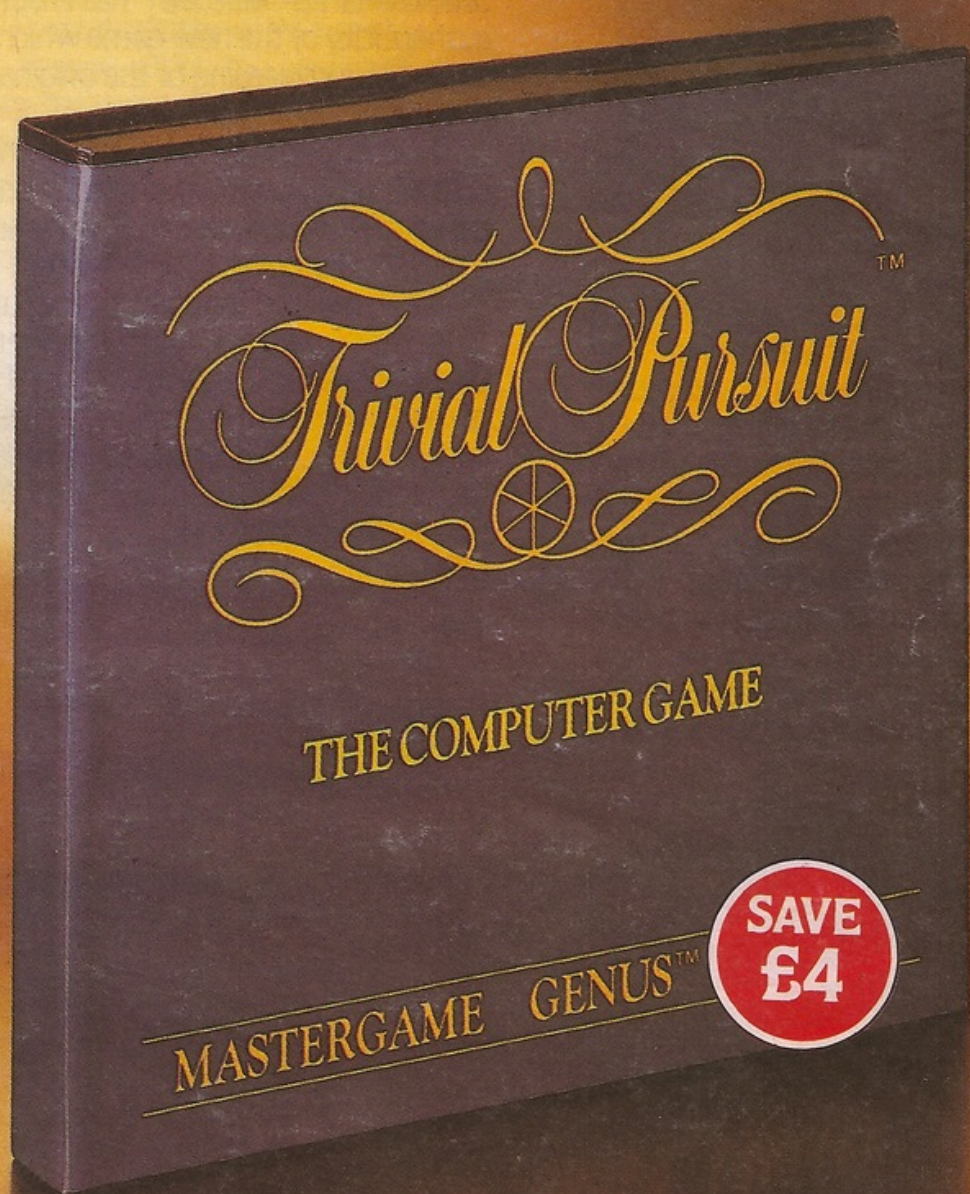


SINCLAIR SPECTRUM

PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB



Now here... the computerised
version of the world's most
fashionable board game.

Your Holiday
MAIN SELECTION
See pages 2 & 3

Now the most popular board game graphics as

Why were Sandy Shaw's feet famous?

Who played the part of the Sheriff in 'Jaws'?

What was the name of Roy Rogers' dog?

If you know the answers to these questions, chances are you're a *Trivial Pursuit* champion. Finally it's here. The worldwide smash hit board game has at last made the transition to computer. And what a fun-packed conversion it has turned out to be.

If you've played the board game you'll already be familiar with the scenario of answering questions from several categories to beat your opponents to the centre hub of the board.

But check out the additional features of the electronic version: automatic dice rolling, automatic indication of possible moves, fabulous sound and music effects, a gigantic repertoire of more than 3,000 questions (many utilising sound and graphics), a unique optional fail safe control that ensures you do not get asked the same question twice, and the ability to at last play *Trivial Pursuit* on your own!

Authentic and officially approved

No effort has been spared to make the computerised release of *Trivial Pursuit* as sophisticated and enjoyable as the board game. The same team of Oxford academics who produced the acclaimed computer version of Shakespeare's "Macbeth" has ensured the authenticity of the new game which has had the approval and blessing of the originators of *Trivial Pursuit*.

