

**SINCLAIR SPECTRUM**

# PROGRAM

**THE MAGAZINE OF THE HOME COMPUTER CLUB**



**At last —  
the ultimate  
adventure game of them all!**

**Your New Year  
MAIN SELECTION  
see pages 2 & 3**



# Carry the mystical Ring on an epic and peril-packed journey where fantasy and wonder mix with the terror of dark forces.

## Now "Lord of the Rings" continues the extraordinary story that began with "The Hobbit"

The long wait for the sequel to the classic adventure game of all-time – "The Hobbit" – has finally ended. Now "Lord of the Rings" takes you on an even more fantastic odyssey with J.R.R. Tolkien's unforgettable characters in a computer adventure that is likely to become the most incredible program of them all.

Based on "The Fellowship of the Ring" – the first part of Tolkien's great trilogy "The Lord of the Rings" – this unsurpassed adventure from Melbourne House lets up to four people play at once! Or two players can take on two roles each. Single players can adopt one of the main characters and can swap their characters in mid game.

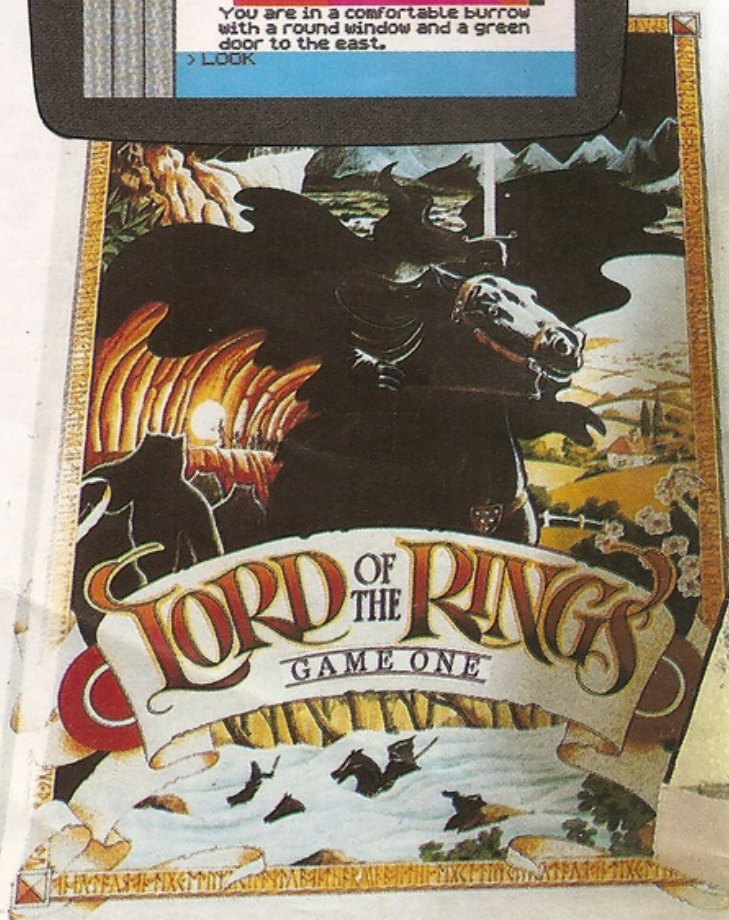
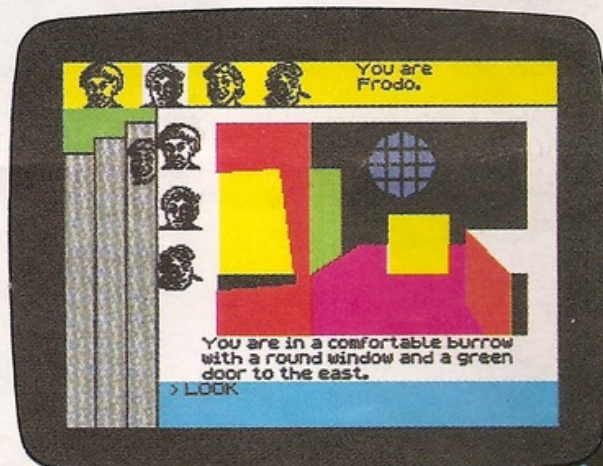
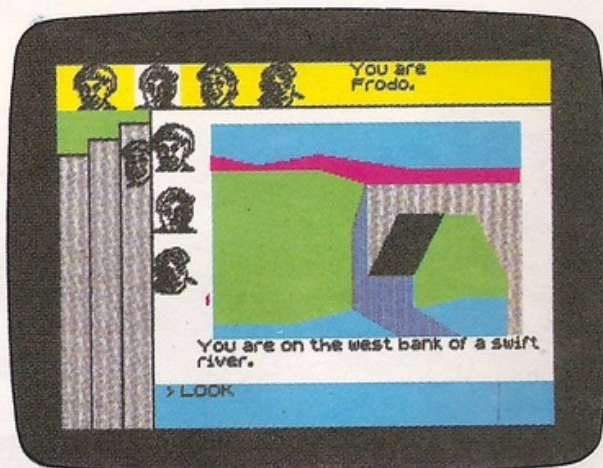
Your mission is to carry the mystical ring through Middle Earth safely and deliver it to its appointed master.

The great Quest from Shire to the Land of Mordor is riddled with dangers that defy the imagination. The dreaded Black Riders will thwart you at every turn in their evil efforts to steal the ring while the hideous Orcs continually swoop down for battle.

Beware of the deadly Black Riders. These servants of the evil powers are pledged to snatch the wondrous Ring for their own wicked ends.

To defeat the Black Riders and other enemies you must guide your chosen character to make the right moves at the right time. The clues to their behaviour are hidden in "The Fellowship of the Ring" the paperback book, included in the package.

For example, it is important to know that elves "seldom give unguarded advice" and "Wizards are subtle and quick to anger". Who is really Mr Underhill? And how does Frodo survive the Orc's spear?





