

SINCLAIR SPECTRUM PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB

THE COMPUTER TUTOR

A complete masterclass for your micro

THE COMPUTER TUTOR



**A Complete
Home Computer Course
for Advanced Users**

**Your Spring
MAIN SELECTION
See pages 2 & 3**

A highly illustrated, comprehensive accessible work book and reference

Packed with more than 400 attractive illustrations, charts and graphics to make learning a pleasure.

Takes you from a refresher course in BASIC through to Machine Code, Logo, Pascal and beyond.

How much easier computing would be if our friends were all experienced programmers and hackers. Owing The Computer Tutor is the next best thing. Within the covers of this fabulous compendium is packed all the expertise and experience of many seasoned experts who have been selected for their writing ability as well as their considerable technical knowledge. This book is a vital reference work for all serious computer users.

With separate sections on the most popular computing languages, The Computer Tutor leaves no relevant area uncovered. Unlike other program tuition books, The Computer Tutor teaches the theory behind each command and instruction and provides, throughout, projects, activities and exercises to explain and expand those theories. Not only will you learn programming commands, but, just as important, you'll understand the whys and wherefores of each input command used.

Hundreds of colourful charts and graphs illustrate the concepts conveyed by the text.

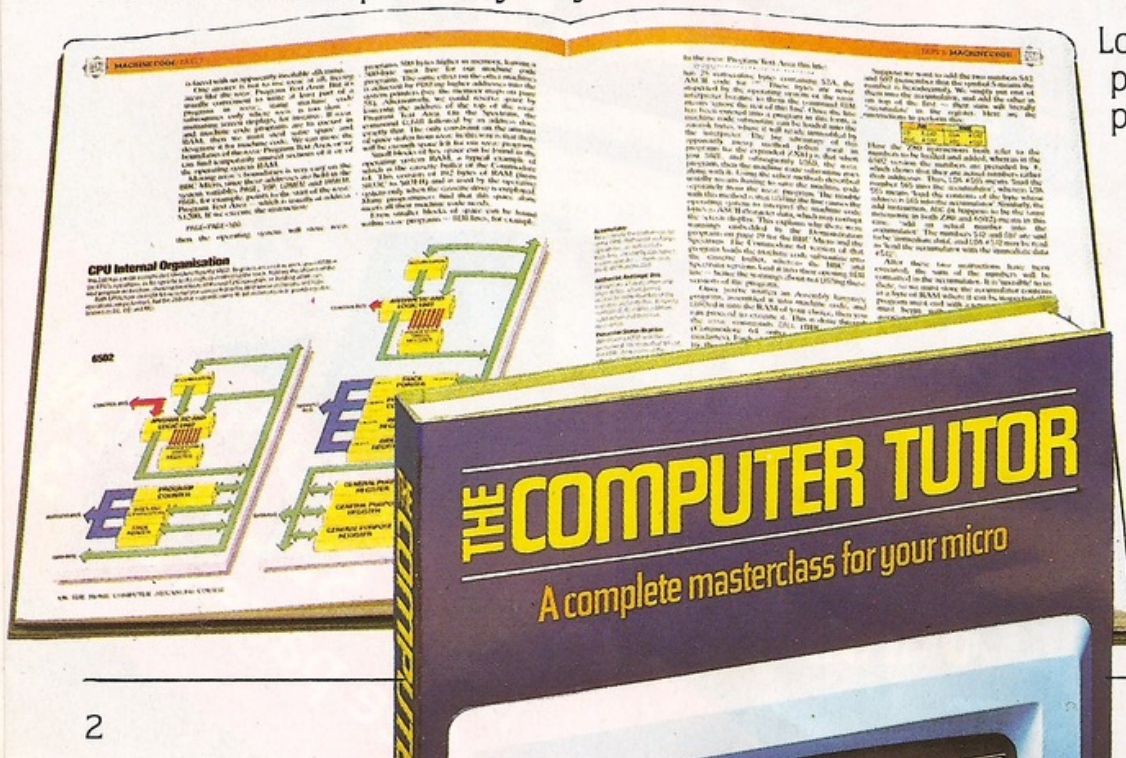
But it's not all theory and instruction. You'll also be given a rare insight into the techniques the professionals use with fascinating reports on how top software companies such as Psion and Vision go about producing best selling software.

Comprehensive adventure program listings show you step by step how commercial quality adventure programs can be written and also included are two complete, exciting adventure games for you to build. You'll be given valuable tips about improving your programming techniques; how to improve your flowcharts and test and debug your routines. If you are thinking of using your computer in business The Computer Tutor will familiarise you with the most popular business packages such as Lotus 1 2 3, Symphony and XChange.

Major sections on Machine Code, Logo and Pascal

Pascal, machine code and Logo are fast becoming popular among more proficient users.

Machine code programming is the key to the real power of the micro. The Computer Tutor takes an in-depth look at both the 6502 and Z80 operation codes with lessons covering all the fundamentals and theory behind this most powerful of



VENTURE

A vertical strip of a stained glass window. It depicts a landscape with a path leading from a small building at the bottom towards a larger structure in the distance. A figure is visible on the path. The scene is framed by a grid of leaded glass panes.

BAKING A MAP

The starting point for the design of your collection map is the location of the library material that is most important. On this map, the location of the various libraries within the nation, the position of the various states, and the location of the various cities are all considered "special" locations. The map is then divided into regions, and the locations of the various cities are marked. The map is then divided into regions, and the locations of the various cities are marked. The map is then divided into regions, and the locations of the various cities are marked.

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Number	Title	Author	Date	Status
1	Introduction to the Program	J. Doe	10/1/80	Completed
2	Basic Concepts of the Program	J. Doe	10/1/80	In Progress
3	Detailed Analysis of the Program	J. Doe	10/1/80	Pending Review
4	Implementation Details	J. Doe	10/1/80	Not Started
5	Conclusion and Future Work	J. Doe	10/1/80	Not Started

random each location. The only special consideration we have taken into account in choosing the location number is that all the specified locations have been numbered first. The order in which the others are numbered is not important, but each number must have been selected at a moment that they were not.

