

SINCLAIR SPECTRUM PROGRAM

THE MAGAZINE OF THE HOME COMPUTER CLUB



LAST
CHANCE
TO ORDER
FOR CHRISTMAS
Orders received by
26th November will be
delivered before
Christmas.

A double helping from
Hewson's star
programmers!

Your Winter
MAIN SELECTION
See pages 2 & 3

Your chance to collect two smash hits at a great price!

As a Home Computer Club member you can collect two of the best titles in Spectrum gaming in a special double-library case at a huge saving over the shop price.

SAVE
£7!

Get set for the fastest shoot-em-up arcade battle ever!

The equivalent of more than 200 screens of playing area!

So you think you're an ace space fighter? Well, here's your chance to play the ultimate test of reflexes and nerves in this ultra high-speed interstellar shoot-out conceived by Hewson's famous programmer, Andrew Braybrooks, author of the acclaimed Paradroid game.

You'll immediately see that *Uridium's* special hard-glare graphics are like no other you've seen on an arcade game. In fact, the crispness and contrast of the shadows have been designed to emulate the actual lighting conditions in outer space where the sun's light is neither softened nor filtered by atmosphere and clouds.

Watch the screen carefully as your Manta fighter is launched. In a split second you've swooped down on a strafing run of the Enemy Super-Dreadnoughts that are draining precious mineral resources from the planetary cores. Down through the Dreadnought's barrier meteor shields and communication aerials you dive as waves of defending fighters swirl in to blast you from the heavens.

If you're quick, you'll blast them into micro-particles and whirl around to attack surface targets on the Dreadnought. Succeed, and you'll be able to land on the enemy craft and complete your

mission to destroy the monstrous ship. But even if you do blast the intruder mother-ship, don't get too confident. You've many more targets to encounter!

"One of the best and fastest shoot-em-ups ever." *Microscope*

"This game has the sort of addictive quality that has 'classic written all over it'."

Your Computer



A unique combination of arcade action and trading strategy from 1985's "Programmer of the Year"

Recover the spell of eternal youth and liberate the land of Torot.

Top programmer Steve Crow was voted "Programmer of the Year" in 1985 for his creations Wizard's Lair and Starquake. And he hasn't rested on his laurels. His new game *Firelord* takes computer gaming to a new dimension and breaks the boundaries of games design by becoming the first combining arcade gaming with icon-driven trading strategy.

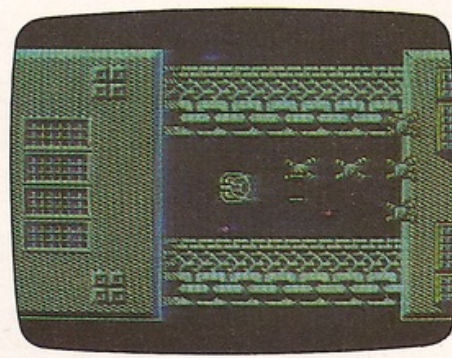
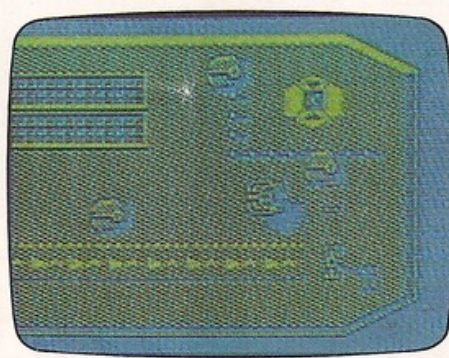
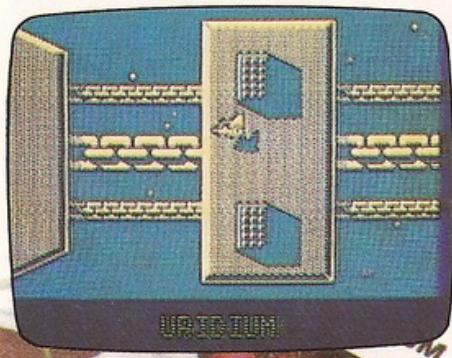
The result is a fast-action game with superb animation and a scenario that encompasses nearly 500 screens!

Set in medieval times, the game starts as an arcade adventure with the Knight Errant travelling through the medieval land of Torot whose inhabitants live in fear of an evil Queen who uses

fireballs created by firestone to terrorise the people. She will only relinquish control of the fireball-making firestone in return for the spell of eternal youth.

You are the Knight Errant who must seek out the spell and recover the firestone. As you travel through the land of Torot you must collect various objects to give you the power to overcome the hallucinations which will otherwise hold you back.

To play the second part of the game, you enter certain buildings and encounter different characters who will trade objects or information. Only by clever and astute trading will you be able to collect the four elements of the spell to exchange for the firestone.



1689

Released at £17.90 for the two  128
CLUB PRICE £10.90 for the two

Important

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

128

This symbol means the item on offer is compatible with the Sinclair Spectrum 128 machine.