Such is the power and complexity of "Lord of the Rings" that it is possible to play at dozens of different difficulty levels so that your final score could be 50 per cent or even 120 per cent!

The rigours of being a Ring-bearer are great and faint-hearted adventurers may possibly never finish the journey through Middle Earth.

## FULL PAPERBACK NOVEL INCLUDED

The complexity of "The Lord of the Rings" computer adventure means it is virtually hopeless trying to tackle the whole game without reading "The Fellowship of the Ring". So naturally the full 530-page novel is included with the twin-cassette pack and comprehensive instruction book.

For unless you instruct your characters correctly from the clues you have learned in the book, they will ignore your requests and may even turn against you! And if you neglect some of your characters strange and unforeseen things can happen!

It is possible to complete part one of the adventure without reading the Tolkien novel. But obviously your chances of success are greatly improved once you are familiar with the countless changes of scenes and characters in this incredible imaginary world.

Players already familiar with the best-selling game "The Hobbit" will find part one of "Lord of the Rings" similar in difficulty although it could still take adventure novices up to three months to complete this part of the adventure.

However, part two is much more difficult and will provide a challenge for even the most seasoned adventurer! And you will only be able to solve the challenges and puzzles of the second adventure when you have achieved success in part one.

### Amazing 900-word vocabulary!

No longer are you limited to issuing your instructions in terse phrases. The fantastic vocabulary of 900 words of "Lord of the Rings" now allows you to communicate with your characters in full sentences. Tell them to pick up (or drop) objects and move in the direction you want in proper English. You'll find the vocabulary of "Lord of the Rings" so vast it will seem as if you are actually talking to Frodo, Gandalf, Sauron or any of the other characters. The on-screen narratives of "The Lord of the Rings" ensure that the descriptions of each location and scene are more comprehensive than ever to give a chilling sense of atmosphere as you carry the Ring further into the unknown worlds of Rivendell, Mordor and Middle Earth.

Pack 8" x 5 1/4" containing 530 page paperback, 2 cassettes and instruction manual.

4376

Released at £15.95



**CLUB PRICE £11.95**

**SAVE  
£4**

### Important

This issue of Program features 23 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection "The Lord of the Rings" 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



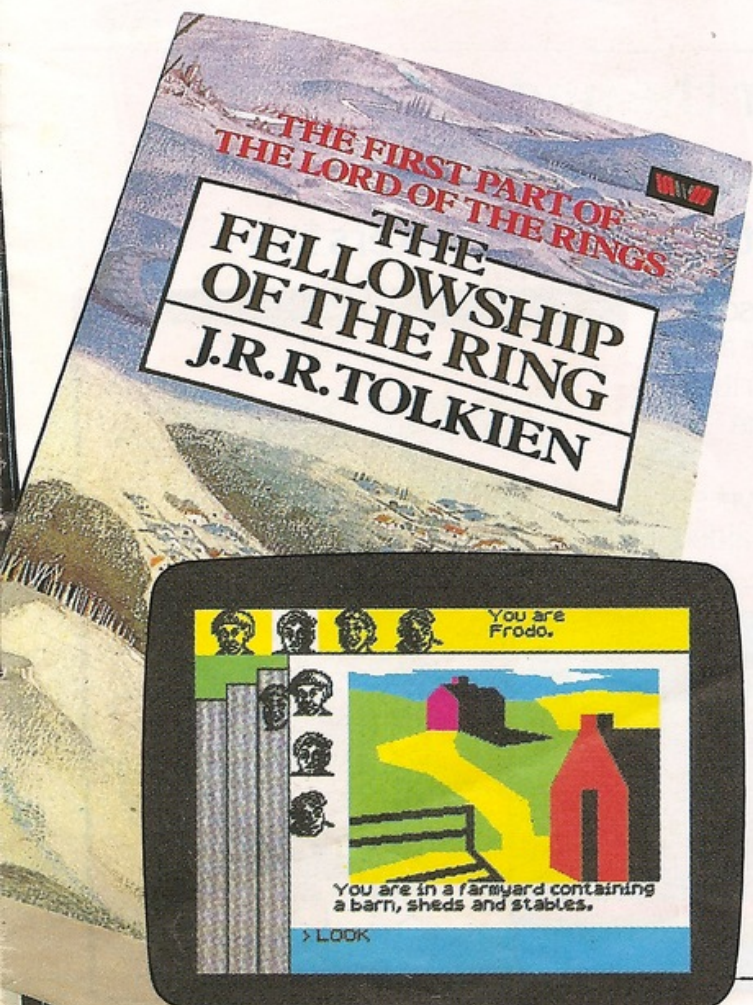
This symbol means the item on offer is a book



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





## A powerful graphics and design tool that requires no programming knowledge.

Unleash your creative powers on this superb icon driven graphics pack to create beautiful pictures at the touch of a key. Select from 16 different pen shapes, spray gun or brush to form your linear outline, utilise pre-set shapes such as circles, boxes and straight lines (especially useful for Computer Aided Design), and experiment with the colour palette which offers eight inks, eight paper colours and the unique Bright and Flash options which allow you to set each colour at Normal, Bright, Flashing and Bright Flashing.

With special Push Page facility, which allows you to draw under the icon boxes and even down to the two bottom lines of the screen, electronic rubber, undo facility which erases the last command and restores the screen to the way it was before you touched it last, this exciting tool can be used by complete beginners!

For use with keyboard or kempston joystick control, microdrive compatible and saveable (using easy-to-operate icon commands) to cassette or microdrive, plus a variety of pre-set pattern designs, for you to edit or customise, the only limit to your imagery will be your imagination.