PROGRAMMING THE MAP DATA

The first programming task is to convert the information in the map data into a form that the computer can use. There are many ways of doing this, but the program, which is now being developed, will use a system that will build the map data in the form of a series of three-dimensional arrays. Each array will contain the data for one location. For example, location 7, UNCL, will contain the data in two layers or planes. The first plane will contain the data for the first half of the location, and the second plane will contain the data for the second half. The data in each plane will be organized in a way that is similar to the data in the map data. The data in each plane will be organized in a way that is similar to the data in the map data. The data in each plane will be organized in a way that is similar to the data in the map data. The data in each plane will be organized in a way that is similar to the data in the map data.

the process it is the first, which is also the last. It is the first because it is the first time that the world has seen a man of color in the White House. It is the last because it is the last time that a man of color will be elected to the White House. The election of Barack Obama is a historic moment, but it is also a moment of transition. It is a moment when the world is beginning to see a new kind of leadership, one that is more inclusive and more representative of the world we live in. It is a moment when the world is beginning to see a new kind of hope, one that is more optimistic and more hopeful. It is a moment when the world is beginning to see a new kind of future, one that is more bright and more promising. The election of Barack Obama is a historic moment, but it is also a moment of transition. It is a moment when the world is beginning to see a new kind of leadership, one that is more inclusive and more representative of the world we live in. It is a moment when the world is beginning to see a new kind of hope, one that is more optimistic and more hopeful. It is a moment when the world is beginning to see a new kind of future, one that is more bright and more promising.

**SAVE
£5**

[illegible]

Voted 'Game of the Year' at the British Micro Awards!

Marvel at the superb animation and sinister plot of this amazing espionage adventure.

The world is being held to ransom by Elvin Atombender, the mad professor bent on tampering with the computer codes of missile bases to trigger a missile attack that will destroy the world.

As agent 4125, your impossible mission is to disable and de-activate Elvin's robots which protect him in his underground stronghold and then find the passwords that will neutralise the threat.

Along the way you'll have to cross chasms, and negotiate the doors and platforms to move from one room to another. Each room is guarded by robots with a wide range of destructive powers.

When you can you must hack into the security terminals to temporarily disable robots. A pocket computer is part of your secret equipment that will help in decoding the puzzles that will give you the password to enter Elvin's control room and let you shut down the computer's central mechanism to avert disaster.

5650

Released at £7.95



CLUB PRICE £5.95

"Simply one of the best computer games I have played... we defy you not to be hooked from the moment you load it". **Computer and Video Games.**
"Particularly addictive... fine entertainment"
Sinclair User.



The inside story of the most famous man in computing!

It's here at last. The first definitive "warts and all" history of Sir Clive Sinclair as told by author Rodney Dale who has known the legendary genius since the early 1960's and who was given full access to Sinclair archives and private papers. You'll read how the middle-class kid from Richmond's first circuit design was rejected before he went on to produce the first pocket calculator and first computer to sell for less than £100. But it has not all been glory. And the book pulls no punches on detailing the mistakes made over QL, C5 and pocket television right up to the uncertainty that now surrounds the company's future.

Hardback 184 pages 9 1/4" x 7"

4948

Published at £9.95

CLUB PRICE £6.95



SPECIAL SPRING OFFER

Buy any two items and get one **FREE!**

Yes it's true. We're giving it all away. All you have to do is order any two items offered in this issue of The Home Computer Club magazine. We'll send you a mystery gift worth at least £7.95 especially selected from all the software and books we have offered since The Home Computer Club began.

Although you won't know what your free gift is before you receive it, you can be sure of two things. It will be suitable for your computer. And it will have already been offered by the club. Since it began The Home Computer Club has been pleased to bring you the best software, bookware, and books available anywhere, at

our very special prices. So you can be sure that your mystery gift will have already met our high standards.

This is no competition. You don't have to answer any questions or fill out any extra forms. Your gift will be despatched as soon as we receive your order for two products chosen from this Spring edition of the magazine. But remember that any items in the magazine released or published as a pair only count as one selection towards your free gift.



**WORTH
AT LEAST
£7.95**

Turbo-charge any BASIC program to run 40 times faster!

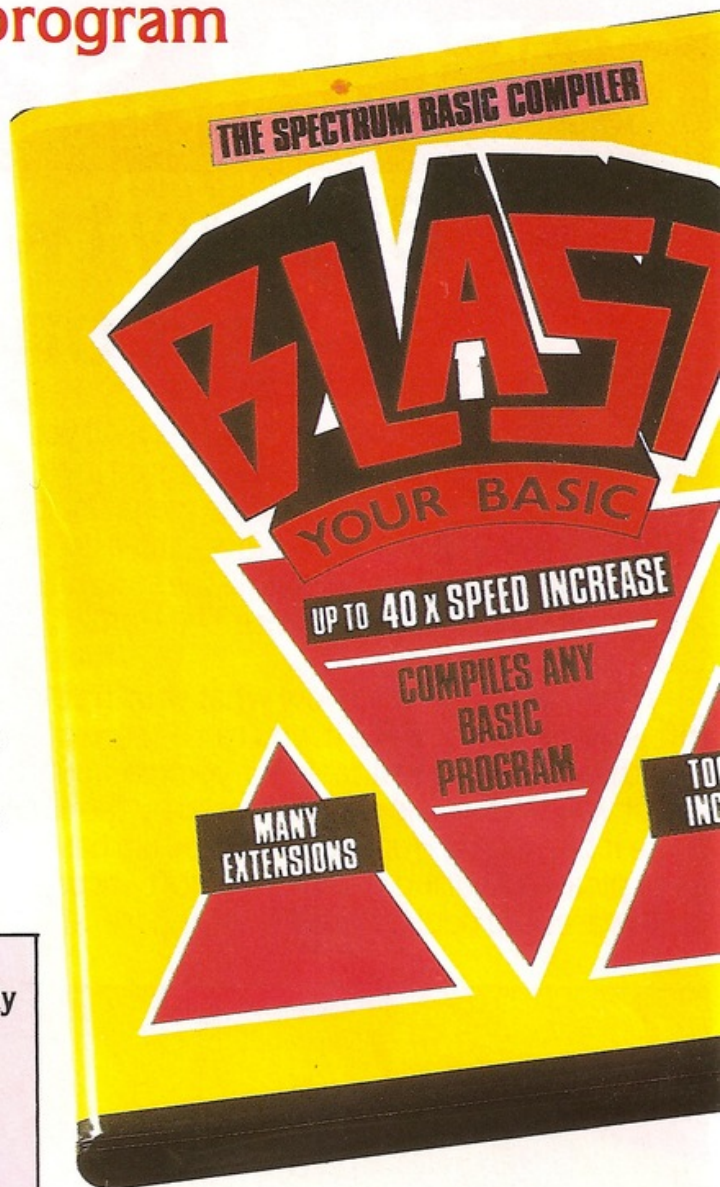
"The manual is superb and the system is a doodle to use. Marvellous, a vital utility for any BASIC programmer." *Popular Computing Weekly.*