Comic strip action with superhero "Redhawk"

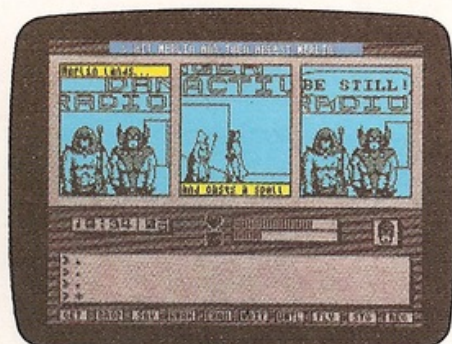
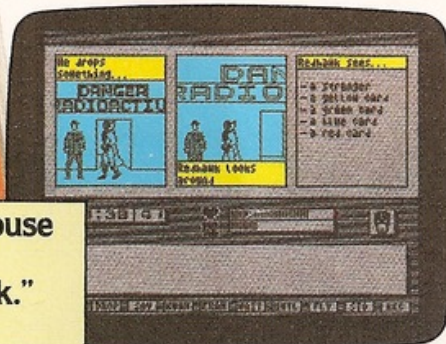
This unique adventure game is like no other you've ever seen.

Imagine picking up a comic where you can tell the characters what to do and say to each other. That's the scenario in *Redhawk*, the latest and most original offering from top games software publishers, Melbourne House. This is the same company that published all-time greats, "Way of the Exploding Fist", "The Hobbit" and "Starion". So you can be assured of quality.



1972

Released at £8.95 **CLUB PRICE £6.70** 128



"Redhawk has all the Melbourne House hallmarks. The game style is highly original and the presentation is slick."
Sinclair User

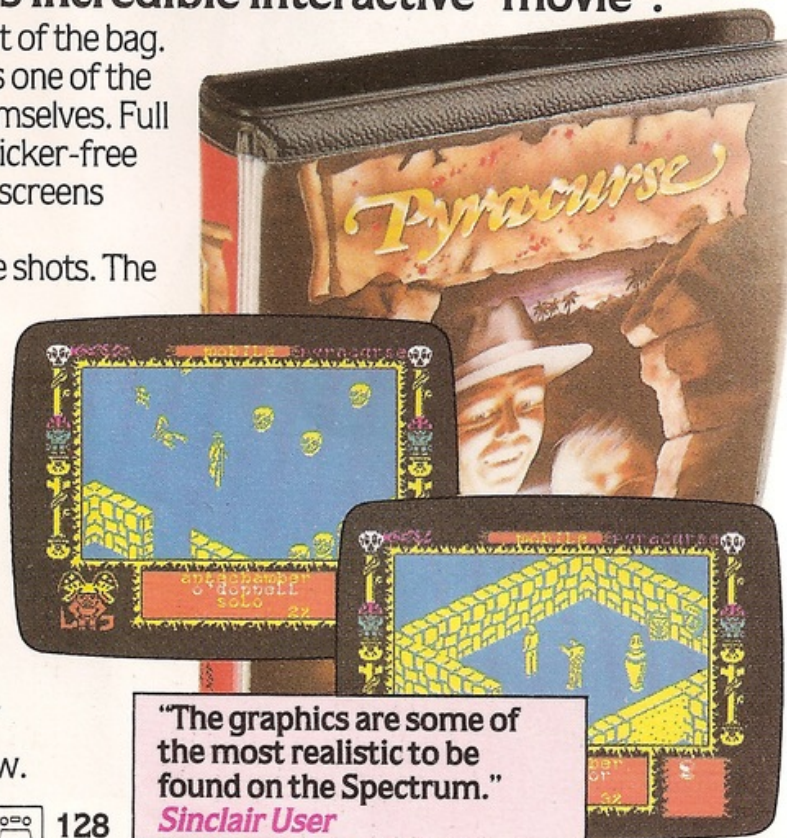
Pit your courage against the Headless Horrors and curse of the gods!

More than 500 screens in Hewson's incredible interactive "movie".

You can count on Hewson to pull a few tricks out of the bag. And in this arcade adventure game set in the 1930's one of the top software games companies have surpassed themselves. Full hidden object removal, smooth scrolling graphics, flicker-free animation and hundreds of tasks in more than 500 screens make this a mega-game to remember.

Pyracurse is just like a movie with you calling the shots. The cast is led by Daphne Pemberton-Smythe, the ruthless heiress searching for her archaeologist father Sir Pericles Pemberton-Smythe. He is presumed dead, killed by the horrors that lie in the temple of doom.

Daphne is joined by her fiancée Professor Roger Kite, a mischievous dog called Frosbie and the drunken reporter from the Daily Excess, Legless O'Donnel. Each character has their own personality and you can swap between them to achieve certain tasks. But there are numerous horrors to withstand – the headless guardians, stinging scorpions and faceless robots to name a few.



"The graphics are some of the most realistic to be found on the Spectrum."
Sinclair User

2059

Released at £9.95 **CLUB PRICE £7.45** 128

"The fastest and most compact Spectrum word processor around." *Sinclair User*

Packed full of the professional features found on business word processors.


It's not surprising that word processors are by far the most popular serious software packages. After all, everyone writes. Word processors make the job of writing so much more pleasurable than using typewriters or pen and paper. The computer takes over the tedious business of editing leaving you free to create and refine your writing.

Now *The Writer* is here to turn your Spectrum into a handy electronic notepad. Indeed, this program has been compared to business word processors costing more than ten times the price.

Just look at some of the things *The Writer* can

do: search for, and replace any word; move blocks of text; personalise mailshots and automatically number pages. And, of course, you can print out a copy of your work on any printer that interfaces with the Spectrum.

