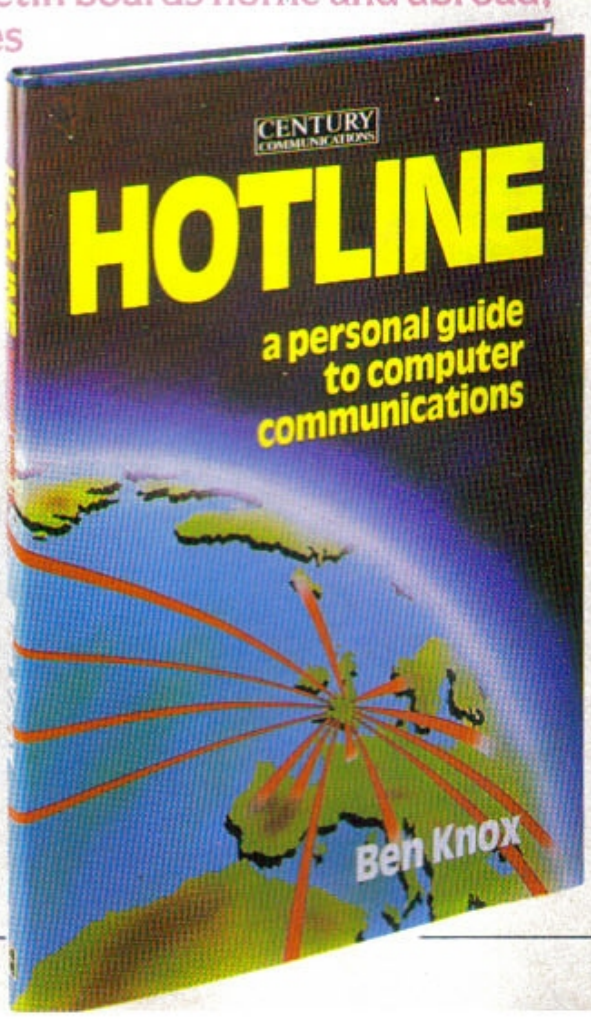
The telephone is the most widely used piece of communications equipment in the world.

And, with the addition of a modem costing rather less than your micro, it can now link you to virtually any other computer system or user anywhere. This book reviews everything that's available in the way of equipment and communication systems, from the most economical Packet SwitchStream and free enthusiast 'bulletin board' messaging and information services, to autodialled telephone links with commercially operated databases like Prestel. The author, presenter of ITV's *Database* and *4 Computer Buffs* also gives details of the contents, dialling and demonstration log-on codes of such diverse attractions as the celebrated MUD game (see centre section on Page 7), business services like literally up-to-the-minute share prices, or the mighty encyclopaedic US public information service that's known simply as The Source.

Hardback Edition 160 Pages 9¾"x6"

3397 Published at £9.95
CLUB PRICE £6.95

SAVE £3



Battle graph

Starion

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3202 R
CLUB PRI

Battle with alien anagrams amid 3-D vector graphics!

Starion is no simple shoot-em-up.

Instead, it elevates arcade-style gaming to the sort of inspired level you'd expect from the producers of *The Hobbit* and *Sherlock* adventures.

As a result, it combines the best action graphics currently available for the Spectrum with a plot of almost Machiavellian complexity.

The game postulates that, throughout history, the world's troubles have actually been caused by aliens infiltrating our earthly time states and absconding with vital phrases of information.

On discovery of this, as commander of Earth's first timeship, your mission is to seek out and destroy those responsible, recovering key missing words and restoring them to their rightful dates.

But ships in alien fleets carry only one letter each, so even when you eliminate all those in a particular time state, you still have to solve an anagram that matches up to a crossword-style clue!

Then it's through the arcade-action time warp again to the next alien-occupied state, and you only have to do this 243 times (with all games savable to tape) to gain the ultimate status of Creator, as back at the beginning of time you're all there is!

"Words cannot adequately describe the immense realism that the graphics manage to portray – to say that they are astonishing, astounding, phenomenal and, well, startling doesn't even begin to say it" *Crash*

"Rush out now and grab a copy... a number one hit!" *Computer & Video Games*

"A game to cater for all tastes... testing for both the reactions and the brain... worth every penny" *Home Computing Weekly*

"A fine mixture of arcade style graphics combined with strategy and superb 3-D effects... well worth buying" *Sinclair User*

3202 Released at £7.95

CLUB PRICE £5.95

Fun for the young over the holidays!