Anyone who has ever written or used a BASIC program will find this incredible product a real boon. Normally when you run a BASIC program, the computer interprets it slowly one line at a time. However BLAST converts the entire BASIC program into machine code before it is run. The result is the execution of the program up to 40 times faster! Normally this sort of speed is only available if programs are written directly in machine code. Now BLAST gives you machine-code speed with BASIC simplicity. Unlike some other compilers, BLAST will convert all BASIC commands so practically any piece of BASIC code can be converted without fuss.

Pack 9½" x 7½"
32-page booklet.

SAVE
£7

"BLAST is the best compiler you're ever likely to want or need.... the amount of thought and development that must have gone into it was probably enormous"
Home Computing Weekly.



4817

Released at £24.95 **CLUB PRICE £17.95**



Expand beyond BASIC with this concise guide to Comal-80.

SAVE
£3

STARTING
WITH
COMAL
Ingvar Gratte

If you've ever wanted a programming language with the qualities of Pascal or Ada but with the ease of BASIC then Comal-80 could be the answer you have been looking for. Invented by two Danish teachers, Comal is a very structured version of BASIC that makes it possible to code complicated programs in an easy and concise way. "Starting with Comal" is the ideal introduction to Comal programming. Both beginners and expert programmers alike will get a working knowledge of this new language from the large number of exercises and examples found in this valuable reference book.

204-page paperback 9" x 5¼"

5193

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



Battle with Biggles to destroy the deadly German secret weapon

Astounding multi-stage 3D excitement based on the action-packed film.

Is it a nightmare? Or have you really fallen through a time-warp back to 1917 and the World War One battlefields of France? Whatever the answer there's no time to worry. Suddenly you're the gunner in an RAF biplane alongside Biggles – the legendary WW1 air ace – and flying over the German lines to locate and photograph a new German terror weapon that destroys its targets with deadly sound waves.

You and Biggles must dodge enemy shells and defeat an intercepting Fokker before being able to photograph the death weapon. And this is only part of your mission. Before the game is through, you will have helped Biggles escape from German soldiers, guided him through perilous underground tunnels, and a death-defying roof-top chase to present-day London pursued by the SAS, finally back again through time in a police helicopter ready for the final confrontation with the German terror weapon.

You'll need all your computer gaming skills and tactics to help Biggles succeed in his mission. For the programmers of this ingenious film adaption game have used every arcade trick in the book to keep you on your toes.

To add to the realism, there is a full repertoire of appropriate sound effects. You'll hear enemy guns firing, the deadly humming of the sonic weapon, explosions, rock falls, police sirens, and the title theme from the film soundtrack.

5699 Released at £9.95 
CLUB PRICE £7.45



Will you become the worm that turns?

From the prestigious adventure software team, Level 9, comes what is regarded by the critics as their best program ever. The adventure, set on Enoch, an earth-like planet run by robots in 2344 AD, utilises Level 9's new adventure system which provides a vocabulary of over 1,000 words and over 200 graphic locations.

Although Enoch seems initially to be the ultimate of civilisations, what with no taxes, crime, pollution or violence, gradually questions form and produce a general sense of unease. Questions will bar your passage through the city rather than obstacles and your aim is to work your way into the right-wing political organisation and eventually to the Seat of Power.

"It's superb" **Computer & Video Games**
 "Definitely rewarding... congratulations Level 9 on another imaginative hit"
Popular Computing Weekly

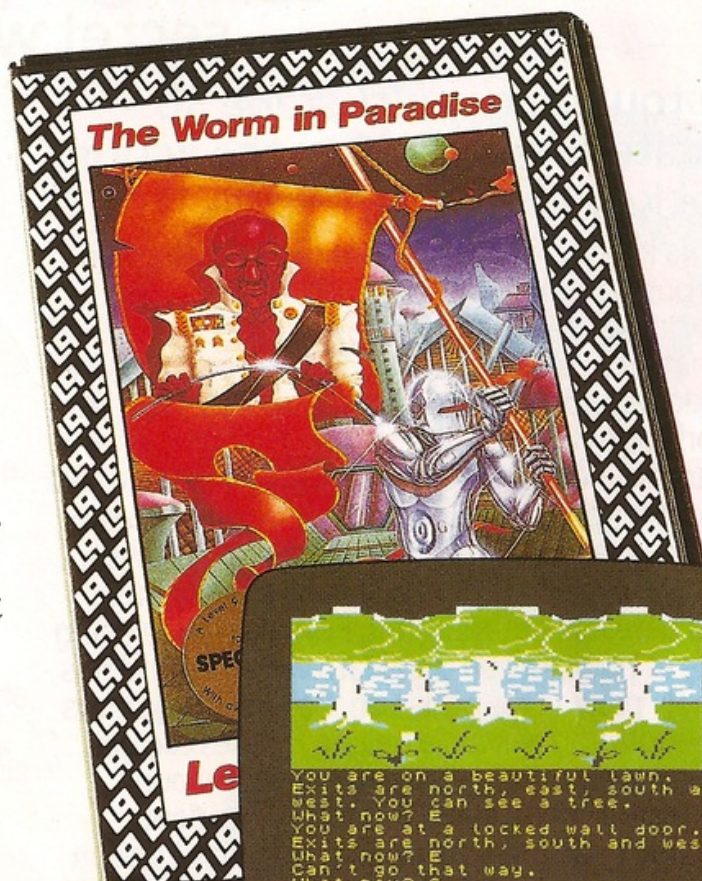
"Probably the company's best adventure so far, with more vocabulary and basically more of everything" **Microscope**

"An excellent adventure; atmospheric, devious and full of the ingredients that have established Level 9 as probably the best English adventure writing house to date"
Computer Trade Weekly

6108 Released at £9.95



CLUB PRICE £7.45



You are on a beautiful lawn.
 Exits are north, east, south and west. You can see a tree.
 What now? E
 You are at a locked wall door.
 Exits are north, south and west.
 What now? E
 Can't go that way.
 What now? S
 You are underneath green trees.
 Exits are north and west.
 What now?