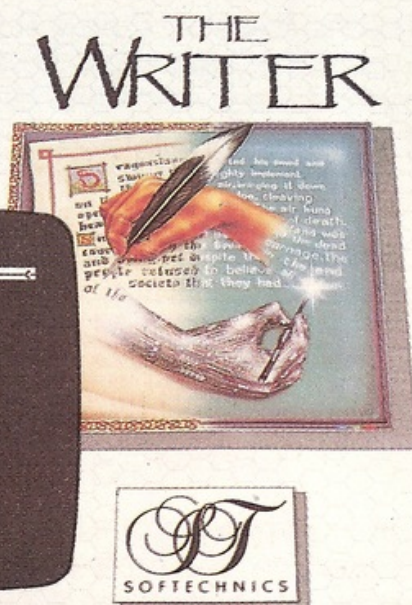
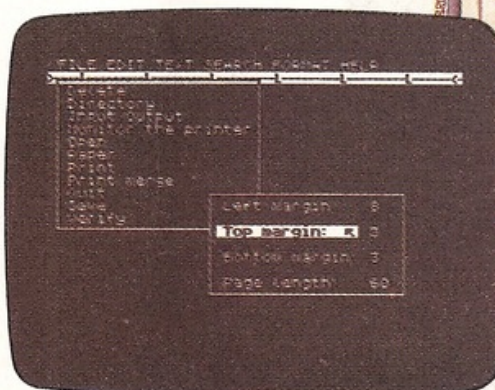
If you run a club or small business, *The Writer's* mail merge powers will be a godsend. Imagine typing just one standard letter to members or customers and leaving the computer to fill in the different names or addresses from your database. *The Writer* can do all this and more. Despite all this power, *The Writer* is child's play to operate thanks to pop-up menu boxes.

1969 Released at £14.95  **128**
CLUB PRICE £10.95

"This is, quite simply, one of the most professionally-produced business programs ever to load into a Spectrum. *The Writer* is damned impressive."

Sinclair User

SAVE
£4




Now the most successful board game in years comes to life with sound and music as well as text!

More than 3,000 questions make this the ideal family game.

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. Just check the features of this 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 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!

Pack 210mm x 150mm includes two cassettes and booklet.

9010 Released at £14.95  **128**
CLUB PRICE £10.95

SAVE
£4



Trivial Pursuit

THE COMPUTER GAME

SPECTRUM-GENIUS EDITION

Use your computer to make sure you pass first time!

Save pounds on expensive extra driving lessons.

It's a fact that around half the number of people who take a driving test fail at the first attempt. But you don't have to be among the unlucky ones. With *Pass Your Driving Test* your computer can prepare you for your test by quizzing you on all important aspects of the Highway Code and even gives a check list of do's and don'ts for the test day – from what to take with you to how to park outside the test centre.

Based on the best-selling book of the same name, published in association with the British School of Motoring, *Pass Your Driving Test* uses the powers of the computer to illustrate different traffic situations and signs, and quizzes you comprehensively on all the information contained in the Highway Code. If you can't answer a question, the program will explain in detail what you should know.

Just think of the joy of passing your driving test first time. And the money you'll save not having to book extra driving lessons. *Pass Your Driving Test* will give you all the preparation necessary for success.

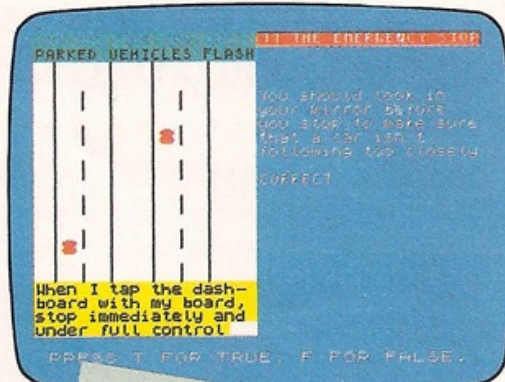
1277

Released at £7.95

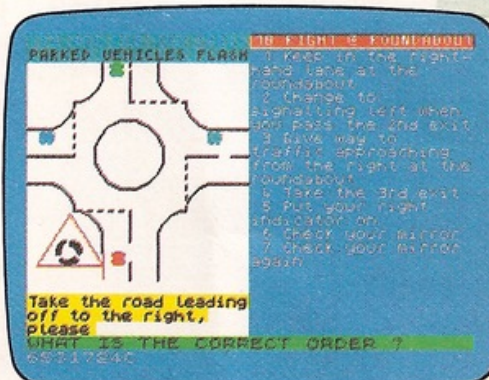


128

CLUB PRICE £5.95



PASS YOUR DRIVING TEST



Let US Gold beam you into the future for an intergalactic adventure on the Rebel Planet

Based on the Fighting Fantasy book series.

The alien Arcadian Empire is tightening its grip on the Galaxy aided by a super-computer hidden in a secure location. The situation is grim, but Earth leaders have planned a daring mission to strike at the heart of the Arcadians' home planet. It involves you being disguised as a merchant trader searching the Galaxy for objects and clues to equip you for the final assault on the Arcadian stronghold.

A vocabulary of more than 400 words lets you communicate your commands and you can interact with the characters you meet on the various planets you visit on your voyage. Some will give you essential information, others will be hostile and must not be trusted.

But only after you have solved the secret code, will you gain access to the computer building to destroy the infernal machine and halt the Arcadians' complete domination of the Galaxy.

