

SINCLAIR SPECTRUM PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB

THE GRAPHIC ADVENTURE CREATOR

Get your
adventure
published-
exclusive
competition
inside

FTWARE LTD

Harness the power
of the most astounding
games generator ever
released.

Your Summer
MAIN SELECTION
See pages 2 & 3

Create your own commercial-quality the most powerful games generator

You wouldn't believe it if you didn't see it with your own eyes. Imagine a program that lets you write your own professional-quality adventures complete with full colour graphics. And all without needing to know a single word of a computer language.

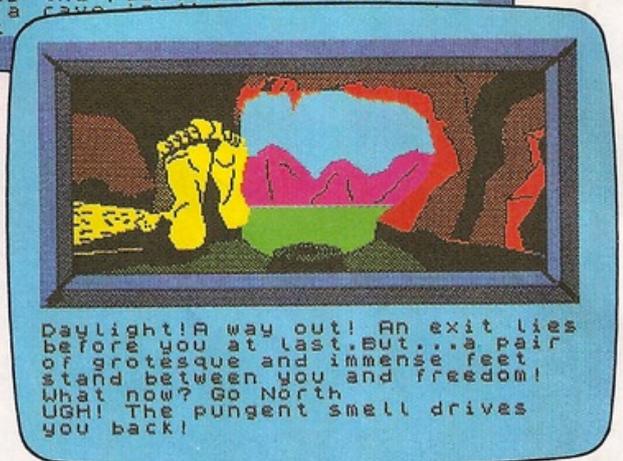
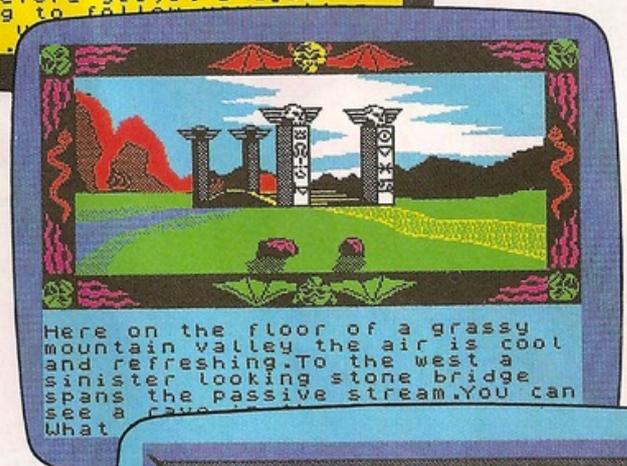
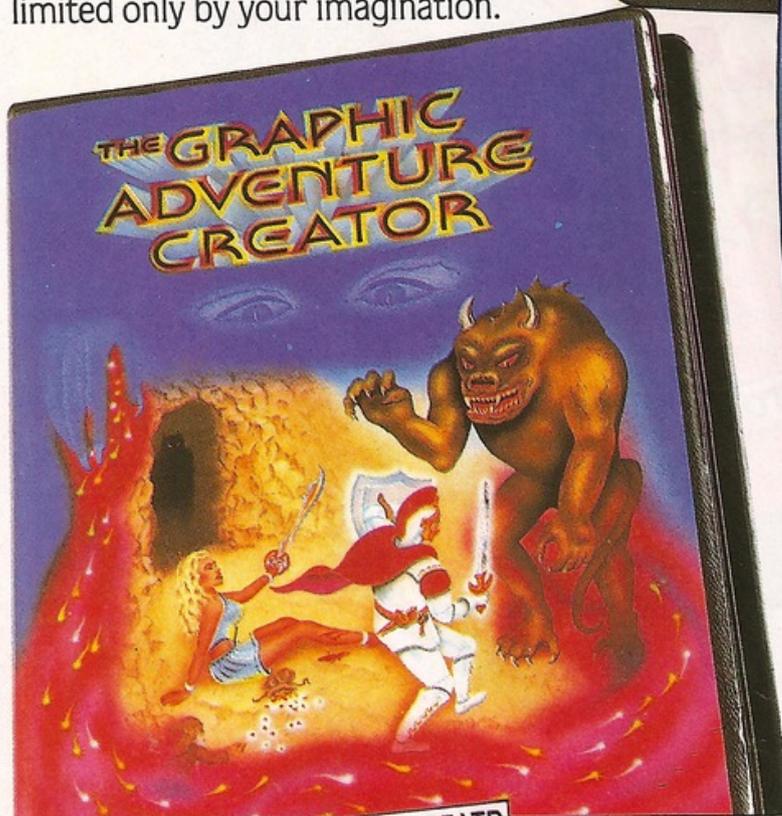
The Graphic Adventure Creator (GAC), is being hailed as one of the biggest breakthroughs in recreational computing. For now *anyone* can write their own adventure game for either fun or profit. Forget about having to understand strange computer languages. All you need is imagination and the ability to read clear and concise on-screen instructions. Within minutes you'll be drawing full-colour pictures for your locations and turning out complex adventure games with the minimum of effort. Once you've planned the storyline of your adventure, the GAC simply asks you to enter details of messages, objects, locations and actions (using verbs and adverbs). Whilst the built-in Graphic Designer allows you to create the stunning colour graphics! With space for up to 765 different verbs, nouns and adverbs, the complexity of your adventure is limited only by your imagination.

GAC's command interpreter makes easy work of complex sentences and multiple command lines. Unlike similar programs you are not restricted to simple two-word commands. For example, "Take the box and open it carefully. Examine the silver charm and then put it in the box", is a perfectly valid response.

Ten times more powerful than any other similar program on the market, the GAC helps you through the most difficult part of writing adventures – handling conditions. These determine for example, whether or not a character or object is in the right place and can be allocated into high, low, and local priorities. The GAC will automatically keep track of every



SAVE
AN AMAZING
£10!



adventures with ever released

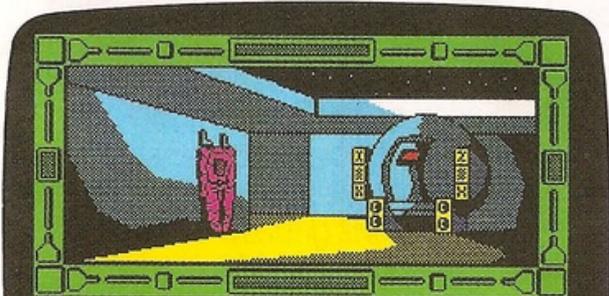
priority and its relation to other conditions.

Finally, the extensive text compression facility lets you create incredibly detailed location descriptions to heighten the excitement of your adventure, just like the professionals! And remember any adventures created using the GAC will run totally independently on your computer, without the need for the GAC program itself to be present and without payment of any licence fee to GAC's creators, Incentive Software.

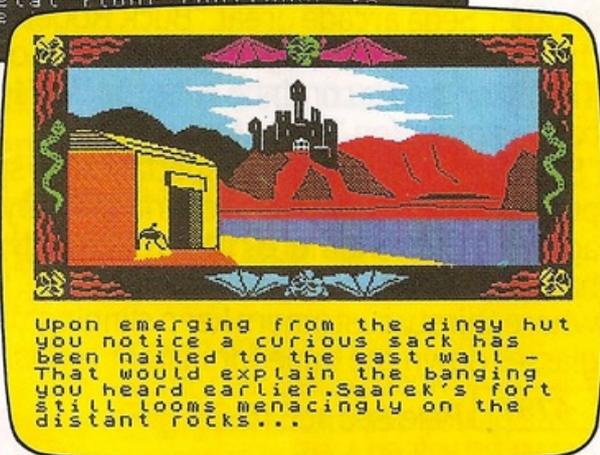
8³/₄" x 6¹/₂" pack includes 24 page manual.

6129 Released at £22.95 

CLUB PRICE £12.95



This is the hanger deck of the orbital platform. An escape hatch is located on the east wall. The floor vibrates.



Upon emerging from the dingy hut you notice a curious sack has been nailed to the east wall - That would explain the banging you heard earlier. Saarek's fort still looms menacingly on the distant rocks...

This is what the reviewers thought of the Amstrad version:

"Combines greater power (than the Quill) and much greater ease of use... it's a beautifully designed package..." PCW

"The neat simplicity and power of the commands coupled with the tiny 17K the program takes up, puts it far ahead of any competitor..." Amtrix (Amstrad User Magazine)

HAVE YOUR ADVENTURE PUBLISHED!

Exclusive Competition

The Home Computer Club and Incentive Software have joined forces to create the opportunity of a lifetime for adventurers. We are running an *exclusive* competition for HCC members to find the very best adventure game created using The Graphic Adventure Creator. The winner will receive a £500 advance against royalties, plus 10% royalty on the revenue of every copy sold, which could run into £1000's.