Some computer play-and-learn items you may have missed

"One of the best tapes I've seen for a long time aimed at young children" *A & B Computing*

With levels to suit all 4-7 ages, this set of six lively games of observation and reactions can be played against the computer or an opponent. Featuring Old MacDonald's Farm complete with theme tune, you match animal pairs in *Snap* or spot the *Odd One Out* and recreate scenes in *Memory*. More futuristically, three levels of *S.O.R.T.* (Space Observer Recruitment Test) need real speed of hand and eye to register on the hi-score table!

1238 Released at £7.95 **CLUB PRICE £5.95**

Lets you PEEK inside your computer and POKE around!

If you'd like to know how games you play on your computer are created, this book tells you. It starts with simple lessons in the computer language of BASIC, using lots of cartoons, examples and exercises to make it fun and really easy to follow. You can then use BASIC yourself to write your own games, puzzles and information files, and if you get really good at it you can go on to your micro's own machine code that makes things happen even faster!

Hardback. 144 Pages 8½"x8"

8808 Published at £6.95 **CLUB PRICE £5.20**

Combines computer entertainment with youthful mental exercises!

These phenomenally popular characters come entertainingly to life in four games based on the ideas of direction (guiding Mr Greedy to Ice Creams), shapes and colours (sorting Mr Silly's Hats), matching pairs and recognising letters (tidying Mr Forgetful's Wardrobe and Alphabet Set). There are levels to suit all 4-8 ages, plus a special Mr Clever keyboard overlay to simplify young experience of hands-on control.

1021 Released at £8.95 **CLUB PRICE £6.70**

From the number one movie and record, here's the number one game!

Save the city from a Marshmallow Alert when you play this computer version of the movie smash!

Build up credits for the safety of the Temple of Zuul by rounding up Roamers with your Ghost Vacuum.

But you'll need steady hands and nerves to control your own and your partner's Negative Ioniser Backpacks when you're trying to trap Slimers – because you know what happens if you miss!

1632 Released at £9.99
CLUB PRICE £7.45

Now enchantingly brought to life on your computer, too

The captivating story and animated cartoon of *The Snowman* have both had children spellbound, and now the computer game will do the same. Especially appropriate to Christmas, the first stage involves collecting crackers, presents, stockings and a tree amid the snow. Four further stages see the building up with keyboard or joystick of *The Snowman* himself, complete with hat, scarf, button eyes and banana smile, while the young architects try to avoid succumbing to the Sleep Monsters!

4072 Released at £6.95 **CLUB PRICE £5.20**

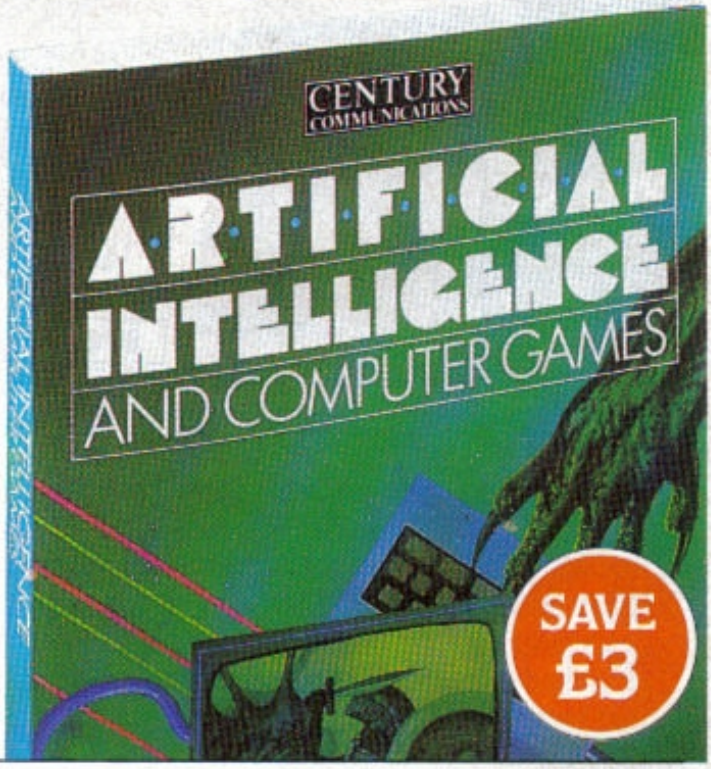
Is there life after MUD?