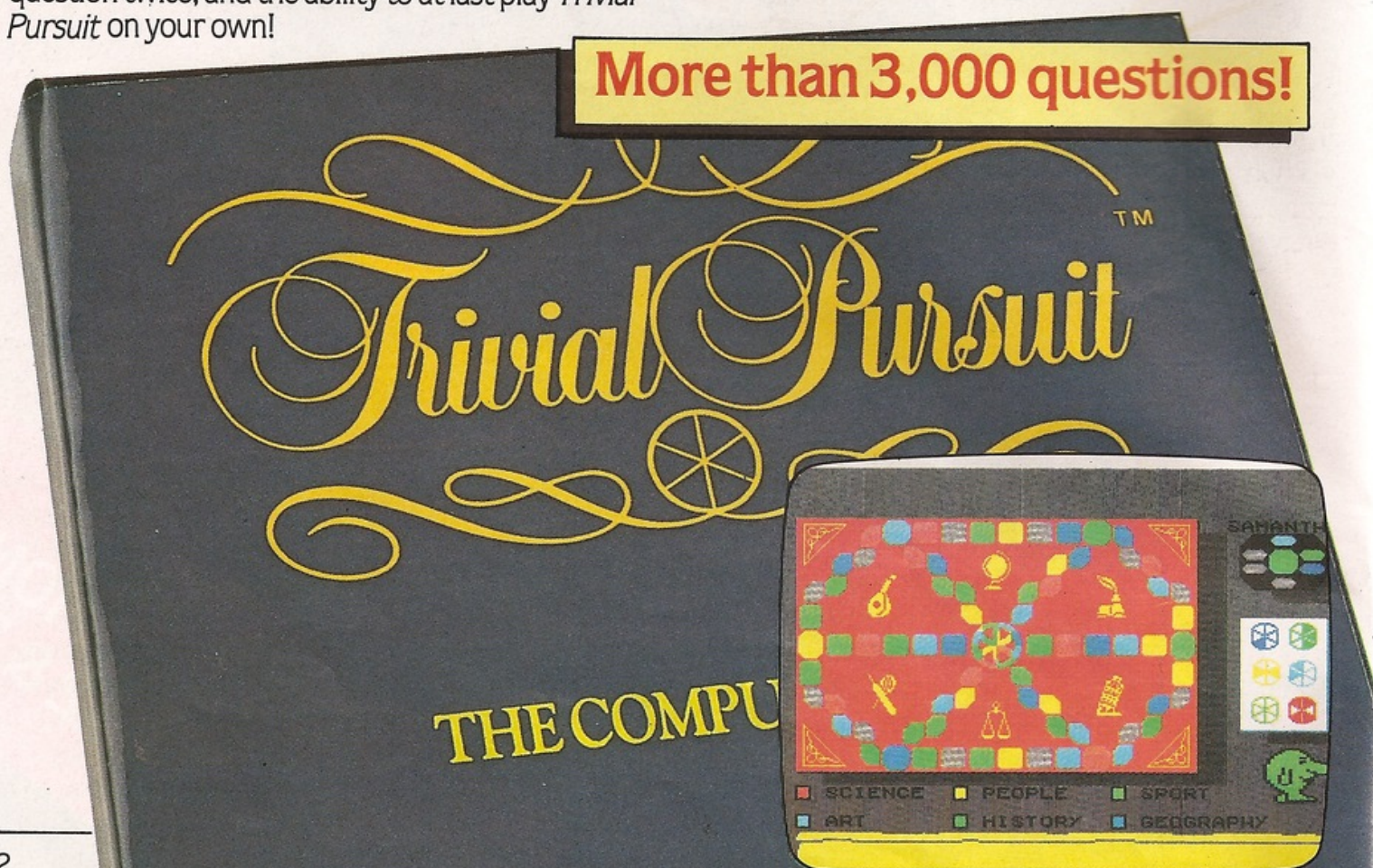
Not only do they have skills in maths, computing, art, design, physics, and English, but all the game's designers and programmers are avid *Trivial Pursuit* players.

They realised that part of the fun of the game is to let the players call out the answers to the questions. And so it remains with the computer game. The key to the new version is "TP", the computerised master of ceremonies who directs game play. And if the little fellow gets too tiresome, just turn him off and carry on without him.

Two-part program

When you open your *Trivial Pursuit* pack you'll find the program is in two parts. The first section

More than 3,000 questions!



ever comes to life with sound and well as text!

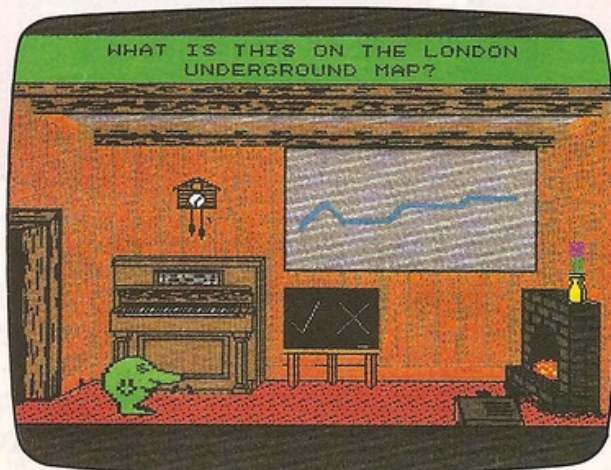
is the main structure containing the board and logic control that will set the rules, spin the dice, set the time limit for answers, move players and act as umpire.

Once this is up and running you can insert the question pack programs. These are the databases full of hundreds of questions covering all the familiar *Trivial Pursuit* categories: history, entertainment, science, sport, and geography.

This is where the computer *Trivial Pursuit* leaves the board game far behind, as shown in these representative screen shots. For, questions can be based not only on simple text, but also on graphics and sound (or any combination of the three).



**SAVE
£4**



Keyboard or joystick controlled

Once the game has started, you'll be asked to set the names of the players, time limits for answers, and change subject categories. Ready? Just press your joystick button or hit the pre-selected key and watch the dice roll, see the possible squares on the board flash, as the first question pops up onto the screen. If you can't respond within the pre-set time limit, the answer will appear on the screen. Or you can summon up the correct answer at any time by hitting the appropriate key or joystick button.

Just as in the board game, each player has a segmented counter into which the coloured wedges symbolising success at answering a key category are inserted. Only this time the counters appear as screen icons and the wedges are automatically "inserted" by the computer.


If "TP" is being utilised, you'll see the little fellow push your counter to the appropriate

square, run off with the board, and re-enter to ask the next question.

As soon as the question has been processed and answered it can be deleted from the computer's memory. So you can be sure it will not be asked again in that game.