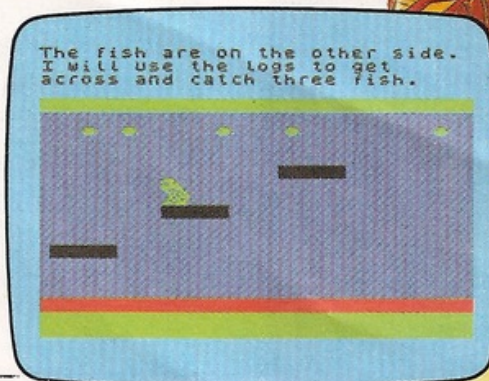



**4517** Released at £9.95 **CLUB PRICE £6.95** 

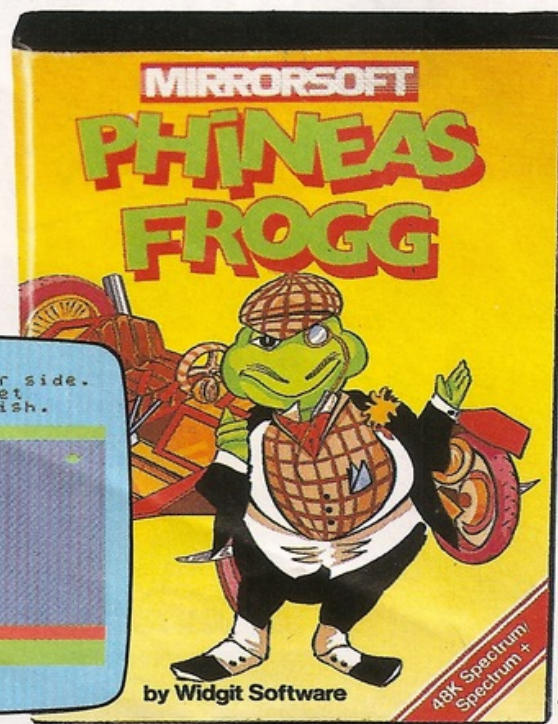
## Great adventure fun for the under-12's with Phineas Frogg – special agent!

### Help Phineas solve the mystery of the Hamsters Lair.

Phineas Frogg is no ordinary frog. In his time he has rescued maidens in distress and blown up deadly weapons. He's a special agent and fighter against the scourge of the terrible hamsters who hide in SLOTH (Secret Lair of the Terrible Hamsters). He sets out on his adventure with text and graphics that will hold the attention of the younger players for hours on end as they guide Phineas around SLOTH aided by the secret documents and story included in the pack. And while they are playing children are unknowingly refining their spelling skills and powers of logic. Get them off to the right start this year with this witty and challenging adventure game!



**4559** Released at £7.95   
**CLUB PRICE £5.95**





# "Adds a whole new dimension to the game" *Daily Mail*.

## Automatically acts as Banker, Dice, Chance, Community Chest – and Jailer!

It was only a matter of time until the world's best-selling and most popular board game became available on computer.

And for this official release, the original makers Waddingtons have also ensured the best possible version by commissioning the software from the acclaimed Leisure Genius team.

As well as retaining all the features that have made *Monopoly* a family favourite for several generations, this new computer version adds a number of further refinements that make the game even more enjoyable.

Allows up to 6 friends or family players – or provides you with up to five 'computer' opponents.

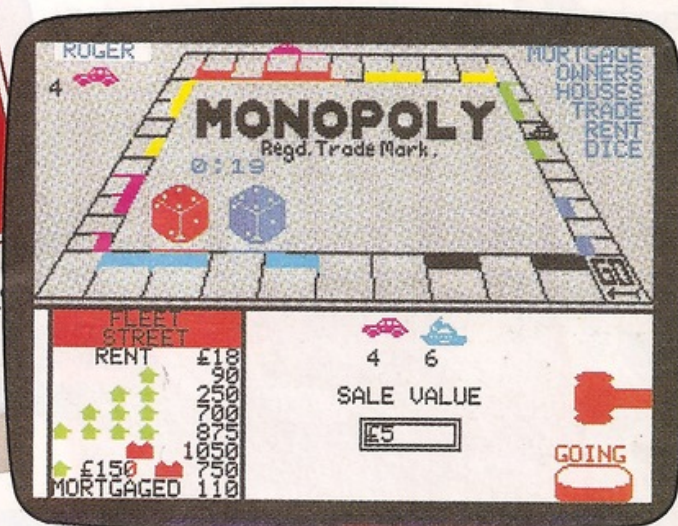
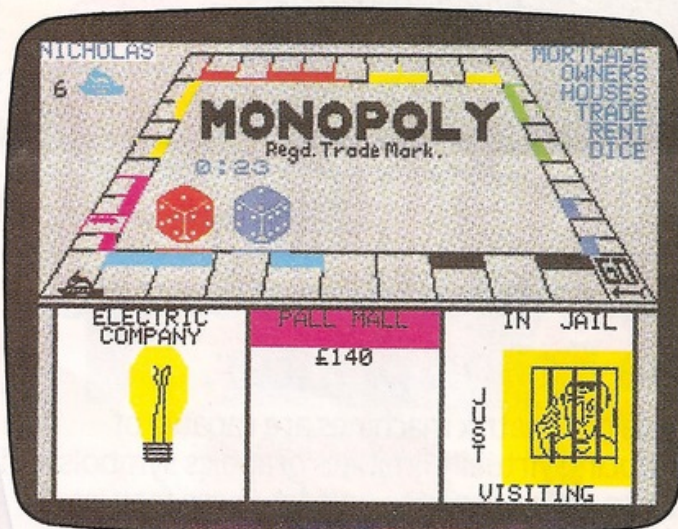
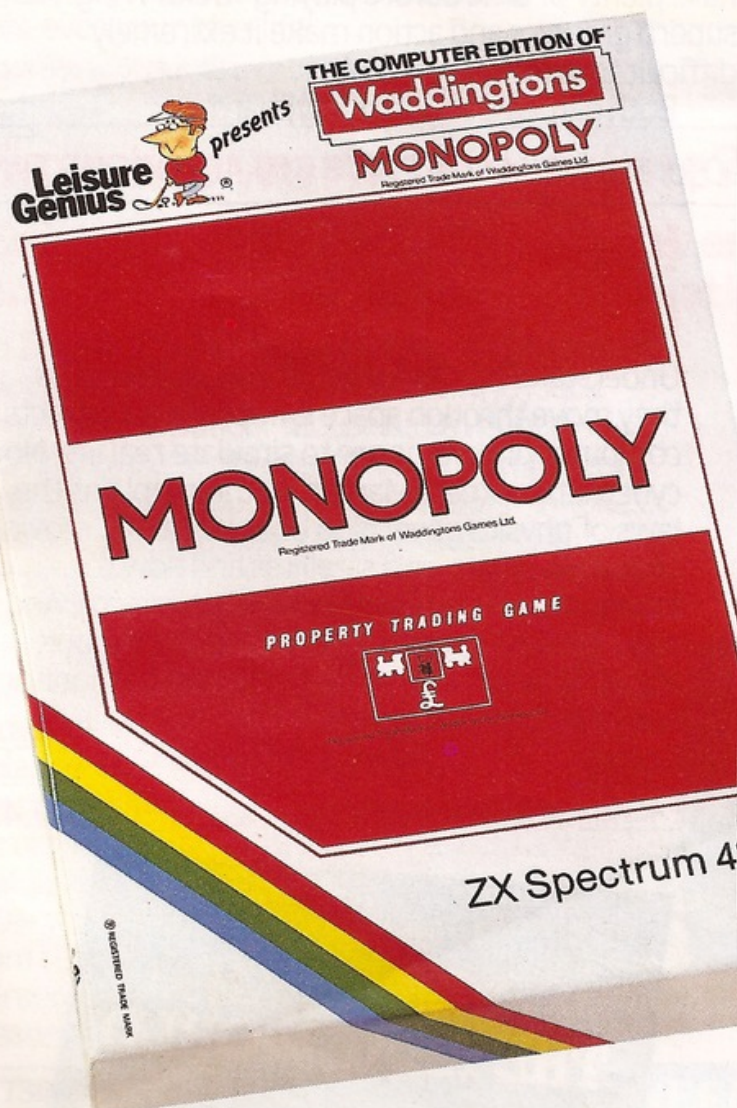
Whether you're playing against friends or the program, the computer will always automatically act as the Banker, leaving you and everyone else free to enjoy the game.