1208

Released at £7.95



128

CLUB PRICE £5.95

REBEL PLANET

Based on a concept by Steve Jackson & Ian Livingstone and story by Robin Waterfield. Game written and published by Adventure.



You are standing on the Caydia's command deck, display screens flash, through the observation port the universe unfolds before you. Obvious exits are South.

> EXAM SCREENS

Ship Status: Programmed flight plan... Check
Droid service crew... Check
Life support systems... Check



You are in a cargo hold packed with fastened containers. You can also see, an alloy strip, a space scooter. Obvious exits are West.

> EXAM SCOOTER

What a machine, it won the 2552 space bike race! Unfortunately it's broken.

All the thrills of the fastest-growing spectator sport in the country!

Score a winning touchdown with this great American football simulation designed for rookies and pros alike!

The clock ticks off the final minutes of play and your team is ahead by two touchdowns. Will you opt for the 3-4-4 formation to fool the defence or pick an adventurous 4-3-4 play that will stop the rush but leave your backfield wide open?

This is the strategy challenge that has made American football one of the fastest-growing spectator sports in the country. Although NFL football has been thrilling millions of Americans for more than 60 years, the game remains a mystery on this side of the Atlantic.

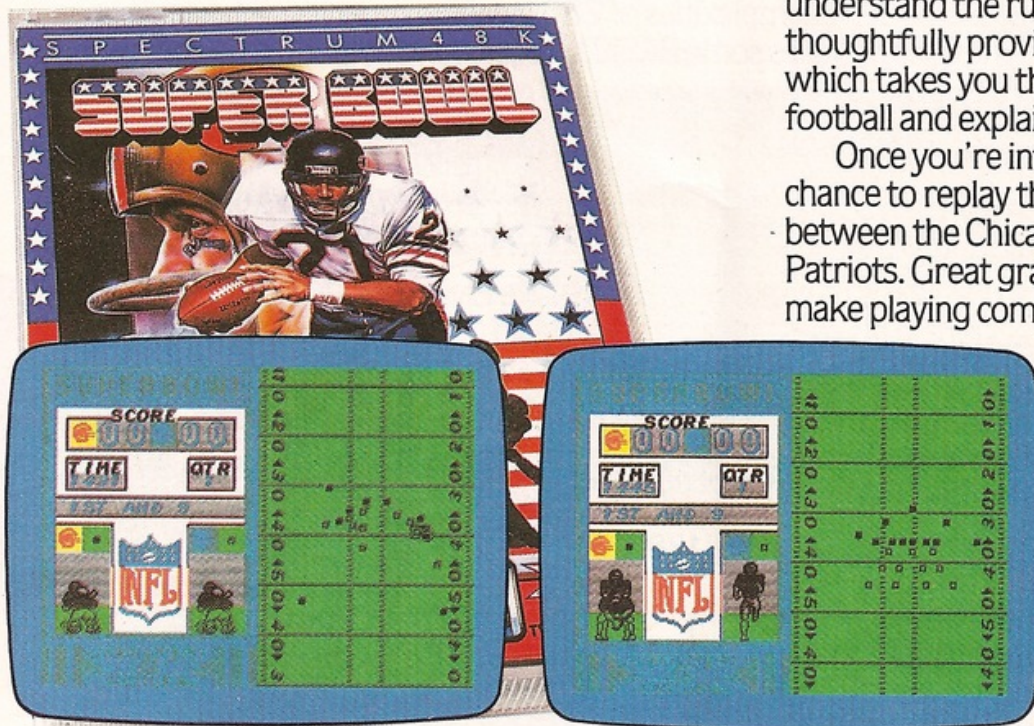
Ocean's marvellous *Super Bowl* simulation will

change you from a rookie into a seasoned pro. Because American football is based on a series of strategic moves, it is a game ideally suited for computer simulation.

And this great single or two-player computer adaptation will give you full rein to plan offensive and defensive plays. All the possibilities are there in your efforts to gain yardage. You can stack your defenders at the line of scrimmage with a 7-1-3 play. This will stop the offensive rush but leave your backfield wide open.

Don't worry if you're a rookie and can't yet understand the rules of play. Ocean have thoughtfully provided a special audio cassette which takes you through the fundamentals of NFL football and explains the strategy.

Once you're into the game itself, there is the chance to replay the last Super Bowl conflict between the Chicago Bears and New England Patriots. Great graphics and attractive screens make playing computer *Super Bowl* as exciting as watching the real thing.



1414 Released at £9.95
CLUB PRICE £6.95



128



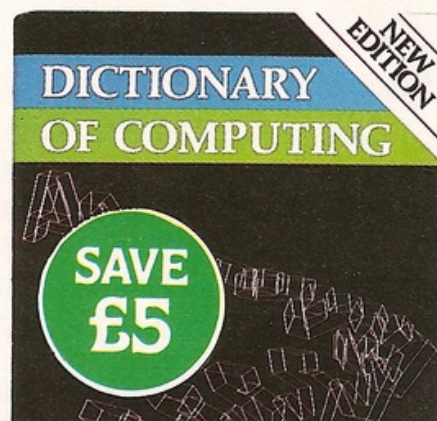
The latest update of the definitive high-tech dictionary

Covers more than 4,000 computing terms in a single volume.