Incentive Software will work with you to launch the product as part of its publishing list *and* it will be featured in The Home Computer Club magazine. The entries will be judged by Tony Bridge, adventure game specialist and journalist, and entry forms are provided exclusively in all The Home Computer Club's packs of GAC. Imaginative, original, atmospheric and humorous adventures can be created using GAC and we shall be looking for innovative concepts, lots of gameplay and competent execution. The winner of this unique competition could well be on the way to a career in software.

Full details of entry into this **FREE** competition are contained in every exclusive HCC copy of The Graphic Adventure Creator.

Important

This issue of Program features 35 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection, The Graphic Adventure Creator, 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.

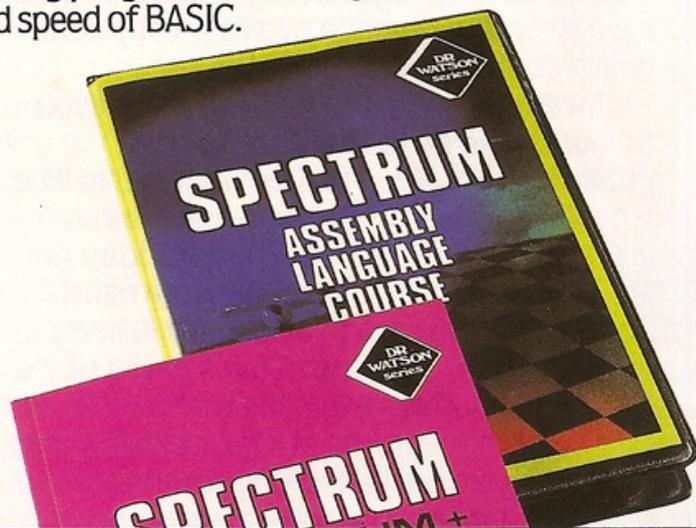
Explanation of Symbols

-  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

At last – an assembly language course for complete beginners

No previous programming knowledge needed!

The trouble with most advanced computer language courses is that you need to know something about programming before you turn the first page. Not any more! This unique tutor pack of both book and program cassette is a complete self-paced course in low-level Z80 Assembly language from the internationally acclaimed Dr Watson series. It will soon have you writing programs with many times the power and speed of BASIC.

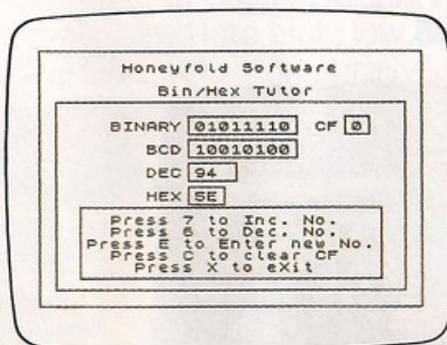


Easy-to-learn examples and exercises strip away the baffling complexities of Z80 machine-code. You'll learn about the Z80 chip architecture and how to streamline your programs with jumps, subroutines, and flags.

Until now Assembly language has been regarded by many computer novices with fear and mystery. Now this is no longer the case. In fact so clear and concise is the writing style that it actually makes some BASIC tutors seem complicated in comparison!

8³/₄" x 6¹/₂" pack containing paperback and program cassette.

6869 Released at £12.50 
CLUB PRICE £9.00



SAVE OVER £3

Another chance to pick up The Gold Collection

An unbeatable compilation of six of US Gold's best games!

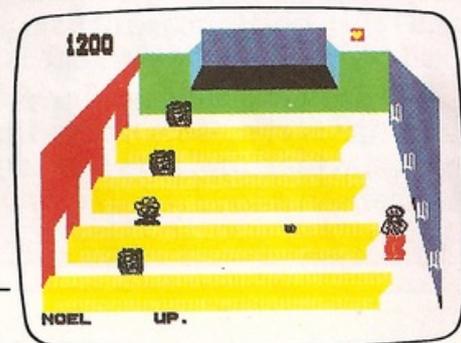
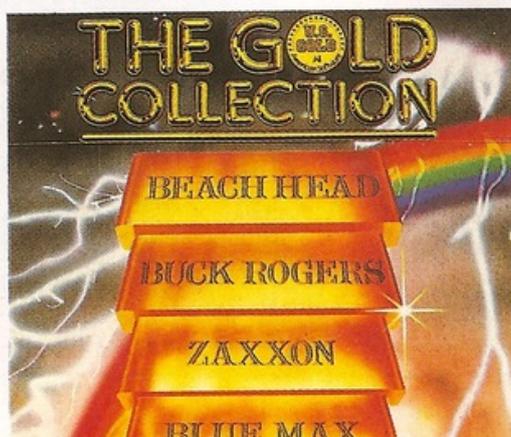
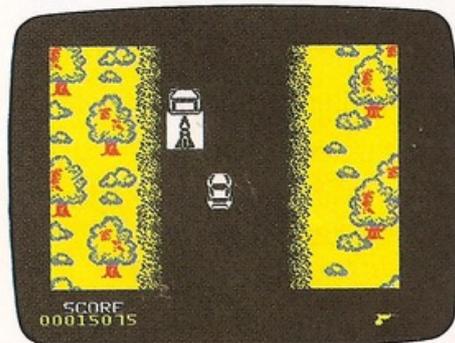
Pick up some of the best games for a fraction of the shop price. For under £12 you can buy a fantastic twin-cassette compilation. And just look at the titles:

Action stations with the ultimate battle favourite "Beach Head". Heart-stopping excitement all the way with a multiscreen land, sea and air battle. Then its on to the Sega arcade classic "Zaxxon" where you must fly through narrow wall openings, force fields, and rocket fire. The space adventures continue with

another Sega arcade great "Buck Rogers", with the space hero fighting for the Planet Zoom. The flying thrills continue with the WW1 air battle simulation "Blue Max" while "Spyhunter" puts you in a special turbo spy car pursued through winding countryside by enemy agents. You want more? Then get into the crazy bar room antics of the soda slingers of "Tapper" where thirsty customers keep slinging their glasses down the table for instant refills.

4787 Released at £16.95 
CLUB PRICE £11.95

SAVE £5



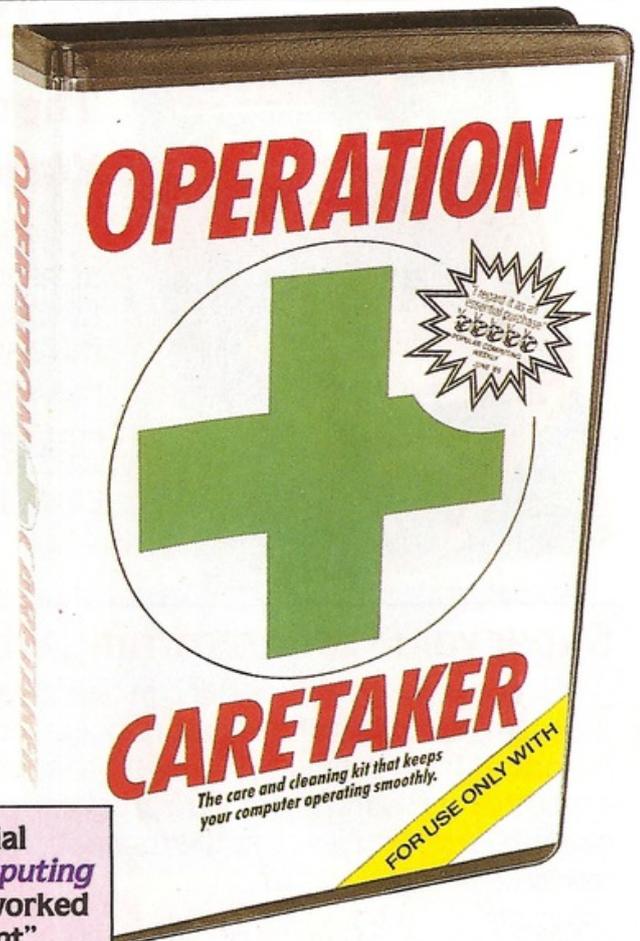
Save yourself loads of trouble

All you need to keep your tape deck in perfect health

Here is a vital package for computer cassette users. The biggest reason for faulty tape loading and saving is due to poorly aligned tape heads. Unless the angle of the heads of your tape deck is an optimum 90 degrees, you risk misloads and bad saves. "Operation Caretaker" will work on cassette decks that allow access to the head adjustment screw. All you have to do is load the program that checks alignment. Then follow the on-screen instructions making any adjustments with the special screwdriver enclosed in the pack. Once your tape heads are correctly set up, give your cassette deck a spring-clean with the head cleaning tape to remove deposits of dirt and oxide. And this special tape combines a de-magnetiser element that has been shown to increase signal output up to five times. Use "Operation Caretaker" to keep a regular check on your cassette deck's health. And say goodbye to the time-wasting and frustration of faulty loading.