The computer also automatically rolls the dice at random for each player in turn, calculates rents owed (although it's still up to you to spot those due from other players), delivers Chance and Community Chest cards and automatically distributes dividends or collects fines due – and, of course, automatically acts as jailer!

You can also opt for the Short Game, when the program's built-in clock will continuously display the time remaining from the hours and minutes you have selected, notifying you when time is up and automatically nominating as winner the player with the most valuable holdings.

In addition, solo players who fancy a game can use the program's ability to provide up to five different 'computer opponents', so now anyone can enjoy *Monopoly* at any time!

**2326** Released at £9.95 **CLUB PRICE £7.45**





## Stretch your simulated flying and fighting skills to the limit with these two air battle winners.

Two of the most exciting and nail-biting simulation games you could find.



In the futuristic "Black Hawk" the mission is simple – just fly the deadliest plane ever made and destroy the land-based enemy airfields and missile sites. But before you reach the target, the enemy will have thrown everything at you from helicopter gunships to rocket launchers. With over 30 levels of play you can be sure that the missions will get tougher – if you survive the first sorties.

"Delta Wing" is an exhilarating air-to-air combat mission that gives you the chance to defend your territory against hordes of enemy fighters that spring out of the sun from nowhere. Fortunately the deadly jet fighter has a highly detailed instrument panel with a host of dials and indicators monitoring every vital function as the target aircraft swoop and roll. A special two-player version of "Delta Wing" is included for owners of Interface 1. Make sure you have plenty of time before playing "Delta Wing"; its superb graphics and action make it extremely difficult to walk away from!

Both games joystick or keyboard.



7362

Released at £13.90 for the two **CLUB PRICE £10.40 FOR THE TWO**

## Tap the hidden power of the Epson printer.

These dot-matrix machines are capable of producing virtually limitless graphics symbols and images. All you need to unleash these features is Susan Curran's book "Get more from the Epson printer" and you could be printing your own letterheads and elegant charts. A rudimentary understanding of BASIC helps but is not essential to get the most from this book which covers the RX, FX, JX, P-40, and P-80 printers from the Epson range. Paperback 164 pages 9 1/4" x 6"



3977

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



## Keep tabs on Halley's Comet!

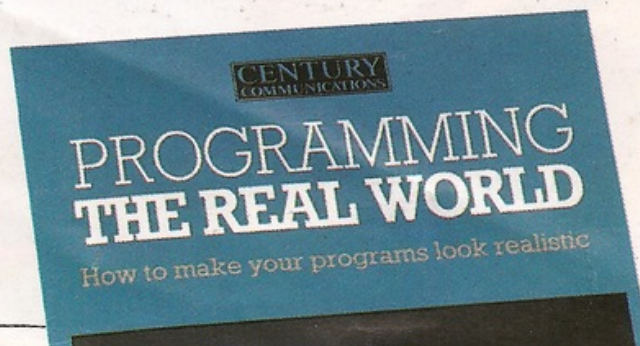
Understanding the forces acting on objects as they move through space is important if objects in computer programs are to simulate real life. Now cybernetics expert Marcus Watney explains the laws of physics governing bouncing balls, moving obstacles, orbits, and satellites and how to incorporate these laws in BASIC programs. And one of the most exciting exercises in the book shows how you can write a program to monitor how the satellite Giotto will intercept Halley's Comet.