Not only does *Trivial Pursuit* make a fabulous Christmas present. Its all-round appeal is bound to give hours of fun to the whole family. Who cares about long autumn nights when there is *Trivial Pursuit* to enjoy?

Pack 6" x 6" includes two cassettes and booklet. Suitable for 48 or 128K Spectrum.

9010 Released at £14.95 
CLUB PRICE £10.95

Important

This issue of Program features 24 exciting items for your computer. To order, use the order form on the back of your statement. The Main Selection, *Trivial Pursuit*, 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




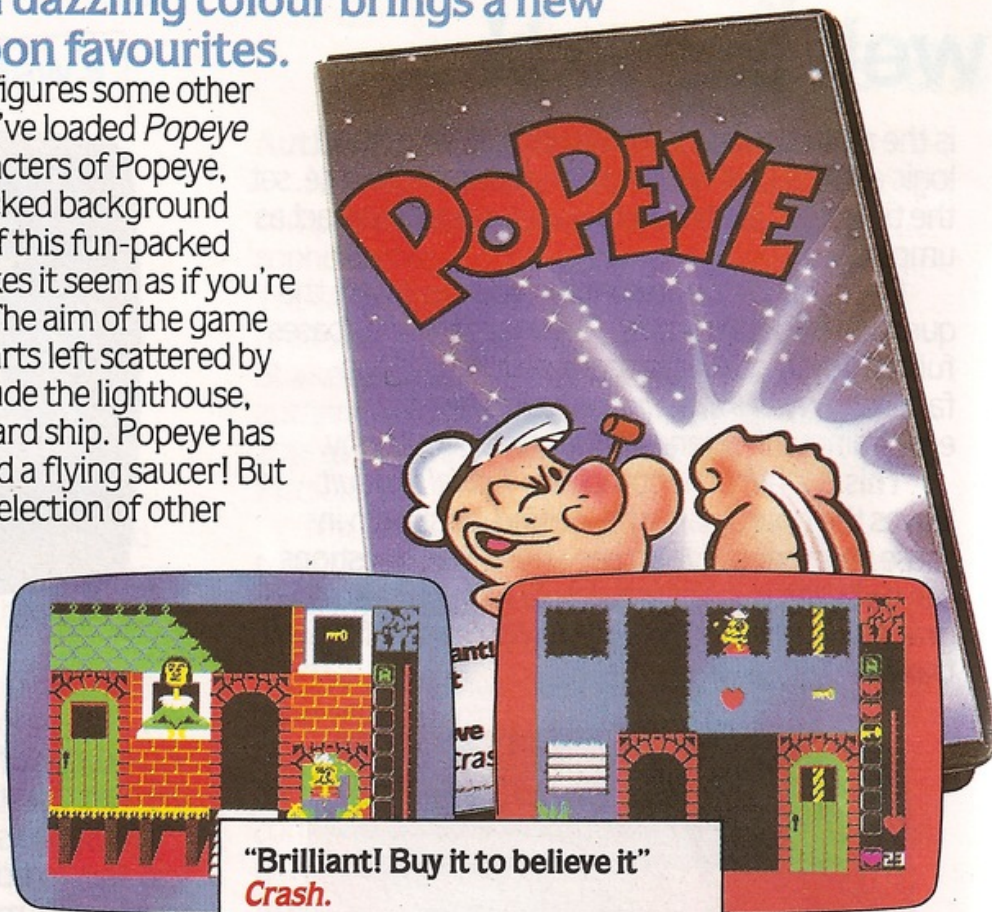
This symbol means the item on offer is a cassette and a book as one package

Will the lovesick Popeye win the hand of Olive Oyl?

Giant-size animation and dazzling colour brings a new dimension to these cartoon favourites.

Forget all about the tiny blurred figures some other computer games generate. Once you've loaded *Popeye* you'll be astounded at the giant characters of Popeye, Olive Oyl and Bluto and the detail-packed background screens. The astounding animation of this fun-packed computer re-creation of Popeye makes it seem as if you're interacting with a real cartoon film. The aim of the game seems simple enough. Collect the hearts left scattered by Olive Oyl in the 15 locations that include the lighthouse, rooftops, under the ocean and on board ship. Popeye has to scale ladders and even jump aboard a flying saucer! But all the time arch-enemy Bluto and a selection of other nasty creatures are stalking him. And although Popeye can hide in doorways and go in and out of buildings to keep out of harm's way, sooner or later Bluto is bound to knock him out. He can be revived with a tin of spinach – but they're in short supply.

8273 Released at £7.95 
CLUB PRICE £5.95



"Brilliant! Buy it to believe it"
Crash.

Nerve-wrenching excitement in the air traffic controller's hotseat!

An air-traffic controller's job is one of the most stressful occupations there is. Spend one session with this real-time simulation of the operation of air traffic control at London Heathrow and Amsterdam Schipol and you'll soon see why. Once you've learned the demonstration exercises, the simulation takes you to seven higher levels such as dealing with a mixture of aircraft types, and handling an unforeseen emergency.


8261 Released at £7.95 **CLUB PRICE £5.95** 



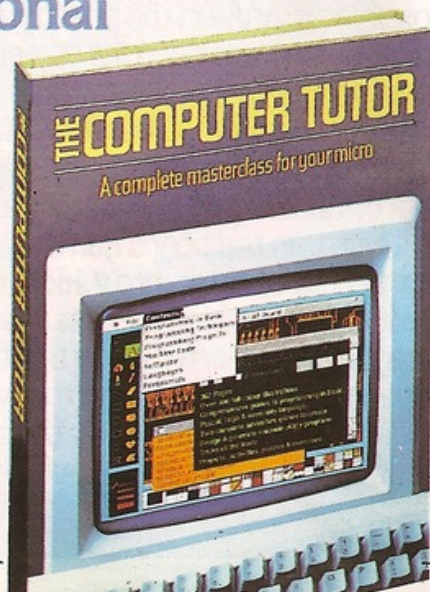
Another chance to order this exceptional computer tuition book

More than 400 illustrations, charts, and graphs make this book a vital reference work, covering every conceivable aspect of personal computing. Separate sections cover the most popular computing languages including machine code and Pascal and there are chapters on peripherals, software publishing, and programming tips. Based on *The Complete Home Computer Course* and *The Advanced Home Computer Course*, *The Computer Tutor* has been created by the best computer writers and graphic artists.