SAVE
£3

"I regard it as an essential purchase" *Popular Computing Weekly* "This package worked well... a good investment".
Personal Computing Today.



Pack 8³/₄" x 5¹/₂" containing screwdriver, and 2 cassettes

5706

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



Can you survive the screaming terror of – The Rats?

A complex and stomach-churning adventure combining the latest icon-driven techniques and animated graphics to chill the blood!

You've never seen anything like "The Rats". Based on the horrific best-selling book by James Herbert, this exciting adventure pits you against the terrifying scourge of vermin that is threatening London.

The action is two-part. At the first level you control minor characters who may have to be sacrificed to a frightening death in order to gain information. The second level requires you to plan a defence against the rats before implementing it in order to eventually destroy them. Your base is the Research and Development Centre from where you will plan your moves.

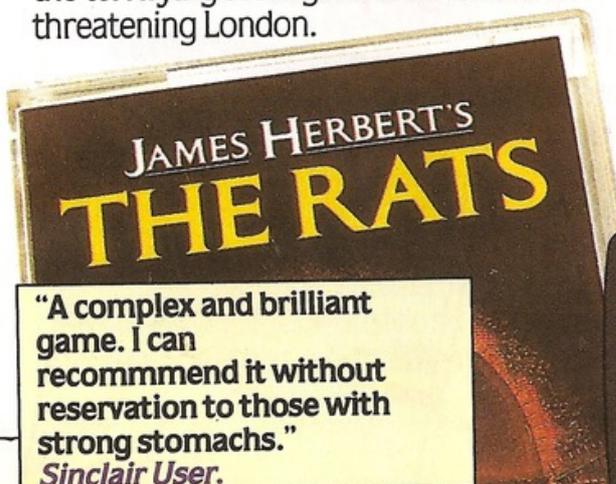
Throughout the game you will meet the rats. The consequences can be horrifying as they appear to rip their way through your computer screen or shred the vivid text display with razor-sharp teeth.

You'll be able to call on the security and police services. But it will be a race against time before the rats breed, over-run London, and spread like an evil blanket into the countryside to eventually cover the nation.

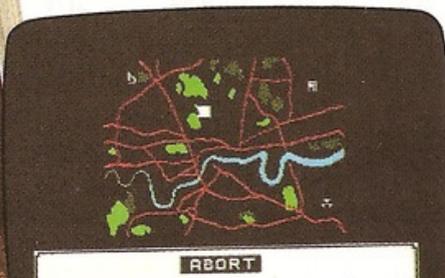
6118

Released at £7.95

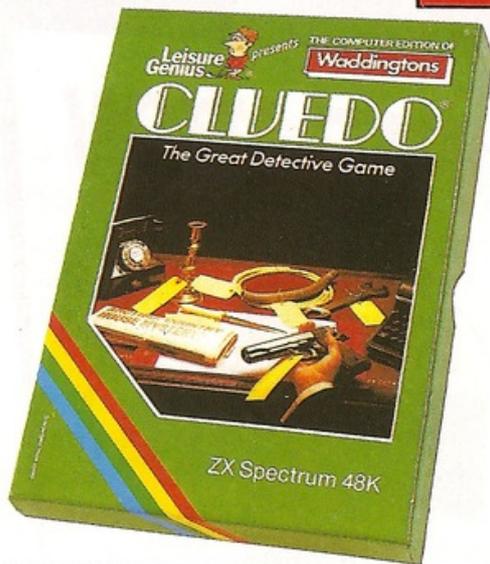
CLUB PRICE £5.95



"A complex and brilliant game. I can recommend it without reservation to those with strong stomachs."
Sinclair User.



HERBERT



The computer version of the great Waddington's detective game

How effective would a human detective be at solving a murder planned by computer? Find out with this computer version of the famous board game. All the characters and rules are the same. But this time you can tackle the computer instead of a human opponent! Pack 6¾" x 4¾" contains program cassette

2443 Released at £9.95 
CLUB PRICE £7.45

Super value programming with this book and cassette duo

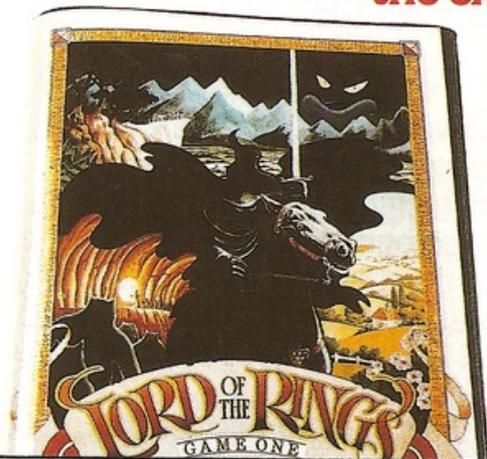
Get your Spectrum working in overdrive with the 100 programs included in this great package. Ten sections cover programs from games and business to science, school, and lab applications, costing under 6p a program. Use the cassette for ready-to-run samples or as the foundation for your own work. Paperback 160 pages 11½" x 8".

7849 Released at £13.79 
CLUB PRICE £8.95

SAVE OVER £4



Carry the mystical Ring on an epic and peril-packed journey. Continues the extraordinary story that began with "The Hobbit"



Based on "The Fellowship of the Ring" this unsurpassed adventure from Melbourne House lets you play any of the four major characters. The twin-cassette pack includes the 530-page Tolkien novel to help unravel the mystery. A fantastic vocabulary of 900 words allows you to communicate to your characters in full sentences.

Pack 8" x 5¼" contains 530 page paperback, 2 cassettes and instruction manual.

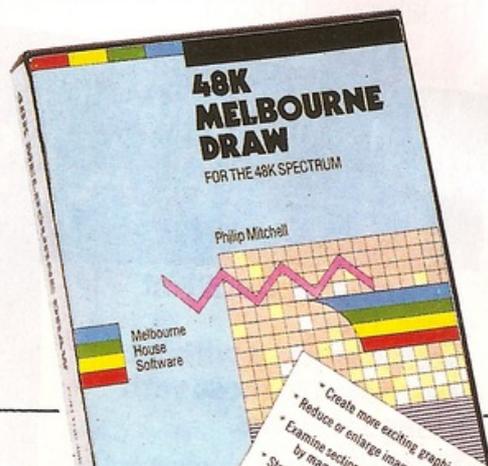
4376 Released at £15.95 
CLUB PRICE £11.95

SAVE £4

Create your own superbly sophisticated computer graphics in full colour. Needs no special programming skills

Produce any screen image or shape in any colour you want and change it at will, including reduce/enlarge up to x 16 for intricate detailing or creating your own personal lettering styles. All your graphics can be saved to tape, so you can use "Melbourne Draw" like a micro-chip Michelangelo, as a purely artistic creative medium or for practical applications like maps, diagrams or engineering designs.

9647 Released at £8.95 
CLUB PRICE £6.70



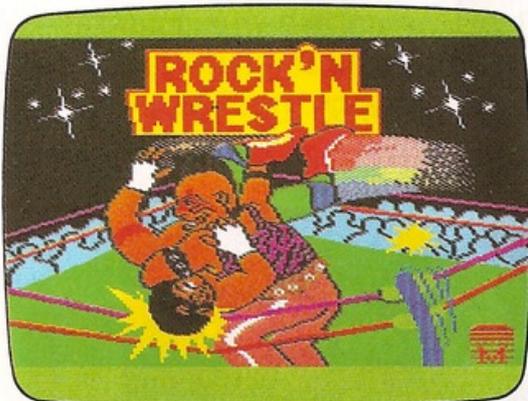
Get to grips with the most exciting combat game of them all!

Ringside wrestling action from the creators of "Way of the Exploding Fist".

The first 3-D combat sports simulation – complete with Rock and Roll soundtrack!