Paperback 246 pages 8 1/4" x 5 1/4"



4245

Published at £9.95 **CLUB PRICE £7.45**





## Measure what you're really made of!

**Find out your true potential and gain a better insight into your strengths and weaknesses.**

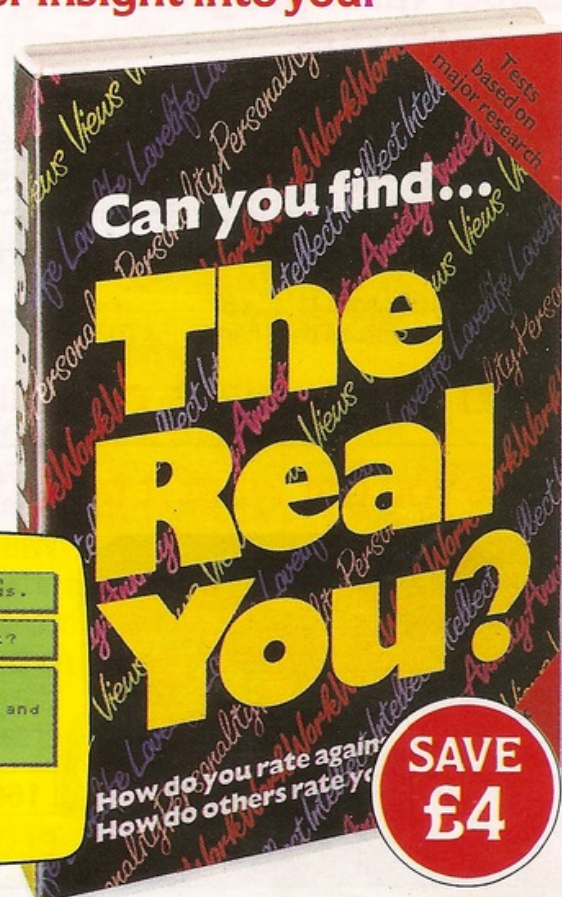
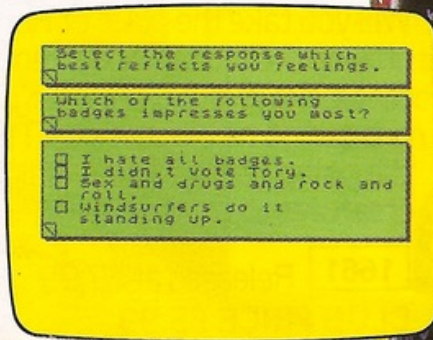
We've all taken part in those newspaper quizzes that claim to reveal our true feelings. Now the power of the computer and "The Real You" can be harnessed to really probe our character and personalities. Compiled by a leading university psychologist — Dr Michael Nathenson — "The Real You" takes you on a fascinating tour of your innermost feelings with a series of searching questions designed to reveal your true character.

### **Simple to use and interpret**

All you have to do is move a screen cursor to the answer of your choice. "The Real You" will keep score of your answers. Use the 48-page booklet accompanying the program to analyse and interpret your scores.

Compare your relationships with your friends and partners (parts of the tests can be taken by couples to check on mutual compatibility). See how self-conscious and honest you really are. More importantly, use this perceptive program to analyse and re-think your behaviour, attitudes and, yes, even your love-life!

Pack 8½" x 6" plus 48 page booklet



3446

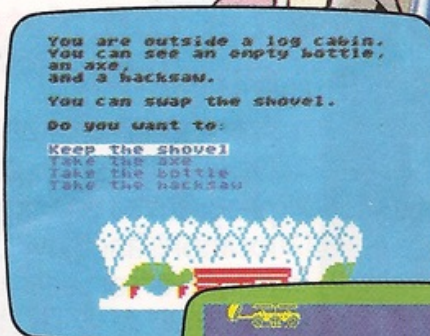
Released at £12.95 **CLUB PRICE £8.95**



## Save the world by teatime? That's a piece of cake!

**Enjoy your own cartoon character entertainment with this arcade/young adventurer combination**

In *Double Trouble*, three exciting jungle episodes range over four screens of amazing joystick animation as Danger Mouse has to hunt a computer clone of himself! Young computerati will also revel in each program's junior in-jokes, like its RAM (Remote Artificial Mechanism), ROM (Really 'Orrible Mouse), On/Off Electric Control Key (OO ECK) and many more punnies from which boring old grown-ups may cringe. *Danger Mouse in the Black Forest Chateau* is a learning adventure that's easy to use, with lots of colour graphics and no need of typing skills, yet it's also designed to develop young reasoning and problem solving abilities, encouraging note-taking and planning. For cartoon lovers everywhere — it's your chance to get DT out of a jam (!) and save the world from Baron Greenback's 'Microchips with Everything' coup by teatime!



**NEEDS A JOYSTICK**

7361

Released at £13.90 for the two

**CLUB PRICE £9.90 FOR THE TWO**





## CLUB BEST-SELLERS

Another chance to order these great offers!

### Super value programming with this book and cassette duo.

Get your Spectrum working in overdrive with the 100 great programs included in this great package. Ten sections cover programs from games and business to science, school, and lab applications costing under 6p a program. Use the cassette for ready-to-run samples or as the foundation for your own work.

Paperback 160 pages 11½" x 8"

Cassette pack with 44 page hand book 8½" x 6"

**7849** Released at £12.95 **CLUB PRICE £8.95**



SAVE  
£4



### Have you got what it takes to rescue men trapped underground?



Will you take the place of Roderick Hero in this perilous mine rescue attempt? Constantly descending you must rescue miners on every maze-like level before your power or dynamite runs out. Only a real pro can go below level 20. The deeper you go the more dangerous the going gets with loss of light, molten lava, and treacherous creatures to contend with.

**1661** Released at £7.99

**CLUB PRICE £5.99**



### Hang out with the hilarious Hampstead habitués

Hampstead is more than just a trendy village in London. It's a way of life in which outwardly sophisticated people use every trick in the book to get ahead. Play the Hampstead madventure game to see if you can get to the top. But don't take the rat race too seriously – take time to enjoy the laughs that are sprinkled throughout the game.