Hardback 280mm x 210mm 304 pages

5504 Published at £14.95 
CLUB PRICE £9.95

**SAVE
£5**



Rise from sorcerer's apprentice to supreme wizard in this mystical adventure

More than 200 locations and 18 creatures for you to control.

Level 9 have come up with yet another winner which continues the "Magikal" adventure of the chart-busting "Red Moon". This time you must descend into the sorcerer's caverns where all manner of evil horror awaits in your quest to master the 18 magical spells and so become a supreme wizard. Level 9 has been hailed by adventure game reviewers as the ultimate adventure software house. Time and again, Level 9 games have been met with ecstasy by hardened reviewers who have described them as some of the best computer adventures available anywhere in the world.

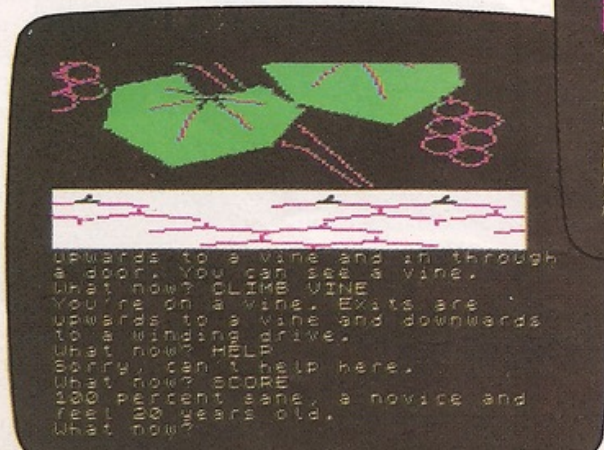
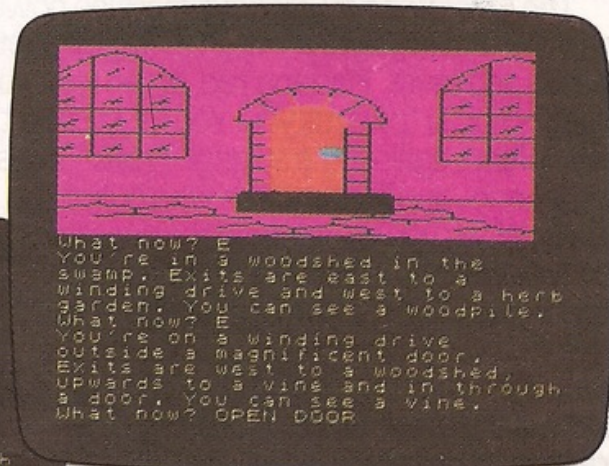
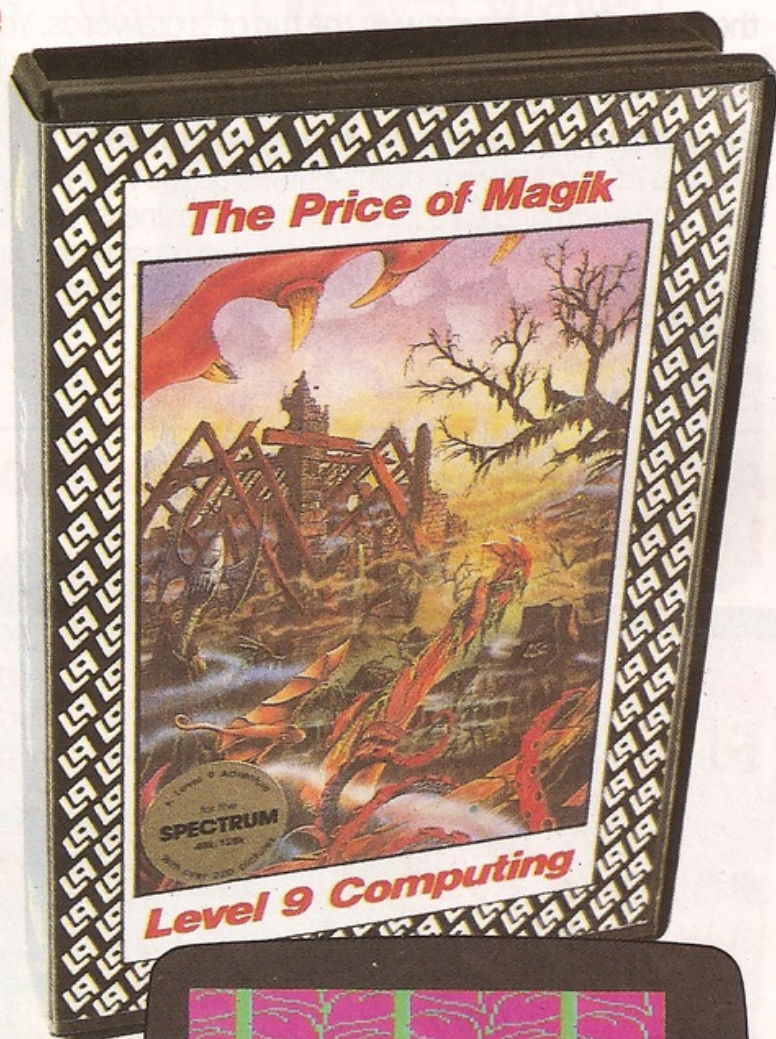
The Price of Magik keeps up this standard with features that only Level 9 can offer. The unique Level 9 adventure system lets you command 18 bizarre creatures such as the Bloodworm, Moonbeast, Werewolf, Mummy, Ghoul, Vampire, and Zombi. Issue the correct commands from the game's 1,000-word vocabulary and you may be able to coerce them to do your dirty work for you. Get it wrong and you could join the "Undead".