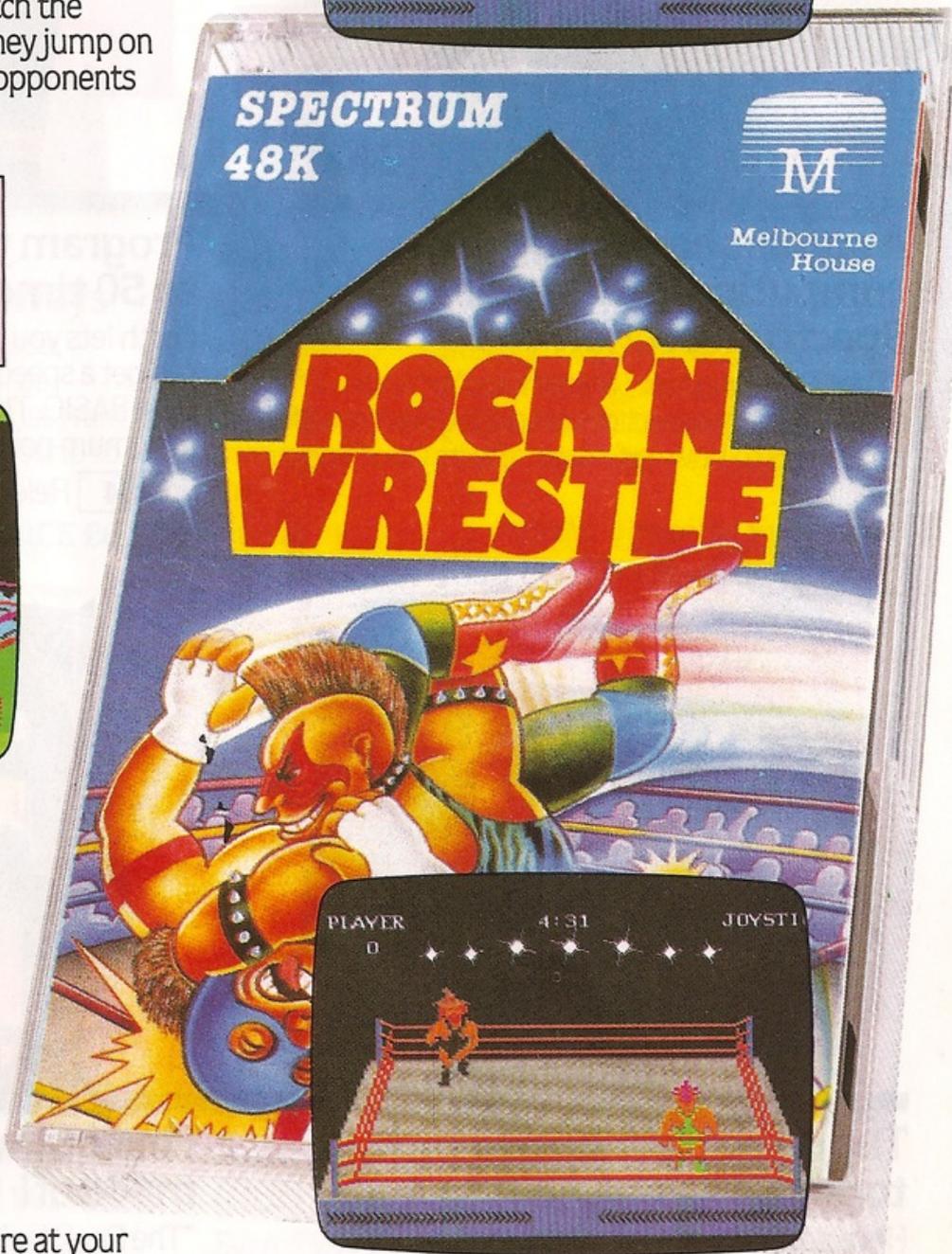
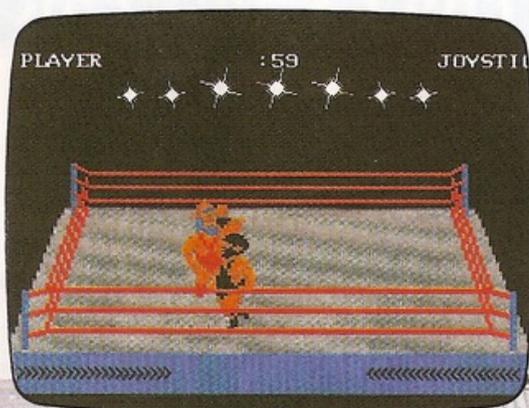
Here is one of the most realistic sport simulations you have ever seen. Watch the fighters circle and wince in pain as they jump on each others' stomachs or hurl their opponents against the ropes.

The game features slick graphics and sound for extra effect and is destined to be as big a hit as Exploding Fist. One for the whole family!" *Computer Trade Weekly.*



You play Gorgeous Gregg who must battle his way to the top of the league by defeating no less than ten fighters ranked above you. You'll know each wrestler by their bizarre appearance. Watch out for Angry Abdul – the Arab Sheik, Viscious Vivian – the Mohawk Punk, and Red Neck McCoy – the Hillbilly. Before the clock stops you'll have to pin each opponent. Then you can move on to the next round.

More than 25 wrestling moves are at your disposal including the atomic drop, piledriver, body slam, back breaker, arm twist, elbow drop, and turnbuckle fly. Flick your joystick (or use keyboard control) and watch in amazement as the fighters circle each other cautiously and then pounce; hurling each other around the ring and bouncing



Commodore screen shots

off the ropes. And all this to the accompaniment of foot-tapping rock and roll rhythms!

6408 Released at £8.95 

CLUB PRICE £6.70

Save 50 per cent on these

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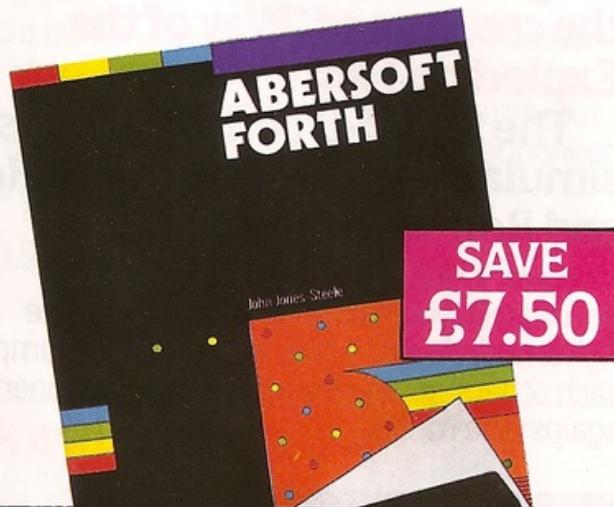
A comprehensive guide to computing with special Spectrum section

"The Micro Enquirer" is a series of articles covering every aspect of computing with specific references to how each topic affects your Sinclair Spectrum.

Hardback book 182 pages 11 1/2" x 8 1/2"



9425 Published at £13.95 **CLUB PRICE £6.95**



Program your machine to run up to 50 times faster!

Forth lets you define your own keywords. So you can get a speed improvement of 10 to 50 times over BASIC. This is *the* tool to own to squeeze maximum power from your computer.



9764 Released at £14.95 **CLUB PRICE £7.45**

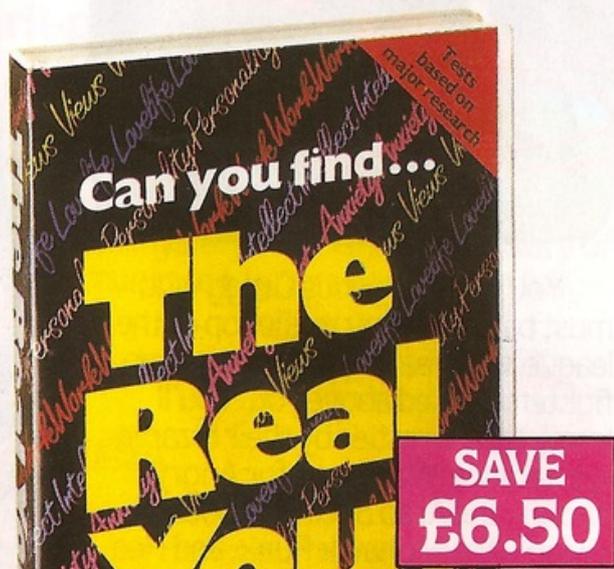


The ultimate machine code toolkit.

Here's an incredible value cassette of 150 ready-made machine code routines that are 100 per cent microdrive compatible. Supercode is completely menu-driven with on-screen training and top rate manual.



1554 Released at £12.95 **CLUB PRICE £6.45**



Find out what you're really made of!

"The Real You" takes you on a fascinating tour of your most secret feelings and emotions with a series of searching questions designed to reveal your true character.

Pack 8 1/2" x 6" plus 48 page booklet



3446 Released at £12.95 **CLUB PRICE £6.45**

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selected club favourites!

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SAVE
£6



SAVE
£7

Manipulate personal and financial data in a million ways

A spreadsheet filing system and database, incredibly useful for maintaining records. Whether you run a small business, or just want to keep track of a collection, Profile 2 is bound to streamline your filing requirements.