What now? DROP VISOR
 Dropped.
 What now? S
 You are between brick arches.
 Exits are north, northeast, east, south, southeast, southwest, west and northwest.
 What now? SW
 You are in a tunnel alcove. An exit leads northeast. You can see a visor.
 What now?

Another chance to catch up with the fantastic "Lord of the Rings"

**SAVE
£4**



The long wait for the sequel to the classic "The Hobbit" is over. Now "Lord of the Rings" takes you on an even more fantastic odyssey in a computer adventure that is likely to become the most incredible of them all. With a 900-word vocabulary this fantastic program allows you to communicate with your characters in full sentences. You'll receive the full 530-page novel "The Fellowship of the Ring" with the twin-cassette pack to help you on your travels through 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**



Some bestsellers you may have missed.

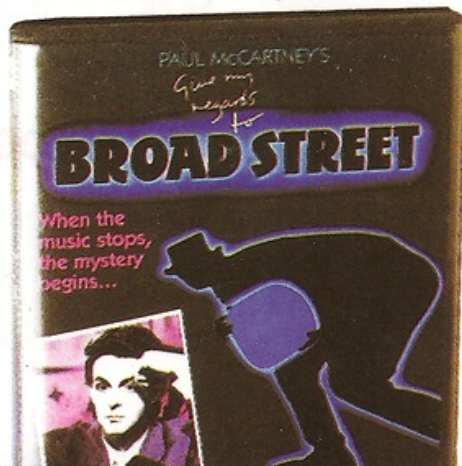
Help Paul literally get his next hit together!

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. Your task is to re-assemble the band, producer and engineers who are scattered all over London. With over 900 screens of the West End and Underground, you'll have your work cut out!

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

2771

Released at £7.99 **CLUB PRICE £5.95** 



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 to 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 to 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 7 1/2" x 5 1/2" contains program/demonstration cassette plus 26-page instruction booklet.

1660

Released at £9.99 **CLUB PRICE 6.99** 

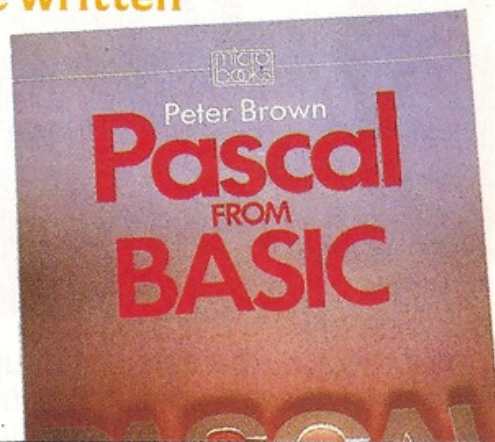
"A model for the way all text books should be written" *Computers in Schools.*

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.

Paperback 182 pages 9 1/2" x 6"

2217

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



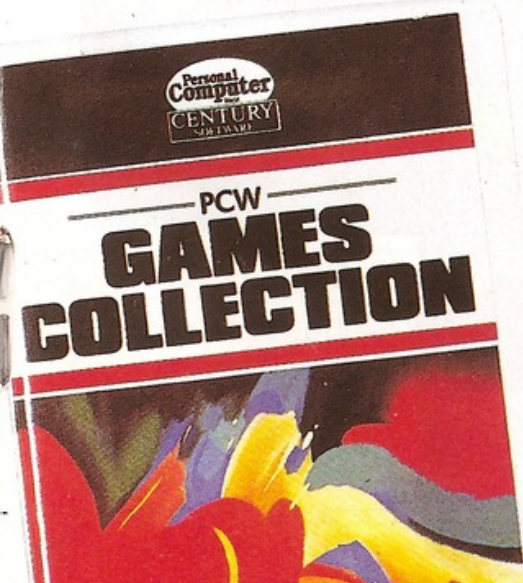
A sparkling collection culled from the best games in Personal Computer World Magazine.

PCW Magazine is famous for the quality of its games listings. Now twenty of the best programs ever to appear have been gathered into one book and packed onto cassette, fully tested and ready to immediately load and run. All the favourite arcade and strategy games are here, including "Martian Attack", "Hunch Back", "Hunger Alley" and "City Smasher". There's something for everyone.

2851

Released at £11.95

CLUB PRICE £7.95



Learn your way around the computer language of the future!

K.L. Clark and
F.G. McCabe
micro-PROLOG:
Programming
in Logic

Prolog is the exciting new language being used to develop artificial intelligence systems on the next generation of computers. Micro-Prolog is the version used on micro computers. Through this book you'll come to appreciate how micro-Prolog works to build programs that can simulate the logic in human reasoning. The authors are two internationally-known researchers and teachers of logic programming who have produced a teach-yourself guide to micro-Prolog for beginners complete with exercises that let you test your progress.

Paperback 9" x 6" 402 pages

5191

Published at £15.95 **CLUB PRICE £10.95** 

**SAVE
£5**

C.A.R. HOARE SERIES EDITOR

In the depths of Marsport, only the brave survive

It is four thousand years in the future. The earth is threatened by the hostile alien Sept race who have found a way in to the central computers of Marsport, the domed city containing the plans that hold the only clues to reinforce the celestial barrier that has protected the earth and moon from invasion.

One man has vowed to break into the Marsport complex and recover the secret plans. He is Commander John Marsh of the Terran underground liberation movement. As John Marsh, your mission is to break into Marsport, explore the many subterranean levels in search of the prized plans and escape with the information intact. All along the way aliens and Sept warriors will do their best to thwart you.

But this is no mere shoot-em-up space game. You'll need all your cunning to figure out the clues and strategy needed to survive and win. Take your time. It could take you months to explore the catacombs of corridors and rooms of Marsport – if you can survive the scourge of the Septs!