The *Oxford Dictionary of Computing* attracted worldwide acclaim when it was first published in 1983. But the world of high-technology does not stand still for a second and so this second edition now brings this important reference work right up-to-date, covering hundreds of new listings in the fields of electronics, maths, logic and computing with a special section explaining new data protection legislation. More than 50 experts on both sides of the Atlantic have contributed to make this edition an unrivalled source of information for all micro users.

Hardback 240 x 165mm 416 pages

1191 Released at £17.50 **CLUB PRICE £12.50**



Create your own commercial adventures

The *Graphic Adventure Creator* has been rightly hailed as one of the biggest breakthroughs in recreational computing. With it anyone can write their own illustrated adventure for fun or profit. You don't need to master strange computer languages. All you need is your imagination and the ability to read clear and concise on-screen instructions. Ten times more powerful than any similar program, the *GAC* lets you create incredibly detailed location descriptions just like the pros.


"A very impressive and sophisticated adventure generator." *Sinclair User*
"It's a beautifully designed package." *Personal Computer World*

6129 Released at £22.95 **CLUB PRICE £12.95**  128



Now here – an assembly language course for beginners!

This unique tutor pack of book and program cassette is a complete self-paced course in low-level Z80 Assembly Language from the internationally-acclaimed Dr. Watson series. Easy-to-learn examples take away the baffling complexities of Z80 machine code. Indeed, so clear is the writing style it makes some BASIC tutors seem complicated in comparison! Pack 233mm x 165mm contains paperback and program cassette

6869 Released at £12.50 **CLUB PRICE £9.00** 

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

As agent 4125 your *Impossible Mission* is to disable and de-activate Elvin Atombender's robots which protect him in his underground stronghold. Only then can you find the passwords that will neutralise the threat to the world.


"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*

5650 Released at £7.95 **CLUB PRICE £5.95**  128



Use your computer to make movies!

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

3634 Released at £14.95 **CLUB PRICE £11.20** 

Two cartoon favourites together!

Can you help Dan find the dynamite to blow the safe? Apart from the excellent graphics you're sure to enjoy the tunes that accompany each of Dan's heroic actions. And who can resist the stone-age frolics of Bedrocks most lovable couple. Yes – it's the Flintstone characters in a great animated arcade game that captures all the atmosphere of the TV show that has charmed millions for more than 25 years!

7523 Released at £14.90 for the two **CLUB PRICE £11.15 for the two**  128



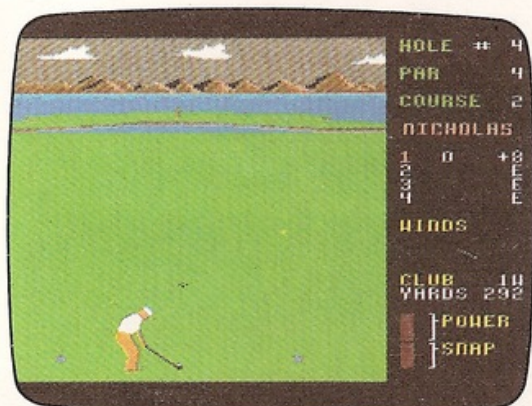
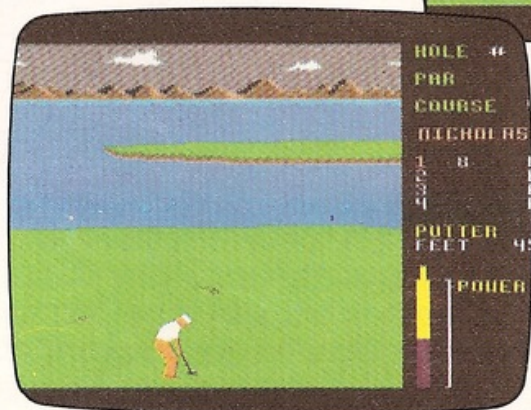
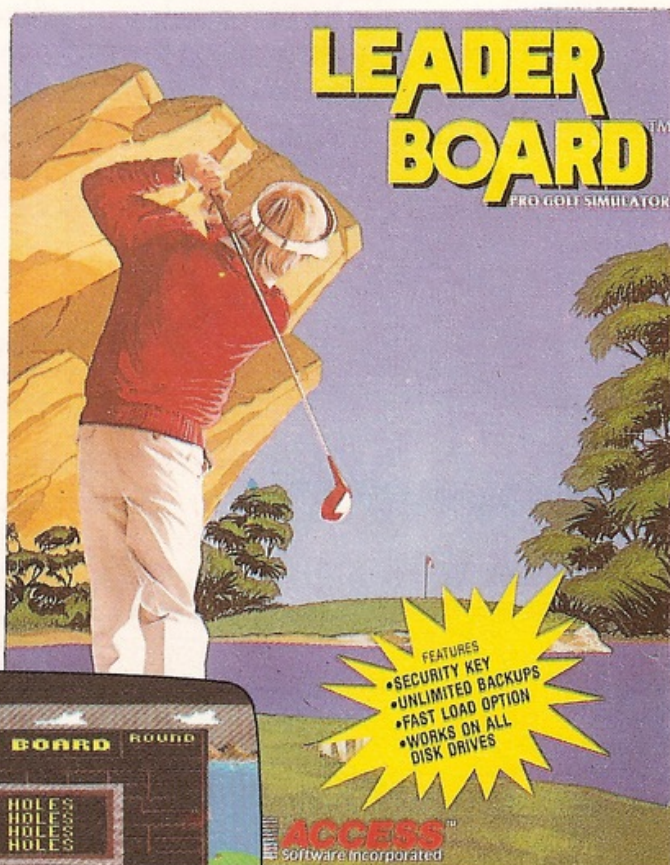
A golf simulation so realistic you'll never have to step on a golf course!