1605 Released at £12.95 **CLUB PRICE £6.95**

A helping hand for those difficult decisions

Apply your computer's impeccable logic to sorting out difficult decisions. The program ensures you take account of all relevant factors and options giving you the data you need to make up your mind.



1494 Released at £14.95 **CLUB PRICE £7.45**



SAVE
£6.50



SAVE
£6

The collected wisdom of a dozen computer journalists and writers

This major work assumes no prior knowledge and covers subjects from first-time buying to high-level programming with programming hints and advice on purchasing peripherals.

Paperback edition 488 pages 9 3/4" x 6 1/4".



1361 Published at £12.95 **CLUB PRICE £6.45**

Selected by The Home Computer Club as the best available

Even if you've never used a Spectrum before you can follow this course up to expert level. Colour illustrations make it one of the most attractive and easy-to-follow programming tuition books ever.

Hardback book.



8530 Published at £11.95 **CLUB PRICE £5.95**

HALF PRICE • HALF PRICE • HALF PRICE • HALF PRICE • HAL

A vital reference work for the serious machine code programmer

Contains important information on commercial applications programming.

Too many books on Z80 architecture deal with the elementary concepts of machine code programming. If you already know the fundamentals and want to develop your skills in advanced program development look no further than this comprehensive volume from top computer publishers Interface Publications.

The chapters range from reviewing the complex aspects of the Z80 through to discussing program styles, machine language editing, and even explaining how to write and document a program for commercial application. Other areas covered include random number generation, arcade game development, binary sorts, and speech synthesis. At all stages, author William Nitschke considers the professional and commercial aspects of Z80 programming. And although his advice and instruction will be of value to intermediate programmers who want to develop professional-quality software, it will

primarily appeal to experts looking to add to their fund of programming knowledge.

Paperback book 9 1/3" x 6 3/4" 342 pages

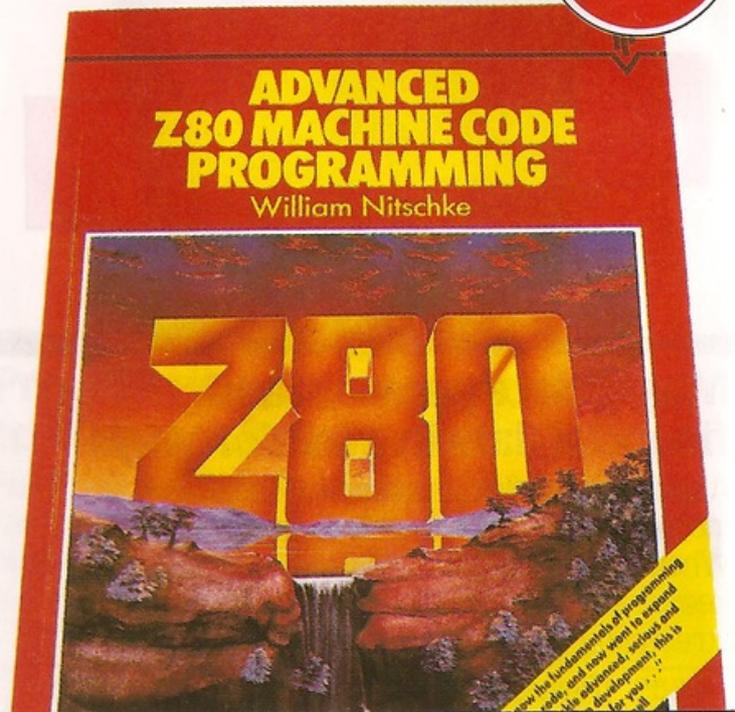
6133

Published at £12.95



CLUB PRICE £8.95

**SAVE
£4**



Howzat for computerised test match magic!

Select your top team from England and Australia's top players

Here's your opportunity to beat the national selectors at their own game! Pick your squad from the finest players in England and Australia and re-enact one-day battles of up to 60 overs a side or arduous test matches of two innings a side.

Astounding graphics make this the best cricket simulation you're likely to find. Wrestle with joystick or keyboard in arcade mode to manipulate the superbly lifelike bowler or batsman to play up to 60 overs. Hit a glorious six – that is if you're not bowled out or caught!

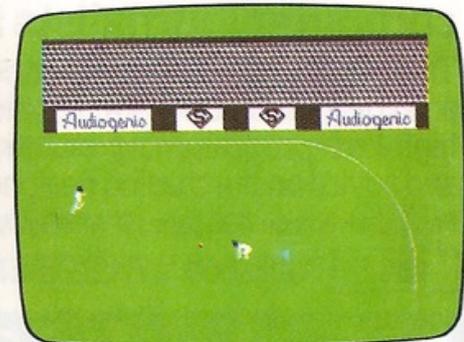
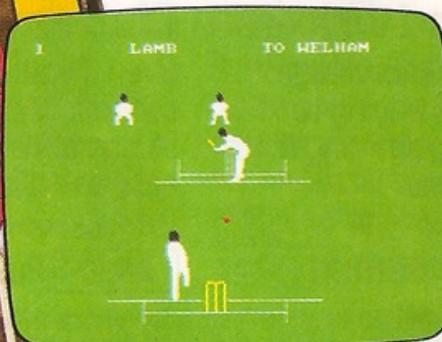
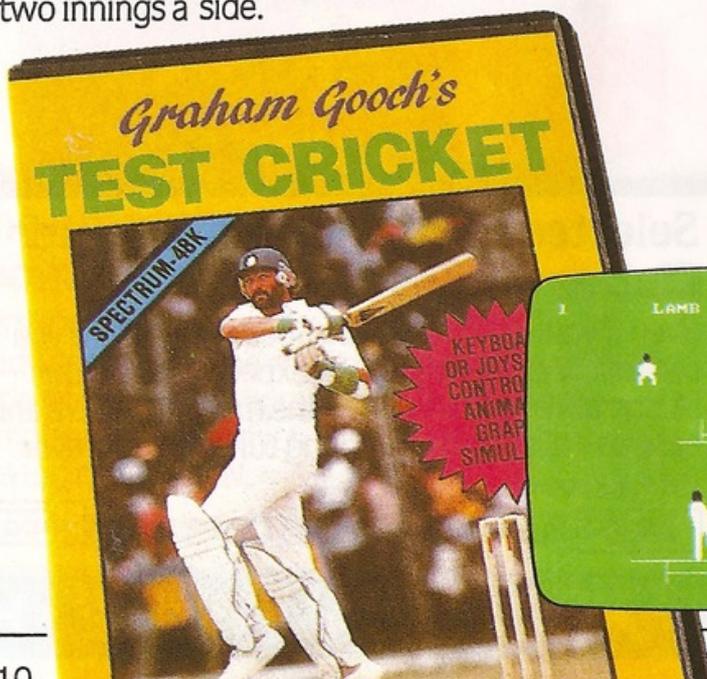
Choose simulation mode and watch the teams play each other automatically. Realistic sound effects, an authentic score card, and a declare option bring all the atmosphere of this most famous of games into your home all year round.

6481

Released at £9.95



CLUB PRICE £7.45



Take on the race of a lifetime in this Ultimate space adventure!

From the renowned software company Ultimate comes an interactive arcade adventure of enormous complexity. You command the Crystal Ship, a gargantuan space craft designed with one purpose. Its mission is to enter the dark reaches of the Beta Gamma System and retrieve the precious anti-element Cybertron.

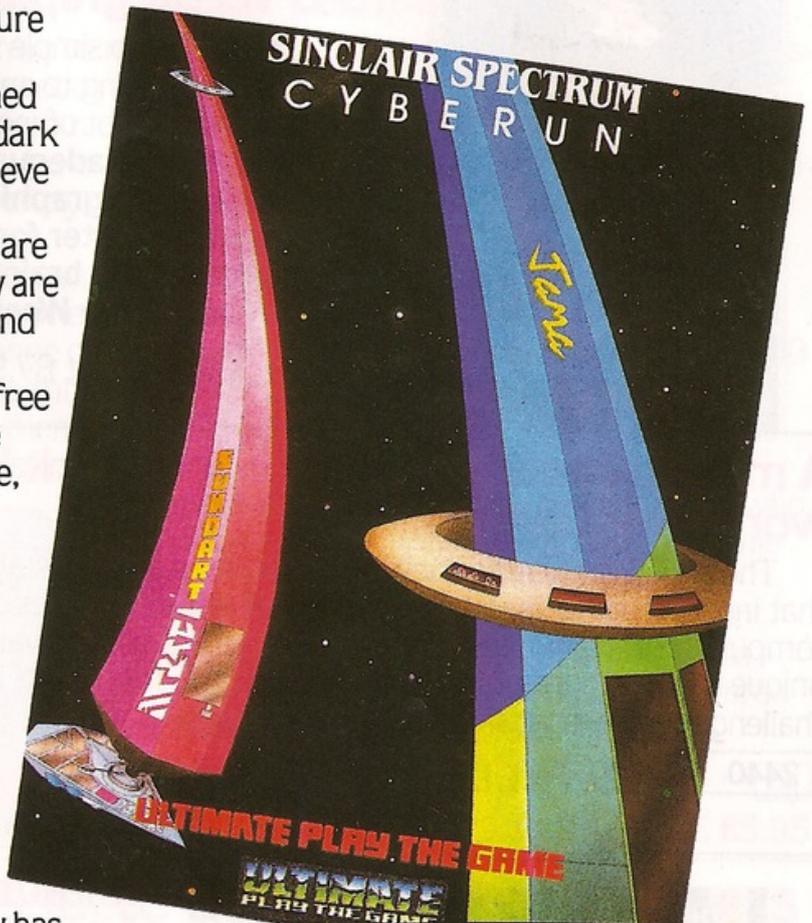
The planets and dark stars of the System are unlike any others in the entire Universe. They are bound together by a grid of plasmic energy and composed of the anti-element Cybertron.