"The real point of Hampstead is that it is *funny*"

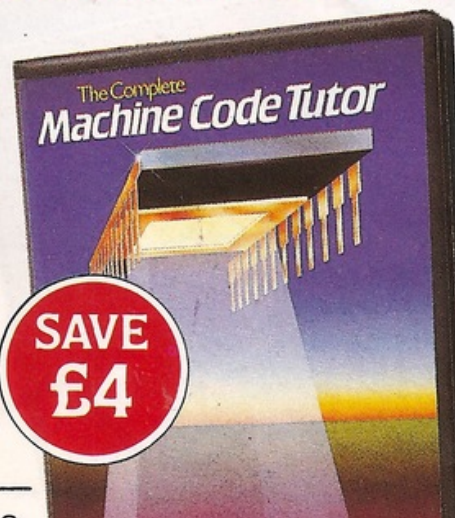
*Popular Computing Weekly.*

"Very funny...with a joke round every corner" *Time Out*

**1771** Released at £9.95 **CLUB PRICE £7.45**



### 33 lessons on two cassettes, complete with exercises and explanatory simulator



SAVE  
£4

Accompanied by an easy-to-use manual, The Complete Machine Code Tutor's simulator lets you single-step through each example program so you can see all the relevant registers, flags and memory locations and how the Z80 processor is affected by inputs. It will display error messages in plain English, telling you, for example, that YOU ARE TRYING TO RUN CODE IN AN ALLOCATED STORAGE AREA – an invaluable feature for even the most experienced machine code programmers!

Two-cassette pack 9" x 5½" with 24-page manual

**2279** Released at £14.95 **CLUB PRICE £10.95**

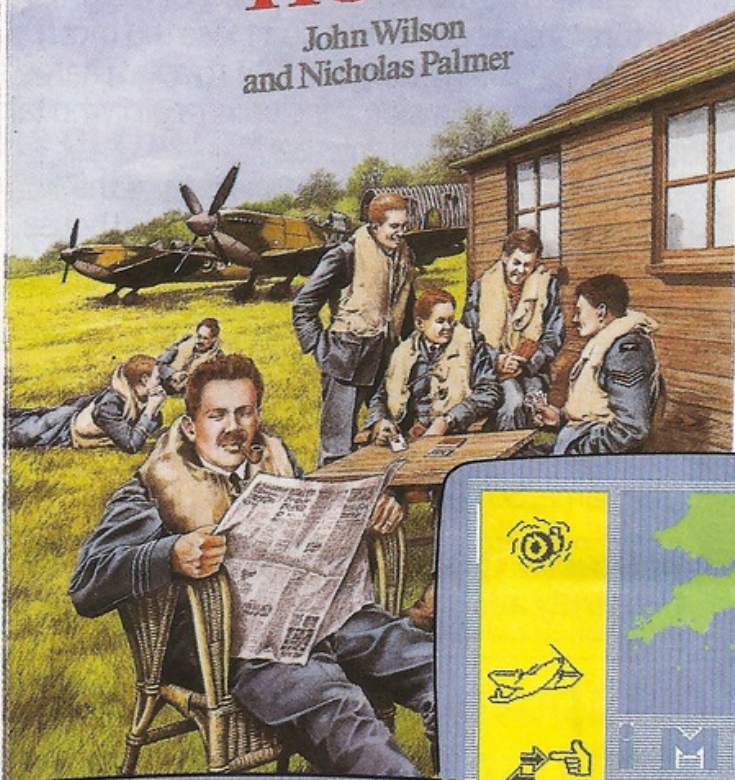




# Forty five years ago Britain fought for its survival. Could you have thwarted the Luftwaffe in the Battle of Britain?

## THEIR FINEST HOUR

John Wilson  
and Nicholas Palmer



Deep in a bunker the controller of Fighter Command wrestles with the dreadful decisions that could win or lose the Battle of Britain. The odds are fearful with Luftwaffe commander Goering controlling a huge bomber and fighter force to pave the way for Hitler's invasion fleet.

Today you can experience some of the tension of those fateful days with "Their Finest Hour" in which you control Fighter Command in a real-time strategic simulation of the Battle of Britain. "Their Finest Hour" is based on the actual events of August and September 1940 when the future of Britain hinged on a few hundred pilots.



### Icon-driven menus for ease of operation

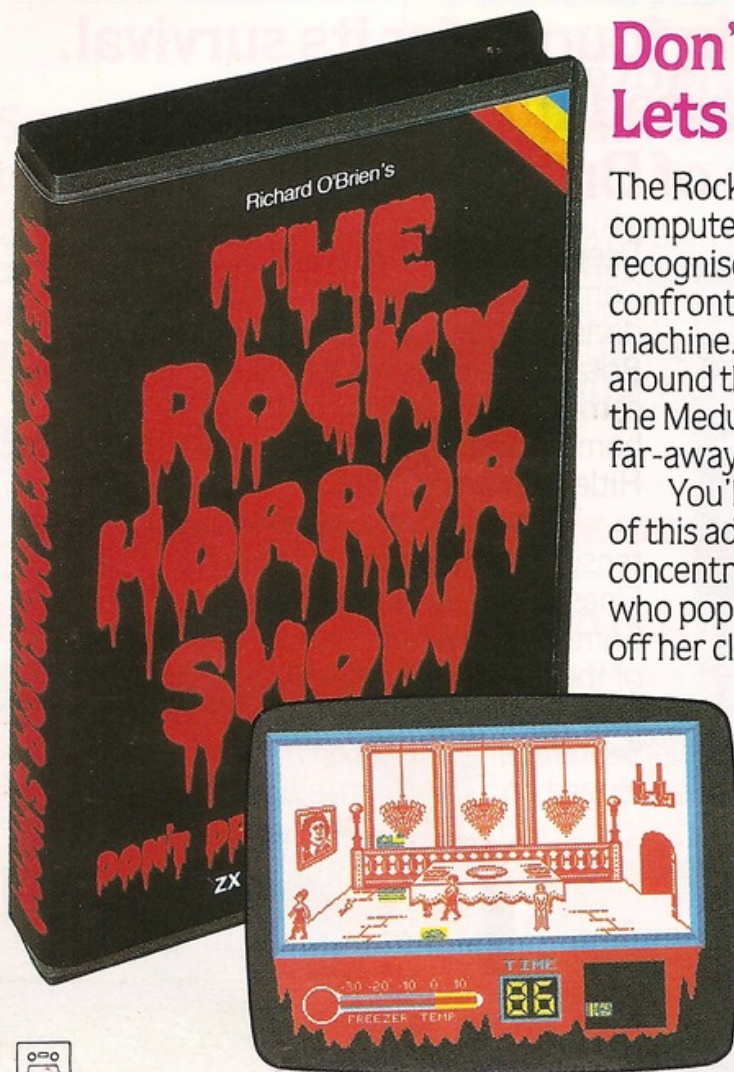
"Their Finest Hour" has icon-driven menus that make your decisions & deployments instant & enable up-to-the-minute status reports. Choose a one-day campaign for practice and then graduate to fighting the entire battle in the actual time it took to win!