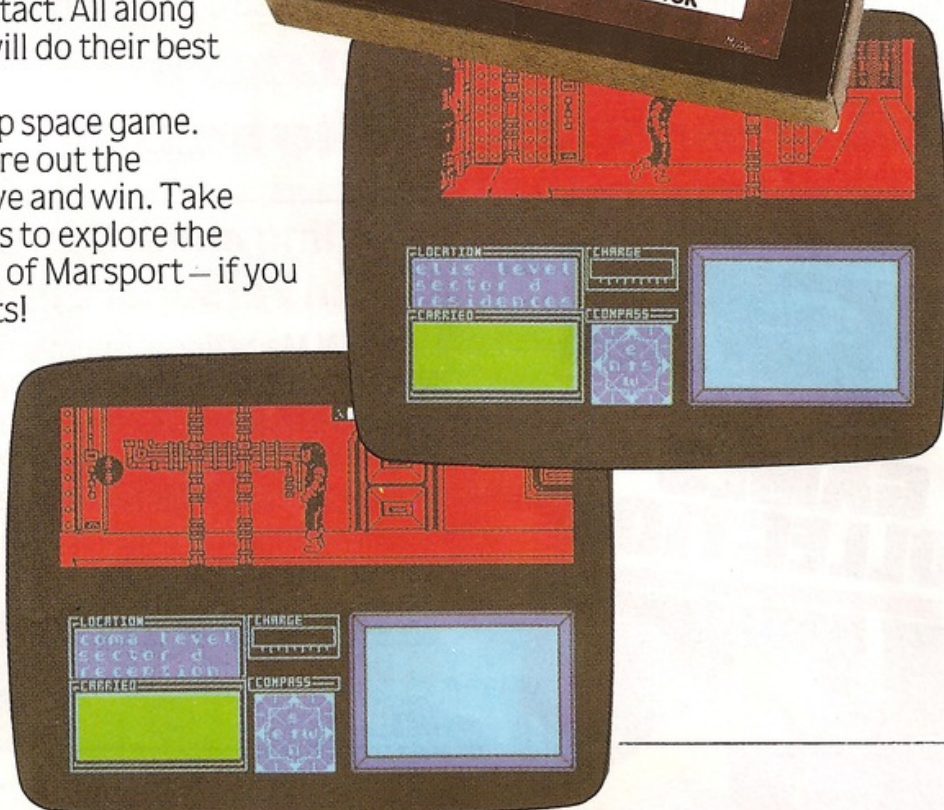
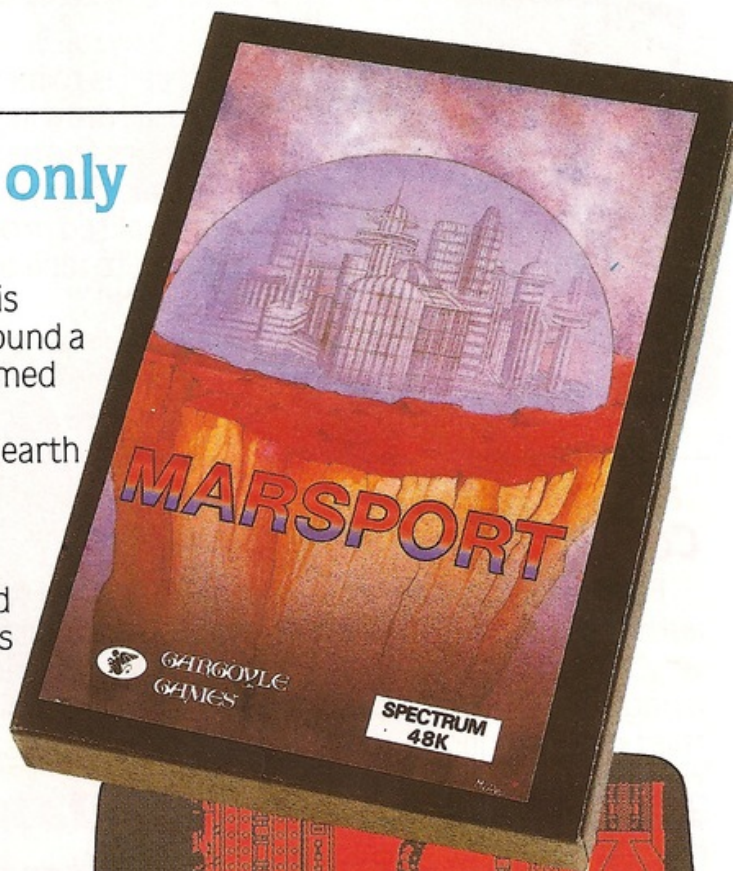
5300

Released at £9.95 

CLUB PRICE £7.45

"Marsport is another excellent game from Gargoyle Games and definitely worth buying... an excellent contribution to the arcade adventure game genre"

Crash




Experience the Ultimate in arcade adventures as you Play the Game of Sheriff Quickdraw and the Gunslingers!



The Home Computer Club is very pleased to be able to offer one of the best-ever arcade adventures from Ultimate. You play Quickdraw, the new sheriff, and you aim to clear the town of the gun-toting, high-living gang of villains known as the Gunslingers. Using keyboard or joystick, your Super-Slung Six Shot Slinger and trusty steed Panto, you must preserve the peace, alongside buying ammunition, preventing the townsfolk from being inadvertently shot, killing bandits on sight, taking on the Hardened Wanted Criminals and Gunfighters, pursuing Mounted Bandits, reaping the rewards, and, of course, beating Quick Draw McGraw, the Fastest Gun in the West.

An action packed game with stunning graphics that will test to the limit your reactions, strategy and judgement. From the award-winning Ultimate team, this is superb state-of-the-art programming which will challenge, excite and delight!


6388 Released at £9.95 
CLUB PRICE £7.45

ALSO INCLUDED:
FREE Ultimate
 Cassette
 Head Cleaner!

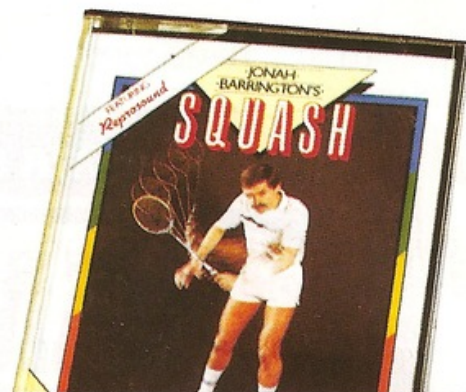
Some titles you may have missed!