It is only when the precious Cybertron is free from its plasmic prison that it reacts with the positive matter of Space to become Cybernite, the hardest substance in the Universe impervious to any degree of heat and energy.

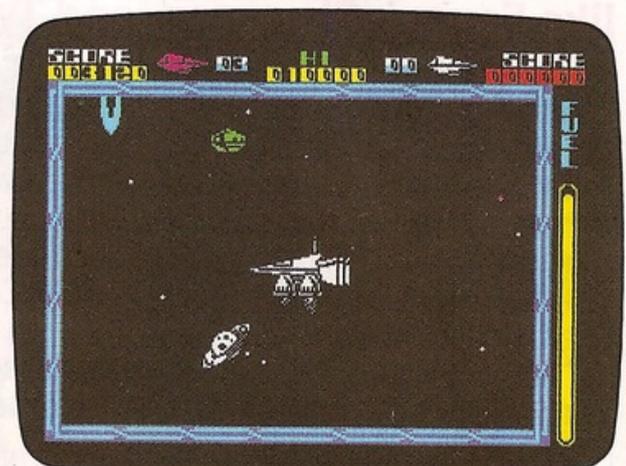
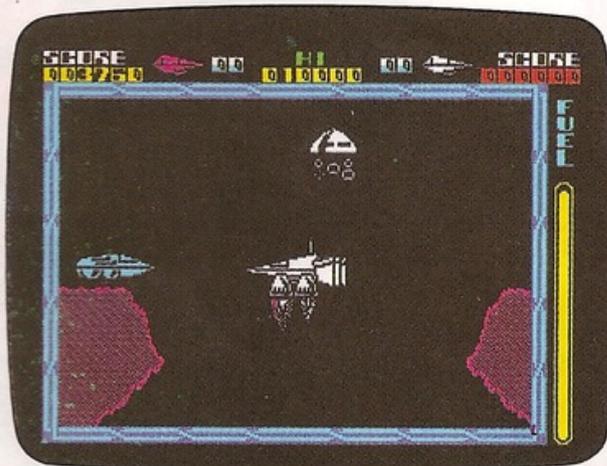
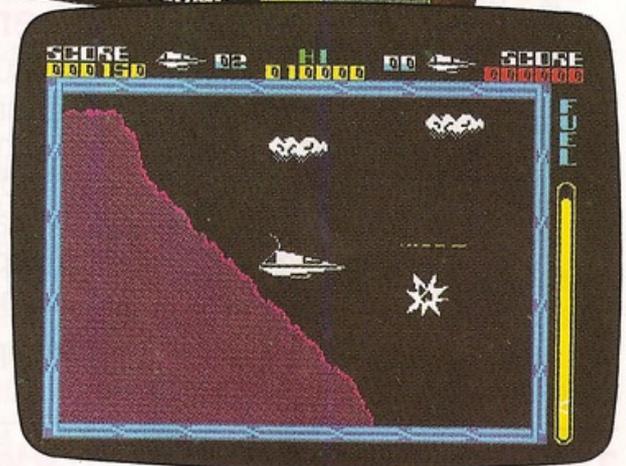
But the incredible forces exerted by the Beta Gamma System mean that only a space ship of enormous size can retrieve the precious Cybertron. After years of construction the ship is ready for its mission. It has been assembled in stages and shipped in sections out to the Zebarema system.

But yet another ship from a distant galaxy has also travelled to the Beta Gamma System and has landed on the Cybertron planet. The race through space for command of the Universe is on!

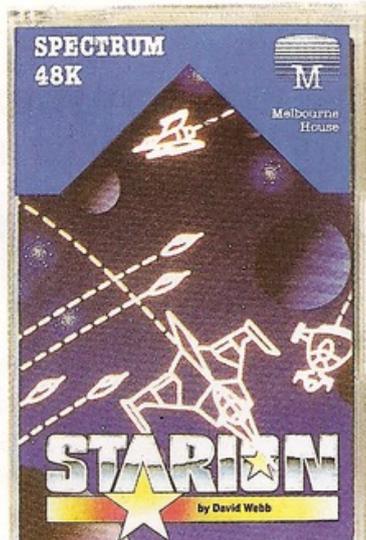
You'll have joystick or keyboard control over your cruiser which is armed with Laser and Photon torpedos and the cataclysmic Plasma Ray. You'll need all these weapons and more in the action that lies ahead!



8062 Released at £9.95 
CLUB PRICE £7.45



Some best-sellers you may have missed!



Battle with alien anagrams amid 3-D Vector graphics!

"Starion" is no simple shoot-em-up. Instead it elevates arcade-style gaming to an inspired level combining the best action graphics with a plot of incredible complexity.

"Words can't adequately describe the immense sense of realism that the graphics manage to portray." *Crash*.

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

Home Computing Weekly.

3202

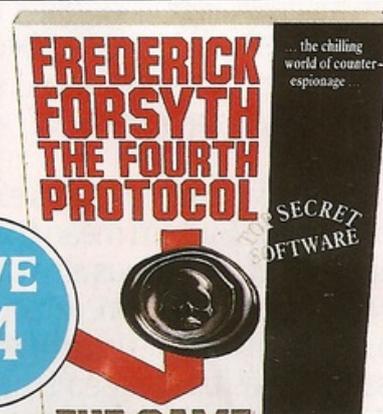
Released at £7.95 **CLUB PRICE £5.95** 

A mega-adventure based on Frederick Forsyth's worldwide best-seller!

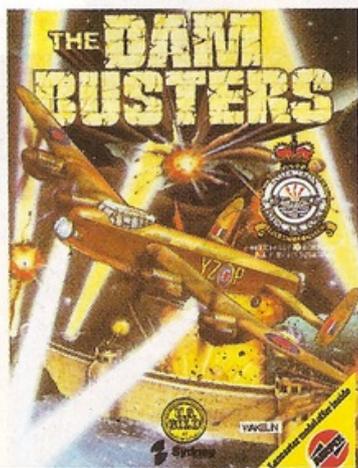
The superbly exciting showdown climaxes a three-stage game that incorporates a fascinating variety of different styles of computer entertainment. Based on the book, but with variations unique to the program, "The Fourth Protocol" represents a real challenge to the most skilled adventure-game player.

2440

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



SAVE
£4



Endorsed for authenticity by the squadron of the heroes themselves!

This superb simulation puts you in command of a Lancaster bomber and the historic mission. Outstanding graphics show, and control, the action on separate screens for each member of the crew. Additional screens provide damage reports, scrolling maps, and diagramatics of bomb trajectories and dam status.

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

3334

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

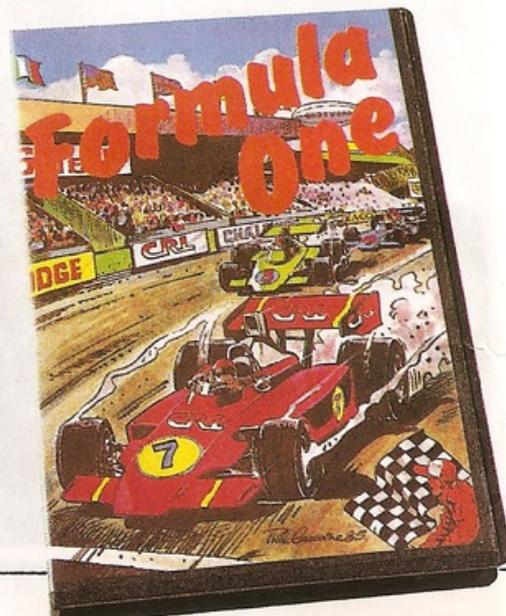
Take the decisions that made legends of men like Ferrari, Chapman, and Tyrell.