Computer programs are no longer finite.

Now they can 'learn' from every 'experience' and add capabilities to deal with new situations over and above the original human programmer's input. As a result, computer programs already beat the best human players at even such complex games as backgammon and, given enough time, chess. The author, creator of MUD, the famous Multi-User Dungeon game, demonstrates the techniques and reviews the latest developments, arguing that the relationship between Artificial Intelligence and adventure games is symbiotic, and that its greater implementation will not only offer us greater diversions but will also give greater understanding of our own intellect.

Paperback 256 Pages 8½"x5½"

2703 Published at £9.95 **CLUB PRICE £6.95**



"Not only great fun to play, but will also teach players at all levels to improve their game" *Jonah Barrington*

We need add little to the master's comments.

Played against either an opponent or your computer, with standard scoring and rules, realistically simulating the strokes, ball trajectory, bounce and strategy of four game levels.

For new players wanting to study its tactics, strategy and court positioning, or for more experienced players to refresh or improve their play, this excellent simulation will prove invaluable.

4076 Released at £7.95
CLUB PRICE £5.95

Make more use of your micro in the new year!

Some great utility offers you may have missed

Guaranteed shortest and fastest for all applications!

SAVE OVER £3

100% menu-driven with full on-screen training, giving access to all 150 routines via a unique state-of-the-art BASIC program letting you INDEX/LIST/TEST/TAILOR/RUN/RELOCATE/SAVE and/or VERIFY automatically. *Utilities* includes a pair of superb ON ERROR GOTO and ON BREAK GOTO to make your programs breakproof/crashproof plus an ultra-fast random number generator (20 x faster than ROM), while *Special Effects* cover every conceivable scroll, wrap-around, window and sound, and could make you an arcade game programmer overnight!

1554 Released at £12.95 **CLUB PRICE £9.70**

Program your machine to run up to 50 times faster!

Ultra-flexible, easy-to-use FORTH lets you define your own keywords, which you can then use like more fundamental functions or system operators. So, as *Personal Computer News* said, you can "do anything in FORTH you can do in BASIC. However, ...you can get speed improvements of ten or fifty times." *Computing Today* confirmed, "It is *the* tool for programmers who want to squeeze maximum power from their Spectrum."

9764 Released at £14.95 **CLUB PRICE £10.95**

Open up incredible new worlds of art and music!

Now all you have to do to write tunes or paint pictures on the screen is move your cursor. With demonstrations of making music, drawing different shapes and images, and changing their colours and backgrounds, the program cassette's on-screen menus help you get really professional results without any specialised programming knowledge. Anything you create can be saved to tape or disk, including 'freehand' drawing if you've a joystick!

Pack 7½"x5½" contains program/demonstration cassette plus 26-page instruction booklet

1660 Released at £9.99 **CLUB PRICE £6.99**

The ultimate professional tutor and debug program & "The most powerful machine code programming tool yet seen" *Home Computing Weekly*

Comprehensive specifications make both these tools (which can co-reside in your Spectrum as a complete machine code programming environment) indispensable to programmers at all levels. The *Machine Code Test Tool* includes a useful facility for user-defined graphics, while the *Full Screen Editor Assembler* will also operate with most Centronics and RS232 interfaces to drive 80-column printers or 32-column printers.

INCREDIBLE £9 SAVING!

7049 Released at £22.90 for the two **CLUB PRICE £13.90 FOR THE TWO**

It's aboard your keyboard!

Have you the leadership powers to stop it returning and colonising Earth?

Do computers scream?

You may find out when the *Alien* program takes over the memory of your machine. It casts you in the role of commander of the contaminated space freighter *Nostromo*, and charges you with the dread responsibility of preventing the *Alien* from ever reaching Earth.

You might blast the Alien out through an airlock or you may escape on the shuttle. But, with only a limited oxygen supply, and real time events going on simultaneously, everything depends on how well you can control your crew – one of whom is an android on the side of the *Alien*!

The Personality Control System

It isn't enough simply to issue the right commands, since your crew may not always obey. Their responses vary according to both their characters and the circumstances. Stress may exaggerate personality traits so that crew members may become so foolhardy as to ignore your demands for caution, while others may at times become paralysed with fear. You can take steps to increase any crew member's confidence and responsiveness, such as sending someone to help them when they're frightened or in danger, or by distributing weapons.