"Without doubt the sports simulation of the year, if not the decade." Zzap!

Even if you've never held a golf club in anger before, *Leader Board* will soon turn you into a golfing addict. Quite simply *Leader Board* is the most realistic golf game ever developed. Not only does it give you a true perspective of every shot, but it allows fine control of power and wrist action and demands the utmost concentration and co-ordination.

You take your place at the first hole. Beyond you stretches the green, with the flag from the first of 18 holes beckoning invitingly from the far end of the course.

Choose your club from an arsenal of various woods and irons, hold your breath, and swing by hitting your joystick "fire" button. With a soft swish the club powers the ball into the air and it soars away into the distance. But you haven't applied enough wrist snap and it falls to the left to drop short of the green.



Commodore screen shots

Look what this reviewer said of the Commodore 64 version.

"Leader Board makes all other golf simulations look clumsy and antiquated in comparison. Even if you don't like golf, look at this sports simulation of the year, you'll be amazed. Its qualities and its single and multi-player options make Leader Board a great game for everyone." Zzap!

The on-screen information panel gives you all the data you need to plan your stroke – wind factor, yards, par, hole number and strokes taken. The power and snap meter lets you fine tune your swing to perfection.

A selection of four 18-hole courses of varying difficulty add to the fun. All of them are landscaped water courses, so you'll be forced to drive over lakes and land the ball on small islands to reach the green.

Up to four players can enter their names for a round of golf, choosing from difficulty levels ranging from amateur to touring pro. Naturally, the computer keeps tally of the score while the sense of realism is enhanced by the "swish" sound effects as you swing your club.

1476

Released at £9.95



128

CLUB PRICE £7.45

Some titles you may have missed!

Just the ticket for the serious machine code programmer.

If you already know the fundamentals of machine code programming and want to develop your skills, look no further than this volume from Interface Publications. Chapters range from reviewing complex aspects of the Z80 chip to discussing programming techniques, machine code editing, and even how to document software for commercial applications. Author William Nitschke's advice will appeal to experts looking to add to their existing fund of programming knowledge.

Paperback 240mm x 171mm 342 pages

6133

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



Cut down on program loading errors.

Most misloads and bad saves are caused by a poorly maintained cassette tape head. This special maintenance kit is designed to keep your tape deck in clean and optimum condition to facilitate trouble-free operation. The kit contains software and screwdriver to check and adjust the critical tape head angle as well as a special tape that combines a de-magnetiser with head cleaner. Say goodbye to the frustration of faulty loading.

Pack 222mm x 140mm containing screwdriver and two cassettes

5706

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



Design your own arcade game without any programming knowledge!

Designing your own arcade game couldn't be easier. Just pick the options from the menus listing the combinations of sounds, explosions, player modes, screen colours and characters to build up your own scenario. You can even design a game featuring friends or family as main characters! A comprehensive manual and on-screen instruction guide you through planning and defining the elements in your game.

"A peerless Spectrum utility... there's no other package on the Spectrum to rival Arcade Creator." *Sinclair User*

5155

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



128



Fly back to 1940 in the legendary Spitfire.

Unlike most flight simulations, you don't have to master a handful of simultaneous flying procedures. Just grab the joystick, hit the rudders and you'll be up in the wild blue yonder patrolling the skies over the South of England hunting German bandits.

"The cockpit view is a very realistic simulation of a Spitfire... extremely responsive to the controls... it's a bargain at any price."

Home Computing Weekly

4702

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



Six exciting arcade programs to offer limitless hours of fun and games.

Here's an unbeatable compilation of six of US Gold's finest offerings. There's something for everyone with *Beach Head*, *Zaxxon*, *Spy Hunter*, *Blue Max*, *Buck Rogers* and *Tapper*. Now you can pick up the whole collection of classics at a fraction of the shop price.

4787

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



An enigmatic odyssey through the Solar System to save Earth

Produced in consultation with the British Astronomical Association.

Stunning graphics and the latest programming techniques combine with the expertise of the British Astronomical Association to make *The Planets* one of the most engrossing games you'll have played.

Set in the next century, the scenario finds a decaying Earth ruined by natural disasters and the onset of a second Ice Age. But, among all this chaos, a strange metal capsule is found which holds the key to a mission among the planets that could mean Earth's salvation.