Unlike less sophisticated adventure games, *The Price of Magik* doesn't limit you to a few terse commands. Here you can enter full sentences in normal English and combine several instructions in one key sequence.

As with all Level 9 adventures, things are not always as they seem. With over 200 locations such as the Tomb of Myglar, Rotting Dead Room, and Slime Slide, you'll need all your wits to survive the terrors that will confront you. Only the very best adventurers who manage to hold on to their sanity will ever qualify as a supreme wizard, the rest will perish in the subterranean catacombs of *The Price of Magik*.

6782 Released at £9.95

CLUB PRICE £7.45



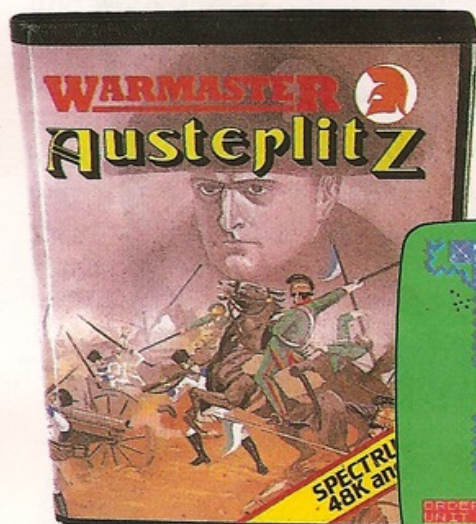
Have you got what it takes to break the bank?

Here is one of the most novel financial simulation games ever, combining the thrill of big business with the fun of crosswords. Your task is to make as much money as you can by guessing at the words in a crossword and selling them to the bank. You can buy letters from the bank. But this will cost you money and certainly cut down on your chances of beating your opponents to be the first player to notch up a winning £10,000. As in real business, you start off with a capital sum. From then on you must wheel and deal to stay in front, continually juggling your debts and liquidity to reach Tycoon status.



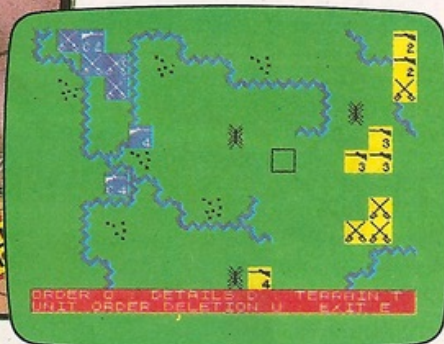
8396 Released at £9.95 **CLUB PRICE £6.95**

Assume the role of Napoleon in this classic Lothlorien war game



It was in 1805 that Napoleon's army clashed in an historic battle against the 80,000 troops of the combined forces of Austria and Russia at Austerlitz. Now, more than 180 years later, the magic of the micro lets you command the French army against the Russian general Kutusov in this historically accurate war game from the

famed war game specialists Lothlorien. The screen map on which the three-level game is played takes its terrain details from the actual battle while the computer controls the hidden secret movement of troops. Napoleon achieved a decisive victory over his enemies at Austerlitz. But will you?



8813 Released at £9.95 **CLUB PRICE £7.45**

An incredible magical voyage from the makers of Star Wars

Explore a mystical underground world populated by curious creatures.

The Eidolon is a mysterious machine powered by the energies of the mind that voyages through a magical subterranean world of tunnels and caves. Flashing red, green and blue energy jewels and fireballs hurtle towards you. You must collect them, for they are your only defence against the strange Trolls, Greps, Biter Birds, Bottlenecks, and Puffer Birds who guard the jewels. When you've defeated the guardians and collected the jewels the dragons will appear guarding the gate to the next level of the subterranean maze. Only when you've made it through the final level of this mystical land will the great secret guarded by the dragons be revealed.

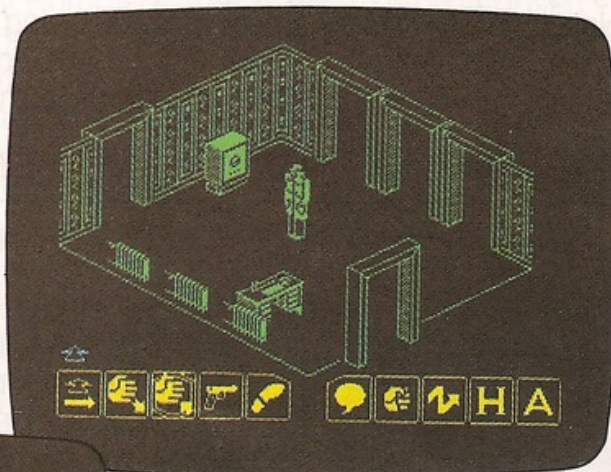


6499 Released at £7.99 **CLUB PRICE £5.95**

"... destined to become one of this year's biggest hits."
Personal Computer World.

"The most enthralling
game I've ever played"

Crash



Icon selection does away with tedious typing of commands.

You interact with the characters in *Movie* through a comprehensive menu of icons controlled by keyboard or joystick. To move around, activate the "footprint" symbol. Firing the gun is as easy as selecting the

"gun" symbol while other icons let you punch out during combat, throw objects at the heavies, pick up essential objects and halt the action at any time.

You can even talk to the characters by selecting the speech bubble. They will react according to what you say.

The action starts in your office on the shadier side of town but soon you're out in the alleys and other buildings in the neighbourhood checking out leads and clues. All around shady characters move in and out of the scene. Some are friendly. Others indicate danger. There's so much detail packed into each location that you'll want to spend time examining the dozens of objects. But first you have to find a gun. Without a weapon you're a sitting duck for Malloy's men. If you get hit in a shootout you'll find yourself back at the start screen.