Down in the bunkers you must assimilate the varied & sometimes patchy information on positions of key airfields, ports, and radar along with daily weather forecasts and you must keep track of all planes and the readiness status of pilots. You may intercept enemy formations but remember that events are taking place off screen as well, forcing you to make guesses about the appropriate action to take. At the end of each day's action you will be summoned to Churchill's bunker for an assessment of the War Cabinet's view of the battle's progress and your possible fate as a Commander!

SAVE  
£3

GERMAN TOTAL FORCE ESTIMATES		
TYPE	NOW	START
Me-109	781	781
Me-110	258	258
He-III	244	244
Do-17	135	135
Ju-87	281	281
Ju-88	368	368





## Don't Dream it – Play it Lets Do the Time – Warp Again

The Rocky Horror Show is back again – this time on computer! If you've seen the film or stage play you'll recognise the characters. But don't worry if this is your first confrontation with Frank 'n Furter and his dreaded Medusa machine. You'll soon feel at home as Janet or Brad creeping around the bizarre house in search of the different parts of the Medusa machine which alone can remove the strange far-away smile on your partner's face.

You'll be stunned by the amazing quality of the graphics of this adventure/arcade game. But don't lose too much concentration or you could bump into the strange characters who populate the crazy mansion – including a girl who takes off her clothes when you bump into her!

Your task is to find all the pieces of the De-Medusa scattered around the weird house. Only then can you wipe the stony smile from your partner's face and escape.

It's not often that films make as successful a transition to computer games as this one. And to help you get in the mood, you'll find a free Rocky Horror poster and window sticker included with the game. So don't dream it – play it!

**"A better than average take-off... I found it weirdly addictive" *Sinclair User*.**

**4560** Released at £8.95 **CLUB PRICE £6.70**

## Don't just use your home computer for recreation. Let it be a serious addition to your home.

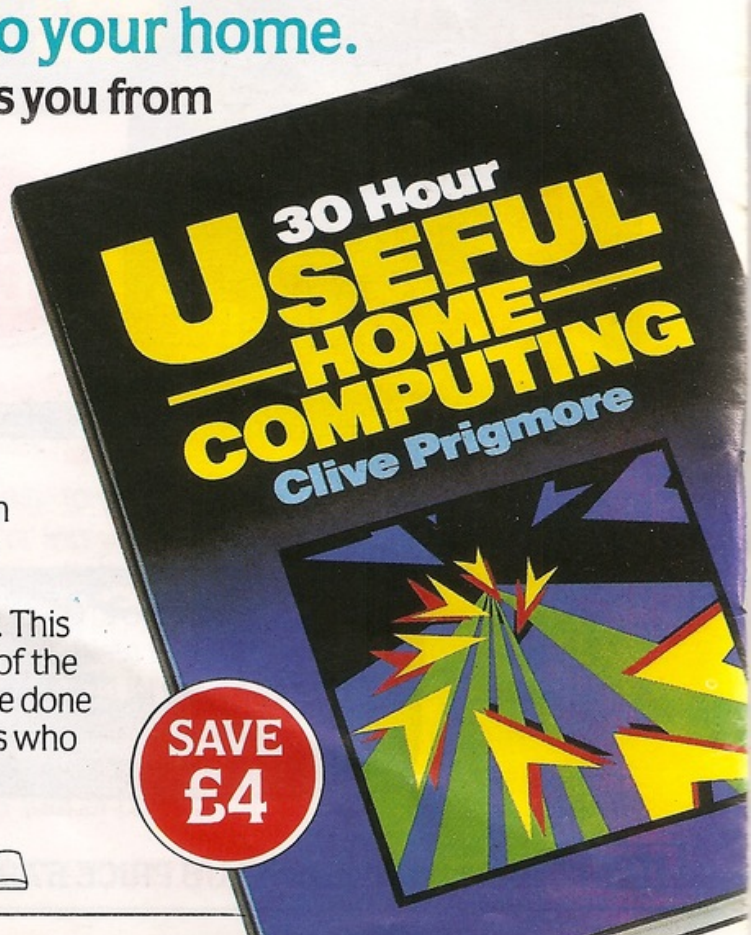
**The author of "30-hour BASIC" guides you from games to serious applications.**

Home computers are terrific for playing games with. But the time invariably comes when you want to ensure that they are a useful tool to have in the house. Clive Prigmore, the author of the best-selling book "30 Hour Basic" now tackles the problem of using the home micro for serious work in his new book "30 Hour Useful Home Computing".

Here he concentrates on practical uses for small computers showing that even a cheap home system can be used to successfully manage a small business, tackle your home finances, act as a diary, address book, menu-planner, mailing list, and electronic filing cabinet. This is one of the few books that cuts out the techno-speak of the user manuals to clarify exactly what can – and can't – be done with a home micro. An ideal book for computer owners who want more than recreation from their machines.