Beware, though, of merely wounding the *Alien* since it bleeds acid that can eat through your hull! The ship's cat Jones can help you track it round all three decks of the ship – although the consequences of entering the same room are totally shattering! The cunning of the elusive and almost indestructible *Alien*, and the random factor of the android which is a different crew member every time, mean that no two games are ever the same. But then, after encountering the *Alien* you, too, may never be the same again.

Pack 8¾"x7" contains program cassette
plus 16-page story/instruction/character guide book

2769 Released at £8.99

CLUB PRICE £6.70

Could you run a grand prix motor racing team?

Take the decisions that made legends of men like Enzo Ferrari, Colin Chapman and Ken Tyrell

Formula One cars don't really run on petrol. They burn money, so even a million doesn't go far. But that's your budget for your first Grand Prix season, out of which you have to hire drivers, a crew of mechanics, and buy engines, chassis and tyres. How you spend the money is crucial to the overall efficiency, and therefore success, of your team. Will an expensive but experienced driver like Niki Lauda compensate for a cheaper chassis?

It's a battle of wits in the pits!

With authentic details of each of the season's 16 race circuits, plus changeable weather conditions which means tyre selection and compound is vital. You can also decide to make a stop to change tyres to improve your chances, or you could be forced into the pits by some mechanical problem. Either way, you need to be quick with keyboard or joystick in the arcade-style pitstops to stay in the race. You get funds for improvements or replacements in successive races from your sponsors for every event in which one of your cars finishes, or from prize money.

The prizes of the game, which can be played on five levels from novice to expert, are winning the World Driver's or F1 Constructor's Championship – or both!

4074 Released at £7.95

CLUB PRICE £5.95

"A fine simulation... combines attractive displays, good game structure and an exciting theme" *Sinclair User*

Pick out the constellations by computer

Some people say they can never see The Great Bear because it doesn't look like one.

What's more likely is that they can't pick it out from all the surrounding stars.

So that's what this program does for you.

All 88 major constellations can be displayed individually with 'background' stars 'switched off' as well as shown normally, and you can also see what the sky would look like in the daytime, and plot the 1500 brightest named stars from Acamar to Zibal.

Star Watcher lets you select the view from any point on Earth at any time, including past and future, and as 1986 is the year of Halley's Comet, it further provides you with a superb celestial map with which to follow its passage.

Pack 9½" x 7½" contains program and teaching cassettes plus 2-way 54-page prop-up instruction book

3362 Released at £14.95 **CLUB PRICE £10.95**

Resolved to get better programming in 1986?

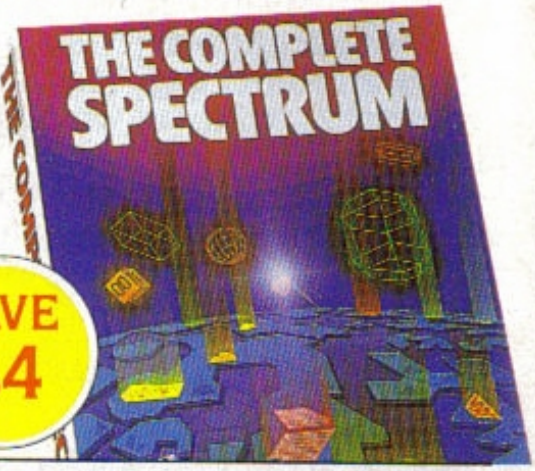
Some guides and teaching aids you may have missed

The collected wisdom of a dozen different computer journalists and writers

Integrated by editor Allan Scott, specialists in every field build up a complete picture of all the possibilities offered to you by your machine, combining an overview with detailed topic reviews. Assuming no prior knowledge, this major work covers every aspect from first starting out to high-level programming and peripherals, including value-for-money advice and assessment techniques of everything from games to add-on equipment.

Hardback Edition 488 Pages 9¾" x 6¾"

1361 Published at £12.95 **CLUB PRICE £8.95**



SAVE £4

Push to the very frontiers of your Spectrum's visual display capabilities!