So forget about just passively watching those old black and white gangster films. *Movie* lets you jump head-first into the action.

"A most intriguing and stylish game... excellent and reasonably priced."

Popular Computing Weekly

Gunplay and gangsters in the New York underworld.

This is the game that all would-be Philip Marlowes have been waiting for. *Movie* is a magnificent 3D epic icon-driven gangster thriller. With no less than two hundred incredibly-detailed locations and a labyrinth of puzzles and conundrums to solve, you'll be in for months of fun.

You are the Private Eye Jack Marlow facing the most dangerous assignment of your career – to infiltrate the headquarters of chief mobster Bugs Malloy, recover an incriminating tape message, and get back to your office alive to play the tape.

As you get closer to your goal, Malloy's hoods use every dirty trick in the book to thwart you. You'll face beatings, bullets, and bullies. But you do have one friend, the girl Tanya whose help is essential to find Malloy's hideout. There's just one drawback. Tanya has an identical twin sister Vanya who works for Malloy and will lead you right into the hands of the mobsters waiting to bump you off.

8153 Released at £7.95

CLUB PRICE £5.95



CLUB BESTSELLERS

A complete starter kit to help you with your Spectrum or Spectrum+

The Spectrum is an excellent home computer, but the documentation that comes with the machine can be difficult to follow. So here is a special starter kit to get you up and running. Bright colour-coded sections take you from Getting Going, to Starting Programming, and learning BASIC. The cassette demonstrates all the principals and provides you with practice programs making everything about life with your Spectrum much easier.

2561

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



Design and create your own arcade game without any programming knowledge!

With this splendid utility you can design and write your own games just by choosing from easy menus and options. These list combinations of screen colours, player modes, background screens, sprites, explosion sounds, and scenarios. You can even design a game featuring friends and family as characters! Once it has been saved, anyone with a Spectrum can see and play your game. Who knows – perhaps you can write the next Home Computer Club Selection!

5155

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

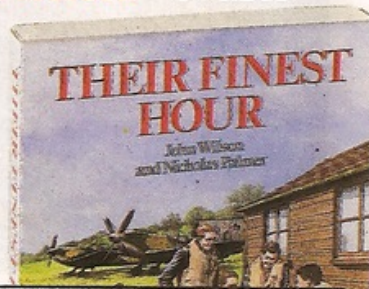


"The finest wargame currently available to Spectrum owners" *Crash*

Experience the tension and drama of Fighter Command in 1940 facing the might of the Luftwaffe. This real-time strategic simulation is based on the actual events of the Battle of Britain. It's icon-driven menus make this program a joy to play. Choose a one-day campaign for practice and graduate to fighting the entire battle in the actual time it took to win!

3931

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



"Gave me my hardest fight yet"

... *Jeoffrey Thompson, World Karate Champion.*

Here is the karate simulation game that has been acclaimed by the reviewers as the best of its type ever released. Brilliant animation adds to the excitement of the fighting which allows you the option of 18 different punches, jabs and kicks.

"One of those programs that sets standards by which others will be judged... the most realistic and enjoyable computer and combat game yet" *Your Computer.*

"Spectacular, startlingly original epic... the most televisual game I have encountered" *Daily Mail.*

3956

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

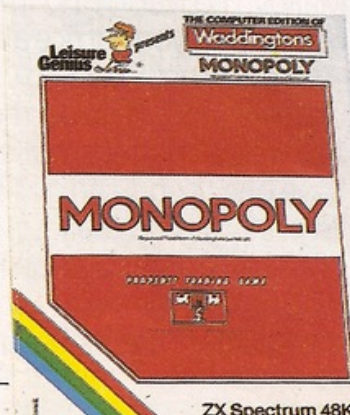


"Adds a whole new dimension to the game" *Daily Mail.*

Now the world's top board game makes its transition to the computer and has become even better. The computer now acts as Banker, rolls the dice, calculates rent owed, delivers Chance and Community Chest cards and automatically distributes dividends or collects fines due and acts as jailer! This computer edition of *Monopoly* by the famous Leisure Genius team has been checked for authenticity by the original makers, Waddingtons.

2326

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



Into action with the best battle pair this year

Fighting fury based on the box office smash plus a unique arcade and strategy game of WWII desert warfare.

From the steamy jungles of Vietnam to the searing wastes of the Western Desert come two of the best war action computer games. If you've seen the movie smash *Rambo* you won't need any further introduction to Ocean's computer interpretation of the super soldier's mission. Like the movie you'll have to rescue the prisoners and escape by helicopter to Thailand. Naturally the combat comes fast and furious on the scrolling jungle scenery. On-screen status information and an electronic arsenal of knives, grenades, and rockets help keep the enemy at bay.

Desert Fox combines exciting arcade action with war game strategy. This time the scenario is the World War Two desert campaign battling against Rommel's Afrika Corps. The icon-driven game features 24-hour battles involving combat at night, dawn, dusk and during the day. As the commander of Lone Wolf, a patrolling Sherman tank, you'll have to fight off Stuka squadrons, negotiate minefields, protect a supply convoy and face opposing armour in a deadly tank duel. Astounding sound effects and an animated war map make for a game that challenges the mind as well as the trigger finger!