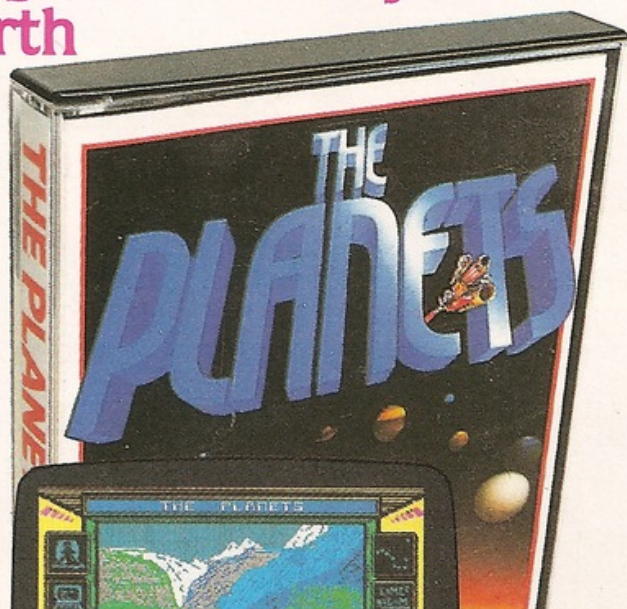
You are selected to pilot the ship that will visit each planet in the solar system to try to retrieve the eight remaining capsules which will reveal the answer to the mystery. Each planet you visit will have the characteristics and conditions scientists have confirmed. All the information on the planets is as up-to-date as possible. Even the results of Voyager II's encounter with Uranus have been included. You'll be transfixed by the strangely beautiful computer simulations of these strange worlds.

1971

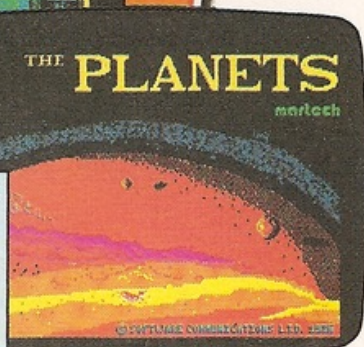
Released at £9.95



CLUB PRICE £7.45



"A nice blend of arcade and strategy/puzzle that should keep most gamers well and truly busy." *Crash*



Revel in the enthralling animation of a new style of graphic adventure game

There's never been a dungeons and dragons game like *Heavy on the Magick*. Massive animations and a new command language have resulted in a new approach to game design. You take on the role of Axil the Able, a hooded magician, who has been flung by the master magician Therion into the dungeons beneath the sombre castle called Collodon's Pile.

Axil is doomed unless he escapes the labyrinth of dank and dark dungeons inhabited by wandering monsters and demons, and riddled with

traps, tricks and puzzles. But be careful... combat with other creatures is often fatal and you'll need to discover certain objects and spells to survive. You communicate with Axil and the other characters in the language of Merphish, similar to English but much more compact. In fact one key will execute a command, saving you the effort of typing in sentences.

1248

Released at £9.95

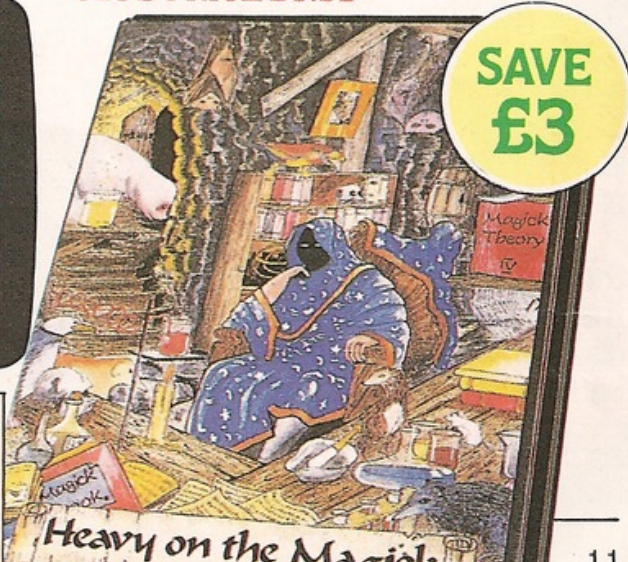


128

CLUB PRICE £6.95



"The incredibly lifelike movements of the main character, and the cuteness of the monsters, should find a very receptive audience just dying to get their hands on this one." *Crash*



SAVE
£3

The stunning sequel to last year's smash hit!

No less than 128 rooms to explore.

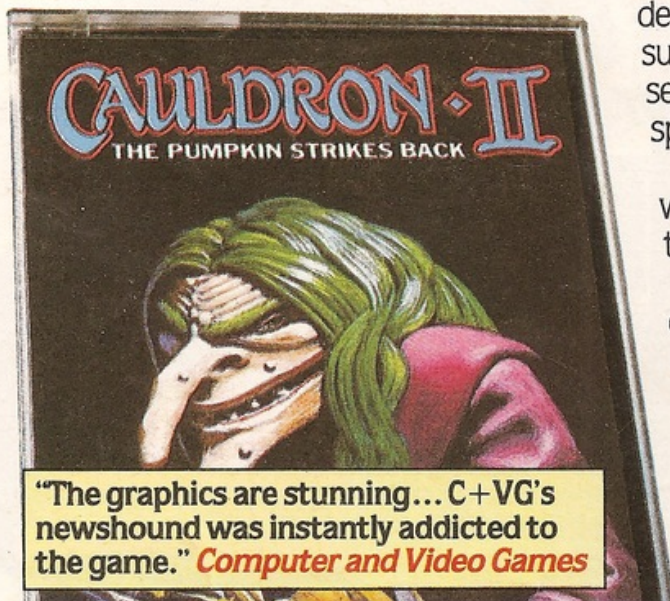
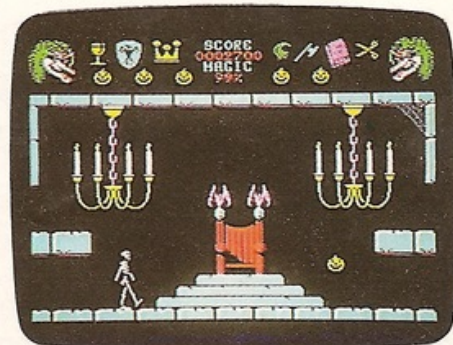
After a year in the making, the long-awaited sequel to *Cauldron* is here. And it's better than ever, with some of the most memorable music, super special effects and addictively frustrating gameplay you've ever seen.