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

Play squash guided by the master against an opponent or your computer. Standard scoring rules are used with realistic sound reproduction of the ball as it bounces. And you even get Jonah calling the score. The excellent simulation will prove invaluable for newcomers as well as experienced players wanting to improve or refresh their game.


4076 Released at £7.95 

CLUB PRICE £5.95



Use your computer to make movies!

Ever thought of making a movie using computer graphics? With Pazaaz you can create your own animated "movie" with its own music and storyline. Pazaaz starts you off with four sequences of cartoon-style animation that you can easily adapt to your own ideas. Infinite tape-saveable possibilities let you build up a complete collection for your own computer cinema.

3634 Released at £14.95 

CLUB PRICE £11.20




The best-selling real-time detective challenge.

A baffling series of mysteries from the authors of "The Hobbit". From your suite at Baker Street you set out to solve the most enigmatic challenge of your career.

"In terms of sophistication, Sherlock is a long way ahead of the competition." *Personal Computer News.*

"The most challenging and enjoyable adventure game I have ever played" *Software Today.*


1503 Released at £14.95 

CLUB PRICE £9.95



A different type of computer game. One with a mind of its own.

Best-selling Valhalla sets you searching for six sacred objects among over 30 immortals whose help you will need, so you must learn to deal with good and evil, brave and cowardly, intelligent and stupid alike. While the game's revolutionary MOVISOFT technique keeps the surrounding action going on with or without you.

9993 Released at £14.95 

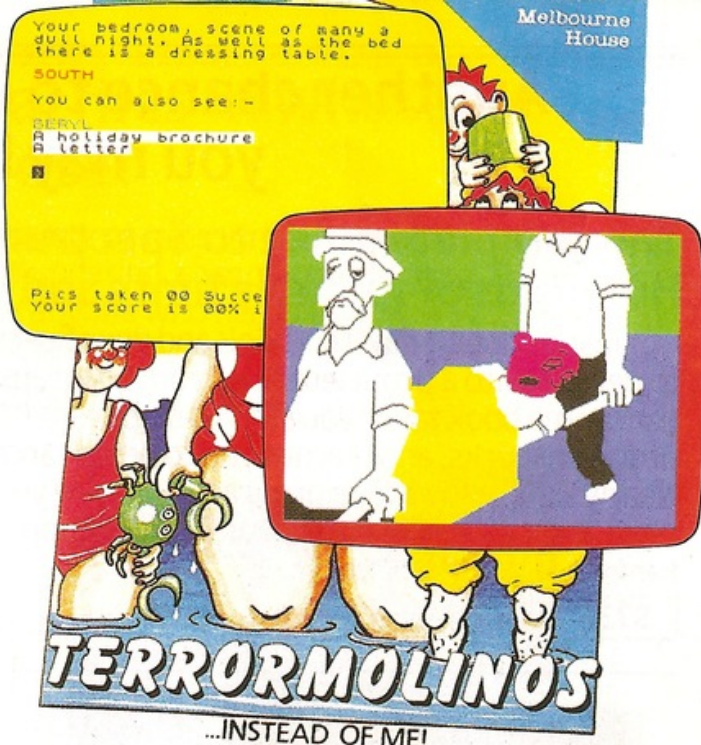
CLUB PRICE £10.95

Here's one horrific holiday you'll never forget!

Straight from those wonderful folks who brought you the hilarious adventure "Hampstead" comes the package holiday adventure game that pokes gentle fun at every holiday cliché in the book: the unfinished hotel, missing the taxi to the airport, forgetting your tickets, and frying on the beach. They are all there!

As head of a family of four – Doreen, Beryl and Ken – you have to get everyone packed and in the taxi to the airport. Even before you start your adventure you risk perils at home in Slough that could end the holiday at the Hotel Excrucio before it begins.

To prove you survived your two-week holiday in "Terrormolinos" you'll have to bring back ten holiday snaps. The fun comes in guessing where and when to take your pictures. There are only 12 "exposures" so you can only make a mistake twice. If you're successful, your photograph will develop itself on screen like a Polaroid picture in incredible "Saucivision" – graphics that recapture the style of the famous saucy seaside postcards.



Anyone who has ever spent two weeks in an unfinished Costa Brava hotel resort recovering from the effects of sunburn, oily food and cheap wine will love the fun and humour of "Terrormolinos". Package holidays to Spain will never seem the same.

4960

Released at £7.95



CLUB PRICE £5.95

A complete course in the living language of Forth

If you are fed up with the confines of BASIC, why not move into the wider world of Forth now increasingly recognised as one of the most flexible and convenient ways to develop micro applications. The beauty of Forth is that it allows you to design your own personalised programming language. This comprehensive book pair takes you through

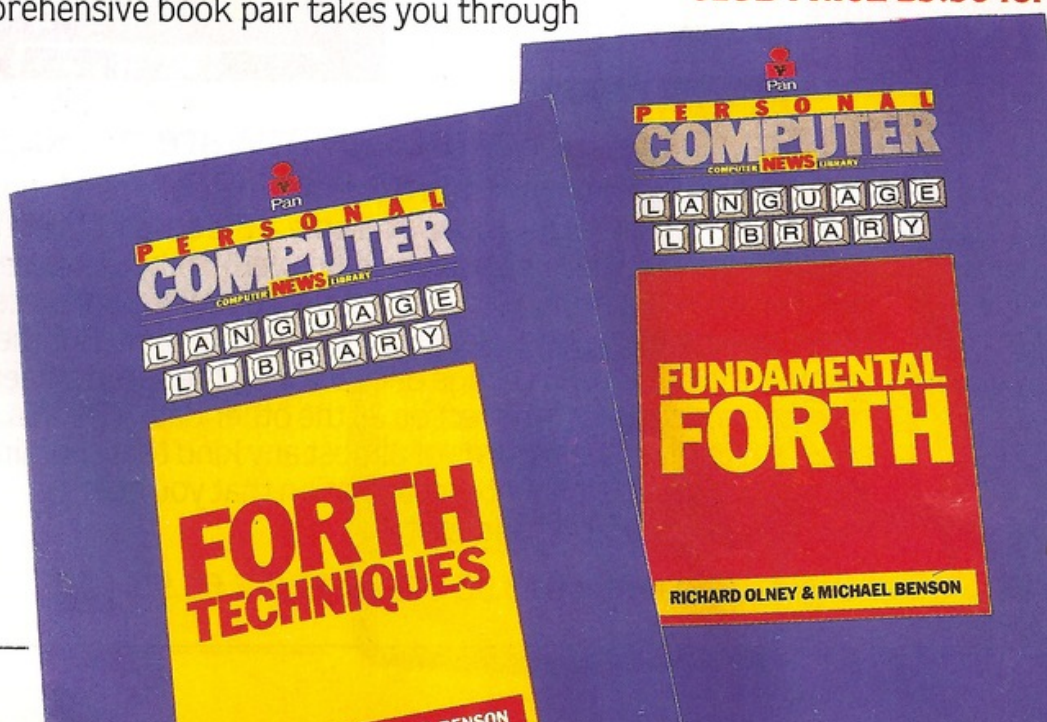
the fundamentals of Forth and then on to writing your own applications with the aid of working examples.