Requiring some experience of machine code, this hitherto unpublished collection of professional quality routines offers truly spectacular effects, including *Full Screen Images & Horizon, Interrupt Driven Sprite Animation* and *Hi-res Colour 8 times normal!* Like the further routines of PRINT, PLOTTING, DRAWING and KEYBOARD SCAN, these make no call to ROM, giving dramatic increases in the speed of your programs!

Paperback 202 Pages 8" x 5½"

1474 Published at £6.95 **CLUB PRICE £5.20**

Lets you draw on the screen straight away!

Along with two programming manuals using screen shots to show just what you should see at every stage, you also get a full demonstration cassette complete with a ready-to-use program!

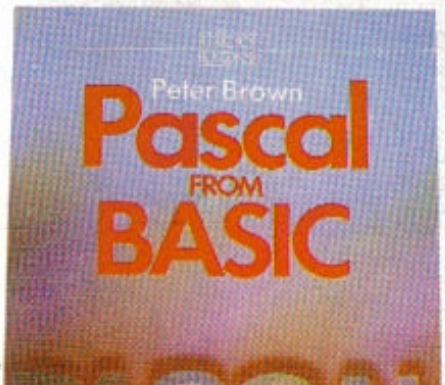
One manual covers general and high resolution graphics, while the second includes animated images like your own cartoons which you can save to tape, with the program cassette's machine code ensuring that everything you create moves like lightning!

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

1837 Released at £15.95 **CLUB PRICE £11.95**

SAVE £4

"A model for the way all text books should be written" *Computers in Schools*



Far from being dry, this cartoon-illustrated work reflects its author's approach to avoiding programming problems that, as he wryly observes, in BASIC can be "like trying to kick a dead whale along a beach".

Instead of teaching programming from scratch, this book realigns your BASIC thinking into the structured form required by Pascal, noting that if you can't make something work then you probably shouldn't be trying to do it that way at all!

Paperback 182 Pages 9½" x 6"

2217 Published at £7.50 **CLUB PRICE £5.50**

Puts you in the producer's chair!

Create your own animated movies AND write your own music to them!

For openers, *Pazazz* gives you four sequences of cartoon-style animation that you can instantly adapt as you wish to your own ideas.

Its real function, however, is to enable you to use the power of your computer to make any number of your own complete new movies!

You can create your own story lines with animated images, music themes and sound effects up to four minutes long, and save each to tape.

As a demonstration to get started you can mix elements of the demos so the break dancer instead of the skeleton appears in the graveyard, or the headbanging disco dancer retires to a peaceful forest!

Within a thousand frames, a million possibilities

In addition, you can convert the principal character into anything else that fits the same space, like a plane or submarine instead of the clown, then change the background to suit.

You can even split the central shape into several smaller ones like, say, bats at large in the circus – then change *that* to a haunted house!

Every function, including making your keyboard a musical one to write your own themes is simply selected from the scrolling options display.

With all these infinite, tape-savable possibilities, allowing even perfect

SAVE OVER £3

synchronisation of up to 1000 frames or 4 minutes of music and images, *Pazazz* really does mean the only limit to your filmic creativity need now be your own imagination!

3634 Released at £14.95

CLUB PRICE £11.20

"The best example of a realistic 'Spy World' game to be produced to date." *Computer Trade Weekly*

"A classic... the icon graphics are excellent and the speed is incredible... one of the most enjoyable, complex but easy-to-operate computer games which I have played in a long time" *Sinclair User*

"Highly original... a high level of excitement... there is a real feeling of being there" *Computer Gamer*

"A must for adventure enthusiasts... excellent" *Personal Computer World*

"Exceptionally well thought out... beautifully produced... extremely good value for money" *Computer Trade Weekly*

2440 Released at £12.95 CLUB PRICE £8.95

SAVE £4

Endorsed for authenticity by R.A.F. 617, the squadron of the heroes themselves!

A superb computer simulation that puts you in command of both a Lancaster bomber and this momentous mission!

Brilliant as it was, the execution of Barnes Wallis' bouncing bomb concept still depended on the courage and skill of Lancaster bomber crews. This game follows the formation of an elite squadron, RAF No. 617, and takes you through the stages of training and practice, crossing the Channel and on to the bombing of the dam itself. Uniquely, this game doesn't simply place you in the position of the pilot, but also gives you a true commander's responsibility for the safety of all your men, requiring that you take on the roles of every member of the Lancaster bomber's crew.