In the original game the player took the role of the evil witch who relentlessly tried to rid the land of Pumpkins. In *Cauldron II* it's the Pumpkin's turn to strike back. As the bouncing Pumpkin you must collect six objects and then find a way into the witches' room to

destroy her. But each of the 128 rooms is haunted by supernatural monsters and you've only got six lives! Only by securing the goblet, axe, scissors, crown, shield and book of spells can you hope to triumph.

You control the height and direction of the bouncing. But watch out that you don't miscalculate a rebound or you'll fall to your death.

It won't only be the stunning visual style, clever special effects and frenetic gameplay that will transform you into a *Cauldron II* addict. The incidental sound effects elevate the atmosphere to a new level. Listen to the old witch cackle as you lose a life, judge your bounces by the ricochet sounds and enjoy the great theme music that announces each new game.



"The graphics are stunning... C+VG's newshound was instantly addicted to the game." *Computer and Video Games*

1250

Released at £8.99 CLUB PRICE £6.70 128

Based on the "Worst Vegetable Movie of all Time"!

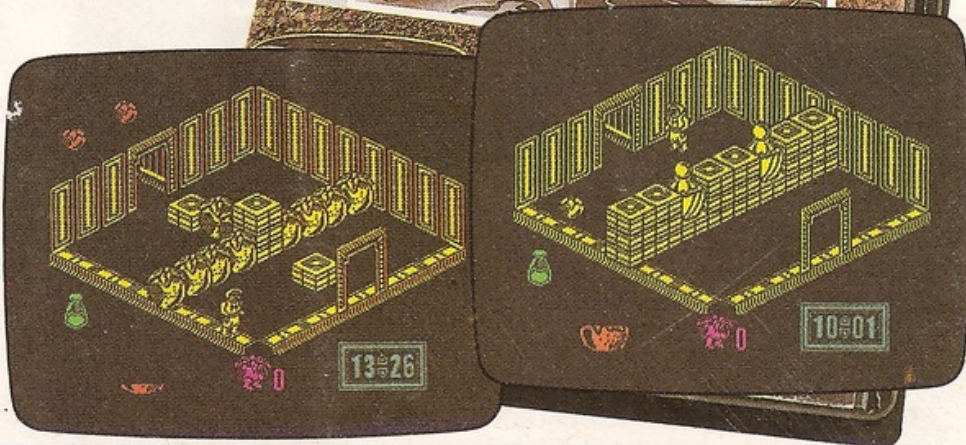
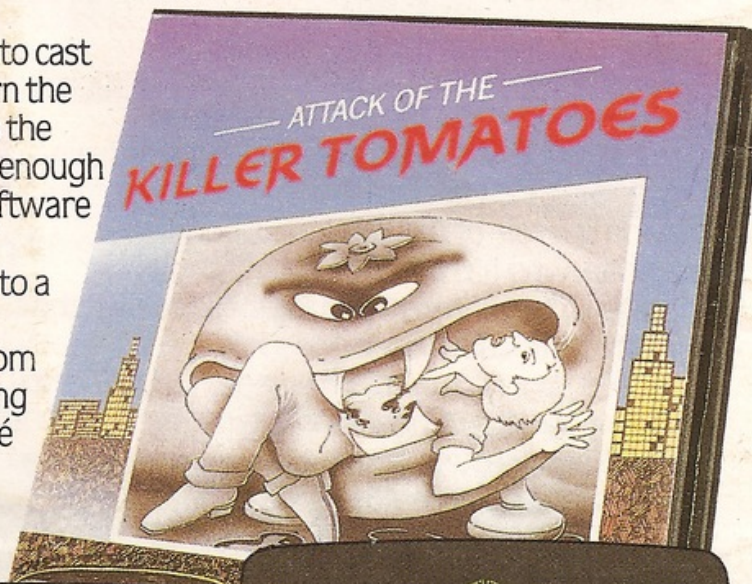
It's puree enjoyment!

A few years ago a group of cinema critics gathered to cast their vote for the worst films ever made. Thus was born the "Golden Turkey Awards". One of the first winners was the "Attack of the Killer Tomatoes". And if you were lucky enough to miss the cinema version don't despair. Here's the software translation of the "Worst Vegetable Movie of All Time" brought to you in 3-D Pixel-Scope ready to squelch on to a computer screen near you.

Things start peacefully enough down at the PuraTom processing plant. Hero Wimp Plasbott is quietly working away at keeping the Pizza Parlours supplied with puree when suddenly... the mutant tomatoes strike.

Keyboard or joystick control allows Wimp, to jump, advance, turn left or right and collect or drop different objects and stun the bouncy tomatoes. A plethora of puzzles adds to the fun.

Have you got the bottle to battle the frightening fruit? Will you get to the sauce of the problem and discover which objects will help you ketchup with the rampant Reds?



2438

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