As team manager you have a budget of £1 million for your first Formula One season. How you spend the money is crucial to your team's efficiency. With authentic details of 16 circuits and weather conditions you'll have to decide which tyres to run and when to make pit stops. You'll need to be quick on the joystick or keyboard to stay in contention. The prizes on this five-level game are winning the Driver's Championship, Constructor's Championship – or both!

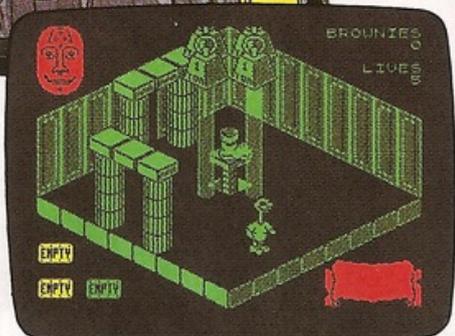
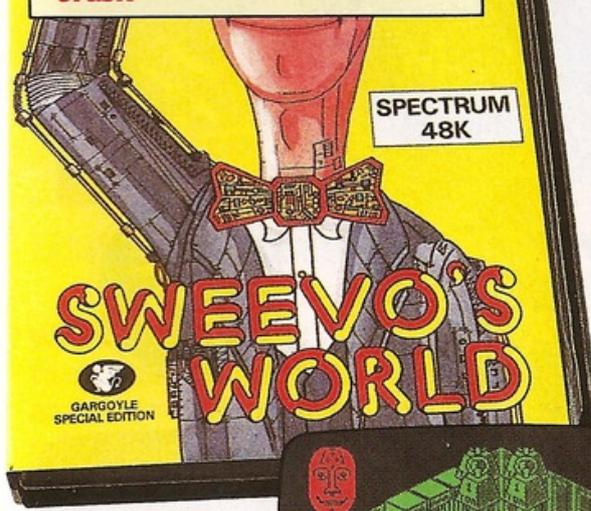
"A fine simulation...combines attractive displays, good game structure, and an exciting theme." *Sinclair User*

4074

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



"Sweevo's World is stunning, with superbly defined and animated characters and an impressive overall speed. The sound is also exceptional...it's brilliant."
Crash



Laughs galore in the weird and whacky Sweevo's World

"I'm impressed...the chances are you'll love it" *Popular Computing Weekly*.

You've never seen a character like Sweevo – the hapless little robot who is both clumsy and accident-prone. Poor Sweevo has failed Robot Android Training School (RATS). Now his only hope of entering active service is to overcome the crazy dangers he faces on the artificial planetoid Knutz Folly.

And what a weird world it is. Strange genetic experiments by the mad Baron Knutz have left a legacy of strange creatures who guard the strategic areas of the 200 or so three-dimensional rooms. All manner of mutations are there – prodding disembodied fingers, "L" plates that transform into lifts, a crazy goose that lays golden eggs and goose-stepping dictators, and Brownies who can be collected for (what else?) extra Brownie points!

But there is a way through the rooms for Sweevo. Each creature has its own weakness – and it is only after they have all been discovered that Sweevo can reach Active Service and become a useful member of robot society.

6393 Released at £7.95 **CLUB PRICE £5.95**

A perfect book and cassette duo for all star gazers

Stunning space scenarios in the book based on the spectacular TV series. "Space Scan" software turns your computer into a planetarium!

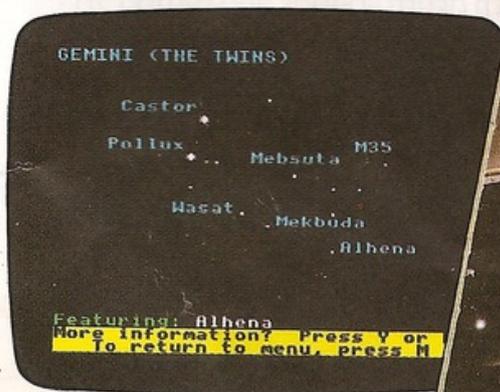
With the arrival of Halley's Comet interest in astronomy and inter-planetary space exploration has probably never been greater.

"The Planets" is the astounding book by British Astronomical Association president Heather Couper based on the spectacular TV series. Turn its lavishly illustrated pages and you'll embark on a fascinating and thrilling

exploration of the solar system. With stunning photographs taken by spaceprobes, and practical advice on observing the planets, you'll soon come to appreciate the wonders of the heavens.

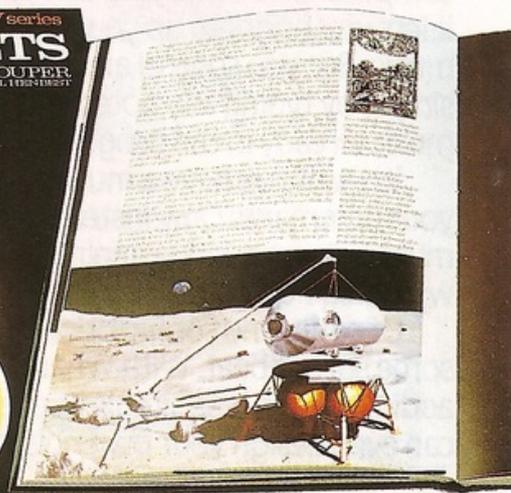
Use the accompanying "Space Scan" astronomy tutor to learn to recognise constellations and explore the major stars. The five-part programs present you with realistic star maps to test your knowledge, and includes a constellation spotter, star search option, and quiz.

7644 Released at £17.90 for the two **CLUB PRICE £11.90 for the two**

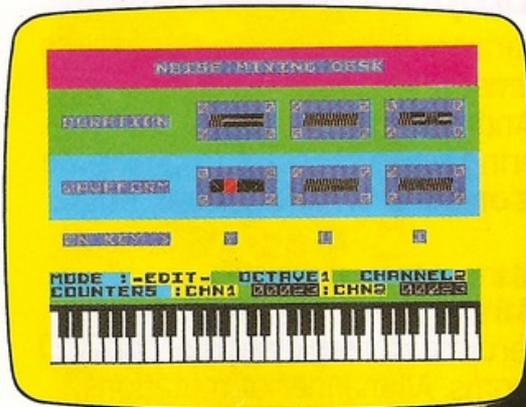


Based on the spectacular TV series
THE PLANETS
HEATHER COUPER
with NIGEL THORNTON

**SAVE
£6**



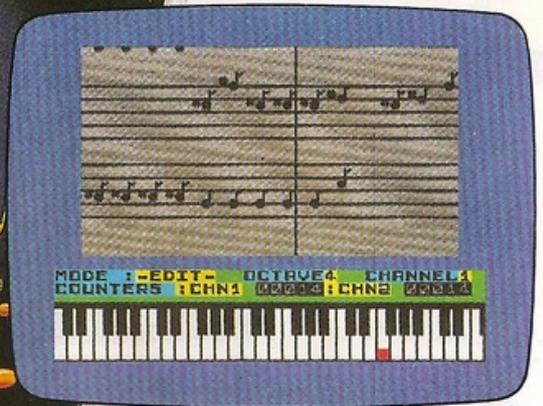
Transforms your computer into a complete sound and music system!



"As serious a piece of software as Tasword II or The Quill... the only music software which allows our resident Bob Dylan to get his magnum opus onto tape in under two hours." *Sinclair User*.



SAVE
£3



Attempt your own chart-busting tunes. No knowledge of music or programming necessary.

How many times have you listened to the latest hit record and felt you could have written a song that was just as good. Now you can use your Spectrum to give full rein to all that music hidden inside your head.

Wham! The Music Box transforms your computer into a two-channel sound machine. And it lets you brighten up your own programs with music. But you control and create the tunes simply by typing any notes you like on top of music already in the program's memory.

It's as if you have a musical word processor at your command. Only instead of text, you type music! The result is stunning two-part harmony written quickly and efficiently.

Of course no composition is complete without some sort of beat. With Wham! The Music Box, adding drums is as simple as pressing a key. You can even design your own noises by adjusting

graphical representations of musical wave forms. When your composition is complete, set the tempo by simply choosing the speed you want from the appropriate menu.

Using the special Whampiler, you can brighten up your own programs with music. The Whampiler is a special option that produces a machine code routine you can use in your own programs to play the music of any tunes you compose.

Remember – you control every aspect of your composition from drum sounds and tempo, to octave changes and noise effect editing.