"A very good game... has achieved perfectly the feel of all the people together in a bomber" *Home Computing Weekly*

"A superb simulation... demanding, realistic, good graphics and sound, everything you could want" *Your Computer*

Separate display screens for each crewman's sight, sound and part in the action!

Outstanding quality graphics from the celebrated US Gold software house show and control the action on separate screens for each of the crew: pilot, navigator, flight engineer, front gunner, rear gunner and bomb aimer.

As the pilot in command, you need constant reports on events from the other crew members, which you get by switching between their screens. If you miss a report from, say, the tail gunner, your Lancaster could be damaged or even shot down by a fighter attacking without you knowing until it's too late, so an alert pilot checks all stations continuously and commands the necessary actions such as returning fire.

Additional screens provide damage reports after combat, scrolling navigation maps and diagrammatics of bomb trajectory and dam status, while all crew screens in action show respective views of attacking fighters, searchlights, barrage balloons, gun batteries and other dam defences.

Three levels from Practice Dam Approach, Flight Lieutenant (Channel Crossing), to Squadron Leader (complete mission from take-off and inflight combat to dam bombing) make this a game offering absorbing entertainment rivalling the demands of the real thing, with the pack containing original notes by Barnes Wallis and Guy Gibson.

Pack 8½"x6" of program cassette, 16-page instruction booklet plus reproductions of contemporary documents

3334 Released at £9.95

CLUB PRICE £7.45

Can you stop your micro from getting away with murder?

Computer crime is conventionally taken to mean the frauds people use them to commit.

But suppose computers themselves planned murders? Would a human detective still be effective?

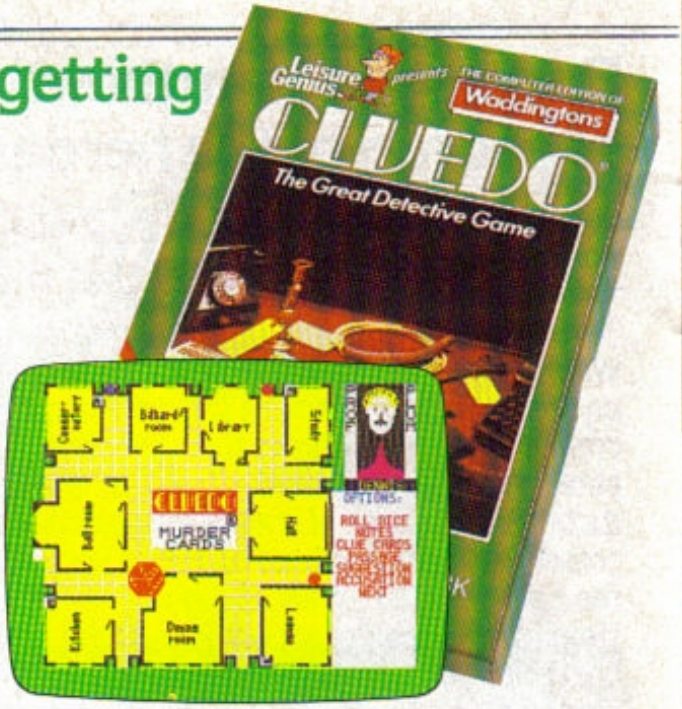
Find out with *Cluedo*, the famous Waddington's board game now programmed for your Spectrum. Characters, locations, weapons and rules are all the same, but your opponent may be totally different!

The only human errors will be your own

While you can choose between three skill levels playing solo against your computer, it'll make no merely mortal mistakes or oversights.

If you fancy your chances better in a crowd, the program can also provide you with up to 5 'computer' opponents to play against, as well as allowing you and your family or friends to use the screen like a game board in the usual way.

You can even mix human and computer players up to a total of 6, but remember that the program thrives on human errors, while no accusation like *Miss Scarlet with the Revolver in the Library* will ever disconcert an impersonal machine – unless you're impeccably logical yourself!



"A superb blend of the old with the new" *Personal Computer News*

"Will provide hours of fun this Christmas" *Computer & Video Games*

Pack 6¾" x 4¾" contains program cassette, 12-page instruction booklet and detective notepads

2443 Released at £9.95 **CLUB PRICE £7.45**

Want to keep your affairs in better order?

Now it couldn't be easier than with these ready-made programs!