Fundamental Forth: Paperback 240 pages 9 1/4" x 6"
Forth Techniques: Paperback 254 pages 9 1/4" x 6"

7538

Published at £13.90 for the two

CLUB PRICE £9.90 for the two



**SAVE
£4**

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

The complete guide to Spectrum BASIC programming.
Hundreds of valuable hints and tips – now at half price!

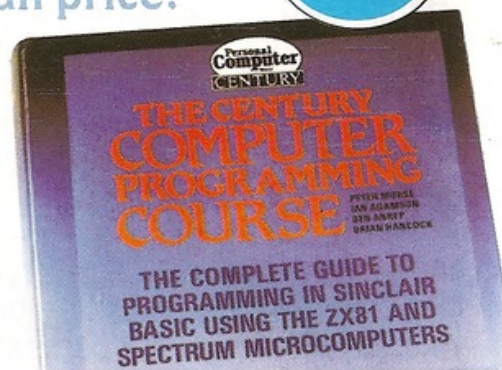
HALF
PRICE

Just an hour a day, this book and your Spectrum is all you'll need to develop into a proficient Spectrum programmer. This handsome book takes you step by step from BASIC, how a program works, and teaches you to design and debug programs. Nearly 200 ready-made programs will give you all the help you need to get the most from your Sinclair computer.

Hardback 11 1/4" x 8 3/4" 525 pages.

5736

Published at £14.95 CLUB PRICE £7.45



HOTLINE
a personal guide
to computer
communications

SAVE
£3

Dial in to the whole computer user world

The telephone is the most widely-used piece of communications equipment. With a relatively inexpensive modem it can now link your micro to virtually any other similarly-equipped computer system or user. This book tells you everything you need to know about going on-line with explanations and reviews of information services and communications systems.

Hardback 160 pages 9 3/4" x 6"

3397

Published at £9.95 CLUB PRICE £6.95



Selected by The Home Computer Club as the best available

Step-by-step programming begins just where it should – at the beginning. If you've never used a Sinclair Spectrum before you can follow the course page by page all the way up to an expert level of programming. Full-colour illustrations and unique diagrams show you exactly what you should be seeing on the screen at every stage. From writing simple programs you'll move on to actually writing your own game.

8530

Published at £11.95 CLUB PRICE £6.95



SAVE
£5

Offers features found in the best business software packages

Now the power of your micro can make use of one of the most widely-used business functions available – the spreadsheet file handling system. This program will turn your computer screen into a window covering part of the equivalent of a giant piece of paper on which you write down all your information. But the magic is that when you change one factor on the spreadsheet the computer calculates the effect on all the other data. Use this program to maintain records of almost any kind that contain either numeric or alphabetic information that you need to manipulate, change, or print out.

1605

Released at £13.95 CLUB PRICE £8.95



PROFILE 2
Spreadsheet
File Handling
System

CASSETTE
SOFTWARE

SAVE
£5




List and sort your personal files in whatever way you choose!

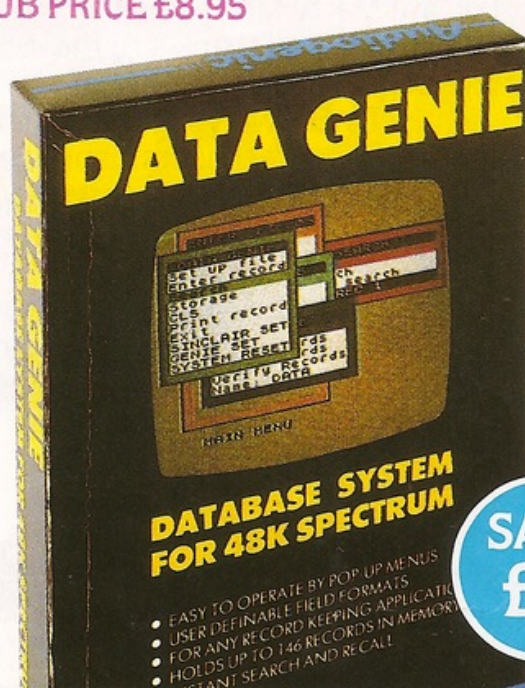
A database is one of the most useful things you can use your computer for. Not only does a database hold and remember any information you enter into it from names and addresses to lists of collections and club memberships. It can also sort and retrieve data in whatever way you command. It is as if your computer was suddenly turned into a giant electronic filing cabinet. Yet a data base does so much more. Imagine a filing cabinet whose drawers open automatically and where all the dozens of files in them suddenly flew out of some drawers and into others until you had the information you were looking for. That is what a database does.

Pop-up menus for simple ease of use plus optional joystick control

Forget about having to learn complex commands. With Data Genie, your options and instructions are presented as pop-up menus which appear on screen when you want them and disappear when you don't. You just select the option you require using only three keys or a joystick. Your information is safely saved on to

cassette or microdrive where it can be retrieved for updating, changing or deleting. Data Genie is for anyone who needs an easy way to store and recall information.