7036 Released at £15.90 for the two
CLUB PRICE £11.90 for the two



"A great deal of time and thought has gone into the game (*Desert Fox*)... highly polished in appearance... an unusual but very competent blend of strategy and arcade action." *Zzap!*

Commodore screen

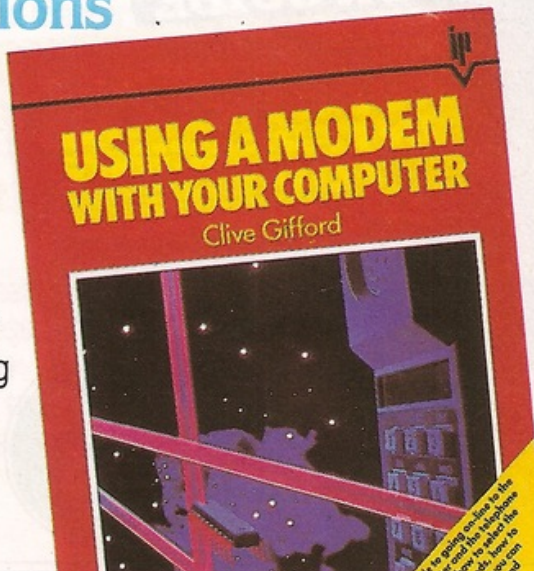
SAVE £4

See how your micro can tap into a whole new world of communications

Going "on-line" to the rest of the world is one of the most exciting things you can do with your micro. All you need is a modem to talk over the telephone lines to hundreds of other computers anywhere in the world, get free "public domain" software, and even do your shopping by computer! Modems have never been cheaper and this book will tell you everything you need to know about choosing and operating the right modem for your machine and needs. Read about going "on-line" for the first time, hooking into electronic bulletin boards, sending electronic mail, and accessing international databases as well as learning about the legal implications of hacking.

Paperback 8½" x 6" 132 pages

8180 Published at £7.95 **CLUB PRICE £5.95**



One of the most stunningly visual games yet seen!

"A game that will be remembered as an all-time classic" *Crash*

Play the space adventure that has had the critics reaching for new superlatives.

Here is a game that has been compared to the famous "Elite" for its grand mix of complexity and excitement. But this remarkable new package from CRL goes further with some of the best graphics seen in a space adventure of this type.

The mission is to de-fuse the active nuclear reactors on the abandoned desert planet of Tau Ceti where the unmanned automated systems have leapt out of control. You are the pilot of the skimmer ship that manages to land among the uninhabited buildings with the task of shutting down the planet's power source so that it can be re-colonised again.

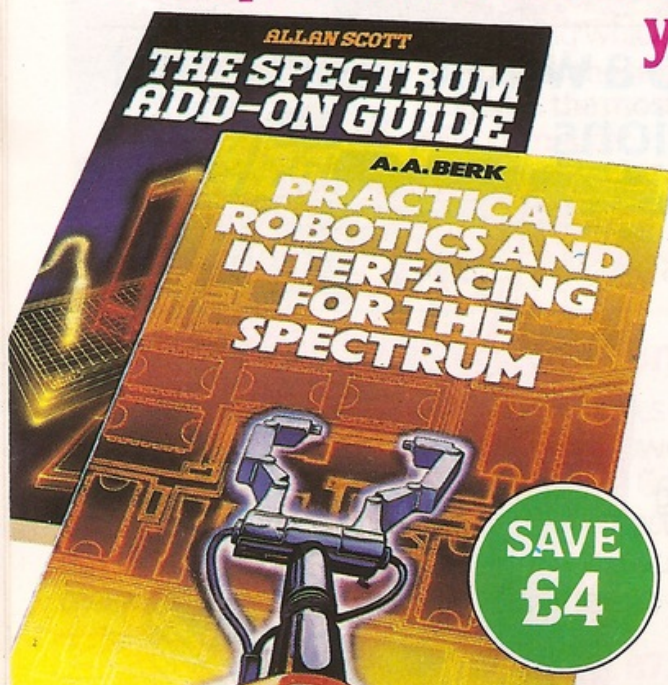
Throughout the game you'll be amazed by the detail on your computer screen. "Intelligent" maps keep you apprised of your position while a second "window" gives you a view of the surface and star-studded night sky of Tau Ceti. Watch as the shading and perspective of the buildings continually change relative to the sun and your position.

"If you only buy one game a year – get Tau Ceti. You won't be bored for another 12 months"
Computer and Video Games.



6772 Released at £9.95 
CLUB PRICE £7.45

A super twin book offer to help you get more from your Spectrum



Your Spectrum can only fulfill its full potential when used with some of the many add-ons available. But where do you start looking in the jungle of joysticks, light pens, modems, printers and many other peripheral devices? Fortunately the *Spectrum Add-On Guide* has come to the rescue with expert advice on choosing and operating these extras. You'll find detailed "best buy" guides and concise explanations in non-technical language. And if you're not satisfied with simple add-ons, why not take the plunge into the exciting world of robotics. *Practical Robotics and Interfacing for the Spectrum* is the ideal introduction to this new dimension of Spectrum computing.

Add-on: 9½" x 6¼" 160 pages **Robotics:** 9¼" x 6¼" 148 pages


7989 Published at £11.90 for the two paperbacks
CLUB PRICE £7.90 for the two paperbacks

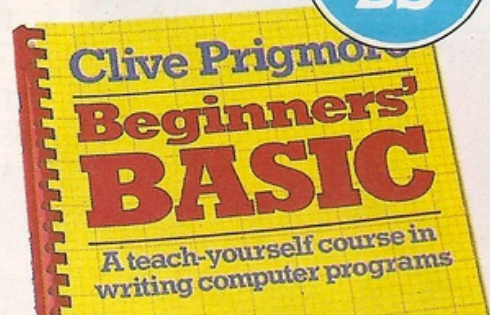


Some titles you may have missed!

Create your own personal software for business or pleasure

One of the keys to understanding the incredible world of the computer is to be able to write your own software in BASIC (Beginners All-Purpose Symbolic Instruction Code). *Beginners' BASIC* is by one of the best teachers and authors in the business. By the time you've completed its easy-to-follow lessons you'll be familiar with the whole vocabulary of BASIC commands.

8719 Published at £9.95 **CLUB PRICE £6.95** 



SAVE
£3

Adventure fun for the under-12's with Phineas Frogg – special agent!