One of the beauties of computing is the way information stored in the memory can be constantly updated, with the microprocessor making all the necessary subsequent calculations and amendments. Enter a single transaction to the records you've already stored using the *Finance Manager* program, and the computer will instantly re-calculate all the remaining steps to give you your bank balance or any other total of up to 225 different accounts. Full screen presentation as it happens makes this program extremely user-friendly and easy to use, with automatic double entry for accounting accuracy.

The same applies to *Address Manager* which can store 400 different full sets of details or 1500 key individual names, titles or references in easily maintained alphabetical or any other order. It saves scratchings out and address book pages overflowing with out of date information, and you can print out the results of both programs using any standard ZX Spectrum 32-column printer.

Packs 7" x 5½" contain program cassettes plus 12 & 24-page instruction booklets respectively

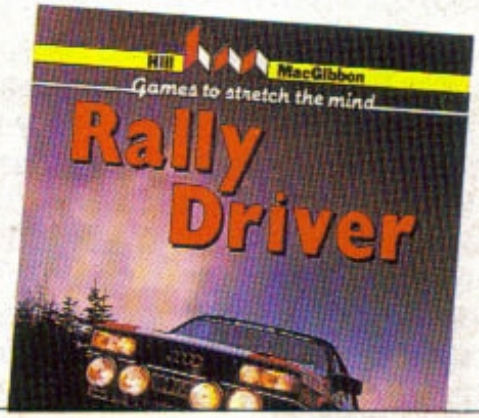
7914 Released at £17.90 **CLUB PRICE £13.40**

Arcade action replays for Christmas!

Great games that also make super presents!

Stretches your skills, reactions and decision-making to the limit

Choosing from a map giving several ways to reach each checkpoint, you steer at speed through the superb graphics of your route with keyboard or joystick, taking constant account of conditions and dashboard 'news flashes' that could demand a change of plan. Qualifying for the next of each of 3 stages means climbing the leader board, at the same time coping with all the hazards of day and night driving, slippery patches, stray pedestrians and a lot more!



1404 Released at £9.95 **CLUB PRICE £7.45**

Triple-packed with value at under £3 each!

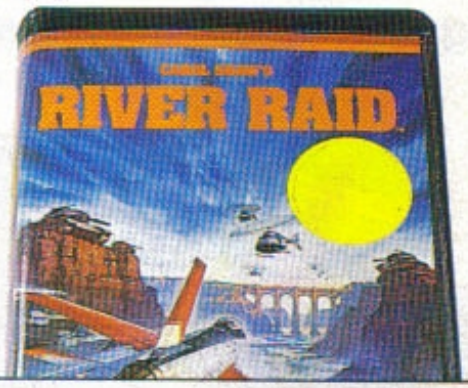
Pool automatically scores with computer hustlers for superb sound and colour simulation, accurate cue line-up and precision speed control of every shot! *Winged Warlords* means mid-air jousting as your steed flies between levels, avoiding evil re-born red knights and the invulnerable Red Bird of War! *Spectrum Safari* demands escape from the Island of Death, where predatory animals look on laughing as you attempt to bargain for food and transport with natives.

7286 Released at £12.99 for the three
CLUB PRICE £7.99 FOR THE THREE

Destroy enemy strongholds before they destroy you!

Attack a series of bridges defended by river gunboats, tanks, balloons, helicopters and jets, and use your missiles to destroy these and nearby fuel depots – unless your own jet needs refuelling! The further you go, the fiercer the defences and scarcer the fuel gets, so can you escape crashing or being shot down on the mission also known as The River of No Return!

NEEDS A JOYSTICK



1631 Released at £7.99 **CLUB PRICE £5.99**

Two quests for a Silver Cup and Olympic Gold!

Sir Lancelot's search calls for adventurous collective strategy as well as arcadian combat skill to overcome the marauding monsters who guard the score or more castle chambers wherein lies the Holy Grail.

To become a *Sports Hero* in the 100 Metres, 100m Hurdles, Long Jump and Pole Vault, you must win your way up from local club meetings to a college scholarship, and finally to pursuit of all four Olympic Golds!

7701 Released at £12.90 for the two
CLUB PRICE £8.90 FOR THE TWO

Would history have been different if Hitler's last offensive had succeeded?