5533 Released at £12.95 
CLUB PRICE £8.95



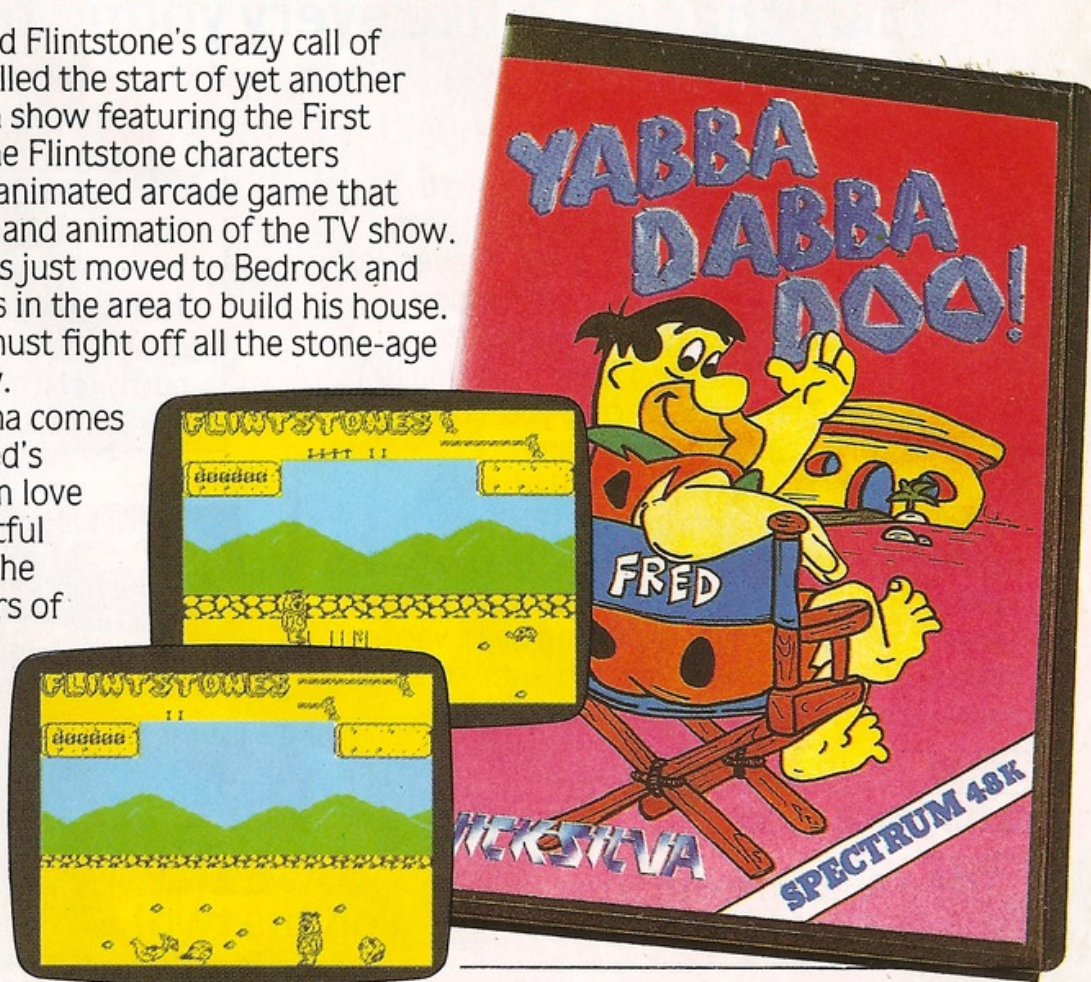
Stone-age frolics with the famous Flintstones

For the last 25 years Fred Flintstone's crazy call of "Yabba Dabba Do" has signalled the start of yet another wild and whacky TV cartoon show featuring the First Family of Bedrock. At last the Flintstone characters feature in a superb cartoon animated arcade game that captures all the atmosphere and animation of the TV show.

You control Fred who has just moved to Bedrock and must collect all the flat rocks in the area to build his house. It's not that easy and Fred must fight off all the stone-age creatures that get in his way.

Naturally the lovely Wilma comes into the picture to boost Fred's energy levels when he falls in love with her. A witty and delightful cartoon game set amongst the loveable stone-age characters of Bedrock.

5607 Released at £7.95
CLUB PRICE £5.95



From the box office smash of the year comes the hit game of 1986


Help Marty win the love match of his life!

If you've seen the blockbuster film "Back to the Future" you won't need any introduction to the plot of this spectacular game. This time however, *you* are Marty McFly, the hero of "Back to the Future". And thank's to the amazing time-bending DeLorean car of eccentric scientist Dr Brown you're back to the year 1955 trying to get teenagers George and Lorraine to fall in love so you can eventually be born! Then the fun really starts in this five-level game as other characters, such as school bully Biff Tannen, make life difficult.

Different objects (the skateboard, guitar, alien suit, love poems, and cup of coffee) must be picked up at the right time and used to influence the behaviour of the game's four characters.

You'll be able to check on your progress by monitoring the family photograph at the bottom of the screen. The more success you have, the more of the photograph will be

revealed. Once you've exposed the whole photograph you'll have to reach Doc Brown's house where the DeLorean will whisk you back to the future.

5748 Released at £9.95 
CLUB PRICE £6.95


**SAVE
£3**




Your chance to live every young boy's dream.

Journey back to the glorious days of the steam engine and take control of the Southern Belle's run from Victoria to Brighton!

Once it was every youngster's dream to be an engine driver. Alas, the days of the steam locomotive in this country are gone forever. But you can relive the excitement of those glory days of the steam railway in this computer re-creation of the Southern Belle's London to Brighton run. The thrills start as you slowly pull out of Victoria station passing famous landmarks and stations such as Battersea Power Station, the labyrinth of Clapham Junction, and the Clayton Tunnel. But you won't have too much time to admire the scenery. Keep an eye on the regulator, reversing gear, vacuum brakes, fire doors and other authentic steam engine controls.

6139 Released at £7.95 
CLUB PRICE £5.95

7764 Released at £16.90 for the two
CLUB PRICE £11.90 for the two 

SPECIAL BOOK OFFER

"How to Drive a Steam Locomotive"
Railway enthusiast Brian Hollingsworth's book is the perfect companion to "Southern Belle" for a complete insight into the world of the steam locomotive.



**SAVE £5
on the two!**