Phineas Frogg is 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. And while they are playing, children are unknowingly refining their spelling skills and powers of logic.

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

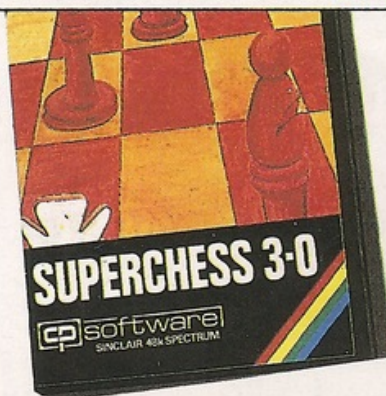
Double your reading rate and cut down on wasted time

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 this 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 remember and absorb whole paragraphs of text scanned in seconds, 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 written for the Spectrum

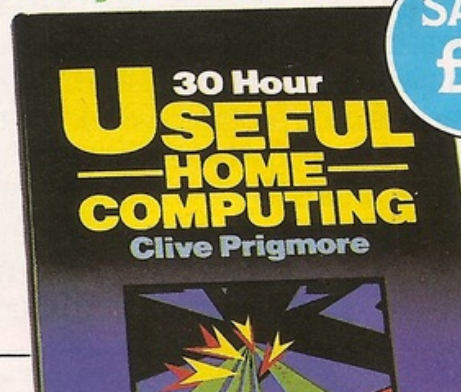
This is the program that was voted number one chess game by *Computer Choice* after it beat all other Spectrum 48K chess competitors. Yet despite its sophistication, it offers 10 levels of play to suit every level from grand master to beginner. "Classy and elegant in check-mating" *Computer Choice*.

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

Let your home computer be a serious addition to your home

Clive Prigmore, author of *30 Hour Basic*, now tackles the problem of using the home micro for serious work. He shows that even a cheap home system can be used to manage a small business, tackle home finances, act as a diary and address book, and handle mailing lists and databases. This book cuts out the techno-speak to clarify what can and can't be done. It's an ideal book for computer owners who want more than recreation from their machines.

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



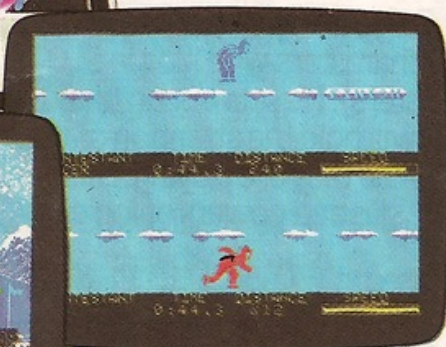
SAVE
£4

Graphics so astounding you won't believe your eyes!



It's not only the supreme quality of the animated graphics that makes *Winter Games* possibly the best simulation ever. The quality of the music and sound effects adds to the incredible sense of realism. The national anthems of all the participating countries are reproduced in stunning synthesised harmony, while the sound of ski's and skates on snow adds to the excitement of the events. The spectacular opening ceremony sees an athlete mounting the podium steps to light the sacred Olympic flame. Then its on to the events themselves. Select the Figure Skating event and you'll have to complete seven skating movements in a time-controlled contest. Then its on to Free Skating and a chance to match your own moves to the music. The action quickens in Speed Skating where you'll

struggle to reach speeds of up to 30 mph in one of the fastest sports on two legs! If you've a head for heights launch yourself into space from the ski-jump. And if that doesn't get the adrenalin going, careering down a roller coaster track of solid ice in a Bob Sled will give you plenty to think about! Finally it's time for the grand closing ceremony and the selection of a Grand Champion. Here's hoping it turns out to be you!



8692

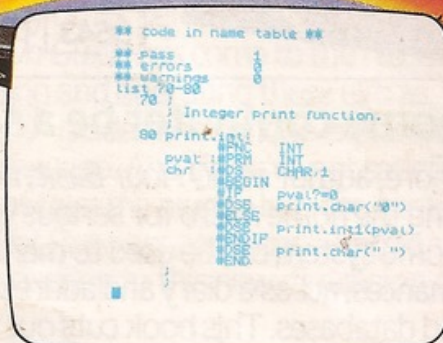
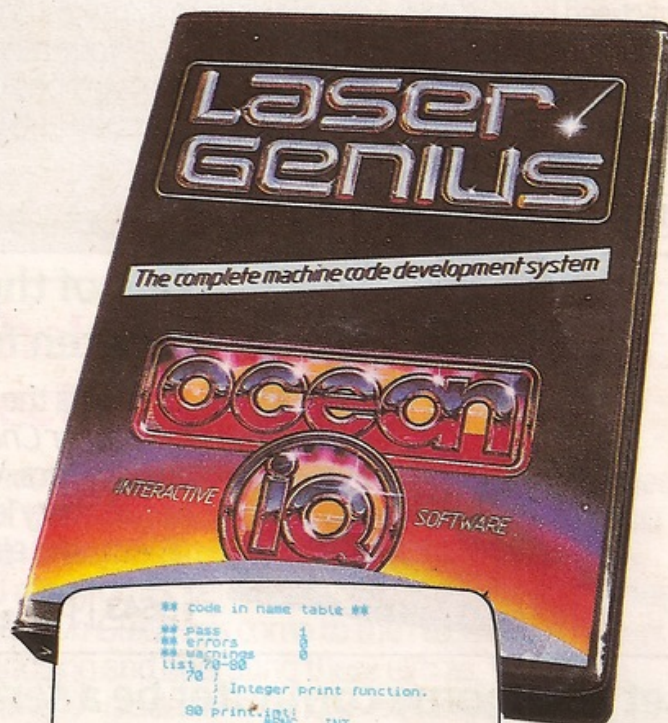
Released at £7.95 **CLUB PRICE £5.95**



A revolutionary approach to machine code development

Heralded as the definitive system for debugging, assembling, and editing.

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