Hardback 181 pages 8½" x 5¾"

**3448** Published at £12.95 **CLUB PRICE £8.95**






## Another chance to catch up on these titles you may have missed

### Collect the original classic "The Hobbit" and learn to write your own Spectrum adventure game.

The long-awaited "Lord of the Rings" is now available, but here is another chance to order the classic original, "The Hobbit". If you want to create your own world of dungeons and dragons "Spectrum Adventures" is the indispensable guide to playing and understanding this enthralling pastime.

Paperback 187 pages 9 1/4" x 6" and bookware pack containing 285 page paperback 7" x 4 1/4" and program cassette.

**7053** Released at £20.90 **CLUB PRICE £15.40** 




**SAVE  
£5**

### One of the finest computer books ever published!




**SAVE  
£3**

This best-selling book was originally prepared for BBC TV's "The Computer Programme" by leading teaching authority Clive Prigmore. It has now been adapted and revised for the Sinclair Spectrum and will help you master the essentials of BASIC and makes an ideal companion to Clive Prigmore's "30-Hour Useful Home Computing". Hardback 259 pages 8 1/2" x 5 1/2"

**9706** Published at £9.95 **CLUB PRICE £6.95** 

### Double your reading rate and cut down on wasted time.

In today's world the amount of published information is greater than ever. To be able to monitor this wealth of data, speed reading is an essential skill. Now you can learn the system of speed reading as practised by successful people with this computerised course of 20 lessons. Not only will you learn to double your reading speed but also how to absorb and remember whole paragraphs of text scanned in milliseconds, gaining greater efficiency, retention and understanding of everything you read.

**1214** Released at £16.95 **CLUB PRICE £11.95** 




**SAVE  
£5**



### One of the most powerful chess programs yet written for the Spectrum

This is the program that was voted number one chess game by Computer Choice after it beat all other Spectrum 48K chess competitors. Yet despite its sophistication it offers 10 levels of play to suit every level from grand master to beginner.


**"Classy and elegant in check-mating" Computer Choice.**

**9643** Released at £9.95 **CLUB PRICE £7.45** 

### A complete starter kit for your Spectrum or Spectrum+

Bright, colour coded sections take you from Getting Going to Starting Programming. Learning About Your ZX Spectrum+ and Starting Basic. The cassette demonstrates all the principles and provides something for you to practice on safely, making everything about life with your Spectrum much easier!

Manual 80 pages 8" x 6" plus program cassette

**2561** Released at £7.95 **CLUB PRICE £5.95** 





## Powerhouse action from the best karate game of them all.

### Hand-to-hand combat thrills with the Way of the Exploding Fist.

The two fighters circle each other cautiously. Then suddenly – thwack! – a fist lashes out and one of the figures is left sprawling. This is the high drama of Way of the Exploding Fist, a game with graphics so good that the animated figures seem to have a life of their own.

The aim of the game is simple. Using an arsenal of up to 18 karate movements you must defeat your opponent within 30 seconds. Should neither player obtain two points the bout will be decided by the Shaoulin monk who sits in the background and holds up a white or red scarf depending on who has won.

Hundreds of sprite moving graphics have been programmed into the Way of the Exploding Fist. Matched to the realistic sound track of grunts and blows the quality of the game almost matches that of a cartoon. Play the Way of the Exploding Fist with keyboard or joystick – whatever method you use you can be sure of playing the most realistic and enjoyable computer combat game yet.

"State of the art animation and brilliant gameplay..."

**Zzap!**

"Loud, totally over the top, but just wonderful..."

**Computer and Video Games**

"Virtually beyond criticism – technically brilliant and visually absorbing." **PCW**

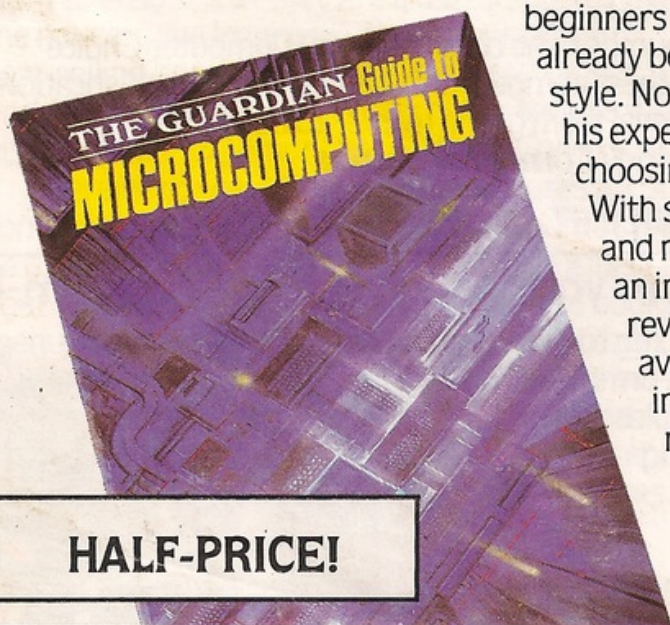
**3956** Released at £8.95 **CLUB PRICE £6.70** 




## Thousands of tips on how to get the most from your micro computer system.

Here is the reference book that covers aspects of computing for beginners to advanced users. Readers of The Guardian will already be familiar with Jack Schofield's easy but informative style. Now the editor of Practical Computing has set down all of his experience with computers to cover every eventuality from choosing the right add-ons to dialling up foreign databases. With sections on graphics, games, programming, education and networks "The Guardian Guide to Microcomputing" is an investment that will pay for itself many times over with reviews of software, hardware, and peripherals that could avoid costly mistakes. Essential reading for anyone interested in extending, understanding, and getting more from their micro.

Paperback 227 pages 9" x 6"



**HALF-PRICE!**

**3423** Published at £15.00 

**CLUB PRICE £7.50**