As a bonus for Wham fans, the five Top 20 Wham! songs by the famous duo themselves are included – Freedom, Club Tropicana, Careless Whispers, Young Guns Go For It, and Bad Boys.

"Fun to use" *Popular Computing Weekly*.

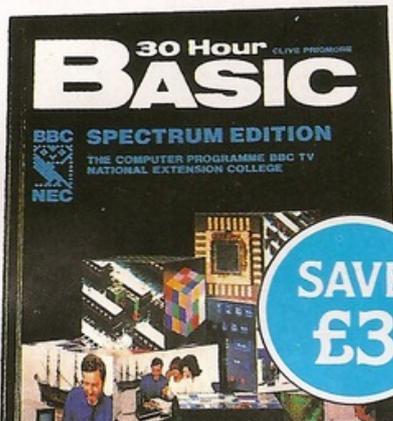
6401

Released at £9.95



CLUB PRICE £6.95

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



One of the finest computer books ever published!

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 "30-Hour Useful Home Computing" Hardback 259 pages 8½ x 5½"

9706

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

Use all the commands and functions built into your machine!

Your computer is controlled by a 16K ROM program offering a wide range of commands and functions. This book is the key to finding the routines and gives a full explanation of their functions and inter-relation. Areas covered are keyboard, cassette, screen and printer handling, loudspeaker, and BASIC line and command interpretation. "All the information one could possibly need is there". *Computing Today*. Paperback 236 pages 8" x 5½"



3171

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

Can computer's out think the human input?

The author of the famous Multi-User Dungeon game explains how computer programs can "learn" and add capabilities to deal with new situations over and above the original human programmer's input. This is how computers can beat the best human players at backgammon and even chess.

Paperback 256 pages 8½" x 5½"

2703

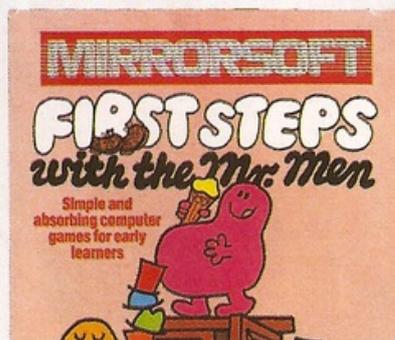
Published at £9.95 **CLUB PRICE £6.95** 

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 2-8 year olds plus a special Mr Clever keyboard overlay to simplify young experience of hands-on control.

1021

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



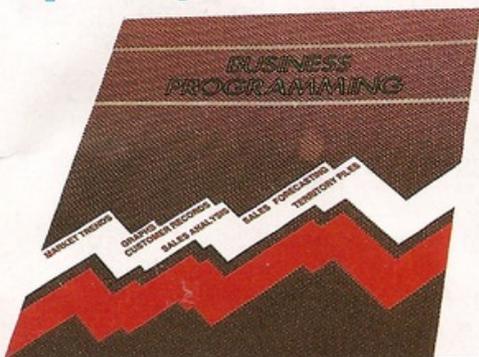
Specially written to help every manager or professional take advantage of the new technology

This book shows how you can write your own programs for Market Trends, Customer Records, Sales Analysis, Sales Forecasting, or other business projections of any kind. Sample listings save you outside software costs and show you how to evaluate your company's computer requirements.

Paperback 157 pages 9" x 6"

2707

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



Select and manage your own World Cup team from a cast of international teams

It's World Cup year! And what better way to get into the atmosphere than to load up this incredible compendium of World Cup facts and figures that carries data on practically every event and result in World cup history!

This is in fact a two-part program. World Cup Factfile puts a massive interactive database of World Cup history at your fingertips. Powerful search facilities let you retrieve details of games, players and scores in seconds. Check your World Cup IQ with a quiz option that tests your knowledge of the game. The second part, World Cup Manager, puts you in the manager's hot seat. You'll have to carefully select a national team and guide it through the heats and into the final. You'll have to gauge the strength of the opposing team and carefully select your own men to ensure victory.

Once the team is chosen the action begins with three arcade-style sequences; penalties, shooting and heading. As a bonus, World Cup Soccer includes a 32-page illustrated booklet with a forward by famous keeper Ray Clemence that covers the history of soccer, rules, skills, and profiles of the top World Cup stars.

6575

Released at £9.95

CLUB PRICE £7.45



To be a good footballer, you need many different qualities. You have to be fit, to have statistics staying power, and to develop a good range of skills. The exercises on these pages will help you to improve your fitness and your football skills.

SPEED

To improve your speed, you should do 50 yards sprints 3 times a day. Run as fast as you can. This is a training game.

Time: _____
 Points: _____
 20 yards

STAMINA

Footballers must have an exceptional stamina to play for 90 minutes. To improve your stamina, you should do 1000 yards runs 3 times a day. Run as fast as you can. This is a training game.

Time: _____
 Points: _____
 20 yards

THE RECORD

The world record for kicking a football is held by a player who kicked a ball for 20 hours 25 minutes. This is a training game.

Time: _____
 Points: _____
 20 yards

JUGGLING

The object is to keep the ball in the air as long as possible. You can do this by juggling the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

DRIBBLING

The object is to dribble the ball through a series of cones. You can do this by dribbling the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

PASSING

The object is to pass the ball to a partner. You can do this by passing the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

SHOOTING

The object is to shoot the ball into the goal. You can do this by shooting the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

HEADING

The object is to head the ball into the goal. You can do this by heading the ball with your head. This is a training game.

Time: _____
 Points: _____
 20 yards

GOALKEEPING

The object is to stop the ball from going into the goal. You can do this by stopping the ball with your hands. This is a training game.

Time: _____
 Points: _____
 20 yards

SET PIECES

The object is to take a free kick, corner, or penalty. You can do this by taking the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

DEFENDING

The object is to stop the ball from going into the goal. You can do this by stopping the ball with your feet. This is a training game.

Time: _____
 Points: _____
 20 yards

GENERAL

The object is to play the game. You can do this by playing the game. This is a training game.

Time: _____
 Points: _____
 20 yards

SCORING

The object is to score goals. You can do this by scoring goals. This is a training game.

Time: _____
 Points: _____
 20 yards

ASSISTING

The object is to assist a player. You can do this by assisting a player. This is a training game.

Time: _____
 Points: _____
 20 yards

KEEPING

The object is to keep the ball. You can do this by keeping the ball. This is a training game.

Time: _____
 Points: _____
 20 yards

DISCIPLINE

The object is to be disciplined. You can do this by being disciplined. This is a training game.

Time: _____
 Points: _____
 20 yards

TEAMWORK

The object is to work as a team. You can do this by working as a team. This is a training game.

Time: _____
 Points: _____
 20 yards

LEADERSHIP

The object is to be a leader. You can do this by being a leader. This is a training game.

Time: _____
 Points: _____
 20 yards

COMMUNICATION

The object is to communicate. You can do this by communicating. This is a training game.

Time: _____
 Points: _____
 20 yards

ADAPTABILITY

The object is to be adaptable. You can do this by being adaptable. This is a training game.

Time: _____
 Points: _____
 20 yards

RESILIENCE

The object is to be resilient. You can do this by being resilient. This is a training game.

Time: _____
 Points: _____
 20 yards

PERFORMANCE

The object is to perform well. You can do this by performing well. This is a training game.

Time: _____
 Points: _____
 20 yards

CONCENTRATION

The object is to be concentrated. You can do this by being concentrated. This is a training game.

Time: _____
 Points: _____
 20 yards

FOCUS

The object is to be focused. You can do this by being focused. This is a training game.

Time: _____
 Points: _____
 20 yards

DETERMINATION

The object is to be determined. You can do this by being determined. This is a training game.

Time: _____
 Points: _____
 20 yards

PERSEVERANCE

The object is to be perseverant. You can do this by being perseverant. This is a training game.

Time: _____
 Points: _____
 20 yards

ENDURANCE

The object is to be enduring. You can do this by being enduring. This is a training game.

Time: _____
 Points: _____
 20 yards

STRENGTH

The object is to be strong. You can do this by being strong. This is a training game.

Time: _____
 Points: _____
 20 yards

AGILITY

The object is to be agile. You can do this by being agile. This is a training game.

Time: _____
 Points: _____
 20 yards

COORDINATION

The object is to be coordinated. You can do this by being coordinated. This is a training game.

Time: _____
 Points: _____
 20 yards

REFLEXES

The object is to be reflexive. You can do this by being reflexive. This is a training game.

Time: _____
 Points: _____
 20 yards

REACTION TIME

The object is to be quick. You can do this by being quick. This is a training game.

Time: _____
 Points: _____
 20 yards

ADAPTABILITY

The object is to be adaptable. You can do this by being adaptable. This is a training game.

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