Play as either side in real time against your computer or an opponent

Acknowledged by Allied generals as a brilliant manoeuvre that could well have succeeded, this German initiative to take control of the Antwerp road and port was lost only through unforeseeable bad weather and consequent shortages of fuel and ammunition supplies. Such are the fortunes of war. But, with these hindsights, you can now replay events as either side against either an opponent or your computer in real time. The sophistication of this game means that, as in real combat, events move fast and a number of different things can be happening simultaneously. The game therefore offers a joystick as well as keyboard option to speed up or simplify your commands, plus a game pause facility to give you time to work out your next moves in complex situations. Developments may also be displayed in continuously scrolling intelligence reports, and *The Bulge* further offers sophisticated graphics over a large playing area, with both detailed action and overview screens.

"Without question the biggest (in terms of playing area) strategy game I've seen, it's also incredibly fast... overwhelming scope and power" ***Crash***

This is an exceptionally satisfying strategy game that will realistically let you rewrite – or reaffirm – the original result.

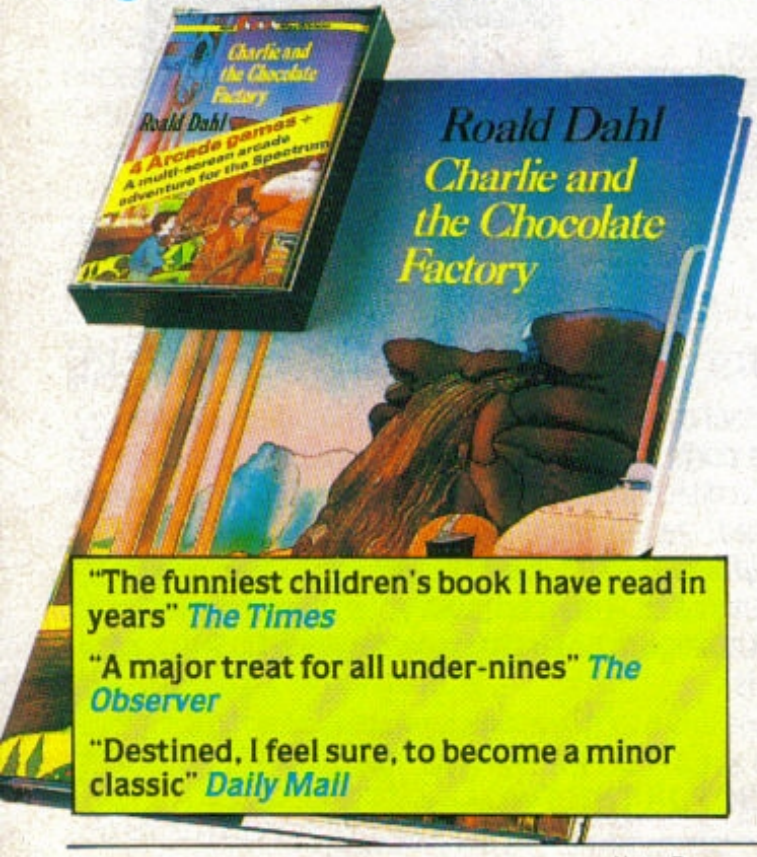
Pack 8¾" x 7" contains program cassette plus 16-page strategy and instruction booklet

4124 Released at £9.99 **CLUB PRICE £7.45**

A real stocking-filler!

AMAZING £5 SAVING!

This beautifully illustrated hardback edition of the best-selling book together with a double-sided cassette of five different games!



"The funniest children's book I have read in years" ***The Times***

"A major treat for all under-nines" ***The Observer***

"Destined, I feel sure, to become a minor classic" ***Daily Mail***

Illustrated by the award-winning artist Michael Foreman, this hardback edition of Roald Dahl's children's classic is a book to treasure. The games bring little Charlie, who was so poor he could only have one chocolate bar a year, delightfully to life as he wins the Golden Ticket to the chocolate factory where he can gloriously indulge in Cavity-Filling Caramels and Strawberry Juice Water Pistols!

The rest of the crowd, Augustus Gloop, Violet Beauregarde, Mike Teavee and the unlovable Veruca Salt, all risk suitably sticky ends in different bits of the factory's machinery in the four arcade games, while Charlie's adventure takes him through 43 interlocking rooms in search of the six golden keys to the Great Glass Lift going to The Most Wonderful Place in the World!

160-page hardback book 9½" x 6½", plus double-sided program cassette

7478 Released at £15.45 **CLUB PRICE £10.45**

Note: Postage and Packing is not included in the club prices shown in this magazine.